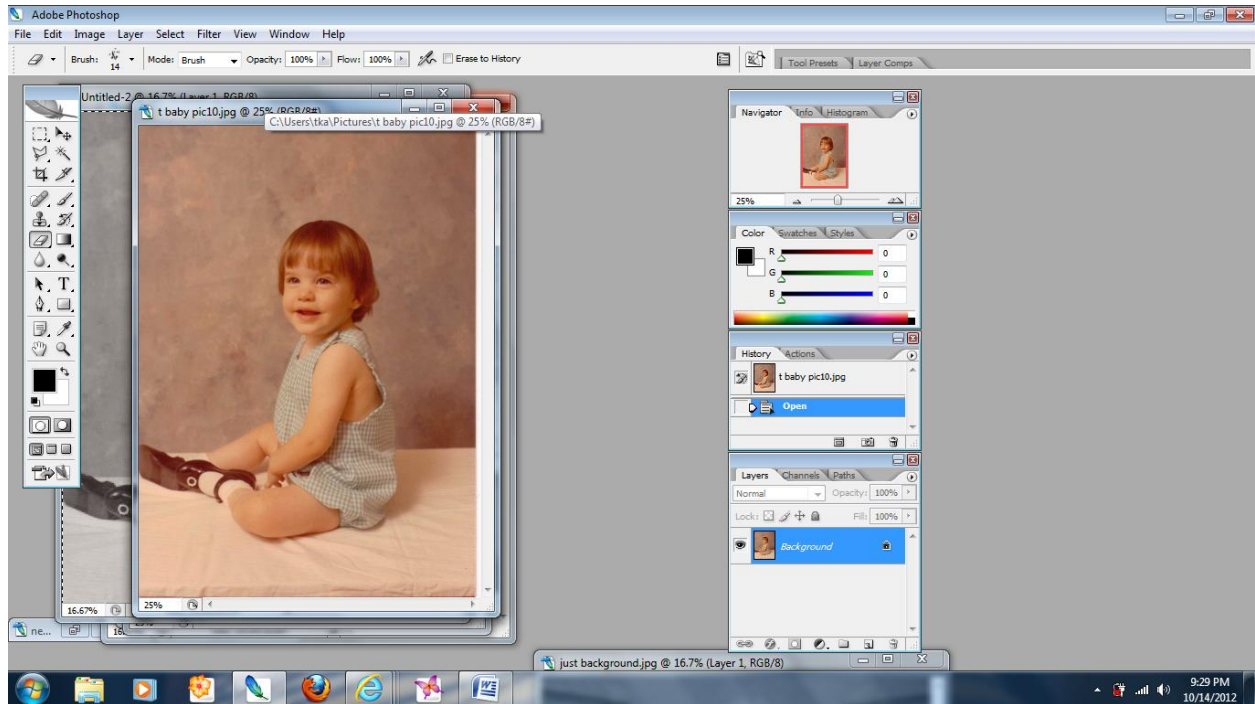
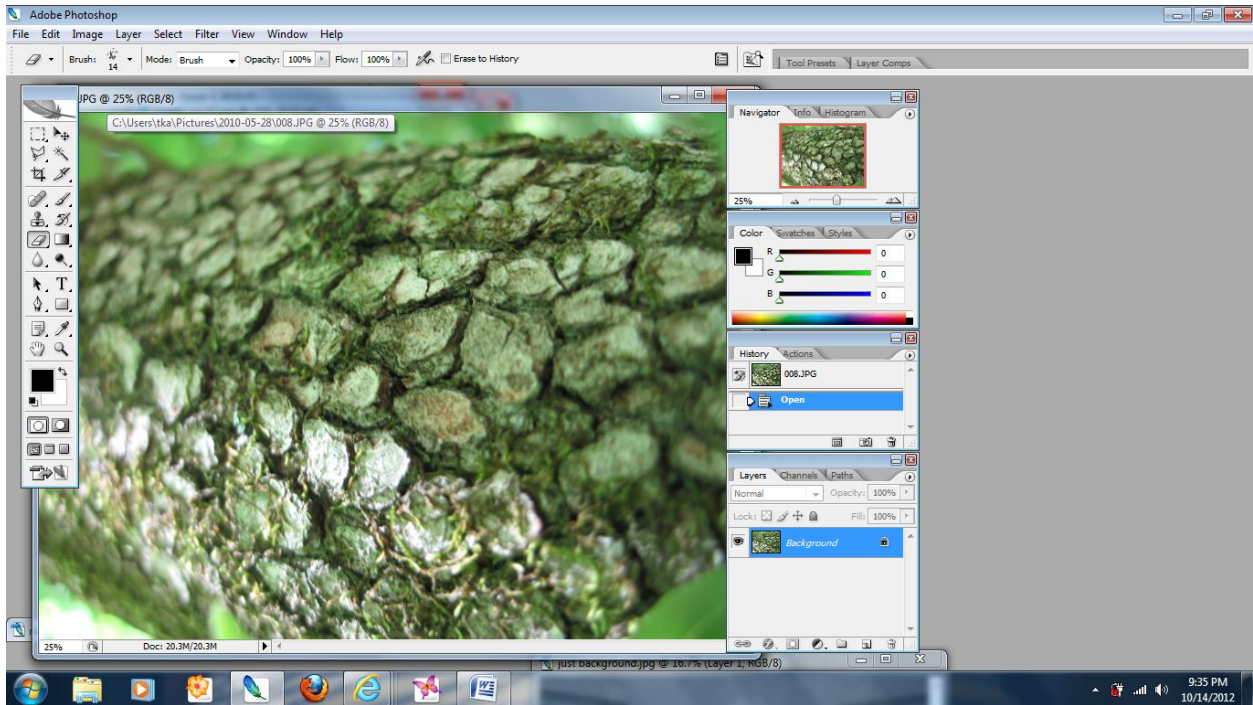


In this tutorial I used Adobe Photoshop to create an exaggerated lizard skin texture on my baby picture. I started by scanning in an old baby photo from my mother's album. Once it has been scanned I then opened it using Photoshop.

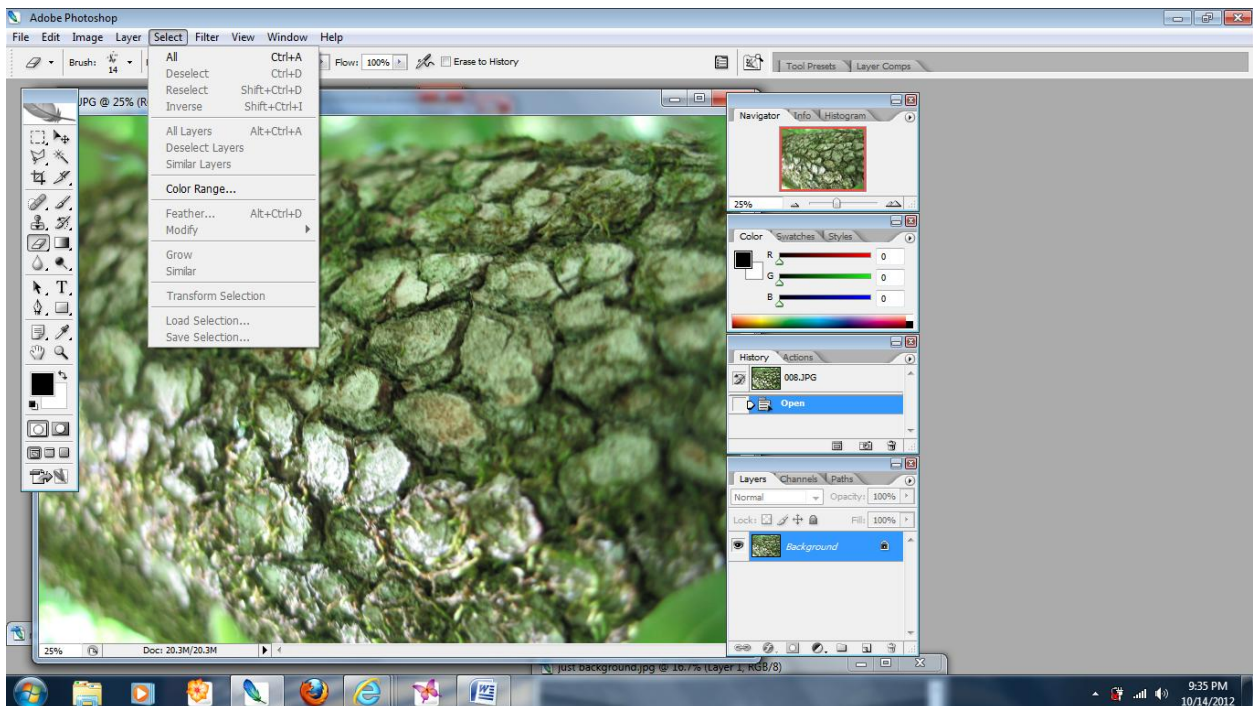


This is the original picture.

I also opened a photo of tree bark that I will be using for the skin texture. When picking a texture to use pay close attention to shape, and color. With this particular texture it lent itself to the shapes I would be using, as well as the greenish color I would ultimately want.



