



Photoshop Elements

Week 1 - Photoshop Elements Work Environment

Welcome to Photoshop Elements' Work Environment and Tools. Enjoy a friendly tour through Photoshop's work area including the Menu Bar, Options Bar, Toolbox, Active Image Area, and Palettes. Open your digital toolbox and explore the power tools at your disposal. Study shortcuts, saving, and navigation in Photoshop to make your time on the computer inspired not confusing. The Photoshop Work Environment has these components:

■ **Menu Bar** contains menus organized by tasks.

■ **Toolbox** contains tools for creating and editing images.

■ **Options Bar** provides options for using a tool.

■ **Active Image Area** displays the active open file. The window containing an open file is also called the document window. You can have several files open, but only one is active at a time.

■ **Palette Well** helps you organize the palettes in your work area.

■ **Palettes** help you monitor and modify images. You can access the Palettes under Window in the Menu Bar.

■ **Class Exercise** - Make a pizza and visit the salad bar.

■ Menu Bar

Just like any computer program, you have several dropdown menus to work with. Explore them all! But, most importantly remember to SAVE!

■ Photoshop Elements Toolbox (with keyboard shortcut)





Navigation and measuring tools

-  Move (V)
-  Zoom (Z)
-  Hand (H)
-  Eyedropper (I)

Selection tools

-  Rectangular Marquee (M)
-  Elliptical Marquee (M)
-  Lasso (L)
-  Magnetic Lasso (L)
-  Polygonal Lasso (L)
-  Magic Wand (W)
-  Quick Selection (A)
-  Selection Brush (A)

Type tools

-  Horizontal Type (T)
-  Vertical Type (T)
-  Horizontal Type Mask (T)
-  Vertical Type Mask (T)







Crop tools

-  Crop (C)
-  Cookie Cutter (Q)
-  Straighten (P)








Retouching tools

-  Red Eye Removal (Y)
-  Spot Healing Brush (J)
 -  Healing Brush (J)
-  Clone Stamp (S)
 -  Pattern Stamp (S)
-  Eraser (E)
 -  Background Eraser (E)
 -  Magic Eraser (E)
-  Blur (R)
 -  Sharpen (R)
 -  Smudge (R)
-  Sponge (O)
 -  Dodge (O)
 -  Burn (O)

Painting and drawing tools

-  Brush (B)
 -  Pencil (N)
 -  Impressionist Brush (B)
 -  Color Replacement (B)
-  Paint Bucket (K)
-  Gradient (G)

Shape tools

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

■ Options Bar

The Options Bar appears below the menu bar at the top of the work area. The options bar changes as you select different tools. Some tools don't have settings you can play with, while others have a large range of settings. Some settings are brush size, feather, painting modes, opacity, and tolerance.

■ Active Image Area and Viewing and Navigation

Showing your Rulers is very helpful. Go to View > Rulers. You can change your measurement units under Preferences.

Image size can be changed by cropping, resizing the dimensions of an image, or altering the resolution.

The canvas size can be changed without changing the size of the image on it. It can be come smaller, larger, or rotate.

Changing your View, zooming in (+) or out (-), does not alter your actual image size. Your view of the image is either closer, farther, fit on screen (0), print size, or actual pixels. Use your shortcuts.

■ **Palettes** - You will most likely use these Palettes: Layers, Color, Navigation, and Character.

■ **Layers** are useful because they let you add components to the image and work on them one at a time, without permanently changing your original image. For each layer, you can adjust color and brightness, apply special effects, reposition layer content, specify opacity and blending values, and so on. You can also rearrange the stacking order and link layers to work on them simultaneously. The bottommost layer is at the bottom of the Layers Palette and is usually locked until you convert it to a regular layer.

Layers are like stacked, transparent sheets of glass on which you can paint or have images on. You can see through the transparent areas of a layer to the layers below. You can work on each layer independently if selecting the layer highlights it. **Important!** Look for the visual clue that you have a layer selected before attempting an edit. Each layer remains independent until you combine or merge the layers.

■ **Color Palette** shows what color you are working with either in the foreground or background. You can select a color several ways, but you need to be sure the color section box is outlined in black to show it is active. Just click on which box you want then do one of the following:

- Drag the color sliders. By default, the slider colors change as you drag. Depending on what Mode you are working, your slider will be different.
- Enter number values next to the color sliders.
- Click on the color box and the Color Picker will come up. Choose a color and click OK.

■ **Navigation Palette** – you have to see it to believe it.

■ **Character Palette** provides options for formatting characters / fonts. Some formatting options are also available in the options bar.

■ **Class Exercise - Make a pizza and visit the salad bar.**

Required files: pizza_pie.psd / plate.psd / salad_bar.psd / place_setting.psd

This is an exercise to practice working with Layers Window within the Photoshop files, making Layers visible and invisible, changing the stacked order of layers, copying and pasting on a new layer, using the Move Tool to move one layer to another file, using the Move Tool to rearrange objects on a layer, making a new layer, copying a layer, and merging layers.

Open pizza_pie.psd in the Full Edit Mode.

Open your Layers Palette>Window>Layers.

