

SacRat Deviantart ID Tutorial

Introduction

After submitting my Deviantart ID card I've got numerous questions about how I made it. I tried to answer all the questions, but making a tutorial is simpler, than answering them again and again. Hope this tut. will be useful to you.

Step 1: Burnt paper

This is not tricky. Just follow common tutorials explaining you this feature. For those, who still don't know here it goes...

1. Create new image (I used 400x250 pixels).
2. Create new layer with a little bit smaller size (for example 386x242) and place it in the center.
3. Fill the layer with Black (000000 RGB).
4. Use Spatter... filter (Filter → Brush Strokes → Spatter...), but don't forget to deselect (Ctrl+D) layer first! I used Spray Radius: 10 and Smoothness: 5.
5. Use the filter a couple more times. You could enlarge Spray Radius and Smoothness values to get better results too. I'd recommended you to enlarge Smoothness up to 15 or even more.
6. Cleanup the image. You could use Magic Wand tool with Continuous checkbox on to select the inner part of black area, invert selection and delete all the useless pixels.
7. Use feather or little blur to make smoother edges.
8. Finally change our layer's properties to color it beige (F0D3B7 RGB). You could do it by adjusting layer style (Doubleclick the layer and go to Color Overlay, Mode: Normal, Color: F0D3B7 RGB and Opacity equal to 100) or making new Adjustment layer (for those, who know what it is, there's no need to explain more).
9. You should finally get something, looking like that:



Step 2: Dust and Scratches

Actually it's quite hard to create high quality scratches "from nothing". The more, some elements, used for this step could take long time to make. I used a "dirty trick": used a fragment of one old scanned photo with a huge amount of dust, spots and so on. Clone Stamp Tool + some time and I've got everything I wanted. Little airbrushing (Dodge/Burn Tools) made it look even more realistic.



Step 3: Photo

First of all you will need any photo (colored or BW) to add it to ID card. Quality doesn't really matter. I used a fragment of my old photo. That's what I had in the very beginning. Not too good, right? J



Now let's try to make it old look. It's one of the most interesting and important parts of the tutorial.

1. Select the needful part of the photo and cut off the rest.
2. Convert it to Grayscale (Image → Adjust → Desaturate or simply Ctrl+Shift+U).
3. Remove the background (it's not needful): duplicate the layer and fill the bottom one with neutral color (like gray C6BDB3 RGB), select the face using the Pen Tool (P), make selection, invert it and remove it. You should get a BW photo on gray background.
4. The background should look dusty. To make it look so add some monochromatic Noise (Filter → Noise → Add Noise). Use these settings: Uniform; Monochromatic; Amount: 2-5%.
5. Select the background photo layer by single clicking it on a Layers Tab and slightly blur it. Try not to make standalone pixels visible, but don't blur too much. Using Blur More filter (Filter → Blur → Blur More) could be a good idea.
6. Add some more noise (<2%) if you wish. At this step you should have nonuniform photo background.
7. Make the photo itself a little bit dusty the same way, but don't forget, that a photo should be much cleaner, than it's background.
8. Merge photo and its background (Ctrl+E).
9. Slightly rotate the photo. This should make photo look like it was just placed on the top of the sheet of paper.
10. Duplicate the layer with photo and fill the background copy with black. Then follow the *Step One: Burnt Paper* instructions to add ragged edges. Then select this layer's transparency (Ctrl+Click the layer) and invert selection. Go to the photo layer and press delete. Don't forget to make background photo layer invisible.
11. Add a small shadow to make photo more distinguishable on the background.

12. Finally you could make a small “adjustment” layer above our photo: create new layer, add there some brushstrokes with the same color, as a background of our ID, blur it to make single strokes less visible and finally set layer’s properties to: Multiply, opacity ~60%.

Take a look at the resulting file. It should be somewhat like that:



Step 4: Adding Some Text

This shouldn’t be hard for you: Courier New font imitates a typed text very well. After you rasterize the layer and remove some parts of the layer, by using an Eraser Tool.

There are lots of tutorials to make a text, which looks like it was typed or simply use some distorted fonts from www.1001fonts.com.



Step 5: Misc. Details

Now we could add some more details: big dark spot, stamp, a blot and a signature. This is the final part of our work. Most of these details are very easy to create, but some require a little patience. Follow these steps to complete our work...

1. Let’s add a big dark spot on the right. Making is easier, than it seems. Just take a Brush Tool (B), make a couple of strokes (using black color) with a big brush on a new layer, blur these strokes to make them less clear and set layer’s mode to Soft Light.
2. A blue blot is made this way: some blurred brushstrokes, using blue (424EA3 RGB) color. Don’t forget to create new layer first and finally set its opacity to 25% and mode to multiply. This way the spot will look much more realistic.
3. A stamp. This is not as trivial, as previous steps. Create new layer, Type a black text and rasterize text layer after. Add a rectangular border to make your text look like a stamp. Duplicate the layer and work wit the background one. Important: select black as a

foreground color and white as a background color. Use Sponge (Filters → Artistic → Sponge) to add some distortions. Please don't set too big values: you only need to make a background now. Now remove your white background fragments with Magic Wand Tool. Don't be afraid if something is left. Set layer's opacity to 40% or so. Do the same with the foreground stamp layer, but with some differences: black part of the layer must be much smaller (twice or so) and don't adjust transparency at all. Change these two layer's properties: use color overlay for both of them with dark blue (435872 RGB color). Finally merge two stamp layers (Layer → Merge Down). You should get somewhat like a stamp. Rotate the layer with your stamp a little: rectangular stamps are rarely placed strictly horizontally.

4. Add a red (I used C97253 RGB) signature on the bottom using any font, which looks close to hand written. You could also set this layer's mode to Multiply if the text is large enough.
5. Watermark. I used a sample DA logo for this. Just made a layer, close to background, pasted a black logotype there, distorted it (you were told about several ways to do this above) and set layer's opacity to 10%. That's all.

Now take a look at what you've got. Is there something, looking close to this?



P.S.:

Now the tutorial is finished and I'd liked to tell few more words and send some greetings to a couple of people.

- My greets go to all the Deviantart members, who commented and downloaded my works, sent me notes and left comments on my page.
- Huge greets to all the members of all word skin and art communities, art groups and independent artists and designers.
- To all the members of international Hugi (www.hugi.de) team and personally to Adok and Iliks.
- Personal thank to Mary Gileva a.k.a. Imagine for her help and comments on my work.
- Personal greet to Fiorela Agusti, mi chica peruana.

That's all, folks.

Any comments are welcome, as always.

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