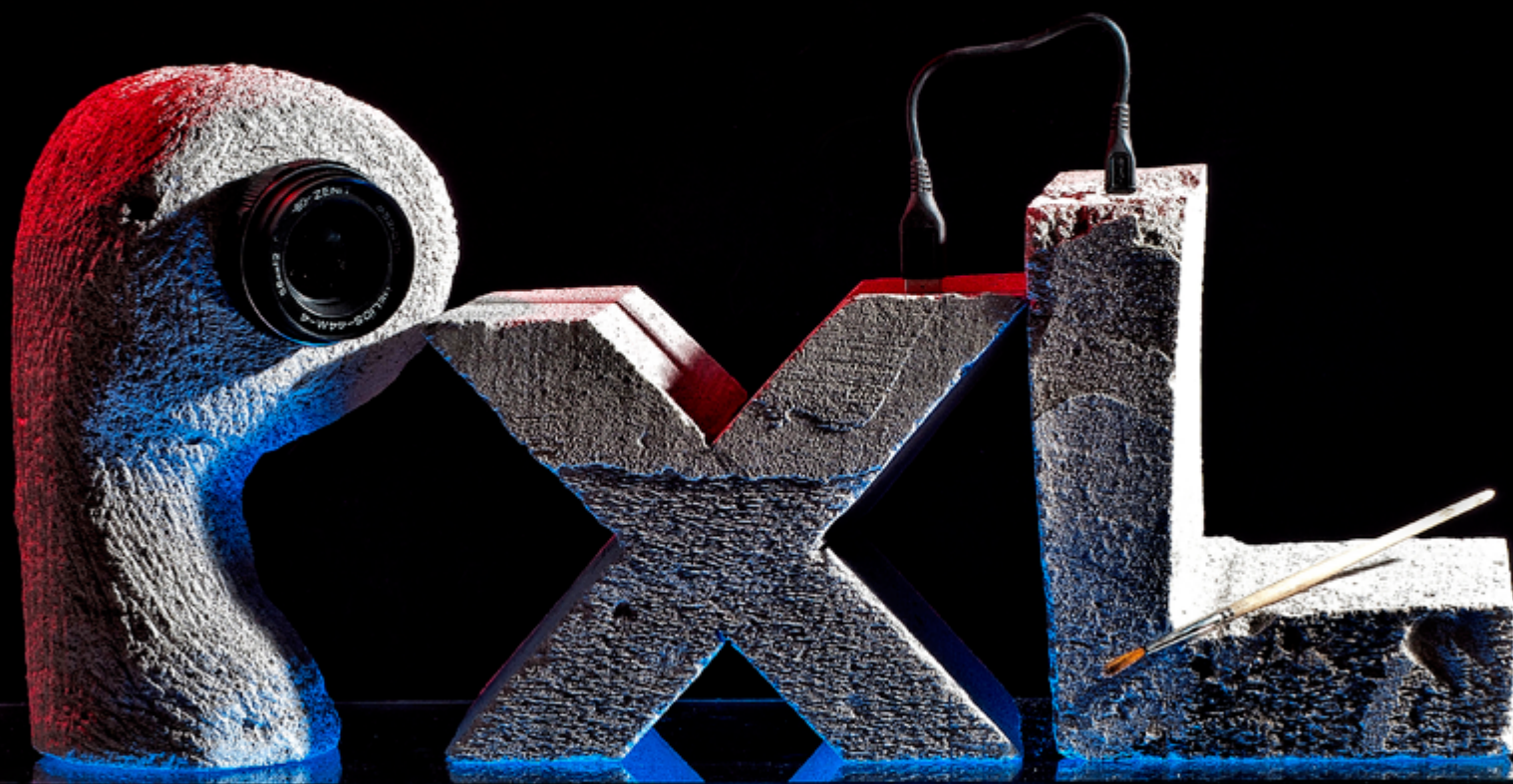


#7

MAY 2012

the EYE

THE WWW.PXLEYES.COM MAGAZINE



- * PXL on Tour 3 * Draw with the smudge tool *
- * PXL is for me... * PS hidden secrets *
- * chaininterviews with wazowski & Tnaylor *
- * Homestories by Erathion & Hereisanoop*



Cover by: Karaflazz



PXLEYES GENERAL
PXLEYES PHOTOGRAPHY
PXLEYES PHOTOSHOP
PXLEYES DRAWING
PXLEYES 3D



PXLEYES GENERAL
PXLEYES PHOTOGRAPHY
PXLEYES PHOTOSHOP
PXLEYES DRAWING
PXLEYES 3D



Previous editions:
Overviewpage at PXL

THE EYE can also be down-
loaded at Magsoftheworld

contact us:
theeye@pxleyes.com

Made by: robvdn 2012

© 2012 WWW.PXLEYES.COM
All sources used to make the
photoshop images are mentioned at
the entries at www.pxleyes.com

PHOTOGRAPHY FOR DUMMIES

10 Starting this issue James will help you learning to photograph by explaining the fundamental basics. He starts of by explaining the F/stop (aperture)

PXL ON TOUR -3-

28 A journey over the world, sounds hard to do? We are doing it! A special made T-shirt is visiting PXLEYES members all over the world; this time a tour through the USA.

PXL ARCHIVE: CATS

46 Starting this edition we'll dive into the huge PXL archive and show you great entries you might have forgotten by now.

DRAW WITH THE SMUDGETOOL

50 Glockman tells us the secret behind his fabulous digital drawings and he gives us an example on how to do it. His basic Photoshop tool in doing this is the smudge.

PXL IS TO ME...

60 We asked several members to finish the line "PXL IS TO ME" and write is on a (virtual) Post-it note and send it to us as a photo or a chop. See what PXLEYES means to our members.

PHOTOSHOP HIDDEN SECRETS

94 We ask members to shown us their hometown, look at it as the average tourist will do. Each town has got it's attractions to visitors, there job: to promote their hometown. First up: Celle in Germany.

CHAIN INTERVIEWS

80 Members interviewing members about their work, inspirations and motivations. This time we have Wazowski & Tnaylor

HOME STORIES

Members tell you about their own private lives: Who are they outside pxleyes, other hobbies, work and where they live. This edition we have Erathion, and Hereisanoop telling about their lifes outside PXL-EYES.

INDEX

PHOTOSHOP

- Top 10 of March 2012
- Top 10 of April 2012

PHOTOGRAPHY

- Top 10 of March 2012
- Top 10 of April 2012

DRAWING

- Top 3 of March 2012
- Top 3 of April 2012

3D

- Top 3 of March 2012
- Top 3 of April 2012

CHAIN INTERVIEWS

- Wazowski
- Tnaylor

HOME STORY

- Hereisanoop
- Erathion

ARTICLES

- PXL ON TOUR
- Draw with the smudge tool
- PXL is to me...
- Photoshop hidden secrets



robo guy is back - created by hereisanoop



Newly arrived - created by divair



mermaid - created by kushpatel



Light of peace.... - created by hereisanoop



Threatened Freedom - created by divair

The Panic Reach - created by pixelkid





The Unknown - created by DanielaOwergoor



Antiqued Roses - created by artgirl1935



winner - created by kushpatel



CATERPILLAR - created by lolu

F/stops Explained in Simple Terms

Hello all my fellow Pxl members, this is James aka 'itsmymoment', and welcome to a first in what will hopefully be a series of articles for The EYE where I take some photography terms and techniques and attempt to explain them in simple, easy to understand terminology. This first installment is going to focus on aperture or f/stops. (For those of you who are already familiar with DSLR's and have been shooting for a while, you might find a lot of this info a bit simple or redundant, but, I am writing this for our newer members who may just be starting out in our craft.)

