



Adobe® Photoshop® CS6

CLASSROOM IN A BOOK®

The official training workbook from Adobe Systems

Bonus 2 hours
of tutorials from
*Adobe Photoshop CS6:
Learn by Video*
also from Adobe Press



DVD-ROM Included for Windows and Mac OS

Adobe® Photoshop® CS6

CLASSROOM IN A BOOK®

The official training workbook from Adobe Systems



Adobe® Photoshop® CS6 Classroom in a Book®

© 2012 Adobe Systems Incorporated and its licensors. All rights reserved.

If this guide is distributed with software that includes an end user agreement, this guide, as well as the software described in it, is furnished under license and may be used or copied only in accordance with the terms of such license. Except as permitted by any such license, no part of this guide may be reproduced, stored in a retrieval system, or transmitted, in any form or by any means, electronic, mechanical, recording, or otherwise, without the prior written permission of Adobe Systems Incorporated. Please note that the content in this guide is protected under copyright law even if it is not distributed with software that includes an end user license agreement.

The content of this guide is furnished for informational use only, is subject to change without notice, and should not be construed as a commitment by Adobe Systems Incorporated. Adobe Systems Incorporated assumes no responsibility or liability for any errors or inaccuracies that may appear in the informational content contained in this guide.

Please remember that existing artwork or images that you may want to include in your project may be protected under copyright law. The unauthorized incorporation of such material into your new work could be a violation of the rights of the copyright owner. Please be sure to obtain any permission required from the copyright owner.

Any references to company names in sample files are for demonstration purposes only and are not intended to refer to any actual organization.

Adobe, the Adobe logo, Acrobat, the Adobe PDF logo, Classroom in a Book, Creative Suite, Flash, Illustrator, InDesign, Lightroom, Photoshop, and PostScript are either registered trademarks or trademarks of Adobe Systems Incorporated in the United States and/or other countries.

Apple, Mac OS, Macintosh, QuickTime, and Safari are trademarks of Apple, registered in the U.S. and other countries. Microsoft, Windows, and Internet Explorer are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries. Autodesk, Google Earth, and all other trademarks are the property of their respective owners.

Adobe Systems Incorporated, 345 Park Avenue, San Jose, California 95110-2704, USA

Notice to U.S. Government End Users. The Software and Documentation are “Commercial Items,” as that term is defined at 48 C.F.R. §2.101, consisting of “Commercial Computer Software” and “Commercial Computer Software Documentation,” as such terms are used in 48 C.F.R. §12.212 or 48 C.F.R. §227.7202, as applicable. Consistent with 48 C.F.R. §12.212 or 48 C.F.R. §§227.7202-1 through 227.7202-4, as applicable, the Commercial Computer Software and Commercial Computer Software Documentation are being licensed to U.S. Government end users (a) only as Commercial Items and (b) with only those rights as are granted to all other end users pursuant to the terms and conditions herein. Unpublished-rights reserved under the copyright laws of the United States. Adobe Systems Incorporated, 345 Park Avenue, San Jose, CA 95110-2704, USA. For U.S. Government End Users, Adobe agrees to comply with all applicable equal opportunity laws including, if appropriate, the provisions of Executive Order 11246, as amended, Section 402 of the Vietnam Era Veterans Readjustment Assistance Act of 1974 (38 USC 4212), and Section 503 of the Rehabilitation Act of 1973, as amended, and the regulations at 41 CFR Parts 60-1 through 60-60, 60-250, and 60-741. The affirmative action clause and regulations contained in the preceding sentence shall be incorporated by reference.

Adobe Press books are published by Peachpit, a division of Pearson Education located in Berkeley, California. For the latest on Adobe Press books, go to www.adobepress.com. To report errors, please send a note to errata@peachpit.com. For information on getting permission for reprints and excerpts, contact permissions@peachpit.com.

Printed and bound in the United States of America

ISBN-13: 978-0-321-82733-3

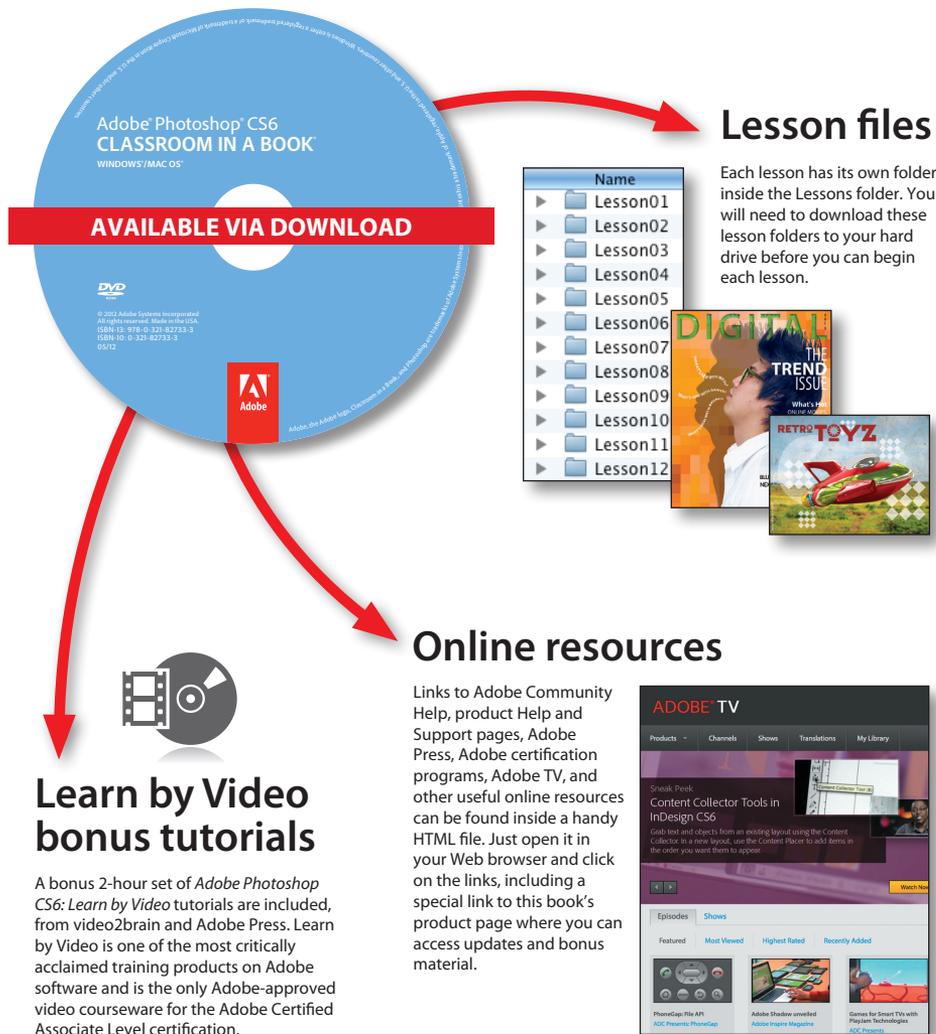
ISBN-10: 0-321-82733-3

9 8 7 6 5 4 3 2 1

EBOOK READERS: FIND YOUR LESSON FILES

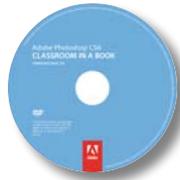
Throughout this title you will see references to lesson or resource files on a disc. Please note that these files are available to eBook readers via high-speed download. Please [click here](#) to go to the last page in this eBook for the download location and instructions.

Adobe Photoshop CS6 Classroom in a Book includes the lesson files that you'll need to complete the exercises in this book, as well as other content to help you learn more about Adobe Photoshop CS6 and use it with greater efficiency and ease. The diagram below represents the contents of the lesson files directory, which should help you locate the files you need.



CONTENTS

GETTING STARTED 1



About Classroom in a Book.....	1
What's new in this edition.....	2
What's in Photoshop Extended.....	2
Prerequisites	3
Installing Adobe Photoshop.....	3
Starting Adobe Photoshop.....	4
Copying the Classroom in a Book files	4
Restoring default preferences	4
Additional resources	6
Adobe certification	7

1 GETTING TO KNOW THE WORK AREA 8



Starting to work in Adobe Photoshop	10
Using the tools	14
Using the options bar and other panels.....	22
Undoing actions in Photoshop	26
Customizing the workspace.....	33
Finding resources for using Photoshop	37
Checking for updates	37

2 BASIC PHOTO CORRECTIONS 44



Strategy for retouching	46
Resolution and image size	47
Getting started	48
Adjusting the color in Camera Raw	49
Straightening and cropping the image in Photoshop	51

Replacing colors in an image	53
Adjusting saturation with the Sponge tool	54
Repairing areas with the Clone Stamp tool	55
Using the Spot Healing Brush tool	57
Applying a content-aware patch	58
Applying the Unsharp Mask filter	60
Saving the image for four-color printing	61

3 WORKING WITH SELECTIONS 66



About selecting and selection tools	68
Getting started	69
Using the Quick Selection tool	69
Moving a selected area	70
Manipulating selections	71
Using the Magic Wand tool	78
Selecting with the lasso tools	80
Rotating a selection	81
Selecting with the Magnetic Lasso tool	82
Cropping an image and erasing within a selection	84

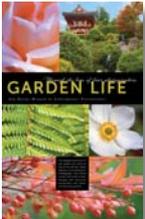
4 LAYER BASICS 90



About layers	92
Getting started	92
Using the Layers panel	93
Rearranging layers	98
Applying a gradient to a layer	108
Applying a layer style	109
Adding an adjustment layer	113
Updating layer effects	115
Adding a border	116
Flattening and saving files	118

5	CORRECTING AND ENHANCING DIGITAL PHOTOGRAPHS	124
	Getting started	126
	About camera raw files.....	129
	Processing files in Camera Raw	129
	Applying advanced color correction	141
	Correcting digital photographs in Photoshop.....	151
	Correcting image distortion.....	155
	Adding depth of field	158
6	MASKS AND CHANNELS	166
	Working with masks and channels.....	168
	Getting started	168
	Creating a mask	169
	Refining a mask.....	170
	Creating a quick mask.....	174
	Manipulating an image with Puppet Warp.....	177
	Working with channels	178
7	TYPOGRAPHIC DESIGN	186
	About type	188
	Getting started	188
	Creating a clipping mask from type.....	189
	Creating type on a path	194
	Warping point type	196
	Designing paragraphs of type.....	197
8	VECTOR DRAWING TECHNIQUES	206
	About bitmap images and vector graphics.....	208
	About paths and the Pen tool	209
	Getting started	209
	Using paths with artwork	210
	Creating vector objects for the background.....	218
	Working with defined custom shapes	224
	Importing a Smart Object	227

9	ADVANCED COMPOSITING	232
	Getting started	234
	Assembling a montage of images	234
	Applying filters	243
	Hand-coloring selections on a layer	246
	Applying Smart Filters	252
	Adding drop shadows and a border	254
	Matching color schemes across images.....	256
	Automating a multistep task	258
	Stitching a panorama	262
	Finishing the image.....	264
10	EDITING VIDEO	268
	Getting started	270
	Creating a new video project.....	271
	Animating text with keyframes.....	274
	Creating effects.....	276
	Adding transitions	281
	Adding audio.....	282
	Muting unwanted audio	283
	Rendering video.....	284
11	PAINTING WITH THE MIXER BRUSH	288
	About the Mixer Brush	290
	Getting started	290
	Selecting brush settings	291
	Mixing colors.....	295
	Creating a custom brush preset	298
	Mixing colors with a photograph.....	300
12	WORKING WITH 3D IMAGES	308
	Getting started	310
	Creating a 3D shape from a layer	310
	Manipulating 3D objects.....	312
	Adding 3D objects.....	314

	Merging 3D layers to share the same 3D space.....	318
	Positioning objects in a scene	319
	Applying materials to 3D objects	326
	Lighting a 3D scene.....	332
	Rendering a 3D scene.....	334
13	PREPARING FILES FOR THE WEB	338
	Getting started	340
	Creating slices	343
	Exporting HTML and images	349
	Using the Zoomify feature	354
	Creating a web gallery	355
14	PRODUCING AND PRINTING CONSISTENT COLOR	360
	About color management.....	362
	Getting started	364
	Specifying color-management settings.....	364
	Proofing an image	365
	Identifying out-of-gamut colors.....	366
	Adjusting an image and printing a proof.....	368
	Saving the image as a CMYK EPS file.....	370
	Printing	371
	INDEX	374

GETTING STARTED

Adobe® Photoshop® CS6, the benchmark for digital imaging excellence, provides strong performance, powerful image-editing features, and an intuitive interface. Adobe Camera Raw, included with Photoshop CS6, offers flexibility and control as you work with raw images as well as TIFF and JPEG images. Photoshop CS6 pushes the boundaries of digital image editing and helps you turn your dreams into designs more easily than ever before.

About Classroom in a Book

Adobe Photoshop CS6 Classroom in a Book® is part of the official training series for Adobe graphics and publishing software, developed with the support of Adobe product experts. The lessons are designed to let you learn at your own pace. If you're new to Adobe Photoshop, you'll learn the fundamental concepts and features you'll need to master the program. And if you've been using Adobe Photoshop for a while, you'll find that Classroom in a Book teaches many advanced features, including tips and techniques for using the latest version of the application and preparing images for the web.

Although each lesson provides step-by-step instructions for creating a specific project, there's room for exploration and experimentation. You can follow the book from start to finish, or do only the lessons that match your interests and needs. Each lesson concludes with a review section summarizing what you've covered.

What's new in this edition

This edition covers many new features in Adobe Photoshop CS6, such as intuitive video editing tools, which make it easy to create and add effects to video clips and still images; the Content-Aware Move tool, which lets you remove unwanted objects or replicate existing portions of an image; simpler and more powerful 3D controls (Photoshop CS6 Extended only); and the all-new Crop tool, providing greater flexibility in cropping, straightening, and skewing an image. In addition, these lessons introduce you to erodible brush tips, new vector layers, lens-aware adjustments, paragraph styles, and more.

New exercises and lessons cover:

- Using the Timeline panel, keyframes, and motion effects to create movie files from video clips and still images within Photoshop.
- Creating and applying paragraph styles to text.
- Painting more realistic effects with erodible brush tips.
- Creating, positioning, and adding effects to objects in a 3D scene (Photoshop CS6 Extended only).

This edition is also chock-full of extra information on Photoshop features and how best to work with this robust application. You'll learn best practices for organizing, managing, and showcasing your photos, as well as how to optimize images for the web. And throughout this edition, look for tips and techniques from one of Adobe's own experts, Photoshop evangelist Julieanne Kost.

