

Voorblad leergroep verslag CM

Welke leergroep heb je gevolgd? Volgde je alle sessies?

Illustratie en fotobewerking II, Ik heb alle lessen fysiek gevolgd.

Wat heb je geleerd in deze leergroep? Wat is het belangrijkste dat je hieruit meeneemt? Wat ervaar je als positief? Wat is de meerwaarde hiervan?

Dat je het best een groot verschil kan maken in een beeld door zeer veel kleine verschillen op te stapelen voor het beste effect.

Welke moeilijkheden heb je ervaren? Wat heb je als minpunten ervaren? Wat lukt nog niet goed?

Selecties maken is soms wat moeilijk om precies te krijgen (bv. Bij een masker de randjes net hebben).

Heb je tips of suggesties? Volgde je nog iets in zelfstudie?

Leuke lessen.

Als je jezelf een score mocht geven op 5, hoeveel zou dat zijn en waarom?

4, Ik kan hier en daar nog wat meer detail toevoegen maar verder dan dat snap ik de concepten.

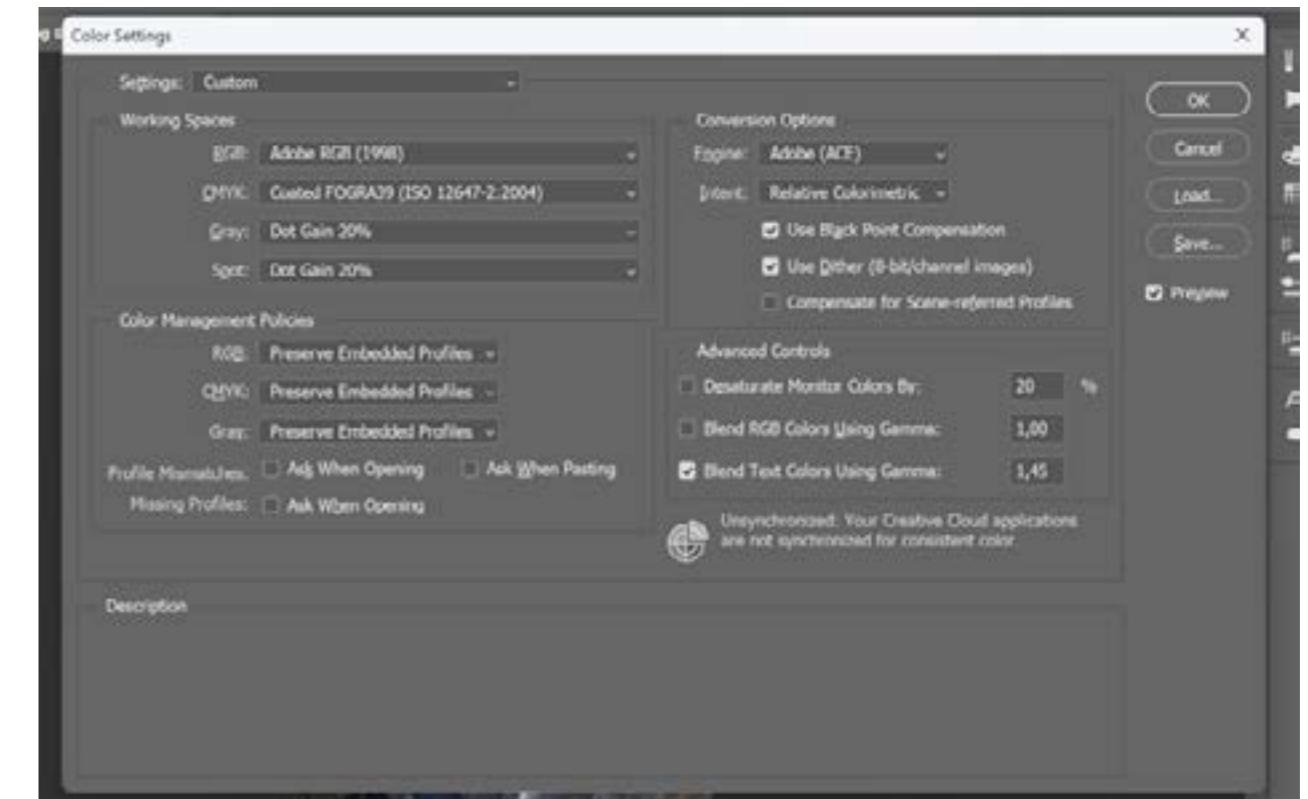
Welke documenten/bijlagen dienen als bewijsstukken?

Indien gevraagd voeg procesbeelden/screenshots, notities, logs en opdrachten toe.

Plaats alles samen in een document. Dien dit alles in als 1 PDF

Les 1- Illu & Fotobewerking II

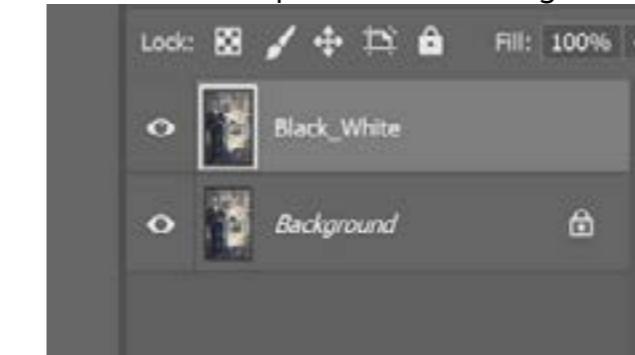
Beschadigd beeld restoreren



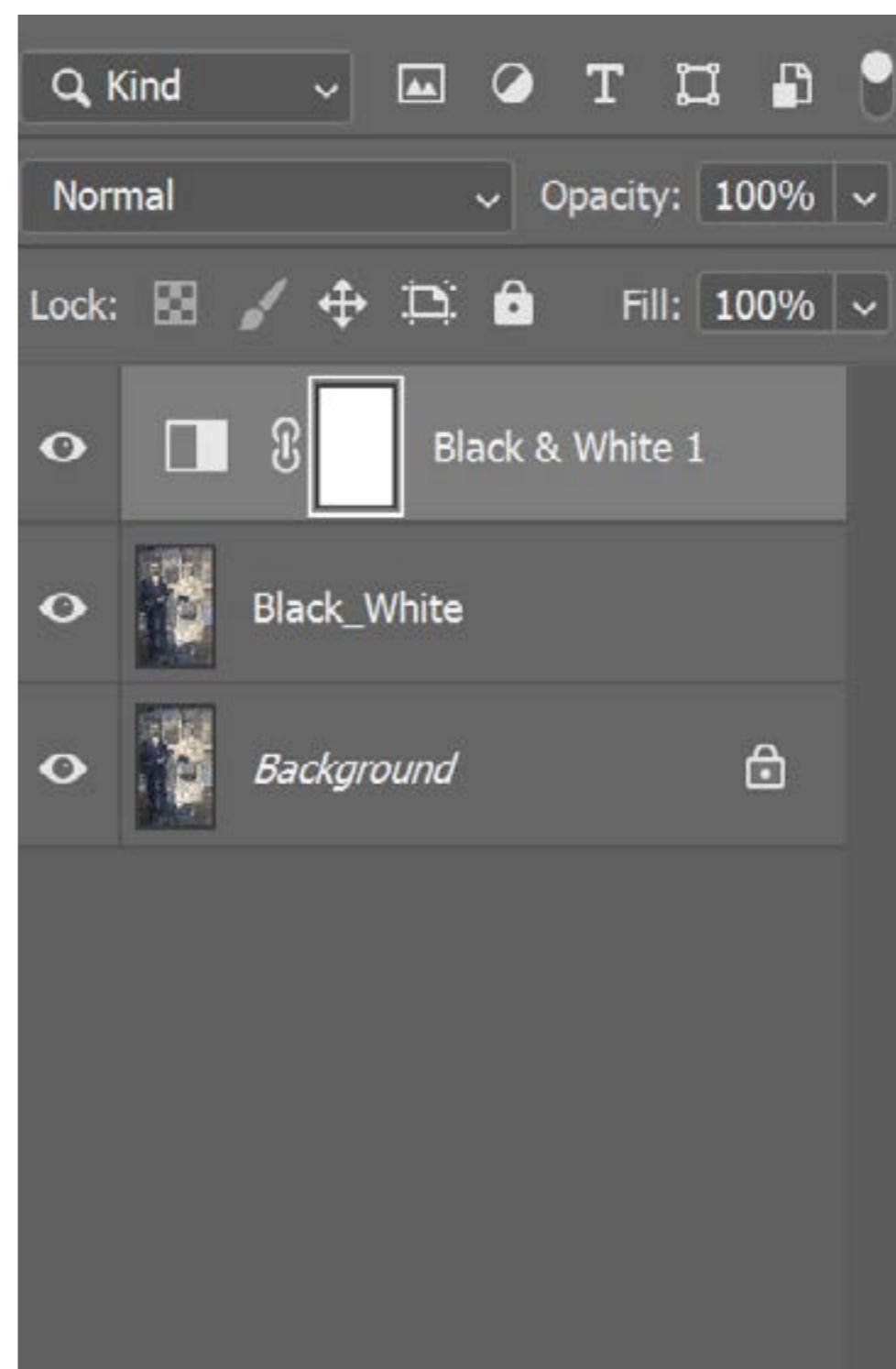
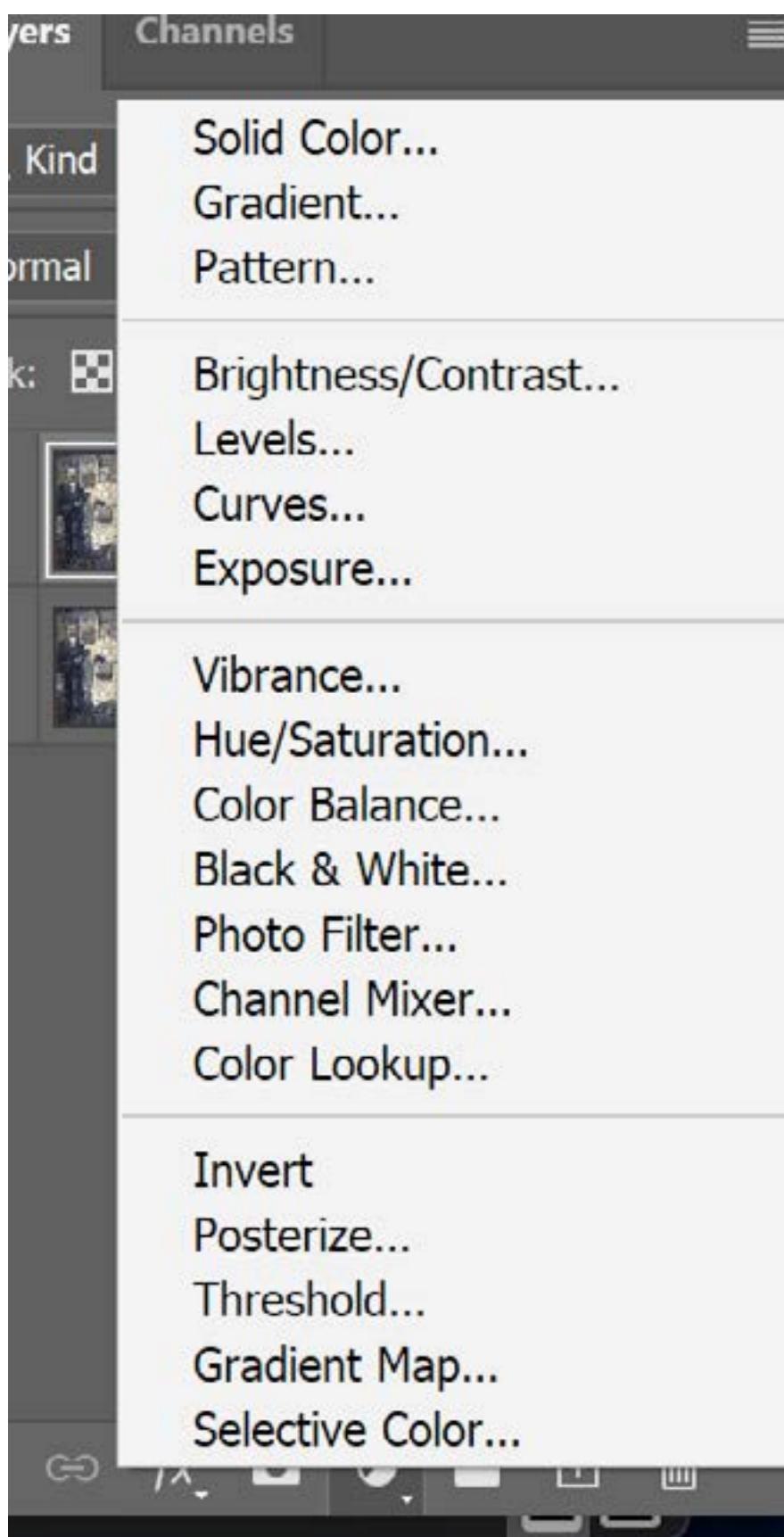
Color settings instellen zoals hierboven

Niet-destructief werken door:

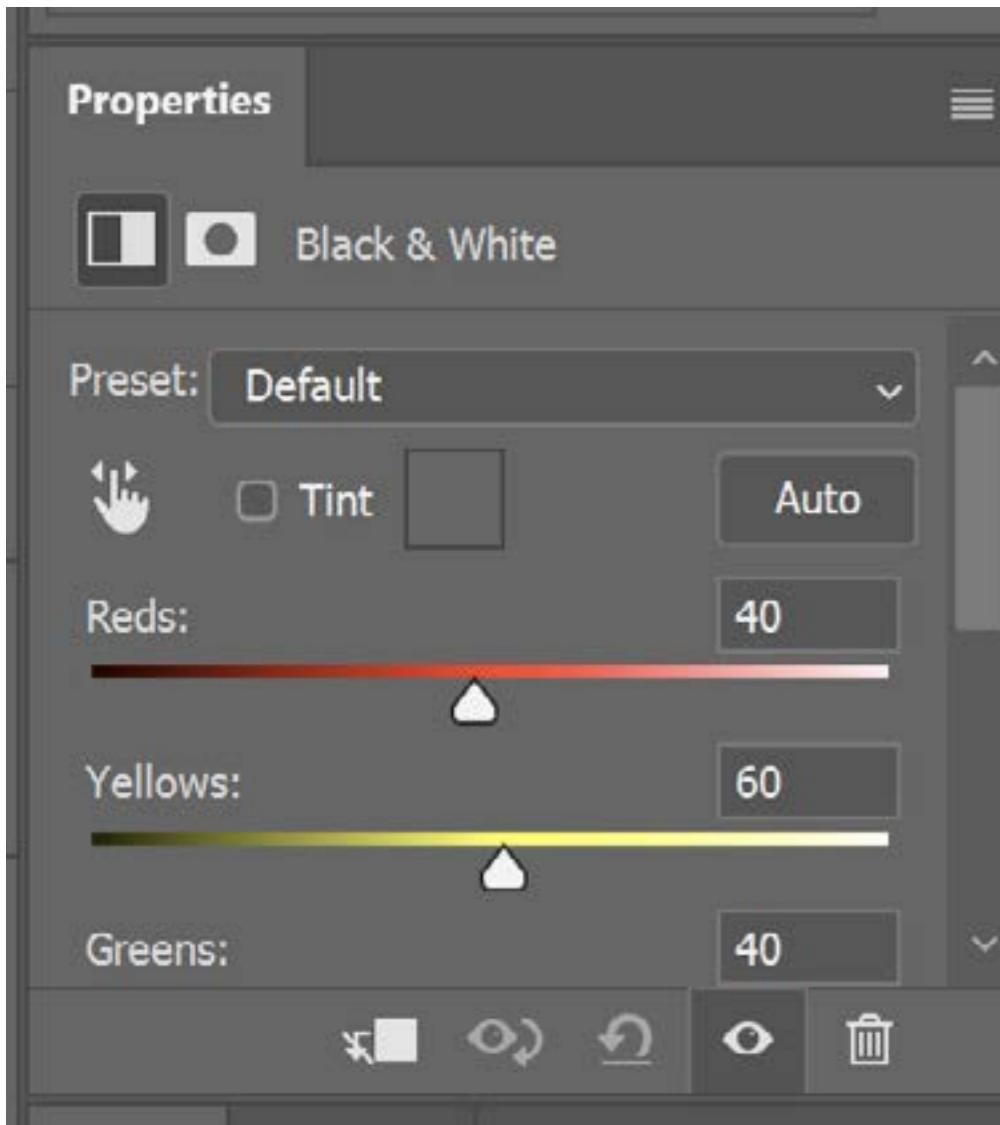
- Originele laag te dupliceren en niet aan te passen (RMB + Duplicate)
- Naam aanpassen nieuwe laag door dubbel klik op de naam



Adjustment layers:

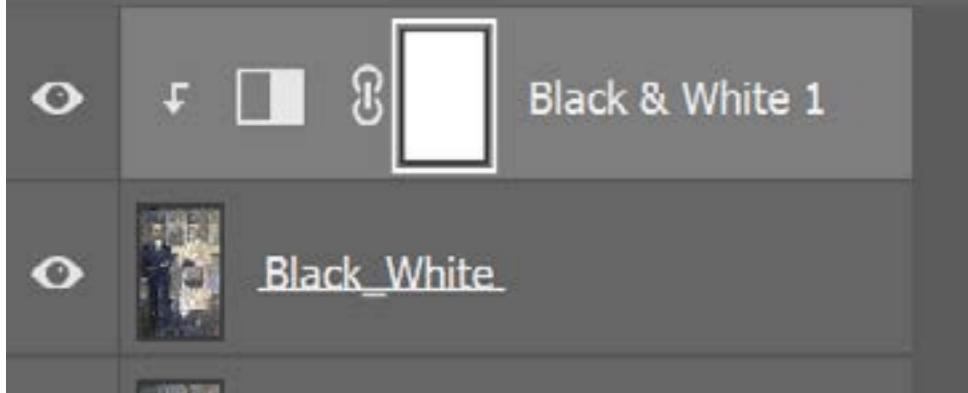


Properties panel:



Clipping mask:

Alt inhouden, tussen tweelagen klikken



Zorgt dat de adjustment layer alleen op de onderstaande laag toepast

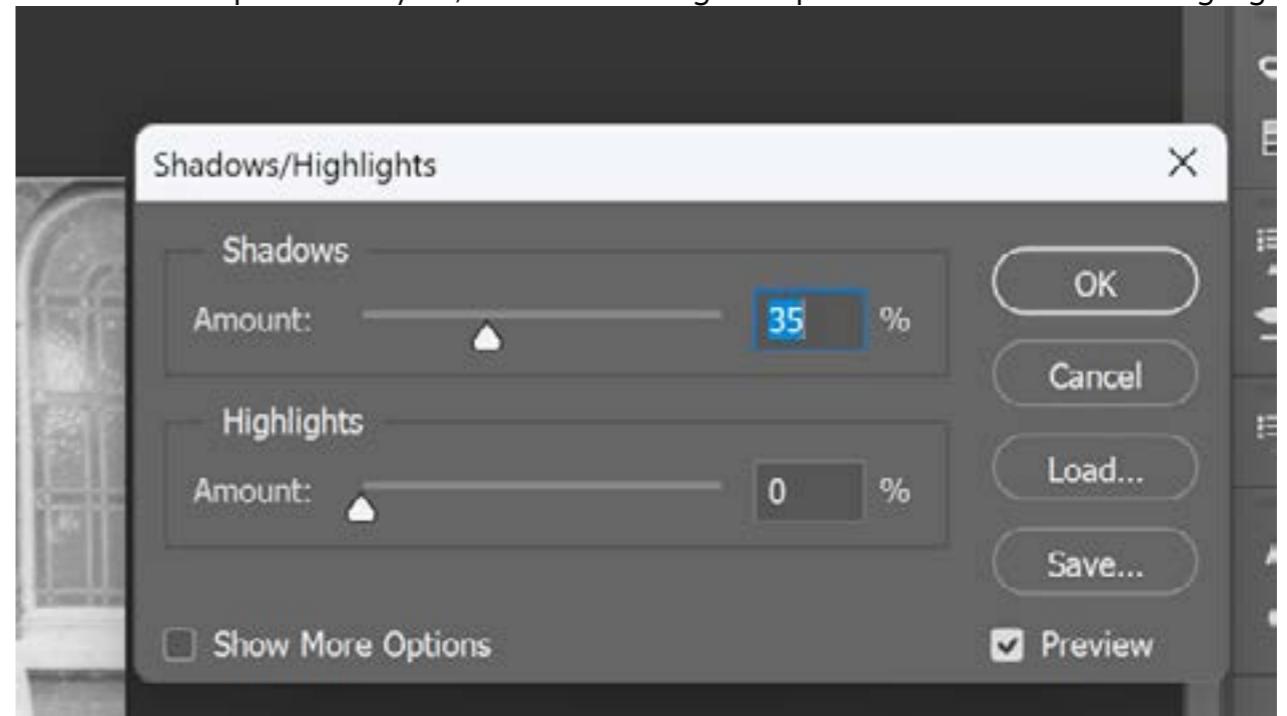
Beeld restoratie:



In de properties color values aanpassen

Shadows and highlights

Staat NIET in adjustment layers, maar wel in image > adjustments > shadows and highlights



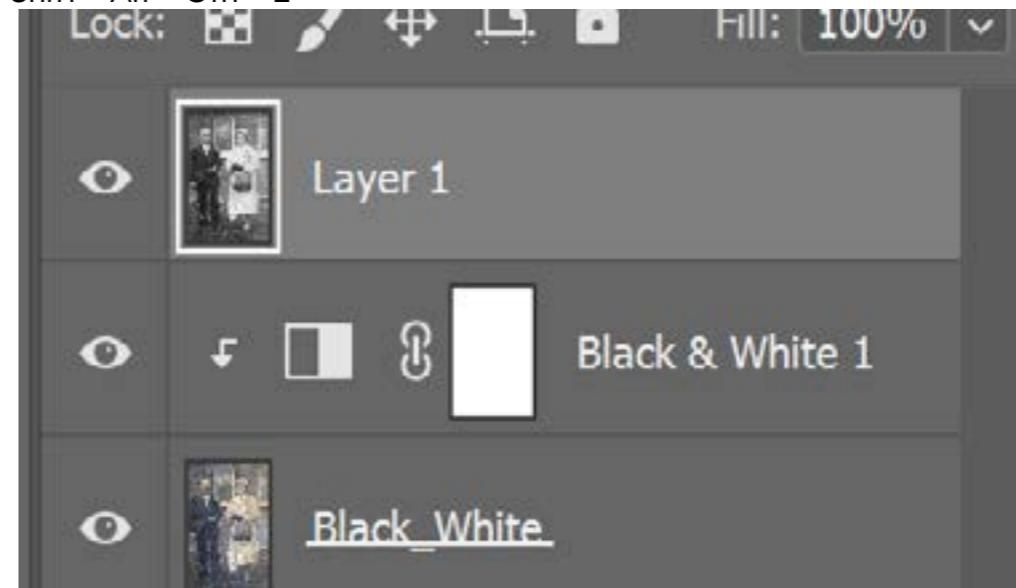
Preview zorgt dat je een voorbeeld van de aanpassingen kan zien zonder toe te passen

Show more options zorgt voor veel meer instellingen:

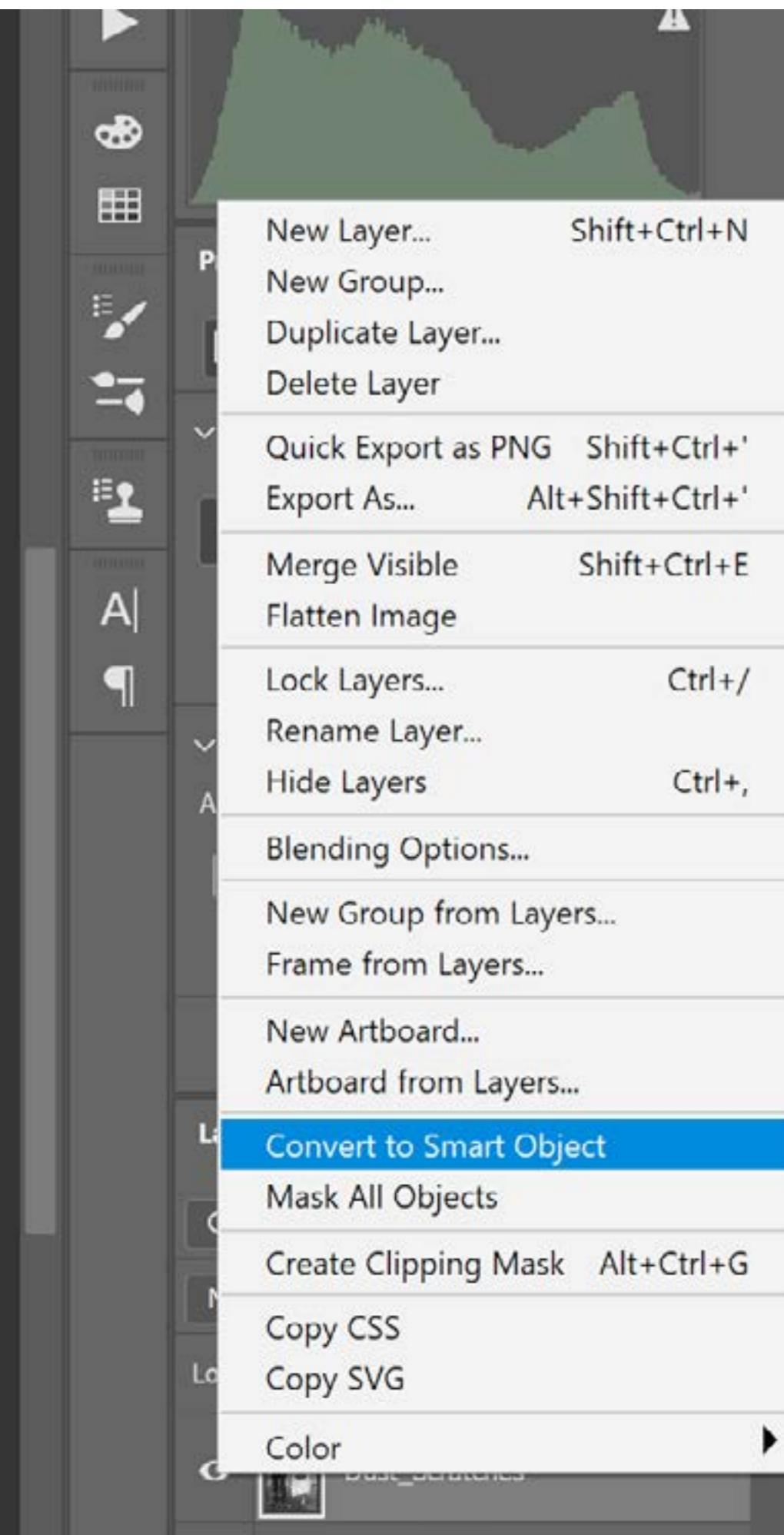


Nieuwe laag maken van 2 lagen

Shift + Alt + Ctrl + E



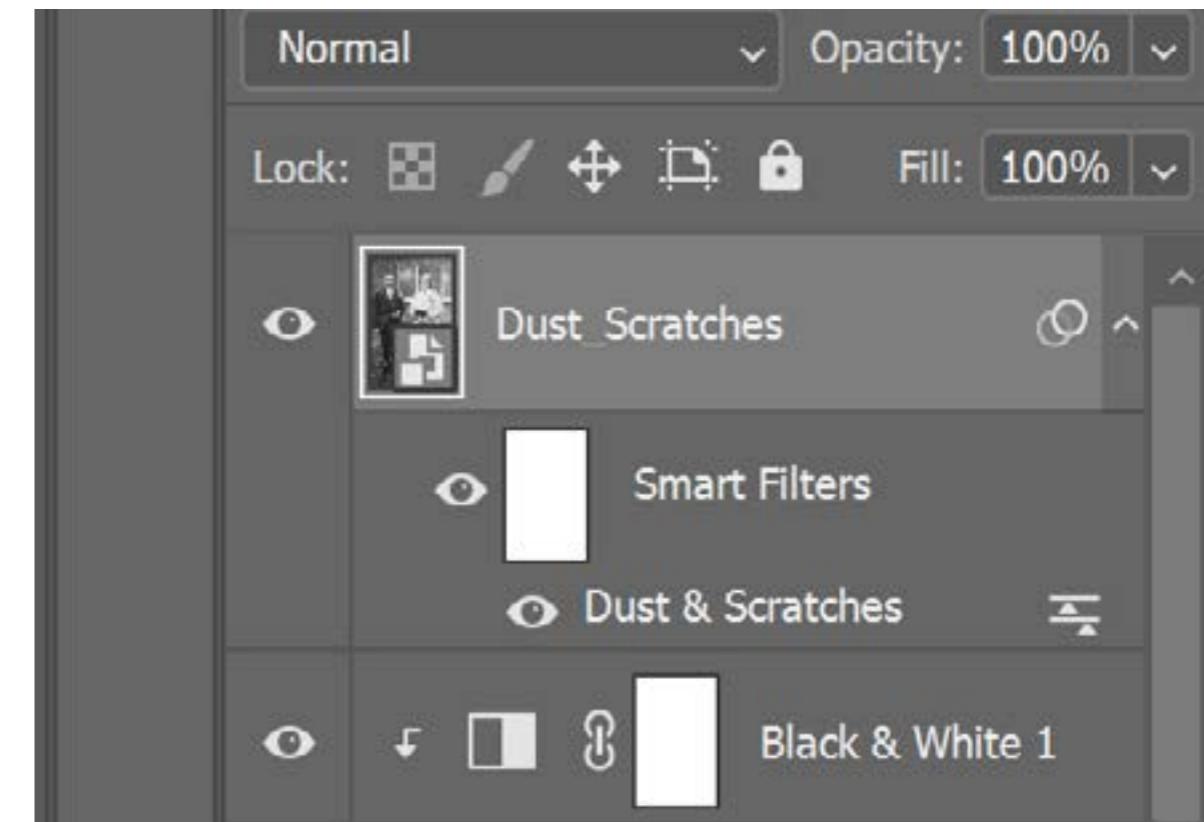
Smart object layer maken



Kan achteraf terug bewerkt worden, anders moet het eerst terug verwijderd worden

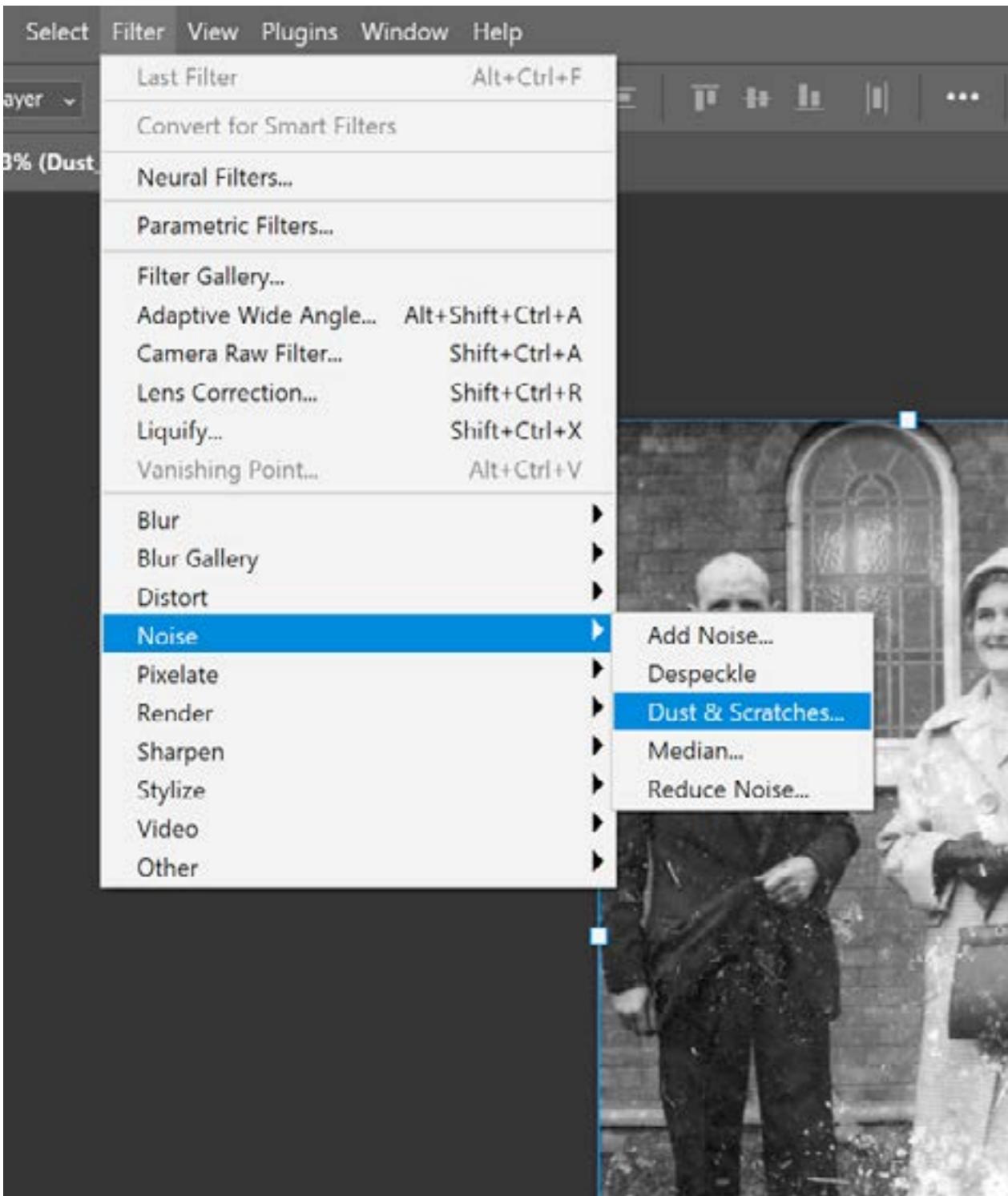


Filter kan later nog bewerkt worden door te dubbel klikken op dust & scratches

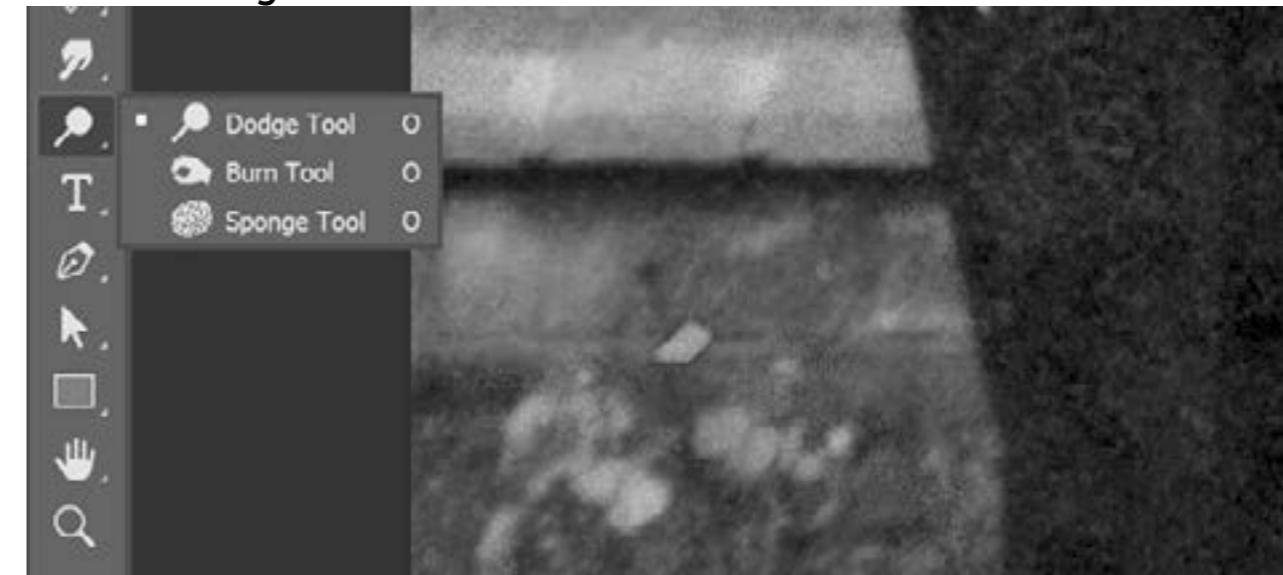


Pijltje rechts kan gebruikt worden om het meer overzichtelijk te maken

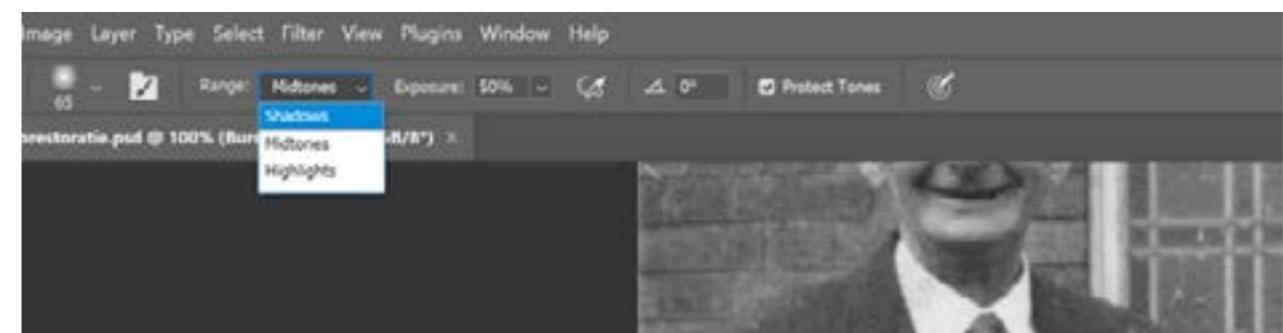
Dust & Scratches



Burn and dodge



Dodge tool: maakt donkerdere stukken lichter



Range op schaduwen zetten
Exposure niet te hoog zetten, anders komen er lichte vlekken

Dus laag beginnen op opbouwen [bv. 3%]
Vlekken wegwerken

Burn tool

Omgekeerde van dodge tool
Maakt lichtere plekken donkerder
Gebruiken op vrouw haar kleed witte vlekken via highlights

Spot healing brush

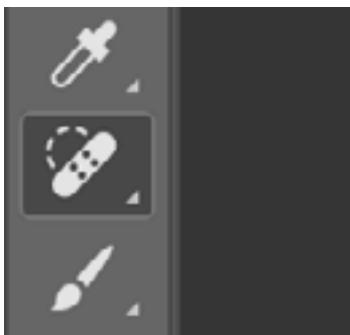
Maskers



Alt + click maakt zwart masker

Click maakt wit masker

Dit is bepaald door de kleuren:



Een deel van de afbeelding toepassen ergens anders

Type: Content-Aware Create Texture Proximity Match

Content-aware: pakt van gelijkmatig stuk van belichting gelijkaardige structuur

Create-texture: blurry vlek

Proximity-match: grote overgang

Patch tool



Selectie maken



Stuk slepen naar waar je informatie van wilt halen

Edit fill

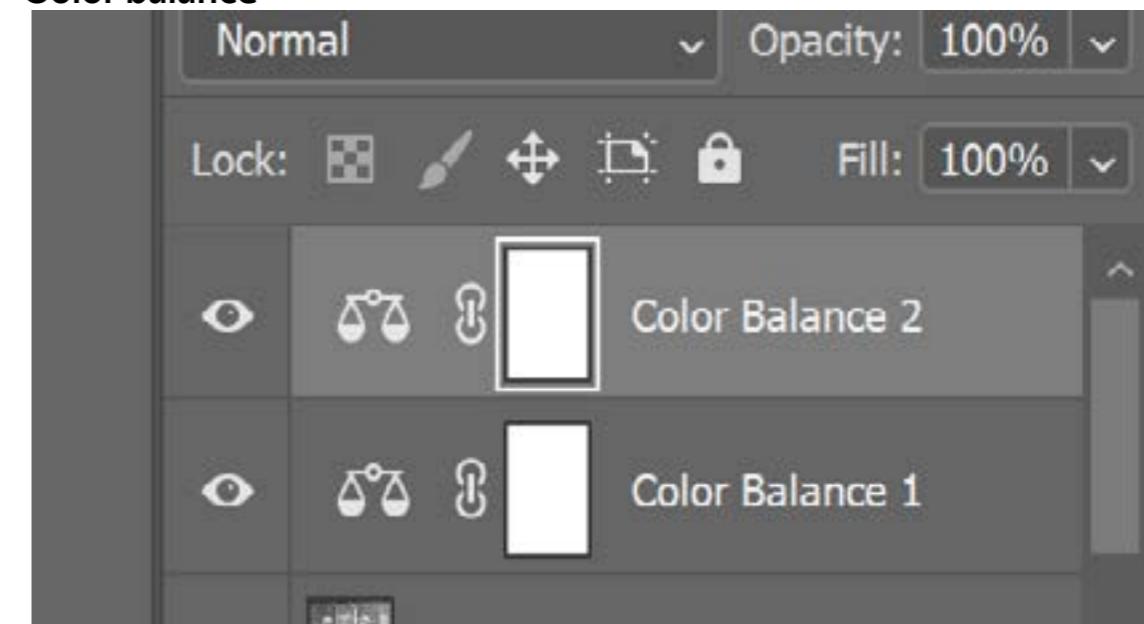
Patch selectie maken
Shift + backspace (of edit > fill)
Content > Content-aware
Zelfde effect als patch tool

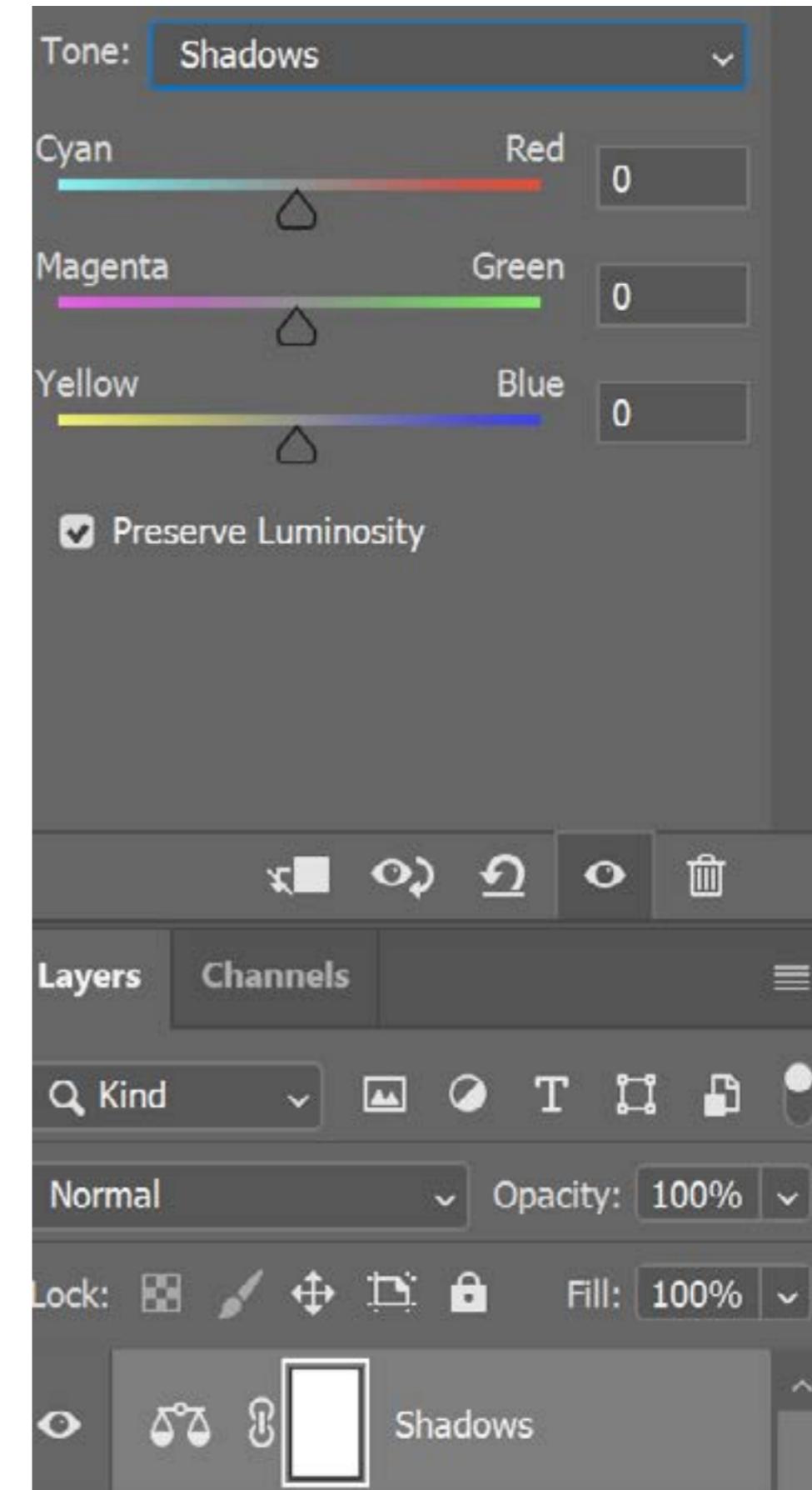
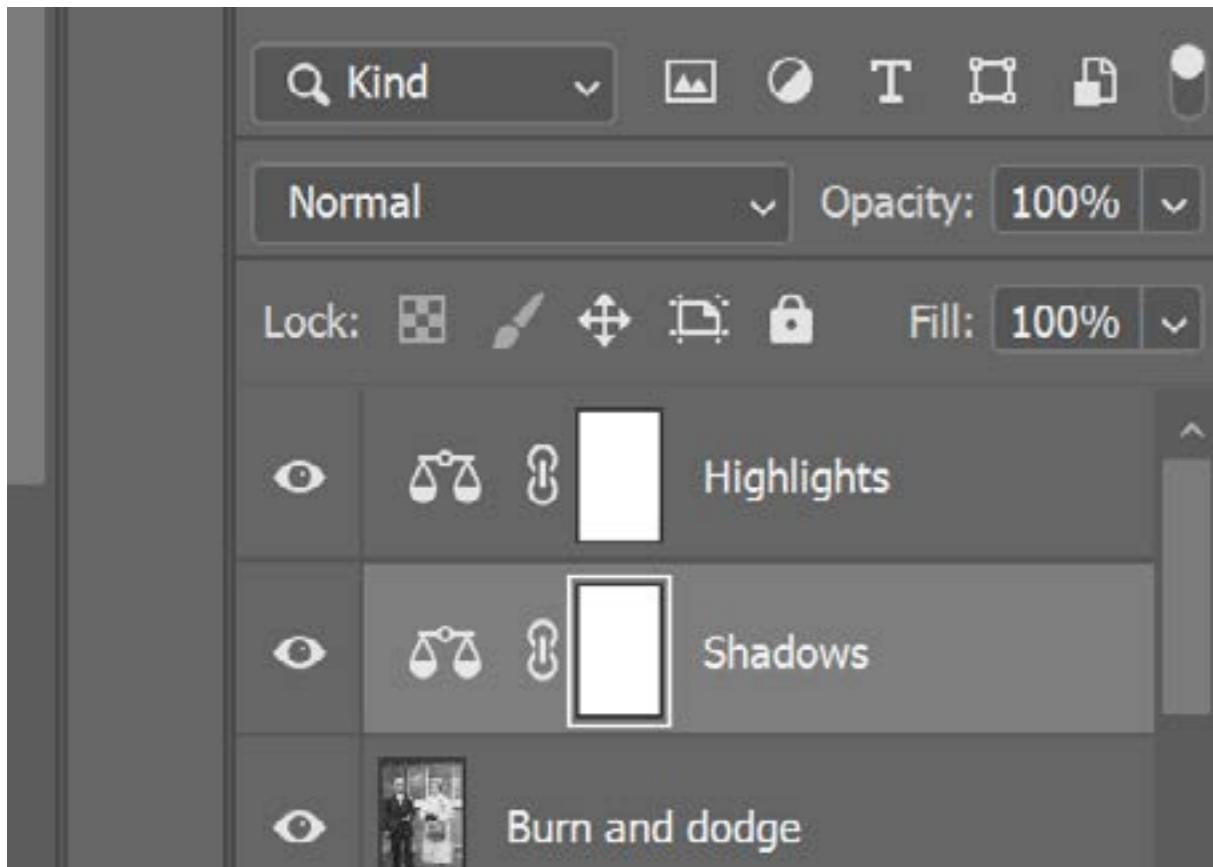
Clone stamp tool



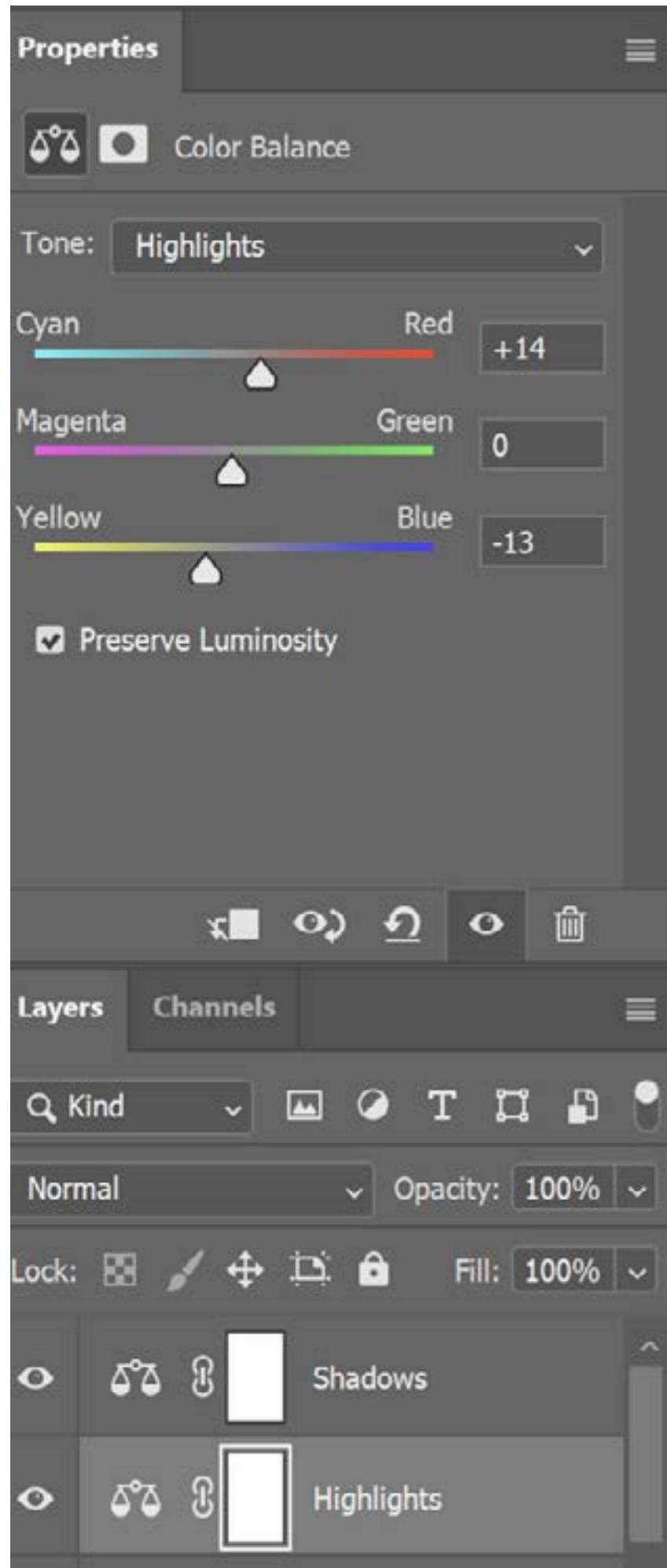
Kopieert pixels
Alt + klik = kopieer informatie positieve zetten

Color balance





Tone op shadows zetten



Tone op Highlights zetten

DPI veranderen:

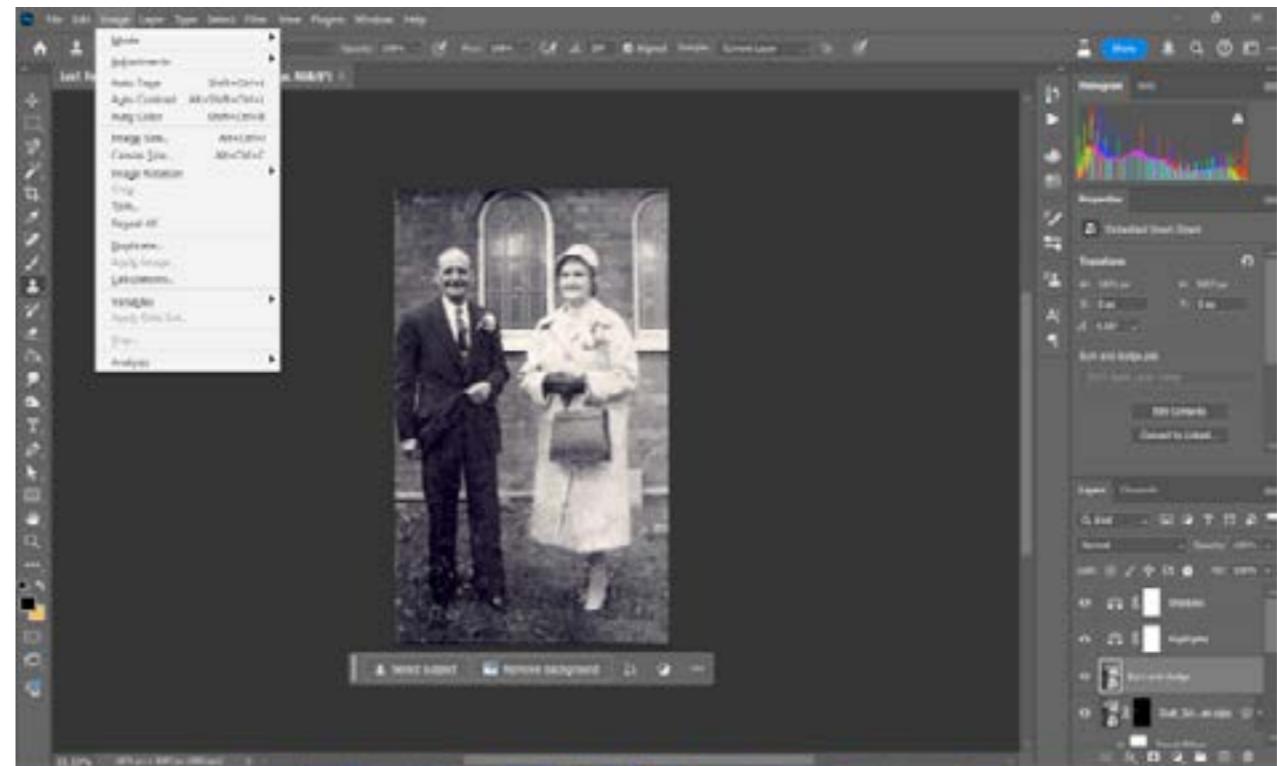


Image > Image size

Resolution: 300

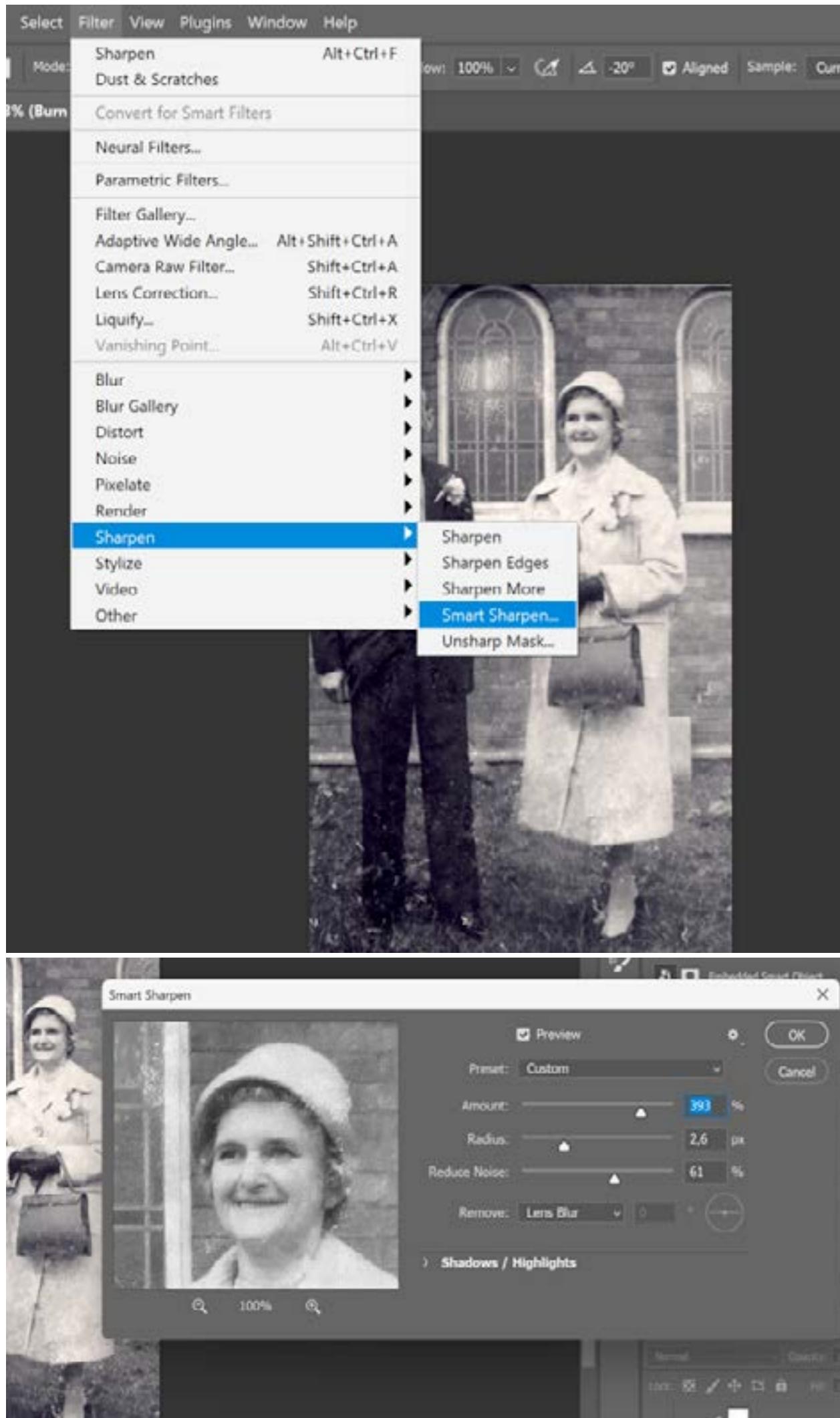
Pixels/inch

Resample:

Automatic

Resample uit, DPI 300

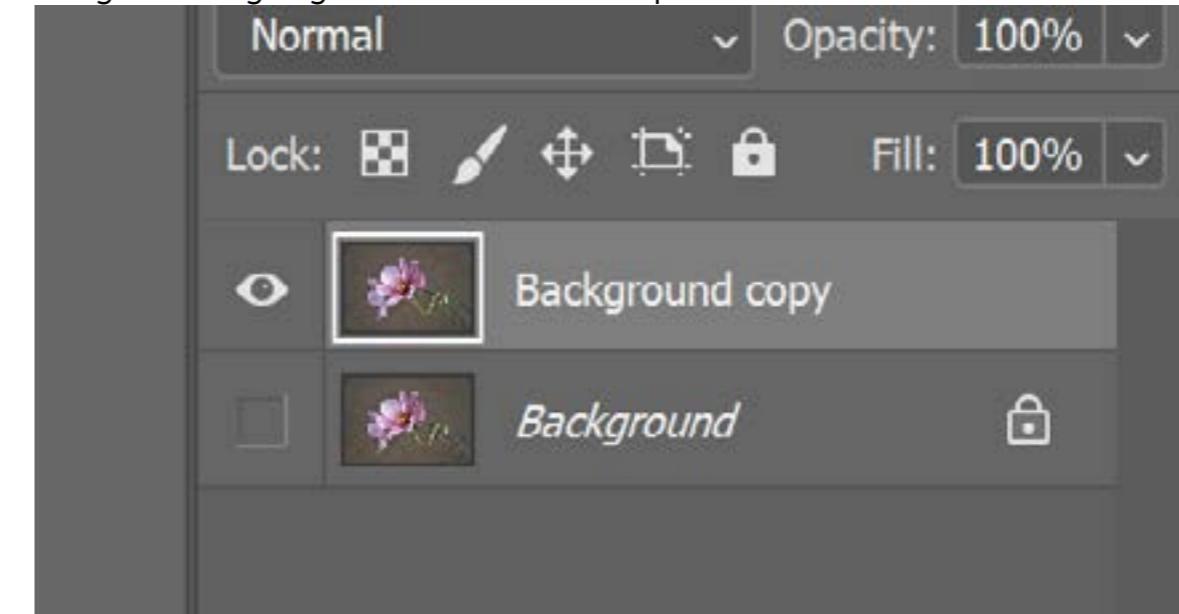
Smart Sharpen
Eerst slim object maken



Les 2- Illu & Fotobewerking II

Non-destructieve workflow

Background laag origineel houden als backup

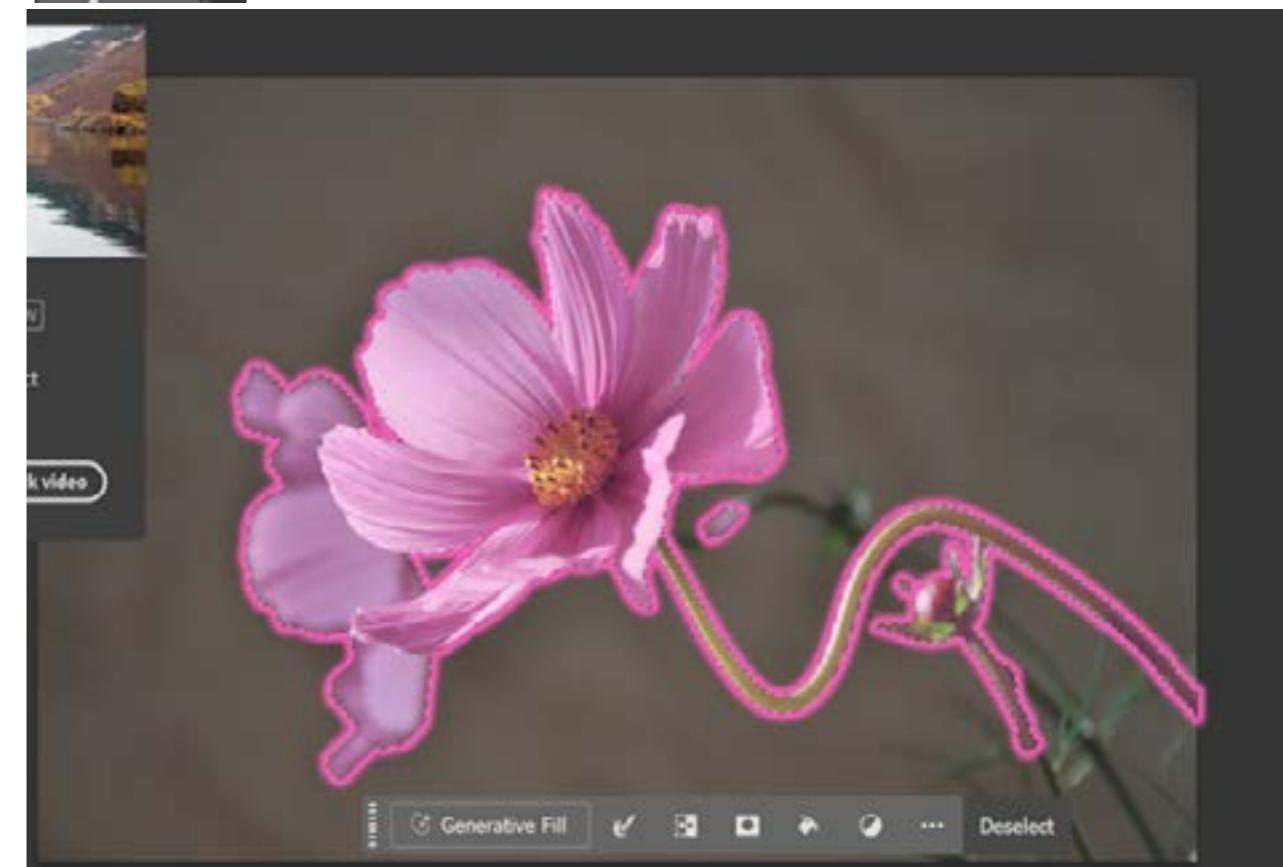
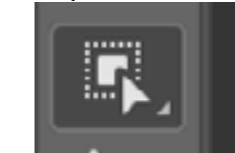


Bloem selecteren

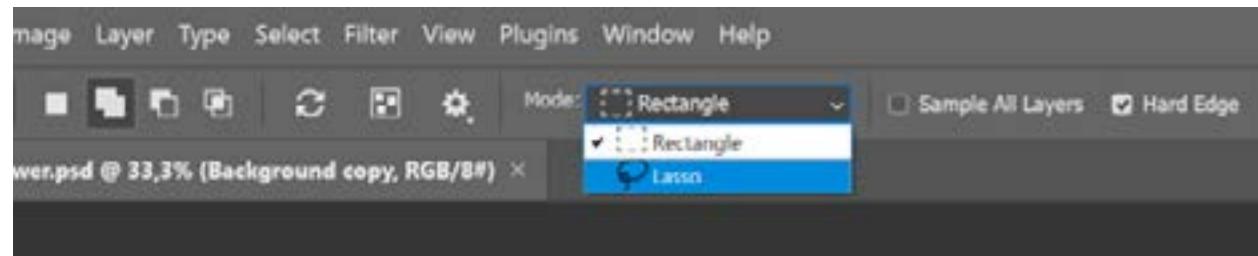
Te veel werk met lasso-tools

Dus:

Object selection tool



- Hoveren over object (bloem)
- Pakt ook deeltjes mee van de achtergrond



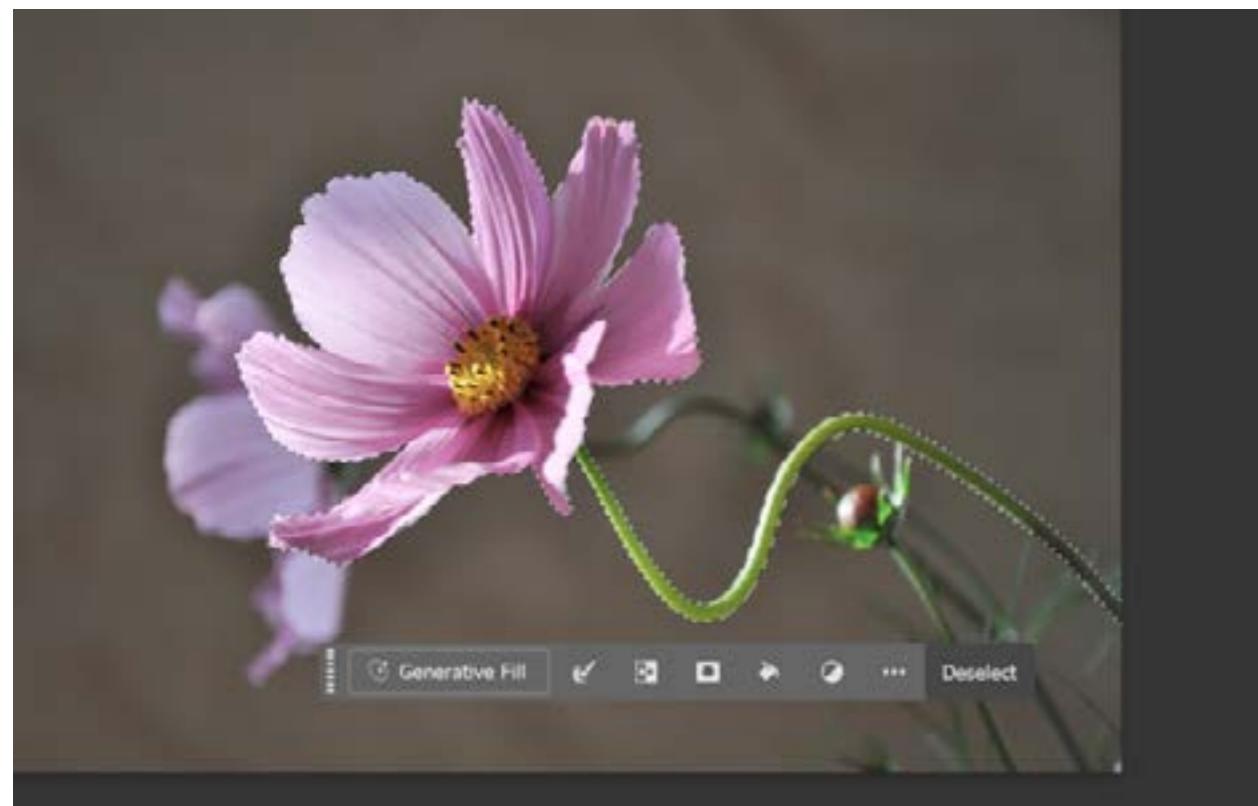
Lasso mode zetten

Selectie opties

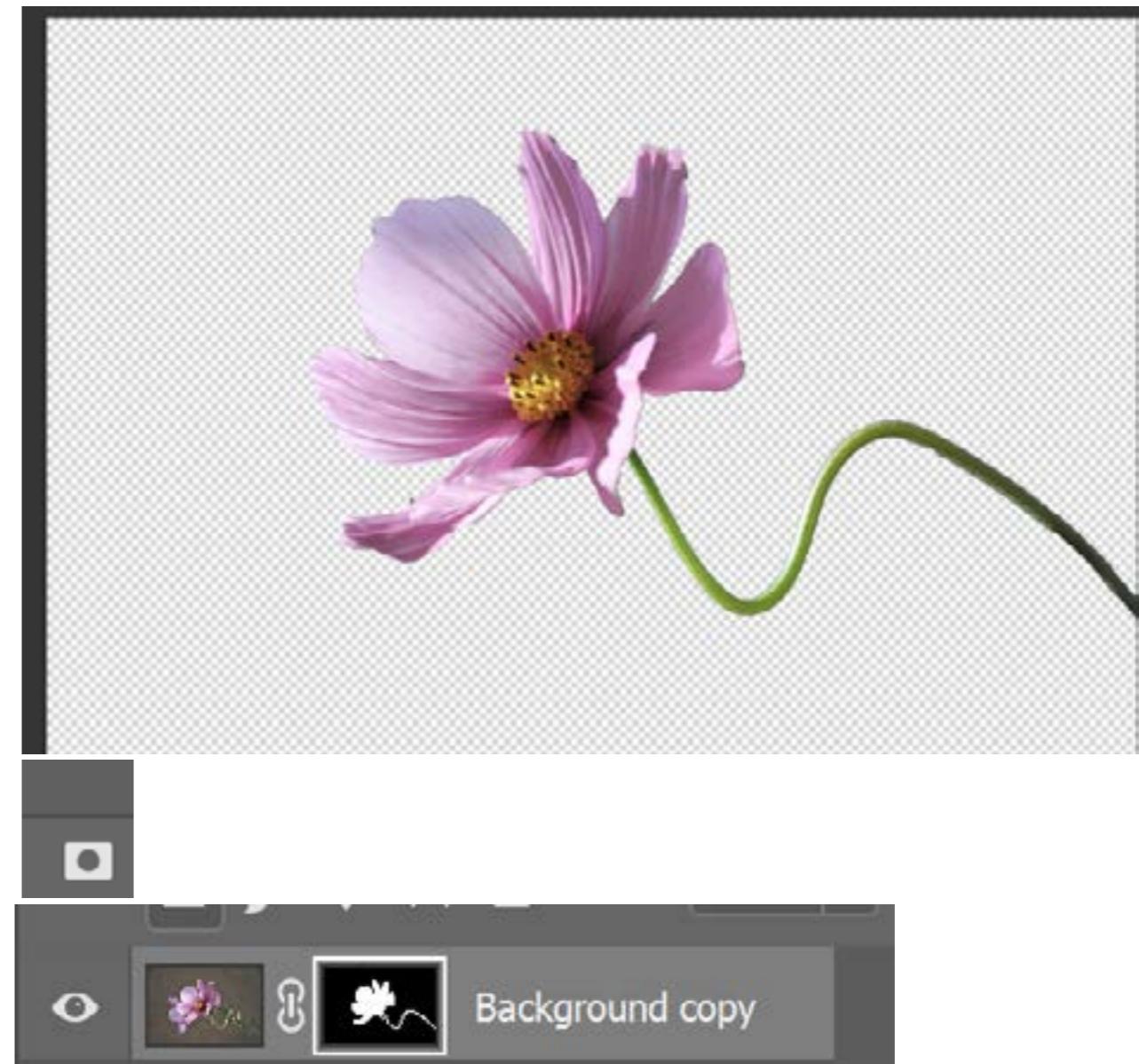


1] Selecteren

- 2] Selectie toevoegen
- 3] Selectie verwijderen
- 4] Intersectie selectie



Selecties verwijderen tot alleen de bloem en steel in de voorgrond geselecteerd staan.

