

*Chris Parker presents...*

THE

GIMP

MADE EASY

*Essentials Guide*

★ ★  
PARKER  
photographic



*U*se this guide to, well, guide you through the class.

With over 20 hours of content, it's easy to get lost and overwhelmed. Fear not!

Inside you'll find easy access to each tutorial with tips, a place for notes and info on what you need to do next. **HINT:** practice what you learned before moving on. :)

Use this guide during the class and print for use as a reference when off-line. Oh, and there's a color guide too for photography & graphic design related content (see bottom left of this page).

## COLOR CODE GUIDE:

Photography



Graphic Design

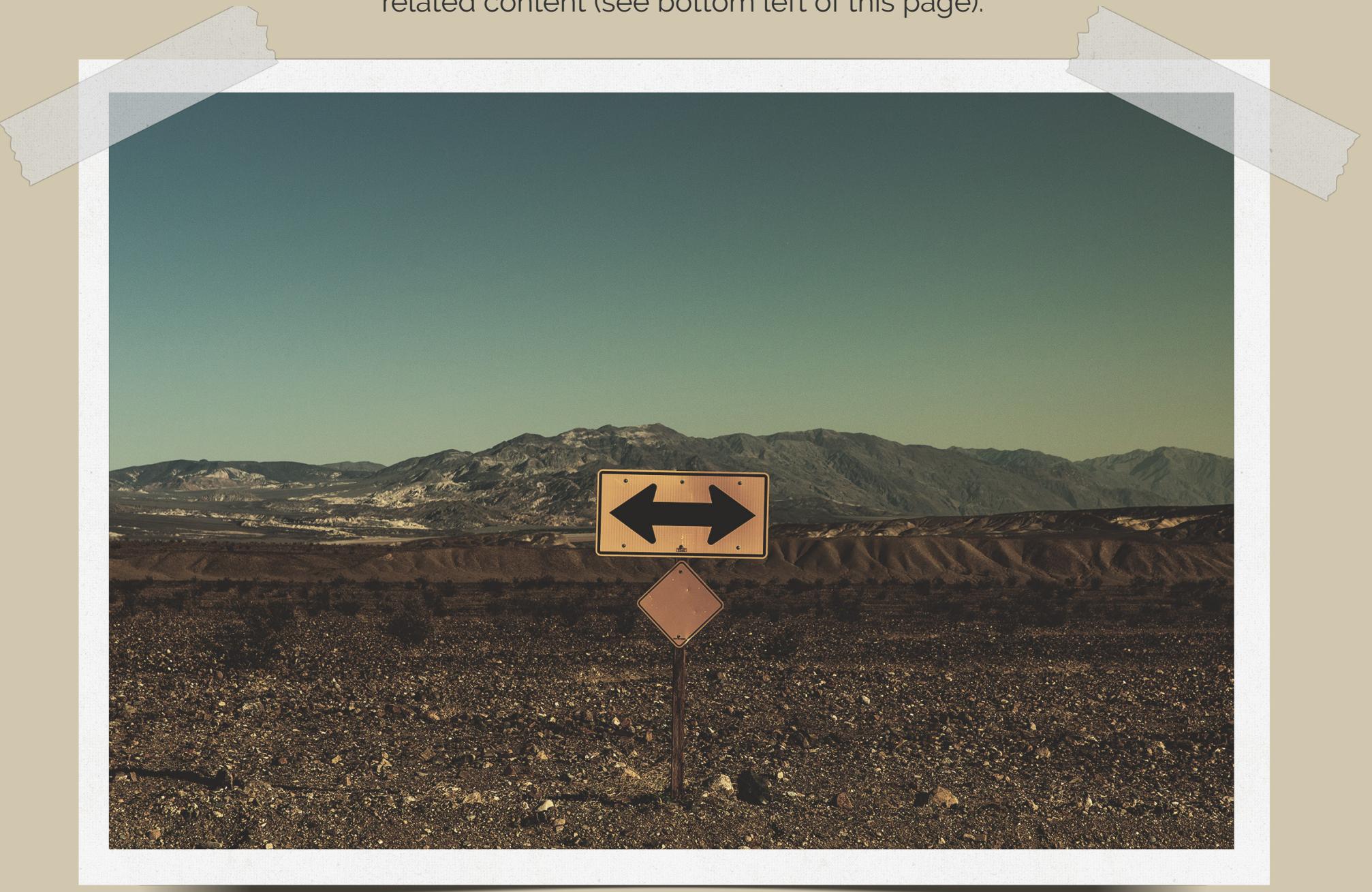


### guide [gahyd]

#### noun:

*a mark, tab, or the like, to catch the eye and thus provide quick reference.*

*a book, pamphlet, etc., giving information, instructions, or advice.*



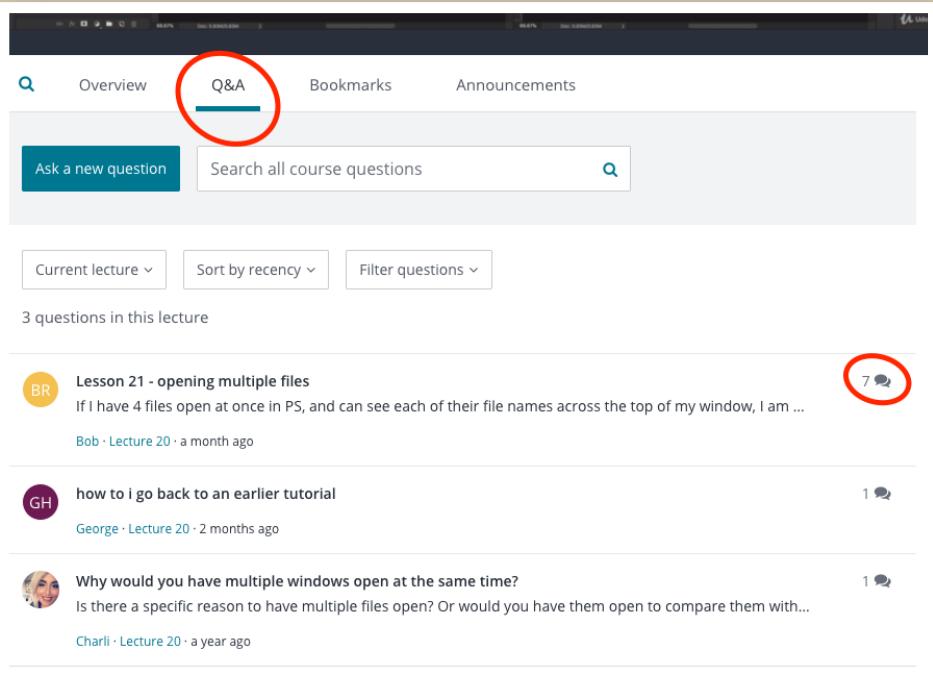
# How to get the most from the Udemy platform

## How/Where to Ask Questions

For the quickest response, click on the Q&A link below the video (scroll down to see it) to post a question.

You may also find your question answered, from a previous request, in this section.

Click on the icon (to the right of the question) to expand the conversation to see answers and follow up.

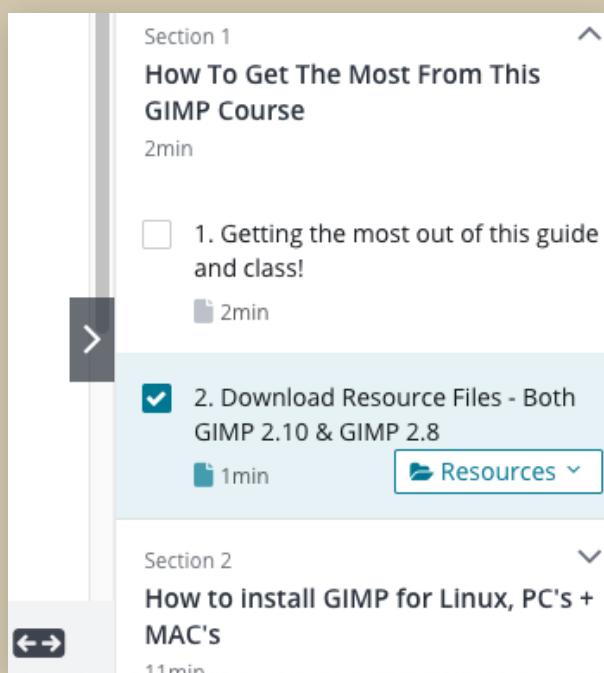


## Where to download class resources & locate the course outline

Depending on the width of your browser will determine where you'll see the "Resource" downloads and the course outline.

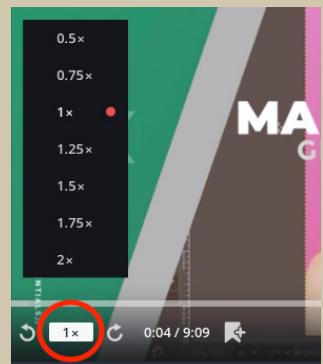
Click on the double arrows (bottom right of video) to "expand or collapse" the screen (of the video play area).

If you still don't see the outline (or the double arrows - as shown to the right) scroll below the video and choose "Course content".



## Do I talk too slow or too fast?

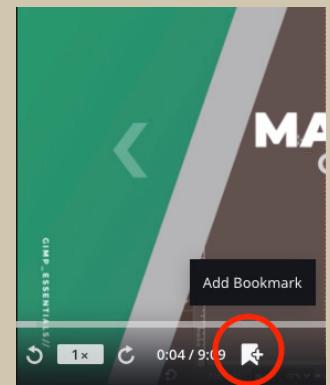
If so, locate the "1x" at the bottom left of the video to speed up or slow down the video!



## Bookmark your videos

Want to mark an important part of the video? Or need to comeback to it later?

If so, add a "Bookmark" from the bottom left of video.



## Video Quality + Technical Support

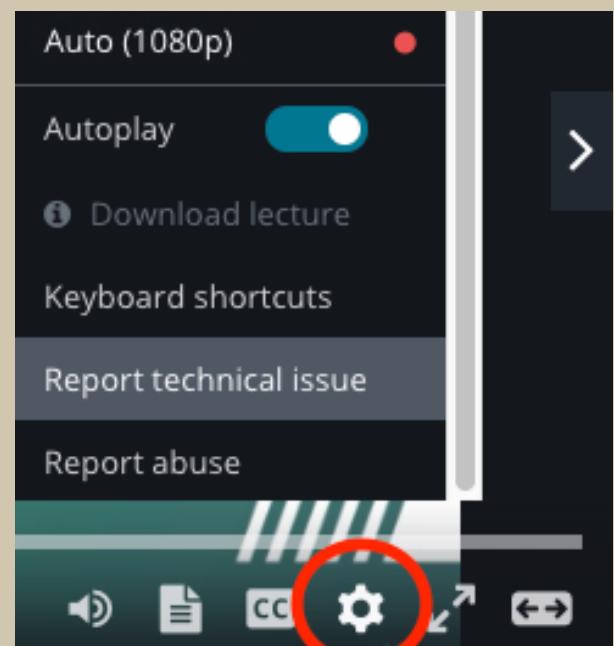
All courses are recorded in 1080HD!

Udemy utilizes adaptive streaming for all videos. The quality of the video will be dependent on your Internet speed.

The faster your service, the better chance you'll stream the tutorials in 1080HD.

If you experience intermittent quality then your Internet service may not be fast enough for 1080 and will fluctuate between different resolutions (that may result in a blurry video).

Please contact Udemy support for all technical issues: <https://support.udemy.com>



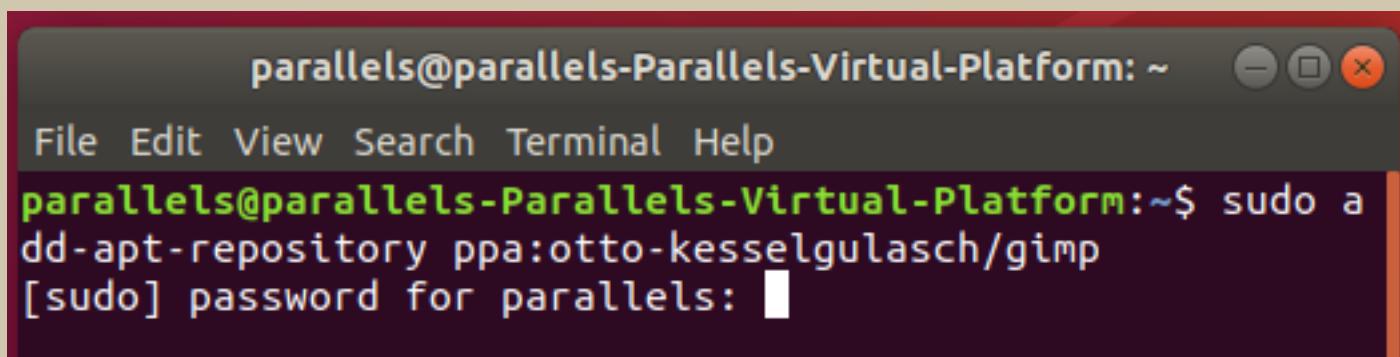
You can report a technical issue, directly from the video you're watching, by clicking on the "Clog" icon and click "report technical issue".

# SECTION 2: How to install GIMP 2.10

## Linux

The following was provided by the [UbuntuHandbook](#).

1. Open your terminal and add the following command:  
`sudo add-apt-repository ppa:otto-kesselgulasch/gimp`
2. Type your password (no visual feedback) when it prompts and hit Enter to continue. After the message from the developer click enter again to complete the process.



To upgrade to future releases launch your Software Updater and install.



If, for some reason, you want to un-install GIMP or revert to GIMP 2.8.22 run the following command (in terminal) to remove the PPA:

```
sudo apt-get install ppa-purge && sudo ppa-purge ppa:otto-kesselgulasch/gimp
```

## Windows + MAC

Navigate to [gimp.org/downloads](#). The site will recognize your operating system and will provide the correct file to download.

If not, click on your operating system link, begin downloading and install once downloaded.

Windows users can choose "run" from the Open File window and MAC users can double click the downloaded file to begin the installation process.

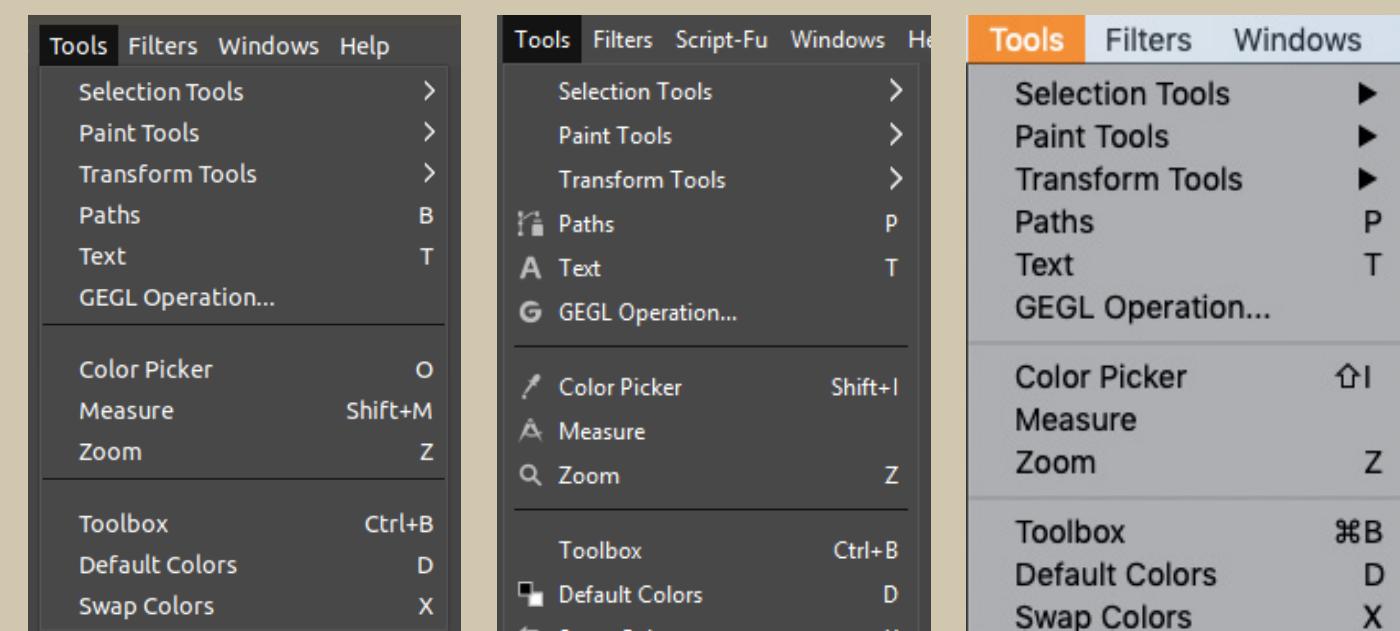
## Updating

Download the new package and "run" or "double-click" as before. GIMP will auto update and you do not need to remove the older version.

A screenshot of the "Downloads" section of the GIMP website. It features a cartoon character holding a download icon. Below it, it says "Current Stable Version" and "The current stable release of GIMP is 2.10.10 (2019-04-07)". It detects "We think your OS is OS X." and offers links to "Show downloads for GNU/Linux | OS X | Microsoft Windows | All". It also has a section for "GIMP for Windows" with two download buttons: "Download GIMP 2.10.10 via BitTorrent" (teal button) and "Download GIMP 2.10.10 directly" (orange button).

## What OS is this class recorded in? Does it matter?

Actually, it doesn't really matter. As you can see (from the images below) the options are exactly the same for Linux, Windows and MAC. The only differences are the keyboard shortcuts which I'll point out throughout the class.



# SECTION 3: Quick Start Guide

## How to make your images “POP”!

The key to making your images “pop” is to increase the contrast.

Even though there are several ways to do it, in this tutorial you'll learn the quickest and easiest way to make them “pop”... with the Levels Tool.

How?

Adjust the end points (below the histogram) to fill in the gap. Doing so stretches the detail, increases the dynamic range and creates more contrast. Instant “pop”!

However, going to far can clip detail and make the image look unnatural. Adjust the black points (shadows) and white points (highlights) to your liking.

## NOTES:

## PROJECT 01

1. Open the image from the Section 3 folder
2. Adjust the Levels Tool as described in the tutorial (and above)
3. Take your knowledge and apply to your own images
4. If you already know how to save your image then do so by saving (exporting) as a new file with a new name. If not, wait till you learn how to save/export in the last lesson of this section.



## How to remove blemishes and stray hairs

The Heal Tool is the tool you'll need for removing blemishes, stray hairs and more. Remember to use your Control or Command key to target an area from which to “retouch” from.

## NOTES:

## PROJECT 02

1. Use the same image as before to use for practicing your retouching
2. Use the Heal Tool as described in the tutorial to remove blemishes and hair
3. Apply this technique on your own images

## How to save for Facebook and why

Do you remember the size for on-line viewing? And for outputting to a printer?

One is 300dpi (printing) and the other is 72dpi (on-line).

