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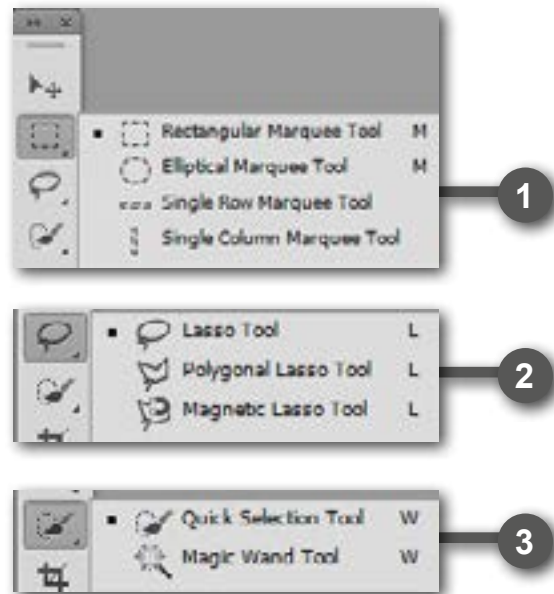
Photoshop Handout
BlueCoat Academy

Selection Tools

Mastering the selection tools in Photoshop is essential in all adjustments that are made in photoshop.

The selection tools all work differently and cover a wide range of techniques to make accurate selections of different images.

Once we can isolate part of an image we can make colour, contrast and a variety of other adjustments to specific parts of any image.



The Selection Tools

1. **Marquee tool** - used for basic square or circular selections
2. **Lasso Tools** - used for more controlled selections either freehand or magnetic where it sticks to areas of contrast
3. **Quick Selection tool** - the most advanced selection tool that selects similar colours and enables you to add or delete from a selection using a brush. **Magic Wand** - used for one click selections of similar colours

Tips

Adding to a selection - With any selection tool if you hold down 'SHIFT' it will add to the selection rather than create a new one.

Subtracting from a selection - With any selection tool if you hold down 'ALT' it will subtract from the selection.

The 'SHIFT' and 'ALT' keys are essential when making selections, you can also start with one selection tool then add to the selection using another selection tool by holding down 'SHIFT'

When using the Lasso tools you can go backwards with the selection by pressing 'BACKSPACE' this will unpin the last piece of the selection you have just made.



1



2



3



Refining Edges

After making an initial selection you can use the Refine Edge tool to fine tune the selection.

The Refine Edge tool is useful for selecting elements that have different edge types surrounding it for example a person who has a very defined edge around their body but then a much more complex less defined edge around their head and hair.

There is a Smart Radius option which helps detect edges and create the best selection and Decontaminate Colours can help us remove any background colour around the edges of our selections.

Using the Refine Edge tool.

1. Use a selection tool to make a selection
2. Click 'Refine Edge' on the Control Bar or click the 'Select' menu and then Refine Edge
3. You can change the zoom that you preview the image with the zoom and hand tools
4. You can choose a view mode in the selections view list
5. To Refine the selection you have these options:
 - **Refine Radius tool**
Select and drag to expand the selection area
 - **Erase Refinements Tool**
select and drag to restore the original selection edge
6. You have 4 sliders to adjust the edge of the selection
 - **Smooth**
Smooths rough edges
 - **Feather**
Creates a soft edge
 - **Contrast**
Sharpens the edges
 - **Shift Edge**
Moves the selection edge tighter or looser

If you are struggling to get the right selection you can use the Refine Radius and Erase Refinements tools to expand the selection and also restore it back to the original selection that you started with.

We also have sliders that can adjust the Radius, Smooth the edges, Feather the selection, use the contrast of the image to adjust the selection and also Shift the Edge of the selection to make it looser or tighter to the selected object.

To preview all these refinements we have different view modes so we can see how our selection looks on different backgrounds, this helps us to refine the selection even more.

7. You can click the decontaminate colours check box and use the slider to adjust the amount of background colour is removed around the selection
8. Finally you can choose how you output the refinements for example to a new layer or just a selection.



The image shows the 'Refine Edge' dialog box in Adobe Photoshop, overlaid on a photograph of a blue flower. Eight numbered callouts (1-8) point to specific features in the dialog:

- 1:** Points to the original image of the blue flower.
- 2:** Points to the 'View Mode' section, specifically the 'View' dropdown menu.
- 3:** Points to the 'Edge Detection' section, specifically the 'Smart Radius' checkbox.
- 4:** Points to the 'Radius' slider in the 'Edge Detection' section, which is set to 2.0 px.
- 5:** Points to the 'Adjust Edge' section, specifically the 'Smooth' slider.
- 6:** Points to the 'Feather' slider in the 'Adjust Edge' section, which is set to 0.0 px.
- 7:** Points to the 'Output' section, specifically the 'Decontaminate Colors' checkbox.
- 8:** Points to the 'Output To' dropdown menu, which is set to 'Selection'.

The dialog box includes the following sections and controls:

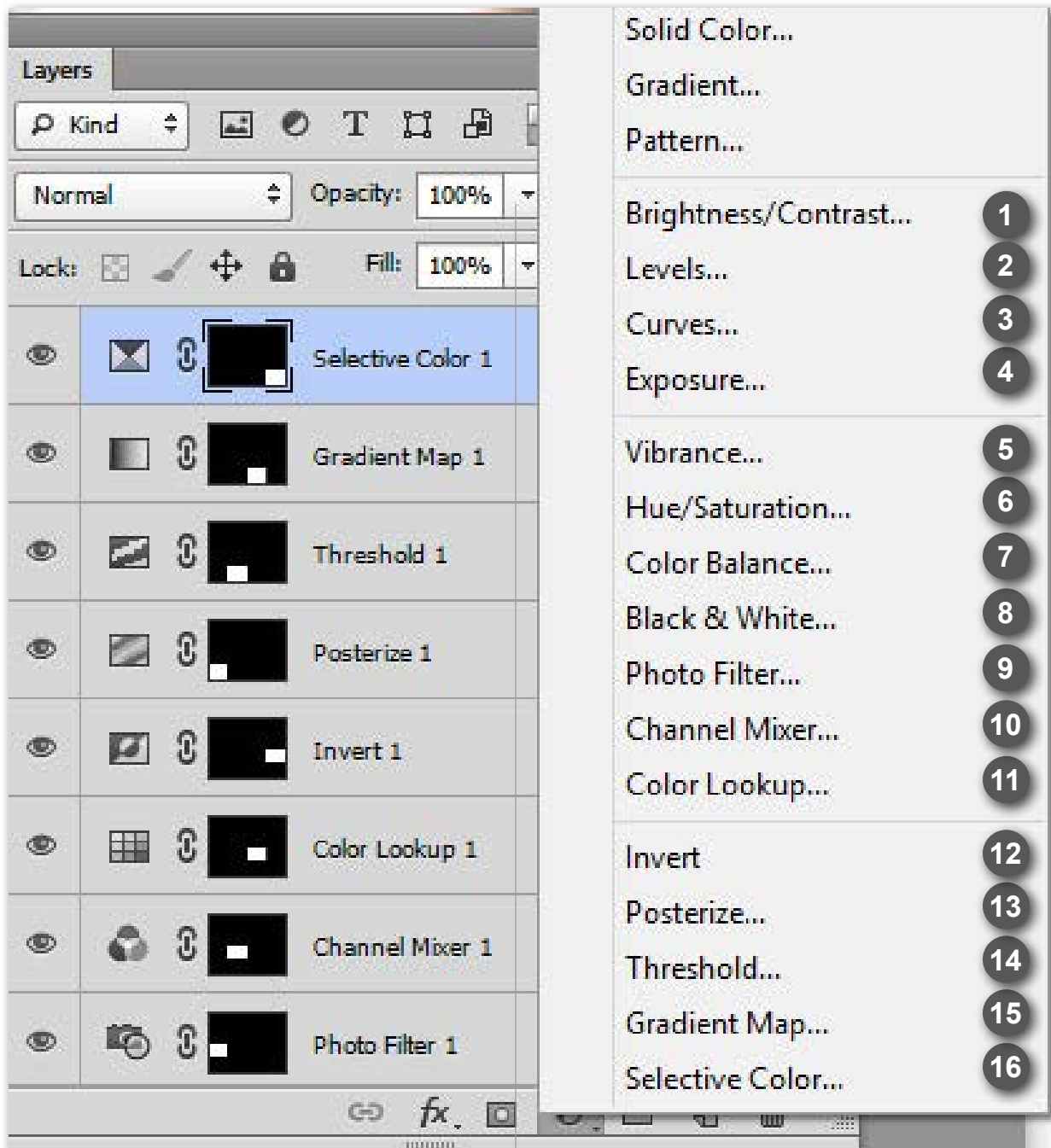
- View Mode:** View (dropdown), Show Radius (J) (checkbox), Show Original (P) (checkbox).
- Edge Detection:** Smart Radius (checkbox), Radius (slider, 2.0 px).
- Adjust Edge:** Smooth (slider, 0), Feather (slider, 0.0 px), Contrast (slider, 0 %), Shift Edge (slider, 0 %).
- Output:** Decontaminate Colors (checkbox), Amount (slider, 100 %).
- Output To:** Selection (dropdown).
- Remember Settings:** (checkbox).
- Buttons:** Cancel, OK.

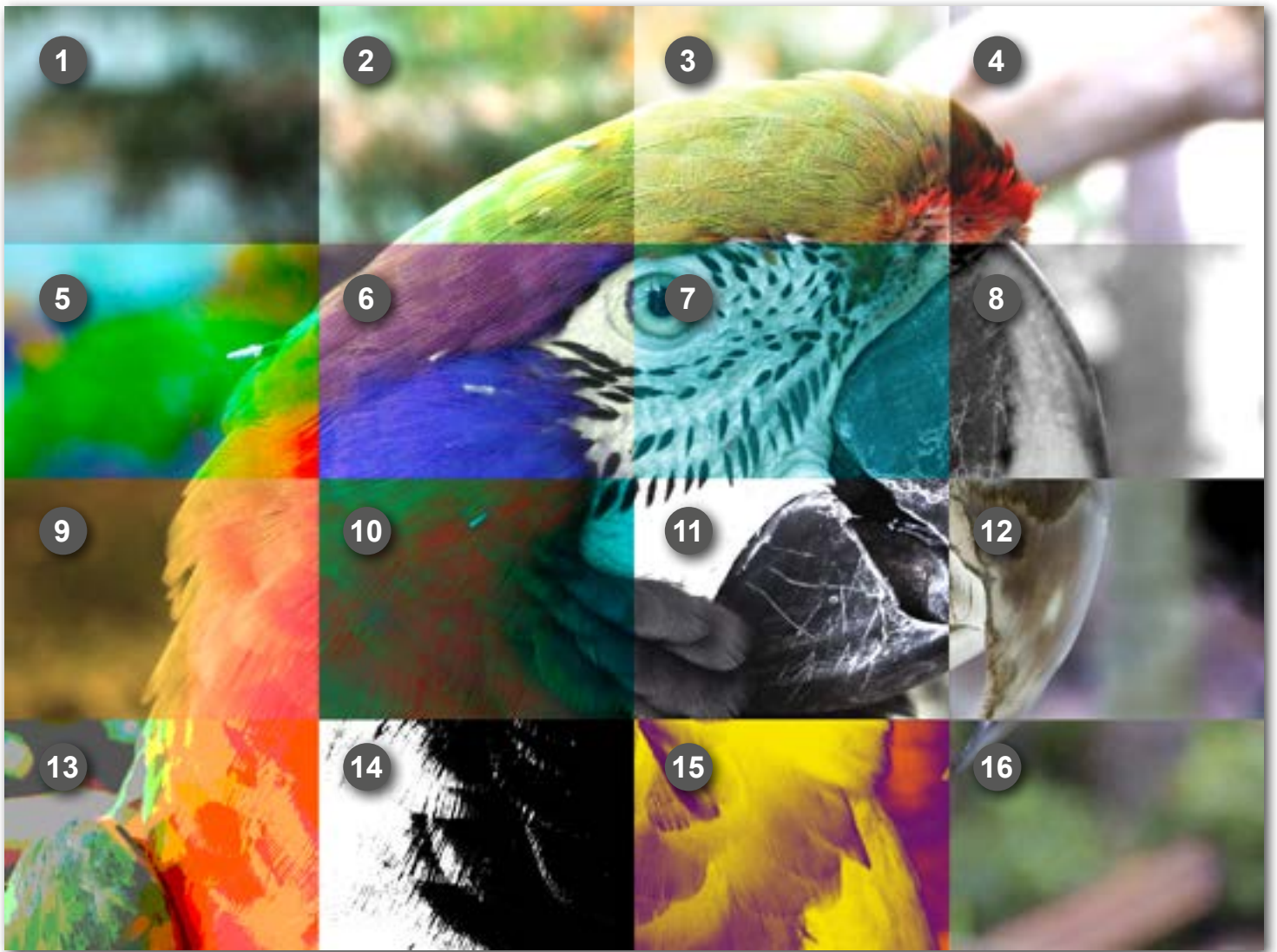


Adjustment Layers

The **Adjustment Layers in Photoshop** are a group of a super useful, non-destructive image editing tools that add color and tonal adjustments to your image without permanently changing its pixels. With the adjustment layers, you can edit and discard your adjustments or restore your original image at any time.

Adjustment layers can be found at the bottom of your layers palette, just click on the icon then choose the adjustment you wish to apply, you can change how the adjustment is applied by changing the sliders in the properties panel that will automatically pop up.





Layer and Vector Masks

A mask is an attachment to a layer that defines the visible elements of the layer.

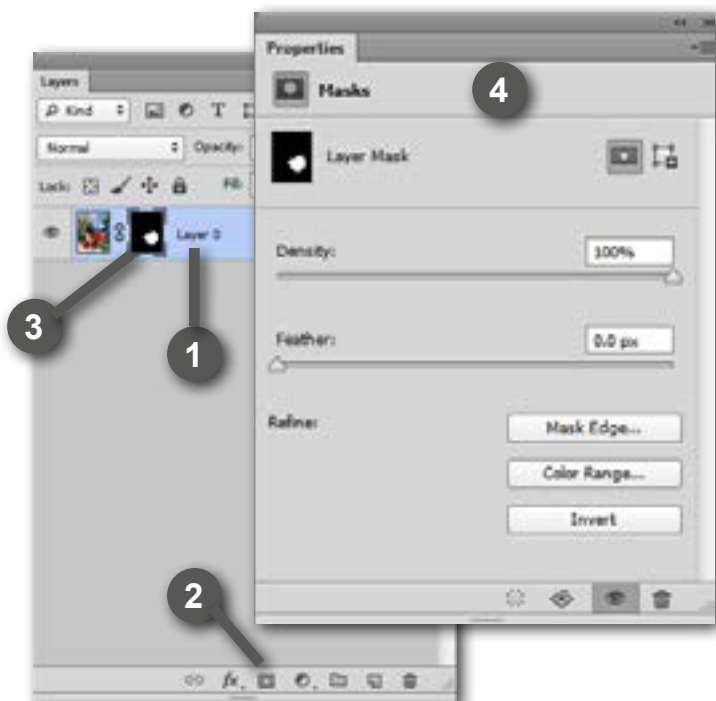
Each layer in a multi layered document can have its own mask, the mask only influences the the image on the layer that it is attached too.

There are two types of masks, Layer and vector. A layer mask also known as a pixel mask is a resolution dependent image created with the painting and selection tools, whilst a vector mask is a resolution independent object created with the pen or a shape tool that contains anchor points.

To create masks we can use the add mask button at the bottom of the layers panel, this button can create layer (pixel) and vector masks.

Creating a Layer Mask

1. Select the layer that will contain the mask
2. Click the 'Add Layer Mask' button on the layers panel
3. Click on the mask thumbnail to modify or paint on the mask
4. Use the properties panel to control Density, Feathering and Refine the Edge



We can also use the properties panel to edit the mask, we have options to change the opacity to let more or less of the masked content through, invert the mask or refine the mask edges by feathering etc.

Essentially a layer mask is a greyscale image where solid black represents complete transparency and white represents the visible elements, shades of grey represent levels of transparency.

A vector mask represents a path where the object clips out the contents of the layer. We can also use the properties panel to refine the mask with the same options as the layer (pixel) mask.

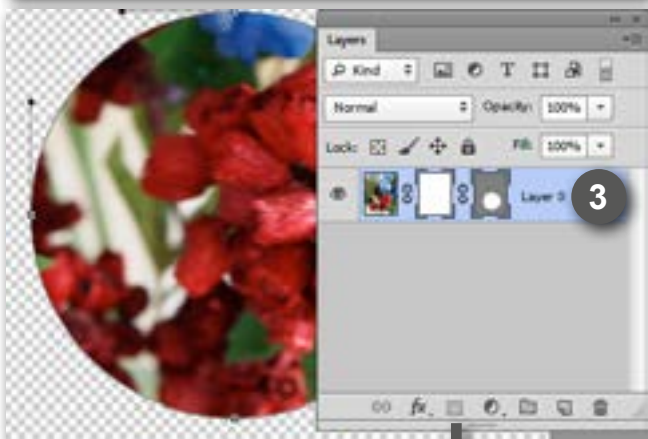
Creating a Layer Mask using selections

1. Select the layer that will contain the mask
2. Select the areas of image you want to preserve
3. Click the 'Add Layer Mask' button on the layers panel
4. Use the properties panel to control Density, Feathering and Refine the Edge



Creating a Vector Mask

1. Create a vector path (not a shape layer) with the pen or shape tools
2. Select the vector path with the direct selection tool
3. Select the layer that will contain the vector mask
4. Click the 'Add mask' button at the bottom of the layers panel twice.
5. Use the properties panel to control Density and Feathering.



4

Modifying Layer and Vector Masks

1. To select the mask click on the mask thumbnail on the image layer, you can then modify the mask with the paint or vector path selection tools.
2. To disable, enable or delete the mask right click on the mask thumbnail
3. Use the properties panel to control Density, Feathering and refine the Mask.



Content-Aware Fill

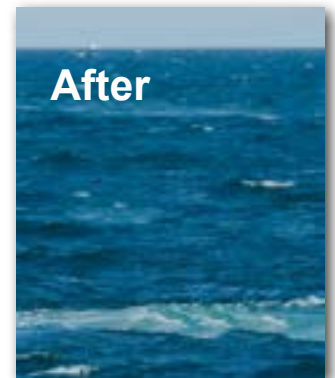
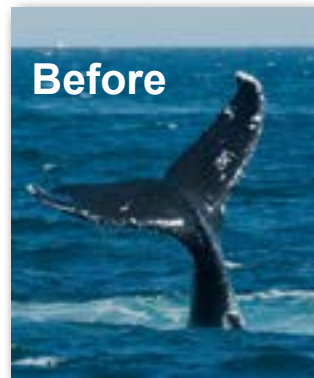
The Content-Aware fill option enables you to replace content in a selection with matching content from the rest of the image.

The Content-Aware fill can be used with either the Spot Healing Brush or the 'Fill' dialogue box. The result is a seamless removal of any unwanted objects in an image.

It will replace the selection with details from the surrounding area.

