

### Photoshop

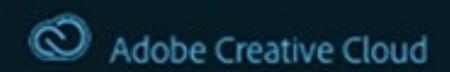
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Artwork by Vanessa Rivera

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About Photoshop screen.

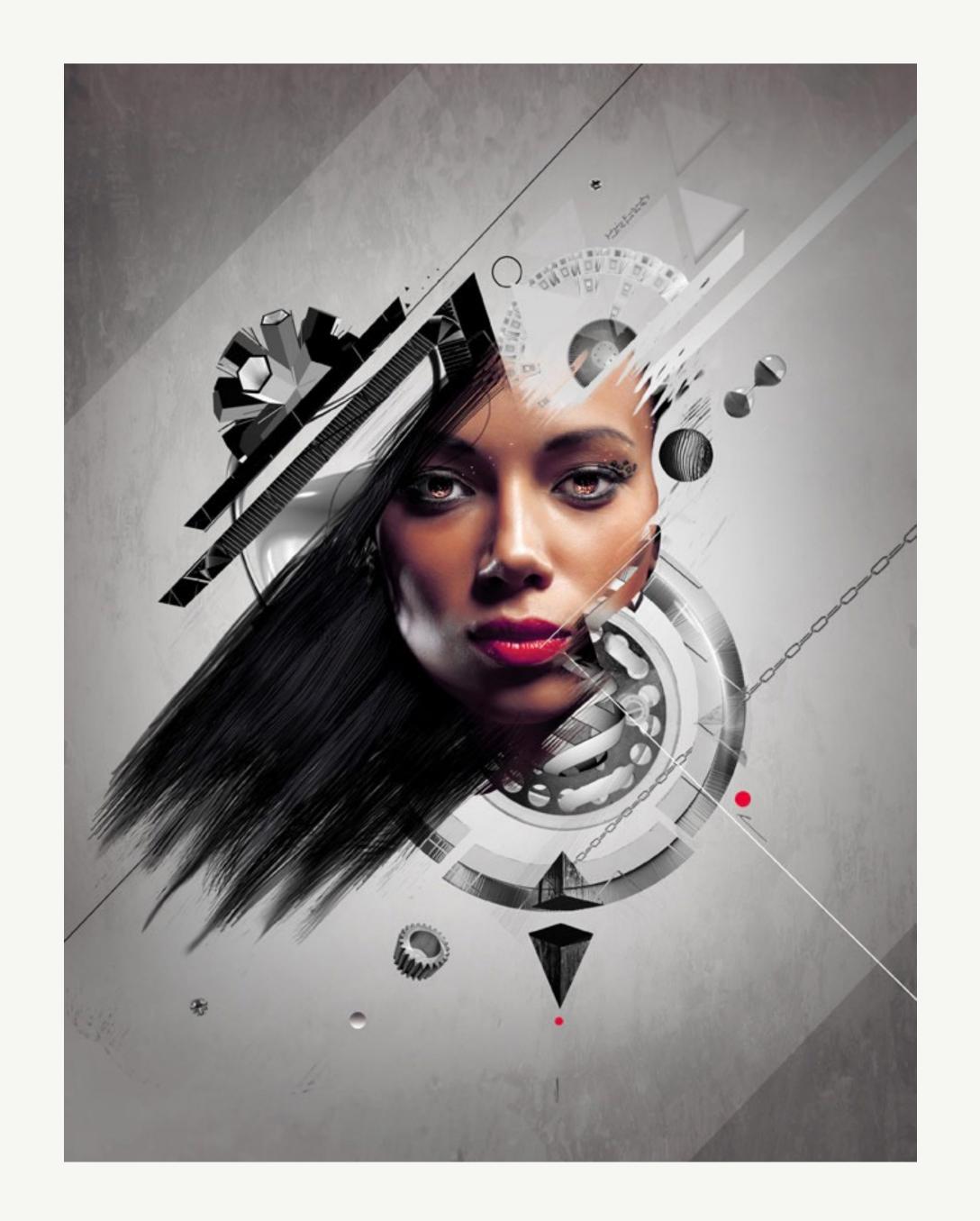
Thomas Knoll, John Knoll, Seetharaman Narayanan, Russell Williams, Jackie Lincoln-Owyang, Alan Erickson, Sarah Kong, Jerry Harris, Mike Shaw, Thomas Ruark, Yukie Takahashi, David Dobish, John Peterson, Adam Jerugim, Judy Severance, Yuko Kagita, Foster Brereton, Meredith Stotzner, Tai Luxon, Vinod Balakrishnan, Tim Wright, Maria Yap, Pam Clark, Kyoko Itoda, Steve Guilhamet, David Hackel, Eric Floch, Judy Lee, Kevin Hopps, John E. Hanson, Andrew Sender, Matt Fuerch, Mohit Gala, Torganhi, Derek Novo, Melissa Levin, Ajay Bedi, Milanurakt Bishant Gupta, Mischel Orts, Xiaoyua Li, John Bayasensar, Panna Nicole Bago, Shaha Ryan Galas, John Bitzgar, Bahasutar, Vaky Saing Morteza Informatic David David Rapudit





# Adobe Photoshop

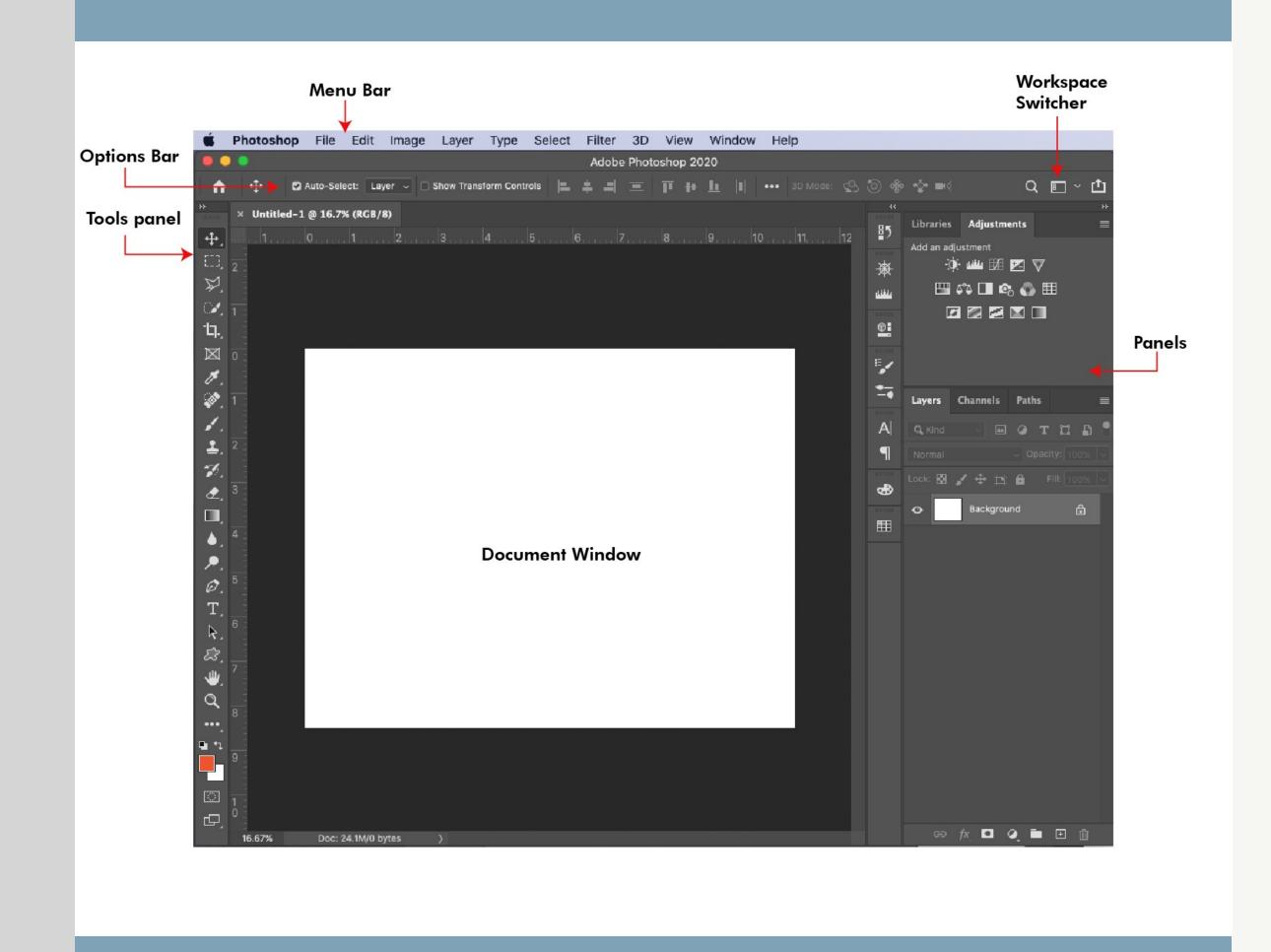
- The world's best imaging and graphic design software is at the core of just about every creative project, from photo editing and compositing to digital painting, animation, and graphic design.
- Photoshop is a raster graphics editor developed and published by Adobe Inc. It was originally created in 1988 by Thomas and John Knoll. The software has become the industry standard not only in raster graphics editing, but in digital art as a whole.



