

Unit 8 : Layers, Filters, Colors and Projects

Most common practices of Adobe Photoshop is creating, manipulating and adjusting layers, filters, colors and designing project. This Unit covers creating, manipulating and adjusting of image layers, filters, colors and designing projects. It provides a broad foundation of essential Graphic design skills. It is the perfect way to learn Graphic design if you are just starting out with the software, upgrading from a proper version, or if you have never received formal training-even if you have been using Photoshop for years.

Lesson 1 : Layers

1.1. Learning Objectives

On completion of this lesson you will be able to learn:

- ◆ Creating new Layers.
- ◆ Naming new Layers.
- ◆ Linking between Layers.

1.2. Introduction

Layers

Layers are one of the most powerful tools included in many photo editing programs. By using layers you can make adjustments without changing the data of the layer underneath. This allows you to make multiple changes without having to start over each time an edit does turn out like you had intended.

Types of Layers

Photoshop elements offer five kinds of layers: image, adjustment, fill, shape, and type. You'll probably spend most of your time creating image layers, but just so that you're familiar with all types, the following sections describe each one.

Image layers

The image layer usually just referred to as a layer, is essentially a digital version of a clear acetate sheet. You can create blank layers and add images to them, or you can create layers from images themselves.

Adjustment layers

An adjustment layer is a special kind of layer used for modifying color and contrast. The advantage of using adjustment layers for your corrections, rather than applying them direct on the image layer, is that you can apply the corrections without permanently affecting the pixels. Adjustment layers are totally nondestructive. It can adjust at any time.

Fill layers

A fill layer lets you add a layer of solid color, a gradient, or a pattern. Like adjustment layers, fill layers also include layer masks. You can edit, rearrange, duplicate, delete, and merge fill layers similarly to adjustment layers.

Shape layers

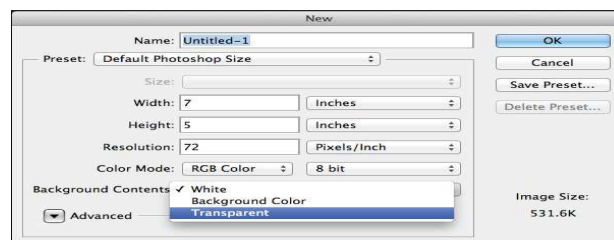
These shapes are vector-based, which means that the shapes are defined by mathematical equations which create points and paths, rather than by pixels. You can freely resize these objects without causing degradation, and they're always printed with smooth. To create a shape layer, grab a shape tool from the Tools panel and drag it on your canvas. When you create a shape, it resides on its own, unique shape layer.

Creating a new blank Layer

Step 1. Choose File > New. The New dialog box appears.

Step 2. In the New dialog box, choose Default Photoshop Size from the Preset drop-down menu.

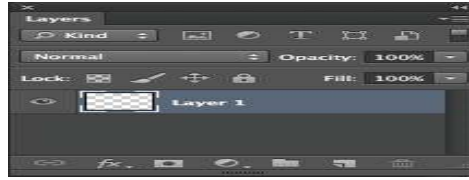
Step 3. Choose Transparent from the Background Contents drop-down menu, and press OK



Step 4. Set height, width and resolution as you're required.

Step 5. Choose Window > Layers. Click on the Layers tab and drag it out of the docking area.

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Step 6. Choose Window > Swatches. Click and drag on Swatches tab to take it out of the docking area.



Step 7. Select the Rectangular Marquee tool () and click and drag; to constrain the marquee selection.

Step 8. Choose Edit > Fill, to open the Fill dialog box.

Step 9. Select Foreground Color. Leave the other settings at their default and press OK.



Fill with your foreground color.

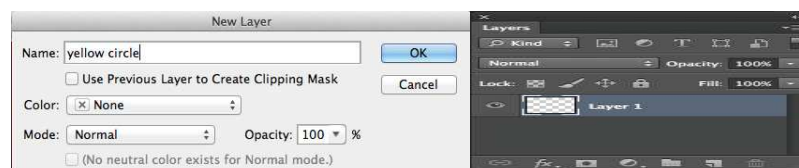
Result.

Step 10. Choose Select > Deselect to turn off the selection marquee, or use the keyboard shortcut Ctrl+D.

Step 11. Choose File > Save your work.

Naming your layer

Step 1. Press the New Layer button (). The New Layer dialog box appears.



Hold down the Alt/Option key when creating a new layer so that you can name it right away.

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Step 2. In the Name text field, type **yellow circle**, as you are about to create a yellow circle on this layer.

Step 3. For the sake of being color-coordinated, choose Yellow from the Color drop-down menu and press OK. A new layer named “yellow circle” is created.

Step 4. Click and hold on the Marquee tool (), then choose the hidden Elliptical Marquee tool ().

Step 5. Click and drag while holding the Shift key down to create a circle selection in your image area.

Step 6. Position your cursor over the Swatches panel and click to choose any yellow color.

Step 7. Use the keyboard shortcut Alt+Backspace to quickly fill the selection with yellow.

Step 8. Choose Select > Deselect, This time, you’ll use the Layers panel menu.

Step 9. Click and hold on the Elliptical Marquee tool to select the hidden Rectangular Marquee tool.



Document now has three layers.

Step 10. Choose File > Save. Keep the mylayers.psd file open for the next part of this lesson.

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ACTIVITY

CHECK YOUR PROGRESS

1.3 Multiple Choice questions

a. Merging layers in an image ---- file size.

- i) Reduces
- ii) Produces
- iii) Increase
- iv) Decrease.

b. Which is the tool used to move the content of layers?

