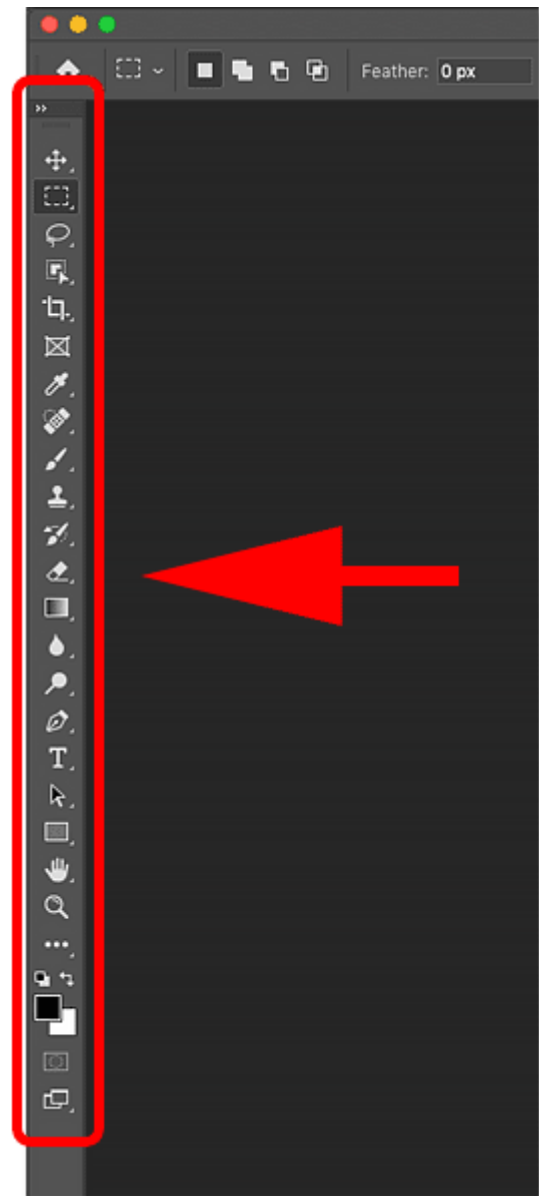
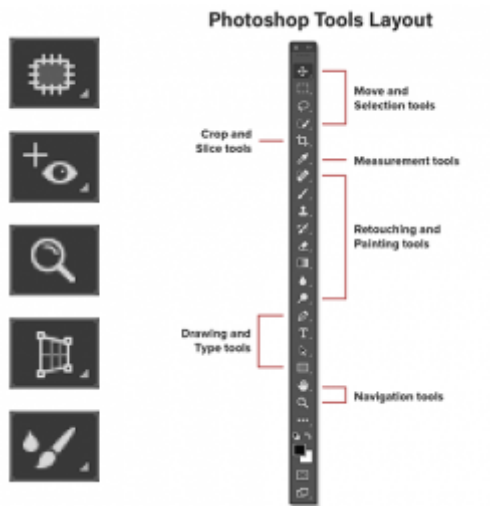


Adobe Photoshop

Adobe Photoshop is a software application for image editing and photo retouching for use on Windows or MacOS computers. Photoshop uses set of tools to edit and enhance images.

Photoshop tools

Photoshop Tools and Toolbar Overview



Photoshop Tools and Toolbar Overview

The Photoshop toolbar

Photoshop's toolbar is located along the left of the screen:

The toolbar.

Choosing a single or double column toolbar

By default, the toolbar appears as a long, single column. But it can be expanded into a shorter, double column by clicking the **double arrows** at

the top. Click the double arrows again to return to a single column toolbar:

The toolbar can be viewed in a single or double column.

The tools layout

Let's look at how Photoshop's toolbar is organized. While it may seem like the tools are listed randomly, there's actually a logical order to it, with related tools grouped together.

At the top, we have Photoshop's **Move** and **Selection** tools. And directly below them are the **Crop** and **Slice** tools. Below that are the **Measurement** tools, followed by Photoshop's many **Retouching** and **Painting** tools.

Next are the **Drawing** and **Type** tools. And finally, we have the **Navigation** tools at the bottom:



The layout of the tools in the toolbar.

The toolbar's hidden tools

Each tool in the toolbar is represented by an icon, and there are many more tools available than what we see.

A small **arrow** in the bottom right corner of a tool icon means that there are more tools hiding behind it in that same spot:



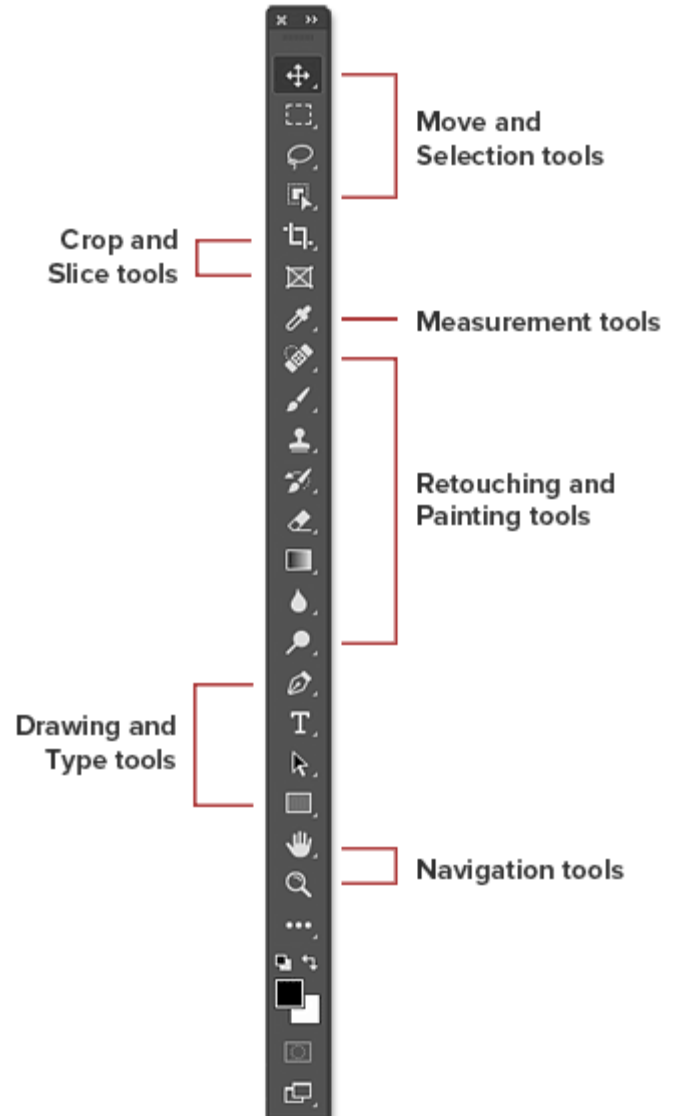
Most of the spots in the toolbar hold more than one tool.

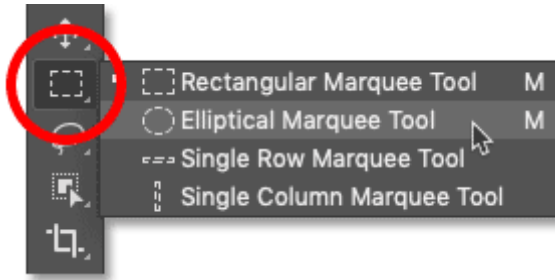
To view the additional tools, **click and hold** on the icon. Or **right-click** (Win) / **Control-click** (Mac) on the icon. A fly-out menu will open listing the other tools that are available.

For example, if I click and hold on the Rectangular Marquee Tool icon, the fly-out menu tells me that along with that tool, the Elliptical Marquee Tool, the Single Row Marquee Tool and the Single Column Marquee Tool are also grouped in with it.

To choose one of the additional tools, click on its name in the list. I'll choose the Elliptical Marquee Tool:

Photoshop tools layout





Choosing a hidden tool from the fly-out menu.

A summary of Photoshop's tools

So now that we've learned how Photoshop's toolbar is organized, let's look at the tools themselves.

Below is a quick summary of each of Photoshop's tools, along with a brief description of what each tool is used for. The tools are listed in order from top to bottom, and specific tools are covered in more detail in other lessons.

An asterisk (*) after a tool's name indicates a default tool, and the letter in parenthesis is the tool's k

- Move Tool * (V)



- Lasso Tool * (L)
- With the Lasso Tool, you can draw a freeform selection outline around an object.



- Polygonal Lasso Tool (L)
- Click around an object with the Polygonal Lasso Tool to surround it with a polygonal, straight-edged selection outline.



- Magnetic Lasso Tool (L)
- The Magnetic Lasso Tool snaps the selection outline to the edges of the object as you move your mouse cursor around it.



- Object Selection Tool * (W)

- New as of Photoshop CC 2020, the Object Selection Tool lets you select an object just by dragging a rough selection outline around it.



- Quick Selection Tool (W)
- The Quick Selection Tool lets you easily select an object simply by painting over it with a brush. Enable "Auto-Enhance" in the Options Bar for better quality selections.



- Magic Wand Tool (W)
- Photoshop's Magic Wand Tool selects areas of similar color with a single click. The "Tolerance" value in the Options Bar sets the range of colors that will be selected.



- Crop Tool * (C)
- Use the Crop Tool in Photoshop to crop an image and remove unwanted areas. Uncheck "Delete Cropped Pixels" in the Options Bar



- Eyedropper Tool * (I)
- Photoshop's Eyedropper Tool samples colors in an image. Increase "Sample Size" in the Options Bar for a better representation of the sampled area's color.



- Brush Tool * (B)
- The Brush Tool is Photoshop's primary painting tool. Use it to paint brush strokes on a layer or on a layer mask.



- Pencil Tool (B)
- The Pencil Tool is another of Photoshop's painting tools. But while the Brush Tool can paint soft-edge brush strokes, the Pencil Tool always paints with hard edges.



- Clone Stamp Tool * (S)

- The Clone Stamp Tool is the most basic of Photoshop's retouching tools. It samples pixels from one area of the image and paints them over pixels in another area.



-
- Pattern Stamp Tool (S)
- Use the Pattern Stamp Tool to paint a pattern over the image.



-
- Eraser Tool * (E)
- The Eraser Tool in Photoshop permanently erases pixels on a layer. It can also be used to paint in a previous history state.



-
- Gradient Tool * (G) for applying gradient colors



-
- Horizontal Type Tool * (T)
- Known simply as the Type Tool in Photoshop, use the Horizontal Type Tool to add standard type to your document.



-
- Vertical Type Tool (T)
- The Vertical Type Tool adds type vertically from top to bottom.



○



-
- Rectangle Tool * (U)
- The Rectangle Tool draws rectangular vector shapes, paths or pixel shapes. Press and hold Shift as you drag to force the shape into a perfect square.



-
- Rounded Rectangle Tool (U)
- The Rounded Rectangle Tool is similar to the standard Rectangle Tool but draws the shapes with rounded corners. Press and hold Shift to draw a square with rounded corners.



-
- Ellipse Tool (U)
- The Ellipse Tool draws elliptical vector shapes, paths or pixel shapes. Press and hold Shift as you drag to draw a perfect circle.



-
- Polygon Tool (U)
- The Polygon Tool draws polygonal, straight-edged vector shapes, paths or pixel shapes. Use the "Sides" option in the Options Bar to set the number of sides.



-
- Line Tool (U)
- The Line Tool draws straight lines, either as shapes or paths. The "Weight" option in the Options Bar controls the width of the line.



-
- Custom Shape Tool (U)
- Photoshop's Custom Shape Tool lets you select and draw custom shapes. Choose from Photoshop's built-in custom shapes or create your own.



-
- Zoom Tool * (Z)
- Click on the image with the Zoom Tool to zoom in on a specific area. Press and hold Alt (Win) / Option (Mac) and click with the Zoom Tool

Refer to lecture and questions bank for examples

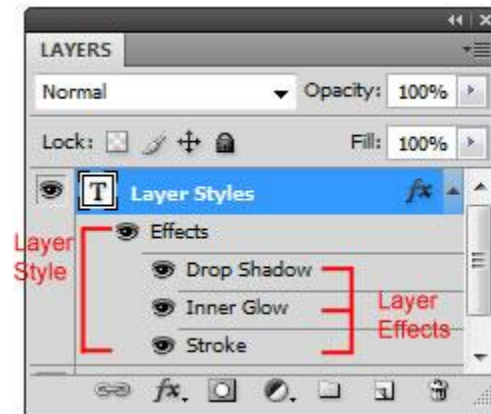
Layer Styles

What is a Layer Style?

A layer style is simply one or more layer effects and blending options applied to a layer. Layer effects are things like drop shadows, stroke, and color overlays.

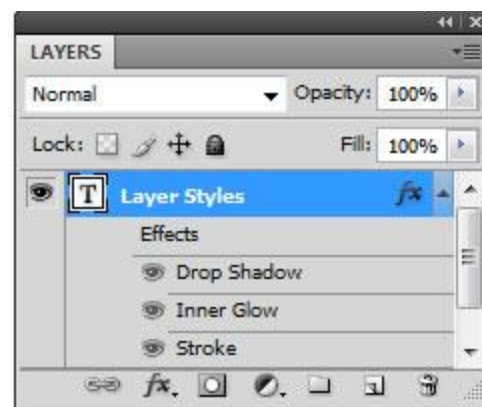
Here is an example of a layer with three layer effects (Drop Shadow, Inner Glow, and Stroke).

Layer Styles



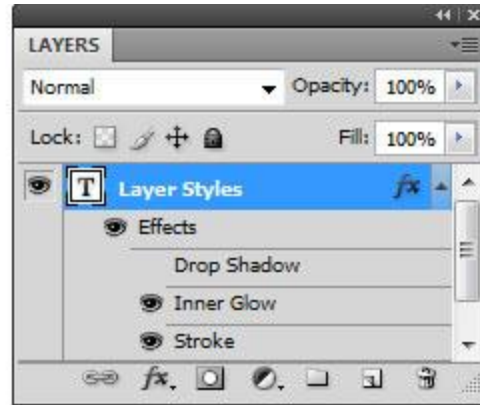
You can turn off a layer style by clicking on the eye icon beside Effects so that you can see how the original layer looks without its layer style.

Layer Styles



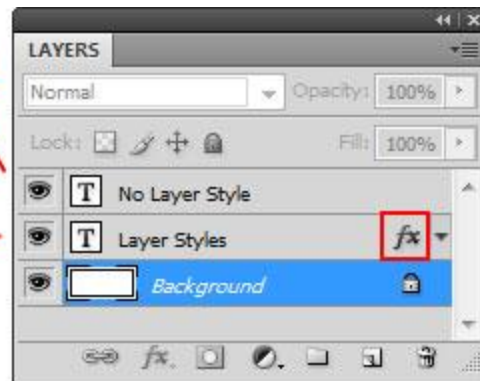
Similarly, you can turn off the visibility of each layer effect. In the following example, the Drop Shadow layer effect was disabled.

Layer Styles



You can tell that a layer has a layer style because of the fx icon on its right side.

No Layer Style Layer Styles

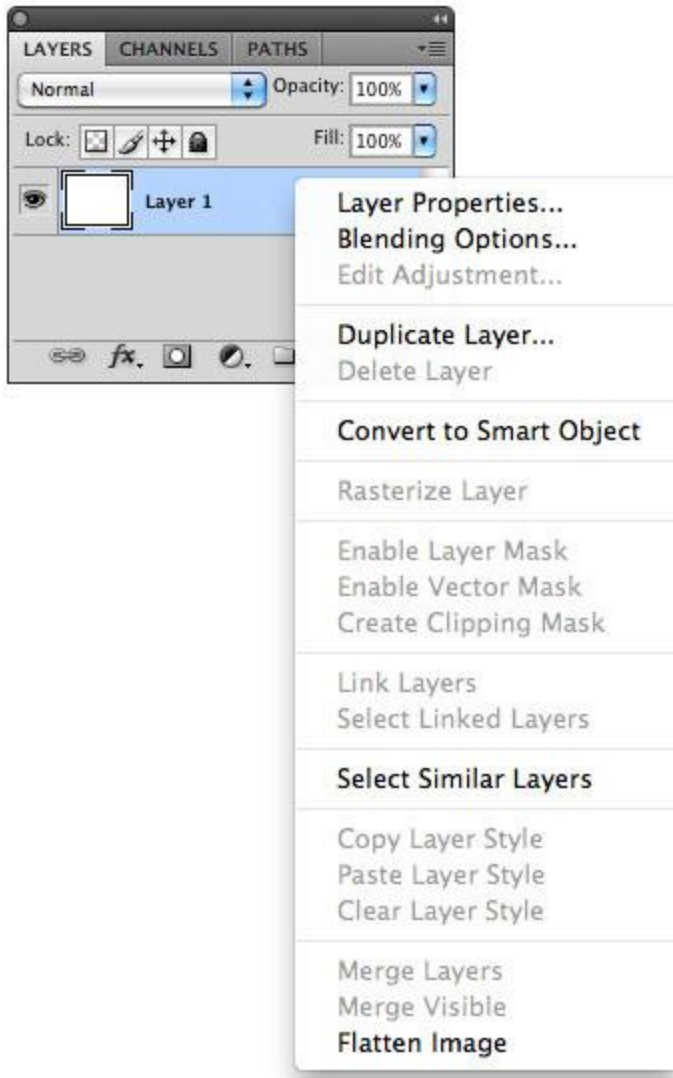


Applying Layer Styles

To set up a layer style, you will use the Layer Style dialog window. There are various ways to access the Layer Style dialog window.

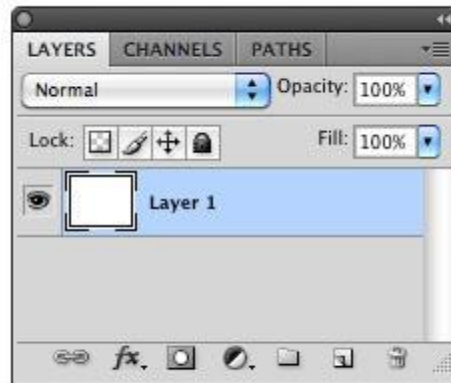
Right-Clicking on a Layer

By right-clicking on your layer, you can select Blending Options to open up the Layer Style dialog window.



Double-Clicking on a Layer

By double-clicking on your layer's thumbnail preview in the Layers Panel, you can open up the Layer Style window.



Application Bar Menu

Mid term exam

Masks

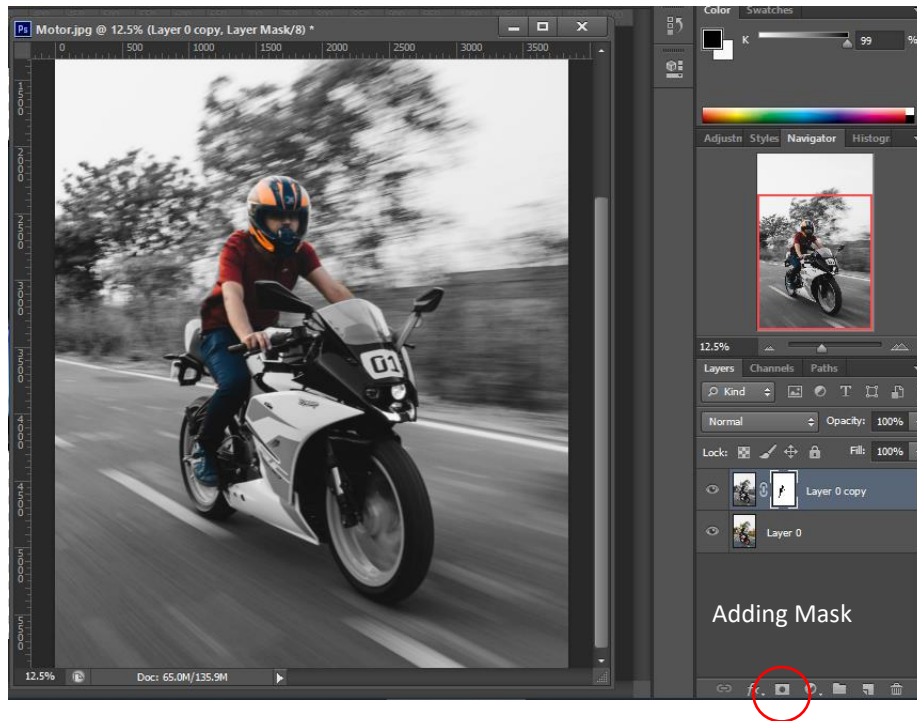
The term “mask” isn’t immediately understandable to someone outside the realm of graphic design. At its simplest definition a mask is a way to apply something to a very specific portion of an image.

Example

- Open the image Motor.jpg and unlock the layer.
- Duplicate the layer.
- By choosing the upper layer go to Image → Adjustment → Hue / Saturation.
- Set the saturation to -100.

Now we create a mask over the upper layer (the grey one)

- Click on add layer mask at the bottom of the layer panel.
- Use the brush with black color and draw over the places where the driver exists, the black color will hide the parts and show the background, while the white color will keep the original mask.
- Save your work.



Mask by layer

Choose the upper layer, press ALT and the line between to layers, the top layer will be appeared according to the bottom one.

Image Retouching:

Open the Image

Choose the face areas with any suitable selection tool.

Go to Select → Refine edges.

Output it as New Layer with Layer Mask.

Click to view the original image with the new one.

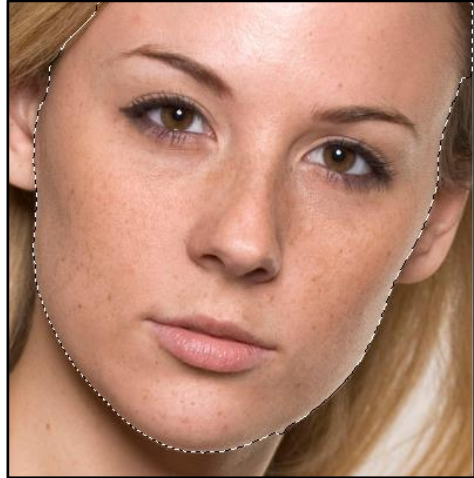
On the upper masked layer, choose filter → Blur → Surface Blur.

Choose the mask and cancel places where the blur is not needed, as eyes.

Add suitable noise by choosing Filter → Noise → add Noise.

Use the spot healing brush tool to remove any other blemishes.

Enhance the lighting/Coloring of the image or by adding filters as Filter → Render → Lens Flare.



Time Line (Animated Images)

Create a 400 × 300 new image. Fill the background with the color blue.

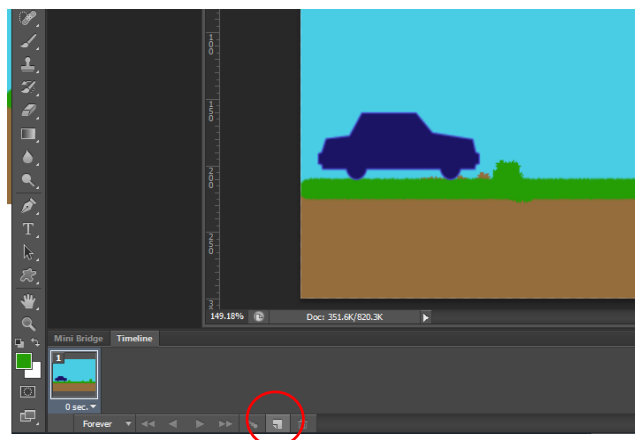
Fill the bottom quarter with brown color and draw a green stright line by pressing on shift key while dragging the brush from left to right.

Add a custom figure (a car) as new object (See figure)



Choose animation from the menu tab.

Press on duplicate the selected frame, and change the time from 0 sec to 0.1 sec.



While the new frame chosen, move the car to the right.

Repeat creating new frames and moving the car.

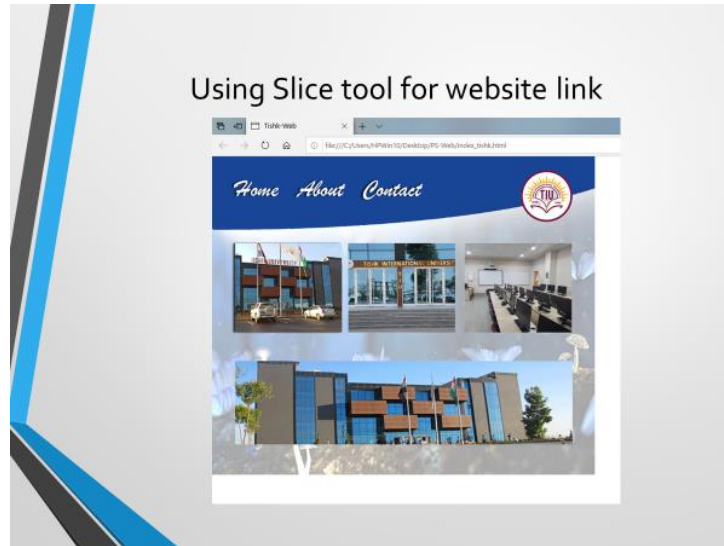
Play the frames by pressing the ▶ button.

Save the animated image by File → Save for web

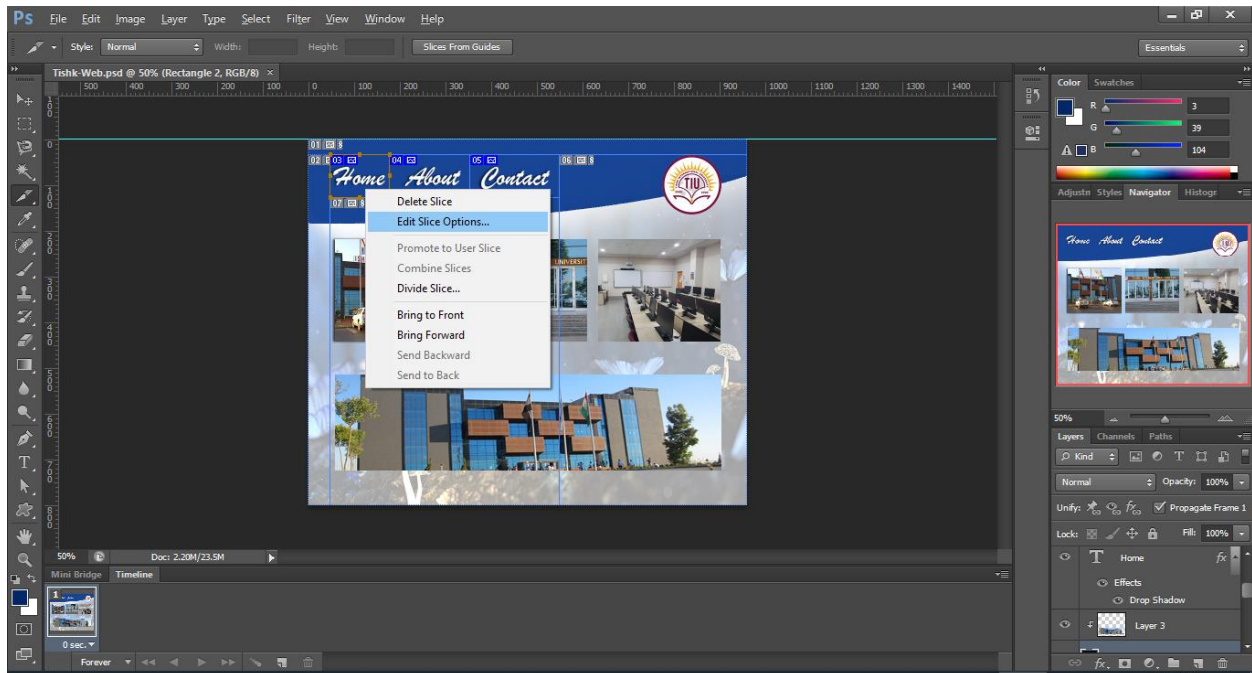
Q\ Apply the animation using masks.

