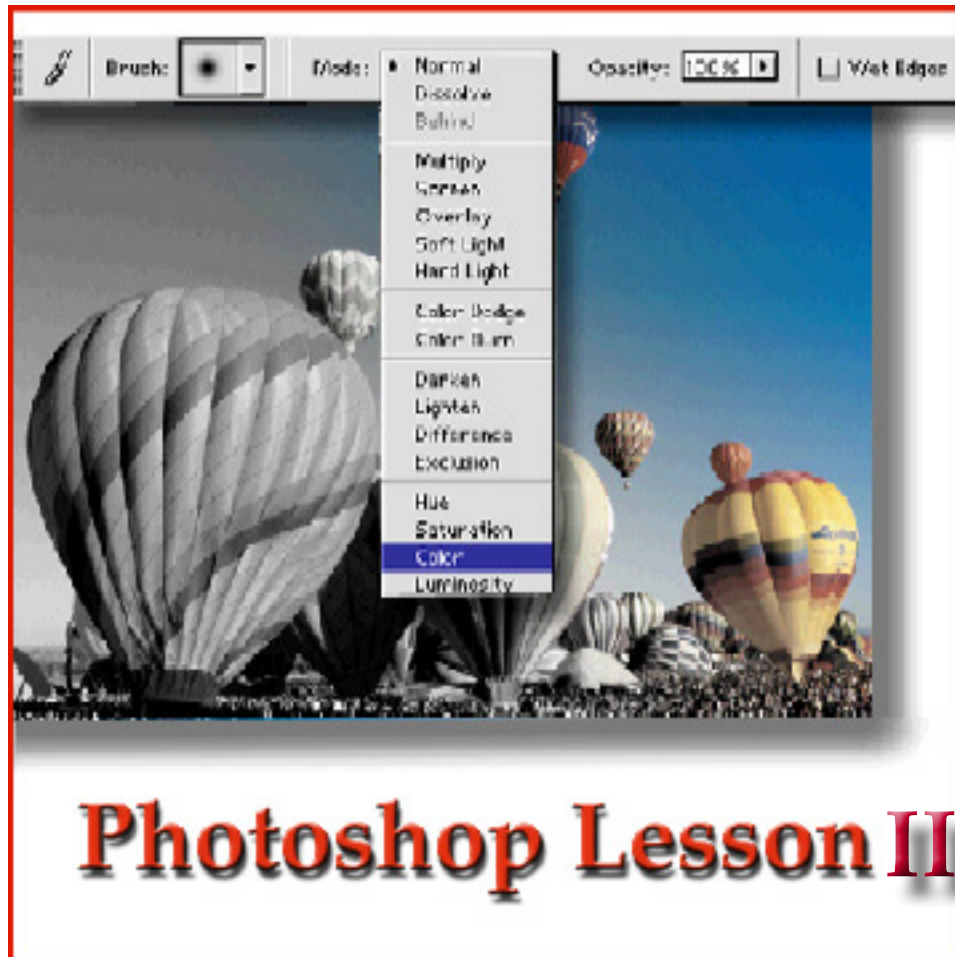


Web Desing



In this tutorial you will learn about the following things that you will be able to do with the Photoshop program. **The LRF for this lesson will be "YourName.PSLesson2"**

1. Using Bridge
2. Add color to a B&W photograph.
3. Use the Erase to History option for the eraser.
4. Copy and Paste a photograph onto another photograph.
5. Using Layers.

Using Bridge: In the "Working with a Mac" lesson you should have put "Bridge" in the "Dock".

- a. Double Click on "Bridge". A window like Fig. #1 should be seen.
- b. Click on the tab in the upper left that is labeled "Folders".
- c. Click on the little arrow pointing to the "Computer".
- d. Next click on "Groups" icon.
- e. Now click on the the "Digital Photo" icon. Now you should see all the folders that you will need to have access to for this semester. See Fig. #2. "Bridge" is like the "Open" command, but a little nicer. Files and Folders can be created and deleted using "Bridge" as well.
- f. Use "Bridge" to access your folders from here on.
- g. **Do a Screen Shot showing your folder in "Bridge".**

