

# *ExplorNet's Digital Media I*

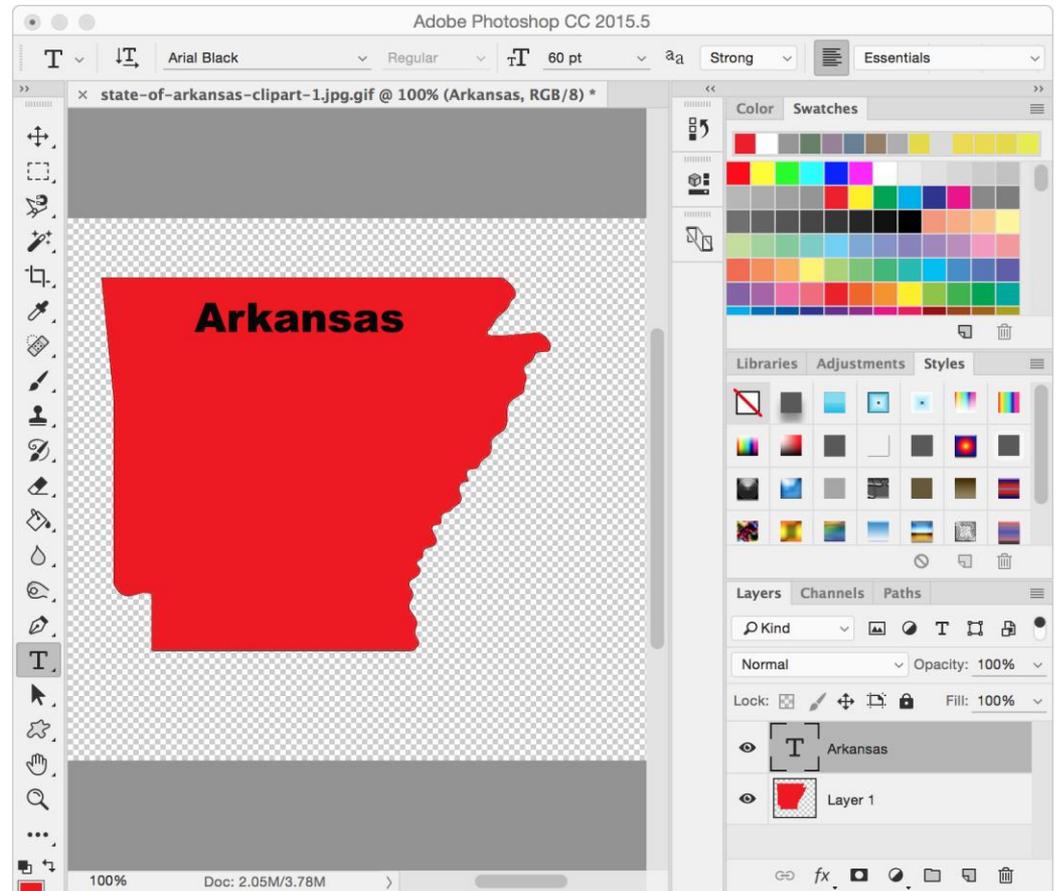


Objective 102.03 10%

Compare and contrast digital graphics tools and their uses.

# Panels in PhotoShop Workspace

- Options Bar
- Document Panel
- Tools Panel
- History Panel
- Color Panel
- Layers Panel



# Customize Workspace

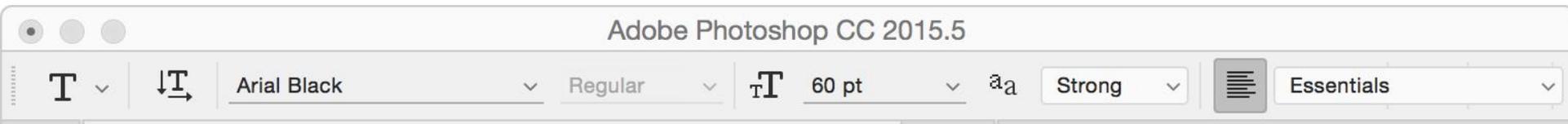
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- Your PhotoShop workspace can be changed to best meet your needs as a video editor.
  - Change document views
  - Rearrange/resize windows and panels
  - Add or remove tools on toolbar
  - Create and save custom workspace
- These same techniques can be used to customize other Adobe software.

# Options Bar

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- ❑ Displays options for the currently selected tool.



Options Bar with Type tool selected



Options Bar with Paint Bucket tool selected

# Document Panel

- ❑ Displays the file you're working on.
- ❑ Multiple graphic files can be opened and worked on.
- ❑ Grids and Rulers are measuring tools used to assist in the scaling, arranging, and spacing of design components.



