

Photoshop 7 Class Project

This is a step by step exercise that will use a number of the techniques and tips that were covered in the *Photoshop 7* class.

The tools covered in this exercise are:

- ◆ Measure Tool <i>
- ◆ Crop Tool <c>
- ◆ Auto Color Correct <CTRL><SHIFT>
- ◆ Levels Tool <CTRL><l>
- ◆ Clone Tool <s>
- ◆ Healing / Patch Tool <j>
- ◆ Magnifier <z> or <CTRL>/<ALT><SPACEBAR>
- ◆ Brush Tool or <[> <]>
- ◆ Dodge, Burn-in, Sponge <o>
- ◆ Fade Tool <CTRL><SHIFT><t>
- ◆ Transform Tool <CTRL><t>

Basic key and mouse click procedures. The keys <CTRL>, <ALT>, <SPACEBAR>, and <SHIFT> are always clicked and held down until the final key in the combination is pressed. For example to run the *save* command click and hold <CTRL> then click the <s> key. Release all.

When you make an error you can use the *Undo* commands to move backwards through the history palette. Use <CTRL><z> to step back one mistake and <CTRL><ALT><z> to back up more than one mistake.

There are many tools in the *Photoshop* toolbox. They can be grouped into larger sets. For example the paint tool set is made up of brush , pencil, clone <s>, and others. They are used to cover or alter the pixels beneath them with color or texture. The selection set is made up of the *Marquee* <m>, *Lasso* <l>, and the *Magic wand* <w>. As the name *selection* implies these tools are used to segregate parts of the image from other parts of the image. So if you want to change the background color you would select the background, segregating it from the rest of the picture, and then make the change to the background only.

Begin by opening the JPEG file boat-01.jpg¹. Within Photoshop go *file -> open* <ctrl><o> and find the image on your hard drive. If you did not download it do so now.



Once it is opened you will see that it is not straight (see fig 1). Straightening this image will be done in two steps. First click on the *measure* tool in the toolbox <i>² (see fig 2). Then with the mouse click on the lower left corner of the image and with the left mouse button held down drag the ruler to the lower right corner of the image. Then go *Image -> Rotate Canvas -> Arbitrary -> <ENTER>*. The picture should rotate nicely (see fig 3). It will then need to be rotated 90° in the counter clockwise direction. Use *Image -> Rotate Canvas -> 90° CCW -> <ENTER>* (see fig 4).

Now we should crop the picture. This is done with the *crop* tool <c> found



in the toolbox. At the top of the screen are options for *width*, *height*, *resolution*, and *clear*. Click the *clear* button and then with the mouse click at the bottom right corner of the image. Then holding the left mouse button drag up and to the left until you reach the upper left corner. Release the mouse button and you should have a bounding box with eight small squares describing the final crop.



Figure 3



Figure 4

These squares can be pulled or pushed to adjust the crop. To move the whole box up or down or left or right while first drawing it hold the space bar down while moving the mouse. After the box is in place it can be moved with the mouse (click and hold on the image while

moving the mouse) or the direction arrows found below the <DELETE><END><PAGE DOWN> keys. To make the crop double click the left mouse button while the cursor is inside the crop bounding box (see fig 5).



Figure 5

Next step is to correct the overall color and density. For this task we will use *Auto Color* <CTRL><SHIFT> and *Levels* <CTRL><L> in that order. To do *Auto Color* hold down the control key and the shift key simultaneously and then click the

letter b . This one command often corrects the image completely. If it does not do the trick then click and hold the control key while pressing the letter l <l>. Use this control to adjust the density and color by moving the five small triangles under the graphs. Channel: RGB (see figure 6) makes density (overall

light and dark) changes while Channel: Red or Green or Blue adjusts the color of the individual channel. The image should be looking good (see figure 7).

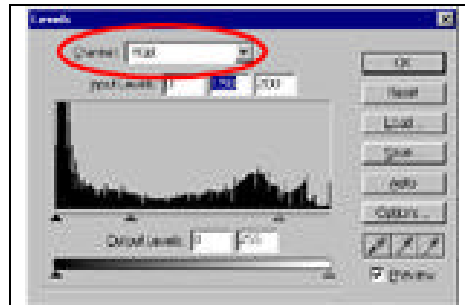


Figure 6



Figure 7

REMBER: Red corrects for a cyan cast, green for a magenta cast, and blue for a yellow cast.

