Learning PhotoShop

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1 Basic Operations

1.1 redo / undo

- **Ctrl + z** undo once
- **Ctrl + Alt + z** undo many times.

1.2 Cancel Lasso Section

Press **Ctrl + D** or simply click inside the selected area, PhotoShop will take it away.

1.3 Transform

Select or **Highlight** the layer waiting to be edited, then go to **Edit** and **Free Transform**.

1.4 Change Canvas Size

- Under **Image**, choose **Canvas Size**.
- Under **Image**, choose **Reveal All** or **Trim**

2 Basic Geometries

2.1 Arrow

Under **Tool Box**, choose **Line Tool**, change the **Fill** color and then go to an icon looks like spur gear, tick **ArrowHeads** start and done.

2.2 Square box

Under **Tool Box**, choose **Rectangle Tool**, then holding on **Shift** and **Left Mouse Button** to draw a **Square Box**

3 Rectangle Marquee Tool

3.1 Fixed Size

Choose **Fixed Size** under **Style** option.

4 Crop Tool

Go to **Crop Tool**.

5 Layer Operation

5.1 Add images to one layer

Simply drag images into an opened image. Shortcut: **Ctrl + T**

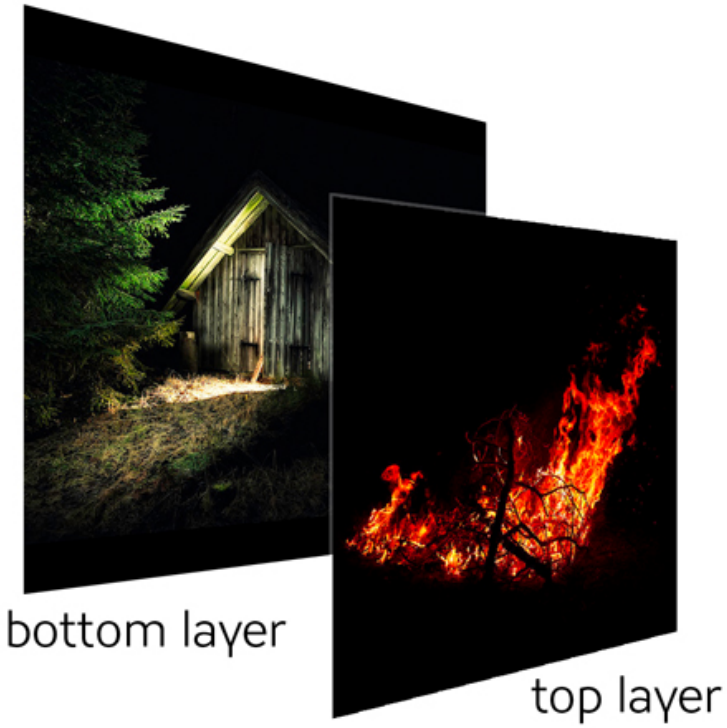


Figure 1: Initial images

6 How Do I Make a Layer Mask

Now that we have a strong grasp of exactly what masks are and how the two different types of masks differ, let's see how to create and work with a layer mask.

The first thing we need is two layers. I grabbed the two images below from photographers Adrian Durlea and Erik Soderstrom. The shack image is on the bottom and the fire is on the top.

The general idea here is to take some, not all, of the fire and apply it to the shack. The first step is to stack the two images as we see above and set the fire layer's blending mode to Screen. This will make all of the black pixels transparent, which blends the two images together nicely.

With that one change, this is already a pretty decent image! Let's say though that we want to only have fire near the door of the shack. To accomplish this, we'll need to add a mask to the fire layer. Select the fire layer and click the mask icon shown in the image below.

Now, with the mask selected in the layers palette, we grab a soft, black brush and paint out the portions of the fire that we don't want to see. As we do this, the fire begins to disappear. To bring it back, we simply paint white.

As you can see in the image below, with just a little painting, our fire is now much more centralized to the portion of the image that's already lit up and therefore looks decently natural.

