

My Photoshop® Elements 13



QUE

Cheryl Brumbaugh-Duncan

FREE SAMPLE CHAPTER



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My Photoshop® Elements 13



Cheryl Brumbaugh-Duncan

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My Photoshop® Elements 13

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Bonus Tasks Available Online

Additional tasks for Chapters 1, 2, 3, 4, 6, 7, 10, 13, and 14 are available online. This content can be found at www.quepublishing.com/title/9780789753809.

- Chapter 1: Overview of Photoshop Elements 13 Preferences
- Chapter 2: Customizing Default Settings for Files
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- Chapter 13: More Ways to Print
- Chapter 14: Sharing with Adobe ID

About the Author

Cheryl Brumbaugh-Duncan is committed to education and technology. For more than 15 years, Cheryl has run her own company, Virtually Global Communications (VGC), a web design and development company with a focus in online education. Armed with a master's degree in education, as well as being an expert in web design and development, she has been developing cutting-edge websites and mobile Internet applications, as well as teaching individuals and companies about computers, technology, and web design.

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Dedication

I would like to dedicate this book to my family—in particular, to my Nana and grandfather. They had the foresight to purchase our wonderful cottage that has offered so many years of fun, play, and love to my parents, siblings, and now our children.

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Thank you to Adobe, Inc. for Adobe Photoshop Elements 13 and all their other products and software. They truly are innovators and leaders in today's fast-paced, technology-driven world.

As always, I need to thank my husband, David, for supporting me through this endeavor. And finally, I cannot forget my beautiful daughter, Tasmin, who is becoming an independent, respectful, and thoughtful young lady!

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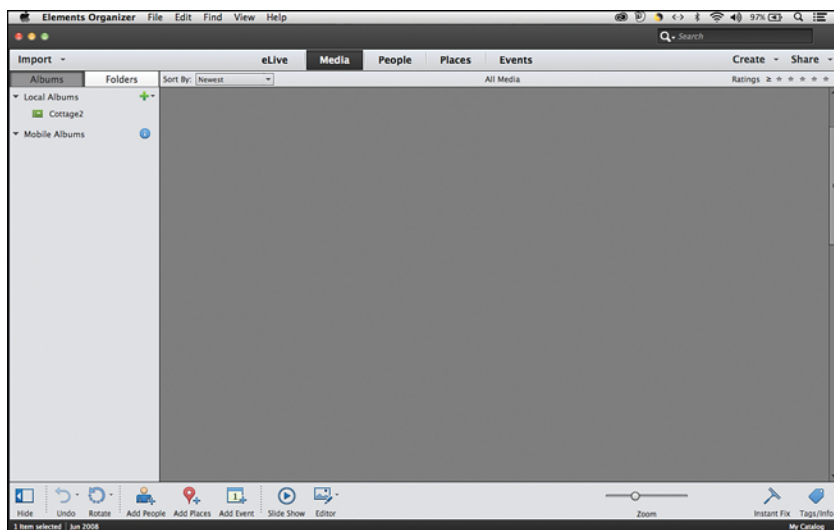
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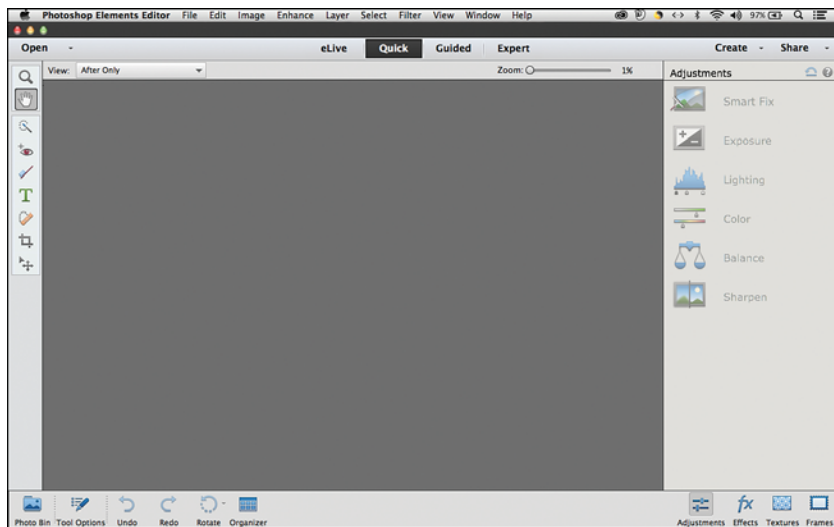
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Elements Organizer 13



Elements Editor 13



In this prologue, you become familiar with the Adobe Elements family of products, in particular with Photoshop Elements. Common components, terminology, and workspace elements are explored. Topics include the following:

- Becoming familiar with the Adobe Elements 13 family of products
- Becoming familiar with Adobe Photoshop Elements 13
- Understanding Workspace Elements of Adobe Photoshop Elements 13
- Becoming familiar with common terminology of Adobe Photoshop Elements 13



P

Getting to Know Adobe Photoshop Elements 13

Adobe Photoshop Elements 13 is the latest version of Photoshop Elements. This powerful software release comes with many new features that extend the functionality of Photoshop Elements, as well as a slightly different interface for the workspace when compared to earlier versions. Before you get started using Photoshop Elements 13, you need to become familiar with the workspace, components, and terminology of this photo catalog and photo-editing product.

Overview of Adobe Elements 13 Family of Products

Adobe Elements 13 is the latest version of Adobe's family of products for managing, editing, modifying, and enhancing digital media such as photos, videos, and audio. The Adobe Elements 13

family of products is made up of Photoshop Elements 13 and Premiere Elements 13.



Photoshop Elements 13 lets you manage and modify your photos, and Premiere Elements lets you manage and modify your videos. This book covers Adobe Photoshop Elements.

Adobe Elements Family of Products

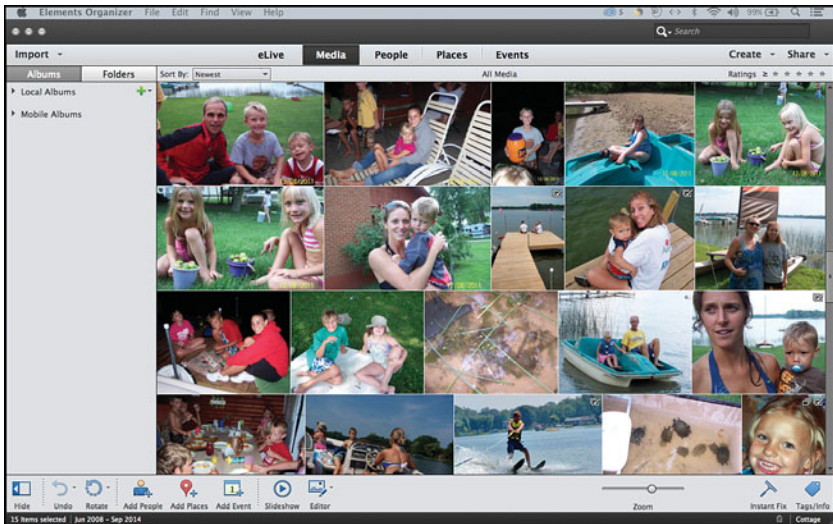
Adobe offers the Adobe Elements 13 family of products as a packaged deal or as individual products. They are not part of the Adobe CC cloud distribution model, like Photoshop CC or InDesign CC, but are sold as individual products. You can purchase them on DVD or for direct download from Adobe or from other third-party retail sites, such as Amazon.com.

Photoshop Elements 13 Versus Photoshop CC

Let's take a look at how Adobe Photoshop Elements 13 compares to Adobe Photoshop CC. Both are image-editing software and use many of the same tools, features, and functionality. Photoshop Elements is developed for working with photos, whereas Photoshop CC is developed for graphic design and image-editing and is more robust in its functionality.

Photoshop Elements 13 is made up of two components, the Organizer and the Photo Editor. Each component has its own distinct use in working with and managing your digital media. The Elements Organizer is photo cataloging software that lets you organize and manage your digital media, both photos and videos, as well as perform automated quick fixes to your media.

Organizer



The Photo Editor lets you manipulate, enhance, edit, or modify your photos. Photoshop Elements 13 is developed for home users and semiprofessionals for organizing, managing, enhancing, and modifying photos.

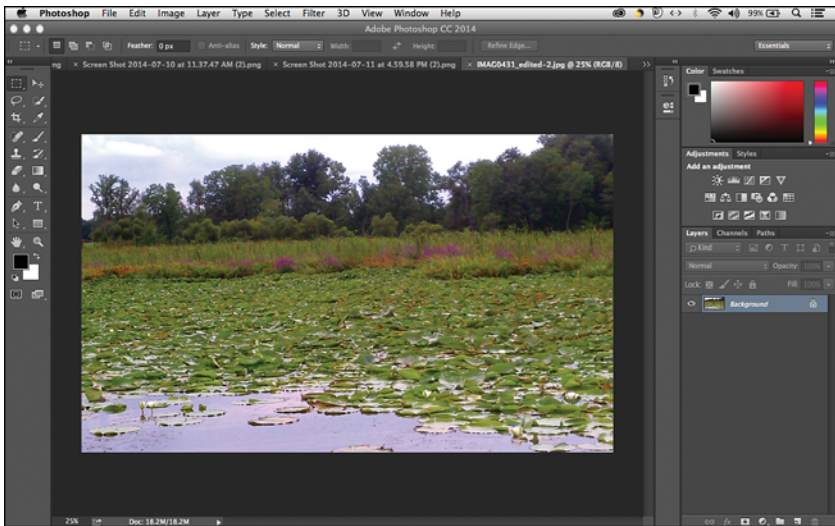
Photo Editor



In comparison, Photoshop CC is used by professional graphic designers and can perform all the functions of Photoshop Elements 13, with many of the same features and tools, but it adds more image-manipulation features and image-editing tools needed by the professional graphic designer in today's

digital world. It has a different workspace and includes even more tools than Photoshop Elements 13.

Photoshop CC



Designed for Home Use and Printer Output

Photoshop Elements 13 is designed for your personal use for managing, editing, enhancing, and printing your digital media. You can print individual photos or print from an online vendor such as Shutterfly.com. You can also create photo projects like photo books, slideshows, DVD and CD covers. Photoshop Elements 13 incorporates many of the powerful features of Adobe Photoshop CC but in a user-friendly workspace designed just for photo management and editing. You can fix blemishes, water spots, or lens flares in your photos to give them a more polished look. You can quickly correct the red eye effect that occurs in photos, too. Drop out a background and insert a new one to really spruce up your photos.

Photoshop Elements 13 also comes with many new filters, filter variations, and special effects that can change the look and feel of a photo. Add a custom frame or texture to your photos. Photoshop Elements has themed layouts that guide you through the creation of scrapbooks, photo books, slideshows, and CD-ROM and DVD covers. Connect to other online services and offerings to create hardbound photo books and professional photo printing.

Digital Darkroom

Today, with the popularity of digital media and digital cameras, Photoshop Elements 13 brings the power of a digital darkroom to your computer. Import your photos and videos from a digital camera, flash disk, or external hard drive. Unlike a traditional darkroom, you do not need special paper and chemicals to process the film to photos. After photos are imported, you can begin to work with them. View them in Elements Organizer and add tags, captions, and ratings to your photos for easy management of your digital media. Change the photo orientation by rotating it in 90-degree increments. Fix blemishes and imperfections caught by the camera. Enhance and modify your photos and add special effects and filters. Unlike a traditional darkroom, Photoshop Elements brings the darkroom to you via your computer and lets you take the development of your photos and photo projects wherever you want, limited only by your creativity and imagination.

Digital Darkroom—What Is This?

Darkrooms have been around since the inception of photography in the 19th century. They are an integral part of processing photographic film. A darkroom is dark except for the use of red safelights for seeing in the dark, and uses light-sensitive materials for processing the film. Minor corrections and modifications like cropping and resizing, as well as dodging and burning, can be performed on photos. A digital darkroom takes the edits and modifications of the traditional darkroom much further by offering many more photo-editing corrections, enhancements, and modification features and tools.

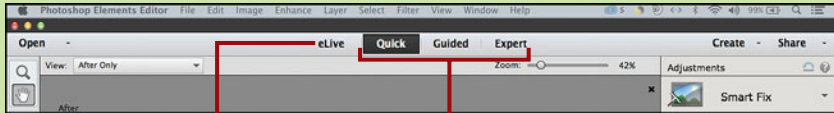
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THE FOUR MODES OF THE ELEMENTS EDITOR

The Elements Editor, also referred to as the Photo Editor, has four modes: eLive, Quick, Guided, and Expert.

Elements Live, or eLive, is the default view mode that you see when you open the Photo Editor and the Organizer. This is a new feature of Photoshop Elements 13 and is a great starting point for people new to the software. It provides information, tutorials, tips, and techniques for using the Photo Editor and the Organizer. See Chapter 1, “Getting Comfortable with the Photoshop Elements 13 Workspace, Preferences, and Settings,” for instruction on Elements Live.

The other three modes, Quick, Guided, and Expert, let you enhance and modify your photos, taking the concept of a darkroom much further than the good old days of film by allowing all kinds of photo enhancements, modifications, and corrections. This book provides instruction on each of these modes and the many features and functionality in each mode of the Photo Editor.

