

Software: Ulead PhotoImpact 6

Title: Stamp Photo Manipulations

Skill Level: Intermediate; you should know the location of tools and palettes.

Featured Tools: Stamp Tool...Object Eraser...Lasso Tool

Goal: To create a unique portrait using a custom Stamp built from family photos.



Making your photo Objects:

1. Choose 6 - 10 snapshots family members. The photo you want to use as your main image object should be made from at least a 5" X 7", better still, an 8" X 10". The other objects should range from 1/2" to 1" in height to give your stamp some variation. Scan them into your computer or have a friend do it for you. I sometimes use a digital camera or have a digital version made when my film is processed at my local Photo Center.

2. Open one of your photos. Select the **Lasso** tool. Draw around the head and torso. To add to the area, press 'A' and press 'S' while selecting the unwanted area to remove it. You should have something similar to this:



3. With the **Selection** still visible, press **Ctrl + C**, then **Ctrl + V**; you now have an object floating on its own layer above the original. Drag the object onto the **Easy Palette**. I put mine under **My Library** in a sub library named **Family Objects**. Name the object in the **Add to EasyPalette** dialog window. Do the same until you have 6 - 10 objects in your library.



Building your Stamp:

Open a new file the size of your largest object. Stack all your objects on top of one another. Do not include the main object you want to use in your image.

Save the file in **.UFO** format and close the file.

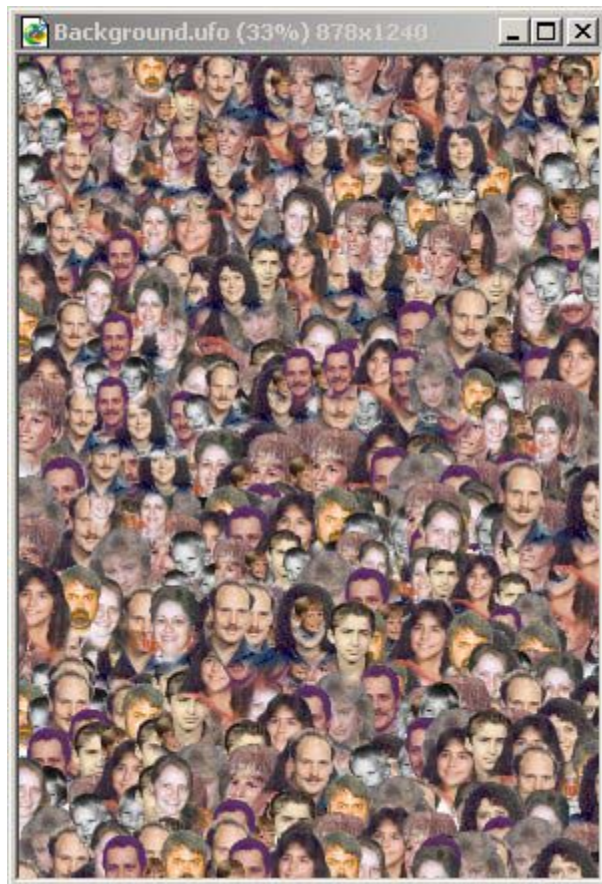
On the **Attribute Tool Bar**, select **Add Stamp**; when the **Open** dialog window appears, navigate to where you saved your **UFO** file and click **Open**.

Open a new file.

Load your new **Stamp**. Make some tests using the different **Stamp Attributes**. Close the file.

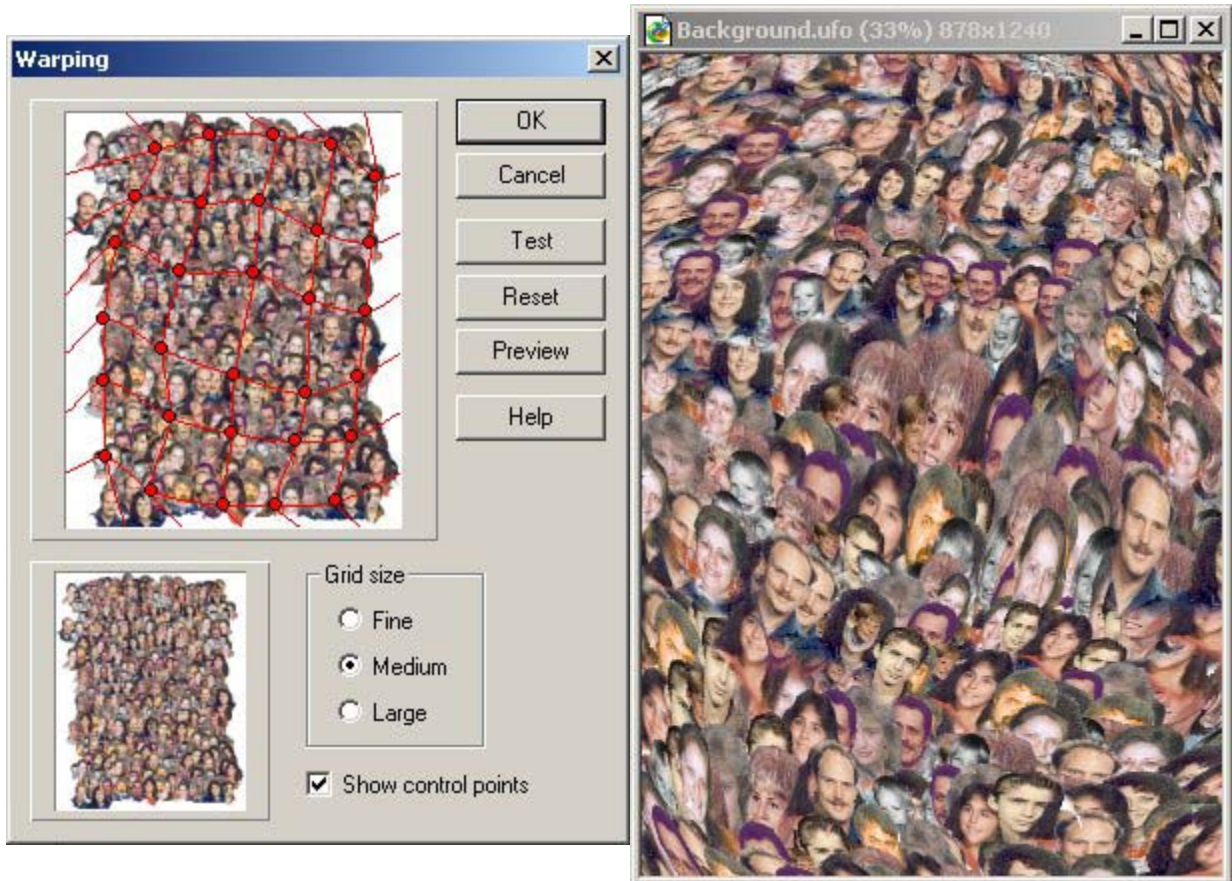
Creating your image:

1. Click once on the **Stamp Tool** to access the appropriate **Attributes Tool Bar**. Click on the **Thumbnail** to open the **Stamp Library**. Select your new **Stamp**. You can make any adjustments you want on this bar. I varied the **Scale (75 – 100)**, **Spacing** and **Placement** until I got what I wanted. I applied the **Stamp** starting at 75 at the top, adjusting to 100 towards the middle and back to 75 at the bottom. Save your file. In the **Layer Manager – Easy Palette**, select all objects and choose **Merge as Single Object**. Save your file again but with a sequence number (1,2,3 ect.). My image looks like this:



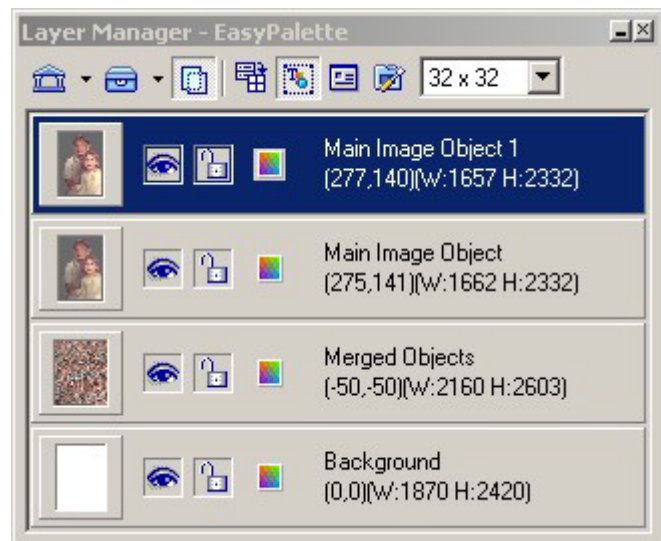
Note: Working with Stamps can become a major drain on your system resources. I save files in numerical sequence as UFO's until I have finished my image. Once I have merged the objects and saved the file, the merge can't be undone. This way I can always return to make corrections if I feel they are needed. Because you may have photos with vast differences in color and quality you may decide later that you need to make some adjustments in the objects appearance. Once your image is finished you can always delete these sequential files to reclaim your hard drive space.

2. Select your merged object, on the **Main Menu Bar**, click on **Effect > Warping**. In the **Warping** dialog window select a **Medium Grid size**. I moved the **Control Points** in a clockwise manner. One thing to note is if, after moving the **Control Points**, you switch the **Grid** from **Medium** to another size you will loose the shifts you have already made. It is also a good idea to not commit the warp until you have made your final adjustments. This is what my background object looks like (it may change before I'm finished):



3. Drag your **Main Image Object** onto the **Merged Objects** layer. Make a duplicate and name it **Main Image Object 1**. In the **Layer Manager - EasyPalette**, and click once on the **Open Eye** icon to close the layer.

4. Select the **Main Image Object** layer. Switch from the **Stamp Tool** to the **Pick Tool**, and adjust the **Transparency** setting so you can see some of the **Merged Objects** showing through.



5. When you are satisfied, open the **Main Image Object 1** layer. Select the **Object Paint Eraser Tool** and erase portions of the object leaving enough of the details of the eyes, nose and mouth to cover the underlying objects. I added a frame (**Magic43**) to complete the image. This is what my finished piece looks like:

