

# Create digital photos with Photoshop CS6

This article will guide you through the steps to turn an ordinary photo into an eye-catching fashion photo using lighting effects and color correction in Adobe Photoshop CS6.

Start by creating a new file ( **Ctrl + N** ) in Adobe Photoshop CS6 with dimensions **1000px x 1500px** (RGB color mode) at 72 pixels/inch resolution. Use the **Paint Bucket Tool (G)** to color the new background layer **#030221** .



Find an original photo, here is a picture of a dancer posing in a studio.



Erase the background using your favorite tools like **Pen Tool (P)** , **Magic Wand Tool (W)** , **Magnetic Lasso (L)** or even as simple as **Filter > Extract** and insert into a main layer.



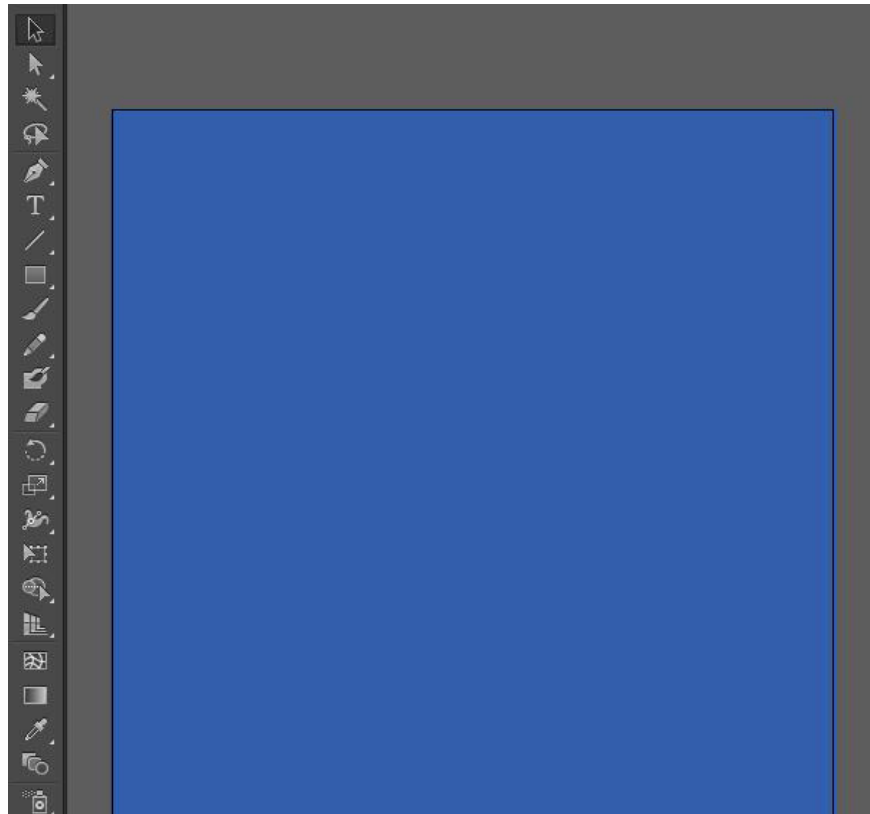
Now create a layer below the dancer image layer. Grab the **Brush Tool (B)** and select a soft brush of color **#65b0c9** , set **the Opacity** to 40% in the **Options** bar and draw the background as shown below. Set the **Blending mode** for this layer to **Linear Dodge** .



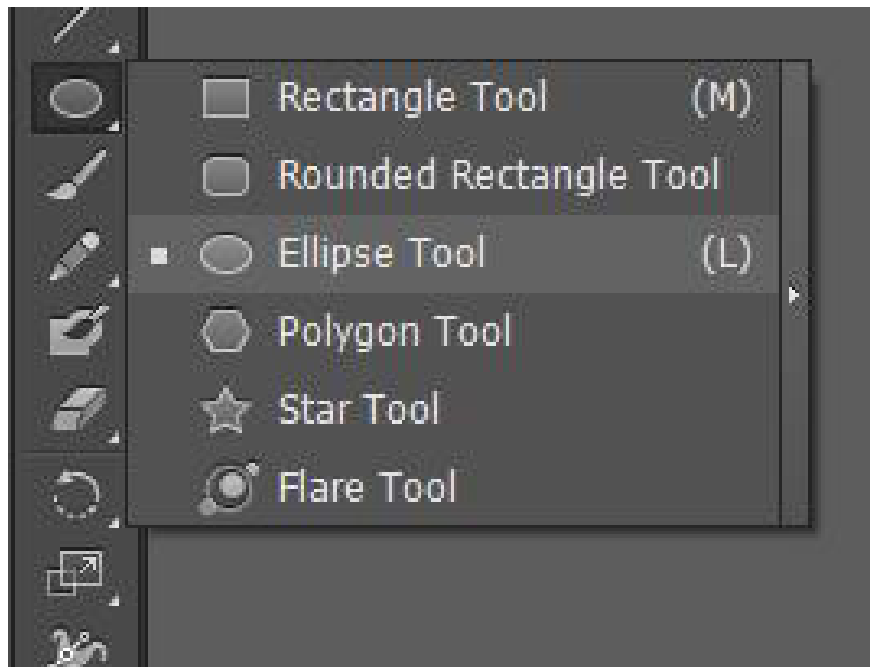
Next, create a new layer again and use the same brush as above to paint the background. Set the **Blending mode** for this layer to **Color Dodge** .



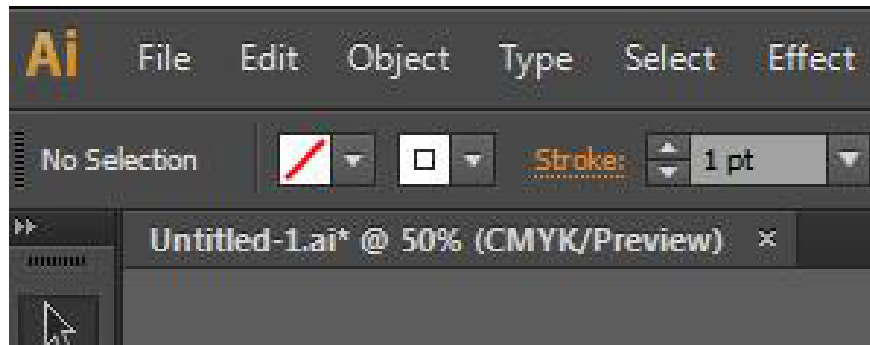
Open the Adobe Illustrator program and create a new file sized **1000px x 1500px** . Then draw a blue rectangle using the **Rectangle Tool (M)**.



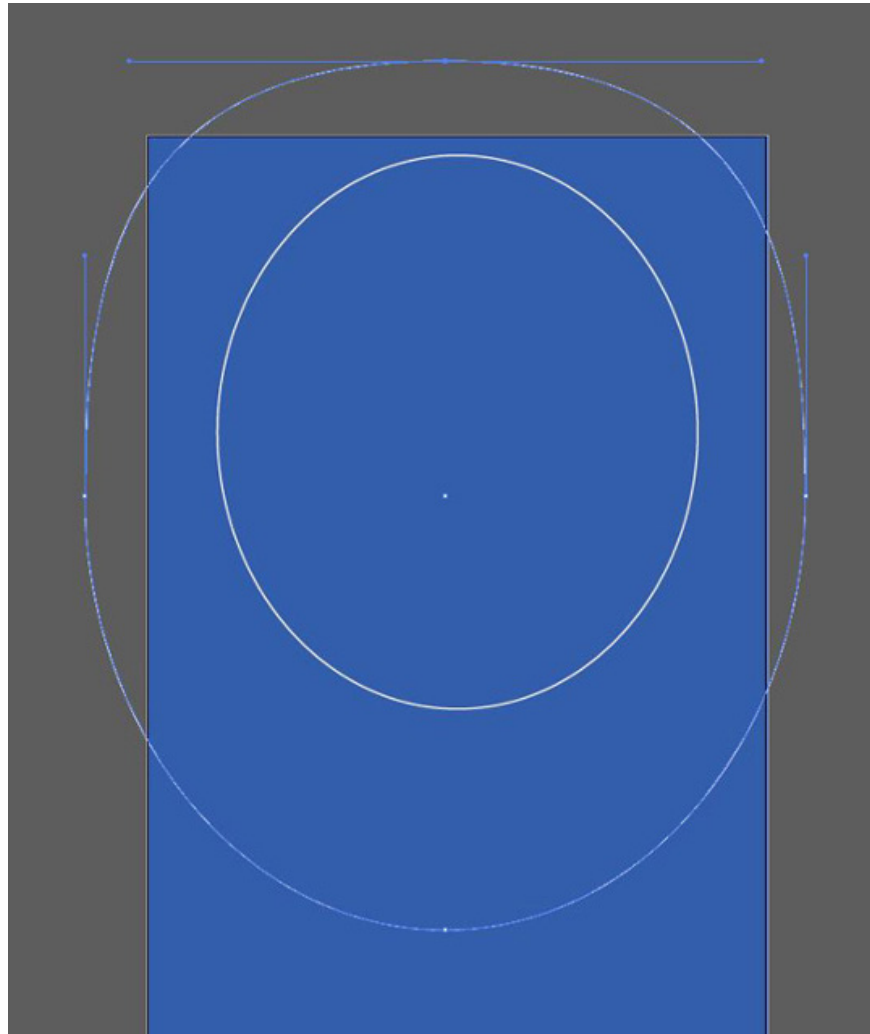
Use the Ellipse Tool to draw two ovals.



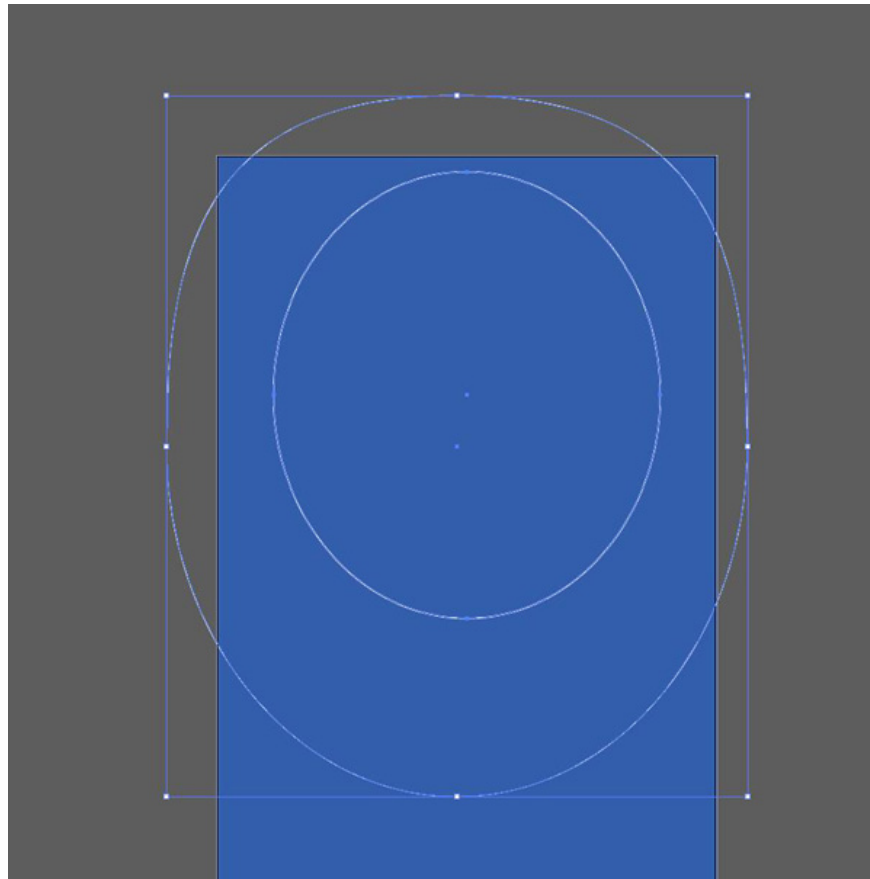
The large ovals should have a **Stroke of - 1pt** and the small one should have a Stroke of **3pt** .



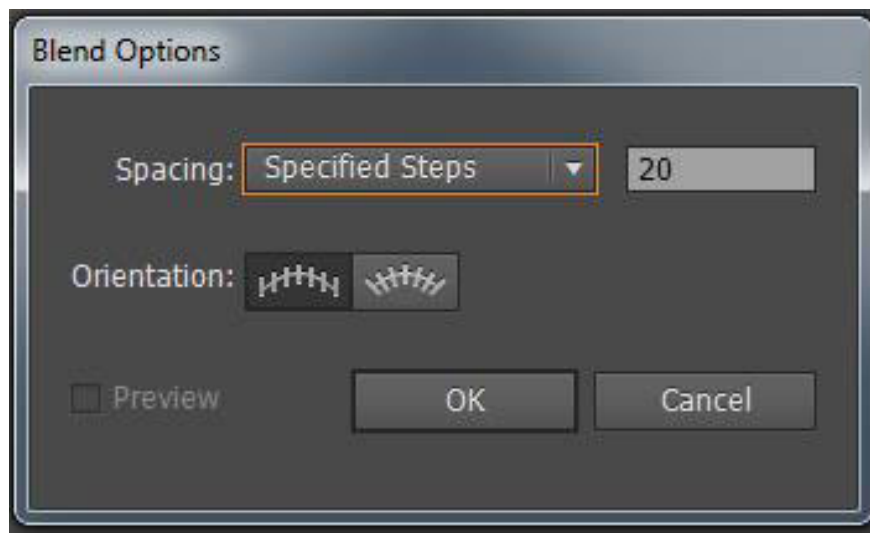
The large oval can be adjusted using the **Convert Anchor Point Tool (Shift + C)** as shown below.



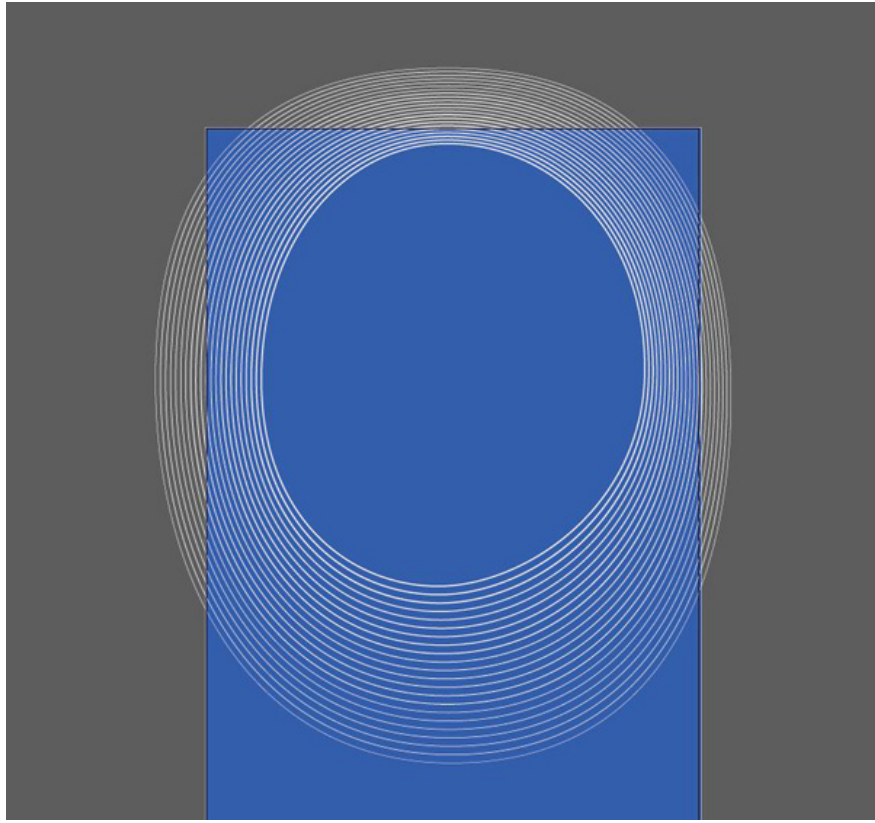
Select both ovals using the **Selection Tool (V)** . Press the **Shift** key .



