

PHOTOSHOP BASICS II

Directions: The following is a mini lecture designed to be delivered to students at the beginning of class. It is not meant to be a student handout. Please be sure you have reviewed the instructions using your Photoshop program so you can field any questions the students might have.

INTRODUCING THE MAGIC WAND



MAGIC WAND

The most sophisticated selection tool is the **MAGIC WAND**, which gets its name because it can make “smart” selections. The operation of the magic wand is based on selecting all pixels of the same color that occur in an image. It makes its comparison based on the color of the pixel that is clicked on (i.e. “sampled”) in the image.

Have the students select the magic wand tool and click on any part of their image. This should create a selection that encompasses all pixels of that color in their image, including the pixels of that color that overlap with other colors. Point out to the students that the selection stops when the pixel colors change.

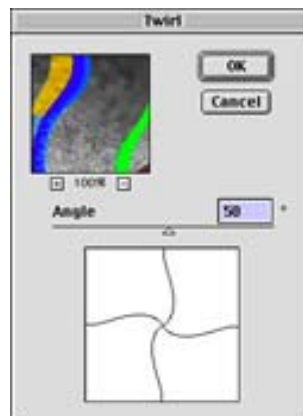
The reason students might use the magic wand would be to select a color from an image and use it again (e.g., as a border around their image or text in the image). It can create a more uniform look to an image and/or a message they are trying to convey. Today, students should attempt to use the magic wand in order to create a more uniform look to their overall image and to the ideas they are trying to convey in their image.

FILTERS

One of the most powerful sets of features in Photoshop are its **FILTERS**. Filters are programs that, pixel by pixel, transform a digital image. Imagine if you could change everything you see into a grainy black and white photo; or imagine seeing the world through permanently rippling glass, or as if it were behind stained glass. Adobe Photoshop’s filters, found under the **FILTER** menu, allow the user to carry out these types of operations. Students will have the most fun with filters, if they are explored. All they need to do is make a selection in the image and go to the **FILTER** menu. Most filters have sliders and specifications that let the user adjust the extent of the effect. We will look at the **TWIRL** filter first and leave the rest to the exploration of the student. Go to **FILTER>DISTORT>TWIRL...** The horizontal slider changes the amount of twirl in the image. The small window previews the effects of the twirl. Most filters have interfaces similar to this one. Some, like **RIPPLE** and **ZIG ZAG** (both under Distort) have multiple parameters to control the effect.

NOTE: filters cannot be applied to text layers. To twirl or otherwise apply affects to text, the user must go to **LAYER>TYPE>RENDER LAYER**. Once this is done, the text is no longer editable and is a graphical layer like any other in Photoshop.

TWIRL FILTER WINDOW



HANDLING OTHER MISTAKES OR MIND-CHANGES

In general, Photoshop allows the user to UNDO the last thing they did by going to EDIT>UNDO (keyboard: CMD|CTL-Z as in any other program). Sometimes one has to go back further in the production process. Photoshop keeps track of a large number of actions via the HISTORY WINDOW which can be accessed by going to WINDOW>SHOW HISTORY. Here, the user will find the actions they have carried out on the current image since the last time it was saved (up to a point determined by how Photoshop's preferences are set). Clicking on any one of these steps takes the user back to that point in their production process.