Photoshop CS6: How to create abstract geometric shapes

In this tutorial, we'll continue learning how to use Photoshop CS 6 to create an abstract image of colorful geometric shapes. This technique is quite simple, and the entire tutorial can be completed in less than an hour.

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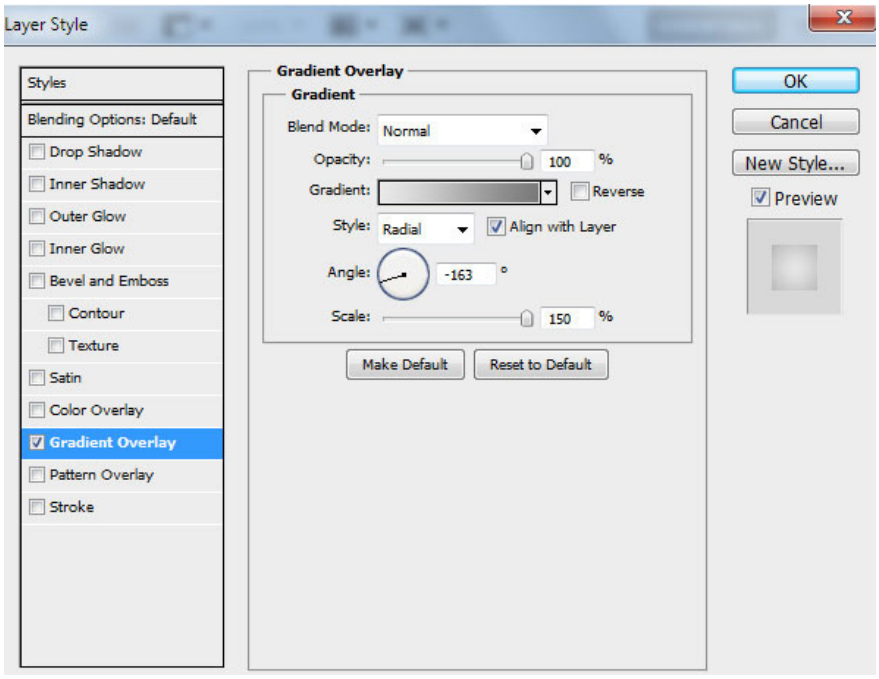
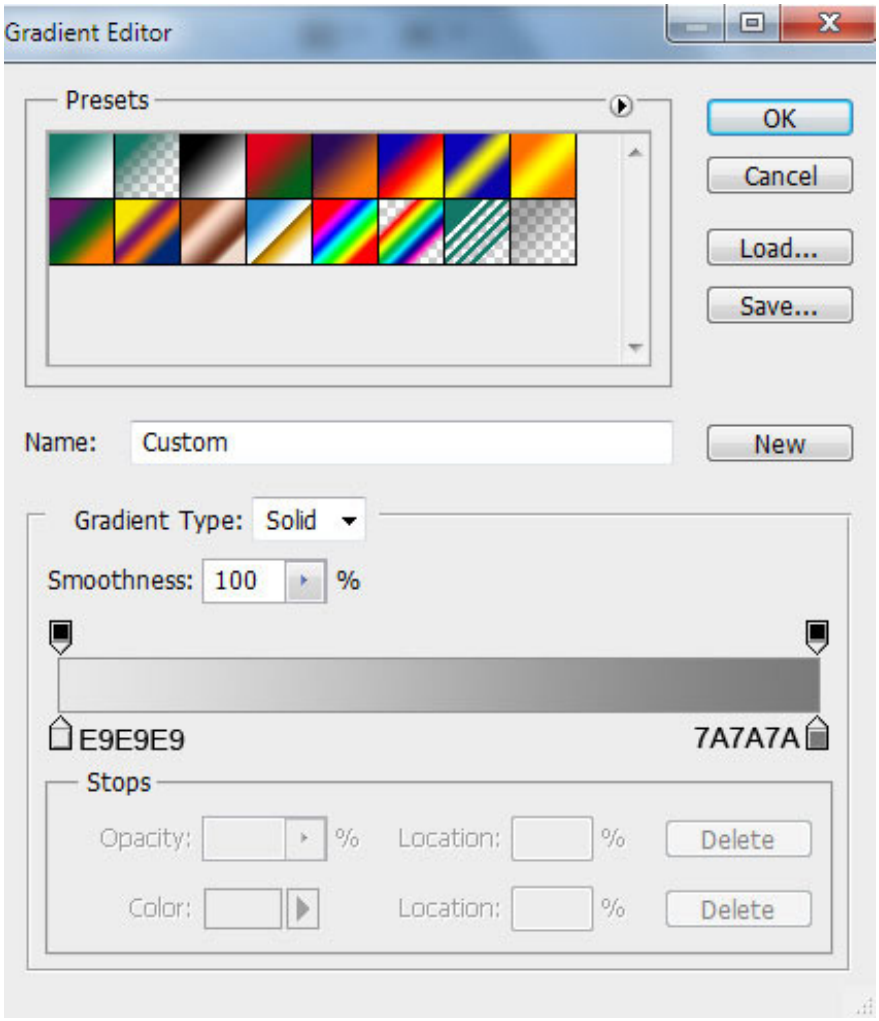
1. 10 common problems in Photoshop and how to fix them.

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

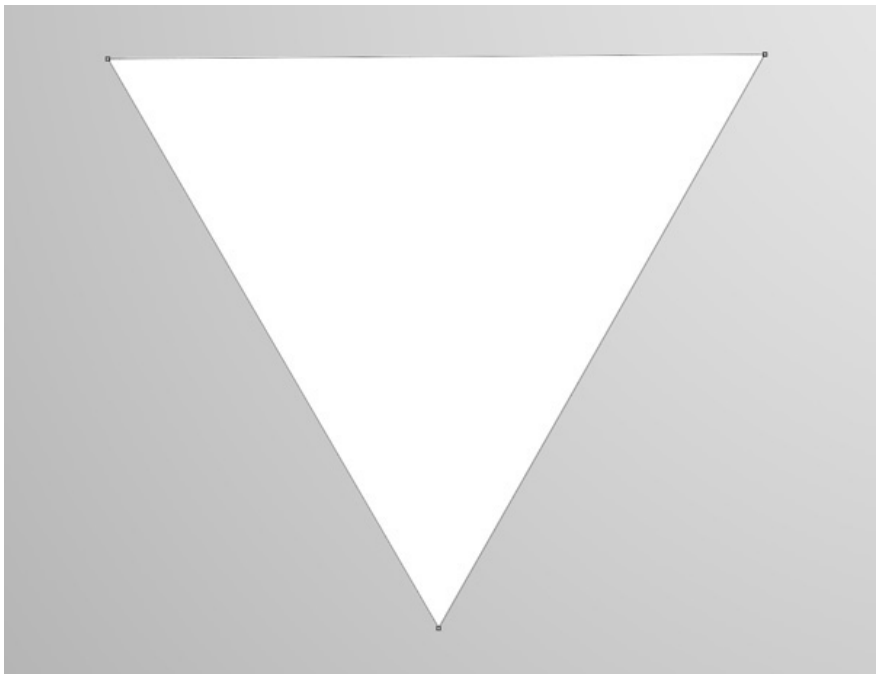


Click the color bar to open **the Gradient Editor** and set the color stops as shown below. Press **OK to close the Gradient Editor** dialog box .

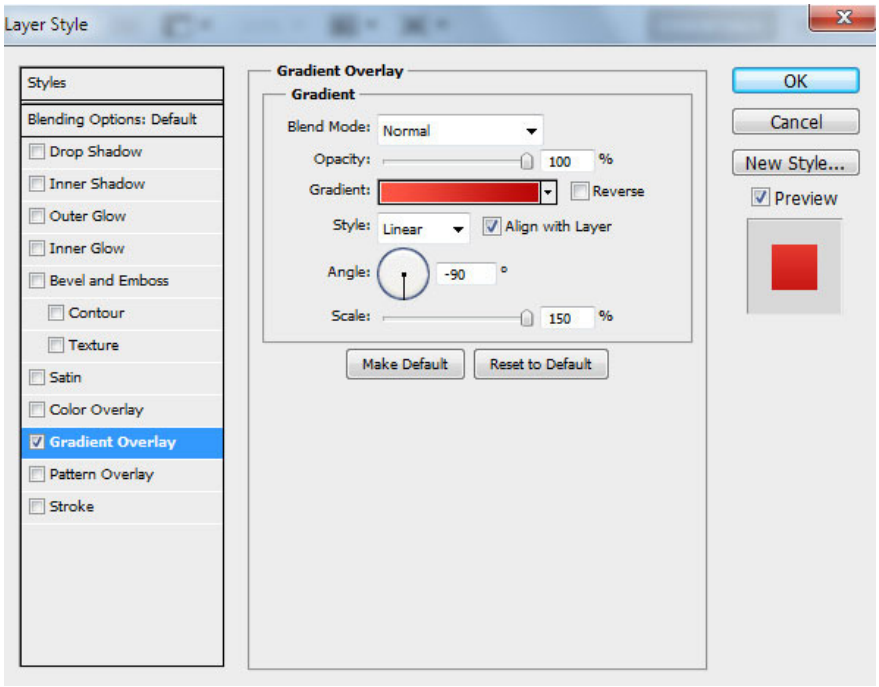


We have the following result:

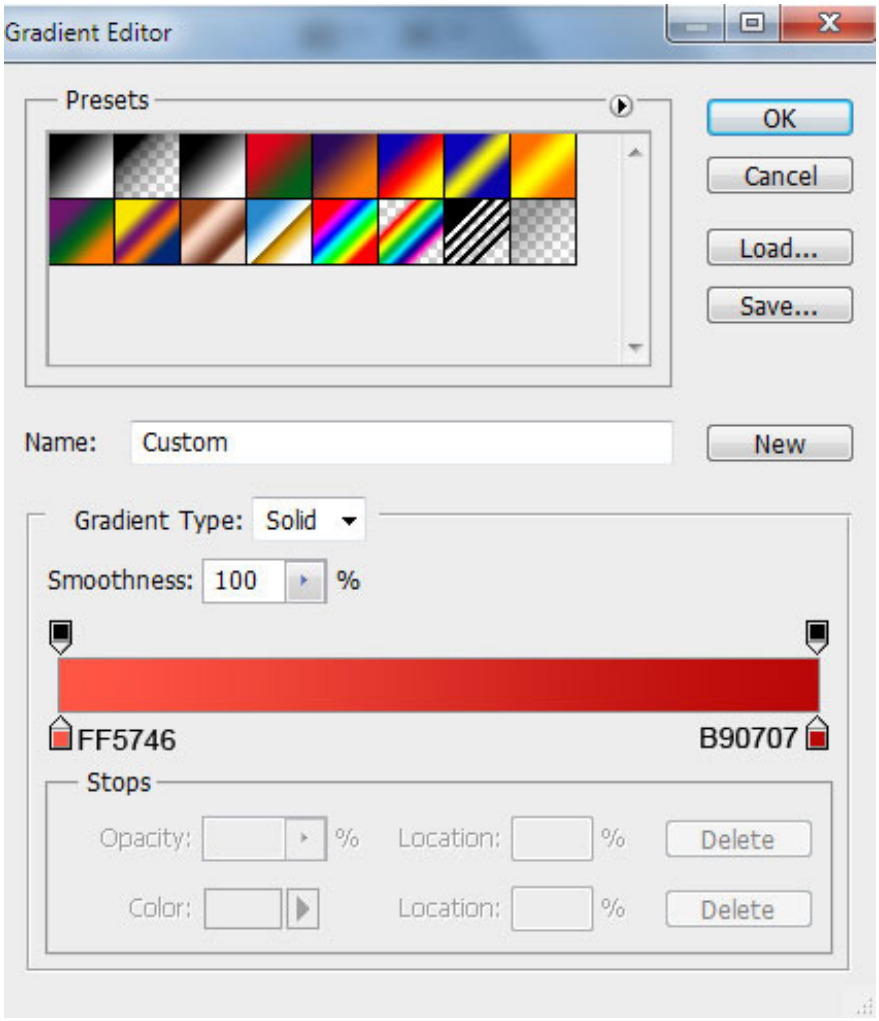
Now let's create a tetrahedron, but first we'll draw a triangle. Select the **Pen Tool (P)** , set the drawing mode to **Shape Layers** in the **Options** bar , and draw the following shape as shown.



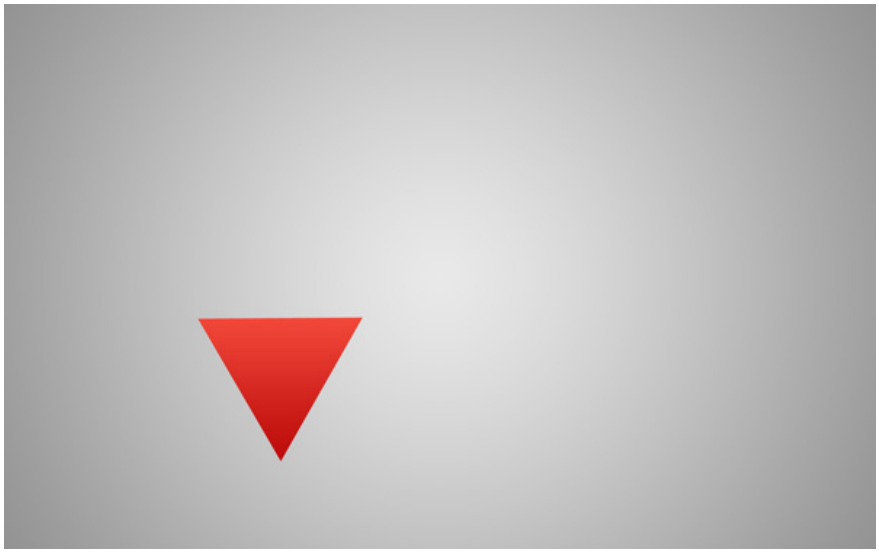
Click the Add a layer style icon in the **Layers** panel and select **Gradient Overlay** .



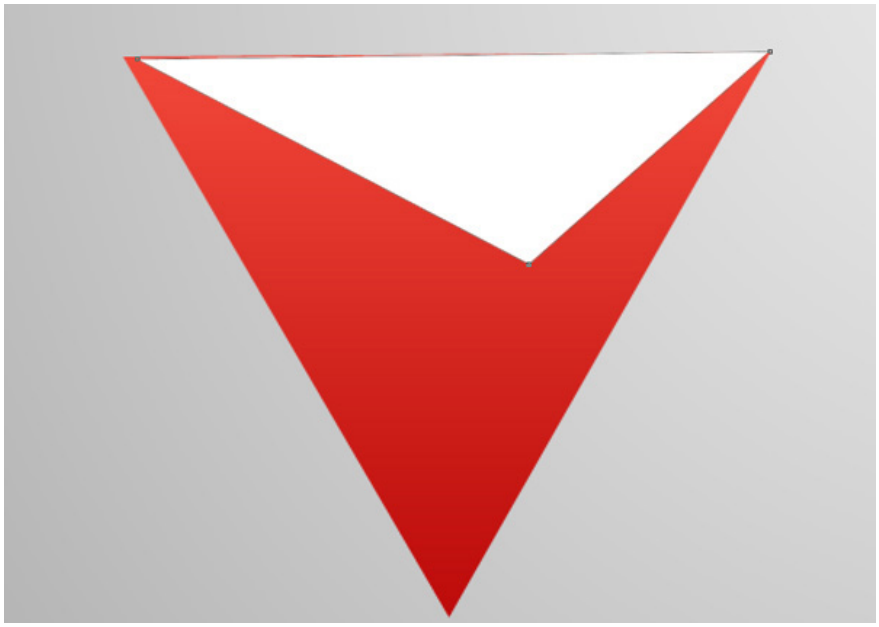
Click the color bar to open **the Gradient Editor** and set the color stops as shown. Press **OK** to close the **Gradient Editor** dialog box .



