



EDUI 6005

The Road So Far (Photoshop Week 1 - 5)

What we've covered Week 1

- Understanding pixels and resolution
 - *What's a pixel*
 - *Web vs. Print resolution*
 - *Megapixels*
 - *Resampling and Resizing*
 - *Image Artifacts*
- A bit about color
- Composition and the “rule of thirds”
- Creating shapes and working with:
 - *Elliptical and Rectangular Marquee Tools*
 - *Filling selections*
 - *Creating patterns and shapes*

What we've covered Week 1

■ Working with images to:

- *Make selections using the Quick Selection and Magnetic Lasso Tools*
- *Creating layers and duplicating them*
- *Adjusting the Hue and Saturation*
- *Creating guides*

■ RGB Colors

- *Using Layer Blending Modes*
- *Adding Layer Styles*

What we've covered Week 2

■ Destructive vs. Non-destructive editing

- *In destructive editing we are changing pixels and overwriting the original image data*
- *In nondestructive editing we are making changes that can be altered or edited later because we aren't actually altering the pixels that exist in the actual image*

■ Gradients

- *Using custom gradients*
- *Adding color and/or opacity stops*
- *Adding gradients using the Gradient Tool (destructive)*
- *Adding gradients using Layer Styles (nondestructive)*

■ Shape Tools

- *Similar to Marquee Tool but nondestructive and similar to Illustrator's vector tools*

What we've covered Week 2

■ Layers

- *Creating New Layers*
- *Copying Layers*
- *Creating Groups*

■ Transform Options

- *Free Transforming to rotate and resize images*

■ Placing Images

- *Placing an Embedded image vs. Linked*

■ Layer Blending Modes

- *Allows the pixels of one layer, to interact in special ways with the layer below*
- *Screen, Multiply, and Overlay are common but there are many others for varying effects*

■ Photo Effects

- *Using Layer style to create Inner Shadow and Highlights*
- *Using the Dodge and Burn Tools*

What we've covered Week 2

■ Brush Tool and Brush Effects

- *Changing the Size*
- *Understanding Hardness of the brush and "feathering"*
- *Using Brush Tip Shape to increase the spacing between brush strokes*
- *Using Size Jitter to randomize the size of your brush when clicking and drawing*
- *Using Scattering to randomize the area your brush will draw*

■ Textures

- *How to add a texture on to an image using Image Place and Layer Blending Modes*
- *Creating exact selections of a layer (Ctrl/CMD + Thumbnail click)*

■ Using Filters

- *Lens Flare *Use sparingly!*
- *Gaussian Blur*
- *Radial Blur*
- *Spherize*

What we've covered Week 3

- Using Levels to increase contrast and modify the highlights, midtones, and shadows of the image.
- Image Modes including RGB, CMYK, and Grayscale
- Using the Magnetic Lasso and Quick Selection Tools to select specific part of the image and modify them
- Using Select -> Feather to make your selections softer
- Using the Color Halftone Filter to create a retro print effect
- Transforming images using Skew
- Using Blending Modes with Color to colorize black and white images
- Creating compositions using a variety of pictures to isolate and remove the backgrounds as part of the complete image.
- Creating a new layer that combines all layers into one (Ctrl + Alt + Shift + E for PC and Cmd + Option + Shift + E for Mac)
- Working with the Type Tool
- Adding a Texture using Layer Blending Modes

What we've covered Week 4

- Antialiasing in images and it's purpose
- Using the Pencil Tool and changing your brush set (i.e. Square Brush in our case)
- Using simple colors and techniques to create depth in Pixel Art
- Quickly duplicating Layers using the Move Tool
- Resampling and when to use Bicubic vs. Nearest Neighbor
- Using the Bucket Tool and adjusting Tolerance

What we've covered Week 5

- Clone Stamp Tool and how to clone different parts of your image (set target and clone)
- Liquefy Filter and more advanced way to manipulate the image
- Retouching images using a combination of Masks, Levels, and Curves
- Exporting your image (using optimize, 2-up, 4-up etc.) and adjusting the compression settings
- Image formats and what they work best for (Jpeg vs. Png. Vs. Gif etc.)

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SWAY