Choose your pizza toppings by making the layer visible or invisible by poking the eye.

Change the order that the layers are stacked by clicking and dragging the layers up and down in the layer palette.

Under the Layer Palette Menu (little double arrows at the top) > Merge Visible.

Using the Lasso Tool select a slice of pizza and Edit > Copy.

Open plate.psd and Edit > Paste – your slice will appear as a new layer.

Open salad_bar.psd and make both the plate and this file seen in your workspace.

Click and drag items from the salad bar from the layer palette on to your plate.

Fill up your plate and rearrange the order of the layers. On the plate file, under the Layer Palette Menu > Merge Visible.

Open place_setting.psd and drag the plate to that file. Rearrange the layer order and the location of the items of the layers to make a nice setting. Be sure the martini is on the coaster. Merge visible when done.



Enjoy! Practice working with layers for your homework!

■ Basic Photoshop Terms

Adaptive Palette - a custom palette derived from actual colors in an image.

Adjustment layer - lets you experiment with color or tonal adjustments to an image without permanently modifying the pixels in the image.

Anti-alias - the process of smoothing the edges of an object or text to blend with the background.

Bit Depth - the number of colors assigned to each pixel and visible on the monitor.

Bitmap Mode - This mode uses one of two color values (black or white) to represent the pixels in an image.

Channel - 8 bits of grayscale information, which can be used to define red, green, and blue channels of a RGB mode image, or a channel mask.

Clipping group - the bottommost layer, or base layer, acts as a mask for the entire group.

Clipping path - lets you isolate the

foreground object/image and make everything outside the object transparent when the image is printed or placed in another application.

Clone stamp - lets you sample part of an image and then paint with the sample.

CMYK model (subtractive colors) - The CMYK model is based on the light-absorbing quality of ink printed on paper. As white light strikes translucent inks, part of the spectrum is absorbed and part is reflected back to your eyes.

Crop tool - a tool that enables you to retain the subject of an image, and remove the unselected image areas.

Defringe command - replaces the color of any fringe pixels with the colors of nearby pixels containing pure colors.

Desaturate command - converts a color image to a grayscale image in the same color mode.

Duotone Mode - This mode creates duotone (two-color), tritone (three-color), and quadtone (four-color) grayscale images using two to four custom inks.

Encapsulated PostScript (EPS) - language file format can contain both vector and bitmap graphics and is supported by virtually all graphic, illustration, and page-layout programs.

Gamut - the range of colors that a color system can display or print. A color that can be displayed in RGB or HSB models may be out-of-gamut, and therefore unprintable, for your CMYK setting.

Graphics Interchange Format (GIF) - a file format that uses 8-bit color and efficiently compresses solid areas of color while preserving sharp detail, such as that in line art, logos, or illustrations with type.

Grayscale Mode - This mode uses up to 256 shades of gray. Every pixel of a

grayscale image has a brightness value ranging from 0 (black) to 255 (white).

HSB model - describes three fundamental characteristics of color: hue, saturation and brightness.

Indexed Color Mode - This mode uses at most 256 colors (limited palette). When converting to indexed color, Photoshop builds a color lookup table (CLUT), which stores and indexes the colors in the image.

Joint Photographic Experts Group (JPEG) - a file format that supports 24-bit color and preserves the broad range and subtle variations in brightness and hue found in photographs and other continuous-toned images.

L*a*b model (device independent) - L*a*b color consists of a luminance or lightness component (L) and two chromatic components: the a component (from green to red) and the b component (from blue to yellow).

Lossless compression - the techniques compress image data without removing detail.

Masks - let you isolate and protect areas of an image as you apply color changes, filters, or other effects to the rest of the image.

Optimization - process of fine-tuning the display quality and file size of an image for use on the Web or other online media.

Portable Document Format (PDF) - a flexible, cross-platform, cross-application file format. Based on the PostScript imaging model, PDF files accurately display and preserve fonts, page layouts, and both vector and bitmap graphics.

PICT - a file format is widely used among Mac OS graphics and page-layout applications as an intermediary file format for transferring images between

applications.

Raster images (bitmap) - use a grid of colors known as pixels to represent images. Each pixel is assigned a specific location and color value.

RGB model (additive colors) - A large percentage of the visible spectrum can be represented by mixing red, green, and blue (RGB) colored light in various proportions and intensities. Where the colors overlap, they create cyan, magenta, yellow, and white.

Slice - a rectangular area of an image that you can use to create links, rollovers, and animations in the resulting Web page. Dividing an image into slices lets you selectively optimize it for Web viewing.

Tagged-Image File Format (TIFF) - a flexible bitmap image format supported by virtually all paint, image-editing, and page-layout applications. It is used to exchange files between applications and computer platforms.

Unsharp masking, or USM - a traditional film compositing technique used to sharpen edges in an image. The Unsharp Mask filter corrects blurring introduced during photographing, scanning, resampling, or printing.

Vector graphics - Vectors describe an image according to its geometric characteristics. They are made up of lines and curves defined by mathematical objects called vectors.

Wabi-sabi - a beauty of things imperfect, impermanent, and incomplete. It is a beauty of things modest and humble. It is a beauty of things unconventional.



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