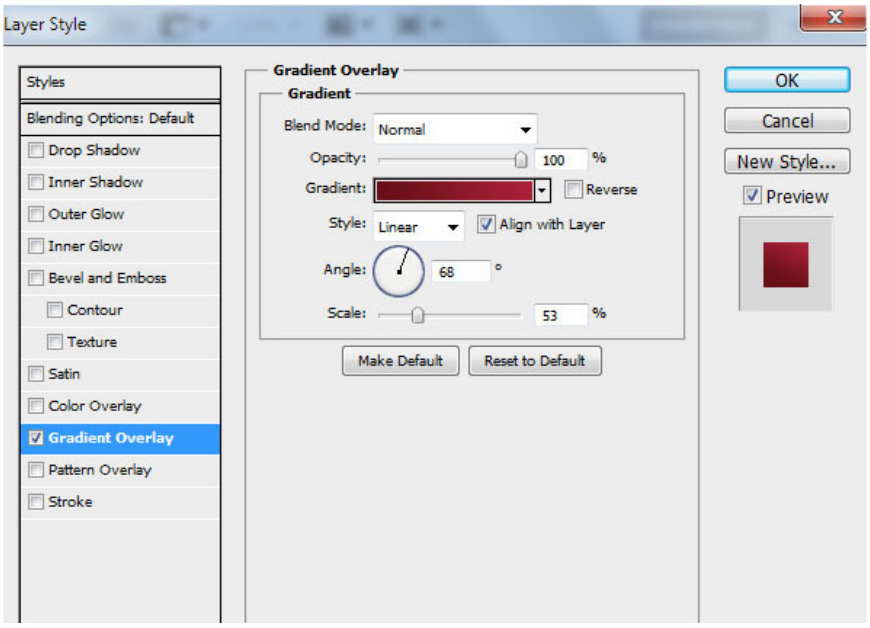
We have the following result:



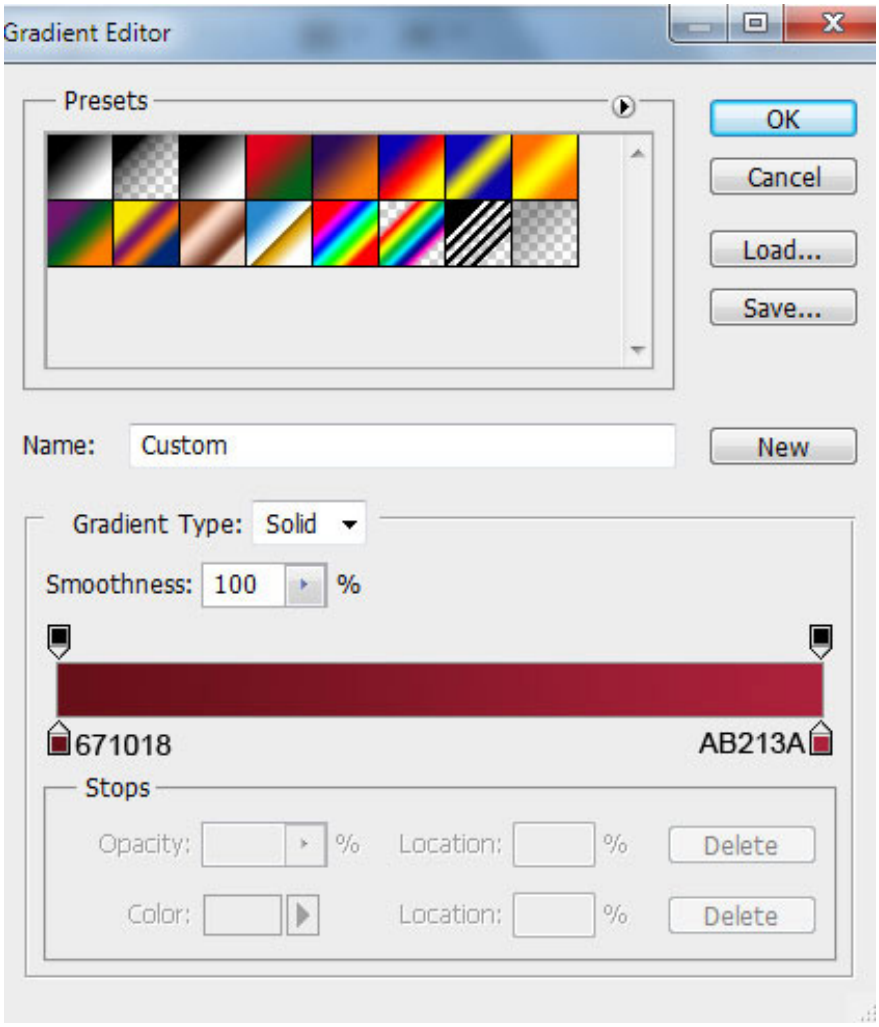
Next, draw the triangular face using the **Pen Tool (P)** as above.



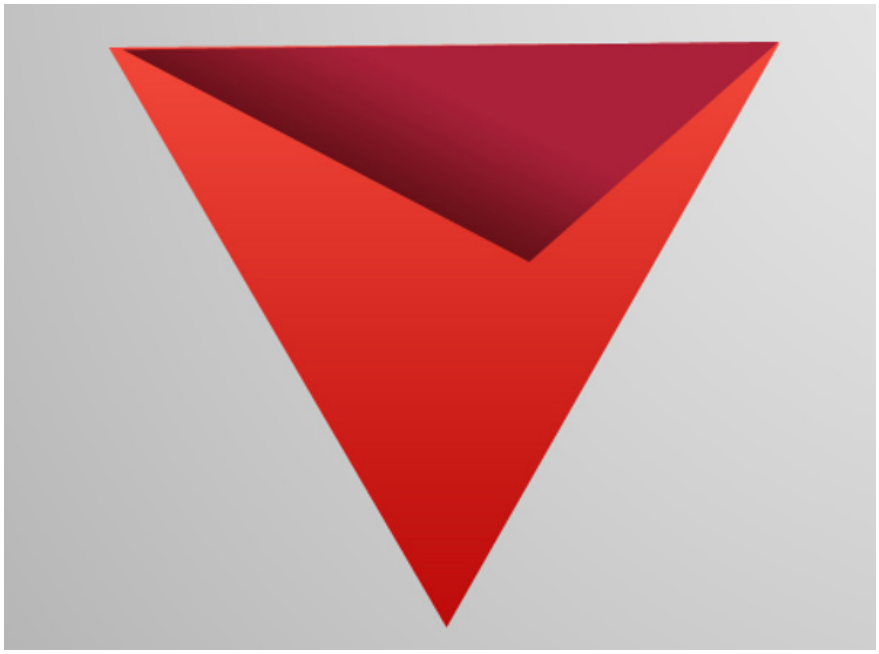
Click the Add a layer style icon in the **Layers** panel and select **Gradient Overlay** .



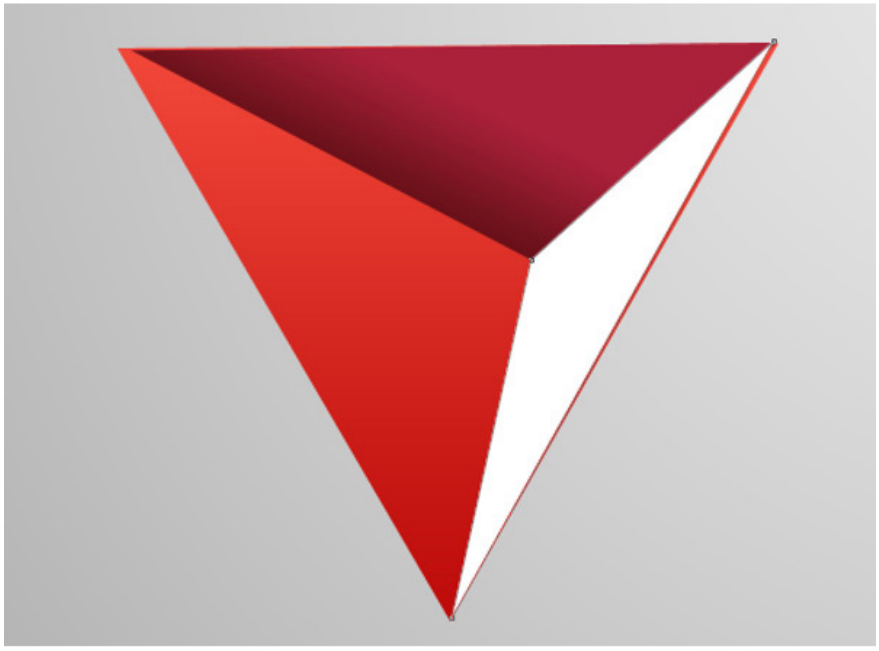
Click the color bar to open **the Gradient Editor** and set the color stops as shown below. Press **OK to close the Gradient Editor** dialog box .



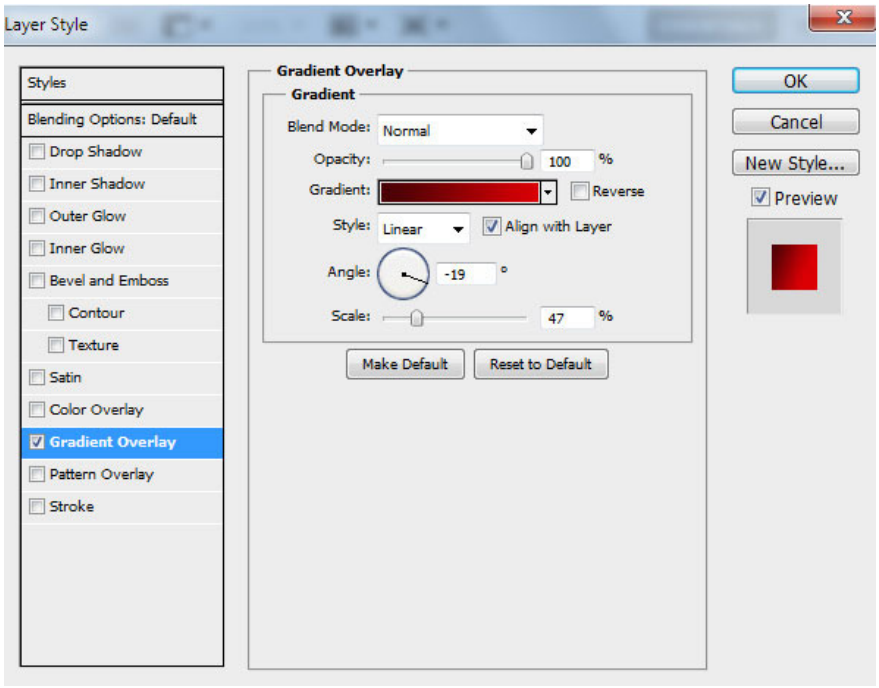
We have the following result:



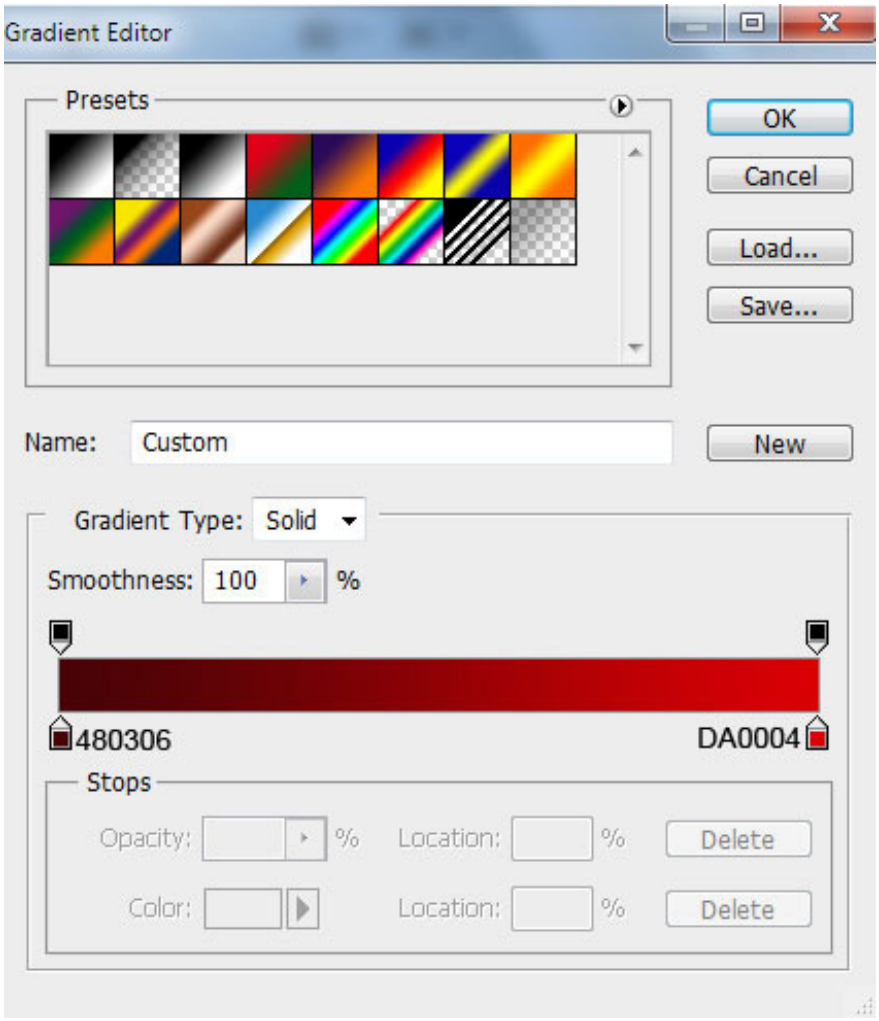
Use the same tool to draw the next triangle:



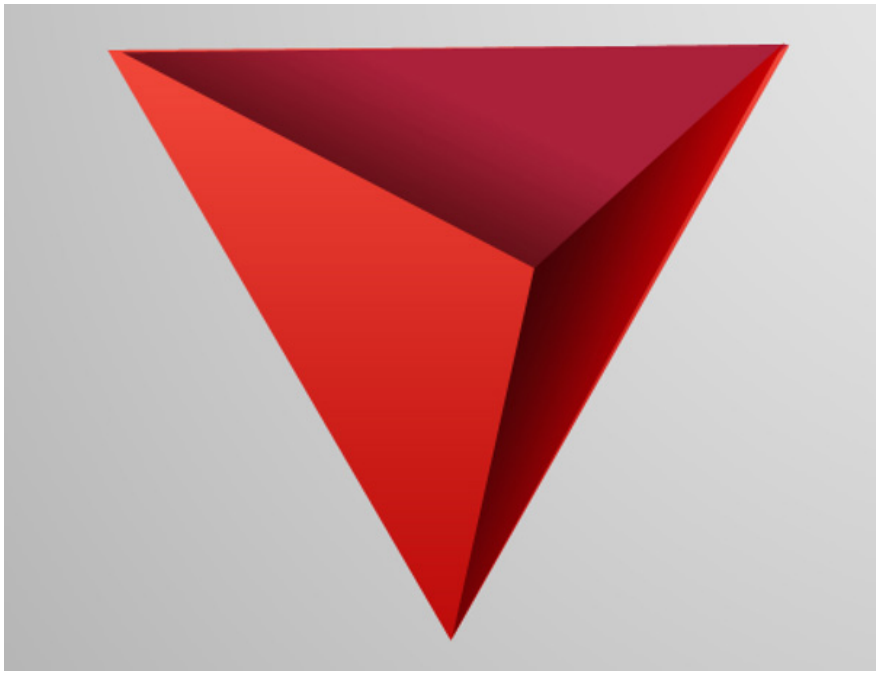
Click the Add a layer style icon in the **Layers** panel and select **Gradient Overlay** .