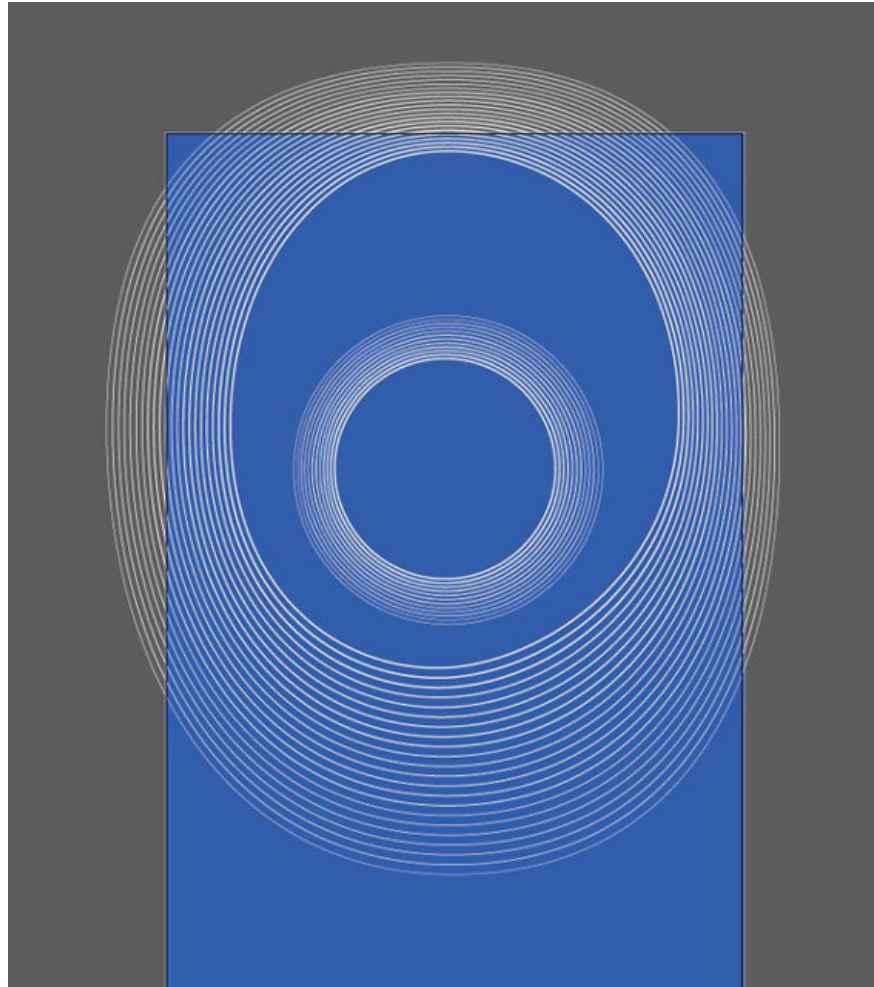
Apply this option to the selected oval: **Object > Blend > Blend Options** . Set **Specified steps** to 20.



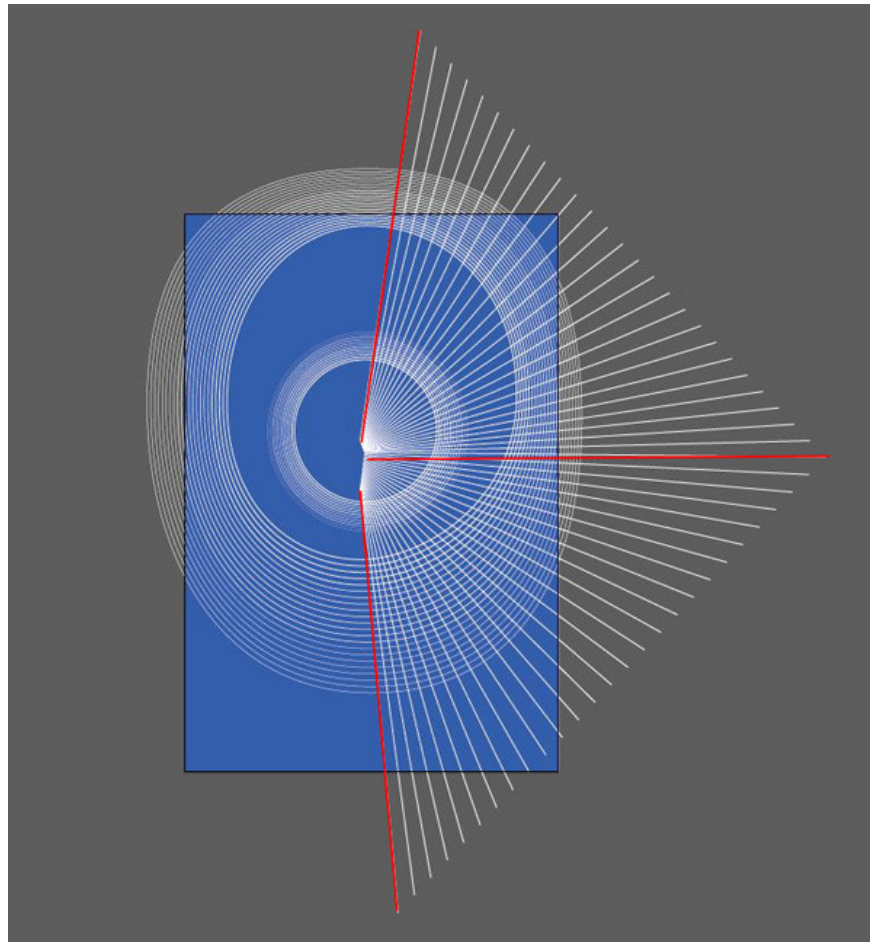
Press the key combination **Ctrl + Alt + B** and you will have 20 intermediate elements as shown below:



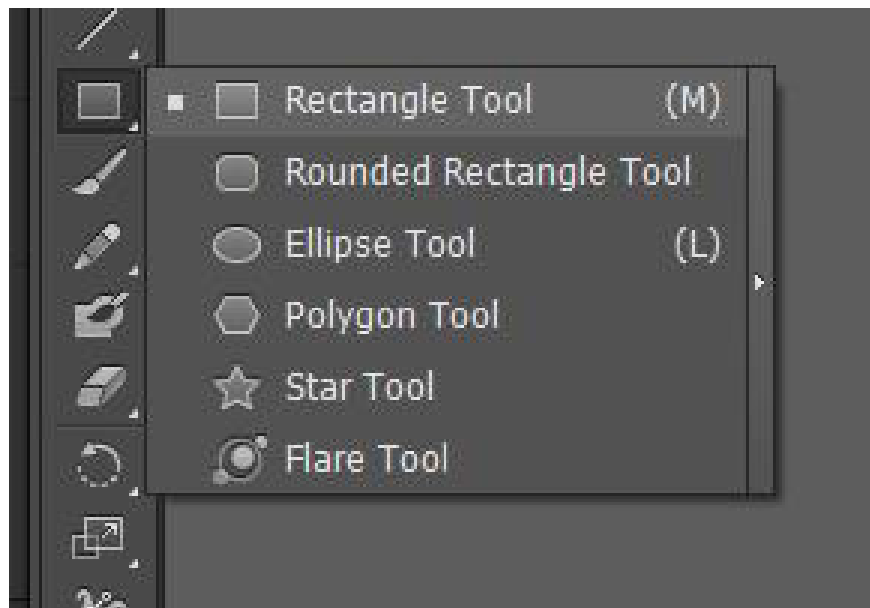
Using the same method with the circle, it has fewer intermediate copies inside, only 10 **Specified steps** .



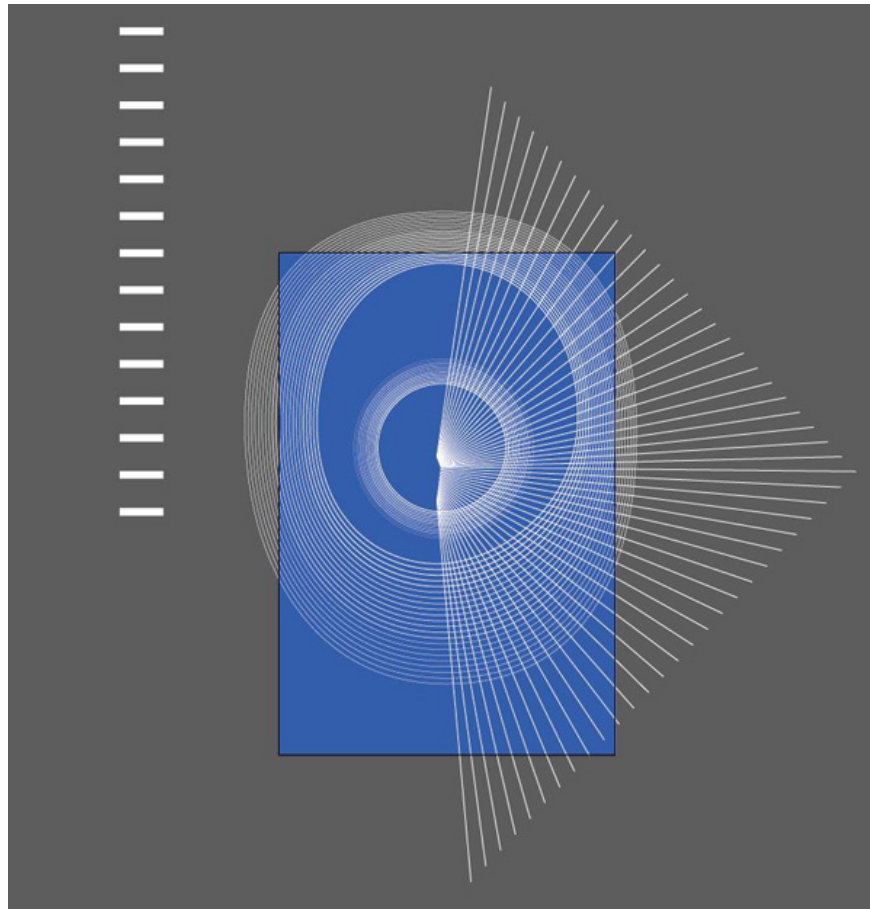
Using the **Line Segment Tool** , create three lines highlighted in red, with a **Stroke** of **3pt** and **Specified steps** of **25** .



Select the **Rectangle Tool (M)** .



Now create two parallel rectangles using **Specified steps – 12** .

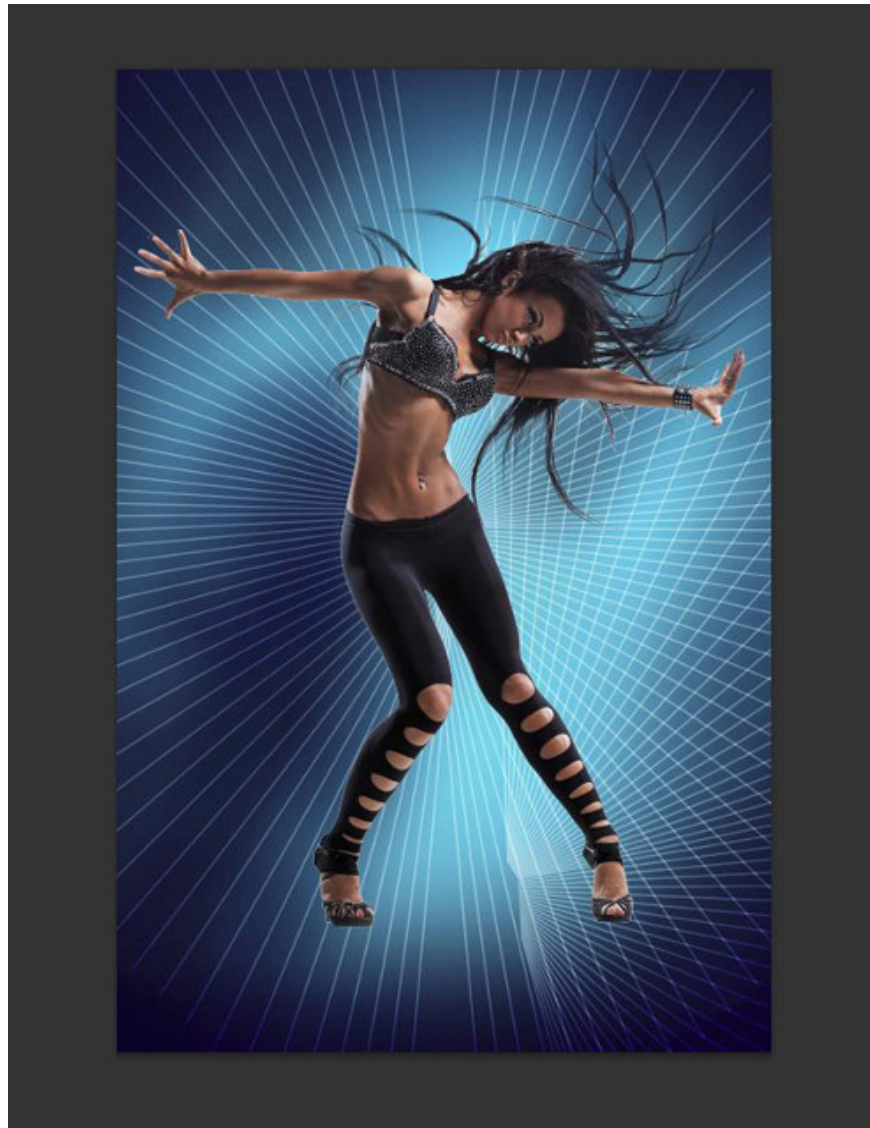


Now select the drawing from the triangle lines, use the **Selection Tool (V)** and press **Ctrl + C** to copy. Open **Adobe Photoshop** and press **Ctrl + V** to **paste the lines with the Paste as Smart Object** option in the main layer. Set the **Blending mode** for this layer to **Soft Light**.

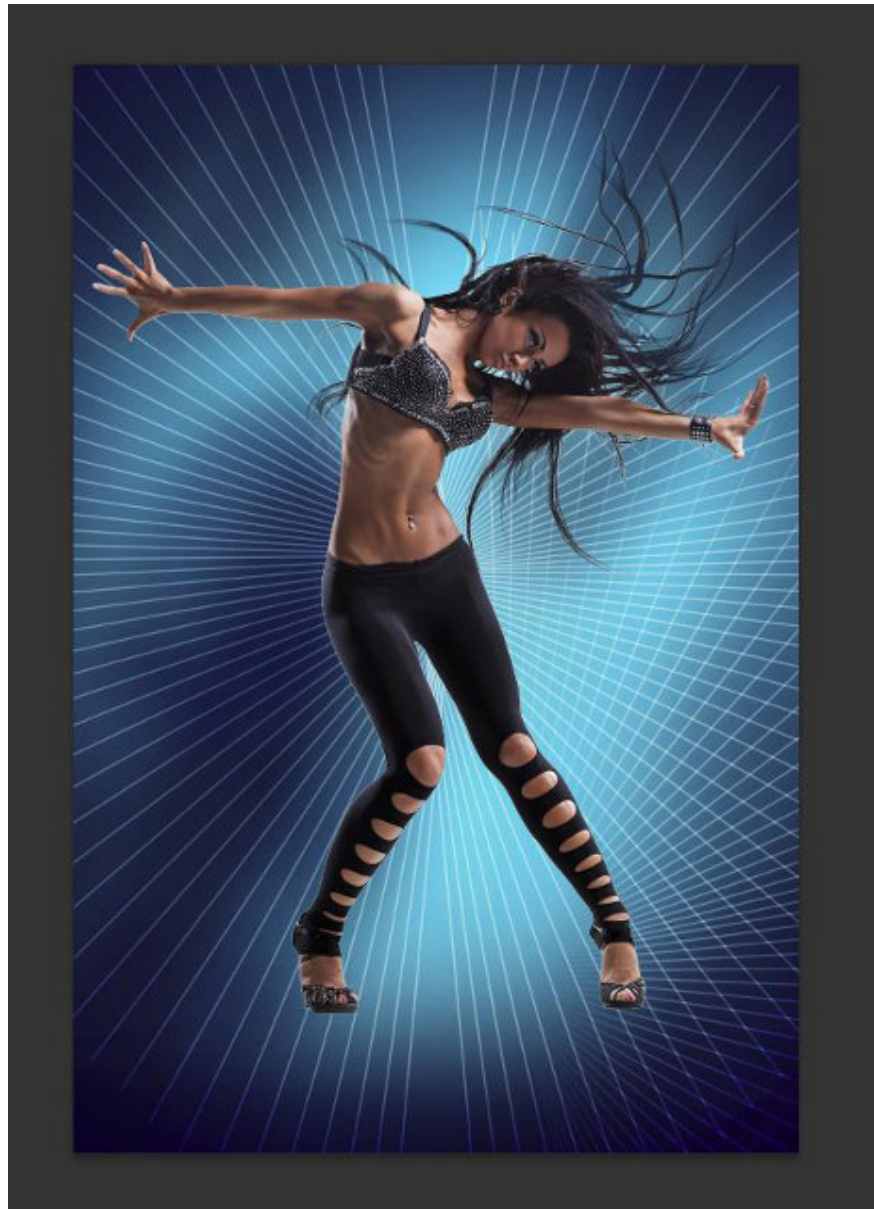
Duplicate this layer with **Ctrl + J** and rotate the copy horizontally using the **Free Transform (Ctrl + T) (Flip Horizontal)** command . Place this layer below the dancer image layer.



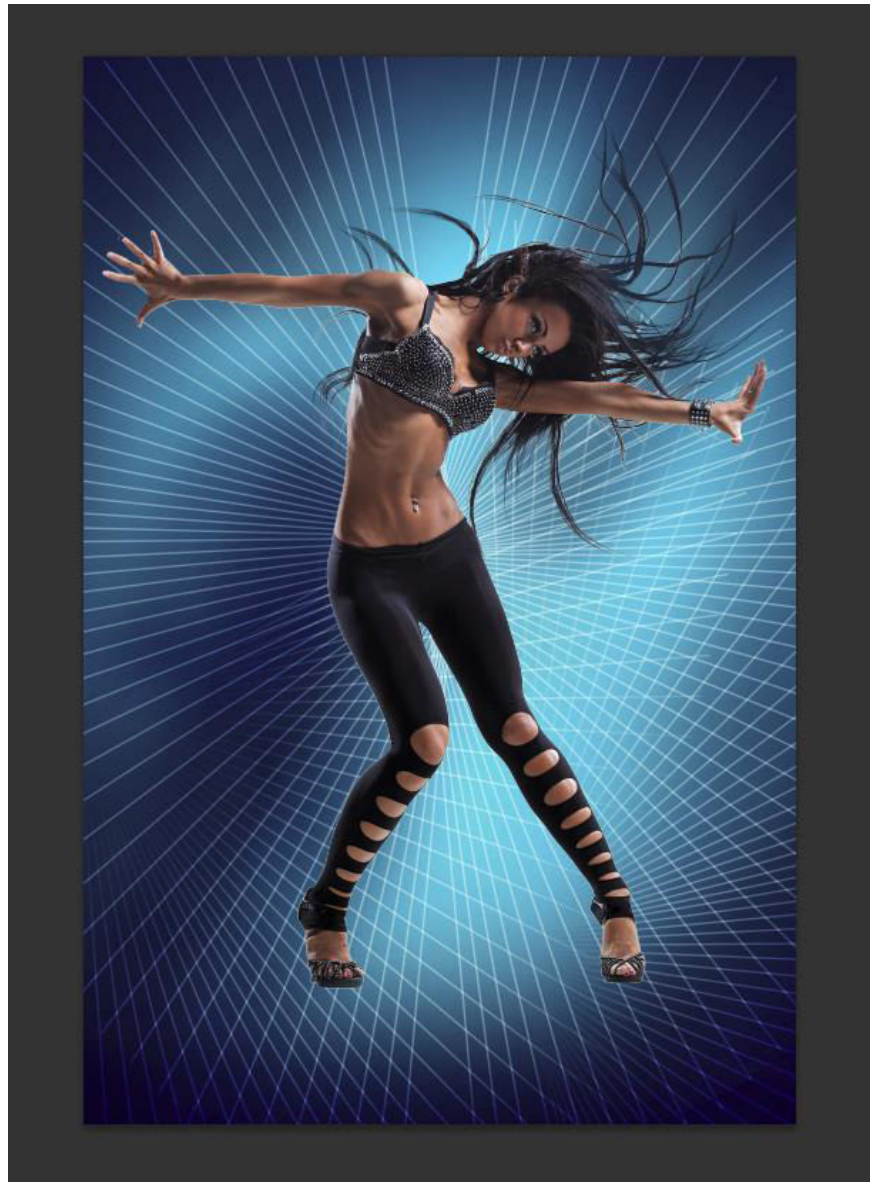
Make a duplicate of one of these layers and choose the **Free Transform command (Ctrl + T)** to get the same result as on the image shown.



Select the **Eraser Tool (E)** and erase the edges of the finally completed layer.

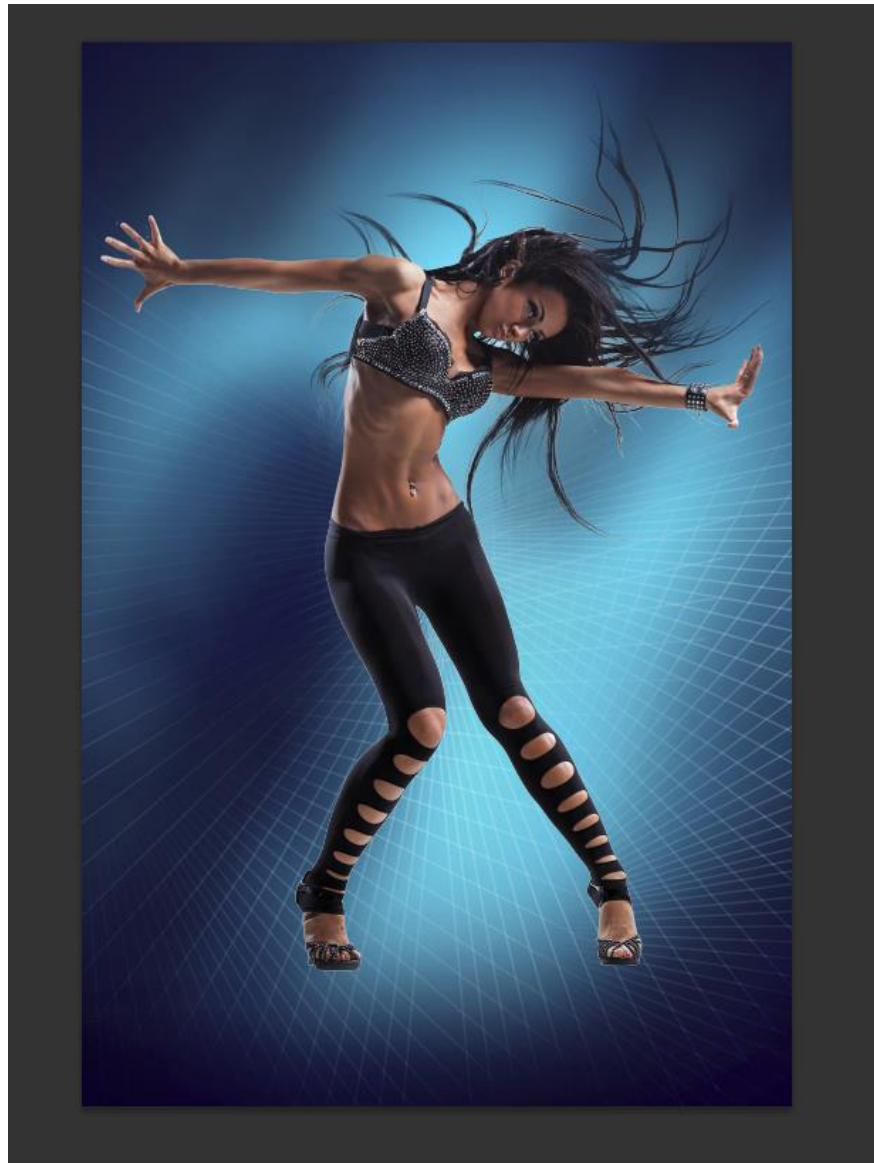


Do the same as above for the other side.

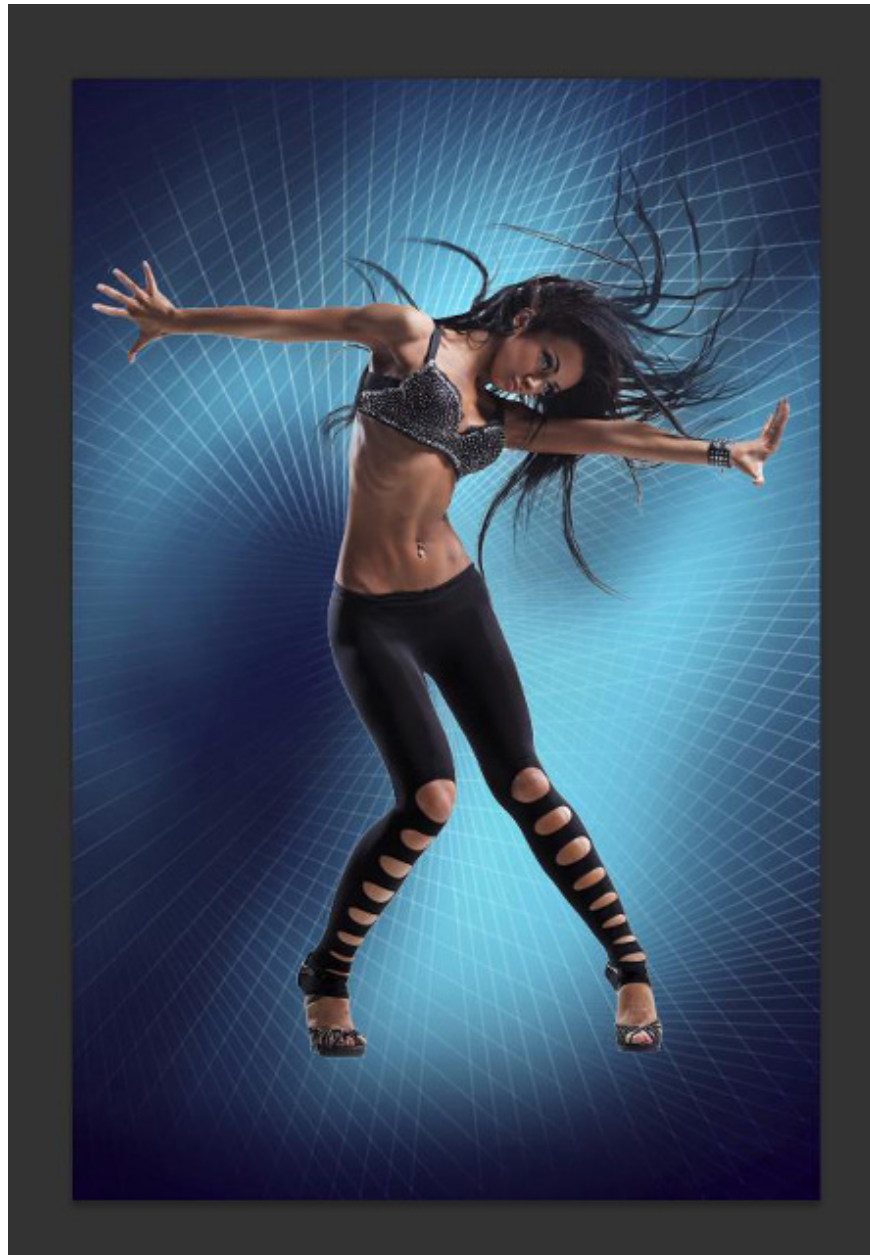


Combine all layers containing lines in one group (press the **CTRL** button to select the necessary layers and hold down the left mouse button while dragging the selected layers to the **Create a new group** icon at the bottom of the **Layers panel** ).

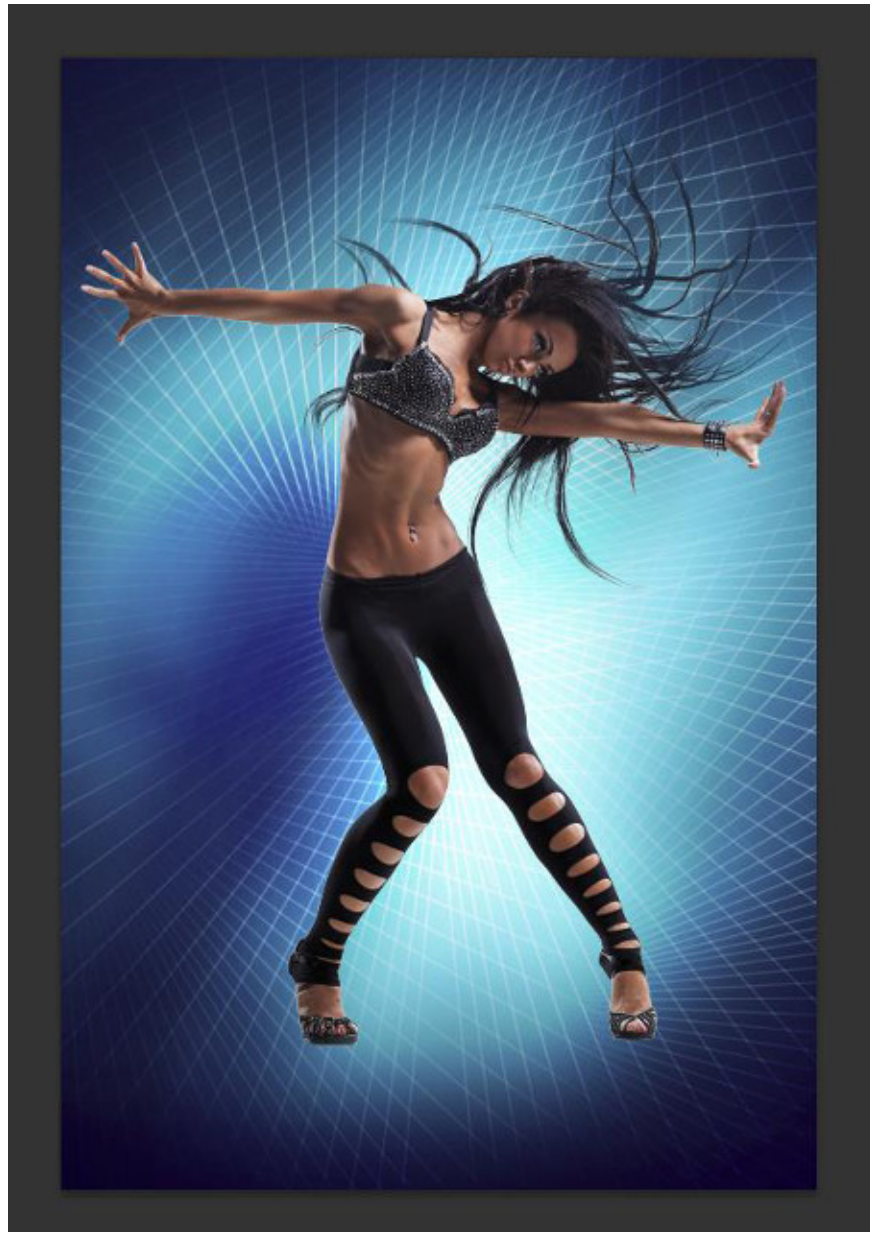
Apply **Mask Vector** to the new group and select the **Brush Tool (B)** to hide the lines on the mask in the same way as shown below.



