



Adobe® Photoshop® CS6

CLASSROOM IN A BOOK®

The official training workbook from Adobe Systems

Instructor Notes

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, Adobe Bridge, Classroom in a Book, Creative Suite, Illustrator, InDesign, Photoshop, Photoshop Camera Raw, and PostScript are either registered trademarks or trademarks of Adobe Systems Incorporated in the United States and/or other countries.

Apple and Mac OS are trademarks of Apple, registered in the U.S. and other countries. Microsoft and Windows are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries. 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.adobe.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.

Book:

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

ISBN-10: 0-321-82733-3

Instructor Notes:

ISBN-13: 978-0-133-01189-0

ISBN-10: 0-133-01189-5

INSTRUCTOR NOTES

Getting Started

The Adobe® Photoshop® CS6 Classroom in a Book® course presents students with tips, techniques, and solutions for using the Adobe Photoshop CS6 software.

The Instructor Notes are intended to complement the information in the Adobe Photoshop CS6 Classroom in a Book.

The information is organized to follow the sequence of instruction in each lesson.

Course strategy

If you're teaching a 15-session class, you can teach approximately one chapter of this book per class. The book contains 14 lessons, some of which may take a while to complete. If you are teaching a 10-session class, you may want to combine some of the lessons in a single class. For example:

- Lessons 2 and 5 cover related aspects of photo retouching.
- Lessons 3 and 6 both are about making selections. Also, Lessons 6 and 9 cover effects that are based on masking and selections.
- Lesson 4 deals specifically with layers, although layering is a crucial element in almost every lesson that follows it.
- Lesson 14 addresses printing issues and topics related to color management; after basic photo correction, Lesson 2 touches on four-color printing.

Managing student projects

One way to simplify file storage and retrieval in classroom situations is to ask students to create a folder on their hard disks, name it [*student's name*] Lessons, and then copy each project folder into the main Lessons folder. Having students keep all their working files in their own Lessons folder makes it easy for you to clean up files when a class is over.

Lesson 1: Getting to Know the Work Area

The first lesson presents an introduction to the Adobe Photoshop CS6 software. Using the basic commands, tools, and panels, your students will learn general techniques for using the work area efficiently, obtaining information about the image in front of them, and selecting tools or entering values to change the image. This lesson also introduces students to the History panel, a valuable tool in undoing and stepping backwards in their work.

Goals for this lesson

How much time you should schedule for this lesson depends on whether your students already have any knowledge of Photoshop, and on their computer skills in general. The overall objective for Lesson 1 is to make them sufficiently familiar with the user interface that they can locate the controls they need to do the procedures in the rest of the lessons. Additionally, by learning how to help themselves, they gain confidence and independence. In general, they should be able to do the following:

- Identify and name the key areas of the interface, including the Tools panel, panels (in general), image windows, and the options bar.
- Open the main menus and submenus across the top of the work area (File, Edit, and so forth), context menus, and panel menus.
- Use tool tips to identify tools, buttons, and other controls.
- Access and search Adobe Community Help, which includes Photoshop CS6 Help, as well as links to other Adobe and third-party Photoshop resources online.

Finding tools in the work area

You may want to introduce students to the Photoshop environment by providing a general tour of the work area. This helps orient the students and provides a review of the names of the elements on the screen. For example, you may point out the title bar and remind students that it indicates which publication is currently active. Then point out the menu bar, the rulers, the page icons, the panels, and the Tools panel. Students may already be used to keyboard shortcuts as a simple alternative to using the mouse. Photoshop and other Adobe products allow you to combine keys with mouse clicks to perform tasks quickly.

Many Photoshop professionals keep one hand on the mouse and the other over the keyboard to switch tools and modes. You may want to demonstrate how this method allows you to keep the pointer directly over the part of the image that you're editing.

Encourage students to use commands at first, so that they understand what they're doing and how it relates to the application. As they become more comfortable with the tools and concepts, remind them that shortcuts can help them accomplish tasks more quickly.

Using the application frame

By default, the application frame is enabled in Mac OS. The application frame minimizes distractions from other applications and items on the desktop.

Viewing images

Choosing View > Actual Pixels (or double-clicking the Zoom tool) displays one image pixel for each monitor pixel. This magnification displays an image at exactly the same size as it will appear in a web browser. But because monitors can be set to different resolutions, the real size of an image viewed in Actual Pixels view or in a web browser varies depending on the monitor in use.

Many users are unaware that the monitor resolution can be changed. You may want to demonstrate this. Increasing the resolution makes more room for panels and images on the screen, but it also makes everything smaller.

Finally, you may want to demonstrate how to see a single image at two magnifications simultaneously. To do so, choose Window > Arrange > New Window, and then select a 2 Up option from the Window > Arrange submenu. You can zoom into one view to make detailed changes while viewing the full image in another window to see the changes in context.

You can also scroll using the keyboard. In addition to scrolling up and down using the Page Up and Page Down keys, respectively, the Home and End keys scroll to the top left and bottom right corners, respectively, and Shift+Page Up and Shift+Page Down scroll left and right, respectively.

Photoshop is unusual in that you can scroll and zoom while you are in most dialog boxes. This feature is very helpful when applying filters or other adjustments from a dialog box. You can demonstrate this now, or just keep this in mind when teaching lessons about dialog-box based filters, effects, and corrections.

Using the options bar and panels

Students should understand that the options bar is not the same as the toolbar (or button bar) found in products such as Microsoft Office. In Photoshop, the controls that appear on the options bar change depending on the selected tool. Similarly, the options bar cannot be customized because it always represents options for the current tool. Take care to refer to the options bar by its correct name and not as a “toolbar” or “button bar” yourself.

Using the History panel

You can use the History panel simply to undo steps, or to use the past as a resource for painting. You can use it to combine two versions of an image into a single image that represents the best of both worlds. Make sure students understand that history states aren't saved with the document. You can suggest that if students want to keep different versions across sessions, they should set up an image's states as separate layers or documents instead—or as layer comps.

To supplement the information in this section of the book, you can tell students about the New Document command in the History panel menu. This is even faster

than using the Save As command or other multi-step methods of creating new documents. Point out that they can use this feature by selecting any available history state or snapshot and then choosing the New Document command. Then, they can go forward to the latest History panel step of the original document and continue working, secure in the knowledge that they can always go back to the new file they created if they want to start over at that point.

Using panels and panel menus

The Tab keyboard shortcut hides all panels instantly, so that you can quickly evaluate images without distraction. When you're working on a small screen, it's useful to use the entire screen to edit images. The Tab key returns the panels just as quickly.

Show students how easy it is to collapse panels to icons, and then expand the panels again with a click. In this lesson, students will look at customizing a workspace. You do not need to cover this feature in depth now, to avoid the risk of information overload in the first lesson. However, you may want to ask students to create a custom workspace in a later lesson.

Using a context menu

Demonstrate how context menus change depending on the content under the pointer. Right-click (Windows) or Control-click (Mac OS) the following examples:

- Different layers
- A selection
- Text with an insertion point
- Any list panel

If your students use graphics tablets, encourage them to program their stylus button to display context menus.

Using Photoshop Help

Choosing Help > Photoshop Help opens Adobe Community Help, which includes the entire Photoshop Help as well as links to other online resources. Show students that Photoshop Help includes detailed descriptions of filters and important guidelines for using them.

Using Adobe online services

Students may inquire about privacy concerns related to the Adobe Online service. You can reassure them that no personal or configuration-related information is sent from their computer, except that which is explicitly typed in by the user as part of the voluntary online registration process.

Questions

The following questions are not in the student's Classroom in a Book.

- 1 What do you do if you can't find a tool that you know exists?
- 2 How can you find the keyboard shortcut for a tool?
- 3 How can you instantly hide or show all panels?
- 4 What's the quickest way to type in a specific zoom percentage?
- 5 What magnification is the best representation of an image's size on a web page?
- 6 How can you open a panel?
- 7 What is the difference between a panel and an image window?

Answers

- 1 Look in the Tools panel for a related tool with a small black triangle. That triangle symbol indicates grouped, or hidden, tools.
- 2 Hold the pointer over the tool until the tool tip displays the shortcut.
- 3 Press the Tab key (when you're not editing text).
- 4 Type it into the Navigator panel.
- 5 Actual Pixels.
- 6 Choose Window > [panel name].
- 7 A panel contains a set of related controls that you select and use to work on your file. You can have many panels open, group them, hide them, and separate them, among other things. The image window displays the image file. If you close an image window, you close that file.

Lesson 2: Basic Photo Corrections

Lesson 2 might have been titled "Photoshop 101" because it gives the students experience with the most basic and commonly used features—the sine qua non of digital photo editing. Even beginners are eager to learn such practicalities as how to straighten images that have been scanned in at a crooked angle, crop them, and fix the colors to compensate for a problem with the exposure. Lesson 2 also introduces two important concepts: resolution issues and adjustment layers.

Image retouching can be overdone. Help students learn how to look closely at the before images, to see what needs correcting, and at the results, to make sure that the image has been improved enough—but not so much that it no longer looks realistic.

In addition to the lessons in this book, encourage students to learn more about scanning, tonal correction, color correction, and image repair and retouching.

This chapter merely scratches the surface of image correction—a skill set that is very deep, extremely valuable, and involves concepts well beyond the scope of both this book and the Photoshop documentation. Many books on correction and retouching are available from Peachpit Press.

Goals for this lesson

At the end of this session, your students should be able to describe the strengths and limitations of the various retouching strategies, and know which tools to use for specific repairs.

Scheduling this lesson

Lesson 2 and Lesson 5 contain closely related subject matter. In both lessons, students work in Camera Raw, and they use tools to make color changes and corrections to a limited area of the image.

If your class sessions are long enough, you could group these two lessons into a single session. If you do so, the students will have to cope with a few very simple but less familiar techniques, such as making a selection (covered in depth in Lesson 3) and working in an image with two layers (covered in Lesson 4). However, the use of these techniques in Lesson 5 is so basic that it should not present a serious problem.

Organizing an efficient sequence of tasks

The steps listed here are the most efficient sequence of retouching steps, so they should usually be done in the order presented. For example, tone correction should be done before color correction because correcting tones can have the side effect of correcting a color cast, reducing the amount of color adjustment needed.

Adjusting your process for intended uses

Students should be clear on the concept that the specific settings applied at many of these stages will differ depending on the final output. For example, the best resolution and sharpening values for print and web are much different. In addition, settings that are best for one medium are often detrimental in another. If a student knows that an image will be used in more than one medium, the student should maintain a full-resolution master image, and from it, derive versions of the image that are optimized for print, web, or other uses.

Resolution and image size

This lesson introduces the issue of resolution, which is a concept that students will grapple with many times in the future. At this point, dealing with this issue may seem less rewarding to your students than changing the cap color, for example, or

other tasks that have more sizzle and pop. You may need to emphasize resolution in your class discussions so that students start thinking about it.

Supplementing the resolution topics

One way to get students to think about resolution is to demonstrate opening two images at two different resolutions, cutting and pasting a selection from one to the other, and pointing out the mismatch. Another way to focus students' attention on resolution is to discuss its implications. For example, you might ask students to describe the issues and tradeoffs involved in some scenarios, such as the following:

- What's wrong with adjusting the image resolution after you correct and retouch it?
- What's the problem with just leaving an image at maximum resolution?
- Somebody sends you a family photograph in email that takes a long time to download. When you open the image in your browser, you can see only one small area of the picture so that you have to scroll to get an idea of the whole shot. What should the sender have done to avoid these annoyances?
- What's so terrible about making the file as efficient as possible and then scaling it up to the size you want?
- How do you increase resolution? Or can you?

Adjusting the color in Camera Raw

The corrections you make in Camera Raw could also be made in Photoshop, using different tools. Point out the relative simplicity of the Camera Raw interface, and discuss with students when they might want to start with Camera Raw—or make all their edits in Camera Raw.

Emphasize that you can open only raw, JPEG, TIFF, or DNG files. Describe the XML “sidecar” files that go along with files you've edited in Camera Raw, so you can make changes later. Show students the symbol that appears on the image thumbnail in Bridge when you've made changes in Camera Raw.

Straightening and cropping an image

The Crop tool in Photoshop CS6 is different from those in earlier versions. You may need to take some time to become familiar with its new features before teaching the class, and you may want to point out the differences if anyone in class has used the tool in Photoshop CS5.1 or earlier.

Replacing colors in an image

Be sure students understand that they should complete general tone and color corrections before they perform specific color corrections such as the Replace Color command or using the Color Replacement tool.

Adjusting saturation with the Sponge tool

Caution students about saturating a color past the point that the output medium can handle. This can easily happen on print jobs, since most colors will exceed the CMYK gamut long before they appear oversaturated on a monitor. You can show students how to watch out for oversaturation by using the Proof Colors and Gamut Warning commands on the View menu.

Repairing areas in the image

Students work with the Clone Stamp tool, the Spot Healing Brush tool, and content-aware Patch tool to repair different areas in the image. Ask students what the advantages are to each, and why you might not want to use one of these features in a specific area. Encourage students to experiment with the healing tools on their own images or images you provide.

Applying the Unsharp Mask filter

You might suggest that the Threshold value should be increased for surfaces that would become too grainy if sharpened at a Threshold value of 0. For example, it's common to set the Threshold to a value of 8 or higher for skin areas.

Saving the image for four-color printing

You might make the following points about converting to CMYK:

- The way Photoshop converts to CMYK depends on the CMYK Working Space set in the Color Settings dialog box. (Choose Edit > Color Settings to open it.) For example, if the Settings default chosen at the top of the Color Settings dialog box is U.S. Prepress Defaults, the CMYK Working Space is U.S. Web Coated (SWOP).

When working on a job for press, students should always confirm with their printer which CMYK working space is the best match with the printer's equipment.

- The appearance of an image after converting to CMYK is often disappointing. Overall saturation is usually lower and some colors may shift. Reassure students that Photoshop is simply being honest about what colors can actually be achieved in the CMYK gamut (assuming that all color settings are set correctly).

- The Byte Order setting in the TIFF Options dialog box isn't usually critical because most professional graphics programs (such as Adobe products) read both Mac and IBM PC byte orders.

Supplemental information: Best practices

You may want to encourage students to think about these issues before they begin making adjustments. They should:

- Work with a monitor that's calibrated and profiled. For critical image editing, this is absolutely essential. Otherwise, the image on the monitor will look different when printed.
- Be judicious in correcting images. Any color or tonal adjustment to an image discards some image information.
- For critical work and maximum preservation of image data, it's best to work with images with 16 bits per channel (16-bit image) rather than 8 bits per channel (8-bit image). Data is discarded in making tonal and color adjustments. The loss of image information is more critical in an 8-bit image than a 16-bit image. Generally, 16-bit images have a larger file size than 8-bit images.
- Work on a copy of the image file, not the original.
- Remove any flaws such as dust spots, blemishes, and scratches from the image before making color and tonal adjustments.
- Use adjustment layers to adjust the tonal range and color balance of an image rather than applying an adjustment directly to the image layer itself. Adjustment layers allow you to return to make successive tonal adjustments without discarding data from the image layer. Keep in mind that using adjustment layers adds to the file size of the image and demands more RAM from your computer.
- Consider using tools like the Info or Histogram panel in Expanded view, to provide invaluable feedback on adjustments.
- Make a selection or use a mask (Lesson 6) to confine color and tonal adjustments to part of an image. Or set up a document with image components on different layers (Lesson 4). Color and tonal adjustments are applied to only one layer at a time and affect only the image components on the targeted layer.

Questions

The following questions are not in the student's Classroom in a Book.

- 1 What file formats can you open in Camera Raw?
- 2 How can you increase the saturation for a small area of an image?
- 3 How do you sample a selection when using the Clone Stamp tool?

Answers

- 1 Camera Raw can open raw files (in your camera's raw format), JPEG, TIFF, or DNG files. It cannot open PSD files.
- 2 Use the Sponge tool.
- 3 The Clone Stamp tool allow sampling sources in the current document or any open document in Photoshop. To set the sampling point, select the Clone Stamp tool and Alt-click (Windows) or Option-click (Mac OS) in any open document window. You can set up to five different sampling sources at a time in the Clone Source panel. To set another sampling point, click a different Clone Source button in the Clone Source panel.

