



PHOTOSHOP

Adobe PhotoShop 4.0 is many powerful programs in one. It is an excellent art production tool which can merge and edit color images, retouch proofs, or create Web graphics.

Overview...

The Work Area...includes the command menus at the top of your screen, the window containing the image you are editing, and a variety of tools and palettes that let you edit images and add elements such as masks, layers, and channels.

The Toolbox...The tools in the toolbox let you select, paint, edit, and view images. The toolbox also contains controls for choosing the foreground and background colors, creating quick masks, and changing the screen display mode. Select a tool by clicking its icon in the toolbox. A small triangle to the right of a tool icon indicates that the tool contains a pull-out menu of hidden tools.

Palettes...There are ten moveable palettes to help you monitor and modify images. By default, these palettes appear stacked together in several groups. You can display and hide these palettes as you work with an image.

Changing the palette display...

Change the arrangement and display of palettes and palette groups to optimize the work area on your desktop.

Selecting...In PhotoShop, you modify part of an image by first selecting that area. A moving marquee marks the boundary of a selection.

Layers...Organize your artwork on separate transparent layers to easily construct composite images and experiment with various effects.

Target layer and layer transparency...

The currently highlighted layer on the Layers, and the only layer that can be edited. An image can have just a Background (no layers) or it can be multilayered. Layers can be restacked and moved, and are transparent where there are no pixels, so you can see through a whole stack of them. The advantage of working with multiple layers is that you can assign image components to separate layers and edit them individually without changing the other layers.

Adjustment layer...Unlike a standard layer, modifications made to an adjustment layer don't alter actual pixels until it is merged with the layers below it, so adjustment layers can be used for experimenting with color or tonal adjustments. Only layers below the adjustment layer are affected.

Pixels (picture elements)...The dots used to display a bitmapped image on a rectangular grip on a computer screen.

Filters...let you quickly add special effects to your artwork.

Painting...The painting tools let you add color to your artwork using preset swatches or colors you create.

Retouching...PhotoShop provides a full range of tools for retouching images, including dodge and burn tools, as well as features for adjusting color, contrast, hue, and saturation.

Masks...A mask covers the image so that only the unmasked part shows through and is affected by any changes you apply. A layer mask affects only the image on the same layer as the mask.

Resolution...Image resolution is the number of pixels contained in an image, and is measured in pixels per inch. Output devices also have their own resolution, which is measured in dots per inch.

Brightness...The lightness (luminance) of a color.

Hue...The wavelength of light that gives a color its name (such as red or blue) irrespective of its brightness and saturation.

Saturation...The purity of a color. The more gray a color contains, the lower its saturation.

Shortcuts...

Click a tab (palette name) in a palette group to bring that palette to the front of its group.

Press Tab to hide the Toolbox and all open palettes. Press Tab again to display the Toolbox and all previously displayed palettes.

Document Sizes displays the file storage size when all layers are flattened and any alpha channels are removed, and the file storage size when the layers are separate.

Scratch sizes displays the amount of storage space PhotoShop is using for all currently open pictures and the amount of RAM currently available.

Efficiency indicates the percentage of RAM being used.

The Palettes...

Color Palette is used for mixing and choosing colors to apply with the painting, editing, and fill tools. Choose a color model for the palette from the palette command menu.

Swatches Palette is used for selecting already mixed colors to be applied with the painting, editing, and fill tools. Individual swatches can be added to and deleted from the palette.

Brushes Palette is used for defining a tool's tip size, edge, and angle. You can choose from preset brushes or you can create your own brushes.

Channels palette is used to display one or more of the channels that make up an image and any specially created alpha channels, which are used for saving selections.

Options palette is used to define attributes for a tool, such as its Opacity, Fade distance, or mode. Options are set for each tool individually. You can reset the currently selected tool or all tools using Options palette commands.

Layers palette is used to add, delete, hide/show, duplicate, and rearrange layers on top of the Background.

Paths palette. Paths are composed of curved and straight line segments connected by anchor points. A path can be drawn directly with the pen tool.

Navigator palette is used for moving an image in its window, and for changing an image's display size.

Directions for creating a Web button...

1. Choose **FILE, NEW**. Define the size, for example, 7 x 7 inches.

2. Change **VIEW** to **ACTUAL SIZE**.

3. Draw a perfect circle. Pull down guides from the rulers, then using the round marquee tool, hold down the Shift+Alt keys (Win) or Shift+Option (Mac) and pull out. Be sure to let go of the mouse button first.

4. Fill the circle with color. Select foreground color box and choose. Then choose **EDIT, FILL, FOREGROUND**.

5. Deselect the circle by choosing **SELECT, NONE**.

6. Add lighting effects by choosing **FILTER, RENDER, LIGHTING EFFECTS**. Decide from which angle the light should come.

7. Make a smaller circle inside the current one. Start at the center of the circle, then use Shift+Alt keys (Win) or Shift+Option (Mac).

8. Reverse the light on the smaller circle by choosing **LAYER, TRANSFORM, ROTATE 180**.

9. While smaller circle is still selected, soften the edges on the circle by choosing **SELECT, FEATHER**, and enter 10 Pixels.

10. Deselect by choosing **SELECT, NONE**.

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On the Web: www.sfsu.edu Under "Information Technology"

E-mail: training@sfsu.edu Help Desk: x 81420