

Review...

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OK, here we GO!

1) Turn Snap off!

View > Snap and make sure the check mark is off.

Snap causes the cursor/crop tool and many others to 'jump' (snap to) edges and many other unexpected places. Turn it back on if you find a 'need'...

2) Level an image with the Ruler.

- Select the Ruler (hiding under the eye dropper)

Click one end of what is to be the horizontal (or vertical) line and drag to the other end and release.

Go to Image > Rotate Canvas > Arbitrary and the angle of the line has already been entered from when you drew the line with the ruler. CW/CCW has also been selected.

Click OK and your image is on the level!

3) Crop tool:

- To select a specific size/ratio, enter the horizontal and vertical size i.e 4x5 5x7 etc. If you know you want a 5x7 at 300 dpi, you can enter all three. To go to a 7x5 (vertical) hit the arrow button between them to swap the numbers. - - You can select one of many preset sizes in the "tool preset picker" just to the left of the size windows. You can also setup a custom size and enter it into the picker.

- Clear does just that, clears all three entries, allowing you to do a freehand crop.

Once the crop area is selected, you can 'delete' or 'hide' the area outside the crop path. On the background, delete is your only option. On any other layer, you can choose to 'hide' the area outside the 'crop' area. Then, if you change your mind later, you can select that layer and use the move tool to move the hidden area back into the picture.

- The Shield gives a view of what is kept and what's being cropped out. You can change the color and density of the shield.

- Perspective allows you to crop to a perspective and the image is then drawn back to a rectangle or square.

-You can also crop 'larger'(!). zoom out so there is lots of space around the image, select crop and select the whole image, now drag top/bottom/left/right or a corner to get the 'extra' that you want.

- The check mark says 'do it' and the circle and bar say 'don't do it'.

4) Levels Adjustment Layer:

-Do a demo of what a histogram is, what all the hills and valleys mean and how 'adjusting' it will effect your image.

- As we did last month, adjust the levels histogram sliders for black and for white. Press the alt/option key while adjusting either slider to see which areas will be clipped (forced to black or white depending on the slider).

-Use the center slider to adjust middle grey.

-You can also use the eyedroppers to set white point and black point. (talk about pre-setting these two points by double clicking on the black or white eyedropper and setting it's R-G-B levels to something other than 255, 255, 255 or 0,0,0 several books had

different settings depending on the author's feelings on the matter. Lately, I think most are back to 0 and 255.)

- Use the eyedroppers to remove a color-cast.
- Use the Save/Load command if you just finished the first of many images. Save your adjustment for the next (give it a name you will remember) and when you open the levels adjustment layer on the next image, Load the saved adjustment.
- Options: allow you to select the way the Auto function works. Play and see what you think...
- Remember you can change the opacity of the layer if you decide it is too much, and you can also change the Blending mode.
- If you mess up, you can Reset the adjustment layer rather than starting over by holding down the alt/option key and Cancel will magically turn into Reset, click on it and the changes are removed so you can start over...
- When you get more familiar with Photoshop and Levels, you can change the Channel setting at the top from RGB to any one of the three colors Red, Green or Blue and adjust their levels separately. Katrin Eismann's book Photoshop, Restoration and Retouching has a detailed example of using levels to 'color balance' an image. (This is an excellent book and it would be to your advantage to purchase the latest Revision.)

5) Curves Adjustment Layer

- Use a gray scale gradient and change the values with a Curves Adjustment Layer. Do a Green/Red gradient and change the contrast of the color using the Channel selector for RGB, Red, Green or Blue. Back to Gray scale and use the Channel Colors R, G and B to change again and see R/C B/Y and G/M in action!
- Use a curve to increase contrast and to decrease contrast depending on the angle of the line, steeper = more contrast. (just like "the old days" where a higher grade of paper, going from a Grade 1 to a Grade 3 where the Grade 3 paper had a steeper curve.)