

Course Topics

- I. Adobe Photoshop Overview
- II. Creating New Images
- III. The Photoshop Workspace
- IV. Working with Palettes
- V. Overview of Basic Selection Tools
- VI. Working with Layers
- VII. Selection Tools Exercise – “Mr. Veggie Head”

Section 1 -- Overview

What is Adobe Photoshop?

Photoshop is the leading digital image editing application for the Internet, print, and other new media disciplines. It has become a “killer app,” embraced by a wide spectrum of developers.

Photoshop has been and continues to be a print industry standard. There is a very strong chance that almost every professional photographic image you’ve seen in print (posters, books, magazines, flyers, etc.) has been prepared in Photoshop.

The powerful features that make Photoshop the standard for print images are also just as useful for **Internet and display-based images** (i.e. web, video and computer presentations.)

It will take time to use it proficiently and explore its many features. There are often many ways or methods to accomplish particular tasks. Before we get into the program, it will be useful to detail the nature of digital images themselves.

Digital Image Types: Vectors and Bitmaps

There are two digital image types: **bitmaps (also known as raster)** and **vectors**.

Photoshop deals with Bitmap images. The image displays are made up of a collection of individual points or dots, called **pixels**, organized in columns and rows (similar to a table or a grid) where each cell represents each pixel in the image.

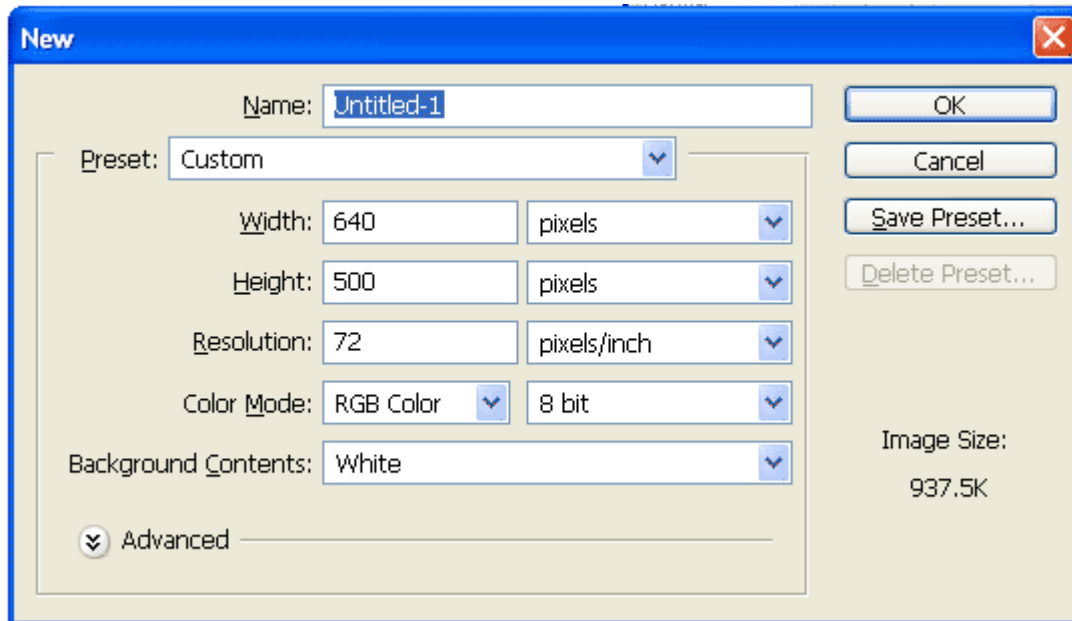
The main benefit of bitmap images is *photographic color, tone, and texture* is accurately produced.

Small text, logos, and graphics with solid colors are better made with software that deals with vector images such as Illustrator.

Getting Images into Photoshop

When you first launch Photoshop, the Photoshop desktop appears. But in order to do anything, you need to have an image. There are three main ways you can bring an image into Photoshop:

1. You can open an existing image file by choosing File > Open or File>Browse. Photoshop can open most image file types.
2. If your computer is connected to a scanner with a Photoshop plug-in that has been properly installed, you can scan an image into Photoshop by choosing File > Import. (For more information on this, please attend the scanning workshop or visit the Innovation Center.)
3. You can create a new Photoshop file from scratch. To do this, choose File > New. Give your file a name, and then choose a preset from the Preset dropdown menu, or enter information for width, height, resolution, and color mode (usually RGB). Then click OK.



Imaging concepts

Color Modes

Whenever you are working in Photoshop, you are working in a **color mode**. The default mode is RGB (Red-Green-Blue), which is also the default mode for the Web. If you are only working to create color images for the Web or for a desktop inkjet printer, you may not need to use any of the other modes. But it is useful to know about modes because this gives you a better idea of how Photoshop creates images.

Each color mode defines the colors that combine to make up the color of every pixel in the image. To change color modes, choose Image > Mode.

Color modes are made up of channels. Each channel is a grayscale image. A grayscale image is an image made up of shades of brightness (as many as 256 shades, from white to black). To view the channels, choose Window > Channels, and the Channels palette will appear. Modes with fewer channels result in smaller file sizes.

For example, in RGB mode, the red channel is a grayscale image made up of brightness values for the color red; the green channel is made up of brightness values for the color green; and the blue channel is made up of brightness values for the color blue. Each pixel in the full color image is made up of a combination of of brightness values for red, green, and blue.

Note: It is possible to edit an individual channel, which is useful to improve the quality of some images. Detailed techniques for working with channels are beyond the scope of this tutorial.

Some of the most frequently used color modes are:

RGB mode

- three channels (Red, Green, and Blue)
- used by all monitors and by the Web
- recommended by Adobe for editing color images



Grayscale mode

One channel, 256 shades of gray



Bitmap mode

- black and white (no shades of gray)
- used for line art



Indexed mode

- one color channel, up to 256 color values
- used for GIF images destined for the Web



CMYK mode

- four channels (Cyan, Magenta, Yellow, Black)
- used by professional printing houses. If you are producing a images for a publication or poster, you may need to save it in CMYK mode.

Image size, resolution, and print size

Digital images are made up of pixels (picture elements), which can be defined as colored squares. Each pixel is only one color.

The resolution at which an image will display on a monitor is not related to image resolution. Typically the display resolution of a Macintosh is 72 pixels per inch (ppi) and the display resolution of a Windows computer is 96 ppi. This is the case regardless of the setting under Resolution in in the Image Size dialog box. You do not need to be concerned with this setting if you are placing the image on the Web; it only applies to printing.

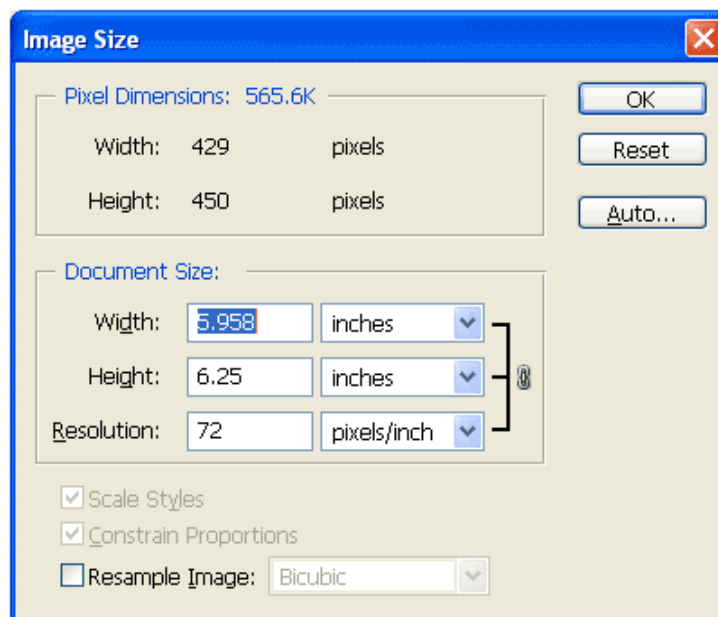
For Printing

For printing purposes, you may not need to resample your image. Sampling down reduces the number of pixels, which degrades the quality of the print (but does have the advantage of lowering file size). Sampling up (adding pixels) is not usually necessary, because to

increase the print size a better method is to lower the resolution rather than sampling up. (Sampling up would unnecessarily increase the file size.)

To change the print size of an image without resampling, uncheck the "Resample Image" box. When you turn resampling off, notice that the Pixel Dimensions are no longer editable.

Sampling down (decreasing the number of pixels) makes images smaller. For sampling down, we suggest that you choose either Bicubic or Bicubic Sharper from the Resample Image dropdown menu.



Under *Document Size*, there is a tradeoff between Width and Height and the Resolution. If you increase the width and height, resolution decreases. If you increase the resolution, width and height decrease.

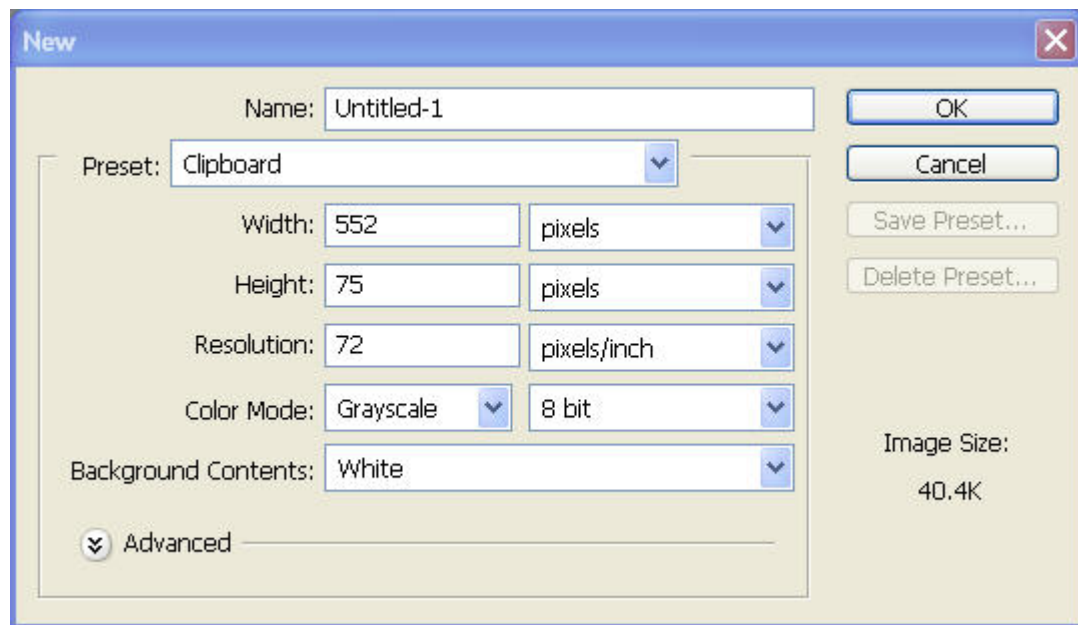
As a general guideline, a resolution of 72 ppi may be adequate for general, non-professional purposes. Newsletters and newspapers are likely to require higher resolutions, typically in the range of 150 to 200 ppi, and magazines are likely to prefer high resolution images of 250 ppi or more.

Section 2 -- Creating New Images

Creating a new image involves five key decisions:

Image Name, **Image Width and Height**, **Image Resolution**, **Image Mode**, and **Image Contents**.

Image Mode refers to the color space the image is operating within. **RGB** is the color space of Internet images because RGB is the native color space of your computer and monitor.



To create a new image:

Use the New command to create a new, blank image. If you've copied a selection to the clipboard, the image dimensions and resolution are automatically based on that image data.

1. Choose File > New.

Type a name for the image, and set the width and height.

NOTE: Presets are available for the drop-down menu.

2. Set the resolution and color mode.
3. Select an option for the contents of the background layer (Photoshop):
 - White Fills the background or first layer with white, the default background color.

- Background Color Fills the background or first layer with the current background color.
 - Transparent makes the first layer transparent, with no color values. The resulting document has a single, transparent layer as its contents.
4. When you finish, you can save the settings as a preset by clicking Save Preset, or you can click OK to open the new file.

NOTE: Under Advanced, choose a color profile, or choose Don't Color Manage This Document. For Pixel Aspect Ratio, choose Square unless you're using the image for video. In that case, choose another option to use non-square pixels.

Importing Existing Images into Photoshop

Very often you will work with images that have all ready been created, such as images of company logos, scanned images, and images taken with a digital camera, or the web. Furthermore, you might need to make further changes to an image you have already created and edited.

To import or load existing images into Photoshop select **File>Open**. The Open dialog box appears, select the file you would like to open.

Choose File > Open > My Documents > Training > Photoshop > google_olympic.gif.

IMPORTANT TIP WORKING WITH GIFS:


GIF images are 8-bit also known as "**indexed**" color. That means that the entire palette is only **256 colors** total! When you open them in Photoshop, you cannot do much to the image until you **change the mode to RGB (Image > Mode > RGB Color)**.

NOTE: This is **NOT true of JPEG (or JPG) images**, which are highly compressed 24-bit images, also found on web pages.


Moving Around an Image

When editing images in Photoshop, you can do many tasks more effectively if you zoom in and move around the image. You can zoom in close to make adjustments to small areas, then zoom back out to see how your edits have affected the overall image.

The main tools for zooming and moving around an image are the **zoom tool**, the **hand tool**, and the **navigator** palette.

- To zoom in, choose the Zoom tool () and then click or click and drag in the image.

When you zoom in, the zoom percentage (or view size) increases. The current zoom percentage is shown in the status bar and at the top of the image window. The zoom percentage shows the magnification at which you are viewing the image (not the actual size of the image).

