

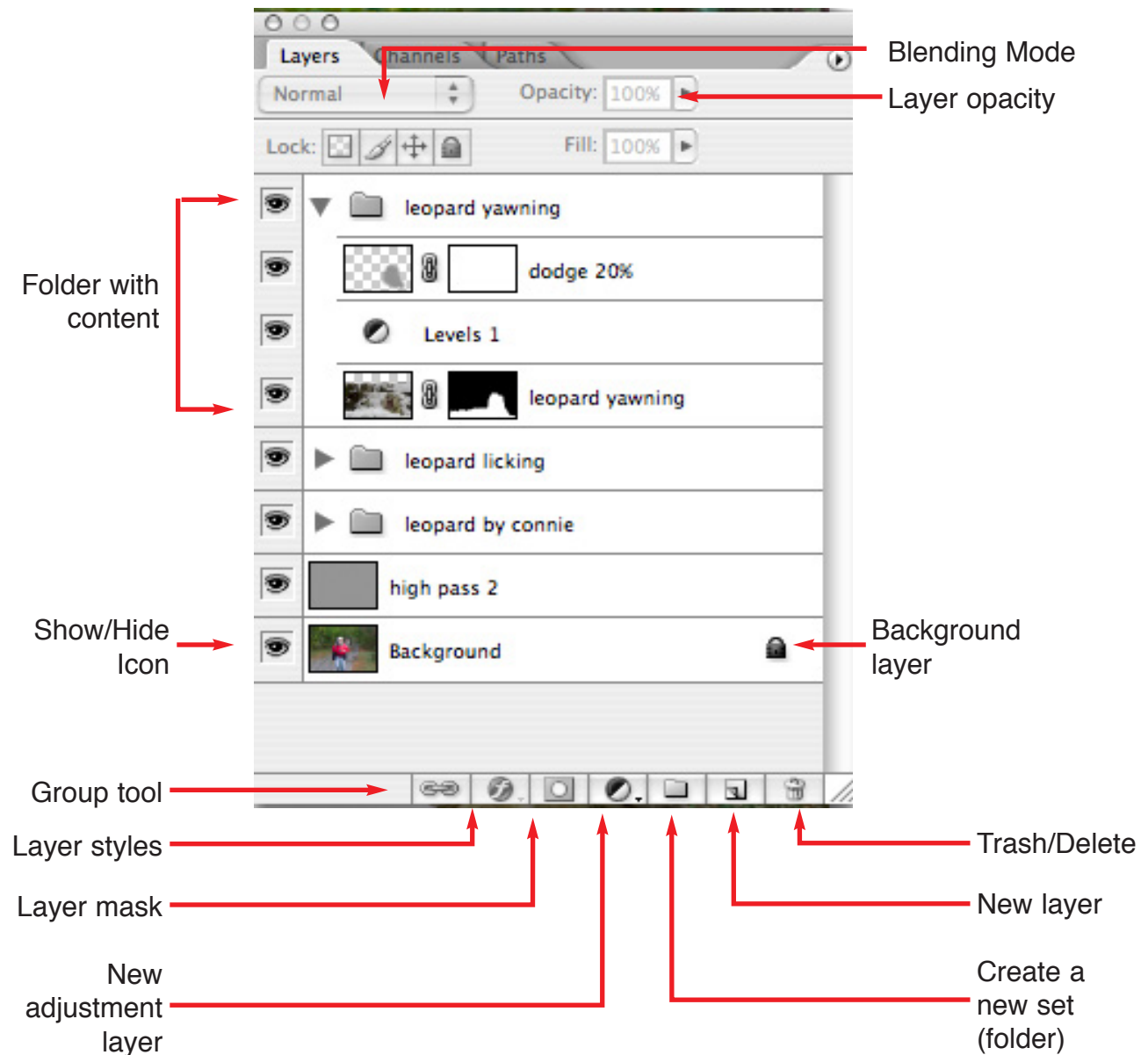
LAYERS AND MASKS

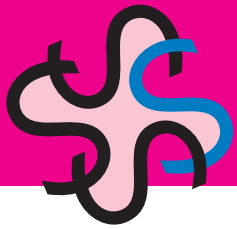
created by Sonya Szostak

Layers is one of the most used elements in PhotoShop. They allow you to work on an image without disturbing the others.

A layer is simply one image stacked on top of another. It builds from the bottom to the top. Each layer can be renamed or moved within the palette according to its usage.

A folder is added for project organization, it contains many layers, masks, type, layer adjustments, filters, or vector images, you organize according to your project. This is very useful especially if you have many layers. Saving the file as a .psd, will keep your layers intact for the next time you open the file.





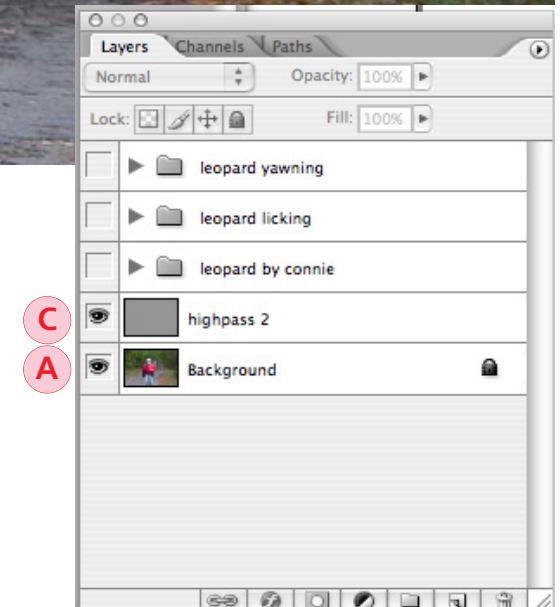
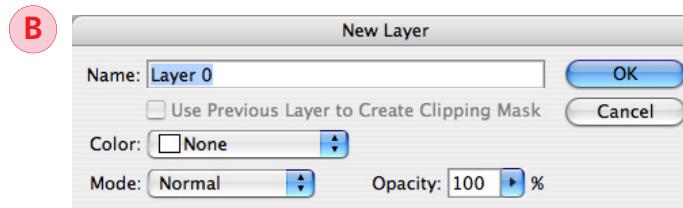
LAYERS AND MASKS

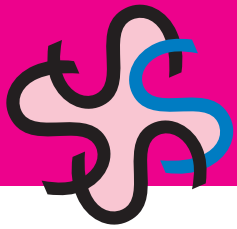
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Building layers:

We will start to build the file from the bottom up. The background layer **A** is the original layer which is locked. You unlock the layer by double clicking the layer named background which will bring up a new window that says New layer **B** and you rename the layer.

