Mr. K's Technology

We are using Adobe Photoshop Elements

Today we will use different Blending Modes, the Threshold Filter, Color Halftones, Gaussian Blur, Gradients, and more to create an awesome image

Students will learn

To Make photos look their best

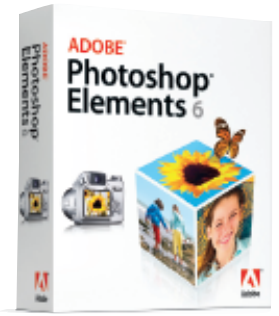
- Create amazing composites with easy-to-use tools
- Brush away wrinkles, unwanted objects, and other flaws
- Make selections in a snap so you can easily adjust specific areas of a photo
- Easily adjust skin tones for a more natural look
- Fine-tune exposure with color curves adjustments and the enhanced Brightness/Contrast control

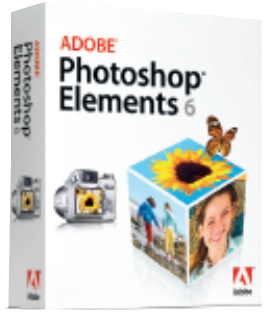
To Do more with photos

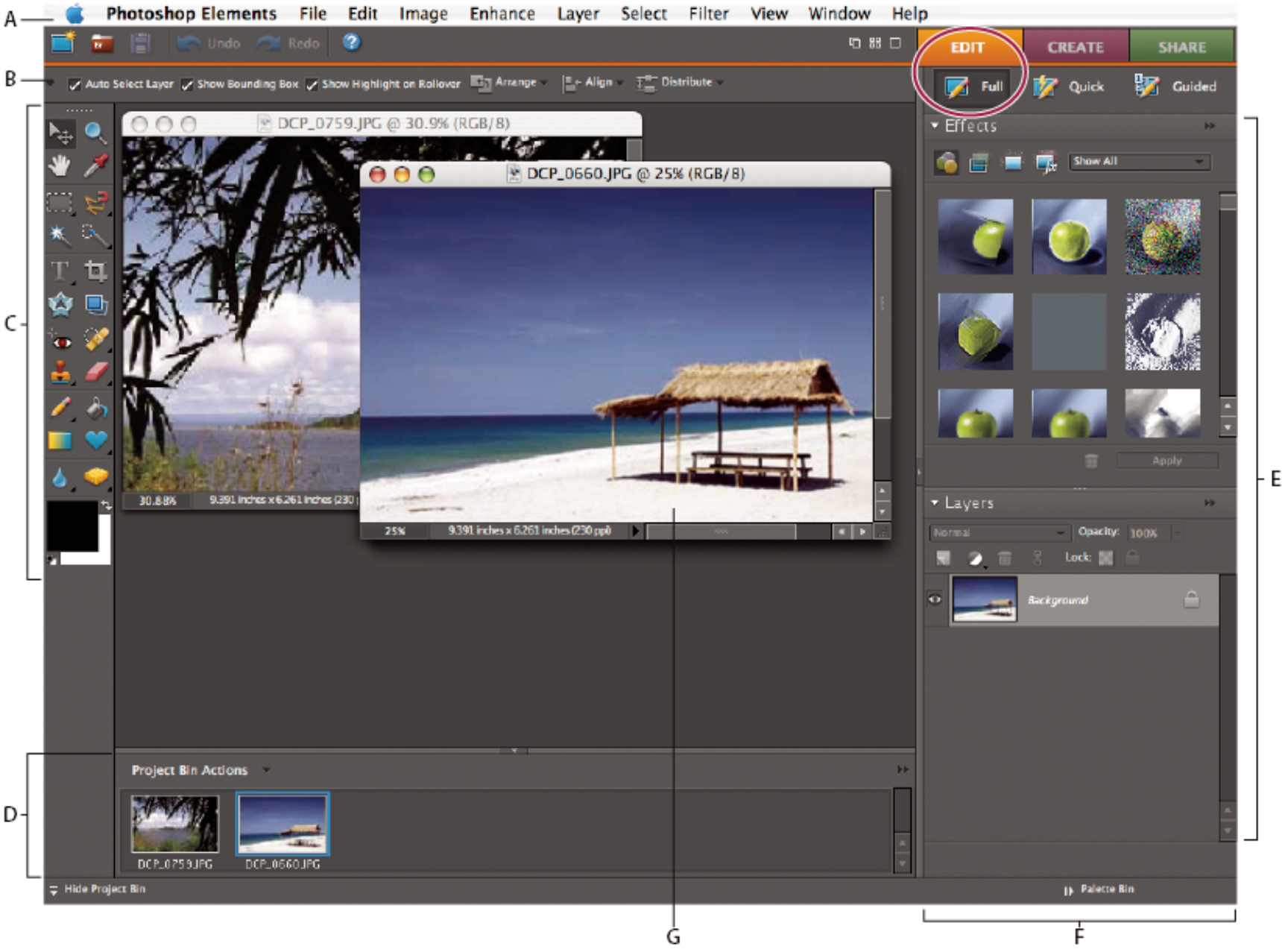
- Start creating quickly, no experience necessary
- Express your ideas in customizable layouts
- Create photo books with greater ease and flexibility
- Entertain friends with custom slide shows and interactive web galleries
- Share with family and friends using a variety of fun options

To Easily find and view all photos and video clips

- Instantly download photos from your camera
- Categorize photos and video clips with easy-to-use visual tags
- Group photos into convenient Albums
- Develop creations more quickly by gathering the photos you need for a specific project in one place
- View and organize your photos quickly, even when your library grows to include thousands of photos



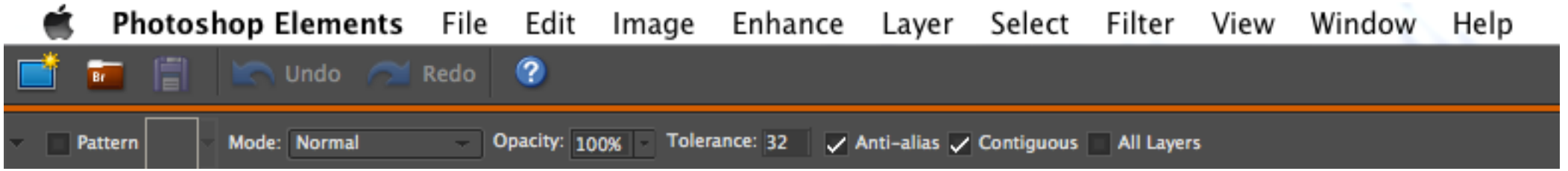




Full Edit workspace

***A.** Menu bar **B.** Workspace buttons **C.** Toolbox **D** Project Bin **E.** Palettes **F.** Palette bin **G.** Active image area*

You should be familiar with Adobe Photoshop Elements before viewing this project. Please review as needed



Menu bar Contains menus for performing tasks. The menus are organized by topic. For example, the Enhance menu contains commands for applying adjustments to an image.

Workspace buttons Moves you between the Guided Edit, Quick Fix, and Full Edit workspaces. These buttons change according to the current workspace.

Toolbox Holds tools for editing images.

Options bar Provides options for the tool you select.

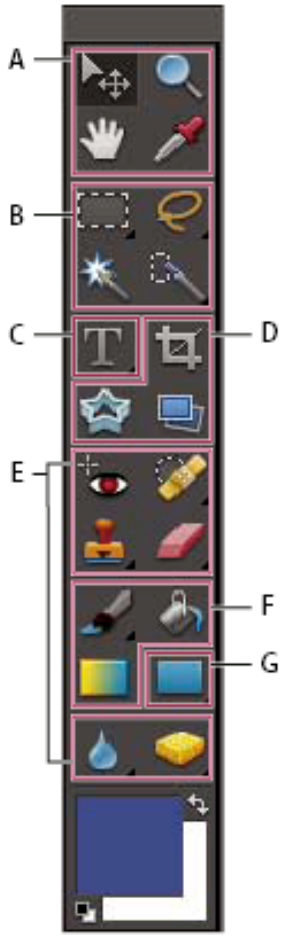
Project Bin Displays thumbnails of opened images, and lets you easily manage them.

Palettes Help you monitor and modify images.

Palette Bin Helps you organize the palettes in your work area.

Note: *To view the area behind open photos, including other open applications, uncheck Photoshop Elements > Preferences > Fill Workspace Background. To fill the workspace with a gray backdrop, select the Fill Workspace Background. option. Do NOT change this.*

Toolbox overview



A Navigation and measuring tools

- **Move (V)**
- **Zoom (Z)**
- **Hand (H)**
- **Eyedropper (I)**

B Selection tools

- **Rectangular Marquee (M)**
  - Elliptical Marquee (M)
- **Lasso (L)**
  - Magnetic Lasso (L)
  - Polygonal Lasso (L)
- **Magic Wand (W)**
- **Quick Selection (A)**
  - Selection Brush (A)

C Type tools

- **Horizontal Type (T)**
  - Vertical Type (T)
  - Horizontal Type Mask (T)
  - Vertical Type Mask (T)

D Crop tools

- **Crop (C)**
- **Cookie Cutter (Q)**
- **Straighten (P)**

E Retouching tools

- **Red Eye Removal (Y)**
- **Spot Healing Brush (J)**
  - Healing Brush (J)
- **Clone Stamp (S)**
  - Pattern Stamp (S)
- **Eraser (E)**
  - Background Eraser (E)
  - Magic Eraser (E)
- **Blur (R)**
  - Sharpen (R)
  - Smudge (R)
- **Sponge (O)**
  - Dodge (O)
  - Burn (O)

F Painting and drawing tools

- **Brush (B)**
  - Pencil (N)
  - Impressionist Brush (B)
  - Color Replacement (B)
- **Paint Bucket (K)**
- **Gradient (G)**

G Shape tools

- **Rectangle (U)**
  - Rounded Rectangle (U)
  - Ellipse (U)
  - Polygon (U)
  - Line (U)
  - Custom Shape (U)
  - Shape Selection (U)

The TooLbox
TooLs

Remember to save often

About the toolbox

Use tools in the toolbox to select, edit, and view images; some tools let you paint, draw, and type. The toolbox appears on the left side of the Full Edit and Quick Fix workspaces. In the Full Edit workspace, you can move the toolbox by dragging the gripper bar at the top of the box. You must select a tool in the toolbox before you can use it. Once selected, the tool is highlighted in the toolbox, and optional settings for the tool appear in the options bar, which is located below the shortcuts bar at the top of the workspace. Some tools in the toolbox have additional tools beneath them. These are called **nested tools**. A small triangle at the lower right of the tool icon signals that there are nested tools. When you select a tool, any additional nested tools appear in the options bar.

