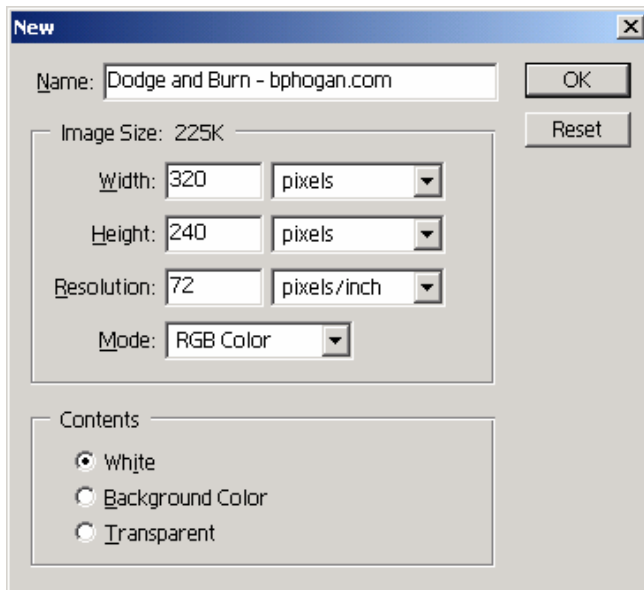



## Dodge and Burn: Creating 3D Objects

Photographers have a lot of control over the development of their images, both in the field and in the darkroom. Two darkroom techniques, called dodging and burning, can be used to add artistic flavor to an image, or to control specific lighting effects.

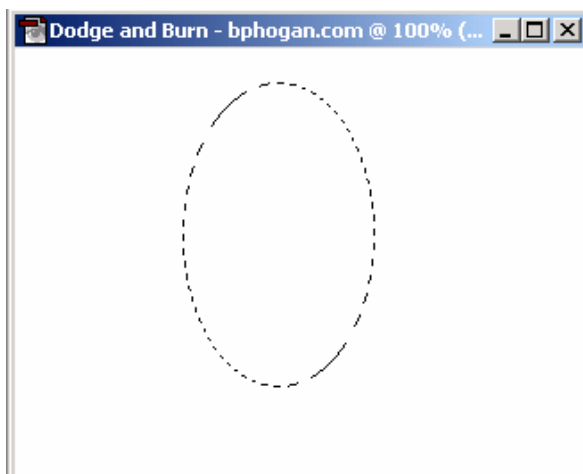
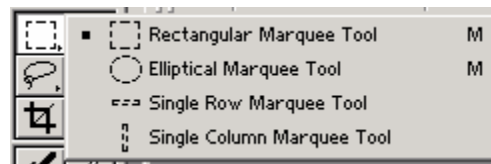
Photoshop emulates these nicely, allowing you to do some interesting touch-up work on pictures, or create your own three-dimensional images.



This tutorial will explain how to do just that. To begin, open Photoshop and create a new image. (**Ctrl+N** or **File | New**) You will be presented with an options dialog. You may enter your own options in or you can use the options I have provided in the figure to the left. For more information on these options, please look at the Introduction to Graphics tutorial. Once you have your options, click **OK**

Now choose the **Elliptical Marquee** tool:  **Rectanular Marquee** tool and holding the mouse button down for a few seconds. A pullout menu will appear allowing you to select the tool you want,

This is located by selecting the

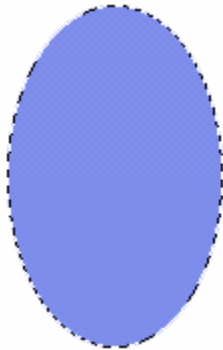



Now draw an ellipse on the canvas. Click and drag from the upper right to the lower left. You should have a dotted selection area in the shape of an ellipse much like the one to the left.

Next, you need to select a good foreground color from the color picker. Double-click on the foreground color on the tool palette and select a color.



For this example, I am choosing a medium blue. #7E8BEB in hex codes,



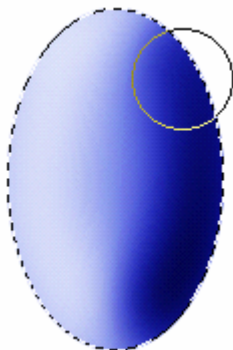
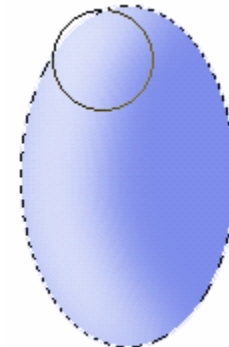
Now, fill in the selected area using either the **Paint Bucket**  (located under the **Gradient** tool in Photoshop 6.0) or by clicking **Edit | Fill**. You should now have an image just like the one at the left, and it should still be selected.

The Dodge and Burn tools are both in the same submenu of the tool palette. Select the **Dodge** tool first.



Dodging in the darkroom means blocking the light from the development lamp, using an item. This makes the area lighter because the photo paper has not had an image burned into it. You are essentially dodging the light from the developer lamp so it does not hit the photo paper. To lighten an image in Photoshop, we simply do the same thing, except we can use the Dodge tool just like a paintbrush.

As you can see from the example to the right, I have dodged half of my “egg” several times over, using a slight curve from the top to the bottom. If the area is still selected with the elliptical selection, the dodging effect will only apply to the selected area. This is a great way to restrict your effects.



Using the burn tool in the same fashion allows me to create the shadow effect on the “egg”. Notice that I attempt to keep a 3D look by keeping part of the shadow curved.