- i) Move (V)
- ii) Sponge (S)
- iii) Brush (B)
- iv) Lasso (L).

1.4 Analytical questions

1. What do you mean by Layers?
2. Describe about various Layers.
3. Write down the steps to create new Layers.
4. How can you merge Layers from one image to another image?

Lesson 2 : Working with Filters

2.1. Learning Objectives

On completion of this lesson you will be able to describe:

- ◆ Creating & discovering filters.
- ◆ Creating smart filters.

2.2. Introduction

Filters

Filters are defined by their slope, which determines the attenuation of signals outside the 'pass' band. Filters are used for 'corrective' equalization, as opposed to creative equalization. They are used to clean up a signal, rather than to shape the sound creatively.

Classification of Filters

Photoshop offers a variety of filters. Although there are no hard and fast rules, most digital-imaging folks classify filters into four basic categories, corrective and destructive.

Corrective filters

Corrective filters usually fix some kind of image problem. They adjust color, improve focus, remove dust or artifacts, and so on. Don't get us wrong — pixels are still modified. Two of the most popular corrective filters are Sharpen and Blur.

Destructive filters

Destructive filters are used to create some kind of special effect. Pixels are also modified, but the image may look quite a bit different from its original. These kinds of filters create effects, such as textures, brush strokes, mosaics, lights, and clouds. They can also distort an image with waves, spheres, and ripples.

One-step filters

One-step filters have no options and no dialog boxes; select the filter and watch the magic happen.

Multistep filters

Multistep filters act almost like mini-applications. A multistep filter appears on the menu with an ellipsis following its name, indicating that a dialog box opens when you choose the command.

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Smart Filters

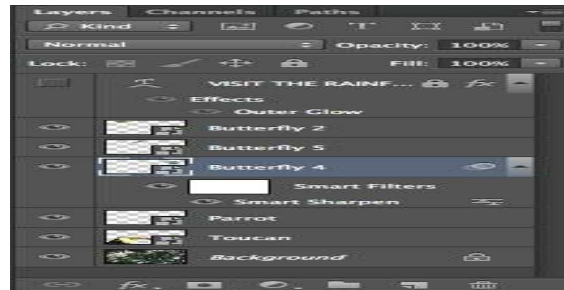
A Filter /smart Filter is simply one of the Photoshop filters applied to Object layer. Filters are usually destructive—that is, any effect applied to a layer becomes more difficult to remove.

2.3 Practices on Using Filters

Step 1. Choose Filter > Sharpen > Smart Sharpen. The Smart Sharpen dialog box appears. Change the Amount value to **200** percent and the Radius to **1.0**; then press OK. A dramatic sharpen effect is applied.

Step 2. Smart Sharpen filter effect. You will now examine how they work.

Step 3. Click on the Visibility icon to Smart Sharpen filter effect. This turns the Smart Sharpen filter off and allows you to view the original image.



Clicking on the visibility icon toggles a filter effect on and off

Step 4. Choose Filter > Blur > Motion Blur. Click and drag the Motion Blur dialogue box. In the Motion Blur window, type **50** in the Distance text field. This creates a blur of 50 pixels in both directions.

Step 5. Click on the right side of the angle dial, and then click and drag counter-clockwise until the angle value is approximately **-65** degrees; then press OK.



Apply a motion blur to the layer. Two smart filters are applied to the same layer.

Step 6. Click on the Visibility icon. The Smart Sharpen effect is still active.

Step 7. Click the white thumbnail to the left of the Smart Filters label.

Step 8. Select Soft Round brush preset, and use the slider to change the Size value to approximately 45. Click on the Options bar to make the Brush Preset picker disappear.

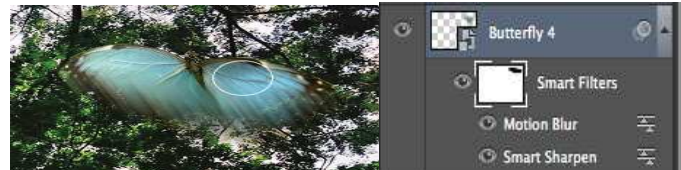


Select the Soft Round brush and change the size to 45.

Step 9. Press **D** to revert the foreground and background colors back to the default of black and white. Press **X** on your keyboard to swap the foreground and background colors.

Step 10. Place brush at the top of the butterfly, and begin painting from left to right and then downward.

Step 11. Continue painting downward until only the bottom half of the butterfly is blurred Press the letter **X** on your keyboard to swap the foreground color to white.



Paint on the butterfly.

Resulting mask.

Step 12. Press **X** to set black as the foreground color, and then paint the mask to hide virtually all the filter effect at the top part of the image. There are also areas at the bottom right that you will want to hide.



Butterfly 4 layers at this point.

Destructive Filters

Destructive filters are used to create some kind of special effect. Pixels are also modified, but the image may look quite a bit different from its original. These kinds of filters create effects, such as textures, brush strokes, mosaics, lights, and clouds. They can also distort an image with waves, spheres, and ripples.

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Stylize Filters

The Stylize filters produce a painted or impressionistic effect on a selection by displacing pixels and by finding and heightening contrast in an image. After using filters like Find Edges and Trace Contour that highlight edges, you can apply the Invert command to outline the edges of a color image with colored lines or to outline the edges of a grayscale image with white lines.

High Pass Filters

The method of sharpening images remains not only highly effective but also much easier to use than either of those sharpening filters, and that's by using Photoshop's **High Pass** filter. With the High Pass filter, you can often get better results than either of the sharpening filters can give you without fumbling around with confusing options.