# The Photoshop Interface

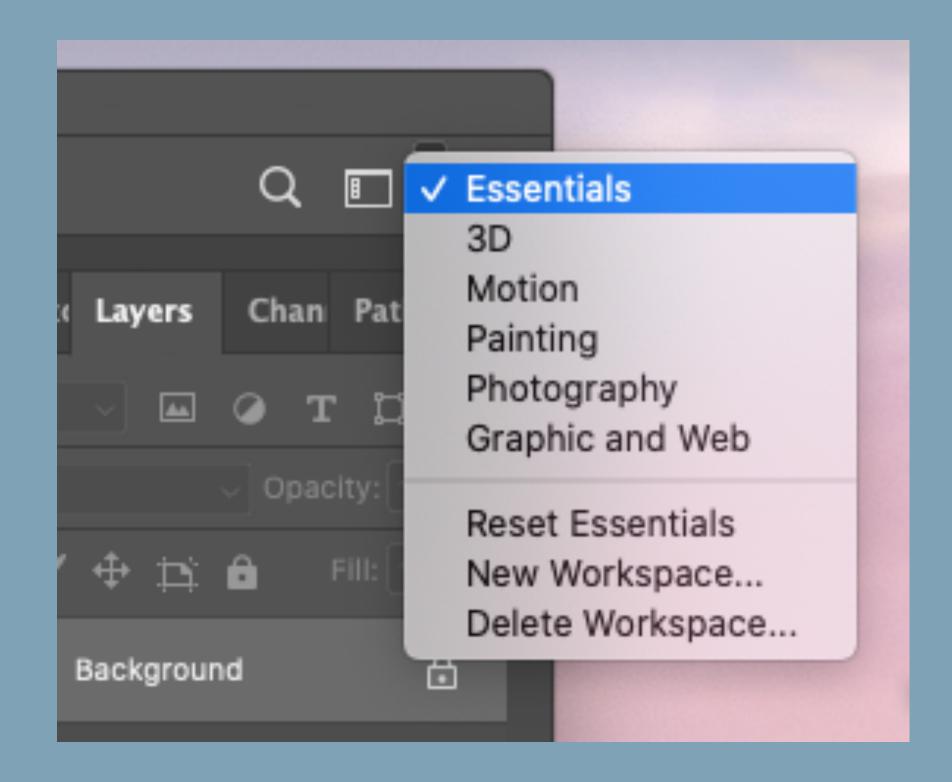
The **interface** is highly customizable consisting of the following components.

- Workspace Switcher: Enables you to choose preset workspaces and save the layout of your customized Photoshop interface.
- **Tools Panel:** Contains all the tools that you can use in Photoshop. Each icon on the toolbar represents a stack of tools.
- **Option Bar:** A context-sensitive area where you can select options for your current tool.
- **Menu Bar:** This is the standard application menu bar that displays all the menus for Photoshop.
- **Panels:** This area includes the default panels for the application.
- **Document Window:** This area contains your work area and canvas.



### Working with the Workspace

- **Essentials:** The default workspace, which includes most of the commonly used tools.
- **3D:** Workspace for working with 3D images.
- Motion: Tools for animation and video.
- Painting: To create digital paintings and need your color and brush settings handy.
- Photography: Editing photographs.
- Graphic and Web: Helpful for developing text and logo designs.



### **Tools Panel**

Contains all the tools that you can use in Photoshop.

It's important to know that each icon on the toolbar represents a stack of tools that you can access by clicking and holding down the mouse button over the small arrow in the bottom right of the tools icon.

