Homework 2 - **Shade**

Ps   File   Edit   Image   Layer   Type   Select   Filter   3D   View   Window   Help

Sample Size: Point Sample   Tolerance: 10   ☑ Anti-alias   ☑ Contiguous   ☑ Sample All Layers   Refine Edge...   Essentials

HW 2.psd @ 51.3% (Bezel, RGB/8) * ×

Layers   Channels   Paths

Kind

Normal   Opacity: 100%

Lock: ☒ ☑ ✦ ☒   Fill: 100%

Bezel

Inner Form

Slot Detail

Grip

Shade

Outer Body

Outlines

51.32%   Doc: 3.86M/61.4M

Mini Bridge   Timeline
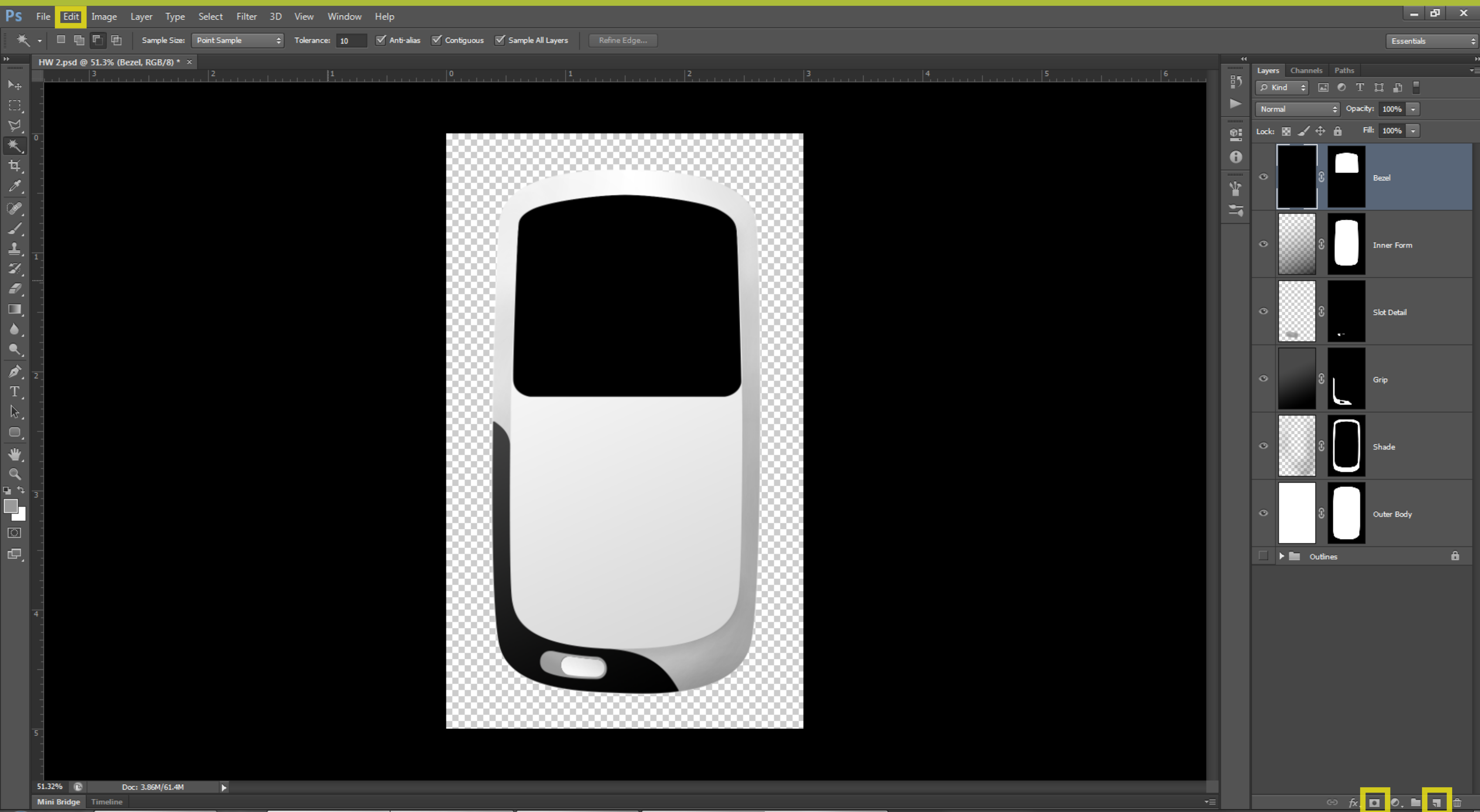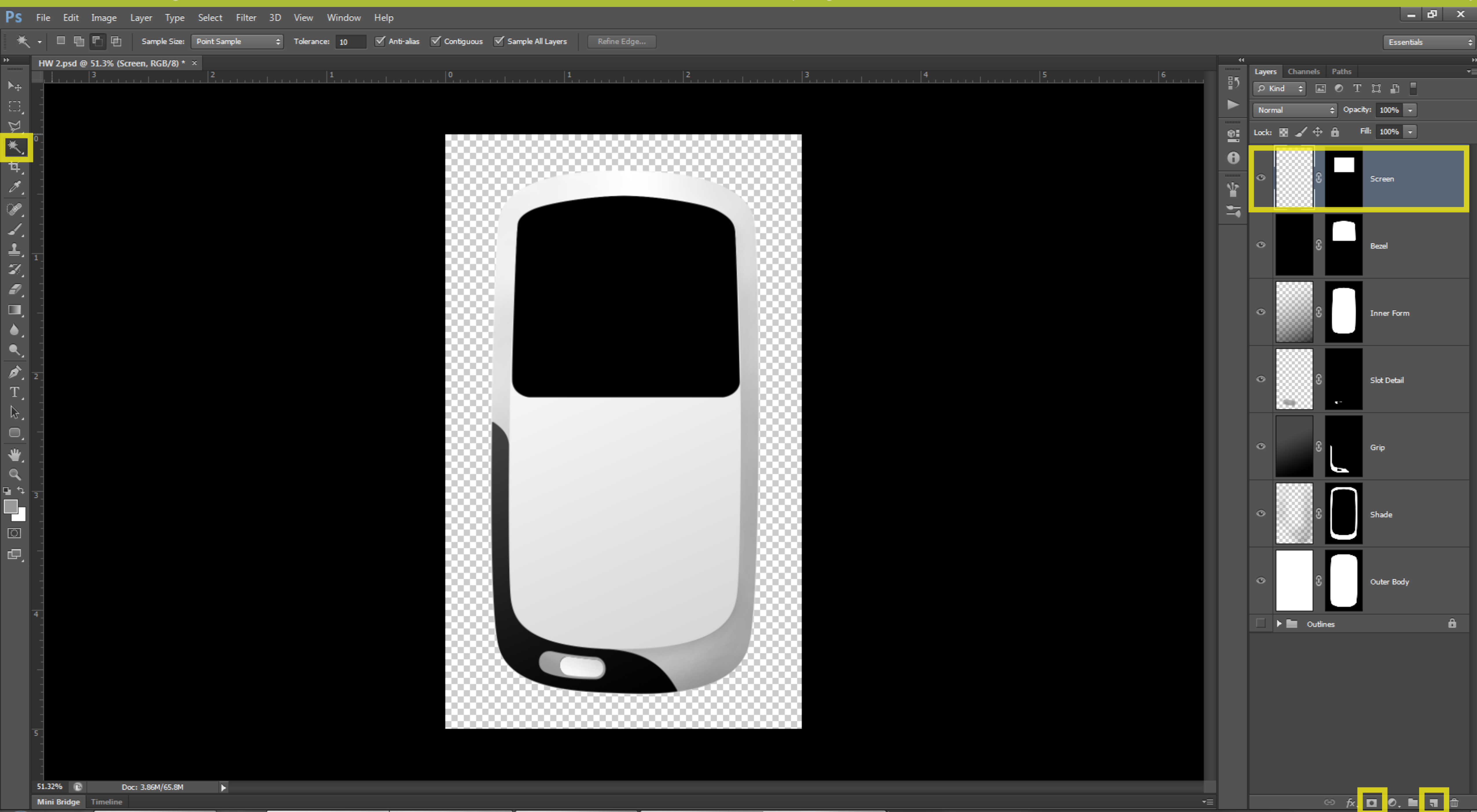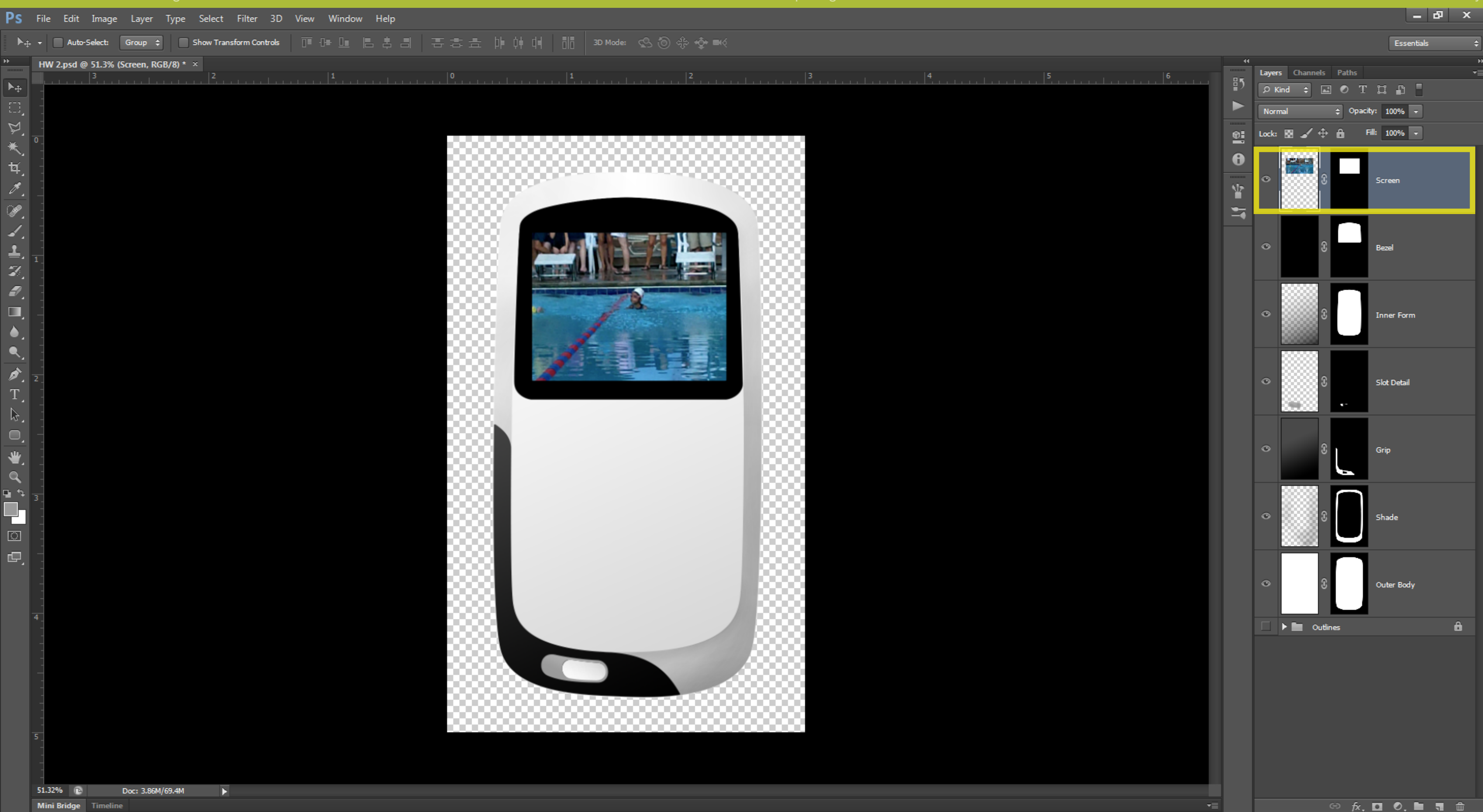
Create a new layer and a layer mask using the active selection. Use the *Edit > Fill...* command to paint the layer black.
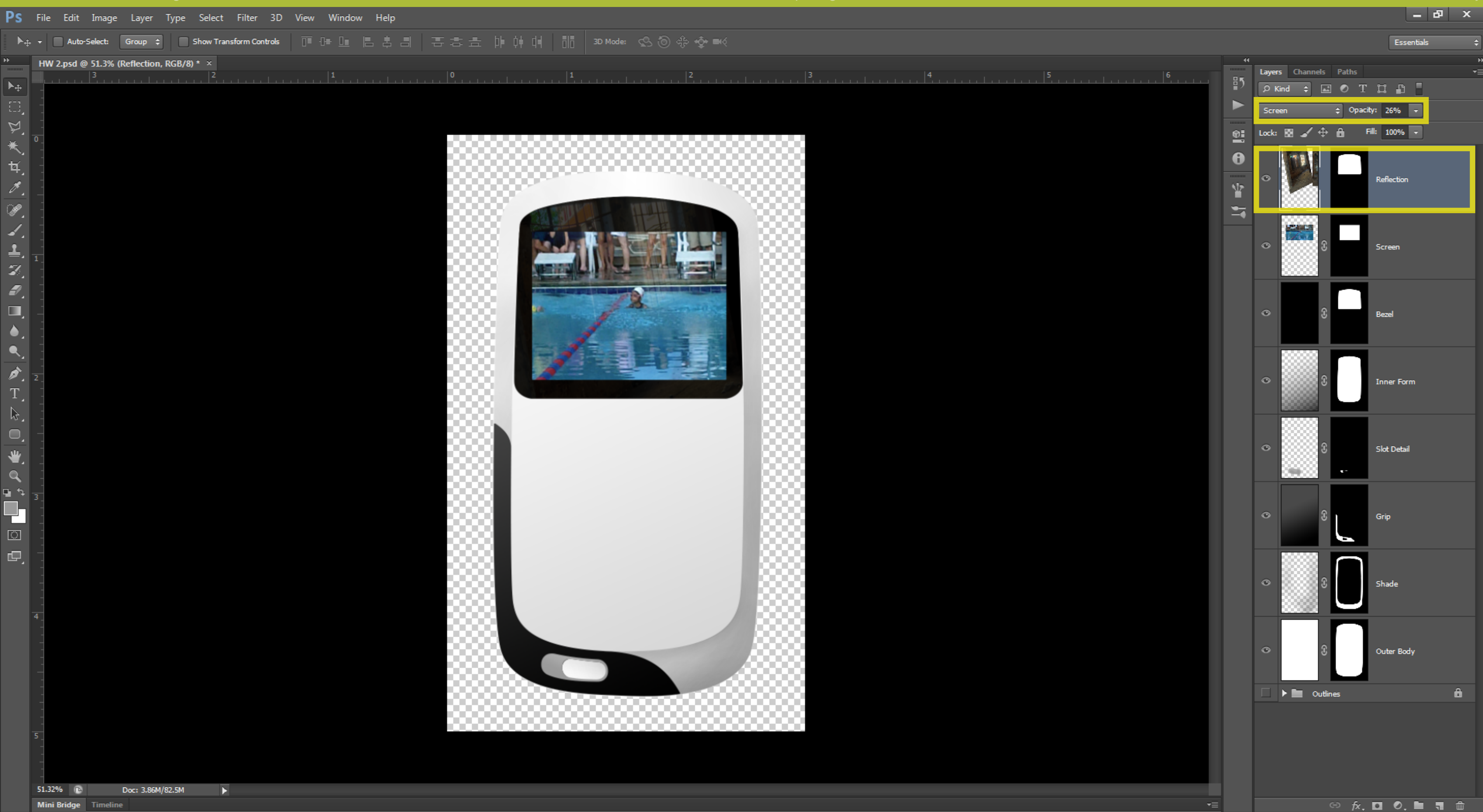
Make a new selection for the display of the device and create a new layer and a layer mask. Place the *'Screen'* layer above the *'Bezel'* layer in the *Layers Panel.*

