PHOTOSHOP

dasturida chizish mashqlari

6_5

Extreme Photoshop CS

Matt Kloskowski

friendsof

DESIGNER TO DESIGNER™

an Apress® company

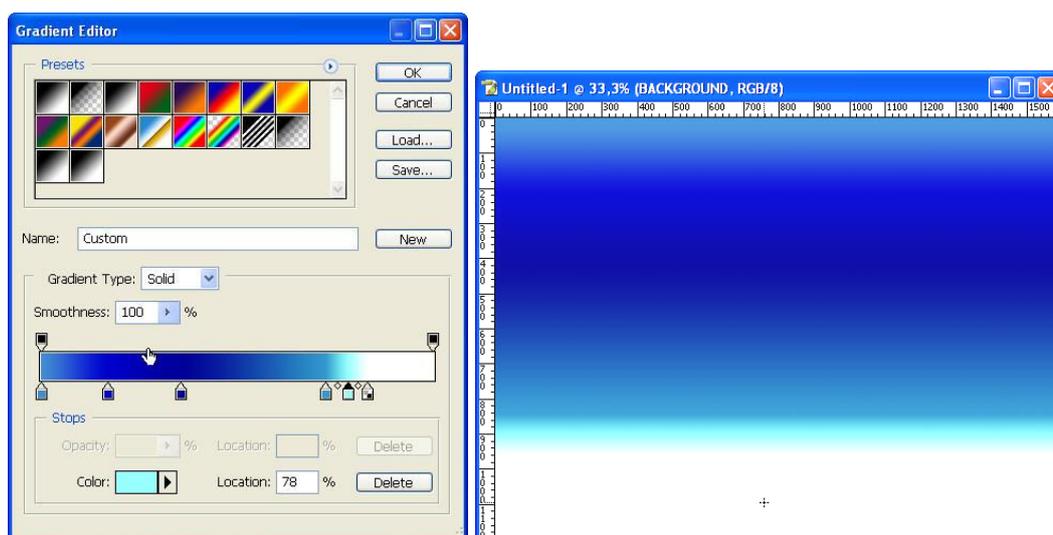## Asosida tuzilgan

Uch o'lchamli fazodagi akvarium tasvirini yaratish mashqi

1. Yangi 1600X1200 nuqtaga hujjat yarating.
2. Ikki marta Background qavatiga chertib, qulf holatidan xalos bo'ling.
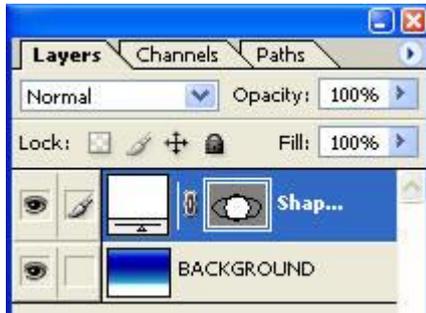3. Quyida kursatilgan gradiyentni hosil qilib, hujjatga quying.

4. Hujjatning oldi rangini oq qilib, [Ellipse] aslahasini [Shape layers] holatida tanlab, 675X700 nuqtali shakl chizing.
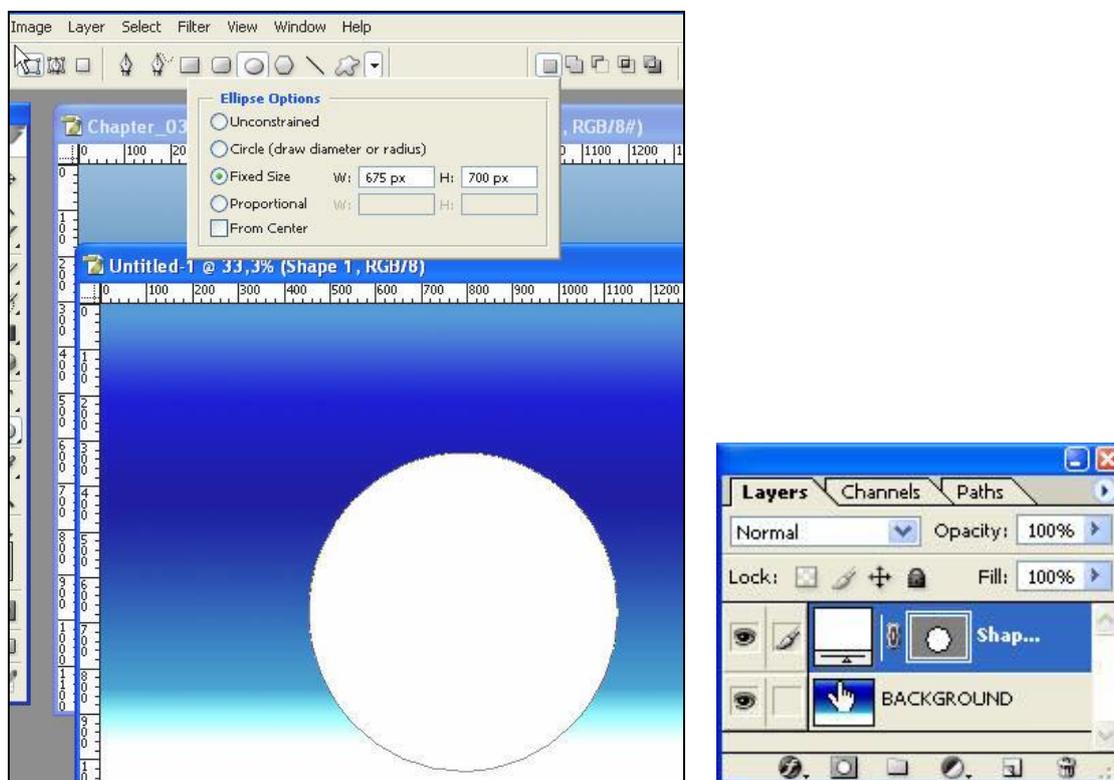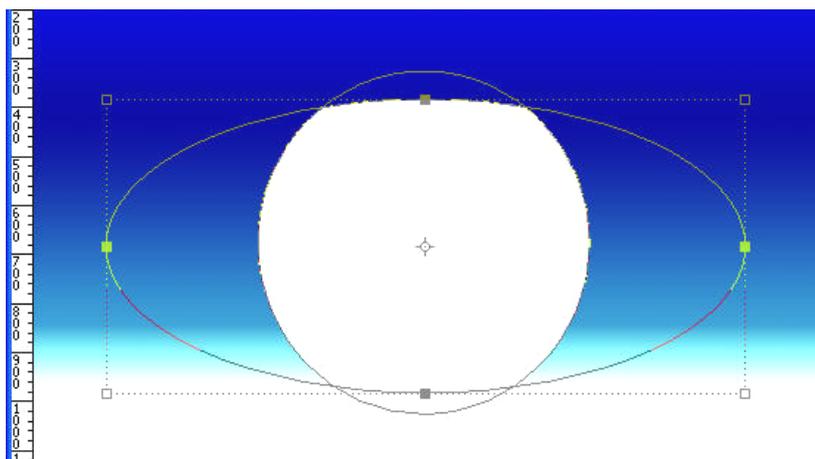
5. Yana [Ellipse] aslahasi yordamida, faqat [Intersect Shape Areas] holatini tanlab, 1300X600 nuqtali shaklni hosil qiling.
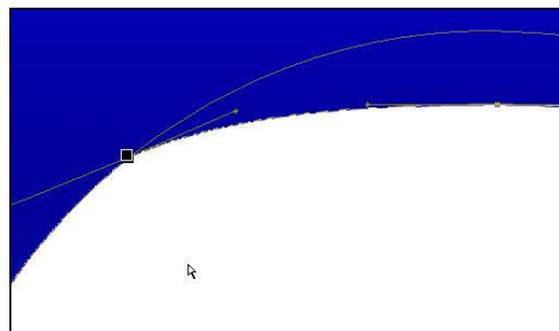
 [Intersect Shape Areas]

6. [Path Selection] aslahasi yordamida katta ellipse shaklini belgilang.
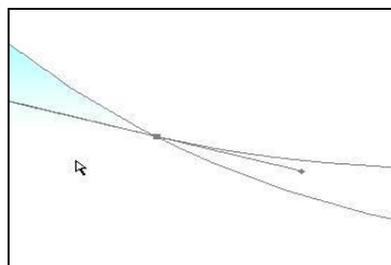

7. [Add Anchor Point] aslahasi yordamida akvarium chekkasiga nuqta hosil qiling.

