Advance image processing

1. 3D rendering is the process of turning information from a 3D model into a 2D image. 3D rendering can be used to create a variety of images, from the intentionally non-realistic to what's called photorealistic.
2. Step 1: Understanding the client's vision. In order to build a model, a 3D artist needs to understand the project. ...

Step 2: 3D modeling. ...

Step 3: Materials and Texturing. ...

Step 4: Lighting. ...

Step 5: Rendering. ...

Step 7: Final Delivery

3. Click on the layer in the Layers panel that has the image containing the color you want to match. Click on the color in the image using the "Color Picker" tool. The color in the Background Color box on the Toolbox changes to match the color you have selected.

4.Filters are one of the most used features for photo editing. It is a unique tool that takes an input layer or image, applies a mathematical algorithm to it, and provides a layer or image in a modified format. GIMP has various Filters such as Blur, enhance, distorts, light and Shadow, etc.

5. Click "Filters" from the menu bar, hover the cursor over "Blur," and then select the type of blur that you want to apply from the list of options.

6. The HDR Toning command lets you apply the full range of HDR contrast and exposure settings to individual images. ... HDR toning requires flattened layers. Open a 32-, 16-, or 8-bit image in RGB or Grayscale color mode. Choose Image > Adjustments > HDR Toning.

7. To bring up the timeline, go to Window > Timeline, as shown below. This will bring up the Timeline window, also shown below. Note: the timeline panel is empty, as I do not have a animation set up.

8. A script is a series of commands that tells Photoshop to perform one or more tasks. Photoshop CS4 supports scripts written in AppleScript, JavaScript or VBScript. Sample scripts are included in the Photoshop CS4 installer and get installed with the product.

9. The Batch feature in Photoshop CS6 enables you to apply an action to a group of files. ... Batch processing can automate tedious chores for you. To try this useful tool, copy some files (at least five or six) to a new folder and follow these steps: Make sure that all the files are in a single folder of their own.

10. Droplets are drag-and-drop mini-applications — essentially applets — in macro form that can exist outside Photoshop Creative Suite 6 on your desktop, on your taskbar, or within a folder. They're always available, so you can apply them to any image files you want. ... Choose File→Automate→Create Droplet.

11. Proof multiple images on a single page. Simply select a folder that contains the images from your latest creative project. Put all of the images you want on the contact sheet in one folder on your computer. In Photoshop, go to File > Automate > Contact Sheet II. ... Click OK and Photoshop will create your contact sheet.

12. Put all of the images you want on the contact sheet in one folder on your computer.

In Photoshop, go to File > Automate > Contact Sheet II.

In the Source Images section of the Contact Sheet II dialog box, choose the folder that contains your images.

13. here are three ways to write scripts for Photoshop: using AppleScript on Mac, VBScript on Windows or JavaScript on either platform

14. The File Info dialog box displays camera data, caption, and copyright and authorship information that has been added to the file. Using this dialog box, you can modify or add information to files saved in Photoshop Elements. The information you add is embedded in the file using XMP (Extensible Metadata Platform).

15.

Step 1: Open an image in Photoshop. ...

Step 2: Open the File Info dialog box. ...

Step 3: Load your template. ...

Step 4: Choose an Import option. ...

Step 5: Add any image-specific information. ...

Step 6: Click OK. ...

Step 7: Save your image