

Reflections and Symmetry

Reflections are a good way to add depth and realism to an object or image. To illustrate reflections, let's say that you like playing cards, but also like to give yourself a competitive edge, so when you host games you use a glass table that has a good reflective surface.

The following image will be created from a hand of cards, some dim lighting effects will be added then the cards reflected off the glass surface.



Loading the Sample Image

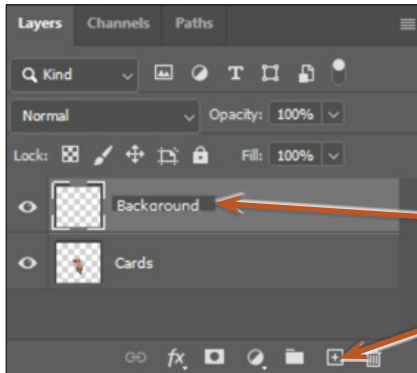
A sample image has been prepared for you and it needs to be opened from the PS SUPPORT FILES.

- 1 Load Photoshop or close the current files then select OPEN from the WELCOME screen or from the FILE menu.
- 2 Access the PS SUPPORT FILES, open the CHAPTER 30 folder and open the file:
Cards
- 3 Set the VIEW to FIT ON SCREEN.

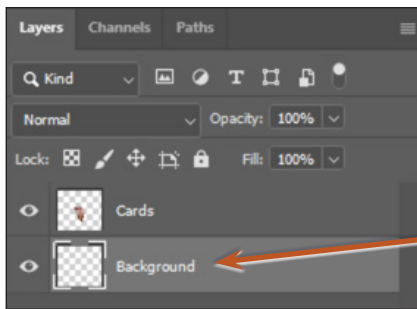
Creating the Background

A gradient fill will be used to create a simple dimly-lit background.

A Creating the Background Layer

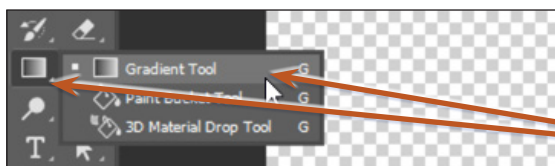


1 In the LAYERS panel click on the CREATE A NEW LAYER icon and rename the new layer:
Background

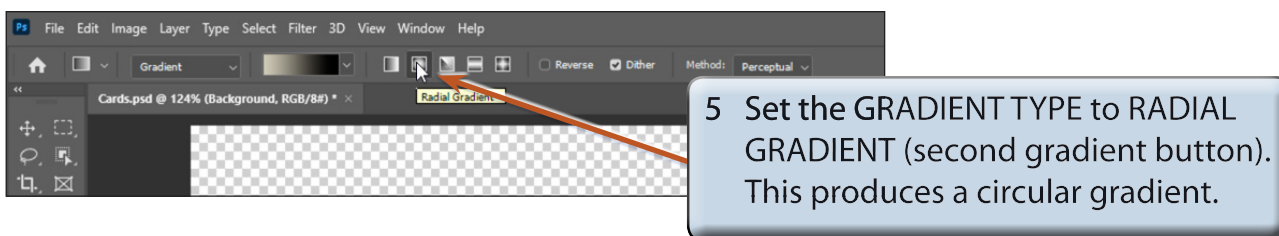
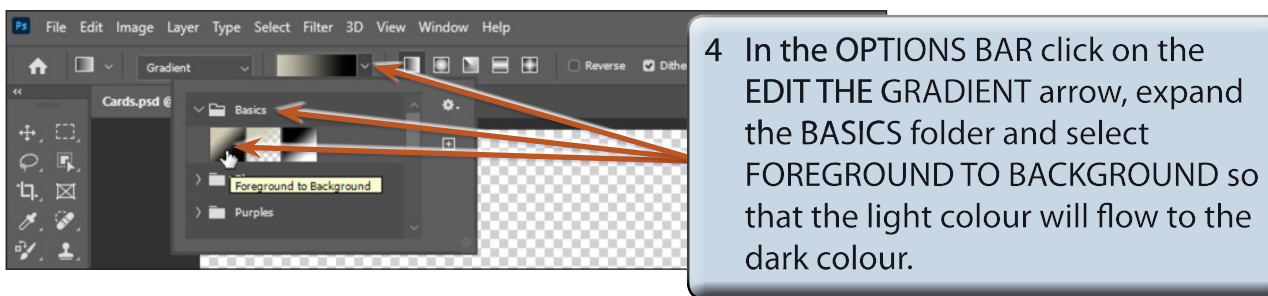
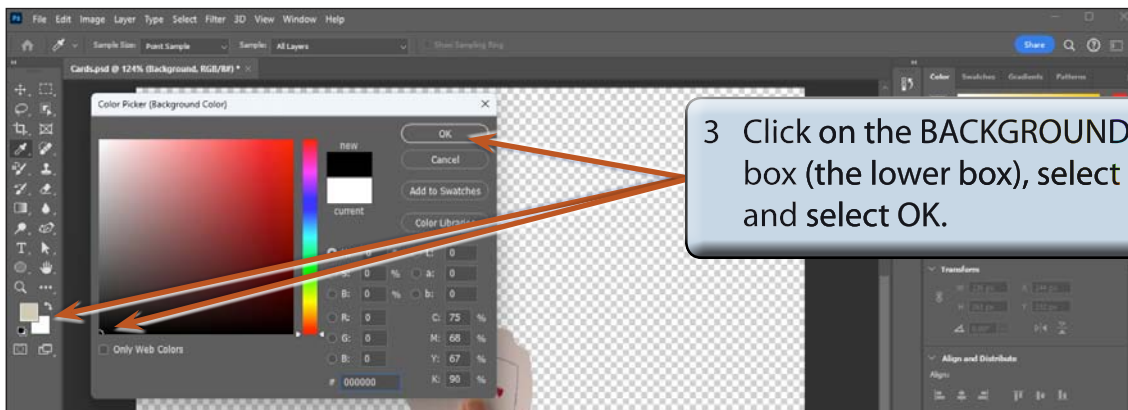
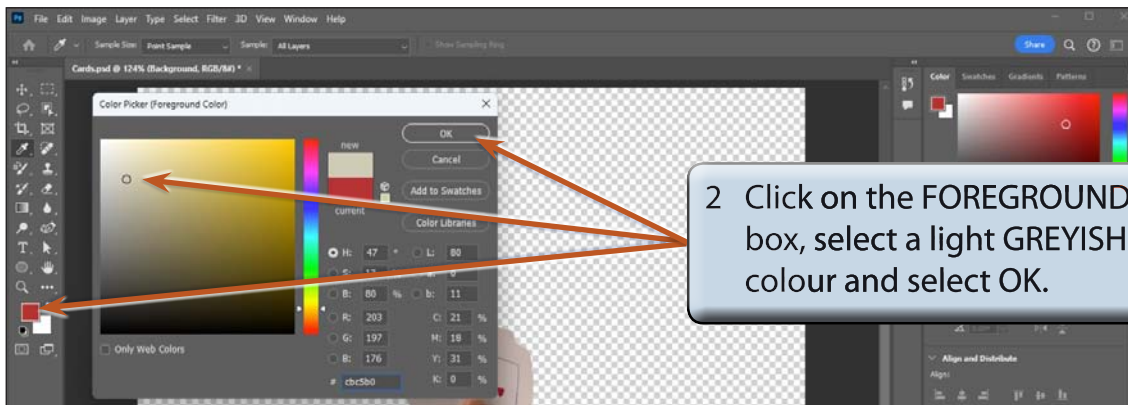


2 Move the BACKGROUND layer below the CARDS layer so that the cards are on top of the background and select the BACKGROUND layer.

B Setting a Gradient Fill



1 Select the GRADIENT TOOL from the TOOLS panel.

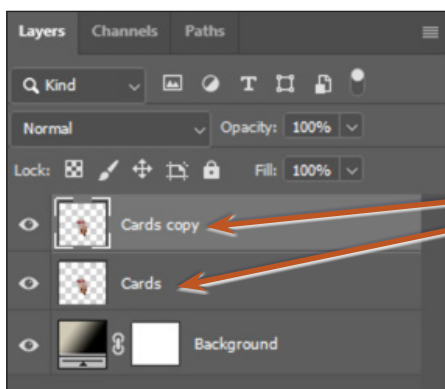




Setting the Reflection

The CARDS layer will be duplicated and the reflection created.

A Duplicating the Cards Layer



NOTE: A layer can also be duplicated by selecting **DUPLICATE LAYER** from the **LAYERS** menu or by dragging the layer over the **NEW LAYER** button at the base of the **LAYERS** panel.