Photoshop

Pumpkin

Step 1: Create a new document 500 x 400 pixels.

Step 2: lect the **Elipse Tool**; make sure that **Paths** is selected in the top options panel, and draw an oval shape like the one below.



Step 3: Create a new layer, right click and select Layer Properties. Give this layer the name centerpiece, as this will be the centerpiece of our pumpkin.

Step 4: With this layer selected click on the **paths palette**. Set the Foreground Color to an orange color, I used #FF9933. Click **Fill path with the foreground color**. Now change the Foreground Color to black and Click **Stroke path with Foreground color**. You should now have something similar to this:



We are now going to duplicate this layer several times to create the rest of the pumpkin.

Step 5: Right click on the layer and select **Duplicate Layer**, give the layer the name **rightpeice**. Click on the layer and drag it below the centerpiece layer. With the rightpeice layer selected click on the **Move Tool**. Move it to the right slightly and also up slightly so that it looks like this.



Step 6: Duplicate the layer two more times and call these two new layers rightpeice 1 & rightpeice2. Again move them slightly to the right and up a bit so that you eventually end up with something like this:



Step 7: We now need to repeat this for the left-hand side of the pumpkin. Right click on the rightpeice layer and select duplicate layer. Name the layer leftpeice and Use the move tool to move it to the lefthand side. Repeat this two more times calling the layers leftpeice1 and leftpeice2 and move them into place so that you end up with the following.



Step 8: We are now going to make the stem for the pumpkin. Select the Pen Tool and make sure that Paths is selected in the top options. Use the Pen Tool to create a stem shape, you can use the Direct Select Tool to make alterations to the path. Once you are happy with the shape create a new layer and call it stem, make sure that the stem layer is at the top of all the layers.

Step 9: With the stem layer selected click the paths palette. Choose a brown Foreground Color and Click **Fill path with Foreground Color**. Now change the Foreground Color to black and Click **Stroke path with Foreground color**. You should now have something similar to this:



The next step is to add some layer styles to the pumpkin.

Ľ	mpuss. 030	s the following settings.
	Bevel and Emb	0055
	Structure Style:	Inner Bevel
	Technique:	Smooth
	<u>D</u> epth:	- <u></u> ×
	Direction:	🖲 Up 🔘 Down
	≦ize:	18 P×
	So <u>f</u> ten:	2 p×
	Shading	
	A <u>n</u> gle:	- <u>118</u> ·
	Altitude:	Use Global Light
	Gloss Contour:	▼ Anti-aljased
	Highlight Mode:	Screen
	Opacity:	75 ×
	Shadow Mode:	Multiply
	Opa <u>c</u> ity:	75 ×

Step 10: Select the centerpeice layer Click **Add Layer Style** and Select **Bevel and Emboss**. Use the following settings:

Step 11: Rather than having to Add a Layer Style for each of the pumpkin pieces you can copy the style to each layer by clicking on it in the layers palette and dragging it to each layer. In the layers palette Click on the style that you have just applied to the centerpeice layer and drag it to each layer which has a piece of the pumpkin until they all have the same bevel and emboss applied.



Step 12: Now select the **stem** layer. We are also going to add a **bevel and emboss** layer styles to this layer but with different settings.

The settings for this one are as follows:

Bevel and Em	boss
Structure	
Style:	Inner Bevel
Technique:	Chisel Hard
Depth:	- <u></u> 131 ×
Direction:	C Up 🖲 Down
<u>S</u> ize:	13 P×
So <u>f</u> ten:	7 PX
Shading	
Angle:	
Altitude:	Use Global Light
Gloss Contour:	- Anti-aljased
Highlight Mode:	Screen
Opacity:	75 %
Shadow Mode:	Multiply
Opa <u>c</u> ity:	75 ×

Step 13: The **shading angle** will probably be different for you, play about with it to get the desired effect. You should end up with something like this:



The last thing we want to do is create eyes, nose and mouth for the pumpkin.

Step 14: Select the **Pen Tool** (make sure paths is selected) and use it to create an eye outline. Create a new layer and make sure it is above the pumpkin layers and select a bright yellow color for the foreground color. With this new layer selected, in the paths palette Click **Fill path with Foreground Color**. Now change the Foreground Color to black and Click **Stroke path with Foreground color**.

Step 15: Select the **Burn Tool**, ensure **shadows** is selected in the top options, and create some dark shadow areas. You should now have something similar to this:



We are going to apply several layer styles to the eye layer. Select **Add Layer Style** and choose **Outer Glow** and use the following settings:

Outer Glov
Structure
Blend Mode: Normal
Opacity: 75 %
<u>N</u> oise: 0 %
© _ 0
Elements
Technique: Softer 💌
Spread: 0 %
Size: 5 p×
Quality
Contour:
Bange: 50 %
"itter: [0 %

Now add a **bevel and emboss** with the following settings:

- Devel and Em	harr
Devel and Lin	0035
Structure	
S <u>t</u> yle:	Inner Bevel
Technique:	Smooth
Depth:	100 ×
Direction:	• Up C Down
≦ize:	5 p×
So <u>f</u> ten:	PX
and Emboss Effec	t
Juaning	-
A <u>n</u> gle:	· Use Global Light
Altitude:	
Gloss Contour:	🔹 🗖 Anti-aljased
Highlight Mode:	Screen
Opacity:	75 ×
Shadow Mode:	Multiply
Opa <u>c</u> ity:	75 ×

Step 16: Finally add a Pattern Overlay with the following settings:

The pattern I used is called is **Berber**, if you cannot see it click on the small arrow to the side of the patterns and from the drop down menu choose **Artist Patterns**.



