



31. Use a large soft brush to paint on some shadows. If you do this on a separate layer you'll be able to use the eraser to correct any mistakes, and you'll be able to draw fairly crudely and then drop the opacity.
32. Use brush 112 ("dune grass") to paint on eyebrows and eyelashes. You'll need to set both the foreground and background colours. If you use black and white for the colours you'll get a fairly good steel grey hair effect. For blonde or brunette set the colours to a lighter and darker variant of the same shade.
33. Make a new layer under the eye, just on top of the background, and paint some shadows on it with a big soft brush
34. Remember that we used a smart filter on the first layers – try clicking on the filter's name in the layers palette for layers 1 and 2, and then adjust the amount of noise to your taste.
35. With everything visible, Stamp visible (cmd-opt-shift-e) to make a new layer on top.
36. Apply the lighting effects filter to the new layer
37. Last but not least – create one last layer for a specular highlight. Make a small rectangular selection and fill it with white. The use the liquify tool (Filters > Liquify – enter 'liquify' into the online help to get driving instructions) to twist it into a suitable shape for a reflection.

And then, of course, adjust the image size to 800 pixels wide, Save for Web and Devices, and send it in.

Here's the marking guide...

A	A professionally crafted quality image that has a high degree of realism (although it is to be expected that a close inspection will show that the image is manufactured).
B	A workable image that demonstrates a reasonable level of control of the software. Possible very minor technical faults.
C	A good attempt at solving the problems.
D	Significant technical problems, very poor believability
E	The work has frequent technical problems and does not embody the principles described in this course.

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