

INTERMEDIATE PHOTOSHOP

2010 ECAC-SIDA Workshop

Cape Cod, Mass.

This handout details a few editing techniques and effects using Photoshop. The topics that are covered in the handout are:

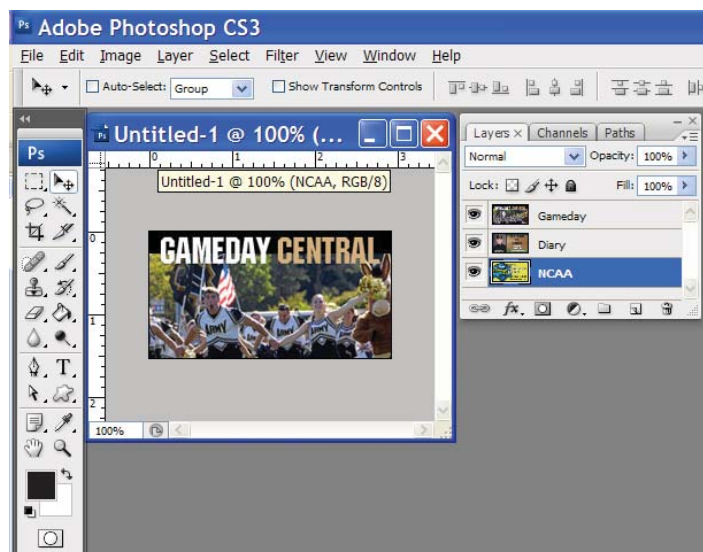
- Creating an Animated GIF
- Removing Red Eye
- Creating Background Effects
- Creating Quick 3D Text

ANIMATED GIFS

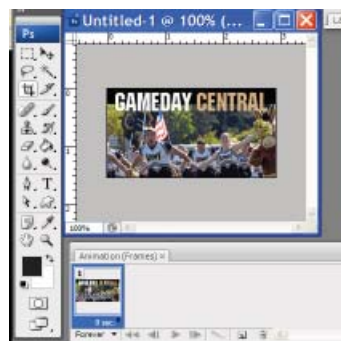
Animated GIFs can be used for buttons on your web site. They use more than one layer and automatically scroll through the images. Animated GIFs are a great way to save space on your site. It allows you to make multiple buttons, but only use one slot for such a graphic.

For this example, three already created graphics on the right will be combined into one animated gif.

1. Create a new file using the dropdown menu File — New. Define the size of your image in the dialogue box. For these images, it is 210 pixels wide by 110 pixels tall. Since they are for web only, the resolution is 72 dpi.
2. Drag the created graphics so there are now three layers in the new file.



3. In the Window drop-down menu, choose Animation. This will bring up the animation palette. You will see the top graphic on the palette labeled as Layer 1.



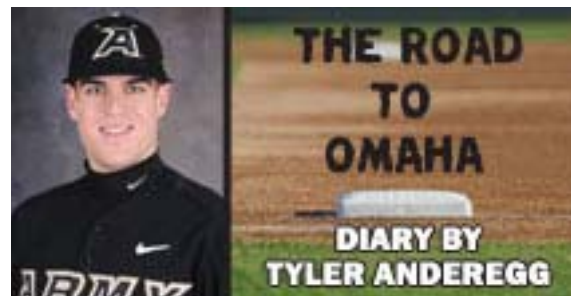
4. Create a new frame on the animation palette. This can be done by either using the drop down menu in the animation palette (the arrow in the upper righthand corner), or by clicking Duplicate Selected Frame on the bottom of the palette (the one just to the left of the garbage can).
5. On the layers palette, drop the opacity of the top layer to 0%. The next layer below will now be seen.

Please keep in mind that there are many different ways to accomplish the same thing using Photoshop. What matters most is the end result. Also, the number of things the program can do is virtually limitless. For more tips, tricks and instructions, there are a variety of resources available, both in print and on the web. Some web sites to check out are ...

www.photoshopessentials.com
www.photoshopquicktips.com
www.photoshopusertv.com
www.photoshopgurus.com



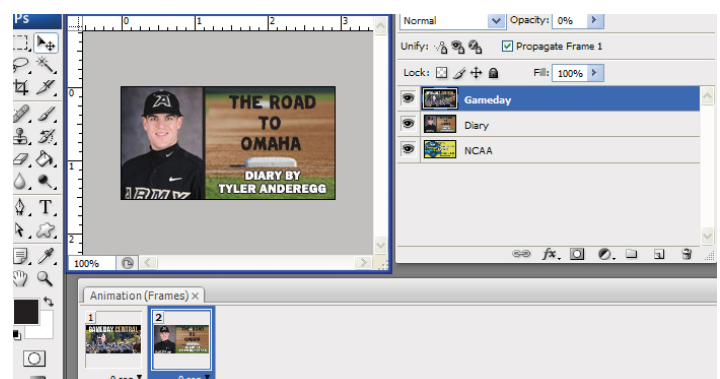
Graphic 1



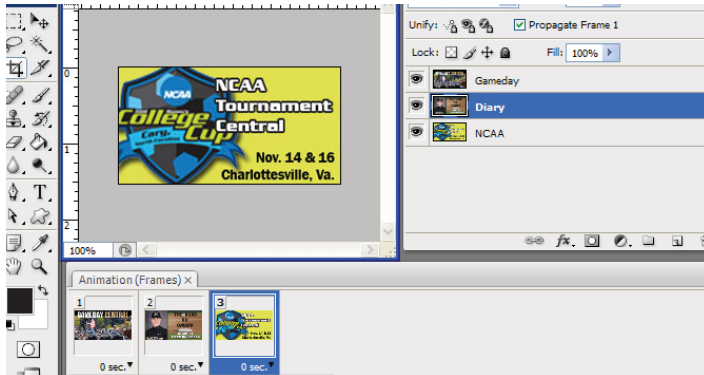
Graphic 2



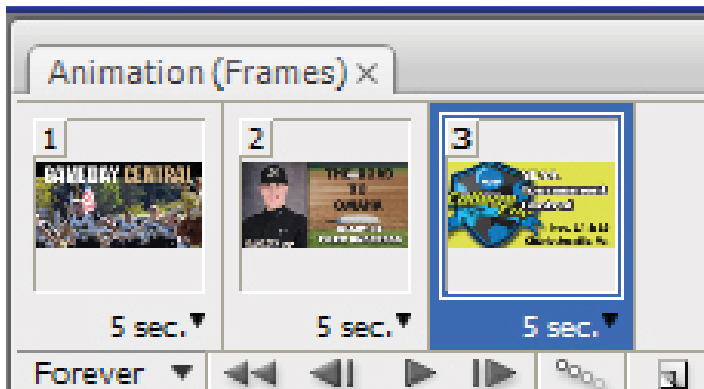
Graphic 3



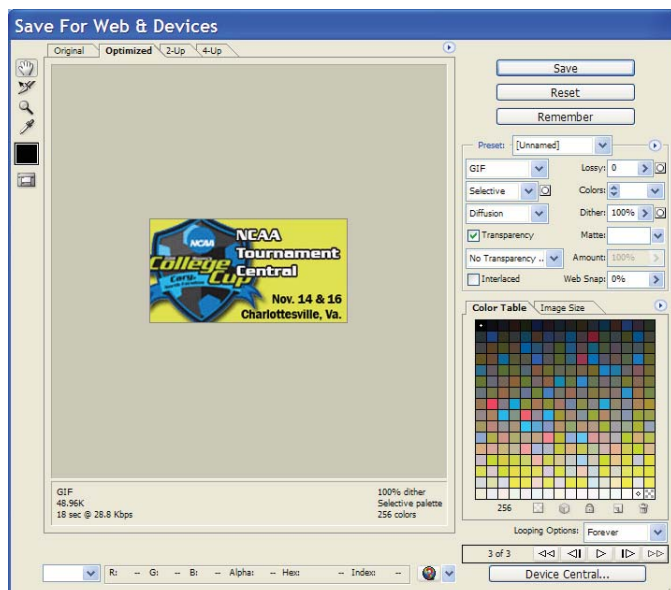
6. Repeat steps 4 and 5 on the next layer. The bottom layer will now be visible in both the layers palette and the animation palette.



7. Now it's time to define how long each layer will be displayed and how many times the cycle will repeat itself. This is done in the animation palette. Each frame in the palette is set to a default of 0 seconds. Click the arrow by 0 second display and choose the desired time. For this example, we'll use 5 seconds. Do this for each frame.



8. To set how many times to repeat the cycle, click on Forever in the bottom lefthand corner of the Animation palette. The choice are Once, Forever or Other. If you want it to cycle more than once, but a finite number of times, choose Other and enter your number.
9. Save the file as an animated gif. To do this go to File — Save For Web & Devices. You can adjust the number of cycles in the bottom righthand corner of the palette if you need to. Click Save and choose your filename and destination. When you open the file, the images should rotate as you set them.

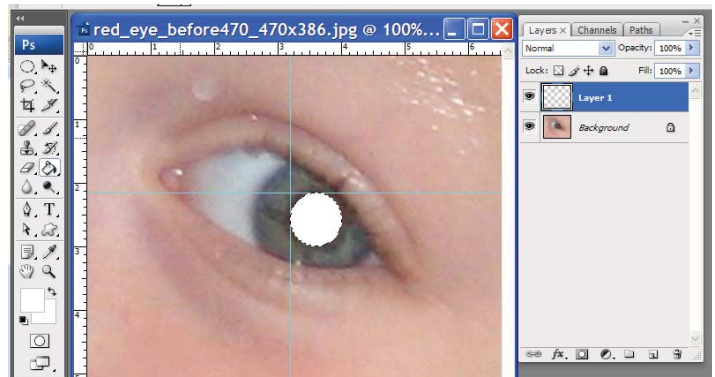


REMOVING RED EYE

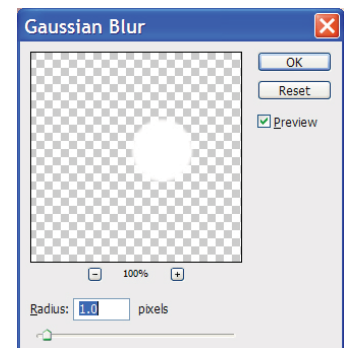
The red eye effect sometimes occurs when taking photos of someone using a flash. Here are a few simple steps that can remove it.



1. After opening the affected file, add a new layer.
2. Using the elliptical marquee tool, select the portion of the eye that is red.
3. Select your foreground color as white.
4. Fill the elliptical selection with white. If there are two eyes, do this to both.



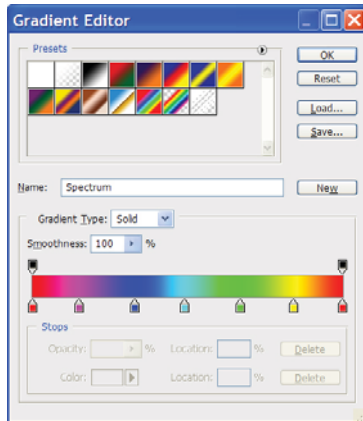
5. Deselect the red eye by either clicking anywhere on the image, or using deselect all in the Select menu.
6. Go to Filter — Blur — Gaussian Blur. Set the radius at 1.0 pixels. Click OK.
7. On the Layers palette, change the blending mode of the layer with the white fill from normal to saturation.



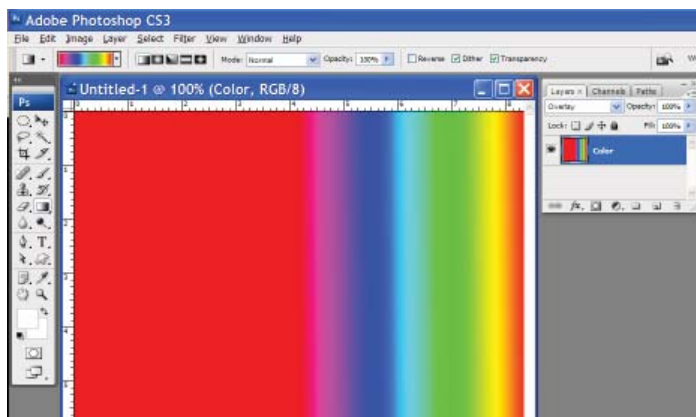
CREATING A BACKGROUND EFFECT

Rather than using a faded photo or single color in the background, this effect will show you how to create something entirely unique to put behind text or graphic.

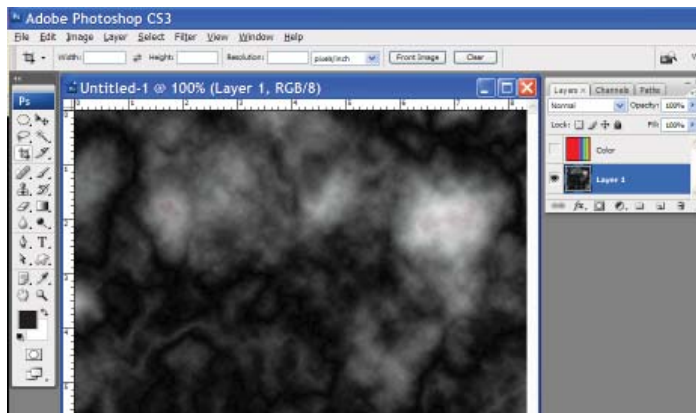
1. Create a new file using File — New. Set the dimensions and resolution to your specific needs. Create a new layer and fill the bottom layer with white.
2. Click on the gradient tool. Click on the edit gradient portion of the tool bar across the top of the screen. Choose the spectrum gradient and click OK.



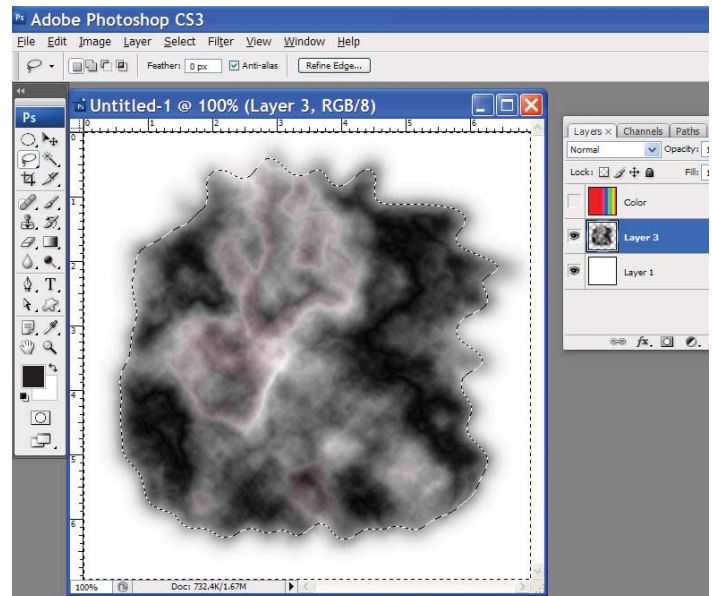
3. Find a point close to the center of your canvas and drag to the edge. You should see the multi-colored gradient with red in the middle and red on the edges. You can alter what your finished product will look like by starting the gradient at a different point on the canvas.
4. When you have the gradient you want, set the blending mode to overlay and opacity to 100%.
5. To keep the different layers separate, name this layer COLOR. Turn off the layer for the time being until the next layer is complete.



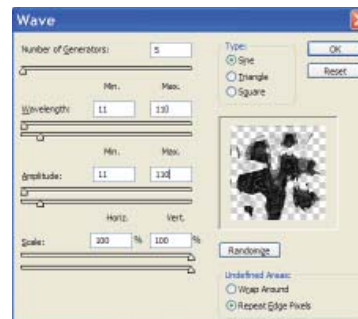
6. Create a new layer. Drag this layer below the Color layer.
7. Reset your foreground color to black and the background color to white.
8. Open the Filters menu. Choose Render — Clouds.
9. Repeat this 4-6 times, but use Render — Difference Clouds instead. Be sure black is the dominant color in the clouds.



10. When you have the clouds you like, apply the Auto Levels filter. This is in Image — Adjustments — Auto Levels.
11. Using the lasso tool, draw a rough shape that goes close to the edges of the canvas. Make sure it's a jagged shape with lots of indentations and imperfections.
12. Feather the selection by 10 pixels. This can be done by going to Select — Modify — Feather or by using the shortcut ALT + CTRL + D.
13. Inverse your selection. This is under Select — Inverse or SHIFT + CTRL + I and hit delete.



14. Click on the Color layer to make it visible again.
15. Re-invert the selection on the Clouds layer.
16. Open the Filters menu and choose Distort — Displace. Make the horizontal scale 50, the vertical scale 50, click Stretch to Fit and Wrap Around. Click OK.
17. A dialogue box will come up. You'll need to browse to where your program is stored (probably your hard drive). Go into Photoshop/Plug-ins/Displacement Maps. Choose one of the displacement maps. You may have to go back in and experiment to find one you like.
18. Deselect the image, but stay on the clouds layer. Repeat drawing a squiggly selection with the lasso tool. Inverse the selection, feather it at 5 pixels and then hit delete.
19. Invert the selection again.
20. Go to Filters — Distort — Wave. Set the values to 5, 11, 110, 11, 110, 100, 100. Click Repeat Edge Pixels (see left). Start clicking the randomize button until you get a pattern you like. If you click OK and decide you don't like it, you can just undo and try again.
21. Deselect the image and click on the Colors layer. Apply the wave filter by going to Filters and choosing Wave (it should be the first option).

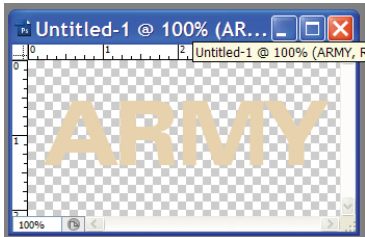


That should leave you with your finished product. You can either pull that into another graphic or build on top of this.

CREATING 3D TEXT

Making the text appear as if it's coming off the page can be a good way to separate short bits of text on a media guide cover, poster, web button, etc. Here is a quick way to accomplish this effect.

1. Create a new file using File — New. Set the dimensions and resolution to your specific needs.
2. Select the foreground color for the text.



3. Use the Type tool to type a short word or initials. Make it large enough to fill most of the canvas, but not all of it.
4. Duplicate the layer and place it below the first. Click on the eye of the first so that it can't be seen.
5. Choose a darker shade of the original color to be the shadow color.

6. Fill the second layer with the shadow color.

7. Press and hold the ALT key. Hit the right arrow once and then the down arrow once. Repeat this six more times. This will increase the thickness of the type by seven pixels (Holding down the Alt key is at the same time as moving a selection creates a copy of the selection. Moving it one pixel at a time puts the copies right on top of each other and moving them one pixel at a time makes them appear as a solid shape.)

8. Deselect the text. Make the first type layer visible.



9. You can end there, or add some other simple effects to enhance the finished product a bit.

- A) Duplicate the original layer and fill it with white. Go into Filters menu and choose Stylize — Emboss. menu and choose Emboss. Make the angle 45, the height 4 and the Amount 500 (max). Set the layer blend mode to Soft Light.



- B) Select the top layer of text. Create a new layer and make sure it's moved to the top of the palette. Go to the Edit menu and choose Stroke. Make the stroke eight pixels in the center and click OK. Invert the selection and hit delete. Apply a soft blur to the outline by choosing Filter — Blur — Blur More. Got to the emboss filter again and change the height to 2. Change the blend mode to soft light.