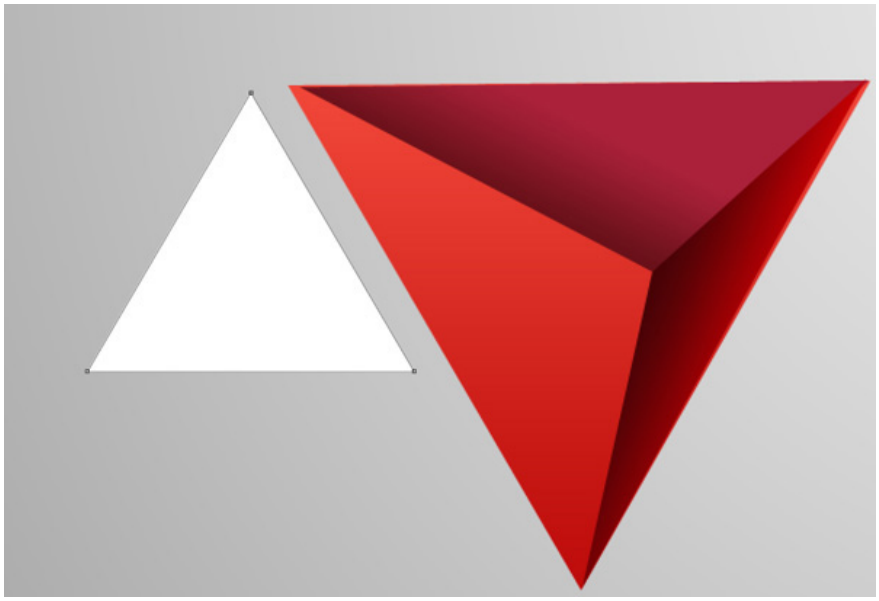
Click the color bar to open **the Gradient Editor** and set the color stops as shown below. Press **OK to close the Gradient Editor** dialog box .



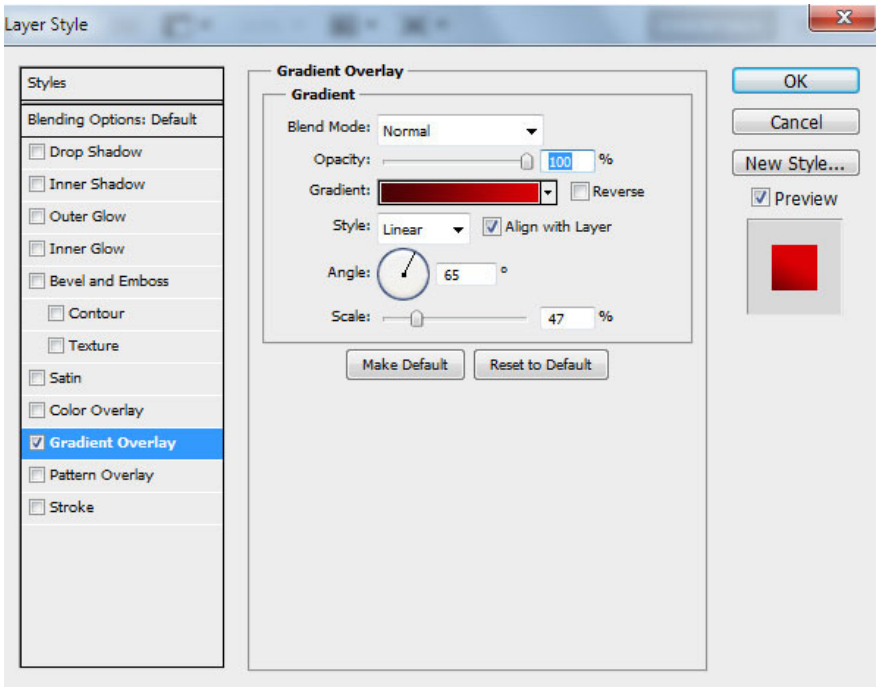
We have the following result:



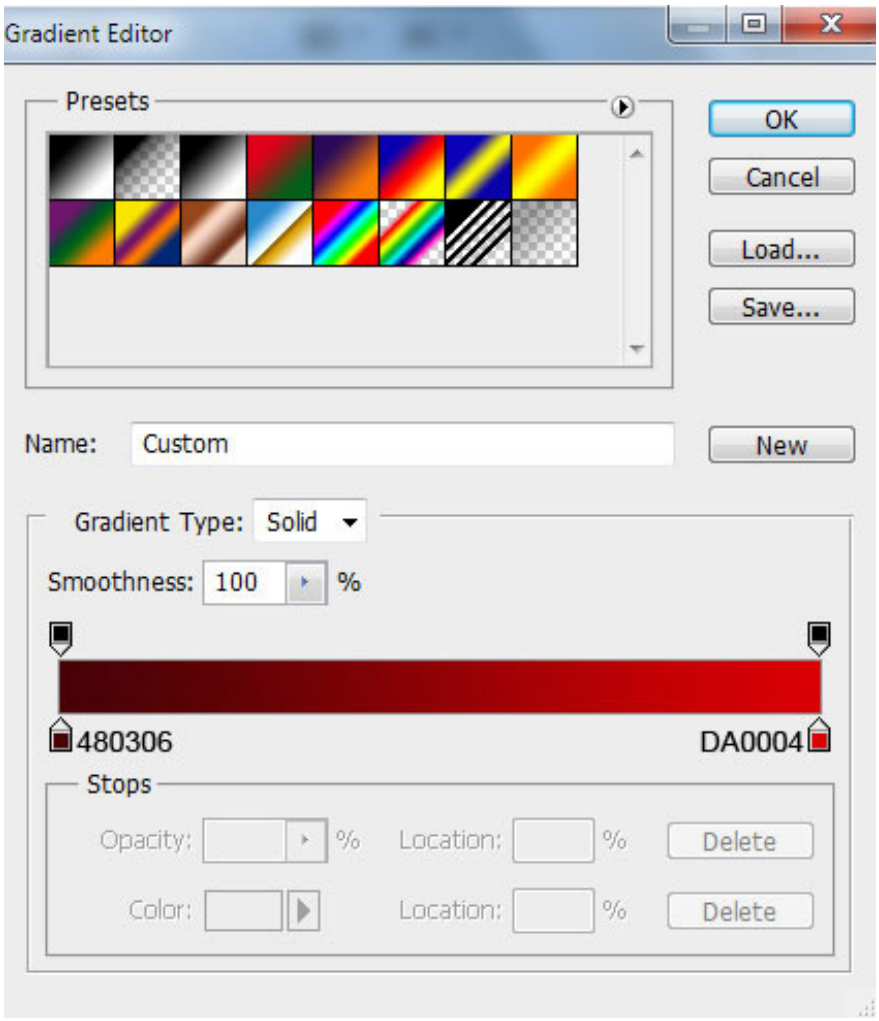
Next, to draw other tetrahedra, first create the base layer using the **Pen Tool (P)** .



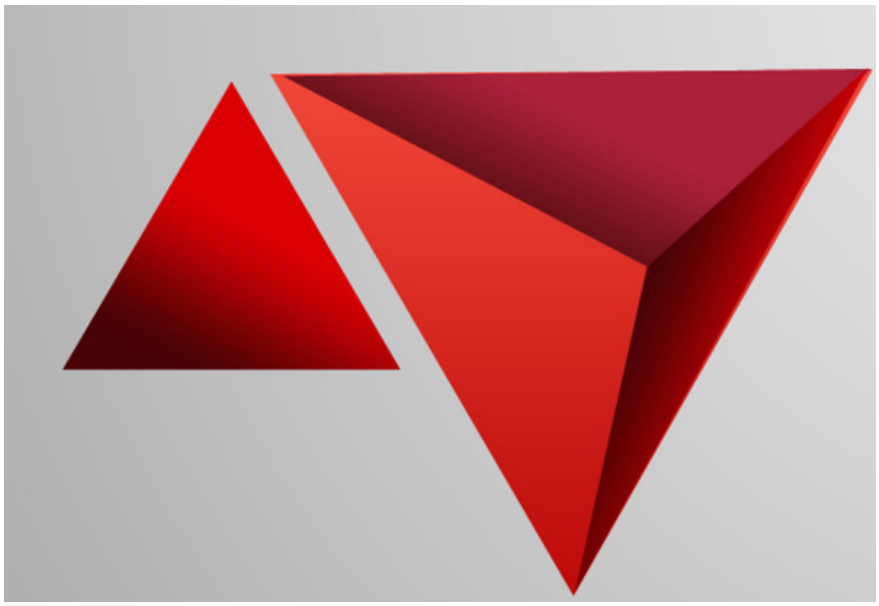
Click the Add a layer style icon in the **Layers** panel and select **Gradient Overlay** .



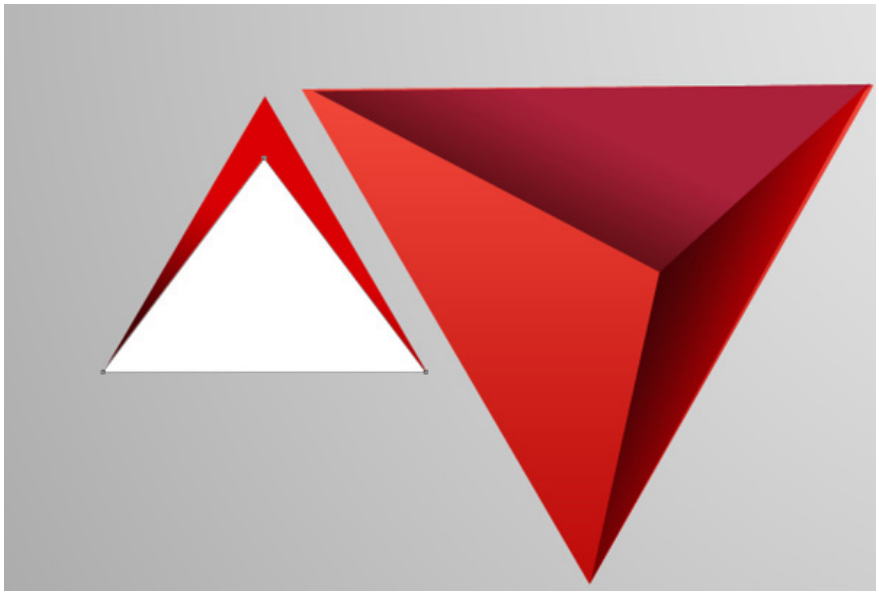
Click the color bar to open **the Gradient Editor** and set the color stops as shown. Press **OK** to close the **Gradient Editor** dialog box .



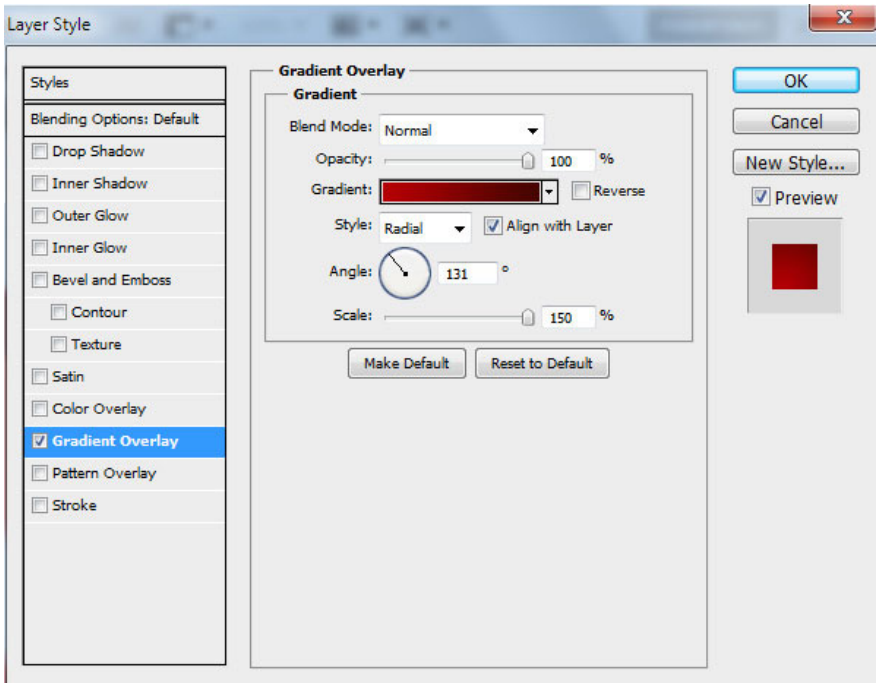
We have the following result:



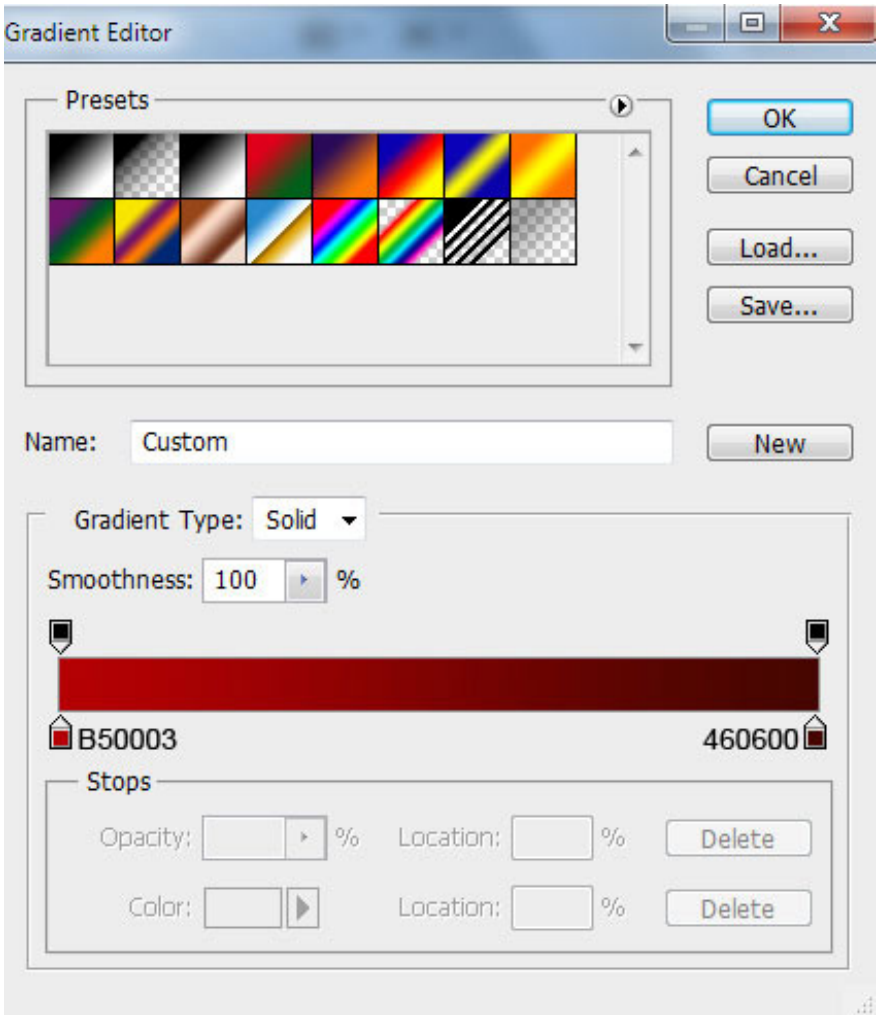
Use the same tool to draw the next triangular face:



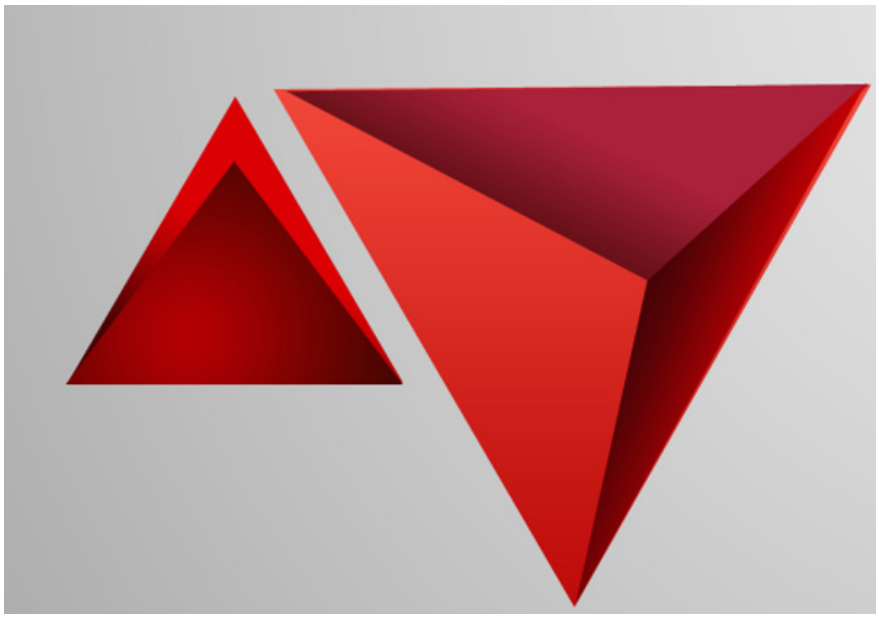
In the **Layers** panel, select **Gradient Overlay** .



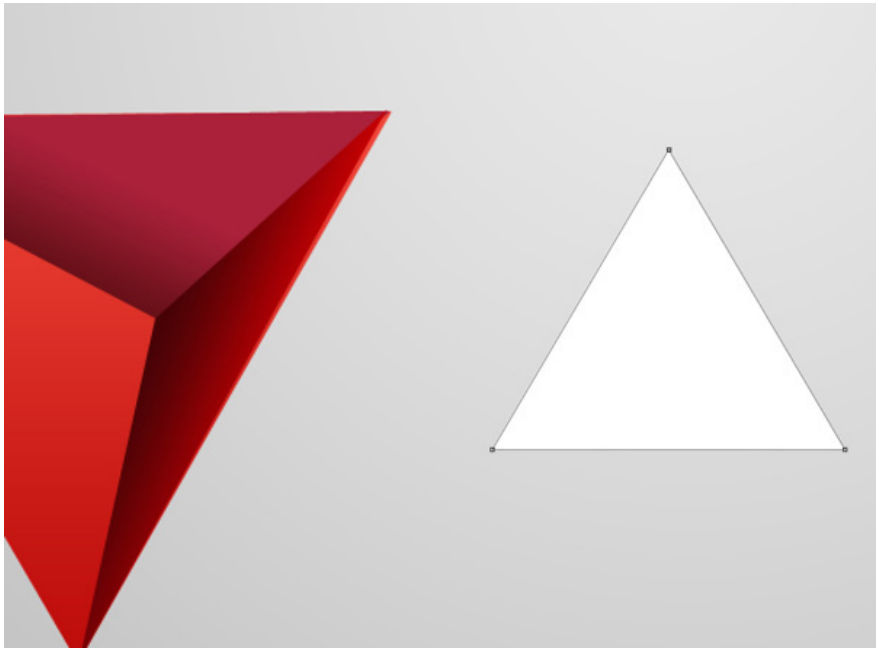
Set the color stops as shown. Press **OK** to close the **Gradient Editor** dialog box .



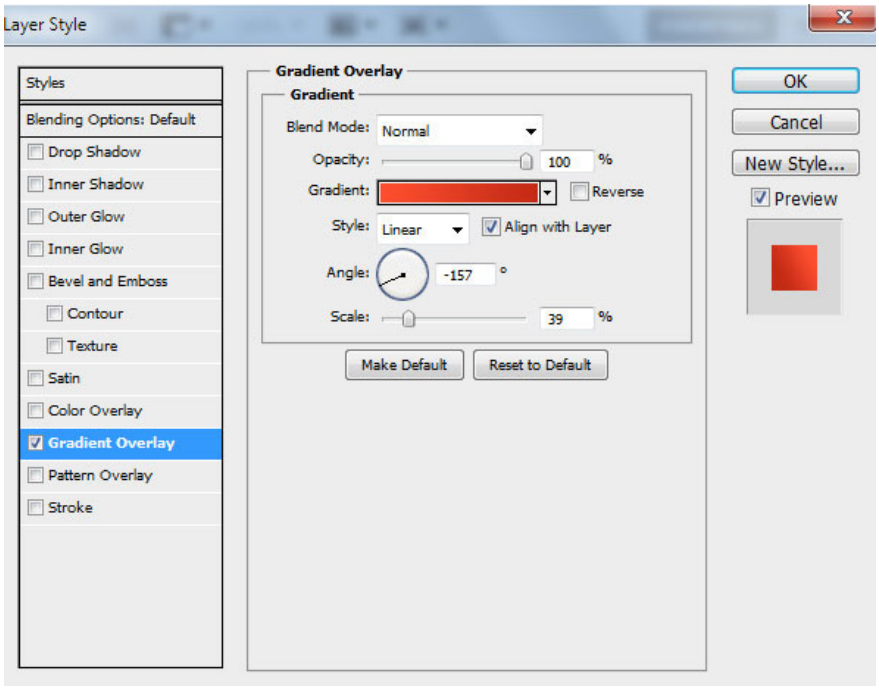
We have the following result:



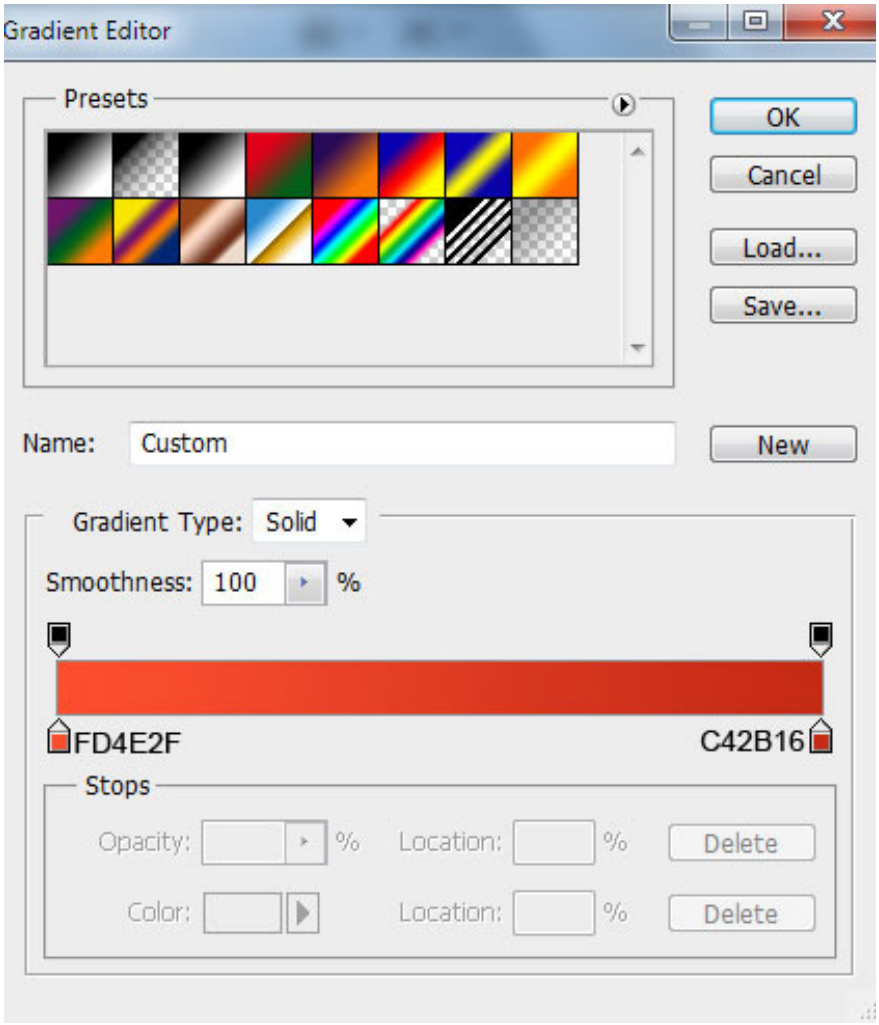
Next, draw another tetrahedron using the **Pen Tool (P)** .



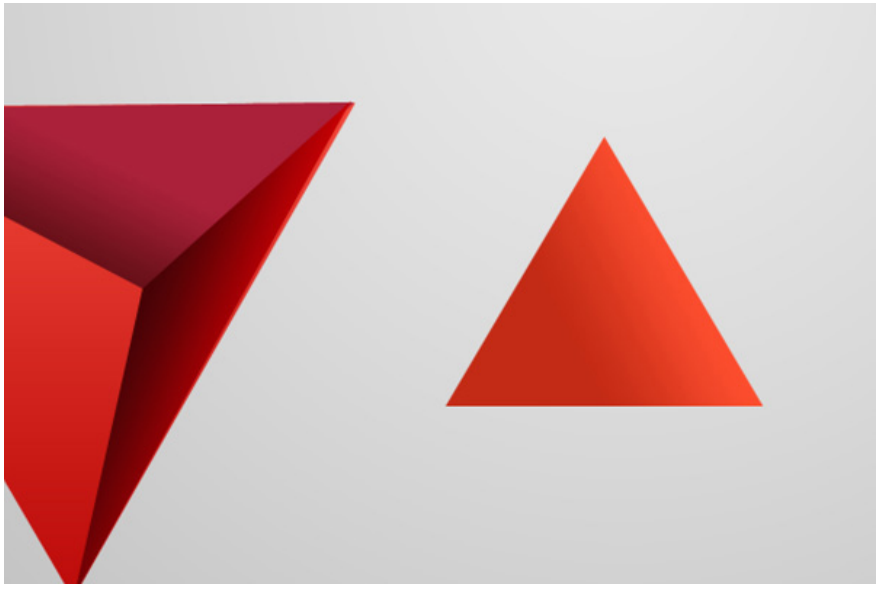
Click the Add a layer style icon in the **Layers** panel and select **Gradient Overlay** .



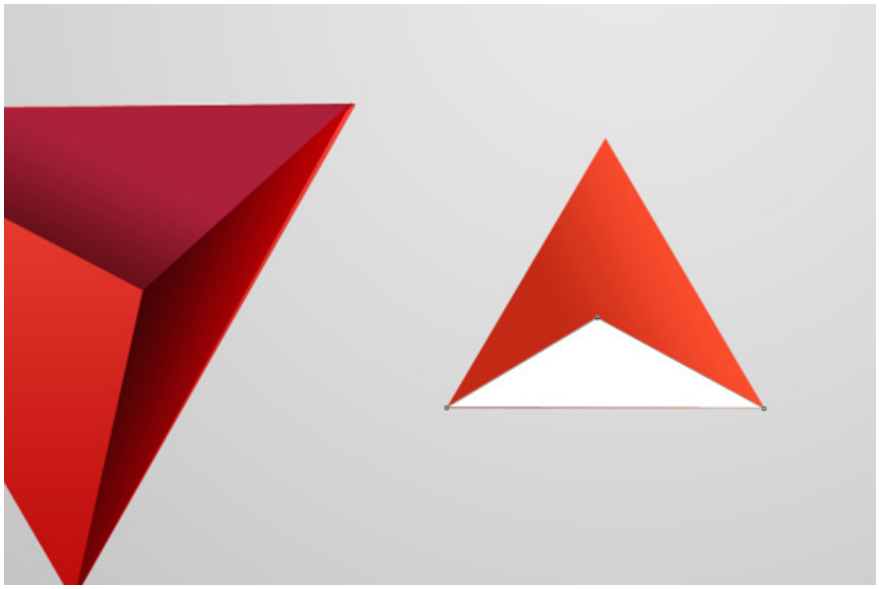
Click on the color bar to open **the Gradient Editor** and set the color stops as shown below. Press **OK to close the Gradient Editor** dialog box .



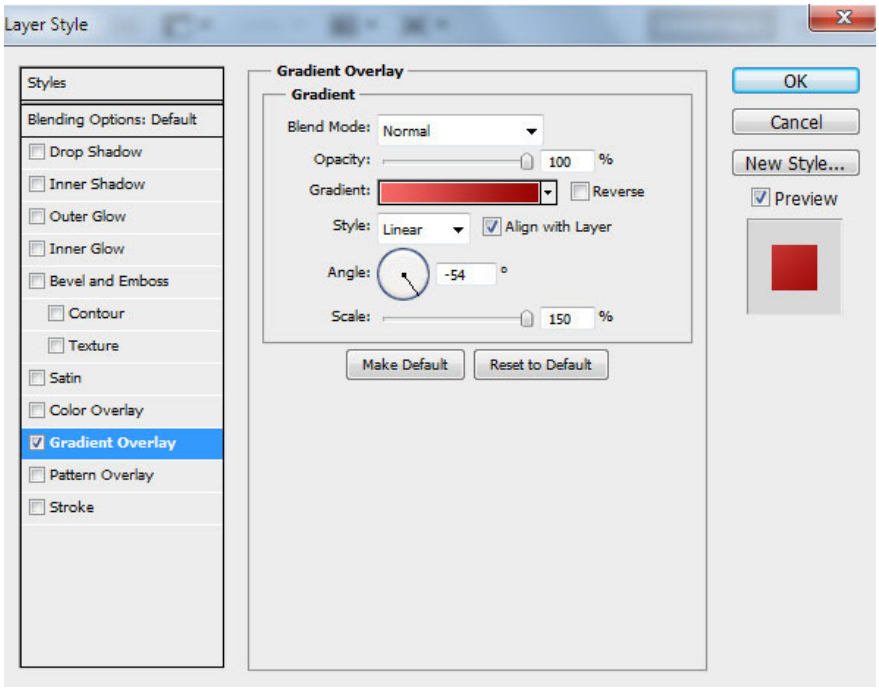
We have the following result:



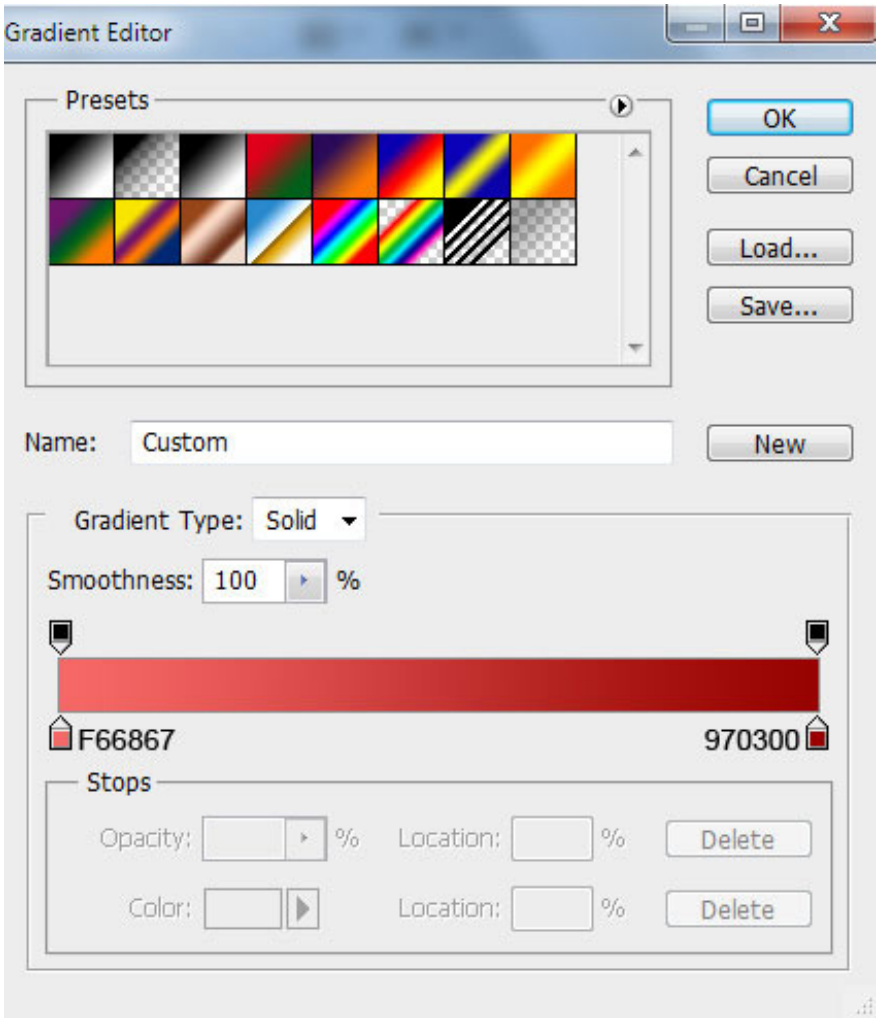
Now draw the triangle face using the **Pen Tool (P)** .



