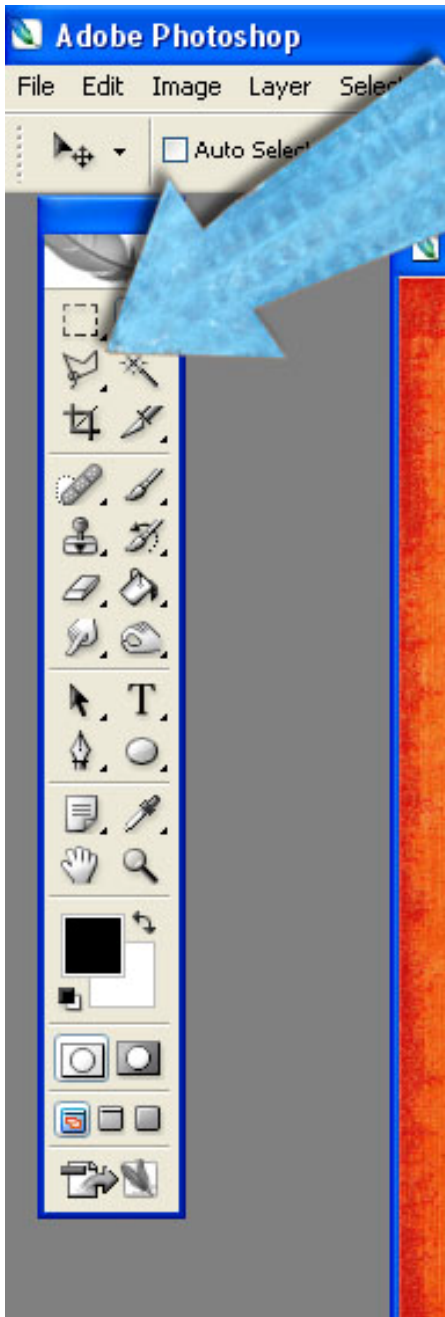


REALISTIC SHADOWS – PART 2: Adding Shadow to Flattened ‘Layered’ Objects

By *Divian Conner*

If you have any questions about this tutorial, please contact me at divianc@gmail.com

Now that we can manage to get realistic shadows on most of our objects and papers (as demonstrated in Realistic Shadows Part 1), what about those objects that appear to be layered but are flat .png files? It is not as easy as simply adding shading, adjusting the size and distance. This involves just a bit more patience and time. The tool you will need to become familiar with is called the **polygonal lasso**. This will become your best friend whenever you need to add shadows to a flattened layered image.



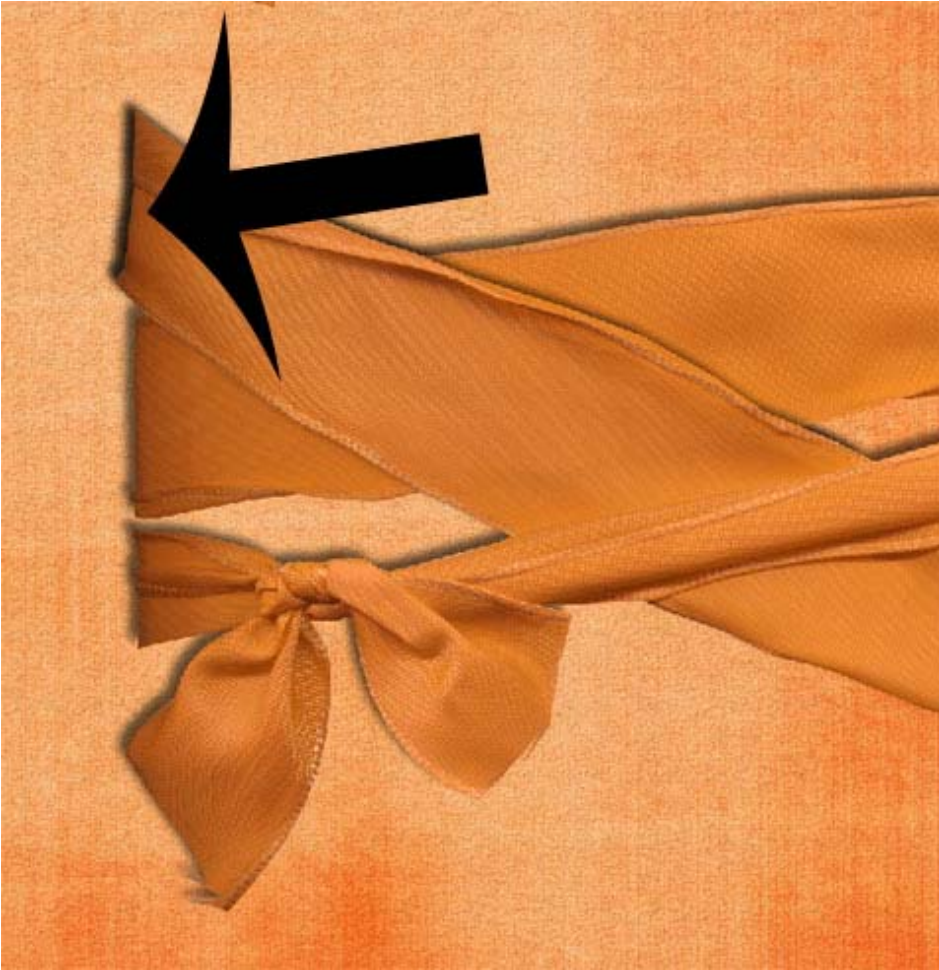
Open your image, add your shadow, making sure to tweak it just the way you want it...what you end up with is something like this:



Now, comes the fun part. Using the **polygonal lasso tool**, simply 'trace' completely around the area that needs more shadowing until you get the marching ants (selection marquee) as shown below:



RIGHT-CLICK and choose **LAYER VIA COPY**. This will automatically add your shadow preset to the now cut layer of the object.



Notice how the shadow you just added is a bit darker than the rest of the shadows? To correct this, **HIGHLIGHT THE ORIGINAL LAYER** in your layers palette, and then use your **ERASER TOOL** to barely erase the outline where the shadow is. This will erase the shadow of the underlying layer, and you end up with a perfect shadow on top.

Simply repeat the process using the polygonal tool, layering it via copy, erasing, until you end up with something that has dimension, depth and some great shadows as shown below:

You may notice after adding shadow to layered, yet flattened image that not all areas that should be shadowed are.



before

after