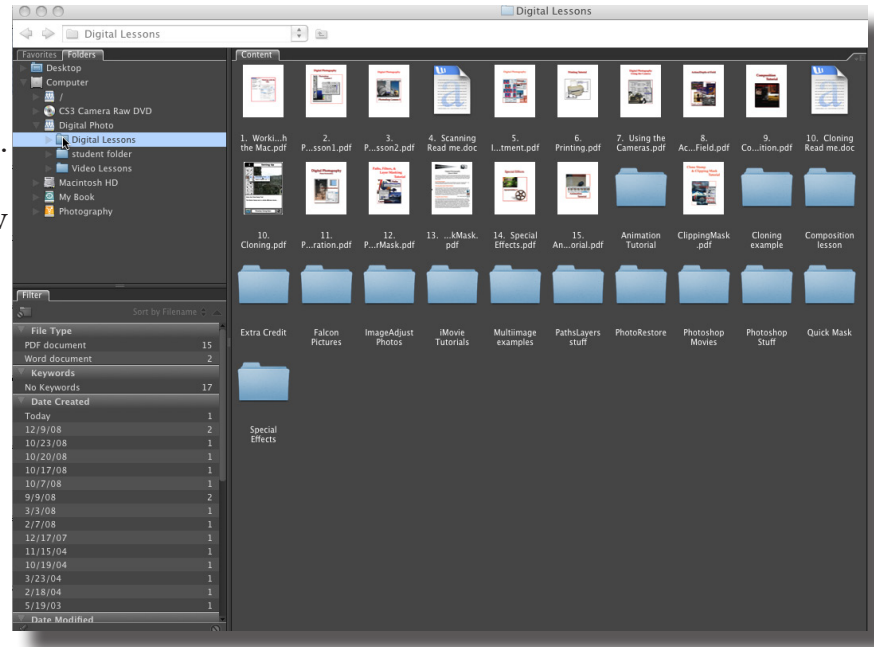


Fig. #1 Bridge

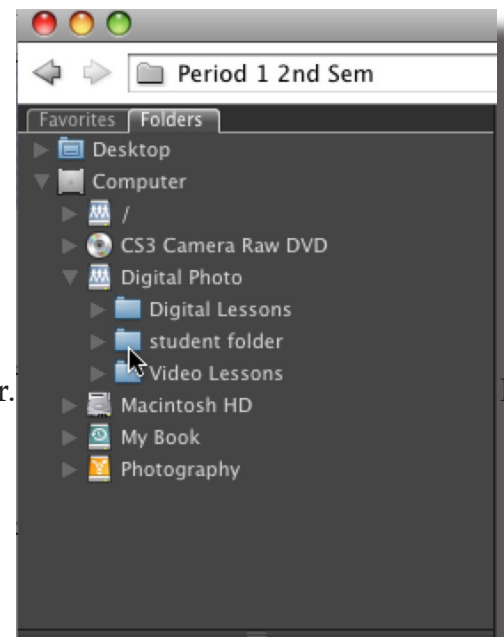
Adding Color to a B&W Photograph:

We will start off by adding color to the balloons.

- a. On the "phsphoto.com". Go to the "Tutorials" section for your class.
- b. Locate "Gray Balloons" and "Skull".
- c. Download them by right clicking on the image and then clicking on "SAVE Image As..."

Note: The "Gray balloons" image is a Grayscale image. That means it was created to only have blacks, whites, and grays. This type of image will not accept color. you look at your "Foreground" color square in the "Tool Box" you will see that it is some form of black, white, or gray. If you try to change the color, you would find that it will still be gray.

Fig. #2 Folders in Bridge



If

We have to change the type mode the image is.

d. To do this go to Image>Mode and in the flag window click on "RGB Color". See Fig. #3.

e. While in Photoshop go to File>Save As and rename the "Grayballoons" as "Colorballoons" and save it in the "Yourname.PSLesson2" folder.

Note: It is very important that you read and follow the directions in the next sentence.

After you have "Saved" it, close out the "Colorballoons" window and then reopen it. Photoshop has a clitch that causes the "Erase to History" not to work properly if you don't do this.

Let's use the "Brush" tool to paint with this time. Remember how to find it? If not go back to the Photoshop Lesson 1 and refresh your memory.

- Locate the "Brush" tool and click on it.
- Go to its "Options" bar which is located right below the "Command Line" at the top of the screen.
- Set the "Mode" to "Normal" as you see in Fig. #4.
- Set the "Brush" button on the "Options" bar to set the size to a fairly large size.
- Paint on the "Colorballoons" and see what happens. **Do not "Save" until you are told to.**

It most likely looks something like Fig. #5. What do you think of the paint? Does it look good? Most likely your thinking, No! It's covering everything! That is what the "Normal" mode does. It is like taking a paint brush and dipping it in a bucket of paint, then painting on a photograph. It covers the photo up so the image is destroyed. To correctly paint on a photograph we have to change the "Mode" in the "Options" area.

Note: For now leave the "Normal" paint on the image. Don't "Save" until you are told to again.

f. Change the "Mode" from "Normal" to "Color" and then paint again. See Fig. #4. You should get something what you see in Fig. #6.

Fig. #4 Tool Options

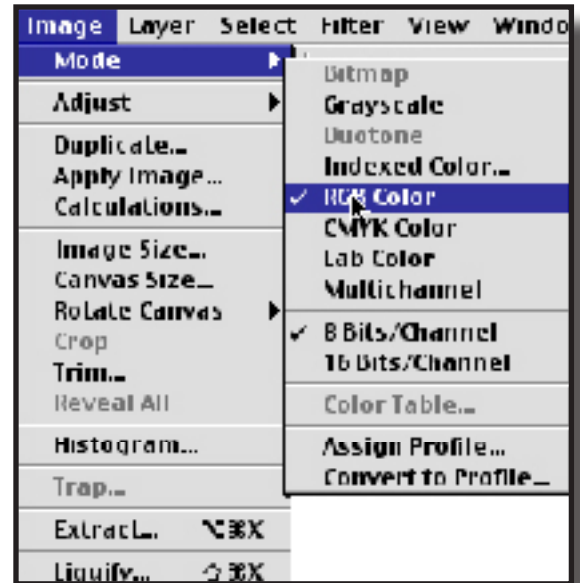
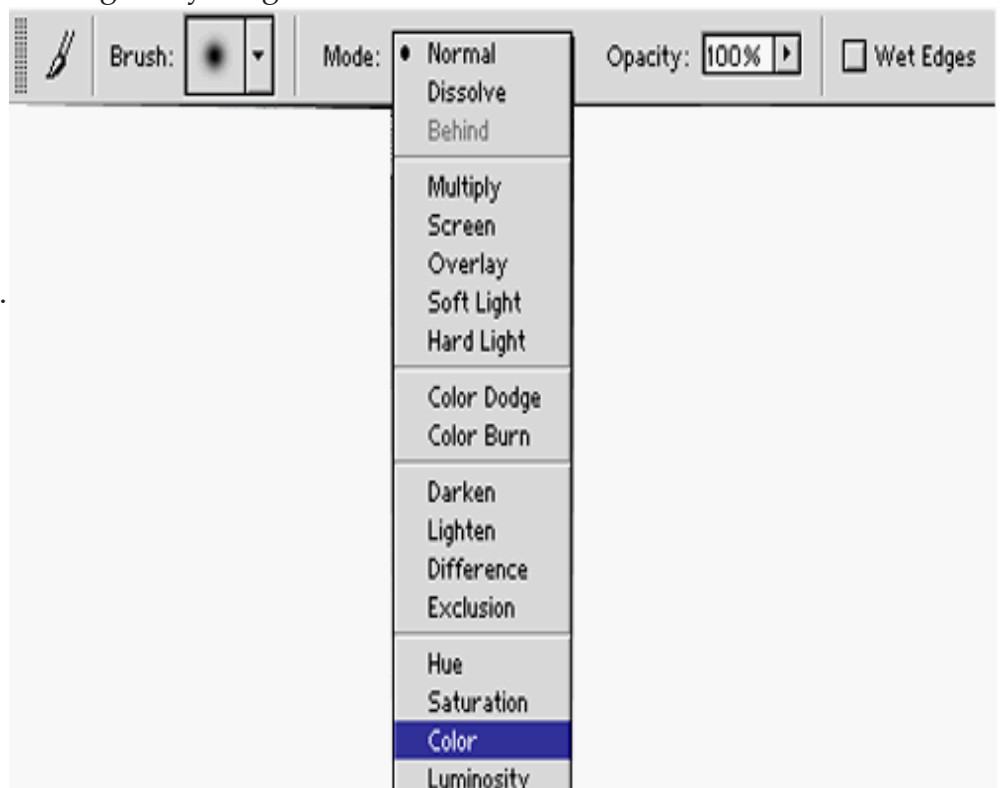


