

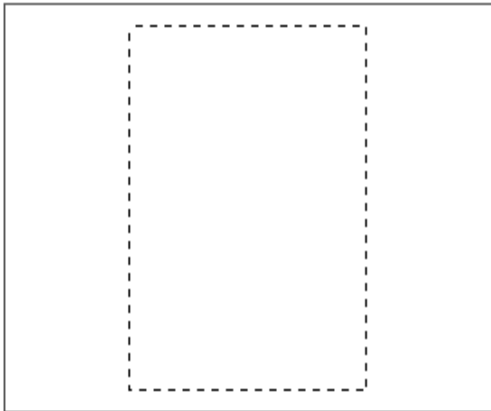
Graphic Design II: Grunge Effects - Wanted Poster Tutorial

1. Create the basic shape

Open a new file, **800x600** pixels.

Click on the **Create a new layer** icon  in the layers palette to add a new layer and rename it **Basic Shape** by double clicking on its name.

Select the **Rectangular Marquee** tool  and draw a rectangle like this:



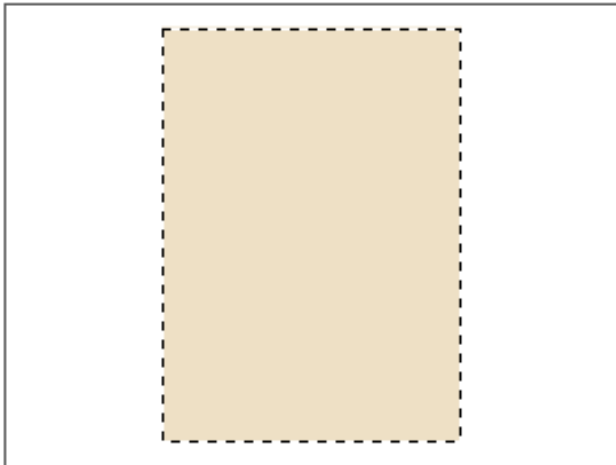
Double click on the **foreground** color in the tool bar marked with **red** in this screenshot:



In the **Color Picker** window that opens enter the value **EEE0C5** (beige) in the area marked with **red**.

Not Command G - Instead: It is Option and click on the line between the layers.

Select the **Paint Bucket** tool  and fill the rectangular selection with the current foreground color:





Select in the menu **Select / Deselect** to remove the current rectangular selection.

2. Create stains

In this section we're going to use Photoshop to add two random stains to our poster. You can paint them by hand using a brush, but I will show you that you can also use the clouds filter instead.

Change the **foreground** color again like we did previously but this time use a value of **EECE93**.

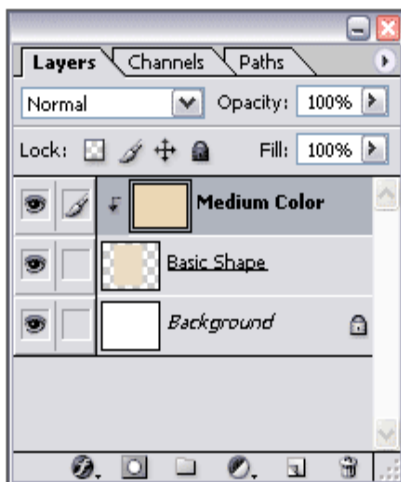
Click on the **Create a new layer** icon  in the layers palette to add a new layer and rename it **Medium Color** by **double** clicking on its name.

Select the **Paint Bucket** tool  and fill the layer with the current foreground color.


Clip this layer with the previous layer by pressing **Ctrl+G** (command + G on the Mac).

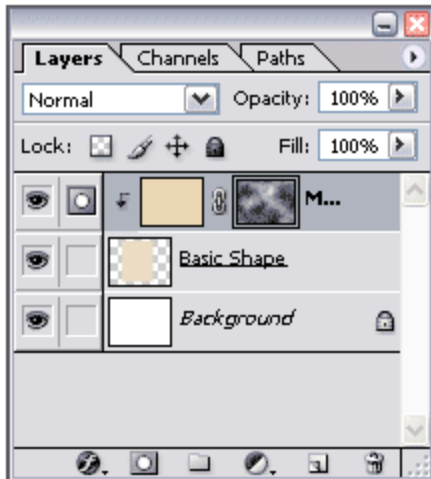


Note: If you use **Photoshop CS2** you have to press **Ctrl + Alt + G** (Command + Option + G on the Mac) instead.



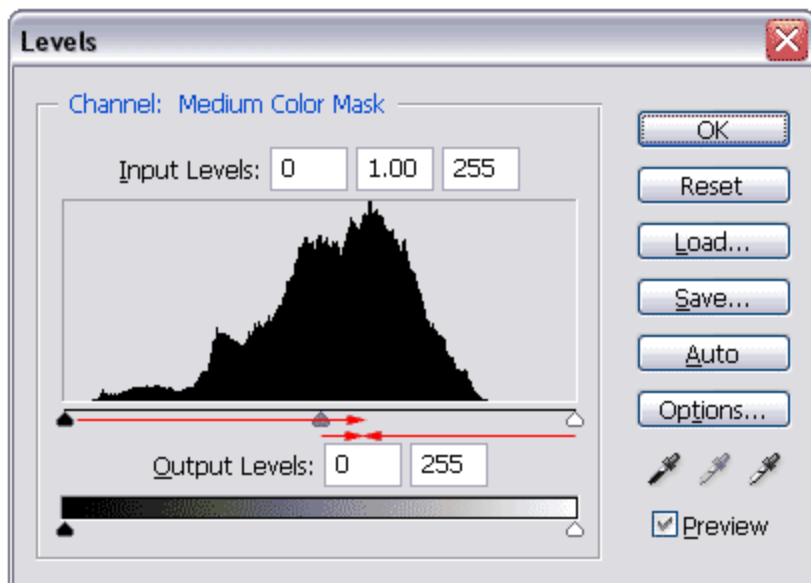
Note: a layer that is **clipped** will only affect the **pixels** of the layer to which it's clipped (attached) and transparent areas will be ignored.

Add a mask to this layer by clicking on the **Add layer mask** icon  in the layers palette. Press the letter **D** on your keyboard to make your fore- and background color white and black. Go to the menu and select **Filter / Render / Clouds**:

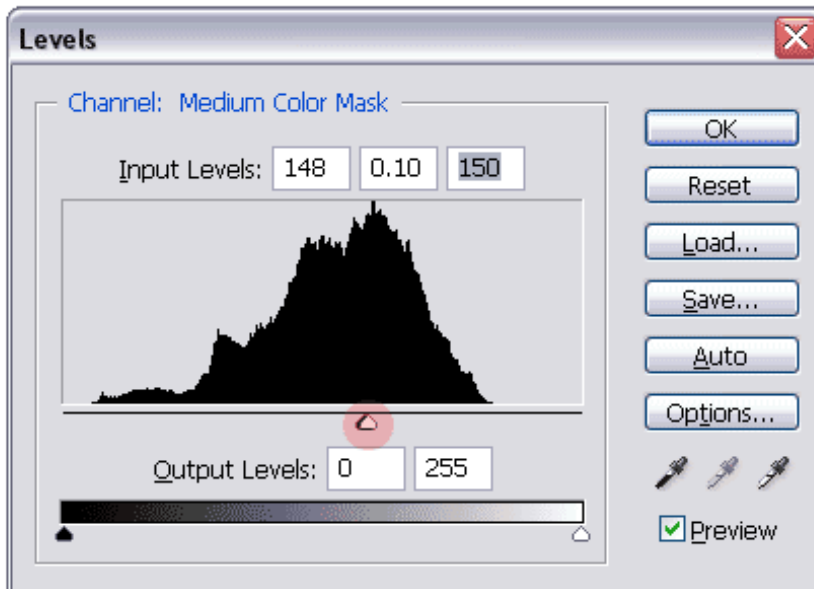


Return to the menu and select **Image / Adjustments / Levels...**

Move each of the three sliders...



...to the same location below the histogram (the sliders should overlap):

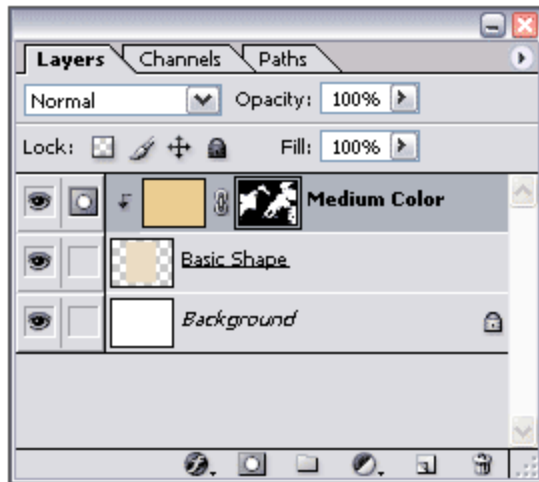


It depends on your personal preference and the result of the clouds filter where you want that location to be. Keep an eye on your document window to figure out which location gives you the preferred result. In my case I was happy with the following:




Click **OK**.

