

Intermediate
Photoshop 6.0

INSTRUCTIONAL TECHNOLOGY

Pensacola Junior College

Intermediate Photoshop 6.0

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Use Update Field Code to Create TOC

Introduction

The Basic Photoshop workshop taught the user interface, where most essential tools were located, raster image basics, image resolution how to do basic color corrections and retouch scanned images. Hopefully you have built upon these skills and are ready for the really fun stuff. If you haven't worked with Photoshop since, review the materials prior to proceeding.

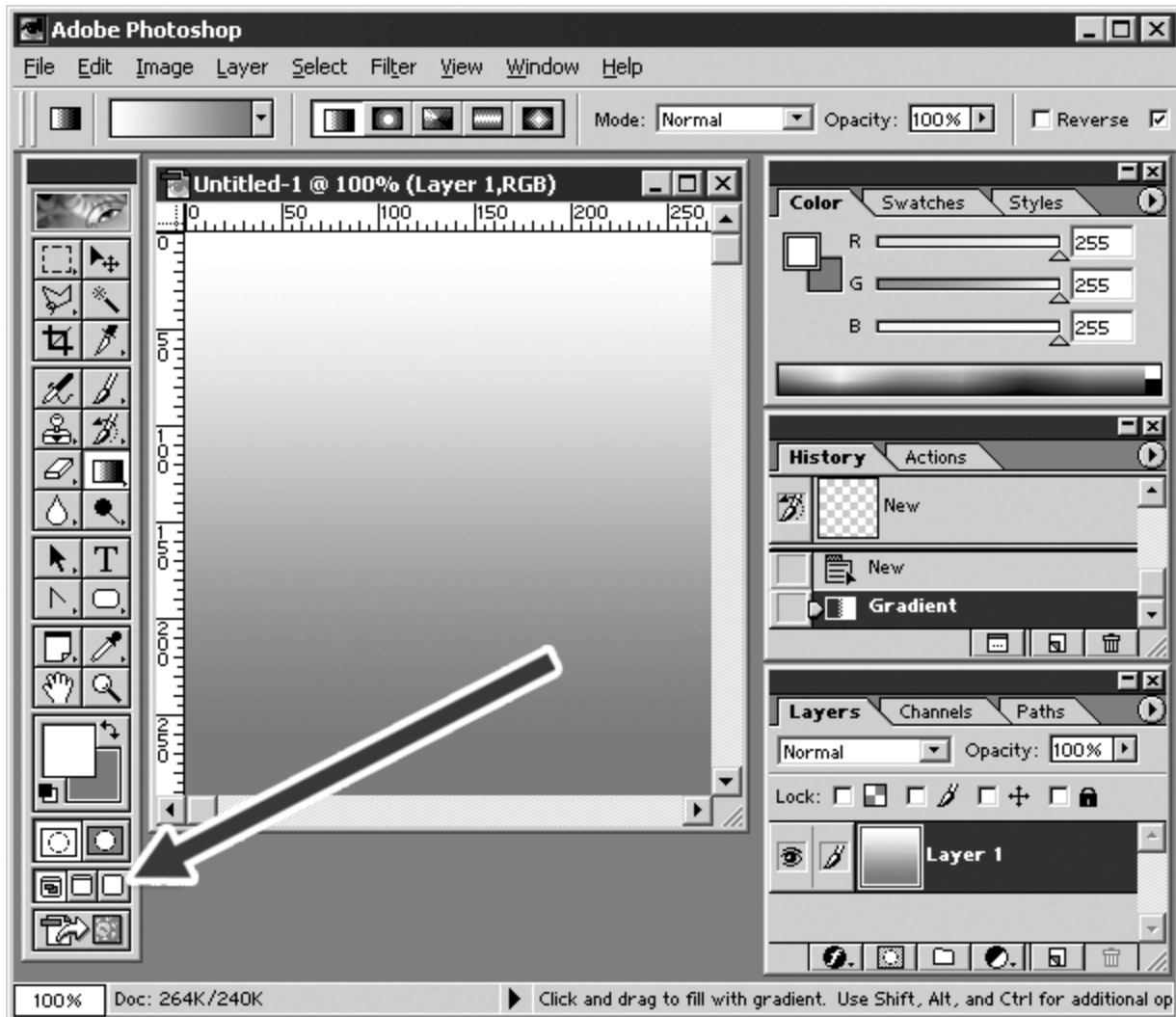
Photoshop is a program you learn by doing! If a person wishes to become competent, they will need to invest time to investigate the program's capabilities. When learning Photoshop, don't worry about creating great images initially. Learn the tools and their capabilities. It is also a good idea not to work under pressure until you feel comfortable with the tools, as you will only become frustrated with the program. Finally, it is a good idea to have a knowledgeable Photoshop user available to help you when, and you will, get stuck!