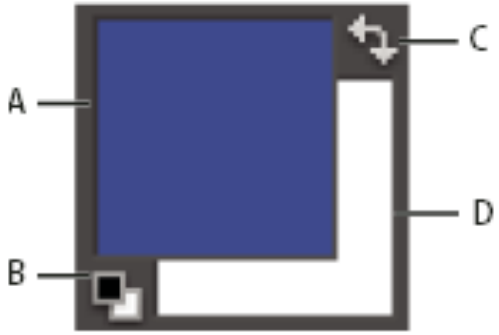
Note: *You cannot deselect a tool once you select a tool, it remains selected until you select a different tool. For example, if you've selected the Lasso tool, and you want to click your image without selecting anything, select the Hand tool.*

You can view information about any tool in the toolbox by positioning the pointer over it. The name of the tool appears below the pointer, this is called the **tool tip**. You can click a link in some tool tips to see additional information about the tool.

About foreground and background colors

You apply the foreground color when you paint with the Brush or Pencil tools, and when you fill selections with the Paint Bucket tool. The color you apply to the Background layer with the Eraser tool is called the **background color** . You can see and change the foreground and background colors in the two overlapping boxes at the bottom of the toolbox. The top box is the foreground color, and the bottom box is the background color. The foreground and background colors are also used together by the Gradient tool and some special effects filters.

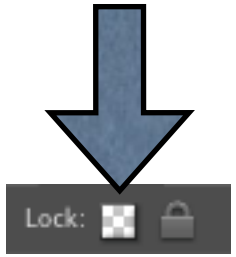
You can change the foreground or background color in the toolbox by using the Eyedropper tool, the Color Swatches palette, or the Color Picker.



Foreground and background color boxes in toolbox
A. *Foreground color box* ***B.*** *Click to use default colors (black and white)* ***C.*** *Click to switch the foreground and background colors* ***D.*** *Background color box*

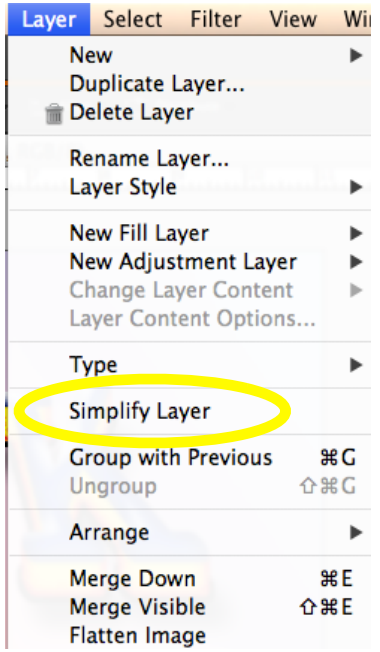
Choose a color with the Eyedropper tool 

The Eyedropper tool makes it easy to copy a color without having to select a swatch. It copies, or samples, the color of an area in your photo to set a new foreground or background color. You can sample from the active image, from another open image, or from your computer's desktop.



Click the Lock Transparency icon at the top of the Layers palette to lock the transparent areas of the layer, so that no painting occurs in them. Click the icon again to unlock.

Note: *For type and shape layers, transparency is locked by default and cannot be unlocked without first* ***simplifying*** *the layer.*



About patterns

You can paint a pattern with the Pattern stamp tool or fill a selection or layer with a pattern that you choose from the pattern libraries. Photoshop Elements has several patterns you can choose from.

To customize your images, or to make one-of-a-kind scrapbook pages, you can create your own patterns. You can save patterns that you create in a library, and then load libraries of patterns using the Preset Manager or the Pattern pop–up palette, which appears in the options bar of the Pattern Stamp tool and the Paint Bucket tool. Saving patterns allows you to easily use a pattern in multiple images.

Find Edges

The Find Edges filter identifies areas of the image with significant transitions and emphasizes edges. Like the Trace Contour filter, Find Edges outlines the edges of an image with dark lines against a white background and is useful for creating a border around an image.

Note: *After using filters like Find Edges and Trace Contour that highlight edges, you can apply the Invert filter to outline the edges of a color image with colored lines or a grayscale image with white lines.*

blending mode

A feature that controls how pixels in an image are affected by a painting or editing tool. The blend color is applied to the base (original) color to produce a new color, the result color. When applied to layers, a blending mode determines how the pixels in a layer blend with pixels in layers beneath it.

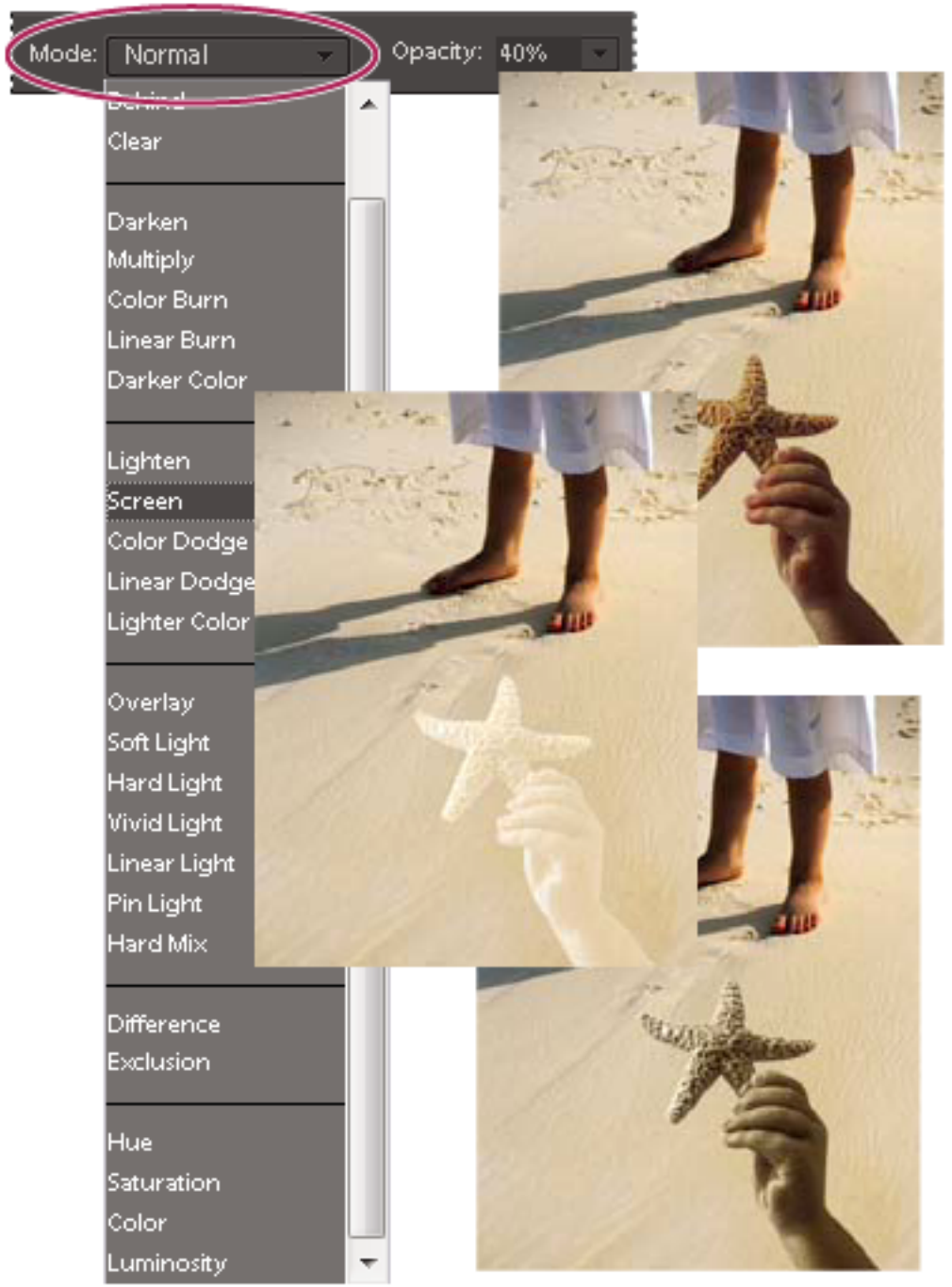
adjustment layer

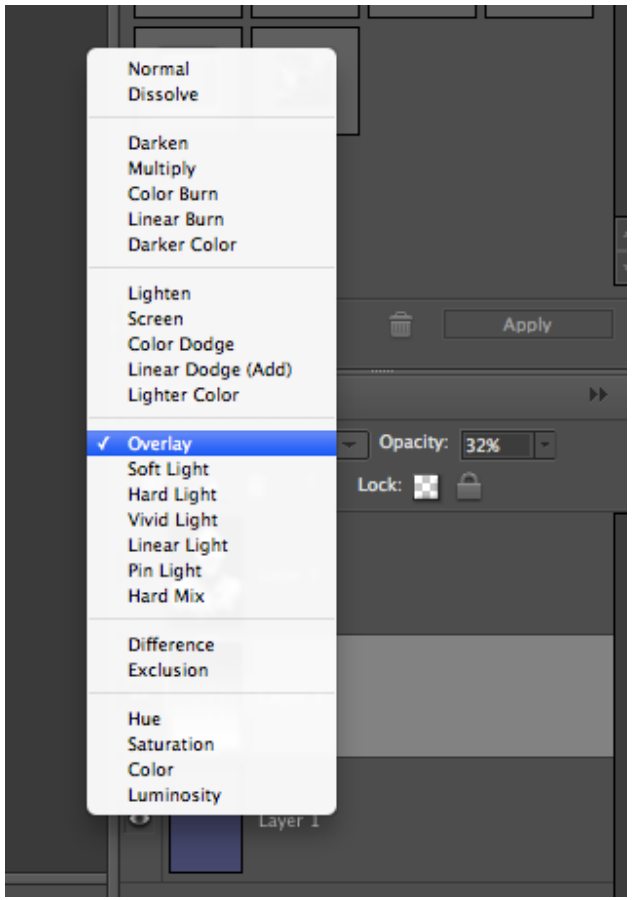
A layer that lets you apply color and tonal adjustments to your image without permanently changing pixel values. Use adjustment layers to experiment with color and color tones. You can think of an adjustment layer as a veil through which the underlying layers are seen.

About Blending Modes

Blending modes control how pixels in an image are affected by a painting or editing tool. It's helpful to think in terms of the following colors when visualizing a blending mode's effect:

- The base color is the original color in the image.
- The blend color is the color applied by the painting or editing tool.
- The result color is the color resulting from the blend.





About Blending Modes

You can choose any of the following blending modes from the Mode menu in the options bar:

Normal Edits or paints each pixel to make it the result color. This is the default mode. (Normal mode is called **Threshold** when you're working with an image in bitmap or indexed-color mode.)

Dissolve Edits or paints each pixel to make it the result color. However, the result color is a random replacement of the pixels with the base color or the blend color, depending on the opacity at any pixel location. This mode works best with the brush tool and a large brush.

Darken Looks at the color information in each channel and selects the base or blend color—whichever is darker—as the result color. Pixels lighter than the blend color are replaced, and pixels darker than the blend color do not change.

Multiply Looks at the color information in each channel and multiplies the base color by the blend color. The result color is always a darker color. Multiplying any color by black produces black. Multiplying any color by white leaves the color unchanged. When you're painting with a color other than black or white, successive strokes with a painting tool produce progressively darker colors. The effect is similar to drawing on the image with multiple felt-tipped pens.

Color Burn Looks at the color information in each channel and darkens the base color to reflect the blend color. Blending with white produces no change.

Linear Burn Looks at the color information in each channel and darkens the base color to reflect the blend color by decreasing the brightness. Blending with white produces no change.

Lighten Looks at the color information in each channel and selects the base or blend color—whichever is lighter—as the result color. Pixels darker than the blend color are replaced, and pixels lighter than the blend color do not change.

Screen Looks at each channel's color information and multiplies the inverse of the blend and base colors. The result color is always a lighter color. Screening with black leaves the color unchanged. Screening with white produces white. The effect is similar to projecting multiple photographic slides on top of each other.

Color Dodge Looks at the color information in each channel and brightens the base color to reflect the blend color. Blending with black produces no change.

Linear Dodge (Add) Looks at the color information in each channel and brightens the base color to reflect the blend color by increasing the brightness. Blending with black produces no change.

Lighter Color Compares the total of all channel values for the blend and base color and displays the higher value color. Does not produce a third color, which can result from the Lighten blend, because it chooses the highest channel values from both the base and blend color to create the result color.

Overlay Multiplies or screens the colors, depending on the base color. Patterns or colors overlay the existing pixels while preserving the highlights and shadows of the base color. The base color is mixed with the blend color to reflect the lightness or darkness of the original color.

About Blending Modes

Soft Light Darkens or lightens the colors, depending on the blend color. The effect is similar to shining a diffused spotlight on the image. If the blend color is lighter than 50% gray, the image is lightened. If the blend color is darker than 50% gray, the image is darkened. Painting with pure black or white produces a distinctly darker or lighter area but does not result in pure black or white.

Hard Light Multiplies or screens the colors, depending on the blend color. The effect is similar to shining a harsh spotlight on the image. If the blend color is lighter than 50% gray, the image is lightened. This is useful for adding highlights to an image. If the blend color is darker than 50% gray, the image is darkened. This is useful for adding shadows to an image. Painting with pure black or white results in pure black or white.

Vivid Light Burns or dodges the colors by increasing or decreasing the contrast, depending on the blend color. If the blend color (light source) is lighter than 50% gray, the image is lightened by decreasing the contrast. If the blend color is darker than 50% gray, the image is darkened by increasing the contrast.

Linear Light Burns or dodges the colors by decreasing or increasing the brightness, depending on the blend color. If the blend color (light source) is lighter than 50% gray, the image is lightened by increasing the brightness. If the blend color is darker than 50% gray, the image is darkened by decreasing the brightness.

Pin Light Replaces the colors, depending on the underblend color. If the blend color (light source) is lighter than 50% gray, pixels darker than the blend color are replaced, and pixels lighter than the blend color do not change. If the blend color is darker than 50% gray, pixels lighter than the blend color are replaced, and pixels darker than the blend color do not change. This mode is useful for adding special effects to an image.

Hard Mix Reduces colors to white, black, red, green, blue, yellow, cyan, and magenta—depending on the base color and the blend color.

Difference Looks at the color information in each channel and subtracts either the blend color from the base color or the base color from the blend color, depending on which has the greater brightness value. Blending with white inverts the base color values; blending with black produces no change.

Exclusion Creates an effect similar to, but lower in contrast, than the Difference mode. Blending with white inverts the base color values. Blending with black produces no change.

Hue Creates a result color with the luminance and saturation of the base color and the hue of the blend color.

Saturation Creates a result color with the luminance and hue of the base color and the saturation of the blend color. Painting with this mode in an area with zero saturation (a neutral gray area) causes no change.

Color Creates a result color with the luminance of the base color and the hue and saturation of the blend color. This preserves the gray levels in the image and is useful for coloring monochrome images and for tinting color images.

Apply the Threshold filter

The Threshold filter converts grayscale or color images into high-contrast, black-and-white images. You can specify a certain level as a threshold. All pixels lighter than the threshold are converted to white; and all pixels darker are converted to black. The Threshold command is useful for determining the lightest and darkest areas of an image.

1. Select an image, layer, or area.
2. Do one of the following:
   - Choose Filter > Adjustments > Threshold.
   - From the Layers palette or Layer menu, create a new Threshold adjustment layer, or open an existing Threshold adjustment layer.
     The Threshold dialog box displays a histogram of the luminance levels of the pixels in the current selection.
3. Select Preview and do any of the following:
   - To change the image to black and white, drag the slider below the histogram until the threshold level you want appears at the top of the dialog box, and click OK. As you drag, the image changes to reflect the new threshold setting.
   - To identify a representative highlight, drag the slider to the right until the image is pure black. Then drag the slider back until some solid white areas appear in the image.
   - To identify a representative shadow, drag the slider to the left until the image is pure white. Then drag the slider back until some solid black areas appear in the image.
4. (Optional) To return to default settings, hold down Option and click Reset.
5. (Optional) Click Cancel to close the Threshold dialog box without applying changes to the image.

SOME WAYS TO GET RID OF UNWANTED PIXELS

Use the Background Eraser tool

The Background Eraser tool turns color pixels to transparent pixels so that you can easily remove an object from its background. With careful use, you can maintain the edges of the foreground object while eliminating background fringe pixels.

The tool pointer is a circle with a cross hair indicating the tool's hotspot . As you drag the pointer, pixels within the circle and of a similar color value as the pixel under the hotspot are erased. If the circle overlaps your foreground object, and it doesn't contain pixels similar to the hotspot pixel, the foreground object won't be erased.

Use the Magic Eraser tool

The Magic Eraser tool changes all similar pixels when you drag within a photo. If you're working in a layer with locked transparency, the pixels change to the background color; otherwise, the pixels are erased to transparency. You can choose to erase contiguous pixels only, or all similar pixels on the current layer.

Use the Magic Extractor

Use the Magic Extractor to make accurate selections based on the appearance of foreground and background areas that you specify. You can specify these areas by placing colored marks in the areas you want to select. After you mark the areas and close the dialog box, only the foreground area appears in the photo.

Use the Eraser tool

The Eraser tool changes pixels in the image as you drag through them. If you're working in the Background layer or in a layer with locked transparency, erased pixels change to the background color; otherwise, erased pixels become transparent. Transparent pixels are indicated by the transparency grid.

Keys for painting and brushes: Result	Shortcut
Switch to Eyedropper tool	Any painting tool or shape tool + Option (except Impressionist Brush)
Select background color	Eyedropper tool + Option-click
Set opacity, tolerance, or exposure for painting	Any painting or editing tool + number keys (for example, 0 = 100%, 1 = 10%, 4 and 5 in quick succession = 45%).
Cycle through blending modes	Shift + + (plus) or - (minus)
Fill selection/layer with foreground or background color	Option + Delete (Backspace), or Command + Delete (Backspace)
Display Fill dialog box	Shift + Delete (Backspace)
Lock transparent pixels on/off	/ (forward slash)
Connect points with a straight line (draw a straight line)	Any painting tool + Shift-click
Delete brush	Option-click brush
Decrease/increase brush size	[or]
Decrease/increase brush softness/hardness in 25% increments	Shift + [or]
Select previous/next brush size	, (comma) or . (period)
Select first/last brush	Shift + , (comma) or . (period)
Display precise cross hair for brushes	Caps Lock

Helpful shortcuts

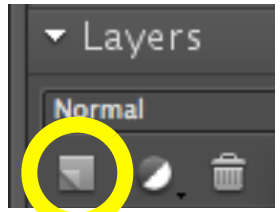
Find an image of a human (or teacher) with little or no background

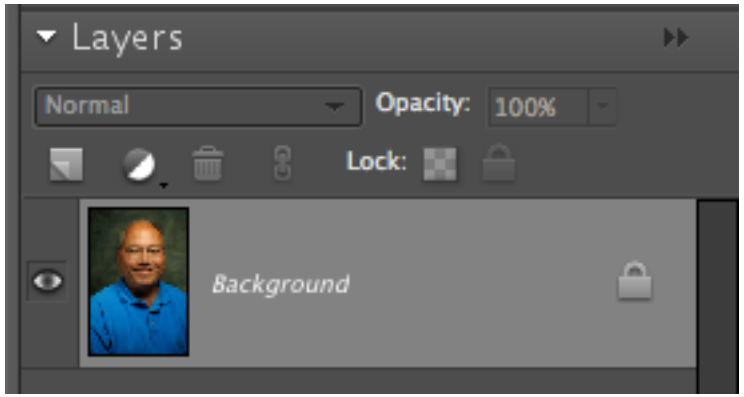
- Double-click on background layer to unlock it
- If your image is about 800 pixels wide by 600 pixels in height, skip the next step, otherwise:
- Hold the Command key ⌘ and click the new layer button to create a new layer below layer 0.
- Turn off the eye icon on layer 0 and paint the new blank layer your choice of a background color.

Amazing Photo Editing

Threshold

⌘

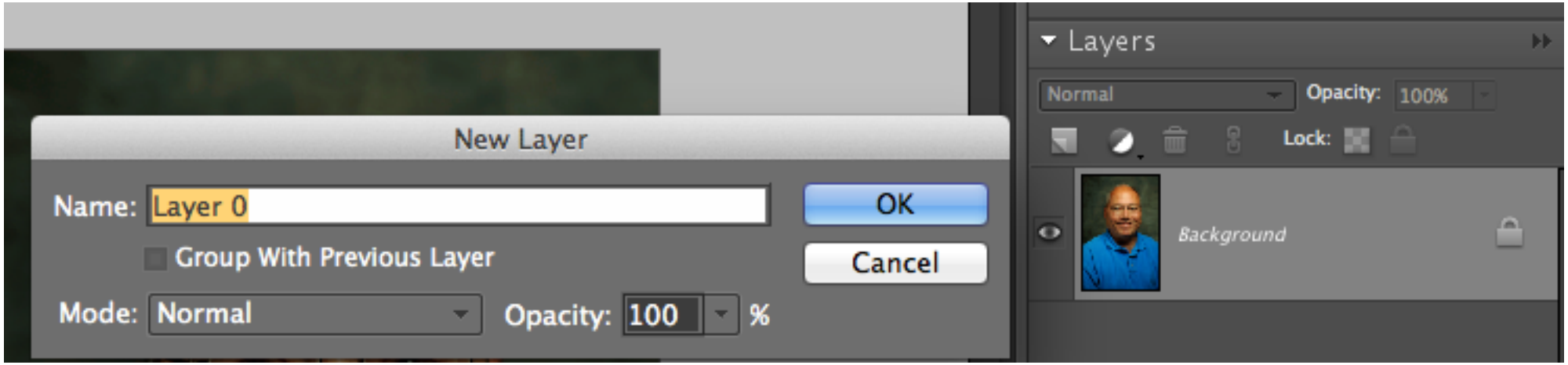




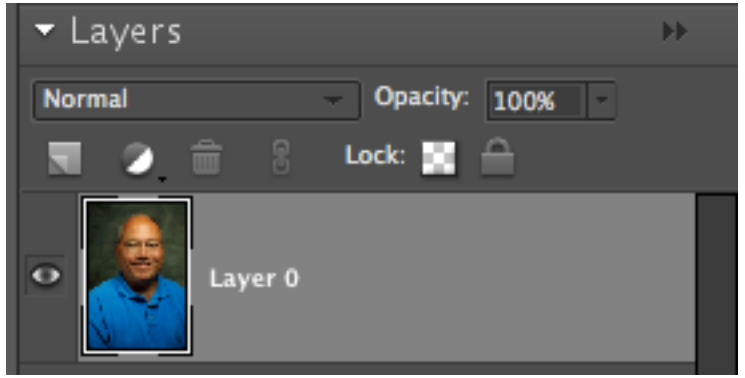
- Double-click on background layer on your image to unlock it
- Click OK to change the layer to an editable format
- You can rename it, but Layer 0 is OK

