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# राष्ट्रीय प्रौद्योगिकी प्रशिक्षण संस्थान

## NATIONAL TRAINING INSTITUTE OF TECHNOLOGY

A Unit of Pragti Education & Welfare Society (established in 2009) registered with Government Under Society registration act XXI of 1860 NCT of Delhi Govt. of India. Department of Social Justice & Empowerment  
Ministry of Labour & Employment, Ministry of Women and Child Development  
ISO 9001:2015 Certified

ज्ञानम परम बलम्

R.P.P.S.

# PHOTOSHOP

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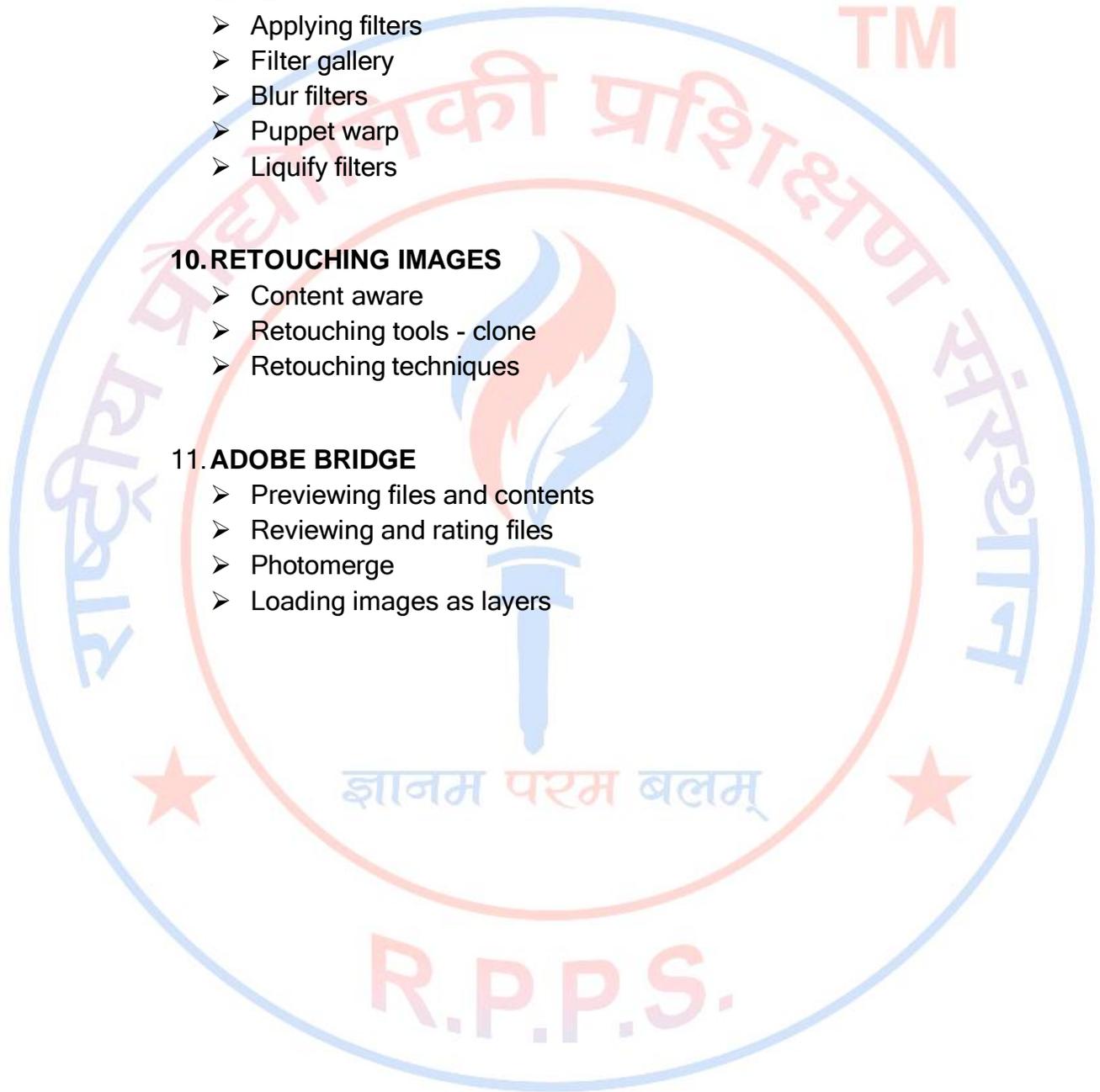
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# 1. INTRODUCTION ADOBE PHOTOSHOP

## **What is the use of Photoshop**

Adobe Photoshop is a software application for image editing and photo retouching for use on Windows or MacOS computers. Photoshop offers users the ability to create, enhance, or otherwise edit images, artwork, and illustrations. Changing backgrounds, simulating a real-life painting, or creating an alternative view of the universe are all possible with Adobe Photoshop. It is the most widely used software tool for photo editing, image manipulation, and retouching for numerous image and video file formats.

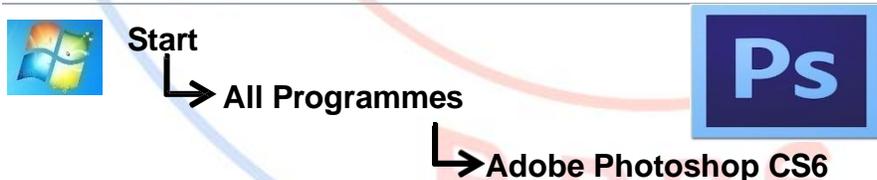
## **History of Photoshop**

Adobe Photoshop was originally developed in 1987 by Thomas and John Knoll, and then Adobe Systems Inc. bought the license to distribute in 1988. Thomas, then in school for his PhD at the University of Michigan, wrote a program on his Macintosh Plus that basically displayed images on a screen and called it Display. His brother John, an employee at industrial Light & Magic, convinced him to make it into a full program. They began to collaborate on it and eventually called it Photoshop, since Image-Pro was already taken. They made a short-term deal with Barneyscan, a scanner manufacturer, to distribute copies of the program with a slide scanner they were selling; Photoshop shipped

## **File format**

Photoshop files have default file extension as .PSD, which stands for "Photoshop Document." A PSD file stores an image with support for most imaging options available in Photoshop. These include layers with masks, transparency, text, alpha channels and spot colors, clipping paths, and duotone settings. This is in contrast to many other file formats (e.g., .JPG or .GIF) that restrict content to provide streamlined, predictable functionality. A PSD file has a maximum height and width of 30,000 pixels, and a length limit of two gigabytes.

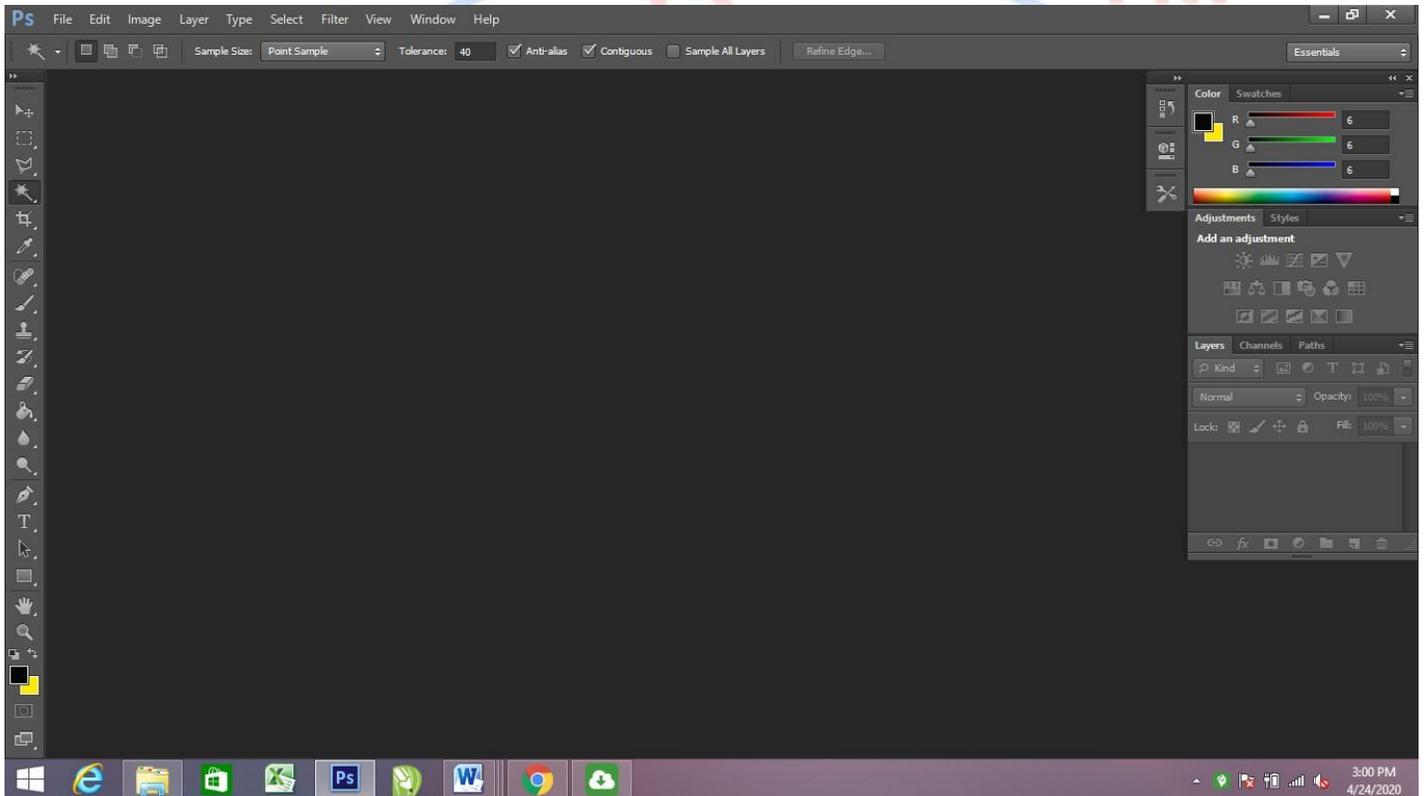
## **Start Photoshop CS6**



**Extension:- .psd (Photo Shop Document)**

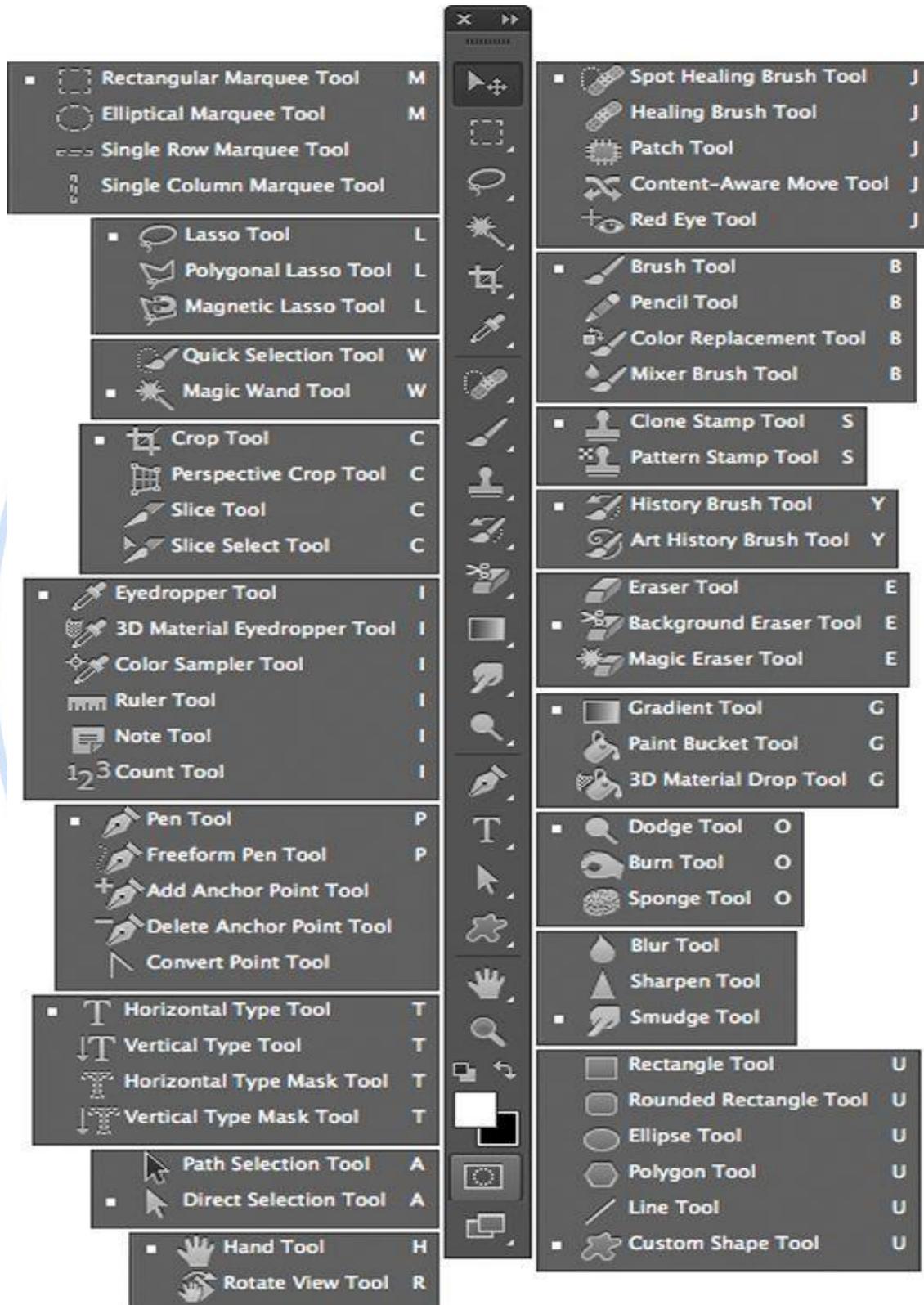
## 2. ON SCREEN INTRODUCTION

First Screen of Photoshop: Whenever we open Photoshop the Photoshop first screen dashboard like below:



Photoshop provide us the first blank dashboard to create your first document for image editing or graphic designing in Photoshop of the interface.

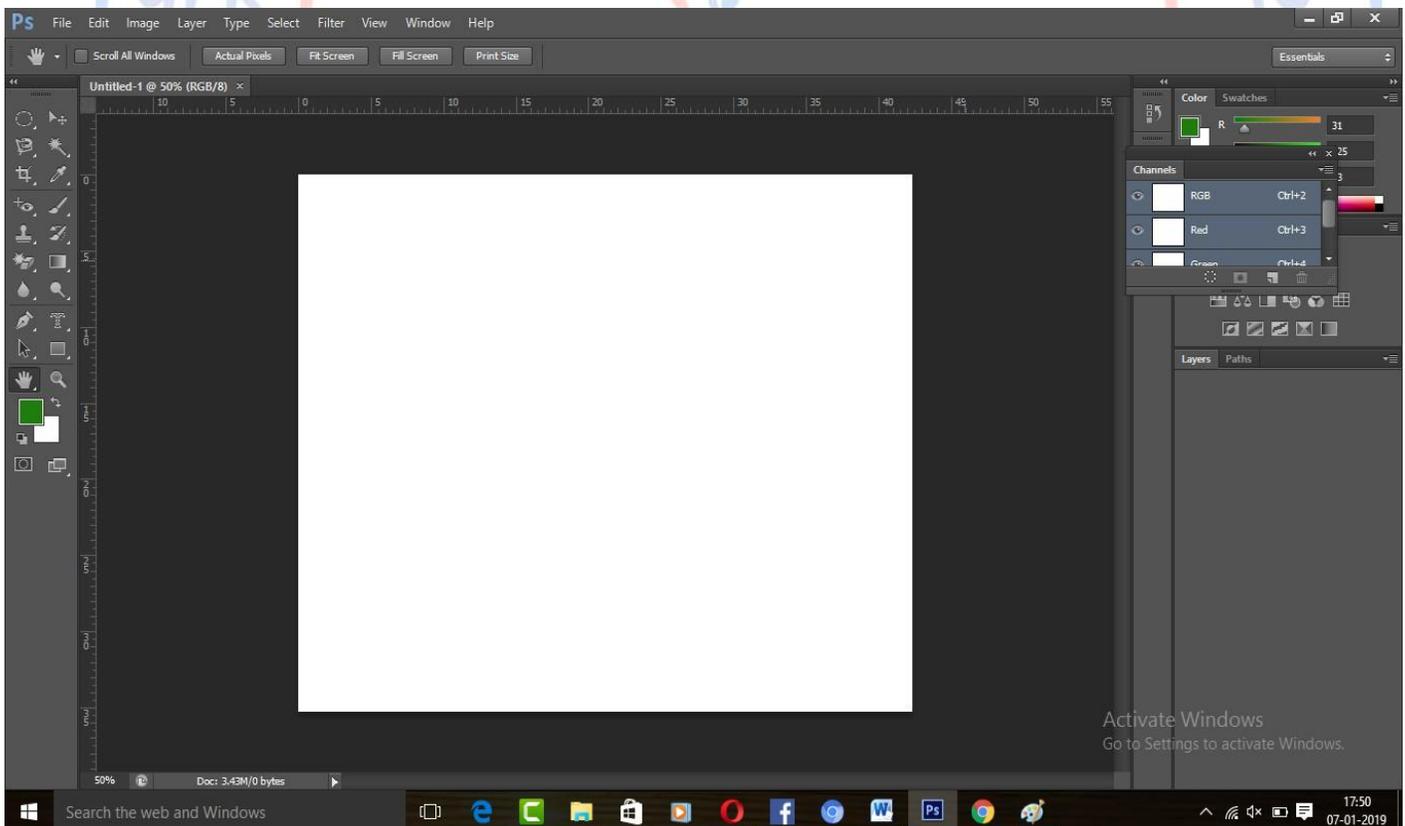
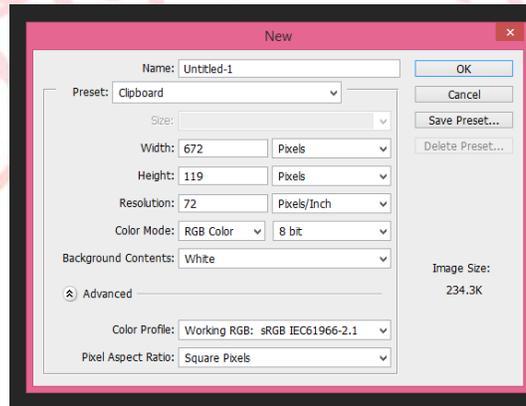
## Photoshop Tool Box



### 3. WORKING WITH DOCUMENT

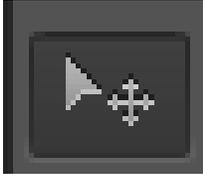
#### Creating New Documents

1. Open Elements and select an editing mode. Click Edit (Start from Scratch on the Macintosh) on the Welcome screen.
2. Choose File→New→Blank File in any workspace or press Ctrl+N (cmd+N). ...
3. Select the attributes for the new file. ...
4. Click OK after setting the file attributes to create the new document.

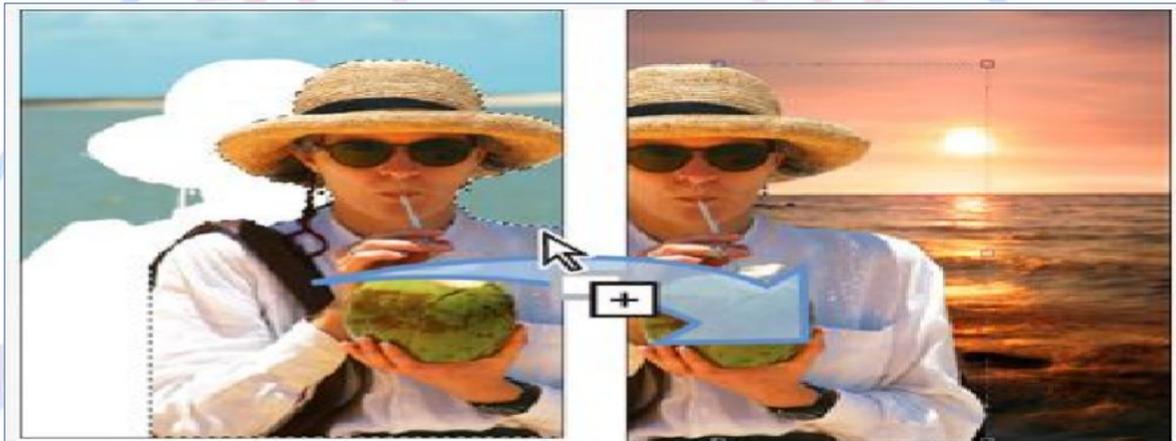


## Working with tool box

### 1. Move tool (V)



The Move tool lets you cut and drag a pixel selection to a new location in the photo. You can also use the tool to move or copy selections between photos in Photoshop Elements, and to photos in other applications that support selections.

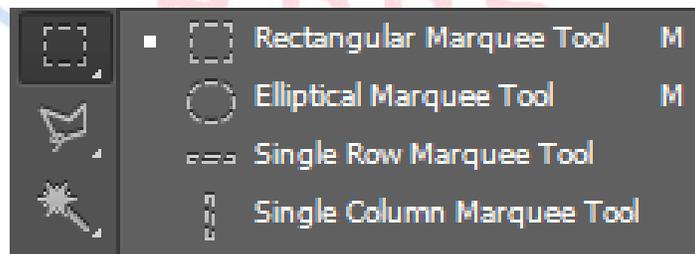


*Moving a selection from one photo into another using the Move tool*

### 2. a. Rectangular Marquee tool (M)



Using the Rectangular Marquee Tool in its most basic form is easy. You simply click with your mouse at the point where you want to begin the selection, which will usually be in the top left corner of the object or area you need to select, then continue holding your mouse button down as you drag towards the bottom right corner of the object or area. When you release your mouse button, the selection is complete!.



#### d. Elliptical Marquee tool (M)



The Marquee tool is the most standard of selection devices and commonly the one most beneficial. This tool is used to draw options based upon geometric shapes. Particularly, the marquee tool allows you to attract rectangle-shaped and also elliptical exerciser choices.

#### c. Single Row Marquee Tool



The Single Row Marquee Tool useful when you need to cut simply a tiny wee bit from the side of a picture. When selected and used, this tool selects just one pixel large area from a photo. Imagine on yourself working with a picture as well as you simply need to duplicate a small portion out of it

#### d. Single Colum Marquee Tool

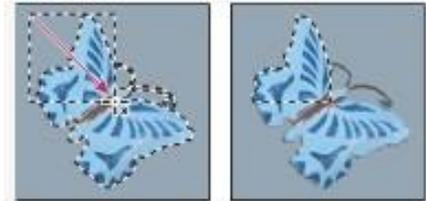


Single column marquee tool is just like Difference between these tools that single row marquee tool design horizontal selection and design with free transform and single column marquee tool design vertical selection and also design with free transform. You can right click on the line of selection and you will find both options transform selection and free transform.

### 3. Lasso Tool



**Lasso tool (L)** : The Lasso tool is useful for drawing freeform segments of a selection border.



1. Select the Lasso tool , and set feathering and anti-aliasing in the options bar.
2. To add to, subtract from, or intersect with an existing selection, click the corresponding button in the options bar.

**Polygonal Lasso tool (L) & Magnetic lasso tool (L)**



For a faster way to select the Lasso Tool, simply press the letter **L** on your keyboard. There are two other types of lasso tools as well - the **Polygonal Lasso Tool** and the **Magnetic Lasso Tool**, both of which are hiding behind the standard Lasso Tool in the Tools panel. We'll look at both of these tools in separate tutorials, but to access either of them, simply click and hold your mouse button down on the standard Lasso Tool until a small fly-out menu appears.

#### 4. Quick Selection tool (A)



The Quick Selection Tool is somewhat similar to the Magic Wand in that it also selects pixels based on tone and color. But the Quick Selection Tool goes far beyond the Magic Wand's limited abilities by also looking for similar textures in the image, which makes it great at detecting the edges of objects. And unlike the Magic Wand where we click on an area and hope for the best, the Quick Selection Tool works more like a brush, allowing us to select areas simply by "painting" over them!



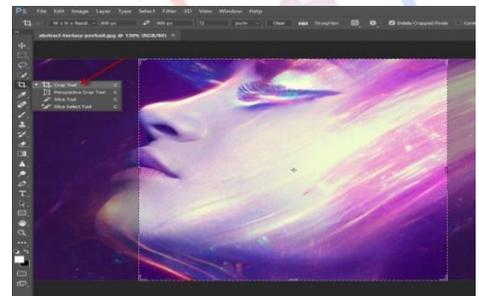
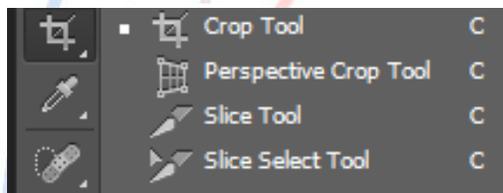
## Magic Wand tool (A)



The **Magic Wand Tool**, known simply as the Magic Wand, is one of the oldest selection tools in Photoshop. Unlike other selection tools that select pixels in an image based on the Magic Wand selects pixels based on **tone and color**. Many people tend to get frustrated with the Magic Wand (giving it the unfortunate nickname "tragic wand") because it can sometimes seem like it's impossible to control which pixels the tool selects.



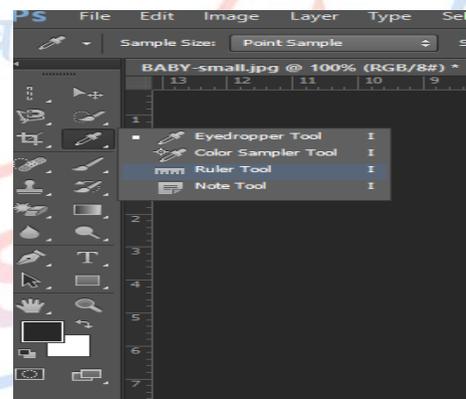
## 5. Crop Tool (A)



The cropping tool allows you to remove part of the image. It is located below the lasso tool. The default setting of the crop tool is to make a rectangular selection. You can, however, employ the election tool in cropping to create an image of any shape.

## 6. Eye Dropper tool (Y)

The **Eyedropper tool** (the icon  in the Toolbar) is used to sample a color from an image to use this color further. It's practical as it facilitates color selection, for example, an appropriate color for the skin or the sky.



## 7. Spot Healing Brush tool (J)



The **Spot Healing Brush** quickly removes blemishes and other imperfections from your photos. You can either click once on a blemish, or drag to smooth away imperfections in an area.



### Healing Brush tool (J)

The *Healing Brush* tool allows you to fix image imperfections such as scratches, blemishes, etc. By sampling the surrounding area or using a predefined pattern you can blend the imperfections into the rest of the image.

#### Using the Healing Brush Tool



- Select the healing brush in the toolbox.

- Check the settings in the options bar and adjust if necessary. Options include:
  - Brush size
  - Blending mode
  - Source (Sampled from the image or pre-defined pattern)
  - Aligned
- If you're using *sampled* mode, Alt-click an area near the imperfection to define the starting point.
- Click and drag over the imperfection. If *aligned* is selected, the healing brush will remember the starting point between mouse clicks.

## 8. Smart Brush tool (F)

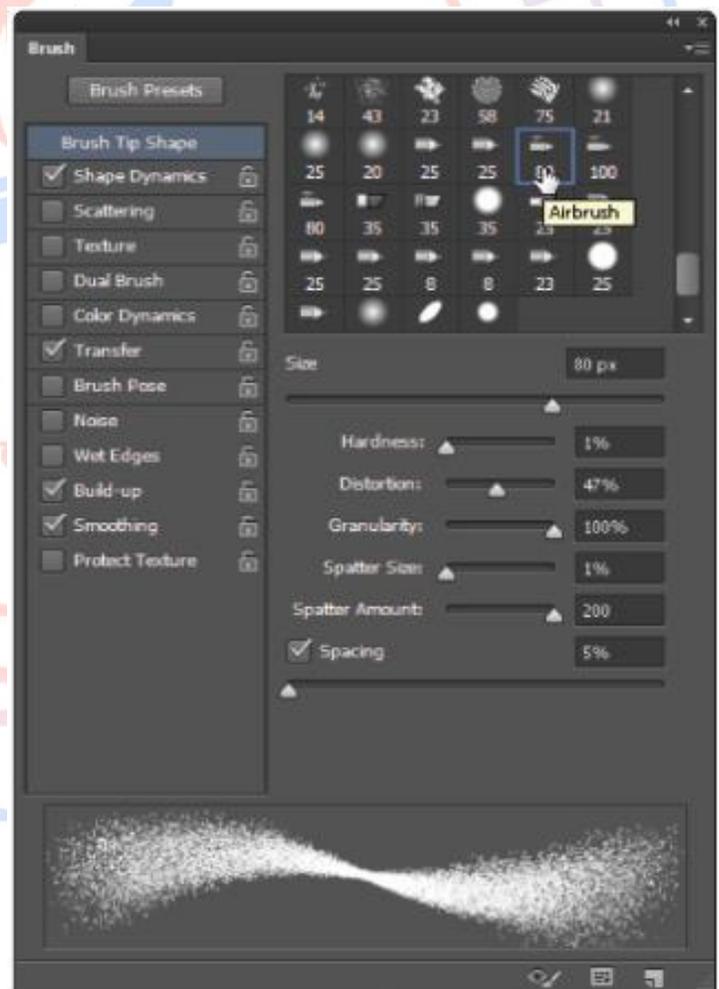
The Smart Brush and Detail Smart Brush tools in Photoshop Elements enable you to selectively apply an image adjustment or special effects that appear on all or part of your image. These adjustments and effects are applied via an adjustment layer, meaning that they hover over your layers and don't permanently alter the pixels in your image. **Detail Smart Brush tool (F)**

### Brush tool (B)

The Erodible and Airbrush tips were added to Photoshop CS6. The Erodible tip allows you to scribble, draw, and wear out your brush tip much like a pencil or piece of chalk. The Airbrush tip offers extra controls and settings that allow the brush to act more like a real airbrush. In this example, you will use one of the new Airbrush tips to make snow blow off the skier. Airbrushing is a painting technique that uses a stream of air to apply the paint to a surface.

1 Select Background in the Layers panel, press and hold the Alt (Windows) or Option (Mac OS) key, and click the Create new layer button at the bottom of the Layers panel. This opens the New Layer dialog box so that you can immediately name the layer.

2 Type Strokes in the Name text field, and then click OK.



3 Select the Brush tool (🖌️), and then select Window > Brush; the Brush panel appears.

4 Scroll down in the Brushes panel to select the Airbrush tip labeled 80. Once the brush is selected, you see that options specific to the selected brush tip appear at the bottom of the Brushes panel. You can experiment with the settings and see a preview of your brush stroke.

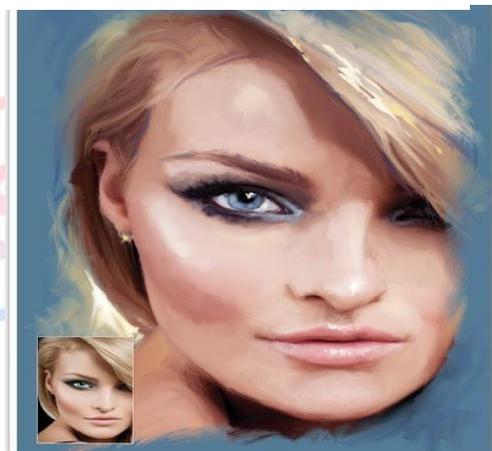
### Color Replacement tool (B)

The Color Replacement tool simplifies replacing specific colors in your image. You can paint over a targeted color—for example, a yellow flower in an image—with a different color, like red. You can also use the Color Replacement tool to correct colors.



### Mixer Brush Tools

The Mixer Brush tool is selected from the same option set as the Brush tool. With this brush selected, you can combine multiple colours on one tip, as you would in a real-life painting. For even more realism, the Mixer Brush tool has a host of controls over paint wetness, the load rate for paint, the rate at which paint mixes and whether a brush is cleaned, refilled or both after every stroke. An advantage of this tool is the ability to turn a photo into a realistic painting with ease. A dry Mixer Brush (ie, with no paint loaded) can be used on a new layer above a photo, with Sample All Layers selected, cloning the colours of the photo with every stroke. The Mixer Brush tool can be used with the static tips (the standard ones) or the new Bristle Tips. There are two options of what should happen with the brush once you have made a new stroke. The first is to load the brush after each stroke, or you can opt to clean it instead, as we show you below.



## 9. Clone Stamp tool (S)

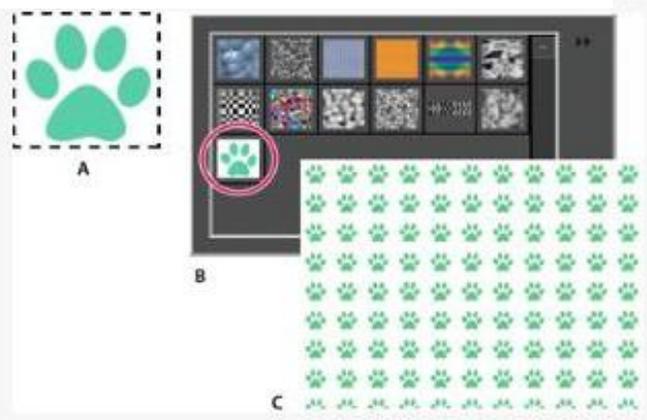
Paints with an image sample, which you can use to duplicate objects, remove image imperfections, or paint over objects in your photo. You can also clone part of an image to another image.



## Pattern Stamp tool (S)

You can paint a pattern with the Pattern stamp tool or fill a selection or layer with a pattern that you choose from the pattern libraries. Photoshop Elements has several patterns you can choose from.

To customize your images, or to make one-of-a-kind scrapbook pages, you can create your own patterns. You can save patterns that you create in a library, and then load libraries of patterns using the Present Manager or the Pattern pop-up panel, which appears in the Tool Options bar of the Pattern Stamp tool and the Paint Bucket tool. Saving patterns allows you to easily use a pattern in multiple images.



## 10. Eraser tool (E)

The Eraser tool changes pixels in the image as you drag through them. If you're working in the Background layer or in a layer with locked transparency, erased pixels change to the background color; otherwise, erased pixels become transparent. Transparent pixels are indicated by the transparency grid.

1. From the Draw section in the toolbox, select the Eraser tool. (If you don't see it in the toolbox, select either the Background Eraser tool or the Magic Eraser tool, and then click the Eraser tool icon in the Tool Options bar.)
2. Set options in the Tool Options bar as desired, and then drag through the area you want to erase.

You can specify any of the following Eraser tool options:

### Brush

Sets the brush tip. Click the arrow next to the brush sample, choose a brush category from the Brush drop-down, and then select a brush thumbnail.

## Size

Sets the size of the brush in pixels. Drag the Size slider or enter a size in the text box.

## Opacity

Defines the strength of the erasure. An opacity of 100% erases pixels to complete transparency on a layer and to the background color on the Background layer. A lower opacity erases pixels to partial transparency on a layer and paints partially with the background color on the Background layer. (If Block mode is selected in the Tool Options bar, the Opacity option isn't available.)

## Type

Brush mode erases by using characteristics of the brush tool, so you can make soft-edged erasures. Pencil mode makes hard-edge erasures like a pencil. Block mode uses a hard-edged 16-pixel square as an eraser.

## Use the Magic Eraser tool

The Magic Eraser tool changes all similar pixels when you drag within a photo. If you're working in a layer with locked transparency, the pixels change to the background color; otherwise, the pixels are erased to transparency. You can choose to erase contiguous pixels only, or all similar pixels on the current layer.



*Original image (left), and after erasing the clouds (right)*

1. In the Layers panel, select the layer containing the areas you want to erase.
2. From the Draw section in the toolbox, select the Magic Eraser tool in the toolbox. (If you don't see it in the toolbox, select either the Eraser tool or the Background Eraser tool, and then click the Magic Eraser tool icon in the Tool Options bar.)
3. Set options in the Tool Options bar, as desired, and then click the area of the layer you want to erase.

## Background Eraser tool

The Background Eraser tool turns color pixels to transparent pixels so that you can easily remove an object from its background. With careful use, you can maintain the edges of the foreground object while eliminating background fringe pixels.

The tool pointer is a circle with a cross hair indicating the tool's hotspot. As you drag the pointer, pixels within the circle and of a similar color value as the pixel under the hotspot are erased. If the circle overlaps your foreground object, and it doesn't contain pixels similar to the hotspot pixel, the foreground object won't be erased.



Erasing the distracting background. You can replace the background with another background by using the Clone Stamp tool or by adding another layer.

1. In the Layers panel, select the layer containing the areas you want to erase.
2. From the Draw section in the toolbox, select the Background Eraser tool . (If you don't see it in the toolbox, select either the Eraser tool or the Magic Eraser tool , and then click the Background Eraser tool icon in the Tool Options bar.)
3. Set options in the Tool Options bar as desired, and then drag through the area you want to erase. Keep the tool's hotspot off of areas that you don't want to erase.

## Magic Eraser tool (E)

The Magic Eraser tool changes all similar pixels when you drag within a photo. If you're working in a layer with locked transparency, the pixels change to the background color; otherwise, the pixels are erased to transparency. You can choose to erase contiguous pixels only, or all similar pixels on the current layer.



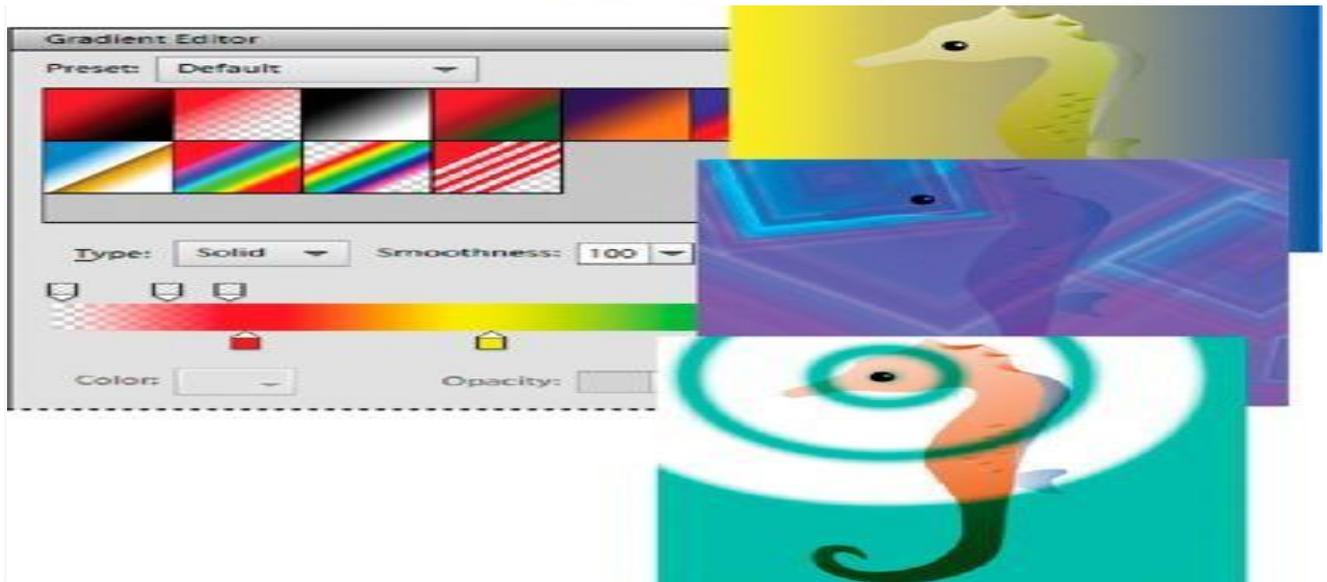
## 11. Paint Bucket tool (K)

The Paint Bucket tool fills an area, that is similar in color value to the pixels you click. You can fill an area with the foreground color or a pattern.

1. Choose a foreground color.
2. Select the Paint Bucket tool in the toolbox.
3. Set options in the Tool Options bar, as desired, and then click the part of the image you want to fill.

## Gradient tool (G)

You fill an area with a gradient by dragging within the image or by selecting with the Gradient tool. The distance between the starting point (where you first press the mouse button) and ending point (where you release the mouse button) affects the gradient appearance, as does the gradient type.



## 12. Blur tool (R) or Soften edges

The Blur tool softens hard edges or areas in an image by reducing detail. Blurring a busy background can bring your subject more into focus. You can also use Blur filters for this purpose. For more information on Blur filter.



*Original photo (left), and photo after blurring the background (right).*

## Sharpen tool (R)

The Auto Sharpen command increases clarity or focus without the risk of over sharpening an image.

The Sharpen tool focuses soft edges in a photo to increase clarity or focus. Over sharpening a photo gives it a grainy look. You can avoid over sharpening by setting a lower Strength value in the options bar. It's best to make the sharpening subtle and increase it as necessary by dragging over the area several times, building up the sharpness each time.

The Adjust Sharpness dialog box has sharpening controls not available with the Sharpen tool or with Auto Sharpen. You can set the sharpening algorithm or control the amount of sharpening that occurs in shadow and highlight areas.

## Sharpen areas of an image



*Original image (top), two faces sharpened correctly (bottom left), and two faces oversharpened (bottom right)*

## Smudge tool (R)

The Smudge tool simulates the actions of dragging a finger through wet paint. The tool picks up color where the stroke begins and pushes it in the direction you drag. You can smudge existing colors in your image, or smear foreground color on the image.



*Original image (left), and after smudging parts of the photo (right)*

1. From the Enhance section in the toolbox, select the Smudge tool (If you don't see it in the toolbox, select either the Blur tool or the Sharpen tool and then click the Smudge tool icon from the Tool Options bar.)
2. Set options in the Tool Options bar, and then drag within the image to smudge color.

## 13. Dodge tool (O)

The Smart Brush tool and the Detail Smart Brush tool apply tonal and color adjustments to specific areas of a photo. Certain effects can also be applied using these tools. You simply pick a preset adjustment and apply the correction. Both tools automatically create adjustment layers. This feature offers you flexibility in working with your photos because the original image layer is not altered. You can go back and tweak the adjustments and no image information is discarded.

When you apply the Smart Brush tool, it makes a selection based on color and texture similarly. The adjustment is simultaneously applied to the selected area. You can adjust shadows, highlights, colors, and contrasts. Apply colors of the objects in your image, add textures, apply various photographic effects.



## Burn tool (O)

The Dodge tool and the Burn tool lighten or darken areas of the image. You can use the Dodge tool to bring out details in shadows and the Burn tool to bring out details in highlights.



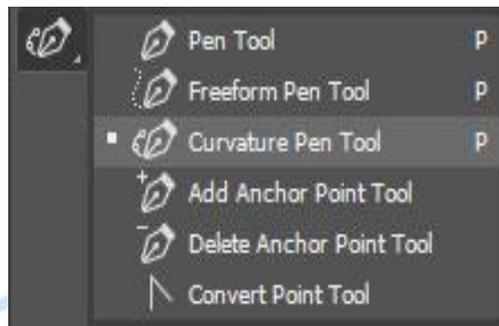
*Original image (left), after using the Burn tool (top center), and after using the Dodge tool (bottom right)*

## 14. Pen Tools (p)

Photoshop provides multiple Pen tools to suit your use cases and creative style:

- The Curvature Pen tool lets you intuitively draw curves and straight segments.
- The standard Pen tool lets you draw straight segments and curves with great precision.
- The Freeform Pen tool lets you draw paths as if you were drawing with pencil on a piece of paper.
- The Magnetic Pen options let you draw a path that snaps to the edges of the defined areas in your image.

Use the **Shift+P** key combination to cycle through the tools in the Pen group.



Cycle through the Pen tools using the Shift+P key combination

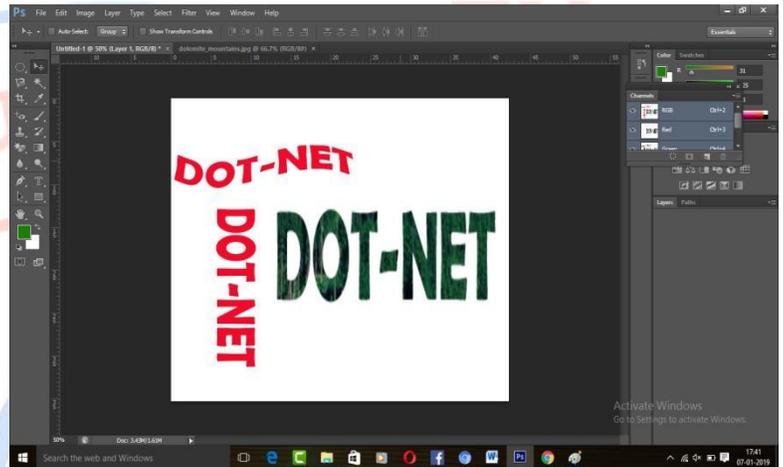


## 15. Type tool (T)

Creates and edits text on your image.

The other type-related tools available in the Tool Options bar are:

- Vertical Type
- Horizontal Type Mask
- Vertical Type Mask
- Text on Selection
- Text on Shape
- Text on Custom Path



## 16. Custom Shape tool (U)

In Photoshop Elements, shapes are vector graphics, which means they are made up of lines and curves defined by their geometric characteristics instead of pixels. Vector graphics are resolution-independent—that is, they can be scaled to any size and printed at any resolution without losing detail or clarity. You can move, resize, or change them without losing the quality of the graphic. Because computer monitors display images on a pixel grid, vector data is displayed on-screen as pixels.

Shapes are created in shape layers. A shape layer can contain a single shape or multiple shapes, depending on the shape area option you select. You can choose to have more than one shape in a layer.

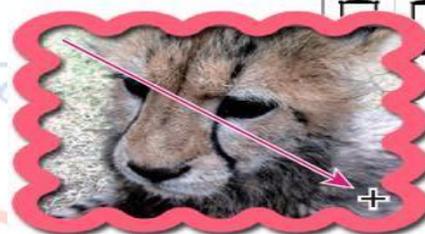
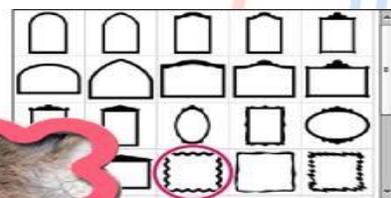
You can change the color of a shape by editing its fill layer and applying layer styles to it. Shape tools provide an easy way to create buttons, navigation bars, and other items used on web pages.



Vector objects created with the shape tools in Photoshop Elements

The other shape-related tools available in the Tool Options bar are:

- Rectangle
- Rounded Rectangle
- Ellipse
- Polygon
- Star
- Line
- Selection

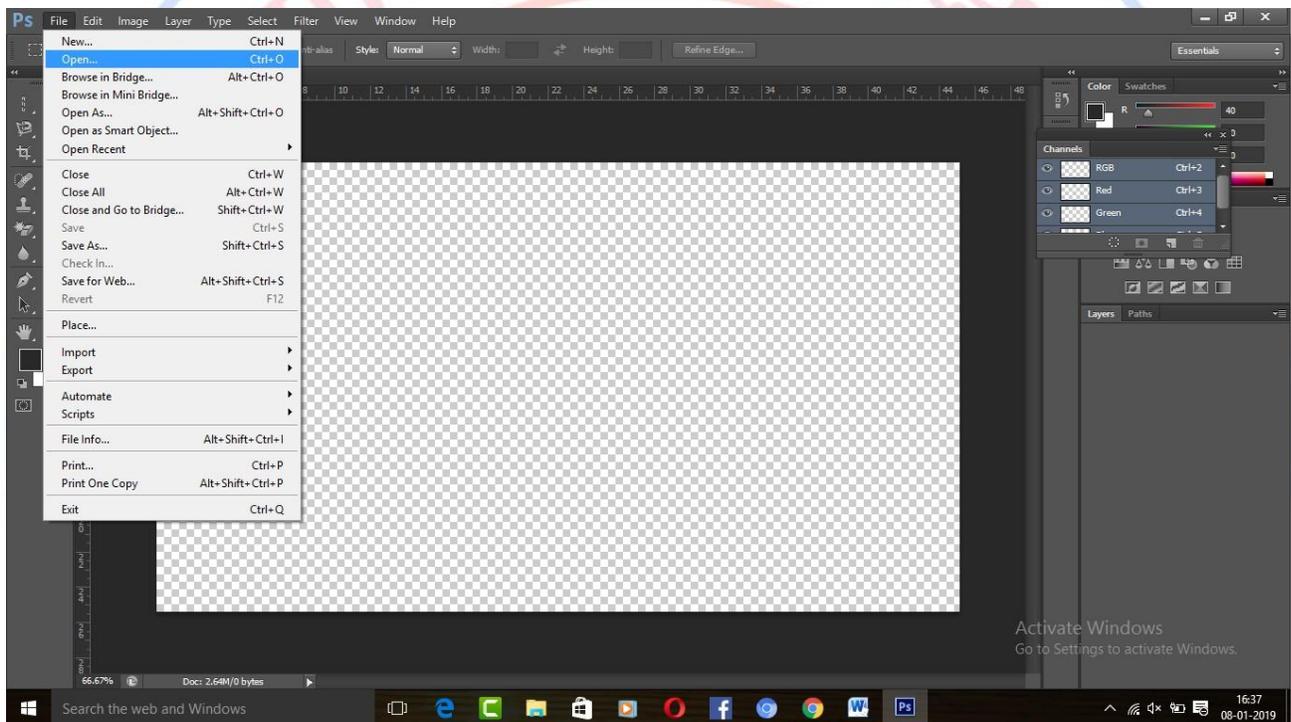


R.P.P.S.

## Working with Photoshop File Menu

### File (Menu)

The File menu in Photoshop is much like the File menu in other programs. It's the primary method for making new files, opening existing ones, saving files, and printing. All of those actions can be performed with one of the options under the File menu.



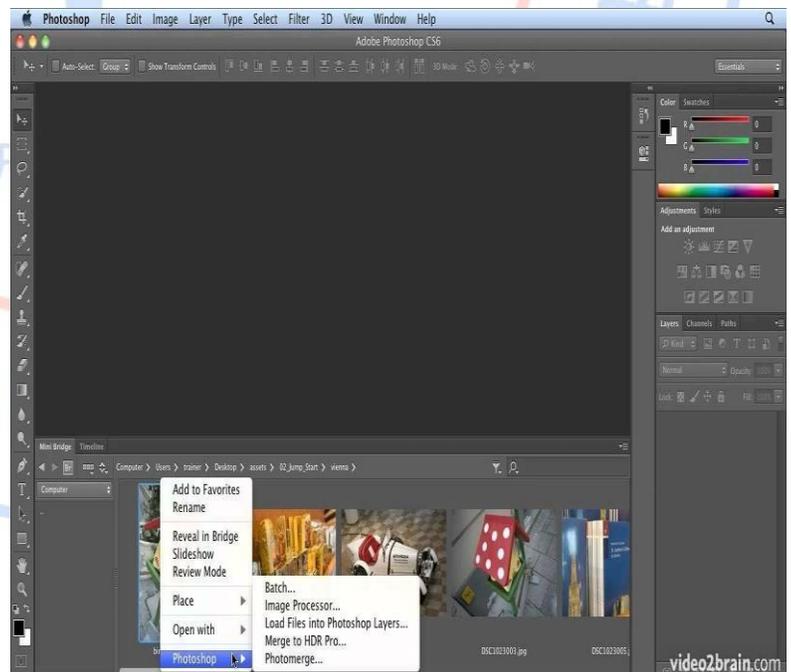
## Browse in Bridge

File menu to select **Open** to browse for the picture you want to use. Advanced open operations are supported, too, like opening images in Adobe Bridge, opening Smart Objects, saving photos for web use to reduce the size, and exporting to a video format.



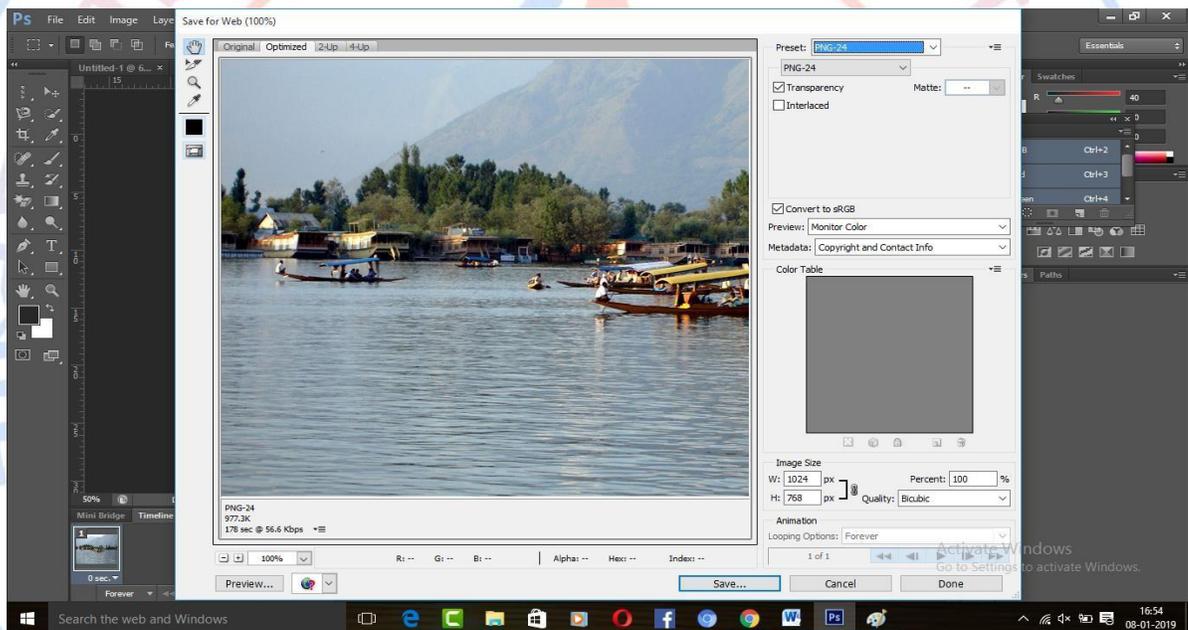
### I. Browse in Mini Bridge:-

Mini Bridge is an independent application that runs within giving you options for finding and viewing files on your computer within the program window. You can see image thumbnails and customise viewing size as well as easily opening a whole selection as a Smart Object on a separate layer. With a bit of navigation know-how you may find yourself wondering how you ever did without it.



II. **Open Recent:-** The **Open Recent** option under the File menu is a list of the 10 most recently opened files. So long as the original file hasn't been moved elsewhere, you can use that option to quickly re-open a file without having to go through the normal "open, select, browse" procedure.

III. **Save for Web:-** we made some minor changes to a very popular and beloved feature: Save for Web. This feature is used for many purposes, from preparing assets for a website to optimizing high-res photos to creating animated GIFs. Because Save for Web is built on the former Image Ready product (now discontinued), the code is too antiquated to maintain and develop new features.