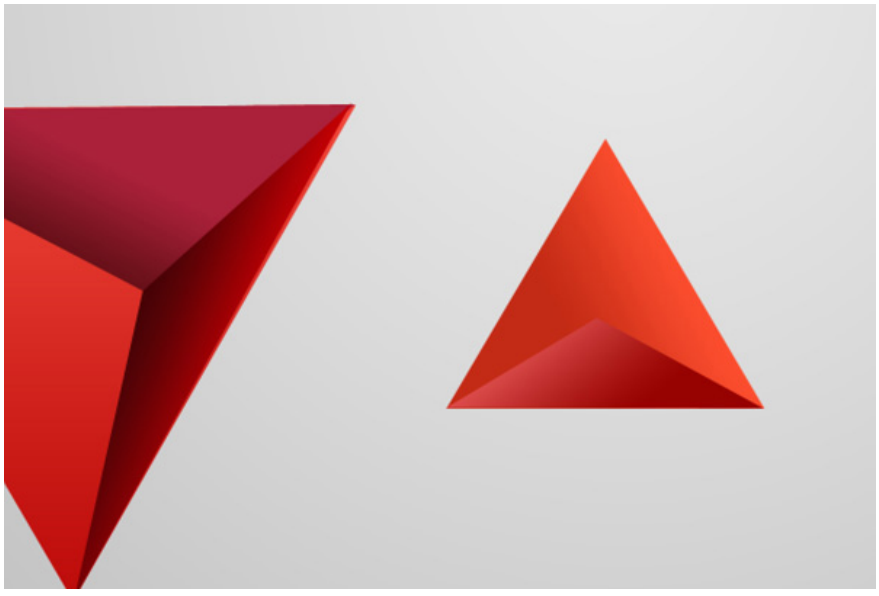
In the **Layers** panel, select **Add a layer style** and choose **Gradient Overlay** .



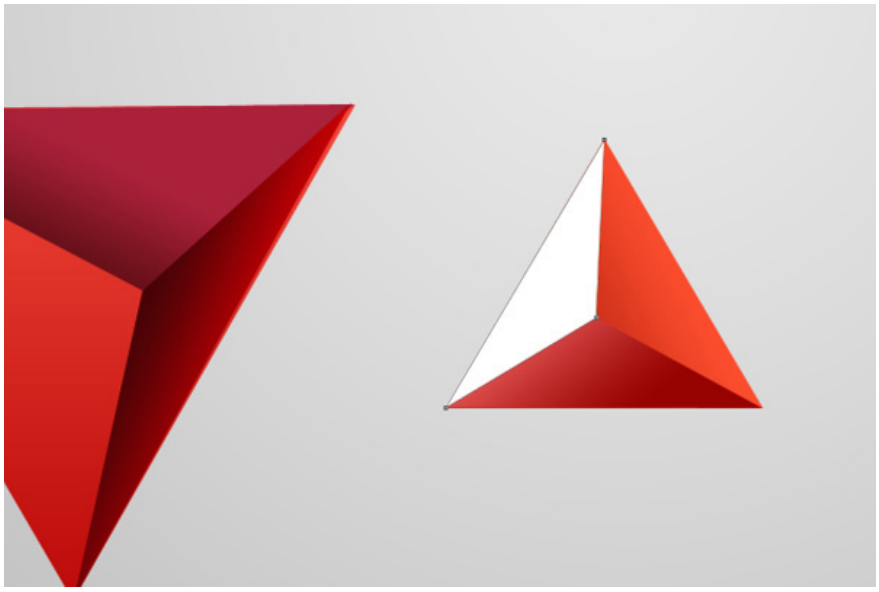
Similarly, set the color stops as shown below in **the Gradient Editor,** then click **OK** to close.



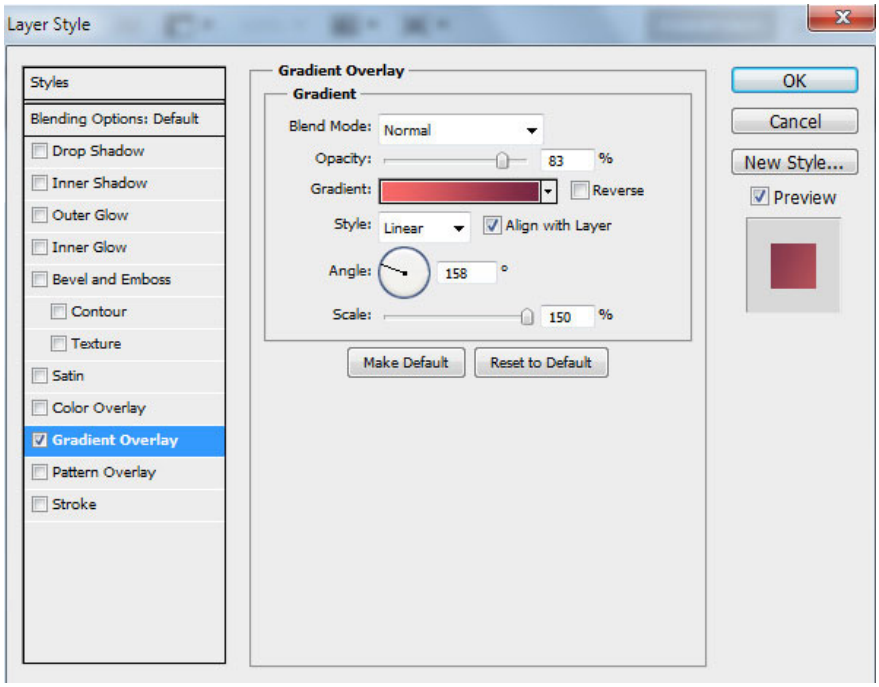
Here's the next image:



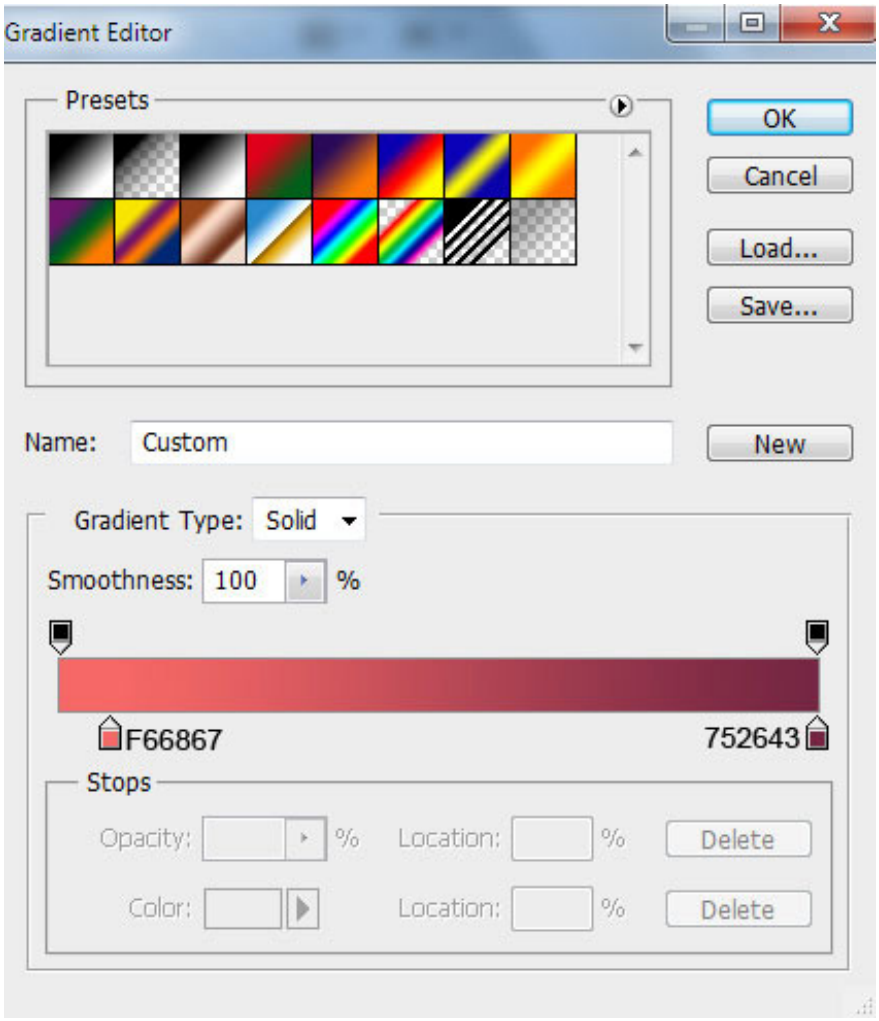
Use the **Pen Tool (P)** to create an additional triangular face for the tetrahedron.



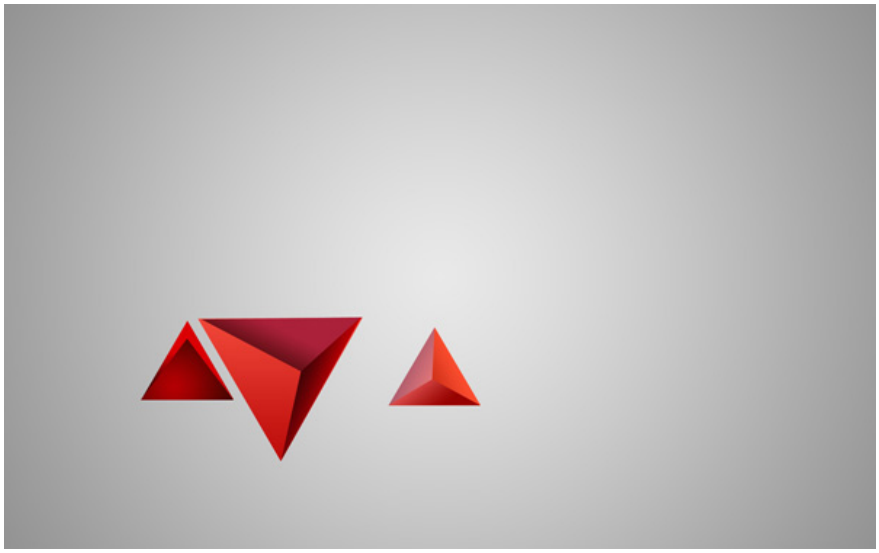
Click the Add a layer style icon in the **Layers** panel and select **Gradient Overlay** .



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

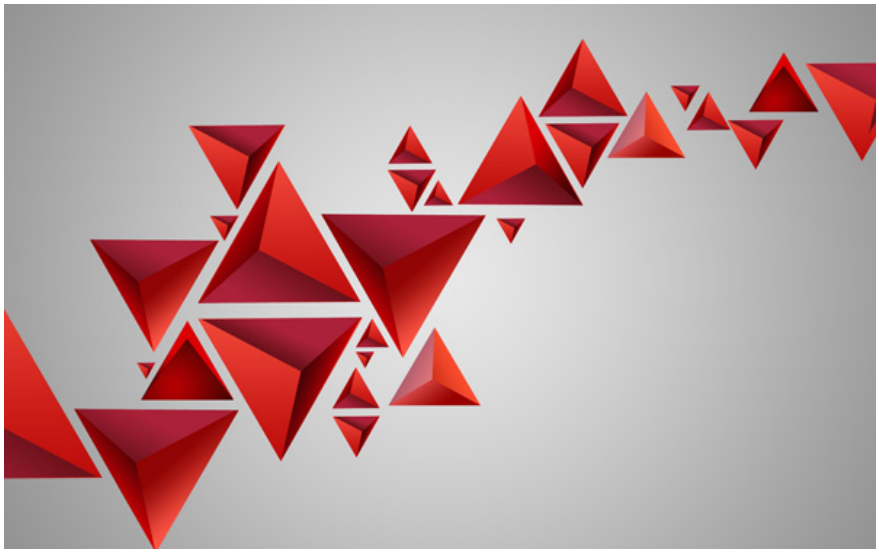


Here's the next image:



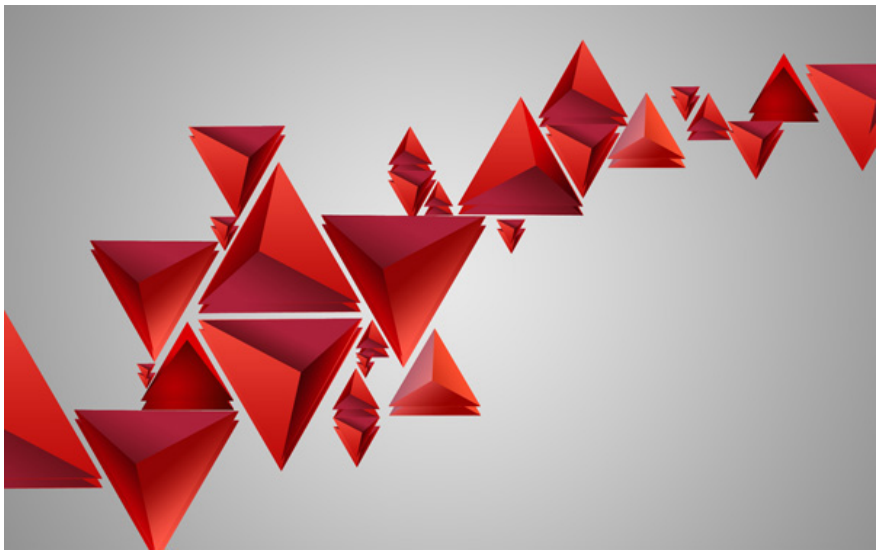
Combine all the tetrahedral layers into one group (press the **CTRL** button to select the necessary layers and hold down the left mouse button while dragging the selected layers to the **Create a new group** icon in the **Layers** panel).

