

# Graphic Skills Portal

## Technique Handouts

# 2

## VISUALISING



Creating a collage  
using Photoshop

**URBAN**  
**GRAPHICS**  
**SKILLS**

# Creating a collage using Photoshop



## Creating a collage using Adobe Photoshop:

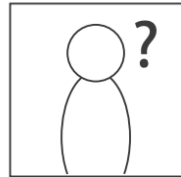
1. Use an existing human perspective from the web and edit it in Photoshop to make it more appealing.
2. Add pattern
3. Erase undesired elements
4. Add elements, such as people, trees etc.
5. Add text



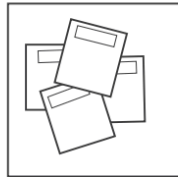
# What is a collage?

Muller, W. (2001) Order and Meaning in Design, Utrecht: Lemma

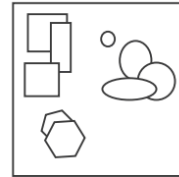
## How to Collage Techniques



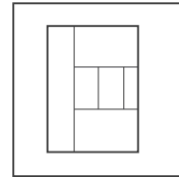
determine the purpose



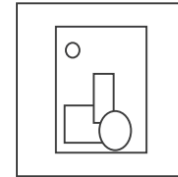
select magazines



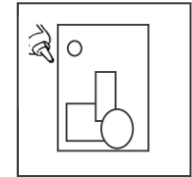
group imagery



decide orientation of background



structure the composition



paste the collage

## How to In urban graphics?

Express ideas in urban design

**1) Select images / photos/hand drawings**

**2) cutout or mask images with photoshop**

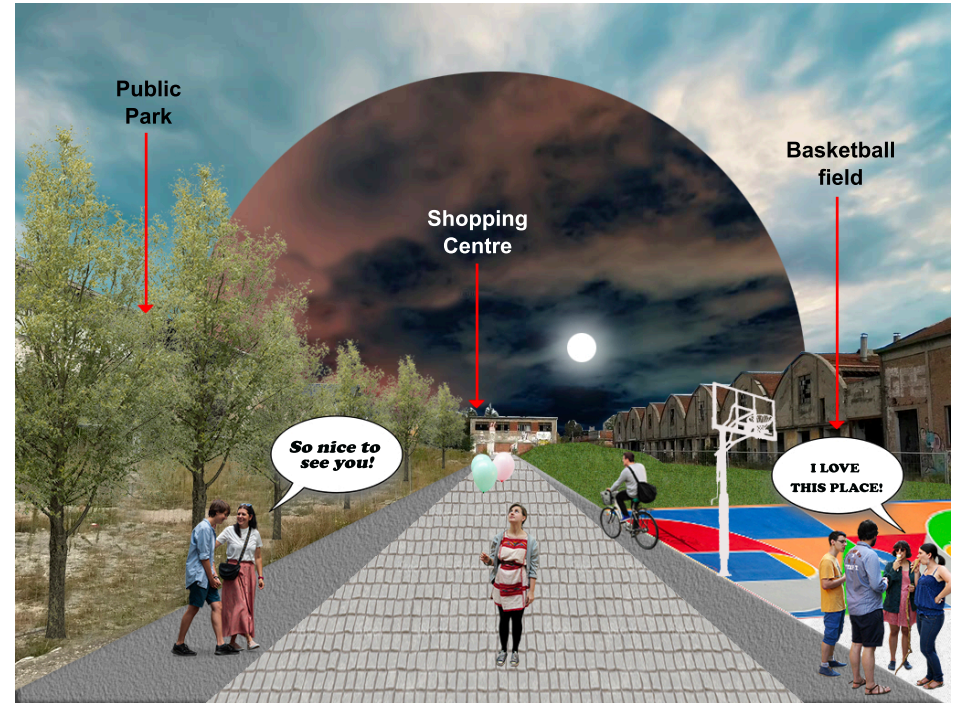
**3) Group together with photoshop or illustrator**

**4) Structure the composition**

**5) Detailing**



It is possible to reach an effective graphic by starting from an existing photo, by only adding elements, such as: a suggestive sky, cut-out people and trees, textures for the surfaces, and text and arrows





**Where to start?** Be sure to have the following elements:

*An existing photo to use as a background*



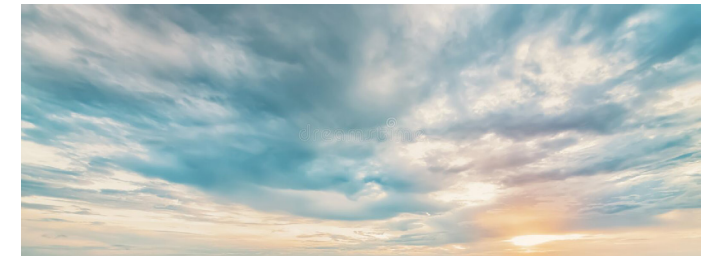
*Cut-out trees – you can find some to download here: <https://meye.dk/>*



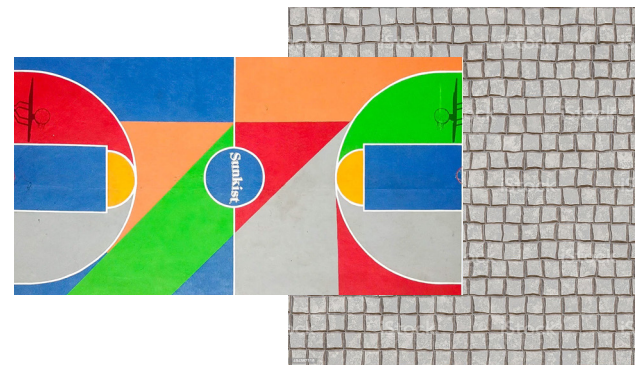
*Cut-out people – you can find some to download here: <https://skalgubbar.se/>*



