# Getting to Grips with Photoshop

Chiltern U3A Photography Group 17 February 2017 David Pearson We will be using Photoshop Elements v12

Other photo editing programs are very similar

e.g.:

Faststone

Full Photoshop

The software that came with your camera

Affinity

## Lesson One:

Start the program

Select an image

Experiment!

Quick	Guided	Expert

#### PS Elements has three modes:

## Quick – aims to give an almost 'one click solution'

## Guided – Explains how to use each facility

## Expert – greatest control, best for learning how to really use PS



Menus: Mostly concerned with working on the whole image

Tools: Mostly work on details or parts of the image

Tool Options: Vary the way each tool works

Layers: Enable changes to be independent of each other

## History

The history panel keeps a record of the last 50 (adjustable) changes that have been made

To go back, click on the desired stage

#### File:

Open – a new image Save – an edited image Save as – a new copy of the image

#### Print

#### Image:

Rotate – generally through 90 degrees Crop – to get rid of unwanted parts of the image Resize – to make image smaller

#### Enhance:

Auto Smart Fix – worth a try Auto Levels – good to improve a flat image

Enhance:

Lighting/Shadows & Highlights – to bring out detail in the darkest and lightest areas Lighting/Brightness and Contrast – correct over/under exposure and flat lighting Lighting/Levels – to utilise full dynamic range (move outer sliders in to edges of histogram)

Color/Color Cast – to correct for e.g.tungsten lighting Color/Hue & Saturation – to adjust saturation of colours, or convert to black & white Color/Curves – to adjust the brightness of light and dark parts independently

Convert to black & white – best way, with options for different effects

Unsharp mask – to make image appear sharper (amount < 100%, radius 1 or 2 pixels, threshold 0 – 2)

Filter – 101 ways to ruin your image

View – to zoom in or out, or fit image to screen size

Windows – select Tools, History and Panel Bin/Layers



- Zoom to zoom in or out of image select options at bottom of screen or by right click
- Hand to move to different parts of image while zoomed in or use space bar when any tool is selected

## **Brushes and Feathering**

Brushes are used to 'paint' a change of some sort onto an image, or to select part of the image for a change to be applied.

The size of the brush can be adjusted in the tool options (or with [ and ])

Adjust the hardness according to purpose. A hard brush has hard edges. With a soft brush its effects will fade away from the centre.

Feathering of selections is similar. If selecting a well defined object use 1 or 2 pixel feathering (nothing is ever completely sharp in a photograph). If making a more general adjustment (e.g. darkening an area of sky) use heavy feathering.



Selections restrict action of any changes to just the area selected

Rectangle/Ellipse – select shape from options

- click and drag to make selection
- use add / subtract to build up complex selection
- use shift to make square or circle
- use alt to select from centre
- now apply other tool or menu item to make change

Lasso – freehand selection with lh button held down. Not suitable for detailed selections.

Polygonal – click along a series of points. Double click to complete. Ideal for straight edges but can be used for curves.

Brush – paint the selection

Quick select – paint in roughly and PS finds edges intelligently

Magic Wand – selects areas based on colour. Selection may be confined to contiguous area.



Clone – to copy one part of an image to another hold down alt and click on source paint to new area

Healing brush – similar to clone but intelligently merges into target area.

Spot healing brush – brush over blemish and PS intelligently removes it

Blur/sharpen – brush over area to be blurred/sharpened

Burn – brush over area to be darkened. Best to keep exposure low and build effect.

Dodge – brush over area to be lightened

Sponge – select saturate or desaturate



Brush – paint with foreground colour (selected at bottom of tools panel).

Paint bucket – fills area with foreground colour. Tolerance determines range of colours filled.

Text – type desired text. Options for size, font, etc.

Text appears on a new layer. It can be moved using the move tool in the 'select' set of tools.

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MODIFY

Crop – drag cursor over desired area. Make adjustments using the handles at corners and mid-point of sides

Straighten – drag cursor along wonky horizon. PS automatically makes it horizontal. - select 'autofill edges' to intelligently fill corners that get lost.

Content aware move – select area to be moved. Drag to new position. PS fills remaining area intelligently.

## Layers and Layer Masks

Need a whole session to themselves.