

JESSE RAMIREZ, ADOBE CERTIFIED EXPERT - PHOTOSHOP  
HANDOUT 3 – REVIEW: INTERFACE, TOOLS, SELECTIONS, LAYERS, MASKS,  
CHANNELS, RESOLUTION, BRUSHES, BLENDING MODES & FILTERS  
ADOBE PHOTOSHOP CS 5

If working on the schools machines it is best to restart the computer before you begin.

Other things to help you out when things don't appear to be functioning correctly:

- a. Resetting palettes to default – Window > Workspace > Reset Essentials
- b. Resetting Preferences – Start Photoshop and then immediately hold down Ctrl+Alt+Shift (Windows) or Command+Option+Shift (Mac OS)
- c. Right Click on Tool in Options Bar to Reset a tool or all tools
- d. Caps Lock - Precision tool
- e. Tab – hide tools and pallets

Important Shortcuts, found under the Edit menu

- Ctrl/Cmd Z -Undo
- F12 or File > Revert -Revert
- Ctrl/Cmd Alt/Opt Z -Step Backward
- Ctrl/Cmd Shift Z -Step Forward

Brush Tip Shortcuts

- [,] makes tool smaller or larger
- Shift [, Shift ] makes tool softer or harder

Navigating Shortcuts

- Zooming in - click on Zoom In or drag slider to the right
- Zooming out - click on Zoom Out or drag slider to the left
- Drawing a view box in Navigator
- Scrolling on page by dragging view box

## 1. Photoshop Interface

- Menu bar
- Application bar
  - Arrange Documents
- Options Bar
  - Sample All Layers
  - Magic Wand
  - Clone Stamp
  - Ignore Adjustment Layers
- Tool Panel
  - Hidden Tools
- Floating Panels
- Canvas

Pallets:

- Layers Pallet
- Channels Pallet
- Path Pallet
- Adjustment Pallet
- Masks Pallet
- Color Pallet
- Mini Bridge
- History Pallet
- Character / Paragraph Pallet

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## 2. Tools

### Move Tool (V)

- Align Options
- Align
- Distribute

### Side Track:

#### Auto Align

- Edit > Auto Align Layers

#### Focus Stacking

- In Bridge- Tools > Photoshop> Load Files into Photoshop Layers
- Edit > Auto Align Layers
- Edit > Auto Blend Layers > Stack Images
- Helicon Focus – Third Party Program

### Marque Tool (M)

- Elliptical Marque Tool

### Lasso Tool (L)

- Polygon Lasso Tool

### Quick Selection Tool (W)

- Magic Wand Tool
- Sample All Layers

### Crop Tool (C)

- Hide Option

### Eye Dropper Tool (I)

- Color Sampler Tool
- Ruler tool
- Image > Image Rotation > Arbitrary

### Spot Healing Brush (J)

- Healing Brush
- Patch Tool
- Red Eye Tool

### Paintbrush (B)

- Windows > Brushes
- Shortcuts
  - Use [ and ] to change size of brush
  - Use Shift [ and ] to change hardness of brush
  - Use < or > to move among brushes
  - Use < or > and Shift to go to first or last brush
  - Shift Clicking will draw a strait line between clicks – good for following contours.

### Custom Brushes

- Select section with rectangle marquee tool
  - Go to Edit > Define Brush Preset
  - Select new Brush tip
  - Go to Select > Deselect
  - Draw with Brush tool

### Mixer brush Tool

- Wet
- Load
- Mix
- Flow

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#### Color palette/Tool bar

Switching the foreground/background colors (x)

Resetting to default (d)

Fill layer/selection with foreground color – Alt/Opt Backspace/Delete or Edit > Fill

Fill layer or selection with background color - Ctrl/Cmd Backspace/Delete or Edit

> Fill

#### Clone Stamp (S)

Sample All Layers

Ignore Adjustment Layers

Clone Source Panel

#### Pattern stamp

- Select section with rectangle marquee tool
- Go to Edit > Define Pattern
- Select pattern stamp
- Go to Select > Deselect
- Draw with stamp tool

Side Track:

Filter > Vanishing Point

Define the planes in an image and then paint, clone, or transform the image according to that perspective. Hold Ctrl/Cmd to pull out a perpendicular grid from the original.

