ITEC185
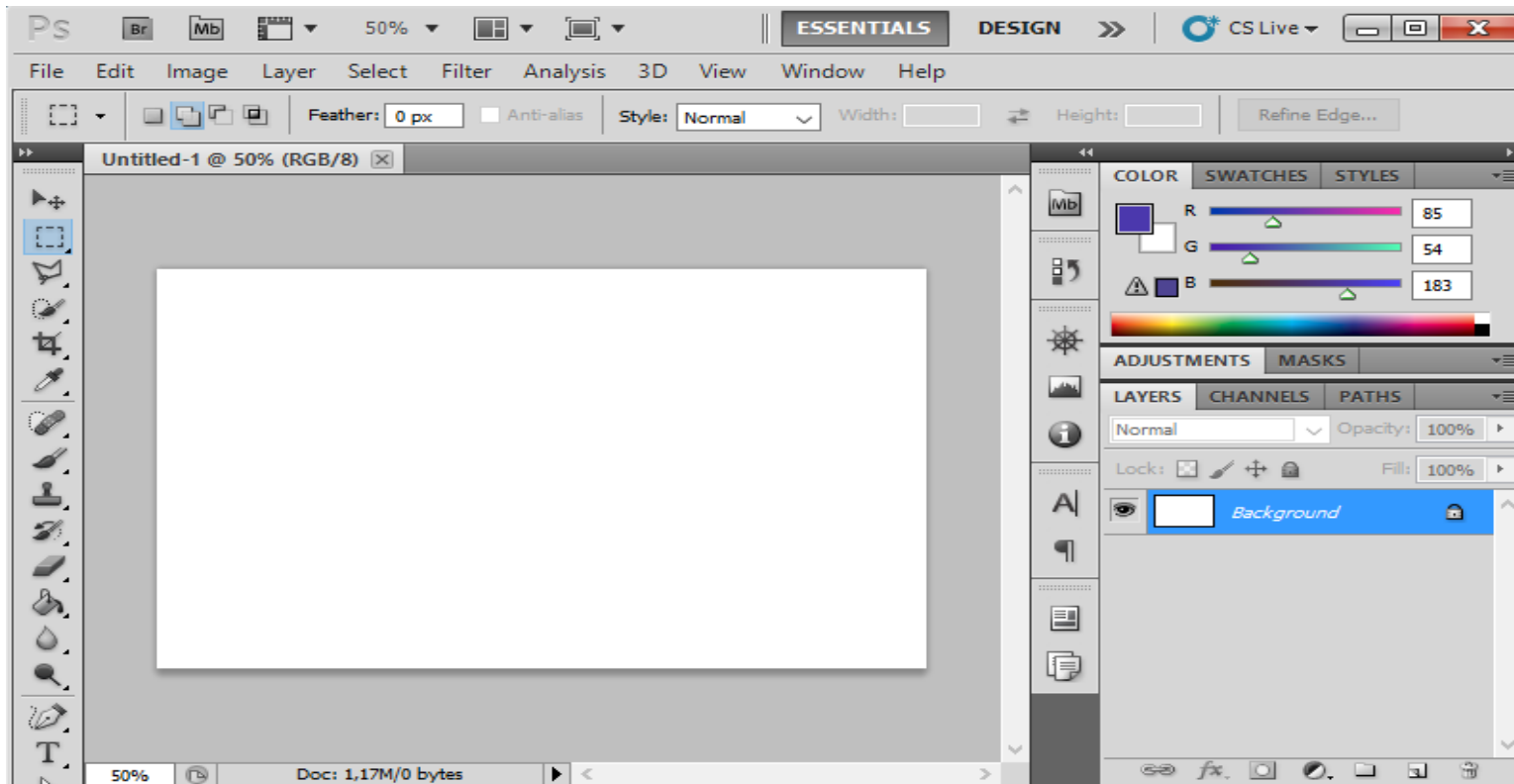# INTRODUCTION TO DIGITAL MEDIA

ADOBE PHOTOSHOP

What is Adobe Photoshop?

- Photoshop is the leading professional image- editing program, released by Adobe. Photoshop is useful for both creating and editing images to be used in print or online. Easy to use, but full of high-quality features, Photoshop is the best choice for any image manipulation job.

What is Adobe Photoshop?

- The program's versatile nature makes it useful for a huge range of imaging tasks, and Photoshop is used in fields as diverse as web design, architecture, astronomy, animation, forensics and medicine.

- Architects use Photoshop's 2-D- and 3-D-rendering and editing tools to create more realistic design models for building projects. Photoshop's editing tools allow architects to enhance the images they create, adding shadows and texture to make models more realistic. Astronomers make use of Photoshop's image enhancement features to process photographs of space, analyzing the images to learn more about the stars. Animators use Photoshop's multilayered rendering system to create complex characters and backgrounds. They can also use the program to edit backgrounds and create animations from still images.

Set the Preferences

- Although you can work with the default settings, changing some of the Photoshop Preferences menu options can make your computer run more efficiently or make working your projects easier.
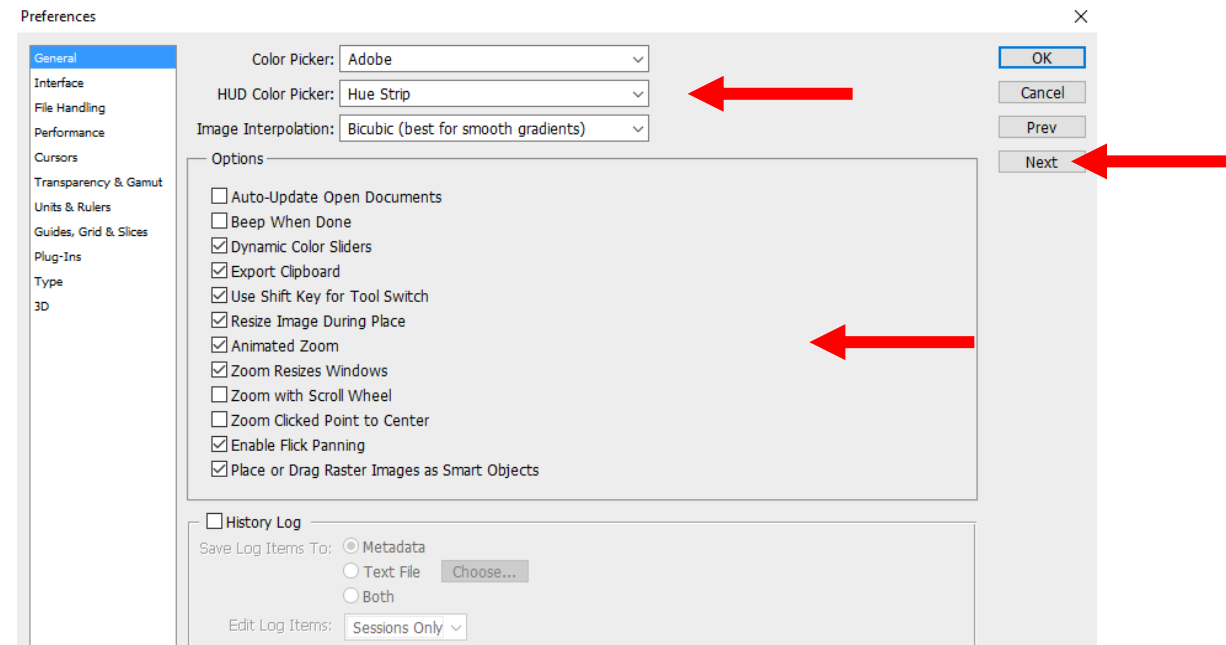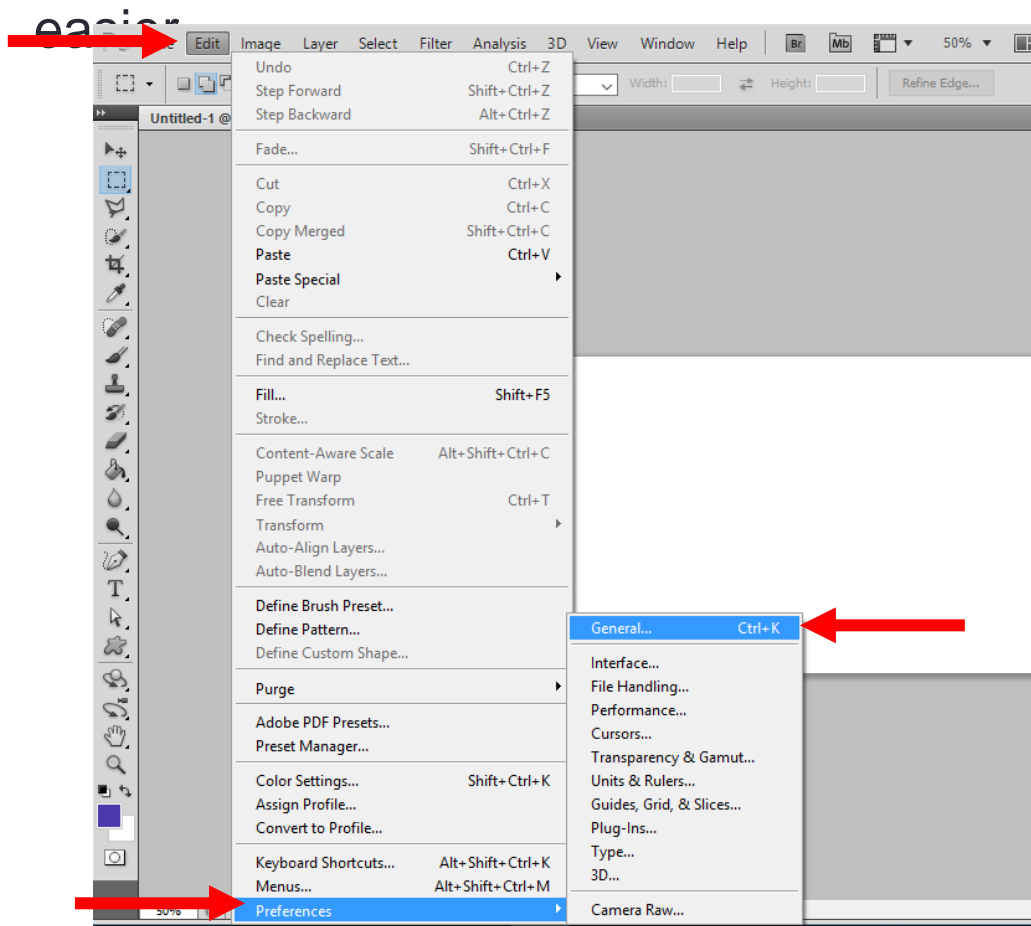
Click **Edit-Preferences-General** and click any of the arrows to change your settings then click **Next** to Continue customizing Preferences.
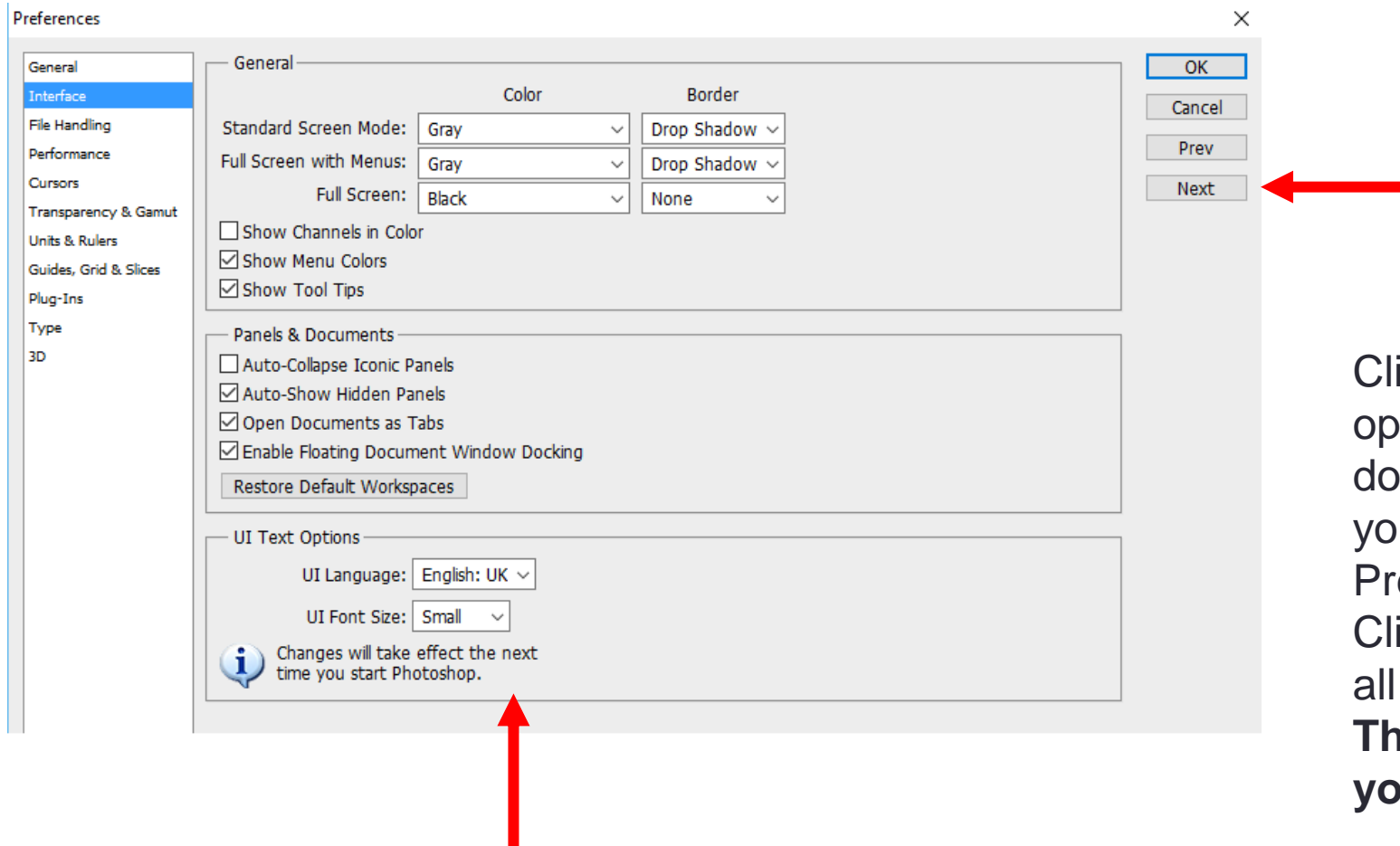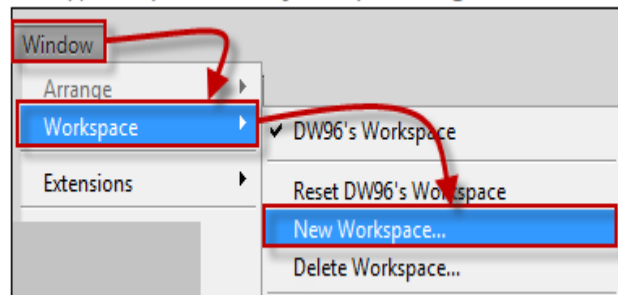
Click to select the **Interference** options you want, or deselect those you do not want. Make any other changes that you