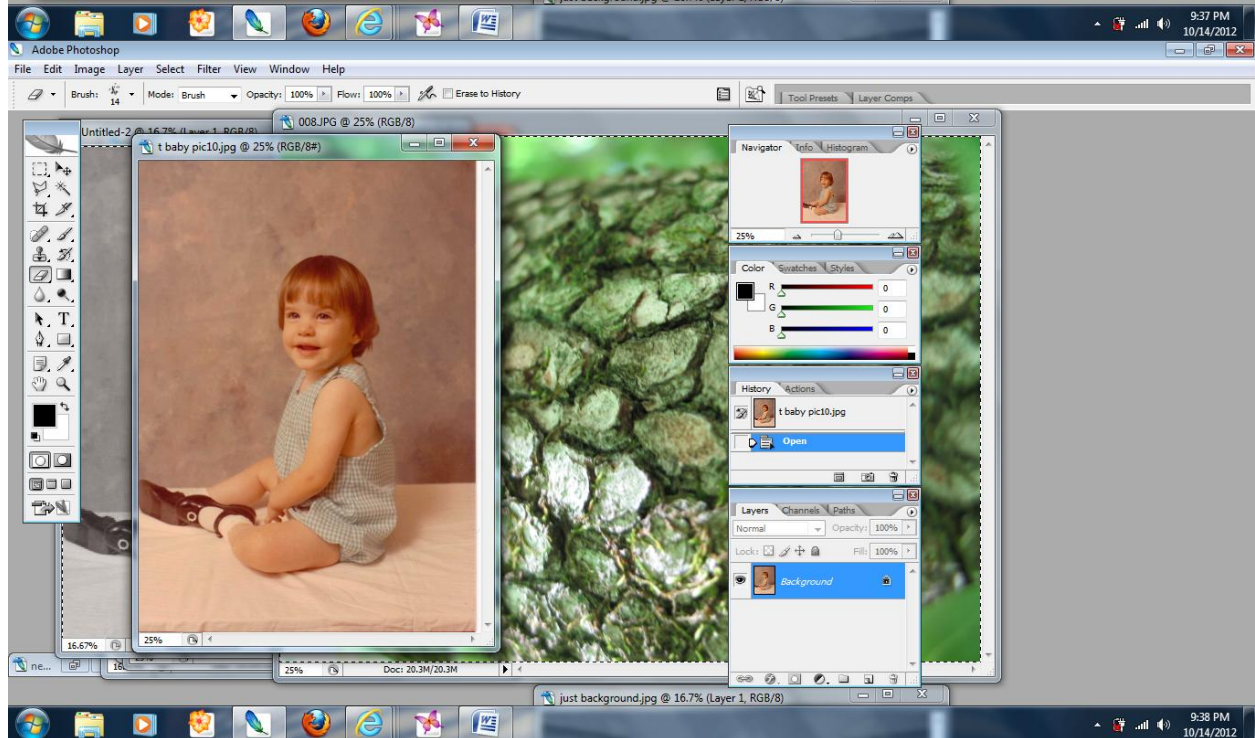
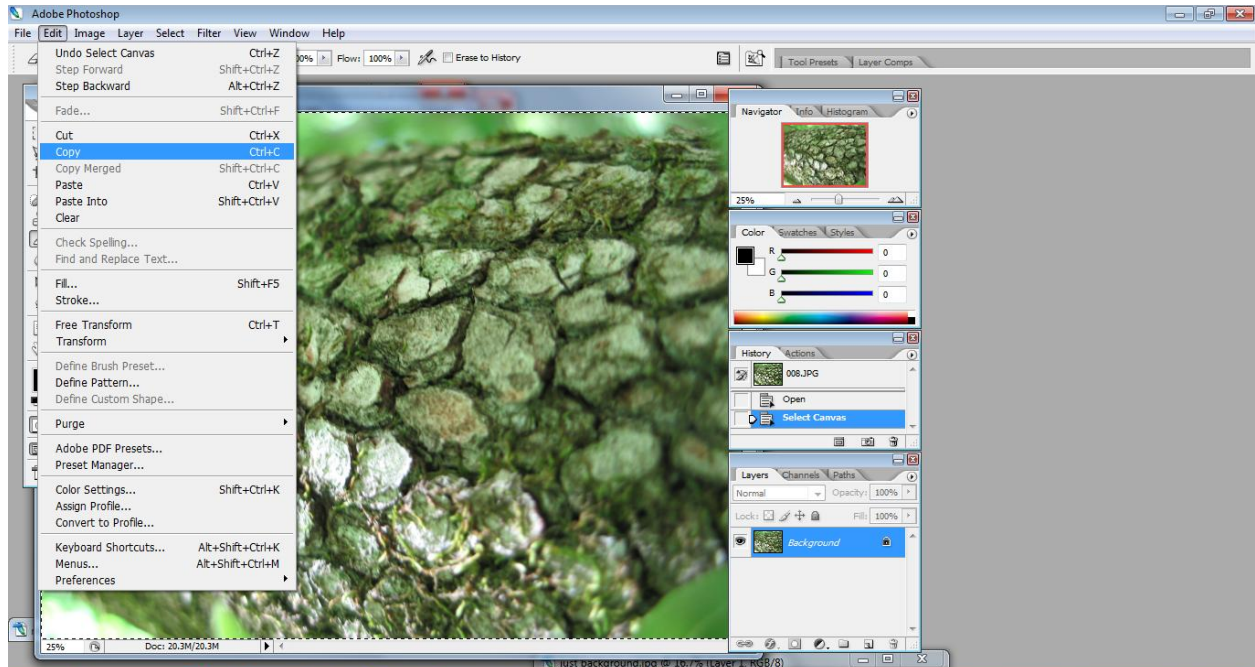
This is the texture file.



Go to "Select" in the upper tool bar and choose "All"

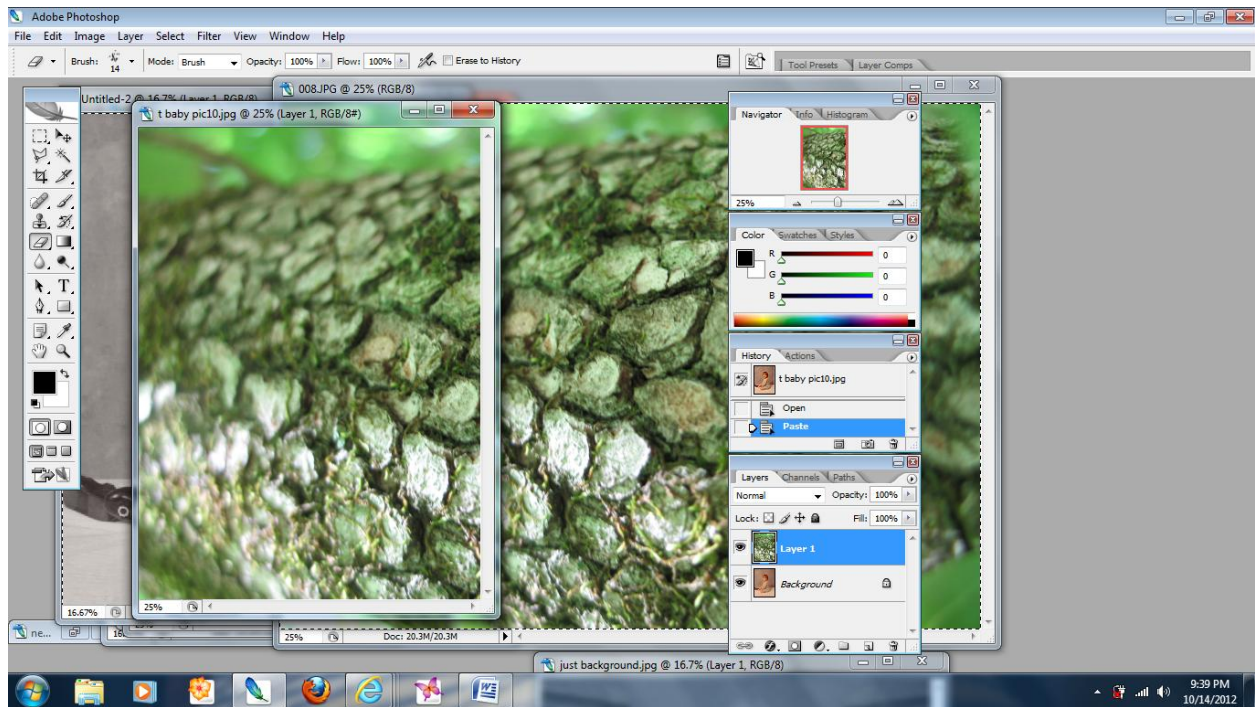
Once this is done you will see a "dotted" line around the picture.

Click on the "Edit" button and then "Copy"

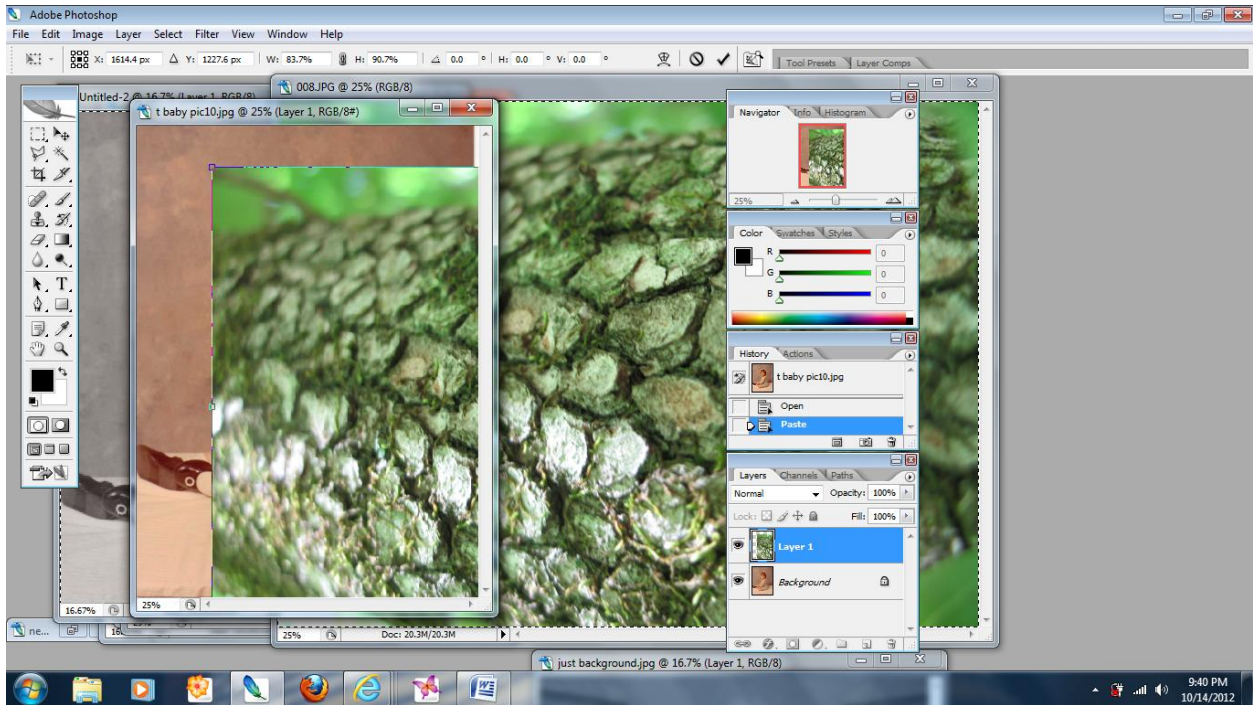


Go Back to the original picture and using the "Edit" tool bar select "Paste"

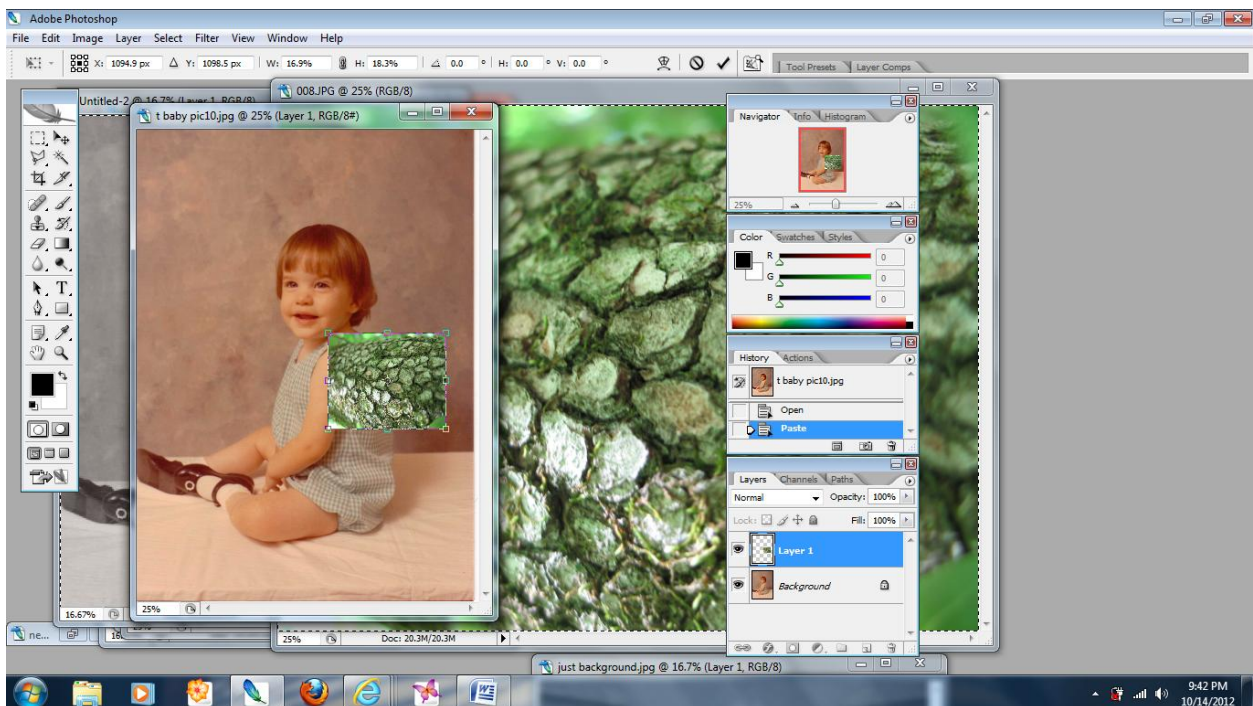
The new picture then takes over the whole frame:



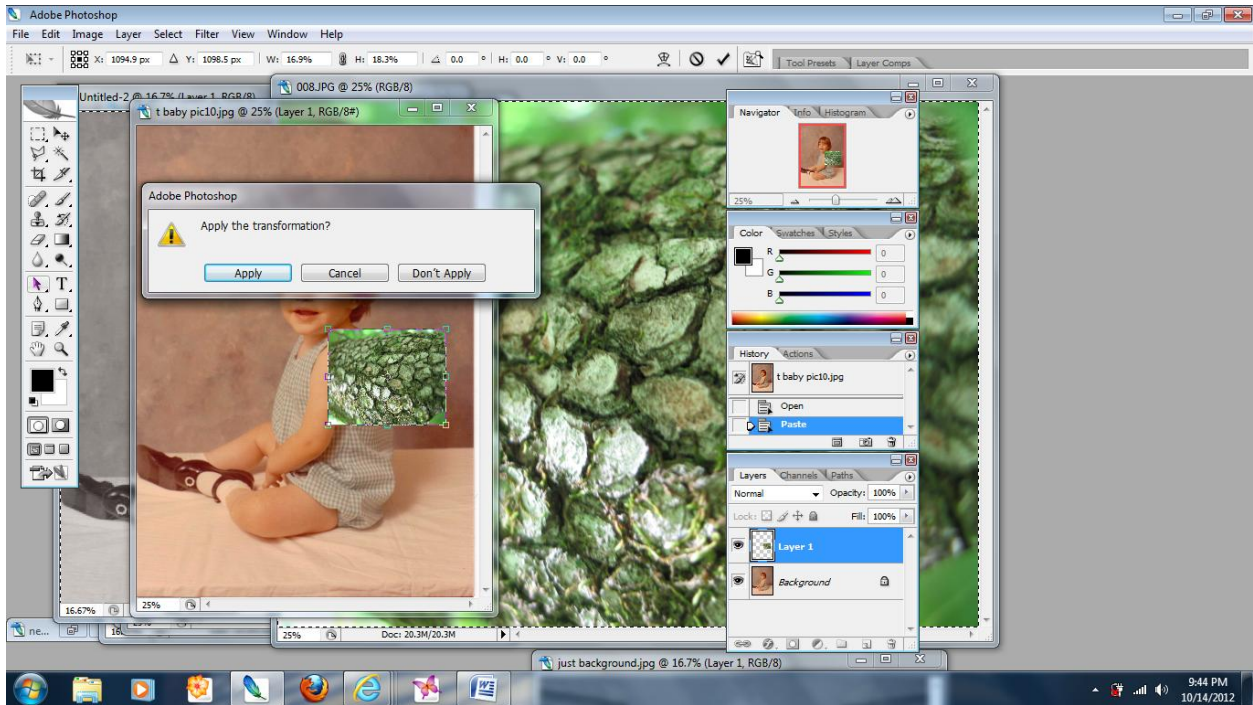
On the "Edit" tool bar click "Free Transform"



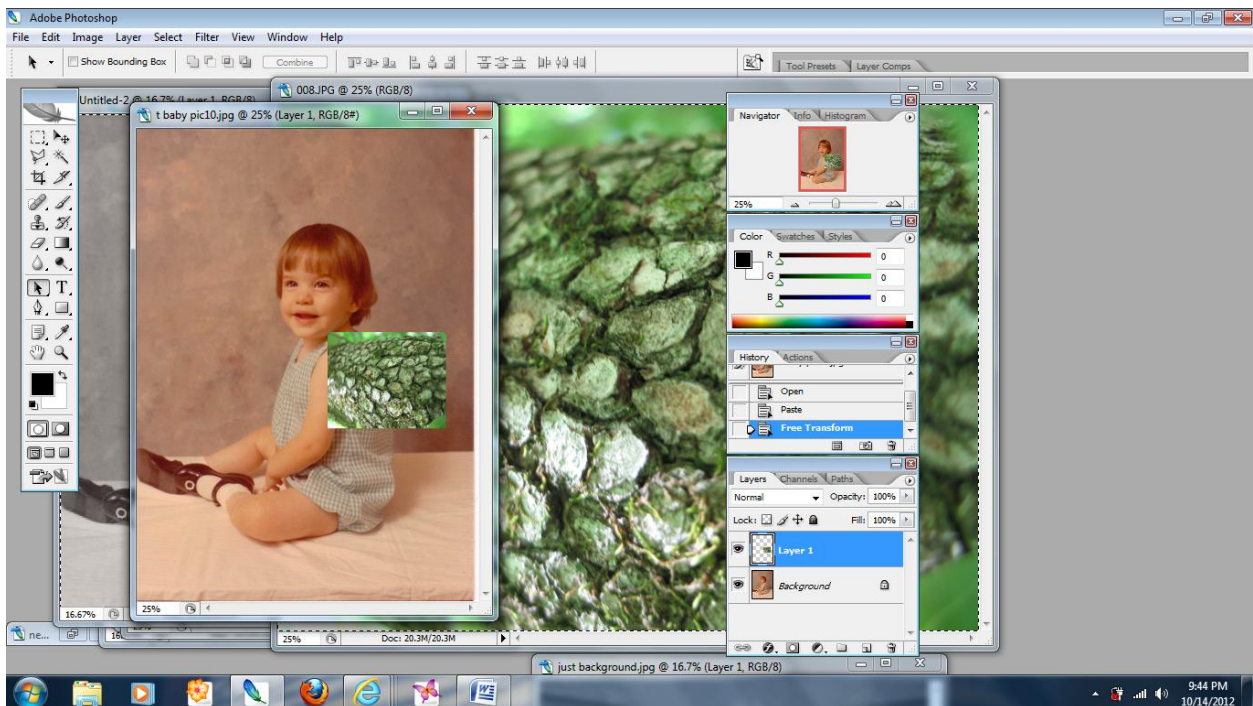
By holding down the shift key and dragging on the corners of the Picture you will maintain the original shape and size. Continue Dragging the corner while holding the shift key until the picture fits in the area you want it in.



To apply this change: on the tools to the left of the screen, select the "arrow"

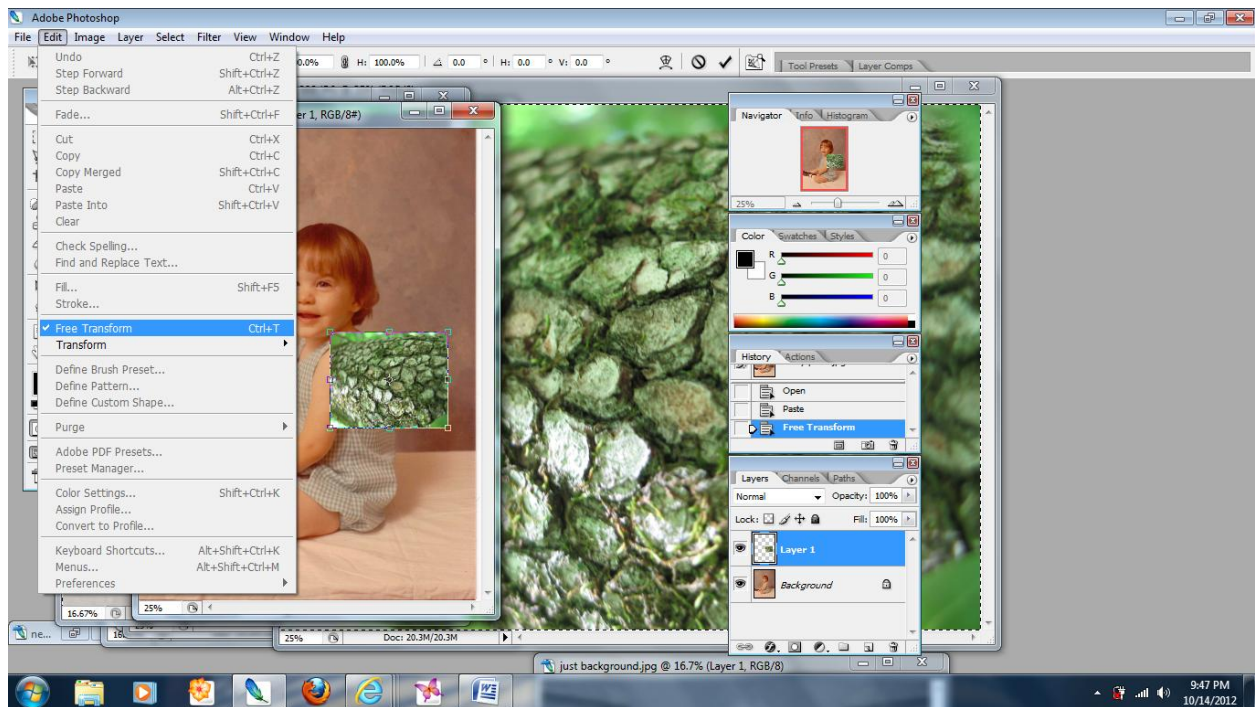


Choose apply: the new picture will then be inset as a layer over the original picture.