8. Direction Selection aslahasi yordamida akvarium chekkasini yumalaqsimon qiling.
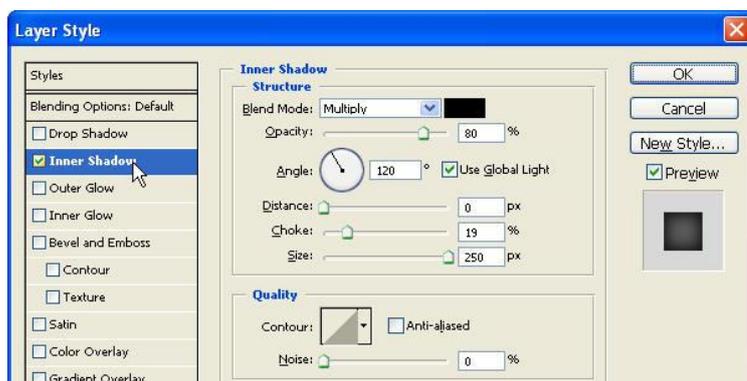
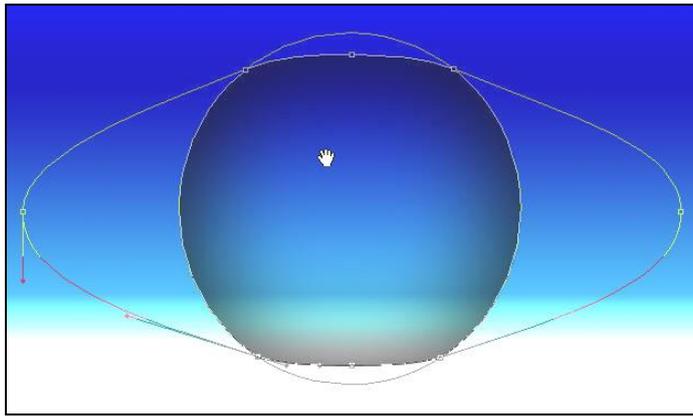9. Yuqorida bayon qilingan amalni akvariumni boshqa qirralariga ham tadbiq qiling.

10. Nihoyat qavatga "MASTER" nomini bering, chunki bu – asosiy ishchi qavat bo'ladi.

11. "MASTER" qavatiga ikki marta chertib, [Layers Style] oynachasida [Inner Shadow] usulini tanlab, quydagicha berilmalarini o'rnating:

12. "MASTER" qavatini aralashish turini [Multiply] qiling.

13. [Ctrl-J] tugmalari yordamida "MASTER" qavatidan nusxa olib, unga "MASTER CLIP" nomini bering.


[Layers] oynachasini pastki qismiga tortib, "MASTER" qavatidan [Inner Shadow] usulini o'chiring.

