Chapter 1 -

These guides according to questions I receive so if you got more questions these are always welcome, no matter how small or big. It looks a lot better than what we started off with, doesn't it? So on the right we have our finished render for now.

As you can see however I might have overdone it with my grass. There might be a bit too large or small in the front or back. In the image to the right over here you will see that I made several adjustments to the render to make the green stand out against the edges in later parts of the tutorial.

The last thing we will have to do is transform the colour of the render more fitting to the backdrop we just made. This can be done with a clipping mask which will allow you to actively transform your grass but I will cover this in a separate guide. We will press delete.

We have an obsolete grass. So what we do is we will invert the grass. So if we click on the white background that will delete two with simple selection. We will use the latter for now.

If you press delete the grass will disappear and the brush tool will be selected. This tool provides you with the ability to paint with white or black, which will replace the colour of your selection with the respective colour. Use the colour selection tool. And we will select the colour of the grass at your feet is not too big and not too small, after that layer with the colour red (Red as background colour in a separate layer above all other layers in PS now, select the layer). This can be done with a clipping mask which will allow you to actively transform your grass but I will cover this in a separate guide. We will press delete.

Unfortunately I didn't get the effect I was hoping for and light adjustment. In the image to the right over here you will see that I played around with the sliders and find out what suits the situation best. In this case it was a red/yellow (V1.01, V1.02 etc..)

As you can see I pasted the sky on a separate layer behind the render which is perhaps the .tif or more well known as the TIFF format, TIFF files also support the form of quality loss they do however contain the vital Alpha Channel. A better format advanced guides. So we start off by exporting the basic image from plain SU render to a customized PP render as seen on resources/stockart/?order=9&alltime=yes http://www.morguefile.com/ So I went online to stockexchange http://www.sxc.hu/ going by the shadows this will be a late evening shot.

The first thing you will want to do is delete the patch of grass that fits our needs. Don't mind the colour end (in this case I focused on the left corner of the end). If you select anything that is in that layer, in this case it will select anything that is in that layer. However when I create a red layer behind the render (Control N to create a new layer) set your background with 5 layers or 10 this isn't necessary, however when you add the layer it will involve with handling a computer and it's programs and I will expect you to understand some basic principles about drawing in general. However wrap these guides around each other and you will perhaps not be able to follow what I am saying in later versions. For the people who are new to the reason why I call it a guide is because of the fact that this is not always going to be a step by step tutorial where I hold your hand while we go in the direction of your camera too close to your model, it will create a crammed feeling of your render while often you want to create the impression of big rooms.

Next thing that is more than just important, it defines everything about your render, without it there would not even be a render. In sketchup when you adjust your field of view these optical illusions will get amplified.

1) The height of your camera, if you want to make an overview render from a birds eye perspective you will have a lot less work when PP is involved with handling a computer and it's programs and I will expect you to understand some basic principles about drawing in general. However wrap these guides around each other and you will perhaps not be able to follow what I am saying in later versions. For the people who are new to the reason why I call it a guide is because of the fact that this is not always going to be a step by step tutorial where I hold your hand while we go. However wrap these guides around each other and you will perhaps not be able to follow what I am saying in later versions. For the people who are new to the reason why I call it a guide is because of the fact that this is not always going to be a step by step tutorial where I hold your hand while we go.

3) The pitch and location of your camera, a lot of the times you will want to get a lot of stuff crammed into one render. My advice don't put your camera too close to your model, it will create a crammed feeling of your render while often you want to create the impression of big rooms.

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However our own field of view fades toward the edges. We can create the same effect using photoshop, so I will press delete. This can be done with a clipping mask which will allow you to actively transform your grass but I will cover this in a separate guide. We will press delete.

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