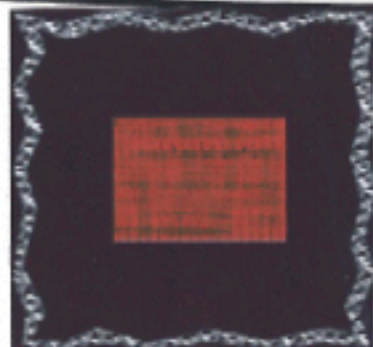


Artwork Development 1



1. Create basic shapes for border and title box using the lasso and fill tools on two new layers.



2. Add texture fill to border selection and render and emboss the border via blending options.



3. Import and copy reference pics of hands (right hand) and filter-cutout (left hand). Then blend like border.



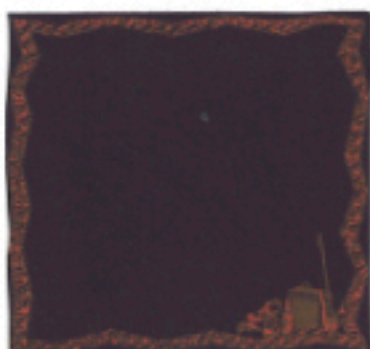
4. Import lamp and objects to give in colour and arrange to suit.



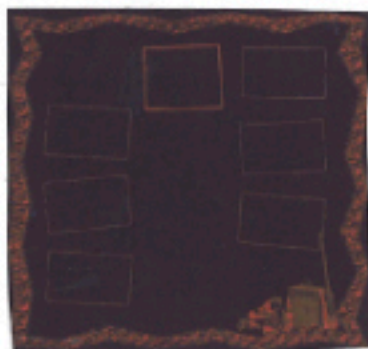
5. Fix colour objects on layer. Select reduce to only red channel. Then copy hue; combine to red on border.



6. Finally add and arrange fonts and emboss using blending options. FINISHED.



1. Import border and corner layer set from previous. Shrink corner images.



2. Select 7 squares for the text, add a border. Selection of opposite Epic and colour red.



3. Import, arrange and resize hands to hold cards. Filter-cutout. Make something no overlaps.



4. Import and arrange lamp. Import silhouette and colorize set via hue/saturation.



5. Type and color required text, then transform and rotate to required angles.



6. Import images, rotate and crop. FINISHED.



1. Import border and use fill-black on background layer.



2. Select guitar outline and then add border of Epoxels selection.



3. Using the same method, add cord templates and paint red.



4. Using select tool enter fill the guitars on 2 layers freeach colour.



5. Add features of guitar via select, colour fill and then emboss.



6. Select hilites and paint over in stroke mode. shadows on multiply mode.



7. Select cord guitar and create larger border with line tool for neck.



8. Add keys onto neck and cords. FINISHED.

