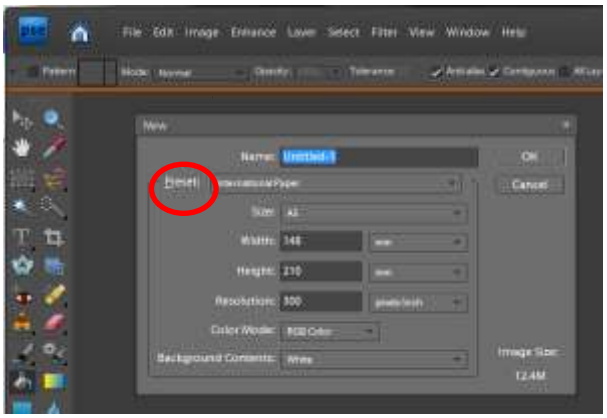
Adobe -Photoshop CS3

Graphics- Camera Case

When you are using Photoshop for anything there are a few ways you can setup a document.



1. File> New> Blank file

This will produce a box similar to the right.
If you name your document you can identify which one you are working on later! (as you will most likely be working from a number of documents at once)

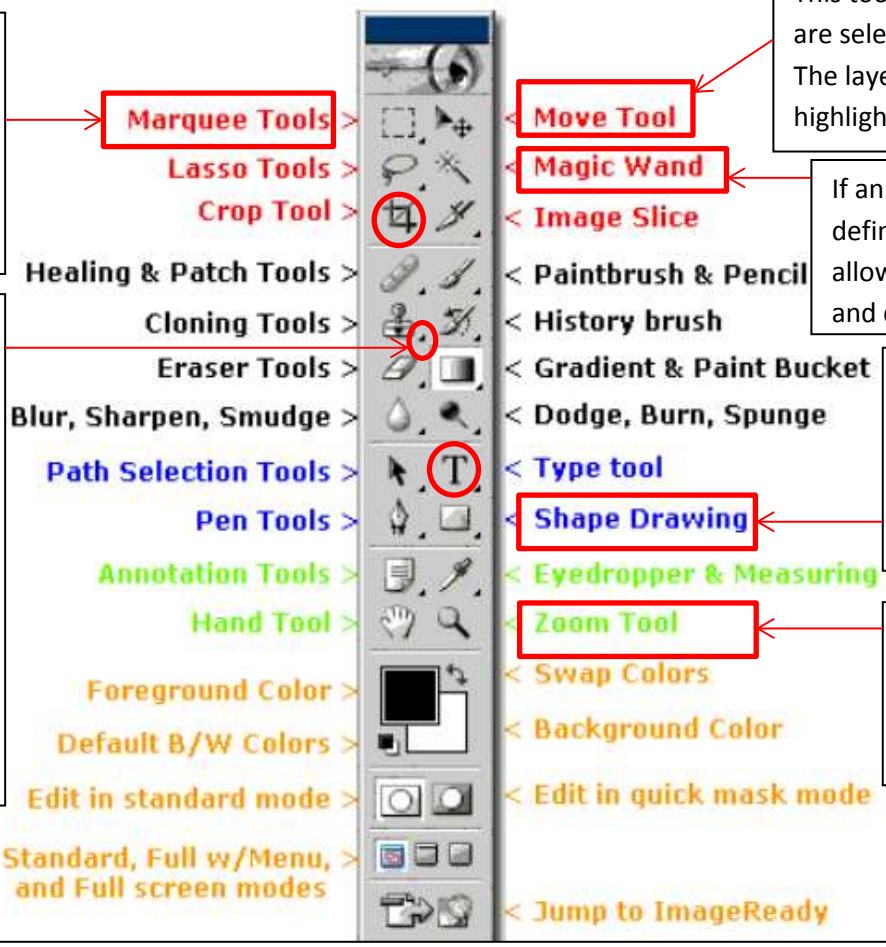
2. Where it says **preset** you can either select **International paper**- this will allow you to select common paper **sizes**, for example A3, A4……
3. An alternative to this would be selecting **custom** (in the preset menu), which allows you to create your own canvas size. This will allow you to put the canvas size in mm, cm, inches…. Make sure your resolution is not less than 300.
4. To create the final camera case for this graphics project, a template has already been made for you.

