Introduction to

PHOTOSHOP
& IMAGE EDITING

PART - 4

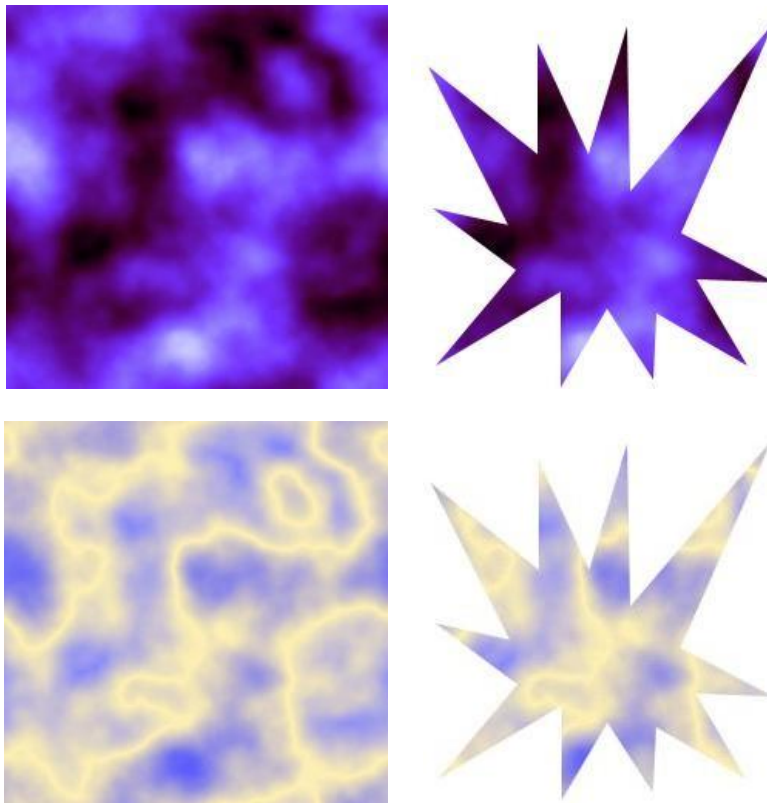## EXERCISE – 12 : WORKING WITH LAYERS-II

Task : (a) Add a new shaker and label as S (salt) and P (pepper) (b) Put a sugar cube into the cup of tea
(c) Add smoke coming out of the tea (d) Change hour hand of clock from 9 o' clock to 11 o' clock
(e) Add a new jacket for the tea pot and darken for shading

Open file	Open file TEATABLE.TIF in Photoshop.
Reset tool settings	Choose Edit > Preferences > General > Reset All Tools. This resets tools to default settings
Select (PL)	Using Polygonal Lasso trace outline of the shaker
Create Layer	Choose Layer > New > Layer via Copy to put shaker onto a new layer. Rename as *Shaker*
Move	Move duplicate shaker so that the two shakers overlap slightly. Change opacity of new layer to adjust overlap amount, if necessary.
Select (PL)	Switch off *Shaker*. Using Polygonal Lasso trace outline of right side of the original shaker
Delete	Switch on *Shaker*. Delete selection to remove left side of duplicate shaker
Create Layer	Create a new layer from Layers palette. Layer 2 will be an effects layer. Rename as *Text*
Layer style	Set *Text* style as Bevel & Emboss, Outer Bevel, shading angle -138 degrees
Paint	Choose Paintbrush tool, 5-pixel hard brush (column 3), white as foreground color. Selecting *Text* write 'P' and 'S' on the shakers.
Select (PL), Copy	Using Polygonal Lasso trace outline of sugar cube. Copy to a new layer. Rename as *Cube.*
Move, Erase	Move duplicate sugar cube to top of cup. Using Eraser tool erase lower portion of cube
Draw (Airbrush)	Use airbrush with 65-pixel soft brush, white color, pressure fade, 25 steps. Draw curved line above the cup to simulate smoke.
Select (ML)	Using Magnetic Lasso select the gold base of the teapot.
Create Layer	Copy the teapot base onto a new layer using Layer via Copy. Rename layer as *Base.*
Open file	Open file CLOWN.TIF in Photoshop. Move texture content onto a new layer just above *Base* layer using Move tool. Rename layer as *Texture*.
Group layers	Selecting *Base* choose Layer > Group with Previous. The texture is copied to the base.
Retouching (Burn)	Select Burn tool. Choose 100-pixel soft brush, Range highlights. Choosing *Texture* layer drag Burn tool to the left side 3 to 4 times to simulate shading.
Select (PL)	Using Polygonal Lasso trace outline of a triangle around hour hand of clock.
Quick Mask mode	Enter Quick Mask mode. Choose Paintbrush, 13-pixel hard brush (column 5), white foreground color. Click on cap where the clock hands are fastened to remove from mask.
Standard Editing mode Draw (Fill)	Return to standard editing mode. Choose blue color of the clock as foreground. Fill inside selection to remove hour hand.
Select (PL), Quick Mask mode	Using Polygonal Lasso trace outline of a triangle at position of 11 o' clock. Using Quick Mask mode and white foreground color remove cap as done before.
Standard Editing mode	Return to standard editing mode. Fill inside selection with black to create hour hand.
Save file	Save as TASK12.PSD and TASK12.JPG

