

Forum:[Hack Forums](#)

Thread: [First time touching photoshop in years \(photo manipulation\)](#)

zSerity - July 17, 2017, 12:24 am

Got really bored today and used to do a lot of photo manipulations so I decided to do one again after years. It's pretty basic but I still think it looks cool.

the stock photo I used ([Click to View](#))

SIM-1589588 - July 17, 2017, 12:26 am

Good job buddy but window border is not smooth and visible without zooming.

zSerity - July 17, 2017, 12:28 am

(Jul 17, 2017 12:26 AM)J.P Morgan Wrote: [\[CITE\]](#) Good job buddy but window border is not smooth and visible without zooming.

I was just noticing that after posting

Next one I do I'm going to cut it more carefully

The part I think turned out great though is the blue glow I added as a reflection on his face

SIM-1589588 - July 17, 2017, 12:34 am

(Jul 17, 2017 12:28 AM)zSerity Wrote: [\[CITE\]](#) The part I think turned out great though is the blue glow I added as a reflection on his face

Yes lol, I didn't even noticed that there's glow on his face.

?

zSerity - July 17, 2017, 12:37 am

(Jul 17, 2017 12:34 AM)J.P Morgan Wrote: [\[CITE\]](#) Yes lol, I didn't even noticed that there's glow on his face.

?

rip me ?

SoulDesign - July 17, 2017, 12:44 am

As he mentioned the window border isn't the smoothest and could be improved. Another thing that could be improved is the lighting. On the photo of the earth, the sun is barely rising above the horizon, but the window is very brightly lit on the edges. You could try reducing the brightness a bit and adding a stronger tint of blue on the window lighting to make it blend better. Looks good though, keep it up ^_^

r0fleZ - July 17, 2017, 12:48 am

That looks beautiful bro! U got some skills still :)

AvessoVision - July 17, 2017, 12:58 am

Use Refine Edge next time you cut out something. It will smooth things out for you.

Also the perspective does not match for the outerspace. You've used blue to highlight him but the border of the window remains white. Should look into that. Small details are the ones that matter.

Roytoy - July 17, 2017, 1:02 am

Nice job! I would possibly increase the exposure of everything the window is showing. If a camera shot this picture in real life, it's sensors simply wouldn't be able to expose properly for both inside and outside of the plane, simply because of dynamic range. I would also possibly add some dust or dirt on the window to show some glass texture rather than make it 100% transparent.

zSerity - July 17, 2017, 1:08 am

(Jul 17, 2017 12:58 AM)AvessoVision Wrote: [\[CITE\]](#) Use Refine Edge next time you cut out something. It will smooth things out for you.

Also the perspective does not match for the outerspace. You've used blue to highlight him but the border of the window remains white. Should look into that. Small details are the ones that matter.

Where can refine edge be found? I used the polygonal lasso tool to cut the window out.

Edit: I see it now. Is there anyway to smooth it out now that it's already been cut?

(Jul 17, 2017 12:44 AM)SoulDesign Wrote: [\[CITE\]](#) As he mentioned the window border isn't the smoothest and could be improved. Another thing that could be improved is the lighting. On the photo of the earth, the sun is barely rising above the horizon, but the window is very brightly lit on the edges. You could try reducing the brightness a bit and adding a stronger tint of blue on the window lighting to make it blend better. Looks good though, keep it up ^_^

Thank you for the feedback :)

(Jul 17, 2017 01:02 AM)Roytoy Wrote: [\[CITE\]](#) Nice job! I would possibly increase the exposure of everything the window is showing. If a camera shot this picture in real life, it's sensors simply wouldn't be able to expose properly for both inside and outside of the plane, simply because of dynamic range. I would also possibly add some dust or dirt on the window to show some glass texture rather than make it 100% transparent.

I was thinking the exact same thing, with it looking like there was no window there. Wasn't sure how to go about it though.

Definitely going to be trying another one tomorrow or making improvements to this one. ?

AvessoVision - July 17, 2017, 1:18 am

(Jul 17, 2017 01:08 AM)zSerity Wrote: [\[CITE\]](#) Where can refine edge be found? I used the polygonal lasso tool to cut the window out.

Edit: I see it now. Is there anyway to smooth it out now that it's already been cut?

I would recommend using Pen Tool for a better curvature and better pixels.

You could reselect the area and try to use some close settings like these:

Spoiler [\(Click to View\)](#)

Spoiler [\(Click to View\)](#)

FNF3TD - July 17, 2017, 1:29 am

Looks really good! Not a good photoshop user myself but this looks very great considering you've been not going ham with editing hehe

zSerity - July 17, 2017, 2:48 pm

(Jul 17, 2017 01:29 AM)FNF3TD Wrote: [\[CITE\]](#) Looks really good! Not a good photoshop user myself but this looks very great considering you've been not going ham with editing hehe

Thanks a lot man. ?

Jinjer - *July 17, 2017, 8:36 pm*

Bit too sharp, but color and light is decent.