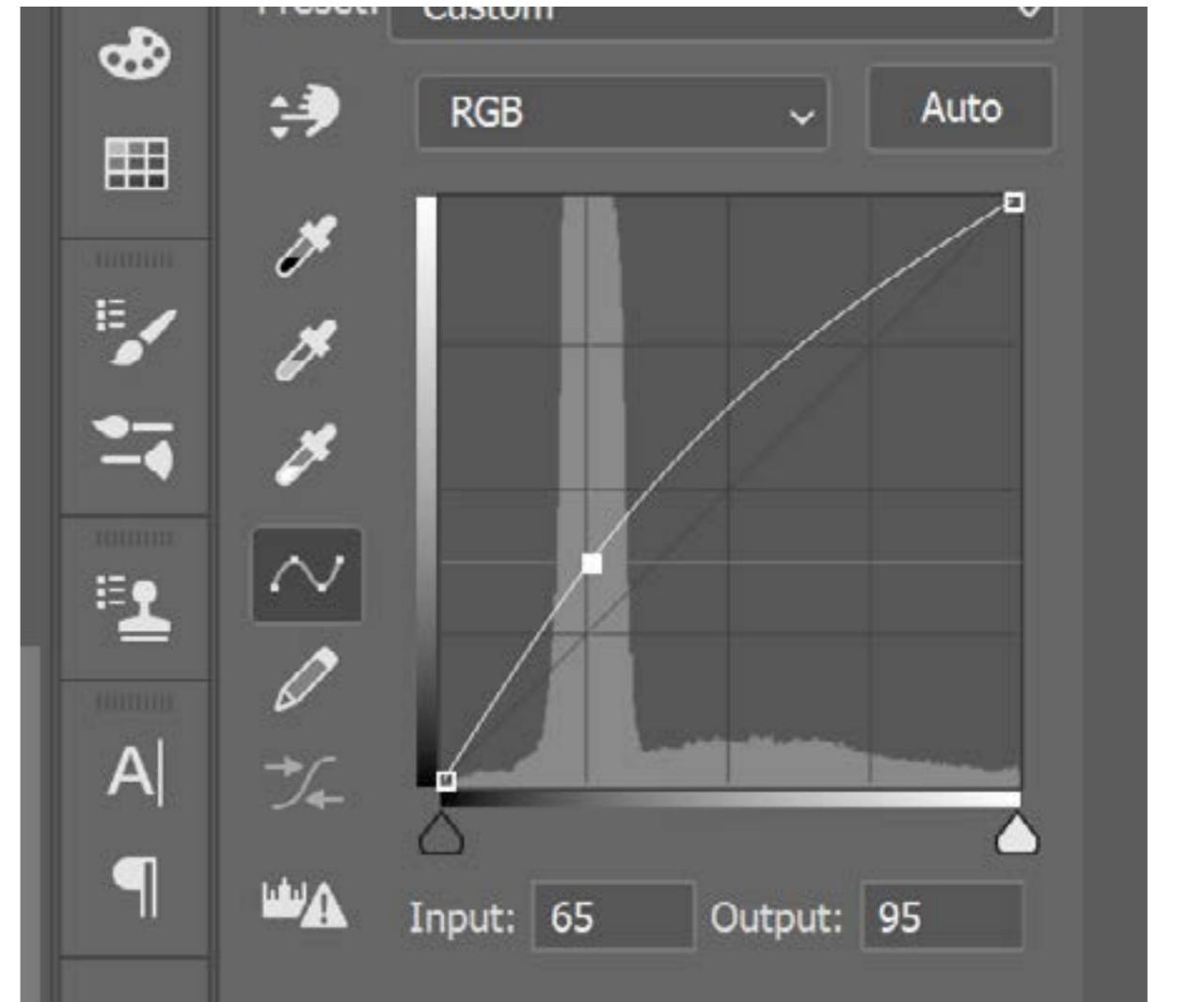
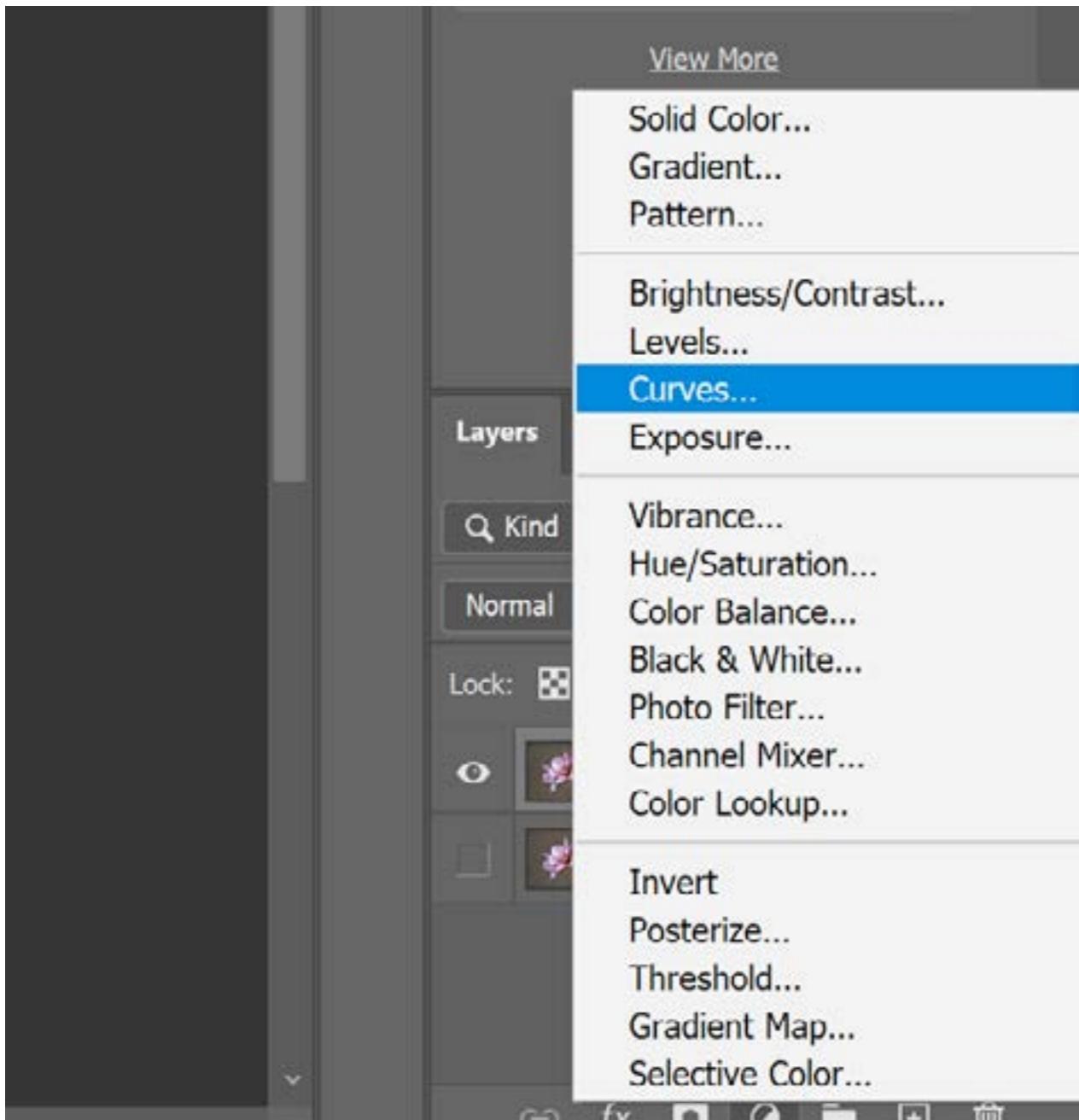


Bloem feller maken en achtergrond kleur uithalen (adjustment layers)

Object selection geavanceerde selectie

Inhouden en selecteren met de object selection tool is meer accuraat

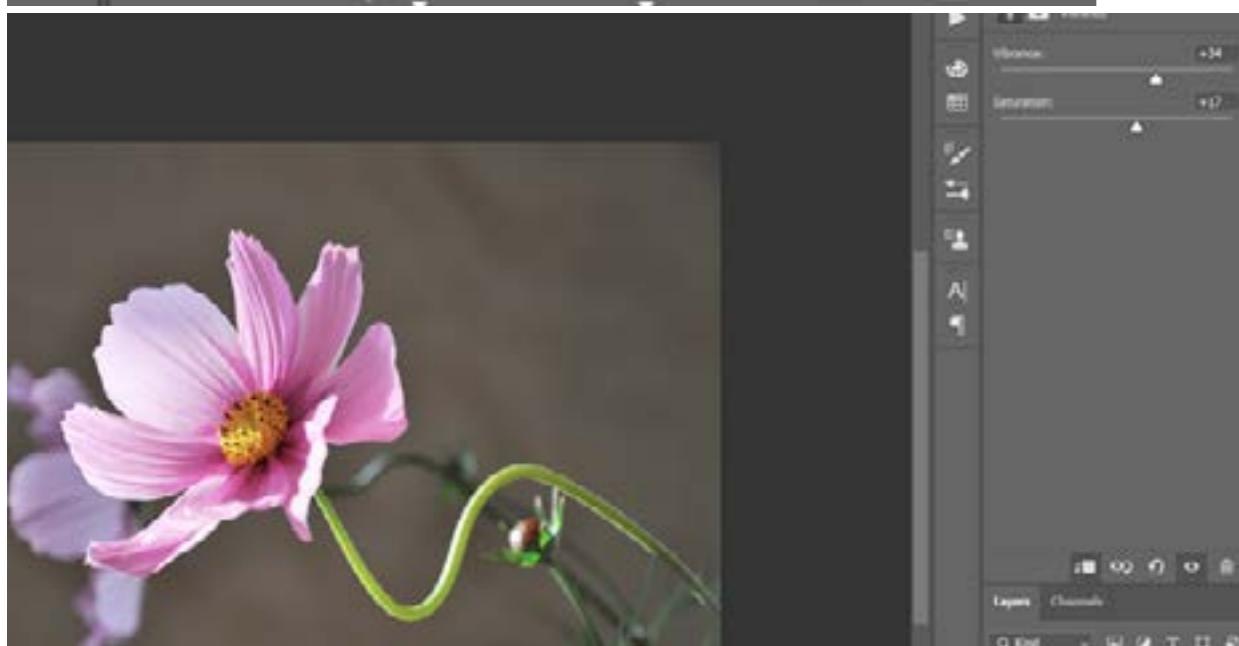
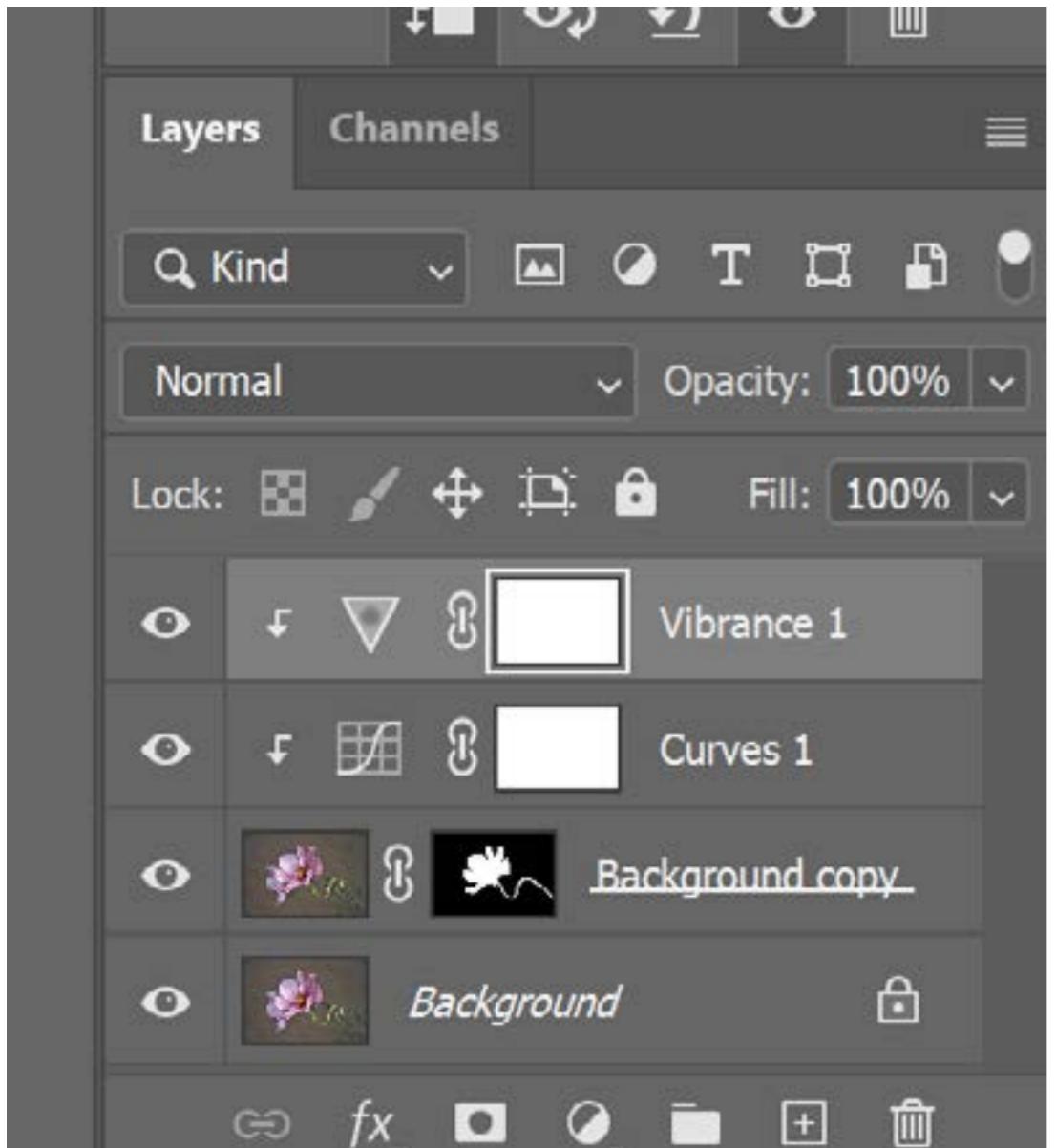
Masker maken



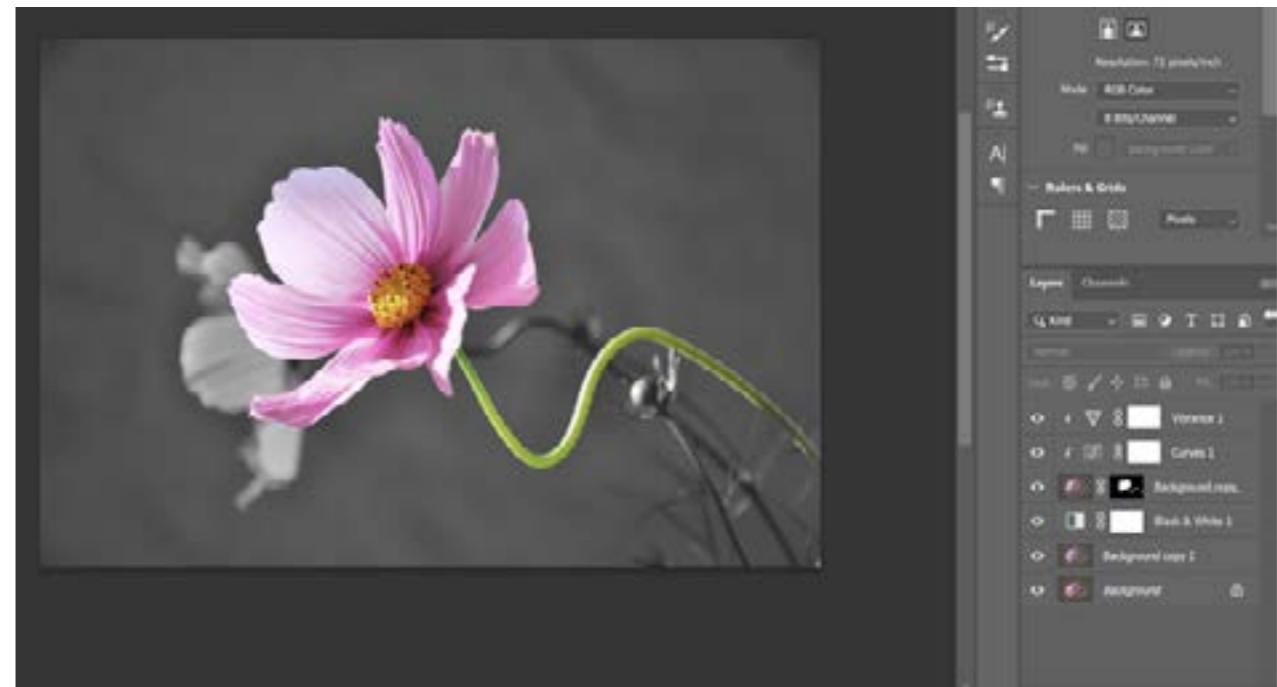
Adjustment layer enkel op de laag eronder

Option/Alt inhouden en laag tussen de twee lagen slepen voor clipping mask

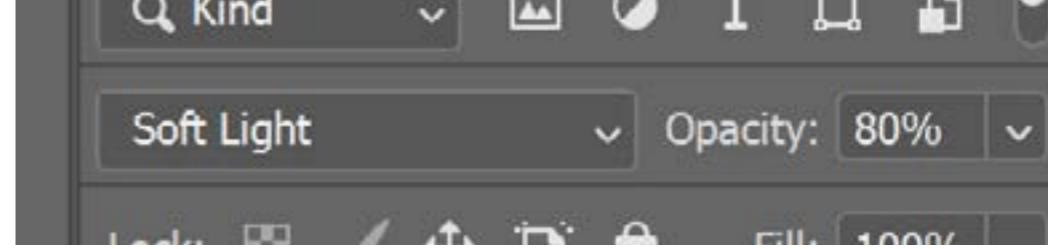
Vibrance adjustment layer
Bepaald levendigheid & saturatie
Ook clipping mask van maken



Black and white adjustment layer op de achtergrond



Blending en opacity adjustment layer

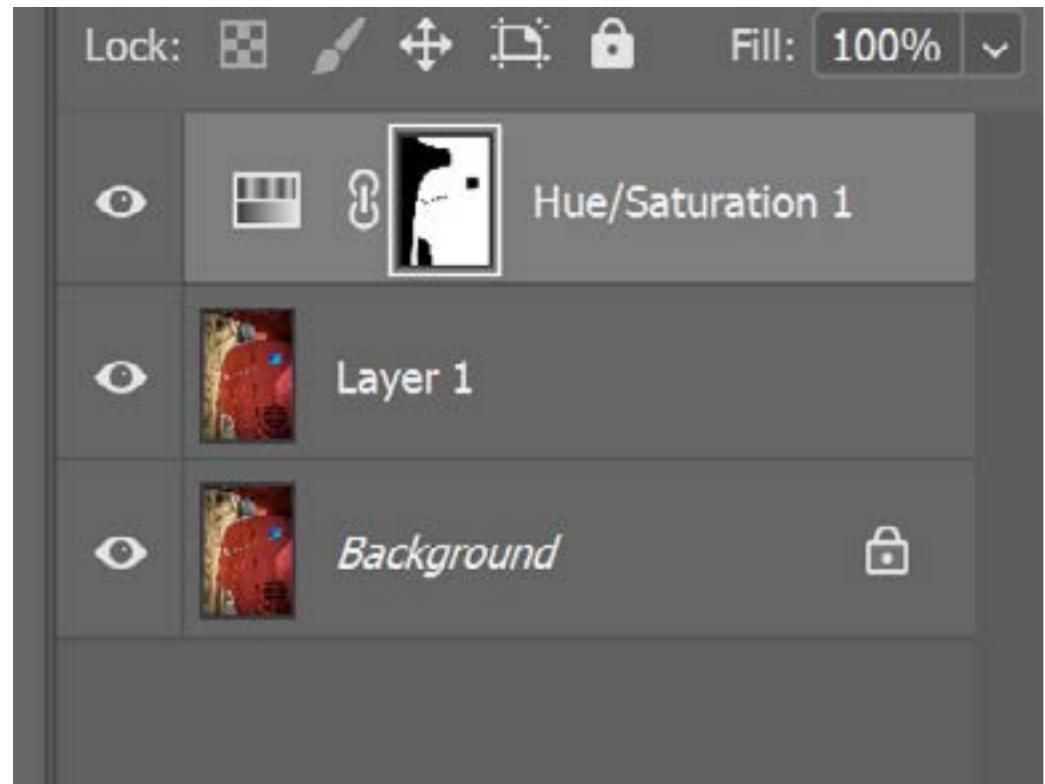


Vespa beeld

- Achtergrond dupliceren
- Vespa selecteren door selectie maken Vespa met object selection tool



- Logo's weg doen selectie

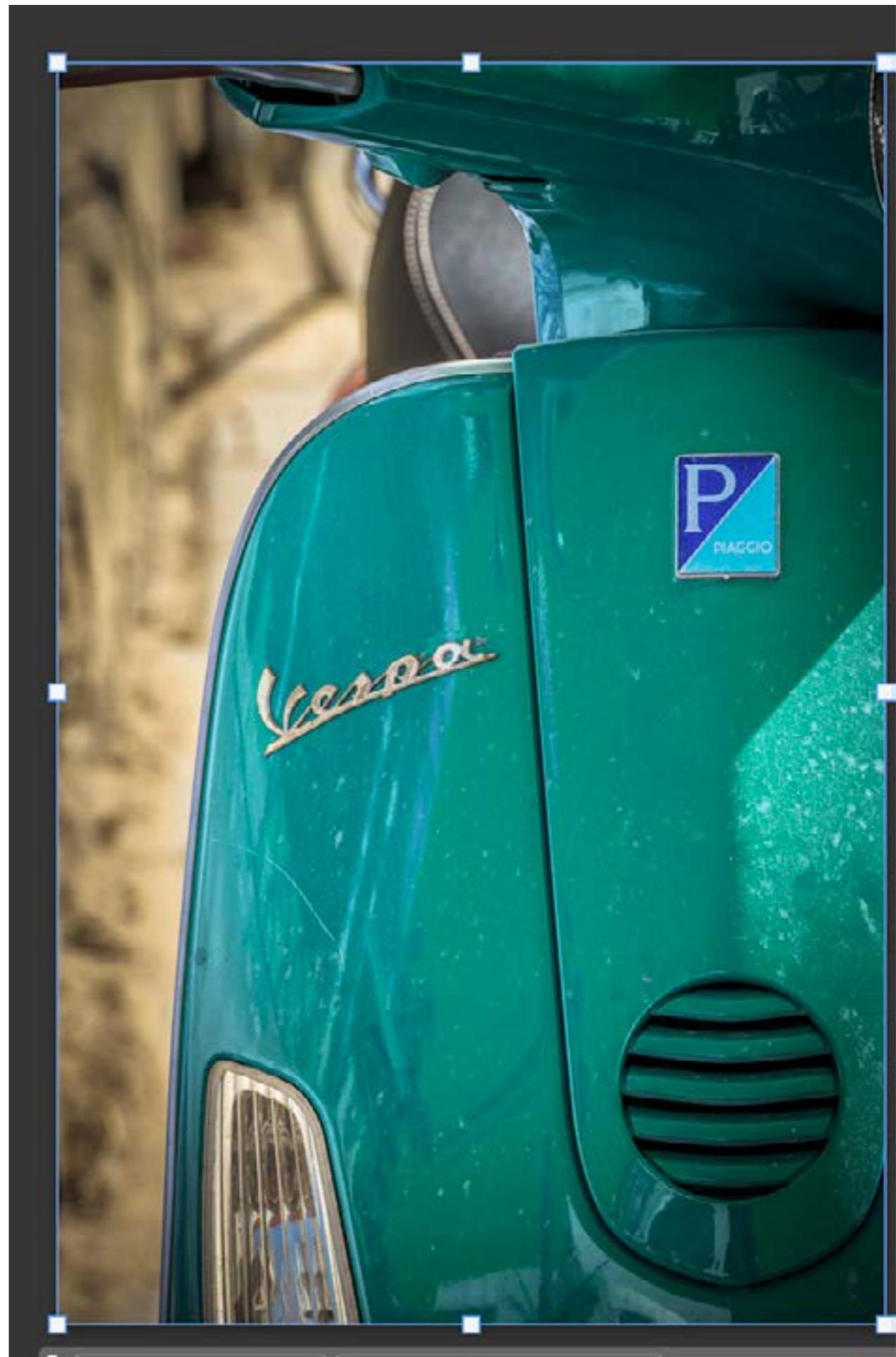


- Selectie + adjustment layer maken is direct een masker

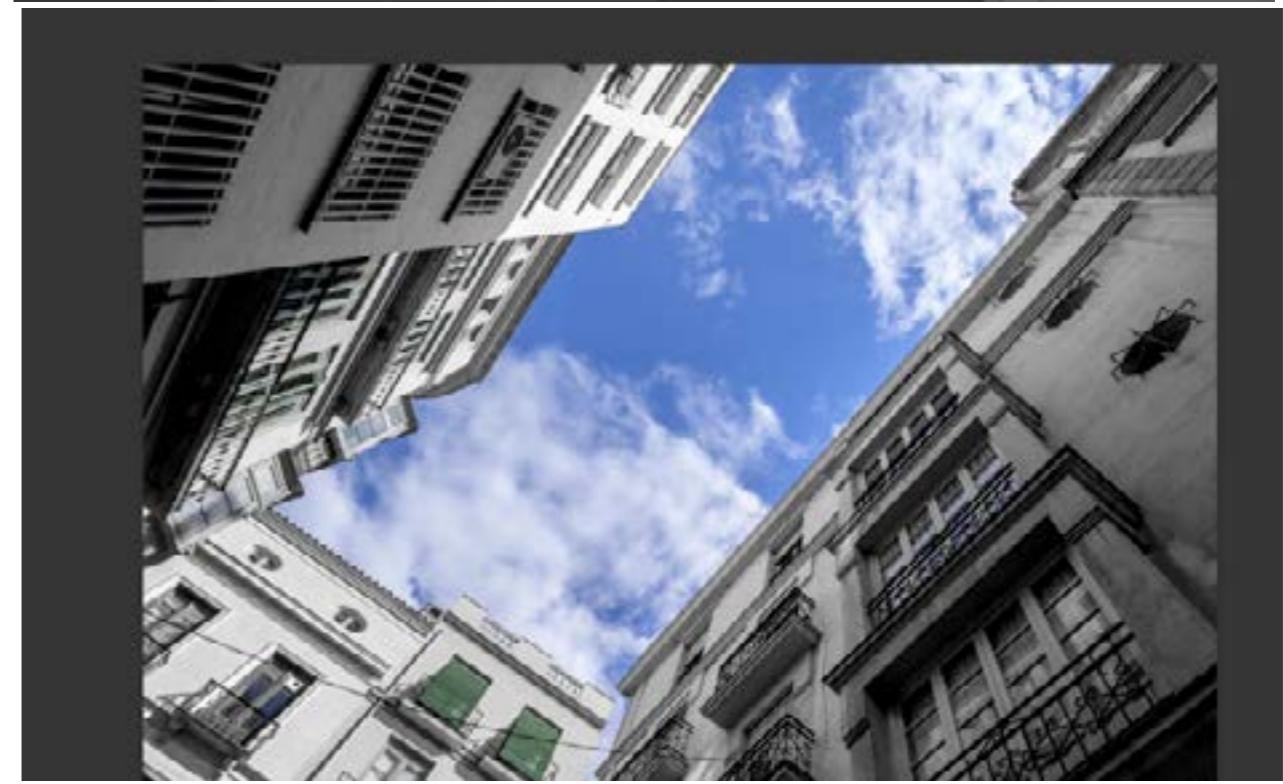
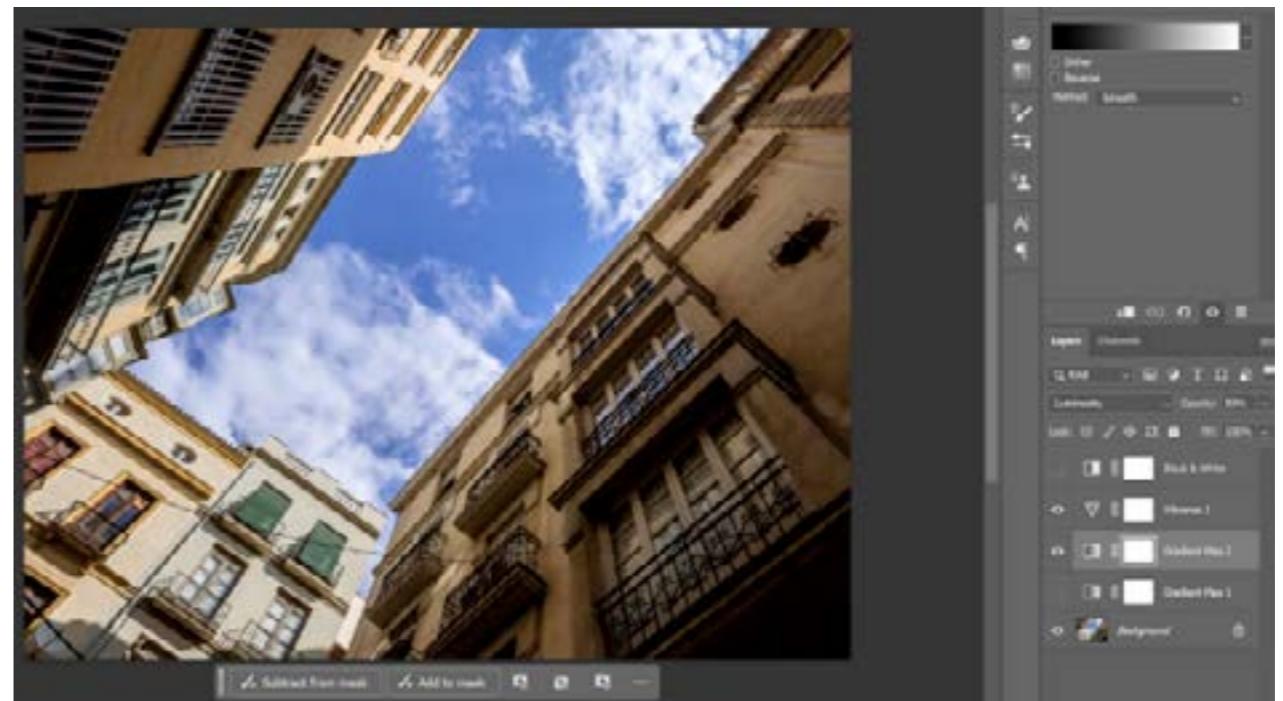
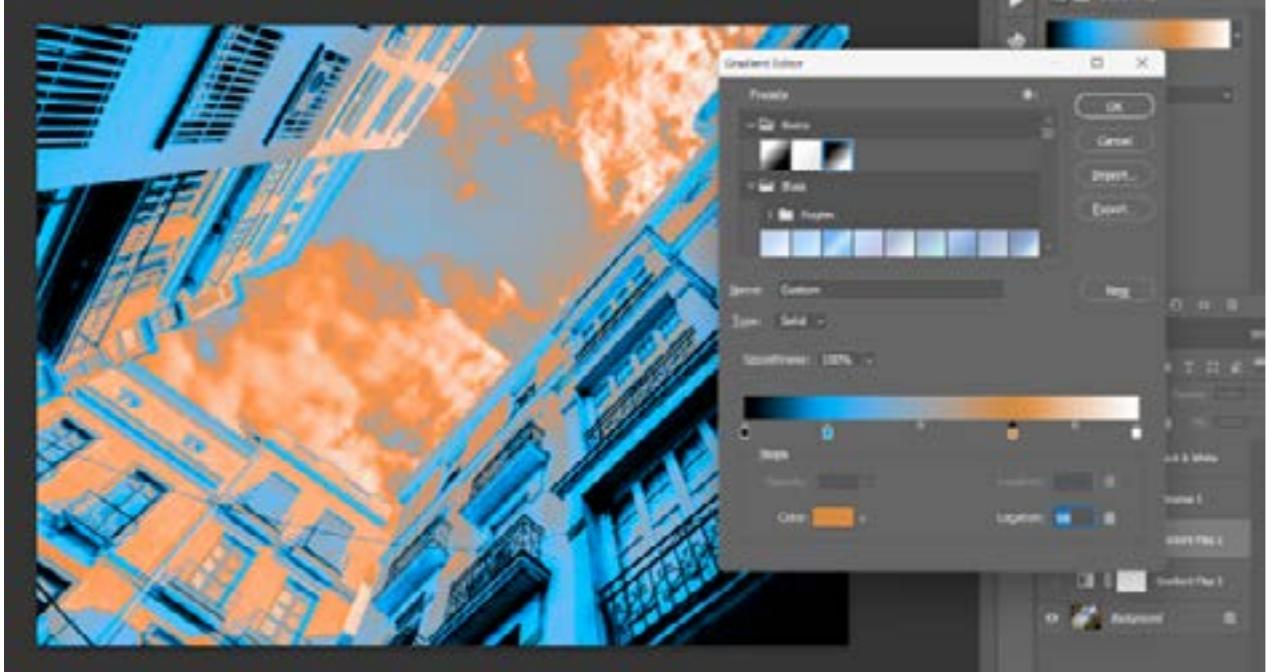
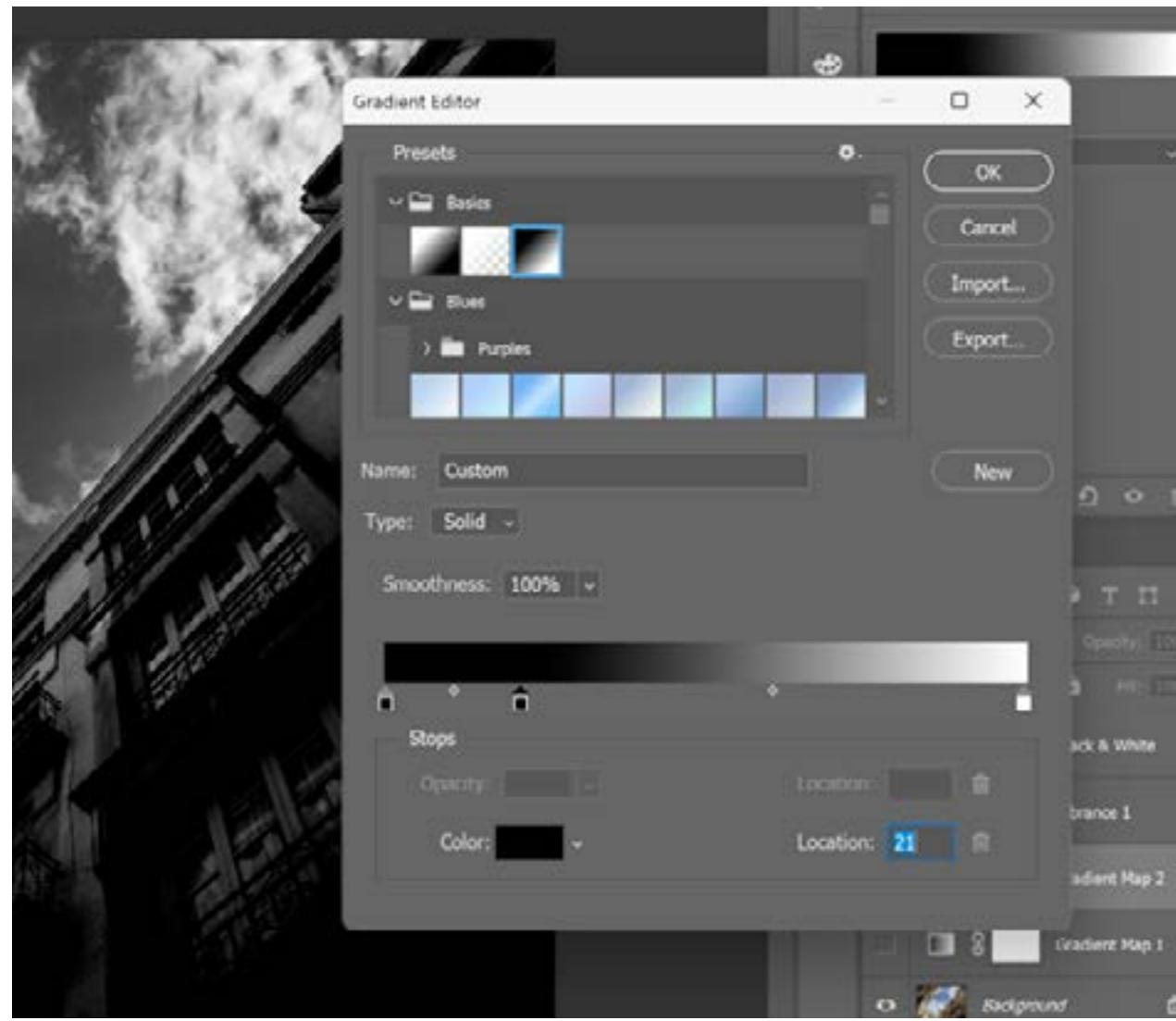
Masker aanpassen met brush

Masker selecteren en met zwart/wit toevoegen/verwijderen

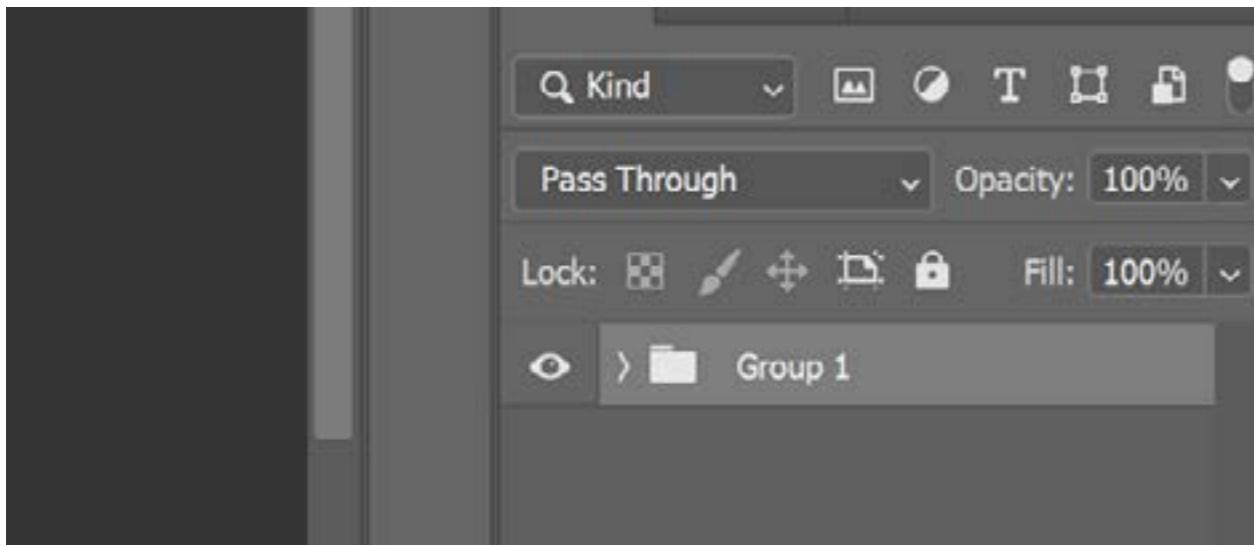
Hue/Saturation



Gradient map



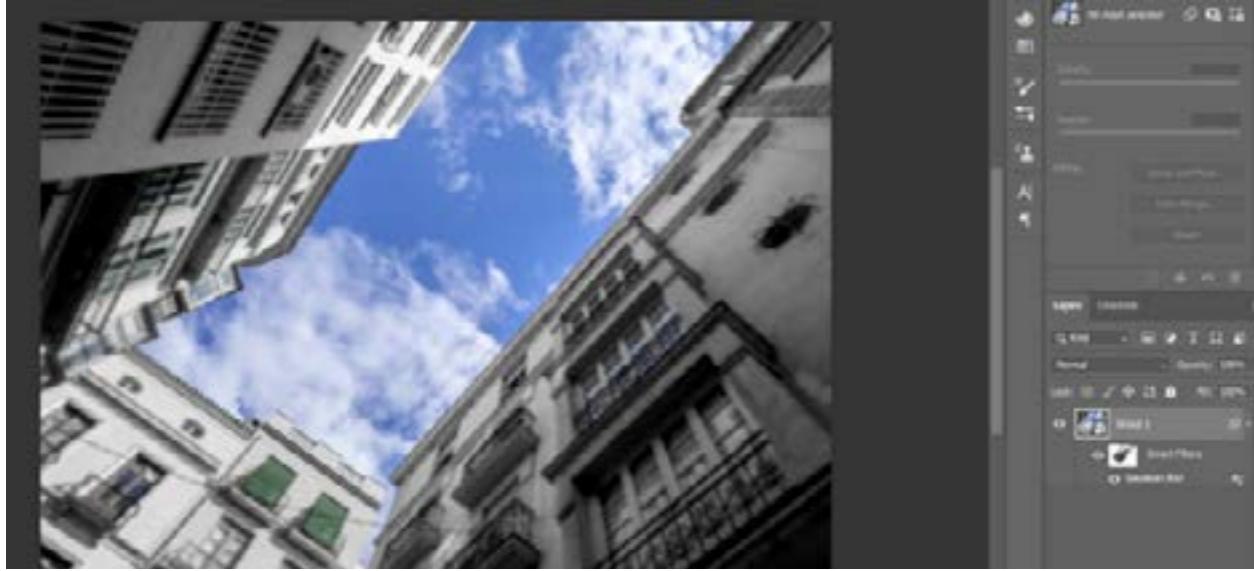
Groep maken
Ctrl + G



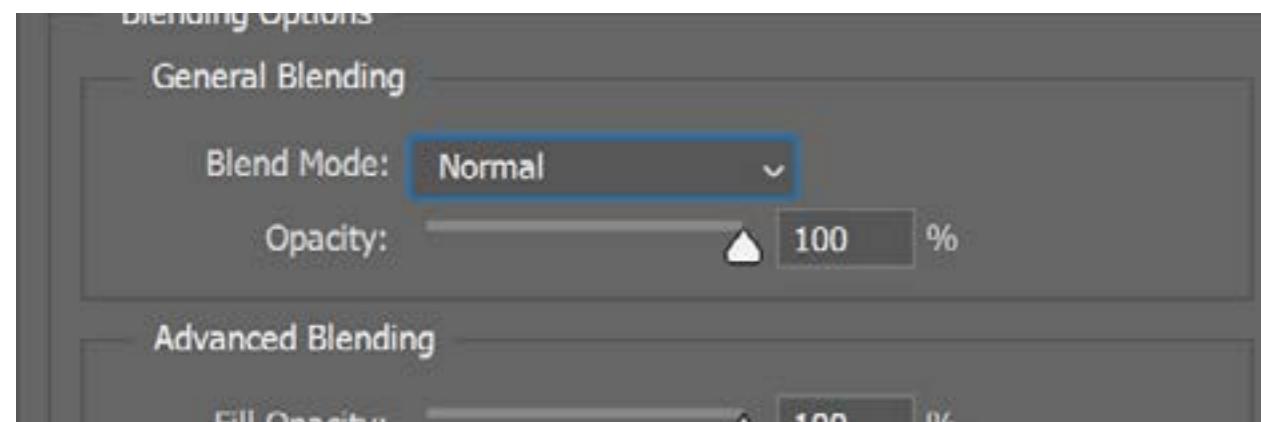
Rechtershik > Alt > G
Wanneer smart object wordt aangepast zal het updateen

Gaussian blur

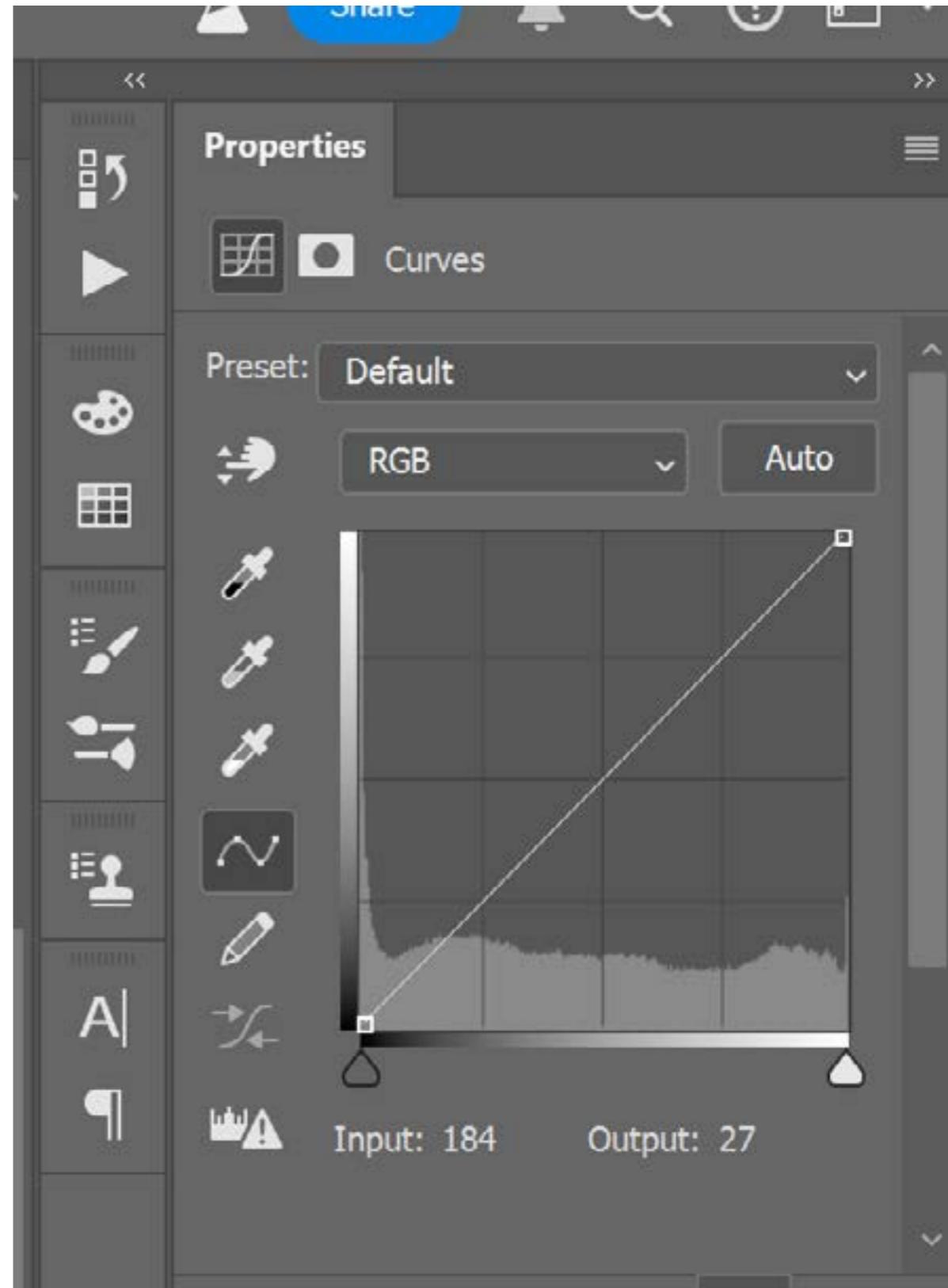
Filter > Blur > Gaussian blur



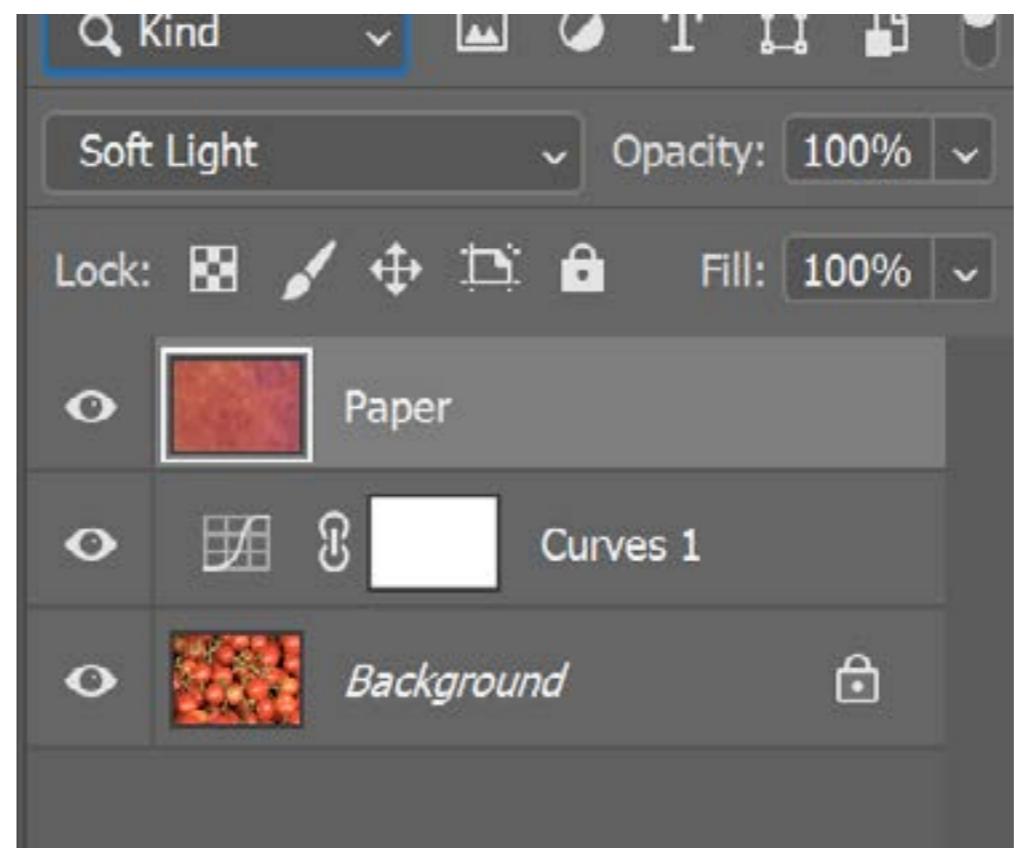
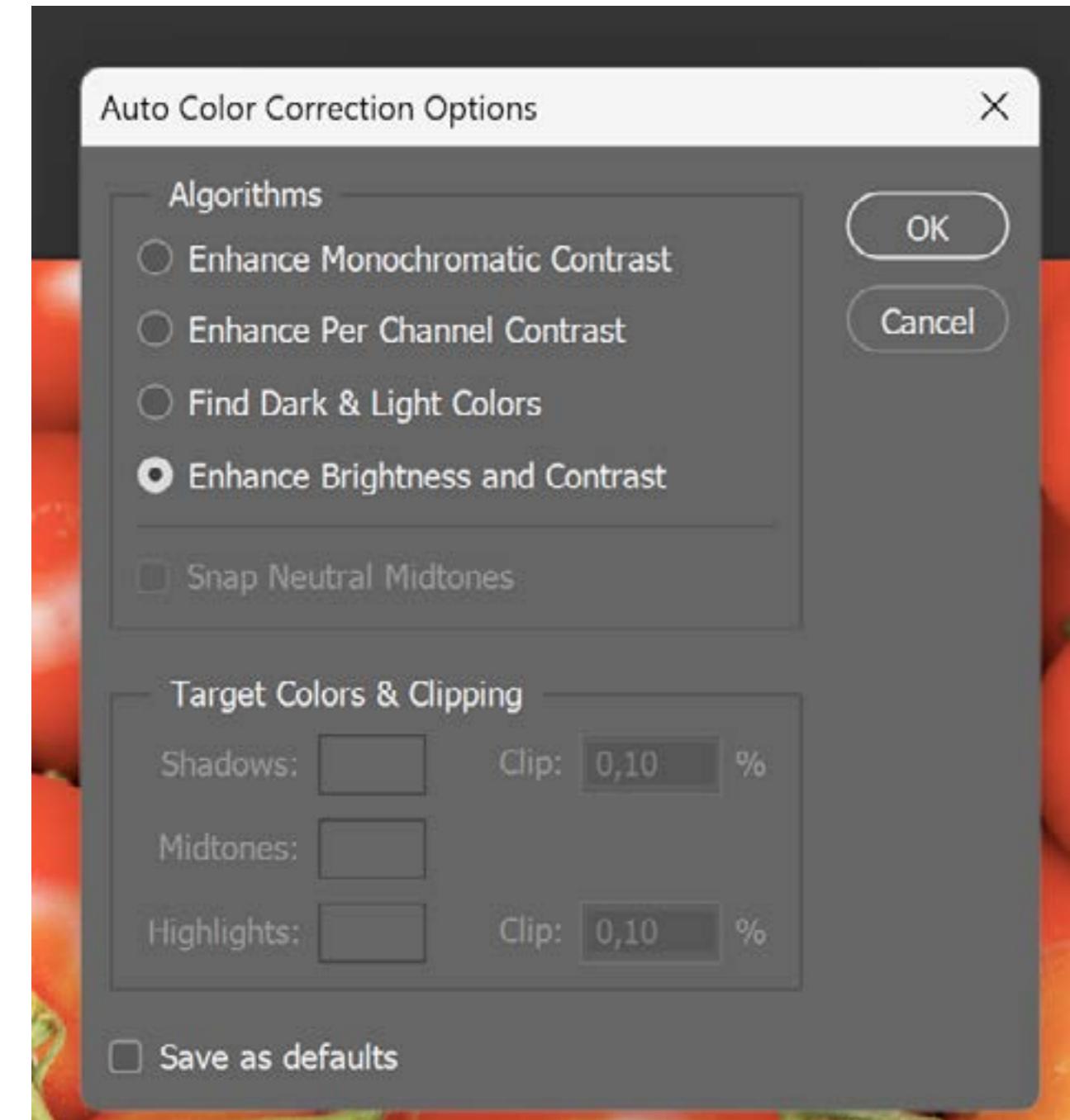
Dubbelklik gaussian blur om blending aan te passen



Textuur maken

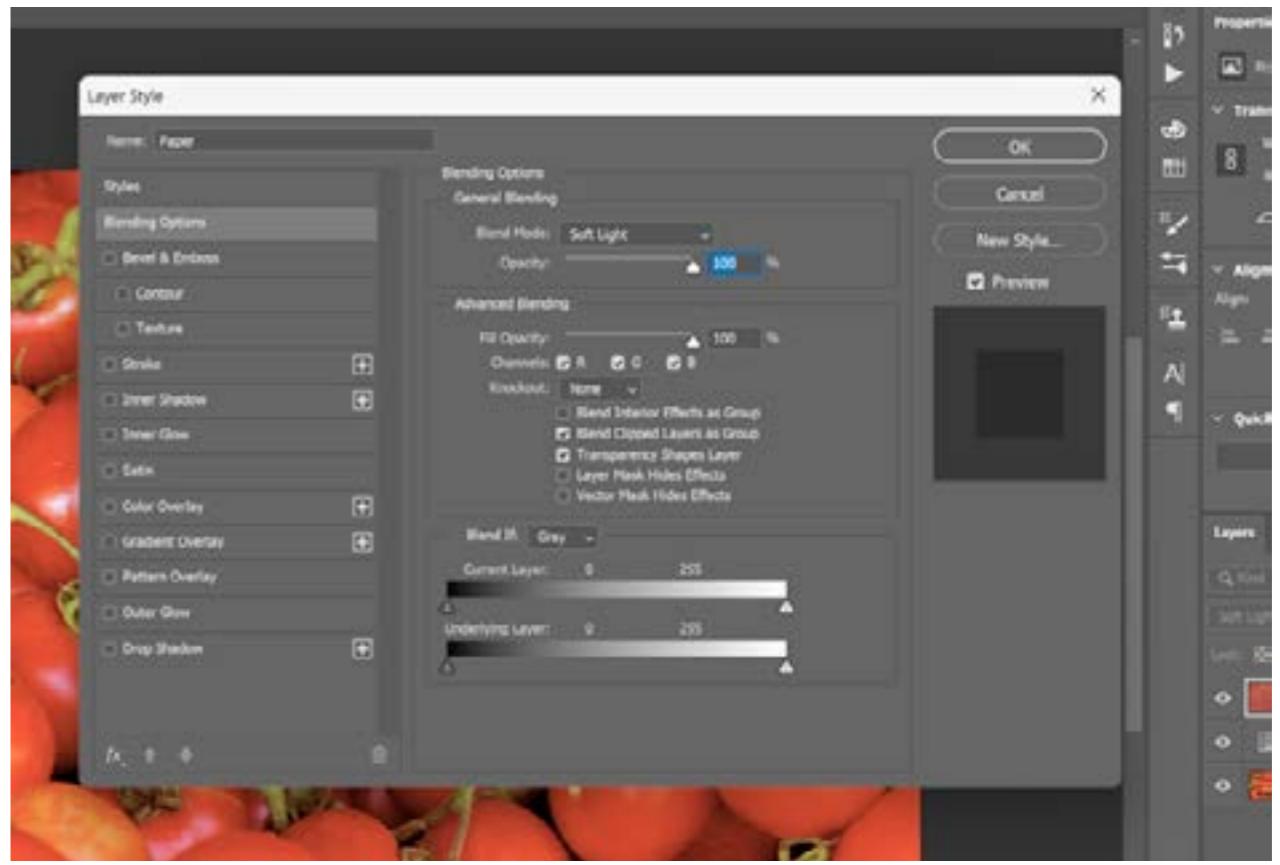
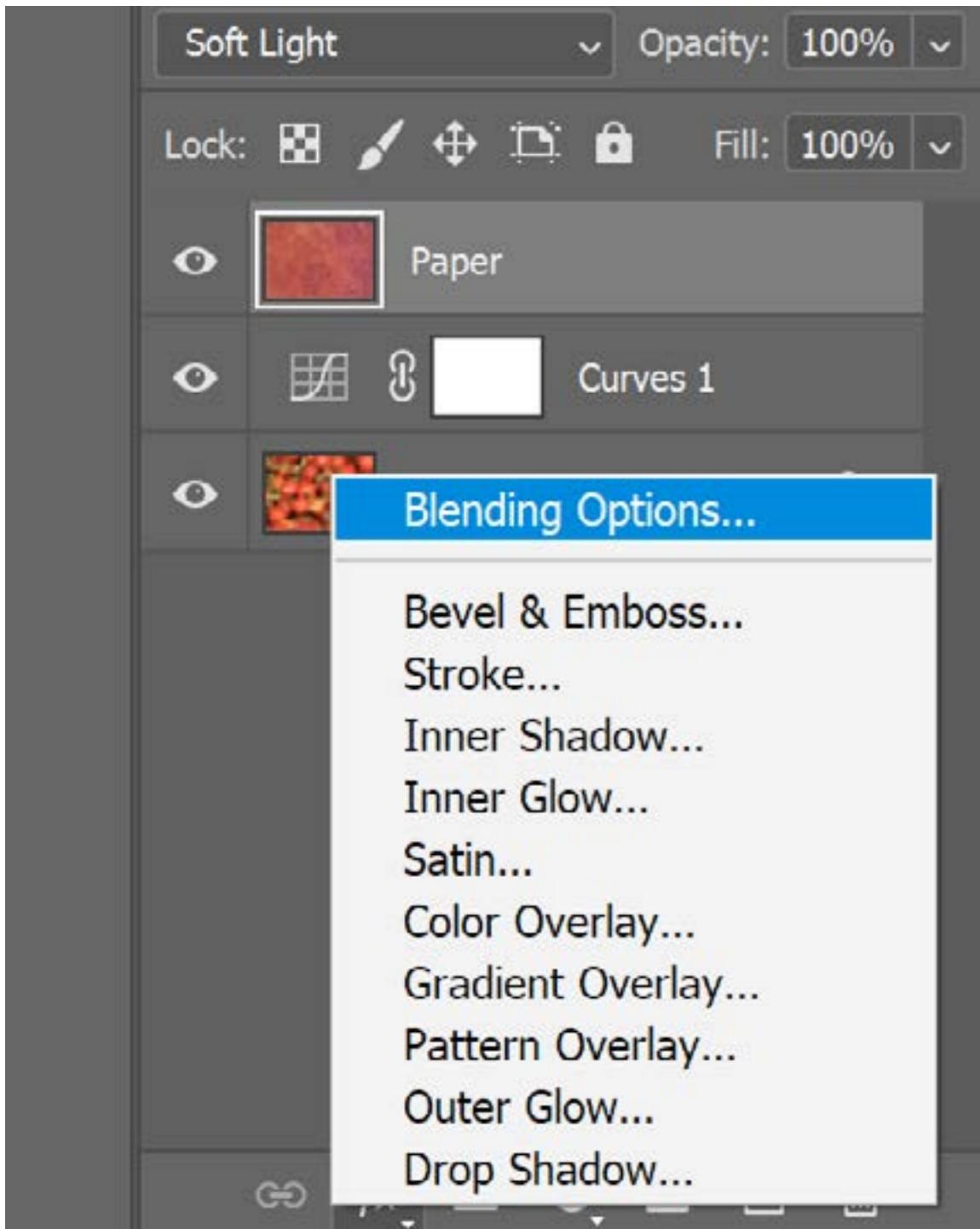


- Met alt/option toets op auto kliken geeft een scherm:

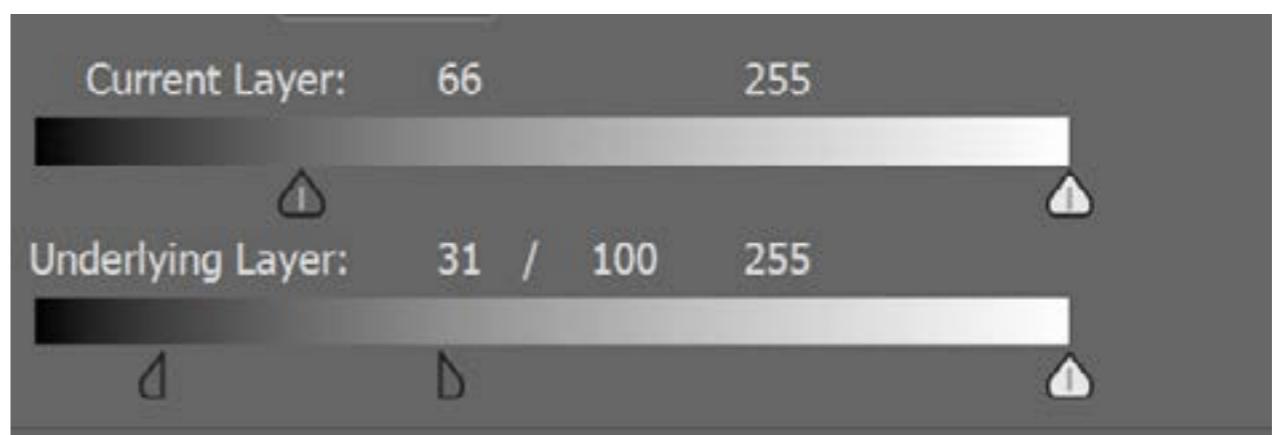


- Laag laten blenden

Layer styles

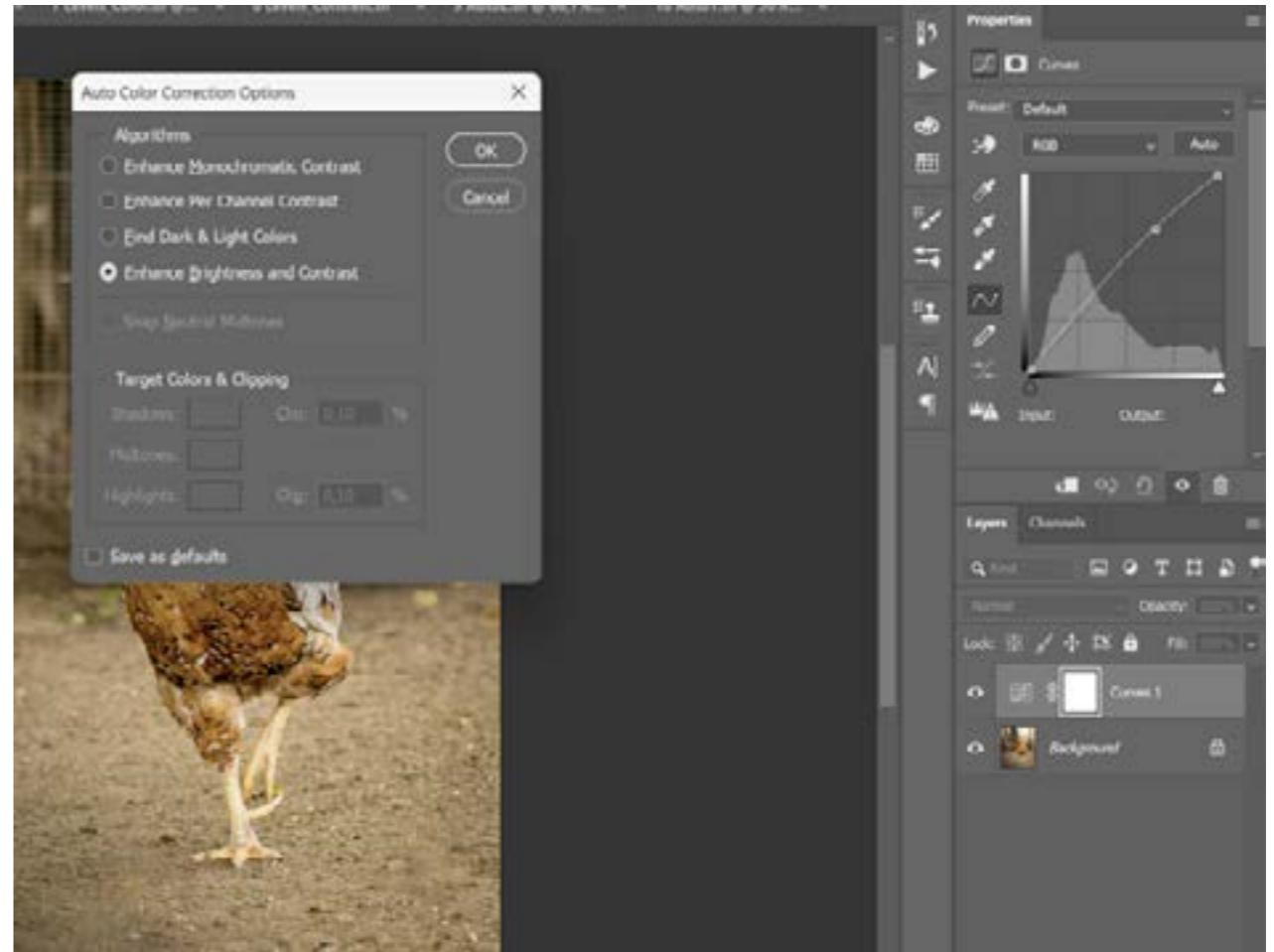
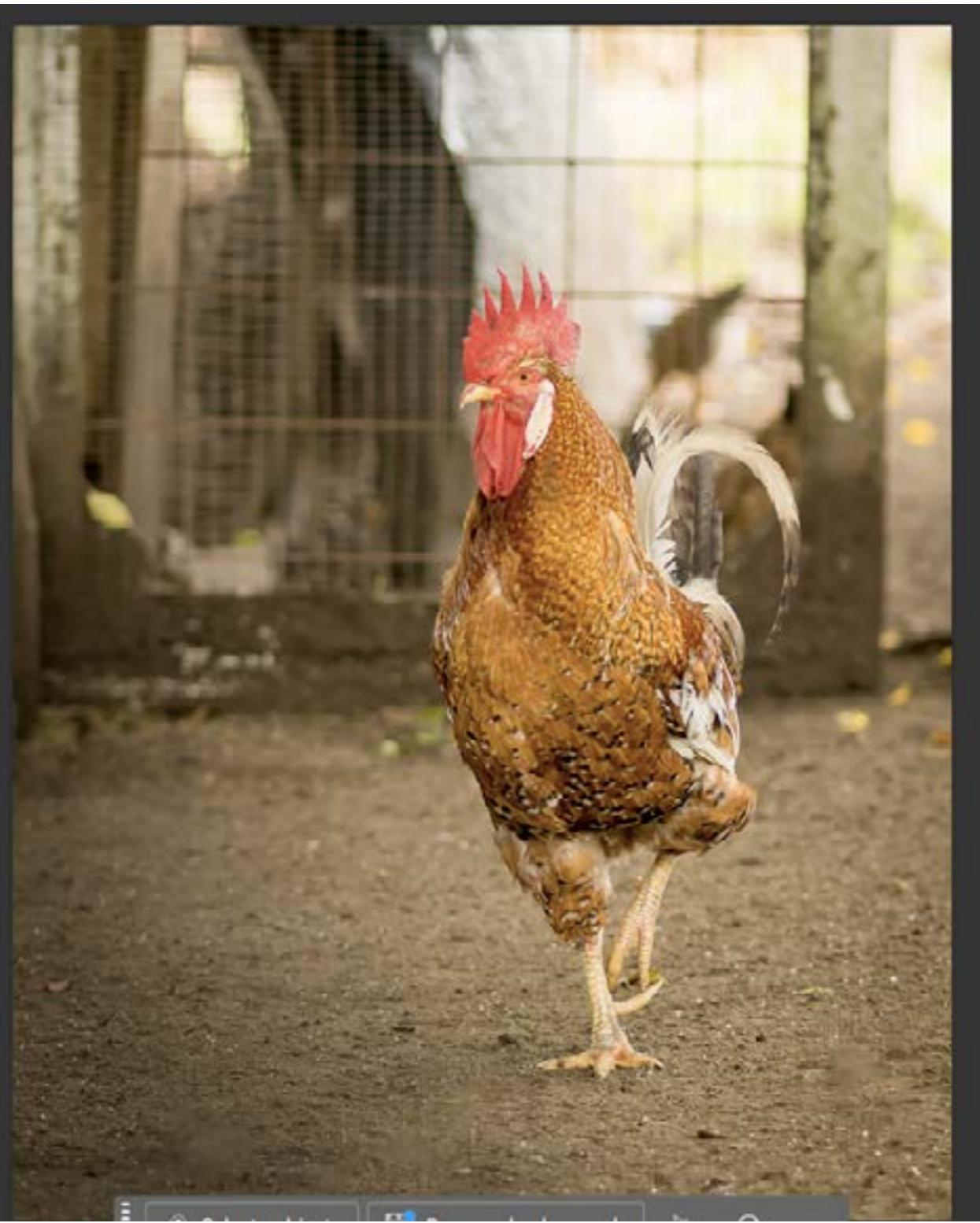


Blending kan hier nog meer aangepast worden



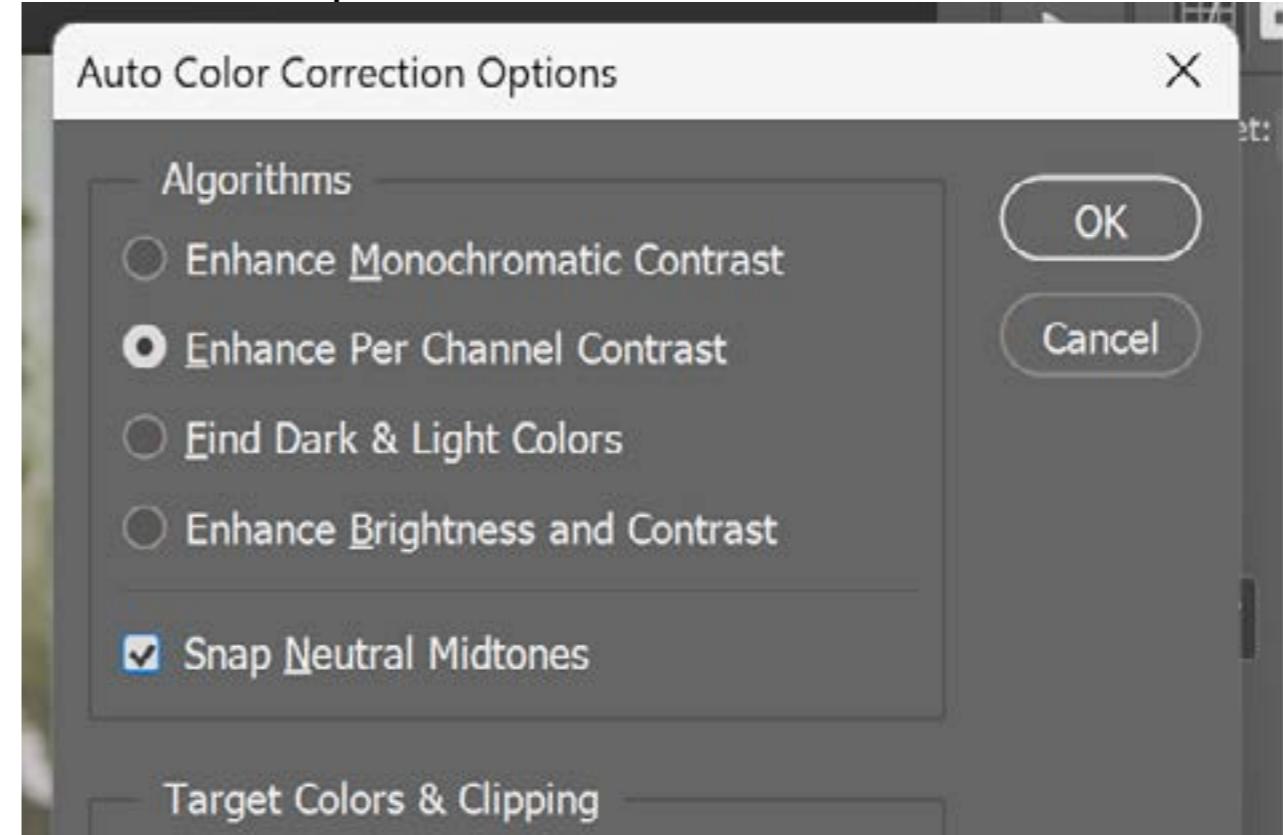
Twee heleften uit elkaar halen gelijk bij underlying layer zwart: alt inhouden

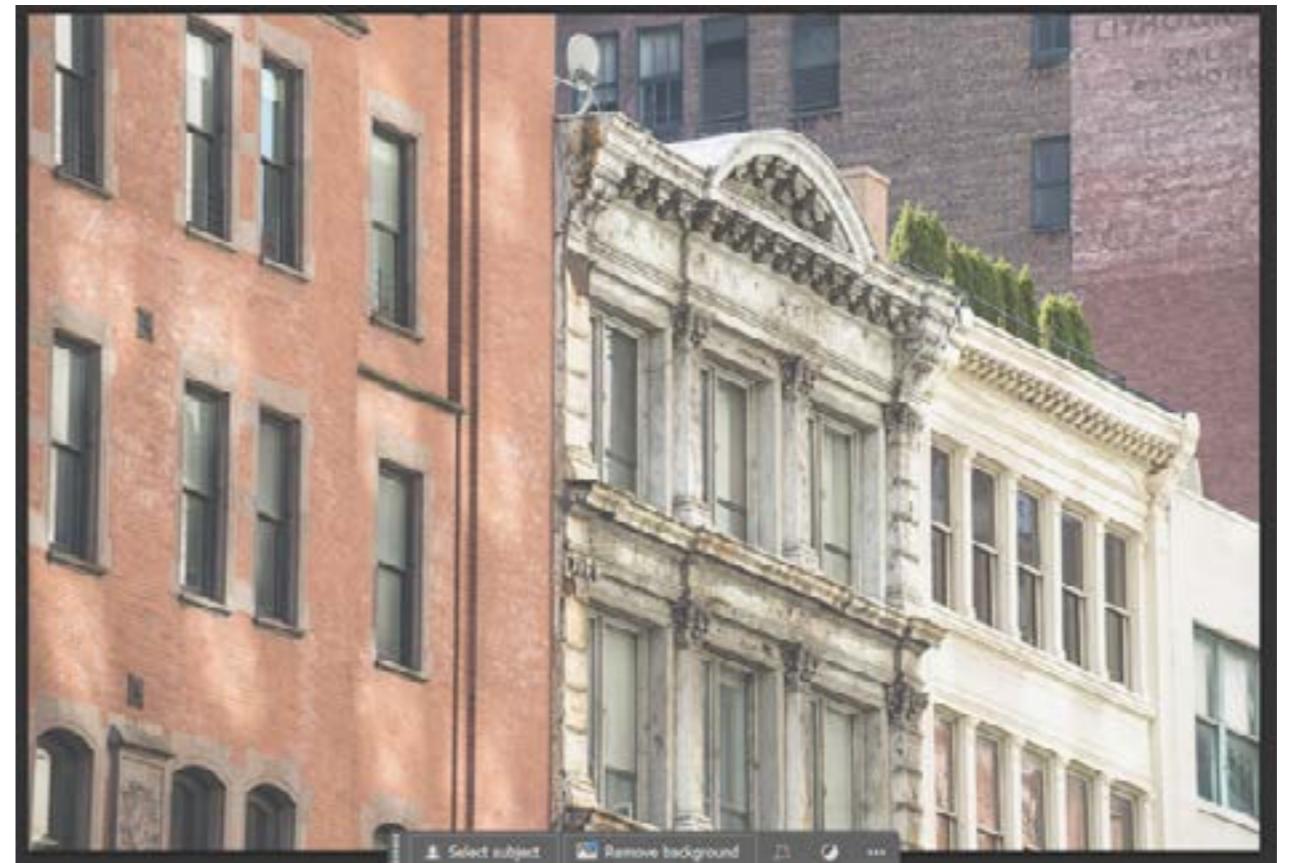
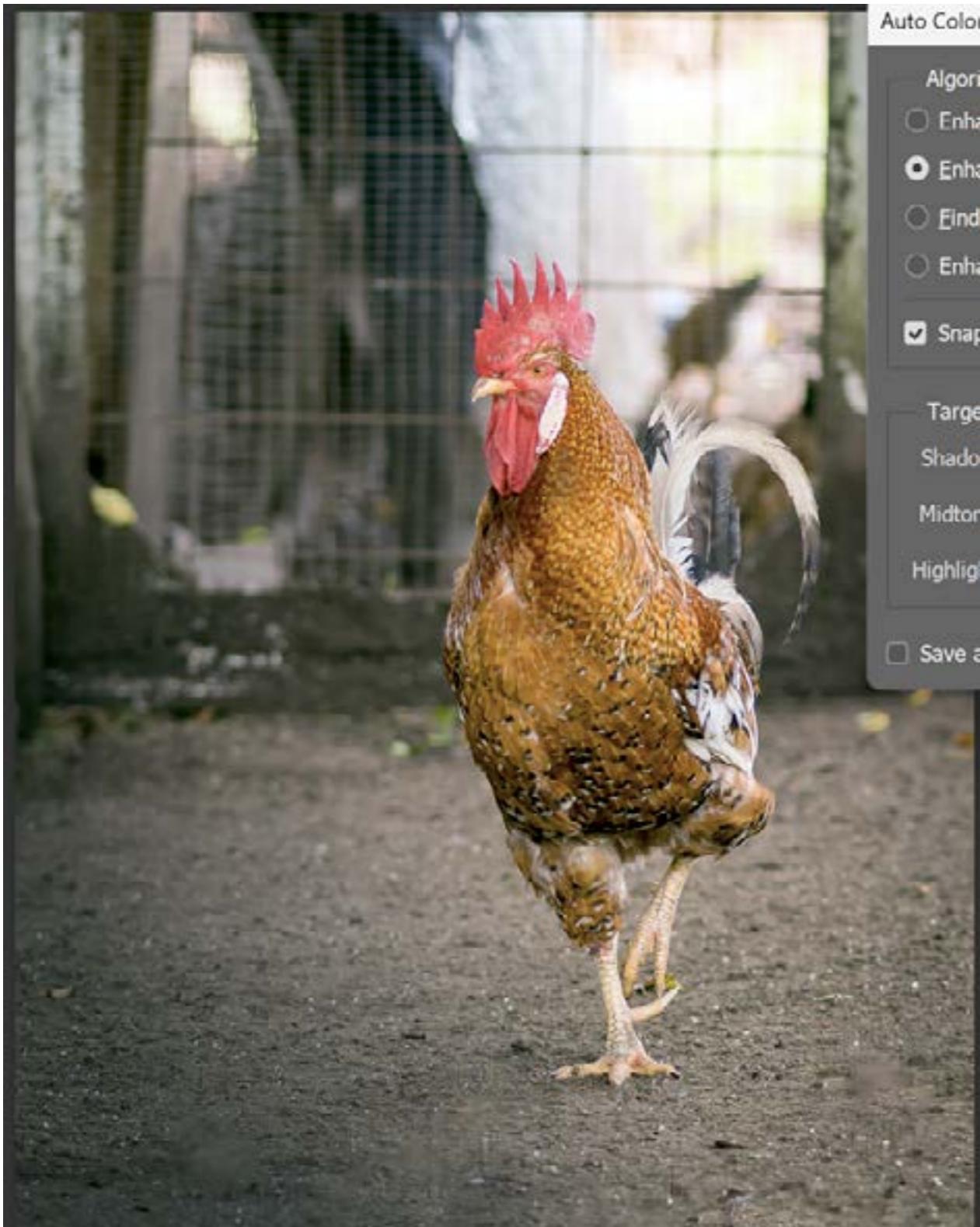
Geel uit beeld halen



- Alt + Auto voor options

Kleurzweem verwijderen

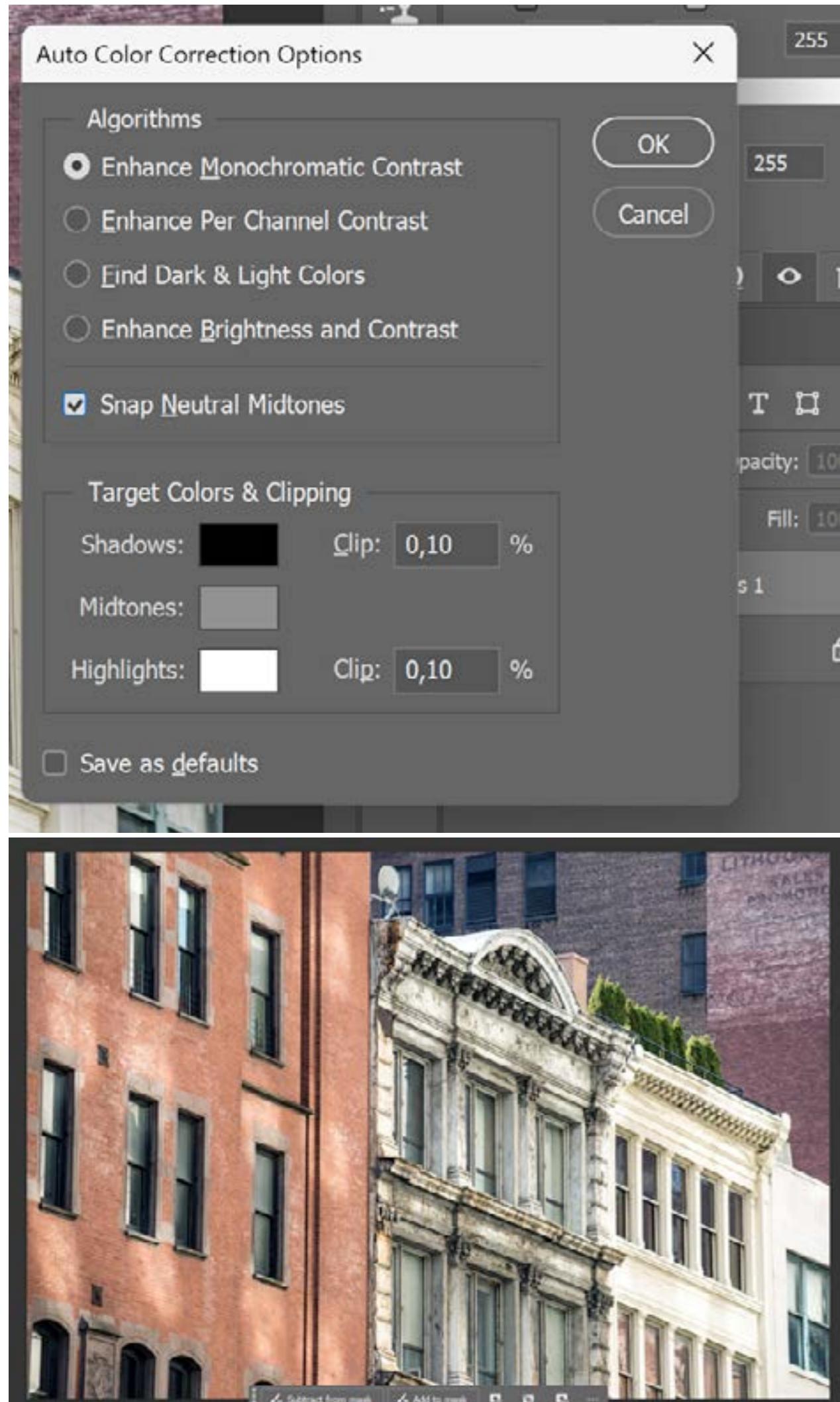




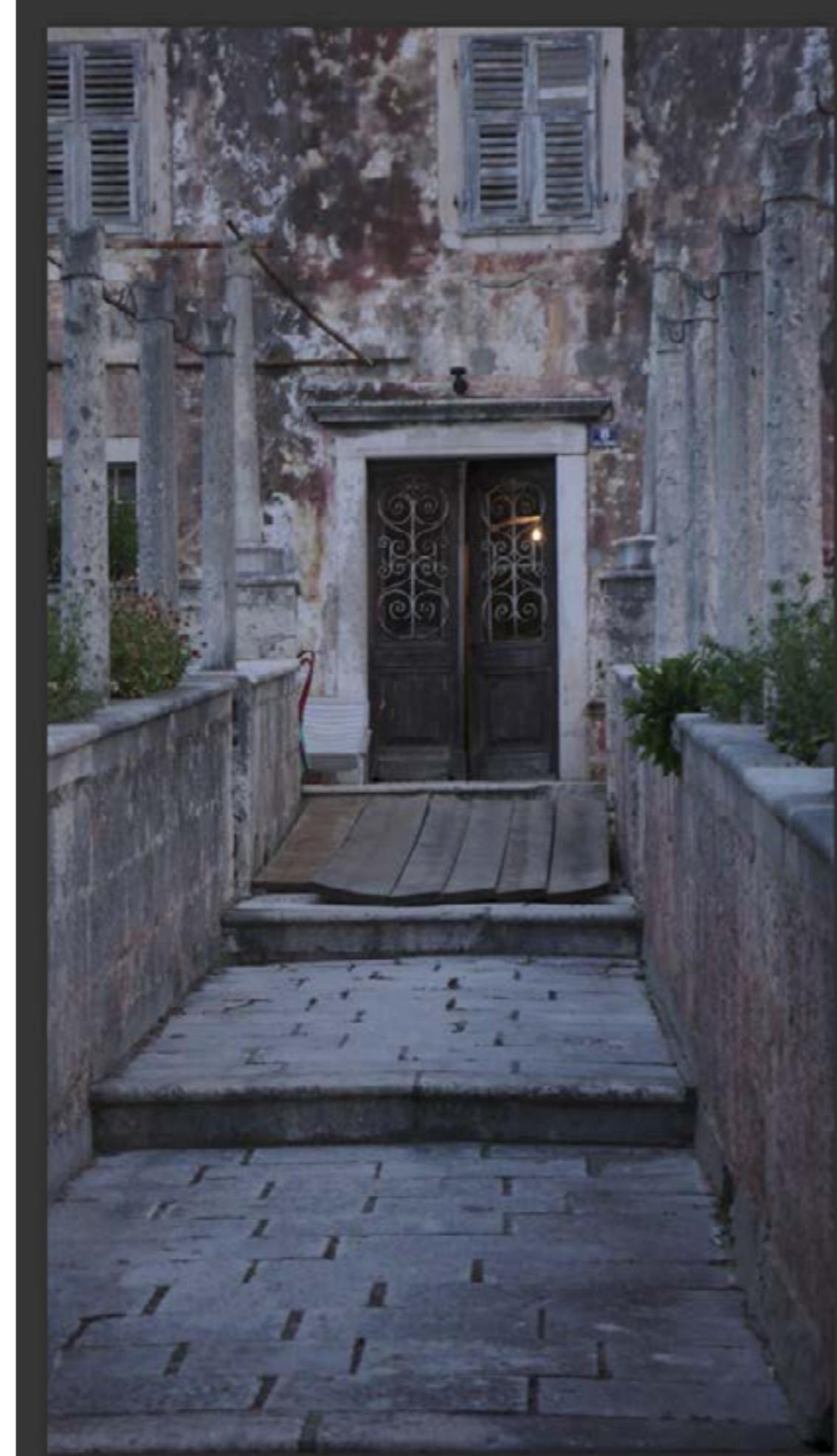
Levels adjustment layer

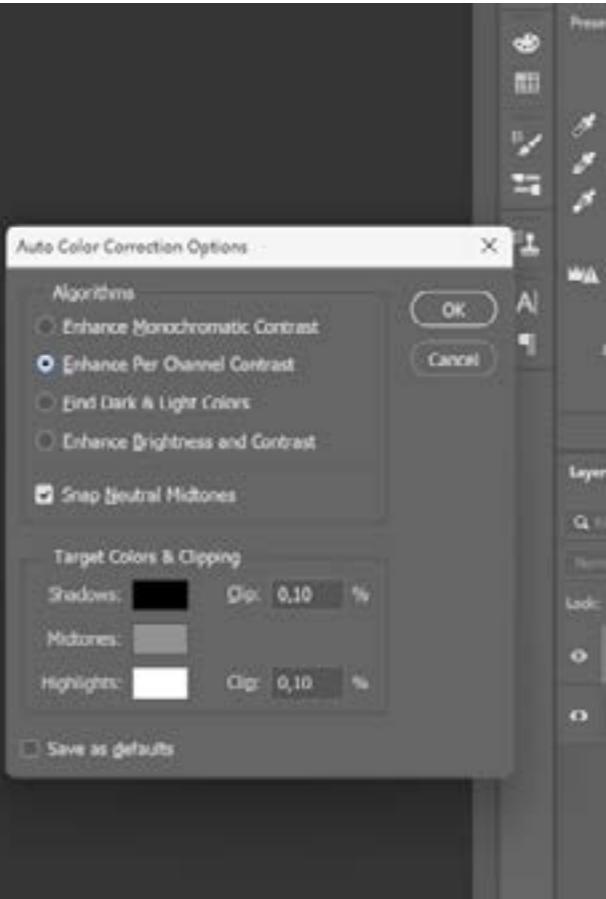
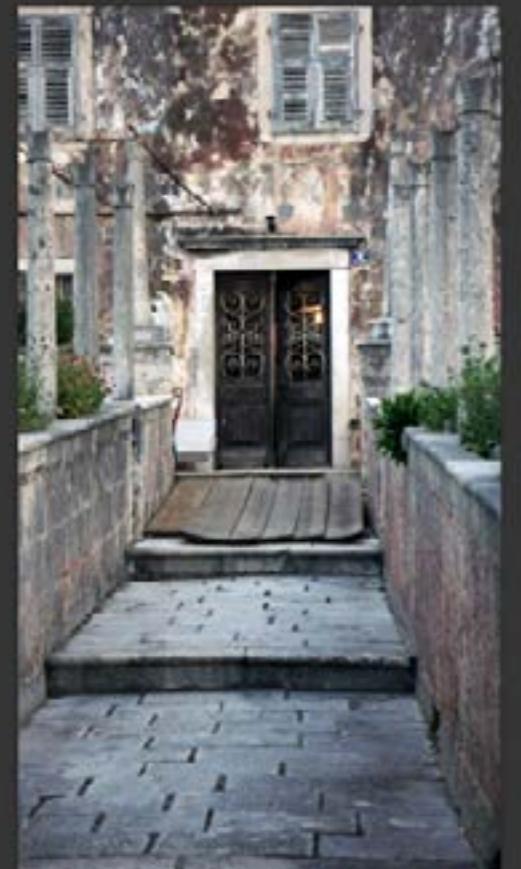
Alt + Auto:

Beeld meer “flets” maken

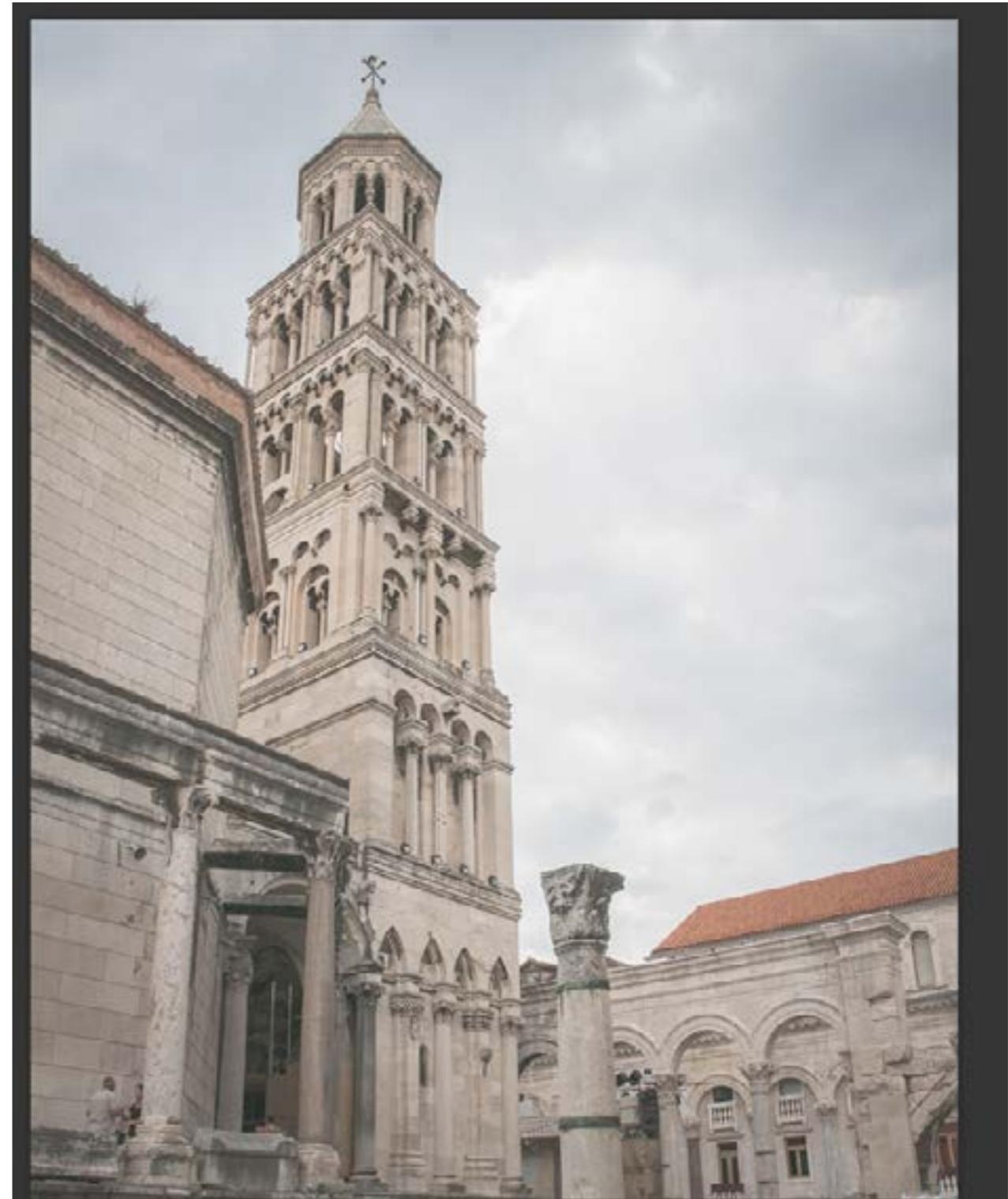


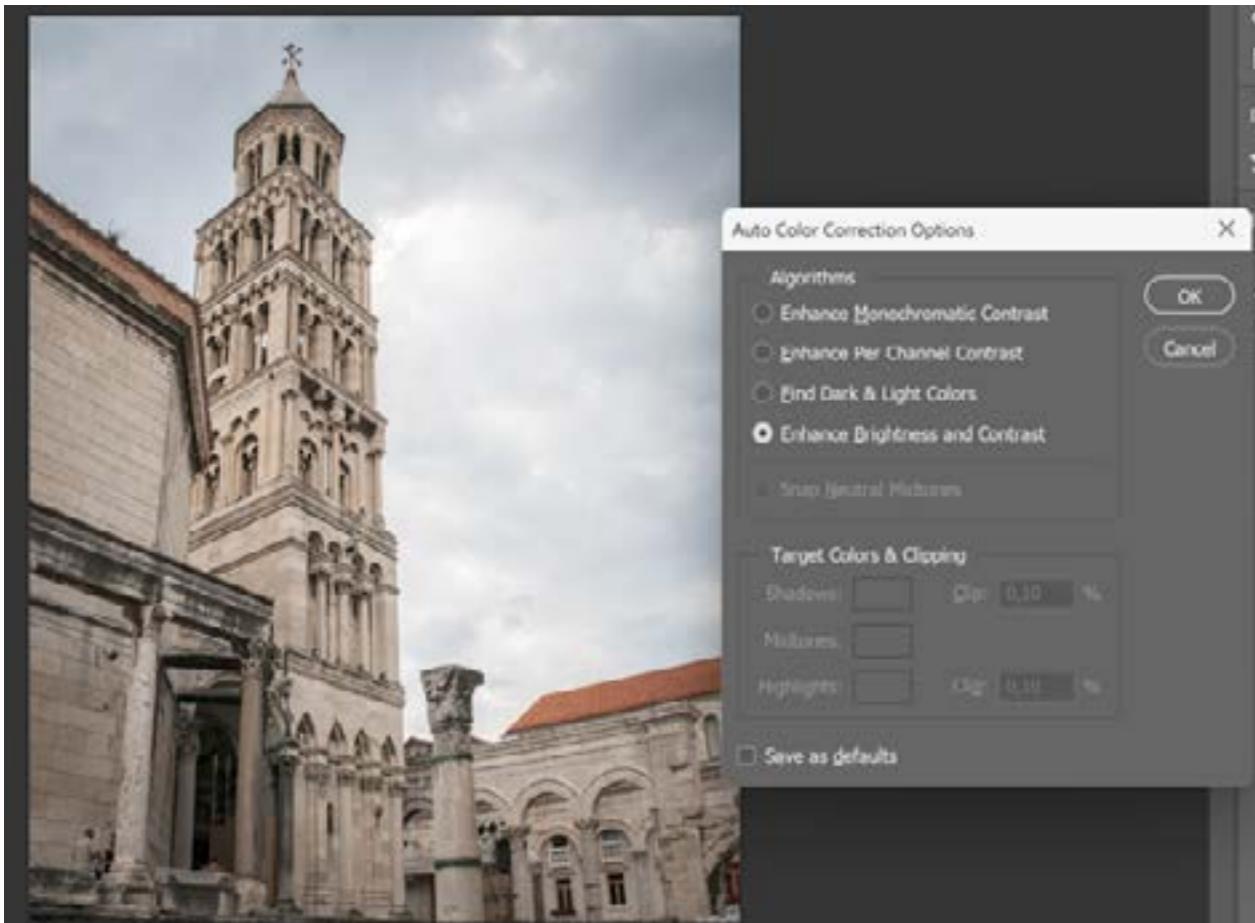
Beeld natuurlijker kleur geven



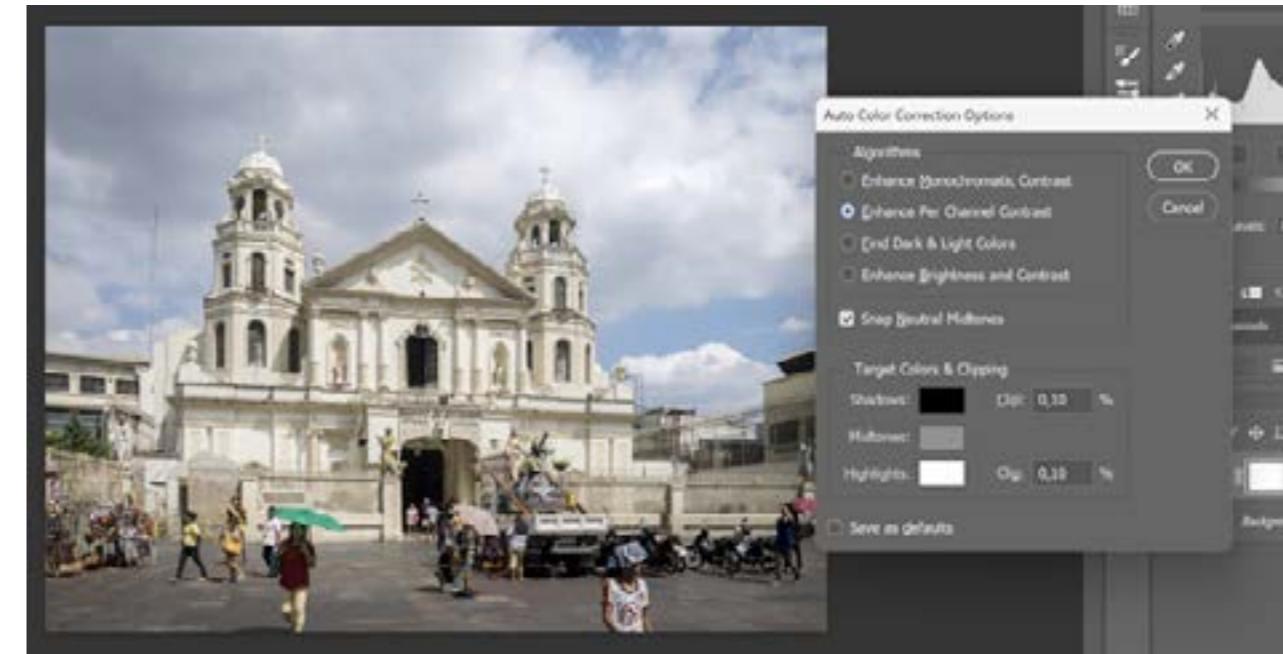


Beeld minder flets maken

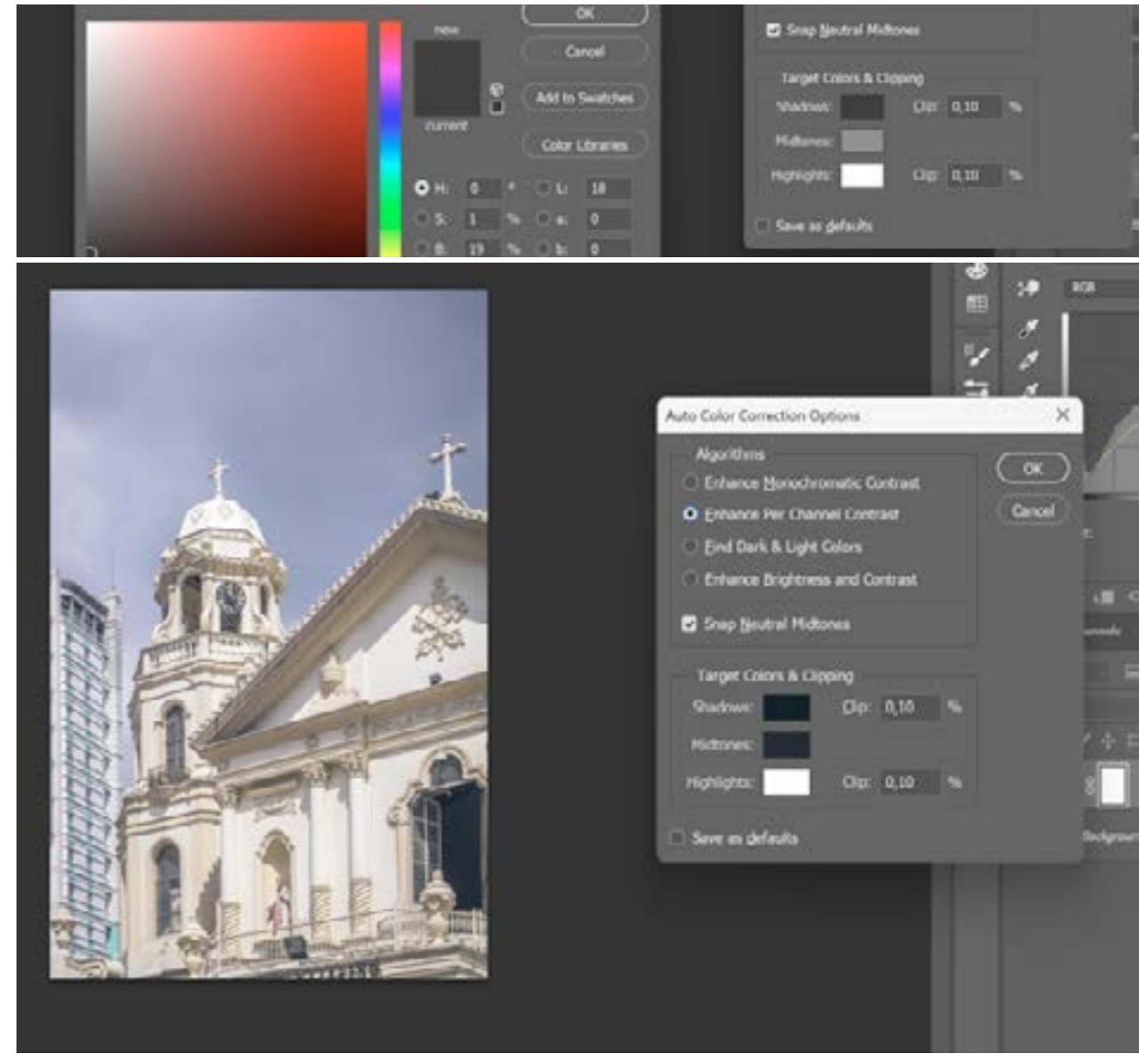




Beeld te veel contrast, informatie verlies fixen



Schaduwen lichter krijgen

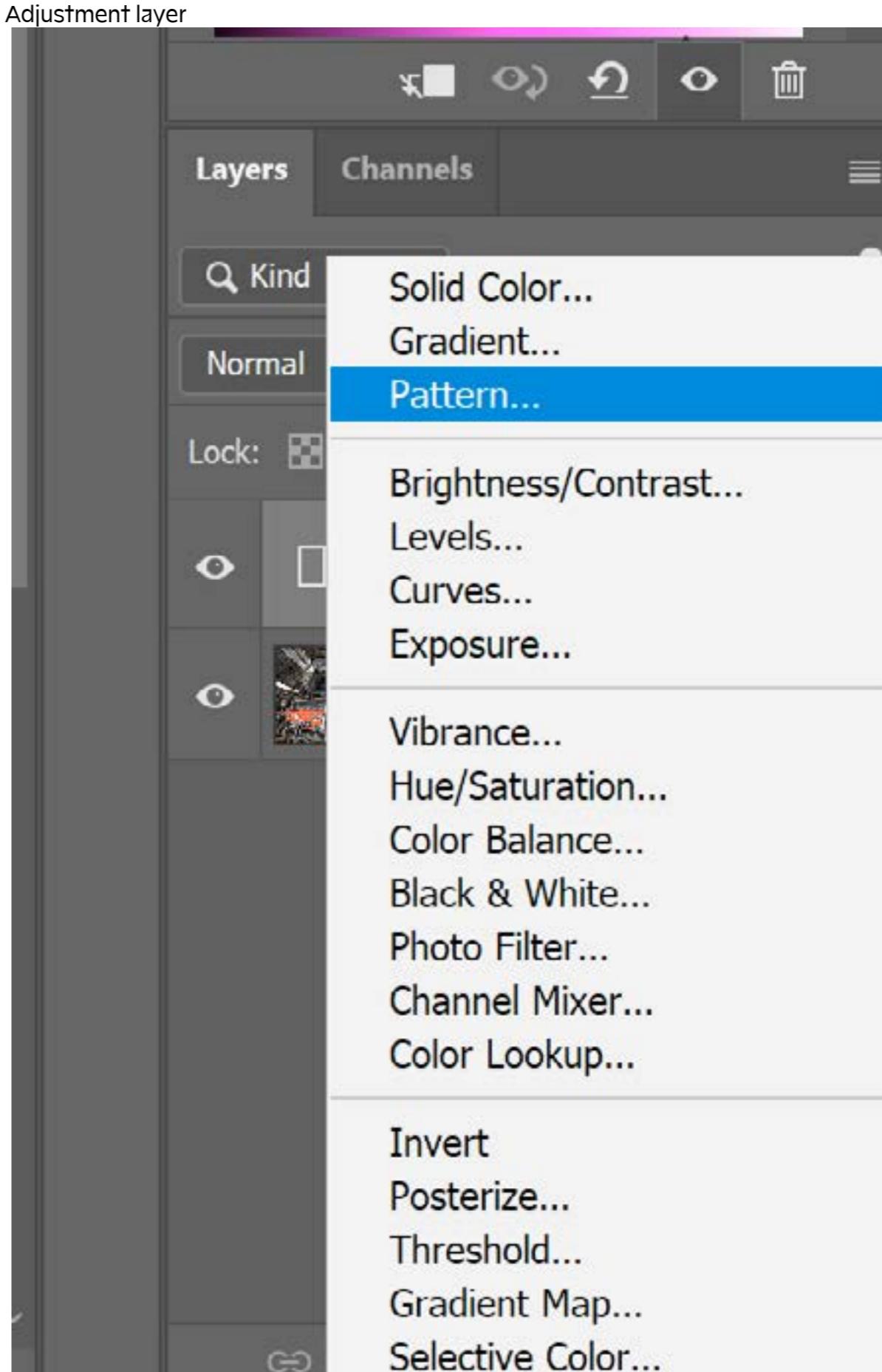
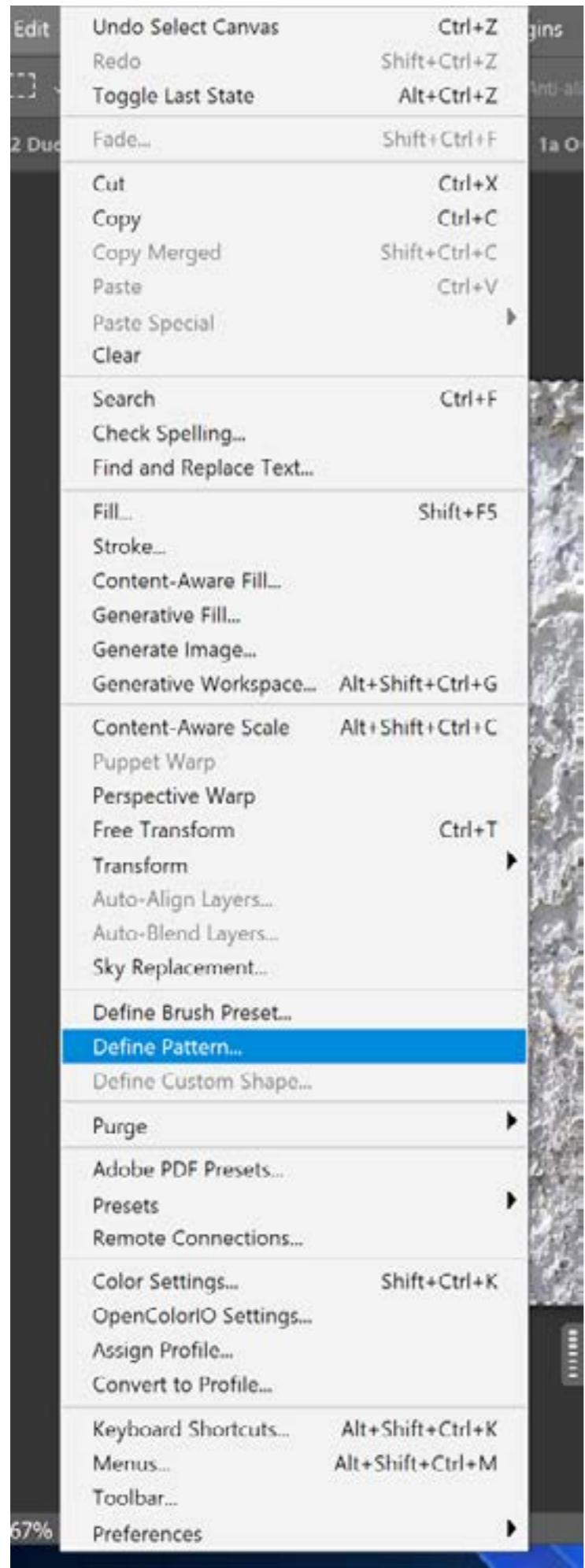


Les 3- Illu & Fotobewerking II

Patronen maken van textuur

- 1] Selectie maken
- 2] Edit > Define pattern

Shadow color aanpassen



Met blending textuur toevoegen (bv. Soft Light) en opacity aanpassen

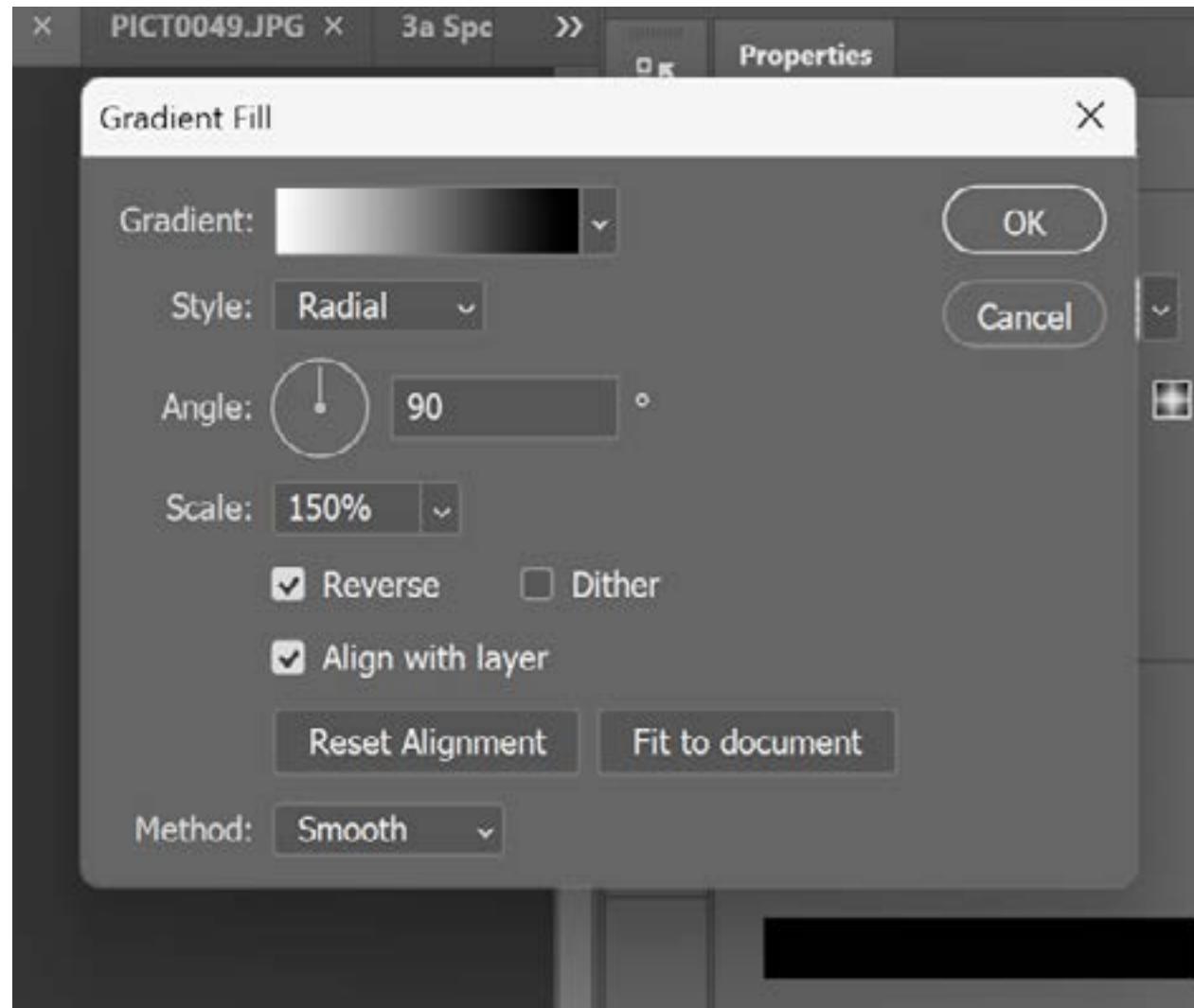
Vignette toevoegen

Helpt focus leiden naar locomotief
Adjustment layers > Gradient

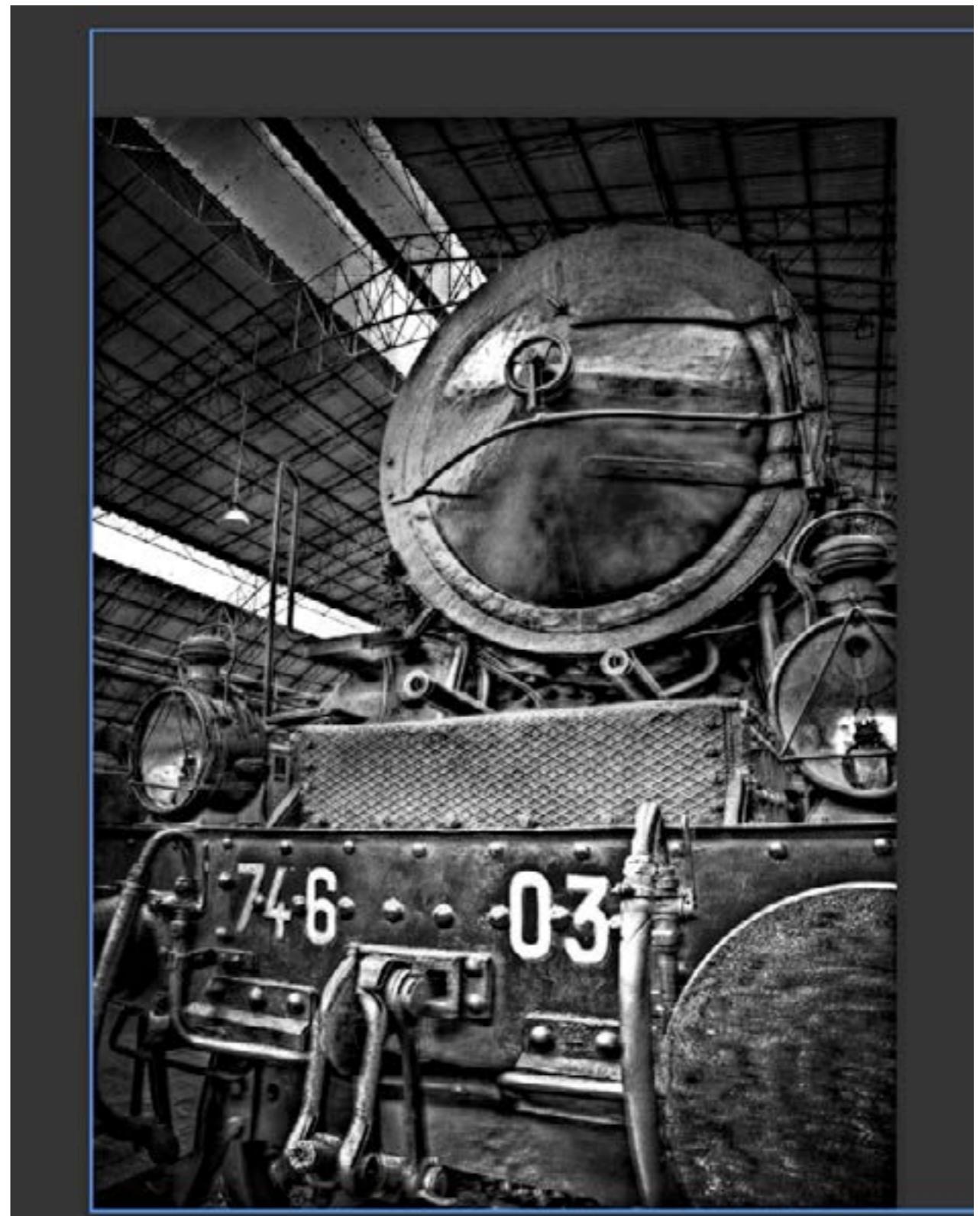
Patroon toevoegen:

3]

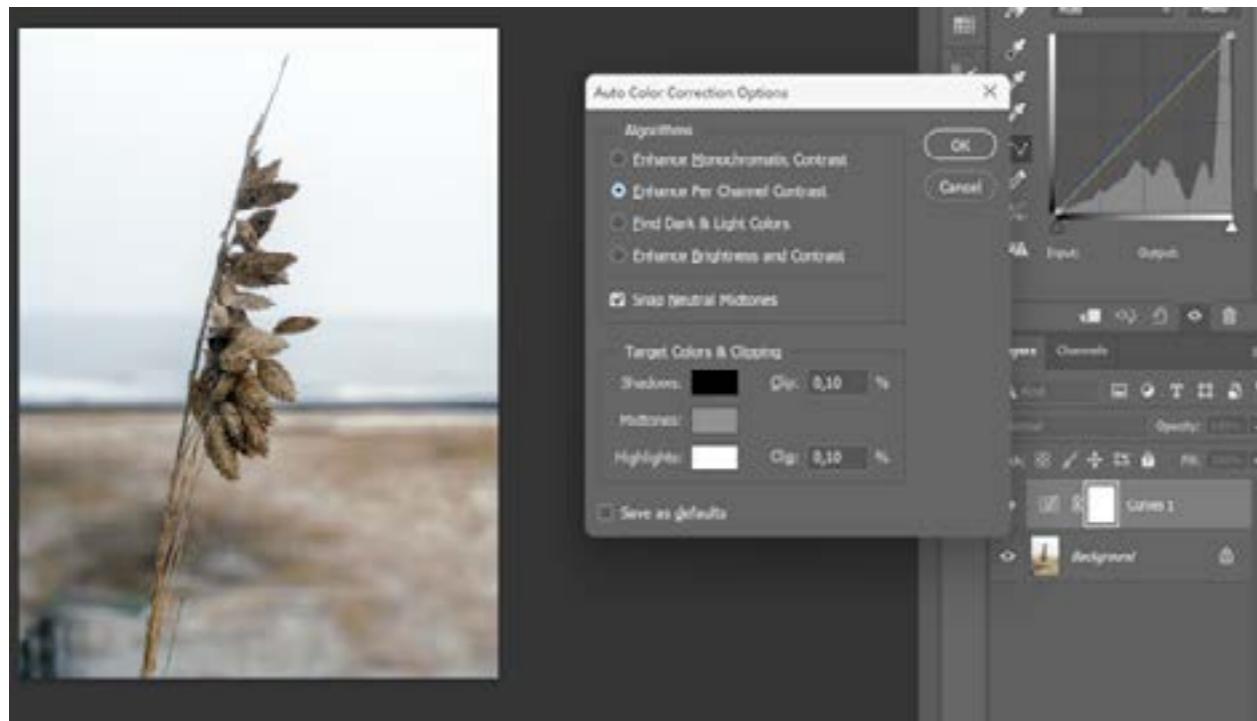
4] Naam geven



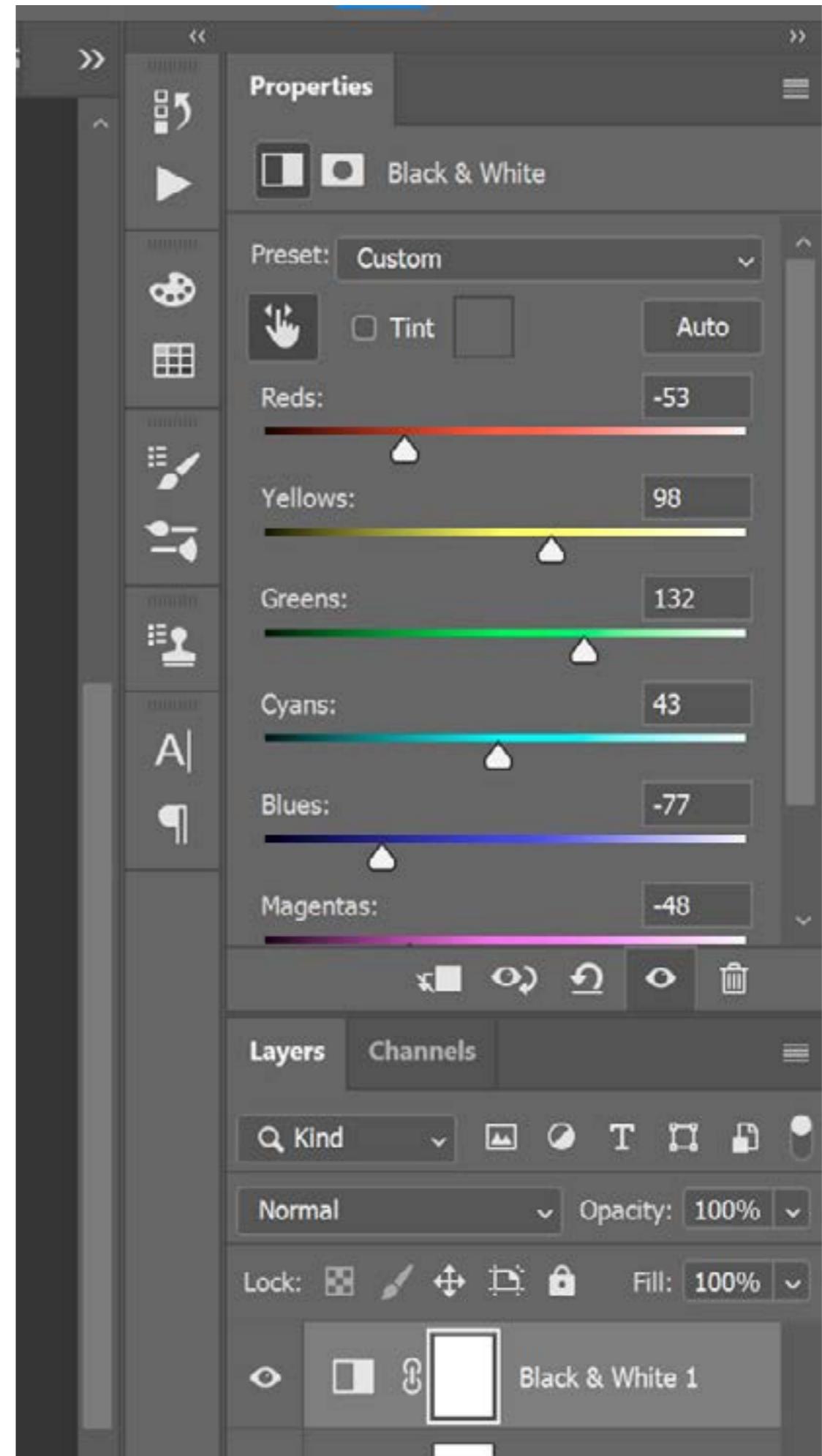
Dubbelklikken gradient om te bewerken
Blending mode op bv. multiply



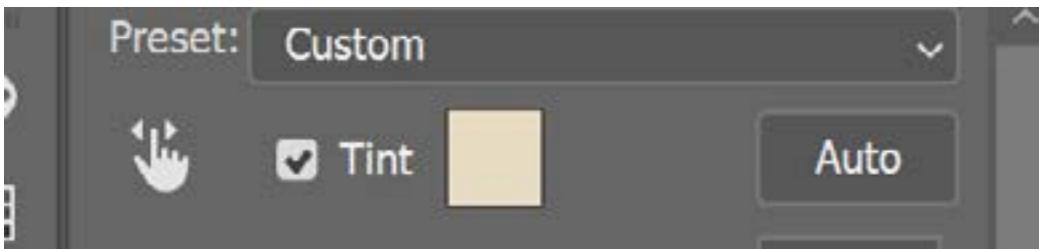
Contrast verschepen en beeld duotoon maken



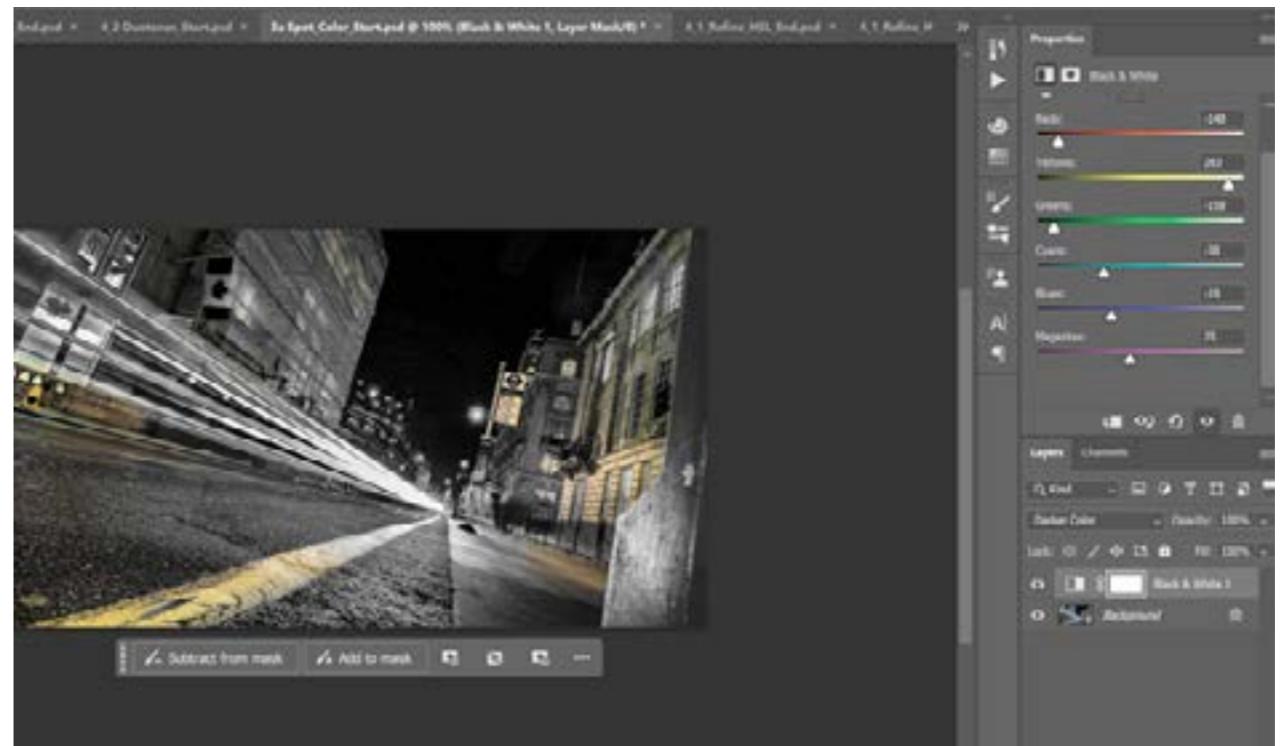
- Verwijderd kleurzweem



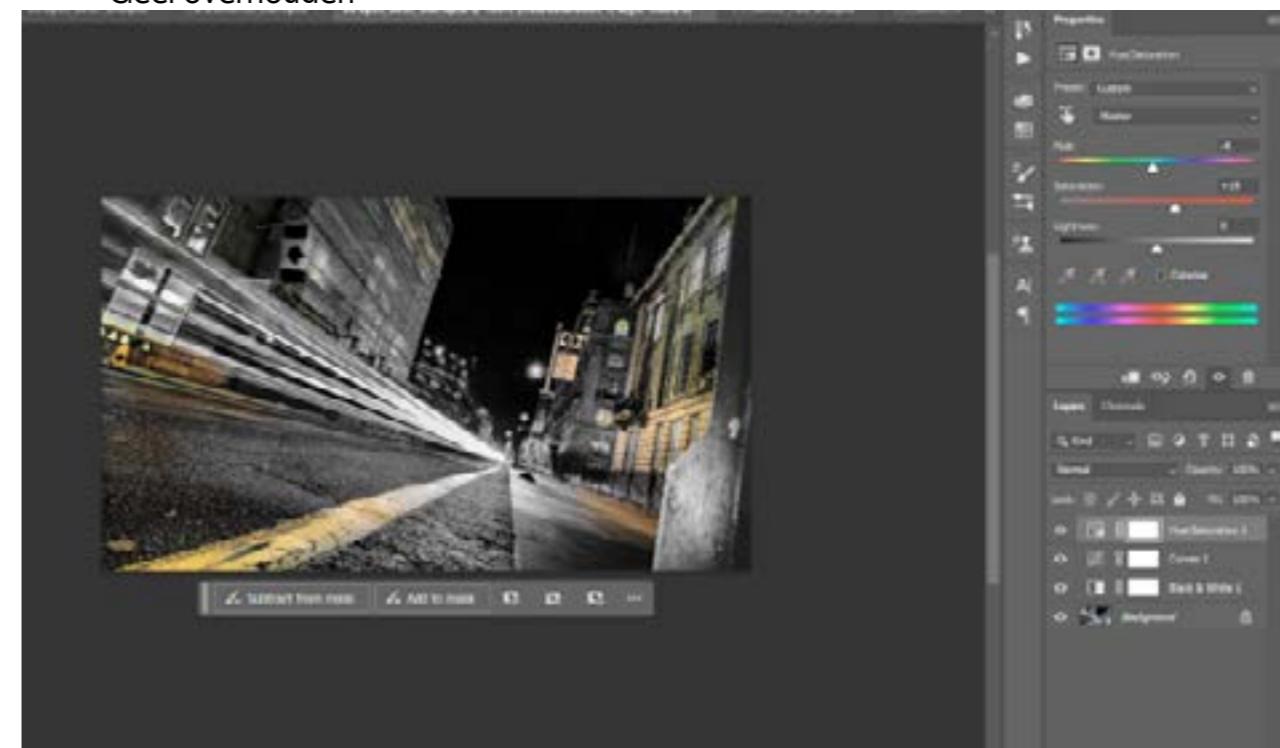
- Kleurcontrast verbeteren



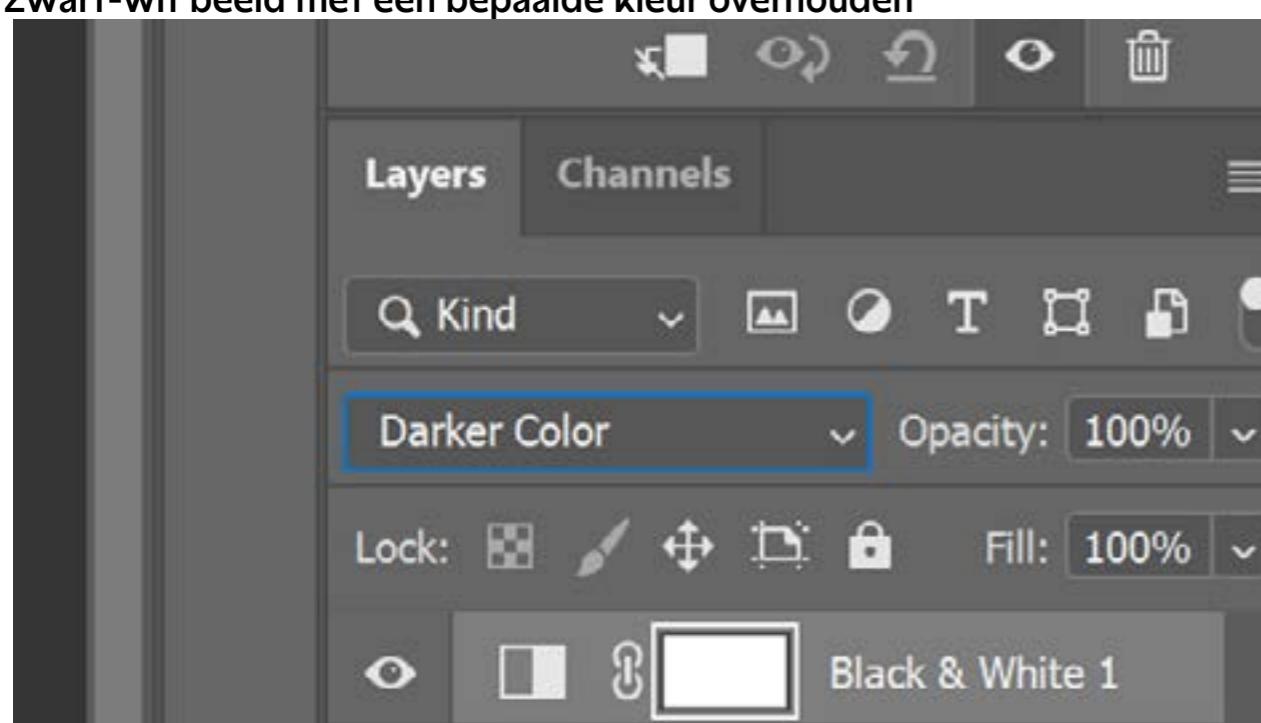
Tint button voor duotoon



- Geel overhouden

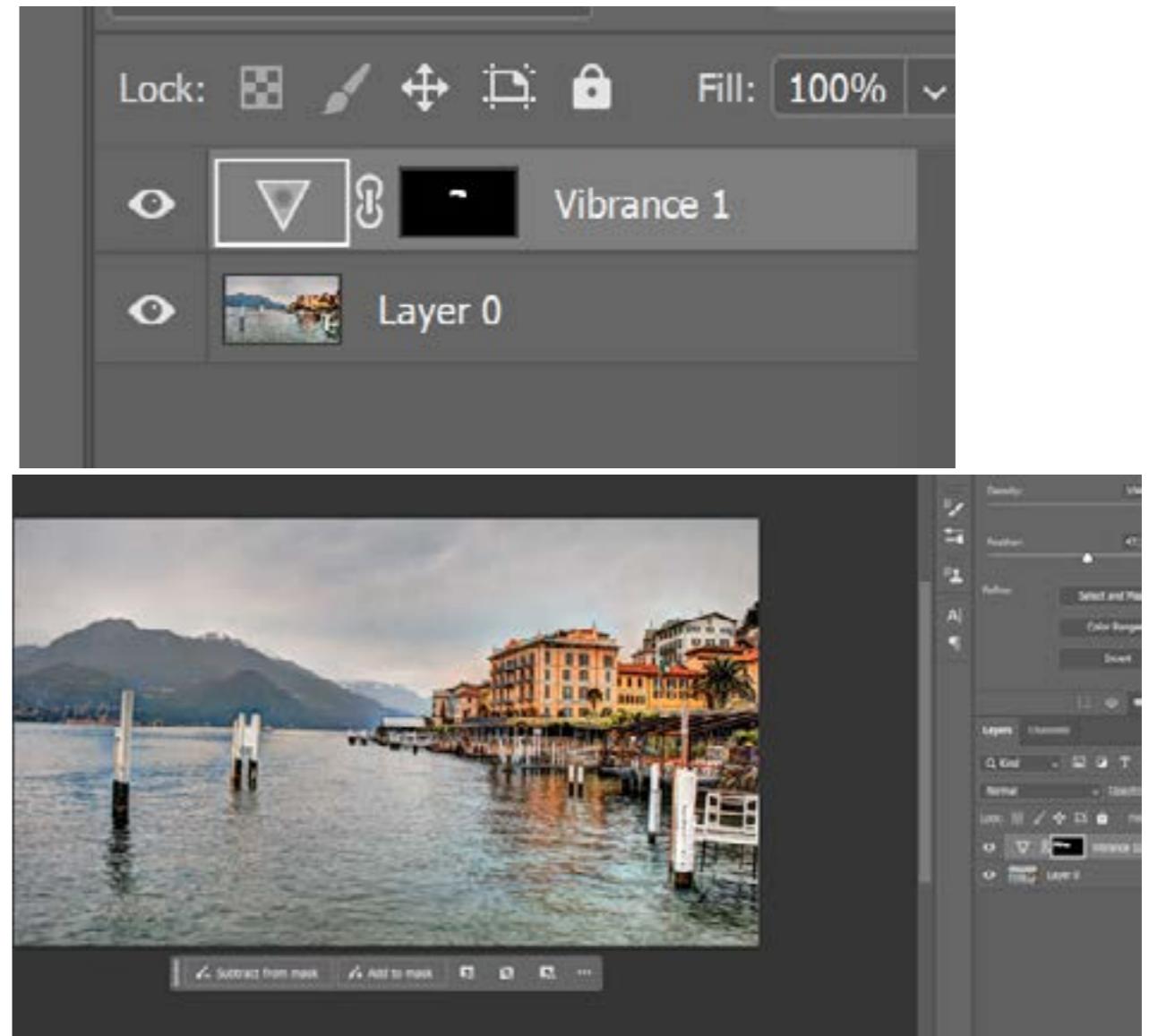


- Hue en saturatie aanpassen [subtiel zodat het niet onnatuurlijk wordt]

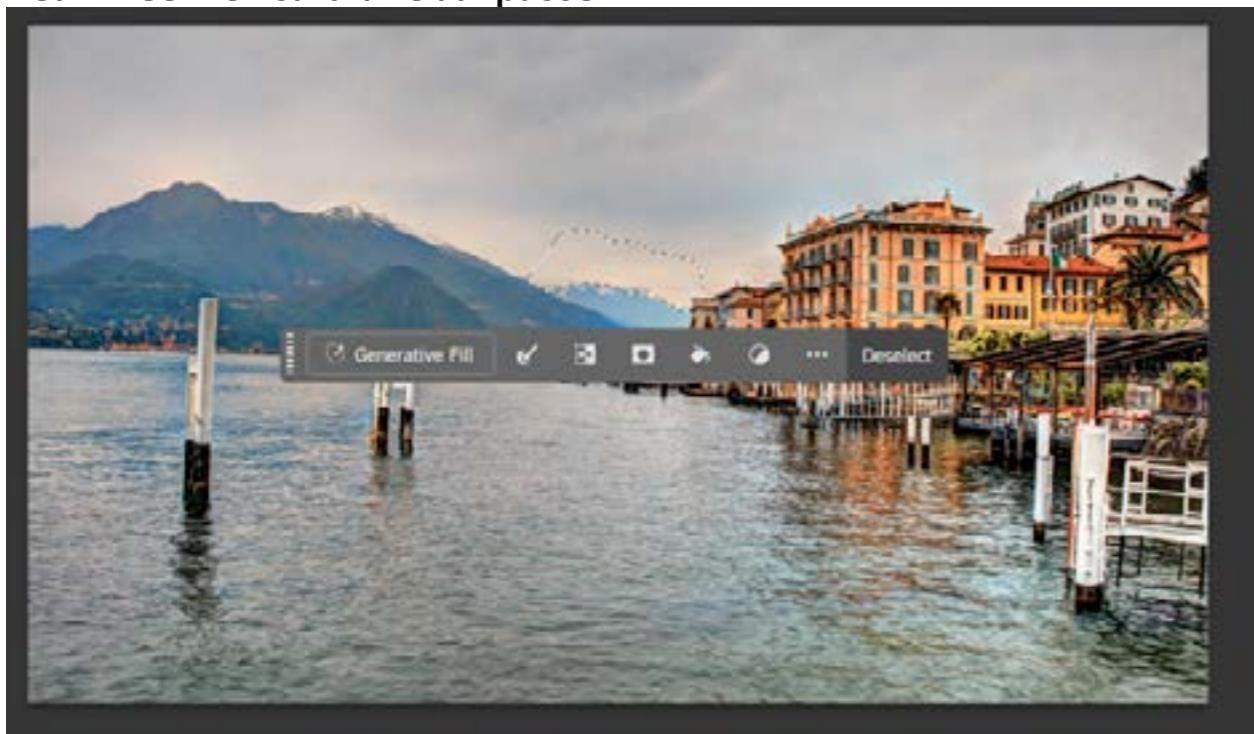




- Radiaal verloop op nieuwe black en white layer



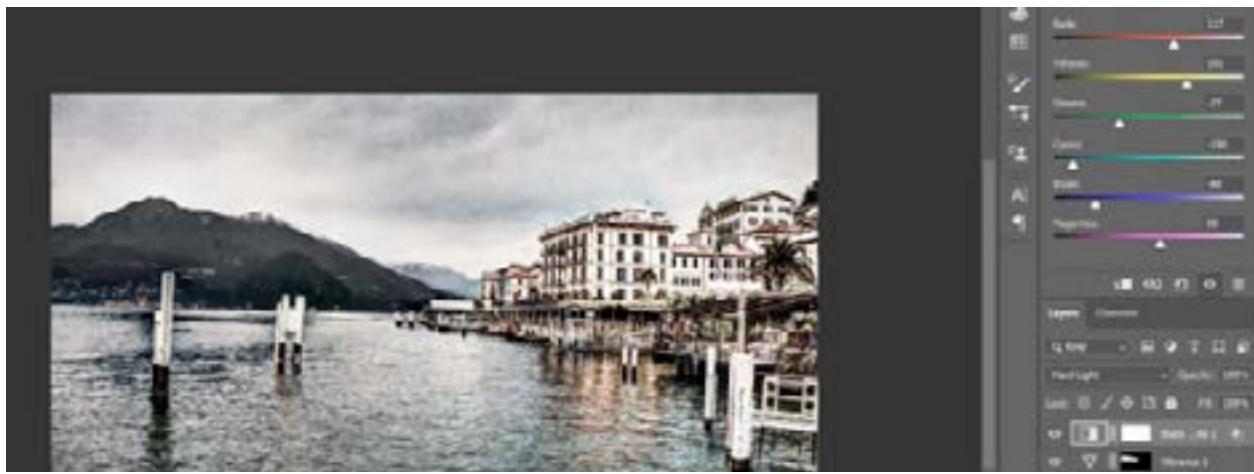
Kleurzweem en saturatie aanpassen



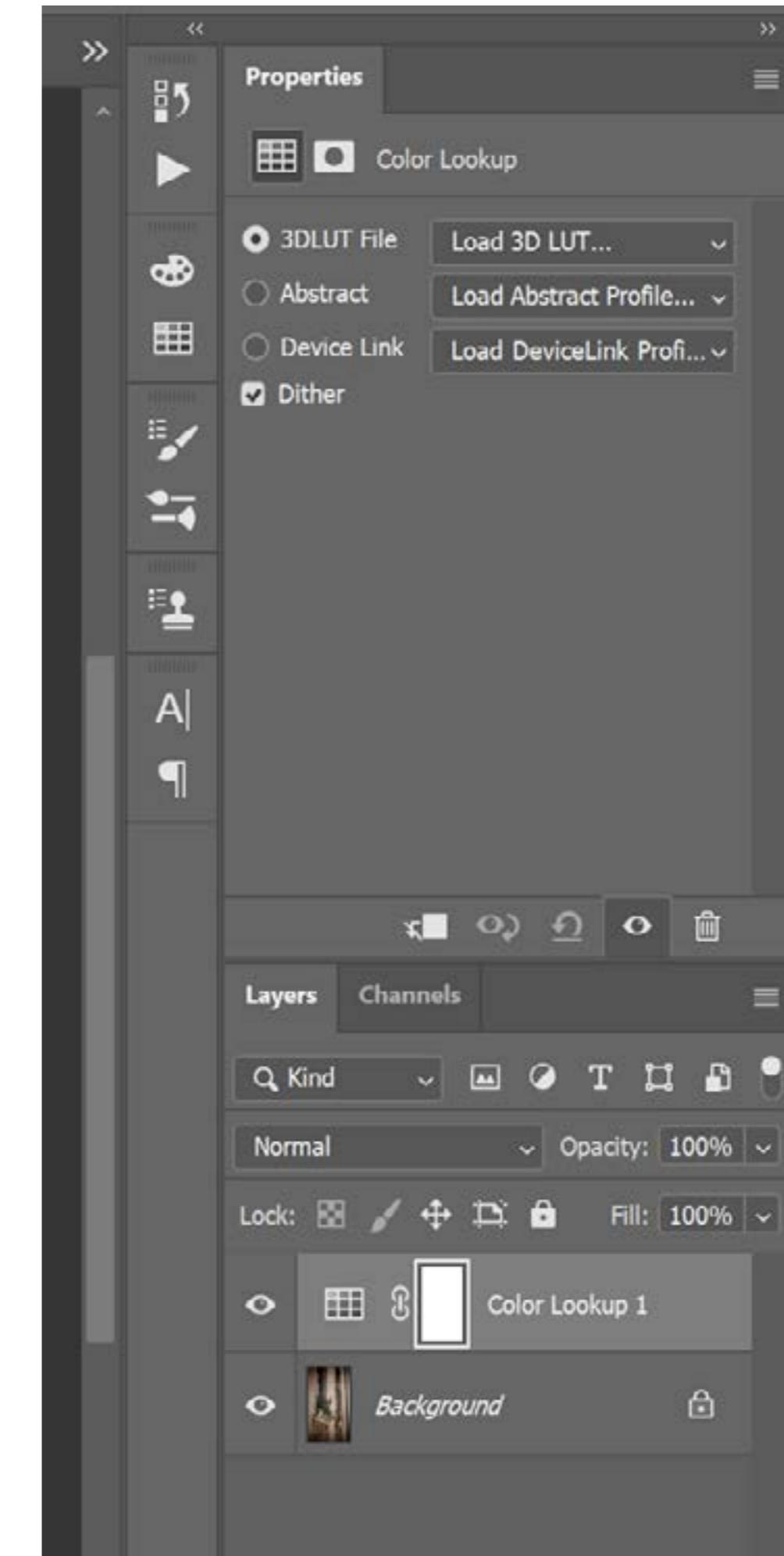
Selectie maken en feather toevoegen

Adjustment layer zal direct al een masker hebben van de selectie

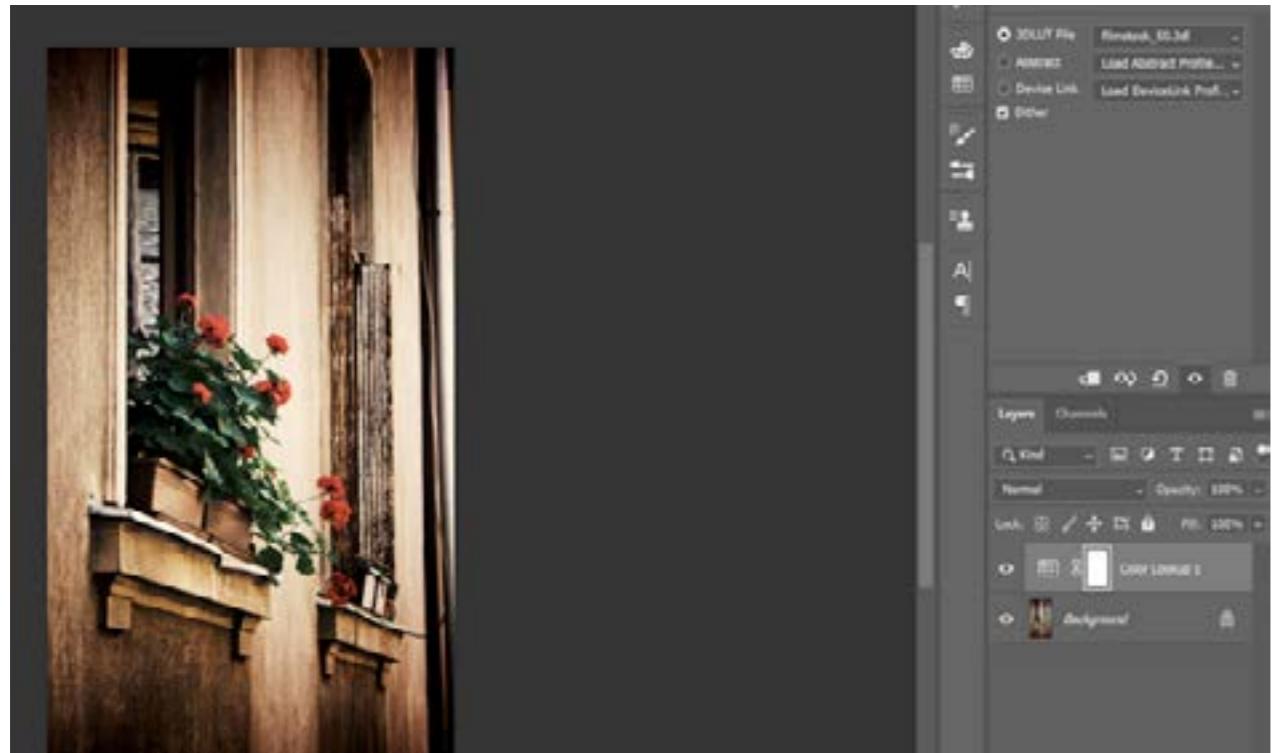




- Oranje uit huizen halen



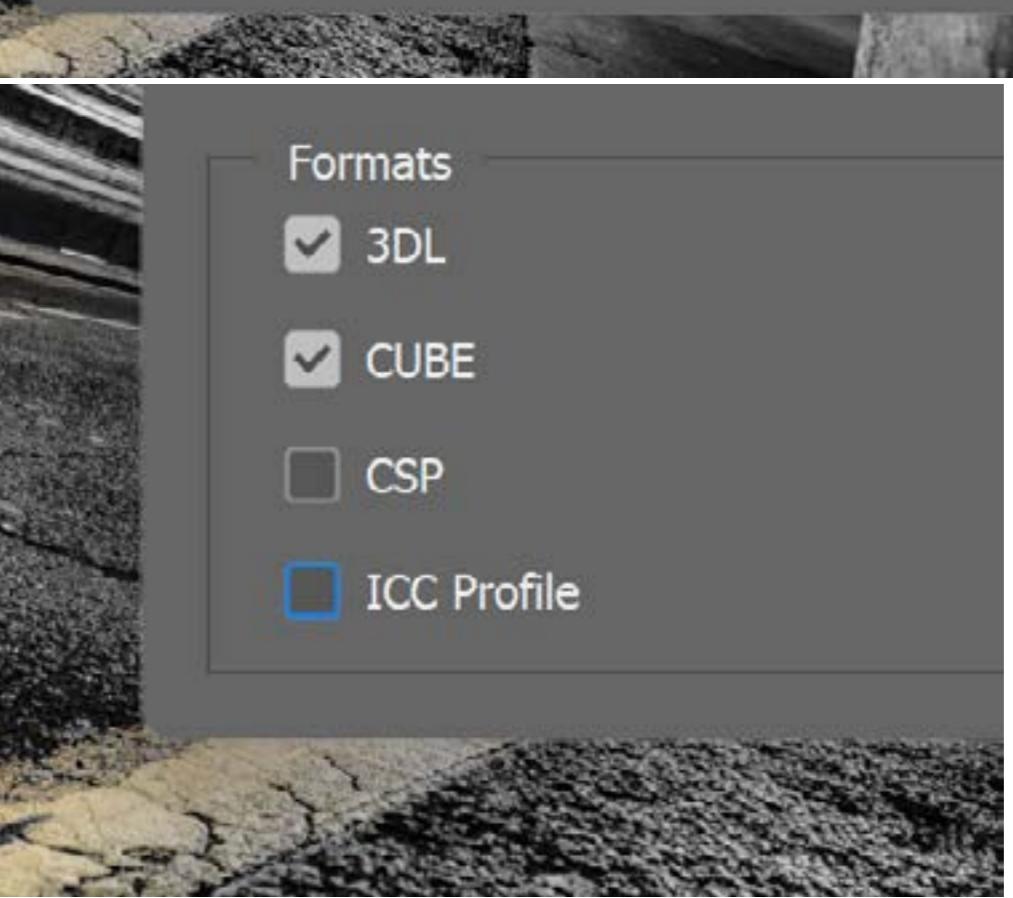
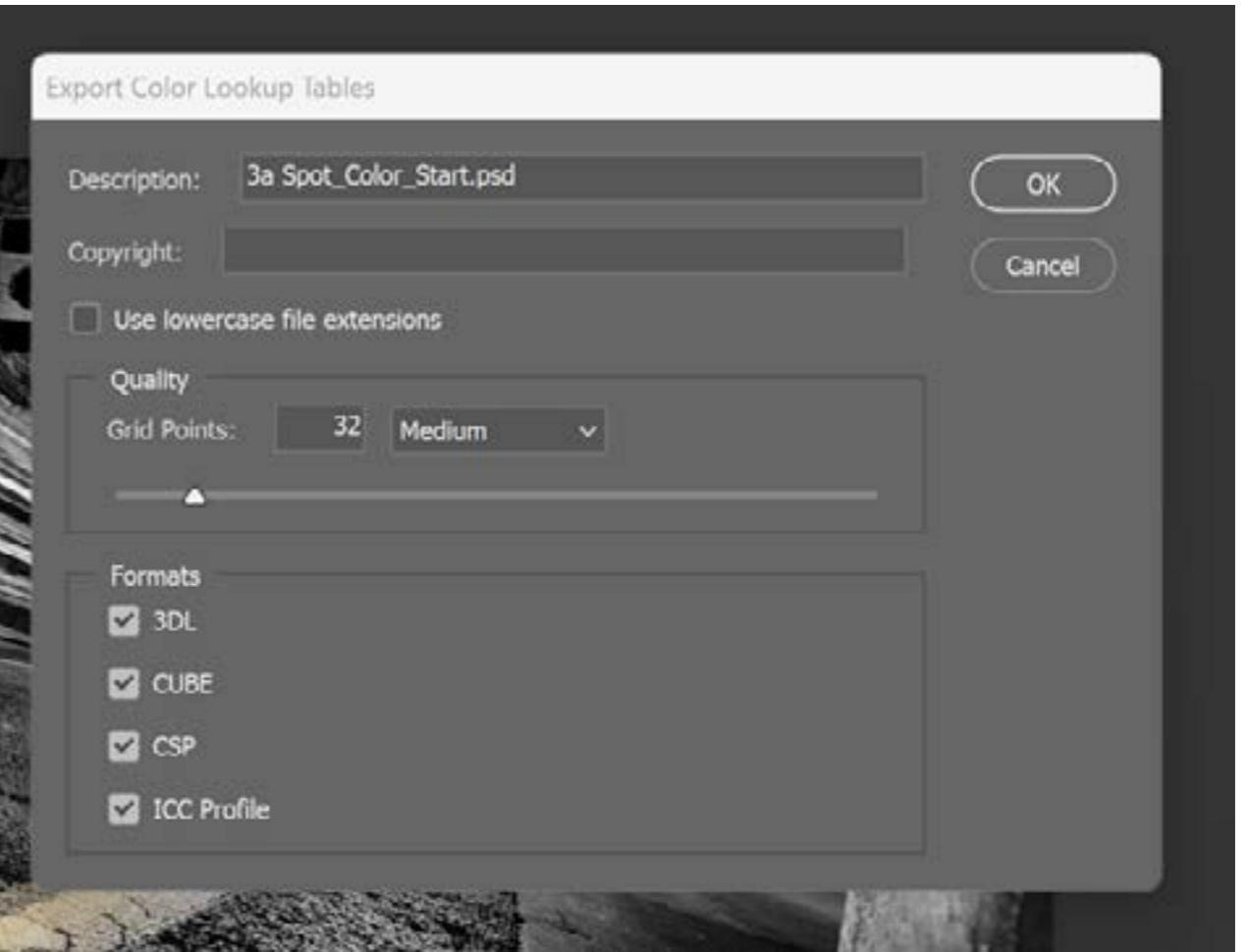
- Adjustment layers > Color lookup



- 2 color lookups, voor contrast en kleur

LUT maken

- 1] Adjustment layers selecteren
- 2] File > Export > Color lookup table



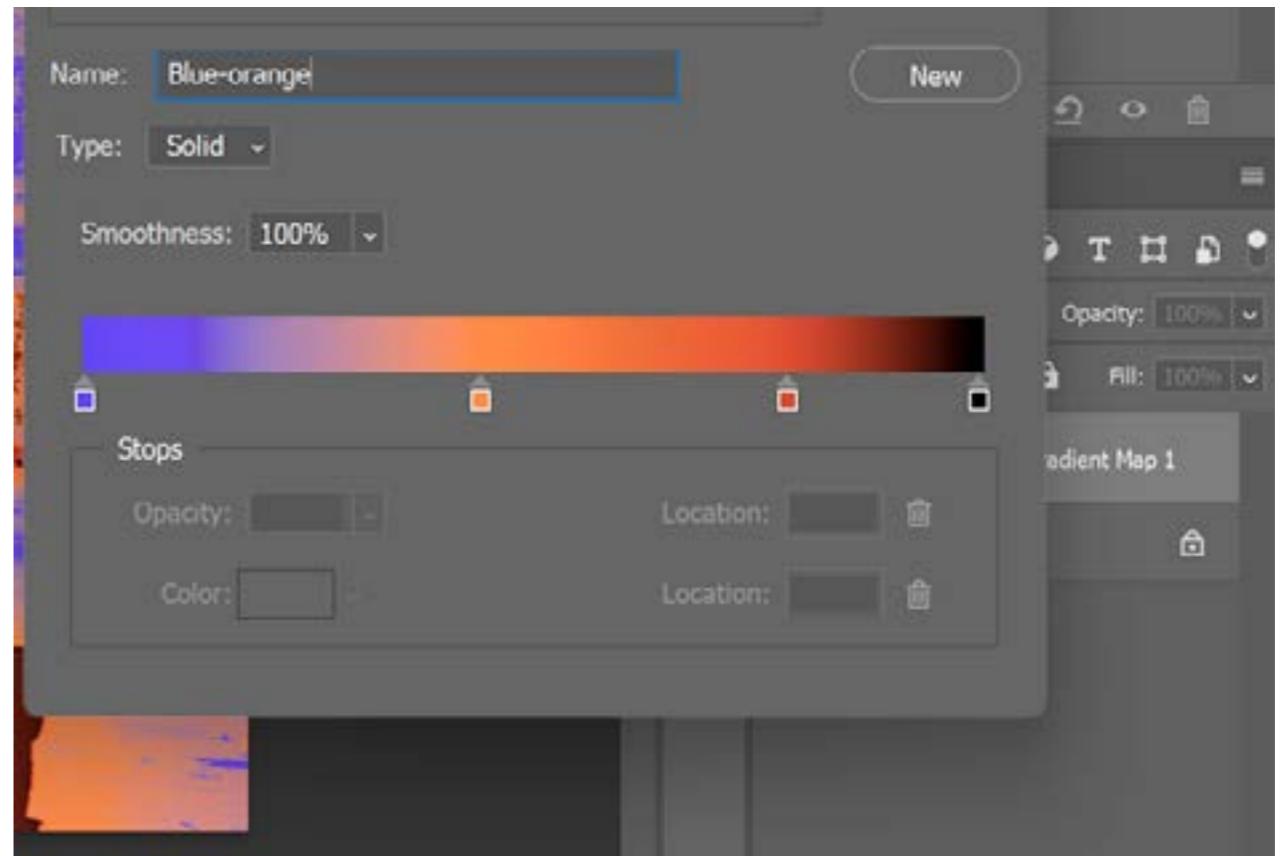
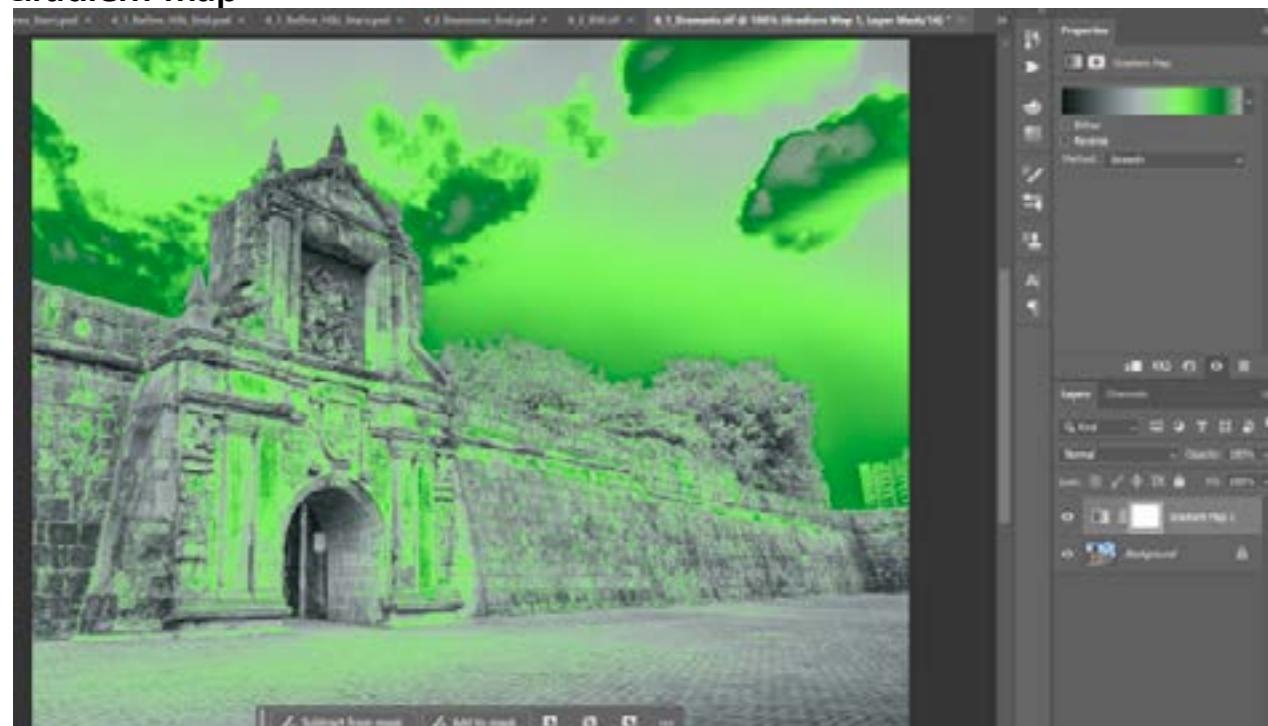
3]

4)



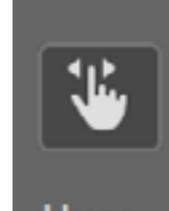
5)

Gradient map



- Duotone zelfgemaakte gradient map
- Gradient opslaan na een naam te geven en op new te drukkens

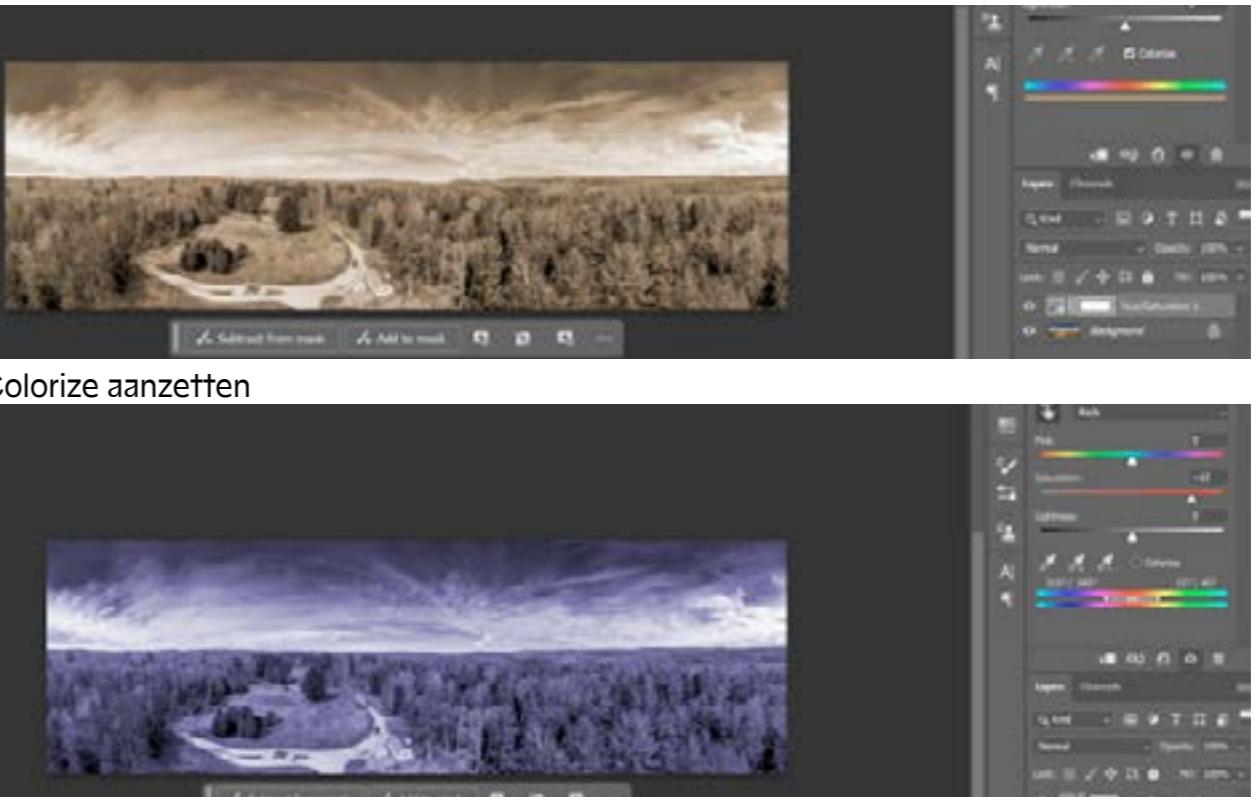
Achtergrond doffer maken



- Hue & saturation deel kiezen waarop je wilt werken
- Saturation omlaag



Duotoon via hue en saturation

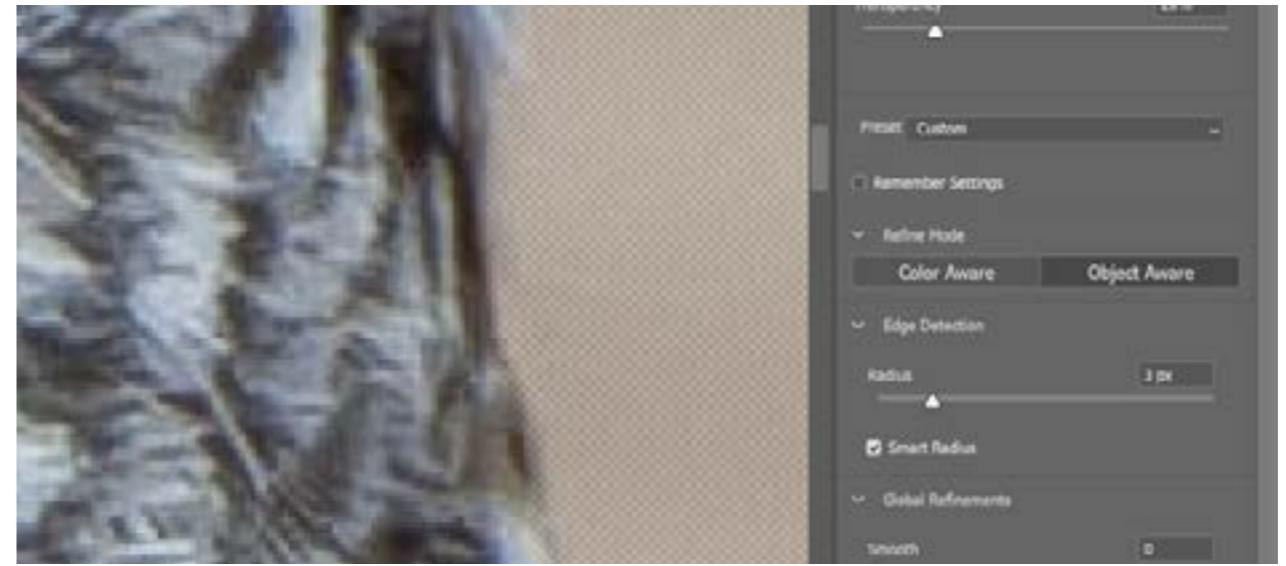
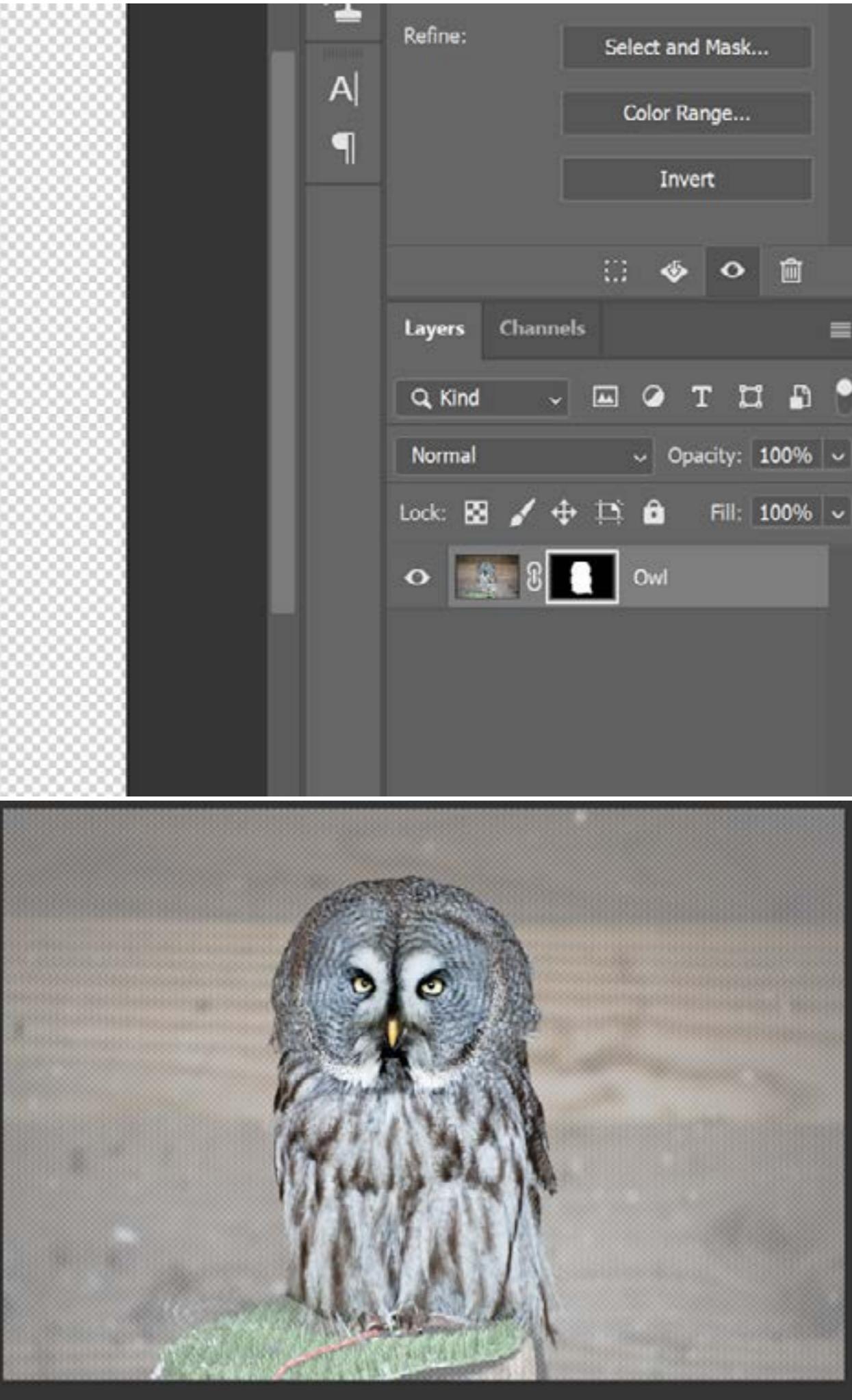


Colorize aanzetten

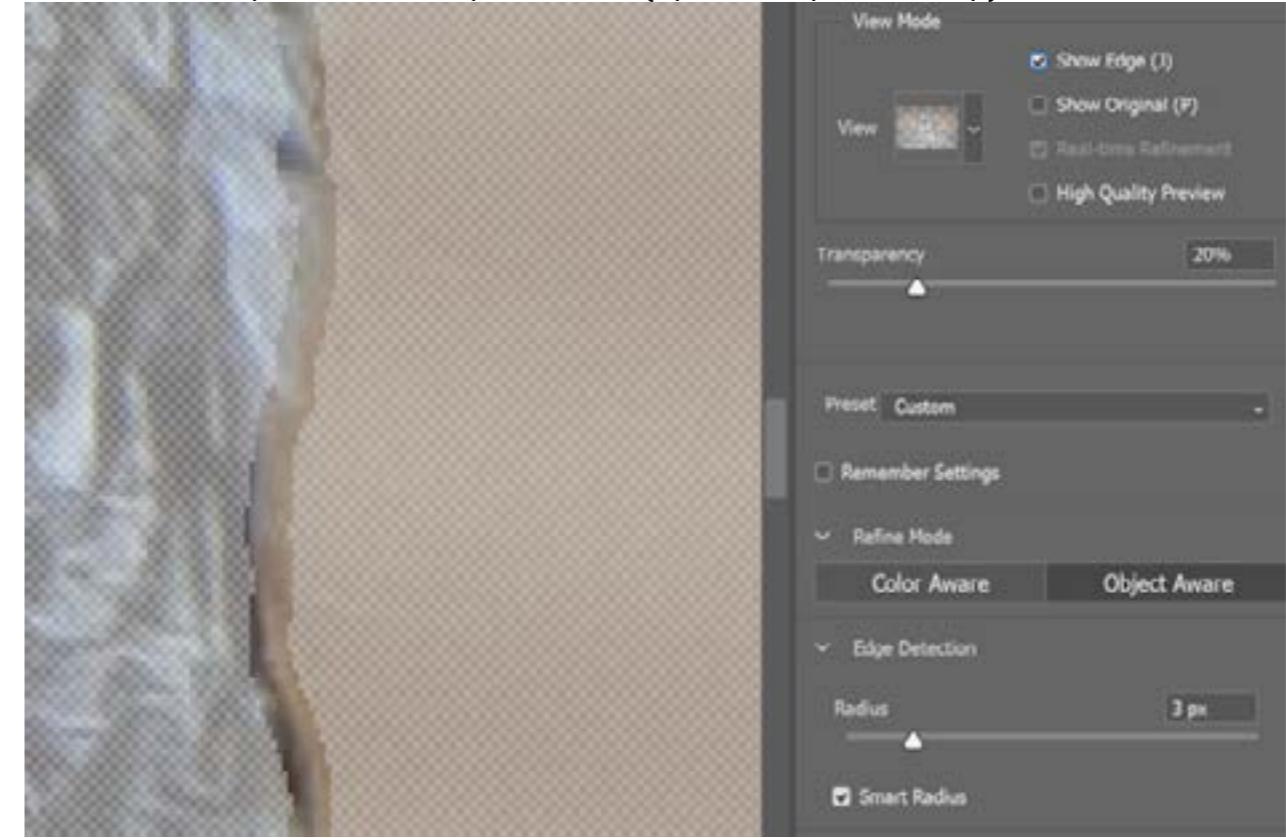
- Meer contrast door te klikken met de **Hue** en **Saturation** aan te passen

Les 4- Illu & Fotobewerking II

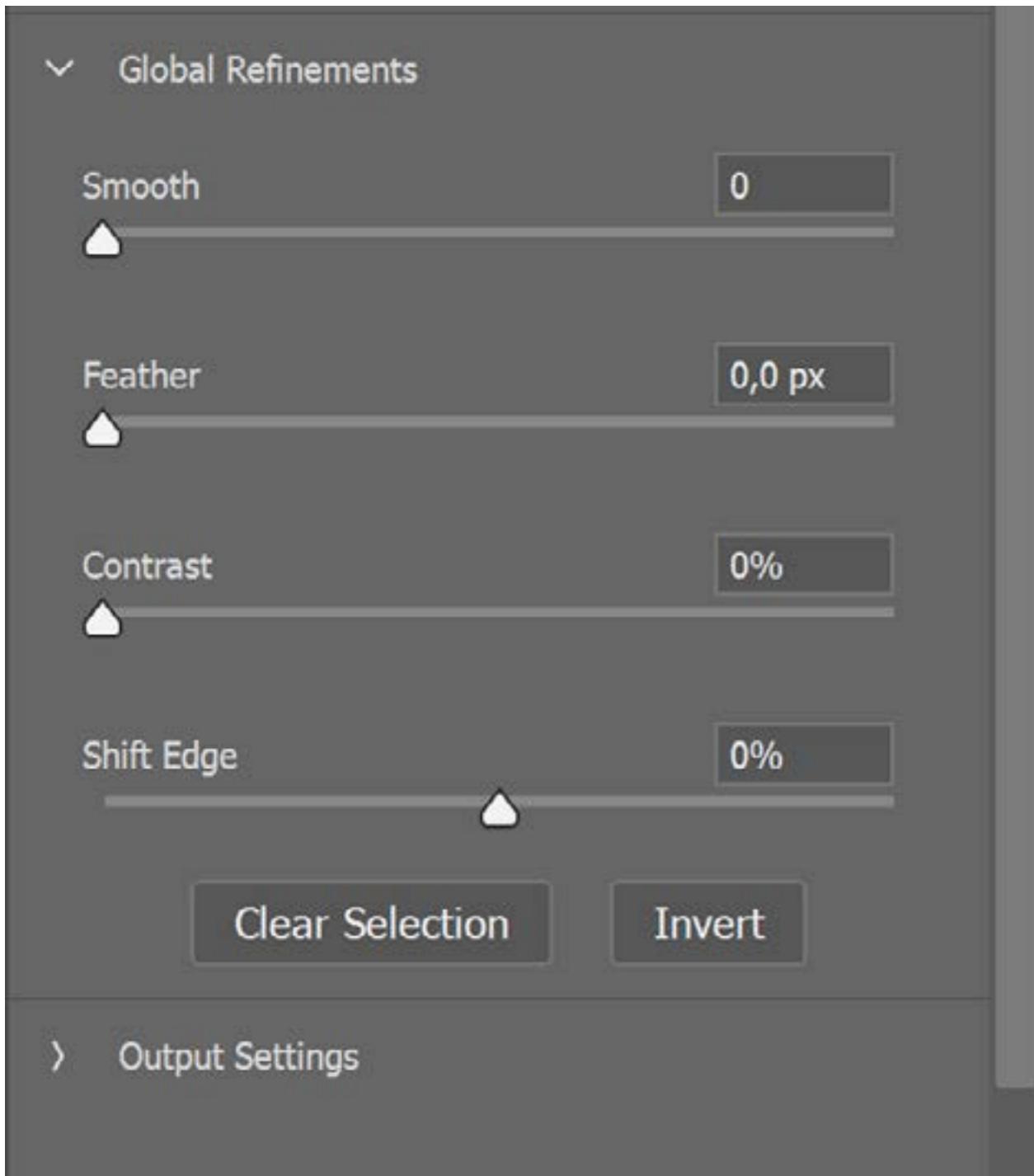
Select & mask



- Smart radius altijd aanzetten
- Radius bepaalt hoe scherp de rand is (0px is compleet scherp)



- Show edge toont alleen de rand met de dikte van de radius (3px)



Global Refinements

Smooth

0



Feather

0,0 px



Contrast

0%



Shift Edge

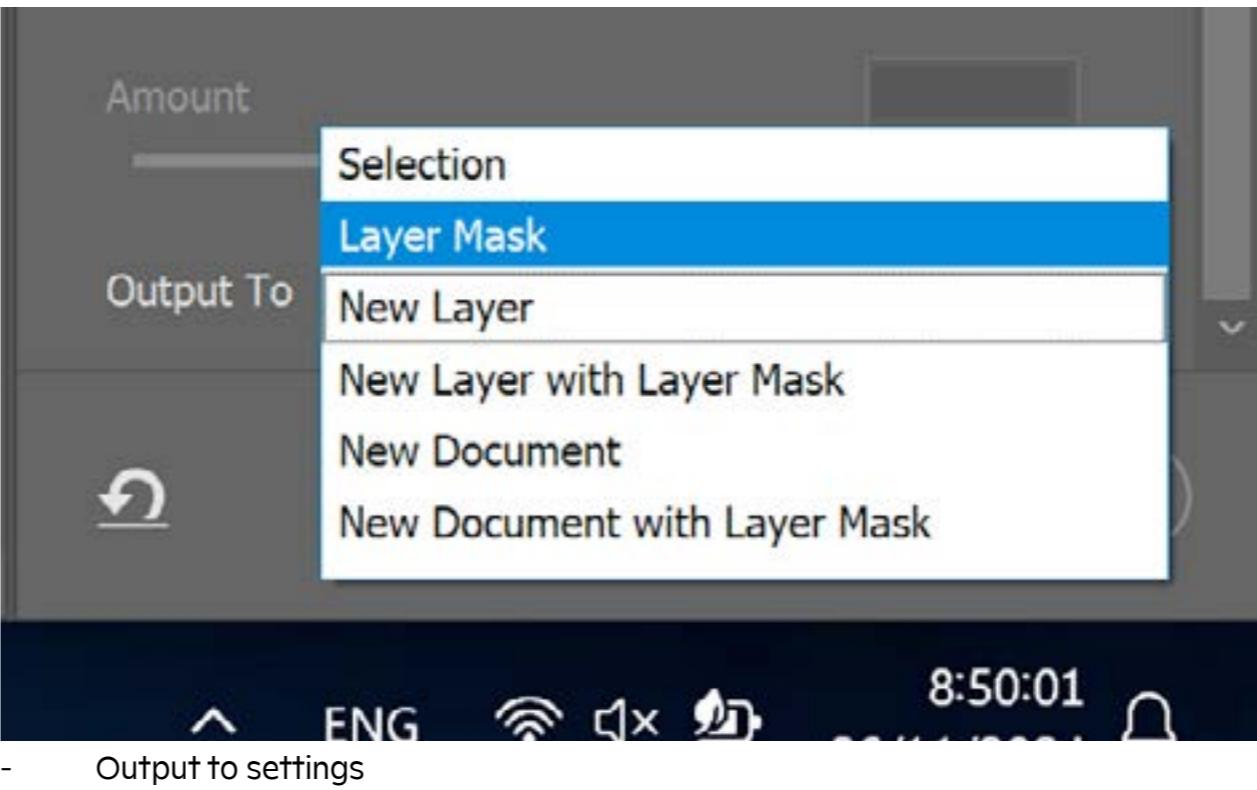
0%



Clear Selection

Invert

Output Settings



Amount

Selection

Layer Mask

Output To

New Layer

New Layer with Layer Mask

New Document

New Document with Layer Mask

8:50:01

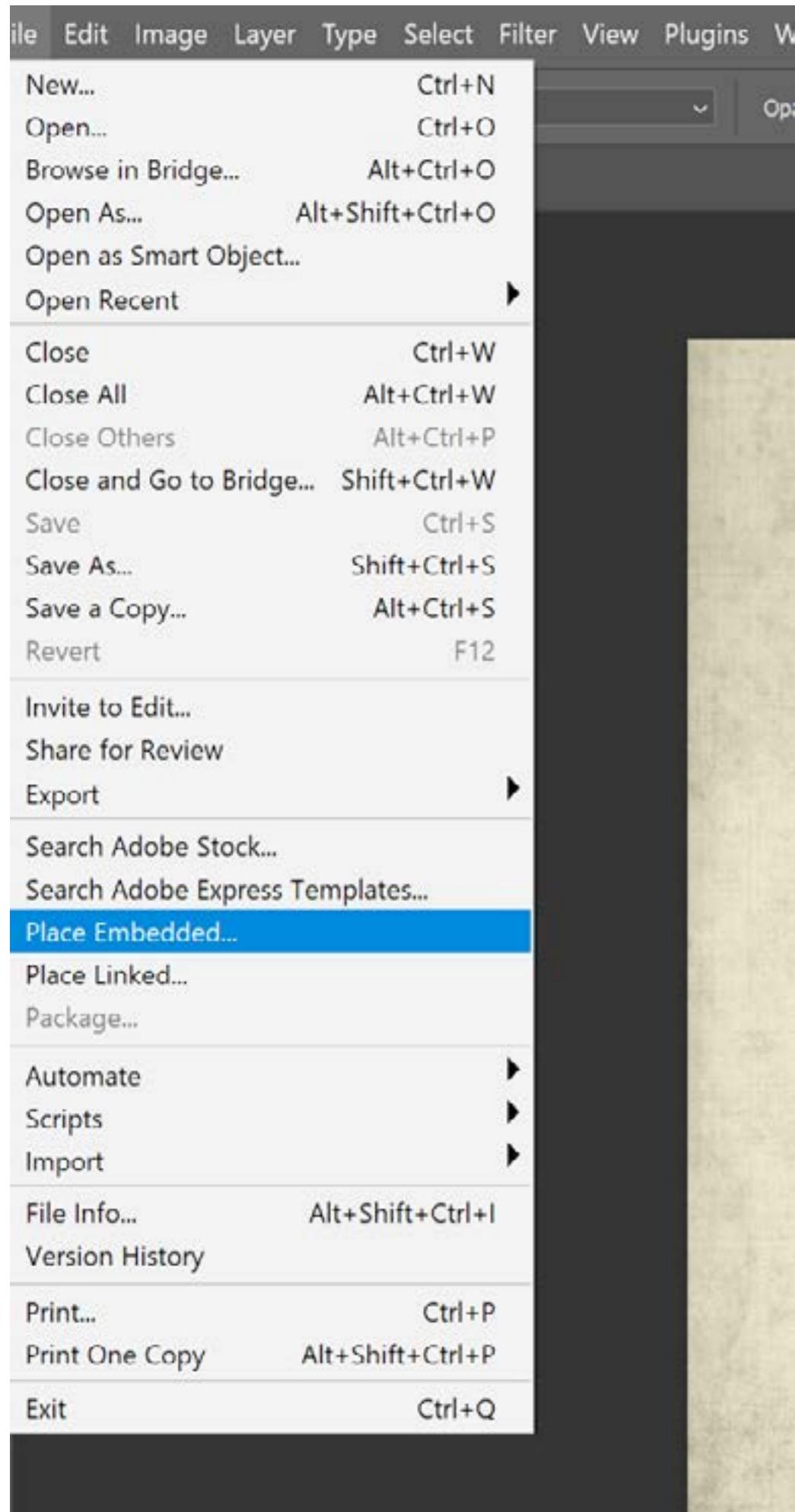


ENG

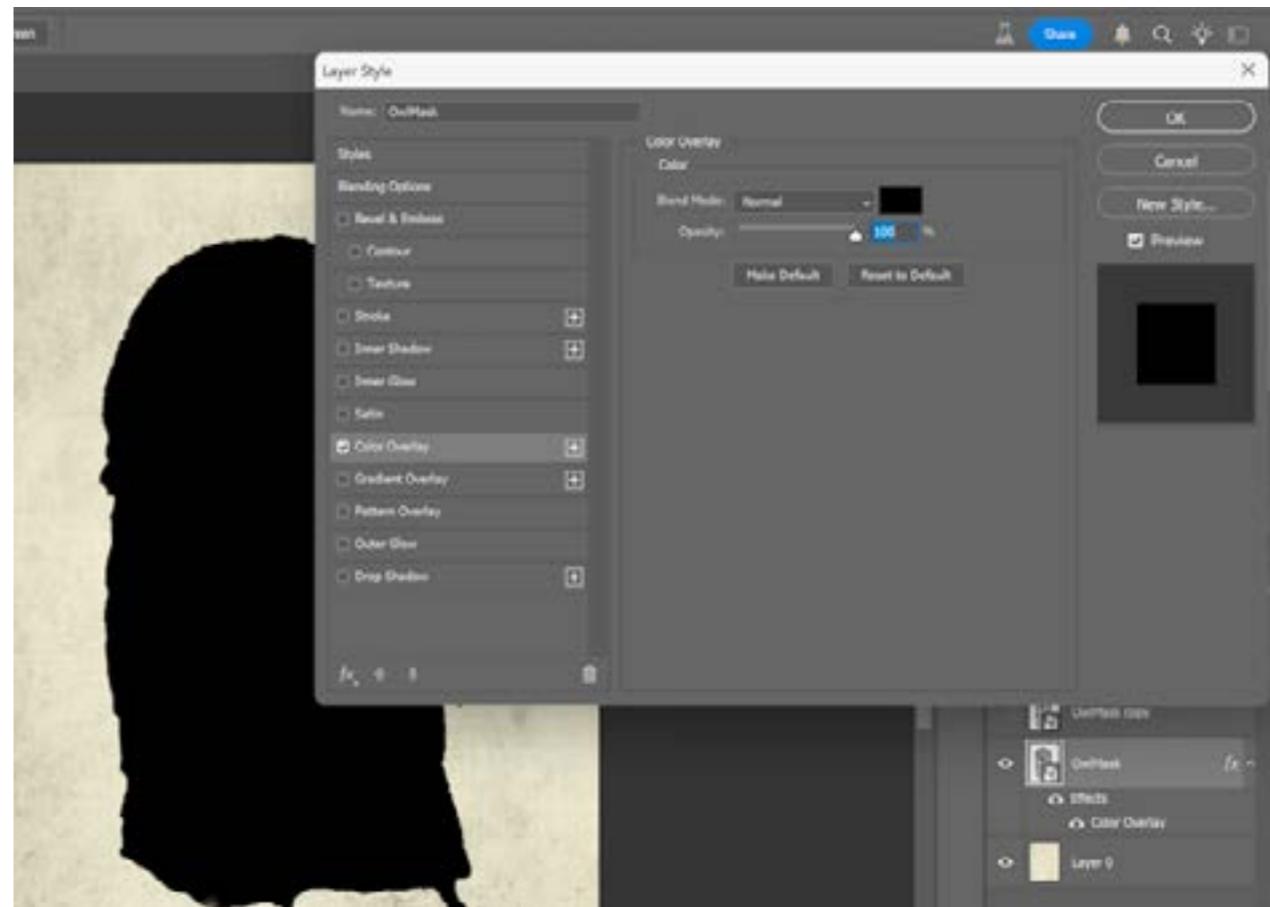


- Output to settings

- Smooth
- o Maakt de rand vloeiender
- Feather
- o Doezaar, zorgt ervoor dat de randen een klein beetje extra wazig worden
- Shift edge
- o Plaatst de rand binnen/buiten de rand



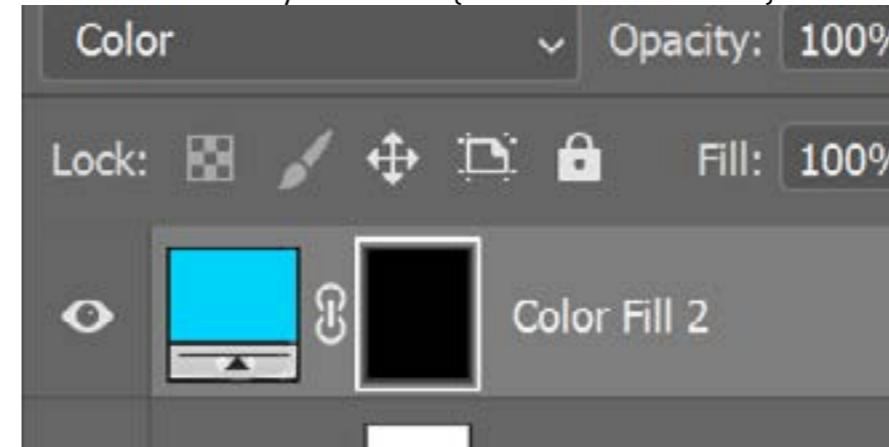
- File, place embedded zorgt ervoor dat er geen missing links zullen zijn



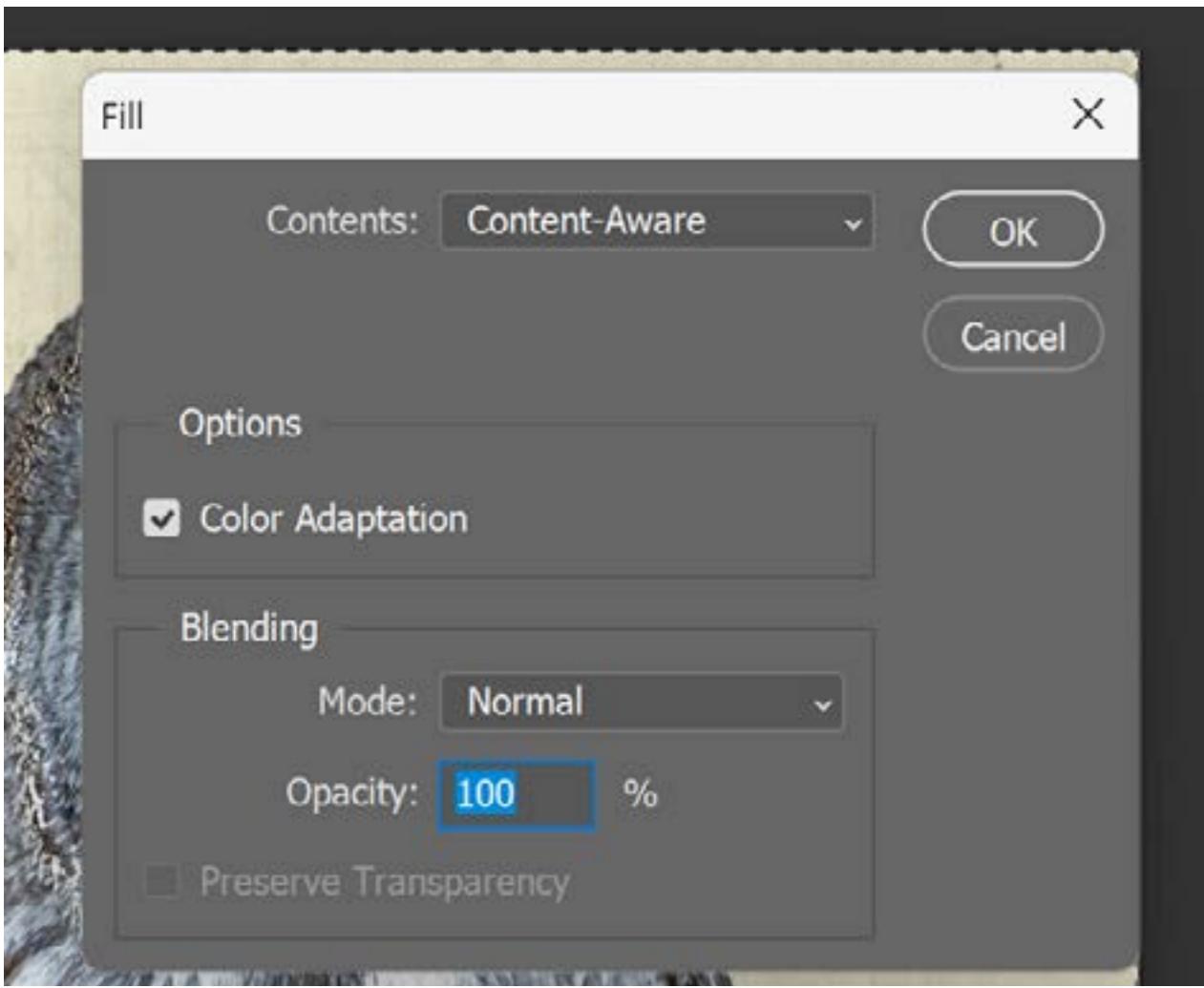
- Laagstijl color overlay

Control + klik op laag = selectie maken

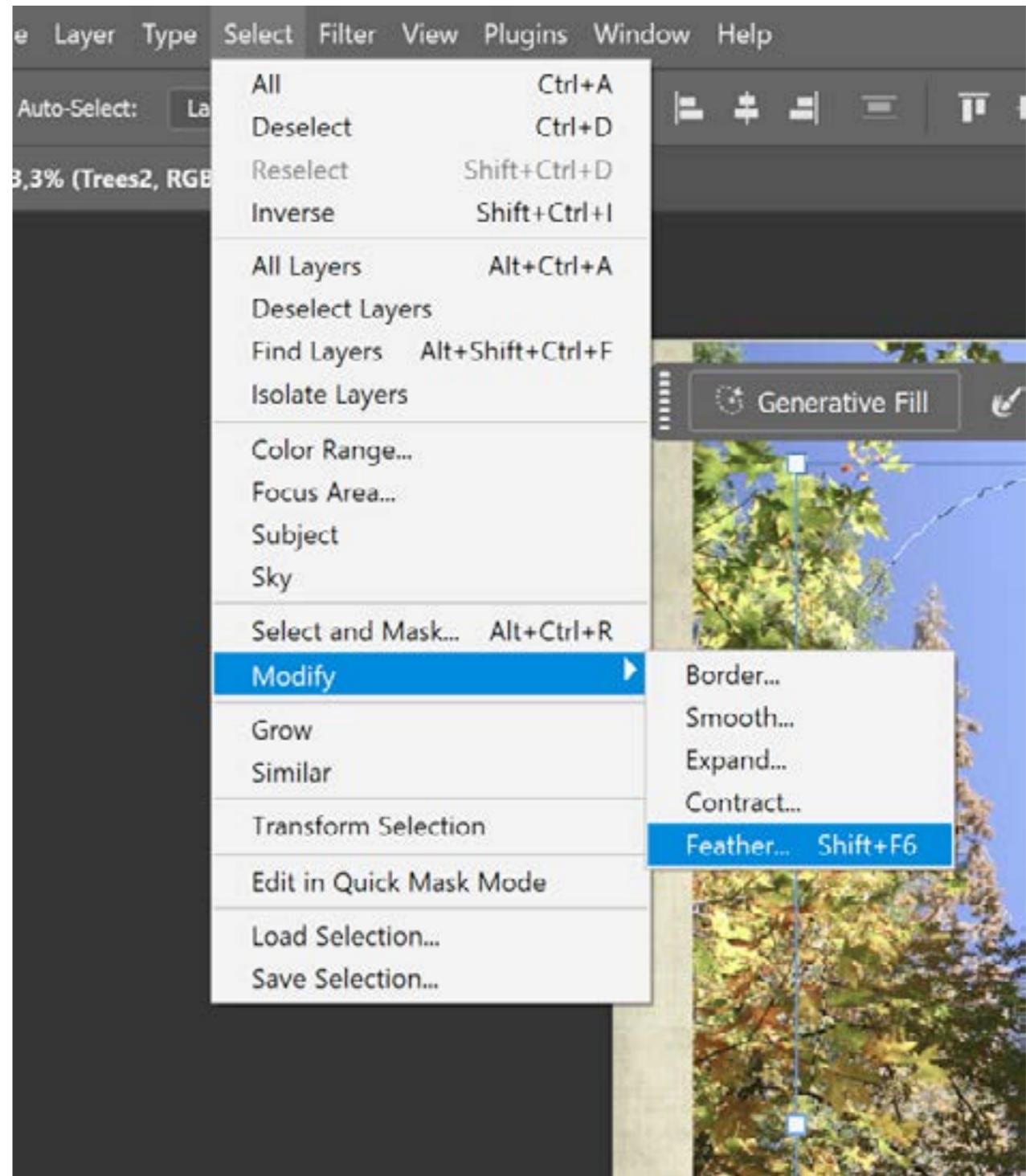
masker omdraaien/inverten = [zwart en wit wisselen] of hoveren over masker en ctrl + I



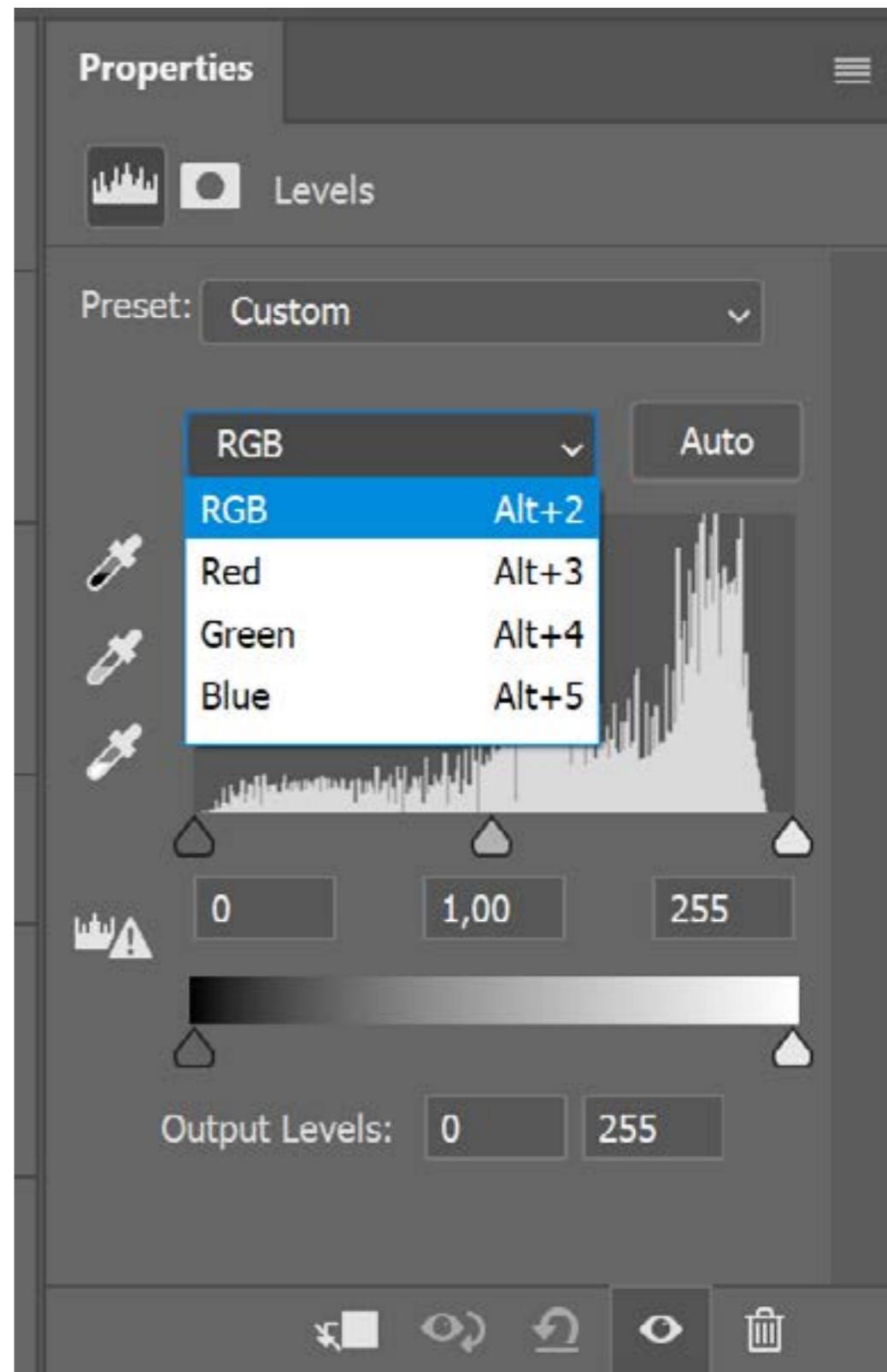
Alt + masker = omgekeerd masker maken (zwart)



Shift + backspace = fill menu

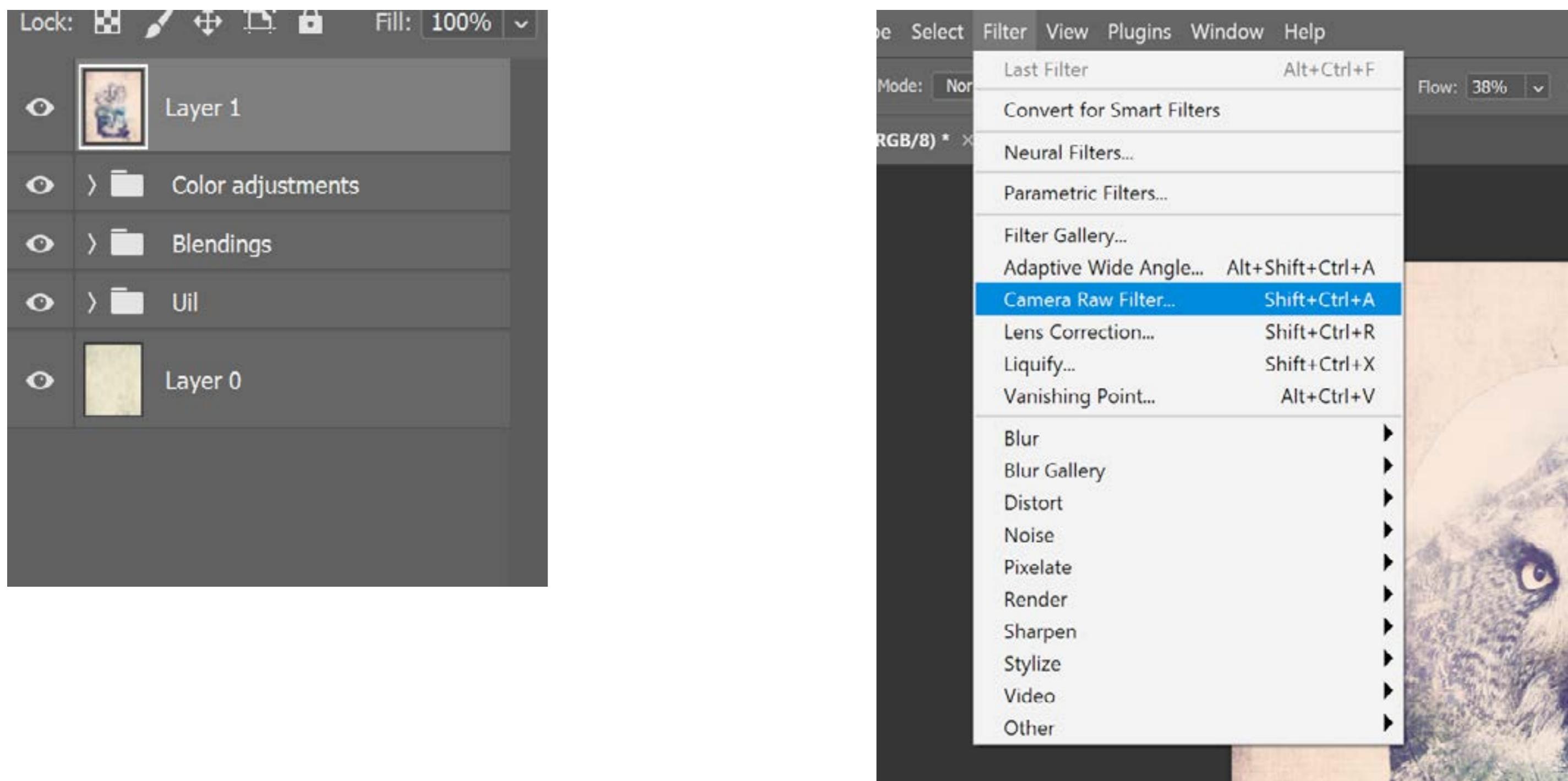


- Verdoezelaar op selectie maken



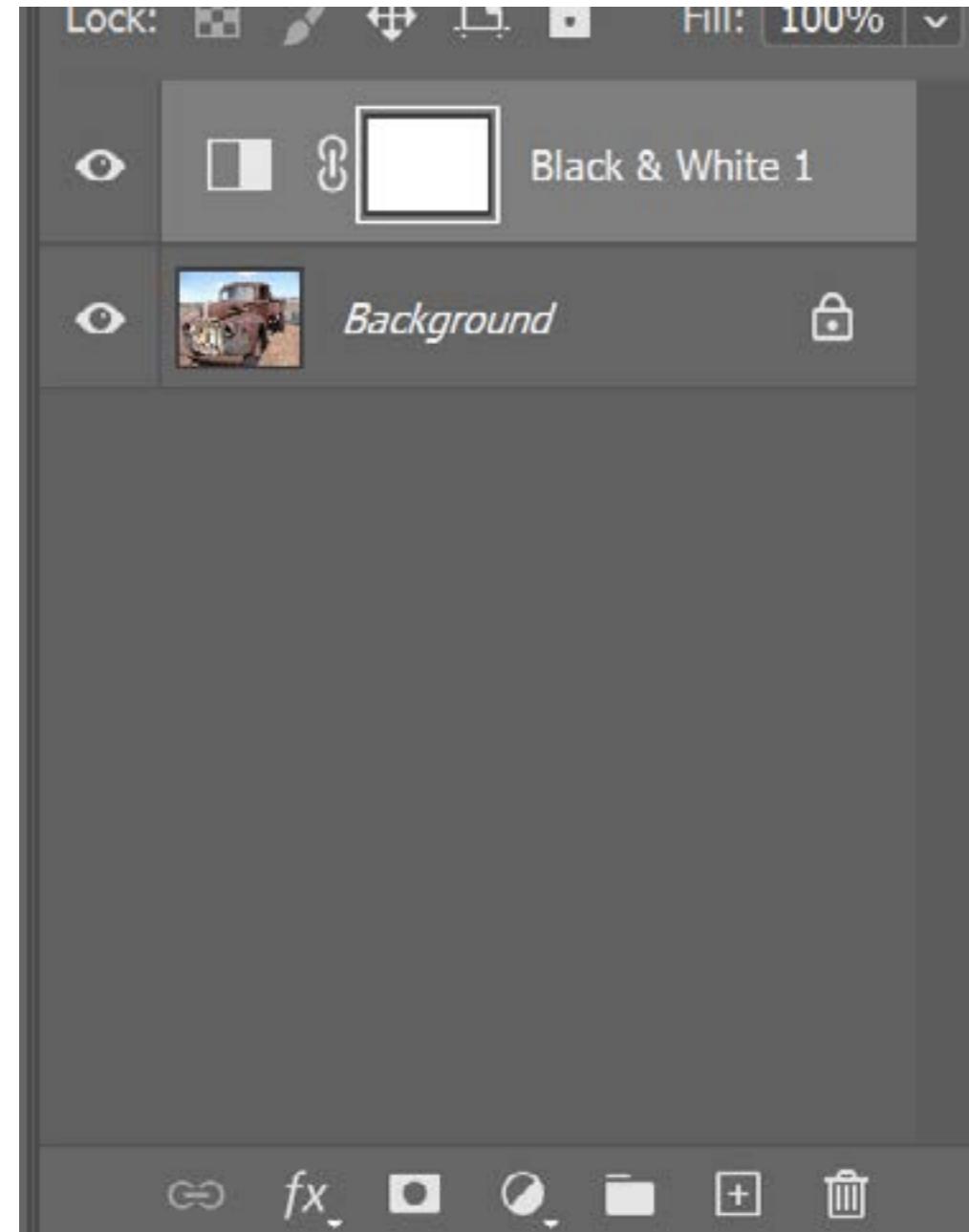
- Levels op specifieke kleurkanalen

Shift Alt Ctrl E = slim object maken



Les 5- Illu & Fotobewerking II

Vintage beeld maken



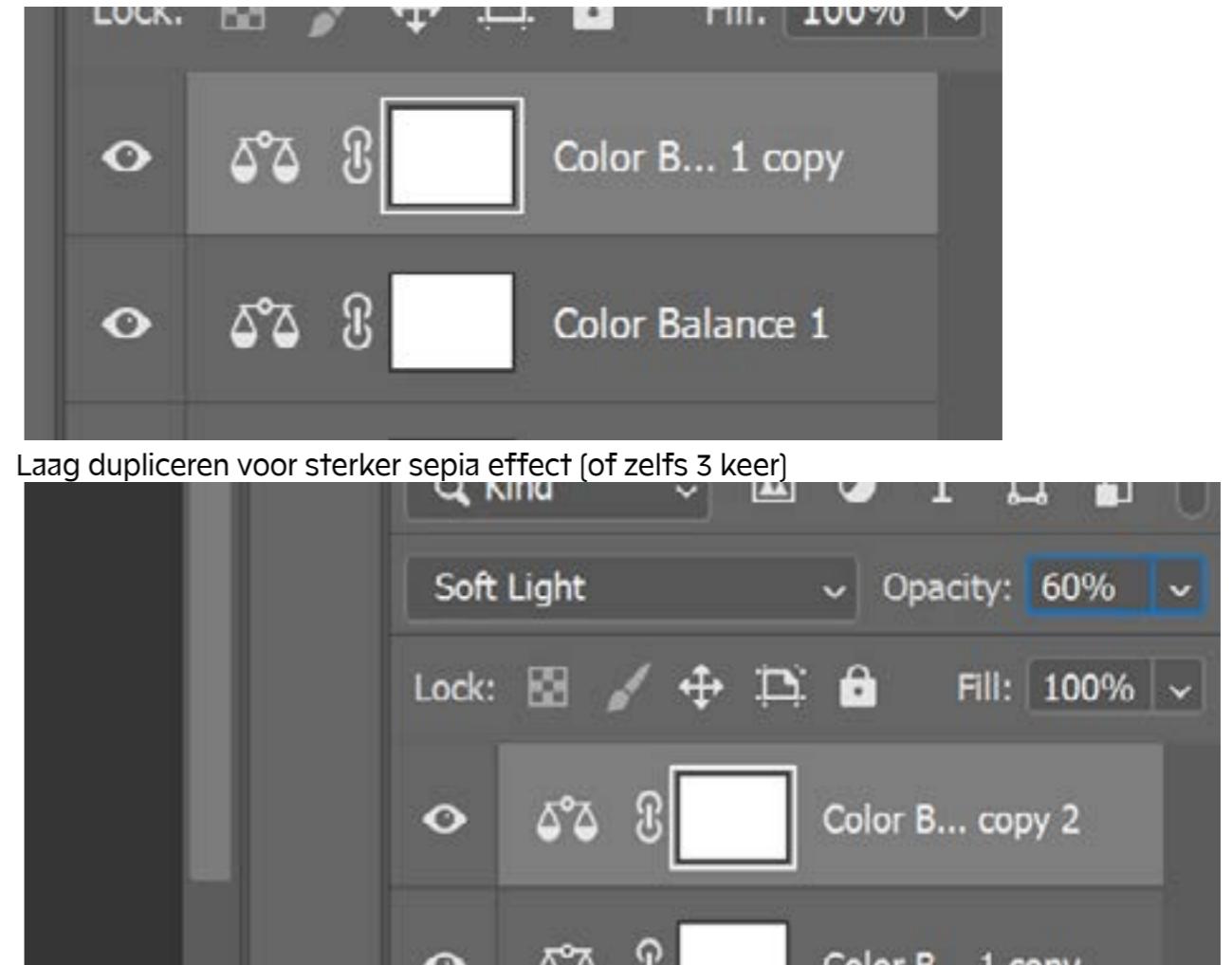
1)

- Black en white maken met adjustment layer
- Kleurwaarden adjustment layer aanpassen voor hoger contrast



2)

- Beeld sepia maken met color balance en rood en geel optrekken



3]

- Laag dupliceren voor sterker sepia effect (of zelfs 3 keer)

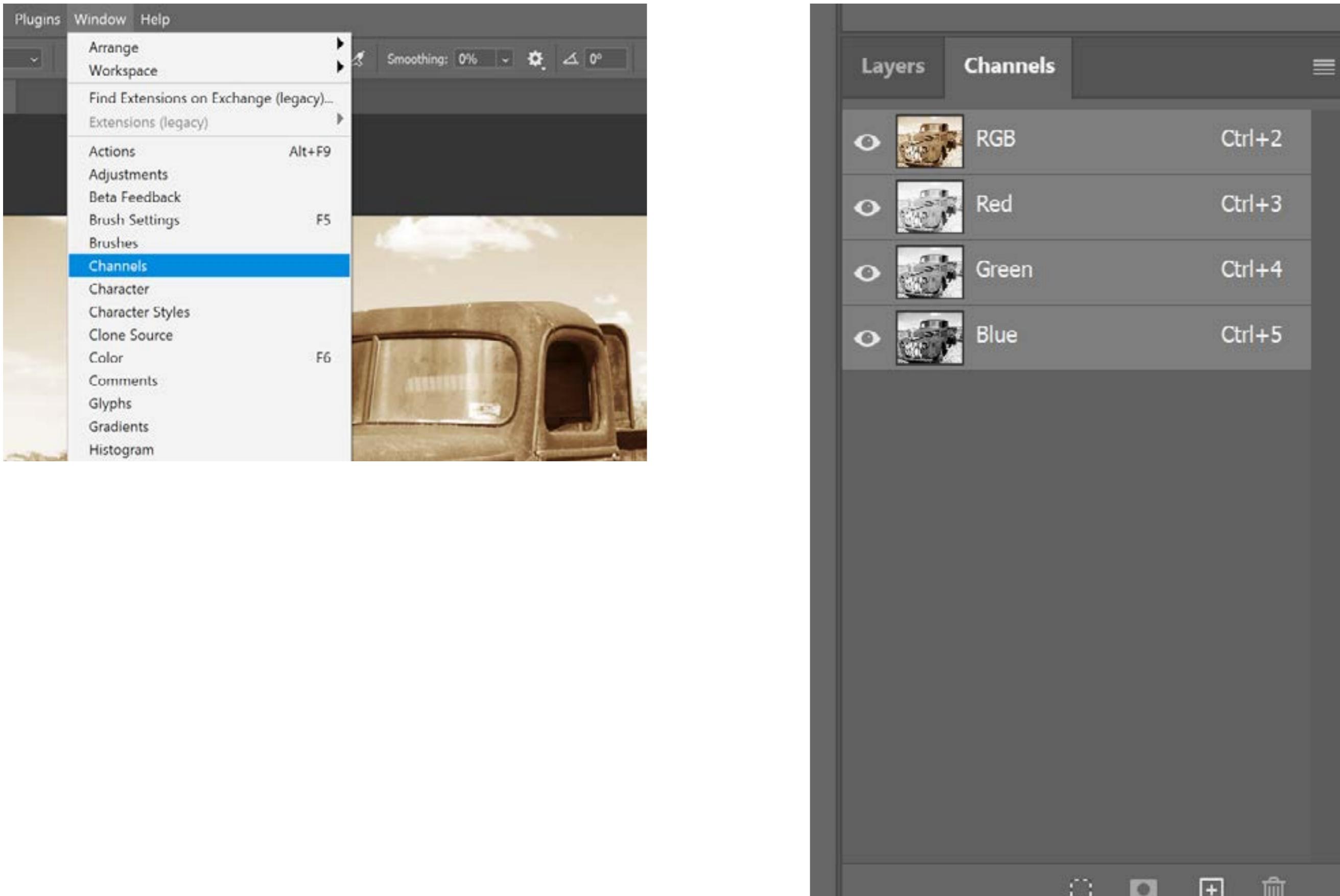
4)

- Laag blending en opacity aanpassen

Lagen samenvoegen en slim object maken

Shift + alt + ctrl + E = lagen toevoegen op nieuwe laag
Rechtershaklik > Convert to smart object

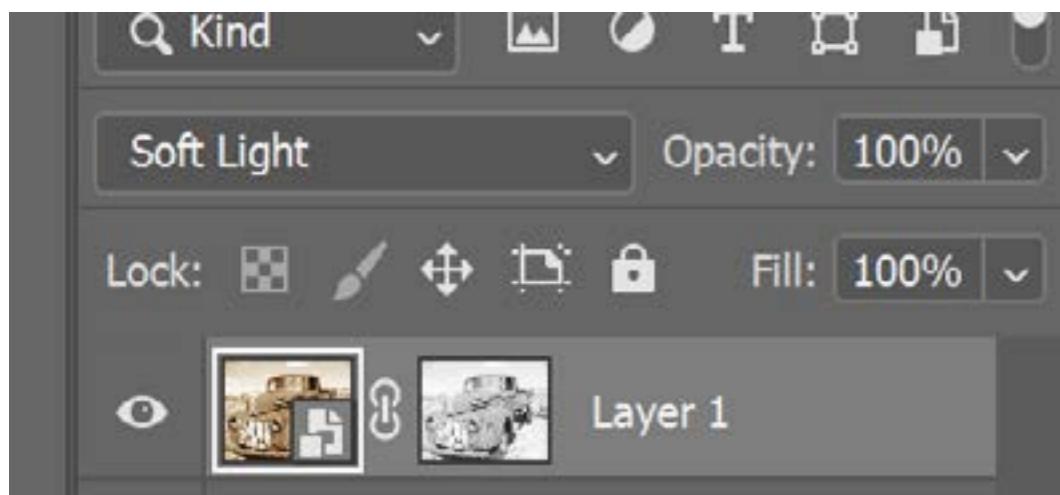
Channels bekijken



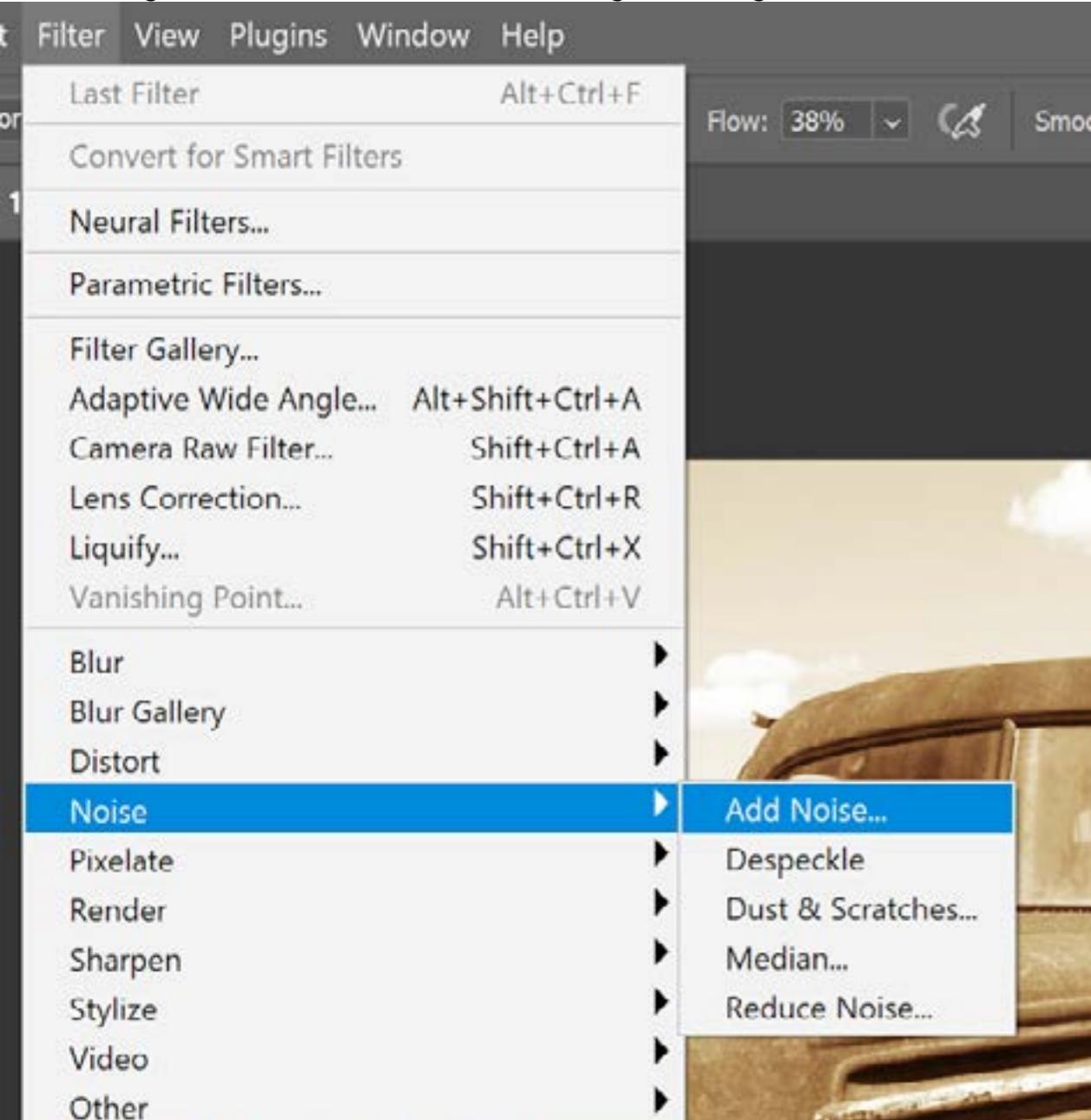
- Juiste laag moet geselecteerd zijn

Selectie maken channel

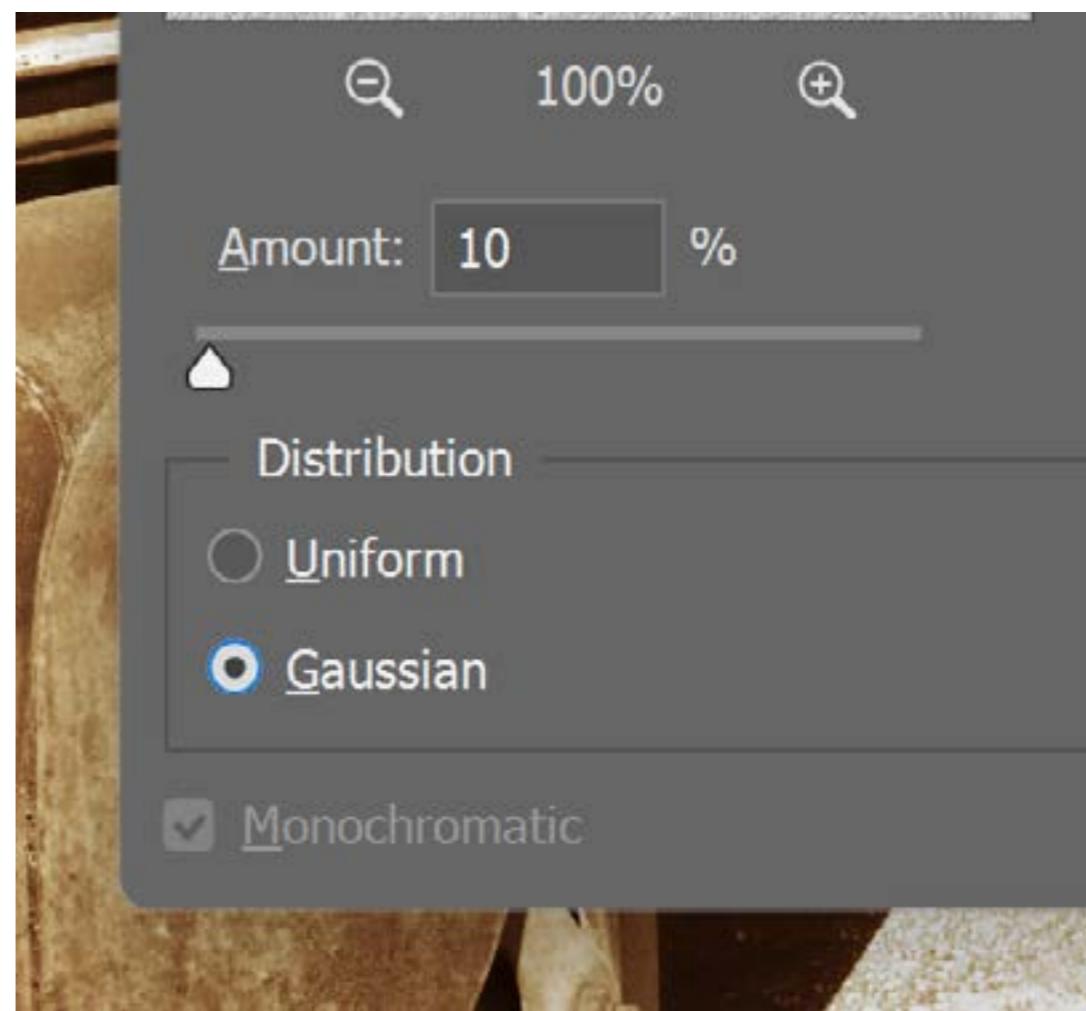
- Ctrl + klik



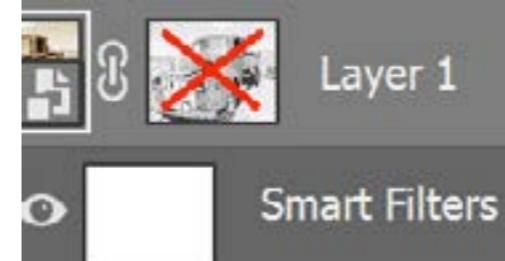
Als masker gebruiken en kleur selecteren + soft light blending



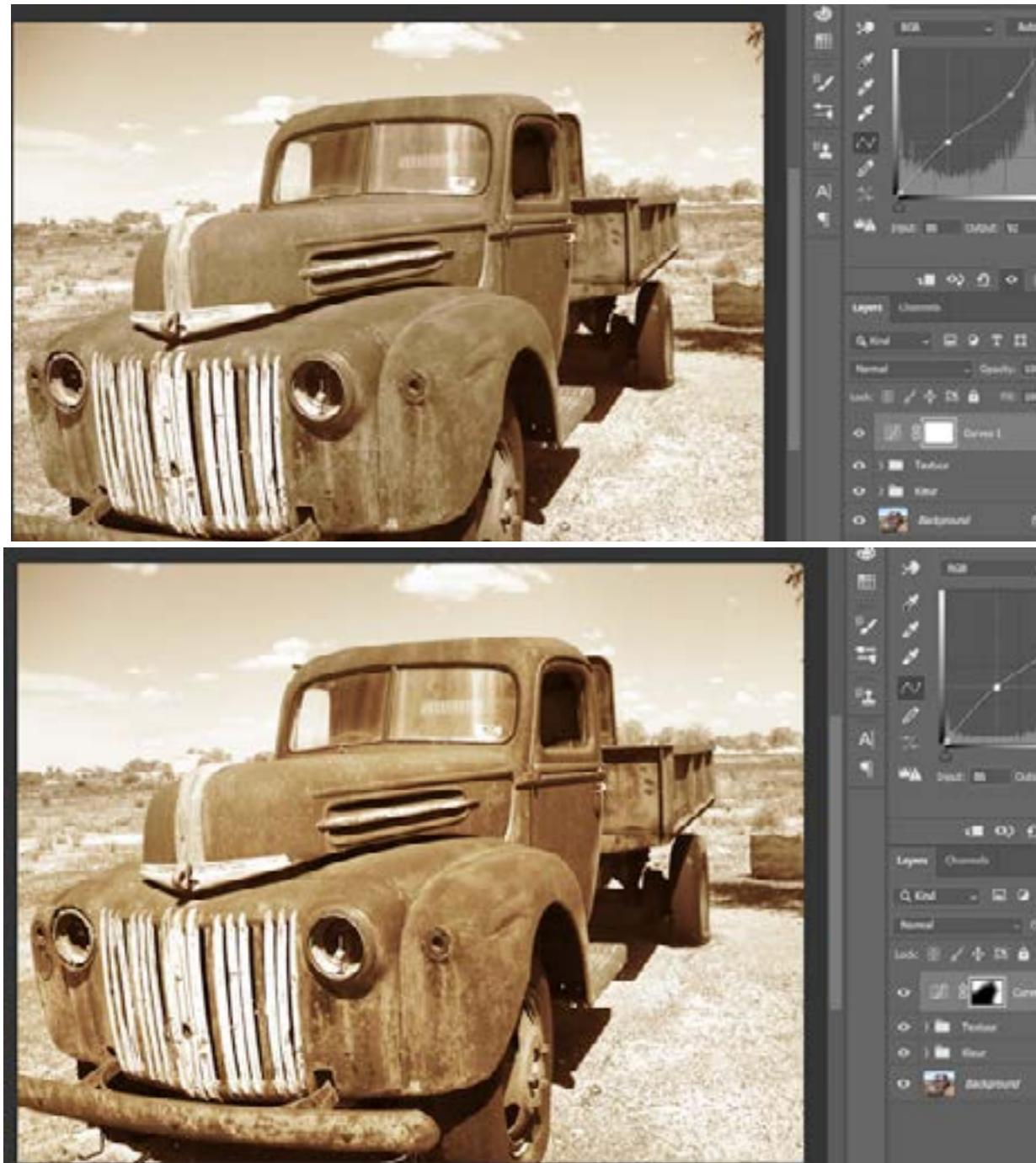
Voegt ruis toe



Masker uitschakelen/inschakelen
Shift + klik op masker



Curves zelf instellen:



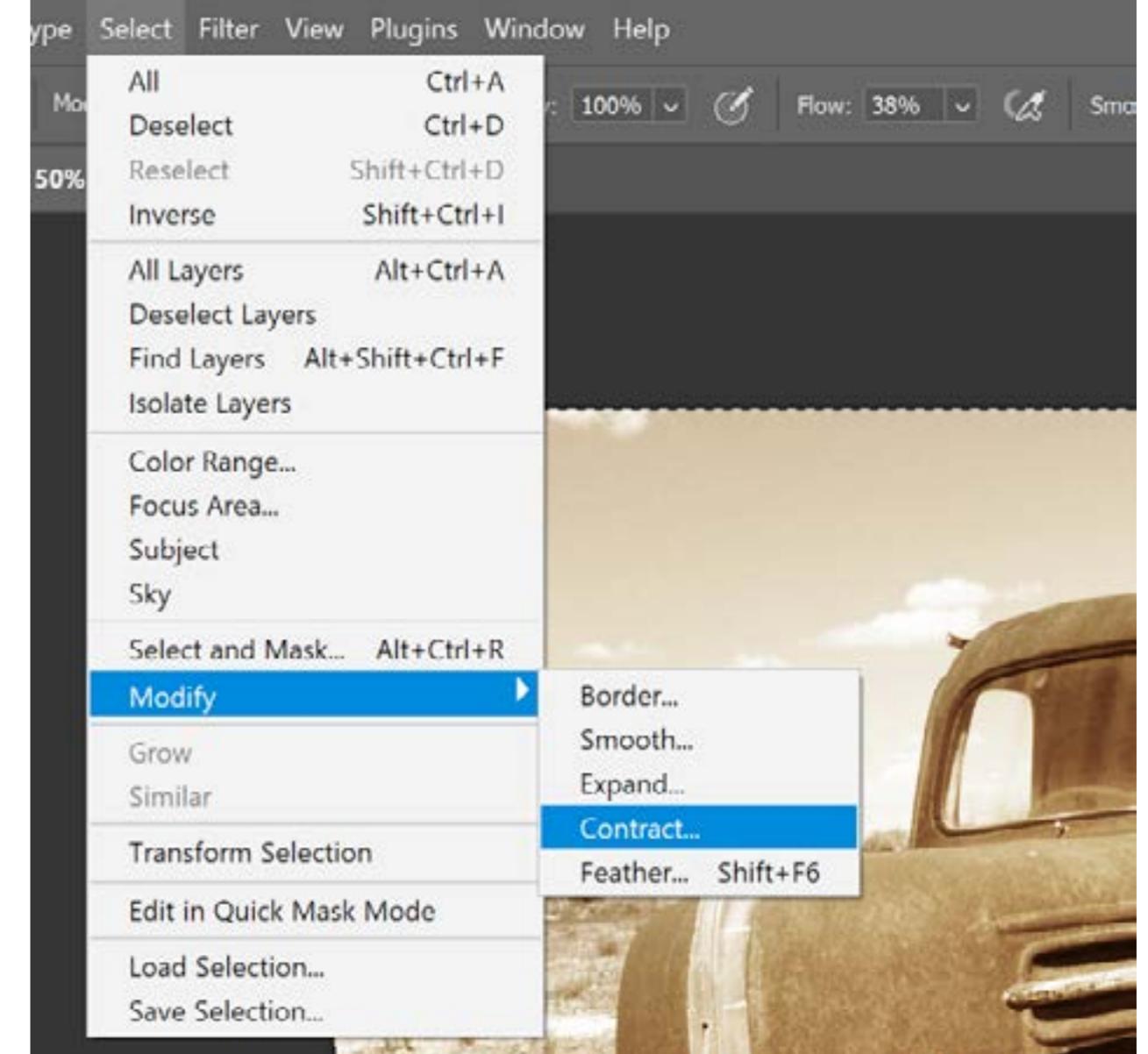
- Eerst shift + i (invert) op masker

Donkere stukken lichter maken

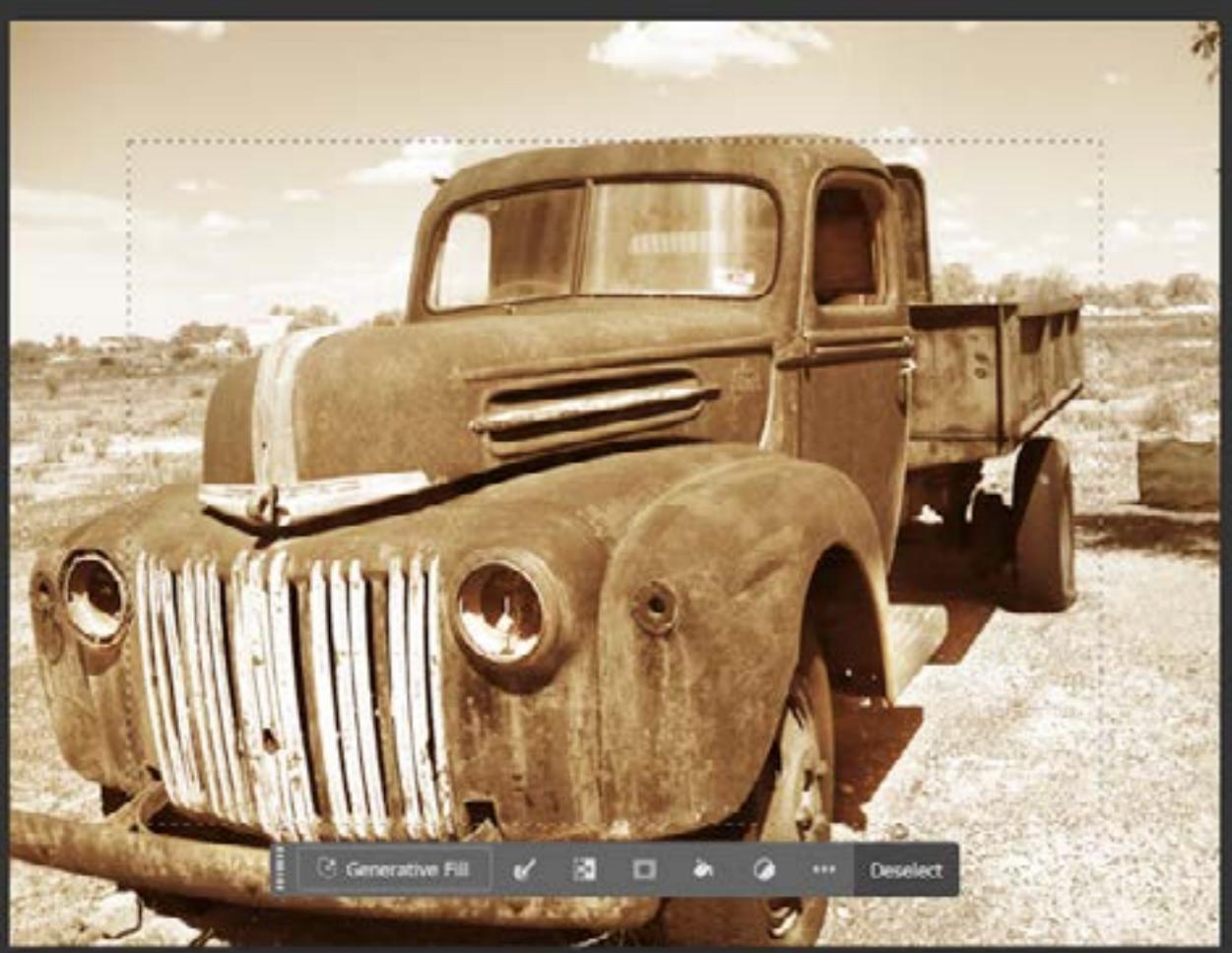


- Nieuwe curvelaag

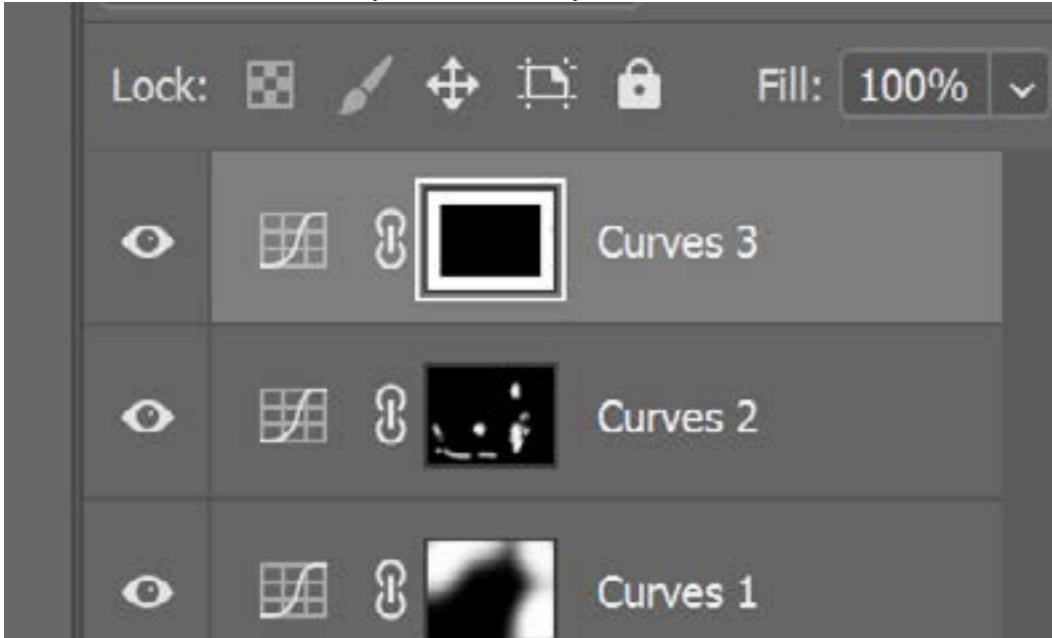
Selectie verkleinen



- Eerst Ctrl + A (alles selecteren)



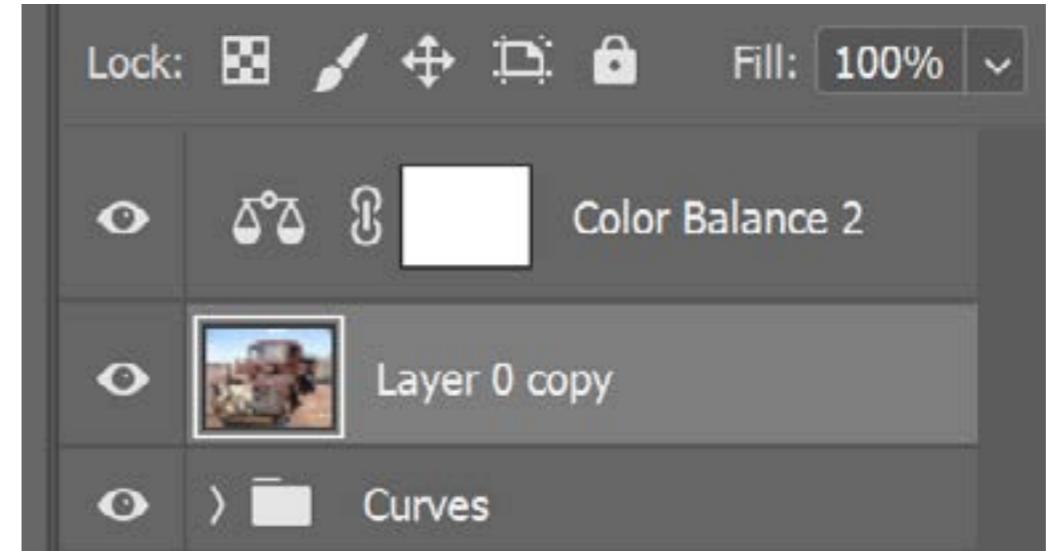
Select > Modify > Feather [zachtere rand]



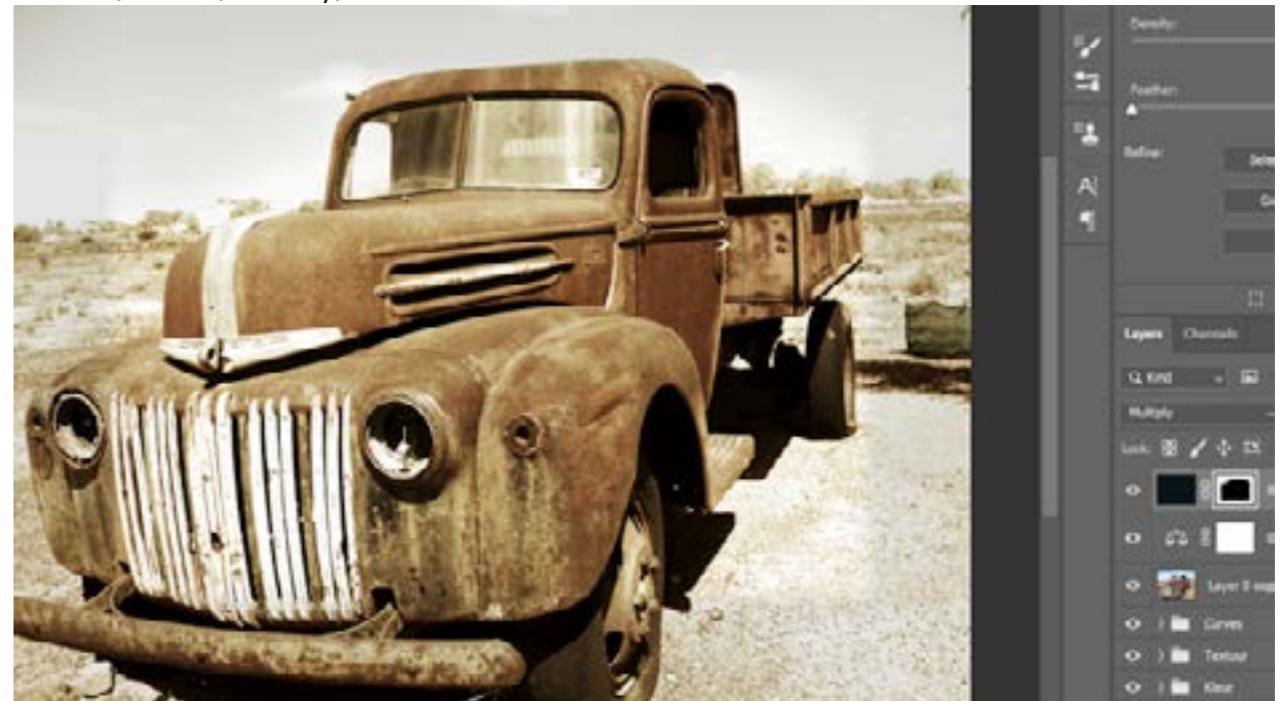
Delete (fill met zwart)



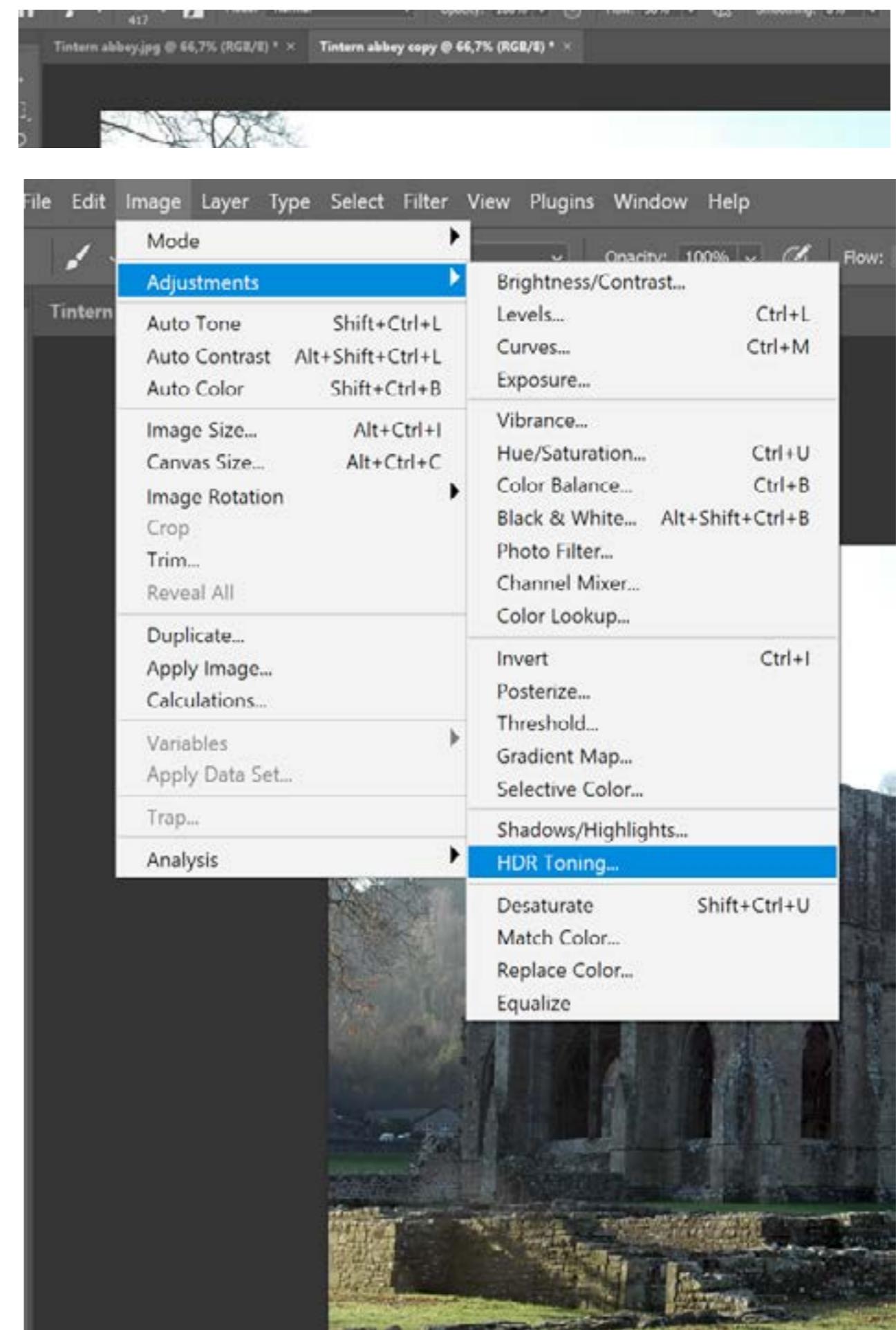
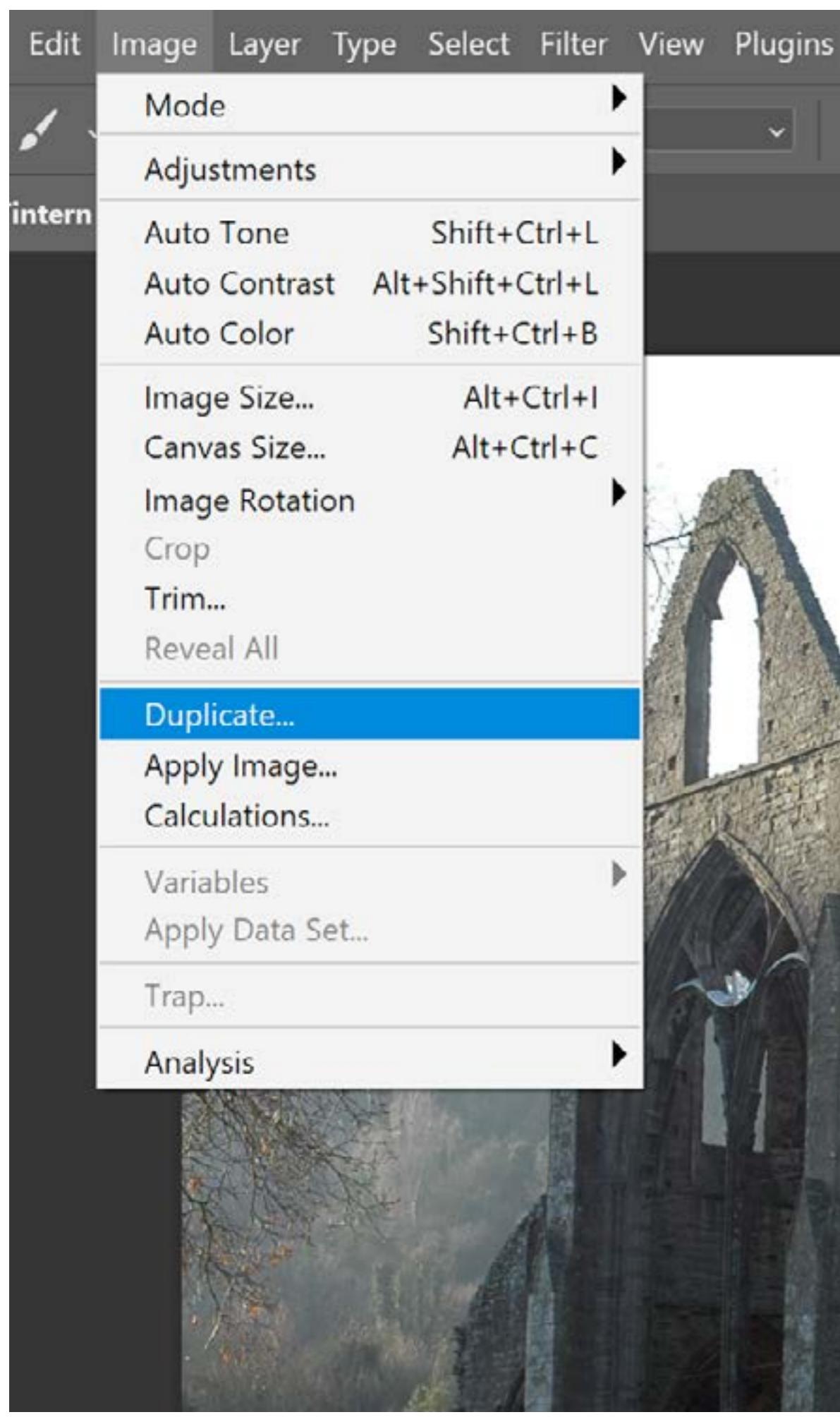
Beeld doffer maken:



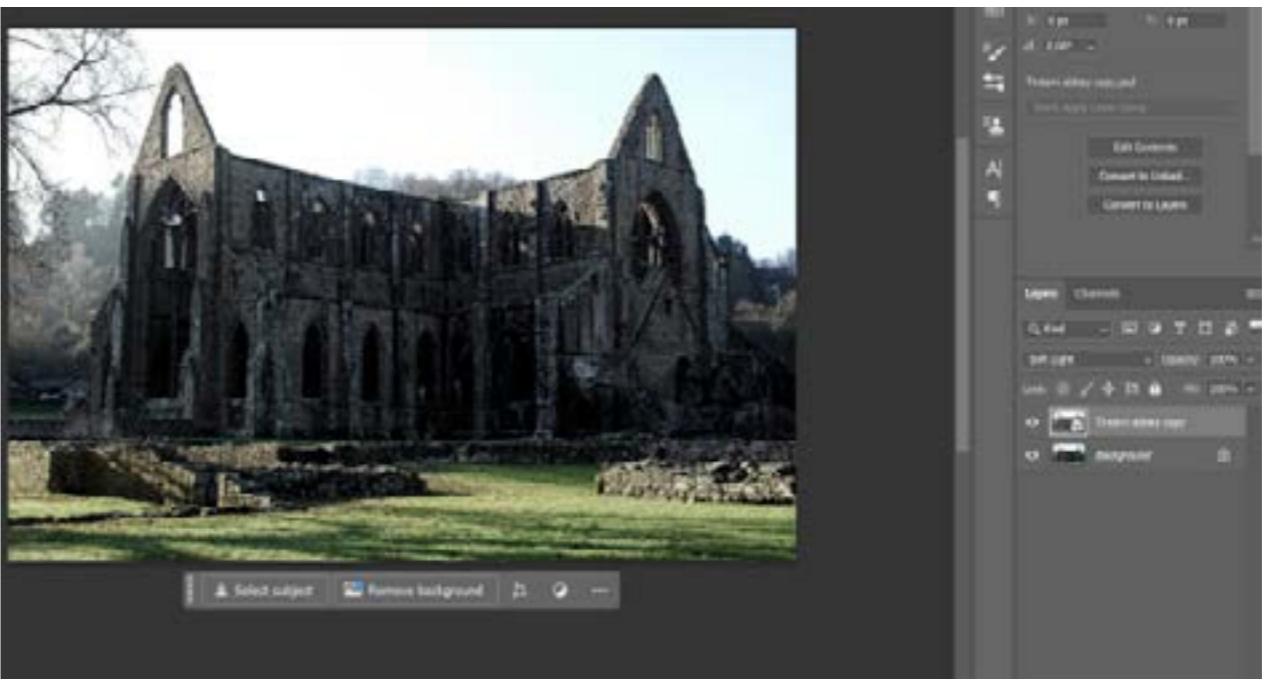
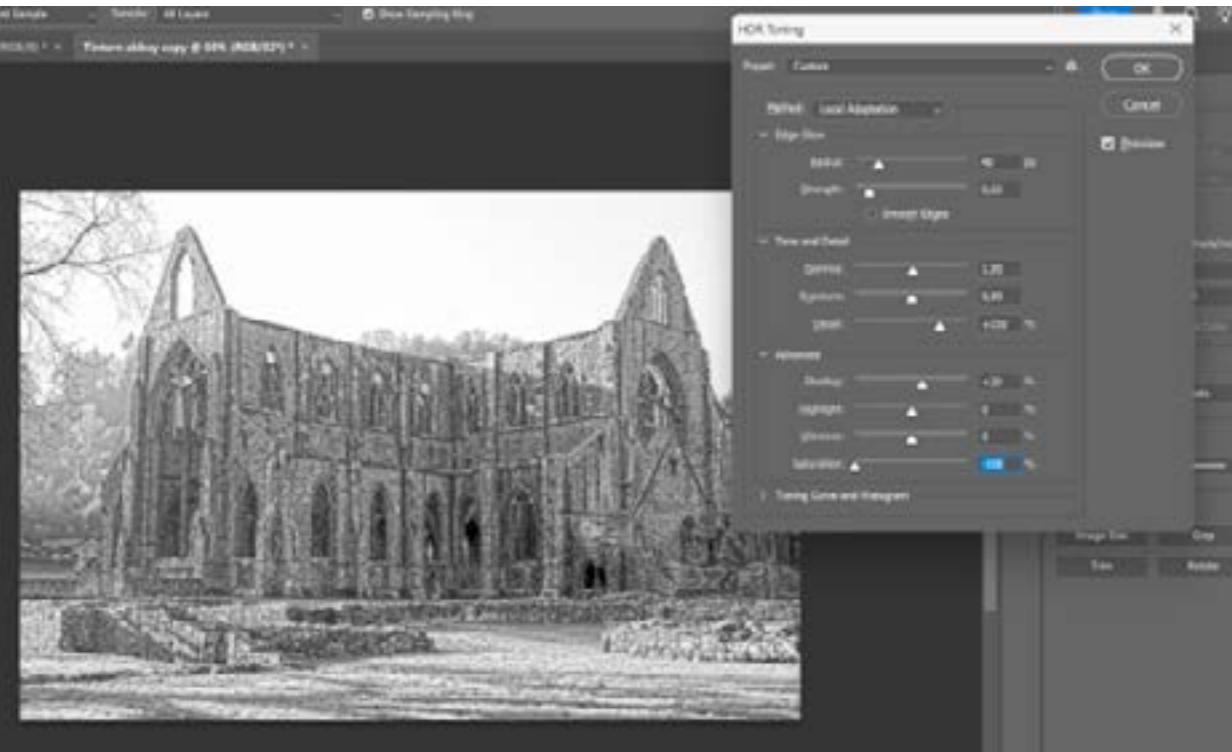
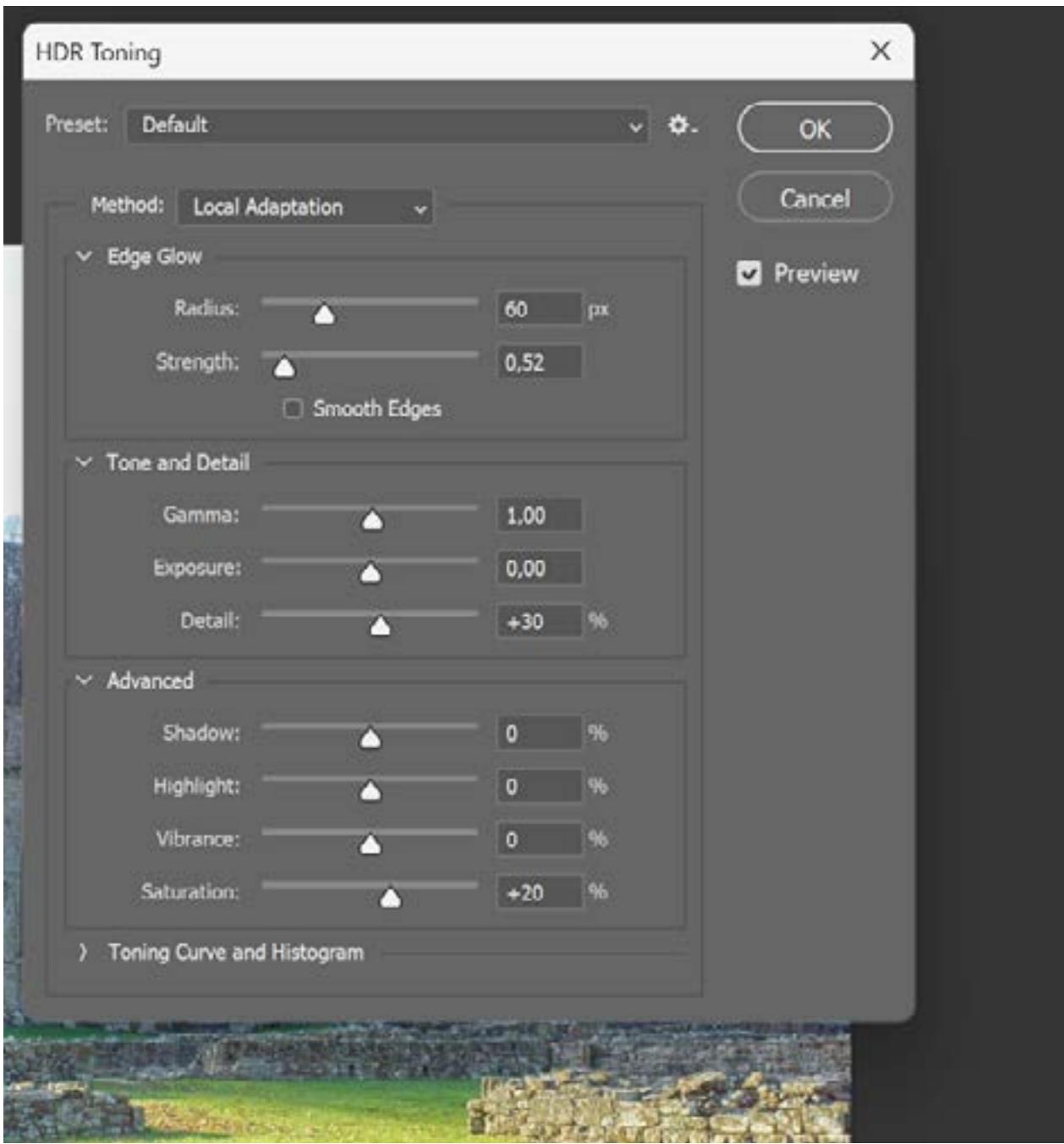
Ctrl + a, select, modify, contract



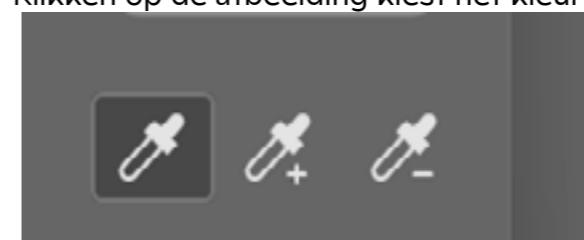
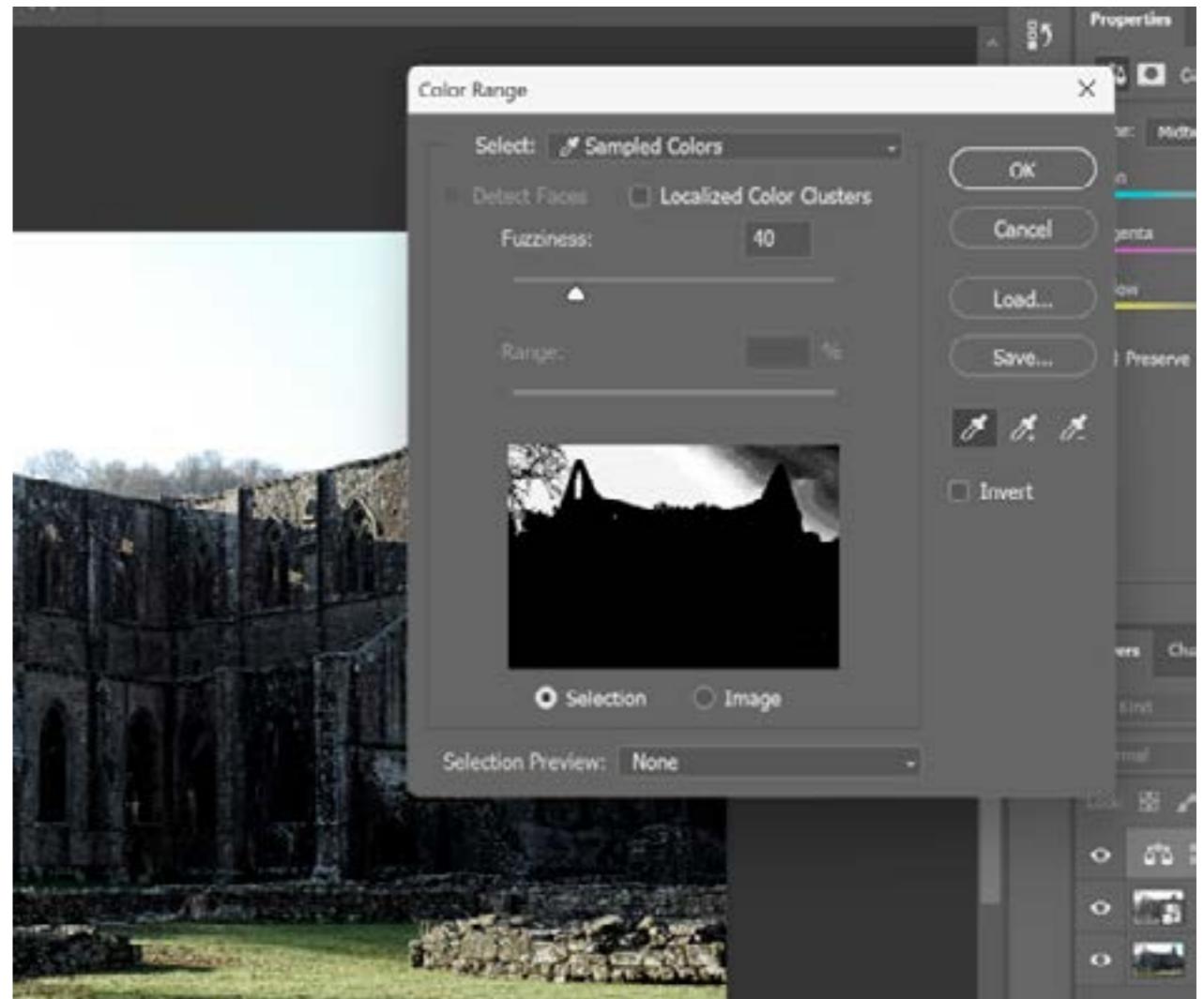
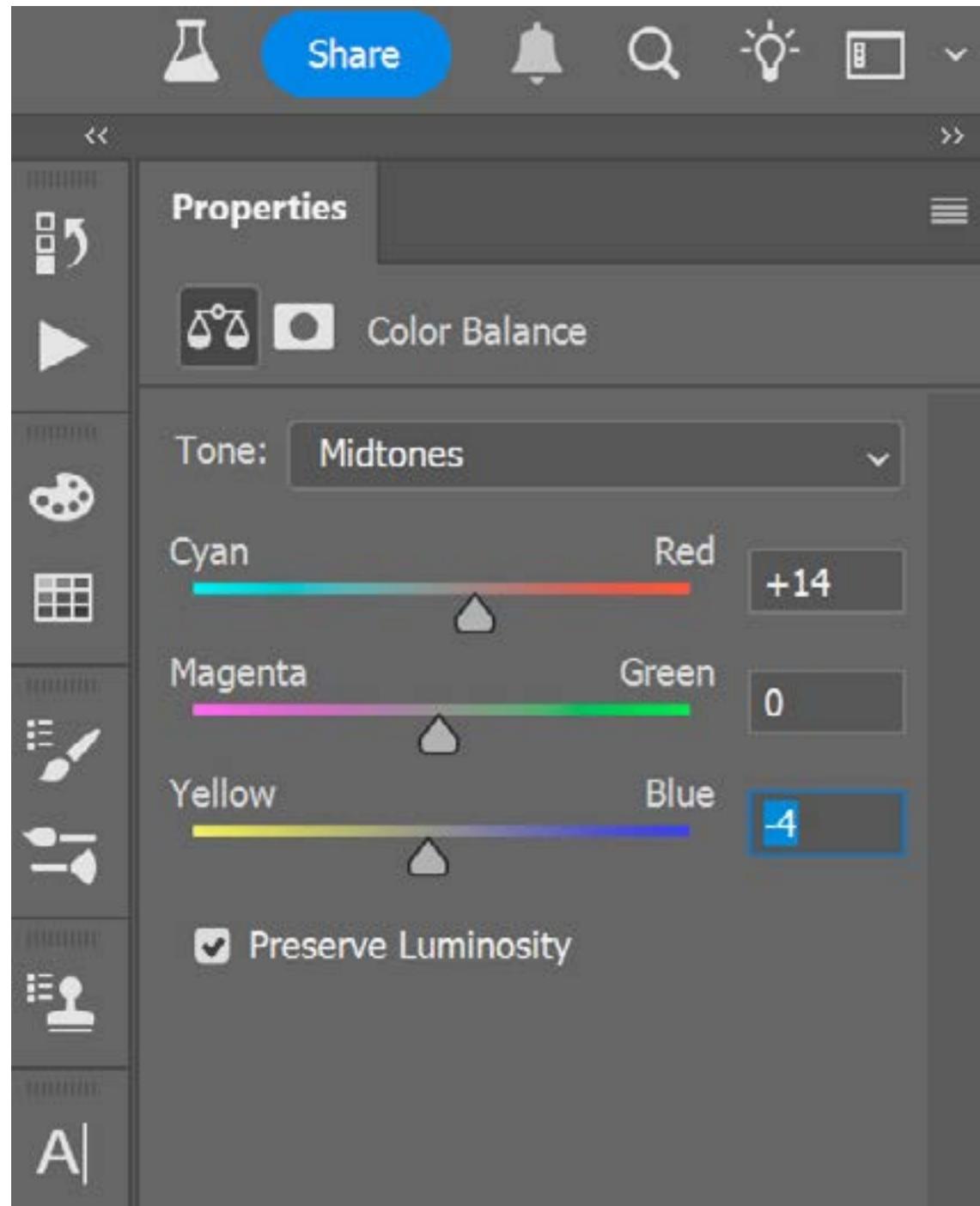
HDR-Toning



Open koppie in nieuw tabblad



- Beeld opslaan en in origineel document plaatsen met soft light blending

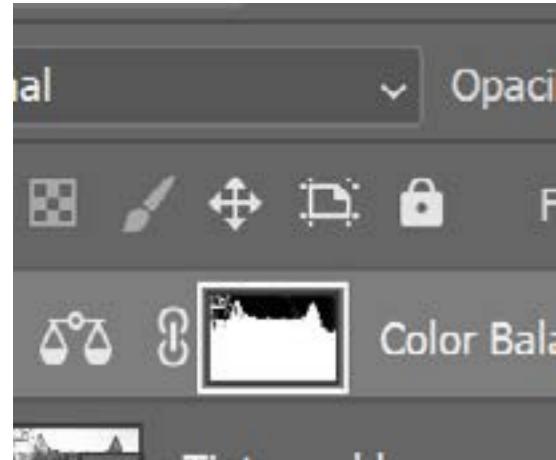


Pipetjes laten je aan de selectie toevoegen en verwijderen

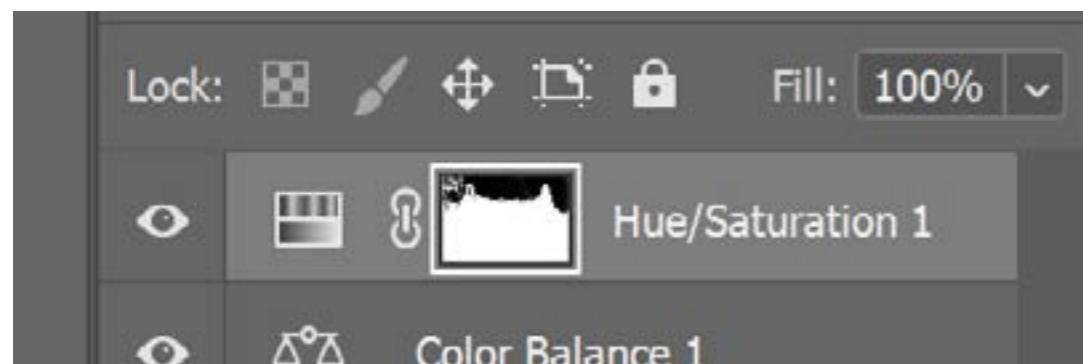




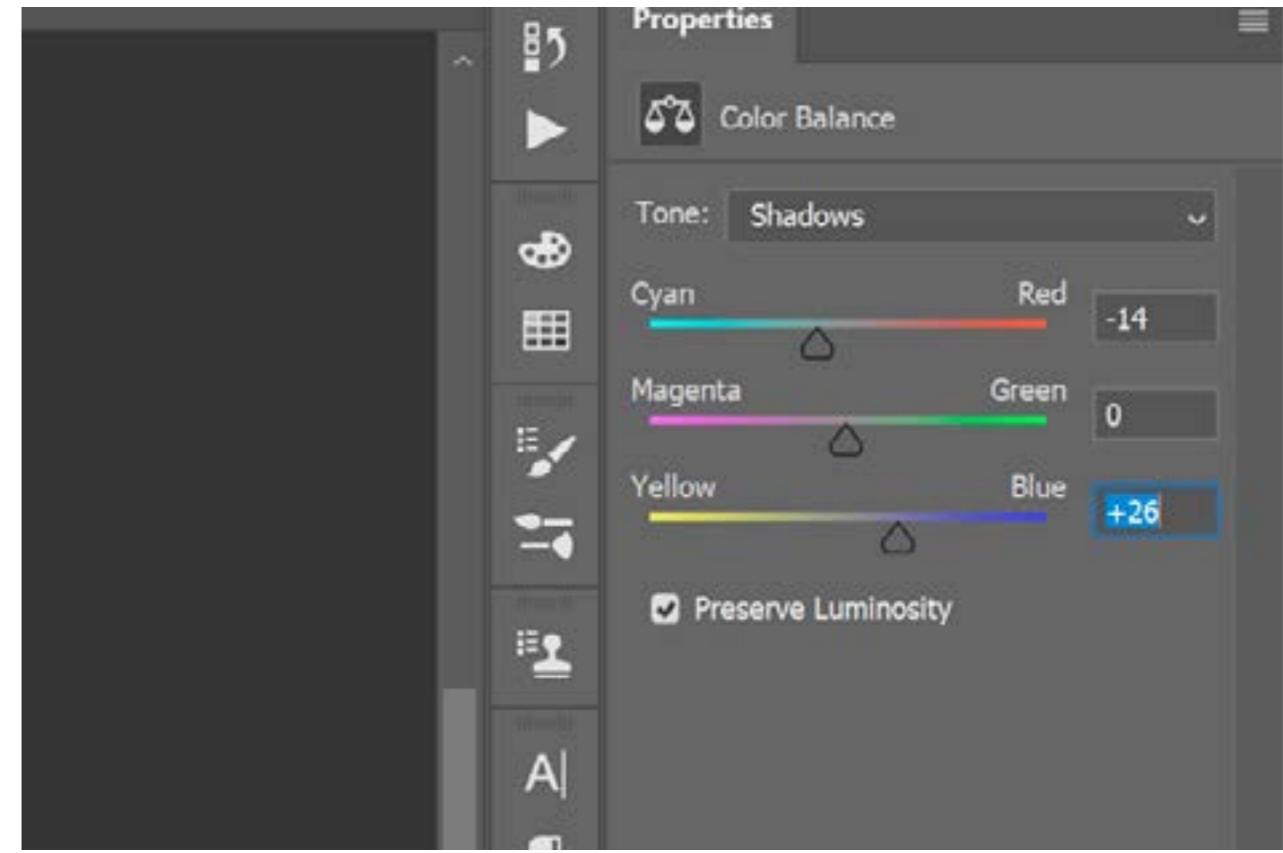
- Invert draait kleuren om



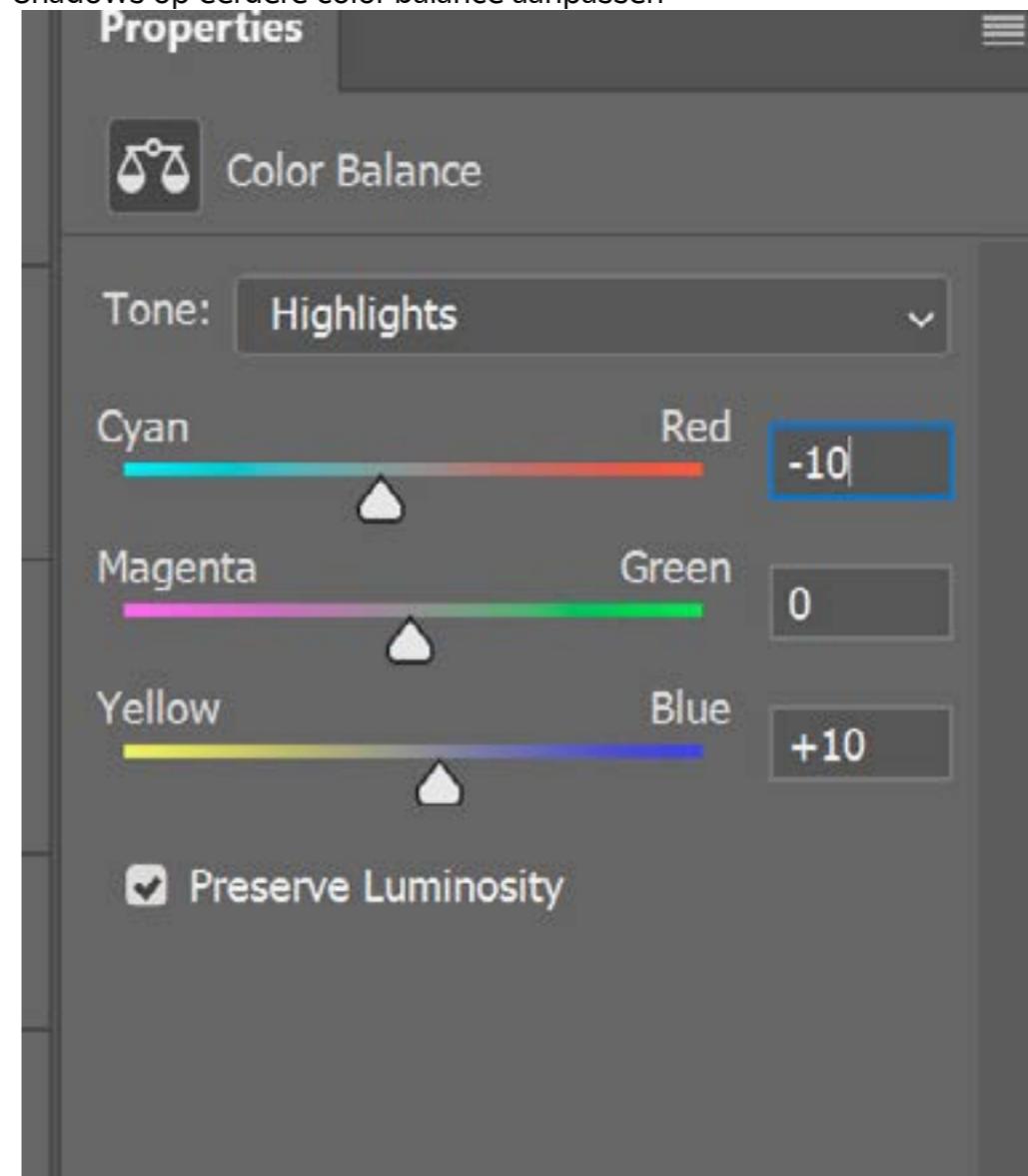
- Selectie wordt op masker toegepast
- Ctrl + klik selecteert de pixels van de eerdere selectie
- Masker mag verwijderd worden met selectie



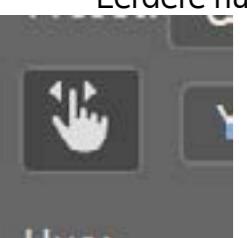
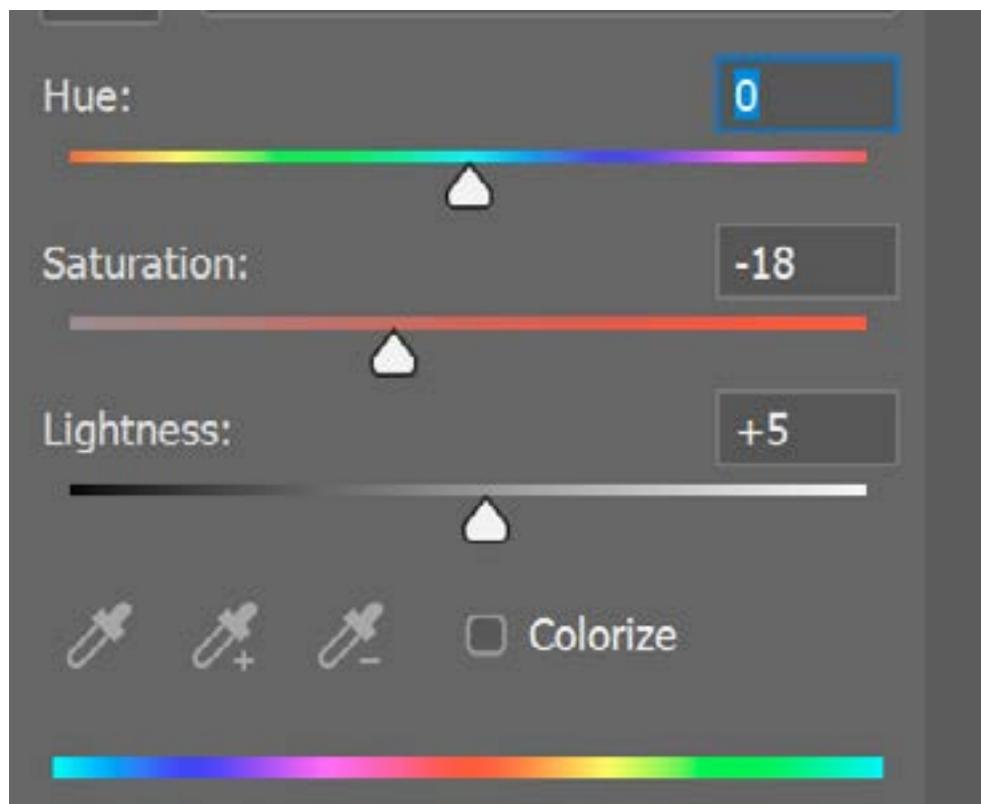
- Masker wordt toegevoegd als selectie actief is



- Shadows op eerdere color balance aanpassen

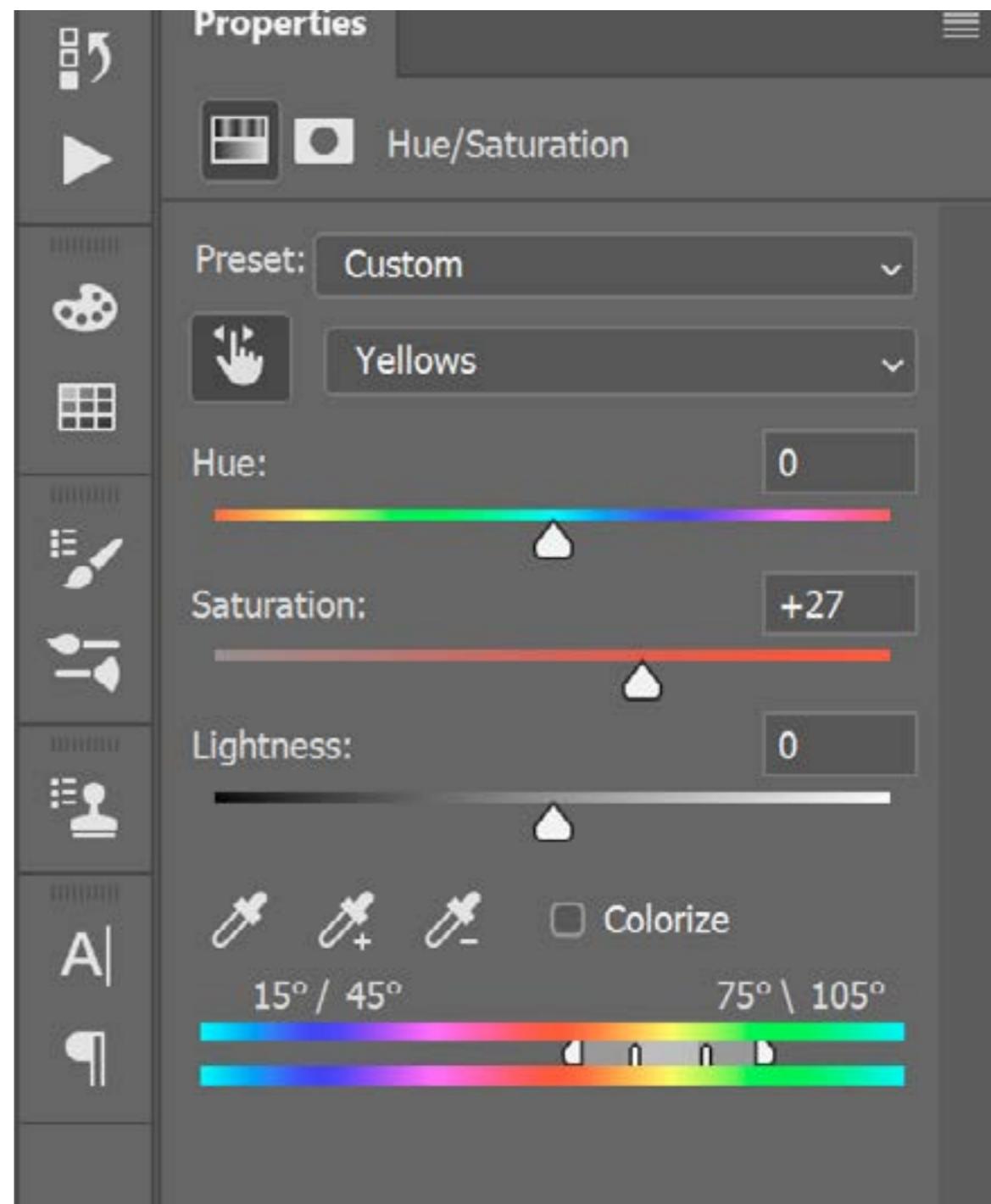


- Highlights aanpassen

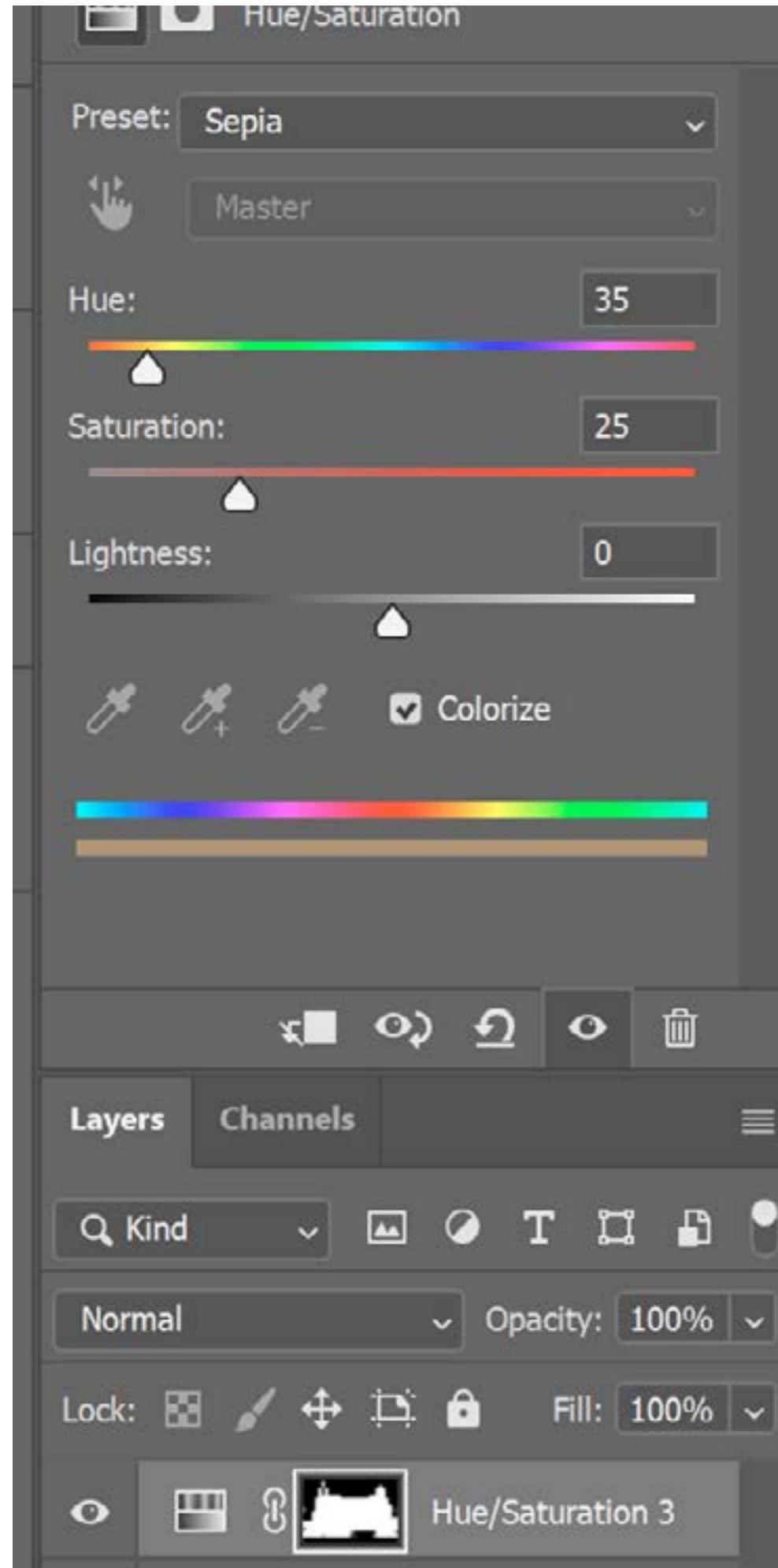


Nieuwe hue en saturation laag maken

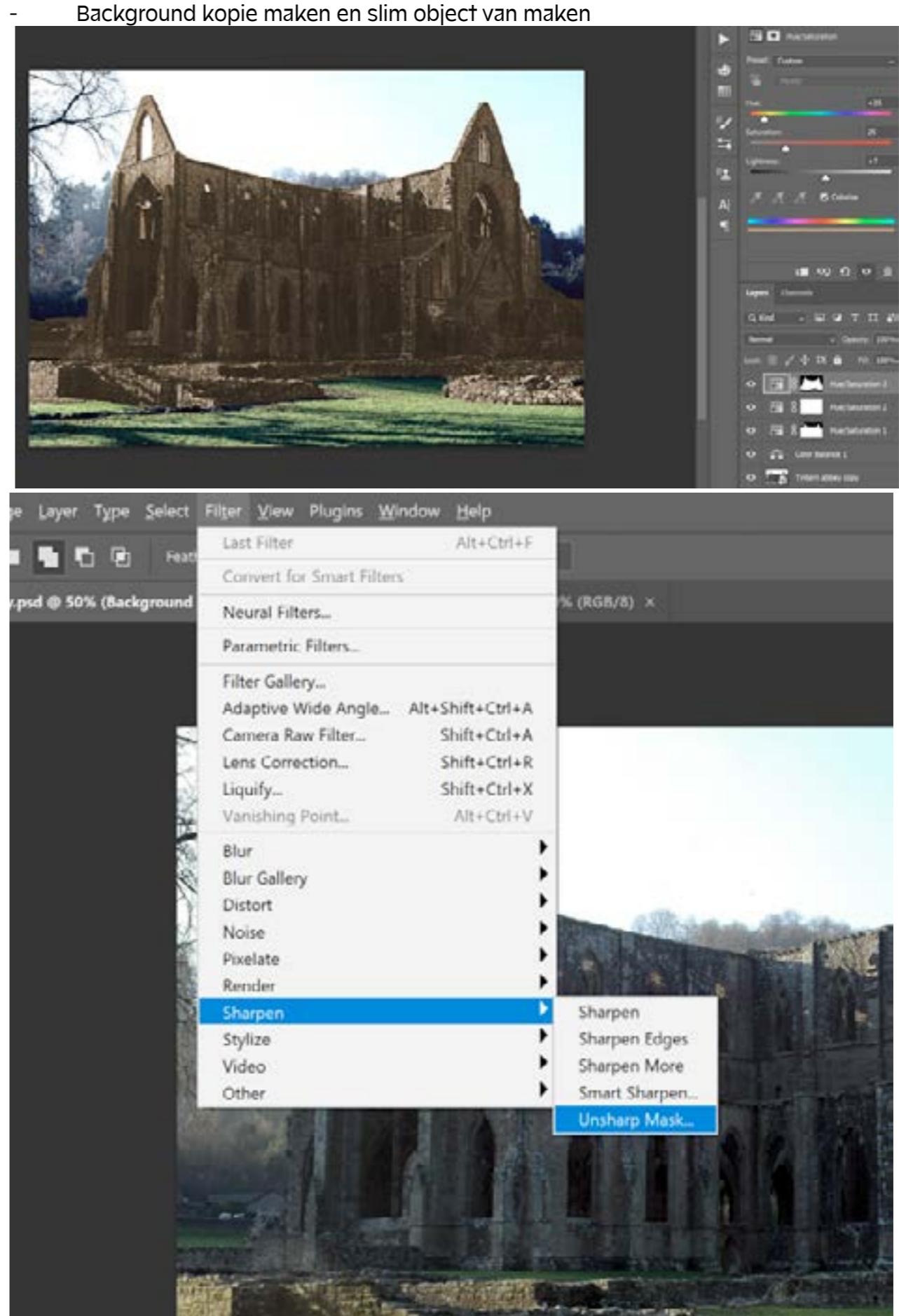
On image tool en gras selecteren



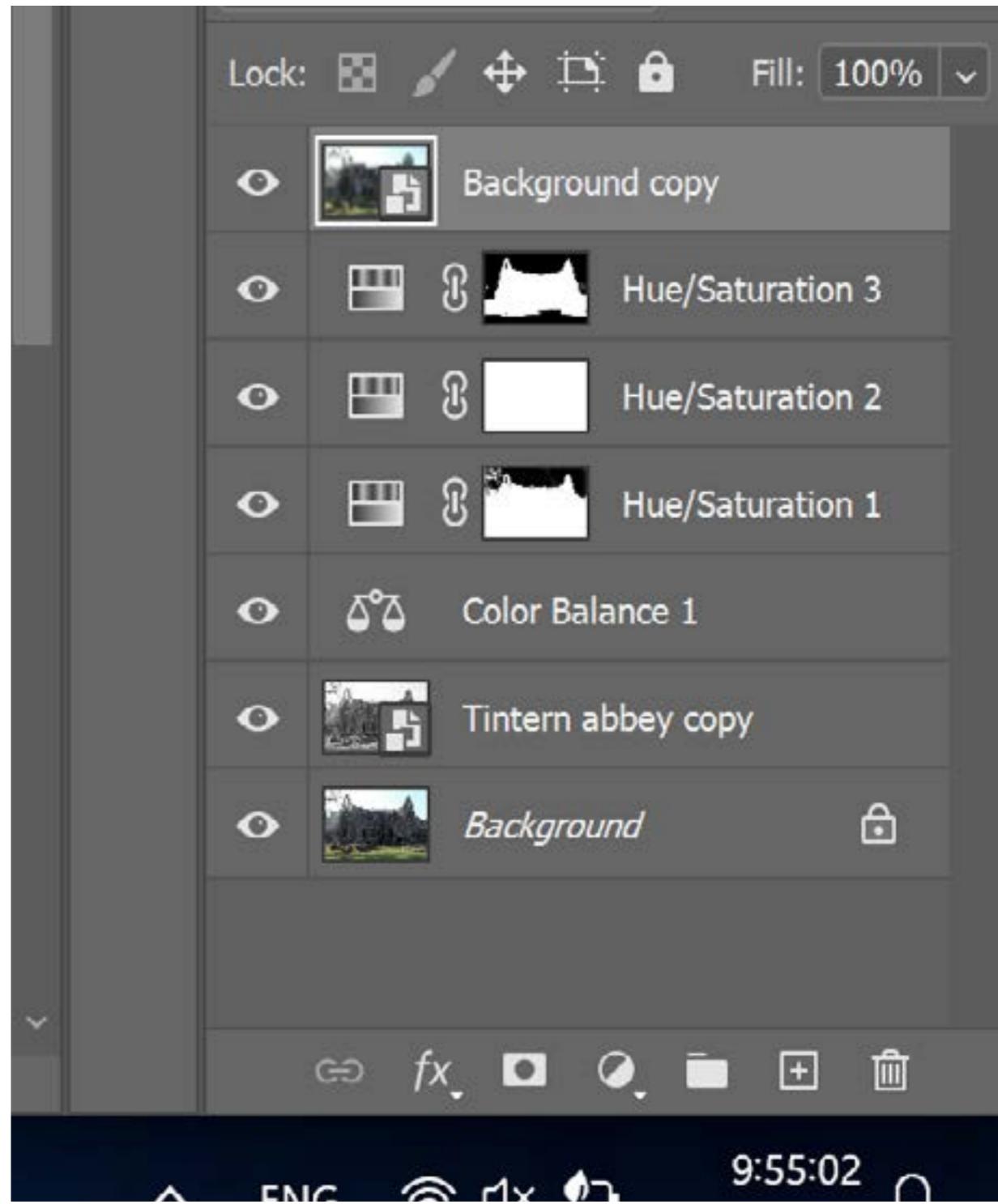
Nog een hue en saturation laag aanmaken

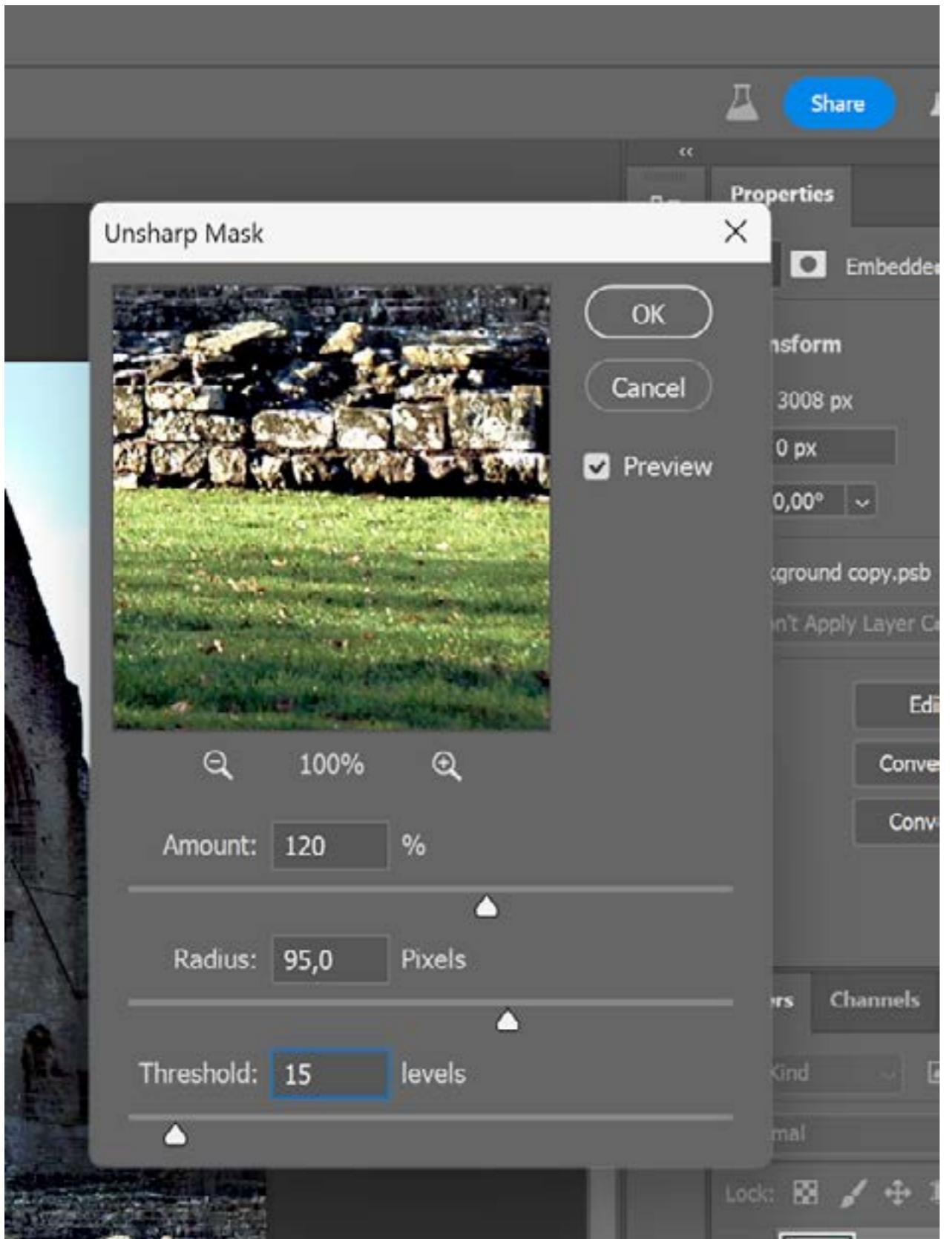


- toevoegen en sepia preset selecteren
- Lightness op +7 zetten

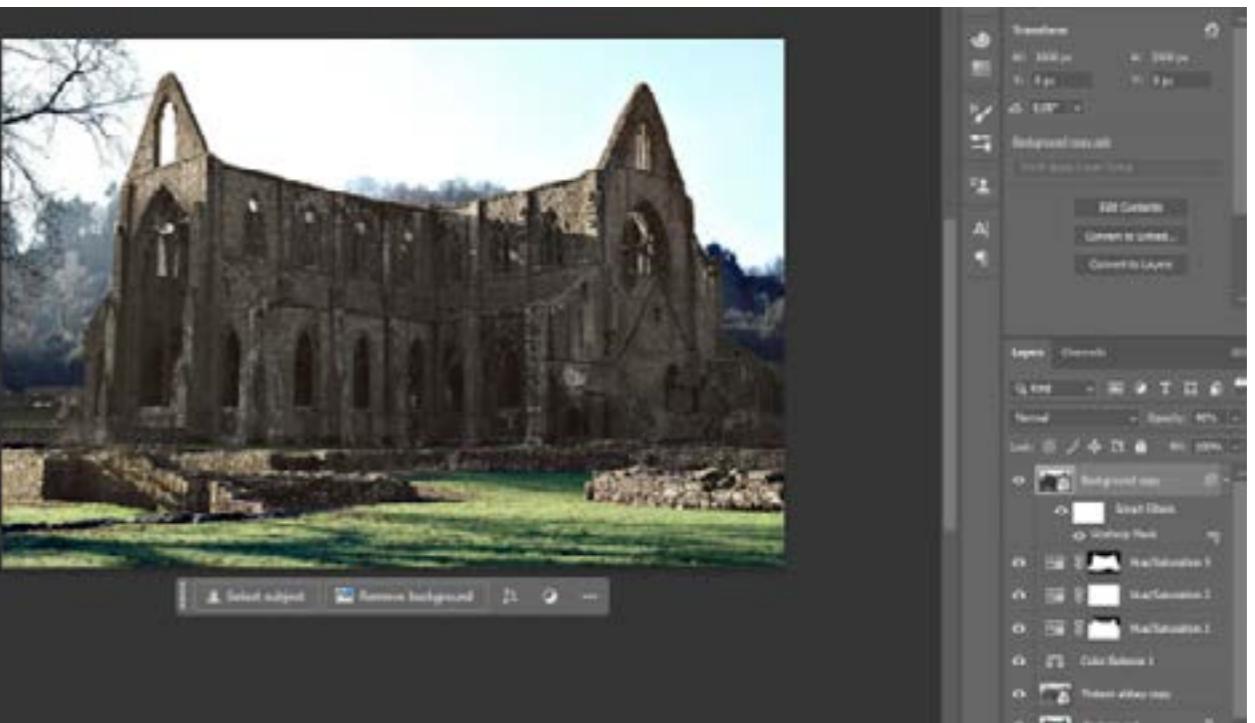


- Masker van selectie gebouw

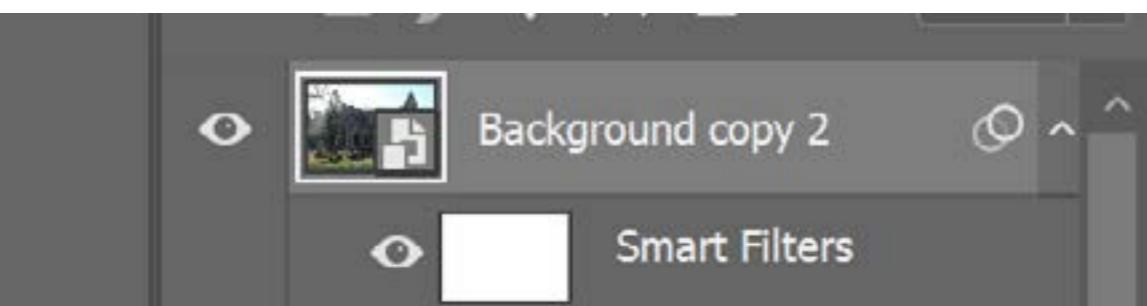




- Maakt beeld scherper



Opacity op bovenste laag op 40% zetten

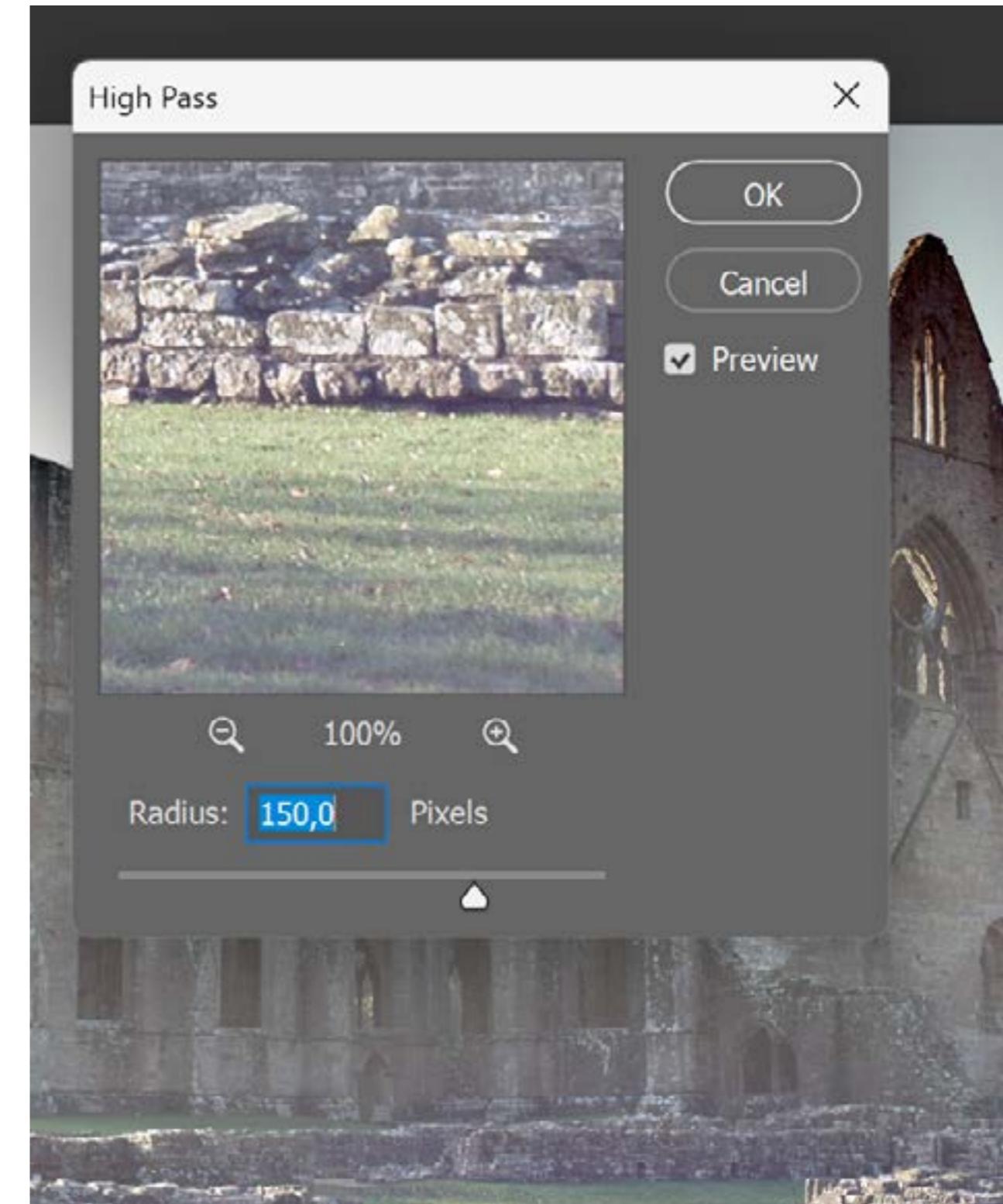
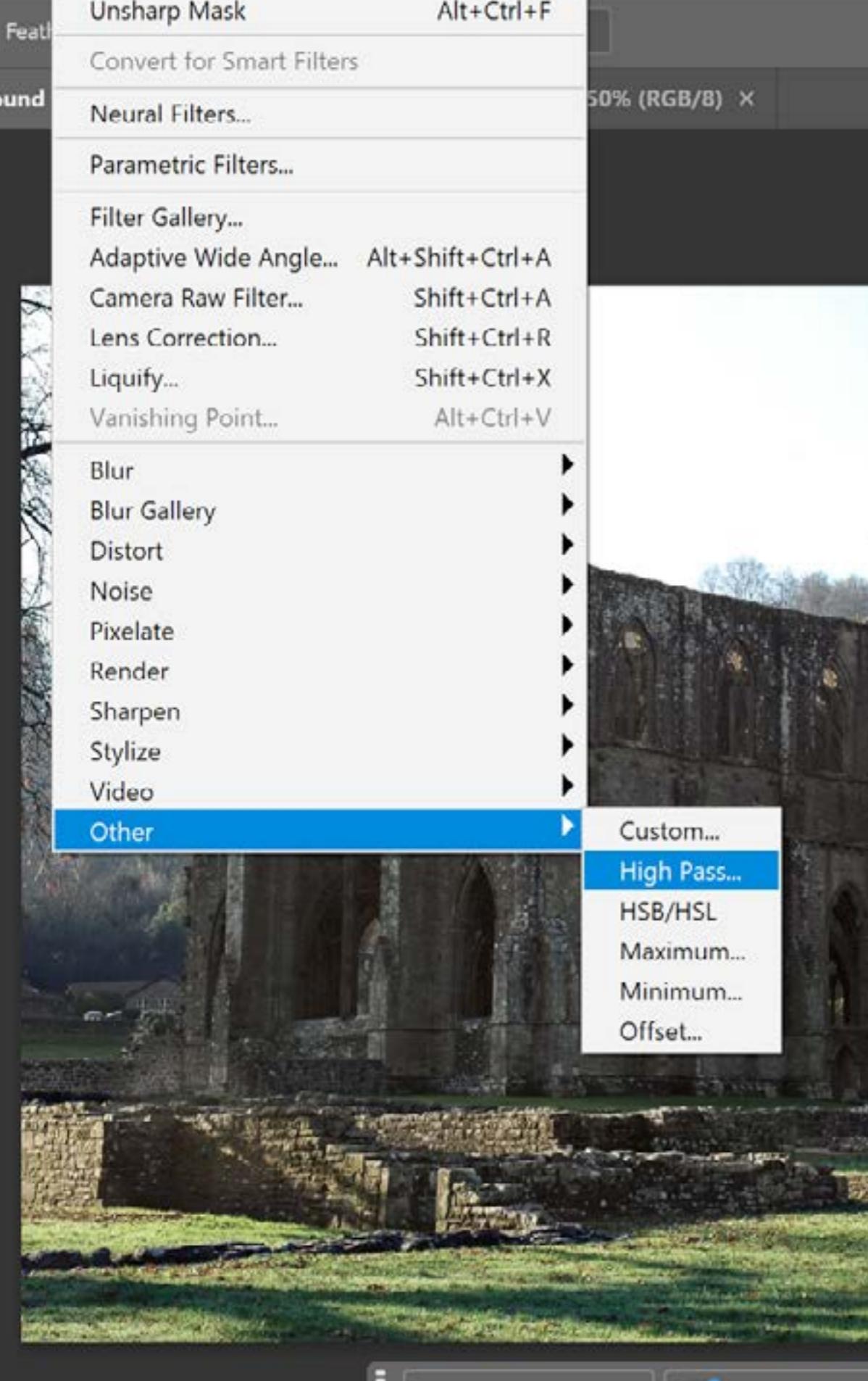


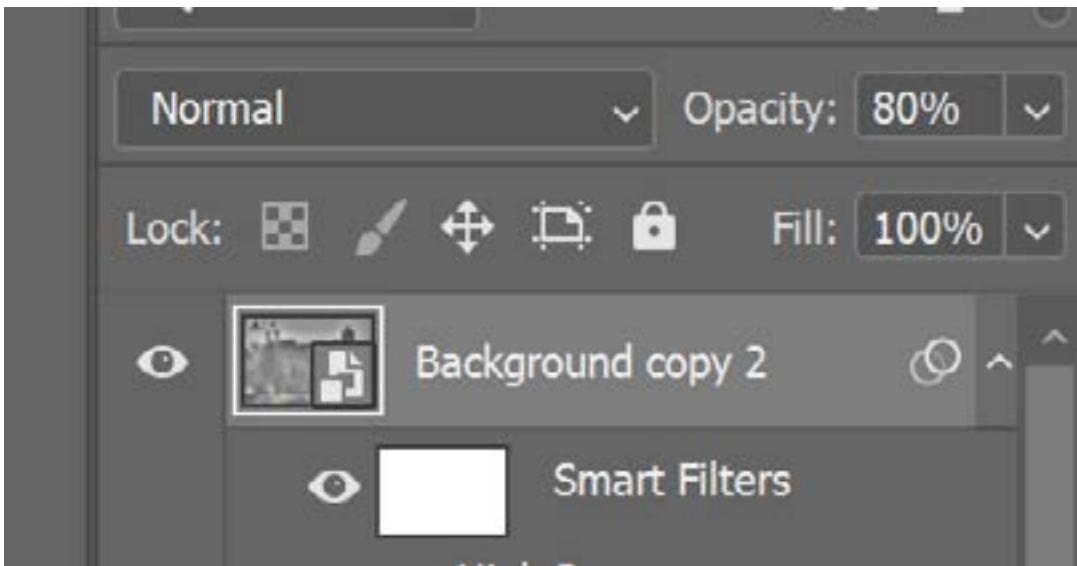
- Kopie maken laag



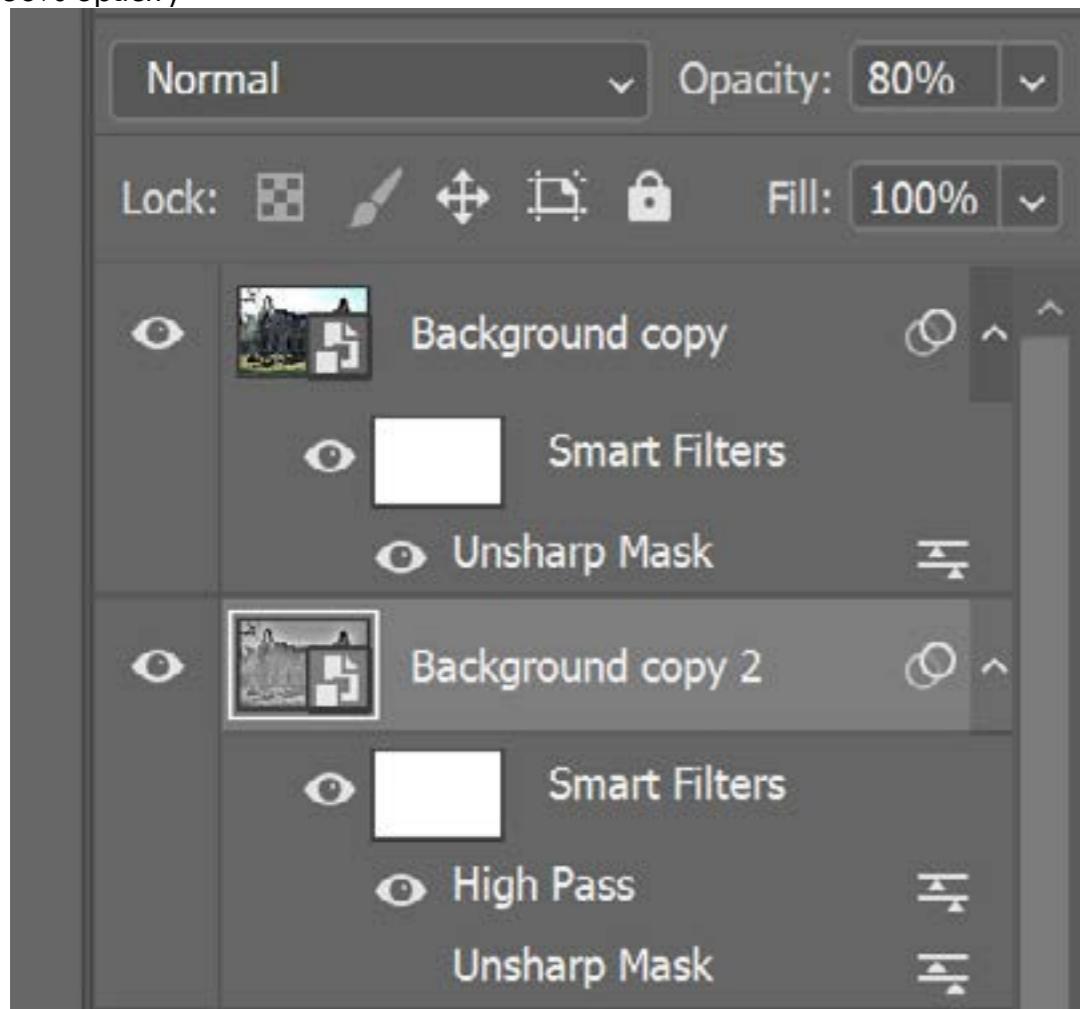
- Unsharp mask uitzetten door op oogje te klikken

Select Filter View Plugins Window Help

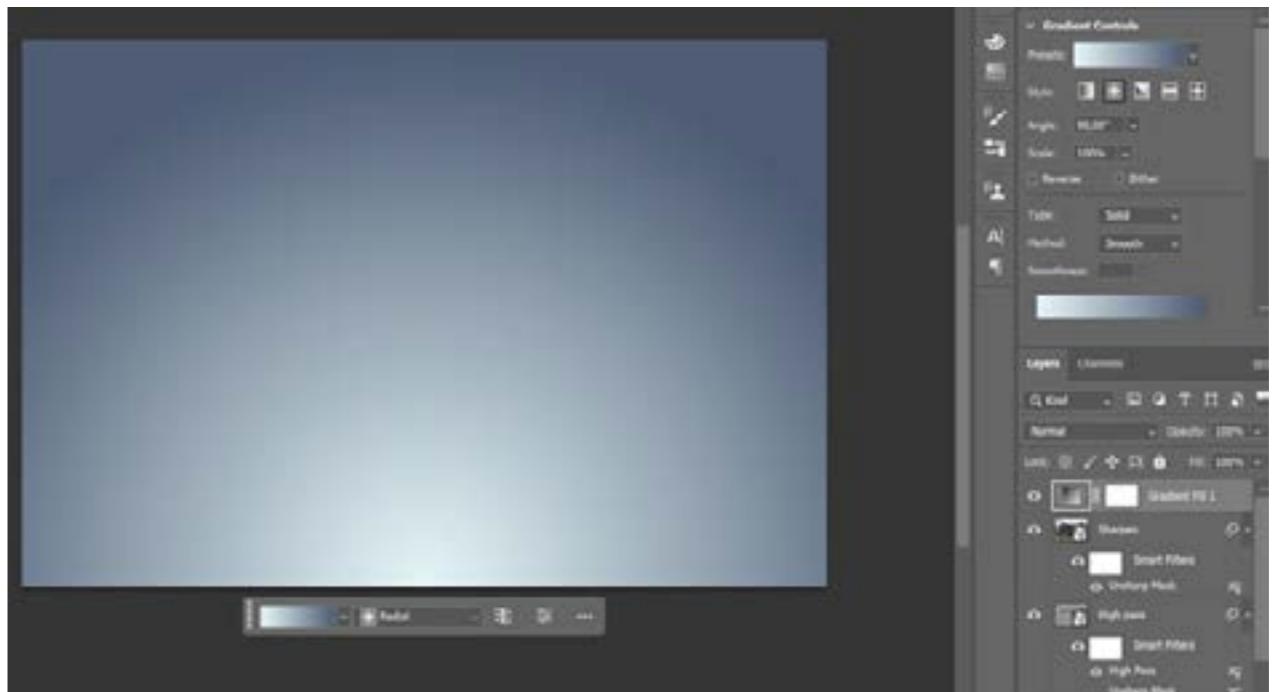




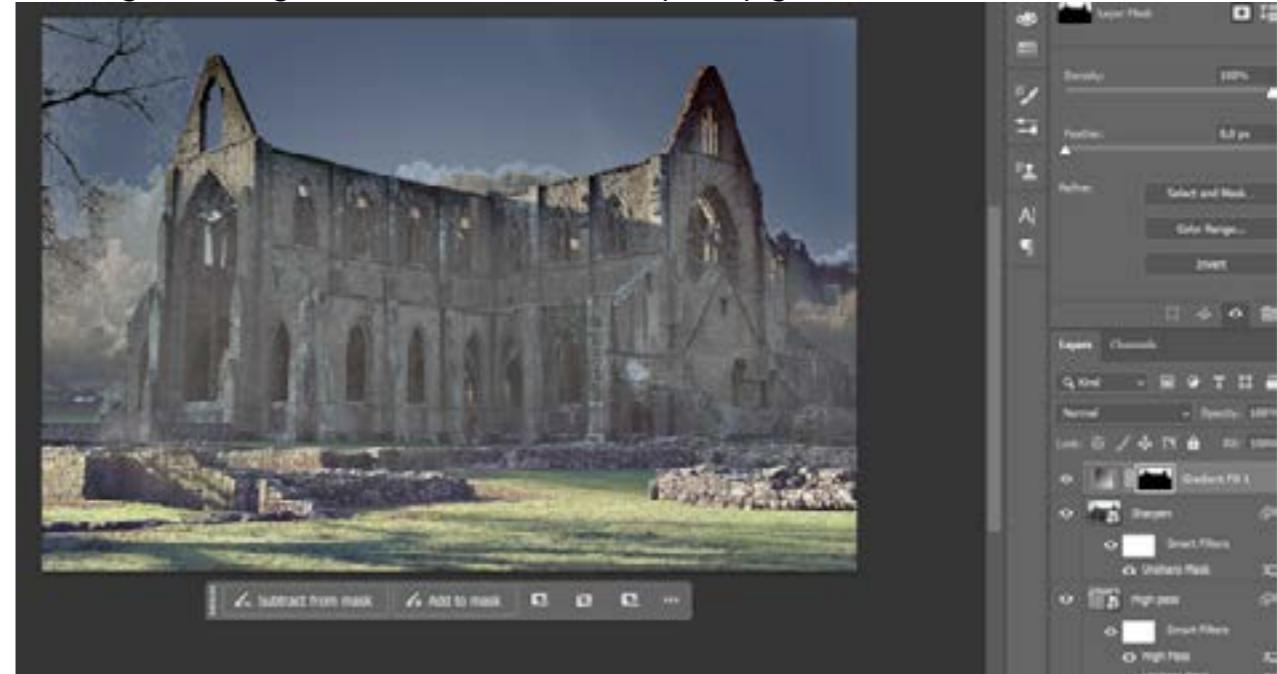
80% opacity

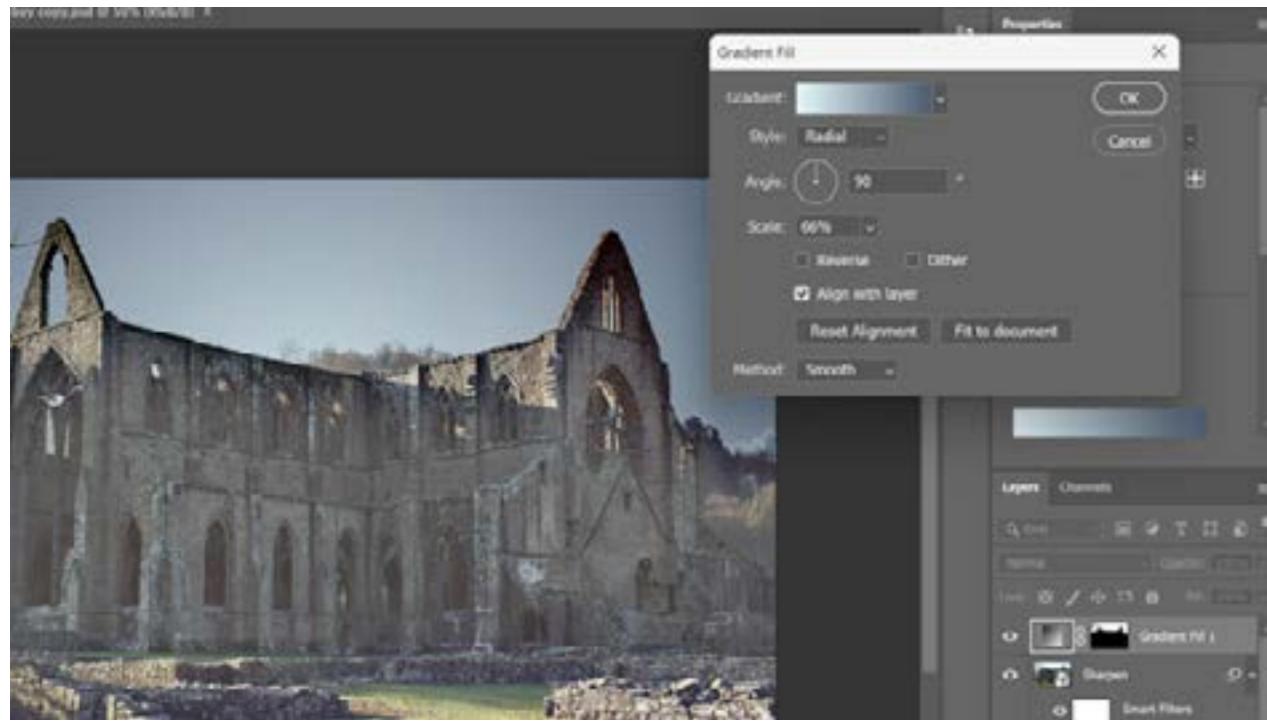


Volgorde omdraaien copy en copy 2

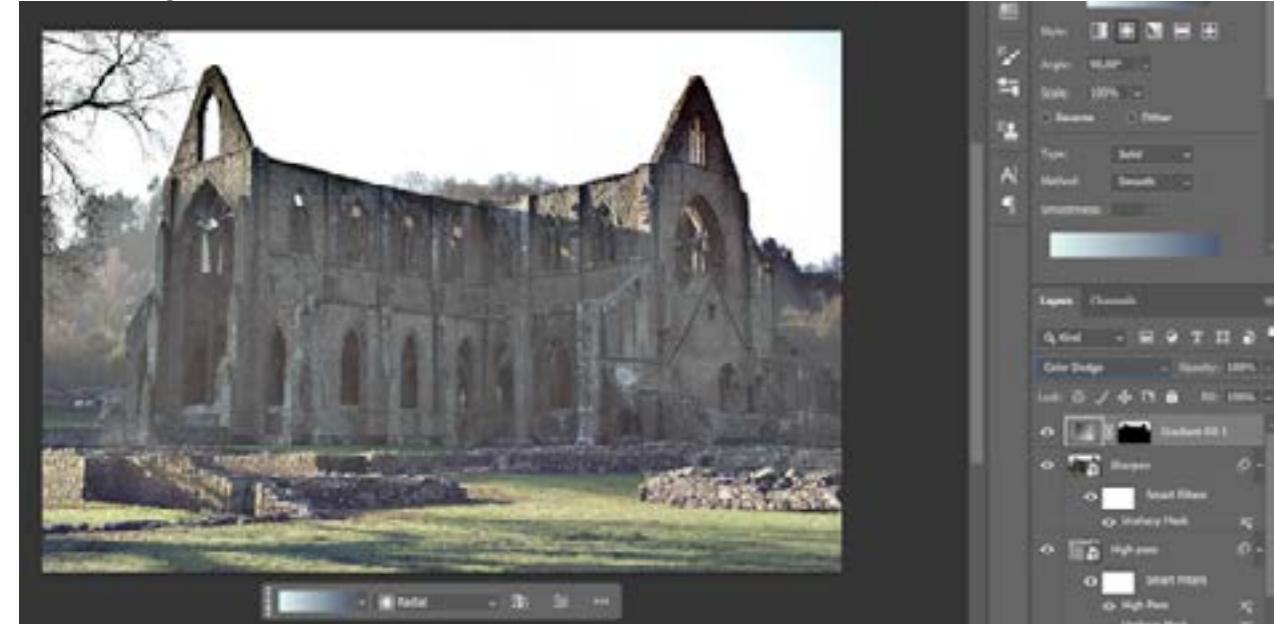


Gradient fill laag maken met kleuren lucht
Masker gebouw + grond en bomen > ctrl + slepen op gradient fill masker en masker inverteren





Slepen op gradient fill om bron te verplaatsen

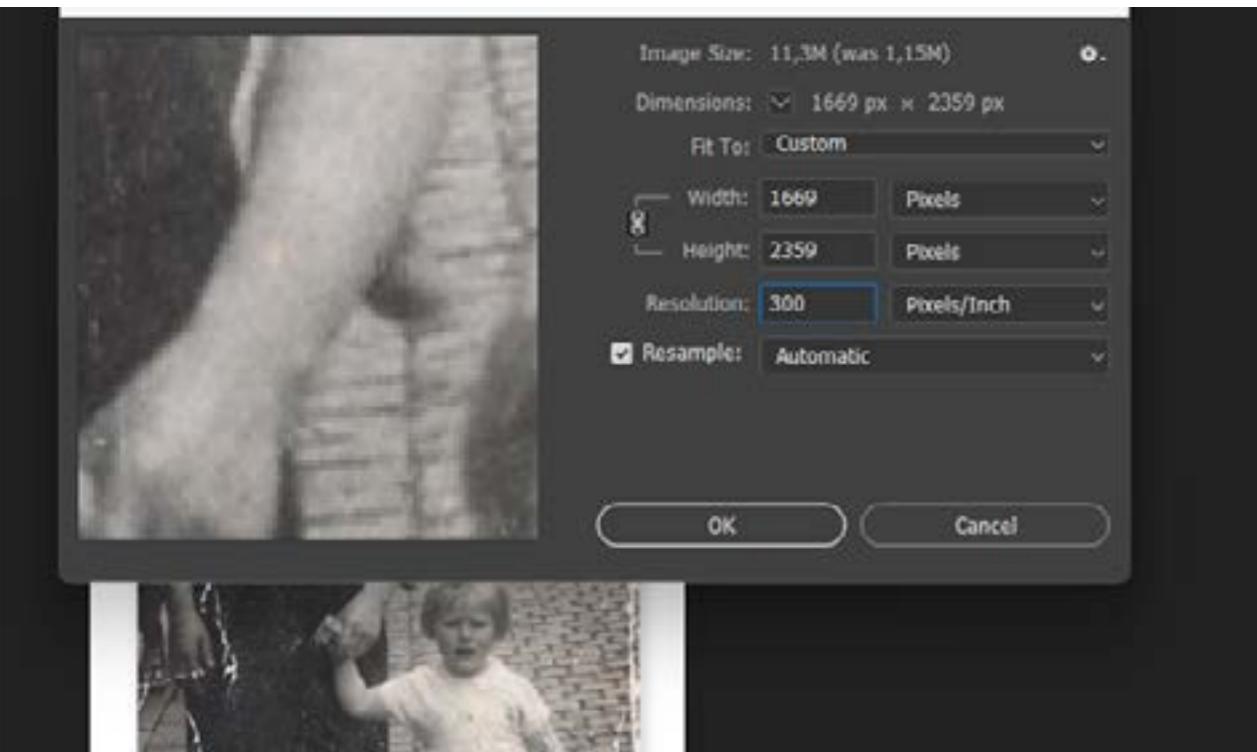


Color dodge blending op toevoegen

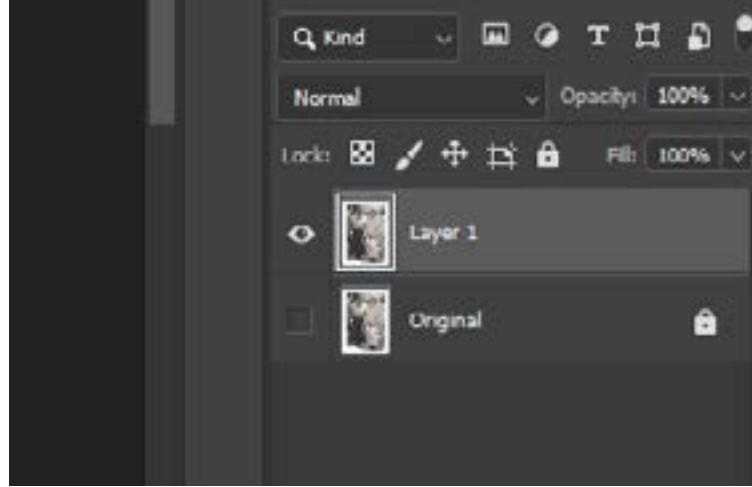
Opdracht les 1: Illu & foto

1] 300 PPI beeld





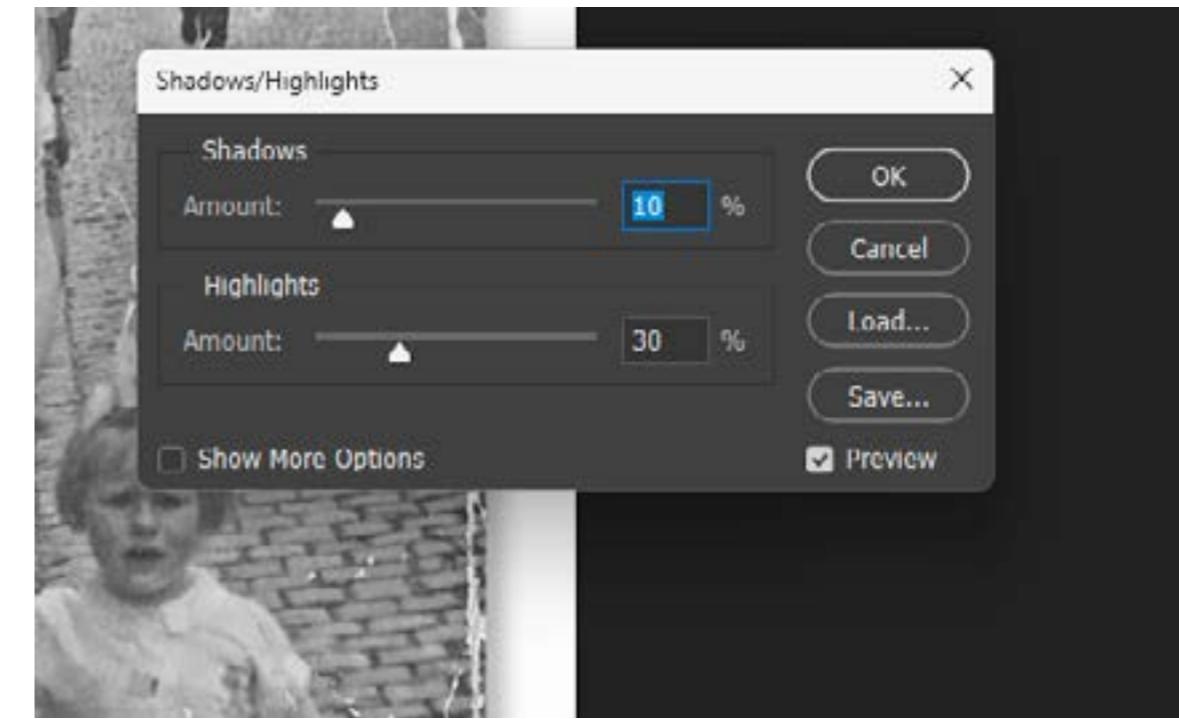
2] Beeld dupliceren voor origineel te bewaren



3] Black & white laag color adjustments voor vlekken te verwijderen



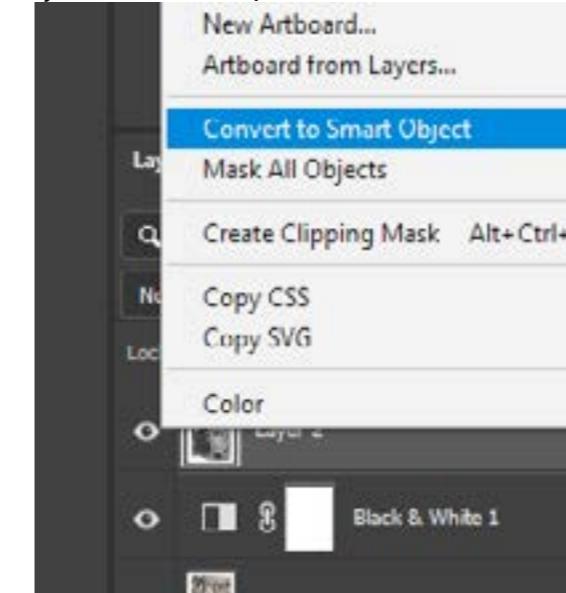
4] Shadows en highlights contrast verbeteren



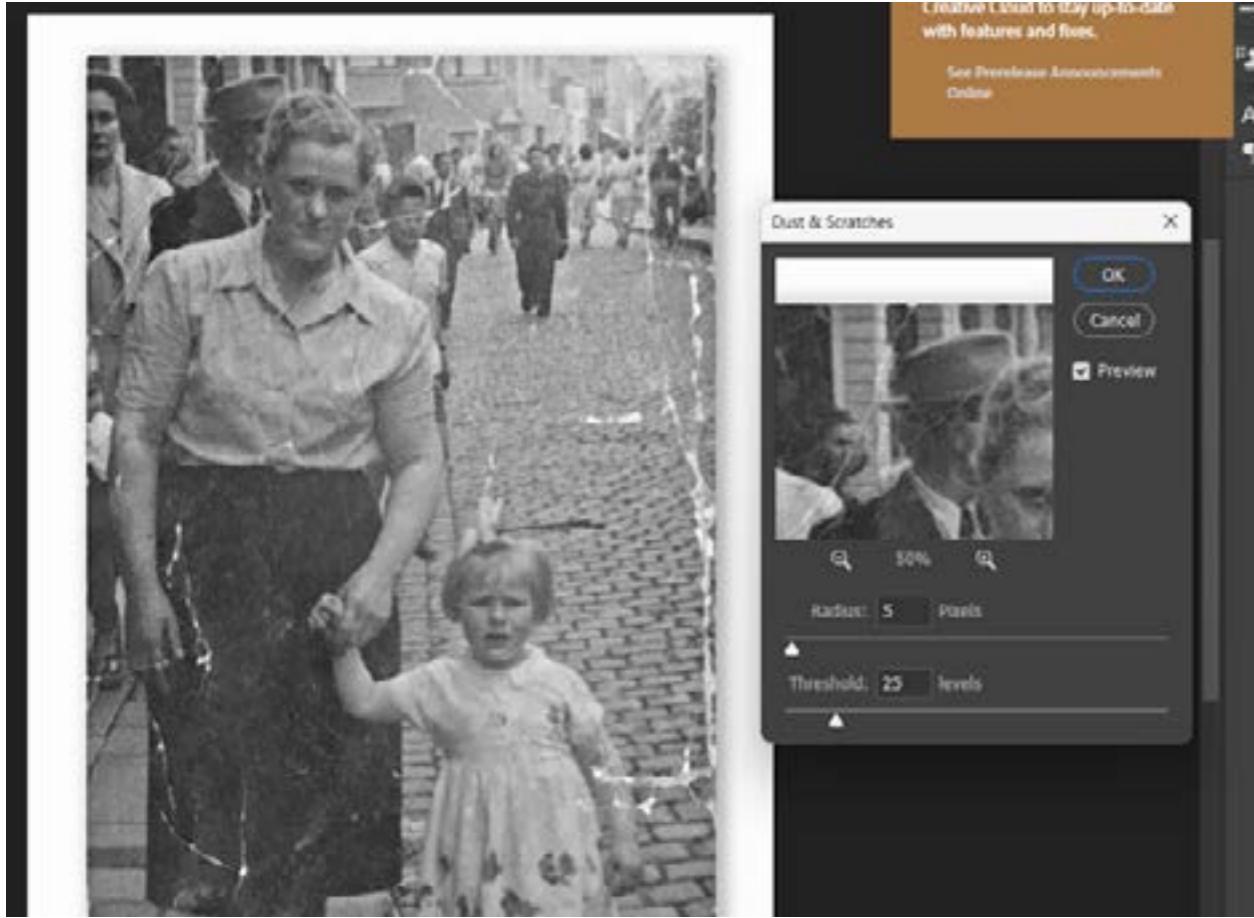
5] Nieuwe laag maken [Shift, Alt, Ctrl, E]



6] Smart object maken



7] Dust and scratches (filter, noise, dust en scratches)



8] Burn en dodge tools gebruiken

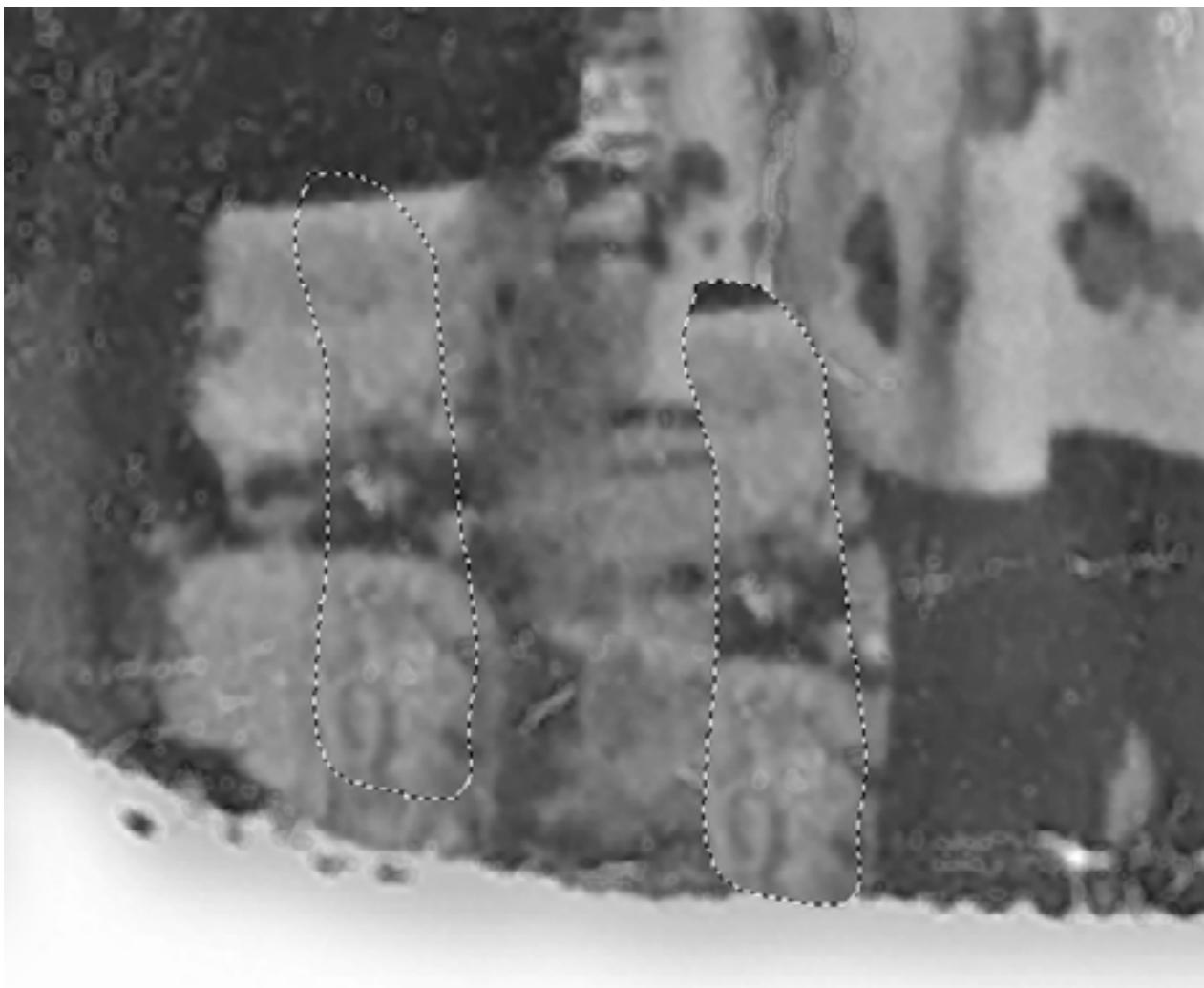


9] Spot & healing brush gebruiken

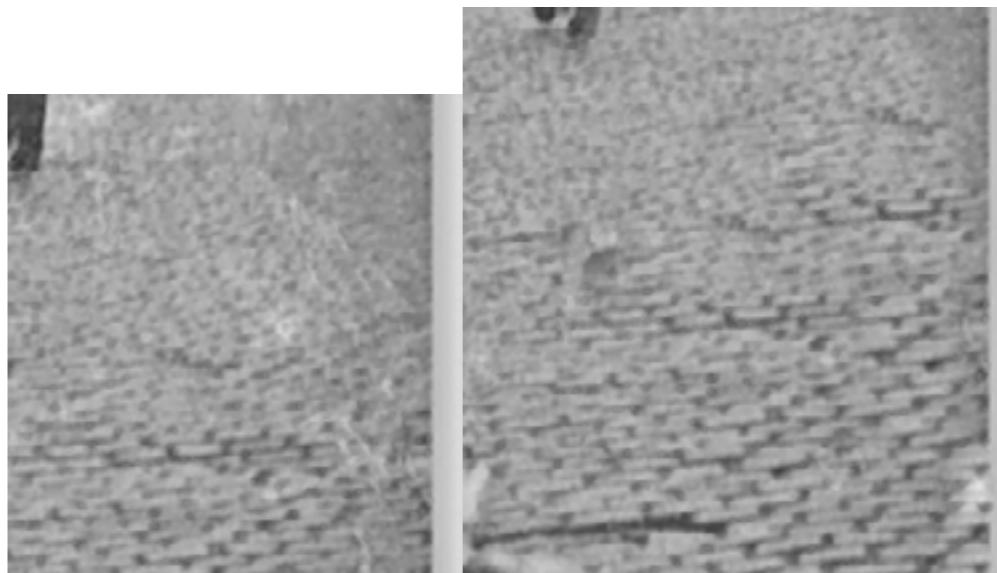


10] Patch tool gebruiken





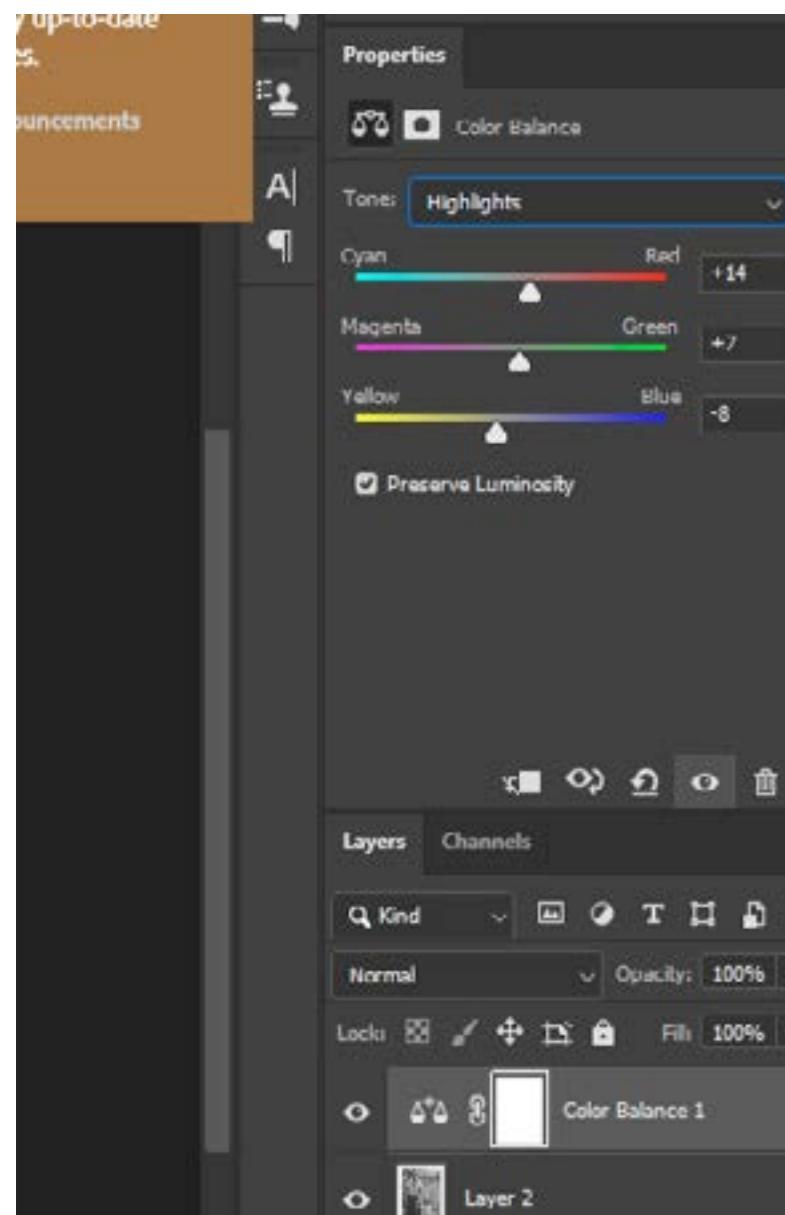
11] Clone stamp tool



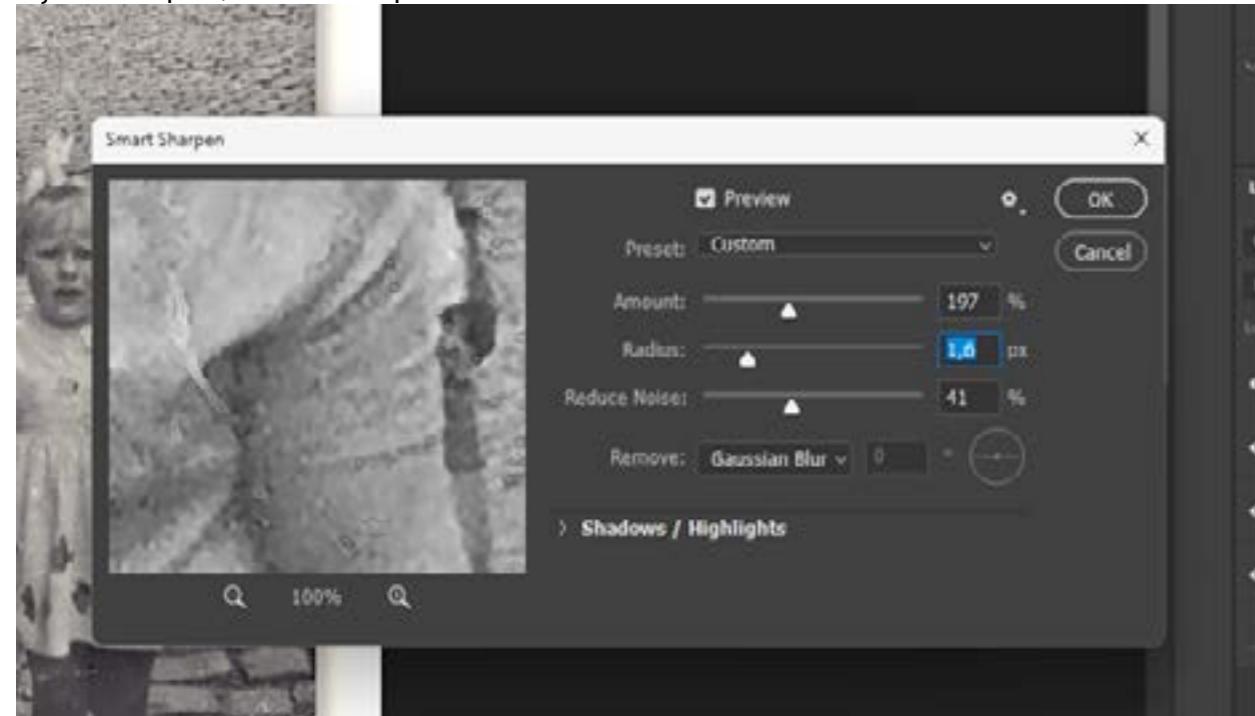
12] Color balance shadows



13] Color balance highlights



14] Sharpen, Smart Sharpen



15] Finale beeld:



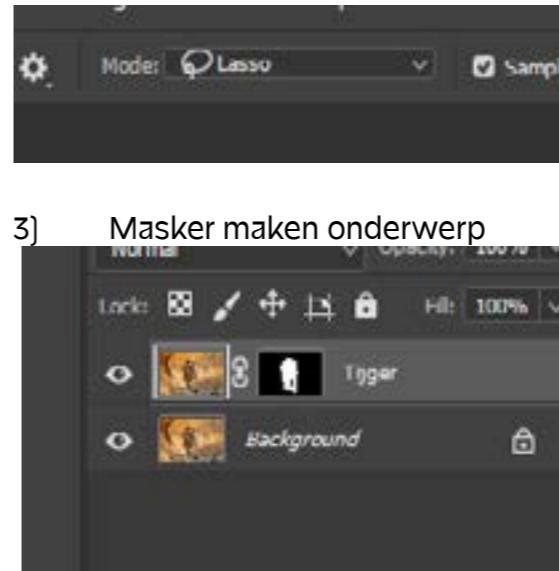
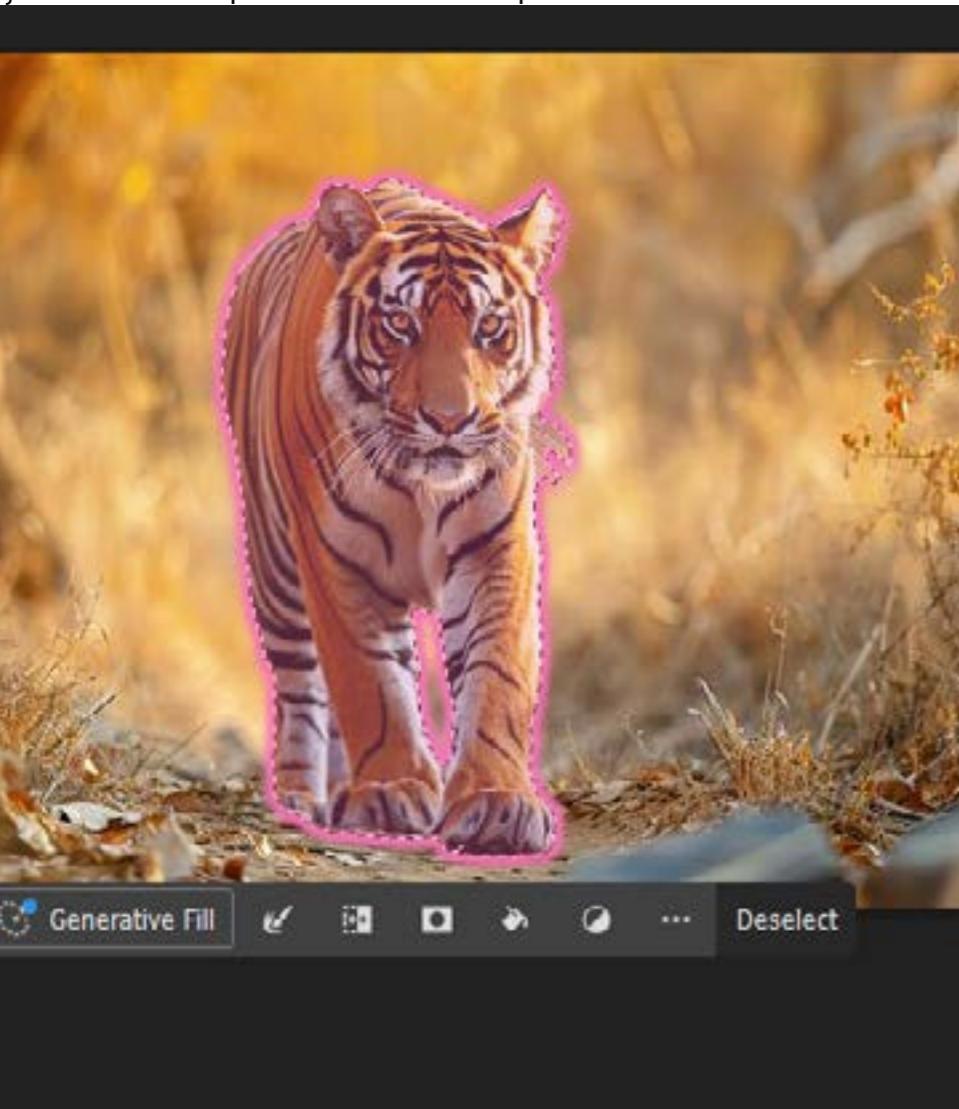
Opdracht les 2: Illu & foto

Beeld onderwerp van kleur veranderen met adjustment layers en blending technieken

- 1] Originele beeld



2] Onderwerp selecteren met object selection tool

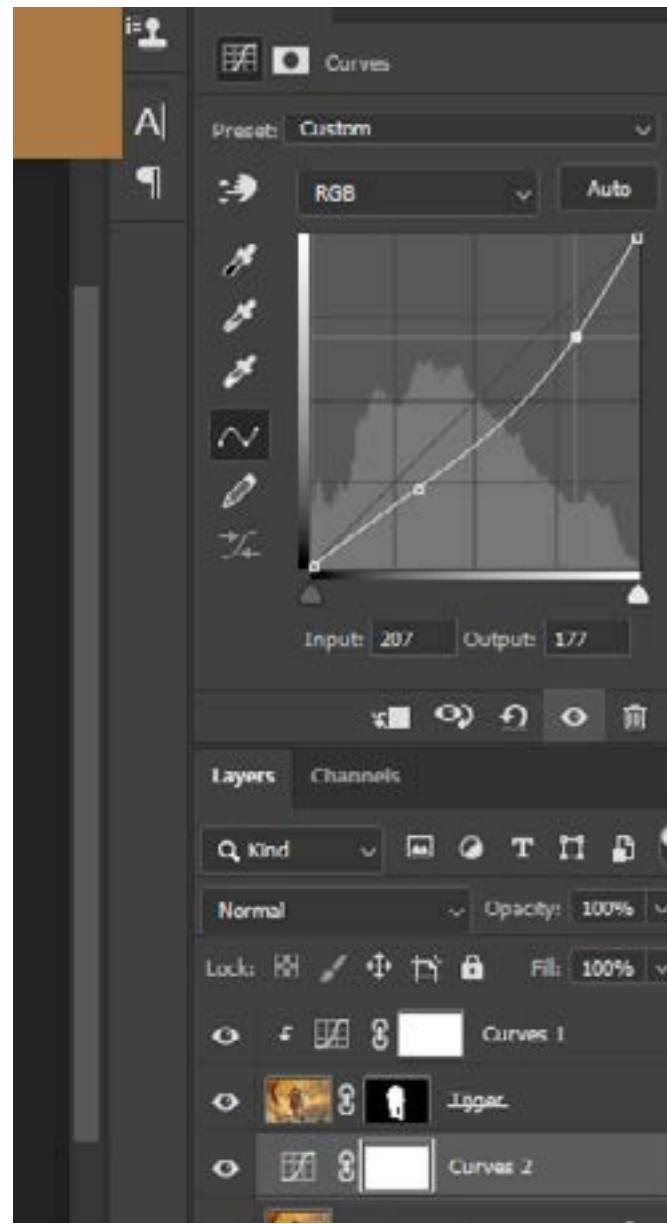


3] Masker maken onderwerp

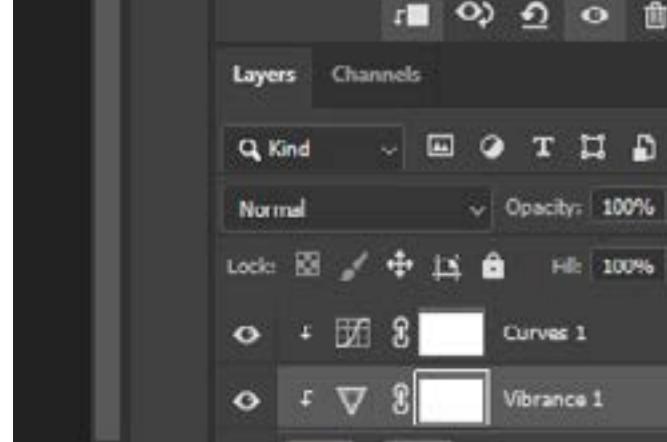


4] Onderwerp feller maken via curves en clipping mask

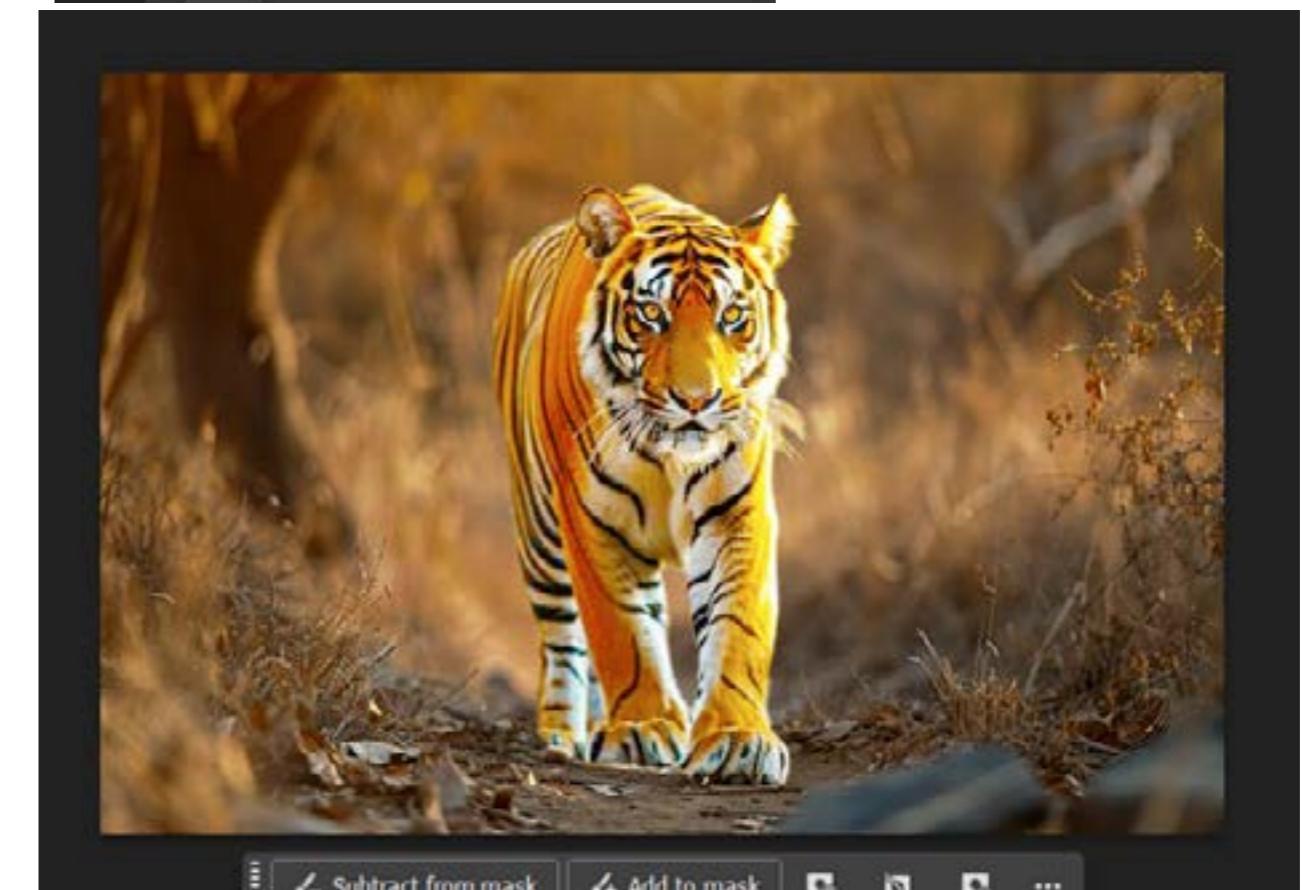
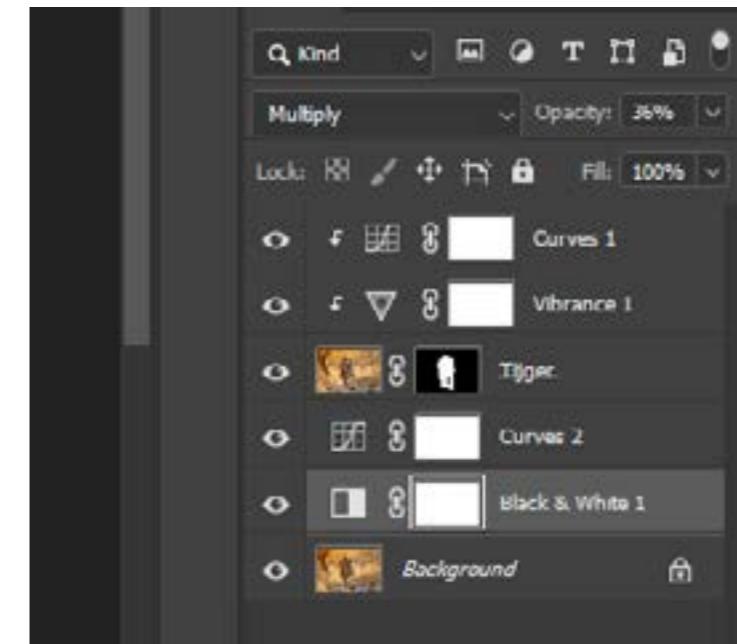
5] Adjustment layer laag eronder om achtergrond donkerder te maken via curves



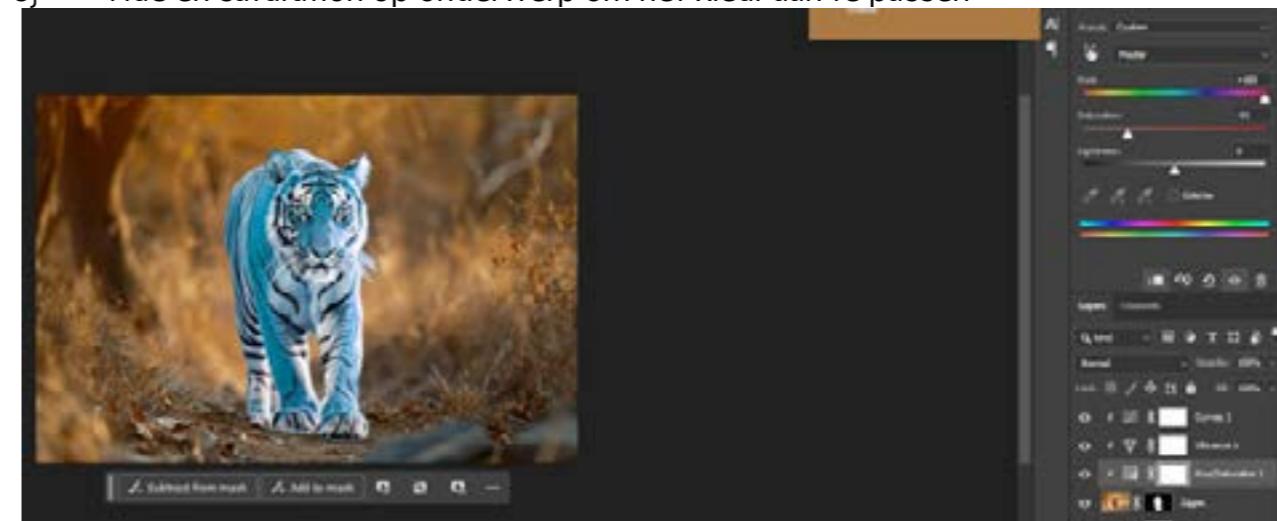
6] Vibrance op onderwerp voor het meer levendig te maken



7] Black and white layer op achtergrond met blending om het onderwerp meer uit te laten springen



8] Hue en saturation op onderwerp om het kleur aan te passen

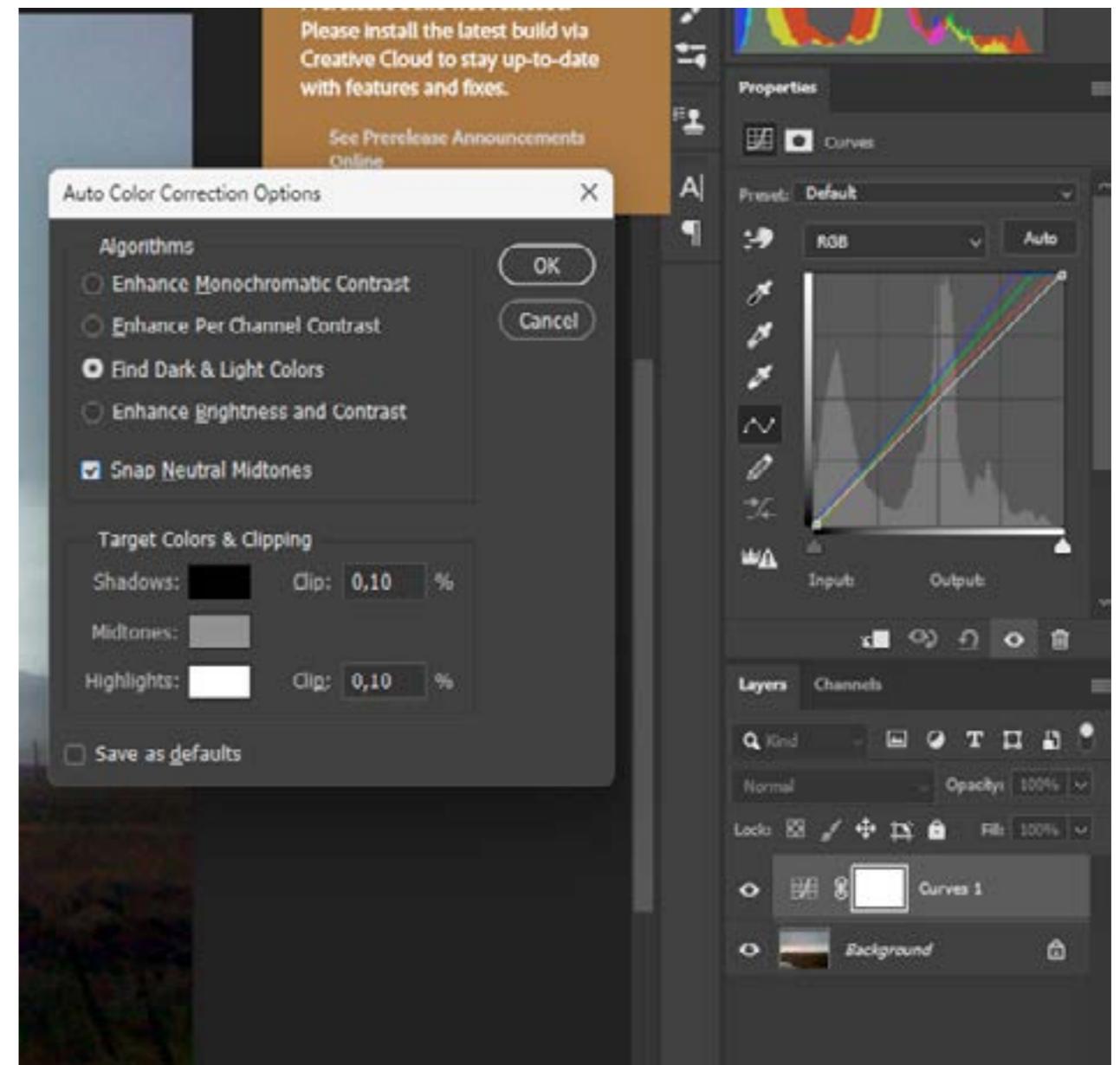


Optimaliseerd een beeld en voeg een textuur toe

1) Origineel beeld:

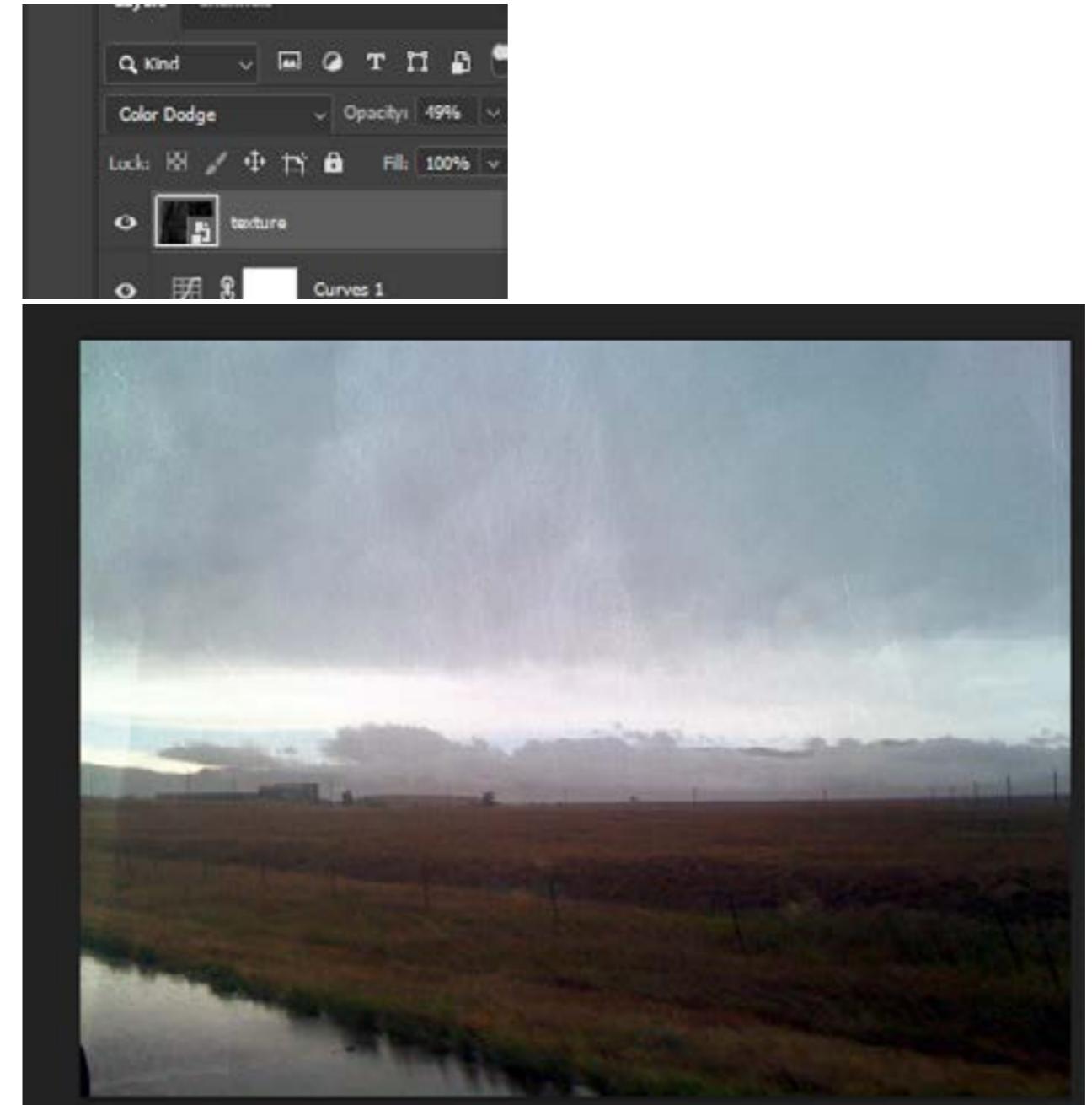


2) Auto color correction [alt + klik op auto in curves]

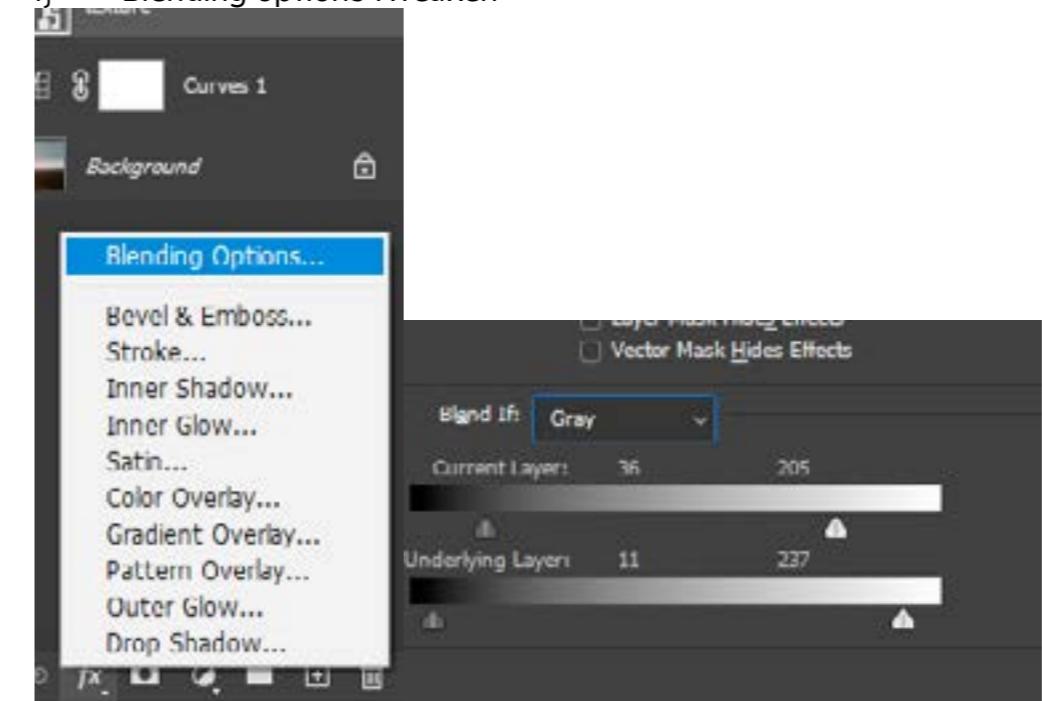




3] Textuur toevoegen



4] Blending options tweaken



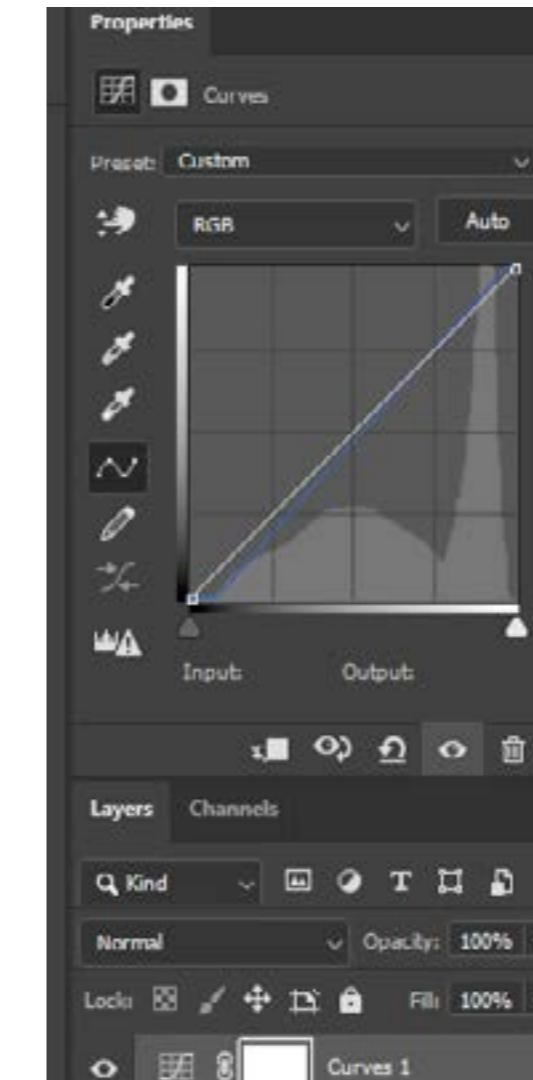
Opdracht les 3: Illu & foto

Beeld zwart en wit maken en dan kleur toevoegen

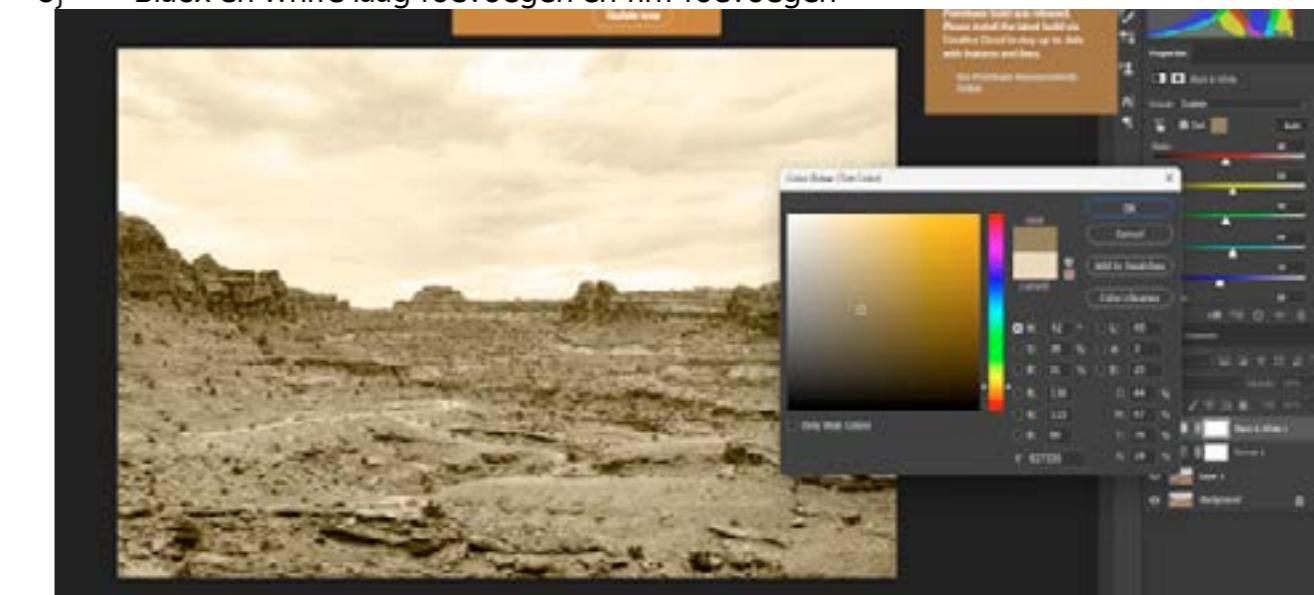
1] Origineel



2] Beeld optimaliseren

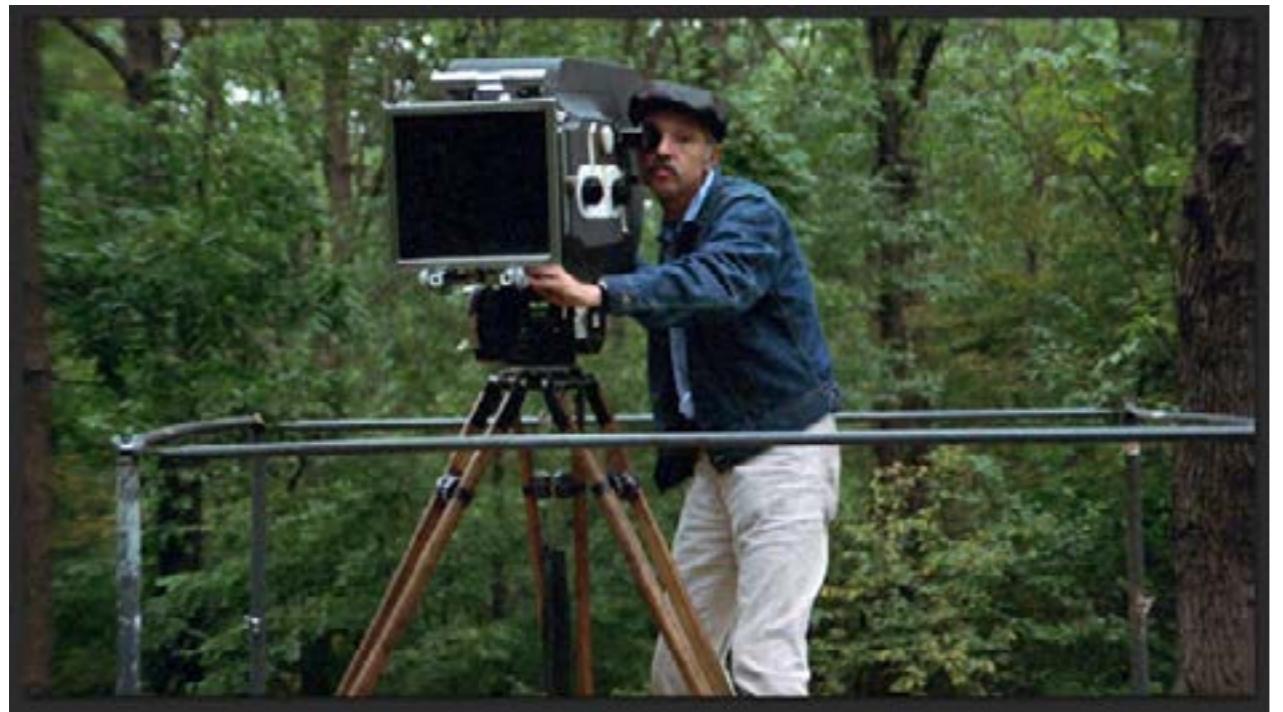


3] Black en white laag toevoegen en tint toevoegen



Beeld LUT toevoegen en eigen LUT maken

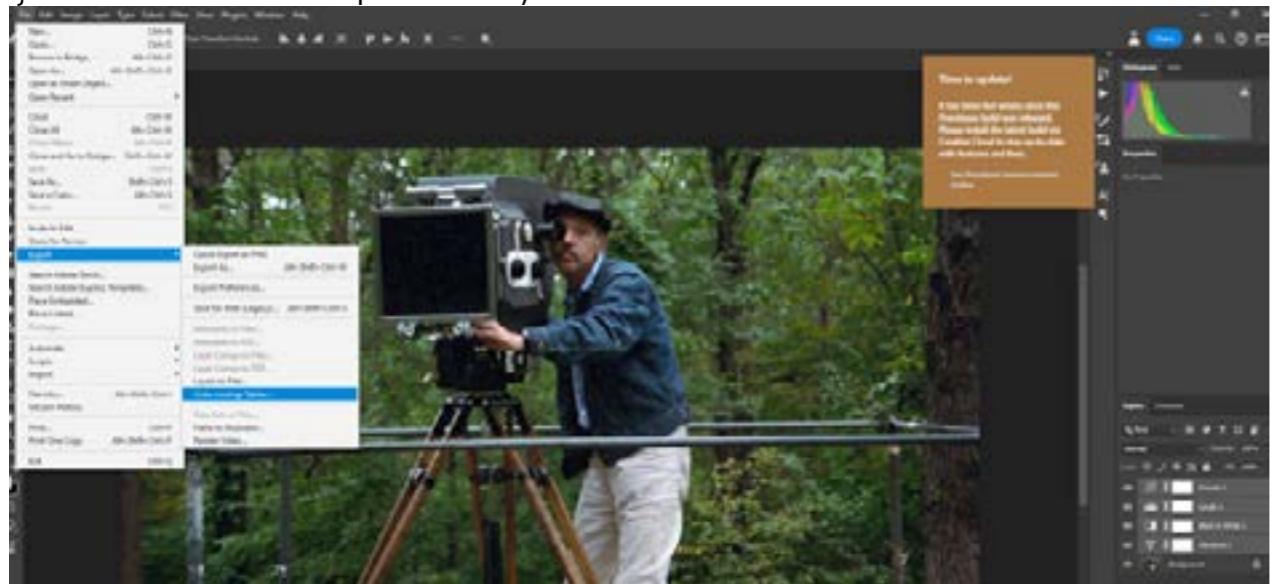
1] Origineel beeld



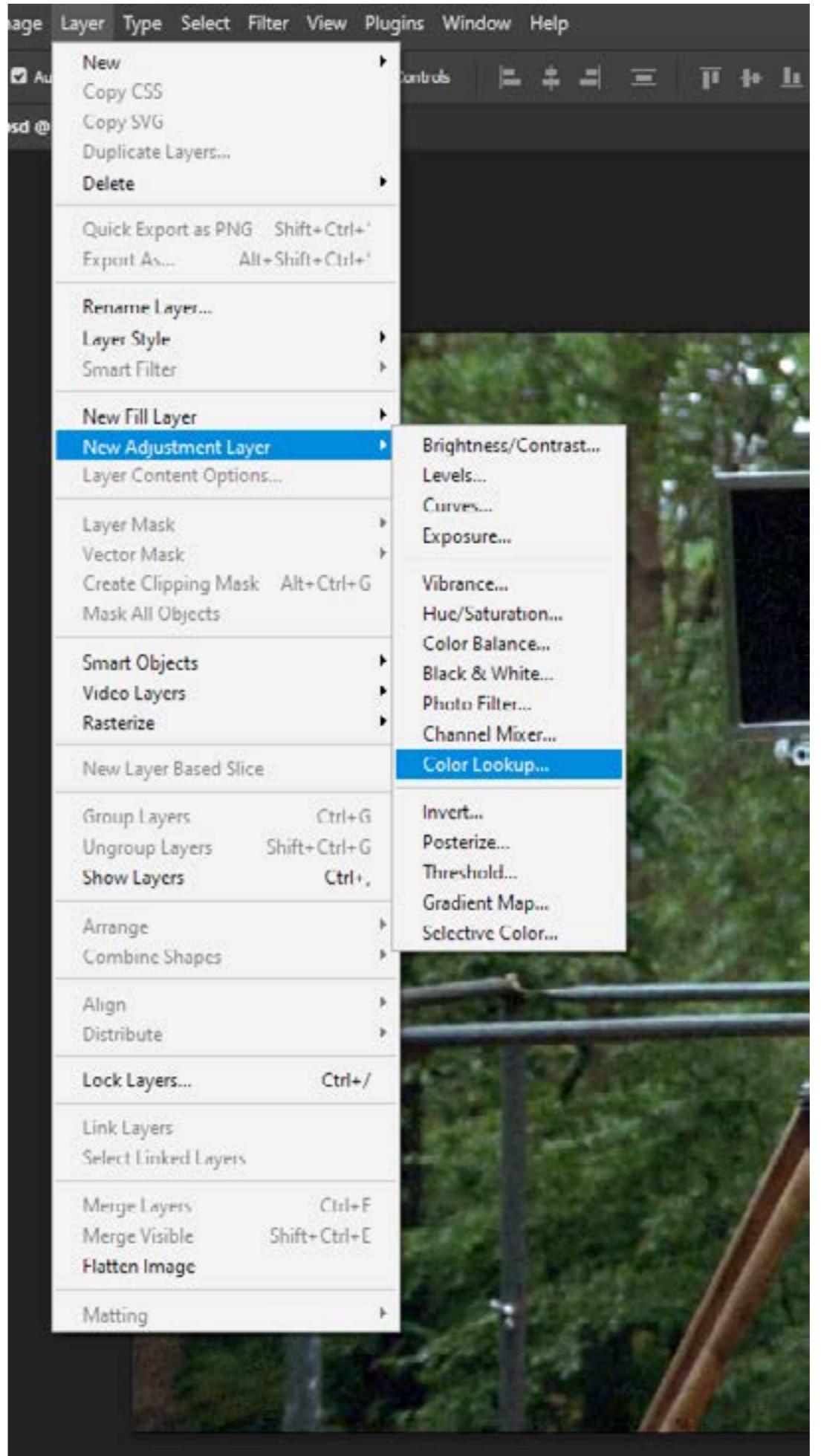
2) Adjustment layers om beeld aan te passen

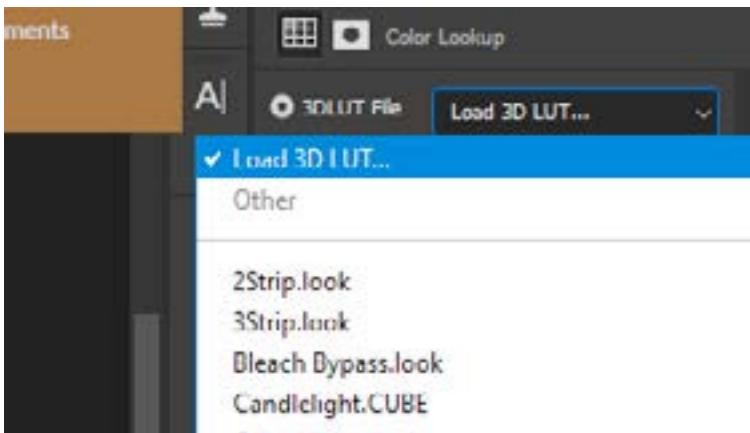


3) LUT maken van adjustment layers

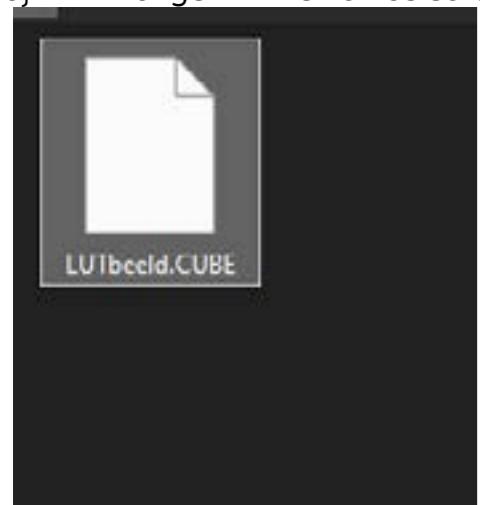


4) LUT toevoegen

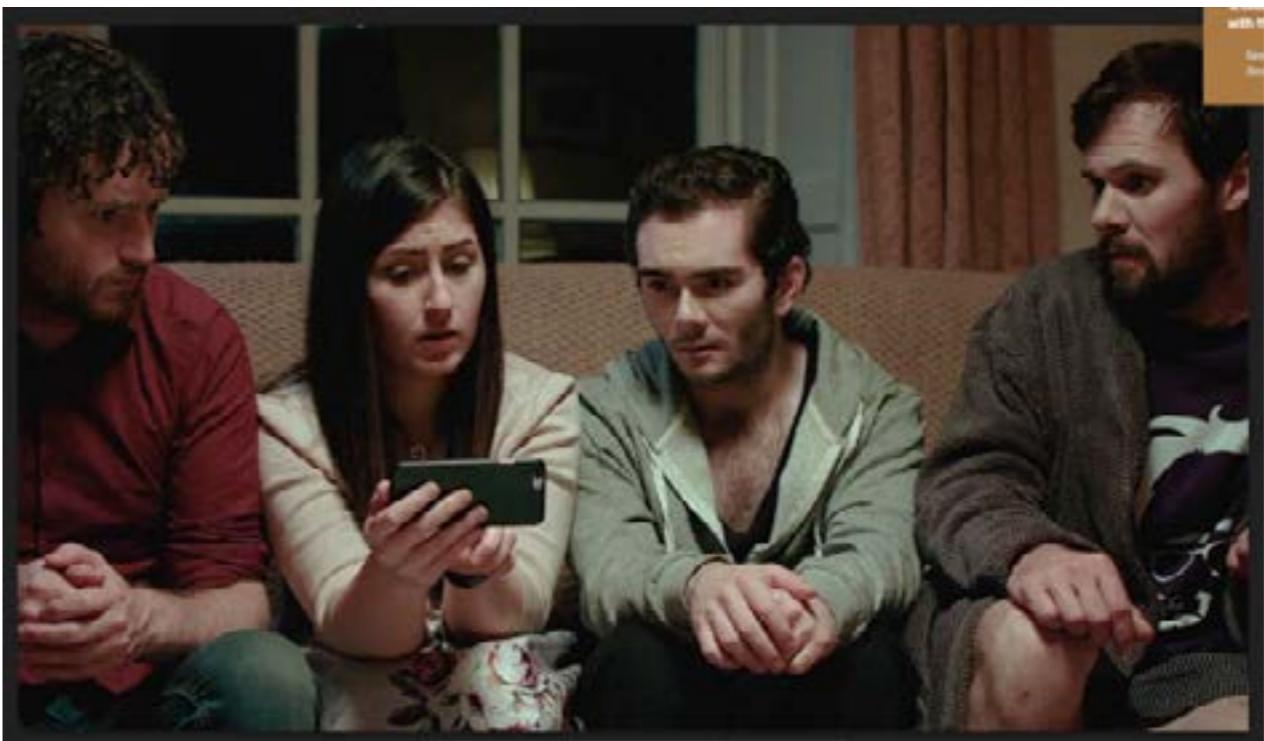




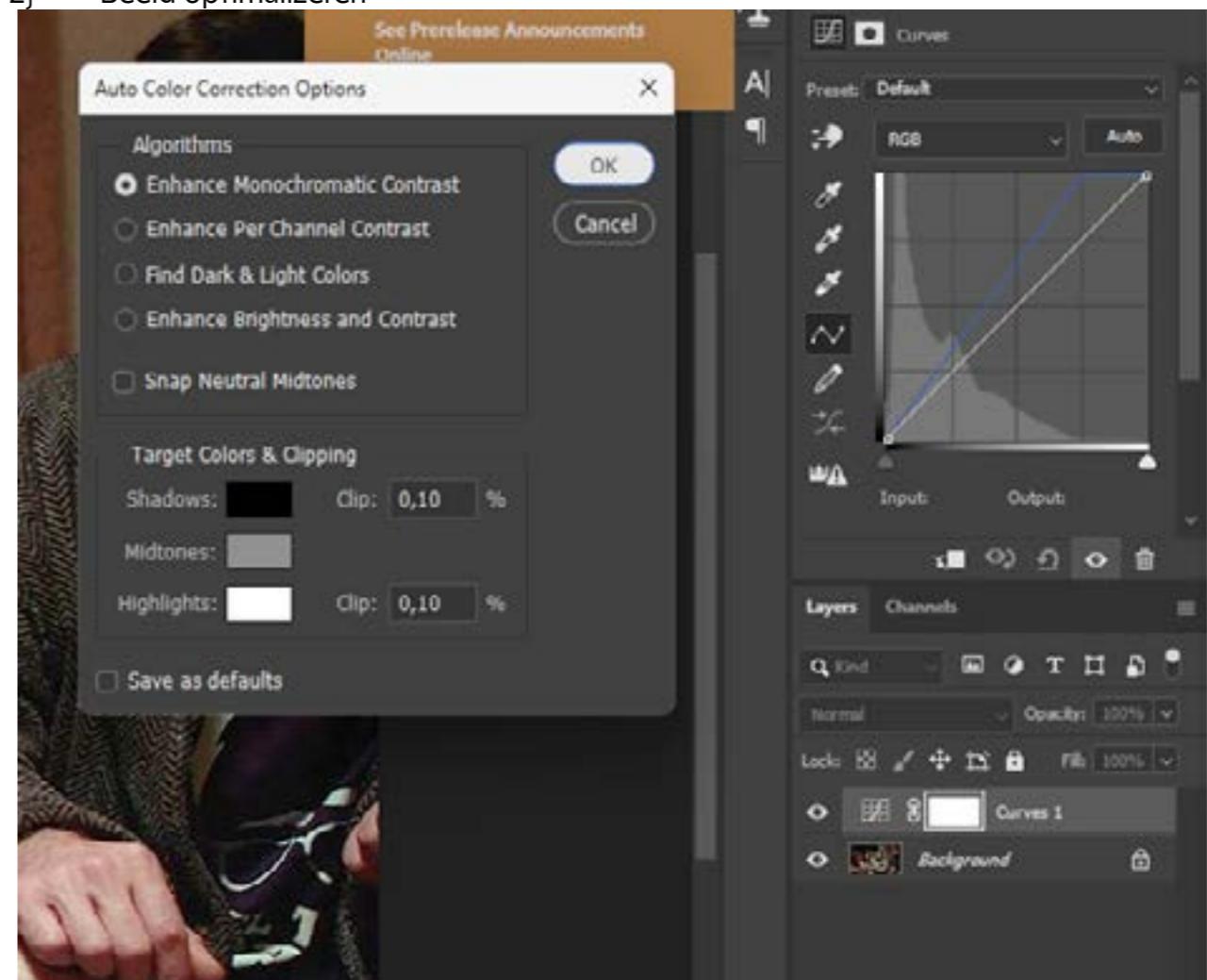
5] Juist gemaakte LUT selecteren



6] Zelfde effect maar dan door alleen de LUT



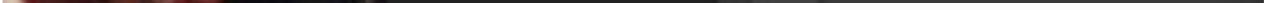
2] Beeld optimalizeren

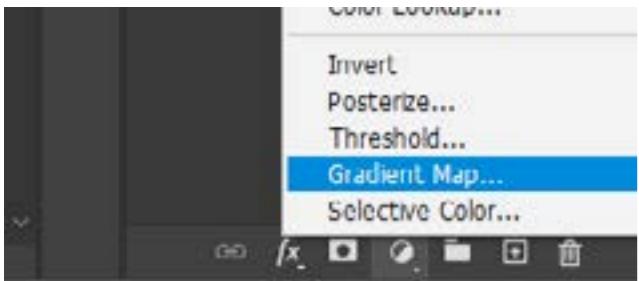


3] Gradient map adjustment layer

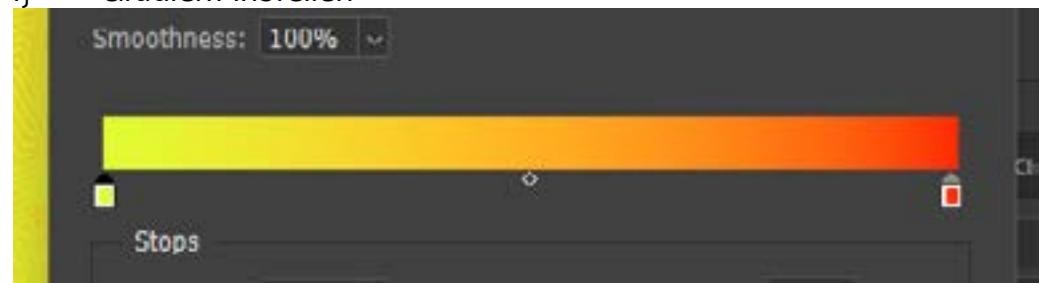
Creer een duotoon via gradient map adjustment layer/verloop toewijzingslaag

1] Originele beeld

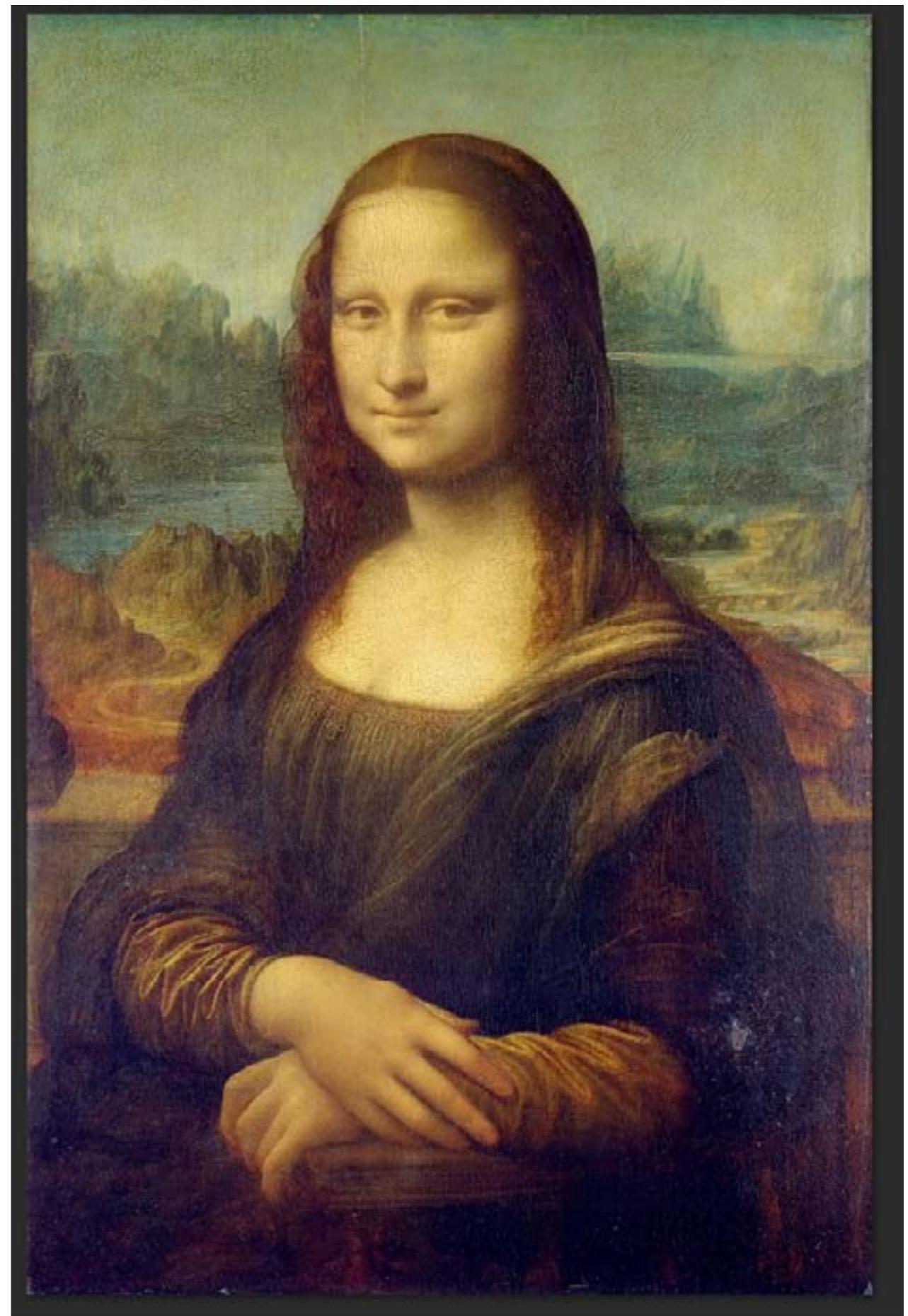




4] Gradient instellen



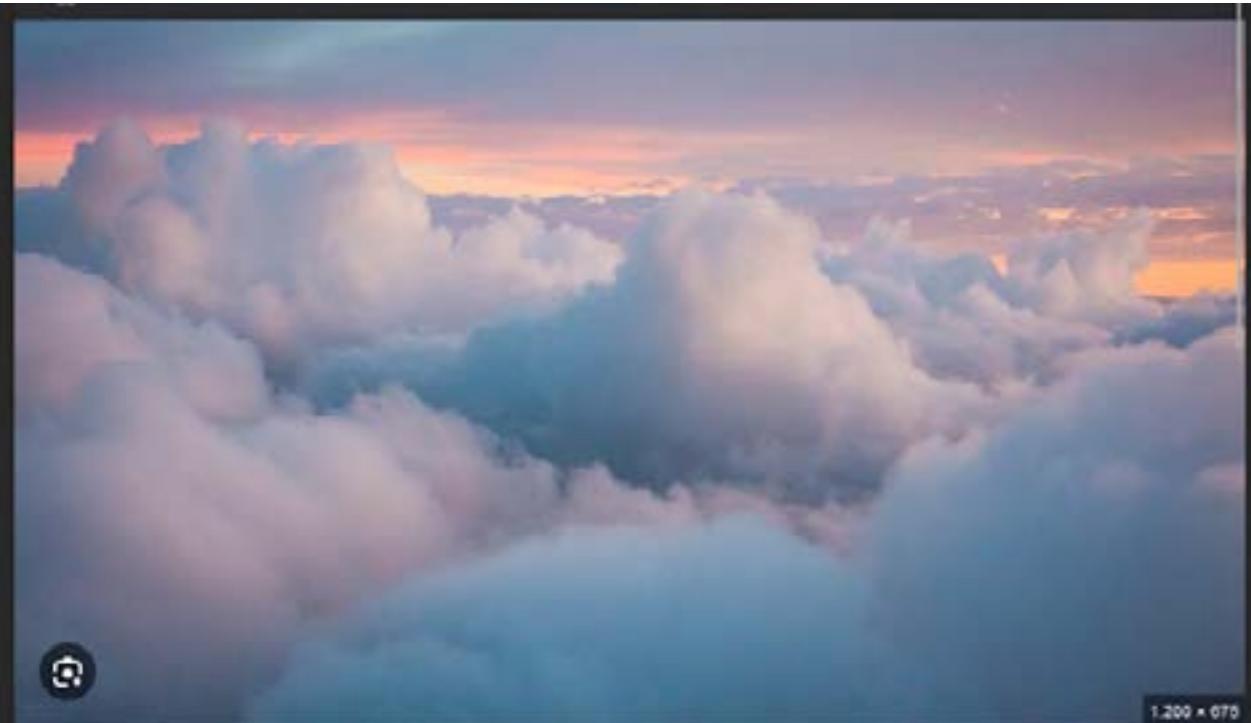
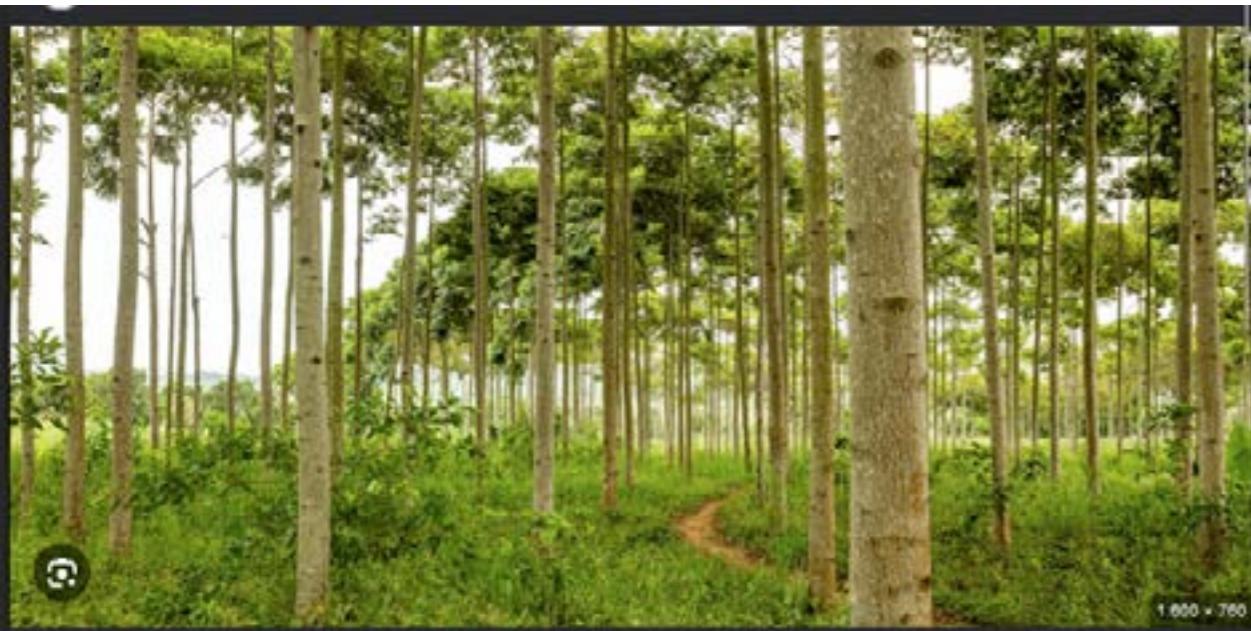
5] Resultaat:



Opdracht les 4: Illu & foto

1] Beeld selecteren dat zorgt voor vorm [onderwerp dient als een soort vulling]

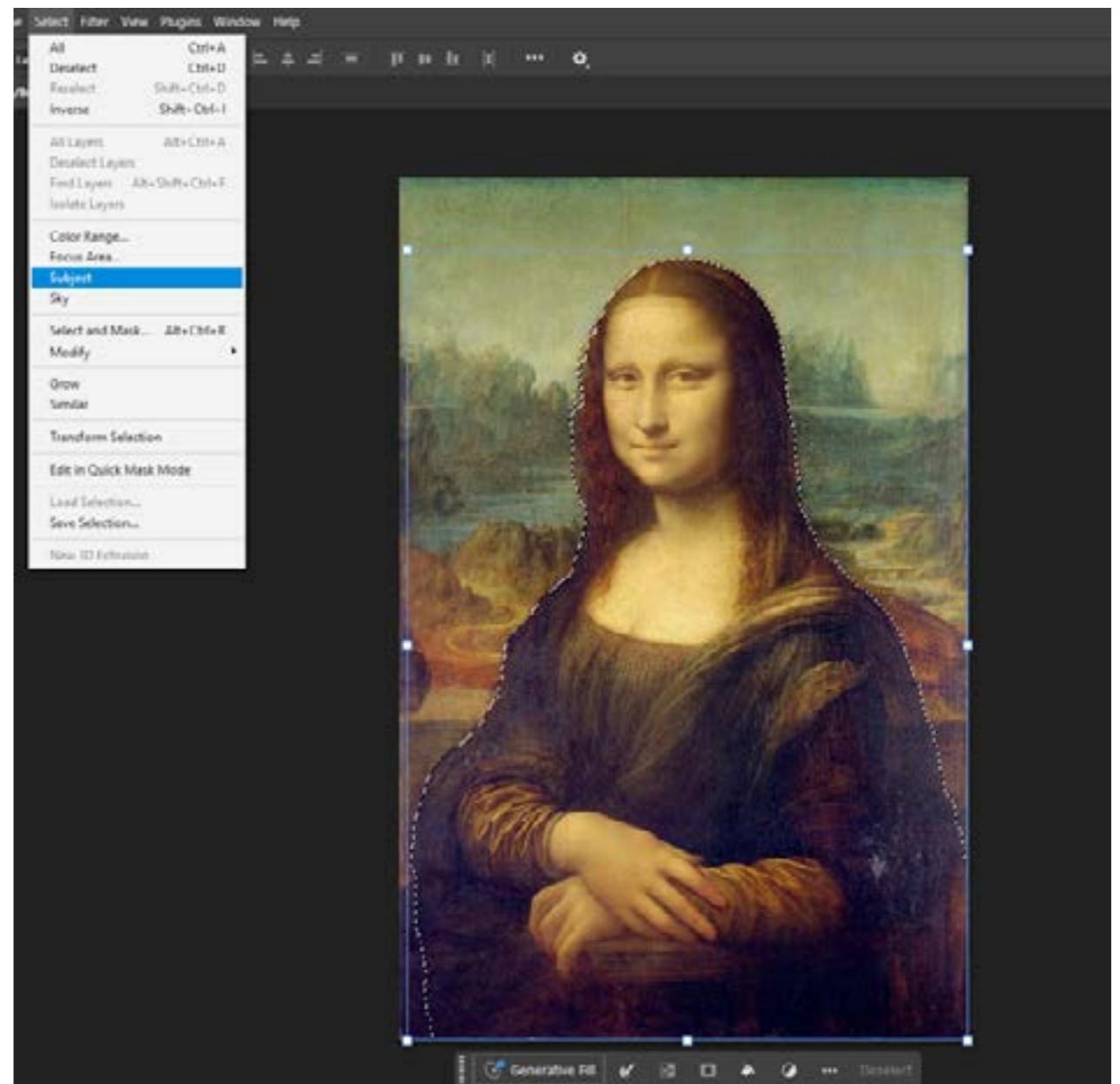
2] Min 5. Beelden voor double exposure



o 3] Achtergrond beeld selecteren



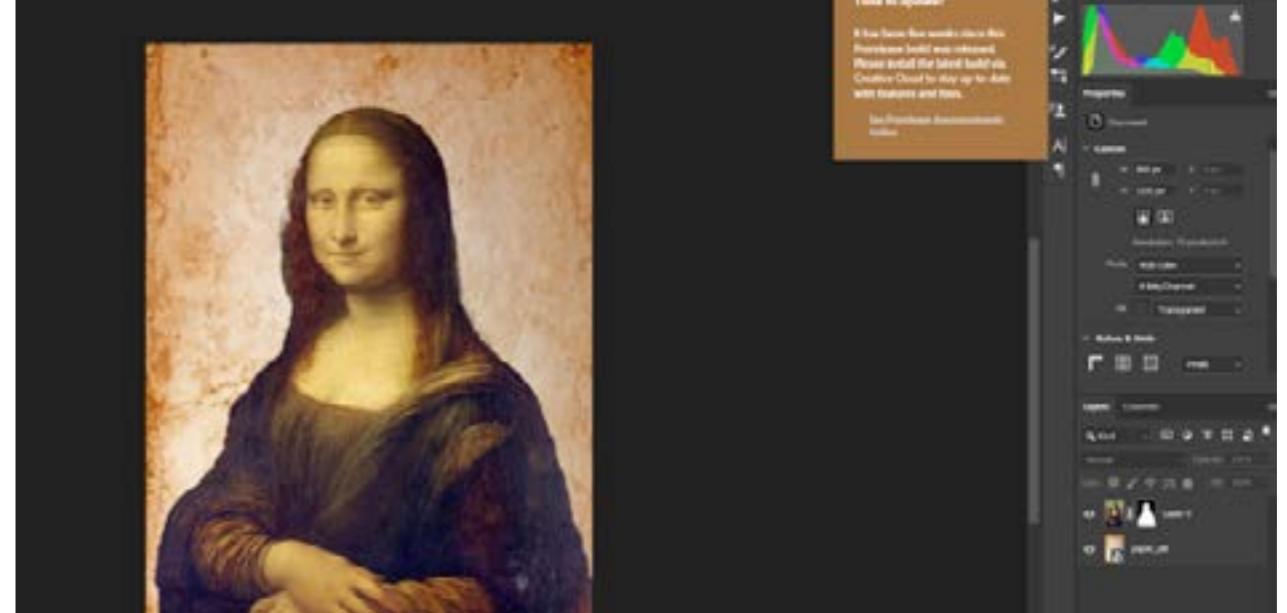
4] Onderwerp isoleren



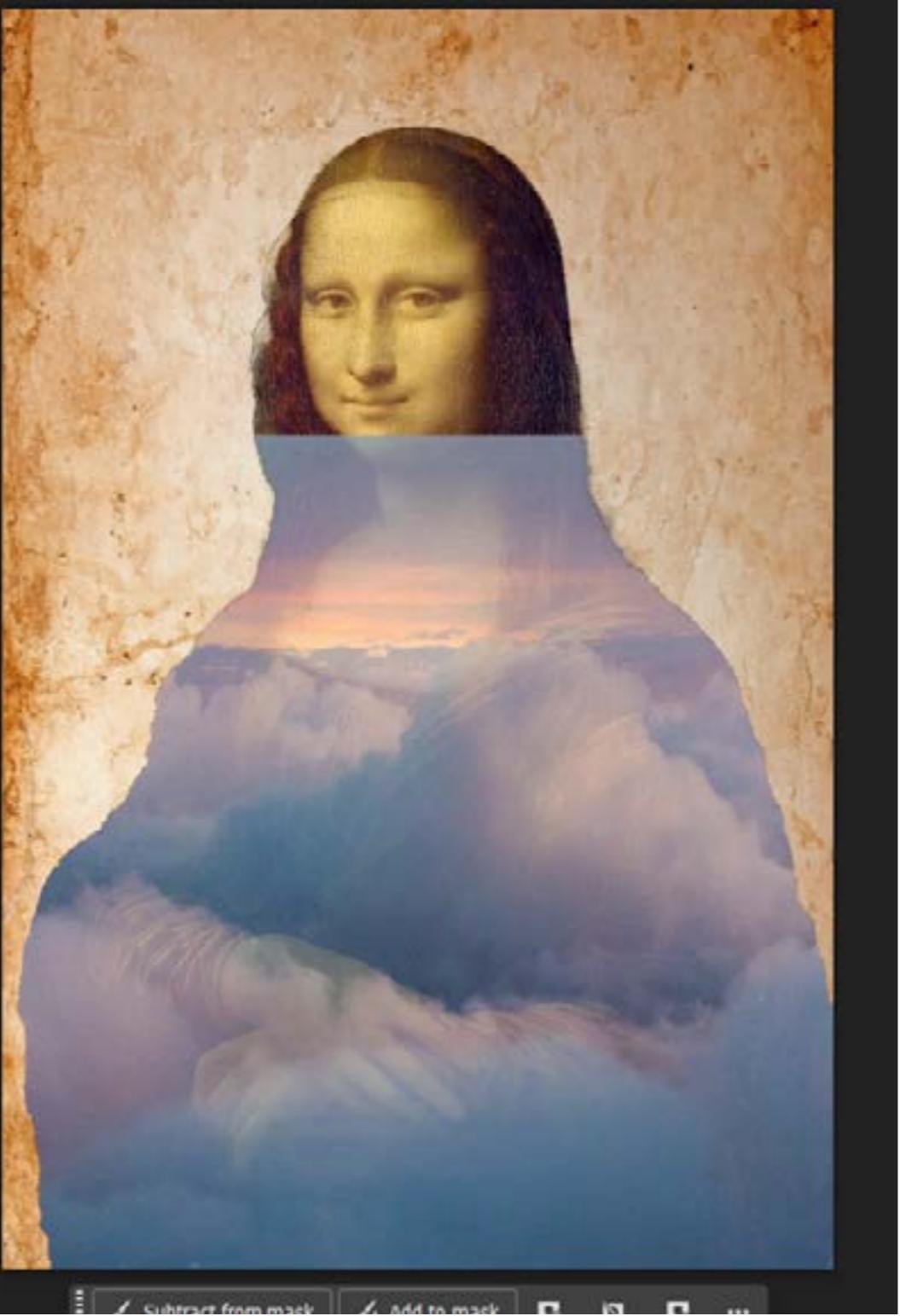
5] Masker maken



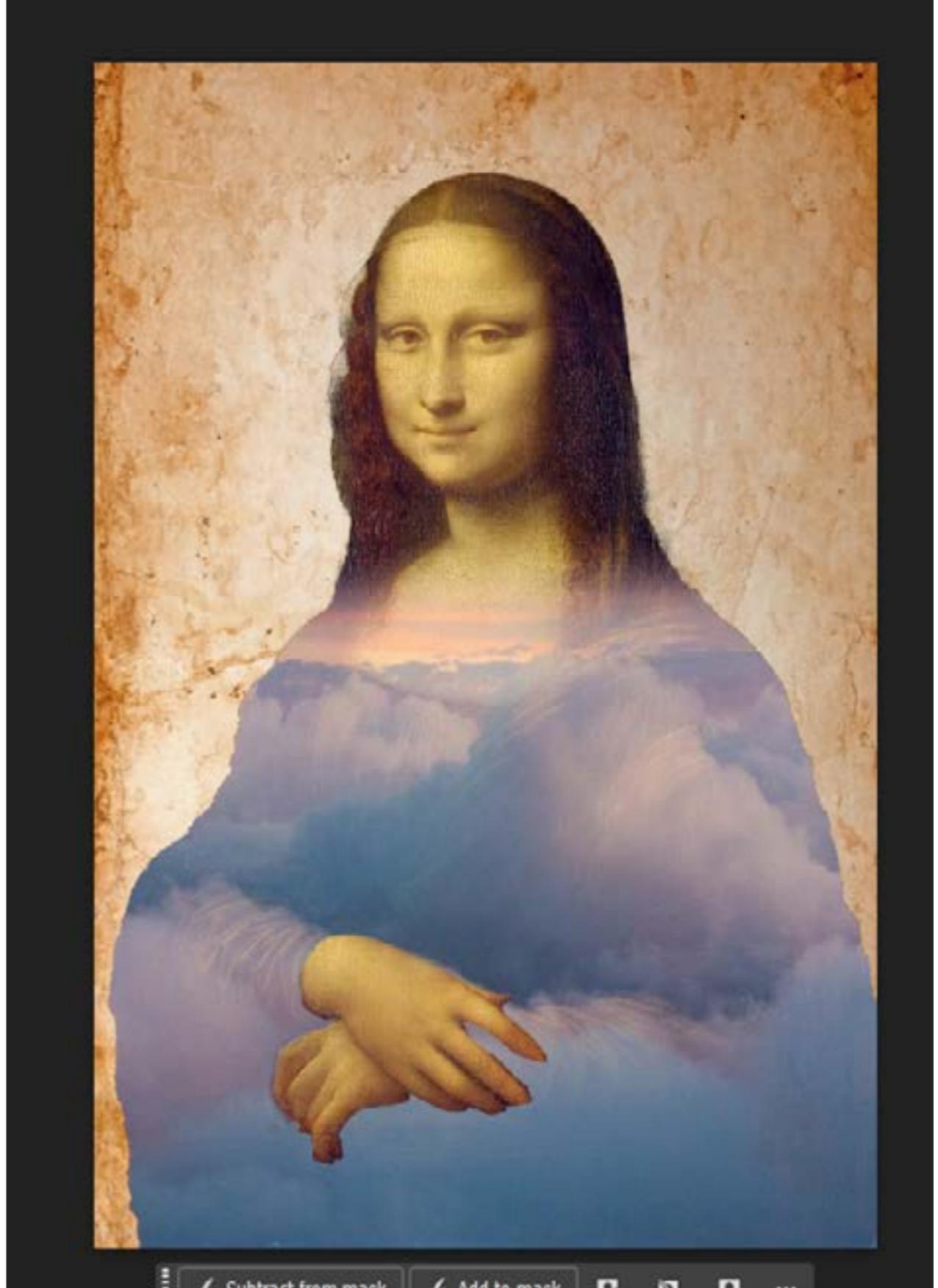
6] Achtergrond laag invoegen



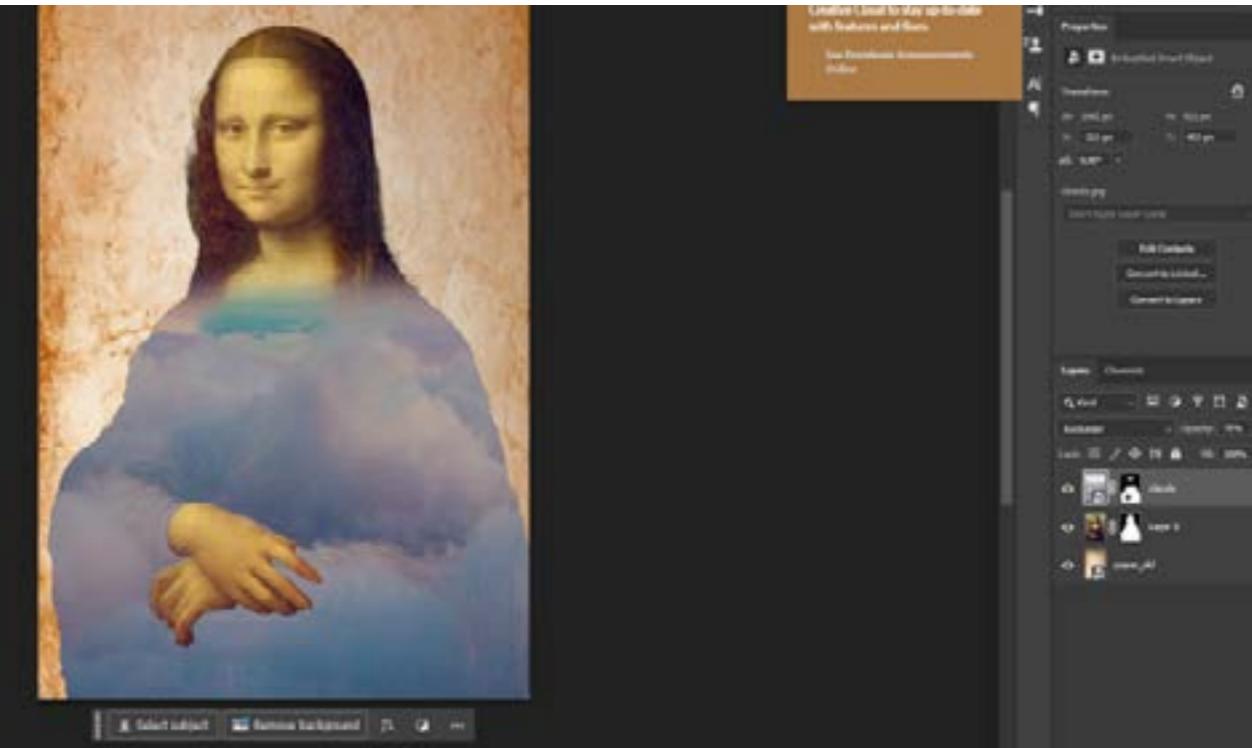
7] Wolken voor kleren



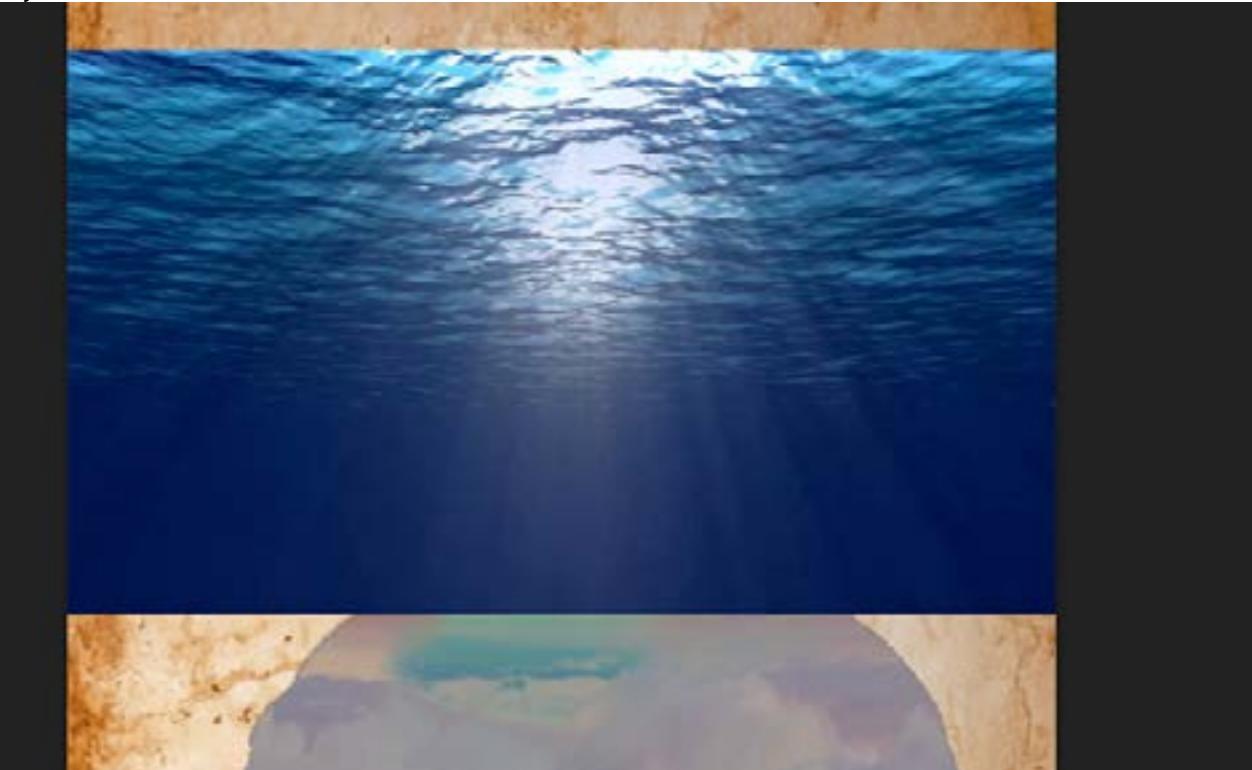
8] Met brush masker zachter maken en handen isoleren



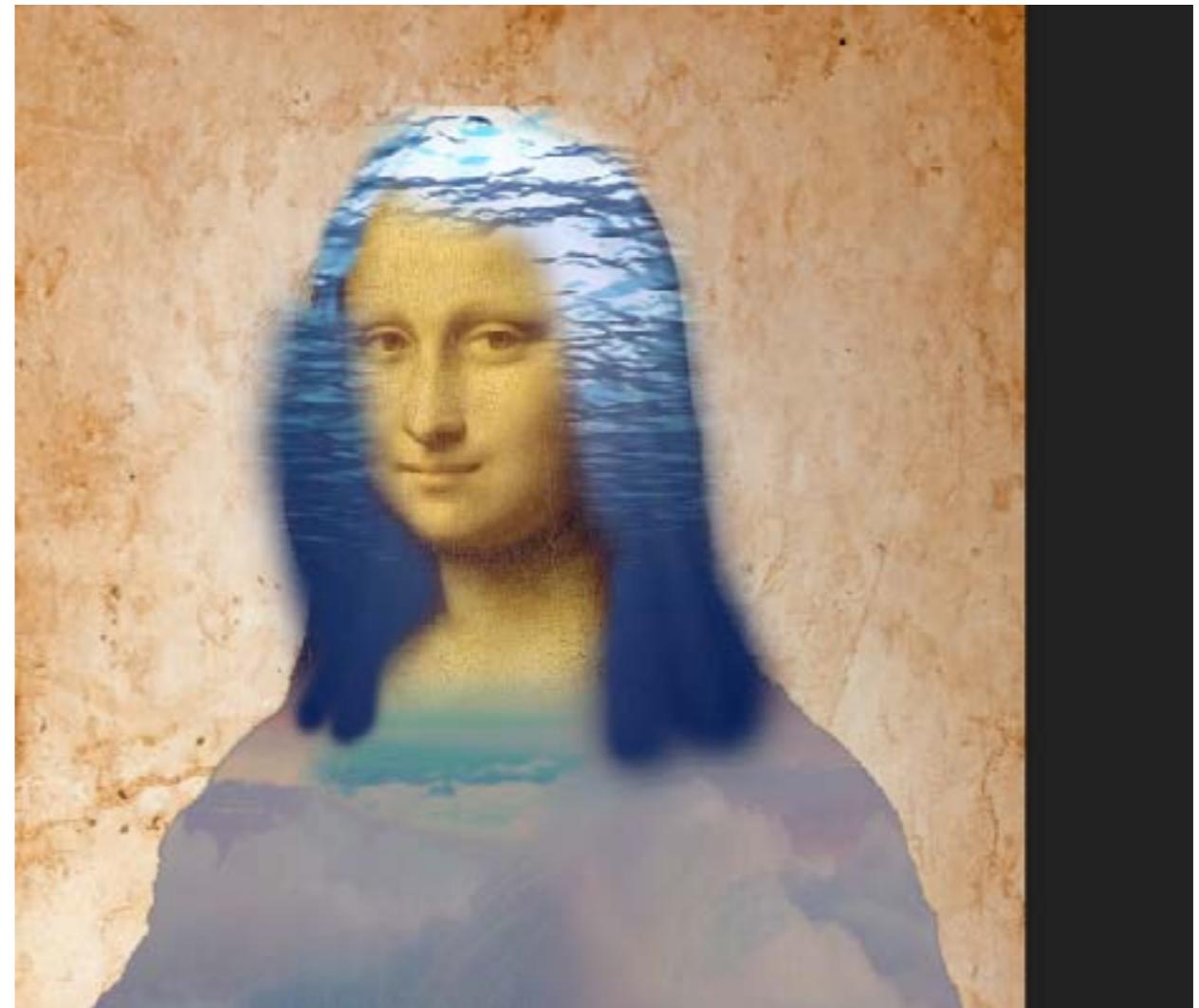
9] Blending toevoegen wolken



10] Ocean haar



Masker toevoegen en inverten



Met brush over haar gaan



Blending

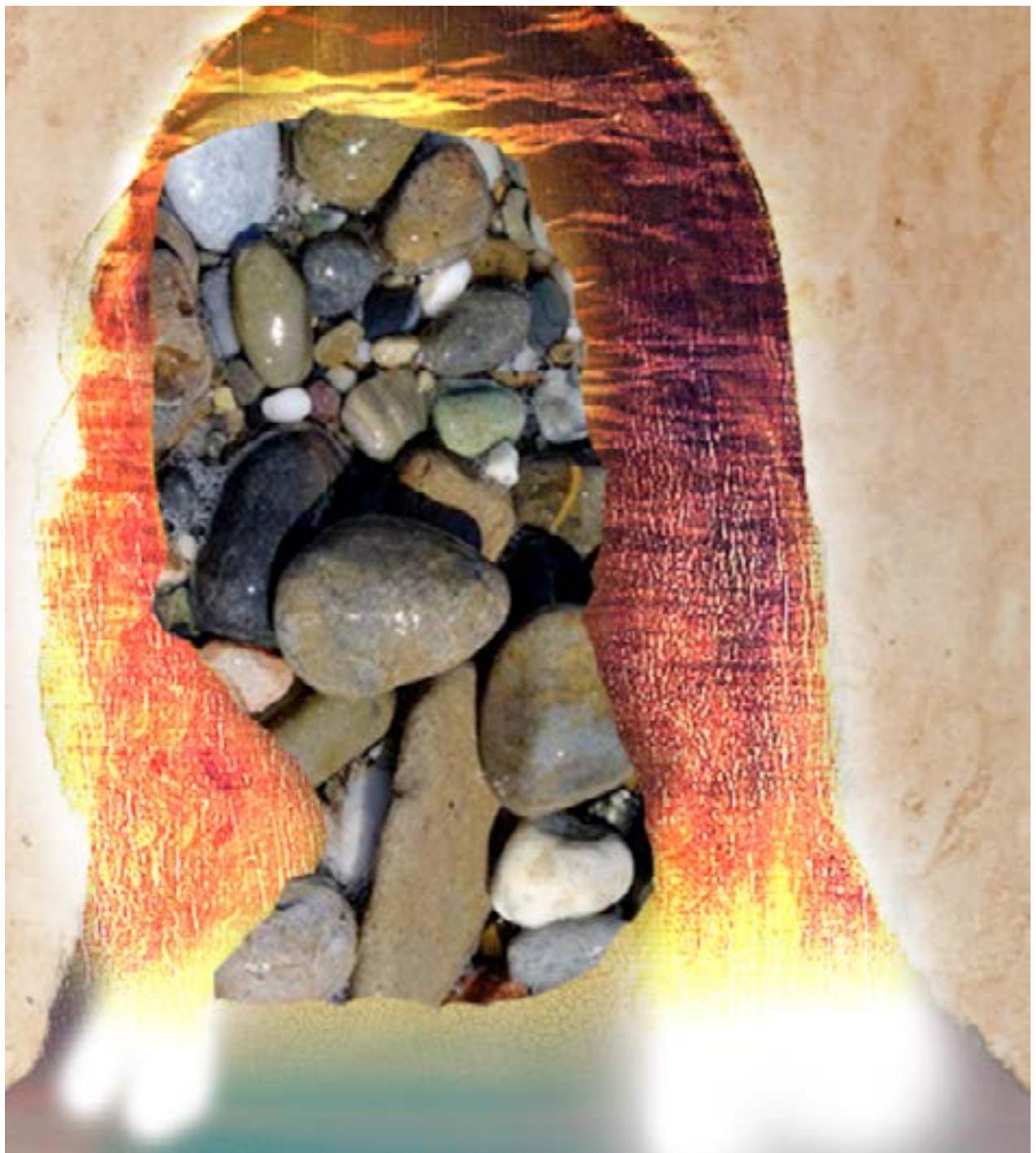
11] Rock gezicht



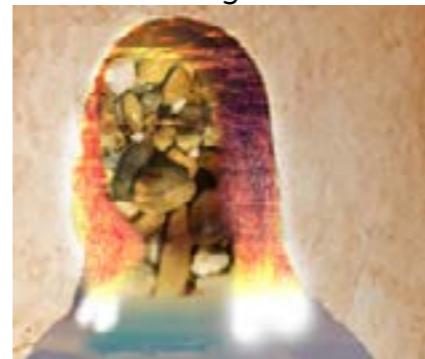
Magnetic

lasso tool gebruiken voor masker

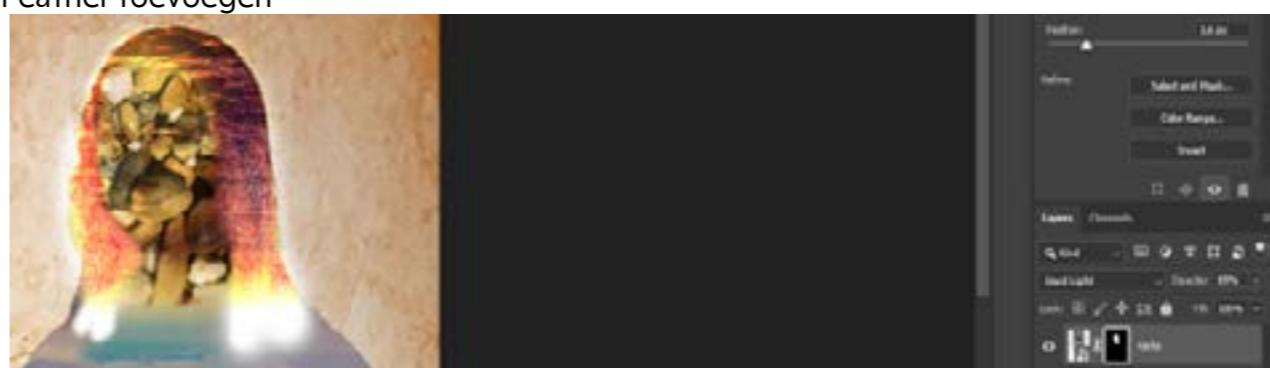
- Delete voor fill met wit op zwart masker (via Ctrl + I) op rocks

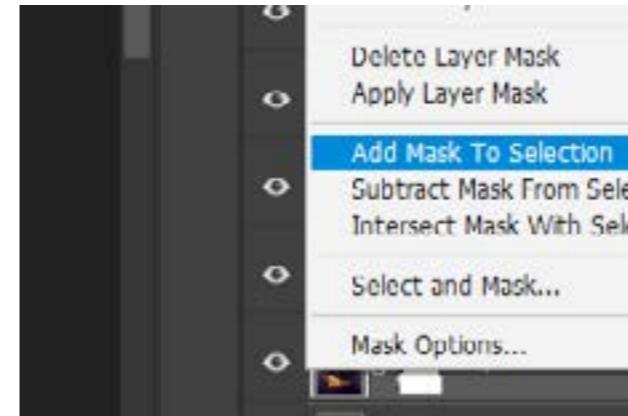
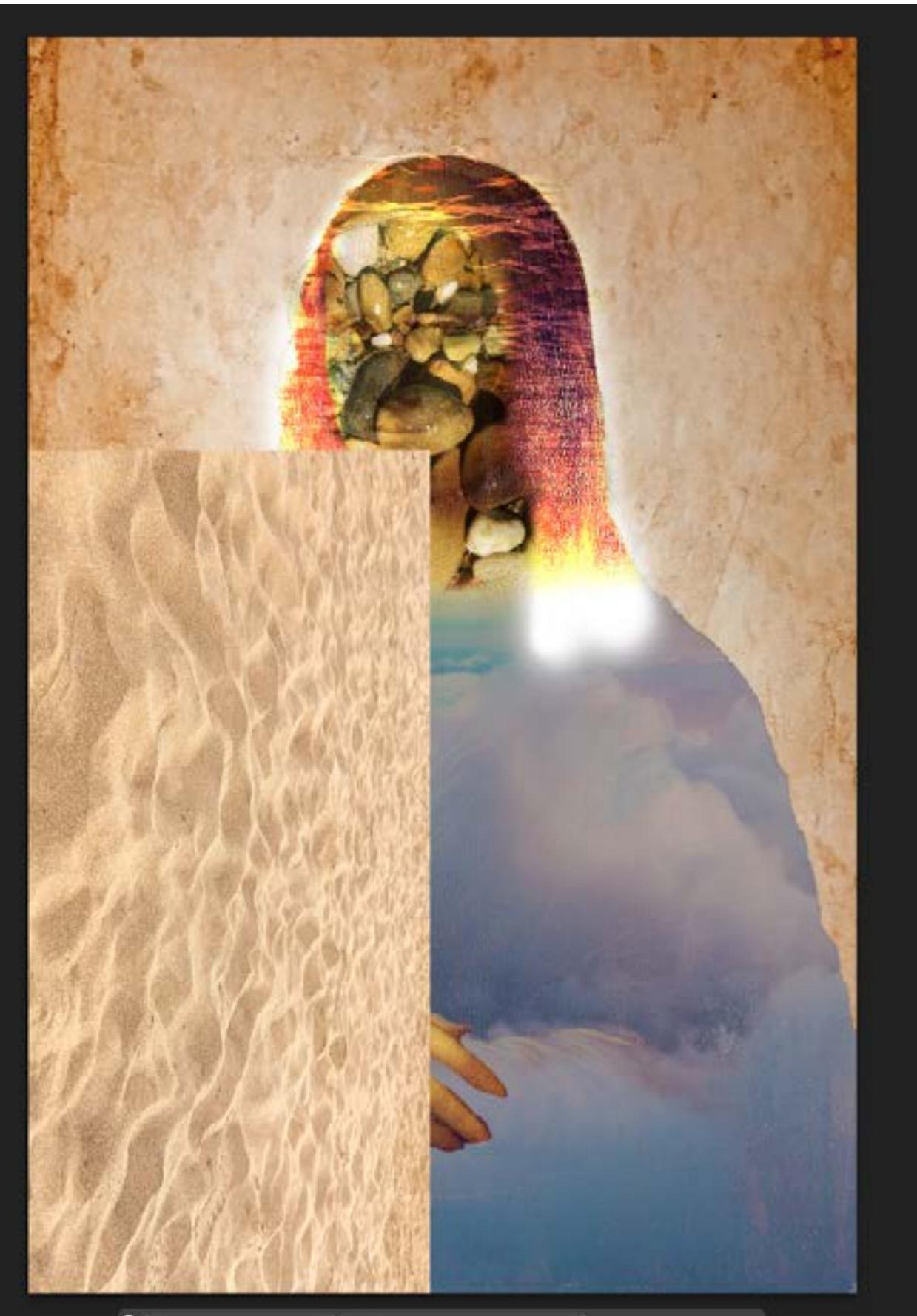


- Feather toevoegen

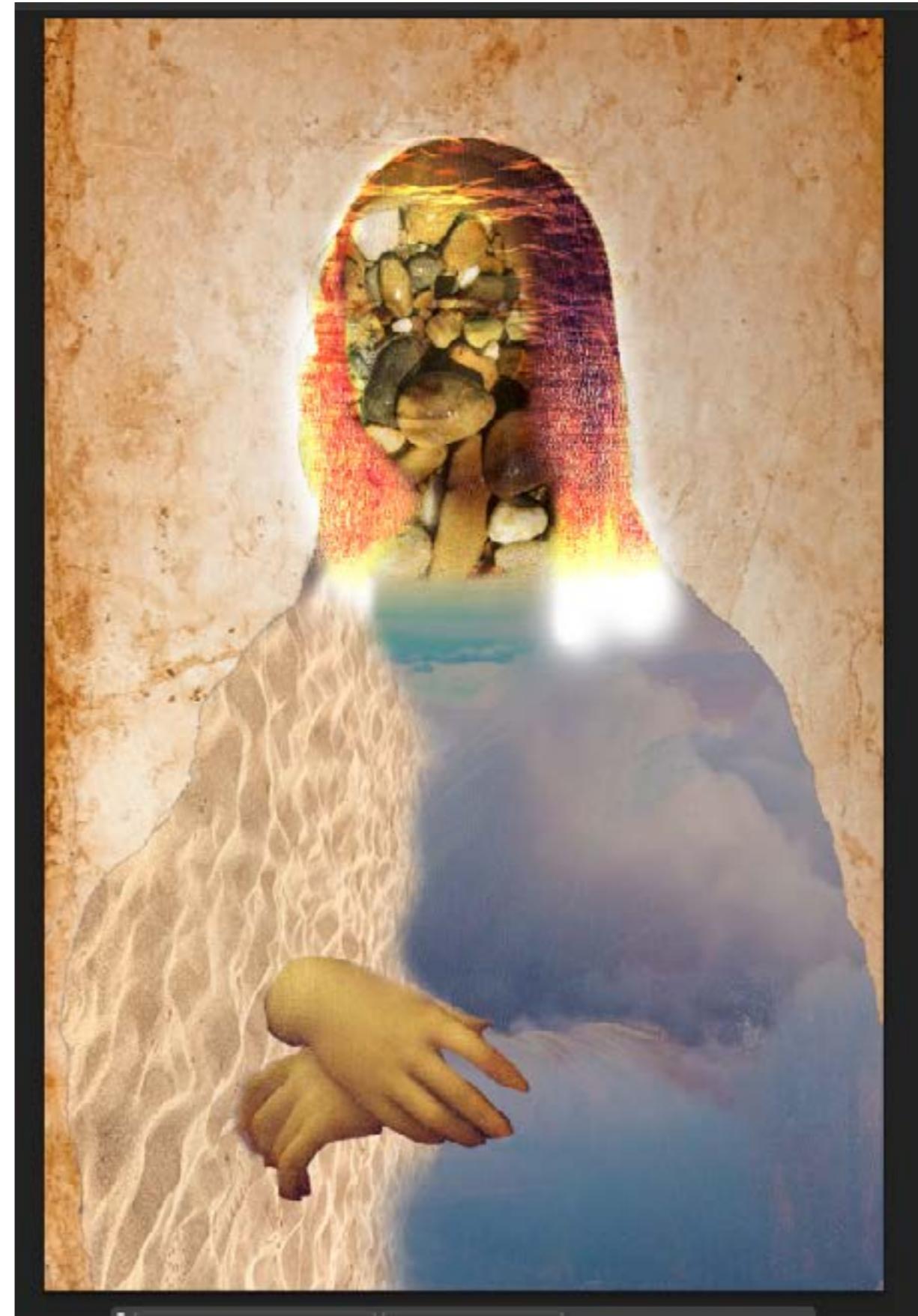
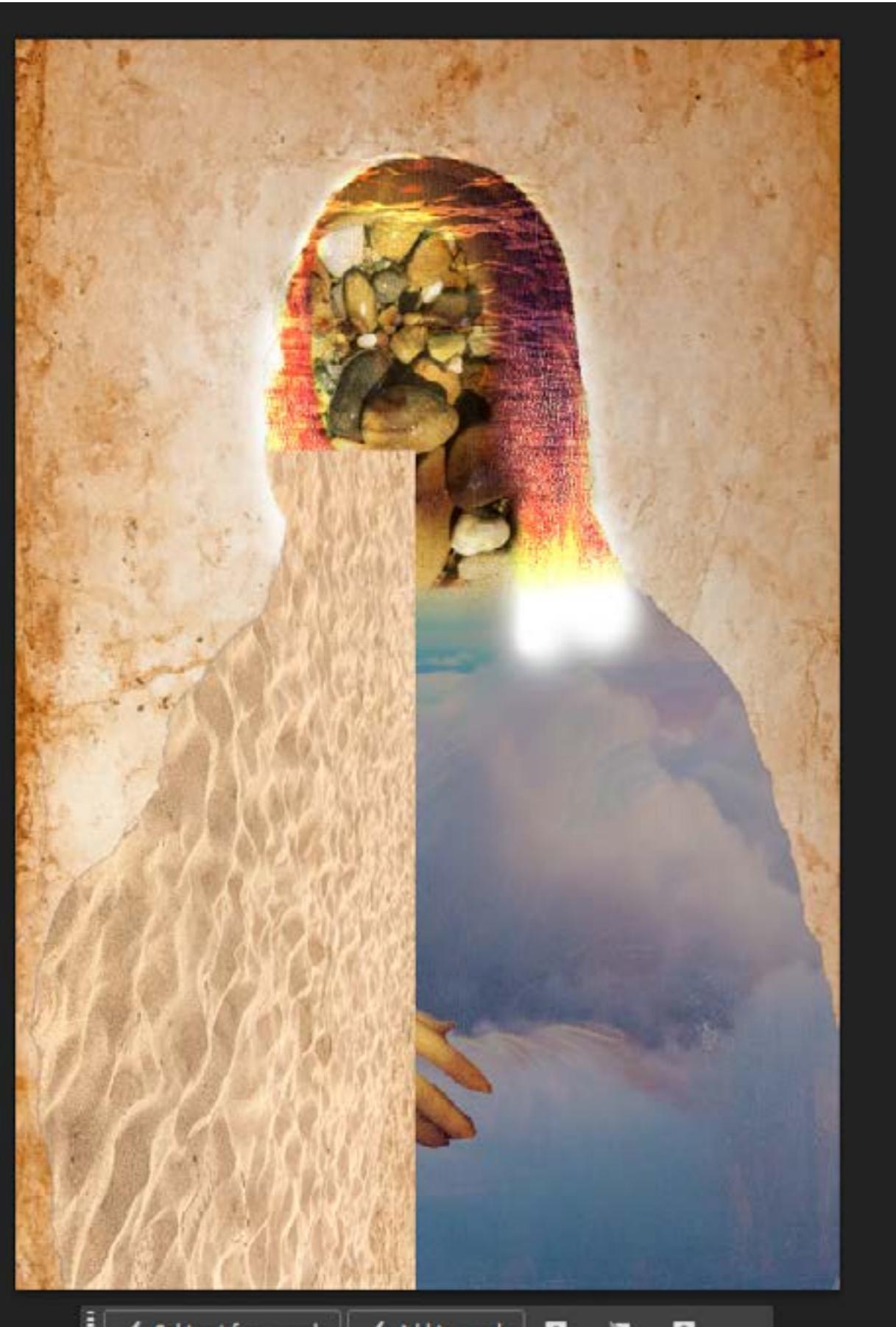


12] Blending en opacity
Sand op linkerkant kleren





- Originele masker toevoegen

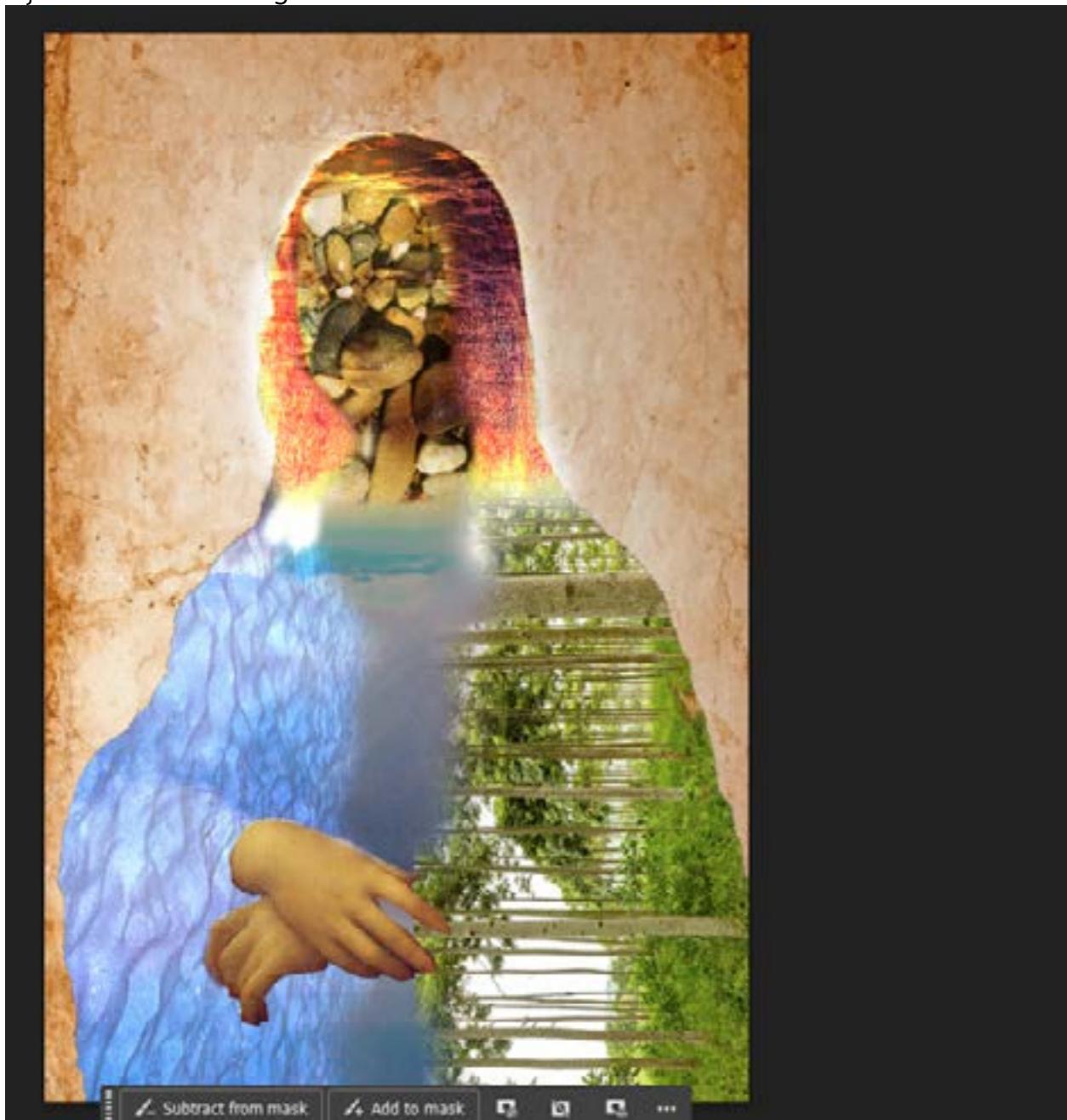
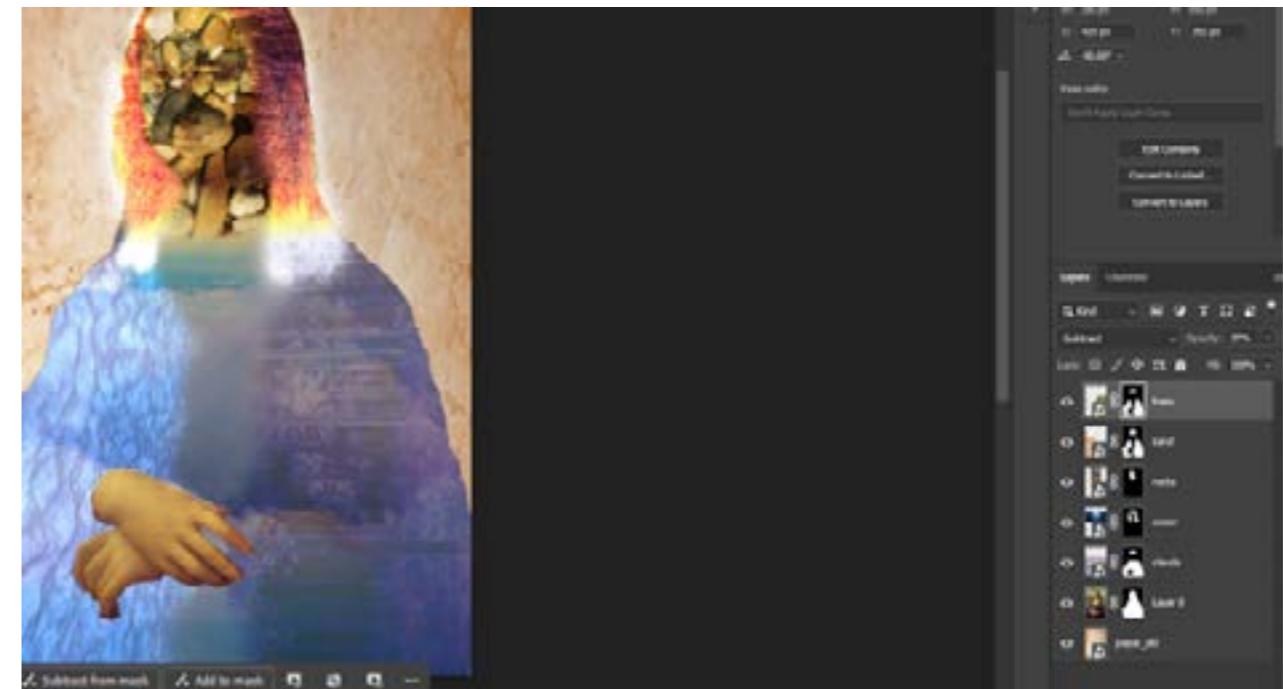


Masker met brush aanpassen en handen vrijstellen via masker op wolken



Coole blending toevoegen

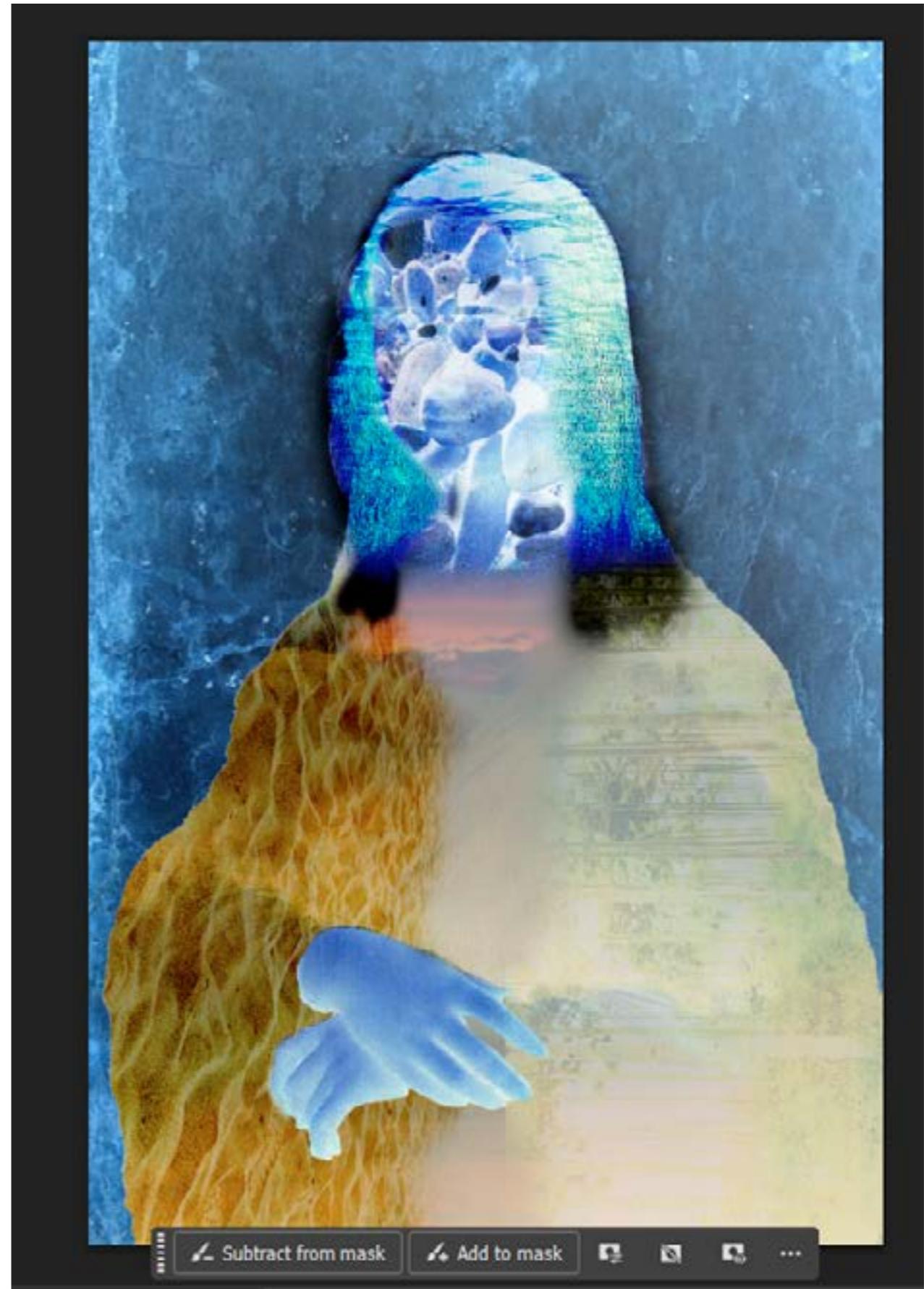
13) Boomen toevoegen rechterkant kleren



Masker sand layer toevoegen



Blending aanpassen
14] Invert layer toevoegen



Blend mode aanpassen

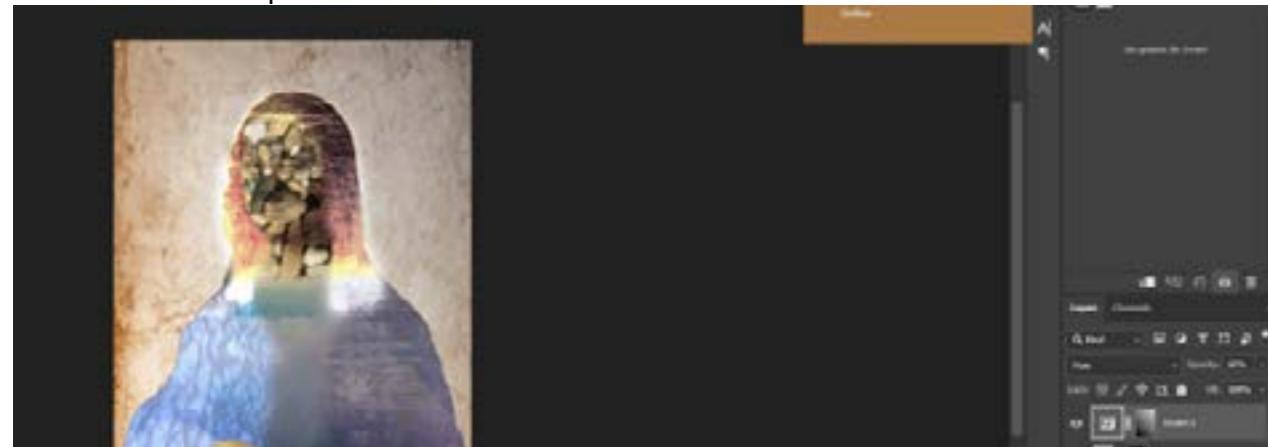
Opdracht les 5: Illu & foto

Vintage beeld maken:

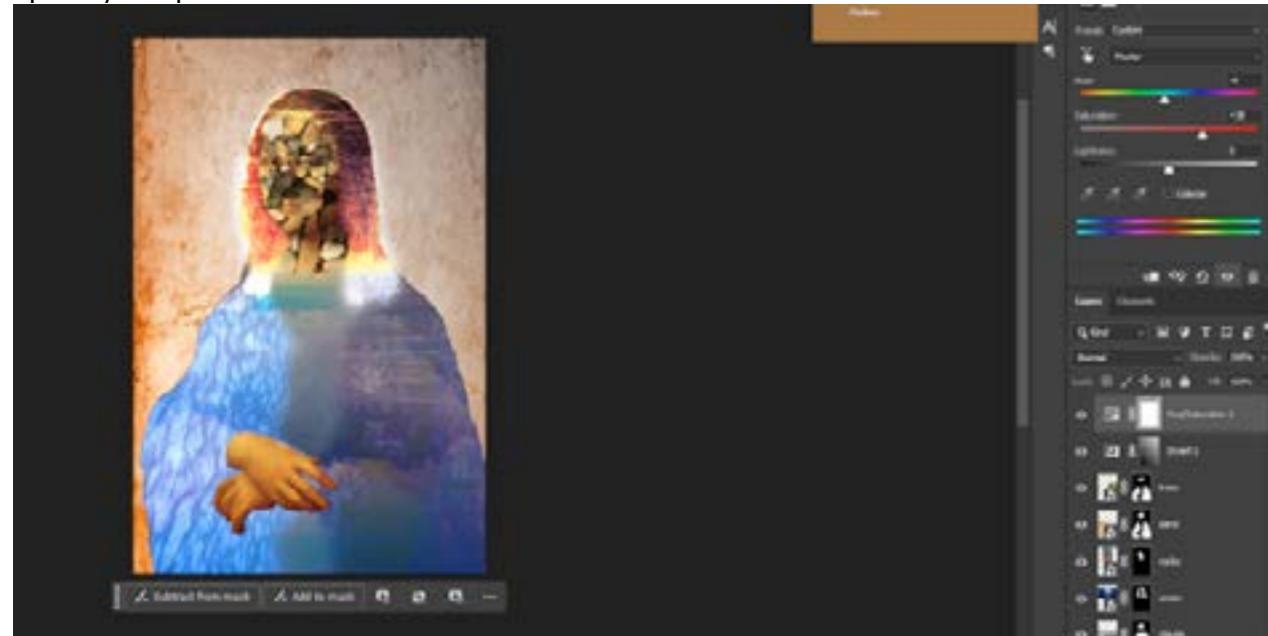
- 1) Beeld selecteren



Gradient masker op invert

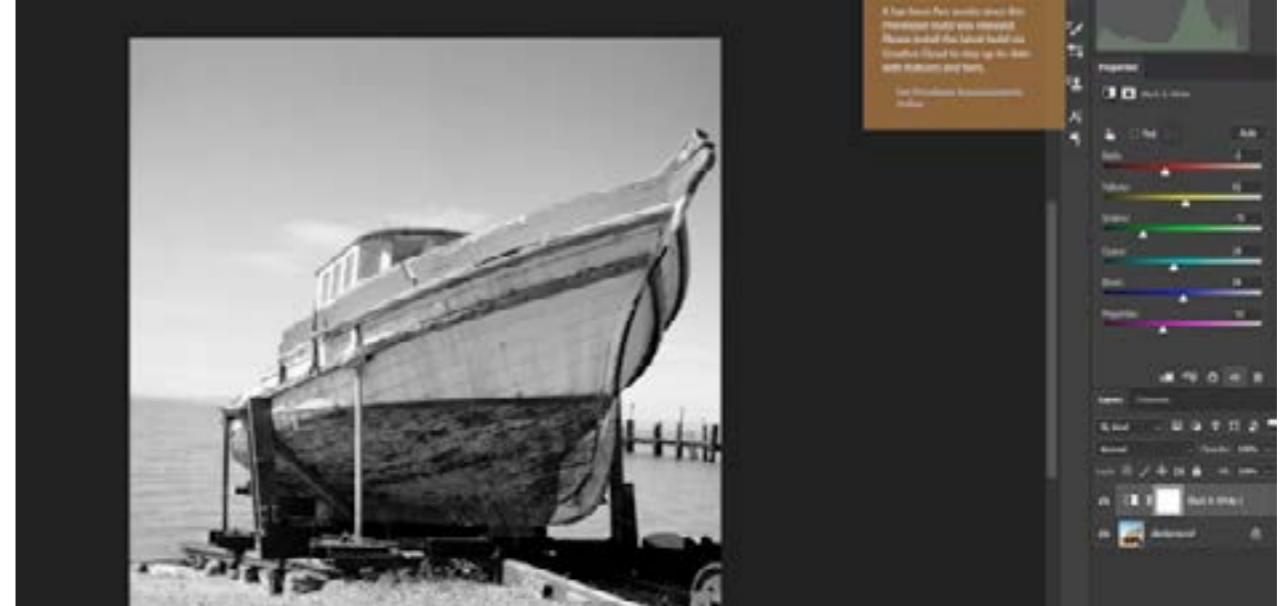


Opacity aanpassen

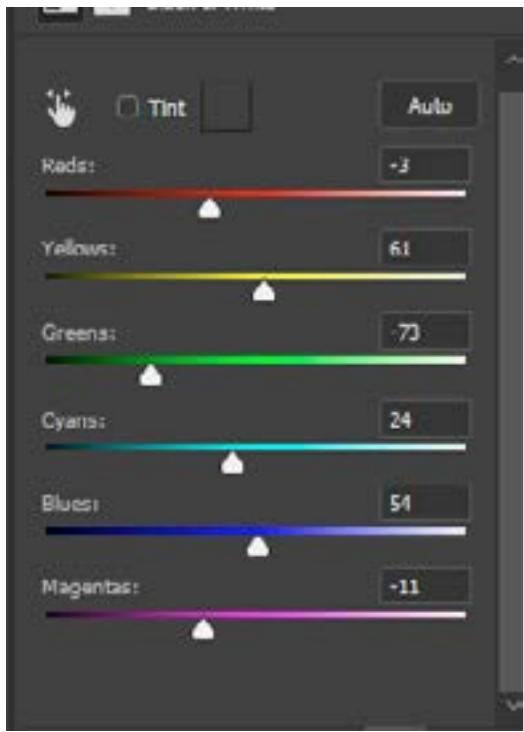


Kleur en saturatie aanpassen met Hue/Saturation laag

- 2) Black en white met adjustment layer



- 3) Kleurwaarden adjustment layer aanpassen voor hoger contrast



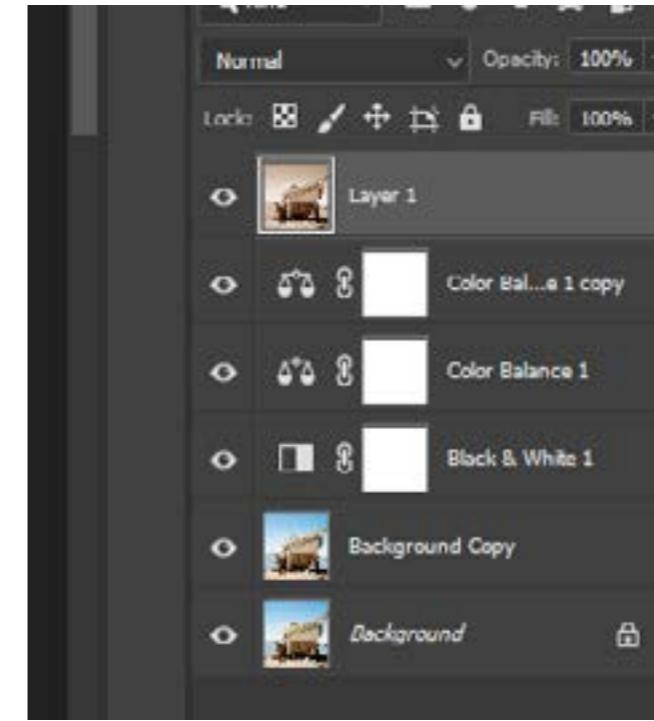
4] Beeld sepia maken door rood en geel optrekken (color balance layer)



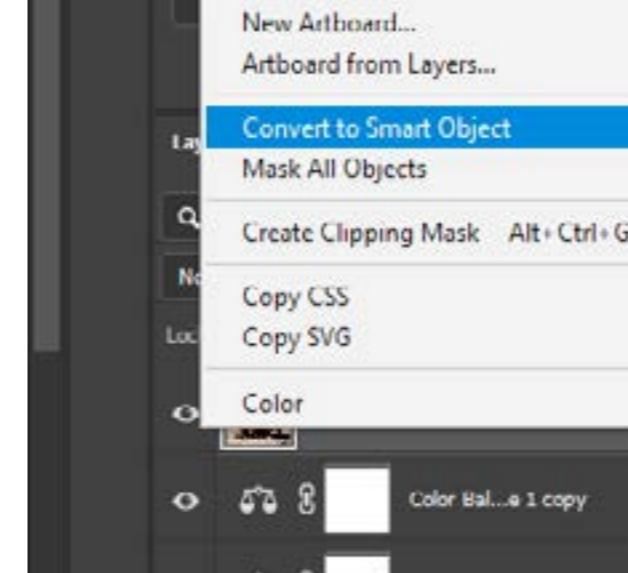
5] Color balance duplaceren voor sterker effect [Ctrl + J]



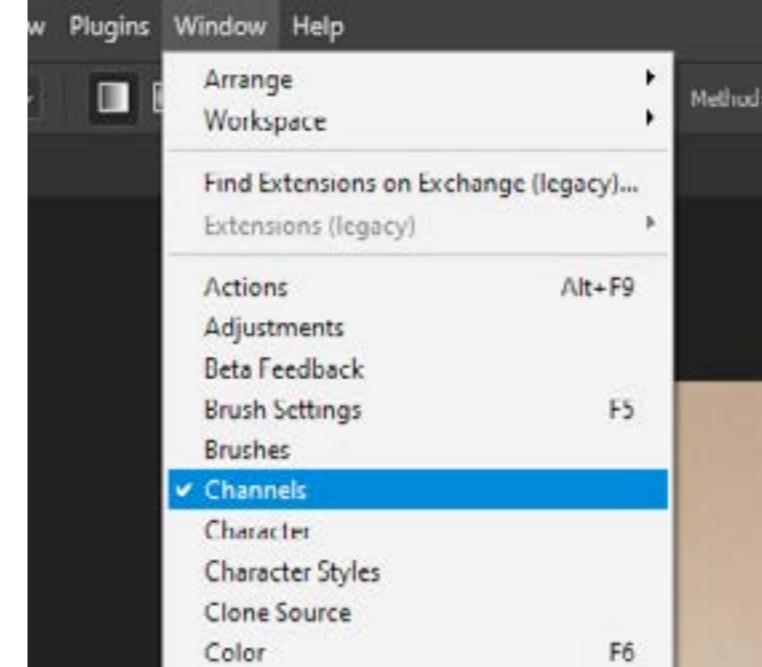
6] Lagen samenvoegen en slim object maken [shift + alt + ctrl + E]



7] Convert to smart object



8] Window -> Channels



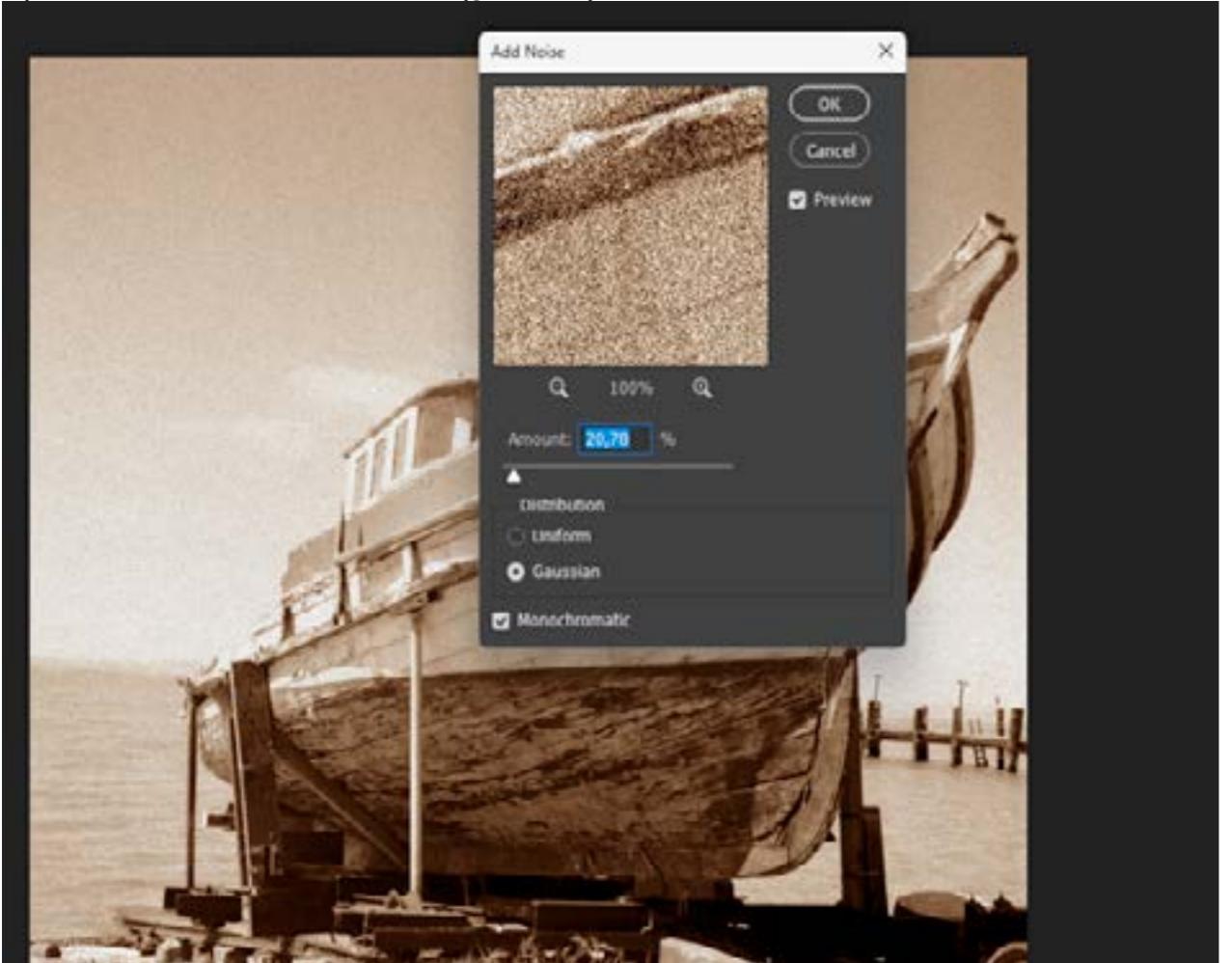
9] Selecteer kleur laag [Ctrl + klik]



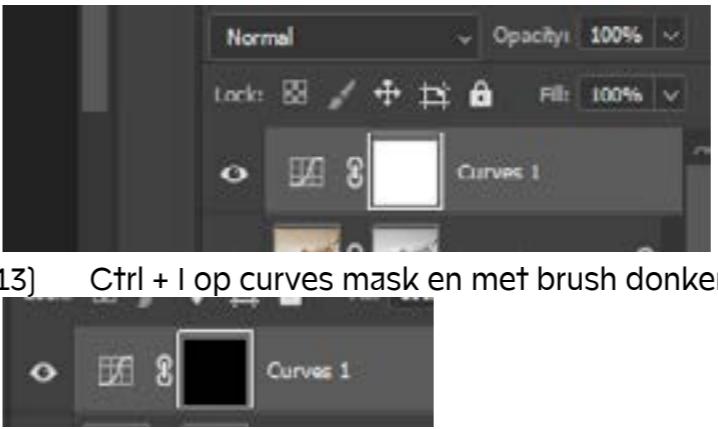
10] Als masker gebruiken en kleur selecteren + soft light blending



11] Filter -> noise -> add noise [gaussian]



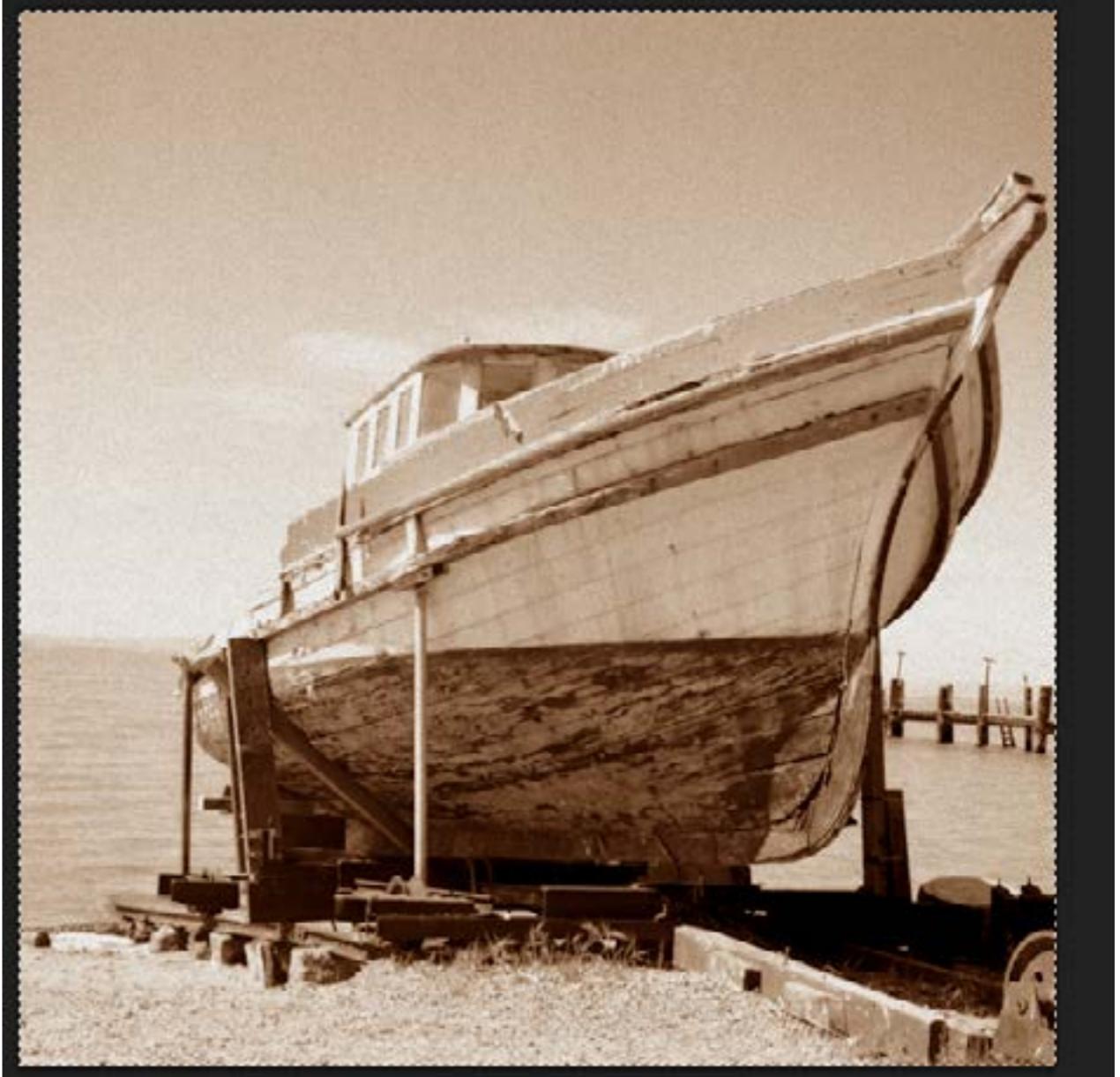
12] Curves layer



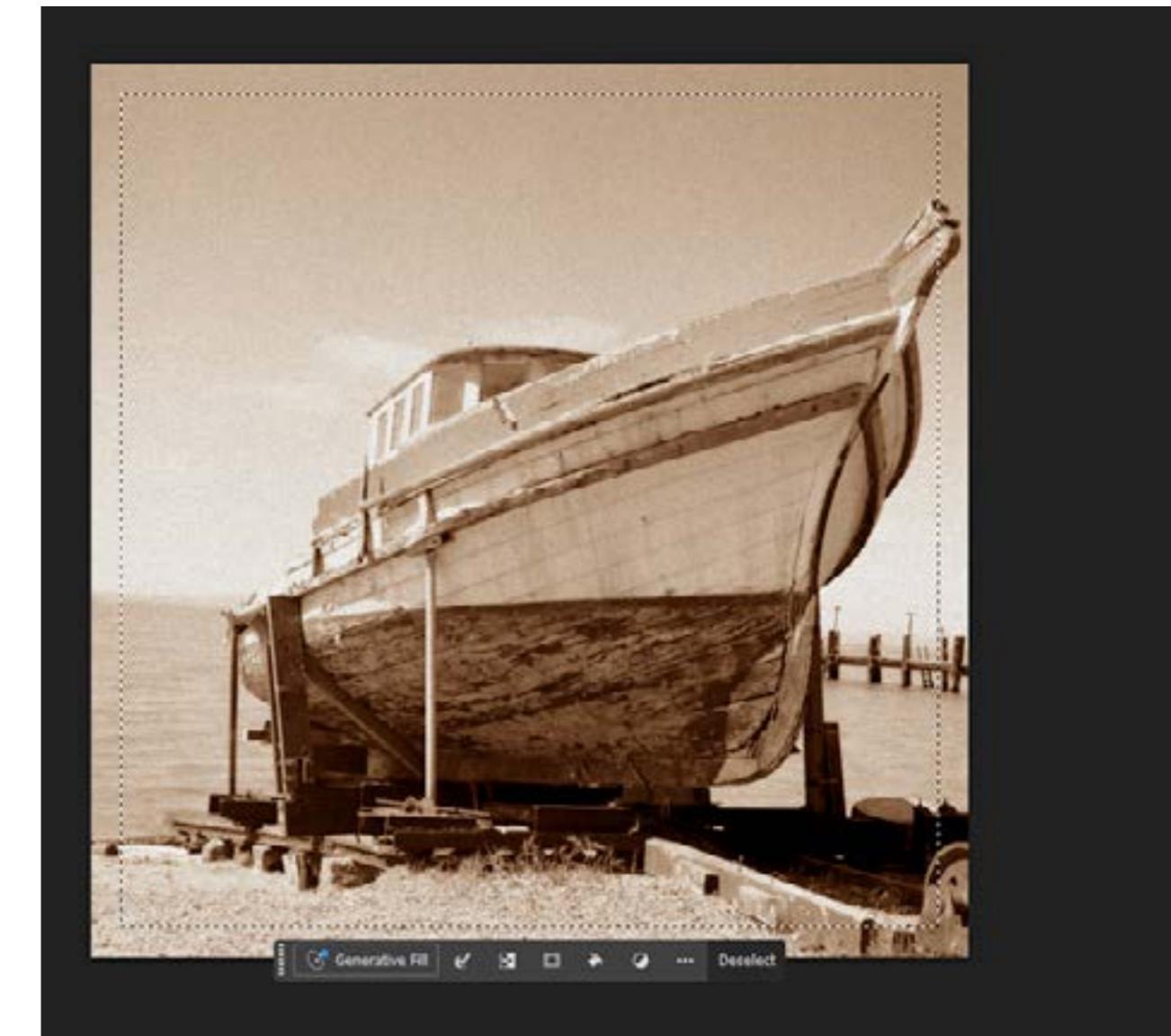
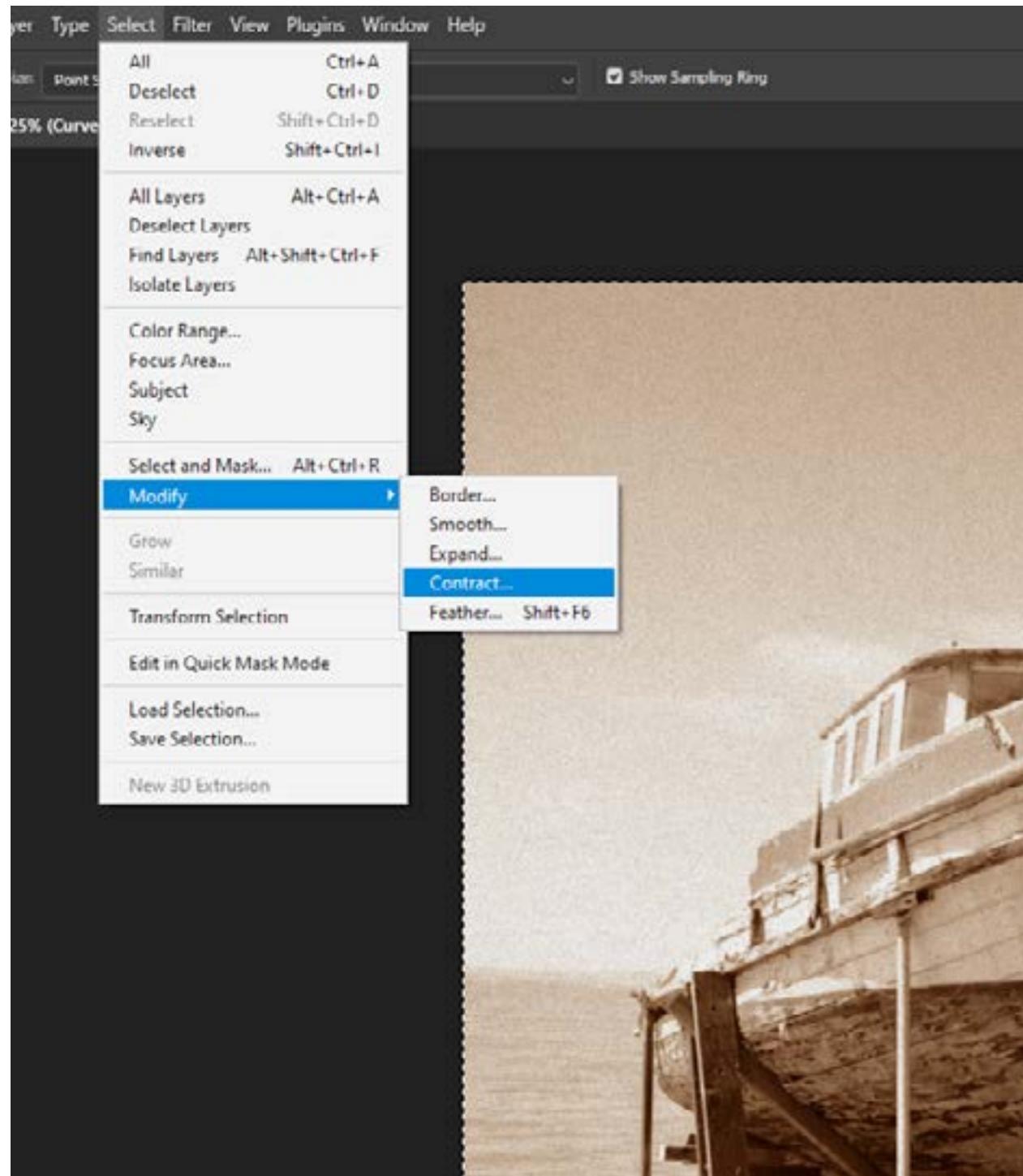
13] Ctrl + I op curves mask en met brush donkere stukken lichter maken



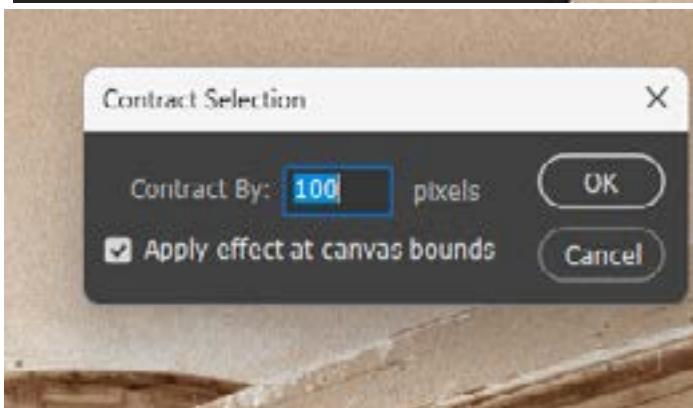
14] Alles selecteren [Ctrl + A]

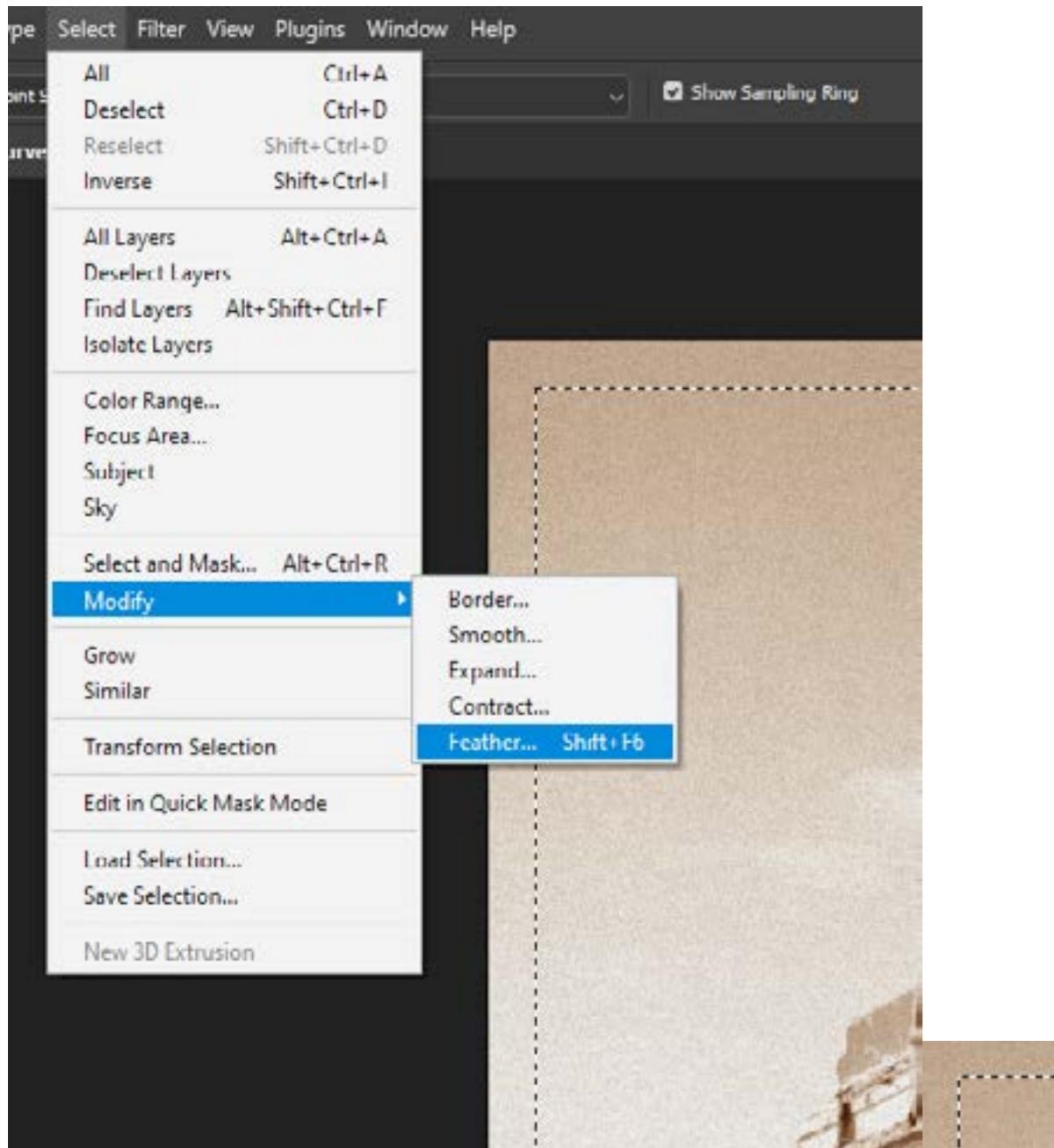


15] Select -> modify -> contract



16] Select -> modify -> feather





17] Delete (fill met wit)



18] Beeld doffer maken met curve laag



19] Resultaat