This is how our layers palette looks like at this stage:




2. Create Stains (continued from previous page)

In the following steps we're going to repeat the whole process for a second Photoshop layer.

With the top layer active, click on the **Create a new layer** icon  in the layers palette to add a new layer and rename it **Dark Color** by double clicking on its name.

Change the **foreground** color again like we did previously but this time use a value of **C1A467**.

Select the **Paint Bucket** tool  and fill the layer with our current foreground color.

Clip this layer by pressing **Ctrl+G** (command + G on the Mac).



Note: If you use **Photoshop CS2** you have to press **Ctrl + Alt + G** (Command + Option + G on the Mac) instead.

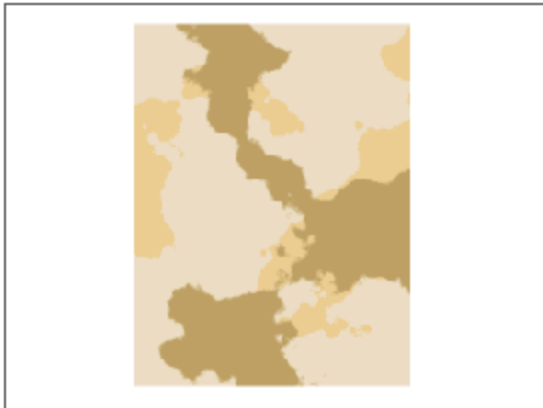
Add a mask to this layer by clicking on the **Add layer mask** icon  in the layers palette.

Press the letter **D** on your keyboard to make sure that the fore- and background color is white and black.

Go to the menu and select **Filter / Render / Clouds**:

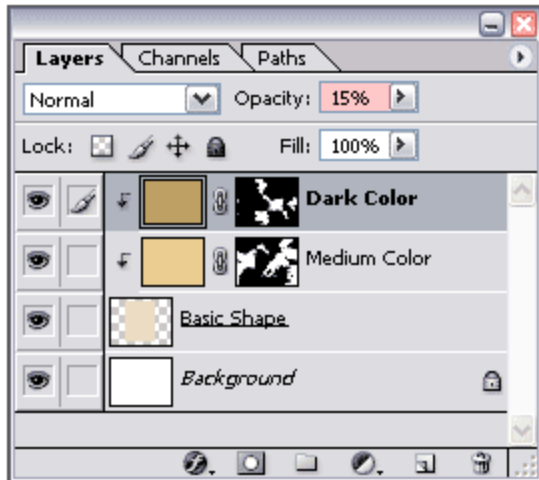
Go to the menu and select **Image / Adjustments / Levels...**

Also this time move the sliders to a location that you prefer and click **OK**.




Note: if you don't like the random result of the clouds filter, then return to the menu (with the proper mask active) and select **Filter / Render / Clouds** and apply **Levels** again until you're happy with the result.

Change the **opacity** of the **Dark Color** layer to **15%** and the **opacity** of the **Medium Color** layer to **35%**:

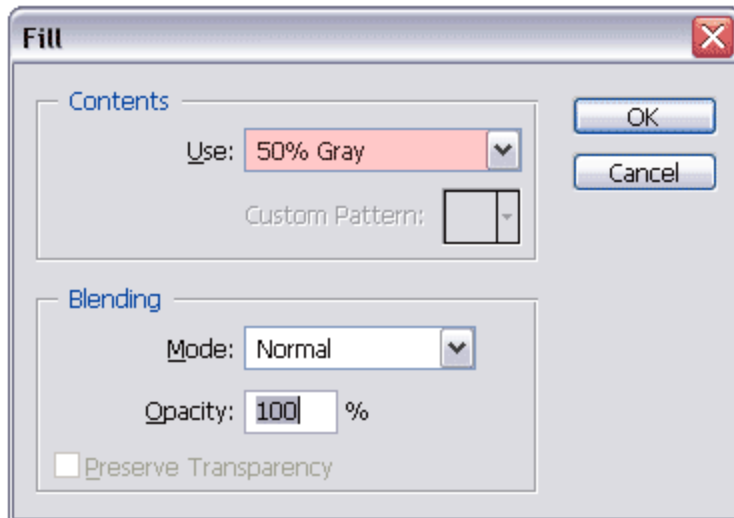


The result should look something like this:



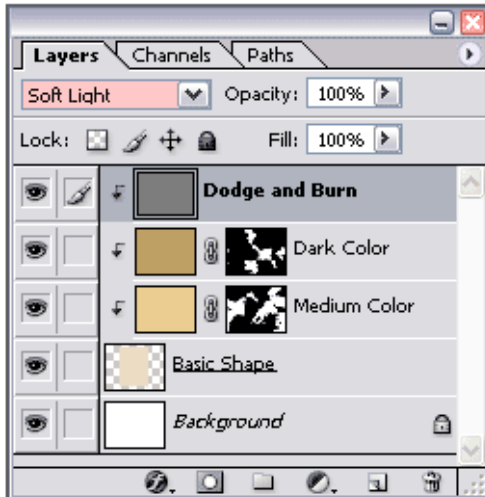
Click on the top layer to make it active and click on the **Create a new layer** icon  in the layers palette to add a new layer and rename it **Dodge and Burn** by double clicking on its name.


Go to the menu and select **Edit / Fill...** and in the new window that pops up, select **50% Gray** in the box that reads **Use:** and click **OK**:



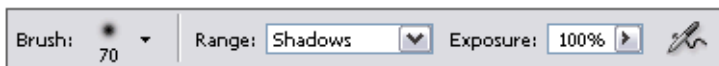
Clip this layer by pressing **Ctrl+G** (command + G on the Mac) or **Ctrl + Alt + G** (Command + Option + G on the Mac) if you use Photoshop CS2.

Set the blending mode of this layer to **Soft Light**:



Select the **Burn** tool  in the tool bar.

Select a medium **soft** brush with a **size** of about **70** and set the **range** to **Shadows**. **Exposure** should stay at **100%**:



Note: at this stage I only used a 70 brush. You can of course select a smaller brush or only select a smaller one at a later stage, it's all up to you.

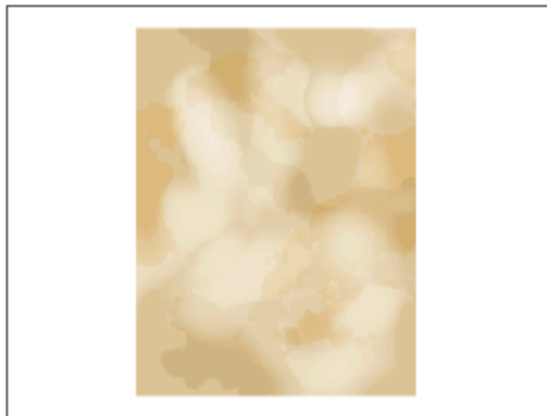
Now move your cursor over some areas that you want to be darker. Make sure that you burn the edge more than the rest of the poster (edges of old documents are often darker, because that's where the hand grabs the paper). Don't burn the complete edge, but ignore some areas.

When you're happy with the result, select the **Dodge** tool  in the tool bar.

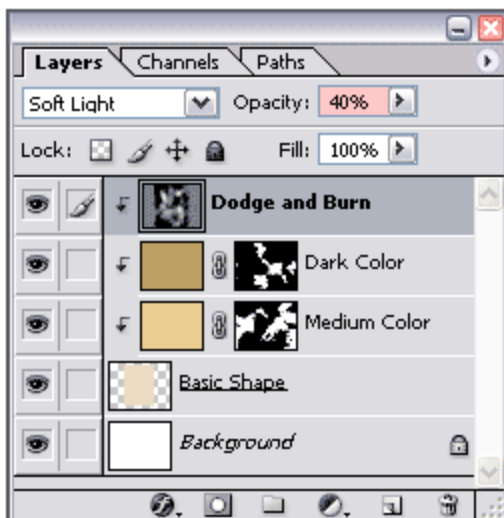
Use the same settings in the option bar that you used for the Burn tool.

Move your cursor over those areas that you want to be lighter.

A quick look as how your image might look after you're done:



Continue by changing the **opacity** of this layer to **40%**:



Now let's make the borders of the colored areas in layers **Dark Color** and **Medium Color** slightly softer using the following steps.

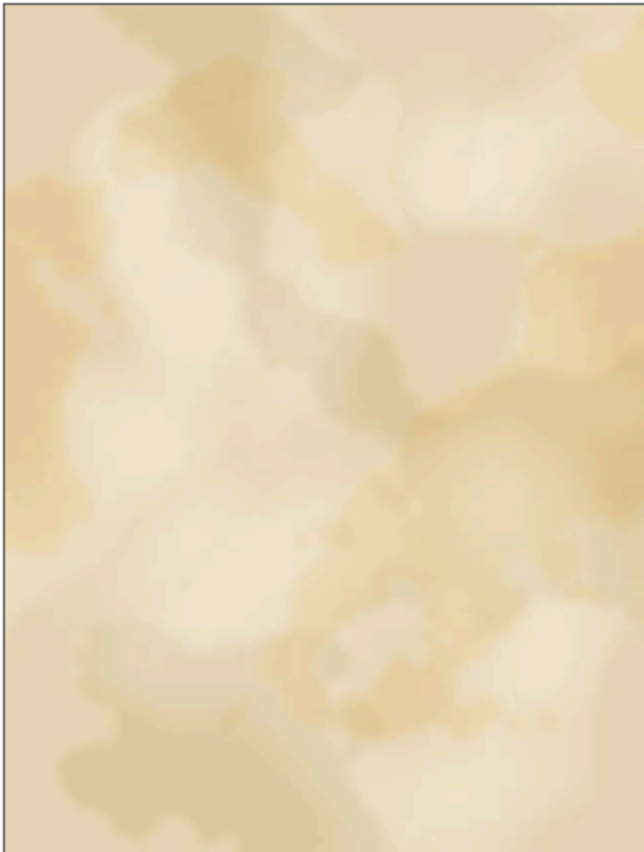
Click on the layer mask of the **Dark Color** layer to make it active.

In the menu select **Filter / Blur / Gaussian Blur...** and enter a value of **2** pixels for the **Radius** and click **OK**.

Click on the layer mask of the **Medium Color** layer to make it active.

In the menu select **Filter / Blur / Gaussian Blur...** and enter a value of **2** pixels for the **Radius** and click **OK**.

This is what your image might look like right now:

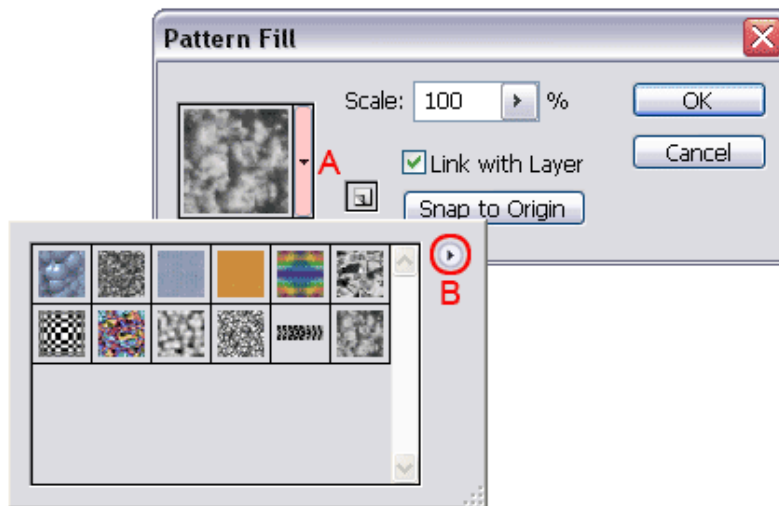


3. Add texture

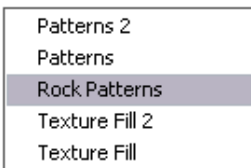
Click on the top layer in Photoshop (*Dodge and Burn*) to make it the active layer.

Click on the **Create New fill or adjustment layer** icon  in the layers palette and select **Pattern...**

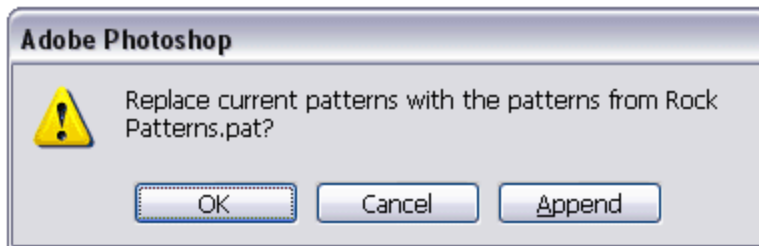
In the **Pattern Fill** window click on the button with the little black triangle (A) and then open the fly-out menu by clicking on the circular button marked with B:



In the window that opens select **Rock Patterns**:



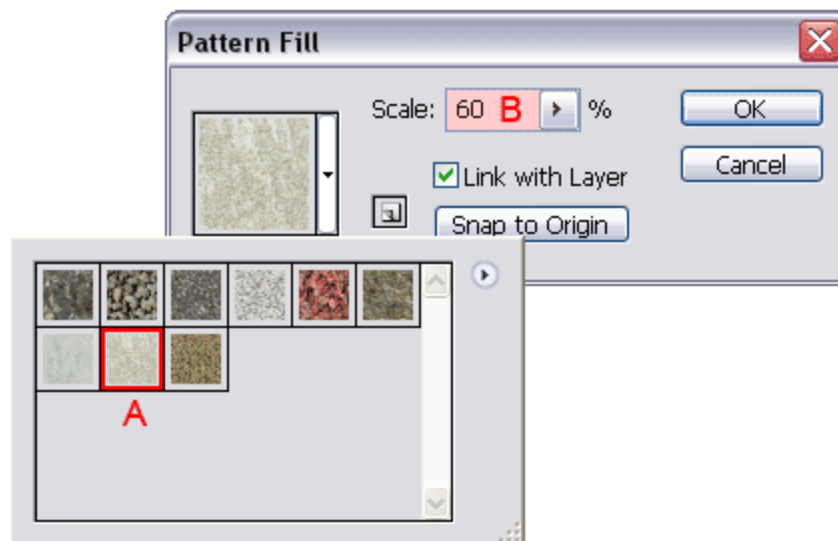
A new window will open asking you whether you want to replace the current patterns with the selected patterns:



It's up to you whether you answer with **OK** or **Append**. I selected **OK**.

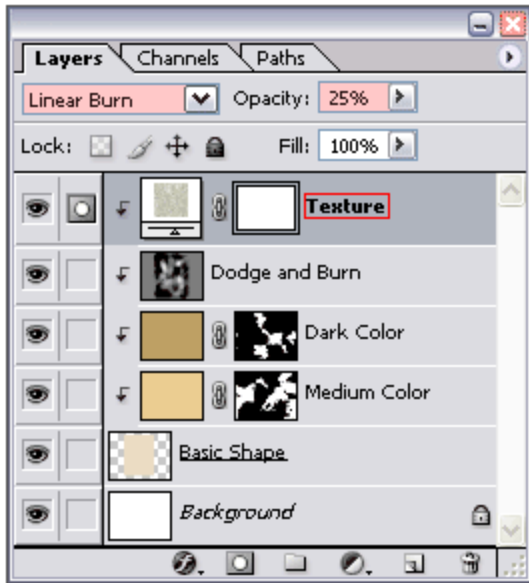
Note: by selecting OK you won't lose any default Adobe patterns, only the ones you added yourself.

After you answered the above question click **once** on the pattern marked with **A** in the next screenshot and enter a value of **60** for **Scale (B)** and click on **OK**:



Continue by changing the **blending mode** of this layer to **Linear Burn** and the **opacity** to **25%**.


Rename this layer to **Texture** by double clicking on its name and clip it by pressing **Ctrl+G** (command + G on the Mac) or **Ctrl + Alt + G** (Command + Option + G on the Mac) when you use Photoshop CS2:



Note: you can always go back and select a different pattern by clicking on the thumbnail of this layer in the layers palette.

Result so far:

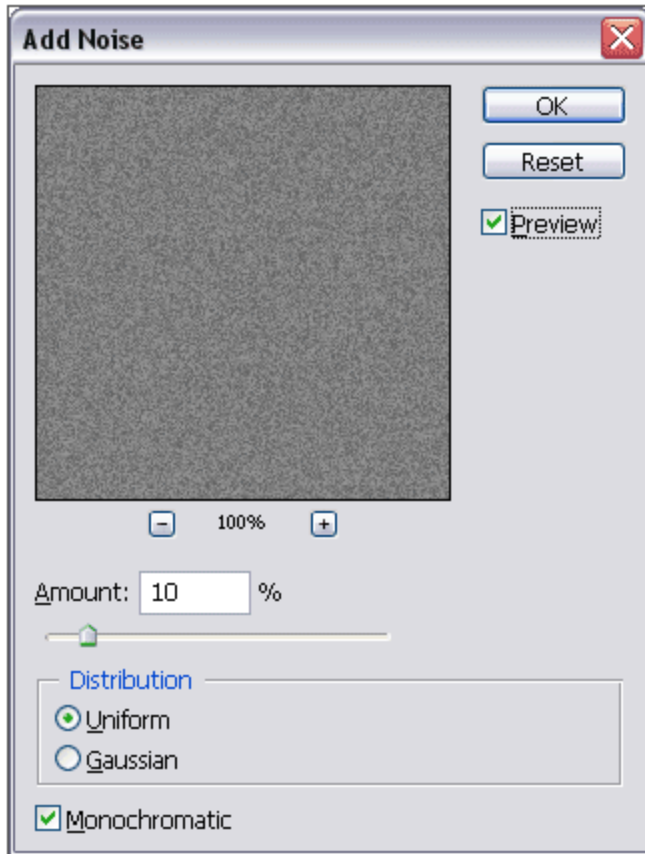


Make sure that the top layer is the active layer and click on the **Create a new layer** icon  in the layers palette to add a new layer and rename it **Noise** by double clicking on its name.

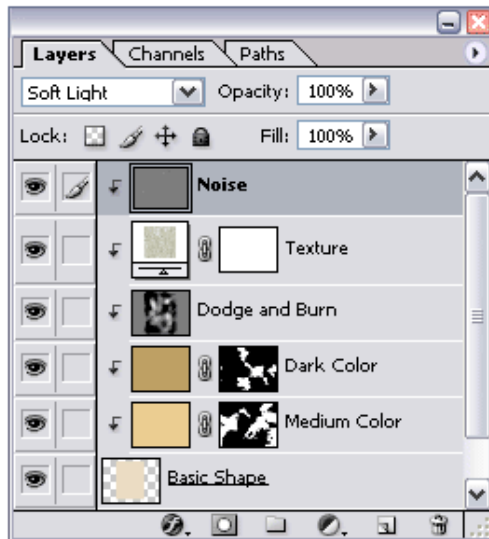
Go to the menu and select **Edit / Fill...** and in the new window that pops up, select **50% Gray** in the box that reads **Use:** and click **OK** like we did in one of the previous steps.

Set the blending mode of this layer to **Soft Light**.


Go to the menu and select **Filter / Noise / Add Noise...** and enter an **Amount** of **10%**, set **Distribution** to **Uniform** and check the box named **Monochromatic** and click **OK**:



Clip this layer also by pressing **Ctrl+G** (command + G on the Mac) or **Ctrl + Alt + G** (Command + Option + G on the Mac) when you use Photoshop CS2:

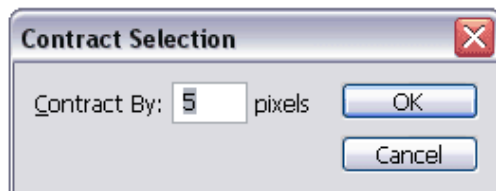



4. Create a rough edge

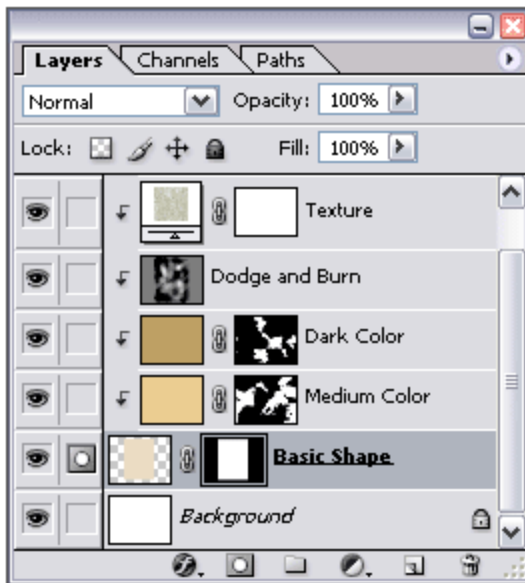
Make the layer **Basic Shape** the active layer in Photoshop by clicking on its thumbnail in the layers palette; it will then have a brush icon  in front of it.

Ctrl + click (Command + click on the Mac) on its **thumbnail** in the layers palette to create a selection based on the rectangular shape.

Go to the menu and select **Select / Modify / Contract...**
Enter a value of **5** pixels and click on **OK**:

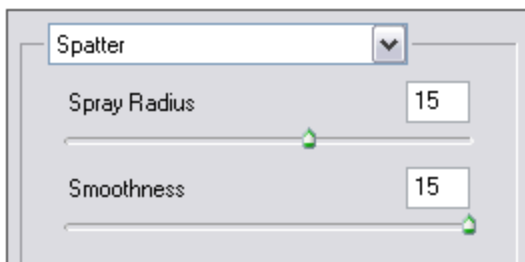


Add a mask to the current layer (**Basic Shape**) based on the current selection by clicking on the **Add layer mask** icon  in the layers palette:



In the Photoshop menu select **Filter / Brush Strokes / Spatter...**

Enter a value of **15** for both **Spray Radius** and **Smoothness** and click **OK**:




The result, after we added noise (in an earlier step) and added the edge, should look a bit like this:



Now if we zoom in at the upper left corner, we'll notice that the edges aren't really smooth:

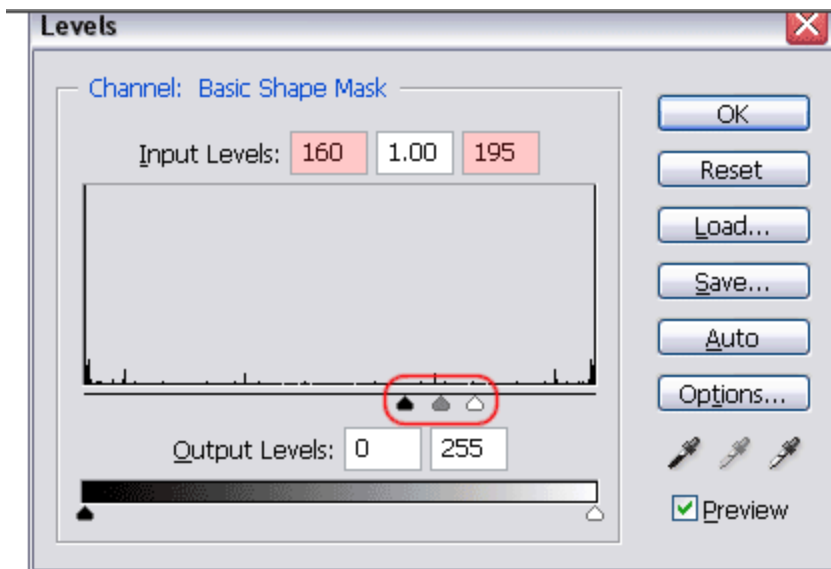


Let's fix that in the following steps.

Make sure that the mask of the **Basic Shape** layer is active (it will have a double border or this icon  in front of it).

Select in the menu **Filter / Blur / Gaussian Blur...** , enter a **Radius** value of **1** and click **OK**.

With the mask still active, select in the menu **Image / Adjustments / Levels...** and move the black slider to the right and the white slider to the left to the location shown in this screenshot. You can of course also enter an input level value of **160** for black and an input level value of **195** for white (both input boxes marked with **red**) if that's easier for you:



Click **OK**.

After that the edge should be a lot smoother:



Before



After

Before



After



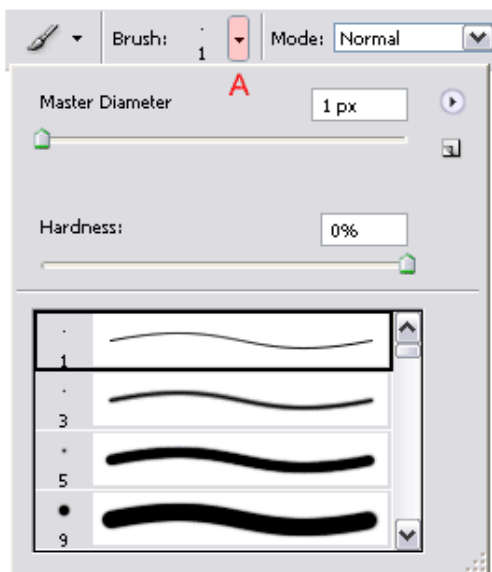
Note: this Photoshop technique is discussed in more detail in the [Smoothen Edges tutorial](#). What we're actually doing here is adding our own anti-alias.

5. Add rips

Select the **Brush** tool  in Photoshop's tool bar

Click in the option bar on the button marked with **red** in the next screenshot to open the **Brush preset picker** window.