Amazing Photo Editing

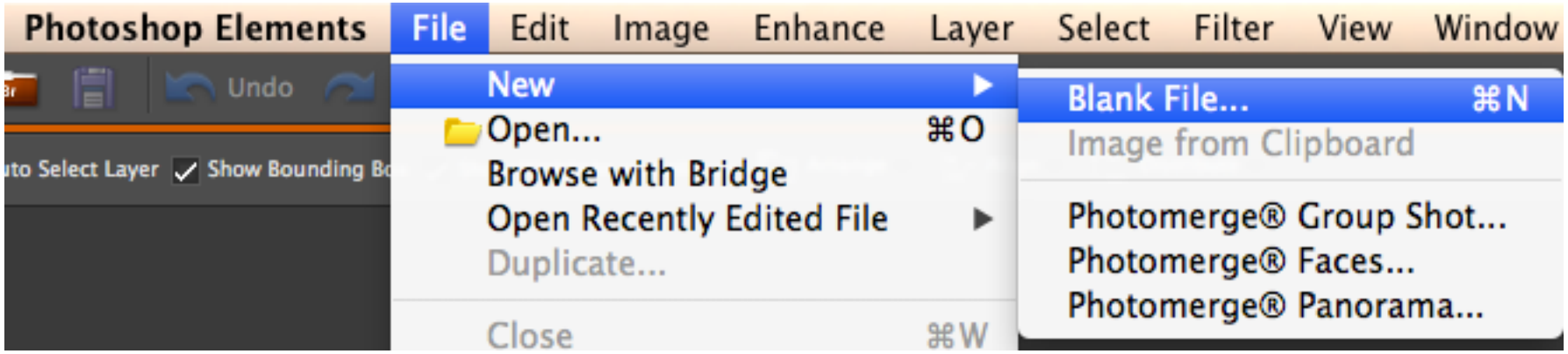
Threshold

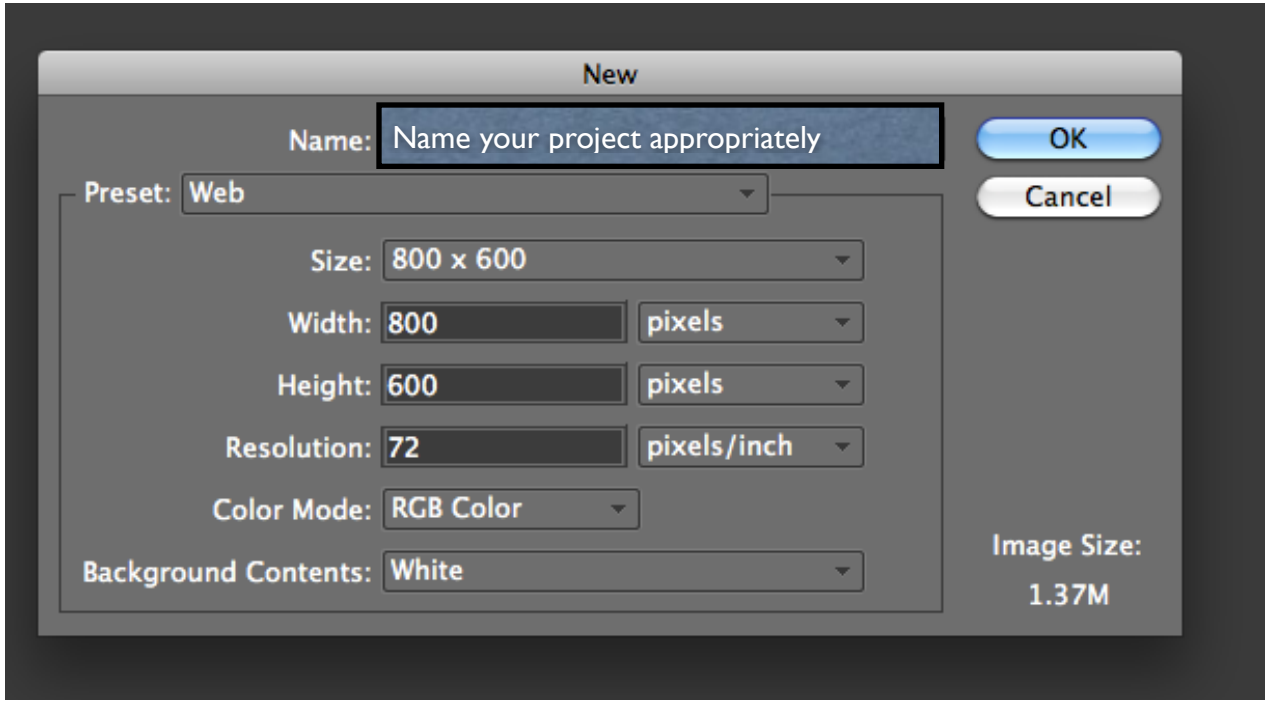


We will start with two scenarios to choose how you complete the project



Open a new document and make it 800 pixels wide by 600 pixels tall. We use 72 pixels per inch and a white background

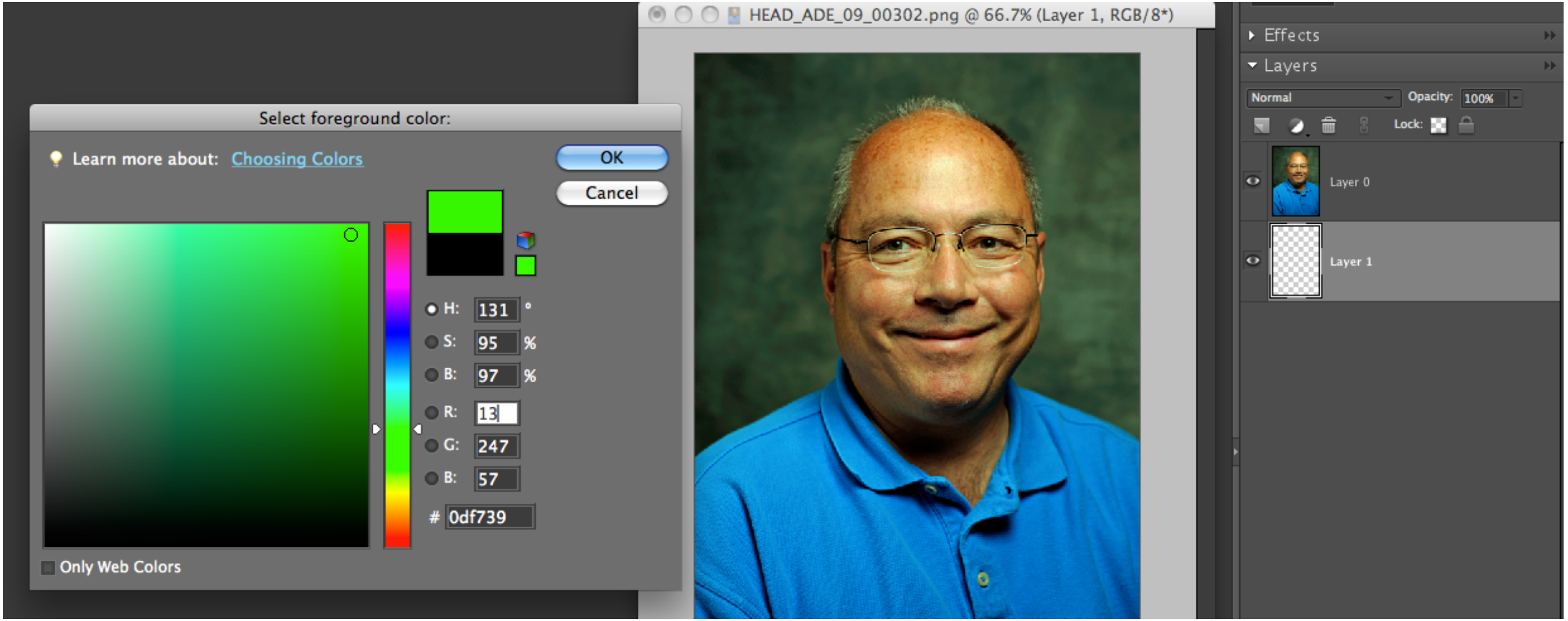




SKIP THIS STEP IF YOUR IMAGE IS ABOUT 800 BY 600

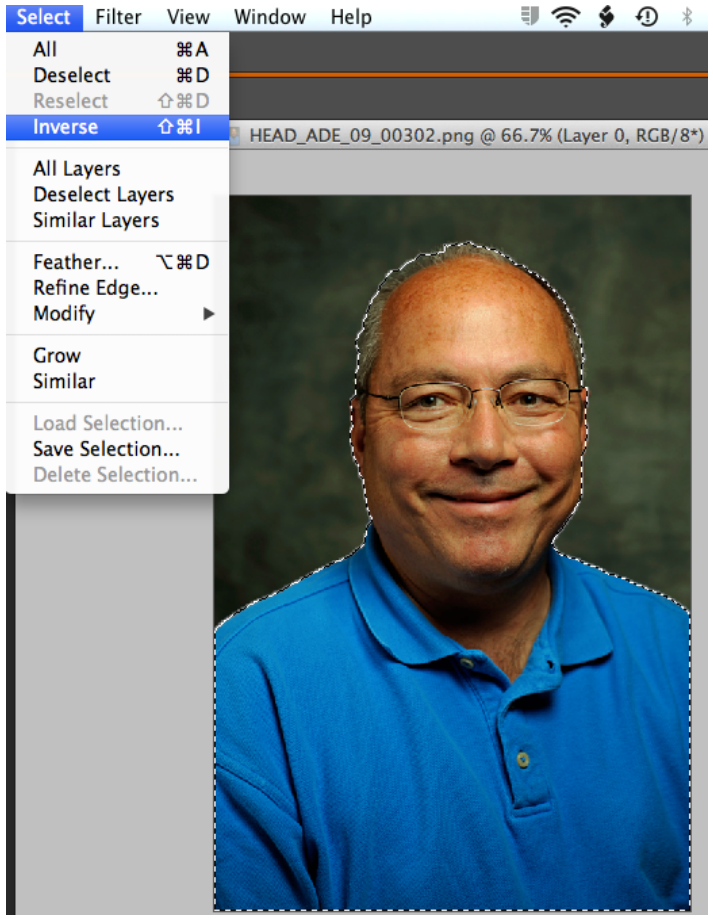
Create a new blank layer underneath Layer 0 and paint it with a nice background color