Lesson 3: Working with Selections

Goals for this lesson

At the end of this session, students should be able to describe the strengths and limitations of the Photoshop selection tools, demonstrate how to transform a selection, and accurately distinguish between the pixels within a selection and the selection itself.

The selection techniques are fairly easy in themselves. However, the concepts of selecting, selection borders, and selected areas lead to more complicated ideas and processes, such as masking, alpha channels, and so forth. For success later, students should master selection procedures before moving on to more advanced lessons. Lesson 6, which covers masks extensively, provides the next level of advancement for this topic.

About selecting and selection tools

The Single Row Marquee and Single Column Marquee tools, which aren't covered in the book, are useful for correcting special cases, such as wiping out film scratches and scanner artifacts.

Quick Selection

The Quick Selection tool lets you accurately select an irregularly shaped object without having to manually trace the object's edges. You may want to encourage students to consider this their default selection tool for anything that isn't a regular rectangle or circle.

Selecting with the Magic Wand tool

Ask students to observe how the selection changes using the Magic Wand tool when they change the Tolerance value in the options bar or leave the Tolerance value unchanged, but click pixels of different values.

Moving a selected area

It's easy for beginners to confuse moving a selection with moving pixels, so it's a good idea to verify that students clearly understand the difference.

Several transformation commands appear in the menus, but they all require you to think ahead. In most cases, try the Free Transform command first: it can perform any transformation (so you don't have to think about which command to choose), and it can transform interactively, which means it's the most fun and intuitive way to transform objects. The other transformation commands are most useful when a precise transformation is required, such as an exact horizontal flip.

If your students discover the Transform Selection command in the Select menu, explain the difference between it and the transformation commands in the Edit menu. The Edit commands transform the pixels in the selection. In contrast, the Transform Selection command transforms the selection border without altering the pixels. They both come in handy, but using the wrong one can be frustrating.

Emphasize the importance of deselecting. In Photoshop, you can't deselect an area simply by clicking a spot outside the selection or by selecting a different tool, as you can do in many other applications. This may seem like a disadvantage because it seems to add an extra step. However, its benefits are central to the advanced uses of Photoshop. You can apply a change to the selected area, often by using another tool. It would be counterproductive if selecting a new tool caused the area to be deselected.

You might remind your class that the "extra step" is also a safeguard. Making intricate selections can be time-consuming. Because you must actively deselect, you cannot accidentally deselect something that you have painstakingly selected.

Making selections

Some students may find selecting to be a tedious and stressful operation if they feel they have to get it absolutely right the first time. If you observe this, reassure the students by telling them that it isn't necessary to achieve a perfect selection right away. Point out that as Photoshop users become experienced, they'll perform a selection in multiple passes. On the first pass, an approximate selection is good enough. On subsequent passes it's simply a matter of using any combination of selection tools and techniques (such as the ones in this lesson) to fine-tune a selection until it's perfect.

Moving and duplicating simultaneously

You might brainstorm with your students about other uses of this technique in combination with using the Shift key to constrain movement, such as when creating web buttons or other repeating patterns.

Cropping an image and erasing within a selection

You may want to point out how the Crop tool can be customized in the options bar for precise crops.

Softening the edges of a selection

Encourage students to experiment by applying Refine Edges options to a selection to see the usefulness of different matte colors and backgrounds.

Questions

The following questions are not in the student's Classroom in a Book.

- 1 Which selection tools can draw straight lines?
- 2 What's the fastest way to make a semi-circular selection?
- 3 How do you move a selection with the keyboard?
- 4 If you make a selection and you missed an area, what's the fastest way to add it?

Answers

- 1 The Polygon Lasso tool, or the Lasso tool when you hold down Alt/Option.
- 2 With the Elliptical Marquee tool, hold down Shift and draw a circle. Then with the Rectangular Marquee tool, hold down Alt/Option and draw a rectangle over half of the circle to subtract it from the original circular selection.
- 3 Nudge a selection by pressing the arrow keys.
- 4 Just press Shift and use any selection tool to add the missing area.

Lesson 4: Layer Basics

Goals for this lesson

In this lesson, students begin to think of Photoshop files as structured documents with parts (layers) that can be edited independently. Successful students will understand that layers give them the flexibility to change their mind at any time, adapt work at the last minute to incorporate client-requested changes, leverage files to create alternate versions of an image within the same file, and to do other things that would be a great deal more trouble on a real paint canvas or in a darkroom.

Beginners often see Photoshop as a simple digital version of a painting canvas or photograph, but this view does not do justice to the potential of the Photoshop application or the opportunities it offers.

After completing this lesson, students should be able to correctly explain the following concepts and to describe their importance or relationships to other aspects of the lesson:

- Basic types of layers: background, image, text, adjustment
- Transparency (transparent pixels)
- Opacity (semi-transparency of pixels)
- Stacking order of layers
- Layer groups
- Visible layers and hidden layers
- Active (selected) layers and inactive layers

Getting started

Now that the students have completed a few lessons, many of them probably feel confident enough to start up Photoshop without even reading the “Getting Started” section. Reinforce the idea of restoring default preferences at the beginning of each lesson so that they see what the book describes. Additionally, the “Getting Started” section shows them what they’ll be creating. It can be very helpful to have a final image in your mind as you work through the steps in the lesson.

Renaming a layer and copying a layer

By keeping the photo, shell, letter, and paper texture images each on its own layer, they can be reused in other documents very easily and never have to be tediously extracted from a busy background.

Selecting layers

One common stumbling block for the novice Photoshop user is forgetting that a layer must be active (selected) in order to be changed.

Sometimes students who are used to working in applications such as Adobe Illustrator or Adobe InDesign think that they can just click an item they know is on a separate layer to make that layer active. For example a student might assume that clicking the shell or the paper texture background would switch the active layer to the one containing that subject matter.

The good news is that because a selection border is independent of the pixels shown inside it, you can apply a selection to another layer just by clicking the layer name in the Layers panel.

Related exercises or demonstrations

To demonstrate the importance of knowing which layer is active, have students make changes on a layer of a multilayer image and then use the layer visibility icons to view the changes.

One easy and dramatic way to do this is to make a duplicate layer of a single-layer image file by dragging the original layer onto the New Layer icon at the bottom of the Layers panel. Then, in the Layers panel, select the lower layer so that it is the active layer. Select any color from the Swatches panel and then drag the Brush tool around the image. Because the active (lower) layer is hidden behind the duplicate layer, the display in the image window appears unchanged. However, when you click the eye icon for the upper layer to hide it, the paint strokes you made are revealed on the lower layer.

You can set up another demonstration by selecting half an image and choosing Layer > New > Layer Via Cut so that half the original image is on one layer and half on another. Then create a selection border that overlaps the boundary between the two halves. When you make changes (such as to move, transform paint, burn, or dodge) to or within the selection, ask your students to explain why you get the results you do.

Adding text

Caution students that the single-key shortcuts in Photoshop (such as V for Move tool, C for Crop tool) don't work when you're entering text because they enter characters in that mode. Make sure they learn how to exit text-editing mode so that they can safely switch to other tools. For example, Ctrl+Enter (Windows) or Command+Return (Mac OS) applies changes and exits text mode, while Esc cancels changes and exits text mode.

Changing the opacity and the mode of a layer

If the concept of blending modes isn't clear to the students, you might want to explain that the blending mode determines how layers combine, while opacity determines how much is visible beneath the layer.

It's a good idea to break out the different levels of opacity and blending modes here. You might want to ensure that students understand that both opacity and blending mode are options not just for layers, but for layer effects and painting tools, too. Because of all the combinations, it can be confusing to determine exactly how to apply or edit an image. Suggest that students apply blending modes and opacity in the following sequence:

- Blending mode by layer
- Opacity by layer
- Blending mode by effect
- Opacity by effect
- Blending mode by tool
- Opacity by tool

There are a few reasons for this suggested order:

- Blending modes have a more fundamental effect on appearance, so should be adjusted earlier.
- Opacity lowers the intensity of an existing effect, so it's good to adjust later.
- Layer blending mode/opacity and styles can be changed at any time, so they should be adjusted first so that you can change your mind.

Adding a gradient layer

It's a good idea to make sure that students understand the difference between Foreground To Transparent and Foreground To White gradients.

Applying a layer style

You can quickly demonstrate the advantages of layer styles over traditional filters:

Make a copy of an image. On the first image, apply a layer style (such as Drop Shadow), and on the second image, apply the same effect with a traditional filter. Show how the layer style is easily editable while the traditional filter is not.

Flattening and saving files

Students must understand that once a file is flattened, there is no way to unflatten it. You can describe it as trying to unbake a cake into its original ingredients. This is

why you should archive an unflattened (layered) original of a file before flattening, in case you need to return to make changes later.

Using layer comps

Challenge students to think of ways that layer comps provide a time-saving or practical advantage. You can invite students to create layer comps of this file, changing which layers are visible or which layer effects are applied in different comps.

Supplementing the lesson

If your students are eager to learn more about layers, invite them to explore the options at the top of the Layers panel (the blending mode pop-up menu, Opacity, Fill, and Lock options).

Questions

The following questions are not in the student's Classroom in a Book.

- 1 What's the easiest way to change the appearance of a layer?
- 2 How can you change the way in which layers combine visually?
- 3 How can you make a layer partially transparent?
- 4 Suppose you have a selection border perfectly drawn around an area of the image you want to work on, but discover that the wrong layer is active. What do you do now?
- 5 Give an example of how you might exploit the fact that selection borders in Photoshop are independent of the pixels within them?

Answers

- 1 To change the appearance of a layer, apply a layer style, which can include any number of effects and is reversible at any time.
- 2 To change the way in which layers combine visually, apply a blending mode.
- 3 To make a layer partially transparent, change its opacity.
- 4 If you discover that the wrong layer is active after you've made a selection, just click the layer you want to work with in the Layers panel to make it active. The selection border now applies to the pixels on that layer.
- 5 Answers will vary, but one example might be for cutting identical "holes" in multiple upper layers to reveal that shape in a lower layer. Another example might be to repeat a shape by applying filters or other properties in another part of the image without reproducing the original selection contents. You might make note of students' suggestions, and then revisit this question at the end of Lesson 6 and ask them if they can do all these same things using alpha channels.

Lesson 5: Correcting and Enhancing Digital Photographs

Photoshop provides many features that streamline the handling and routine processing of digital photographs. From correcting red eye to adjusting Camera Raw settings, this lesson covers a span of beginner to advanced digital image-editing techniques. Be prepared for this lesson to generate a lot of interest among your students.

Goals and objectives for this lesson

Your goal in this lesson is to give your students a well-rounded understanding of how they can perform many routine corrections to digital photographs. This lesson is aimed at the advanced hobbyist and/or professional photographer who wants to use Photoshop to clean up images captured by digital cameras.

Most of the topics and techniques have to do with basic image clean-up—eliminating red eye, and adjusting the white point and other settings of Camera Raw images, but it also includes some more advanced techniques, such as the Merge To HDR Pro and interactive blur filters.

This lesson builds on the techniques that were covered in Lesson 2, so you may want to consider teaching it following Lesson 2, and then proceeding to Lessons 3 and 4.

Processing camera raw files

Camera raw files are native digital image files that give photographers control over image data that previously was determined by the camera. Many digital cameras support raw formats, which allow photographers to adjust white point, tonal range, contrast, and many other settings directly in Photoshop. Emphasize to your students that camera raw files are incredibly flexible and give them access to powerful editing features and more artistic control. However, also point out that you can open and edit JPEG and TIFF images in Adobe Camera Raw, as well.

The filmstrip on the left side of the Camera Raw dialog box only appears if more than one image is open. Reassure students about the yellow caution triangle that may appear in the upper-right corner of the images in Bridge. The warning disappears after a few seconds; it's nothing to be alarmed about. It simply appears while the settings are being applied to the camera raw image files.

Merging exposures

The Merge To HDR Pro filter is quite powerful. Professional photographers have combined images of different exposures to capture shadow and highlight detail, but the filter makes it much easier to do so. Students will appreciate this feature better if they understand how f-stops and other camera settings work to capture data.

Ask students how they would take photographs with different exposures—if they don't know, suggest they refer to their camera manual. Invite them to experiment with merging multiple exposures for different kinds of images (daylight portraits, nighttime landscapes, etc.) to see when they get the greatest benefit.

Supplementing this lesson

Using other lesson start files or your own examples, discuss with students how they would go about retouching and correcting flaws, color imbalances, artifacts, and other anomalies in their images. You may want them to name the various tools they could use, and how, as well as other Photoshop features they would use to accomplish their goals. Try to develop multiple scenarios, and get students to suggest likely correction strategies.

Questions

The following questions are not in the student's Classroom in a Book.

- 1 What is white balance and when/how should you edit it?
- 2 How can you increase depth of field?

Answers

- 1 White balance sets the color balance of the image to reflect the lighting conditions under which the photo was taken. It comprises temperature, which determines the “coolness” or “warmness” of the image, and tint, which compensates for magenta or green color casts in the image. It is the first setting you should adjust in the Camera Raw dialog box, which initially displays the white balance at the time of exposure. You can choose from predefined settings, or specify custom Temperature and Tint values.
- 2 To increase depth of field, take two images: one where the background is in focus and one where the foreground is in focus. Then use the Auto-Align Layers and Auto-Blend Layers commands to merge the two.

Lesson 6: Masks and Channels

Masks are a powerful way to control both where and how much an effect changes an image. This lesson guides students through the extensive Photoshop masking features. Students start by creating a mask and refining it. Then they learn about the relationship between selections, masks, and channels.

This lesson builds on Lesson 3, “Working with Selections,” so make sure that your students are competent in that area before introducing Lesson 6.

Working with masks and channels

To a beginner, the differences among selections, Quick Mask mode, channels, and layer masks can be very confusing. You might explain it in terms of the following key differences:

- Quick Mask mode is basically a selection marquee shown in a different form. Both are temporary, disappearing as soon as the current selection is changed.
- An alpha channel (a channel used for selection) is like a Quick Mask that can be saved with the document, but it doesn't apply to any layer until you load it as a selection.
- Alpha channels are different from the channels that make up the printable image (for example, the Red, Green, and Blue channels in an RGB image). You apply alpha channels to image channels.
- A layer mask is an alpha channel that's tied to a specific layer. Layer masks aren't covered in this lesson, but you'll want to keep this distinction in mind when layer masks appear later in the book.

Creating a quick mask

Quick Mask mode is great for students because it's much more forgiving than drawing a selection marquee. In Quick Mask mode, there is never any danger of accidentally "dropping" a carefully drawn selection.

Using Puppet Warp

There are two main ways to use this feature. You can rotate the content around a point, as in this lesson, or pull a point to a different position to warp the content.

Supplementing this lesson

You may want to provide additional emphasis on the concept of loading a selection. You may also want to walk students through all the options in the Masks panel.

You may want to take this opportunity to introduce students to the Liquify filter. Point out the differences between Puppet Warp and the Liquify filter. For example, Puppet Warp lets you treat different areas of the image differently through pins, whereas you apply masks to apply the Liquify filter in other areas. Invite students to experiment with both Puppet Warp and the Liquify filter, if you have time.

Questions

The following questions are not in the student's Classroom in a Book.

- 1 How does painting with black, white, and gray in a channel affect an image?
- 2 How do you apply a saved mask to an image or layer?

Answers

- 1 Black areas completely protect an image from changes. White areas are completely subject to change. In gray areas, lighter areas are more subject to change than darker areas.
- 2 To apply a saved mask, choose Select > Load Selection, and then select the mask (alpha channel) you want to use.

Lesson 7: Typographic Design

Typographic tools in Photoshop are robust and sophisticated. Among the type features are support for OpenType, extensive character and paragraph formatting capabilities, type styles, and support for a wide variety of effects and transformations (such as positioning text on a path and warping text). This lesson covers an array of type features in Photoshop.

Goals and objectives for this lesson

Students who have used Photoshop over the years may be used to working on images in Photoshop, but switching to Illustrator to work on type. This lesson demonstrates that you don't need to switch applications to create great-looking type in image compositions. The project involves creating type for the magazine cover started in Lesson 6. If students ask why this work isn't done in Illustrator, explain that the work could be done in that application, but the idea is for designers who primarily use Photoshop to learn that they can do the same work in the application with which they're most familiar and comfortable, without switching.