You should have something like this:



Step 17: Right click on the eye layer and Select **Duplicate Layer** this will create the other eye. With the new layer selected click **Edit > Transform > Flip Horizontal**. Then Select the **Move Tool** and move the second eye into place.

Step 18: Finally, use the **Pen Tool** to create the nose and the mouth (on new layers). As we did with the eye above, fill path with yellow colour and then stroke path with Black, as you did with the eye, don't forget to use the burn tool to add some shadows. In the layers palette you can drag the layer style that you just created for the eye layer to the nose and mouth layer to apply the same effects. Your final image should look something like this:



If you have not already done so, save the file as pumpkin.psd.

Free iPod

- 1. Create a **new document 275x400** with a white background
- 2. Create a **new layer** called ipod.
- 3. Select the rectangle marquee tool, alter the style to Fixed Size, set it at 200 x 320 and click on the canvas.
- 4. Now go to **select / modify / smooth** and alter the amount to 12 to get rounded edges. Select the **paint bucket** and fill the selection with white.
- 5. Right Click on the layer and select blending options.

Styles OK	Layer Style		
Blending Options: Default Blend Mode: Normal Cancel Adjust layer blending options Opacity: 100 % New Style Inner Shadow Outer Glow 100 % Preview Inner Glow Fill Opacity: 100 % Preview Inner Glow Fill Opacity: 100 % Inner Glow Conour Conour Blend Interior Effects as Group Blend Interior Effects Satin Overlay Blend If: Gradent Overlay Blend If: Gray 255 Underlying Layer: 255	Styles	Blending Options General Blending Blend Mode: Normal Opacity: Mormal Mormal Opacity: More Fill Opacity: None Blend Informations Blend Informations Underlyng Layer: Blend Information Vector Mask Hides Effects Blend If: Gray This Layer: 0 255 Carrels Car	OK Cancel New Style Preview

6. Check the **drop shadow option** and set the properties as below

Styles	Drop Shadow
Blending Options: Default	Blend Mode: Multiply
☑ Drop Shadow	Opacity: 85 %
Inner Shadow	
Outer Glow	Angle: 90 90 Cise Global Light
Inner Glow	Distance: 0 px
Bevel and Emboss	Spread:%
Contour	Size:5_px
Texture	Quality
Satin	Contour:
Color Overlay	Naires 2
Gradient Overlay	
Pattern Overlay	Layer Knocks Out Drop Shadow
Stroke	

7. Select the **Bevel and Emboss** (settings below), note the Shadow mode colour should be 505050.

Styles	Bevel and Emboss Structure
Blending Options: Default	Style: Inner Bevel
☑ Drop Shadow	Technique: Smooth
Inner Shadow	Depth:
Outer Glow	Direction: OUp ODown
Inner Glow	Size:5 px
Bevel and Emboss	Soften: 0px
Contour	- Shading
Texture	Angle: 90 °
Satin	(😳) 🔽 Use Global Light
Color Overlay	Altitude:42°
🔲 Gradient Overlay	Gloss Contour:
Pattern Overlay	
Stroke	Screen
	Opacity:75 %
	Shadow Mode: Pin Light
	Opacity:75%

8. Next Select **Inner Shadow** and alter the settings to match below.

Styles	Structure
Blending Options: Default	Blend Mode: Multiply
✓ Drop Shadow	Opacity: 40 %
✓ Inner Shadow Outer Glow	Angle: 90 ° VUse Global Light
Inner Glow	Distance:0 px
Bevel and Emboss	Choke: 0%
Contour	Size: 13 px
Texture	- Quality
Satin	Contour:
Gradient Overlay	Noise: 0 %
Pattern Overlay	
Stroke	

- 9. Create a new layer called screen. Select the rectangle marquee tool, alter the style to Fixed Size, set it at 145 x 105 and click on the canvas. Now go to select / modify / smooth and alter the amount to 8 to get rounded edges. Select the paint bucket and fill the selection with the colour dddddd.
- 10. Again right click on the layer and select blending options and select Inner Shadow (change options to below).

Styles	- Inner Shadow
Blending Options: Default	Blend Mode: Multiply
Drop Shadow	Opacity: 75 %
🗹 Inner Shadow	
Outer Glow	Angle: 90 ° Use Global Light
Inner Glow	Distance:0 px
Bevel and Emboss	Choke: 0%
Contour	Size:6_px
Texture	Ouality
Satin	
Color Overlay	
Gradient Overlay	Noise:0%
Pattern Overlay	
Stroke	

11. Next select Stroke and alter the settings to

Styles	Stroke Structure
Blending Options: Default	Size: 1 px
Drop Shadow	Position: Outside
🗹 Inner Shadow	Blend Mode: Normal
Outer Glow	Opacity: 55 %
🗌 Inner Glow	
Bevel and Emboss	Fill Type: Color 🗸
Contour	Color:
Texture	

12. Note the colour is black (000000). Your image should look like below.

E ipou e room (Layer 1, Nabro)	
	<u>~</u>
100% 🕞 🔇	N

13. Select the **Myriad Pro Font** and Type iPod and then use the line tool to create a line underneath. I used Font Size 12 and Crisp. Then create the menu.



14. Create **a new layer called wheel**. Select the **Elliptical Marquee Tool** and create large circle underneath the interface. Select the paint bucket tool and fill it with #dddddd.

15. Create another layer called wheel button and select the Elliptical Marquee Tool again and draw a small circle in the centre of the larger circle, fill it with white. Then select the Text tool, choose Arial as the Font and type Menu in white at the top of the circle. For the rest you will need to use Webdings font. To get the buttons created below, use 9 for the backwards button, 4 for play, and ; for Pause. For the Forward button you will need to duplicate the backwards button and go to Edit > Transform > Flip Horizontal.



16. You can create battery if you like.

IPod	
Music	>
Extras	>
Settings	>
Shuffle Songs	>
Backlight	>
KI D	D1

Pool Ball - Filters



Step 1: Create a new document 350x350.

Step 2: Create a **new layer** and select the **Elliptical Marquee Tool** and draw circle in the middle. Use the **paint bucket tool** and fill with white.

Step 3: Right click on the layer and select **blending options** and choose **drop shadow.** Change the settings to match below.

Styles	Drop Shadow
Blending Options: Default	Blend Mode: Multiply
✓ Drop Shadow	Opacity:
Inner Shadow Outer Glow	Angle: 120 ° VUse Global Light
Inner Glow	Distance: 0px
Bevel and Emboss	Spread: 0_%
Contour	Size: 10 px
Texture	Quality
Satin	Contour:
Color Overlay	
Gradient Overlay	Noise:0 %
Pattern Overlay	Layer Knocks Out Drop Shadow
Charles 1	

Step 4: Then select inner shadow and change the options to match below

Styles	Inner Shadow
Blending Options: Default	Blend Mode: Multiply
☑ Drop Shadow	Opacity:
✓ Inner Shadow	
Outer Glow	Angle: 120 Cise Global Light
Inner Glow	Distance:7_px
Bevel and Emboss	Choke: 0%
Contour	Size: px
Texture	Quality
Satin	Contour:
Color Overlay	
Gradient Overlay	
Pattern Overlay	

Step 5: Select the Satin option and change the colour to FF0000

Styles	Satin
Blending Options: Default	Blend Mode: Multiply
🗹 Drop Shadow	Opacity: 80 %
🗹 Inner Shadow	
Outer Glow	
Inner Glow	Distance: 140 px
Bevel and Emboss	Size: Bpx
Contour	Contour:
Texture	
🗹 Satin	
Color Overlay	

Step 6: Press ok. Your image should look like below.



Step 7: Create a **new layer** and then select deselect. Use the **Elliptical Marquee Tool** to draw a small circle and fill it with white in the middle of the ball. Then select **Inner Shadow** from the blending options.

Styles	- Inner Shadow
Blending Options: Default	Blend Mode: Multiply
Drop Shadow	Opacity: 20 %
🗹 Inner Shadow	
Outer Glow	Angle: 120 VUse Global Light
🔲 Inner Glow	Distance: 0 px
Bevel and Emboss	Choke: 0%
Contour	Size:5_px
Texture	Quality
🔲 Satin	Contour:
Color Overlay	
🔲 Gradient Overlay	Noise: 0 %
Pattern Overlay	

Step 8: Create a **new layer** and **drag it to below layer 1**. Now select the **Elliptical Marquee Tool** again and draw an oval at the bottom of the ball for a shadow.



Step 9: Fill with black and then select **filter / blur / Gaussian blur** and set the radius to 8. Now change the opacity to 50%.

Step10: Now select the **text tool** and give the ball a number (I also added a gradient for the background colour). Save your file as poolball.psd.

Rainbow

Step 1: Create a new document 400x400.

Step 2: Select the **gradient tool** and from the top panel select the gradient editor and choose the **transparent rainbow** colour.

Gradient Editor	
Presets	OK Cancel Load Save
Name: Transparent Rainbow	New
Stops Opacity; > % Location; % Color; > Location;	Delete
	1.

Step 3: Now select the document and **click and drag up** about an inch (holding down shift keeps the line straight).



Step 4: When you release you should have a rainbow running through the middle of the page. Now select **filter / distort / polor cooridinates** and the image should transform into a circle. Select the **rectangle marquee too**l and draw a rectangle that selects the bottom half of the circle, then press delete.



Step 5: Create a new layer and then select the pen tool or and draw a cloud. Then open the **paths panel** and select stroke path with brush (ensure the brush size is small and the colour is black).

Step 6: Now select the layer containing the rainbow and apply a **drop shadow from the filters option.** Your image should look something like below and save your image as rainbow.psd.