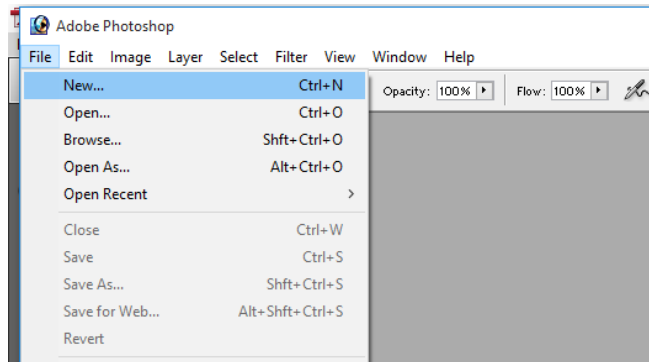
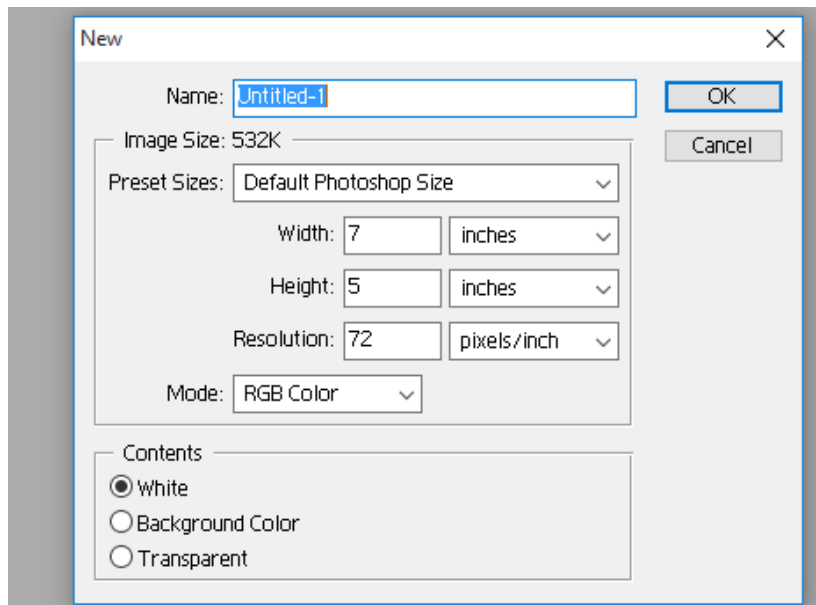


Creating a New Canvas / Image

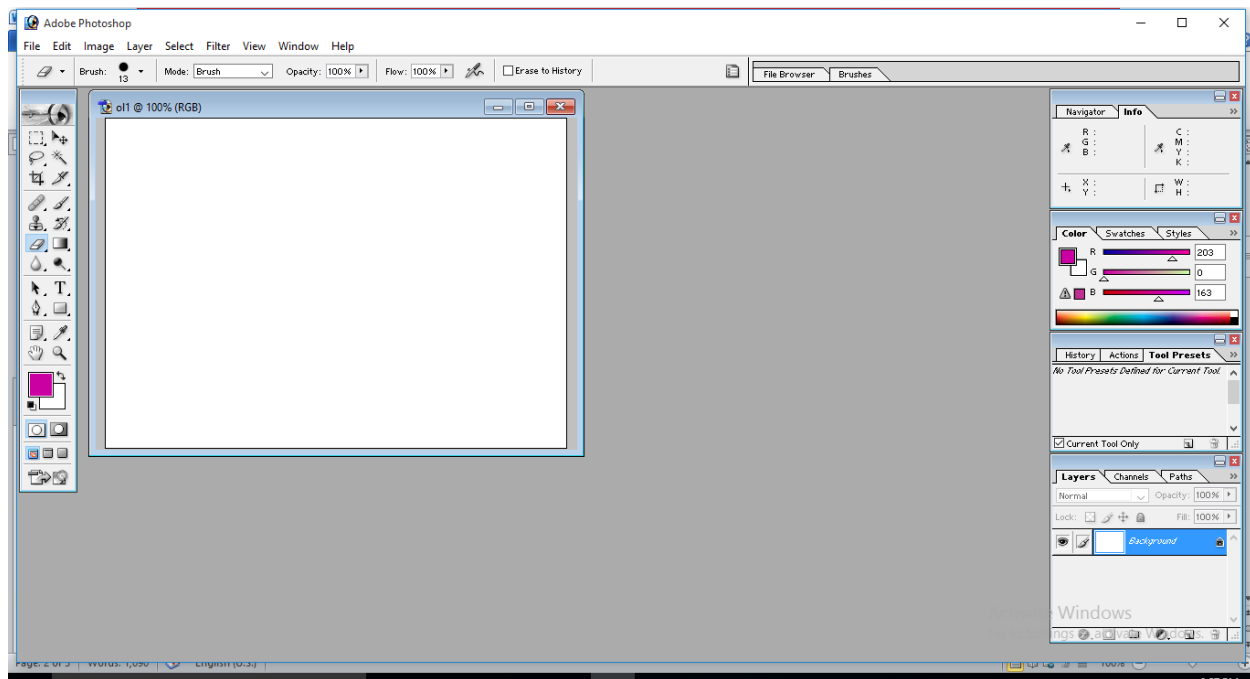
- Go to the “File” menu and select “New” (or press Ctrl+N)



- Once you click, a window will appear asking to first specify the file name and also specify the size of the image. By default it will show the image size as 5” x 7” with resolution as 72 pixel/ inch. It is better to pick a size large enough to work with; later you can always “crop” or resize your image. It will also ask for Color Mode and content type. Specify the details and press OK.

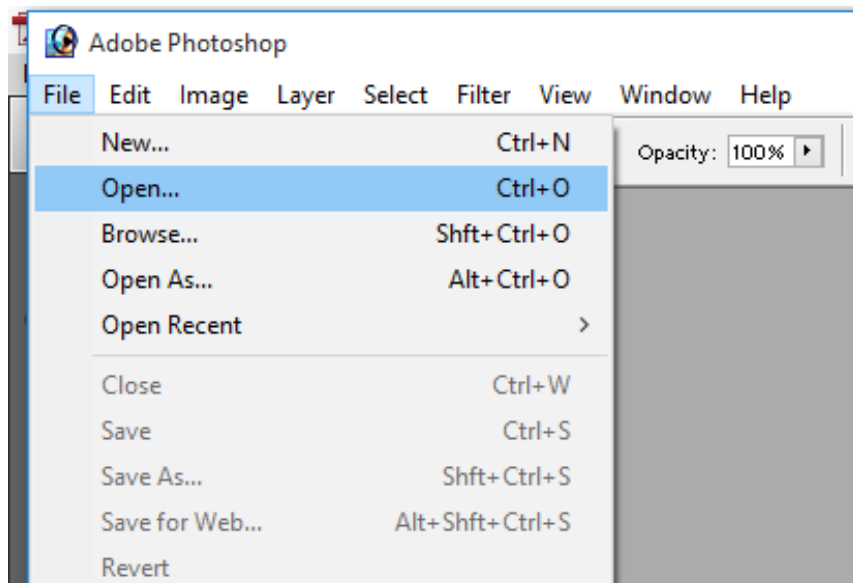


- If we specify the names as Ol1, and provide the rest of the information and finally click OK. Your canvas will open as a blank, white window. The top of it will display the file name “ol1” along with color mode And will be at 100% (unless it is too large to fit on the screen at once, in which case it may appear at 66.7% or smaller).

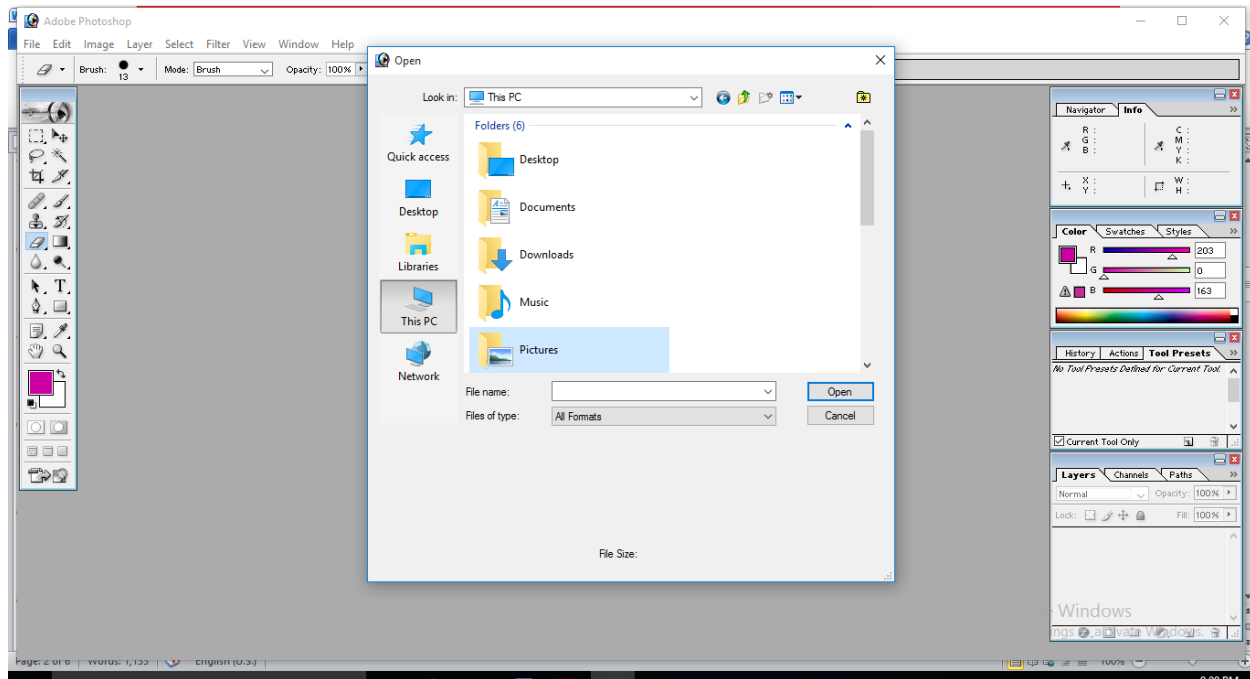


Opening a existing Image

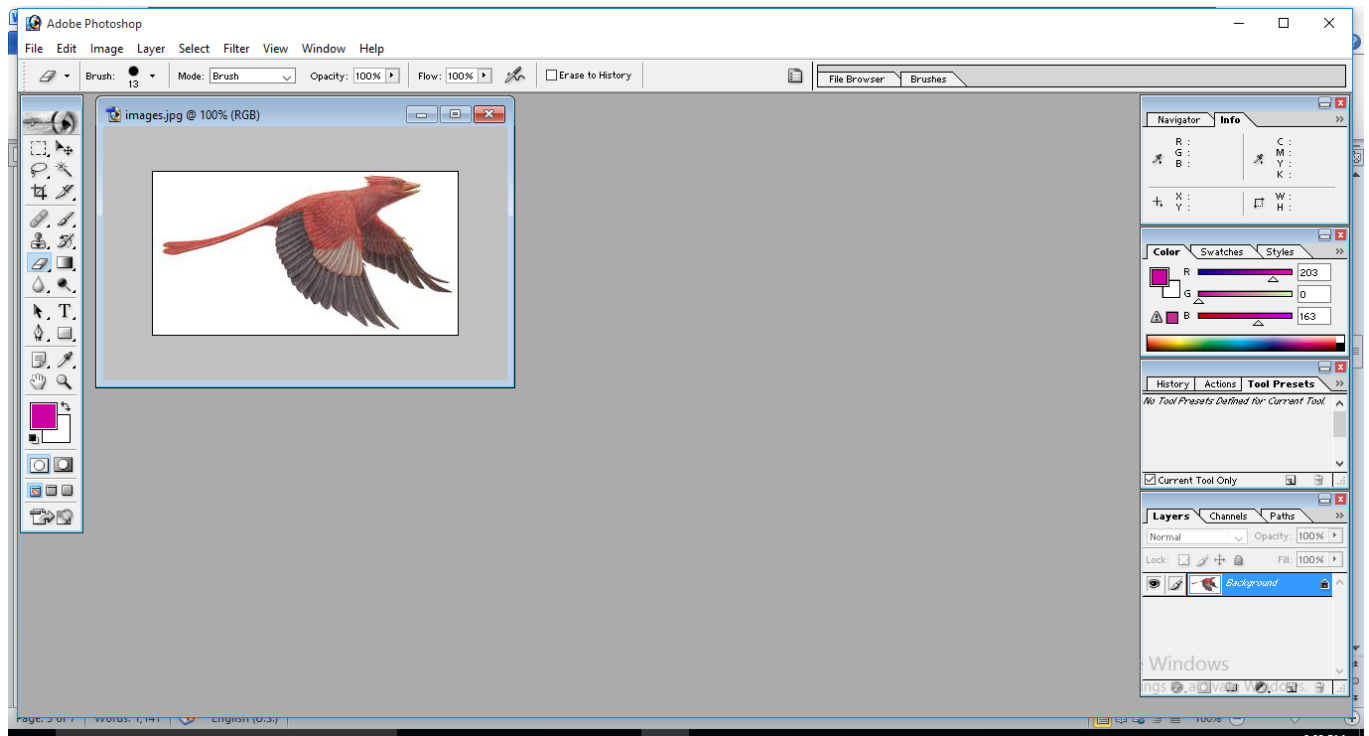
- Go to the “File” menu and select “Open” (or press Ctrl+O).



- It will display an Open window,



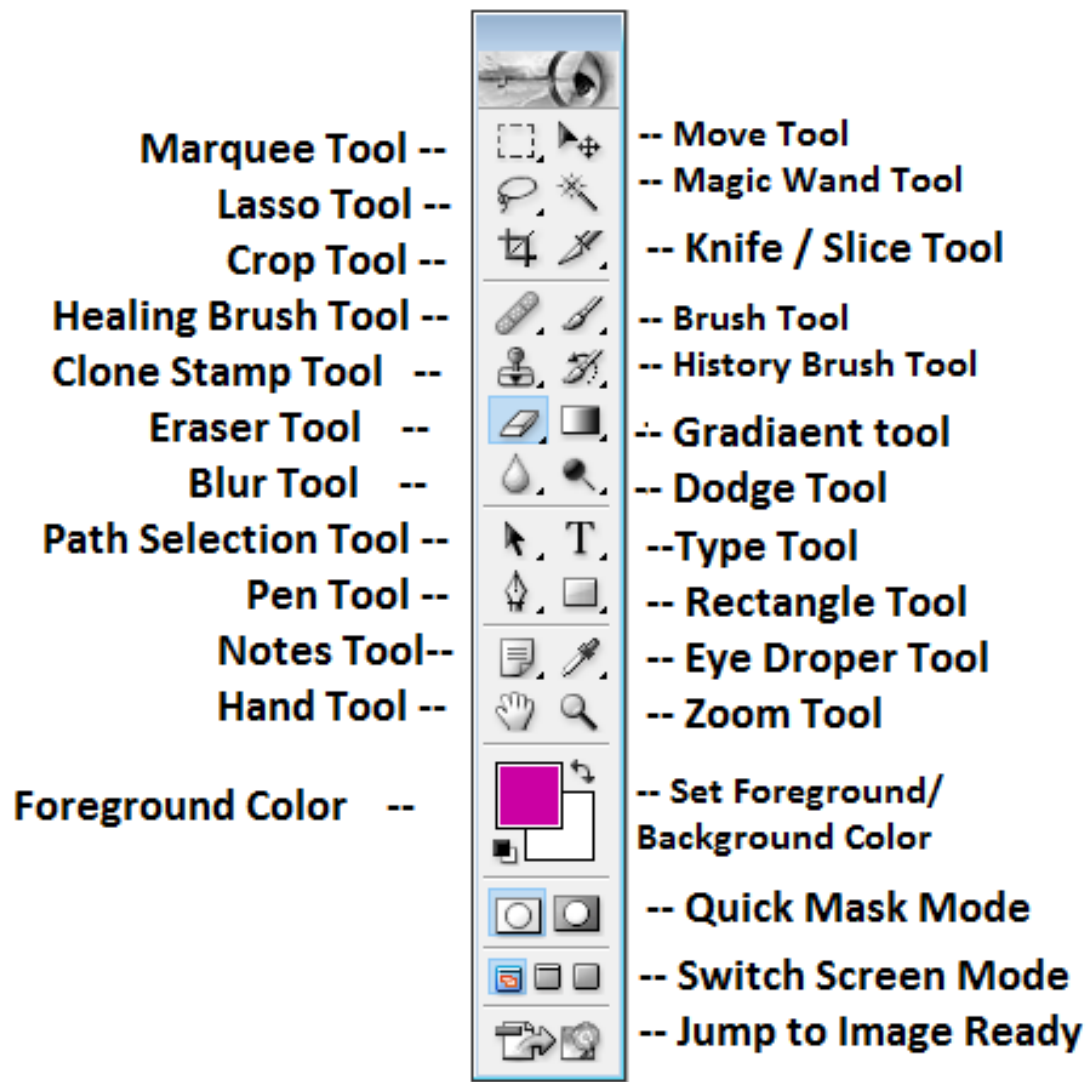
- Browse the image on your computer that you wish to edit, and click “Open.” Your image will open in a new window within Photoshop.



Editing an Image

Once an image is created or opened, we can edit or draw on top of it with “Tools” provided in Photoshop. Toolbox is automatically open on the left side and used to manipulate the image. A white box(with or without image depend on the new or existing image) will open in the centre which is the “canvas” or work area . The gray area surrounding the canvas is not part of the image, but only defines its edges.

Canvas dimensions can be altered using **Image > Canvas size**. However, the area of the image is directly proportional to the file size. The toolbar has various tools, as described under:



Marquee Tool(M):  used for selecting areas of an image. The images in Photoshop are stored pixel by pixel, with a code indicating the color of each. Before doing anything in Photoshop, we first need to indicate which pixels we want to change. The selection is done using Marquee tool.

Lasso Tool(L):  used for selecting areas of an image in freeform shapes, rather than just rectangles and ovals.

Crop Tool(C):  used for reducing the image to a certain area. To crop your image, draw a box with the crop tool. Adjust the selection with the selection points, and then press Enter to crop.

Magic Wand Tool(W):  used for autoselecting large areas of an image that are similar in color. When you click on an area of the image with this tool, all pixels that are the same color as the pixel you clicked will be selected.

The Move Tool(V):  used for moving the selected portion an image to a different area of the canvas. The move tool not only allows you to move areas you have selected, but also to move entire layers without first making a selection. If you hold the option (or alt) key while clicking and dragging with the move tool, you can copy the selection.

Slice/ Knife Tool(K) –  used to “slice” an image into different sections; generally used for the creation of images for a web page design

Brush Tool(B) –  used with the mouse to simply draw lines on your image with the foreground color on whichever layer is selected. To change the foreground color, double-click on it in the toolbox. You will then see a palette of colors from which to choose. Select one and click OK. To change the brush size, go to **Window > Show Brushes**.

History Brush Tool(Y) –  used to copy and draw a pre-existing image in different artistic styles.

Healing Brush Tool (J)–  used to fix imperfections in an image by copying other pixels from the image. The Healing Brush tool will also match the texture, lighting, and shading to perfectly match the area you are fixing.

Clone Stamp Tool(S) –  used to “clone” or copy one area of an image to another; first hold “Alt” and click an area of the image to copy, then click on a different area to copy it there.

Eraser Tool(E):  Erases certain area specified on the selected layer. You can change the eraser size by going to **Window > Show Brushes**.

Text tool (T):  used to place text on an image. Click on Text tool & then click in the Canvas area. A dotted box will open on the image in which you can type text, and you can choose font etc from the menu open for it on Top of the window. Once you have placed the text, however, it is no longer editable. To correct mistakes, you must delete the old version (by deleting its layer) and replace it.

Eyedropper Tool (I):  used to select and match specific colors. Click with this tool on any color in the canvas to make that color the foreground color.

Zoom Tool or Magnifier (Z):  used to zoom in and out of an image. Zoom ranges from 0.33% to 1600%. Click with this tool on a part of your image you want zoom, or drag with it to define the area you want to expand to the size of the window. Press **Alt** key to make it a "reducer" instead of Zooming.

Hand Tool or Grabber(H):  used to quickly view different areas of an image.

Gradient Tool (G)–  used to create gradient fills for an image, of any color

Blur Tool(R) –  used to blur or blend areas of an image

Dodge Tool (O)–  used to uniquely adjust the brightness and contrast of an image

Path Selection Tool(A) –  used merge overlapping components into a single component

Pen Tool (P)–  used to draw lines and curves with better precision

Rectangle Tool (U)–  used to draw rectangles and other polygons

Notes Tool(N) –  used to leave notes for yourself on your image

Quick Mask Mode (Q)–  used to switch back and forth between modes

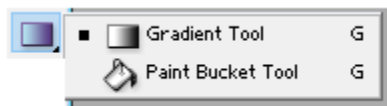
Switch Screen Modes (F)–  used to switch between full screen and standard screen modes.

Set Foreground / Background Color –  used to set the foreground (front) and background (back) colors of an image; can also be used to change the colors of text, etc. Click on the boxes to change the colors (a new window will appear).

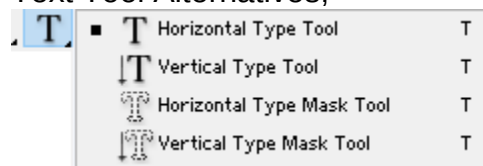
Jump to ImageReady (CTRL-Shift-M)–  used to easily launch the ImageReady program.

Alternative Tools

Many of the Tools on the Tool bar has a small arrow at the right bottom , and if we click this arrow, other tools associated to that tool will display like if we click the Gradient Tool arrow, it will display Gradient tool and Paint Bucket Tool. And then we can choose what tool we wish to use by clicking that tool option.



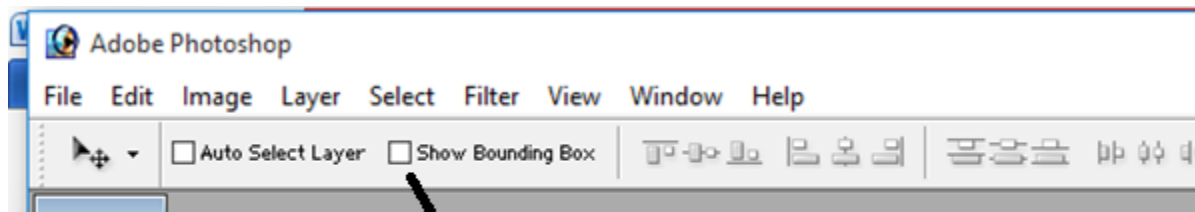
Text Tool Alternatives,



Options Bar

The Options bar appears at the top of the screen just below the Main Menu and depends on the tool you have selected and changes as tool is changed. The tool in use is shown in the left corner, and options relating to the tool appear to the right of that.

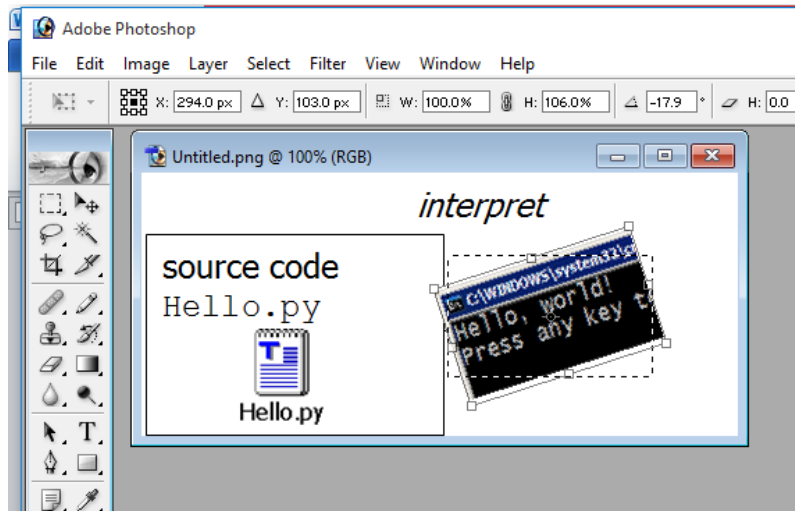
Lets we have **Move tool selected**, Option Bar associated with Move tool will display



Option Bar

If we ticked (checked) **Auto Select Layer** option means that the move tool will switch layers automatically depending where we click on the canvas. The layer palette still shows what is on each layer and we may use it to select objects as well.

Show Bounding Box is to rotate or transform an object when you click on it. When the cursor is held over the corners of the bounding box, it turns into a curved arrow. Click and drag to rotate.



Assignment

1. What are different tools in toolbox? Explain any four.
- 2.What is the use of option bar?