The second layer **C** from the bottom is the sharpened layer which is labeled high pass 2. This is created by duplicating the background layer, command J (mac) / control J (PC) or dragging the layer onto the new layer icon.



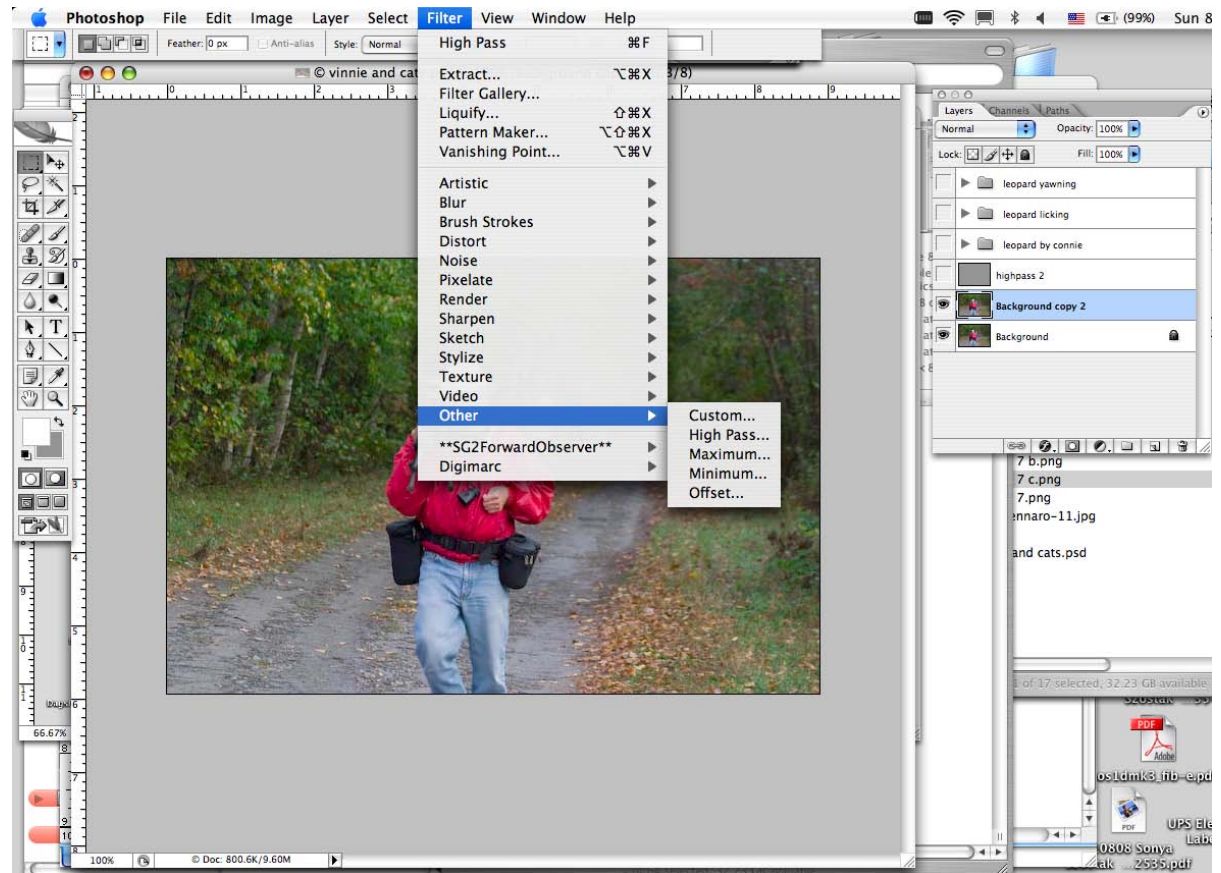


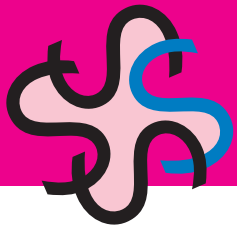
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High Pass, sharpening:

To create the sharpened image on the duplicated layer: go to Filter / Other / High Pass. Another window will open up.





LAYERS AND MASKS

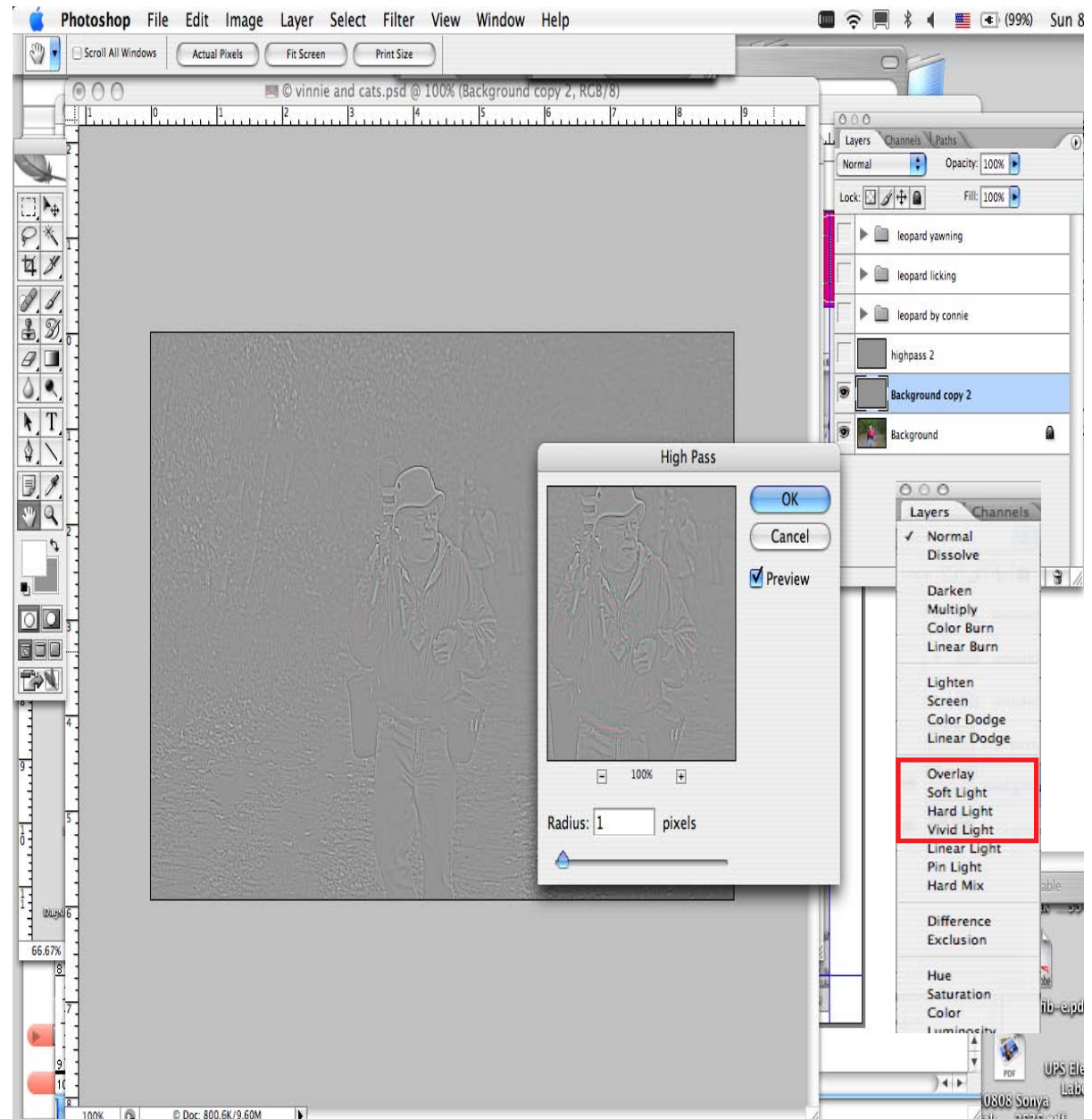
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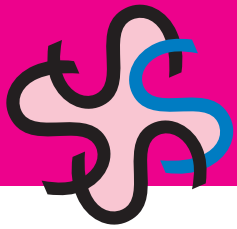
High Pass, sharpening:

This window will say High Pass with a radius scale that you could slide or manually put in a number. As you change the number you will see the image gradually show more in your screen. I usually just do enough so I barely see the image. If you add to much of a number the image will be really over sharpened. Hit OK.

By creating this layer, you can always go back and change the number to adjust the sharpening of the layer.

Under blending mode go to overlay, soft light, hard light, vivid light and change the mode to your liking. (You will notice that this is, image dependent, what you do on one image may not be the same for another.)





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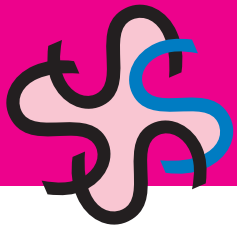
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Start building the layers:

The leopard yawning layer is turned on (shown) first. The folder content has a bottom layer with a mask, then layer adjustment, and top layer has a dodged area. Remember we work from the bottom up.

The layer adjustment is grouped to the leopard yawning layer. This means the highlight / shadow adjustment will only take place with that layer. Very important to remember.



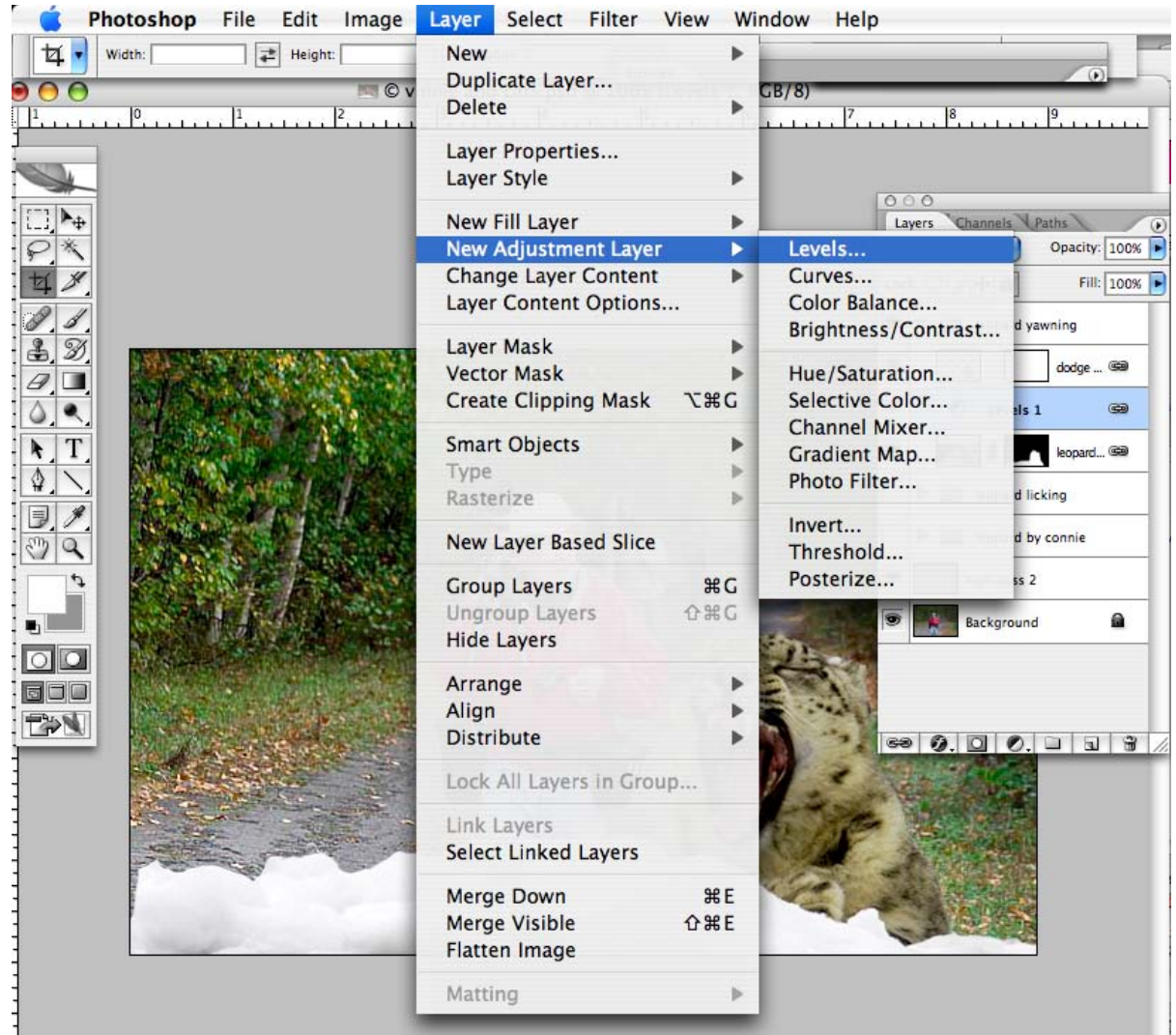


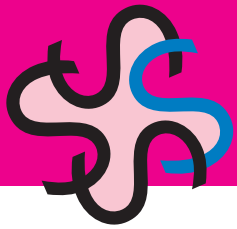
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**New Adjustment layer
in the folder:**

Layer / New Adjustment Layer
/ Levels





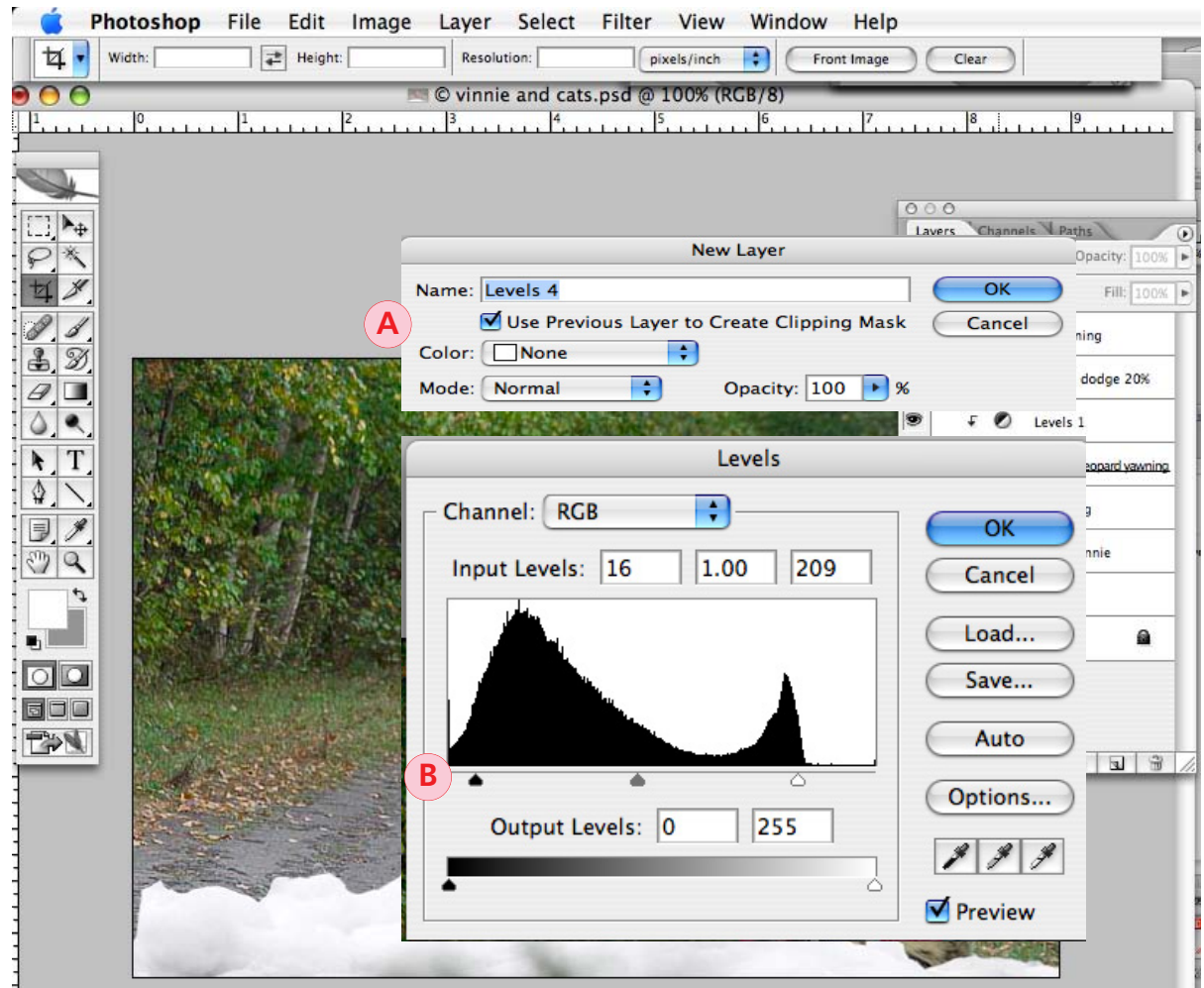
LAYERS AND MASKS

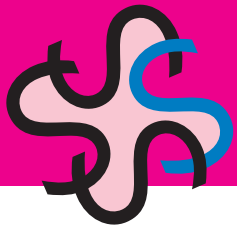
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New adjustment layers:

New adjustment layers are better to use than the Item / Adjustments layer because you have the ability to go back and make changes at anytime.

A new layer **A** window pops up, this is where you check the Use Previous Layer to Create Clipping Mask. Hit OK. A new window **B** opens up and shows a histogram of your image. You drag the arrows to your liking, shadows and highlights. Hit OK.



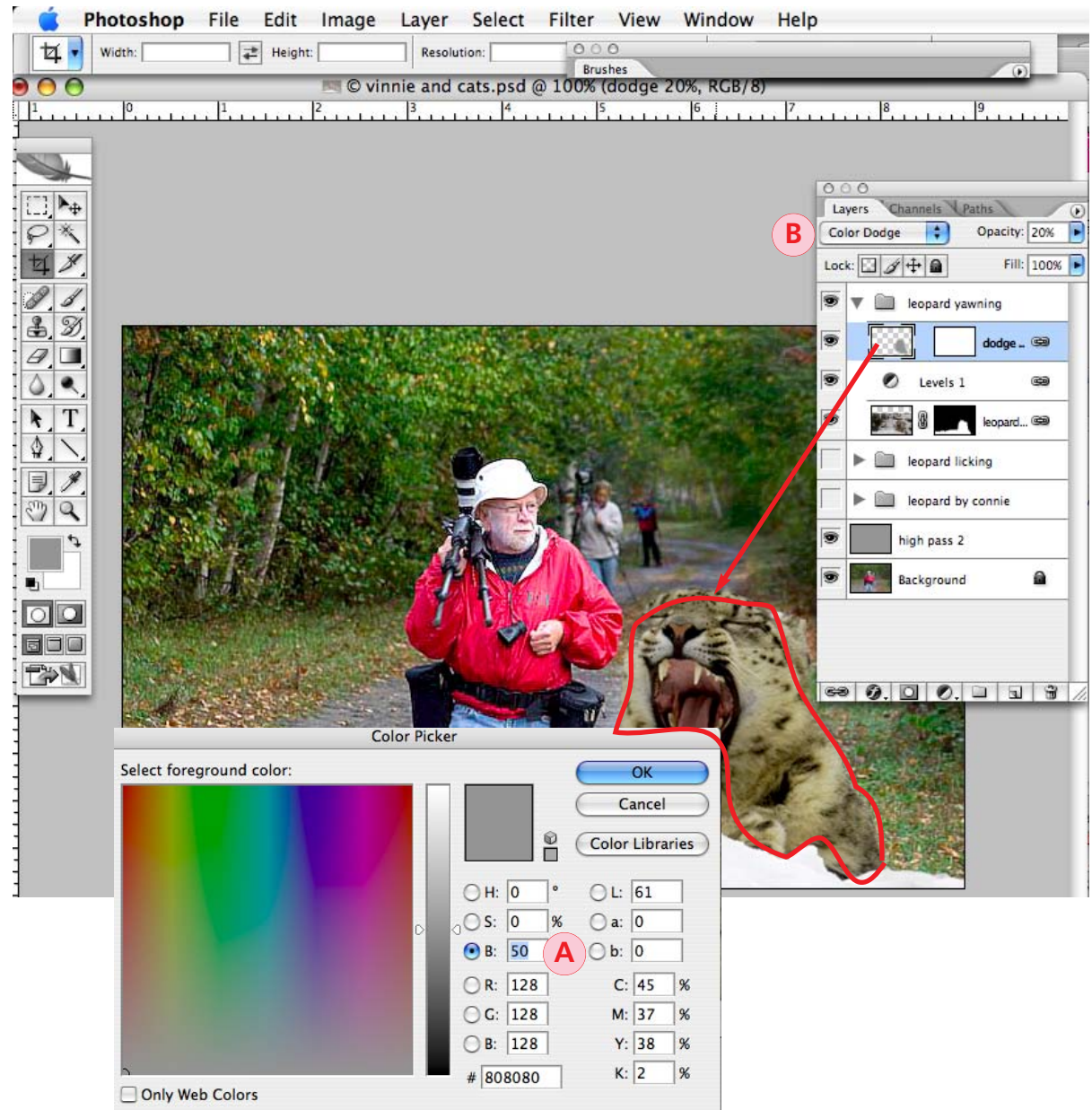


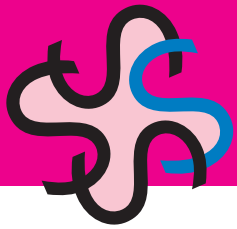
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The Dodge layer:

Change the foreground color, double click the foreground color and a new window will open up. Change the HSB "B" color **A** to 0,0 50, hit OK. With the brush tool, change the dimension of the brush with the bracket keys [or], this will decrease or enlarge the brush size. Start painting the image on the layer where you want to dodge or burn. This layer is color dodged **B** because I wanted the layer to be lighter and has a 20% opacity.





LAYERS AND MASKS

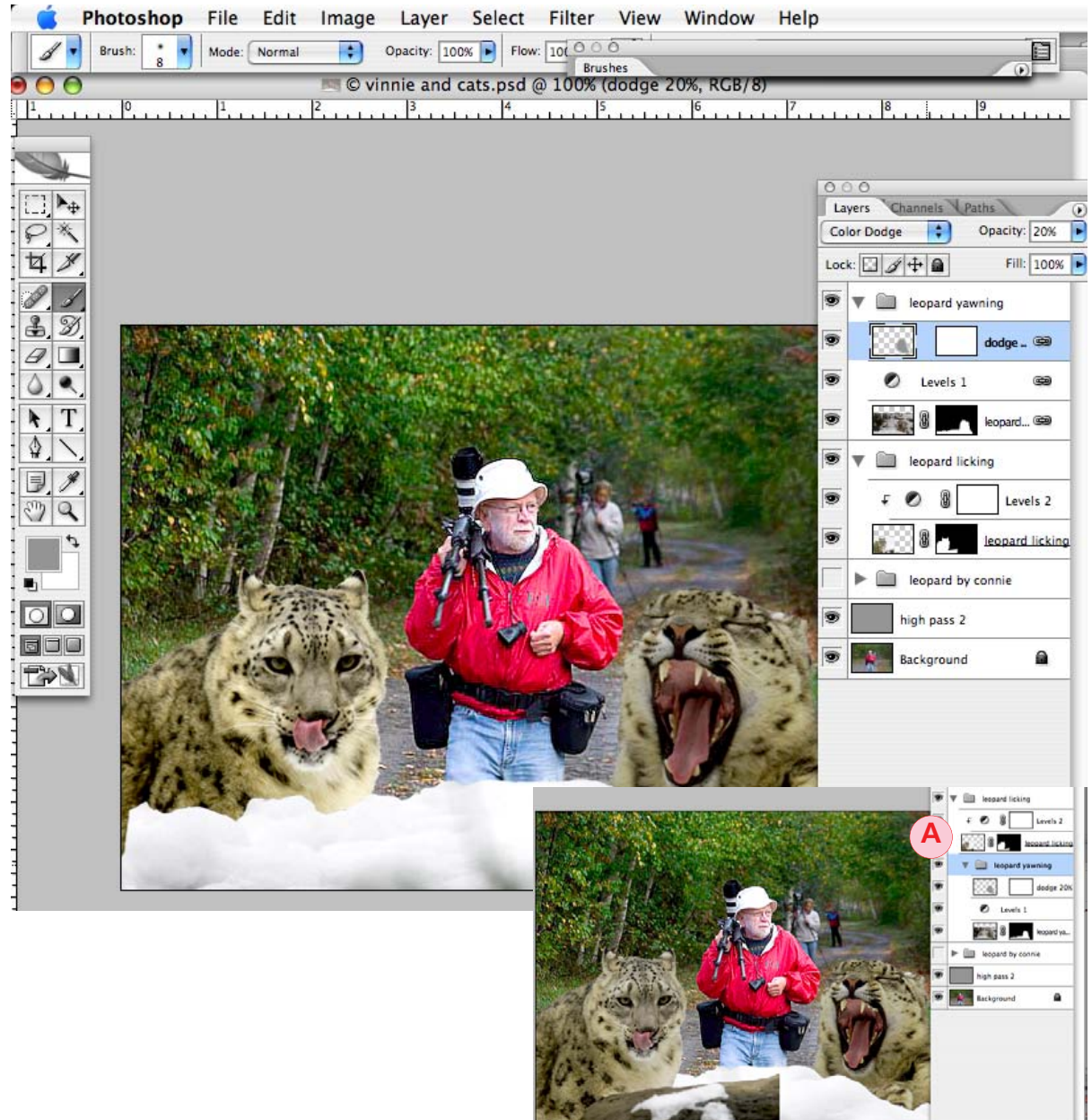
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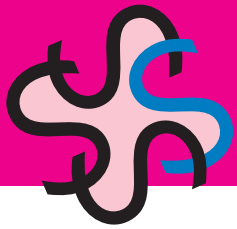
leopard licking folder:

The next folder shows, the leopard licking layer with a new adjustment layer. This layer is below the leopard yawning because it sits behind the snow.

In sample **A**, the folder leopard licking was placed on top of the leopard yawning folder. You will notice that the image now sits on top of the snow, not behind any more.

You can move folders, and layers around in your palette to accomplish different looks.





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leopard by connie layer:

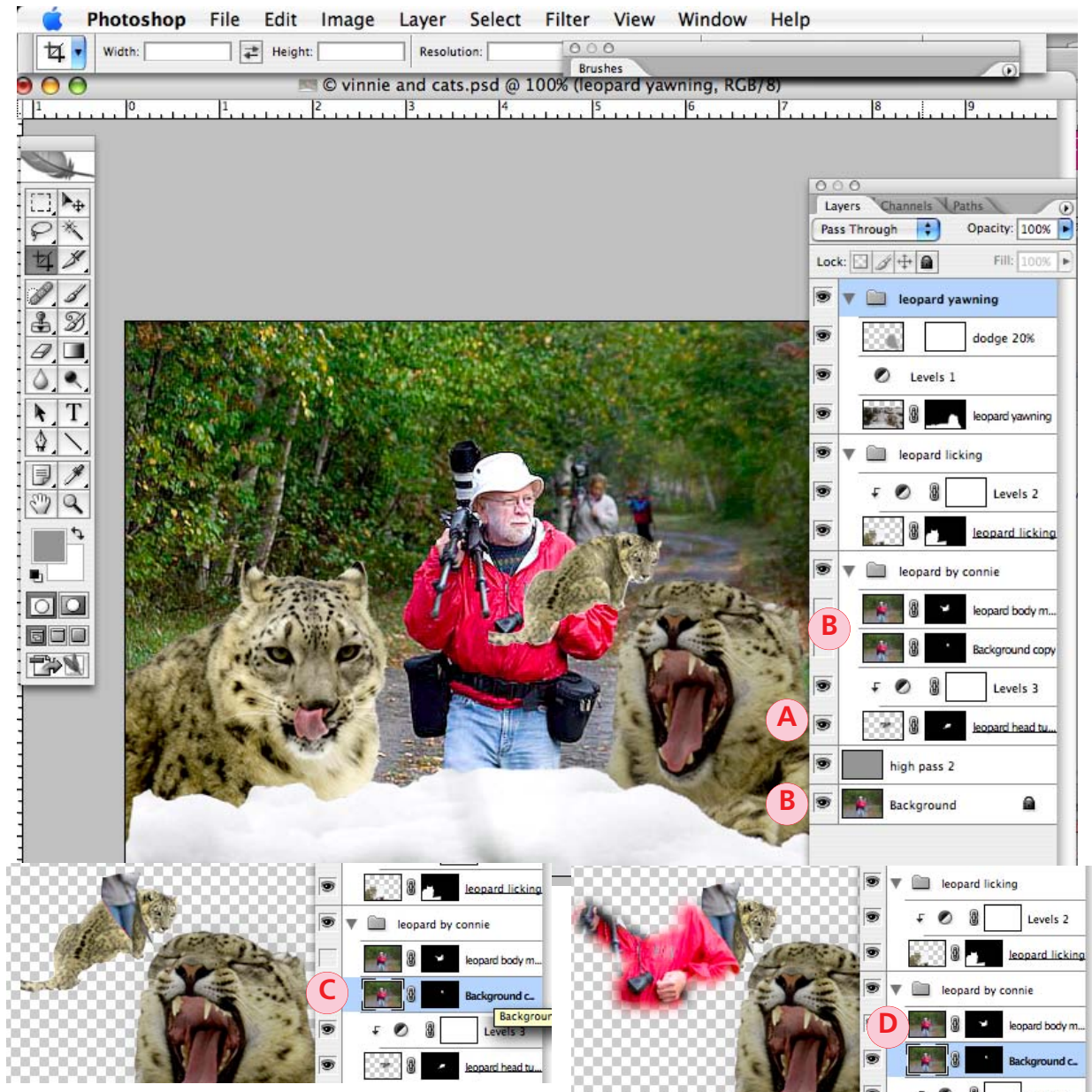
The leopard head turned layer **A** has a mask with an adjustment layer.

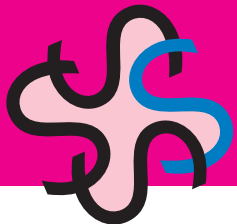
The background layer **B** was duplicated and moved into the leopard by connie folder.

The background layer **C** has part of Connie showing just around the leopard.

The leopard body **D** has been erased and Vinnie's body put back.

This is created by working in the layer mask of the layer, with a brush tool and either adding back the image or erasing more of the image.