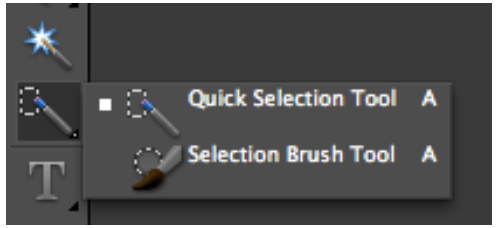
Use the Select foreground color, then use the Paint Bucket or the keyboard shortcut (Option + Delete)

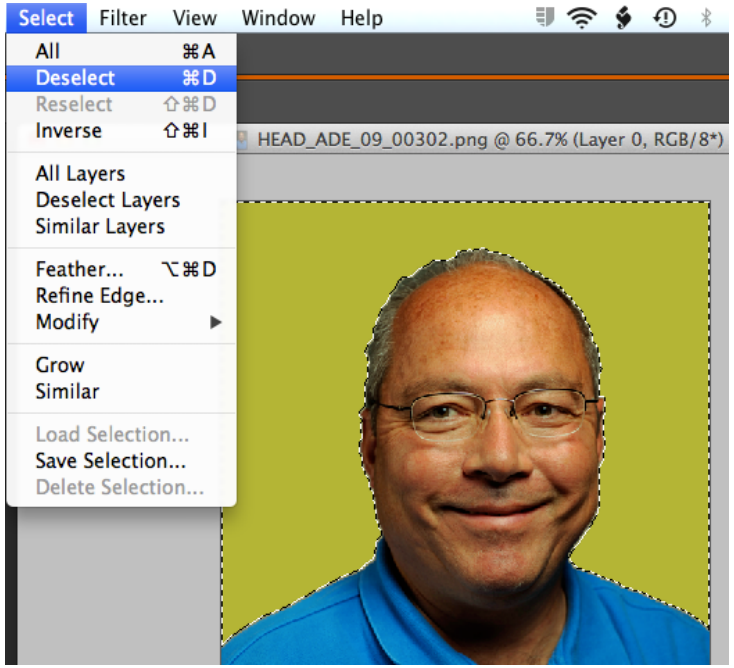


Get rid of any extra background pixels on the image layer by one of the following methods

1. Use the Background Eraser tool
2. Use the Magic Eraser tool
3. Use the Eraser tool
4. Use the Quick Selection tool
5. Use the Magic Extractor







We used the Quick Selection Tool and proceeded to select the part of the image we wanted to save inside the marching ants.

Next we went to the Select Menu > Inverse to switch our selection to the unwanted pixels and pressed Delete.

We Deselected the marching ants by pressing Command + D

If you created a new Blank File, select the Move Tool and drag the image layer on top of the now colored layer.

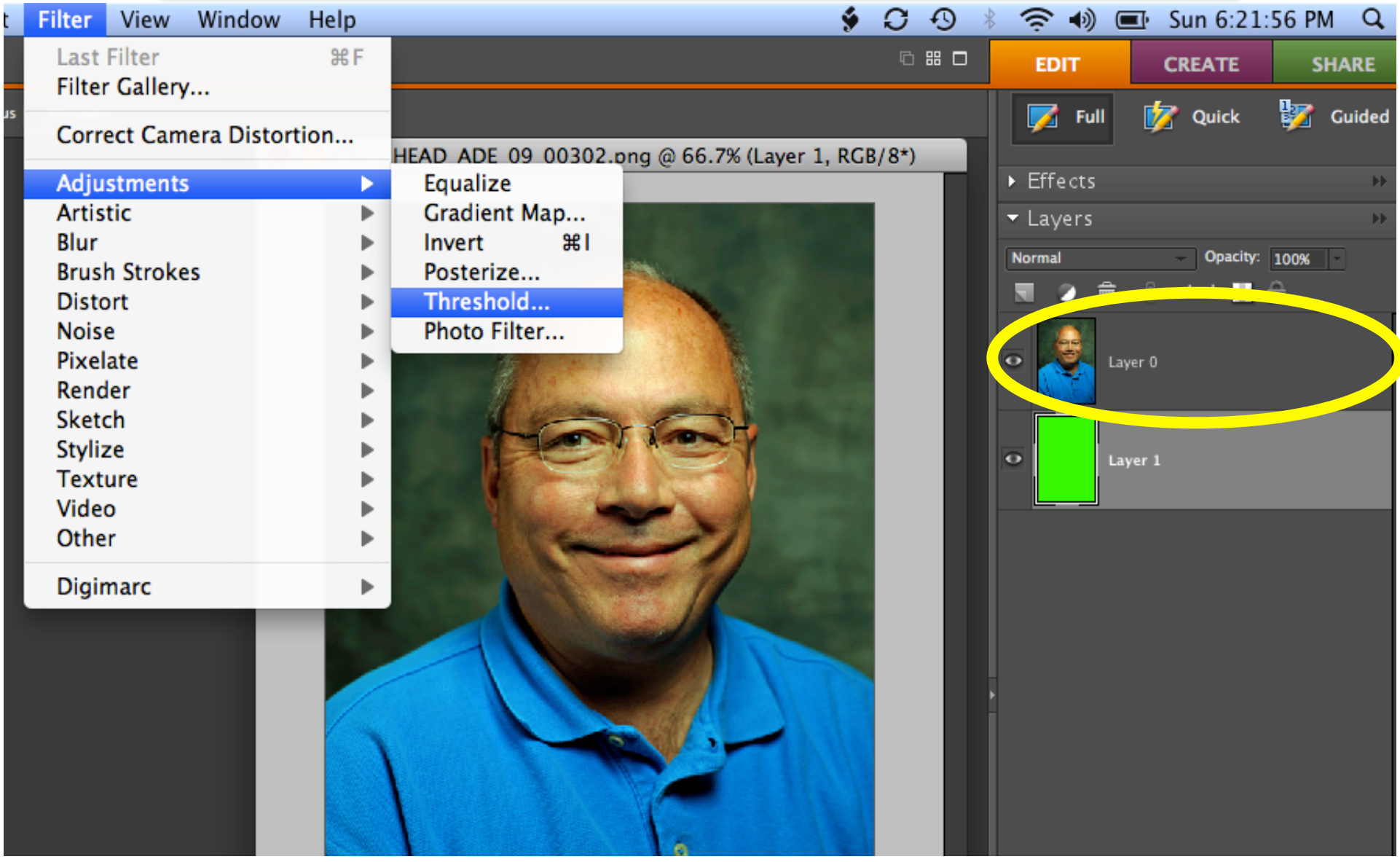
Your Layer Palette should look like the one shown here

Either way, you should be here

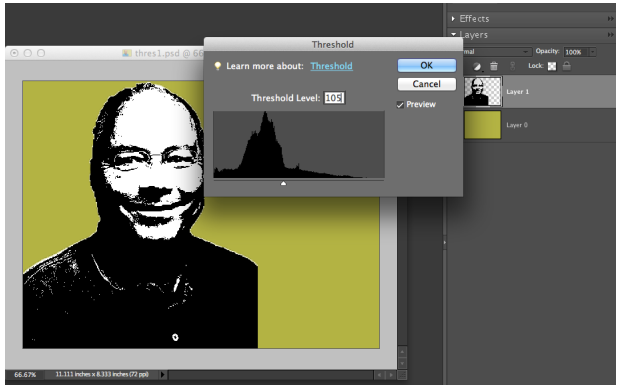
Original image with no size adjustment

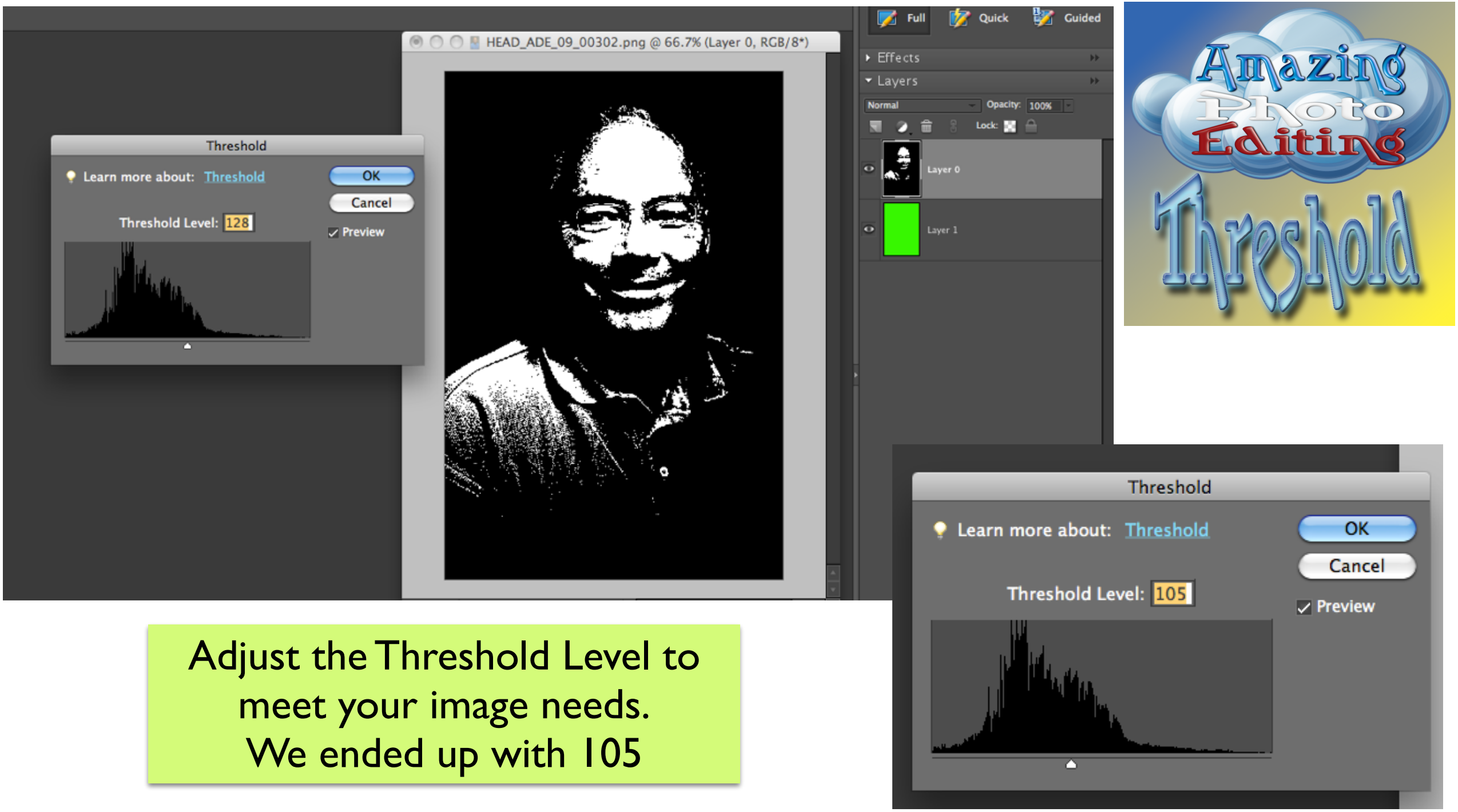
New Blank File 800px wide by 600px in height