Setting up the Shop

Screen Modes



Standard Screen mode is the default viewing mode in Photoshop and is the mode most people use. This screen mode maintains standard window conventions found in the rest of the operating system and programs. It is very useful for normal sized images and multiple images.



Full Screen Mode with Menu Bar

The middle button on the screen mode selector selects Full Screen Mode with Menu Bar. You can toggle through all modes by simply hitting the “F” key. Full Screen Mode removes the title bar and displays the

current image full screen. If there are several images open, only the current image will be visible. To access the other images, select **“Windows”** on the Menu Bar, then go to the bottom of the panel to select a file. The selected file will be displayed in the viewing mode that was assigned to it, so your current mode could change.

Full Screen Mode

Full Screen Mode is similar to Full Screen Mode with Menu Bar in that the title bar is removed, but goes further by moving the menu bar to the Tools palette as a fly-out type menu. This mode is a good mode to use if the user is proficient with hotkeys, as it displays the most real estate.

Hiding Palettes

After picking the proper display mode, the next image viewing tip is to hide palettes so that you can see the entire image. To accomplish this, simply toggle the **“Tab”** key to display and hide all palettes. You can also hide or show individual palettes by going to **“Window”** on the Menu Bar, and choosing to show or hide. Most menus are “dockable” which means you can transfer the tabbed menus to another panel. This highly customizable feature is nice when you have specific tasks to perform and do not need extra clutter.

Zooming

Many times what separates an average image from a superior image is detail. Magnifying or “zooming” in on an image allows the user greater flexibility and control over the painting tools while editing. Zooming in allows the user to work more accurately and efficiently. Zooming can be accomplished by several methods.

Zooming with the Zoom Tool



The initial method most people use to zoom is the Zoom Tool, which is located on the tool palette. The zoom tool looks like a small magnifying glass. After selecting the zoom tool, the arrow cursor changes to a magnifying glass with a plus sign (+). Clicking the current image zooms in, and allows the user to zoom until the plus goes away, which means you can zoom no more. Holding down the Alt key changes the default zoom tool from a plus (zoom in) to a minus (zoom out). Double-clicking the zoom tool automatically changes the image’s magnification to 100 percent.

Zooming with a Mouse Wheel

If your mouse is equipped with a mouse wheel, you can easily zoom in and out by selecting a current image and scrolling the wheel, forward to zoom in, backwards to zoom out. Using a wheel mouse in conjunction with the spacebar grabber hand is an efficient way to navigate smaller images, and will work while performing operations such as cropping.

Zooming with Control and (- , +)

Another method of zooming is to use hotkeys. To zoom in with hotkeys, hold the Ctrl key down, then press either the plus (+) or minus (-) keys until the desired zoom level is achieved.

Zooming with Navigator

Using the Navigator tool is the latest method designed to help user navigate large images. In fact, when you use other methods, you can see the Navigator panel updating as you



zoom. Navigator is particularly useful with large images. When the image is scrollable, notice the indicator square can be moved to locate a specific area. Specific magnifications can be entered in a text box in the lower left.

Hand Tool

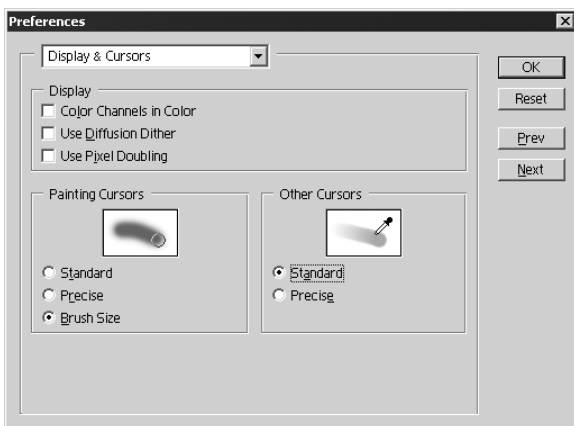


The Hand Tool allows the user to move the digital image very much like your hand would move an actual photograph on a tabletop. You can select the Hand Tool from the Tool panel or in most cases press the spacebar. When you click the hand on the picture, the icon changes to a gripping hand, which provides the reference point as the image is dragged to the desired viewpoint.