What's in Photoshop Extended

This edition of *Adobe Photoshop CS6 Classroom in a Book* works with the 3D features in Adobe Photoshop CS6 Extended—a version with additional functions for professional, technical, and scientific users, intended for those creating special effects in video or in architectural, scientific, or engineering images.

Photoshop Extended features include:

- The ability to import 3D images and to edit individual frames or image sequence files by painting, cloning, retouching, or transforming them.
- Support for 3D files including the U3D, 3DS, OBJ, KMZ, and Collada file formats created by programs such as Adobe Acrobat® 9 Professional and Google Earth. See Lesson 12, “Working with 3D Images,” to learn about these features.

- Support for specialized file formats, such as DICOM, the most common standard for receiving medical scans; MATLAB, a high-level technical computing language and interactive environment for developing algorithms, visualizing and analyzing data, and computing numbers; and 32-bit high-resolution images, including a special HDR Color Picker and the capability to paint and layer these 32-bit HDR images.

Prerequisites

Before you begin to use *Adobe Photoshop CS6 Classroom in a Book*, you should have a working knowledge of your computer and its operating system. Make sure that you know how to use the mouse and standard menus and commands, and also how to open, save, and close files. If you need to review these techniques, see the documentation included with your Microsoft® Windows® or Apple® Mac® OS X documentation.

Installing Adobe Photoshop

Before you begin using *Adobe Photoshop CS6 Classroom in a Book*, make sure that your system is set up correctly and that you've installed the required software and hardware. You must purchase the Adobe Photoshop CS6 software separately. For system requirements and complete instructions on installing the software, see the Adobe Photoshop CS6 Read Me file on the application DVD or on the web at www.adobe.com/support. Note that some Photoshop CS6 Extended features, including all 3D features, require a video card that supports OpenGL 2.0.

Photoshop and Bridge use the same installer. You must install these applications from the Adobe Photoshop CS6 application DVD (you cannot run the programs from the disc), or from the installation files you downloaded from Adobe, onto your hard drive. Follow the onscreen instructions.

Make sure that your serial number is accessible before installing the application.

Starting Adobe Photoshop

You start Photoshop just as you do most software applications.

To start Adobe Photoshop in Windows: Choose Start > All Programs > Adobe Photoshop CS6.

To start Adobe Photoshop in Mac OS: Open the Applications/Adobe Photoshop CS6 folder, and double-click the Adobe Photoshop program icon.

Copying the Classroom in a Book files

The *Adobe Photoshop CS6 Classroom in a Book* DVD includes folders containing all the electronic files for the lessons in the book. Each lesson has its own folder; you must copy the folders to your hard drive to complete the lessons. To save room on your hard drive, you can install only the folder necessary for each lesson as you need it, and remove it when you're done.

To install the lesson files, do the following:

- 1 Insert the *Adobe Photoshop CS6 Classroom in a Book* DVD into your disc drive.
- 2 Browse the contents and locate the Lessons folder.
- 3 Do one of the following:
 - To copy all the lesson files, drag the Lessons folder from the DVD onto your hard drive.
 - To copy only individual lesson files, first create a new folder on your hard drive, and name it **Lessons**. Then, drag the lesson folder or folders that you want to copy from the DVD into the Lessons folder on your hard drive.

● **Note:** As you complete each lesson, you will preserve the start files. In case you overwrite them, you can restore the original files by recopying the corresponding Lesson folder from the *Adobe Photoshop CS6 Classroom in a Book* DVD to the Lessons folder on your hard drive.

Restoring default preferences

The preferences file stores information about panel and command settings. Each time you quit Adobe Photoshop, the positions of the panels and certain command settings are recorded in the preferences file. Any selections you make in the Preferences dialog box are also saved in the preferences file.

To ensure that what you see onscreen matches the images and instructions in this book, you should restore the default preferences as you begin each lesson. If you prefer to preserve your preferences, be aware that the tools, panels, and other settings in Photoshop CS6 may not match those described in this book.

If you have custom-calibrated your monitor, save the calibration settings before you start work on this book. To save your monitor-calibration settings, follow the simple procedure described below.

To save your current color settings:

- 1 Start Adobe Photoshop.
- 2 Choose Edit > Color Settings.
- 3 Note what is selected in the Settings menu:
 - If it is anything other than Custom, write down the name of the settings file, and click OK to close the dialog box. You do not need to perform steps 4–6 of this procedure.
 - If Custom is selected in the Settings menu, click Save (*not* OK).

The Save dialog box opens. The default location is the Settings folder, which is where you want to save your file. The default file extension is .csf (color settings file).

- 4 In the File Name field (Windows) or Save As field (Mac OS), type a descriptive name for your color settings, preserving the .csf file extension. Then click Save.
- 5 In the Color Settings Comment dialog box, type any descriptive text that will help you identify the color settings later, such as the date, specific settings, or your workgroup.
- 6 Click OK to close the Color Settings Comment dialog box, and again to close the Color Settings dialog box.

To restore your color settings:

- 1 Start Adobe Photoshop.
- 2 Choose Edit > Color Settings.
- 3 In the Settings menu in the Color Settings dialog box, select the settings file you noted or saved in the previous procedure, and click OK.

Additional resources

Adobe Photoshop CS6 Classroom in a Book is not meant to replace documentation that comes with the program or to be a comprehensive reference for every feature. Only the commands and options used in the lessons are explained in this book. For comprehensive information about program features and tutorials, refer to these resources:

Adobe Community Help: Community Help brings together active Adobe product users, Adobe product team members, authors, and experts to give you the most useful, relevant, and up-to-date information about Adobe products.

To access Community Help, press F1 or choose Help > Photoshop Help.

Adobe content is updated based on community feedback and contributions. You can add comments to both content and forums (including links to web content), publish your own content using Community Publishing, or contribute Cookbook Recipes. Find out how to contribute at www.adobe.com/community/publishing/download.html.

See community.adobe.com/help/profile/faq.html for answers to frequently asked questions about Community Help.

Adobe Photoshop Help and Support: www.adobe.com/support/photoshop is where you can find and browse Help and Support content on Adobe.com.

Adobe Forums: forums.adobe.com lets you tap into peer-to-peer discussions, questions, and answers on Adobe products.

Adobe TV: tv.adobe.com is an online video resource for expert instruction and inspiration about Adobe products, including a How To channel to get you started with your product.

Adobe Design Center: www.adobe.com/designcenter offers thoughtful articles on design and design issues, a gallery showcasing the work of top-notch designers, tutorials, and more.

Adobe Developer Connection: www.adobe.com/devnet is your source for technical articles, code samples, and how-to videos that cover Adobe developer products and technologies.

Resources for educators: www.adobe.com/education offers a treasure trove of information for instructors who teach classes on Adobe software. Find solutions for education at all levels, including free curricula that use an integrated approach to teaching Adobe software and can be used to prepare for the Adobe Certified Associate exams.

Also check out these useful links:

Adobe Marketplace & Exchange: www.adobe.com/cfusion/exchange is a central resource for finding tools, services, extensions, code samples, and more to supplement and extend your Adobe products.

Adobe Photoshop CS6 product home page: www.adobe.com/products/photoshop.

Adobe Labs: labs.adobe.com gives you access to early builds of cutting-edge technology, as well as forums where you can interact with both the Adobe development teams building that technology and other like-minded members of the community.

Adobe certification

The Adobe training and certification programs are designed to help Adobe customers improve and promote their product-proficiency skills. There are four levels of certification:

- Adobe Certified Associate (ACA)
- Adobe Certified Expert (ACE)
- Adobe Certified Instructor (ACI)
- Adobe Authorized Training Center (AATC)

The Adobe Certified Associate (ACA) credential certifies that individuals have the entry-level skills to plan, design, build, and maintain effective communications using different forms of digital media.

The Adobe Certified Expert program is a way for expert users to upgrade their credentials. You can use Adobe certification as a catalyst for getting a raise, finding a job, or promoting your expertise.

If you are an ACE-level instructor, the Adobe Certified Instructor program takes your skills to the next level and gives you access to a wide range of Adobe resources.

Adobe Authorized Training Centers offer instructor-led courses and training on Adobe products, employing only Adobe Certified Instructors. A directory of AATCs is available at partners.adobe.com.

For information on the Adobe Certified programs, visit www.adobe.com/support/certification/main.html.

4 LAYER BASICS

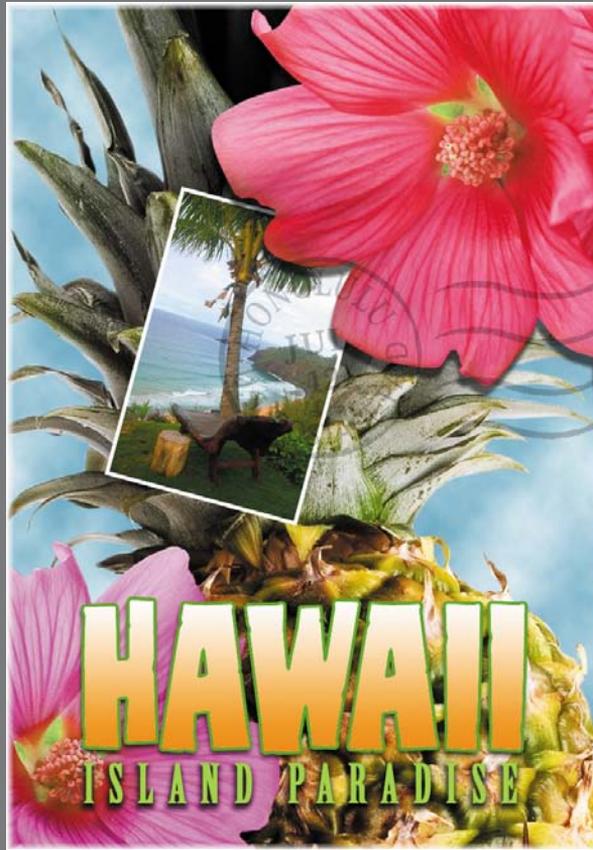
Lesson overview

In this lesson, you'll learn how to do the following:

- Organize artwork on layers.
- Create, view, hide, and select layers.
- Rearrange layers to change the stacking order of artwork.
- Apply blending modes to layers.
- Resize and rotate layers.
- Apply a gradient to a layer.
- Apply a filter to a layer.
- Add text and layer effects to a layer.
- Add an adjustment layer.
- Save a copy of the file with the layers flattened.



This lesson will take less than an hour to complete. Copy the Lesson04 folder onto your hard drive if you haven't already done so. As you work on this lesson, you'll preserve the start files. If you need to restore the start files, copy them from the *Adobe Photoshop CS6 Classroom in a Book DVD*.



Pineapple and flower photography © Image Source, www.imagesource.com

Adobe Photoshop lets you isolate different parts of an image on layers. Each layer can then be edited as discrete artwork, allowing tremendous flexibility in composing and revising an image.

About layers

Every Photoshop file contains one or more *layers*. New files are generally created with a *background layer*, which contains a color or an image that shows through the transparent areas of subsequent layers. All new layers in an image are transparent until you add text or artwork (pixel values).

Working with layers is analogous to placing portions of a drawing on clear sheets of film, such as those viewed with an overhead projector: Individual sheets may be edited, repositioned, and deleted without affecting the other sheets. When the sheets are stacked, the entire composition is visible.

Getting started

You'll start the lesson by viewing an image of the final composition.

- 1 Start Photoshop, and then immediately hold down Ctrl+Alt+Shift (Windows) or Command+Option+Shift (Mac OS) to restore the default preferences. (See “Restoring default preferences” on page 4.)
- 2 When prompted, click Yes to delete the Adobe Photoshop Settings file.
- 3 Click the Mini Bridge tab to open the Mini Bridge panel. If Bridge isn't running in the background, click Launch Bridge.
- 4 In the Mini Bridge panel, choose Favorites from the pop-up menu on the left.
- 5 In the Favorites panel, double-click the Lessons folder, and then double-click the Lesson04 folder.
- 6 In the Content panel, select the 04End.psd file. Press the spacebar for a full-screen view.

This layered composite represents a postcard. You will create it now, and, in doing so, learn how to create, edit, and manage layers.

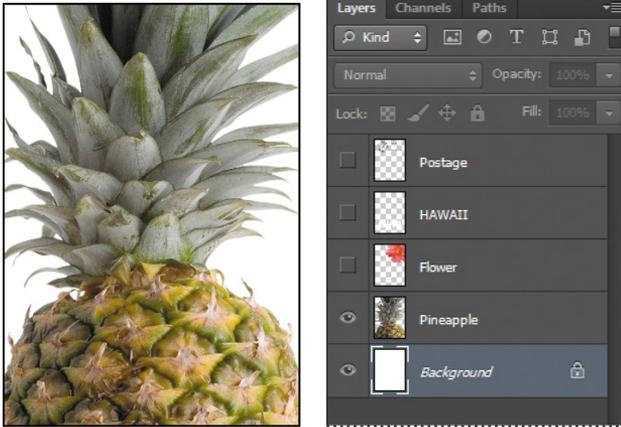
- 7 Press the spacebar again to return to the Mini Bridge panel, and then double-click the 04Start.psd file to open it in Photoshop.
- 8 Choose File > Save As, rename the file **04Working.psd**, and click Save. Click OK if you see the Photoshop Format Options dialog box.

Saving another version of the start file frees you to make changes without worrying about overwriting the original.

Using the Layers panel

The Layers panel lists all the layers in an image, displaying the layer names and thumbnails of the content on each layer. You can use the Layers panel to hide, view, reposition, delete, rename, and merge layers. The layer thumbnails are automatically updated as you edit the layers.

- 1 If the Layers panel is not visible in the work area, choose Window > Layers.



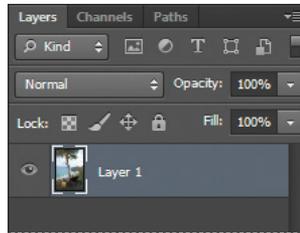
The Layers panel lists five layers for the 04Working.psd file (from top to bottom): Postage, HAWAII, Flower, Pineapple, and Background.

- 2 Select the Background layer to make it active (if it's not already selected).
Notice the layer thumbnail and the icons on the Background layer level:
 - The lock icon (🔒) indicates that the layer is protected.
 - The eye icon (👁️) indicates that the layer is visible in the image window.If you click the eye, the image window no longer displays that layer.

The first task for this project is to add a photo of the beach to the postcard. First, you'll open the beach image in Photoshop.