Fig. #3 Image Mode



Doesn't that look better? Now we have just changed the color of the balloon not covered over it. When you are wanting to change the color you need to think "Color" for the "Mode". In the "Color Mode" the Photoshop program senses the darks and lights and gives you a value of the color that equals the darks and lights you are painting over. That enables you to have a dark blue where you had a dark gray and a light blue where there was a light gray. One problem with the "Color Mode" is that you must have grays for it to work. You can not change the color of black or white. (At least you can't this way.) Notice the lower left corner of the blue balloon. there is an area that is so dark it is almost black. There the blue barely shows up. On white the color will not show up at all. After you do this take a screen shot and put it in the folder that you are saving things to for this tutorial.



Fig. #5 Normal Paint



Fig. #6 Color Mode

Using the Erase to History:

If you did everything this tutorial told you, in the order it told you, then you probably still have the paint covering up part of your photo. So how do you get rid of that paint. In the Photoshop Tour Tutorial there was a mention of a thing called "Erase to History". We will now use that to get rid of unwanted things.

- On the "Options" area click on the little button next to where it says "Erase to History". You should see a \checkmark mark in that button. That means the "Erase to History" option is active. (Another way of using the "Erase to History" is to hold down on the "Option" key while using the eraser.)
- Now go to your balloon picture and erase **part** of the paint that was done in the "Normal" mode (that's the paint that is covering things up).
- After you have erased a little of the bad paint job, "Save" your image again. Do Not erase all of the "Normal Paint". **Note: You only use the "Erase to History" on the "Background" layer or which ever layer is on the bottom. You can not use the "Erase to History" on anything that has been saved.)**
- Paint more of the picture with the "Color" mode, giving the other balloons various colors.** You do not have to have the same colors that I have in the rest of the tutorial and the whole thing. From here on you can "Save" periodically with out having to be told.

Copying and Pasting:

Now we are going to bring another photo in to our image. We are going to use the "Skull" photo found in the same location as the "Gray balloons" was found. Go ahead and "Open" it up. Now you should have two windows, one for each of the photos that we are working with. We are going to bring the "Skull" over to the balloon photo and combine them to make them look like a single photo. Do the following steps to get the "Skull" to the balloons.

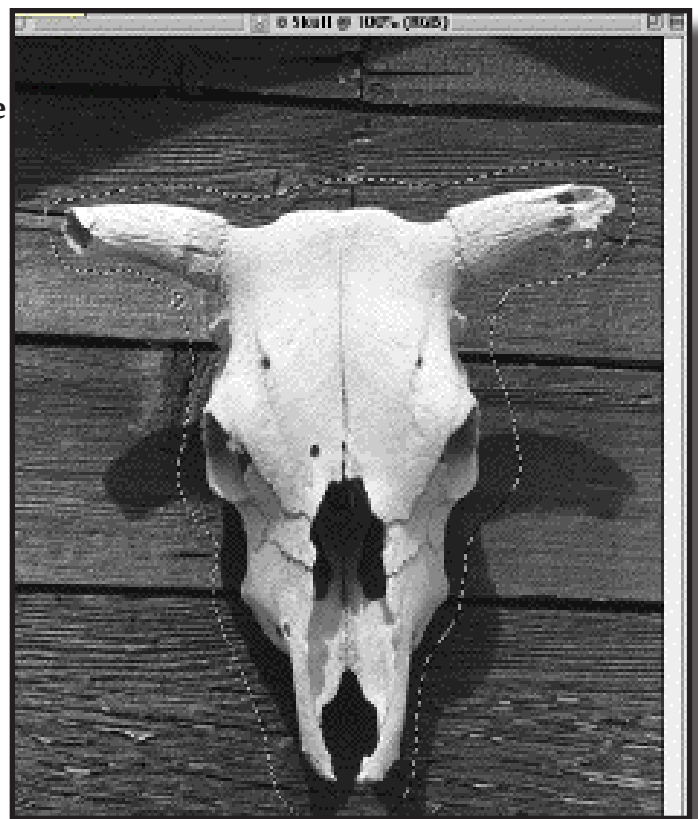


Fig. #7 Skull selected

1. While on the "Skull" image, select the "Skull" with one of the selection tools. In Fig. #7, I used the "Lasso" tool. Notice that I didn't get right on the skull. We can get rid of the extra area later.