## NOTES:

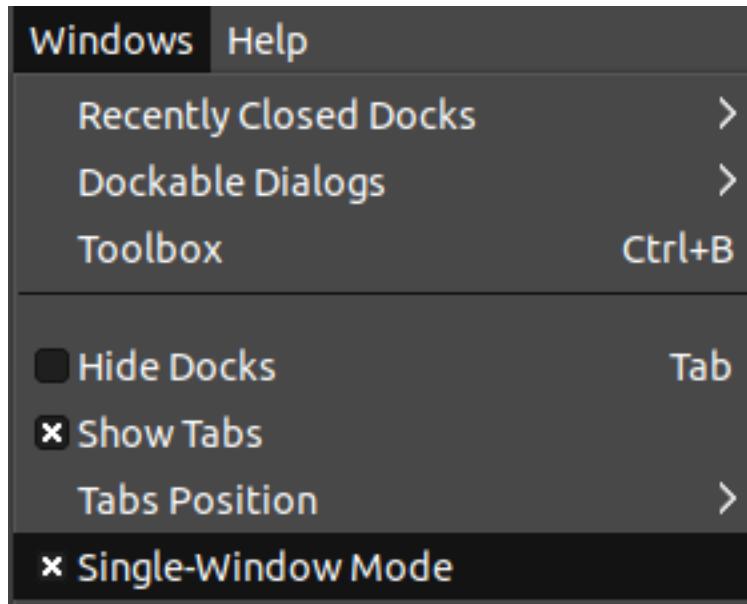
**Always Up-to-Date Guide to Social Media Image Sizes.** [Click Here.](#)

## PROJECT 03

1. Use the same image for the last two lessons and re-size as described in the tutorial
2. Export to save it as a jpg file
3. Take any images you've re-touched and post on-line.
4. Oh, and, for extra credit post them in the private Facebook group for our students

# SECTION 4: GIMP, the Basics

## How to configure the GIMP Interface



**Single Window Mode** will combine the left and right panels along with the middle interface.

**To re-size your Tool Icons:**  
Preferences (Edit or GIMP) > Icon Theme (custom icon size at bottom)

## NOTES:

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## How to create a new document in GIMP

File > New or Command/Control + N

**Pro Tip:** input the correct resolution and dimensions during the creation of your new document

## How to open files in GIMP & the different file types

File > Open or Command/Control + O

1. JPG > for on-line use or for prints
2. PNG > for on-line use... when you want a transparent background
3. XCF > GIMP native file format and to save layers
4. PSD > Photoshop native file format and to save layers

## How to navigate around your GIMP documents

1. *Scroll bars*
2. *Navigation Panel* - Windows > Dockable Dialogs > Navigation
3. *Space Bar* - Hold down to activate hand/move tool
4. *Zoom* - View Menu, Zoom Tool or via the drop-down menu at the bottom of the interface

## How to save your GIMP files for web, print & more

For saving layers - File > Save As

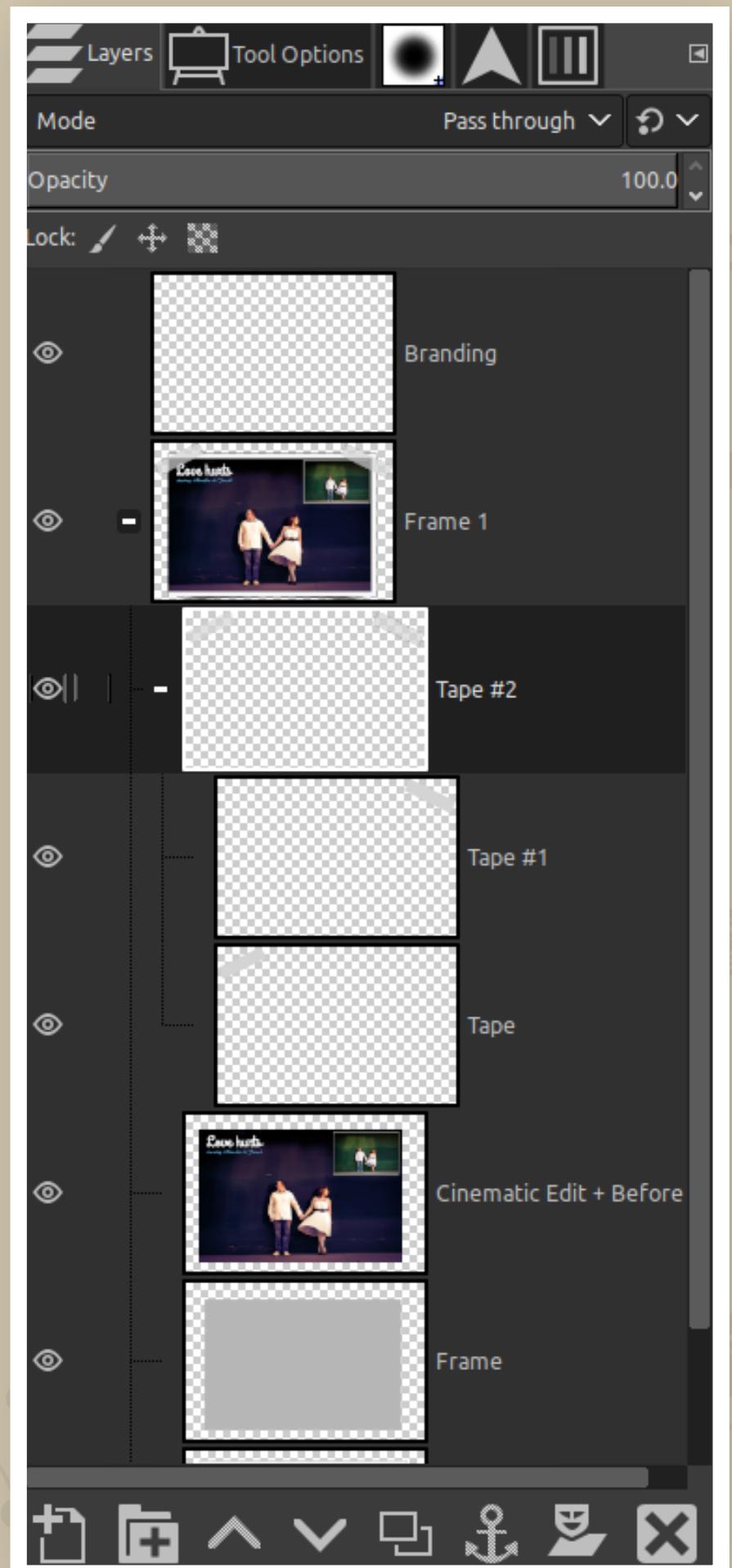
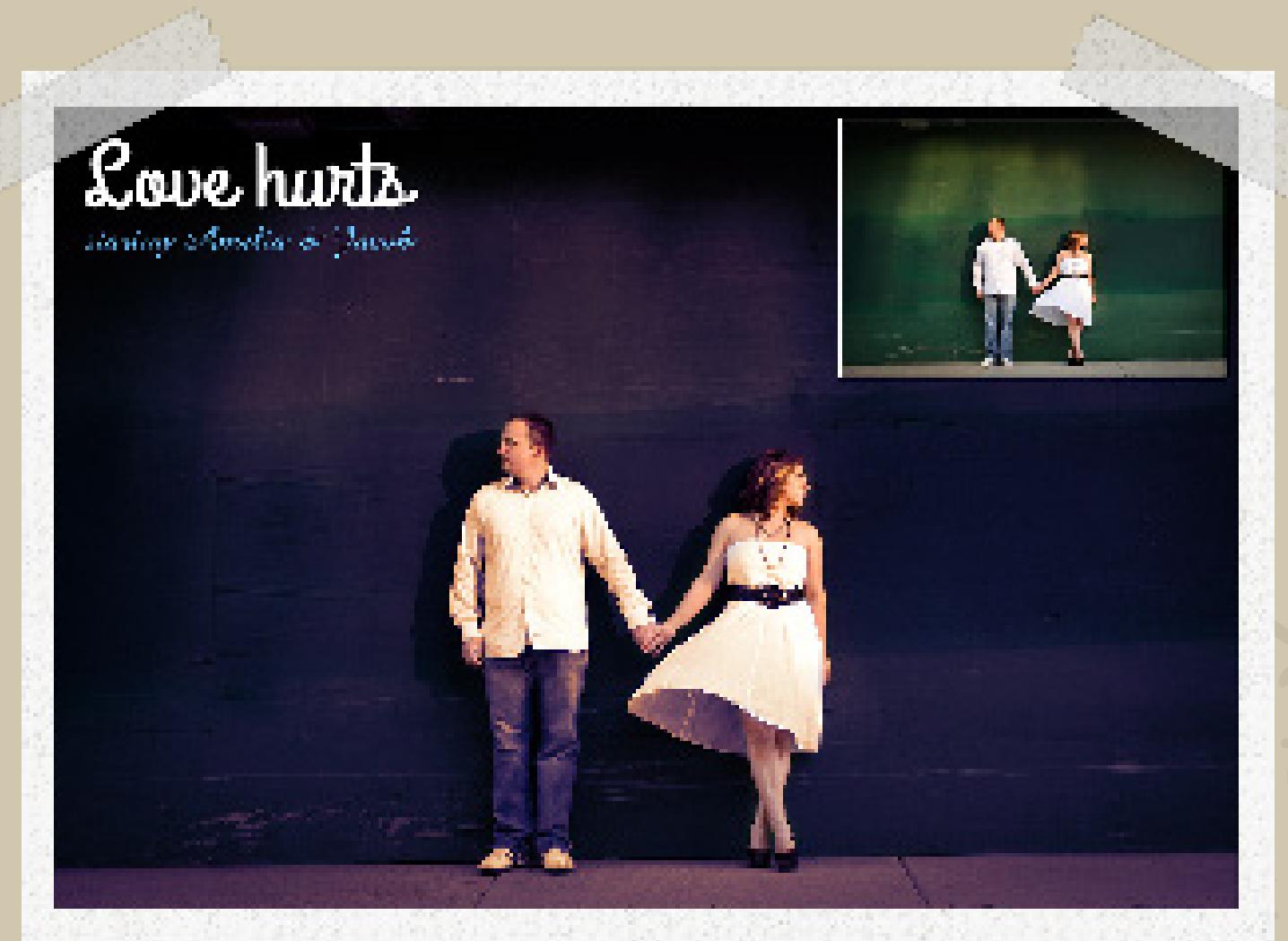
For exporting to other file formats - File > Export As



# SECTION 5: GIMP Layers

*layer [ley-er]*

a thickness of some material laid on or spread over a surface:  
two or more layers of paint.



# Layers



Layers. An essential element of GIMP to help you achieve your creative vision.

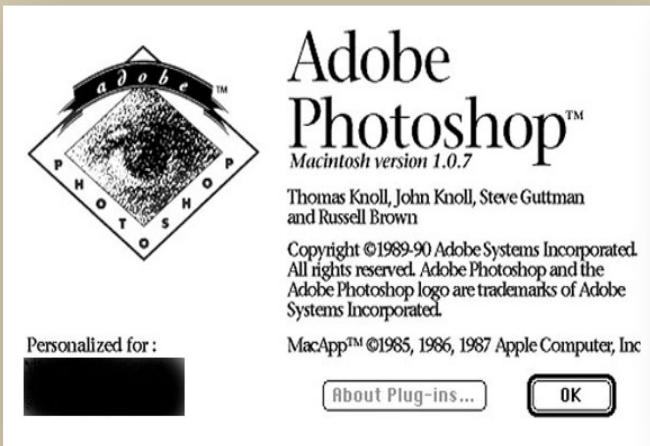
Layers are essentially different holders that contain data (image pixels and/or vector shapes) that allow you to customize each part of your design individually.

For example, an image of a product might be made up of two layers: one of the actual product and the other the background.

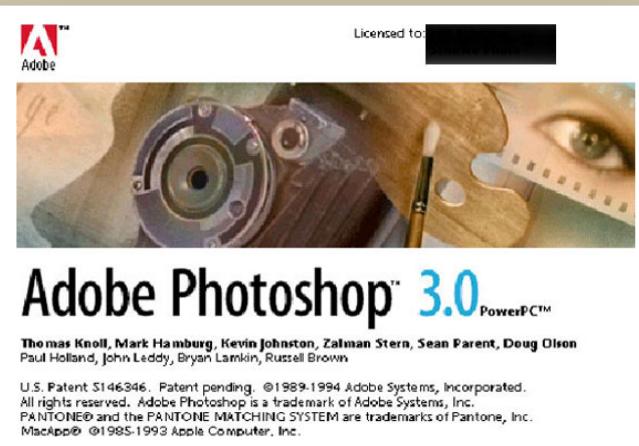
Adding text above the product and background layer creates a third layer.

All of which can be edited separately!

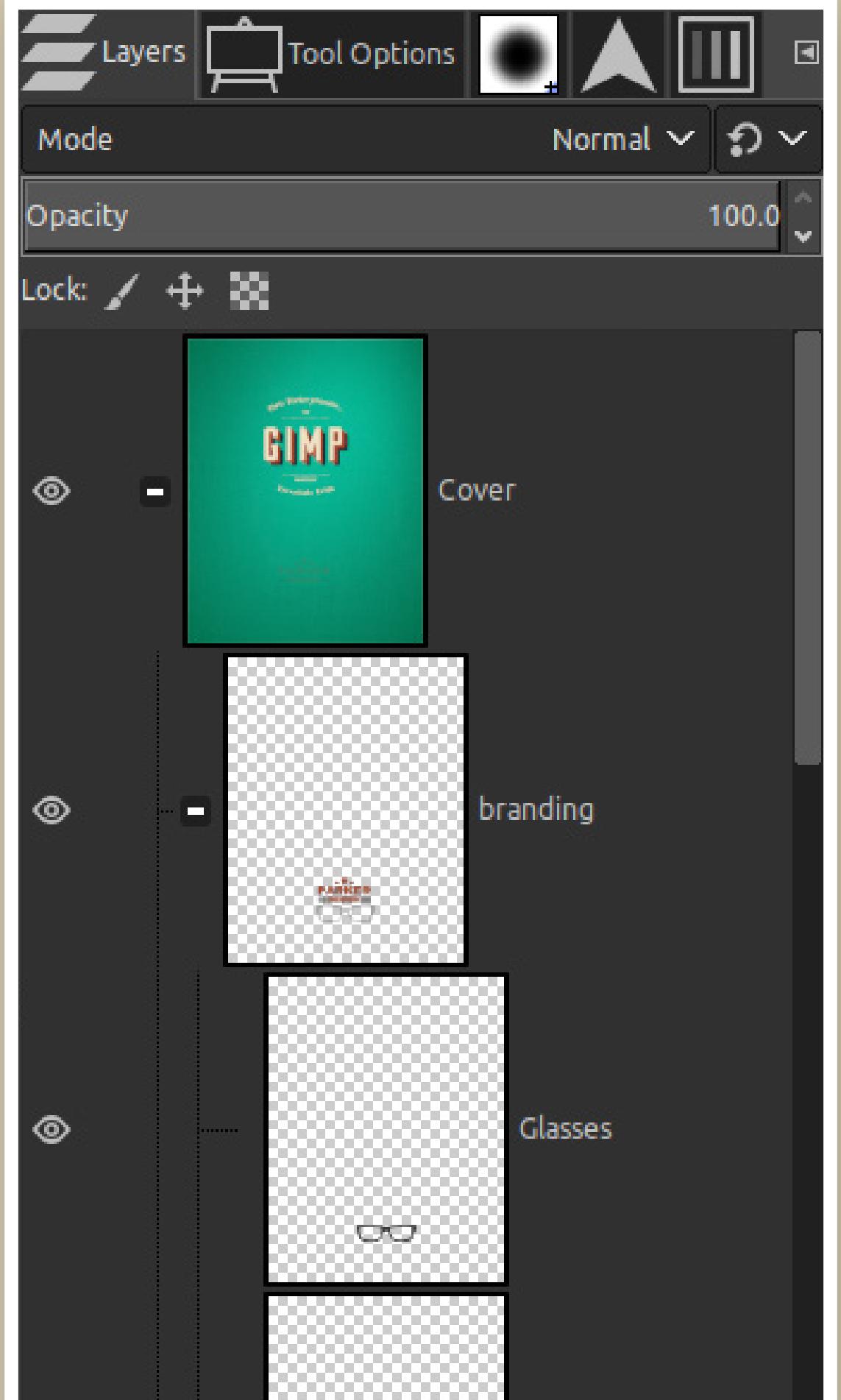
We can thank Adobe for introducing Layers all the way back in 1995 with Photoshop 3.0.



Photoshop 1 was released to the public in 1990

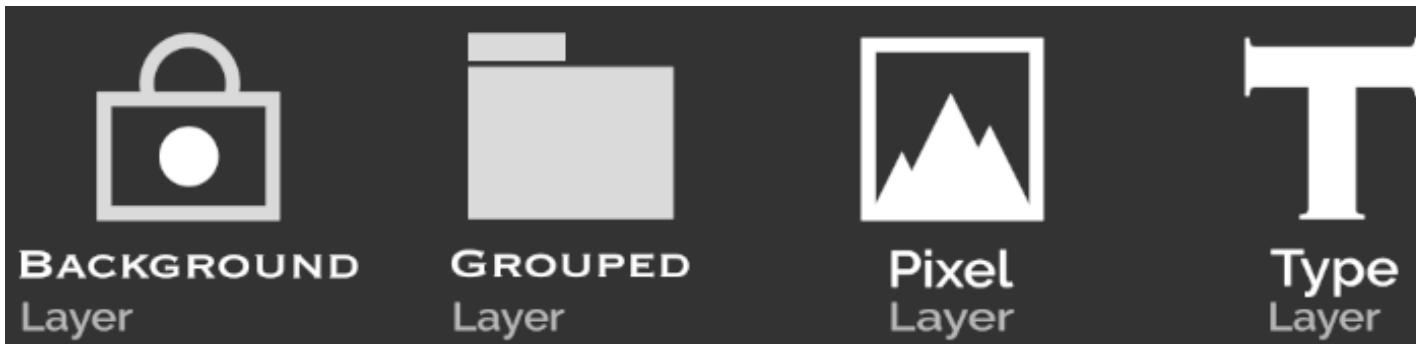


Photoshop 3, released in 1995, introduced layers!



# 4 Types of Layers + Customizations

## 4 Types of layers



**Background** - the first layer created when you make a new document or open an image

**Group** - "group" similar layers together to keep everything organized

## NOTES:

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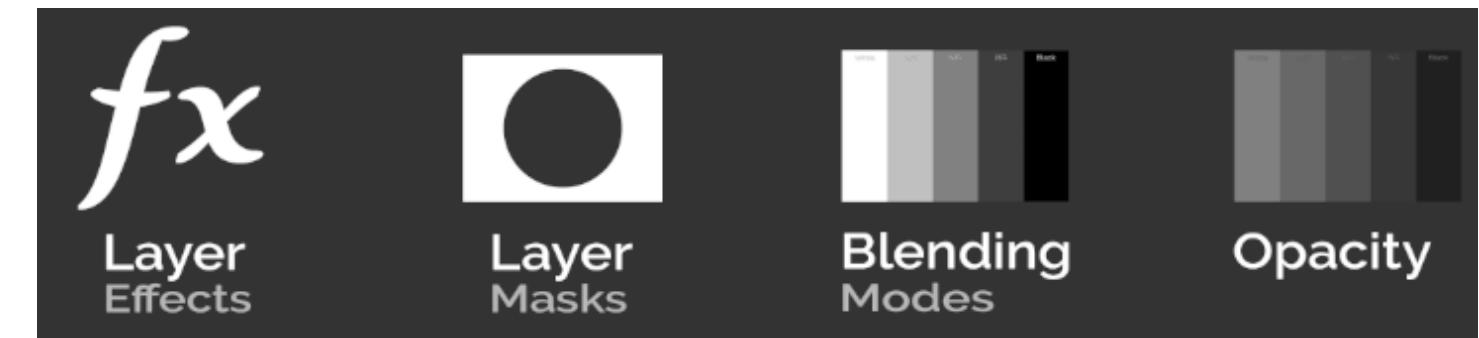
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## 4 Types of customizations

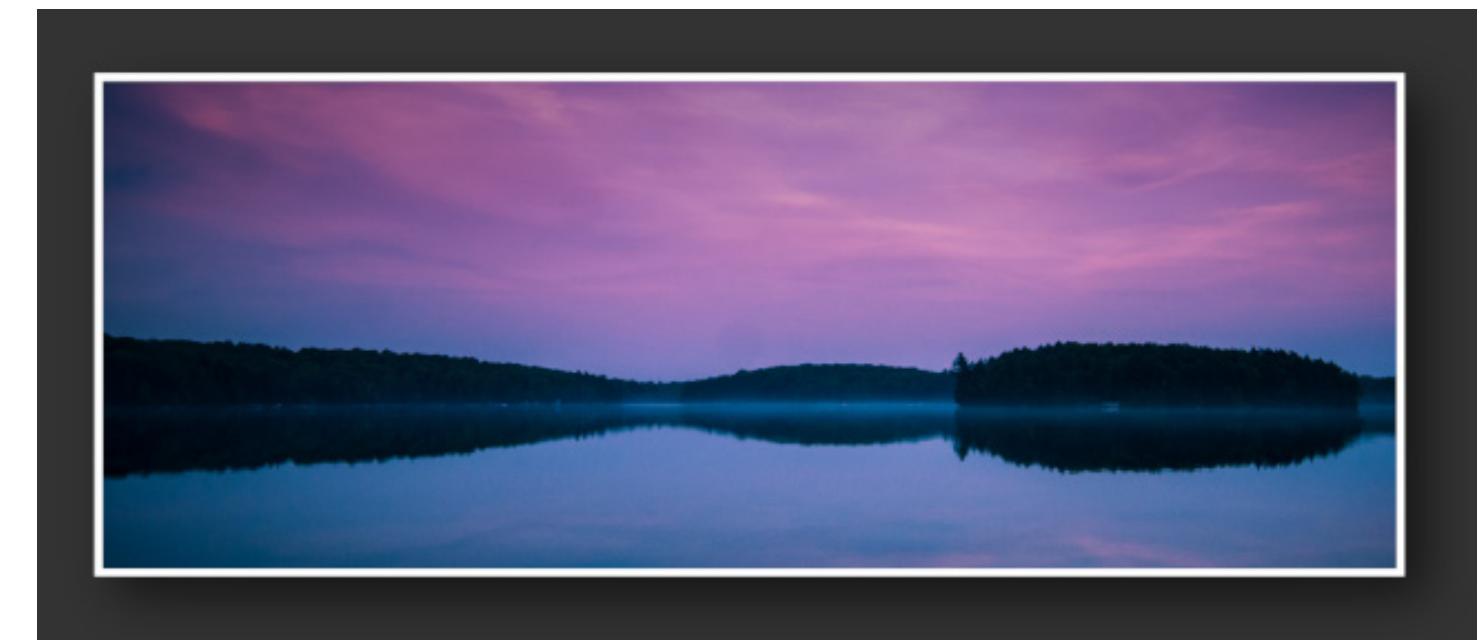


**Layer Effects** - effects are added to individual layers like, but not limited to; strokes and drop-shadows

**Layer Masks** - gives you the precision and control to fulfill your creative vision by applying your edits exactly where you want them

**Blending Modes** - provides another creative option for fulfilling your creative vision by "blending" two layers together for a new outcome

**Opacity** - allows you to adjust the transparency of a layer



A drop-shadow and stroke applied to the layer

# Layer Masks

## Precision + Control

Layer Masks are an integral part of any artists toolbox. As you know, they provide the precision and control to place your edits exactly where you want them. Using a layer mask is also known as a non-destructive editing technique (more on that later in the class).

**Remember:** White adds & Black removes

First, duplicate the layer and apply your edit. Then, add a Layer Mask.

With your brush tool selected and "black" set to the foreground color begin painting away the edit as needed.

If you make a mistake, change the foreground color to White and paint back as needed.

If it's not working, make sure the Layer Mask is selected.

## NOTES:

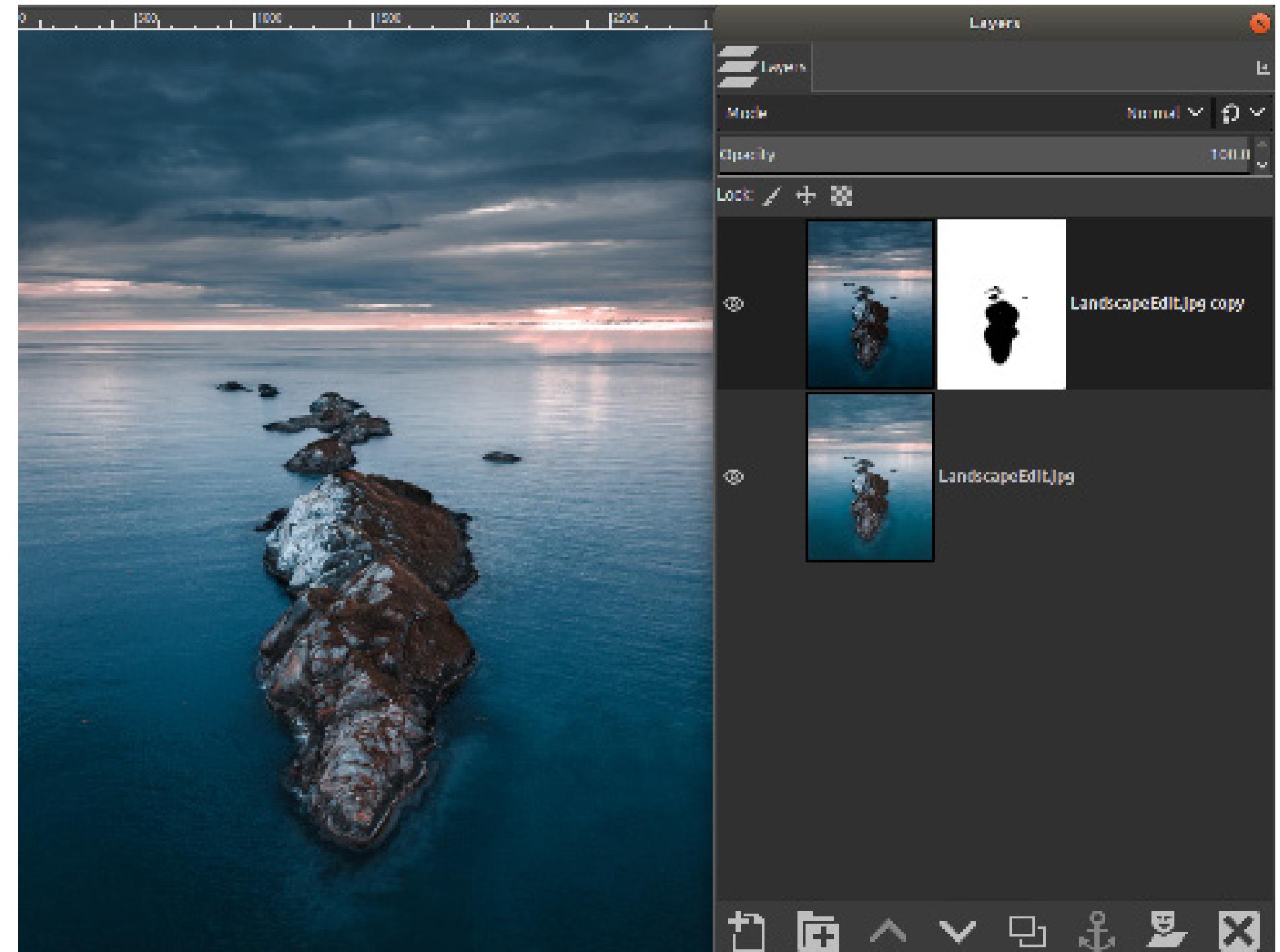
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## PROJECT 04

1. Use the image provided in the Section 5 folder
2. Duplicate the layer and apply a Levels adjustment to make it darker
3. Add a Layer Mask and select your brush tool
4. Set the foreground color to black and remove the edit from the island. Use white to add back if needed.

# Layer Attributes

## Attributes



There are a variety of attributes you can use to manage and organize your layers.

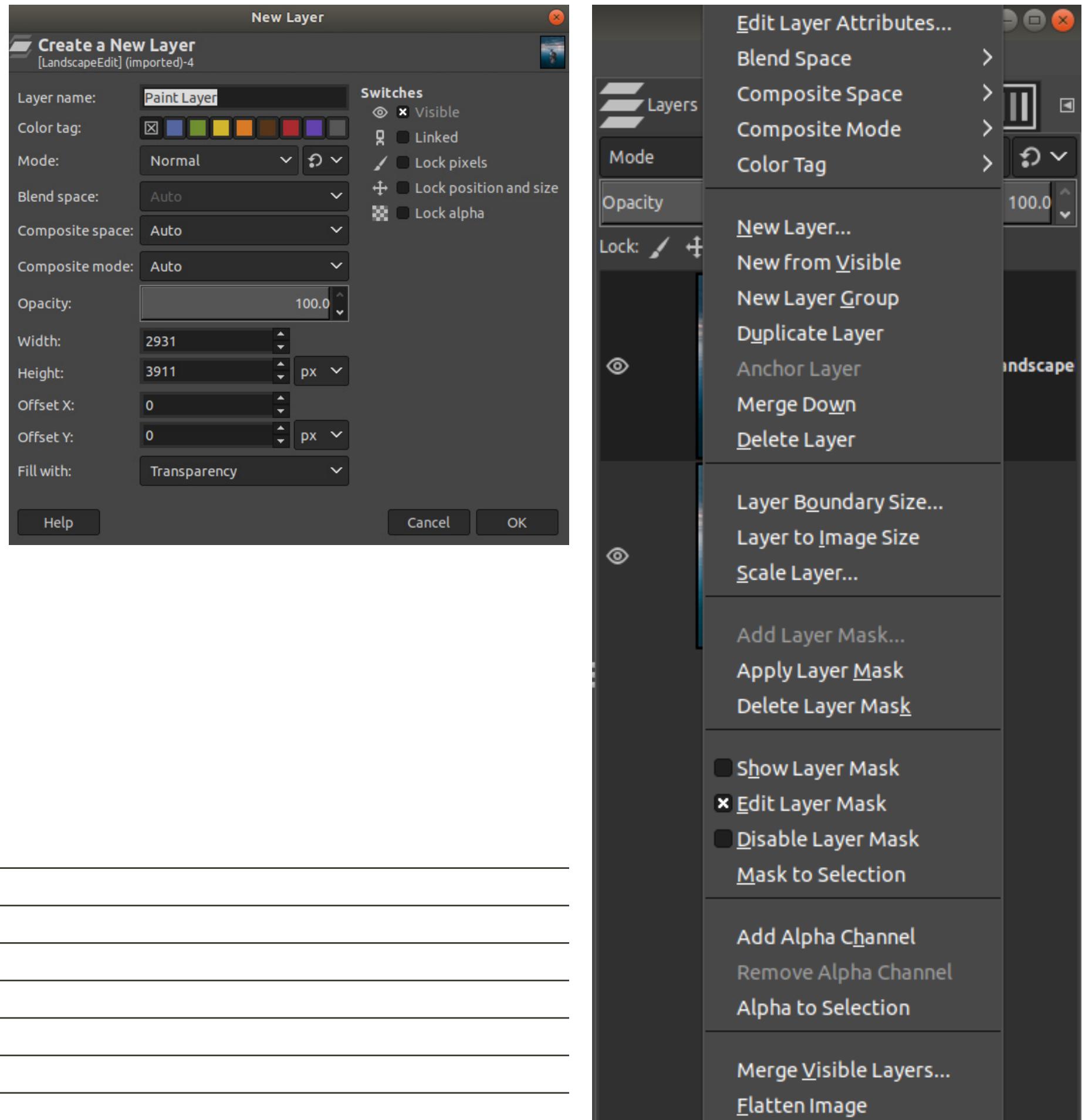
The bottom of the layers panel provides the following options; *create a new layer*, *create a grouped layer*, *move the layer up or down*, *duplicate the layer*, *anchor the floating layer*, *add a layer mask* and *delete a layer*.

Additional attribute options are available when you right click on a layer, which reveals a pop-up menu of attributes.

Some of these include adding color tags, merge layers, adjust the layer boundary, deleting layer masks, disable layer masks and much more.

When creating a new layer you'll have an option to add some of these attributes to the new layer.

## NOTES:



# Layer Boundaries

# **Boundaries**

“Boundaries” contain the layers content (pixels) within it.

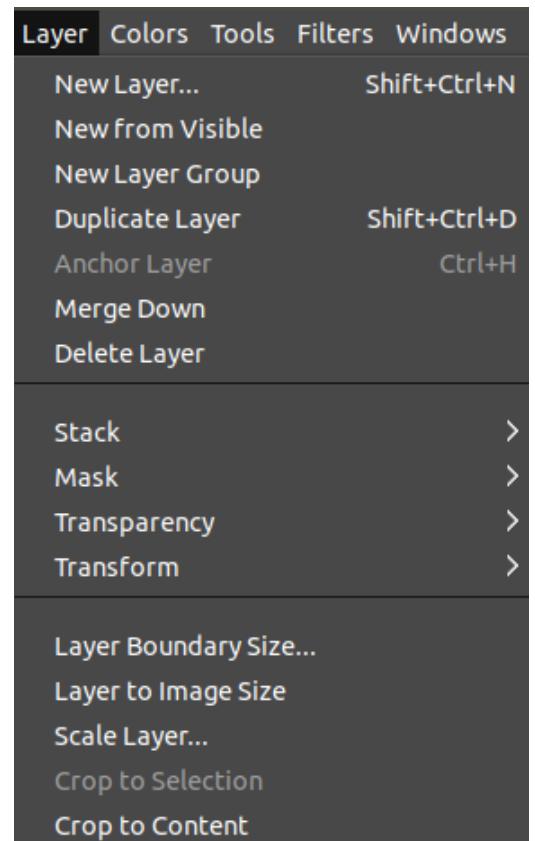
It will effect your ability to add layer effects and/or aligning multiple layers.

- If you wish to add pixels beyond the boundary then you'll need to change the boundary size to match the overall document and/or make the canvas larger.

Go to Layer > Layer to Image Size

- If you wish to align multiple layers then you'll need to decrease the size of the boundary by shrinking it to the actual pixels of the layer.

Go to Layer > Crop to Content



## NOTES:

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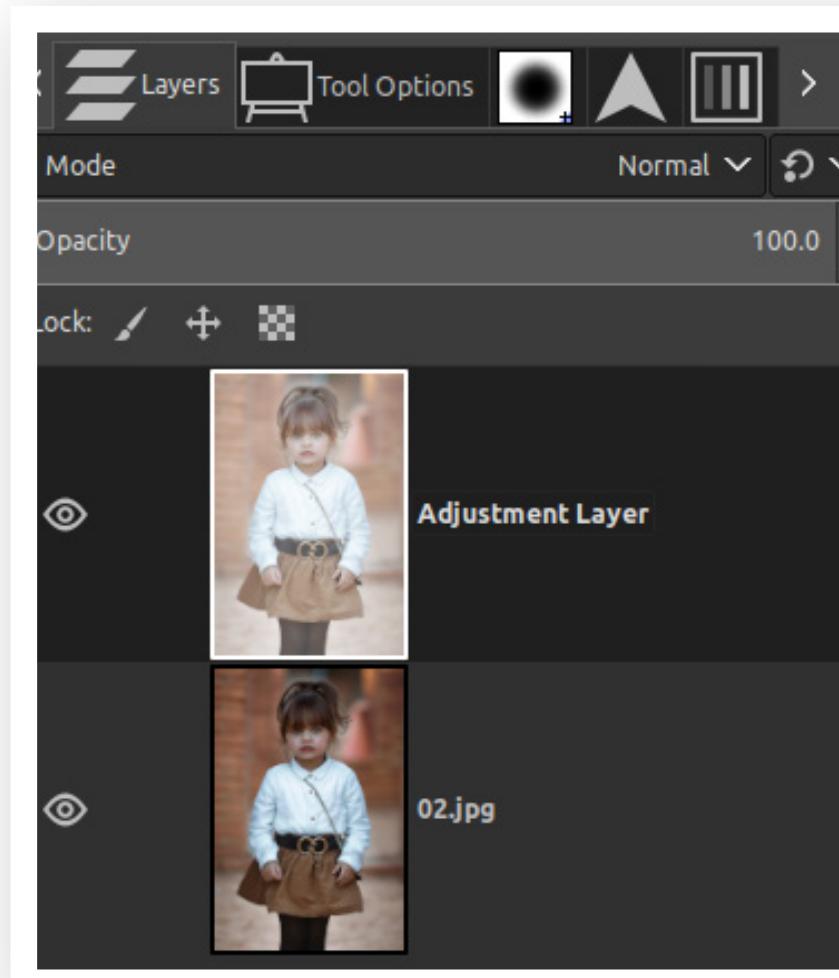
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# SECTION 6: Adjustment Layers

**Adjustment layers** are a type of layer... a very special type of layer. They allow you to work non-destructively.

- Non-destructive editing: a technique for editing that allows you to go back to the original if needed
- Destructive editing: a technique of editing that applies "edits" directly to the pixel layer and is permanent.



## NOTES:

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The original "pixel" layer is untouched when utilizing non-destructive editing.

Duplicate the original layer and apply your edits on this new "adjustment layer".

This allows you the ability to go back and tweak the edit by either lowering the opacity, or starting over if needed.

## WARNING!

This section is a bit faster paced than previous sections. If you're new to editing we'll go into more detail (and at a slower pace) in future sections.

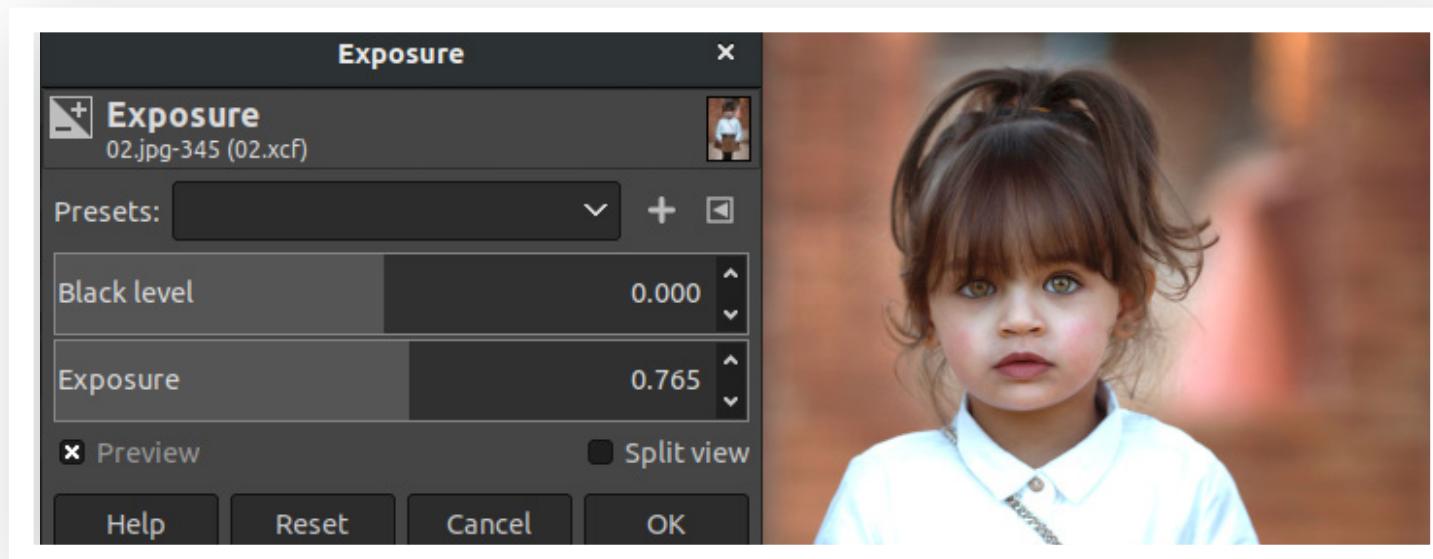
# Adjust Exposure

**Increase or decrease the brightness of your image...**

"Exposure": refers to the brightness of your image

## PROJECT 05

1. Duplicate the original layer to create your Adjustment Layer
2. Adjust the "exposure" on the new layer
3. After you're done with editing, "Save As" to save the layers
4. Now that you've edited non-destructively you can go back at any time to the original and/or to tweak the Adjustment Layer
5. Now, apply your knowledge to your own images



### NOTES:

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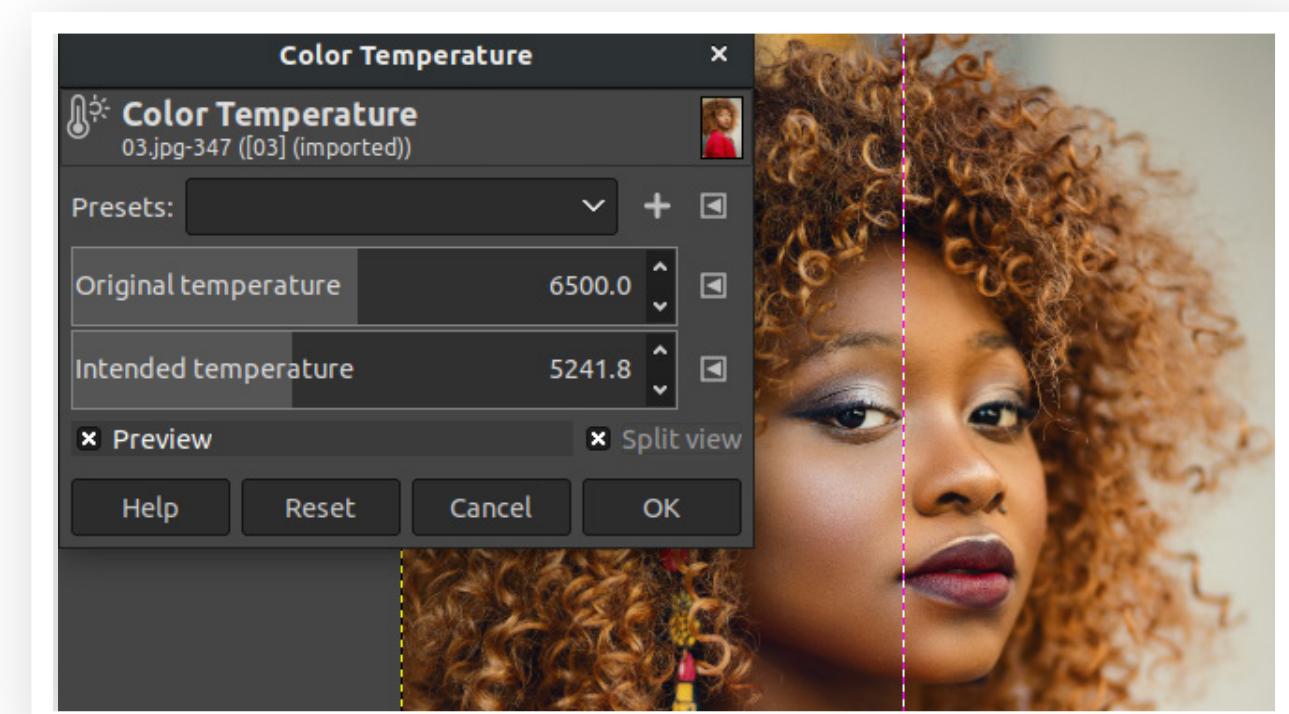
# Remove Color Casts

A "Color Cast" occurs due to the color of the light. The color of light is dependent on the light source.

- **Artificial Light:** the color of this light can range from green - blue - yellow or white (neutral)... all depending on the light's temperature rating
- **Natural Light:** the color of this light can have the same range as artificial. It depends on the time of day (for the sun), whether it's cloudy, partly cloudy, etc.. and the source of light (candle/fire and moonlit can have different colors too).

## PROJECT 06

1. Duplicate the original layer to create your Adjustment Layer
2. Remove the color cast on the new image either with a Color Temperature adjustment or via the Color Balance tool
3. After you're done with editing, "Save As" to save the layers
4. Now that you've edited non-destructively you can go back at any time to the original and/or to tweak the Adjustment Layer
5. Now, apply your knowledge to your own images



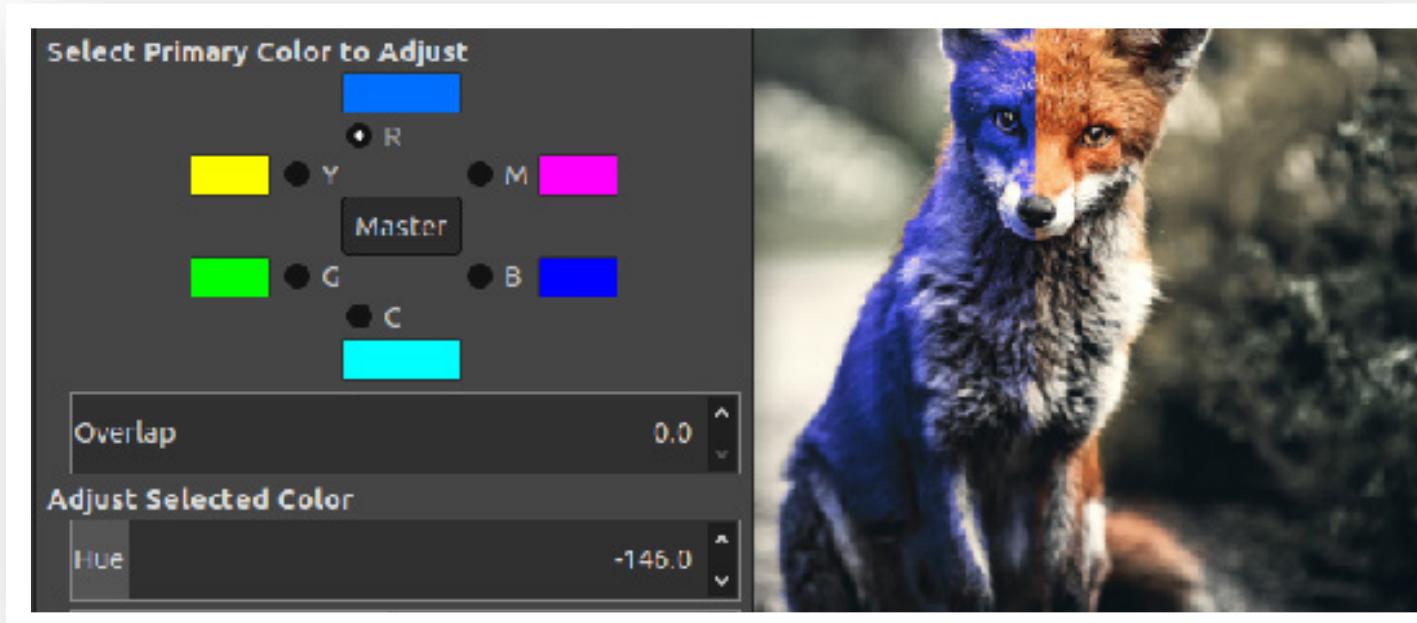
Turn-on "Split View" to see the before/after side-by-side.

# Change Colors

Changing colors is easy with the Hue tool. Plus, you can target individual color channels too. Don't forget to add a Layer Mask to tweak your edit as needed.

## PROJECT 07

1. Duplicate the original layer to create your Adjustment Layer
2. Change the "master" color with Hue or target individual color channels
3. Add a Layer Mask (if needed) to add/remove the edit as needed
4. After you're done with editing, "Save As" to save the layers
5. Now that you've edited non-destructively you can go back at any time to the original and/or to tweak the Adjustment Layer
6. Now, apply your knowledge to your own images



### NOTES:

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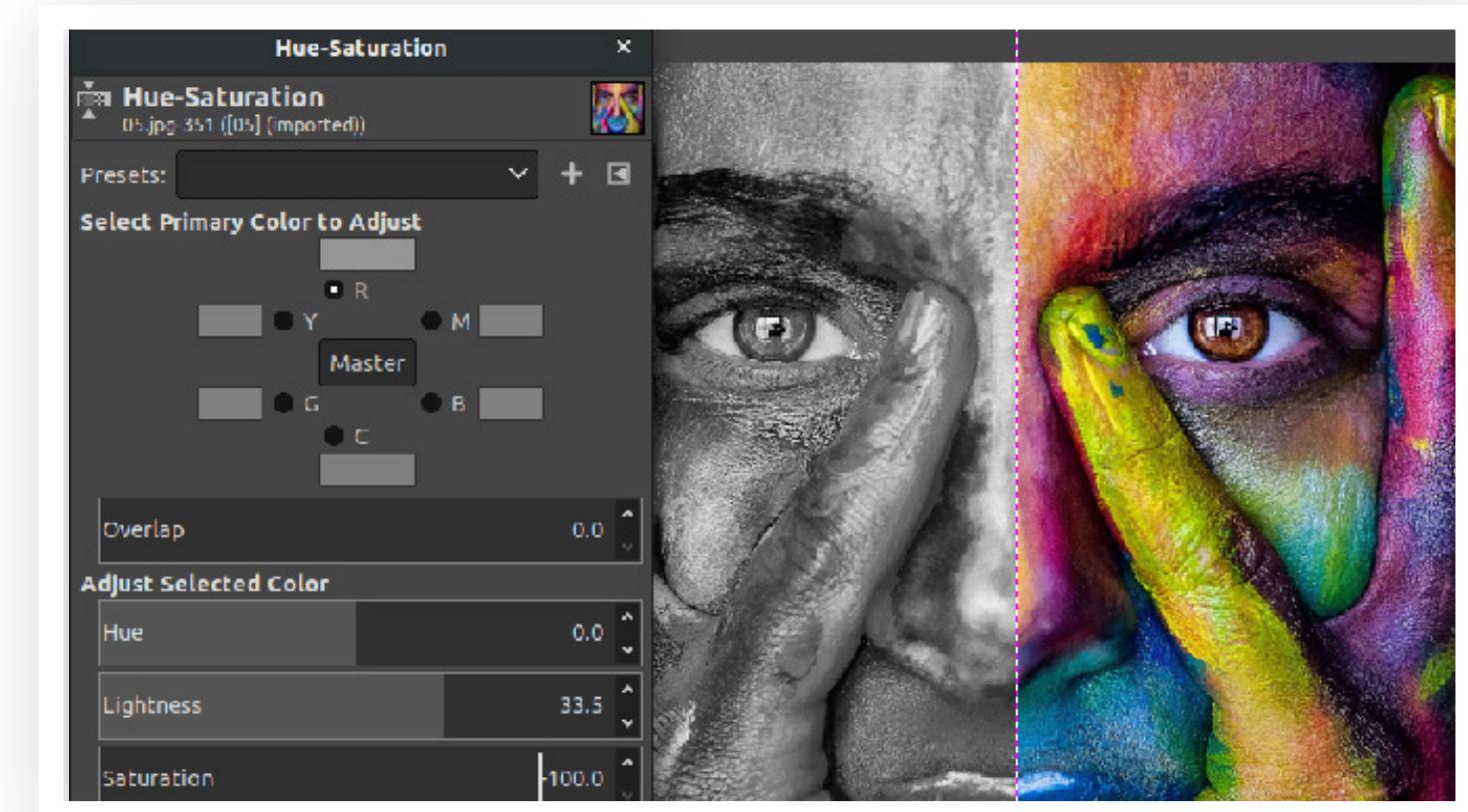
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# Convert to B&W

Removing Saturation leaves you with a B&W image. You can take your creativity further by targeting individual color channels. Either reduce all of them to -100 (with the Hue/Saturation tool) or keep a channel or two intact with no color change. This will give you a Spot Color effect.

## PROJECT 08

1. Duplicate the original layer to create your Adjustment Layer
2. Use the Hue/Saturation tool to target all colors or individual color channels
3. After you're done with editing, "Save As" to save the layers
4. Now that you've edited non-destructively you can go back at any time to the original and/or to tweak the Adjustment Layer
5. Now, apply your knowledge to your own images



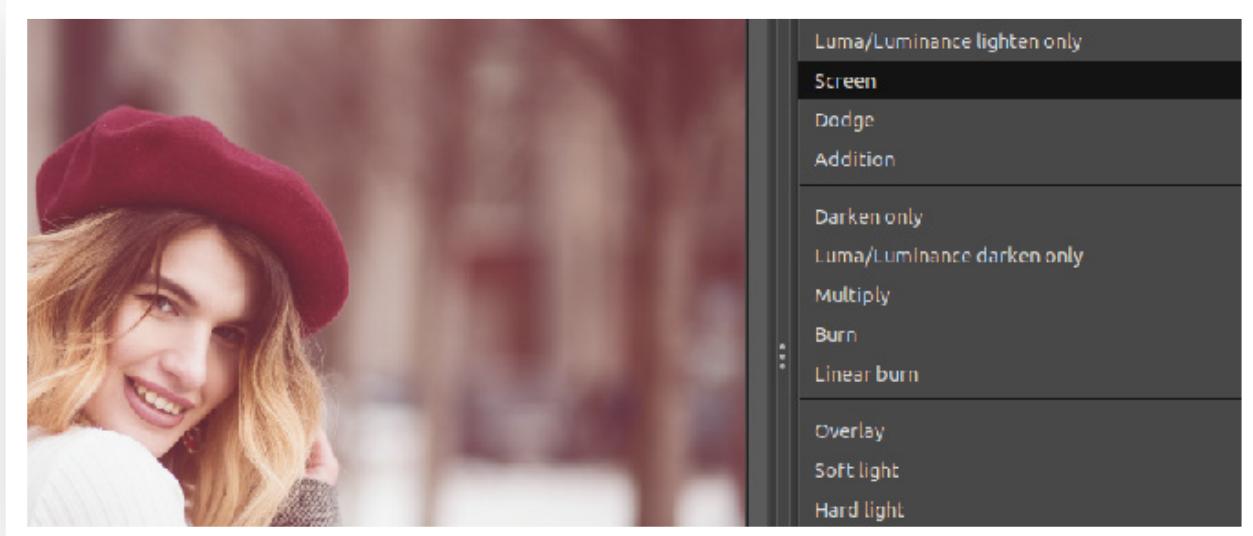
Turn-on "Split View" to see the before/after side-by-side.

# Add Color Tint

The technique taught in this tutorial doesn't adjust the pixels of the original layer. Instead, a new layer is created and filled with the color of choice. Then, you can adjust this new layer to blend in with the layer below.

## PROJECT 09

1. Choose a foreground color with the eyedropper tool (located in the Change Foreground Color window)
2. Create a new layer and fill with the foreground color
3. Option 1: change the Opacity of the new layer
4. Option 2: use one of the many Modes to change how the layer blends with the layer below it
5. Use "Save As" to save the layers
6. Experiment with the different Modes on your own images



## NOTES:

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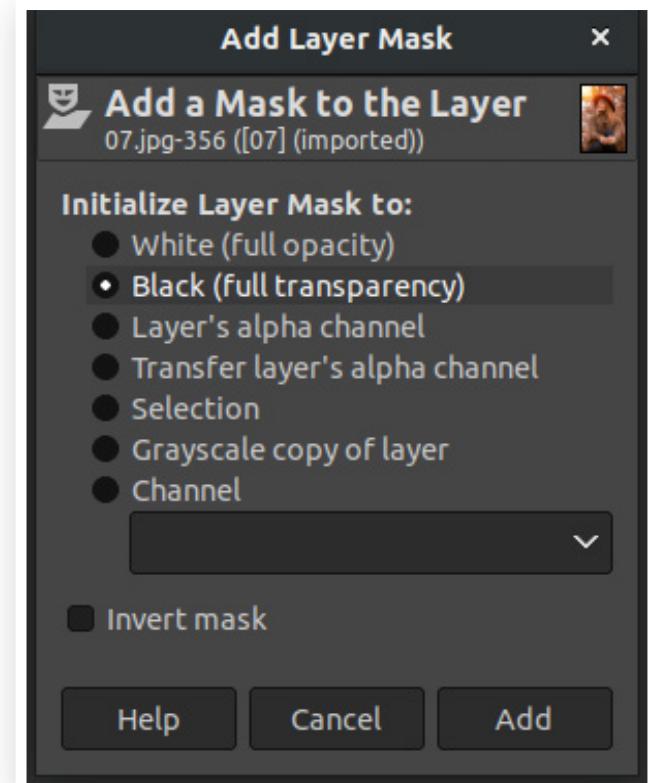
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# Precise Edit

Precisely control your edits by adding a Layer Mask. Then, paint with black to remove the edit and white to add the edit.

- An all "White" layer mask will add the edit - Full Opacity
- An all "Black" layer mask will remove the edit - Full Transparency

Tip: set the brush Opacity lower to paint with gray. This will add/remove the edit in smaller increments.



## PROJECT 10

1. Duplicate the original layer to create your Adjustment Layer
2. Adjust the Temperature to your liking
3. Add a Black layer mask and paint with white to add the edit back to the face/hands
4. After you're done with editing, "Save As" to save the layers
5. Now that you've edited non-destructively you can go back at any time to the original and/or to tweak the Adjustment Layer
6. Now, apply your knowledge to your own images

## NOTES:

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# Color of Light

White Balance.

Before you can fully appreciate white balance, we must first explore the color of light.

It can have a profound outcome on your images.

Besides, as you will soon learn, white balance is all about the color of light!

[Discover more about White Balance & the Color of Light.](#)

Not all light is created equal. The color of light from one source to another will have a different color.

Even the same light source can change colors in different conditions... cloudy vs. sunny, for example! Plus, the same light source can change colors over a period of time.

A perfect example of color changing over time is sunlight.

Around early afternoon the sun emits a tone that is closer to white. But, at sunset (or sunrise), the color is more yellow to orange.

Check out the images below as examples of this color change. Note how the color of skin tones is warmer in one vs the other.

## *What Can You Do With the Color of Light?*

The color of light can help tell a story, make skin look natural or unnatural, affect the mood or feeling of the image, and much more.

Therefore, based on your creative vision for the shot, you must tell your camera what color the light should be. That is if you want natural-looking skin tones, want to add a creative flair, or whatever your heart desires. When you do, you're "balancing" the light!

Oh, and I would argue that you're becoming a true photographic artist when you consciously choose your white balance.

This first image was shot around noon. The color of the light is closer to white.



This image was shot late afternoon (early sunset). This time the color of the light is much warmer... more yellow.



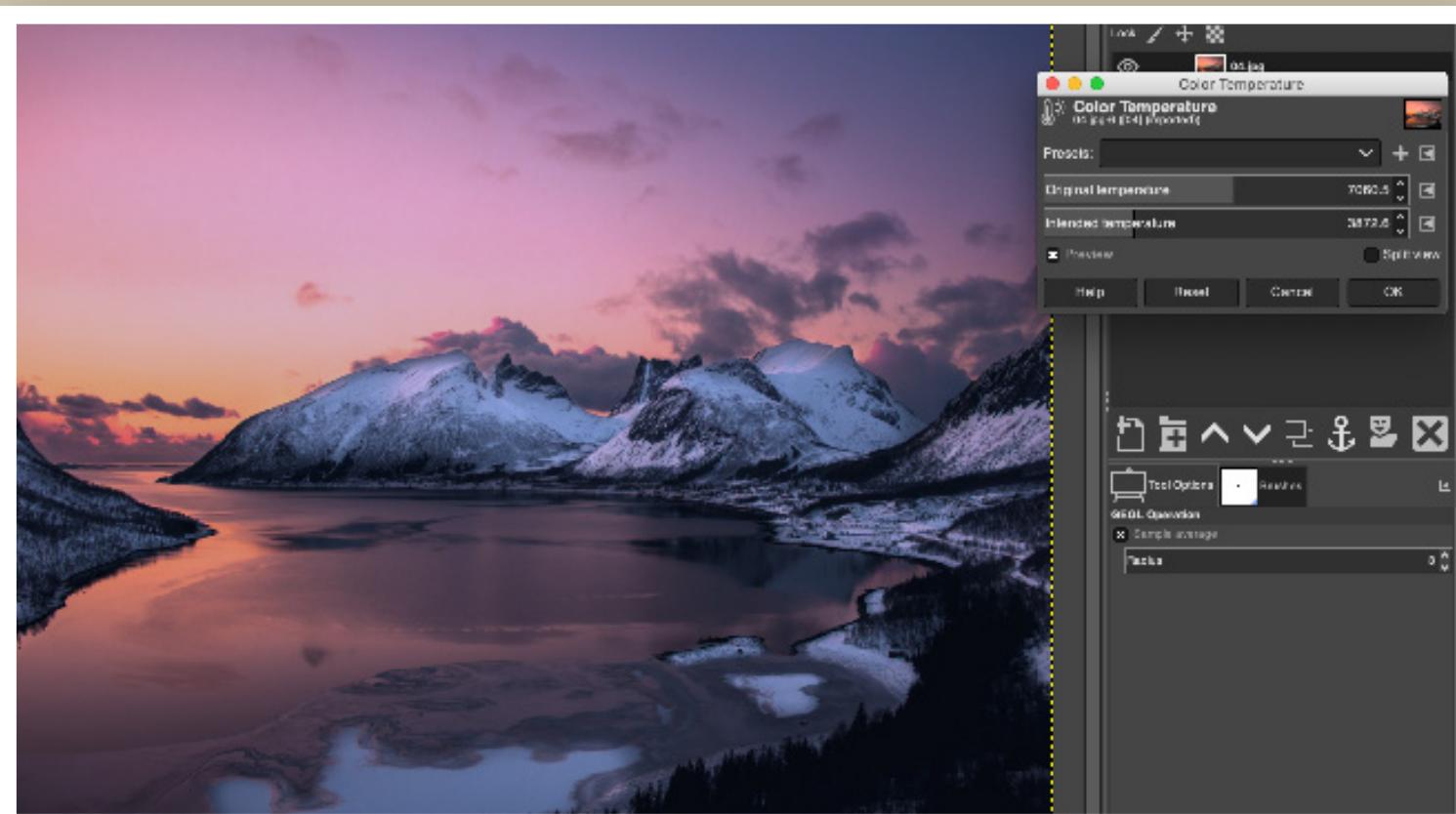
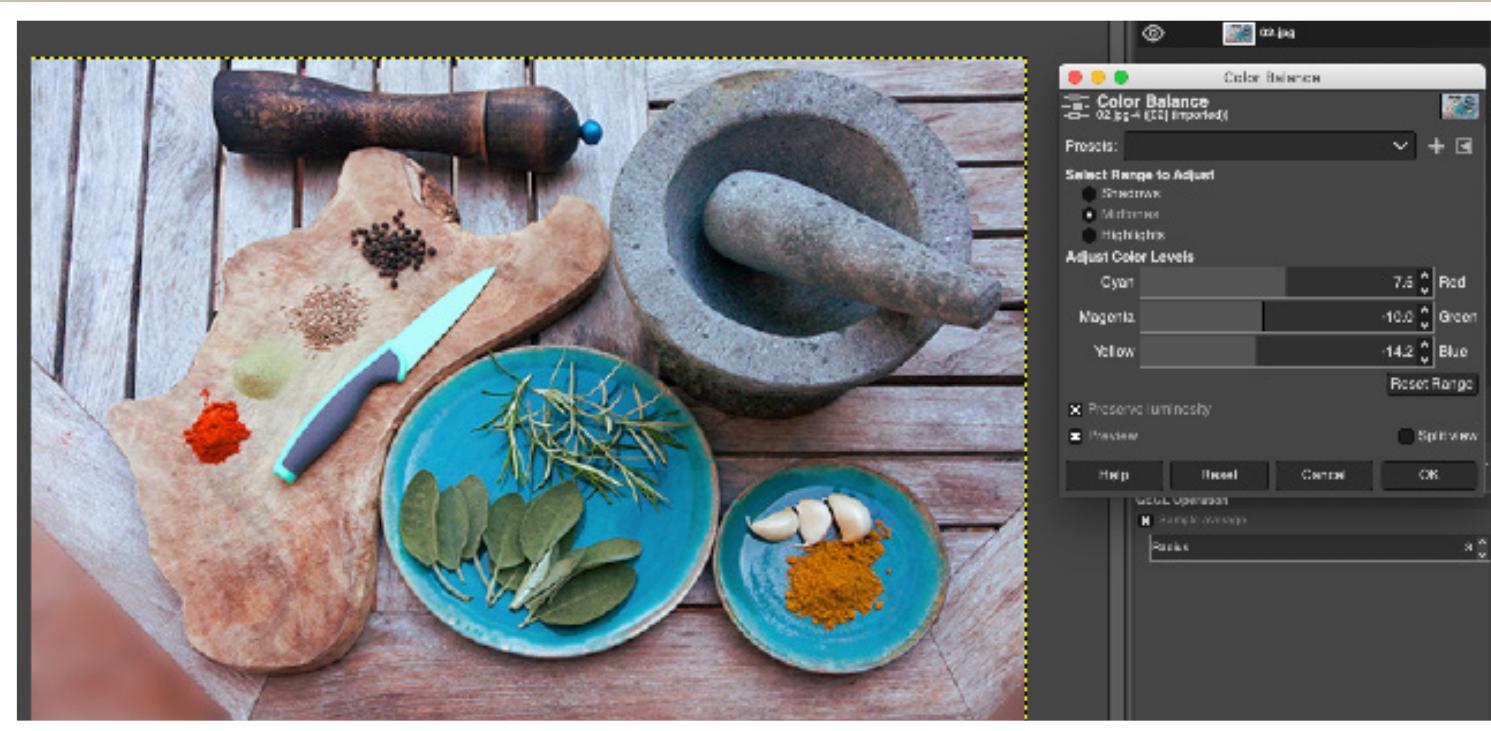
# Color Tools Part 1

Color tools consist of 4 main sections:

- Color & Contrast Adjustments
- Invert Adjustments
- Mapping
- Color channels

You'll discover the color tools in great detail and how to use to edit your images.

In Part 1, projects consists of Color, Exposure + Contrast adjustments.



Colors Tools Filters

Color Balance...

Color Temperature...

Hue-Chroma...

Hue-Saturation...

Saturation...

Exposure...

Shadows-Highlights...

Brightness-Contrast...

Levels...

Curves...

Invert

Linear Invert

Value Invert

Auto

Components

Desaturate

Map

Tone Mapping

Info

Threshold...

Colorize...

Posterize...

Color to Alpha...

Dither...

RGB Clip...

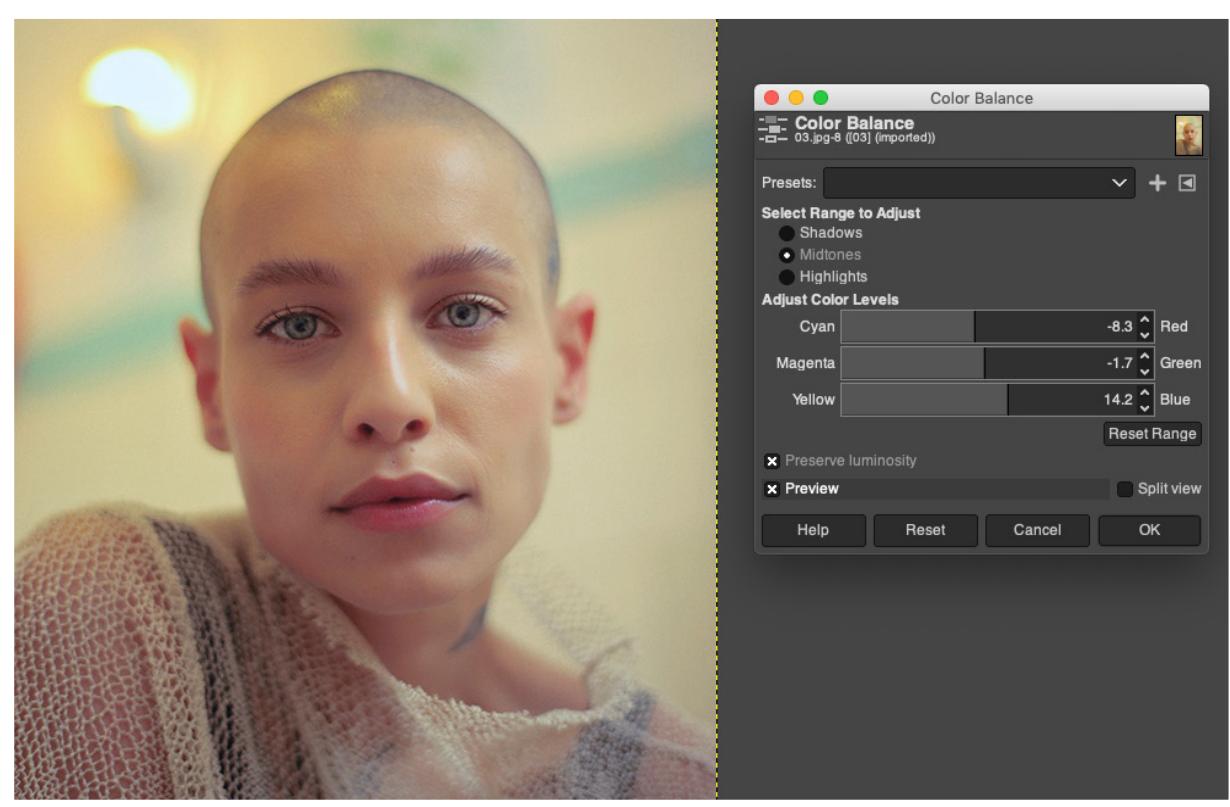
Hot...

# Balance Color

Discover how to use the Color Balance tool to, well, balance the color of your image. If, at the time of capture, you choose the wrong white balance then you'll need to fix it with this tool. Or if your photo has an unwanted color cast then use this too.

## PROJECT II

1. Duplicate the image layer
2. Adjust the Color Balance settings based on your creative vision



## NOTES:

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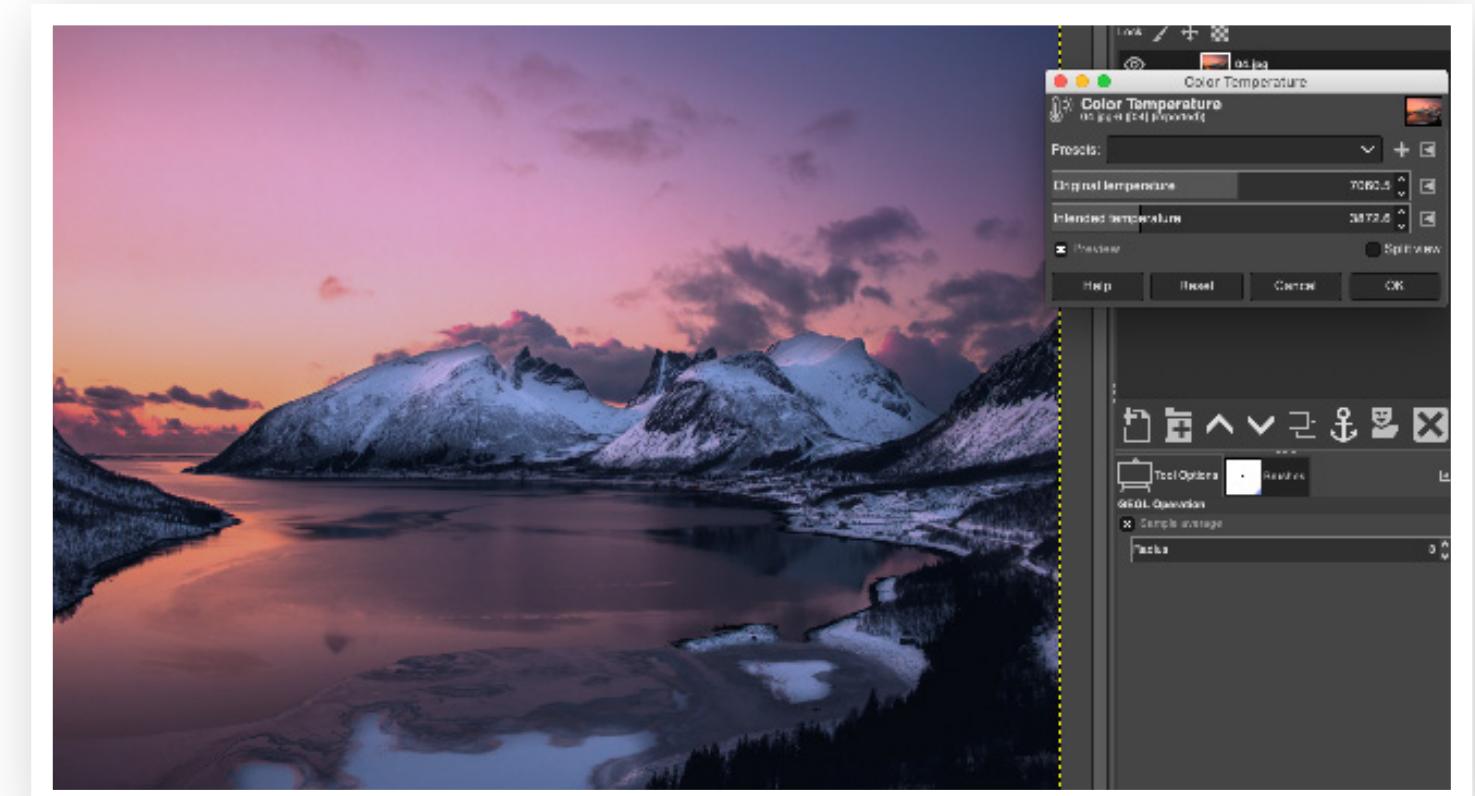
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# Adjust White Balance

Like the Color Balance tool, the Color Temperature tool is designed for adjusting the color of light (white balance) in your image.

Which tool should you use? It's possible both tools will achieve the result you desire. If not, try the other one.



## PROJECT I2

1. Duplicate the image layer
2. Adjust the Color Temperature settings based on your creative vision

## NOTES:

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# Creative Color 1

For this project you'll learn about the Hue/Chroma/Lightness tool.

## PROJECT I3

1. Duplicate the image layer
2. Adjust the tool settings based on your creative vision

# Creative Color 2

Discover another method for creative color edits with the Hue/Saturation tool.

## PROJECT I4

1. Duplicate the image layer
2. Adjust the tool settings based on your creative vision

### NOTES:

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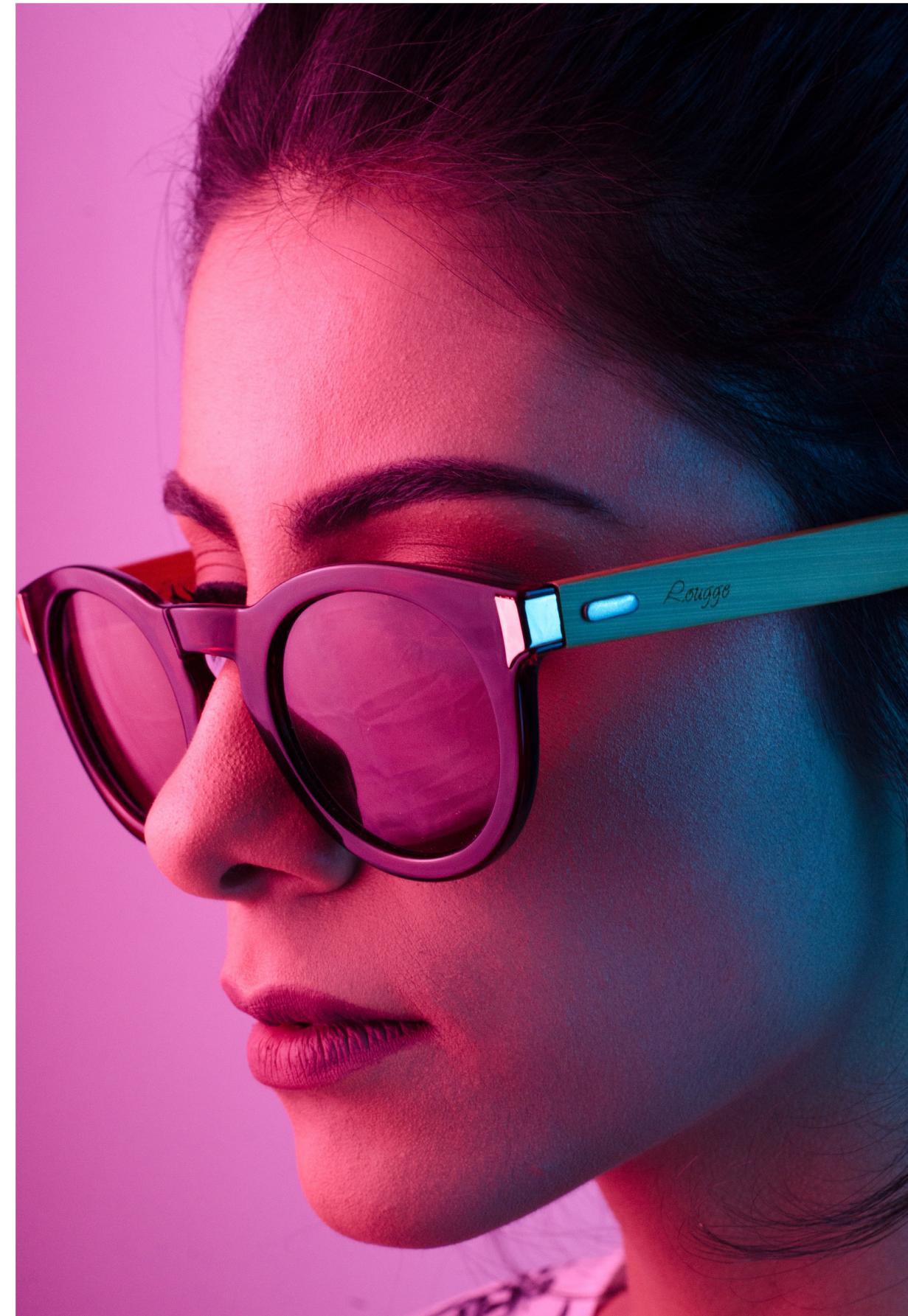
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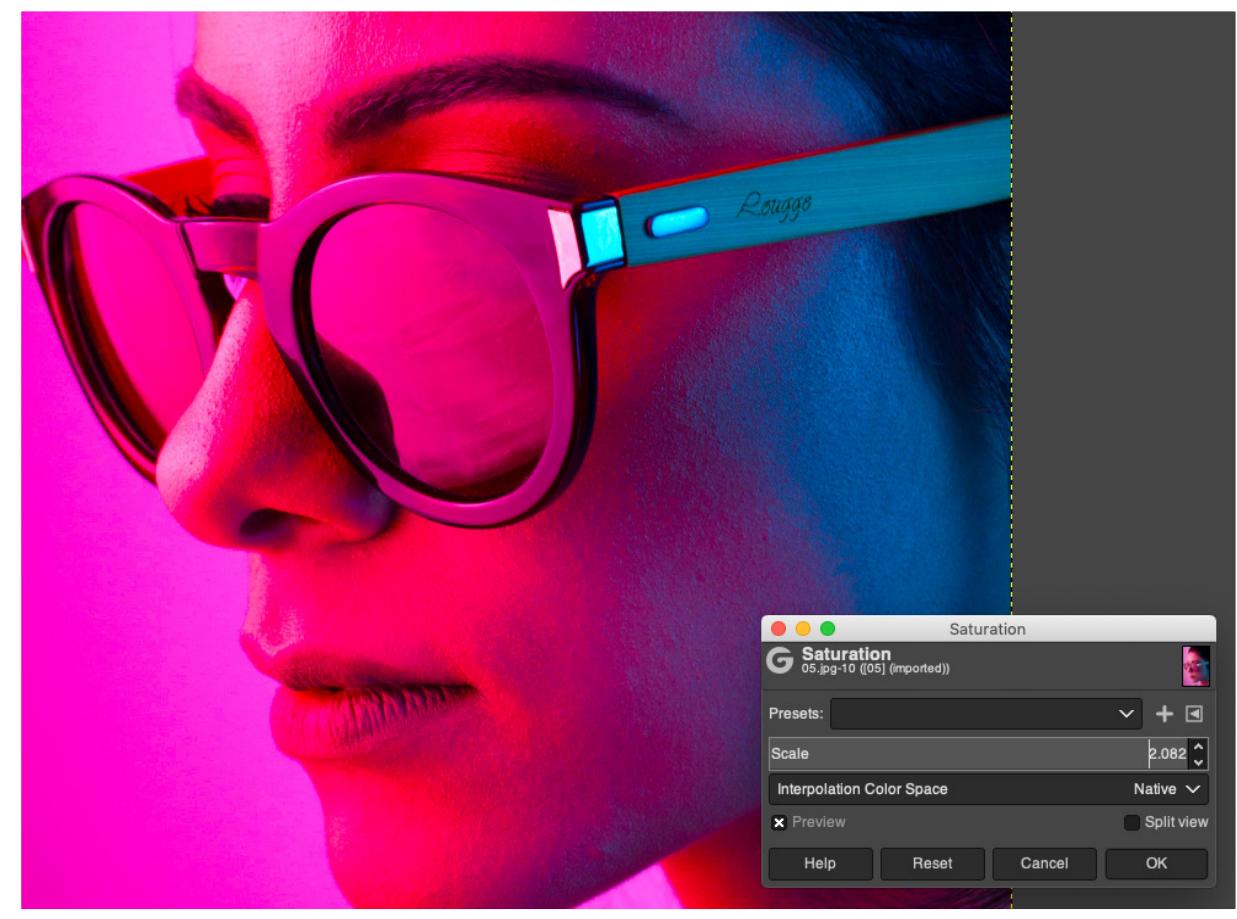


# Amplify Saturation

The Saturation tool works slightly different vs. the Hue/Saturation tool used in the previous project. The intensity of the colors are more pronounced vs. the tool in the previous project.

## PROJECT 15

1. Duplicate the image layer
2. Adjust the Saturation settings based on your creative vision



### NOTES:

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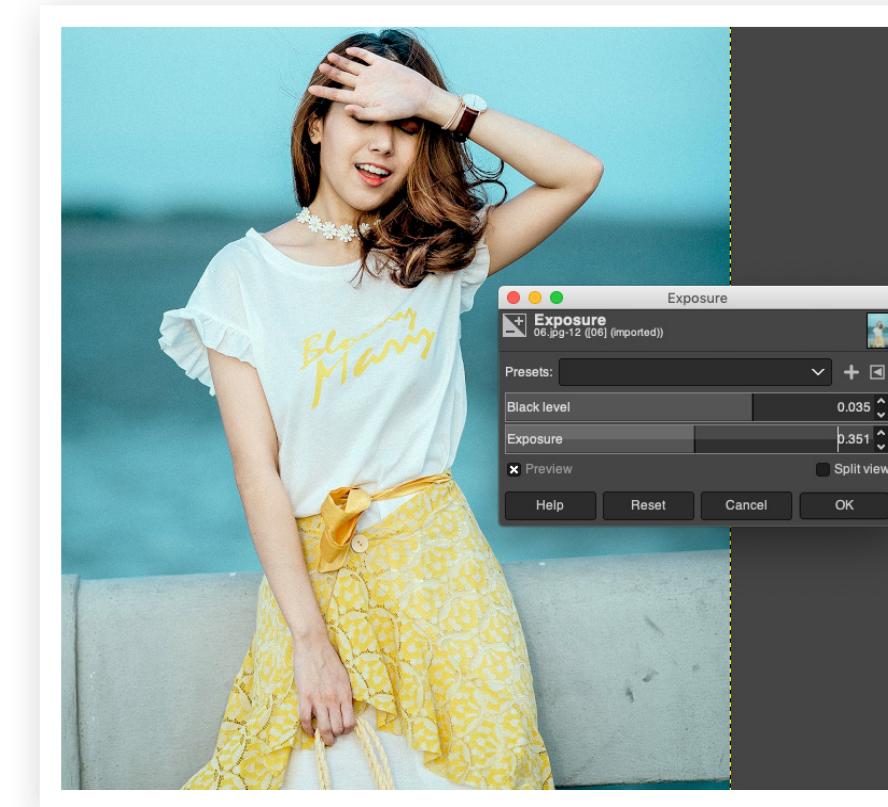
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# Advanced Exposure

Discover how to use the Exposure tool for fixing the brightness levels of your image.

## PROJECT 16

1. Duplicate the image layer
2. Adjust the Exposure settings based on your creative vision



### NOTES:

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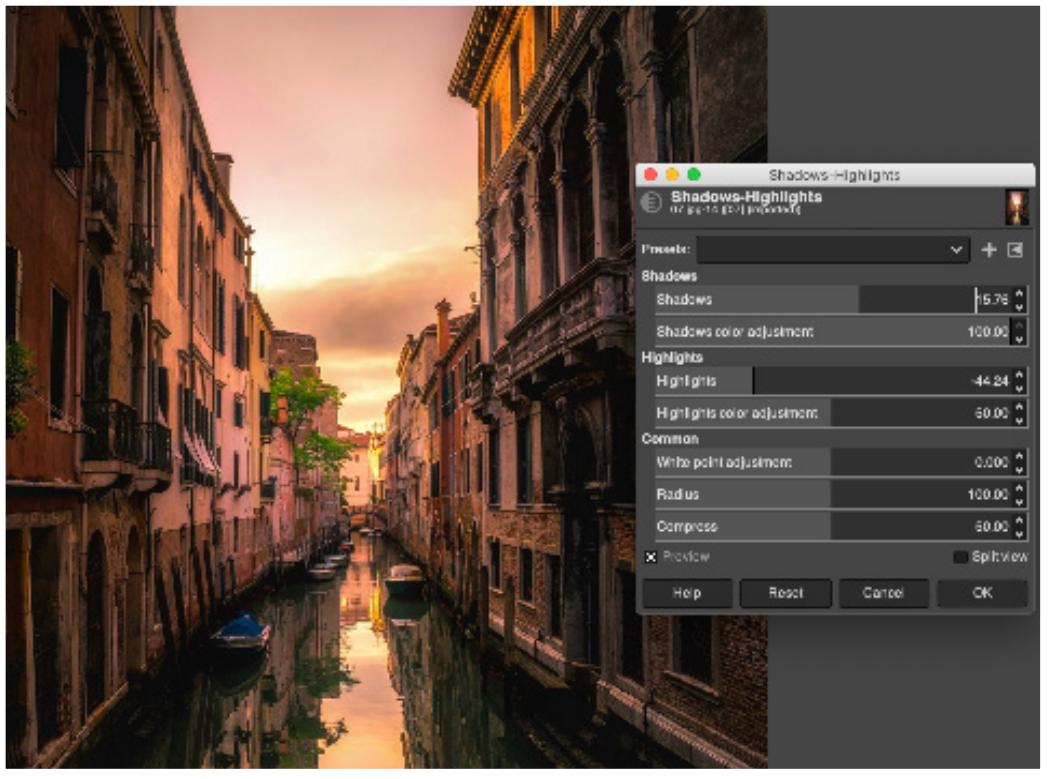
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# Increase the Tonal Range

Learn how to increase or decrease the brightness levels for the Shadows and Highlights of your image. It's possible to reveal detail in the Shadows or Highlights too.

## PROJECT I7

1. Duplicate the image layer
2. Adjust the Shadow + Highlight settings based on your creative vision



### NOTES:

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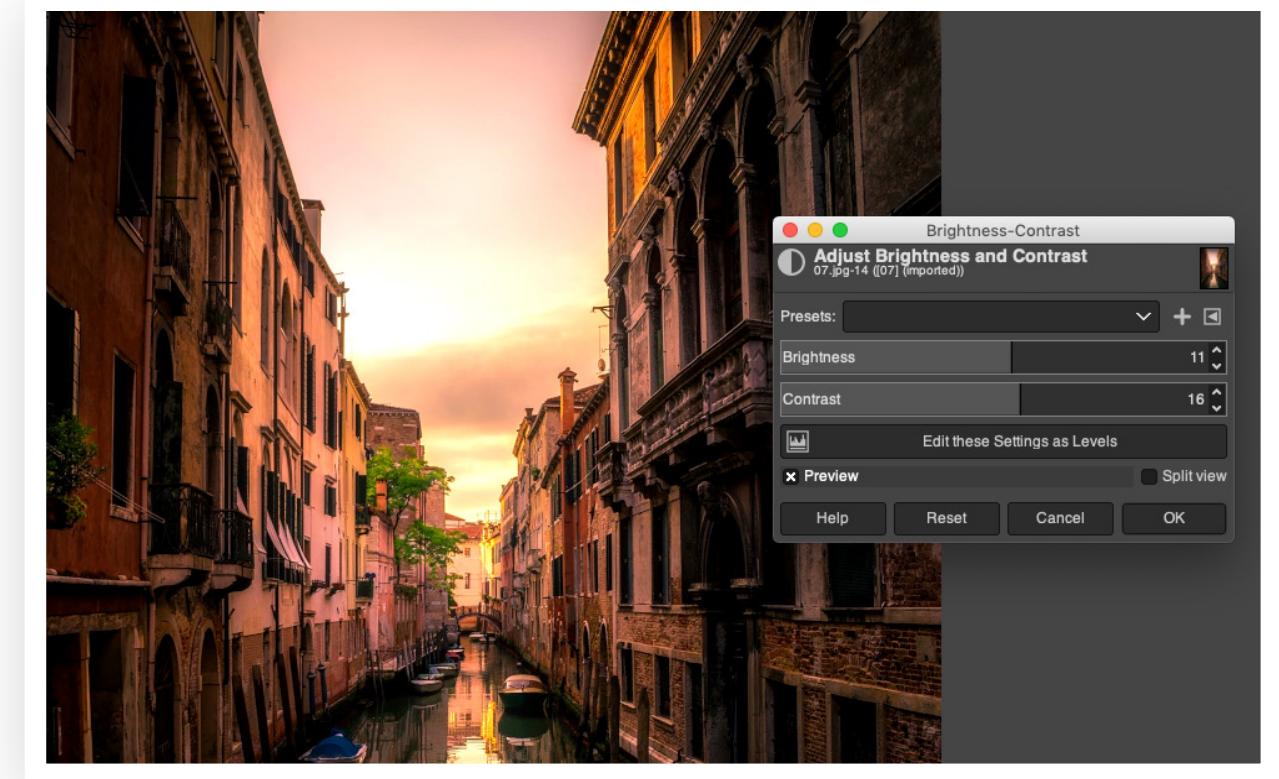
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# Brightness + Contrast

The Brightness/Contrast tool can make your image "POP"... or make the colors more intense.

## PROJECT I8

1. Duplicate the image layer
2. Adjust the Color Balance settings based on your creative vision



### NOTES:

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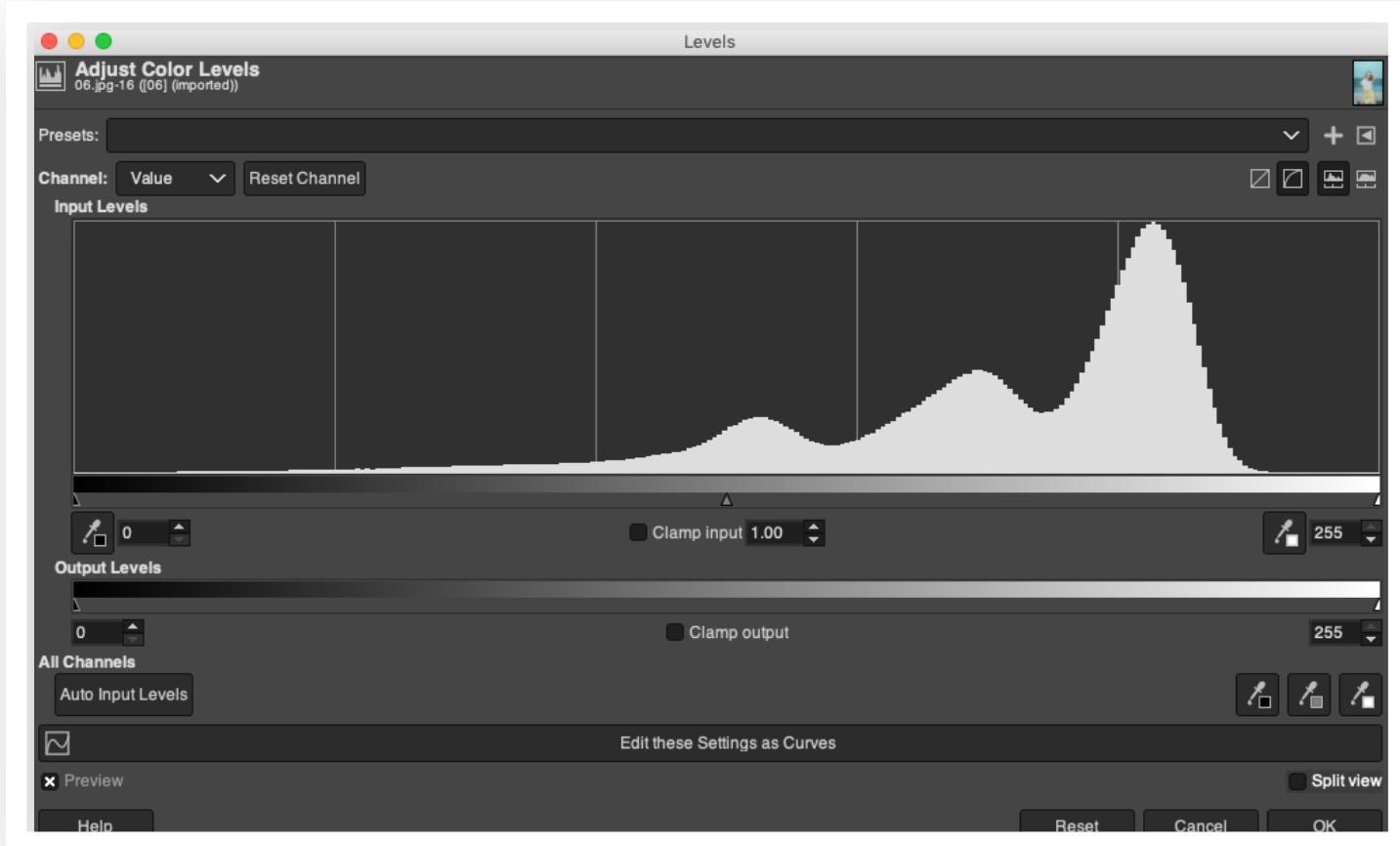
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# Levels

Discover the power of editing with the Levels tool!

## PROJECT 19

1. Duplicate the image layer
2. Adjust the Levels based on your creative vision



## NOTES:

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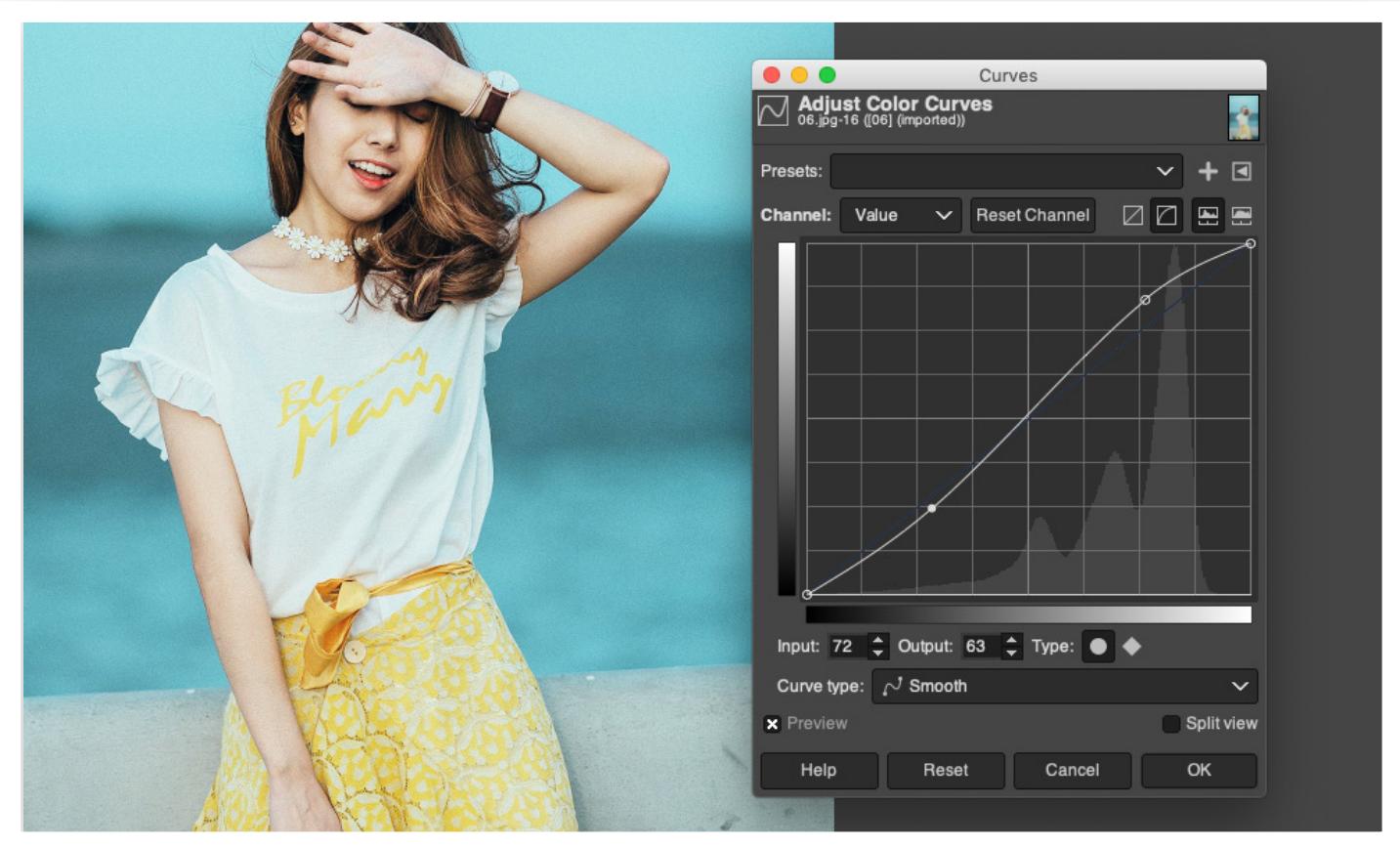
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# Tone Curve

My favorite tool for controlling contrast and more. For this project you'll discover how to manipulate the Tone Curve for boosting contrast.

## PROJECT 20

1. Duplicate the image layer
2. Adjust the Tone Curve based on your creative vision



## NOTES:

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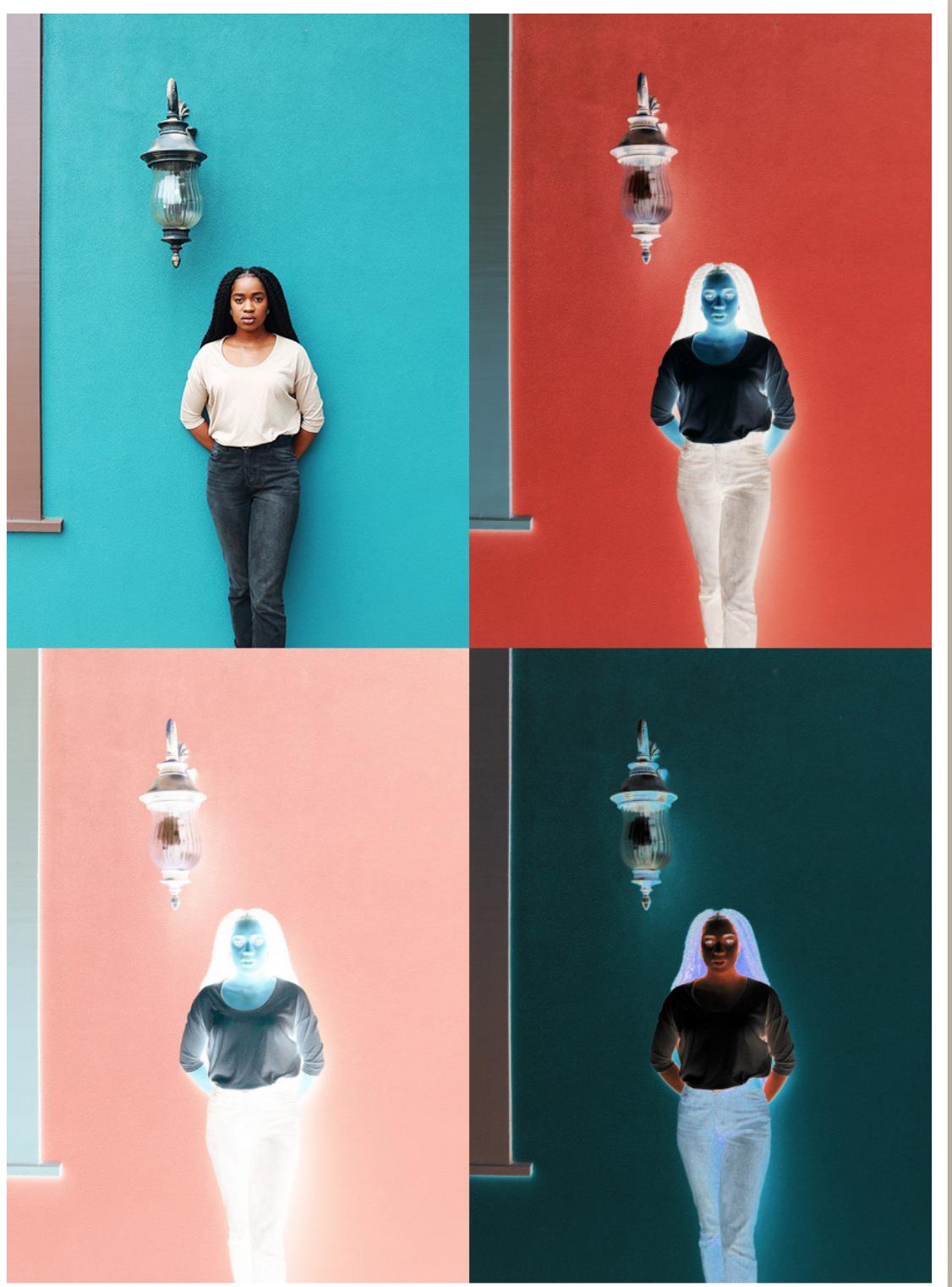
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# Color Tools Part 2

Invert Tools



# Creative Edit

Discover the Invert tools for creating unique edits.