For those that might not be that familiar with f/stops, what are they? Well, put quite simply, it's a measurement of the opening of the inside of the lens of the camera controlling just how much, or how little light makes it to the sensor (or film) inside the camera. Since most of us now shoot mainly digital, I will use the term sensor (where the image gets recorded) just to keep it simple.

Nearly every camera or lens will be marked somewhere with a measurement in mm, 10

(the focal length of the lens) and an f/stop number/s. For example, one of my favorite lenses to shoot with is the 50mm; f/1.8 (also called the nifty fifty) it's been a standard lens for many, many years and relatively inexpensive (I paid only \$109 USD for a new one on

This image was shot using an 100mm lens at f/2.8. Notice that the subject is clearly defined by the out of focus area behind it. The background was a grassy field, that if shot at a much higher f/stop, like f/22, would have been clearly in-focus and very distracting.



Amazon.) Many other lenses are marked with "Ranges" as in the case of Zoom-lenses: 24-105mm; f/3.5-5.6... what's important to remember is that the LOWER the f/stop number (f/1.8 for example) the WIDER the opening inside the camera and allows MORE light in. The HIGHER the number (f/16 or 22) the SMALLER the opening inside the camera allowing much less light.

So...if you hear someone talking about "fast glass" or a "fast lens" what they are saying is the lens is capable of a low f/sop like f/1.2 to f/4, normally numbers higher than f/4 are considered slower (darker) lenses.

Why is this important? LIGHT!!! (correct) Photography is all about capturing light. The more light you can capture/or block is what creates the effect you are looking for. Using a faster

lens allows you to shoot in less light without using the on-camera flash (more about flash in another article, but, for now, I will say the only thing I believe on camera flash is good for is a weapon for temporarily blinding a camera thief to make a hasty get-away!).

The second thing that the $f/$ stop affects is the Depth-of Field or DOF. This is where I want to concentrate the bulk of this article, since, it's usually the question I get asked the most about; "How do I create that nice smooth background?" (also known as 'bokeh') Bokeh is a photography term for that nice fuzzy, out of focus area that separates the subject from a busy or distracting background.

There are 3 main points to consider when attempting to create this type of image. The size of the aperture ($f/$ stop), the distance from the photographer to the subject, and the distance from the subject to the background. Remember that lower $f/$ stops create shallower areas of focus.

To begin, you must first be shooting in 'Aperture Mode', Canon calls it AV mode, Nikon A other camera manufacturers have different settings also. Check your documentation for your specific model of camera. Now, "I don't have a big fancy DSLR!" you scream...don't

12



$f/$ stops can also be used to get that nice 'star-effect' to lights at night. To do this, simply mount the camera on a tripod and set your camera to $f/16$ or higher and all the lights will appear like the photo here.

This was shot at ISO 100, $f/16$, 5 seconds. Using a 17-85mm lens.

shoot cameras also. The thing is to find the setting for the aperture mode on the camera or the manual mode, nearly all cameras sold anymore have this feature available. The main point is to take the camera OFF of AUTO (the normally green mark or A also known as the "Push Here Dummy" button). Auto mode lets the camera do the thinking for you and it does not know exactly how much of the scene you want in or out of focus.

To keep it simple, and as a starting point, set the $f/$ stop to the lowest number available for your model ($f/3.5$ for example).

Next, select a subject with a good amount of distance between the subject and the background (This is important because, the closer your subject is to the background, the HARDER it will be to throw the background out-of-focus!). This is a common mistake, having the subject too close to the background. When you

are first learning this, it's just much easier to give yourself room to work. If you are having difficulty getting the background to go 'soft' and it's possible to move the subject further from the BG, then do so.

Next, position yourself fairly CLOSE to your subject. It's worthy to note also the closer you are to the subject, the easier it is to throw that distant, distracting background out-of-focus. Now take the shot and check your results! It's

13



In this image, I set the camera on a tripod close to the ground, set the camera to f/22 and focused 1/3 into the scene...the result is that the entire picture is in focus, from the very near boards to the distant clouds.

just that easy! This technique, with practice will allow you to control how much DOF you have in your photos. This is great for isolating people in outdoor portraits, singling out flowers and insects or just about any time you want to make the subject stand out. To control the amount of focus in the image (of the DOF) simply adjust your f/stop to a higher number, this will INCREASE the DOF...an easy way to remember is low f/stops = low DOF and high f/tops = high DOF.

On a final note, we already discussed putting the background out of focus; but, what if you want EVERYTHING in focus. This is a common need when photographing such things as landscapes where you desire everything from close-up to the very distant in sharp focus. This is easily done by using aperture mode again and setting the camera to f/16 or higher (many cameras go to f/32!). A landscape photography 'trick' is to take the camera off auto-focus and using a tripod or sturdy support, focus manually (if your camera is able) 1/3 the way into the scene. Everything from very close to infinity will be in focus...this is also known as "Hyper-focal Distance"

Well, kiddies, I believe that's enough of a primer to get you rolling. Now comes the important part, get out there and PRACTICE! Shoot the same subject from the same distance using all your different f/stops and compare the results, with some patience and practice, you will be able to do it almost every time you need to. You will begin to look at subjects differently and be able to make those outdoor portraits really "POP"!

Until next time, Happy Shooting



Let's first get some basic info on you; where are you from, where do you live, what do you do for a living, studies and so on.

Hello! My name is Henk. I'm a PXL-member since June 2008 when it was called Photo-shoptalent.com. I'm originally from the Netherlands, used to live in a farm in the middle of the country for 19 years. Was nice to have some space, was quite peaceful too with all those cows and other animals. For my study I moved to a somewhat bigger city: Utrecht. Utrecht is the 4th city of the Netherlands, but compared to big cities from other countries, you can still call it a village. A very nice old village though with unique canals. Great to sit there and have a drink if it's a sunny day. I studied Illustration Design, got my degree in 4 years. Teachers taught quite much about how to make concepts and how to create compositions way more than how you should draw. After all, they already approved you to start the study, so the students must have had some drawing talent...somewhere. I learned quite a bit there, mostly to think further than the very first idea that popped in your mind. After my study I had some design jobs, did varied work from graphic design to 2D animation and video & audio work. And of course illustration, that I mostly do the last couple of years. Quite different stuff than what I submit

for PXL, btw.

A few years ago I moved again too. This time to a whole other country on the other side of the world: Buenos Aires, Argentina. For sure a big city for me, amazing how many people live here. As simple farmer's boy I can adapt pretty well and the weather is mostly nice too. I do miss boerenkool met worst though (typical dutch food).

Your drawings are amazing, as anyone can see in this interview, why don't you (I think a lot of members are wondering this) enter more often in the contests at PXLEYES?

Well, thanks for the compliment. I think they can be done better, but indeed lately I didn't show it that much. The problem is, I don't have time on my side. Work is one reason, but perhaps even more is that my son is too adorable not to play with when he's awake (and for some reason he rarely sleeps!). I guess as parent I do something wrong, but a day is over in no time with a kid next to you! Apart from that I also have something that seems to look like arthritis, but that hasn't been proven so far. Whatever it is, since the last years my hands and arms are quite painful from time to time (with medication it's doing better luckily) and that doesn't help that much



while he was busy with painting. Not that I am into drugs or anything, but man....you really must have some good imagination if you can paint The Garden of Earthly Delights or The Last Judgement the way he did. Jeroen Bosch is perhaps not my most favorite painter, but I do appreciate him a lot. Had great great skills and can be seen as a great grandfather of Surrealism art.

