Table of Contents

Introduction

Adobe Photoshop CS4, an industry standard, pushes the boundaries of digital imaging and editing. While widely used by professional photographers as well as web and graphic designers, Photoshop can also provide a creative outlet for amateurs, enthusiasts, and artists alike.

The kinds of special effects a person can create using Photoshop is limitless. This handout will introduce users to just a few ideas to get their creative juices flowing. Furthermore, lessons will comprise of designing posters and flyers. This handout will also cover how to add copyright information to an image's metadata as well as the image itself through watermarking.

Downloading the Data Files

This handout includes sample data files that can be used for hands-on practice. The data files are stored in a self-extracting archive. The archive must be downloaded and executed in order to extract the data files.
- The data files used with this handout are available for download at http://www.calstatela.edu/its/training/datafiles/photoshopcs4advp2.exe.
- Instructions on how to download and extract the data files are available at http://www.calstatela.edu/its/docs/download.php.

Creating Special Effects with Photographic Images and Text

Special effect is a term used to describe a visual or sound effect that seems realistic, but was actually created post shoot. The following two lessons tap into some of Photoshop's special effects abilities.

Making Graffiti Art

Graffiti is a controversial form of visual expression; however, no one can deny its commercial appeal. The following lesson shows users how to convert a photographic image into graffiti art.

To turn the photograph into a graphic element:
1. Start **Adobe Photoshop CS4**.
2. Locate and open the **graffiti.psd** file.
3. In the **Layers** panel, select the **graffiti 1** layer.
4. Click the **Layer** menu, point to **New Adjustment Layer**, and select **Threshold** to turn the photographic image to black and white. The **New Layer** dialog box opens.
5. Select the **Use Previous Layer to Create Clipping Mask** check box, and then click the **OK** button (see Figure 1).
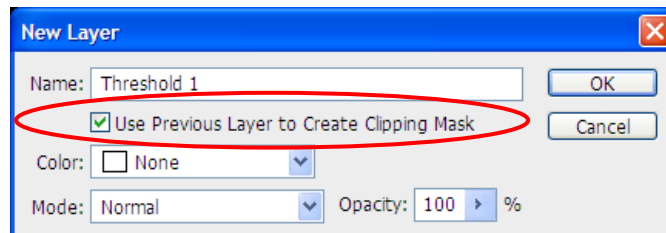

Figure 1 – New Layer Dialog Box

NOTE: To apply the adjustment layer to all layers, do not select the **Use Previous Layer to Create Clipping Mask** check box.

6. In the **Adjustments** panel, type **111** in the **Threshold Level** box. Or, drag the **Threshold** slider to the left or right until the desired level is reached (see Figure 2).
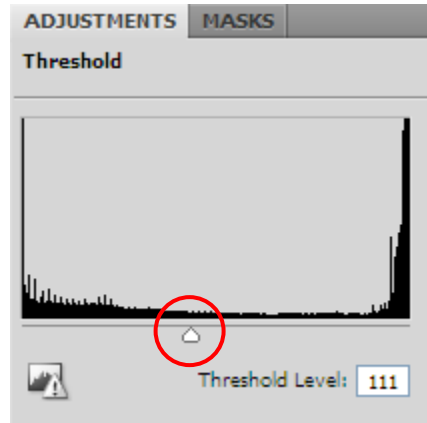

Figure 2 – Threshold Level in the Adjustments Panel

7. In the **Tools** panel, select the **Burn** tool hidden under the **Dodge** tool (see Figure 3).
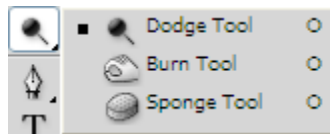

Figure 3 – Burn and Dodge Tools

8. With the **graffiti 1** layer selected in the **Layers** panel, click on the areas of the image that need to be darkened (e.g., the white tank top area).

9. Select the **Dodge** tool and click on the areas of the image that need to be lightened (e.g., face and pants area).

10. Click the **Filter** menu, point to **Noise**, and select **Median** to get rid of the jagged edges. The **Median** dialog box opens.

11. Set the **Radius** to **3** pixels, and then click the **OK** button to return to the canvas (see Figure 4).
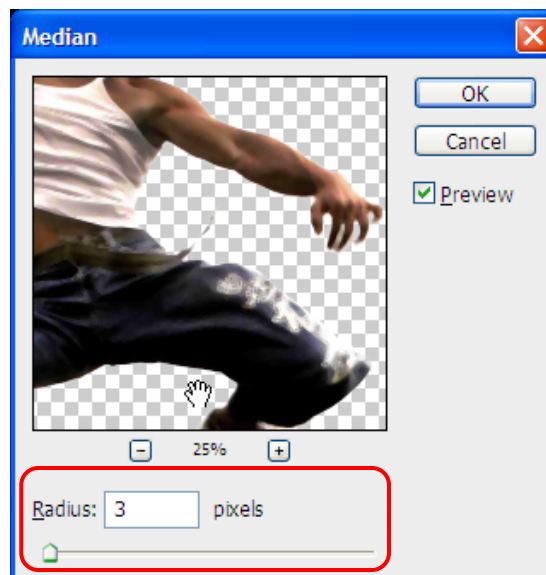

Figure 4 – Median Dialog Box

Figure 5 – Before and After Applying Median Noise Filter

12. In the **Layers** panel, right-click the **Threshold 1** adjustment layer and select **Merge Down** (see Figure 6).
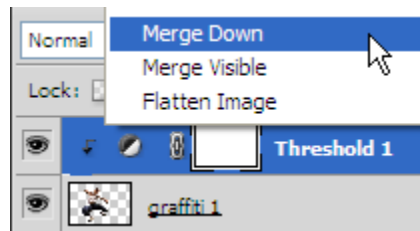

Figure 6 – Merging Down a Layer

To create a spattering effect around the edges of the image:

1. In the **Tools** panel, select the **Polygonal Lasso** tool ⊬ hidden under the **Lasso** tool ⬭. (see Figure 7).
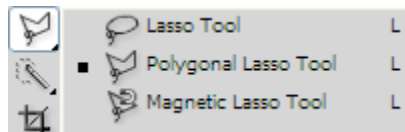

Figure 7 – Polygonal Lasso Tool

2. Click around the image to make a polygonal selection (see Figure 8).

Figure 8 – Polygonal Selection

3. Click the **Select** menu and select **Inverse**.
4. In the **Tools** panel, select the **Brush** tool ✎.

5. On the **Options** bar, open the **Brush Preset** picker and set the **Hardness** to **0%** and the **Master Diameter** to **150 px** (see Figure 9).
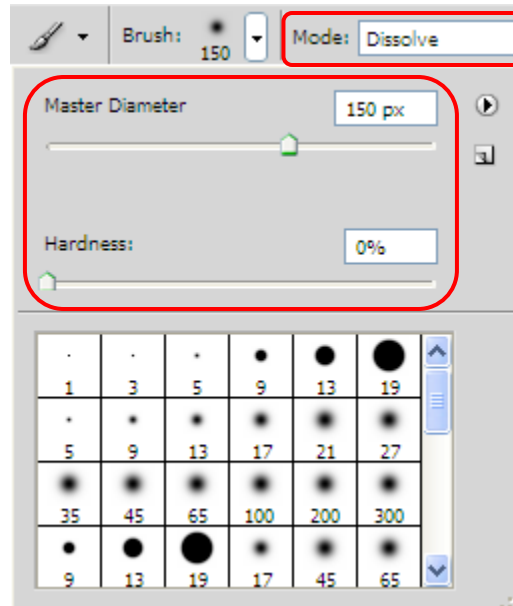

Figure 9 – Brush Preset Picker

6. On the **Options** bar, click the **Mode** arrow and select **Dissolve** from the list (see Figure 9).
7. On the canvas, drag the brush along the edges of the selection to create a spattering effect (see Figure 10).