IV. **Place:-** In Photoshop CS6, choose File→Place to put PDF (Portable Document Format), Adobe Illustrator (AI), EPS (Encapsulated PostScript), PSD, JPEG, TIFF, BMP, GIF, PNG, and several other lesser-used file formats into separate layers of their own. These files are often created by programs other than Photoshop (such as Adobe Acrobat or Adobe Illustrator) or acquired from your digital camera. Although Photoshop can open these files independently, you can use the Place feature if you want to combine them with an existing image.

## Working with Photoshop Edit Menu

### Edit Menu

Photoshop's Edit menu is reserved for, you guessed it, editing! You can edit everything from objects on the canvas to menu items and shortcuts.

For example, you can do simple things like undo or redo a recent action, as well as cut, copy, and paste. Those are common actions, so you'll find yourself using those menu options often, or at least learning their keyboard shortcuts (which are shown in the Edit menu).

#### Fill & Stroke

The Edit menu is also one place where you deal with text, so you can search for text and replace specific text with something else (with the Find and Replace option). Editing the canvas color is available here as well, through the Fill option.

#### Transform

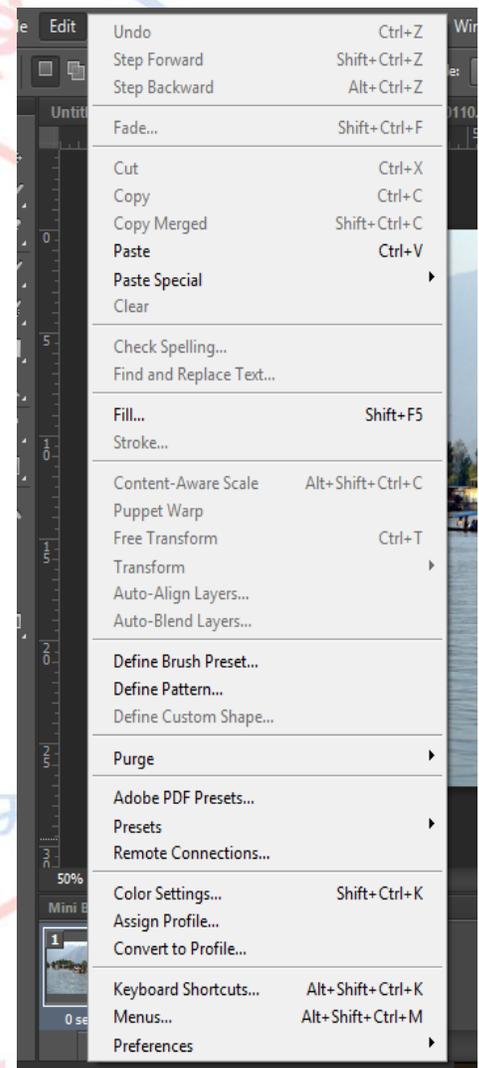
Also here are tools for transforming objects. If you have an image you want to warp, rotate, scale, distort, or flip, use the **Edit > Transform** submenu to find those options. The **Free Transform** tool is located here as well, letting you adjust the height and width of anything.

#### Color Setting

Creating new brushes, patterns, and shapes out of existing objects on the canvas is also done through this menu. The Edit menu is how you open **Preset Manager** to view brushes, gradients, swatches, custom shapes, and load your own custom ABRbrushes; as well as how you open **Color Settings** to adjust RGB, CMYK, and other color profiles (and also to load custom CSF and PSP files).

#### Preferences

This menu is used to locate existing keyboard shortcuts and define new ones, too, and to change general preferences for how Photoshop works and to show/hide which items are visible on the menu bar.

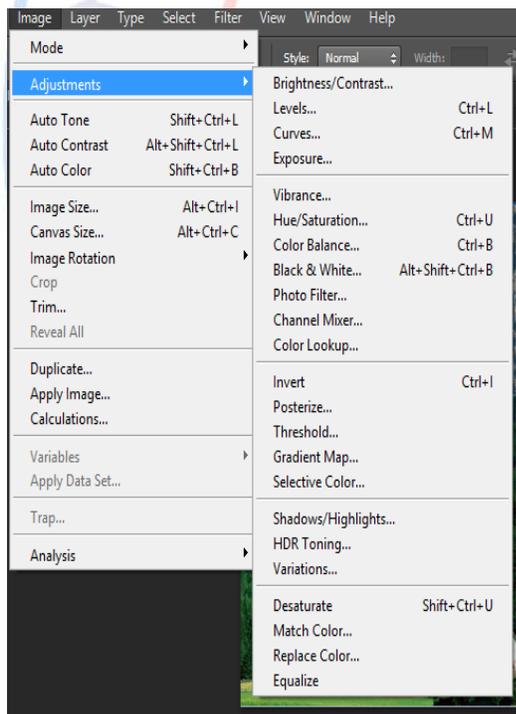
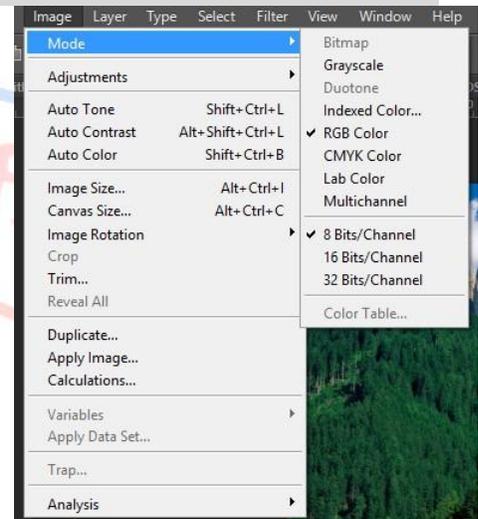


## Working with Photoshop Image Menu

### Image Menu

You use the Image menu most often when you want to effect changes to the entire image, such as changing a color mode or cropping, rotating, and resizing the image.

**Image Adjustments:-** Two ways to adjust image tone and color are to use adjustment layers or to edit in Adobe Camera Raw. Both offer a wide range of control and flexibility, without permanently altering or damaging the original image information. The integrity of your original images is preserved. This nondestructive editing gives you the flexibility to make further changes, start over with a different editing approach, or undo the adjustments even after you've saved the edits.



With adjustment layers, you apply edits on a separate layer in the image file, leaving the original image (background layer) intact. The easiest way to access the adjustment layer tools is clicking an icon in the Adjustments panel. You can add more than one adjustment layer for more complex image editing. You can also use a mask to apply the adjustment to a specific part of the image. For more information.

Adobe Camera Raw is a Photoshop plug-in for making color and tonal adjustments. In its editing window, there is a large preview image and the adjustment tools are laid out in the order that you would normally use them. Despite its name, Adobe Camera Raw can edit JPEGs and TIFFs in addition to camera raw files. If you want to apply the same adjustment to multiple images, you can save the settings as a preset and apply as needed.

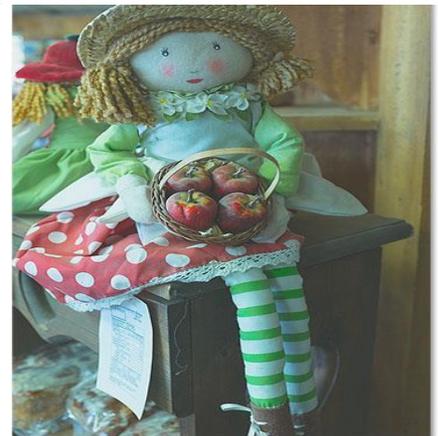
## Auto Tone

The Auto Tone (**⌘U** [Mac] or **Ctrl+U** [PC]) can work well on a great many images as a quick-fix tone adjustment. It automatically sets the Exposure, Contrast, Highlights, Shadows, Whites, and Blacks. Note that you can also use **Shift** plus a double-click to apply an auto setting to these sliders independently. From there you can adjust any of the Basic panel sliders to manually fine-tune an auto adjustment. An auto tone adjustment can be undone by double-clicking the Tone button next to Auto, or you can use the **⌘Shift+R** [Mac] or **Ctrl+Shift+R** [PC] shortcut to reset everything.



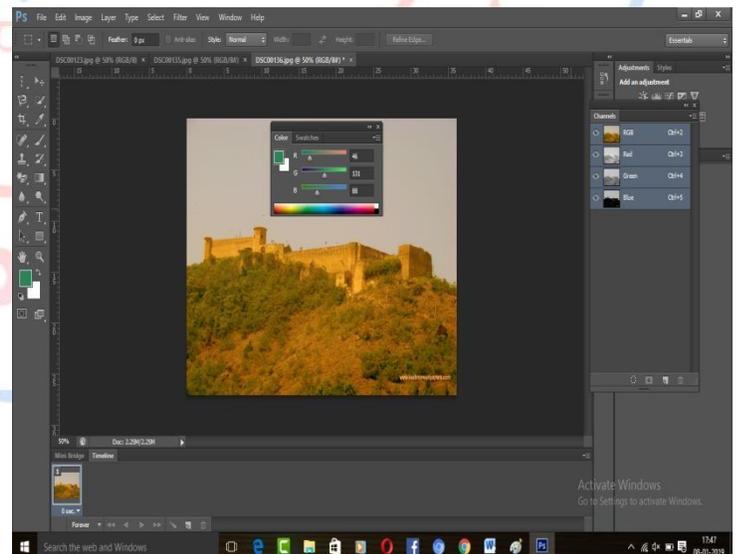
## Auto Contrast

As I mentioned earlier, the three Auto commands are entirely automatic, so as soon as we select one of them, Photoshop goes ahead and does its thing. In this case, since I chose the Auto Contrast command, Photoshop looked at all three color channels as a single composite image, darkened the darkest pixels to black, lightened the lightest pixels to white, and redistributed all the tonal values in between. The result, in this case, is a version of the image with greatly improved overall contrast. Here's the original image once again for comparison:



## Auto Color

Finally, let's see what the Auto Color command will do for us. Click on the **Auto Color** layer in the Layers panel to select it, then click on its **visibility icon** to turn it back on. Again, since we haven't yet done anything to this version of the image, you'll see the original, uncorrected version in your document:

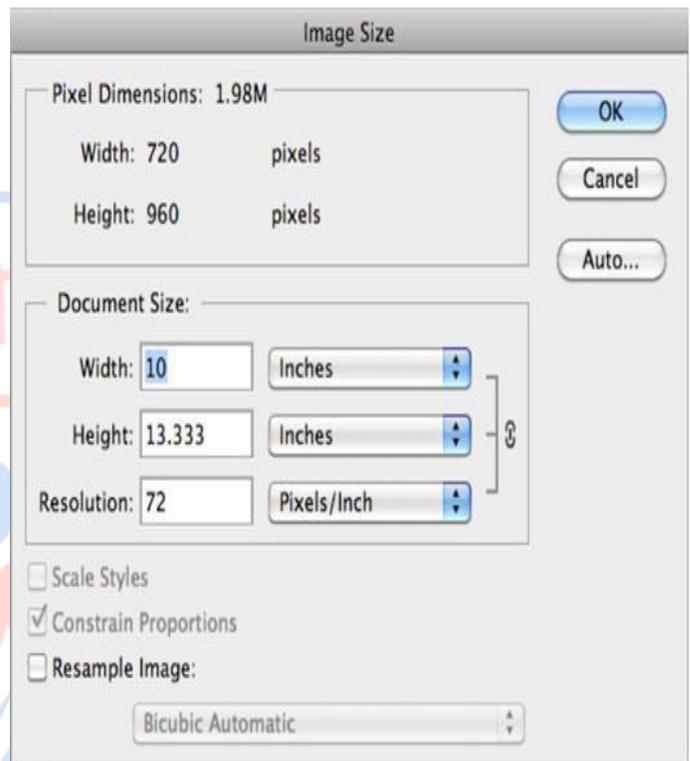


## Image Size

Adobe Photoshop Creative Suite 6 is to manipulate images to what you need them to be, sometimes changing the size of the image. A time will come when you need to mess with the resolution or dimensions of an image. You may want to

- Change the file size.
- Make sure the resolution is appropriate for print.
- Adjust the dimensions so that they're just right for viewing onscreen.
- Change the width, height, and/or resolution of your image for printing or some other kind of output.

Photoshop – powerhouse that it is – allows you to size an image in all these ways with the Image Size command on the Image menu.

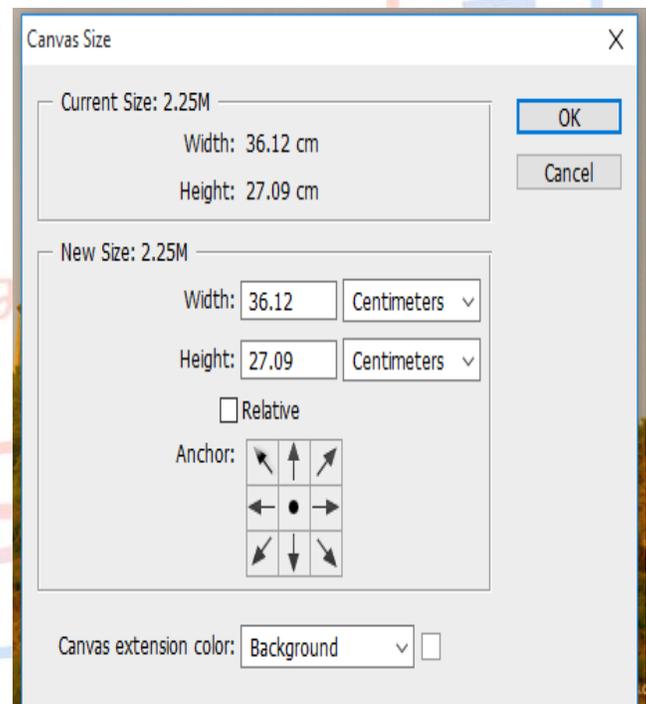


## Canvas Size

There are multiple options for changing the size of your image in Adobe Photoshop Creative Suite 6. You can resample or use the safer Canvas Size command.

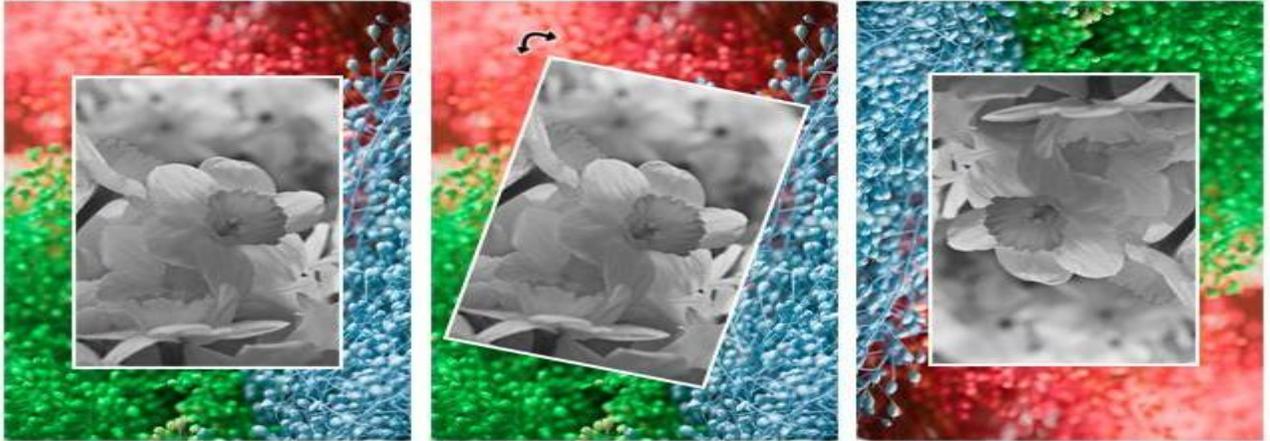
You might be slightly paranoid, or at least ultra-conscious, of using the Image Size command. Well, you can relax because the Canvas Size command is as safe as can be. Unlike the Image Size command, which enlarges or reduces the dimensions or resolution of your image, the Canvas Size command merely changes the size of the *canvas*, or page, on which the image sits.

When you increase the size of the canvas, Photoshop fills the expanded area outside the image with your chosen color. Increasing your canvas size can come in handy if you're trying to add a frame or border around your image. If you make the canvas smaller, Photoshop *crops* (cuts away) the image.

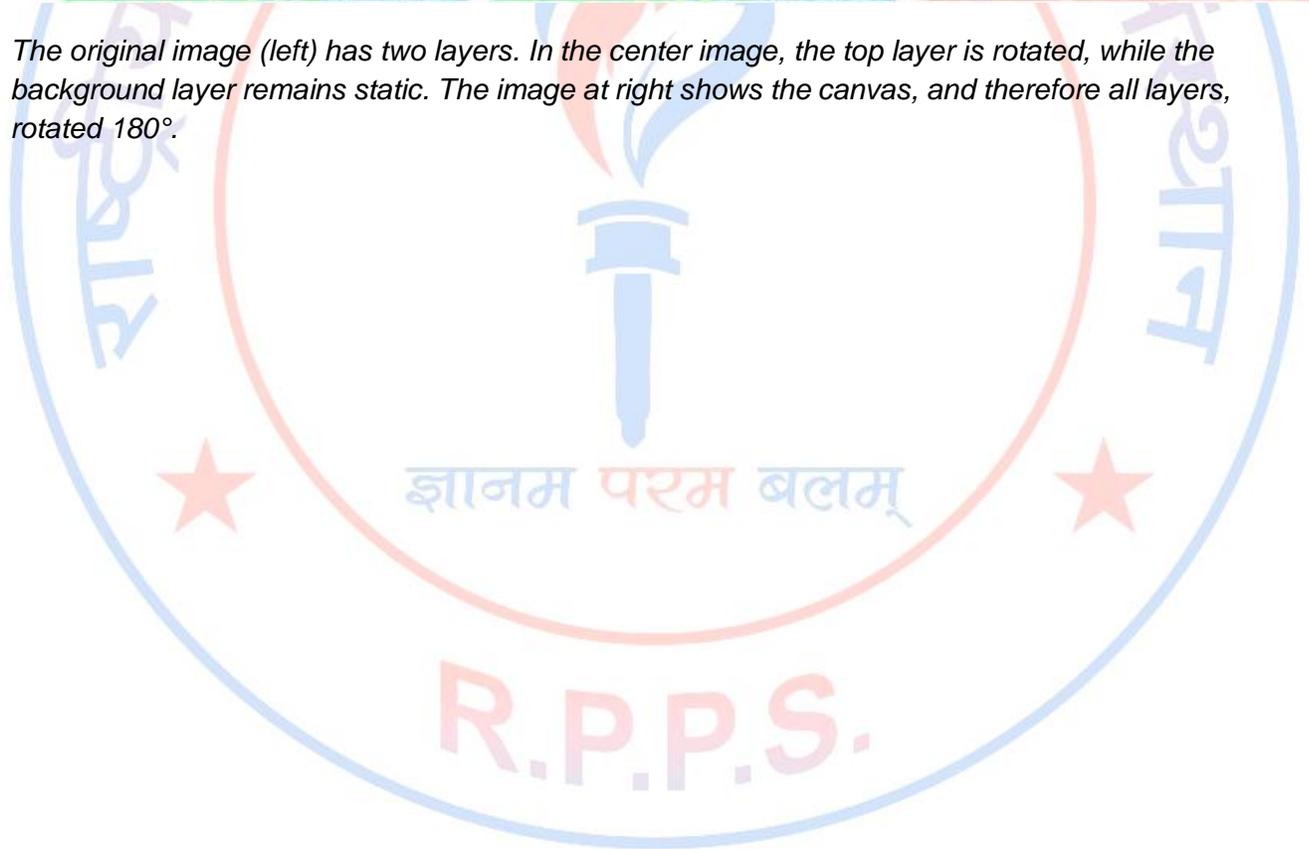


## Image Rotation

To change the orientation of a selection, a layer, or an entire image (that is, the image canvas). For example, to make a vertically oriented image horizontal.



