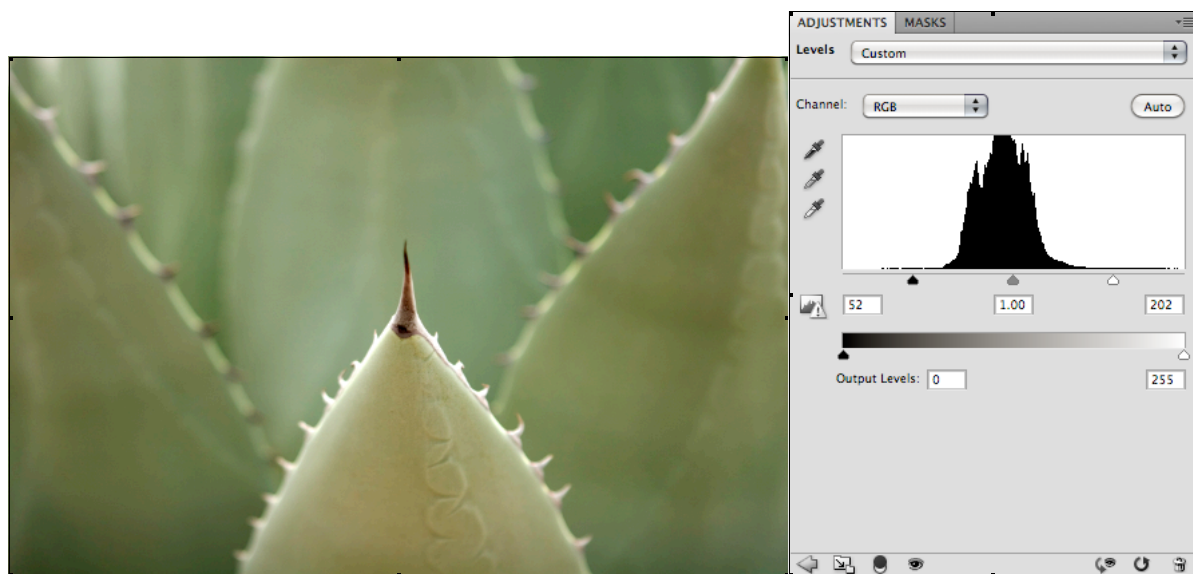
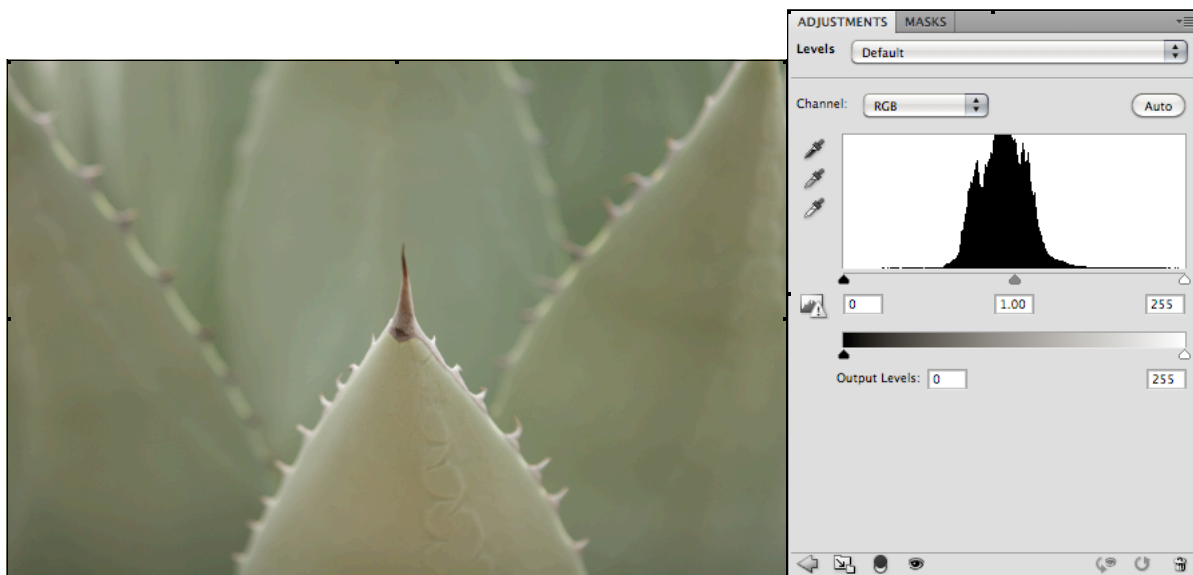


1. Clipping mask
  - a. In a clipping mask, artwork on the base layer of the group masks or control the shape of any successive layers
  - b. In the layers pallet
    - the base layer of the clipping mask is underlined
    - the other layers that are a part of the clipping mask are indented with a downward hanging arrow
  - c. Clipping mask makes a clipping group of the active layer and the one below it
  - d. You can use Alt and click between the layers instead of choosing "Create Clipping Mask" from the layer options.
  
2. Adjustment layers
  - a. Allows you to adjust the color and tone of an image without permanently modifying the pixels in the image
  - b. Come with its own Layer Masks
  - c. Also affects all layers below it
  - d. Add by using Layers palette or Adjustment palette
  - e. Can be "clipped" to a layer with a Clipping Mask so that it will only affect that layer.
  
3. Adjustment Pallet
  - a. Adjustment Icons
  - b. Adjustment Presets
  - c. Pallet Options
    - Return to Adjustment List
    - Switch Panel to Expand View
    - Clip to Layer Below
    - Toggle Layer Visibility
    - Preview On / Off
    - Reset to Default
    - Delete Adjustment layer

### Levels

Levels is a very handy tool for correcting the exposure in an image. The tool provides a Histogram of the colors in your image. A Histogram is a registry of the tonal values in your image ranging from 0 to 255.

Notice if there are flat segments on the left (black) or right (white) side of the diagram. This means that your photo is not using the full range of tones possible, for example a flat line on the left means your photo is not using any of the darkest values. By adjusting the black and white triangles at either side of the histogram you can tell Photoshop to take the designated values and redistribute them through the full tonal range.



The grey triangle in the center represents the “Gray Point” of the image, and by sliding it to the left or right you can tell Photoshop to redistribute the values in your photo favoring either the light or dark side. It does this without cropping colors off either end, but by redistributing the values in between. The easiest way to think of it is to imagine sliding it to the right gives more room for the dark pixels (making the photo darker) and sliding it to the left gives more room for the light pixels (making it lighter).

#### 4. Color adjustments

Found under both Adjustment Layers and Image > Adjustments

##### a. Levels

- allows you to work on individual channels; doesn't do much for highlight/shadow areas
- If you see gaps at beginning and end, move the triangles; will give better shadows and highlights
- Best used through Adjustment layers

- b. **Curves** - precise control; but a little more advanced
  - The horizontal axis of the graph represents the original brightness values of the pixels (Input levels); the vertical axis represents the new brightness values (Output levels).
  - Drag through the image to determine the lightest and darkest areas in the composite channel. This is particularly helpful in Windows programs to help you know what changes you want to make in the curves
- c. **Color Balance** - most basic; easy to use but lacks ability to do fine adjustments
- d. **Brightness and Contrast** - easy but not really recommended; use Levels or Curves instead
- e. **Black and White** – Used to create black and white images with full control over color channels.
- f. **Hue/Saturation** – Used to increase or decrease the color saturation.
- g. **Selective Color** - allows you to edit the amount of ink produced in only the neutrals, blacks, whites, or individual primary colors without affecting the rest. Used primarily by with high-end scanners and separation programs
- h. **Channel Mixer** - modifies a targeted (output) color channel using a mix of the existing (source) color channels in the image. Can create very creative color mixes.
- i. **Gradient Map** - maps the equivalent grayscale range of an image to the colors of a specified gradient fill.
- j. **Photo Filter** - mimics the technique of putting a colored filter in front of the camera lens.
- k. **Exposure** – Used to adjust brightness and darkness of an image.
- l. **Invert** - inverts color in image
- m. **Threshold** - converts grayscale or color images to high-contrast, black-and-white images.
- n. **Posterize** - lets you specify the number of tonal levels (or brightness values) for each channel in an image and then maps pixels to the closest matching level.

Found only under Image > Adjustments

- o. **Variations** - works okay for local printing, but doesn't do too well for offset printing
- p. **Equalize** - redistributes the brightness values of the pixels in an image so that they more evenly represent the entire range of brightness level
- q. **Shadow/Highlight** - suitable for correcting photos with silhouetted images due to strong backlighting or correcting subjects that have been slightly washed out because they were too close to the camera flash.
- r. **Desaturate** - takes out all color but leaves as RGB or CMYK
- s. **Replacing colors** - works pretty well on replacing colors in image.