Figure 10 – Spattering Effect

8. Click the **Select** menu and select **Deselect**.

To colorize the graffiti and blend it with the background:
1. With the **graffiti 1** layer selected, click the **Image** menu, point to **Adjustments**, and select **Hue/Saturation**. The **Hue/Saturation** dialog box opens (see Figure 11).
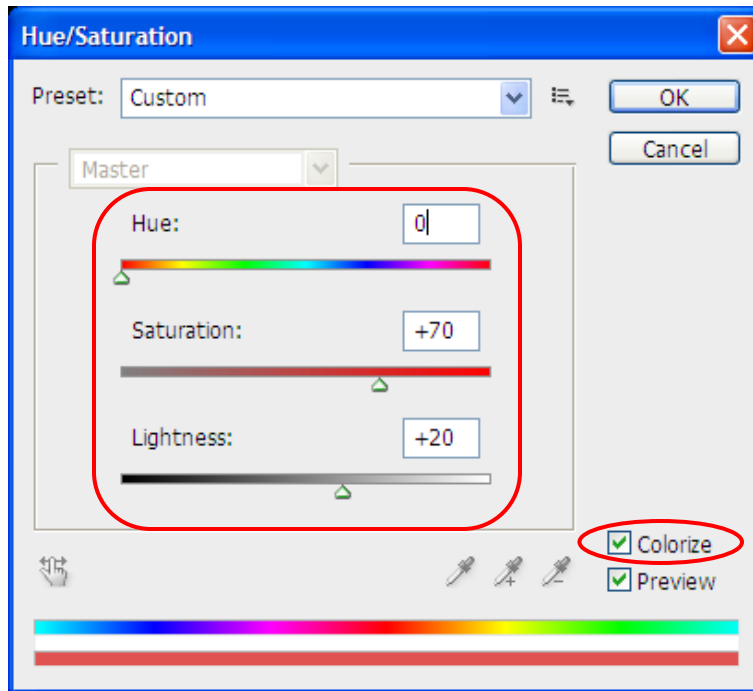2. Select the **Colorize** check box.

Figure 11 – Hue/Saturation Dialog Box

3. Drag the **Lightness** slider to the right to brighten the black areas (see Figure 11).
4. Drag the **Saturation** and **Hue** sliders to the left or right to change the color (see Figure 11).
5. When finished, click the **OK** button.
6. To soften all the edges, click the **Filter** menu, point to **Blur**, and select **Gaussian Blur**. The **Gaussian Blur** dialog box opens.
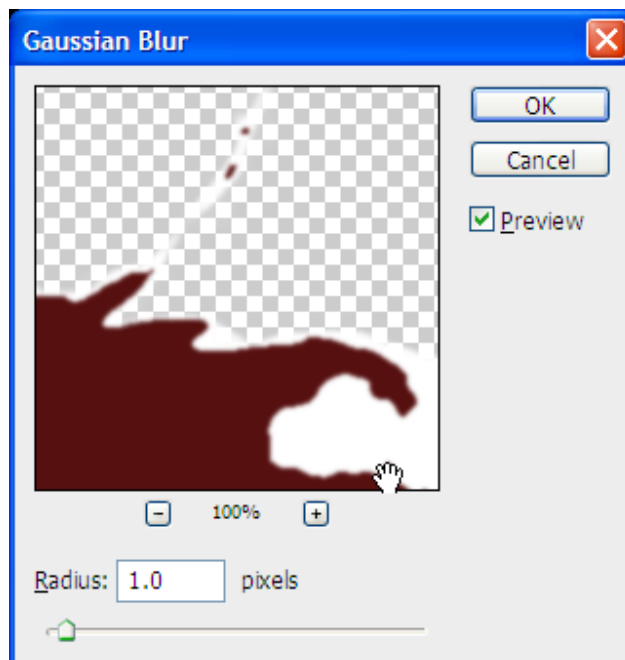7. Set the **Radius** to **1.0** pixels, and then click the **OK** button (see Figure 12).

Figure 12 – Gaussian Blur Dialog Box

8. In the **Layers** panel, turn on the layer visibility on the **Brick Wall** layer (see Figure 13).
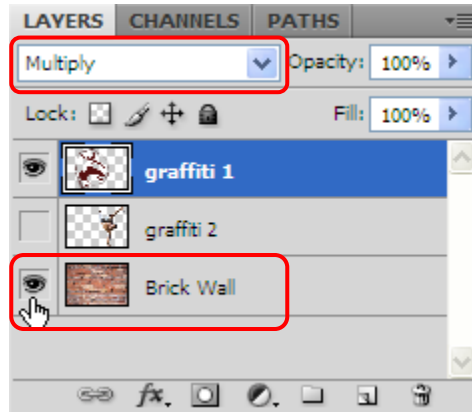

Figure 13 – Layer Visibility and Multiply Blending Mode

9. To blend the image with the background, select the **graffiti 1** layer, click the **Blending Mode** arrow, and select **Multiply** from the list (see Figure 13).

Figure 14 – Final Image

Imitating Andy Warhol

Andy Warhol is famous for his silk screens of famous actresses Marilyn Monroe and Elizabeth Taylor. The following exercise shows users how to imitate this visual effect using Photoshop layers, blending modes, the Brush tool, and colors.

To set up the black and white photograph for painting:
1. Locate and open the **warhol.psd** file.
2. In the **Layers** panel, select the **face** layer and change its **Blending Mode** to **Hard Light** to create a more stylized look (see Figure 15).
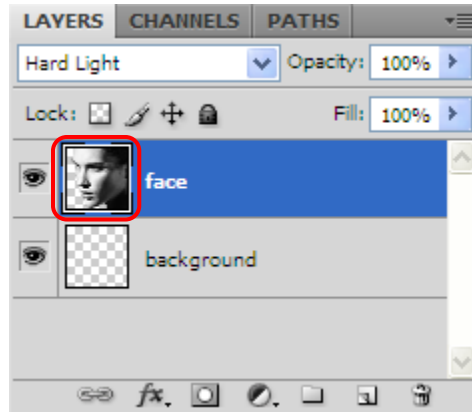
Figure 15 – Hard Light Blending Mode

3. Hold down the **Ctrl** key and click the **face** layer's layer thumbnail to load it as a selection (see Figure 15).
4. Click the **Layer** menu, point to **New**, and select **Layer**. The **New Layer** dialog box opens.
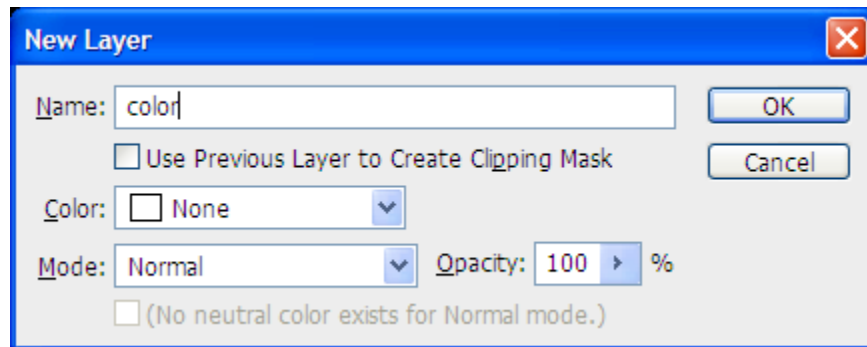5. Type **color** in the **Name** box to rename the layer (see Figure 16).

Figure 16 – New Layer Dialog Box

6. Click the **OK** button.
7. In the **Layers** panel, set the **color** layer's **Blending Mode** to **Multiply** (see Figure 17).
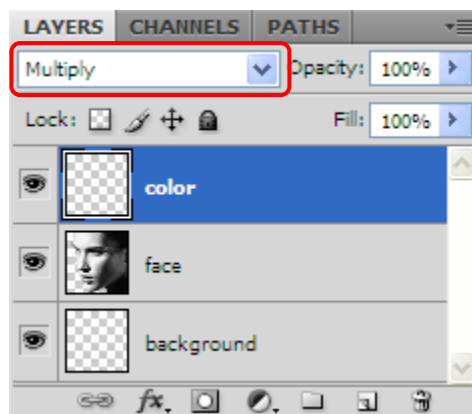

Figure 17 – Multiply Blending Mode

8. Click the **Edit** menu and select **Fill**. The **Fill** dialog box opens.
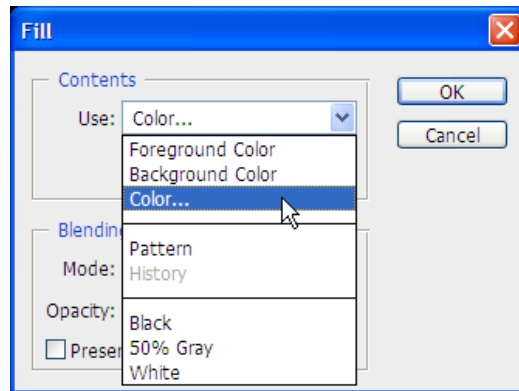9. Under **Contents**, click the **Use** arrow and select **Color** from the list (see Figure 18).

Figure 18 – Fill Dialog Box

10. In the **Color Picker** dialog box, select a flesh toned color, and then click the **OK** button (see Figure 19).
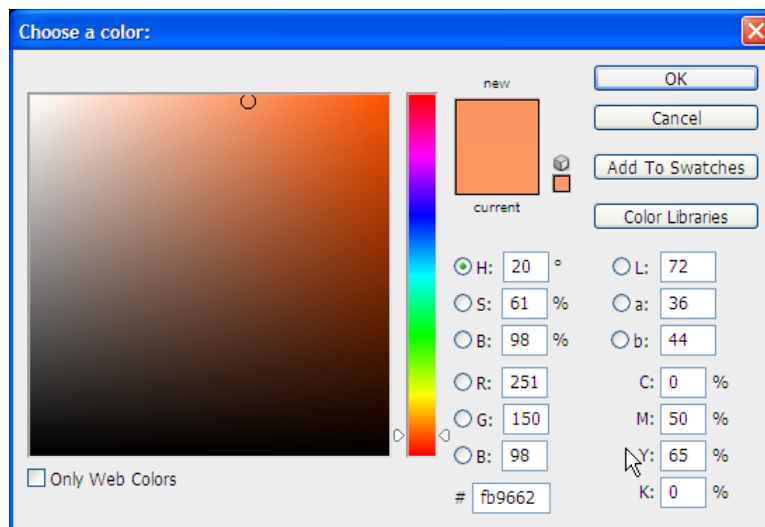

Figure 19 – Color Picker Dialog Box

11. In the **Fill** dialog box, click the **OK** button to return to the canvas.
12. Click the **Select** menu and select **Deselect**.

To color the rest of the face:

1. In the **Layers** panel, click the **Lock Transparent Pixels** icon to lock the transparency of the **color** layer (see Figure 20).
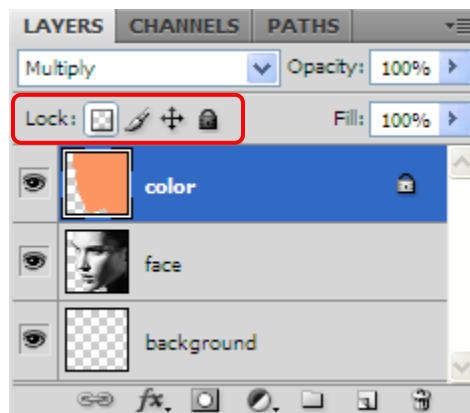

Figure 20 – Lock Transparent Pixels

2. To color the rest of the face, select the **Brush** tool ![brush] in the **Tools** panel.
3. Click the **Foreground** color box (see Figure 21). The **Color Picker** dialog box opens.
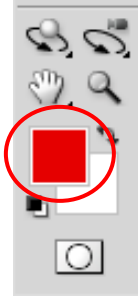4. Change the color to red, and then click the **OK** button.

Figure 21 – Foreground Color Box

5. Paint the lips red using the **Brush** tool.

   NOTE: Change the brush size and hardness as needed.

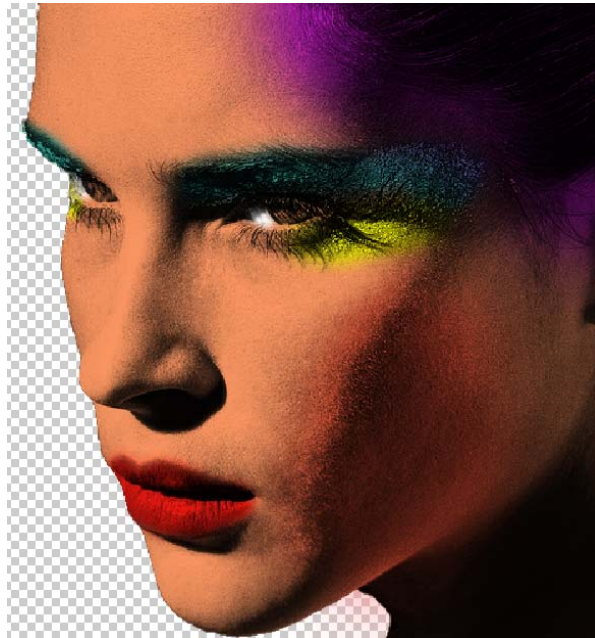6. Repeat steps 3 through 5 to paint the eyes, eyelids, and hair with the desired colors (see Figure 22).

Figure 22 – Final Image

Creating Neon Text

Typographic manipulation and effects can be done using Photoshop. In the following exercise, users will take ordinary text and turn it into a neon sign. In real life, neon lettering is made of glass tubes heated up and bent into shapes. In Photoshop, the neon light effect is done using selection techniques and layer styles.