*The original image (left) has two layers. In the center image, the top layer is rotated, while the background layer remains static. The image at right shows the canvas, and therefore all layers, rotated 180°.*



## Working with Photoshop Layer Menu

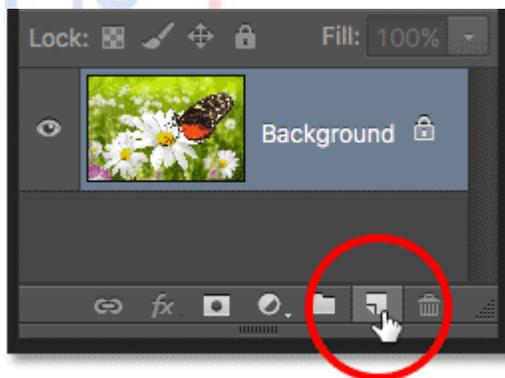
### Layer Menu

The Layers panel is where we handle all of our layer-related tasks, from adding and deleting layers to adding layer masks and adjustment layers, changing layer blend modes, turning layers on and off in the document, renaming layers, grouping layers, and anything else that has anything to do with layers. Since it's one of the most commonly-used panels in all of Photoshop, Adobe set things up so that the Layers panel opens automatically for us each time we launch the program.

**New layer:-** The New Layers panel is not appearing on your screen, you can access it (along with any of Photoshop's other panels) by going up to the **Window** menu in the **Menu Bar** along the top of the screen and choosing **Layers**.

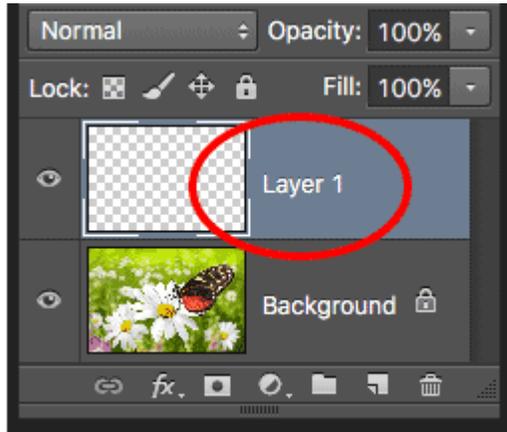
#### Adding A New Layer

To add a new layer to a document, click the **New Layer** icon at the bottom of the Layers panel:



Clicking the New Layer icon.

A new layer appears in the Layers panel directly above the Background layer. Photoshop automatically names new layers for us. In this case, it named the layer "Layer 1". Notice that we now have two layer rows in the Layers panel, each representing a different layer:

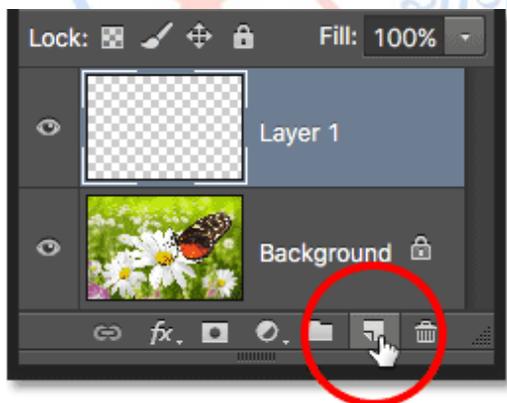


A new layer named Layer 1 appears in the Layers panel.

If we look in the new layer's preview thumbnail, we see a **checkerboard pattern**. The checkerboard pattern is Photoshop's way of representing transparency. Since there's nothing else being displayed in the preview thumbnail, this tells us that at the moment, the new layer is blank:

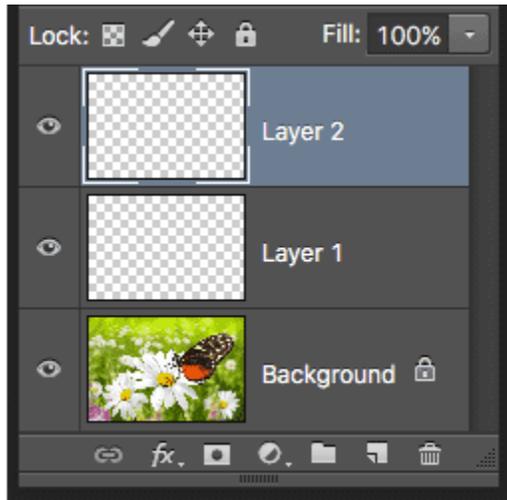
When we add a new layer to a document, it begins life as a blank slate.

If I click again on the New Layer icon:



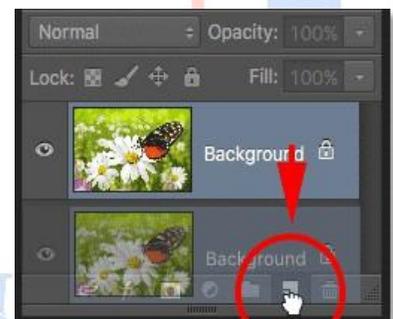
Clicking a second time on the New Layer icon.

Photoshop adds another new layer to my document, this time naming it "Layer 2". We now have three layer rows, each representing one of the three layers in the document:

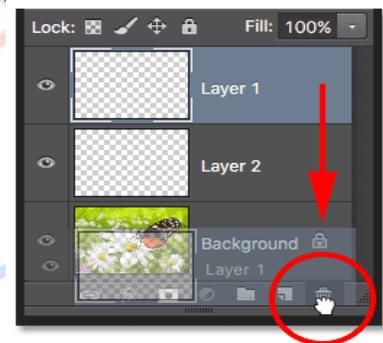


Three layers, each on its own row in the Layers panel.

**Duplicate Layer:-** We've seen how to add a new blank layer to a document, but we can also make a copy of an existing layer using the Layers panel. To copy a layer, click on it and, with your mouse button held down, drag it down onto the **New Layer** icon. I'll make a copy of my Background layer:



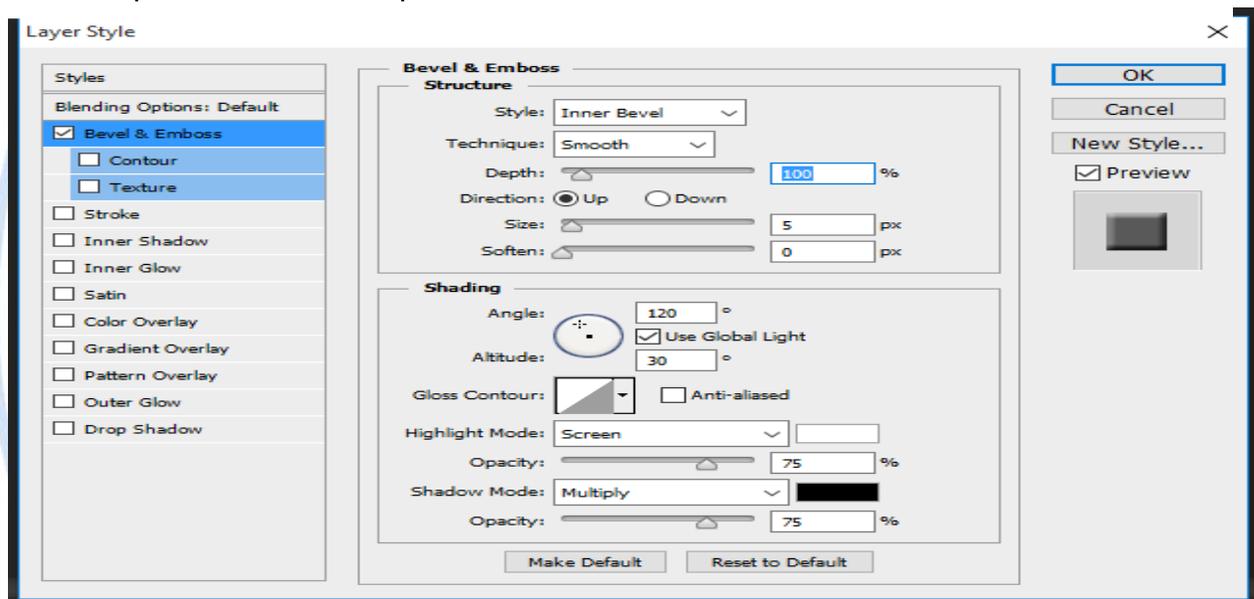
**Deleting Layer:-** To delete a layer, simply click on it and, with your mouse button still held down, drag it down onto the **Trash Bin** icon at the bottom of the Layers panel. Release your mouse button when you're over the icon. Here, I'm deleting Layer 1:



**Rename Layer:-** As we've seen, Photoshop automatically names layers for us as we add them, but the names it gives them, like "Layer 1" and "Background copy", are pretty generic and not very helpful. When we only have a couple of layers in a document, the names may not seem very important, but when we find ourselves working with 10, 20 or even 100 or more layers, it's much easier to keep them organized if they have meaningful names. Thankfully, Photoshop makes it easy to rename a layer. Simply **double-click** directly on a layer's name in the Layers panel to highlight it:

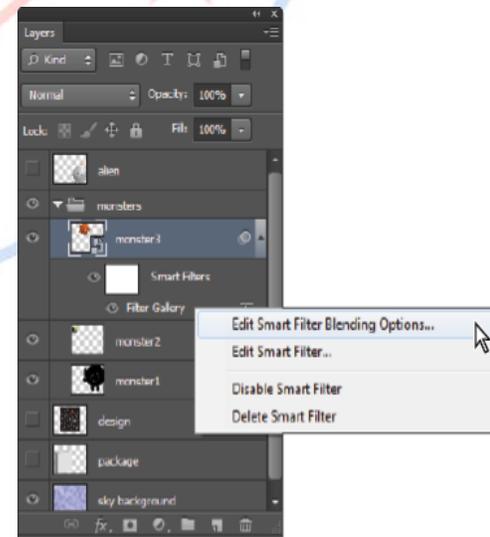


**Layer Style:-** Adobe Photoshop CS6 makes creating effects using Layer Styles Basics as easy as selecting an option. Back in the day, creating a drop shadow in Photoshop took a concerted effort. And bevelled or embossed type? You really had to have the inside scoop on some Photoshop tricks.



**Smart Filter:-** Any filter applied to a Smart Object is a Smart Filter. Smart Filters appear in the Layers panel below the Smart Object layer to which they are applied. Because you can adjust, remove, or hide Smart Filters, they are non-destructive.

You can apply any Photoshop filter (that has been enabled to work with Smart Filters)—except for Lens Blur, Flame Picture Frame, Trees, and Vanishing Point—as a Smart Filter. In addition, you can apply Shadow/Highlight as Smart Filters. To work with Smart Filters, select a Smart Object layer, choose a filter, and then set filter options. After you apply a Smart Filter, you can adjust, reorder, or delete it.

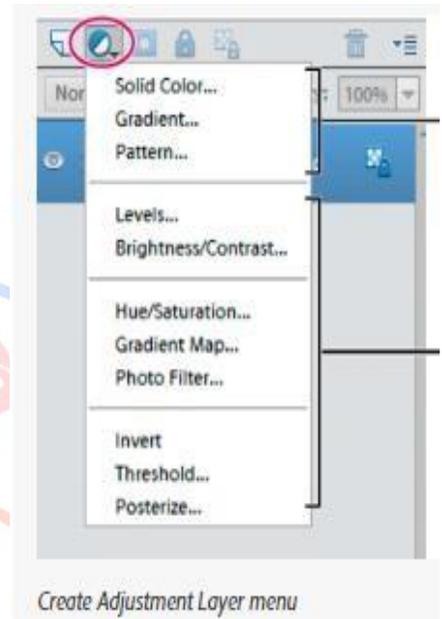


**New Fill Layer and Adjustment Layer:-** Adjustment layers let you experiment with color and make tonal adjustments without permanently modifying the pixels in an image. You can think of an adjustment layer as a veil coloring the underlying layers. By default, an adjustment layer affects all layers below it, although you can change this behavior. When you create an adjustment layer, the Layers panel displays a white box representing the adjustment for that layer.

Fill layers let you fill a layer with a solid color, gradient, or pattern. Unlike adjustment layers, fill layers do not affect the layers below them. To paint on a fill layer, you must first convert it (simplify it) into a regular layer.

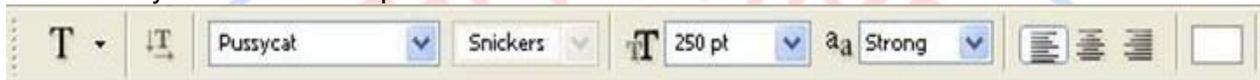
Adjustment and fill layers have the same opacity and blending mode options as image layers, and you can move and reposition them just as you do image layers. By default, adjustment and fill layers are named for their type (for example, Solid Color fill layer and Invert adjustment layer).

**Layer Mask:-** A layer mask prevents sections of a layer, or an entire layer, from being visible. You use the mask to show or hide sections of an image or an effect. When the layer mask (right thumbnail) attached to an adjustment layer is completely white, the adjustment effect is applied to all underlying layers. If you don't want to apply the effect to certain portions of the underlying layers, paint the corresponding area of the mask with black. When attached to a fill layer, the mask defines the filled-in area in the fill layer.



**Clipping Mask:-** A clipping mask is created in Photoshop when you use the content of one layer to mask the layers above it. You are basically clipping around the artwork to fit to the shape of the object on the layer. In this tutorial, we're going to use some text as a clipping mask and the image from another layer will appear through those letters. This is a popular effect both on the web and in graphic design.

1. In Photoshop, open up an image that you want to use. I'm using a snowy scene. (Note the screengrabs here are from Photoshop CS2, but you can do this with versions of Photoshop 7 (possibly before) onwards.)
2. Select the Horizontal Type Tool and choose the font properties you want on the tool options bar. Below you can see the options I chose.



Font Family – pussycat, Size 250 (you will need to type this into the Size field and press Enter (Windows) or Return (Mac)), Text aligned Centre and Anti-aliasing set to Strong.

3. Click on the document window and type the word Snowfall.



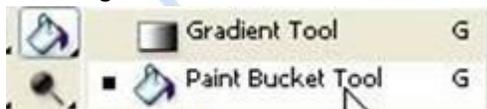
Use the Move Tool, to centre the word in the middle of the image.

4. Click on the background layer in the Layers Palette to select it and then click on the Create A New Layer button.



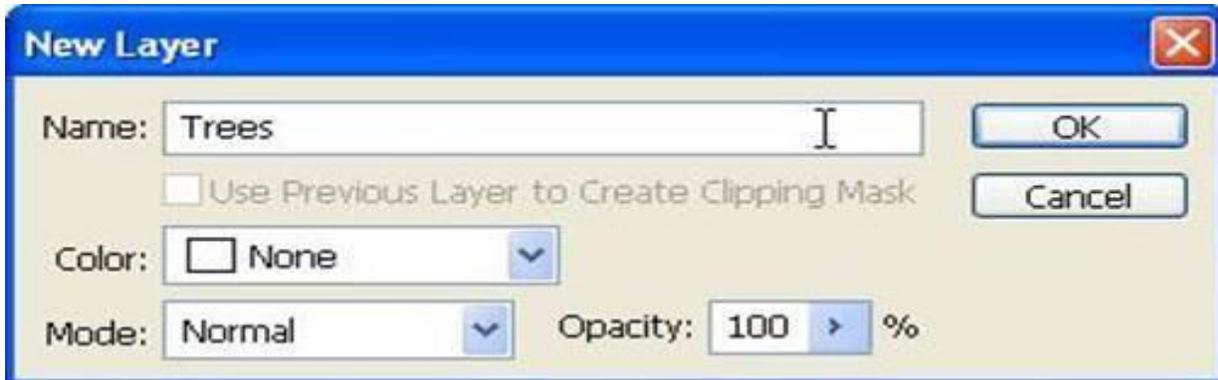
A new empty layer will appear in the Layers Palette.

5. Using the Paint Bucket tool, fill the new layer with white.

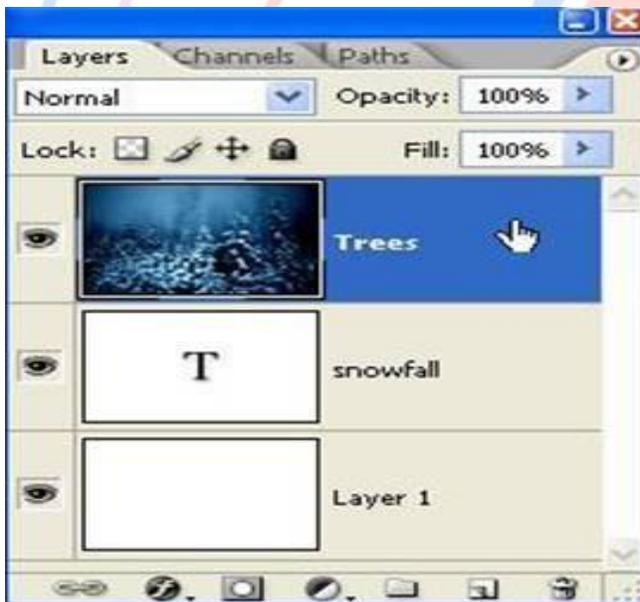


You now need to rearrange the stacking order of the layers to create your clipping mask. At the moment the background layer is locked.

