

NOT TO BE MISSED:

THE WALKING DEAD TUTORIAL (PART 1)

Il sito dell' OpenDesign

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Batman vs Superman

Hello everyone! Here we are in a long time with a tutorial on the new and highly anticipated [Batman vs Superman](#) movie!

Do you remember my tutorial to draw the Superman logo? (click here to go there) this will be the basis for creating what the new movie coming out.

The starting image for the tutorial will be this:





Before starting procuriamoci as usual some materials:

- Metallic texture # 1
- Metallica texture # 2
- Splattern brushes
- Silhouette Logo Batman
- Font KEEP CALM and USE GIMP

Now that we have everything we can start! First, hide the layer group (if you have not already done so I recommend putting all levels of the Superman logo in a folder or group of layers), then we import the image **Metallic Texture # 1** in order to use it as part background changing its **Opacity** from **100 to 22**



Next, we create a level above that of the texture and click on **Filters-> Render-> Nuvole-> Plasma**. Appear on the screen a mask, press OK without adding changes.



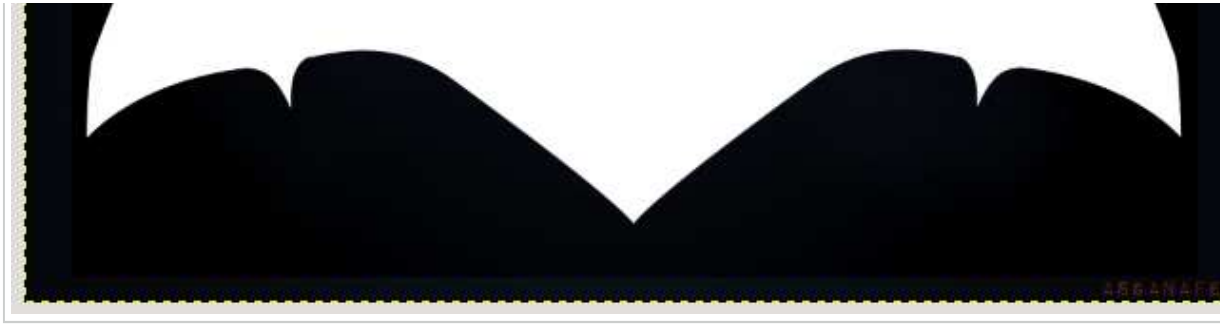


At this point we must make it black and white, so we go on **Colors-> Desaturate** pressing OK. The image of the first will be in black and white. We change the layer mode from **Normal to Overlay** and we will get this result:

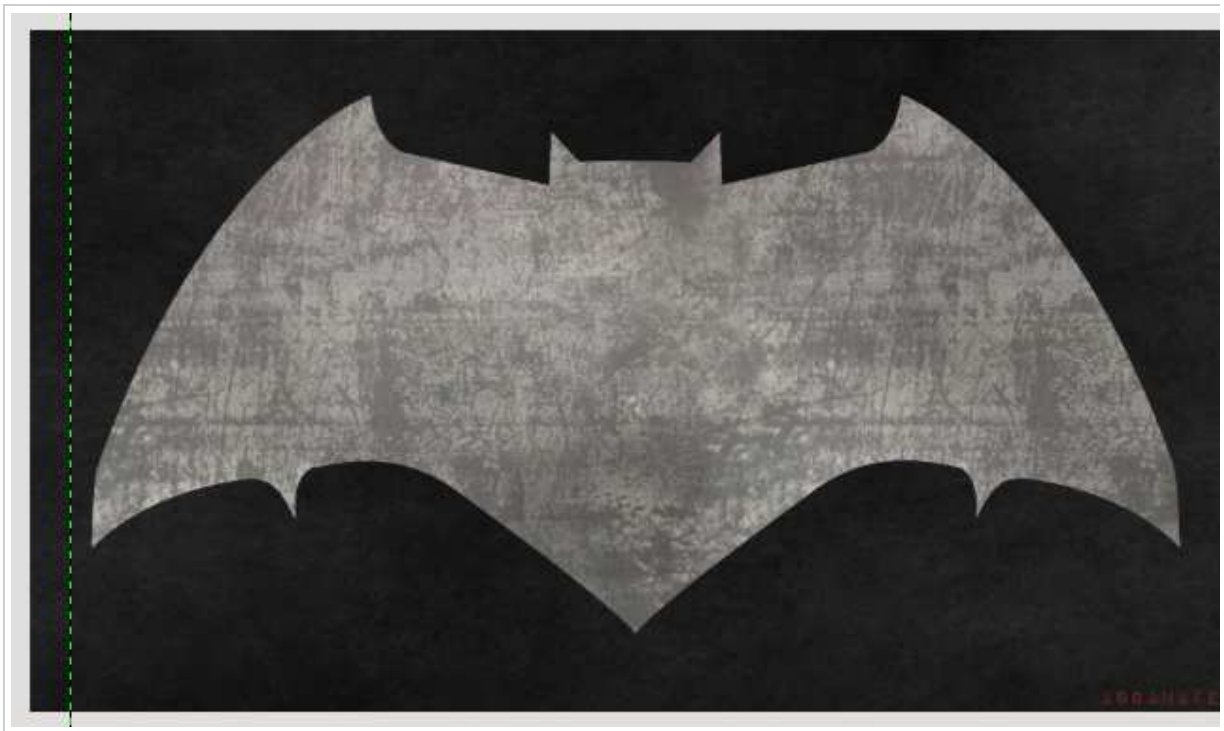


File-> Open as Layer the shape of the Batman logo that I created specifically for you (find the download link at top of this article). Position it in a set of layers placed between the background and the layer group superman hidden.

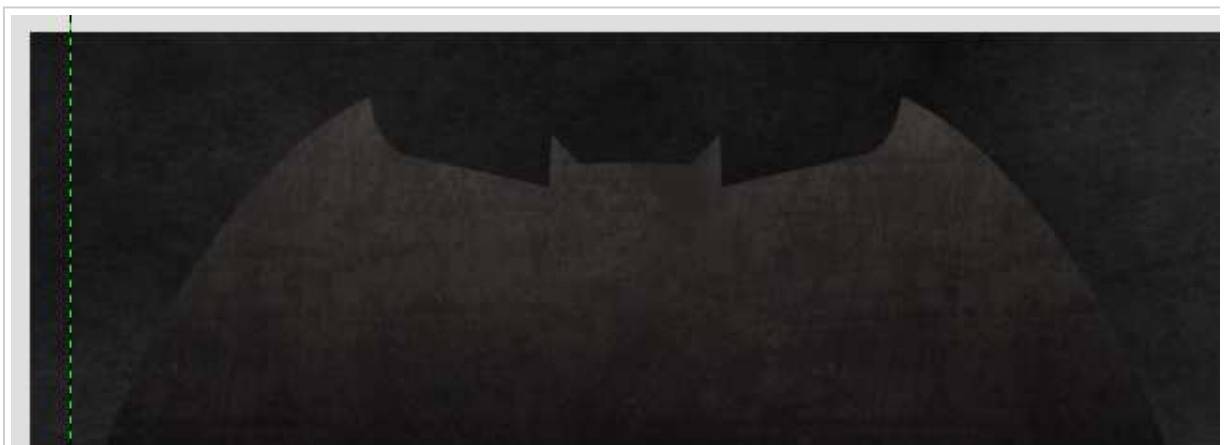


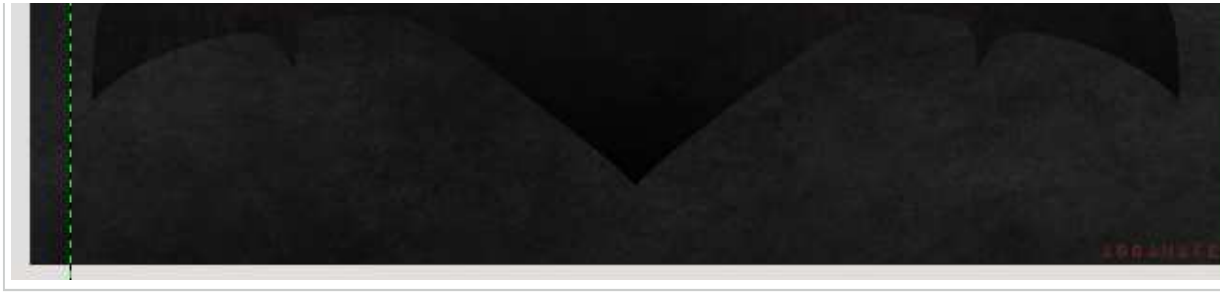


The level just imported click with the button **destro-> "Alpha to Selection"**, then with **the Gradient Tool**, we apply the gradient from the color **# 050404** (bottom) up to **# 353333** (top). Having done this we open the image as a layer **Metal Texture # 2** discharged at the beginning of the tutorial, press **destro- key> Add a layer mask** assicurandoci that the **"S election"** mode is active. Then confirm with **OK**.

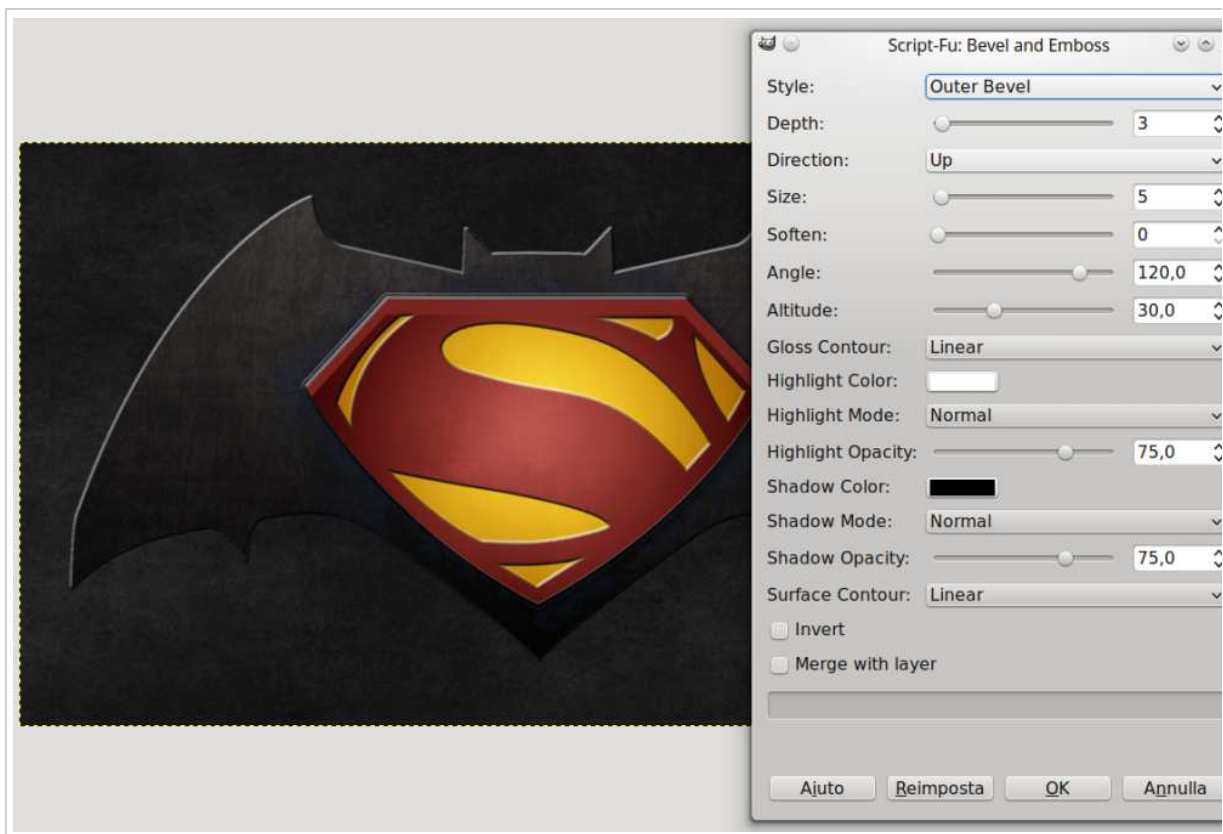


We set the layer mode from **Normal** to **Light Weak** to accomplish this:

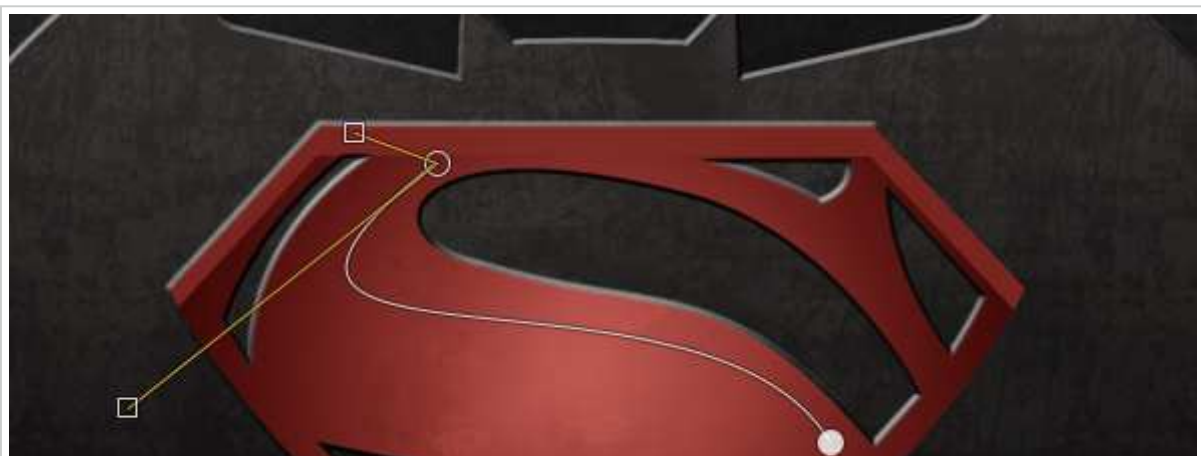




Click on **Script Fu > Layer Effect-> Bevel And Emboss** with the settings as in the image. Afterwards v make visible again the level of the superman logo!

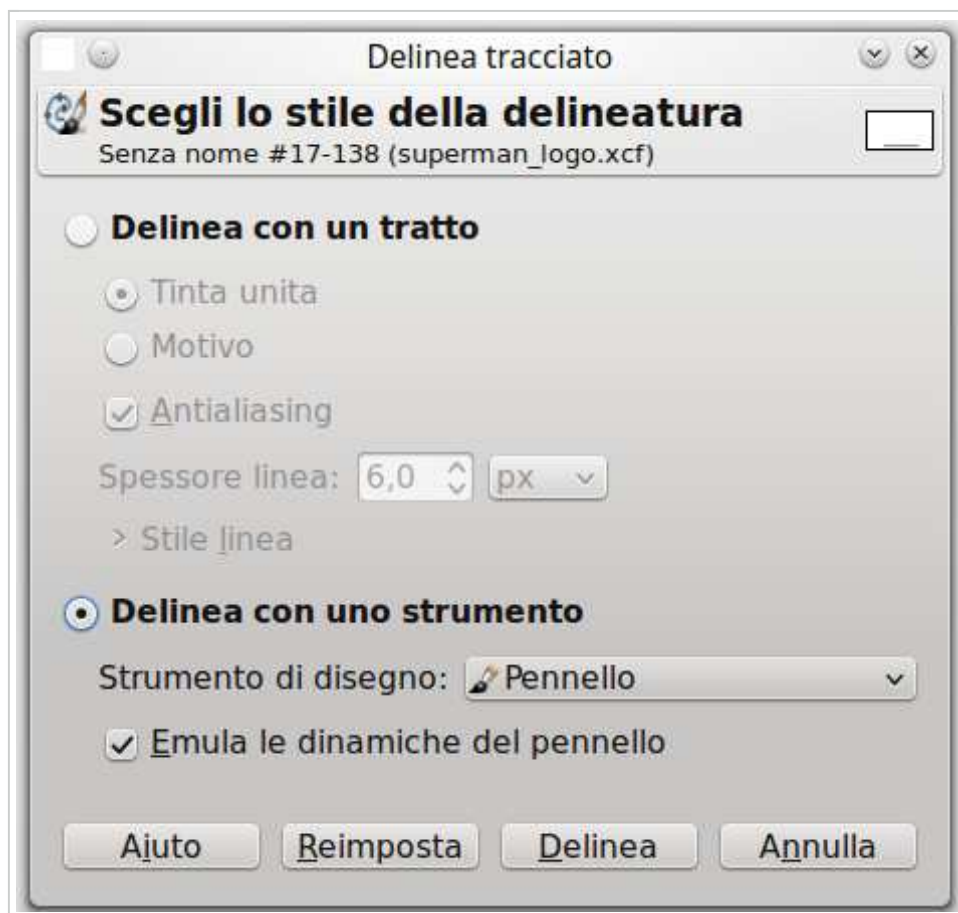


The logo created in the previous tutorial, we must remove the layer with the color Orange to adapt it to the new one. Then we take **the Path tool** and draw a line in the following way:





To go to outline the path we will use now the brush, select the **tool**, we set the size of the instrument and **to 6px** the primary color to **White**. Now click on **Edit-> Path to selection** as in the image:



We do the same thing with these two lines (I recommend, draw two lines with two different paths).





For superior color line should be set to **White**, for that less than **Black**. We follow the instructions of the previous step to create the line.

After you create the lines, we do **alpha to selection** on the red color level of the logo and with the **gradient tool** ricoloriamo the logo from the color **# 250000 (outside)** to the color **# 450000 (interior color)**.

The result will be this:



Now let's take a more three-dimensional look to the logo as in that of the film. With **the Path tool** we draw the segment in this way:





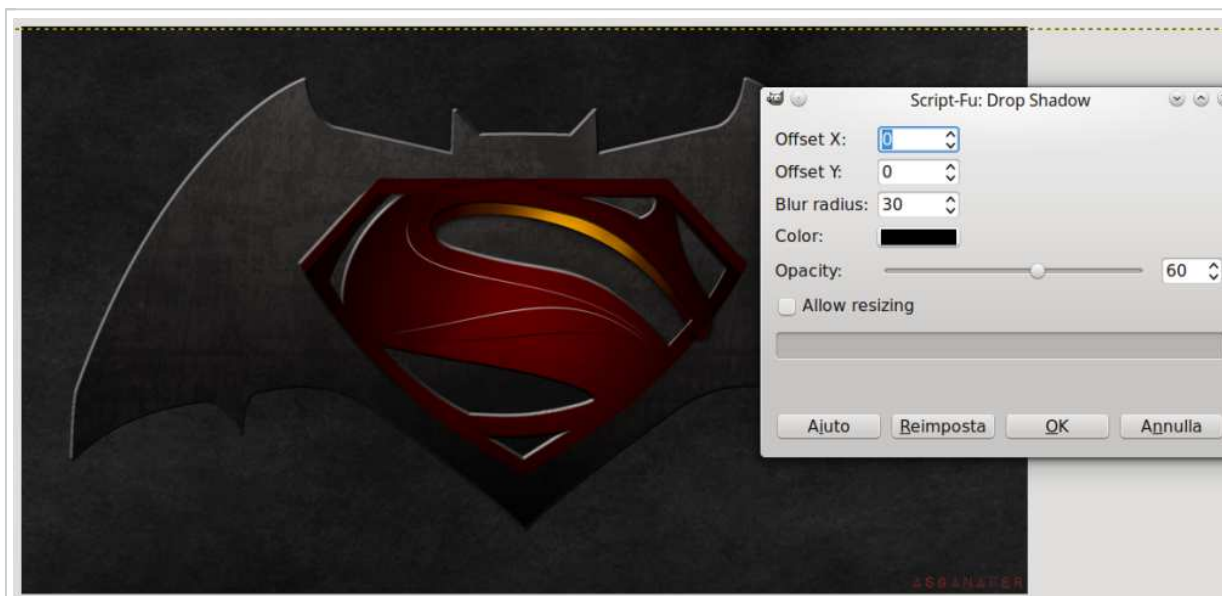
This segment will serve to give three-dimensional object. The levels for the edges that we will create will be placed (in a folder) under the Superman logo. We select the color **# f8a300** and, as before, we go on **Edit-> Stroke paths** and let the same settings except for the check "emulates dynamic brushes" which must **NOT** be checked. We fill any spaces left with the **S trumento Brush**.



Now with **S trumento Gradient** give a hint to what we have just created, then we click **button destro-Alpha to Selection** and then we apply the gradient from the color **# 220000** (dark red) to color **# f8a300** (orange also used in the previous step).



If we look at the strip just created we see a bit of static, to give it more three-dimensional apply shadow:
Filters-> Light and Ombra-> Drop Shadow.



At this point we have concluded this side ... but others are missing! Now to the underside of the "S" of Superman, with the **Paths tool** we create a path around the lower white board in this way (the level on which we are operating will be placed under the logo as in the previous step):



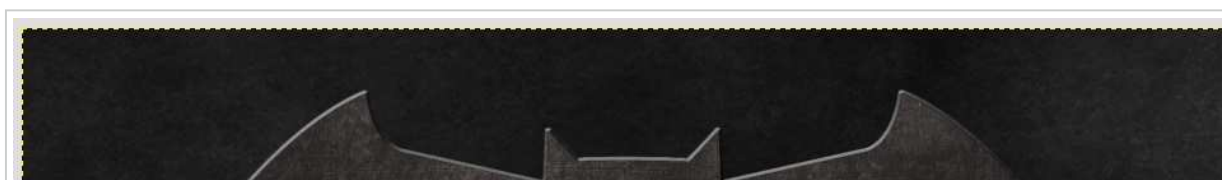


Did this (we use the same steps of the previous points) also proceed to the two slots at the top right of the logo.

Immediately after this step we have to eliminate some 'red logo and make it only slightly noticeable on the central relief, we also need to merge the two logos. How do we do it? It's actually very simple: press **the Right button** on the group stages of the Superman logo and click on **Group Funds Levels** (for safety before you make a copy and make it not visible). At this point we add a logo to the new level **of Layer Mask** and take the **Brush Tool** with **black color**, we begin to cut out the logo being careful not to go over the outline to be visible. When we are in the process of working on the central importance we set the opacity of the brush **30** so as not to completely hide the color red.

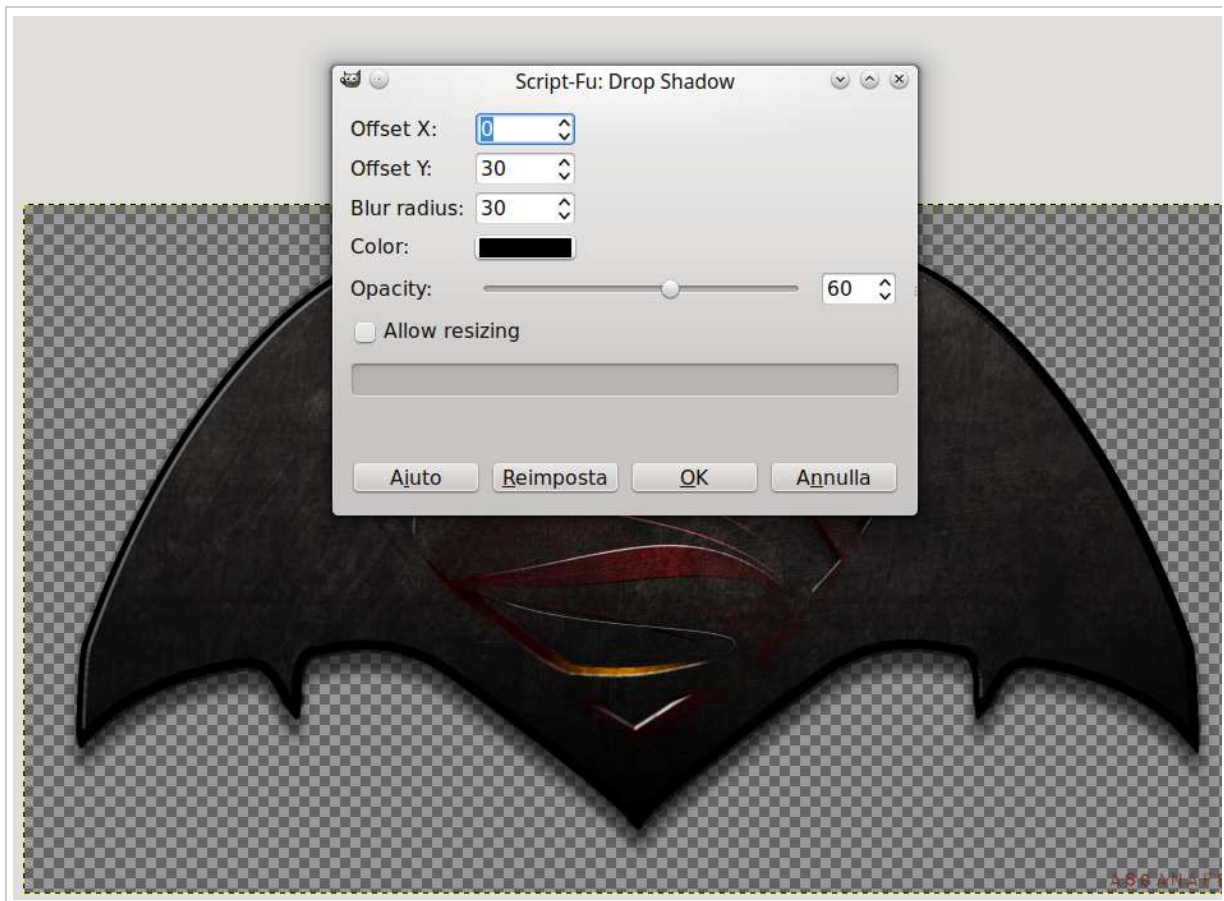


File-> Open as levels-> Metallic Texture # 2 (download link at the beginning of article) and we place this texture on the two logos. We change the layer mode from **Normal** to **Dodge** and the opacity from **100 to 50**.

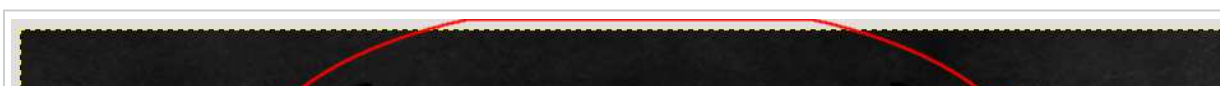




Now we project the shadow of the bat to detach it from the background by going to **Filters-> Light and Ombra-> Project Shadow**, make sure to uncheck "Allow Resizing" and set as in the image:



It's time to play with light and shadow! In this step we will define the lights on the logo. As before, we create a new layer placed over the logo, we click **alpha to select** the contour of the bat and with the **Brush Tool (white color, opacity 10)** give a very light coat of color, almost perceptible.

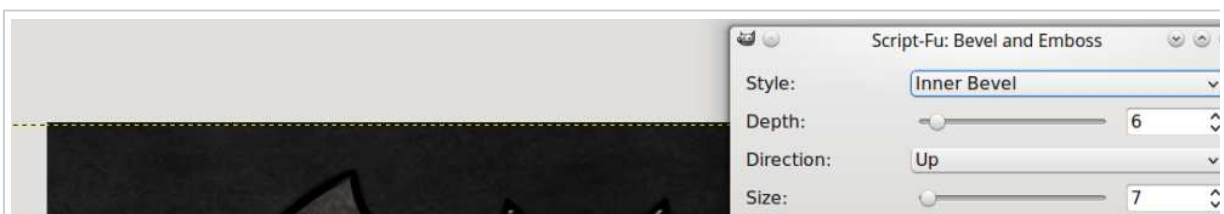


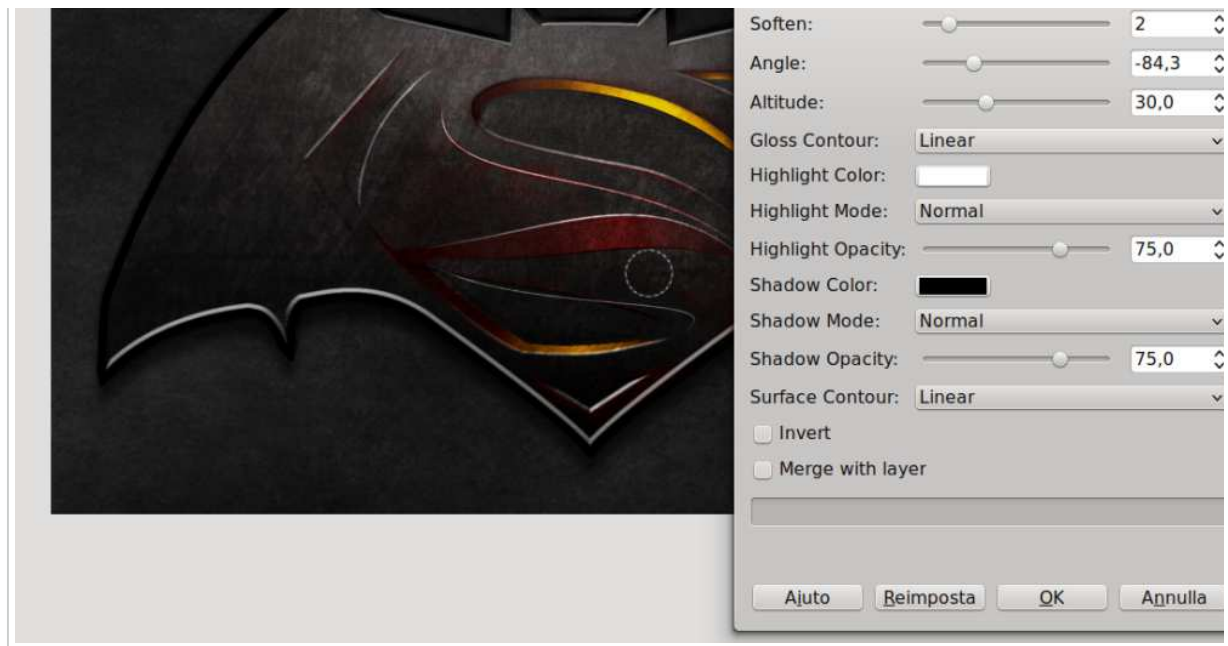


Let now the same thing on a new layer, but with the color black: define the shadows in the lower part of the logo, almost also perceptible in this case.



At this point we must add the reflections at the bottom. We follow the same process as before, but with a few tweaks! We follow the image and check that you have set the parameters in the same way:





The result of the script will be two levels with two layer masks. We combine the two levels (posizioniamoc the first and press **destro- Key> Merge Down**) and then add a layer mask. We select the brushes downloaded at the beginning tutorial with **opacity 30** and try to "mess up" the edges in order to achieve this effect:

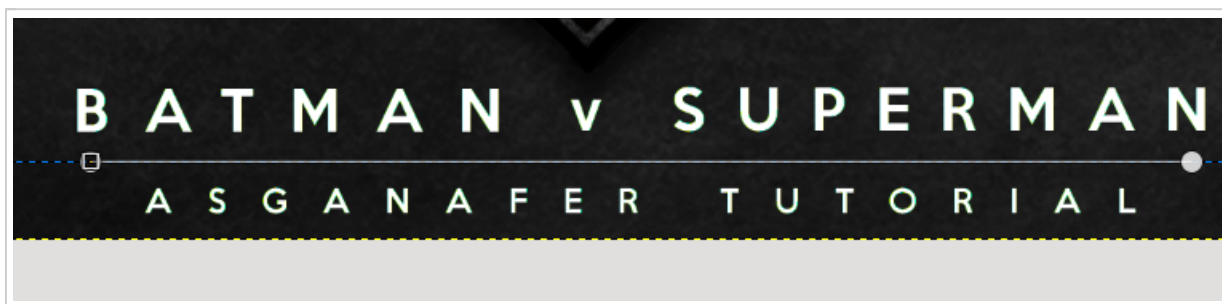


The logo is finally over! But something is still missing ... Ah written! For tutorial beginning I put the link to download the font used for the logo of the film, once downloaded and installed, we can proceed to place the inscription with the spacing defined in the image below (the text settings can be found under **"Option tool"** "placed by default in the tools)



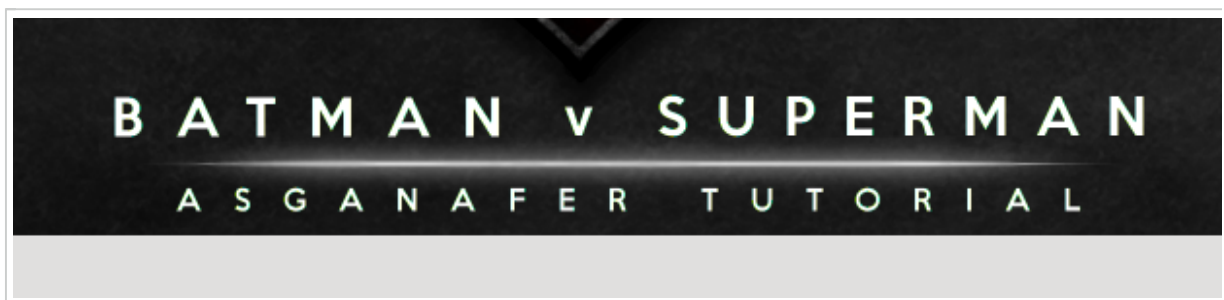


Let us arm ourselves for **the Path tool** to draw a straight line between the first written and the second as in the image:



As already done several times in this tutorial, we define the line you just created. Take the brush and adjust the size to 4px and primary color white, then we open the tracked input screen in **Edit-> Stroke Paths** (in this case, remember to tick the **"Emulate dynamic brushes"** in order to achieve the effect of thinning on the extremes of the track).

Once the line has been created duplicate the layer and on the lower level sfumiamo clicking **Filters-> Sfcature-> Gaussian** (blur radius: 25px)



Now, more on the newly nuanced level, we take the **Smudge Tool** and dissolve the gradient under the **"V"** of the upper written.



Finally we have to dirty your two written ... How? First of all we combine the two levels and then press **Destro- key> Alpha to Selection**.



Always with brushes downloaded at the beginning of tutorial we are going to paint with color # **c5c5c5** the upper side with writing.



After so many efforts the tutorial is finally over! This will be the final effect, you like? Share the tutorial if you liked, commented on and send me email your final works!

Until next time!





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