



Render or photograph models against a contrasting, sky like, colour to make them easier to select. Choose the time of day when photographing the site to match any Sun shadows in the model image.

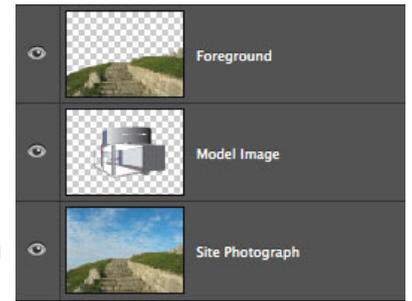
Sometimes a model can be photographed on site with a forced perspective, giving the impression that the model is full size. Good light and a small aperture are essential for this to be successful.

Decide on the image size before starting work.



Straighten up and adjust the photographs as required, saving versions as you go. Select the foreground using the Polygon Selection tool and copy to a new layer.

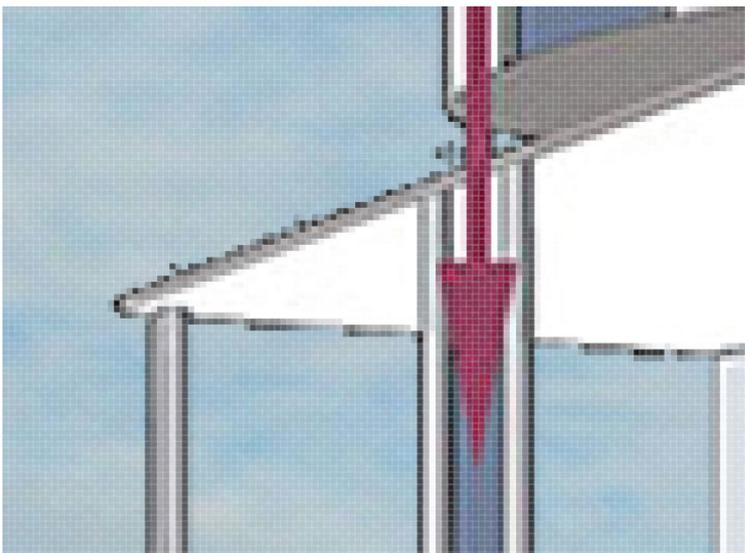
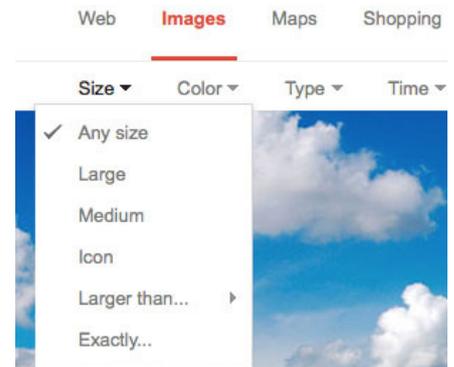
The Quick Mask mode allows a selection to be modified with a variety of tools.



The D key switches foreground and background to B&W, whilst X will swap the colours around.



The sky used, can be from the original photograph or downloaded from the internet.



Edges will probably need to be cleaned up with the Eraser tool, Choose Mode: Brush from the contextual menu bar. The Clone Stamp tool can be used to remove unwanted objects from the images.

Larger brushes can be selected with the [and a harder brush with shift -]. The flow can also be adjusted for blending.

Turn layers off and on, by clicking on the Eye symbol in the layers window, to make sure no parts of the model or rendering have been lost.

The History window can be used to undo multiple actions completely or with the History Brush.

