

# How to use Photoshop CS6 (Part 1): Create digital photos

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.

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1. How to sharpen images in Photoshop in 2 ways
2. 10 common problems in Photoshop and basic remedies

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



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



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



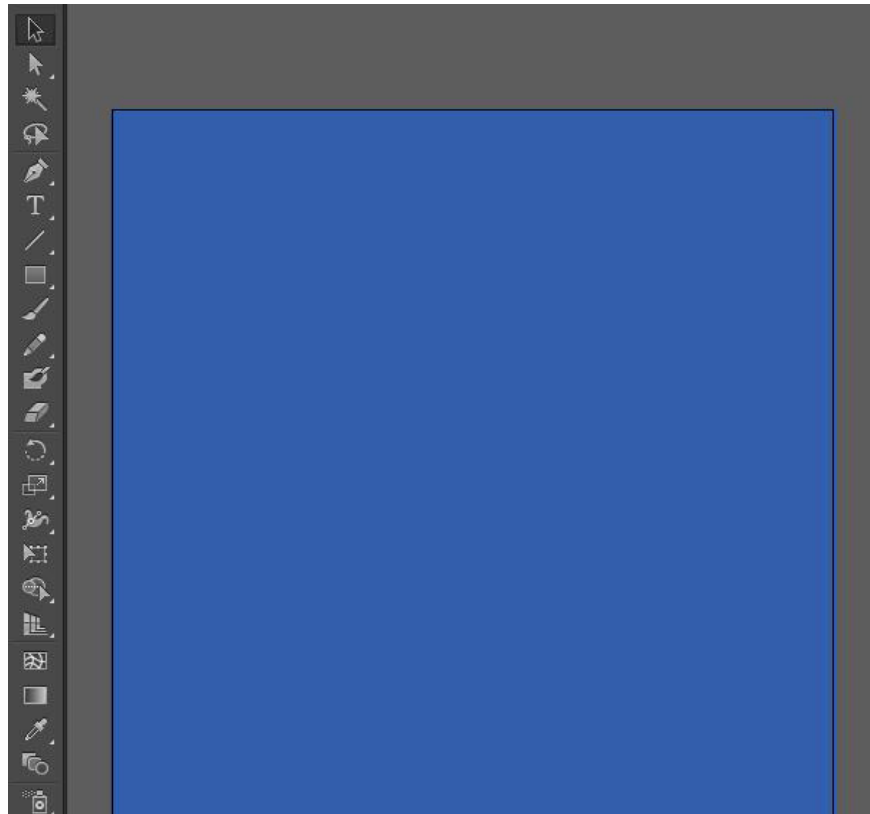
Now create a layer below the dancer image layer. Grab the **Brush Tool (B)** and select a smooth brush of color # **65b0c9** , set the **Opacity** to 40% in the **Options** bar and draw the background as shown below. Set the **Blending mode** for this layer to **Linear Dodge** .



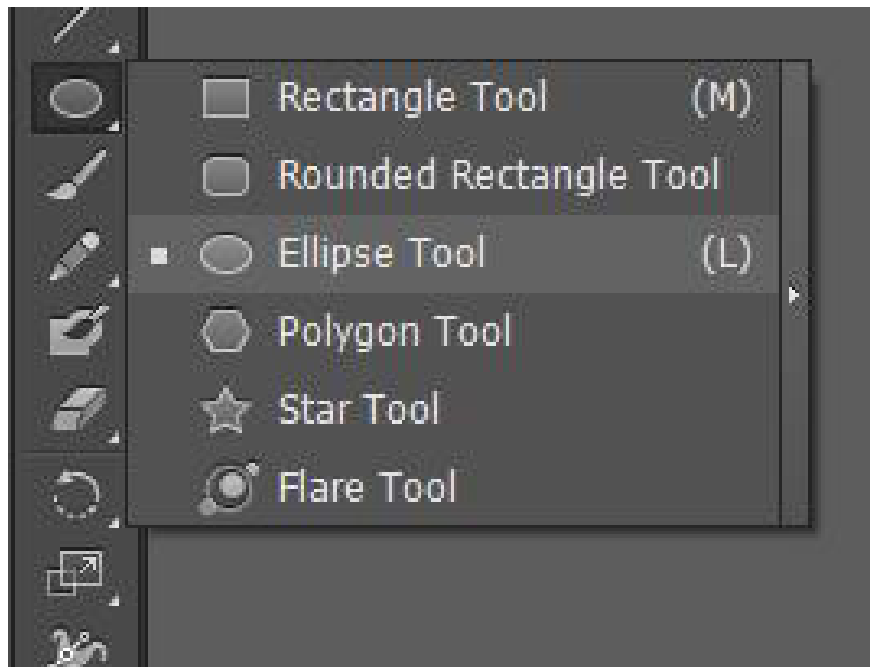
Next, create a new layer again and use the same brush as above to paint the background. Set the **Blending mode** for this layer to **Color Dodge** .



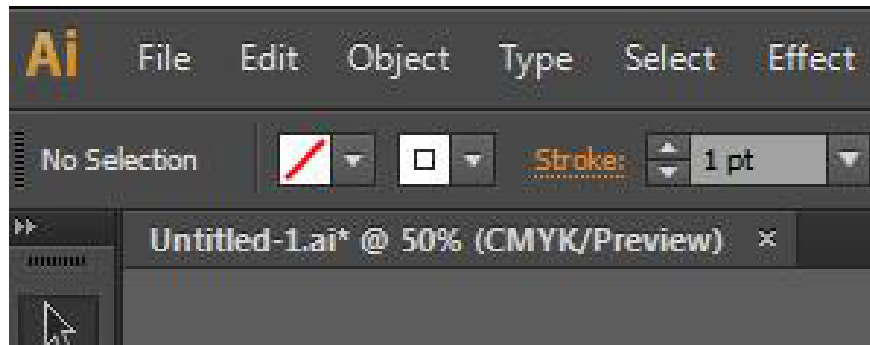
Open Adobe Illustrator and create a new file **1000px by 1500px** . Then draw a blue rectangle using the **Rectangle Tool (M)**.



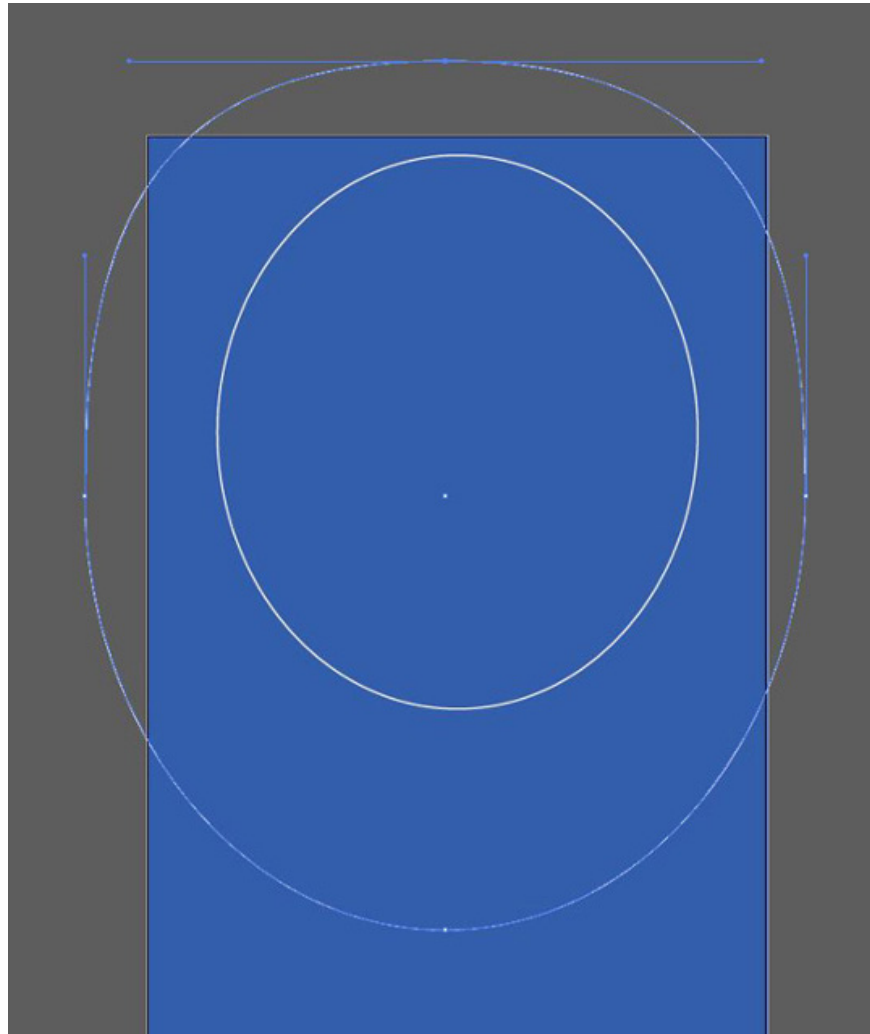
Use the Ellipse Tool to draw two ovals.



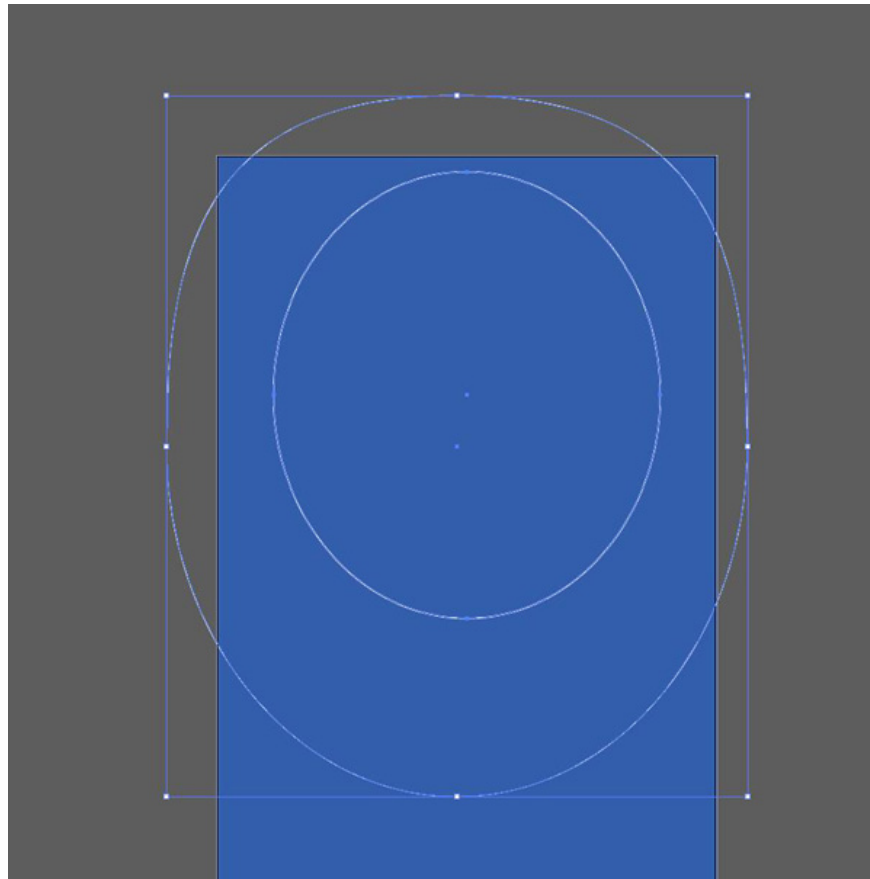
Large ovals should have a **Stroke - 1pt** and a thumbnail of **3pt** .



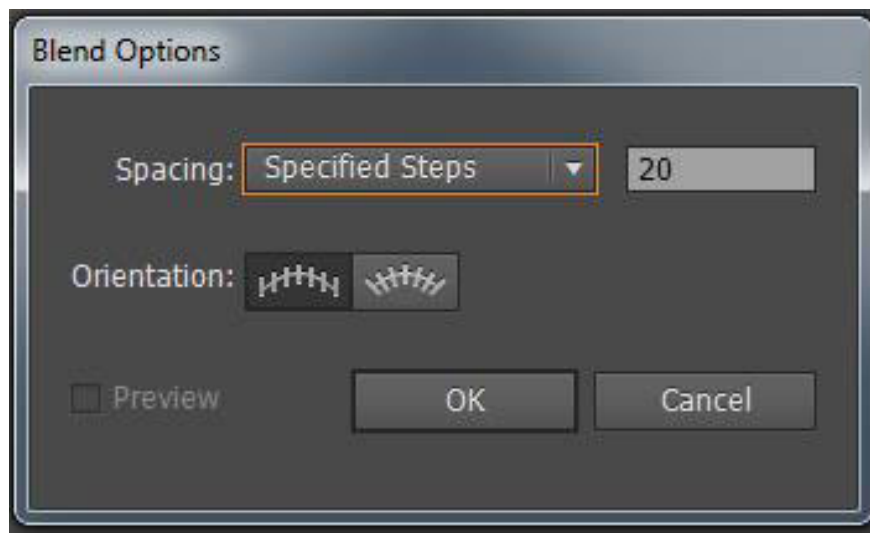
A large oval can be adjusted using the **Convert Anchor Point Tool (Shift + C)** as shown below.



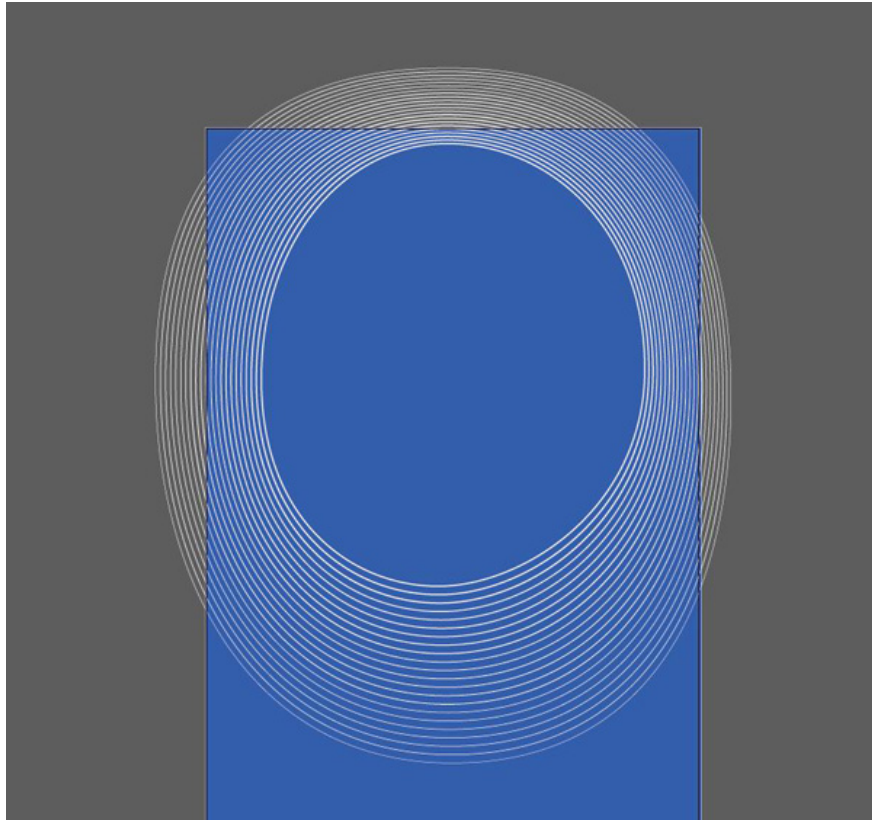
Select both ovals with the **Selection Tool (V)** . Press the **Shift** key.



