

FACES ON OBJECTS

Select the image that contains the face you want to put on an object.

You can do your basic processing of the image in your usual way before bringing them into photoshop. It seems to work best if your face image has a fair amount of contrast in it.

Select your object image and move both the face image and the object image into photoshop.

Once you have your images in photoshop there are a few basic preparation steps to take.

ACTION – For each image go to IMAGE-MODE and select 8 Bits/channel.

ACTION: Turn your face image to a black & white image and increase the contrast. I do this by adding a black & white adjustment layer. I

manipulate the red & yellow sliders to get a higher contrast image. Then MERGE the layers.

ACTION: On your image with the face, select the face. I use the quick select tool. With the selection active, go to select and mask. Move the Feather slider from 10 to 40 pixels depending on your image. For this image I'll use 20 pixels. Output it to a selection. Add a layer mask.

ACTION: Drag your Face layer to the image with your object layer. Using the transform tool (cmd T) size and position the face where you like it. You can change this later so just approximate the position for now.

ACTION: Turn the face layer off. Make a copy of the object layer (CMD J).

ACTION: Select FILTER-BLUR-GAUSIAN BLUR. Choose 4 pixels for the radius. Click OK

ACTION: Select LAYER-DUPLICATE LAYER. Click the document dropdown menu and choose “New”. Give it a name that you will remember. Hit OK. This creates a new image.

ACTION: Close the new image. A dialog box appears asking you if you want to save the changes to the document you just created. Click SAVE and the SAVE AS screen appears. Using the name you gave the new document, save the file to your desktop (or somewhere you can find it easily). When you save the document, the screen automatically returns to the blurred layer you were working on.

ACTION: Delete the blurred layer. I just drag it to the photoshop trashcan.

ACTION: Make the Face layer visible and active.

I left this next step out during my presentation. It is very important. **ACTION: Select FILTER-DISTORT-DISPLACE. Set horizontal & vertical scale settings to 10. Under displacement map, click “stretch to fit” and “repeat edge pixels”. When you click OK the system will take you to your save images locations. Choose the displacement image that you saved earlier (I saved mine on my desktop). When you click “open” you face image uses the values from your displacement map on your face image.**

ACTION: Hit COMMAND J to duplicate the displaced face layer.

ACTION: Change the blend mode to multiply.

ACTION: Double click on the layer to bring up the layer styles menu. Choose COLOR OVERLAY. Click in the color box and manually enter the color 736D69. Change the Blend Mode to COLOR DODGE. Hit OK.

ACTION: Activate the lower face layer. Change the Blend Mode to OVERLAY. Adjust the opacity to 20%.

For the final steps you just adjust the opacity of the two face layers as needed. Group the two face layers together by shift selecting them and hitting cmd G.

Now you can use the transform tool to size and position the face where you like it best.