Displays and Cursor Preferences

Another helpful tip is to ensure the cursor display preferences are set properly. To access Preferences, go to the menu bar and choose: **“Edit/Preferences/Displays & Cursors”**. There are two types of cursors, Painting and Other. For the Painting Cursor make sure that Brush Size is selected and for Other Cursors make sure **“Standard”** is selected, then hit **“OK”**.

Standard mode lets the user see a descriptive picture icon of the tool being used. The Precise mode has a cursor that is a crosshair. Brush size mode displays a cursor the approximate brush size of the painting tool selected. You can always select Precise cursor mode by toggling the Caps Lock key. This is helpful to locate a single pixel brush over certain backgrounds.



Selection Tools

Marquee, Lasso and Magic Wand



The selection tools are located on the top portion of the tool palette. The Marquee Tool features the Rectangular, Elliptical and Single Pixel marquees (both horizontal and vertical). The Lasso selection tool features the Lasso (freehand), the Polygonal Lasso, which selects using straight lines and the newest addition, the Magnetic Lasso, which appears to hug or snap to the edge of a shape. The Marquee and Lasso tools both allow the user to feather and anti-alias the selection. The Marquee tool also allows the user to fix aspect ratios and fix size.

The Magic Wand tool senses color variation and selects color bases on Tolerance settings chosen by the user. These tolerances can be used to select in a Contiguous (next to) mode. The Magic Wand can be set to select across multiple layers by viewing a multi-layered image as a composite image. Investigate this setting if you are having difficulty selecting on a particular layer; it's probably not a bad idea this remain unchecked unless you have a specific need for it

Selection Methods

Normal Selection Mode



To create a selection or deselect an existing selection, click the first button.

Adding to a Selection



Once you have created a selection, you can add to that selection by clicking the second button, and use the cursor to select the additional area.

Subtracting from a Selection



To subtract from a selection, click the third button, then select the area within the existing selection that is to be removed from the selection.

Selection by Intersection



To create a selection by intersecting two selections, click the fourth button, then select the region that when combined with the existing selection creates the desired shape, and release the mouse button.

Hotkey Alternatives

Hotkeys are an efficient method that allows the user to add and subtract from a selection. The **Shift** key adds to a selection, the **Alt** key subtracts and the **Shift + Alt** keys together allow the user to intersect the selection. Holding the **Ctrl** key down will allow the user to cut the underlying image based on the selection, **Ctrl + Alt** will clone the underlying image based on the selection. Pressing the **Shift** key *after* cutting or cloning a selection will constrain movement horizontally or vertically.

Basic Selection Tips

Hiding marquee

Sometimes it is difficult to see parts of your image because of the “marching ants” indicator that designates the boundary of your selection. To toggle the selection indicator visibility, hold the **Ctrl** key down, then press **H**.

Feathering

Feathering can be assigned prior to making a selection or can be applied afterward. To assign a feathering selection value prior, simply choose the selection tool and enter the feather value prior to making the selection. If a feather is needed after a non-feathered selection has been made (as when using the magic wand), go to the menu bar and choose “**Select/Feather**”, then enter the desired amount.

Stroke

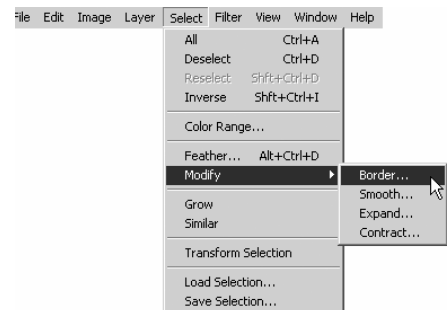
To “stroke” a selection means to apply a line that follows the contour of a selection. To apply a stroke a selection, go to the menu bar, then choose “**Edit/Stroke**”. Users have the options of stroking the outside, inside or centerline of a selection a selection and choosing the stroke thickness in pixels.

Inverse

To invert a selection, go to the menu bar, and then choose “**Select/Inverse**”. Inverse will invert the current selected area to unselected and the formerly unselected areas will now be selected. This simple but handy feature can provide be extraordinarily helpful if used correctly.

Modify

Modify commands are located within the Select Menu found on the menu bar. Modify allows the user to create borders, smooth the contours of existing selections and finally to expand or contract existing selections. Border uses the existing selection as a centerline, and creates a selection border with boundary areas determined by user input. Smooth removes some of the rough corners that can occur when drawing objects, or to soften hard edge geometric shapes. Expand and contract increase or decrease the selection based on use input.



Similar

The Similar command is located within the **Select** Menu found on the menu bar. Similar is a very handy command designed to create a selection based on colors of the current selection. This can be very useful when selecting the background in tight areas.

Transform Selection

There may be times when you need to resize, skew, rotate or stretch a selection without altering the pixels in the selection. **Transform Selection** releases the selection’s pixels and floats the selection allowing the user to manipulate the shape.

Layers & Paths

Layer Organization

Adding Layers



To add a layer, just click the New Layer icon on the bottom of the Layer Tool palette. A new layer will be created above the currently selected layer.

Deleting Layers



To delete a layer, simply drag the undesired layer to the Trash icon on the bottom of the Layer Tool palette and it will be deleted- no questions asked. You can also click the Trash icon and the selected layer will be deleted, after confirming this is what you intended. You can also right click above the undesired layer, then click “**Delete**”.

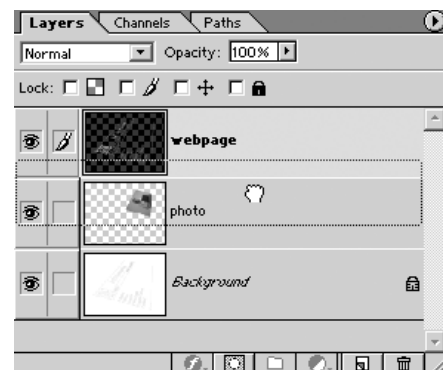
Making a copy of a Layer



To copy or duplicate a layer, just drag the desired layer to the **New Layer** icon on the bottom of the Layer Tool palette. The new copy of the original layer will be created above that layer, and will automatically become the selected layer. The duplicated layer will retain the original’s name, but automatically append “copy” to it. You can also right click above the desired layer, then click “**Duplicate**”.

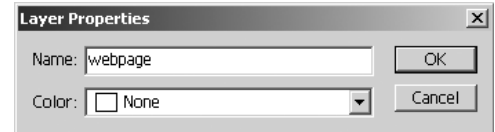
Arranging Layers

To arrange layer above or below another layer, click down on the layer, and while holding the mouse button down, drag the layer up or down to the desired level. When the layer can be dropped into the desired level, the program indicates this by highlighting the area between two layers. Arranging layers may take a little practice, especially when moving layers to a layer set.



Layer Properties

Layer Properties allows the user to organize layers by using descriptive names. Users further organize layers by color coding.



Layer Visibility

Sometimes it is helpful to disable a layer's visibility to see the lower levels better. To do this, simply click the eye icon for the desired layer. To make the layer visible again, click the area where the eye icon was visible earlier.



Linking Layers

Layers can be linked together so that the pixel, vector or font information contained on the linked layers can be moved or transformed together. To link a layer, select an active layer, then click the layer you wish to link.



Layer Sets



Layer Sets are invaluable in large, complex illustrations. Organizing elements into Layer Sets makes moving and toggling visibility easier, by grouping many layers into a set. This eliminates the need to link or change the visibility on many individual layers.

Transparency Lock



Transparency Lock allows editing of only the existing pixels, not areas without pixel information.

Position Lock



Position Lock freezes the location of pixels on a layer while still allowing the pixels to be edited.

Blending Modes vs. Adjustment Layers

Layers have the ability to blend in different modes. The default blending mode is Normal, but other modes such as Multiply, Screen, Lighten, Luminosity, etc., can produce exciting effects. Blending layers require a lot of experimentation to achieve results, and after this experimenting, sometimes it's back to Normal mode!

Adjustment layers treat all layers below the adjustment layer as a composite image that can be adjusted with some of the same image controls flat images use under the **“Image/Adjust”** menu.

Layer Effects



Layer Effects eliminates the former drudgery work necessary to jazz up. Users can instantly create glows and drop shadow simply by select a layer, click the Layer Effects icon on the bottom of the Layer Tool palette. As with most things Photoshop, experimentation is required, and it is easy to get tacky quickly.