► **Tip:** Use the context menu to hide or resize the layer thumbnail. Right-click (Windows) or Control-click (Mac OS) a thumbnail in the Layers panel to open the context menu, and then choose a thumbnail size.

- 3 In the Mini Bridge panel, double-click the Beach.psd file in the Lesson04 folder to open it in Photoshop.



The Layers panel changes to display the layer information for the active Beach.psd file. Notice that only one layer appears in the Beach.psd image: Layer 1, not Background. (For more information, see the sidebar, “About the background layer.”)

About the background layer

When you create a new image with a white or colored background, the bottom layer in the Layers panel is named Background. An image can have only one background. You cannot change the stacking order of a background layer, its blending mode, or its opacity. You can, however, convert a background layer to a regular layer.

When you create a new image with transparent content, the image doesn't have a background layer. The bottom layer isn't constrained like the background layer; you can move it anywhere in the Layers panel, and change its opacity and blending mode.

To convert a background layer into a regular layer:

- 1 Double-click the name Background in the Layers panel, or choose Layer > New > Layer From Background.
- 2 Rename the layer, and set any other layer options.
- 3 Click OK.

To convert a regular layer into a background layer:

- 1 Select a layer in the Layers panel.
- 2 Choose Layer > New > Background From Layer.

Renaming and copying a layer

To add content to an image and simultaneously create a new layer for it, drag an object or layer from one file into the image window of another file. Whether you drag from the image window of the original file or from its Layers panel, only the active layer is reproduced in the destination file.

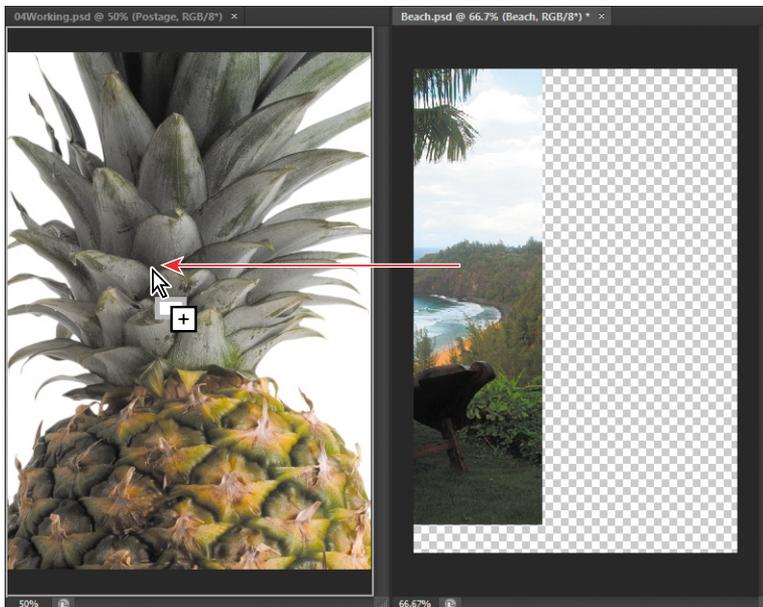
You'll drag the Beach.psd image onto the 04Working.psd file. Before you begin, make sure that both the 04Working.psd and Beach.psd files are open, and that the Beach.psd file is selected.

First, you'll give Layer 1 a more descriptive name.

- 1 In the Layers panel, double-click the name Layer 1, type **Beach**, and then press Enter or Return. Keep the layer selected.

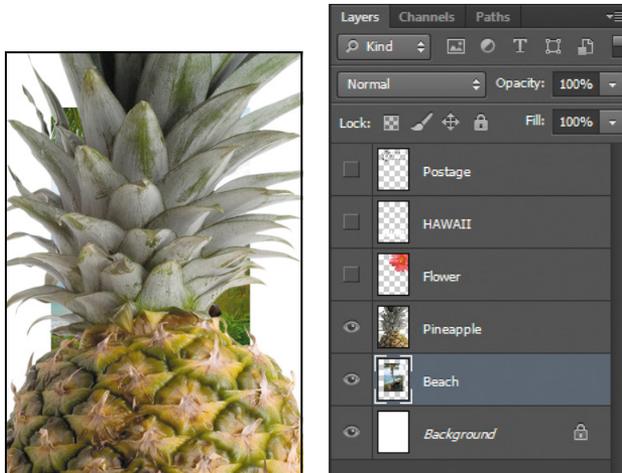


- 2 Choose Window > Arrange > 2-Up Vertical. Photoshop displays both of the open image files. Select the Beach.psd image so that it is the active file.
- 3 Select the Move tool (⇧+), and use it to drag the Beach.psd image onto the 04Working.psd image window.



► **Tip:** If you hold down Shift as you drag an image from one file into another, the dragged image automatically centers itself in the target image window.

The Beach layer now appears in the 04Working.psd file image window and its Layers panel, between the Background and Pineapple layers. Photoshop always adds new layers directly above the selected layer; you selected the Background layer earlier.

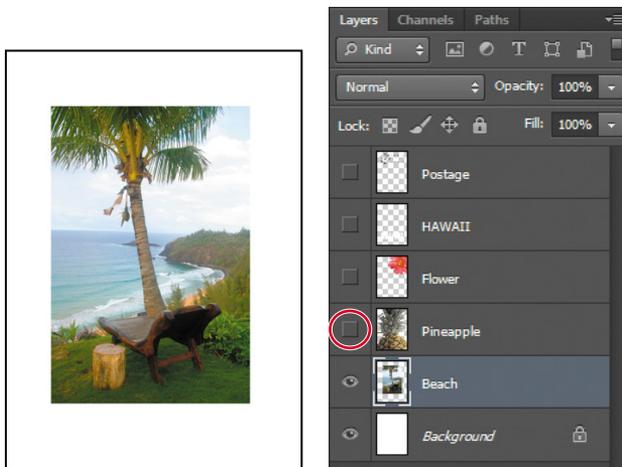


- 4 Close the Beach.psd file without saving changes to it.
- 5 Double-click the Mini Bridge tab to close the panel.

Viewing individual layers

The 04Working.psd file now contains six layers. Some of the layers are visible and some are hidden. The eye icon (👁) next to a layer thumbnail in the Layers panel indicates that the layer is visible.

- 1 Click the eye icon (👁) next to the Pineapple layer to hide the image of the pineapple.



You can hide or show a layer by clicking this icon or clicking in its column—also called the Show/Hide Visibility column.

- 2 Click again in the Show/Hide Visibility column to display the pineapple.

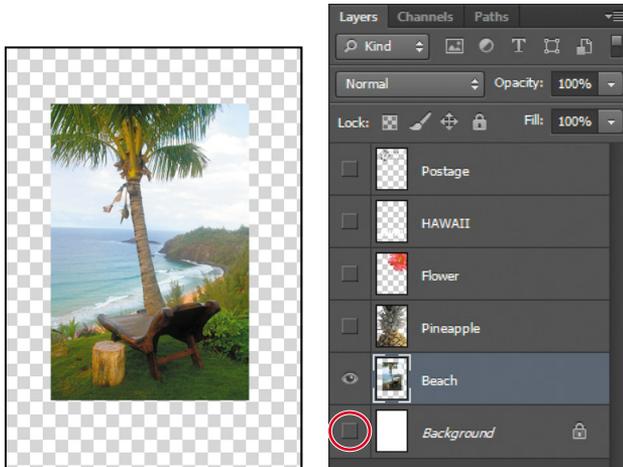
Adding a border to a layer

Now you'll add a white border around the Beach layer to create the impression that it's a photograph.

- 1 Select the Beach layer. (To select the layer, click the layer name in the Layers panel.)

The layer is highlighted, indicating that it is active. Changes you make in the image window affect the active layer.

- 2 To make the opaque areas on this layer more obvious, hide all layers except the Beach layer: Press Alt (Windows) or Option (Mac OS) as you click the eye icon (👁) next to the Beach layer.



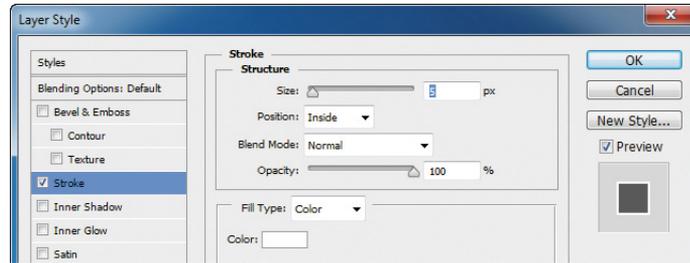
The white background and other objects in the image disappear, leaving only the beach image against a checkerboard background. The checkerboard indicates transparent areas of the active layer.

- 3 Choose Layer > Layer Style > Stroke.

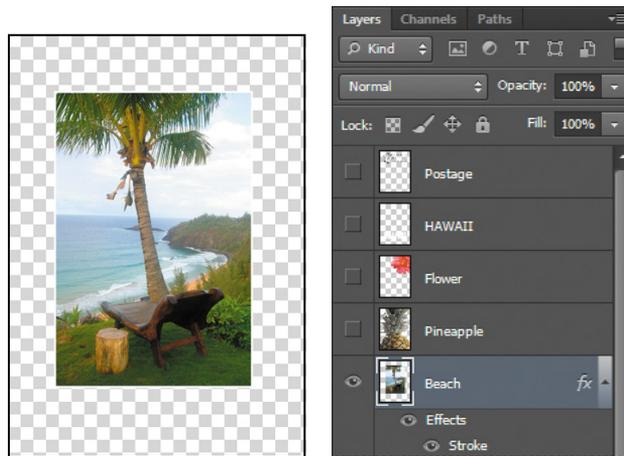
The Layer Style dialog box opens. Now you'll select the options for the white stroke around the beach image.

4 Specify the following settings:

- Size: 5 px
- Position: Inside
- Blend Mode: Normal
- Opacity: 100%
- Color: White (Click the Color box, and select white in the Color Picker.)



5 Click OK. A white border appears around the beach photo.

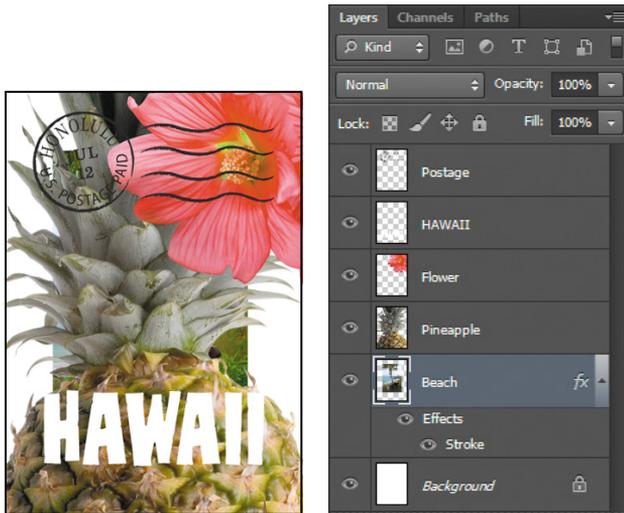


Rearranging layers

The order in which the layers of an image are organized is called the *stacking order*. The stacking order determines how the image is viewed—you can change the order to make certain parts of the image appear in front of or behind other layers.

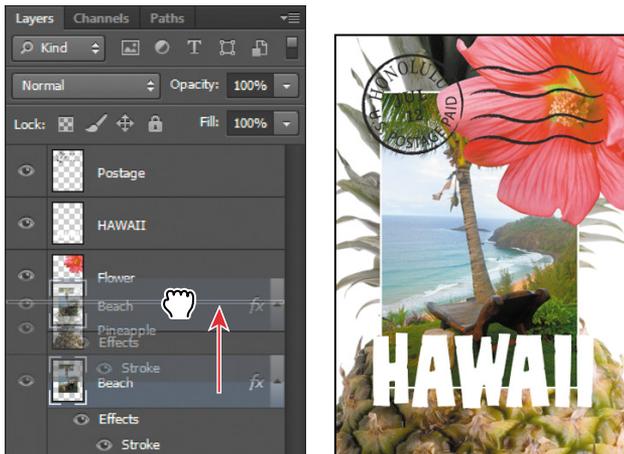
You'll rearrange the layers so that the beach image is in front of another image that is currently hidden in the file.

- 1 Make the Postage, HAWAII, Flower, Pineapple and Background layers visible by clicking the Show/Hide Visibility column next to their layer names.



The beach image is almost entirely blocked by images on other layers.

- 2 In the Layers panel, drag the Beach layer up so that it is positioned between the Pineapple and Flower layers—when you've positioned it correctly, you'll see a thick line between the layers in the panel—and then release the mouse button.



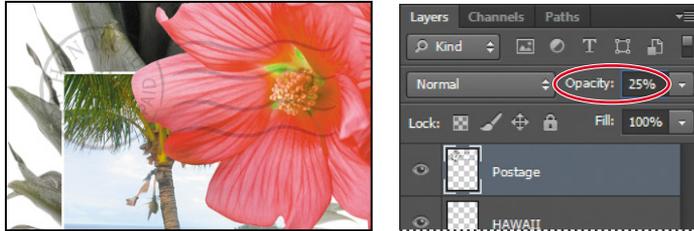
The Beach layer moves up one level in the stacking order, and the beach image appears on top of the pineapple and background images, but under the flower and “HAWAII.”

► **Tip:** You can also control the stacking order of layered images by selecting them in the Layers panel and choosing **Layer > Arrange**, and then choosing **Bring To Front**, **Bring Forward**, **Send To Back**, or **Send Backward**.

Changing the opacity of a layer

You can reduce the opacity of any layer to let other layers show through it. In this case, the postmark is too dark on the flower. You'll edit the opacity of the Postage layer to let the flower and other images show through.

- 1 Select the Postage layer, and then click the arrow next to the Opacity box to display the Opacity slider. Drag the slider to **25%**. You can also type the value in the Opacity box or scrub the Opacity label.



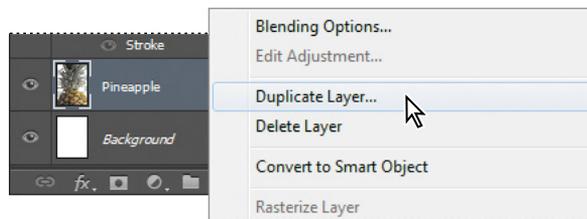
The Postage layer becomes partially transparent, so you can see the other layers underneath. Notice that the change in opacity affects only the image area of the Postage layer. The Pineapple, Beach, Flower and HAWAII layers remain opaque.

