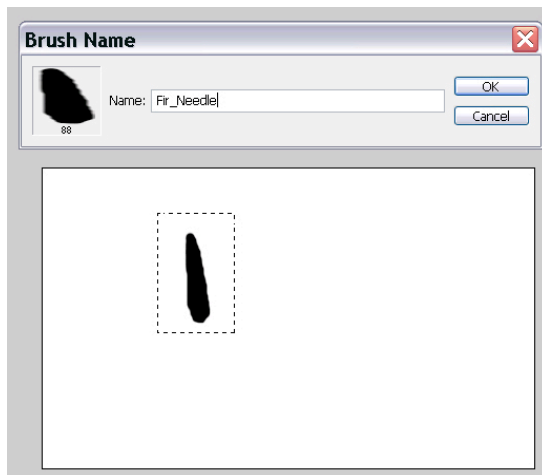


PHOTO-REALISTIC TUTORIALS

BY NANCE PATERNOSTER

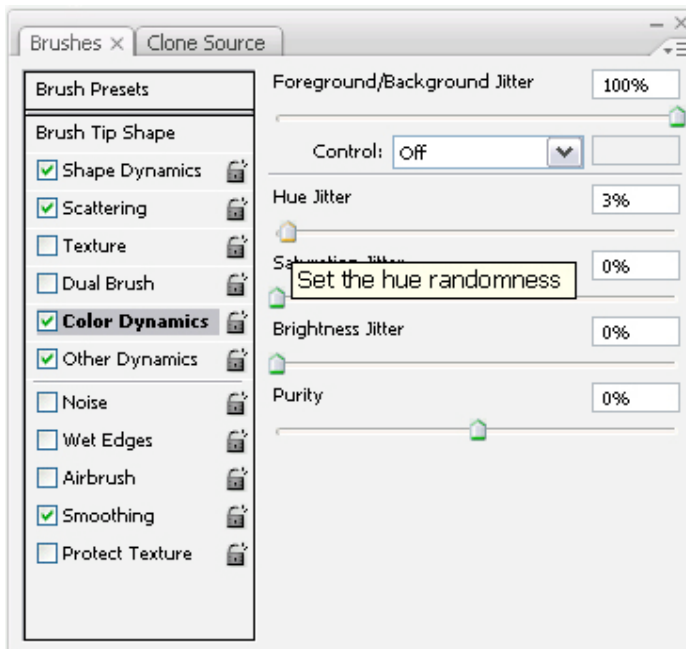
How to Draw Trees in Photoshop

1. Create a new document that is 7" x 7" x 300DPI.
2. Start by using a regular round brush with 100% hardness to the brush.
3. Draw a shape tha looks like the shape of a short , thick pine needle.
4. Make sure you are using black as your paint color if you want an opaque brush later (drawing with Black = 100% Opaque, Drawing with White = 100% Transparent, Drawing with Grey = semi transparent).
5. Choose the rectangular marquee (make sure there is NO feather turned on or this won't work).
6. Surround the brush stroke you just made with the rectangular marquee tool.
7. Go under the edit menu and choose "Define Brush Preset".

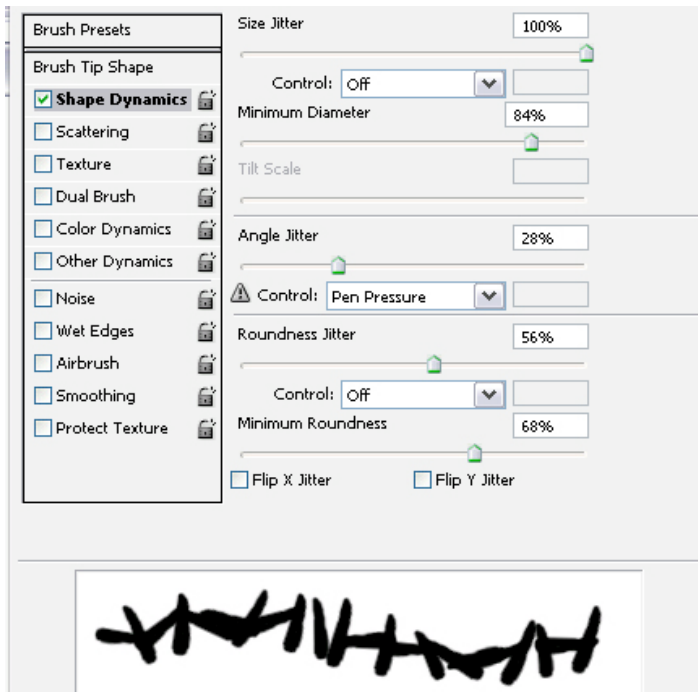


8. Name your brush "Fir_Needle".
9. You have now saved a brush.
10. You are now ready to paint with this newly made brush.