File>Open>Shared documents>Art and design **NEED TO COMPLETE**

When you have opened up the camera case template- you are ready!!!

You can draw squares/ rectangles on your image/ layer and delete parts you don't want

If a tool on the main bar has a small black triangle in the bottom right corner this means there are other tools within. You can access these by right clicking and holding until it expands.



This tool will only work if you are selected on that layer- The layer SHOULD be highlighted in blue if you are!

If an image has two defined colours it will allow you to select one and delete/ change colour

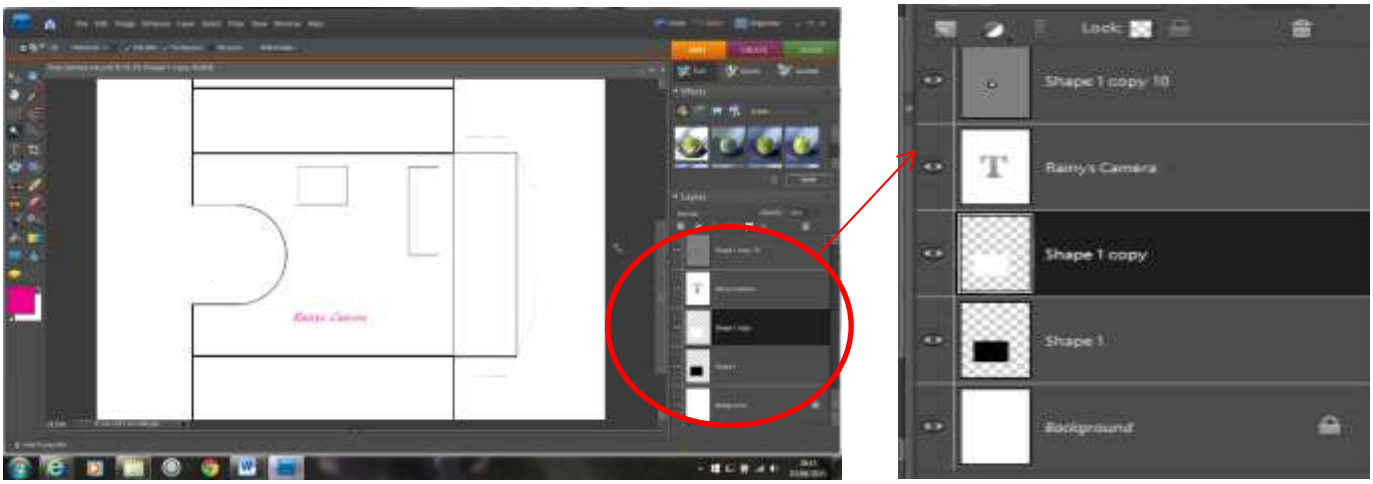
You can draw shapes onto your camera template or use this tool to fill a background colour.

This tool will allow you to make your screen view bigger or smaller.

The crop tool is very similar to Microsoft office, which will delete anything outside of the shape you select.

The T is also similar to Office. When you select this tool, mark out where you would like your text to go, type in what you want to write. You are then able to change the font, colour, size, direction/ shape.

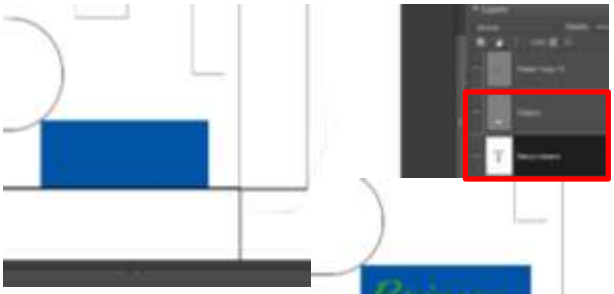
Understanding your Worksheet



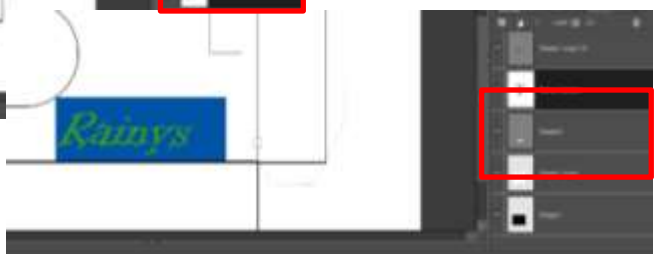
In the bottom right hand of your screen you should see a table with different layers (as above) If you cannot see this go on **Window>layers**. Within the layers table you will have lots of layers (imagine these as different documents).

T- is a text layer- which should say what text you have put next to it. The background always has a padlock next to it and this stays at the bottom of the list. You should also see each image in a different layer. On the far left of the layers table you will see, each layer has an eye symbol. If you click on the eye you can hide that layer (it does not get deleted- but you cant see it)

Always try and remember: Which ever layer is at the top of your list, this will be the one you can see first (If you imagine each layer (document) as a pile). You can re arrange the layers by dragging above/ below each other, if you want to edit where they are in your pile.



As you can see, the text layer 'T- Rainys' is below the shape 6. When you look at the screen it is not visible so if you drag that layer above you can now see the text (as below)



At this stage, please save your work in the correct format.

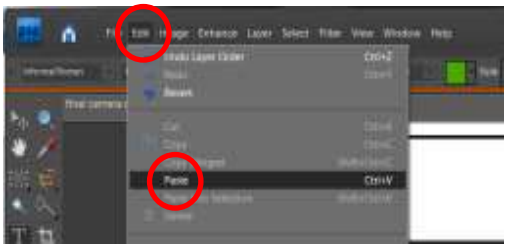
File> Save as> locate DT folder (make a new folder if needed) and save in the format **Photoshop PSD**. This will allow your documents to stay as layers (meaning you can edit when you come back to it next lesson). If the student has completed and is ready to print, only then would I suggest saving as a JPEG as it will condense into one document but you will not be able to edit later.

To add images to your work there are two ways. Which way will depend on you, your class, if you set an image collecting home learning task or if you want to focus more on Photoshop skills.

Personally I find option 1 easier. You find the JPEG image you want on google (the higher the resolution, the better)

When you have selected the image you want, > right click and copy.

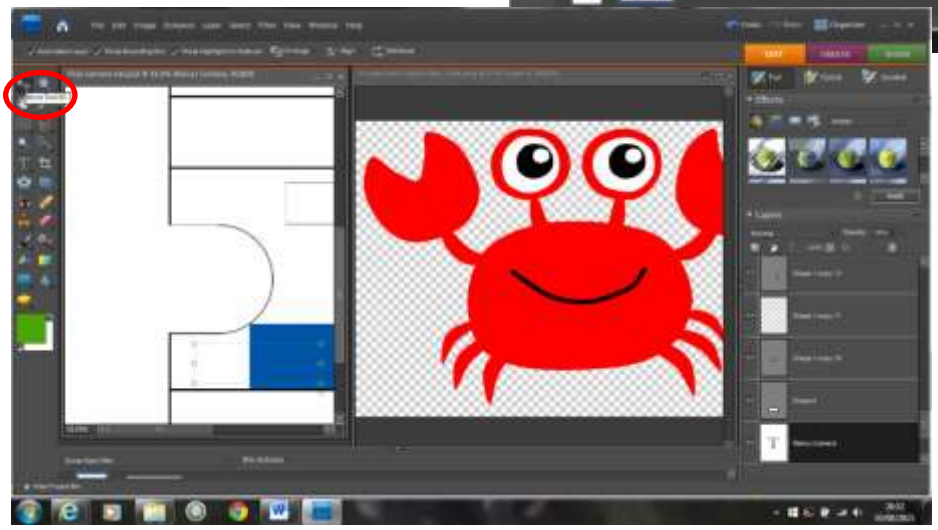
Maximise your Photoshop screen and either use the shortcut **CTL** and **V** on your keyboard to paste or edit> paste. (As shown to the right)



The alternative way to import an image into your document would be: **File> Open**> locate your folder

