



Photoshop... It's Advanced

Webworks – A Workshop Series in Web Design (Session Four)

Table of Contents:

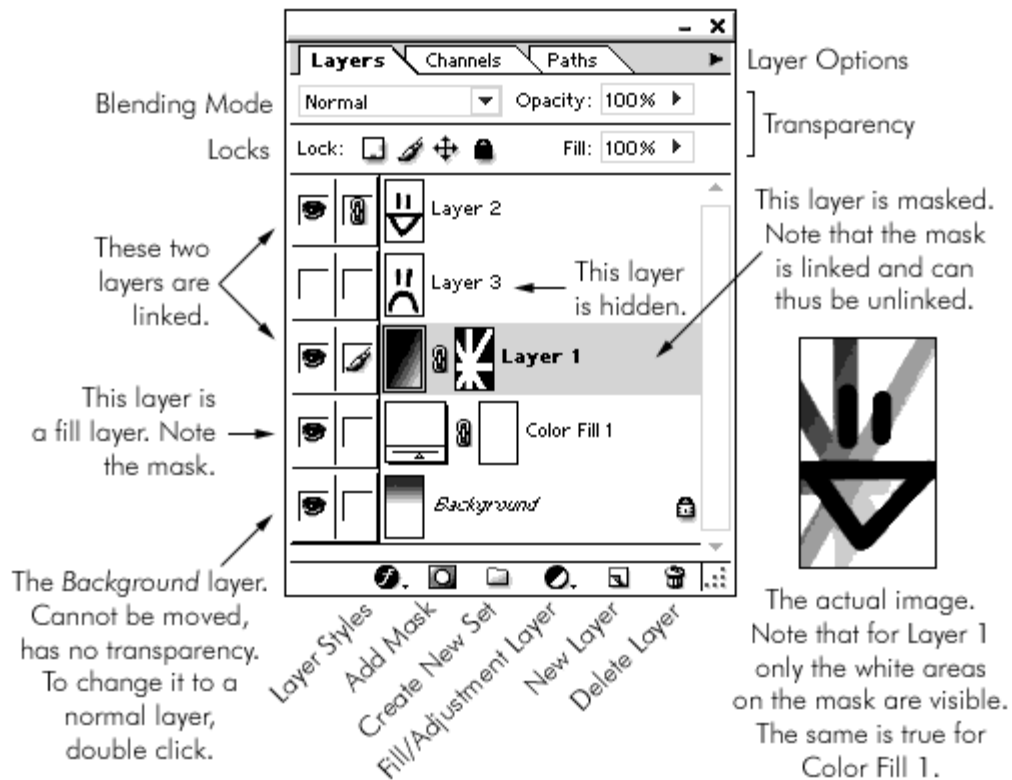
1. Overview
2. Layers
3. Trial by Fire – Masks, Vectors, Styles oh my!
4. Advanced Selection
5. Neat Stuff
6. Internet Resources

1. Overview

Photoshop is very... comprehensive. This means there are roughly three or more ways to perform pretty much anything. For example, to zoom, you can either scroll the mouse wheel, use the Navigator window, use the Zoom Tool, open the View menu, or hit the shortcut keys. This may seem intimidating, but hey, this way you'll probably learn at least one way to do what you want done. Experimentation is the best way to learn so right click, try holding down shift or ctrl or alt, especially with the selection tools, just play around a lot.

2. Layers



You should already know pretty much what a layer is, however much may still be confusing. Thus, here's a handy, dandy diagram to dispel confusion:






When layers are *linked* together, they move simultaneously, change size proportionately, etc.


3. Trial by Fire – Masks, Vectors, Styles oh my!


To test your layer suaveness, let's make a tiling picture you could use for a background.


- Create a new picture of size 200px by 200px just so that it's not too big. Fill your background (Edit... Fill or use the Paint Bucket tool) with a color you like.
- Next, let's make a **layer set** () to put everything in. Might as well keep everything organized. There's also the minor matter of what to put in the picture so... Let's make a happy smiley face! Or angsty consumption face, I don't much care. Up to you.
- Now for how to create the face. Though there are many ways to draw in Photoshop (whether using Window's Paint-esque Brush tool or Pencil tool), we shall try using vectors! Thus, place a **shape** () on your image. Don't worry about the size. Note that in the Options for Shapes, it can either be set as *shape*, *path*, or *fill pixels*. Shape uses vectors to store what you draw, path creates a path of the shape (paths are used extensively in Illustrator and similar vector graphics programs), while fill pixels means the shape will be drawn just like a shape in Paint. Just so we can get more familiar with

vectors, let's use shapes. Thus you'll get a **fill layer** () with a **layer mask** (). Masks will be explained first, then fill/adjustment layers.

Layer Mask () – Layer masks are a lot easier to learn than they seem, and are quite useful to boot. Basically, a layer mask lets you blank out a part of your image without erasing it; thus, if you ever want it back, just modify the mask so that it's visible again! There are two kinds of masks, vector based (like our

shape) or pixel based. To modify either mask, click the **mask part** () of the layer you want changed, then edit to your heart's content with either brush tools for pixels or vector tools for vectors. What you need to remember is white = image shows through, dark = image is blocked out.


Fill/Adjustment Layer – Fill and adjustment layers let you do things like put in a *Gradient* (that automatically expands and shrinks unlike the Gradient tool), adjust the color of the all layers underneath using *Color Balance*, or do really cool funky effects using *Gradient Maps*. Select part or all of the picture, just like you did with the Layer Mask, then hit the **Create new fill or adjustment layer** ()



- So now, you've got possibly a square for the face or a circle for an eye or mouth or... something. What we can do now is **add a layer style** () and maybe give that one eye an outline with *stroke* or cover it with a *pattern overlay*. Playing around is the best way to learn what does what so do so extensively.
- Rinse, repeat.** Add another eye, just have one. Link the eyes together and move them to wherever you want, or keep them unlinked and move them apart for creepy effects. Create a layer above everything and simply draw in pupils and details with the paintbrush tool until you're happy.

- f. Now that you're perfectly happy with your face, save it (just to be safe), and get ready to do some wacky stuff to it. Ready? Okay. Select the entire layer set that you've created your face in, then **merge the layer set**. Everything you've done has been rendered into one layer so all the extra data you've created, the masks, the vectors, everything, has been lost, which is why it's good to make a backup. So now you should have a background layer and a layer with just the face on it.
- g. The reason we want to merge the face into one layer is we now want to duplicate that layer. To duplicate, either go to **Layer...Duplicate Layer** or drag the current layer to New Layer. Since we want to create an x style pattern, make sure both faces are in the same spot right now.
- h. Now, select the duplicate, go to **Filter...Other...Offset**, horizontal set to half the width of the picture (100px), same for the vertical (again, 100px). Save the whole picture, and load it up as a tiling background; it should work beautifully. Note that if you have semi-transparency in the face, the offset may not work perfectly. If this happens, merge one of the face layers together with the background, then offset the background.

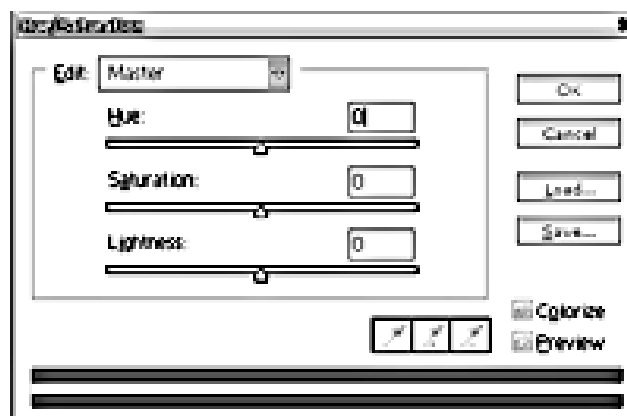
4. Advanced Selection

Divide and conquer. Selection in Photoshop works the same as selection in Paint, though it's much, much, much more advanced. Thus, we will learn how to select certain parts of pictures in order to do things like **red eye correction!**

The easiest way would probably be to use the circle selection tool (**Elliptical Marquee Tool** ) to drag a circle around the offending eye. Be sure to zoom in for the best fix.

Now, what if the selection overlaps onto his or her eyelids? Click the **Quick Mask** button () . Your screen should turn red except where you've made your circle. Don't worry, all that Photoshop has done is to show you where the selection is visually. The selection works the same way as a mask, wherever there's red, the layer is unselected, wherever there is no red is selected (just like a mask in that white allows the layer to show through while black hides). Now, basically, with Quick Mask, you can directly modify selections using brush tools, namely the **Brush Tool** () . As with all masks, you're limited to working grayscale. For this case, choose a small brush, and using black, draw the eyelids back in. Now switch back to normal mode (the button is located next to the Quick Mask button).

With the offending area selected, go to **Image... Adjustments... Hue/Saturation**.



I would personally use **Hue** to change the color to what the person's eyes should look like. You'll probably also use **Saturation** (the intensity of the color) and **Lightness** to perfect the change. For brown, you'd slide the Hue to orange, then decrease the Saturation by a little bit, then decrease the Lightness by a larger bit. Play with this to make it look better.

Now that the color is about right, you may notice that the highlight that was on the eye might be diminished or gone. To fix this, simply use the Brush Tool to paint on a bit of pure white.

5. Neat Stuff

Blurring only a selection – use this to create fancy feathering effects. Basically, all you have to do is make a selection, enter Quick Mask, then go to **Filter...Blur...Gaussian Blur**. The larger the amount, the blurrier it'll be. Blurring is also useful for removing blemishes, though there's a better way: the **Healing Brush Tool**. To use the Healing Brush, select a patch of the picture by that you would like the offending part to look like (for example, unblemished skin to remove blemishes) by holding down **alt** and clicking. Now, click the Healing Brush over where the blemish is.

Effects around a selection – so you want a fancy crystallize effect but still want someone's face visible? Enter Quick Mask, fill in the person's face, exit Quick Mask, and voila, the rest of the image is selected but not the face. Filter to your heart's content.

Selecting by color – either use the Magic Wand Tool to pick out individual patches (making sure that contiguous is selected if you wish) or go to **Select...Color Range**.

6. Internet Resources

Tutorials – Photoshop is popular, as any google search will inform you. Here are a couple of my personal favorite sites.

- <http://www.phong.com/tutorials/> - demonstrates how to create "plastic text" similar to that used in Mac commercials, along with many other things.
- http://www.aqa-d.se/ny/pstips/fwf_all.htm
- <http://www.thewebmachine.com/> - click "photoshop", the tutorials are on the left
- <http://www.cgtalk.com> – find "photoshop", it's halfway down the page, there should be a large list of tutorials on there.

Fonts – <http://www.dafont.com/en/> - Contains a giant selection of high quality fonts for free.