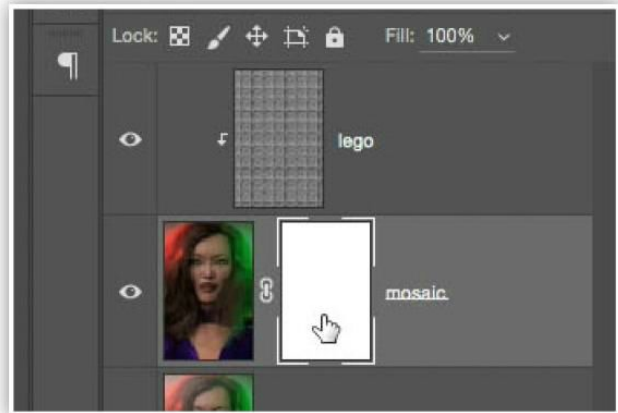
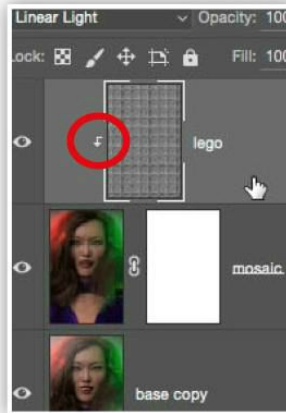
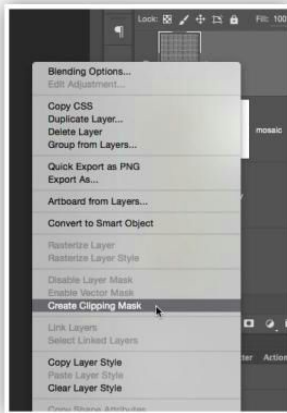


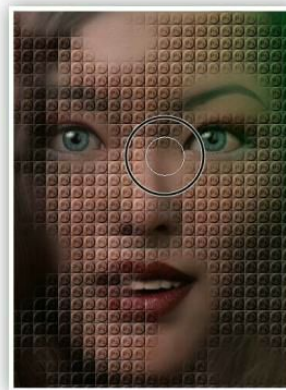
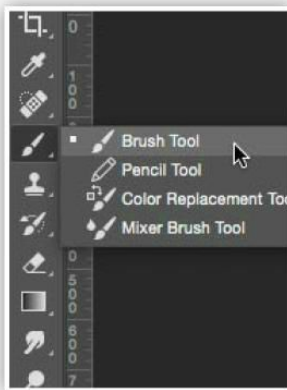


PHOTO EDITING PROJECTS ■■■ LEGO PORTRAITS



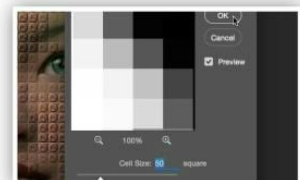
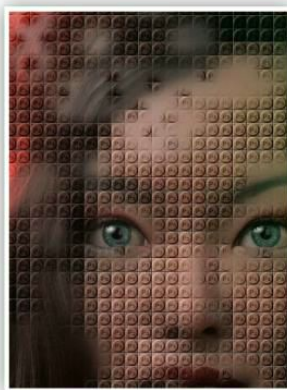
27 It is important that the 'lego' layer only interacts with the 'mosaic' layer below. To ensure this, click on the 'lego' layer to activate it, then right-click on it and choose Create Clipping Mask from the context menu. A small white arrow indicates it is done.

28 Click on the 'mosaic' layer mask thumbnail so you can edit the mask. We want to remove random blocks to make it look like the portrait is not finished yet. You could do it brick by brick but this would take an age. Here is a little trick to speed things up.



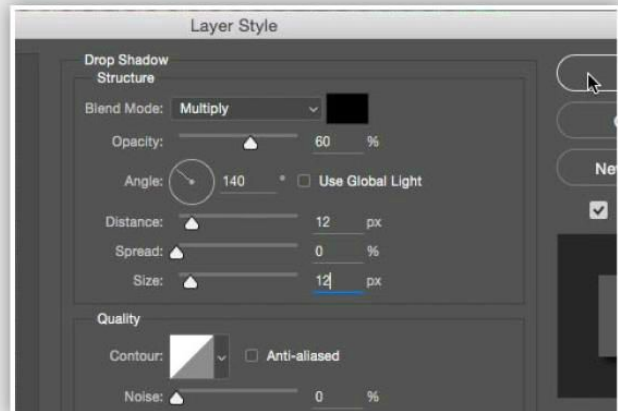
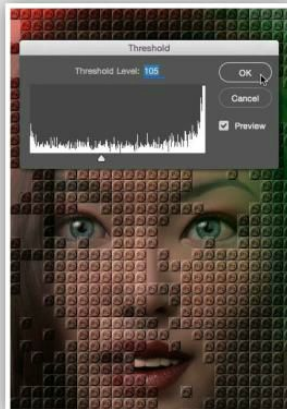
29 With the 'mosaic' layer mask active, press B to activate the Brush Tool and select a large medium soft brush of about 200 pixels from the top context menu. Make sure the foreground colour is set to black.

30 Start to paint random blobs of black around the perimeter of the layer mask; as you do, you will see it reveal the 'base copy' layer below. Pressing Alt + left-click on the mask thumbnail will show it in isolation. Repeat to go back to the normal view.



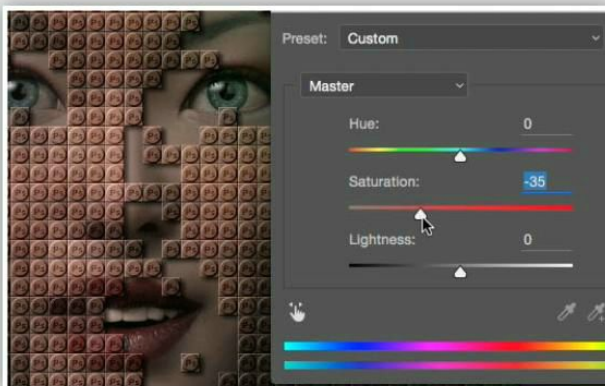
31 We have also changed the brush to a much smaller white one and painted white blobs in amongst the larger black ones. This will help add to the randomness we are after.

32 With the 'mosaic' layer mask still active, go to Filter > Pixelate > Mosaic and add the same mosaic Cell Size settings of 50 as before. The blobs of black now conform to the grid and blocks we already have, but the image fades in and out in places.



33 The 'mosaic' layer mask needs one more tweak. Go to Image > Adjustments > Threshold. You will see the mask change to solid black or white blocks, which vary in number as you move the slider back and forth. Click OK when ready.

34 We have our random pattern of solid blocks, with some missing to show the image below. If you double-click on the 'mosaic' layer, you can call up the Layer Style menu again and add a small drop shadow to give some depth to the blocks.



35 Reducing the Saturation of the 'base copy' layer is the final tweak, which means our Lego portrait is done.



Immortalise someone in Lego

Who thought plastic bricks could be so artistic?