To prepare the text:
1. Locate and open the **neon.psd** file.
2. Hold down the **Ctrl** key and click the **Layer 1** layer thumbnail to load the word on the canvas as a selection (see Figure 23).
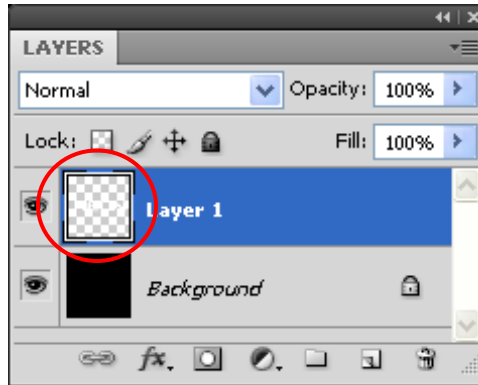
Figure 23 – Neon Layer Thumbnail

3. Click the **Select** menu, point to **Modify**, and select **Expand**. The **Expand Selection** dialog box opens.
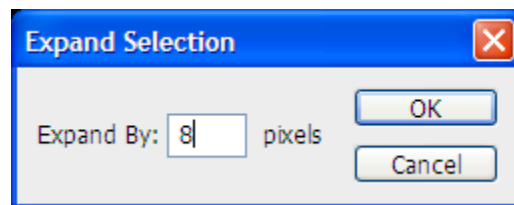4. Type **8** in the **Expand By** box, and then click the **OK** button (see Figure 24).

Figure 24 – Expand Selection Dialog Box

Figure 25 – Expanding a Selection

5. With the **Layer 1** layer selected, click the **Layer** menu, point to **New**, and select **Layer**. The **New Layer** dialog box opens.
6. Click the **OK** button.
7. Click the **Edit** menu and select **Fill**. The **Fill** dialog box opens.
8. Click the **Use** arrow and select **Color** from the list (see Figure 26). The **Color Picker** dialog box opens.
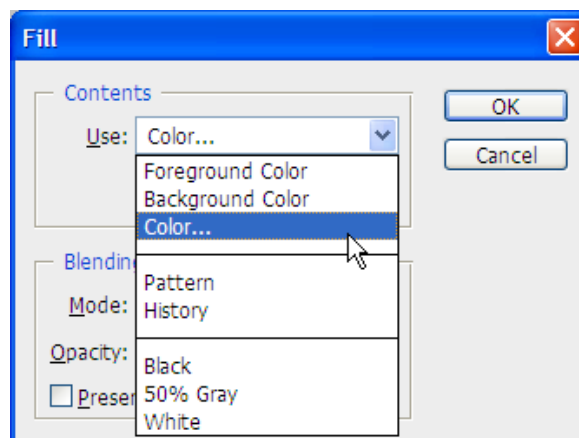

Figure 26 – Fill Dialog Box

9. Select a color that will enhance the neon effect, and then click the **OK** button.
10. In the **Fill** dialog box, click the **OK** button to return to the canvas.
11. With the **Layer 2** layer selected, hold down the **Ctrl** key and click the **Layer 1** layer thumbnail to load it as a selection (see Figure 27).
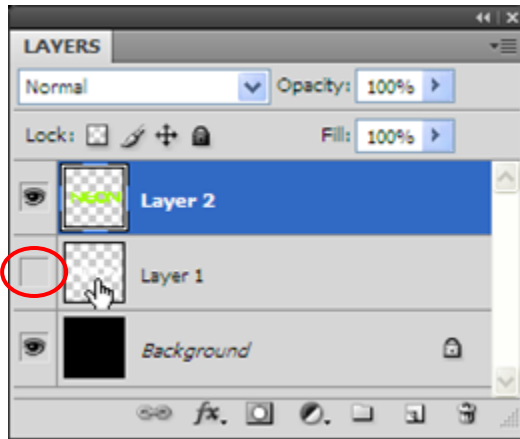

Figure 27 – Loading Layer 1 as a Selection with Layer 2 Selected

12. Click the eye icon 👁 next to the **Layer 1** layer to hide its content (see Figure 27).
13. Press the **Delete** key to delete the selected area (see Figure 28).

Figure 28 – Delete the Selection

14. Click the **Select** menu and select **Deselect**.

To add the neon effect:

1. Locate and open the **neon_step2.psd** file.

2. In the **Tools** panel, select the **Eraser** tool 🖊.

3. With the **Layer 2** layer selected, use the **Eraser** tool to insert breaks to give a sense of the tubes joining (see Figure 29).

    NOTE: Resize the brush size as needed and use a hard-edged brush.

    NOTE: Use the **Zoom** tool to magnify the image in order to erase with accuracy.

Figure 29 – Using the Eraser Tool to Insert Breaks

4. With the **Layer 2** layer selected, click the **Layer** menu, point to **Layer Style**, and select **Blending Options**. The **Layer Style** dialog box opens.
5. Select **Outer Glow** in the left column (see Figure 30).
6. Drag the **Size** slider to the right or type **15** in the **Size** box (see Figure 30).
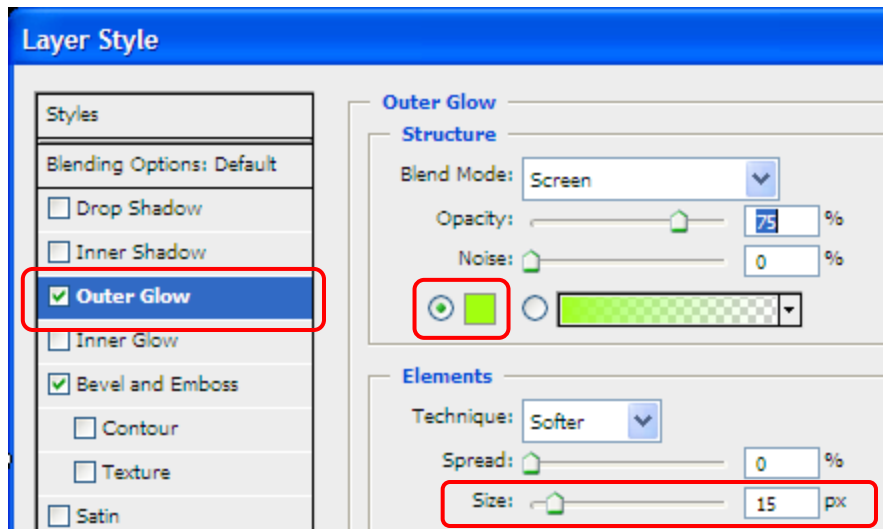

Figure 30 – Outer Glow Layer Style

7. Click the color box to change the color of the outer glow (see Figure 30). The **Color Picker** dialog box opens.
8. Click on a letter on the canvas to sample its color (see Figure 31).

Figure 31 – Sampling Color

9. Click the **OK** button to close the **Color Picker** dialog box.
10. In the **Layer Style** dialog box, select **Bevel and Emboss** in the left column, and then click the **OK** button.

Animating in Photoshop

Animation is a sequence of images, or frames, displayed over time creating an illusion of movement when viewed in quick succession. Users can now create frame-based animation directly in Photoshop using the Animation panel. Animated images can be saved as a *.psd* file or rendered as an Adobe Flash Video, a QuickTime Movie, or an MPEG-4 file.

To animate:
1. Locate and open the **animate.psd** file.
2. Change the workspace to **Video** by clicking the **Window** menu, pointing to **Workspace**, and selecting **Video** (see Figure 32). Or, click the **Workspace** menu on the **Application** bar and select **Video** (see Figure 32).
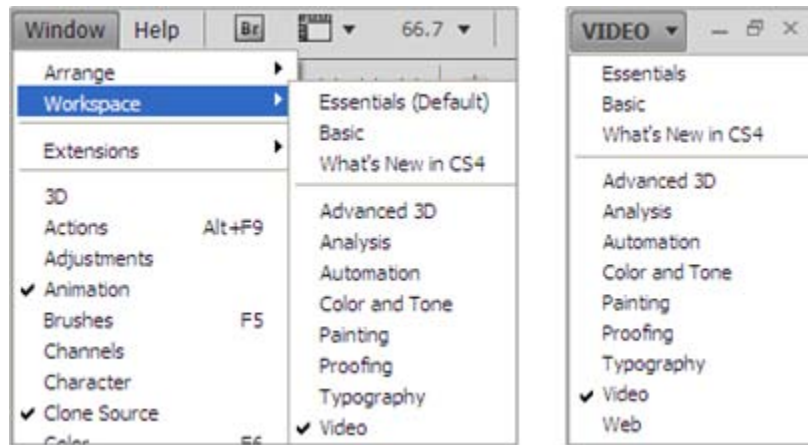
Figure 32 – Video Workspace

3. If the **Lens** and **Mask** layers are not already selected, hold down the **Ctrl** key and click on both layers (see Figure 33).
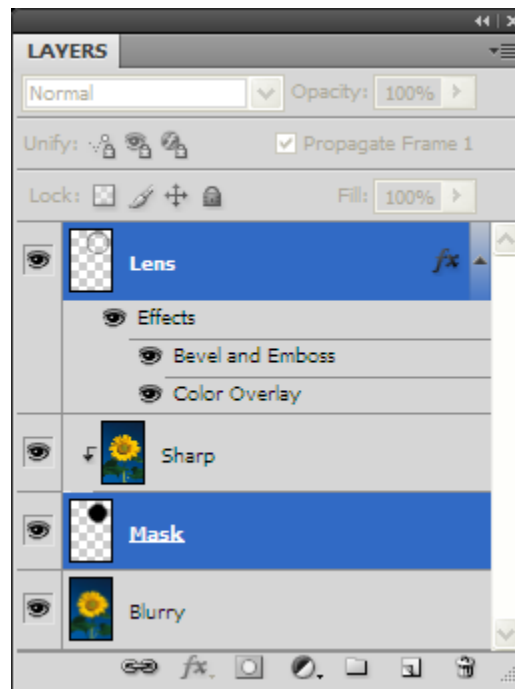

Figure 33 – Lens and Mask Layers Selected in the Layers Panel

4. By default, a frame already appears in the **Animation** panel. Create another frame by clicking the **Duplicate Selected Frames** icon ⬜ at the bottom of the **Animation** panel (see Figure 34). Or, click the **Animation** panel menu located in the upper right corner of the panel and select **New Frame** (see Figure 34).
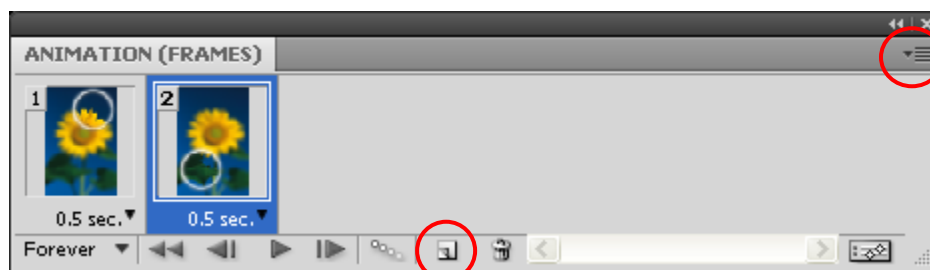
Figure 34 – Duplicate Selected Frames Icon and Panel Menu

5. In the **Animation** panel, select **Frame 2** (see Figure 34).
6. In the **Tools** panel, select the **Move** tool ⬆.
7. On the canvas, drag the image of the lens to mask a different spot on the sunflower.
8. In the **Animation** panel, hold down the **Ctrl** key, and select both **Frame 1** and **Frame 2**.
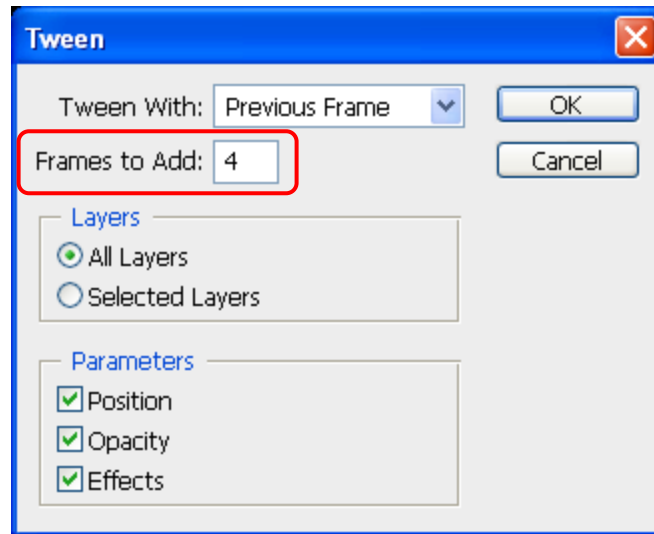9. Click the **Tween Animation Frames** icon ⬚. The **Tween** dialog box opens (see Figure 35).

Figure 35 – Tween Dialog Box

10. Type **4** in the **Frames to Add** box, and then click the **OK** button (see Figure 35).
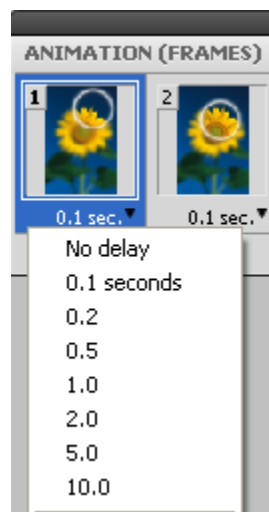11. Below **Frame 1**, click the **Frame Delay Time** arrow and select **0.1 seconds** (see Figure 36).

Figure 36 – Frame Delay Time

12. Repeat step 11 for frames 2 through 6.
13. Click the **Looping Options** arrow and select **Once** to stop the animation from playing over and over again (see Figure 37).
14. Click the **Play** button ▶ located at the bottom of the **Animation** panel to preview the animation (see Figure 37).
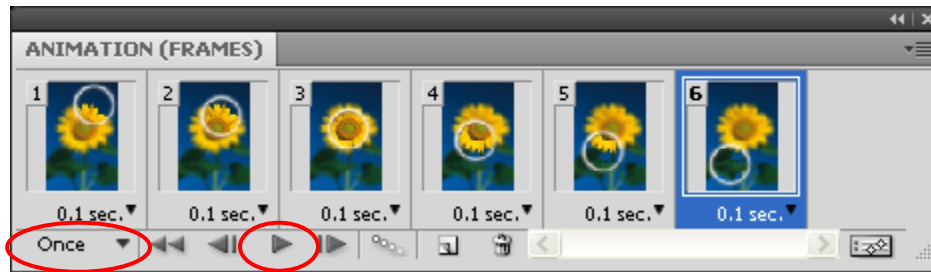
Figure 37 – Animation Play Button and Looping Options

To save the animation:
1. Click the **File** menu and select **Save** to save the animation as a **.psd** file. Or, click the **File** menu, point to **Export**, and select **Render Video**. The **Render Video** dialog box opens (see Figure 38).
2. Under the **Location** section, click the **Select Folder** button and select **Desktop** in the **Browse for Folder** dialog box, and then click the **OK** button (see Figure 38).
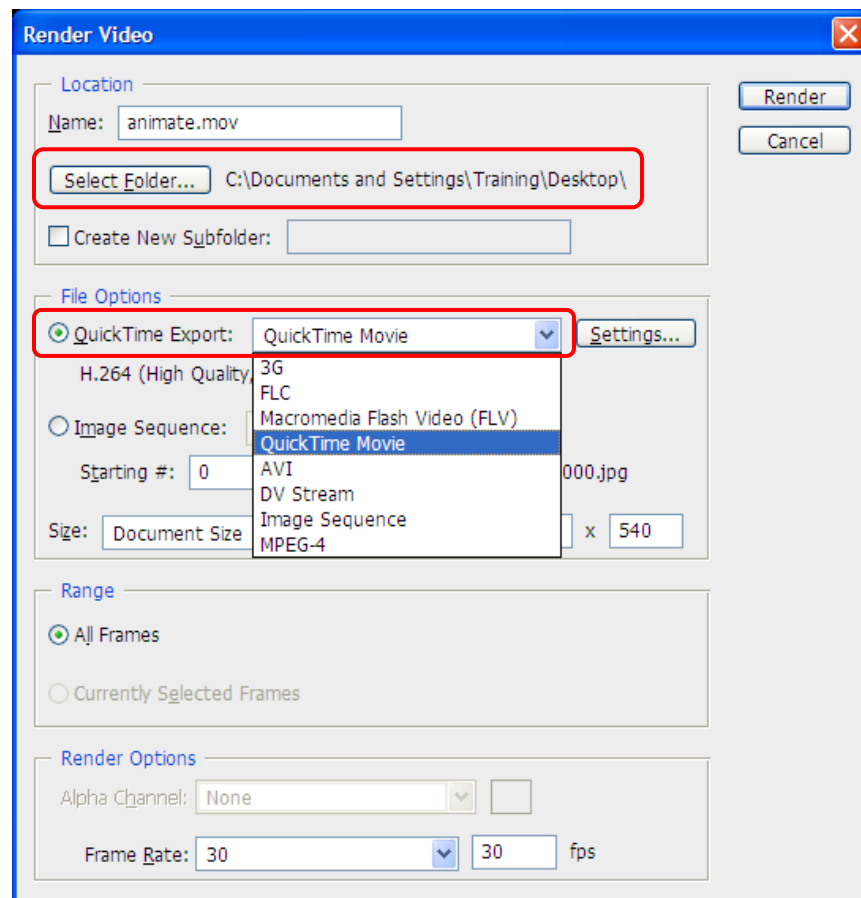

Figure 38 – Render Video Dialog Box

3. Under the **File Options** section, select the **QuickTime Export** option and select **QuickTime Movie** from the list box next to it (see Figure 38).

   NOTE: To edit video quality and filter settings, click the **Settings** button.

4. When finished, click the **Render** button (see Figure 38).
5. Double-click the **animate.mov** file on the desktop to preview it in **QuickTime Player** (see Figure 39).
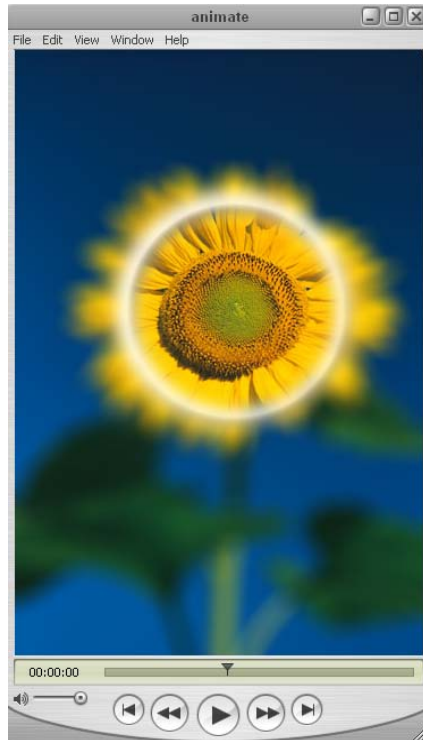
Figure 39 – Previewing in QuickTime Player

Compositing

Digital compositing refers to the process in which multiple images are assembled to create one final image. The following exercise takes seven images and composites them to create one image.

To combine multiple images into one file:
1. Locate and simultaneously open the **composite_1.psd**, **composite_2.psd**, **composite_3.psd**, **composite_4.psd**, **composite_5.psd**, **composite_6.psd**, and **composite_7.psd** files (see Figure 40).
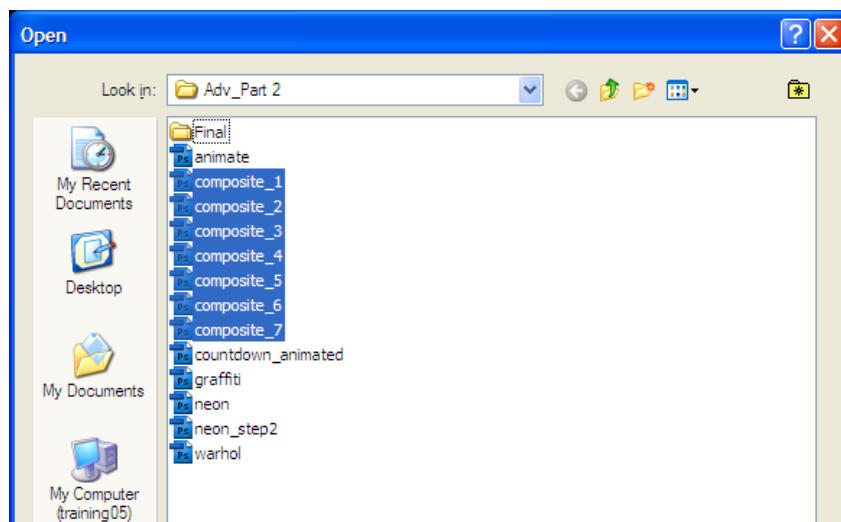

Figure 40 – Opening Multiple Images in Photoshop

2. Click the **Window** menu, point to **Arrange**, and select **Tile**.

3. In the **Tools** panel, select the **Move** tool .
4. Click on the image in **composite_2.psd** and while holding down the **Shift** key, drag that image into **composite_1.psd** (see Figure 41).

   NOTE: Holding down the **Shift** key while dragging will ensure that each image drops directly on top of the others.

5. Repeat step 4 for **composite_3.psd**, **composite_4.psd**, **composite_5.psd**, **composite_6.psd**, and **composite_7.psd** (see Figure 41).
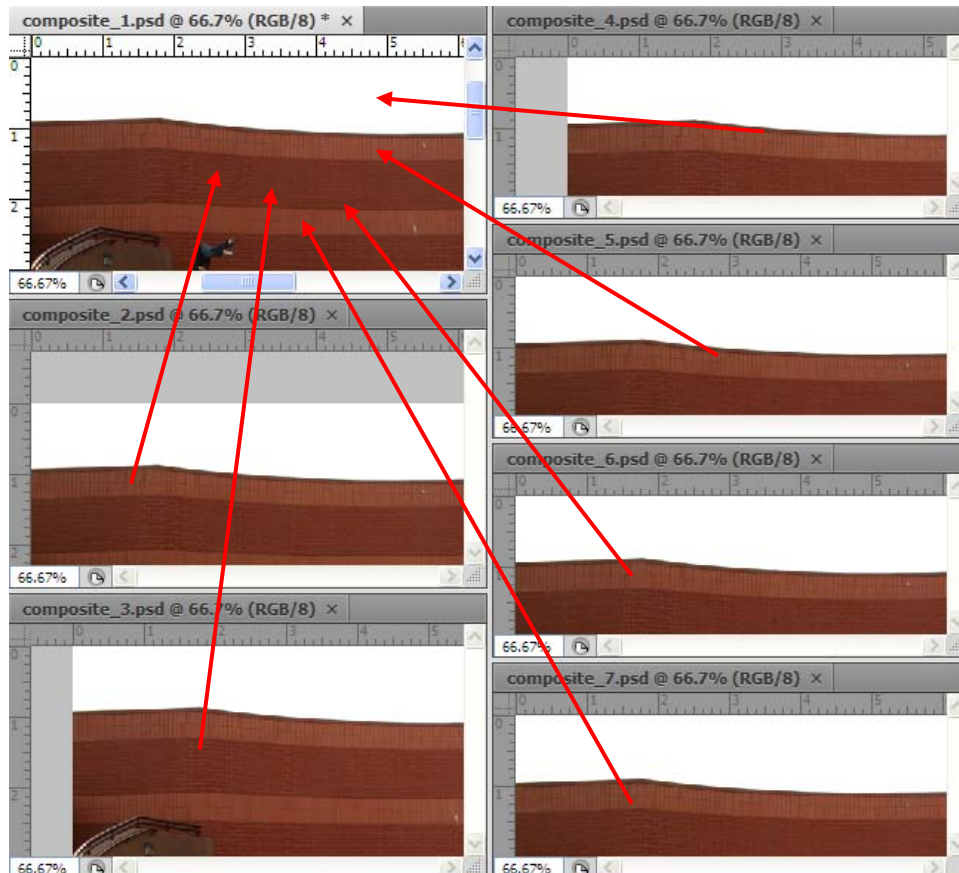

Figure 41 – Dragging Multiple Images into One File

6. Select **composite_1.psd** and verify that there are seven total layers in the **Layers** panel.
7. Close all the image files except for **composite_1.psd**.

To composite:
1. Locate and open the **compositing.psd** file.
2. In the **Layers** panel, select the **Layer 6** layer.
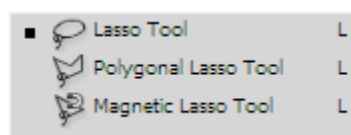3. In the **Tools** panel, select the **Lasso** tool (see Figure 42).

Figure 42 – Lasso Tool

4. On the **Options** bar, type **12 px** in the **Feather** box to soften the edges of the selection (see Figure 43).
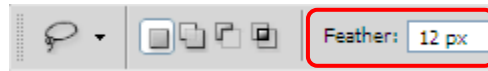
Figure 43 – Feather Box

5. Drag to trace a selection around the figure and its shadow (see Figure 44).

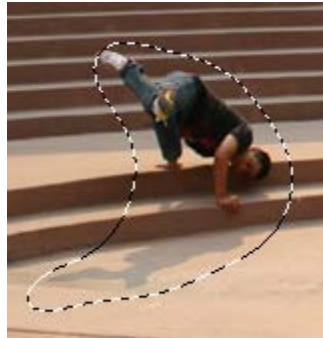   NOTE: If necessary, zoom in using the **Zoom** tool.

Figure 44 – Tracing Around the Figure Using the Lasso Tool

6. Click the **Add Layer Mask** icon at the bottom of the **Layers** panel to hide everything except the selected area (see Figure 45).
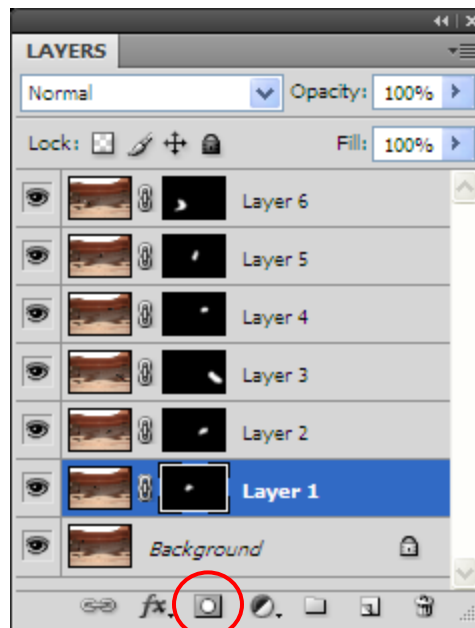

Figure 45 – Adding Layer Masks

7. Repeat steps 5 and 6 for all layers except the **Background** layer (see Figure 45).
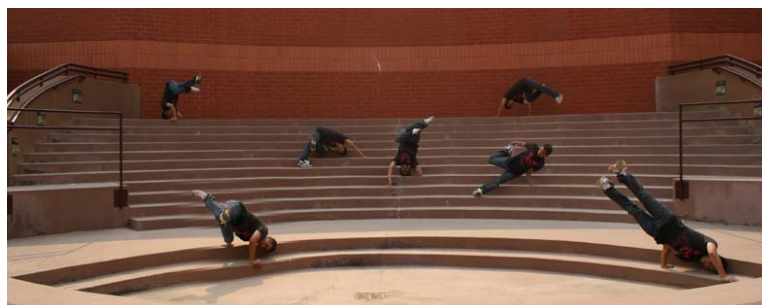

Figure 46 – Final Composite Image

Watermarking

While there are many ways to protect an image, watermarking is probably the most effective way. Watermarking is the process of embedding information directly onto an image for copyright protection. The following lesson shows users how to create a unique watermark and add it to any image.

To create a watermark:
1. Locate and open the **watermarking.psd** file.
2. In the **Tools** panel, select the **Custom Shape** tool ![custom shape icon] hidden under the **Rectangle** tool ![rectangle icon] (see Figure 47).

Figure 47 – Custom Shape Tool

3. On the **Options** bar, click the **Shape** arrow to open the **Custom Shape** panel and select the copyright symbol (see Figure 48).
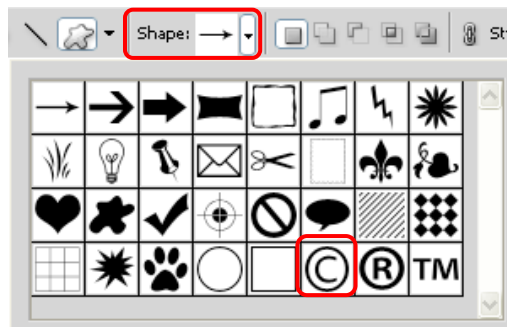

Figure 48 – Custom Shape Panel

4. On the canvas, drag the mouse pointer to draw the copyright symbol.
5. In the **Layers** panel, rename the **Shape 1** layer to **Copyright** (see Figure 49).
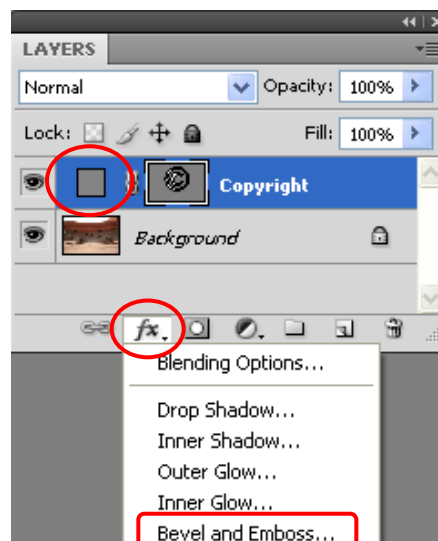

Figure 49 – Copyright Layer

6. Double-click the **Copyright** layer thumbnail to open the **Color Picker** dialog box and change the color of the shape to grey (see Figure 49).
7. Click the **Add a Layer Style** icon _fx_. located at the bottom of the **Layers** panel and select **Bevel and Emboss** (see Figure 49). The **Layer Style** dialog box opens (see Figure 50).
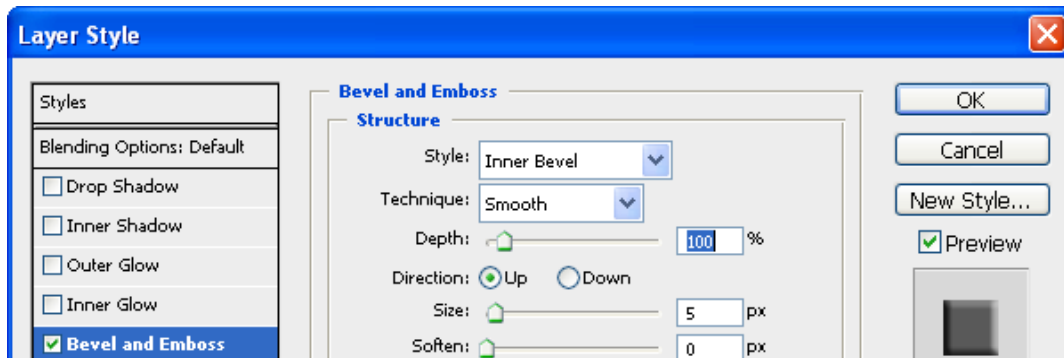8. Click the **OK** button.

Figure 50 – Layer Style Dialog Box

9. In the **Tools** panel, select the **Type** tool T. and type **Copyright 2009** below the copyright symbol.
10. Highlight the text and change the **Font Size** to **48 pt** on the **Options** bar.
11. Select the **Move** tool and drag the text to the desired location on the canvas.
12. In the **Layers** panel, right-click the **Copyright** layer and select **Copy Layer Style**, and then right-click the **Copyright 2009** layer and select **Paste Layer Style**.
13. Select the **Copyright 2009** layer and change its **Blending Mode** to **Hard Light** (see Figure 51).
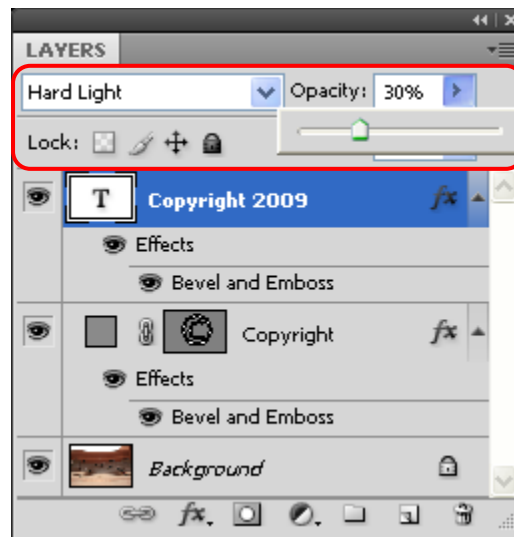

Figure 51 – Blending Mode and Opacity

14. Lower the opacity of the **Copyright 2009** layer to around **30%** by dragging the **Opacity** slider to the left or typing **30%** in the **Opacity** box (see Figure 51).
15. Repeat steps 13 and 14 for the **Copyright** layer.
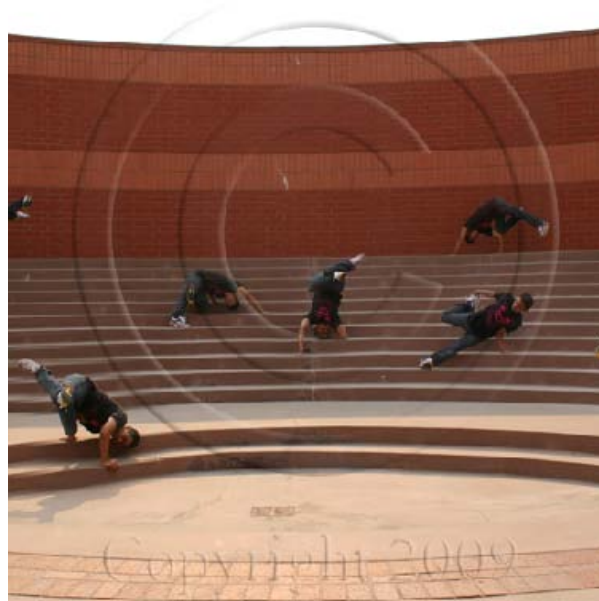16. Click the **Layer** menu and select **Flatten Image** to flatten all layers onto a single layer.

Figure 52 – Final Watermarked Image

To add the copyright symbol in front of an image title:
1. Click the **File** menu and select **File Info**. A dialog box opens.
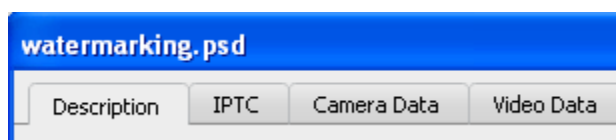2. Make sure the **Description** tab is selected (see Figure 53).

Figure 53 – Description Tab

3. Change the image's copyright status by clicking the **Copyright Status** arrow and selecting **Copyrighted** from the list (see Figure 54).
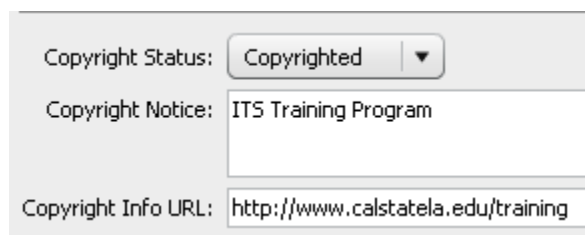

Figure 54 – File Copyright Status

4. In the **Copyright Notice** box, type a name and any pertinent information that should be included with the copyright (see Figure 54).
5. When finished, click the **OK** button. The copyright information is displayed in the **Title** tab (see Figure 55).

Figure 55 – Title Tab with Copyright Information