Movie 2 (Chapter 6 extract)

Vanishing Point

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Vanishing Point

The Vanishing Point filter provides a modal dialog in which you can define the perspective planes in an image and then use the tools available inside the Vanishing Point dialog to carry out basic retouching work that will match the perspective of the picture. You can make a selection within the Vanishing Point preview area and clone the selection contents within one or more pre-defined plane areas. You can paste the contents of a selection and align it in perspective with the target image. And you can also apply the clone stamp in healing or non-healing modes, or paint with the paintbrush in perspective.

Rotate in perspective

If you have a copied selection active in Vanishing Point, you can, if you wish, move the cursor outside of the selection area to rotate the contents.

CD demo

A complete run through of the steps used in Vanishing Point to create the image shown here is included on the CD, as is a layered version of the final image.
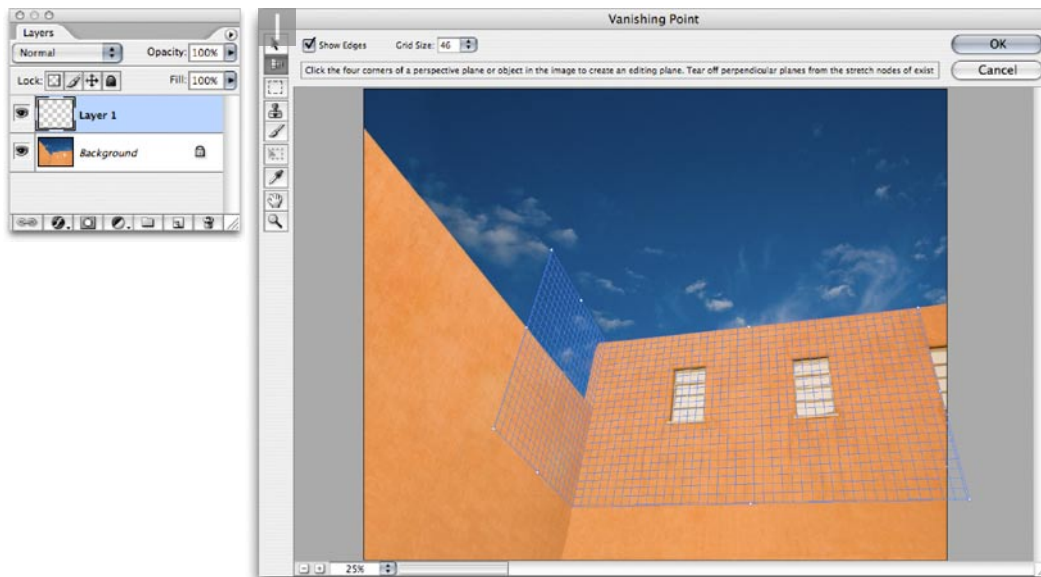
1 Before commencing any Vanishing Point work, it is a good idea to create an empty layer first and make it active before choosing Vanishing Point from the Filter menu. The next task is to define the planes of perspective using the Create Plane tool (C). I clicked to set four points to define the first plane of perspective, using visual clues in the picture as a guide (hold down X to temporarily double the preview magnification). Once the first four points have been set, a blue grid will appear within the plane. A blue grid means you have described a good perspective plane. A red or yellow grid will indicate that this does not meet the criteria of a good grid plane. I could then resize the grid by dragging on the side or corner handles. The grid size can be adjusted via the control settings at the top, and the individual grid corners can be realigned by using the Edit Plane tool (V). I then created a second plane to define the perspective of the left hand wall, by ⌘ ctrl dragging the side handle on the left side of the first plane.
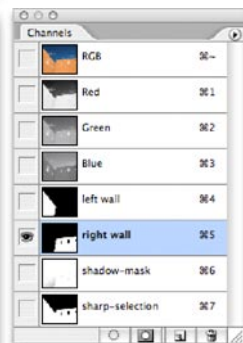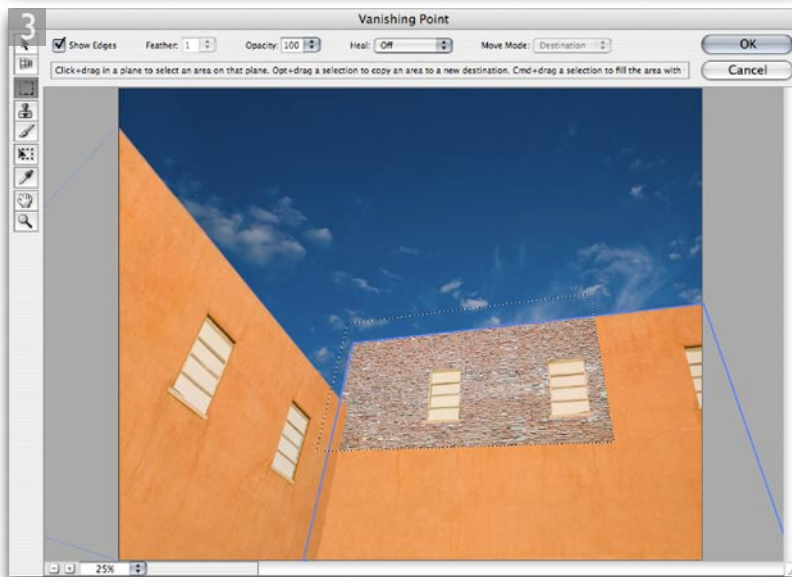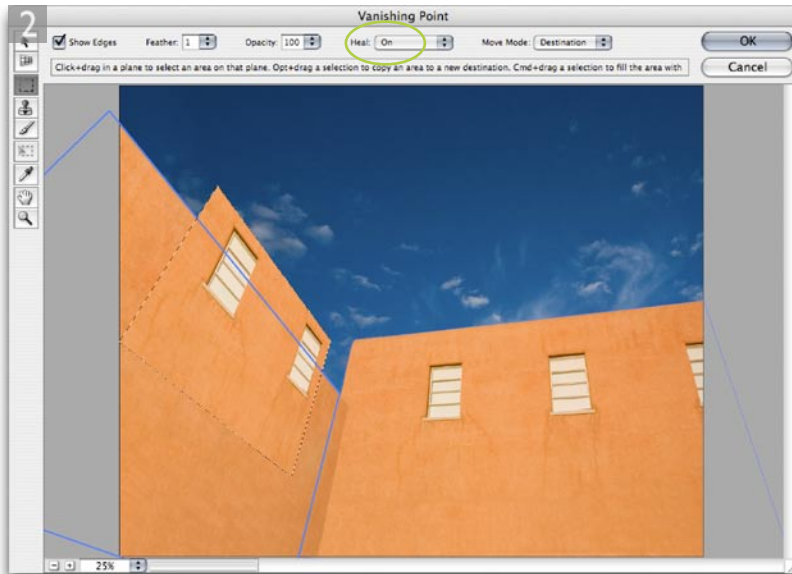
2 After the two planes of perspective had been defined, I dragged with the marquee tool (M) to define the two windows on the right hand wall and held down the ⌘ ⌥ ctrl alt keys as I dragged from inside the marquee selection to copy the selection and place it on the left hand wall. As I did this the windows snapped to the pre-defined perspective plane of the second wall. Notice that before I commenced copying the selection contents, the Heal option was switched to: On (circled).
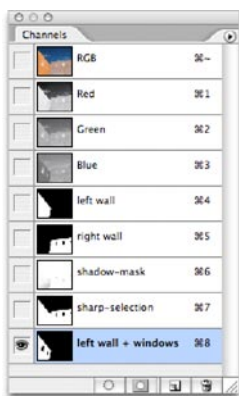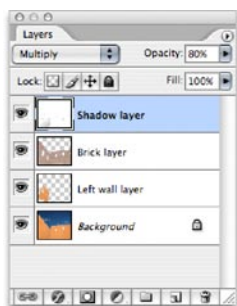
Original photograph: Jeff Schewe

3 Because the Heal option was switched on, the area surrounding the window frames blended smoothly with the other wall. But the perspective of the windows themselves was wrong. So before I clicked outside the marquee selection to flatten the contents, I selected the Transform tool (T) and this changed the control options view at the top of the Vanishing Point dialog so that I could check the Flip option (to flip the selection contents from left to right). I then clicked OK to apply the filter.

I opened a photograph taken of a brick wall and made a Select ⇨ All of the contents (⌘ A ctrl A). I then loaded a pre-made selection of the right hand wall that masked the two windows and chose Vanishing Point from the Filter menu again. I used ⌘ V ctrl V to paste the selection contents. The selection containing the brick wall image could then be dragged across to the perspective plane area, and as I did so the selection contents snapped to the perspective of the wall, leaving the windows visible.

4 The selection contents had not been flattened yet, so I could ⌥ alt drag the selection to copy it and drag across to fill more of the wall area. I could keep on ⌥ alt dragging to make more copies of the brick wall to fill the whole wall in the picture. I then clicked OK to apply Vanishing Point again.

5 Next, I loaded a selection of the left wall (again masking the windows and did the same thing as in Step 4. Except this time, I selected the Stamp tool (S) and used it with Heal set to: Off, to clone the bricks in perspective to fill in the gaps.

6 You can see that I carried out all the Vanishing Point work on separate layers. I faded the Brick layer to 72% opacity and I added a Shadow layer in Multiply mode at 80% to add shading.