

**Adobe  
Photoshop**

**6.0**

INSTRUCTIONAL TECHNOLOGY DEPARTMENT

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Pensacola Junior College

Adobe Photoshop 6.0

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## What is Photoshop?

Adobe® Photoshop® 6.0 is an image editing software package containing powerful, professional features, and yet can offer something for every user. Delivering the broadest and most productive toolset available, Photoshop helps you explore your creativity, work at peak efficiency, and achieve the highest quality results across all media. Photoshop is the professional standard in image-editing software.

## Image Basics

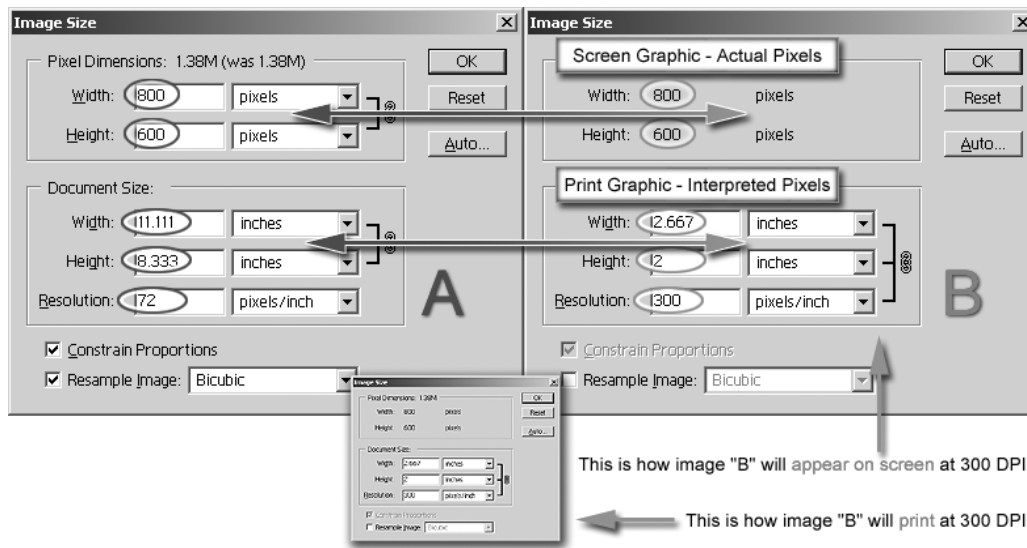
### Pixel vs. Vector Images

There are two basic graphic image types, pixel-based and vector based. Pixel-based image are composed of dots with specific color values. Photographic images are a good example of pixel-based images. Pixel-based images are edited with image editing software such as Photoshop or Paint Shop Pro. Vector-based images are composed of nodes and segments. Text and flat drawings are good examples of vector-based images. Vector-based images are edited in programs such as Macromedia Freehand, CorelDraw or Adobe Illustrator..

### Print vs. Screen Graphics

Producing graphics for print use and screen use vary greatly. Most graphics created for screen viewing are low resolution and are based on the RGB color mode. Print graphics require much higher resolution and are usually based on the CYMK mode or special inks such as Pantone color.

### Resolution



Resolution must be considered when working with both screen and print graphics. It is very important from the outset of a project to determine if the images need to be prepared for screen, print or both. This determination will guide you in scanning, manipulating and saving graphics.

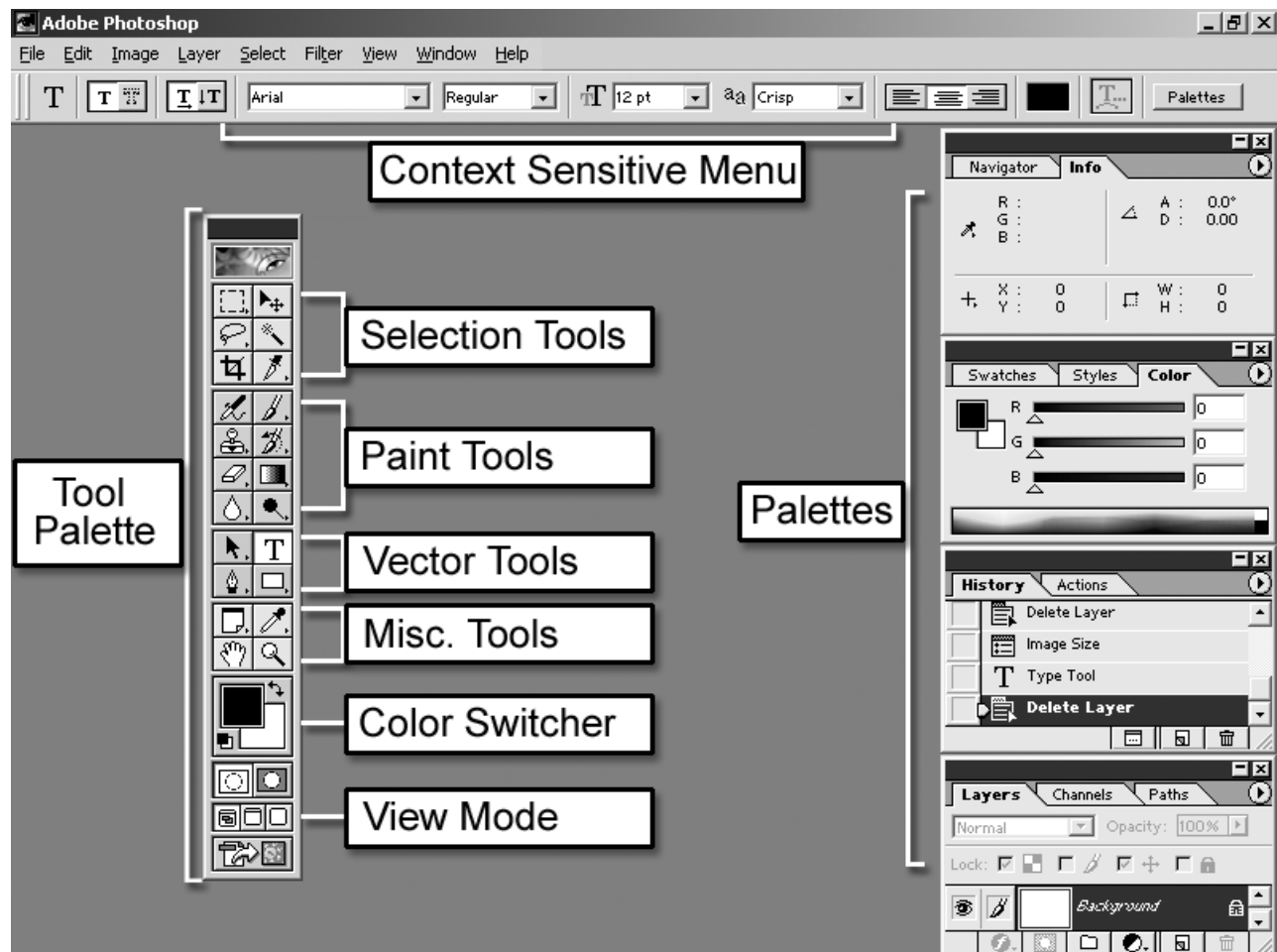
## Color Depth

Color depth is simply the number of colors used, and is often referred to in bit depth.

Some common color depths are:

- 1 bit (Black and White)
- 4 bit (palette, 16 colors)
- 8 bit (palette, 256 colors)
- 15 bit (32 K colors)
- 16 bit (64 K colors)
- 24 bit ("true" color, 16 million colors)
- 32 bit (CYMK & Alpha Channels)

## Visual Quick Tour of Photoshop



Photoshop has the same file menu most as programs. From this menu, you can make many changes and corrections to an image. Use these pull down menus at first to gain familiarity with the program. As you become more comfortable with Photoshop, notice that many menu functions have keyboard shortcuts you may want to use.

Photoshop also make use of “palette” menus. These menus are more interactive than the main file menu. For instance, when you select a new tool in the tool palette, the context in the menu above switches to the newly selected tool’s options. You can also customize your palettes by dragging the tabbed menus to another palette.

## **How To’s**

### **Change Monitor Background**

Click “Start”, then “Settings”, then “Control Panel”. After the Control Panel opens, double-click “Display”. Under the “Background” tab, ensure the Wallpaper is set to “(None)”, then click the “Appearance” tab. Under the “Item” drop down menu, select “Desktop”, then click the “Color” drop down, and choose gray.

### **Increase Monitor Resolution**

Click “Start”, then “Settings”, then “Control Panel”. After the Control Panel opens, double-click “Display”. Click the “Settings” tab. Under “Screen area”, move the slider to the right to the desired resolution.

### **Increase Monitor Color Depth**

Click “Start”, then “Settings”, then “Control Panel”. After the Control Panel opens, double-click “Display”. Click the “Settings” tab. Under the “Colors” drop down menu, select 24 bit or higher.

### **How to show and hide palettes**

Use the “Tab” key to quickly toggle between showing and hiding current palettes. If the palette you need is not visible, check under “Window” to see if the palette has been hidden.

### **How to organize palettes and reset palette locations**

You can move palettes to different dockers by clicking the tab of the palette you wish to move, hold the mouse button down on the tab while dragging the palette to a new docker. Release the mouse button when the palette is beside the other tabs in the docker you wish to place the palette. You can reset the palette locations by going to “Window”, then at the bottom click on “Reset Palette Locations”

### **How to create a new file**

To create a new image, select “File”, then “New” (you can also use the keyboard shortcut “Ctrl + N”). You can then type in the desired width, height, resolution and mode. You can choose the background type. Usually the default is white, but you can also choose the currently selected background color as the background, or make the background transparent.

Note: If anything has been copied to the clipboard, such as in a cut and paste operation, or a screen grab, the height and width textboxes will reflect these dimensions.

## **How to open an existing file**

The quickest way to open an existing document is to double click the Photoshop window background, and the “Open” dialog box will appear. You can also select “File”, then “Open” (or use the keyboard shortcut “Ctrl + O”).

## **How to import**

To bring images into Photoshop that are not existing computer files, such as images residing on a digital camera, or photos needing to be scanned on a flatbed scanner, use the “File/Import” command. You will also need this command for files that need special plug-in filters such as Adobe Acrobat files.

## **How to zoom in/out**

To zoom in on an image, you can select the zoom tool (magnifying glass with a + sign) and click on the image. Holding the “Alt” key will cause the “+” sign in the zoom tool to change to “-”, which allows you to zoom out. You can zoom a particular section of the graphic by clicking the upper left of the portion you wish to zoom, and dragging the extent of the desired the area. Double clicking the Zoom tool icon will always bring you to 100% magnification. The easiest way to zoom in and out of an image is to use the keyboard command (Ctrl and “-” or “+”).

## **How to use the grabber hand**

To translate across an image you have magnified, simply hold down the spacebar. You will see the grabber hand appear. Click on the image and “pull” it the direction you want it moved.

## **How to use the Navigator**

The Navigator palette allows you to easily control your viewing, and is particularly useful with very large, high-resolution photographic images while re-touching. The slider will increase or decrease magnification, and moving the red viewing rectangle will enable you to translate across the image easily.

## **How to change image size (resampling)**

To change an image size, click “Image”, then click “Image Size”. The Image Size dialog will appear. Make sure “Resample Image” is checked, and use “bicubic” for most images. To maintain image proportion, ensure “Constrain Proportions” is checked. Finally, enter the appropriate height and width values or percentages.

## **How to change resolution without resampling**

To change an image resolution, click “Image”, then click “Image Size”. The Image Size dialog will appear. Make sure “Resample Image” is NOT checked, and you will notice “Constrain Proportions” is automatically checked, and that you cannot change “Pixel Dimensions”. Enter the appropriate Resolution value, noting the subsequent changes to the height and width.

## **Crop**

You can crop any selection by clicking “Image”, then “Crop”. The better way to crop images is to use the “Crop Tool” on the Tool Palette. This tool will allow you to preview and adjust the image area you wish to crop. As with most functions in Photoshop, press the “Esc” key to cancel the operation.

## Canvas

The canvas is simply the image's editable area. To increase or decrease the working area of an image without altering the image, click on "Image", then "Canvas Size", and dialog box will appear. Noting the current size at the top, enter desired height and width values or percentages. Select the anchor point from which you want the canvas to grow or expand.

## Levels

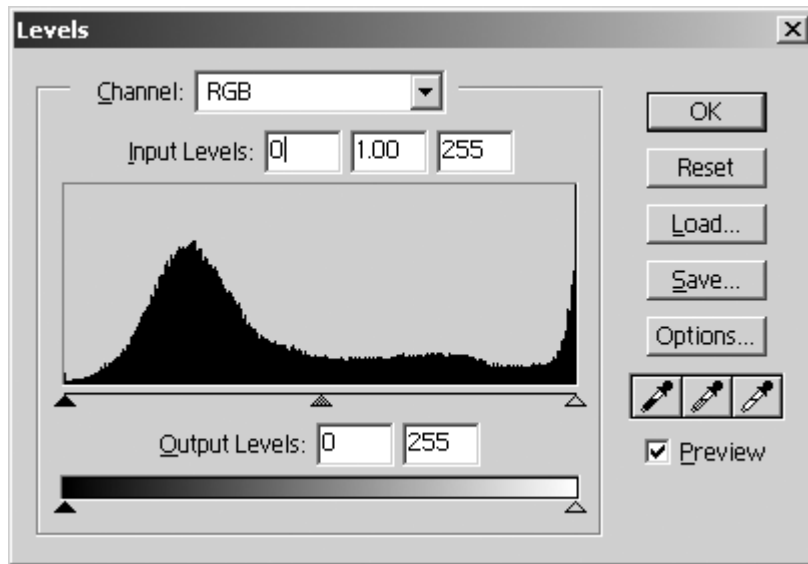
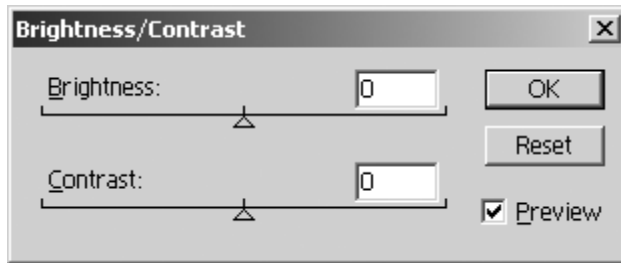


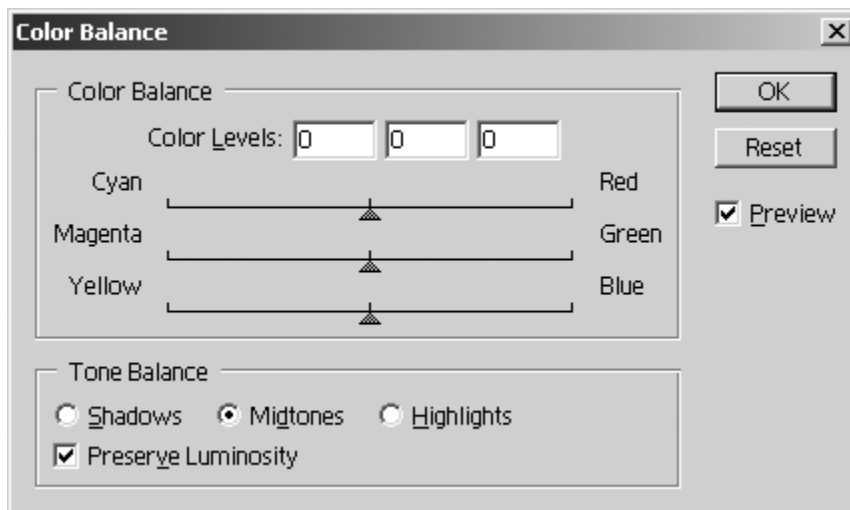
Image levels set the tonal range for highlights, mid-point and shadows in an image. You may want to use this function to brighten or darken an image, or increase the contrast. You can concentrate on an individual channel or all channels. To adjust levels, click "Image", then "Adjust", then "Levels", and the Levels dialog will open. Make sure the "Preview" checkbox is checked. For this training level, just use the Default Channel (RGB), and adjust the input levels only. Rule of Thumb: Moving the sliders to the right will make the image darker, moving the slider to the left makes the image lighter. Adjust the mid-point slider first, and then adjust the white and black levels. The closer black and white sliders are to each other, the higher contrast.

## Brightness/Contrast



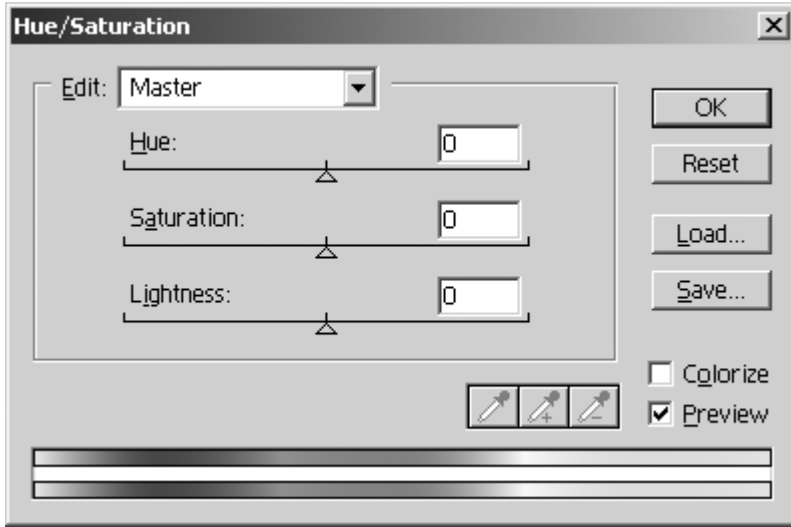
To adjust Brightness/Contrast, click “Image” then “Adjust”, then “Brightness/Contrast”, and the dialog will appear. Make sure the “Preview” checkbox is checked. This adjustment is the same control as you have on a TV set.

## Color Balance



The Color Balance adjustment can correct the imbalance of color in an image. For instance, if an image appears to have a yellow cast to it, you can balance the color to remove the yellow’s intensity. You can affect color balance by tonal range: Shadows, Midtones and Highlights. To adjust color balance, click “Image”, then click “Adjust”, and then click “Color Balance”. Make sure the “Preview” checkbox is checked. Pick the “Tone Balance” button selection you wish to edit. Move the dialog box from in front of the image so you can see the effect moving the sliders have on the image. Click “OK” when you are happy with the results.

## Hue & Saturation



The Hue and Saturation adjustment effects the overall color, the color saturation, and also can adjust the lightness of an image. The hue adjustment shifts the color range of an image. The saturation adjustment can add color intensity to boost color in a washed-out image, or subdue an image for a special effect such as a background. The lightness adjustment (unlike the brightness adjustment) can lighten an image to white or darken it to black. To adjust hue and saturation, click “Image”, then click “Adjust”, and then click “Hue/Saturation”. Make sure the “Preview” checkbox is checked. For this training session, we’ll leave the edit mode to “Master”. Adjust the sliders to achieve the desired affect, then click “OK” when you are happy with the results.

## Sharpness/Blur

To blur an image, click on “Filter”, then “Blur”. In this training, we will use the “Gaussian Blur” blur filter, so click accordingly. Check the “Preview” checkbox, and then move the slider to create the desired effect, and then click “OK”. As with most filters in Photoshop, if you feel you’ve gone a bit too far, you can click “Edit”, then “Fade” to reduce the effect. To sharpen an image, click on “Filter”, then “Sharpen”. In this training, we will use the “Sharpen” sharpen filter, so click accordingly. Again, you can click “Edit”, then “Fade” to reduce the filter effect.

## Image Re-touch Tools



How to pick Background and Foreground Colors



The Airbrush tool



The Brush/Pencil tool



The Clone tool



The Gradient/ Bucket tool



The Dodge/Burn tool



The Sharpen/Blur/Smudge tool



The Eraser/Alt+Eraser tool

## Resources

### Web Links

<http://www.ElementK.com>

<http://www.adobe.com/products/tips/photoshop.html>

<http://psworkshop.net>

### Books

**Adobe Photoshop Classroom in a Book** Adobe Creative Team

**Photoshop 6 for Windows and Macintosh** Elaine Weinmann, Peter Lourekas

**Master Photoshop 5.5 Visually with CD ROM** Ken Millburn