Select a round brush, a **Master Diameter** of **1 px** and a **Hardness** of **0%** (that means it's a soft brush):



The other settings in the option bar: **Mode** should be **normal**, **flow** and **opacity** should both be **100%**.

Make sure that the layer mask of the **Basic Shape** layer is active (important!).

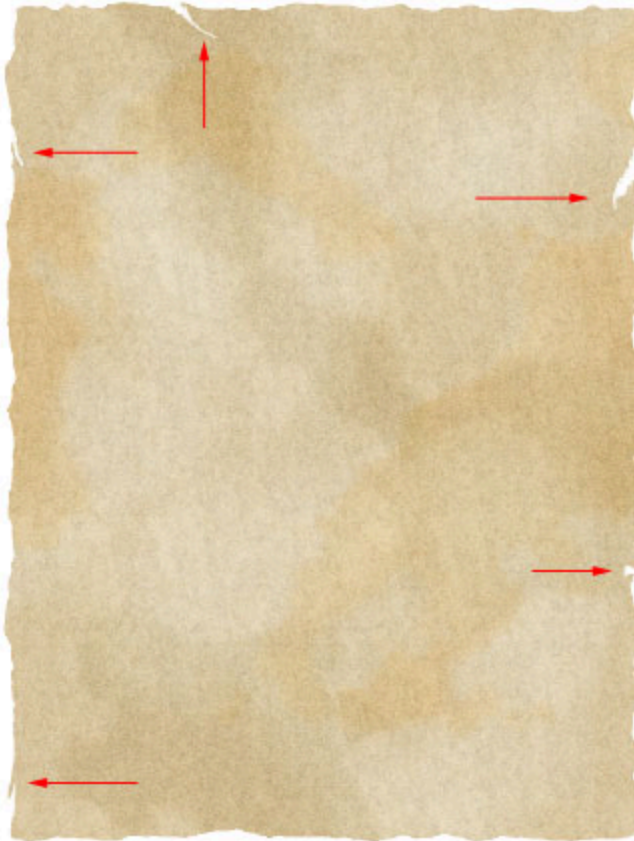
Save your work in Photoshop first before you continue.

Press the letter **D** on your keyboard to make sure that your fore- and background color are black and white.

Understand that everything that is **black** on the mask will **hide** that specific part of the poster, so we have to make sure that our foreground color is black. If it isn't, then just press the letter **X** on your keyboard to switch fore- and background color.

Now paint some random rips with the **black** brush. Make sure that you **zoom** in between **300-800%** before you add a rip, because it makes it easier to control your mouse and you'll have a better view on what you're doing.


Here's an example of where I added some rips.



Just use your imagination and remember; if you make a mistake, just press the letter **X** on your keyboard (to switch to white) to paint back what you removed and press **X** again (switching back to black) to continue.

Note: it's quite often the little details that make an image stand out.


6. Darken edges

Click on the top layer to make it the active layer and then click on the **Create a new layer** icon  in the layers palette to add a new layer and rename it **Dark Edges** by double clicking on its name.

Go to the menu and select **Edit / Fill...** and in the new window that pops up, select **50% Gray** in the box that reads **Use:** and click **OK** like we did in one of the previous steps.

Set the blending mode of this layer to **Soft Light**.

Clip the layer like we've done in several previous steps.

Select the **Burn** tool  in the tool bar.

Select a medium **soft** brush with a size of about **30** and set the range to **Shadows**. **Exposure** should stay at **100%**.

Now move your cursor over some parts of the edge of your poster. Don't make the complete edge darker, but leave some edges untouched to make it look more natural. Once you're done, switch to a slightly larger soft brush with a size of **70** and set its **exposure** to about **50%** and make the inside of the edge in some area a little darker (not too much).

This is how the result might look like:




Note: after I added the darker edge I decided to increase the opacity of the *Texture* layer from 25% to 35%. Do the same.

7. Add some scratches

Click on the top layer to make it the active layer and add a new layer by clicking on the **Create a new layer** icon at the bottom of the layers palette.


Clip this layer and rename it to **Scratches**.

Press the letter **D** on your keyboard to make the foreground color black and the background color white. Select the **Pencil** tool  in your toolbar, select a size of **1** and an **opacity** of **100%** in the option bar and draw a few scratches. Then switch the foreground color to white by pressing the letter **X** on your keyboard and draw some white scratches:



Set the blending mode of this layer to **Soft Light** and change its **opacity** to **45%**:



You can if you feel like it soften the effect of the scratches by partly going over it with the **Blur tool**  with a **Strength** value in the option bar of about **20%**.

8. Add folds

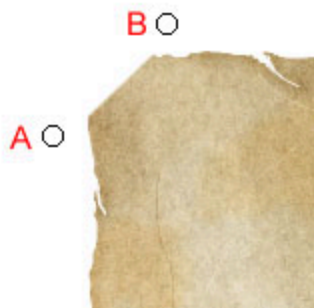
Click in Photoshop on the mask of the **Basic Shape** layer to make it the active layer.

Select the **Brush** tool  and select a **hard** brush (**Hardness** is **100%**) and use a **size** of **10** (the **opacity** and **flow** option should both have the value **100%**)

Now remove the upper left and bottom right corner and make sure that you end up with a **straight** edge under an angle of about **45** degrees:




Tip: to make it easier to get a straight edge, hold down the **shift** key, click at **A**, move the cursor to **B** and click again and release the shift key again. Continue to remove the leftovers.




Click on the top layer to make it the active layer and add a new layer by clicking on the **Create a new layer** icon at the bottom of the layers palette.

Clip this layer and rename it to **Folds**.

Go to the toolbar and select the **Rectangular Marquee** tool  and make a rectangular selection as shown in the next screenshot. Note that you should not cover the complete diagonal line, but leave the beginning and end untouched (marked here in **red**):




Set the foreground color to **DBCEAD**.

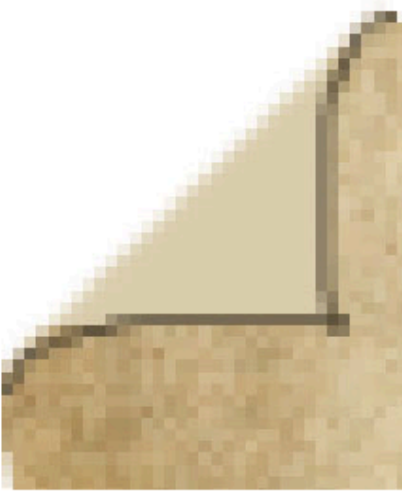
Select the **Paint Bucket** tool  and fill this selection with the current foreground color.

Go to the bottom right of the poster and use the same Photoshop technique on the other fold:



Set the foreground color to **8A7246** (darker brown).

Select the **Brush** tool  and select a soft round brush (**Hardness** is **0%**), use a size of **1** and an **opacity** and **flow** of **100%** and paint a brown, slightly **curved(!)** edge as shown in this screenshot (make sure you **zoom** in to about **500%**):



Do the same with the other fold.


Continue by adding some shading to the fold to give it a 3D illusion (look at the next screenshot).

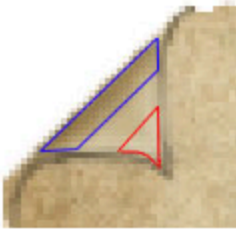
Use the **Burn** tool  with a **soft** brush, **Size** of **5**, **Range** set to **Midtones** and **Exposure** set to **30%**.

Now use the burn tool to make the area marked with **blue** slightly darker.

Use the **Dodge** tool  with a **soft** brush, **Size** of **5**, **Range** set to **Midtones** and **Exposure** set to **30%**.


Now use the dodge tool to make the area marked with **red** slightly lighter.


Finish off by selecting the **Blur** tool  with a **size** of **5** and a **Strength** setting of **20%** and slightly blur the areas where you just used Dodge and Burn, but don't move over the edge of the fold. If the edge is too sharp in some areas then use the blur tool to go over this edge only **once**.




Use the same approach for the other fold.



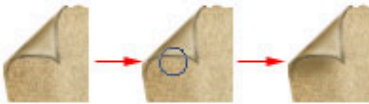
Note: if the dark brown edge of the fold turns out to be too dark, then just select the **Dodge** tool  with a **soft** brush, **Size** of 1, **Range** set to **Midtones** and **Exposure** set to **30%** and move a few times over the edge to make it lighter.

Click on the **Scratches** layer to make it the active layer and add a new layer on top of this layer by clicking on the **Create a new layer** icon  in the layers palette.

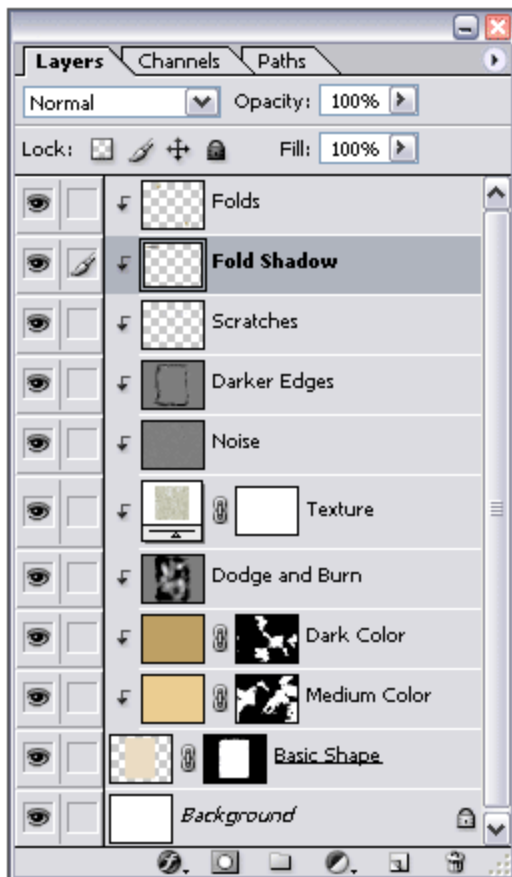
Rename this new layer to **Fold Shadow**.

Make sure the foreground color is still the dark brown color (**8A7246**) that we used to draw the edge of the fold. Select the **Brush** tool  and select a soft brush with a **Size** of **20**.

Click with the mouse button at the location marked in the center image of the next screenshot and while holding down the mouse button mouse the cursor to the left (once!) to draw the shadow:



This is how our layers palette looks right now:



This is what the image looks like right now (yours doesn't have to be exactly the same of course):



9. Add Text


Click on the **Folds** layer in Photoshop to make it the active layer.


Add a **Layer Set** by clicking on the **Create a new set** icon  in the layers palette.



Note: In Photoshop CS2 a **Layer Set** is called a **Layer Group**.

Rename the Layer Set to **Text** by clicking on its name in the layers palette.

Click on the **Create a new layer** icon  in the layers palette to add a new layer. That layer is now part of the layer set/group.

Select the **Horizontal Type** tool  in the tool bar and press the letter **D** on your keyboard to make the foreground color **black**.

Select a thick font (I used **Bernard MT Condensed**) and type with **capital** letters: **\$2500 REWARD**.

Click on the **Create a new layer** icon  in the layers palette to add a new layer.

Type with capital letters (except for the word 'or'): **DEAD or ALIVE**.

Click on the **Create a new layer** icon  in the layers palette to add a new layer.


Type with capital letters: **WANTED**

Change the size of the text and align up the 3 lines of text until it looks a little like this:

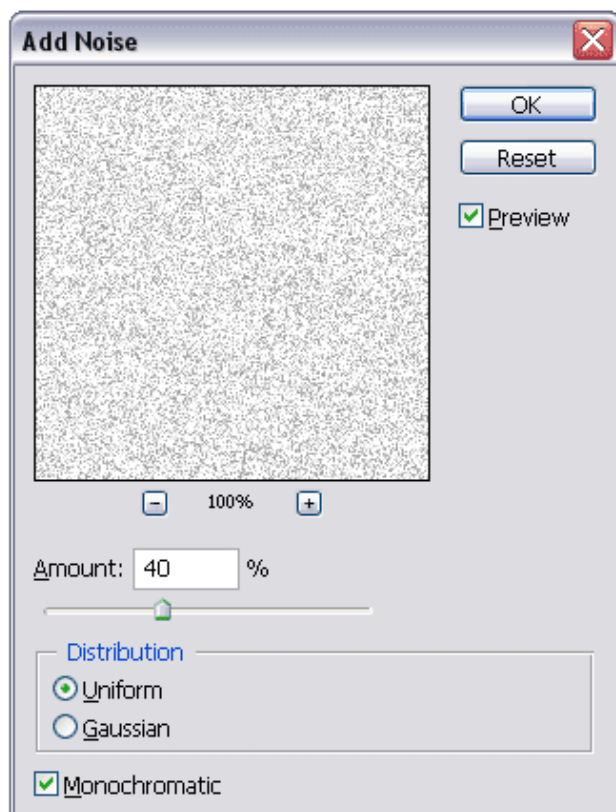


When you're **100%** sure that you're happy with the font, size and alignment of your text, **right click** (Control + click on the Mac) on the thumbnail of each text layer and select **Rasterize Layer** in the window that opens up. **Warning:** after this the text won't be editable using the regular Horizontal Type tool.

Click once on the thumbnail of the **Layer Set/Group** in your layers palette to make it active and change its **opacity** to **60%** to make the text look faded.

Click on the **Add layer mask** icon  in the layers palette to add a layer mask to the layer set/group.

Go to the menu and select **Filter / Noise / Add Noise...** and enter an **Amount** of **40%**, set **Distribution** to **Uniform** and check the box named **Monochromatic** and click **OK**:



This gives the text a look as if the ink didn't saturate the paper for 100% (old equipment):




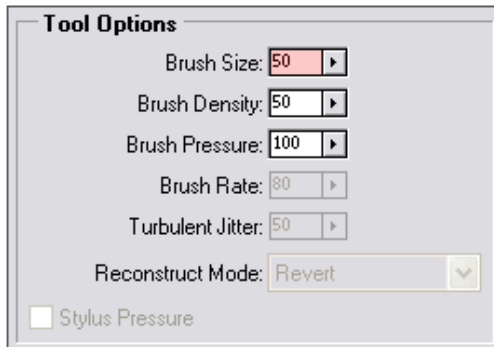
Save your work first before you continue.

Note: By placing all text in a Layer Set/Group, we only needed a single adjustment to affect 3 layers at the same time.

We only needed to add one noise mask (3 if we hadn't used a Layer Set) and we only needed to chance the opacity once (3 times if we hadn't used a Layer Set). So this is a good example of some of the advantages of grouping layers in Photoshop.

The text still looks a bit too perfect. Click on the **\$2500 REWARD** layer to make it the active layer.

Select in the menu **Filter / Liquify** and select the **Forward Warp** tool  and enter on the right side of the Liquify window a value of **50** for **Brush Size** (make sure that the other 2 values are the same as the ones in the screenshot):



Now slowly move parts of the text up, down, left or right. Only make small changes to avoid that you go overboard with your corrections (use the next screenshot as a guideline). Use the same Photoshop technique for the two other layers that contain text:





10. Add a portrait

For this Photoshop tutorial we're going to use a photograph of a modern day cowboy.

You can grab the original Photoshop PSD file [here](#) (right click on the link and select **Save target as...**).

First make sure that Layer Set/Group named **Text** is our active layer.

Now open the file you've just downloaded and select the **Move** tool  in your tool bar and drag and drop this image in the file you're working on.

You'll notice when you check your file that the image of the cowboy ended up in your Layer Set/Group named **Text**. We have to move it out of there, so with the **Move** tool  still active, click on the thumbnail of the layer with the cowboy and while holding down the left mouse button, move the cursor upwards as shown with the **red** arrow.

Once a **dark** line appears (the end of the arrow in our screenshot), release the mouse button and the layer will move out of the Layer Set/Group.


Rename this layer to **Portrait**.


10. Add a portrait

For this Photoshop tutorial we're going to use a photograph of a modern day cowboy.

You can grab the original Photoshop PSD file [here](#) (right click on the link and select **Save target as...**).

First make sure that Layer Set/Group named **Text** is our active layer.

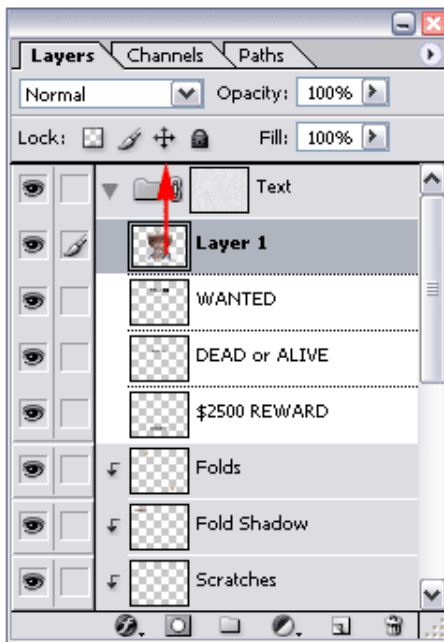
Now open the file you've just downloaded and select the **Move** tool  in your tool bar and drag and drop this image in the file you're working on.

You'll notice when you check your file that the image of the cowboy ended up in your Layer Set/Group named **Text**. We have to move it out of there, so with the **Move** tool  still active, click on the thumbnail of the layer with the cowboy and while holding down the left mouse button, move the cursor upwards as shown with the **red** arrow.

Once a **dark** line appears (the end of the arrow in our screenshot), release the mouse button and the layer will move out of the Layer Set/Group.

Rename this layer to **Portrait**.


Rename this layer to **Portrait**.



Press **Ctrl + T** (Command + T on the Mac) to select the **Free Transform** tool.

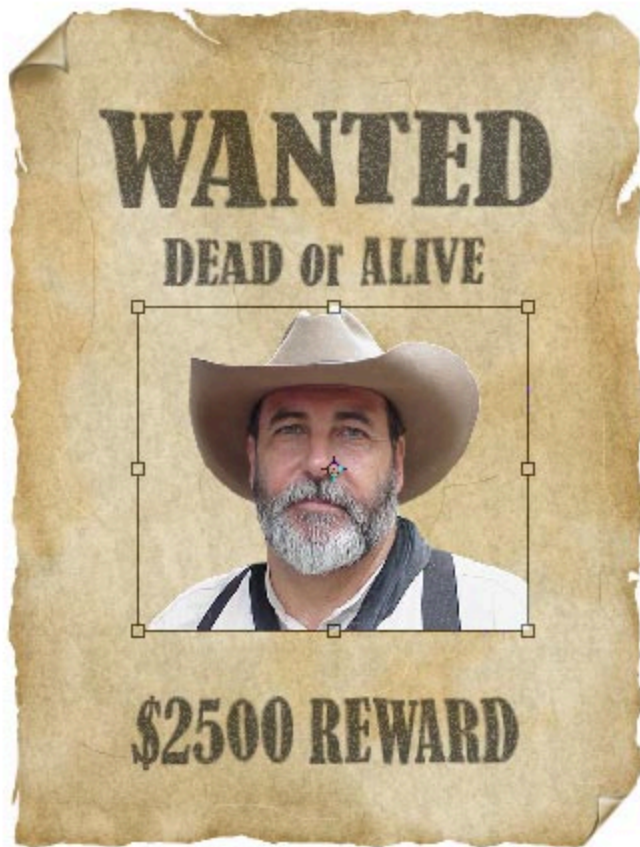
Hold down the **shift** key and drag one of the corners inward to make the image smaller and release the shift key once you're happy with the size.

Note: by holding down the **shift** key we constrain the **proportions** (=aspect ratio) or in other words we avoid distorting the image.

Use the **Move** tool  to align the image horizontally and vertically. Needless to say that at this point can still resize the image if you feel like, as long as you **don't forget** to hold down the **shift** key.

Tip: keep the top of his hat aligned with the word "or" that's part of the "DEAD or Alive" text.

When you're done, **double click** inside the free transform box to finalize the transformation.



With the **Portrait** layer active, select in the menu **Image / Adjustments / Desaturate**.

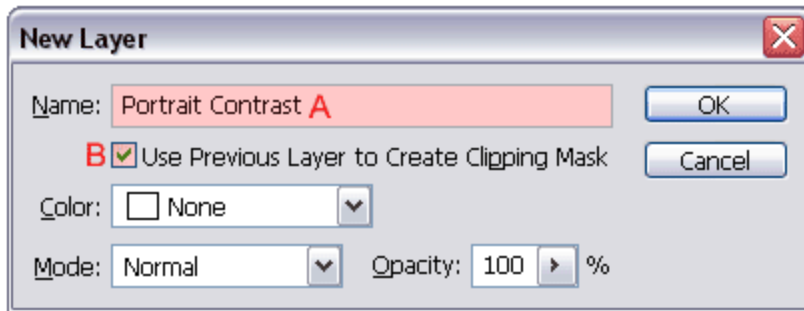
Set the blending mode of this layer to **Linear Burn**:



Hold the **Alt** key (Option key on the Mac) and click on the **New fill or adjustment layer** icon at the bottom of your layers palette and in the window that opens select **Levels...** and release the Alt key.

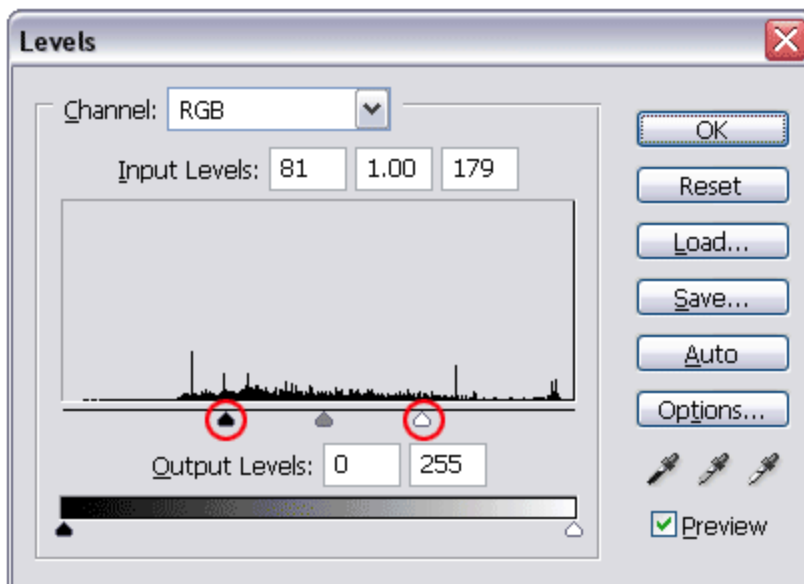
A **New Layer** window will open and that's because we held down the Alt key while adding a new layer, in our case an **adjustment** layer. This allows to do two things right now that we normally would have done **after** we created the layer;

- **Rename** the layer to **Portrait Contrast** (A) (normally we would rename the layer by double clicking on its name)
- **Clip** the layer with the previous layer by checking the appropriate box (B) (previously we used a shortcut)



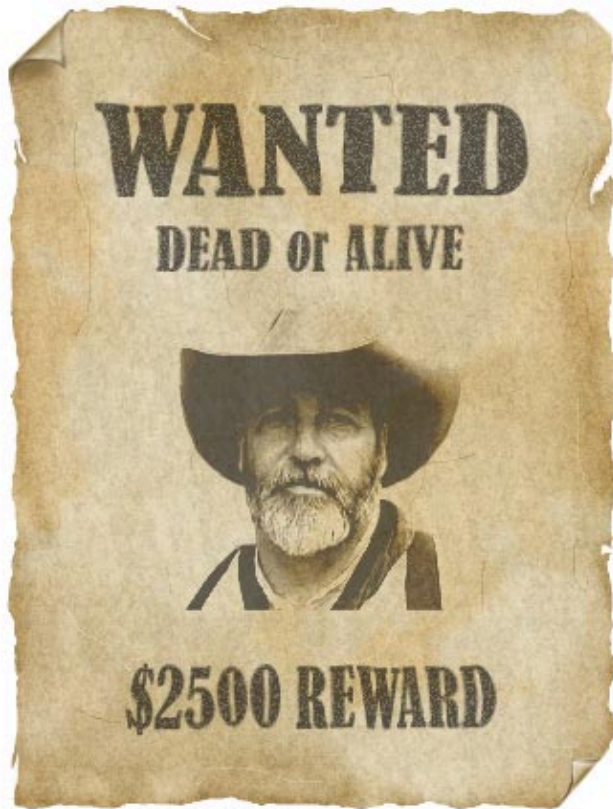
After entering the layer's name and checking the box, click on **OK** to open the **Levels** window.


Move the black slider to the right and the white slider to the left to increase the contrast of the portrait. I've marked in the next screenshot which locations worked best for me:



Feel free to use the **gray** slider too if you think that it can improve the image.


Why did we increase the contrast? Increasing the contrast is the same as lowering the number of number of tones, which imitates the lack of tones that were available in the early days.

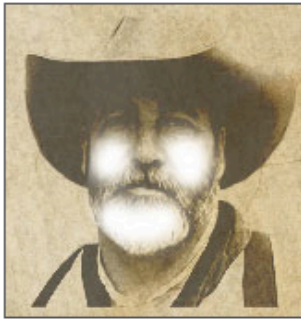


Click on the top layer to make it the active layer and add a new layer by clicking on the **Create a new layer**  icon at the bottom of the layers palette.

Clip this layer and rename it to **Portrait Cheeks**.

Make sure that your **foreground** color is white.

