Zombie Transformation

For this project you will create an independent composition that can feature yourself and/or others in a dramatic Zombie scene.

Ideas: There are lots of different zombie tutorials and pictures on the Internet. You can look these up to use as reference for ideas, but ideally you will create a unique composition on your own. This is one I made specifically adapted for PhotoPaint.

1) Take a picture of yourself, <u>or</u> use a high quality image of someone else. **I cannot emphasize enough the need for quality images. NO grainy low quality crap!**

2) Zombies are grumpy. Try to use an appropriate picture that gives you a lot to work with, such as teeth showing or an overly expressive pic. Or you can transform a smiling face into something somewhat evil.

3) Decide whether to cut your subject out of the background and add a new one, or use the current background. If you are going to remove the subject, then do it now and place it on a transparent background.

Process:

4) **Skin** – Make your skin tone a bit more dead looking. Create a selection (mask) <u>around all the skin</u> showing in your picture.

5) Go to ***Adjust > Hue/Saturation/Lightness*** and drop the saturation down. Approx <u>halfway</u> is a good starting point.

6) Adjust the palor of your skin using the curves option. Go to **Adjust > Tone Curve.** Select the **blue channel** and pull the curve up to increase the bluish tint to your skin. Also try adjusting the green or red channels.

*NOTE this is an experimental process that will work best with whatever colors your picture is already blessed with. Try different things until you get the best for you!

7) **Dodge/Burn Tool** – Next you will add custom enhancements to your face. Go to the Effects brush (flyout) and then from the option at the top choose *Dodge/Burn*.


8) Go to **Window > Dockers > Brush Settings**. This will open up your custom brush settings docker to the right.

9) From the dropdown located at the top of the docker, switch over to **Subtract**.
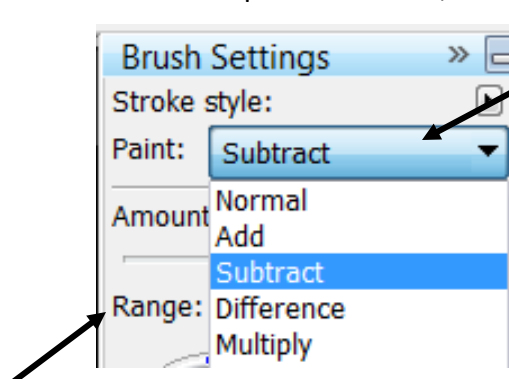
10) Set the Range Option to **Shadows**.

11) If you want to add a light *texture* to your work that makes you look a little beat up, then open the **folder** next to **Brush Texture**. The first choice on the top left seems to work well. Single click it.
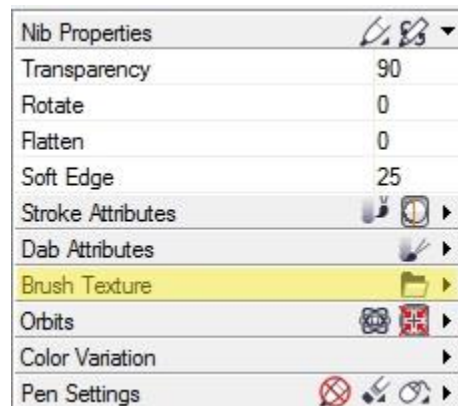
12) In the Amount and Transparency option at the top of the screen, try the settings at **50 for Amount**, and **90% Transparency**. Make the brush size whatever you feel, and adjust as necessary.

13) Use the brush to <u>darken around the eyes</u> making them look sunken and dead. You can also create <u>custom "bruises"</u> or enhance other shadows to give your body a decrepit decomposed feel. The more you use the brush, the more the texture will show through.

14) **Clone** out the pupils of the eyes. You can make them completely white, or leave a film of humanity showing through. You have options here – be inventive.

   a. **Option 2 –** For the eyes, you can create custom effects any way you want. You can darken the pupils to black or gray and have a small pinpoint of light coming out to make it freaky, etc.

15) You can try to add a <u>bloodshot</u> look to the eyes by doing the following. Create a new layer. <u>Click on this layer</u> and set the merge mode to **Hue** from the dropdown. Select the paint brush tool, and then a dark red. Gently paint over the eye starting from the edges to create a bloodshot effect. This may work well or not depending on your lighting.

16) When you have the skin and eyes taken care of, it's time to start adding all the gross stuff that makes you a true zombie.

17) Using a basic google search, look up images of all sorts of disgusting things like: Operations, wounds, pox, boils, etc.

18) The next steps depend purely on your own creativity and technical skill. Mask off parts of the images you want to transfer, copy and paste, then use the Adjust settings to make the color match your skin tone.

19) Use the clone tool and the eraser to smoothly blend in the different parts realistically.

NOTE: You don't have to be gross!! There are lots of different types of visual references you can use to add "zombie" texture to the face and appendages.

To see somewhat gross example, continue…..or stop here.

Examples: