

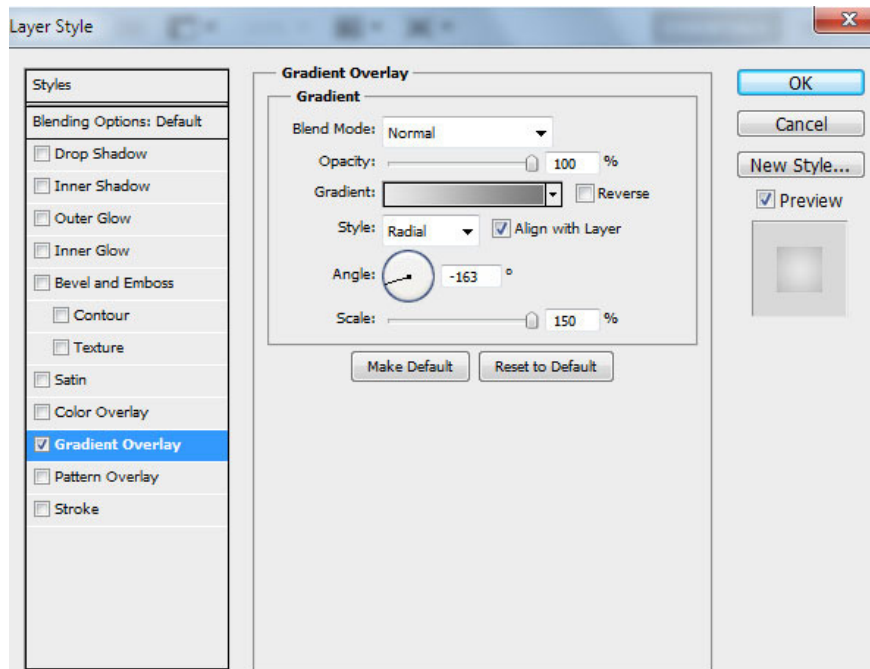
How to use Photoshop CS6 (Part 6): Create abstract geometric blocks

In this tutorial, we will continue to learn how to use Photoshop CS 6 to create an abstract image of top color geometric shapes. This technique is quite simple and the whole tutorial can be done in less than an hour.

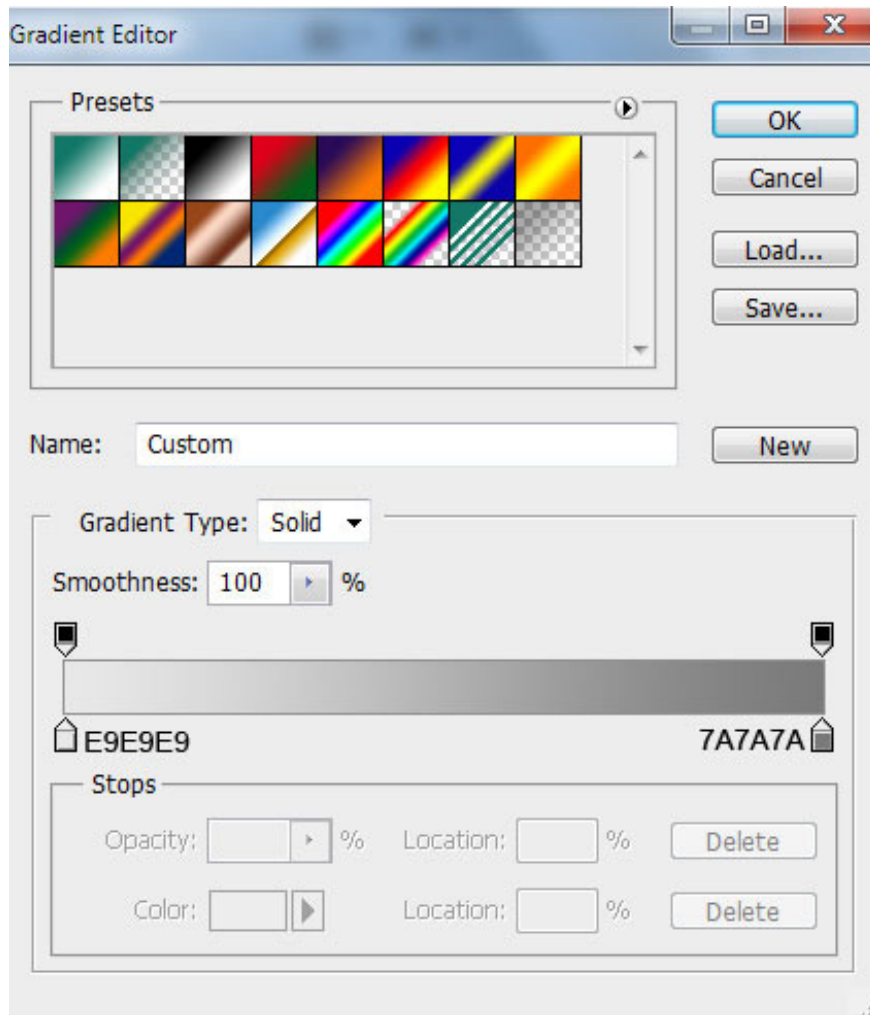
In this tutorial, we will continue to learn how to use Photoshop CS6 to create an abstract image of top color geometric shapes. This technique is quite simple and the whole tutorial can be done in less than an hour.

1. 10 common problems in Photoshop and basic remedies

Start by creating a new document (**Ctrl + N**) in **Adobe Photoshop CS6** with a size of **1920px** by **1200px** (**RGB** color mode) at a resolution of **72 pixels / inch** . Click the **Add a layer style** icon in the **Layers** panel and select **Gradient Overlay** .



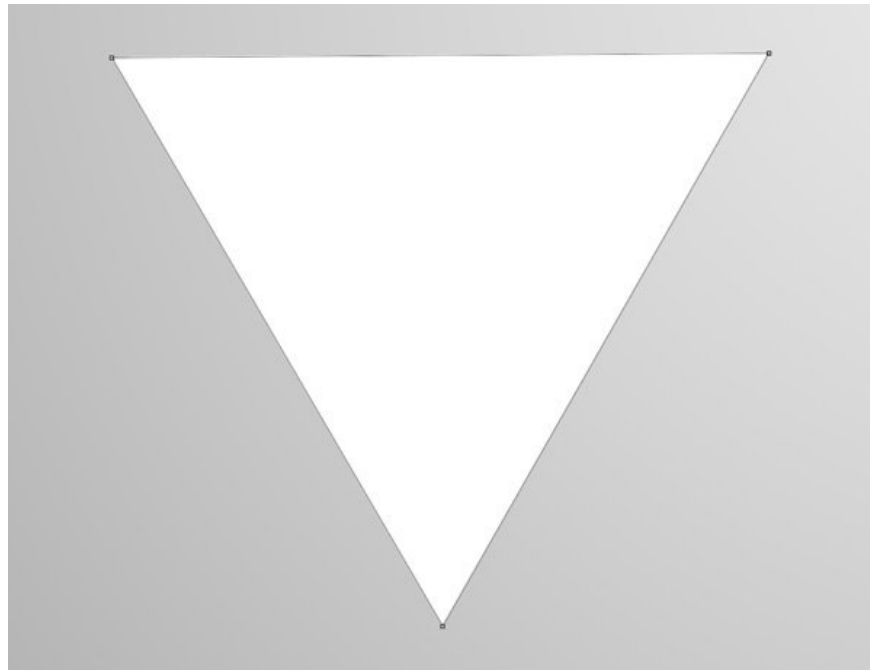
Click the color bar to open the **Gradient Editor** and set the color stops as shown below. Click **OK** to close the **Gradient Editor** dialog box.



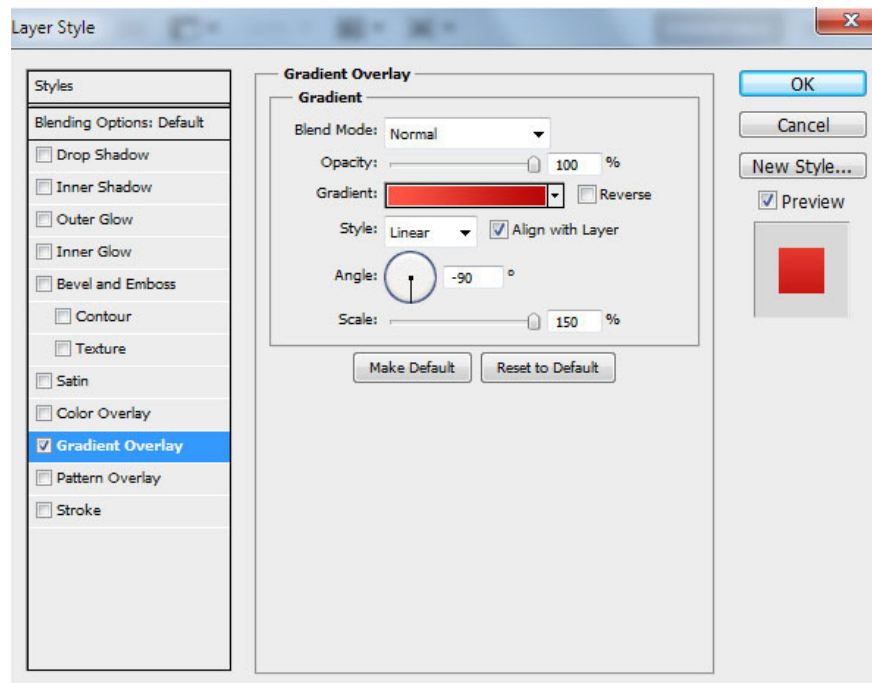
We have the next result:



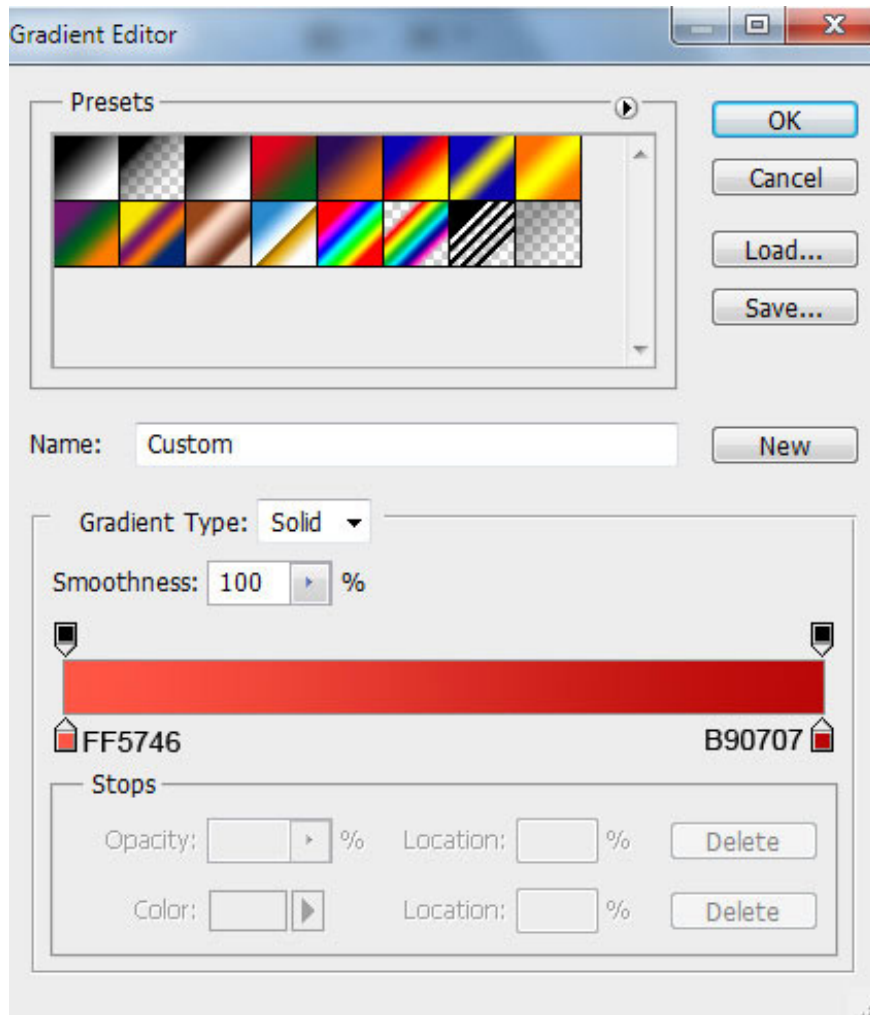
Now create a tetrahedron, but first we will draw a triangle. Select the **Pen Tool (P)**, set the drawing mode on **Shape Layers** in the **Options** bar and draw the next shape as shown.



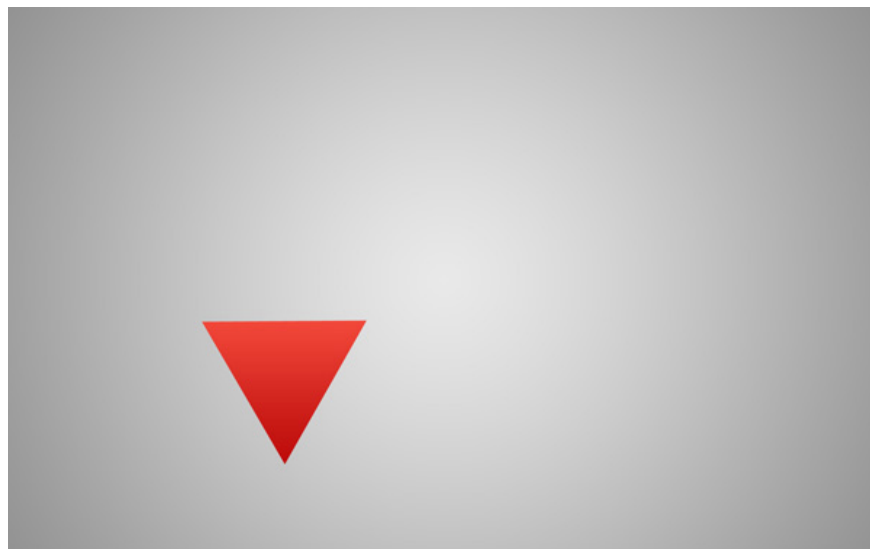
Click the **Add a layer style** icon in the **Layers** panel and select **Gradient Overlay** .