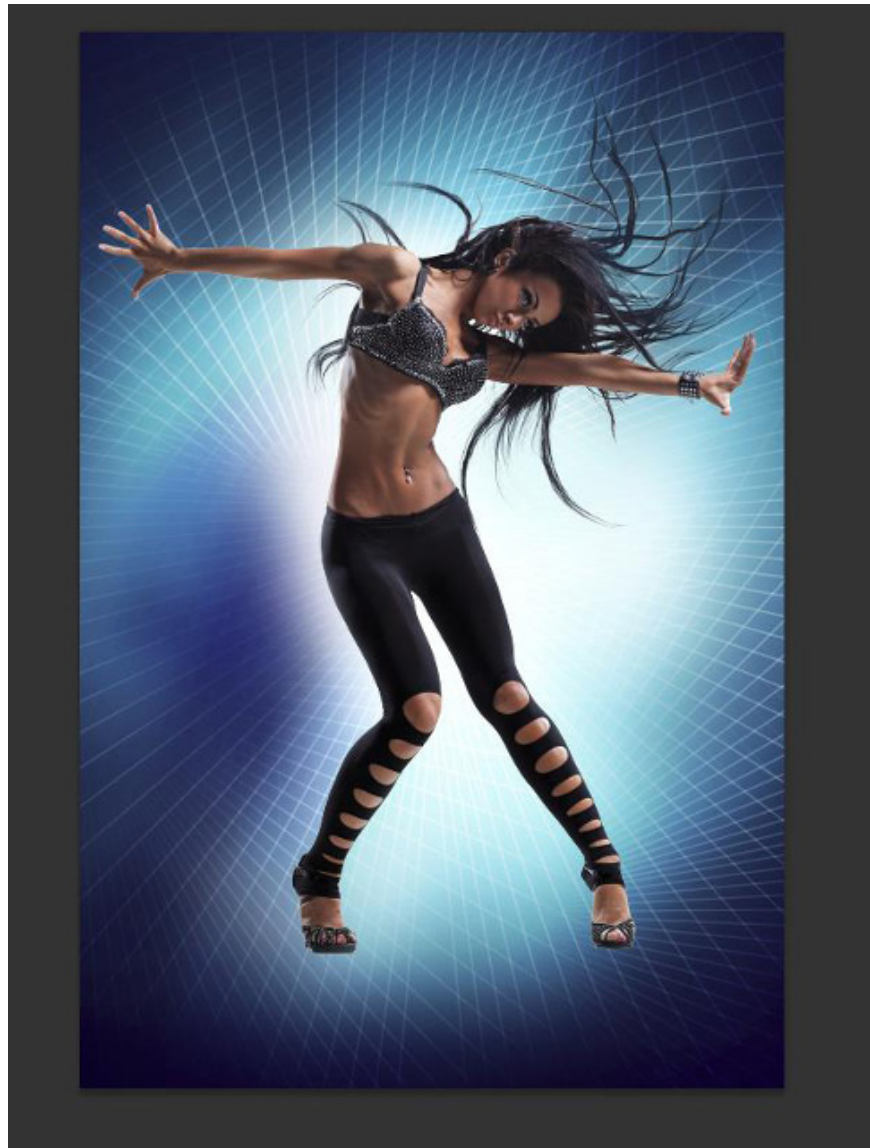
Insert some lines on top as shown below.



Create a new layer and select the white **Soft Round** brush , set **the Flow** to **20%** in the **Options** bar to create the glow effect as shown below. Set the **Blending mode** for this layer to **Overlay** .



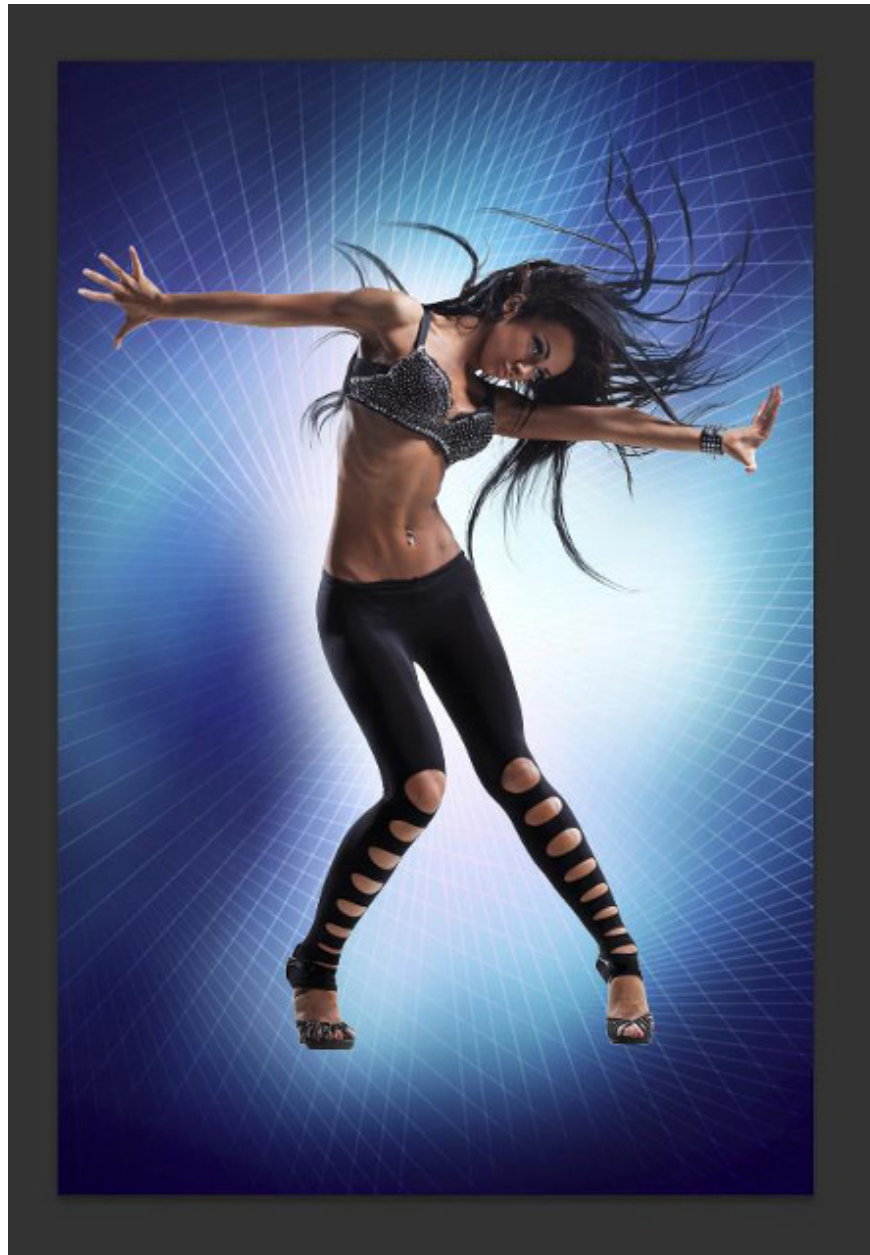
Create another new layer and insert some brushstrokes as shown using the same brush stroke. Set the **Blending mode** for this layer to **Normal** .



Select the brush on a new layer and add a purple glow effect, color **#9265C9** .



Create a new layer and apply the same brush of the same color as above but this time use a stronger glow along the edges, in the same way as the next image. Set the **Blending mode** for this layer to **Soft Light**.



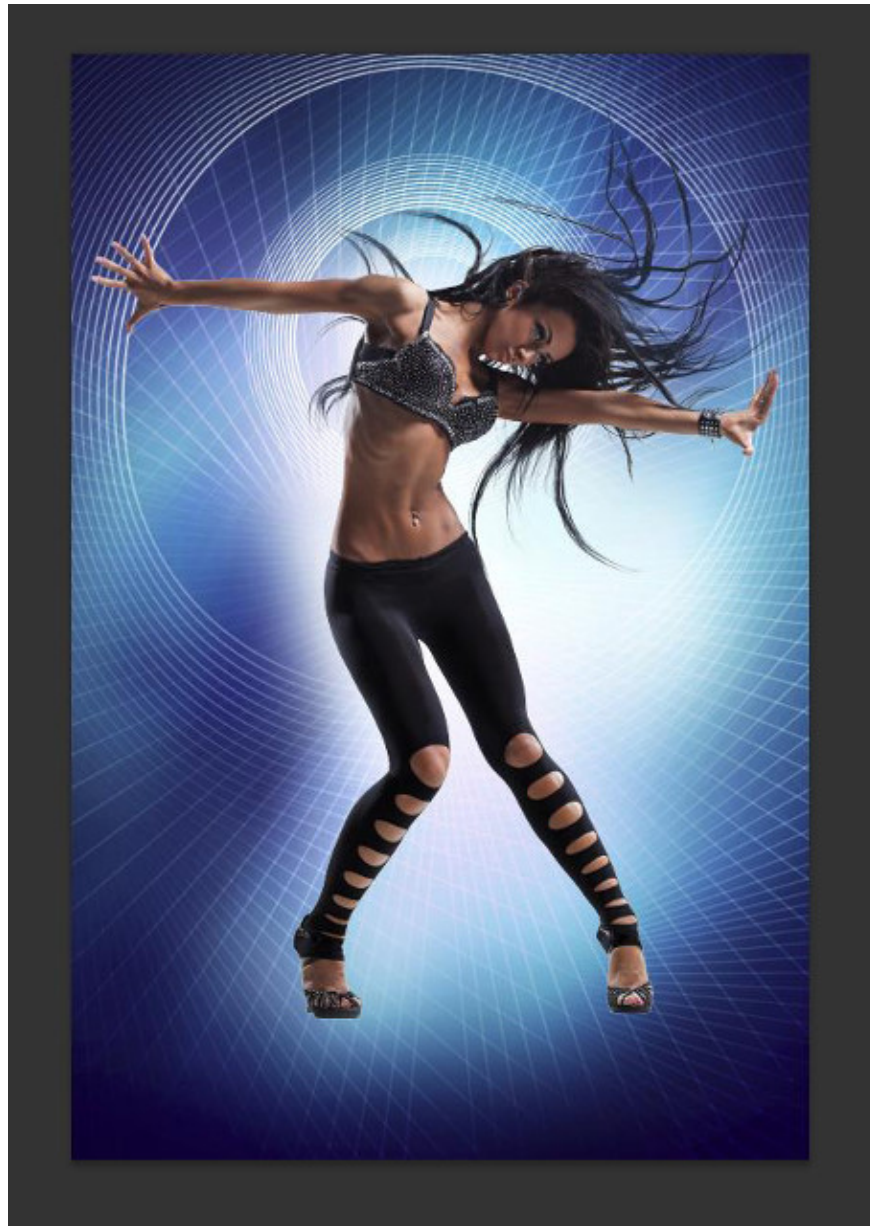
Return to **Illustrator** , select the circles and press **CTRL + C** to copy. Return to Adobe Photoshop and press **CTRL + V** to **Paste as Smart Object** . Set the **Blending mode** for this layer to **Hard Light**.



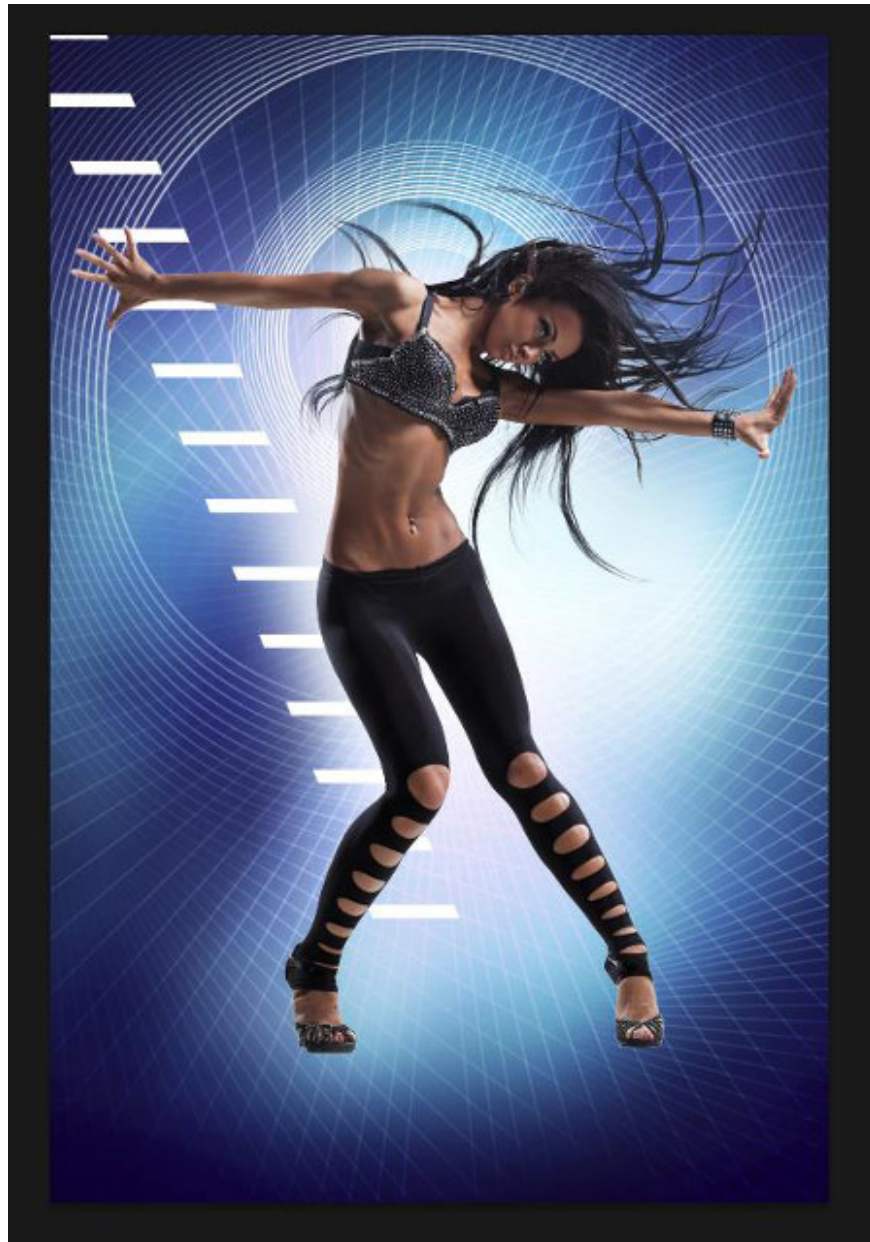
Then create a copy of the big circle:



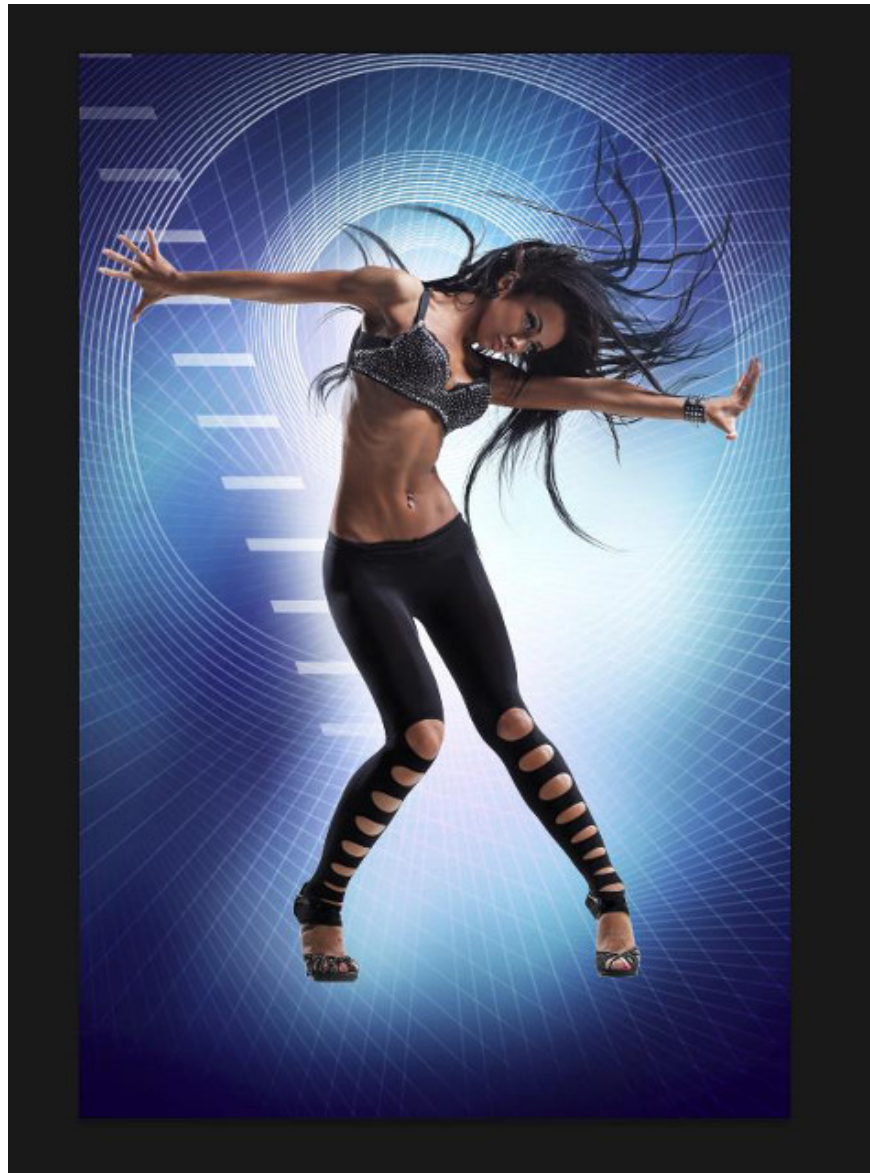
Hide the circle as shown below, using the **Eraser Tool** .



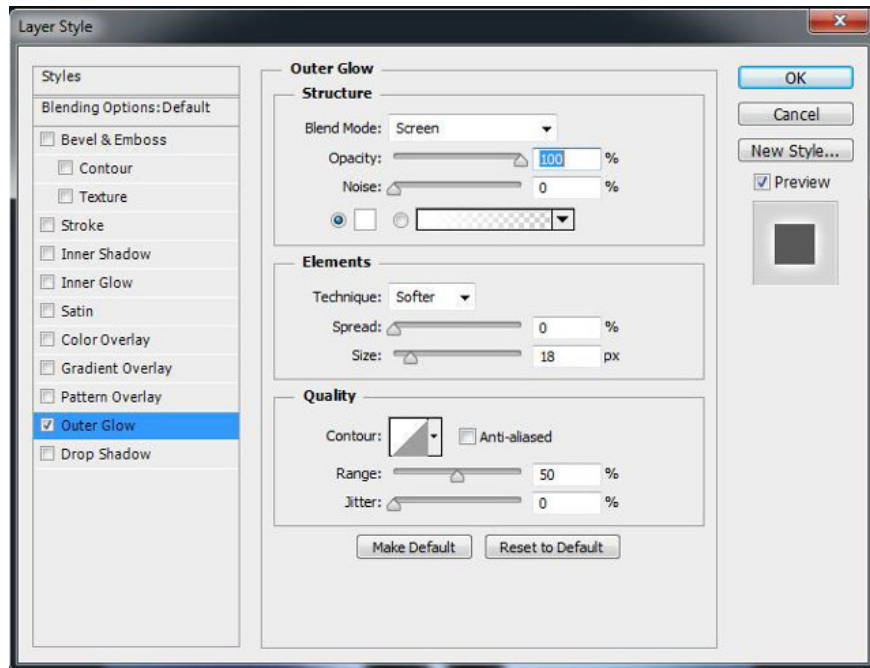
Insert the rectangles made from **Illustrator** , deforming it in the same way as below, applying the command **Free Transform (Ctrl + T)** .



Hide it using the **Eraser Tool** .



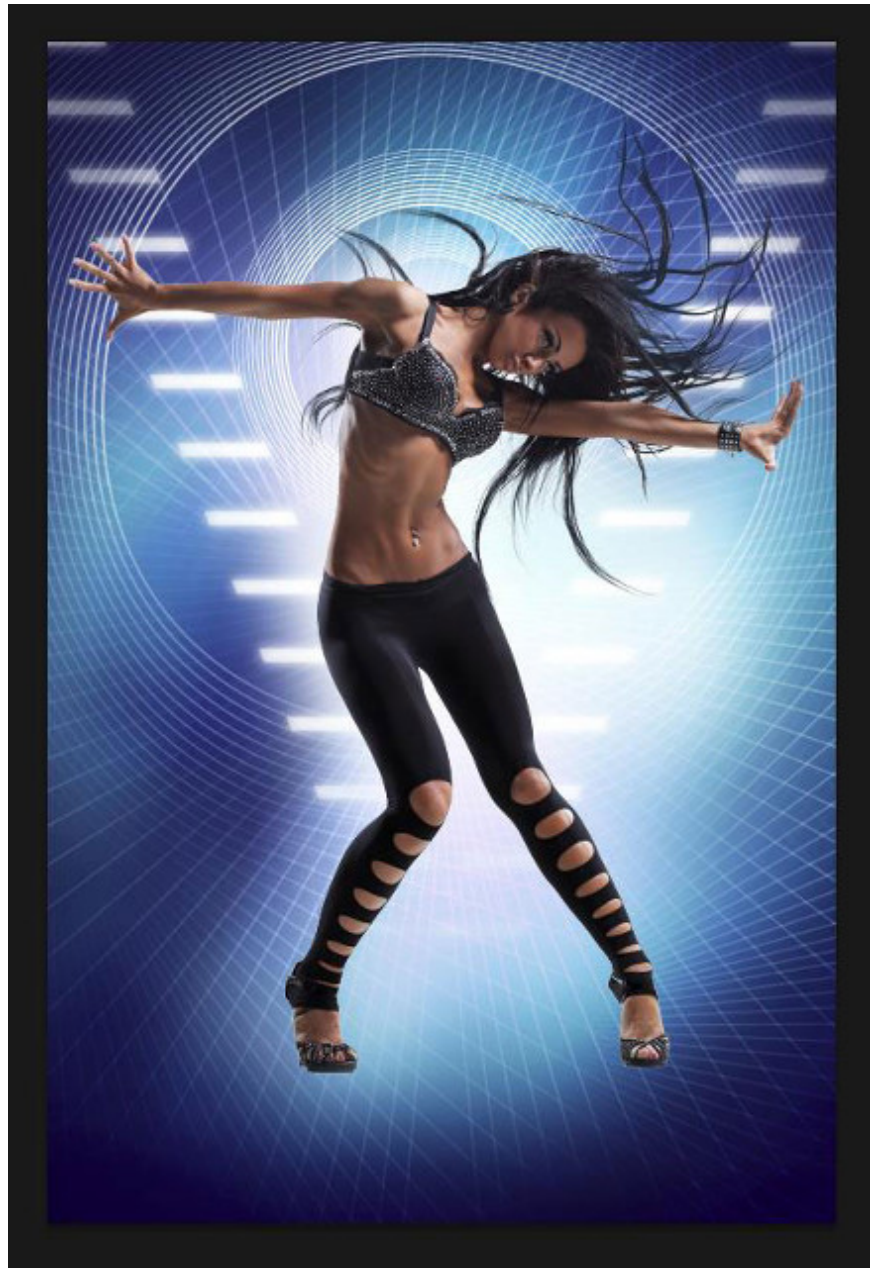
Click the **Add a layer style** icon from the bottom of the **Layers panel** and select **Outer Glow** .



The rectangle layer will shine:



Make a copy of this layer and rotate it horizontally.

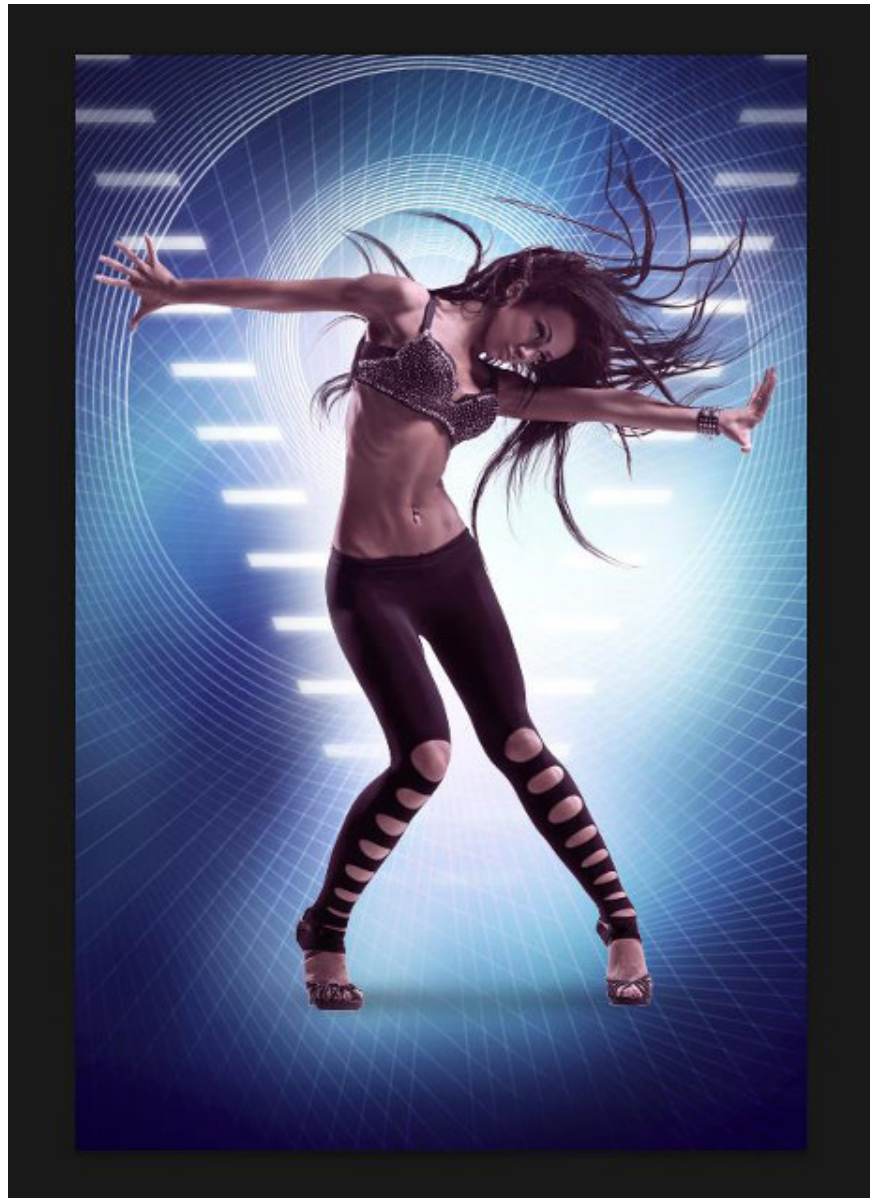


Now let's shade the new layer, use the **Soft Round** brush with **Flow - 10%** and insert a luminescent effect into the dancer's shoulder area.

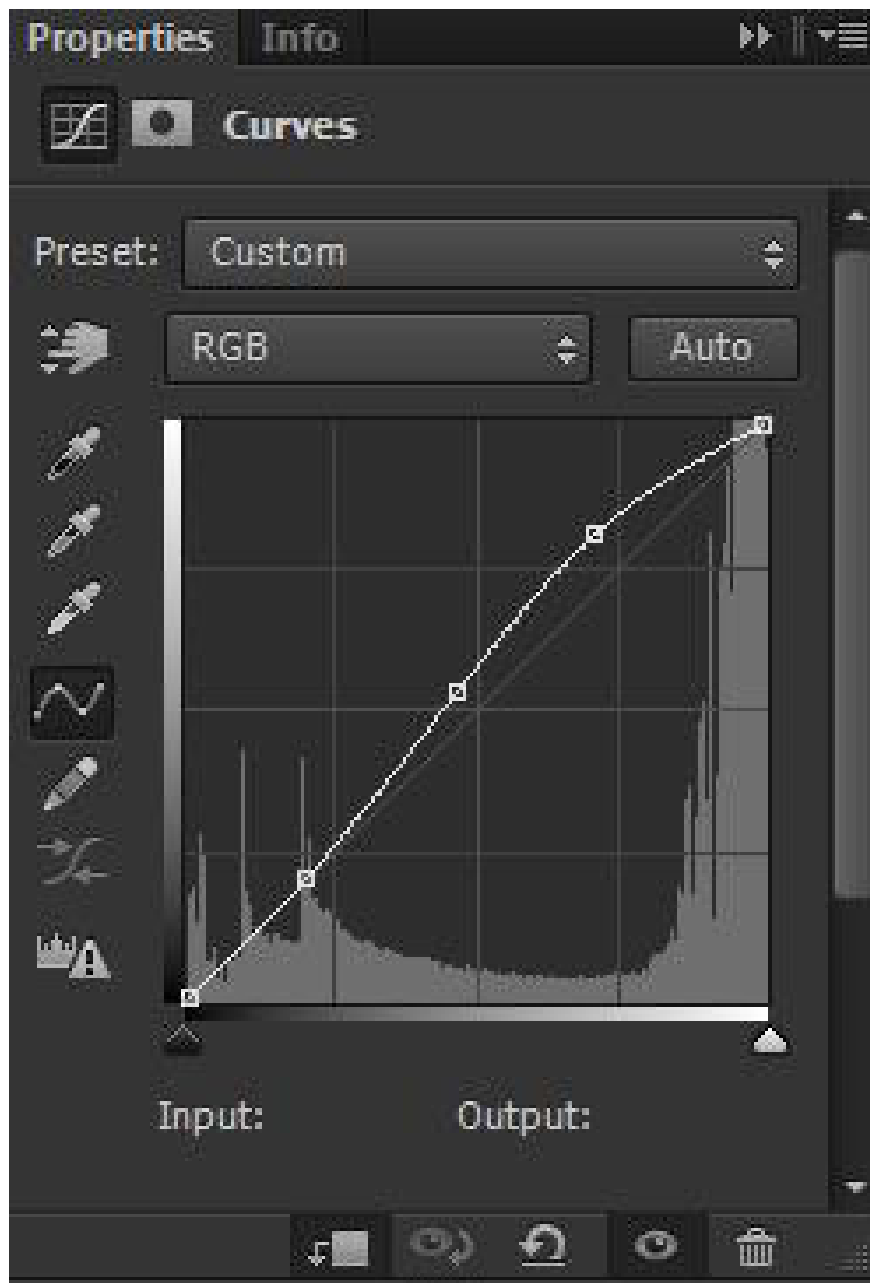


Create a new layer, use the **Paint Bucket Tool (G)** to fill this layer with the color **#5F2D50** . Set the **Fill** to **60%** and change the **Blending mode** to **Color** .

