

RCC Intermediate Photoshop Workshop 2005

On Selections

Understanding partial vs. fully selected pixels

Understanding the difference between magic-wand and color range

Defringing composited selections

[Open soldier.psd and background.psd](#)

Magic Wand

Faster for large consistent areas

Does not select partial pixels

Show image composited against different background

Select background with magic wand

Invert

Cut and paste into background

Use layer/ matting/ defringe (setting dependent on resolution of image)

With selection active go to path palette

From palette options triangle select make working path

Choose minimum tolerance of 0.5

Select blur tool set to low strength (25%); brush size that straddles the path (~35)

Click stroke path with brush icon (2nd one on paths palette)

Deselect path

Color Range

Better for fine details

Sample points and fuzziness setting

Partially selects pixels (gray areas)

Show image with color change of detail area

Choose Select / Color Range

Use eyedropper to select red jacket with high fuzziness setting (~160)

Add hue-sat. adjustment layer and move hue slider to change color

On Color Correction

Finding a neutral gray point when there are no obvious neutral gray areas in image.

[Open color-correct.psd](#)

Use gray eyedropper in levels or curves to set neutral tones.

Create a 50% gray layer with difference blend mode to locate neutral areas

How difference blend mode works: The areas of the underlying image layer that are closest to the color (50% gray) of the diff. layer will appear darkest. Hence we want to choose the blackest part of the image to locate the most neutral area.

Using threshold layer to pinpoint neutral area

Introduce color sampler tool

Make correction by adding a levels adj. layer and using the gray eyedropper on the select point

Automating Image clean-up

Using presets, actions, and keyboard shortcuts to streamline image cleanup.

[Open image-cleanup.psd](#)

Clone tool

RCC Intermediate Photoshop Workshop 2005

Lighten & Darken modes

Create presets

Set up options for clone tool (darken; 85%) soft brush ~20 pixels

Open preset menu

Click on new preset icon; and name it

Repeat for lighten

Create actions and shortcut keys

Make sure clone tool is not selected

Open actions palette

Click new action button

Name action; choose shortcut key

Record

Select clone tool

Select preset

Stop recording

Repeat for lighten

Zooming and panning strategy

Make sure navigator palette is open for viewing

Double-Click zoom icon (Magnifying Glass)

Maximize image - close all palettes except navigator

Hit home key

Clone as necessary

Hit page-down key

Repeat until bottom of page

Hit ctrl-page-down key

Hit Page-up key

Repeat until finished

Dodge & Burn Layer

Adding depth to flat areas of an image

[Open dodge-burn.psd](#). [Show before / after](#)

Create a new empty layer above your image layer. Fill it with 50% gray. (Edit > Fill)

Set the layer blending mode to soft light.

Choose the burn tool set to midtones between 5% - 15% exposure. Choose a soft brush of appropriate size.

Darken appropriate areas to enhance contrast.

Choose the dodge tool set to midtones around 5% - 15% exposure with soft brush.

Lighten appropriate areas.

Use Shift - O to shift between burn and dodge tools as needed.

Layer opacity can be lowered to soften effect.

Works best with a pressure sensitive graphics tablet.

Understanding Raw Converter

[Open raw-convert.psd](#)

Check working space, bit depth, size and resolution

If image to be enlarged from native size; best to do it now

Check Exposure

RCC Intermediate Photoshop Workshop 2005

Adjust white balance first *unless* an exposure change of more than +/- .25 is needed

White Balance

Rough adjust first with white balance tool (eyedropper). Then fine tune with temp./tint sliders

Temp. slider: blue \leftrightarrow yellow; Tint slider: green \leftrightarrow red

Mention neutral eyedropper option

Exposure slider - Use to set white point. Check RGB readout to make sure diffuse highlights have detail.

Brightness slider - for midtone brightness

Contrast slider - positive settings brighten areas above midtone and darkens below Negative settings brighten darker areas. Changes will be more obvious in darker areas

Shadows - adjust last. Sets black point. Use sparingly. Easier done in Photoshop

Saturation - Best done in Photoshop

Sharpness - set to +25 *for previews only*

Luminance - corrects for noise in dark areas at high ISOs or long exposures. Has some effect on sharpness

Color Noise Reduction - For colored specks around highlights and random green/magenta in dark areas

Finding color in almost monochromatic images

How to add sizzle to flat images where there exists little color variation.

Use when increasing Saturation doesn't work (When a saturation increase looks like a bad print job)

[Open dull courthouse - create snapshot](#)

[Do hue -sat -create another snapshot](#)

Convert to Lab mode

Create a curves adjustment layer

Lightness channel:

Move cursor in image to a point where you want more color

Ctrl-click a point

Move top right point half way along top toward the new point

Change to A channel

Click point

(Not important to choose exactly the same location as first point)

Drag top right point leftward along top until curve becomes a straight line

The object is to find good green-red coloration

Change to B channel

Repeat previous operation

The object is to find good blue-yellow coloration

Click OK and lower opacity of curves layer to between 20-70%

[Create snapshot](#)

[Compare 3 snapshots](#)

[Open dull rocks - repeat procedure](#)