# COMPUTER TOOLS IN VISUAL COMMUNICATION

**Photoshop - Recap**

# Creating new document



Document/canvas size and units

Resolution

Color mode

# Image size
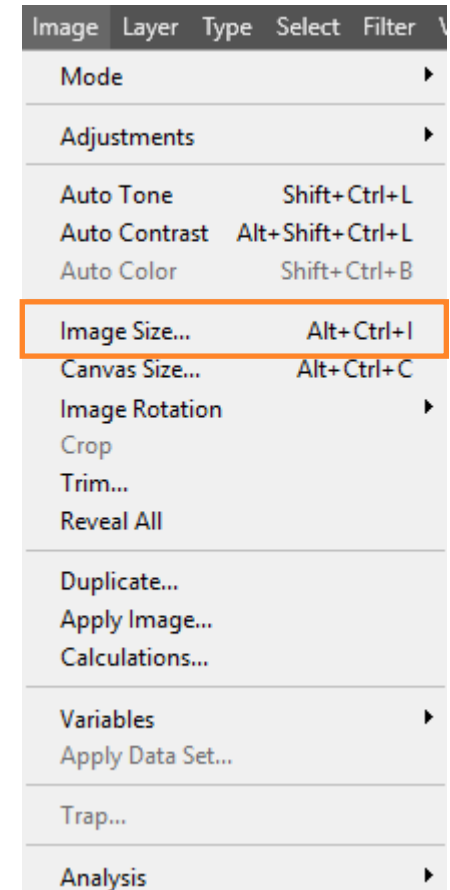
# Crop tool
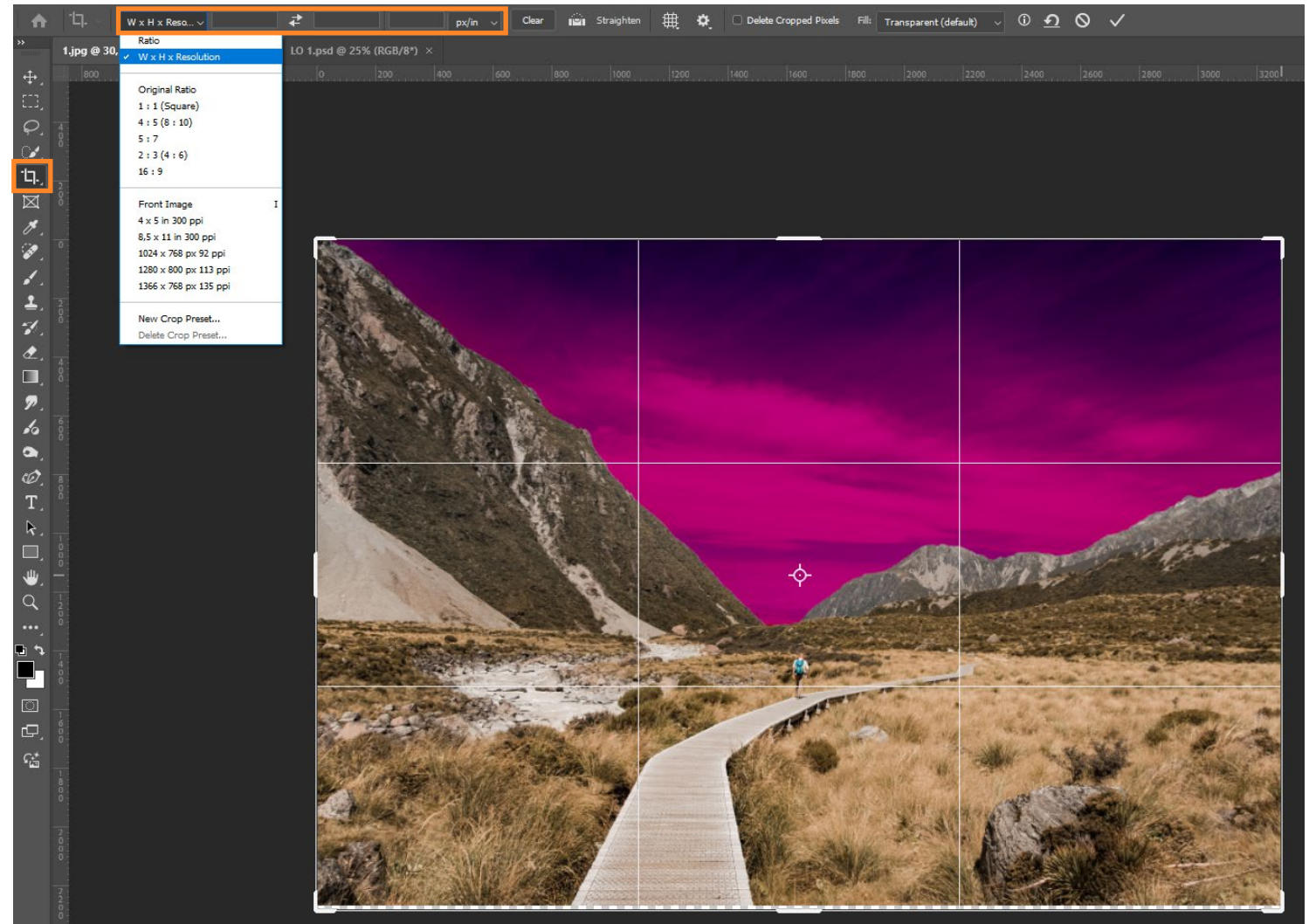
# Workspace
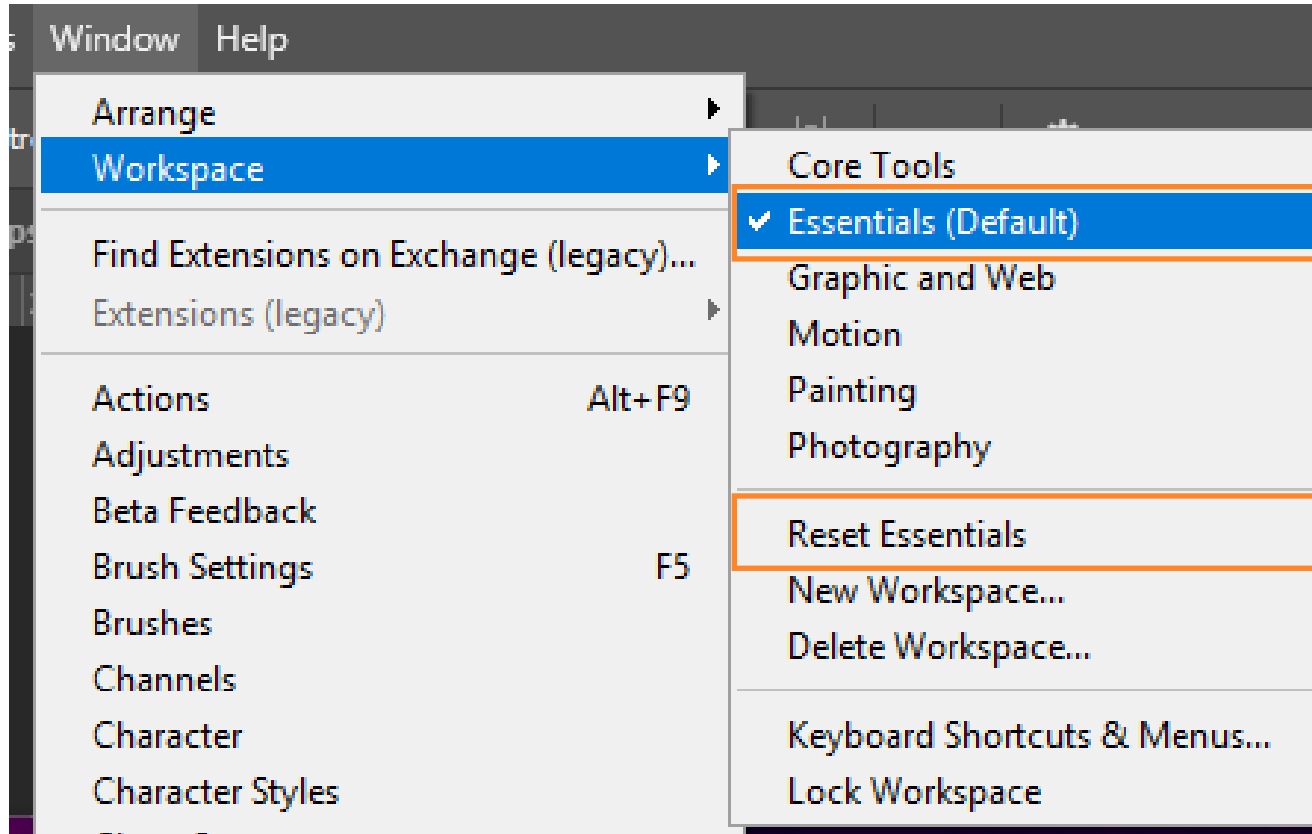


Use „Essentials (Default) workspace to have your workspace arranged in a way we used it on practical classes

# Selections

- Select Subject
- Object selection
- Quick selection tool
- Magic wand tool
- Lasso tools
- Select > Color range
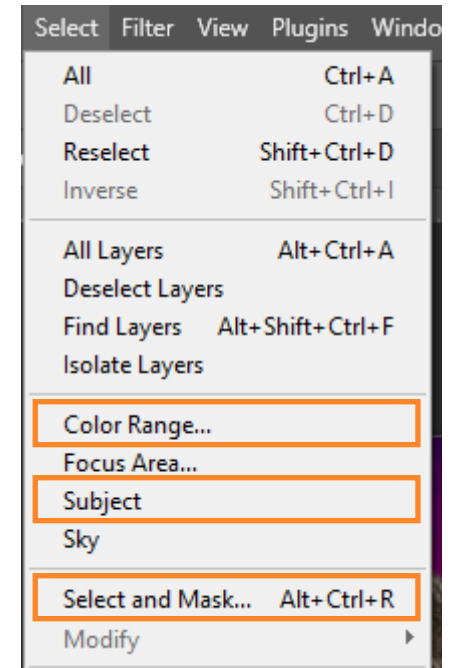
**+ Use „Select and mask" for more refined selections**

# Layer panel



Blending modes

Layer opacity

Adjustment layer with mask

Active layer (lighter grey)