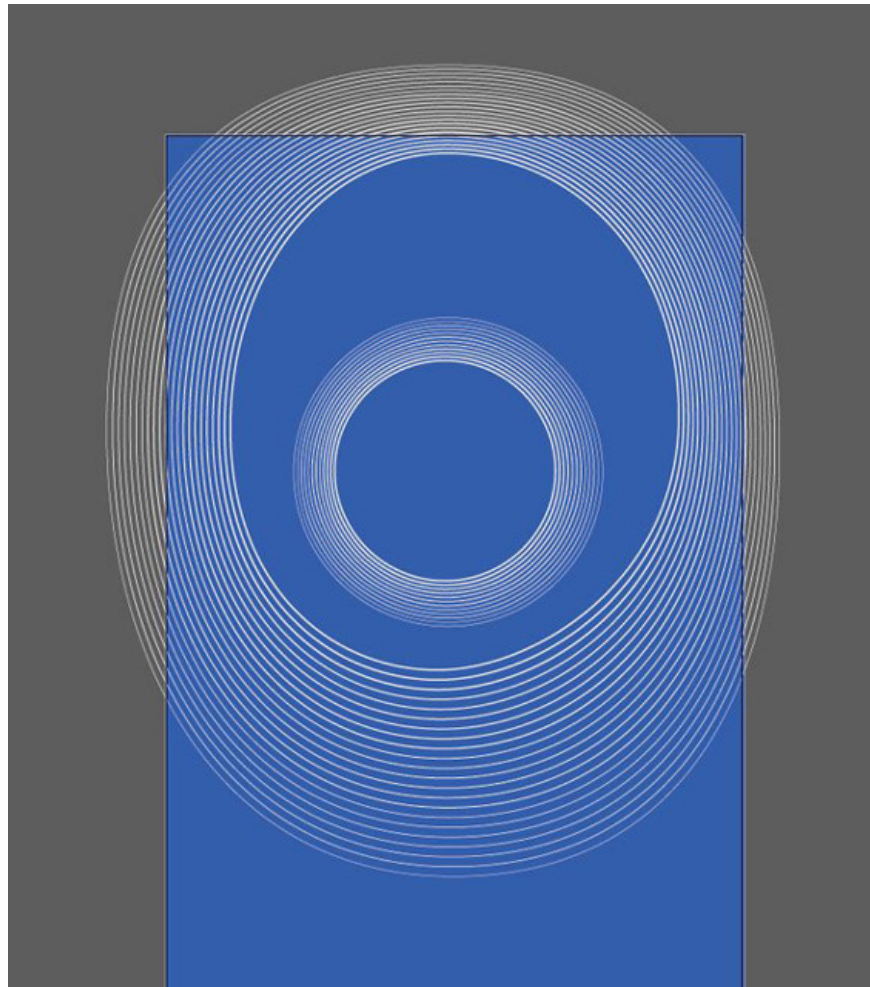
Apply this option to the selected oval: **Object > Blend > Blend Options** . Set **Specified steps** to 20.



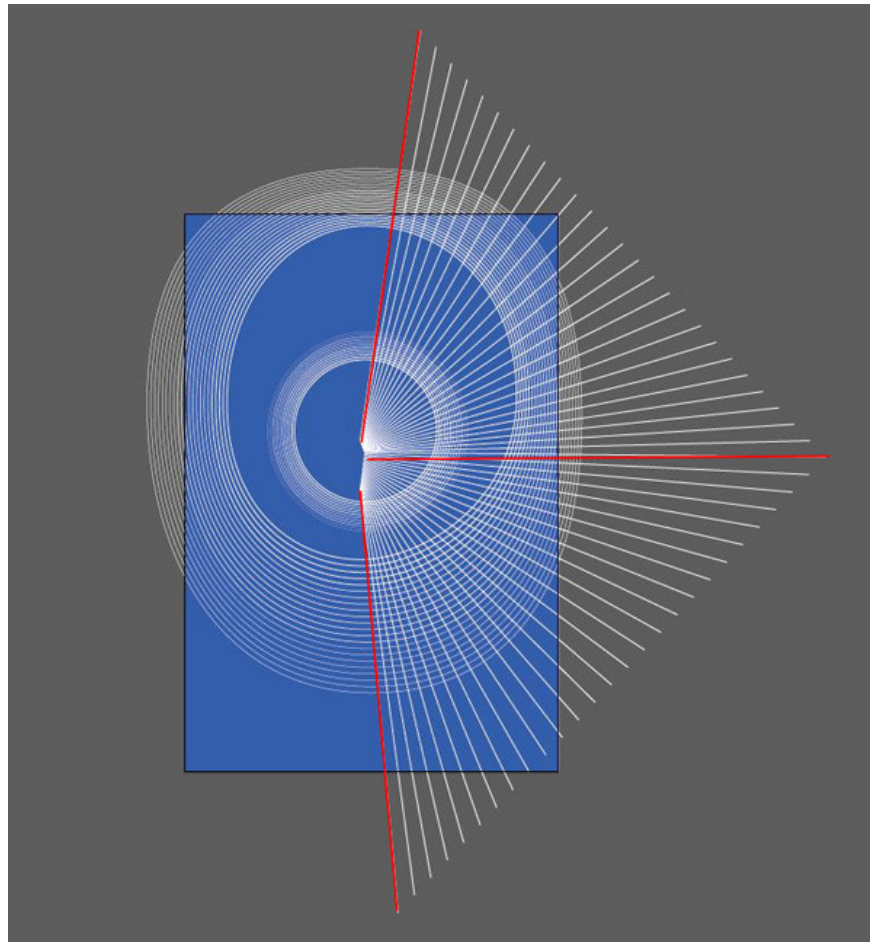
Press **Ctrl + Alt + B** and you will have 20 intermediate elements as shown below:



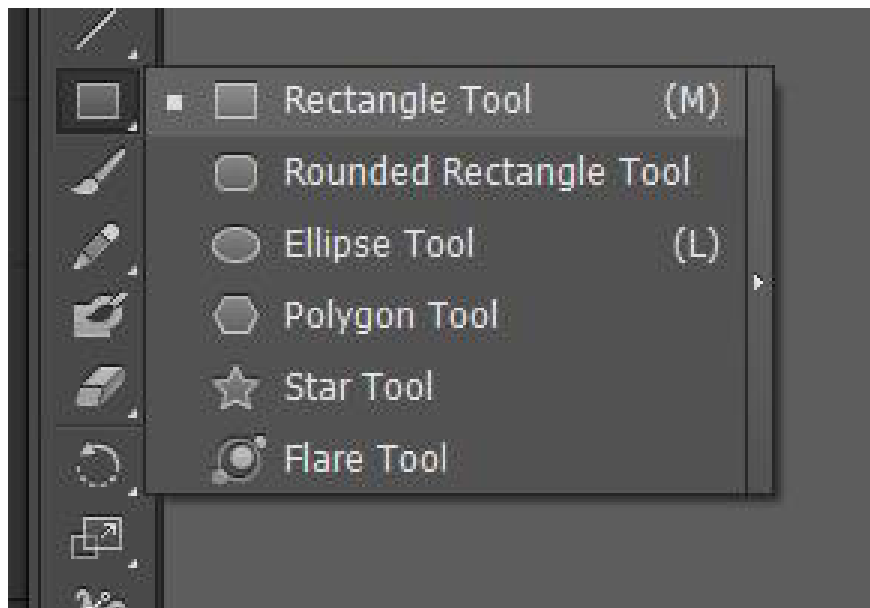
Using the same method as the circle, it has fewer internal intermediate copies, only 10 **Specified steps** .



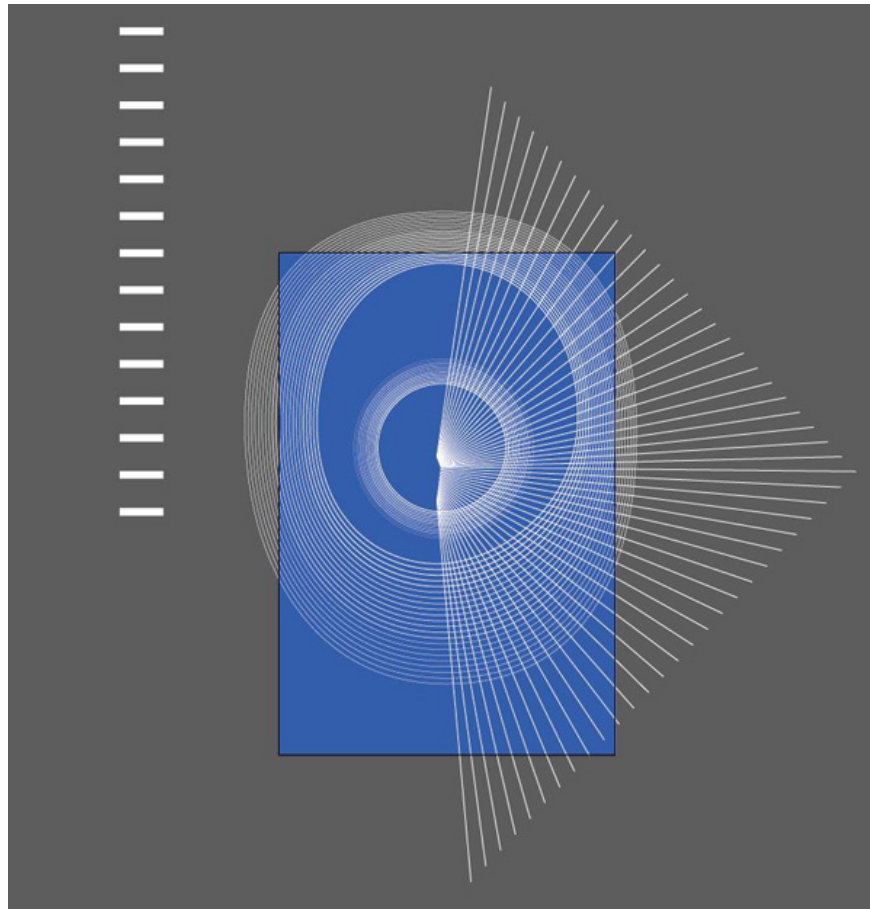
Using the **Line Segment Tool** , create three lines marked in red, with **Stroke of 3pt** and **Specified steps of 25** .



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



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

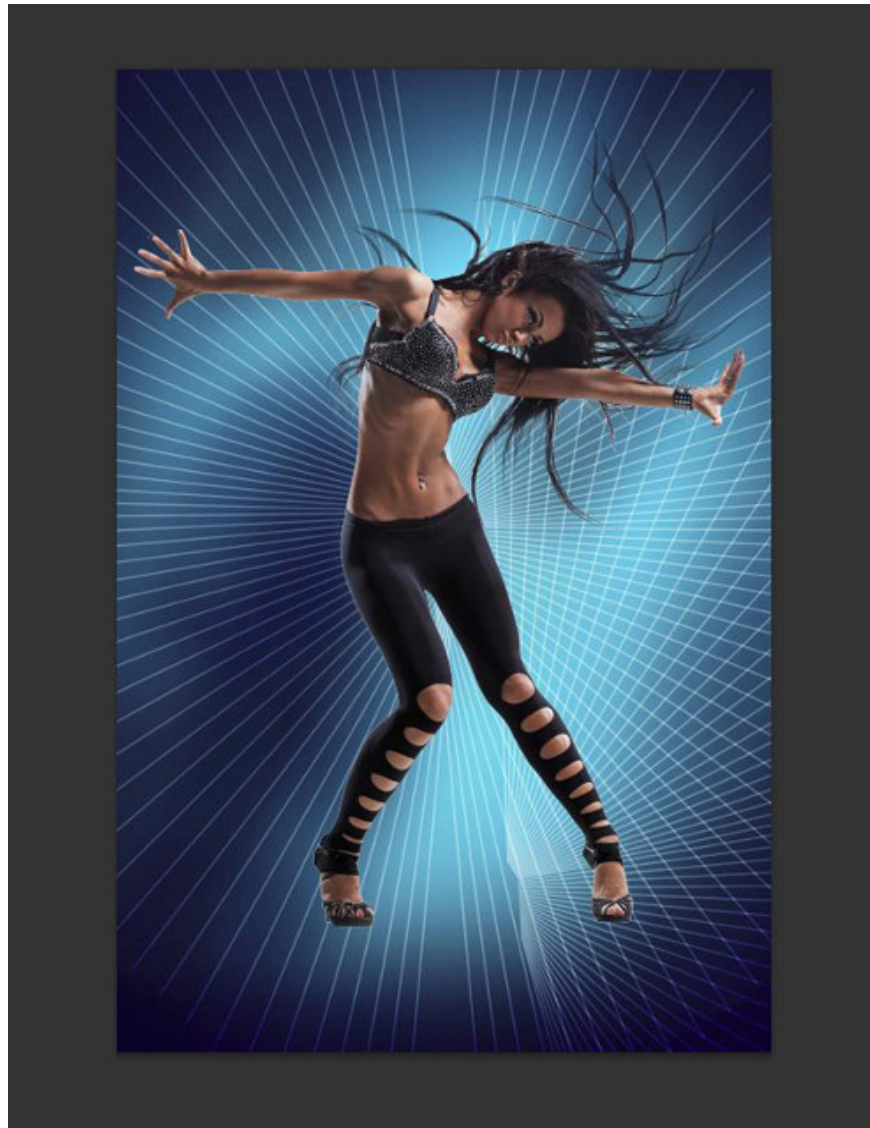


Now, select the drawing from the triangular lines, use the **Selection Tool (V)** and press **Ctrl + C** to copy. Open **Adobe Photoshop** and press **Ctrl + V** to paste the lines with the **Paste as Smart Object option** in the main layer. Set the **blending mode** for this layer to **Soft Light**.

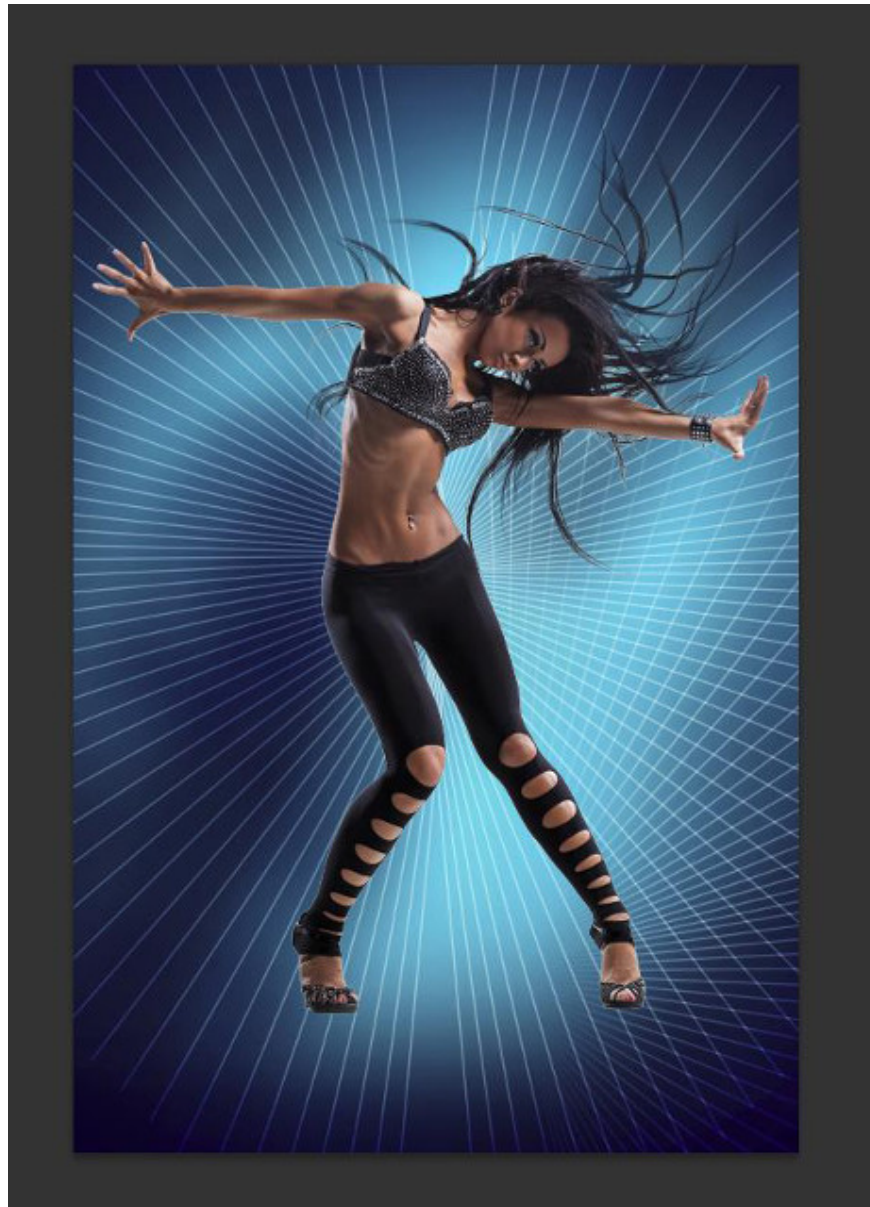
Copy this layer with **Ctrl + J** and rotate the copy horizontally using the **Free Transform (Ctrl + T) (Flip Horizontal)** command. Put this layer under the dancer image layer.



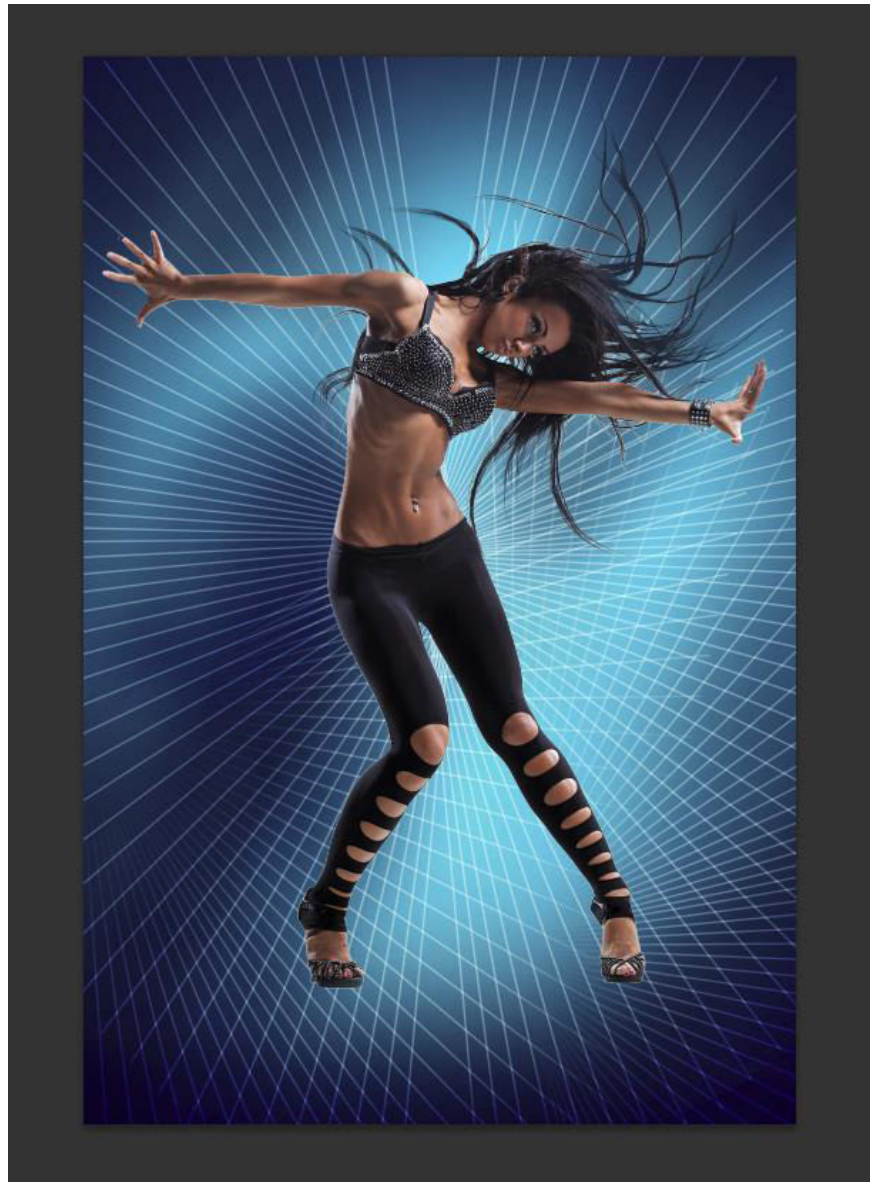
Make a copy of these layers and select the **Free Transform (Ctrl + T)** command to get the same result as on the image shown.



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

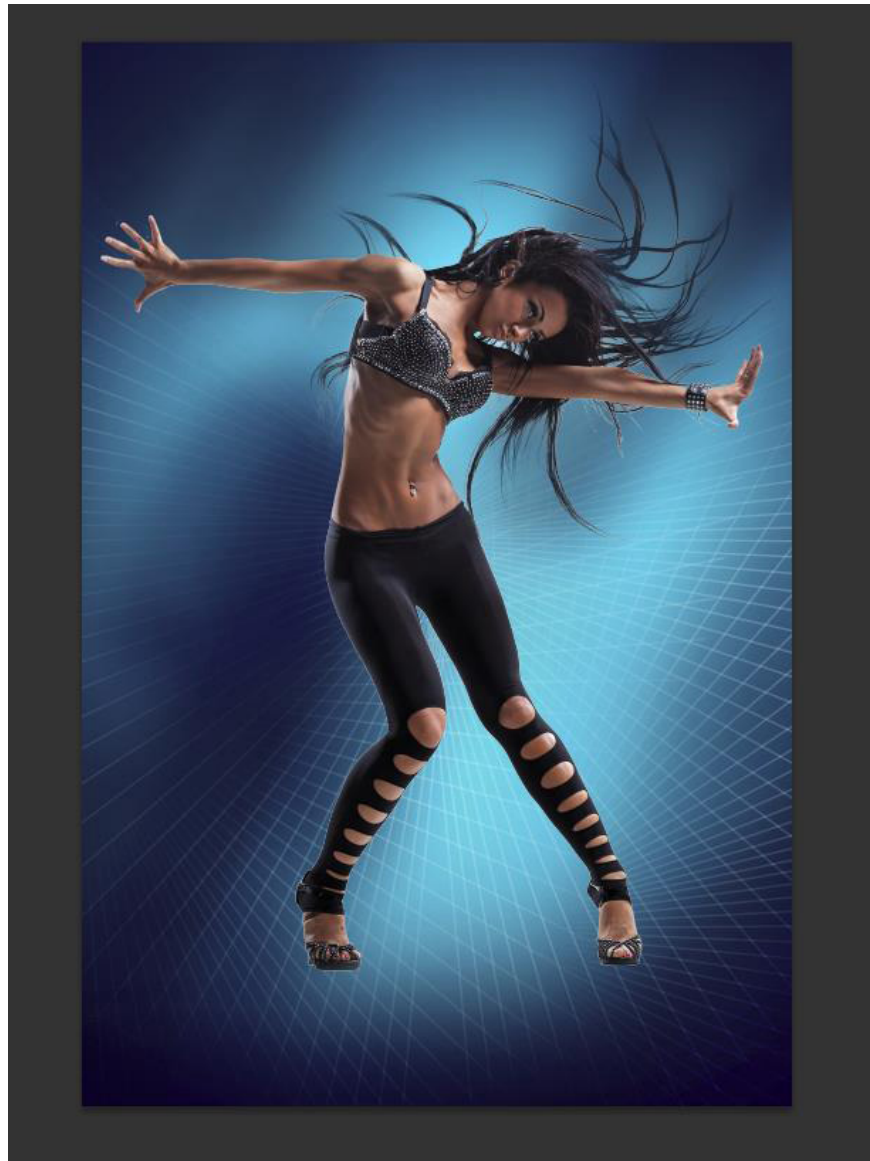


Do the same as above for the other party.

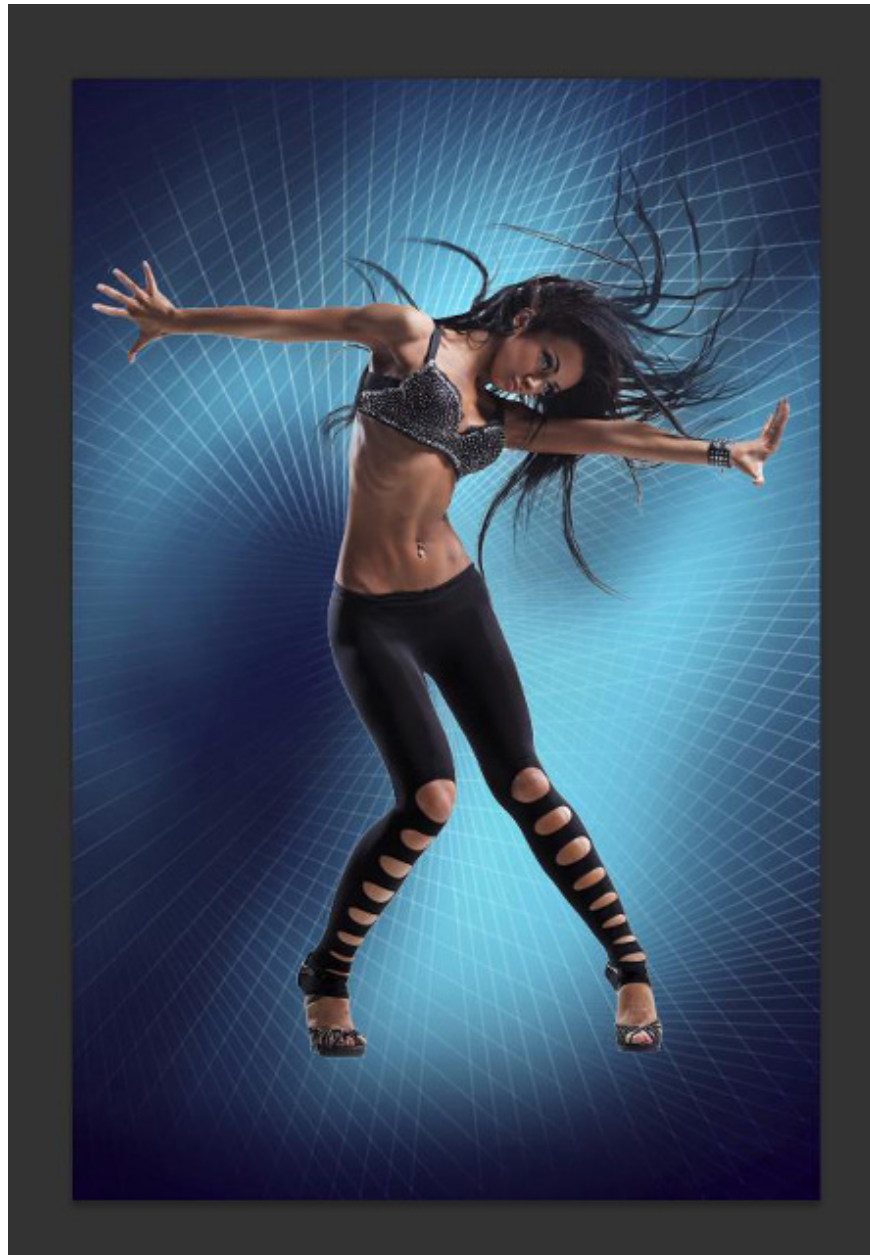


Combine all the layers containing the lines in a group (press the **CTRL** button to select the required layers and hold the left mouse button while dragging the selected layers into the **Create a new group** icon at the bottom of the **Layers panel** ).

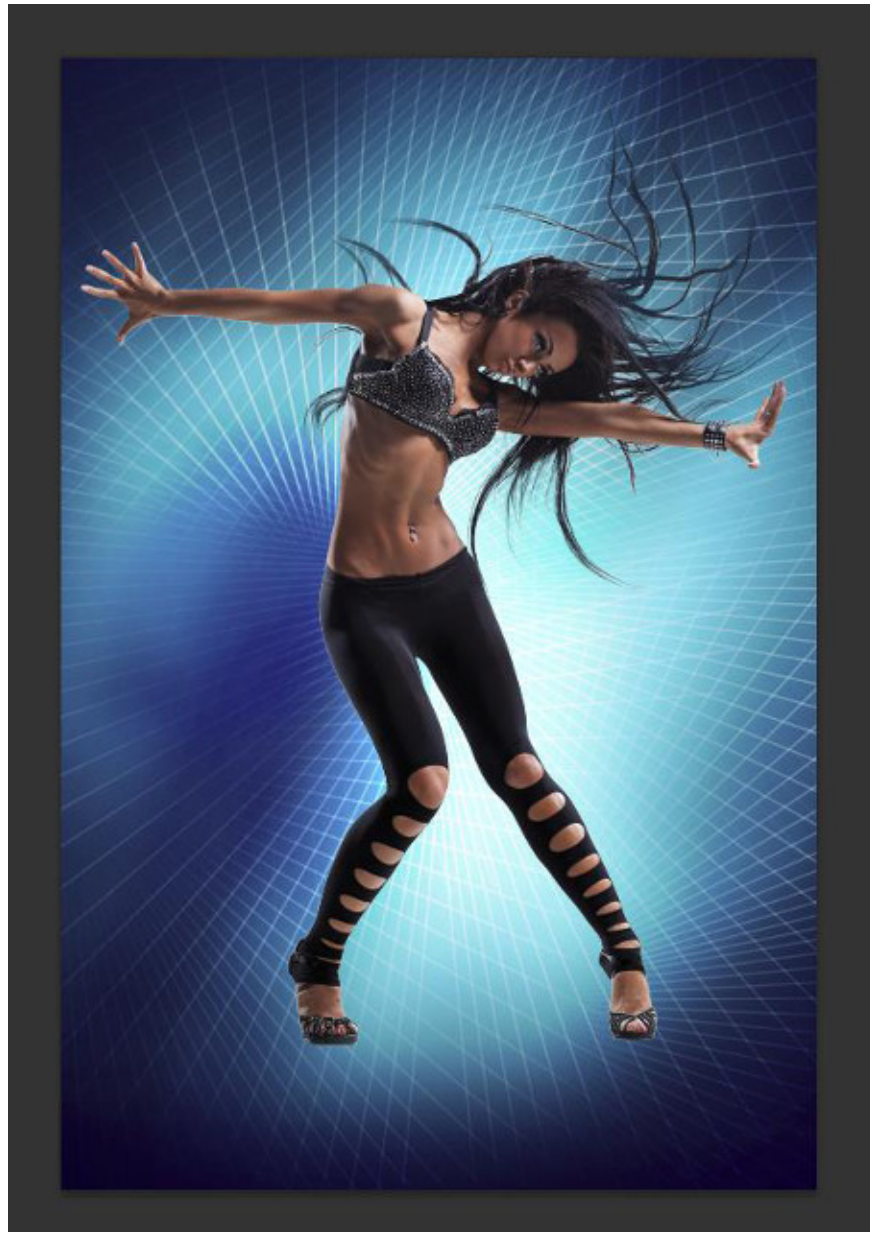
Apply **Vector Mask** to the new group and select the **Brush Tool (B)** to hide the contours on the mask in the same way as the illustration below.



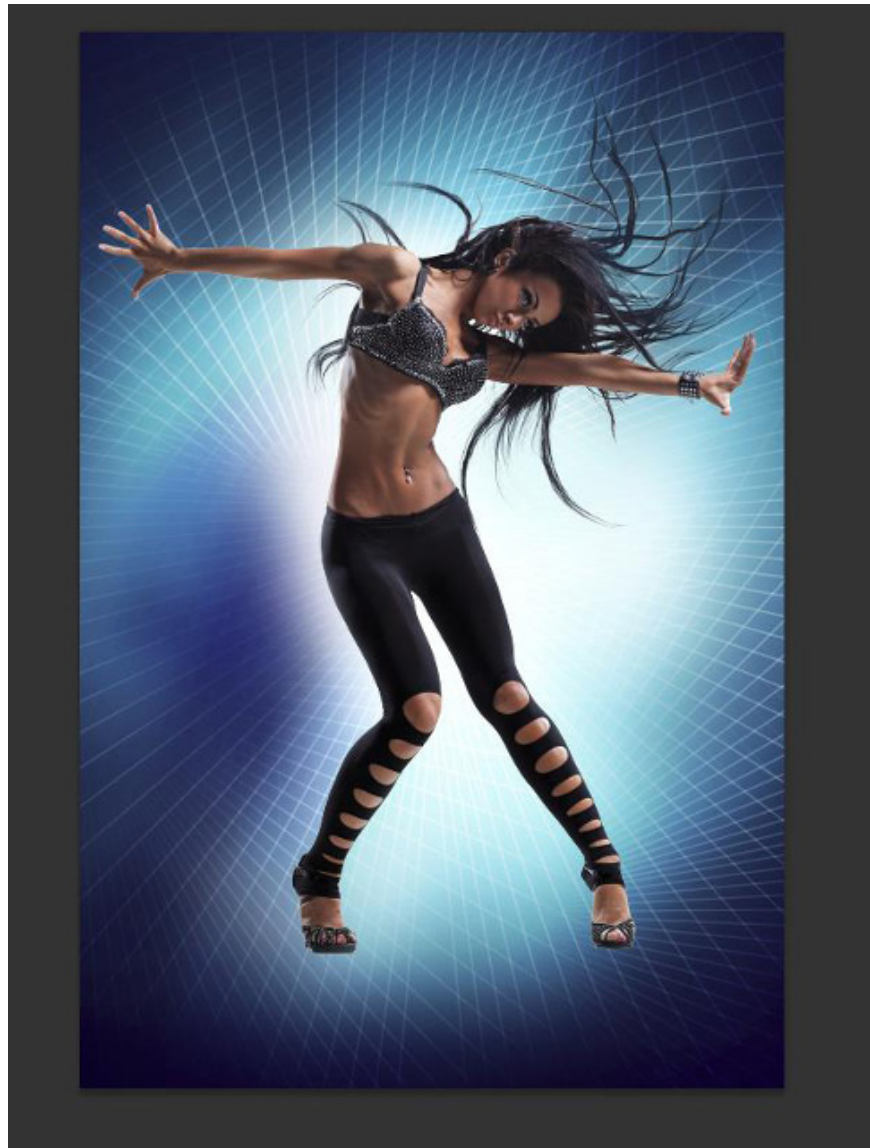
Insert some lines at the top as shown below.



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



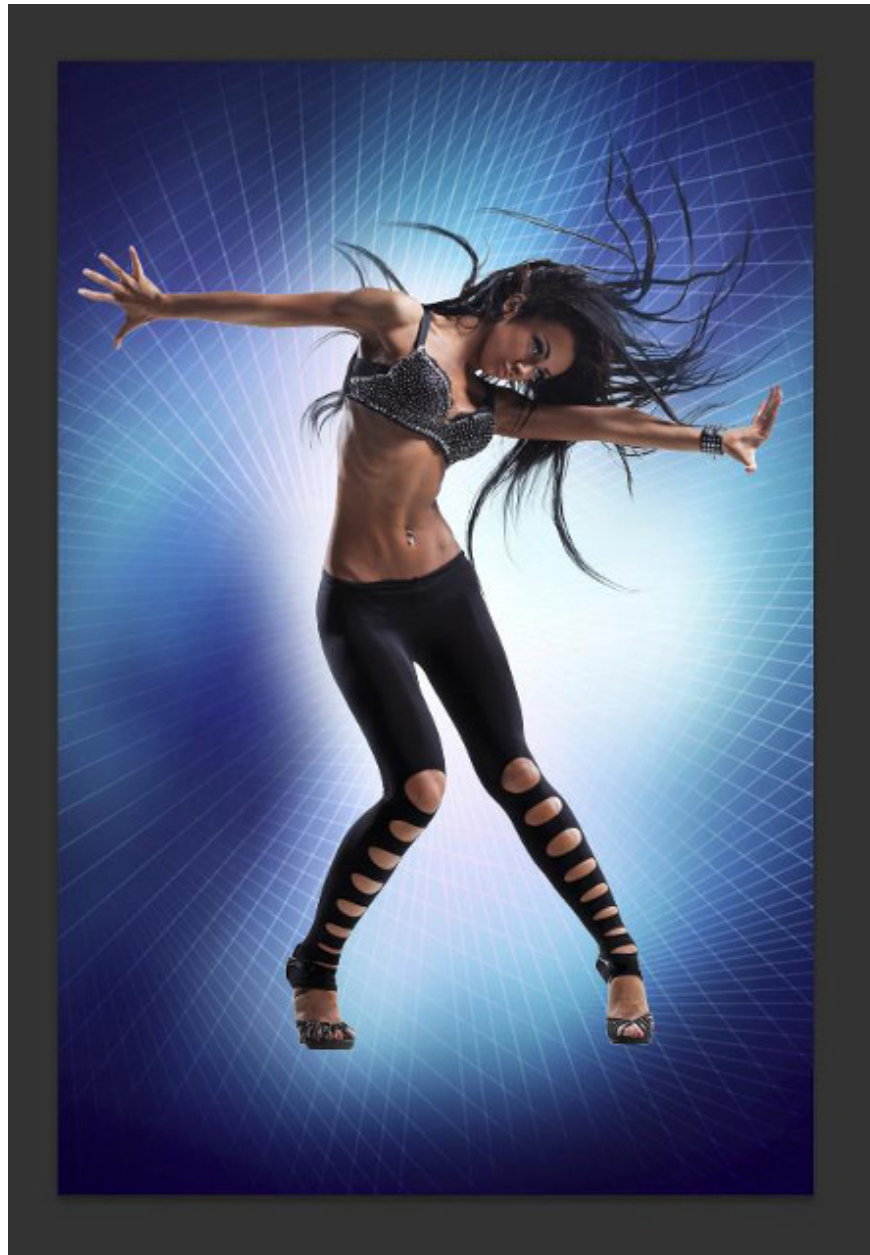
Create a new layer and insert some brushstroke as shown using the same brush. Set the **Blending mode** for this layer to **Normal** .



Select the brush on a new layer and insert the purple light effect, the color is # 9265C9 .



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



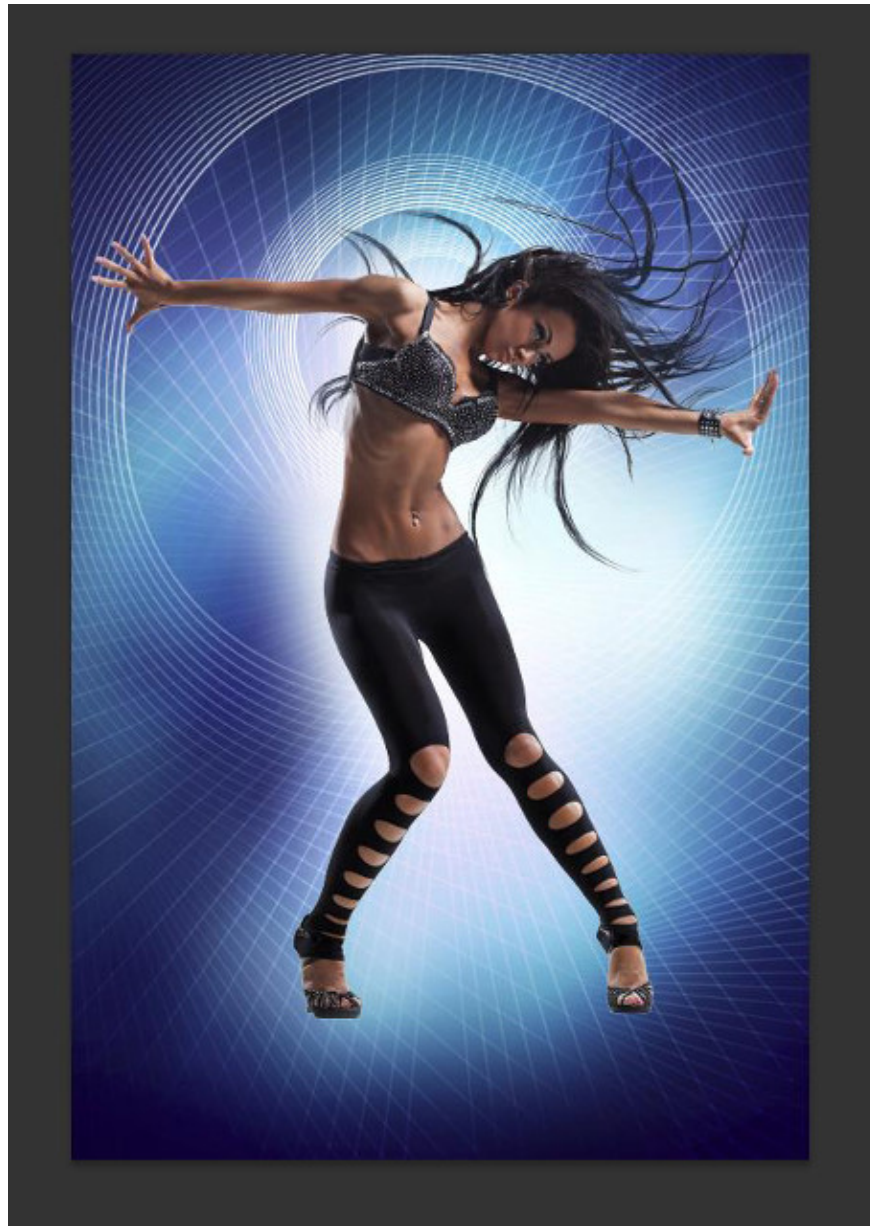
Back to **Illustrator** , select the circles and press **CTRL + C** to copy. Go back to Adobe Photoshop and press **CTRL + V** to paste **Paste as Smart Object** . Set the **Blending mode** for this layer to **Hard Light**.



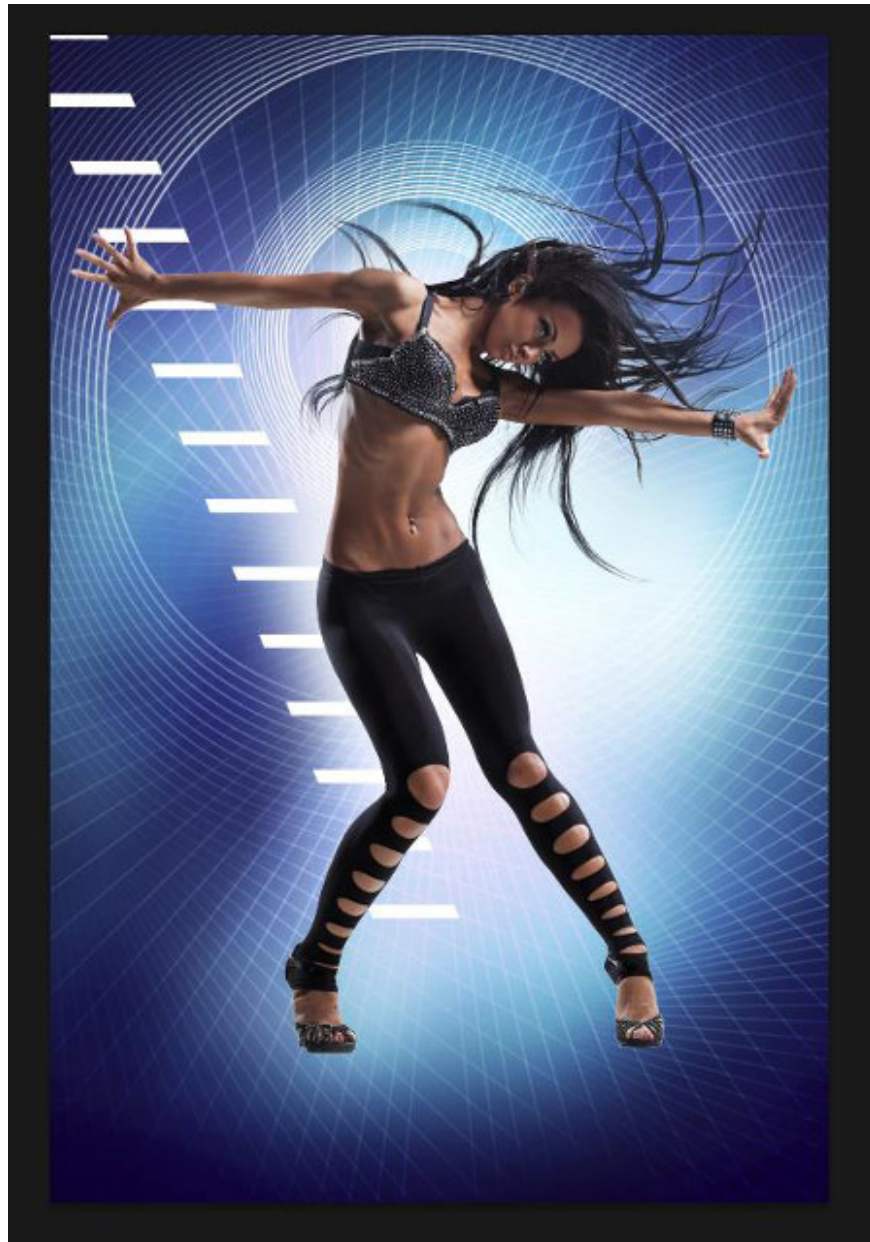
Then make a copy of the big circle:



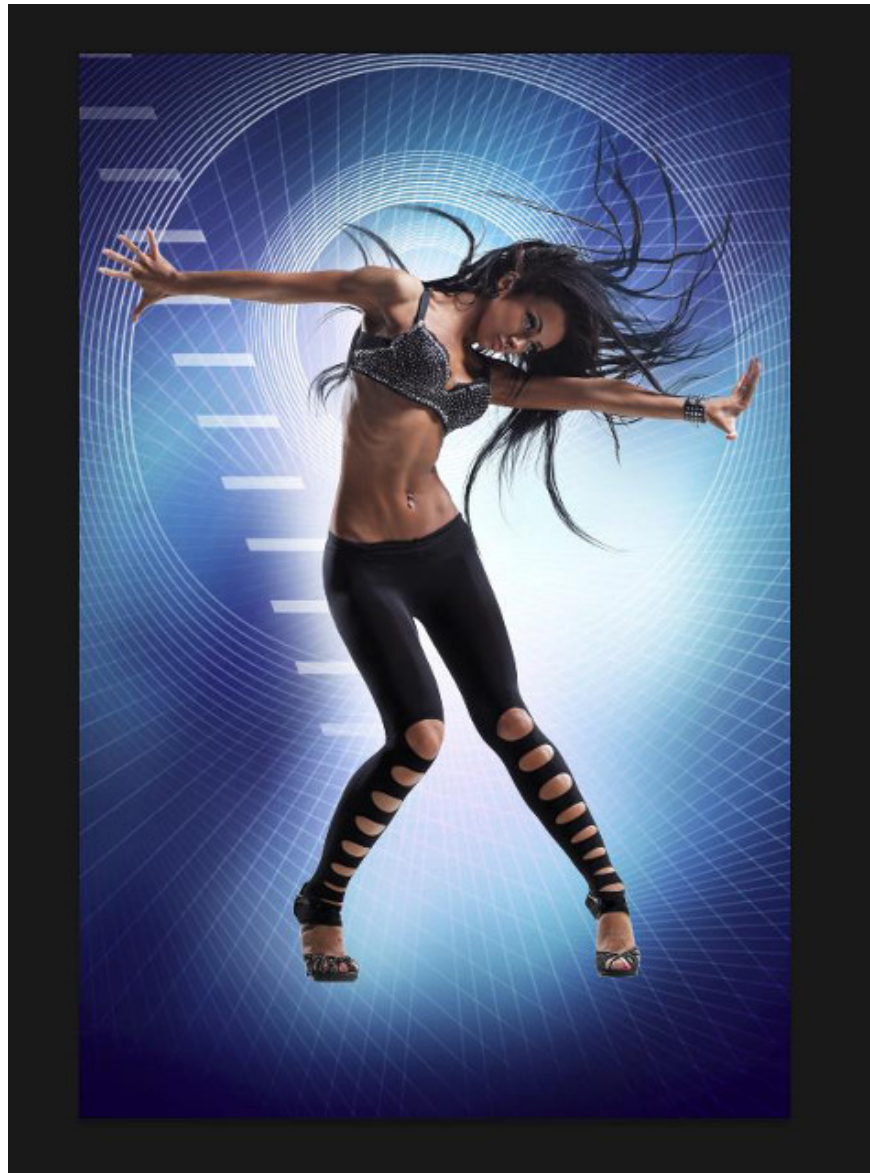
Hide the circle like the image below, use the **Eraser Tool** .



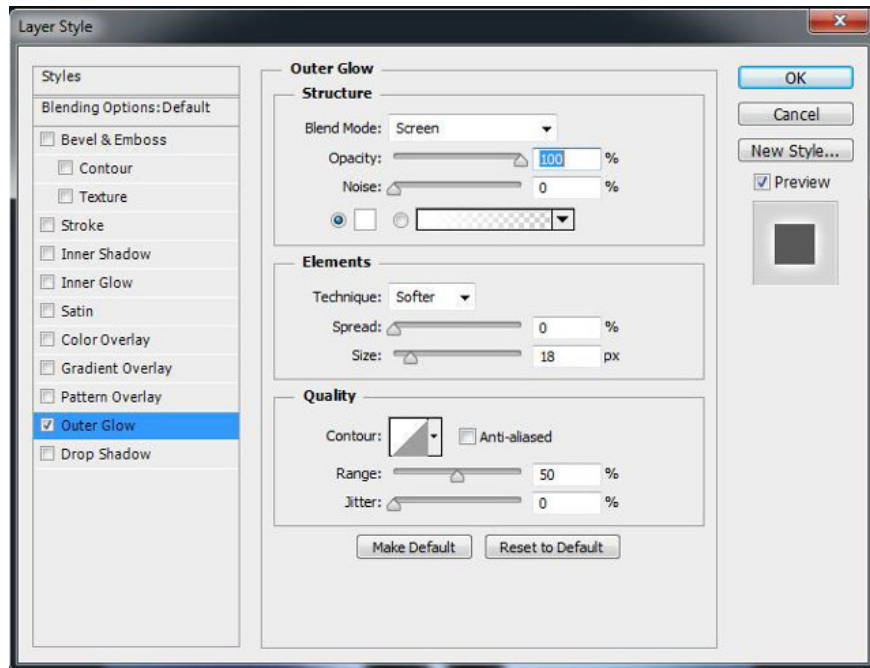
Insert the rectangles made from **Illustrator** , deform it in the same way as below, apply the **Free Transform** command (**Ctrl + T**) .



Hide it using the **Eraser Tool** .



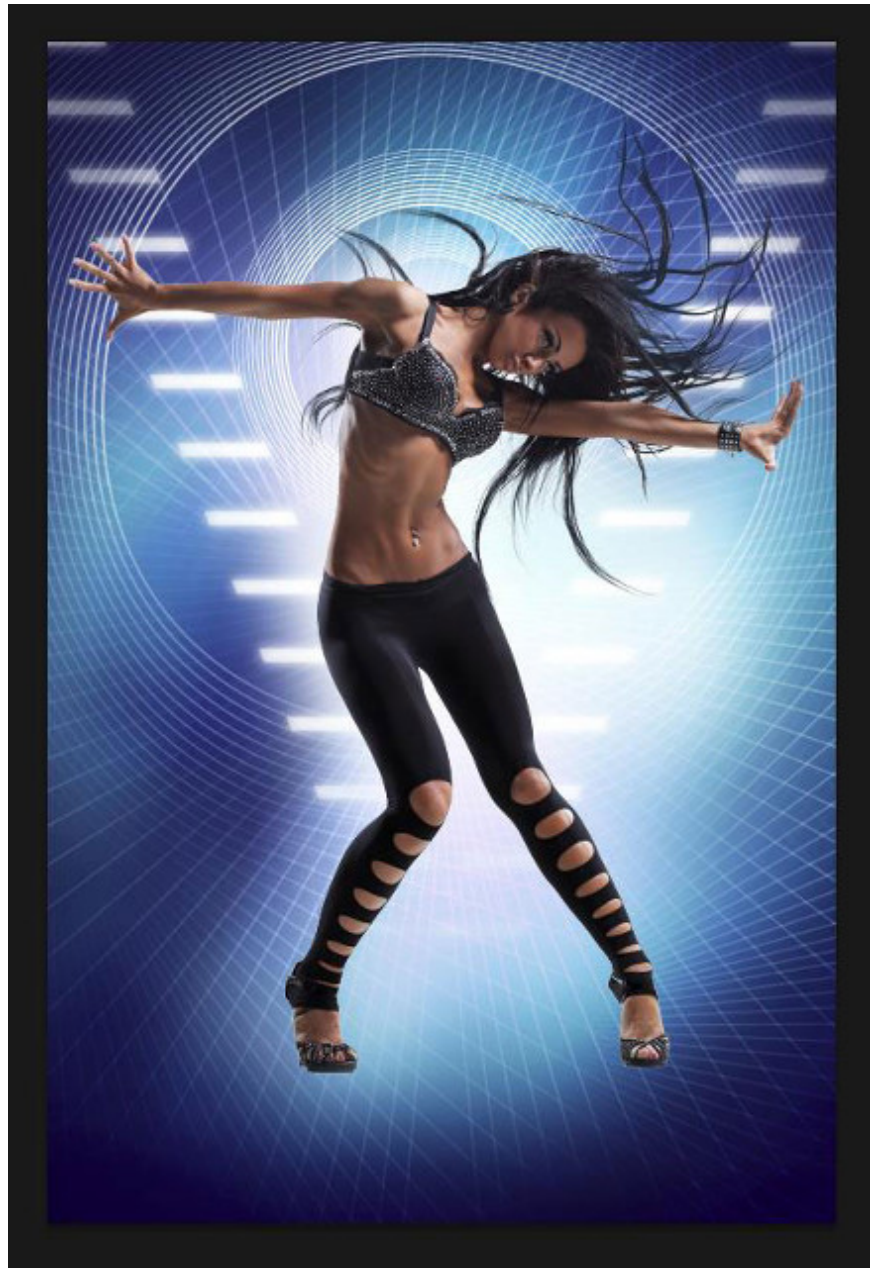
Click the **Add a layer style** icon from the bottom part of the **Layers panel** and select **Outer Glow** .



The rectangle layer will shine:



Make a copy of this layer and rotate it horizontally.

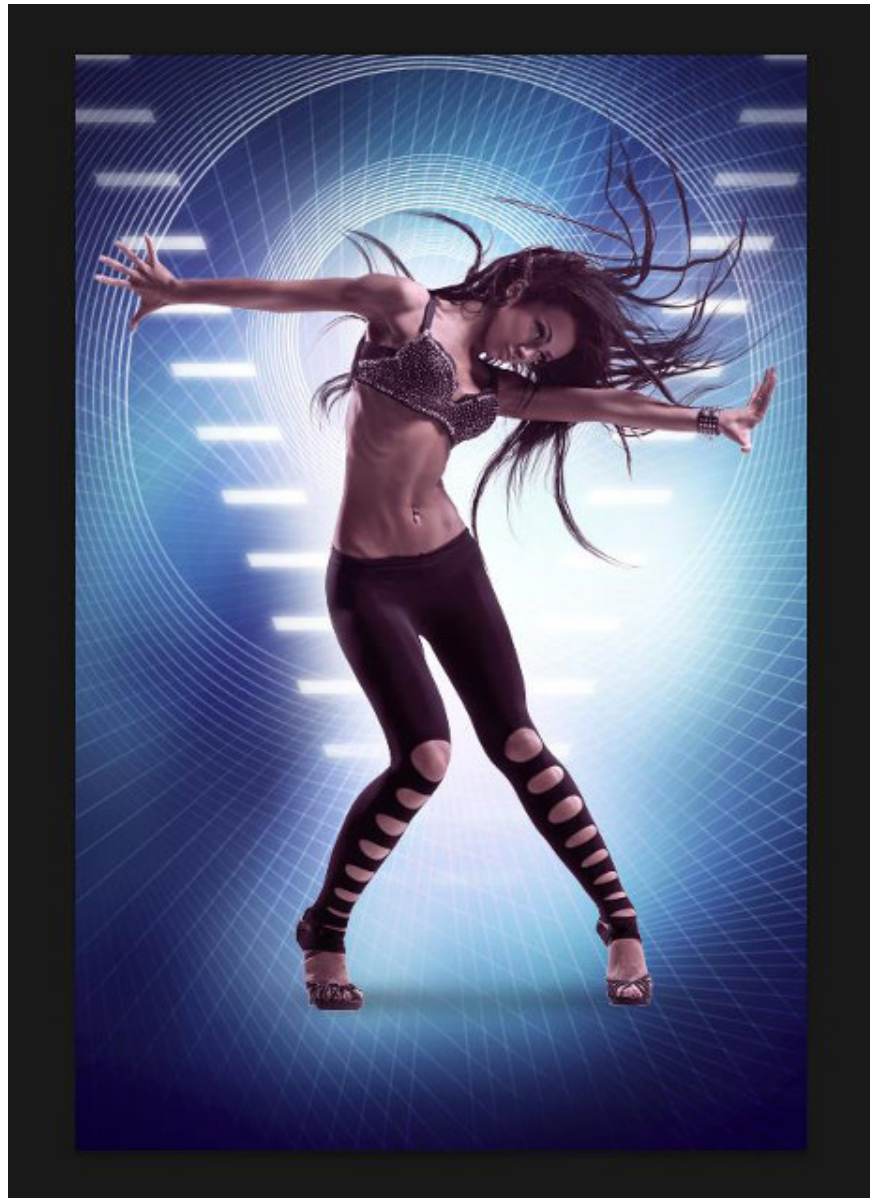


Now create shadow for the new layer, use **Soft Round** brush with **Flow - 10%** and insert a luminescent effect on the dancer's shoulder area.

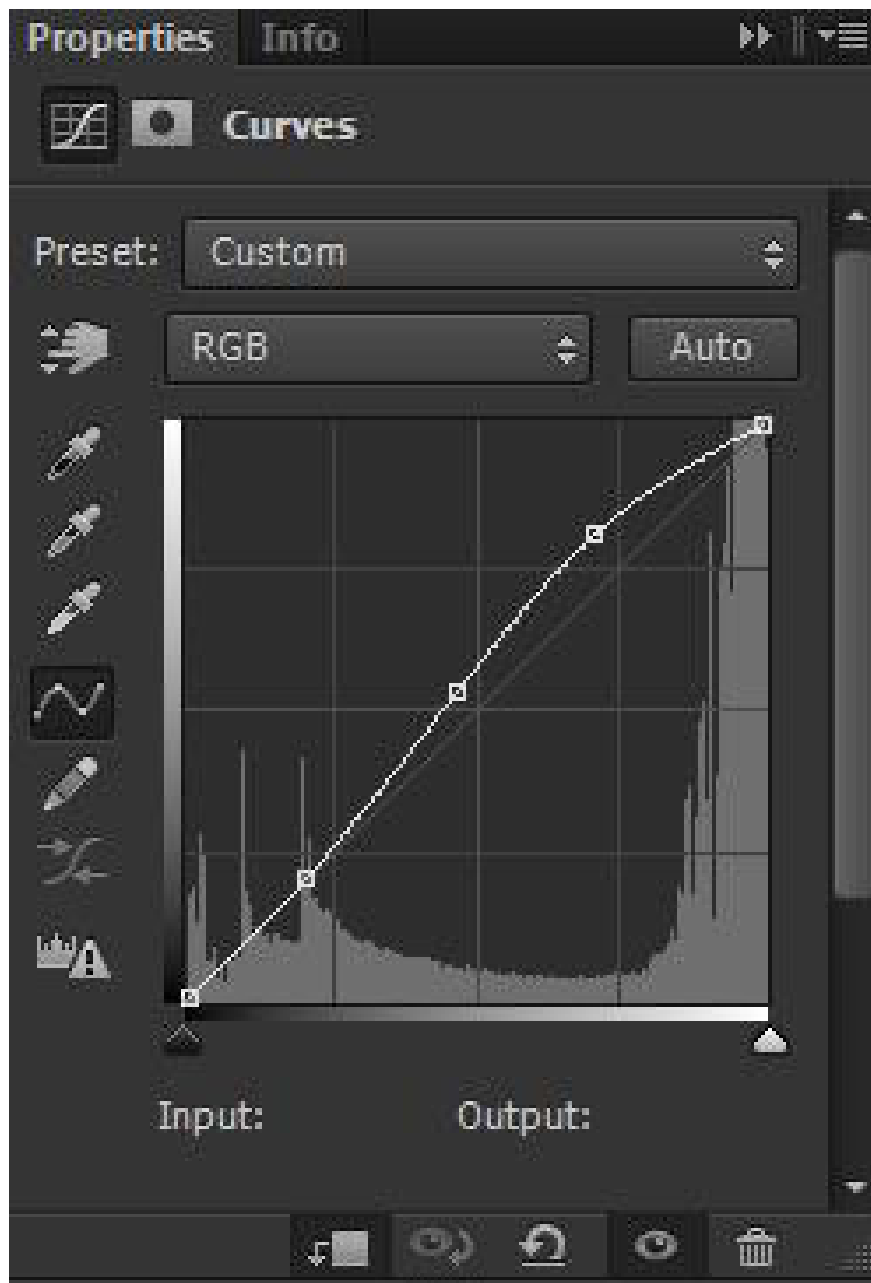


Create a new layer, use the **Paint Bucket Tool (G)** to color this layer with the color # **5F2D50** . Set **Fill** to **60%** and change the Blend **mode** to **Color** .

Hold the **Alt** key (on Windows) or **Option** (on Mac OS) and click between the new layer and 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 layer of the dancer.



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



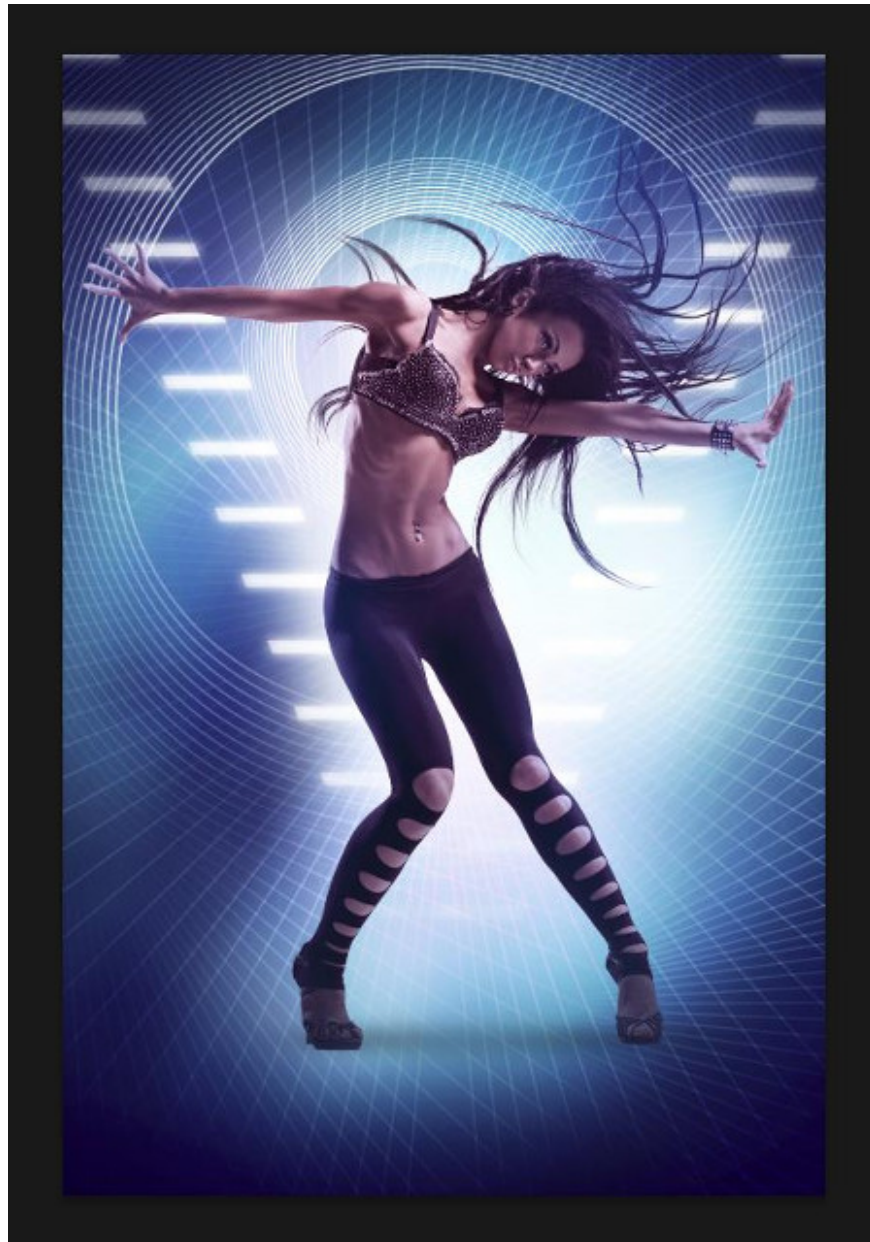
The dancer class became more contrasting as shown in the picture.



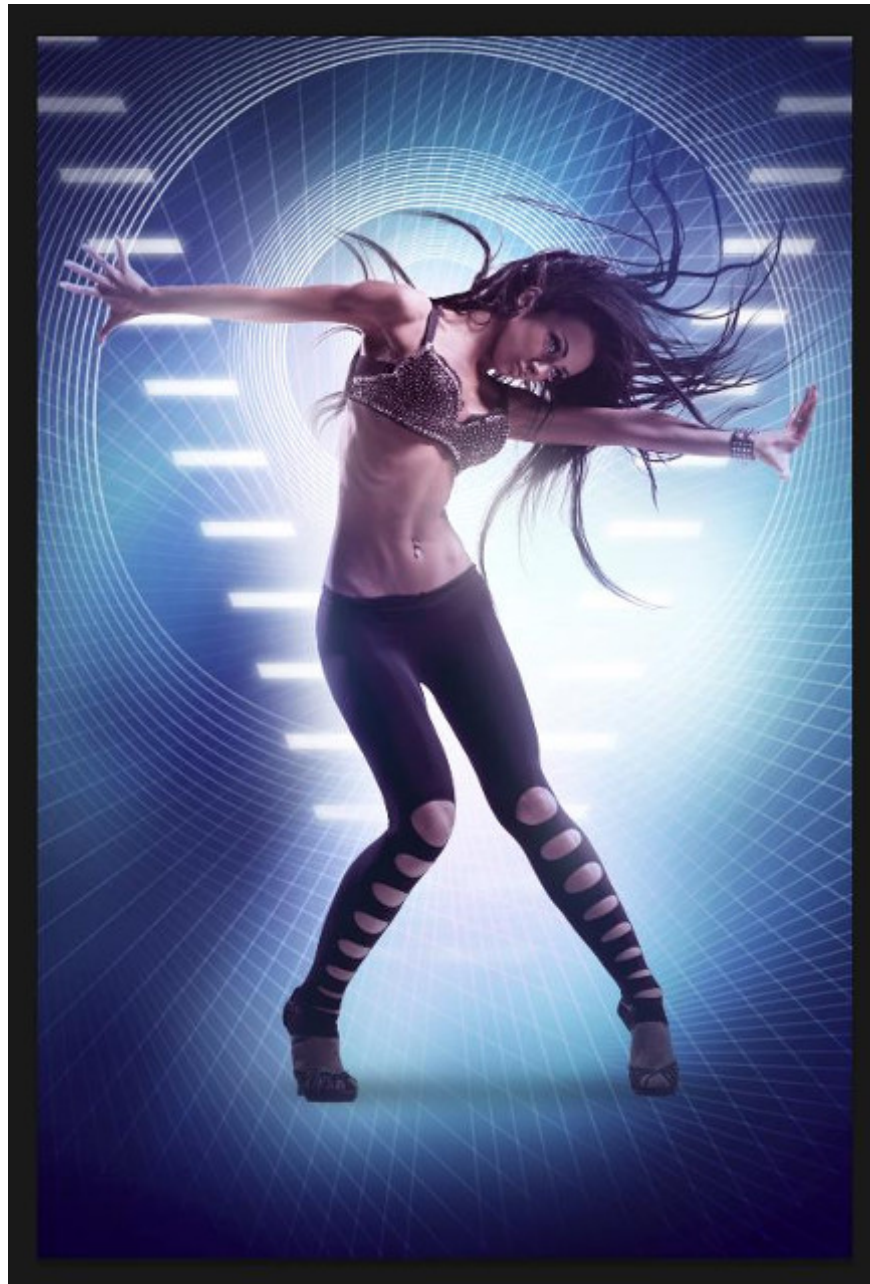
Now we have to darken the bottom part of the model's foot by creating a new layer and combining it with the model layer. Apply **Soft Round** brush with **Flow - 10%** and black. Cover the foot color to the knee area of ??the model.



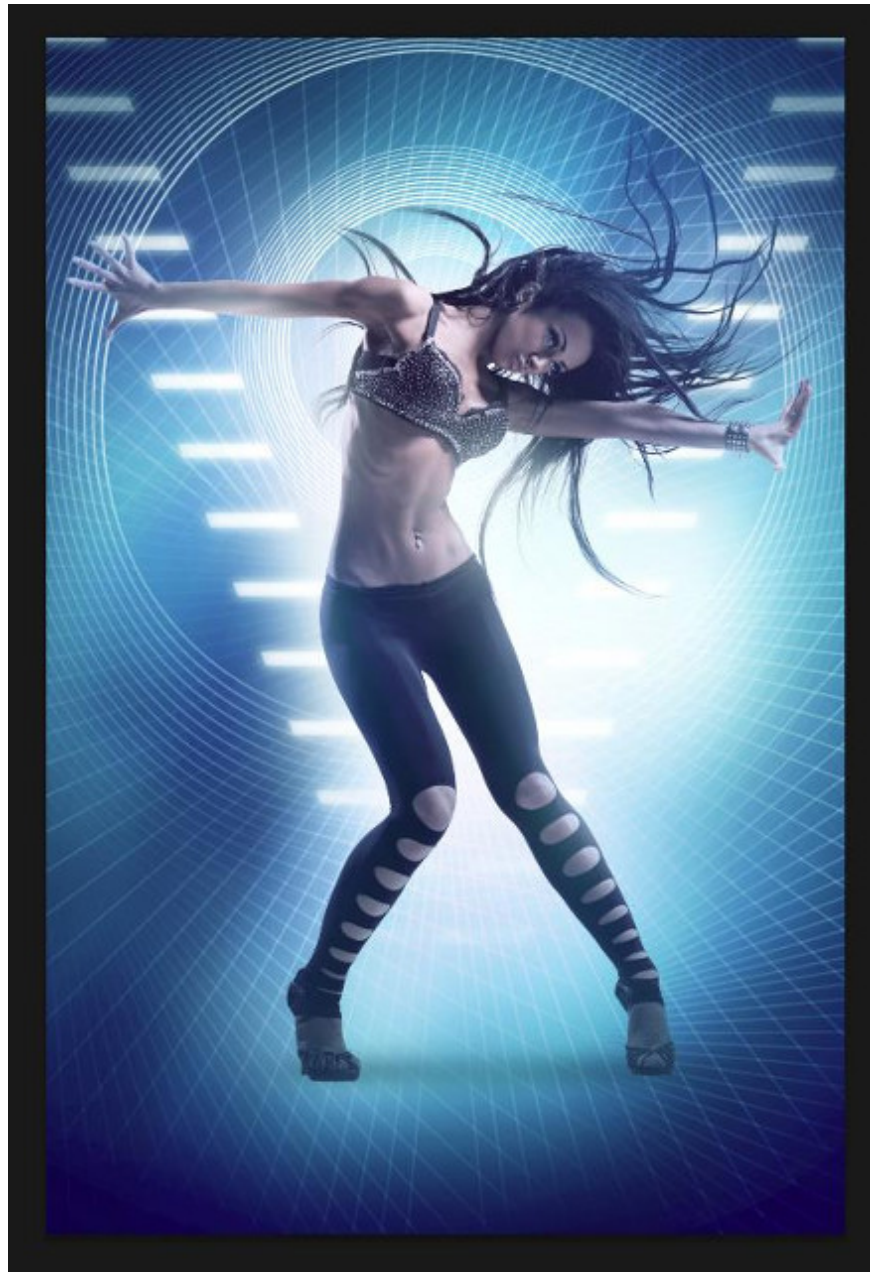
Repeat the operation, this time choose blue # **4164AA** . You do the same for her hair, hand and hip tones.



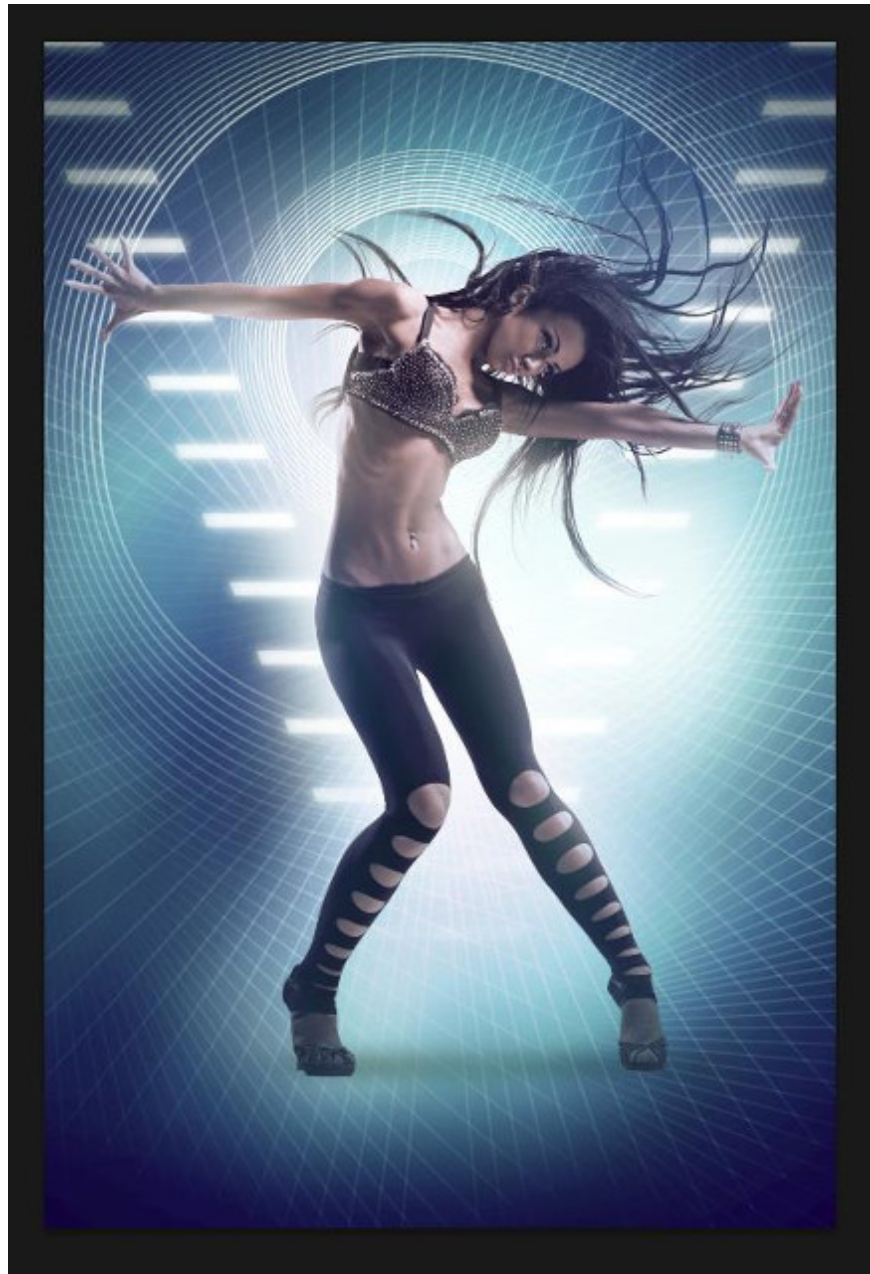
Now add a light effect by creating a new layer and combining it with the model layer. Choose a white brush and make the lines lighter in the same way as shown below.



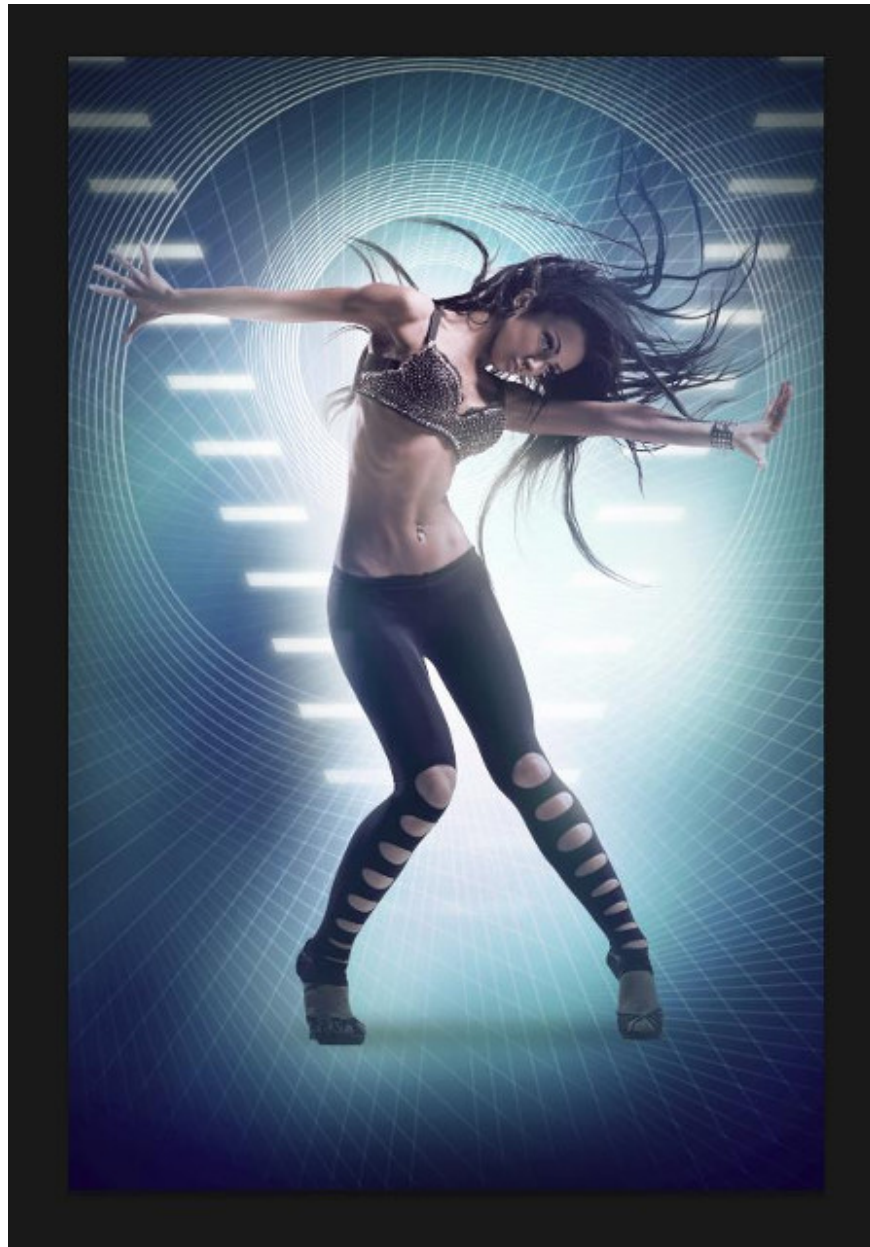
Create a new layer again and fill it with # **61BFBB** . Set the **Fill** to **80%** for this layer and change the **Blend mode** to **Soft Light**.



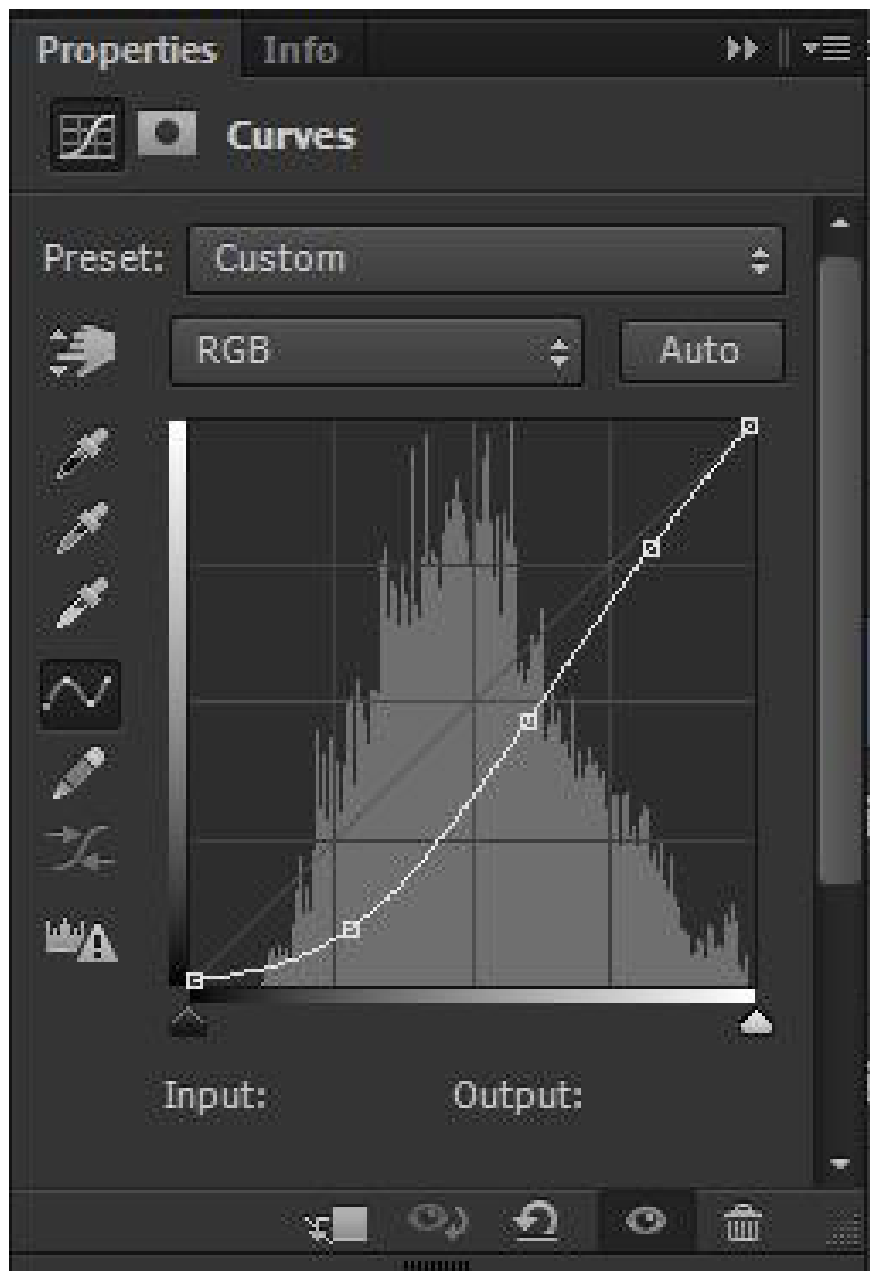
. and create a new layer other than # **ff6b00** . Set the **Fill** to **14%** for this layer and change the **Blending mode** to **Color** .



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



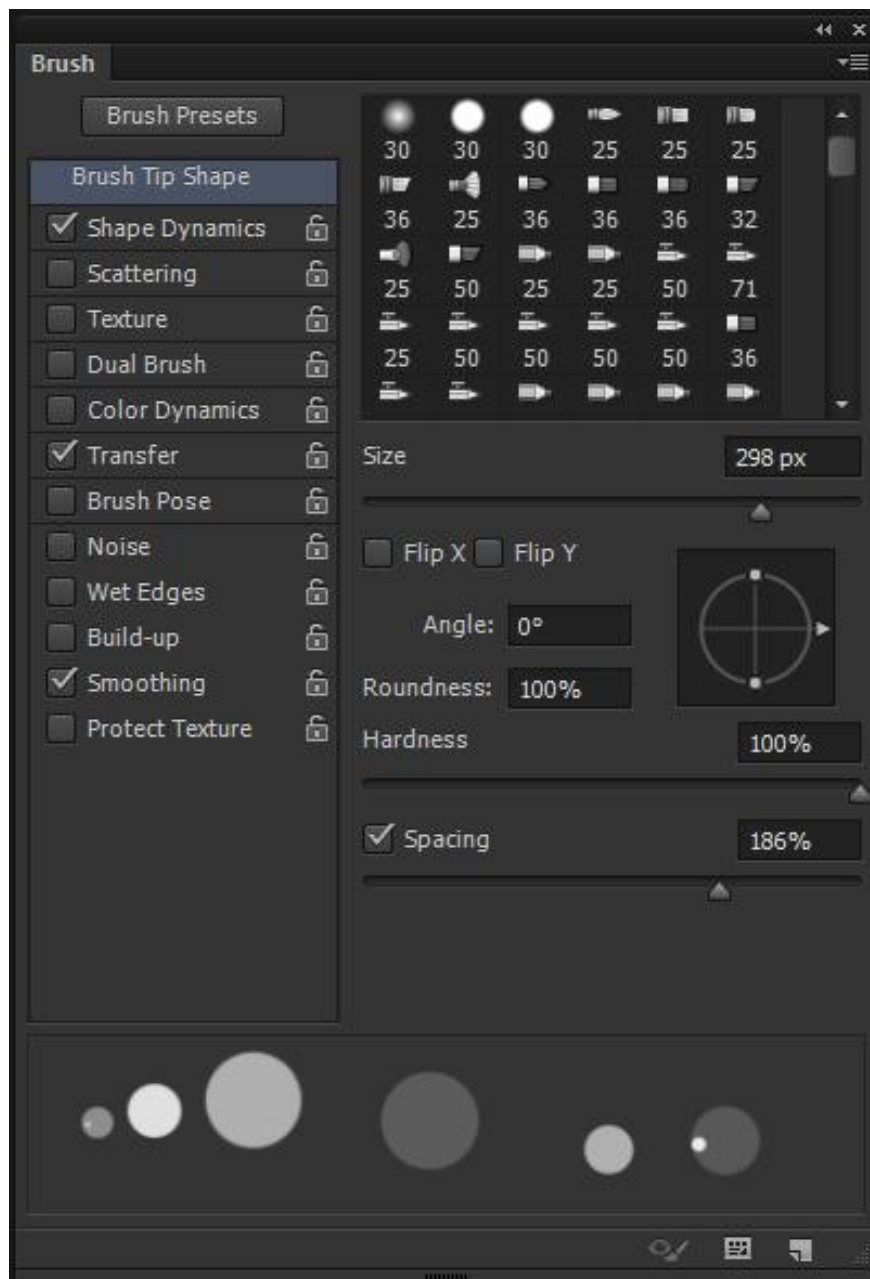
Click **Create new fill or adjustment layer** from the bottom part of the **Layers panel** and click **Curves** to adjust the curve as shown. Add a mask to this layer and press **Ctrl + I** to reverse the mask's color.



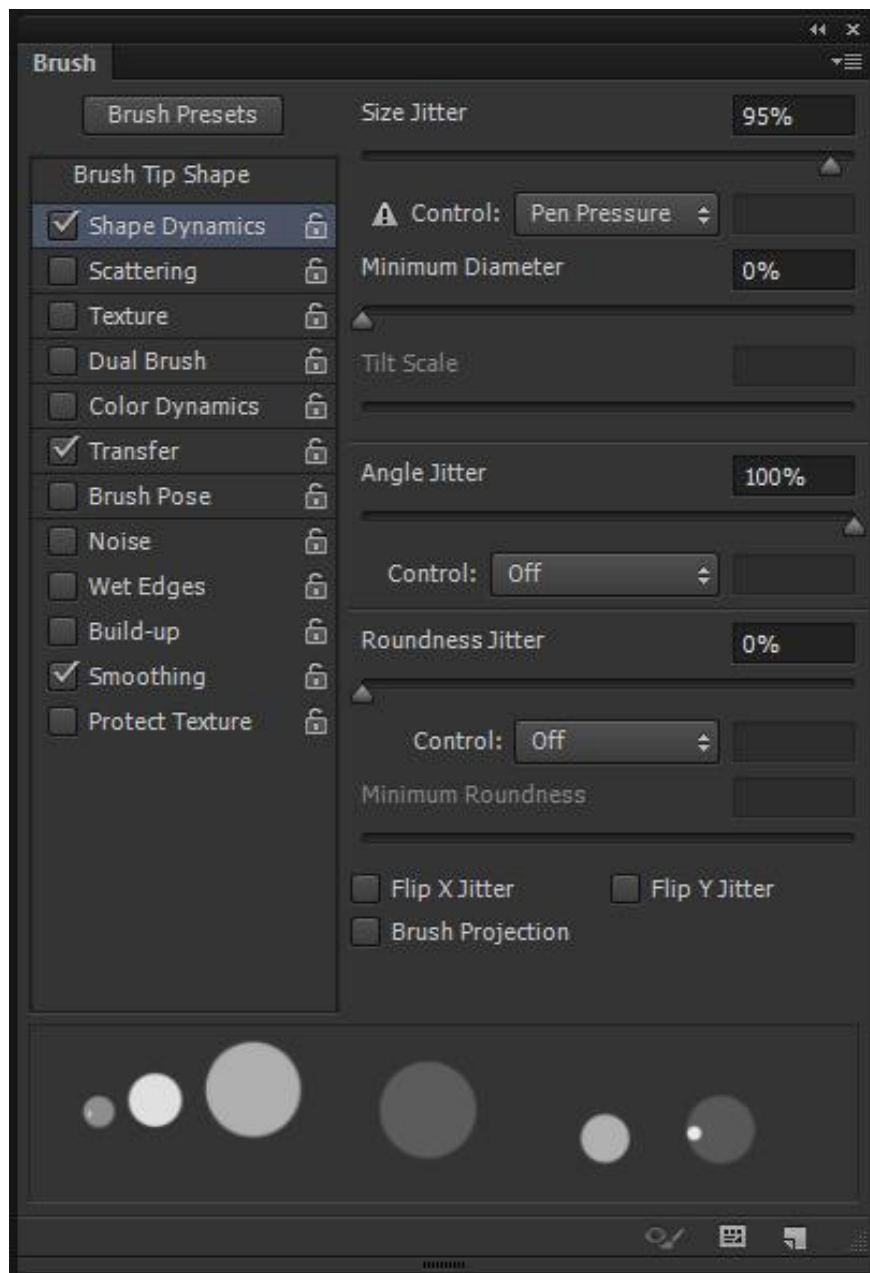
Now select the white brush and paint the mask of the adjustment layer. This time we will paint the top area, the lower left edge and the lowest right edge.



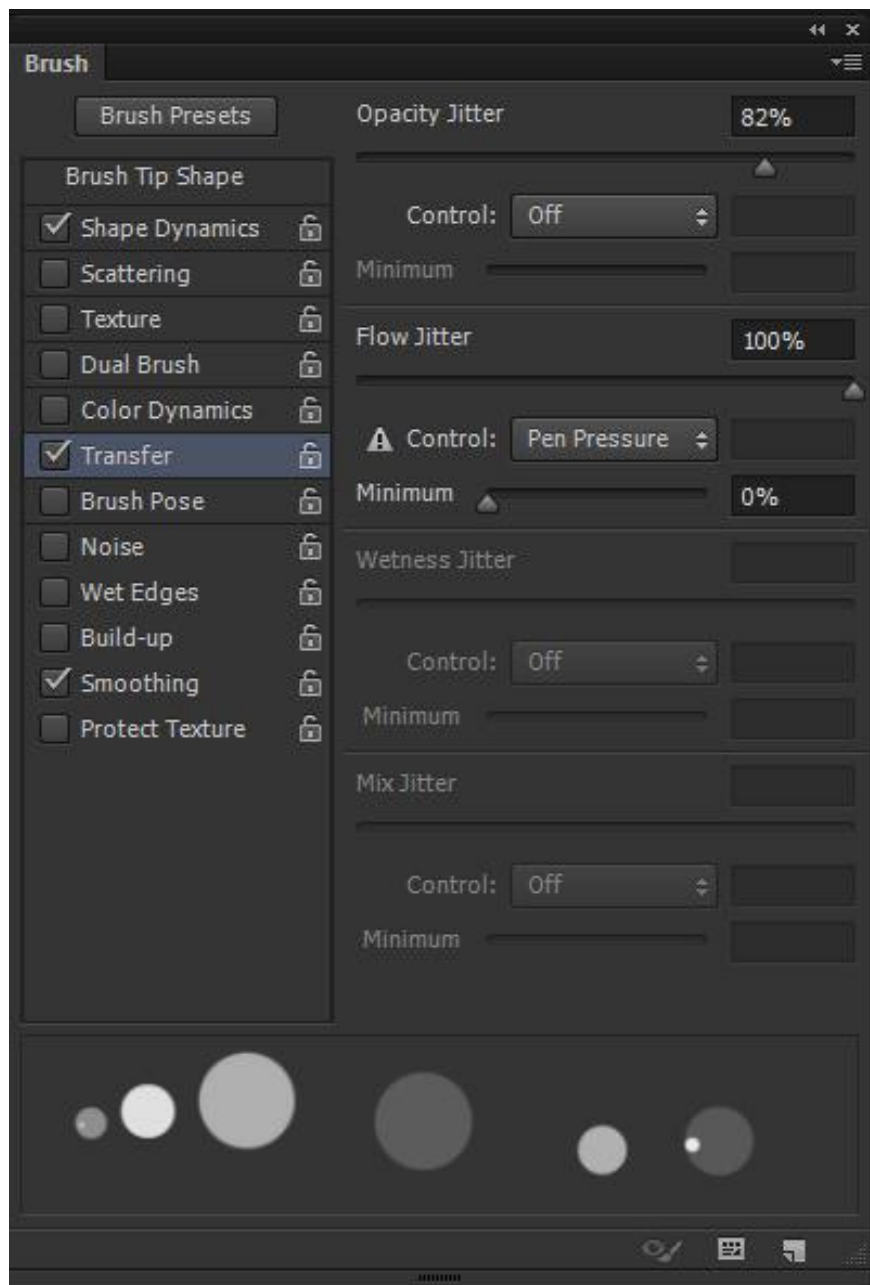
Next we need a custom brush, select the **Hard Round** brush , go to the **Brushes panel (F5)** and Select **Brush Tip Shape** . Click and drag any slider to change the brush **Size** and **Spacing** . The **Preview** window displays the brushstroke changes.



Go to **Shape Dynamics**:



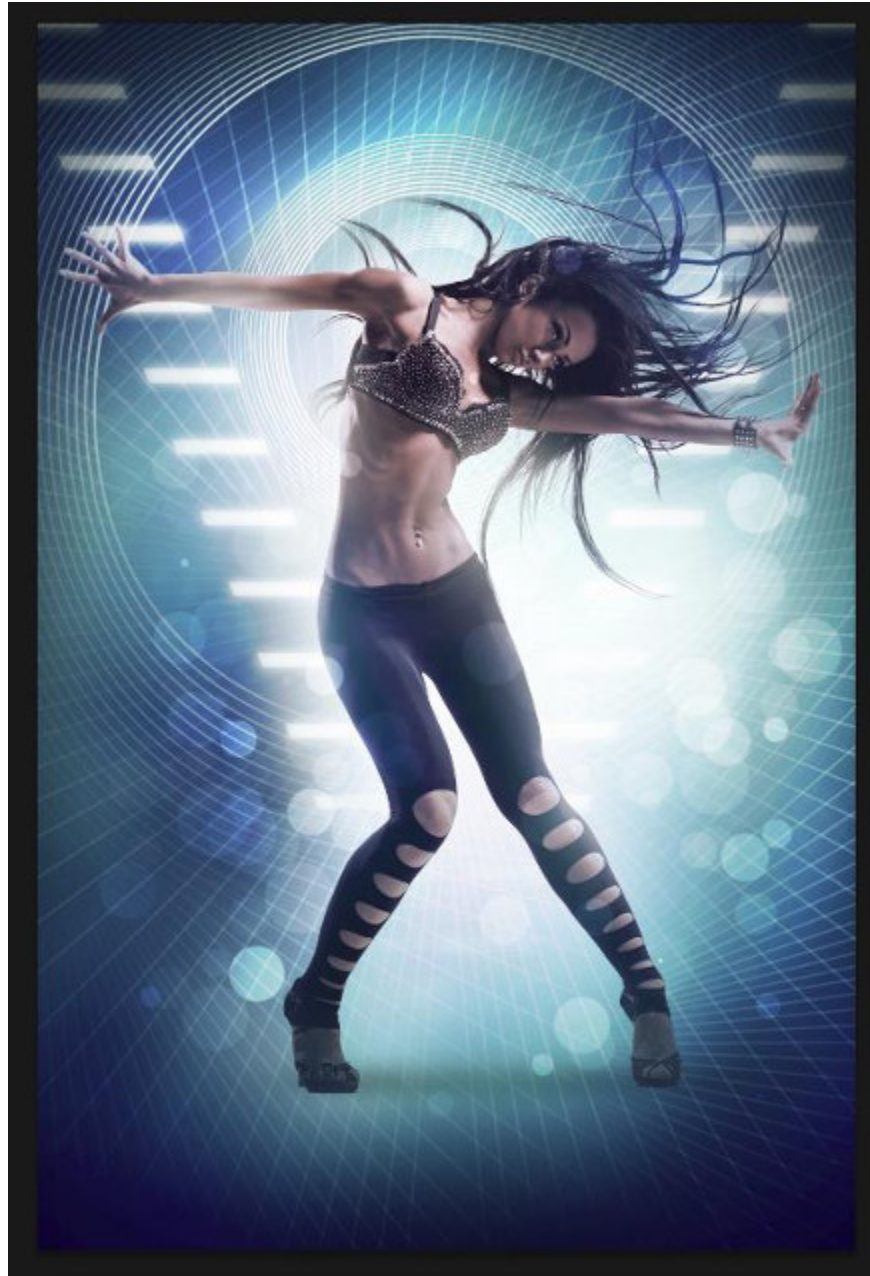
Apply **Transfer**.



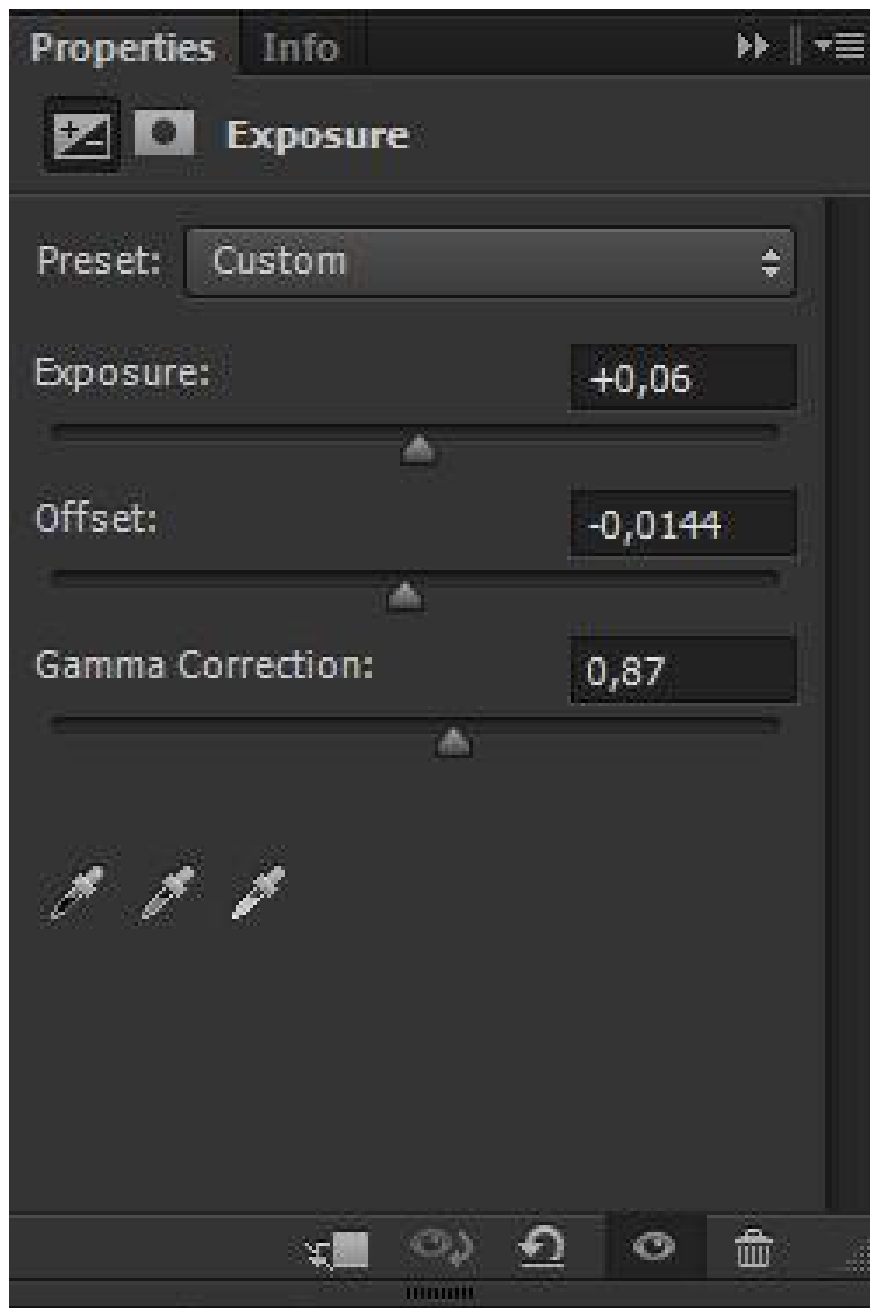
Use this customized brush to create circles ( **Flow - 80%** ) on the new layer. Set the **Blending mode** for this layer to **Overlay** .



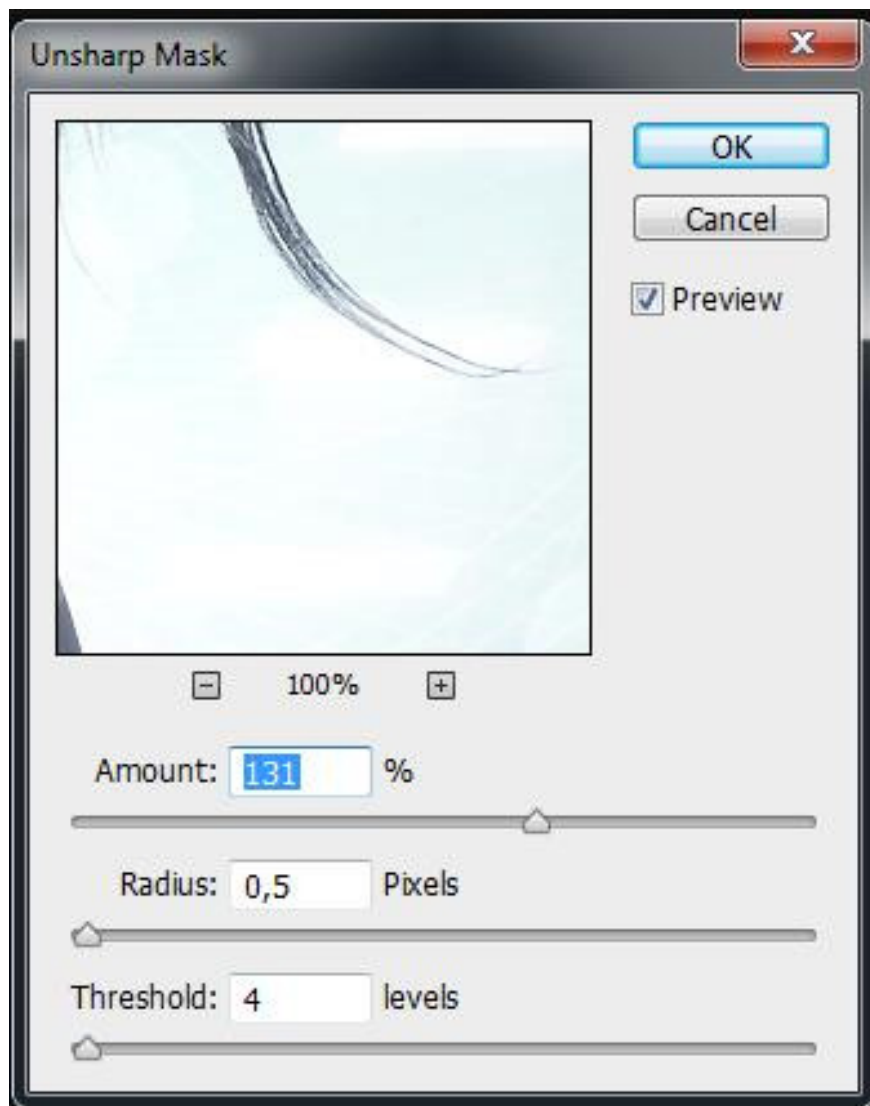
Create a new layer and select **Soft Round** brush with **Flow - 30%** , paint the designated areas brighter as shown below. Set the **Blending mode** for this layer to **Overlay** .



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



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



So you've completed the steps of creating digital photos on Photoshop CS6, wish you success!

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