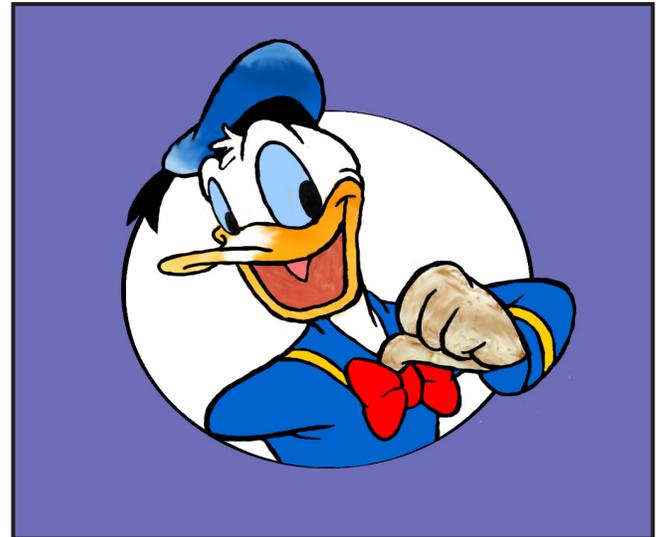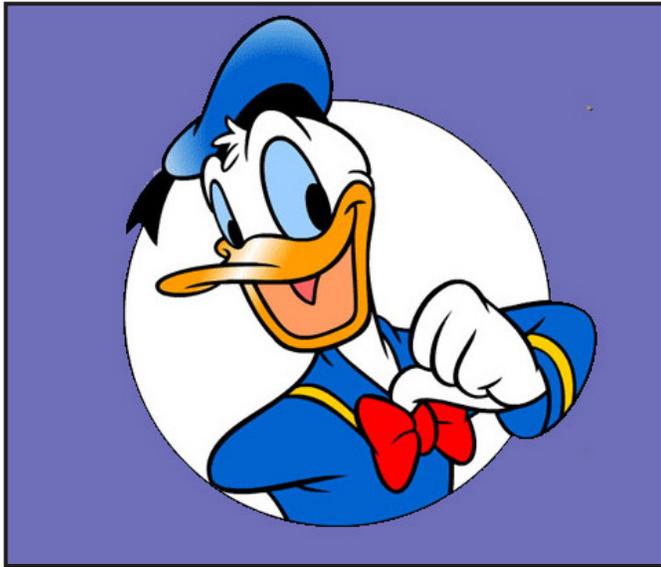# Melon Art Tutorial
James Hong
SMAD 201

Original photo
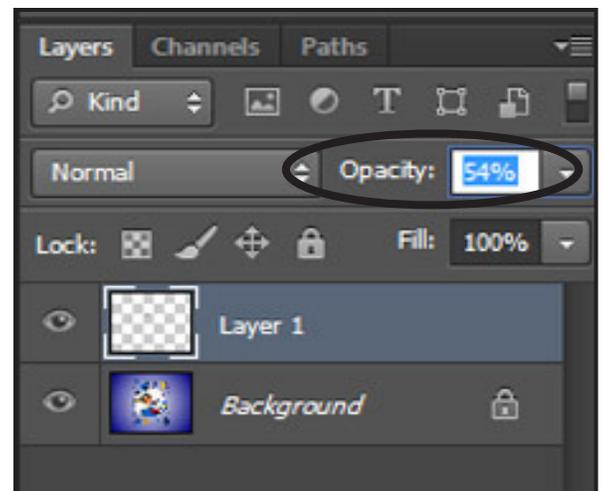

Melon Art photo

The eyes

A.

B.

Step One - the Magnetic Lasso

After using the Magnetic Lasso tool to select the blueberry on the beginning "Start01.psd" document, copy and paste it into the new document on top of the main image, which is marked as the "Background."
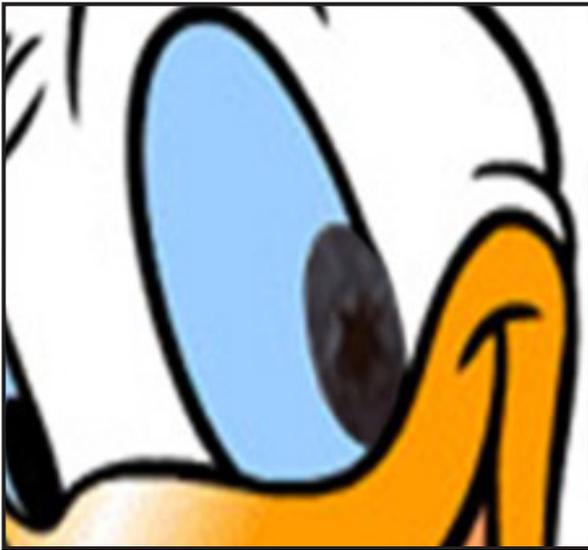
Step Two - Opacity

In Figure B., the location of the opacity setting is circled. Decrease the opacity of the blueberry, so that the manipulation of the image to an exact replica of the pupil is easier.

C.

Step Three

Using the "Transform" tool, stretch the blueberry to match up with the shape and size of the original pupil of the image.

If the shape is too big in some areas, use the "eraser" tool to remove and round the edges of the blueberry to conform with the artwork.

In Figure C., the opacity of the blueberry is still at a lower percentage. The ability to change the opacity of layers allows easier replication of size, shape and other aspects of different pieces of an image.

D.

Hue/
Saturation
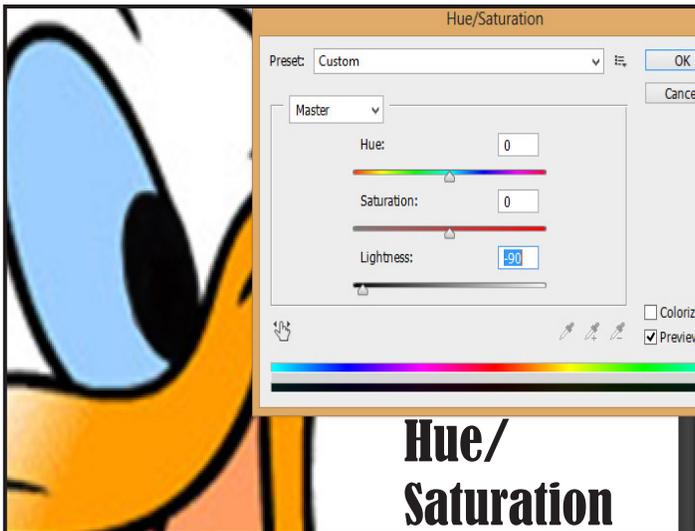
Step Four - Color Change

Next, is the changing of the color of the bluebery to correspond with the color of the pupil in the original image.

Since the color of the pupil that is trying to be replicated is black, there are many tools that could be used to make this change. What I chose to do in this instance, is go to the "Hue/Saturation" tool and change the "Lightness" of the bluebery to almost, completely dark, but leaving some texture of the blueberry still on the pupil

E.
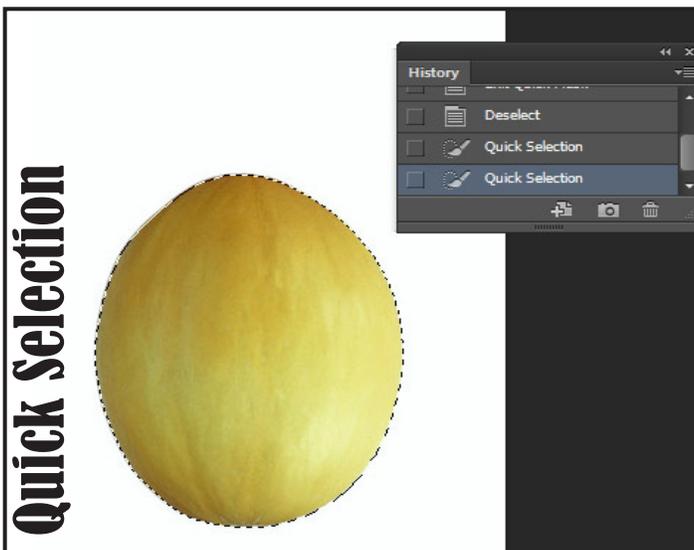
Quick Selection

Step Five - the Quick Selection tool

After finishing both pupils, return to "Start01.psd" and use the "Quick Selection" tool to select the melon indicated in Figure E.

The "Quick Selection" tool is a fast and convenient way to select a part of an image, however, some difficulties do arise with the amount of content that is occassionally selected.

Conveniently, the "Quick Selection" tool manages to select the melon with very little effort. Upon selecting the amount of melon necessary, copy and paste to the new document.