Select the **Brush**  tool and select a **soft** round brush with a **Size** of **20** and paint some white on his cheeks and bottom part of the beard (just keep it simple):




Set the **blending mode** of this layer to **Overlay** and the **opacity** to about **40%**:

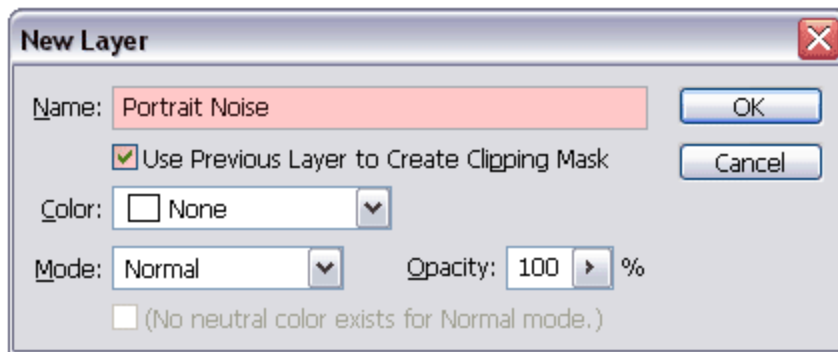


The result is that it makes our portrait pop out a little more on the poster. It also makes the photograph look more as if it was shot with one of the early cameras (decreased tonal values/low dynamic range).

Click once on the thumbnail of the **Portrait Contrast** layer to make it the active layer.

Hold down the **Alt** key (Option key on the Mac) and click on the **Create a new layer** icon  in the layers palette.

In the **New Layer** window enter for **Name** **Portrait Noise**, check the **box** *'Use Previous Layer to Create Clipping Mask'* and click **OK**:



Go to the menu and select **Edit / Fill...** and in the new window that pops up, select **50% Gray** in the box that reads **Use:** and click **OK**.

Set the **blending mode** of this layer to **Soft Light**.

Return to the menu and select **Filter / Noise / Add Noise...** and enter an **Amount** between **30-40%**, set **Distribution** to **Uniform**, check the box **Monochromatic** and click **OK**:




Let's continue by adding a soft edge to the bottom of the portrait.

Make the **Portrait** layer the active layer by clicking on its thumbnail in the layers palette.

Click in on the **Add Layer Mask**  icon in the layers palette to add a mask to this layer.

Make sure that the **foreground color** is **black**.

Select the **Brush** tool  and select a **soft** brush with a **size** of about **30** and set its **opacity** to **30%**:



Make sure that the Layer Mask is active (it will have a double border) and paint a soft edge as shown in the next screenshot.


Go to the menu after you're done and select **Filter / Noise / Add Noise...** and enter an **Amount** of **10%**, set **Distribution** to **Uniform**, check the box **Monochromatic** and click **OK**:

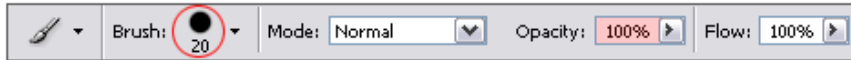


That last bit of noise was needed to increase the noise in the shadows.

11. Add a bullet hole


Make the mask of the **Basic Shape** layer active in Photoshop by clicking on it.

Select the **Brush** tool  and use a **hard round** brush with a **size** of **20** and an **opacity** of **100**:

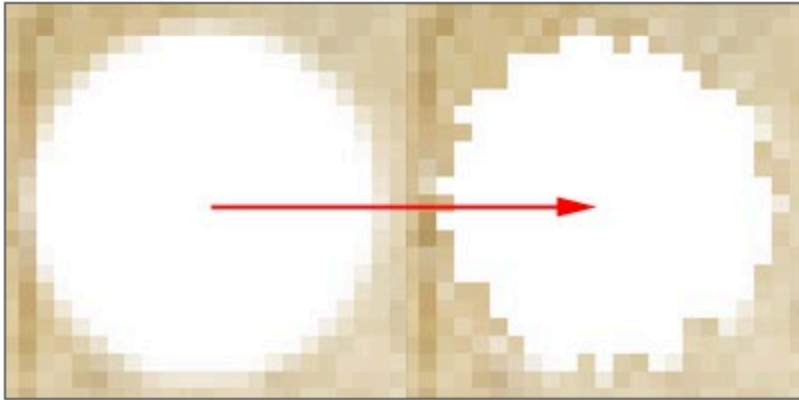



Make sure that your foreground color is **black**.

Click once beside the cowboy's shoulder, above the letter "D" in the word "REWARD". Since our mask is active, it will create a hole in our poster.


Select Photoshop's **Pencil** tool  and change the foreground color to **white** (painting with white on a mask means we're going to "unhide" some areas).

Zoom in on the bullet hole (make sure that the layer mask is still active) and paint on the inside of the edge to make it look rough (don't go overboard with it). The next screenshot shows the before/after image:



Select the **Blur** tool  and in the option bar set its **Strength** to **20%**. Move your mouse cursor in a circular motion 2 times over the edge of our bullet hole to slightly soften the edges.


Click on the top layer named **Folds** to make it the active layer.

Click on the **Create a new layer** icon  in the layers palette to create a new layer and name it **Global Dodge/Burn**.

Clip this layer.



Go to the menu and select **Edit / Fill...** and in the new window that pops up, select **50% Gray** in the box that reads **Use:** and click **OK**.

Set the **blending mode** of this layer to **Soft Light**.

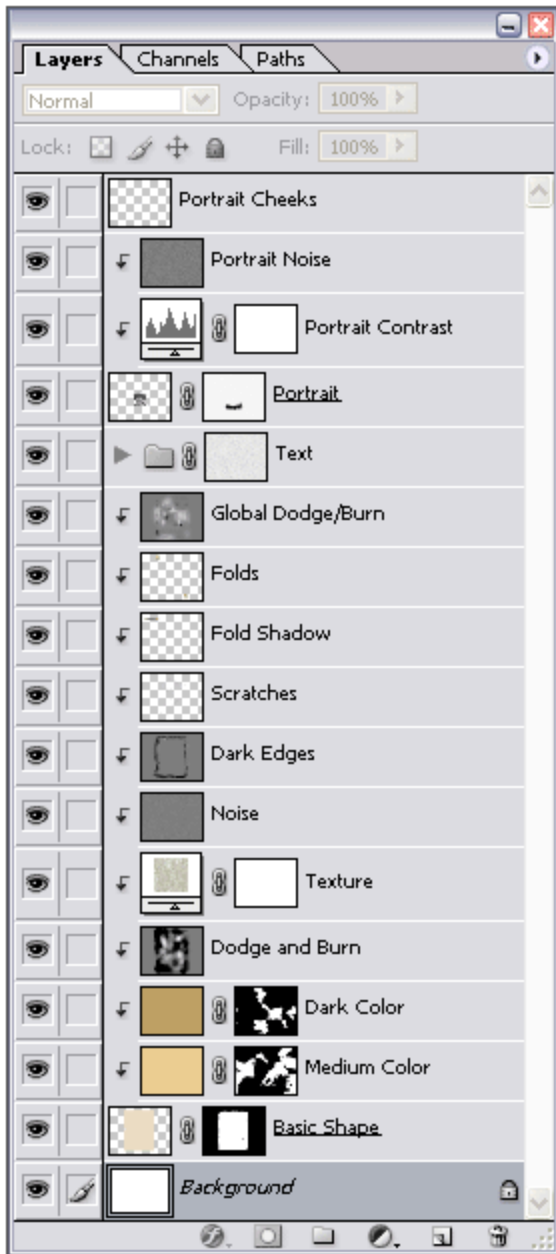
Select the **Burn** tool , select a **soft** brush with a **size** of **8**, set the **Range** to **Midtones** and the **Exposure** to **100%**.

Zoom in on the bullet hole and burn the edges of the bullet hole, a little bit more at the top than the bottom:



Now continue with some smaller Burn brush to darken more of the edges of the poster and use some larger soft brushes in combination with **Burn**  and **Dodge**  to improve other areas.

Ok, that was the last step of our tutorial. Let's have a look at the final layers palette before we look the final poster:



The final Image



Final Words

I've asked you many times in this Photoshop tutorial to name a layer. When you look at the last screenshot of the layers palette you'll understand why you had to do this. Take for example the layers that are almost completely transparent; without a proper name it's very hard to tell immediately what their function is.

This brings us to another question; why so many layers? The advantage of these layers is that you can edit several elements without having the risk to affect those areas that shouldn't be affected. That's also the reason why several 50% gray layers were used to separate the different elements. We call this Non-Destructive Editing and you can read more about it in our [Non-Destructive Editing tutorial](#).

Do understand that this Photoshop tutorial should serve as guide, not as a solution. I mean by this that you should try to remember the approach and techniques, but not every single step or setting that was used. Once you understand how to tackle different problems, you'll be able to find your own solutions.

I hope that you enjoyed this Photoshop tutorial.