#### **Tools Panel Overview**

#### Selection tools

- Move (V)\*
  - Rectangular Marquee (M) Elliptical Marquee (M)
- Single Column Marquee Single Row Marquee
- C Lasso (L)
- Polygonal Lasso (L)
- Magnetic Lasso (L)
- Quick Selection (W) Magic Wand (W)

#### Crop and Slice tools

- 14 Crop (C)
- Perspective Crop (C)
- Slice (C)
- ► Slice Select (C)

#### Measuring tools

- Eyedropper (I)
- 3D Material Eyedropper (I) Color Sampler (I)
- Ruler (I)
- Note (I)
- 123 Count (I)

#### Retouching tools

- Spot Healing Brush (J) Healing Brush (J)
  - Patch (J)
- Content Aware Red Eye (J)
- Llone Stamp (S) Pattern Stamp (S)

- Eraser (E)
- Background Eraser (E) Magic Eraser (E)
- Sharpen Smudge
- Dodge (O) Burn (O)
- Sponge (O)

- Path Selection (A)
- Direct Selection (A)
- Rectangle (U)
- Rounded Rectangle (U)
- Ellipse (U)
- Polygon (U) Line (U)
- Custom Shape (U)

Navigation tool

Rotate View (R)

■ < Hand (H)

Zoom (Z)

#### Painting tools

- Brush (B)
  - Pencil (B)
- Color Replacement (B)
- Mixer Brush (B)
- History Brush (Y)
- Art History Brush (Y)
- Gradient (G)
- Paint Bucket (G) 3D Material Drop

#### Drawing and type tools

- Pen (P)
- Freeform Pen (P)
- Add Anchor Point Delete Anchor Point
- Convert Point
- Horizontal Type (T)
- Vertical Type (T)
- Horizontal Type Mask (T)
- Vertical Type Mask (T)

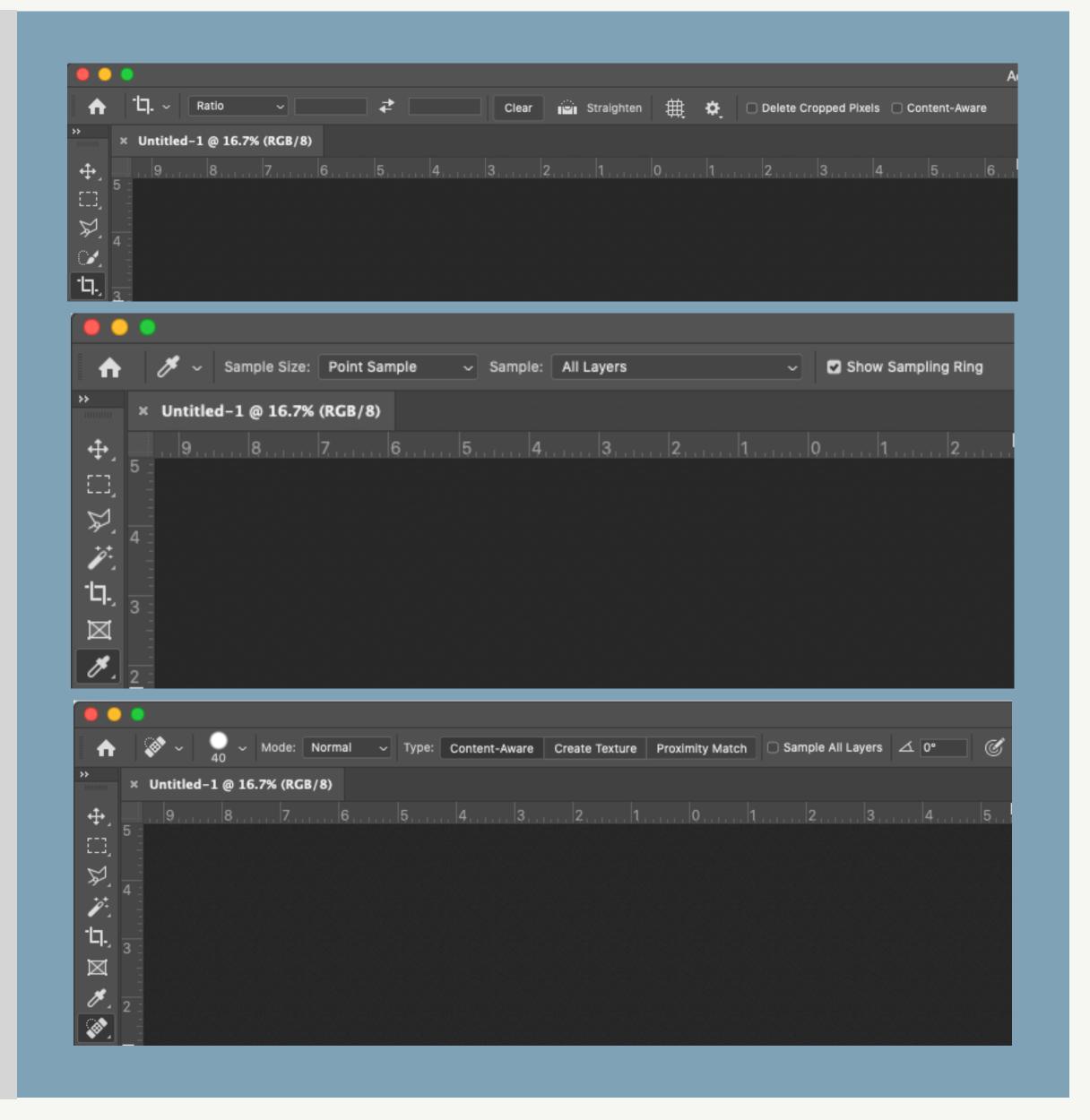
Indicates default tool
 Keyboard shortcuts appear in parenthesis

# **Options Bar**

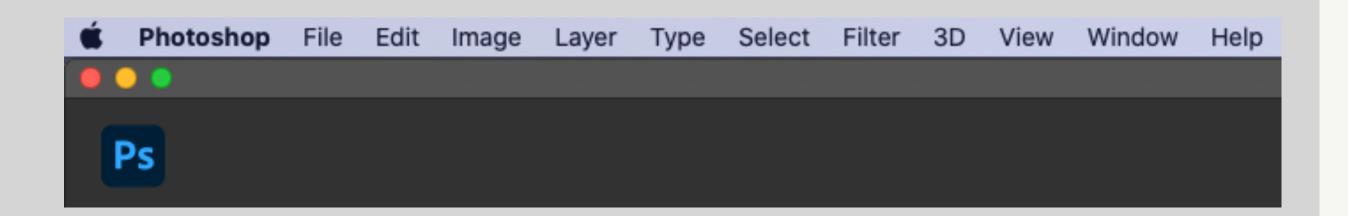
This is a **context-sensitive** area in which you can select options for your current tool. When you change the tool, the options also change.

These options can be tricky when you're starting out with Photoshop and following tutorials.

If you don't see the options that you want in this area, double-check to verify you have selected the correct tool.



# Menu Bar



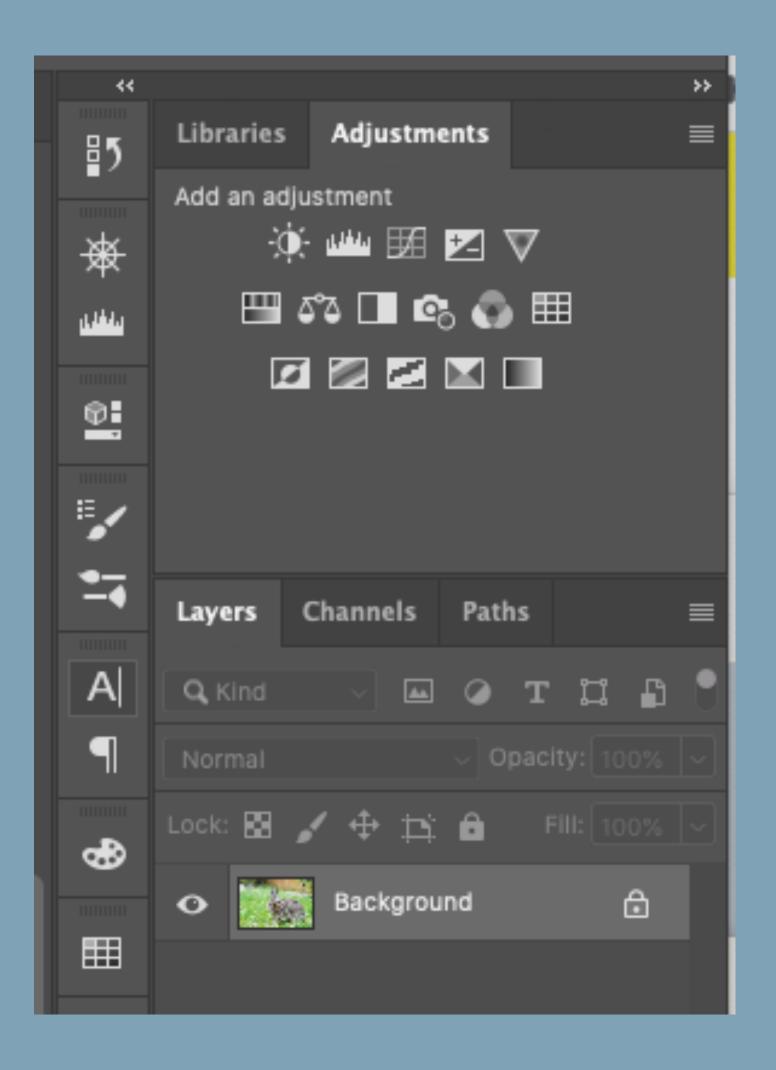
- \*Photoshop: Allows you to change program preferences
- \*File: The primary method for making new files, opening existing ones, saving files, and printing.
- Edit: You can modify objects on the canvas, menu items, shortcuts, and more, including tools for transforming objects.
- •Image: Options related to changing images, including image and canvas size.
- \*Layer: Where you can create new layers, duplicate existing ones, delete and rename layers, and much more.
- **Type:** Edit fonts and text
- \*Select: Options pertaining to selections, including modifying and changing.
- Filter: View Filter Gallery to preview artistic, brushstroke, distort, sketch, texture, and other built-in filters, also contains filters for blur, noise, pixelate, render, and sharpen.
- \*3D: Houses the tools you need to modify 3D files and make them look as good as possible.
- \*View: Includes tools related to how you see things. You can enable a ruler, create guides that you can follow for precise positioning, and change over to full-screen mode.
- \*Window: For hiding and showing windows and arranging the workspace however you like.
- \*Help: Where to get various types of help.

