

1. Create new document at 500 X 500 pixels;

Basic Image Manipulation

- MOVE: Draw a shape then move with move tool.
- HAND: Open a very large file, or just blow one up until it's bigger than the view area. Select Hand tool and move around the image -- it's just like scrolling with the scrollbars or scroll wheel.
- CROP: select area then return. Note that this tool can constrain the crop to a certain aspect ratio and may even modify the image density. It is mostly intended for cropping photos in preparation for printing.

Selection tools

marquee tool :

- rectangular
- oval

lasso tool :

- lasso
- polygonal lasso - click at each "turn" point; double click to end
- magnetic lasso - will try to find defined edges in image and "adhere" to them.

magic wand tool :

- magic wand: Selects all colors that match the one clicked; can increase or decrease sensitivity
- Quick selection tool: a fast way to select large areas of contiguous color--it will expand the selection until it hits an obvious boundary

Selection modes (on toolbar at top when one of the selection tools is active)



- new selection
- add to selection (shift key to quick-select this mode)
- subtract from selection (alt/option key to quick-select this mode)
- intersect with selection (shift + alt/option key to quick-select this mode)

2. Open a city scene or landscape. Show how to select a building or object out of the photo using the tools above. Transplant the selection to another setting.

Show resizing tools> either:

- Choose Move tool and check Show Transform Controls

-OR-

- Edit menu > Transform > Scale

PHOTO CORRECTION

One main usage of Photoshop is to correct photographs. You can fix problems like over- or under-exposure, color balance, blemishes, redeye, etc. etc. There is almost no limit to the kinds of fixes you can make, assuming the original photograph is of high enough quality to allow fixing.

3. Take a photo of self with Photo Booth or with your phone camera. Open in Photoshop. Crop out self and superimpose on another photo.

Correcting

Image menu > Adjustment > Levels

Lets you adjust tonal range and color balance of a photo by adjusting the intensity levels of the image's shadows (left slider), highlights (right slider), and midtones (middle slider.) Pull the sliders at both ends until they come to the first large change in the graph (histogram.) Move the center slider until you like the results in the midtones.

Image menu > Adjustment > Hue/Saturation

Lets you adjust the Hue (tone), Saturation (insensity), or Lightness of the image colors.

IMAGE CREATION

The other main usage of Photoshop is in creating and manipulating original bitmap images. For instance, the button icon sets you saw in DigHT 210 were originally created in PS.

Painting Tools

Paint/Pencil tool (click and hold on tool to switch between)

Paint Brush - paint foreground color using various brush shapes and sizes

Pencil - 1 pixel wide freehand lines in foreground color

Color Picker/eyedropper - copy the color you are hovering over

Fill/Gradient tool (click and hold on tool to switch between)

Fill ("paint bucket") - fill an area with a solid color

Gradient fill - fill an area with a color gradient

Shape - create various filled shapes—rectangles, ellipses, polygons, lines, etc

This tool draws filled shapes.

* Let them do this for a minute

How to draw outlines of shapes-- See Drawing Shapes at bottom of page

4. Draw a circle or rectangle outline using these directions.

TEXT TOOL

Draws bitmapped text, but retains the ability to edit the text.

Good sources for free fonts

<http://www.dafont.com>

<http://www.webpagepublicity.com/free-fonts.html>

<http://www.cthulhulives.org/toybox/PROPDOCS/PropFonts.html>

<http://www.fontsquirrel.com/>

LAYERS

A way to keep various parts of the final image separate from one another.

Layers can be changed by dragging layer listing.

Layer effects - like graphic effects in LiveCode but more powerful.

Create layer effect by double clicking in the layer. Check the effects you want to apply.
Overall layer style: see especially Opacity and Fill Opacity

Effects:

- Bevel and Emboss
- Stroke
- Inner Shadow
- Inner Glow
- Satin
- Color Overlay
- Gradient Overlay
- Pattern Overlay
- Outer Glow
- Drop Shadow

5. ACTIVITY: Create new document

Layer 1 - Fill with solid color - a way to test how the image looks against various solid color backgrounds.

Layer 2 - Enter some text, maybe like a button label, "Start" or "Play"

- set various text attributes: font, size, style, color
- Apply layer effects to text: bevel/emboss, drop shadow, glow. Observe results.
- Show how to apply only outline to text. Fill opacity to 0. Add stroke effect.

- Add color overlay effect to the two layers to show how easy it is to change the color of a layer.

6. Look at ways to choose colors, including the familiar RGB; also point-and-click.

History palette - show how to take out changes and how to make a snapshot.

Important: How to export a finished PNG or JPEG ready for import into LiveCode:

File Menu > Save for Web (Don't let menu label confuse you--this is to save for any on-screen use.)

- Here you can set the final size, file format. Note that the resultant file size for the various settings is displayed below the image. This can help you decide which format to use.