"I am the bullet in your gun"
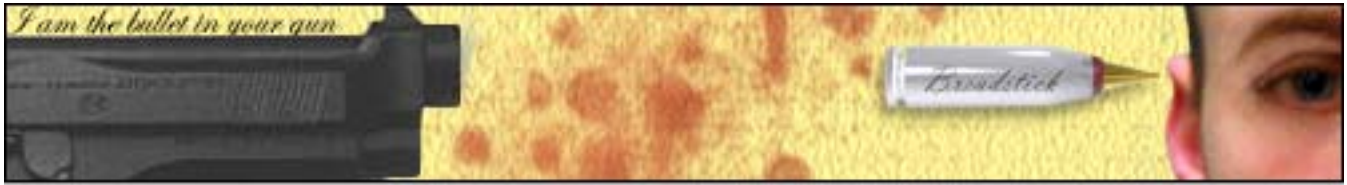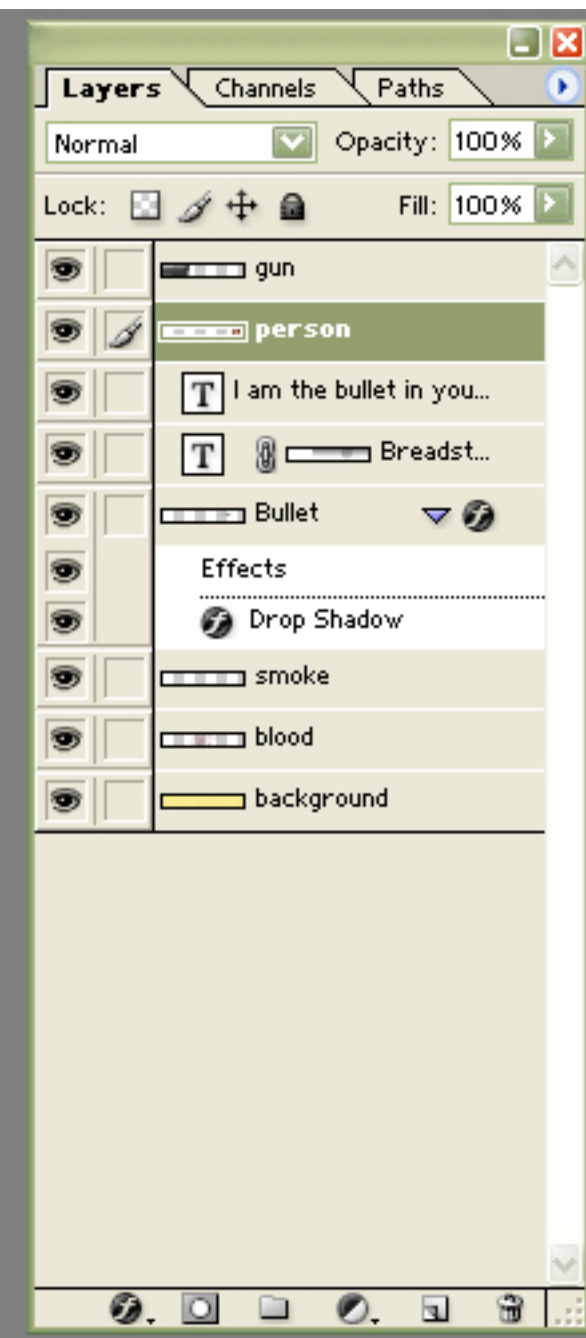Signature fundamentals tutorial by Breadstick

In this tutorial I will show how I made my signature and give a detailed step-by-step guide on how I did it

A couple things before you start are you should have at least a basic understanding of Photoshop before starting this. Here are some of the key concepts and explanations of how they work.

Layers- A layer is a way to organize different parts and pieces of your image, think of a layer as a cut piece of paper, which layer is on top will show over which is on the bottom. Layers can be modified by clicking on the little "f" at the bottom of the layers palette shown here. This is where you can change opacity, bevel, etc.. Is one of the most important items of Photoshop.

