

Creating Images with Adobe Photoshop 7.0

I. What is Photoshop?

Photoshop is a professional **image-editing** program for both print and web formats.

II. The Work Area (see illustration)

The image window

The toolbox

- Select a visible tool by clicking its icon in the toolbox
- Select a hidden tool by placing the pointer on the visible tool, holding down the mouse button, then clicking the tool you want in the tools list

The options bar

- Contains context-sensitive settings pertaining to the currently selected tool

Floating Palettes

- Appear stacked in groups, which you can hide, display, and rearrange at will
- Tuck away palettes in the palette well in the options bar for compact, easy access.

Layers Palette

- This is probably the most important palette in Photoshop. Layers are what make this program special. Layers allow you to control individual items within the whole independently.
- Layers allow you to make changes to an image without altering your original image data. While a layer is selected, only the objects on that layer can be manipulated. You can draw, edit, paste, and reposition elements on one layer without disturbing the others. Until you combine or "merge" the layers, each layer remains independent of the others in the image.

III. Get Images into Photoshop

Create new images

- Choose "File", then "New" from the main menu
- A box will appear where you can enter various attributes of the document such as Title, Width and Height, Resolution, and Mode
- Then choose "Okay" to see your new window and begin

Import digital images saved in various formats

- You can pull images from many different locations
- Choose "File", then "Open" from the main menu
- You can browse for an image in any part of your computer such as **the Hard Drive, floppy disk, zip disk, CD, network, etc.**
- Then choose "Open" to see your file and begin

Scan or capture images from an imaging device

- It's a good idea to scan images as close as possible to the size dimensions and resolution that you want. When in doubt, scan at a **higher** resolution than what is needed; you can always **reduce** the image later by cutting down the resolution or pixel dimensions.

- Simply choose "File", then "Import" from the main menu, next choose the correct device from the menu and following that programs directions

IV. Select Appropriate Resolutions for Different Image and Output Types

Resolution

- **Screen resolution** refers to how monitors divide the display screen into thousands or millions of individual dots. A **pixel** is one of those dots. An 8-bit color monitor can display 256 pixels
- Screen size 800 x 600 pixels or 1024 x 768 pixels
- 72 pixels/inch for web
- 150 px/in newspaper → 200 photos or magazine → 600 photo quality magazine like National Geographic → and on up for various print needs

Output

- BMP (bitmap) mapped array of pixels that can be saved as a file, both JPEG and GIF are bitmap graphic formats
- GIF (graphic interchange format) 256 colors, best for flat web graphics
- JPG (joint photographic exports group) 16.7 million colors, best for photos
- PSD (photoshop document) retains layers for easy manipulation
- TIFF (tagged image file format) used in print files

V. Modify Images

Create and manipulate multiple layers to composite images easily

- By adding layers to your image you can control individual items within the whole independently
- If the Layers Palette is not already open choose "Window", then **"Show Layers"** from the main menu. (**Window* is where you find all the other palettes as well.)
- A new image in Photoshop has a single layer. This layer is called the "Background Layer". You cannot change the position of the background layer in the stacking order (it is always at the bottom of the stacking order).
- To create a new layer click on the new layer icon in the lower right portion of the Layers Palette or you can also choose "Layer", then "New" from the main menu.
- When you copy or cut and paste a new layer is automatically created.
- While a layer is selected, only the objects on that layer can be manipulated. You can make changes only to the **active** layer, and only one layer can be active at a time. When you move or transform the active layer, those changes also affect any layers linked to it. Additionally, you can fully or partially lock layers to protect their contents.
- To navigate between the layers, you simply click on the one you want in the Layers Palette. A thumbnail of the layer's contents appears next to the layer name. The thumbnail is updated as you edit.
- You can use the Layers palette to create, hide, display, duplicate, merge, link, lock, and delete layers. The Layers palette lists all layers and layer sets in an image, starting with the topmost layer.
- Until you combine or "merge" the layers, each layer remains independent of the others in the image. To do so choose "Layer", then "Flatten Image" from the main menu. This places everything in the Background Layer.

Select an image area

- The Lasso tools allow you to make selections of any shape by manually dragging the shape of the selection

- The Marquee tools allow you to make rectangular, elliptical, single line, or single row selections by manually dragging the selection
- The **Magic Wand** allows you to make automatic selections of similarly colored areas
- To deselect choose "Select", then "Deselect" from the main menu, or click off the image in the gray area surrounding the window

*Remember, you can always go back a step by choosing "Edit", then **"Undo"** from the main menu. **You can also take several steps back with the History palette.**

VI. Select Colors

Color Picker

- Click on the Foreground Color icon in the Toolbox for the Color Picker to appear.
- Click on any color in the field and it will appear as the foreground color. You can change the hue of that color by dragging the slider. When you find the desired color click "Okay".
- You may also view only web safe colors by checking the **Only Web Colors** box at the bottom of the Color Picker.
- To choose the background color, repeat this process but click on the Background Color icon in the first step instead
- You can switch the background and foreground color by click on the arrows above the swatches in the toolbox and you can return to the default black and white by clicking on the tiny boxes below.

Color Palette

- Click on the Color Palette tab. If the palette is not already showing, choose "Window", then "Show Color" from the main menu
- Position the cursor on the color ramp at the bottom of the palette. The cursor becomes an eyedropper so you can pick a color from the bar.
- Click on a color and it will appear as the **Foreground Color** here and in the Toolbox
- You can also adjust the color with the RGB sliders

Eyedropper Tool

- Click on the Eyedropper Tool in the toolbox
- Now click anywhere in your picture and that color will become your foreground color, if you hold down the **ALT key** while you click it chooses the background color

VII. Retouch Photographs or Create Artwork

Paintbrush and pencil Tools

- These allow you to paint with the foreground color using standard or custom brushes found in the options bar
- Choose the paintbrush or pencil tool from the toolbox then simply hold the left mouse button and drag over your image

Stamp Tool

- This allows you to take a sample of an image and paint copies of it elsewhere
- Choose the stamp tool from the toolbox
- Hold the **ALT key** and click on the portion of the image you would like to copy and release the **ALT key**

- Now when you click on the image a duplicate of the portion cloned will appear where you click

Eraser Tool

- This tool is used to erase pixels
- Choose the eraser tool then hold down the left mouse button and drag over the part of the image you wish to erase

Paint Bucket Tool

- This tool fills areas of an image that are **similar** in color to the color of the pixel on which you click

VIII. Add and Format Text within an Image

Creating Text

- Choose the Type Tool from the toolbox
- Place your cursor in the desired location and click
- You may now begin typing your text on the keyboard
- Text is automatically placed on a **separate type layer**
- When done you can choose another tool or click on another layer in the Layers Palette to close the text box

Editing Text

- Double click on the thumbnail at the left of the type layer you to edit, this highlights all of the text in that layer
- You can then change its format in the options bar or edit the actual text
- You can **cut & paste** and **click & drag** in the text layer just like in a word processor

IX. Crop and Resize Images

Cropping an Image

- Select the **Crop Tool**. If you want to specify the size and resolution of the crop, enter the values in the options bar
- Drag over the part of the image you want to keep, when you release the mouse button, the crop marquee appears as a bounding box with handles at the corners and sides, and a cropping shield covers the cropped area.
- Adjust the crop marquee: To move the marquee to another position, place the pointer inside the bounding box, and drag. To scale the marquee, drag a handle. To constrain the proportions, hold down the **Shift key** as you drag a corner handle. To rotate the marquee, position the pointer outside the bounding box (the pointer turns into a curved arrow), and drag. To move the center point in which the marquee rotates around, drag the circle at the center of the bounding box.
- To crop the image, press Enter
- To cancel the cropping operation, press Esc.

Resizing an Image

- Choose "Image" from the main menu, then **"Image Size"**
- Here you can adjust the height and width of the Pixel Dimensions and/or the Document Size, and the Resolution
- You can also constrain the proportions by check the box at the bottom

X. Save Images

Save in file formats for use with other applications and the web

- Once you've finished working on your image you need to save it
- You should have decided what format and resolution you needed in the beginning but if you didn't you need to make that decision now
- You typically use *.PSD *.JPG or *.TIF at any large resolution depending on your project for print and *.JPG or *.GIF at **72 dpi** for web (*Remember, the average person only has an 800 x 600 screen, so try not to make web images any larger than that to reduce scrolling.)
- Choose "File", then "Save" from the main menu. Give your image a descriptive title like **beach12.jpg** so you can find it easier later and save it in the appropriate folder.
- Click okay and your done!