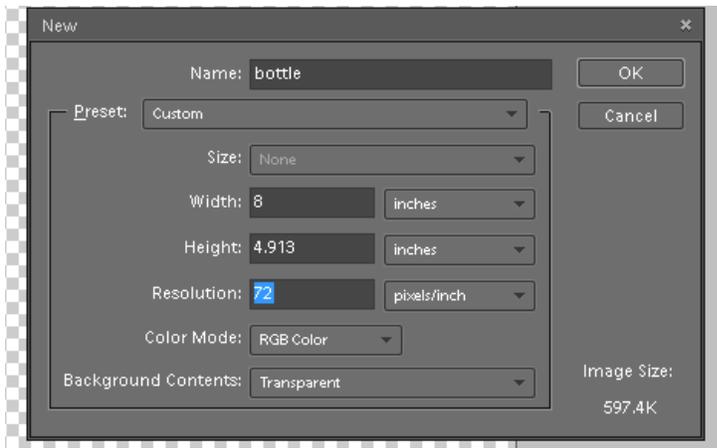


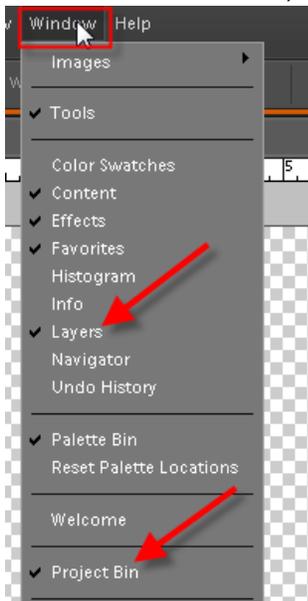
Brain in a Bottle

Lyn Belisle

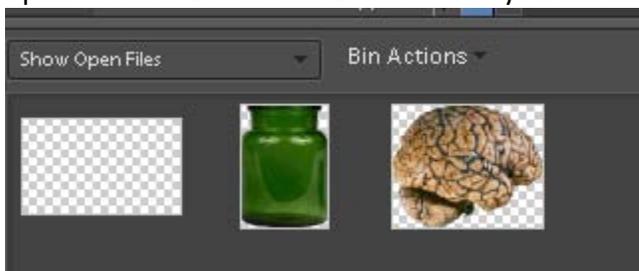
Open a new file in PSE6. These are the specs:



In the Windows menu, make sure that Layers and Project Bin are checked and visible:



Open the files Bottle and Brain so that you can see them in the Project Bin

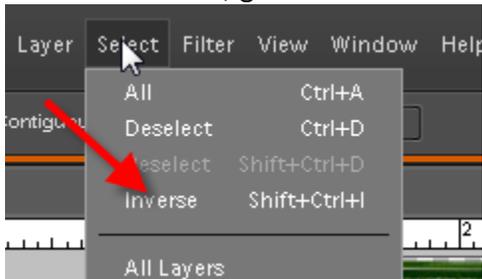


You now have a background file and two potential layers to put on that background.

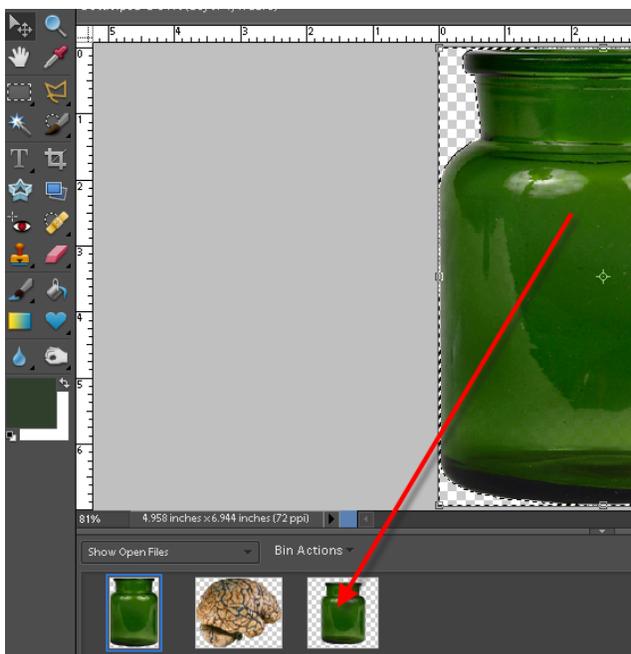
With the Bottle open, used the Magic Wand tool to select the background – you may need to use the Shift key to select all of it in sections:



On the Select tab, go to Select Inverse:



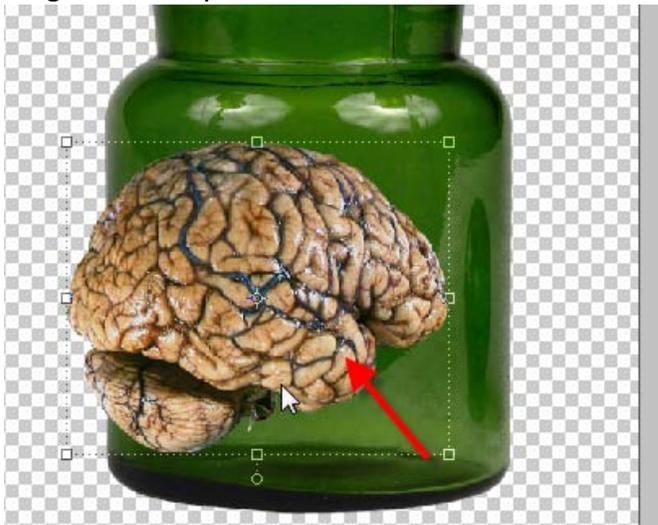
With the bottle selected, click on the Move tool and drag the bottle to the blank background file:



Open the Brain file and select the brain in a similar manner:

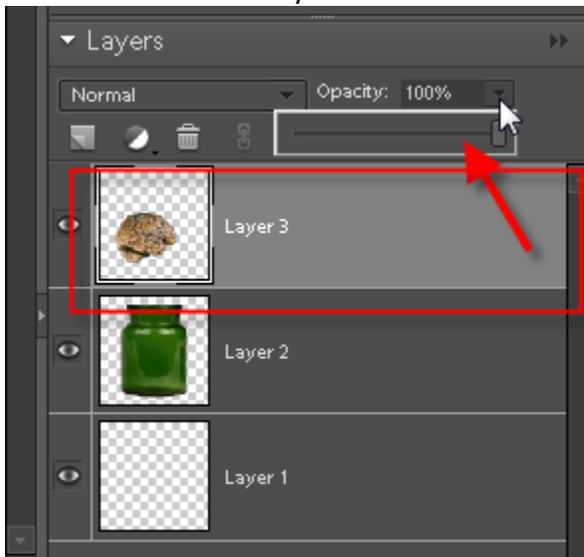


Drag it to the layer with the bottle:

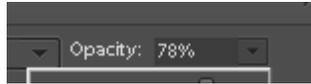


It looks pretty good, but it needs to be positioned and tweaked.

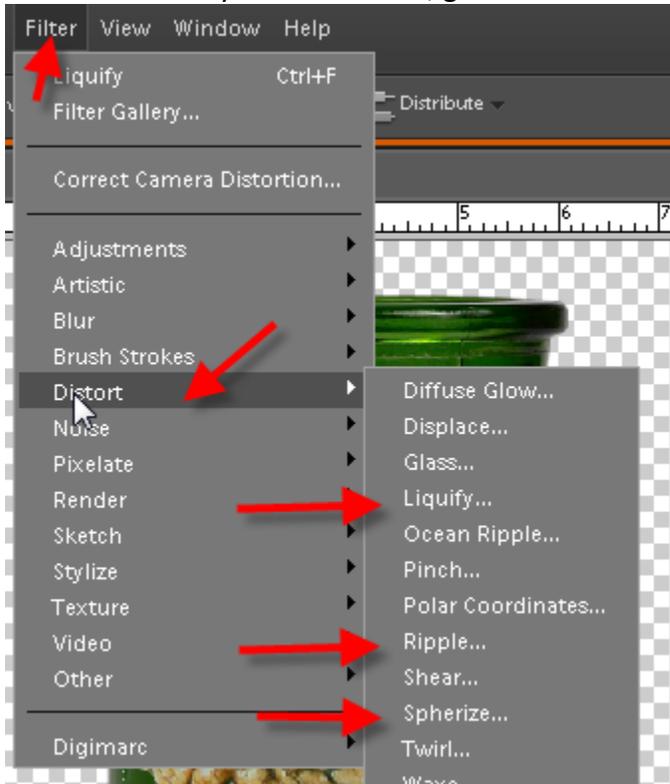
Make sure the brain layer is selected. Find the Opacity slider:



Slide the brain's opacity to lighten it.



With the brain layer still selected, go to the filter menu and try several of the Distort filters:



Do any of those work to get the effect you want?

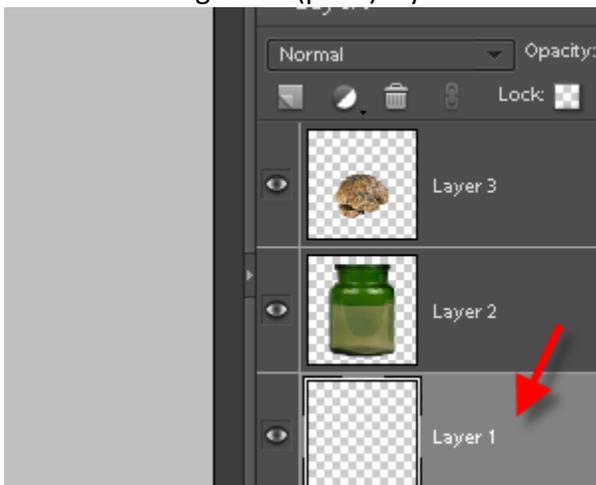
With the Lasso tool, outline the area of liquid inside the bottle – go just inside the outside edges:



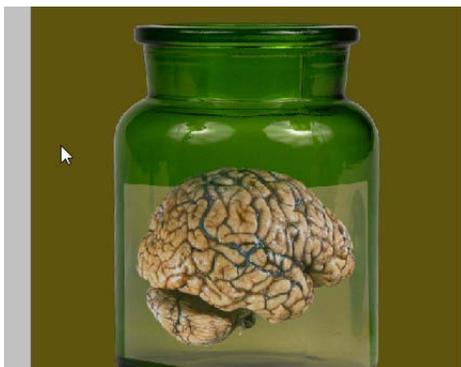
Using the Enhance Menu, go to Enhance Color > Hue and Saturation – adjust the colors in the selected area so they look gross:



Select the background (plain) layer:



Choose a color and use the Paint Bucket tool to fill in the background – become familiar with how to change colors using the color squares on the bottom left of the tool bar:



Voila!! Brain in a bottle!!