

## View Single Post

**Thread:** The ultimate studio

28th of January 2009 (Wed),  
12:00

#1

### TooManyHobbies

Senior Member



Join Date: Mar 2006  
Location: Raleigh, NC, USA!  
Posts: 1,922  
[IMAGE EDITING OK](#)

### The ultimate studio

So faced with...

- ... not always having the time to go on location
- ... loving the sharpness and quality of f/8-f/16 studio lighting
- ... not being able to afford lots of backgrounds or sets
- ... not having the time to take tons of backgrounds shots and pp it in

I recently fell in love with <http://www.cgtextures.com/> and my grey wall and background.

Now I can do model portfolios while giving them the edgy backgrounds that they want without all the work. Not by doing background replacements but by blending my grey studio background with multiple textures to get what I need for the shot.

Take a look at my first of many digital studio backgrounds....

Attached Images





---

~ Jeff

Canon EOS-1Ds MkIII & 1D MkIII, 20D(IR), 69, 65, ... [My Gear List](#)

[JMM Photography ~ Discovering Art in Everyday Life](#)

[Model Mayhem #675060](#)



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## View Single Post

Thread: The ultimate studio

29th of January 2009 (Thu),  
20:16

#27

## TooManyHobbies

Senior Member

Join Date: Mar 2006  
Location: Raleigh, NC, USA!  
Posts: 1,922  
[IMAGE EDITING OK](#)

## Re: The ultimate studio

Used quick select in CS3 and didn't even touch up. Mask took 8 seconds to make. You might also choose a background to blend that matches the artistic direction of you subject. Then make sure the color balance compliments it during editing. The background was blended in with the mask using multiply. Unrelated to the background I painted in some D&B contouring, blended in a S&H adjustment and sharpened. I should have desat the shirt where I lightened it on the breast but I did this fast.

## Attached Images



~ Jeff

Canon EOS-1Ds MkIII & 1D MkIII, 20D(IR), 69, G5, ... [My Gear List](#)  
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[Model Mayhem #675060](#)

Last edited by TooManyHobbies : 29th of January 2009 (Thu) at 20:20.

## View Single Post

Thread: The ultimate studio

29th of January 2009 (Thu),  
14:25

#22

**adblink**

Senior Member



Join Date: May 2007  
Location: Hamilton, Ontario  
Posts: 1,377  
[IMAGE EDITING OK](#)

 **Re: The ultimate studio**

lol looks even worse when you compare it to the original



Original



| Canon 40D | 430EX | Kenko Ext Tubes | 1.4x MKII TC |  
| 50mm f/1.8 | 70-200mm f/4L | 24-105mm F/4L IS | 100mm F/2.8 Macro | Sigma  
10-20mm



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## View Single Post

Thread: The ultimate studio

28th of January 2009 (Wed),  
15:42

#11

### TooManyHobbies

Senior Member



Join Date: Mar 2006  
Location: Raleigh, NC, USA!  
Posts: 1,922  
[IMAGE EDITING OK](#)



 **Re: The ultimate studio**

Grey makes it easier but not a must. It follows from the following concept....

If you were going to make a texture in PS, you would fill a layer with 50% gray, apply a filter like noise or clouds; then possibly .. emboss, extrude, blur, artistic filter it, etc. to make a texture. If you started with white or black you could only darken or lighten it instead of both. Overlay blending a texture to a grayish layer allows the highlights and shadows of the texture to fully blend into the image without clipping.

---

~ *Jeff*

**Canon EOS-1Ds MkIII & 1D MkIII, 20D(IR), G9, G5, ... [My Gear List](#)**  
**[JMM Photography ~ Discovering Art in Everyday Life](#)**  
**[Model Mayhem #675060](#)**

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View Single Post

Thread: The ultimate studio

28th of January 2009 (Wed), 15:09

#9

TooManyHobbies

Senior Member



Join Date: Mar 2006  
 Location: Raleigh, NC, USA!  
 Posts: 1,922  
[IMAGE EDITING OK](#)

Re: The ultimate studio

**I guess I have to give a way all my secrets. So on this photo.....**

Sometimes its easier to resize the textures before pulling them over to new layers in your photo. In this way you can resize using bicubic sharper or bicubic smoother with a HPF sharpen.

Brought in a plaster texture and blended with Overlay. This blends my grey studio background lighting and shadows into the texture. Free transform to position over image.

Duplicated plaster texture, desat it, emboss filter with light direction matching photo. This gives the texture details the same lighting direction as the studio lighting and gives it more grit especially if blended with pin instead of overlay.

Brought in a building texture and blended with Multiply. Free transform to position over image.

Masked out the girl so she wouldn't be textured in all texture layers.

Skew trasformed the texture layers (masks not skewed) to give the correct perspective since the wall is not straight on.  
 Adjusted opacities, hue, saturation, levels of texture layers.

Adjusted blending options on how textures were blended - very slight. Remember you may need to add blending points to make the transitions smooth.

If colorizing a texture or changing a hue or blending into a colored background you may want to do the steps listed in the CGTextures tutorial for colorizing textures. Keep in mind the concept is the same but the actual steps may be different depending on what you are doing.

**All this sounds like a lot but except for fine tuning the masking it only took a few seconds.**

-Jeff

~ Jeff

**Canon EOS-1Ds MkIII & 1D MkIII, 20D(IR), 69, G5, ... [My Gear List](#)**  
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**[Model Mayhem #675060](#)**

Last edited by TooManyHobbies : 28th of January 2009 (Wed) at 15:20.



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## View Single Post

Thread: The ultimate studio

18th of February 2009 (Wed),  
06:02

#36

akiwi

Goldmember



Join Date: Jun 2005  
Location: Munich, Germany  
Posts: 4,991  
[IMAGE EDITING OK](#)

Re: The ultimate studio

Quote:

Originally Posted by **10Dennis**

*This is excellent! Care to teach us in a more simple manner? Not that Jeff's instruction is inadequate. I just want it in a more detailed but easy to understand, for slow learners and dummies like me- way. 😊 Thanks much and keep it up. That goes for Jeff as well. 😊*

JDennis

It is actually easier than you think.

Original photo is against a grey endless paper. 1 light placed to get the shadow.

I selected the background and the ground images from cgtextures.

Place your background as a layer over the image of the person.

In the layers tab, set the layer to overlay. Suddenly the shadow and person become visible through the layer.

Basically you only have to delete the layer where it is over the person.

The easiest way to do this is by using a mask.

Select the top layer which has your background on it.

Select the menu option

Layer / Add Layer Mask / Reveal all.

Now select a soft brush and set the colour to black & paint over your person. This will hide the background layer.

If you make a mistake, change the brush colour to white (Shortcut is to press the X key) and paint the layer back in.

I warped the ground so it looked like it was flat.

That's about it.

You don't even have to be totally accurate in your masking & it looks good.

Have fun and post your images so we can all see.

\_\_\_\_\_

Peter

[www.PeterHansenPhoto.de](http://www.PeterHansenPhoto.de)

Gear:: Canon 40D & 350D :: EF 24-70 F2.8L :: EF-s 17-85:: 50mm 1.8 :: 70-200 F4L  
:: 100 F2.8 Macro:: Sigma 10-20 :: 580EX:: Elinchrom studio lights:: loads of other bibs  
& bobs.



quote

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