- A quick way to go to 100% view size is to double-click on the zoom tool icon in the toolbox.
- To zoom out, press the ALT key while you click with the zoom tool.
- Use the Hand tool () to move around the image in the window when you are zoomed-in.
- When using another tool, you can press the spacebar to temporarily access the hand tool. You can then drag to move around the image. When you stop pressing the spacebar, you will return to using the other tool.
- To zoom and move around the image with the Navigator palette, choose Window>Show Navigator. The navigator palette will appear:



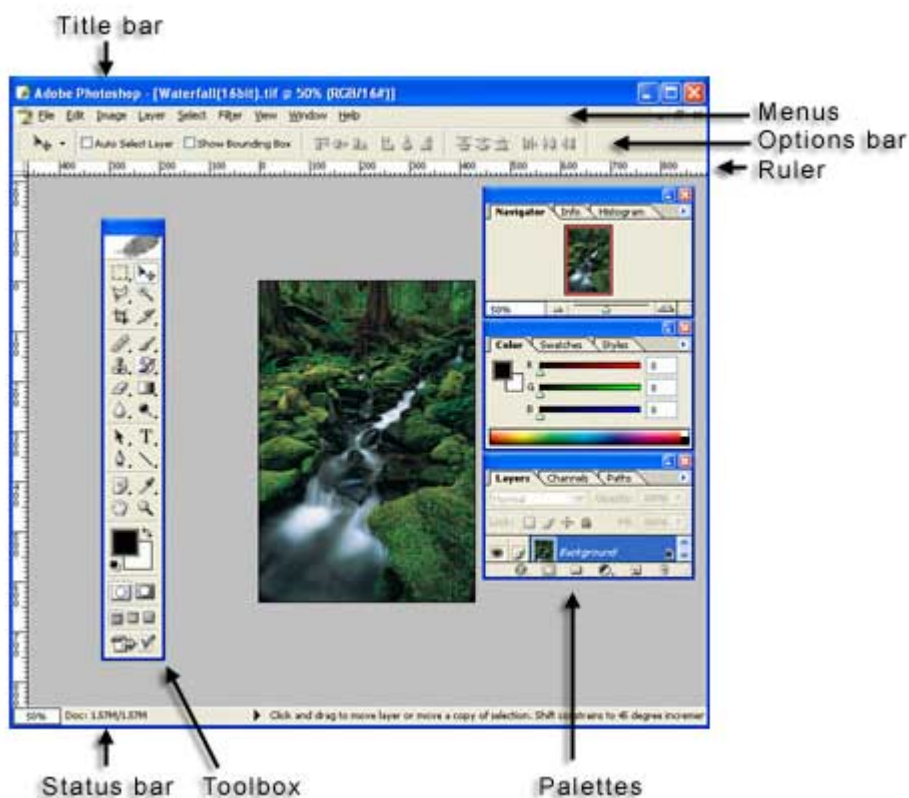
You can use the navigator palette to zoom in or out of an image (by dragging the navigator slider) or to move around the image by dragging the view box (when you are zoomed in). The view box shows the part of the image that is

currently being displayed in the main image window.

- For multiple windows of an image, choose Window>Arrange>New Window. This way you could zoom in very close to part of an image, while also displaying the entire image on your screen in another window at the same time.

Section 3 -- The Photoshop Workspace

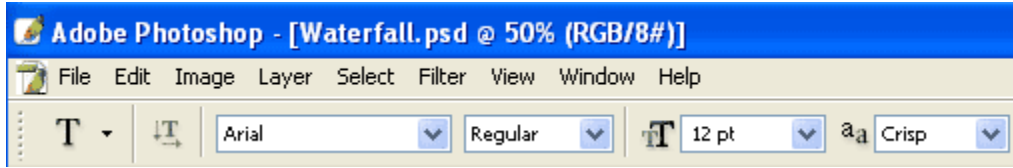
When you open Photoshop, the Photoshop desktop appears: .



Components of the Photoshop desktop include the title bar, menus, options bar, status bar, toolbox, image window, and palettes.

Title, Menu, and Options bars

At the top of the Photoshop desktop includes the title bar, menu bar, and options bar.



- The title bar includes the label "Adobe Photoshop" and, in brackets, the current filename (in the above example, Waterfall.psd) the current view (50%), and the color mode and bits per channel (RGB/8#).
- Menus (File, Edit, Image, Layer, Select, Filter, View, Window, and Help) appears right below the title bar. Click on a menu name and its menu items will appear.
- The options bar appears below the menus. Options appear for the tool that is currently selected in the toolbox. The above example shows options for the Type tool.

The Toolbox

The toolbox contains tools for working with images in Photoshop. Only one tool is selected at any given time. To select a tool, click on its icon in the toolbox.

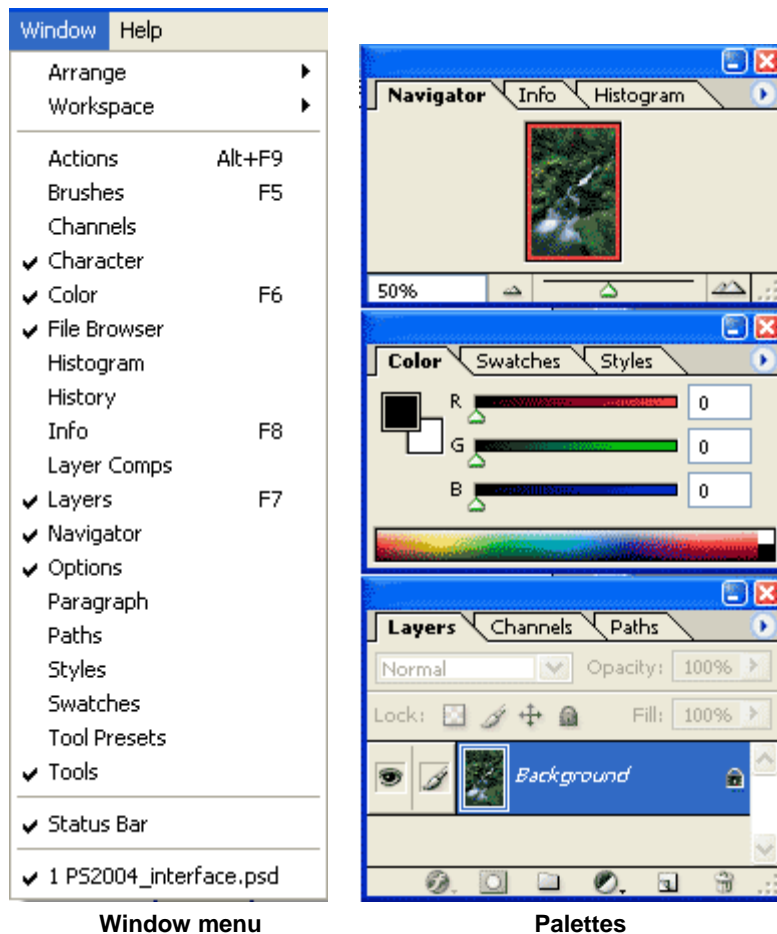
Some important tools are briefly described below. Toolbox tools are used for most Photoshop tasks, so more detailed explanations of how to use particular tools appear throughout this module.



Some Important Tools (To access a tool, click its icon in the toolbox.)		
Tool	Name	Purpose / how to use
	Marquee	Click and drag to select part of the image
	Move	Click and drag to move a selected area or an entire layer.
	Crop	Click and drag to specify area to crop. Press Enter key to crop or Escape key to cancel.
	Type	Click the image with the type tool where you want to add type. Then start typing.
	Zoom	Click or drag to zoom in (to zoom out, press the Alt key)
	Hand	Drag with the hand tool to move around an image

Palettes

Palettes enable you to perform a wide variety of tasks in Photoshop. To display or hide particular palettes, go to the Window menu and choose a palette name.



Palettes are usually organized into groups. In the above example, Layers, Channels, and Paths are a group. You can easily move a palette group by dragging its blue bar (at the top of the group). To shrink a palette group, double-click on its blue bar. To hide a palette group, click its close box (the "X" on the right side of the blue bar).

You can drag the tabs of palettes to move them around, or to combine them into other groups.

To reset palette locations to the default, choose Window>Workspace>Reset Palette Locations.

Rulers

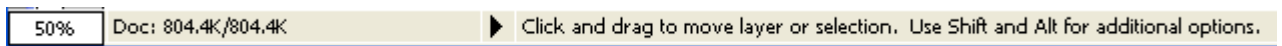
To display or hide rulers, choose Ctrl-R or View>Rulers.



Rulers show the size of your image. For example, the above image is 192 pixels wide by 128 pixels high. To change the unit of measurement (such as from pixels to inches), double click on the ruler, or go to Preferences (Edit>Preferences>Units & Rulers). If you are creating an image for the Web, use pixels as the unit of measurement.

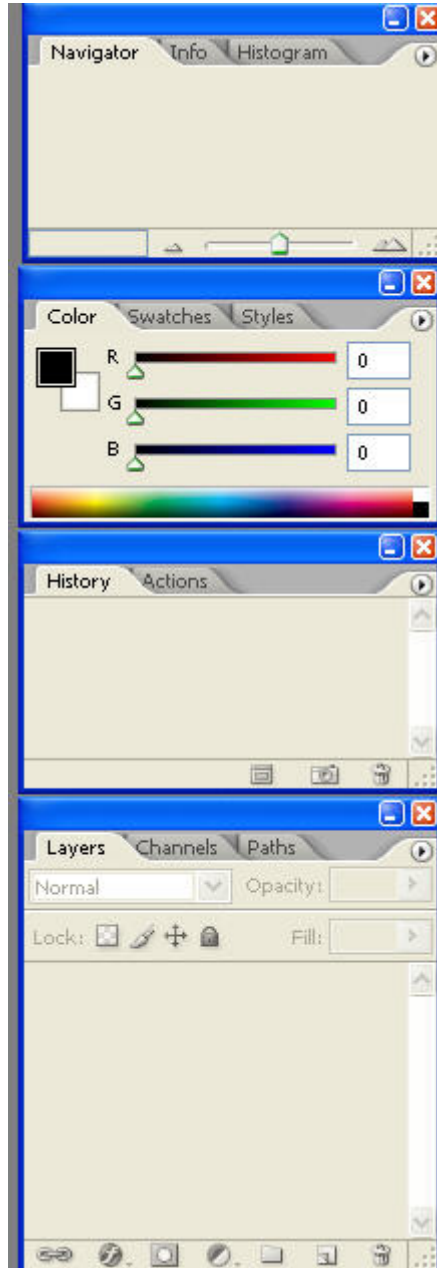
The Status Bar

The status bar at the bottom of the Photoshop desktop provides information about your current view, file and currently selected tool (in this example, the view is now 50%, the file size is 804K, and the move tool is currently selected).



Section 4 — Working with Palettes

Palettes



Palettes (under the **Window menu**) contain additional controls for other features in Photoshop, such as the use of **Layers**, **Colors**, **Styles**, and other features.

As you become familiar with Photoshop, you'll find that you can manipulate the content you create in many ways. By default, there are *four* Palette sets, each containing a collection of multiple Palettes in each set. There is one additional Palette set that can be accessed by way of the Window Menu.

Palettes can be moved docked, or hidden.

To restore the default Palette layout, **select Window > Reset Palette Locations**. The default layout of four Palette sets will be restored.

The **History Palette** is effectively Photoshop's **Undo manager**. Many applications or programs feature multiple levels of Undo, meaning you can discard or erase a series of modifications or changes you have performed.

Section 5 – Overview of Basic Selection Tools

One of the primary features you use when editing and manipulating images are **selections**. Selections are areas of an image you choose to **isolate** from the rest of the image to **make modifications** to or to copy and paste into other images or even the same image again.

For instance, you might want to re-color someone's eyes. To do so, you would use one of Photoshop's numerous **Selection Tools** and methods to isolate the area around the pupils on both eyes and make color adjustments accordingly. **Note:** If you do not create a selection, then the entire image is affected by your color adjustments!

The Selection Tools

The **Marquee**, the **Move**, the **Lasso**, the **Magic Wand**, the **Pen Tool**, and the **Painting Tools** (when in Quick Mask mode) make up **Selection Tools**.

NOTE: A **Marquee**, a dotted line in constant motion, represents the shape of your selection. The Marquee is also known as a selection path and informally as an "**ant trail**". At any time, select **Select > Deselect** on the menu bar or **Cntrl + D** on the keyboard to remove a selection.

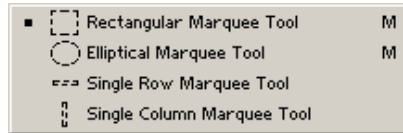
Marquee Tool

The **Marquee Tool** is used to create regular shaped selections. The shape of your selection is represented by a **Marquee**: a line of cycling black and white squares in constant motion. The Marquee is also known as a **selection path**.

Available shapes include a *Rectangular Marquee* for square and rectangular Selections, *Elliptical Marquee* for circular and oval Selections and *Single Row* and *Single Column* marquee to select single rows or columns of pixels.

To access the supplementary **Marquee Tools** you simply {Click} and hold your mouse button on the Rectangular Marquee Button

in the Toolbox. A *Fly-Out Menu* appears giving you access to the rest of the tools.



To constrain the shape of the rectangular, elliptical or crop Tools hold the [**SHIFT**] key as you {**Click**} and drag to create your Selection. Perfectly square and circular selections result.

Crop Tool

Use the **Crop Tool** to cut all non-selected content from your image. This tool is very useful for tweaking the composition of a photograph as it allows you to remove extraneous material quickly and easily. The Crop Tool is limited to *rectangular* shapes.

When you get to the Crop Tool, you'll notice boxes located at the corners of the Marquee as well as in the center of each side. You can {**Click**} and drag these to resize the selection path or marquee. Press [**ENTER**] on your keyboard to crop the image. What happens? The image data outside of the Crop Tool's selection is erased and the image scales to the data within the selection. Notice that all material outside of the crop marquee has been grayed out so as to give you a better idea of how your content will look once it has been cropped. You can use the History Palette to restore the image back to its original state.

Lasso Tool

The **Lasso Tool** is used to create irregularly shaped Selections. The Lasso Tool includes the Lasso for freehand Selections, similar to drawing with the mouse as you would with a pencil on paper. {**Click**}, hold and drag to create your Selection. {**Release**} the mouse button to close the Selection.

Polygonal Lasso Tool

The **Polygonal Lasso Tool** is used to make Selections by drawing a series of straight lines to make a polygonal shape. {**Click**} within the image to start your Selection. As you drag the mouse (having released the button) a line extends from your start point. To begin another line, {**Click**} again and continue until you have created the desired Selection shape. To close a Polygonal Selection, either {**Click**} the start point again or

{**Double-Click**} to make Photoshop draw the final line to the start your selection.

Magnetic Lasso Tool

The **Magnetic Lasso Tool** works similarly to the Polygonal Lasso Tool in that you {**Click**} within the image to start or begin creating your Selection and drag the mouse (having released the button) to create the Selection path. However, with the other Selection Tools “you” determined the path or shape of your Selection. With the **Magnetic Lasso Tool** it attempts to create the path for you. With this tool you act as a guide by directing the Lasso around the area you want to select.

Magic Wand Tool

The **Magic Wand Tool** differs from the other Selection Tools in that rather than drawing a path yourself you simply {**Click**} the Magic Wand in the area you wish to select and the Magic Wand creates the Selection for you. It creates the Selection based on a range of related colors. The range of colors is set in the **Options Bar** by adjusting the **Tolerance** setting. Increasing the value increases the color range.

Multiple Selections

You may want to isolate more than one area of the image for modifications. To do so simply create your initial selection and hold the [**SHIFT**] key down as you create other selections. {**Shift-Clicking**} within a selection, **adds to the selection**.

Modifying Selections

You will have noticed that modifying or resizing the **Crop Tool's** selection path is easy. You simply {**Click**} and drag the square handles accordingly.

To do the same to a **regular selection** select **Select > Transform Selection**. {**Click**} and drag to resize the Selection as you wish. Press [**ENTER**] to affect the changes. Press [**ESC**] to cancel the modifications.

Tips for using Photoshop

Displaying and hiding palettes and the toolbox

- Press Tab to hide palettes and toolbox.
- Press Shift-Tab to hide palettes.

Correcting mistakes

- Choose Edit-Step Backward to undo your last action.
- Choose Window-Show History to view the History palette. Then you can click on a previous history state to undo one or more of your actions.
- Choose File-Revert to return to last saved version of file.

Getting Help

To access online help from within Photoshop CS, press the F1 key or choose Help > Photoshop Help.

Section 6 -- Working with Layers

One of Photoshop's most powerful and most popular features is **Layers**. Layers are similar **transparent paper**. Each Layer in a Photoshop document can contain image data that adds to the image data placed on the Layers below.

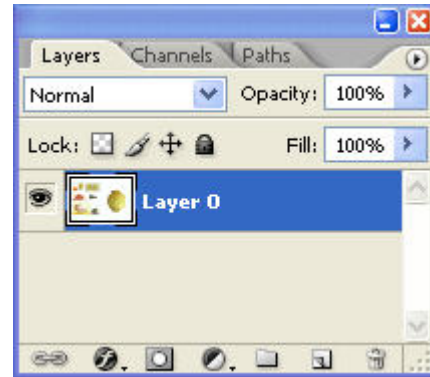
Effectively, each Layer is an entire image unto itself within a master image. By combining these images together, you get what is called a **composite**, meaning an image composed of many different elements, in this case made up of multiple Layers. The best way to understand the concept of Layers, how they work, and why they are so powerful is to use them.

Layers Palette

The Layers Palette is divided into **8 distinct controls**, which include **Layers**, **Blend Mode**, **Opacity**, **Layer Lock Options**, and the **Layer Style**, **Layer Mask**, **New Layer**, **New Layer Set**, **New Adjustment Layer**, and **Trash Icon** set. It's important to note that Layers have a **stacking order**, from the bottom up, meaning the Layer at the very bottom of the Layers Palette is the last or bottom Layer.

Layers

Each Layer contains a **Layer Name**, **Thumbnail**, **Paint or Linking Toggle**, and **Visibility Toggle**.



Layer Name

It's a good idea to name your Layers for easy reference and organization. By default Photoshop names each new Layer "**Layer #**" where # represents a number, starting at 1. If you import a flat image (meaning an image with only one Layer Photoshop defaults to naming the Layer "**Background**" in italics. **Italics** indicate that no other Layer can be placed beneath it, in effect locking the Layer as the bottom Layer. To change the name of the "**Background**" Layer simply {**Double-Click**} the Layer and **enter a new Name** in the Name field.

When you rename the **Background** Layer it is **no longer fixed** to the bottom of the stack. To **rename** any other Layer, **select it** in the Palette and then **select Layer Properties** from the Palette's fly-out menu. You can also {**Double-Click**} a Layer while pressing the [ALT] key to **rename a Layer**.

Creating New Layers

To create a new Layer {**Click**} the **Create New Layer** button at the bottom of the **Layers Palette**. A Layer is added above the currently active Layer.

Text and Layers

To add Text to an image select the **Type Tool** and {**Click**} in the Image Window at the location you want your text to appear. A new Layer is automatically created above the current active Layer. The name of the Layer defaults to the text you input.

Layer Styles

Layer Styles are pre-defined **special effects** applied to the image data contained in the Layer. To apply a Layer Style, **select** the Layer you want to apply the effect to and {**Click**} on the **Add a Layer Style** button at the bottom of the Layers Palette.

From the Styles drop-down, **select Drop Shadow**. A lower-case italic "f" appears in the Layer indicating that an effect has been applied.

Managing Layers

To change the stacking order of Layers simply {**Click**} and **drag** the Layer above or below other Layers. A solid black line indicates the Layer is ready to be dropped. {**Release**} the mouse button.

Duplicating Layers

To **copy** a Layer use the Options Triangle and **select Duplicate Layer** to make a copy of the Layer. You can title the Layer and choose to copy it to the same image, another image you have opened, or create a new image with the contents of this Layer.

Section 7 -- Selection Tools Exercise - "Mr. Veggie Head"

In Adobe Photoshop, you can make selections based on size, shape, and color using tools such as the **marquee, lasso, wand, and pen tools**. In the next exercise, we will use some of the selection tools to create "Mr. Veggie Head."

Choose File > Open > My Documents > Training > Photoshop > 02Start.psd.

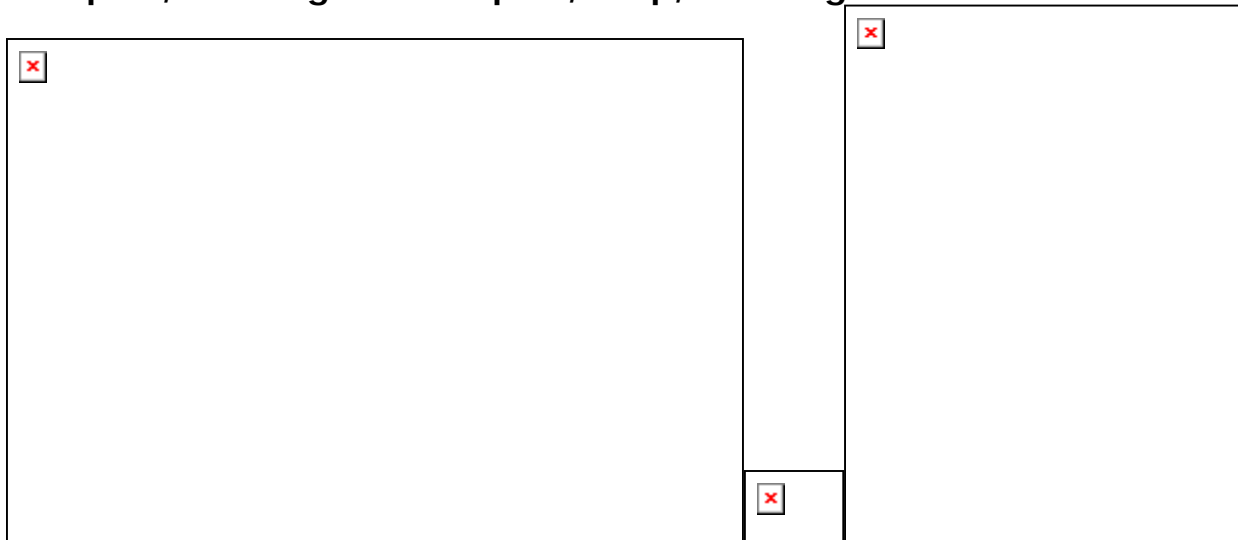
Exercise Using Selection Tools

"Create a Vegetable Head"

(from Adobe's "Classroom in a Book")

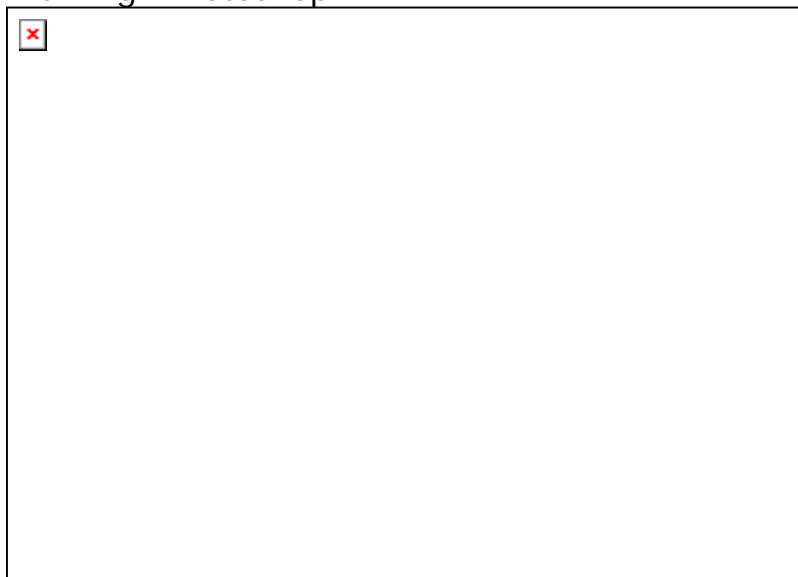
In this exercise you will practice using the basic tools in Adobe Photoshop 6 to create a vegetable head.

Tools Used: Move, Lasso, Magnetic Lasso, Transform, Elliptical Marquee, Rectangular Marquee, Crop, and Magic Wand tool



To Create This Effect:


Step One: Open the image titled "02start.psd" in the folder on your desktop: Training>Photoshop




Step Two: Save As > "veggihead.psd" (save to Training>Photoshop)

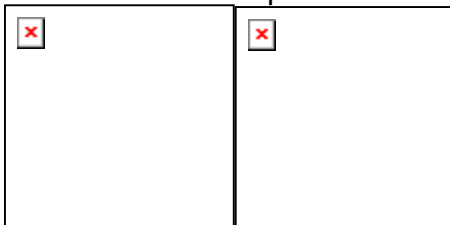
Using the Rectangular Marquee Tool for Selections:




1. Select the rectangular marquee tool () .
2. Draw a box around the melon.
3. Move the selection border by clicking inside the box and holding down the mouse button while dragging the mouse . This only changes the location of the selection border, not its size or shape. This technique for moving selection borders works for any of the selection tools (marquee, lasso, and magic wand tools).

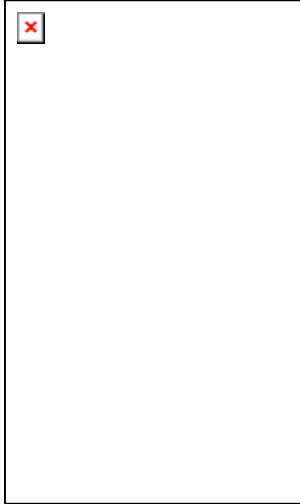
Using the Elliptical Marquee Tool for Selections:

1. Zoom in on the blueberry to 300% using the Zoom tool (hold **ALT** key to reduce the Zoom).
2. Select the elliptical marquee tool () .
3. Click and drag with mouse to create elliptical selection border. **NOTE:** While holding down mouse button, hold the space bar key to reposition the selection border, then let go of the space bar to change the size and shape of the repositioned selection border.
4. Let go of the mouse button. You may now use the move tool to reposition the selection border, but you **may not** change the size or shape after letting go of the mouse button.
5. You may also select the border from a center point by clicking in the center of the blueberry, holding down the alt key as you drag your mouse to change the size and shape of the selection border.




Moving a Selection:

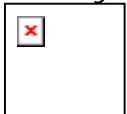
1. Make sure that the blueberry is selected. Then select the move tool () and position the pointer within the blueberry's selection. The pointer becomes an arrow with a pair of scissors to indicate that dragging the selection will cut it from its present location and move it into the new location.
2. Drag the blue berry onto the carrot slice.




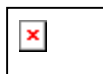
3. Press CTL+D to deselect.

Moving and Duplicating a Selection Simultaneously:


1. Choose View > Fit on Screen to resize the document to fit on your screen.
2. Select the elliptical marquee tool ()
3. Drag a selection around the carrot slice containing the blueberry using the skills you learned earlier.

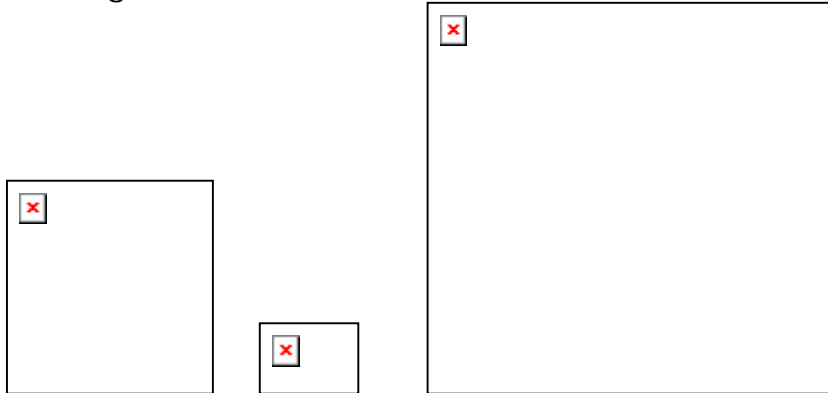


4. Select the move tool () , hold down the ALT key and position the pointer within the selection. The pointer becomes a double arrow, which indicates that a duplicate will be made when you move the selection. Continue holding down the ALT key and drag a copy of the eye onto the left side of the melon face. Release the mouse button, but do not deselect the eye.
5. Hold down Shift+ALT and drag a copy of the eye to the right side of the face.




Moving Selections with a Keyboard Shortcut:

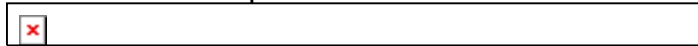
1. Select the elliptical marquee tool ()
2. Then select the kiwi using the Elliptical Marquee Tool
3. With the marquee tool still selected, hold down the Ctrl key and position the pointer within the selection. A pair of scissors appears to indicate that the selection will be cut from its current location.
4. Drag the kiwi mouth onto the face. Do not deselect.



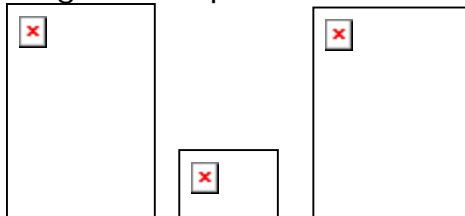
NOTE: you may use the arrow keys to move the selection in 1 pixel increments, or hold down the shift key and use the arrows to move the selection in 10 pixel increments.

Selecting with the Magic Wand

1. Select the magic wand tool ()
- The tool options bar allows you to change the way tools work. In the tool options bar for the magic wand tool, the Tolerance setting controls how many similar tones of a color are selected when you click an area. The default value is 32, indicating that 32 similar lighter tones and 32 similar darker tones will be selected.
2. In the tool options bar, set the Tolerance to 50.




3. Using the magic wand tool, click anywhere within the pear tomato. Most of it will be selected. To select the remaining area of the pear tomato, hold down Shift and click the unselected areas. Notice that a plus sign appears with the magic wand pointer, indicating that you're adding to the current selection.

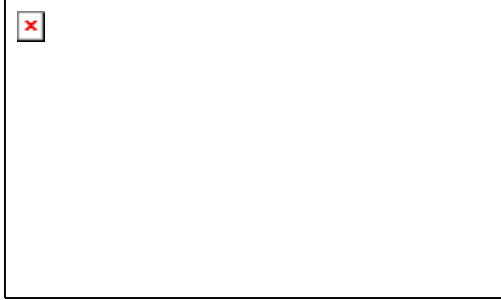


4. When the pear tomato is completely selected, hold down Ctrl, position the pointer within the selection, and drag the tomato nose onto the melon face. Deselect.

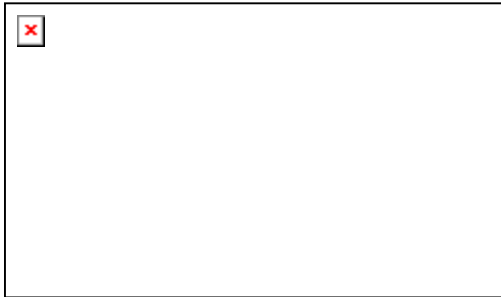
Selecting with the Lasso Tool

1. Select the zoom tool, and click twice on the bow tie pasta to enlarge it to 300%.

2. Select the lasso tool (). Starting at the upper left corner of the pasta, drag to the right to create a freehand outline across the curves at the top of the pasta. Continue holding down the mouse button.



3. To select the right edge of the pasta, hold down ALT and release the mouse button, and then begin outlining with short, straight lines by clicking along the edge. (Notice that the pointer changes from the lasso icon to the polygon lasso icon.) When you reach the bottom right corner of the pasta, do not release the mouse button, ONLY release the ALT key.



4. Create a freehand outline along the bottom curves of the pasta.

5. Hold down ALT again and repeat the process for the left edge of the pasta that you did on the right.

6. To complete the selection, make sure that that last straight line crosses the start of the selection, release the ALT key, then the mouse button.




7. Choose View > Fit on Screen to resize the document to fit on your screen.

8. Hold down Ctrl and drag the bow tie selection to the bottom of the melon face with the move tool.

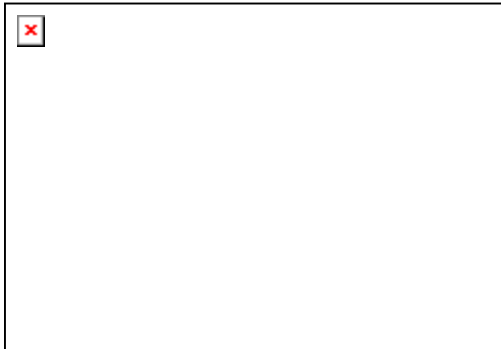
Adding and Subtracting Selections

NOTE: Holding down **Shift** while you are selecting an area **adds** to the current selection. Holding down **ALT** **subtracts** from the selection.

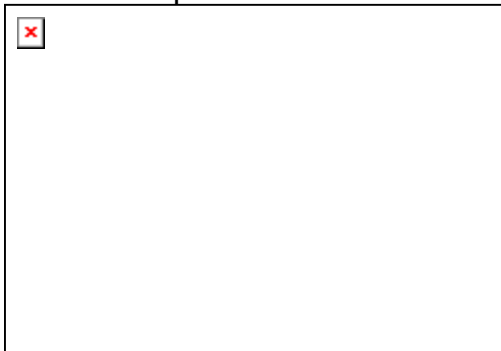
1. Select the zoom tool and enlarge the mushroom to 300%.
2. Select the lasso tool () , and drag a rough outline around the mushroom.



3. Hold down Shift. A plus sign appears with the lasso tool pointer. Now drag the lasso tool around an area you want to add to the selection. Then release the mouse button. The area is added to the current selection.




5. Hold down the ALT key. A minus sign appears with the lasso tool pointer. Now drag the lasso tool completely around an area you want to remove from the selection. Then repeat the process until you've finished removing all the unwanted parts of the selection.

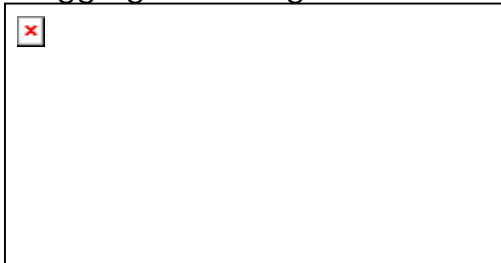


6. Choose View > Fit on Screen.
7. To move the mushroom hat onto the melon head, hold down ALT+Ctrl and

drag a copy of the mushroom to the top of the melon.

