**Intelligent refine edge – 2021**

**Curvature tool – mask button**

**Vector shapes**

**Perform retouching first before any adjustments**

**Resources**

www.grabient.com

**COMPOSITES Adjust for:**

**Perform retouching first before any adjustments**

**Perspective**

**Lighting & Contrast (curves)**

**Color (color balance or levels)**

**Saturation (select color test – hue saturation )**

**Blur & Grain (field blur)**

**Add a global effect (color lookup table)**

**Repeat steps 2 - 4**

**References**

**Eyedropper sample size affects sample size of magic wand, magic eraser, and background eraser tool.**

**Retouching, removing and replacing elements -**Photoshop Masterclass, clone stamp tool essentials 7:30.

**General Notes**

**Use field blur to add noise to photo or a layer in photo**

Desaturate has darker darks than Grayscale.

To find values use Grayscale or dot gain 20% or solid color 50% B, 0, 0 & color blend mode

Reduce saturation: by adding b&w layer and reducing opacity of b&w adjustment.

Can use guassian blur on masks for smoother effects.

Ctl click on text layer will select it.

**Tonal:** 1) Curves / Levels. 2) Shadows/Highlights adjustment (especially if there is a lack of midtones). 3) CRF Controls. 4) Exposure / Brightness/Contrast.

**Color:** 1) White Balance first. (Can use mid dropper in curve). 2) Curves start in RGB and further adjust using color drop downs. • Can stack vibrance adjustment layers. 3) Hue/Saturation. 4) Color balance.

**Contrast:** It seems Overlay blend mode method works best (compare histograms). 1) Adjust black and white points on levels or curves. 2) Duplicate layer and use overlay blend mode. 3) CRF Dehaze / Clarity / Contrast controls. 4) Sharpen tool (localized contrast).

**Selections: Select and Mask:**

**Best Selection Method: Calculations – See:** Insanely Difficult Photoshop Masks MADE EASY with “Calculations” YouTube PTC -WATCH END FIRST

2 Step Process. 1) Perform global areas first – click ok, 2) then re-enter select and mask on same mask – then refine hair and finer details. Main controls: Radius, Smooth, Shift Edge, Decontaminate Colors w/Amount Slider.

Channel mask, levels, brush w/ overlay, Dodge tool

**Retouching:**

1-Retouch and make changes to content on separate layer 2-then convert to smart object 3-before applying any adjustments or filters

Spot healing brush – use soft brush for better blending. Also use separate layer. For large areas paint over entire area to be removed at one time.

Healing Brush: Higher Diffusion values blend more Diffusion:1 – like clone stamp tool (very little blending)

Healing Brush can use Clone Source.

Retouching on separate layer allows for using eraser also.

Clone Stamp tool should be used with 100% soft brush.

Patch Tool works better than Content Aware Fill and Content Aware Tools in cases. Can use patch to remove or copy element. Good for replacing large areas. Can also use Fade Patch Selection to reduce strength of patch – only works for last patch.

**Liquefy:** Using alt with brush (reconstruct) will reverse changes.

**Content aware scale:** Photoshop Masterclass, Content- aware techniques 4:45.

Good patch example 11:00.

**Content aware fill:** Can be used to replace content aware scale in some situations.

**Crop:** Can also be used to fill areas.

**Face Contouring and touchups:**  Photoshop Masterclass, Dodge and Burn 4:30.

**Large scale cloning: Vanishing point filter with cloning.**

Photoshop Masterclass, Advanced Clone Stamp Tool Techniques 6:30.

**Content Aware Move/Extend:** Like patch tool but allows for easy resizing, rotating and copy of move. Perform move or copy, leave selected (Can use ctl h) and can adjust structure and color afterwards – works great for blending. Can use any selection method. The Extend method can replace content aware scale in some situations.

**NOTE:** Using Polygonal Lasso Tool with edit/fill/content-aware worked really good with gradient background (much better than regular lasso tool or/and content aware fill.

**Edit/Fill/Content-Aware:** Works much better than Content Aware Fill for large areas that require proximity fill – such as border edges, gradients, etc.

**Web Design –** Grid guides ctl ; to toggle

**Practice**

Use blends – luminosity, etc

Use opacity

Use selection tools, gradients, brushes and feathers for masks

Dither Masks - Filter/Add Noise 1-2

Can alt drag mask on top of another to replace

Can I adjust color blend with dodge and burn tools

Color Cast- Set black and white points in colors

**Master the Fundamentals**

**Deliberate Practice**

Processing Phases

1. Pre Processing
2. Raw Processing
3. Post Processing
4. Artistic Effects - Exaggerate Tone, Color and Effects to get Wow Factor from Viewer as if they were actually there.

Processing Steps

1. Tone
2. Color
3. Effects

**Pre Processing Steps**

1. Capture Photo

**Raw Processing Steps**

Set White Balance and Exposure in Raw with most data

Create Low Dynamic Range Image Low Contrast

**Post Processing Steps**

1. Lens Correction
2. Transform
3. Crop & Straighten
4. Large Corrections
5. Set Color Points
6. White Balance
7. Tonal
   1. Exposure
   2. White and Black Points
   3. Highlights and Shadows
   4. Contrast
8. White Balance
9. ACR – Sharpen / Dehaze
10. Color
    1. White Balance
    2. Calibration
    3. Color Adjustments
11. Local Adjustments – Tones/Colors
    1. Graduated Filters
    2. Brush Filters
12. Final Dodge and Burn
13. Cleanup
14. Noise Reduction
15. Resizing
16. Sharpening
17. Retouching and remove artifacts
18. Artistic Effects

**Suggested ACR Order**

1. Profile
2. Optics
3. Geometry
4. Basic
5. Calibration
6. Color Mixer
7. Curve
8. Detail
9. Effects
10. Color Grading

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* 1) Shadows/Highlights – To fix lack of mid range tones (too much shadows and highlights)

PMC 44 – Tonal Adjustments 6:00

1. Workflow – Edit and retouch first
2. Puppet Warp and Liquify can be filters under smart object.
3. Healing Brush – Diffusion setting – higher values = more blending, lower values = like clone stamp but still blends at edges. Diffusion=3 allows for some blending.
4. Coloring Skin Tones - Using different blend mode layers for skin tones and other techniques – PMC 57 10:00

**Photoshop Notes**

Keyboard Shortcuts – For Keyboard

Brush Tool – Tilde key – Turns brush into eraser

Brush Tool – Arrow keys to rotate brush (shift to accelerate)

Brush Tool – Alt Shift Right Click brings up HUD Picker spacebar to lock

Active selection – Space to move selection

Keyboard Shortcuts – New

Ctrl A - Select All

Alt Click on layer to zoom

Transform – Alt while dragging side will keep center will reversing

Alt Backspace fills with foreground color

Ctrl Backspace fills with background color

Shift Backspace dialog

Ctrl Alt Shift E – Will merge all visible layers into a new layer on top of everything.

Ctrl J – Duplicates active layer or a selection to new layer.

HUD Color Picker – Alt Shift RClick

Straight lines for a Brush or Eraser – Click, Shift Click.

**General Notes,**

Healing Brush Tool – Diffusion 1 = Little Blending (like clone stamp tool), higher number = more blending

Brush: Use Opacity 100, Flow 5-10 – Gives the smoothest blends