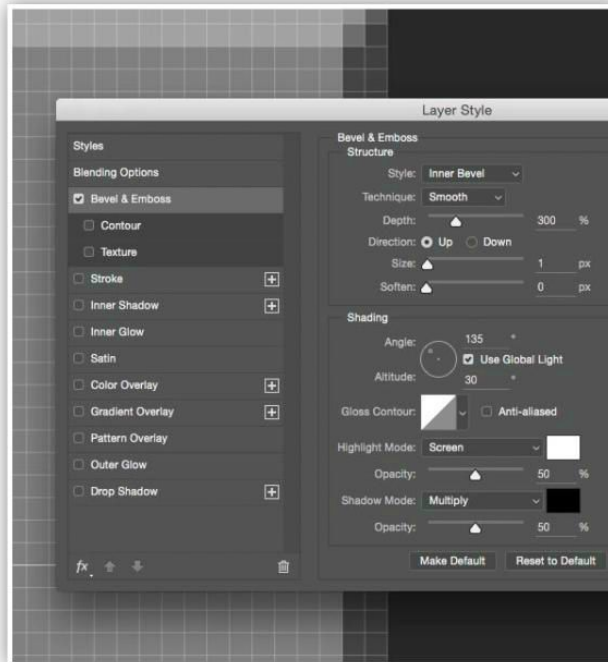
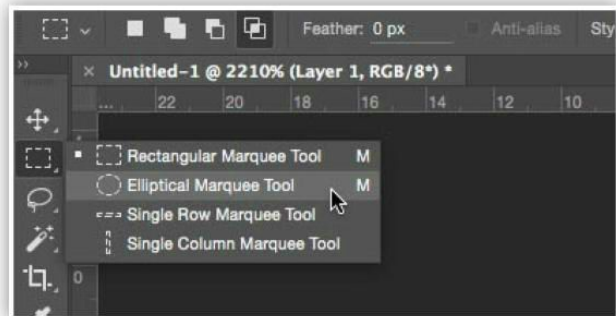
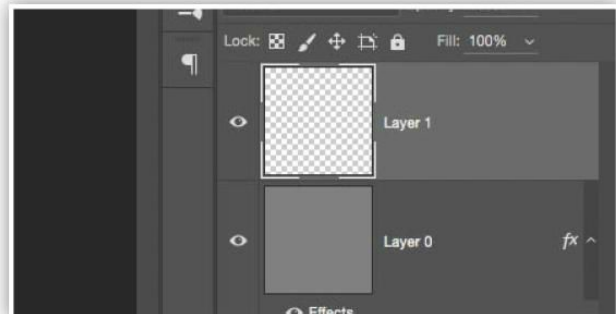
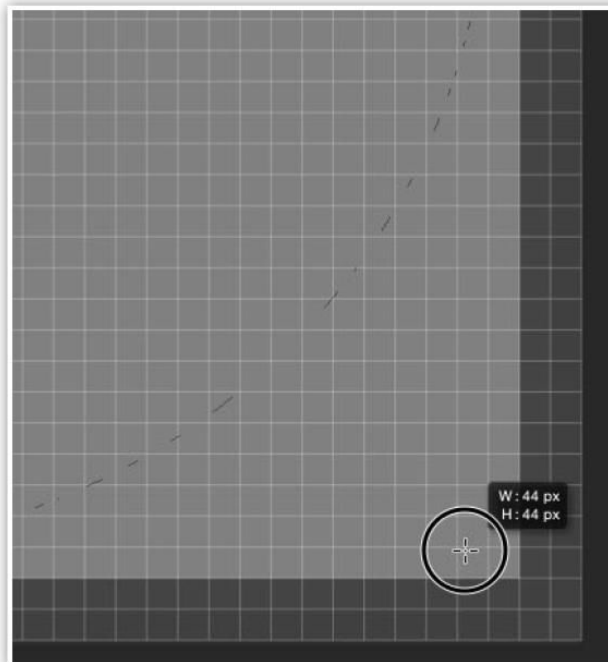