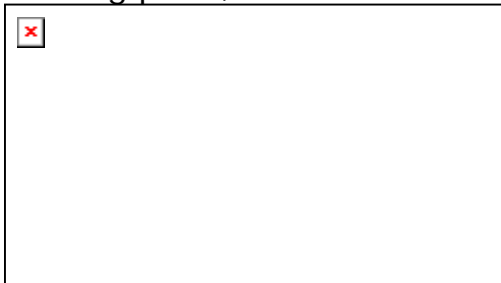
Selecting with the Magnetic Lasso

1. Select the zoom tool and click the grapefruit slice to zoom into a 200% view.
2. Select the magnetic lasso tool () hidden under the lasso tool.
3. Now click once in the lower left corner of the red flesh of the grapefruit slice, release the mouse button, and begin tracing the outline of the flesh by dragging to the right over the curved upper edge.



Notice that the tool snaps to the edge and automatically puts in fastening points. You can also add your own fastening points by clicking with the mouse button.

4. When you reach the lower right corner of the grapefruit flesh, double-click the mouse button, which signals the magnetic lasso tool to return to the starting point, and close the selection.



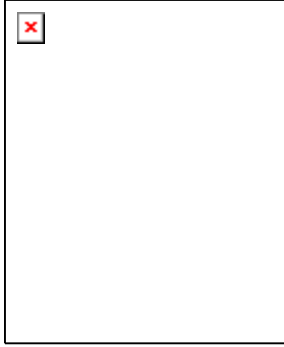
You can now move the selected part of the grapefruit next to the melon.

5. Double click the hand tool to fit the image on-screen.
6. Select the move tool, and drag the grapefruit ear to the middle of the left side of the melon face. Do not deselect.

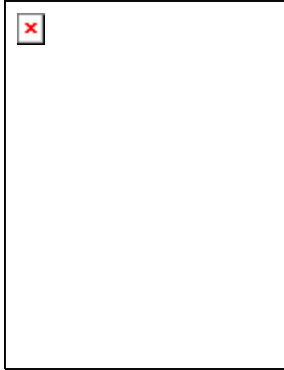
Transforming a Selection:

You will use the Free Transform command to rotate and scale the melon's left ear, and then you'll duplicate and flip a copy to create a right ear.

1. Choose Edit > Transform > Free Transform.
2. To rotate the ear, position the pointer outside a corner handle until you see a curved double headed arrows and then drag it in the direction you want the ear to rotate. You can also use the corner handles to scale the ear.



3. To reposition the ear, place your pointer within the bounding box, but not on the center point, and drag.



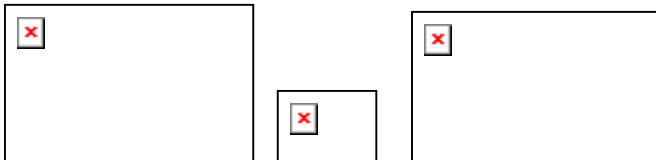
4. When the ear is in position, press enter to apply the transformation.

5. Position the pointer within the ear selection, hold down Shift+ALT and drag a copy of the ear to the right side of the face.

6. With the duplicate ear still selected, choose Image > Rotate > Flip Selection Horizontal. Position the ear with the move tool.

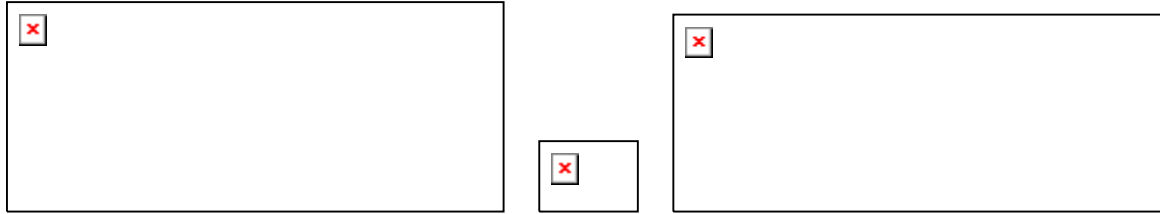
Combining Selection Tools:

1. Select the rectangular marquee tool.
2. Drag a selection around the radishes.
3. Select the magic wand tool; then hold down ALT and click anywhere in the selected white area surrounding the radishes. Now only the radishes are selected.




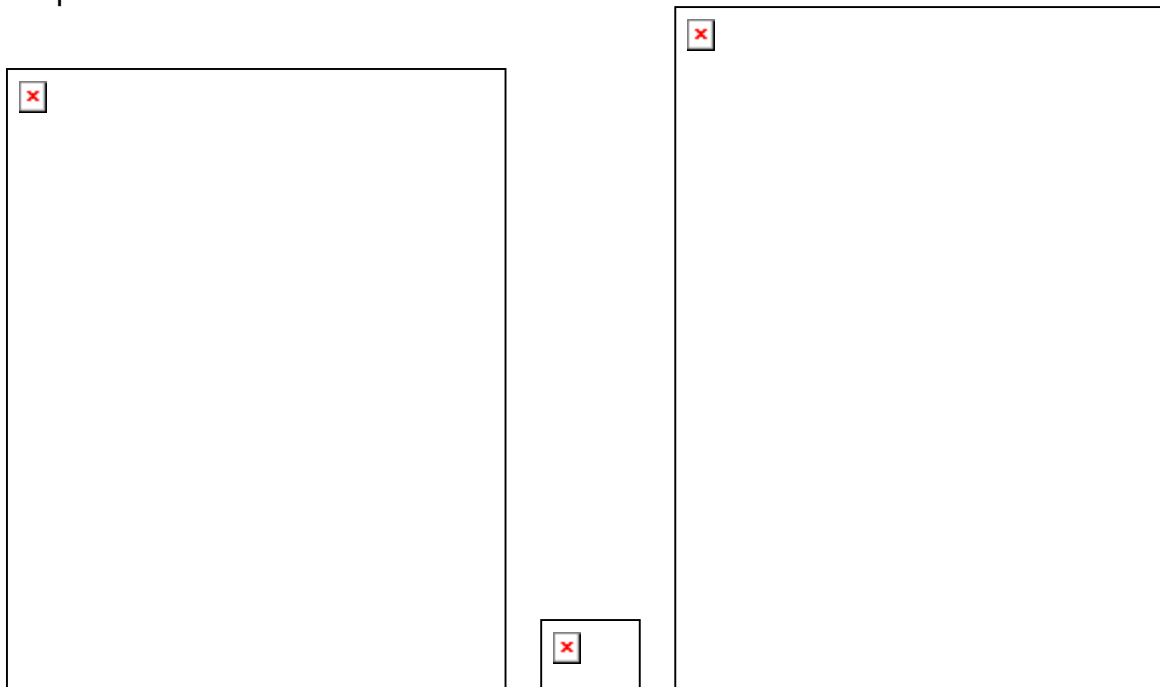
4. To duplicate and move the radish eyebrow to the melon face, hold down ALT+Ctrl and drag the radish above the left eye on the melon face. Do not deselect.

5. With the right eyebrow still selected, choose Image > Rotate > Flip Selection Horizontal. Reposition the eyebrow over the right eye. You can also use the Free Transform command you learned earlier.



Cropping the Completed Image

Now that you are done creating the face, you can crop the completed image with the crop tool. Simply select the crop tool () , and draw a box around the area containing the desired final image. Then press enter to apply the crop.



~END OF EXERCISE~

Adobe Photoshop CS: Basics



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