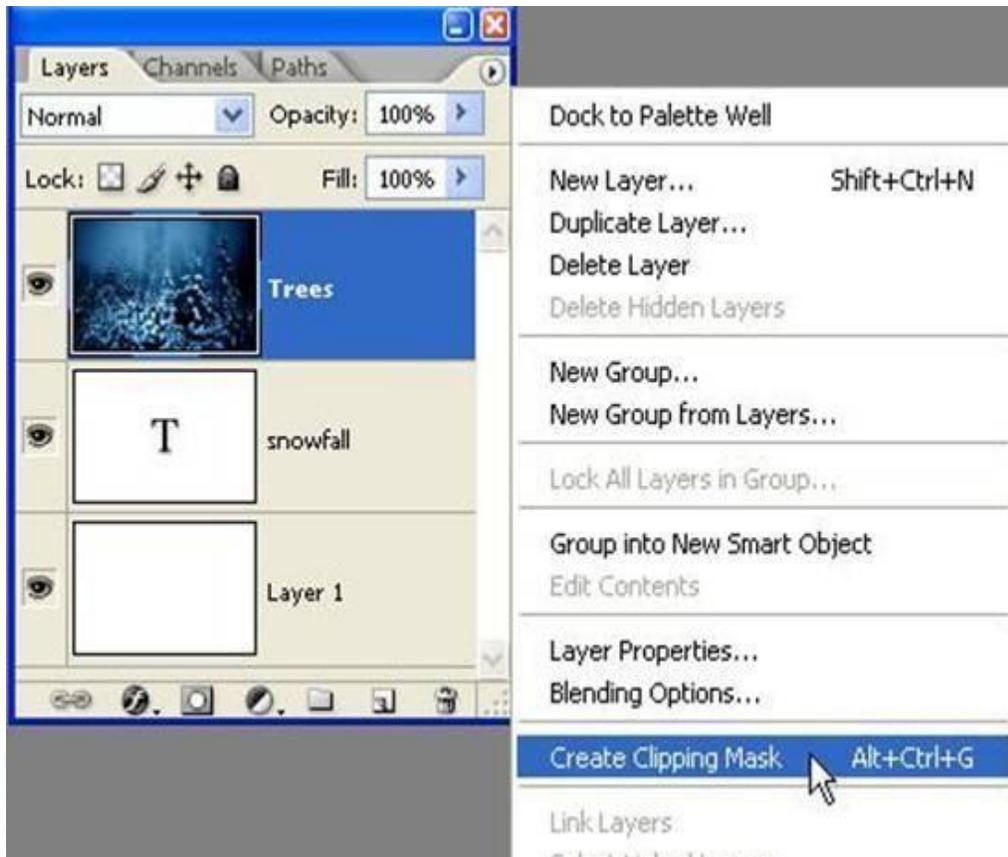
5. Double-click anywhere on the background layer to open up the New Layer dialog box. Rename the layer as Trees and click OK.



7. Click on the Trees layer in the Layers Palette and drag it to the top of the layers so that Trees are hiding the words Snowfall.



8. Click on the Layers Palette menu (the little triangle in the upper right corner) and choose Create Clipping Mask.



The clipping mask, kicks into action and you will see the letters forming the word Snowfall are filled with the image of the snowy trees.

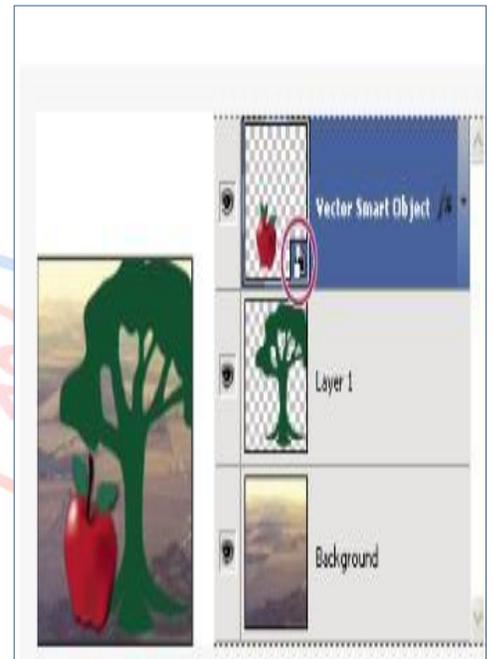
The nice thing here is that you can move your text around and the image coming through varies.

The word 'SNOWFALL' is displayed in a large, bold, blue font. Each letter of the word is filled with a different portion of the snowy tree image, creating a textured effect where the image of the trees is visible through the letters.

**Smart Objects:-** Smart Objects are layers that contain image data from raster or vector images, such as Photoshop or Illustrator files. Smart Objects preserve an image's source content with all its original characteristics, enabling you to perform non-destructive editing to the layer.

In Photoshop CC and CS6, you can embed the contents of an image into a Photoshop document. In Photoshop CC, you can also create Linked Smart Objects whose contents are referenced from external image files. The contents of a Linked Smart Object are updated when its source image file changes.

Linked Smart Objects are distinct from duplicated *instances* of a Smart Object within a Photoshop document. With Linked Smart Objects, you can use a shared source file across multiple Photoshop documents which is a familiar and welcome concept for web designers.



**Combine Shapes:-** The best way to combine 2 shape layers in Photoshop is to keep both shapes in a vector format so they will still be editable. However, there is a quicker option available if you are happy for the finished product to become a raster layer.

**The 2 separate shapes** Shape 1 Shape 2 2 separate shape layers

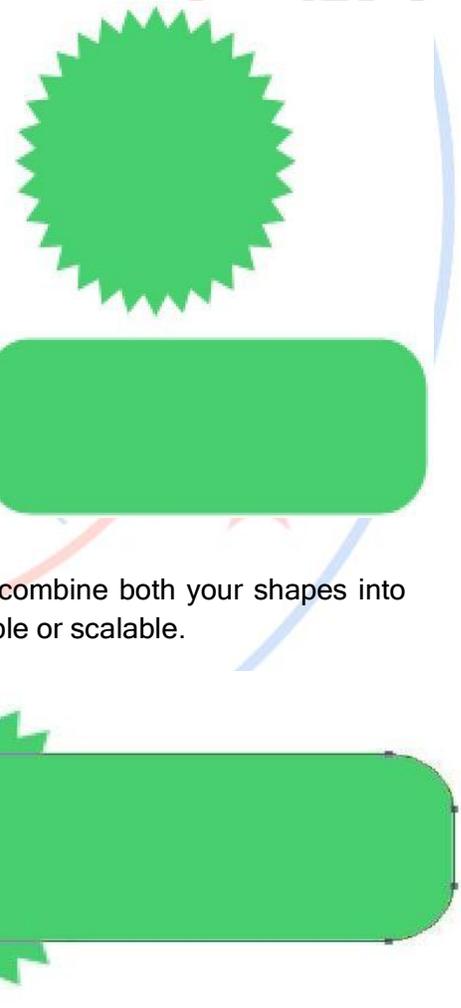
### The raster option

The easiest way to combine 2 shape layers in Photoshop is to select the 2 layers in the layers palette (press shift to select more than one layer at a time) and right click on one of the layers in the layers palette and choose merge layers. This will combine both your shapes into one raster layer but the individual Shapes will no longer be editable or scalable.

Select both shape layers  
Right click &  
choose merge layers  
Combined in 1  
raster layer

### The vector option

The best way to join 2 shape layers is to select all the path points on one shape layer. To do this, use the direct selection tool and press shift to select multiple points.





Use the direct selection tool to select all the points in one of the shapes

Once all the points are selected you can press Apple C / Ctrl C or Edit > Copy. Apple X / Ctrl X or Edit > Cut to delete the layer.

Select the other vector shape which you want to combine it with and select the shape area in the layers palette.

Select the vector mask thumbnail

With the pen tool selected choose 'Add to Shape area' from the shape option tool bar.



Pen Tool



Add to shape area

Apple V / Ctrl V or Edit Paste. Your 2 shapes will now be combined within one shape layer.

Combined Shapes Combined within 1 shape layer

**To combine shapes whilst drawing new shapes**

To combine shapes whilst drawing with the shape tools, make sure the 'Add to Shape area' option is pressed as you start drawing each new shape.

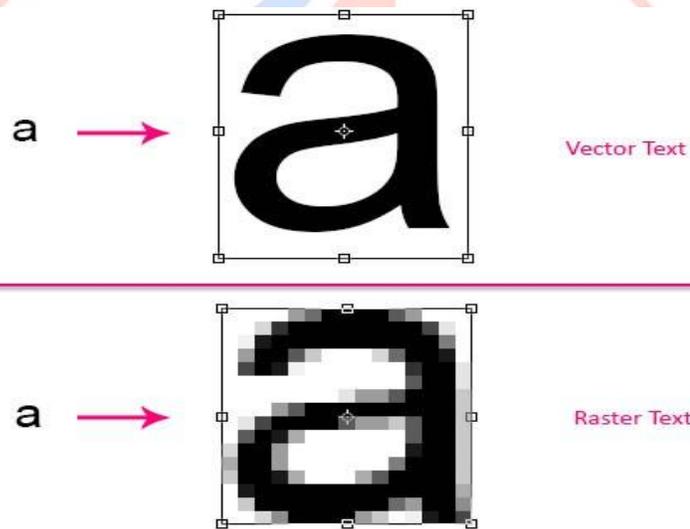


## Working with Photoshop Type Menu

### Type Menu

"Type Tool in Photoshop CS6" is a mini-post series that will tell you all about the different Type Tool settings, and show you the many tips and tricks for using the tool's amazing capabilities efficiently and effectively. The text used to be created rasterized at first, which means that it was represented by a grid of fixed pixels (or points of color). But when Photoshop 7.0 was released back in 2002, the text became fully vector-based, which means it is now represented by mathematical calculations (expressions).

So while the raster text loses its quality and looks jagged when enlarged, the vector text maintains its quality and readability throughout any resizing process.



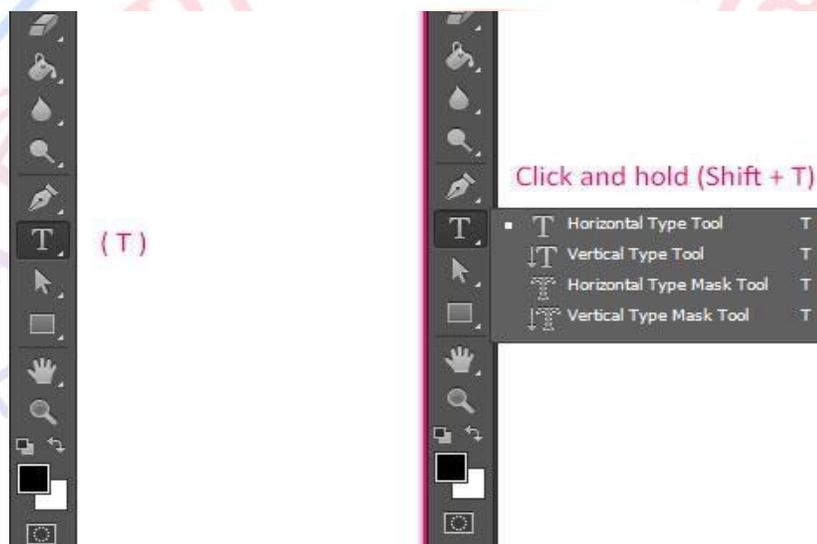
ज्ञानम परम बलम्

R.P.P.S.

And even though the Type Tool's capabilities have come a long way since then, Photoshop is still not a page-layout software or a word-processor like InDesign or Microsoft Word. So basically it is not the smartest choice for huge amounts of text. It is more about adding great looking text to your images, web design, or banner and flyer designs.

Type Tool Location and Options. The Type Tool is located on the Tools panel at the left side of the screen. Click the T icon once to select the tool. If you click and hold the Type Tool icon, you will get three more options that will be discussed later on.

Tip: You can press the (T) key on the Keyboard to select the Type Tool as well, and press (Shift + T) to cycle through the options.



Where to look for the Type Tool settings inside Photoshop CS6

Note: each of the following will be discussed in further detail in the upcoming posts of the series.

### Options Bar

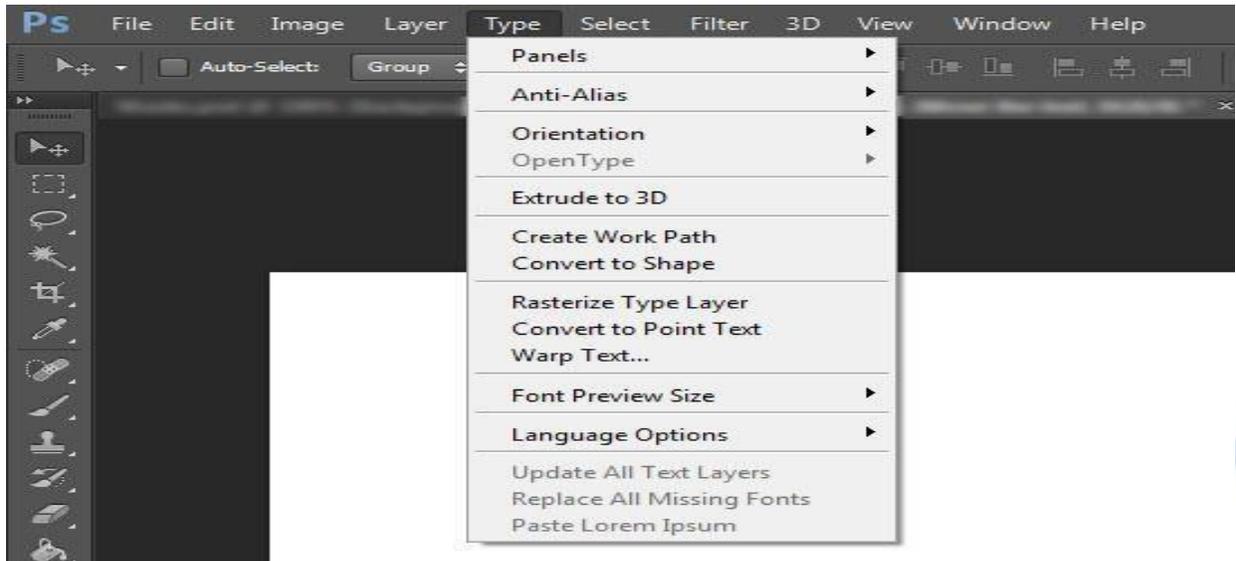
Notice that when you select the Type Tool, the Options bar at the top of the screen changes immediately to display a couple of the tool's settings.

The Options bar provides quick access to the most important properties of the text, such as the font family, font size, and font color.



## Type Menu

Introduced in Photoshop CS6, the Type menu is another place where you can look for, and find, some more Type Tool options.

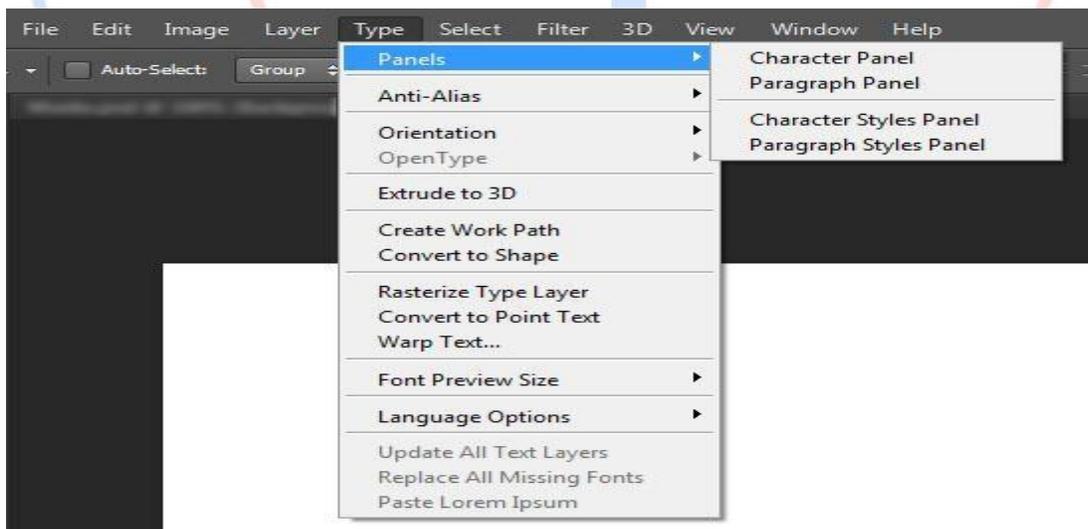


## Type Panels

There are four panels: The Character and Paragraph panels, and the new Photoshop CS6 Character Styles and Paragraph Styles panels. The panels can be found under the Window menu, or under Type -> Panels.

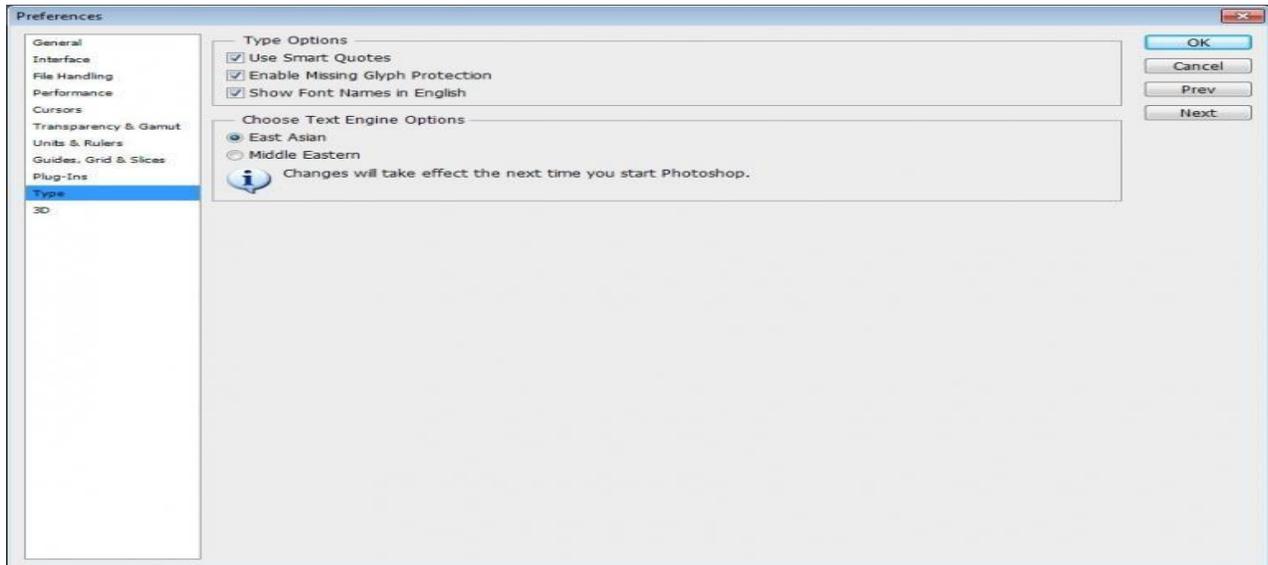
The panels have all the settings related to the text formatting.