F. Before

G. Warp

H. After
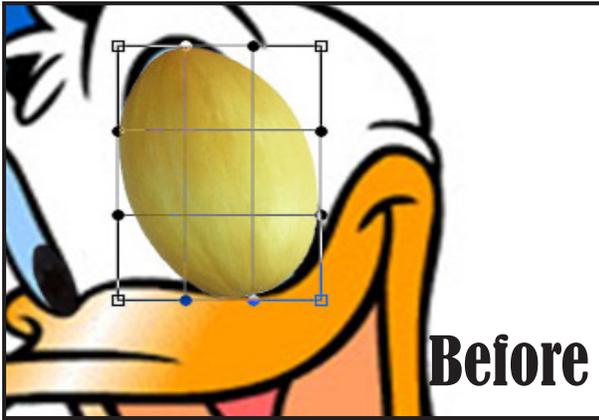
## Step Six - Transform, Warp, Brush tool

With the melon placed over the eye on the original image, use the "Transform" tool, again, to re-size the image to match a rough estimate of the size needed, as depicted in Figure F.

Here, too, lowering the opacity of the melon allows an ease of access to the next step of "warp-ing" the melon to fit the exact dimensions necessary.

The "Warp" function from the "Transform" menu allows distortion and manipulation of the image. Rather than using the "Eraser" function to cut away the unnecessary edges, the "Warp" function is a method that manages to conform the melon to the *exact* shape and size needed. Figure H shows the newly-shaped melon with its opacity returned to normal.

With this oval-shaped eye, the "Warp" function is very simple to use to form the shape of the eye. However, when the shape that is trying to be made is irregular, the significance of this