

Contents

Preface	vii
Chapter 1: Painting and Brushes	1
The Paint Tools	3
The Edit Tools	5
Basic Techniques	7
Painting a straight line	7
Painting a perpendicular line	8
Painting with the Smudge tool	9
Mopping up with the Sponge tool	12
Undoing your damage	14
Brush Size and Shape	14
Selecting a brush shape	15
Modifying brush shapes	17
Defining a custom brush	22
Brush Dynamics	23
Brush dynamic basics	24
Shape dynamics	24
Additional brush dynamics	30
Noise, Wet Edges, and the rest	32
Opacity and Strength, Flow and Exposure	33
Brush Modes	36
The 25 paint tool modes	36
The three dodge and burn modes	43
Chapter 2: Cloning, Healing, and Patterns	45
The Gentle Art of Retouching	45
Cloning and Healing	47
The Clone Stamp tool	47
The Healing Brush	53
The Patch tool	59
Retouching Photographs	61
Restoring an old photograph	63
Eliminating distracting background elements	66
Applying Repeating Patterns	70
Retouching with a pattern	71
Pattern painting options	74
Creating patterns and textures	75
Using the Pattern Maker	81
Building your own seamless pattern	85

Chapter 3: Undo and History	91
The History Palette	92
Painting Away the Past	96
The History brush	96
The Art History brush	96
Source state limitations	100
Retouching with the History Brush	100
Sharpening and smoothing	101
Painting with the snapshots	103
Creative History Effects	106
Chapter 4: Masks and Extractions	113
Working in Quick Mask Mode	115
How Quick Mask Mode works	115
Changing the red coating	118
Gradations as masks	119
Generating Masks Automatically	125
Using the Color Range command	125
A few helpful Color Range hints	129
Creating an Independent Mask Channel	129
Saving a selection outline to a mask channel	129
Converting a mask to a selection	132
Viewing mask and image	132
Building a Mask from an Image	133
Chapter 5: Working with Layers	141
Layers, Layers Everywhere	142
Sending a Selection to a Layer	143
Other ways to make a layer	144
Duplicating a layer	146
Layer Basics	147
Switching between layers	147
Understanding transparency	149
Modifying the background layer	151
Reordering layers	154
Displaying layer edges	155
Blending layers	156
Fusing several layers	158
Deleting layers	159
Saving a flattened version of an image	159
Selecting the Contents of Layers	160
Moving, Linking, and Aligning Layers	161
Linking and unlinking	161
Organizing layers in groups	163
Creating and Using Smart Objects	166
Creating a new Smart Object	166
Editing Smart Objects	167

Exporting and replacing Smart Objects	169
Locking layers	170
Applying Transformations	171
Transforming the entire image	171
Transforming layers and selected pixels	172
Warping Layers	176
Numerical transformations	178
Intelligent alignment with Smart Guides	178
Masking and Layers	179
Preserving transparency	179
Creating layer-specific masks	182
Pasting inside a selection outline	185
Masking groups of layers	185
Working with Layer Comps	187
Chapter 6: Blend Modes and Knockouts	191
It's All in the Blend	192
Opacity and Fill	193
Blend Modes	196
The hierarchy of blend modes	213
Sandwiching a filtered image	215
Advanced Blending Options	216
Blending interior layer effects	219
Masking and unmasking effects	222
Dumping whole color channels	226
Making knockouts	226
Dropping Out and Forcing Through	229
Color range slider bars	231
Fuzziness	234
Chapter 7: Shapes and Styles	239
Drawing Shapes	240
The pros and cons of shapes	240
The shape tools	241
The shape drawing process	243
Combining and editing shapes	246
Editing the stuff inside the shape	248
The Bold and Beautiful Layer Styles	252
The basic varieties of layer effects	253
Inside the Layer Style dialog box	261
Modifying and Saving Effects	272
Disabling effects	273
Duplicating effects	273
Scattering effects to the four winds	274
Effects and blending options	274
Saving effects as styles	275

Chapter 8: Corrective Filtering	279
A First Look at Filters	280
Corrective filters	280
Destructive filters	280
Effects filters	282
Fading a filter	283
Heightening Focus and Contrast	286
Using the Unsharp Mask filter	286
Sharpening grainy photographs	295
Using the High Pass filter	298
Blurring an Image	300
Applying the Gaussian Blur filter	301
Directional blurring	302
Using the Lens Blur filter	310
Softening a selection outline	315
Noise Factors	319
Adding noise	320
Removing noise with Despeckle	325
Averaging pixels with Median	325
Sharpening a compressed image	327
Using the Average filter	332
Chapter 9: Pixelate, Distort, and Render	335
A Million Bizarre Effects	335
A note about RAM	345
The Filter Gallery	345
The Pixelate Filters	347
The Crystal Halo effect	348
Creating a mezzotint	349
Edge Enhancement Filters	353
Embossing an image	353
Tracing around edges	356
Creating a metallic coating	358
Distortion Filters	360
Reflecting an image in a spoon	361
Twirling spirals	364
Creating concentric pond ripples	370
Creating parallel ripples and waves	373
Distorting an image along a curve	379
Changing to polar coordinates	381
Distorting with the Liquify command	385
Lighting an Image	397
Chapter 10: Custom Effects	403
Homegrown Effects with the Custom filter	403
Custom filter advice	405
Applying Custom Values	407

Symmetrical effects	408
Sharpening	408
Non-1 variations	412
Other custom effects	415
Displacing Pixels in an Image	420
Displacement theory	421
The Displace dialog box	425
Using Displacement Maps	429
Applying predefined dmaps	429
Creating your own textural dmaps	433
Customizing a dmap to an image	435
Designing custom transformations	437
Chapter 11: Correcting Hue and Saturation	443
Adjusting Colors	443
A few words about color effects and corrections	444
Using the adjustment dialog boxes	445
Applying Color Variations	447
How hues work	448
Intensity and range	450
When to use Variations	453
Using the Match Color Command	455
Hue Shifting and Colorizing	458
Adjusting the Hue and Saturation values	458
Editing independent color ranges	466
Colorizing images	471
When Variations and Hue/Saturation Fail	474
Mixing color channels	476
Reducing red eye	478
Final channel-mixing tidbits	481
Using the Red-eye tool	482
Using the Color Replacement tool	482
Adjustment Layers	486
Creating an adjustment layer	486
The advantages of layer-based corrections	487
Chapter 12: Levels, Curves, and Shadows	493
Why the Brightness/Contrast Command Creates Guesswork	494
Automatic Levels-Based Adjustments	495
Auto Levels	495
Auto Contrast	497
Auto Color	499
The Histogram Palette	500
The Levels Command	505
Input and output levels	505
Applying Levels one channel at a time	511
Customizing the Auto functions	513
Eyedropping neutral colors	517

The Curves Command	517
Mastering the brightness curve	518
Eyedropping graph points	522
Gradient maps	523
Creating and editing continuous curves	526
Working with arbitrary maps	528
Channel-by-channel brightness graphing	531
The Shadow/Highlight Command	533
Chapter 13: File Management and Automation	537
Using the Bridge	537
A typical Bridge session	539
Opening images from the Bridge	540
Your Bridge view options	542
Rotating images	544
Adding an image to favorites	545
Managing the cache	550
Batch renaming	552
Using the File Info command	553
Creating Custom Actions	557
How actions work	557
Editing an action	560
Playing actions and operations	563
Saving and loading sets	565
Batch Processing	566
Using Photomerge to Create a Panorama	570
Correcting Camera Raw Images	574
Making color adjustments	576
Sharpening and smoothing	578
Correcting for the camera lens	579
Tweaking the profile	580
Opening and saving Camera Raw images	582
Saving your Camera Raw settings	583
Applying your saved Camera Raw settings	584
Chapter 14: Preparing Web Graphics	587
Photoshop and ImageReady	587
Web Graphics Dos and Don'ts	588
Work large, then shrink	589
World-wide color shifts	591
More Web graphics guidelines	598
Saving JPEG Images	601
Adjusting the quality	602
Other JPEG options	603

Preparing and Saving GIF Images	603
The three routes to a GIF file	604
Using the Indexed Color command	607
Specifying the palette	607
Colors, transparency, and dithering	610
Making Side-by-Side Comparisons	612
JPEG optimization settings	615
GIF optimization settings	617
PNG optimization settings	618
The Optimize menu	620
The Preview menu	622
Creating Animated GIF Images	623
Slicing Images	626
Creating slices	626
Editing slices	628
Setting slice options	628
Saving slices	631
Turning to ImageReady	631
 Index	 639

