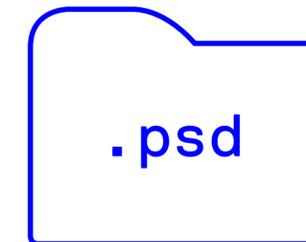


The background is a grayscale, wavy, liquid-like texture. It features a central dark spot that transitions into lighter, swirling patterns. The overall effect is reminiscent of a liquid surface or a topographical map with a dark center. The text is centered in the middle of this pattern.

**PHOTOSHOP**  
a quick recap

Photoshop  
classes,  
a summary  
to review  
tools, actions  
and image  
treatments.



# image resolution, colour management & standard units

## IMAGE RESOLUTION

refers to the amount of information a digital image can have.

Resolution is measured in PPI, pixels per inch.

Resolution for the web ranges from 72ppi and can reach 144ppi.

Resolution for print is 300ppi.

## COLOUR MANAGEMENT

is fundamental when working on adobe softwares.

RGB system is for digital.

CMYK system is for print.

GREYSCALE is only used for black and white images.

Standard European colour profile is:  
ADOBE RGB 1998 for RGB

COATED FOGRA 39 for CMYK.

## STANDARD UNITS

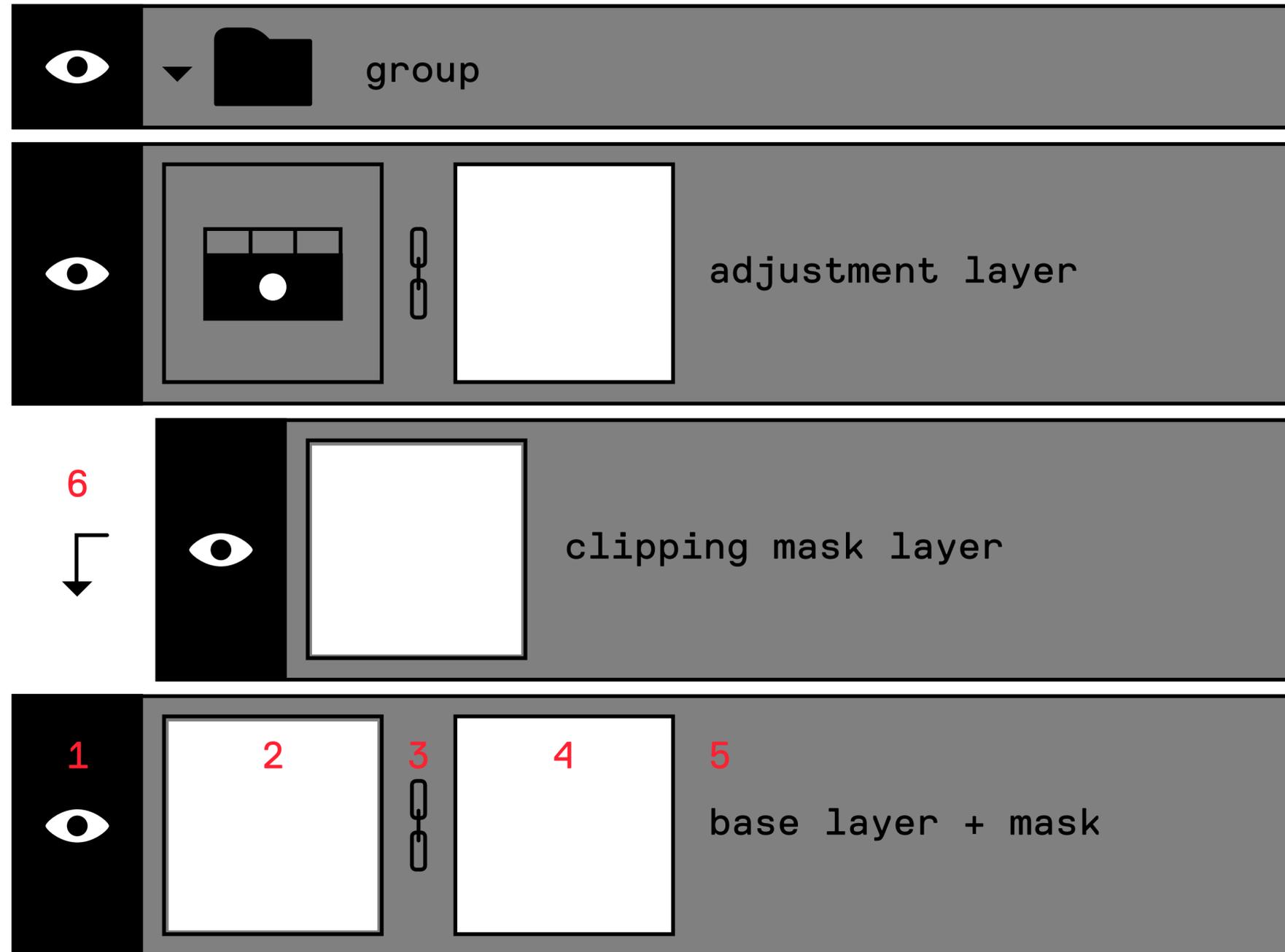
Photoshop offers a wide range of units.

