

Step-by-step Workshop EXPERT TRANSFORMATIONS



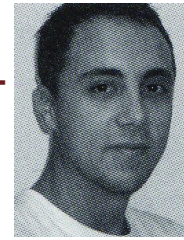
Link to my Web Design portfolio here: http://www.blinker63.net/durban_designer.htm

This Photoshop tutorial has been redesigned by myself for the sole use of reflecting my skills in Adobe Creative Suite. I have used Photoshop as a main image editor, illustrator for the background effects and InDesign for the layout of this tutorial. Microsoft Word was initially used for the text compilation and grammar etc.

We show you how to re-create these entertaining retouch effects to develop your own real life manga girl



Our Expert



Adam Smith
www.advancedphotoshop.co.uk/user/Adam

Adam tries his hand at more new styles, discovering new techniques and applying his long-standing Photoshop skills.

Source files

This month's tutorial resources can be easily sourced from Stock.XCHNG - see the file numbers in the supplied Word Document. The main model image can be purchased at iStockphoto, but we have also included our own model image sample pack so you have a selection. You'll also find the "Manga lighting.acv" file to help you along the way.

Manga styles have long been a favourite with designers and popular culture fans alike. The portrayal of manga girls in particular is rampant among design forums such as deviantART, as well as through popular media formats including comics television and cinema.

Now even Photoshop's photo-editing techniques are being exploited to create morph styles, taking the realism of manga girls to the next level. We couldn't ignore this recent trend and the entertaining techniques it involves, so we have produced our very own real-life manga character effects workshop.

We take you through a host of methods, revealing how to use the intuitive Liquify filter, along with standard selection of layering styles to create the exaggerated features expected of this genre.

The layer mask and embedding modes also become essential in achieving top results. Colour adjustment options feature heavily so you too can edit and adjust bold colour schemes that fit in with both the world of manga and your own taste.

During the tutorial, we'll also reveal how to add cool hairstyle effects, again using little more than selection and layer mask tools, and uncover how to build up the illusion of depth, through additional image elements and careful use of blur filters. This plethora of techniques and tools come together to create a professional and appealing manga girl portrait that's a total transformation from the original model image.

The authors note...



Please note that this Photoshop workshop which has been redesigned by myself is for the sole use of reflecting my design skills using Adobe CS5, including InDesign, Illustrator and Photoshop. Microsoft Word was used for the initial text compilation. Dated 3rd October 2010

Step-by-step Workshop

01 Adjust head and features

Begin by activating your Rectangular Marquee tool and make a selection around your model's head. Press Cmd/Ctrl+J, duplicating a new layer then use Edit>Transform>Scale to increase head size. Use Transform>Perspective to increase the top of the head, narrow the chin, then apply Transform>Warp, bringing facial features back up to a profile position.



02 Liquify face sculpting

Apply a layer mask to your new head layer and integrate noticeable edges by erasing them with a soft edge 70% black brush. With this layer active select Filter>Liquify. Zoom in at around 66% and select the Forward Warp tool. Set the Brush Size at 270, Brush Density at 20, Pressure at 100, Rate at 8 and Turbulent Jitter at 50.



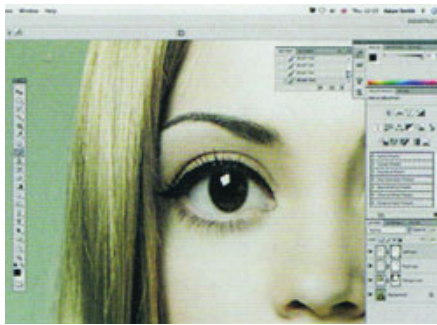
03 Eye selections

Apply this brush steadily to the jaw line, straitening it and ending the chin in a point. Activate the Eclipse Marquee tool to make selections around your model's eyes. Press Cmd/Ctrl+J. We'll work with the eyes first, as they dictate the ratios of the edge of the nose, which will have a knock-on effect when it comes to other facial feature ratios.



04 Eye size adjustments

Use the Transform>Scale tool to increase the size of your new layer by about 50% holding Shift. Tweak this further by decreasing horizontally and increasing vertically, creating an authentic manga-style iris and pupil shape. Your eyebrow may be awkward so reselect this with section tools and decrease size vertically.

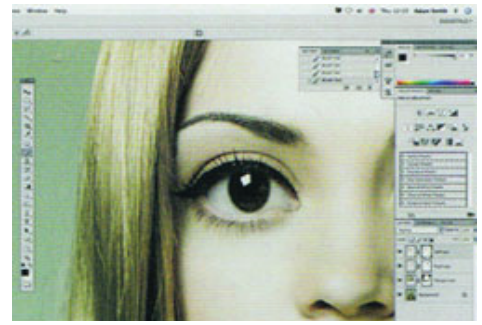


Quick tip

As with all retouch projects—be it commercial or personal—don't go shooting in the dark. Take time to address amendments and mark up your model image with correction notes. This will serve as a constant reminder of what you are trying to achieve, and you won't miss anything out, which can easily happen to us all.

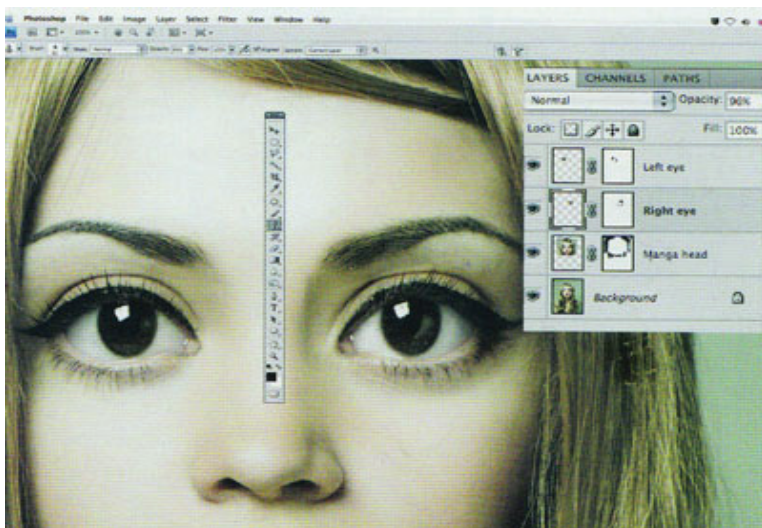
05 Intergrate with layer masks

Time to integrate edges once more, so apply a layer mask and work away edges with a soft-edged 70% black brush. Brush percentages may need decreasing when working in shadow areas. Try and obtain overlapping eyelashes on hair, as this is a style associated with manga girls. Check the example for guidance.



06 Rectify errors

You may notice discrepancies when working attentively in Step 5. For example, decreasing brow size may leave noticeable hard edge overlaps. These can be remedied by zooming in and applying Clone tools. Also, thin the eyebrows by applying the Clone Stamp tool at around 65% Opacity. You can ignore this line of text here as this line of text is used to fill in this bottom lefthand corner of the page.



07 Apply the Dodge tool

Select the Pen Shape tool and draw a white shape that traces around the bottom of the iris. Ctrl/right-click the shape layer and select Rasterize, applying an overlay blending mode. Add a layer mask and integrate edges. Duplicate the layer shape, decreasing Opacity to 30%.



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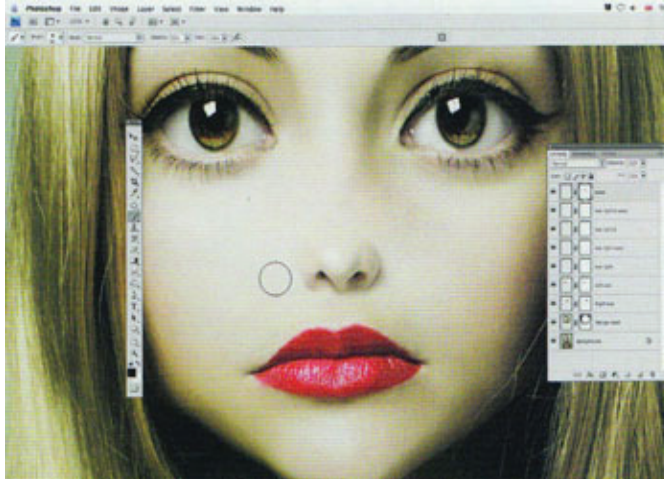
08 Patch tool adjustments

Let's move on to our model's nose. As with the eyes, make a selection around it and CMD/Ctrl+J, duplicating a new layer. Before we descale this, activate your model head layer and use the Patch tool, set to New Selection and Destination, draw around clear skin areas and place these over your model's nose—thus cloning it out and retaining pore textures.