Winsor McCay is a great artist and one of the most important persons of comic and animation art. I'd ask if he could give me some tips to improve my workflow. I have no clue how he did it, but he was very productive. If you just look at his

detailed Little Nemo drawings or the animation cells that he all drew frame by frame, just amazing how he could do all that. I'm sure I could learn from his work process or discipline.

And then Carl Barks. Well, he's just the Duckman, the important guy behind the adventures of Donald Duck and creator of Duckburg. I don't really have a question for him, instead I would take the opportunity to thank him for some terrific reading hours that he gave me with his excellent stories and drawings. I read them since I was a kid, I still love them all. But ok, in case I really have to ask something, I'd request a drawing and autograph (yeah, pretty embarrassing....).

either if I'm using the pc.

I do hope to show new stuff pretty soon again, it's been too long and I think I have some ideas that are funny enough to make in Photoshop.

I'm not going to let you pick 3 members from PXLEYES who in your eyes are the best, I want to know who the three artists are who you would pick to have dinner with (dead or alive) and why? And what would be the main question you would ask each individual?

Ok....well, maybe tomorrow I'll think differently about it, but for now I'd say Hieronymus Bosch, Winsor McCay and Carl Barks.

I'd ask Hieronymus Bosch what drugs he took

You are a moderator at PXLEYES for years now, can you tell us something more about this?

Yeah, in januari 2009 I became a mod. It's a fun job to do, because it's a nice mod team. All of them are helpful and spend time to search for solutions when there's a problem. But most of all, every one of the team is dedicated to the site, with the goal to make PXL a better place (with supervision of Mister Monty, of course). Modding contests does take some time. We have to check if all entries are correct submitted, but even though there are rules, it doesn't always mean that an entry can be examined that easily. Often it depends on each case whether

or not an entry needs a warning. So it's not always as automatic as you might think. Of course modding doesn't just mean that we only check or remove entries. We're also there to help other members and I'm glad if I can. In the end I don't have much to complain, but if I can mention something: for me it's not the members that can give me a headache once in a while, but certain made up rules from stock-photo owners. Especially the ones from DeviantArt can come up with contradicting points that make no sense, but we have to find out if they're correctly used...if we can find those rules in their terrible long journals in the first place. But that's about it.



What 3 words come to mind when I say 'PX-LEYES' and please explain why?

Improve. Friendly. Fun.

Learn: with all the tutorials that are out there plus the ability that people can comment on your entry with possible advice to improve is something great about this site and a great way to improve your skills.

Friendly: the community can be seen as overall very friendly and kind to each other. Why wouldn't it if you all share a certain passion of creating or liking art.

Fun: submitting an entry is fun and thrilling, just as much as enjoying other people's work.



What is the biggest difference for you in traditional and digital drawing and what gave you the biggest problem in switching from traditional to digital?

At first I didn't have a drawing tablet, so in case I wanted to draw something straight in Photoshop I had to do that with a mouse. How I ever survived that?....So yeah, I was very glad when the Wacom tablets came into my life, although in the beginning I had to get used to that too. Mostly because with traditional you can add more feeling to a pencil or brush stroke. You can move the paper, see immediately what you're doing. Working digital wasn't completely the same, but years gone by and I'm used to that now. I barely pay attention to the pen, just look straight to the screen and that's it. For the rest, working digital gives you endlessly more opportunities to adjust or undo your work. On the one hand you're more free to create what you had in mind (or even beyond), on the other hand you have to watch out that you won't go too far and lose the spontaneous look from an image. Sometimes not perfect pencil sketches or water color doodles can be perfect too with its imperfectness.

Is creating a new piece a mental game for you? Meaning do you struggle with the piece you are making or does all come in a flow?

Mental game, yes...I try to achieve a certain originality with my ideas and well -I won't have any pretensions- I rarely succeed, but I keep trying. But that process and really time-consuming and can take forever. It is very important though, after all without a good idea, why would you start with an image in the first place? But if you're stuck, it's always good to have a couple ideas beforehand. Whatever you



see or comes into your mind, write it down or make a fast sketch. Sooner or later you might use it for an entry or design. What I also do is make titles from songs or whatever you have around. You can make a whole world around that title and with that you create your idea. No matter what, it's always good to have some (digital) notebook where you can write/draw down what you see and empty your head for new ideas.

If you are allowed to make 1 change / addition in Photoshop what will it be and why?

After every new version of PS I think it's perfect and they can't make it even better....until the next newest release of PS. To be honest, I'm already happy with the PS3 version and couldn't think of anything really REALLY

important to add. After all, it's also your own creativity that has to do the job.

Thanks for doing this interview.

And thank you very much for your listening ear & reading eye! Keep up the good work!





St Paul Church - created by riady



Arrowhead Sunset - created by vtnerf

pxeyes.com



Spread Your Wings - created by MnMCarta

Blooming March - created by EmiK



Asclepias - created by Ben754



He likes the joke - created by Remsphoto





Just Breathe - created by photogirl723



Propeller at Sunset - created by Heathcliffe

Morning bolts - created by snappler



A Sunset At Diu - created by 6tann



The concept is simple: get a shirt, add a logo to it, have a huge community with members who are willing to receive and send the shirt on a 1 year world tour. Along the way they sign the shirt and have photos taken of them in / with it.

Here's part 3 of our own PXL ON TOUR shirt, visiting members in the US this time.





ARTGIRL & PINGENVY



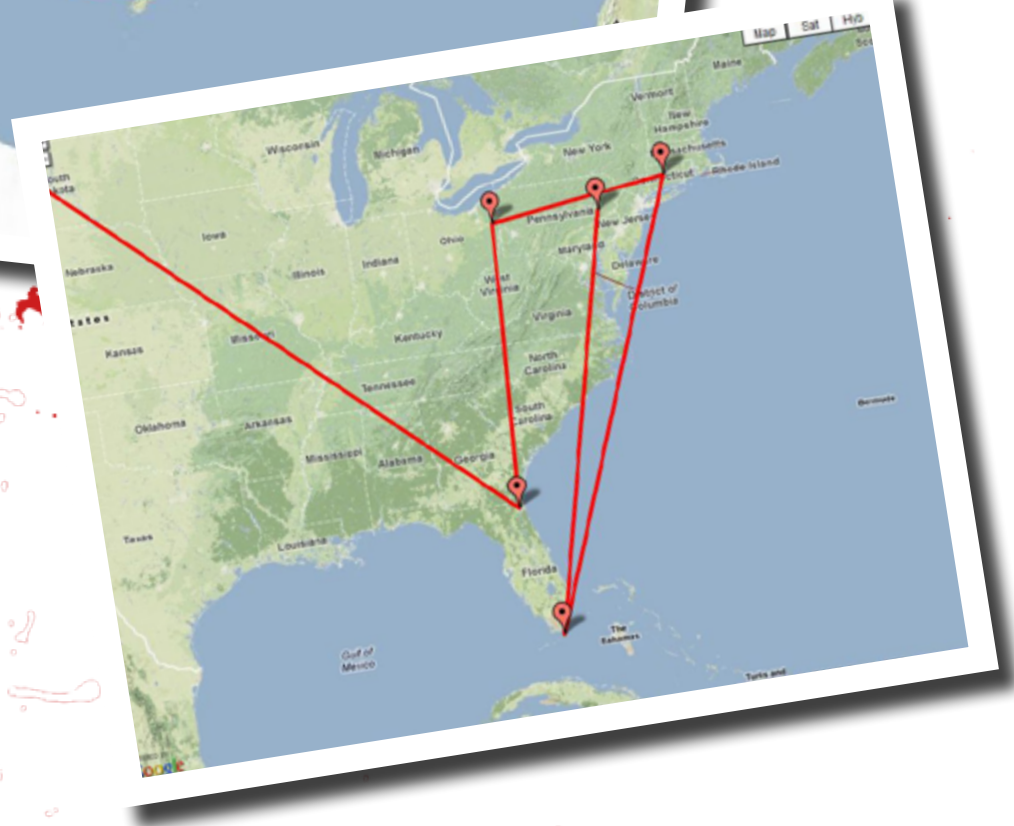


JOECACIA



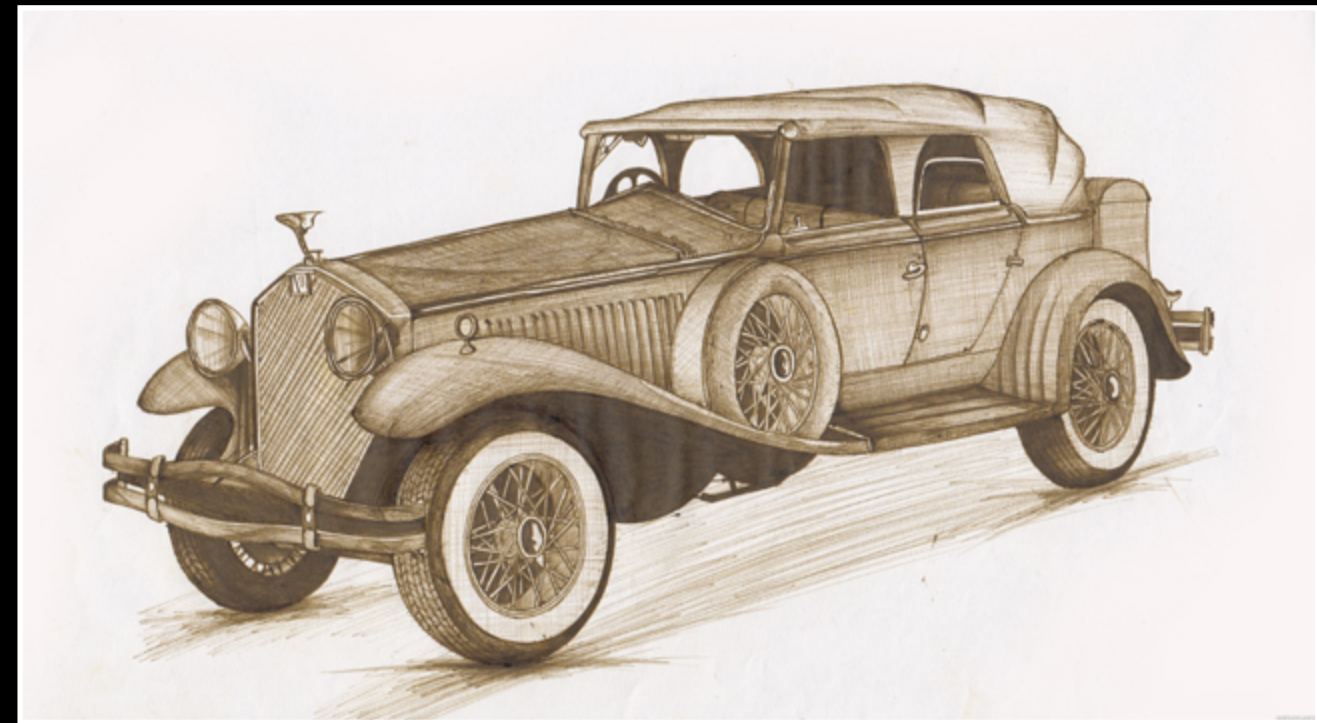


CAPT GEO



ITSMYMOMENT AND LITTMEMOMENT

Old Memories
LKY



Hellflower
blur



agry
roon



A drop in the pond
secretsather



Fat Bob - Working Late
r1k3r

Mercedes-Benz S68 AMG
r1k3r





Pxleyes is the only reason for my love with art. The critiques and tips from the experienced artists were regardless.... And I am always thankful to them.

I am from Kerala, The southern state of India. I have an elder brother and younger sister. I lived with my grand parents when I was a child. The house was almost lonely without nearest neighbors. I didn't have any friends to play with, so I engaged myself in daydreaming. Playing with imaginary friends was a fun part of my childhood.

I was very shy in my school, mean while I was a brighter boy among studies. 'Poverty' was my best companion at that time. A teacher named 'Laison' helped me financially very well, that's only why I was able to complete my studies.

I had my graduation in Mathematics from St.Thomas college, Thrissur. Apart from the school days, campus life was fantastic. I earned the best friendship of 'Febin' and 'Pratheesh' who were always supporting and helping.

During the college days my ambition was to become a soldier. I tried my best but the luck factor is against me. After passing all technical examinations I kept out because my right eye had some infections.





weeks he searched one. It was in an ad agency , not an extreme one. But gave me a lot of relief and hope. After 3 months I had promotion and I was getting enough money.

Days, weeks and months passed. At that time I was working as a graphic designer in a magazine. All I do with photoshop is just cloning and masking. One day I had an email. There was a digital painting. Titled 'she is a painting' I couldn't believe my eyes. I looked at it again and again. And began to think about the possibilities of photoshop. I started searching for tutorials and photoshop tips every day.

Some days after, I accidently saw pxleyes.com, the contests and tutorials... I got addict-

ed to it very fast. The works of Wazowsky and Glockman inspired me to do something like that. The step by step guide was very helpful to learn and try new tricks. Pxleyes is the only reason for my love with art. The critiques and tips from the experienced artists were regardless.... And I am always thankful to them.

Now I am working as layout artist in a news paper. Next academic year I will have to try for a graduation in fine arts. I hope it will be a highlight for my future career in concept art and matte painting which is my dream job in this industry. And till then I will engage myself in chopping and painting. My utmost dream is to see the world through travelling continents to continents.....

I completed a multimedia animation course at 2006. It wasn't a good one. It didn't give me any help till now. I didn't get any job and I was wandering several days after that course. All I do was practicing some traditional martial arts called 'Kalari payatu'. That was the only entertainment I had.

I had to find some job. I thought I can't do anything in visual media. Then I started working in a barbershop. Those days are really disturbing but it paid very well. Situations forced me to hang in there.

My career could have ended there. It was 2008 ,one day' Vinayan' one of my school friends, came into the shop where I was working. He asked why I am working there. He offered that he will find a job for me. Within two





neighbors cat
created by rcodyheat



dappled nap..
created by iquraishi



Mr Tomcat
created by mazanda

Kitty cat
created by mitramehvar



Cat
created by rbrum



Blue Eyed Cat
created by SohCahToa



Drawing is a form of expression that has been around for many century's dating back to the earliest of time. The caveman had drawings on the walls of there caves to depict their hunts and their conquests over rivals.

The Egyptians had hieroglyphics which did basically the same thing but were more advanced and elaborate in their details and also with the advent of civilization became more symbolic of their culture.

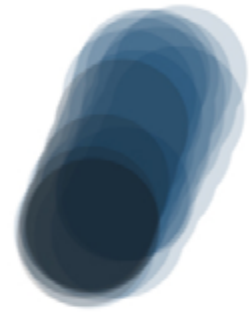
The styles and presentations of drawing has changed many times over the vast amount of time between the caveman art and modern day art. From drawings etched in stone or drawn on parchment paper to the use of canvas, tile

blocks, art papers and to the modern use of computer's for digital drawing. Although the styles and approach may vary there is still the basic fundamental rules to drawing that have stayed the same.

A good drawing is still based on the principals of a good subject form and the composition of the drawing. This is then carried out in the coloring of the art by complimentary colors and highlights and shading.



1 Start of drawing, two colors applied with brush tool



color applied at 50 % strength

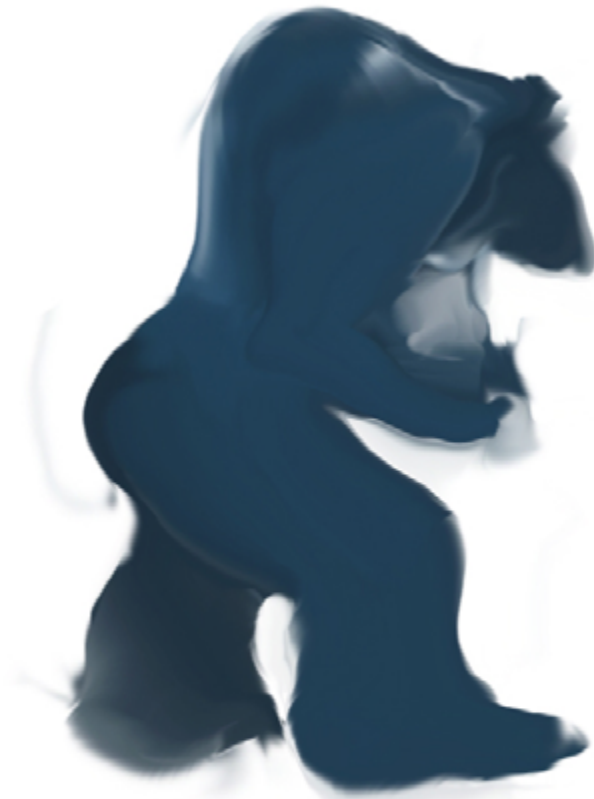
this is 150 resolution and 5 by 6 inches high

2



Using the smudge tool at about 70% strength and 160 pxles pull the color around to make the beast form. shaking the tool in quick short motions will smooth out spots you want - this is about 3 min work.

3



Taking it into liquefy I pulled the shoulders up and shaped face and adjusted the feet. three more minutes

I would like to spend some time on the more modern version of drawing, digital art , specifically the smudge tool. And since I am aiming this at the members here on pxleyes, the digital art in the format set by the rules applied here. That means no use of the multitude of all those super digital tools that so many here have access to and some can use so very well. We will not use textures or shapes, no blur tools or other fancy things that will get you in trouble here.

To put it simply I would like to use digital art almost the same way as you would real media artwork, but with a few thrown in

legal perks such as layers, the effects of color adjustments and the ability to correct mistakes effortlessly.

There are different ways to start your digital drawing, some will start by sketching their work outside of Photoshop then scan it back in for the coloring of the work, others will do the whole image from a line drawing sketch to the finished coloring right inside Photoshop. If you use a Wacom or digital pen you are probably at a fairly large advantage to using only a computer mouse for your work, a Wacom can give you much better control over the movement of the drawing tool and can also apply

color depth and different line sizes with just the pressure applied to the pen.

Having said that I will tell you I have a Graphire 3 Wacom and a Intuos 4 large. I have used both at times but 80 percent of the time I use the Graphire 3 and on each of them I only use the mouse. I just cannot get the hang of the pen for some reason. Just me, but that is the way it is. The mouse still has great control but without some of the pen special features. But a little longer to finish is OK as long as the results are what I wanted to achieve.

If you prefer to draw on paper then scan your image in, that

4



using the smudge tool at different strengths and sizes moved the colors to get better body proportions, no extra color has yet been applied I felt the body was a bit too wide so I cut the image out and squeezed it together slightly. about another 10 minutes

5



I am ready for details now so I adjusted the contrast and darkend a bit , then [sharpend more] once to get better highlite areas I will use almost the same colors for details but in a variety of shades and darkness

6



using the brush tool I lay in strokes for the flow of the hair on the beast. light blue for highlights dark blue or black for shaded areas

works OK also. Some feel more at home on paper and can do great details and shading.

Then when they take it to Photoshop it can be enhanced in layers with colors. Once inside Photoshop the work on most drawings use pretty much the same technique's.

If you do the main subject first and plan to place it over the background it can be done separately, then you can add the background on a different layer. Which ever why you chose you should try to make the subject and your background compatible to each other. And remember when placing the subject onto a

background it is important to have smoothed edges that flow with little or no jagged cut and paste feel. For this I am a big fan of the smudge tool.

I truly believe the smudge tool is one of the greatest drawing tools Photoshop has, mastering it can make drawings fun, fast and very rewarding. I probably do forty percent of a painting with the brush tool and fifty percent with the smudge tool, which leaves ten percent for the use of other things such as the line tool or eraser.

One other tool that comes in handy occasionally is the liquify tool. This tool is great for making small corrections to faces or body parts that may be off a hair and not noticed right away. You can make small changes without hardly any damage to your work at all, thus saving a lot of time redoing parts you are unhappy with, you can also do some major revisions on proportions or curves, shapes, and lines to your drawing. This may mean some touching up to correct parts that no longer line up correctly but you can easily undo if not satisfied with the results.

7



on a seperate layer I lay in darker black lines to define the hair, these will be blended in with the smudge tool later. It is at the beginning of this stage you would push the resolution up to three hundred if it was for being displayed in large format when finished. and the blending is much smoother, and also takes longer.

Working with the smudge tool.

One aspect of digital drawing that I have found to be fun, quick and sometimes produce pretty good results, is smudge tool drawing. I do not mean drawing lines or having a preplanned goal in mind when you start (although that can be done also) I mean taking one or two colors and with different pressure's and sizes use the smudge tool to actually draw by forming or manipulating the colors into a drawing.

I admit it does take some imagination and the ability to see things in the work as you go. But once you see a image that

8



To finish the painting I spent about 45 minutes using the smudge tool and brush to put in hair lines ,after I was done with that I sharpend the whole image to make the lines stand out more. this could now be layed over a background this whole work was done with only smudge , brush, eraser, liquify tool and layers.

looks worth pursuing you have a form of sorts and shading already started for you. Or if you like you can actually go for a preplanned image or idea . I have done both.

You start with a canvas size of about 600 by 800 pixels or in that vicinity, with a resolution of about 120 to 150. Then put down one or two colors at whatever density you like. But if you are working on a white background make them dark enough to see clearly. If your background is dark then go with lighter colors.

You can use more than two colors but it does produce a bigger variety of shades and can make it harder to work with.

I like to keep a simple color scheme and carry it throughout the entire work ,and using the same colors at different shades and density to put in the details and get the wanted results.

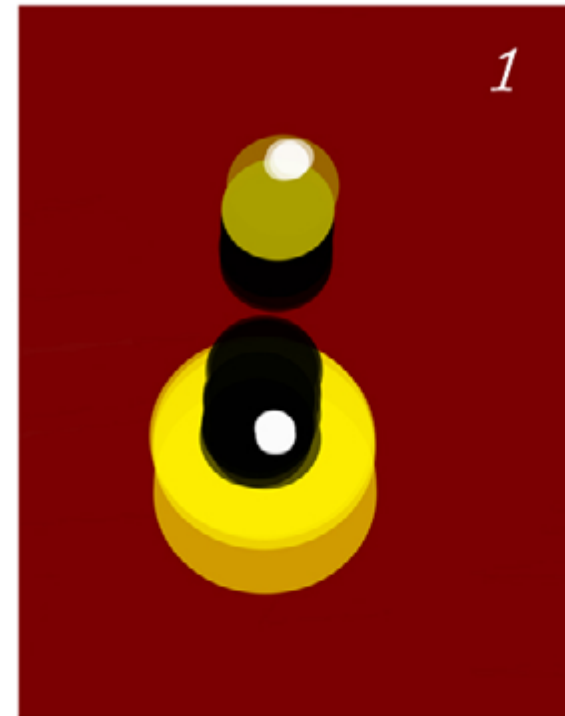
Next take the smudge tool at about 75 to 80 percent density and about 120 to 130 pixels wide, click on the main color spot and hold down as you move the pen/mouse in smooth swirls and short strokes. You let up and take another spot and repeat. If you have something in mind move the pen/mouse to try to form that goal or as you move the cursor look for something that looks like a start of a image. Once you see something you then have to try to manipulated the colors into that image. It may not work the first few times till you get the hang of moving the colors around and if you never can see anything in the swirls as you go you may have to stick with just going for a subject you can visualize.

It may not work for everyone, but for me I love it.





smudge sketch



9 *other examples of smudge tool drawings*

these were all done without line sketches, just the manipulation of one or two basic colors



Started with a red background, on new layer put black and yellow and white. got to #2 and went for the boy image.

PXL is for me
a place where i
burn the shadows
dodge the highlights
desaturate the noise
and increase the
depth of color

Gornats



PXL is for me....
the best way to start
my day, and learn
something new!

George55

PXL is for me
an incentive to
improve my skills
in photography

Patty

Pxl is for me...
A stomping ground for
creativity and a comfort
zone for endless and
honest improvement.

Pixelkid

PXL is for me
Inspiration

TwilightMuse

PXL is for
me a
FUN place to
let **LOOSE** one's
imagination.

TK

PXLEYES is for me...
The place where every thought comes
to life in a picture..

Jordy Ponce



With white coat - created by minigunas



The road to hell... - created by karaflazz



Candy bar... - created by karaflazz



Interior - created by qlmos7



The carpenter - created by karaflazz



Smile - created by friiskiwi

The Arch - created by Vettles



The Ant Worker - created by minigunas

You Got A Drop On Your Cheek - created by minigunas



Just hanging on a wall... - created by karaflazz



Being a PXL-member for almost 3 years taylor21286 can be seen as a senior user. In these years he showed his talent in more than 80 entries and they keep on coming!



Who is the guy behind taylor21286?

My name is Terry Naylor, I live in Cleveland Ohio and work as a Web Developer / Designer. I've been working with Photoshop since I was 16 years old and I still have not conquered it! When I'm not Photoshopping or working, I enjoy playing guitar, video games, I also play a lot of sports during the week to try and stay in shape. I play softball, soccer, and volleyball. I try to take photos as much as I can in my free time. I love photography and hope one day to be as great as some of the people on Pxleyes.com.

That's a full schedule! Designing, photoshopping, photography...Did you do an art-related study or how did you develop your creativity?

I've been drawing ever since I could pick up a pencil, so I think I've been working on my creativity for pretty much my whole life. I studied Graphic Design at The Art Institute of Pittsburgh, where I received my Bachelor's of Science in Graphic Design. I've taken a couple Photography classes and I went to Bartending school and worked as a bartender for a while. I think the Bartending helped out a bit with my creativity, I was always making new drinks and trying to figure out what went well together.

Photoshop...love at first sight?

Actually when I first started using Photoshop, I hated it. I preferred Illustrator. I would get so frustrated with the pen tool in Photoshop that I just wanted to toss my computer across the room. However, I grew to love Photoshop and it is, by far, my favorite design tool!

Looking at your portfolio I see photomanipulations and digital drawings. Do you prefer the one more than the other?

Most of my portfolio consists of photo manipulations. However, I do have some digital

drawings in there. Digital drawing is something that I recently started doing, and I find it very challenging. I feel there is a ton more creative freedom with digital drawing. I really don't think I could chose one or the other, I like them equally in their own ways.

Traditional drawing, you like that too?

I love traditional drawing! However, there is little room for error when drawing traditionally. I prefer digital drawing because it is much easier to make edits and you can make multiple saves throughout the process.

Can you say something about your work progress? There are new contests and then what?

I start of by searching the internet for inspirational pieces, and Photoshop pieces that really stand out above everything else that is out

there. Then I will kind of figure out techniques that the artist used to create such a fantastic piece of art. I will then use these techniques in my own pieces to create my own works of art. It's really a lot of fun. The hardest thing about this process is to look at pieces of art and not be overly influenced by them.





Do you have any external influences (other artists, sites, movies, etc)?

I do have external influences, one of my influences is actually a Pxleyes member and she goes by the name of DaniellaOwergoor. I think every entry she puts out there is top notch, she is truly an unbelievable artist with great talent. Jordyponce is another member that my work is influenced by I am also influenced by the art deco era. I visit deviant art on occasion, for inspiration, and I love adsoftheworld.com. You can find some very clever ideas there.



Which entry you'll always keep close to your heart?

I think I keep all my entries close to my heart, because they are all a part of me and who I am and the way I think. But if I had to choose one that really stands out to me or is my favorite entry. I would have to choose my entry for the seagull contest entitled "Feeding Time". I just had so much fun working on that piece and I really learned a lot from the experience. It seemed to be well received by everyone too.

Finally, any tips for people who just discovered Photoshop or similar programs?

Practice, practice, practice. Research tutorials and do as many of them as you possibly can. Even if the tutorial does not look interesting at all to you, do it anyway because 9 times out of 10 you will learn something new. There is a wealth of Photoshop knowledge on the internet so use it! Also, keep up on the trends. I look at Photoshop artwork for at least 30 minutes a day, there is a lot of artwork out there that is truly amazing.

Ok, thank you very much for your time, it was a nice conversation!



Friend in Every Season - created by blur



The Treasure Hunters - created by hereisanoop



It's Time To Eat! - created by smalapatekut

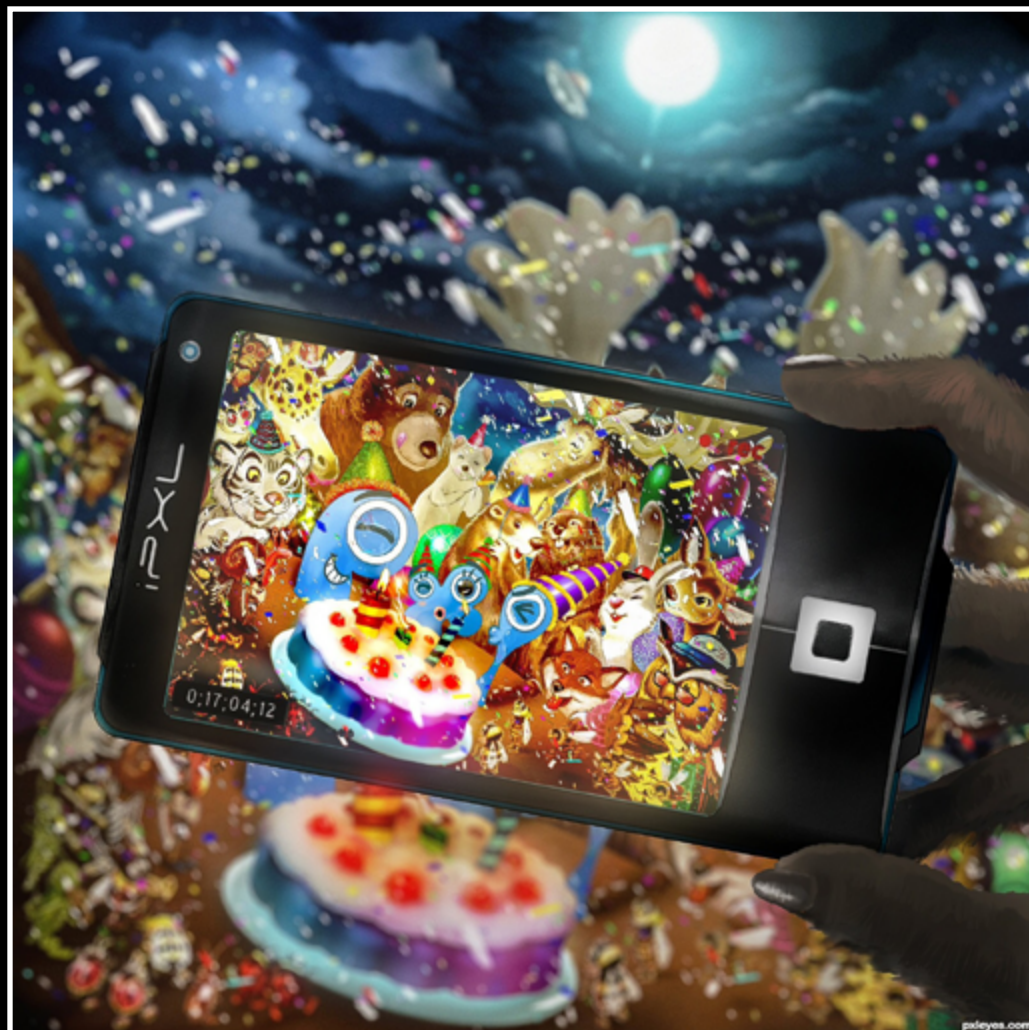


Butcher robot poster - created by grupax

Angry Pxl - created by Chalty669



Steam Bots..... - created by samanway



Celebration of Life - created by blur

A magic day - created by divair



The Eighth Dragon Gate - created by blur



Dandelion Hill - created by spaceranger



I'm from Belgrade, the capital of Serbia, which is situated at the very heart of Balkans. I've spent whole my life here, I've grown here and educated.

If I were to say who is guilty for endless hours I've spent on the internet and working with Photoshop then it would be Mark Monciardini, the author of online course Photoshop Top Secrets. I accidentally discovered this incredible set of tutorial and I was caught by it right after the first example. My first works were very comic and I sometimes take a look at them when I need a good laugh. But I believe that these first steps are the same by all of us.

After some time I accidentally found some tutorial on Youtube which was created by Howard Iceflow Studio and PXLeyes was men-

tioned there. I clicked that site right away and found what I've been looking for for a very long time. Right from the start I got the support from lots of members whom I find very nice to this very day.

After almost three years spent on the site and lots of works I came to the idea to create myself something what others will be able to learn from. I was lucky enough to quickly make it true because I work at educational institution in Belgrade dealing with IT education. Although I didn't have a chance to create Photoshop course but Adobe Flash course, I enjoyed it enormously.



At the moment I'm working on Action Script 3.0 course and I'm glad that 2000 people will have a chance to learn from it. I can honestly say that a great help is the experience I got on PXLeyes making and watching SBS steps of our members. Due to job requirements I rarely have a chance to make some work but I enjoy in other people's works on site every day.

I'm from Belgrade, the capital of Serbia, which is situated at the very heart of Balkans. I've spent whole my life here, I've grown here and educated. You've surely heard of Belgrade and Serbia because stories with political background are usually heard everywhere. I won't talk about it because nobody saw good things from politics and politicians. I love my city which is located at the confluence of rivers Sava and Danube, and that confluence is voicelessly watched by Kalemegdan fortress, the pearl of Belgrade.

When you come to Belgrade I'll take you to Skadarlija, famous bohemian quarter, where we'll enjoy in Serbian culinary specialties like gibanica, proja, pr-suta, and all of that will be followed by good wine and rakia from various fruits.



Everybody who has ever felt Belgrade's soul has come to love this city. Although I'm very proud of my city, traveling is one of my passions. I've traveled a lot, mostly through Europe, but I hope I'll have a chance to visit the farthest parts of our planet.

I was delighted by New Zealand while reading Friiskiwi's Homestory. Especially because I know The Lord of the Rings was filmed there. I've recently come back from Rome which I've visited for the first time and the monumentality of the world's capital astonished me. You actually can smell history near Colosseum or walking on marble floor of St Peter's Basilica. Until entering Sistine Chapel I thought stories about it were exaggerated and that people are just telling what they've heard about feeling power around its walls. And then I entered!

Although there were a lot of tourists around me I could simply feel my puls beating because I was astonished by what I've seen. I respect numerous cardinals who have chosen the superiors of christianity through centuries, but I've started to respect something else more from that moment. The art that was given to the world by Michelangelo, Botticelli, Perugino, Pinturicchio and lots of others is the thing that has left me speechless. Just to enter there is enough and everything will be clear to you. The city which has left the same strong impression on me is Berlin. The artistic picture of that city is clearly seen in Zapata quarter and on the remains of Berlin wall known today as East Side Gallery. Grafitti artists have left their seal at this place and it is fantastic. Now I'll leave traveling aside and I'll tell you about another one of my hobbies.

Winter in Belgrade, people can't wait to get into their homes and wait for spring to come and also to get a few pounds consuming winter culinary specialities increasing their chances to get some cardiovascular disease.



You would surely expect me in that ambience, I can't say that it wasn't my plan, but my girlfriend Ivana wanted us to go to the cinema to watch Bee Movie. We went to the cinema and found out that she made a mistake about the projection date and that we wouldn't be able to watch it until next day. We didn't want to return home so we bought tickets for the Underwater Film Festival that was on. Before entering the cinema hall some girls approached us and started to talk about scuba diving. They offered us intro dive in one of swimming pools.



Three months after it I got my first diving CMAS star. We both dive, mostly at sea, but sometimes we dive in Serbian lakes just to stay in shape. I've mostly dived in various locations around Korcula island in Croatia where Ivana's family has got a house. That island is beautiful and I have very nice memories of it. I recommend Dalmatia, especially Korcula, the island of the smartest pirates at the Adriatic Sea, to all the people who love sea.

We always take our dogs with us to the seaside, Ivana's got female German Shepard Abi and I've got mixed breed Tofi and Great Dane Odin. Odin is now retired playboy and the 'girls' are 'crazy like current' (Serbian joke...).

At one moment I've mentioned the Lord of Rings. I'm a big fan of epic fantastic and everything has started with Tolkin. I think I was at the fifth grade of elementary school when I first read this amazing trilogy. I don't know myself how many times I've read it. Right after it I read other Tolkin's books as well as books of many other authors. Besides science fiction I adore historical novels. I often say for myself that I'm untried historian trapped in the world of IT. I'm fascinated by Mongolian history, the way that kind of force appeared from eastern steppe and and rushed through Europe is unbelievable. I've also read a lot about Roman



history and later about Byzantine. Last year I accidentally discovered four amazing books of Russian writer Sergej Lukjanjenko. Of course those were his Guards. After a long time these books left me breathless and I'm very sorry there will be no follow-ups.

So, what do you get when you combine SF, history and person who is born 600 years later. You get video game freak. Perhaps I used to be that because I had more free time. I adored games like Heroes of Might and Magic, Dis-

ciplines, Sacred, and after them Witcher and Assassin's Creed. I also played alot of other games but I'm afraid I wouldn't finish the list of them til morning...

I'm looking at my watch now and it's almost 5 a.m.. I'll stop now, say good bye to all of you and wish you to stay creative and never to give up your dreams because the inspiration is all around us and you just need to firmly catch it and not let go.



jack & jack & jill
tk



lime, orange and grape fruits
gabbilam143



Lady
Rad-Vila



Ali Baba's Dagger
Rumi



The Dance of the Elements
Mad



Finger Ring Player
usidda



cat in the glow of the light
created by scratzilla1

Cat Portrait
created by jordyponce

pxleyes.com



BFF
created by erathion



pxleyes.com

Kitty cat
created by mitramehvar



Abominable Snow Cat
created by spaceranger



Mech Cat Ikal Liquid Metal
created by Drivenslush



Cat Fish
created by jubjube

With every new version of Photoshop new features are introduced, the functions of those might be pretty unknown and hardly used eventhough they can make our chopping and photography life much easier.

**This new series will show those new features and explain how they can help us.
First up: *content aware scale*.**

How does the content aware work?

Simply put: it takes areas in an image with low resolution and compress them automaticly.

Let start with some examples so you get an idea what it can do.

As an example I use a photo made by Kyricom called Hummer.

It is a great looking shot but what if you want the bird closer to the drinking bowl? You could go making new layers out of the bird, move it closer but then you are left with restoring the image. Let's use the content aware scale and see to do it with that.



So first task is to open the image in Photoshop, unlock the layer and then go to Edit > Content-Aware scale. You'll notice the image gets 8 handles marked with yellow spots below.



You can use those handles to make the image smaller in any direction. What I'm doing is to shrink the image from the right first.



You notice that the green area between the bird and the bowl is almost gone and the bird is hovering very close to it. Neither the bird or the bowl are being distorted.



Let's try the same with this image by MnMCarta:



Within a minute we have the dice closer to each other, they are even over each other. And the image is almost scaled horizontally with 50%!



Let's take it one step further and do it vertically as well.

You see the dice are not harmed and we got rid of the most black space. We made the final image is about 30% of the original without distorting the dice and cropping the image.

Nifty huh?

Let's move on to the next example:

A photo made by Matka called 'Two Chairs'. Here's the original:



You would think that the content aware scale would do a nice job again but see what happens when we scale it from the left:



What happens here?

As explained before PS uses the low resolution in an image and scales those.

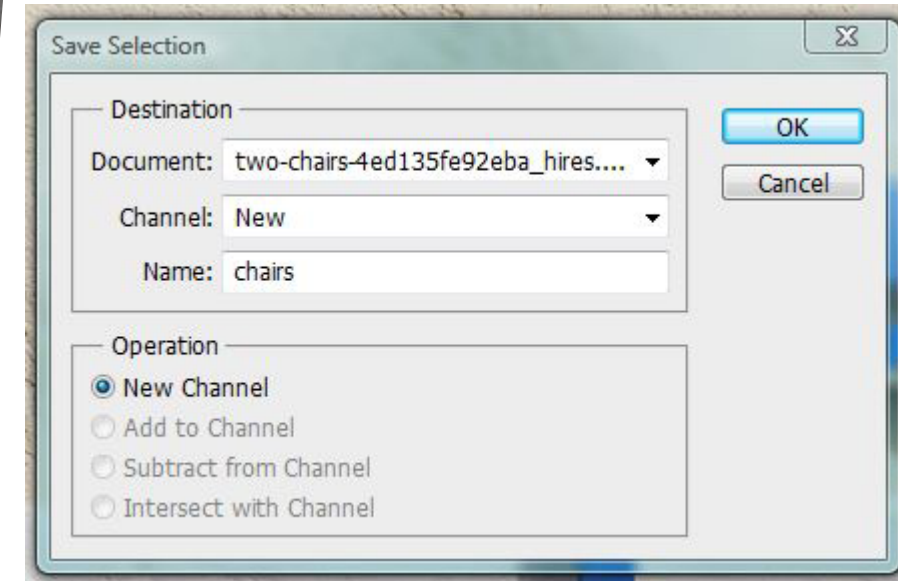
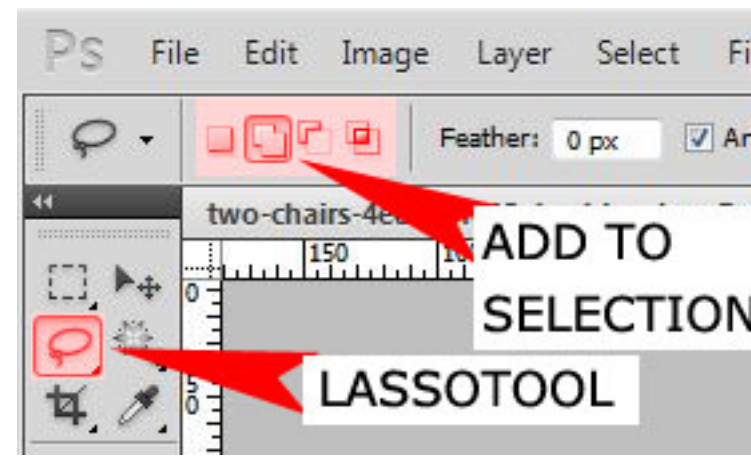
In this example the left chair is not recognised as an object.

How do we solve this?

First we need to tell PS not to scale the 2 chairs, we need to use a layer mask. This is not as hard as it looks.

Select the 2 chairs with the lasso tool, be sure you've also selected the 'add to selection' option so you can make mutiple areas with the lasso tool.

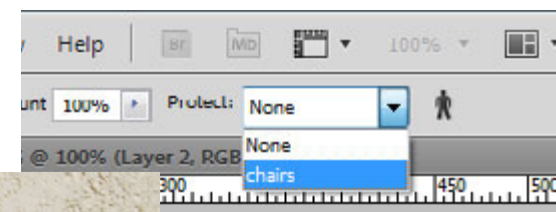
Below I made the selection I made with the lasso tool black for you there should be the ants. Right click in the selected areas and choose 'Save Selection'



I saved this layer as 'Chairs'.

Now go to edit > content aware scale and at the top you see a little pull down menu with 'none' in it. Pull it down and there's your saved layer called 'Chairs', select that one.

Now you can start scaling your image from the left with good results.



Cover: Karaflazz

Chain interviews: Wazowski, Tnaylor

Homestories: Erathion, Hereisanoop

Photography for Dummies: Itsmymmoment

Draw with the smudge tool: Glockman

Coordination: Lelaina

Lay-out & Editor: Robvdn

Contact us: theeye@pxleyes.com



PXLEYES GENERAL
PXLEYES PHOTOGRAPHY
PXLEYES PHOTOSHOP
PXLEYES DRAWING
PXLEYES 3D



PXLEYES GENERAL
PXLEYES PHOTOGRAPHY
PXLEYES PHOTOSHOP
PXLEYES DRAWING
PXLEYES 3D



Previous editions:
Overviewpage at PXL

THE EYE can also be down-
loaded at Magsoftheworld

contact us:
theeye@pxleyes.com

© 2012 WWW.PXLEYES.COM
All sources used to make the
photoshop images are mentioned at
the entries at www.pxleyes.com