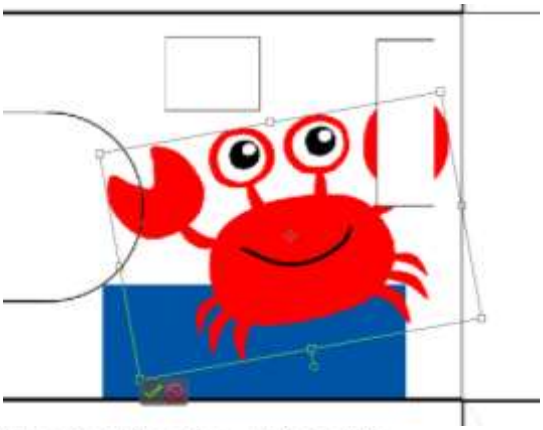
When your image has opened, you will need to minimise the image (NOT PHOTOSHOP- as shown below) so you see your camera case and image on one screen.

Ensure your move tool is selected. You will now be able to drag and drop your chosen image into your camera case template.



Please note: sometimes your images may seem pixelated when you first put in your camera case after pasting (very fuzzy) If you accept the changes that you have done, it will change to the original resolution for the image. If this does not happen you have selected a poor quality image in the first place. **To accept read below.**

Once you have your Images/ text into your document you may want to edit the size. Using the short cuts on your keyboard you can do this by pressing **CTL** and **T.** This should then show a box around your image. Using this you can change the height/ width, rotate or distort.

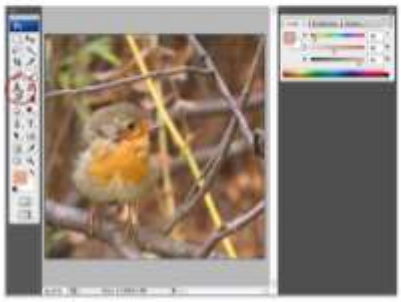


After editing you can either accept what you have done by selecting the tick or decline by selecting the no entry sign, taking you back to the original image.

Photoshop tools

Clone stamp tool: The Cloning Stamp Tool does exactly what its name implies. Using this tool, you can copy a portion of an image and reapply it repeatedly to cover an unwanted portion of the image or add extra detail.

Add extra detail:
Adjust the brush size depending on the part of the image you are editing. Select the Clone tool and hold down the ALT key. Click on the part of the image you want to clone. You should see the symbol which is circled in the middle picture , in the images below. This creates a source point that you will be cloning.



As you can see on the image to the left i have cloned a third leg on the bird. Experiment with with this tool to add extra details.

Using the clone tool take away an element of the image:
The example below shows a telephone pole in the original image; the Clone Stamp Tool enabled me to cover the telephone pole with the surrounding grass, weeds and sky and create a new image that does not contain the telephone pole.

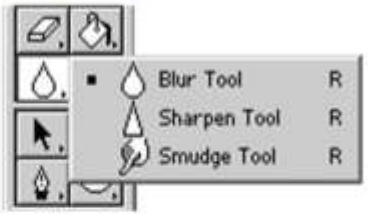
Original Image

Cloned Image

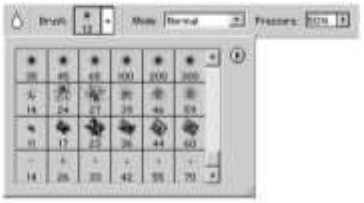
With the Blur Tool, you can soften portions of an image. This tool can cause areas of an image to appear as if they were out of focus. The Sharpen Tool is the exact opposite of the Blur Tool. The Sharpen Tool lets you sharpen the edges in portions of an image. The Smudge Tool is like the Blur Tool, but this tool will slide the colours of an image around and blend them together.

In the example below, I used the Blur Tool to soften the braches of the tree and the Sharpen Tool to accent the rooftops. After the adjustments were made, the rooftops became the new focal point of this image, even though the tree is in the foreground. With the Smudge Tool, I distorted the roof support to show an example of how the Smudge Tool might be used.

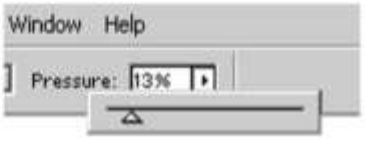
How do I use the Blur, Sharpen and Smudge Tools?
1) Select the Blur, Sharpen, or Smudge Tool from the Toolbox:



2) On the Options Bar across the top of the screen, select the brush size and type of brush you want to use from the Brush pull-down menu. (Click the arrow on the upper right corner of the brush palette to see a menu for additional brush options.)



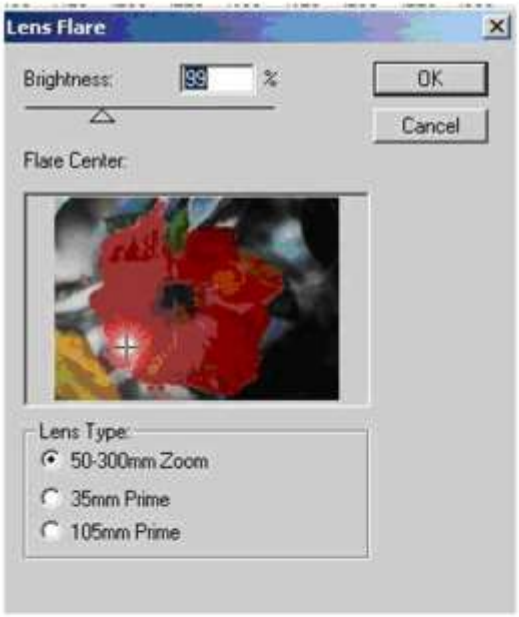
3) Also on the Options Bar, adjust the Pressure percentage to between 10-15% (The lower the percentage, the less drastic the effect, allowing you to maintain precise control over the amount of blurring, sharpening, or smudging.)

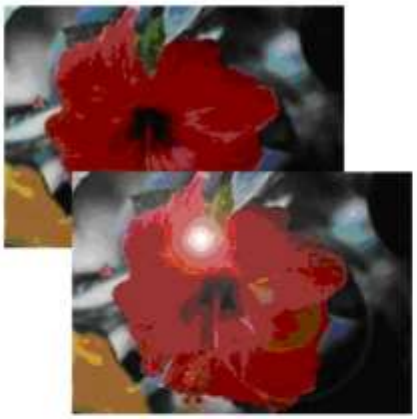


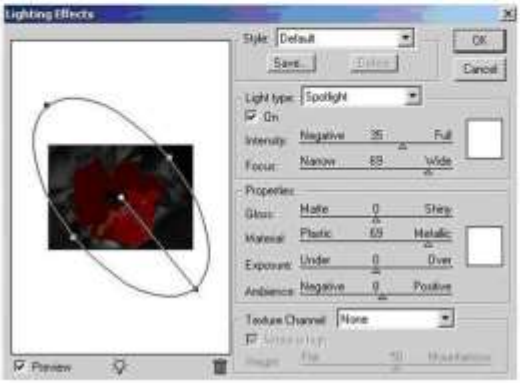
4) Draw with the mouse to create the effect.

Photoshop has a wide range of filters that you can use to add special effects to your images.
To use a filter:
1) Select the layer to apply the filter to.
2) Pull down the Filter menu. The menu consists of a list of filter types you can choose from.
3) Each menu selection (see picture to the left) represents a section of filters; each has a fly-out menu that allows you to select the specific filter you want. For example, below is the Distort fly-out, listing all of the possible distortion effects you can choose from:
Point to the desired filter section and click on the specific filter in the fly-out menu.
4) If the filter you specified needs input from you in order to fine-tune the effect, a dialog box will appear, prompting you for your preferences. When you are satisfied, click the OK button.

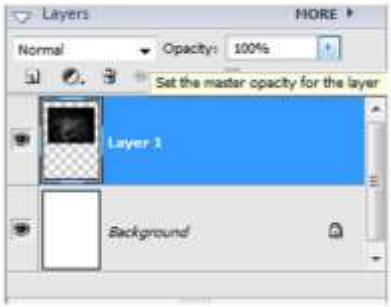
Examples of different filters are shown below.







Opacity Tool



Opacity refers to the amount of transparency a layer has. For instance, if a layer's opacity is set to 100%, then that layer is completely opaque (in other words, you cant see through it). If a layers opacity is set to 50% then it is see-through, or moderately transparent, and layers behind it can show through. On the other end of the scale, if a layers opacity is set to 0%, then that layer is completely transparent (invisiable)

Before

After

The layers palette contains a slider bar for opacity. The opacity setting for each layer can be adjusted simply by highlighting the desired layer and adjusting the slider bar.

Motion Effect

Follow this *tutorial* that will take any still image of a vehicle and give it that 100+ mph in motion effect!

Let's begin by adding the "Spin Effect" to the Rims to get that "rolling" look on each wheel.

Use the selection tool ***"Elliptical Marque Tool"*** and select the inside of the rims. I'm just going to select the spokes area to blur out.

Duplicate your layer, *click* on the new layer and go to **Filter > Blur > Radial Blur**. For the Radial Blur settings, here's what I'm using: **Amount: 30, Blur Method: Spin, Quality: Best.** Do this step for all wheels.

Add a motion blur to the background by duplicating the main photo layer and name it "Motion". Then, go to **Filter > Blur > Motion Blur**. Because my photo was taken in a straight horizontal view, I'm going to blur the image **0 degrees** and the **amount size of 100.**

On the motion layer, using the lasso tool select the car and delete the blur.

Select-deselect.

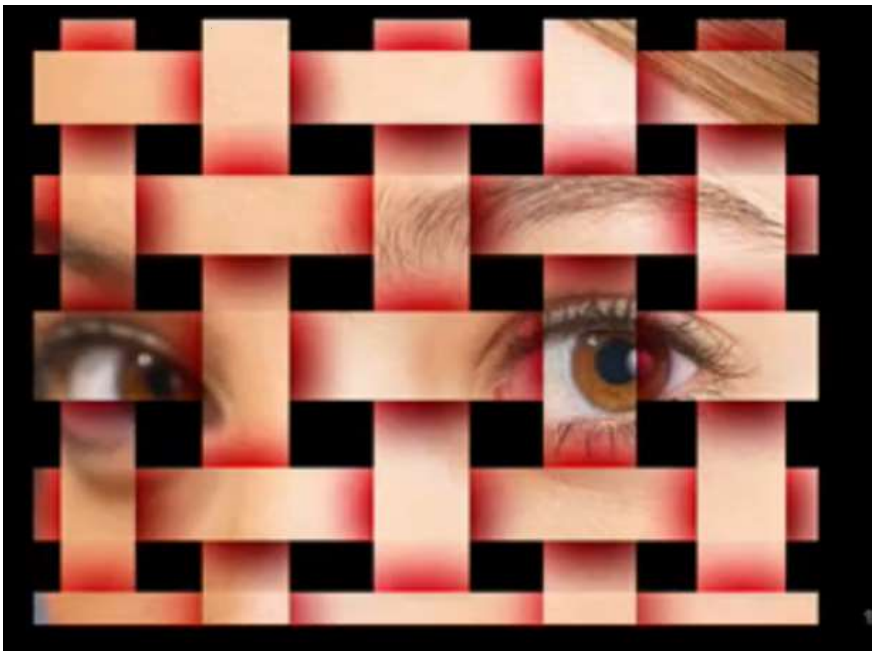
Using your rubber tool and a soft brush go around your edges to blend.

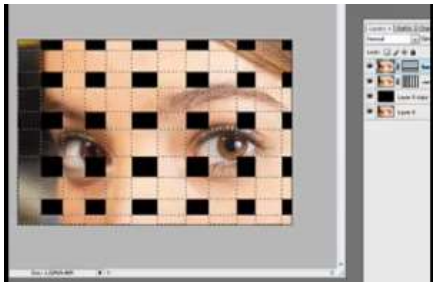
For some finishing touches, apply a little lens flare effect to the edge of the car by going to **Filter > Render > Lens Flare** and using your choice of Lens Type

Weaving

Choose a picture and open in Photoshop. Duplicate the picture four times.
Rename each layer.
Background, black squares, marquee horizontal and marquee vertical

In your tool bar select view, grid.
You should see lots of small squares in a grid on top of your image.