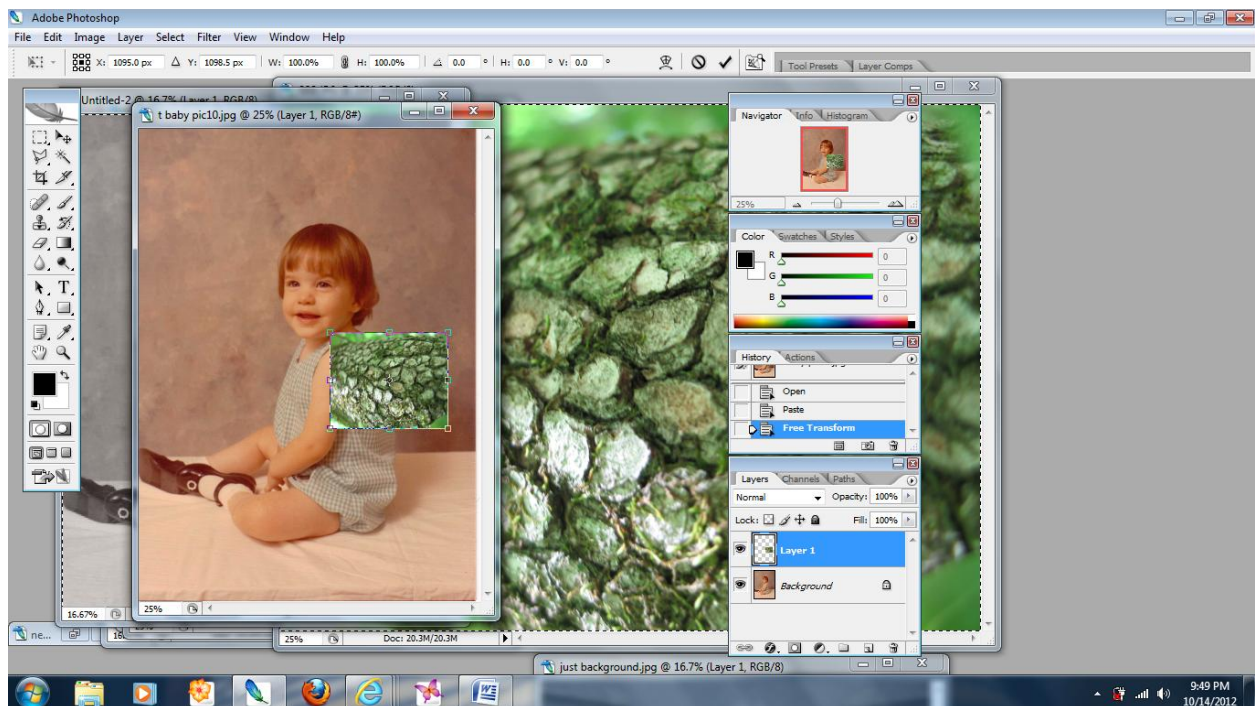


The next step is to fade the texture into the skin and to rotate it into a preferred position:

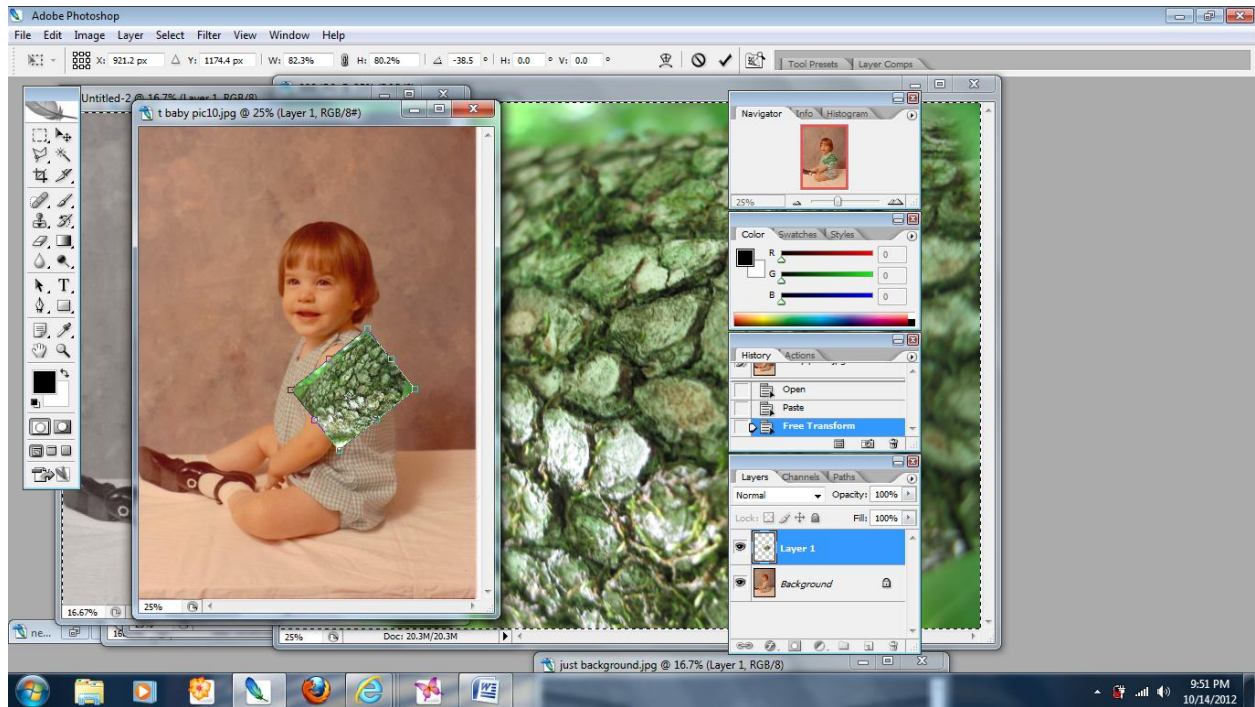
With the 1st layer of bark highlighted, it is labeled layer one and is highlighted in blue in the layers window on the right.



Go to "Edit" tool bar and select "Free transform" , the layer will then be outlined,

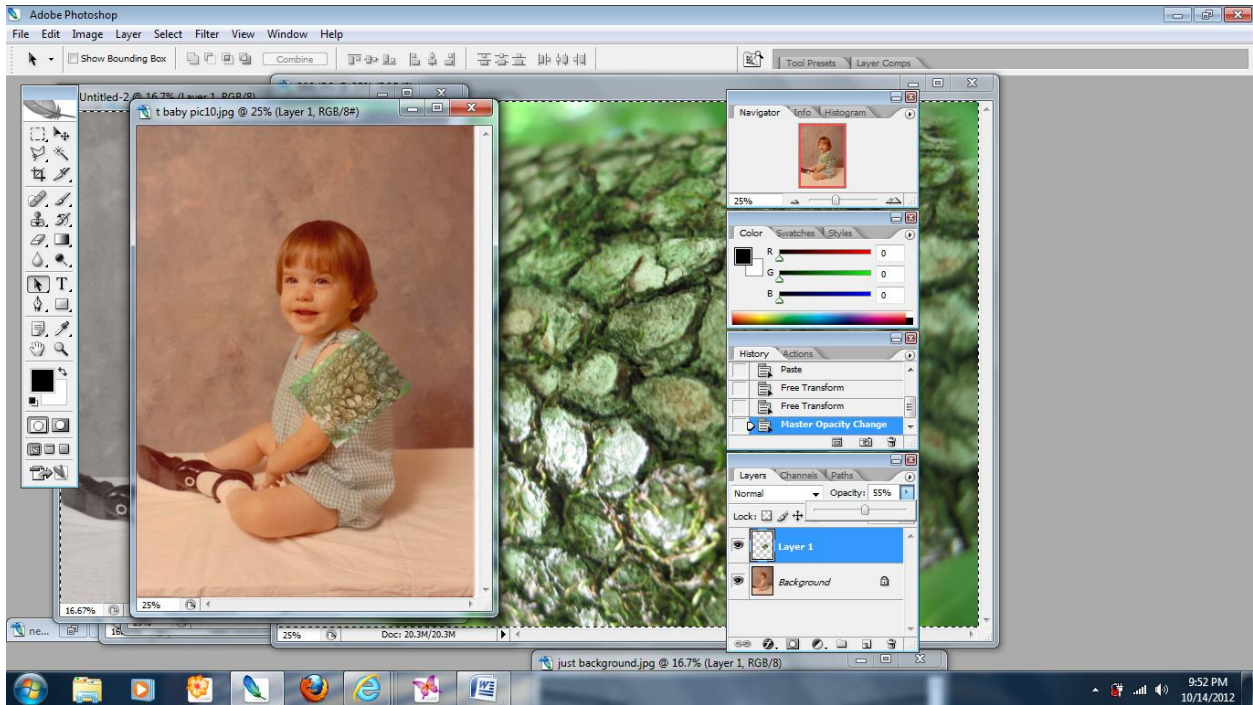


If you hold your pointer near the edges you will get an arrow that is a semicircle with arrows on both ends....This will rotate the layer into place, at this time you can also resize to fit the area. Keep in mind that if you do not hold the shift key the object will not transform uniformly, which may work better in this situation.

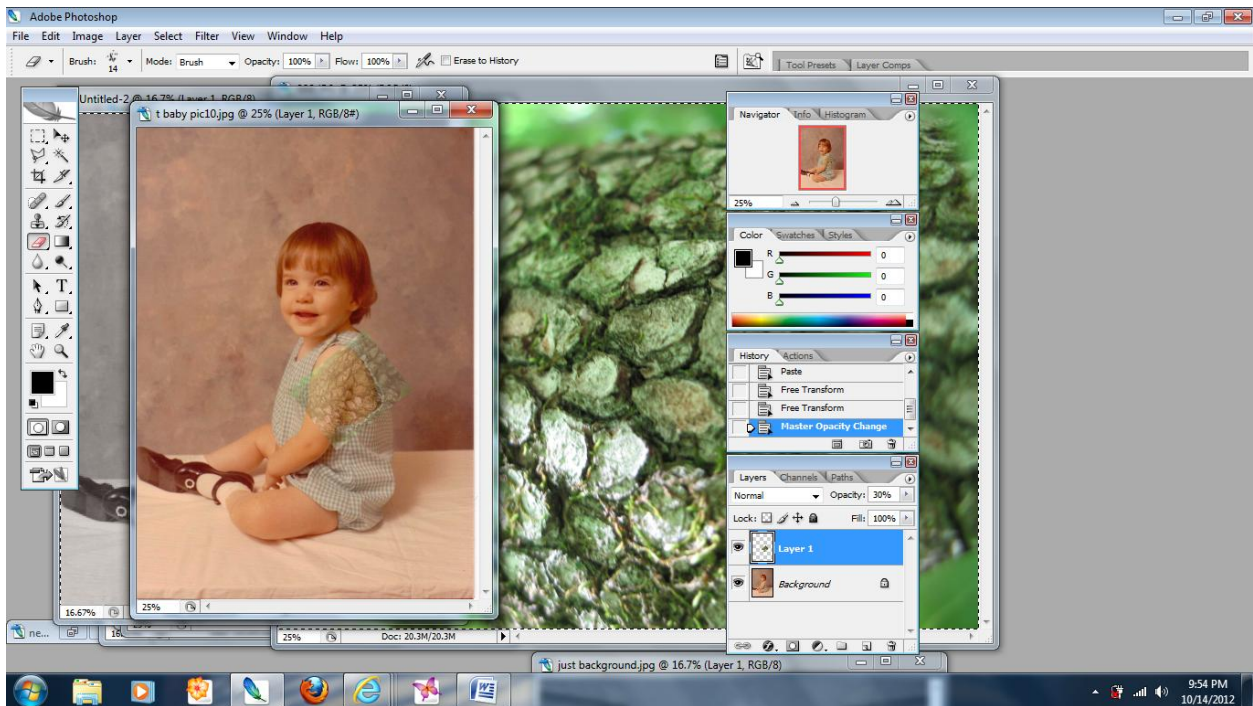


When you have the area positioned where you like it click on the "arrow" on the left tool set. Apply the change.

On the right side in the layer section change the opacity by using the slider until you get the effect you want.



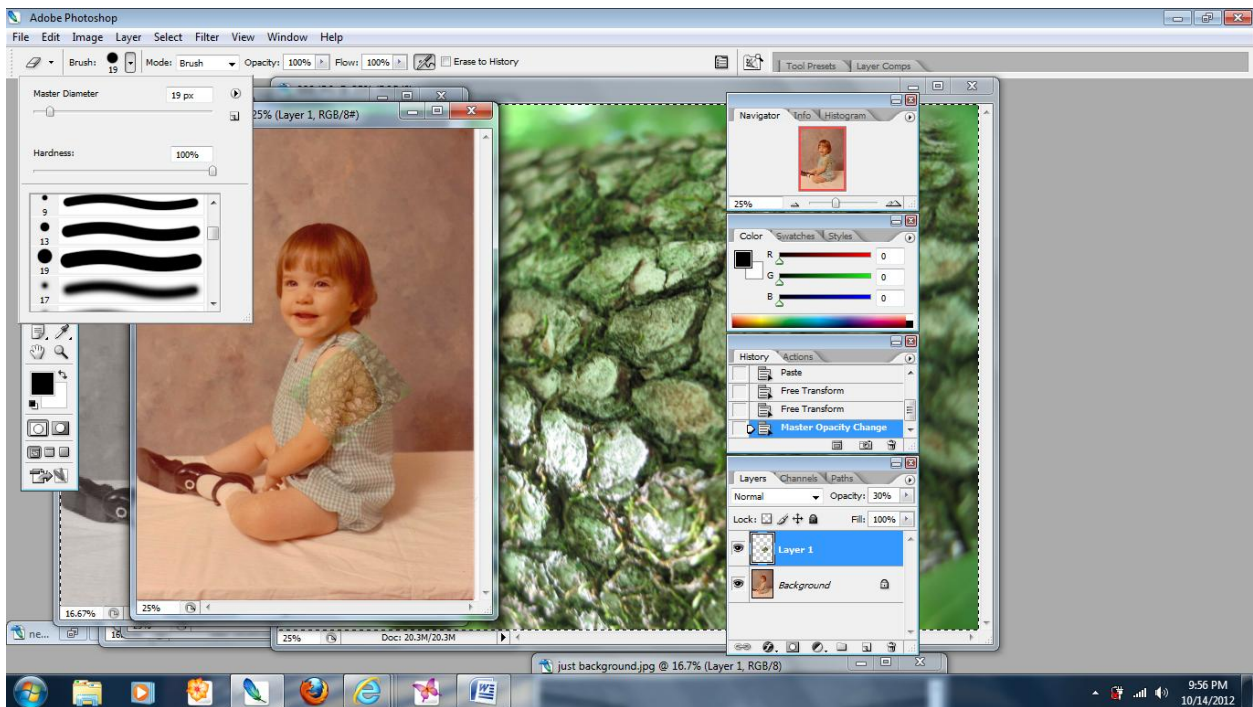
In the left tool set select



the eraser..

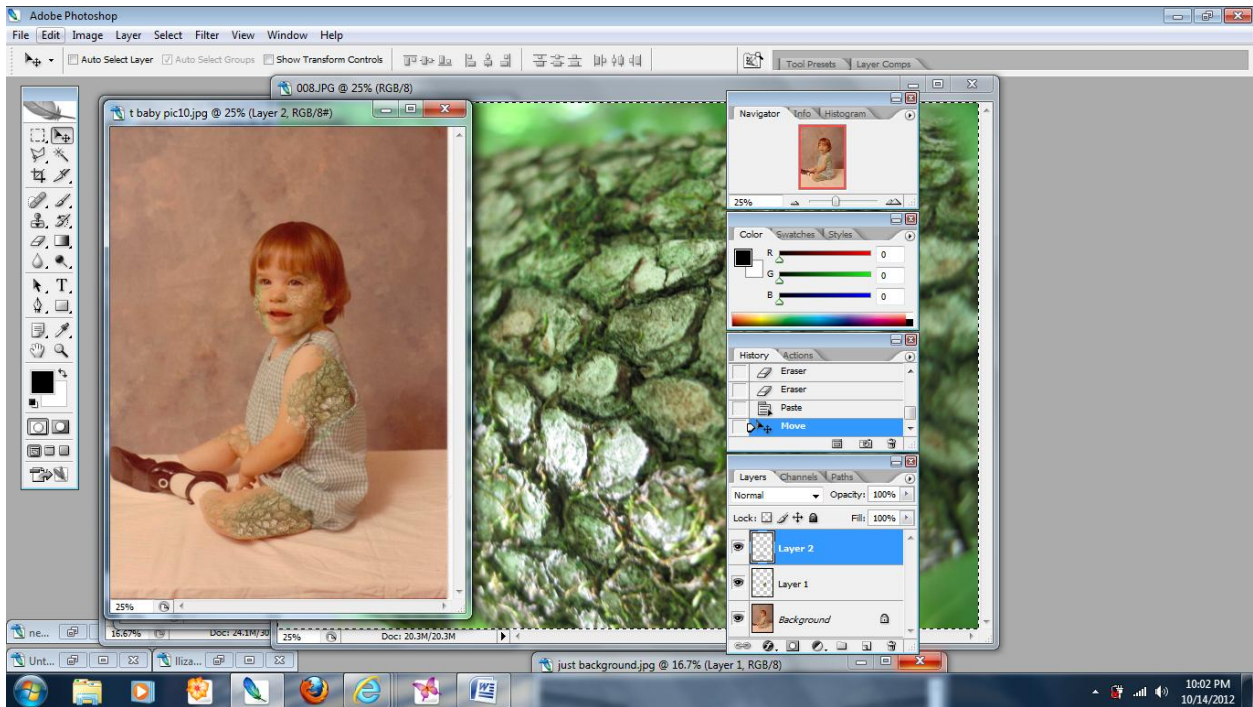
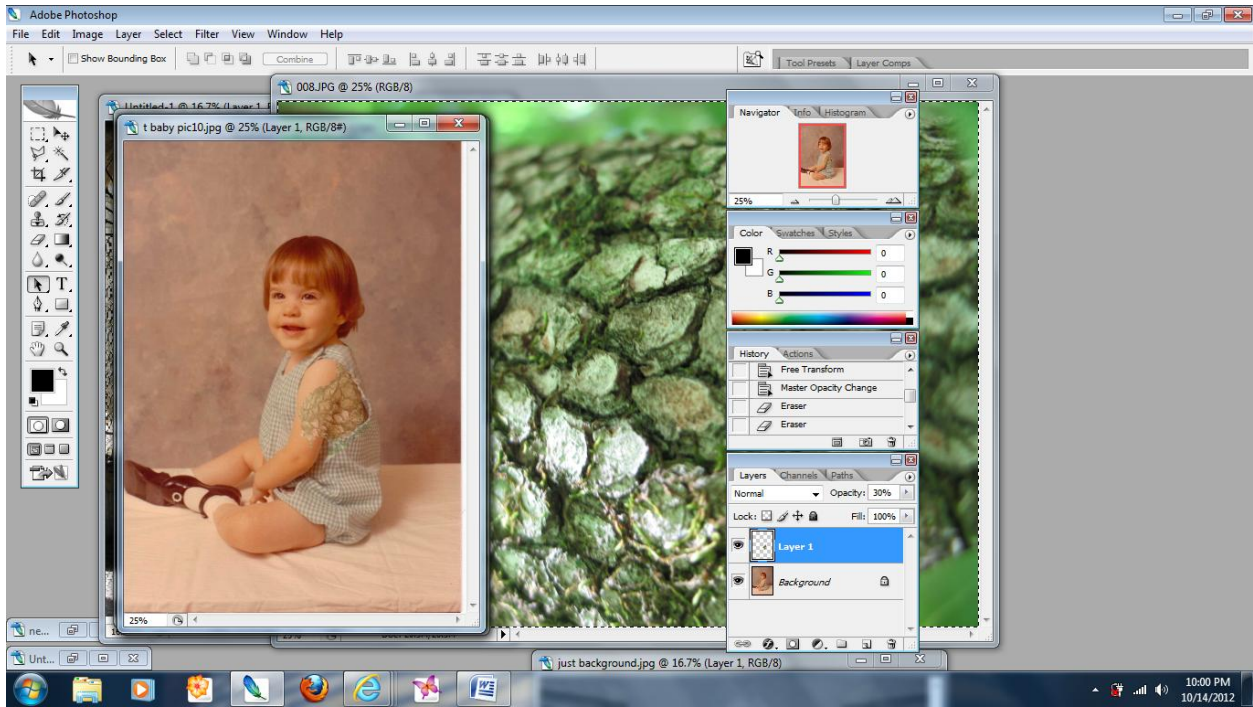
On the top tool bar you will notice the eraser icon and next to it the brush there is a pull down menu, select it and choose a solid circle, you can adjust the size using

the slider

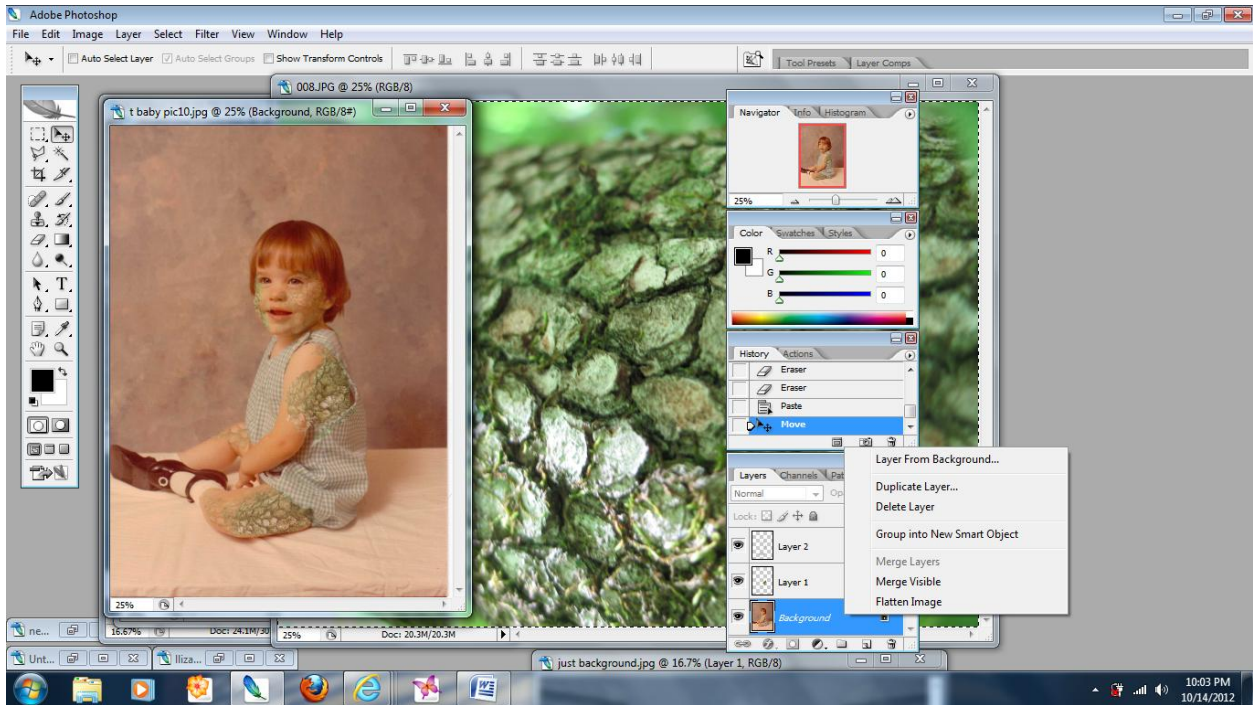


You can now erase the edges around so that the new skin fits into the area of choice.

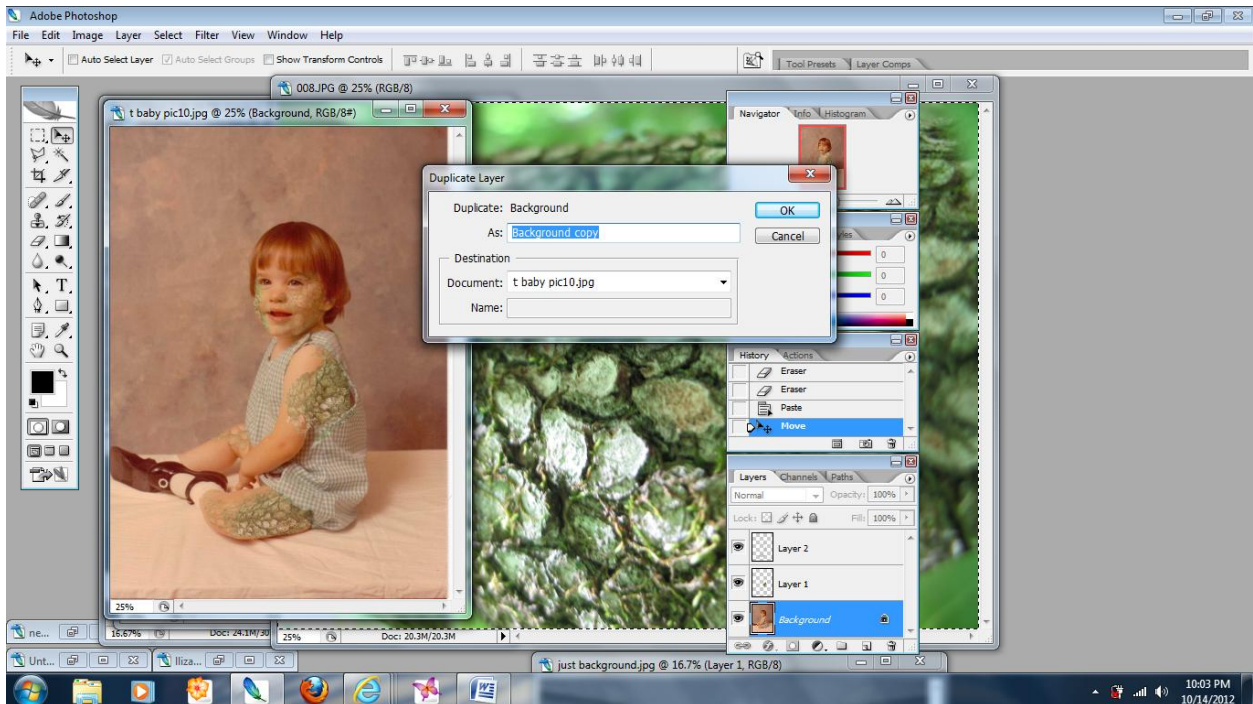
Repeat this process until you have the new skin texture in all areas you desire.



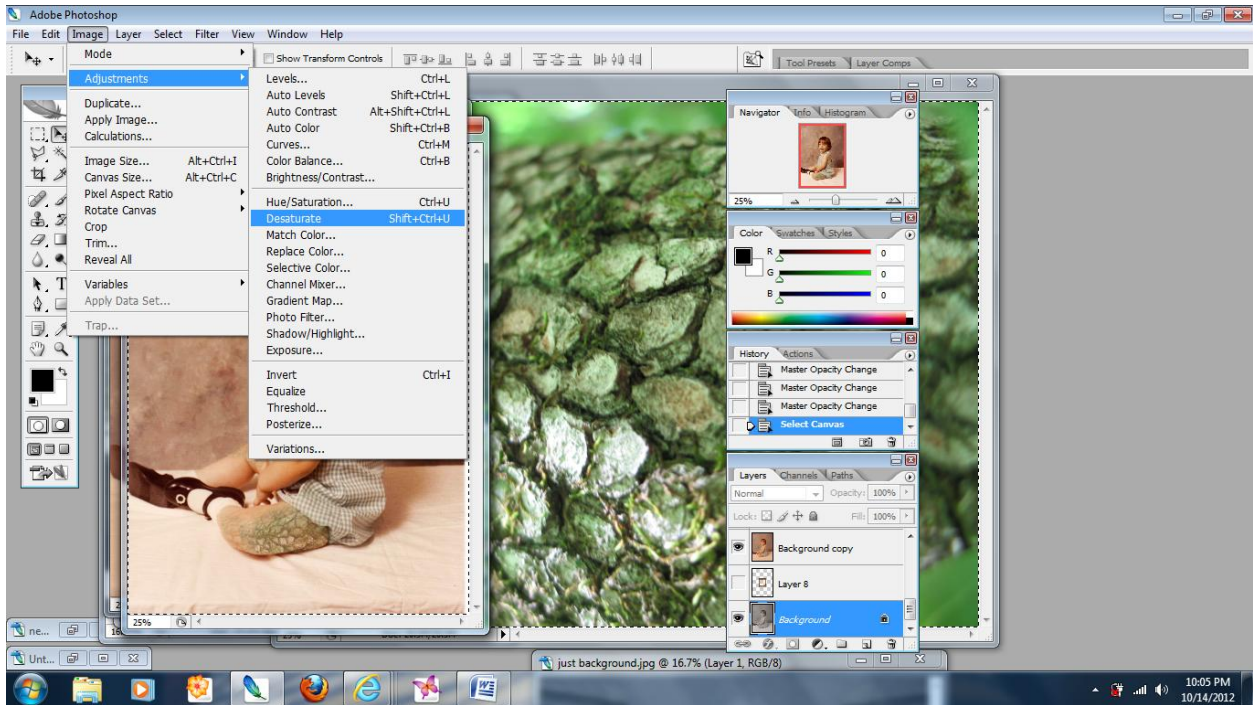
Select the background,(original layer picture) and right click the mouse



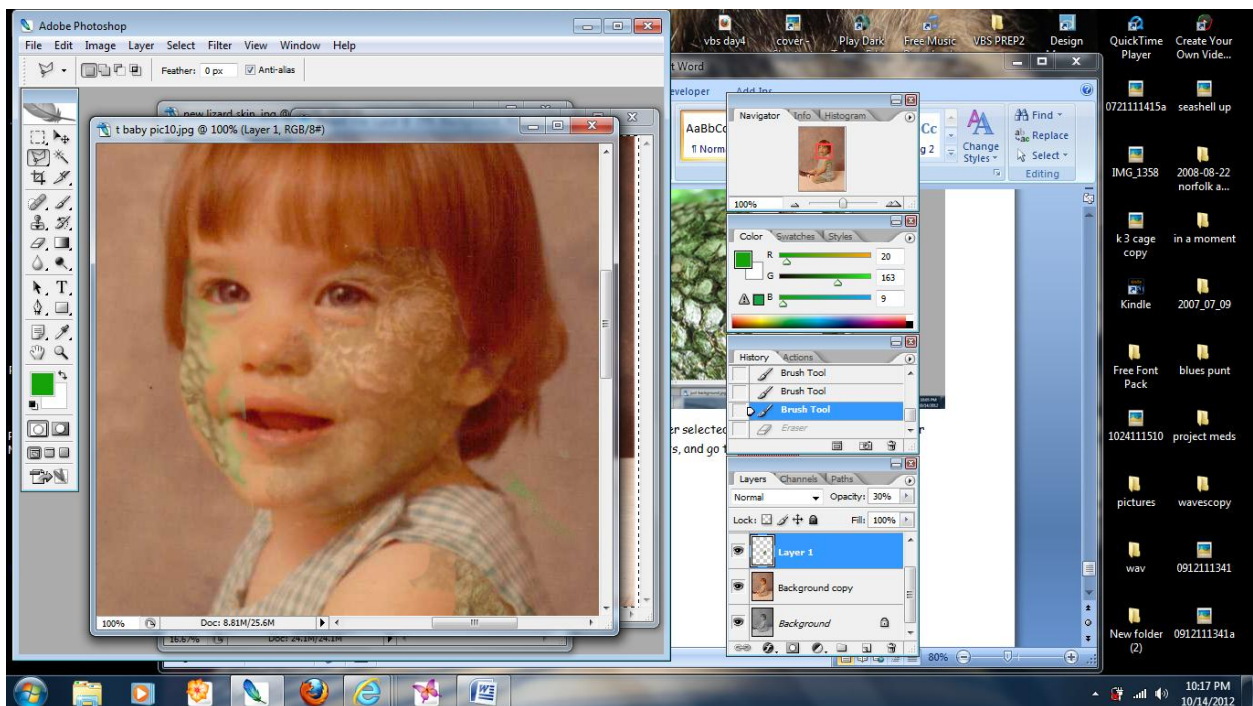
Choose the "duplicate" layer



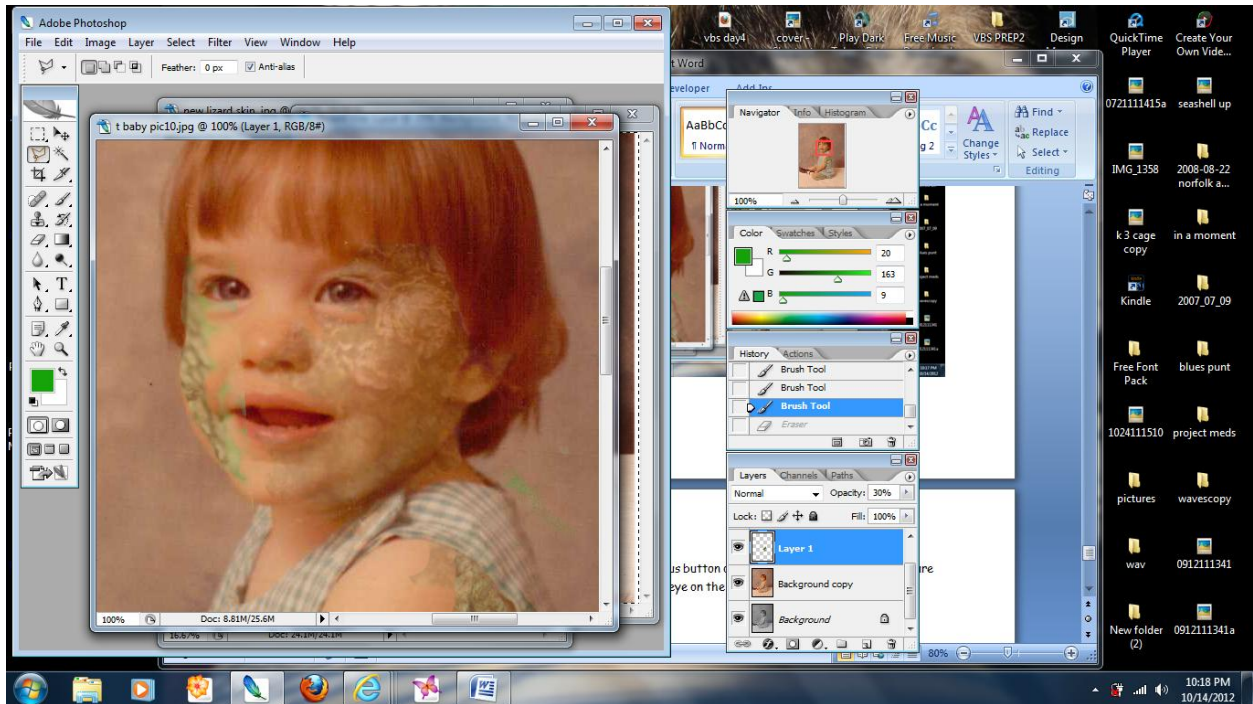
You may wish to rename the layer if you would like.



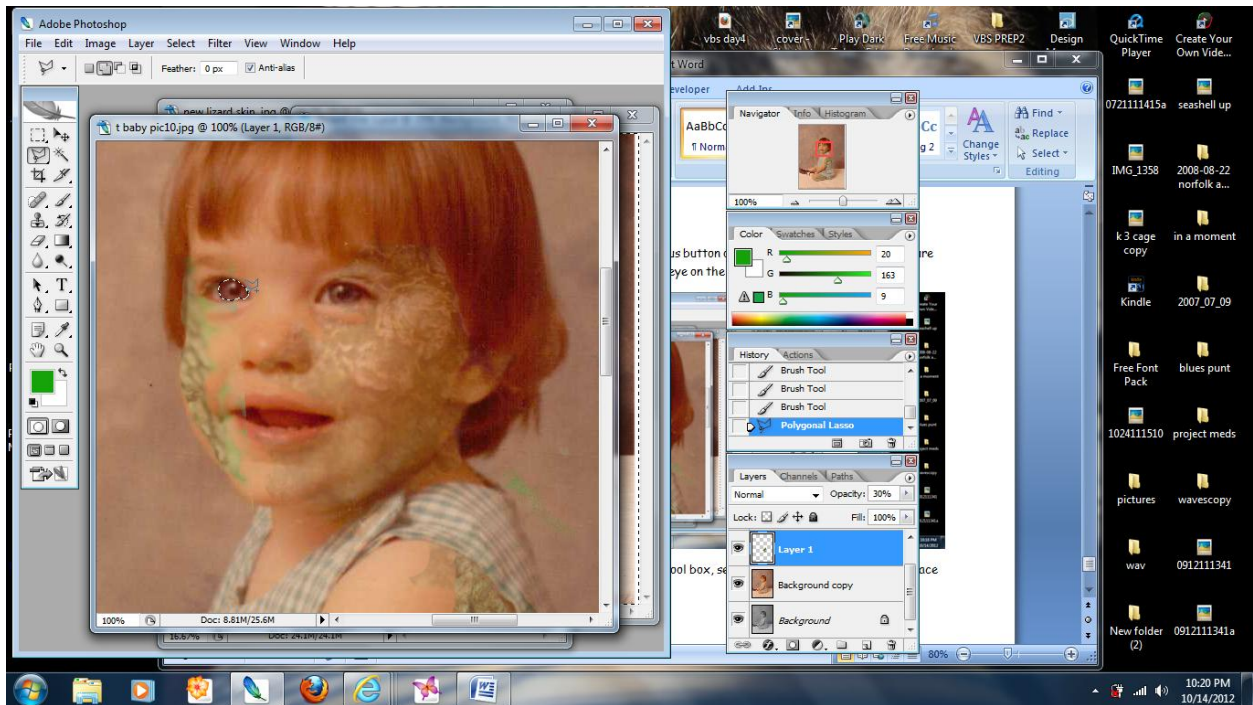
With the original background layer selected go to the "Image" tool on the upper tool bar, then select "Adjustments, and go to desaturate"



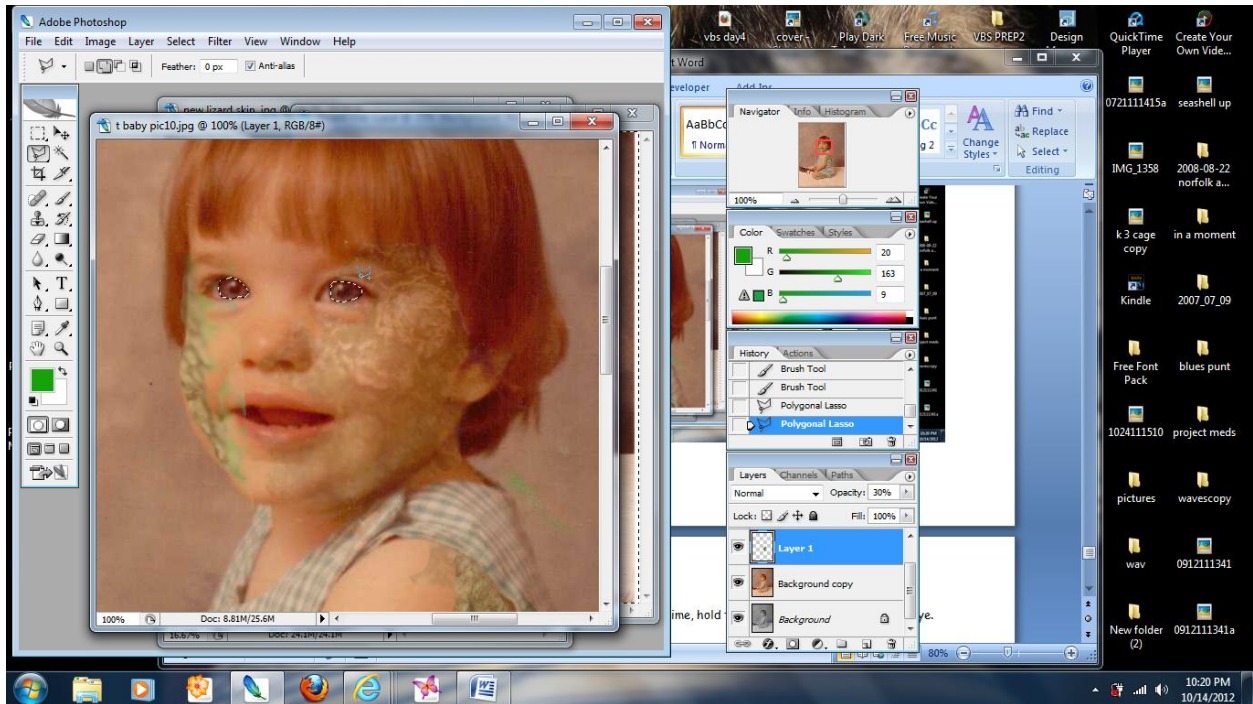
Using the shift button and the Plus button on your keyboard, magnify the picture until you have a good look at the eye on the face.



Choose the lasso tool in the left tool box, select the polygonal lasso tool and trace the blue of the eyes.