EXERCISE – 13 : WORKING WITH ACTIONS & ALIGNMENT

Open file	Open file GOODBYE.PSD in Photoshop.
Link layer	Click on checkbox closest to the "Good" layer title. This layer is linked to the active "Bye" layer.
Align	Choose Layer > Align Linked > Top Edges. The linked layer's top edge will align to the top of currently selected layer.
Undo	Undo changes by Edit > Undo and try other options in the Align Linked menu.
Move	Use the Move tool to observe effect on linked layers
Save file	Save as TASK15b.PSD and TASK15b.JPG

The **Actions** palette records the image processing steps (*excluding* painting and drawing paths) and applies them on other images.

Open file	Open file TEXTURE1.TIF in Photoshop.
Set Actions	In Actions palette choose New Action and name it *Star.* Click on Record button.
Select (PL)	Using Polygonal Lasso tool create a star shaped selection. Invert selection and press DEL. Press CTRL+D to deselect.
Stop Actions	Click on Stop Recording button.
Open file	Open file TEXTURE2.TIF in Photoshop.
Play Actions	In Actions palette select *Star* and click Play button. The recorded actions are applied onto the second image.
Canvas size	Change canvas size to combine both textures into a single image (change height to 515).
Save file	Save as TASK15aPSD and TASK15a.JPG

EXERCISE – 14 : WORKING WITH COLOR MODE CONVERSIONS

Color to Grayscale

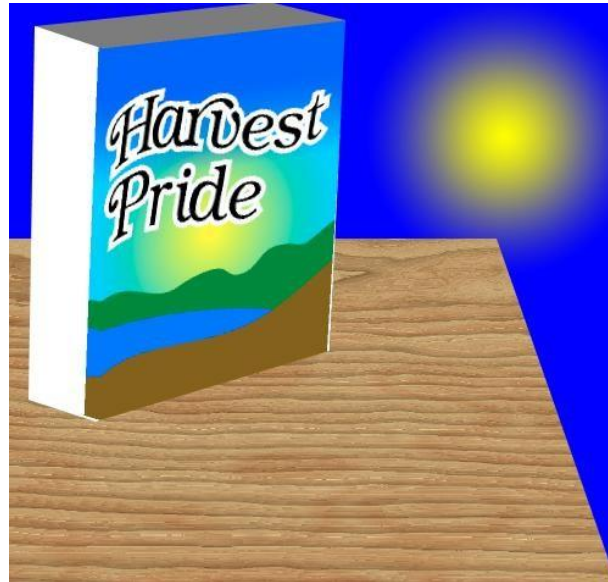| Open file	Open file CAMEO.TIF in Photoshop.
De-saturate	One way to convert color image to grayscale is by choosing Image > Adjust > Desaturate.
Undo	Choose Edit > Undo changes for a better way to de-saturate
Change mode	Choose Image > Mode > LAB color. The Channels palette now contains L, a, b channels.
Convert	Select the L channel. Choose Image > Mode > Grayscale. Discard other channels.
Save file	Save as CAMEO_GS.TIF.

