

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

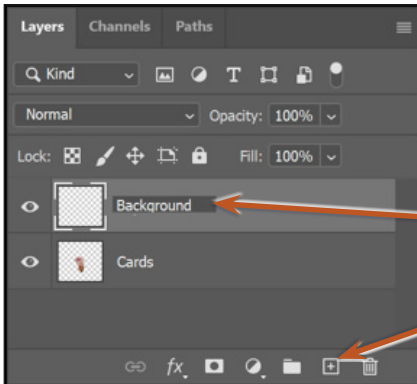
A sample image has been prepared for you and it needs to be opened from the PScC SUPPORT FILES.

- 1 Load Photoshop or close the current files then select OPEN from the WELCOME screen or from the FILE menu.
- 2 Access the PScC SUPPORT FILES, open the CHAPTER 28 folder and open the file:
Cards
- 3 Set the VIEW to FIT ON SCREEN.

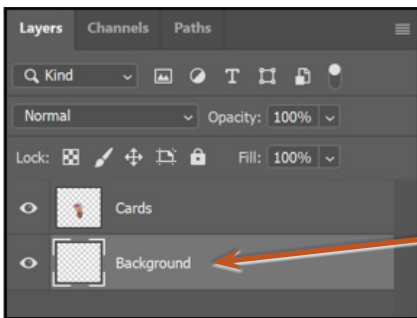
Creating the Background

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

A Creating the Background Layer

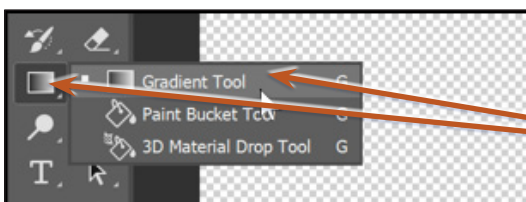


1 In the LAYERS panel click on the CREATE A NEW LAYER icon and rename the new layer:
Background

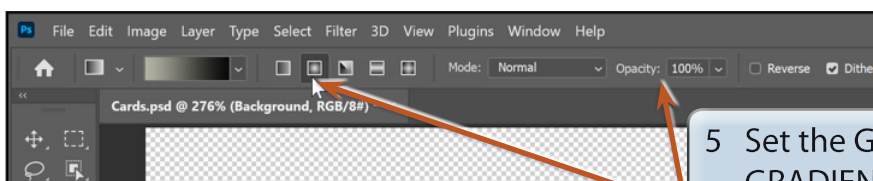
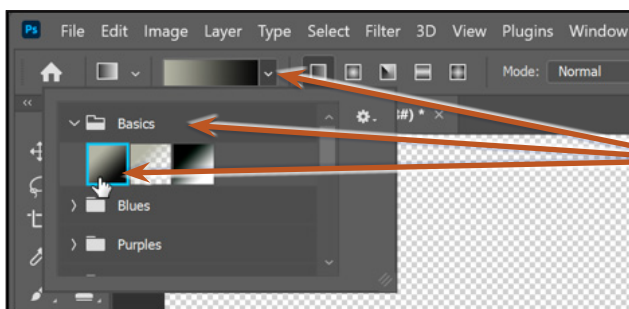
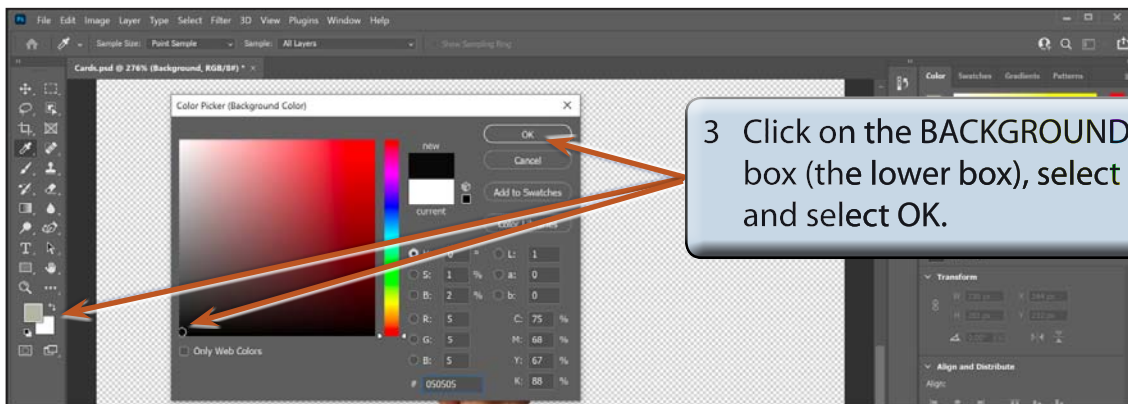
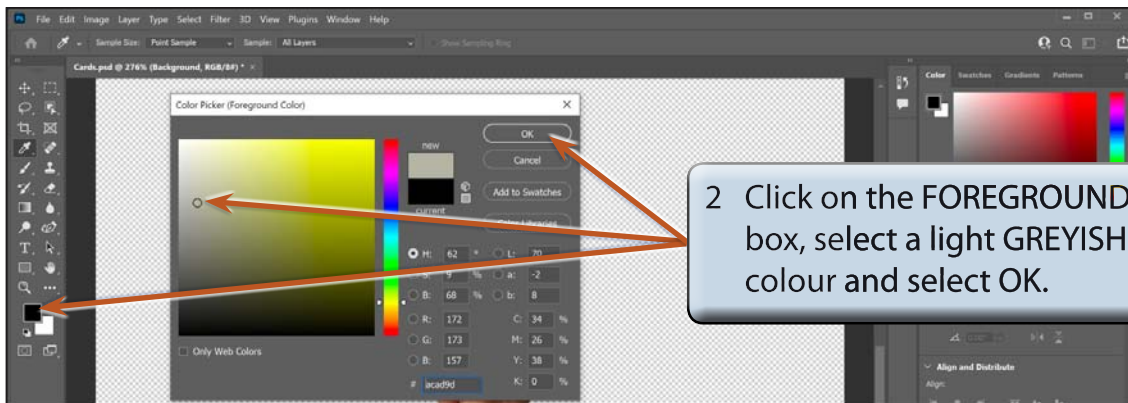


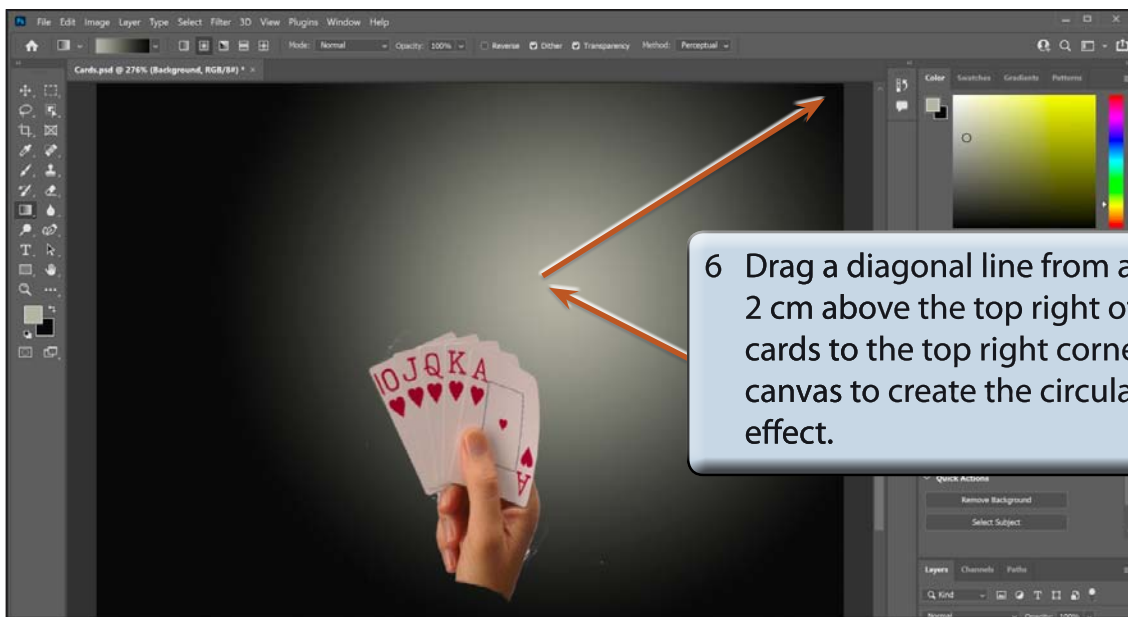
2 Move the BACKGROUND layer below the CARDS layer so that the cards are on top of the background and select the BACKGROUND layer.

B Setting a Gradient Fill



1 Select the GRADIENT TOOL from the TOOLS panel.



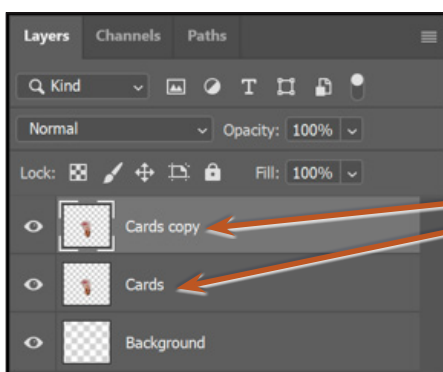


6 Drag a diagonal line from about 2 cm above the top right of the cards to the top right corner of the canvas to create the circular lighting effect.

Setting the Reflection

The CARDS layer will be duplicated and the reflection created.

A Duplicating the Cards Layer



1 Select the CARDS layer in the LAYERS panel and press **CTRL+J** or **COMMAND+J** to duplicate the layer.