Hold down the **Alt** (Windows) or **Option** (Mac OS) key and click between the new layer with the color on it and the layer containing the dancer in the **Layers panel** to create a **Clipping mask** . The color will only be applied on the dancer's layer.



Click **Create new fill or adjustment layer** from the bottom of the **Layers panel** and click **Curves** to adjust the curve as shown to make some color modifications.



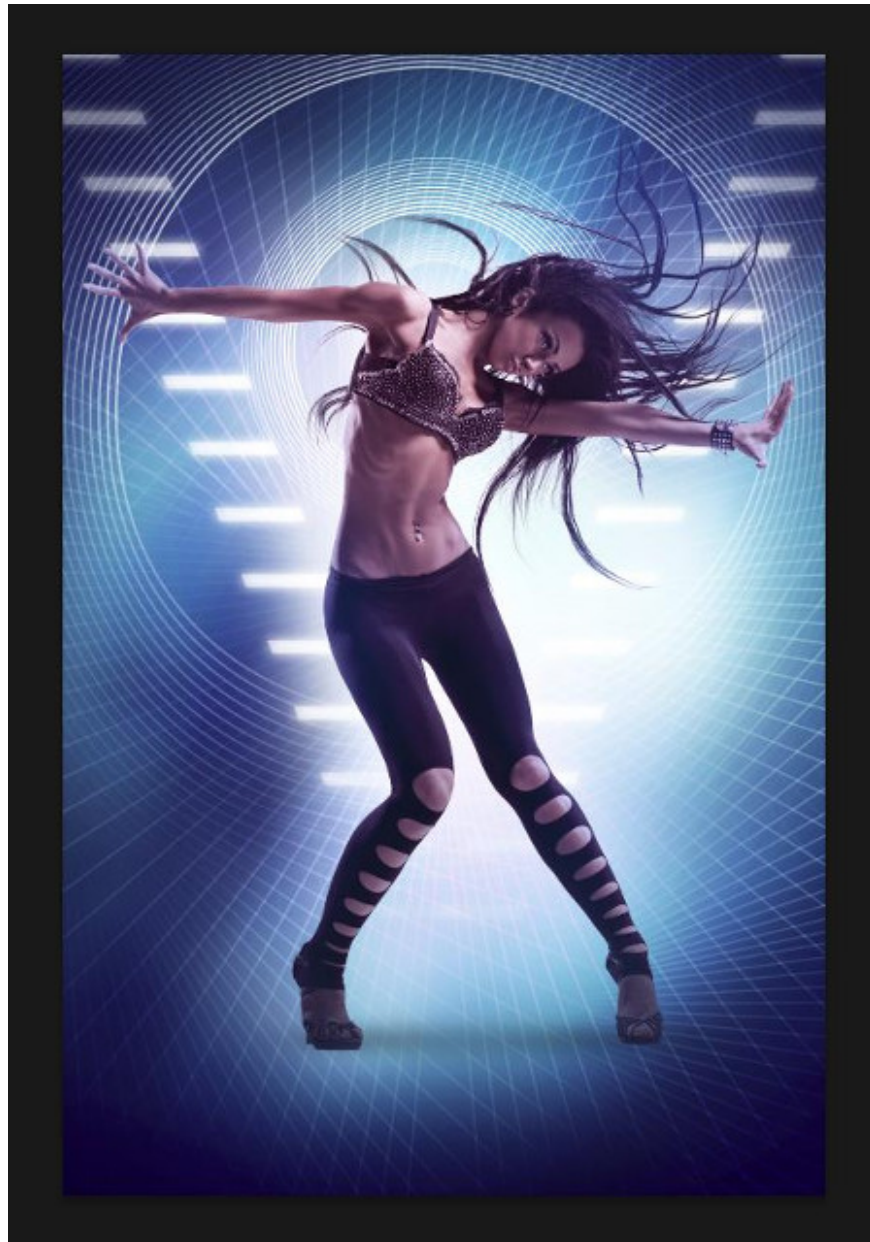
The dancer layer becomes more contrasting as shown in the picture.



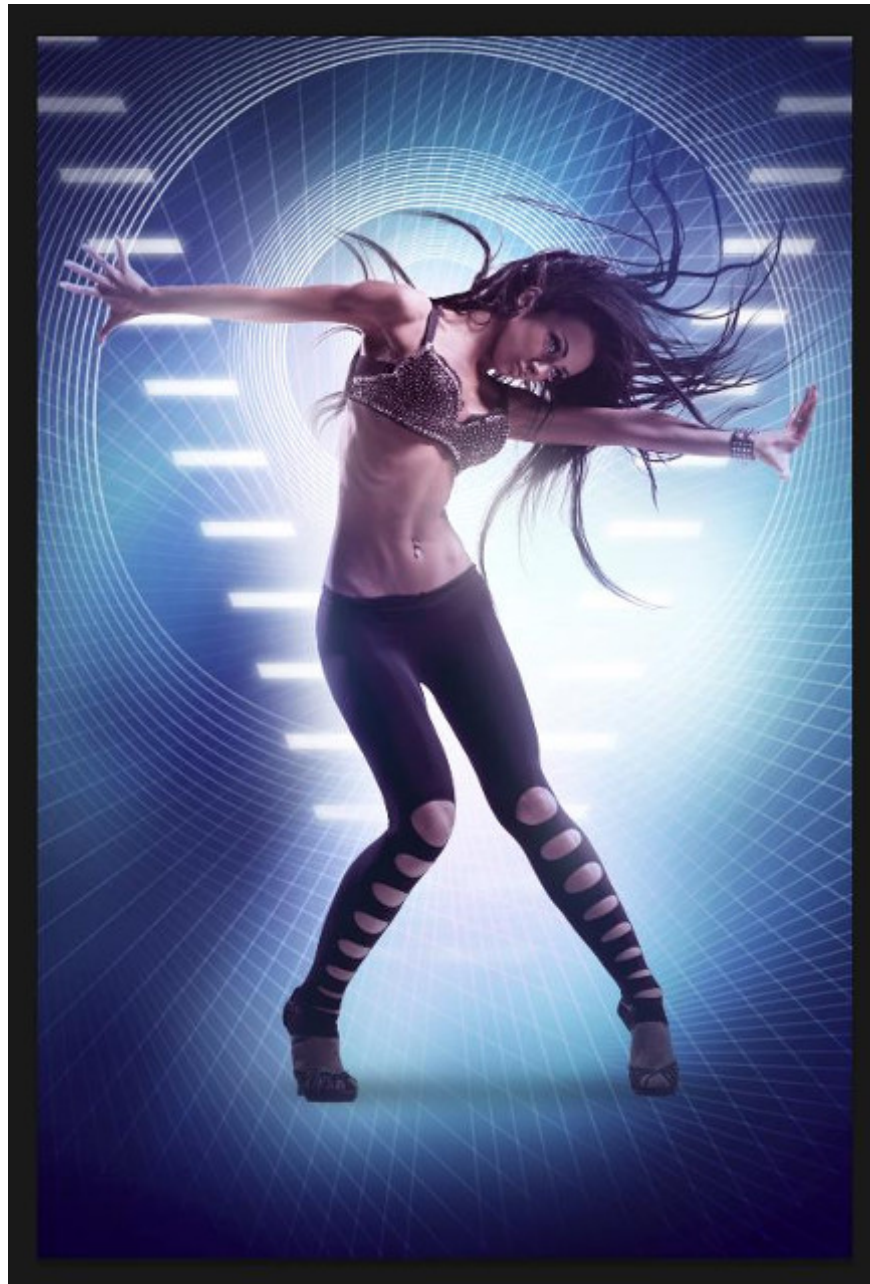
Now we have to darken the bottom part of the model's legs by creating a new layer and combining it with the model layer. Apply **Soft Round** brush with **Flow - 10%** and black color. Cover the legs with color up to the model's knee area.



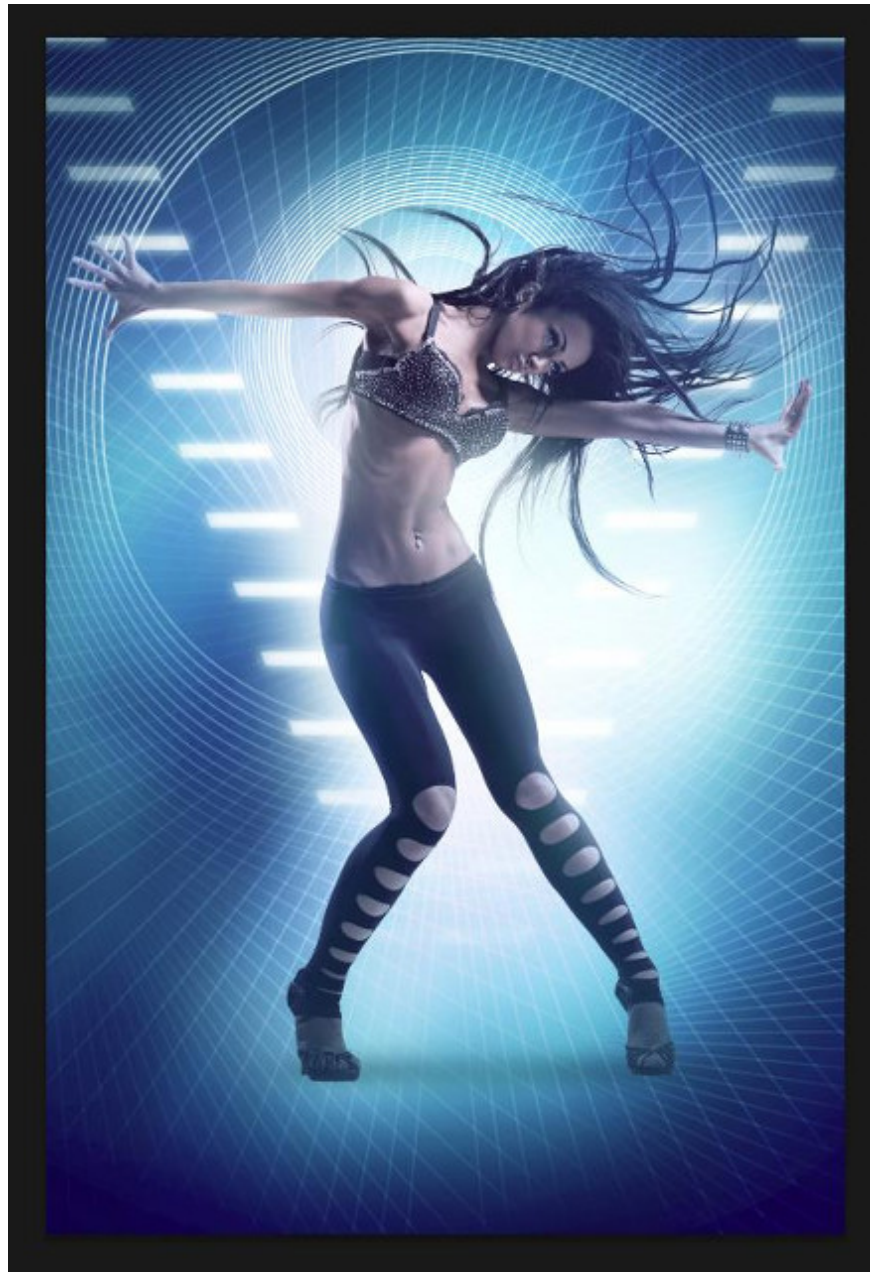
Repeat, this time choosing blue #4164AA . Do the same for her hair tone, hands and hips.



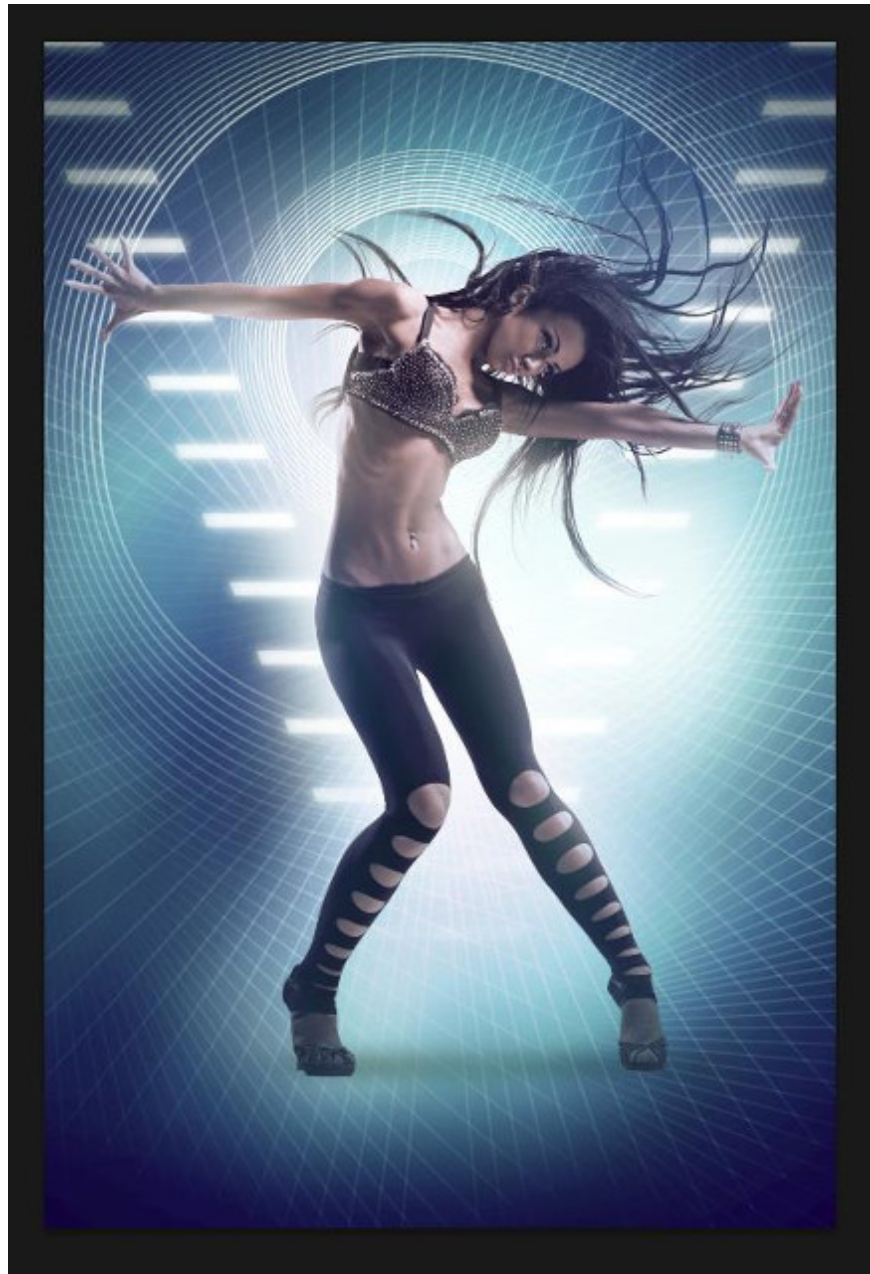
Now add the lighting effect by creating a new layer and combining it with the layer containing the model. Select the white brush and make the lines lighter in the same way as shown below.