Scheduling this lesson

This lesson stands on its own, but it's designed to follow Lesson 6, so that students have a sense of accomplishment in creating a magazine cover from start to finish. Additionally, students will benefit from completing Lesson 4, "Layer Basics," before tackling this topic.

Adding point type

Make sure your students understand and remember to click the Commit Any Current Edits button (step 4). If they don't, they remain in text-edit mode. This means that the type layer name on their screen won't match the name in the book, which can be confusing to students. Also, they'll have difficulty continuing with the exercise and performing other operations.

A common mistake among new Photoshop users is to not commit changes, and then try to enter more type, but find the new type is on the same layer. Show them alternatives to clicking the Commit Any Current Edits button to exit text edit mode.

You can press the Enter key on the numeric keypad; press Ctrl+Enter (Windows) or Command+Return (Mac OS); select any other tool in the Tools panel (besides the Type tool); or click in the Layers, Channels, Paths, Actions, History, or Styles panel.

Making a clipping mask and applying a drop shadow

The positioning of the circuit board beneath the clipped type is approximate. It doesn't have to be perfectly centered or positioned. Students can judge its location visually.

Creating type on a path

Typing on a path can be tricky. Help students identify the diagonal cursor that indicates that you can start typing on the path. Encourage students to keep trying if they have difficulties at first.

The path for text has already been created in the lesson file. You may want to talk with students about how to create paths in Photoshop. They'll have the opportunity to create paths in Lesson 8, "Vector Drawing Techniques."

Creating paragraph styles

Paragraph and character styles are new in Photoshop CS6. Students who have used styles in Adobe InDesign or Microsoft Word may be surprised to learn that styles in Photoshop work a little differently. Point out to students that all text in Photoshop is automatically assigned the Basic Paragraph style until you assign a different style to it. The Basic Paragraph style includes the default text attributes for your document. As you change attributes for specific text, Photoshop displays a plus sign (+) next to the Basic Paragraph style in the Paragraph Styles panel to indicate the style has been overridden. To clear overrides, click the Clear Override button at the bottom of the Paragraph Styles panel.

Note that overrides are retained when you apply a new paragraph style until you click the Clear Override button. For example, if text has the Basic Paragraph style assigned to it, but has a different type size than the Basic Paragraph style, the type size is an override. When you apply a new paragraph style, Photoshop does not apply the type size of the new style; instead, it honors the original override. This behavior is different from that of other applications. To ensure that all of a style's attributes are applied to text, clear overrides either immediately before applying the new style or immediately afterwards.

More on anti-aliasing

This lesson doesn't explain much about the Anti-aliasing menu, but it's a topic that you may want to explore further with your students. Anti-aliasing smooths type

edges by partially filling the edge pixels. The Anti-aliasing menu includes the following options:

- None, which applies no anti-aliasing
- Sharp, which makes type appear the sharpest
- Crisp, which makes type appear somewhat smoother
- Strong, which makes type appear heavier
- Smooth, which makes type appear smoother

Sharp is a common choice for print design, as it does a good job of reducing unwanted “jaggy” edges. You may want to ask students to zoom in to the type and toggle through the anti-aliasing settings to see the difference. Be sure to have them zoom back out to see the effect at normal size (double click the Zoom tool to see it at 100%).

Working with a sticky note

In this project, we provided a file that already contains a sticky note. You may want to show students how to add a note to their own projects. To add a note, select the Note tool, which is hidden under the Eyedropper tool. Then, click anywhere on the image window. Type the note you want to add into the Notes panel.

Warping text

Invite students to apply other warp options, such as Arc or Twist, to see how it changes the text. Students can experiment with the sliders to see how horizontal and vertical distortion affect the results.

Supplementing the lesson

Point out some of the the OpenType options in the Character panel menu. If you can, bring in examples of well-set type, compared with ordinary type. Discuss with students the typographical features that make type appear finished—for example, adjustments to tracking, leading, kerning, and baseline shift.

Questions

The following questions are not in the student’s Classroom in a Book.

- 1 What is the function of the Commit Any Current Edits button?
- 2 How do you create vertical type in Photoshop?
- 3 What is OpenType and how is OpenType supported in Photoshop?
- 4 What is a true fraction and how do you create it?

Answers

- 1 Clicking the Commit Any Current Edits button takes you out of text-edit mode so that you can perform such operations as applying layer effects and styles.
- 2 To create vertical type, select the Vertical Type tool, hidden under the Horizontal Type tool, and click and type in an image window.
- 3 OpenType is a cross-platform font file format developed jointly by Adobe and Microsoft. It supports widely expanded character sets and layout features, such as swashes, ligatures, and fractions. To access OpenType features, choose OpenType from the Character panel menu.
- 4 A true fraction displays the numerator as a superscript and the denominator as subscript, and replaces the slash with a fraction bar. PostScript and TrueType fonts have true fractions in their character set: $\frac{1}{4}$, $\frac{1}{2}$ and $\frac{3}{4}$. You can also make custom fractions using an OpenType font. Simply type fractions as usual—for example, 1/2—select the characters, and from the Character panel menu, choose OpenType > Fractions. Photoshop applies the true fraction.

Lesson 8: Vector Drawing Techniques

This lesson introduces vector paths as a way to create smooth lines and as an alternative method of selection. Students will learn how to use vector paths to create complete drawings and to control transparency.

Students will also be introduced to easy ways to create vector shapes, such as with shape tools and custom shapes. At first glance, the Pen tool and paths may seem peripheral to Photoshop, as vector tools in an image-editing program. This lesson shows the value of the Pen tool as a way to make selections that are more precise and easier to adjust than with other selection tools.

The Pen tool is the best tool to use for drawing the following types of selections:

- Simple shapes (except regular polygons, which are best drawn with the shape tools).
- Synthetic shapes with smooth, regular outlines, such as a coffee mug
- A complex series of straight lines, such as a city skyline

While all of these shapes could be drawn using other selection tools, they will be much easier to edit and refine if drawn as paths by the Pen tool.

This lesson will probably be quite easy for students who have experience with Adobe Illustrator. For them, all the introductory projects, which involve tracing shapes on the template drawings, will be primarily review.

Goals for this lesson

At the end of this lesson, students should be able to use the Pen tool to draw both straight and curved paths, know how to select and deselect a path, and be able to edit a path with the path selection tools. The student should also understand the difference between vector and raster artwork.

Using paths with artwork

Encourage students to learn the keyboard shortcuts for the Pen tool and path drawing. As pointed out in Lesson 1, keeping one hand over the keyboard and the other hand on the mouse can facilitate efficient, uninterrupted drawing. The most important shortcut to learn is the Ctrl (Windows) or Command (Mac OS) key for temporarily switching to the Path Selection or Direct Selection tool.

Point out that because you can freely switch a segment from curved to straight, there's no need to draw a path perfectly the first time. In fact, some people like to rough out a path by clicking a series of corner points, and then refine the path by adjusting the points and dragging out curves as necessary.

Converting paths to selections

After students finish this procedure, you might review all the ways they have learned in this and earlier lessons to create and store selections:

- Using selection tools
- Creating alpha channel masks using painting tools
- Drawing paths with the Pen tool

Discuss when to use each technique and when it might be a good idea to convert a selection from one form to another.

Creating vector objects for the background

Point out that the shapes created with the shape tools can be fully customized. You can even demonstrate how a shape can be used as a starting point for a more complex path, such as by drawing a rectangle and adding a point to it.

Make sure students understand the difference between the Rectangle tool and the Rectangular Marquee tool, so they don't select the wrong tool by accident.

Supplementary demonstration: Shape options

Invite students to explore the shape options in the options bar: Ask them to select the Pen tool and note which options are available. With the Pen tool selected, they can choose either Shape or Path for the tool mode; with a shape tool (such as the Rectangle tool) selected, Shape, Path, and Pixels modes are all available.

The crux of the difference between the Shape and Path modes is the difference between drawing a shape and drawing a work path.

The key difference between the Shape and Pixels modes revolves around the distinction between vector images and rasterized images, so this makes an excellent opportunity to review and deepen your students' knowledge of these distinctions.

