02-01-Exercise (ST. DENIS NEW AND OLD PHOTOS)

Bring two images together and overlay at same scale

OPEN FILE
> Open both files and place side by side.
> Check **Image Size** of each file and check the **Mode** of each one
> Original new photo is 950 pixels W x 1440 pixels H. Old photo is much smaller.
> Copy original layer and delete **background** to white

GO TO CHANNELS
> Now check **channels**. It seems like the blue has the most white in the sky
> This should be true: bc the blue channel indicated by white (most blue) and black (no blue)
> Copy this **blue channel**
> We need to make this **blue channel copy** as black-and-white as we can get it to create a **mask**

BRING UP LEVELS
> Using **levels** (Command-L) or menu, drag the whitest white inboard and blackest black inboard
> What you are doing is **clamping** - you're telling the **blue channel copy** to have fewer choices of b/w
> This will push it to more of a black/white mask but not all the way
> Remember **white = opacity** and **black = transparency** (just like in real b/w film photography)
> Using a mask or channel like this is called the **alpha channel** (very very important concept of PS)
> Now that you've clamped, take out your paint brush and set foreground/background colors to b/w
> By painting building black you'll keep pushing this mask into perfect black and white
> If you get the black and white confused you can simply **invert** them (Command-I)
> Clamp again using levels. You'll have a black and white mask with building black and sky white
> But this is wrong! We want just the opposite. So do a Command-I.
> Now building and all its detail is perfectly or close to being perfectly white and sky is perfectly black

USING MASK IN LAYERS PALETTE
> Now go to bottom of **Channels Palette** and click on the the small circle of dots (crawling ants)
> You have now selected everything that's white in the **blue channel copy**
> Come back to **Layers Palette** and activate corresponding Layer of that channel
> Go to bottom of Layers Palette and click on the mask icon (small white circle in gray field)
> You have perfectly masked-out the entire sky (its now transparent) and isolated the building

CREATE A NEW SKY LAYER BELOW MASK
> Create a new blank layer below this mask in the stack of layers using icon at bottom
> Pick a foreground color and then pick a background color
> You'll be using the gradient tool with two clicks.
> 1st click is foreground color - 2nd click is background color. I grade from horizon upward.
> How far apart your clicks are makes the gradient either drastic or subtle. Try a few times to test.
> Your new graded sky should appear behind the building you've masked

BRING THE OTHER FILE INTO THIS FILE
> Open the old historic photo of St. Denis
> Check its pixel dimension
> Place the files side-by-side and drag-and-drop the new one into the work space of the 1st one
> If you hold down **shift** button this image will snap to center
> You'll see that the 2nd one is much smaller. Set it's **transparency** to 50% in the **Layers Palette**

TRANSFORM SIZE OF 2ND IMAGE MANUALLY BY EYE
> Using **transform** (Command-T) and roughly scale it up to match the 1st image.
> Image will go out-of-frame bc of the steeple
> Using **move tool** jockey it into place so that it fits as well as it can on top of the other image
> For fine tuning, click on **move tool** and use nudge keys to move one pixel at a time
> Work on getting the 2nd building as close as possibly aligned w 1st building
> Now play around with transparency to see what it does on each **Layer**
> Now try switching around Layers in the stack to see what it does

INCREASE CANVAS SIZE
> The steeple is out of frame after all this so we'll create a bigger canvas

> Bring up **canvas size** (Command-Option-C) or use menu above
> Click on the bottom-center panel in this control window (will increase upwards only)
> I increased **canvas size** to 1952 pixels in the vertical dimension. Now steeple fits.
> SAVE - Command-S