Now we need to create multiple copies of that group. Make some copies the opposite direction using the **Free Transform command (Ctrl + T)** . Change the gradient color direction of the triangle faces to change the shading. The gradient color direction is reversed.

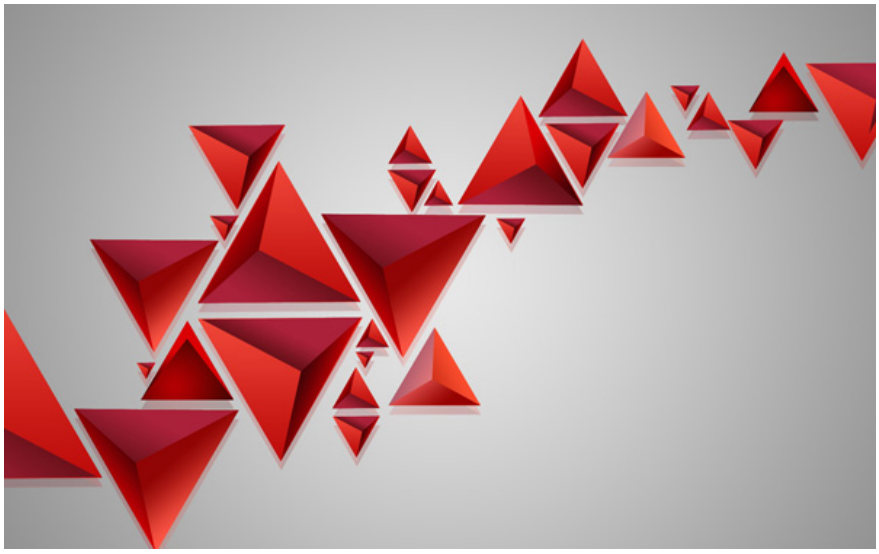


Now we need to combine all the tetrahedral groups into one (do the same as above). Create a copy of the newly created group and rasterize it. Press **CTRL + E** to **Merge Down** the layer (merge the top layer into the bottom layer) of the selected group in the **Layers** panel . The rasterized layer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

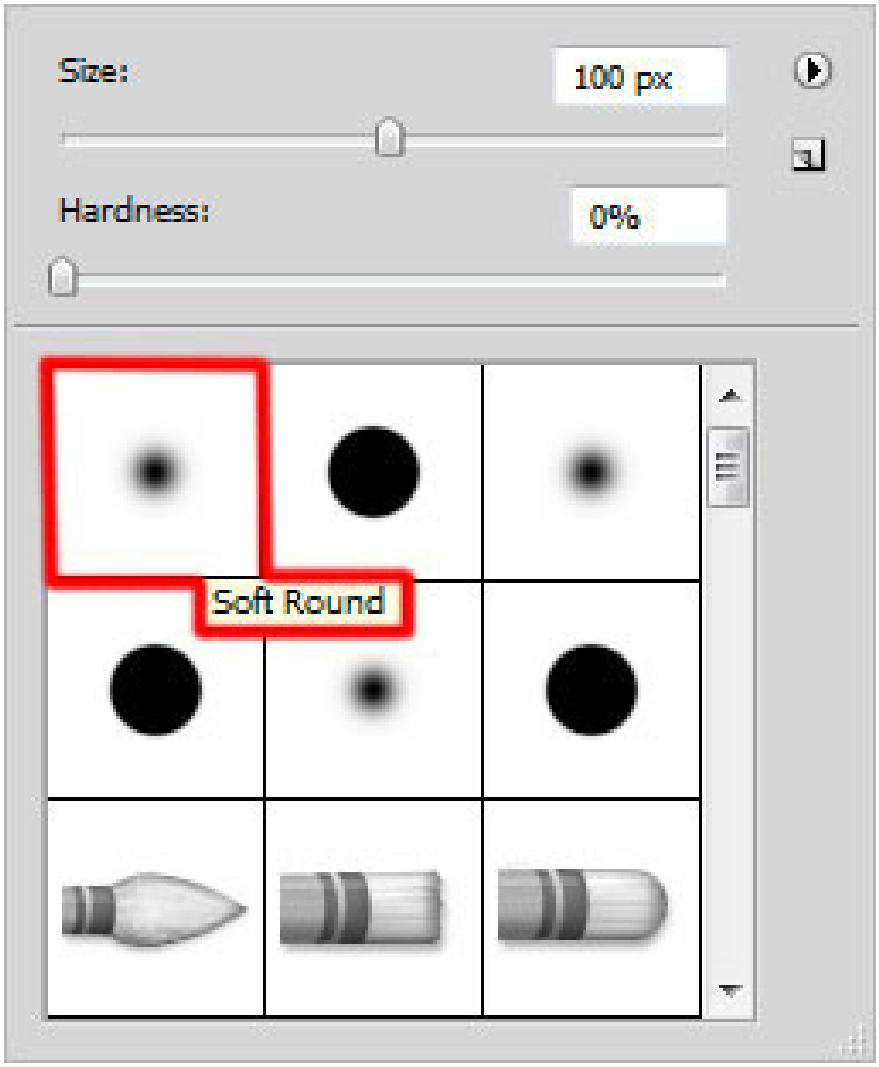
Create a copy of the rasterized layer and use the **Free Transform command (Ctrl + T)** to move the copy layer down a bit.



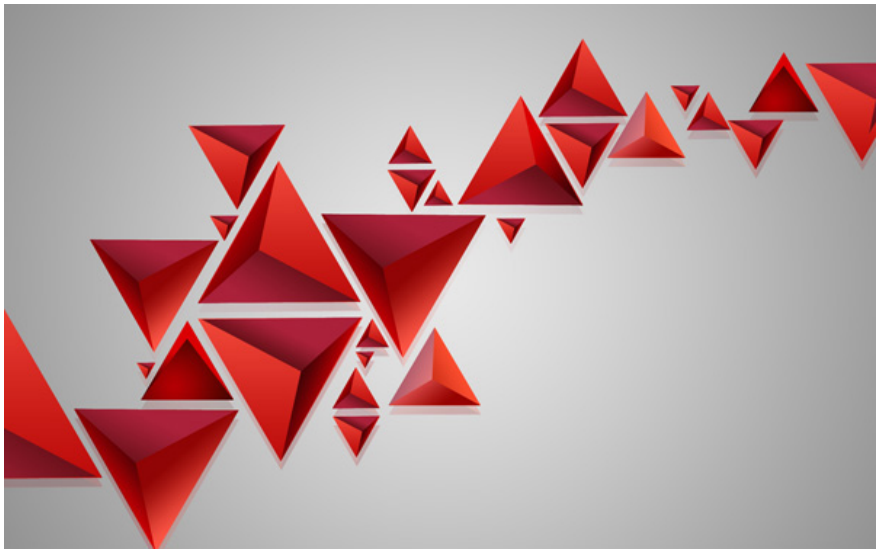
Set **the Fill** value to **20%** for this layer.



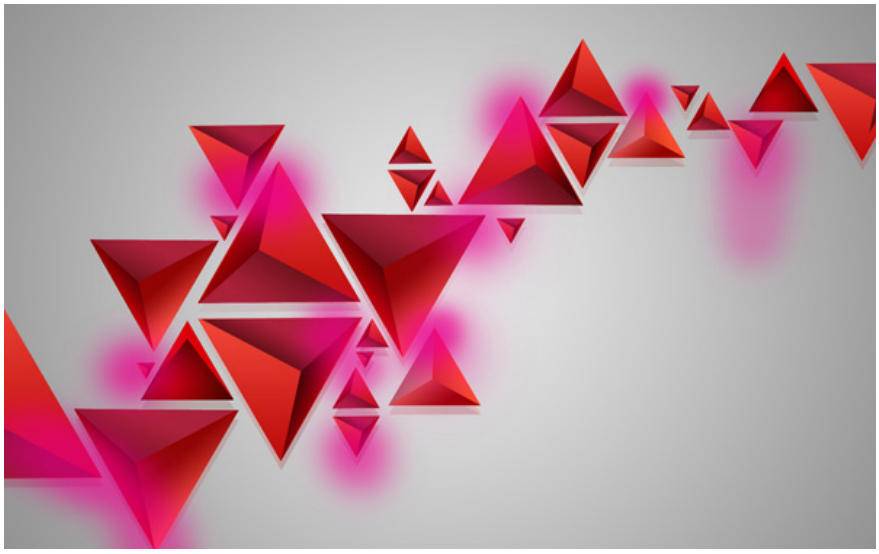
Insert a mask on this layer by selecting **Add layer mask** at the bottom of the **Layers** panel and choosing a black **Soft Round** brush (set **the Opacity** to **40%** in the **Options** bar).



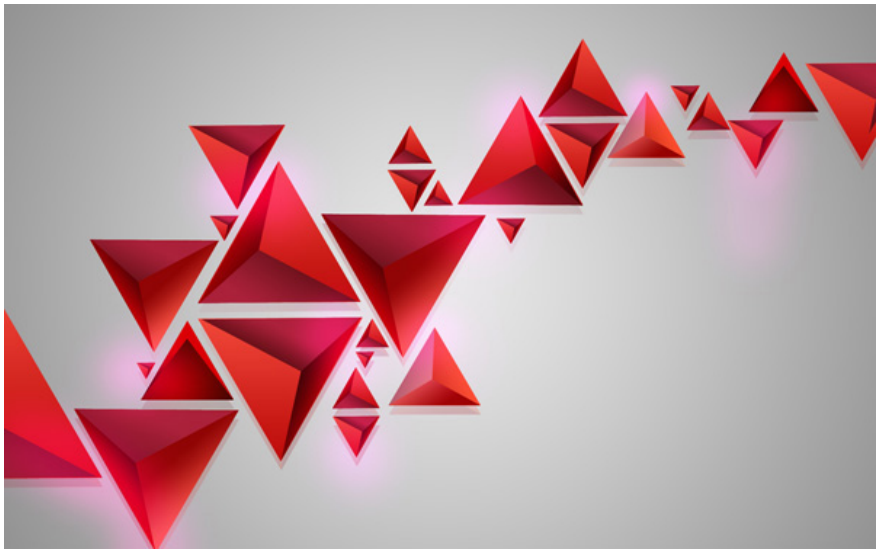
Paint the mask using this brush to hide the tetrahedral elements as shown.



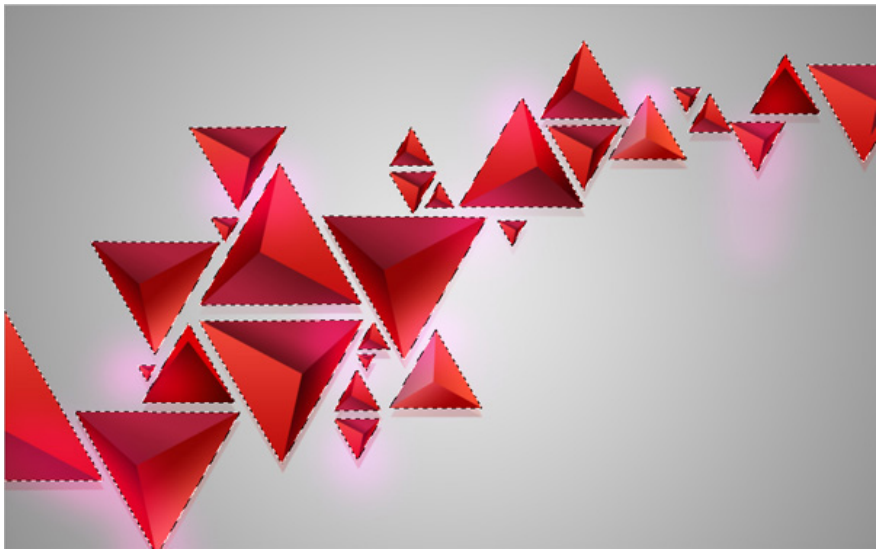
Create a new layer and select the **Soft Round** brush from **the Brush Tool (B)** . Use this brush to represent some colored dots on the tetrahedra. The brush color is **#F008D** (Brush has **an Opacity** of **30%**). The layer will be placed on top of the first group.



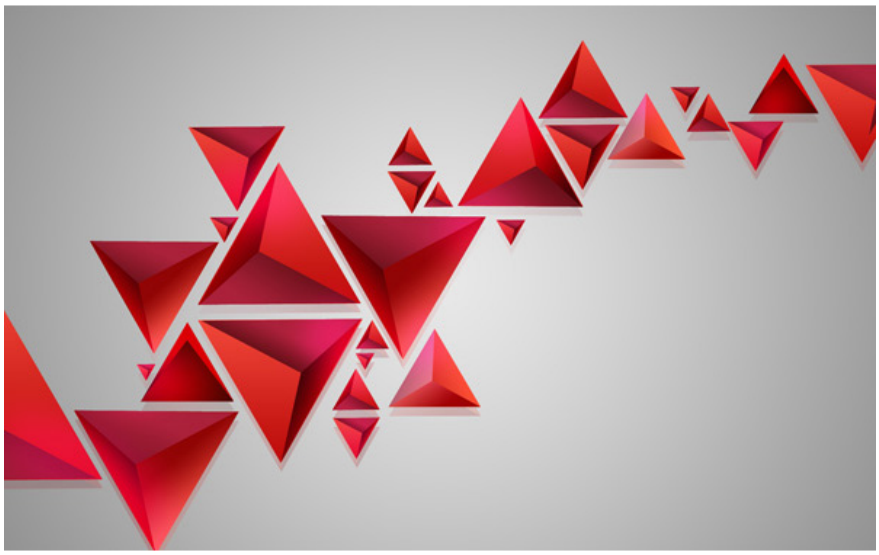
Set **the Fill** value to **40%** for this layer and change the **Blending** mode to **Linear Dodge** .



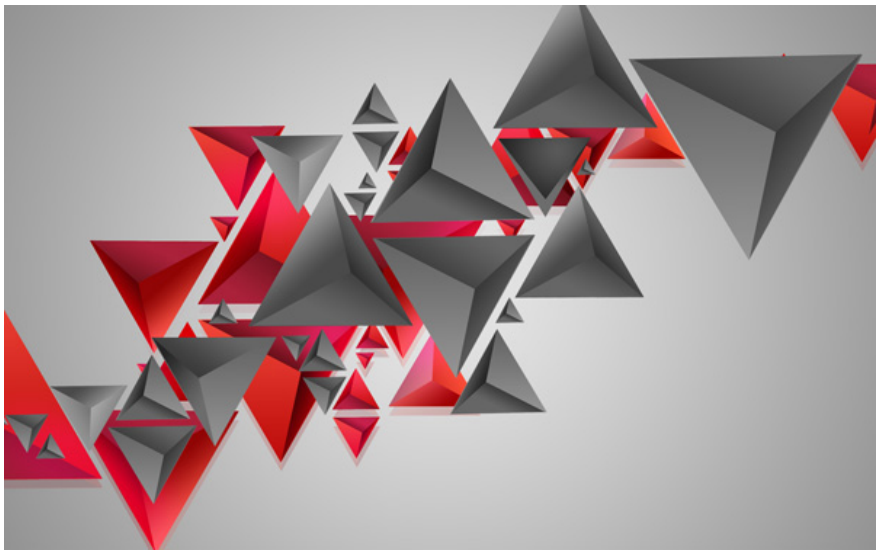
Make sure this layer is selected in the **Layers panel, hold down the Ctrl** button and click on the layer containing the tetrahedra located under the first group (without Displacement).