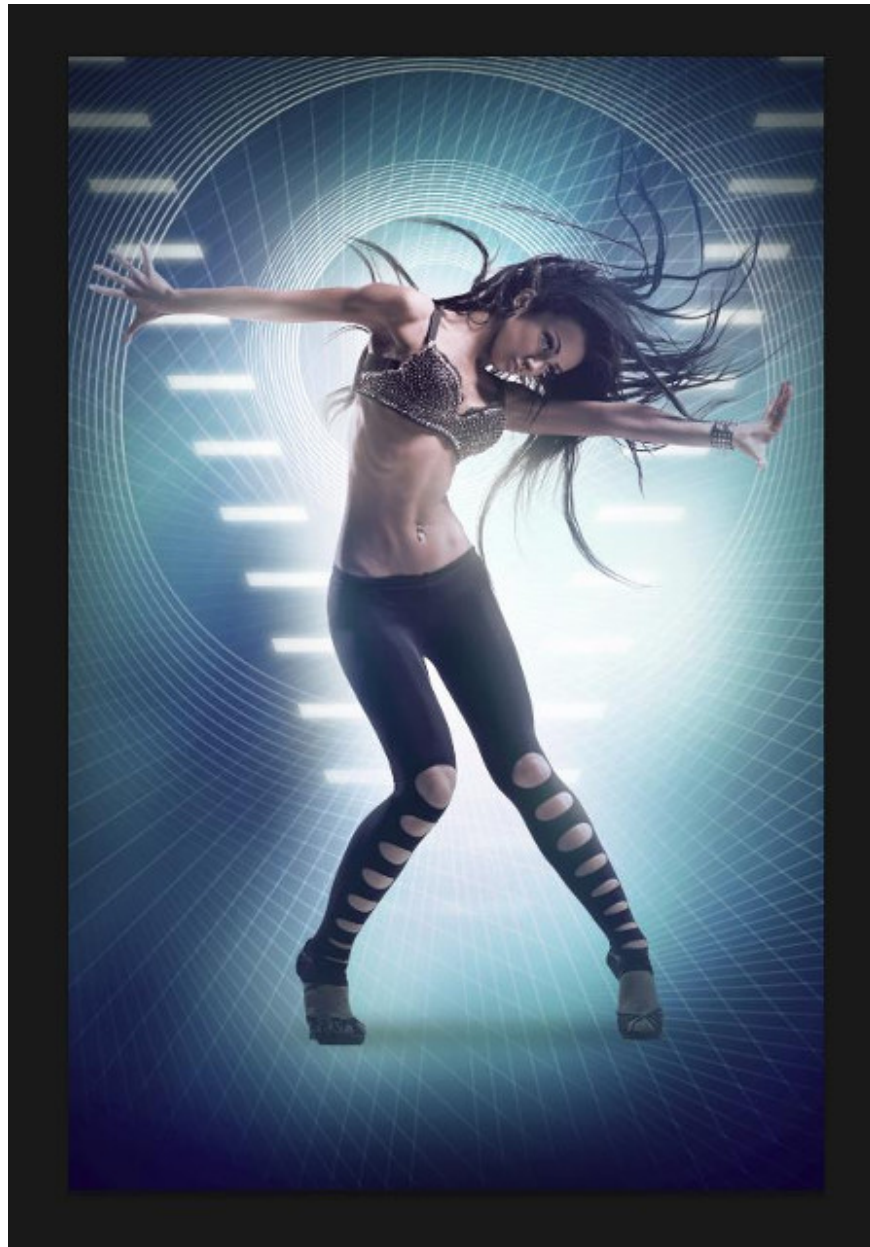
Create a new layer again and fill it with the color **#61BFBB** . Set **Fill** to a value of **80%** for this layer and change the **Blending mode** to **Soft Light**.



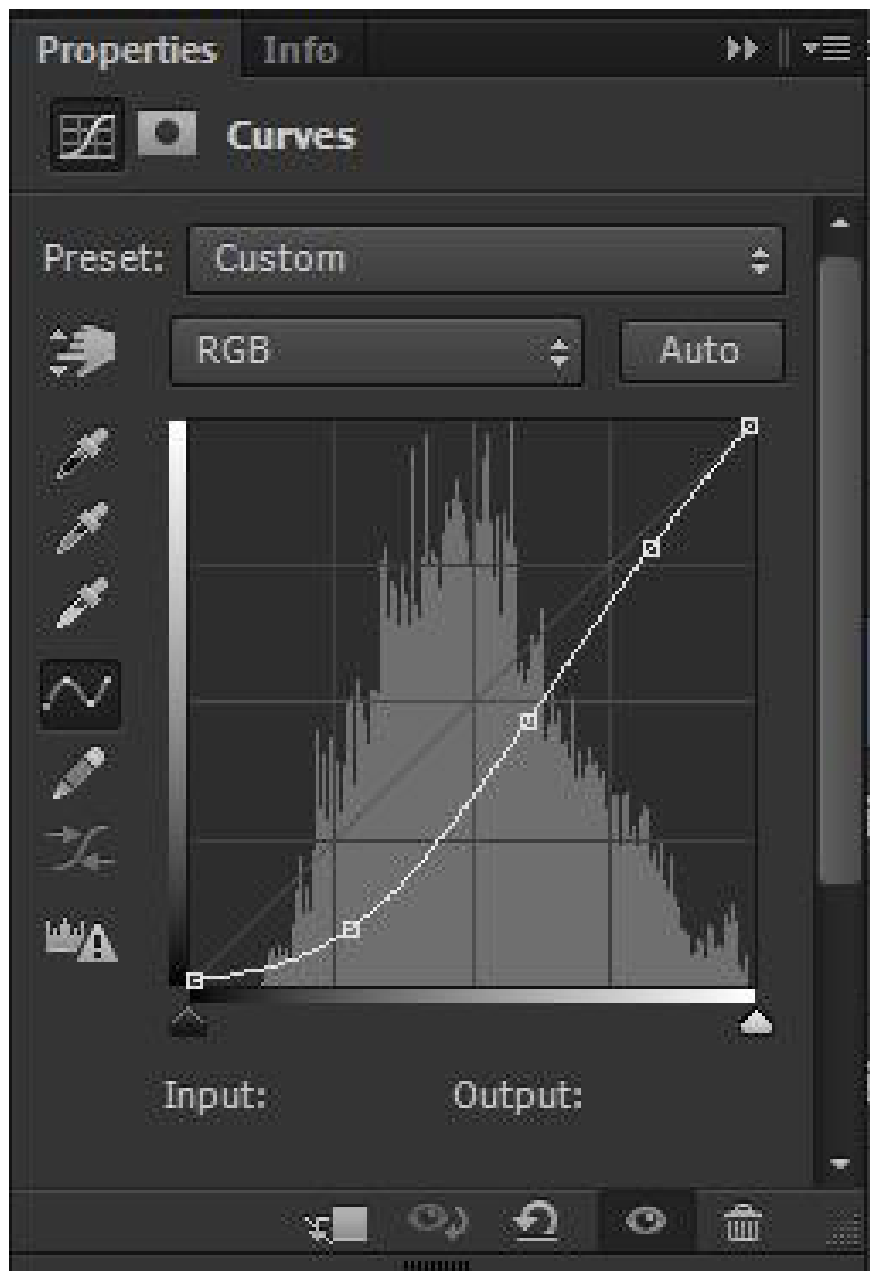
. and create another new layer with color **#ff6b00** . Set **Fill** to a value of **14%** for this layer and change **the Blending mode** to **Color** .



Then create a new layer, use the **Soft Round** brush to draw empty edges around the photo (canvas) with black color, **Flow - 10%**.



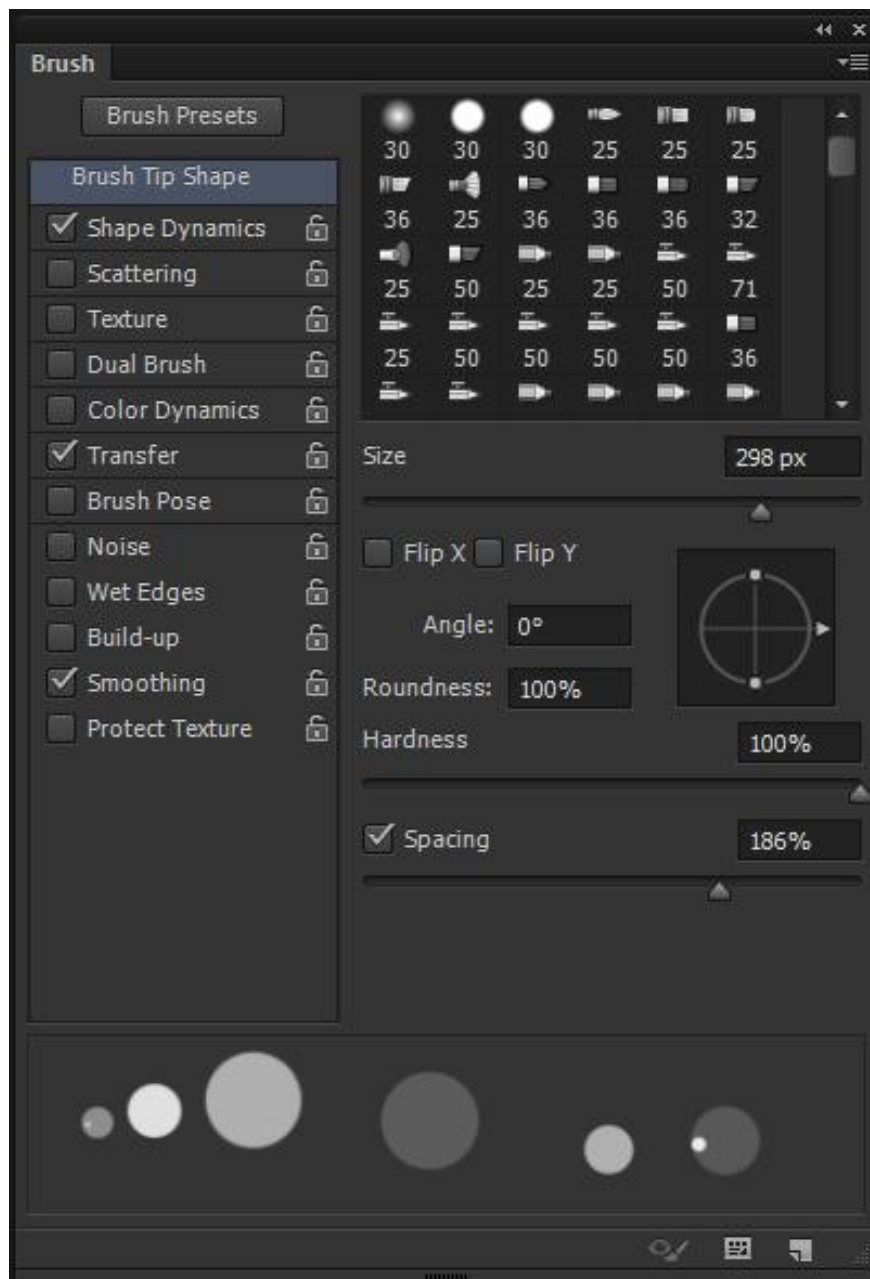
Click **Create new fill or adjustment layer** from the bottom of the **Layers panel** and click **Curves** to adjust the curve as shown. Add a mask to this layer and press **Ctrl + I** to invert the mask's color.



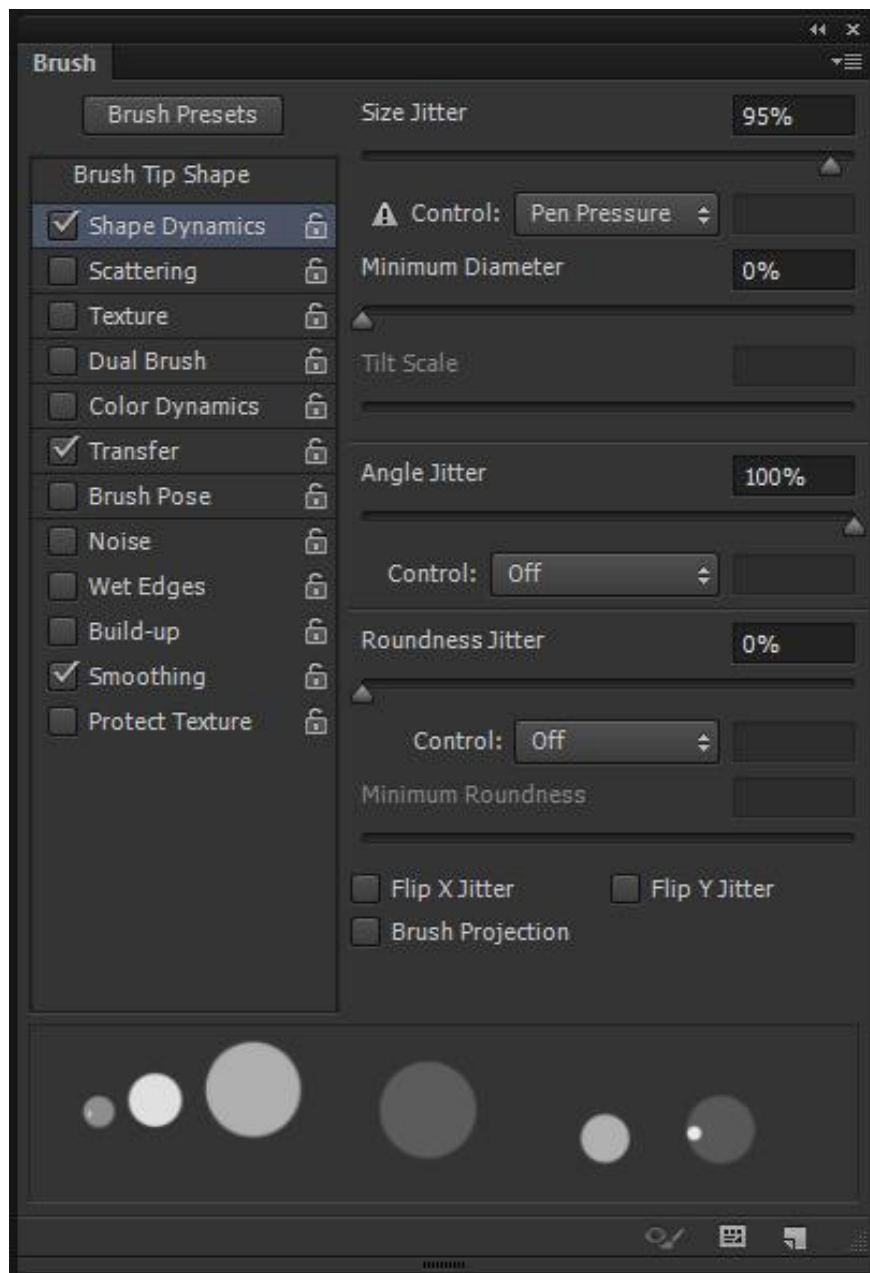
Now select the white brush and paint the adjustment layer mask. This time we'll cover the head area, the top left edge, and the lowest right edge.