You can read more about the Character Styles and Paragraph Styles panels [here](#).



## Type Preferences

A few other Type Tool options can be found in the Preferences window (Edit -> Preferences -> Type).



### Confirming and Canceling Type Changes

An important thing to keep in mind when creating text is that any changes must always be confirmed or declined.

When the text is created or modified, two icons appear to the right side of the Options bar. The first one is the "Cancel any current edits" icon to ignore any changes made, and the other one is the "Commit any current edits" icon to confirm the changes.

Just make sure to click the correct icon whenever you're done creating or modifying the text.

Tip: You can confirm the changes by hitting the Keyboard's numeric keypad "Enter/Return" key, and you can cancel the changes by hitting the "Esc" key.

Also, the Type Tool has its own cursor shape, the Type cursor, which indicates that the tool is selected and ready to be used.

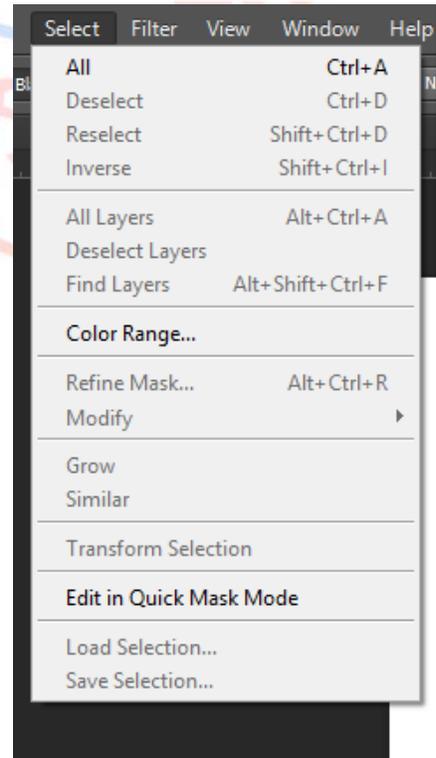
## Working with Photoshop Select Menu

### Select Menu

Although you can add, subtract, and intersect selections in Photoshop by using the Shift and Alt (Option on the Mac) keys and the selection option buttons on the Options bar, you can do much more with the commands on the Select menu.

#### Modify

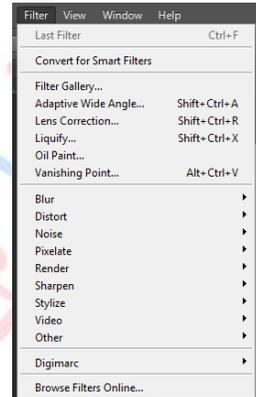
In this menu, you can find ways to expand, contract, smooth, and fuzz your selection, and even turn your selection inside out. You can also use this menu to automatically select similar colors and create selection borders. With this kind of knowledge, imperfect selections will soon be a thing of the past.



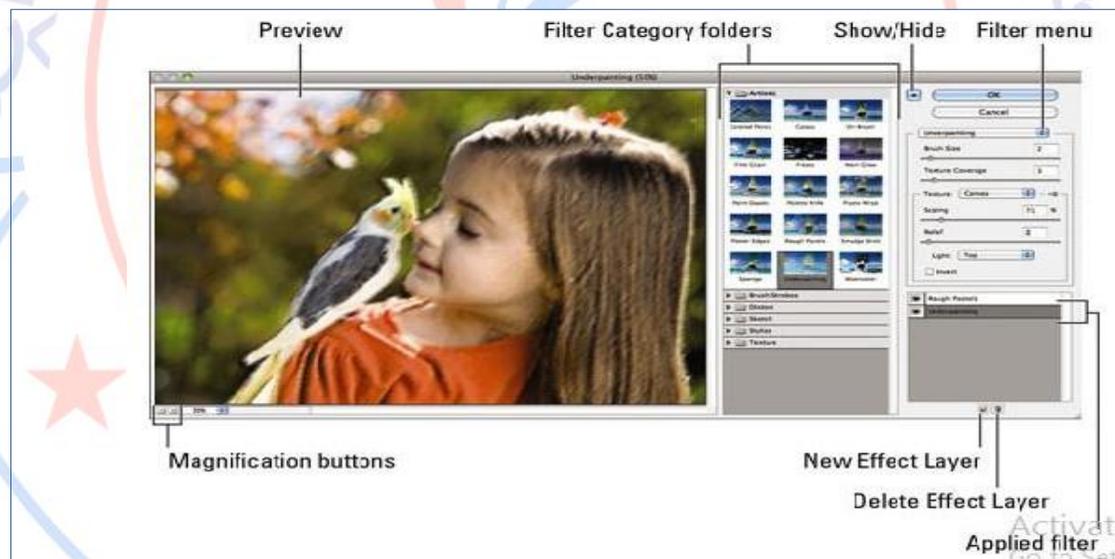
## Working with Photoshop Filter Menu

### Filter Menu

You can use filters to clean up or retouch your photos, apply special art effects that give your image the appearance of a sketch or impressionistic painting, or create unique transformations using distortions and lighting effects. The filters provided by Adobe appear in the Filter menu. Some filters provided by third-party developers are available as plug-ins. Once installed, these plug-in filters appear at the bottom of the Filter menu.

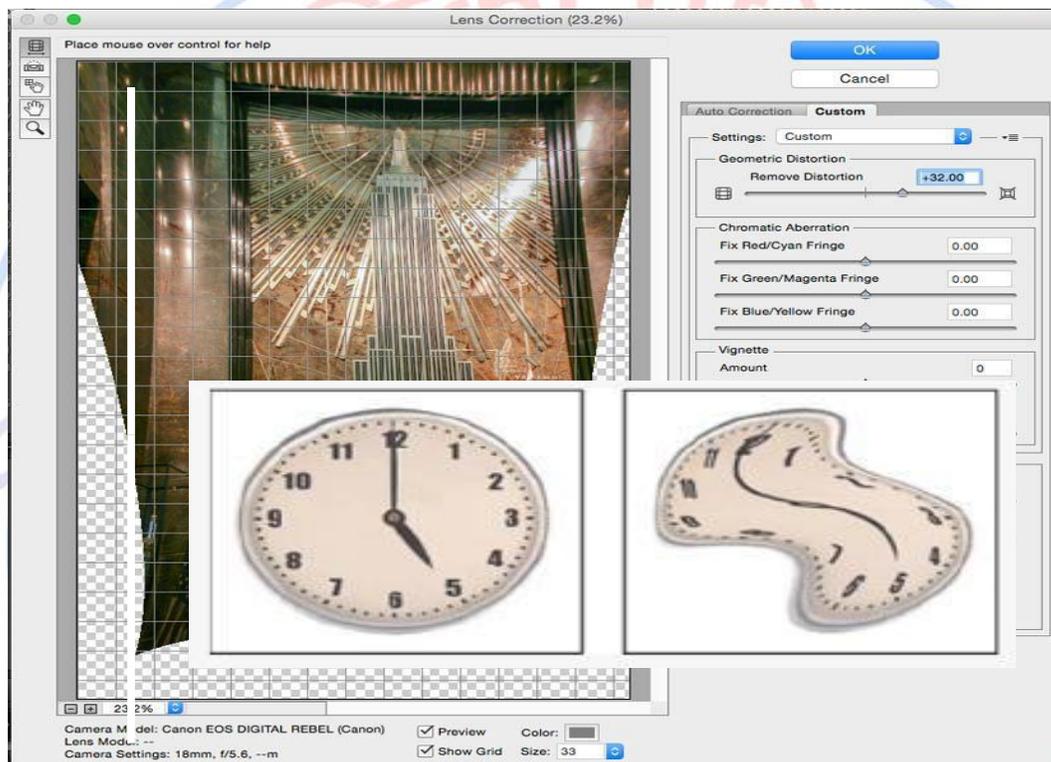


**Filter Gallery:-** The Filter Gallery dialog box in Photoshop CS6, technically an *editing window*, gives you an alternative route to access and apply filters. To put it onscreen, choose Filter→Filter Gallery. In this window, you can apply multiple filters, as well as edit or delete them later. This feature has made filters more flexible, more user-friendly, and easier to apply.



**Adapting Wide Angle:-** Use the Adaptive Wide Angle filter to correct lens distortions due to using wide angle lenses. You can quickly straighten lines that appear curved in panoramas, or photos taken with fish-eye and wide angle lenses. For example, buildings seem to be leaning inwards when captured using a wide-angle lens. The filter detects the camera and lens model and uses the lens characteristics to straighten the images. You can add multiple constraints to indicate straight lines in different parts of the picture. Using this information, the Adaptive Wide Angle filter removes the distortions.

**Lens Correction** :-The Lens correction filter is truly amazing, being able to repair all kinds of distortions. Not only can it remedy the bulging created by a wide-angle lens, and the weird distortion created by taking a photo too close to subject – such as the bulging nose of a friend – but it can also straighten images taken at angles and make them appear as if they were shot straight on. To demonstrate, let's take an image that suffers from many problems, and correct it.



## Liquefy

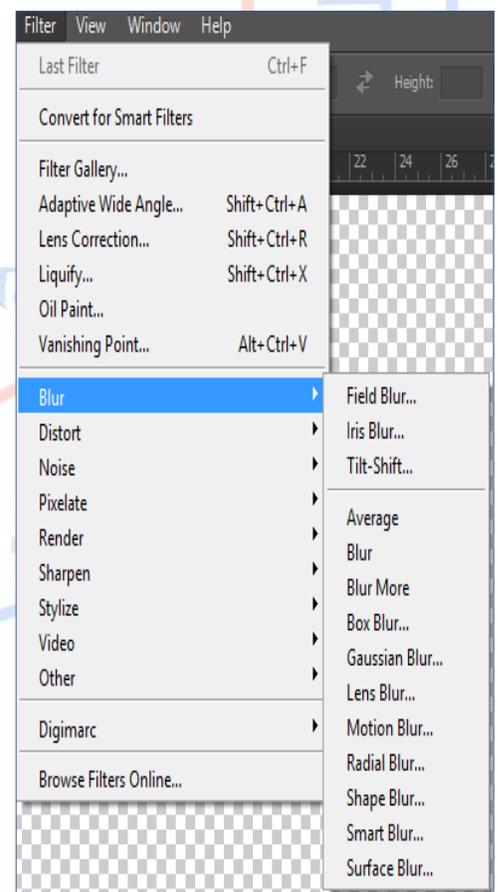
The Liquefy filter lets you push, pull, rotate, reflect, pucker, and bloat any area of an image. The distortions you create can be subtle or drastic, which makes the Liquefy command a powerful tool for retouching images as well as creating artistic effects. The Liquefy filter can be applied to 8-bits per-channel or 16-bits per-channel images.

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**Oil Paint:-** The Oil Paint filter lets you transform a photo into an image with the visual appearance of a classic oil painting. With a few simple sliders, you can adjust the amount of stylization, brush scale, cleanliness, and other parameters.



**Blur:-** Using the blur tool here and there to soften an image, with Photoshop CS6, can save an image with a few defects. Blurring can also be used for artistic effect — say, to add a little motion to a soccer ball frozen in time by a too-fast shutter speed. You can also blur portions of your image to emphasize and focus on a particular element.



**Distord:** With one exception, Photoshop CS6's Distortion filters twist, turn, and bend your images in surprising ways, turning ordinary objects into wavy images, pinched shapes, and bloated spheres. The exception? The Diffuse Glow filter distorts images only to the extent that it imbues them with a soft, romantic, fuzzy look that can make the sharpest image look positively ethereal.



## Noise

Although the Add Noise filter in Photoshop CS6 adds grain, the other filters in the Noise submenu don't add noise at all; instead, they make noise and *artifacts* (flaws, such as the dust and scratches on old film) less noticeable. Choose Filter→Noise to find your tools, which include:

**Despeckle:** This filter makes dust spots in your image less noticeable by decreasing the contrast of your entire image — except at the edges. That translates into a slightly blurry image (which masks the spots) that still retains sharpness along the edges of image components. You end up with a little blur to soften the image but enough detail in the edges that the picture still looks good.

**Dust & Scratches:** This filter concentrates its blurring effect on only those areas of your image that contain scratches and other artefacts. Photoshop performs this magic by looking at each pixel in an image and moving out in a radial direction until it encounters an abrupt transition in tone. (That's a signal that a spot or scratch has been found.) You can specify the radius in which Photoshop searches for the little culprits, from 1 to 100 pixels. Be careful not to overdo it. Too much of this filter can obliterate the detail in the image. Leave the Threshold at 0. If you journey into the world of mush, try using Edit→Fade right after you apply the filter.

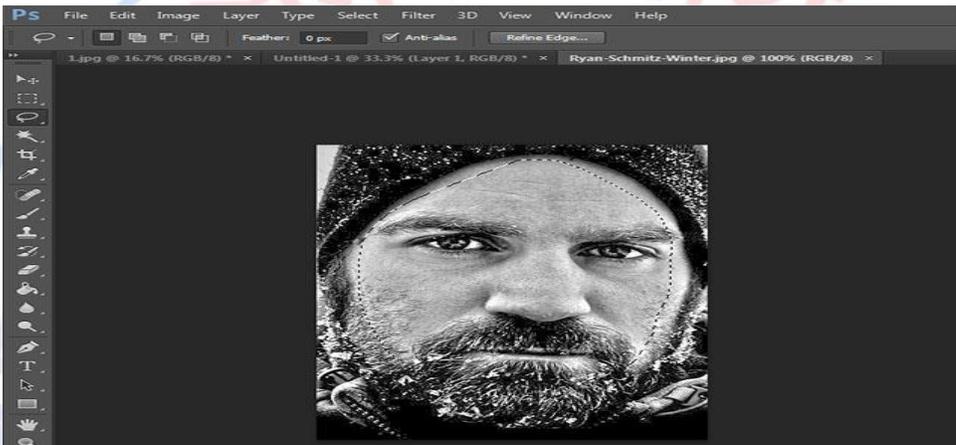
**Median:** This filter reduces contrast around dust motes, thus hiding them, in a slightly different way. This filter looks at the pixels surrounding each pixel in the image and replaces the center one with a new pixel that has the median brightness level of that group. Basically, the bright spots darken while the rest of the image isn't affected.

**Reduce Noise:** This filter is designed to remove luminance noise and JPEG artifacts that can appear on digital photos. *Luminance noise* is grayscale noise that makes images look overly grainy.

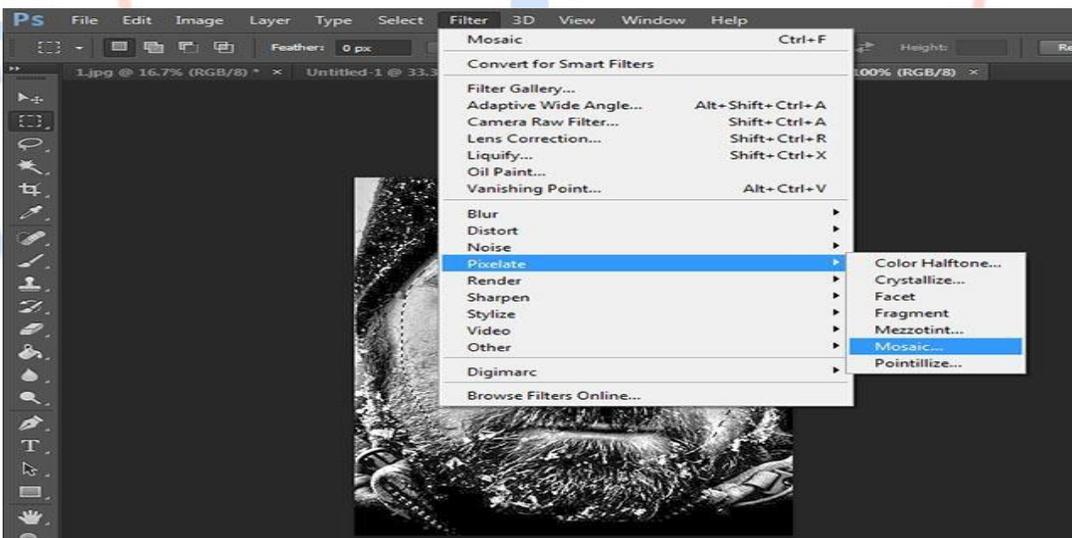
## Pixelate

If you'd like to pixelate a face in Photoshop to keep the privacy of a person, or simply for the cool effect it makes (reminds me of minecraft a bit), I'm going to show you how you can easily use the pixelate tool to remove the identity of a face in Photoshop.

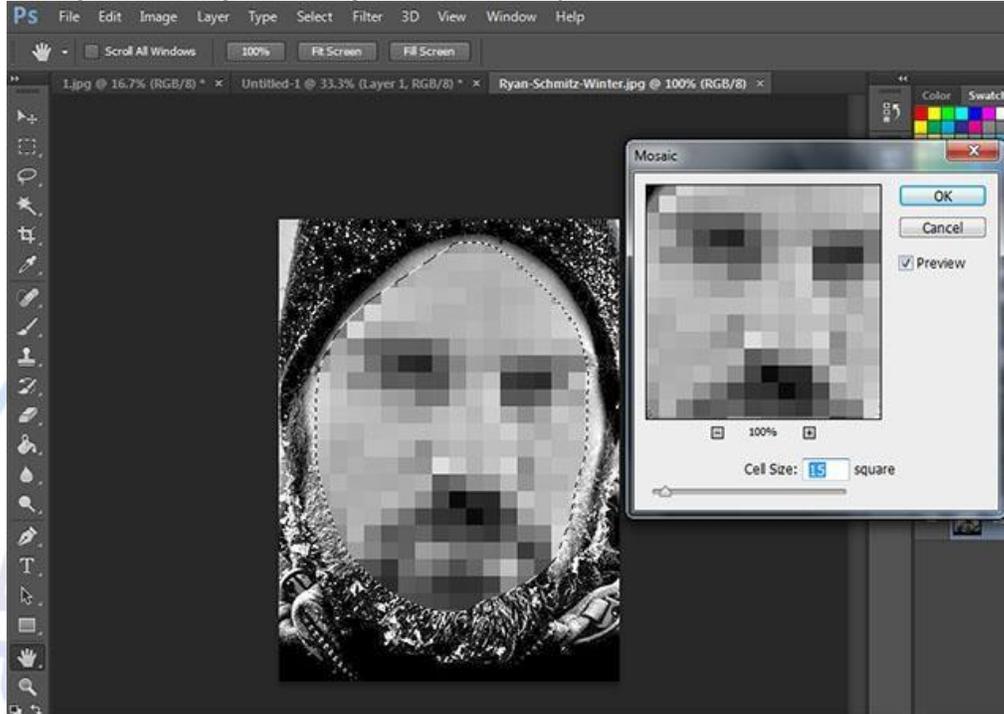
**Step 1** – Once you have your picture loaded use the lasso tool (found on the very left selection column, second from the top) and select the area you'd like to pixelate. You can do this by holding down the lasso tool with the left mouse button and dragging a circle around the face. You can see the dotted line on the face below in which I selected with the lasso tool.



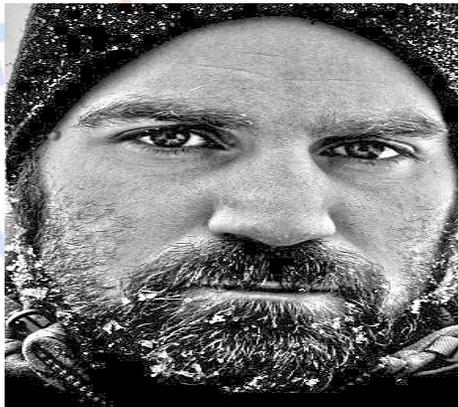
**Step 2** – Once the area is selected go to the top navigation bar and click filters, then pixelate, then Mosaic



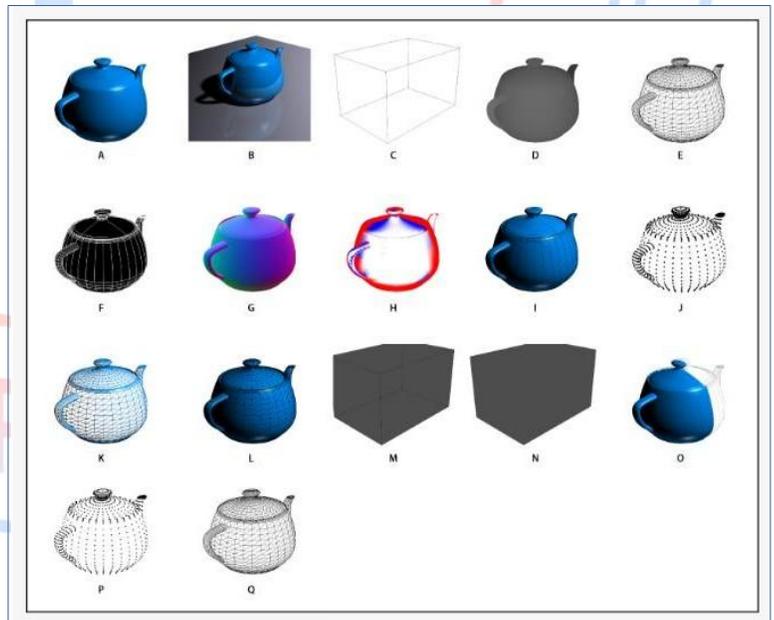
**Step 3** – You'll see a pop up menu that along the bottom asks for the cell sizes in squares. The higher the number, the larger the pixels will be, which Photoshop lets you preview as well. The image I created uses a cell size number of 15, but use whatever fits your particular image the best. The larger the image, the larger the cell size you'll have to use.



This is the Before and After using the pixelate filter on a face in Photoshop.



If you don't like the look of the pixelation filter, you could also use other things to blur your face which can be found under Filters in the top navigation bar, then scroll down to Blur, then either choose Box Blur, or Motion Blur (the two that I find are most helpful when blurring a face or object).



## Render

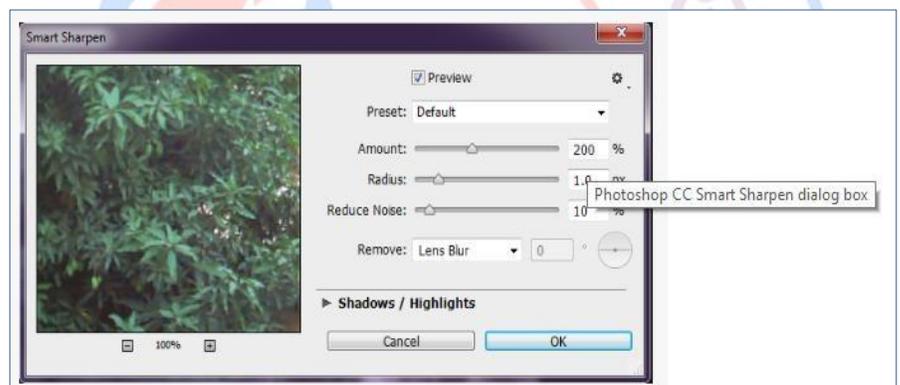
the standard render pre-set is Default, which displays the visible surfaces of models. Wireframe and Vertices pre-sets reveal the underlying structure. To combine solid and wireframe rendering, choose the Solid Wireframe pre-set. To view a model as a simple box reflecting its outermost dimensions, choose a Bounding Box pre-set.

1. At the top of the 3D panel, click the Scene button .
2. In the lower half of the panel, choose an option from the Pre-set menu.

**A.** Default (Quality set to Interactive) **B.** Default (Quality set to Ray Traced and ground plane visible) **C.** Bounding Box **D.** Depth Map **E.** Hidden Wireframe **F.** Line Illustration **G.** Normals **H.** Paint mask **I.** Shaded Illustration **J.** Shaded Vertices **K.** Shaded Wireframe **L.** Solid Wireframe **M.** Transparent Bounding Box Outline **N.** Transparent Bounding Box **O.** Two-Sided **P.** Vertices **Q.** Wireframe

## Sharpen

Sharpening enhances the definition of edges in an image. Whether your images come from a digital camera or a scanner, most images can benefit from sharpening. The degree of sharpening needed varies depending on the quality of the digital camera or scanner. Keep in mind that sharpening cannot correct a severely blurred image.



## Stylize Filter

### Diffuse

The Diffuse filter shuffles pixels in a selection to make the selection look less focused according to the option you select: Normal moves pixels randomly, ignoring color values; Darken Only replaces light pixels with darker pixels; Lighten Only replaces dark pixels with lighter pixels; and Anisotropic softens all pixels.

### Emboss

The Emboss filter makes a selection appear raised or stamped by converting its fill color to gray and tracing the edges with the original fill color. You can set the embossing angle, height, and a percentage for the amount of color within the selection.

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## Extrude

The Extrude filter gives a three-dimensional texture to a selection or layer.

### Apply the Extrude filter

1. In the Edit workspace, select an image, layer, or area.
2. Choose Stylize > Extrude from the Filter menu.
3. Set the following options and click OK:

#### Blocks

Creates objects with a square front face and four side faces.

#### Pyramids

Creates objects with four triangular sides that meet at a point.

#### Size

Determines the length of the object's base, from 2 to 255 pixels.

#### Depth

Indicates how far the tallest object appears to protrude from the screen, from 1 to 255.

#### Random

Gives each block or pyramid an arbitrary depth.

#### Level-based

Makes each object's depth correspond to its brightness—bright objects protrude more than dark.

#### Solid Front Faces

Fills the front face of each block with an averaged color of the block. Deselect Solid Front Faces to fill the front face of each block with the image. This option is not available for Pyramids.

#### Mask Incomplete Blocks

Hides any object extending beyond the selection.

#### Find Edges

The Find Edges filter identifies areas of the image with significant transitions and emphasizes edges. Like the Trace Contour filter, Find Edges outlines the edges of an image with dark lines against a white background and is useful for creating a border around an image.

#### Glowing Edges

The Glowing Edges filter identifies the edges of color and adds a neon-like glow to them. You can set the edge width, brightness, and smoothness.

#### Solarize

The Solarize filter blends a negative and a positive image, for a result similar to exposing a photographic print briefly to light during development.

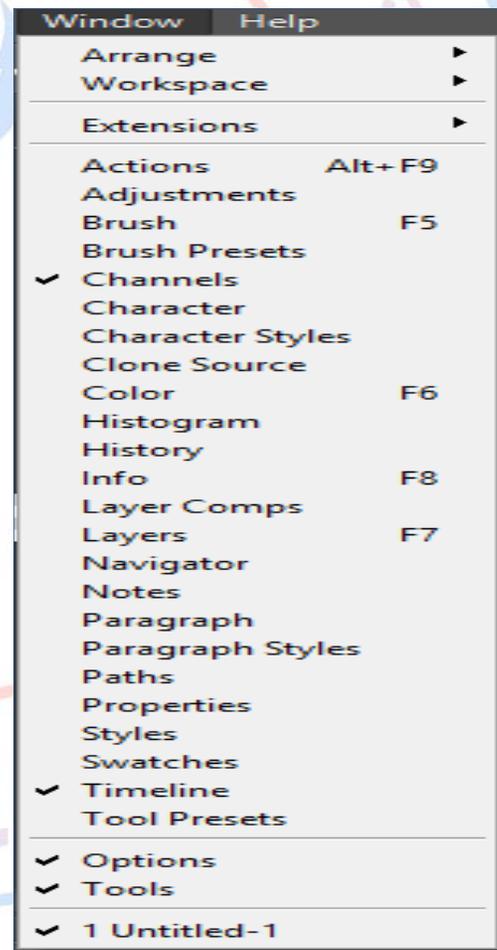
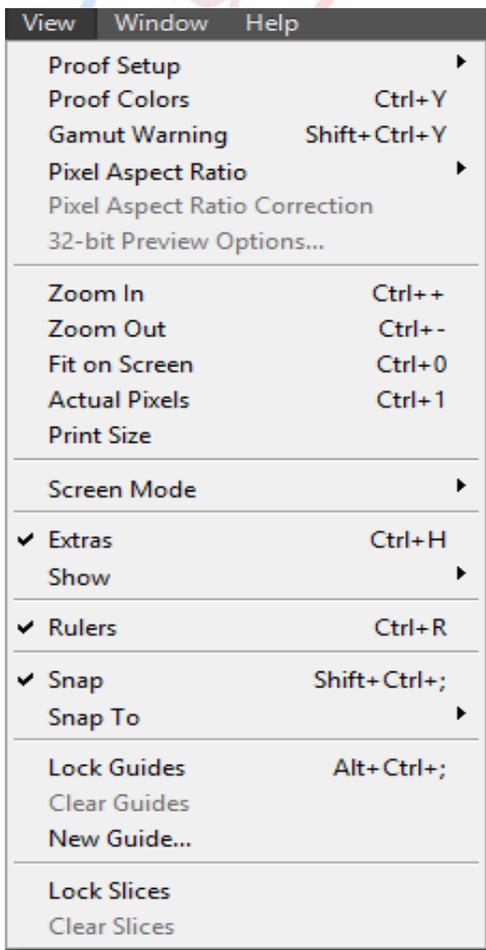
## Tiles

The Tiles filter breaks up an image into a series of tiles, offsetting the selection from its original position. You can set the number of tiles and the offset percentage. You can also choose one of the following to fill the empty area between the tiles: Background Color, Foreground Color, Inverse Image, or Unaltered Image, which puts the tiled version on top of the original and reveals part of the original image underneath the tiled edges.

## Trace Contour

The Trace Contour filter finds the transitions between major areas of brightness and thinly outlines them for an effect similar to the lines in a contour map. You can set the level for evaluating color values, and specify whether to outline pixels that are below (Lower) or above (Upper) that level.

The Wind filter creates tiny horizontal lines in the image to simulate a wind effect. You can set the wind strength and direction.



## Shortcuts of Photoshop

### **Selecting**

Draw Marquee from Center	Option-Marquee
Add to a Selection	Shift
Subtract from a Selection	Option
Intersection with a Selection	Shift-Option
Make Copy of Selection w/Move tool	Option-Drag Selection
Make Copy of Selection when not in Move tool	Ctrl-Option-Drag Selection
Move Selection (in 1-pixel Increments)	Arrow Keys
Move Selection (in 10-pixel Increments)	Shift-Arrow Keys
Select all Opaque Pixels on Layer	Ctrl-Click on Layer Thumbnail (in Layers panel)
Restore Last Selection	Ctrl-Shift-D
Feather Selection	Shift-F6
Move Marquee while drawing selection	Hold Space while drawing marquee

### **Viewing**

Fit on Screen	Double-click on Hand tool or Ctrl-0
100% View Level (Actual Pixels)	Double-Click on Zoom Tool or Ctrl-Option-0
Zoom in	Ctrl-Space-Click or Ctrl-Plus(+)
Zoom out	Option-Space-Click or Ctrl-Minus(-)
Hide all tools and panels	Tab
Hide all panels except Toolbox and Options bar	Shift-Tab
Rotate through full screen modes	F
Scroll image left or right in window	Ctrl-Shift-Page Up/Down
Jump/Zoom to part of Image	Ctrl-drag in Navigator panel
Toggles layer mask on/off as rbylith	\

### **Layer Shortcuts**

Create new layer	Ctrl-Shift-N
Select non-contiguous layers	Ctrl-Click layers
Select contiguous layers	Click one layer, then Shift-Click another layer
Delete Layer	Delete key
View contents of layer mask	Option-Click layer mask icon
Temporarily turn off layer mask	Shift-Click layer mask icon
Clone layer as you move it	Option-Drag
Find/Select layer containing object	Control-Click on object w/Move tool
Change layer opacity	Number keys (w/Move tool selected)
Cycle down or up through blend modes	Shift-Plus(+) or Minus(-)
Change to a specific blend mode	(w/Move tool) Shift-Option-letter (ie: N=Normal, M=Multiply. etc.)
Switch to layer below/above current layer	Option-[ or Option-]
Move layer below/above current layer	Ctrl-[ or Ctrl-]

## Type Shortcuts

Select all text on layer	Double-Click on T thumbnail in Layers panel
Increase/Decrease size of selected text by 2pts	Ctrl-Shift->/<
Increase/Decrease size of selected text by 10 pts	Ctrl-Option-Shift->/<
Increase/Decrease kerning/tracking	Option-Right/Left Arrow
Align text left/center/right	Ctrl-Shift-L/C/R

## Painting

Fill selection with background color	Ctrl-Delete
Fill selection with foreground color	Option-Delete
Fill selection with foreground color using Lock Transparent Pixels	Option-Shift-Delete
Fill selection with source state in History panel	Ctrl-Option-Delete
Display Fill dialog box	Shift-Delete
Sample as background color	Option-Click w/Eyedropper tool
To get Move tool	While in any painting/editing tool-hold Ctrl
To get Eyedropper with Paint tools	Option
Change paint opacity (with Airbrush OFF)	Number keys
Change paint opacity (with Airbrush ON)	Shift-Number keys
Change Airbrush flow (with Airbrush ON)	Number keys
Change Airbrush flow (with Airbrush OFF)	Shift-Number keys
Cross-Hair Cursor	Any painting/editing tool-turn Caps Lock on
Decrease/Increase Brush Size	[ or ]
Decrease/Increase Hardness of Brush	Shift-[ or Shift-]
Switch between preset Brushes	< or >
Open Brushes pop-up panel	Ctrl-Click in Image window
Erase to History panel's source state	Option-Eraser
Cycle down or up through blend modes	Shift-Plus(+) or Minus(-)
Change to a specific blend mode	Shift-Opt-letter (ie: N=Normal, M=Multiply, etc.)
Create fixed color target from within a dialog box	Shift-Click in image window
Delete fixed color target	Option-Click on target with Color Sampler tool
Create new spot-color channel from current selection	Ctrl-Click on New Channel button in Channels panel

## Pen Tool Shortcuts

To get Direct Selection tool while using Pen	Ctrl
Switch between Add-Anchor and Delete-Anchor Point tools	Option
Switch from Path Selection tool to Convert Point tool when pointer is over anchor point	Ctrl-Option
To Select a whole path w/Direct Selection tool	Option-click
Convert path to a selection	Ctrl-click on path name (in Paths panel)

### Panel Shortcuts

Show/Hide Brushes panel	F5
Show/Hide Color panel	F6
Show/Hide Layers panel	F7
Show/Hide Info panel	F8
Show/Hide Actions panel	Option-F9
Open Adobe Bridge	Ctrl-Option-O

### Other Shortcuts

Switch between open documents	Ctrl-tilde(~)
Undo or Redo operations beyond last one	Ctrl-Option-Z/-Shift-Z
Apply Last Filter	Ctrl-F
Opens Last Filter Dialog Box	Ctrl-Option-F
Hand Tool	Spacebar
Reset Dialog Box	Hold Option, Click it
Increase/Decrease value (in any option field) by 1 unit	Up/Down Arrow
Increase/Decrease value (in any option field) by 10 units	Shift-Up/Down Arrow
Repeat Last Transformation	Ctrl-Shift-T
Measure Angle between Lines (Protractor Function)	After ruler is drawn, Option-Click it
Move Crop Marquee while creating	Ruler Tool
Snap Guide to Ruler ticks	Hold Space while drawing
Highlight Fields in Options bar (n/a for all tools)	Hold Shift while dragging
Don't Snap object edge while moving	Return
	Hold Control while dragging

### Tools

V	Move
M	Marquee tools
L	Lasso tools
W	Quick Selection, Magic Wand
C	Crop and Slice Tools
I	Eyedropper, Color Sampler, Ruler, Note, Count
J	Spot Healing Brush, Healing Brush, Patch, Red Eye
B	Brush, Pencil, Color Replacement, Mixer Brush
S	Clone Stamp, Pattern Stamp
Y	History Brush, Art History Brush
E	Eraser tools
G	Gradient, Paint Bucket
O	Dodge, Burn, Sponge
P	Pen tools

T	Type tools
A	Path Selection, Direct Selection
U	Rectangle, Rounded Rectangle, Ellipse, Polygon, Line, Custom Shape
K	3D Tools
N	3D Camera Tools
H	Hand
R	Rotate
Z	Zoom
D	Default colors
X	Switch Foreground and Background colors
Q	Quick Mask Mode