### Break for Exe\_1 Clone Stamp

Eraser (E)

Gradient tool (G)

#### Paint bucket

- Tolerance - defines how similar in color a pixel must be to be filled. Values can range from 0 to 255. A low tolerance fills pixels within a range of color values very similar to the pixel you click. A high tolerance fills pixels within a broader range.
- Anti-aliased - smoothes the edges of the filled selection

Type Tool (T)

Text Options

Window > Character

Window > Paragraph

Edit > Check Spelling

While engaged with text scale text with Ctrl/Cmd

While not engaged with text Scale Text with Ctrl/Cmd T

Warp Text

Rasterize Type

Text on Path

### 3. Guides

Guides

Grids

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Rulers  
Smart Guides  
View > Show > Pixel Grid

#### 4. Selections

Selection Tools  
Selection Modifications  
Transform Selection  
Saving and Loading a Selection  
    Select > Save Selection  
    Select > Load Selection  
Select > Modify  
Refine Edge – Select > Refine Edge...  
    Edge Detection  
    Output  
Quick Mask  
Select > Color Range  
Select > Grow  
Select > Similar

#### **Break for Exe\_2 Color Change**

#### 5. Layers

Selecting Layers  
    Select in Layer palette  
    Right Click with Move tool in Canvas  
    With Move Tool select Auto Select from Tool Options  
Ways new layers are created  
Dragging Layers between canvases  
    Arrange Documents  
    Shift Drag to center  
    Drag to tab: Drag layer to tab of other canvas, drag down then release  
    File > Scripts > Load Files into Stacks  
Layer Shortcuts  
    Ctrl/Cmd G to Group  
    Ctrl/Cmd [ to move layer down  
    Ctrl/Cmd ] to move layer up  
Merging and Flattening Layers  
Transforming Layers  
    Edit > Content Aware Scale  
    Edit > Fill... -Content Aware Fill  
    Edit > Free Transform  
    Edit > Transform > Warp  
    Edit > Transform > Puppet Warp

#### 6. Layer Masks

Black Hides, White Shows  
Mask Pallet  
Refine Edge  
Ctrl/Cmd Click  
Alt/Opt Click  
Shift Click

#### **Break for Exe\_3 Layer Mask Transform**

## 7. Layer Styles

Copying and moving layer styles  
Styles Pallet

### **Break for Exe\_4 Layer Styles**

## 8. Animation

Windows > Animation  
Animation (Frames)  
    Tween Animation Frames  
    Convert to Animation Frames  
Animation Pallet Options  
    Make Frames from Layers  
Save for Web and Devices  
    Choose Gif  
Measurement Log

## 9. Channels

Color channel: an image component that contains the pixel information for an individual color: a grayscale image has one channel, an RGB has three channels, a CMYK has four channels

### **Break to Handout 4 Channels**

#### **Break for Exe\_4 Mask From Channel**

Alpha channel: a special type of channel that stores selections; alphas channels are created when you save a selection (Select/Save Selection)

Editing the Alpha Channel will alter the selection when loaded.

## 10. Clipping Masks

Image through Text  
Image through Image  
In conjunction with an Adjustment Layer

## 11. Adjustment Layers

Levels  
Curves  
Layer Masks  
    Dodging / Burning  
Gradient Masks  
Cloning with Adjustment Layers  
    Ignore Adjustment Layers  
Other Adjustment Layers

### **Break for Exe\_6 Bling**

Color Correction with Curves

Using neutral gray to fix colors

- The brightest area of image (highlights) - RGB = 240 (3% of ink)
- The darkest area of image (shadows) - RGB = 0
- A gray object - RGB are equal

Advanced Color Swap with Curves  
Ctrl/Cmd Shift Click

**Break to Handout 5 Color Correction**  
**Break for Exe\_7 Color Swap**

12. Blending modes - function of Photoshop that alters the behavior of a layer or tool, allowing it to interact with the underlying image.

[http://www.freetimefoto.com/photoshop\\_blending\\_mode](http://www.freetimefoto.com/photoshop_blending_mode)

- A. Does not interact with other layer: normal, dissolve
- B. Darkens the underlying image: darken, multiply, color burn, linear burn
- C. Lightens the underlying image: lighten, screen, color dodge, linear dodge
- D. Adds contrast to the underlying image: overlay, soft light, hard light, vivid light, linear light, pin light, hard mix
- E. Compares the active layer to the underlying image: difference, exclusion
- F. Applies certain qualities of the active layer to underlying image: hue, saturation, color luminosity

**Break for Proj\_2 Animal Husbandry**  
**Break to Handout 6 Vector Capabilities**  
**Break for Exe\_8 Vector Masks**

13. Filters  
Layers  
Channels  
Quick Mask

**Break for Proj\_3 Muppet Madness**

14. Actions  
Windows > Actions

**Break to Handout 7 Actions**  
**Break to Handout 8 Smart Objects**  
**Break to Handout 9 Adobe Camera Raw**

13. Resolution  
PPI & DPI  
72  
150  
300  
Image > Image Size  
Resample Image  
Image > Mode  
8 bit vs. 16 bit

**Break to Handout 10 Resolution**  
**Break to Handout 11 HDR**  
**Break for Proj\_4 Movie Mixup**

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#### 14. Brushes

- Brush Pallet

- Custom Brush