

Ps



# Building a Crime Scene

## Part 1

Steve Chaplin modified by S.Nocilla



## During this tutorial you will learn:

- Shading with the **Burn** tool and **Dodge** tool.
- Using the **Wave Filter** to create wood texture.
- Use of **Clouds Filter**.
- Use of **Emboss Filter**.
- Use of **Glass Filter**.
- Create Patterns.
- Identify various FX properties.
- Identify layers properties and use of blends.

**This is what you will create in this**



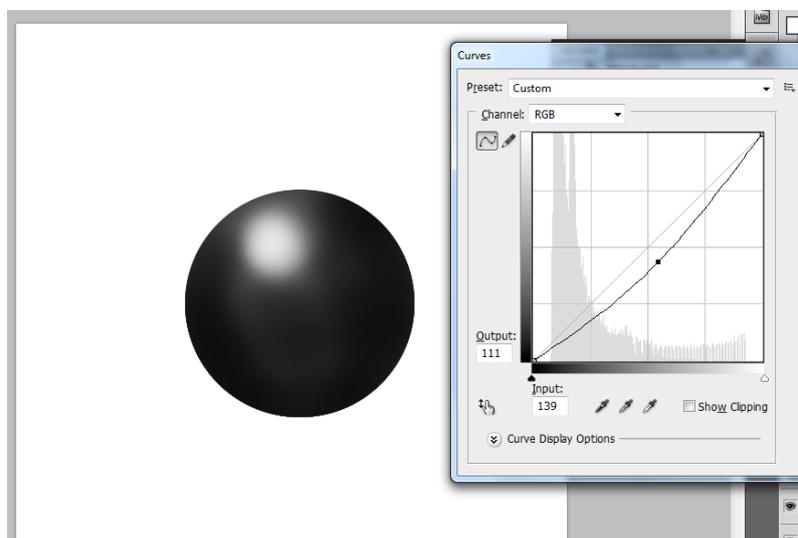
# The Door Lock

1. Open a new document 600 by 800 pixels. Create a new layer and name it “knob”. Select the elliptical marquee tool and set the option to fixed size, input the values 250 x 250 pixels.
2. Go to edit >fill and choose 50% gray. Remove the selection. From the tool bar select the **burn tool** and set brush size to 70px soft edge and midtones to 40%. Start shading with the burn tool from the outside to the inside and use the dodge tool to create the reflection see image below.