Fill layer with mask

Image layer

Layer mask

Fill and adjustment layers

Create a new group

Create a new layer

Delete layer

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# Layer masks

- To hide part of the images in a **non-destructive** way, use layer masks

- **To further edit the already created layer mask**, paint over the mask thumbnail with black brush (to hide parts) and white brush (to reveal parts) - make sure the mask part of the layer in the layer panel is selected (has a white frame around it)
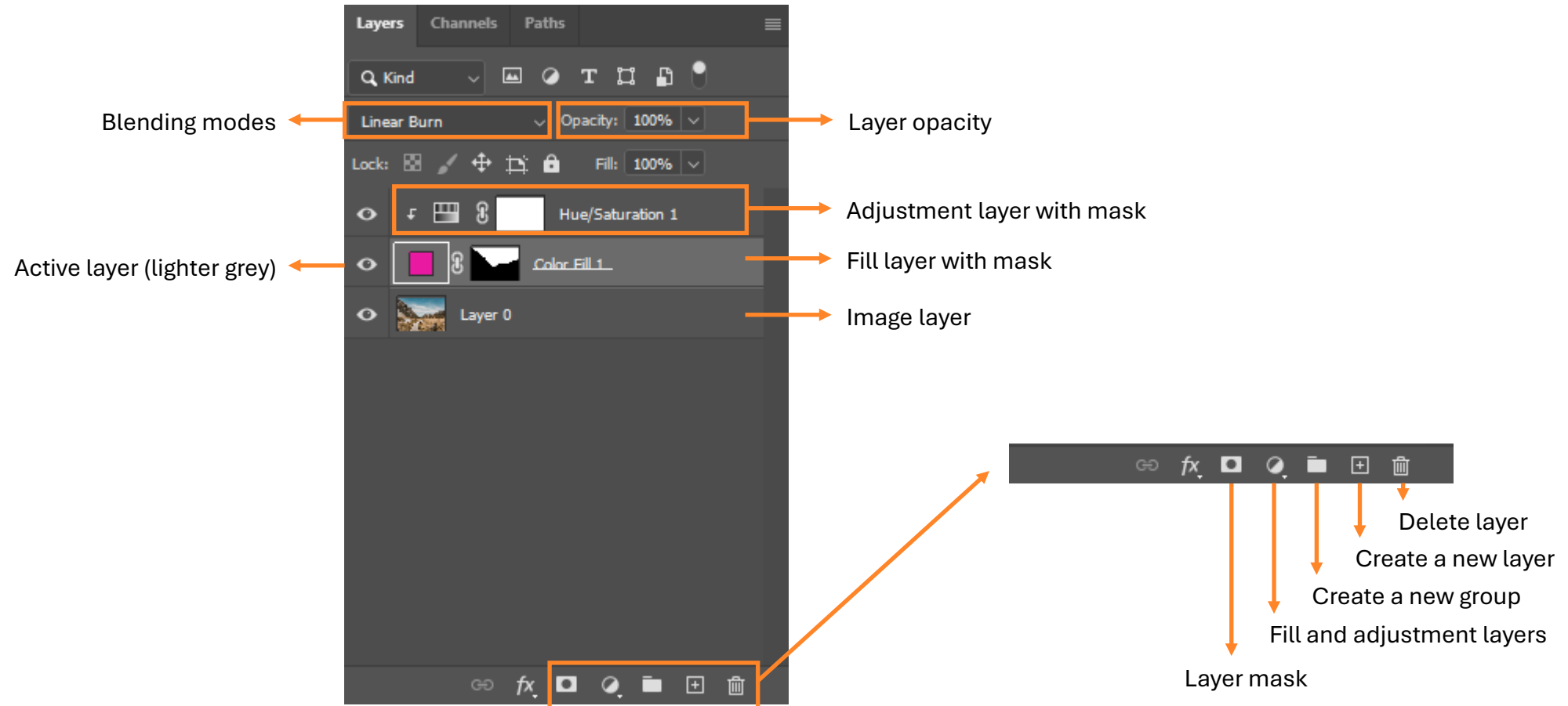
- **Ctrl + click on current mask** will repeat selection that was made to create the mask



2. Layer mask will be created and shown next to the layer thumbnail image.
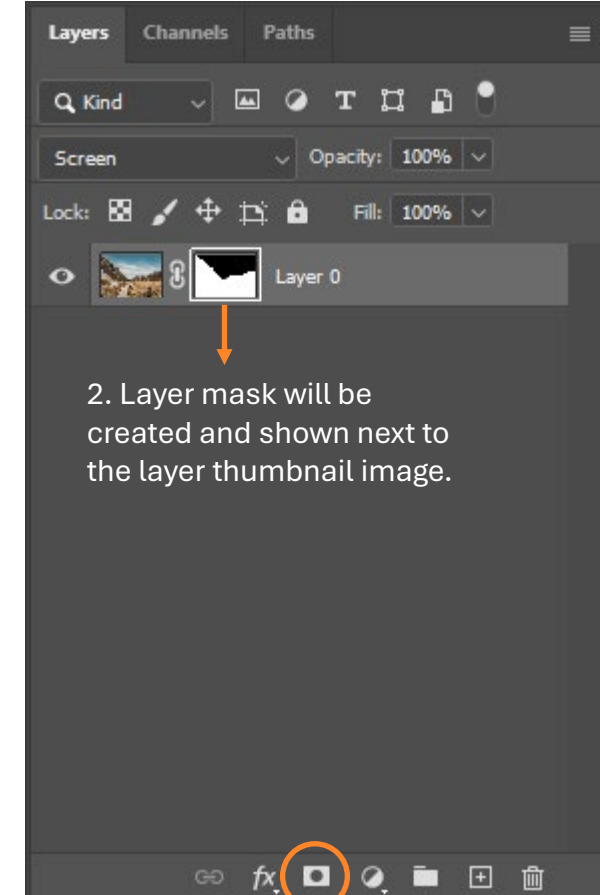
1. When selection is created, use „layer mask" option to hide rest of the image

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# Adjustment and fill layers

- Applying non-destructive edits on your images by creating a new adjustment or fill layer on top of the layer with the image

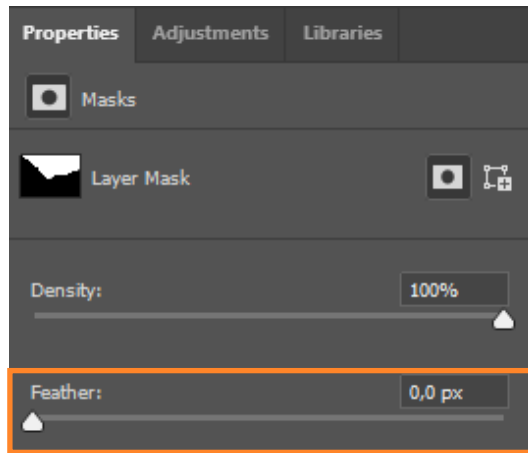- If you want to apply adj/fill layer on just part of the image, create a selection prior to applying
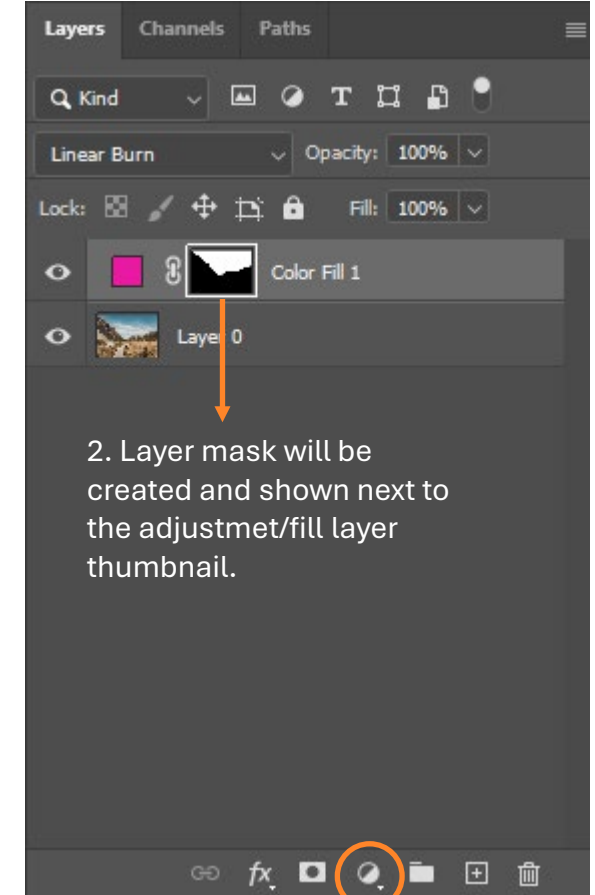


2. Layer mask will be created and shown next to the adjustmet/fill layer thumbnail.
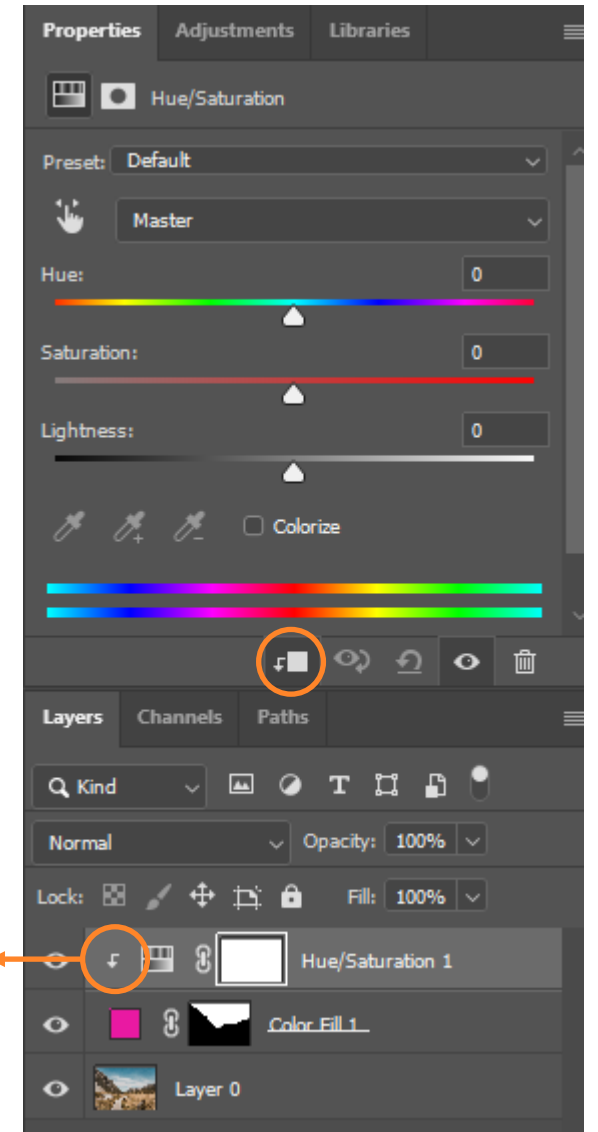
1. When selection is created, adjustment/fill layer will be applied only on that part of the image

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In properties panel, use feather to soften edges of the mask



Clip adjustment to one layer, or to all layers below

When clipped to single layer, an arrow appears in front of that layer
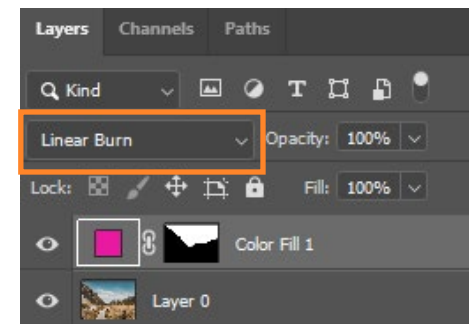
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# Blending modes

- A Blending Mode tells two layers how to work together to create a combined image

- Photoshop will check any overlapping pixels between those two layers and then, depending on the blending mode you've chosen, decide how those pixels will blend

Fill layer **without** blending mode
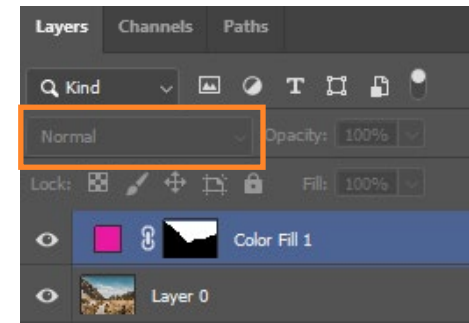


Fill layer **with** blending mode

# Portrait retouching – skin smoothing layer

1. Duplicate the layer with the portrait, and rename it (ctrl + J)

2. Invert layer (ctrl + I)

3. Use blending mode „Vivid light"

4. Apply High pass filter (Filter > Other > High Pass)

5. Apply blur filter (Filter > Blur > Gaussian blur)

6. Apply a black layer mask (alt + layer mask), so the mask hides the whole layer. Reveal parts of the smooth skin layer that you previously created with a white brush on the layer mask (use soft edges, different sizes and lover opacity)

# Retouching tools

## To fix leftover spots on the skin:

1. Create a new empty layer on top of the original portrait layer and skin smoothing layer, and rename it

2. Activate the „Spot healing brush" or „Healing brush" tool, and check the box in the control panel next to the „Sample All Layers" option

3. Activate the „Clone stamp" tool, and in the control panel, under the sample menu, choose „All layers"

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# Shortcuts

- Ctrl + z – undo
- Ctrl + d – deselect
- Ctrl + j – duplicate layer
- Ctrl + i – invert
- Alt (holding) + scroll – quick zoom in/out
- Alt (holding) + right mouse key (holding) – brush size and edges
  - → moving mouse left/right – brush size
  - → moving mouse up/down – hardness of the brush edges

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Thank you for your attention!