Designing a website using Adobe Photoshop

1- Design a page and add the required tabs to click as shown in the figure below



Use the slice tool and draw a rectangle over the place where the first link should be. Press on edit slice option to enter the url of the target page.



For external links, add the URL as shown in the figure below.

Slice Options

Slice Type: Image

Name: Tishk-Web_03

URL: http://tiu.edu.iq|

Target:

Message Text:

Alt Tag:

Dimensions

X: 48 W: 131

Y: 34 H: 95

Slice Background Type: None Background Color:

After setting the link, save the file as HTML by choosing File→ Save for web. Be sure to save images and HTML.

Save Optimized As

Save in: Documents

File name: Tishk-Web.html

Format: HTML and Images

Settings: Default Settings

Slices: All Slices

Save Cancel

In case of creating multiple pages, and its required to navigate among them, change the URL to the name that is used when the page is saved. For example, if the page About was designed and saved for web as AboutTishk.html, then this name should be used in the URL field.

Adobe Premiere Pro

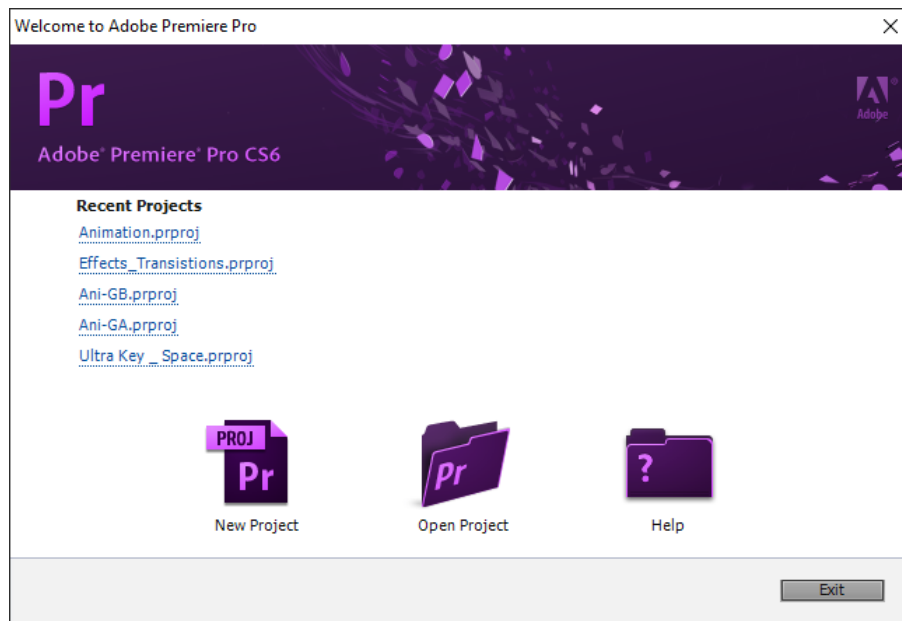
Adobe Premiere Pro: Adobe® Premiere® Pro CS6, the essential editing tool for video enthusiasts and professionals, enhances your creative power and freedom. Adobe Premiere Pro is the most scalable, efficient, and precise video-editing tool available. It supports a broad range of video formats, and it is compatible with other adobe applications.

Welcome Screen:

Project: For Creating a new project

Open Project: To open a previously saved scene.

Help: Showing application's help



Main Premiere Window:

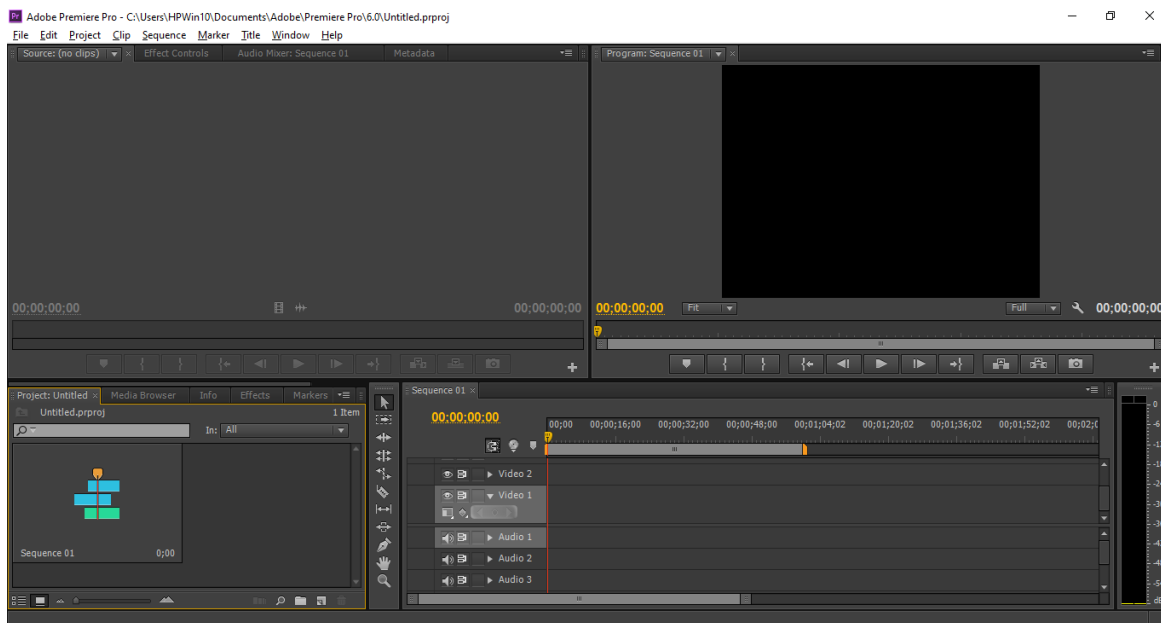
Project Panel: The place where all the media materials are gathered before adding it to the source monitor. To import media to the project panel press CTRL+I from keyboard and choose the required material.

Source Monitor: In source monitor the media can be viewed or cut before adding it to the time line. To add a file to the source monitor, choose it from the project panel and click and drag it to the source monitor.

Time line: It is the place where all the video, audio, and text files are gathered and arranged. It is also the place where the transitions and effects are applied. The sequence of files in the time line is the one will be shown in the end video that is displayed on program monitor.

Program monitor: The final result after the arrangement of scenes in the time line will be shown in the program monitor.

Tool box: It has the required tools for modifying the media, as clipping, changing time or selecting.



Adding Scenes to a project

After importing a certain multimedia file to the project panel and preview it in the source monitor, it can be added to the timeline by click and drag it. Note that by default there are three tracks for video and three for audio. When adding a video with a sound, one track will be occupied for each of video and audio tracks. Using multiple tracks will allow to preview more than one video or mixing two or more audio files.

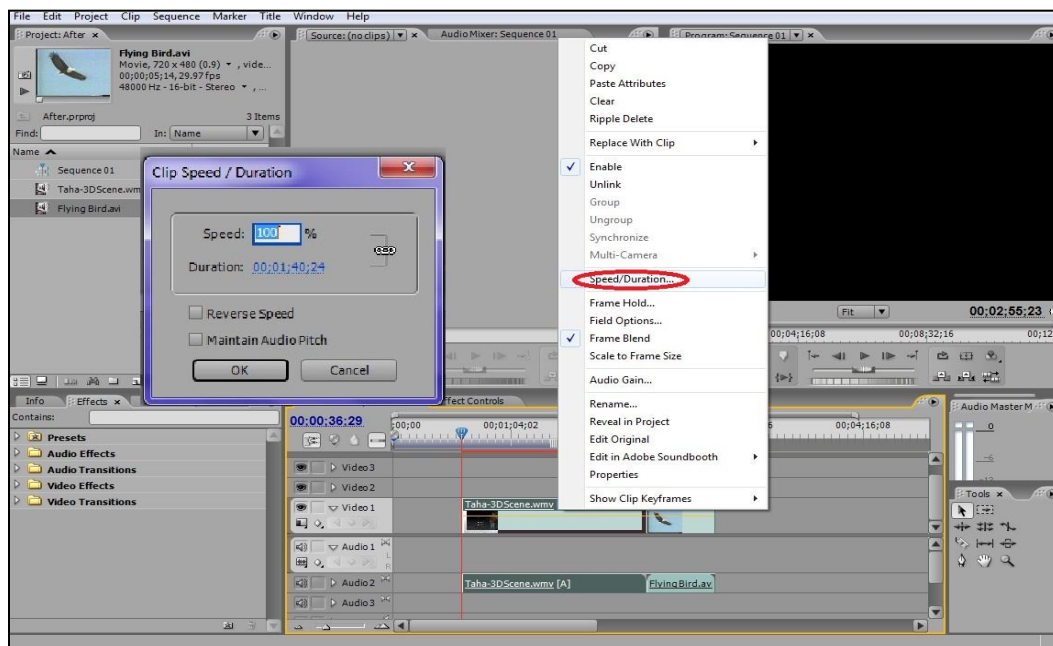
To show the final video after adding multiple tracks, press on enter and after rendering the video will be shown in the program monitor.

Modifying scenes:

When a certain scene is added to the timeline, different modification, effects and translations can be applied. For instance, the video speed can be changed by pressing right click and choosing Speed/Duration. Where speed is the original video percentage speed which is by default 100%. Increasing the ration will increase the speed and verse versa. While in duration the duration of a certain scene can be decided.

Note that when an audio is attached to a video the sound will be changed according to the speed/duration. To choose the video or the audio individually press on Alt key when selecting the file.

To apply the reverse of a certain video, check the Reverse Speed option. See the image below.



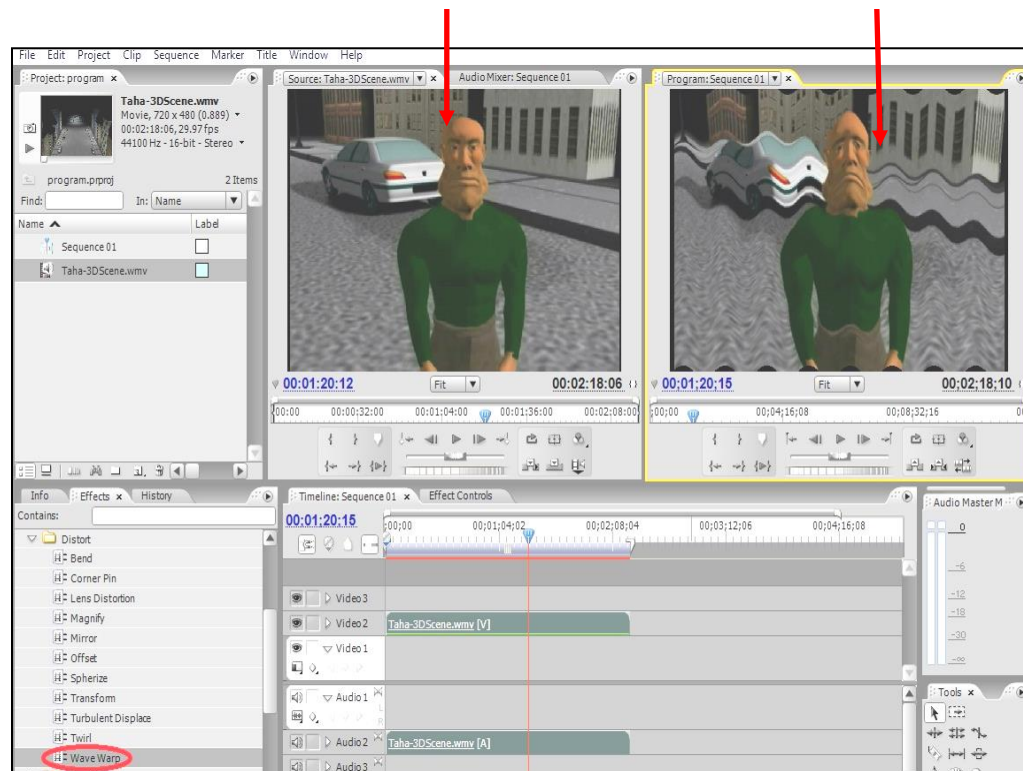
Video effect will change the appearance of the scene, while audio effect will change the sound attributes.

Adding an effect is similar to adding a transition, go to the effect panel and choose video effects. The transition can be added to scene it self.

Choose the effect and add to the scene. A change will be appeared instantly or after adding the scene. When selecting that effect, it can be modified in effect control panel.

Original

After adding Wave Wrap Effect



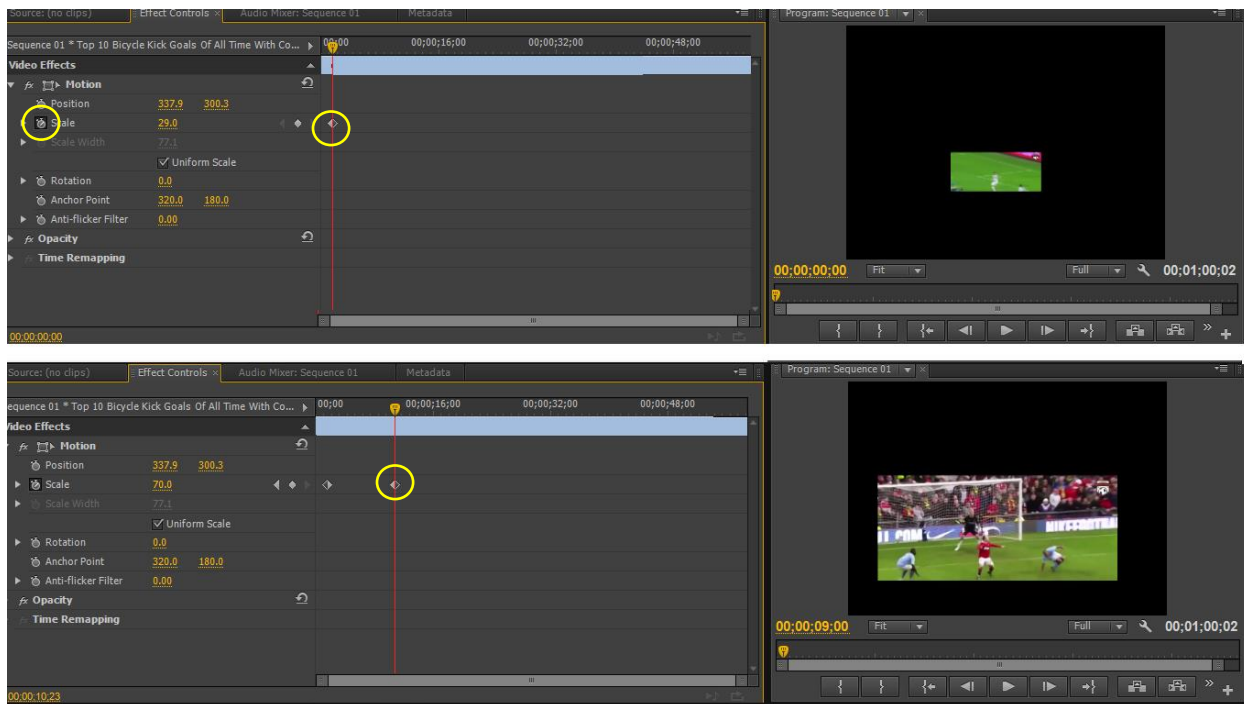
Animation

Animation is related to any change that occurred within time, as changing the position, size, opacity or any other effect within the time. An example of animation the size of a video is explained below.

Import a scene and drag it to the time line. Click on the scene and choose Effect control (Window →Effect control).

A panel of the effects that can be applied on videos will be appeared, from the Motion option press on the white triangle to open the motion contents, choose scale and reduce it (if the video filling the screen it is changed to 29 instead of 100). In the same way the position, opacity and rotation can be changed.

To apply the change of the scale (for example) by time, click on the stop watch near the Scale to save the scale at the current frame and record any other change in next frames, a diamond sign will appear to show that there is a time frame at the current time. Move the time slider to another frame by dragging the slider in the time line or the effect control panel, then make a change in the scale, for example 70. Now between the two frames, the size will increase from 30% to 70%. This can be applied to any effect assigned to a stop watch.



Adding Text

To add a text to the scene, select title from menu bar and choose new title, choose default still and give the title a name to recognize it from other titles that might be added.

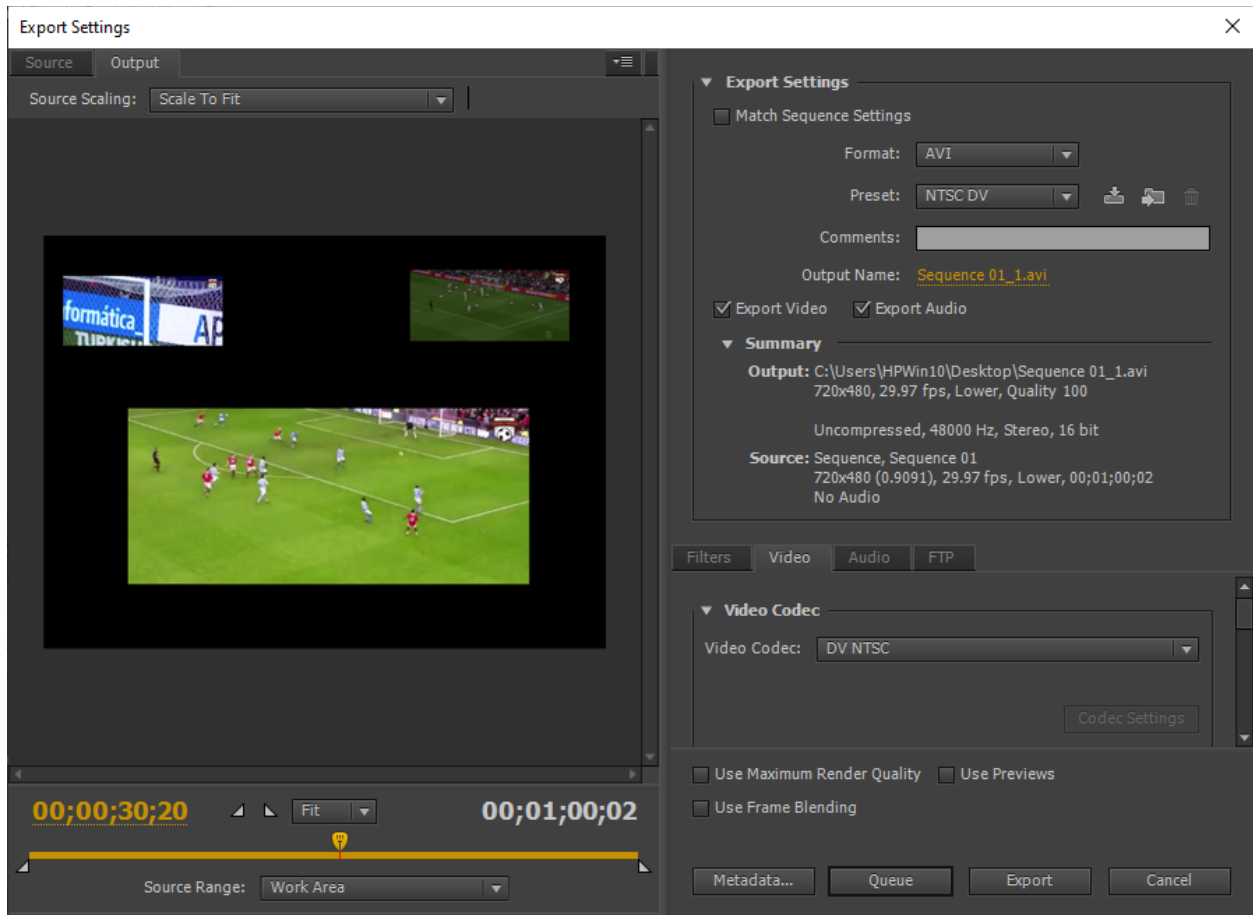
The title window will be displayed, write the title and change its size, font, orientation or any other feature as it is applied in text editors.

After writing the text, close the title window and it will appear in the project panel. Click and drag it to the time line (Video Tracks) as any other scene.



Exporting Scenes

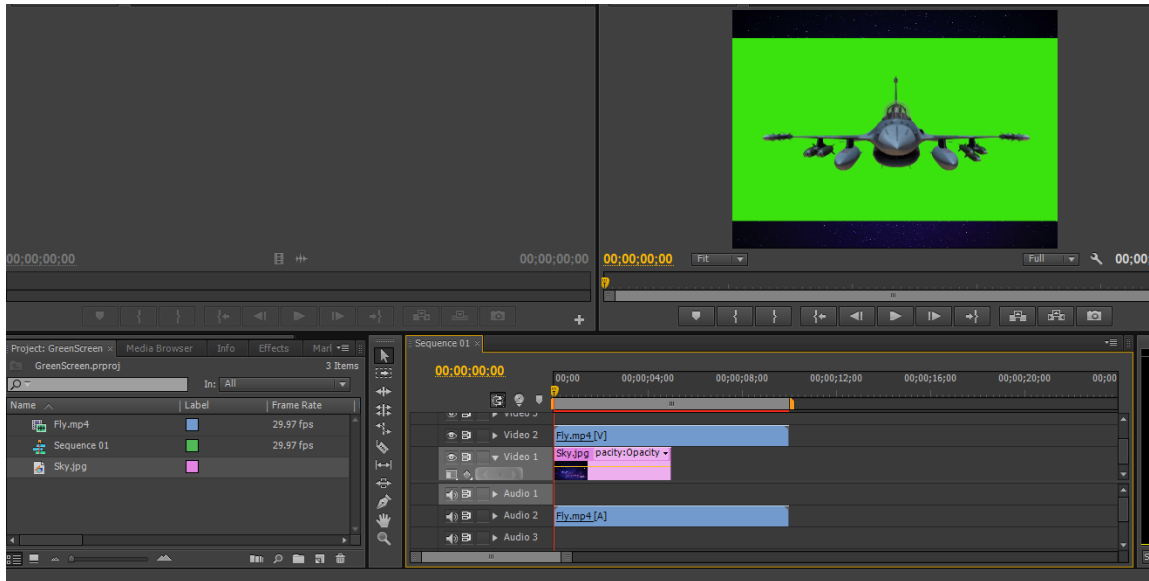
To export the file after rendering it (By pressing Enter key), choose Export from File in the menu bar. The Export setting window will be shown, choose the video format from Format and select the name and location of the saved output by clicking on the name beside Output Name, it is set as (Sequence 01) by default, and press on Export.



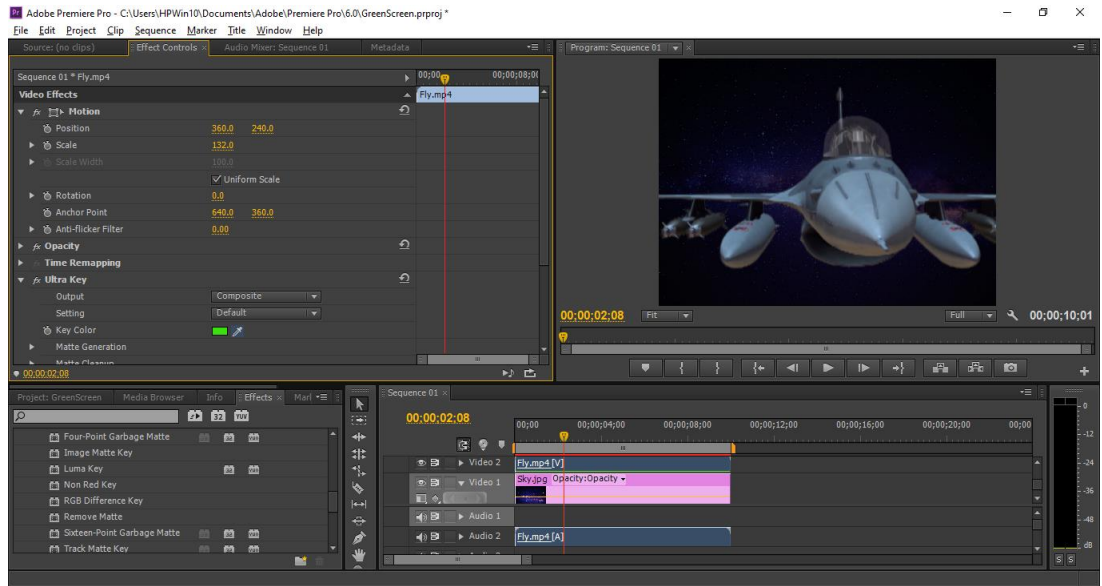
Video Tricks

A. Green Screen (Keying)

- 1- Import two scenes to the project file, the first on with the green background, for example the file fly.mp4, and the other is the background movie or image, in this example Sky.jpg image.
- 2- Add both scenes to the time line, the video with the green background should be on the top track.



- 3- Resize the video if required and modify the length of the background (Sky image in the example) to be the same length of the top video.
- 4- Select the top video. Go to effect and choose video effects → Keying → Ultra Key.
- 5- In the effect control window, choose the color picker from key color and move it to the green background. The green color will be disappeared to show the background.



B. Character Duplication

1. Use two videos captured by same camera position and lighting.
2. Capture the video as each time the character is on a different location that is not interfere with the other.
3. Add each video in one track.
4. Use the crop effect and crop the top video from the place where the character is not shown.
5. The result is a duplicated character as shown in the figure. You may create a conversation between the character and the duplicate.

