Building a Crime Scene
Part 3

Steve Chaplin modified by S.Nocilla

After you have created the door and knob it is time to complete the scene.

Step 1

Open a new document size 1024 x 400 pixels and place the door including the knob in the middle of the canvas.

Step 2

Create a new layer and name it "upper border". Select the rectangular marquee tool and take a sample of the door's texture after edit copy and edit paste on the new layer.
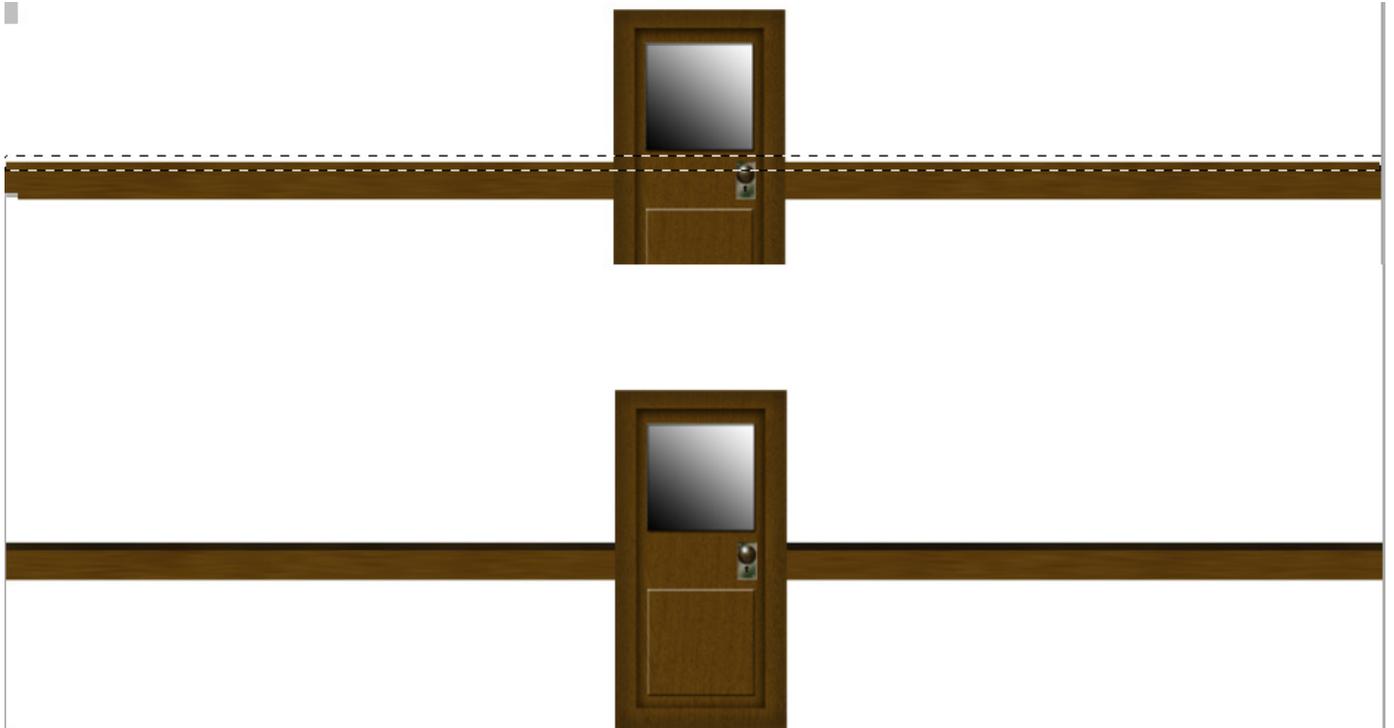
Step 3