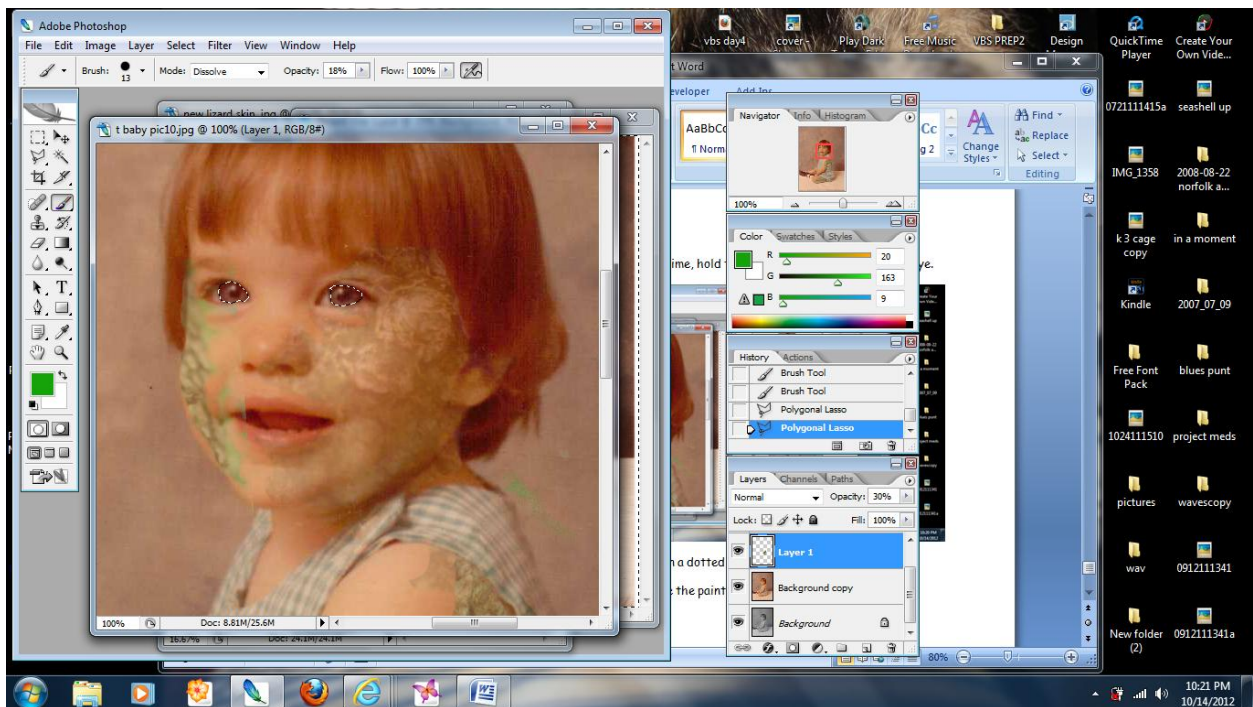


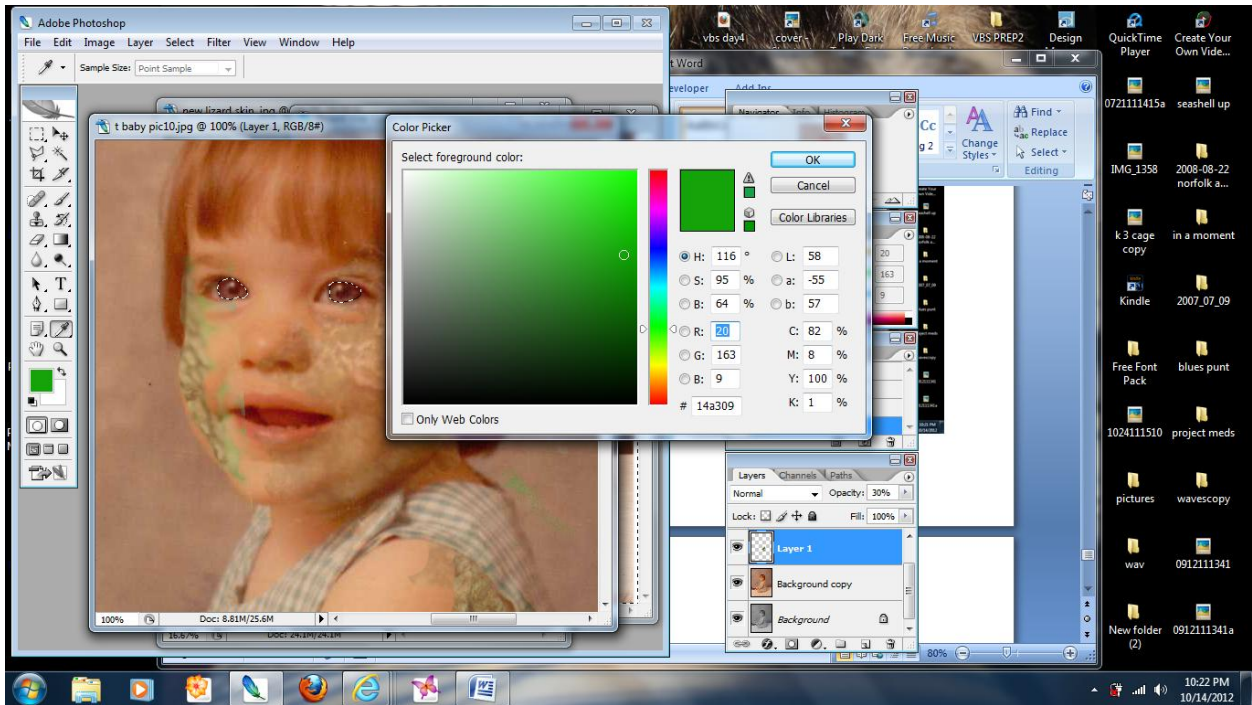
To trace both eyes as the same time, hold the shift key down and go to next eye.



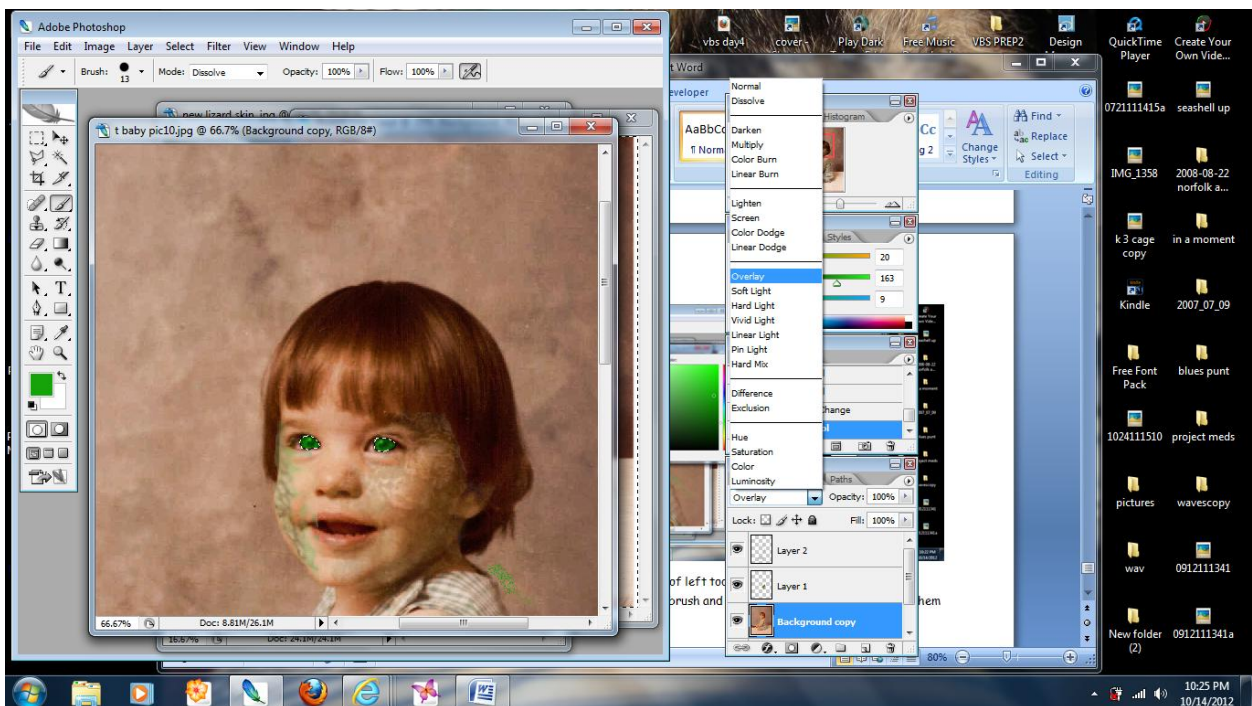
Both eyes should now be circled in a dotted line.

Go to the left tool bar and choose the paint brush icon.



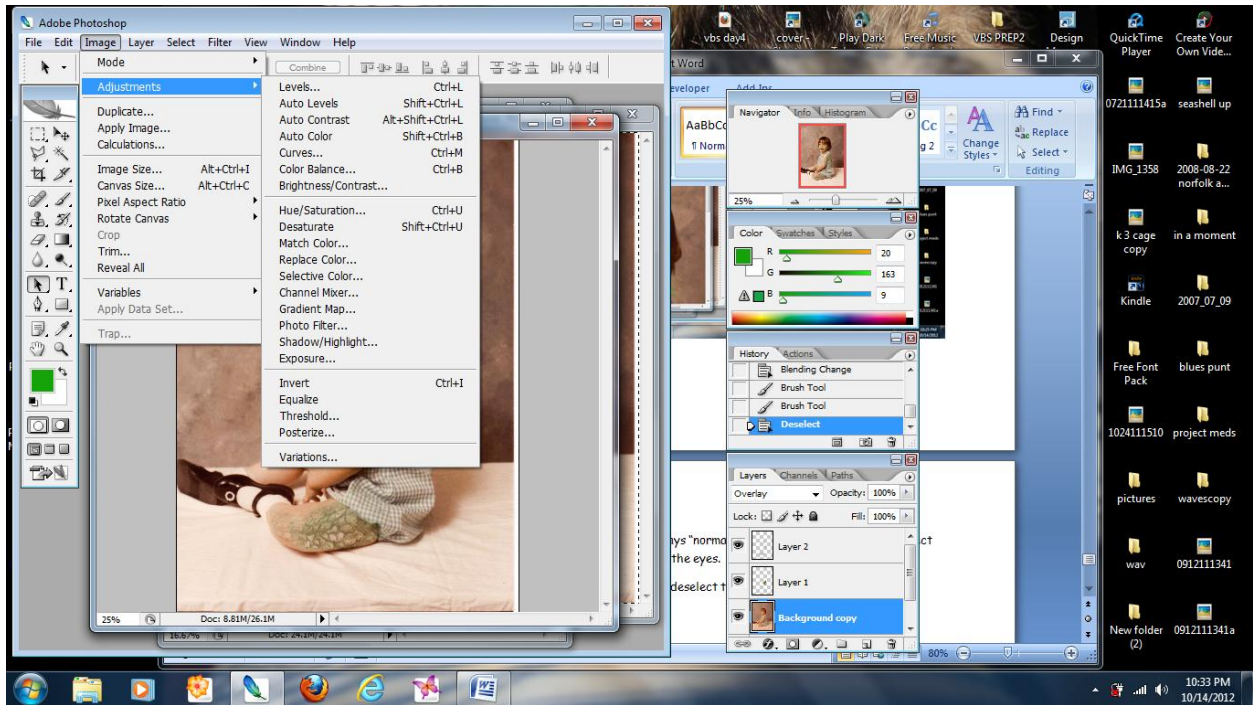


Click on the top square in bottom of left tool bar to change the color to green. Make sure you have a solid round brush and with the eyes still selected paint them green.

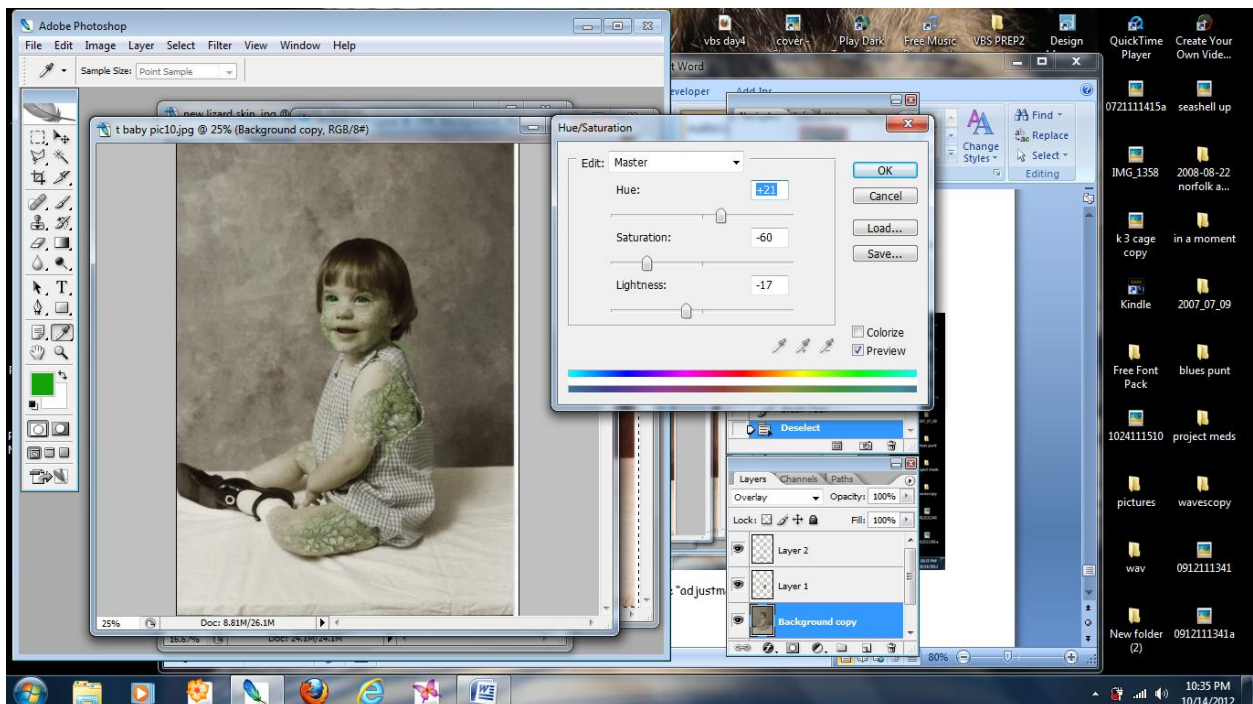


In the layers area See where it says "normal", use the drop down menu and select overlay, this will create a glow on the eyes.

Control "D" on your keyboard will deselect the eyes.



Go to the "Image" tool bar choose "adjustments" and then "Hue/ Saturation"



Play with the sliders until you get a less colored effect to your picture.

This completes the skin texture part of the photo.