functionality is very evident. This will be later shown in the distortion of a grapefruit to make the inside of Donald Duck's mouth (*see Figure L*).

After finding the appropriate color that matches that of the eye in the original piece, select the "Brush" tool. **In order to "color-inbetween-the-lines," use the "Magnetic Lasso" tool to select the area around the image that is waiting to be painted. Once the lasso has enclosed around the area, the space within the selection is free to be painted. To lighten the blue of the eyes a little, utilize the "Dodge" tool. The final product of the eyes shown below.

I.

J. Final

K.

L.

M.
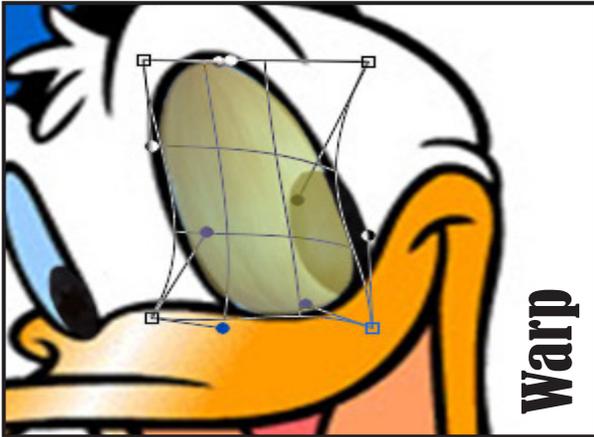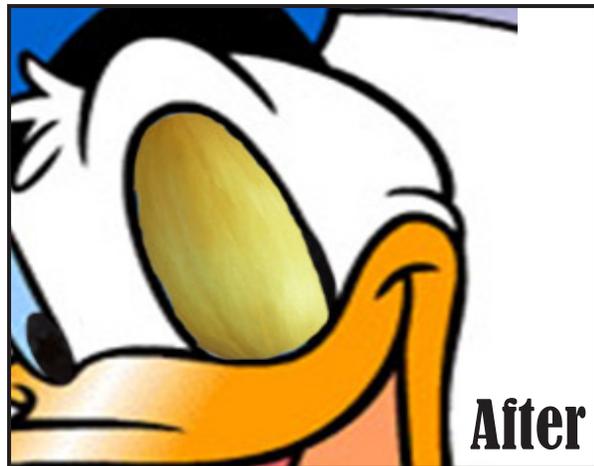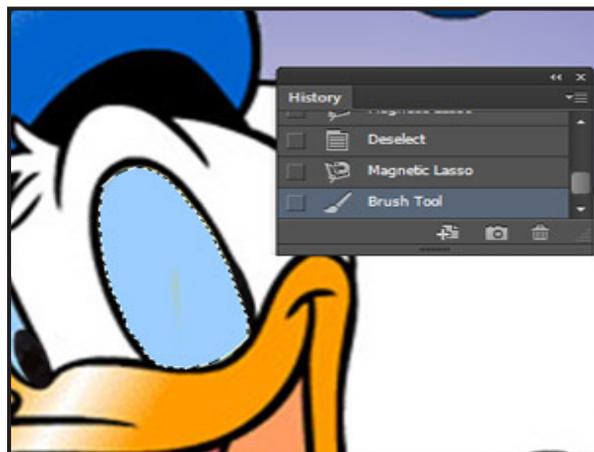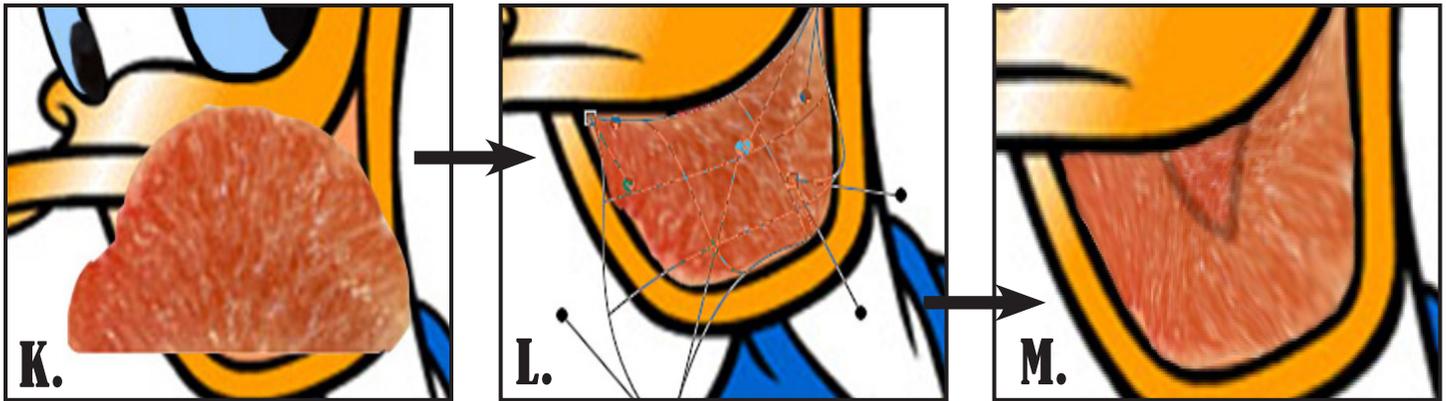
Next, comes the mouth. From our selection on "Start. psd," we used the inside of the grapefruit (as seen in Figure K), which we selected with the "Magnetic Lasso" tool (*see Figure A*).