2.4 Practice on Using High Pass Filters

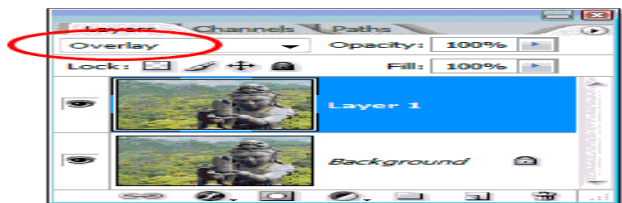
Duplicate the Background Layer Using High Pass Filters

Step 1. First we need to duplicate the Background layer using **Ctrl+J**. Which Photoshop automatically names "Layer 1", above



Press "Ctrl+J" (Win) / "Command" (Mac) to duplicate the Background layer.

Step 2. Next, we need to change the blend mode of the duplicate layer from "Normal" to "Overlay". No sharpening will be applied to any of those areas.



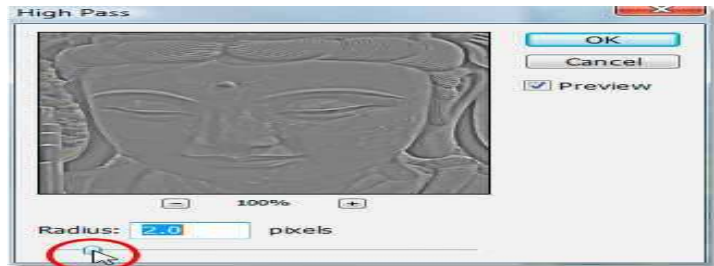
Change the blend mode of the duplicate layer from "Normal" to "Overlay".

Your image will now appear to have way too much contrast, as we can see here with mine



Changing the blend mode to “Overlay” causes the image to appear with too much contrast.

Step 3. Now blend mode set to Overlay, that helps to preview of what we’re doing? Using **Filter menu** choose **High Pass**. This brings up the High Pass filter dialog box



Go to Filter > Other > High Pass to bring up the “High Pass” dialog box.

Step 4. Set Radius value 2.0. Drag towards the right, adding more sharpening, and left, reducing the sharpening. Then Press Ok. Here’s my image after sharpening it with a radius value of 2.0 pixels



The image after sharpening it with the High Pass filter set to a Radius value of 1.2 pixels.

Step 5. Save your work for next use.

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ACTIVITY

CHECK YOUR PROGRESS

2.5 State whether the following statements are true or false.

1. Non-destructive filters create effects, such as textures, brush strokes, mosaics, lights and clouds.
2. Filters are used for 'corrective' equalization as opposed to creative equalization.
3. Smart Objects enable non-destructive scaling, rotating, and warping.
4. Active Smart Sharpen effect click on the 'visibility' icon to the left of the Motion Blur effect.

2.6 Multiple Choice questions

- a. Reduce luminous noise and color used ----- noise filter.
 - i) Reduce
 - ii) Dust
 - iii) Median
 - iv) Avoiding.
- b. Modification changed permanently by using ----- filters.
 - i) Corrective
 - ii) Destructive
 - iii) Non-destructive
 - iv) Duds.

2.7 Analytical questions

1. What do you mean by filters?
2. Describe the classification of filters.
3. Write down the steps for using stylizes filters.
4. Mention some uses of noise filters to reduce noise of images.

Lesson 3 : Color Mapping Tools

3.1. Learning Objectives

On completion of this lesson you will be able to describe:

- ◆ Adjusting color using color gradient.
- ◆ Coloring images using eyedropper tools.
- ◆ Mapping and adjusting various images colors.

3.2. Introduction

Gradient Tools

The Gradient tool can create straight-line, radial, angle, reflected, and diamond blends. Select the type of gradient from the Options bar across the top of the Photoshop work area. If you want to drag a straight gradient line, hold down the Shift key while dragging to constrain the gradient to a 0-degree, 45-degree, or 90-degree angle.

3.3 Practice on Using Gradient Tools

By applying a gradient to the mask, you can blend the Black & White effect into a color image.

Step 1. Press 'D', back to the default foreground and background colors of black and white.

Step 2. Click once on the Black & White adjustment layer mask thumbnail to select it.

Step 3. By typing '0', you are assigning 100 percent opacity to the gradient.

Step 4. Click and drag to the right side of image. A gradient is created in the same direction. Release Gradient tool to adjust original color of image. Your foreground and background colors could be reversed. Press 'X' to reverse your colors and try again.

Step 5. Choose File > Save. Keep the file open for the next part of this lesson.

3.4 Eyedropper tools

The Eyedropper tool is used for sampling color from an image. This color can be used for painting, or for use with text color. In this section, you will sample a color from another image to colorize the boy's

Face. You can access the Eyedropper tool while you have the Brush tool selected by pressing the Alt or option Keys. When you release the Alt/Option key, you are returned to the Brush tool.

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3.5 Practice on Using Eyedropper tools

The Eyedropper tool is used for sampling color from an image. To affect this action follow the steps

Step 1. Open desired files.

Step 2. Select Window > Arrange > 2-up Vertical to see both images.

Step 3. Click on the title bar for the image to bring that image forward.



Images tiled vertically.

Step 4. Choose the Eyedropper tool and position it over the boy's face. Click once on his left cheek. The color is selected as the foreground color in the Tools panel.

Step 5. Select the Brush tool, then using the Options bar, make sure that Color is selected from the Mode drop-down menu and that the Opacity slider is set at 15 percent.

Step 6. Cursor over the image to see the brush radius size. Press the right bracket key several times until the brush is 150 pixels wide. You can see the size reflected in the Options bar.

