

Pixel Editing Tools Part 2

Eraser, Paint Bucket, Tonality Tools

Introduction to Photoshop

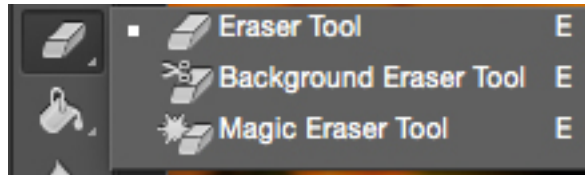
Lecture outline

- Pixel Editing Tools
 - Eraser
 - Gradient
 - Sharpness
 - Tonality
 - Menu: Edit items
 - Fill
 - Stroke
 - Transform
 - Free Transform
- Working with pixel tools
 - Erasing
 - Gradient
 - Changing sharpness
 - Changing tonality
 - Non-destructive tonality changes (dodge/burn)

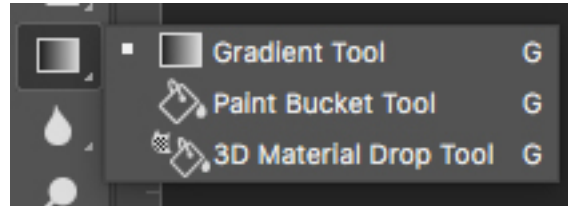
References

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

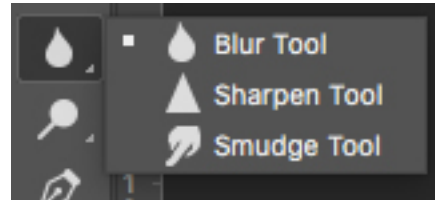
Pixel Editing Tools: Eraser



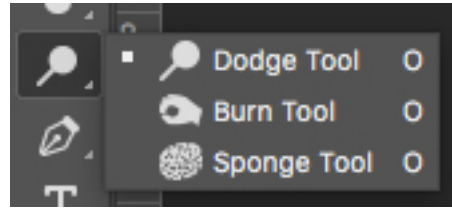
Pixel Editing Tools: Gradient



Pixel Editing Tools: Sharpness



Pixel Editing tools: Tonality



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

- Eraser tools
 - Eraser (E)
 - Mode
 - Brush: can adjust opacity & flow
 - Pencil: can adjust opacity
 - Block
 - Background Eraser (E)
 - Sampling
 - Continuous
 - **Once**
 - Background swatch
 - Limits
 - Discontiguous
 - **Contiguous**
 - Find Edges
- Eraser tools
 - Magic Eraser tool (E)
 - Tolerance: range of colors
 - **Anti-alias**: smoothness
 - **Contiguous**: erase pixels next to the one you click
 - Sample all layers
 - Opacity: strength of erasure
 - Note: background eraser overrides the transparency lock of a layer

Working with Pixel Tools

- Gradient tool (G)
 - Applies a multicolored gradient to layer
 - Double-clicking on a gradient brings up gradient editor box where you can change colors & opacity
- Paint bucket tool (G)
 - Fills similarly colored areas or selection with the foreground color

Working with Pixel Tools

- Blur tool
 - Blurs hard edges
 - Mode: subset of blending modes
 - Strength: how strong to make the blurring effect
 - Sample all layers
- Smudge tool
 - Replicates finger painting
 - Finger painting: uses foreground color at start of stroke
- Sharpen tool
 - Sharpen soft edges by increasing contrast
 - Protect details: enhance detail, minimize artifacts

Working with Pixel Tools

- Dodge tool (O)
 - Replicates darkroom technique of dodging or lightening image
 - Range:
 - Midtones: middle colors
 - Shadows: dark areas
 - Highlights: bright areas
 - Exposure: how strong
 - Protect tones: avoid clipping
- Burn tool (O)
 - Replicates darkroom technique of burning or darkening image
- Guidelines
 - Start at 50% exposure
 - Painting over increases the effect

Working with Pixel Tools

Effect Wanted	Tool	Range to tone
Lighten deep shadows	Dodge	Midtones or highlights
Lighten dark midtones	Dodge	Highlights or shadows
Lighten gray highlights	Dodge	Midtones
Darken white highlights	Burn	Midtones or shadows
Darken pale midtones	Burn	Highlights or shadows
Darken gray shadows	Burn	Midtones

Working with Pixel Tools

- Sponge tool (O)
 - Changes color saturation
 - Mode
 - Saturate
 - Desaturate
 - Flow
 - Vibrance: minimize clipping of fully saturated / desaturated areas

Working with Pixel Tools

- Menu → Edit
 - Fill: fill area with color or content
 - Foreground, background, color
 - Black, white, 50% gray
 - Content-aware, pattern, history
 - Blending mode, opacity, preserve transparency
 - Stroke: put an x pixel stroke
 - Pixel size & color
 - Location: inside, center, outside
 - Blending mode, opacity, preserve transparency

Working with Pixel Tools

- Menu → Edit
 - Free Transform: scale and rotate a layer
 - Transform: alters layer appearance
 - Scale
 - Rotate
 - Skew
 - Distort
 - Perspective
 - Warp
 - Rotate CCW/CW 90°, 180°
 - Flip Vertical/Horizontal