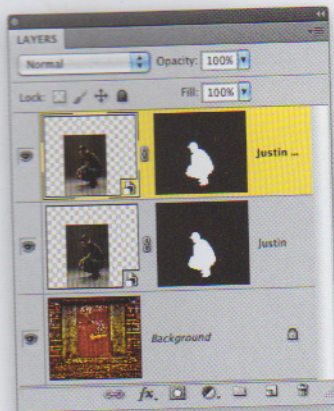




STEP THREE:

As you can see, Justin is too big for the background, so click on his layer to target it and go to **Edit>Free Transform** (or press **Command-T [PC: Ctrl-T]**). Press-and-hold the Shift key and click-and-drag one of the corner handles inward to resize him and make the photo smaller (press **Command-0 [zero; PC: Ctrl-0]** if you can't see the corner handles). Press **Return (PC: Enter)** to lock in the transformation when you're done.

↓ Adding shadows



STEP FOUR:

We're missing one key thing to help pull this composite off—shadows. This isn't true for all composites, though. If you've cropped the feet and don't see the ground, then shadows aren't as much of an issue. But any time you try to put someone standing in one scene into another scene, you need shadows to pull it off. The cool thing about the technique you're about to see is that we'll use the existing shadows, so we don't have to create new ones. To start, press **Command-J (PC: Ctrl-J)** to make a copy of the Justin layer.

STEP FIVE:

Click on the layer mask on the original Justin layer and go to **Edit>Fill**. Set the Use pop-up menu to **White** and click OK to fill the layer mask with white (which reveals the original studio background again).

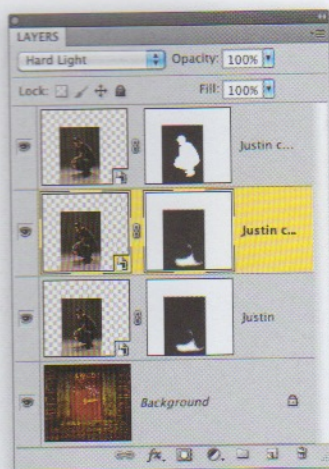
**STEP SIX:**

While we don't want to keep everything from the studio background, we do want to keep the shadows and make them blend with the new background. So, change the **layer blend mode** to **Hard Light** and you'll see a lot of the original background disappear (not all of it, but a lot). You'll also notice the original shadows look like they blend in with the ground below his feet now.



**STEP SEVEN:**

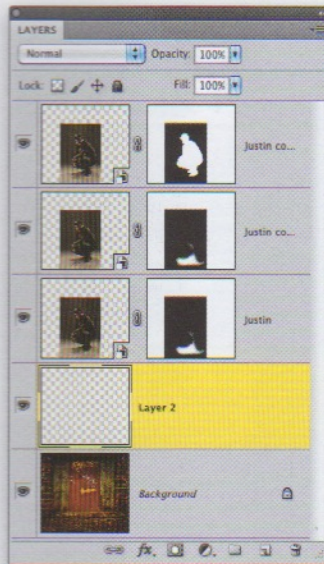
To get rid of the rest of the studio background, select the Brush tool (B), use a medium-sized, soft-edged brush, and make sure the Mode pop-up menu in the Options Bar is set to **Normal**. Since the layer mask is white right now, we want to paint with black, so press **D**, then **X** to set your Foreground color to black, and start painting away the remnants of the original studio background. Paint everywhere except the area around his feet where the original shadows now cast on the ground. Don't worry if you paint over him, because we have another copy of him on the top layer.

**STEP EIGHT:**

If you want to intensify the shadows (I think it would help here), then just press **Command-J** to duplicate the shadow layer and the shadows become even darker. If it's too dark, just reduce the Opacity of the layer until the shadows look real. Cool huh? Instant shadows!

STEP NINE:

While we're on the topic of shadows, I think we need to add one of our own right below his foot. These shadows are essential when someone is standing on the ground, because our feet usually cast a very dark and thin shadow on the ground right below them. So, zoom in on the front foot, then click on the Create a New Layer icon to create a new blank layer, and click-and-drag it below all of the other shadow layers, as seen here.

**STEP 10:**

With the Brush tool still active, choose a small, soft-edged brush from the Brush Picker, set your Foreground color to black, and paint a very slight shadow right under the shoe on the right. Keep it close to the shoe, though, as you don't want this one to spread out. Remember, it's just his shoe casting the shadow on the ground and because the shoe is so close to the ground, it's not going to be a large shadow.