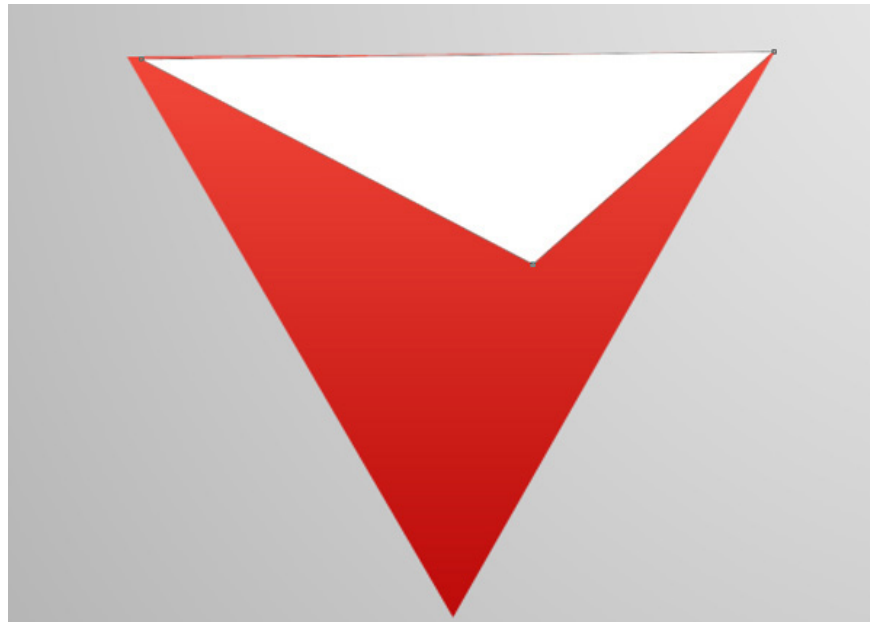
Click the color bar to open the **Gradient Editor** and set the color stops as shown. Click **OK** to close the **Gradient Editor** dialog box.



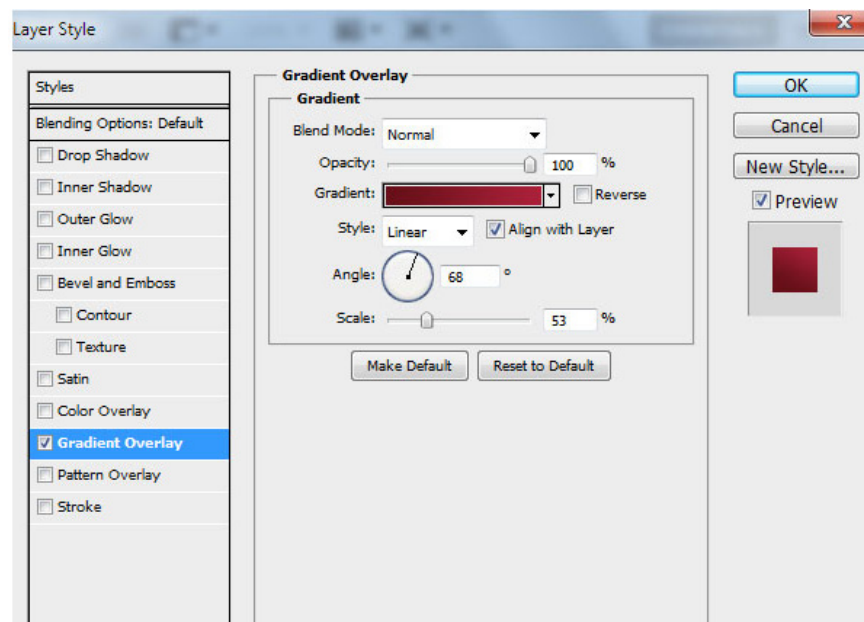
We have the next result:



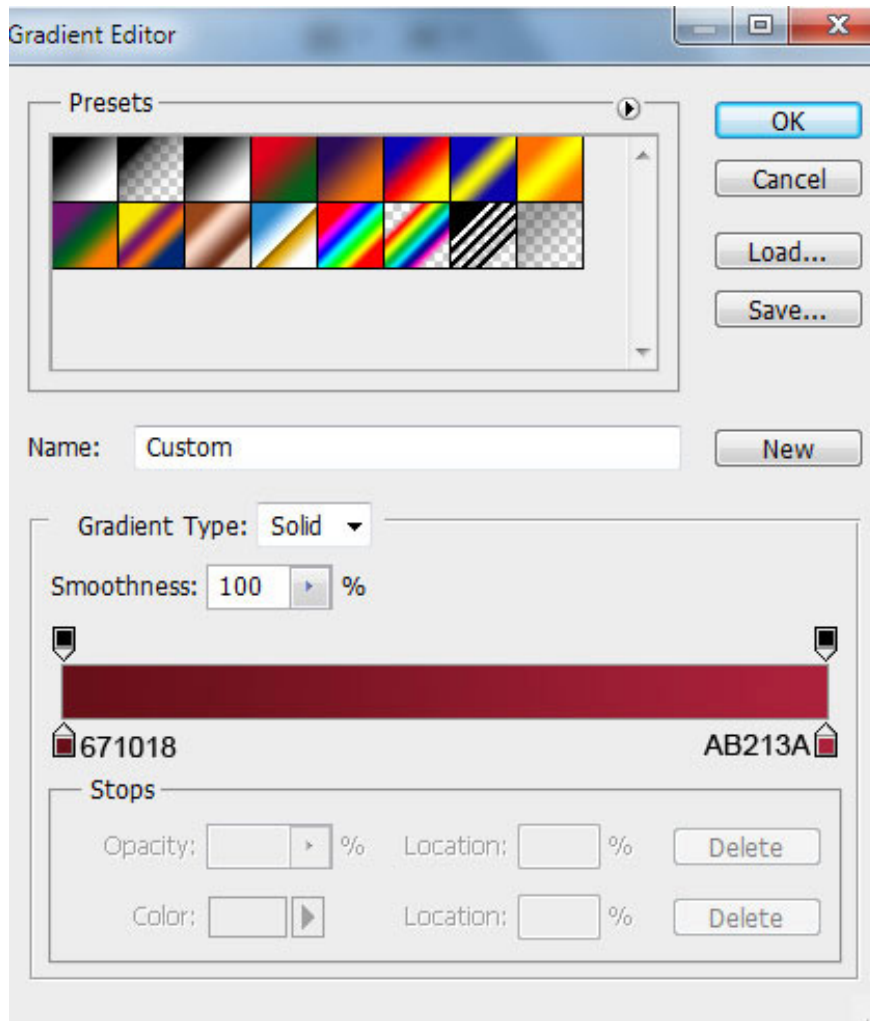
Next, draw a triangle, use the **Pen Tool (P)** like the one above.



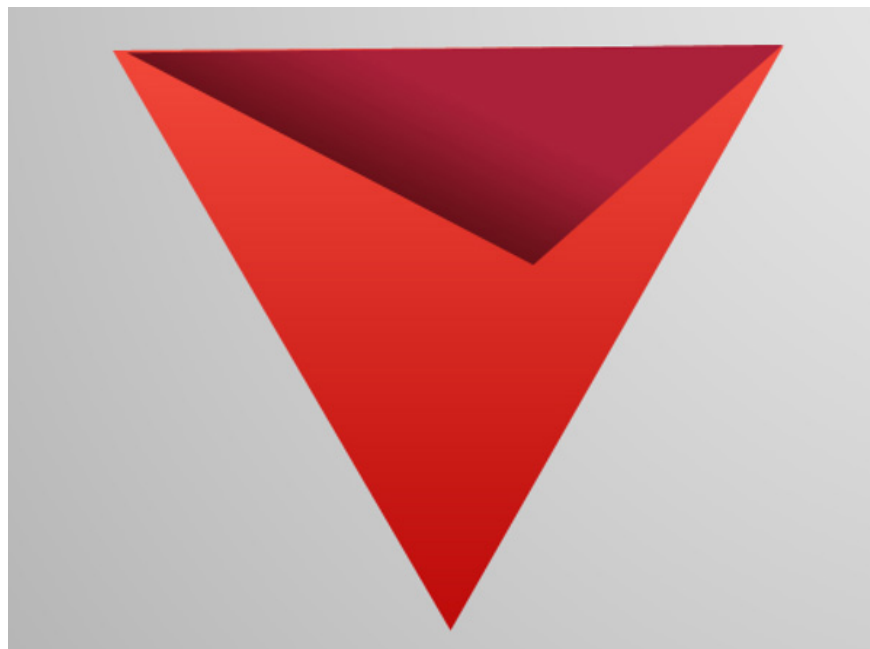
Click the **Add a layer style** icon in the **Layers** panel and select **Gradient Overlay** .



Click the color bar to open the **Gradient Editor** and set the color stops as shown below. Click **OK** to close the **Gradient Editor** dialog box.



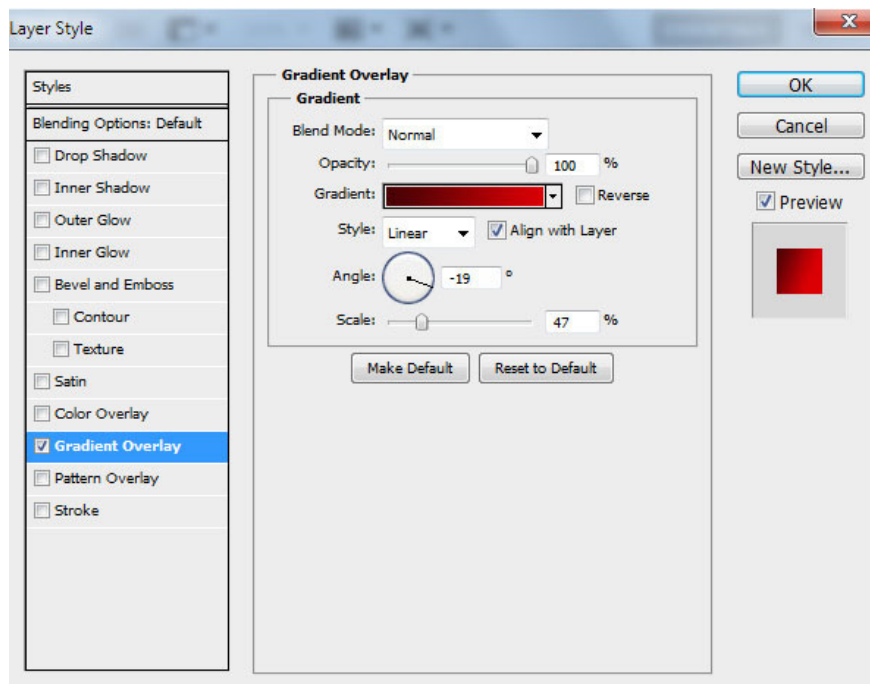
We have the next result:



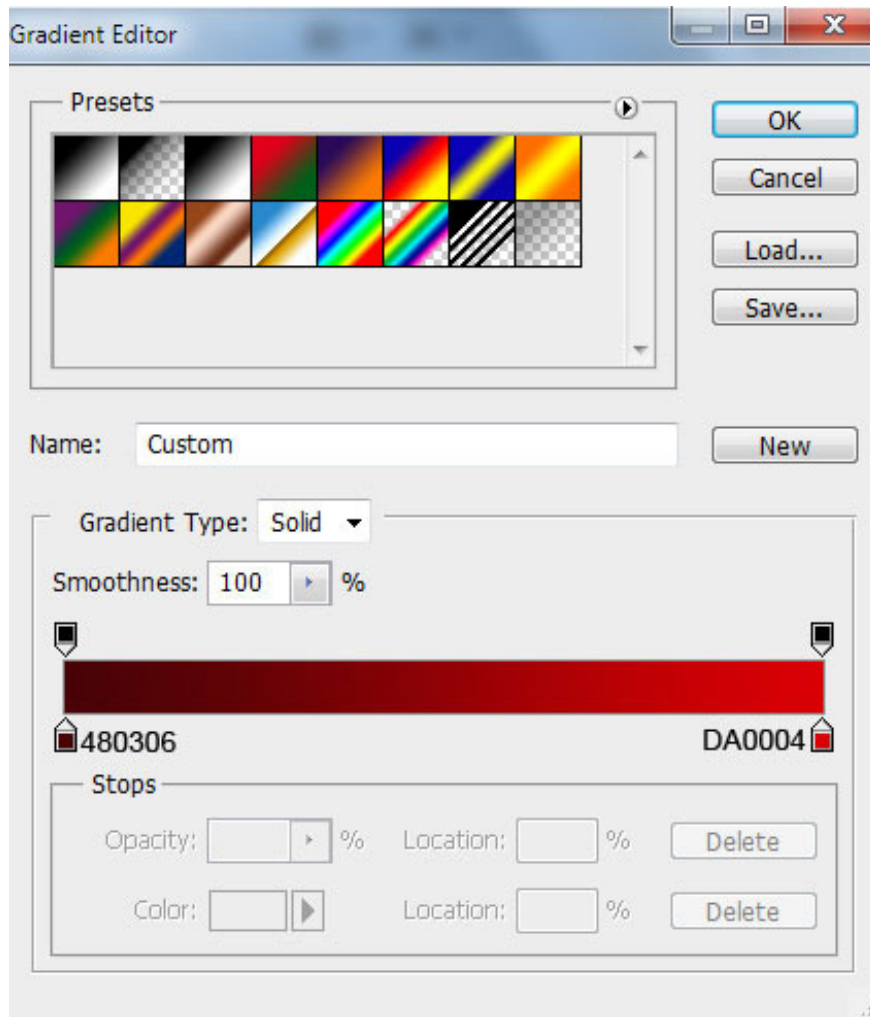
Apply the same tool to draw the next triangle face:



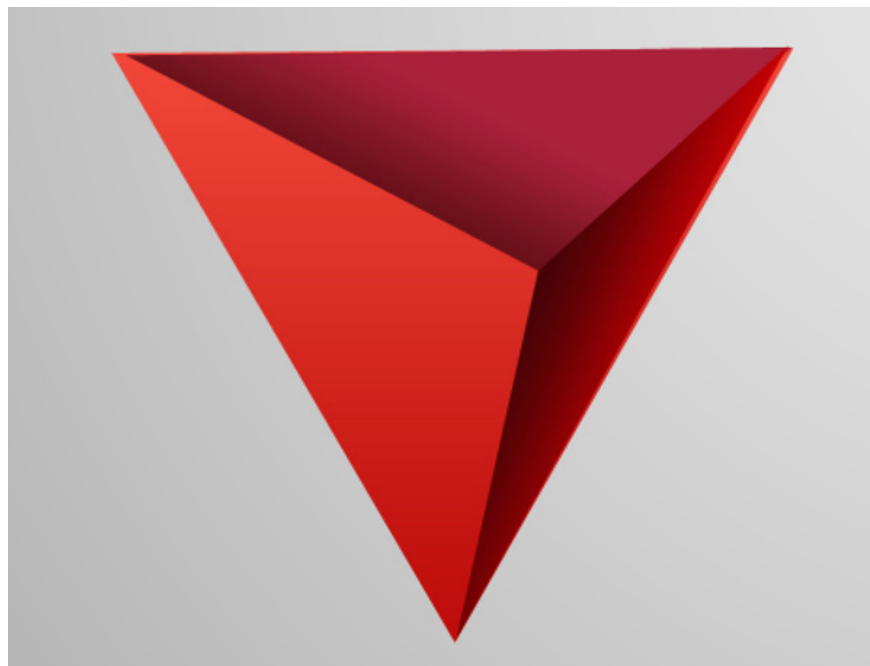
Click the **Add a layer style** icon in the **Layers** panel and select **Gradient Overlay** .



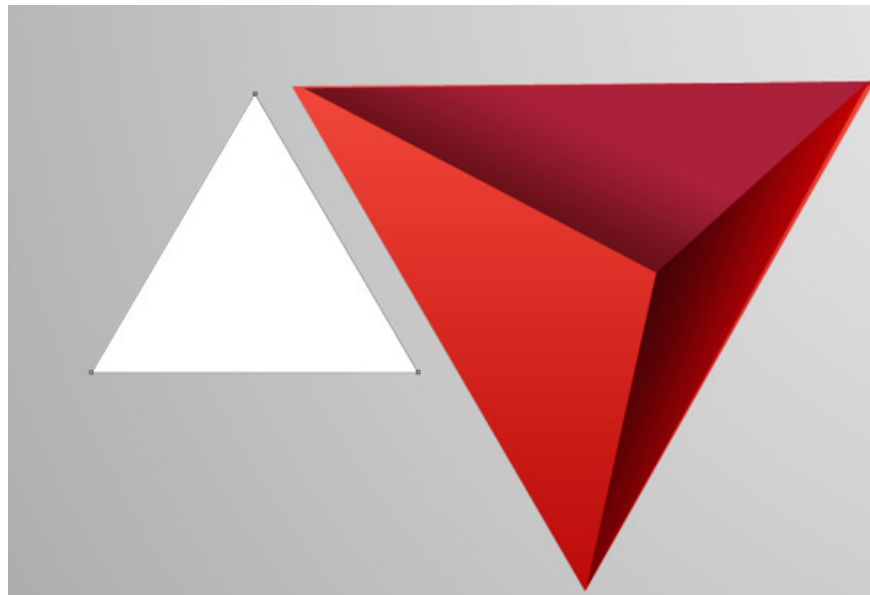
Click the color bar to open the **Gradient Editor** and set the color stops as shown below. Click **OK** to close the **Gradient Editor** dialog box.



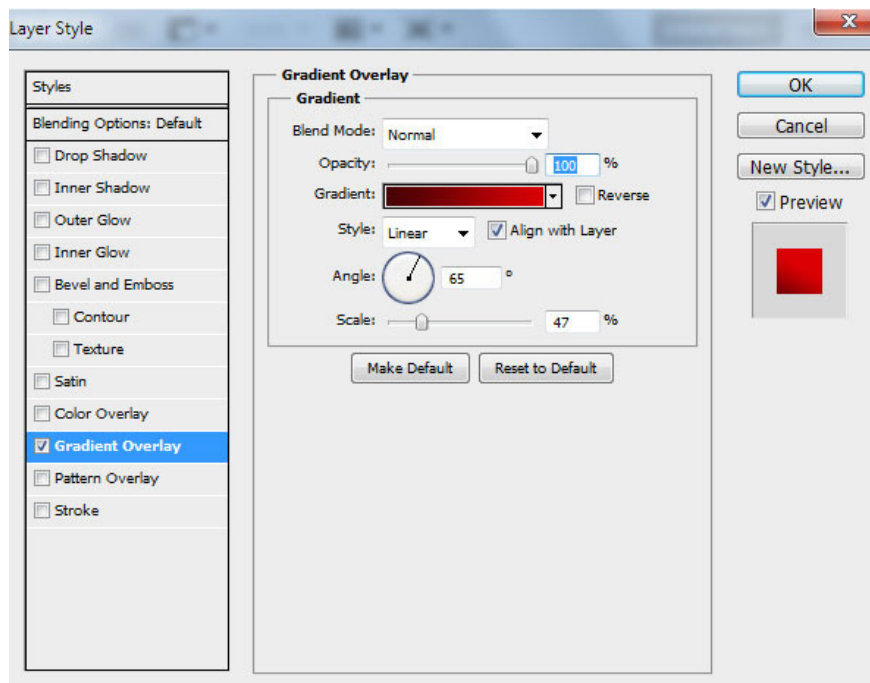
We have the next result:



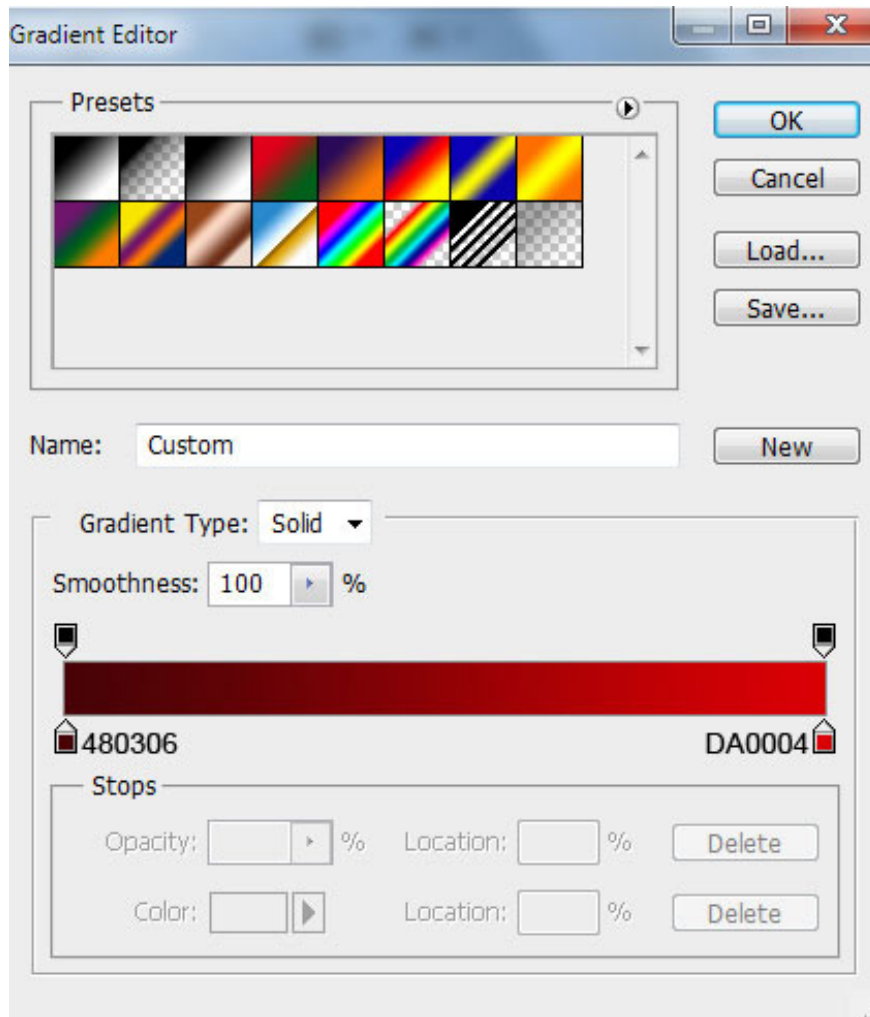
Next draw other tetrahedral shapes, first create the basic layer using the **Pen Tool (P)** .



Click the **Add a layer style** icon in the **Layers** panel and select **Gradient Overlay** .



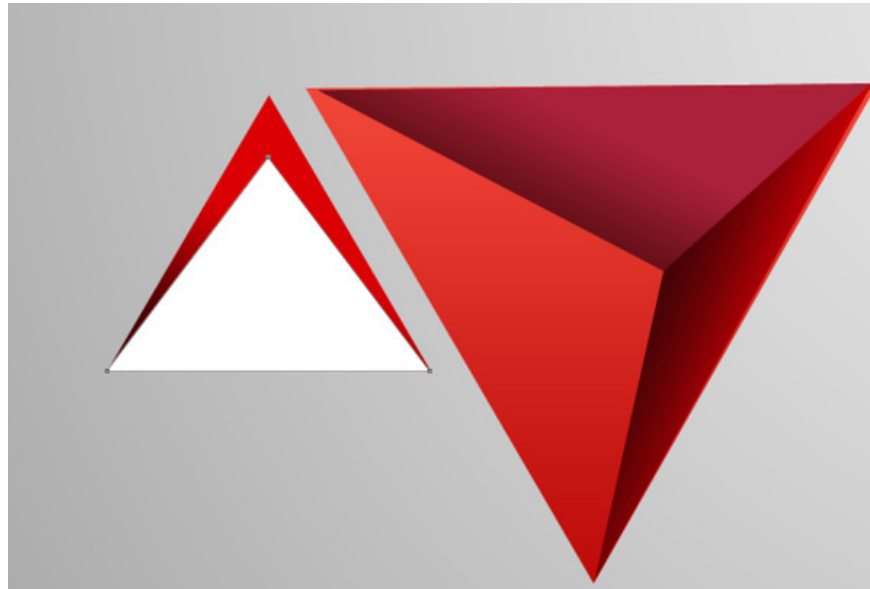
Click the color bar to open the **Gradient Editor** and set the color stops as shown. Click **OK** to close the **Gradient Editor** dialog box.



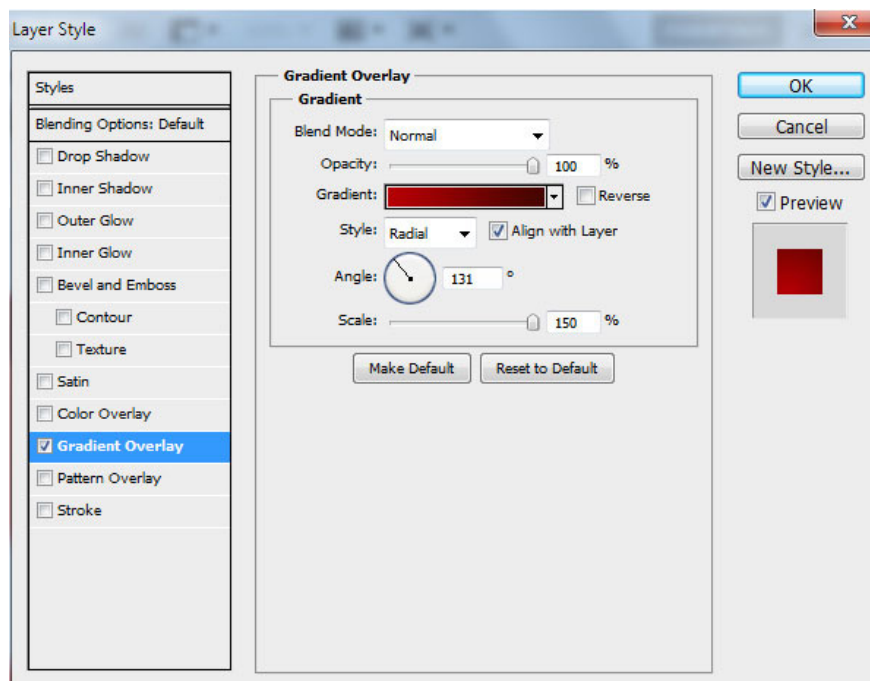
We have the next result:



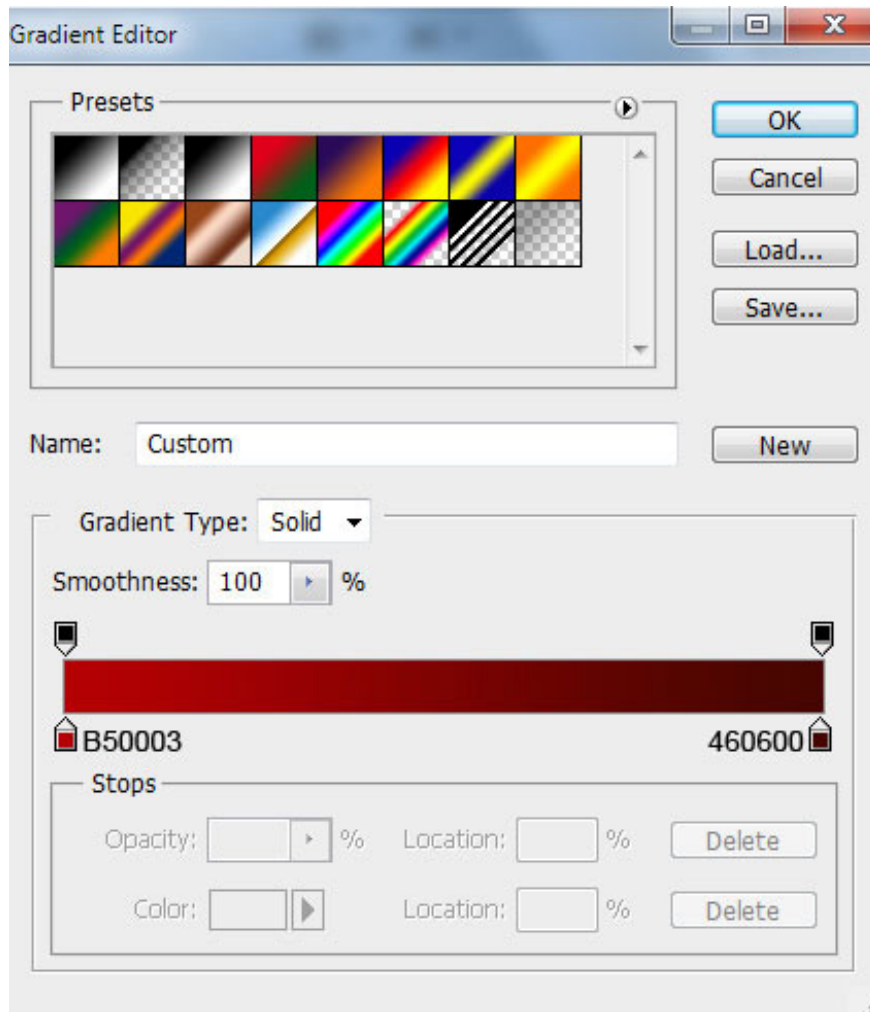
Use the same tool to paint the next triangle:



In the **Layers** panel select **Gradient Overlay** .