On the original image layer, go to Filter > Adjustments > Threshold

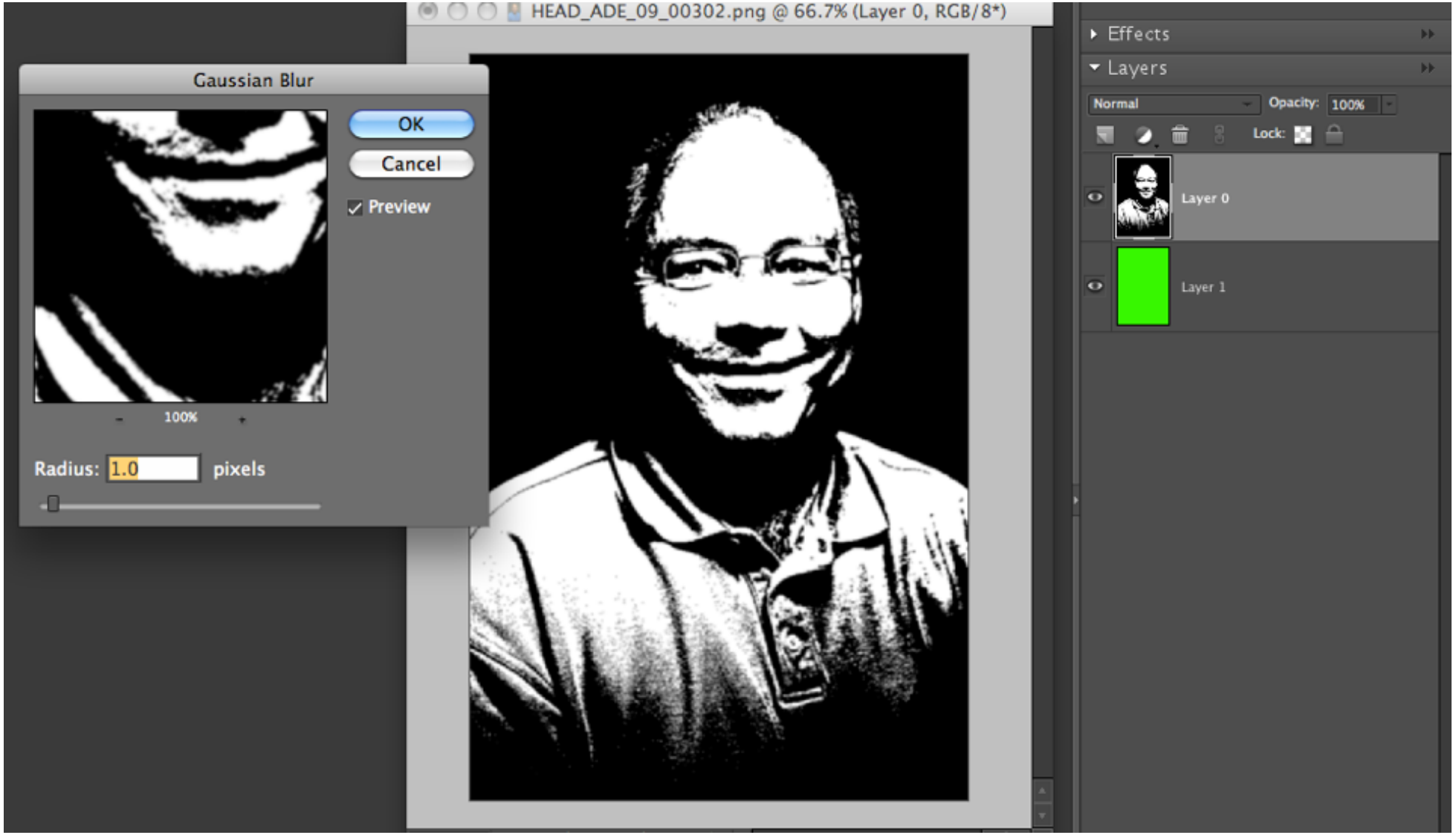


This Filter will turn your image layer black & white





Adjust the Threshold Level to meet your image needs. We ended up with 105

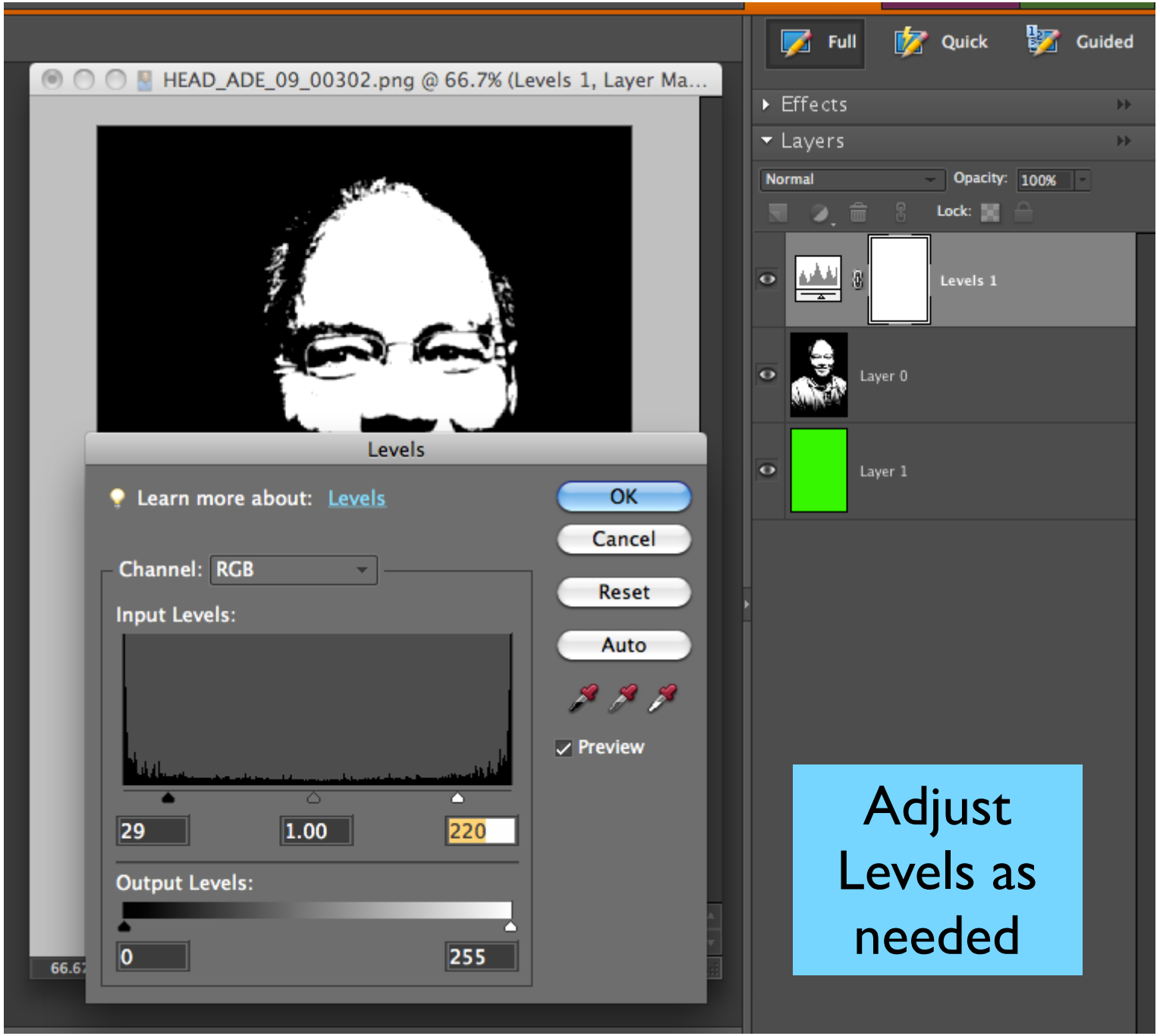


Amazing Photo Editing

Threshold

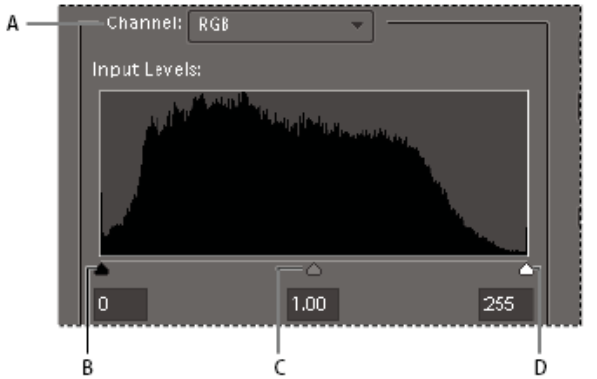
Next, go to the Filter Menu and select BLUR > Gaussian Blur. We used a small radius of 1.0 pixels

Using a small Gaussian Blur tends to smooth rough edges

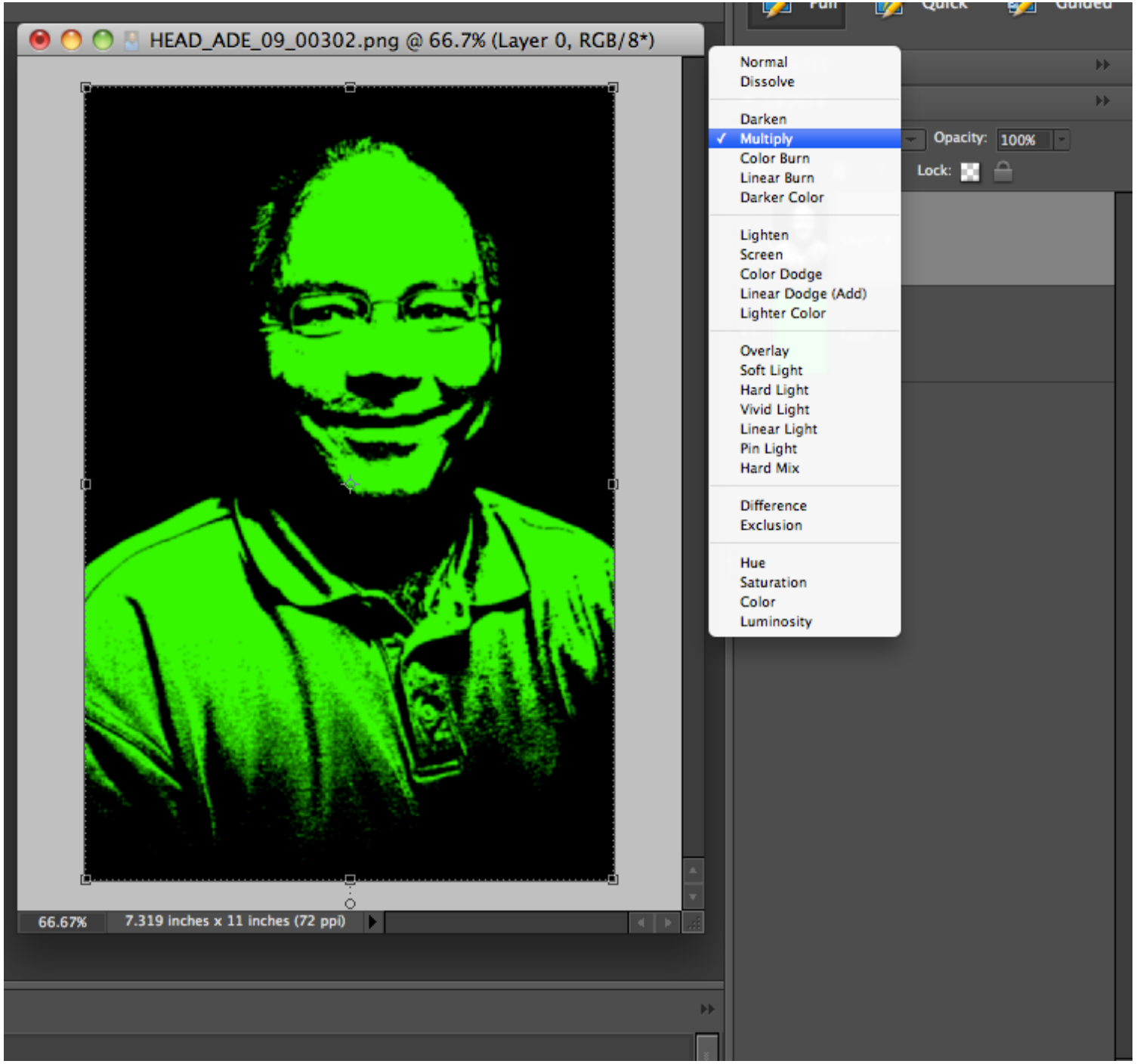


Adjust Levels as needed

Command ⌘ + L or Enhance Menu > Adjust Lighting > Levels opens the Levels dialog



Levels dialog box
A. *Channels to adjust color* ***B.*** *Shadow values* ***C.*** *Middle tones* ***D.*** *Highlight values*



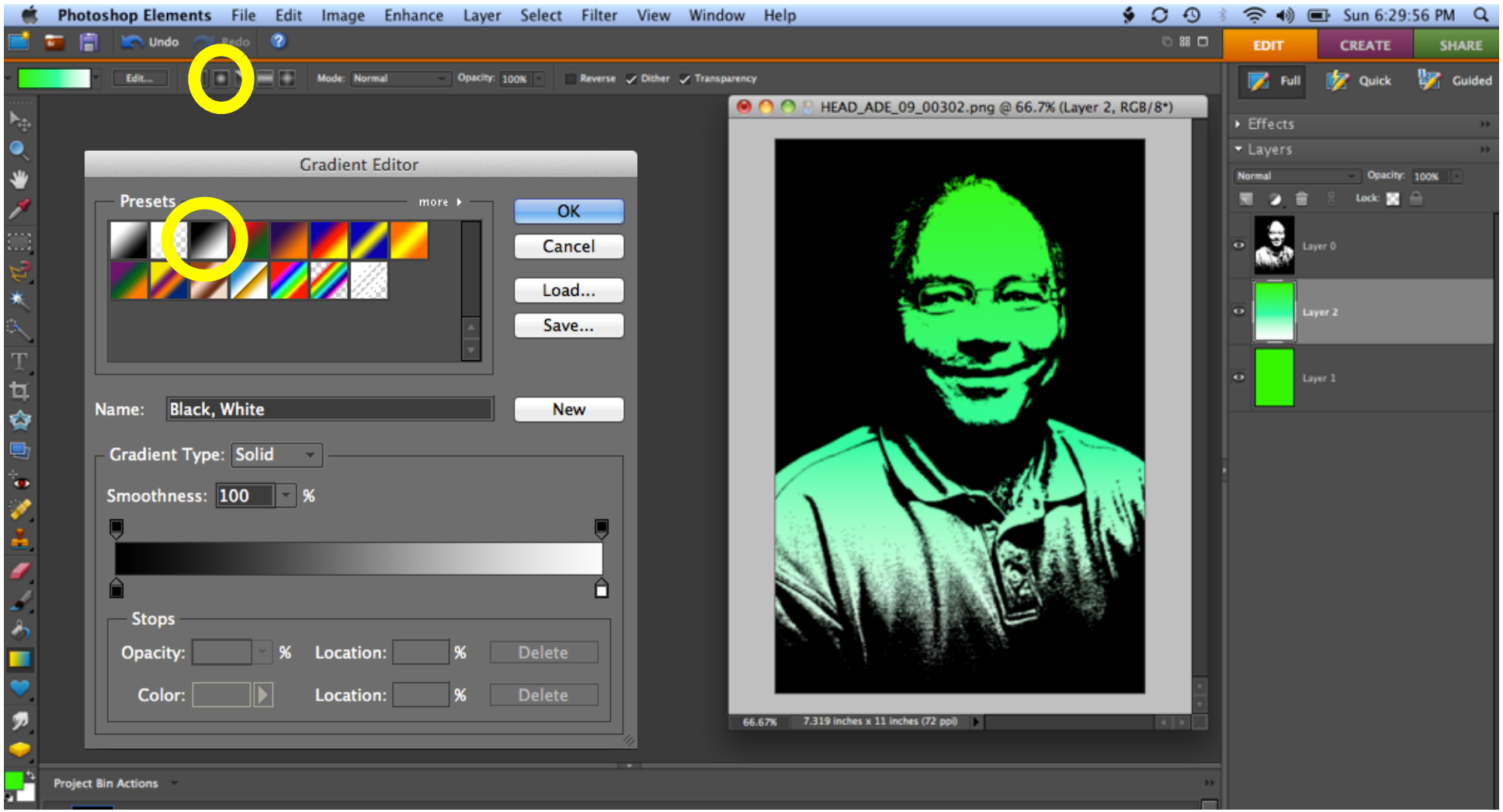
Amazing Photo Editing

Threshold

Choose Blend Mode > Multiply

Multiply *looks at the color information in each channel and multiplies the base color by the blend color.*

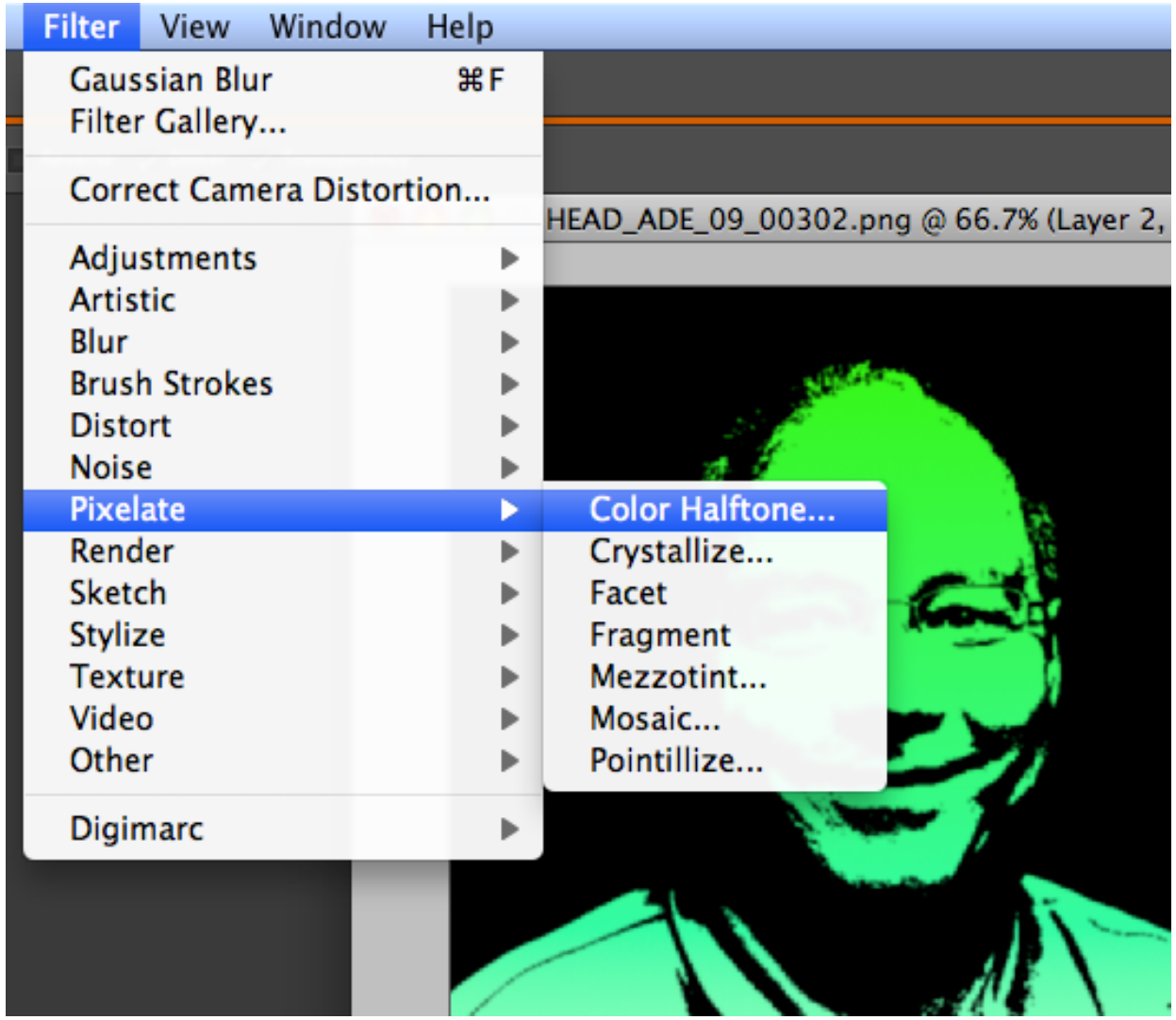
Add new layer between existing Choose the Gradient Tool and use the Linear Gradient Black 2 White