Copying a Layer Style to another Layer

Once a user has struggled and experimented with a layer and has the desired look, Photoshop allows the effects to be easily copied to other layers. To copy a layer style, right click the layer that with desirable effects and on the resulting fly-out menu, select **“Copy Layer Style”**. Next, right click the layer where the effects are to be applied, and on the resulting fly-out menu, select **“Paste Layer Style”**.

Text and Vector Shape Layers

Text and Vector Layers are special layer types that do not allow painting tool editing, unless the layer is first rasterized. Text layers can be re-editing and altered much the same as a word processing program. Vector Shapes are actually clipping paths with assigned colors. These vectors can be altered with path editing tools. Rasterizing Text or Vector Shape should be the last step as the text or vector editing ability is lost during the process.

Masking

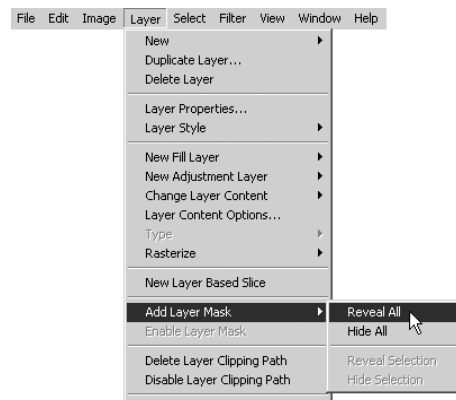
Quick Mask

Quick Masks allow users to “paint” a mask. Painting tools, such as the Brush and Eraser Tools can be used to add and subtract from the mask, as well as vary the opacity. Using Quick Masks also enable the user to zoom in on detail while not worrying about accidentally deselecting.



Layer Masks

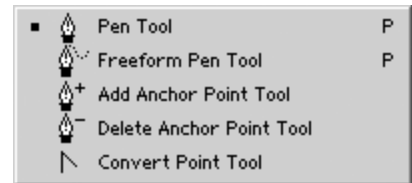
Layer masks are assigned to a layer and can effect the transparency of the image. Layer masks cannot be applied to the background layer. To add a layer mask, go to the menu bar and select **“Layer\Add Layer Mask\Reveal All”**. Nothing has effected the image yet, but notice that the layer icon has another icon beside it. This is the mask layer. Click this mask layer to highlight it and make sure the Foreground and Background color are black and white.



Use the Gradient tool to apply a gradient to the mask layer. Notice the areas that are lighter allow the pixels to show, but the darker area does not allow the image to come through. At first, users that have experience with alpha channels may think this is backward (in an alpha channel, white is 100% opaque and black 100% transparent), but because this is a mask, not a channel.

Using Paths

Paths are a familiar concept to people with experience in programs such as Adobe Illustrator, CorelDraw or Macromedia Freehand. Photoshop uses basic path tools to accomplish certain tasks such as creating or adjusting clipping paths. Although it's possible to draw vector objects with Photoshop, most experienced users will create vector drawing in better suited programs. Here are some short descriptions of each tool.

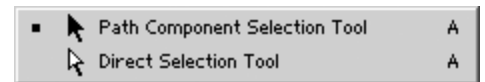


Pen Tool

The Pen Tool is used to draw paths. When the Pen tool is used, Photoshop automatically creates a work path that can be viewed on the Path menu. The Pen Tool draws with Bezier points, which can be pulled to adjust the curvature. You can also create straight lines by clicking without pulling the handles of the Bezier. The Freeform Pen Tool allows the user to draw freehand, without using Bezier points.

Path Select Tool

The Path Component Selection Tool allows the user to select individual paths. The Direct Selection Tool allows editing of point on the selected paths.



Add Anchor Point

To add additional points, use the Path Select tool to select the path, then go to the Pen Tool fly-out menu to select the Add Anchor Point Tool.

Delete Anchor Point

To delete points, use the Path Select tool to select the path, then go to the Pen Tool fly-out menu to select the Delete Anchor Point Tool.

Change Anchor Point

To convert between straight and Bezier anchor points, use the Path Select tool to select the path, then go to the Pen Tool fly-out menu to select the Convert Point Tool.

Resources

Photoshop 6 For Windows & Macintosh, Weinmann and Lourekas, Peachpit Press, Copyright 2001