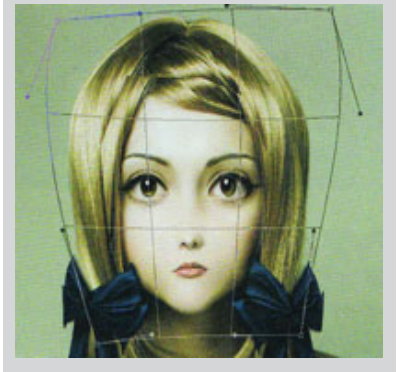
09 Proportion and integration

Now decrease your nose by around 200% and select Filter>Liquify, using the same settings as before to reshape the nose. Make it look more narrow and pointed. Once satisfied, select Image>Adjustments>Levels, and apply the following values - Input Levels 6, 150 and 255, Output Levels 25 and 255. Finally apply a layer mask and intergrate edges with it.



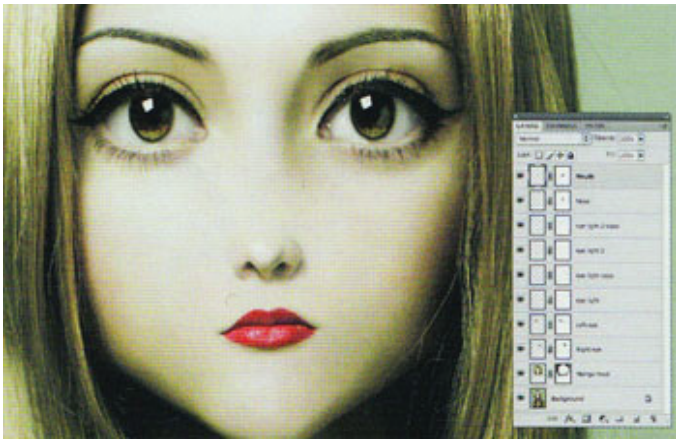
Quick tip

Manga hairstyles vary and, in our case, the model we've used already has stylized hair. However, it does need a bit of lift as big hair is always better when conforming to this theme. Creating such an effect is surprisingly simple. Begin by using your selection tools to make a cutout, from beneath your ribbons to the top of her head, expanding out to some of the background. Duplicate this selection then increase size and shape with Scale, Warp and Liquify tools. Lastly, simply add a layer mask and integrate inner edges as in previous steps.



10 Get lippy!

You can adjust the exposure of the nose accordingly, reintroducing shadow value beneath the nostrils, by applying the Burn tool, set to Mid tones at 35%. You can now edit the mouth in the same way as the nose (see Step 8). Take time to reposition both layers, getting an appropriate space between the



11 Edit lip tones

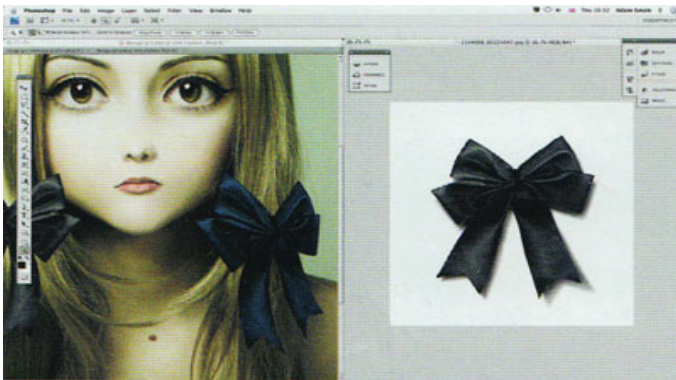
Many manga girls have neutral-colored lips or none at all, however the latter isn't an option for us. So activate your lips layer, then select Hue/Saturation from the Layers palette. Set the drop option to Red, setting Hue at 12, Saturation at -18, and Brightness at +32. Mask away any overlap outside the lip area.



“ Once you've applied Color Overlay to ribbon layers, Ctrl/right-click these and turn both into Smart Objects ”

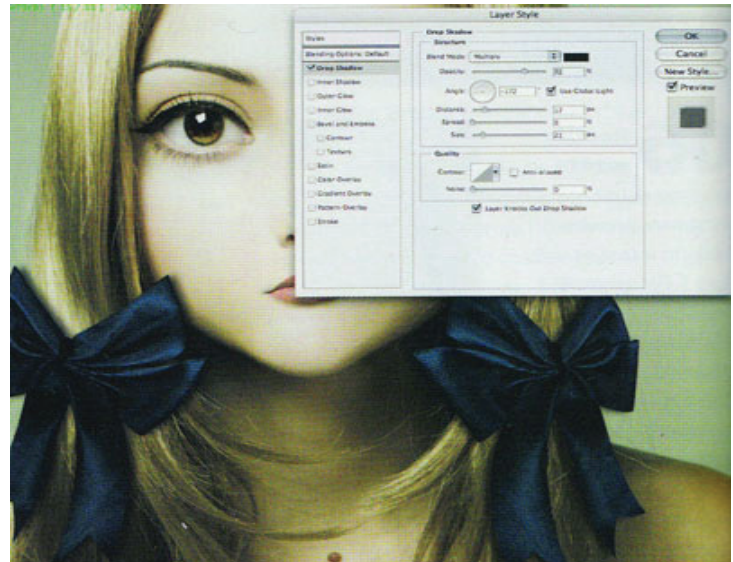
12 Apply hair ties

Open SXC's Black Ribbon, image (see link on the disc), and use the Pen Path tool to select. Activate your Path palette, Cmd/Ctrl-click the layer thumbnail, activating your selection, then import to your image. Use the Transformation tool to re scale and position the ribbons, before applying a blue Colour Overlay, set to 95% Opacity and Multiply. .



13 Layer effects

Once you've applied Colour Overlay effects to both ribbon layers, Ctrl/right-click these and turn both into Smart Objects. Apply a Drop Shadow effect to one of your ribbon layers, selected from the layer options. When finished, transform it into a Smart Object again. Do the same for your other ribbon layer, then Ctrl/right-click both, and select Rasterize. Use the Liquify to filter to morph ribbon shape.



Step-by-step Workshop

14 Fringe effects

See the Hair lift box to achieve our hair effects, and use the same techniques to enlarge your model's fringe (see screenshot). If you are increasing hair layer sizes, minor blurring will occur. To remedy this distortion simply select Filter>Sharpen>Smart Sharpen and apply a Radius of 1.0 and an Amount between 50-60%.



Quick tip

Creating depth of field effects is easy. Just copy and paste the stock images such as leaves, flowers, birds, etc (I've used the 'lovely cherry blossom branches, image from SXC). Next, scale using Transform tools to create the illusion of foreground, midground, and background, and apply altering strength Gaussian Blurs - stronger for the background and foreground elements.

I have also added more text here to fill in this text area down to the bottom of the text block so that it lines up nicely with the bottom of the image alongside giving the page a nice full and clean appearance.

15 Lab exposure effects

Merge all layers into a new whole layer (Cmd/Ctrl+Opt/Alt+Shift+E) and then copy and paste this into a new document, activating Image>Mode>Lab. Duplicate your new doc layer, setting a Screen blending mode at 35%, and apply a layer from the Create new fill or adjustments layer drop options. Load the 'Manga lighting.acv' from the dialog box flyout menu.



16 Layering Lab and RGB effects

Here you can tweak Lightness, using 'a' and 'b' option Curves to alter effects, but what you already have should work in general. Add a Screen blending mode to your Curves layer, Opacity at 40%, Fill at 60%. Now merge all and copy and paste back into your original image. Set layer blending mode to Color, 60% Opacity.



17 Selective color

Choose Selective Color from the 'Create new fill or adjustment layer dropdown options' in the Layers palette, placing it in the top of your layer stack. Set colors to Red, and set Cyan at -60, Magenta at 15. Next, set colors to Yellow, and set Cyan at -25, Magenta at -15, and Yellow at 60. Decrease layer Opacity to 70% and Fill to 80%. I can also lengthen this paragraph to fit the page nicely.



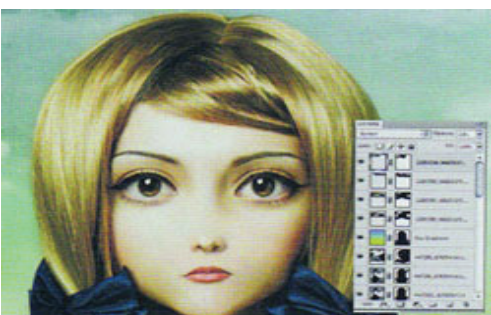
18 Mixed media effects

Copy and paste in the SXC 'Palette 10' image. Desaturate this layer, apply an Overlay blending mode at 15%, and rotate and re scale to create what looks like a cloud paint wash (see example). Apply a layer mask and mask away image elements overlapping your model. Now create a new layer named 'Sky Gradient'.



19 Apply skyline

Apply a blue-green gradient to this layer, setting blending to Overlay at 50%. Again add a layer mask and mask away overlaps. Paste the skyline from SXC'S 'Road and Oil seed - HDR', APPLY A Screen blending mode and layer mask. Duplicate this layer several times, varying opacity.



20 Colour and sharpening edits

At this point it's all about tweaking aesthetic effects, mainly colour adjustments and sharpening. Play with background colour and the colour of your model's ribbon using live Hue/Saturation layers. Place these purposefully in your layer stack, selecting appropriate colour drop options to designate tonal changes. To finish, merge all into a new whole layer and apply a final Smart Sharpen filter.