PIXELS and MILLIMETERS are the most frequent ones for the duration of this class.

PIXELS for digital,  
MILLIMITERS for print.

# anatomy of a layer

- 1 tag/view
- 2 thumbnail  
layer  
preview
- 3 link
- 4 mask
- 5 descriptor
- 6 clipping  
mask



# basic photoshop actions

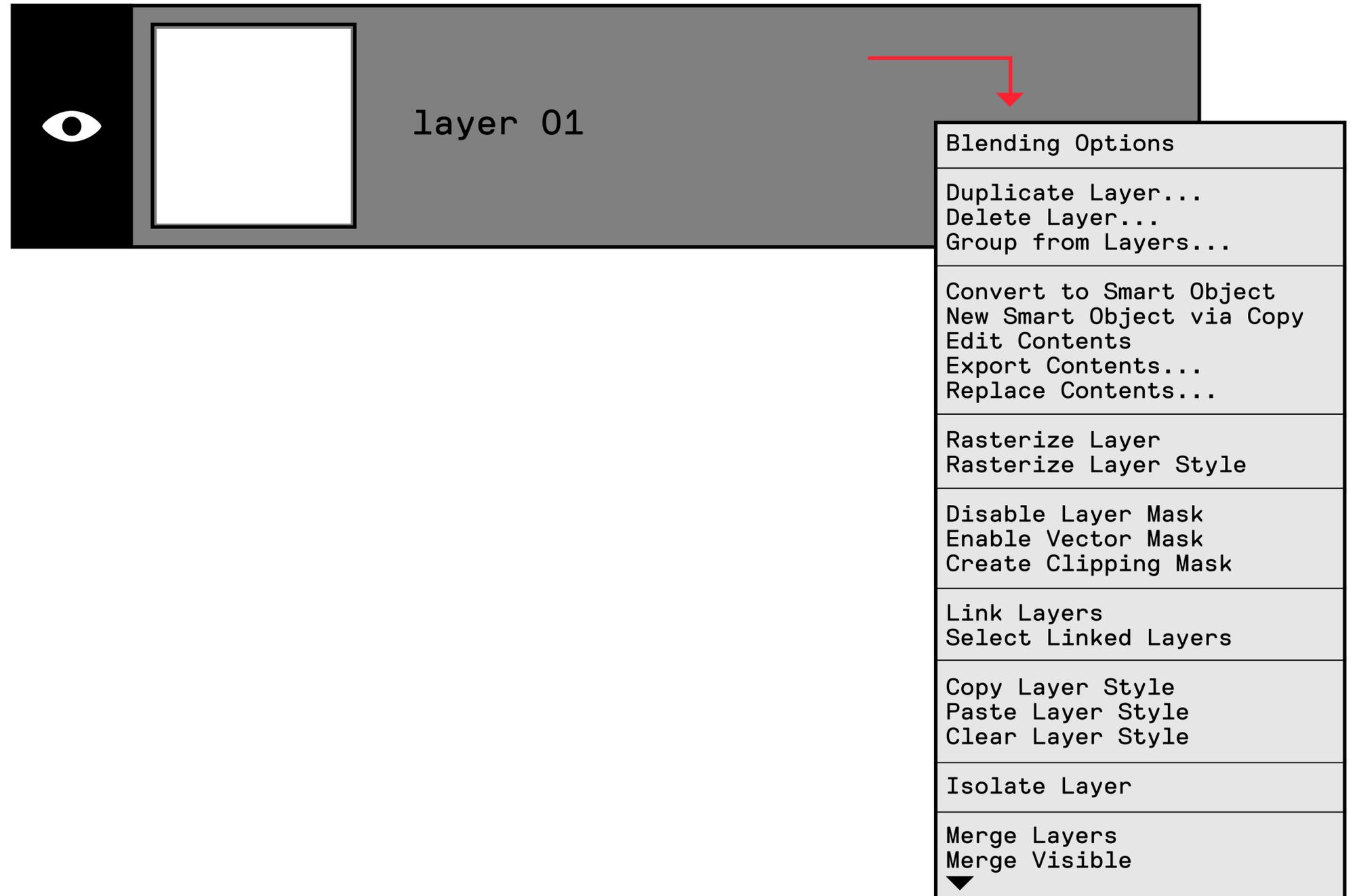
CMD+N	OPEN NEW DOCUMENT
CMD+T	TRANSFORM SELECTION
CMD+D	DESELECT
CMD+J	DUPLICATE
CMD+Z	UNDO [ONE TIME]
CMD+C	COPY
CMD+X	CUT
CMD+V	PASTE

