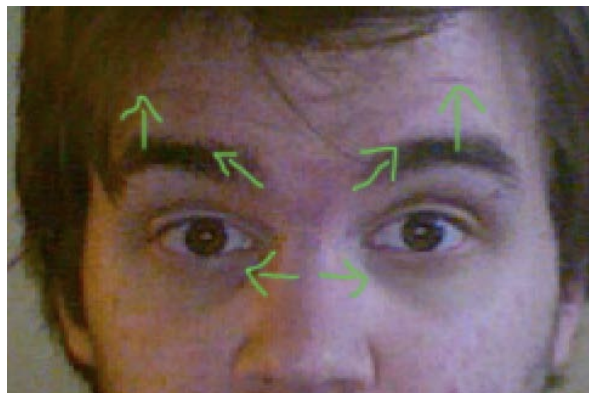
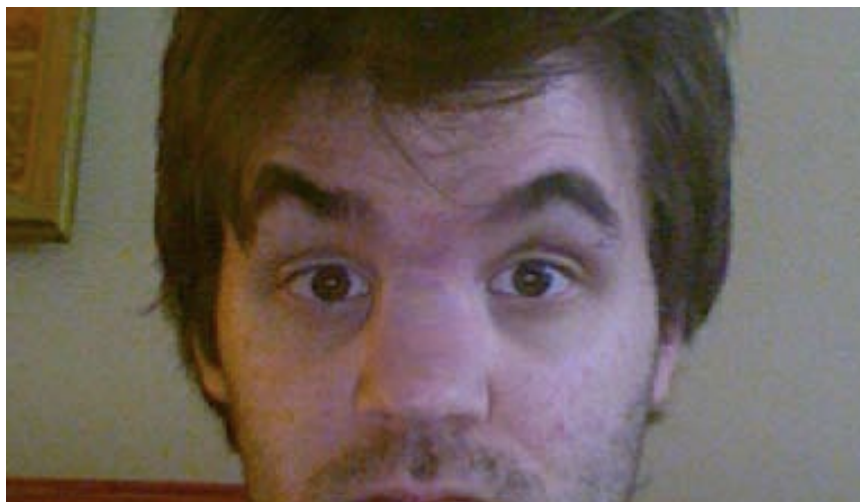


1. Open up **Photo Booth** and take a Picture of yourself using the red button.
2. The picture will show up in the bottom of the program. Drag it to your desktop.
3. Open up Photoshop and open the picture you took.
4. In the top right of the program, select **Essentials**
5. In the bottom right (Layers box) right click on the image labelled 'background' and select '**Duplicate Layer**'. Name this whatever you want.
6. Go to the top and select **Filter -> Liquify**
7. Select the top tool on the left that looks like a pointing hand (**Forward Warp**)
8. In the top right, change the values for **Brush Size**, **Brush Density**, and **Brush Pressure** to 50.
9. From mid-nose, drag the upper portions to the left and right to create a larger and more rectangular nose.



10. Once done with the nose, use the same tool and settings to drag your eyebrows into a higher position with a bigger arc.



11. If at any point you feel like you have made a mistake/moved something too much, the second tool on the left is called the **Reconstruct Tool**. Dragging it over an area will attempt to revert to the original version. You can also try using **Command - Z**.
12. When you've adjusted to the degree you'd like, hit **Ok** in the top right.

13. Use **Duplicate Layer** on the new layer you've been working with and name this new layer. We do this to create **milestones** for any time we may need to start over from a specific step.
14. Select the 13th tool on the left. (Directly above the second dividing line). Click and hold your mouse on this tool until a menu of sub tools appears. Select the **Burn tool**. (looks like a hand)
15. Zoom In to your picture using **Command - +**.
16. Adjust the size of your brush using the **[or] keys**.

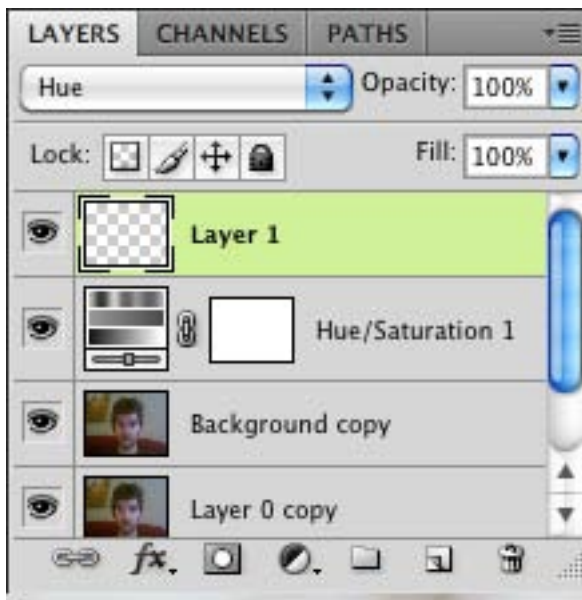


17. Brush this tool along the sides of your nose to create strong shading.
18. **Duplicate Layer**.
19. Return to **Filter -> Liquify**. Select the 5th tool on the left, **Bloat**
20. Adjust the size of the tool to an appropriate size using the **[or] keys**.