PHOTO EDITING PROJECTS || **LEGO PORTRAITS**


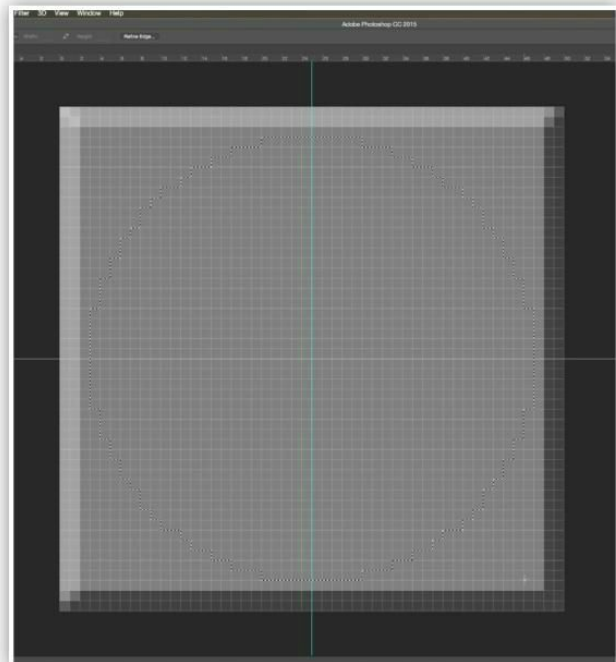
05 If you double-click the Layer 0 thumbnail, you will activate the Layer Style menu. Under Blending Options, click on the Bevel & Emboss button and replicate the settings we have used here. This gives us a bevelled edge effect to our block base.



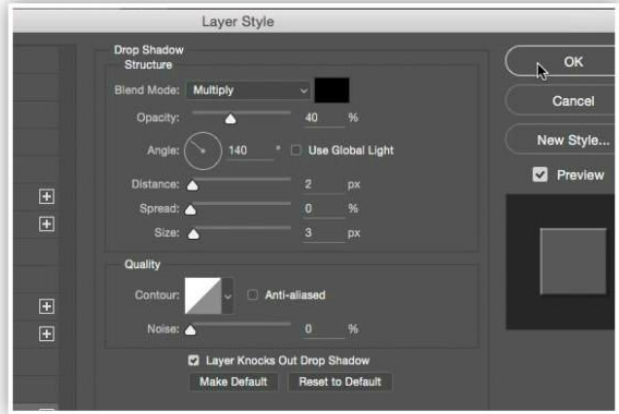
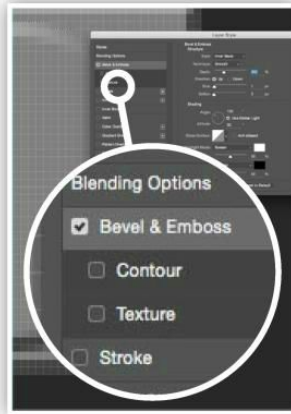
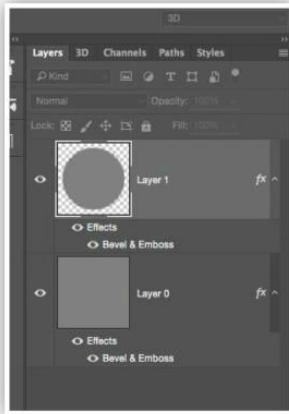
06 Next, create a new Layer (Shift + Cmd + N) and call it Layer 1. We need to add the stud above the base of the brick. To do this, we need to select the Elliptical Marquee Tool from the Toolbar (M).



07 If you hold Shift + Alt and drag your cursor from the centre of the document, you can constrain the ellipse and maintain a perfect circle. Draw a circle that is 3 pixels from the edge of the square on each side (making the ellipse 44 pixels).

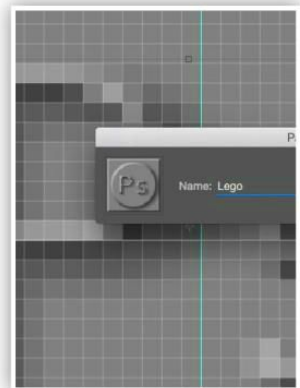
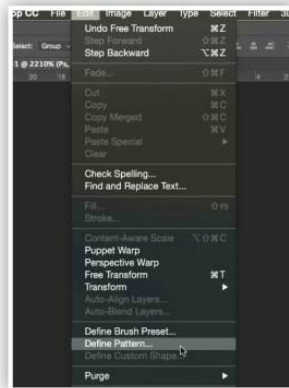
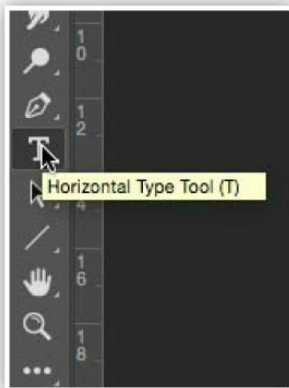


08 When you let go of the left mouse button the circle will become a selection. Go to Edit > Fill and choose 50 per cent Grey again as your fill. You will have a grey circle above a grey square base but not to worry.



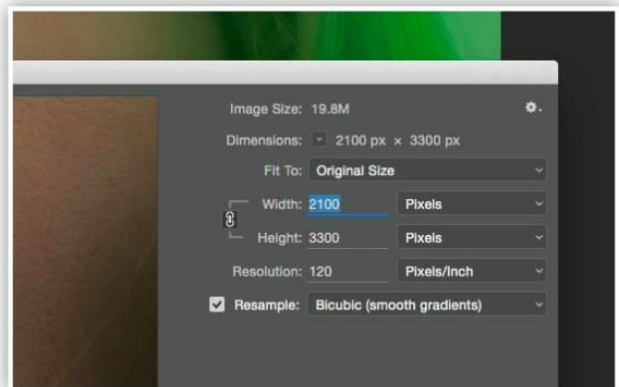
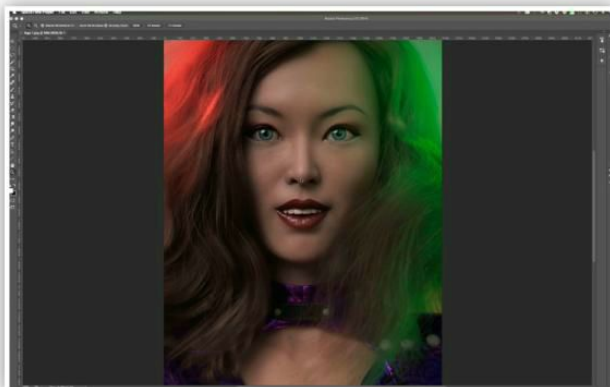
09 Double-click on the Layer 1 thumbnail and you will call up the Layer Style menu once more. Click on the Bevel & Emboss button again and use the same settings as you did for the base. The Lego block stud now has some depth added to it.

10 Then click on the Drop Shadow button and add the values we have shown here. A small shadow is added to the stud, helping the illusion that it is a three dimensional shape on top of the base. Press Cmd + D to clear the selection.



11 We have also gone to the Horizontal Type Tool and added a little optional Photoshop logotype 'Ps'. The text is also 50 per cent grey and we have added the same Bevel & Emboss and Drop Shadow settings as the Lego brick.

12 If you go to Edit > Define Pattern, you can name your pattern 'lego' and it will be saved, ready to use as a repeating pattern when you need it. Click OK to save the pattern. You don't have to save the document if you don't want to. It has served its purpose.



13 With our Lego pattern saved, we need to open an image that we can turn into our Lego portrait. We have a colourful, full face portrait that has nice, clearly defined features and interesting shapes and texture. Name this layer 'base'.

14 The image we are using is 2100 pixels wide x 3300 pixels high. Be aware that the size of your image needs to be divisible by 50 to match the Lego brick size. That may sound a bit odd but all will become clear in the next steps.