11. Now you need to go back into “brush presets” to choose the brush and customize how it is set up.
12. Draw a stroke with the brush you just made.
13. Notice how it looks.
14. Adjust the settings of this new brush so that it’s angle will vary when you place down strokes.
15. You want to be able to have a variation of greens in the needles of the tree & not too much but some randomness and variation.
16. You need to set up your foreground and background colors to be used by the brush palette (see below).
17. Draw with brush and pick a FG and BG color that is slightly different dark greens. (The amount the green would vary in a tree).
18. The way you set this up is with a Hue Variation (with makes the color of the brush float between the Foreground Color you have chosen and the Background color you have chosen on the Hue/Spectrum). I usually pick a mid-dark green (fg-color) and then another green a little darker than that (bg-color) & I made the Hue Jitter small (like 3%-this will allow the color to vary subtly).

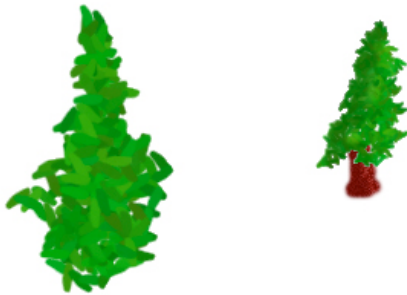


19. Make the Angle Jitter of the brush really high (even 100% is okay).



20. Go under the pulldown menu in the brush palette (make sure you have brush presets selected) and choose "save brushes". Name your brushes and put them in a place you will remember. You can use these same brushes later. PS saves these as .abr files. They can only be loaded up in the brush palette.

21. Make the brush very small and draw slowly to build up the shape of a fir tree. (The smaller you draw the finer the details...the rough edge of the tree is made up by the repeating strokes of the needle brush and various angles).



22. Once you paint the tree, you can add a layer that would contain shadowing within the tree.
23. Create a new layer and choose an airbrush that is a dark shade of the green you have been using (just a bit darker). Make the hardness of the airbrush 0%.
24. Set up a big Airbrush that has low opacity (like between 13-28%) eyedropper a dark color from the green tree.
25. Paint over the areas that would be the shadow areas of the tree.
26. Put the layer you are on in "Luminance" blending mode. This will allow you to still see the shading variations of the tree you just drew and will only darken certain areas. (You can also lower the opacity of this layer as well to blend accordingly).
27. Name your layer "SHADOW LAYER" by double clicking on the name of the layer and changing it.
28. Click on the color swatch and go into the color picker and make the brightness of the color (V) a few shades darker (this will be used for making shadows).
29. You will later go back and "model" the shading on the trees for areas that you want to look deeper/dimensional.
30. Add a Mid-tone layer for the midtones in the tree by airbrushing with a midtone color. Name your layer "MIDTONE LAYER".
31. Add a Highlight layer for the highlights in the grass by airbrushing with a Highlight color. Name your layer "HIGHLIGHT LAYER".
32. Create a new layer and name it "Tree_Trunk".

33. In the new layer, paint the part of the tree trunk that would show below the Fir Foliage. Use a brown to brownish red and paint down the base layer for the trunk.
34. Duplicate this layer.
35. On the new layer CMD-CLICK (mac) or CTNRL-CLICK on the icon for the layer and load the selection up for the layer (this shows you what is OPAQUE on the layer...and is also a quick way to load the contents of the layer...you can also go under the Select Menu and Choose "Load Selection" and load the transparency of that layer).
36. Click on the LAYER MASK icon at the bottom of the layers palette. This will only show the painted area of the tree trunk for this layer now everything you do will only be viewed inside the shape of the layer mask.
37. Go under the filter menu and add noise (gaussian, monochromatic noise) to the copy of the trunk of the tree. You can later add a layer that contains bark, cracks, lines etc.
38. You can also go back and add layers over the tree foliage that contains pattern irregularities like a part of the tree that is missing needles and just branches are showing through, or something that makes this tree individual.
39. With the trunk part now, you may add layers that contain the shading information by painting with an airbrush as we did previously in steps 22-31.
40. Once the tree is completed, save the layered file as a .PSD file and then "save as" another version that you can merge all the layers and just have the tree on a transparent layer. (Shift select all the layers and choose the "merge layers" command in the layer menu or the pulldown menu in the layer palette.
41. You can now drag this tree onto a composition and begin repeating it to build up a scene with many trees.
42. If you create 4-5 different trees, you can build a pretty convincing landscape by varying the placement, scale and style of tree and then going back over and painting in some random detail.