### Panels

This highly customizable area includes the default panels for the application. These can be easily customized, moved, rearranged, or resized according to your needs.

The window tab in the menu bar allows you to open non-visible panels.

Some of the most commonly used panels include: Layers, Adjustments, Channels, Swatches, Pathfinder, and Character.

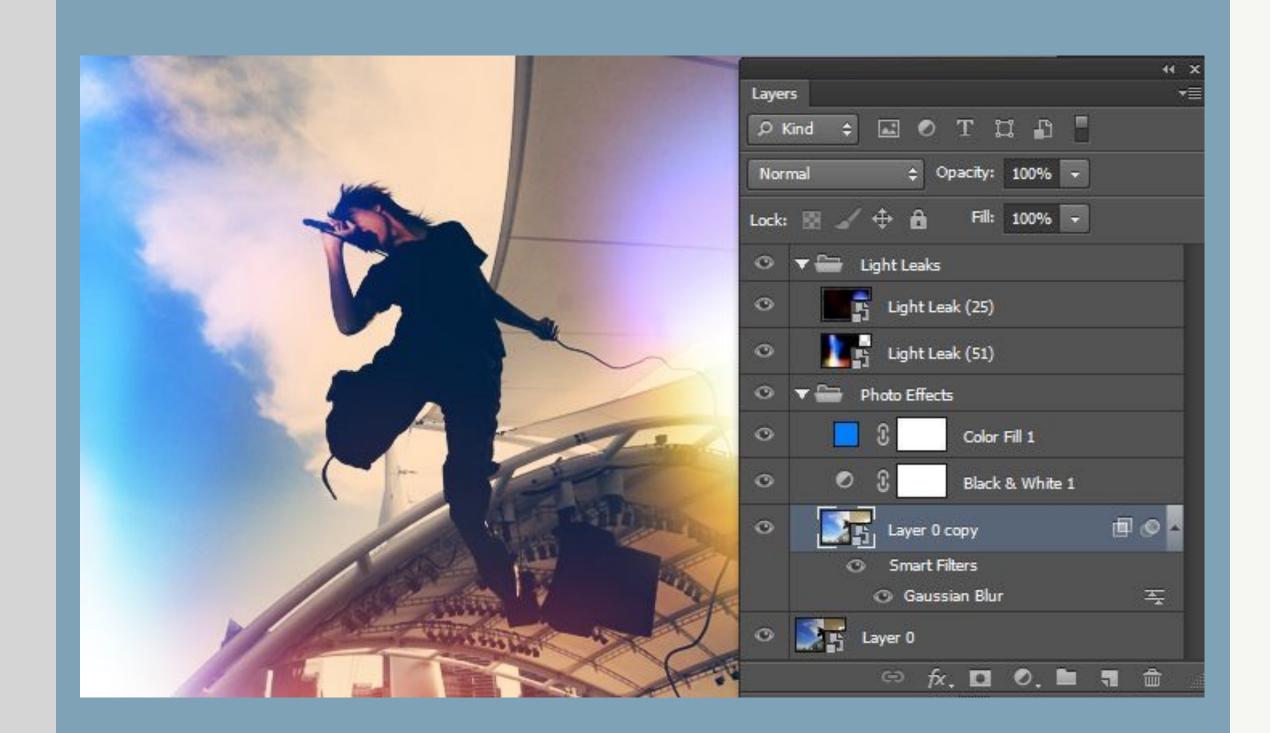


# Working in Photoshop

There are two ways to work in Photoshop, destructively and nondestructively.

