

Pixel Editing Tools Part 1

Healing Brush, Brush, Clone tools

Introduction to Photoshop

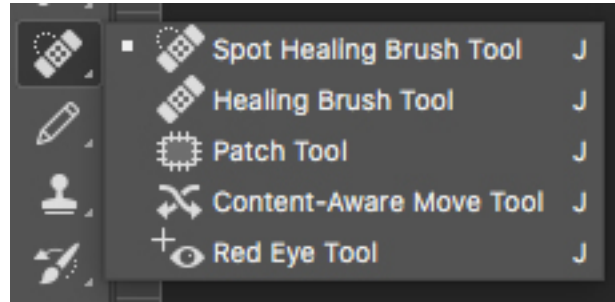
Lecture outline

- Pixel Editing Tools
 - Spot
 - Brush
 - Clone
 - Eraser
 - Gradient
 - Sharpness
 - Tonality
- Working with pixel tools
 - Healing brushes & patching
 - Faux oil painting
 - Cloning away hair
 - Optional: using content aware fill
- Brush presets

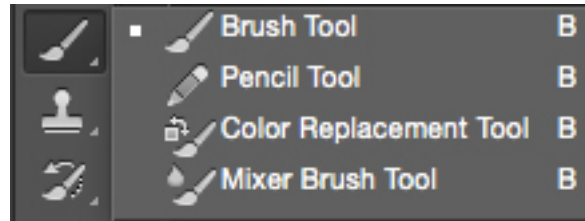
References

- Kelby, Scott. How Do I Do That..., Ch 1
- Whalley, Robin. Essential Photoshop, Ch 1, Ch 4

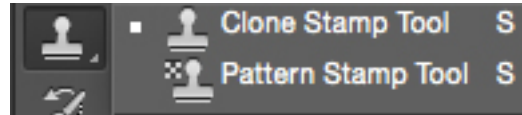
Pixel Editing Tools: Spot Healing



Pixel Editing Tools: Brush



Pixel Editing Tools: Clone



Brush Presets

BRUSH PRESETS BRUSH CLONE SOURCE

Brush Presets

Brush Tip Shape

- Shape Dynamics
- Scattering
- Texture
- Dual Brush
- Color Dynamics
- Transfer
- Noise
- Wet Edges
- Airbrush
- Smoothing
- Protect Texture

Size: 70 px

Flip X Flip Y

Angle: 0°

Roundness: 100%

Hardness

Spacing: 1%

Preset Manager

Preset Type: Brushes

		14	24	27	39	46	59	11	17	23	36	44	60		
14	26	33	42	55	70	112	134	74	95	29	192	36	36		
33	63	66	39	63	11	48	32	55	100	75	45				

- Text Only
- Small Thumbnail
- Large Thumbnail
- Small List
- Large List
- Stroke Thumbnail
- Reset Brushes...
- Replace Brushes...
- Assorted Brushes
- Basic Brushes
- Calligraphic Brushes
- DP Brushes
- Drop Shadow Brushes
- Dry Media Brushes
- Faux Finish Brushes
- M Brushes
- Natural Brushes 2
- Natural Brushes
- Round Brushes with Size
- Special Effect Brushes
- Square Brushes
- Thick Heavy Brushes
- Wet Media Brushes

Working with Pixel Tools

- The Rules
 - Pixel tools do DESTRUCTIVE edits
 - ALWAYS work on a copy of the layer you want to edit [cmd+j / ctrl+j]
 - MOST of the time you will be using a soft edged brush
 - Soft: flesh, clothing, fur, hair
 - Hard: along edges
 - Undo [cmd+z / ctrl+z] is your VERY BEST FRIEND!
 - Undo's buddy the History Panel (Menu: Window → History)
 - Step backwards [option+cmd+z / alt+ctrl+z]
 - Went too far? [shift+cmd+z / shift+ctrl+z] to Step forward

Working with Pixel Tools

- Healing Brush Tools
 - Spot healing brush (J)
 - Mode
 - **Normal**
 - Replace: preserves noise, texture, film grain at end of brush stroke when using a soft edged brush
 - Type
 - Proximity Match: uses pixels around edge of selection
 - Create Texture: uses pixels to make texture
 - **Content-Aware:** compares nearby pixels to seamlessly fill selection
- Healing Brush Tools
 - Healing brush (J)
 - Mode
 - Source: specifies source to use, **sampled** or pattern
 - **Aligned** (toggle): sample pixels continuously off the sampling point; deselect uses same sampling point
 - Sample: samples data from layer(s) you specify:
 - **Current layer**
 - Current & below
 - All Layers
 - Ignore adjustment layers (toggle)

Working with Pixel Tools

- Patch tool (J)
 - Selection tool options (default, add to, subtract from, intersect with)
 - Source or destination
 - Source: select the bad area, drag the selection to the good area
 - Destination: select the good area, drag the selection to the bad area
- Red eye tool (J)
 - Self-explanatory
 - Make an oval/round selection over the red pupil and it changes to black

Working with Pixel Tools

- Brush tool (B)
 - Option bar
 - Mode
 - Behind: only paints on transparent pixels
 - Clear: makes pixels transparent
 - Flow
 - Rate at which color is applied
 - Airbrush
 - Simulates airbrush
- Pencil tool (B)
 - Option bar
 - Auto erase
 - Set foreground & background colors
 - If the center of the cursor is over the foreground color when dragging is begun, the area is erased to the background color
 - If the center isn't over the foreground color, will paint with the foreground color

Working with Pixel Tools

- Color replacement tool (B)
 - Option bar:
 - Blending mode: color
 - Sampling option: once
 - Limits: contiguous
 - Tolerance: ~ 30%
 - Replaces color range that you click the brush on with the foreground color
 - Replicates selection tool & Hue/Saturation adjustment layer
- Mixer brush (B)
 - Replicates painting with oil paints

Working with Pixel Tools

- Clone stamp tool (S)
 - [option / alt] + click to select source
 - Paint on layer like normal paint brush, replaces what is under the brush with source
 - Source moves with brush
- Pattern stamp tool (S)
 - Select pattern to paint
 - Paint on layer

Working with Pixel Tools

- Content aware fill
 - Make selection
 - Menu: Edit → Fill
 - In “Contents” select “Content-aware” from the “Use” drop-down menu
 - Photoshop will fill the selection area making a best guess as to how to fill the area based on the surrounding pixels

Working with Pixel Tools

- Content aware move
 - Make selection with tool
 - Move selection, press return / enter to execute move
 - Photoshop will then use content aware fill to fill in the area where the object was moved from
 - Regions that do not have complex patterns work the best