Step 7. Click on the title bar with the Brush tool selected, paint the boy's face with the color you just sampled. Paint without releasing the mouse to give the face a good coverage of color.

Step 8. Opacity setting of 15% that you can build up the skin tone color by painting over areas again.



Add a light tint of skin color to the image.

Step 9. Press the [(left bracket) key until the brush size is about 60 pixels.

Step 10. Paint brush over one of the boy's eyes in the gray scale image and click to paint it blue. Repeat this with the other eye.

Step 11. Choose File > Save.

3.6 Making color changes using adjustment layers

Follow these steps to making color changes using adjustment layers

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Step 1. Choose File > Browse in Bridge to open desired file.

Step 2. Choose File > Save As. Save with different name for adjusts color.



Original image. Solid color adjustment. Pattern adjustment.

Step 3. Select the Quick Selection tool (), then click and drag on the jacket. If your selection goes too far, hold down the Alt key and click on the part of the selection that you want to deactivate. You can also increase or decrease your tool size by pressing the [or] keys.



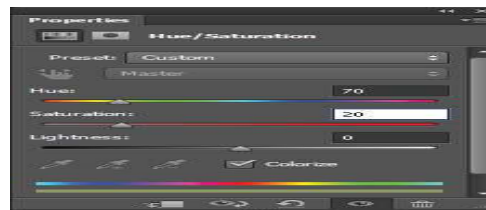
Paint the jacket with the Quick Selection tool to make a selection.

Step 4. If the Layers panel is not visible, choose Window > Layers.

Step 5. Select Hue/Saturation. By changing the hue, you can essentially change the color of an object.

Step 6. Type **70** in the Hue text field. In the next step, saturation down a bit so the green you are creating is less bright.

Step 7. Click and drag Saturation slider to left about the 20 point, or type **20** into the Saturation text field.



Change the color and saturation using the Hue/Saturation sliders.

The jacket is now green, but your selection might not be as accurate as you would like.

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Step 8. Choose File > Save. If the Format Options dialog box appears, press OK.



ACTIVITY

CHECK YOUR PROGRESS

3.7 State whether the following statements are true or false.

1. Use the same adjustment layer, change the color multiple times.
2. A gradient is created in the same direction and angle as the line you draw.
3. Click and drag the Saturation slider to the left about 50 point.

3.8 Multiple Choice questions

- a. Color gradient map is applied for ----.
 - i) Creating layers
 - ii) Deleting layers
 - iii) Adjusting layers
 - iv) Combining layers.
- b. Destructive filters are used
 - i) to create special effect
 - ii) to change object color
 - iii) to repeat object
 - iv) to create object.
- c. Which is the tools used for sampling color from an image?
 - i) Brush tools
 - ii) Destructive tools
 - iii) Non-destructive tools
 - iv) Eyedropper tools.

3.9 Analytical questions

1. What is called gradients?
2. Describe the process of changing color Eyedropper tools.
3. Write down the steps of changing color using adjustment layers.

Lesson 4 : Working with Color Adjusting and Color Adjusting Tools

4.1. Learning Objectives

On completion of this lesson you will be able to describe:

- ◆ Adjusting color using Pencil Tools.
- ◆ Coloring Images using custom shape tools.
- ◆ Practicing with bevel emboss tools.

4.2. Introduction

Color Adjusting

Changing the color of an object is a pretty common practice. What if you want to see three or four different variations? All these tasks can be completed easily and efficiently, using adjustment layers. In this section, you'll change the color of a jacket on a model, and then, using the same adjustment layer, change it again, multiple times.

Practices on Using Color Adjusting

Adjusting Color of Image Using Color Adjusting Tools to follow the steps

Step 1. Open desired file if it is not already open.

Step 2. Choose Layer ⇒ New Fill Layer ⇒ Solid Color. Type **Green** as the name in the New Layer dialog box and click OK.

Step 3. Drag the slider labeled this Layer to the left until the value reads 190. Click OK.

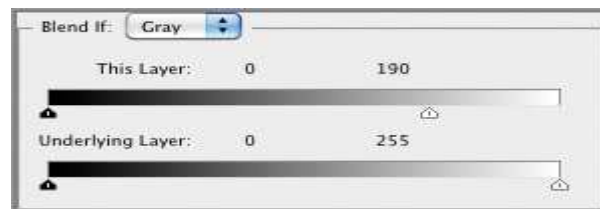


Figure 1. Using a Blend If slider to mix the Base layer with the color fill layer.

Hue/Saturation. Open the Adjustments panel. Drag the Hue slider to 240, Saturation to 43, and Lightness to +33.

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Step 4. Choose Layer ⇒ New Adjustment Layer ⇒



Figure 2. Configuring a Hue/Saturation adjustment layer.

Step 5. The Hue/Saturation 1 layer becomes indented and the Base layer becomes underlined, indicating that they are part of a clipping group. The Base layer clips the effect of the indented adjustment layer.

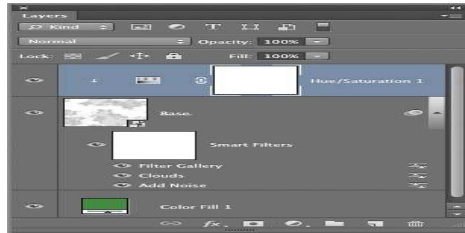


Figure 3. Making an adjustment clip to a layer.

Step 6. Click the Add Effect Layer icon. Select Smudge Stick in the Artistic category. Set Stroke Length to 5, Highlight Area to 6, and Intensity to 4. Click OK.

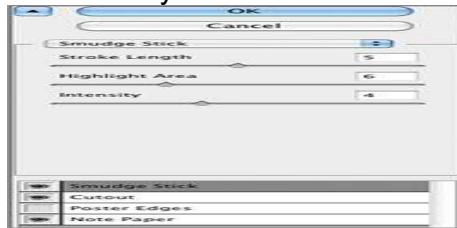


Figure 4. Creating another effect layer in the Filter Gallery.

Step 7. Change the blend mode of the Base layer to Linear Dodge (Add). The water gets much more punch with this blend mode.

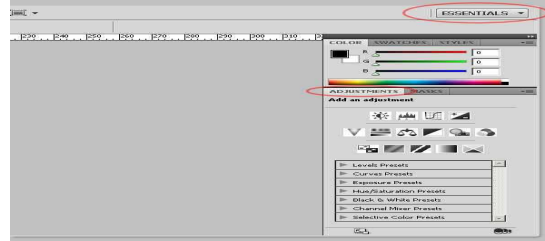


Figure 5 markedly different texture created by varying smart filters and adjustment layer parameters.

Step 8. Save your work as Texture-Final.psd.

4.2 Color Adjustments Panel

Photoshop introduces a new Panel to make our lives easier. Adjustments are a quick and accurate way to edit any picture or image by simply clicking on one of the Adjustment options shown on it.

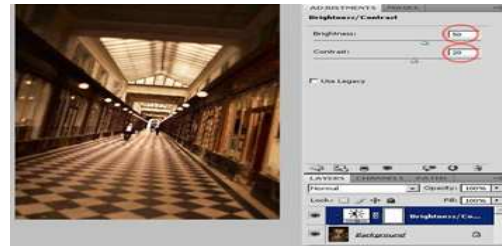


You will be able to edit the colors, saturation, levels, and channels, mix colors, add gradients and whatnot from a single interface. You'll be able to easily change the adjustment settings, hide/show a specific adjustment layer, quickly add clipping masks in order to apply an Adjustment to a single layer or several layers depending on your needs, and much more.

4.3 Setting Brightness and Contrast

The first in line is the Brightness and Contrast adjustment. This is one of the simplest adjustments and yet very powerful. You can add it by clicking on the Brightness and Contrast icon on the Adjustments Panel.

You can simply edit the tonal range of an image in a very smart way. See the examples below, just move the sliders to adjust your desired settings. If you check the Use Legacy box, Photoshop will only increase/decrease each pixel's brightness value, that's why it isn't recommended.



4.4 Eraser Tools

Photoshop has three specialized erasing tools the Eraser, Background Eraser, and Magic Eraser. The Eraser paints with the background color; the Background Eraser allows you erase pixels themselves, and the Magic Eraser works like the Paint Bucket tool in reverse, and removing pixels within a bounded area.

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The Eraser tool has three different modes—you can erase using the pencil, brush, or fixed-size block.

4.4.1 Practice with simple Eraser Tool

Step 1. Open your desired file in Photoshop view.

Step 2. Zoom into desired areas. Press I to select the Eyedropper tool. Hold down Opt and click on the brown background to sample it as the background color.

Step 3. Press E to select the Eraser tool. Select Brush from options bar. Block mode is best used in conjunction with the Shift key to precisely erase rows and/or columns of pixels.

Step 4. Paint over any paint that bleeds into the background and the pixels will be replaced with the background color (Figure-5).

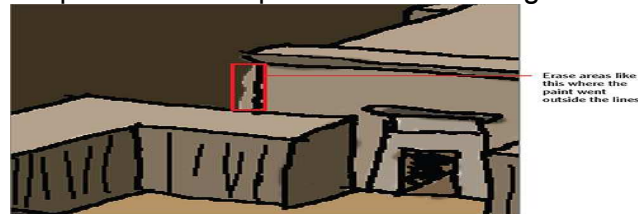


Figure 5: Erasing to the background color.

Step 5. Save your work for next use.

4.4.2 Practice with background Eraser Tool

Step 1. Open your desired file in Photoshop view.

Step 2. Press Shift+E to select the Background Eraser tool. Set Tolerance at its minimum value of 1% and deselect Protect Foreground.

Step 3. Starting over the background color on one side of the sketch, make a swipe across the building until you reach the background. Pixels are removed continuously.

Step 4. Make a second swipe across the building and Background Eraser is set to sample to remove Background pixel.

Step 5. Click the top of the building to sample its color. Press X to exchange foreground and background colors. Make a third swipe across the building. Only the roof pixels are removed because they match the background color.



Figure-6: Testing the Background Eraser.

Step 6. Save your work for next use.

4.4.3 Practice with Magic Eraser Tool

Step 1. Open your desired file in Photoshop view.

Step 2. Press Shift+E to select the Magic Eraser tool. Set Tolerance at 30% and select Anti-Alias. Click once on the dark-brown background. It disappears—but so too do some of the darker pylon roofs because they were a similar dark-brown color.

Step 3. Press Cmd+Z to undo.

Step 4. Set Tolerance at 10% and click on the dark-brown background. Most of the pylon roof remains this time, but if you look closely, you'll see some missing pixels inside the structure where the pixels were similar in color to the background.

Step 5. Press Cmd+Z again to undo.

Step 6. Select Contiguous on the options bar and click again on the dark-brown background. This time, only background pixels were removed. Dark brown pixels inside the building were left alone because they are not contiguous with the background.

Step 7. Close the document without saving by pressing Cmd+W and then press N for No when asked to confirm your action.

Step 8. Save your work for next use.

4.5 Custom Shape tools

Custom Shapes means a shape which is created by users. With Custom Shapes, you can do much more with vector graphics than you could before. Once you have made a path into a Custom Shape, you can, with a click-drag of the mouse, create a new copy of that shape, in any size, color, or layer style you want, anytime and anywhere. Let's have a look.

4.6 Practice on Using Bevel and Emboss Tools Selection Techniques to Image Layers

Performing the following steps to change the appearance and Shading of images on layers

4.6.1 Change the Appearance

Step 1. Click on Bevel and Emboss from Layer Style dialog box. The Bevel and Emboss effect is applied, and the options appear on the right.

Step 2. From the Style drop-down menu, choose Emboss.

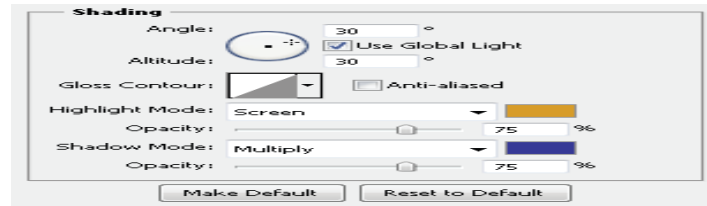
You can experiment with many bevel and embossing styles. You can change the Technique to be Smooth, Chisel Hard, or Chisel Soft, or even direct the embossing to go down or up, using the Direction radio buttons. Experiment with these options; no particular settings are needed for this exercise.

4.6.2 Change the shading using Bevel and Emboss Tools

Change the shading

Step 1. Select shading options. Shading dialog box appear. Set angle is 30 and checked global light.

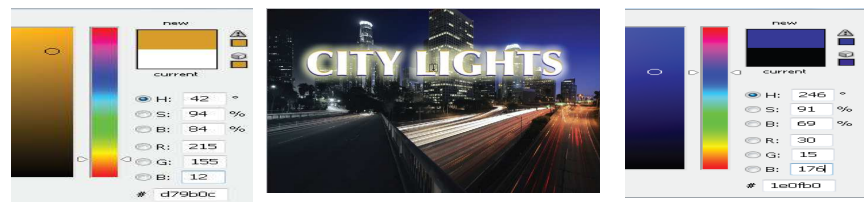
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Click and drag inside the circle to change the direction of the light source.

Step 2. Click and hold to select Normal from the Highlight Mode blending drop-down menu.

Step 3. Now, click on the white box to the right of Highlight Mode. This opens the Select highlight color picker and allows you to sample a color from your image, or create your own highlight color using the Color Picker. Choose any yellow-gold color; in this example, an RGB value of R 215, G 155, B 12 is used. Press OK.



Set a highlight color.

Set a shadow color.

The resulting bevel and emboss.

Step 4. Press OK to close the Color Picker. Keep the Layer Style dialog box open for the final step in this project.

4.7 Practice on using color range to change the background

Follow the steps to complete the job

Step 1. Open desired file.

Step 2. Select the whole lot using the Magic Wand tool, but the difficulty comes when you need the detailed selection around the hair.



Plain Background

Step 3. Go to Select>Color Range. Color Range dialogue box displayed on the right. Select the centre eyedropper icon which

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has a + by it and adds to the selected colors. Click on the background area in the preview window. Certain parts will turn white.



Applying color range dialog box

Step 4. Notice how accurate the selection is around the wispy hair but also that some of the finer strands of hair are not selected. Using the lasso tool set to minus draw around any areas on the model that should not be selected and these will be removed from the edge selection. Save this selection - Select>Save Selection and call it "hair".



Select accurate positions

Step 5. Go to Layer>New Adjustment Layer>Hue/saturation. Now you adjust the background color. Adjusting hue changes the color, adjusting saturation changes the vividness of color and adjusting the lightness makes the overall tone lighter or darker



Step 6. To make the new Adjustment layer I first went to Select>Load selection. I then went to select>inverse (Ctrl+Shift+I). I choose Hue/saturation for the Adjustment layer again and played around with the sliders increasing saturation to bring out the skin tones and red in the lips.



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Step 7. The selections you make for the adjustment layers can be as local as just the eyes or lips and many color changes can be made to very specific areas. You can start using adjustment layers to hand color black & white photos too.



4.8 Share layers

When you share a layer across pages or states, you can update an object on a layer and it is updated in all pages or states. Share layers when you want objects such as background elements to appear on all pages of a website or all states of an animation

4.8.1 Share the selected layer across states

Do one of the following

- From the Layers panel Options menu or pop-up menu, select Share Layer To States.
- Select New Layer from the Layers panel Options menu or pop-up menu, and select Share Across States.

The layer shared across states appears with a film icon against it in the Layers panel.

4.8.2 Share the selected layer across pages

From the Layers panel Options menu or pop-up menu, select Share Layer to Pages. The layer shared across pages appears with a page icon against it in the Layers panel.

4.8.3 Disable the sharing of a layer

1. Select the shared layer and deselect Share across States from the Layers panel Options menu or pop-up menu.
2. Specify how to copy objects to states
 - Retain the contents of the shared layer in the current state only.
 - Copy the contents of the shared layer to all states.



ACTIVITY

CHECK YOUR PROGRESS

4.9 Write the common steps to draw a frame using Custom Shape Tools presets.

4.10 Multiple Choice questions

a. Which one is the command used to select background with Eraser tool?

- i) Cmd+P
- ii) Cmd+Z
- iii) Crt +Z
- iv) Shit+E.

b. Which is the tool used to move the layers?

- i) Brush
- ii) Pen
- iii) Move
- iv) Gradient.

c. Which is need to select for changing shading using?

- i) Picking
- ii) Lying
- iii) Shading
- iv) Merging.