*Note to change from burn tool to dodge tool use ALT as a shortcut key.*

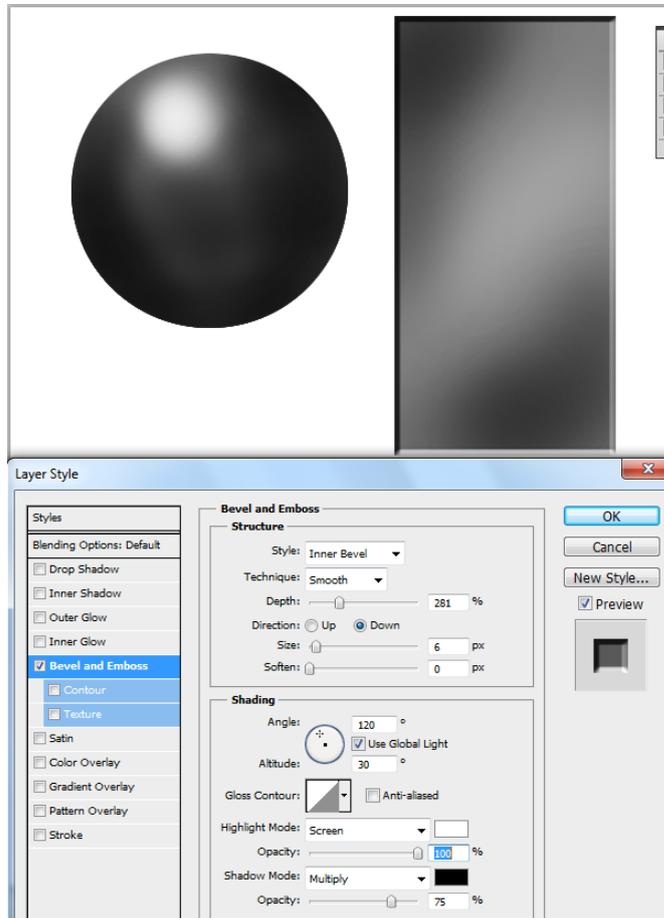


3. After completing the shading apply a curve as shown in the image below.



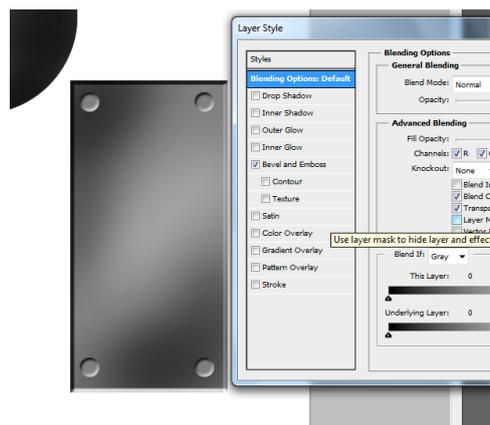
# Door Lock Frame

1. Create a new layer and name it “lock\_Frame”, select the rectangular marquee tool and set the size to 400px by 200px.
2. Fill the selection with 50% gray and shade using the burn and dodge tool. After you have completed the shading apply the following FX.

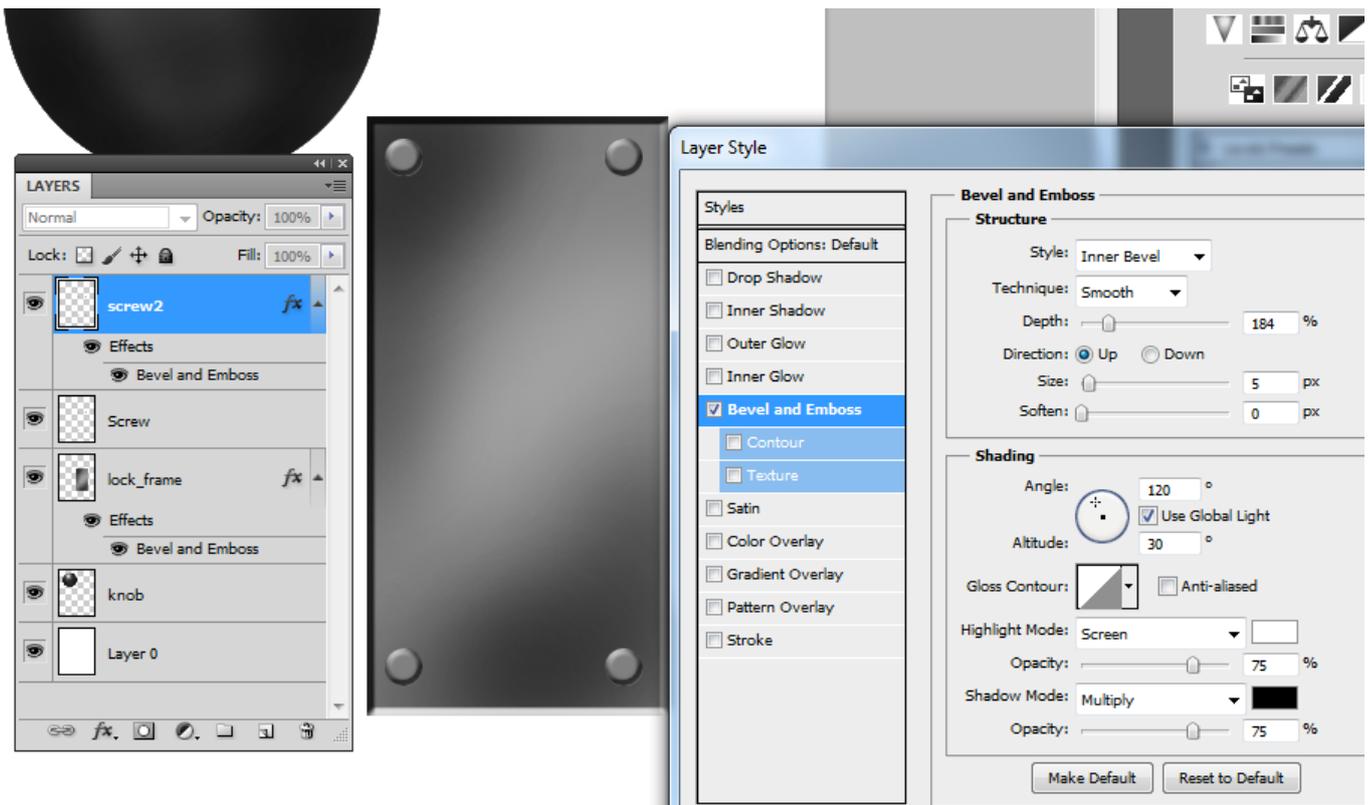


## Creating the screws

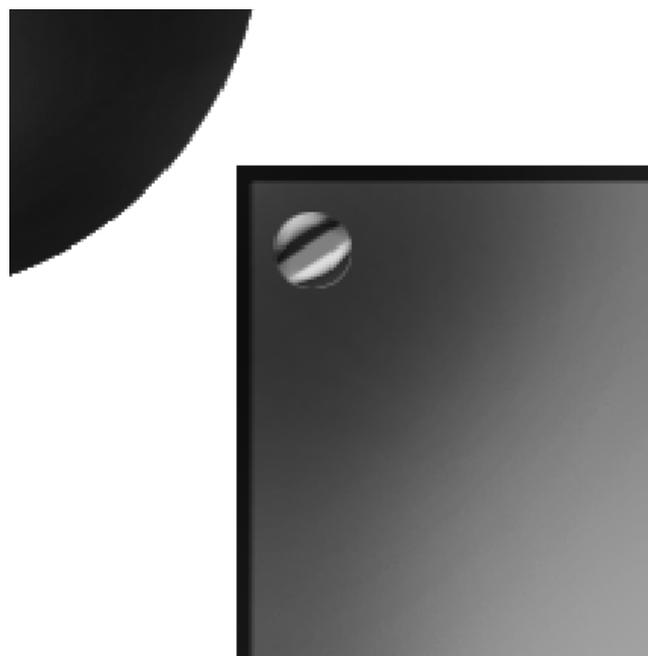
1. Create a new layer and name it screws. Select the elliptical marquee tool and set the values to 25 by 25 pixels . Create an elliptical selection and place it on the upper right corner of the lock frame and fill with gray.
2. Apply a bevel and emboss to the gray circle with in direction. Make another three copies of the gray circles and place them in each corner see image below.



3. Merge done only the small gray circles layers and once merged down duplicate the layer and apply a bevel and emboss effect with an up direction and depth of 184 px.

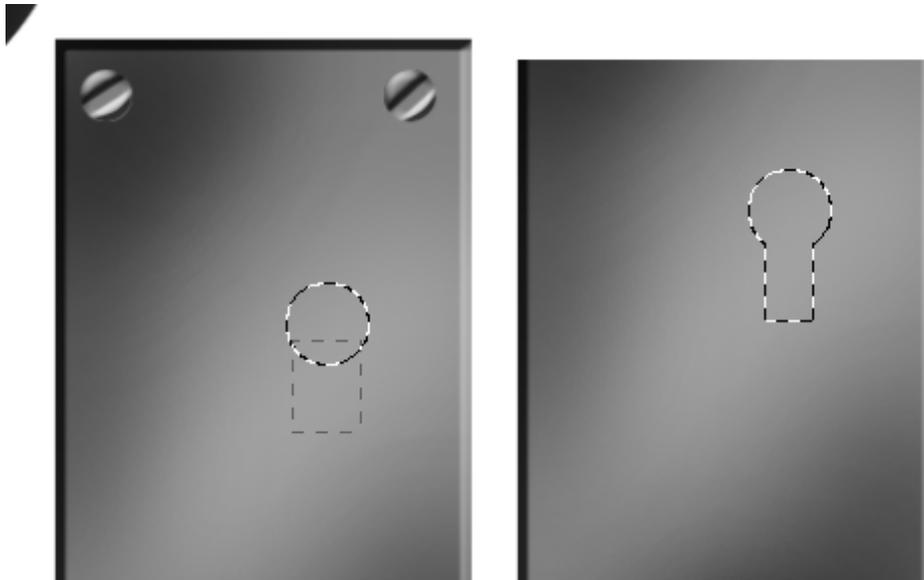


4. To create the screw head slot select the eraser tool and set the size to 5px, and select a round hard edge brush. Click a starting point and place a diagonal ending point press the shift key and click the left mouse button you should end with a similar result.

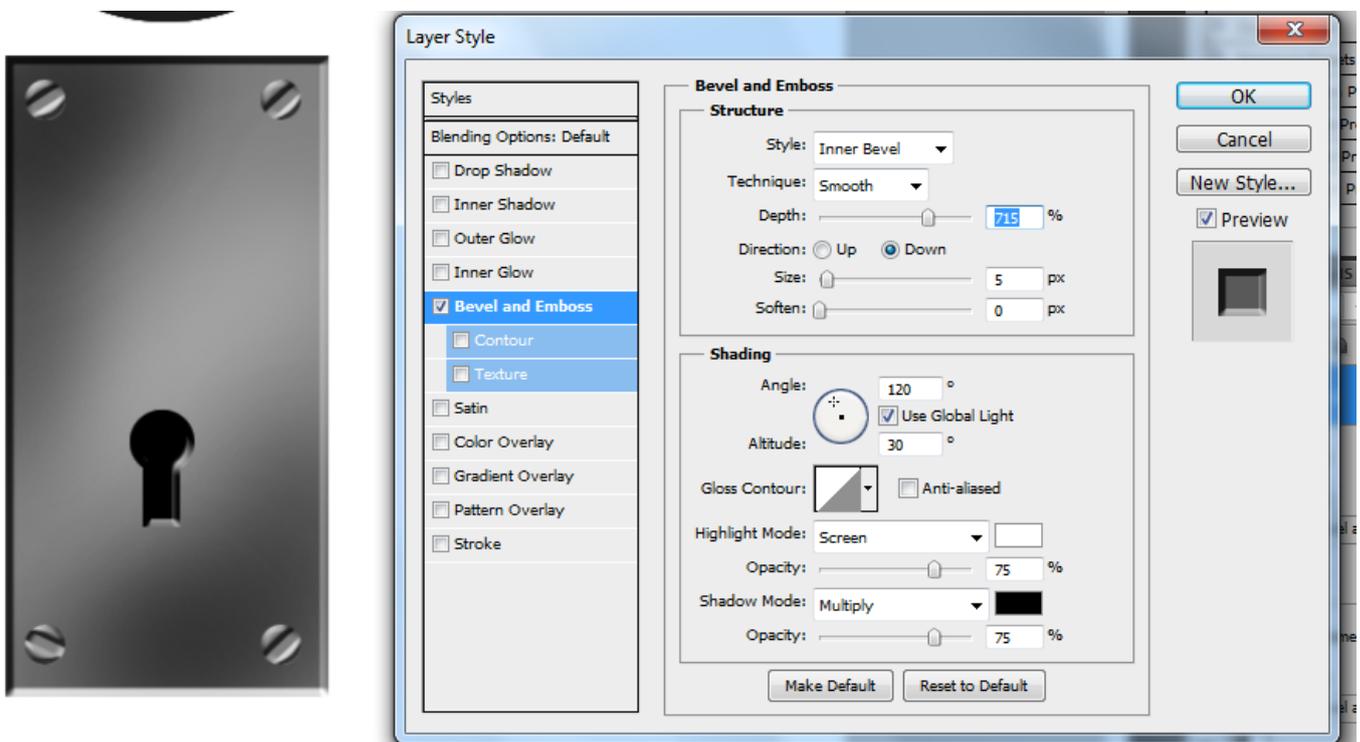


# The Key Hole

1. Select the elliptical marquee tool and create a small circle press the shift key and add a small rectangle to the circle see picture below.



2. Let us apply some FX to the key hole. Once you have created the shape fill it with black and apply the following FX settings:



To finalize the door knob place the knob, the key hole and the frame in a systematic order to achieve a door lock to mount on a door. See result below.



### Different Variations