The tool mode determines the other options in the options bar. In Shape mode, the options include fill, stroke, height, width, and alignment. In Path mode, you can make a selection, a mask, or a shape. In Pixels mode, you can choose a blending mode, opacity, and alignment options.

Discuss with students why you'd use each mode and each option that is available for the modes.

You can demonstrate the difference between the modes very simply. Before you begin, make sure that the Foreground color is not white.

- 1** Create a new file (File > New) and use one of the shape tools to draw a couple of shapes in the image. Draw the first shape with Pixels mode selected and the second with Shape mode selected.
- 2** Zoom in, but make sure that you can see at least a small area of each of the two shapes. Then select the Eraser tool.
- 3** Select the layer with the first shape on it and try to erase it. Then select the layer with the second shape and try to erase it. Discuss the results with your class.

In the first case, the eraser removes the colored pixels. If you've zoomed in sufficiently, the bitmap nature of the shape will be obvious. In the second case, an error message appears, saying that the contents of the layer are not directly editable—that is, they can't be erased because painting and erasing are features of rasterized images, not of vector drawings.

To illustrate the difference between the Shape and Path modes, continue the demonstration, using the same simple drawing.

- 4** Drag the Paths panel out of the Layers panel group so that students can see both panels simultaneously.
- 5** In the Layers panel, select the first layer (the one with the rasterized shape you drew).
- 6** Select the same shape tool that you used earlier, and then choose Path in the options bar.
- 7** Draw the shape in the image window, making it a different size than the earlier shapes.

You can reinforce the difference between the vector items and the bitmap shape by attempting to add an anchor point to each of the three shapes you drew.

- 8 For each of the two vector items, in turn, do the following:
 - Select the layer or work path in the appropriate panel (Layers or Paths).
 - Use the Direct Selection tool to select the shape.
 - Using the Pen tool, click anywhere along the vector path bounding the shape to add a point, and then drag the point to change the shape.
- 9 Try to perform step 8 with the first shape, the one drawn in Pixels mode, and ask your students to explain why you can't apply this change to that shape. Now your entire class should be able to see and accurately discuss the difference between the work path and the layer vector mask, as well as the difference between a shape and a path.

Subtracting shapes from a shape layer

Point out how each path in the Paths panel can actually contain multiple subpaths, and how any number of subpaths are selectable for stroking or filling.

Rotating the canvas

Students may note that you could easily create the text and rotate it, rather than rotating the canvas to place it. Discuss with students times that rotating the canvas might be more necessary, such as when you're touching up an image with elements at different perspectives.

Supplementary discussion

You may find it useful to make sure students retain clear understandings of the distinctions, interactions, and relationships between selections, alpha channels, layer masks, work paths, and vector paths.

Questions

The following questions are not in the student's Classroom in a Book.

- 1 How do you deselect a path?
- 2 How do you make sure that a path is saved with a document?
- 3 Which tool can change corner points to curve points and vice versa?
- 4 What are the advantages of using the Pen tool to create a mask? Why not just use the Quick Mask feature, as done in Lesson 6?
- 5 How do you customize the Polygon tool?
- 6 (Use only if you have done and discussed "Supplementary demonstration: Shape options," in this lesson's Instructor Notes, with your class.) Why would the Pixels option be dimmed (unavailable) when the Pen tool is selected in the Tools panel?

- 7 How do you save a work path?
- 8 When do you lose a work path forever? Is there any recourse?

Answers

- 1 To deselect a path, click in an empty area in the Paths panel.
- 2 To save a path, name the path in the Paths panel.
- 3 The Convert Point tool changes corner points to curve points, and vice versa.
- 4 You could select the spaceship using the Quick Mask method. But by using the Pen tool to create the mask, you create a vector mask that retains its crisp, sharp edges at any zoom level.
- 5 To customize the Polygon tool, use the options in the options bar when a shape tool is selected.
- 6 Pixels mode creates rasterized (bitmap) images and layers. The Pen tool is a vector tool, and cannot draw or edit rasterized images.
- 7 You can save a work path by double-clicking it in the Paths panel and renaming it. Or, if you apply a work path to a layer (Layer > Add Vector Mask > Current Path), the path is saved as a layer mask and automatically named.
- 8 You lose a work path whenever you start drawing a new work path—that is, start drawing a new path on another layer—without saving the original work path. If you want to recover a lost work path, you can try using either the Undo command or the History panel to go back to an earlier step.

Lesson 9: Advanced Compositing

In this lesson, students practice colorizing parts of layers or entire layers and work with filter effects. Students have an opportunity to work with Smart Objects and to create a panorama. This lesson also presents techniques for recording and playing automated actions. Of course, automating tasks is not restricted to the use of filters or any other features.

Goals for this lesson

This lesson is more about being creative with Photoshop than about strict techniques. Students have a chance to explore some of the more artistic applications of Photoshop as they composite four images into a postcard and then create a panorama. By the end of the lesson, they should also understand how to record and apply actions and be able to use them in their own work.

Mastering filters

The range of possibilities for using filters goes beyond the scope of this book because the possibilities are virtually unlimited. Students who are serious about using Photoshop to create special effects will quickly discover two things:

- It's worth the time to read about filters in Photoshop Help.
- The best way to understand filters well is to experiment with them, using them in different combinations and with different settings to see how they affect images.

Be sure that your students understand that Photoshop Help has a great deal of valuable information about filters.

Creating a layer and choosing a blending mode

Suggest that students press Alt (Windows) or Option (Mac OS) while clicking the New Layer button in the Layers panel. This keyboard shortcut opens the New Layer dialog box, which includes options for grouping layers, designating a color code, (not a fill color, as some students assume), assigning a blending mode, and setting opacity. Discuss why you would use each option, and why it might be handy to set them as you create the layer.

Applying painting effects

Students can compare the colorized version to the original desaturated version by turning the Paint layer off and on.

Saving selections

Remind students to save selections whenever there is a chance that a difficult or time-consuming selection might need to be reused.

Applying Smart Filters

When introducing students to Smart Filters, you can compare them to adjustment layers. Smart Filters are nondestructive: they can be adjusted, turned off and on, and deleted, at any time. In contrast, regular filters permanently change an image; once applied, they cannot be removed. Unlike adjustment layers, however, Smart Filters can be applied only to a Smart Object layer. You may want to suggest to students that they duplicate and hide layers that they want to keep in bitmap form before they convert them to Smart Objects.

Working with borders

Borders are best kept on a layer separate from the main image, as in this procedure, so that they can be turned off if necessary.

Supplementing this lesson

Encourage your students to experiment with the different filters on their own. You could say that the real fun of complex images builds on a foundation of multiple layers that include multiple filter effects, multiple opacity settings, and multiple blending modes.

At the same time, make sure that your students are aware of the following issues about filters:

- The last filter chosen appears at the top of the Filter menu.
- Filters are applied to the active, visible layer or to a selected area on that layer.
- The image mode can be an important issue for two reasons: you cannot apply filters to bitmap-mode or indexed-color images, and some filters work only on images in RGB mode.
- Some filters are processed entirely in RAM.

Questions

The following questions are not in the student's Classroom in a Book.

- 1 Which blending mode changes the hue of a layer without affecting the tone?
- 2 How can you quickly colorize an entire layer without making any selections?
- 3 Where would you start looking for more information about filters?
- 4 What are some of the differences between filters and blending modes.

Answers

- 1 The Color mode changes the hue of a layer without affecting its tone.
- 2 To quickly colorize an entire layer without making selections, just add a Hue/Saturation adjustment layer and click its Colorize option.
- 3 To find more information about filters, refer to Photoshop Help.
- 4 Typically, blending modes apply either at the layer level or to painting tool properties. You can apply filters to layers or to selected areas of an image layer.

Lesson 10: Editing Video

Photoshop CS6 introduces robust video-editing tools, which are available to all Photoshop users, whether they have the Extended version of the application or not. In this lesson, students become familiar with the Timeline panel, learn about keyframes, and practice manipulating movie clips and still images to create a video. Students have an opportunity to apply a variety of video-specific effects as well as layer styles and other Photoshop features.

Goals for this lesson

By the end of this lesson, students should be able to create a timeline, import clips for it, and change the duration of the clips. They should also be able to apply basic motion and audio options, such as Zoom and Mute.

Film and video presets

In most lessons, students work with a start file that has already been created, or they create a new file using the default Photoshop size presets. However, to create a video, they need to use one of the Film & Video presets. Take this opportunity to invite students to explore other preset options, such as Photo and Web.

If they haven't worked with video previously, students may be confused about film and video standards such as NTSC DV, PAL, and HDV. Help them identify resources for learning more about these standards and for finding the right choice for their purposes. They can start with Photoshop Help, read the manual of the device they used to shoot video, and search the web for additional guidance from informative sites.

For this project, students should use one of the HDV presets because the video clips were shot using an Apple iPhone. The 720p preset creates a smaller file size for streaming online without compromising video quality.

Importing assets

In this exercise, students import assets to the timeline by choosing Add Media from the Layer 0 track. When you use the Add Media command, assets are imported as separate clips within a single track in a video group in the Timeline panel, though they appear as separate layers in the Layers panel.

Alternatively, you can add files to a timeline by choosing File > Place. When you place clips, Photoshop imports them as Smart Objects and each clip appears in its own track in the Timeline panel. There may be some advantages to placing clips, especially if you want each to have its own track. For example, you can easily resize them as you place them. However, because they are Smart Objects, you won't have access to the Motion or Audio dialog boxes unless you open the Smart Object itself.

Resizing video clips

The easiest way to resize a video clip that is part of a video group is to select **Resize To Fill Canvas** in the **Motion** dialog box. However, in order to apply this option, you must also apply a motion option. Therefore, the exercise requires students to apply a motion such as **Pan & Zoom** and then **deselect** it again.

Working with keyframes

If students haven't worked with video in other applications, keyframes may be confusing. Review the concept carefully with students so that they understand what's going on as they animate effects in the video.

Essentially, a keyframe freezes an attribute at a particular point in time. To set an initial keyframe, you need to click the stopwatch icon next to the attribute you want to animate while the playhead is at the starting point. Then move the playhead to the next point you want to set, and change the value. Photoshop automatically adds another keyframe, and it interpolates the attribute values between the two keyframes. For example, if you animate position, Photoshop gradually changes the position of the image or clip between two keyframes.

During each exercise that involves keyframes, talk with students about the function of the keyframes in that animation and why they're making the change where they're making it. Note that the position animation for the image of the diver involves setting the first keyframe at the end of the clip and the second keyframe at the beginning of the clip. Discuss why we chose to approach the animation that way, and make sure students understand that it could have been done differently.

Also point out to students that each clip has its own set of keyframes. It's important to make sure you've displayed the attributes for the appropriate clip before you set keyframes for an effect.

Thinking creatively

The **Timeline** panel in Photoshop provides interesting creative opportunities beyond traditional videos. Invite students to brainstorm ways they might use the ability to animate attributes, layer styles, or other effects using their own photos and audio files. For example, you could use the **Timeline** panel with a single image that you modify over time. Or you could create a simple slide show with transitions and audio files. Students will have the opportunity to animate the lighting for a 3D scene in an **Extra Credit** exercise in **Lesson 12**, "Working with 3D Images."

Questions

The following questions are not in the student's *Classroom in a Book*.

- 1 How can you add clips to a timeline in Photoshop?

- 2 What's one easy way to resize a clip's dimensions (not duration)?
- 3 How can you mute unwanted audio?

Answers

- 1 To add clips to a timeline in Photoshop, click the Video menu in the Layer 0 track, and then choose Add Media. Select the files you want to import, and click Open. Alternatively, you can import media as Smart Objects by choosing File > Place; if you use the Place command, each file will appear on its own track in the Timeline panel.
- 2 To quickly resize a clip, click the arrow on the right side of the clip to open the Motion dialog box. Then select any motion effect, and select Resize To Fill Canvas. Click outside the dialog box to close it. Then, if you don't want to apply the effect you selected, open the dialog box and deselect the effect.
- 3 To mute unwanted audio in a video clip, click the arrow on the right side of the clip, select the Audio tab, and click Mute.

Lesson 11: Painting with the Mixer Brush

This lesson focuses on three exciting painting features: the Mixer Brush tool, bristle tips, and the new erodible tips. This lesson isn't very long, but it's engaging. Students will probably want to explore additional brush tips and Mixer Brush tool settings after they complete the lesson. Encourage them to find creative uses for these features when working with their own photographs.

Goals of this lesson

Upon completing this lesson, students should understand how bristle tips work, and how they differ from the traditional brush tips in Photoshop. They should understand how settings affect the Mixer Brush tool—especially how much color it picks up from the page as you paint with it.

Selecting brush settings

Because bristle tips and the Mixer Brush tool are introduced together, students may think bristle tips are only available with the Mixer Brush tool. Demonstrate that the same brush presets are available with the Brush tool.

Discuss with students why more realistic bristle tips might be an advantage, and when you wouldn't want to use them.

Mixing colors

This section is usually fun for students. Encourage them to sample color using the Eyedropper tool, the keyboard shortcut, and the Swatches panel to see how the option they use affects the color they get. Emphasize the Load Solid Colors Only option in the options bar; ask students when solid colors would be useful and when a full sampling of colors would be useful for painting.

Students may be confused about cleaning and loading the brush. By default, both the Load Brush After Each Stroke and Clean Brush After Each Stroke options are selected in the options bar. When these options are selected, the brush begins afresh each time you place it on the image. In the exercise, students deselect the Clean Brush After Each Stroke option so that they can continue using the mixed color they created. Talk with students about the default options, and about the Load Brush and Clean Brush options in the pop-up menu in the options bar. After mixing colors, students should be able to name reasons you might not want to clean the brush after every stroke.

Creating a custom brush preset

Creating the preset is fairly straightforward. Finding the preset later is often harder for students. In the exercise, students are told to change the way the Brush Presets panel displays presets, so they can see the name of the preset they created. Demonstrate the other options for displaying presets, and encourage students to consider which display option works best for their day-to-day use.

Mixing colors with a photograph

In this image, all the content is on a single layer. Point out to students that, by default, the Mixer Brush tool picks up color only from the selected layer. If you want to pick up color from all the layers, select Sample All Layers in the options bar.

In the exercise, the entire image is painted as a watercolor, but you can use the Mixer Brush tool to modify only a portion of an image, or to create different effects in different areas of an image. Encourage students to experiment with the Mixer Brush tool on copies of their own images.

Questions

The following questions are not in the student's Classroom in a Book.

- 1 How can you load the Mixer Brush tool with only solid colors?
- 2 How can you use the Mixer Brush tool to blend colors across visible layers?

Answers

- 1 To load the Mixer Brush tool with solid colors, choose Load Solid Colors Only from the pop-up menu in the options bar.
- 2 To blend colors across visible layers, select Sample All Layers in the options bar.

Lesson 12: Working with 3D Images

It's fun to work in three dimensions. Simply being able to rotate an object fully can be very exciting. If your students have Photoshop CS6 Extended, this may be their favorite lesson. However, the 3D features are available only in Photoshop CS6 Extended, so if students don't have it, skip the lesson entirely.

To complete the exercises, students must use computers with video drivers that support OpenGL 2.0, and OpenGL must be enabled.

Goals for this lesson

Upon completing this lesson, students should understand how the three dimensions (width, height, and depth) work together in space, and how to manipulate those dimensions using Photoshop's 3D tools. They should also be familiar with the 3D panel, and should be able to work with the Properties panel and on-image widgets comfortably.

Mastering 3D concepts

Before you can use any of the 3D tools or features, you must be working with a 3D layer. There are several ways to create a 3D layer. In this lesson, we cover how to create a 3D shape from a layer, import a 3D file created in a 3D application, create a 3D shape using a mesh on a new layer, and create a 3D postcard from a layer.

Point out how a 3D layer differs from a 2D layer in the Layers panel. Students may not understand the differences between meshes, textures, and materials yet, but they should recognize that there are many levels of complexity that can be modified to accomplish different goals.

Creating a 3D shape from a layer

In the lesson, students create a cube shape using the image of wood. Invite students to try creating different shapes, including the donut, soda can, and cylinder using the same image. They can also use their own images to create new 3D shapes, or create shapes from new layers.