Drag and drop or copy and paste an image in the *'Screen'* layer. Move and position it in the middle of the display. Press *Enter* to accept the changes. The layer mask crops the image to the size of the display.

Repeat the previous step to place an image in the *'Bezel'* layer. For best results, use an image that has distinct bright and dark areas (like a picture of windows taken from inside the room). Reduce the layer opacity and change the mode to *Screen* from the drop down menu above the *Layers Panel.*
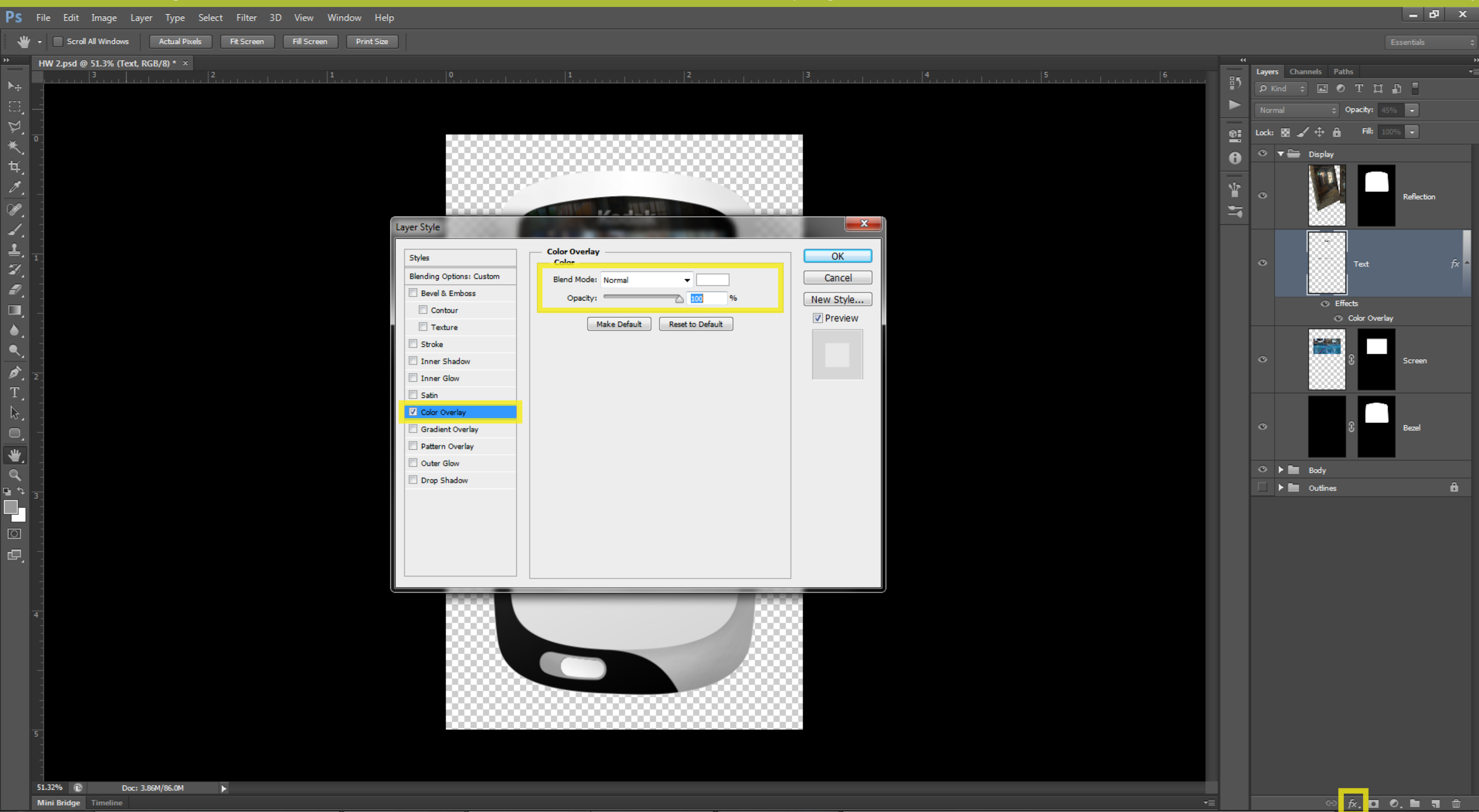
Copy the layers containing the text from the *'Outline'* folder and paste it under the *'Bezel'* layer. With the layer selected, click on the *fx* button at the bottom of the *Layers Panel* to bring up the *Layer Style* dialog box. Apply a *Color Overlay* and choose white color. Reduce the opacity to an appropriate value.

Ps | File | Edit | Image | Layer | Type | Select | Filter | 3D | View | Window | Help

HW 2.psd @ 51.3% (Recess, RGB/8) *

Kodak

waterproof 3meters

Layers | Channels | Paths

Recess

Display

Body

Outlines
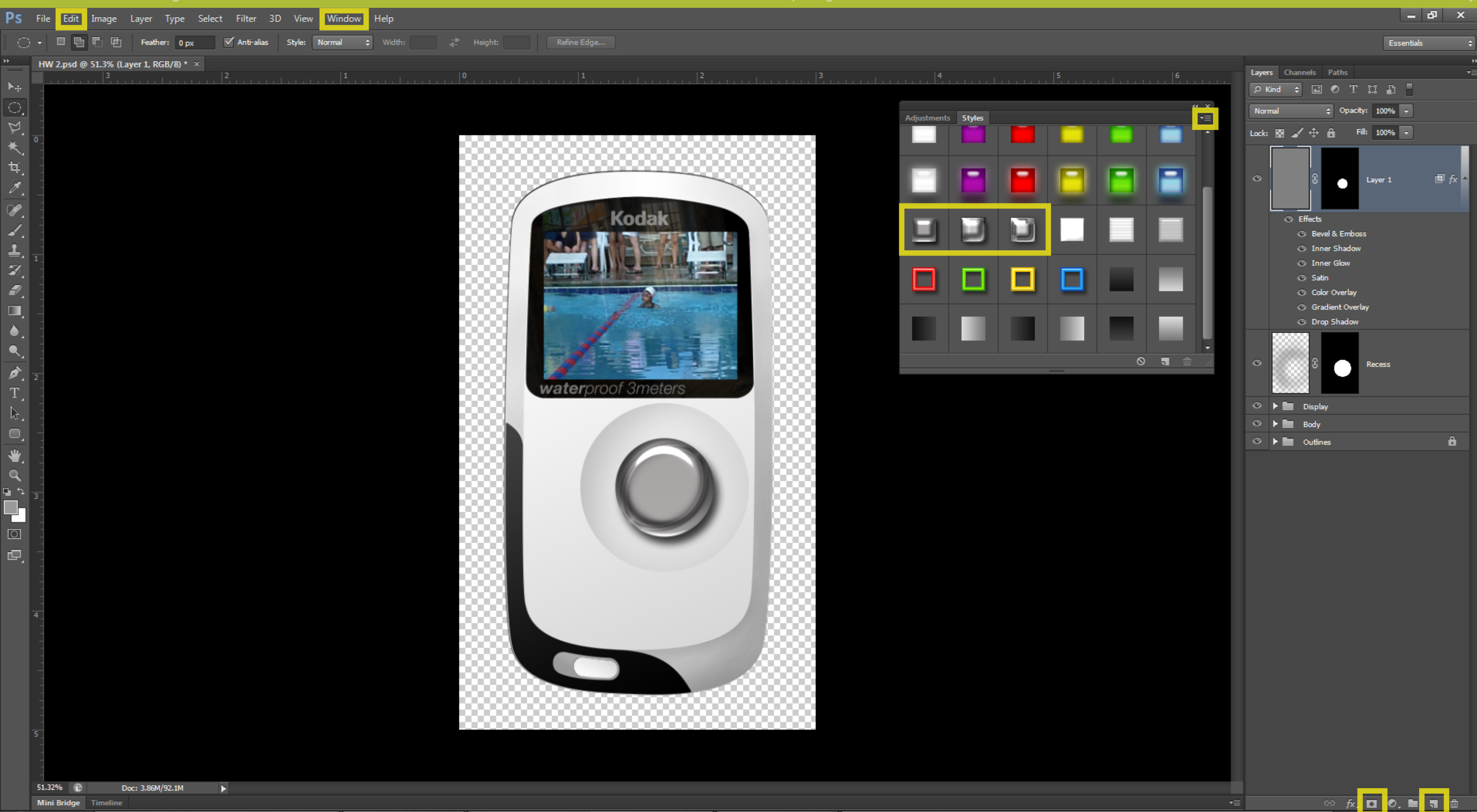
51.32% | Doc: 3.86M/87.3M

Mini Bridge | Timeline

Follow previous steps and create a layer with a layer mask for the circular recess that holds the buttons.
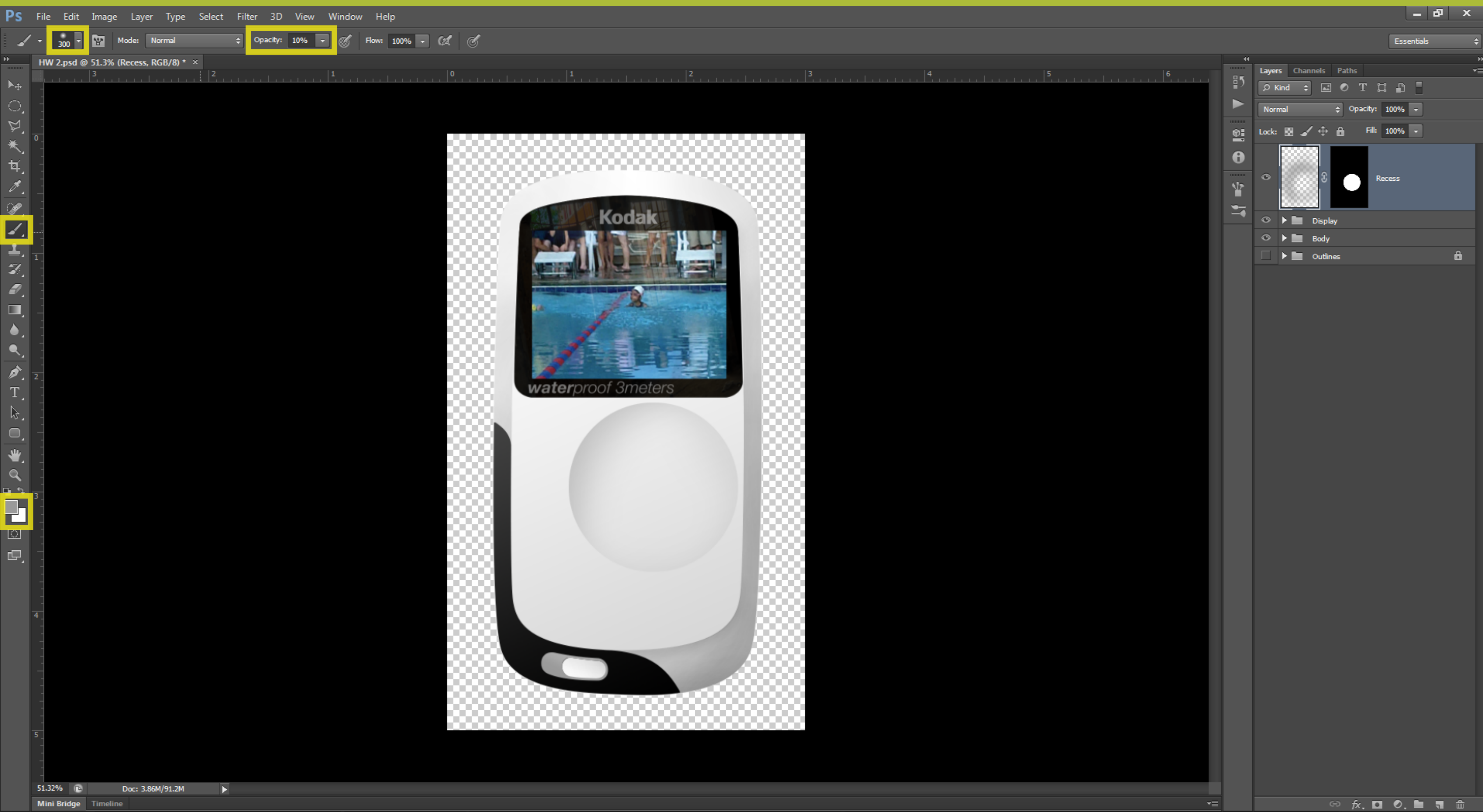
Using a large soft brush tip with low opacity settings, paint in the '*Recess*' layer to create a shadow in the upper left side.