Grayscale to Color

Open file	Open file CAMEO.TIF in Photoshop.
Change mode	Choose Image > Mode > Indexed color. Choose *Adaptive palette* setting.
Display Color Table	Choose Image > Mode > Color Table. This shows 256 colors derived from the image.
Save Color Table	Click Save button to save the color table as CAMEO.ACT
Load Color Table	In Swatches palette choose Load Swatches and select CAMEO.ACT. All colors in color table are now part of Swatches palette.
Close file	Close file CAMEO.TIF without saving
Open file	Open file CAMEO_GS.TIF in Photoshop.
Change Mode	Choose Image > Mode > RGB Color. This allows colors to be added.
Create Layer	In Layers palette create a new layer and name it Color.
Change blending mode	Change blending mode of the new layer to *Color*. This preserves L information of base layer.
Paint	Select Paintbrush tool and 65-pixel soft brush. Selecting colors from the Swatches palette paint on the grayscale image to color it.
Save file	Save as TASK13a.PSD and TASK13a.JPG

Grayscale to Duotone

Open file	Open file CAMEO_GS.TIF in Photoshop.
Change mode	Choose Image > Mode > Duotone color. Choose *Duotone* type setting.
Choose color	Click on color box for Ink2. Choose *Pantone Uncoated* ink, # 126.
Change distribution	For Ink1 (black) choose color distribution as 50: 30%. For Ink2 choose 50: 70%.
Save file	Save as TASK13b.PSD and TASK13b.JPG (after conversion to RGB mode).

EXERCISE – 15 : WORKING WITH 3D SHAPES

Task : Design an advertisement showing a box of cereals with the morning sun in the background.

Open file	Open file PRIDE.TIF in Photoshop.
Filter	Choose Filter > Render > 3D Transform.
Filter : Cube	Use Cube tool to drag from upper-left to lower-right of image
Filter : Selection	Use Direct Selection tool to change shape of the wireframe and Selection tool to position it so that the right face encloses the image. Use DEL to delete wireframe and start over again, if necessary
Filter : Trackball	Use Trackball tool to rotate the shape so that the left, top and front faces are visible.
Filter : Pan Camera	Use Pan Camera tool to drag the 3D shape to the left to have a clear view of it. Click OK to apply 3D Transform
Select (PL)	Use Polygonal Lasso to select edges of the box.
Create Layer	Copy to a new layer. Name the layer *pride*. Switch off the Background layer.
Open file	Open file OAK.TIF in Photoshop.
Create Layer	Copy content to PRIDE.TIF. Name the new layer *oak*. Drag layer *oak* below layer *pride*.
Transform	Choose Edit > Transform > Distort to make the oak image look like a table top on which the box of cereal stands.
Create Layer	Create a new layer, name as *sky* and drag below the *oak* layer.
Set BG/FG color	Set blue as the background color. Fill layer *sky* with background color. Set yellow as foreground color.
Create Gradient	Choose Foreground to Transparent gradient and Radial Gradient mode. Drag to create the yellow circle to simulate the morning sun.
Save file	Save as TASK14.PSD and TASK14.JPG

EXERCISE – 16 : WORKING WITH ACTIONS & ALIGNMENT

Create file	Create a new file 600 by 400 pixels and black background color
FG color	Choose foreground color as #18323a
Filter	Choose Filter > Render > Clouds
Create layer	Create a new layer and fill it with black. Name the layer *Stars*
Filter	Choose Filter > Noise > Add Noise. Set Amount 30%, Gaussian, Monochromatic.
Adjust	Choose Image > Adjust > Levels. Set Input levels at 160, 1.55, 255.
Blending mode	Change blending mode of *Stars* layer to Screen
Write text	Write text SPACE using white color and font Bank-Gothic, size 100 pt.
Layer style	Use Color Overlay of black color Use Drop Shadow, color #008ac5, Screen, size 5 pixels, 64% opacity Use Inner Shadow, color #54a4ff, Screen Use Outer Glow, color #008ac5, Screen, spread 4%, size 100 pixels. Use Inner Glow, size 5 pixels.
Save file	Save as TASK16b.PSD and TASK16b.JPG