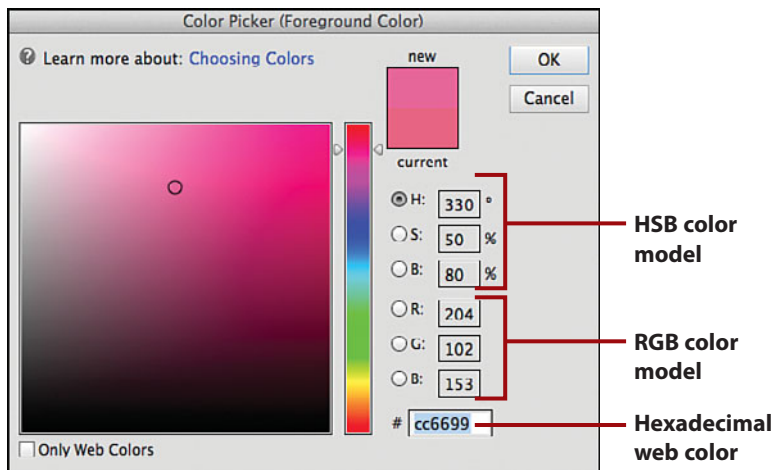


Elements Live Three photo editing modes of Elements Editor

Photoshop Elements Use of Color

Photoshop Elements 13 uses two color models for representing color: RGB and HSB. RGB stands for Red, Green, Blue and is based on how computer monitors display color. When you set an RGB value for your color, you are determining the amount of red, green, or blue to be used for that color.

The other model is HSB, which stands for Hue, Saturation, and Brightness. The HSB color model is based on how the human eye sees color. Our eyes interpret color based on hue, saturation, and brightness. Photoshop Elements uses a color wheel to help understand these color models better.



Overview of Color Models

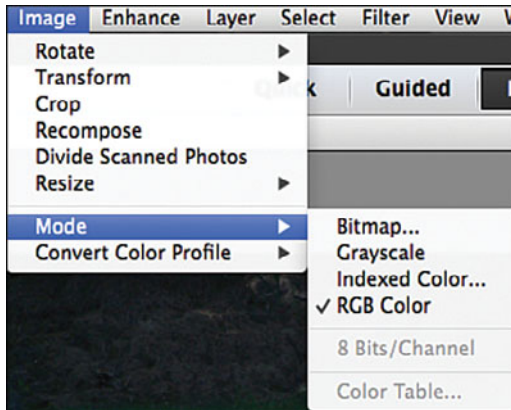
Color models are used to represent colors based on how they are perceived and interpreted. Basically there are two models, one for how the human eye sees color and the other for how a computer interprets color. A computer assigns numeric values to colors and represents colors through a combination of three or four values. Photoshop Elements uses two modes for creating colors: RGB with numeric values of 1–255 and HSB with numeric values of 1–100%. For example, a computer represents white as RGB values of red—255, green—255, and blue—255. The HSB settings are hue—0%, saturation—0%, and brightness—100%. Learn more about color models and modes at http://en.wikipedia.org/wiki/Color_model.

Image Color Modes

Image color modes are used to determine the number of colors to be used in your photo; they affect the file size based on the number used. For instance, if you use Grayscale for your image mode, the colors in the image are represented by 256 shades of gray. Because 256 shades of gray are used, the physical file size is smaller than the original image that has millions of colors. Photoshop Elements also has four color image modes based on the computer color model:

- **RGB**—The color model for a computer monitor, with all colors represented by red, green, and blue, as well the various shades that can be achieved by the HSB color model. This can be millions of colors, and the image file size can be large. JPG and PNG images often use this color mode.
- **Bitmapped**—The bitmapped color mode uses two colors to represent the colors in an image: black and white. The file size for this type of image is small because only two colors are used for the image.
- **Grayscale**—The Grayscale color mode uses 256 shades of gray to represent all colors in an image. The file size is smaller because of using only 256 shades of gray.
- **Indexed color**—The indexed color mode is used often in web design and assigns each color in an image a color from a 256-color palette. If a color in the image is not represented by one of the 256 colors, it chooses the closest color from the color palette to represent this color. Although this creates some issues with image display quality, it does lower the file size, just like the Grayscale color mode.

You can set the color mode for your image through a menu bar command in the Photoshop Elements Editor by choosing the Image, Mode menu bar command. From the submenu, choose the Color Mode you want for your photo. The default color mode is RGB Color.

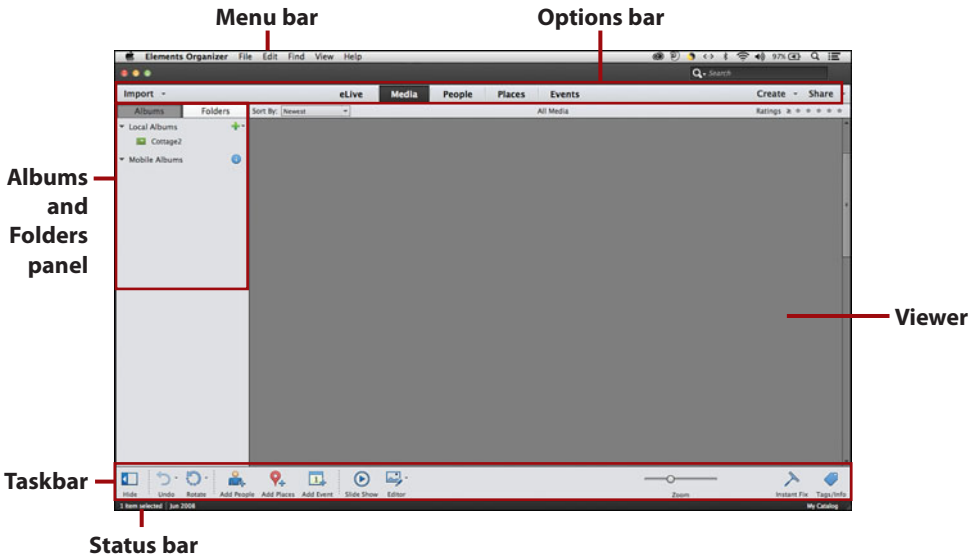


Photoshop Elements 13 Workspace

Photoshop Elements 13 workspace uses elements such as menu bars, tabs, taskbars, panes and panels that are commonly found in other software applications. Based on whether you're working with the Elements Organizer or the Elements Editor, the workspace is different. Each workspace has its own layout and workspace elements.

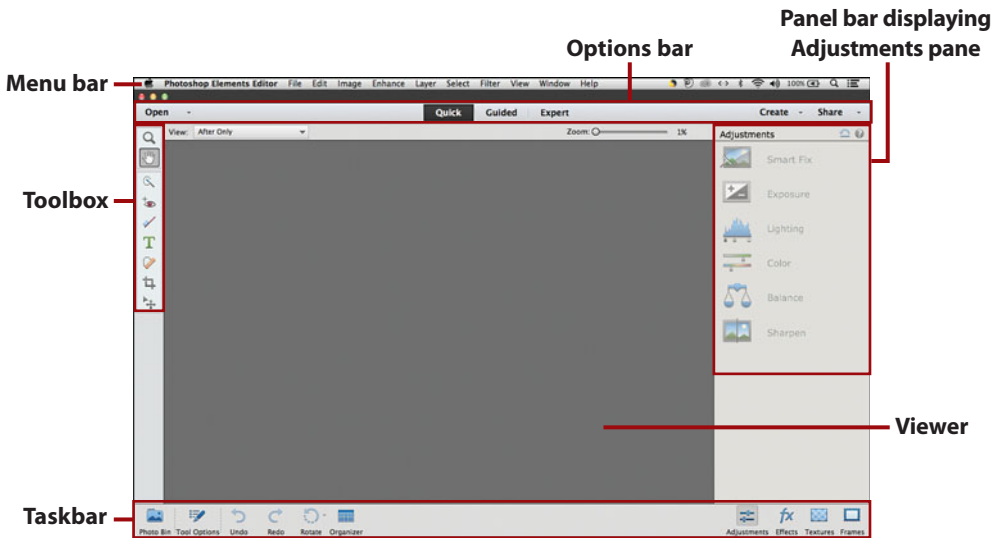
Overview of the Elements Organizer Workspace

The Elements Organizer is used for managing your digital media. Its workspace is developed for easy access to the functionality of tagging, rating, categorizing, and organizing. You can also make quick fixes to your photos and easily share and print your photos. Through Organizer you can create photo books, calendars, and other creative projects. To support all this functionality, Organizer has many common workspace elements such as a menu bar, a Viewer, panels and tabs, and an Options bar, as well as a few more that are specific to Photoshop Elements 13.



Overview of the Elements Editor Workspace

The workspace of the Photo Editor is similar to the Organizer but is developed for making photo modifications, edits, and enhancements, as well as applying special effects. To support this functionality, it has a Viewer, menu bar, an Options bar, panels, panes, buttons, tabs, and a toolbox.



We cover all these elements and tools as you progress through the book.

Accessing Menu Bars and Menu Commands

Every command in Photoshop Elements can be found in a menu bar. Both the Organizer and the Photo Editor have a menu bar. Each menu bar contains menu commands grouped by topic.

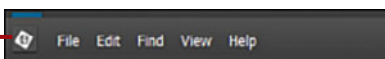
The menu bar in Elements Organizer groups commands by topic in these menus: Elements Organizer, File, Edit, Find, View, and Help. Depending on whether you are using a Mac or a PC, the menu bar is slightly different. The first menu in the Organizer and the Photo Editor on the Mac is the Elements Organizer or Elements Photo Editor, whereas the Windows version's first menu is an icon of either the Organizer or the Photo Editor component. The menu commands under each menu are slightly different too.

Mac menu bar



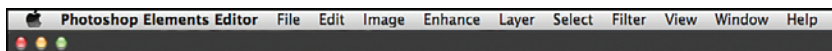
Windows menu bar

Icon representing
Elements
Organizer menu



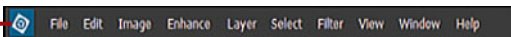
The menu bar in Elements Editor has a few more menus than the menu bar in the Organizer, but it works the same. The menu bar contains the Photoshop Elements Editor, File, Edit, Image, Enhance, Layer, Select, Filter, View, Window, and Help. Each menu is again grouped by topic. Again, the Mac menu bar is slightly different than the PC menu bar.

Mac menu bar



Windows menu bar

Icon representing
Elements Editor
menu

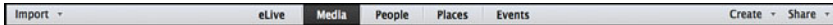


Overview of the Options Bar

Both the Organizer and the Photo Editor have an Options bar that contains frequently used buttons and tabs for accessing common functionality available in that component.

The Options bar in the Elements Organizer contains the Import button; the View tabs composed of eLive, Media, People, Places, and Events; and the Create and Share buttons. Click these buttons or tabs to access the functionality.

eLive and Views



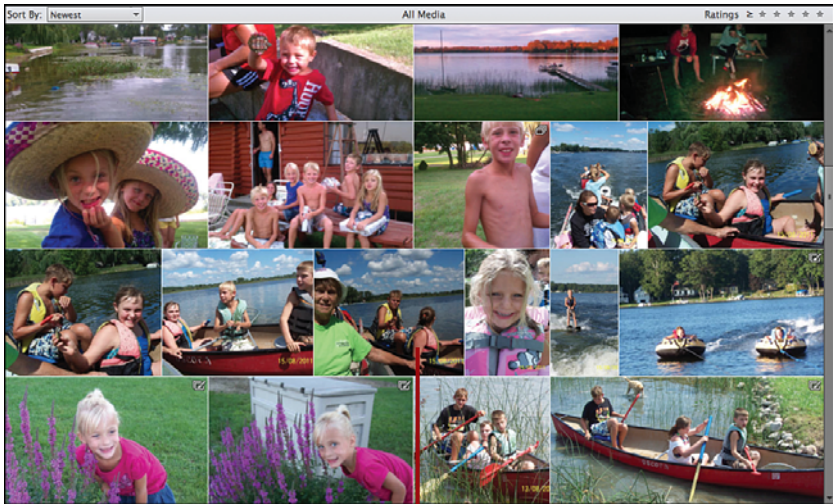
The Options bar in the Photo Editor is a little different from the one in the Organizer because it contains the functionality needed to support photo editing and enhancements. It has an Open button, editing modes tabs, and the Create and Share buttons.

eLive and editing modes



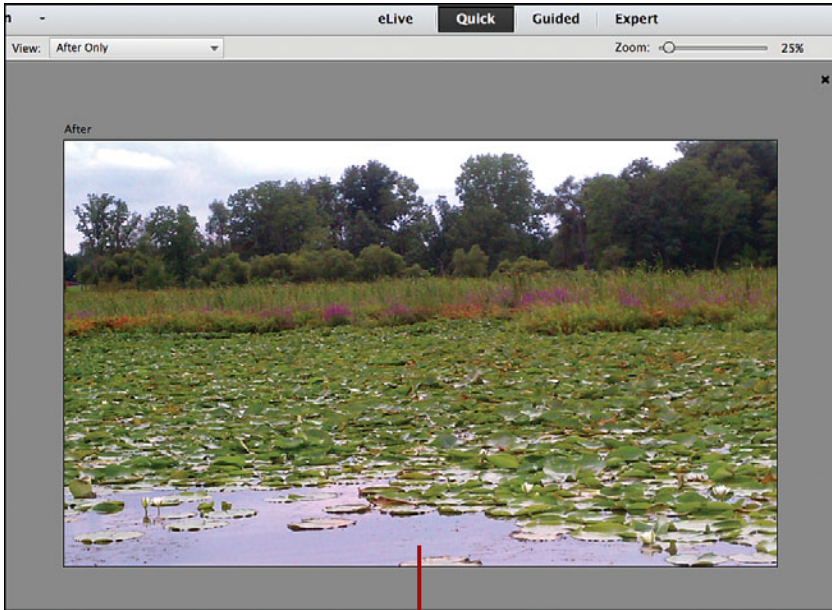
Using the Viewer

Both the Organizer and the Photo Editor have a Viewer. The Viewer displays photos for both components. Photos need to be imported into the Organizer first for the Viewer to display them. Importing is covered in Chapter 2, "Importing Photos and Videos." The Organizer displays your photos in thumbnail format in the Viewer.



Viewer with photos

The Photo Editor also has a Viewer, and it is used to display the active photo that you are working on for making enhancements and edits.



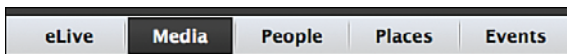
Viewer displaying active photo

Using Tabs

Tabs are used in both the Elements Organizer and the Elements Photo Editor in the Options bar and in panels. Each tab displays different elements, tools, and functionality. To access a tab simply click it.

The Organizer Views

The Organizer has five view tabs in the Options bar that let you view your digital media based on Media, People, Places, and Events, as well as view eLive. eLive, or Elements Live, is a new feature of Photoshop Elements 13 for learning more about Photoshop Elements and is what you see when you first open the Organizer. The other four views, Media, People, Places, and Events, sort and display your media by people in the photo, by the place the photo was taken, or by the event in which the photo was grouped. This topic is covered in more detail later in this book.



- **eLive**—View content and resources developed about and for the Elements Organizer. Elements Live, or eLive, is a new feature of Photoshop Elements 13 release and gives you access to videos, tutorials, helpful tips, and techniques for using Adobe Photoshop Elements.
- **Media view**—View and sort your media by file type, such as JPG, PNG, or video.
- **People view**—View your photos based on people in the photo. You can identify people in your photos and then click the People tab to see your photos grouped by people.
- **Places view**—Designate a location of a photo and then display your photos based on the identified locations. The world is your oyster here because you can use any destination in the entire world.
- **Events view**—View your photos based on events that you set up for organizing your digital media. By default, an event is set up based on the date you take your pictures.

The Photo Editor Modes

The Photo Editor Viewer has four mode tabs at the top. The first tab is again for eLive but this eLive focuses on information and resources for the Photo Editor. The other three tabs represent an editing mode: Quick, Guided, and Expert. Based on the tab that you select, Photo Editor displays a different workspace layout and editing features and tools. The first time you open the Photo Editor, eLive is the tab that is displayed.



- **eLive**—View content and resources developed about and for the Photo Editor. eLive gives you access to videos, tutorials, helpful tips, and techniques for using Adobe Photoshop Elements.
- **Quick mode**—Click this tab to access the Quick mode. The Quick mode lets you quickly apply commonly used modifications or enhancements to the active photo in the Viewer.
- **Guided mode**—Use this mode to be guided step by step through enhancements and edits for your photos. This mode is similar to a wizard application that guides you through a process for enhancing or editing your photos.

- **Expert mode**—This mode is for the person comfortable with photo editing and the tools of Photoshop Elements. You have access to the full array of photo editing commands in Photoshop Elements 13.

Which Mode Should I Use?

If you are new to Photoshop Elements, the Quick or Guided modes are a good place to start for your photo edits and enhancements.

Using the Toolbox

The Elements Photo Editor contains a Toolbox of tools and functionality for editing your photos. The Toolbox is only in the Photo Editor and is based on the mode in which you're working. The toolbox displays differently within Quick, Guided, or Expert modes.

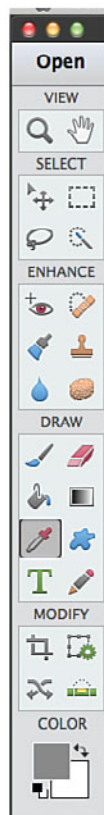
**Toolbox for
Quick mode**



**Toolbox for
Guided mode**

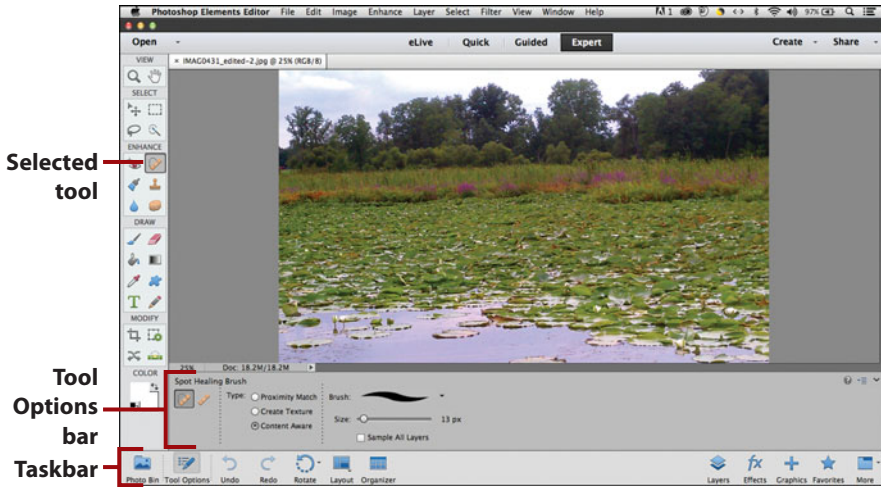


**Toolbox for
Expert mode**



Tool Options Bar

When you select a tool from the Toolbox in either the Quick mode or the Expert mode of the Photo Editor, the Tool Options bar displays above the taskbar and it contains the tool options and settings. You can fine-tune your edit or enhancement by changing these options and settings. All tools in the Toolbox and their tool options are covered throughout this book.

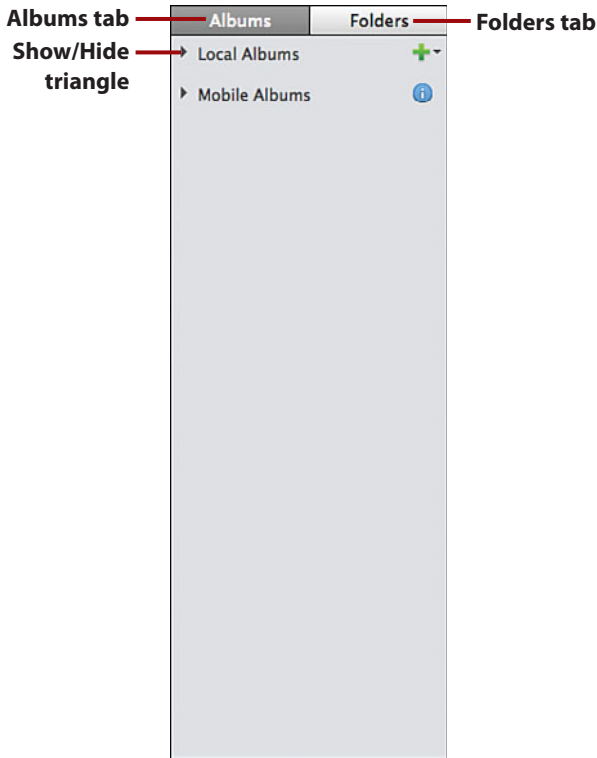


Using Panels

Panels are a common workspace element in many applications, and this is no different for Photoshop Elements. Both the Organizer and the Photo Editor use panels for grouping functionality and features into an easily accessible area.

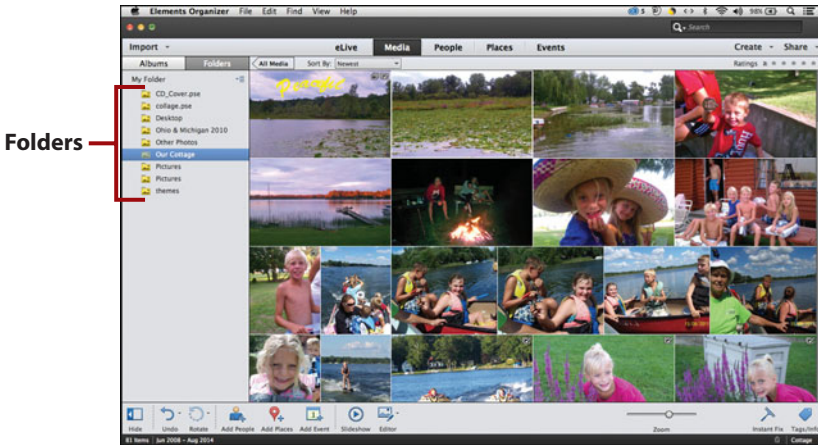
Elements Organizer Panels

The Elements Organizer has three panels: the Albums and Folders panel, the Tags and Information panel, and the Photo Fix panel. The Albums and Folders panel is located on the left of the Organizer workspace and is the only panel automatically displayed in the default workspace layout.

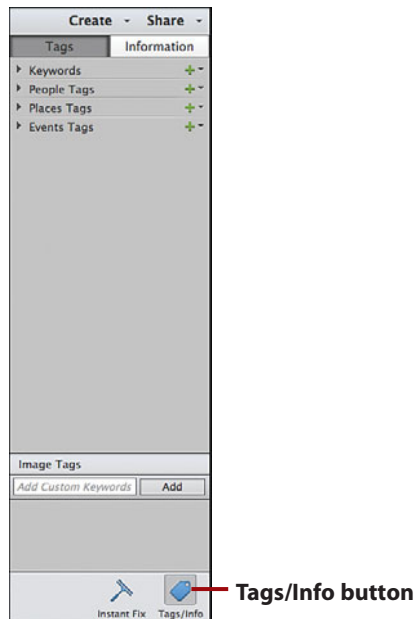
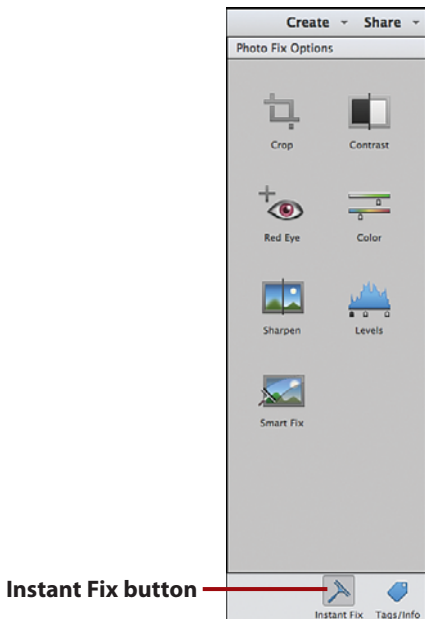


You'll see two tabs at the top of the panel: the Albums tab and the Folders tab. The Albums tab is the default display when you first open Organizer. Each tab displays a view of your media. You can also view your media on multiple locations: Local (your computer) or Mobile Albums (Adobe Revel online catalogs). You can create new photo albums and organize your albums in the Albums tab. You can show or hide your albums by clicking the Show/Hide triangle to the left of album name.

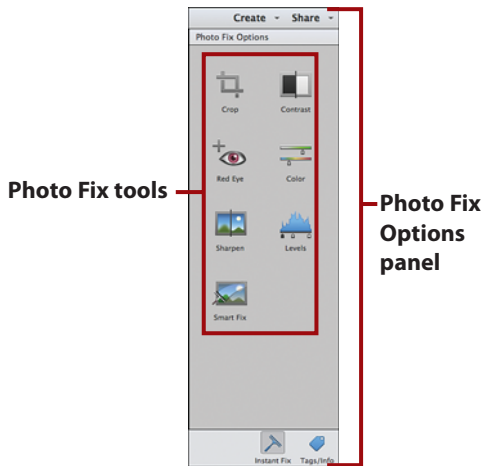
The Folder tab lists every folder that you have imported media from, even the ones from an external device such as a digital camera.



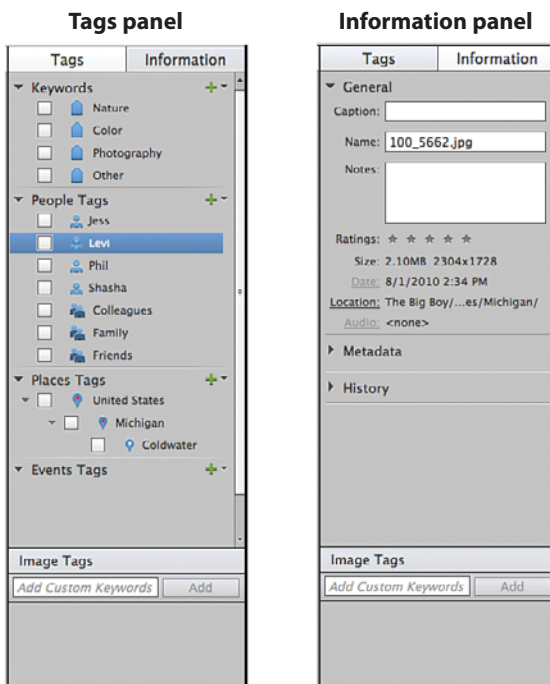
To access the other two panels, you need to click a button in the taskbar. On the right end of the taskbar are two buttons: the Instant Fix and the Tags/Info. When clicked, each button opens a panel.



The Photo Fix Options panel displays the Instant Fix tools of the Organizer. You can perform common photo-editing fixes on your photos in the Organizer, such as cropping or fixing red eye.



The Tags and Information panel also has two tabs: Tags and Information. Each tab displays information about your photos or videos in your Catalog.



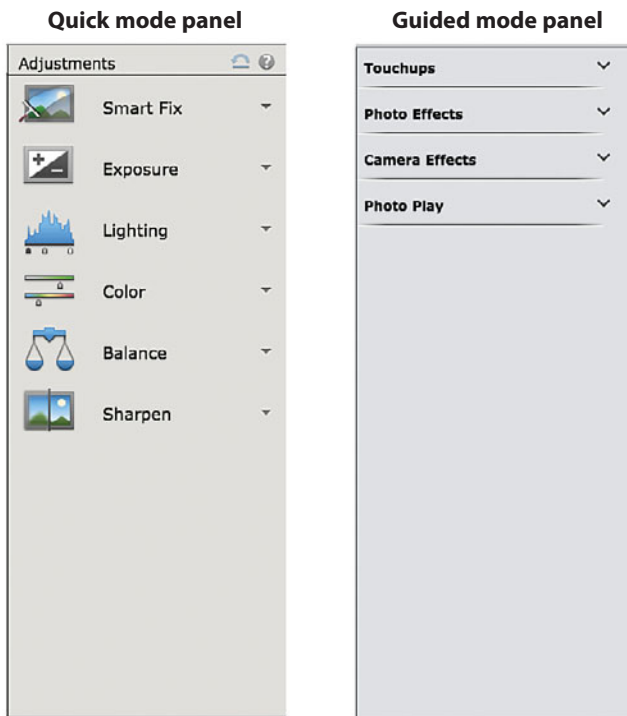
Sticky Panels

Both the Photo Fix Options panel and the Tags and Information panel are sticky panels. This means that after you access them by clicking the button in the taskbar, the panel displays as an element in the Organizer workspace. You can close the panels by clicking either the Instant Fix or the Tags/Info button again in the taskbar.

Also, when you close the Organizer, the next time you open it, it remembers what panels were last opened and displays that workspace layout.

Elements Editor Panels

The Elements Editor also uses panels to group functionality for easy access. Both the Quick and the Guided modes have a panel bar on the right of the workspace. When you click either the Quick mode or the Guided mode tab, the panel displays and lists common fixes, enhancements, and effects for your photos based on functionality of that mode.



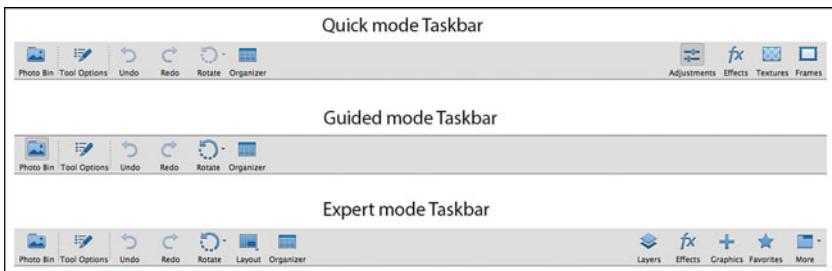
All these panel bar common fixes and enhancements are covered later in the book.

Task Pane and Taskbar

At the bottom of the workspace in both Elements Organizer and Elements Editor is an area for tasks. In Elements Organizer this is called the Taskbar pane and contains buttons for common organizing, managing, and fixing your media.

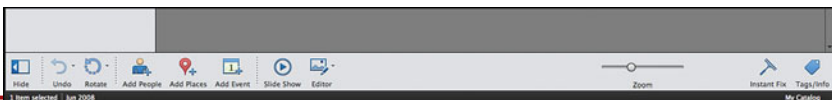


The Elements Editor has a taskbar that contains common tasks and adjustments. When you select a mode—Quick, Guided, or Expert—the taskbar displays the common tasks and adjustments for that mode.



Status Bar

The final workspace element to cover is the Status bar. Only the Elements Organizer component has a Status bar, and it is located at the bottom of the workspace. The Status bar reflects the status of the Organizer based on what features are active, as well as what Catalog is active.

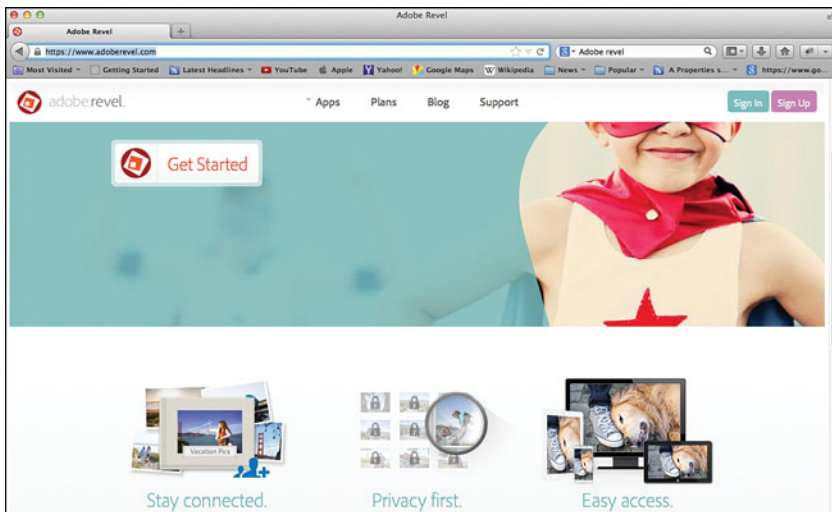


Status bar

Active Catalog

Mobile Albums

Sharing your photos across the multiple mobile devices is a must in today's world. In the past, most people had only a computer that they used for storing and managing their photo and video catalogs. Today, most people have at least two, if not more, mobile devices that they use to access their computer's data and to capture their photos and videos. Photoshop Elements allows for this sharing functionality through Adobe Revel. You can learn more about Adobe Revel by visiting www.adoberevel.com/.

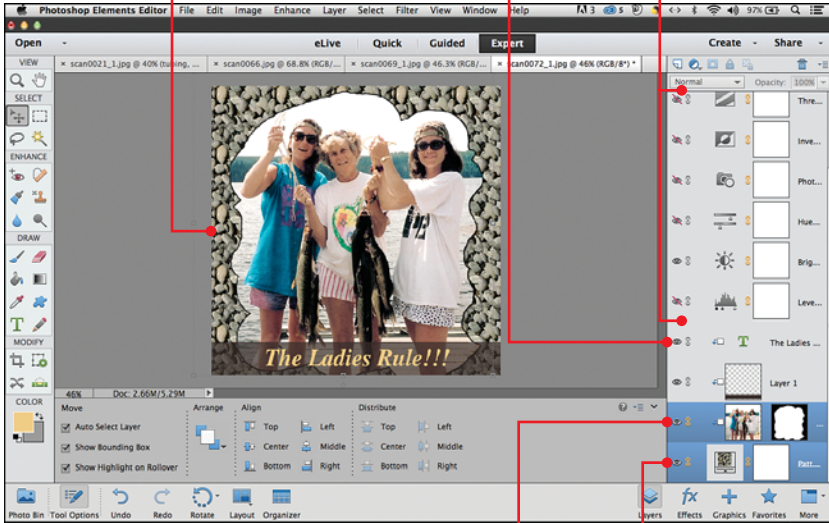


Adobe Revel is integrated into Elements Organizer and requires an initial setup. You must have an Adobe ID for using Revel, and this topic is covered in Chapter 14, "Sharing Your Photos," as well as in the online bonus content of this chapter at www.quepublishing.com/title/9780789753809.

Design composite
created through layers

Type layer

Adjustment
layers



Layer mask Fill layer

In this chapter, you learn how to work with layers in Photoshop Elements 13. A mask was introduced in the previous chapter in the section, “Using the Selection Brush Tool,” and this mask is really a Mask layer. Now it’s time to learn about layers and Mask layers, as well as how to use them to work with your photos to create a design composite. Topics include the following:

- Creating a new layer
- Reordering layer stacking order
- Showing and hiding layers
- Deleting a layer
- Linking and locking layers
- Creating layer mask, Clipping Mask layers, and Adjustment layers
- Creating and using Shape layers
- Applying enhancements and styles to layers

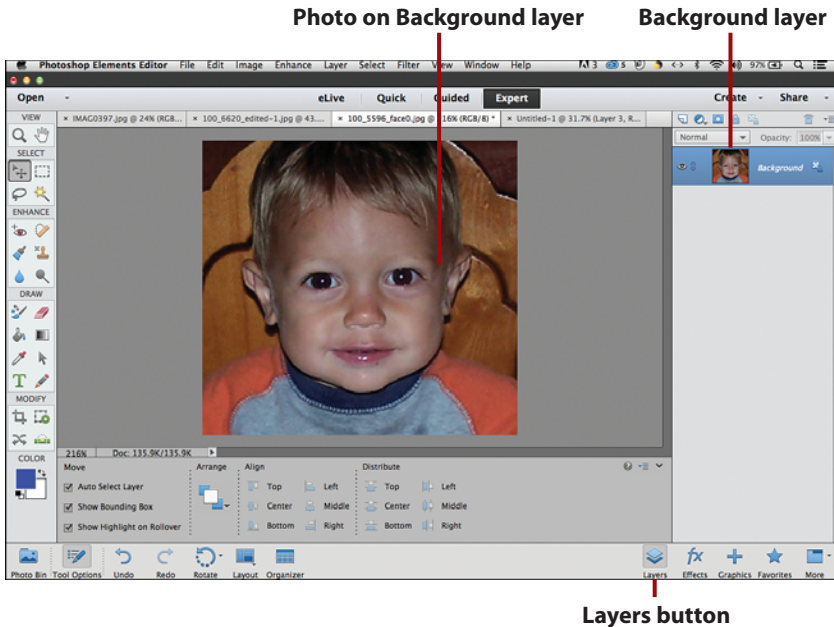
7

Working with Layers

This chapter is all about layers and their use in Photoshop Elements 13. A layer can be compared to a clear sheet of plastic. You can put images, shapes, borders, frames, and messages on individual layers to create a composite image. You can also change the opacity and Blending mode as well as add special effects and filters to each layer. Because the image is on a layer, you can work on that image without changing anything else in your photo. This is very useful to create a design composite with many layers each containing images, shapes, text, borders, or frames. Based on the layer content, Photoshop Elements 13 has different types of layers—Image, Background, Shape, Mask, Adjustments, Type, and Fill layers. Each is designed for a special use in Photoshop Elements 13.

Creating a New Layer

Layers are used in all modes of the Photo Editor. For instance, in the previous chapter when you created a selection of an object in a photo, you used a mask to select the object. Photoshop Elements actually used a Mask layer to create this mask functionality. You did not have access to the actual Mask layer, just the functionality. The layers in the Quick and Guided modes are automatic and allow little modification. The Expert mode has a Layers panel for working with layers, and it gives you lots of control for customizing and modifying layers. When you open a photo in the Photo Editor, it automatically creates and displays the photo image on a Background layer. It is a good idea to leave the Layers panel displayed while you work in the Expert mode.



When you create a new layer, it is stacked on top of the layer below. You can create and delete layers, show or hide layers, and reorganize layer stacking order. You can also apply enhancements and effects to a layer, as well as change the opacity of the layer. You can set a Blending mode for layer so that the image on the layer is transformed by blending with the layers below it.

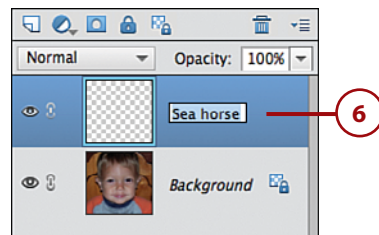
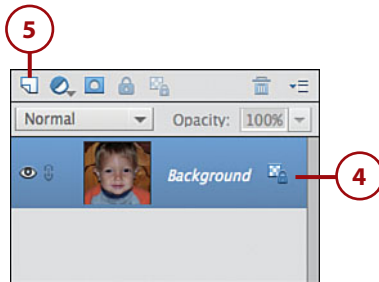
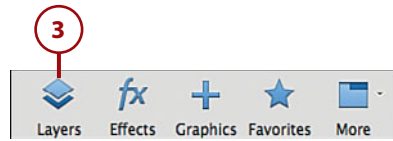
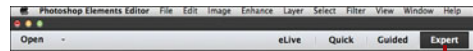
1. In the Photo Editor, open a photo or a new document. See Chapter 2, "Importing Photos and Videos."
2. Click the Expert mode.
3. Click Layers in the taskbar.
4. The Layers panel displays with a background layer.

Understanding Background Layers

A Background layer is automatically created when you open a photo or blank document in the Photo Editor. It is a special layer in that it is composed of pixels only and is always at the bottom of the stacking order in the Layers panel. By default it is partially locked, and in this state its image cannot be edited or modified.

To modify a Background layer you must convert it to a regular Image layer by double-clicking it in the Layers panel. Click and type a name for the layer in the Name box of the New Layer window. Set the Blending mode and Opacity settings, and then click OK. The layer is converted to an image layer. You can also convert a Background layer to an Image layer by clicking the Partially Locked icon.

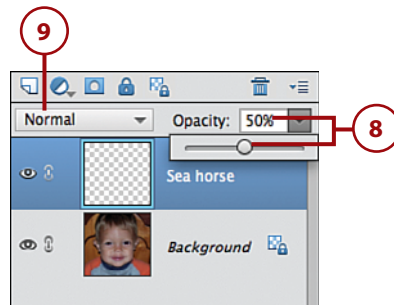
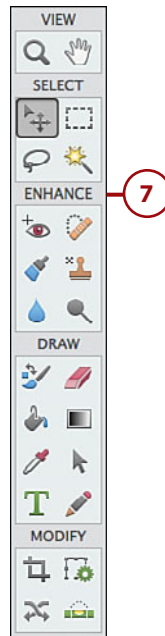
5. To create a new layer, click the Create New Layer button in the Layers panel.
6. A new Image layer is added above the Background layer. Type a name into the Name box. It is a good idea to rename layers to something that makes sense for the image that will reside on the layer.



Layers and Transparent Backgrounds

When you create a new Image layer, it displays with a transparent background. A checkerboard pattern is displayed in the Viewer for the layer indicating that this is transparent. This allows the layers underneath a layer to also be visible. As you develop the layer by adding images and other shapes and objects, you can place your new layer content where it needs to be in the overall image.

7. Use any of the tools in Expert mode of the Photo Editor to add images and shapes to your layer. See Chapter 9, “Advanced Photo Corrections,” for more information on these tools.
8. To set the opacity of a layer, click in the Opacity box and type a number between 0–100. You can also click the Triangle to the right of the Set the Layer Opacity box and drag the Opacity slider to adjust the opacity.
9. Click the Set the Blending Mode menu.



- Choose a Blending mode from the Blending Mode menu. The default is Normal.

Understanding Blending Modes

To learn more about Blending modes, please see the online content for Blending modes at www.quepublishing.com/title/9780789753809.

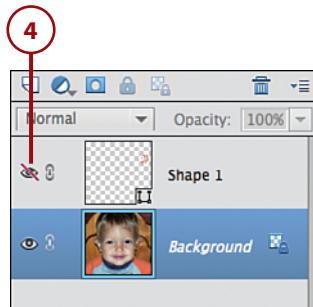
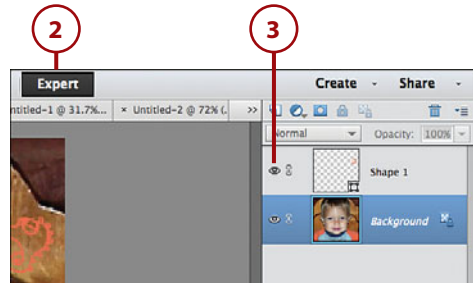
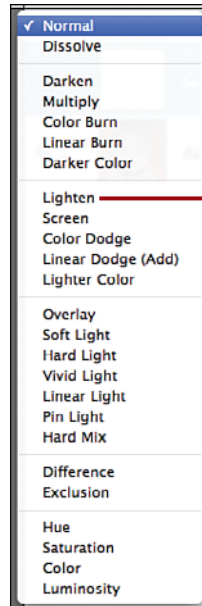
Show and Hide Layers

Layers can be hidden in your composite image. You hide certain layers so that you can focus on the layer that you are working on. You also can show any hidden layers.

- Open a photo with multiple layers in the Photo Editor.
- Click the Expert mode.
- In a photo that has multiple layers, click the eye icon on the layer that you want to hide. The layer and its contents are hidden in the photo.
- To show the layer again, click the eye icon a second time. The layer and its contents are displayed again.

Understanding Hidden Layers

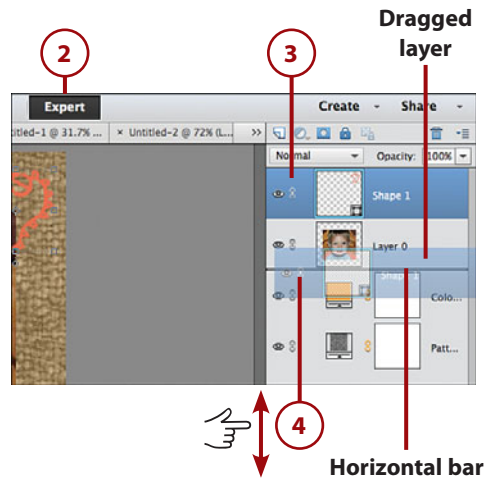
When you hide a layer, you cannot apply any changes to that layer. For instance, you cannot draw, paint, or enhance the layer. You cannot even delete the layer. You must show the layer to work or modify it in any way.



Reorder Layers

When you create layers, they are stacked on top of each other. The background of each layer is transparent by default. This lets the images on other layers below a layer to still display, but any overlapping images will appear below or above each other based on layer stacking order. You can create layers that have a solid or pattern background, and we cover this later in this chapter. If you need to have an image display above or below another image, you can modify the layer stacking order, reordering the layers to get the effect that you want.

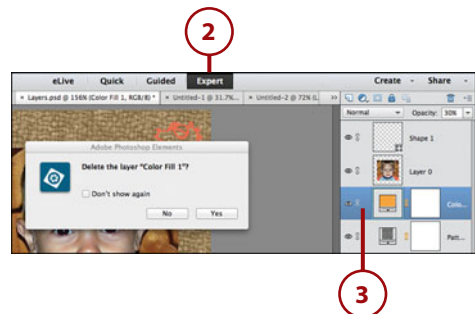
1. Open a photo that has multiple layers in the Photo Editor.
2. Click the Expert mode.
3. Click to select the layer that you want to move up or down in the layer stacking order.
4. Drag the layer to a new location in the layer stacking order. You'll see a darker horizontal bar display between the two layers you are moving to indicate that the layer will be placed between the two layers.



Deleting a Layer

You can delete a layer, which deletes that layer contents from the photo. There are a couple of different techniques you can use to delete a layer.

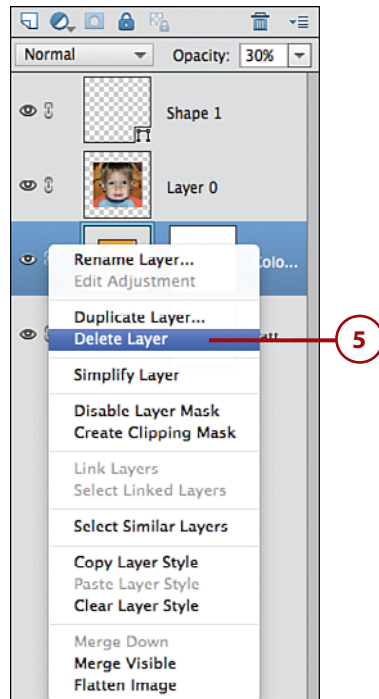
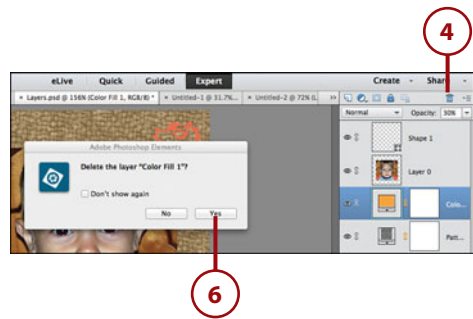
1. Open a photo that has multiple layers in the Photo Editor.
2. Click the Expert mode.
3. Click to select the layer that you want to delete. Using the Move tool, you can also click the image in the photo that resides on the layer to select the layer.



4. Press the Delete key on your keyboard to delete the layer, or click the Trash icon in the Layers panel.
5. You can also right-click the layer and choose Delete Layer from the context menu.
6. A window displays; click Yes to delete the layer.

Don't Ask Again

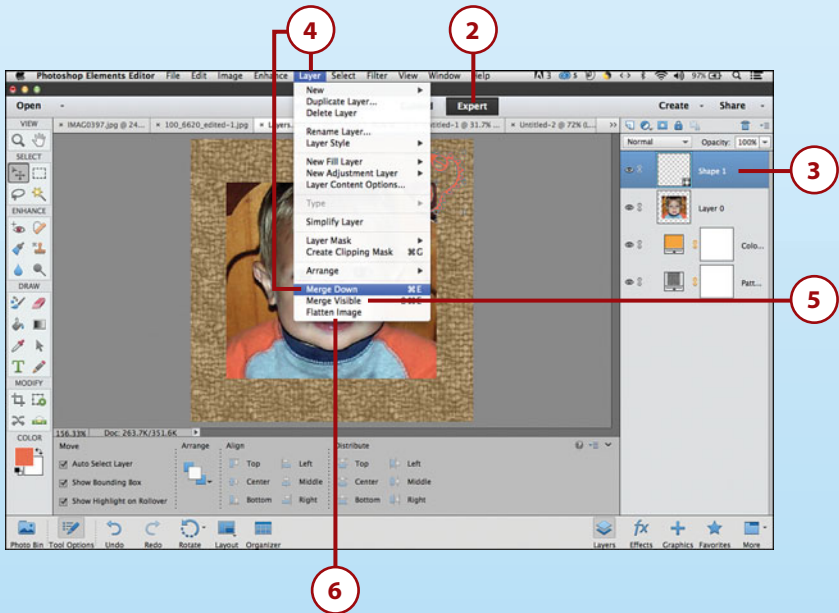
If you are confident in your deletion choices, you can select the Don't Show Again checkbox to avoid being asked to confirm a deletion. It is a good safety feature to prevent you from accidentally deleting a layer, so it's recommended you leave that box unchecked.



Merging Layers

As you create your layers for your design composite, you might notice that that file size is increasing for the composite. Adding layers increases the file size of the document. You can merge layers into each other to decrease the file size. You can also flatten the entire composite into one layer. After you merge or flatten your composite, the images, shapes, type, frames, and backgrounds become one layer and cannot be accessed individually as they could when they were on their own layer. A flattened image requires selection techniques to access an individual component of your photo.

1. Open a photo that has multiple layers in the Photo Editor.

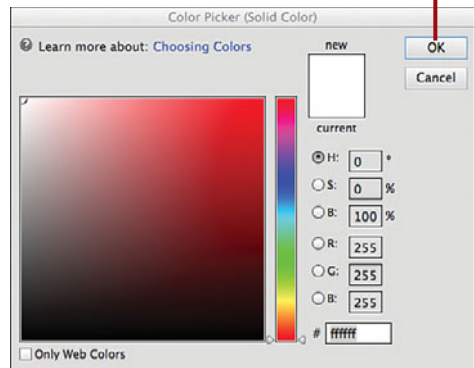
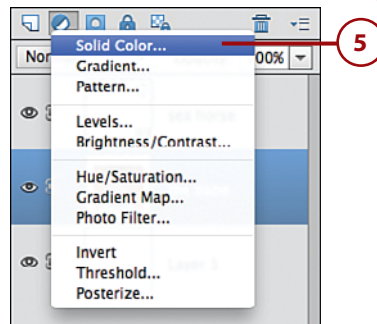
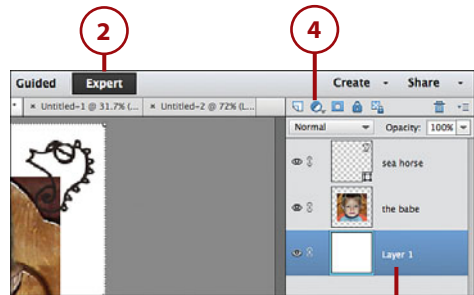


2. Click the Expert mode.
3. Click to select the layer that you want to merge down a layer.
4. Choose Layer, Merge Down from the menu bar.
5. If you want to Merge only the visible layers, not the ones that you have hidden, choose Layer, Merge Visible.
6. If you want to flatten all layers into one, choose Layer, Flatten Image.

Creating Fill Layers

Fill layers are special layers for solid colors, gradients, and patterns. The opacity and Blending modes can be applied to a Fill layer, but this type of a layer does not affect images on any of the layers below them in the stacking order. When you create Fill layers, they are automatically named based on their type. For example, if you create a solid color Fill layer, it is named Fill Color 1. If you create a second Fill layer, it will be called Fill Color 2. Fill layers are often used as background layers.

1. Open a photo or new document in the Photo Editor.
2. Click the Expert mode.
3. Click the layer that you want the new Fill layer to be above.
4. Click the Create New Fill or Adjustment Layer button.
5. From the menu choose Solid Color.
 - **Solid**—Creates a Fill layer with a solid color fill.
 - **Gradient**—Creates a Fill layer with a gradient color fill.
 - **Pattern**—Creates a Fill layer with a pattern fill.
6. In the Color Picker, choose a color and click OK. The Fill Layer is created above the active layer.



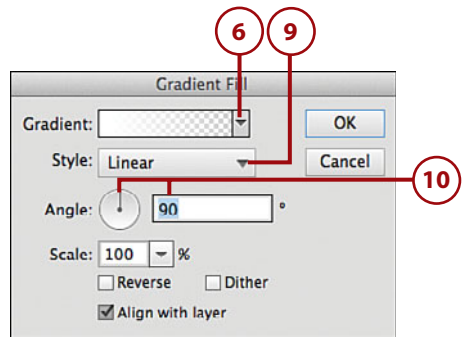
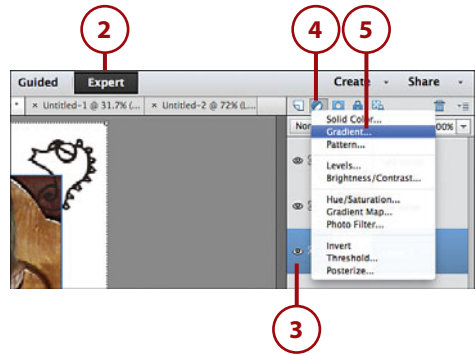
Use the Color Picker to Sample Colors

The Color Picker can be used to sample colors from the image, no matter what layer the color resides on. Click the Foreground color to open the Color Picker at any time, and then click in the Viewer on the image where the color you want to sample is used. Your cursor becomes the eye-dropper icon when sampling colors. The sampled color is displayed as the new color.

Creating a Gradient Fill Layer

Another type of Fill layer that can be created is a Gradient Fill layer. This layer uses a gradient color as the fill.

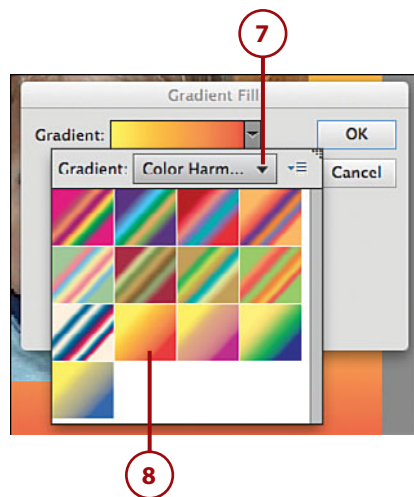
1. Open a photo or new document in the Photo Editor.
2. Click the Expert mode.
3. Click the layer that you want the new Fill layer to be above.
4. Click the Create New Fill or Adjustment Layer button.
5. From the menu choose Gradient color.
6. In the Gradient Fill window, click the triangle to the right of the Gradient menu.



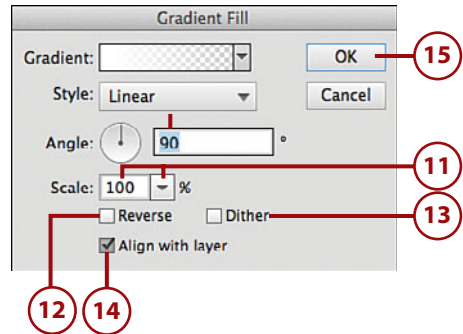
Using the Gradient Editor

If you click the Gradient menu and not the triangle, you open the Gradient Editor. This feature is covered in Chapter 10, "Enhancing Photos."

7. Click to choose a Preset Gradient type from the Gradient pop-out menu.
8. Click to choose a gradient swatch.
9. Click the Style menu and choose a gradient style.
10. Click and drag the Angle Indicator line to adjust the gradient flow angle. You can also click in the Angle field and type a number between 1–360.



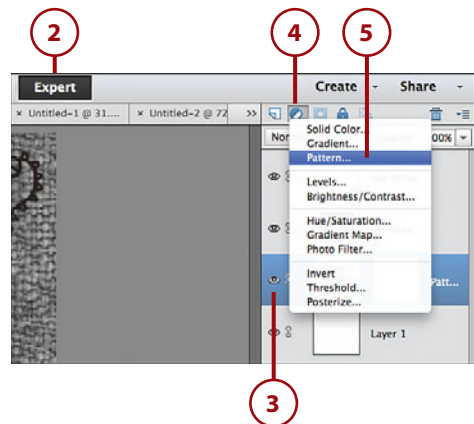
11. Click in the Scale box and type a number between 1–100. You can also click the triangle and choose a preset number from the menu.
12. Click the Reverse option to reverse the gradient flow of colors.
13. Click the Dither option to add dithering to the gradient.
14. Click the Align with Layer option to deselect this option. This option is selected by default and aligns the gradient to the layer's bounding box.
15. Click OK to close the window and create the Gradient Fill layer.



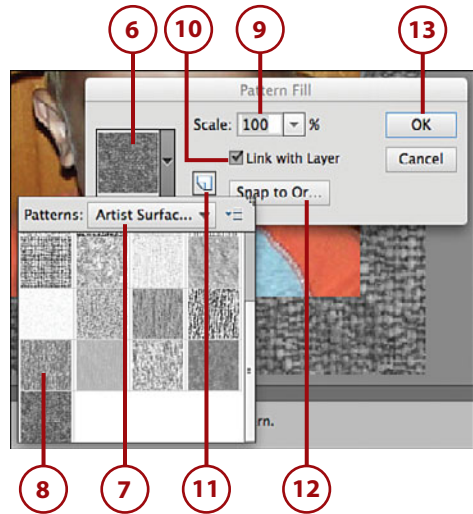
Creating a Pattern Fill Layer

You can also create a Pattern Fill layer. The Photo Editor has many patterns that you can choose from.

1. Open a photo or new document in the Photo Editor.
2. Click the Expert mode.
3. Click the layer that you want the new Fill layer to be above.
4. Click the Create New Fill or Adjustment Layer button.
5. From the menu choose Pattern color.



6. In the Pattern Fill window, click the Pattern menu.
7. Click the Preset Patterns menu and choose a Preset Pattern type.
8. Click a pattern swatch.
9. Click the Scale box and type a number between 1–1000. You can also click the triangle to choose a preset scale percentage.
10. If you want the pattern to not be linked with the layer, click the Link with Layer option to deselect it. This option is on by default and forces the pattern to move with the layer.
11. Click the Create a New Preset from this Pattern option to include your choices for the pattern in the Custom Preset menu.
12. Click the Snap to Origin button to reset the pattern position.
13. Click OK to create the Pattern Fill layer and close the window.

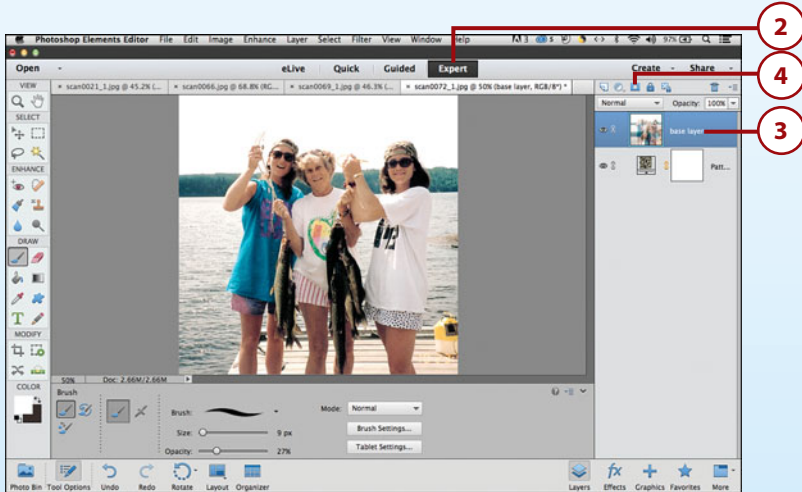


Creating Layer Masks

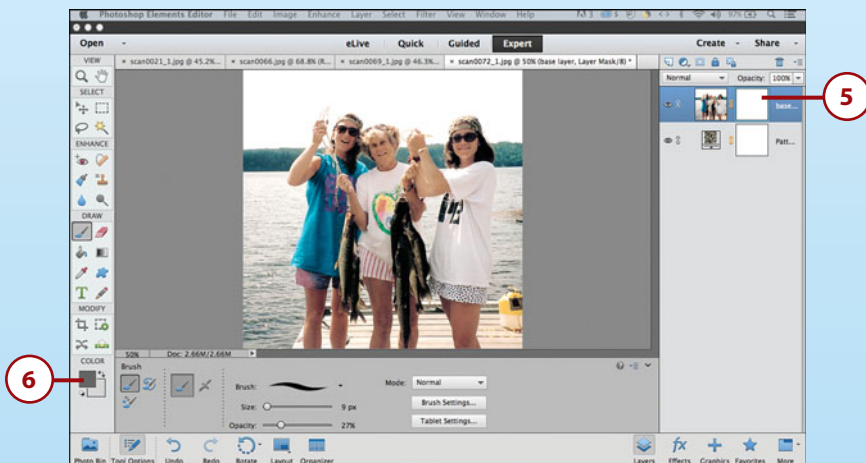
A Layer Mask is a way to mask areas of a layer so that only certain areas of the layer's image display. This layer works only with bitmap images, so vector images cannot be used to create a masking area. You learn about vector image shapes in Chapter 10. You use the Brush and the Eraser tools to define your mask areas. You do this based on colors:

- Paint white on all areas you want to be visible.
- Paint black on all areas you want to be hidden.
- Use shades of gray for areas to apply a transparency.

A quick way to choose white is to use the Web hexadecimal equivalent of #FFFFFF or the black hexadecimal equivalent of #000000.



1. Open a photo that has multiple layers in the Photo Editor.
2. Click the Expert mode.
3. Click to select the layer that you want to attach a mask.
4. Click the Add a Mask button.

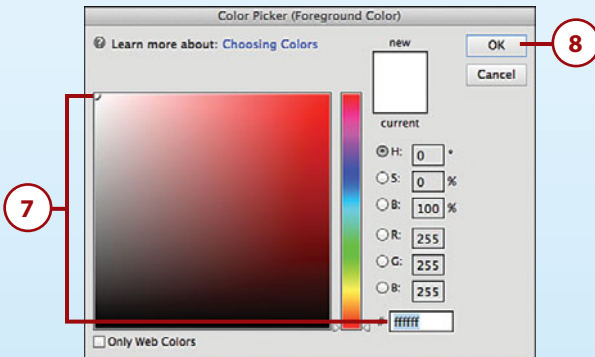


5. A layer mask is created for the selected layer. To define the mask area, make sure the Mask thumbnail is selected.

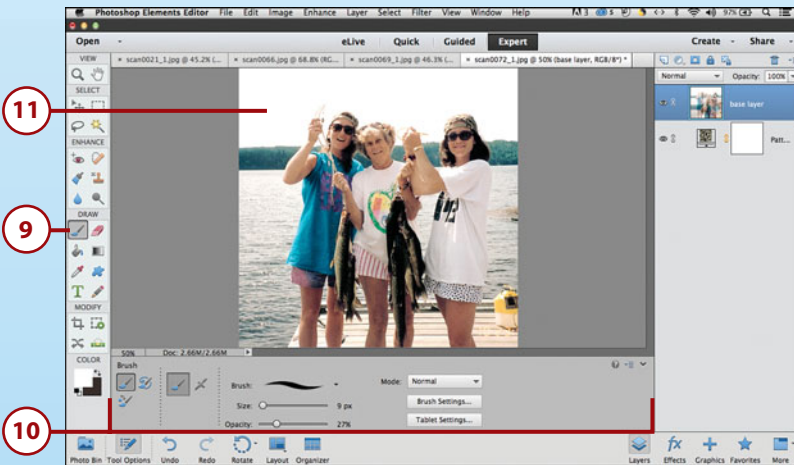
Delete a Layer Mask

You can delete a layer mask by right-clicking the Mask thumbnail in the Layers panel and choosing Delete Layer Mask from the context menu.

6. Click the Color Picker foreground color.



7. Click a color of black, white, or a shade of gray. You can click in the Hexadecimal box and type a hexadecimal equivalent.
8. Click OK to close the Color Picker.

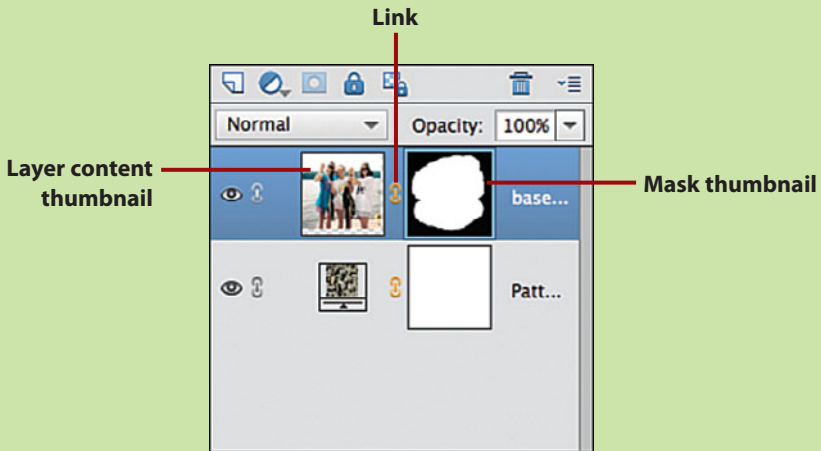


9. Click the Brush tool from the toolbox.
10. Set your Brush settings. (This topic is covered in Chapter 10.)
11. Click and drag to paint your mask area.
12. Repeat steps 5–11 to continue to develop your mask.

>>>Go Further

MODIFYING A LAYER MASK

After you have a layer mask created, you can adjust its scale, position, orientation, and add other bitmap images or shapes to it. A layer mask is made up of two thumbnails that represent the image on the layer and the masking area. By default, these two thumbnails are linked. You can work between the two thumbnails to adjust and modify your mask. Click the Mask thumbnail and modify the mask using the Brush and/or Eraser tools. Use the Color Picker to establish the mask area—black, white, and gray. If you click the link between them, this unlinks the two thumbnails, and any edits you make apply to just that thumbnail's content, the mask or the image. Click the link again to link the layer image with the mask.



You can also use the Selection tools to transform, scale, and reposition the mask or the layer content in the layer. The Selection tools are covered in Chapter 9. The Brush and Eraser tools are covered in Chapter 10.

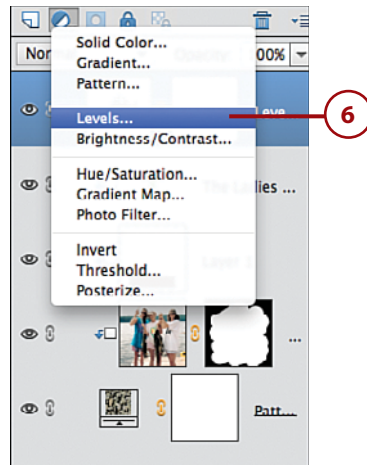
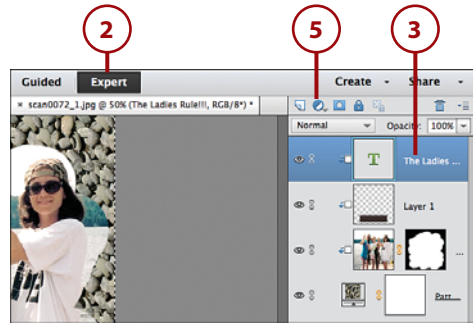
Creating and Using Clipping Layer Masks

You can also create a Clipping Layer Mask, which is a mask that applies to multiple layers. This enables you to mask the images in multiple layers with one mask. This is covered in the online content available for this book. Please see the “Using Clipping Layer Masks” topic in this chapter’s online content at www.quepublishing.com/title/9780789753809.

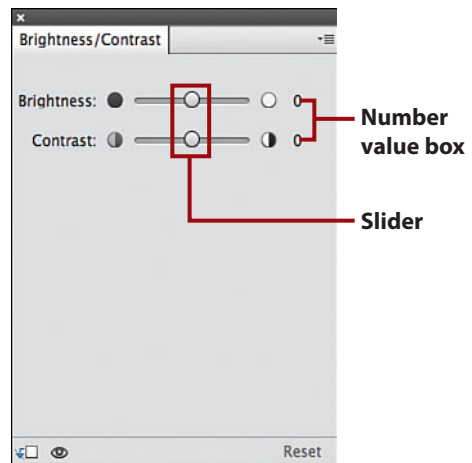
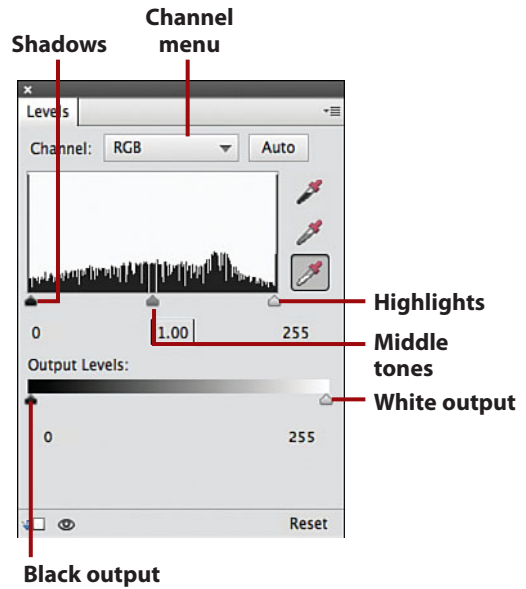
Creating Adjustment Layers

Another nice feature in Photoshop Elements 13 is Adjustment layers. An Adjustment layer is a layer that lets you apply color and tonal adjustments to all layers below it without affecting the actual pixels in those layers. Adjustment layers have the same Opacity and Blending mode settings as an Image layer, but unlike an Image layer, the changes you make apply to all the layers below it.

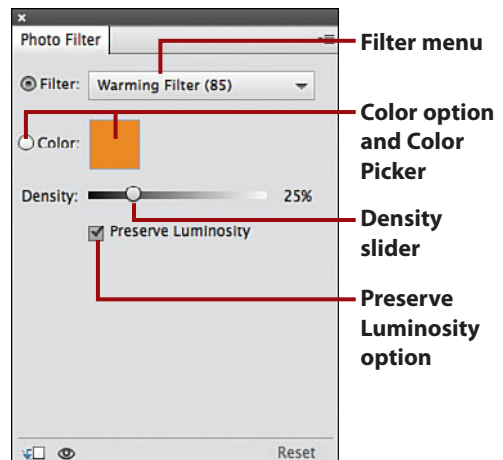
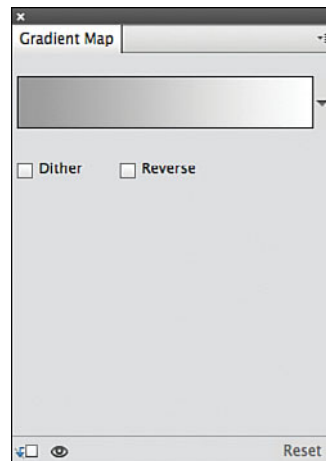
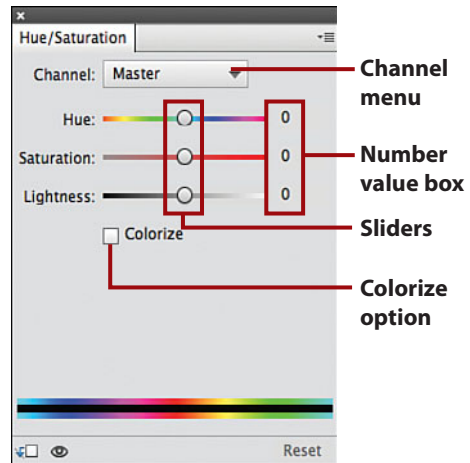
1. Open a photo that has multiple layers in the Photo Editor.
2. Click the Expert mode.
3. Click the layer you want the Adjustment layer to be above.
4. If you want to focus on just an object in the image, select it. Selection techniques are covered in Chapter 9.
5. Click the Create New Fill or Adjustment Layer button.
6. Choose one of the eight layer enhancement commands for an Adjustments layer.



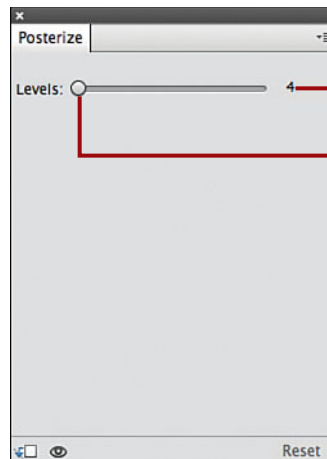
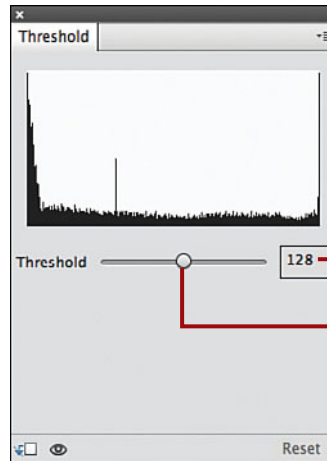
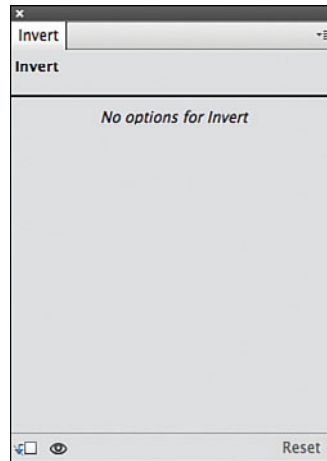
- **Levels**—The Levels window lets you adjust the shadows and highlights in an image or selection. Click the Channel menu to set the channel. Click and drag the three sliders to adjust the shadows, middle tones, and highlights. Adjust the Output levels of black and white by dragging either of the two sliders. Click the Close button to apply the enhancement and close the window.
- **Brightness/Contrast**—This window lets you adjust brightness and contrast. It is best used on just a selection in the image. Click and drag the Brightness and the Contrast sliders to enhance the image. You can also click in the number value box for each setting and type a number between 1 and 100. Click the Close button to apply the enhancement and close the window.



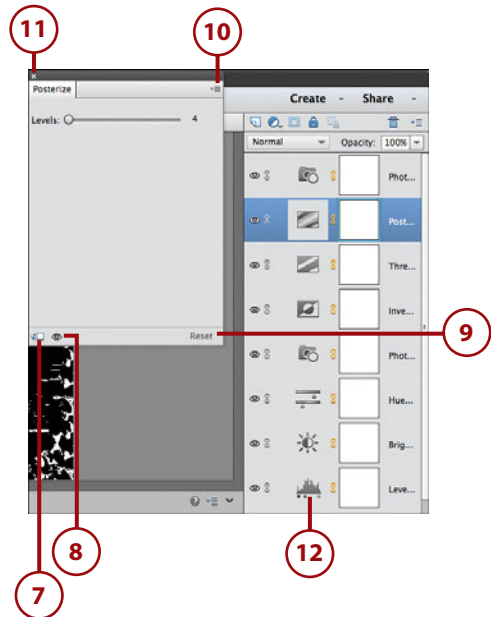
- Hue/Saturation**—This window lets you adjust the Hue/Saturation in an image. Click and drag the sliders for Hue, Saturation, and Lightness to adjust these settings, or click in the number value box and type a number between 1 and 100. Click the Colorize option to deselect this. Click the Close button to apply the enhancement and close the window.
- Gradient map**—Adjust a Gradient map with this window. See the topic “Creating a Gradient Fill Layer” in this chapter for instructions on how to use this enhancement. Click the Close button to apply the enhancement and close the window.
- Photo Filter**—Adjust a Photo Filter enhancement. Click the Filter menu and choose a filter. Click the Color option and choose a color for the filter. Click the Density slider and adjust the density of the color filter by dragging left and right. Click Preserve Luminosity to deselect this option.



- **Invert**—this enhancement does not have any settings and is immediately applied to the image.
- **Threshold**—Adjust the color threshold by clicking and dragging the Threshold slider. You can also click in the number value box and type a number between 1 and 255.
- **Posterize**—Use this window to set the posterization in the image. Click the Levels slider to adjust this enhancement. You can also click in the number value box and type a number between 1 and 255.



7. All the Enhancement windows have common buttons. Click this to apply to all layers below.
8. Click this to turn on or off the layer visibility.
9. Click Reset to reset the enhancement settings to the default settings.
10. Click this to access a menu of commands specific to the selected Enhancement panel.
11. Click the Close button in the Enhancement window to close the window and apply the enhancement.
12. You can access any Adjustment layer enhancement settings again by double-clicking the Enhancement thumbnail in the layer.



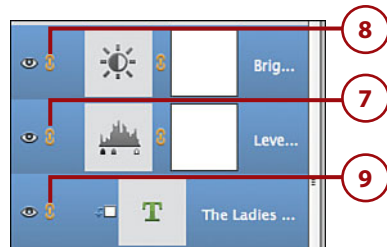
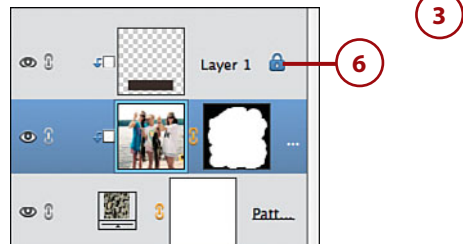
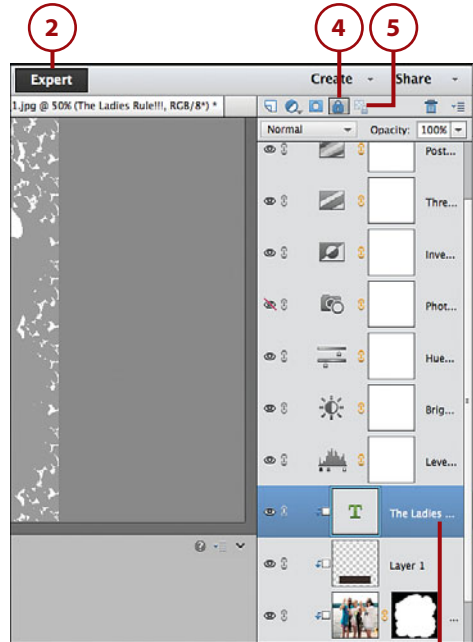
The Beauty of Adjustment Layers

You can apply as many Adjustment layers that you need in your photo. You can experiment and test different enhancements to the entire image or just a selection in the image. These enhancements don't change the photo pixels and can be turned off by hiding the Adjustment layer or by deleting the layer. You can reorder Adjustment layers, and the enhancements of the layer affect all layers below them in the new stacking order. You can merge an Adjustment layer with the layer below or a group of layers. This simplifies the Adjustment layer and permanently applies the enhancement.

Locking and Linking Layers

Other nice features of layers are to lock and/or link them. When you lock a layer, the layer contents cannot be modified. You can also lock only the transparent pixels in the layers image. You can choose multiple layers by Shift+clicking them, and then linking them. When you link layers, the content of all the layers are linked and any modification you apply is applied to all the linked layers together.

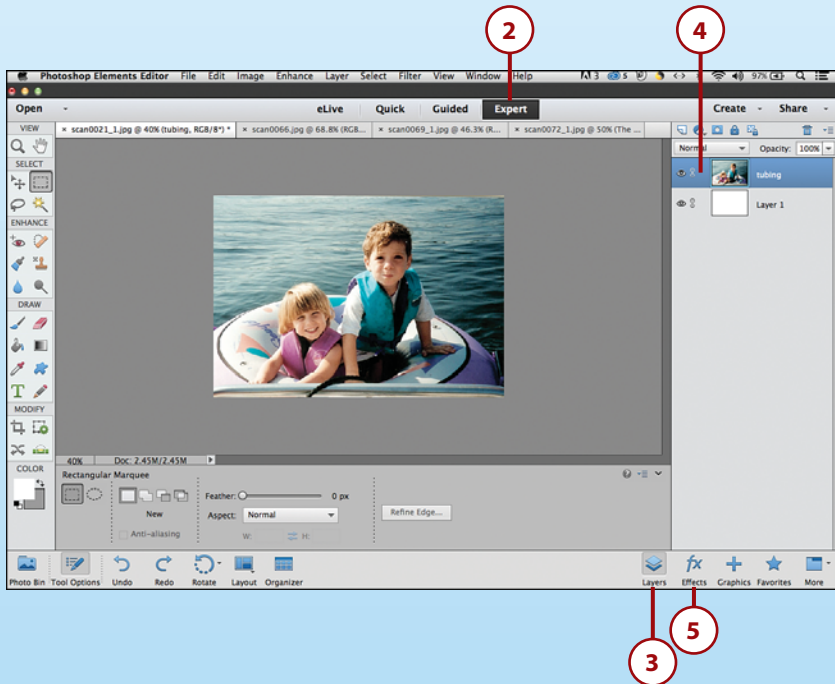
1. Open a photo that has multiple layers in the Photo Editor.
2. Click the Expert mode.
3. Click to select a layer you want to lock.
4. Click the Lock button.
5. Click the Lock Transparent Pixels button to lock the layer's transparent pixels.
6. A lock icon displays to the right of the layer name indicating that the layer is now locked.
7. To select multiple layers to link, Command-click (Mac)/ Control+click (PC) the individual layers.
8. Click any of the selected layer Link icons. An orange Link icon displays for all selected Link icons, indicating that these layers are now linked.
9. To unlink a layer, click the orange Link icon.



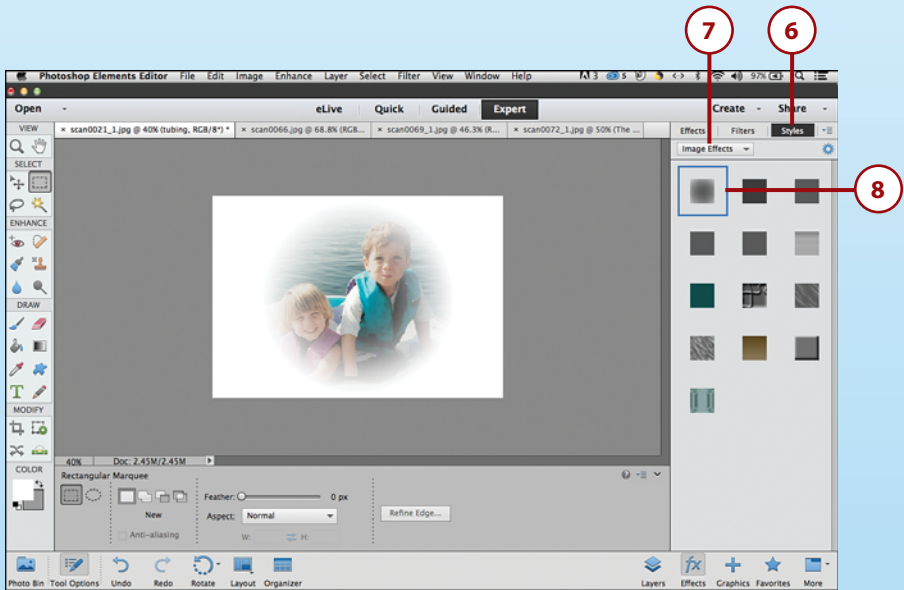
Adding Layer Styles

Photoshop Elements 13 has many layer styles that you can apply to an image to change the look and style of the image. You need to work between the Layers panel and the Effects panel to apply layer styles. All styles are applied to the entire layer. You can apply as many styles as you need for your image.

1. Open a photo that has multiple layers in the Photo Editor.



2. Click the Expert mode.
3. If necessary open the Layers panel by clicking Layers in the taskbar.
4. Click to select a layer.
5. Click Effects in the taskbar to open the Effects panel.



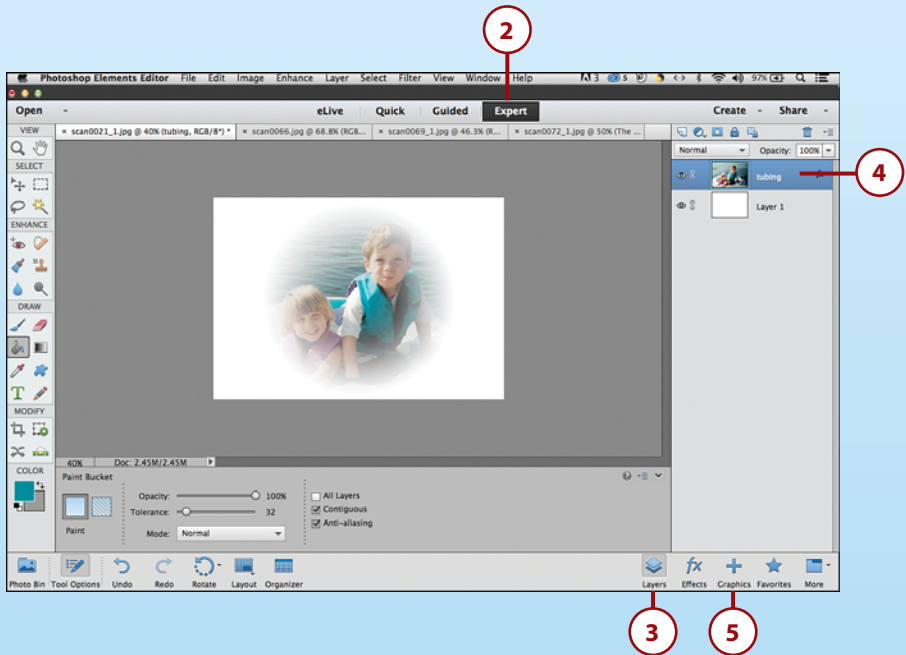
6. Click the Styles tab.
7. Click the Select a Type menu and choose a style type.
8. Double-click a variation of the style type or drag the variation to the preview of the layer image.

Graphics and Favorites

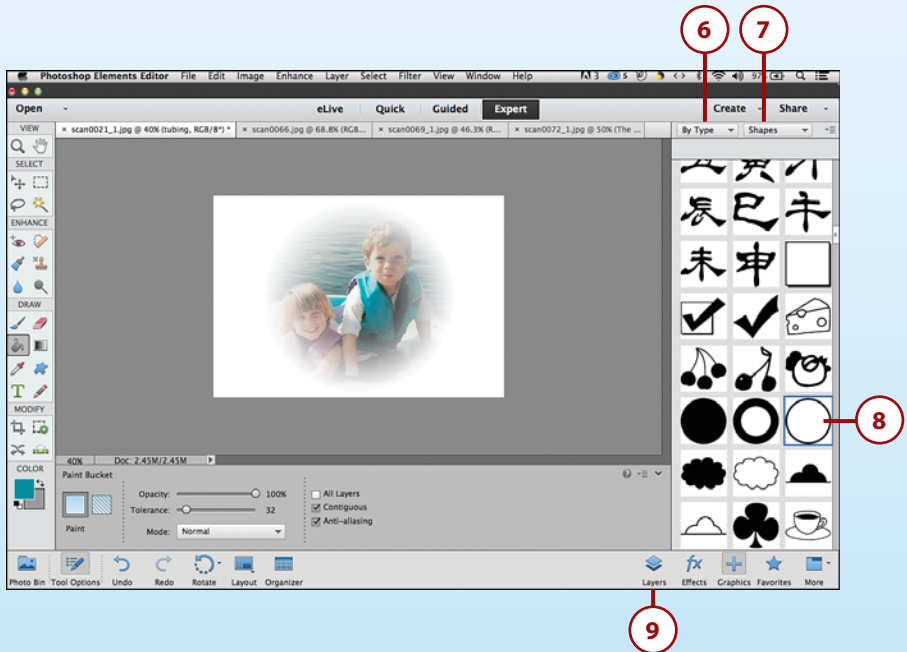
You might have noticed that some of the images and masks that have been created for the figures in this chapter have pre-created clip art on them. Photoshop Elements has quite a few clip art images available for use in your images and layers. Click the Graphics button in the taskbar to access them. When you add clip art, it is created on a special layer type, the Shape layer. The Shape layer is a vector layer, which means that the images on this layer are in vector format, in contrast to bitmap or raster images.

You can also add your favorite clip art to a specific panel so that they are easily accessible. The Favorites panel lets you store your favorite enhancements, features, and shapes—such as styles, textures, frames, clip art, backgrounds, shapes, and graphics.

1. Open a photo that has multiple layers in the Photo Editor.



2. Click the Expert mode.
3. If necessary, open the Layers panel by clicking Layers in the taskbar.
4. Click to select a layer.
5. Click Graphics in the taskbar.

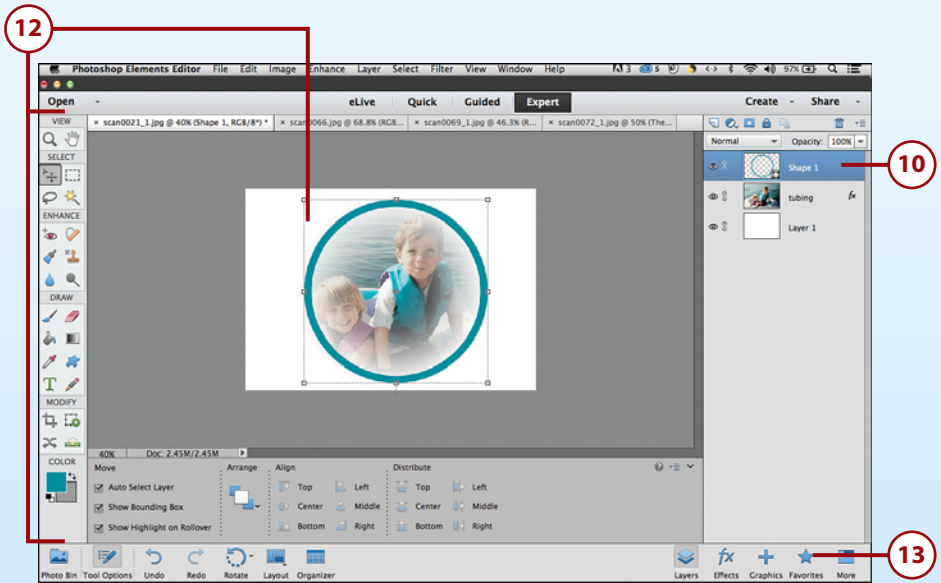


6. The Graphics panel displays. Click the Graphics Category menu and choose a graphics category.
7. Click the Graphics Type menu and choose a graphics type. This menu is contextually sensitive to the category that you choose in step 6.
8. Double-click a variation to apply it to the photo. You can also click a variation, and then click and drag it on the photo to apply it.

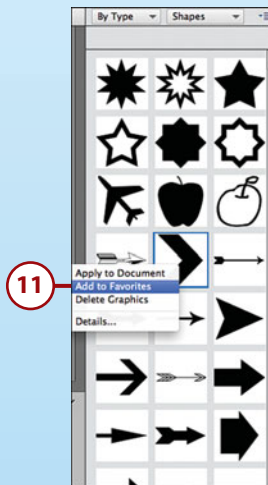
Vector Versus Bitmap

Photoshop Elements can use both vector and bitmap images. When you add clip art to your photo, these are vector images. Vector images are created through a mathematical algorithm that creates shapes through end points, lines, and curves. Photos are bitmap images, and they are created through pixels. When you draw or paint, you create shapes that are bitmap based. A special layer, the Shape layer, is created for any vector shape images.

9. Return to the Layers panel by clicking Layers in the taskbar.



10. The Shape layer is created above the selected layer and the shape is accessible in the Viewer.



11. To add the clip art graphic to the Favorites panel, right-click the clip art and choose Add to Favorites from the pop-out menu.
12. Use the toolbox tools to scale, position, resize, rotate, or change the color of the shape. See Chapter 6 and Chapter 9 for more information on how to modify the shape.
13. Click Favorites in the taskbar to access your favorite graphics and enhancements.

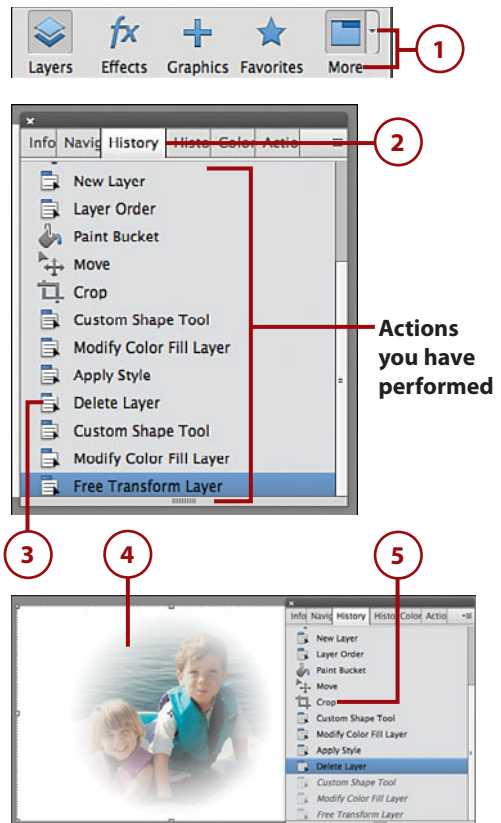
Simplifying Vector-Based Layers

The Shape and Type layers are vector-based layers, meaning that they contain vector shapes. You cannot draw or paint on vector layers. Shape and Type layers need to be simplified before you can add bitmap images to them. To simplify a Shape or Type layer, select it and then choose Layer, Simplify from the menu bar. The layer is converted to an image layer, and the vector image is converted to a bitmap image. Now you can draw and paint on the layer as well as copy and paste selections from your photo to this layer.

Using the History Panel

A very helpful tool when you start developing design composites in the Photo Editor is the History panel. This panel keeps track of your actions as you work. At any time you can backtrack your steps to return to an earlier version of your photo as you developed it.

1. In a document that you have been working on, open the History panel by clicking the More button. You can also click the triangle to the right of the More button and choose History from the pop-out menu.
2. Click the History tab.
3. Click an action.
4. The Viewer displays the image at that step in development.
5. If this is not where you want to be, click another action.
6. Continue with your development from that point in the History list of actions.

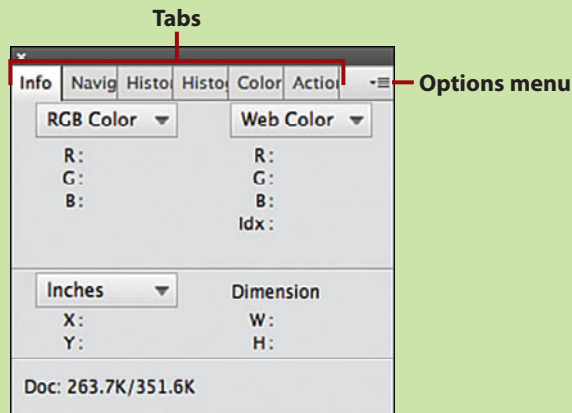


>>> Go Further

USING PANEL GROUPS

The History panel is part of a panel group of other useful tools. There are six other panels grouped in this panel group. Click the associated tab to access that panel. You can access the follow panels in this group:

- **Info panel**—Use this panel to see information about a selection, such as Color Mode, Color Swatches, and image and canvas dimensions.
- **Navigator**—Use the Navigator to zoom in and out in the Viewer.
- **History**—See a history of your actions in all open documents.
- **Histogram**—See and adjust colors through the Histogram of the image or selection.
- **Color Swatches**—Set color palettes to be used for the Color Picker. Add and delete color swatches from the color palettes.
- **Actions**—See actions that you have performed to an image. Select and replay these actions on other elements in your design composite.



Click the Options menu to see more commands that you can use with this panel group.

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