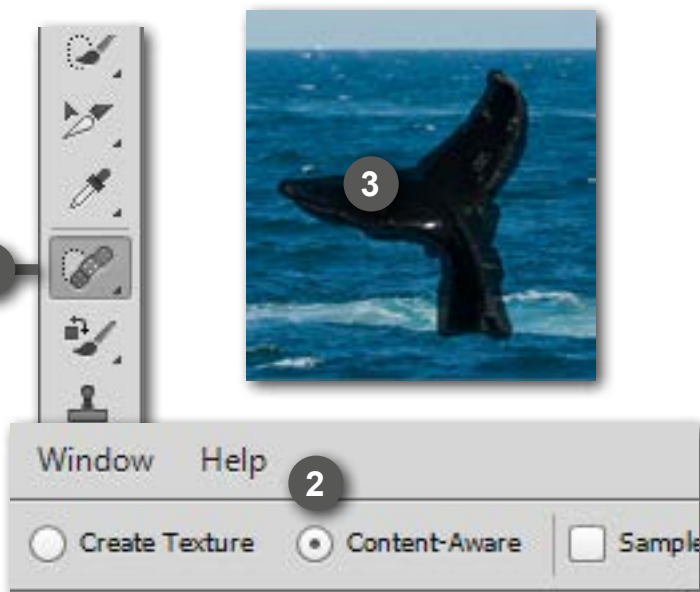
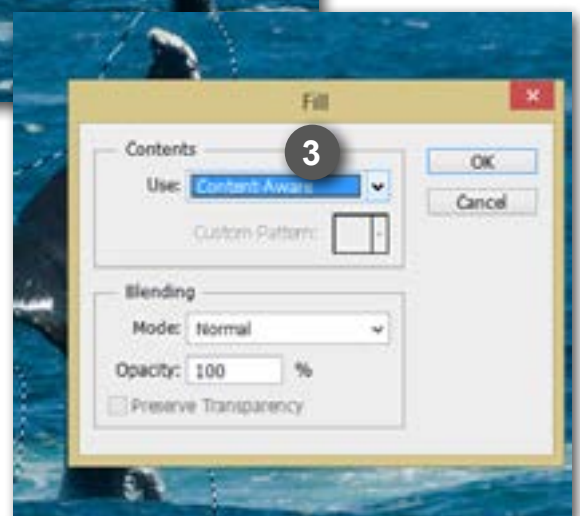
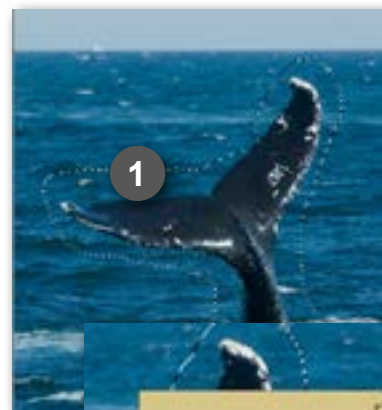
Using Content-Aware Fill with the Spot Healing Brush Tool

1. Select the Spot Healing Brush tool in the tool bar
2. In the Control Bar click the Content-Aware option
3. Now paint over the part of the image you wish to remove, this is best done in one continuous brush stroke to cover the entire area
4. When you let go of the mouse the part of the image you wanted to remove will be filled in by content of the surrounding area and merged seamlessly



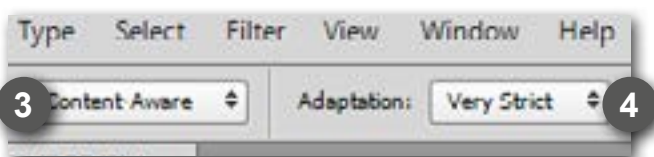
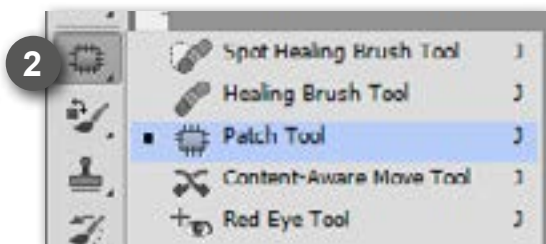
Using Content-Aware Fill with the Fill Dialogue Box

1. Select the part of the image you wish to remove with any of the selection tools
2. Choose Edit>Fill
3. Choose Content-Aware from the drop down menu then click OK



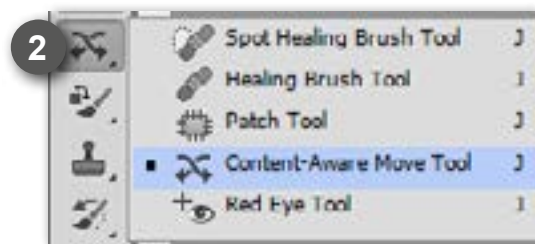
Using Content-Aware with the Patch Tool

1. Use one of the selection tools to draw a rough selection around the object you would like to remove
2. Choose the Patch tool (under the Spot Healing Brush Tool)
3. In the Control Bar choose Content-Aware from the drop down menu
4. You can control the strength of the match with the Adaption drop down menu
5. Drag the selection away from the content but not too far, when you release the mouse Photoshop will match your selection with the surrounding content
6. You can drag the selection again to re fill the area again



Using Content-Aware Move and Extend

1. Use one of the selection tools to draw a rough selection around the object you would like to remove
2. Choose the Content Aware Move Tool (under the Spot Healing Brush Tool)
3. In the Control Bar choose either move or extend (duplicate)
4. Drag the selection to another location, when you let go of the mouse Photoshop uses the surrounding textures to fill in the background
5. You can adjust how accurate the content is moved or extended by choosing an option in the Adaptation dropdown menu in the Control Bar



Clone Stamp Tool

The Clone Stamp Tool allows you to sample a part of an image and the apply it to another area of the image or in another document

It also allows you to take multiple samples (up to 5) and use those samples to apply to any other part of the image, any other layer or any other open document.

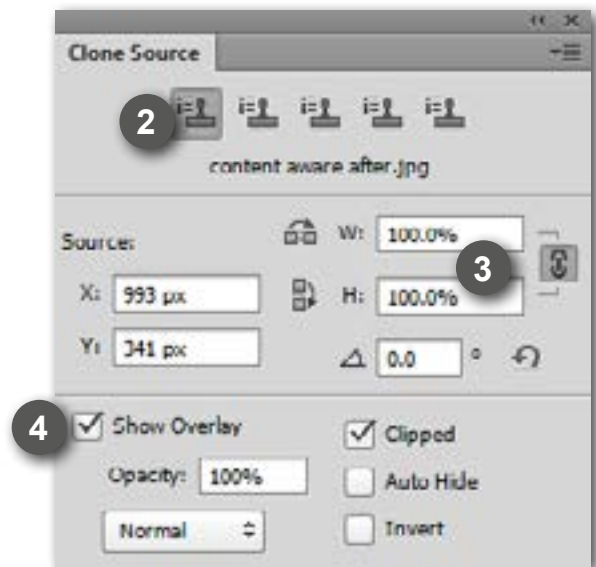
Using the Clone Stamp Tool

1. Select the Clone Stamp tool in the tool bar
2. Select the type of brush tip you require in the Control Bar along with any blending modes and opacity you require
3. Hold down the Alt key and click once to define your clone source point
4. Begin to paint over the area you wish to clone too
5. You are able to clone in to a blank layer for a non destructive edit



Using Multiple Clone Sources

1. Choose Window>Clone Source to open up the Clone Source Panel
2. Click one of the clone stamp buttons at the top of the panel, Alt click on an image to define the source for that button
3. You can set the scale of the clone to increase or decrease
4. Show overlay click box will preview what you are cloning



Dodge, Burn and Sponge Tools

The Dodge and Burn tools lighten or darken specific areas of an image

If you wanted to lighten the shadows of an image you would rub over it with the Burn tool and if there were areas that were too light you would use the Dodge tool.

Dodge and Burn tools are controlled by using a brush head from the brushes panel.

They aim to replicate the under and over exposure that photographers traditionally needed a dark room to do to increase the tonal range of their images.

Using the Dodge and Burn Tools

1. Select either the Dodge or Burn Tool
2. Select the brush tip and size you require
3. Click the range drop down menu and select either Midtones, Shadows or Highlights
4. You can choose the exposure which is the strength of the tool
5. Paint over the part of the image you wish to darken or lighten.

Using the Sponge Tool

1. Choose the Sponge Tool from the Tool Bar
2. Select the brush tip and size you require
3. In the Control Bar choose Saturate or Desaturate depending on whether you want to increase or decrease the intensity in the colour of the image
4. Paint over the part of the image you wish to saturate or desaturate



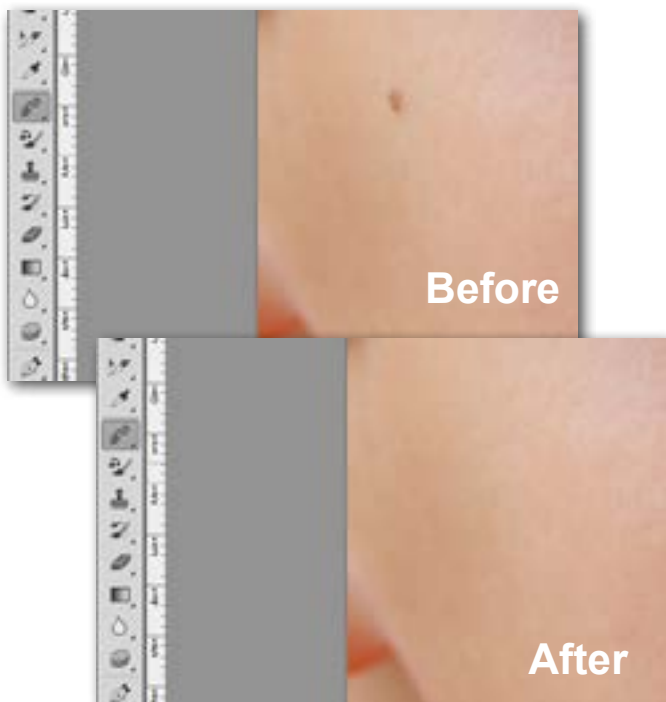
Healing Brush and Patch Tools

These tools help to correct problems and imperfections in images by merging them in to the original image and sampling the texture around the area.

The tools work from a sample of the image and matches the texture, lighting, transparency and shading of the sampled pixels in to the source pixels.

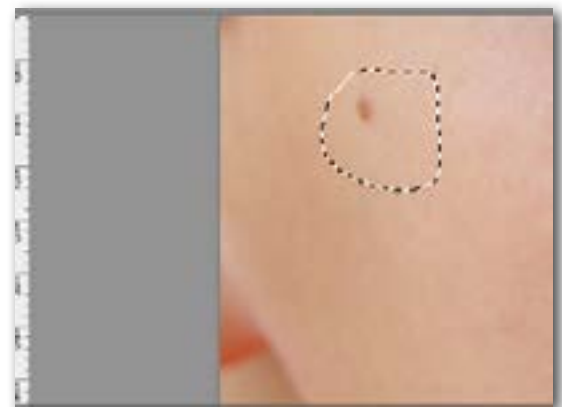
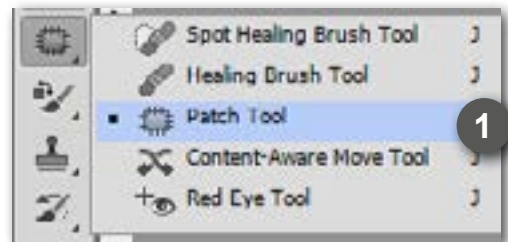
Using the Healing Brush Tool

1. Select the Healing Brush tool in the tool bar
2. Select a suitable brush tip from the control bar, a soft round one works best
3. Press the Alt key and click once on the area you want to sample from
4. Paint over the area you want to change with short strokes



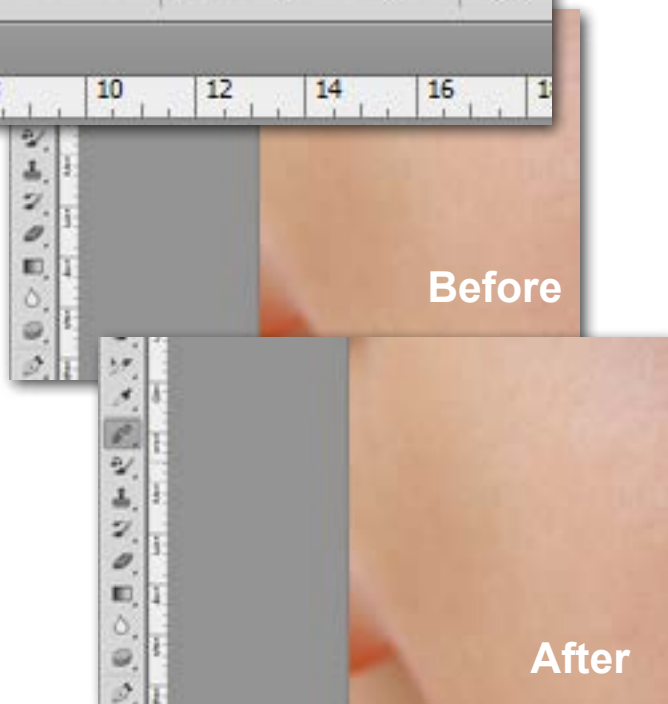
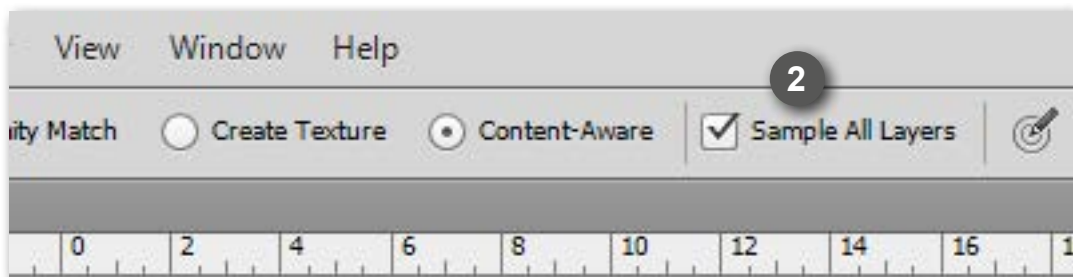
Using the Patch Tool

1. Select the Patch Tool from the Tool Bar
2. Select the patch you wish to repair, the patch tool works just like the lasso tool
3. Choose the 'Source' option in the Control Bar
4. drag the selection over the area you want to repair
5. Release the mouse when you get the best match and the the Patch tool will repair and merge in the damaged area of the image



Using the Spot Healing Brush

1. Select the Spot Healing Brush
2. Select a soft round brush from the Control Bar
3. Create a new layer above the layer you want to modify
4. Select the Sample All Layers option from the Control Bar
5. Using short strokes drag over the area to heal



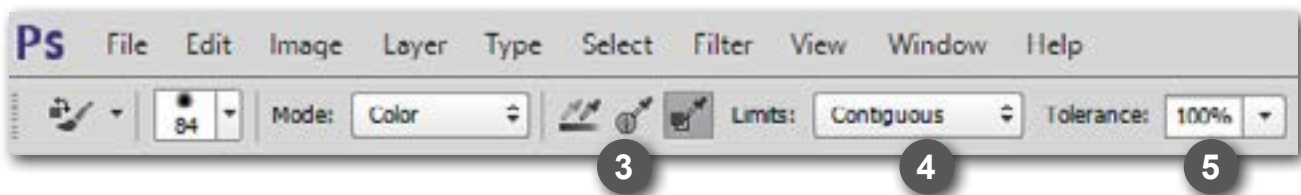
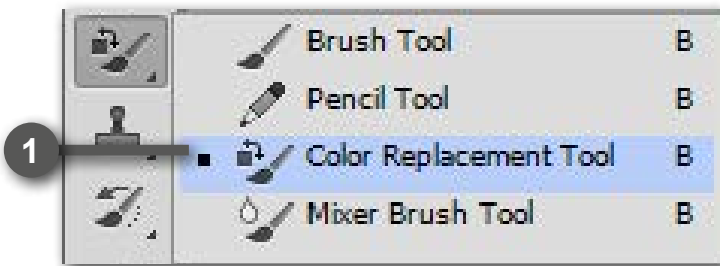
Colour Replacement Tool

The Colour Replacement tool lets you replace a specific colour in your image.

Using the Colour Replacement Tool

1. Select the Colour Replacement tool in your Toolbar
2. Select a soft Brush Tip in the Control Bar
3. Choose a sampling option in the Control Bar:
 - **Continuous**
Samples colours continuously as you drag
 - **Once**
Replaces the colour only where you click
 - **Background Swatch**
Erases areas matching the background
4. Select from the available Limits options:
 - **Discontiguous**
Replaces connected areas containing the sampled colour and preserves the sharpness of shape edges
 - **Contiguous**
Replaces connected areas containing the sampled colour and preserves the sharpness of shape edges
 - **Find Edges**
Limits painting of the replacement colour within an object as defined by its edges
5. Enter a Tolerance percentage value (0%-100%)
6. Select the Anti-alias check box for a smoother edge on areas you correct
7. Select a foreground colour to use to replace the unwanted colour
8. Paint over the colour that you want to replace





Layer Styles

Layer Styles are applied to layers individually, You can apply as many different styles as you wish to each layer and drag and drop them inbetween layers.

PATTERN OVERLAY

DROP SHADOW

OUTER GLOW

GRADIENT OVERLAY

COLOUR OVERLAY

SATIN

INNER GLOW

INNER SHADOW

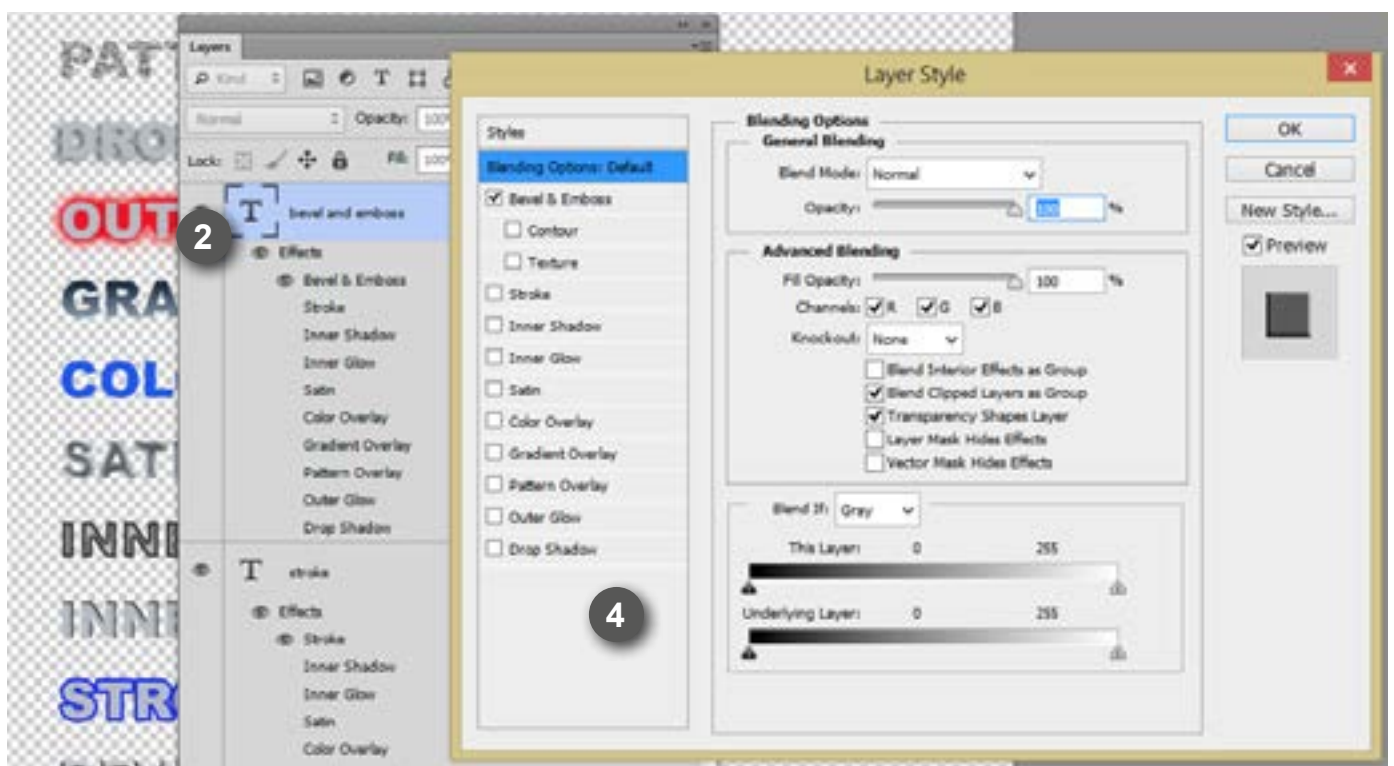
STROKE

BEVEL AND EMBOSS



Adding a Layer Style

1. Select the layers panel
2. Select a layer
3. Click the add layer style button or double click the layer
4. Make changes to the layer style in the dialog box
5. Click ok



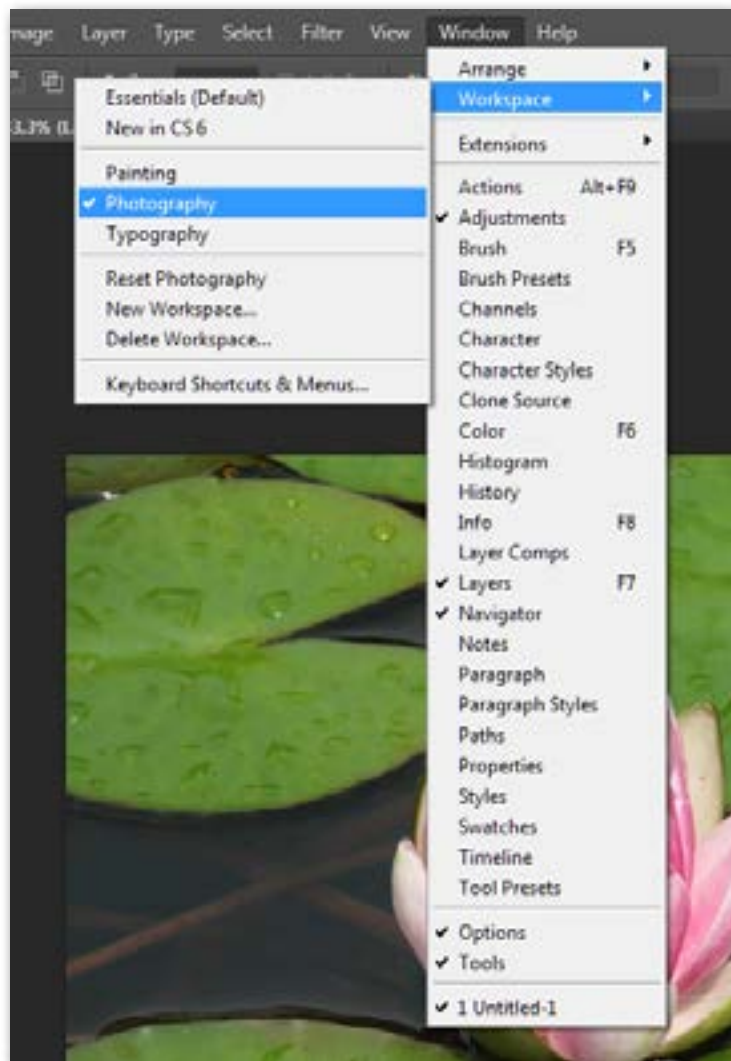
Reflections in Photoshop

The shiny table or reflection effect can be found on countless modern professional-looking ads and websites. Digital artists use this effect to make objects and text appear as if they are sitting on a very shiny, reflective table.

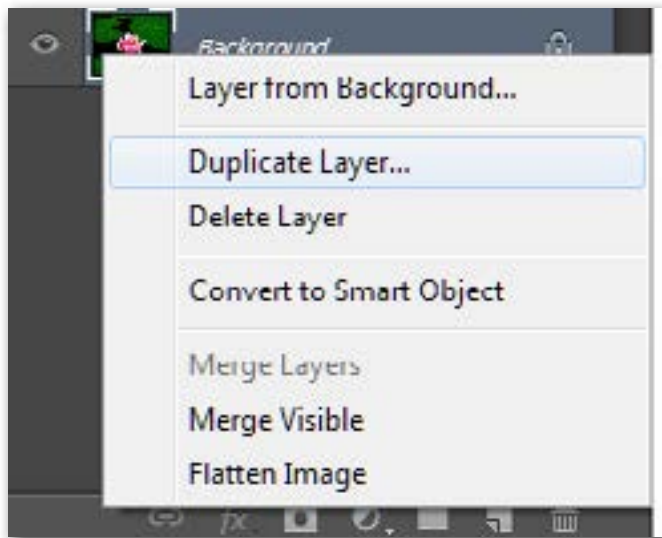
Adding reflections to objects can instantly transform your designs from looking ordinary or out-of-place to polished and visually interesting.

This guide will show you how to use Adobe Photoshop CS6 to cut an object out of a photograph and make it appear as if it is sitting on a reflective surface. You can use this technique to add reflections to just about anything.

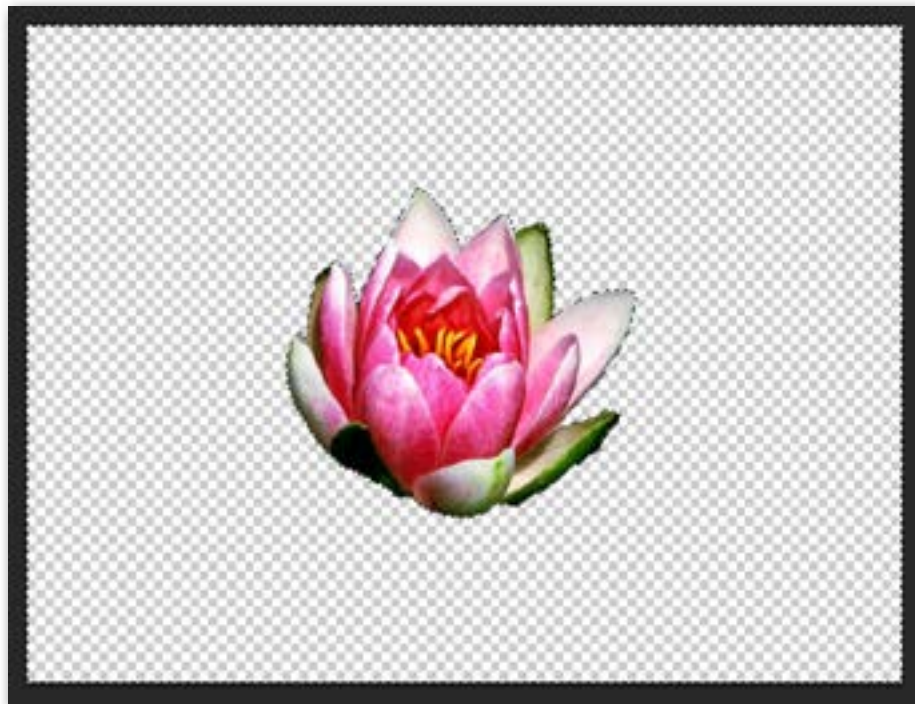
Step 1: Set up your workspace. Select Window > Workspace > Photography to open all of the windows and tools that you will need for this tutorial. Open the image that you want to add reflections to in Photoshop and save it under a new name. Make any general lighting, contrast, or color adjustments that you would normally make. When you are finished, right-click the Background layer and select “Flatten Image.”



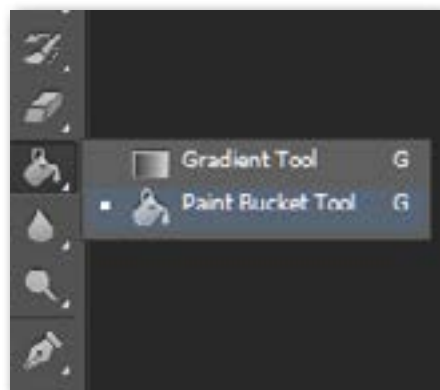
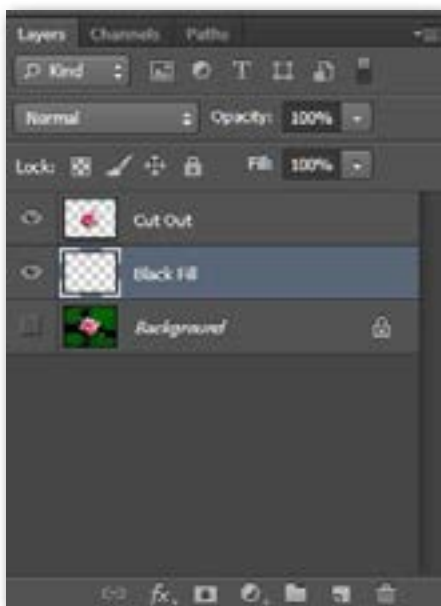
Step 2: Right-click the Background layer and select “Duplicate Layer.” Name the new layer “Cut Out.” Press W to activate the Quick Selection Tool. In this step, you will select the part of the photo that you want to add a reflection to. Begin by clicking around inside the subject of the photo. Photoshop will automatically detect the similar areas in the image. Each click will add to the selection. If you make any mistakes, you can Alt-click inside the mistake-area to subtract from the selection.



Step 3: When you are happy with your selection, press Ctrl+Shift+I to invert the selection (to select everything outside of the subject). Press the Delete key on your keyboard. Click the little eye icon next to the Background layer to hide it.



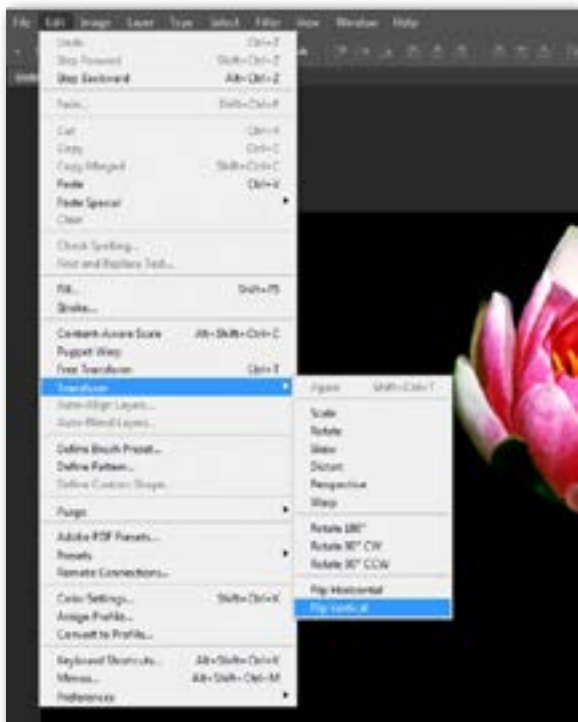
Step 4: Click the Background layer, and then create a new layer (press Ctrl + Shift + N) in between the Background layer and the Cut Out layer. Name the new layer "Black Fill." Make Black the foreground color and White the background color. Press G to activate the Paint Bucket / Gradient Tool. Right-click the icon and make sure the Paint Bucket Tool is selected. Press Ctrl + D to clear the selection, and click anywhere to fill the Black Fill layer with Black.



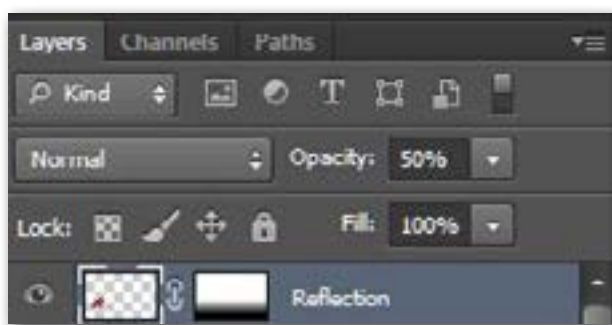
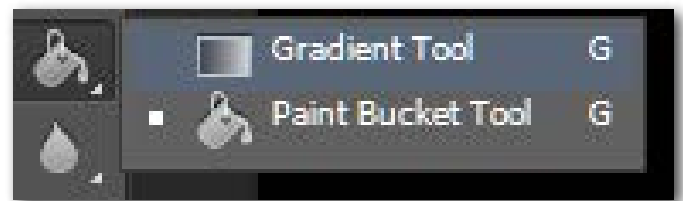
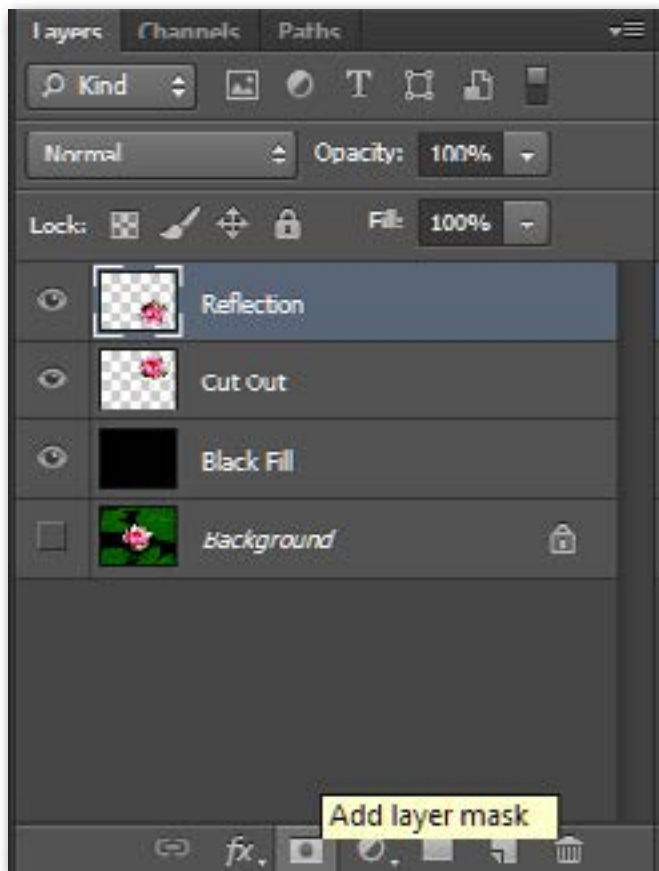
Step 5: Press V to activate the Move Tool, select the Cut Out layer, and move the subject of your photo into the top half of the document. This will give you more space to create a reflection.



Step 6: Right-click the Cut Out layer, and select Duplicate Layer. Name the new layer “Reflection.” Flip the image by selecting Edit > Transform > Flip Vertical . Press V to activate the Move Tool, and tap the down-arrow key until the bottom of the flipped image is just barely touching the bottom of the original image. You can also click-and-drag while holding shift to move the image downward in a straight line. If there is not enough room to fit the entire flipped image in the document you can move unflipped image up, or go to Image > Canvas Size to make the document bigger.



Step 7: In the Layers box, click the icon at the bottom that says “Add layer mask” when you hover over it. Press G to activate the Paint Bucket Tool. Right click the Paint Bucket Tool icon and select the Gradient Tool. Starting at the bottom of the original image, hold Shift (to make a straight line) and click-and-drag downward, past the bottom of the flipped image. This will cause the flipped image to gradually fade. Lower the Opacity of the Reflection layer to 50%.





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