*An existing photo of a sky*



*Some textures (images downloaded from the web)*



*Some other images to enrich the graphic*



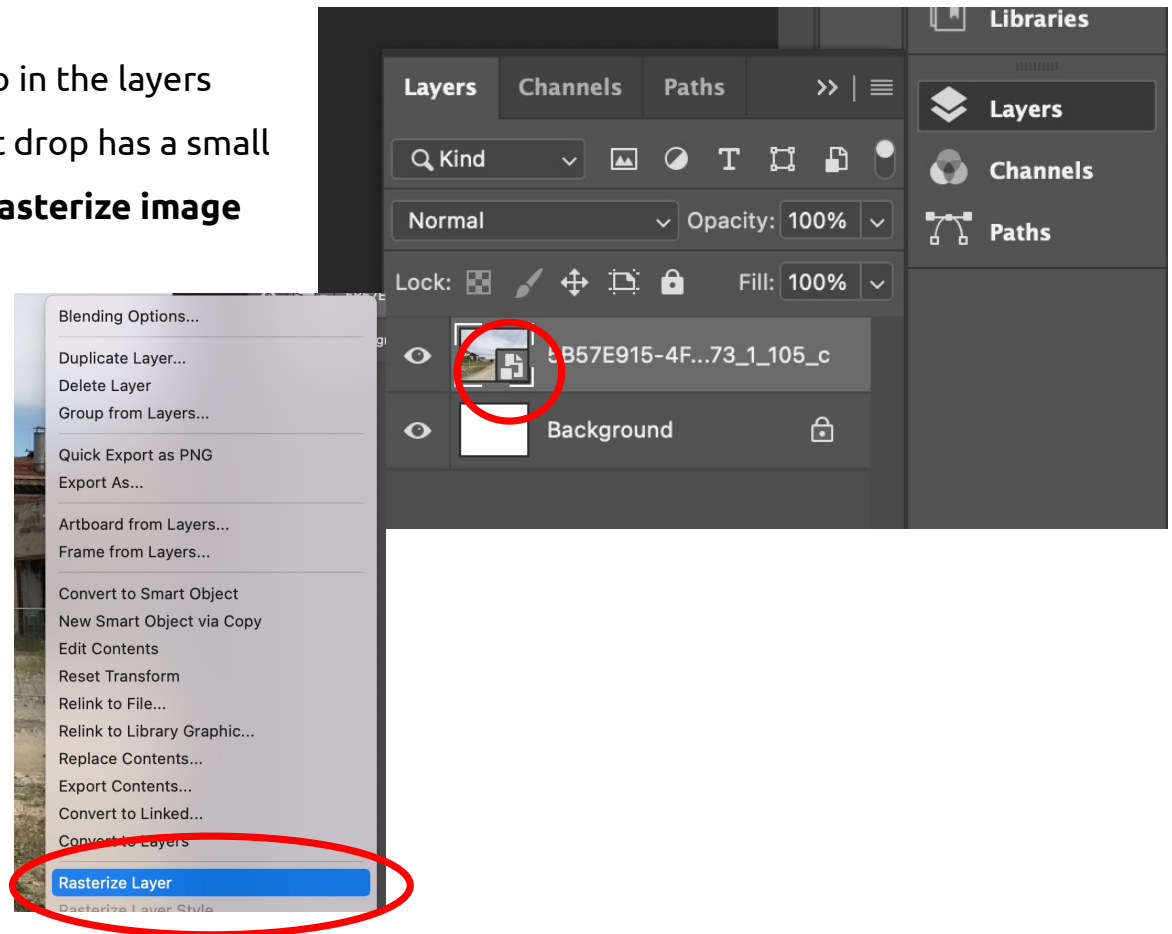


## Open Photoshop

Drag and drop the background image – go in the layers window > if the icon of the image you just drop has a small box inside... > right-click on the name > **Rasterize image**

Drag and drop others elements in the Photoshop drawing

*(NB. Rasterize all the imported images if they needed – Rasterizing means making the images editable)*



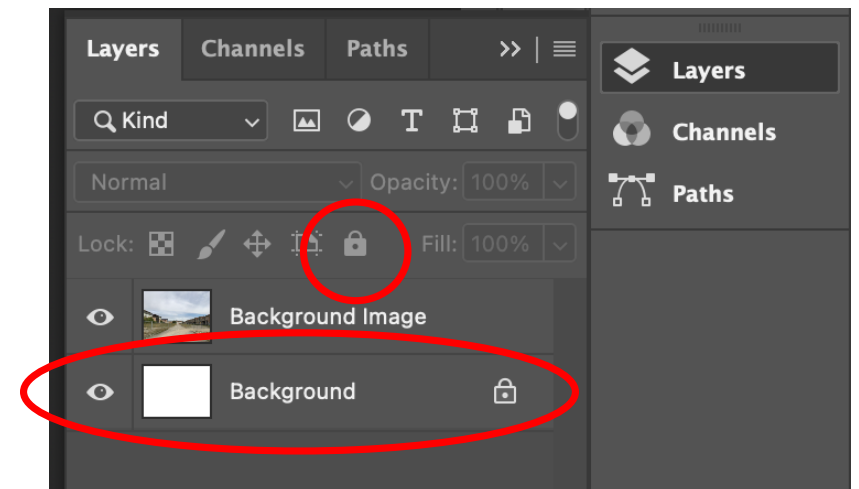


## Organise layers

Be sure you rename all the layers you are importing – you can do it by right-clicking on the layer in the list > **Rename**.

This will help a lot later on when you will have several layers to manage.

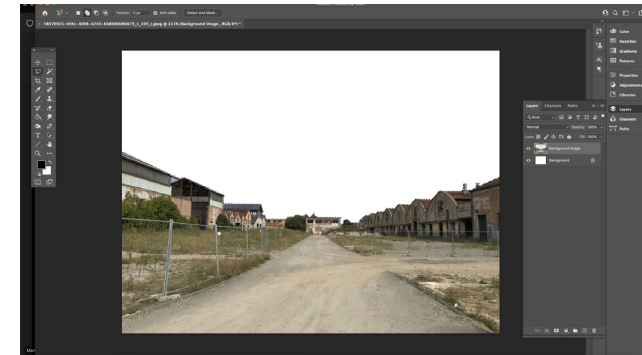
Also, be sure to ALWAYS have a **white background layer**, which should be locked.



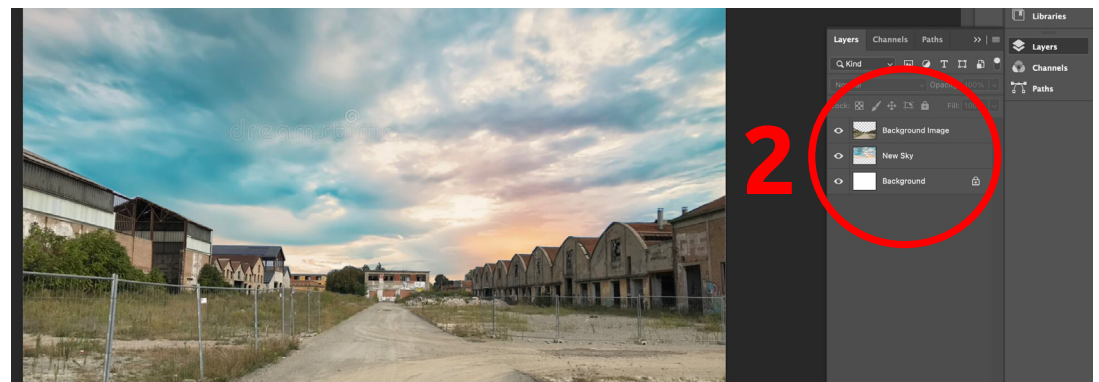
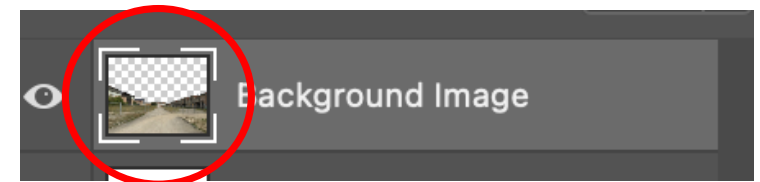


## Add a new sky

1. Use the **Polygonal Lasso Tool** to select the existing sky in your Background image > erase the sky (*once you erase it, you will see a chequered pattern in the layer's icon*).
2. Drag and drop the new sky image, and place the layer **BELOW** the Background image in the layers' list.



1

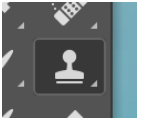




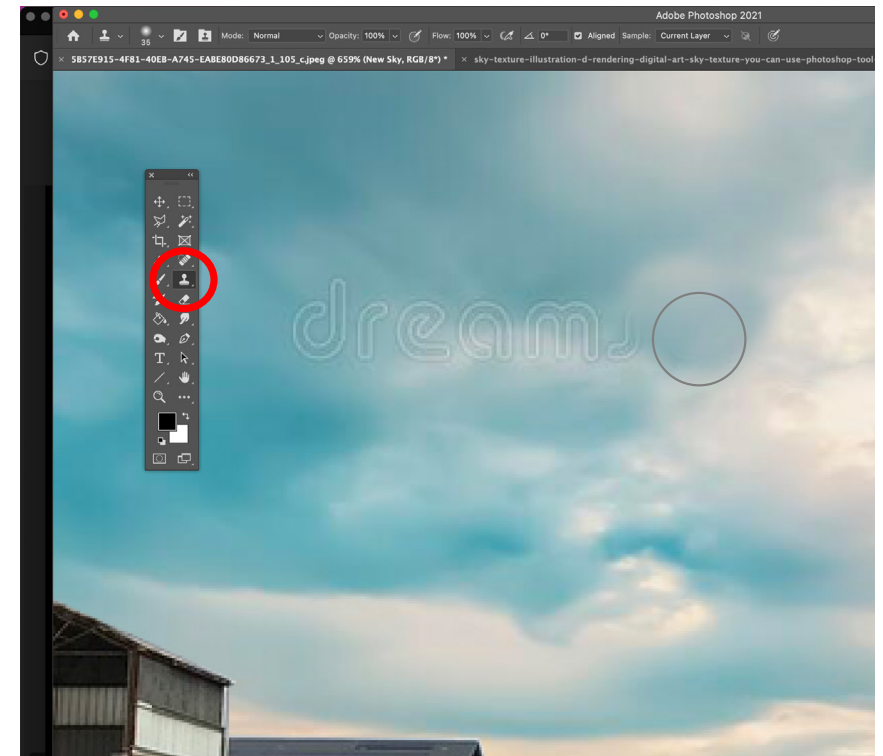


## Add a new sky

If the sky (or any other image) you are inserting needs to be edited, you can do it using **Clone Stamp Tool**:



1. Select the **Clone Stamp tool** > Use the options bar to customize tool settings, like size, hardness, and blending mode, to get the effect you need.
2. Press the **Alt key** (Windows) or the **Option key** (macOS) and click the area of the image that you want to copy > this sets a starting point from which the tool will begin copying.
3. Release the Alt or Option key and drag over to the new area where you want to place your copied content.
4. The Clon Stamp tool will copy content from the source and paint it into the new area.

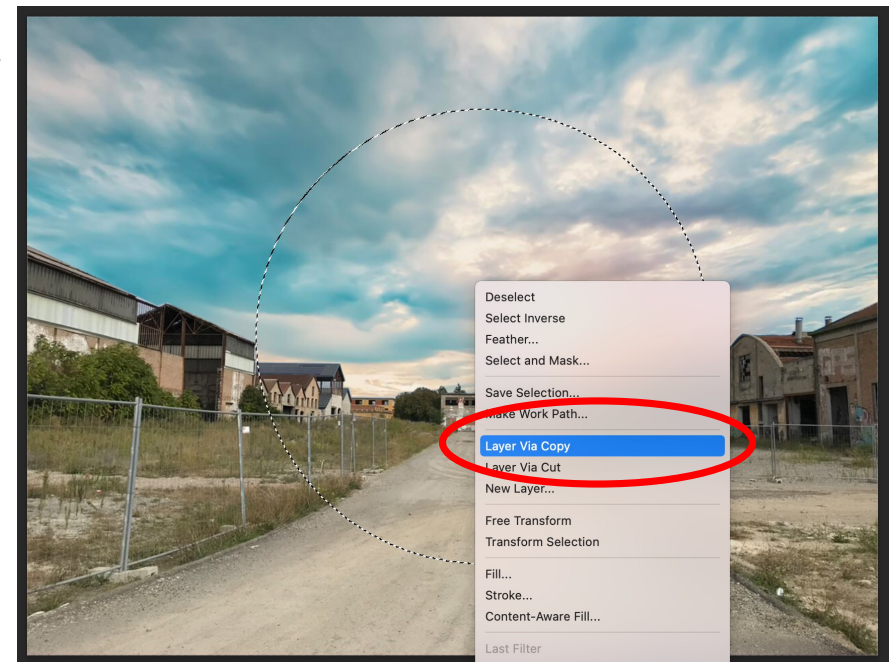
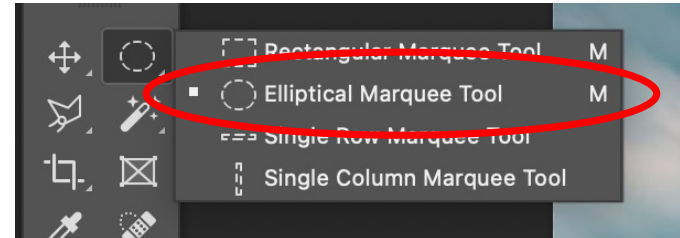




## Add a new sky

If you want to make a night/day effect on your sky:

1. Select the **Elliptical Marquee Tool** > Create a circle selection in the middle of your drawing > right-click and select **Layer Via Copy**. In this way, you created another layer only for the portion of the sky that is selected.

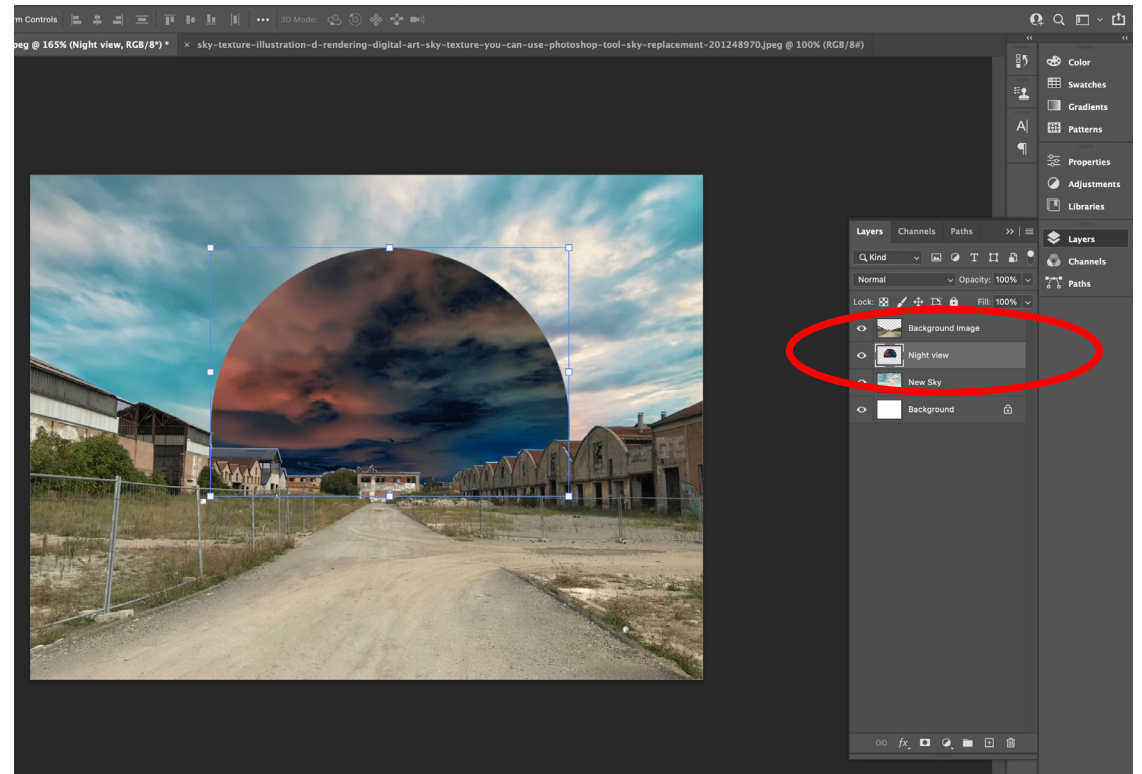




## Add a new sky

If you want to make a night/day effect on your sky:

1. In this way, you created another layer only for the portion of the sky that is selected.
2. Now, select the new layer you created in the layers' list > Rename it as 'Night view'
3. Press the **Alt key** (Windows) or the **Option key** (macOS) + **I** (inverted)

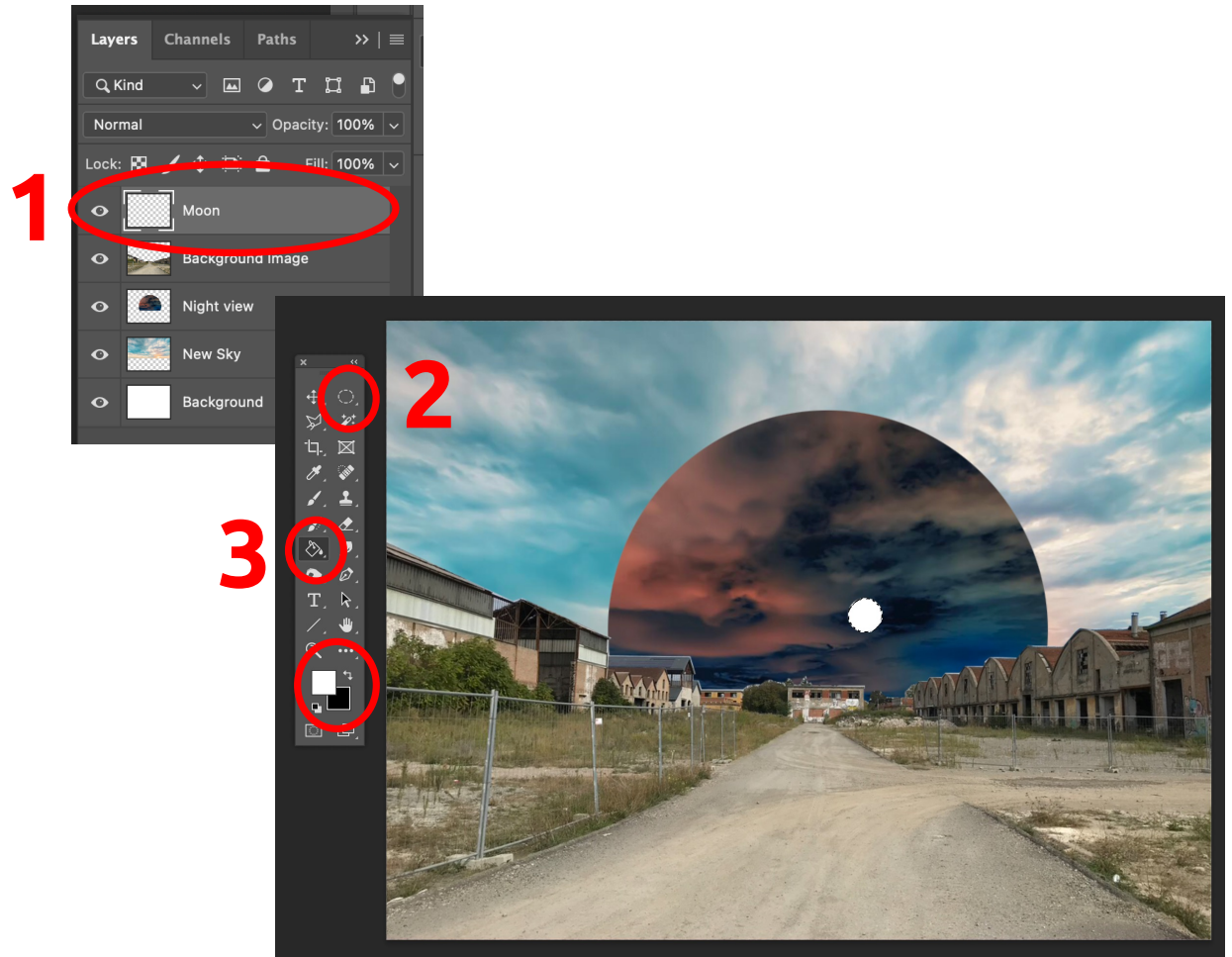




## Add a new sky

If you want to add a moon:

1. Create a new layer > rename it 'moon'
2. Select the **Elliptical Marquee Tool** > Create a circle selection in the rounded night-view sky.
3. Use the **Paint Bucket tool** to fill it with the **white colour**. In this way, you created the moon.





## Add a new sky

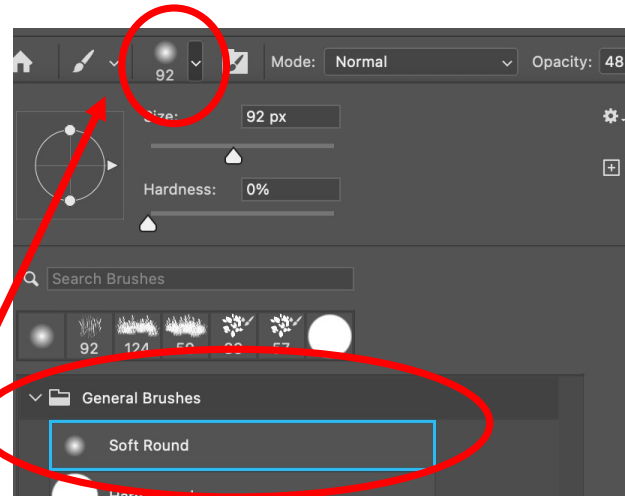
If you want to add a moon:

To make it more realistic, add a soft round to the mood:

Select the Brush tool



Open the Brush picker in the Options bar and use the Soft Round brush > Adjust the size to be a little bit larger than the moon > click on the moon a couple of times.

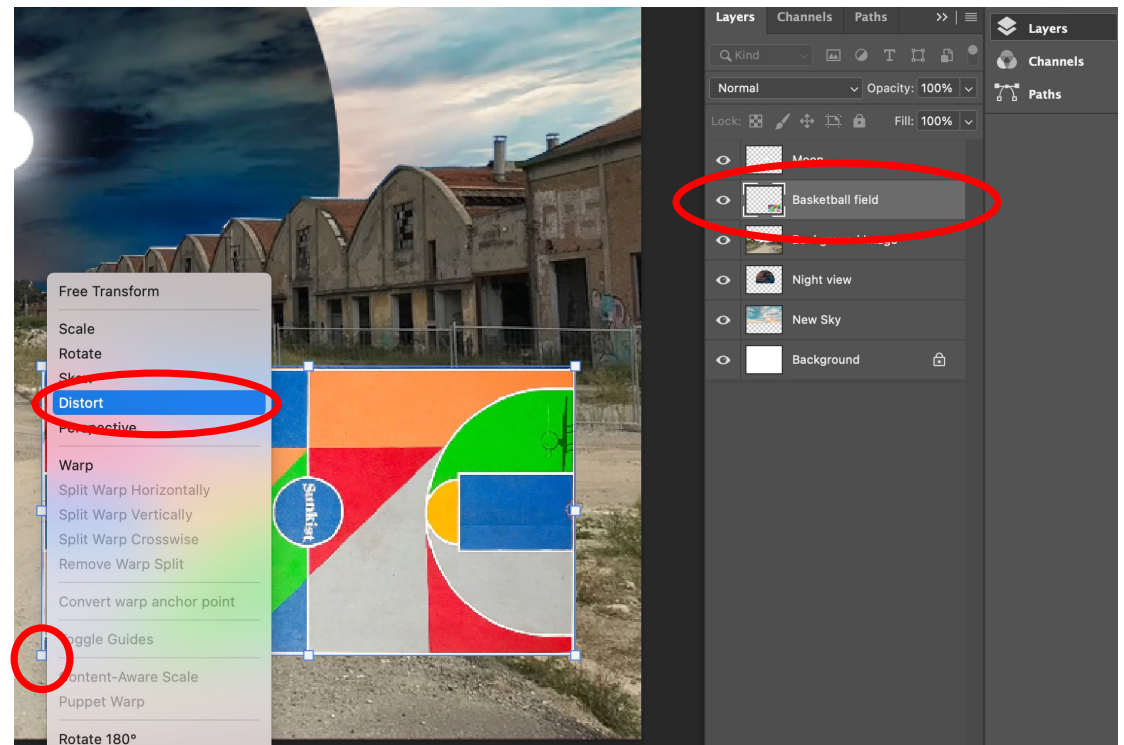




## Add a basketball field

If you want to add a texture to a ground:

1. Drag and drop the texture image, and place the layer ABOVE the Background image in the layers' list.
2. Resize the texture image > click on the small boxes of the boundary > right-click > **Distort**
3. Now, take each corner and adjust it according to the Background image's perspective



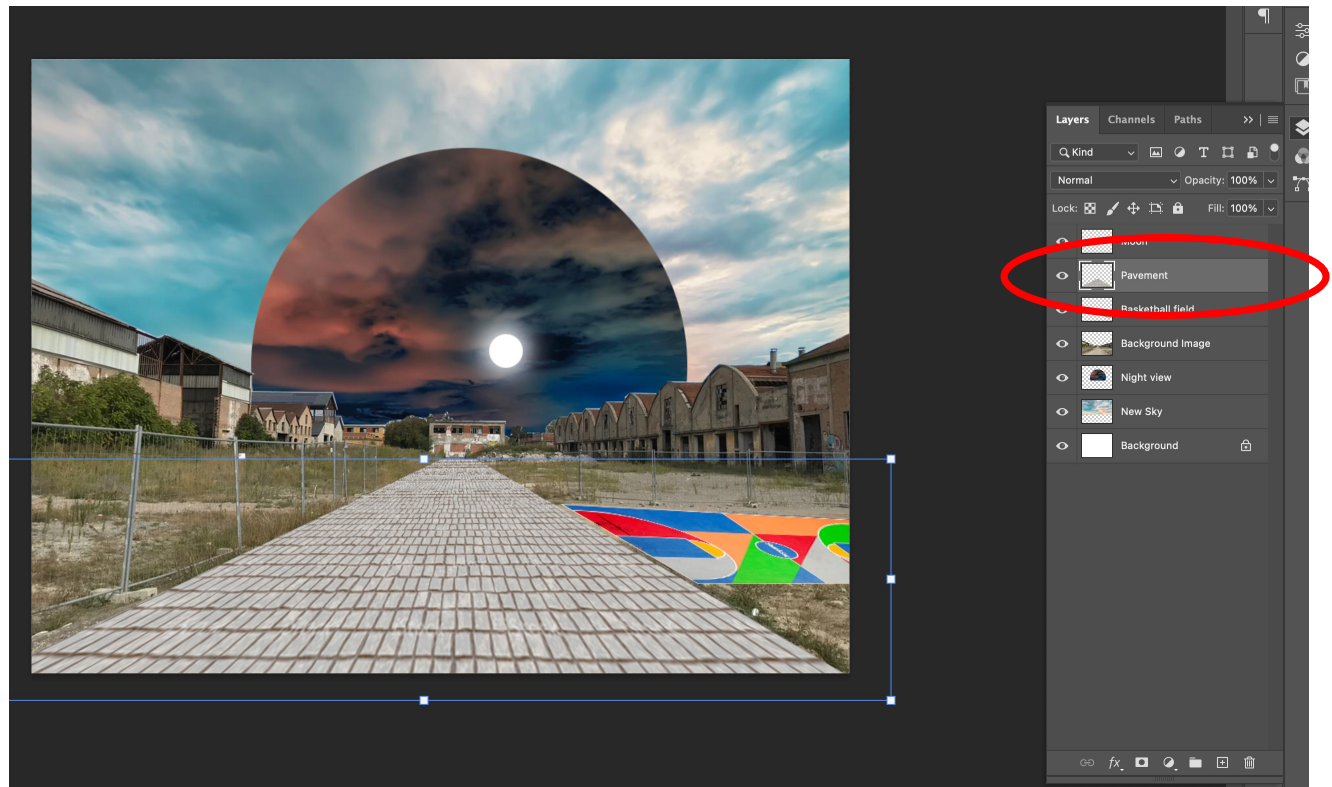


## Add the pavement pattern

If you want to add a texture to a ground:

*Do not be afraid of distorting it outside of the drawing boundary!*

Do the same process also for the central street pavement.





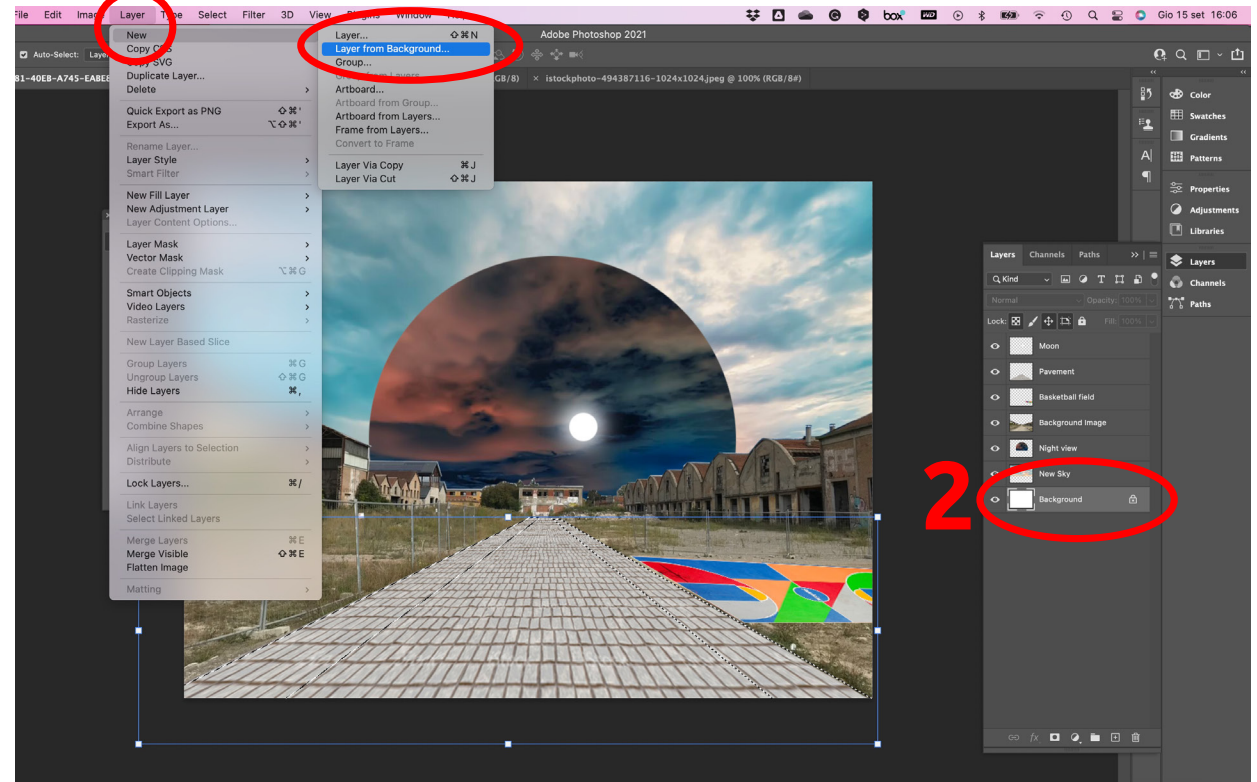
## Add cycle pathways

If you want to add a texture to a ground:

1. Use the **Polygonal Lasso Tool** > create two strips using the right perspective.
2. Stay on the Background layer
3. Layer > New > layer from Background
4. Move the new layer on top and rename it



3



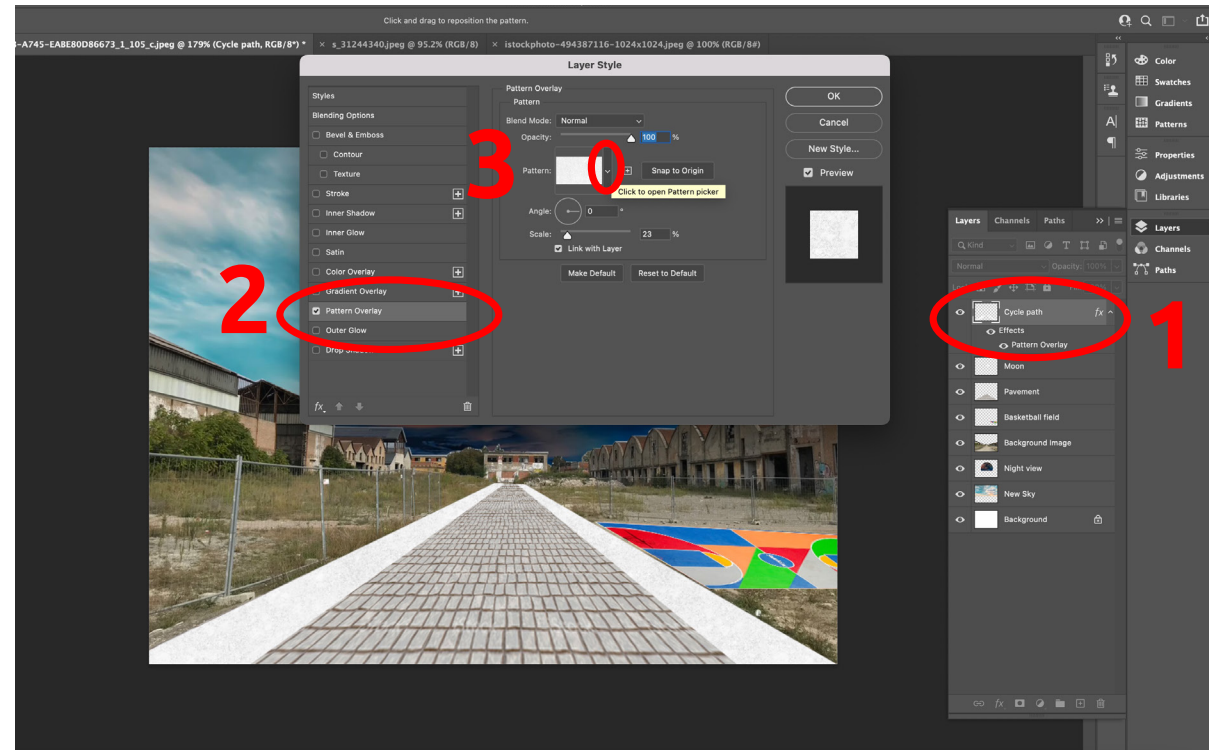




## Add cycle pathways

If you want to add a texture to a ground:

1. Once you have the layer 'Cycle path'  
> move on top of other layers >  
double click on it.
2. The **Layer Style window** will appear
3. **Pattern Overlay** > open the drop-down window to open the pattern picker.





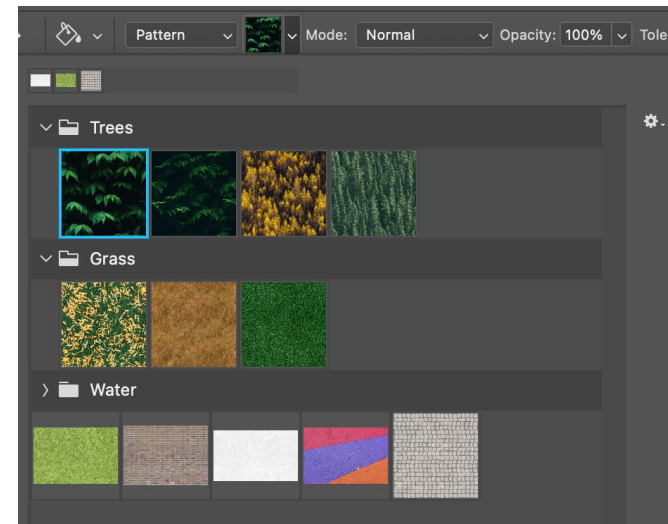
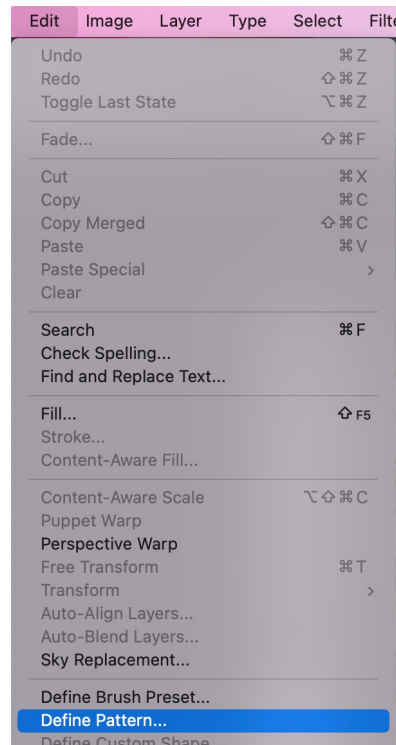
## Create personalised pattern

NOTE. You can create your own pattern starting from an existing image (i.e., an image downloaded from the web).

1. Drag and drop the image downloaded into Photoshop.

2. Edit > Define Pattern > Ok

Every time you create a new pattern, it will stay in your pattern list and you can find it anytime you use Photoshop.

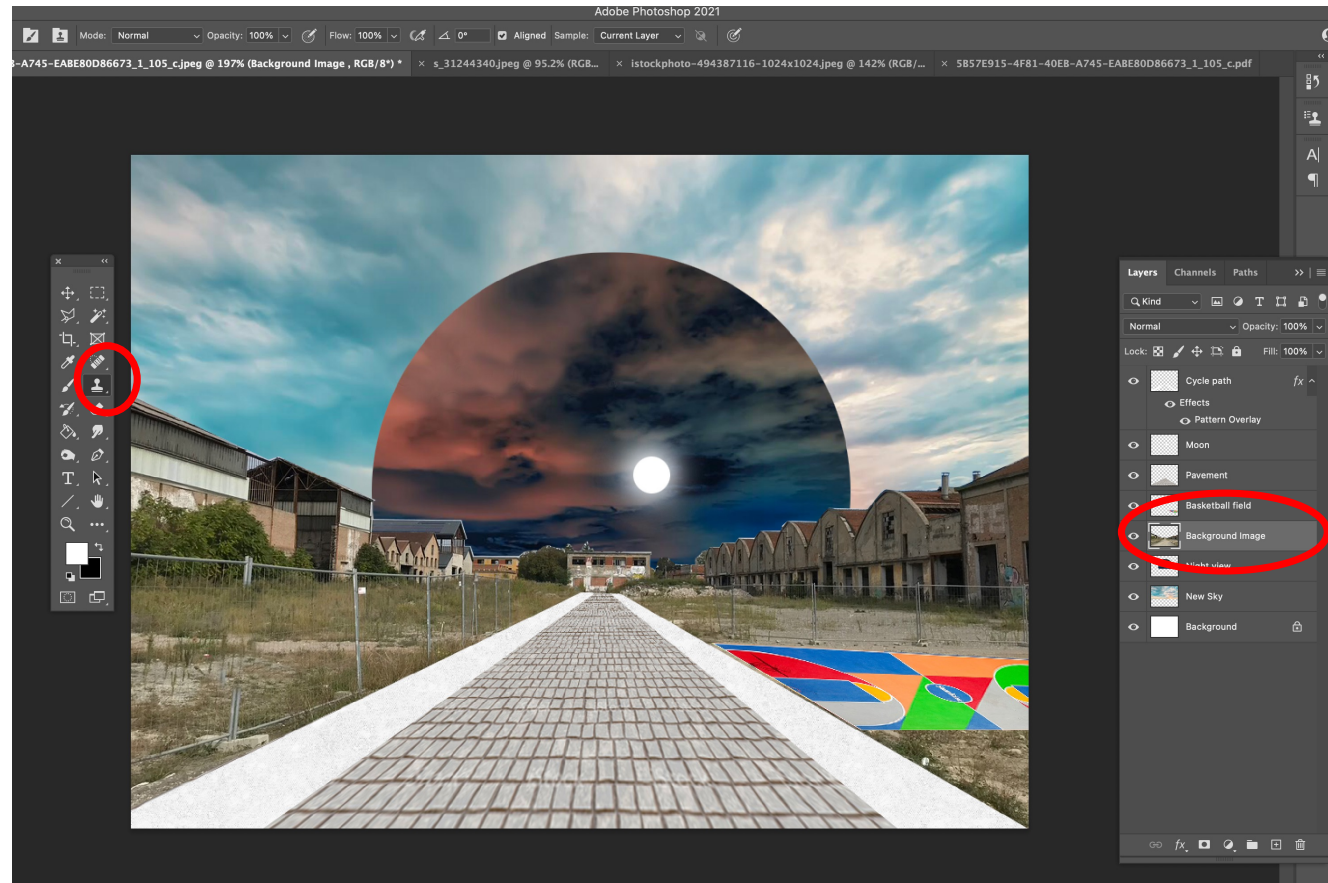
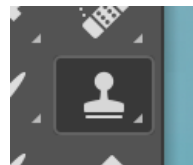




