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# Photoshop Tutorial The Vanishing Point Filter

**Creative Learning**  
Digital Arts On-line Courses Made for You

## **In this tutorial you will learn how to:**

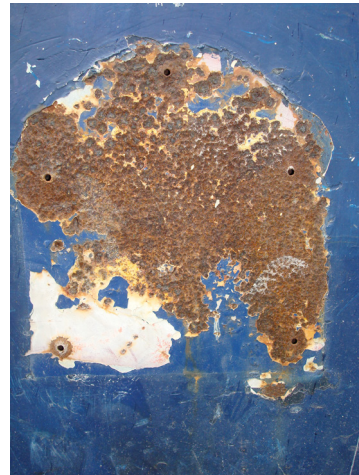
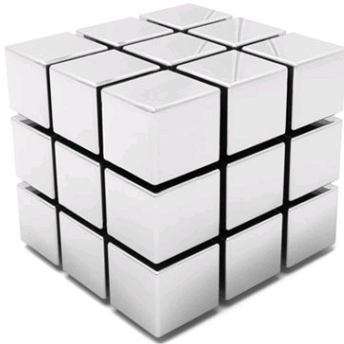
- Using the Vanishing Point
- Identify Vanishing Point Tools and Shortcut keys
- Understanding properties of the Vanishing Point Filter
- Working with more than one image in Vanishing Point

## **After this tutorial you will be able to:**

- Identify shortcut keys and tools in the Vanishing Point filter.
- Make use of the Vanishing Point Filter using more than one image
- Placing images in the appropriate perspective.
- Understand and identify Vanishing Point properties

# STEP 1

In this tutorial we are going to work with two images . See images below

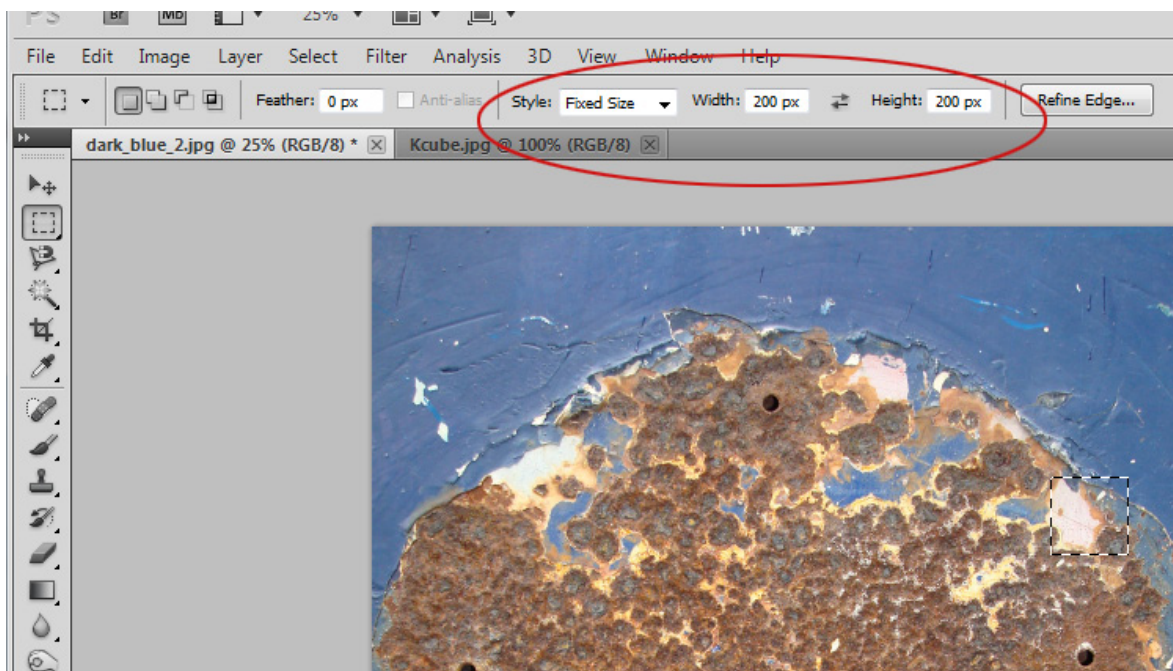


The aim of this tutorial is to apply the iron corroded texture material onto the cube using the vanishing point. We are going to use parts of the metal texture and we need to cover three parts of the cube:

- Top
- Right side
- Left side

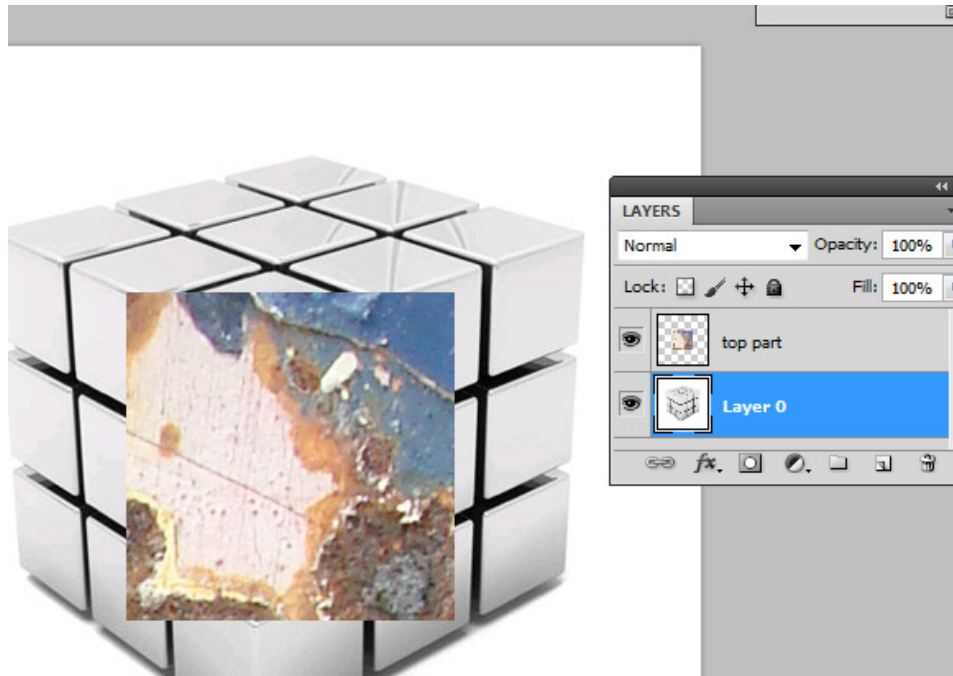
Therefore we need to cut three equal parts from the metal texture to apply on the cube, to do this;

Select the rectangular marquee tool and from the option menu bar above set the style to fixed and set the values to 200 x 200 pixels



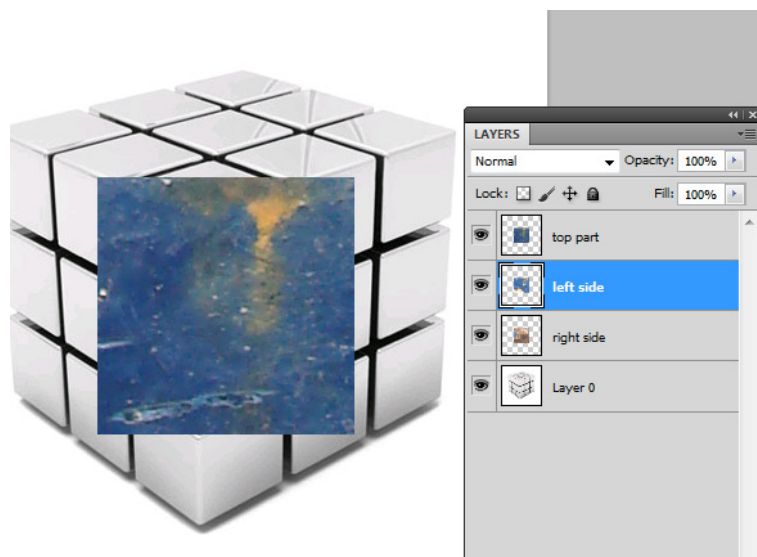
## STEP 2

As you can notice the rectangular selection created appears very small this is because the image (metal Texture) we are working with has a high resolution. After creating our first rectangular marquee selection place it in an area that you wish on the metal texture image go to edit, copy and paste it in a new layer in the cube's document. Name the new layer "top part"



Repeat step 2 by placing the selection in different areas of the metal texture for the right side and left side of the cube, naming the layers accordingly "left side" and "right side".

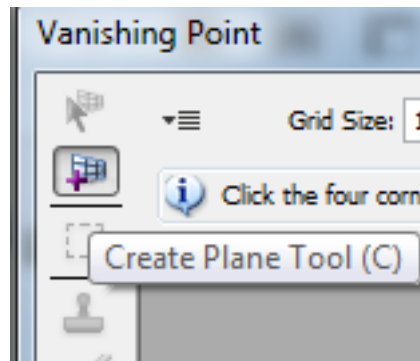
**At this stage this what should your canvas and layers look like:**



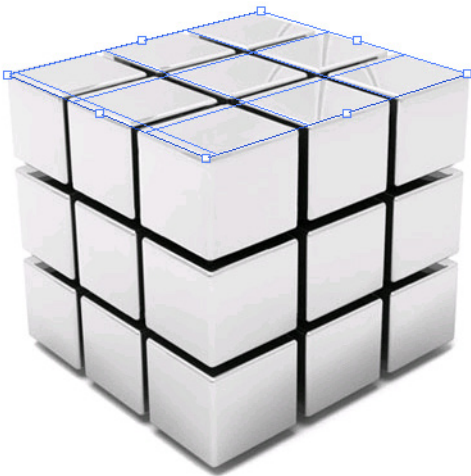
## STEP 3

Create a new layer and name it “texture” this is where the change is going to happen. Temporary hide layers “left side” and “right side”. Select the top layer and select all (go to select>Select all or CTRL+A) once you have selected the layer go to edit copy or CTRL+C and hide the “top” layer.

Select the “texture” layer and go to filter>vanishing point. Select the create plan tool:



and create a grid on the top side of the cube.



Note make sure that the grid has a blue colour not red or yellow.

Reason:

**RED** colour indicates that the grid is absolutely in a wrong perspective.

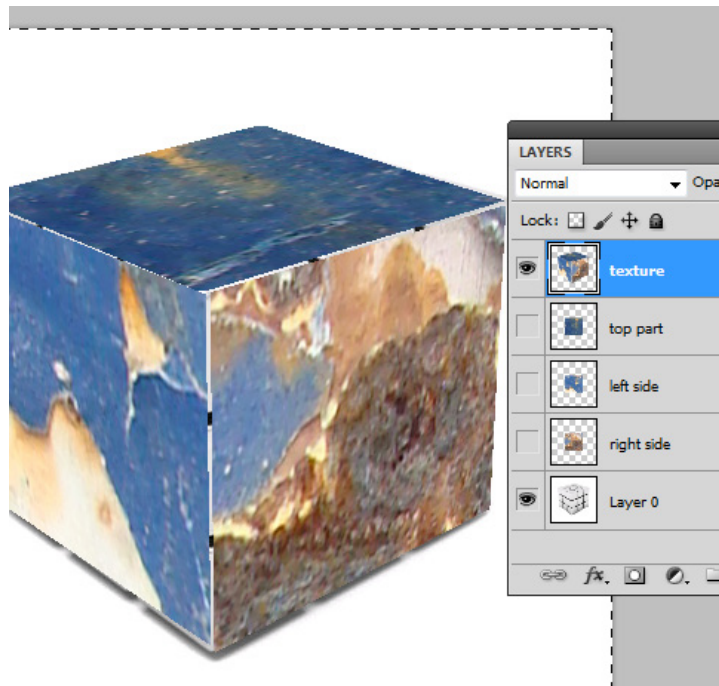
**YELLOW** grid's perspective needs to be corrected

**BLUE** grid is in the correct perspective.

Once you have created the top grid use the shortcut key to paste what we have previously copied (the top part texture) CTRL+V. When you see that the texture image is pasted in the vanishing point filter drag the texture into the grid plan. This will automatically place in the grid perspective position.



Repeat these steps for the left and right sides of the cube. After completing the same steps for the left and right side you should have the following results. NOTE make sure you place the new perspective texture images on the “texture” layer.



To finalize our tutorial we are going to change the “texture” layer blend mode from normal to multiply. Now you can understand why it was important to place the perspective texture on a different layer.

Final Result.