As you are creating the black squares, ensure you have selected the correct layer. Use the grid to ensure the spacing and measurement of the black boxes are equal.

Select the vertical marquee layer.
Using the rectangular marquee tool, highlight rectangular marquee's along your image, between your black boxes.

Using a black brush with a soft hazy edge make lines at the edge of your marquee.
Select the horizontal layer. Do exactly the same as you have done above, adding black hazy lines to the edge of your marquees.

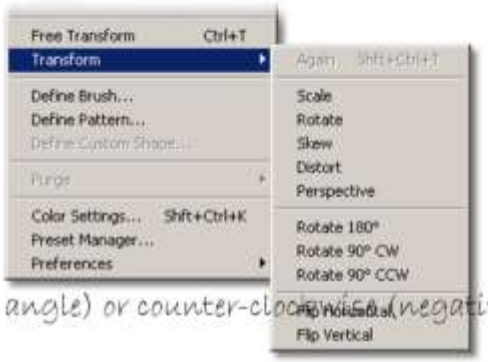
Using your marquee tool delete the top layer to show the lines you have made on the layer below.

You should end up with an image that looks like it has been weaved.
Use one of your edited photographs and see if you can create a similar image.
Remember to print screen as you go. This will help remind you of the steps to achieve this at a later date.

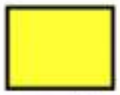
What is transforming?
Transforming changes an object's appearance by modifying one or more of its physical characteristics. The transform functions in Photoshop include scaling, rotating, skewing, changing perspective, distorting, and flipping.

Photoshop allows users to transform entire images, individual layers and/or specific selections.

The transforming options are located under the Edit menu in the Transform fly-out menu (shown below).



The following are descriptions and illustrations of each kind of transformation, beginning with an initial, un-tranformed bounding box:



Scale — changes the size of the image:

Rotate — rotates the bounding box clockwise (positive angle) or counter-clockwise (negative angle):

Skew — makes the image look like it is leaning. The top or bottom of the bounding box shifts to the left or right, OR the left or right side of the bounding box shifts up or down. The corner angles of the bounding box change but the opposite sides remain parallel:

Changing perspective — makes one part of the image look closer or further away. The corner angles of the bounding box change; one pair of opposite sides stays parallel while the other does not:

Distort — makes the image look oddly twisted. The corner angles of the bounding box change, and no two sides are parallel:

Flipping — reverses an image. The image can be flipped either horizontally (reversing its left and right sides) or vertically (reversing its top and bottom):

How do I transform a layer, image, or selection border?
To apply a transformation:
1) Tell Photoshop what it is you'd like to transform:
Select menu and choose Transform Selection. (This lets Photoshop know you want to transform the selection border itself, not the selected image.)
2) Pull down the Edit menu and choose the desired transformation from the Transform fly-out menu. A bounding box with handles will appear around your selection.
3) Drag the handles to make the desired change and view the results. The bounding box stays visible.
4) To apply additional transformations to the same selection, you can repeat steps 2 and 3. (For example, you could select Scale and drag a handle to scale the selection, and then select Distort and drag a handle to distort the selection.)
5) To accept the transformation(s), press the Enter or Return key.

Some examples

In the original image below, we selected the birdfeeder using the selection tools, and then cut and pasted it onto a new layer. With the birdfeeder on its own layer, we can transform it without affecting the rest of the image.

Original Image

Task:

Using a photograph you have taken I would like you to show four ways of transforming an image.

Use the print screen function to demonostrate how to achieved each photo.

Scaled Image

In this image, we scaled the birdfeeder down using the Scale transformation:

Rotated Image

In this image, we rotated the birdfeeder using the Rotate transformation:

Skewed Image

In this image, we skewed the birdfeeder using the Skew transformation:

Distorted Image

In this image, we distorted the birdfeeder using the Distort transformation:

Perspective Image

In this image, we changed the birdfeeder perspective using the Perspective transformation:

Flipped Image

In this image, we flipped the birdfeeder vertically: