

SUMMARY OF EDUONIX COURSE

LEARNING DESIGNING USING PHOTOSHOP FROM SCRATCH (6 SECTIONS)

RATINGS: 4/5

SECTION 1 – INTRODUCTION

- Photoshop is the industry standard for Raster graphic editing (Photos, Text and Effects)
- Uses layers, Composites and Color models
- Used by Graphic Designers, Photographer, Illustrators
- www.adobe.com/go/tryphotoshop

SECTION 2 - GETTING STARTED (3 UNITS)

UNIT 1: Default Settings, Workspaces

- PS has a lot of settings you can customize to your taste
- “Ctrl + Shift + Alt” as you double click PS > to reset the settings to default
- Edit > Preferences
- Windows > Workspace > Motions/Painting/Essentials
- Workspace_shortcut > New Workspace/Reset Essential

UNIT 2: Opening Photos, New Documents

- Google “Royalty free images”
- Right Click on image > Open With PS
- File > Open > Select Image
- File > New > New Document Window ()
- New Document:
 1. Name – name of document
 2. Preset – Gives standard options to choose from
 3. Width/Height – Pixels used for digital and web graphics, Inches for print graphics
 4. Resolution – the higher the number the more detailed the image (72 for onscreen graphics, 300 for printing), leave the numbers at default
 5. Color Mode – RGB for digital graphics, CMYK for print graphics
 6. Background Content –

UNIT 3: Layers, Blending

- Layers plays a big role in Photoshop, help to rearrange effects
- Move > Select Image > Drag to Workspace (“Shift” to center it)

- Select > ALL > Edit > Cut > Edit > Paste
- Opacity: helps to blend one layer with another
- Dropdown Blend Menu: Play with it

SECTION 3 – TOOLS (10 UNITS)

UNIT 1: Selection Tools

- Rectangle Marques Tool:
- Lasso Tool: Shift and Alt (for Adding and Subtracting from selection)
- Magnetic Lasso Tool: like a smart Lasso tool
- Quick Selection Tool: can customize to be broad or more precise
- Magic Selection Tool: tolerance

UNIT 2: Manipulation Tools – Basics

- Crop Tool:
- History Panel: list the latest changes to image
- Delete Crop Pixels: check or uncheck
- “Shift”: to control rotation
- Perspective Tool: Perspective Grid
- Slice Tool: (Select Slice Tool)
- Spot Healing Brush Tool: Drag over the spot
- Healing Brush Tool: We get to choose our sample spot (Using “Alt”)
- Patch Tool: Made selection > drag it to sample spot
- Content Aware Move Tool: “Structure 3”, “Color 10”

UNIT 3: Manipulation Tools – In Action

- Red Eye Tool (Healing group):
- Clone Stamp Tool: produces exact duplicate of what you sample
- Pattern Stamp Tool: takes existing pattern and stamps it
- Select with Rectangular Marques >Edit > Define Pattern
- History Brush Tool: To brush in history (winks)
- Art History Tool: Paint in a preexisting image (Quite Confusing)
- “[“ and “]”: to increase/ decrease diameter of circle of art history tool

UNIT 4: Manipulation Tools – Final

- Eraser Tool: it is a destructive tool
- Duplicate layer before using destructive tools
- Background Eraser Tool:
- Edit > Fill > ***
- Play with tool options

- Magic Eraser Tool: deletes a range of colors (similar to magic wand)
- Blur Tool: it blurs
- Sharpen Tool: does the opposite of the Blur Tool, best used in small dosage
- Smudge Tool:
- Dodge Tool: target range of color and sharpen them
- Burn Tool: opposite of dodge tool darken shadows
- Sponge Tool: Affects the saturation of an image

UNIT 5: Creation Tools – Basics

- Brush Tool: “Brush preset picker”, “Jitter” – randomness, “Scattering”
- Pencil Tool: lots of same preset of the Brush Tool, hardness option is not as visible in Pencil like in Brush
- “X” is switch btw Fore and Background colors
- “Shift” key to constrain the Brush Tool

UNIT 6: Creation Tools – Usage

- Color Replacement Tool: similar to background erase tool, “mode” play around it
- “Ctrl +J”: duplicate background layer
- Mixture Brush Tool: Click > Drag (to smudge colors around), “wet”, “mix” (color and image), “flow” (how dense are the brush strokes)

UNIT 7: Creation Tools – Advance Features

- Gradient Tool: sample two or more colors and what stretched between them
- Paint Bucket Tool: replaces a range of color with color of choice, “tolerance”, “Contiguous”
- Horizontal Type Tool: to add text, “Anti-alias” - to make pixel based object look smoother
- Play around with all the type tools

UNIT 8: Creation Tool – Other stuff

- Pen Tool: use to make selections, Define Region > Right Click > Make Selection
- “Ctrl + D”: to deselect
- Layers and Paths are very different

UNIT 9: Creation Tool – Final Points

- Shapes Tool:
- Raster and Vector Graphics
- Custom Shape Tool: “shape” (premade shapes), “add anchor points”

UNIT 10: Workspace Tools

- Help to navigate the canvas without affecting the documents

- Eye Drop Tool: “+ Alt” to change background color
- Color Sample Tool: brings up an info tab on each sample
- Ruler Tool:
- Note Tool: For setting reminders and communicating with other designers
- View > Show Note
- Hand Tool: it moves your view of the image not the image
- Rotate View Tool: it rotates the view at the center of the image (rotates your perspective of the image), “reset view”
- Zoom Tool:
- Quick Mask Mode: view selection in a different way
- Window Mode: “full screen mode”

SECTION 4 – WORKFLOW (3 UNITS)

UNIT 1: Work Flow – Basics

- “Ctrl + Z”: only undoes the latest action on PH
- “Ctrl + Alt + Z”: goes backward in time step by step
- “Ctrl + Shift + Z”: goes forward in time step by step
- History Panel: “new snapshot” (smells of version control)
- Windows > Actions: lets you record a series of steps, and run them (something similar in AI)
- Image > Canvas Size: Size of Picture

UNIT 2: Work Flow – Usage

- Color Panel, Color Swatches, Adjustment Layer Panel
- “Adjustment Layer”: affects only layers below it, it can also be clipped to a layout (using “Alt”)
- “Layer Effect”: “Styles” are presets of Layer Effects

UNIT 3: Work Flow – Advance

- “Smart Objects” (seems that is how mockup works): a mini document in document, shrink and enlarge without losing Pixels, you can hide and mask filter
- “Convert to Smart Object”
- Images in computer m are made of 3 different colors (RGB)
- “Channels Panel”: essential for people working with photographs
- “Layer Masks”: Pure Black or White brush stroke can either or show a layer
- Shades of Grey to fade Layer
- “Ctrl + I”: To invert
- Layer masks give us room to play with our layers

SECTION 5 – PHOTO CORRECTION (4 UNITS)

UNIT 1: Perspective Distortion

- View > Show Guides
- View > Ruler
- “Perspective Crop Tool”, “Filter” > “Lens Correction” > “Custom” (enjoy this best)
- “Filter” > “Adaptive Wide Angle” > “Correction” > “Fisheye”

UNIT 2: Liquefy Adjustment

- Liquefy: making image moldable
- Filter > Liquefy > “Forward Warp Tool” (similar to smudge tool), “Reconstruct Tool” (works like an UNDO), “The Pucker Tool” (shrinks towards the center), “The Bloat Tool” (click and drag), “Push Left Tool” (redirects everything), “Twirl Clockwise Tool” (+ “alt” to spin anticlockwise), “Smooth Tool” (similar to reconstruct), “Freeze Mask Tool” (to protect a part of the image)
- “Advance Mode” for “Liquefy”: “Brush Rate”, “Pin Edges”

UNIT 3: Double Raw Conversion

- File > Open as > “camera raw” > Open
- Layer > Smart Objects > New Smart Object via Copy

UNIT 4: Image Processor

- Image > Image size
- File > Script > Image Processor > “follow the steps”
- Takes away the hassle of processing images individually, allows you to save in multiple file types at once

SECTION 6 – EFFECTS AND TECHNIQUES (15 UNITS)

UNIT 1: Sliced Photo with Mask

- View > Rulers
- “Alt” + Mask: to go inside the mask
- View > Show > Guides
- Sliced photo effect using adjustment layer

UNIT 2: Textured Portrait Person

- Quick Selection tool (auto enhance)
- File > Place Link
- Blend > Overlay

- Filter > Distort > Display
- Adding a texture to a person's portrait

UNIT 3: Background Blurring

- “Refine Edge”: help to manage the finishing touch for image selection
- Filter > Blur > Average/Blur/Blur More/Box Blur/Gaussian Blur/Motion Blur/Radial Blur/Shape Blur/Smart Blur/Surface Blur
- He likes the Gaussian Blur the most

UNIT 4: Haze Effect

- Duplicate background image to serve as backup and for comparison
- Adjustment layer > “curve” > “red”/ ”blue”
- (select smart object) Filter > noise > add noise (10%, Gaussian, monochromatic)
- (select adjustment layer) Layer effect > Gradient overlay > “blend” (overlay, opacity 60%, radio (style, reverse), angle(45degrees))

UNIT 5: Grunge Effect

- Grunge Effect can be found as an effect on photos, usually a harsh effect
- Filter > Sharpen > Unshapen Mask (500%, radius – 5px)
- (select copy) Blend mode > overlay
- (select copy) Curves (link to background layer)
- (select copy) Quick selection tool > refine edge (output – layer mask)
- Reduce opacity of layer mask to 50%
- (select copy with mask) Black and White > (link to copy) > Blend mode > soft light > opacity (50%)
- Type Tool > Ctrl + T (free transform) > Arial Bold > Color (Dark Red) > Drop Shadow > Convert to Smart Objects (both text layers) > Edit > Transform > Skew

UNIT 6: Making Images Pop

- You cannot control what kind of image is interesting to people
- Color, Contrast and Depth: draw attention to an image
- New Adjustment Layer > Vibrant/Saturation > New Adjustment layer > Hue > Yellows > Blend Mode > Soft light > New AL > Curves > New Group
- (Select Group) New Layer Mask > Gradient Tool (black to white)

UNIT 7: Creating a Vignette

- Layer Effects > Gradient Overlay > Multiply > Style (radial, reverse) > METHOD 1
- Rulers (to create guides) > Elliptical Marquees > New AL > Curves > Ctrl+I (invert, layer mask) > Feather > METHOD 2
- New Layer Mask > Ctrl + I (white to black) > Brush Tool > Brush Size (black/white) > METHOD 3

UNIT 8: Creating Facial Hair

- New Blank Layer (testing ground) > Brush Tool > New Blank Layer > Edit (Hide Background Layer) > Define Brush Preset > New Blank Layer > Window > Brush > Spacing (100%) > Shape Dynamics (Size Jitter(means randomness) > 100%, Angle Jitter > 5, control > Direction, Brush Tip Shape > -130*, Roundness Jitter > 50%, Enable Brush Projection, Scattering > 800%, Both Axes, Color Dynamics > Use Eye Drop to set Foreground, Sample for Background, Fore/Background Jitter > 50%, Hue/Brightness/Saturation > 10, Transfer > (Opacity Jitter> 10%) > Brush Tip Shape > Spacing(20%) > New Brush Icon (Beard Brush)

UNIT 9: Combining Images

- PS can take two different images into one
- Window > Arrange > 2-Vertical/ Consolidate all to tabs > Duplicate Image > Clone Stamp Tool (painting over with snow) > Dancer Image (need to cut dancer) > Magic Wand Tool > Tolerance (15) > Select Background > Quick Mask Mode (Q) > Brush (hardness>100, color > black) > Invert Selection (Ctrl+Shift+I) > Layer Mask > Move to Snowboard image > Free Transform (Ctrl+T) > Right Click Layer Mask > Apply Layer Mask > Image Adjustment > Match Color > Fade (40)

UNIT 10: Creating a Drop Shadow

- Magic Wand Tool > Invert Selection (Ctrl+Shift+I) > Refine Edge (smart radius, radius=20, smooth=15, contrast=20, shift =-10, onblack, output=New Layer) > New Black Layer > Edit > Fill > Effects > Drop Shadow > Blend (normal) > Opacity (100%) > Size (0) > right click Drop Shadow > Create Layer > Ctrl + T (Free Transform) > Ctrl + Drag Shadow > Layer Mask > Gradient Tool (white to black) > Properties > Density(80%) > Filter > Blur > Gaussian Blur > Elliptical Marquee Tool(Shift+Alt) > >Invert Selection > Refine Edge> Feather (200) > Filter > Blur > Gaussian Blur (15) > Layer Opacity (85%)

UNIT 11: Whitening the Infinity Wall

- Infinity Wall is simply a white background, used in Photography Studio
- Green Screen are used as Mask to insert other background entirely
- Crop (Alt + Drag) > New Adjustment Layer > Levels (shadow slider = 50, Highlight slider = 160) > Quick Selection > Refine Edge (radius = 5px, smoothness = 20, feather = 0, contrast = 30, shift edge = -20, output = selection) > Delete Levels Layers > New AL > Ctrl +I > Exposure (= +3) > Brush (hardness=80, swatch color = black) > Lasso Tool > Ctrl + C > Ctrl + D

UNIT 12: Creating Weather

- New Blank Layer > Filter > Render > Clouds > Blend > Hardlight > Isolate Background > Magic Wand Tool (+ Shift to select the clouds) > (Select clouds layer) Layer Mask > New Blank Layer > Fill with Black > Filter > Render > Fibres (variants = 50, strength = 60) > Filter > Blur > Motion Blur (distance = 180, angle = 90) > Filter > Other > Offset (vertical slider = 1000) > Clone Stamp > New AL > Levels (black tab = 150) > Channels > Ctrl + RGB > New Blank Layer > Edit > Fill > White > Delete Rain Layer > (select rain layer) Edit > Define Pattern > Delete rain layer 2 > New Blank Layer > Edit > Fill > Black > Layer Effect > Pattern Overlay > Scale (20) > Blending Options (fill opacity = 0) > Ctrl T Free Transform > Link Width and Height > 125% > Duplicate layer (Alt + Drag) > Scale (40% - 500%) > Select all rain layer > Rasterize Layer Style > Rotate Each Layer using Free Transform > Merge All Rain Layers to One Layer > Merge Layers > New Blank Layer > Brush (size 6px, hardness 100%, white) > Layer Effects > Outer Glow > Color = White > Blend = Vivid light > Technique = Precise > Size = 155 > Opacity = > Move Umbrella Mask > Density = 20

UNIT 13: Creating Smoke

- New AL > Exposure (5) > Ctrl + I > Brush (hardness 70, color white) > Blend Mode > Hard Light > AL > Levels > Add Exposure to Level AL > Shadow Slider = 115 > New Blank Layer > Brush (hardness 0, opacity 30, color white) > Make Curvy Line > Repeat with diff brush sizes > Filter > Other > Maximum > Preserve = Roundness, Radius = 6 > Filter > Blur > Surface Blur (Radius 10, Threshold 15) > Edit > Transform > Warp > Layer Opacity = 70 > Duplicate Smoke Layer > Warp > New Blank Layer > Ctrl + First Smoke Layer Thumbnail > Filter > Render > Clouds > Ctrl _ D > Blend Mode = Overlay > Original Smoke Layer > Layer Mask > Brush (color black) to taper off smoke

UNIT 14: Alien Skin Effect

- Duplicate Background Layer > Filter > Liquefy > Bloat (size 500) > Increase size of pupils > Punker Tool to reduce nose protrusion > Rename layer to big eye > Convert to smart object
- New Blank Layer > Filter > Render > Clouds > Layer Blend = Vivid Light > Layer Opacity = 25 > Rename layer to Bruises > AL > Hue Saturation (yellows, hue 85, slide left 300*/15* | 125*/135*. Lightness -25, Saturation 160) > Brush Tool (black) > Rename to Green.
- Duplicate Big Eye Layer above the Bruises > Filter > Filter Gallery > Artistic Tab > Plastic (highlight 13, detail 13, smoothness 6) > Layer Blend = Multiply > Rename Layer to Plastic
- Select Original Big Eye Layer > Magic Wand (select background) > Invert Selection > Select Plastic > Layer Mask > Brush Tool (color black) to select area that should not be plastic
- Duplicate Big Eye Layer above the plastic layer > Filter > Filter Gallery > Sketch > Bas Relieve (Detail 13, Smooth 1, light bottom) > Rename Layer Texture > Layer Blend = Overlay > Layer Opacity = 70 > Drag Layer mask in Green to Texture

- Duplicate Big Eye above Texture > Fore/Back = White/Black > Filter > Filter Gallery > Texture > Stained Glass (Cell Size 13, border 2, Light 0) > Rename Layer to Face scale > Layer Blend = Multiply > Apply Plastic Layer Mask > Use Brush Tool for touch up
- Duplicate Face Scale Layer below itself > Rename to neck scales > Select Neck Scale Layer Mask > Use Brush to Mask out the Face > Mark out the face then > Alt + Click Mask to better fill it with black > Ctrl + Neck Scale Mask then + Face Scale Mask > Edit > Fill > Black > Ctrl + D > Select Neck Scale > Filter Gallery (cell _size = 7) > Layer Opacity = 30%

UNIT 15: Outro

- Recommends the Advance Photoshop Course