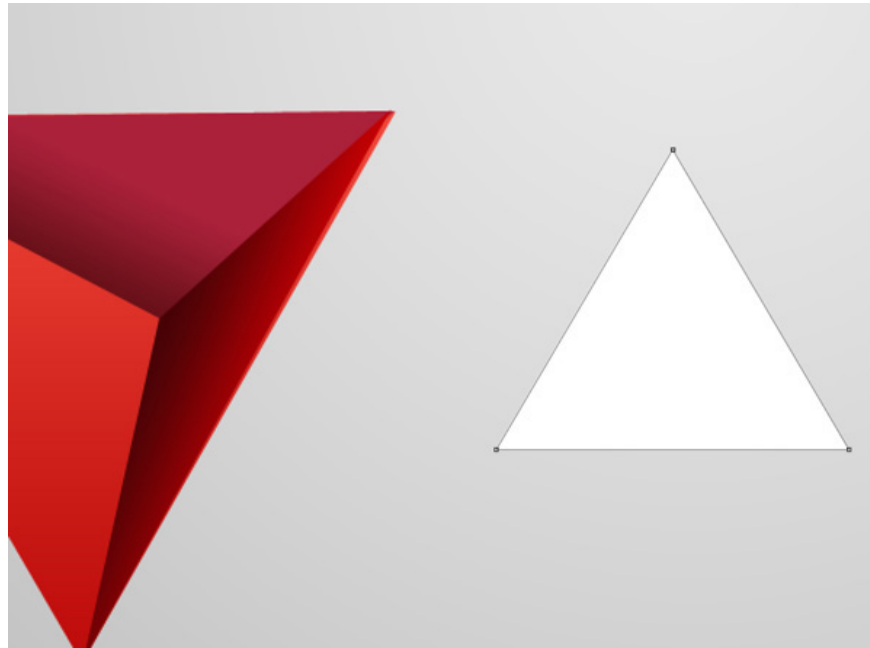
Set color stops as shown. Click **OK** to close the **Gradient Editor** dialog box.



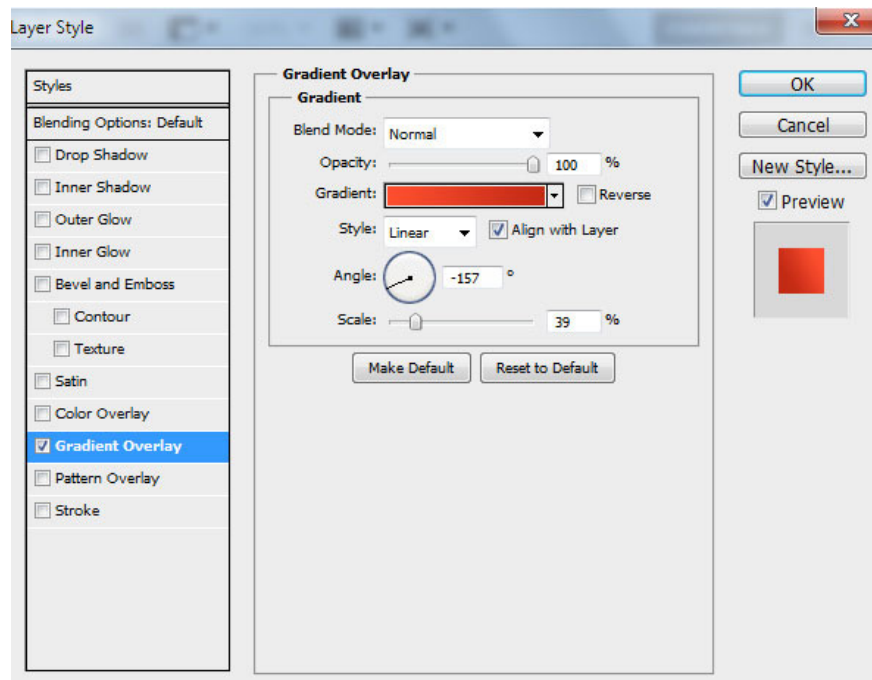
We have the next result:



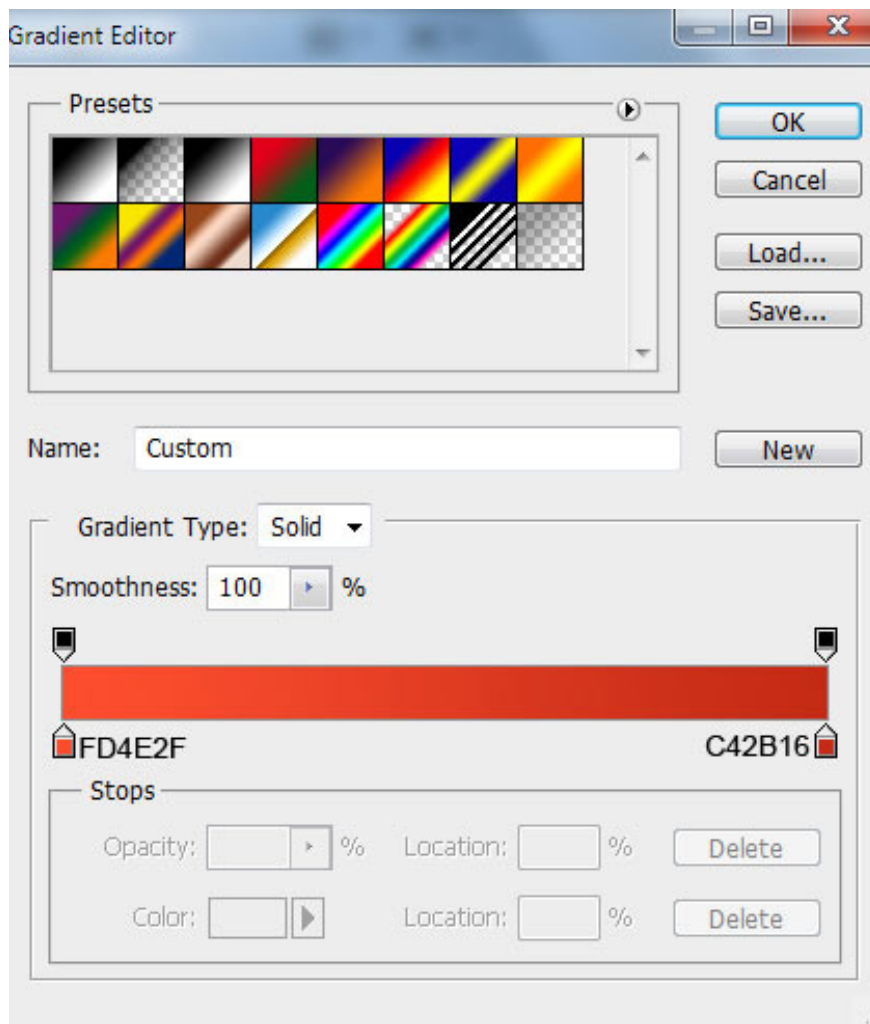
Next draw another tetrahedron using the **Pen Tool (P)** .



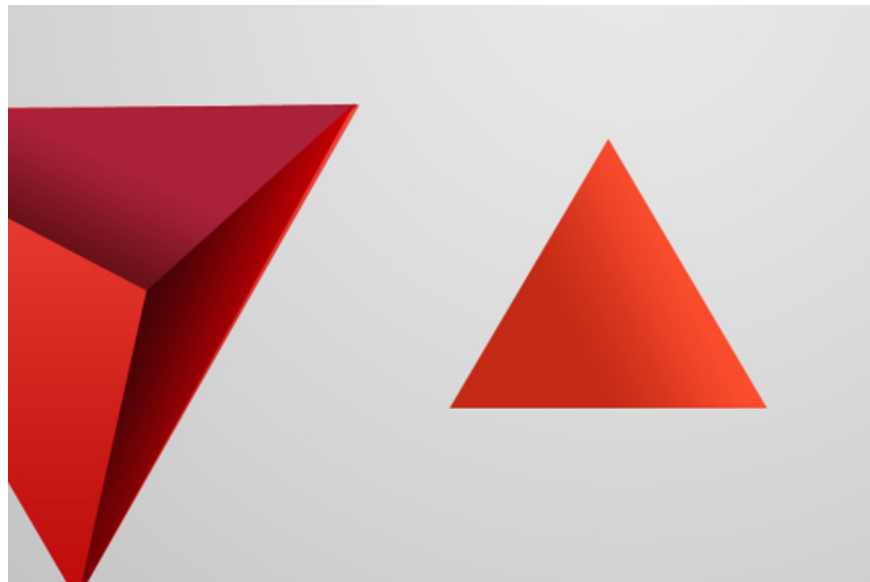
Click the **Add a layer style** icon in the **Layers** panel and select **Gradient Overlay** .



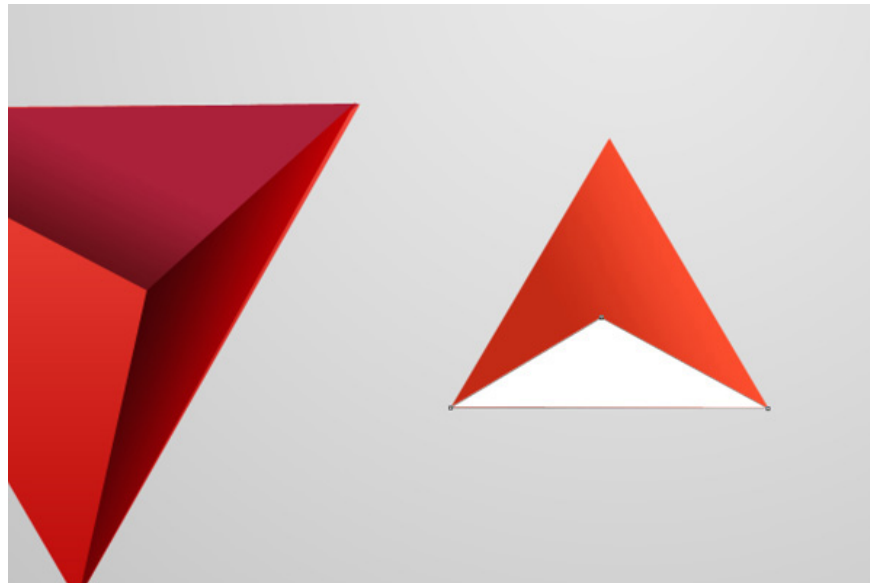
Click the color bar to open the **Gradient Editor** and set the color stops as shown below. Click **OK** to close the **Gradient Editor** dialog box.



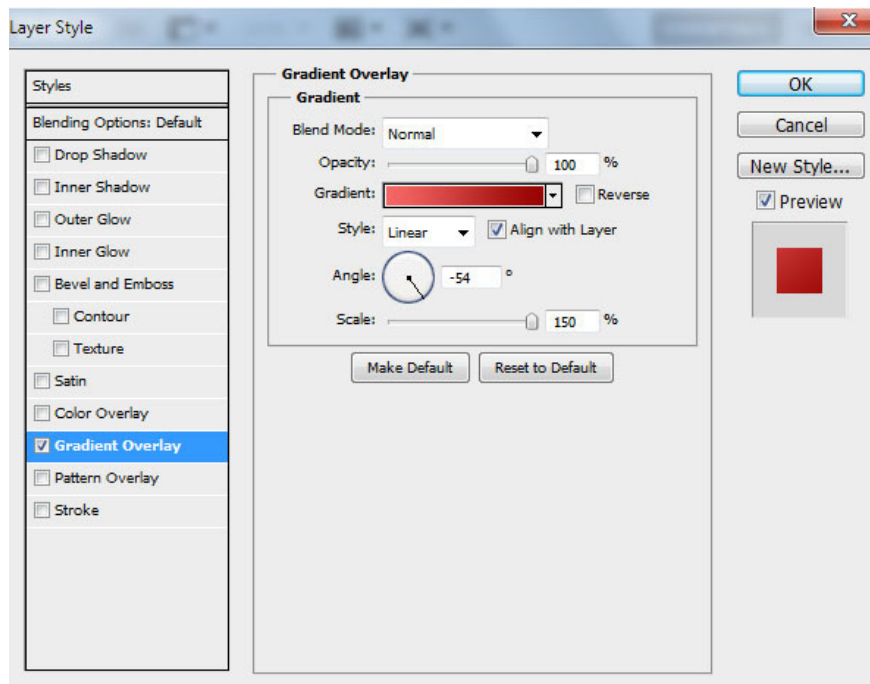
We have the next result:



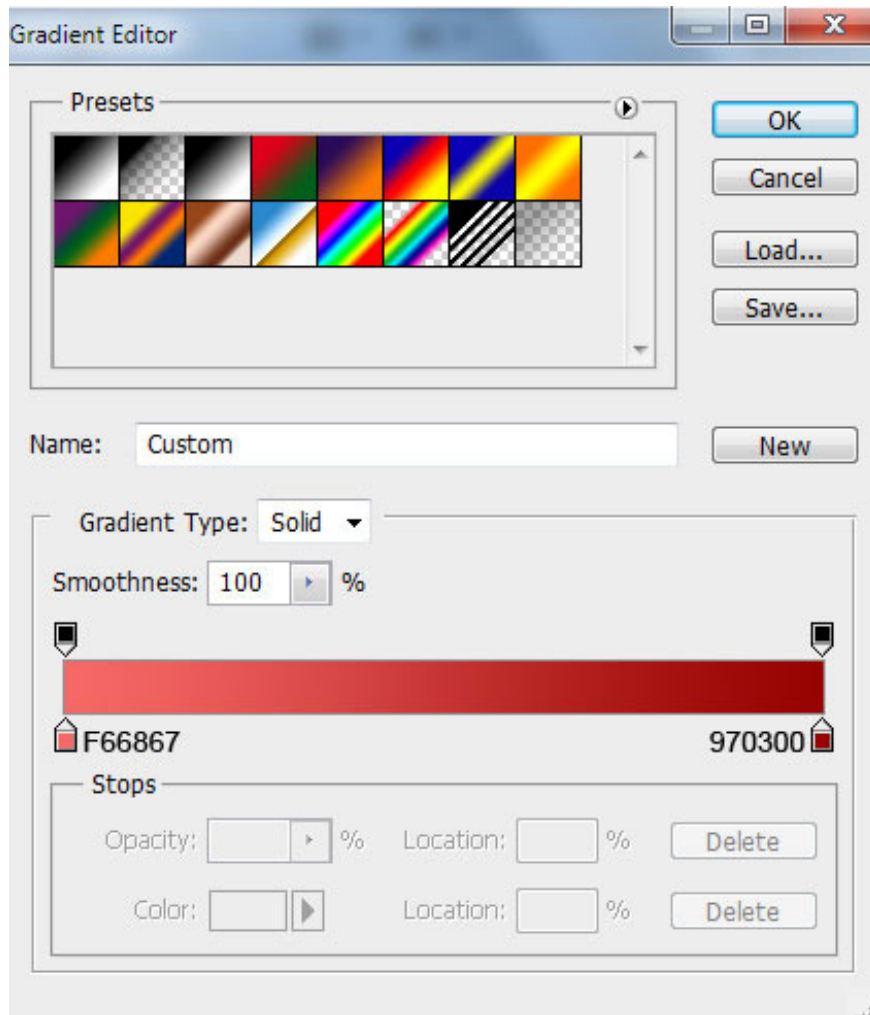
Now draw the triangle face, use the **Pen Tool (P)** .



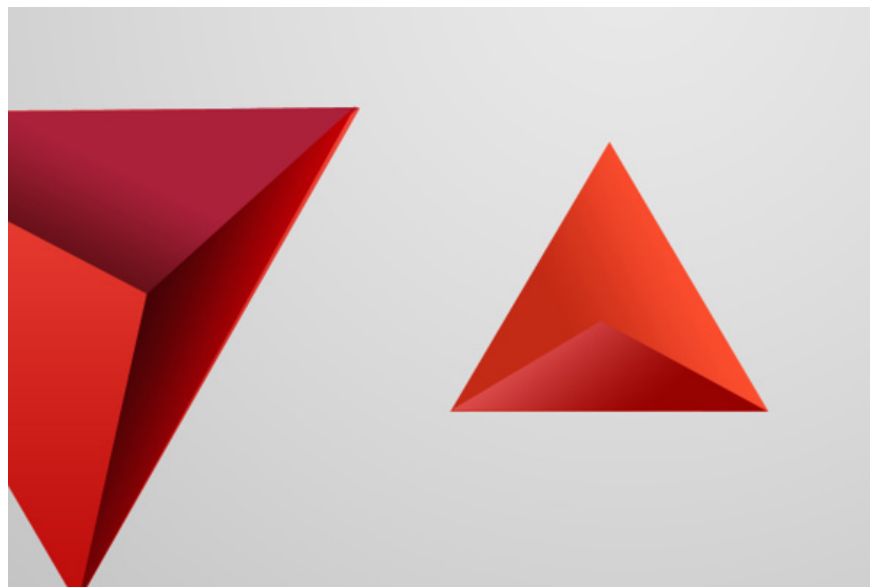
Select **Add a layer style** in the **Layers** panel and select **Gradient Overlay** .



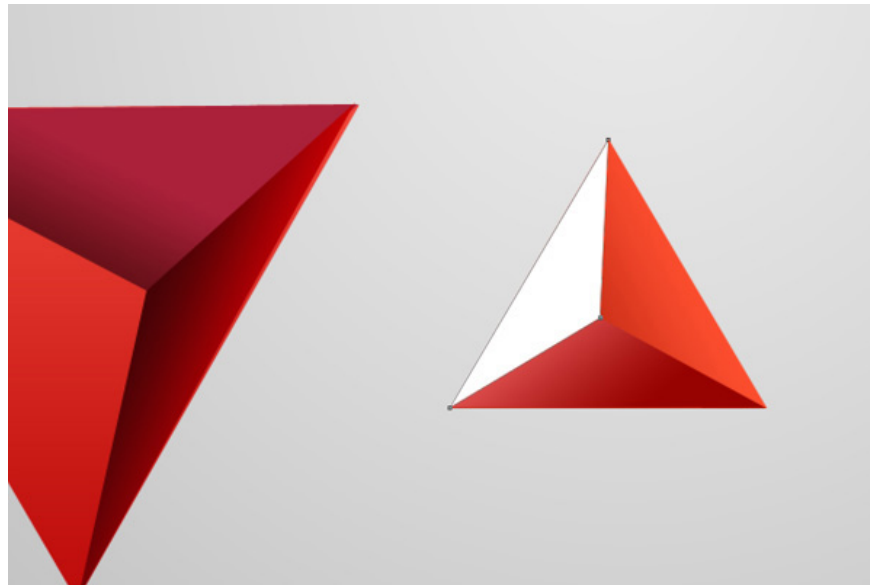
Similarly, set the color stops as shown below in the **Gradient Editor**, then click **OK** to close.



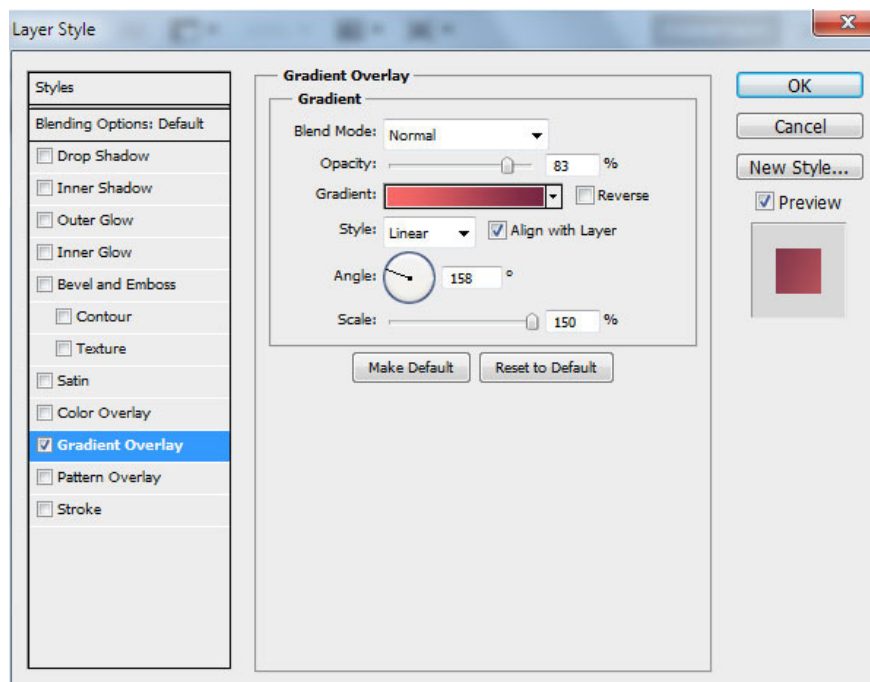
We have the next image:



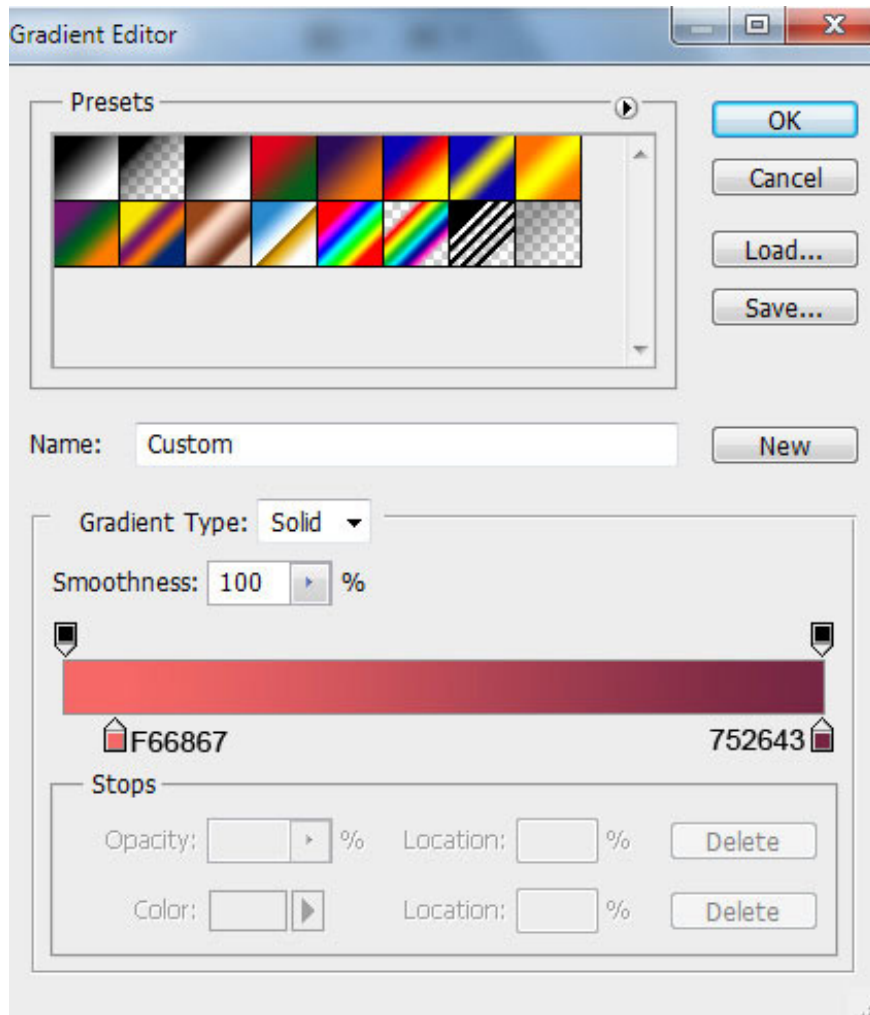
Grab the **Pen Tool (P)** to create a triangle for the tetrahedron.



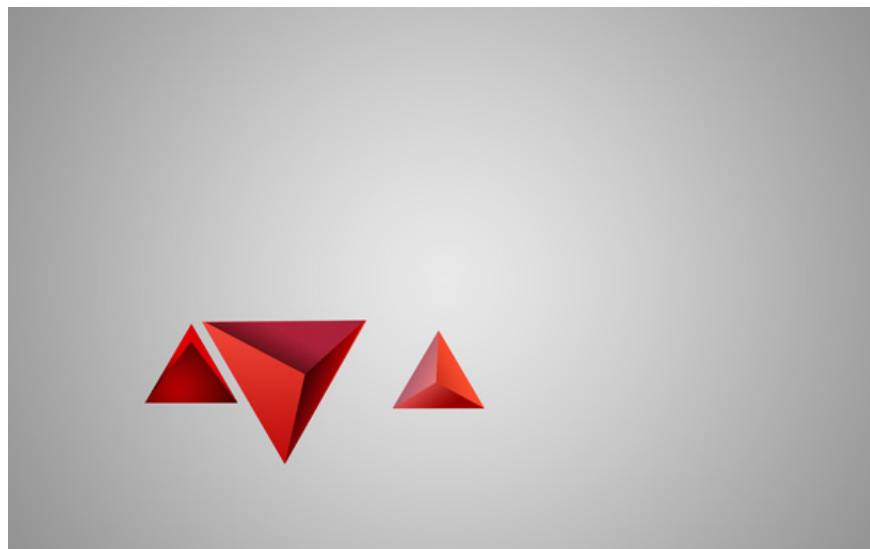
Click the **Add a layer style** icon in the **Layers** panel and select **Gradient Overlay** .



Set the color stops as shown in the image and click **OK** to close the **Gradient Editor** dialog box.

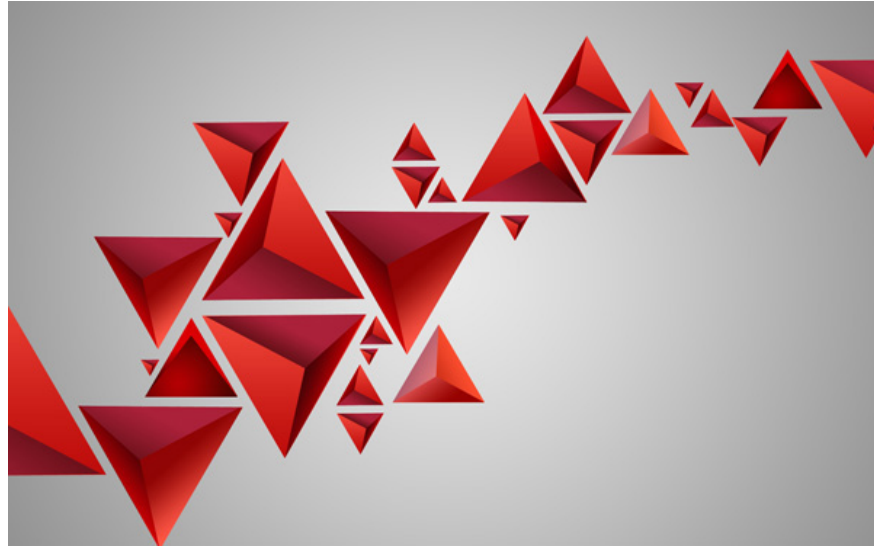


We have the next image:



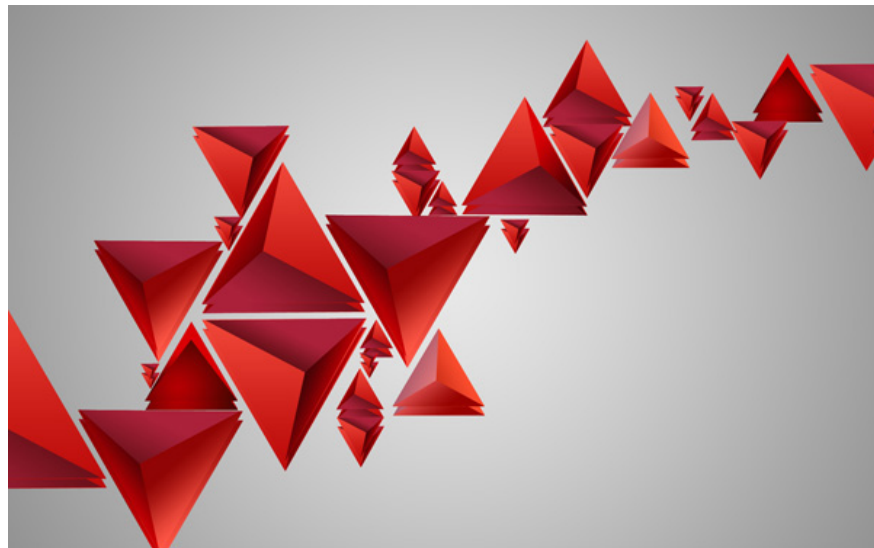
Combine all tetrahedral layers into one group (press **CTRL** button to select the required layers and hold the left mouse button while dragging the selected layers into the **Create a new group** icon in the **Layers** panel).

Now we have to create multiple copies of that group. Leave some copies in the opposite direction using the **Free Transform** command (**Ctrl + T**) . Change the gradient color of triangular faces to change the gloss. The direction of the gradient color is changed in the opposite direction.

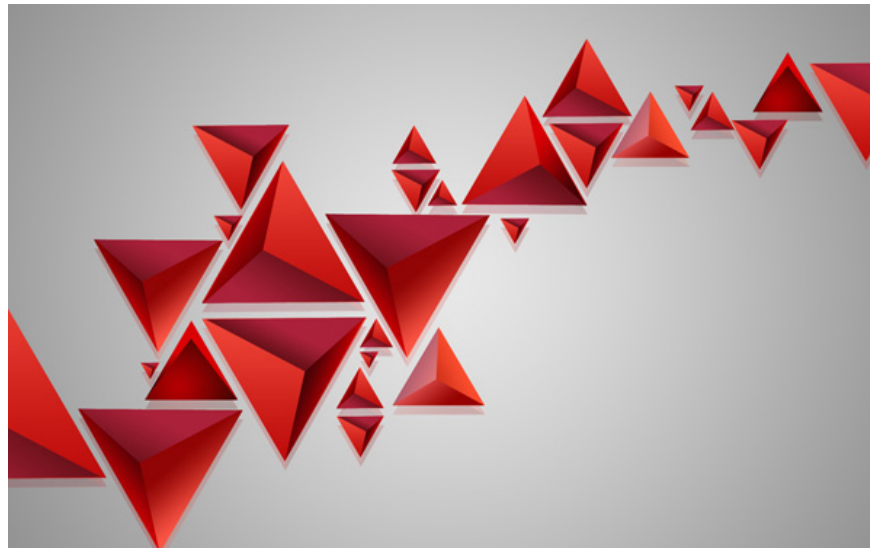


Now we have to combine all tetrahedral groups into one (do the same as above). Create a copy of the group just created and rasterize it. Press **CTRL + E** to **Merge Down** the layer (mix the top layer to the bottom) of the selected group in the **Layers** panel. The rasterize class will be placed under the first tetrahedral group.

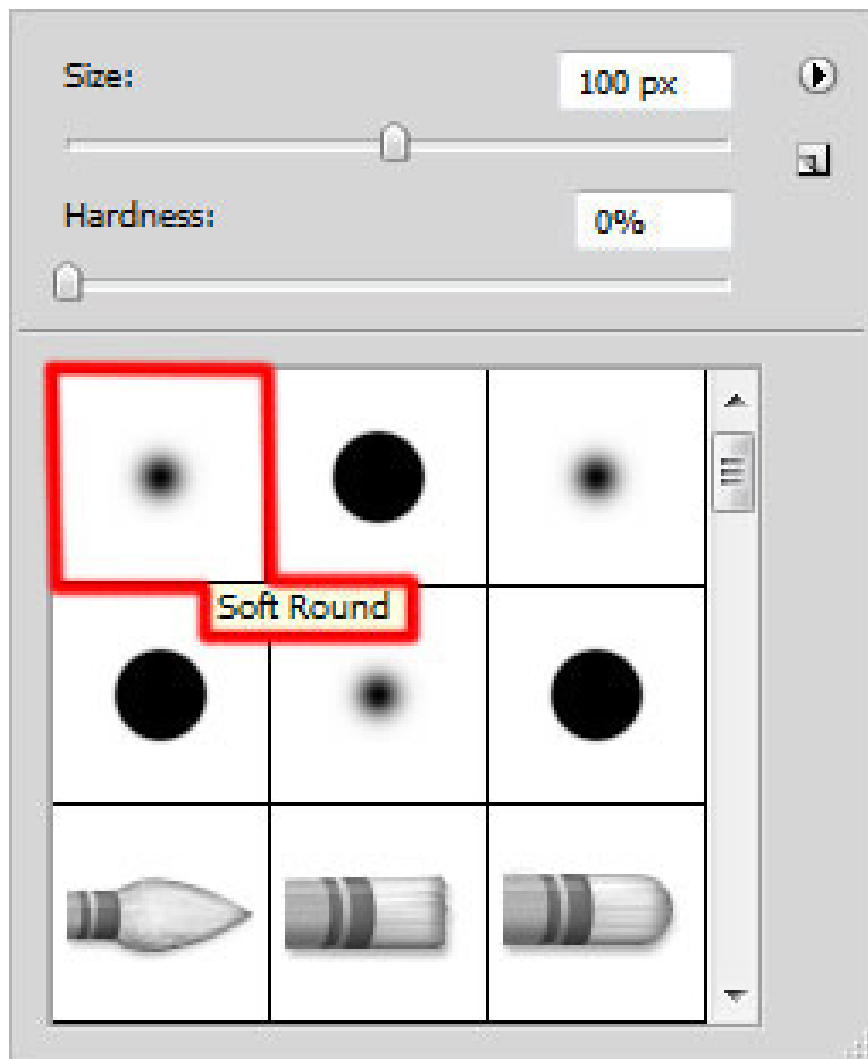
Create a copy of the rasterized layer and use the **Free Transform** (**Ctrl + T**) command to move a copy layer down a bit.



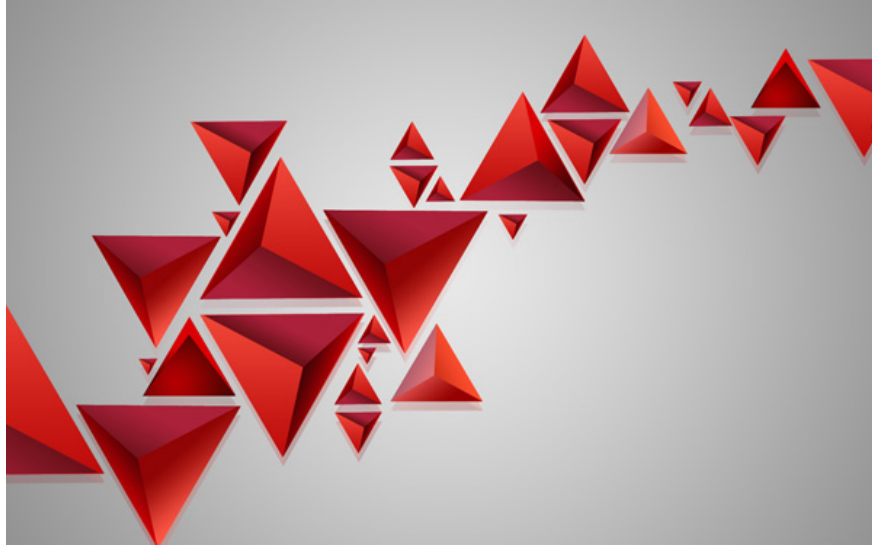
Set the **Fill** to **20%** for this layer.



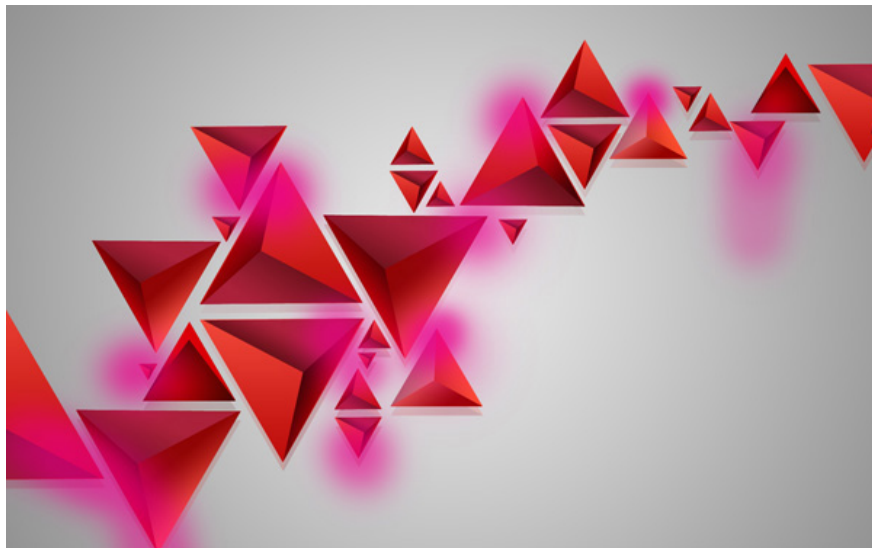
Insert the mask on this layer by selecting **Add layer mask** at the bottom of the **Layers** panel and selecting the **Soft Round** black brush (set the **Opacity** to **40%** in the **Options** bar).



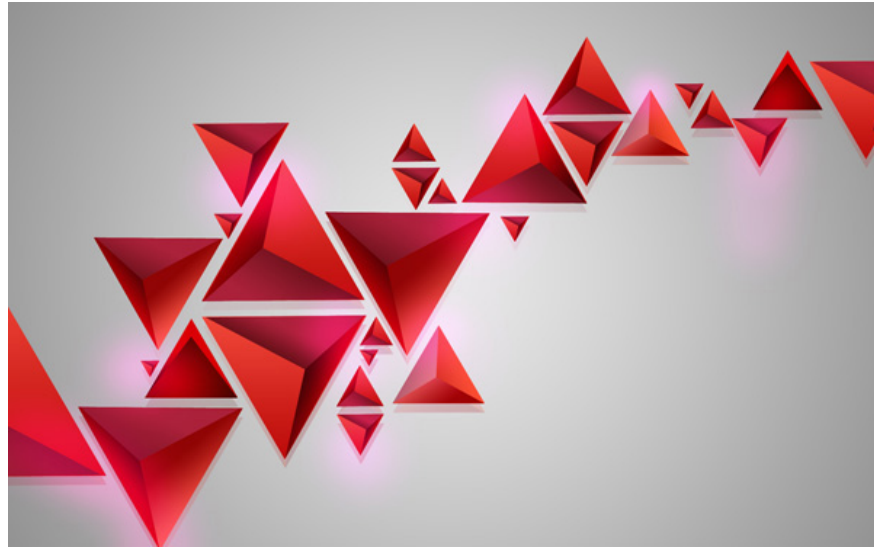
Paint the mask using this brush to hide tetrahedral elements as shown.



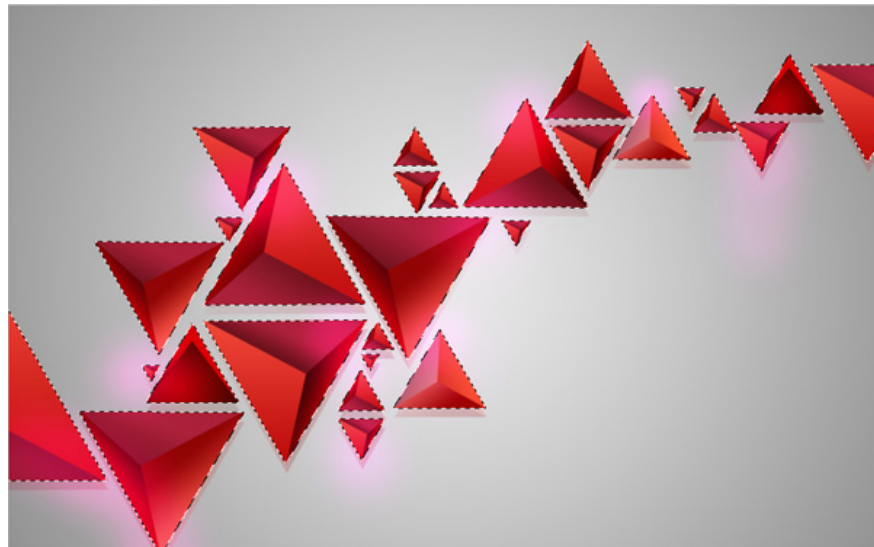
Create a new layer and select the **Soft Round** brush from the **Brush Tool (B)** . Use this brush to show some color spots on the tetrahedron. The color of the brush is # **F008D** (Brush has an **Opacity of 30%**). The layer will be placed above the first group.



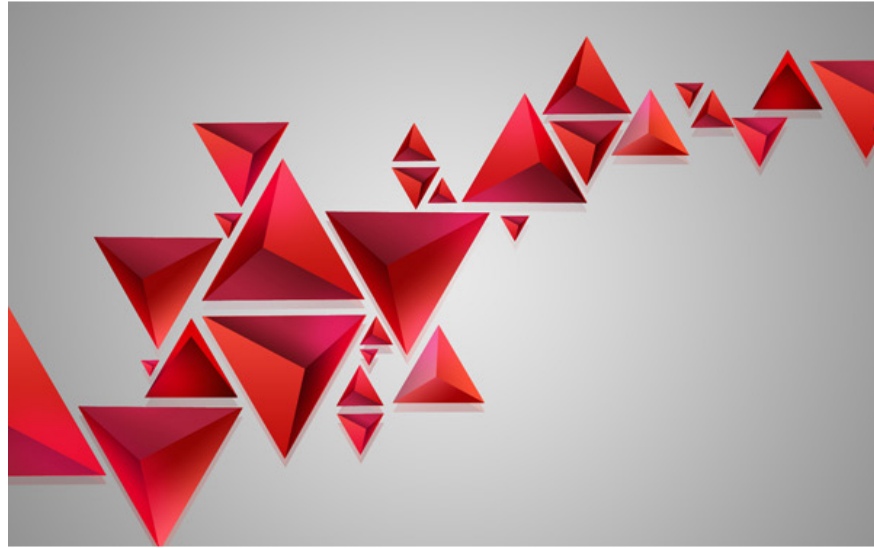
Set **Fill** to **40%** for this layer and change the **Blending mode** to **Linear Dodge** .



Make sure that this layer is selected in the **Layers** panel , hold down the **Ctrl** button and click on the layer containing the tetrahedron below the first group (no Displacement).



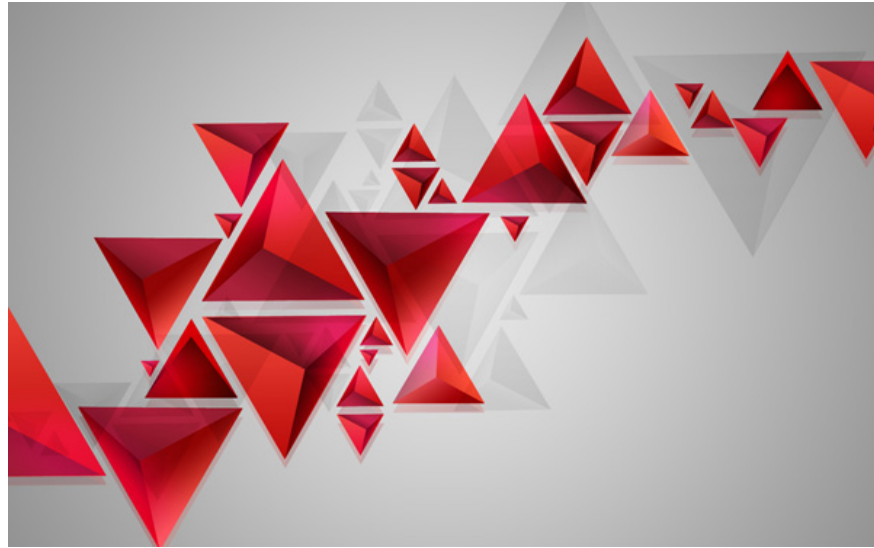
Now, on the layer using the pink brush, click on the bottom part of the **Layers** panel, select **Add layer mask** . This way we will cut the color points.



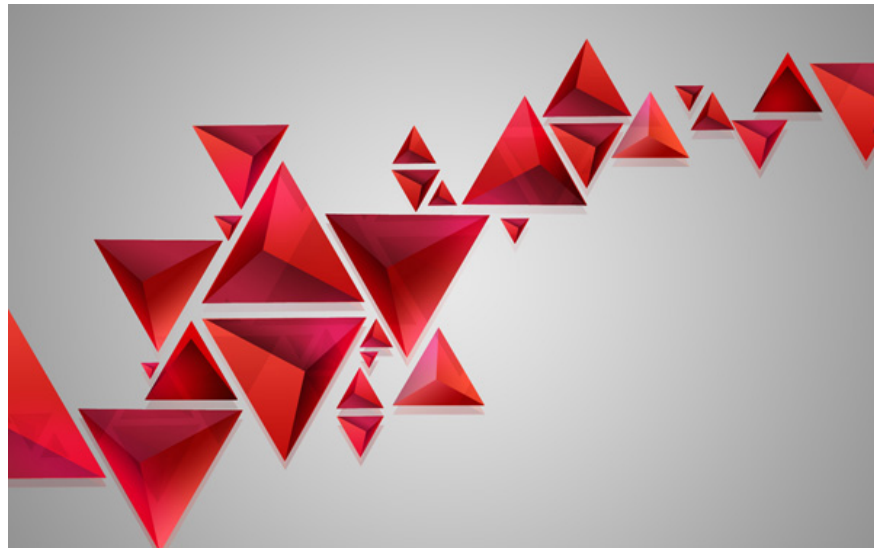
Create a copy of the rasterized tetrahedron. Place the top copy of all layers and select the **Free Transform (Ctrl + T)** command to flip the copy layer and use **CTRL + SHIFT + U** to **Desaturate** (convert the color image into a black and white image).



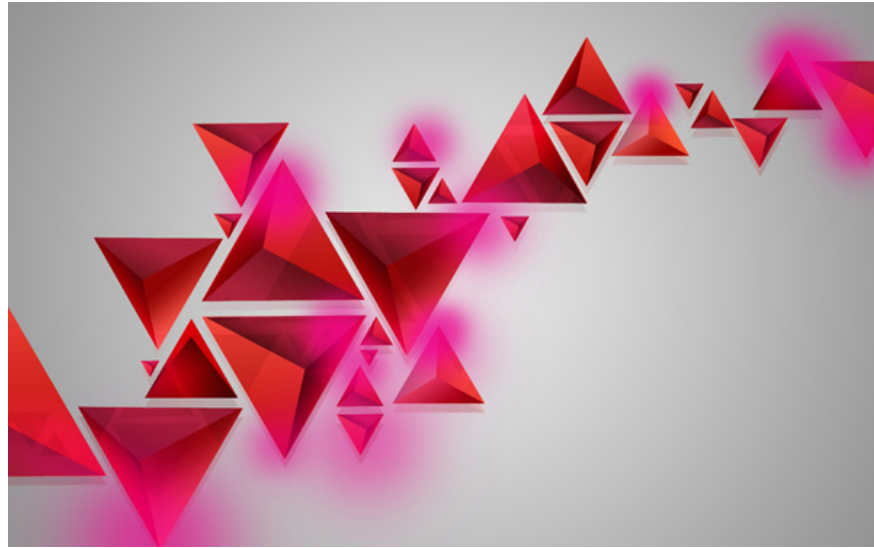
Set the **Fill** to **14%** for this layer and change the **Blending mode** to **Subtract** .



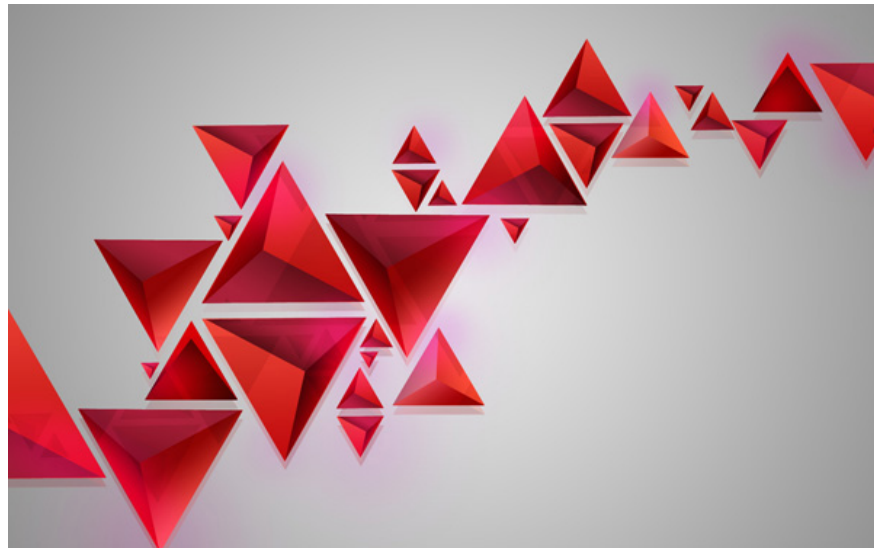
Cut the colorless shadows after the same tetrahedron as described above by inserting a mask into the selection.



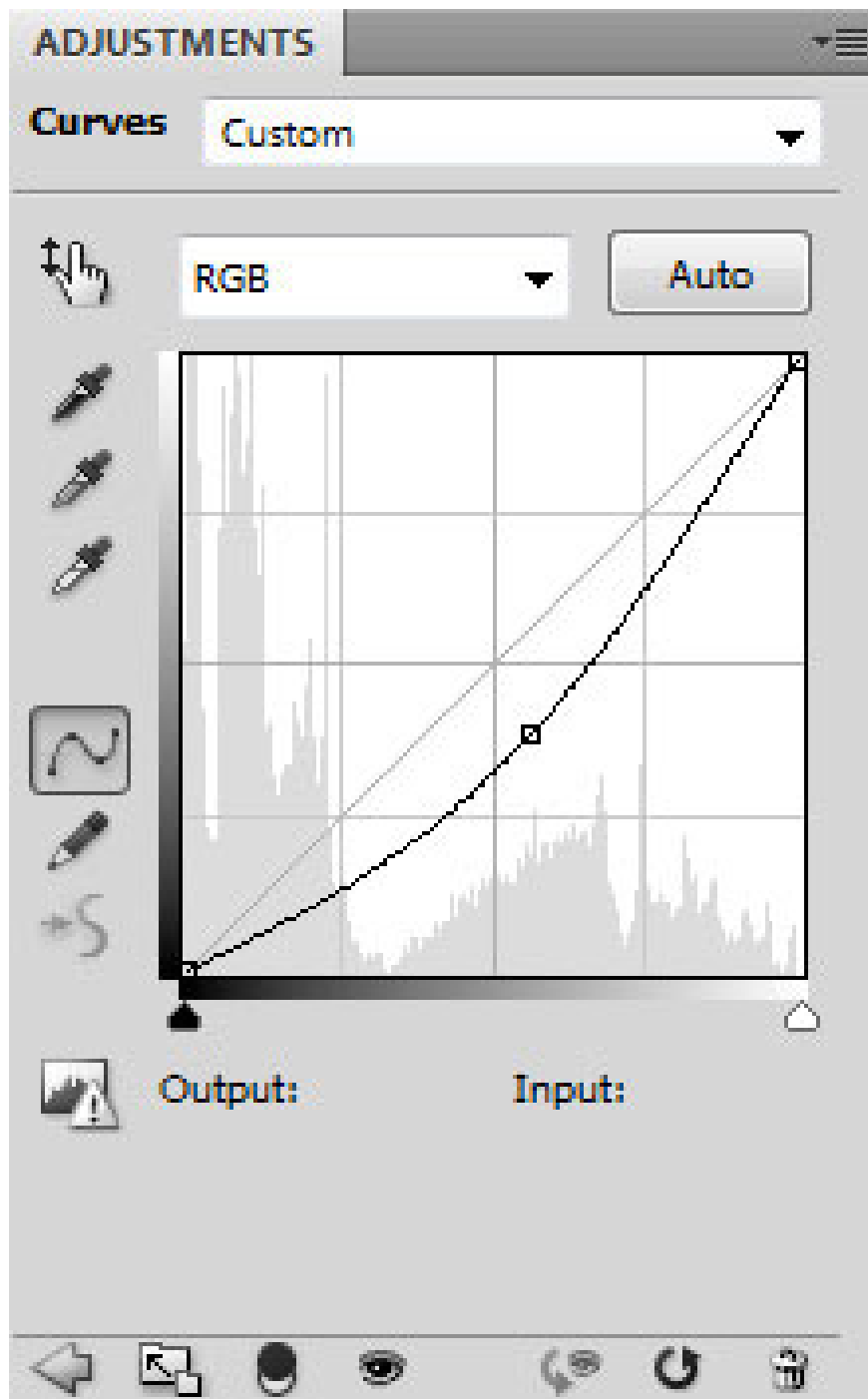
Create a new layer and use it on the Soft Round brush to show many points with the color # **F008D** (the **Opacity** of the brush is **30%**).



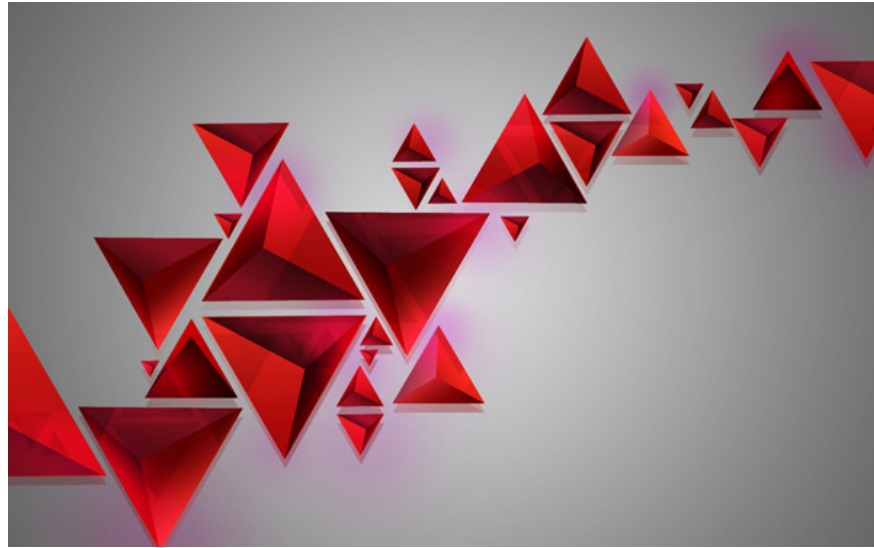
Set the **Fill** to **20%** for this layer and change the **Blending Mode** to **Pin Light** .



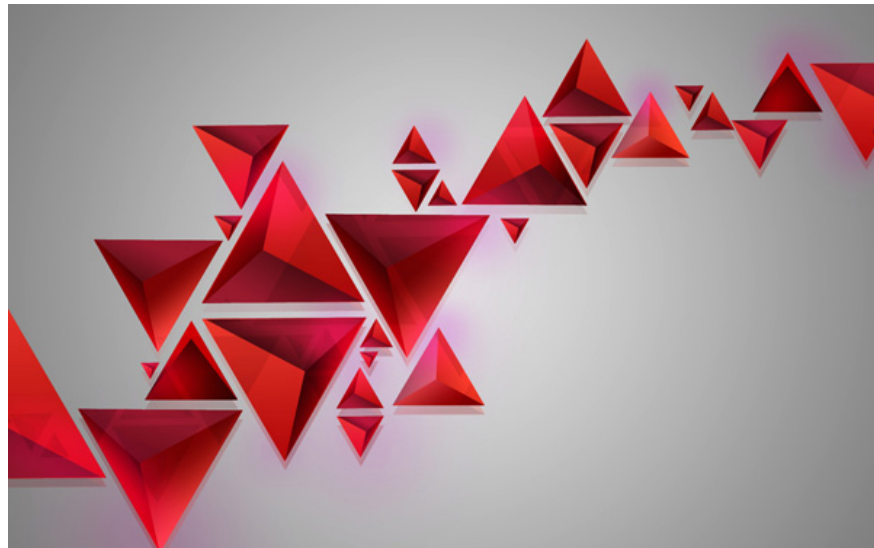
Click **Create new fill or adjustment layer** from the bottom part of the **Layers** panel and click **Curves** to adjust the curve as shown below to make a small color modification.



We have the next result:

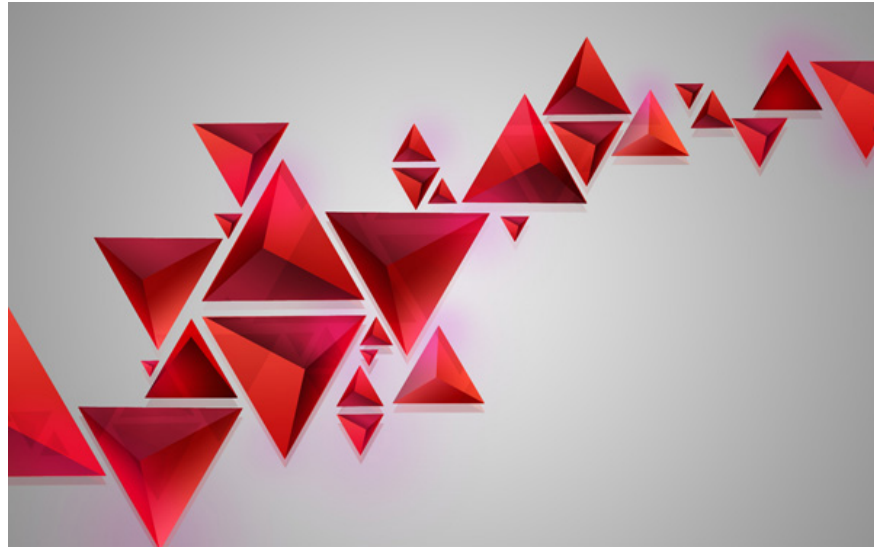


Set **Fill** to **45%** for this layer.

