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Alienize: Transform a person into an alien



In this tutorial is written how to create a very cool looking alien using [Adobe Photoshop](#). Grab a picture of someone and get ready to alienize it!



Go to *File > New* (Ctrl+N) to create a new file. Make sure that you have your background settings to *Transparent*. Now search for a portrait on your PC to use and add it to your newly created file. For

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this tutorial I used a picture of **Tom Cruise** to alienize (Source file [📄](#)). Ofcourse you can use a picture of your friend, a family member or even yourself.

Demos



Grab the *Eraser Tool* (E) and erase the eyes. Now use the *Clone Stamp Tool* (S) to clone parts of the cheeks over the nose. It'll look like the nose is erased. Use the *Healing Stamp Tool* to fix any not natural looking parts on the place where the nose first was.



Go to *Filter > Liquify Tool* (Shift+Ctrl+X) and a new window will show. Use the *Forward Warp Tool* (W) in this window to stretch out the empty place where the eyes first were. I used a brush with a size of approximately 30 pixels. Stretch it until it has the shape of an alien eye. Press *OK* to accept the changes.



I used some alien eyes that I created before (Source file [📄](#)) and pasted them in the layer behind the face. Scale the eye using *Transform* (Ctrl+T) until it's at a right size. Use the *Burn Tool* (O) to make the areas around the eyes a little bit darkened so it will look more realistic.



Open up the liquify tool by going to *Filter > Liquify Tool* (Shift+Ctrl+X). Again, use the *Forward Warp Tool* (W) and stretch out the ears. This time I used a brush with a size of 90. Press *OK* to save the changes and if you want, use the *Burn Tool* (O) to darken parts of the ears.



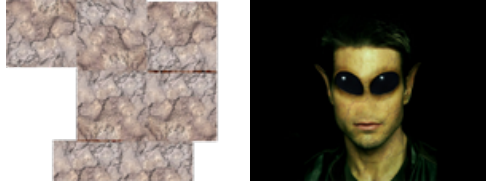
Get ready to change some colours using *Color Balance* (Ctrl+B). Play around with the *Color Balance* and *Tone Balance* until you think you have something alien-like. I used these settings:

1. *Shadows*: 0,20,0
2. *Midtones*: 0,20,0
3. *Highlights*: 0,40,0



Grunge your face. You can use several options for this, for example you could use a **grunge brush**

Grunge your face. You can use several options for this, for example you could use a [grunge brush](#). Here I used a pattern that I had on my PC (Source file [📄](#)). On a new layer, cover the face with the whole grunge pattern using *Transform* (Ctrl+T) or copy-pasting the pattern next to each other (See left image below). Set the *Blending Mode* of the grunge layer to *Color Burn* and the *Opacity* around 25%.



Use the *Rectangular Marquee Tool* (M) and select the forehead of the face (See left image below). *Duplicate layer part* (Ctrl+J) and grab the *Free Transform Tool* (Ctrl+T). Stretch the forehead by

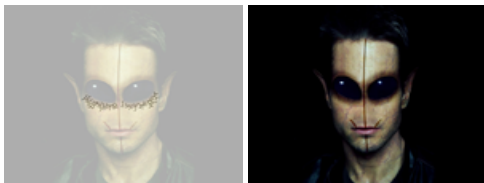
selecting the middle square and drag it upward. *Merge layers* (Ctrl+E) (See middle image below). Draw facial lines on a new layer using the *Brush Tool* (B). These lines can be used for detail. Select the lines on the layer and go to *Blending Options*. In this new window, go to *Bevel and Emboss*. Use the standard settings but change: *Style: Pillow Emboss*. I used these values:

1. *Depth*: 51%
2. *Size*: 1px
3. *Soften*: 1px

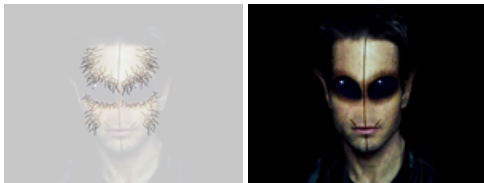
When satisfied, press *OK* to save the settings. Grab your *Burn Tool* (O) and burn the lines so that it'll look more realistic (See right image below).



Create a *new layer* (Ctrl+Shift+N). Draw some veins around the eyes using the *Brush Tools* (B). I used a brush size of 2 pixels (See left image below). Select the content of the veins layer by Ctrl+Click on the image of the layer. Now you should have the veins selected. Select the layer of the face by clicking on it. Now duplicate the selection of the veins (Ctrl+J). You should get a new layer on top of the layer of the face. Delete the layer with the veins that you drew. Now go back to the layer with the outer lines of the veins. Give them color by opening the *Color Balance* (Ctrl+B). Play around until you're satisfied with the colors. Give the layer *Soft Light* or *Hard Light* to give it more effect. Merge all layers back together (Ctrl+E). Open up *Color Balance* (Ctrl+B) again and play with the full colors of the image (See right image below).



Repeat the previous step, but now create some veins on the head (See left image below).



Adjust the levels of the image by opening the *Levels panel* (Ctrl+L). Change the levels of the image until you have a nice, realistic looking face.





And there you have it, your own created alien. This is my **final result**. Be creative and feel free to post your final result in the comments.

Some people in the comments reported that this tutorial is a copy of one that is posted on **worth1000**. I checked out the tutorial and I have to admit: It does look-a-like, but it's not a copy. Furthermore, the tutorial on Worth1000 is way much harder and more for professional than this one.

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