

# Soft Edge Selection

**Watch:** S9 "Selecting soft edge objects using Select and Mask" (6m)

**Make:** A meme.

1. Open the dog image. Crop one of the dogs to a perfect square.

2. Use cmd/ctrl + F to find the object selection tool. Select the dogs.

2. With a selection tool selected, click "Select and Mask..." above in the options menu. or under the Select menu. Use the selection tools to refine the edge. Hit done. Click the mask button  in the layer panel and refine the mask using black and white brushes if needed.

3. Select the gradient tool (Use cmd/ctrl + F to find). Select a cool gradient from the drop down above: 

4. Click and drag with the gradient tool until you are please with the result. Add any meme type of your choice.

.NOTE: A good meme font is Impact\*

5. Flatten and place to the right.  
The final should look something like this:



\*If you don't have impact use something else.



# Select Subject & Mask

**Watch:** S9 "Making selections based on subject & color" (3m)

**Make:** Two images one.

1. Open the biker image.
2. Using the dropdowns: Select > Subject
2. Fix selection and fully isolate the biker with the + and - lasso tools as described in previous activities.
3. Select/add in the road and railing to the biker selection. Mask the subject using the  button in the layers panel.
4. Open the background image, copy and paste it into the masked biker file. Place it behind the biker using the layers panel.
5. Adjust the scale, angle, and hue/saturation to make the green more orange to match the biker.
6. Add a motion blur to the background layer. Use Filter > Blur > Motion Blur...
7. Color correct in any way you like.
8. Flatten and place to the right.

The final should look something like this:



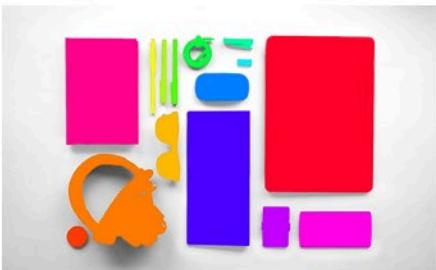
# Object Selection Tool

**Watch:** S9 "Using object select and the Quick Select Tool" (5m)

**Make:** A guessing game image.

1. Open the object image from the downloaded images.
2. Press cmd/ctrl + F and search for the object selection tool. Select either the rectangle or lasso mode from the drop down in the option bar. Make a tight selection of one of the objects.
3. Fix any selection issues using the object selection tool OR the regular lasso tools (L). (Hold shift + click to add and opt/alt + click to subtract from the selection.)
4. Select a foreground color and drop it into the selection by pressing opt/alt + delete/backspace.
5. Repeat for remaining objects.
6. Flatten and place it to the right.

The final should look like this, (feel free to choose your own colors):



# Lasso tool

**Watch:** S09 "Using the Marquee & Lasso Tools" (9m) and "Combining selections" (5m)

**Make:** the shoes, bag, and couch blanket green. Use the activity file within the downloaded zip file.

1. Select the shoes with the lasso tool. (Use the shift button to add to a selection and the opt/alt button to subtract.) Add an Hue/Saturation... adjustment layer and click "colorize" in the adjustments dialog. Shift the color to green using the Hue slider.

NOTE: Adjustment layers are here on the layers panel: 

2. Repeat for the bag.

3. Repeat for all parts of the blanket.

4. Flatten file and place it here in the blank space to the right.



# Brushes

**Watch:** S10 Brush Essentials (11m) and Brush Presents & Settings (10m)

**Make:** The brushes shown to the right.

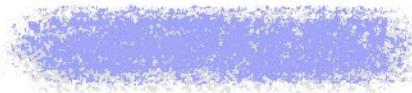
1. Follow the instructions below each brush.

2 Pick a foreground color.

3. Draw over each grey brush to the left. Hold the shift key while drawing to make straight lines.

Soft Round  
70 px

Hard Round  
20 px



Dry Media Chunky Charcoal  
80 px

Wet Media - Classic Cartoon  
30 px

The following are LEGACY BRUSHES and must be loaded from the  in the brush settings

round fan brush  and size of your choice



An airbrush  preset with small spatter and more spacing as shown (doesn't need to match exactly)



The Grass Brush  
50 px



The Grass Brush  
Shape Dynamics - Size Jitter 100%  
Scattering - Scatter 100%  
70px

# Week 04: Selection Tools

**Watch:** S09

"Using the Marquee & Lasso Tools" (9m)

**Make:** The window shown to the right.

1. Use the Rectangular Marquee tool and the  settings to create the window shape and fill it with a chosen foreground color for the sky (Alt or Opt + Delete)

2. Use the Polygonal Lasso tool (L) to create the mountains, cabin, and tree individually. With each new element create a new layer and use the layer panel thumbnails to deselect anything that hangs outside of the window. This is accomplished by making a selection, then holding cmd/ctrl + opt/alt + shift and clicking on the window frame layer thumbnail.

3. Create the moon using the circle marquee selection tool and the  settings. Use a circle, and then a subtract another circle to create the moon.

4. Create the stars using a hard edged brush (B) and varying the size for each star. Grow and shrink the brush using the bracket keys [ and ] for smaller and bigger.