Prefer in the other Preferences panes. Click **OK** when you have cycled threough all the preferences. Then click **File-Exit.**
The next time you start the application, your own settings take effect.
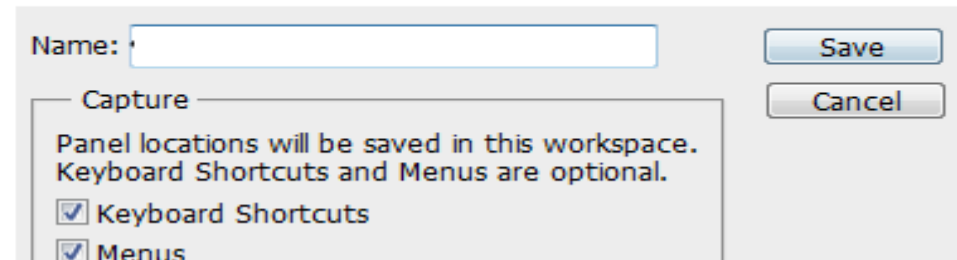
Set Up Your Own Workspace

- When starting Photoshop for the first time, setting up the tools you will later use the most often. If you look in the upper right of your Photoshop window, you'll see that there are some presets already setup for you which configures your workspace. These presets are called **workspaces**.

Workspace Overview

- You create and manipulate your documents and files using various elements, such as panels, bars, and windows. Any arrangement of these elements is called a **workspace**.

Tools   **Control Panel**   **Menu Bar**   **Workspace Previews**   **Panels**

Photoshop Tools

- All the keyboard shortcuts are in ()

Move Tool (V)

Use this tool to move things by left clicking with the mouse. Usually it is used it to move a **layer** around after it has been placed.

Rectangular Marquee Tool (M)

This tool is for making selections on your image in a rectangular shape. This changes the area of your image that is affected by other tools or actions to be within the defined shape. Holding the [shift] key while dragging your selection, restricts the shape to a perfect square. Holding the [alt] key while dragging sets the center of the rectangle to where your cursor began.

Lasso Tool (L)

Use this to draw selections in whatever shape you would like. This tool is not very accurate for going around fine areas but works well if you just want to select a large area.

Crop Tool (C)

The crop tool will crop your image or part of your image to the size you specify in the values boxes in the options bar at the top. Press the enter/Return key, to commit the crop.

Eyedropper Tool (I)

This tool works by changing your foreground colort o whatever color you click on. Pressing the [x] key will toggle between your background and foreground color.

Healing brush Tool (J)

Use this tool to repair scratches, specs and dust on images and to remove small areas that need cleaning up. choose your cursor/brush size, then holding the [alt] key, you select a nice/clean area of your image. let go of the alt key and paint over the area to be removed by holding down the left click on the mouse.

Brush Tool (B)

This tool paints on your image, in whatever color you have selected, and whatever size you have selected, by holding down the left click on the mouse. there are various options for the brush tools sizes and shapes which can be found in the options bar. It is also used on layer masks for showing or hiding parts of the image.

Clone Stamp Tool (S)

This tool is similar to the healing brush tool (see above). You use it the exact same way, except this tool doesn't blend at the end. It creates a direct copy of the information from the first selected area to the second, ie, cloning the sampled area.

History Brush Tool (H)

This tool works in a similar way to the brush tool, except the information that it paints with is from the original state of your image. If you go window > history, you can see the history palette. The history brush tool paints with the information from whatever history state is selected.

Eraser Tool (E)

This tool works like an eraser and erases the information wherever you left click and drag. If you're on a layer, it will erase the information with a transparent. If you are on the background layer, it will erase with whichever secondary color you have selected.

Gradient Tool (G)

With this tool you can make a gradient of colors. It creates a blending of your foreground color and background color when you click and drag it.

Blur Tool (R)

The blur tool is self explanatory and makes parts of your image blur. left click and drag to make things blurry.

Dodge Tool (O)

This tool is used to lighten whichever area you use it on. It can be set to highlights, midtones or shadows in the options bar at the top of the program.

Pen Tool (P)

Use this tool for making accurate selections. you use the tool by clicking to add a point. If you click and drag, it will change the shape of your path, allowing you to bend and shape the path for accurate selections and such. it takes a little time to learn this tool.

Horizontal Type Tool (T)

This tool creates text. click a single point, and start typing. click on the move tool to move the text around.

Path Selection Tool (A)

This tool is used when working with paths. as this is only the basic tools it won't be covered here.

Rectangle Tool (U)

This tool, by default, draws a shape layer in the form of a rectangle. it fills the rectangle with whichever foreground color you have selected.

Hand Tool (H)

Use this for moving your entire image within a window. If you are zoomed in close and your image area is larger than the window, you can use the hand tool to navigate around your image. Left click and drag. You can get to this tool at any time whilst using any other tool by pressing and holding the space bar.

Zoom Tool (Z)

Use this tool to zoom into your image. pressing and holding the alt key will reverse the action. holding the shift key will zoom all of the windows you have open at the same time. double-click on the zoom tool in the palette to go back to 100% view.

Color Picker

Almost at the bottom of the tool bar you will find your color boxes. Foreground (in the front) and background (in the back). Click on either one to bring up the color select dialog box.

Quick Mask

Lastly there is the quick mask mode. this enables selection of specified areas that have been masked using the brush tool after quick mask has been pressed. To enable the selection, re press the quick mask mode when all areas required have been painted with the red mask