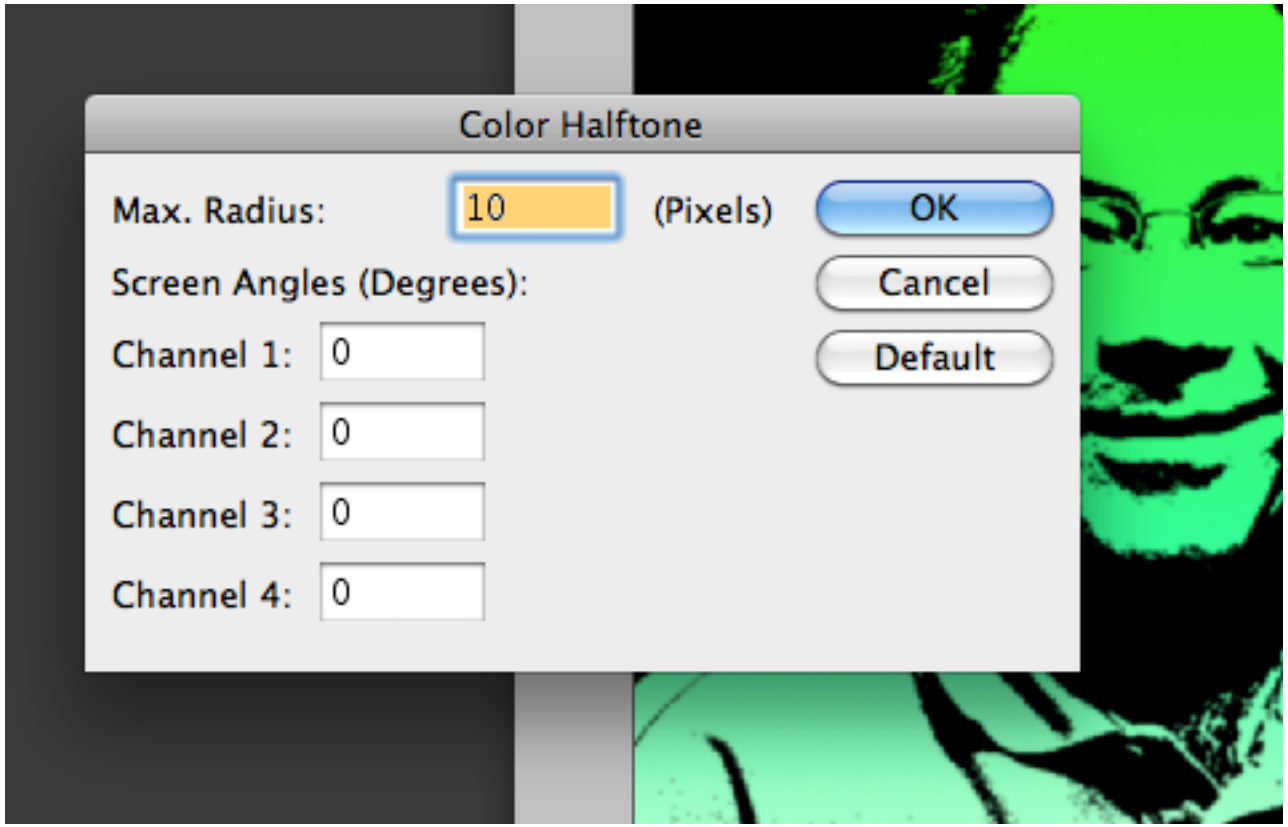
Amazing Photo Editing

Threshold

Hold the Shift key while dragging the gradient from top to bottom so it fills evenly

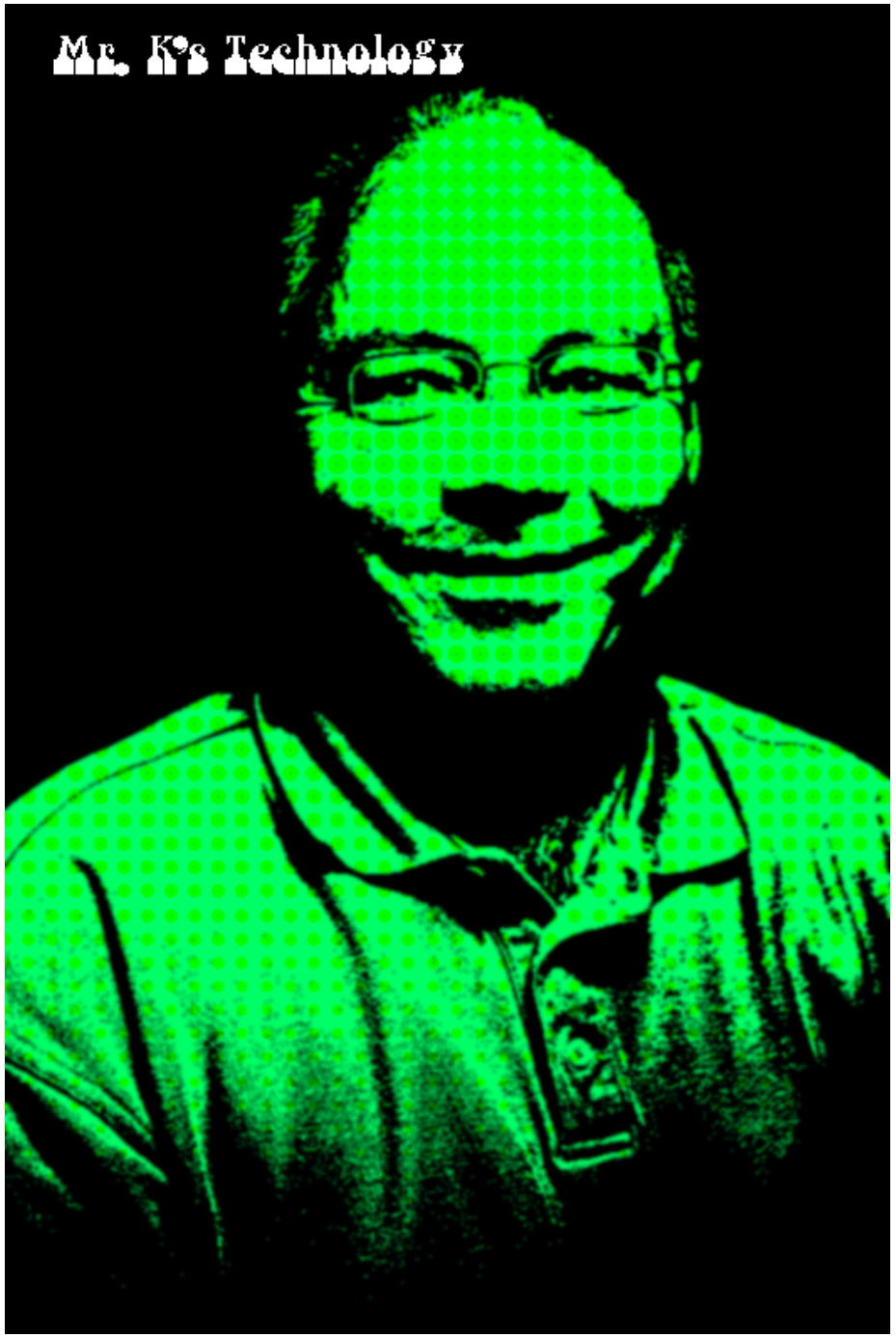


Change Color Halftone to Max Radius 10 Pixels and set all Channels to 0

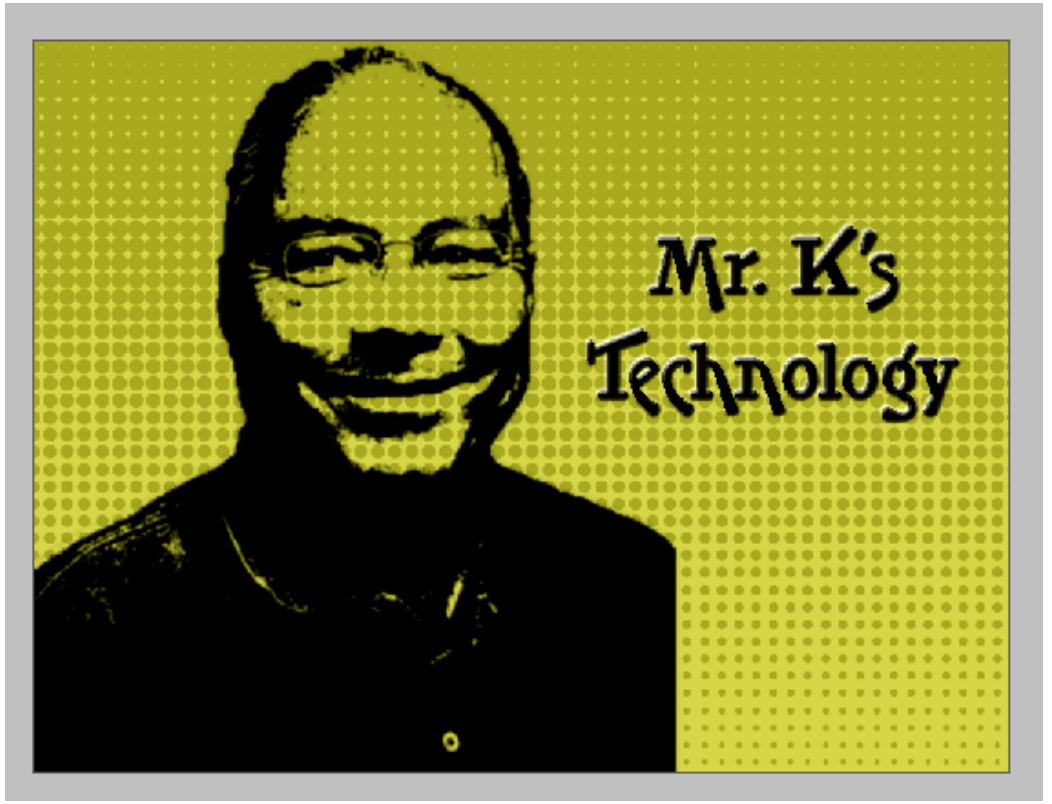


On the new Gradient layer, go to Filter > Pixelate > Color Halftone

Add a title, maybe a bevel or two, and save


Mr. K's Technology


Amazing
Photo
Editing
Threshold


Mr. K's
Technology

SAVE YOUR WORK

CLOSE ALL OPEN PROGRAMS

LOG OFF