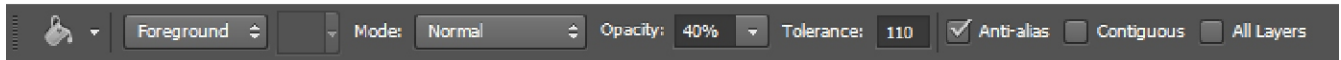


4 THEMA. PAINTING AND ADJUSTMENT

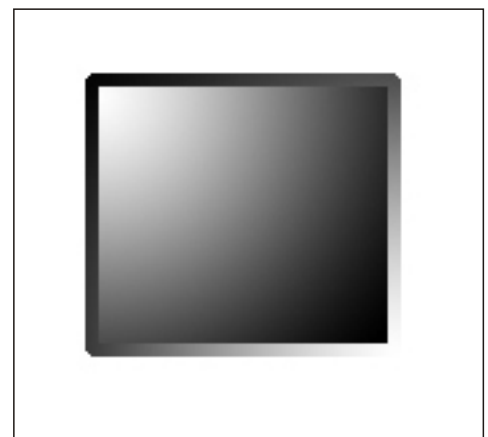
1. Open file **Prat4_2.jpg**. The foreground color choose - yellow.
Try to change color of the flower. Use **PAINT BOOKET** tool.
In the **OPTIONS** toolbar, set: Opacity **OPACITY - 40**; **TOLERANCE** - increase to **110**;
Turn off the **CONTIGUOUS** button.
And click on the flower.



2. Open file **Prat4_3.jpg**.
The purpose of this work is to change the color mode.
Try to coloring the parts of the image. Choose **MAGIC WAND**, select **CONTIGUOUS**, mark the parts of the picture (hair, table, etc.) and paint. The selected parts will not become colorful, but only in different shades of gray.
To get the color, you need to change the color mode from **GRAYSCALE** to **RGB** - you must go **IMAGE-MODE-RGB**.
Try to coloring after the changes.



3. The purpose of the work is to work with layers and change the size of the marking area.
Create a new document: **14x14 cm, Resolution 72 pixel / inch, BACKGROUND CONTENTS - TRANSPARENT**.
Use the **RECTAGULAR MARQUEE TOOL** to select a rectangular area.
Fill the selected area with the **GRADIENT** linear tool (**FOREGROUND - white, BACKGROUND - black**), the **REVERSE** parameter must be off.
Create a new layer - **LAYER-NEW LAYER**. Expand (increase) the marked area to multiple points:
Use the **SELECT-MODIFY-EXPAND** command (5 points).
Fill the marked area with **GRADIENT** in the opposite direction.
Change the places of layers.
Create a new layer for background and fill in white.
You should get the result: **Rez4_81.jpg**



4. BRIGHTENING

Open file Prat4_1.jpg.

Try to make lighter the parts of the photo (pan, or some fruit). Use **DODGE** tool. Choose Medium soft brush. Change **EXPOSURE- 30% , RANGE- SHADOWS** (in properties line).



Darkening

Try to make darker parts of the photo (apple). Use tool **BURN**. Choose Medium soft brush. Change **EXPOSURE to 20 %**, choose **Highlights**.



5. SATURATION

Try **SPONGE** tool in a photo **Prat4_1.jpg**.

Choose medium soft brush. In a properties bar **Mode** change to **SATURATE**, **Flow** - choose **30%**.

Go with a brush on a material in a photo - look how it change a color.



6. SHARPENING

Open **Prat4_4.jpg**.

Try to make parts of a car sharpen (weels for example).

Choose tool **SHARPEN**. Choose Medium soft brush and change **STRENGTH** to 30%, try on a weels. Then change **STRENGTH to 100%**. Look at the effect.



7. WATERCOLOR EFFECT

Try to do effect of watercolor.

Open **Prat4_1.jpg**. Choose a tool **SMUDGE**. Change **STRENGTH** to **20%** (in a property line). Try to paint on roses. You always can look at the results Rez4_14.jpg



8. CLONE STAMP

In a photo **Prat4_1.jpg** try to work with a clone stamp. Choose a brush - a size must be like one of the rose. Then press **ALT** and click on a rose you want to clone with a cursor. The do not press **ALT** anymore and click with a mouse in any other place. You will get a copy of a rose.



Set the **ALIGN** parameter and try cloning again. Hold down the **ALT** key to select the same rose (so do the COPY step) after dropping **ALT**, click where you want in several places - the copy will appear. Note, that you are copying the entire other drawing snippet.



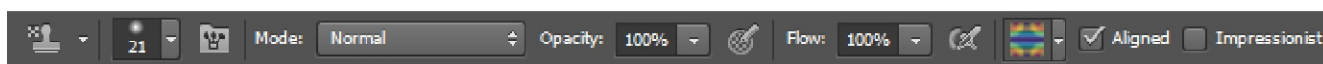
9. PRINT / COPY MODEL

Open the Prat4_5.jpg file.

ZOOM IN a girlfriend's face. Use the **RECTANGULAR MARQUEE** to select girls eye.

The **EDIT-DEFINE PATTERN** command creates a new pattern. Name a new pattern - **AKIS**. Use **MAGIC WAND** tool to select the red area of the wall. Choose the **PATTERN STAMP** tool. Select a **PATTERN - AKIS** (in the OPTIONS line).

Try to draw in a tagged area. Result: Rez4_16.jpg.



10. Healing BRUSH

Open file Prat4_6.jpg.

Try to adjust, retouch the image by using this toll. The same like clon, but more precisely adjusts the color and tone to the original.

In OPTIONS line choose a brush. Choose **SAMPLED**. And like with a **CLONE STAMP** to take a color you need - press ALT and click on an area you need to take color. Then do not press ALT and click on an area where you need to make corrections.

You can look at the result in a file Rez4_17.jpg.



11. PATCH TOOL

You can work with the same photo Prat4_6.jpg.

Try to make changes in photo add more buttons to man's jacket.

Choose **PATCH** tool. In **OPTIONS** bar choose **DESTINATION**. Then select a button circling around a button.

Then with a cursor drag the selected button to the area you need. You will have more buttons: look ant the Rez4_18.jpg.



Individual work. PAINTING AND ADJUSTING

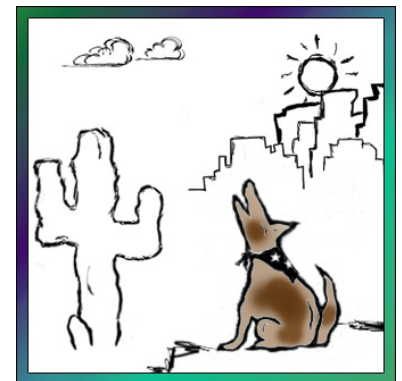
1. Open the file Rezult4.jpg - it is the example how the final work must look.
Then open the file Sdarb4.psd



2. Now you mostly will work with a brush.
Open a new layer and drag it down - the **"Drawing"** layer must be on top.
Try to paint only in new layer (you can rename it to **"Painting"** - if you want).
Then - you will not lose a contour.

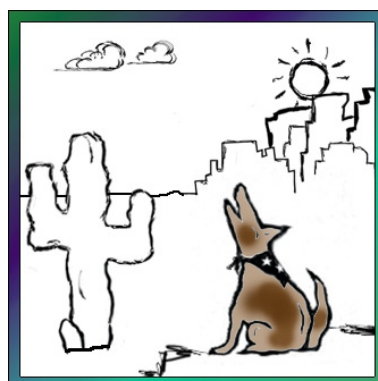
COLORING IN SELECTED AREA

3. Go to Layer **"Drawing"** and select a dog by using **MAGIC WAND**.
Then go to **"Painting"** layer and choose a medium brush.
OPACITY choose **100%**. Do not **DESELECT**.
Color a dog (selected area).
You can color with a different opacity.
Always look at the Result.



DRAWING WITH A PENCIL

4. Go to layer **"Drawing"**. Use a **PENCIL**. Foreground color choose **Black**.
Make size of pencil - small - in **OPTIONS** bar.
Then draw a line of horizon and a line in a bottom of cactus. Lines must be in **"Drawing"** layer.

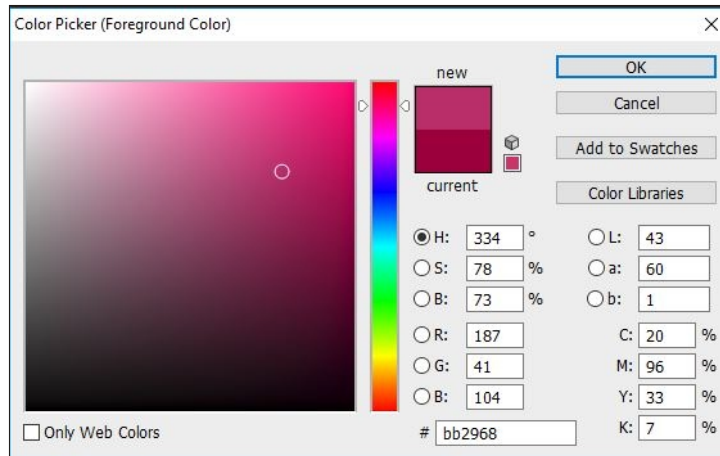


5. COLOR PICKER



Click the color button to change it. The **COLOR PICKER** dialog opens.

Choose the color for the mountain by pushing the triangular sliders. In the color box to the left, select the color you want.



6. PAINT BUCKET

Select the "Drawing" layer.

Use the **MAGNETIC LASSO** tool to select the cactus area.


Set the **FEATHER 3** parameter in the **OPTIONS** toolbar.

Go to the "Painting" layer. Choose a light green color and use the **PAINT BUCKET** tool to fill it inside the cactus.

Deselect - **CTRL / D**.

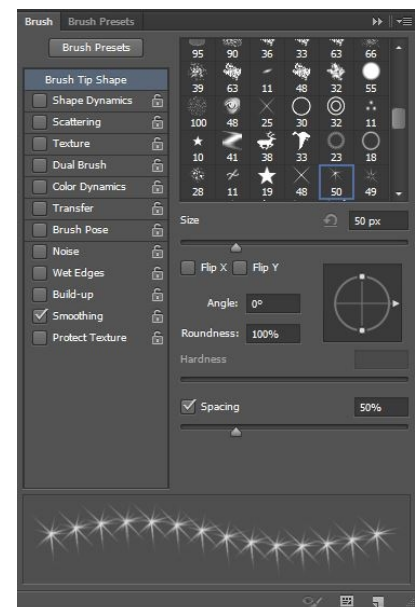
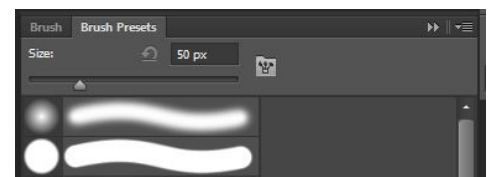
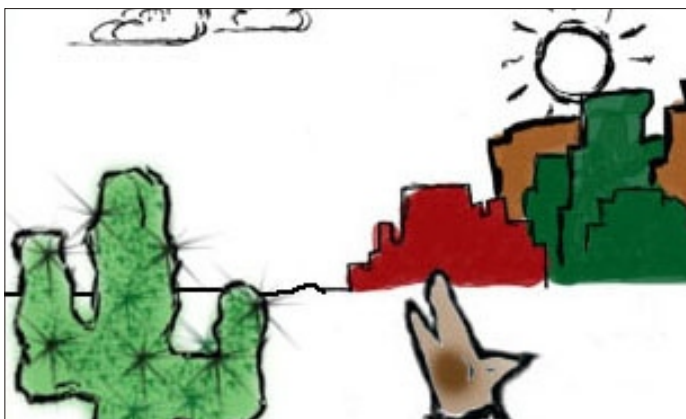


7. ADDITIONAL BRUSHES

In the **BRUSHES** palette, press the arrow , select the **LOAD BRUSHES** command and load the brush file **ASSORTED.abr**. Select the brush shown in the picture.

Choose green color.

Draw the needles for cactus.



8. AIRBRUSH

Select the “**Drawing**” layer.

Choose a small brush.

You can use the **BRUSH TOOL** as an **AIRBRUSH** tool. This tool is designed for color spraying, Simulates traditional aerography techniques. Select the tool by clicking on the icon in the **OPTIONS** bar.

Set **FLOW 50%**.



Select a gray color and color the cloud.

Press the **ALT** key. The cursor becomes as the **EYEDROPPER**. Click on green in the **SWATCHES** palette. The main color will turn green. Stop pressing the **ALT** key. The sprayer will reappear. Draw on the clouds.

Insert the color into the **SWATCHES** palette: Open this palette. Move cursor to Lower empty box. Cursor become as a **FILL** tool. Click - and color will be added to the palette.

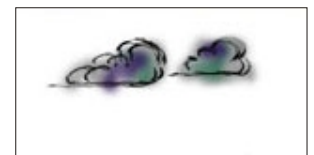


Color the clouds in several colors and use a **SMUDGE** tool on the colors.

Choose a small mild brush.

Drag the tool through the cloud by turning it into whirlpools.

Choose **STRENGTH - 50%**, it allows you gently to blend colors.



9. GRADIENT TOOL

Choose layer “**Drawing**”.

Select the **SUN** by using **ELLIPTICAL MARQUEE TOOL**.

In the **OPTIONS** bar - before marking - set **FEATHER 2**.

This will help to smooth the edges of the markup.

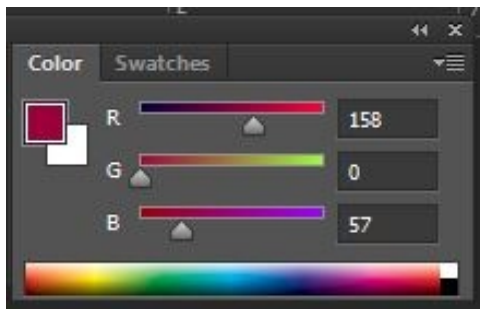
Press **ALT + SHIFT** and drag the mouse marker from the center of the sun to the edges.

The selected area will be a circle shape.



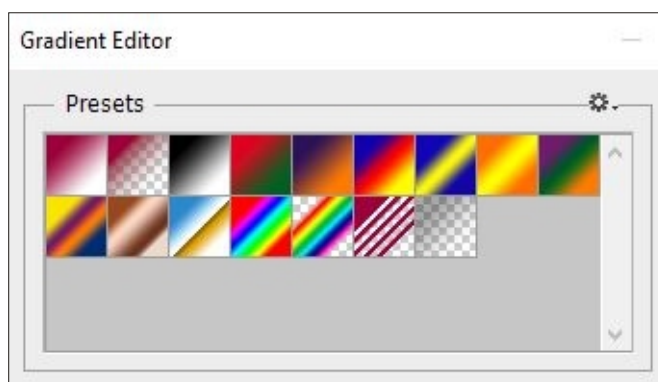
Then - go to Layer “**Painting**”. Choose **GRADIENT** tool. In the **OPTIONS** bar choose **RADIAL GRADIENT**. **ORANGE, YELLOW, ORANGE**. Set **OPACITY 60%**.

9. Use **BRUSH** tool to draw Sunbeams.



10. GRADIENT and MODE „BEHIND“

Go to layer “**Drawing**”. Select the sky. Choose:
LINEAR GRADIENT. VIOLET, GREEN, ORANGE. OPACITY - 80%.



In the **OPTIONS** bar, set the color mixing mode **MODE - BEHIND**.

This mode allows you to draw only on transparent areas of the layer. Create a background for existing objects.



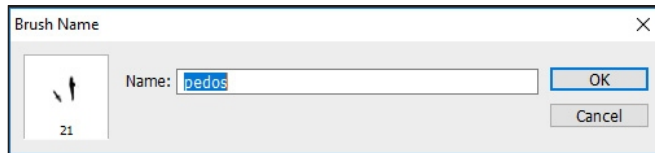
11. HOW TO CREATE THE NEW BRUSH

Select a **"Drawing"** layer. Hold other layers temporarily of (turn off the EYE button).

The **"Drawing"** layer must be active.

Select multiple sun rays with a **RECTANGLE MARQUEE TOOL**.

Select the **EDIT-DEFINE BRUSH** command and enter the brush name.



A new brush will be created.



In a **BRUSH TIP SHAPE** palette set: **SPACING - 300%**.

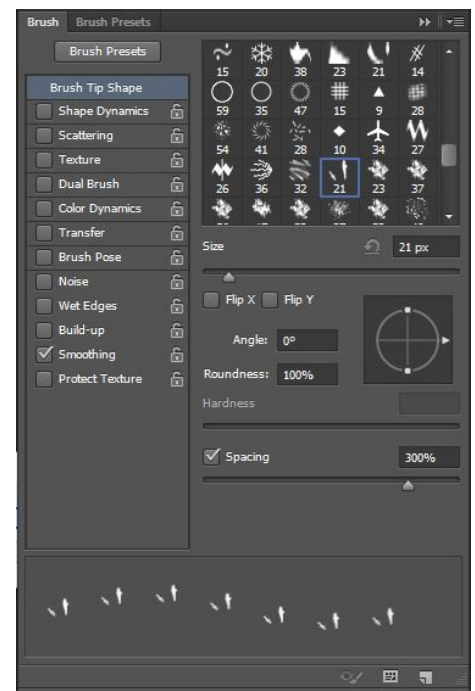
Choose **NEW BRUSH**.

Give a name for a new brush „**FOOT_spacing 300**“.

Go to layer **"Drawing"**.

Choose **BRUSH**. Set **OPACITY - 40%**, **MODE - NORMAL**.

Choose your **NEW BRUSH** - and draw on the desert.



You did!