2. Now go to Edit>Copy. See Fig. #8. You won't see anything happen, but what happened is that you copied the image to a program called "Clipboard".

3. Now click on the image that you want to put the copy onto. In our case, that would be the "Colorballoons" image.

4. Go to Edit>Paste and you should see the "Skull" image show up on the "Colorballoons" image. See Fig. #9.

Fig. #8 Copy

Edit	Image	Layer	Sele
Can't Undo			⌘Z
Step Forward			⇧⌘Z
Step Backward			⇧⌘Z
Fade...			⇧⌘F
Cut			⌘X
Copy			⌘C
Copy Merged			⇧⌘C
Paste			⌘V
Paste Into			⇧⌘V
Clear			

Layers:

When we pasted the Skull on to the balloons we created a Layer. In the next section we be looking at how to work with layers. You will need to have the "Layer" window open. It might be open now, so look for a window that has a tab named "Layers". It will look like Fig. #10. If you don't find it go to "Window>Layers". If there is a check by it then the "Layers" window is already open.

The Layers Window is very important do not EVER get rid of it.

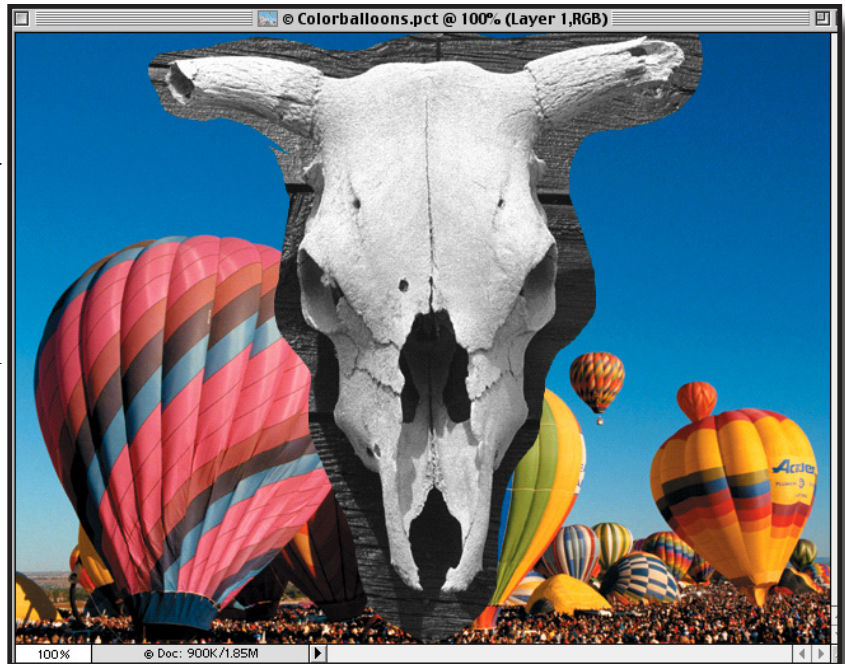


Fig. #9 Skull pasted

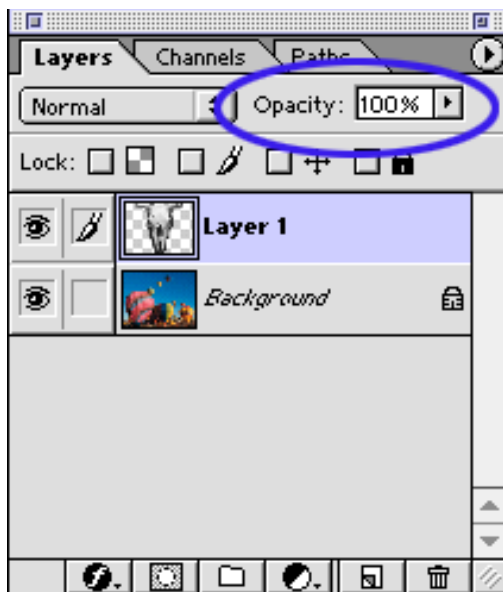


Fig. #10 Layers Window

Using Layers:

Locate the "Layers" window and take a look at the layers you have. You should see something like what is in Fig. #10. Notice in Fig. #10 that the Layer 1 is purple. This is the "highlighted" layer, which indicates which layer is active. The layer that is active is the layer that you can do things to.