Layer mask- a layer mask is the little white circle at the bottom of your layers palette. Think of a layer mask as an eraser that you can go back and un-erase. Take a look at the layer Breadstick on the image above; notice how it has the second box on the right of it, that is the mask. When I click the mask box it activates it and wherever you paint black there it essentially erases, this is very useful if you want to make partial transparencies to blend or if you want to make something semi-transparent. If you are still confused here is a link to a simple tutorial http://www.newtutorials.com/color-masking-in-photoshop.htm

Brush- When I refer to the brush I'm referring to the airbrush tool generally since you know how to use a normal brush. The airbrush is just like a one in real life, it will paint over it slightly or more so depending on the flow and opacity settings, it is

essential when editing photos or correcting images. See image below; click the airbrush symbol located at the top to activate the airbrush.

Opacity: 52% ▶ Flow: 45% ▶

How to use custom downloaded brushes- when you download a brush from the Internet it will save as a zip usually, which contains an .abr file, this is the brush file. To load those brushes you need to click the down arrow next to where u select the size to bring up a drop down menu, then click the arrow facing right inside the drop down menu then go to load brush, find the .abr file and load those brushes up, it will be all the way at the bottom of your list of brushes, to go back to your normal set of brushes do all those sets but instead of loading brushes hit "reset brushes." All these brushes function the same as a normal brush, you can even make your own brushes but we won't go over that here.

Clone Stamp- The clone stamp really just takes a part of an image and copies it over to another area, cntrl+click (hold down the control key and then click) to define an origin point and paint elsewhere, you see what's going on.

Healing Brush- One of my favorite tools. Just like the clone stamp except it blends the origin point and the new point together to fix blemishes in an image or to lighten etc…very useful once you use it, be patient it can take a while to do.
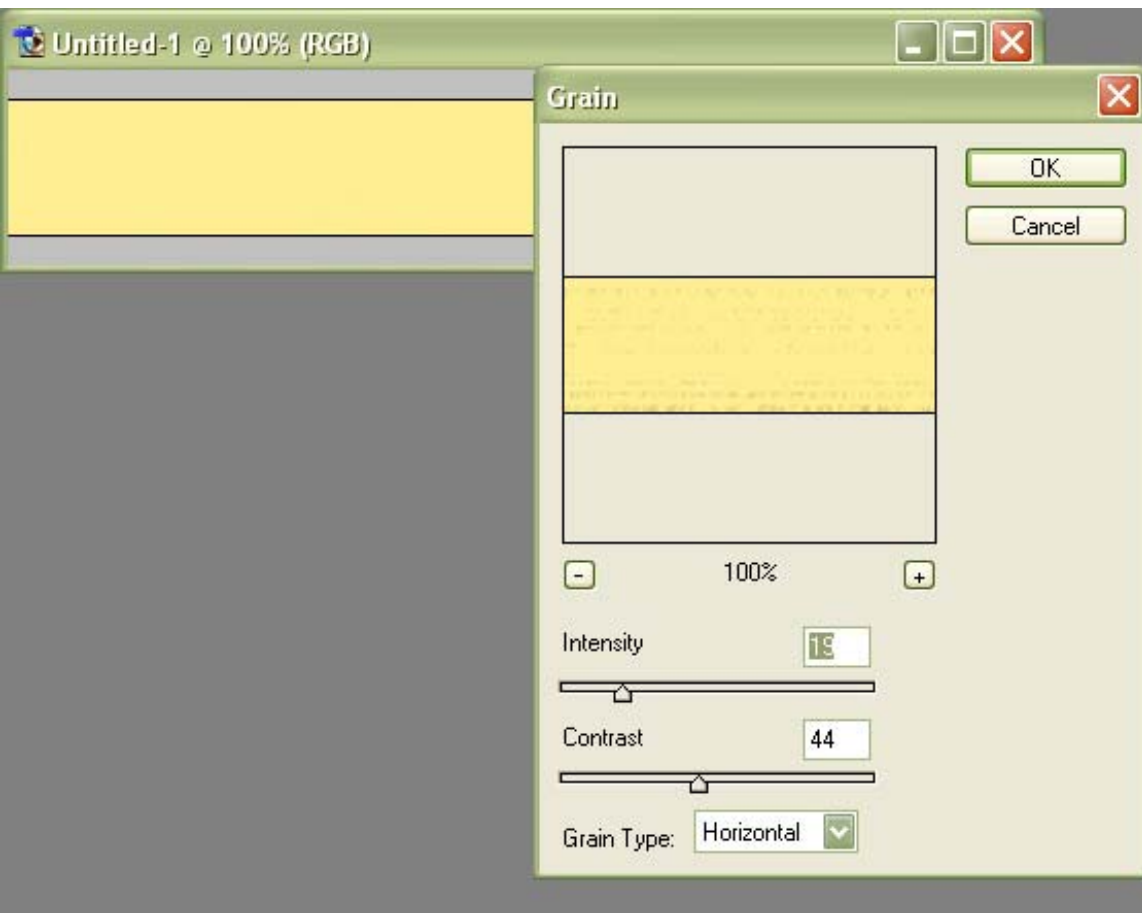
Smudge- It is just like it says, it spreads from an area to where u drag, it is used to create all the fancy smoke and stuff you see in wallpapers, it is also used in photo corrections. Self-explanatory just try it and you will see what it does.

A quick way to inverse a selection is to hit cntrl+shift+I, if you select an object from a picture and what to get rid of the rest inverse then hit delete, really simple. Now onto the tutorial part, of you feel anything is missing or needs to be explained better feel free to contact me on msn, my contact is breadstick@hotmail.com
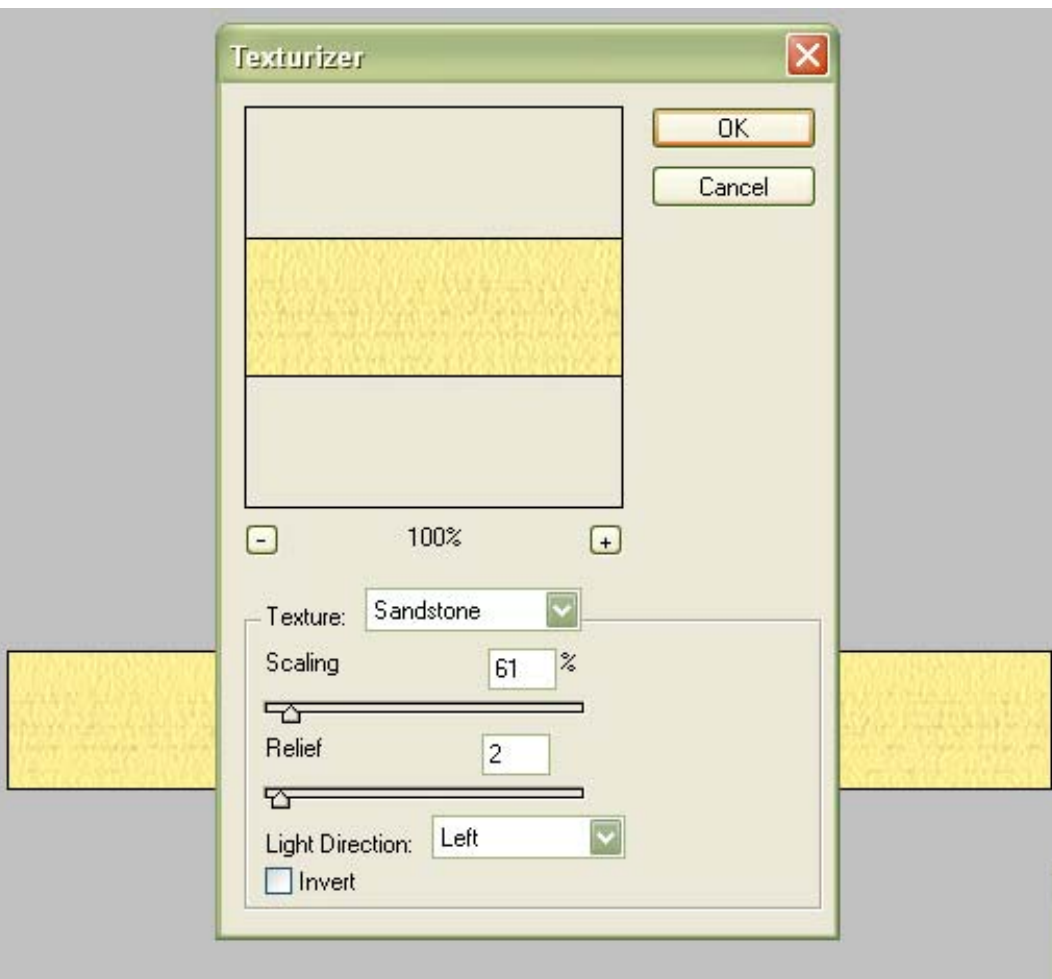
1- I filled with the color E7D885, I am going to make a wall

Untitled-1 @ 100% (RGB)

2- I added the grain filter to break it up and add texture, use these settings, found under the texture choice in the filter menu

Grain

OK
Cancel

100%

Intensity 19

Contrast 44

Grain Type: Horizontal

3- the grain did not see enough so I added a "texturizer" filter, found under the texture choice in the filter menu
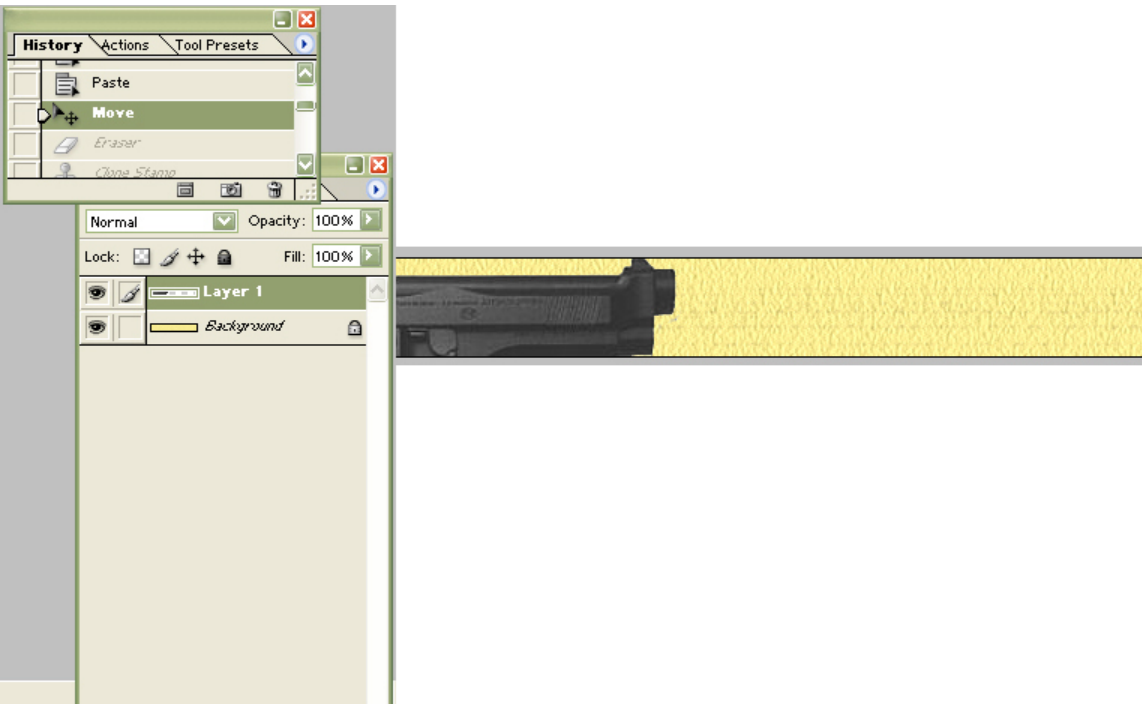
4- I found a royalty free image off of http://sxc.hu, cut the gun out, the magic wand should be enough, doesn't need to be perfect I prefer to clean up after I put into the signature

5- Insert the image into the signature, over the wall layer, see the gun does not look perfect so I erased the outside to soften, it looked better crisp so I used the clone stamp to reproduce the pattern on the tip, this is all about preference, be slight, I used a 1-3 pixel brush when I am in close. After that I used the eraser to perfect it.
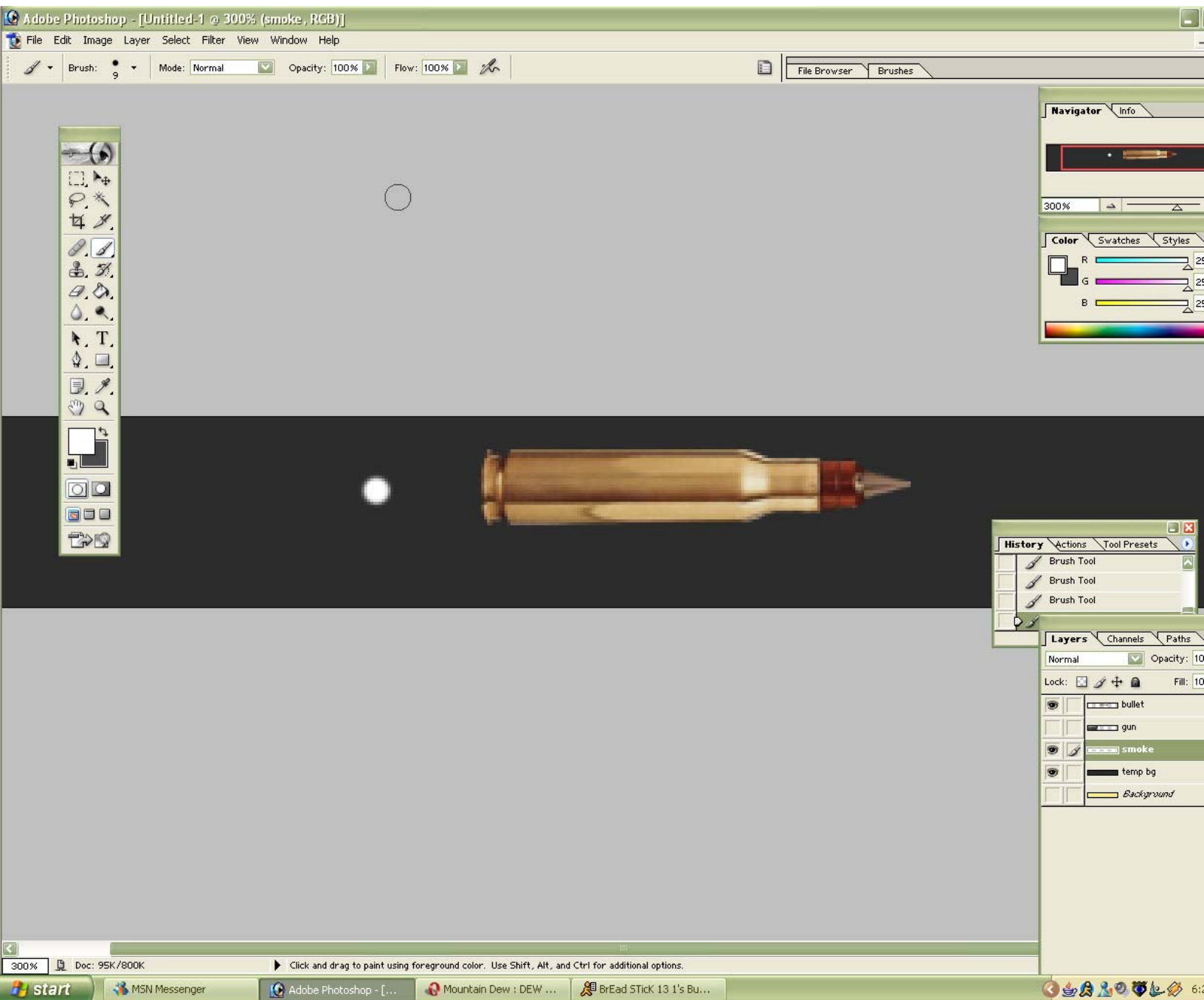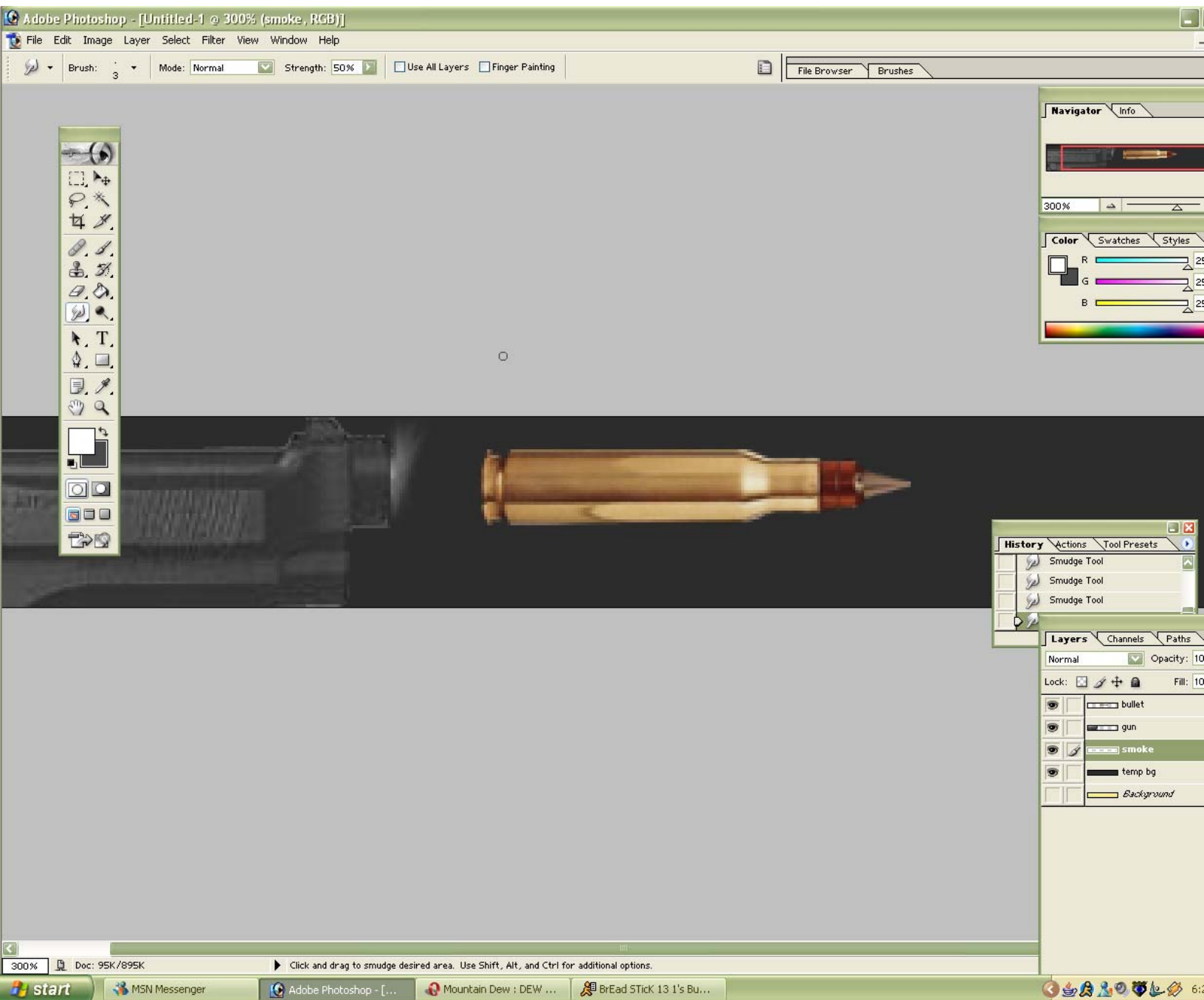
Before-

After-

6- hide the gun layer and make a small white dot where the tip was, were going to create some gun smoke
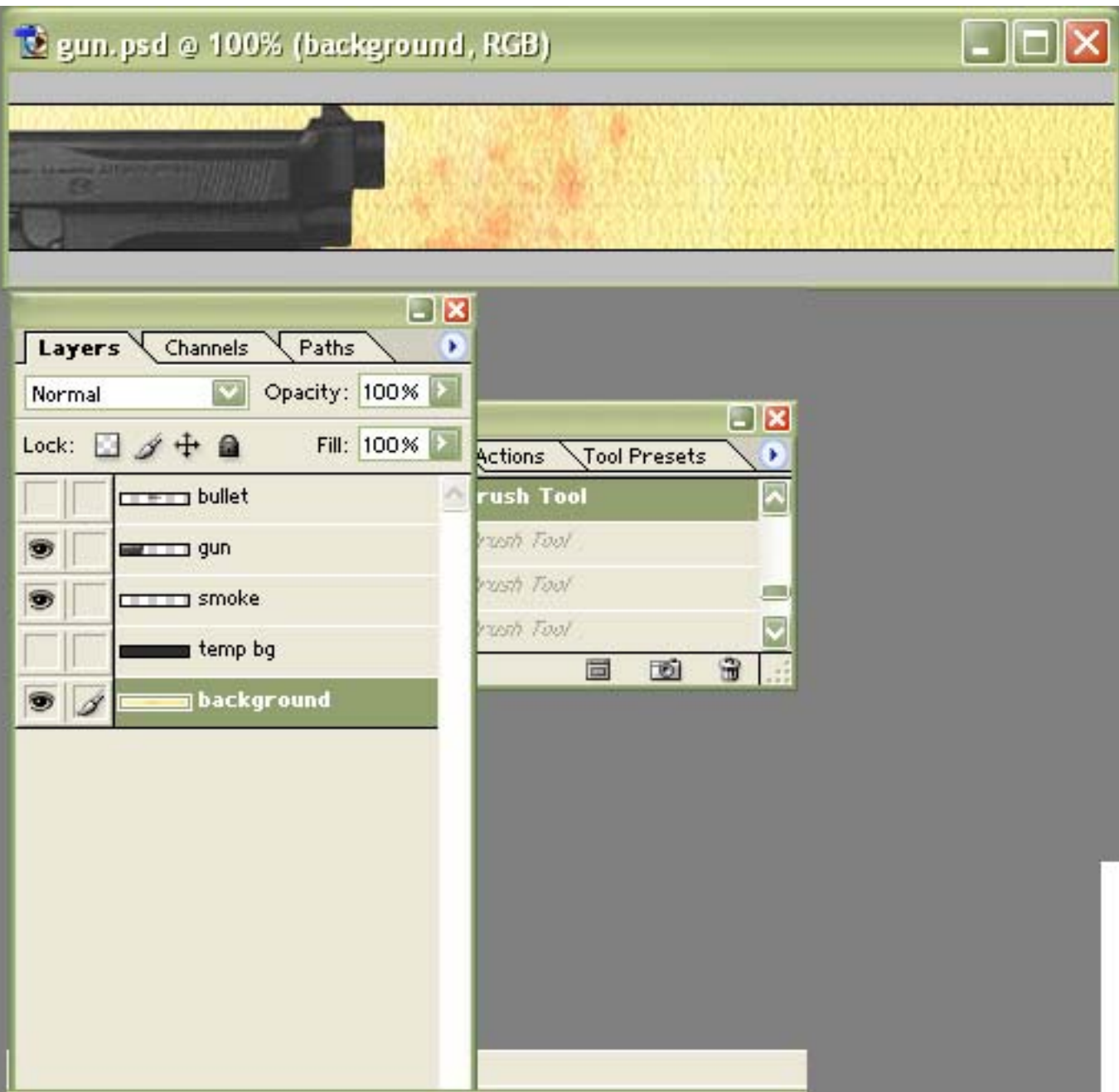
7- take your smudge tool and lower the opacity and brush it out until your satisfied, its all preference, take your time to get good results, always work at a low opacity. I put the bullet in there for a reference; I will put in a bullet I modeled in AutoCAD 2004 later. The smoke was barely visible but nonetheless detail is good.

8- the wall was looking too boring so I added some blood for some overall theme. The blood brushes used in this signature are from www.deviantart.com. I just used a low opacity. For some added flavor cntrl+click the blood layer and use a brush, the same one will do, u used except a darker shade and click in random places, it will put shading in only where the previous blood was. Work at a low opacity when shading. I used the color FE0000 at 20-45 opacity depend on what you want, test it out.

gun.psd @ 100% (background, RGB)

Layers | Channels | Paths

Normal   Opacity: 100%

Lock: ☐ 🖉 ✛ 🔒   Fill: 100%

Actions | Tool Presets

rush Tool

- bullet
- 👁 gun
- 👁 smoke
- temp bg
- 👁 🖉 **background**

9- here is my render of the bullet (modeled in AutoCAD and rendered in Bryce), I didn't bother to smooth because once it's scaled down you can't tell
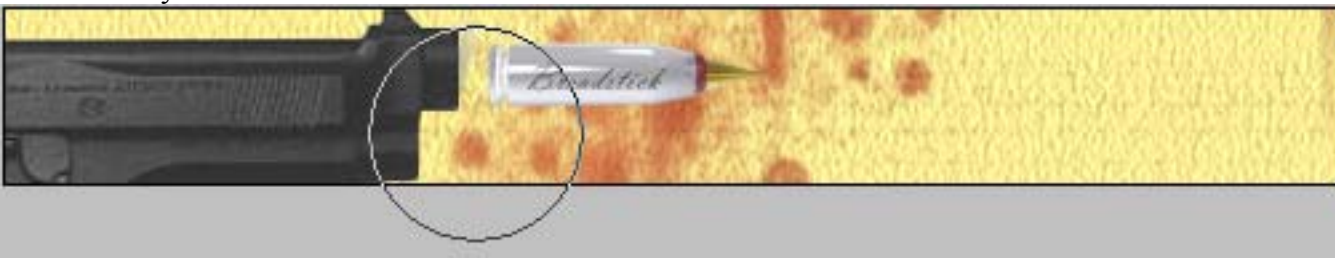
10- I decided to make the smoke grayer for realism and make it more visible, just do as we did with the smoke earlier over again, here it is with the bullet in, don't worry bout placement perfect just yet, there's much more to go.

11- Creatively I decided to place my name on the bullet, metaphor. Getting the gloss and contours is hard if you don't know what you doing. First place it on the bullet.

I decided to move it down, looks better. Now to get the contour to match up you must make a thing called a layer mask. If you look on your layers palette you will see a box with a white dot in it, click it and you got a mask. Wherever you paint black on that you will essentially erase. Click the layer with the mask, notice there are 2 boxes; the one on the right is mask and left normal. Start on the mask part and run a gradient over the text, bottom to top, black to grey with a low opacity, subtle is key. You'll notice that the render still has the little streak there where the light hits, zoom in on the render and stay on the mask and grab a small brush and lower the opacity to maybe 20-30. Brush where the light part on the bullet is till you are satisfied. It may still seem to dark which is easy to fix, switch to the mask part if you are not already there and grab a brush and make it big- 50 pixels should do, make sure your foreground is black and drop opacity to maybe 10-20 percent and put brush over the bullet and click, click again if its not light enough. Done. If you need to move them, we will later, link the text on the bullet and the bullet by clicking the box next to the eye in your layers palette, click the box on both of them, this way if you move one of them you move both.

12- Go to filter-extract and take out the image of the head, we will only be using the left side so don't worry at all about doing it good, just rough. After it is extracted go in and smooth the left side with the eraser since extract trends to create rough edges,

this can be done with the lasso if you prefer but I like extract.

History | Actions | Tool Presets
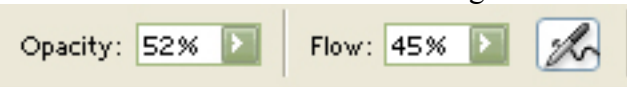
Eraser
Eraser
Eraser
Eraser

13- Put the face in and scale it down till it looks right and move it so barely the eye is there, now do an image-adjustments-auto levels to make it look better. Brush his face so it looks smoother and no imperfections, he's got a big ugly spot, if you're not experienced with the clone stamp now is a good time to save and practice. Use the clone stamp to erase the big ugly spot on his eye, all the dark. Use the healing brush along with the airbrush to get it looking good. Now move the bullet with the text over, add a slight drop shadow to the bullet, low opacity, and remember to link the layers to move them. I added the phrase "I am the bullet in your gun" in and moved it out of the way for now, well decide what to do with it later. Looking good, close to done but details are important here, got to preserve realism. You could stop and call it quits here since it looks good but I am going to take it further and add more details. This concludes the end of the tutorial. Links will be provided at the bottom of where to find brushes as well and some brushing tips that I commonly use.

It took me about 20 minutes to clean up around his eye, I still wanted to leave some of the natural shading but keep it light. It still needs some work but it looks a lot better

-The images in this tutorial are slightly larger so they may appear blurry. The final product in actual size can be found at
http://www.geocities.com/breadstick131/signature_tutorial.txt
- When I refer to "brush" I am talking about the airbrush. It is the symbol next to the opacity and flow, usually at the top.

Blood brushes-
http://www.deviantart.com/deviation/5788524/
http://www.deviantart.com/deviation/1734403/
http://www.deviantart.com/deviation/559975/
http://www.deviantart.com/deviation/2102575/ - used in this signature
www.angryblue.com

Brushing tips-
1- Use low opacity always
2- use smudge along with heal and airbrush to cover imperfections
3- clone and healing brush to fix what u messed up and cover imperfections
4- TAKE YOUR TIME