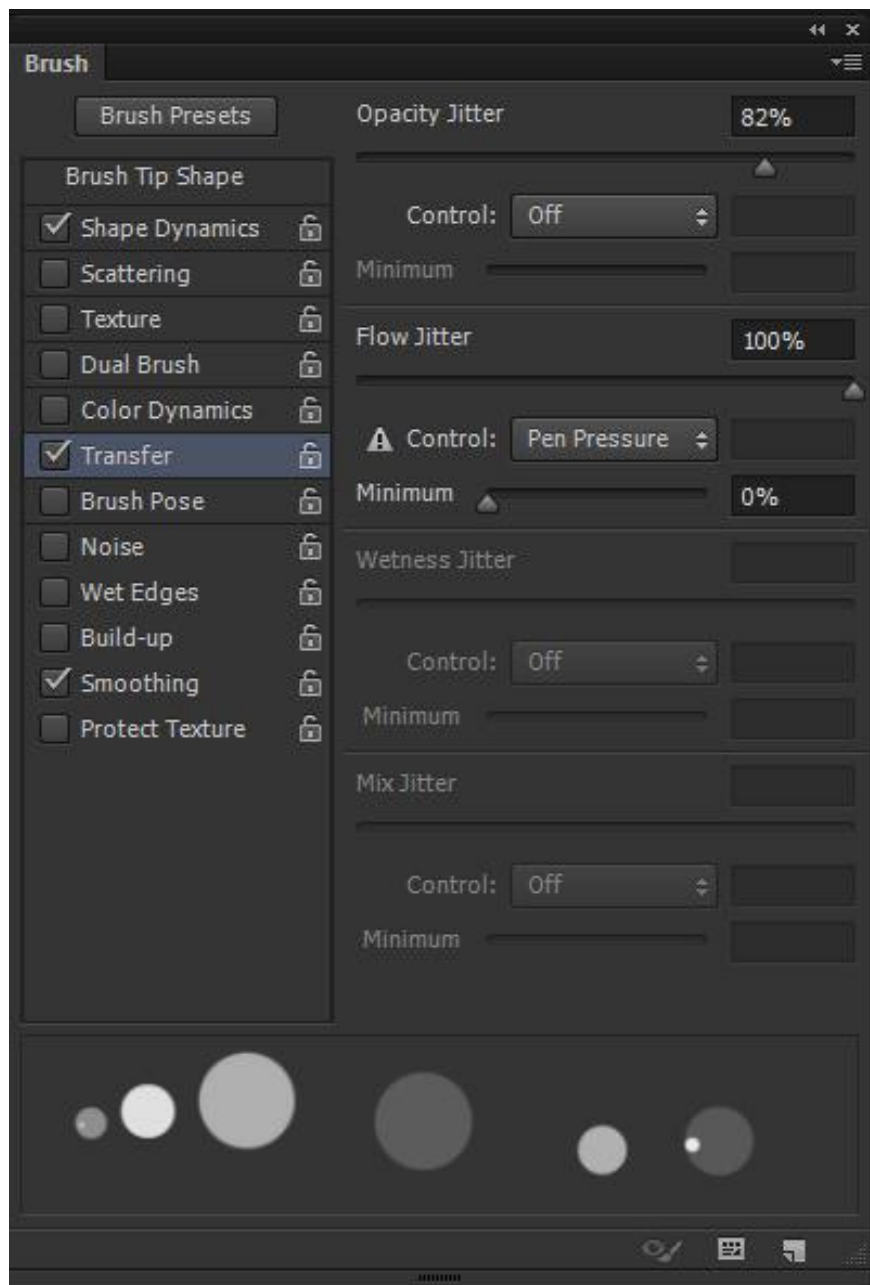
Next we need a custom brush, select the **Hard Round brush**, go to the **Brushes panel (F5)** and select **Brush Tip Shape**. Click and drag any slider to change the brush **Size** and **Spacing**. The **Preview** window displays the brushstroke changes.



Go to **Shape Dynamics**:



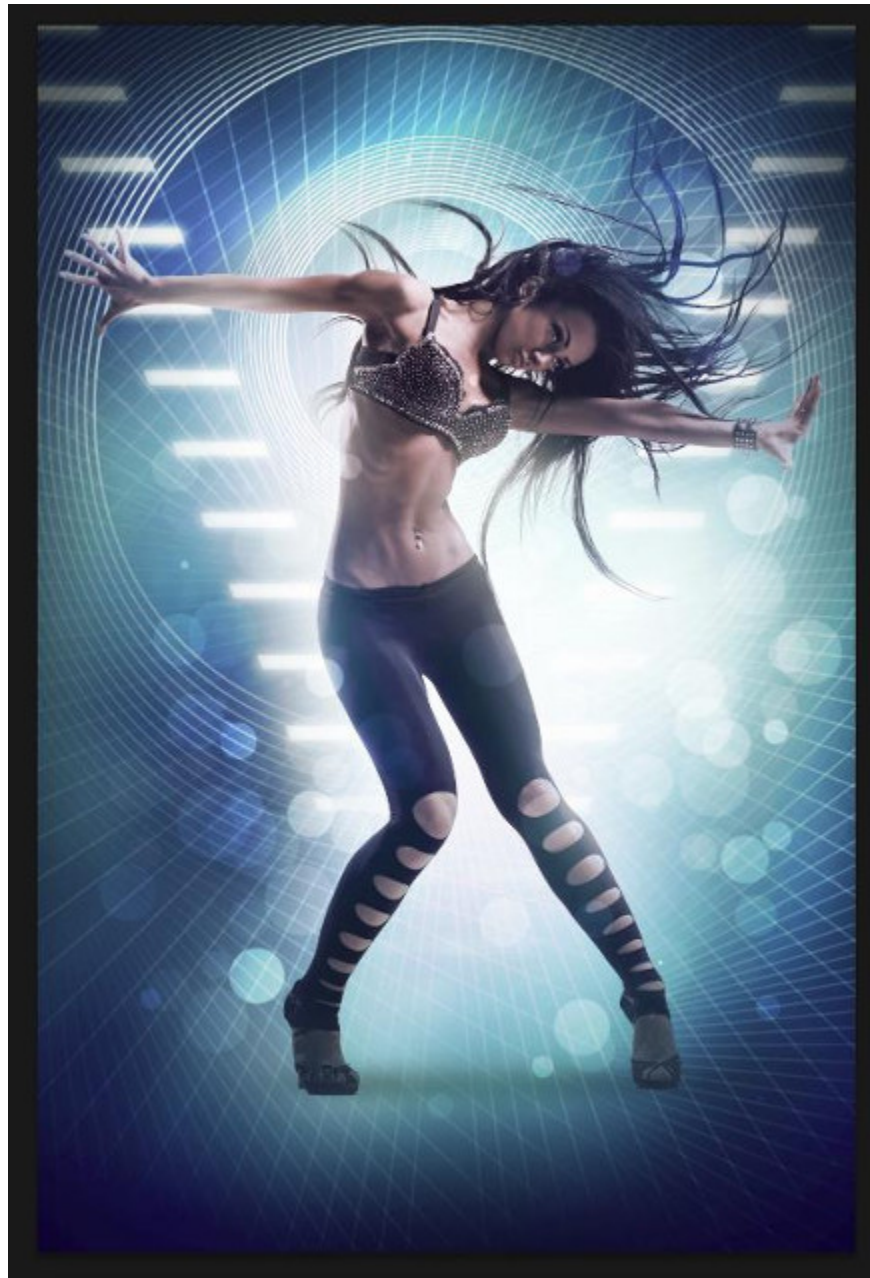
Apply **Transfer**.



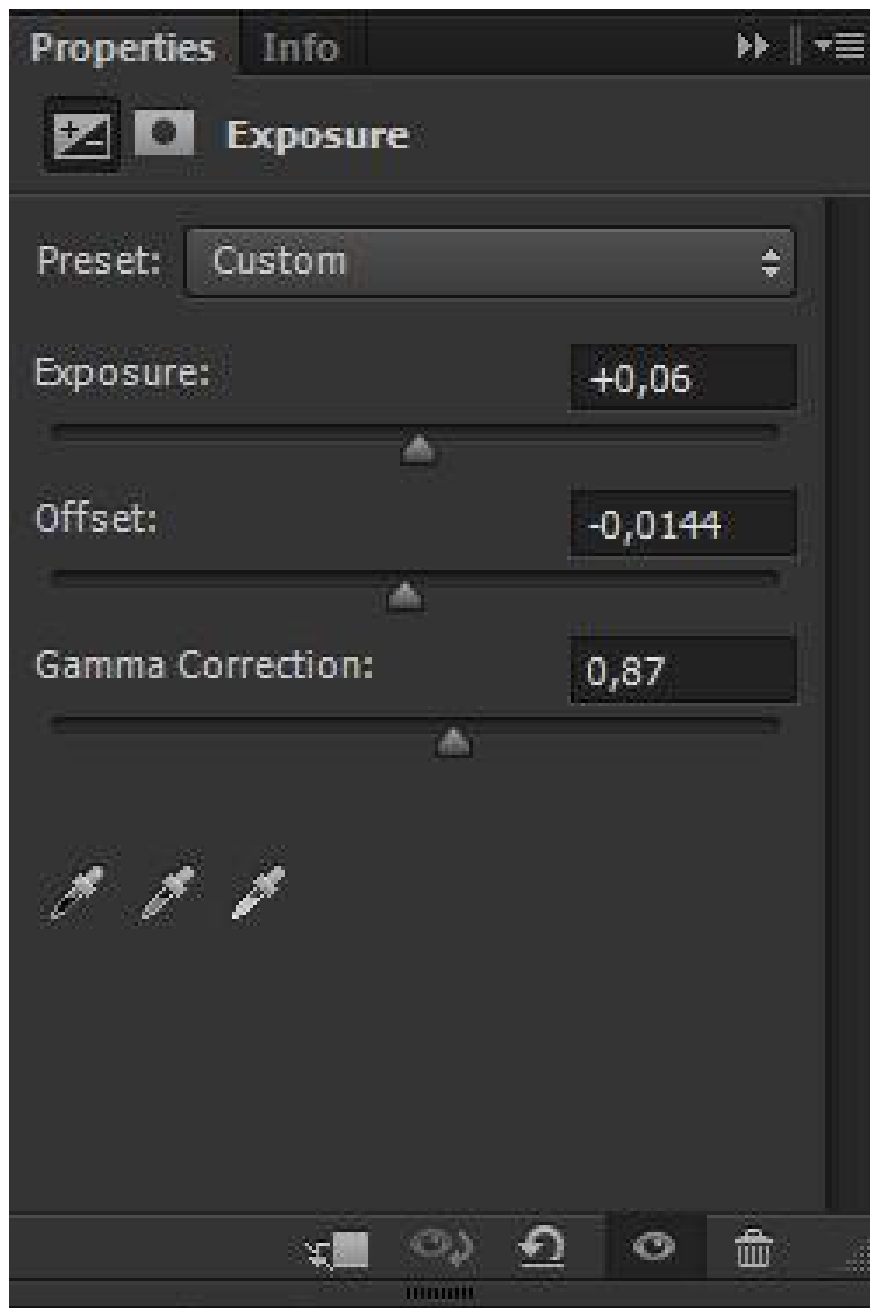
Use this customized brush to create circles ( **Flow - 80%** ) on the new layer. Set the **Blending mode** for this layer to **Overlay** .



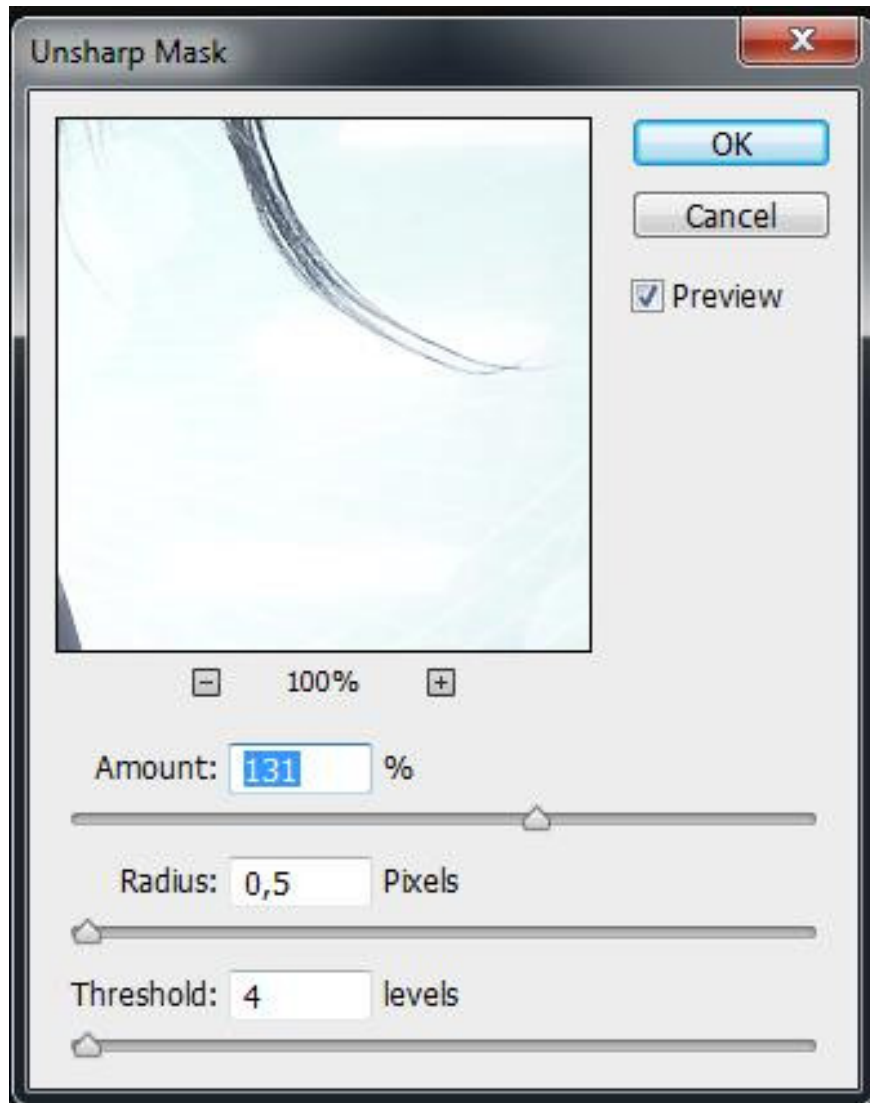
Create a new layer and select the **Soft Round** brush with **Flow - 30%** , painting over the designated areas brighter as shown below. Set the **Blending mode** for this layer to **Overlay** .



Click **Create new fill or adjustment layer** from the bottom of the **Layers panel** and click **Exposure** to adjust the tone. Set the **Exposure** values ??to **Offset** and **Gamma** .



Press **Ctrl + Shift + E** to group all layers into one. Apply on this layer the filter: **Filter > Sharpen > Unsharp Mask** .



So you've completed the steps to create digital images on Photoshop CS6. Wishing you success!

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