Make sure you are on the upper boarder layer go to edit transform tool and select scale stretch the upper border across the canvas horizontally and place the upper border layer behind the background (door's layer).
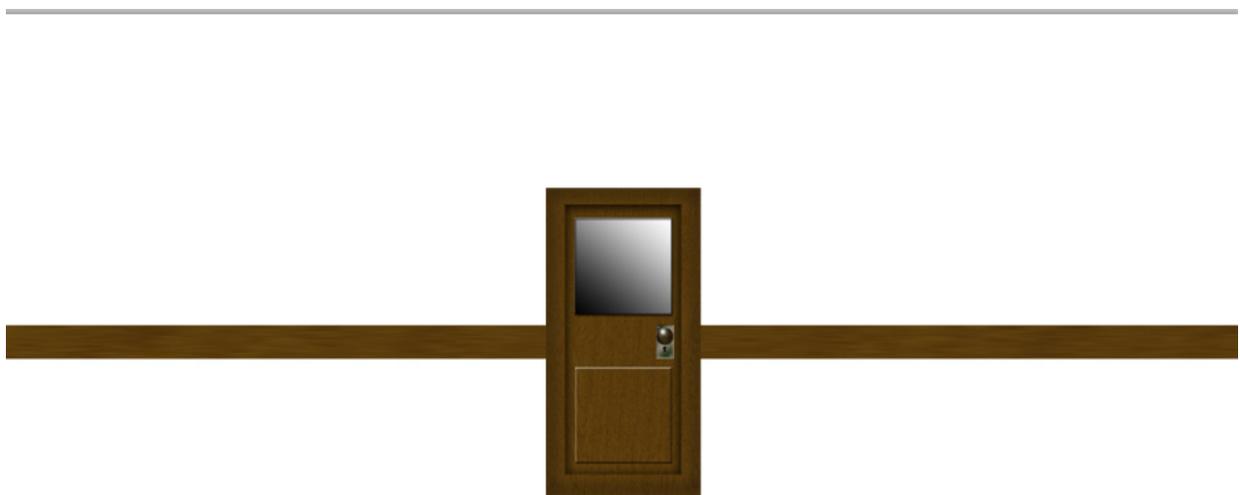
Step 3

Make a small selection using the rectangular marquee tool across the top of the upper border. Select the burn tool set to midtones exposure 50% brush size 40 pixels and hardness 0%. press the shift key and brush across the selection for a couple of time until you see a dark line.

