

# peer pressure

*Our pick of the best reader submissions sent to us this month*

**P**eer Pressure has once again been inundated with a volume of great artworks. The chosen entries this month offer an array of insights into the creative mind, sharing and revealing individual approaches and skills. We always include your email and web address, so interested parties can get in touch.

All you have to do is send us high-quality TIFFs or JPEGs (RGB or CMYK) at 300dpi, which can be printed at a minimum size of 15 x 15cm. Send us low-res versions to [advancedpshop@imagine-publishing.co.uk](mailto:advancedpshop@imagine-publishing.co.uk) – we'll get back to you for higher-resolution work if needed. Alternatively, log on to our forum at [www.advancedphotoshop.co.uk/forum](http://www.advancedphotoshop.co.uk/forum). We cannot provide individual image assessment.

Each issue we select one image to be 'Best in Show', and that lucky person will win a fantastic prize, courtesy of The Illustration Source ([www.illustration-source.com](http://www.illustration-source.com)), which is a great way to get your work seen. So, what are you waiting for?

## Good things come in threes

NAME: Miranda Adria  
EMAIL: [neugotisch@hotmail.com](mailto:neugotisch@hotmail.com)  
WEB: <http://bitchinblack.deviantart.com>

Miranda Adria's deviantART page caught our eye a while back, so it is a pleasure to be able to show off her work here. Adria explains how she started off in digital art: "I've been working with Photoshop since version 3.0 and have been an avid addict ever since. Most of the work I do is photomanipulation, taking several images (my own or free stock) and creating something new and different. However, I also enjoy doing digital paintings, mixed-media pieces, fractal art and photography."

On these specific pieces, she says: "These three pieces are a triptych based on the concept of Heaven, Earth and Hell. The model in each was resized from a small stock image and completely repainted. In all three pieces, the wings were painted from scratch and all the other stock used was my own."

You can find out where the model images came from in the captions for each of the images in the bottom-right. For more about Adria and her collection of work, check out her deviantART site.

**BEST  
IN SHOW**  
Advanced  
Photoshop



**EARTH (ABOVE):** Adria has painted over the original stock image and added extra details and elements for this earthbound composition. Stock ref: <http://massochrist.deviantart.com/>

**HEAVEN (FAR LEFT):** These images together form a powerful triptych, whereby three images work together to portray a common theme. Stock ref: <http://exbeauty.deviantart.com/>

**HELL (LEFT):** The darkest of the compositions is used to portray Hell, with the wings far more devilish and bat-like than the others. Stock ref: <http://tess-stock.deviantart.com/>



**BIKE RED (LEFT):** "I think my main goal is to surprise people that my Photoshop renders aren't 3D"

**WOSPEL (BELOW):** "I hope that one day I could get a job in advertisement or commercials. A lot of 3D is used these days in commercials and I think it would be a hard but fun job to do"



## Unique designs

NAME: Michael Mahy  
EMAIL: [michael.mahy@gmail.com](mailto:michael.mahy@gmail.com)  
WEB: [www.michaelmahy.be](http://www.michaelmahy.be)

Michael Mahy is a 23-year-old student working towards a Diploma in Multimedia and Communication Technology from the PIH School Institute in Kortrijk. The course involves the knowledge of 3Ds Max and most of the Adobe programs, such as Flash, Photoshop, Illustrator, Premiere, After Effects, InDesign and Dreamweaver. He currently studies Digital Arts and Entertainment at the same school to become more specialised in 3D and concept art.

He explains his work: "The last few months I've been working more and more with Photoshop instead of 3Ds Max. I love creating photorealistic renders. It's actually not as hard as some people might think it is. First you sketch something that you want to render and then you scan it so you can open it in Photoshop. You then proceed by going over every drawn line with the use of paths and the Pen tool, fill these up in separate layers and add some shade by using the Burn and Dodge tools. After that you draw new paths for the reflections and that's what makes it realistic. What I like about this process is that everybody can do it. You don't have to be a skilled artist to use the Pen tool. It's incredibly easy to use and to get beautiful shapes with it. Without the Pen tool I wouldn't be able to do any of these images."



**IPOD NANO:** "I saw a picture of an iPod somewhere and I knew it wouldn't be too hard to make, so I just started and three hours later I had a clean, photorealistic iPod"



## Surreal manipulations

NAME: David Waters

EMAIL: david@ishbu.com

WEB: <http://ishbu.com>

SOURCES: sxc.hu, stockxpert.com and crestock.com

"I started digitally designing when I was a freshman in high school. I played select soccer and during the winter indoor session I tore my ACL (Anterior Cruciate Ligament). I had surgery the following summer and was essentially stuck in my bedroom for a while. My mom got me a copy of Photoshop and I began designing small graphics, then web design and printable media and eventually digital illustration.

I have yet to receive a commission for my digital illustration (I am available for freelance) as I'm fairly new to it. Before I was freelancing with web designs and for a while I had two graphic design jobs with the University. I am still studying graphic design at the University of Idaho in Moscow, Idaho.

Once I get a concept in my mind, I scout out good stock photos. From then on I put on my headphones and into Photoshop I plunge. My work has taken on many styles, but these last months I've become very particular to realism and surrealism. My images are usually crisp and vibrant; the lighting, colours, and contrast area always exaggerated. But I try to keep in mind perspective, light source, scale, etc, in an effort to make my artwork more engaging."



**ECOSYSTEM #9: TELEFANTASY:** "The piece started with the phone image, which was originally connected to the base. I found various stock images I thought would be useful, such as the spray from a fire hose, the grass, roots, fish and water effects"

**DICHOTOMY:** "I found multiple cloud stocks and compiled them together using selections and layer masks. I started to build my concept further and collected more stocks like the lightbulb. Later I went back in and did some burning and dodging and created adjustment layers to bring it all together"

**THE THREE FLAVORS OF FATE:** "With my concept in mind, I first collected all the stocks I would need. I started with the bottle, and isolated it with a selection via the Pen tool. Once I had a selection of the bottle, I used this in placing the rest of my stock photos. I created shadows of the bottle by filling a selection of the bottle, distorting it to match the perspective of the ground, and blurred it a bit towards the top and lowered opacity"





## Traditional to digital

NAME: Jenny Hawkyard  
 EMAIL: [jezhawkdesign@mac.com](mailto:jezhawkdesign@mac.com)  
 WEB: <http://jezhawk.deviantart.com>

Hawkyard tells us a bit about herself: "I'm currently studying graphic design in Ontario, Canada, though I'm originally from England and I thought I'd kill two birds with one stone by coming over to Canada to study, which means I got to study and travel at the same time!

I only really got into using Photoshop in my first year of my course, when I spent the whole summer prior to my first semester trying to learn everything I could about Adobe programs, so that I got a bit of a head start.

I find most of my inspiration from deviantART, which gave me somewhere to display my work and get some critique at the same time. I'm not ashamed to say that I'm on there most days, or on some kind of portfolio site looking at new techniques and finding out what's new and what I could do next with my artwork.

I've explored all sorts of different techniques through Photoshop, I love creating photomontages, but more recently I've been focusing on developing my illustrative work within this medium. I'm particularly inspired by some of the great traditional artists and illustrators such as Arthur Rackham, Edward Burne Jones and Susan Seddon Boulet."

**JACK FROST:** "Jack Frost was created when I was in a very wintery mood. I scanned in a pencil sketch and went from there. Photoshop's blending modes did a great job of making the icy wings have a more translucent and shimmery feel"



**IN THE GLOAMING (TOP):** "In The Gloaming was created after reading Keith Donohue's Stolen Child. I wanted to create something that had a mysterious and magical feel to it. I started from just sketching on top of a texture layer and lightening or darkening certain areas with the Dodge/Burn tools. I also used some custom shapes for certain elements"

**EPONA (ABOVE):** "I start with a great texture and see what pops out at me. I start a simple sketch and then add more details, using different blending modes to create a glowing effect. I use the standard brushes provided by Photoshop, as well as some of my own, which I create on the fly if I want a certain effect. I use the Eraser tool a lot too"



### Sponsored by...

Not only is Miranda Adria this month's Best in Show, she has also won a year's full Option 3 membership to The Illustration Source, worth £150 and Featured Artist slot for April. The Illustration Source Ltd is the newest source of original art, freelance illustrators, photographers, artists and designers on the net. Visit [www.illustration-source.com](http://www.illustration-source.com) for more information. If you'd like to stand a chance of winning an Illustration Source portfolio, send your images to [advancedpshp@imagine-publishing.co.uk](mailto:advancedpshp@imagine-publishing.co.uk).

### Image requirements

You'll stand a better chance of seeing your work in print if you adhere to the following criteria: make sure that your images are high-quality TIFFs or JPEGs (RGB or CMYK), 300dpi minimum, and can be printed at 15 x 15cm minimum. Don't forget to include a small text file detailing how you created your work as well.

### Terms and conditions

By submitting images to Advanced Photoshop's Peer Pressure, you hereby grant Imagine Publishing and, if relevant, clients to whom the relevant work has been provided, an irrevocable, perpetual, royalty-free licence to use such intellectual property in relation to work similar or equivalent to the work. This includes the right to showcase work on multimedia formats. By submitting work you also confirm that your images do not infringe any copyright regulations should they be published.



**THE PRIZE:** Check out The Illustration Source's website to see the portfolios of previous winners of Best in Show

## Portrait pieces

NAME: Asif Iqbal

EMAIL: [aiqbal66@gmail.com](mailto:aiqbal66@gmail.com)

WEB: [www.asifiqbal.net](http://www.asifiqbal.net)

Asif Iqbal lives in New Jersey, USA. He went to the School of Visual Arts in NYC. After he graduated from school, he eventually ended up painting romance novel covers in New York. A few years ago, he started getting interested in photography and, more recently, he is developing a 'photo illustration' style of art using Photoshop, combining his love for photography and illustration.



**DARK DEB (ABOVE):** "No one piece is the same. I start with the raw image and adjust exposure and settings to what I feel the image warrants"

**PULP (TOP LEFT):** "Recently, I have been playing around with HDR especially on the backgrounds"

**LADY IN RED (LEFT):** "There's a lot of playing with a lot of layers, dodging and burning, blending modes, high pass and median filters, curves adjustments, Gaussian Blur, layer masks, etc"