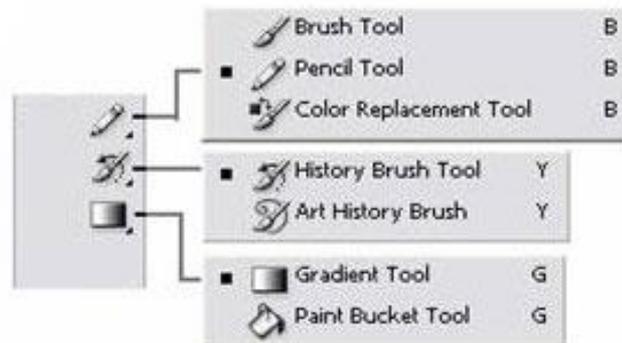
# Non-Printing Design Elements

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- Rulers help you accurately place and measure objects in an document.
- Grid appears behind your artwork and helps you align items on the canvas.
- Guides help you align text and graphic objects. You can create straight vertical or horizontal ruler guides.
- Smart Guides are temporary snap-to guides that appear when you move objects. They help you align, edit, and transform objects relative to other objects.

## Tools Panel

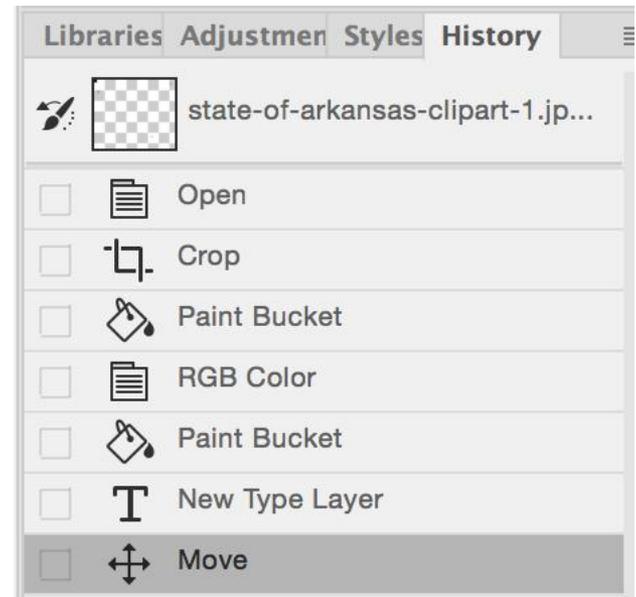
- ❑ Contains tools for creating and editing images, artwork, page elements.
- ❑ Related tools are grouped together.
- ❑ A small triangle at the lower right of the tool icon signals the presence of hidden tools



# History Panel

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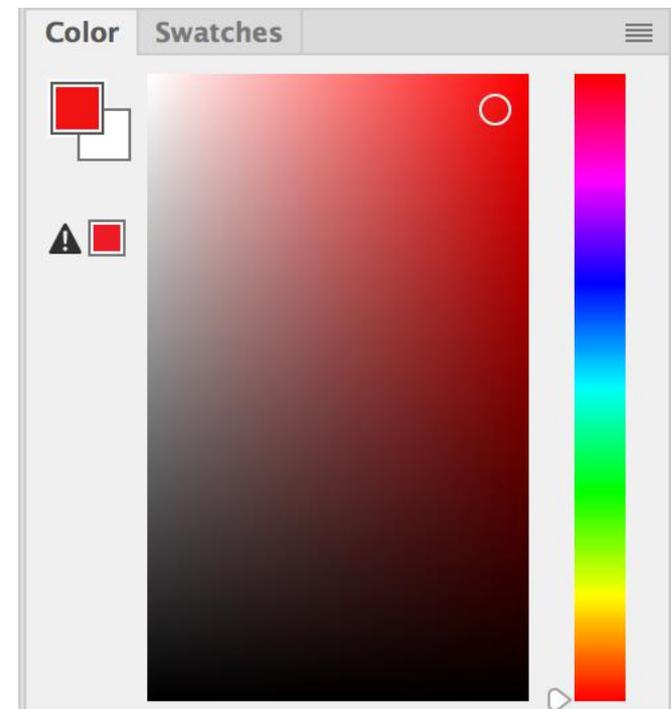
- Each time you apply a change to an image, the new state of that image is added to the panel.
- Jump to any recent state of the image created during the current working session.



## Color Panel

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- Displays the color values for the current foreground and background colors.
- Using the sliders, you can edit the foreground and background colors using different color models.



# Swatches

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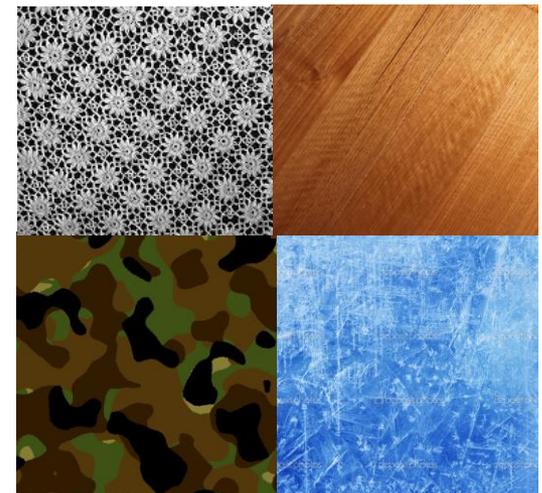
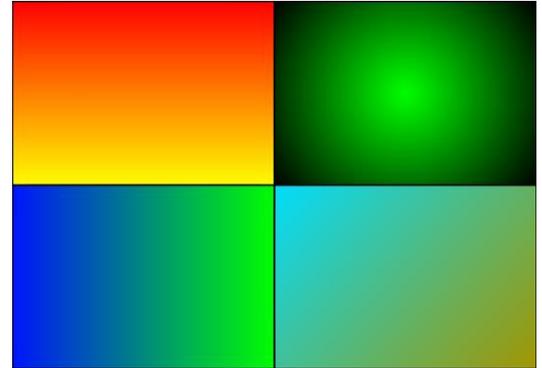
- Use the [Swatches panel](#) to control colors, gradients, and patterns.
- Can also create tints in the Swatches panel.



# Color Editing Terms

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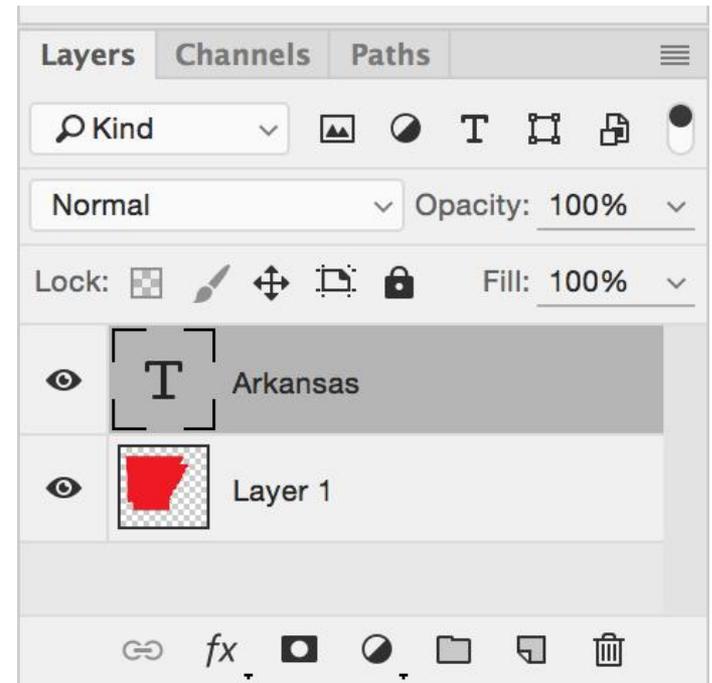
- Gradient
  - A gradual change of color within a design component.
- Pattern
  - A repeated decorative design.
- Eyedropper
  - Used to pick up a color value from the image and sets it as the foreground color.



# Layers Panel

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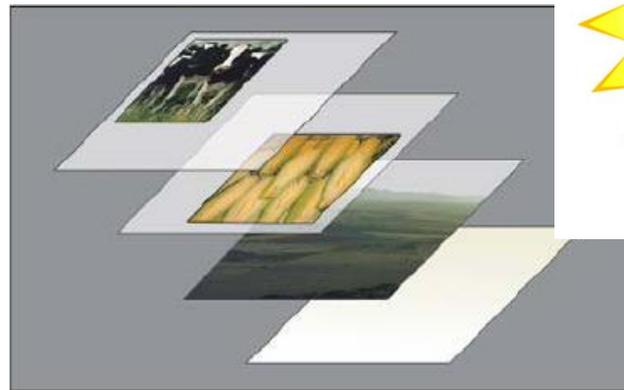
- ❑ Lists all layers, layer groups, and layer effects in an image.
- ❑ You can use to show and hide layers, create new layers, and work with groups of layers.
- ❑ [Introduction to Layers](#) directions and video.



# Stacking Order

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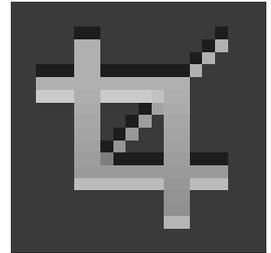
- Layering - separating components of a design individually or into groups in order to make adjustments specific to the layer.
- The stacking order can be changed by moving the layer in the Layers Panel.
- Or by using Arrange and:
  - Send to Back
  - Send Backward
  - Send to Front
  - Send Forward



# Common Graphic Editing Terms

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- Cropping
  - Eliminating unwanted parts of a graphic.
- Scaling
  - Changing a graphic's size dimensions (height and width).



# Linked vs. Embedded Graphics

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Linked Images - remain independent of the new file.

## Pros

- Keeps documents relatively small.
- Allows you to edit your linked images in another application and the edits will automatically be applied to the linked image within your document.

## Cons

- Moving or deleting folders/files, can lead to unlinked images.
- Anytime you send the file containing the link to someone else, you have to make sure to send the linked images as well.

# Linked vs. Embedded Graphics

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Embedded Images - Are actually contained within the new document at full resolution.

## Pros

- Self sufficient document – You do not have to worry about images unlinking.

## Cons

- Can result in large document sizes.
- Have to reimport images after editing them in outside applications.

# PhotoShop Photo Manipulation

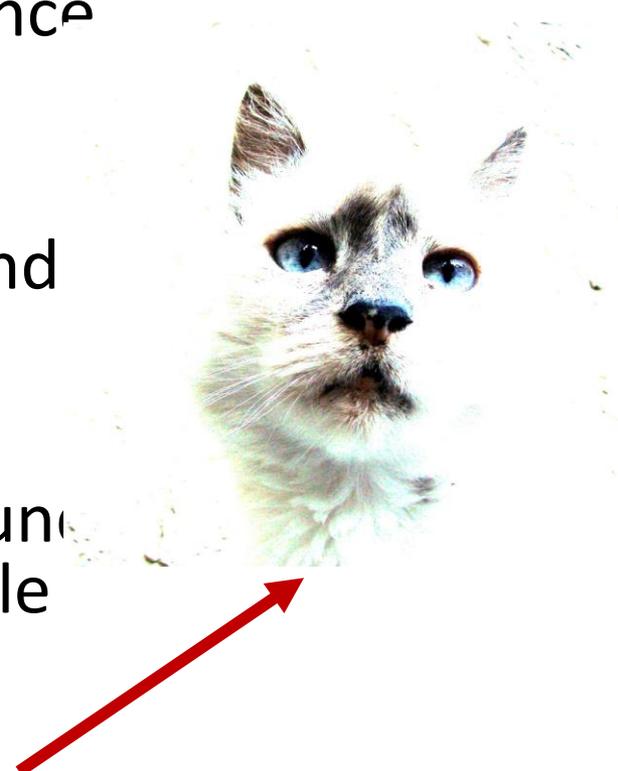
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- Destructive Editing
  - Changes the original photo in a way that cannot be reversed after saving and closing; i.e. cropping, deleting a selection.
- Non-Destructive Editing
  - Makes changes to the original photo that can always be reversed; i.e. [masking](#).

# PhotoShop Photo Manipulation

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- Retouching
  - Removing unwanted elements and/or blemishes from a photo to enhance the visual quality.
- Adjusting Levels
  - Changing highlights, shadows, and mid-tones of a photo.
- Exposure
  - The amount of light in a photo; under-exposed is not enough light, while over-exposed is too much light.



# PhotoShop Photo Manipulation

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- Sharpness
  - The property of a photo that describes the clarity of detail.
  
- Contrast
  - The amount of separation between the darkest areas of a photo and the brightest areas; adding contrast causes a photo to look more defined.



# PhotoShop Photo Manipulation

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- Smart Object
  - Preserve an image's source content with all its original characteristics, enabling you to perform nondestructive editing to the layer.
  - Graphics can be embedded as Smart Objects or converted.
- Color Correction
  - Adjusting the color values of a graphic to make them appear more realistic or to meet the desired effect (ex: red eye correction or changing tint).

# PhotoShop Photo Manipulation

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## Filters

- Preset effects applied to entire graphic used to quickly adjust a graphic's appearance.



Mosaic Filter



Pencil Sketch Filter

# PhotoShop Photo Manipulation

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- Layer Styles
  - Preset effects applied to graphics and/or text within a layer that add depth and dimension.

**Stroke**

**Bevel**

**Drop Shadow**

**Emboss**