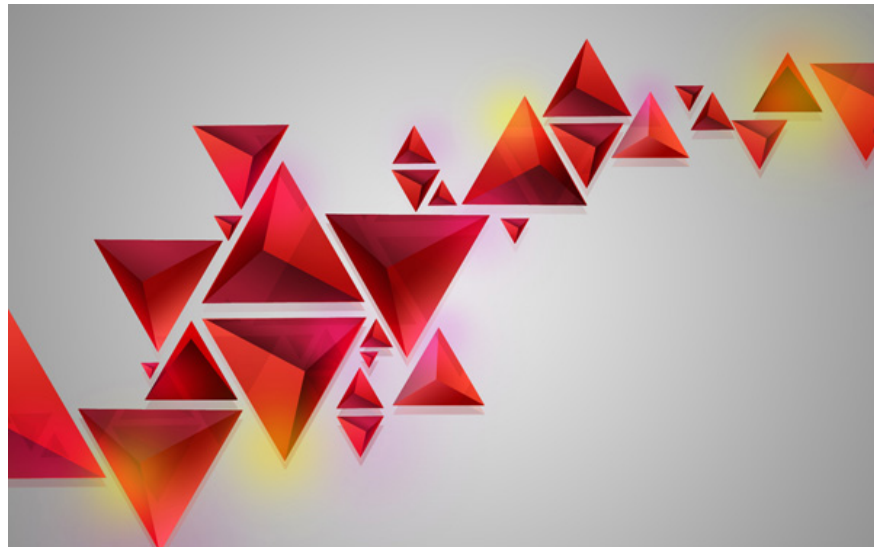


Insert the mask into this layer by selecting **Add layer mask** at the bottom of the **Layers** panel, press **CTRL + I** to **Inverse** (reverse) the color of the mask, select **Soft Round** white brush (set **Opacity** to **65%** in **Options bar**).

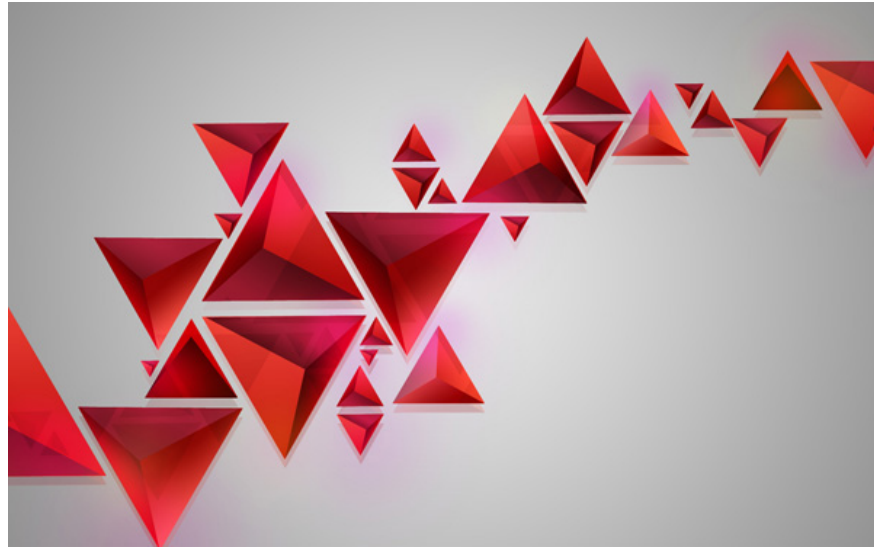
Paint the mask using this brush to hide the effect, she shows smooth points on the tetrahedron.



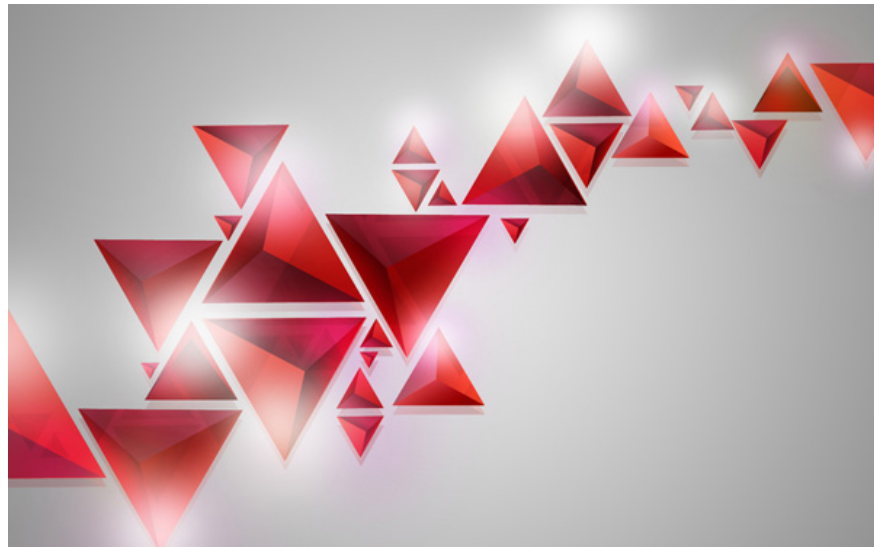
Create a new layer and use a **Soft Round** brush mentioned above to highlight with yellow (**Opacity** of the brush is **20%**).



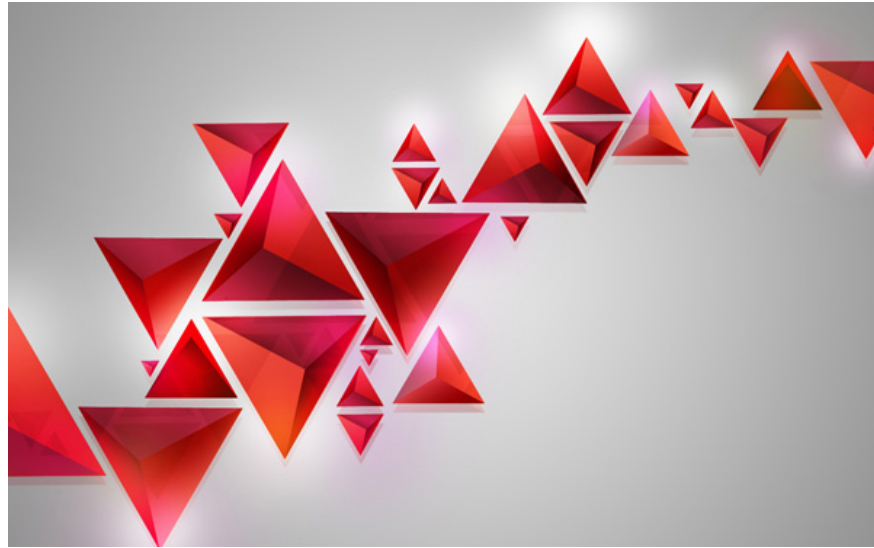
Set **Fill** to **40%** for this layer and change the **Blending mode** to **Screen** .



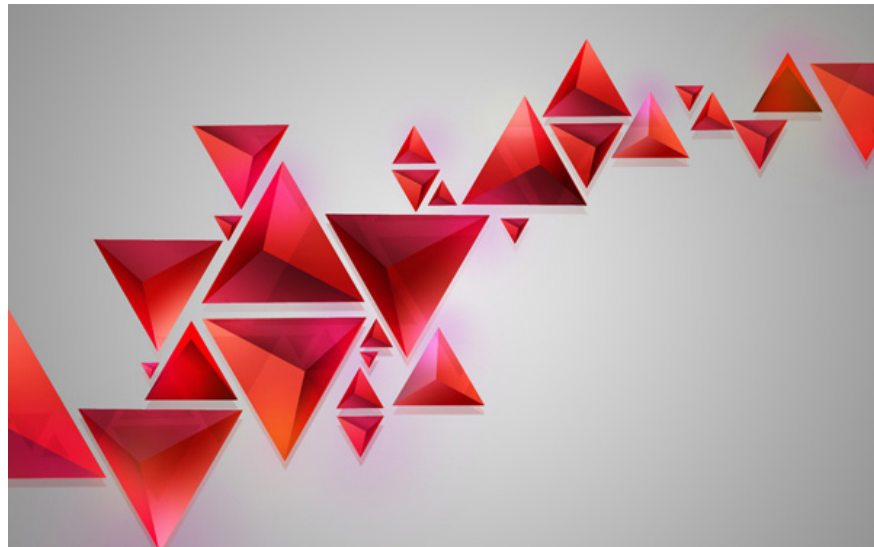
Next we will create a new layer and select **Soft Round** brush with white color (**Opacity** of the brush is **30%**) to create a highlight on the tetrahedron.



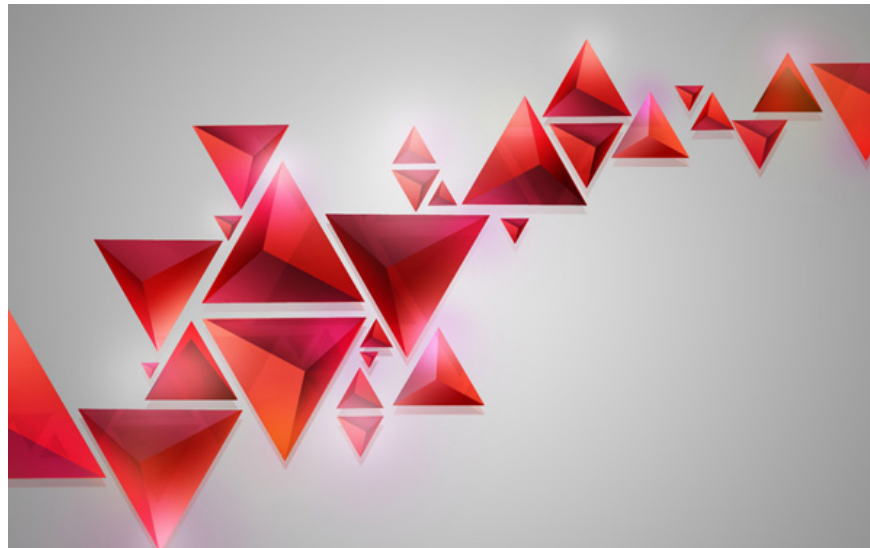
Set **Fill** to **50%** for this layer and change the **Blending mode** to **Hard Mix** .



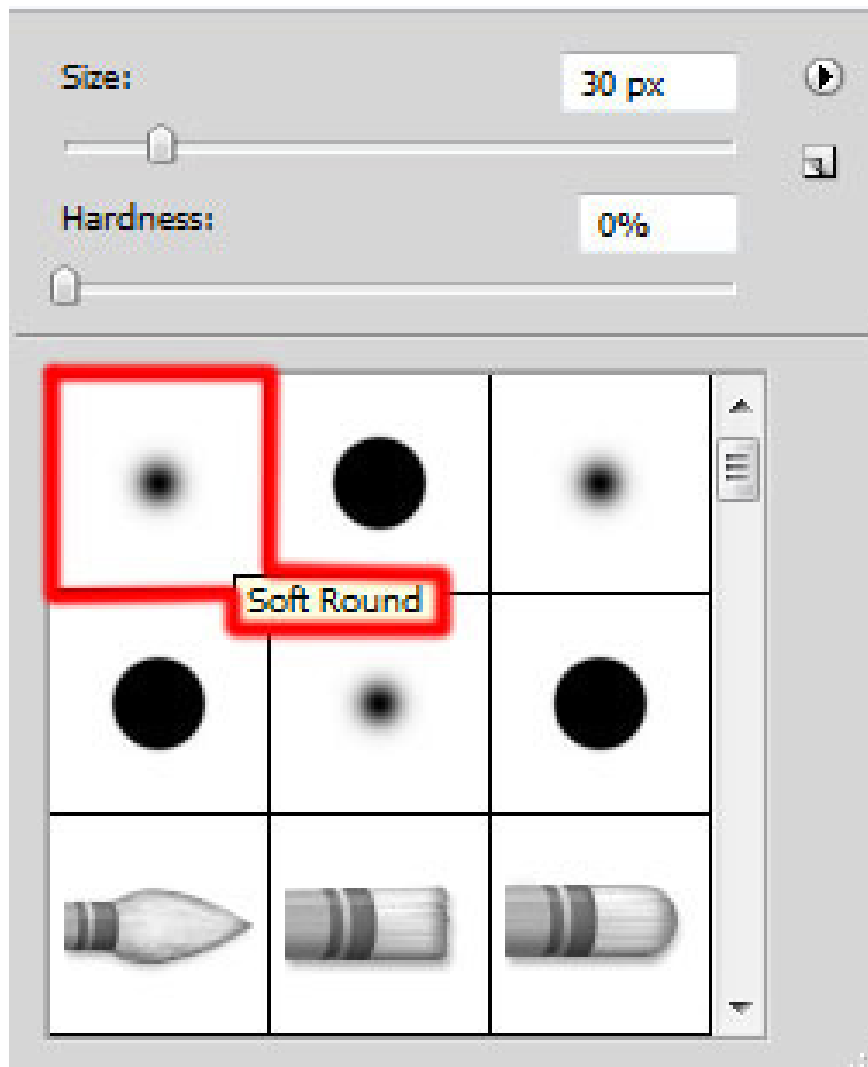
Make sure this layer is selected in the **Layers** panel , then press the **Ctrl** button and click the rasterize layer of the tetrahedron (we'll get a selection) and insert the mask into this active layer. White highlights are cut.



Create a new layer and use the **Soft Round** brush mentioned above. Select white brush (**Opacity** of brush is **15%** to show the luminescence emitted from the tetrahedron).



Finally create a new layer and apply a **Soft Round** white brush to create many different diameter dots.



We have the final image:



Free download Layered PSD file.

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4. [How to use Photoshop CS6 \(Part 4\): Create a fading effect](#)
5. [Instructions for using Photoshop CS6 \(Part 5\): Create christmas cards with snowflakes on a red background](#)

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