Create a layer and a layer mask for the chrome ring around the buttons. Choose *Edit > Fill…* and fill the layer with a neutral gray. Bring up the *Styles* panel from the *Window* menu. In the *Styles Panel*, click the arrow in the top right and choose *Web Styles*. Choose a chrome style from the list, the style is applied to the active layer.
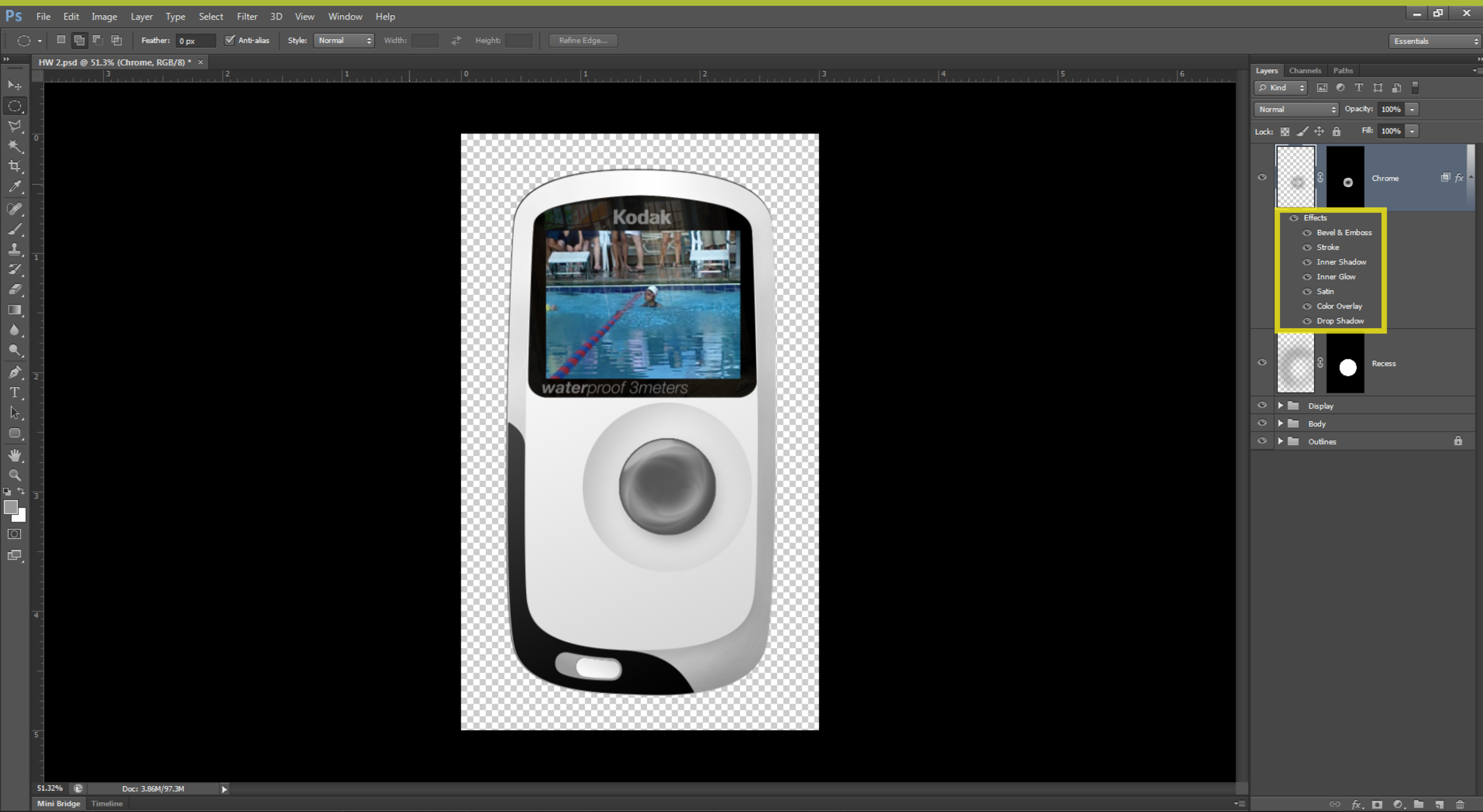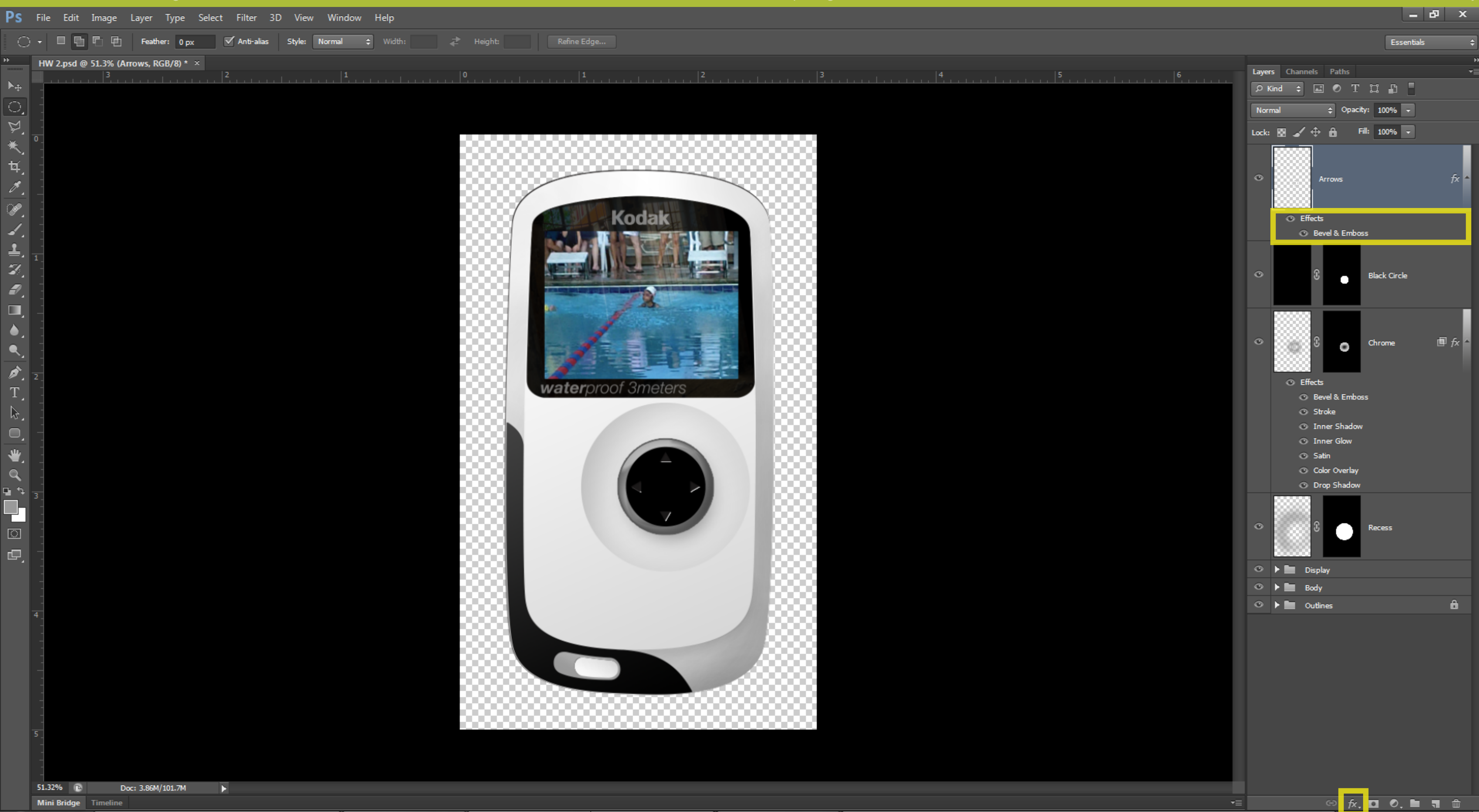
You can double click on the individual effects in the *Layers Panel* to change the settings to better suit the device's appearance.
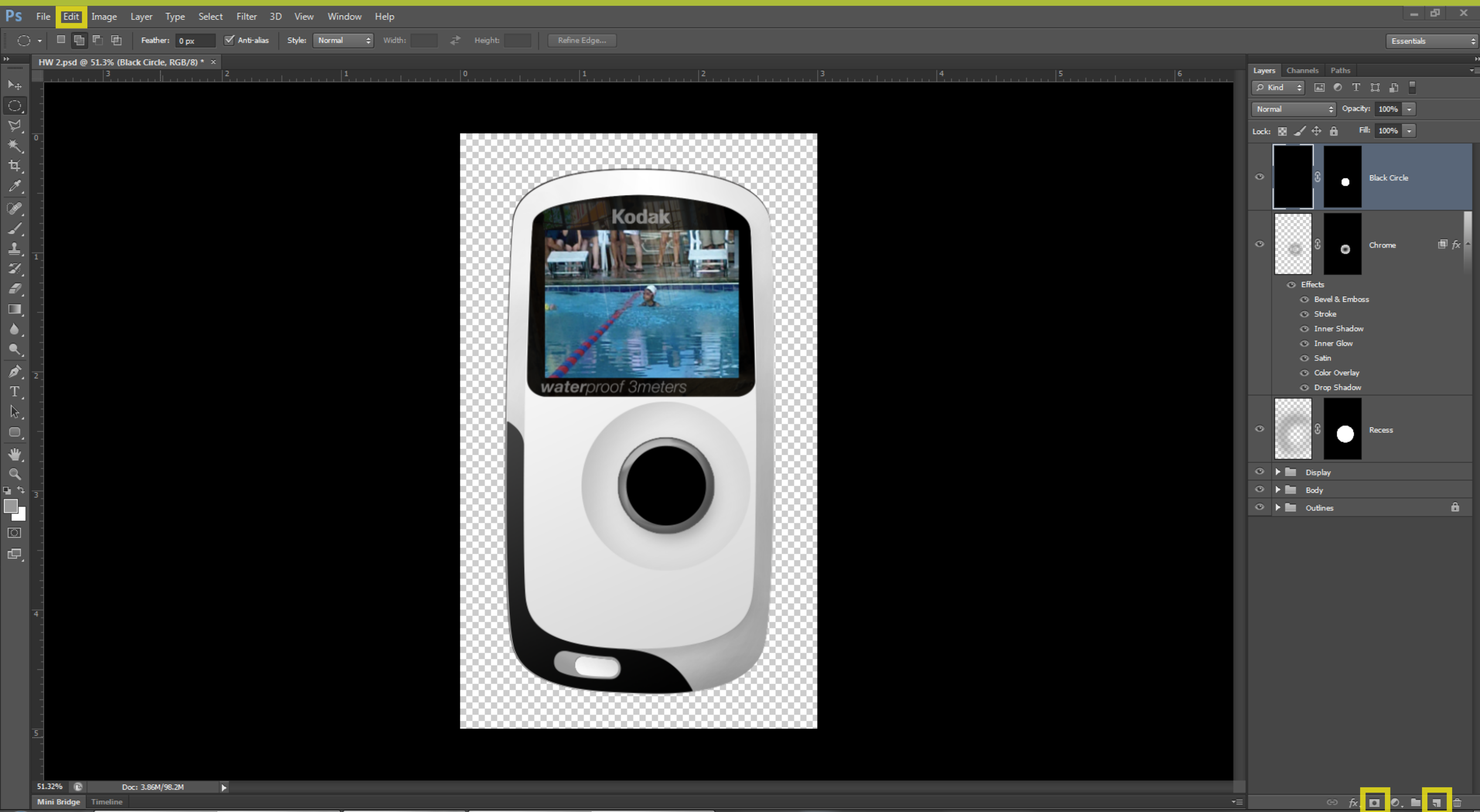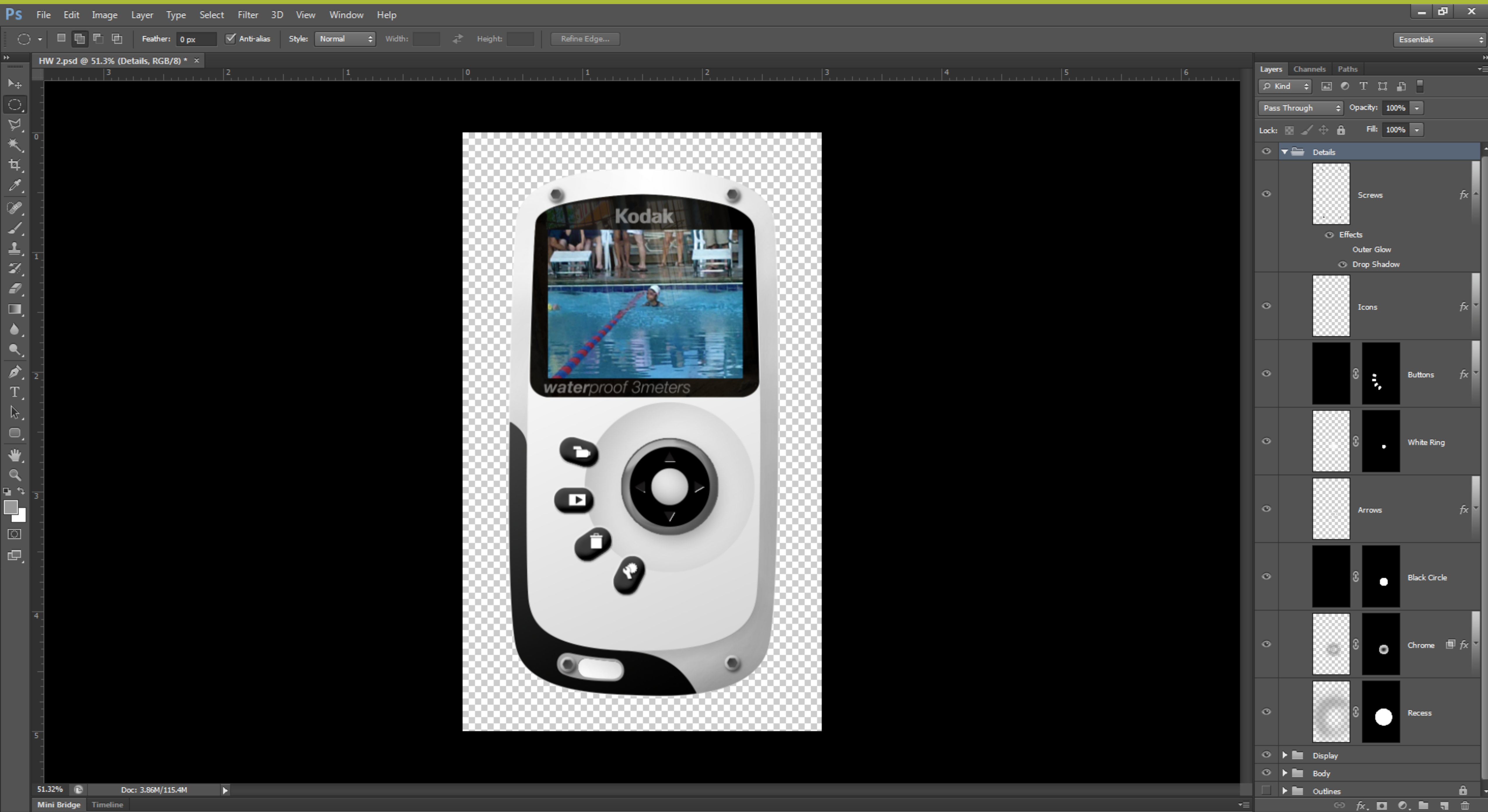
Create a black fill layer with a layer mask for the directional arrow buttons.

Copy the arrows from the *'Outlines'* folder paste it on top of the *'Black Circle'* layer in the *Layers Panel*. Click the *fx* button to bring up the *Layer Styles* menu. Apply a *Bevel & Emboss* effect from the *Layer Styles* dialog box.

Repeat previous steps to create the option buttons (*Bevel & Emboss* and *Drop Shadow effect*) and the icons (*Color Overlay* and *Drop Shadow*).

Group all the shaded layer in to a folder for the *Front* view of the device. Create separate folders for different views of the device.