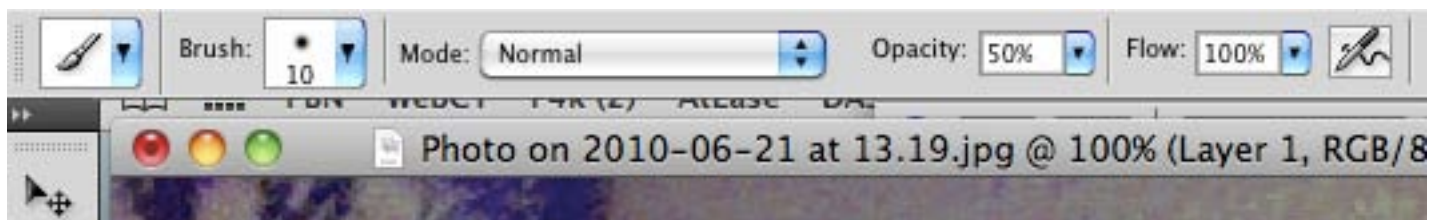


21. Click and hold the tool near the centre of each eye to enlarge them. Be careful as holding too long will result in a pixellated and messy image.
22. Hit **Ok** when satisfied.
23. Go to the top menu and select **Layer -> New Adjustment Layer -> Hue/Saturation**
24. A dialog box will appear. We don't need to worry about these options as the defaults are what we want. Change the name to something more descriptive, like "Blue Skin".

25. When this new layer is selected, the middle toolbox on the right will change to three sliders. Set the **Saturation** to approximately **-10**, **Lightness** to about **-3**, and **Hue** to whatever looks to be about right for you. In my case, this value was **-144**.
26. In the bottom right panel, click the icon on the bottom to the left of the trash can. This is **Create New Layer**.



27. Once your new layer is created, select **Hue** as the layer type in the dropdown menu in the top left of the panel. (Default type will show as **Normal**)
28. Select the 7th tool in the left box. Click and hold your mouse on this tool until a menu of sub tools appears. Select the **Brush tool**.



29. In the top panel above your picture, Photoshop provides options for your current tool. We did not need to use these yet, but all tools have details show here.
30. Select the second item (next to **Brush:**) to change the brush you're using. This box can also be used to set size as opposed to the key commands we used earlier. In this case, we are more interested in **hardness**, which changes how the brush acts on the edge. A **soft** brush will fade out, whereas a **hard** brush will create sharp edges. Change the hardness to 25%.
31. Change the value in **Opacity:** to 50%. This will let some colour show through.

32. Now that we have our brush type, let's set its colour. In the top right, set the amounts of Red, Green, and Blue in the colour with the sliders. We want a pinkish colour for the tip of the nose and lips, so use the following values.



33. **Zoom In** and lightly brush on some colour to the nose and lips.



34. Create another **New Layer**. Set this one's layer type to **Linear Dodge (Add)** and make its opacity **50%**.

35. Find a nice shade of yellow for your brush. Keep the opacity and hardness settings from before and brush yellow irises on.

36. Switch to the **Eraser** tool (3 down from the brush). Lower its **opacity** to around **15%**. Play with the sizes and position to make softer edges to the irises and expose darker pupils.



37. Press **Command - Option - Shift - E** to create a new layer that merges all those below it. Set it to **Soft Light**.
38. Open the file **Avatar_Ears.png** from the desktop. This image will open in a new window.
39. Select the **Lasso tool** (3rd on the left) and drag around the ear you'd like to use to select it.
40. Hit **Command - C** to copy your selection.
41. In the image window, click the first tab to go back to your image.
42. Hit **Command - V** to paste the ear into the image.
43. Hit **Command - T** to enter **Transform mode**. A box will appear around the ear.
44. The copied ear is likely much too large. Hold **Shift** while dragging a corner to keep the ear the same shape while shrinking it.
45. Holding your cursor outside of the box will make it a curve with two arrows. Clicking and dragging here will **rotate** the ear.
46. **Scale** and **rotate** the ear until it fits your head. Press **Enter** when done.
47. Use the **Eraser** tool with low softness to erase the sharp edge where the ear meets the head and make it look more natural.
48. While on the pasted ear layer, hit **Command - A** to select all, then **Command - C** to copy.
49. Hit **Command - V** to paste the ear. In the top menu, select **Edit -> Transform -> Flip Horizontal**.
50. Press **V** to activate the **Move** tool. Click and drag the second ear to its place on the other side of the head.



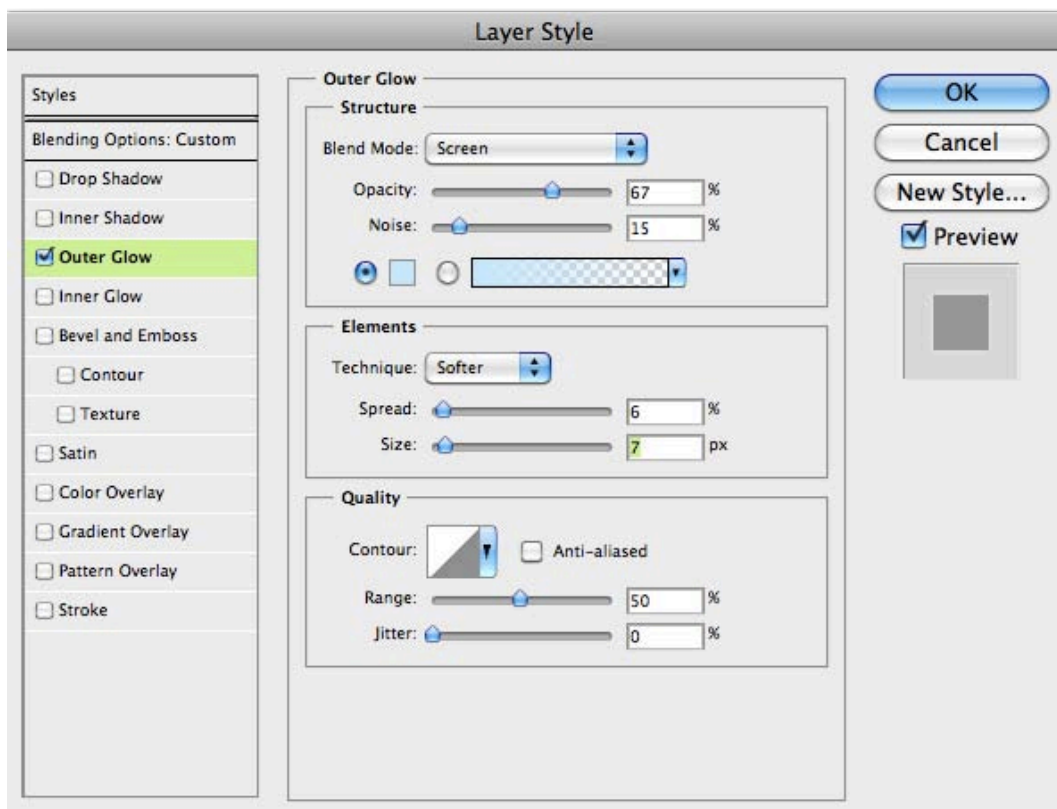
51. Use the **Burn tool** or a **Soft Eraser** to make the edges less harsh and more natural looking
52. If you have human ears still visible, use **Duplicate Layer** on the image below your ears, and set its **Layer Type** to **Normal**.
53. Using the **Lasso tool**, copy and paste some background from right next to the ears over top of the human ones. If the background is more complicated, you can try brushing over them with the **Spot Healing Brush** . (6th tool on the left, hold and click)
54. Click on the eye next to the Duplicated Layer in the bottom right panel to hide it.
55. Use a **Soft Eraser** to touch up the covered areas.



56. Click on and select your topmost layer (should be the Avatar ears) and hit **New Layer**. Set this one to **Overlay** and the **Opacity** to around **30%**.



57. Brush on Black and White Zebra-ish patterns
58. Make one more new layer on top.
59. Select the **Brush tool** and at the top set its **Mode** to **Dissolve**, **Flow** to **1%**, and select a speckled looking brush shape.
60. Set the Brush colour to White.
61. Paint on some speckled stars around the eyes and cheeks.
62. Double click on this layer in the bottom right and select **Outer Glow**
63. Set the settings as below.



64. When done, hit **Ok**.

65. Press **Command - Option - Shift - E** to create a new layer that merges all those below it. Set it to **Overlay** and the **Opacity** to about **25%**.



66. If you'd like to try a bit more, scroll down in your layers to the original image and duplicate it, otherwise, you're done!

67. Drag the duplicate to the top. Hit the third button on the bottom of the bottom right panel. This will make a **Mask**.

68. Set your brush colour to Black (100%), the **flow** to **100%**, **Opacity** to **100%** and choose a solid brush again.



69. Brush to reveal the Avatar underneath. Switch colour back to white to bring back the mask and make small adjustments along the edges.