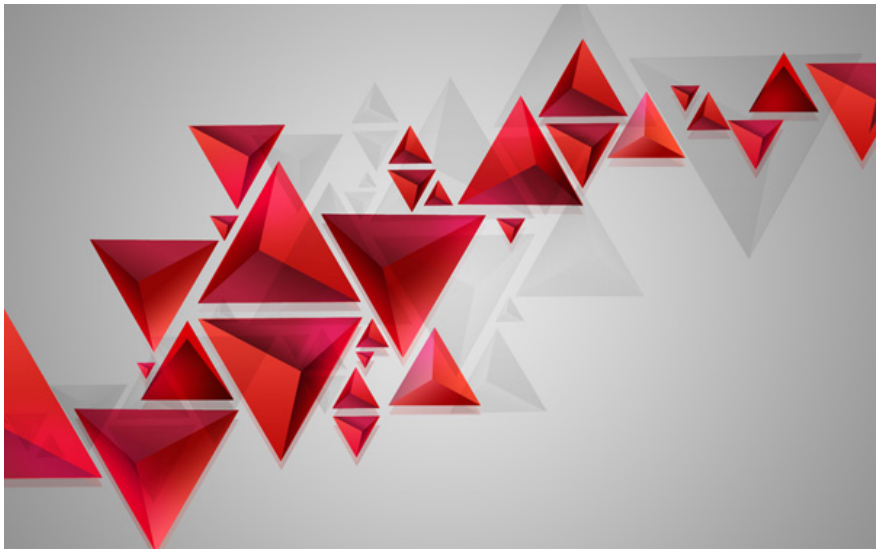
Now, on the layer using the pink brush, click at the bottom of the **Layers** panel and select **Add layer mask** . This way we will cut out the color points.



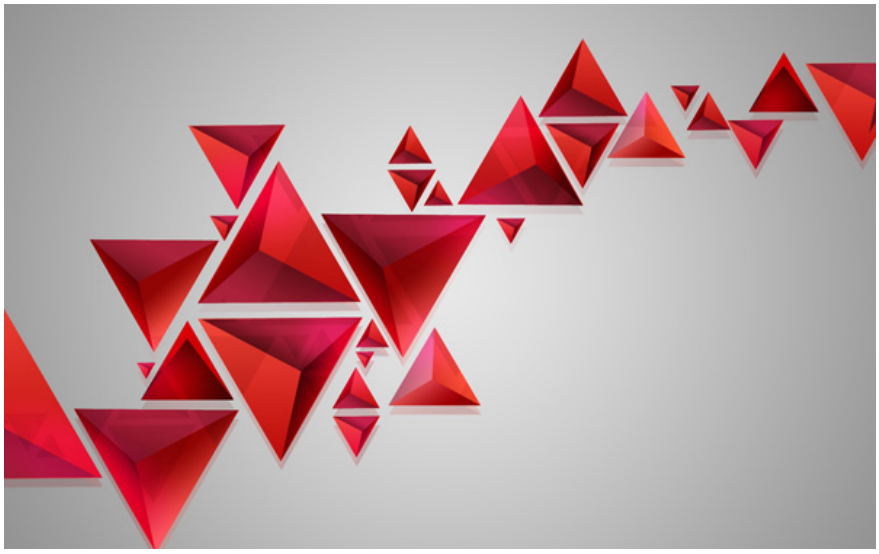
Create a copy of the rasterized tetrahedron layer. Place the copy on top of all other layers and select the **Free Transform command (Ctrl + T)** to flip the copy's layer, then use **CTRL + SHIFT + U** to **Desaturate** (convert the color image to black and white).



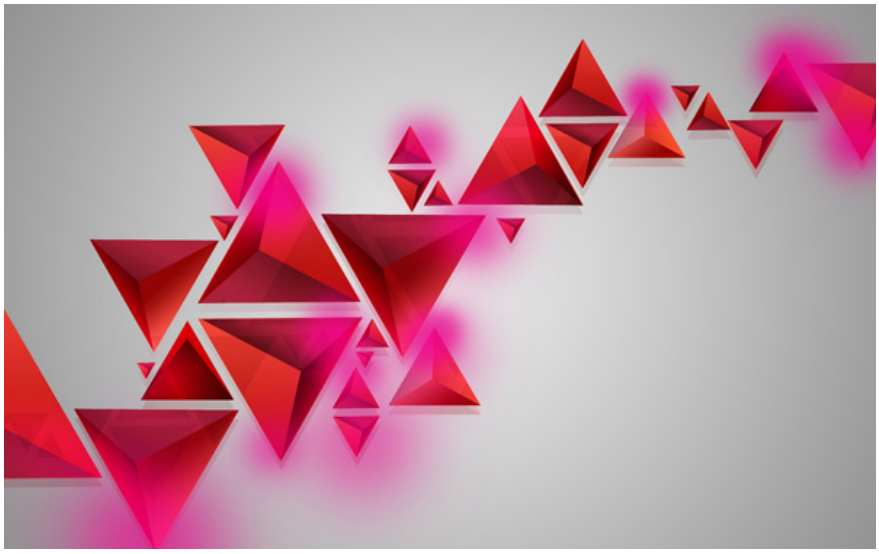
Set **the Fill** value to **14%** for this layer and change **the Blending mode** to **Subtract** .



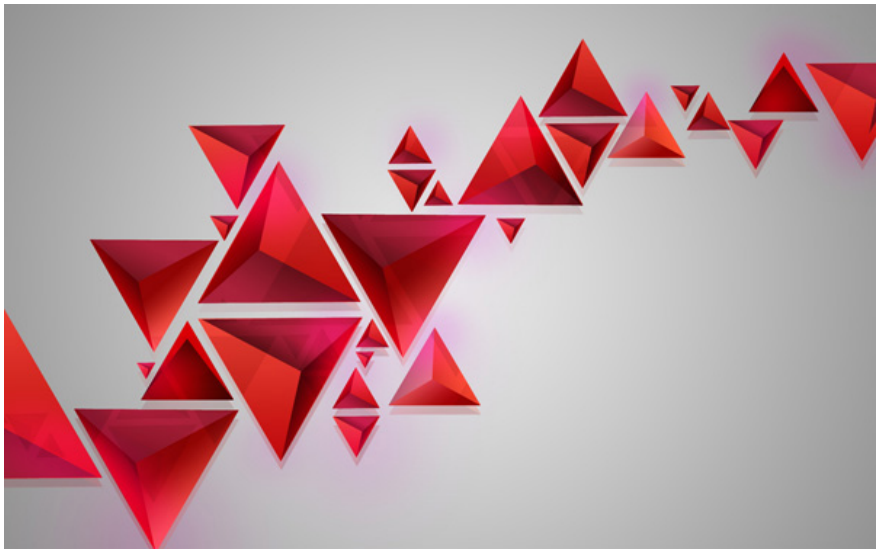
Cut out the colorless shadows behind the tetrahedra as described above by inserting a mask into the selection area.



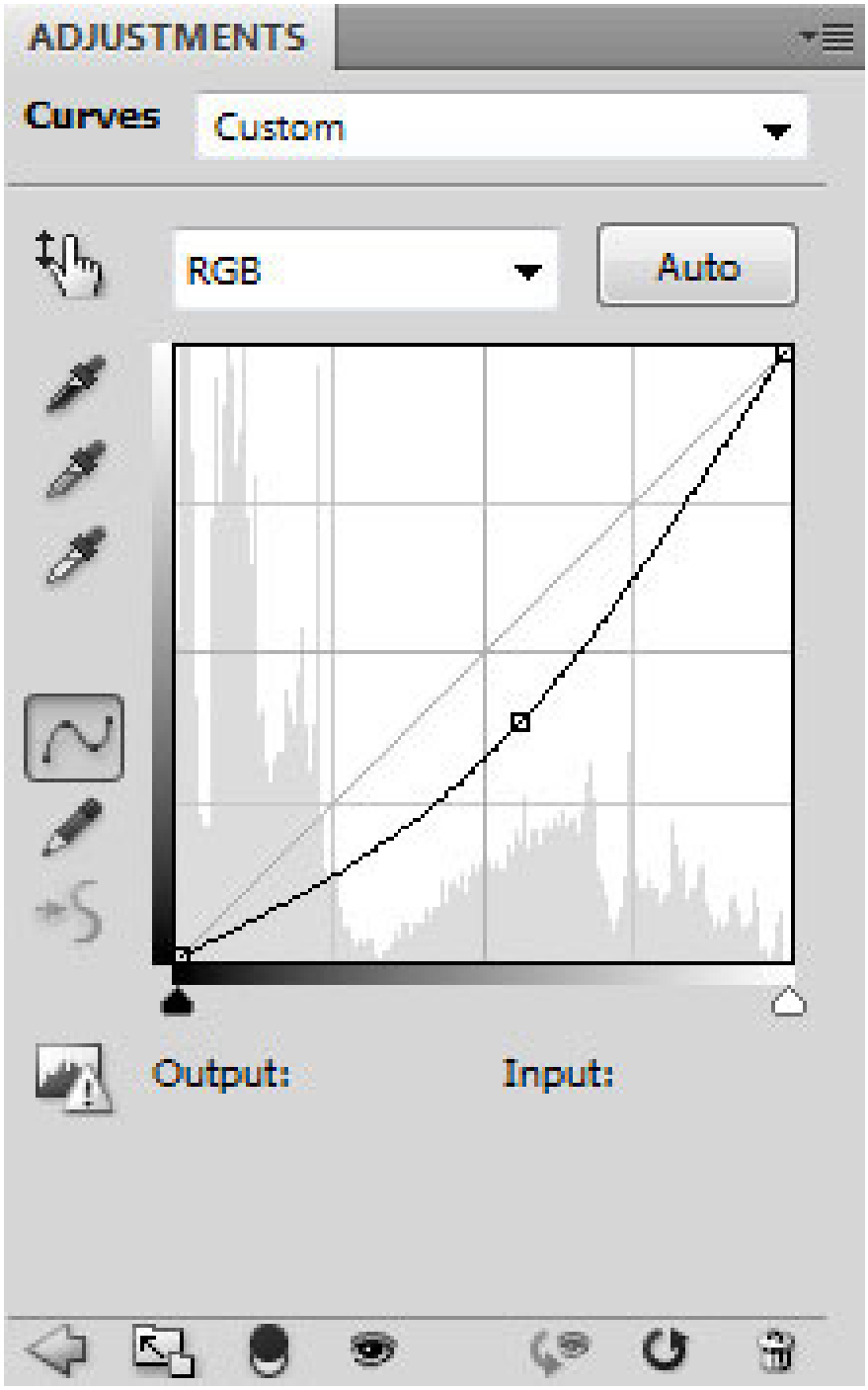
Create a new layer and use it on the Soft Round brush to render multiple dots with the color **#F008D** (brush **opacity is 30%**).



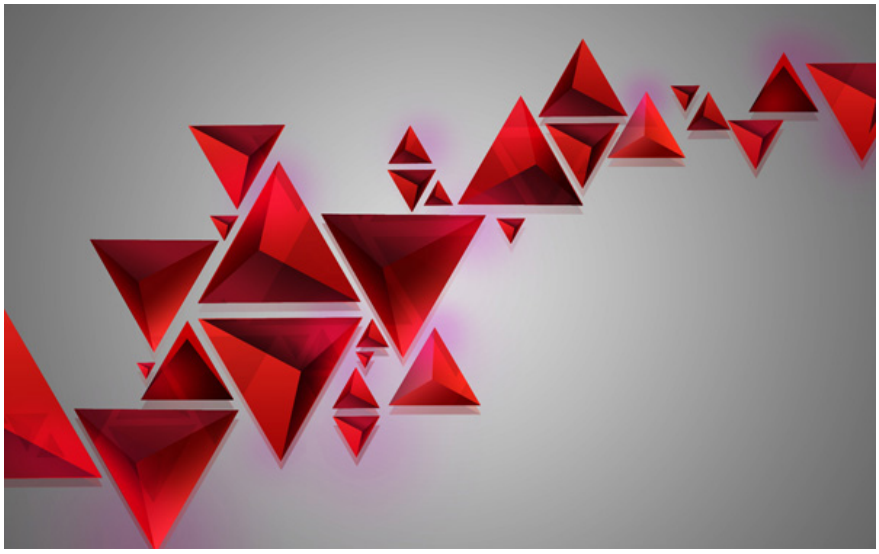
Set **the Fill** value to **20%** for this layer and change **the Blending mode** to **Pin Light** .



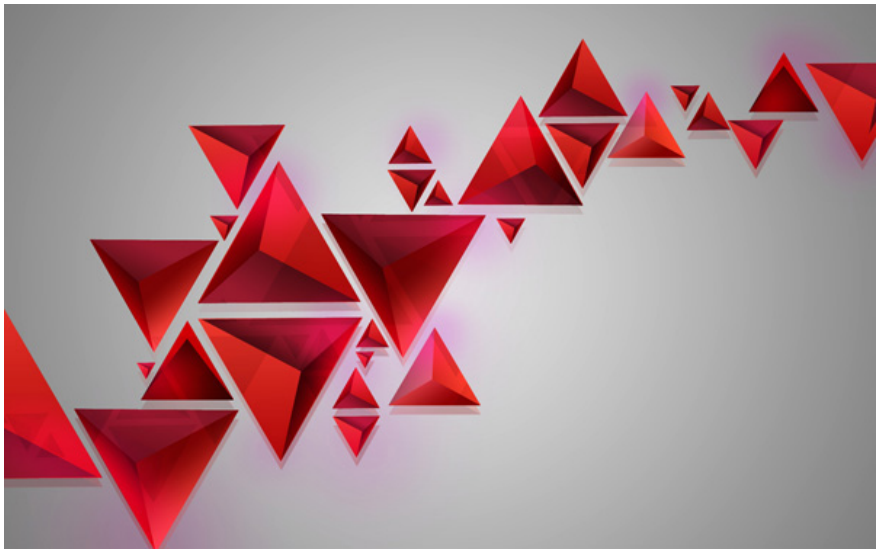
Click on **Create new fill or adjustment layer** from the bottom of the **Layers** panel and click on **Curves** to adjust the curve as shown below to make a small color modification.



We have the following result:

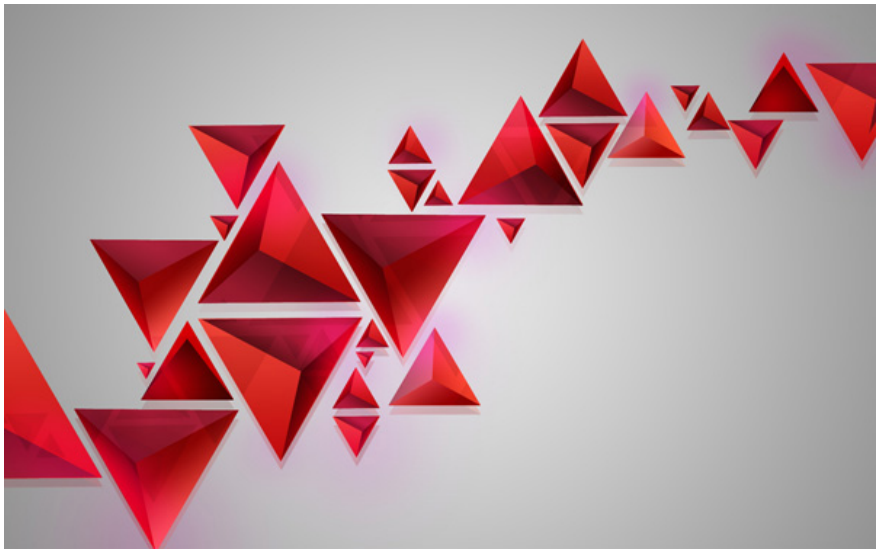


Set **the Fill** value to **45%** for this layer.

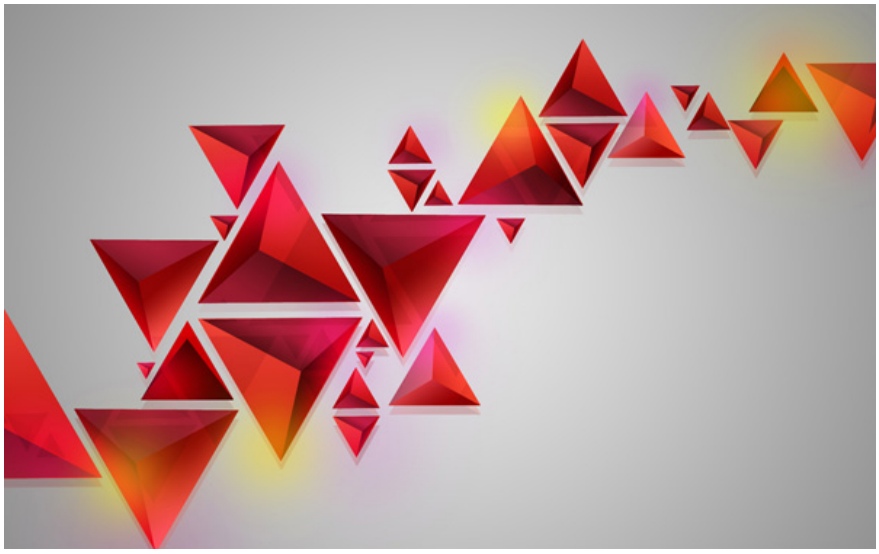


Insert a mask into this layer by selecting **Add layer mask** at the bottom of the **Layers** panel , pressing **CTRL + I** to **inverse** the mask's color, and selecting a white **Soft Round** brush (set **the Opacity** down to **65%** in **the Options bar**).

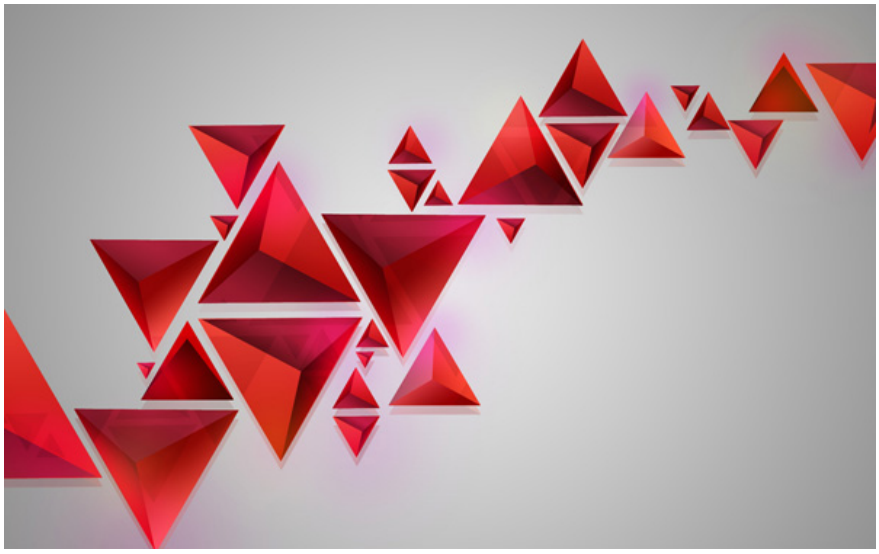
By painting the mask using this brush to hide the effect, she demonstrates smooth points on the tetrahedra.



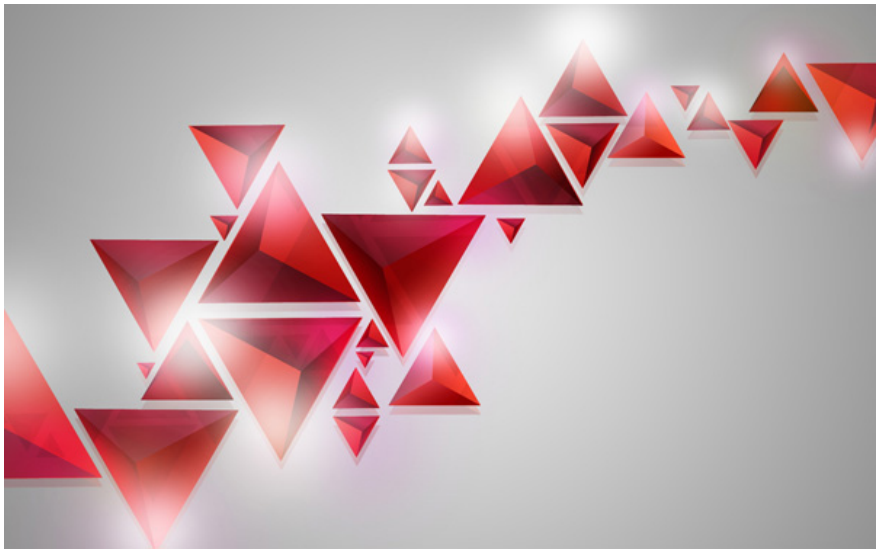
Create a new layer and use the **Soft Round** brush mentioned above to highlight with yellow (brush **opacity is 20%**).



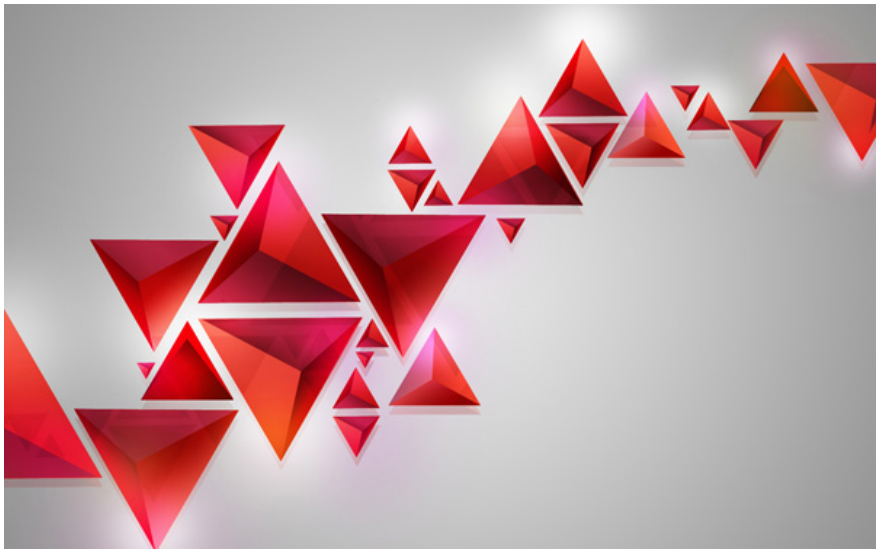
Set **the Fill** to **40%** for this layer and change **the Blending mode** to **Screen** .



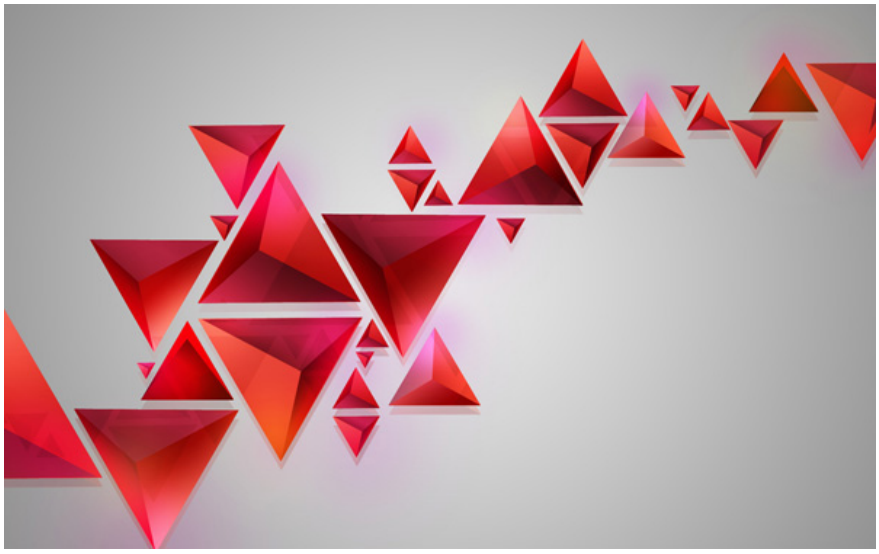
Next, we will create a new layer and select the **Soft Round** brush with white color (Brush **Opacity is 30%**) to create a highlight on the tetrahedra.



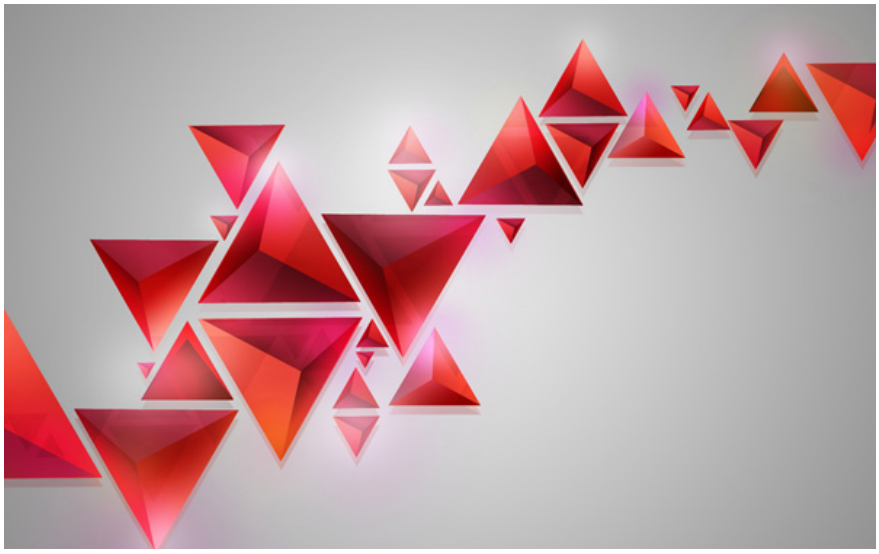
Set **the Fill** to **50%** for this layer and change **the Blending mode** to **Hard Mix** .



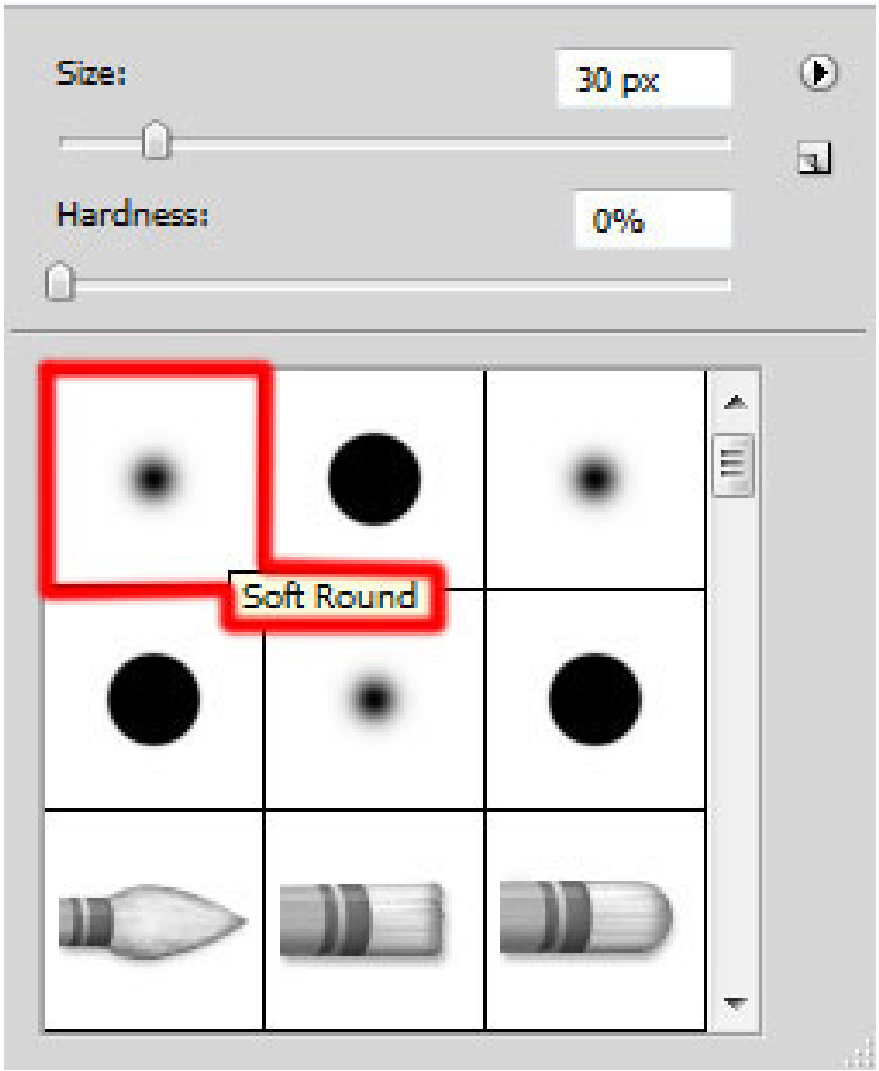
Make sure this layer is selected in the **Layers panel ,** then press **Ctrl** and click on the rasterized layer of the tetrahedron (we will get a selection area) and insert a mask onto this active layer. The white highlights are cut off.



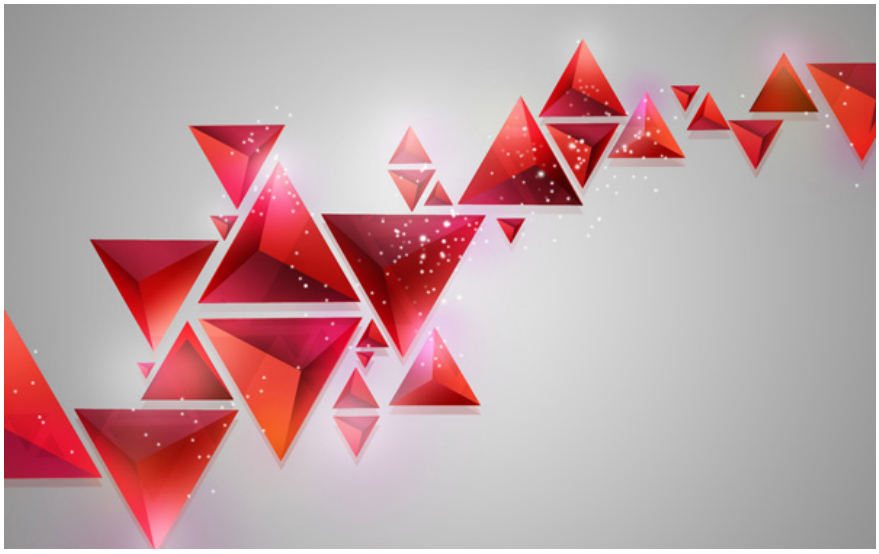
Create a new layer and use the **Soft Round** brush mentioned above. Select a white brush (the brush **opacity is 15%** to show the luminescence emanating from the tetrahedra).



Finally, create a new layer and apply a white **Soft Round** brush to create multiple dots of varying diameters.



We have the final image:



Download the Layered PSD file for free .

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4. Photoshop CS6 Tutorial (Part 4): Creating a Dissolving Effect
5. Photoshop CS6 Tutorial (Part 5): Creating a Christmas Card with Snowflakes on a Red Background