## Erase undesired element in the Background image

If you want to get rid of some elements that are existing in the main image, such as a gate or a net of a construction site, the best way is to use the **Clone Stamp tool**: this will not erase the element, but it will camouflaging it.

1. Stay on the Background image layer.
2. Select the **Clone Stamp tool** > Use the 'soft-round' type in the options bar





## Erase undesired element in the Background image

If you want to get rid of some elements that are existing in the main image, such as a gate or a net of a construction site, the best way is to use the **Clone Stamp tool**: this will not erase the element, but it will camouflaging it.

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2. Release the Alt or Option key and drag over to the new area where you want to place your copied content.

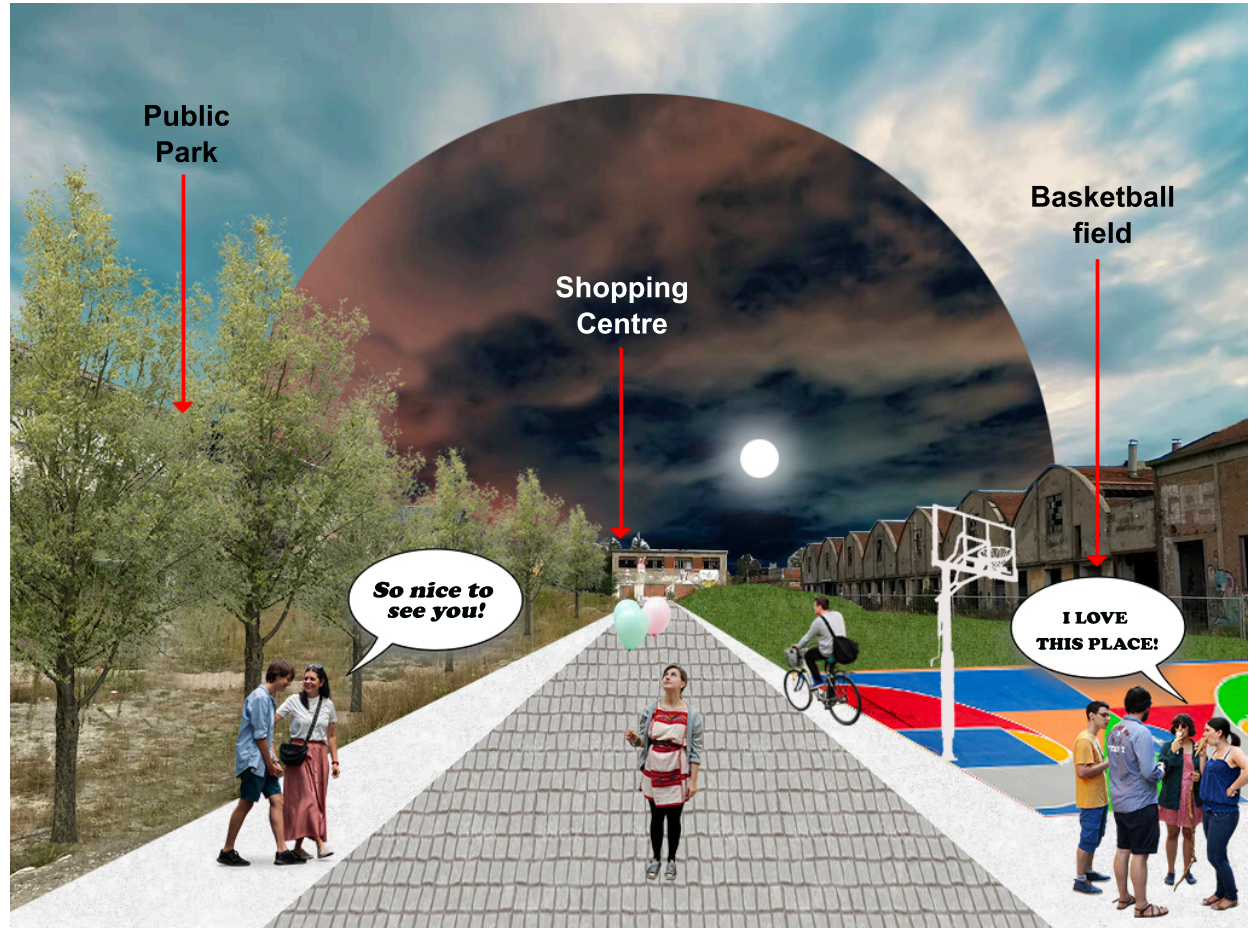




## Add objects

Last step is to add all the objects you need, such as people, text, trees, etc.

NOTE. Remember to respect the **perspective** of your drawing – this means that objects in the foreground will be larger than those in the background (see trees).





**THE BARTLETT**