**Nondestructively**, (preferred) means we do not edit the original pixels, but use masks and adjustments to alter the look of the original pixels, allowing us to edit as much as we like.

**Destructively** we edit the original pixels, which cannot be undone once the image is saved.



### Selection Tools

Selection tools allow us to create a selection of pixels so we can edit them in some way. We can copy and paste. We can mask and edit.

#### **Use the Quick Selection tool**

- 1. In the Tools panel, select the Quick Selection tool.
- 2. Drag over an area you want to select. This tool tries to find image edges and automatically stops the selection there.
- 3. After your initial selection, this tool automatically switches to its Add to Selection option. To select more, drag over other areas.
- 4. To select less, hold the Alt key (Windows) or the Option key (macOS) as you drag over areas to remove from the selection.
- 5. Press Control+D (Windows) or Command+D (macOS) to deselect.

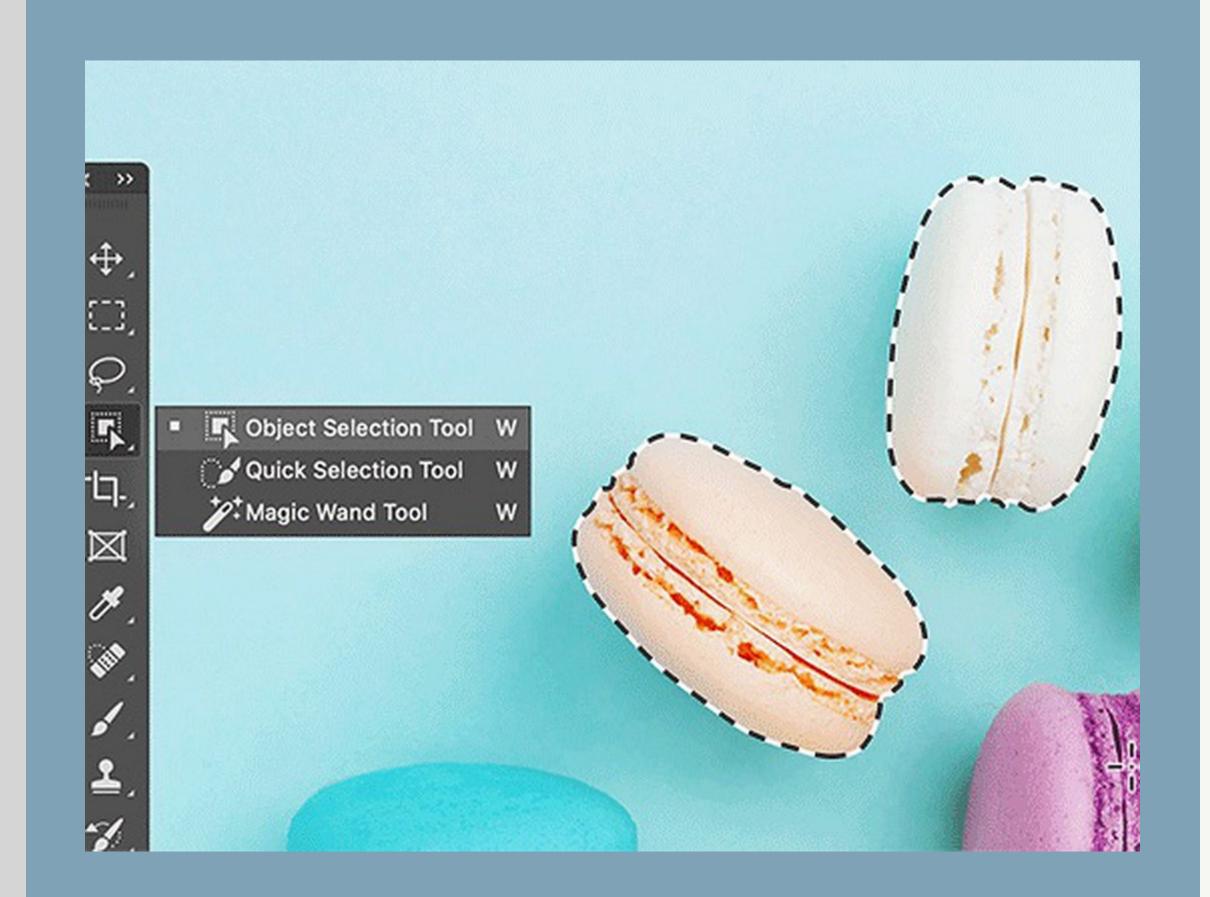
#### Other selection tools:

The Lasso tool

The Object Selection tool

The Marquee tools

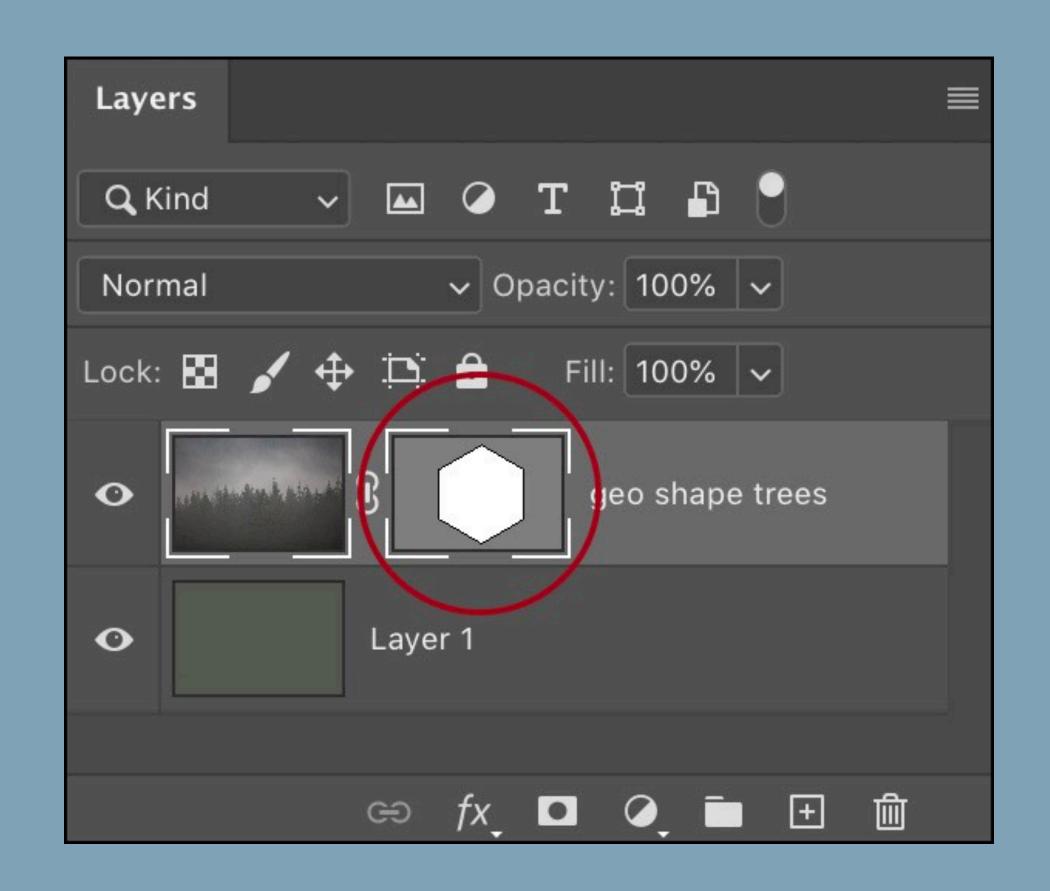
The Magic Wand



# Layer Mask / Mask

Masks are used to hide a portion of a layer by painting black, and reveal portions of the layers below by painting white.

They can be applied directly to a layer or to an adjustment.



# Key Terms

- Raster graphics: a bitmap or pixel based resolution dependent image or graphic.
- Interface: Features through which users interact with the hardware and software of computers and other electronic devices.
- Workspace Switcher: Enables you to choose preset workspaces and save the layout of your customized Photoshop interface.
- **Tools Panel:** Contains all the tools that you can use in Photoshop. Each icon on the toolbar represents a stack of tools.
- **Option Bar:** A context-sensitive area where you can select options for your current tool.
- **Menu Bar:** This is the standard application menu bar that displays all the menus for Photoshop.
- Panels: This area includes the default panels for the application.

- **Document Window:** This area contains your work area and canvas.
- \* Context-sensitive: Changes one thing based upon something else.
- **Nondestructively:** do not edit the original pixels, but use masks and adjustments to alter the look of the original pixels, allowing us to edit as much as we like.
- **Destructively** we edit the original pixels, which cannot be undone once the image is saved.
- **Selection tool:** Tools that allow us to select pixels in a raster image.
- Layer Mask: used to hide a portion of a layer by painting black, and reveal portions of the layers below by painting white.