

1. BASICS ON USING FILTERS

- FILTERS ARE APPLIED TO THE ACTIVE VISIBLE LAYER
- APPLYING FILTERS CAN BE VERY TIME CONSUMING AND PROCESSOR INTENSIVE

2. SHARPENING IMAGES - USE FILTER > SHARPEN > UNSHARP MASK

- IT IS A GOOD IDEA TO VIEW YOUR IMAGE AT 100% BEFORE USING THIS FILTER SO THAT YOU CAN TOGGLE THE PREVIEW OPTION ON AND OFF TO BEST SEE THE FILTER'S EFFECT.
- AMOUNT - HOW MUCH CONTRAST WILL BE INCREASED - BETTER TO DO MULTIPLE SMALLER ADJUSTMENTS THAN TOO MUCH AT ONCE
- RADIUS - HOW WIDE A HALO WILL BE USED - USE SMALL INCREMENTS (.5 MAYBE UP TO 1.5)
- THRESHOLD - HOW TWO TOUCHING SHADES HAVE TO BE FOR SHARPENING TO KICK IN - START WITH 0 AND LEAVE IT THERE IF YOUR IMAGE IS RELATIVELY NOISE-FREE

3. BLURRING IMAGES - USE FILTER/BLUR/GAUSSIAN BLUR

- SOFTEN EDGES
- SOFT FOCUS LOOK

4. EXAMPLES OF USING FILTERS

- FILTERS FOR TOUCHING UP (CAN BE APPLIED TO JUST A PROBLEM CHANNEL); VERY EFFECTIVE WHEN TRYING TO REMOVE SCRATCHES AND IMPERFECTIONS
 - **ADD NOISE** APPLIES RANDOM PIXELS TO AN IMAGE, SIMULATING THE EFFECT OF SHOOTING PICTURES ON HIGH-SPEED FILM. THE ADD NOISE FILTER CAN ALSO BE USED TO REDUCE BANDING IN FEATHERED SELECTIONS OR GRADUATED FILLS OR TO GIVE A MORE REALISTIC LOOK TO HEAVILY RETOUCHEED AREAS
 - **DESPECKLE** DETECTS THE EDGES IN AN IMAGE (AREAS WHERE SIGNIFICANT COLOR CHANGES OCCUR) AND BLURS ALL OF THE SELECTION EXCEPT THOSE EDGES. THIS BLUR-RING REMOVES NOISE WHILE PRESERVING DETAIL.
 - **DUST & SCRATCHES** REDUCES NOISE BY CHANGING DISSIMILAR PIXELS.
 - **MEDIAN** REDUCES NOISE IN AN IMAGE BY BLENDING THE BRIGHTNESS OF PIXELS WITHIN A SELECTION.
- OTHER TECHNIQUES
 - FILTER > DISTORT > LENS CORRECTION

PAINTING FROM A PHOTO

DUPLICATE LAYER.

CLICK ON FILTER>ARTISTIC>CUTOUT
SLIDE NUMBER OF LEVELS RULER TO 8
SLIDE THE EDGE SIMPLICITY RULER TO 4
SLIDE THE EDGE FIDELITY RULER TO 2
CLICK OK.

CLICK ON EDIT>FADE CUTOUT
SET OPACITY TO 80%.
SET MODE TO LUMINOSITY.
CLICK OK.

SET THE FOREGROUND COLOR IN THE TOOLBAR TO A GRAY TONE (APPROXIMATELY 60% BLACK) AND THE BACKGROUND COLOR TO WHITE.

DUPLICATE LAYER “BACKGROUND COPY”.

ON LAYER “BACKGROUND COPY 2”:
CLICK ON FILTER>SKETCH>CHALK AND CHARCOAL
SLIDE THE CHARCOAL AREA RULER TO 6
SLIDE THE CHALK AREA RULER TO 20
SLIDE THE STROKE PRESSURE RULER TO 1
CLICK OK.

CLICK ON FILTER>BRUSH STROKES>SPATTER
SET SPRAY RADIUS TO 10
SET SMOOTHNESS TO 5
CLICK OK.

CLICK ON FILTER>ARTISTIC>UNDERPAINTING
BRUSH SIZE 0
SET THE TEXTURE COVERAGE TO 20
KEEP THE TEXTURE AS CANVAS AND SLIDE THE SCALING TO 100% AND RELIEF TO 4
IN LIGHT DIRECTION CHOOSE BOTTOM LEFT.
CLICK OK.

SET THE CURRENT LAYER’S BLENDING MODE TO OVERLAY IN THE LAYERS PALETTE.
DROP ITS OPACITY TO 75%.

ENJOY!