We will now remove the scratches. Both the *Clone Stamp Tool* <s> and the *Healing brush / Patch Tool* <j> will be used for this operation. First you should <CTRL><SPACE BAR> right mouse click on the image and choose *fit on*

screen. This will make the image large enough to see the scratches and other problems from an overall view. To *zoom* in on a scratch like the one to the left and below the anchor click and hold <CTRL> and the <SPACE BAR>. Then click to the lower left of the scratch and the mouse cursor turns into a circle with a

plus sign in it. Drag the mouse cursor to the upper right of the scratch and release the buttons. The <ALT><SPACE BAR> turns the mouse cursor into a circle with a minus sign in it to *zoom* out on the image. Just click while the minus sign is present. Click the <s> for the Clone Tool. Make your brush size roughly the width of the scratch. To do this click the *left or right square bracket* (use the <[> to make it smaller and the <]> to make it bigger). Next, with the mouse cursor to the left side of the scratch (a distance greater than the size of the brush) <ALT> mouse click to sample the area that we will clone from. Then move the cursor to the top of the scratch and click and drag (paint) down the scratch. It will be gone.

Using the clone tool <s> remove the other scratches and blemishes (try removing some of the rust) on the picture.

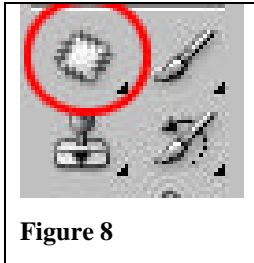


Figure 8

Now *zoom* <z> or <CTRL><SPACEBAR><MOUSE CLICK OR DRAG> to enlarge the scratch running through the ropes. The *healing brush / patch tool* <j> will be used here. This tool operates in the same way as the *clone* tool but through a smarter technology. It does not actually replace pixels with pixels from the sampled area. It changes the “to be corrected” pixels with shading and density features from the sampled area. Therefore you do not have to be overly cautious when selecting an area to be used as the sample. Cautious yes – overly cautious no. So let us try the *patch* tool first. Click <j> or <SHIFT><j> to

activate the tool (see fig. 8). This tool is used like the *lasso* <l> selection tool. With the mouse cursor close to the scratch click and hold the left button while you drive the mouse cursor around the scratch. When you have completed the selection release the mouse button. The selection will be described on the screen by a circle of dashed lines called *marching ants*. Next move the mouse cursor into the selection and notice the cursor change shape. When you have this new shaped cursor click the left mouse button and hold it while you drag the selection from around the scratch to an area next to the scratch that is relatively clean. Release the left mouse button and voila the scratch is gone.

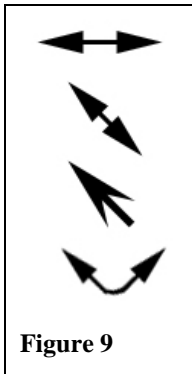


Figure 9

Remember: The patch tool’s option box should have the *source* radio button set. If the *Destination* button is set the tool works in reverse. That is you select a relatively clean area away from the scratch, but the same shape and then click and drag this clean area over the scratch.

The hull of the ship is a little dark. Use the *Dodge tool* <o> to lighten it. First activate the tool by clicking <o> or <SHIFT><o> (two or three times) to cycle through the other two tools (*burn-in & sponge*). Then make the *dodge tool* a size that is convenient for the job (use the <[> to make it smaller and the <]> to make it bigger). This is also called the *brush size*. Then with the mouse’s left button clicked make strokes over the hull. Immediately after releasing the mouse button <CTRL><SHIFT><f> and the *Fade* dialog box will pop up on the screen. Click the number zero on the numerical key pad on the far right of your keyboard. You will see the dodging effects disappear. Then while holding the <SHIFT> key down use the up and down arrows to increment and decrement the dodge until it blends well. The <SHIFT> key allows moves of ten points at a time. If you need to change in smaller amounts release the <SHIFT> key and the changes will be by ones.

While we are in the *Dodge* tool box change to the *Sponge tool* and then make sure its option palette (at top of screen) is set for saturate. Then with the appropriate size brush (<[> or <]>) stroke the ropes to intensify the color. The star can be stroked as well. After intensifying you can use the *Fade tool* again. The *fade tool* can be used after almost any alteration of pixels. However, you must not do use any other tool before *fade* except *undo* <CTRL><z>.

The picture is ready to save, <CTRL><s>, as a PSD file. This is the native Photoshop format and it will keep the layers and selections, if any, separated for easy manipulation at a future date. This format is harder to share with others and you may want to *flatten* the image (*Layer -> Flatten Image* / or click on the small arrow to the right of the *Layer* tab and choose *flatten image*) for re-purposing. After *flattening* <CTRL><SHIFT><s> to do a *Save As* and pick a file format suitable for your needs. For example you might choose JPEG if you are going to use the image on a web site or send it via e-mail. The TIFF format is great for sharing with others where the image maybe printed or further adjustments made to it by others.

¹ http://www.photomaniausa.com/pages/photoshop_class.html

² If the tool is not visible hold the shift key while clicking the letter associated with the tool. Ex. <SHIFT><O> to cycle through the Burn, Dodge, and Sponge tools.

³ This will allow a crop without resizing. That is the pixel data will not be changed.