- 2 Choose File > Save to save your work.

Duplicating a layer and changing the blending mode

You can apply different blending modes to a layer. *Blending modes* affect how the color pixels on one layer blend with pixels in the layers underneath. First you'll use blending modes to increase the intensity of the image on the Pineapple layer so that it doesn't look so dull. Then you'll change the blending mode on the Postage layer. (Currently, the blending mode for both layers is Normal.)

- 1 Click the eye icons next to the HAWAII, Flower, and Beach layers to hide them.
- 2 Right-click or Control-click the Pineapple layer, and choose Duplicate Layer from the context menu. (Make sure you click the layer name, not its thumbnail, or you'll see the wrong context menu.) Click OK in the Duplicate Layer dialog box.



A layer called "Pineapple copy" appears above the Pineapple layer in the Layers panel.

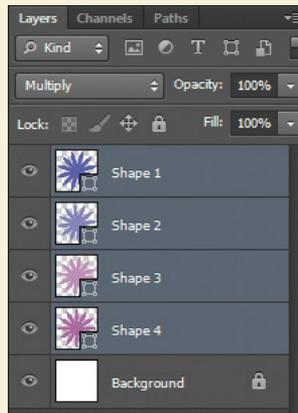
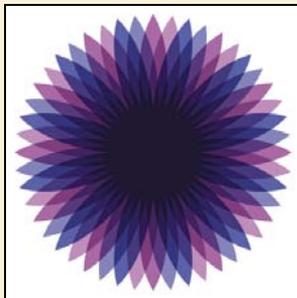
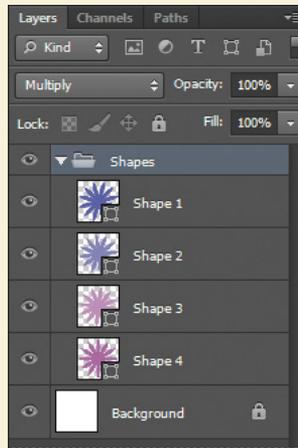
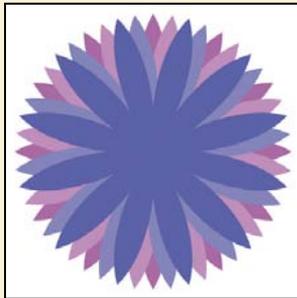
Julianne Kost is an official Adobe Photoshop evangelist.

Tool tips from the Photoshop evangelist

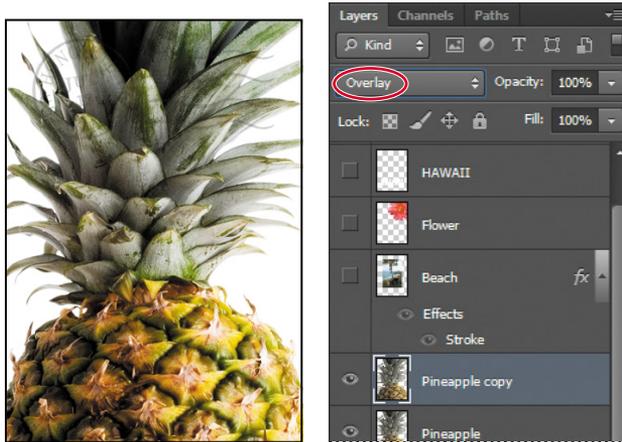


Blending effects

Blending layers in different order or a different grouping changes the effect. You can apply a blending mode to an entire layer group and get a very different result than if you apply the same blending mode to each of the layers individually. When a blending mode is applied to a group, Photoshop treats the group as a single merged object and then applies the blending mode. Experiment with blending modes to get the effect you want.



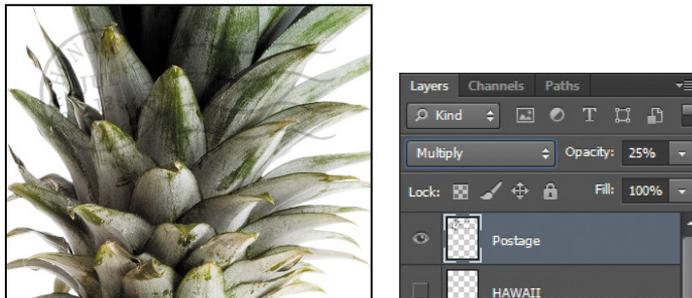
- 3 With the Pineapple copy layer selected, choose Overlay from the Blending Modes menu in the Layers panel.



The Overlay blending mode blends the Pineapple copy layer with the Pineapple layer beneath it to create a vibrant, more colorful pineapple with deeper shadows and brighter highlights.

► **Tip:** For more about blending modes, including definitions and visual examples, see Photoshop Help.

- 4 Select the Postage layer, and choose Multiply from the Blending Modes menu. The Multiply blending mode multiplies the colors in the underlying layers with the color in the top layer. In this case, the postmark becomes a little stronger.



- 5 Choose File > Save to save your work.

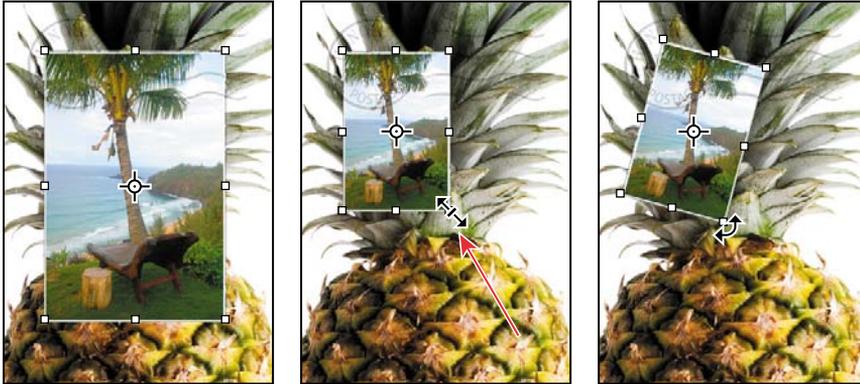
Resizing and rotating layers

You can resize and transform layers.

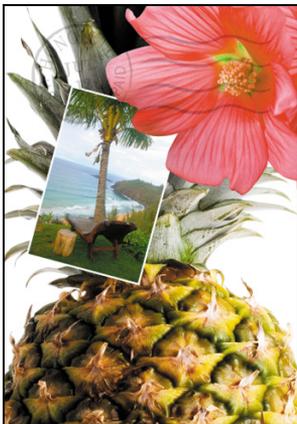
- 1 Click the Visibility column on the Beach layer to make it visible.
- 2 Select the Beach layer in the Layers panel, and then choose Edit > Free Transform. A Transform bounding box appears around the beach image. The bounding box has handles on each corner and each side.

First, you'll resize and angle the layer.

- 3 Press Shift as you drag a corner handle inward to scale the beach photo down by about 50%. (Watch the Width and Height percentages in the options bar.)
- 4 With the bounding box still active, position the pointer just outside one of the corner handles until it becomes a curved double arrow. Drag clockwise to rotate the beach image approximately 15 degrees. You can also enter 15 in the Set Rotation box in the options bar.



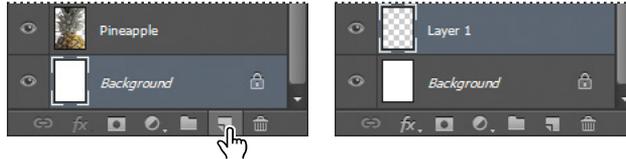
- 5 Click the Commit Transform button (✓) in the options bar.
- 6 Make the Flower layer visible. Then, select the Move tool (⇧+), and drag the beach photo so that its corner is tucked neatly beneath the flower, as in the illustration.
- 7 Choose File > Save.



Using a filter to create artwork

Next, you'll create a new layer with no artwork on it. (Adding empty layers to a file is comparable to adding blank sheets of acetate to a stack of images.) You'll use this layer to add realistic-looking clouds to the sky with a Photoshop filter.

- 1 In the Layers panel, select the Background layer to make it active, and then click the New Layer button (☐) at the bottom of the Layers panel.



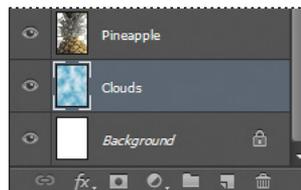
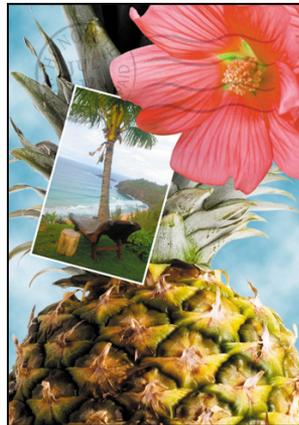
● **Note:** You can also create a new layer by choosing Layer > New > Layer, or by choosing New Layer from the Layers panel menu.

A new layer, named Layer 1, appears between the Background and Pineapple layers. The layer has no content, so it has no effect on the image.

- 2 Double-click the name Layer 1, type **Clouds**, and press Enter or Return to rename the layer.
- 3 In the Tools panel, click the Foreground Color swatch, select a sky blue color from the Color Picker, and click OK. We selected a color with the following values: R=48, G=138, and B=174. The Background Color remains white.



- 4 With the Clouds layer still active, choose Filter > Render > Clouds. Realistic-looking clouds appear behind the image.

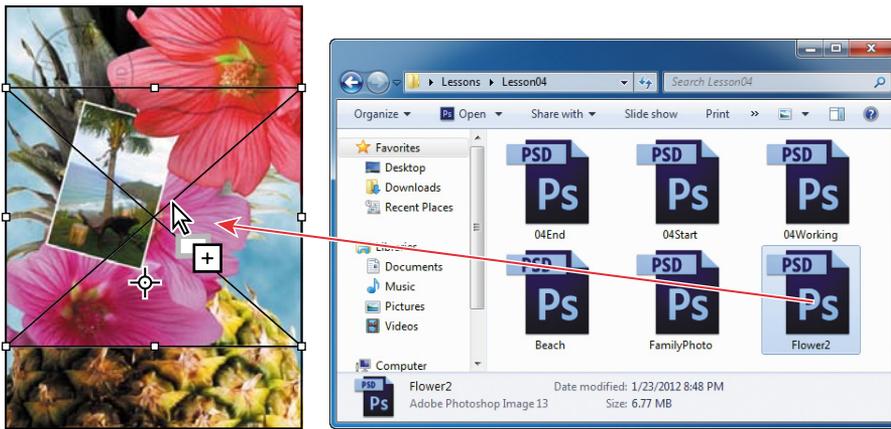


- 5 Choose File > Save.

Dragging to add a new layer

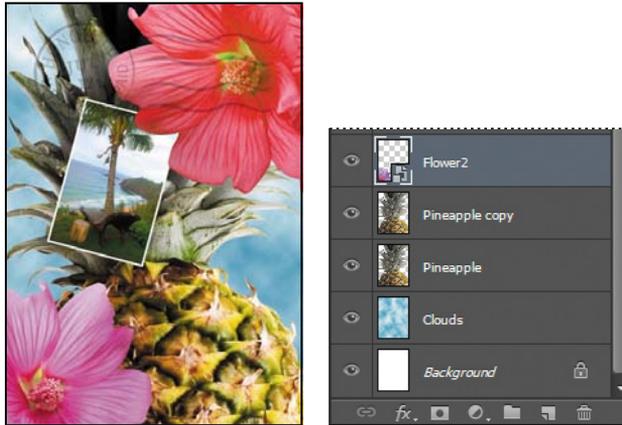
You can add a layer to an image by dragging an image file from the desktop, Bridge, or Explorer (Windows) or the Finder (Mac OS). You'll add another flower to the postcard now.

- 1 If Photoshop fills your monitor, reduce the size of the Photoshop window:
 - In Windows, click the Maximize/Restore button (☐) in the upper right corner, and then drag the lower right corner of the Photoshop window to make it smaller.
 - In Mac OS, click the green Maximize/Restore button (●) in the upper left corner of the image window.
- 2 In Photoshop, select the Pineapple copy layer in the Layers panel to make it the active layer.
- 3 In Explorer (Windows) or the Finder (Mac OS), navigate to the Lessons folder you copied from the *Adobe Photoshop CS6 Classroom in a Book DVD*. Then navigate to the Lesson04 folder.
- 4 Select Flower2.psd, and drag it from Explorer or the Finder onto your image.



The Flower2 layer appears in the Layers panel, directly above the Pineapple copy layer. Photoshop places the image as a Smart Object, which is a layer you can edit without making permanent changes. You'll work with Smart Objects in Lessons 5 and 8.

- 5 Position the Flower2 layer in the lower left corner of the postcard, so that about half of the flower is visible.

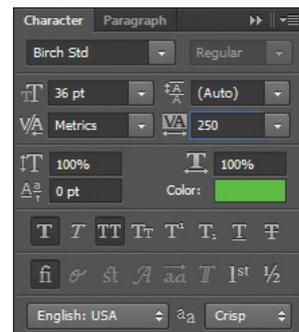


- 6 Click the Commit Transform button (✓) in the options bar to accept the layer.

Adding text

Now you're ready to create some type using the Horizontal Type tool, which places the text on its own type layer. You'll then edit the text and apply a special effect.

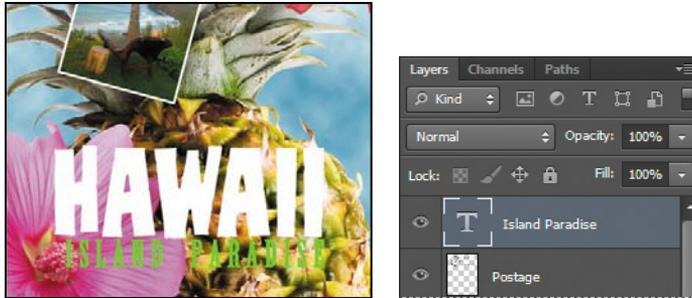
- 1 Make the HAWAII layer visible. You'll add text just below this layer, and apply special effects to both layers.
- 2 Choose Select > Deselect Layers, so that no layers are selected.
- 3 Click the Foreground Color swatch in the Tools panel, and then select a shade of grassy green in the Color Picker. Click OK to close the Color Picker.
- 4 In the Tools panel, select the Horizontal Type tool (T). Then, choose Window > Character to open the Character panel. Do the following in the Character panel:
 - Select a serif font (we used Birch Std).
 - Select a font style (we used Regular).
 - Select a large font size (we used 36 points).
 - Select Crisp from the Anti-aliasing menu (aa).
 - Select a large tracking value (T) (we used 250).
 - Click the All Caps button (TT).
 - Click the Faux Bold button (T).



- 5 Click just below the “H” in the word “HAWAII,” and type **Island Paradise**. Then click the Commit Any Current Edits button (✓) in the options bar.

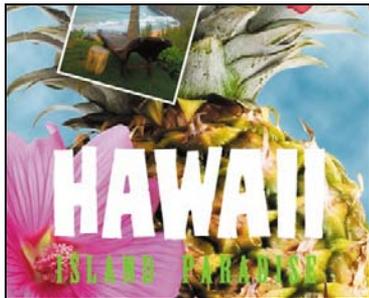
● **Note:** If you make a mistake when you click to set the type, simply click away from the type and repeat step 5.

The Layers panel now includes a layer named Island Paradise with a “T” thumbnail, indicating that it is a type layer. This layer is at the top of the layer stack.



The text appears where you clicked, which probably isn't exactly where you want it to be positioned.

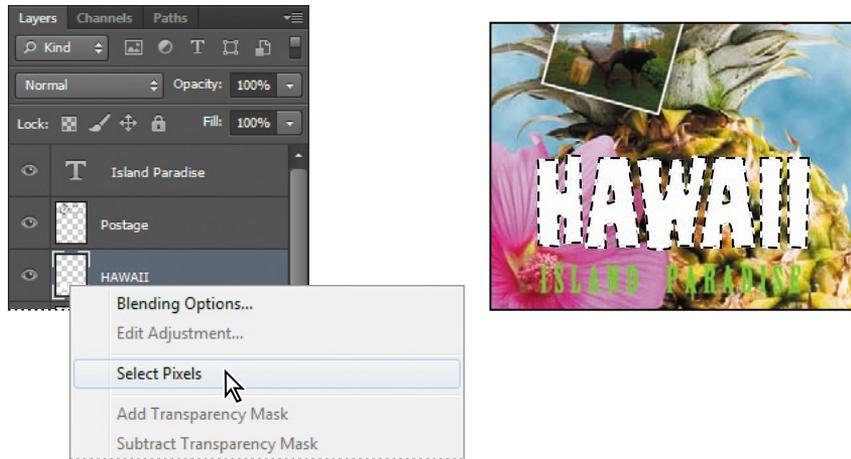
- 6 Select the Move tool (⇧+), and drag the “Island Paradise” text so that it is centered below “HAWAII.”



Applying a gradient to a layer

You can apply a color gradient to all or part of a layer. In this example, you'll apply a gradient to the HAWAII type to make it more colorful. First you'll select the letters, and then you'll apply the gradient.

- 1 Select the HAWAII layer in the Layers panel to make it active.
- 2 Right-click or Control-click the thumbnail in the HAWAII layer, and choose Select Pixels. Everything on the HAWAII layer (the white lettering) is selected.



Now that you've selected the area to fill, you'll apply a gradient.

- 3 In the Tools panel, select the Gradient tool (▭).
- 4 Click the Foreground Color swatch in the Tools panel, select a bright color of orange in the Color Picker, and click OK. The Background Color should still be white.
- 5 In the options bar, make sure that Linear Gradient (▭) is selected.
- 6 In the options bar, click the arrow next to the Gradient Editor box to open the gradient picker. Select the Foreground To Background swatch (it's the first one), and then click anywhere outside the gradient picker to close it.
- 7 With the selection still active, drag the Gradient tool from the bottom to the top of the letters. If you want to be sure you drag straight up, press the Shift key as you drag.

► **Tip:** To list the gradient options by name rather than by sample, click the gradient picker menu button, and choose either Small List or Large List. Or, hover the pointer over a thumbnail until a tool tip appears, showing the gradient name.



The gradient extends across the type, starting with orange at the bottom and gradually blending to white at the top.

- 8 Choose **Select > Deselect** to deselect the HAWAII type.
- 9 Save the work you've done so far.

Applying a layer style

You can enhance a layer by adding a shadow, stroke, satin sheen, or other special effect from a collection of automated and editable layer styles. These styles are easy to apply and link directly to the layer you specify.

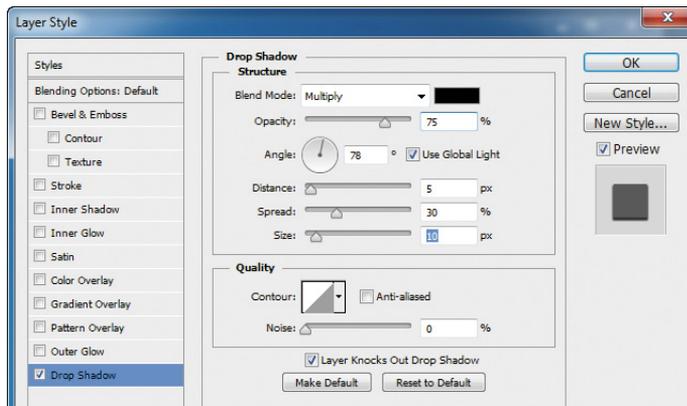
Like layers, layer styles can be hidden by clicking eye icons (👁) in the Layers panel. Layer styles are nondestructive, so you can edit or remove them at any time. You can apply a copy of a layer style to a different layer by dragging the effect onto the destination layer.

Earlier, you used a layer style to add a stroke to the beach photo. Now, you'll add drop shadows to the text to make it stand out.

- 1 Select the Island Paradise layer, and then choose **Layer > Layer Style > Drop Shadow**.
- 2 In the Layer Style dialog box, make sure that the **Preview** option is selected, and then, if necessary, move the dialog box so that you can see the Island Paradise text in the image window.

► **Tip:** You can also open the Layer Style dialog box by clicking the **Add A Layer Style** button at the bottom of the Layers panel and then choosing a layer style, such as **Bevel And Emboss**, from the pop-up menu.

- 3** In the Structure area, select Use Global Light, and then specify the following settings:
- Blend Mode: Multiply
 - Opacity: 75%
 - Angle: 78 degrees
 - Distance: 5 px
 - Spread: 30%
 - Size: 10 px



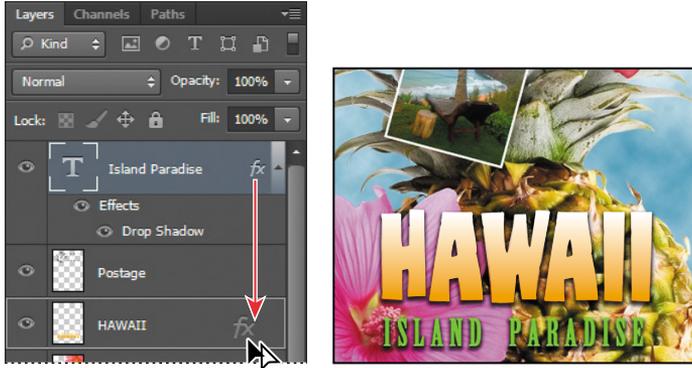
Photoshop adds a drop shadow to the “Island Paradise” text in the image.

- 4** Click OK to accept the settings and close the Layer Style dialog box.



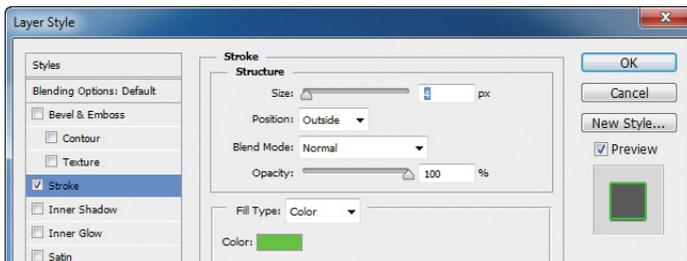
Photoshop nests the layer style in the Island Paradise layer. First it lists Effects, and then the layer styles applied to the layer. An eye icon (👁) appears next to the effect category and next to each effect. To turn off an effect, click the eye icon. Click the visibility column again to restore the effect. To hide all layer styles, click the eye icon next to Effects. To collapse the list of effects, click the arrow next to the layer.

- 5 Make sure that eye icons appear for both items nested in the Island Paradise layer.
- 6 Press Alt (Windows) or Option (Mac OS) and drag the Effects line or the fx symbol (fx) onto the HAWAII layer. The Drop Shadow layer style is applied to the HAWAII layer, using the same settings you applied to the Island Paradise layer.



Now you'll add a green stroke around the word HAWAII.

- 7 Select the HAWAII layer in the Layers panel, click the Add A Layer Style button (fx) at the bottom of the panel, and choose Stroke from the pop-up menu.
- 8 In the Structure area of the Layer Styles dialog box, specify the following settings:
 - Size: 4 px
 - Position: Outside
 - Blend Mode: Normal
 - Opacity: 100%
 - Color: Green (Select a shade that goes well with the one you used for the “Island Paradise” text.)

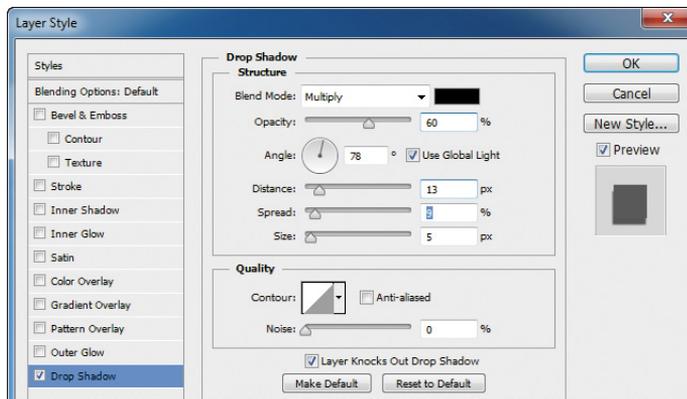


- 9 Click OK to apply the stroke.



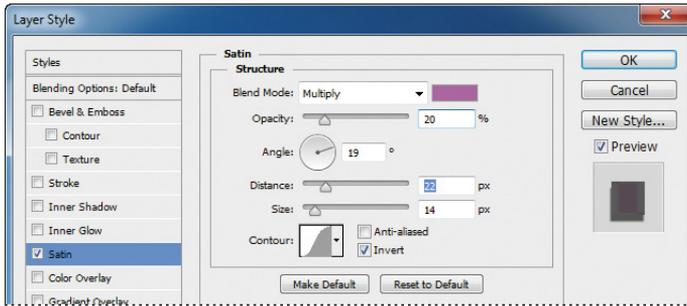
Now you'll add a drop shadow and a satin sheen to the flower.

- 10 Select the Flower layer, and choose Layer > Layer Style > Drop Shadow. Then change the following settings in the Structure area:
- Opacity: **60%**
 - Distance: **13 px**
 - Spread: **9%**
 - Make sure Use Global Light is selected, and that the Blend Mode is Multiply. Do not click OK.



- 11 With the Layer Style dialog box still open, select Satin on the left. Then make sure Invert is selected, and apply the following settings:
- Color (next to Blend Mode): Fuchsia (choose a color that complements the flower color)

- Opacity: 20%
- Distance: 22 px



12 Click OK to apply both layer styles.

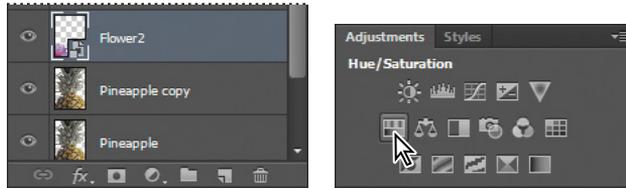


Adding an adjustment layer

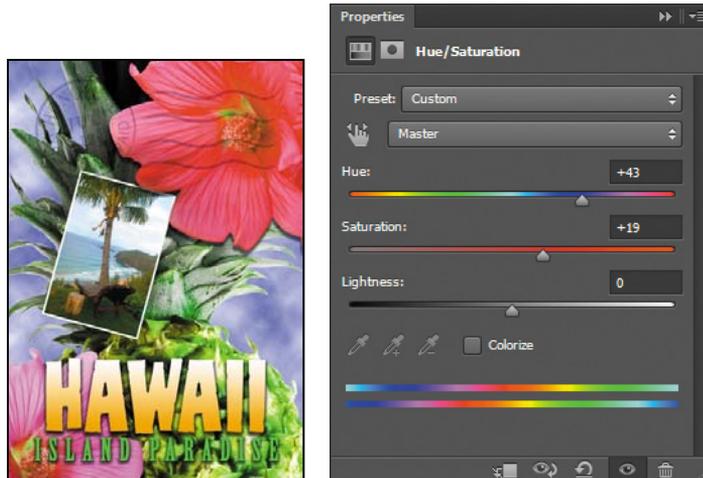
Adjustment layers can be added to an image to apply color and tonal adjustments without permanently changing the pixel values in the image. For example, if you add a Color Balance adjustment layer to an image, you can experiment with different colors repeatedly, because the change occurs only on the adjustment layer. If you decide to return to the original pixel values, you can hide or delete the adjustment layer.

You've used adjustment layers in other lessons. Here, you'll add a Hue/Saturation adjustment layer to change the color of the purple flower. An adjustment layer affects all layers below it in the image's stacking order unless a selection is active when you create it or you create a clipping mask.

- 1 Select the Flower2 layer in the Layers panel.
- 2 Click the Hue/Saturation icon in the Adjustments panel to add a Hue/Saturation adjustment layer.

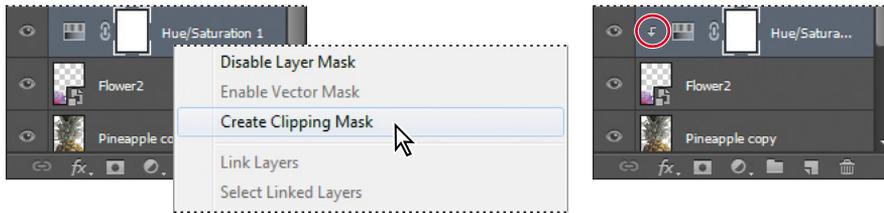


- 3 In the Properties panel, apply the following settings
 - Hue: 43
 - Saturation: 19
 - Lightness: 0



The changes affect the Flower2, Pineapple Copy, Pineapple, Clouds, and Background layers. The effect is interesting, but you only want to change the Flower2 layer.

- 4 Right-click (Windows) or Ctrl-click (Mac OS) the Hue/Saturation adjustment layer, and choose Create Clipping Mask.



An arrow appears in the Layers panel indicating that the adjustment layer applies only to the Flower2 layer. You'll learn more about clipping masks in Lessons 6 and 7.

Updating layer effects

Layer effects are automatically updated when you make changes to a layer. You can edit the text and watch how the layer effect tracks the change. First, you'll use the new search feature in the Layers panel to isolate the text layer.

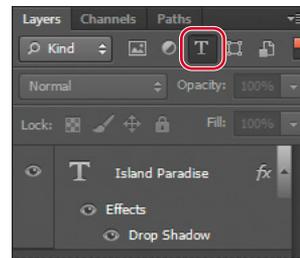
- 1 In the Layers panel, choose Kind from the Pick A Filter Type menu.

The filter type determines the search options available to you.

- 2 Select the Filter For Type Layers button from the filter options at the top of the Layers panel.

Only the Island Paradise layer is listed in the Layers panel. The search feature lets you find specific layers quickly, but has no effect on which layers are visible or their stacking order.

- 3 Select the Island Paradise layer in the Layers panel.
- 4 In the Tools panel, select the Horizontal Type tool (T).
- 5 In the options bar, set the font size to 32 points, and press Enter or Return.



Tip: You can search for layers in the Layers panel by layer type, layer name, effect, mode, attribute, and color. When you work in a complex file with numerous layers, searching for the layer you need can save you time.

Although you didn't select the text by dragging the Type tool (as you would have to do in a word-processing program), "Island Paradise" now appears in 32-point type.

- 6 Using the Horizontal Type tool, click between "Island" and "Paradise," and type **of**.

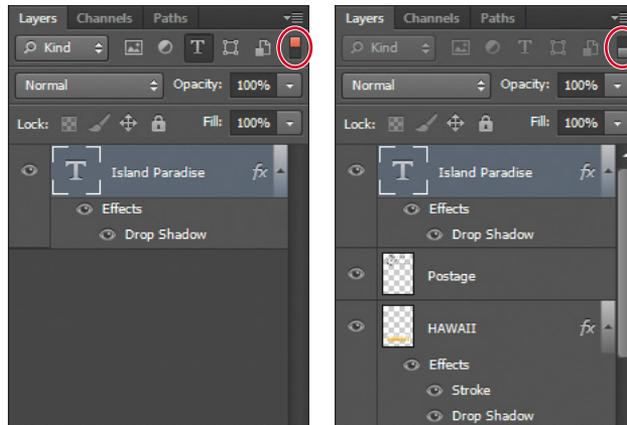
As you edit the text, the layer styles are applied to the new text.

- 7 You don't actually need the word "of," so delete it.
- 8 Select the Move tool (⇧+V) and drag "Island Paradise" to center it beneath the word "HAWAII."



● **Note:** You don't have to click the Commit Any Current Edits button after making any text edits, because selecting the Move tool has the same effect.

- 9 Click the red Filtering On/Off button at the top of the Layers panel to toggle filtering off and see all the layers in the file.



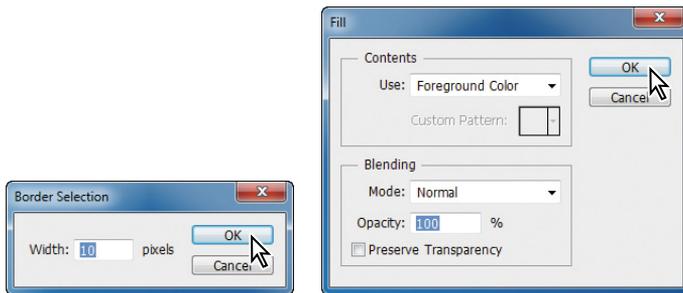
- 10 Choose File > Save.

Adding a border

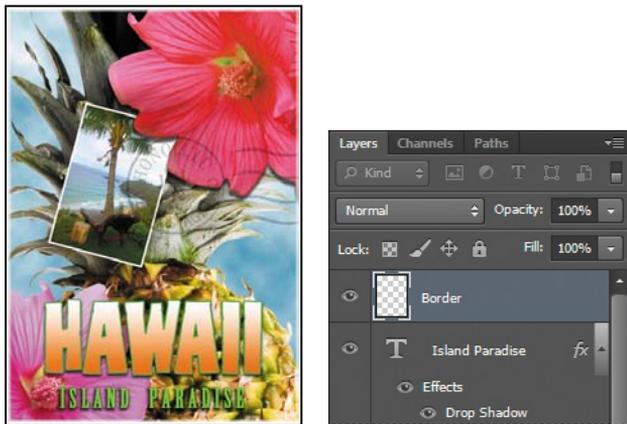
The Hawaii postcard is nearly done. The elements are almost all arranged correctly in the composition. You'll finish up by positioning the postmark and then adding a white postcard border.

- 1 Select the Postage layer, and then use the Move tool (⇧+V) to drag it to the middle right of the image, as in the illustration.

- 2 Select the Island Paradise layer in the Layers panel, and then click the Create A New Layer button (📄) at the bottom of the panel.
 - 3 Choose Select > All.
 - 4 Choose Select > Modify > Border. In the Border Selection dialog box, type **10** pixels for the Width, and click OK.
- A 10-pixel border is selected around the entire image. Now, you'll fill it with white.
- 5 Select white for the Foreground Color, and then choose Edit > Fill.
 - 6 In the Fill dialog box, choose Foreground Color from the Use menu, and click OK.



- 7 Choose Select > Deselect.
- 8 Double-click the Layer 1 name in the Layers panel, and rename the layer **Border**.



Flattening and saving files

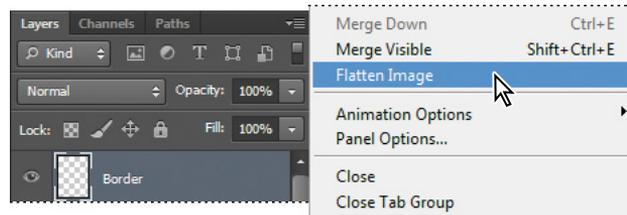
When you finish editing all the layers in your image, you can merge or *flatten* layers to reduce the file size. Flattening combines all the layers into a single background layer. However, you cannot edit layers once you've flattened them, so you shouldn't flatten an image until you are certain that you're satisfied with all your design decisions. Rather than flattening your original PSD files, it's a good idea to save a copy of the file with its layers intact, in case you need to edit a layer later.

● **Note:** If the sizes do not appear in the status bar, click the status bar pop-up menu arrow and choose Show > Document Sizes.

To appreciate what flattening does, notice the two numbers for the file size in the status bar at the bottom of the image window. The first number represents what the file size would be if you flattened the image. The second number represents the file size without flattening. This lesson file, if flattened, would be about 2.29 MB, but the current file is actually much larger—about 27 MB. So flattening is well worth it in this case.



- 1 Select any tool but the Type tool (T), to be sure that you're not in text-editing mode. Then choose File > Save (if it is available) to be sure that all your changes have been saved in the file.
- 2 Choose Image > Duplicate.
- 3 In the Duplicate Image dialog box, name the file **04Flat.psd**, and click OK.
- 4 Leave the 04Flat.psd file open, but close the 04Working.psd file.
- 5 Choose Flatten Image from the Layers panel menu.



Only one layer, named Background, remains in the Layers panel.

▶ **Tip:** If you want to flatten only some of the layers in a file, click the eye icons to hide the layers you don't want to flatten, and then choose Merge Visible from the Layers panel menu.

- 6 Choose File > Save. Even though you chose Save rather than Save As, the Save As dialog box appears.
- 7 Make sure the location is the Lessons/Lesson04 folder, and then click Save to accept the default settings and save the flattened file.

You have saved two versions of the file: a one-layer, flattened copy as well as the original file, in which all the layers remain intact.

About layer comps

Layer comps provide one-click flexibility in switching between different views of a multilayered image file. A layer comp is simply a definition of the settings in the Layers panel. Once you've defined a layer comp, you can change as many settings as you please in the Layers panel and then create another layer comp to preserve that configuration of layer properties. Then, by switching from one layer comp to another, you can quickly review the two designs. The beauty of layer comps becomes apparent when you want to demonstrate a number of possible design arrangements. When you've created a few layer comps, you can review the design variations without having to tediously select and deselect eye icons or change settings in the Layers panel.

Say, for example, that you are designing a brochure, and you're producing a version in English as well as in French. You might have the French text on one layer, and the English text on another in the same image file. To create two different layer comps, you would simply turn on visibility for the French layer and turn off visibility for the English layer, and then click the Create New Layer Comp button on the Layer Comps panel. Then you'd do the inverse—turn on visibility for the English layer and turn off visibility for the French layer, and click the Create New Layer Comp button—to create an English layer comp.

To view the different layer comps, click the Apply Layer Comp box for each comp in the Layer Comps panel in turn. With a little imagination, you can appreciate how much time this saves for more complex variations. Layer comps can be an especially valuable feature when the design is in flux or when you need to create multiple versions of the same image file.

You've created a colorful, attractive postcard. This lesson only begins to explore the vast possibilities and the flexibility you gain when you master the art of using Photoshop layers. You'll get more experience and try out different techniques for layers in almost every chapter as you move forward in this book.

Extra credit



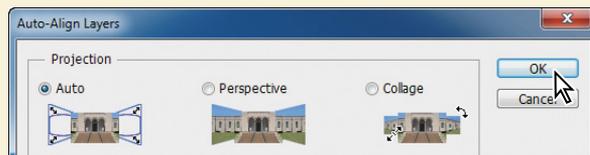
Take the blinking and bad poses out of an otherwise great family portrait with the Auto-Align Layers feature.

- 1 Open FamilyPhoto.psd in your Lesson04 folder.
- 2 In the Layers panel, turn Layer 2 on and off to see the two similar photos. When both layers are visible, Layer 2 shows the tall man in the center blinking, and the two girls in the front looking away.

You'll align the two photos, and then use the Eraser tool to brush out the parts of the photo on Layer 2 that you want to improve.



- 3 Make both layers visible, and Shift-click to select them. Choose Edit > Auto-Align Layers; click OK to accept the default Auto position. Toggle the eye icon next to Layer 2 off and on to see that the layers are perfectly aligned.



Now for the fun part! You'll brush out the photo where you want to improve it.

- 4 Select the Eraser tool in the Tools panel, and pick a soft, 45-pixel brush in the options bar. Select Layer 2, and start brushing in the center of the blinking man's head to reveal the smiling face below.



- 5 Use the Eraser tool on the two girls looking away, revealing the image below, where they look into the camera.



You've created a natural family snapshot.

Review questions

- 1 What is the advantage of using layers?
- 2 When you create a new layer, where does it appear in the Layers panel stack?
- 3 How can you make artwork on one layer appear in front of artwork on another layer?
- 4 How can you apply a layer style?
- 5 When you've completed your artwork, what can you do to minimize the file size without changing the quality or dimensions?

Review answers

- 1 Layers let you move and edit different parts of an image as discrete objects. You can also hide individual layers as you work on other layers.
- 2 A new layer always appears immediately above the active layer.
- 3 You can make artwork on one layer appear in front of artwork on another layer by dragging layers up or down the stacking order in the Layers panel, or by using the Layer > Arrange subcommands—Bring To Front, Bring Forward, Send To Back, and Send Backward. However, you can't change the layer position of a background layer.
- 4 To apply a layer style, select the layer, and then click the Add A Layer Style button in the Layers panel, or choose Layer > Layer Style > [style].
- 5 To minimize file size, you can flatten the image, which merges all the layers onto a single background. It's a good idea to duplicate image files with layers intact before you flatten them, in case you have to make changes to a layer later.

This page intentionally left blank

INDEX

SYMBOLS

- 3D Axis widget 313, 320, 325
 - resizing 321
- 3D features 310–337
- 3D files, importing 316
- 3D layers
 - creating 3D postcards 314–315
 - creating from imported files 316–317
 - merging 318
 - overview 312
- 3D objects
 - applying materials to 329
 - moving 320
 - positioning 319–326
 - rotating 325
 - scaling 325
- 3D panel 322
- 3D postcards 314
- 3D scenes
 - lighting 332
 - rendering 334
- 3D shape presets 310, 315–316
- 3D text 317
 - extruding 326–327
- 3D tools 312

A

- actions 258–266
 - batch-playing 261–262
 - creating new 259
 - creating new sets 258
 - naming 259
 - overview 258
 - playing 260
 - recording 259

- Actions panel 258–264
 - Play button 260
- Adaptive Wide Angle filter 264–265
- Add Audio option 282
- adding
 - borders 256
 - canvas 255
- Add Media button 272
- Add To Path Area option 212
- adjustment layers 113–114
 - Black & White 63, 277
 - Curves 19, 147
 - defined 20
 - Hue/Saturation 114, 183
 - Levels 141, 181, 183
 - using in video 276
 - Vibrance 162
- adjustments
 - Invert 76, 182
 - Match Color 259
- Adobe Application Manager 37
- Adobe Bridge
 - adding favorites 13
 - creating a slide show in 355–357
 - Favorites panel 13
 - installing 3
 - opening files in Camera Raw
 - from 48, 130
 - opening files in Photoshop from 13–14
 - starting 48
- Adobe Camera Raw
 - adjusting white balance in 49, 131
 - Basic panel 50, 133
 - Detail panel 135
 - dialog box 130
 - HSL/Grayscale tab 63

- opening images in 48, 129
 - Open Object button 139
 - saving files in 140
 - synchronizing settings across images 136
 - workflow 130
 - Adobe certification 7
 - Adobe Illustrator
 - Glyphs panel 202
 - importing Smart Objects from 227
 - importing text from 227–228
 - Adobe InDesign 62
 - Adobe Photoshop CS6
 - closing an image file in 12
 - installing 3
 - new features 2
 - resetting the default preferences for 10
 - resources for learning 6–7
 - starting 4, 10
 - updating 37
 - work area 10–43
 - Adobe Photoshop CS6 Classroom in a Book* 1
 - copying lesson files 4–5
 - disc contents iii
 - installing lesson files 4
 - new features covered in 2
 - prerequisites 3
 - Adobe Photoshop CS6 Extended 2
 - 3D features 310–337
 - Adobe Photoshop Lightroom 148–149
 - Align Bottom Edges button 324
 - aligning
 - layers 120
 - objects 324
 - selections 239
 - slices 346–347
 - alpha channels 168, 178
 - about 180, 184
 - anchor points 210, 211
 - animating
 - a zoom effect 277
 - lighting in a 3D scene 335–336
 - anti-aliasing 87
 - application frame, in Mac OS 12
 - Apply Layer Comp box 119
 - arrow keys
 - nudging selections with 73–74
 - using the Shift key with 73
 - assets
 - importing for video 271
 - resizing for video 274
 - audio
 - adding to a video timeline 282
 - fading 283
 - muting 283–284
 - shortening clips 282
 - Audio track 282
 - Auto-Align Layers 120, 159
 - automating tasks 258–266
 - auto slices 343
 - hiding 347
 - axes, 3D 313
- B**
- background layer 92
 - converting to regular layer 94
 - erasing 97
 - overview 94
 - badges, on slices 343, 344
 - barrel distortion, correcting 155
 - Basic panel (in Camera Raw) 133
 - Batch command 261
 - bitmap images
 - overview 10, 208
 - vector graphics vs. 208–209
 - black and white
 - converting color images in Photoshop 63
 - converting images in Camera Raw 63
 - black point 133
 - Black & White adjustment layer 63, 277
 - _blank Target option 348
 - blending colors with a photograph 300
 - blending modes
 - achieving different effects with 101
 - applying to layers 102
 - Lighten 247
 - Multiply 102
 - Overlay 102, 251
 - overview 100
 - blurs
 - interactive 161
 - Iris Blur 161
 - Surface Blur 150
 - borders
 - adding 97, 116, 256
 - discarding 52
 - breadcrumbs 342
 - Bristle Brush Preview 293
 - bristle tips 290
 - browsing files in Adobe Bridge 13
 - brushes
 - loading with color 297
 - settings 291
 - Shape Dynamics options 303
 - Brush panel 291
 - special effects 250
 - Brush Pose settings 303
 - brush presets 298
 - Brush Presets panel 299
 - Brush tool, setting options 27–28, 175
 - buttons, website 345
- C**
- calibration, monitor 363
 - camera lens flaws, correcting 155–157
 - Camera Raw. *See* Adobe Camera Raw
 - camera raw images
 - cameras supported by Adobe Camera Raw 129

- creating 129
- file formats for saving 140
- histogram 135
- opening 129–130
- overview 129
- proprietary 126
- saving 138–139
- sharpening 135
- white balance and exposure adjustment 131–132
- cameras, in 3D layers 312
 - changing the angle of 314
- camera views 314, 319
- Camera widget 314
- canvas
 - adding 255
 - rotating 228
- Canvas Size dialog box 255
- center point, selecting from 74
- channel masks 184
- channels
 - adjusting individual 180–182
 - alpha channels 178, 180
 - applying filters to individual 243
 - correcting noise in 154
 - loading as selections 182
 - overview 168, 178
- Channels panel 168
- Character panel 32, 106
- checkerboard
 - pattern 224–226
 - transparency indicator 97
- chromatic aberration 155
- Chrome filter 243
- Classroom in a Book. *See Adobe Photoshop CS6 Classroom in a Book*
- Clean Brush After Every Stroke icon 296
- clean brush (Mixer Brush tool) 296
- Clear Override button 201
- clipping masks 27
 - about 184, 189
 - creating 191–193
- indicator 192
 - in placed video assets 277
 - shortcut 192
- Clone Source panel 56
- Clone Stamp tool 55–57
- closed paths 209, 211
- closing a Photoshop file 12
- Clouds filter 104
- CMYK color mode, converting to 366
- CMYK color model 363
 - defined 362
 - gamut 362
- color
 - additive 363
 - adjusting overall 49
 - changing in the Photoshop interface 38
 - converting to black and white 63
 - correcting skin tones 257
 - default text 191
 - editing masks and 174
 - inverting 76
 - lightening 144–145
 - managed workflow 364–365
 - matching across images 256–258
 - mixing with the Mixer Brush 295
 - out-of-gamut 366
 - previewing CMYK values in RGB mode 367
 - replacing 53–55
 - sampling 291
 - selecting by 68
 - selecting using the Swatches panel 24–25
 - softening edge transitions 87
- color casts, removing 49
- color comp 371
- color management 364–365
 - selecting when printing 369
- color modes
 - changing 61
 - retouching for 46
- Color panel 32
- color profiles 363
- Color Range, Skin Tones option 146
- Color Replacement tool 53–55
- color settings
 - restoring 5
 - saving 5
- Color Settings dialog box 364–365
- color space 363
 - device profile 363
- combining images
 - montage 234
 - panorama 262–266
- Commit Any Current Edits button 116
- Commit Transform button 227
- compression settings 353
- Content-Aware fill 264
- Content-Aware Move tool 160
- Content-aware Patch tool 58
- context menus
 - annotations 203
 - overview 30–31
 - type 193, 196
 - web browser 340
- continuous-tone images 353
- Contrast slider in Camera Raw 133
- Control Timeline Magnification slider 273
- Coordinates in the Properties panel 323
- copying
 - and anti-aliasing 87
 - and transforming 77
 - at same resolution 78
 - Classroom in a Book lesson files 4–5
 - commands 78
 - images 118, 368
 - images, and centering 95
 - layers 95–97
 - selections 76, 78
 - settings in Camera Raw 136
- Copy Merged command 78

- corner points 211, 213
- Create Video Timeline 272
- Crop And Straighten Photos
 - command 84
- cropping
 - adjusting crop area 84
 - and straightening
 - automatically 84
 - images 51–52, 235–236, 263
- cropping shield 51
- Crop tool 235, 263
- Cross Fade transition 281
- curved paths 211, 213–214
- Curves adjustment layer
 - 20–21, 147
- customizing
 - keyboard shortcuts 34
 - user interface 38
 - workspaces 33
- Custom Shape tool 224, 225–226
- Cutout filter 243
- cutouts 222–223

D

- defaults
 - resetting 4, 10
 - resetting foreground and background color 25
- Deform widget 327
- depth of field, adding 158
- desaturating 247–248
- deselecting 18
 - paths 223
- Detail panel in Camera Raw 135
- Direct Selection tool 211, 221
- discretionary ligatures 202
- displaying
 - document size 118
 - layers 96
 - multiple documents 95
- distortions, correcting 155–158
- dividing portions of an image into
 - multiple files 84

- DNG file format 140
- docking panels 31
- document size, displaying 118
- Dodge tool 144–145
- dragging image files to add layers 105
- Drag The 3D Object tool 313
- drop shadows 109–110, 112, 254
- duplicating
 - areas of a scene 160
 - images 368
- duration of video clips, changing 273

E

- editing images
 - adjusting highlights and shadows 151–153
 - correcting distortions 155–157
 - nondestructively 174
 - reducing noise 153–155
 - removing red eye 153–154
- editing shapes 221
- effects, animating 278–279
- Elliptical Marquee tool , 17
 - centering selection 75
 - circular selections with 72
- Environment, in the 3D panel 322
- EPS file format 370
- Erase Refinements tool 173
- Eraser tool 85, 120
- erodible tip 294
- exporting
 - HTML pages 349–351
 - video 284
- extruding 3D text 326–327
- Eyedropper tool 291
- eye icon, in the Layers panel 93

F

- Fade With Black transitions 282
- fading audio 283
- Favorites panel, in Bridge 13
- Feather command 87
- feathering 87
- file formats
 - from Camera Raw 140
 - image quality and 235
 - three-dimensional 2
 - transferring images between applications and platforms 140
 - type 202
- files
 - reverting to unchanged version 20
 - saving 20, 118–121
- file size
 - compressing for the web 353
 - flattened vs. unflattened 118
 - reducing 118
- fills, Content-Aware 264
- film. *See* video
- Filter Gallery 244
- filtering layers in the Layers panel 115
- filters 243–246
 - Adaptive Wide Angle 264
 - adding clouds with 104
 - improving performance 243
 - overview 245
 - shortcuts 245
- Fit On Screen command 75
- focus, adjusting 158
- fonts
 - alternates 202
 - selecting 190
- Foreground color swatch 24, 104
 - resetting to default 25
- four-color printing 61–62, 362
- fractions 202
- Freeform Pen tool 209
- freehand selections 80–81

G

- gamut 362
 - colors outside of 366–367
- Gamut Warning 367–368
- Geometry Options menu 212
- GIF compression 349, 350
- Glass filter 243
- Go To First Frame button 281
- Gradient Overlay layer style 242
- Gradient Picker 108
- gradients, listing by name 108
- Gradient tool 108
- guides
 - adding 189, 237
 - for creating slices 347
 - hiding 238
 - overview 237
 - Smart Guides 239
 - snapping to 237

H

- hand-coloring selections 246
- Hand tool 83
- Healing Brush tool 57, 143
- hiding
 - layers 96
 - selection edges 73–74
- High Dynamic Range (HDR)
 - images 163
- highlights, adjusting 151–153
- high-resolution images 47
 - filters and 243
- histogram, in Camera Raw 135
- History panel
 - changing number of states 30
 - clearing actions 259
 - undoing multiple actions 28–31
- Horizontal Type tool , 106, 190
- HSL/Grayscale tab
 - (Camera Raw) 63

HTML pages

- exporting 349–351
- naming 347
- hue, adjusting for printing 368
- Hue/Saturation adjustment
 - layers 183
- hypertext links 343
 - about 342
 - adding 347, 348

I

- illustrations with type 353
- images
 - centering and copying 191
 - continuous-tone 353
 - copying 118
 - cropping 235
 - determining scan
 - resolution 48
 - duplicating 368
 - fitting on-screen 83
 - flattening 118–120
 - matching color schemes 256–258
 - optimizing for web 349–351, 353
 - resizing for web 138
 - resolution 47–48
 - sharpening 135
 - size and resolution 47–48
 - solid-color 353
- Image Size command 78
- image window 12, 15, 15–16
 - fitting image to 75
 - scrolling 21
- importing 3D files 316–317
- Infinite Light 332
- Inner Shadow layer style 192
- interactive blurs 161
- interface. *See* user interface
- Inverse command 19
- Invert command 76, 182
- Iris Blur filter 161

J

- JPEG compression 349, 351
- JPEG file format
 - camera raw images and 129
 - image degradation and 149, 235

K

- keyboard shortcuts
 - creating 34–36
 - customizing 298
 - duplicating 76
 - filters 245
 - finding 19
 - for tools 17
 - Move tool 72
- Keyboard Shortcuts And Menus dialog box 34–36
- keyframes
 - appearance of 275
 - moving to the next or previous 278
 - using to animate text 274

L

- Lasso tool 68, 80–81, 81
- lasso tools 80–81
- layer comps 119
- layer effects
 - adding 109
 - updating 115
- layer groups 238
- layer masks
 - defined 184
 - turning on and off 174
- layers
 - 3D shapes from 310
 - adding 104–105
 - aligning 120
 - background 94
 - blending modes 100–101
 - converting to background 94

- copying 95–97
 - copying and centering 95, 99, 102, 202
 - copying and merging 78
 - creating by copying 217
 - deleting 214
 - deleting hidden 230
 - effects 108–111, 109–112
 - erasing 97–99
 - filtering in the Layers panel 115
 - flattening 118
 - flattening visible 118
 - hiding 93, 96
 - hiding all but selected 97
 - linking 102–104
 - locking 93
 - matching colors 257
 - merging 3D layers 318
 - merging visible 118
 - opacity 100
 - overview 92
 - rearranging 98–100
 - removing pixels from 97–99
 - renaming 95
 - resizing 102–104
 - showing 97
 - slices from 348
 - template 219, 230
 - thumbnails, hiding and resizing 93
 - transforming 102
 - transparency 100–101
 - type 106
- Layers panel
- deleting hidden layers 230
 - overview 93–94
 - Quick Mask mode indicator 175
 - searching for layers in 115
- layer styles
- adding to type 192
 - applying 108–111, 109–112
 - copying to other layers 255
 - Drop Shadow 109, 112, 242, 254
 - Gradient Overlay 242
 - Outer Glow 241
 - overview 108, 109
 - Satin 112–113
 - Stroke 111
 - Layer Via Copy command 217
 - length of video clips, changing 273
 - Lens Correction filter 155–157
 - Levels adjustment layers 141, 181, 183
 - Lighten blending mode 247
 - Lighting Effects filter 243
 - lightness, adjusting for printing 369
 - Lightroom. *See* Adobe Photoshop Lightroom
 - lights, in 3D layers
 - adding 333
 - animating 335–336
 - changing the color of 332
 - moving 332
 - overview 312
 - linear gradients 104–106
 - line art 353
 - linking masks to layers 174
 - loading brushes with color 297
 - loading channels as selections 182
 - Load Path As Selection option 216
 - low-resolution images 47
- ## M
- Mac OS, differences in work area 12
 - Magic Wand tool 68, 215
 - combining with other tools 78–79
 - Magnetic Lasso tool 68, 82–83
 - magnification 14. *See also* Zoom tool
 - magnifying glass. *See* Zoom tool
 - Make Selection dialog box 216
 - Make Work Path From Selection option 215
 - marquee tools 68
 - masks
 - color values for editing 168, 174
 - creating 169–172
 - overview 168
 - refining 170
 - terminology 184
 - Masks panel 174
 - Match Color dialog box 257
 - materials, in 3D layers 312, 326
 - adding to 3D text 326–329
 - applying to 3D objects 329–331
 - Merge to HDR Pro 163–164
 - Merge Visible command 118
 - merging
 - 3D layers 318
 - images 120, 158
 - layers 118
 - meshes, in 3D layers 312
 - merging into the same 3D layer 318
 - Mini Bridge
 - opening the Mini Bridge panel 22
 - overview 22
 - viewing a full-screen preview in 22
 - mistakes, correcting 26–33
 - Mixer Brush tool
 - about 290
 - cleaning the brush 296
 - mixing colors 295
 - with a photograph 300
 - mobile authoring 46
 - Mode command 61
 - monitor calibration 363
 - monitor resolution 47–48
 - montages, assembling 234–243
 - Motion dialog box 274, 277
 - Motion workspace 272
 - Move tool 24, 217
 - moving selections 70
 - scissors icon 75

moving
 3D objects 313, 320
 panels 31
 selections 70–71
Multiply blending mode 102
muting audio 283–284

N

navigating
 using Scrubby Zoom 16
 using the Navigator panel 21
 with the Zoom tool 14–15
navigation buttons, website
 345–347
 previewing function 344
Navigator panel 21
Negative Image style 279
New Layer Based Slice
 command 348
No Image slices 347
noise, reducing 153–155
nondestructive filters 252
Notes panel 198

O

online galleries 355
opacity, changing 100–101
opening images in
 Camera Raw 129
Open Object button (in Camera
 Raw) 139
open paths 209, 211
OpenType file format 188, 202
optimizing images 353
options bar 22
 compared to panels 32–33
 overview 23–24
 setting type options in 23
organizing photos 148–149
Outer Glow layer style 241
out-of-gamut color 366–367

output resolution,
 determining 47
Overlay blending mode 102, 251
overrides, clearing in text 201

P

page layout, preparing images for
 61–62
painting
 effects 246, 250
 wetness options 292
 with an erodible tip 294
 with the Mixer Brush tool
 288–303
pan and zoom effects, adding to
 video 280–281
panel dock 31
panels
 3D panel 322
 Brush panel 291
 compared to options bar 33
 docking 31
 expanding and collapsing
 32–33
 floating 219
 moving to another group 31
 overview 31–32
 resizing 32
 Styles panel 279
 Timeline panel 271
 undocking 31
 working with 24–26
panoramas, creating 262–266
Pan & Zoom option 274, 281
Paper Color option 366
paper, simulating white 366
Paragraph panel 32
paragraph styles 199–201
paragraph type 190
Paste Into command 78
pasting
 and anti-aliasing 87
 at same resolution 78
 commands 78
Patch tool 58
paths 209–210
 adding type to 194–195
 closing 211, 214
 converting smooth points to
 corner 213
 converting to selections
 214–215, 216–218
 deselecting 221–222, 223
 drawing curved 211
 drawing straight 211
 guidelines for drawing 210
 naming 215
 saving 211, 214
path segments 211
Path Selection tool 221
Paths panel 211, 212
 vector mask 222
patterns, creating 224–226
Pencil tool 209
Pen tool 219
 as selection tool 210
 drawing paths 210–214
 keyboard shortcut 209
 overview 209–210, 211
 setting options 212–213
perspective, changing 264
photo correction
 automatic 60–61
 replacing colors 53–55
 resolution and size 47–48
 retouching strategy 46
 unsharp masking 60–61
Photomerge dialog box 262
Photoshop EPS file format 368
Photoshop file format 235
Photoshop Help 37
Photoshop Raw file format 129
pincushion distortion 155
pixels
 defined 10, 47, 208
 image and monitor 47–48
placing files 227–228
playhead, in the Timeline
 panel 276

- plug-ins 10
- Point Light 333
- point type 190
 - distorting 196–197
 - paragraphs vs. 197
- Polygonal Lasso tool 68
- Polygon tool 222
- position, animating 280
- positioning 3D objects 319–326
 - with the Properties panel 322
- PostScript fonts 188, 202
- pound sign (#) 344
- preferences
 - gamut-warning color 367
 - restoring defaults 4, 10
- Preserve Numbers option 365
- presets
 - brush 298
 - film and video 271
- Print dialog box 369, 371
- printing 361–373
 - adjusting tone and color 368–370
 - CMYK model and 362–363
 - guidelines 371
 - identifying out-of-gamut color 366–367
 - proofing images on screen 365–368
 - proofs 368
 - resolution 47
 - saving image as separations 370
- printing inks, simulating 366
- process colors 46, 362
- Proof Colors command 366
- proofing images 365–368
- proof profiles 365
- proof setup 365
- Properties panel, using to position 3D objects 322
- PSD format 140
 - camera raw images and 129
- Puppet Warp 177
- Purge command 243

Q

- Quick Mask mode 175
- quick masks 168, 174
 - painting color 176
- Quick Selection tool 68, 69–70

R

- Radius slider, Unsharp Mask filter 60
- RAM, filters and 243, 245
- raster images, overview 208
- rasterizing vector masks 174
- Rectangular Marquee tool 68, 79
- Red Eye tool 153–154
- Reduce Noise filter 153–155
- Refine Edge 87, 179
- Refine Mask dialog box 171
- Refine Radius tool 172
- rendering
 - 3D scenes 334
 - video 284, 336
- repositioning selections 71
- Resize To Fill Canvas option 274
- resizing
 - layers 102
 - panels 32
 - video assets 274
- resolution 47–48
- retouching/repairing
 - by cloning 55–57
 - overview 46
 - removing blemishes 57–58
 - setting correct resolution 47–48
 - with the Healing Brush tool 143
 - with the Spot Healing Brush tool 57, 143–144
- RGB color mode, converting to CMYK 367
- RGB color model 362–364, 363
 - about 363
 - gamut 362

- Ripple filter 243
- Roll The 3D Object tool 313
- Rotate View tool 229
- rotating 218
 - 3D objects 313, 325
 - selections 81
 - the canvas 228
- ruler guides 189, 237
- rulers 189
 - displaying 218
 - setting unit of measure 237

S

- Sample Aligned option 57
- sampling colors 291
- sampling ring 291
- Satin layer style 112–113
- saturation, adjusting in Photoshop 54–55, 144–145
- Saturation slider (in Camera Raw) 133
- Save For Web And Devices dialog box 349–350, 353
- saving
 - images as separations 370
 - optimized images 353
 - Photoshop files 21
- scaling 77, 191
 - 3D objects 313, 325
- scan resolution 48
- scene, 3D 318, 322
- scrubbing 23
- Scrubby Zoom 16
- searching for layers in the Layers panel 115
- Secondary View window 319
- selecting
 - a layer in a multilayer file 71
 - from center point 74–75
 - high-contrast edges 82–83
 - inverse selection 79–80
 - layers 97
 - overview 68
 - skin tones 146

- slices 343
 - text 116
 - selections
 - by color 68
 - circular 75
 - constraining 18
 - converting to paths 214–215
 - copying 78
 - copying to another image 217–218
 - deactivating 18
 - duplicating 76
 - elliptical 71–79
 - feathering existing 87
 - freehand 68
 - geometric 68
 - hiding edges of 74
 - inverting 19
 - moving 18, 70–71, 72, 75–76, 77
 - precise 216
 - recognizing 17
 - rotating 81–82
 - showing edges 74
 - softening 87
 - subtracting from 79, 216
 - subtracting from while loading 249
 - selection tools 68–69
 - Pen tool 210
 - _self Target option 347
 - separations
 - printing 371–373
 - saving image as 370
 - sepia effect, creating 277
 - shaders, in 3D layers 312
 - Shadow/Highlight adjustment 152–154
 - shadows, adjusting 151–153
 - Shape Dynamics options, for brushes 303
 - shape layers 221–222
 - shapes
 - custom 224–227
 - editing 221
 - sharpening images
 - in Camera Raw 135–136
 - using the Unsharp Mask filter 60
 - shortcuts. *See* keyboard shortcuts
 - shortening video clips 273
 - Show/Hide Visibility column 97
 - Show Transform Controls option 227
 - sidecar XMP files 136
 - Single Column Marquee tool 68
 - Single Row Marquee tool 68
 - skewing an object 180
 - skin tones
 - correcting 257
 - selecting 146
 - Slice Options dialog box 344
 - slices 343–350
 - aligning 346–347
 - creating buttons from 345
 - defined 342
 - dividing 347
 - layer-based 348–349
 - methods for creating 347
 - naming 346
 - optimizing for web 350
 - selecting 343
 - selection indicator 343
 - symbols 343, 344
 - targeting 346
 - unlinking from layer 347
 - Slice Select tool 343, 344, 350
 - Slice tool 345
 - slide shows 355
 - Smart Filters 252–255
 - Smart Guides 239
 - Smart Objects
 - automatic update on editing 227
 - editing 248
 - layer thumbnail 227
 - linking vector masks to 228
 - overview 227
 - Smart Filters and 252
 - smooth points 211, 213
 - snapping to guides 237
 - soft-proofing 365–368
 - solid-color images 353
 - Spatter filter 243
 - special effects brushes 250
 - spell checking 193
 - Split at Playhead button 282
 - Sponge tool 54
 - Spot Healing Brush tool 57–58, 143–144
 - Sprayed Strokes filter 243
 - stacking order, changing 98–100
 - Stained Glass filter 243
 - Standard mode 175
 - starting Photoshop 10
 - status bar 15
 - sticky notes 198
 - stopwatch icon in the Timeline panel 275
 - straightening images 51
 - Stroke layer style 111
 - Styles panel 279
 - styles, paragraph 199–201
 - Subtract From Selection button 79
 - Surface Blur filter 150
 - swashes 202
 - Swatches panel 25–26
 - swatches, selecting 24
 - synchronizing settings in Camera Raw 136
- ## T
- Target option 347
 - temperature, image 131
 - template layers 219
 - deleting 230
 - text. *See also* type
 - 3D 317, 326
 - adding 190, 239–243
 - animating 274
 - applying styles 199–201
 - coloring 24–26

- creating 106–107
- default color 191
- deselecting 24
- moving 24, 107
- placing from Adobe Illustrator 227–228
- selecting 116
- textures, in 3D layers 312
- Threshold slider, Unsharp Mask filter 60
- thumbnails
 - layer 93
 - layer mask 174
 - shape layer 223
 - Smart Object 227
- TIFF (Tagged Image File Format) 62, 365
 - camera raw images and 129
 - overview 140
- timeline, creating 272
- Timeline panel 335–336
 - about 271
 - changing the magnification 273
 - returning to the first frame 281
- time ruler, in the Timeline panel 273
- tint, defined 131
- tints, in Black & White adjustment layers 277
- Tolerance option for the Magic Wand tool 78
- tools
 - constraining 18–19
 - Content-Aware Move tool 160
 - Eyedropper 291
 - keyboard shortcuts for 17, 209
 - selecting hidden 16–17
 - selection 68–69
 - using 14–20
- Tools panel
 - compared to other panels 32–33
 - double-column view 15

- selecting and using tools from 14–20
- tool tips, displaying 15
- tracks, in a timeline 272
- transformations
 - bounding box 77
 - freeform 102–103, 218–219
- transforming
 - layers 102–104
 - Smart Objects 227
- transitions
 - adding to video 281
 - changing the length of 282
 - Cross Fade 281
 - Fade With Black 282
- transparency
 - adjusting 100–101
 - indicating 97
 - in web-optimized images 353
- Transparency And Gamut dialog box 367
- TrueType fonts 202
- type. *See also* text
 - aligning 190
 - clipping mask 189, 191–193
 - creating 190–191
 - glyphs 202
 - on a path 194–195
 - overview 188
 - resizing 188
 - resolution-independent 188
 - selecting 203
 - setting options 190, 203
 - swashes 202
 - tricks 193
 - true fractions 202
 - vertical 202–203
 - warping 196–197
- typefaces
 - formats 188
 - selecting 190
- type layers 106
 - creating new 193
 - selecting contents 193
 - updating 210
- Type tool 23–24

U

- undocking panels 31
- Undo command 28
- undoing actions 26–33
- Unsharp Mask filter 60–61
- updates for the Photoshop CS6 application 37
- user interface, changing settings for 38
- user slices 343
- USM (unsharp masking) 60–61
- U.S. Web Coated (SWOP) v2 profile 365

V

- vector graphics
 - bitmap images vs. 208
 - defined 10
 - drawing shapes 218–220
 - overview 208
 - subtracting shapes from 221–222
- vector masks
 - converting to layer masks 174
 - defined 184
 - selection indication 223
 - unlinking from layers 174
- vertical type 202–203
- Vertical Type tool 202
- Vibrance adjustment layer 162
- video
 - adding audio to 282
 - adding pan and zoom effects 280–281
 - adding transitions 281–282
 - exporting 284
 - importing assets for 271
 - overview 271
 - rendering 284, 336
 - resizing assets for 274
 - using adjustment layers in 276

video groups 273
vignetting 155

W

Wacom tablets 303
warping type 196–197
web
 browsers 340
 color mode for content 46
 galleries 355
 optimizing images for
 349–351, 353
wetness options, in painting 292
white balance, adjusting 49,
 131–132
White Balance tool (in Camera
 Raw) 49, 131–132
white point 133
widgets, 3D 313, 314, 327,
 332–333
Windows, differences in work
 area 12
work area 10–43
 differences between Mac OS
 and Windows 12
workflows
 color-managed 364–365
 for retouching images 46
 organizing files 148–149
 prepress 364
Working CMYK - U.S. Web
 Coated (SWOP) v2
 profile 365
Work Path
 naming 215
 overview 211
workspaces
 customizing 33–37
 default 11
 Motion 272
 preset 33–34
 saving 36

X

x axis 313
XMP files 136

Y

y axis 313

Z

z axis 313
Zoomify feature 354
zooming
 in to a video through
 animation 277
 in to the Timeline panel 273
 out 72
Zoom option in video 277
Zoom tool 14–15
 shortcuts 170
 using Scrubby Zoom 16

Production Notes

The *Adobe Photoshop CS6 Classroom in a Book* was created electronically using Adobe InDesign CS5.5. Art was produced using Adobe InDesign, Adobe Illustrator, and Adobe Photoshop. The Myriad Pro and Warnock Pro OpenType families of typefaces were used throughout this book.

References to company names in the lessons are for demonstration purposes only and are not intended to refer to any actual organization or person.

Images

Photographic images and illustrations are intended for use with the tutorials.

Lesson 4 pineapple and flower photography © Image Source, www.imagesource.com

Lesson 6 and 7 model photography © Image Source, www.imagesource.com

Typefaces used

Adobe Myriad Pro and Adobe Warnock Pro, as well as other Adobe typefaces are used throughout the lessons. For more information about OpenType and Adobe fonts, visit www.adobe.com/type/opentype/.

Team credits

The following individuals contributed to the development of this edition of the *Adobe Photoshop CS6 Classroom in a Book*:

Project Manager: Elaine Gruenke

Writer: Brie Gyncild

Illustrator and Composer: Lisa Fridsma

Copyeditor and Proofreader: Wendy Katz

Indexer: Brie Gyncild

Keystroker: Jo Davies

Cover design: Eddie Yuen

Interior design: Mimi Heft

Art Director: Andrew Faulkner

Designers: Elaine Gruenke, Megan Lee, Angela Tolosa

Adobe Press Executive Editor: Victor Gavenda

Adobe Press Project Editor: Connie Jeung-Mills

Adobe Press Production Editor: Katerina Malone

Contributors

Jay Graham—began his career designing and building custom homes. He has been a professional photographer for more than 22 years, with clients in the advertising, architectural, editorial, and travel industries. He contributed the “Pro Photo Workflow” tips in Lesson 5. <http://jaygraham.com>

Mark Johann—is a photographer based in San Francisco. He contributed photography for Lesson 5. <http://www.markjohann.com>

Special Thanks

We offer our sincere thanks to Christine Yarrow, Daniel Presedo, Pete Falco, Stephen Nielson, and Zorana Gee for their support and help with this project. We couldn't have done it without you!