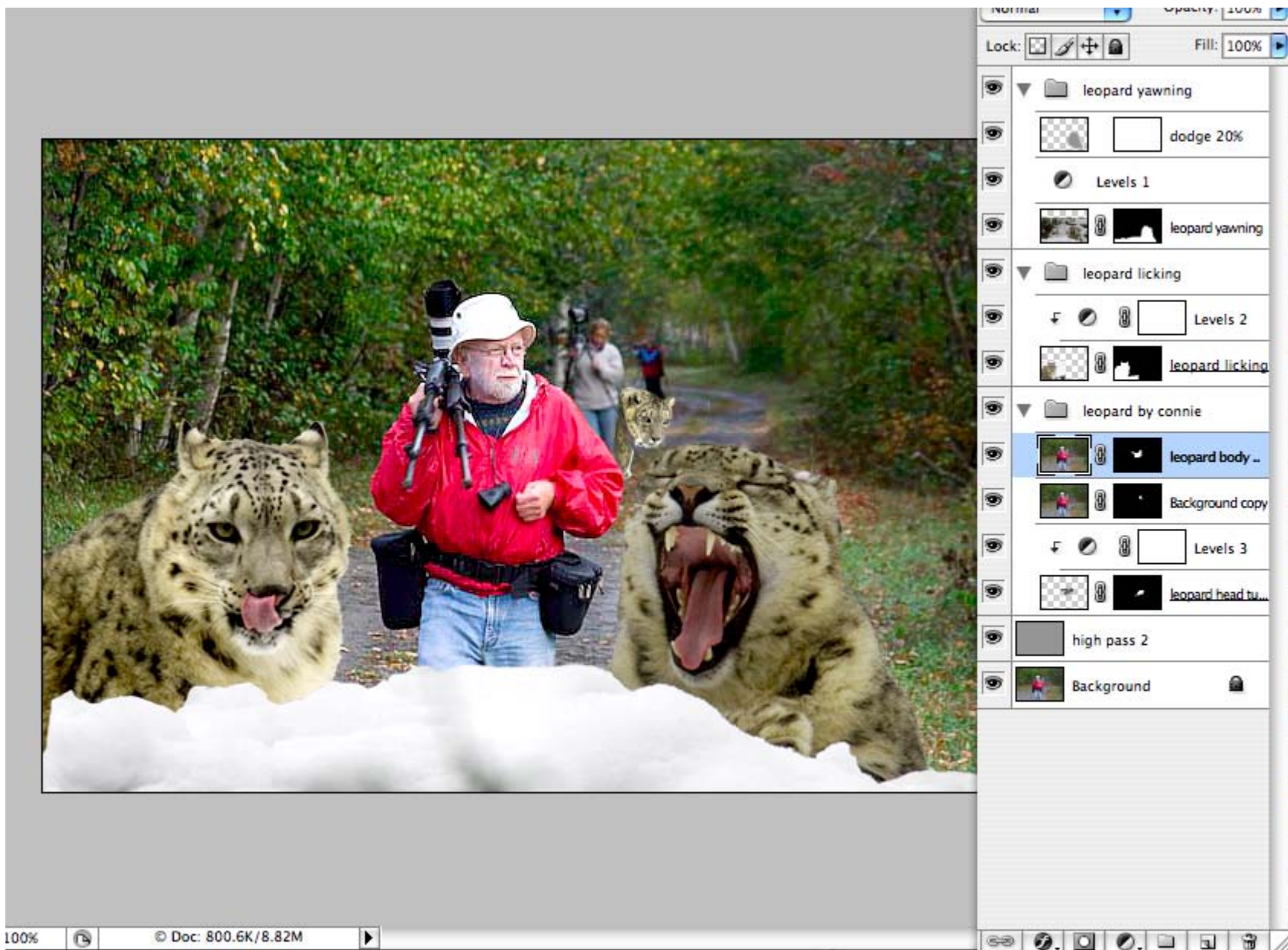


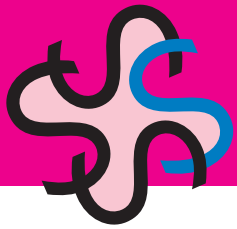


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Final image and the layer structure.





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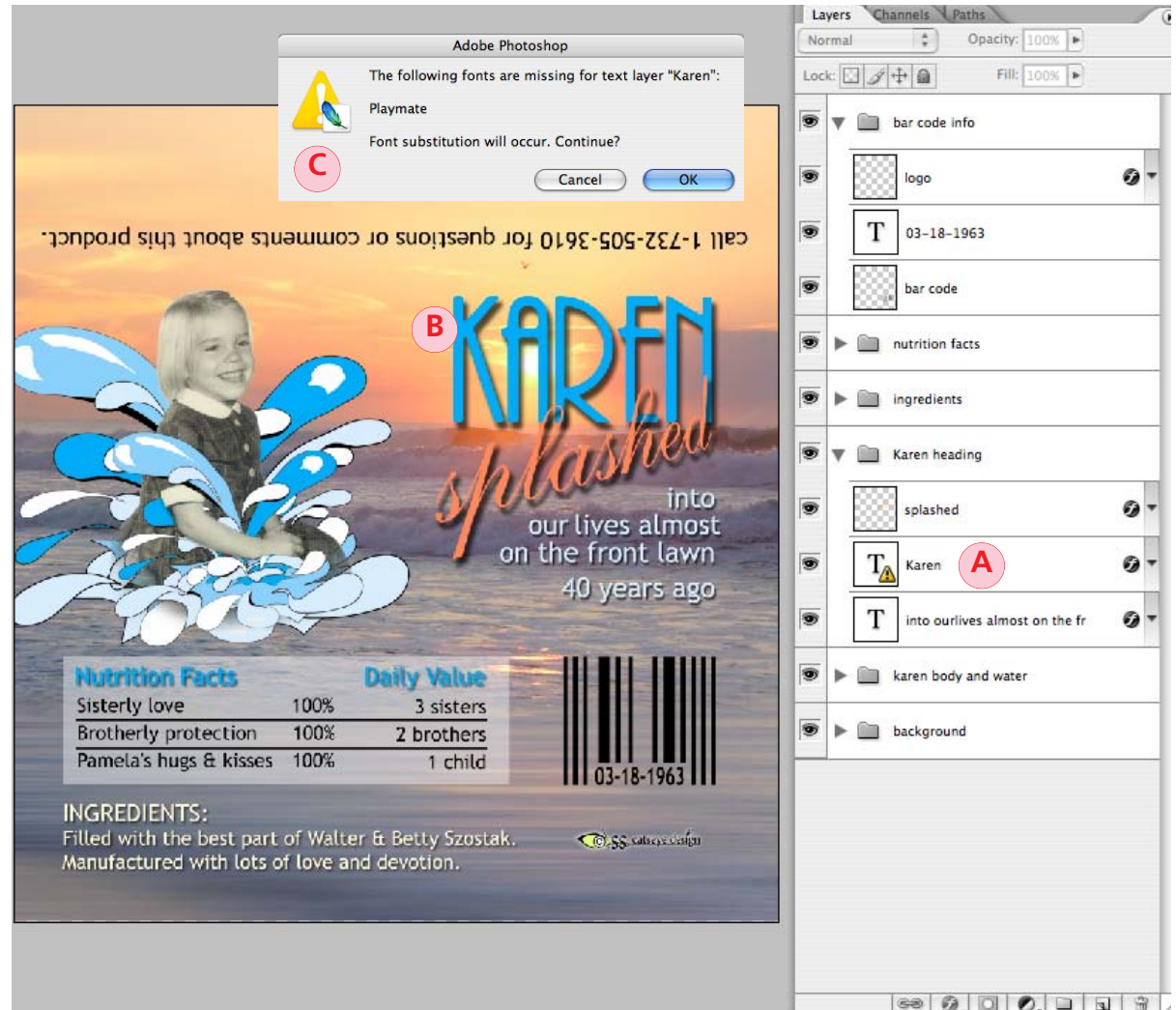
TYPE missing:

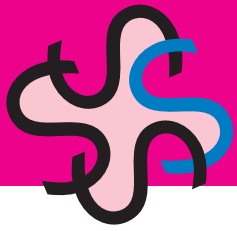
The layer is missing the type in your fonts folder **A**.

Highlight your text **B** on the artboard. Another window will pop up: The following fonts are missing for the text layer "Karen" Playmate, Font substitution will occur. Continue? Hit OK.

You should load the font in your font folder or change the font.

Here is another sample of what you could do with layers. The water was clipart put between her arms and behind her, also added was the sunset background.





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*Thank you George Garbeck
for allowing me to use Vinnie's
pictures. Sorry Vinnie, I just
had to do it. You look so
calm around all those cats.
I hope this presentation has
been helpful and that you enjoy
layers, and masks as much as
I do.*

*Soon you will be on your way
to creating beautiful
images* 