History Panel

Original image

Snap shot from the original image

Delete action

Snapshot
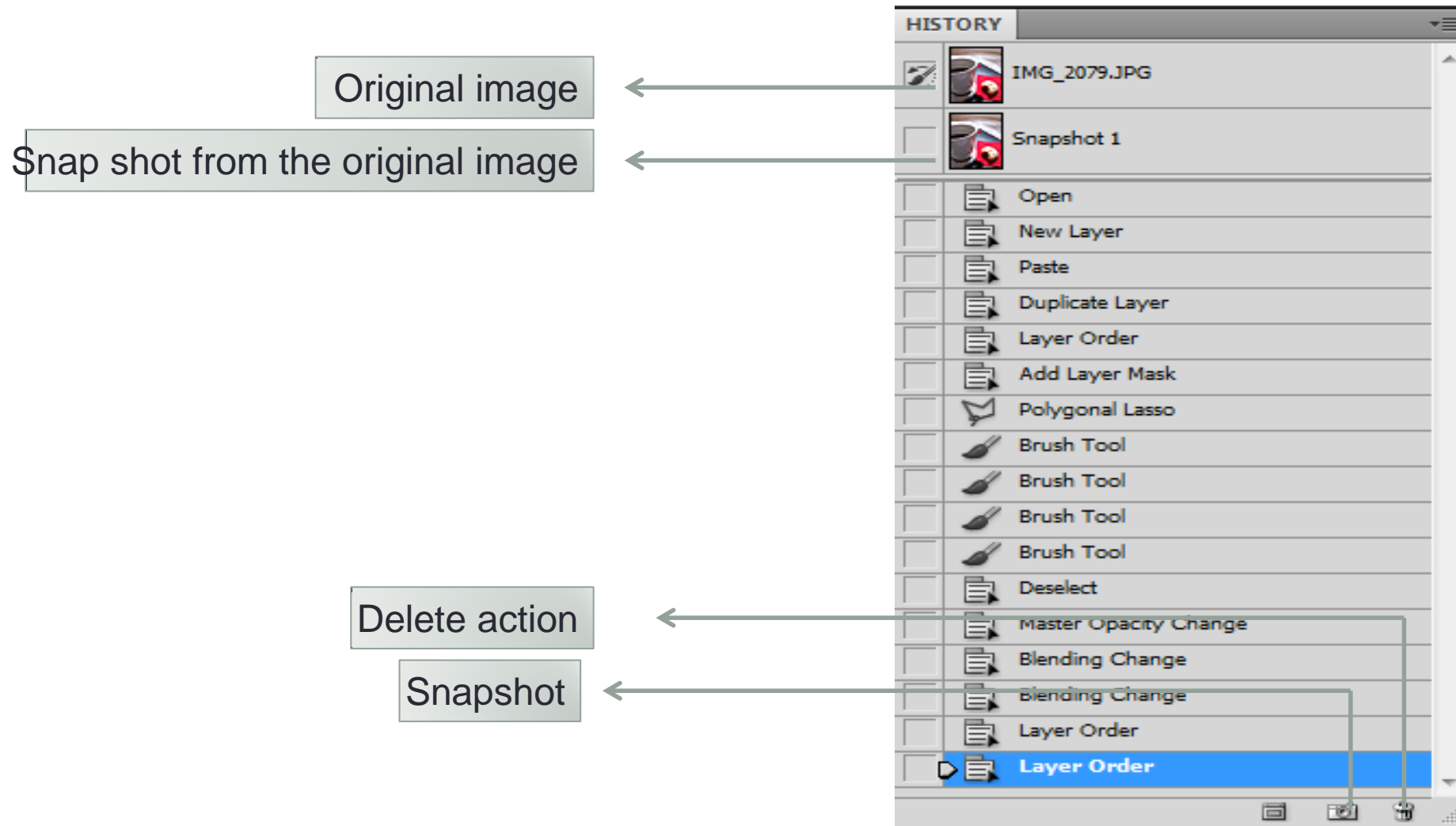
Layers

What is Photoshop layers?

A layer is simply one image stacked on top of another

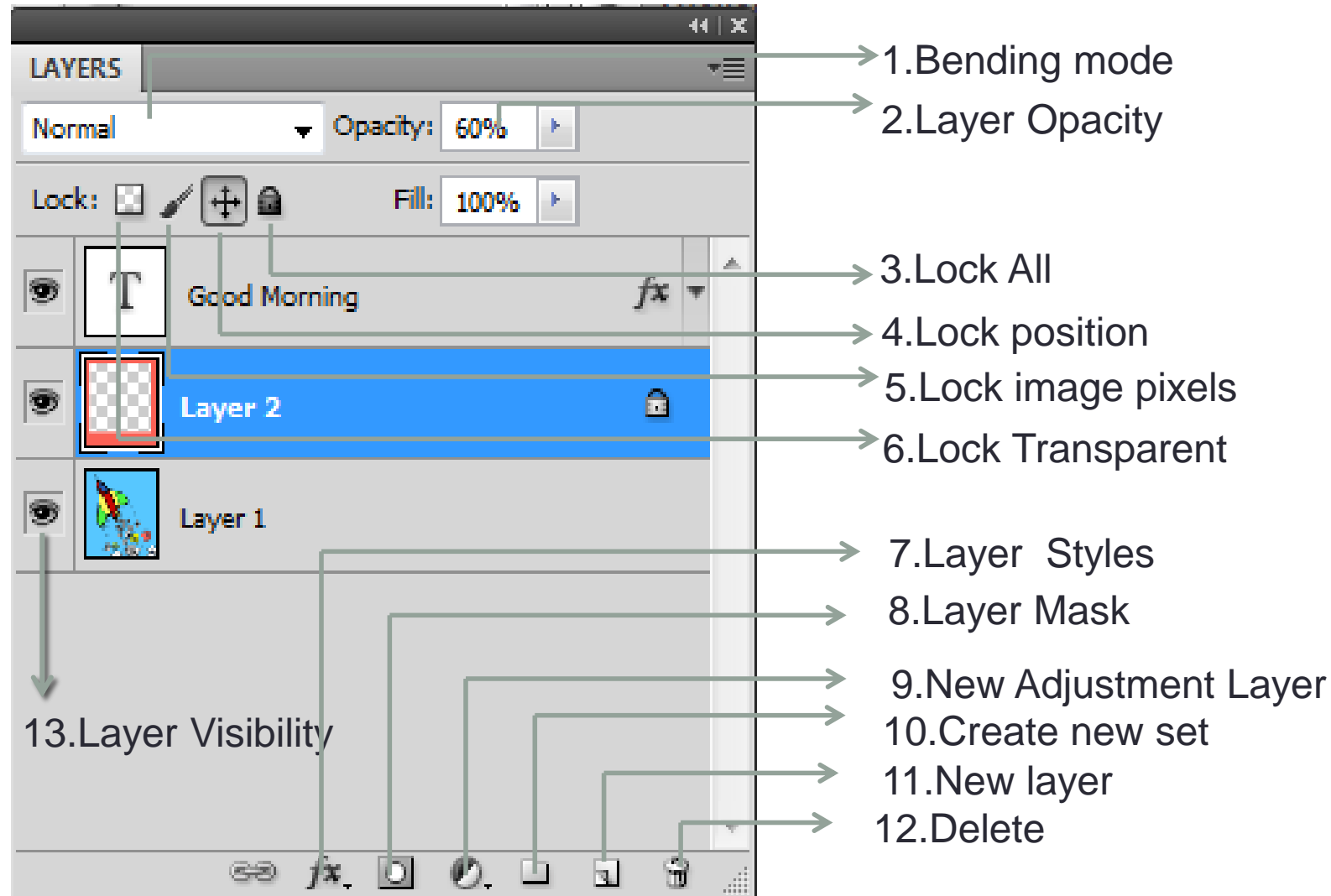**Example:**

What appears

Actual components

Name and Color Code Layers

- Layers are one of Photoshop's most powerful features and essential to editing any image. You can name individual layers to help you remember which one applied a specific adjustment to an image. You can also color-code your layers to help you visually organize the Layers panel. You can view all the layers by scrolling, or you can expand the Layers panel to view all the layers at once by clicking and dragging the Layers panel tab to separate it from the other panels on the screen. You can also close any panel tab groups you are not using so the Layers panel expands automatically to fill the space.
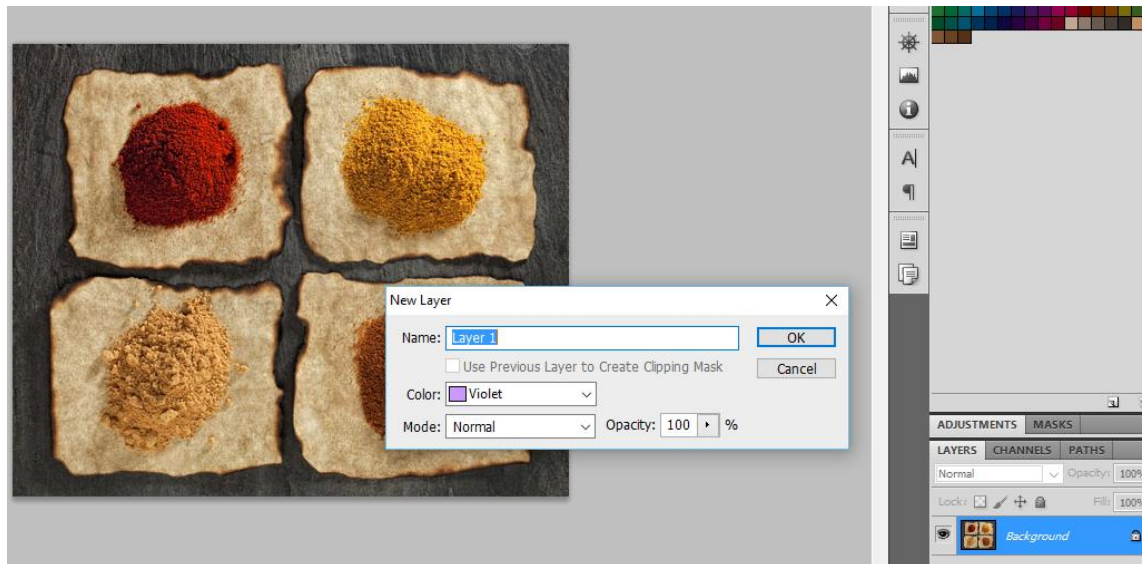
When you double
 click the background layer
The New Layer dialog box will be
Open and you can assing any
Layer name and color to your layer.

Layer Plate Components

1. Bending mode
2. Layer Opacity
3. Lock All
4. Lock position
5. Lock image pixels
6. Lock Transparent
7. Layer Styles
8. Layer Mask
9. New Adjustment Layer
10. Create new set
11. New layer
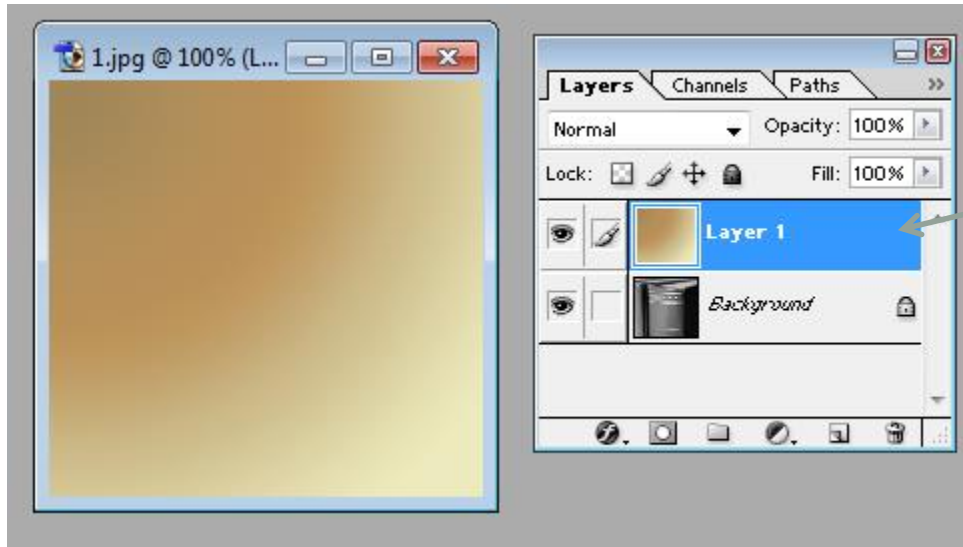12. Delete
13. Layer Visibility

Layer Plate Components:
1.Bending Mode

Blending mode: changes the way the layers interact with each other.

see example 1
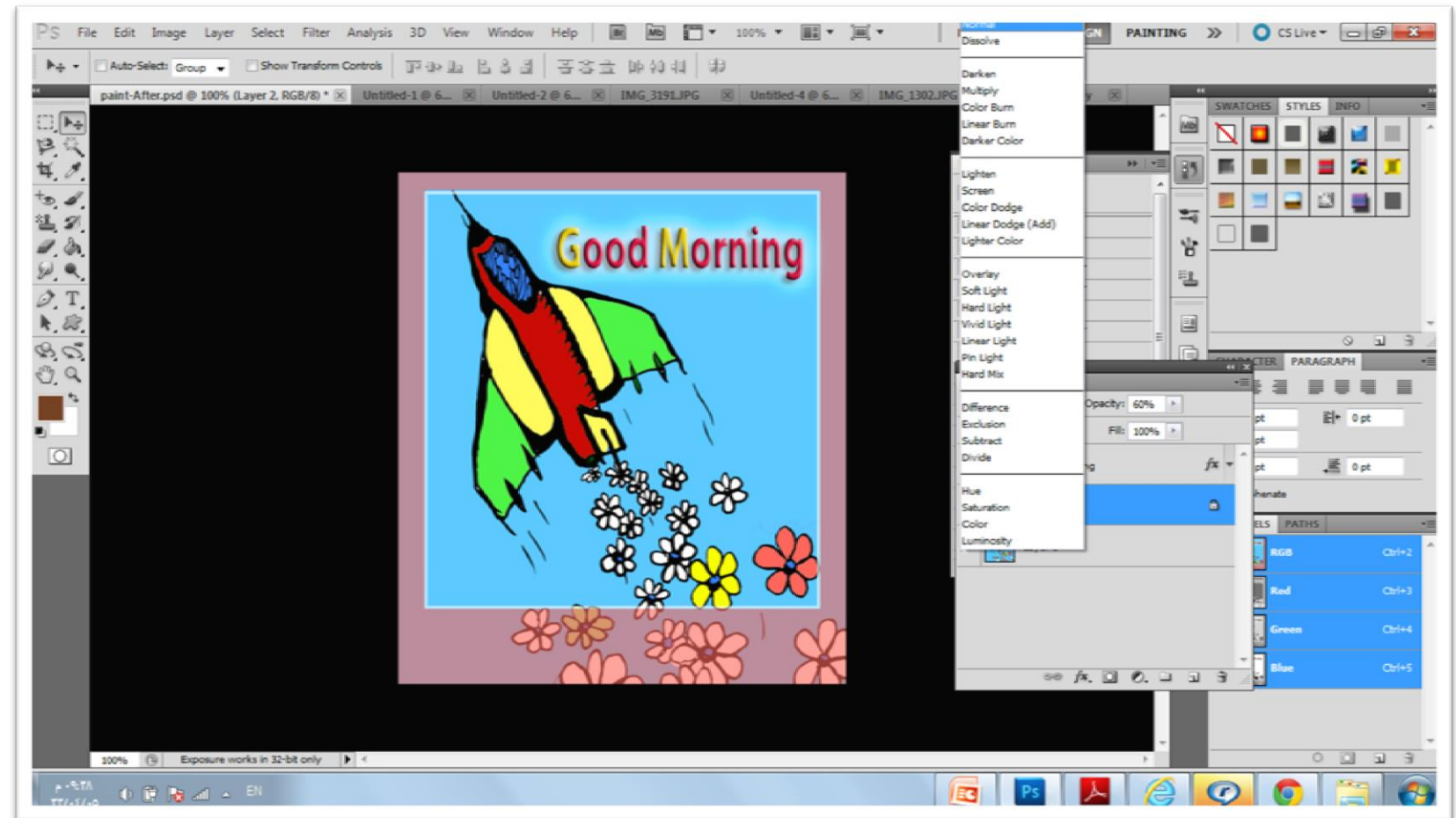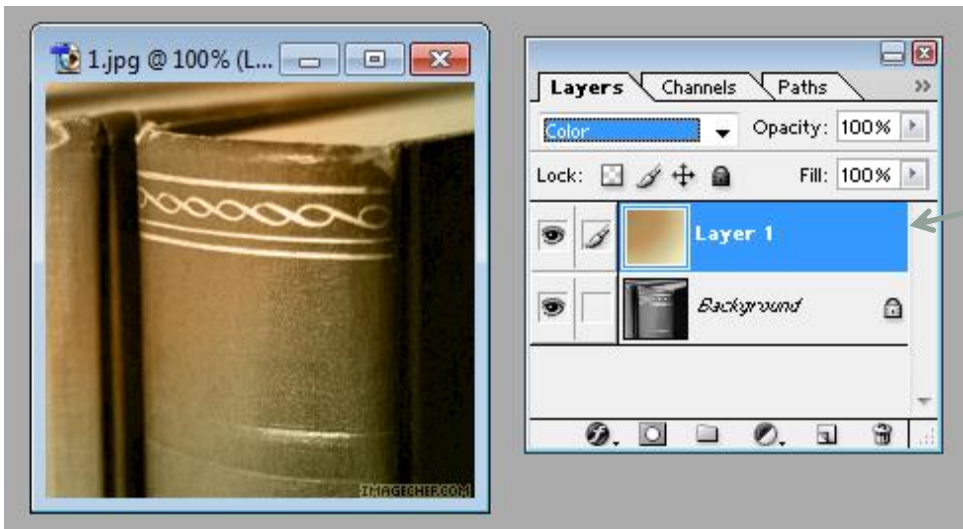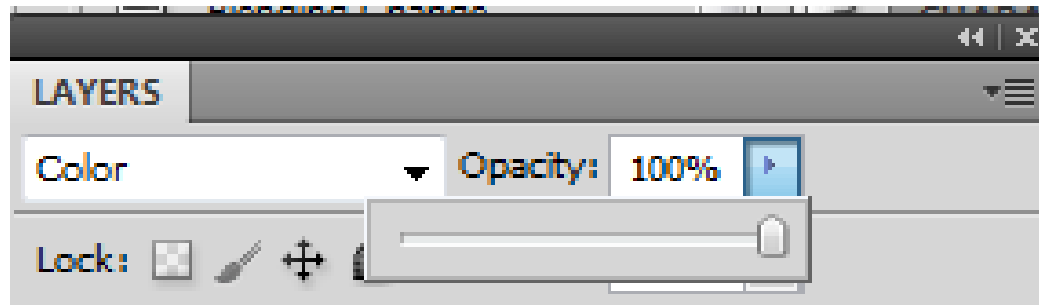
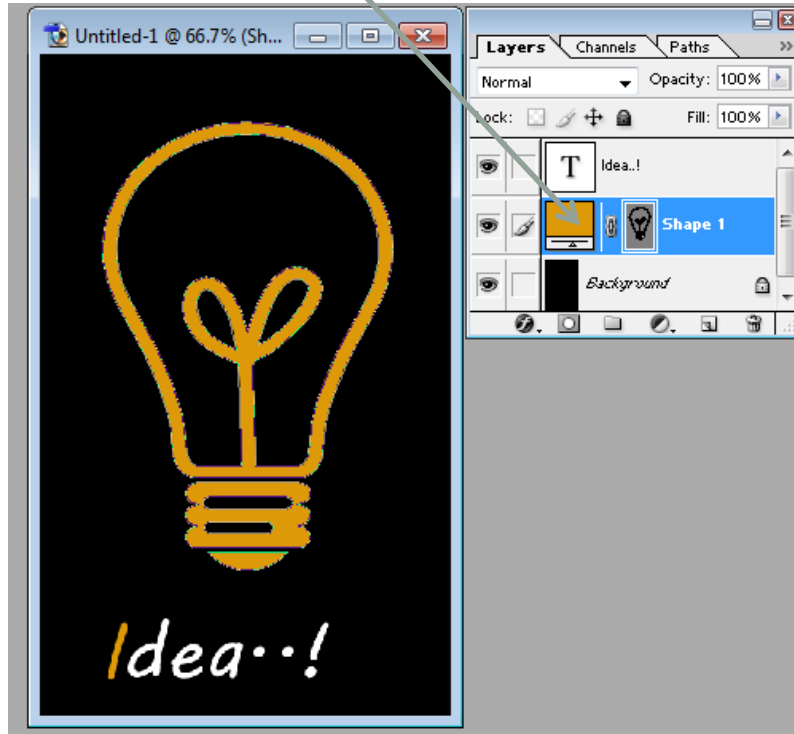# Example1

Mode for Layer1=Normal

Mode for Layer1=color

2.Layer Opacity

- **Layer opacity:** Adjusts how transparent each layer. 0 is completely transparent, 100 is completely opaque. (see Example 2)
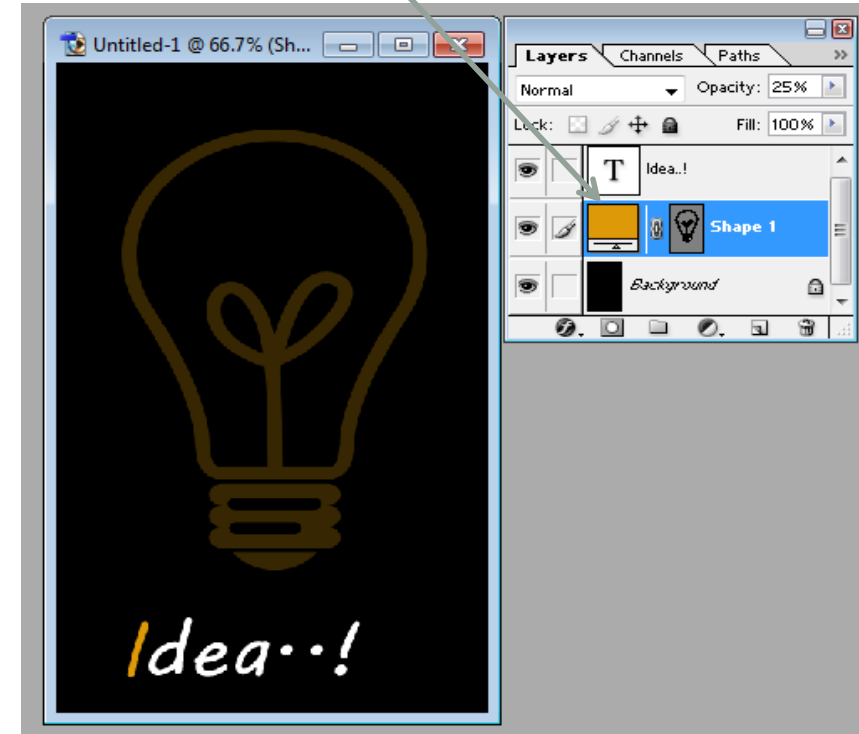
Example 2

Opacity of shape1 =100%

Opacity of shape1 =25%

3.Lock All

- **Lock all:** If the box is checked the layer is totally protected from any editing.

4.Lock Position

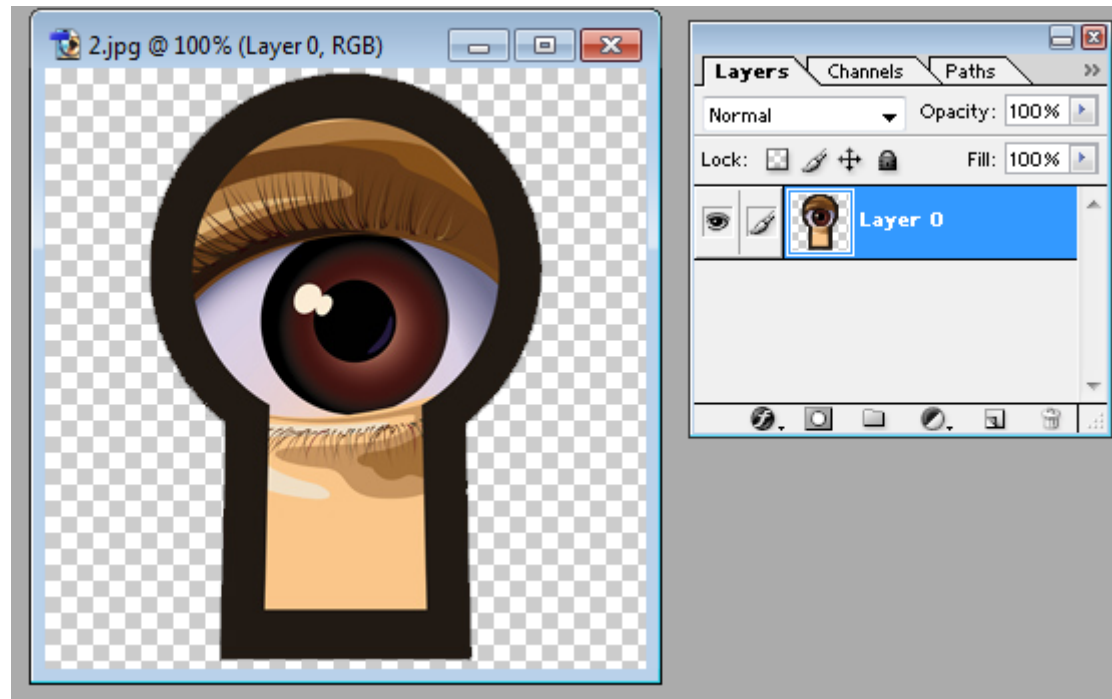- **Lock Position:** You can make any changes except for moving the image.

5.Lock Pixels

- **Lock Image pixels:** You cannot draw on this layer if checked.

6.Lock Transparent

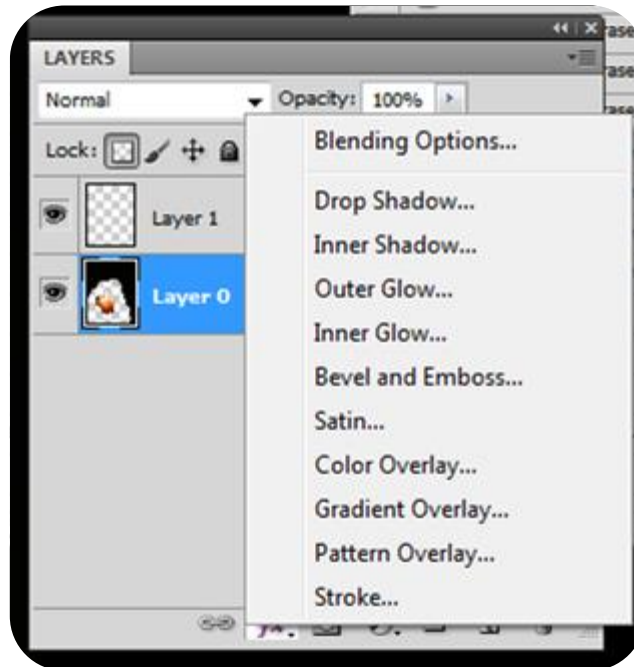- **Lock transparent:** You can paint on this layer but not where it is transparent.

Example 3

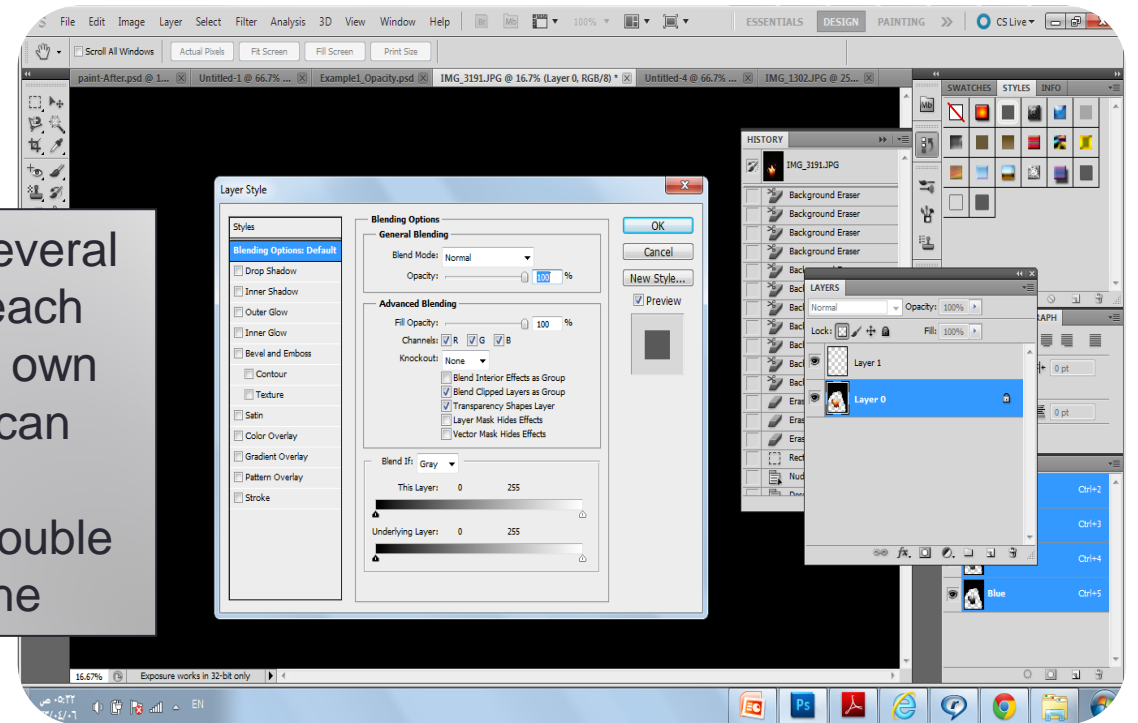- Open an image and try all the previews types of locks

7.Layer styles

- **Layer styles**: Special effects for your layers.

There is a several styles, and each style has it's own options [we can go to a style options by double clicking on the style name]
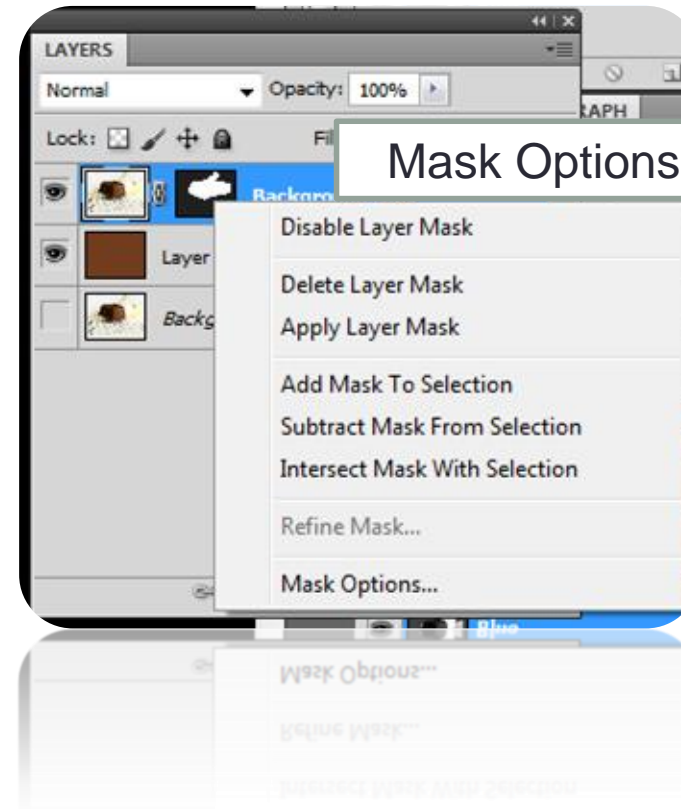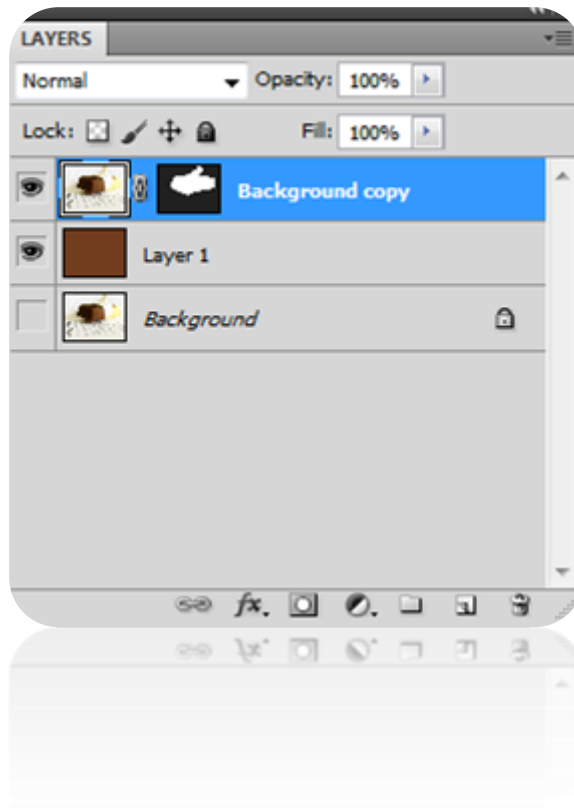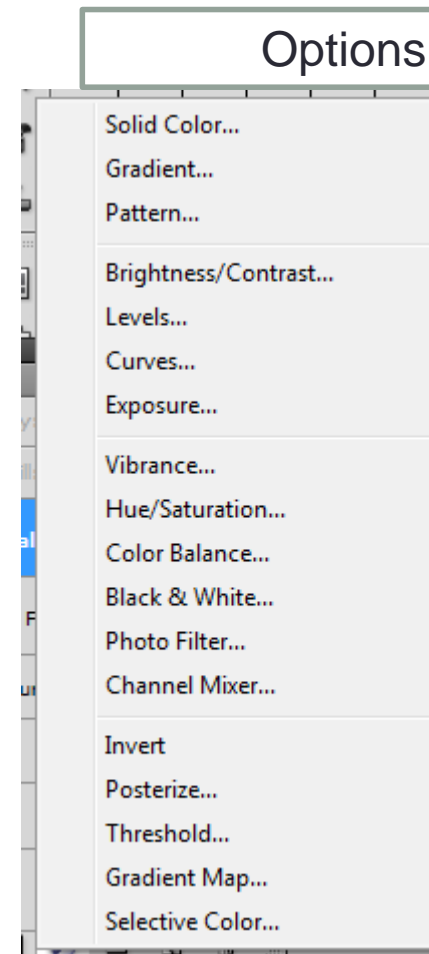
Example 4

8.Layer mask

- **Layer mask:** allows you to paint away parts of your layer without damaging your original image.

9.New Adjustment Layer

- **New Adjustment layer:** allows non-destructive adjustment of colors to a layer. (can be undone anytime, even after closing document)

Options

Solid Color...
Gradient...
Pattern...

Brightness/Contrast...
Levels...
Curves...
Exposure...

Vibrance...
Hue/Saturation...
Color Balance...
Black & White...
Photo Filter...
Channel Mixer...

Invert
Posterize...
Threshold...
Gradient Map...
Selective Color...

10.Create New Set

- **Create a new set:** Allows you to organize your layers into folders. this new feature was on my wish list. After creating an new set, you can move layers to it by **drag-and-drop**
- **Note that:** background layer can't be moved to any set
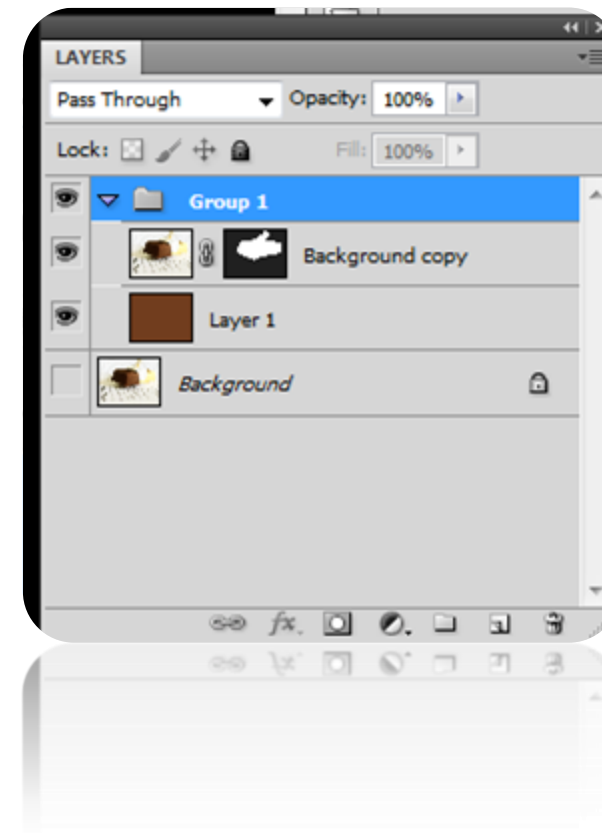
- 11. New Layer

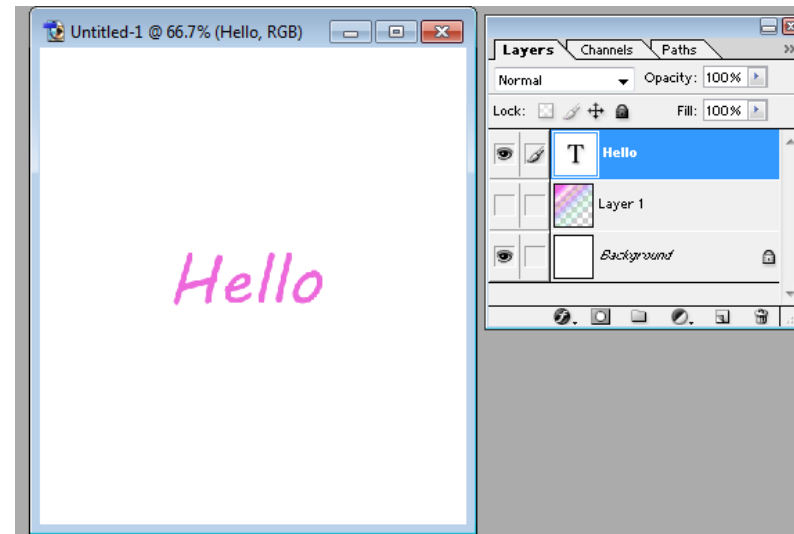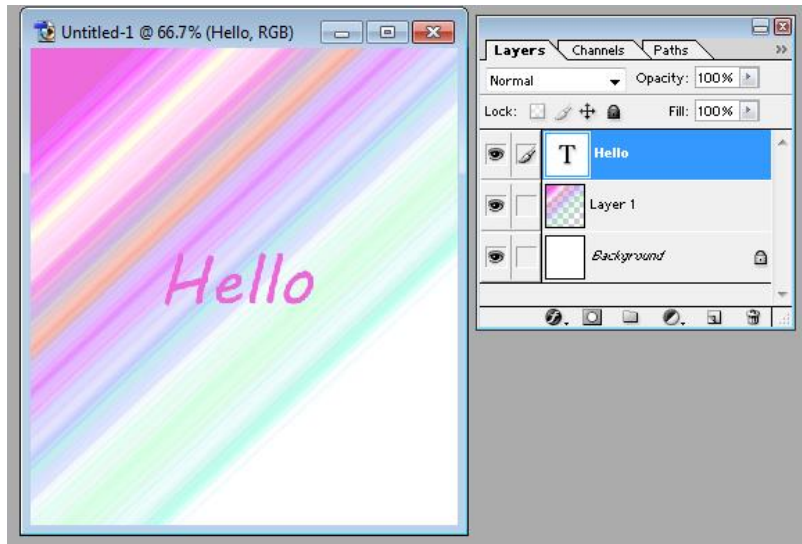**New Layer:** click to add a new blank layer. **or** drag an existing layer thumbnail to create a duplicate.

- 12. Delete

- **Delete:** Will delete an entire layer. Either drag the thumbnail to the icon or select the layer* and click on the trash can (delete icon).

- 13. Layer Visibility

- The user can close or open any layer between multiple layers.

Example 5

Layers General Options

Merges only visible layers into single flat layer

Merges all layers into single flat layer