Manipulating 3D objects

Emphasize the difference between moving the 3D object and moving the camera position. You may want to demonstrate this in the real world: Invite a student to the front of the room, standing in front of a book, pen, or other object. Then, move the object while the student (acting as the camera) remains still. Replace the object, and instruct the student to move to a different position and describe the new view. Note that the object itself hasn't moved in relation to the floor, desk, etc., but that the camera provides a different perspective.

Using the 3D Axis widget

Photoshop displays the 3D Axis widget whenever a 3D layer is active. The 3D Axis widget can give you greater control while you manipulate the object on each axis. However, students may require a bit of practice to know which axis is active and how the movement affects the object. Encourage them to play with the 3D Axis widget until they feel comfortable with it.

Point out to students that they can remember which color corresponds with which axis by thinking about RGB. The colors RGB correspond with the x, y, and z axes respectively.

You do not need to use the 3D Axis widget to accomplish any 3D task. It is a convenience, not a requirement.

Questions

The following questions are not in the student's Classroom in a Book.

- 1 How can you create a 3D layer from a 2D image?
- 2 How can you add a light to a scene?
- 3 What is the Secondary View window?

Answers

- 1 To create a 3D layer from a 2D image, choose 3D > New 3D Postcard From Layer or 3D > New Shape From Layer
- 2 To add a light, click the Add New Light button at the bottom of the 3D panel, and then choose the type of light you want to add.
- 3 The Secondary View window is a picture-in-picture window that lets you see your 3D scene from a different perspective. You can change the camera view in the Secondary View window without affecting the main camera view.

Lesson 13: Preparing Files for the Web

Up to this point, most of the lessons in this book have been geared toward print output. This lesson is the first oriented specifically toward web images.

Lesson 13 introduces slices, rollovers, and GIF animation, as well as optimizing files for the web. With slices, you can define and link isolated areas of a graphic rather than having the entire image as a hotspot for just one URL. Students also learn how to add rollovers to slices, and add interactive visuals as well as links to other web pages. Note that it's a good idea to finalize a design before creating rollovers for it.

We encourage students to design in Photoshop and then use Adobe Dreamweaver to add HTML coding, interactivity, and web functionality to their designs.

Selecting a web design workspace

Encourage students to explore the other workspaces supplied with Photoshop.

Creating slices

Note that slicing an image does not make it download faster. In reality, a sliced image takes more time to download because each additional piece of a web page requires additional overhead for transmission over the network. Images should be sliced only when necessary for interactivity.

Make sure that students understand that slices are not selections, shapes, or masks. Discuss the differences between slices and these other items.

Creating slices based on layers

If the design of a web page is not final, layer-based slices may work best, because they will automatically resize to match the layer on which they are based. If editing a layer changes its size, you won't have to re-create its slice to match.

Creating navigation buttons

This is a good place to have students check out the Slice Options dialog box. Have them select another slice, and in the Slice Options dialog box, leave its Type as Image. Point out the Name, URL, and Target options, and explain how filling in these options here means that they don't have to do it when coding the HTML, especially if the graphics are edited and exported to HTML again.

Exporting HTML and images

Some students may not see much difference between the versions of the thumbnail images they see in the Save For Web dialog box. Treat that as a good thing. The key

information—the file size, and therefore the download time—is not apparent by looking at the images. For that, they have to compare the metadata for the images.

Before completing work in the Save For Web dialog box, point out the Preview button at the bottom of the window. Clicking this button lets you preview the image in a web browser.

Viewing the web gallery

Students may receive security warnings when they attempt to view the image gallery on their web pages. In most browsers, you can bypass the security measure, especially since the student is viewing pages on a local system.

If the image gallery does not appear at all, have students verify the filename they entered. The filename must match exactly for the browser to locate and play the gallery file.

Questions

The following questions are not in the student's Classroom in a Book.

- 1 How do you select a slice?
- 2 Describe five types of slices.
- 3 Why would you want to use a No Image slice?
- 4 How do you decide whether to use GIF or JPEG format for a web graphic?

Answers

- 1 Use the Slice Select tool to select a slice. The Optimize Panel affects selected slices only.
- 2 There are five types of slices:
 - User slices are created manually with the Slice tool.
 - Layer-based slices are created using the Layer > New Layer Based Slice Command.
 - Auto slices are automatically generated to fill in the gaps between the slices you create.
 - Subslices are a type of auto-slice generated when other slices overlap.
 - No Image slices do not generate an image, but can contain a background color or text.
- 3 A No Image slice is useful for an empty area of a web page. Because it doesn't generate an image, it can reduce a page's download time.

- 4 Use GIF for flat-color graphics for images that only use a few colors, such as a company logo. Use JPEG for continuous-tone images with subtle transitions or many colors, such as full-color photographs.

Lesson 14: Producing and Printing Consistent Color

Lesson 14 walks students through a basic color workflow, including printing a proof and printing separations. Commercial printers have widely varying requirements for color management. Students should understand the importance of discussing color with the printer to understand the appropriate settings to use for the job and how to hand it off. It's important that students understand the difference between color correction and color management. Color correction fixes bad-looking color. Color management can't do that. The purpose of color management is to create an accurate viewing environment so that you can anticipate the printed output.

Reproducing colors

Because the RGB gamut is much larger than the CMYK gamut, some people assume that all CMYK colors fit within RGB. However, this is not true because the gamuts are different shapes that do not overlap perfectly. You may want to have students examine the color gamut figure and point out the small areas of CMYK that are outside the RGB gamut. Those CMYK colors cannot be reproduced on an RGB monitor.

Specifying color management settings

The Color Settings dialog box can be intimidating, especially for beginners. You might mention that the Color Settings dialog box is convenient because you set it once and don't worry about it again unless there is a major change in your workflow.

Proofing an image

The Missing Profile and Embedded Profile Mismatch dialog boxes can be very confusing. When you see one of these messages, you can do one of two things:

- Leave the document as it is. This means choosing either to use the embedded profile (if it exists) or to leave the document without a profile (if it doesn't exist).
- Adjust the document. If the document is missing a profile, you can choose to assign one—either the current working space or a different profile. If you're opening a document with a mismatched profile, you can choose to discard the profile or convert the colors to the current working space.

When a profile mismatch occurs, you can also select Discard The Embedded Color Profile (Don't Color Manage). That means that Photoshop will neither change the image's color values nor will it embed a profile that records the current viewing environment. Therefore, the image may not look right on the screen even if its colors are actually correct. This is valuable if a CMYK image is already tuned for the press—any changes would mess it up.

The two most likely rendering intents to use for photographic images are Relative Colorimetric and Perceptual. The more an image contains colors that are outside the destination gamut, the more likely Perceptual might be a good idea. The Preview option in the Customize Proof Condition dialog box is useful when deciding which one to use.

The appearance of an RGB image after converting to a CMYK gamut is often disappointing. Overall saturation is usually lower and some colors may shift. Reassure students that Photoshop is simply being honest about which colors can actually be achieved in the CMYK gamut at SWOP settings (assuming that all Color Settings are set correctly).

It can be useful to do this exercise with two views open. You can have students choose Window > Arrange > New Window to open a second window for the image. Leave the first window as-is, and use the second window for Proof Setup. This way, it's possible to compare the images before and after you change the settings.

Identifying out-of-gamut colors

It's best to choose a color that is clearly out of gamut so that it can't be confused with any real colors in the image. A good way to do this is to specify a bright color at maximum saturation.

You might mention exactly how Photoshop does the RGB-to-CMYK conversion. It will start from the image's RGB working space and convert to the current CMYK working space. This means that the quality of the conversion depends on proper settings and good profiles.

Questions

The following questions are not in the student's Classroom in a Book.

- 1 What is a working space?
- 2 Which working spaces should you select in the Color Settings dialog box?
- 3 How can you preview how an image will appear in final output?
- 4 How can you identify out-of-gamut colors?

Answers

- 1** A working space is the color gamut within which Photoshop will adjust an image's colors.
- 2** The working spaces should be appropriate for the final output you are targeting.
- 3** To preview an image's final output, create a custom Proof Setup that uses a profile and settings that represent the final output, and then make sure View > Proof Colors is enabled and set to that setup.
- 4** To identify out-of-gamut colors, choose View > Gamut Warning.