



Your Images In A Museum

In this lesson, we will explore how to use pre-designed Photoshop templates to insert your own photographs into images of museum settings, creating realistic composites that incorporate the original lighting and textures of the scene.

Preparing Images in Lightroom

The initial step involves selecting an image in Lightroom that you want to insert into the museum template. Because Lightroom stores adjustments within its catalog, these adjustments need to be saved to the image file itself.

1. In Lightroom, select the image you want to use.
2. Save the metadata to the file by either:
 - Going to the Metadata menu and selecting "Save Metadata to File".
 - Using the keyboard shortcut: Command + S (Mac) or Control + S (Windows).

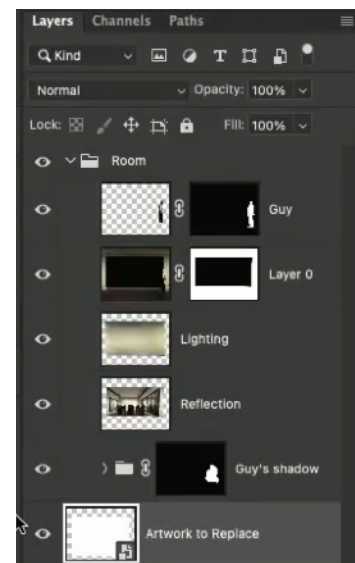
This creates an .xmp file in the same folder as your image, which allows Photoshop (and Adobe Camera Raw (ACR)) to recognize the adjustments made in Lightroom.



Replacing Artwork in Photoshop

With the image prepared in Lightroom, you can now insert it into the Photoshop template.

1. Open the desired template.
2. Locate the layer named "Artwork to Replace." This is a Smart Object.
3. Double-click the thumbnail of the "Artwork to Replace" layer. This opens the Smart Object as a separate document.
4. Drag the image from Lightroom into the Smart Object document in Photoshop. If the image is a RAW file, ACR will open. The settings should reflect your Lightroom adjustments; click "OK".
5. Resize the image, if necessary, to completely fill the Smart Object document. Press Enter or Return to commit the changes.



Flattening the Image

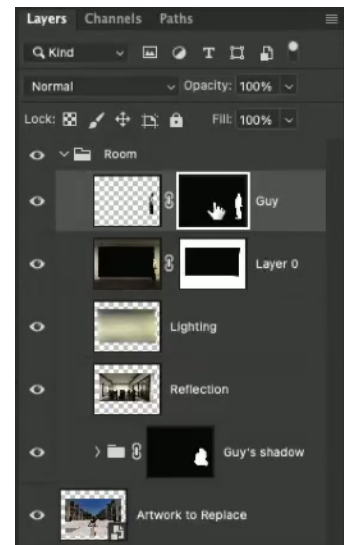
Photoshop needs the image flattened before you close the Smart Object. In the Smart Object document, go to the Layer menu and select "Flatten Image". Close the Smart Object document. When prompted to save, click "Save." This saves the changes back into the original Photoshop template.

- Failing to flatten the image may cause Photoshop to prompt you to save the file to your hard drive rather than updating the template.

Customizing the Template

The templates are designed with various layers that allow for customization of the final image.

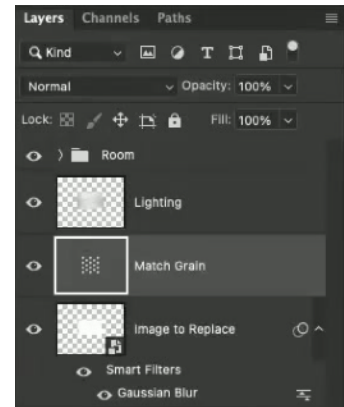
1. **Adjusting Reflection:** You can modify or remove the reflection effect by toggling the visibility of the "Reflection" layer.
2. **Modifying Shadows:** The shadow cast by a person in the scene can be adjusted or removed by toggling the visibility of the corresponding shadow layer.
3. **Controlling Lighting:** The intensity of the lighting effect can be adjusted by changing the opacity of the "Lighting" layer.
4. **Mask Refinement:** If the provided masks are not perfect, you can refine them by painting with black or white on the mask layer.



Additional Template Features

Some templates include additional features to enhance realism.

1. **Canvas Texture:** A subtle canvas texture is often included. Its intensity can be adjusted by changing the opacity of the "Canvas Texture" layer.
2. **Gaussian Blur:** Some templates use a Gaussian Blur smart filter on the image to soften it and match the sharpness of the surrounding environment.
3. **Match Grain:** A "Match Grain" option can be used to add grain to your image, making it blend better with the existing scene.



By utilizing these Photoshop templates and following the steps outlined, you can seamlessly integrate your own photographs into realistic museum settings, complete with accurate lighting, shadows, and textures. Remember to save your metadata in Lightroom, flatten your images within the Smart Objects, and explore the various customization options available within each template.