## PROJECT 2I

1. Duplicate the image layer
2. Apply the Invert tools based on your creative vision

### NOTES:

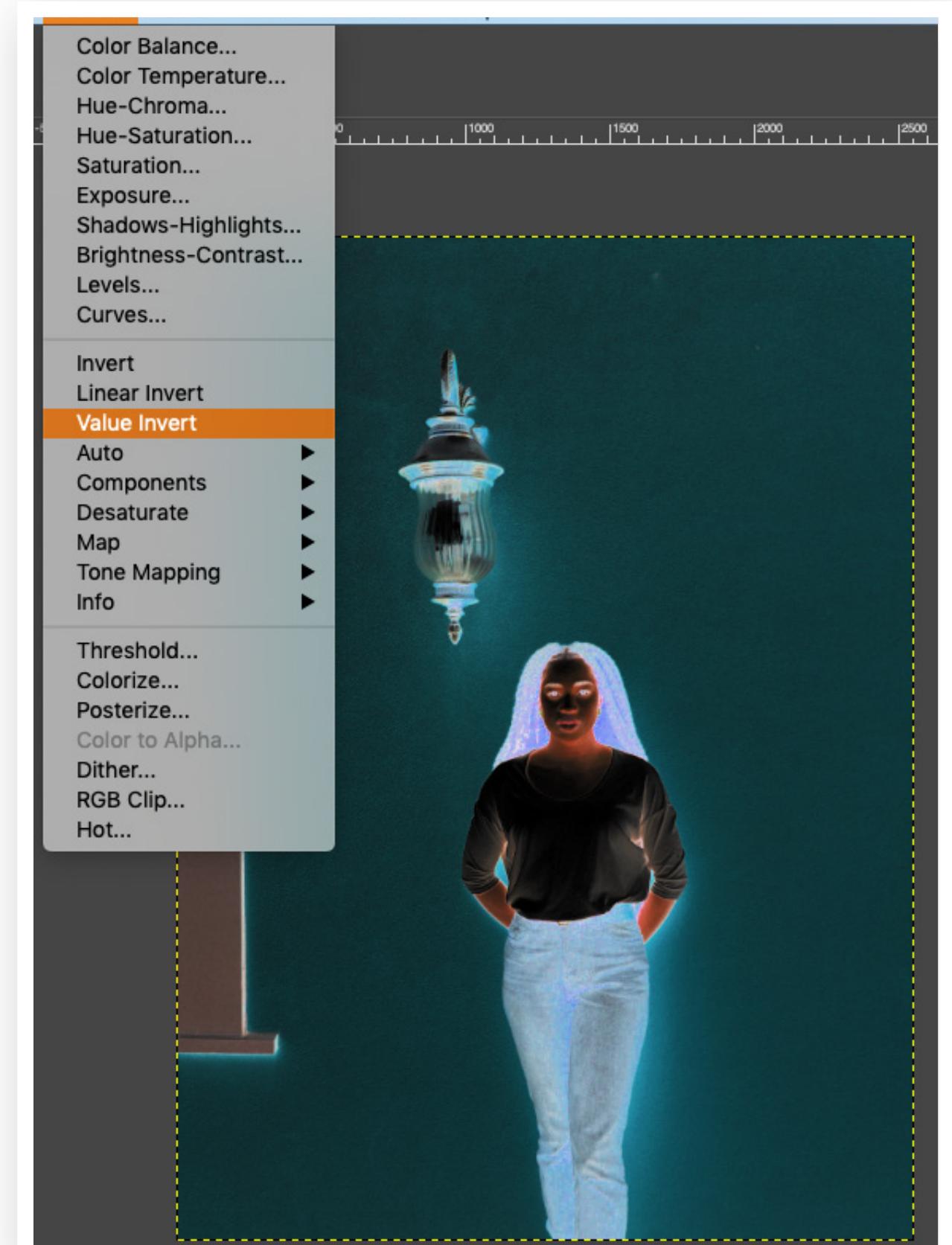
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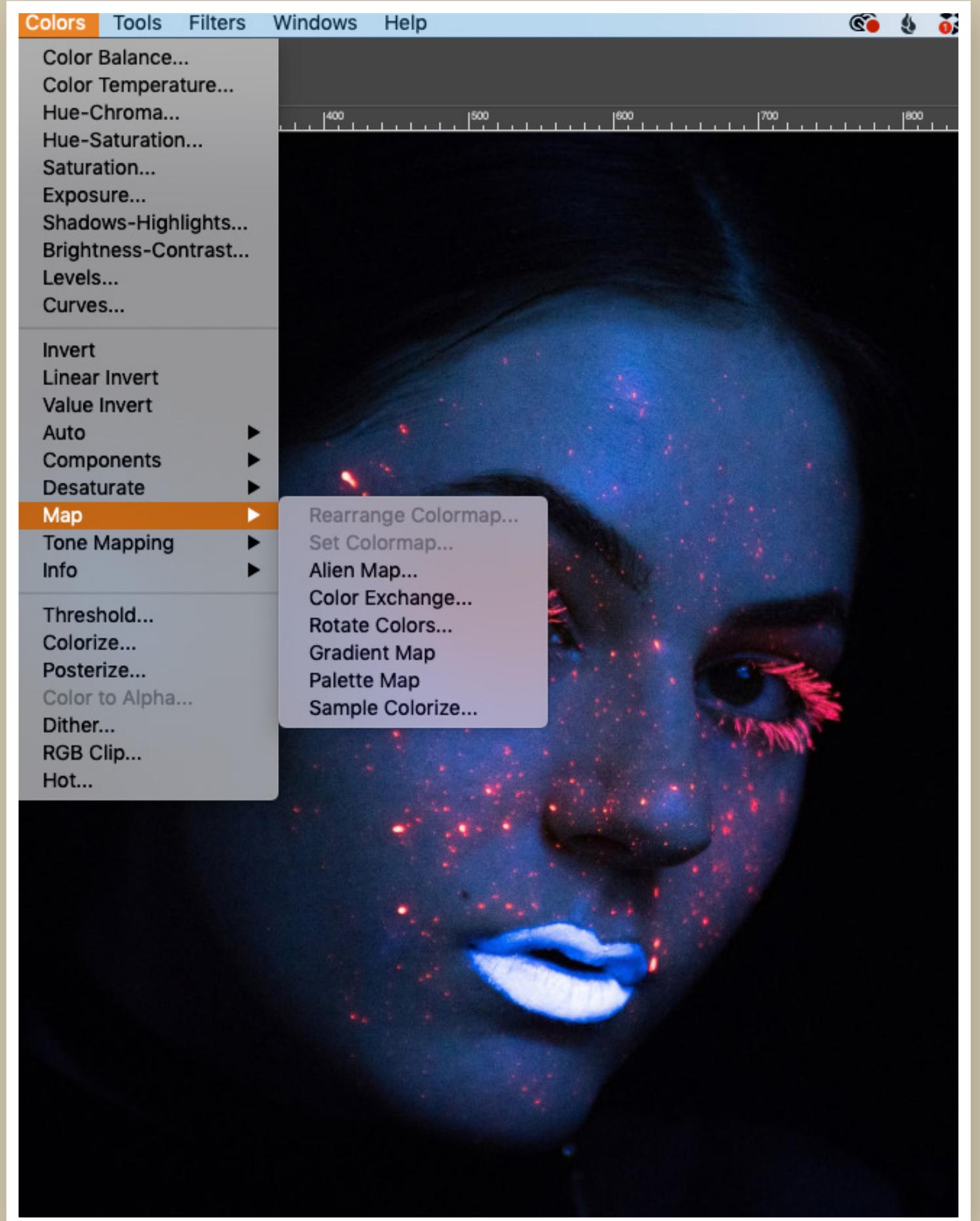
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# Color Tools Part 3

Map and de-saturate colors.



# Channel Mixer

Another tool for establishing a creative style. We'll explore the settings available and then you'll adjust them to find your style.

## PROJECT 22

1. Duplicate the image layer
2. Adjust the Channel Mixer settings based on your creative vision



### NOTES:

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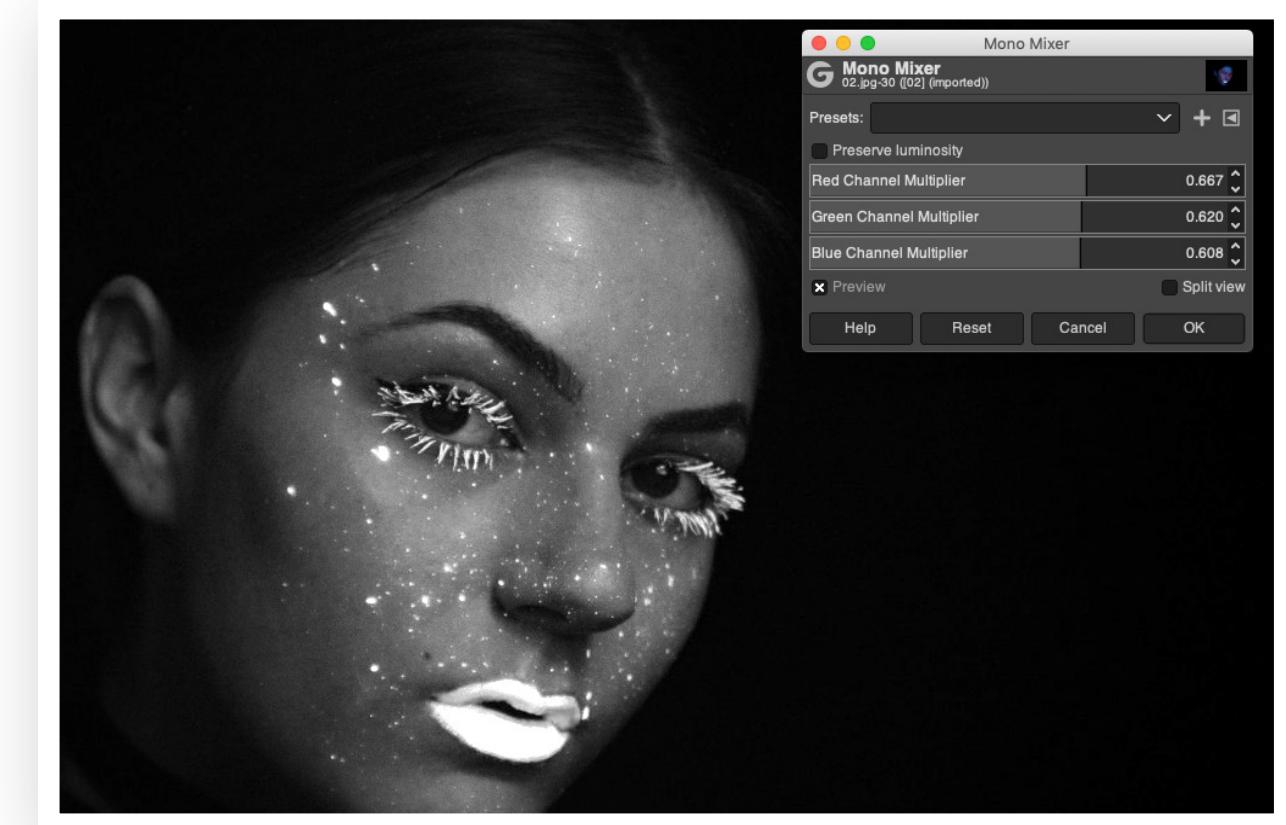
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# B&W Conversion 1

Learn how to use the Component tools for converting color images into B&W.

## PROJECT 23

1. Duplicate the image layer
2. Apply the Component tool of your choice and adjust the settings based on your creative vision



### NOTES:

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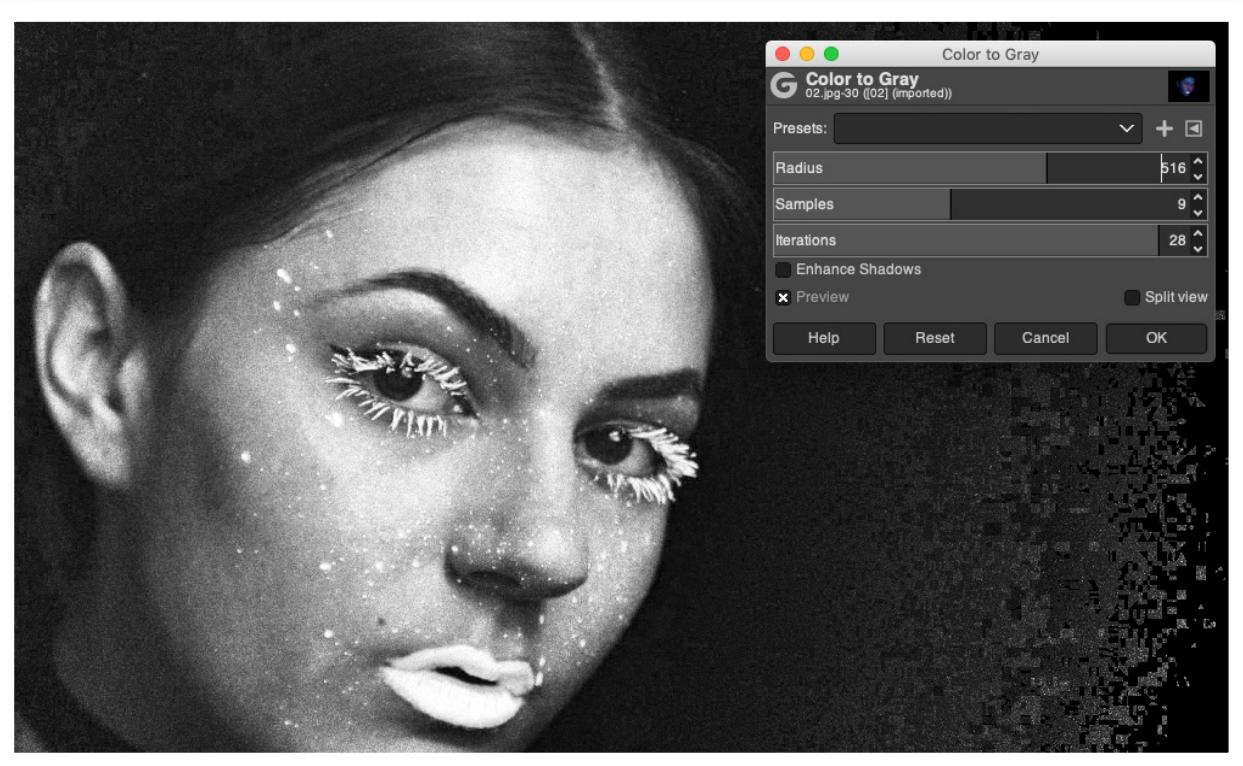
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# B&W Conversion 2

There's more than one way to convert images into B&W... this project shares another method.

## PROJECT 24

1. Duplicate the image layer
2. Apply the De-saturate tool of your choice and adjust the settings based on your creative vision



## NOTES:

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# Rearange Colors

A unique tool for creative results.

## PROJECT 25

1. Duplicate the image layer
2. Re-arrange the colors based on your creative vision



## NOTES:

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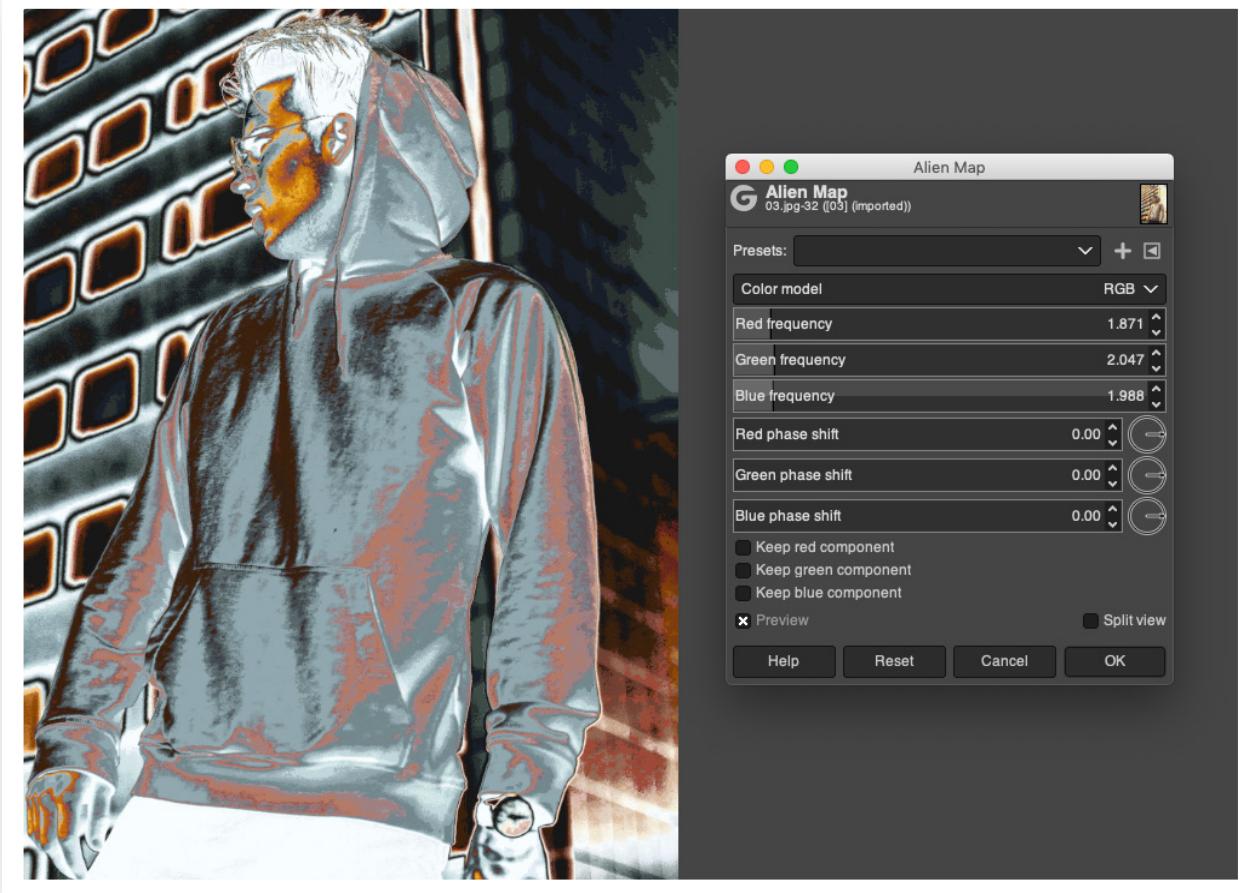
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# Color Transformation

Transform your colors for unlimited creative possibilities.

## PROJECT 26

1. Duplicate the image layer
2. Apply the Alien Map and adjust the settings based on your creative vision



### NOTES:

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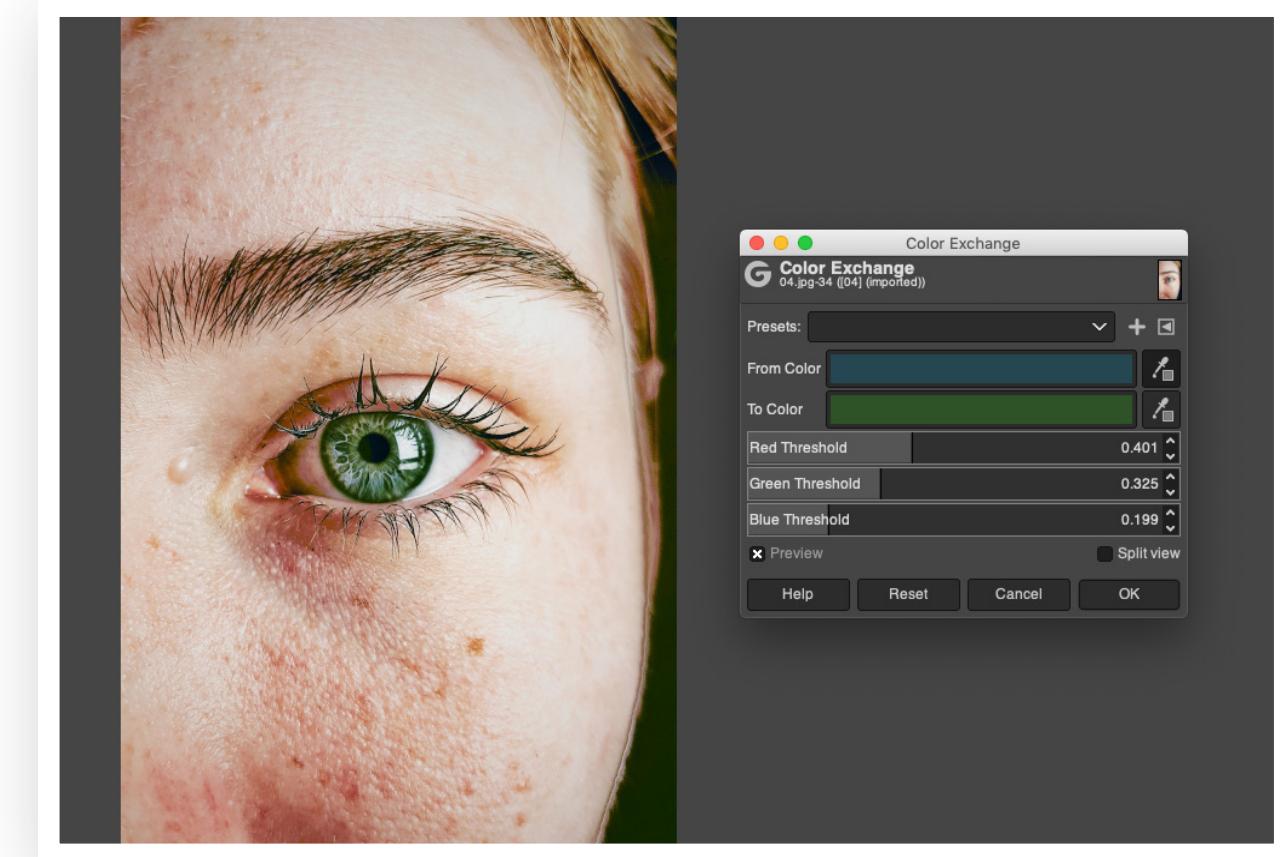
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# Color Exchange

Swap colors to achieve your creative vision.

## PROJECT 27

1. Duplicate the image layer
2. Use the Color Exchange tool to change the colors
3. Add a layer mask to control where the edit is applied



### NOTES:

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# Multiple Colors

Learn how easy it is to create multiple colors from 1 outfit.

## PROJECT 28

1. Duplicate the image layer
2. Adjust the settings in the Rotate Colors tool to get your desired color
3. Add a layer mask to control where the color change occurs
4. Duplicate the layer + mask to alter the color again
5. Repeat step 4 as often as is required



## NOTES:

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# Gradient Map

Map Gradient colors to your image to create unique color overlays.

## PROJECT 29

1. Duplicate the image layer
2. Apply the Gradient Map and adjust the settings based on your creative vision



## NOTES:

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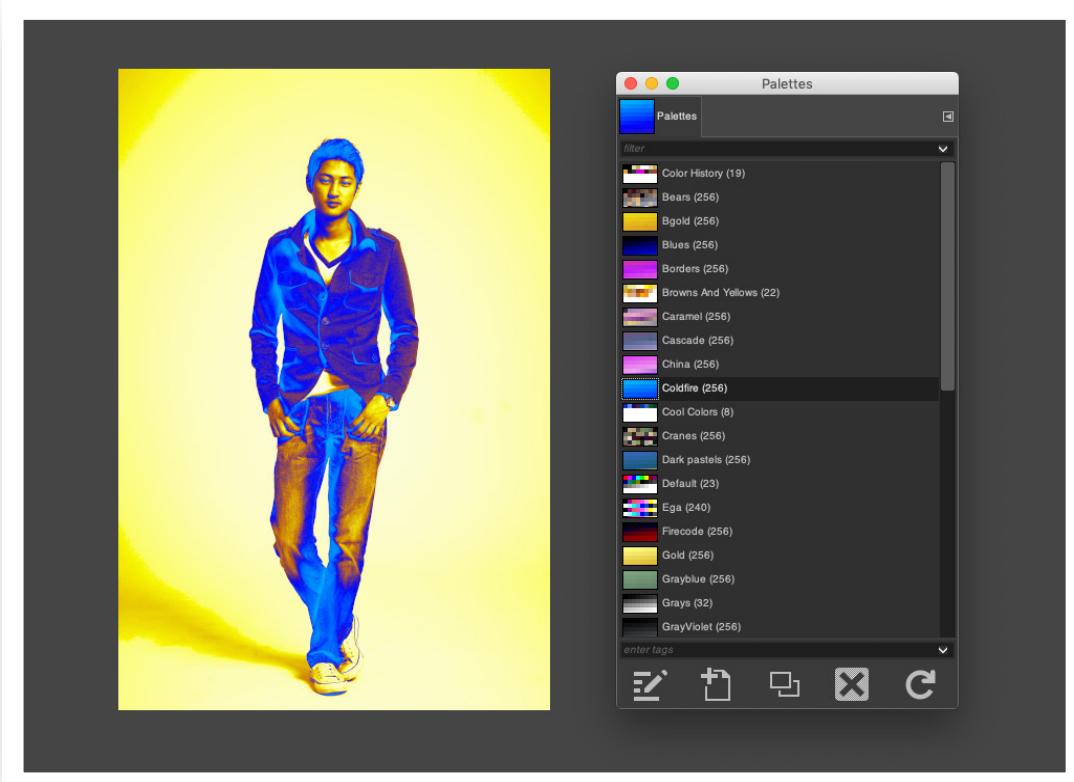
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# Palette Map

Although Similar to the Gradient Map the colors are applied differently.

## PROJECT 30

1. Duplicate the image layer
2. Apply the Palette Map and adjust the settings based on your creative vision



## NOTES:

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# Sample Colorize

Discover a third option for colorizing your images.

## PROJECT 31

1. Duplicate the image layer
2. Apply the Sample Colorize tool and adjust the settings based on your creative vision



## NOTES:

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# Color Tools Part 4

Threshold, Posterize, and Colorize.

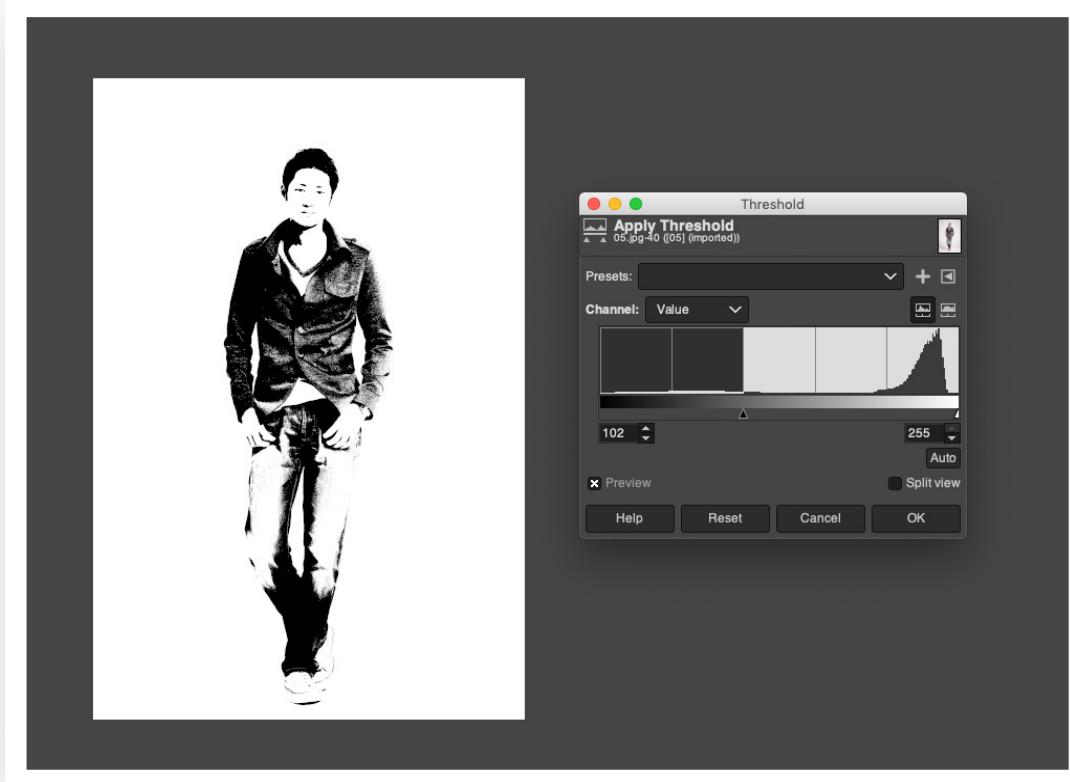


# Photographic Cutout

Transform an image with millions of colors to two main colors: Black & White. This tool creates the impression of a photographic cutout.

## PROJECT 32

1. Duplicate the image layer
2. Apply the Threshold tool and adjust the settings based on your creative vision



### NOTES:

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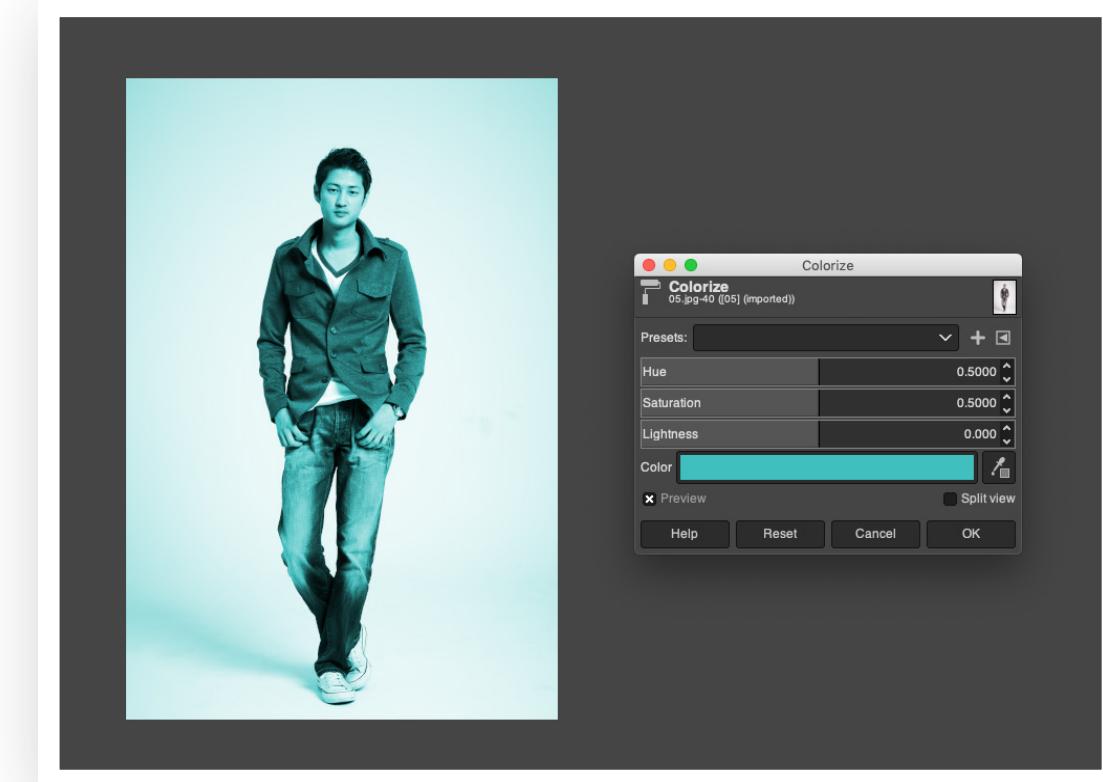
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# Colorize Your Photo

A fourth option for colorizing your photos.

## PROJECT 33

1. Duplicate the image layer
2. Apply the Colorize tool and adjust the settings based on your creative vision



### NOTES:

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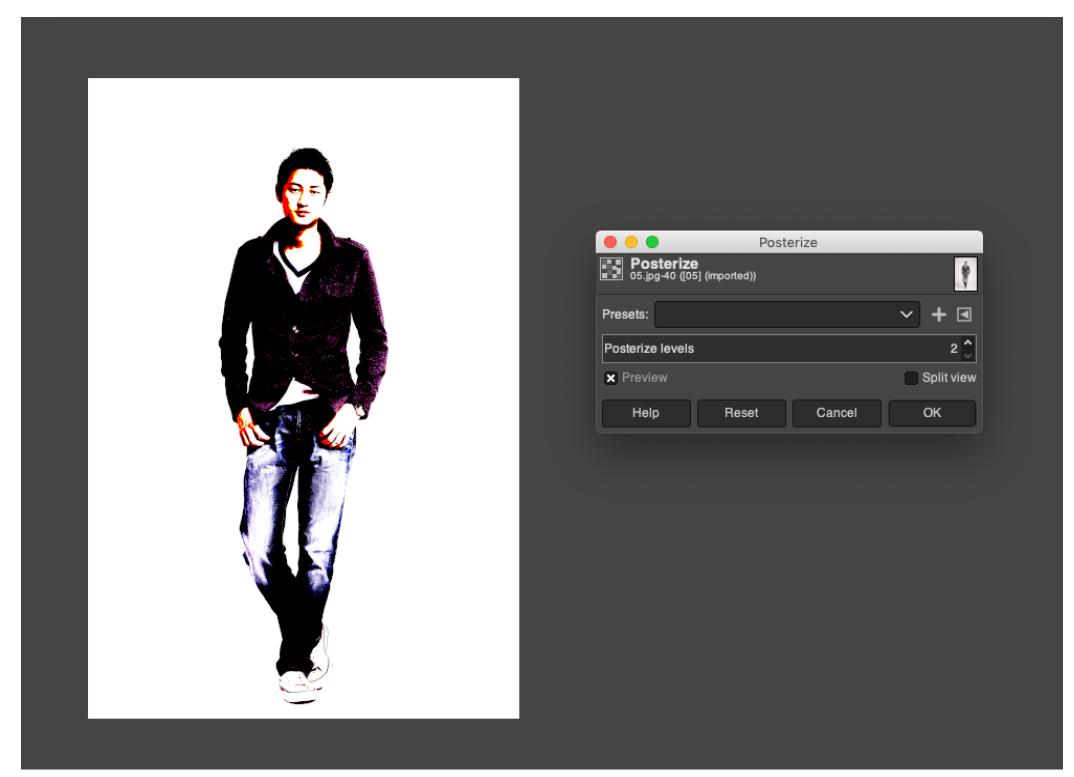
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# Posterize Your Colors

Reduce the number of colors in your image from 1 to 256 levels.

## PROJECT 34

1. Duplicate the image layer
2. Apply the Posterize tool and adjust the settings based on your creative vision



### NOTES:

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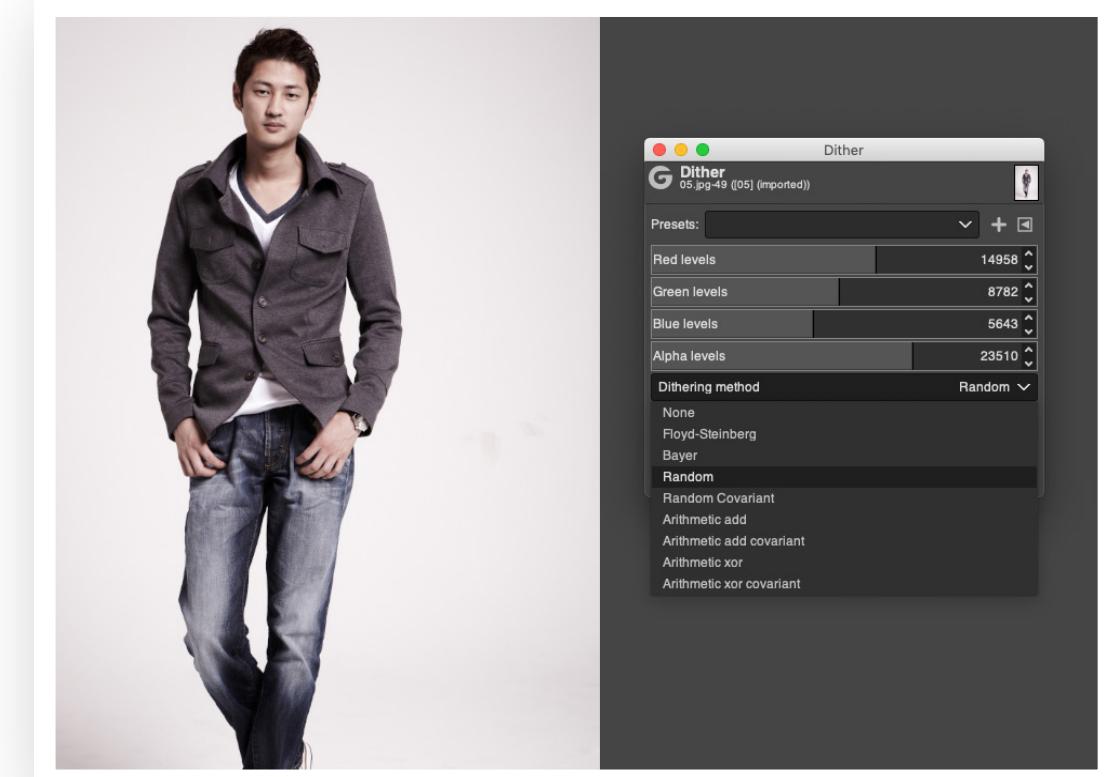
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# Retro Effect

Discover how to apply an old-school, retro effect to your images.

## PROJECT 35

1. Duplicate the image layer
2. Apply the Dither tool and adjust the settings based on your creative vision



### NOTES:

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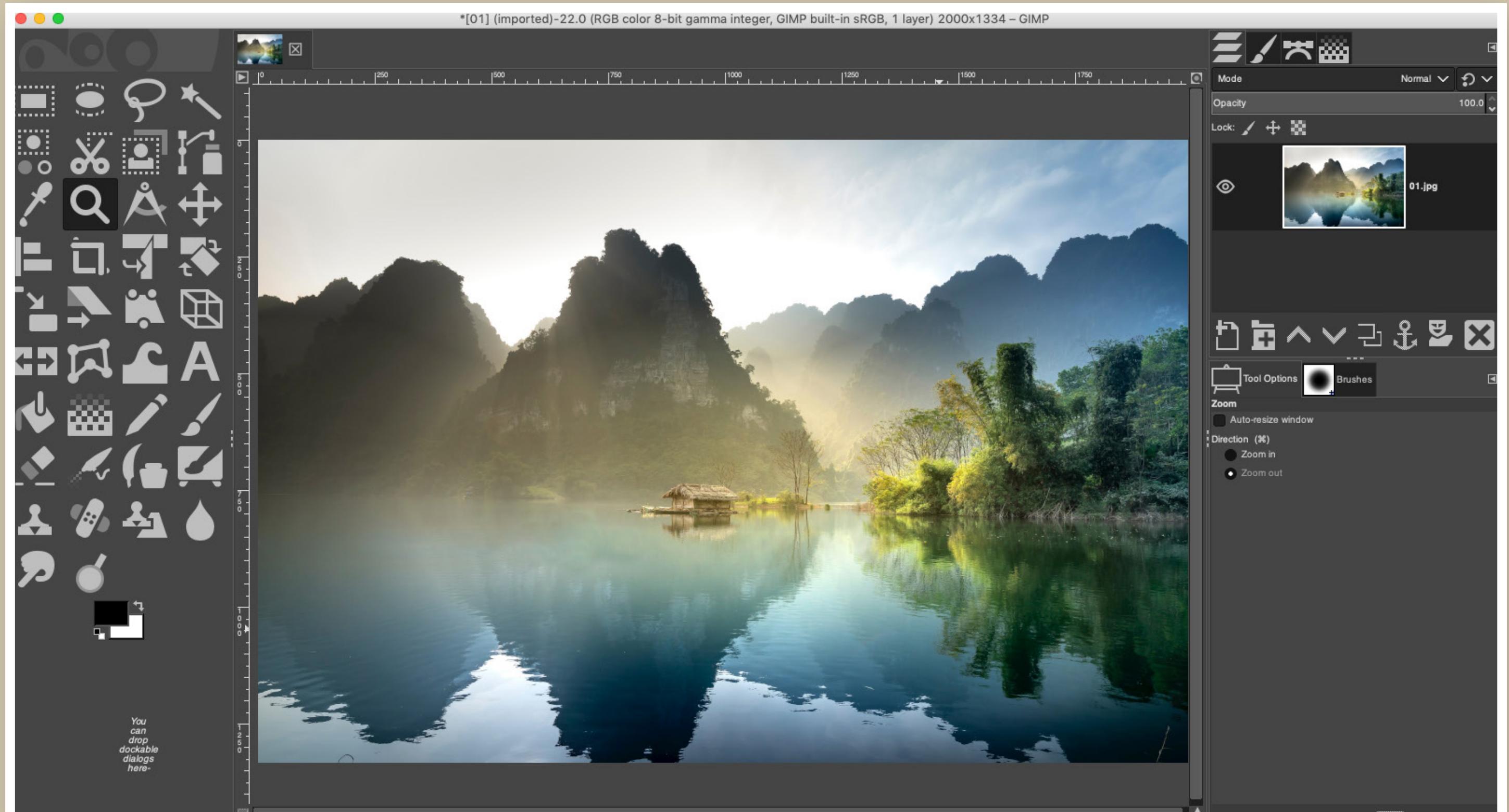
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# Paint Tools

Clone, Heal, Dodge + Burn... for retouching!



# Remove Objects + People

Learn how to retouch your images! Project includes removing a boat and the people in it.

## PROJECT 36

1. Duplicate the image layer
2. Apply the Clone + Heal tool to remove unwanted objects



### NOTES:

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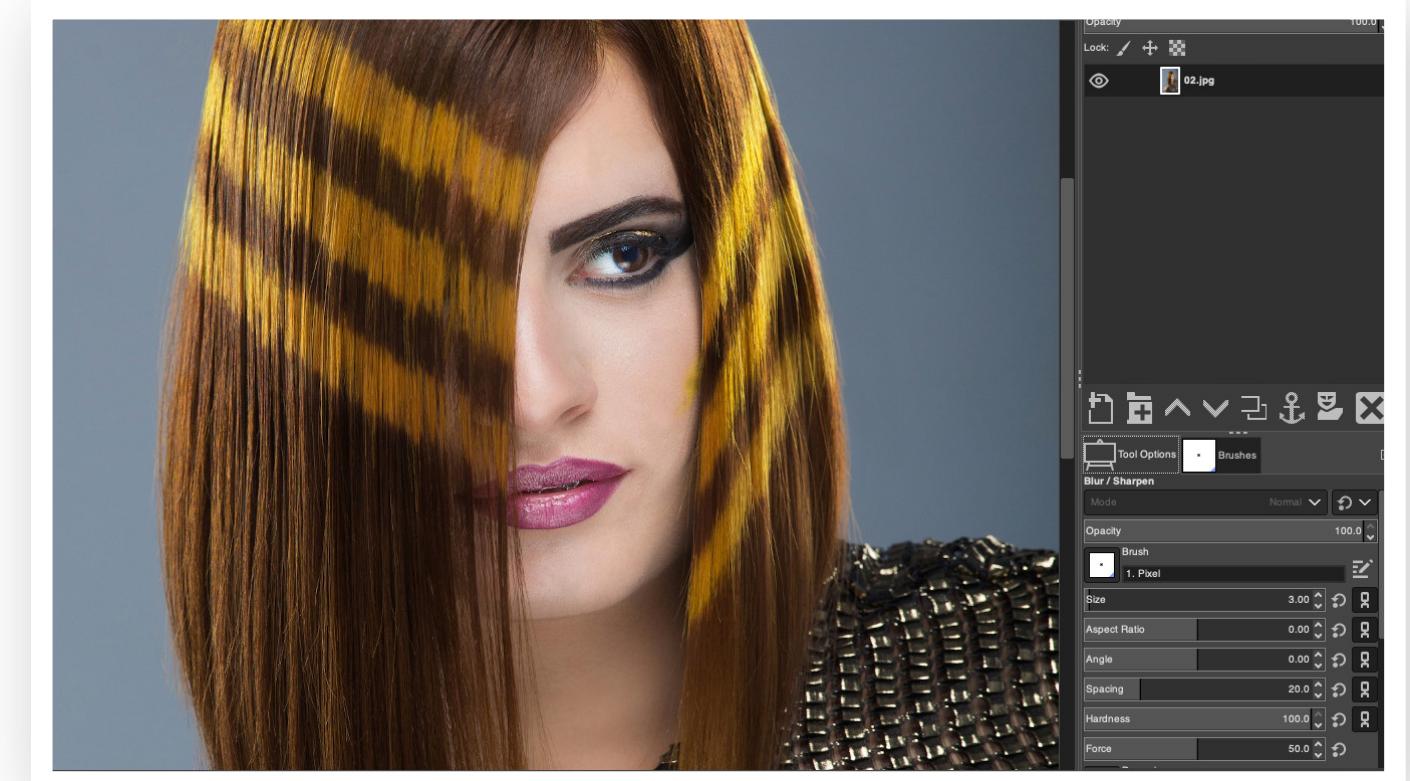
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# Sharpen Photos

Learn how to properly Sharpen your photos.

## PROJECT 37

1. Duplicate the image layer
2. Apply the Sharpen tool with a brush for precise edits



### NOTES:

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# Custom Edit

Learn how to use the Dodge + Burn tools for custom edits. Oh, and I'll explain what those tools actually do!

## PROJECT 38

1. Duplicate the image layer
2. Apply the Dodge + Burn tools for a custom edit



## NOTES:

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