4.11 Analytical questions

1. What do you mean by color and color adjusting?
2. Describe adjustment panel and panel overview.
3. Write down the steps of Magic Eraser tools.
4. How can you use Bevel Emboss to create shading?

Layers, Filters, Colors and Projects

Lesson 5 : Projects on Adobe Photoshop

5.1. Learning Objectives

On completion of this lesson you will be able to learn:

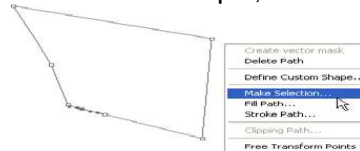
- ◆ Designing complete project on Shopping Bag.
- ◆ Designing complete project on Billboard.
- ◆ Designing complete project on Cover page card.

5.2. Introduction

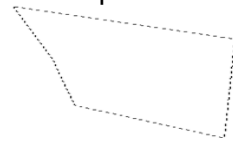
5.1 Projects on Designing Shopping Bag

To Designing Shopping bags complete the following steps

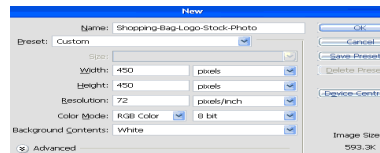
Step 1. First Open New Document of Custom Size, Height & Width 450×450 pxl, Resolution 72.




Step 2. Open New Layer & then create the following selection with the help of 'Pen Tool'.



Step 3. Set New Selection & then ok & your image should look like as shown below.



Step 4. Now Open New Layer this layer should below previous Layer & then create the following selection with the help of 'Pen Tool' from the above figure.

Step 5. Now fill the selection with same color & then select 'Burn Tool'  & create the following shading & after that create the following selection with the help of 'Pen Tool' from the figure.

Graphics Design



Fig-1



Fig-2

Step 6. Now create the following shading with the help of “Burn Tool”

Step 7. Open New Layer & then create the following selection with ‘Pen Tool’ from Fig-1.

Step 8. Open New Layer & create the following shape with the help of ‘Pen Tool’ right click select “Stroke Path” from Fig-2.

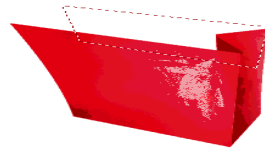


Fig-1

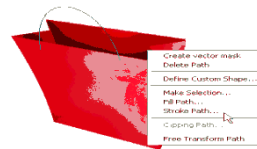
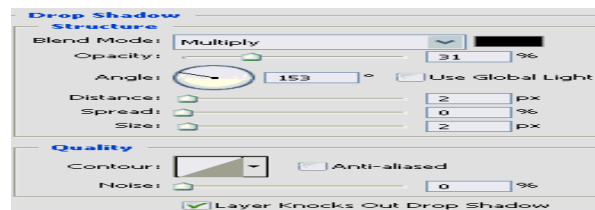


Fig-2

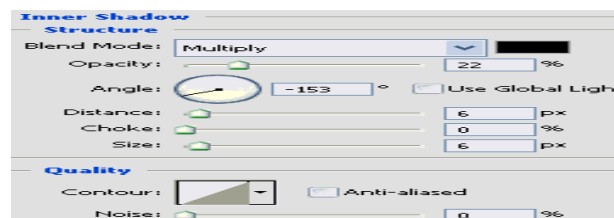
Step 9. In Stroke Path select ‘Brush’ & then ok & create the shading with the help of Burn Tool & after that Open New Layer & create the following selection with the help of ‘Elliptical Marquee Tool’ with hold Shift



Step 10. Now fill Drop Shadow & use the following settings Technique.



Step 11. Now select Inner Shadow & use the following settings Technique.



Step 12. Now your image should look like as shown below

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Step 13. Final Project Output. I hope this is a good Project that you can use these Photoshop Techniques in your Graphics Design.



5.3 Project on Designing Billboard

5.3.1 Introduction

It is usually consumer and trade print projects, enjoy the challenge of designing billboards and trade show designs. After all, most college Profs teach students the basic principles for properly creating files for small scale print output. Such as how to create hi-resolution imagery; the proper process for creating plates, working with Pantone colors and special techniques; and the proper way to use Adobe In Design to create multiple page projects.

5.3.2 How important is hi-resolution imagery, for projects to feet in width and height?

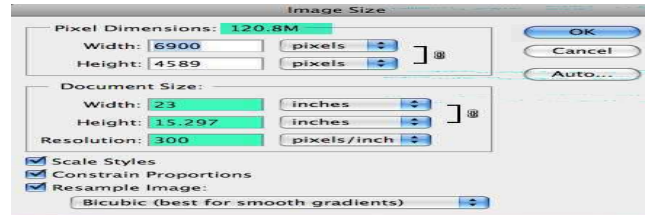
Hi-resolution imagery is important for our industry. Most printers request the resolution to be, at full size, 300dpi. However, for large-scale projects this is not necessarily the case. It is impossible to find images that are 300dpi in feet. It is not necessary to have 300dpi images for these types of projects. The distance at which you are viewing a hand-held print piece is quite different than viewing a large scale billboard or trade show design.

5.3.3 What size imagery is necessary?

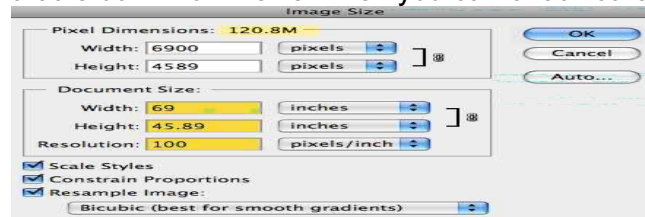
Well, they still need to be rather large in file size, but most request a file to be designed using anywhere from 100dpi-150dpi. This is the case for any image that is created using the pixel based design program. If you are creating artwork using the vector based program, then you do not need to concern yourself with any dpi whatsoever.

5.3.4 Photo size selection

Click file - then Image - then Image Size - to open image size dialogue box. Set Pixel dimensions at 120.8megs. Height and width of Photo size and hi-resolution of image is 300dpi.



You can change the resolution to 100dpi. So now I have an image that is 69" x 46" in size. Then you can check other check options.



5.3.5 Color mode selection

You must check with your printer for what mode they would like to receive files in. But most require files in RGB mode. Also, special techniques are not acceptable for large scale projects. Even though these are printed projects, they not printed on traditional offset printing presses, rather large format digital presses.

5.3.6 Proofing process for a large scale project

We are viewing a RGB file for CMYK printing, since these files are created in RGB, reviewing a digital proof is acceptable. If you are truly concerned with reviewing a digital proof, then you could certainly request a print proof, they will provide a small print out on the actual material it is going to be produced on. Remember to plan ahead and check all the final specifications with the company you are working with. It is necessary to consider these principles in order to make your final projects both technically sound and graphically interesting.

Making Billboard slides



Layers, Filters, Colors and Projects

Adding Text to Billboard.



Insert Monogram to Billboard.



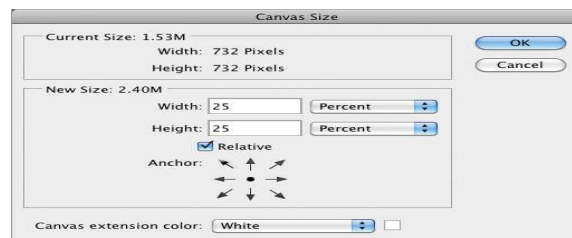
Final Product.



5.4 Project on Designing Cover page

To design a cover page do the following steps

Step 1. Click "File / New" and adjust the canvas size to width 25 percent and height 25 percent. Be sure that it is inches and not pixels.



Step 2. Choose a color for your magazine cover background and using your paint bucket tool on your toolbar, color your background your desired color.



Step 3. Add your magazine title at the top of your page in a large font size using your text tool on your toolbar.

Step 4. Make sure that your title layer is selected in your layer palette. Click "Layer," "Layer Style" and "Blending Options."

Step 5. Experiment with the different text effects until you get the desired look for your title. When you are finished, click "OK."

Step 6. Choose an image and open it onto a separate canvas, and then crop and resize it to fit your magazine cover. Remove the background from the image using the eraser tool or the magic wand tool.

Step 7. Select the image and then click "Edit" and "Copy." Paste the image onto your magazine cover.

Step 8. Add the text to your main cover story on one side of the image. Use a text smaller than your title text but larger than the rest of the text that will be on your magazine cover.

Step 9. Put a few more stories in smaller text around the image. Continue adding other story titles on your cover in different colors, sizes and fonts.

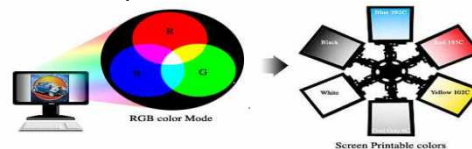
Step 10. Save your file and publish online or print it out

5.5 Print an Image with color separation

Image printing in adobe Photoshop is common practice. Printing an image and projects using color separation is most important and effective task in adobe Photoshop. The procedures and techniques to print an Image with color separation are briefly describing below.

5.5.1 Color Separation

Color Separation is the process of converting an image, such as photograph, into a set of colors that can be printed. Color separations for screen printing can be made using Adobe Photoshop.



Images are converted from RGB to spot colors for screen printing.

This is often the RGB color mode, which is a common mode for digital cameras and computer monitors. The RGB mode is based on the blending of Red, Green and Blue light. To screen print an image, the colors must be converted to a combination, or mode,

Layers, Filters, Colors and Projects

compatible with screen printing. The resulting set of colors is called a Color Separation.

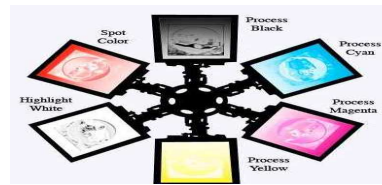
5.5.2 Color separation types

Color separations for garment printing are generally divided into 3 types

- Process color
- Simulated process
- Spot color

5.5.3 Customized Color Separations

A color separation may use combination of these three separation styles, depending on the press and design requirements. For instance, a process color separation will often benefit from the addition of a spot color to increase the color range. A simulated process print may also include a process color or a custom spot color as needed. In practice, customized color separations are often used due to different printer/design requirements.



A customized process separation using a spot red and a highlight white



ACTIVITY

CHECK YOUR PROGRESS

5.6 Write the common steps and select settings to design a cover page.

5.7 State whether the following statements are true or false.

1. Burn Tool is used to create the lightening of layers.
2. One of the most popular and easiest scripts is available called Calendar Wizard.
3. Working on projects that are usually not consumer and trade print projects.

5.8 Multiple Choice questions

a. What is the right date range of Calendaring adobe Photoshop?

- i) January - June
- ii) January - July
- iii) January - December
- iv) July - December

b. Add text to Calendar the script use --- in adobe Photoshop.

- i) Glyph
- ii) Layers
- iii) Text frame
- iv) Color frame

c. Which is the standard size of a Cover page?

- i) A₄
- ii) B₄
- iii) C₄
- iv) D₄

5.9 Analytical questions

1. What do you mean by Billboard?
2. Describe the project design technique.
3. Describe printing technology of project.