14. "MASTER CLIP" qavatini faollashtirib, [Ctrl – T] tugmasini bosib, "FreeTransform" holatiga o'ting. [Alt] tugmasini bosib turgan holda tepadagi o'rta nuqtasini yuqoriga torting.
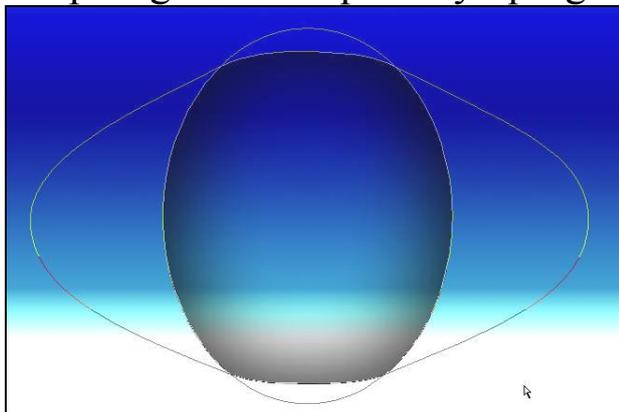
15. "MASTER CLIP" qavatini faollashtirib, [Ctrl - G] tugmalarini bosib, aralashish usuluni "Overlay" va "Opasity" berilmasini 70% qiling.
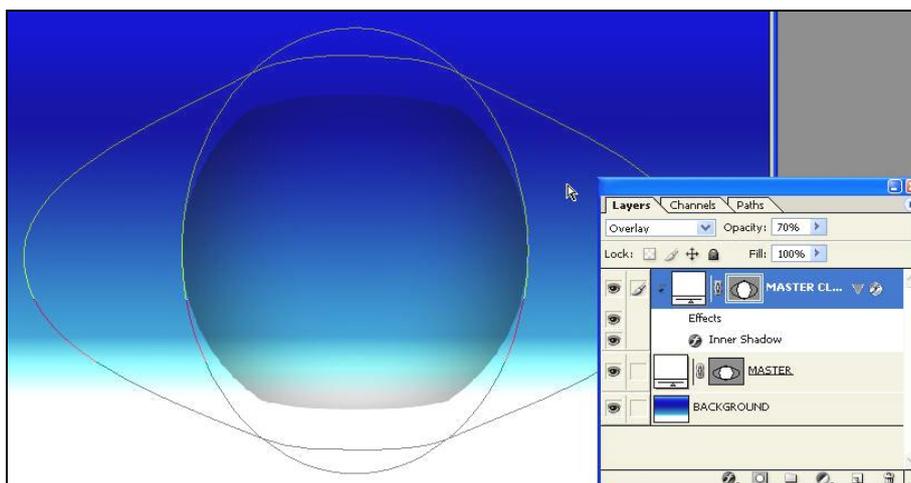
16. Akvariumda suv ko'rinishini yasash uchun [Pen] aslahasini tanlab, akvarium tepa qismida suv satxini chizing:
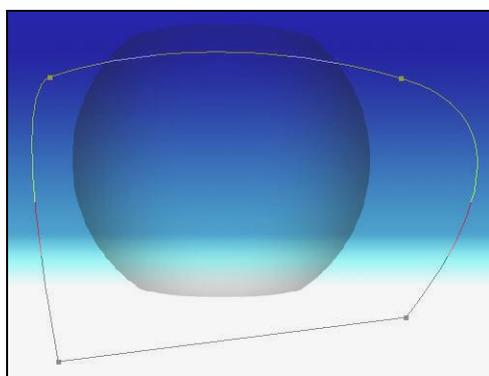

17. [Path] oynachaga o'tib, [Work Path] qavati faolligida oynachaning pastki qismidagi [Load Path as selection] tugmachasiga cherting va yo'lagni belgilangan holatiga ot'kazing.

18. [Layers] oynachasiga o'tib, [Ctrl-Alt-Shift] tugmalarini bosib turgan holda "MASTER" qavatiga sichqoncha bilan cherting.
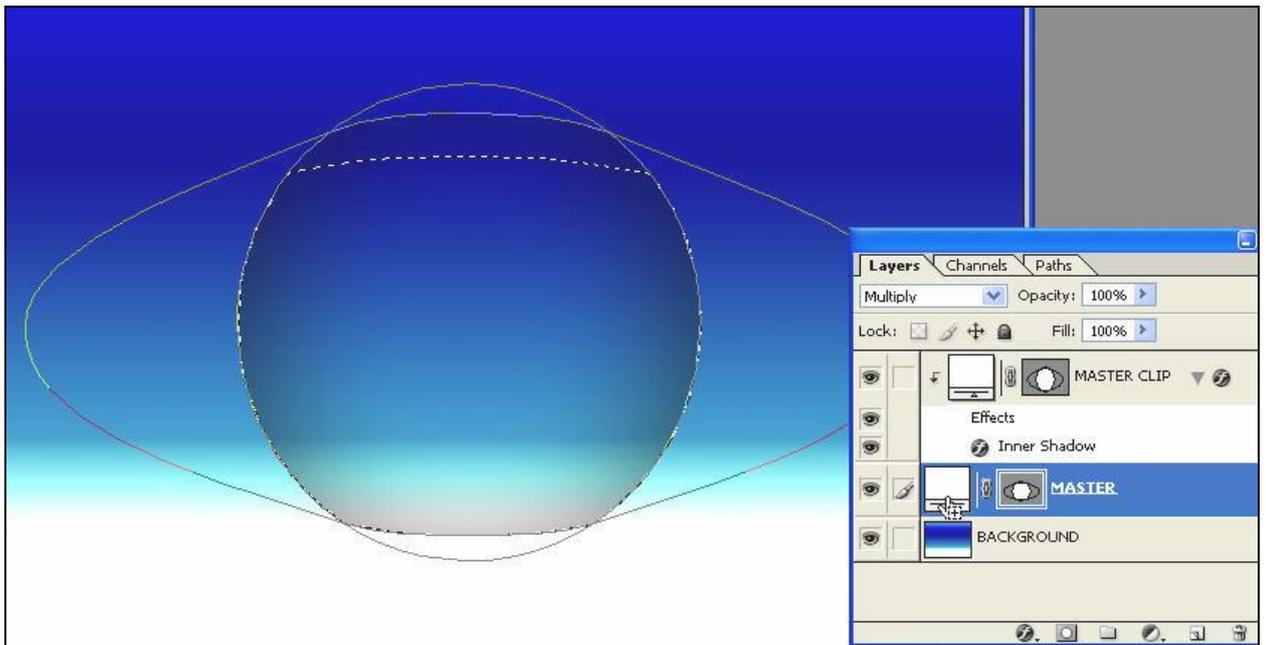
19. Yangi "WATER" qavatini hosil qilib, uni oq rang bilan to'ldiring
va aralashish turini "Overlay" hamda "Opasity" holatini 40% -ga
o'rnating.
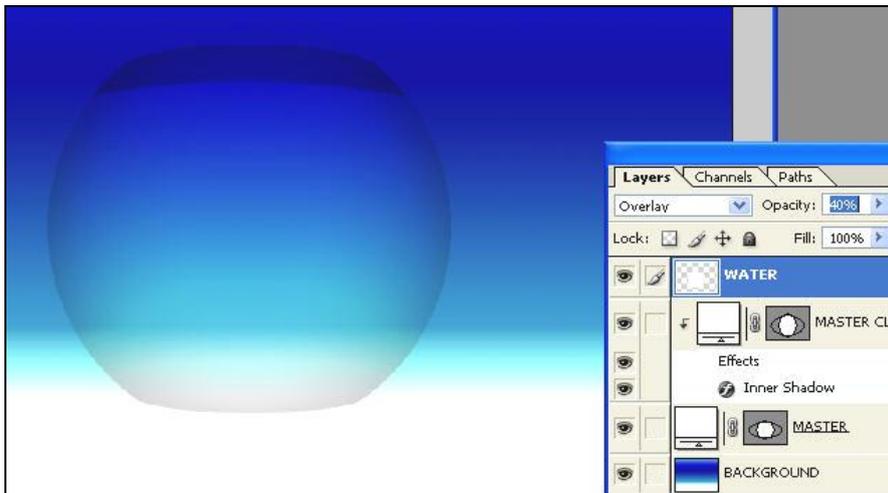
20. WATER qavati ustidan yangi PIXEL STRETCH qavatini yaratib,
10-15 pikselli aniq chegarali moy qalam bilan bir necha chiziq va
nuqtalar hosil qiling.
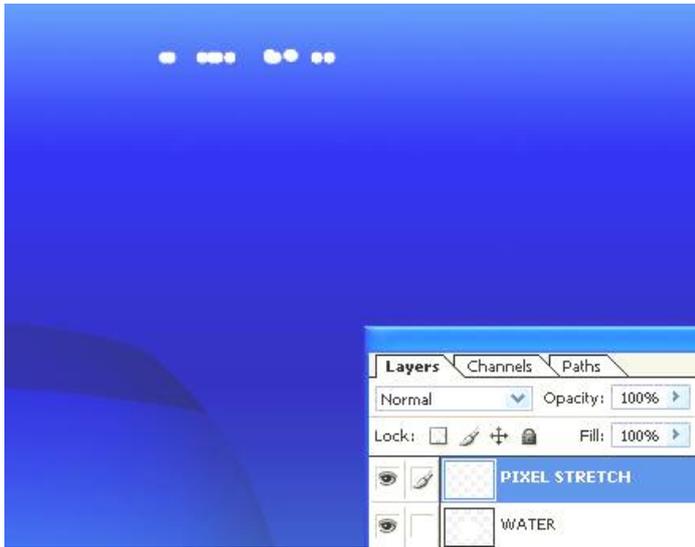
21. To'rtburchak belgilash aslahasi yordamida nuqta, chiziqlarni belgilab, [Ctrl-T] tugmalar yordamida "Free Transform" hoatiga o'tib, akvarium bo'yi bo'yicha pastga torting.
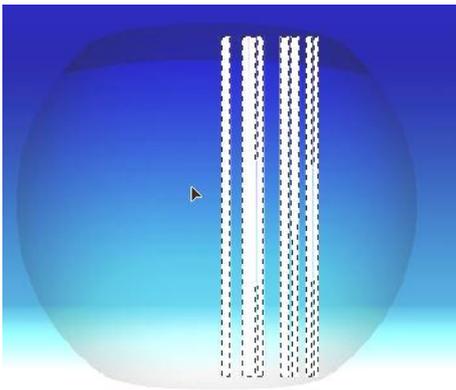
22. [Elliptical Marquee] aslahasi yordamida akvarium sohasini tahminan belgilab, [Filter-Distort-Spherize] oynachasiga kirib, berilmalarini o'rnatib [Ok] tugmachasini bosing.
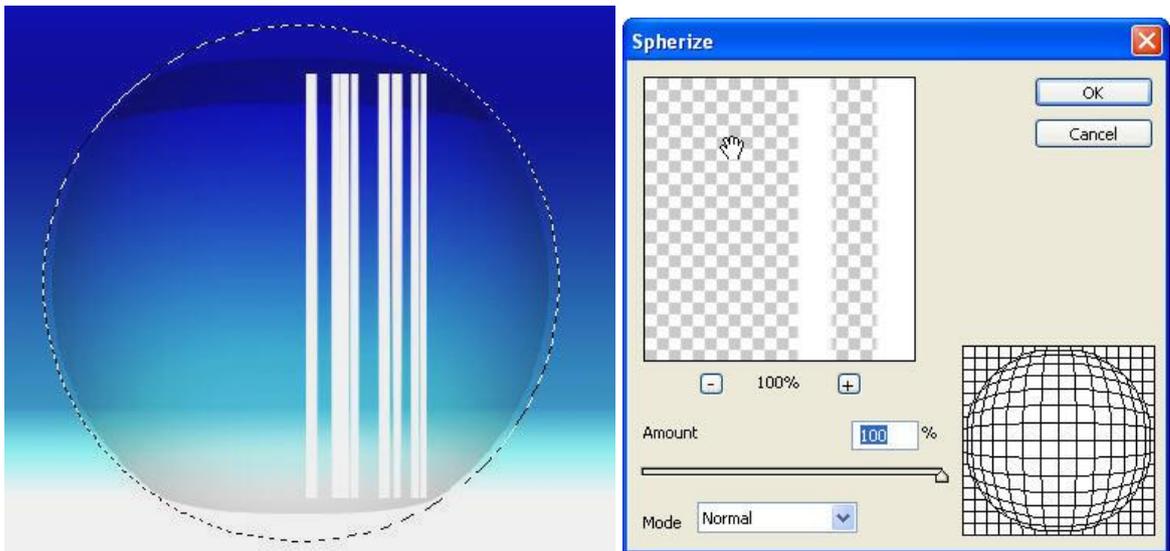
23. Bir necha marta filtrni [Ctrl-F] tugmalari yordamida tadbiq qiling.
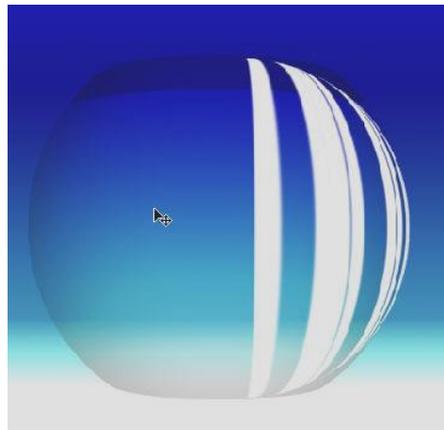
24. [Ctrl] tugmasini bosib turib "MASTER" qavatiga sichqoncha bilan cherting, keyin [Ctrl-Shift-I] yordamida qolgan qismini belgilab, kerak bo'lmas chiziqlarni o'chiring.
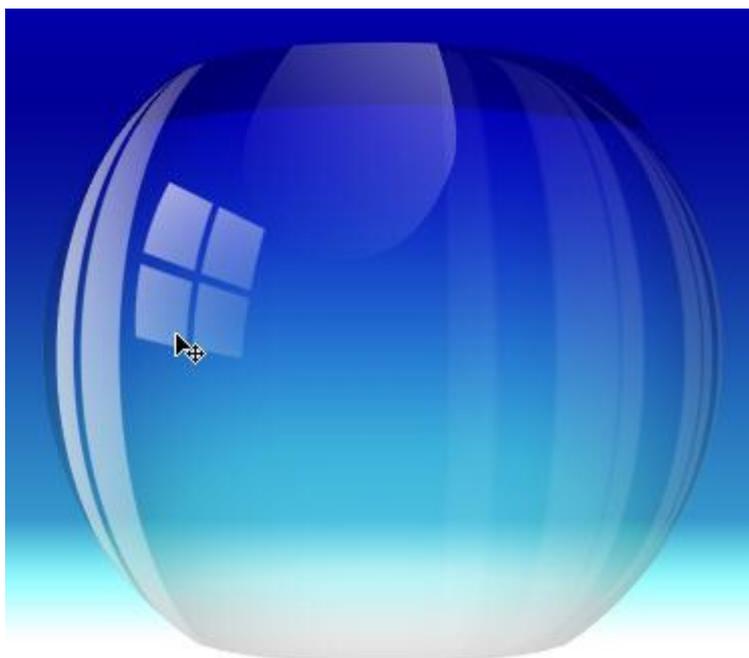
25. "PIXEL STRETCH" qavatiga maska qoshib, gradient yordamida yarim shafoflikni taminlang, chunki aks chiziqlar ob'ekt chekkasida aniqroq bo'lishi kerak.
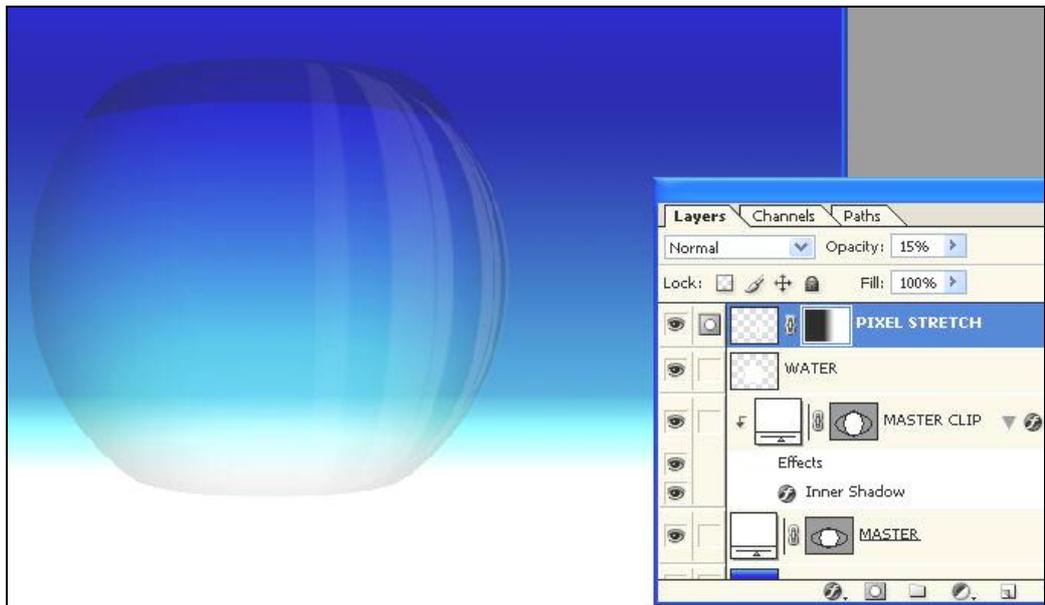
26. [Pen] aslahasi yordamida, [Path] usilida akvariumda yana bir nurli aks holati uchun soha yarating.
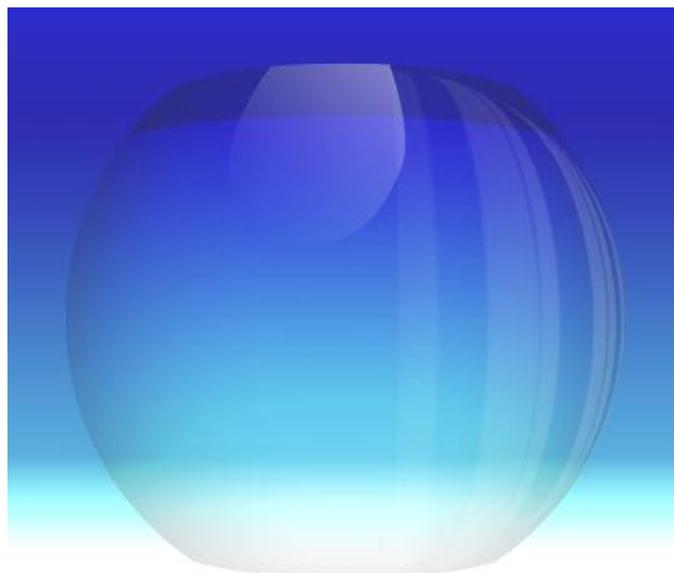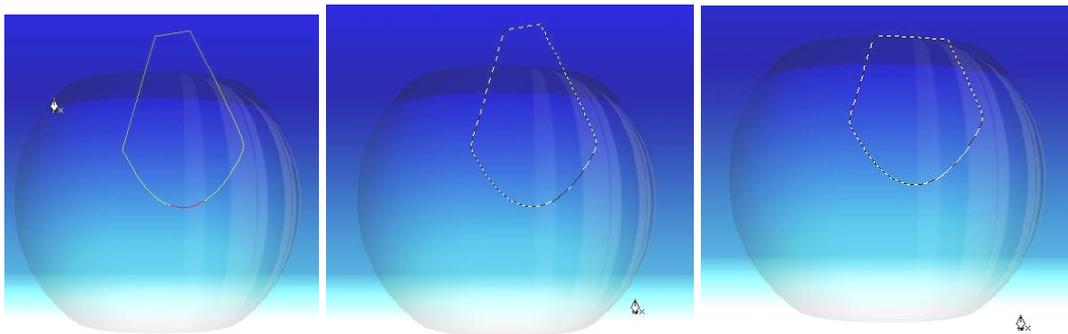
27. Akvariumning chap tarafidan ham qo'shimcha aks ob'ektlarini yarating

UzSoft – 2008