- To activate a layer you click on that layer in the "Layers" window. Make sure you are on the "Skull" layer.
- To be able to easily remember which layer is which we can change the name of the layer. To do that you go to the little black arrow in the top right corner of the "Layers" window

and then to "Layer Properties". A window will open where you can type in a new name for the Layer.

c. Give the "Skull" layer the name "Skull". See Fig. #11.

c. To remove a layer, drag the layer down to the little trash can in the "Layers" window. (You do not have to do this at this time just know about it.)

Next we will be getting rid of the extra stuff around the Skull. Because the Skull is on a separate layer we can go ahead and save. The reason is we will not be using the "Erase to History" to do the erasing. We only use "Erase to History" on the "Background" layer.

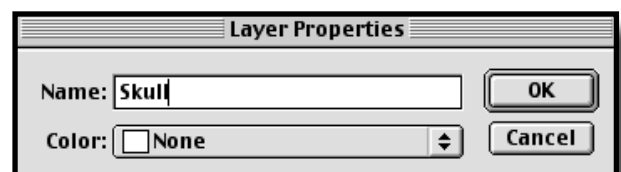


Fig. #11 Layer Properties

Using the Eraser on Layers:

When using the eraser on a layer you need to uncheck the "Erase to History" option. If you use the "Erase to History" it will bring the "Background" image forward on to the layer that you are erasing. It is best that you don't use the "Erase to History" option on the layers above the "Background" layer. With the "Erase to History" unchecked the eraser will erase to clear.

a. Let's try it by erasing the extra stuff around the "Skull". See Fig. #12 for what it should like.

Scaling the Image on the Layer:

Let's make the "Skull" smaller so that we can put it on one of the balloons. Remember from the PS Lesson 1 that "Scale" changes the size of a selection.

a. When you have an image by itself on another layer you do not have to select it. b. To get the "Scale" transformation you go to Edit>Transform and a flag window will pop out. You will have several choices to make. Scale is the one for changing the size of a selection.

c. When you click on "Scale" a box will appear around the image. See Fig. #13.

d. Notice that the box has some little squares in the corners and one on each side and top. These are the places that you use the cursor to drag the box (and selection) smaller or larger. If you are wanting to change the size in one direction you drag from either the sides or the top/bottom.

If you change the size both vertical and horizontal then you drag from the corners.

e. To keep your selection proportional (not changing its shape) you need to hold down on the "Shift" key while you drag a corner of the box.

f. Go ahead and "Scale" the Skull down so it is small enough to fit on a balloon as seen in Fig. #14.

Remember that if you scale with the "Shift" key the image will stay the same proportion. For this image keep the proportions correct for the "Skull".

g. Once you have finished getting it to the size you want you need to double-click inside the boxed area (but not on the little circle in the center) and that will complete the scaling. Another way to complete the scaling is to click on a different tool in the Tool Box. You will get a dialogue window that will ask you if you want to do. Your choices are "Don't Apply" which will stop all scaling. This is good for stopping the process if you think you made a mistake. Another choice is "Cancel" if you want to change the scale again. The third choice is "Apply" which finishes the scaling.



Fig. #12 Erasing around the skull

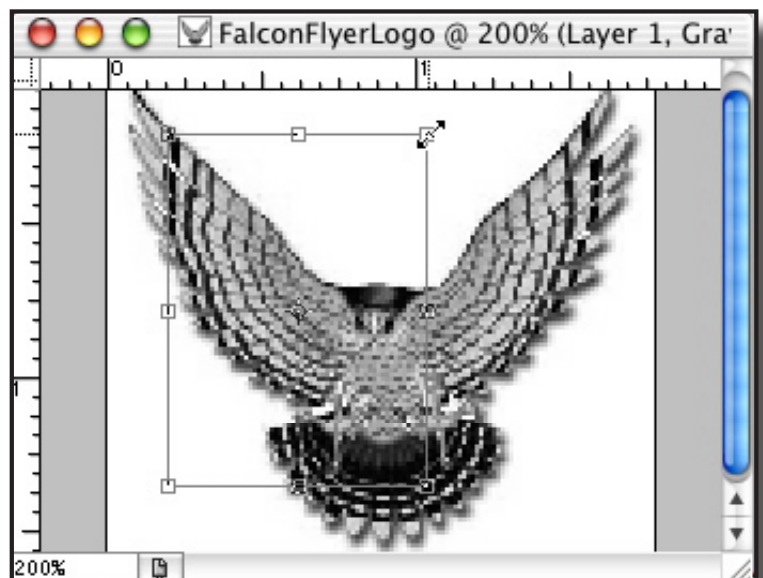


Fig. #13 Scale box

Using the Move Tool to on a Layer:

Use the Move Tool to move the skull so that it is on the Rainbow colored balloon. So you should have something like Fig. #14. Now we are ready for the final touch to our creation.

Opacity:

In the Layers window there is a setting called "Opacity". See Fig. #15 where the blue circle is. "Opacity" is the opposite of transparent. With this setting you can make objects on layer change in their "Opacity". At 100% "Opacity", the images on the layer are solid and you can not see through them.

- Click on the little triangle next to the "Opacity", slider will pop out.
- Slide the slider until the "Skull" can be seen through, but also seen itself like in Fig. #14. Now we are finished with our Photoshop creation

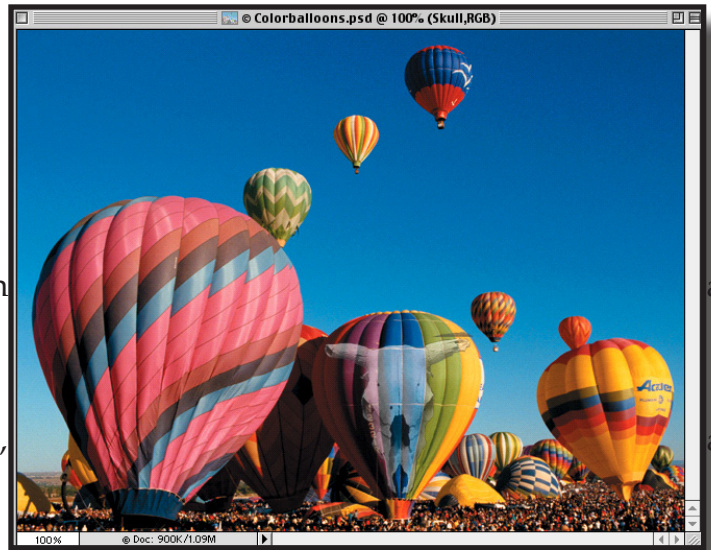


Fig. #14 Moving the Skull

How to get your Points:

Print out the evaluation sheet for the lesson. When you are finished with this lesson, get the evaluation sheet, put your name on it then put it in your "Assignment" notebook. You will be graded on the following:

- Screen Shot of Bridge with your folder seen.
- Changed Mode to RGB and Saved image as "Color Balloons" .
- Used the "Paint Brush" to paint with "Normal" mode of paint.
- Used the "Paint Brush" to paint with the "Color" mode of paint.
- Used "Erase to History" to erase some of the "Normal" mode paint.
- Selected the "Skull" then did "Copy" and then "Paste" the "Skull" onto the "Colorballoons" image.
- Changed layer name to "Skull"
- Erased extra area from edge of skull using the regular eraser
- Scaled the "Skull" layer down to fit on balloon.
- Used "Move" tool to move "Skull" onto balloon.
- Used "Opacity" in "Layers" window to make "Skull" see through.
- Saved Skull and Greyballoons into LRF
- Saved Colorballoons into LRF.

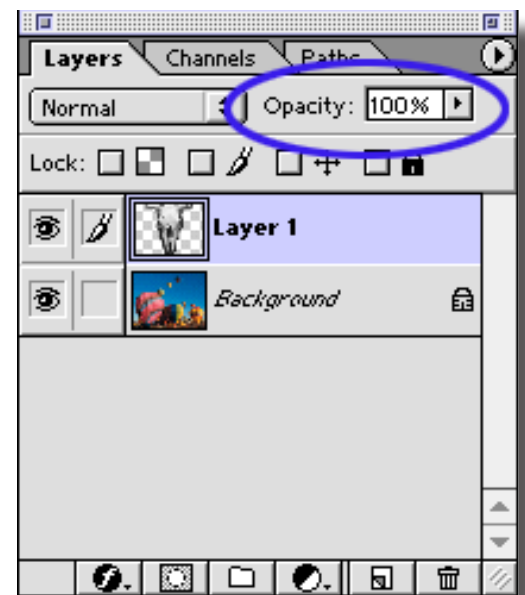


Fig. #15 Opacity