To see the actual mask, Option-Click (Alt-Click on a PC) on the little mask preview in the layers palette (Shift-click to hide the mask completely). After painting out some of our fire, this brings up the following:

Notice that we're not just constrained to hard edges. The beauty of masks is that you can do anything you want with them as long as you can pull it off in values of gray. This means you can paint, clone, create and fill selections, copy and paste, and all kinds of other actions you perform on the main canvas.

Figure 2: final image

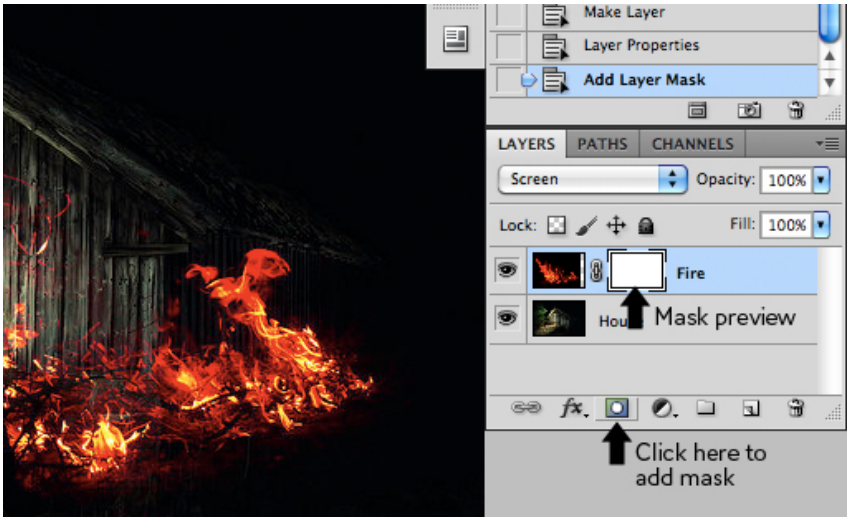


Figure 3: add mask

Figure 4: editing mask

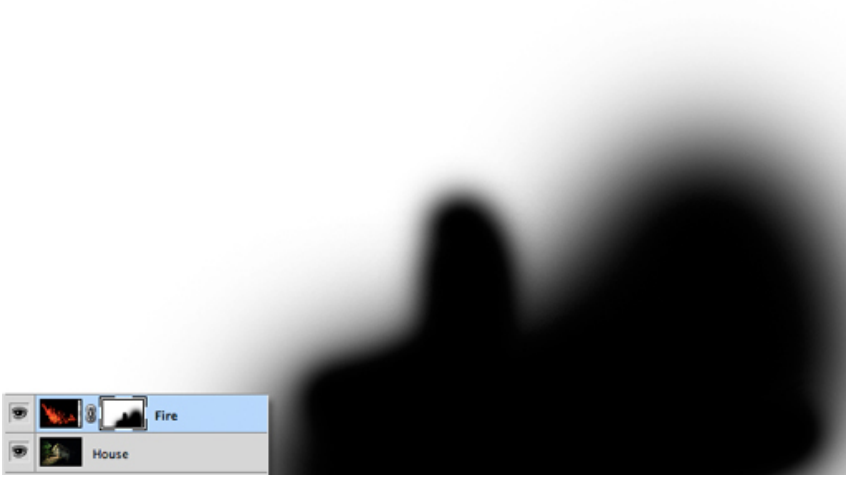


Figure 5: detailed mask

7 Remove the White Background From Line Art in Adobe Photoshop

There's another way, obviously more complicated than simply selecting an item on the list, but also far more effective. It will give us our dark lines—instead of pretending that there is no background we will remove it for real. Don't let the number of steps scare you—there aren't so many, but I made it as detailed as possible for you!

