

LAYERS

- Open blank Photoshop Doc
- Make several new layers
- Paint on them with different colours, brushes, etc.
- Intersperse with Adjustment Layers Bright, Hue, Curves
- PLAY!
- Note how layers ABOVE hide what is below
- Use BLEND modes to interact layers
- Note how Adjustment Layers only affect layers below them
- Mask different layers

Destructive and Non-Destructive

Open Edie in JPEG

Destructive

- Duplicate layer
- Brightness and Contrast
- Hue and Saturation
 - Increase saturation
 - Decrease red and green saturation
- Clone out rubbish
- Use Poly Lasso Tool and cut Edie out
- Use Move tool and shift her closer to building
- Clone out hole where she came from

Non-Destructive

- Open Brightness and Contrast Adjustment layer
- Open Hue and Saturation Adjustment layer
 - Increase saturation
 - Decrease red and green saturation
- Open new blank layer and clone out rubbish
- Merge this layer down into one below.
- Duplicate layer
- Reduce opacity to 50%
- Shift layer
- Opacity back to 100%
- Mask
- Paint out all but Edie
- New layer above background and clone out Edie

What's the difference for all this work?

- If you want to shift Edie again just use the move tool
- Colours wrong?? just go back and reopen the adjustment layers

Notes

Fireworks

Open several images

Demonstrate;

- Opacity
- Shift
- Blending modes
- Masking

NOTES

Spider

Open JPEG Image NOT RAW

Duplicate image and open in Camera RAW

- Basic Adjustments and balancing look of image

Photoshop

- Brightness / Contrast layer Darken
- NAME LAYERS AS YOU GO!!
- Mask Paint light back in
- Empty layer and clone out distractions “Current and below”
- Control Alt E New combined layer
- Duplicate
- Blur top layer, shift down
- Mask top to see through
- Add more blur if needed

NOTES

M^cGuires

REPLACE SKY

- Open JPEG into Camera RAW
- Straighten
- Blacks / Highlights
- Open into Photoshop
- Clone layer and remove palm tree
- Merge down Note difference “Merge Visible”and “Merge Down”
- Duplicate layer
- Magic Wand on “Contiguous” (80, 60, 40, 30, 20, 10)
- Use “Shift”to extend selected areas
- Use “Alt”and mask
- Open a sky
- In Sky
- Select All
- Edit Copy
- In M^cGuires Edit Paste
- Note warning and difference in size.
- Name SKY layer
- In sky layer Edit Transform Scale
- Resize as required
- MASKS
- Duplicate hotel layer twice
- In hotel layer select sky, Mask
- In second hotel layer, select sky use Select Inverse and Mask
- OR in second hotel layer, select sky and mask holding Alt
- You now have two opposite masks
- Open two Adjustment layers, either Brightness, Curves, or Levels
- Shift masks to these
- Alter Adjustment Layers independently
- Check Refine Mask

NOTES

Plane

- Open in Camera RAW
- Bright / Contrast
- Open into Photoshop
- Magic Wand
- Alt, Mask
- Add red check layer
- Refine mask with Wand and Paint Bucket
- Finish with Paint Brush
- Add new Sky
- As above, use independent Brightness layers
- Try using a Black and White layer after opening in Photoshop to make masks

NOTES

“L”

FREQUENCY SEPERATION

- Open in Camera RAW and show Healing Brush
- Close, Reopen in Photoshop
- Duplicate layers x 2
- Hide top
- Rename second COLOUR and blur
- Reveal top, rename TEXTURE
- Go to Image, Apply Image.
- Use these Settings;

Opacity	100%
Scale	2
Blending	Subtract
Offset	128
Channel	RGB
LAYER	COLOUR
- Hit OK
- Change Layer Blending Mode to LINIER LIGHT
- Show Spot Healing Brush and Healing Brush
- Paint skin in new layer above Colour Layer
- Control Alt E
- Liquify

NOTES