SHIFT	ADD [+]
ALT	REMOVE [-]
CMD	GIVE ORDER

CMD+ALT+Z	UNDO MULTIPLE TIMES
CMD+SHIFT+Z	RE-DO MULTIPLE TIMES

ON MAC ONLY CTRL IS THE RIGHT  
CLICK

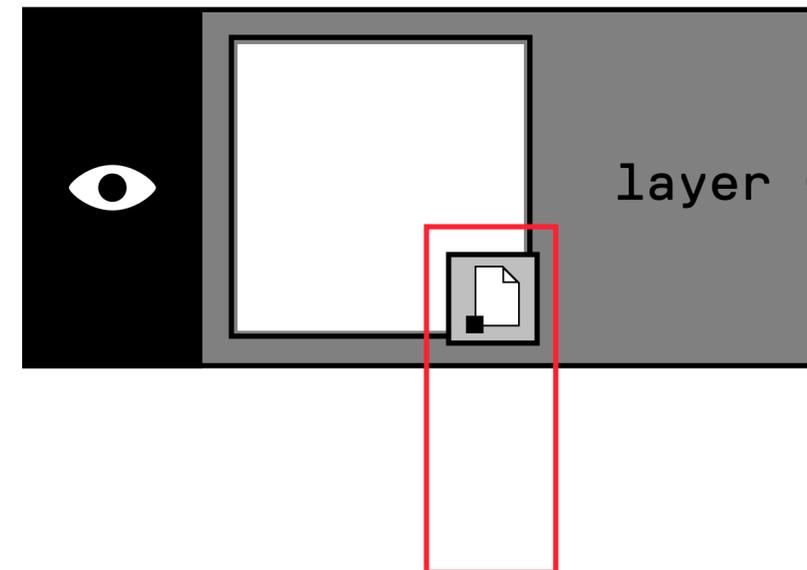
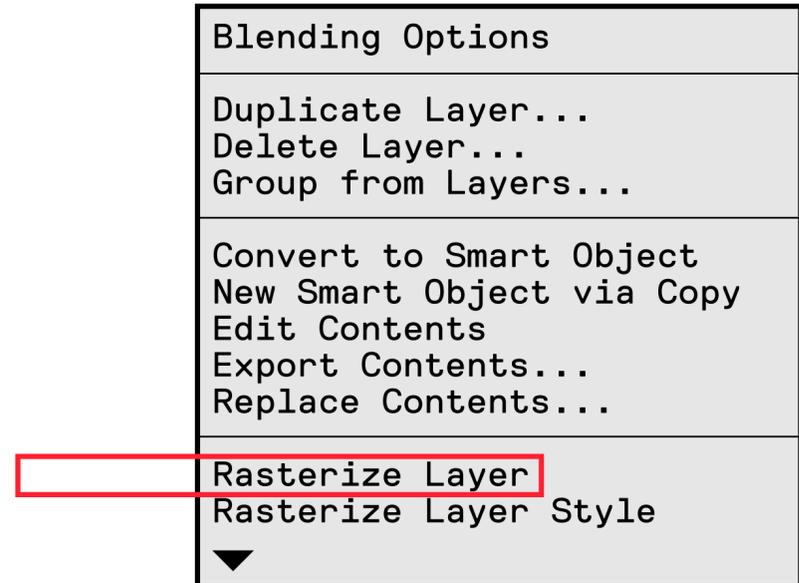
right click  
menu on a  
layer



# rasterizing a layer

Rasterizing a layer is an essential feature. In order to understand what rasterizing a layer does, you must know what a smart object is. Smart Objects are layers that contain image data from raster or vector images, it is an embedded file which preserves an image's source content with all its original characteristics, enabling you to solely perform nondestructive (reversible) editing to the layer.

When some images are imported in Photoshop, the layer of those images come with a small thumbnail (in the bottom right corner) which signifies that it is a smart object, hence not allowing most of the editings. By Rasterizing it you break the link with the image's source content, making it a raster image which allows all types of editing.



# basic tools

## BRUSH & ERASER

---

B = brush

The brush and eraser have a size and a hardness.

E = eraser

The size refers to the radius of the tool (e.g. a 20 px brush size has a radius of 20 pixels).

The hardness refers to the sharpness of this radius. The values range from 0% to 100% – the closer to 0, the softer; the closer to 100, the sharper.

# basic selection tools

## AREA SELECTION

M = marquee tool

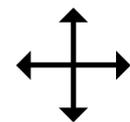


L = lasso tool



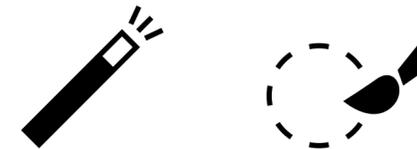
## SELECTION TOOL

V = move tool



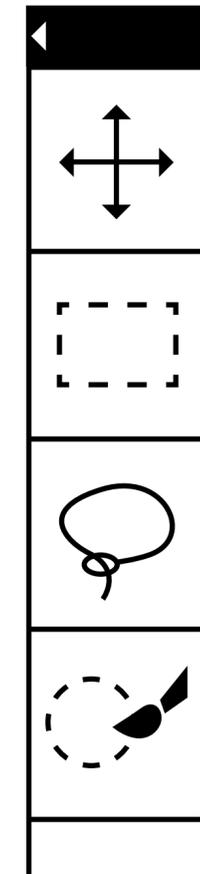
## COLOUR SELECTION

W = magic wand  
/or/  
quick  
selection



## VECTOR SELECTION

P = vector tool



# blending layers options

Each blending mode changes the way that a layer reacts with the layer underneath it.

There is a scientific explanation of each blending mode in the help menu of Photoshop.

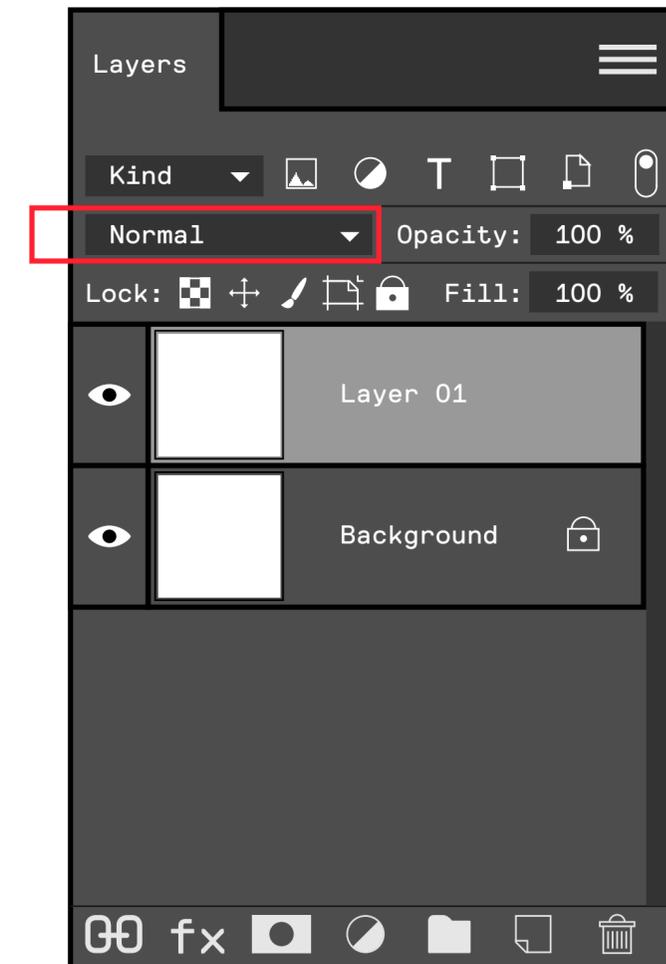
The ones you need to remember most are:

## MULTIPLY

It multiplies the values of an image, where white multiplies for 0 (it disappears) and black multiplies for 100 (it overtakes all colours).

## SCREEN

The opposite of multiply.

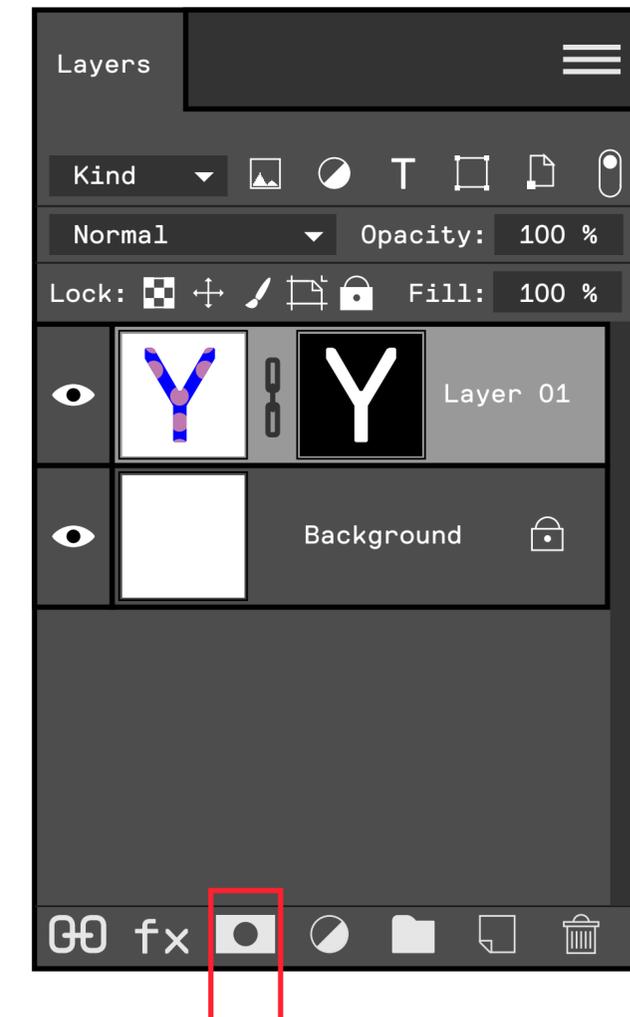


# layer masks

You can use masks to hide portions of a layer and reveal portions of the layers below.

You can edit a layer mask to add or subtract from the masked region. A layer mask is a grayscale image, so areas you paint in black are hidden, areas you paint in white are visible, and areas you paint in shades of gray appear in various levels of transparency.

<https://helpx.adobe.com/photoshop/using/masking-layers.html>



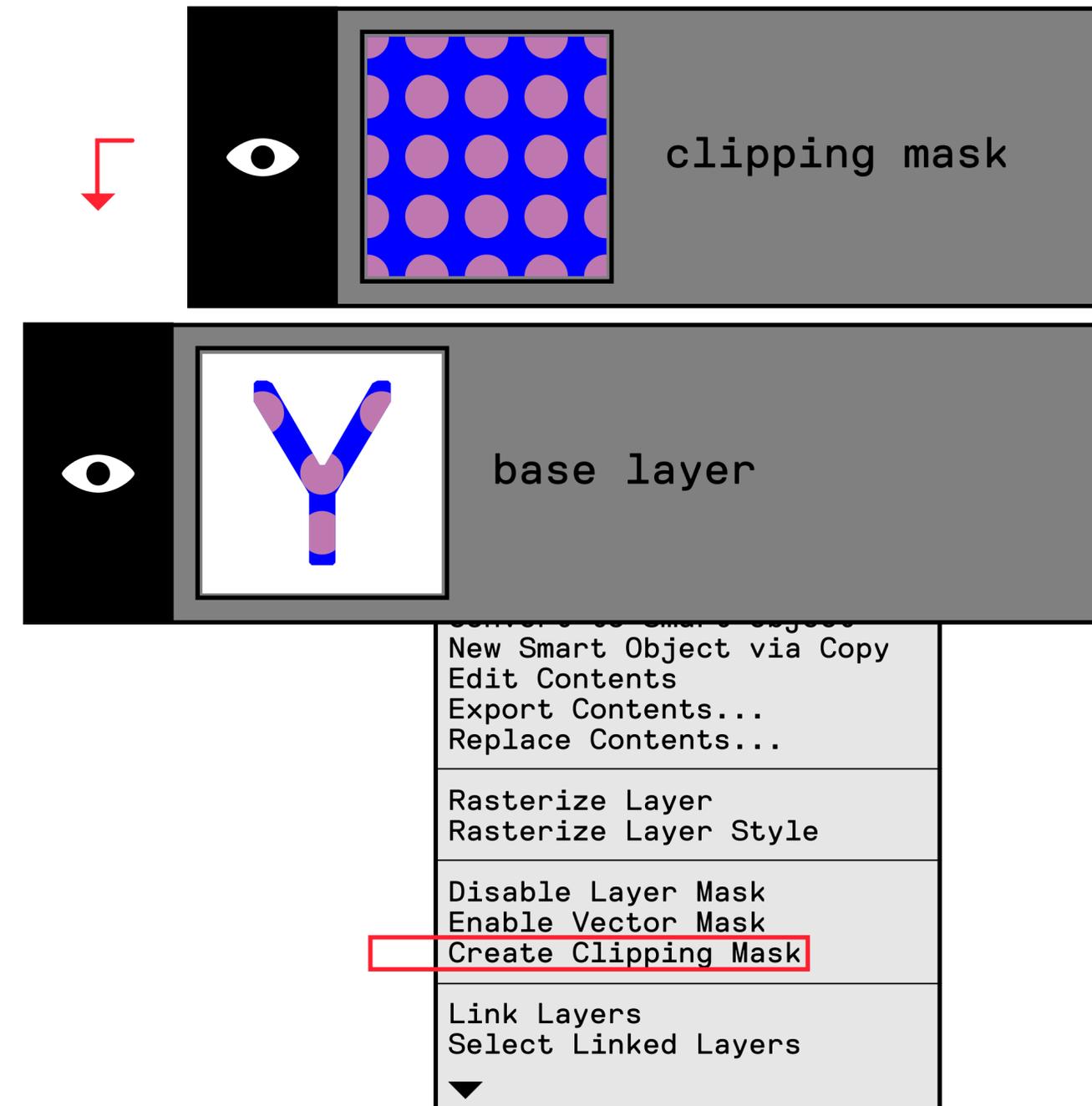
# clipping mask

A clipping mask lets you use the content of a layer to mask the layers above it.

The masking is determined by the content of the bottom or base layer.

It is important that the link (↴) is never severed for the mask to persist.

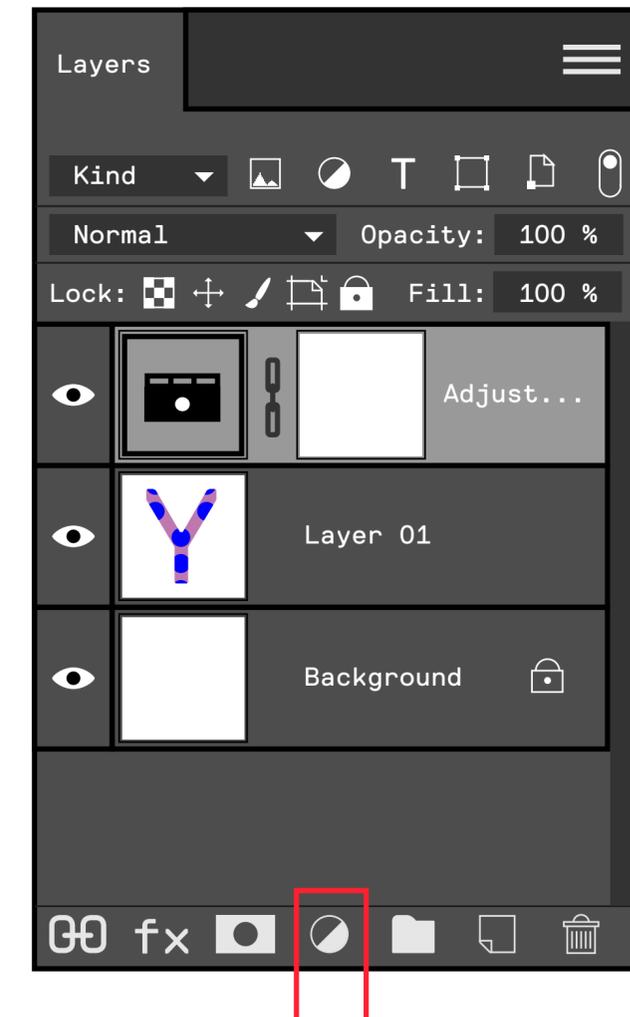
<https://helpx.adobe.com/photoshop/using/revealing-layers-clipping-masks.html>



# adjustment layers

Adjustment layers give you greater control and flexibility over image edits than direct adjustments – you can make nondestructive adjustments to the colors and tones in your image, and keep editing the adjustment layers without permanently changing the pixels in the image.

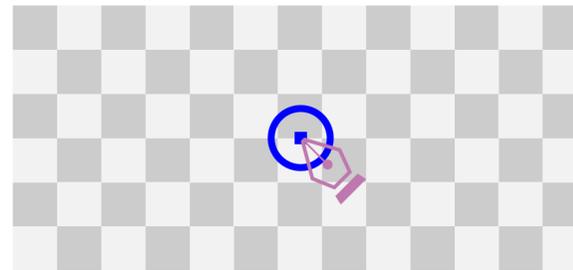
<https://helpx.adobe.com/photoshop/how-to/adjustment-layer.html>



# pen tool

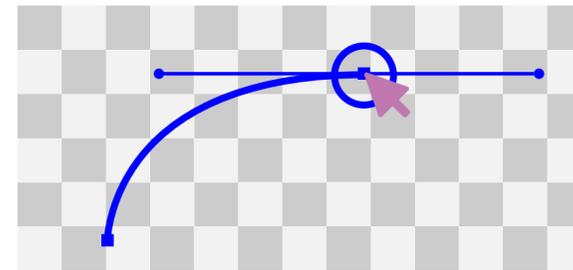
The pen tool is a vector tool used to make very sharp selections.

P = pen tool



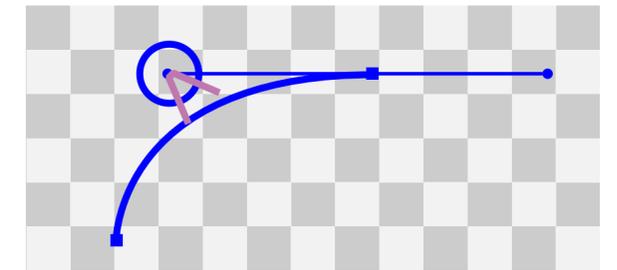
Press CMD to edit (move, erase, select) a point in your path.

P + [hold]CMD



Press ALT/OPT to edit a magnet (the curvature of a line) in your path.

P + [hold]ALT/OPT

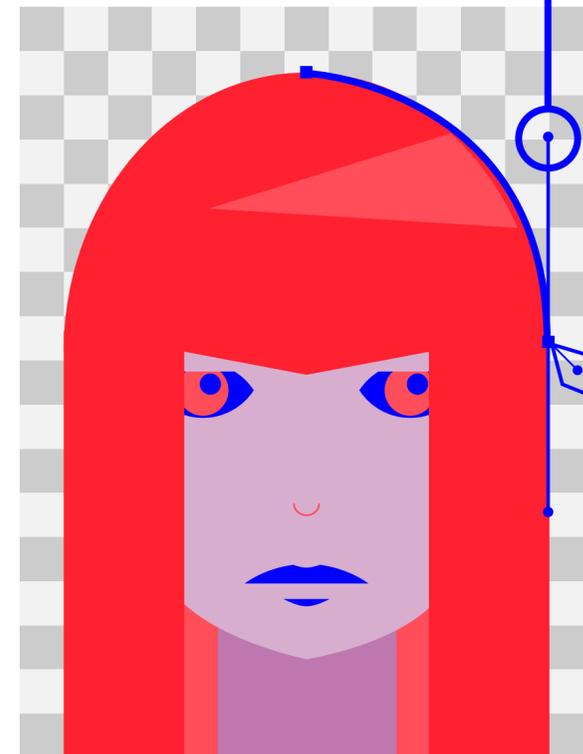


# vector paths

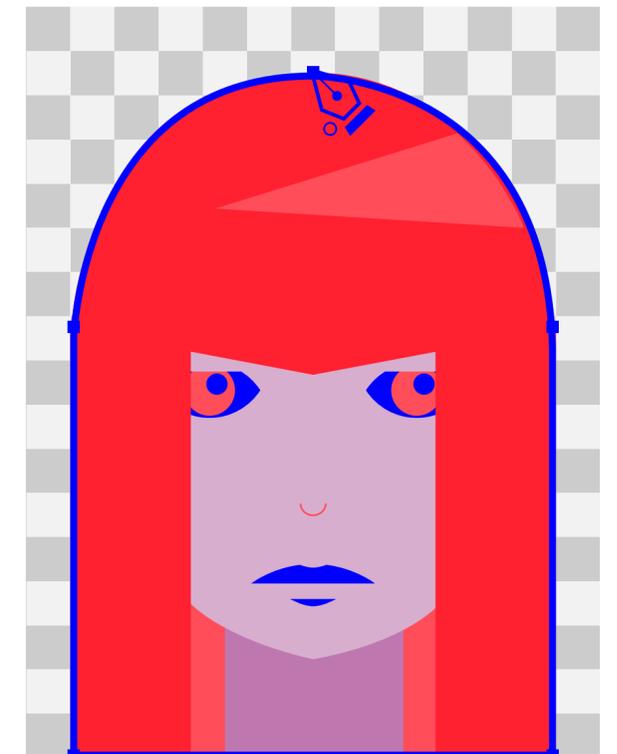
[1] To make the first point click on the photoshop canvas, then look for the closest turn in an object line direction.



[2] When making the second point, hold your mouse click and drag to create magnets.



[3] To end the selection, the path must be closed by re-clicking on the very first point created.



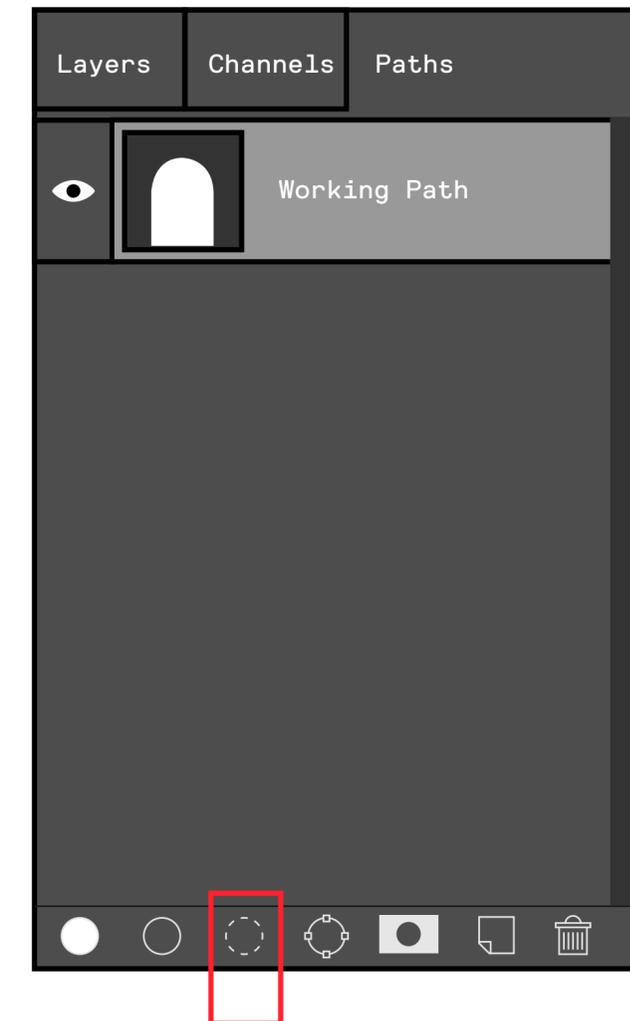
# turning paths into selections

To turn a path into a selection you need to go the PATHS tab, near your LAYERS tab.

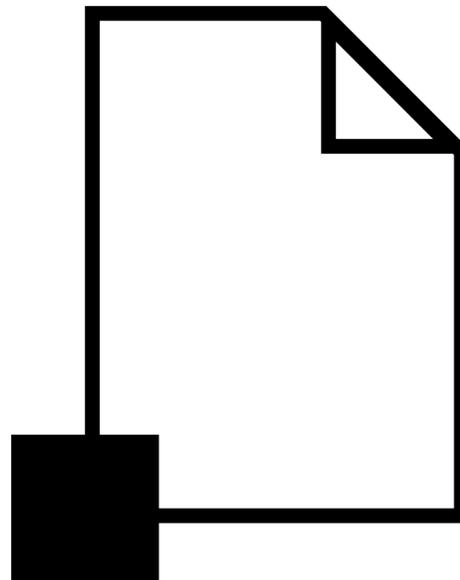
Select the path you are interested in (e.g. “working path”) and click on the 3rd icon from the left at the bottom of the paths tab.

Your path is now an active selection.

To save your path, double click on the path layer and rename it.

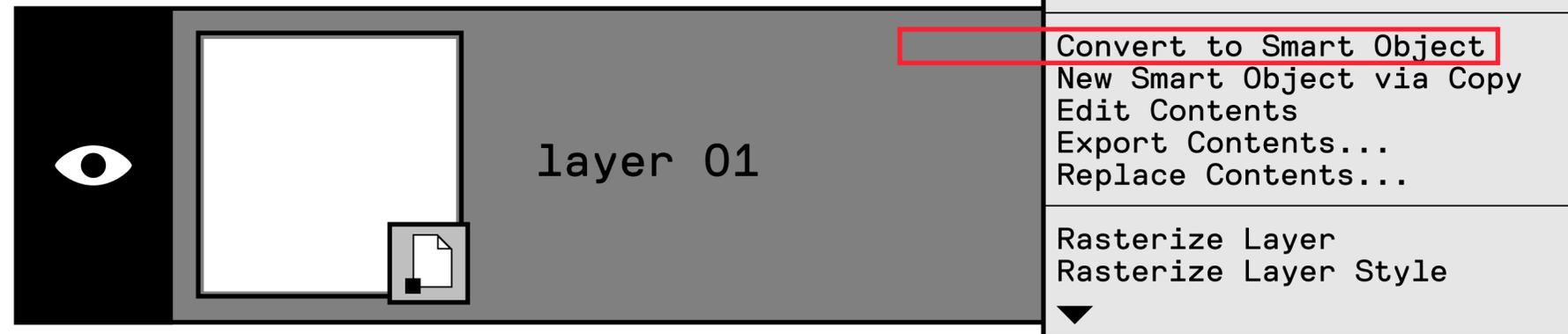


# smart objects



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 nondestructive editing to the layer.



# benefits of smart objects

With Smart Objects, you can:

[1] Perform nondestructive actions. You can scale, rotate, skew, distort, perspective transform, or warp a layer without losing original image data or quality because the transforms don't affect the original data.

[2] Work with vector data, such as vector artwork from Illustrator, that otherwise would be rasterized in Photoshop.

[3] Perform nondestructive filtering. You can edit filters applied to Smart Objects at any time.

You can't perform operations that alter pixel data—such as painting, dodging, burning, or cloning—directly to a Smart Object layer, unless it is first converted into a regular layer, which will be rasterized.

# filters & smart objects

The image shows a vertical stack of layers in a design application. The top layer is labeled "layer 01" and contains a white square with a document icon. Below it is a "smart filters mask" layer, also containing a white square. Underneath are two filter layers, "filter 01" and "filter 02", each with an eye icon and a menu icon. A context menu is open over the "filter 02" layer, listing options: "Edit Blending Options...", "Edit Smart Filter ...", "Disable Smart Filter", and "Delete Smert Filter". Blue lines with circles at the end point from text labels to specific UI elements: "layer 01" points to a circular icon on the right of the top layer; "smart filters" points to the same icon; "smart filters mask" points to the white square in the second layer; "effect and name" points to the text "filter 01"; "effect menu" points to the menu icon of "filter 02"; and a larger bracketed label "[this masks part of the filters, not applying them on the image]" points to the "smart filters mask" layer.

[smart filters]

[this masks part of the filters, not applying them on the image]

[effect and name]

[effect menu]

**ENJOY**

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