Again, because the shape of the inside of the mouth is so irregular (and the shape of grapefruit is, also, irregular), we use the "Warp" tool to shape it into a replica of the original image (Figure L).

Figure M shows the newly shaped grapefruit.

Onward to the tounge. Here, we use the rind of the grapefruit, which was selected through the use of the "Quick Selection" tool (*see Figure E*).

With the rind positioned over the area that it is going

to replace in the final product, we simply use the "Eraser" tool to get rid of the unneccsary portions of the rind. This process is shown in Figure N.

In order to show the usage of the grapefruit, we'll leave it's texture the way it is. However, it would also look better if the small whites weren't as noticeable. One tool that can be used is the "Smudge" tool. After selecting the tool, press and "smudge" the grapefruit to rid of some of the whites. By moving in the same direction, it gives the grapefruit a more uniform look, as seen in Figure O.
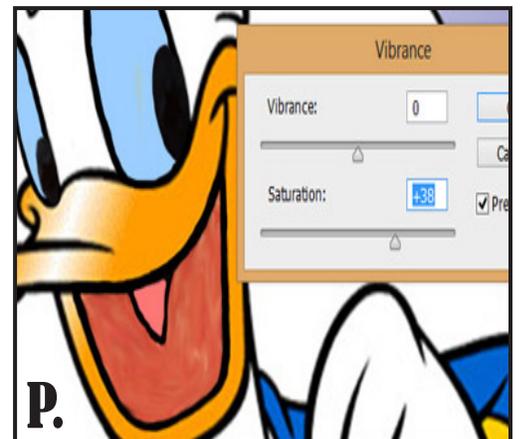
Just to add to the effect, let's change some of the color of the grapefruit. Using the "Vibrance/Saturation" tool, we raise the level of saturation. The result is shown in Figure P, below.
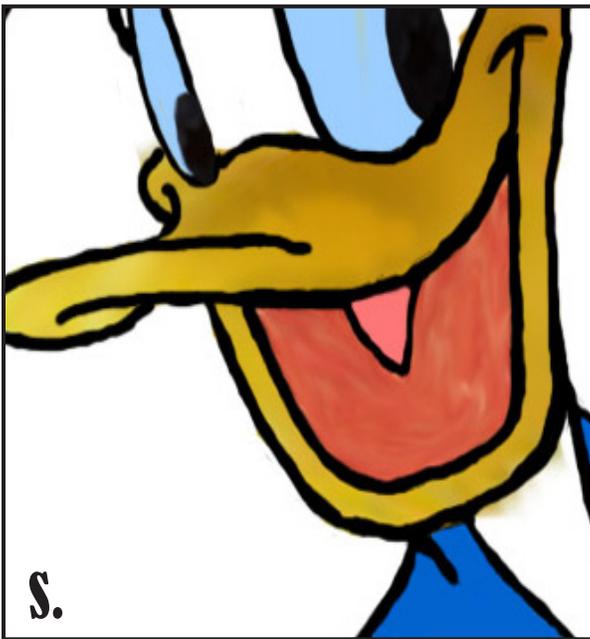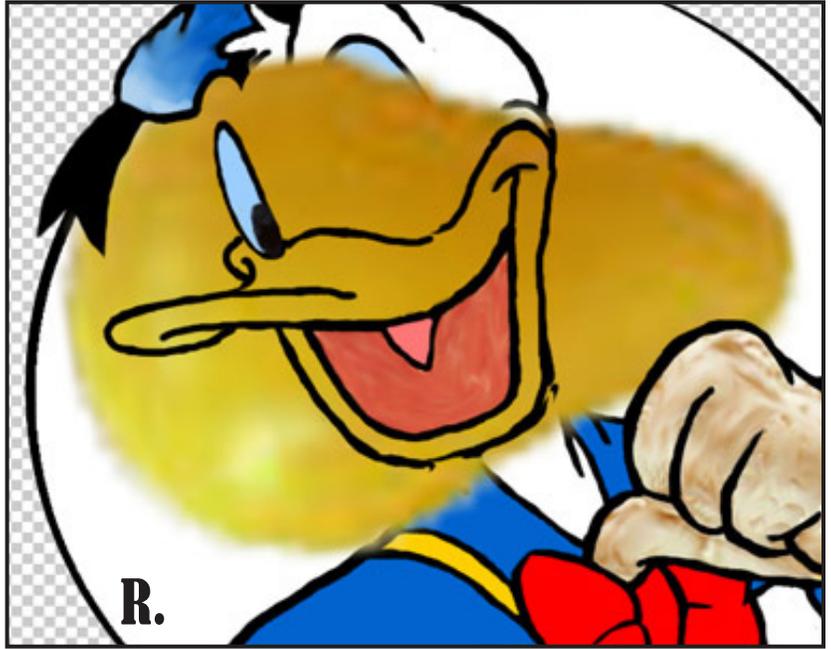

N.

the Smudge tool

O.

The mouth

P.

Q.

R.

S.
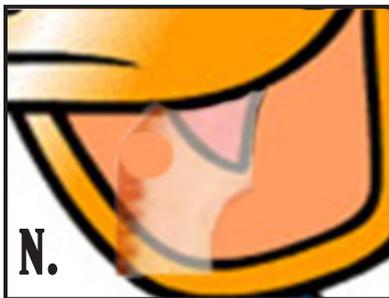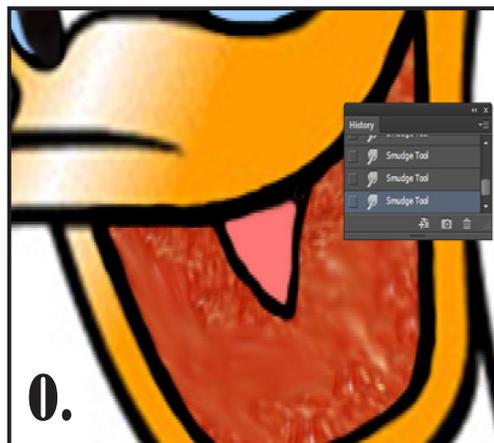
With the inside of the mouth complete, comes the necessity of creating the bill to put the mouth in. The outline of the bill was free-handed using the "Brush" tool. The closest color to the yellow of the bill of the objects given in "Start.psd" is the pear. Using the "Quick Mask" functionality (another form of selecting parts of an image), we select the pear and paste it in the new document. After enlarging it to a size that covers the area of the bill, we simply use the "Eraser" functionality, again, to remove what we don't need. Figure S shows us the result of this process.

Donald has a glisten on his bill, which we must replicate. One of doing this is to put in a white streak with the "Brush" tool, then smearing the blunt edges of the brush with a combinaton of the "Smudge" and "Blur" tools. Finally, to change the color of the pear to a more accurate color, we use the "Curves" functionality (*see Figure U, below*) to change the color settings.

T.

U.