

Adobe Photo Shop



UCC

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Introduction:

Adobe PhotoShop 7.0 is a powerful tool for creating, editing, manipulating and maintaining images both for the web and in the printed medium. It can be used to create spectacular graphics for a web site, or to enhance digital photographs for vital presentations. Whether you're maintaining a personal website or editing images on behalf of your department, a good basic knowledge of PhotoShop can help you on your way to a professional level of graphic design and implementation in your work.

This course will be broken down into **four** main areas:

1. **Introduction to the Work Area:** - a look at the various tools, toolbars, palettes and menus that you will use in Photoshop
2. **Creating Simple Graphics:** - Learn how to create banners, logos and buttons for the web and presentations
3. **Digital Image Manipulation:** - Learn how to manipulate digital photographs with such techniques as Red Eye removal and other more complex image manipulation practices
4. **Web Site Composites:** - Learn how to create the look and feel of a complete web site, cutting the graphics to fit the web page and other issues involved with producing graphics for use on the web

There is, of course, a lot more to Adobe Photoshop than can be covered in this course. The comprehensive help file that comes with Photoshop can help a user to find information on aspects not covered in this manual, and there is a wide variety of online tutorials available, with the best obtained through www.adobe.com. The time constraints of this course should not, however, preclude the achievement of a good solid grounding in the basics of Photoshop, sufficient to the everyday graphics needs of most departments. As always, we hope you enjoy the course and encourage questions and feedback throughout the day.

1. Introduction to the Work Area:

In this section we will look at the tools, palettes, menus and work area of Photoshop. We will go through the main tools, looking at what each one does. We will then go through the menus, identifying the functions contained within each one. Then we will look at the different toolbars and palettes that give Photoshop its great functionality.

The Tool Palette:

To the right we have the tool palette. This contains the tools you need for image creating, editing and manipulation. The tools with black arrows at the bottom right corner indicate that there are more options within that tool. To access the other tools within that tool, just left click the mouse and hold it down. The currently selected tool is the **move** tool. Hovering the cursor over the tool will give you its name and the keyboard shortcut to access it (in the case of the move tool Shift + M will automatically select it for you).

The tools in the top four sections of the tool palette are as follows (moving anticlockwise):

- **Marquee:** this tool allows you to select an area of an image within a particular shape. The default is rectangle, but there is also an ellipse selection as well as a single row and single column marquee
- **Lasso:** this tool allows you to select irregular areas of an image. In the image to the right, the **polygonal lasso** tool is showing. There is also the **freehand lasso** tool and the **magnetic lasso** tool (which will find the edge of an element within the image you are trying to select).
- **Crop:** this tool allows you to cut an image to a particular segment.
- **Healing Brush:** this tool allows you correct imperfections, causing them to disappear into the surrounding image. You use the healing brush tool to paint with sampled pixels from an image or pattern. The other



Figure 1.1

tool that this button allows you to select is the **patch** tool. The patch tool lets you repair a selected area with pixels from another area or a pattern.

- **Clone Stamp:** this tool takes a sample of an image, which you can then apply over another image or part of the same image. Each stroke of the tool paints on more of the sample. The other tool that can be selected here is the **pattern stamp** tool, which lets you paint with a pattern. You can select a pattern from the pattern libraries or create your own patterns.
- **Eraser:** this tool allows you to erase parts of your image. You can also select the **background eraser** tool or **magic eraser** tool which allow you to erase specific parts of the image.
- **Smudge:** this tool allows you to create an effect similar to the effect caused when working with pencils and you smudge an area of the image with your finger. The companion tools to this tool are the **blur** tool and the **sharpen** tool which allow you to blur the focus or sharpen the focus of an area of the image
- **Path Selection:** used for selecting **vector images**. Vector images are images that can be resized without losing resolution because they are based on mathematical formula as opposed to **bitmapped** or **raster** images, which are constructed using a finite number of pixels. The companion tool to this is the **direct selection** tool, which allows you select a **path segment**.
- **Pen:** used for creating straight lines and smooth curves with precision. The image created is a vector image. There are a number of companion tools to this tool – **freeform pen**, **add anchor point**, **delete anchor point** and **convert point** tools
- **Notes:** this tool is used to add notes to an image. They are not part of the image but can be useful when sharing the image as the image author can add valuable information about the image to the image file so others can appreciate what is intended by an image. The companion tool to this tool is the **audio annotation** tool, which allows a user with a microphone attached to their computer to add a “speaker note” to the image to convey information to other users of the image.
- **Hand:** allows you to move an image around the screen to allow access to various parts of the image when the image is too big for the screen

- **Zoom:** allows you to magnify/de-magnify areas of an image to allow for more detailed work
- **Eyedropper:** this tool allows you to set the colour of the foreground of the colour palette from a colour within the image. The companion tools are the **colour sampler** tool and the **measure** tool, which can be used to get the exact coordinates and pixel height and width of any part of the image
- **Rectangle:** this tool allows you to draw different shapes, with the default set to rectangle. You can also draw **rounded rectangles, ellipses, polygons, lines** and **custom shapes**.
- **Text:** this tool allows you to add text to your image. You can also change the orientation of text to the **vertical type tool**.
- **Sponge:** this tool allows you to subtly change the colour of the image, by altering the colour saturation of the area adjusted by the sponge tool. The other options under this tool are the **dodge** and **burn** tools, which are used to lighten or darken an area of the image respectively.
- **Gradient:** a gradient allows you to fill an area of an image with a colour range, where the colours gradually run into each other. The other option with this tool is the **paint bucket** or **fill** tool, which you would use to fill a selected area of the image with a single colour.
- **History Brush:** this tool allows you paint with the source data from a specified history state or snapshot. The other option is the **art history brush** which allows for painting with *stylized strokes* from a specified history state or snapshot
- **Paint Brush:** this tool is as you would imagine used to paint on an image. There are numerous different brush shapes and sizes that allow the user to create different textures to their image. The other option to this tool is the **pencil** tool.



Fig1.1b

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