Step 4

Create a new layer and name lower border. Repeat step 3 creating a border a little bit higher. Make a selection across the border edit copy edit paste and apply FX bevel and emboss leaving settings default.
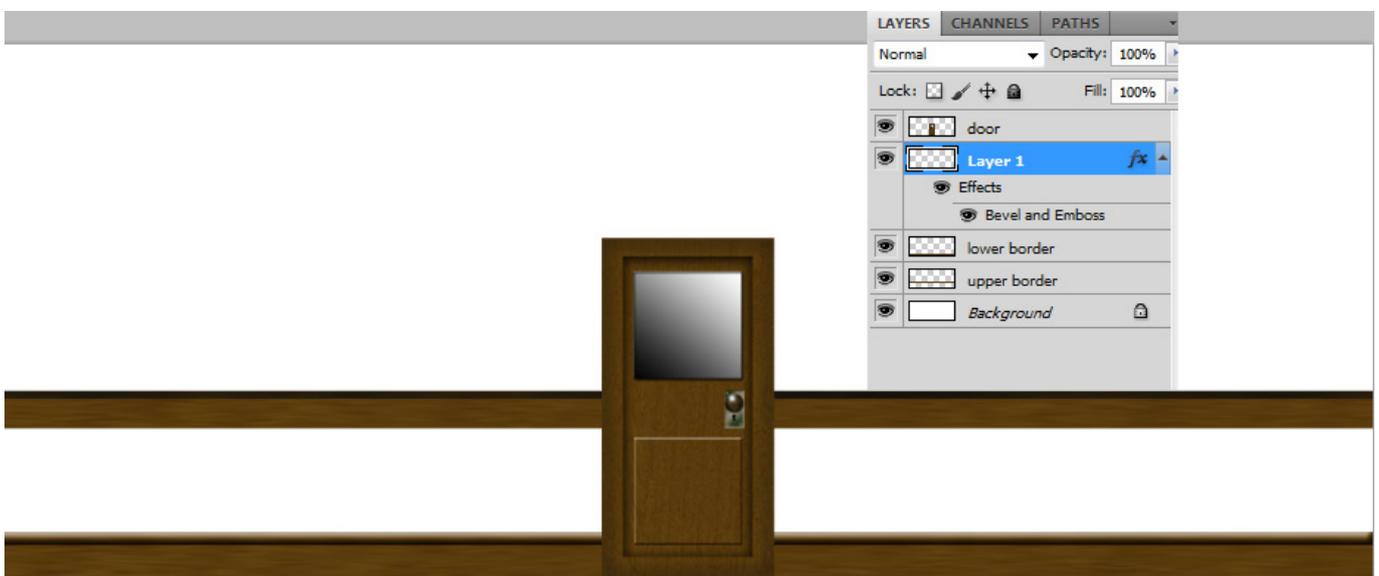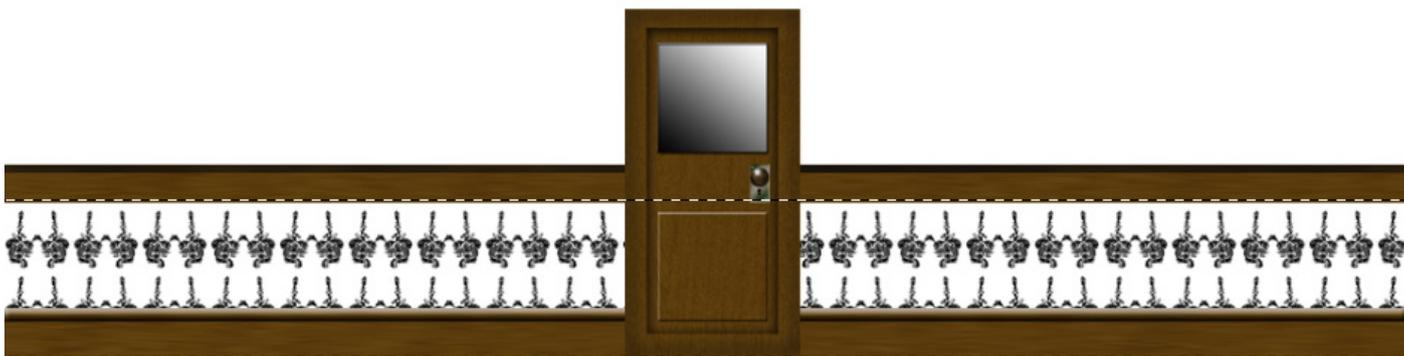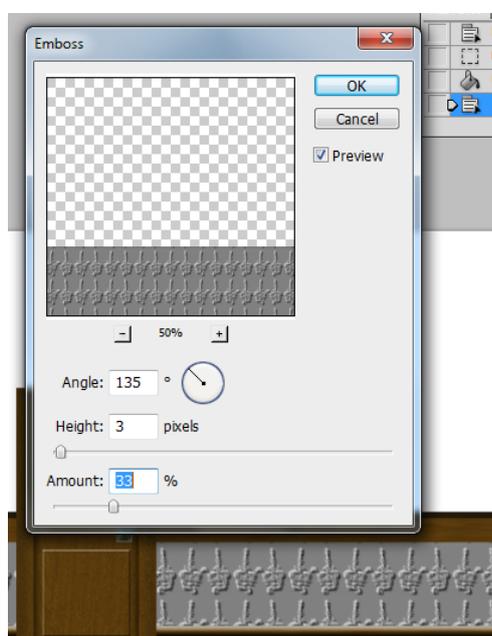
Step 5 Creating wall paper

Find a pattern that suits a traditional wall paper design and converted into a pattern.
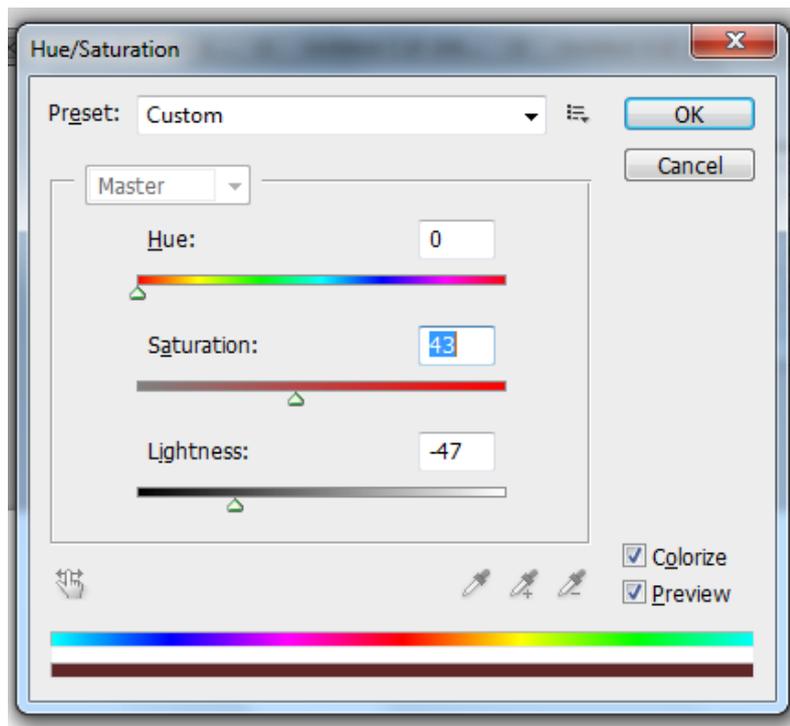
Create a new layer and place it below all the layers under the door's layer. Create a selection across the canvas Between the two borders.
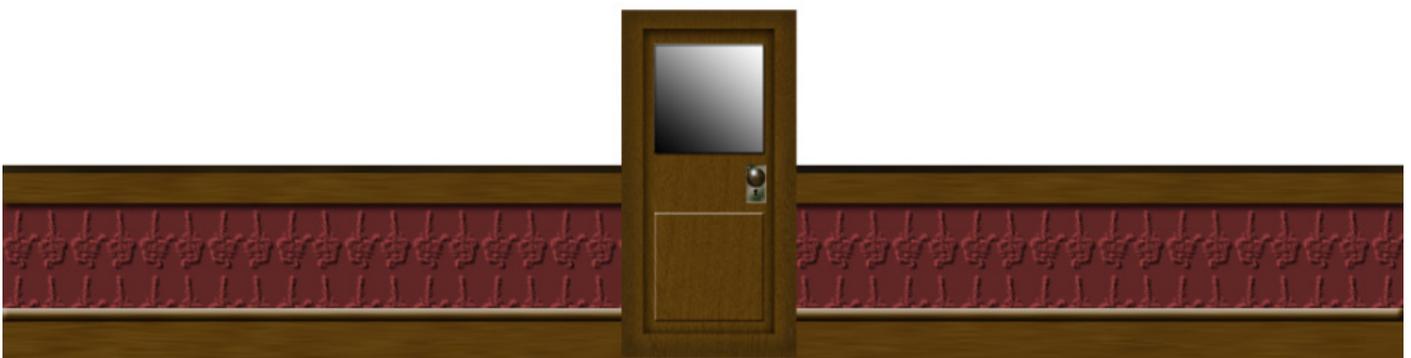
To create a wall paper effect use the following filter and settings. Go to stylize>emboss

Set the following colours:

Select the upper border layer and apply an drop down shadow. This is what you should have at this stage:

Step 6 wall texture

Create a new layer and place below all the other layers. Set the following colours for background and foreground, Foreground (# b37538) background (# fadca2) after you have set the colours got to filter>render clouds, this what you have at this stage.
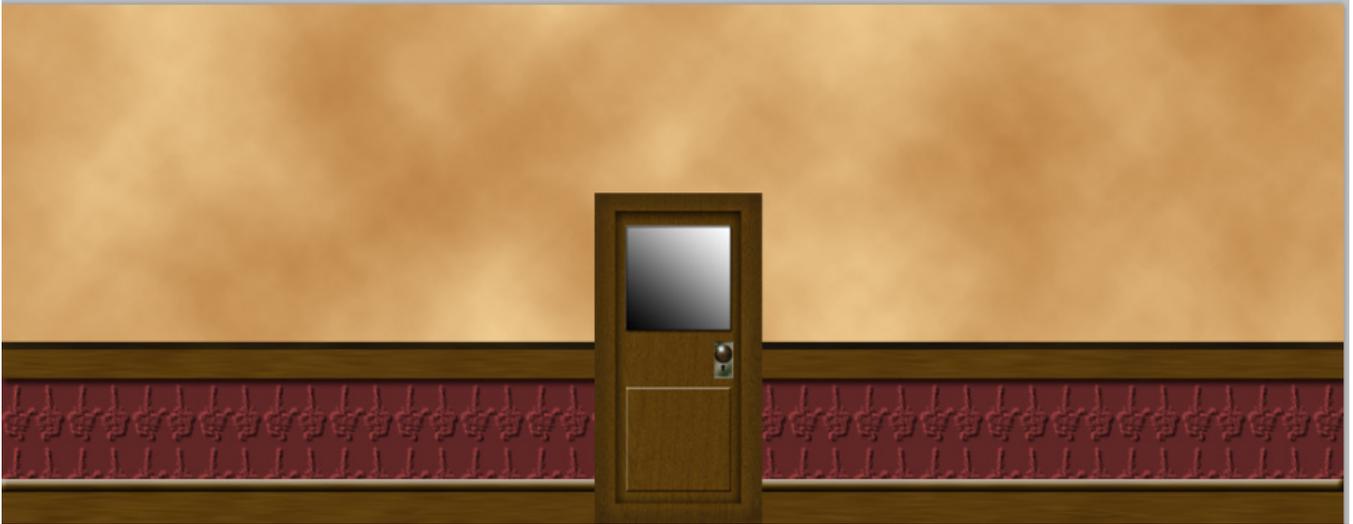
To fine tune the upper part of the wall create an elliptical marquee tool vertically across the texture and use the burn tool to brush over it see image below:
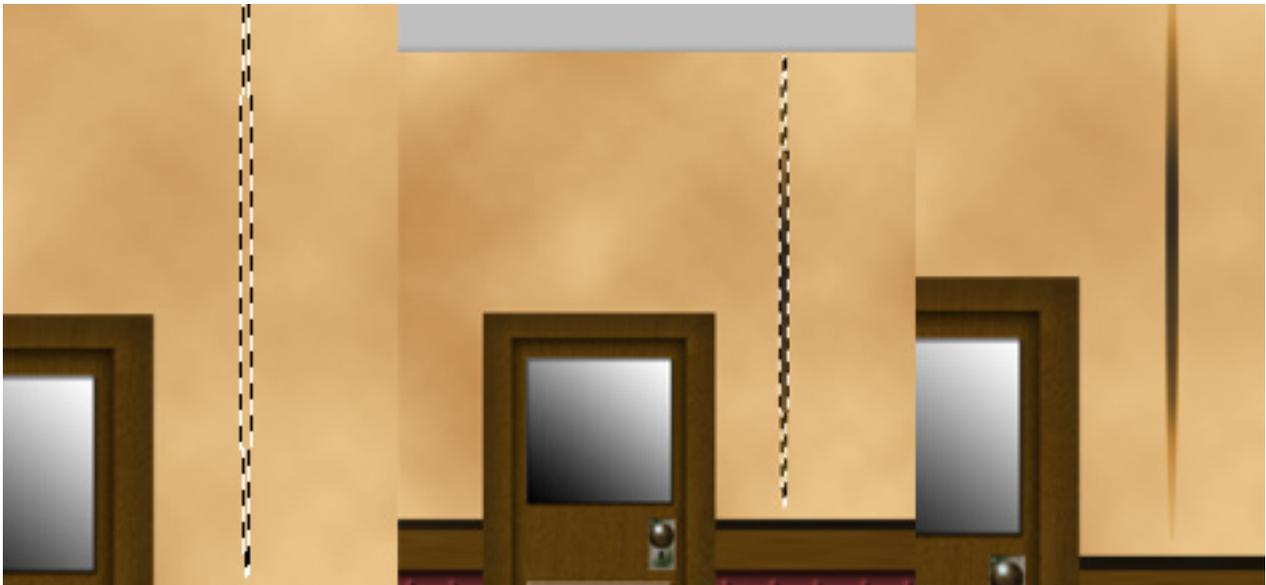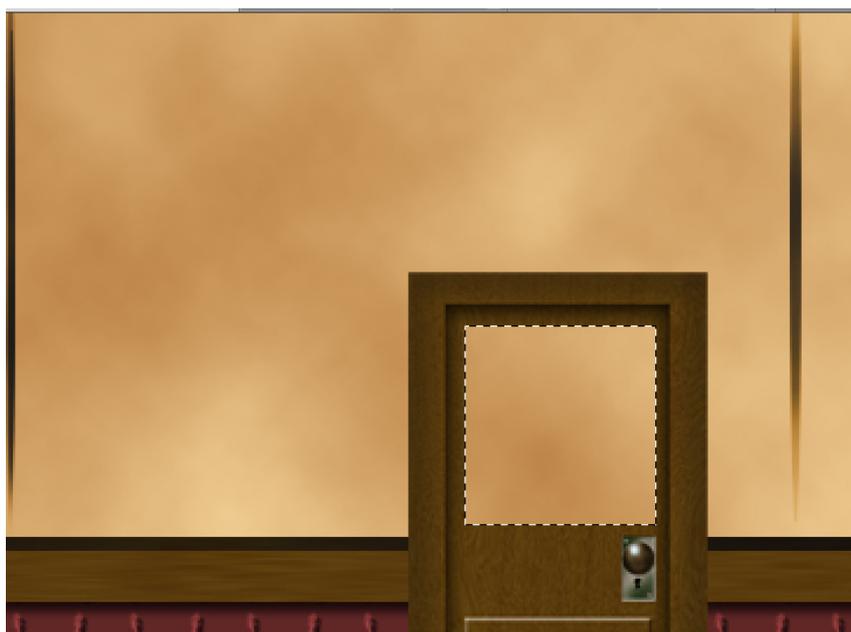
At this stage you should have the following result:
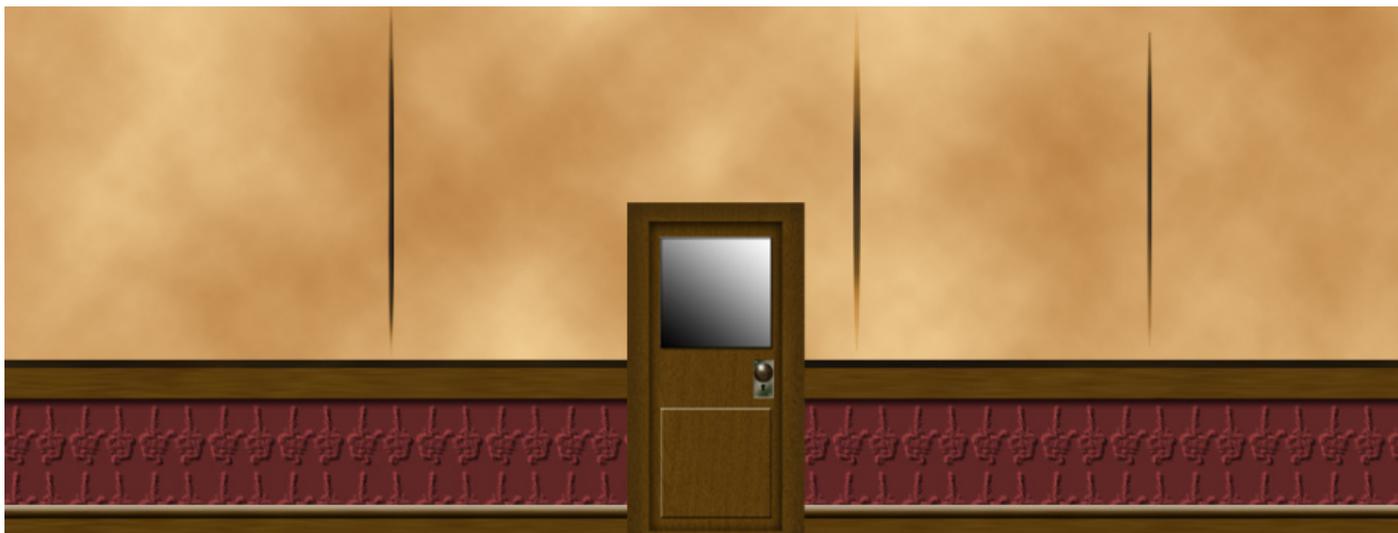
Step 7

Select the glass previously made on the door make sure you are on the door layer and press the delete key on the keyboard.

Keep the selection on and fill with a linear gradient black to white and set the FX adding:

Drop shadow - Inner shadow - Bevel and emboss inner bevel.

To finish up the scene you can add some silhouettes behind the glass door and some red ink splashes and some text see final result below.