7.1 Step 1

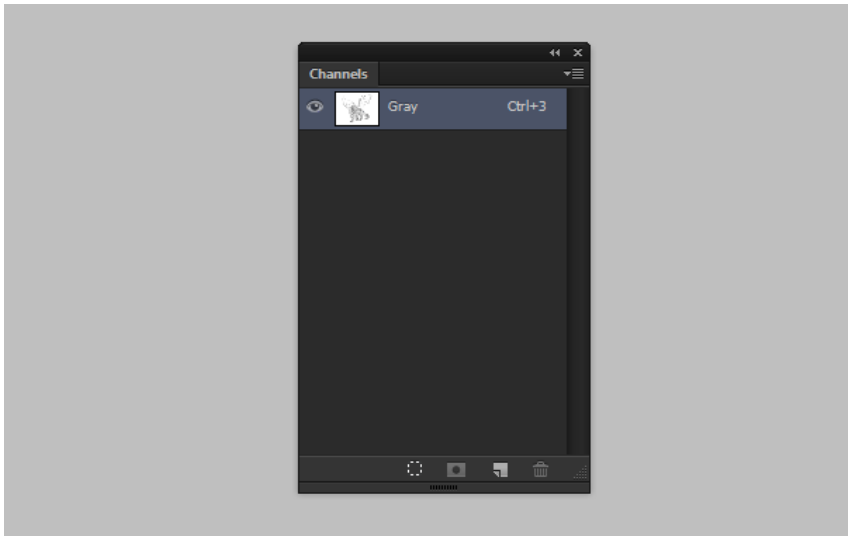
To make sure there is only black and white in the picture, go to **Image** > **Mode** > **Grayscale**. Select Don't **Merge** and then **Discard**.

7.2 Step 2

Select the whole picture with **Control-A**. **Copy** it.

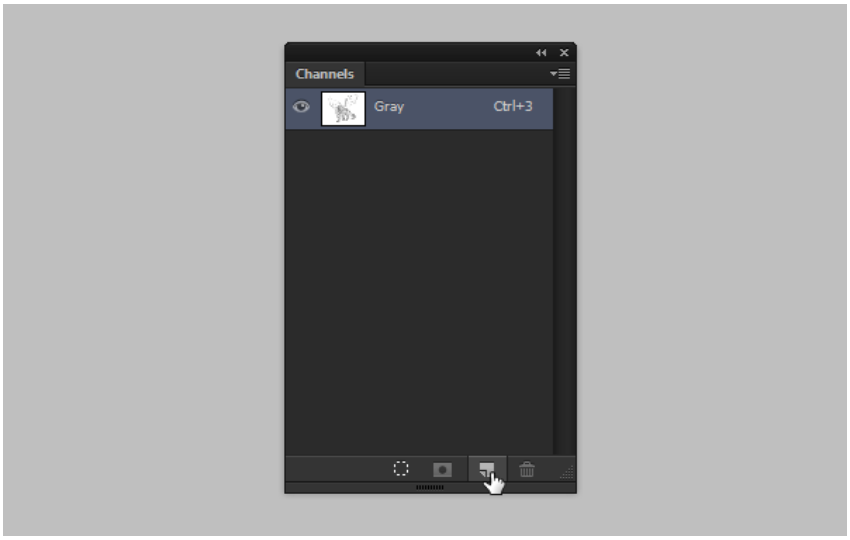
7.3 Step 3

Go to the **Channels** panel. You can find it next to **Layers**, and if it's not there, simply open it with **Window** > **Channels**.

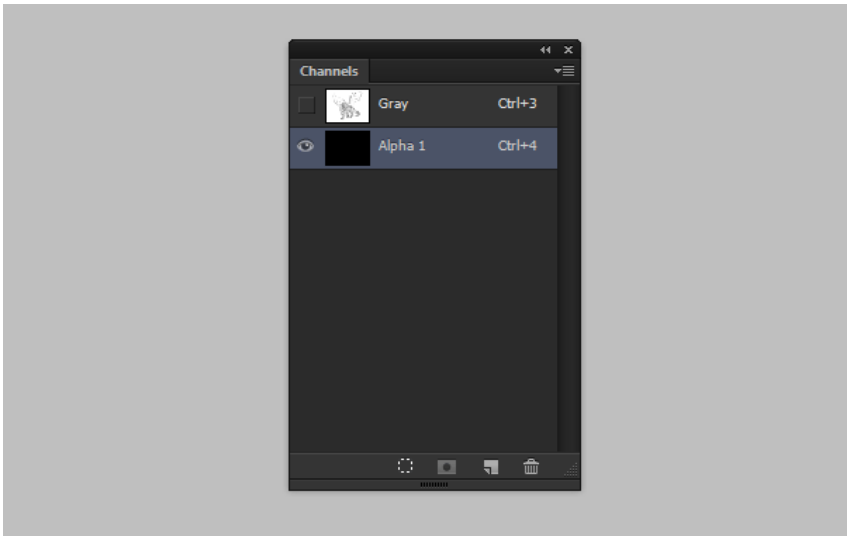


7.4 Step 4

Click **Create New Channel**.

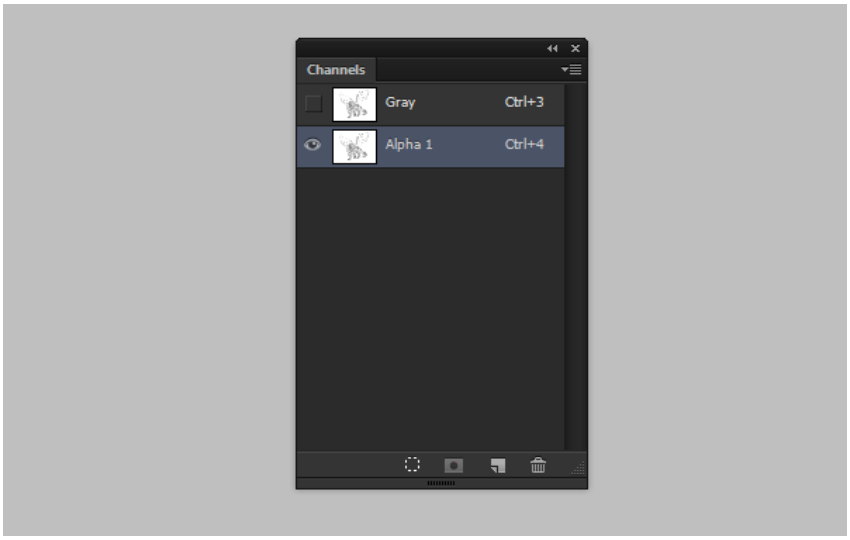


A new ”layer” should appear on the list. This is an alpha channel—it knows only two colors: black (transparent) and white (opaque). For now it’s black, so there’s nothing there.



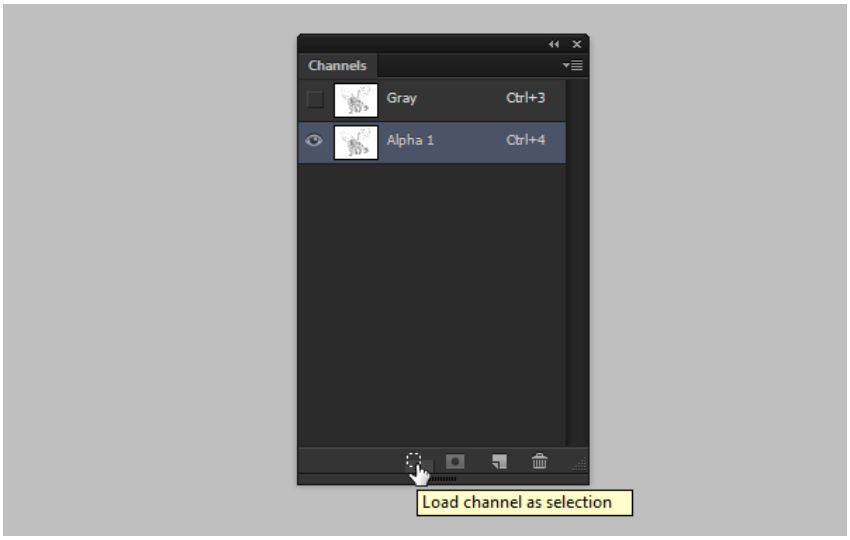
7.5 Step 5

Paste the selection to this layer. **Deselect (Control-D)**.



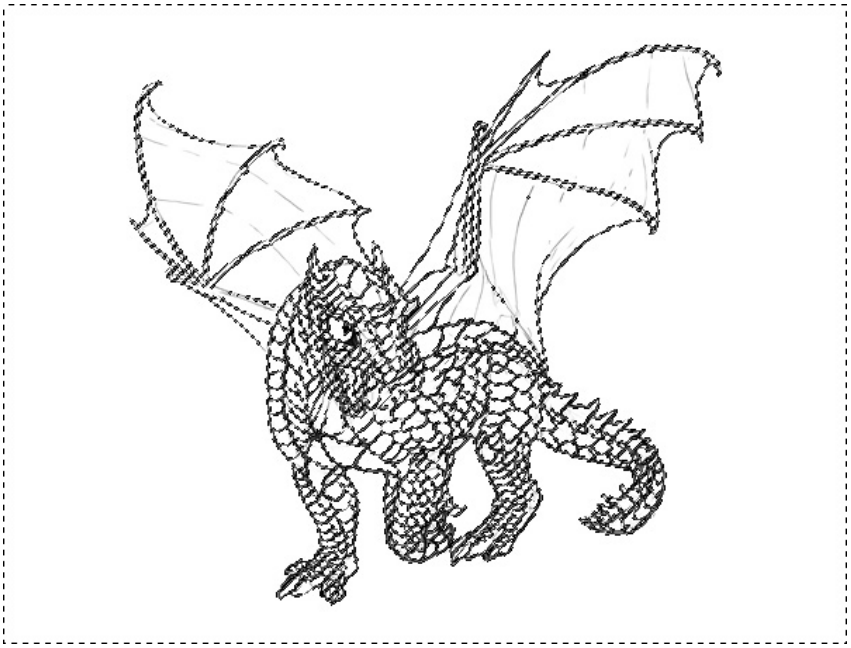
7.6 Step 6

Click **Load Channel as Selection**.

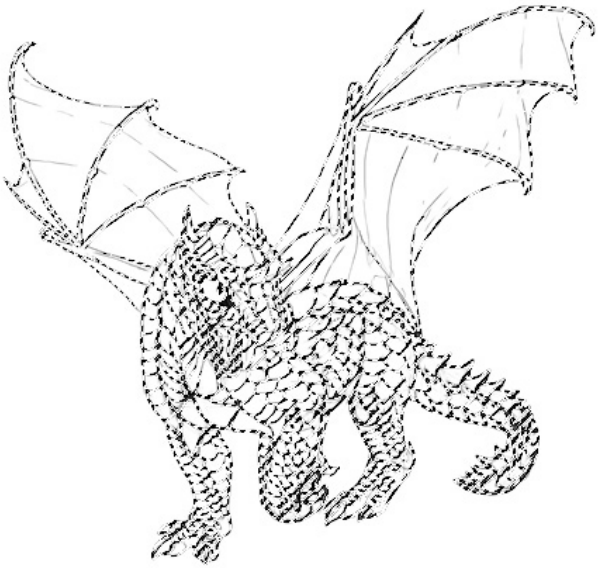


7.7 Step 7

A selection should appear on the picture. As I said before, for an alpha channel white is opaque, and black is transparent. When we loaded the selection, only the opaque parts were selected—the white parts.

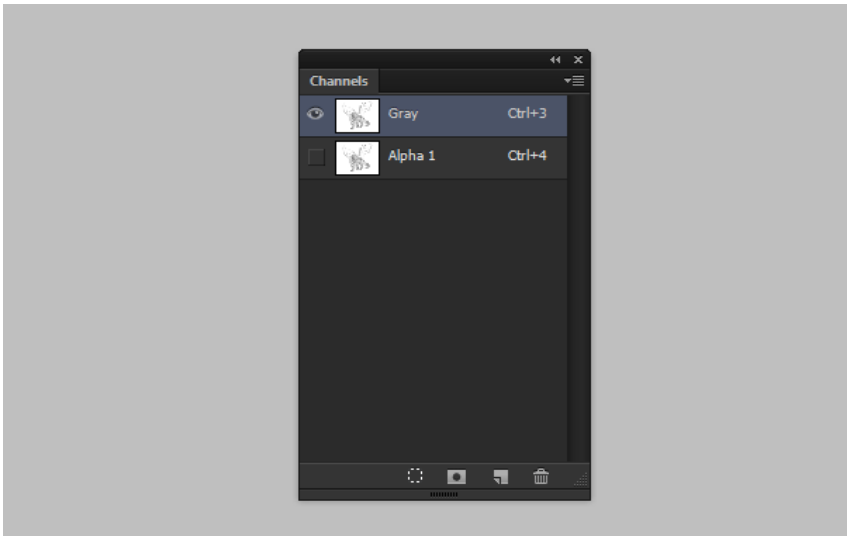


If you **Invert** the selection now (**Control-Shift-I**), you'll get the opposite selected—only black parts. Only the line art.



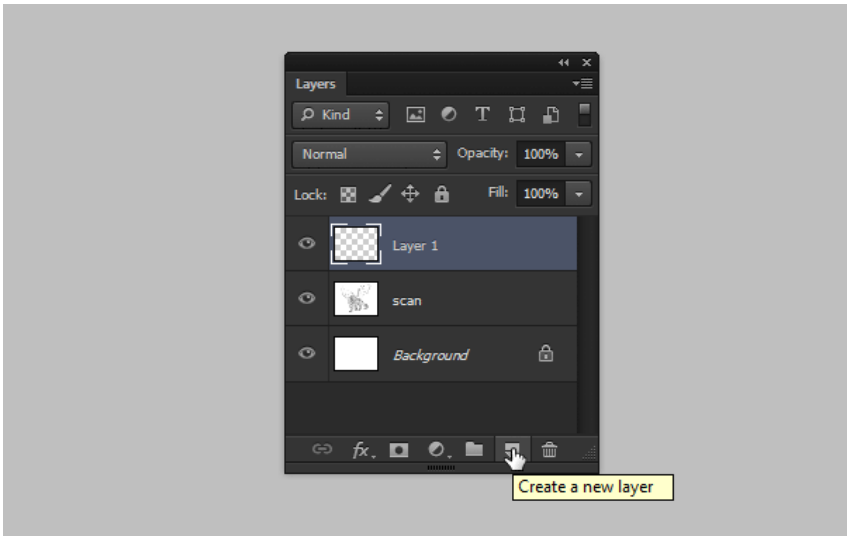
7.8 Step 8

Select the Gray **channel** again.



7.9 Step 9

Create a **New Layer**.



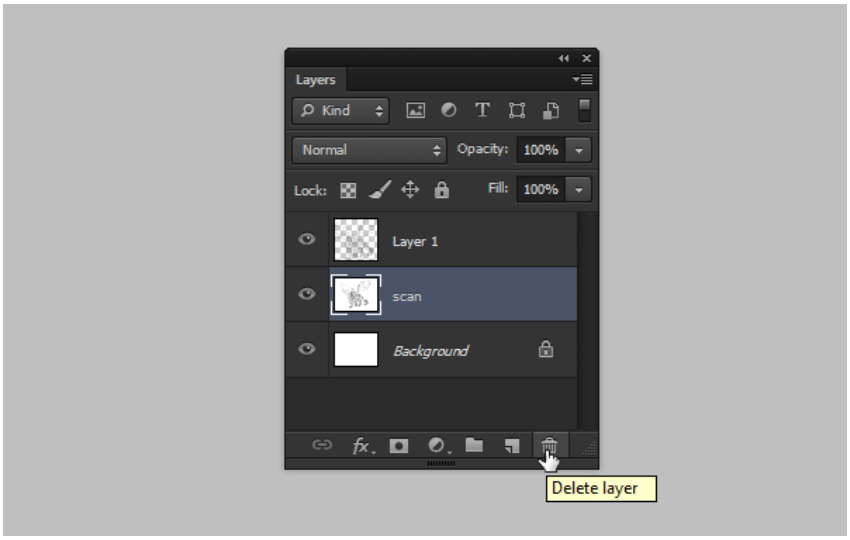
7.10 Step 10

Fill the selection with black using the **Paint Bucket Tool (G)**.

7.11 Step 11

If you **deselect (Control-D)** now, you'll see that the line art became twice as dark. It's because we've got two sets of lines!

Remove the scan to fix the problem.



7.12 Step 12

If you hide the background layer, you'll see only the line art. Just what we wanted, without any pretending!

You can now safely use any Blend Mode on this layer—Multiply doesn't block you anymore. Just don't forget to switch back to **Image** > **Mode** > **RGB Color**.

You can also use all the **Blending Options** on the lines, for example **Gradient Overlay**: