

Pacific New Media

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Introduction to Adobe Photoshop

Definitions:

Selections: Methods of isolating parts of an image, allowing you to perform an action selectively on that part alone or to copy and paste selection to another file.

Layers: An image in PS is comprised of one or more layers, like acetate sheets superimposed on one another. Layers may be acted on individually, changing size, perspective, color balance, tonality and contrast, addition of gradients or filters, etc. Layers can also be masked selectively.

Mode: Color space: Method of forming color and tonal relationships. Use of additive primary colors = RGB, for computer use. Use of subtractive primary colors = CMYK, for printing. Or gray scale = B&W.

File format: The way in which the computer saves your file. Can be lossless (no compression and no loss of quality) as in TIF or PS format, or can be lossy (compressed file, smaller size, loss of quality) as in jpg format. Maximum quality = RAW format.

Pixel depth: The amount of color or tonal information your file can hold. Can be 8 bit or 16 bit. Equivalent to the number of crayons in a crayola box.

Pixel dimensions: The size of your file, measured in pixels on the v and h dimensions, such such as 1024X768 pixels.

Composite: Making selections from one or more images and combining into new image, collage, or illustration.

Resolution: Number of pixels per inch. Resolution, size in inches, and file size in megabytes are interrelated.

Color correction: Manipulation of additive primaries, red - green - blue, or subtractive primaries, cyan - magenta - yellow - black, to change color balance or correct color cast of image.

Tonal and contrast correction: Changing either the density or contrast of a B&W or color image. Maximizing shadow and highlight detail.

Dynamic Range. The contrast between black and white, the value scale, in all images. There are 255 steps between B&W in PS.

Path: Editable selection using the pen tool or magnetic pen tool.

History: Multiple levels of undo. PS creates a "history" of each action performed.

Class Contents

1. Selection tools and layers

- Photoshop Tool box; potentials of the program
- Selection tools explained and demonstrated: marquee tool, lasso, magic wand tool, pen tool plus
- Introduction to layers feature. How to use. Demonstration of layers and paths.
- Introduction to history palette.
- Introduction to text capabilities and limitations.
- Simple composite exercise using basic selection tools and layer hierarchy with the addition of editable text.

Goals: Introduce participants to hands-on use of selection tools, layers and text capabilities. Composite image of elements from three sources.

2. Color and tonal correction

- Introduction to powerful tonal and color correction tools: Levels, curves, information palette, color balance corrections, variation display, and use of histograms. Setting the black point and white point.
- When to use levels, curves, and color correction software and in what sequence. Mode changes. RGB to CMYK.
- Basic densitometry for photographers and image-workers. Fundamental information on the behavior of photographic materials and the PS interface.
- Demonstration of color and tonal corrections in a composite image. Explanation of subtractive vs. additive color.
- Exercise in color and tonal correction

Goals: To familiarize participants with contrast control, basic color correction and maximizing detail in highlights and shadows. Learning to set the black and white point.

3. Digital Imaging Workflow

- From start to finish 1.) Dynamic range 2.) Color correction 3.) Subjective enhancements 4.) Local corrections. 5.) Retouch, correct imperfections 6.) Sharpen/noise reduction 7) Soft proof. Save in file format for print or web.

4. Image correction and compositing

- Layer effects. Scaling, skewing, rotating and perspective control.

- Use of pen tool and paths in making selections.
- Use of gradient tool.
- Use of commonly used filters.
- Composite artistry.
- Use of adjustment layers
- Exploration and use of PS filters.
- Methods of combining and compositing.

Goals: To assist participants in conceptualizing and producing a manipulated image making use of elements from several photographs and illustrations.

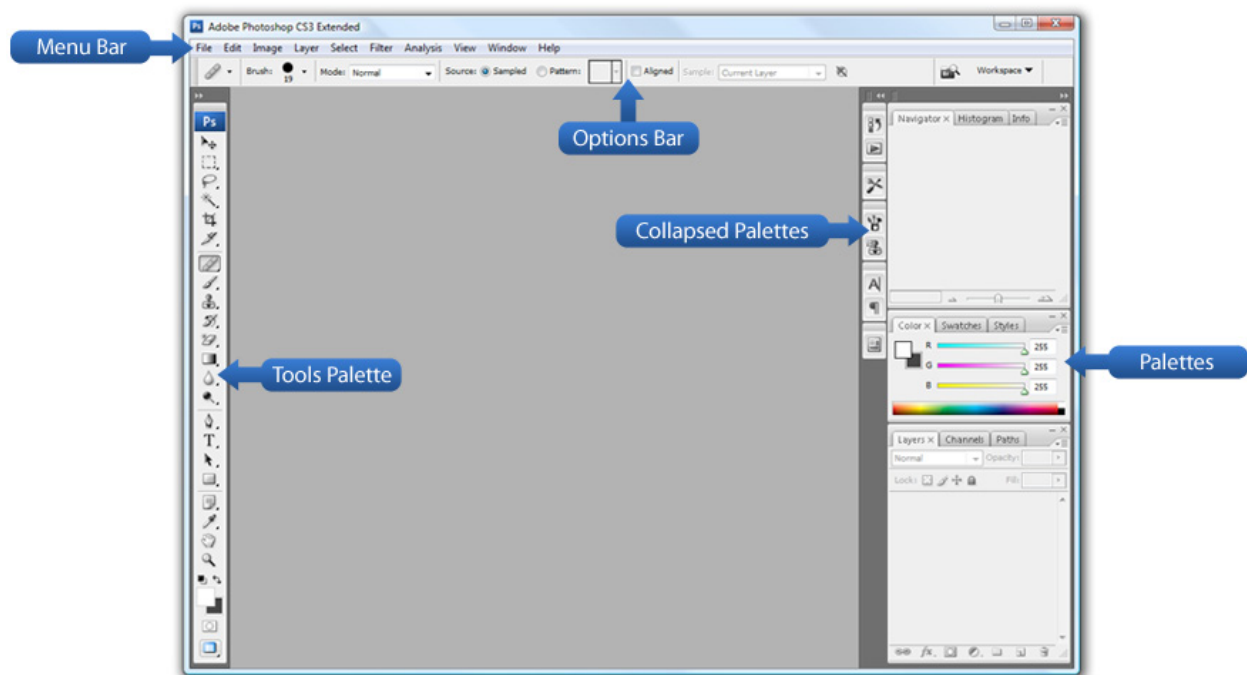
5. Technical Necessities

- File size and resolution
- Resolution for print and web
- Upsampling and downsampling images
- File formats
- Color space and color profiles

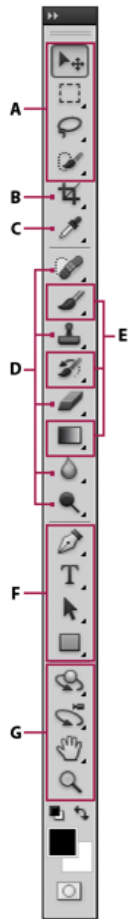
6. Photoshop as a Design Tool

- Using PS as a layout program for print or web.
- Saving images as jpg's for web use
- Advanced features of Type tool

The Photoshop Workspace



Tools panel overview



A Selection tools

- **Move (V)***
- **Rectangular Marquee (M)**
 - Elliptical Marquee (M)
 - ⋮ Single Column Marquee
 - ⋮ Single Row Marquee
- **Lasso (L)**
 - ⋮ Polygonal Lasso (L)
 - ⋮ Magnetic Lasso (L)
- **Quick Selection (W)**
 - ⋮ Magic Wand (W)

B Crop and slice tools

- **Crop (C)**
- **Slice (C)**
- **Slice Select (C)**

C Measuring tools

- **Eyedropper (I)**
 - Color Sampler (I)
- **Ruler (I)**
- **Note (I)**
- **Count (I)†**

D Retouching tools

- **Spot Healing Brush (J)**
 - Healing Brush (J)
 - Patch (J)
 - Red Eye (J)
- **Clone Stamp (S)**
 - Pattern Stamp (S)

- **Eraser (E)**
 - Background Eraser (E)
 - Magic Eraser (E)
- **Blur**
 - Sharpen
 - Smudge
- **Dodge (O)**
 - Burn (O)
 - Sponge (O)

E Painting tools

- **Brush (B)**
 - Pencil (B)
 - Color Replacement (B)
 - Mixer Brush (B)
- **History Brush (Y)**
 - Art History Brush (Y)
- **Gradient (G)**
 - Paint Bucket (G)

F Drawing and type tools

- **Pen (P)**
 - Freeform Pen (P)
 - Add Anchor Point
 - Delete Anchor Point
 - Convert Point
- **Horizontal Type (T)**
 - Vertical Type (T)
 - Horizontal Type Mask (T)
 - Vertical Type Mask (T)

- **Path Selection (A)**
 - Direct Selection (A)
- **Rectangle (U)**
 - Rounded Rectangle (U)
 - Ellipse (U)
 - Polygon (U)
 - Line (U)
 - Custom Shape (U)

G Navigation & 3D tools

- **3D Object Rotate (K)†**
 - 3D Object Roll (K)†
 - 3D Object Pan (K)†
 - 3D Object Slide (K)†
 - 3D Object Scale (K)†
- **3D Rotate Camera (N)†**
 - 3D Roll Camera (N)†
 - 3D Pan Camera (N)†
 - 3D Walk Camera (N)†
 - 3D Zoom Camera (N)†
- **Hand (H)**
 - Rotate View (R)
- **Zoom (Z)**

■ Indicates default tool * Keyboard shortcuts appear in parenthesis † Extended only