



PHOTOSHOP 2

Type Tools


There are three ways to create type: at a point, inside a paragraph, and, in Photoshop, along a path.

A. **Point type** is a horizontal or vertical line of text that begins where you click in the image. Entering text at a point is a useful way to add a few words to your image. When you enter point type, each line of type is independent—the line expands or shrinks as you edit it, but it doesn't wrap to the next line. The type you enter appears in a new type layer.

1. Select the Horizontal Type tool  or the Vertical Type tool .
2. Click in the image to set an insertion point for the type. The small line through the I-beam marks the baseline of the type (the imaginary line on which type rests). For vertical type, the baseline marks the center axis of the characters.
3. Select additional type options in the options bar, Character palette, or Paragraph palette.
4. Enter the characters. To begin a new line, press Enter (Windows) or Return (Mac OS).

Note: (Photoshop) You can also transform point type while in edit mode. Hold down the Ctrl (Windows) or Command (Mac OS) key. A bounding box appears around the type. You can grab a handle to scale or skew the type. You can also rotate the bounding box.

5. When you finish entering or editing the type, do one of the following:

Click the Commit button  in the options bar.

Press the Enter key on the numeric keypad.

Press Ctrl+Enter (Windows) or Command+Return (Mac OS).



Select any tool in the toolbox; click in the Layers, Channels, Paths, Actions, History, or Styles palette; or select any available menu command.

NOTE THAT EACH LINE OF TYPE WILL APPEAR ON ITS OWN LAYER

2. **Paragraph type** uses boundaries to control the flow of characters, either horizontally or vertically. Entering text this way is useful when you want to create one or more paragraphs, such as for a brochure.

When you enter paragraph type, the lines of type wrap to fit the dimensions of the bounding box. You can enter multiple paragraphs and select a paragraph justification option.

You can resize the bounding box, causing the type to reflow within the adjusted rectangle. You can adjust the bounding box while you enter type or after you create the type layer. You can also use the bounding box to rotate, scale, and skew type.

1. Select the Horizontal Type tool  or the Vertical Type tool .
2. Drag diagonally to define a bounding box for the type.
3. Select additional type options in the options bar, Character palette, Paragraph palette
4. Enter the characters.
5. If desired, resize, rotate, or skew the bounding box.
6. When you finish entering or editing the type, do one of the following:

Click the Commit button  in the options bar.

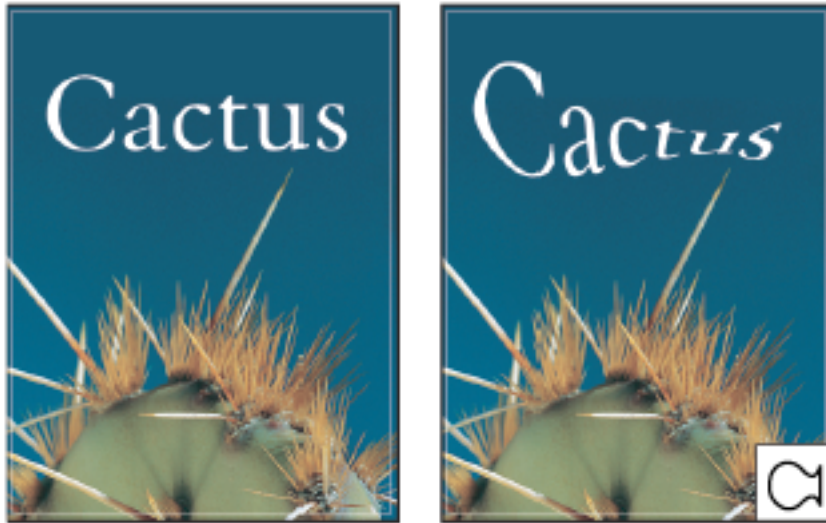
Press the Enter key on the numeric keypad.

Press Ctrl+Enter (Windows) or Command+Return (Mac OS).

Select any tool in the toolbox; click in the Layers, Channels, Paths, Actions, History, or Styles palette; or select any available menu command.

EDIT/CHECK SPELLING


To warp type



Example of type warped with Fish style

1. Select a type layer.

Do one of the following:

1. Select a type tool, and click the Warp button  in the options bar.
2. Choose Layer > Type > Warp Text.

Note: You can also use the Warp command to warp text in a type layer.

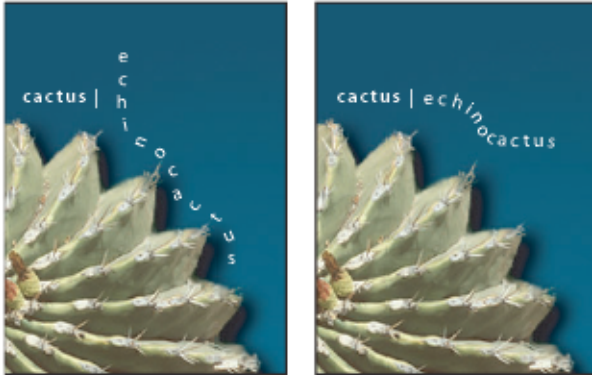
Choose Edit > Transform > Warp.

3. Choose a warp style from the Style pop-up menu.
4. Select the orientation of the warp effect—Horizontal or Vertical.
5. If desired, specify values for additional warping options:
 - Bend to specify how much warp is applied to the layer
 - Horizontal Distortion or Vertical Distortion to apply perspective to the warp

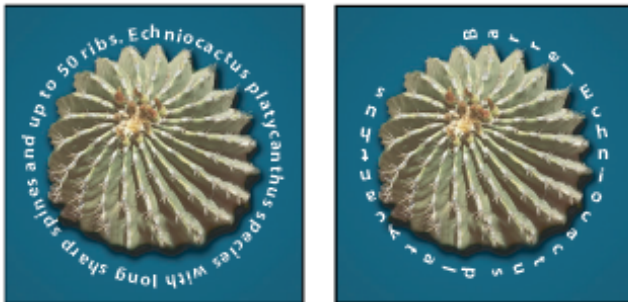
3. **Type on a path** flows along the edge of an open or a closed path.

1. Create a open path by using a selection tool (like a PEN TOOL). \
2. Then select "T" for Type tool, or simply select the Type icon in the tool box.
3. Finally, position the I-beam over the path you've created, and notice that your cursor changes to a little diagonal line crossing through the bottom of it.
4. Click to make the path active, and type.

Example of horizontal and vertical type on an open path

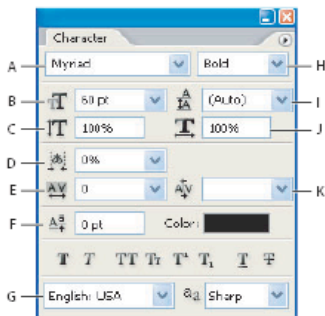


Example of horizontal and vertical type on a closed path created by a shape tool. Here, draw a circle or an ellipse, and convert to a PATH in the path palette.



Select the Horizontal Type tool **T** or the Vertical Type tool **⌞T**.

Character Palette:




Character palette

A. Font Family **B.** Font Size **C.** Vertical Scale **D.** Set Tsume option (Photoshop) **E.** Tracking **F.** Baseline Shift **G.** Language **H.** Font Style **I.** Leading **J.** Horizontal scale **K.** Kerning

To add a drop shadow to text

In the Layers palette, select the layer containing the text to which you want to add a drop shadow.

Click the Layer Style button  at the bottom of the Layers palette and choose Drop Shadow from the list that appears.

If possible, position the Layer Style dialog box so that you can see the layer and its drop shadow.

Adjust the settings to your liking. You can change various aspects of the shadow, including the way it blends with the layers below it, its opacity (how much the underlying layers show through), the angle of the light, and its distance from the text or object.

When you're satisfied with the drop shadow, click OK.

Layers

Layers allow you to work on one element of an image without disturbing the others.


The Layers palette lists all layers, groups, and layer effects in an image.

You can use the Layers palette to show and hide layers, create new layers, and work with groups of layers.

Background layer

When you create a new image with a white background or a colored background, the bottommost image in the Layers palette is called Background. An image can have only one background. You cannot change the stacking order of a background, its blending mode, or its opacity. However, you can convert a background to a regular layer. (Double-click Background in the Layers palette, or choose Layer > New > Layer From Background., select options, click OK)

When you create a new image with transparent content, the image does not have a background layer. The bottommost layer is not constrained like the background layer; you can move it anywhere in the Layers palette, and change its opacity and blending mode.

To create a NEW layer, click the New Layer button 

Layer Effects

Effects—such as shadows, glows, bevels, overlays, and strokes—let you quickly change the appearance of a layer's contents.

[Experiment with some Layer Effects](#)

Painting

The painting tools change the color of pixels in an image. The Brush tool and the Pencil tool work like traditional drawing tools by applying color with brush strokes. The Gradient tool, Fill command, and Paint Bucket tool apply color to large areas. Tools like the Eraser tool, Blur tool, and Smudge tool modify the existing colors in the image.


The power of painting in Photoshop is in the options that you can set to specify how a tool applies or modifies color.

Brush Tool

The Brush tool and the Pencil tool paint the current foreground color on an image. The Brush tool creates soft strokes of color. The Pencil tool creates hard-edged lines.

1. Choose a foreground color. (See [To choose colors in the toolbox.](#))
2. Select the Brush tool or Pencil tool .
3. Set tool options in the options bar: Choose a brush from the Brush Presets picker, and set brush options. (See [To select a preset brush.](#))
 - Choose a blending mode from the Mode menu. (See [List of blending modes.](#))
 - Specify an opacity by dragging the Opacity slider. Opacity specifies the amount of paint coverage applied by each stroke.
 - For the Brush tool, specify a flow rate by dragging the Flow slider. Flow specifies how quickly paint is applied.

NOTE: Press a number key to set a tool's opacity in multiples of 10% (pressing 1 sets to 10%; pressing 0 sets to 100%). Use Shift and number key to set Flow.

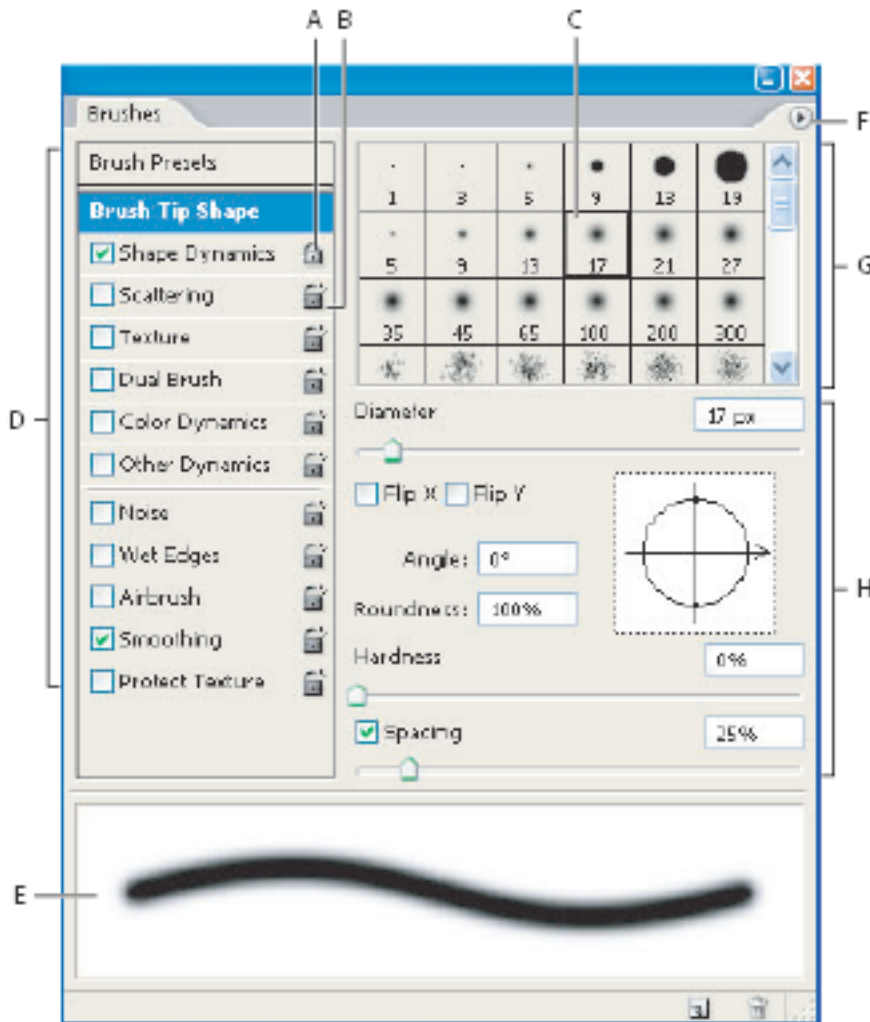
- Click the Airbrush button  to use the brush as an airbrush.

4. Do one or more of the following:

- Drag in the image to paint.
- To draw a straight line, click a starting point in the image. Then hold down Shift, and click an ending point.
- When using the Brush tool as an airbrush, hold down the mouse button without dragging to build up color.

About the Brushes palette

The Brushes palette lets you select preset brushes and design custom brushes. The brush you select determines many characteristics of the resulting stroke. Photoshop provides a variety of preset brushes to fill a wide range of uses. In Photoshop, you can also create custom brushes using the Brushes palette.








Brushes palette with Brush Tip Shape options displayed

A. Locked B. Unlocked C. Selected brush tip D. Brush settings E. Brush stroke preview F. pop-up menu G. Brush tip shapes (available when Brush Tip Shape option is selected) H. Brush options

Gradients

You fill an area with a gradient by dragging in the image. The starting point (where the mouse is pressed) and ending point (where the mouse is released) affect the gradient appearance, depending on the Gradient tool used.

1. To fill part of the image, select the desired area. Otherwise, the gradient fill is applied to the entire active layer.
2. Select the Gradient tool .
3. Choose a gradient fill in the options bar:
 - Click the triangle next to the gradient sample to pick a preset gradient fill.
 - Click inside the gradient sample to view the Gradient Editor. Select a preset gradient fill, or create a new gradient fill. Then click OK. (See To create a smooth gradient.)
4. Select an option for applying the gradient fill in the options bar:

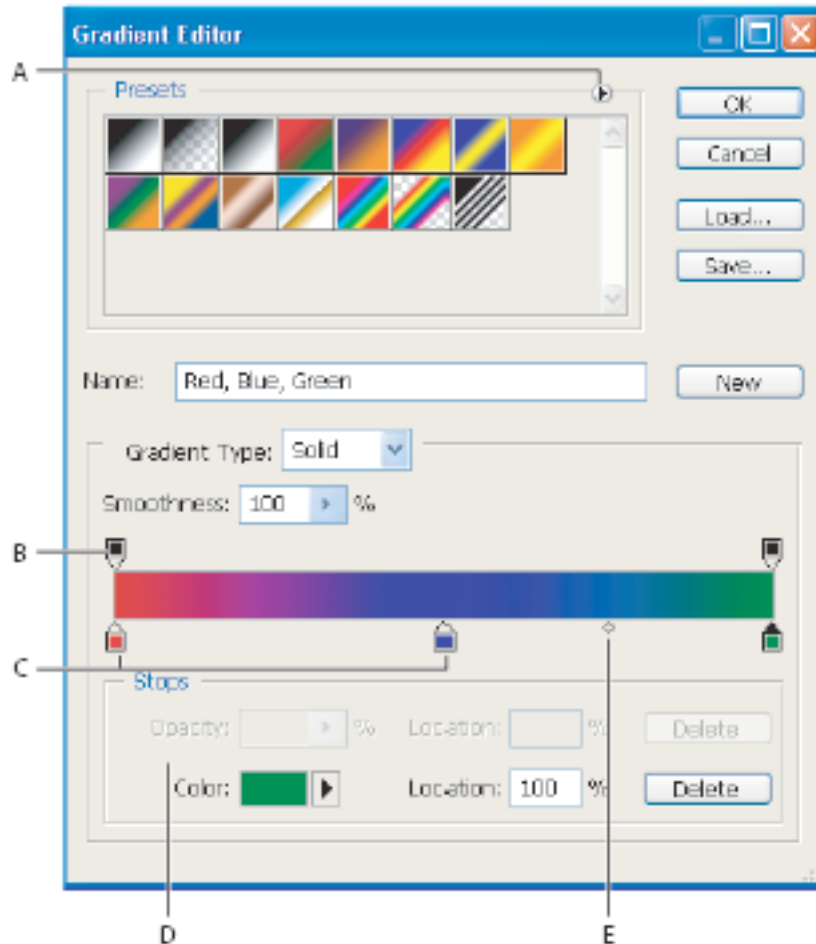
- Linear gradient 
- Radial gradient 
- Angle gradient 
- Reflected gradient 
- Diamond gradient 

About the Gradient Editor

The Gradient Editor dialog box lets you define a new gradient by modifying a copy of an existing gradient. You can also add intermediate colors to a gradient, creating a blend between more than two colors.




Gradient Editor dialog box

A. Palette menu B. Opacity stop C. Color stops D. Adjust values or delete the selected opacity or color stop E. Midpoint




Dodge / Burn

Used to lighten or darken areas of the image, the Dodge tool and the Burn tool are based on a traditional photographer's technique for regulating exposure on specific areas of a print. Photographers hold back light to lighten an area on the print (dodging) or increase the exposure to darken areas on a print (burning).

1. Select the Dodge tool  or the Burn tool .
2. Choose a brush tip and set brush options in the options bar.
3. In the options bar, select one of the following:
 - Midtones to change the middle range of grays
 - Shadows to change the dark areas
 - Highlights to change the light areas
4. Specify the exposure for the Dodge tool or the Burn tool. Click the airbrush button  to use the brush as an airbrush. Alternatively, select the Airbrush option in the Brushes palette.
5. Drag over the part of the image you want to lighten or darken.

Sponge tool


The Sponge tool subtly changes the color saturation of an area. In Grayscale mode, the tool increases or decreases contrast by moving gray levels away from or toward the middle gray.

1. Select the Sponge tool .
2. Choose a brush tip and set brush options in the options bar.
3. In the options bar, select the way you want to change the color.

- Saturate to intensify the color's saturation
 - Desaturate to dilute the color's saturation
4. Specify the flow for the Sponge tool.
 5. Drag over the part of the image you want to modify.


Smudge Tool

The Smudge tool simulates the effect you see when you drag a finger through wet paint. The tool picks up color where the stroke begins and pushes it in the direction you drag.

1. Select the Smudge tool .
2. Choose a brush tip and options for the blending mode in the options bar.
3. Select Use All Layers in the options bar to smudge using color data from all visible layers. If this is deselected, the Smudge tool uses colors from only the active layer.
4. Select Finger Painting in the options bar to smudge using the foreground color at the beginning of each stroke. If this is deselected, the Smudge tool uses the color under the pointer at the beginning of each stroke.
5. Drag in the image to smudge the pixels.


Sharpen tool

The Sharpen tool focuses soft edges to increase clarity or focus.

1. Select the Sharpen tool .
2. Do the following in the options bar:
 - Choose a brush tip and set options for the blending mode and strength in the options bar.
 - Select Use All Layers in the options bar to sharpen using data from all visible layers. If this is deselected, the tool uses data from only the active layer.
3. Drag over the part of the image you want to sharpen.

Blur tool

The Blur tool softens hard edges or reduces detail in an image.

1. Select the Blur tool .
2. Do the following in the options bar:
 - Choose a brush tip and set options for the blending mode and strength in the options bar.
 - Select Use All Layers in the options bar to blur using data from all visible layers. If this is deselected, the tool uses data from only the active layer.
3. Drag over the part of the image you want to blur.

The Eraser Tools

Eraser

The Eraser tool changes pixels in the image as you drag through them. If you're working in the background or in a layer with transparency locked, the pixels change to the background color; otherwise, the pixels are erased to transparency. You can also use the eraser to return the affected area to a state selected in the History palette.

1. Select the Eraser tool .
2. Choose a brush and set brush options
3. Specify an opacity to define the strength of the erasure. An opacity of 100% erases pixels completely. A lower opacity erases pixels partially.
4. Specify a flow rate. Flow specifies how quickly paint is applied by the tool.
6. Drag through the area you want to erase.

Magic Eraser .

1. Select the Magic Eraser tool .

2. Do the following in the options bar:
 - Enter a tolerance value to define the range of colors that can be erased. A low tolerance erases pixels within a range of color values very similar to the pixel you click. A high tolerance erases pixels within a broader range.
 - Select Anti-aliased to smooth the edges of the area you erase.
 - Select Contiguous to erase only pixels contiguous to the one you click, or deselect to erase all similar pixels in the image.
 - Select Sample All Layers to sample the erased color using combined data from all visible layers.
 - Specify an opacity to define the strength of the erasure. An opacity of 100% erases pixels completely. A lower opacity erases pixels partially.
3. Click in the part of the layer you want to erase.

The Background Eraser tool 

The Background Eraser tool lets you erase pixels on a layer to transparency as you drag; this allows you to erase the background while maintaining the edges of an object in the foreground.

Homework

1. Experiment with Brush options and create a painted document that demonstrates this experimentation.

2. History, History Palette, Art History Brush

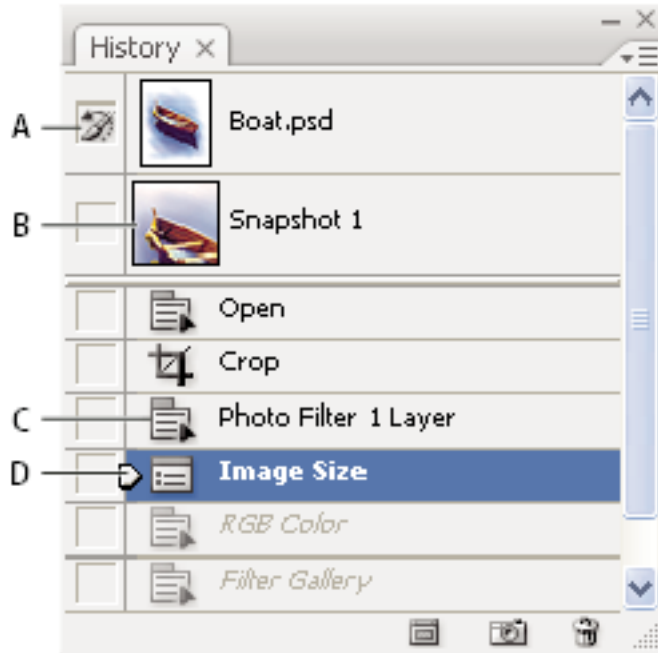
Work with the History palette

You can use the History palette to jump to any recent state of the image created during the current working session. Each time you apply a change to an image, the new state of that image is added to the palette.

For example, if you select, paint, and rotate part of an image, each of those states is listed separately in the palette. When you select one of the states, the image reverts to how it looked when that change was first applied. You can then work from that state.

You can also use the History palette to delete image states and, in Photoshop, to create a document from a state or snapshot.

To display the History palette, choose Window > History, or click the History palette tab.



Photoshop History palette

- A.** Sets the source for the history brush **B.** Thumbnail of a snapshot **C.** History state **D.** History state slider

Keep the following in mind when using the History palette:

- Program-wide changes, such as changes to palettes, color settings, actions, and preferences, are not reflected in the History palette, because they are not changes to a particular image.
- By default, the History palette lists the previous 20 states. You can change the number of remembered states by setting a preference. Older states are automatically deleted to free more memory for Photoshop. To keep a particular state throughout your work session, make a snapshot of the state.
- Once you close and reopen the document, all states and snapshots from the last working session are cleared from the palette.
- By default, a snapshot of the initial state of the document is displayed at the top of the palette.
- States are added to the bottom of the list. That is, the oldest state is at the top of the list, the most recent one at the bottom.
- Each state is listed with the name of the tool or command used to change the image.
- By default, when you select a state, the states below it are dimmed. This way you can easily see which changes will be discarded if you continue working from the selected state.
- By default, selecting a state and then changing the image eliminates

all states that come after it.

- If you select a state and then change the image, eliminating the states that came after, you can use the Undo command to undo the last change and restore the eliminated states.
- By default, deleting a state deletes that state and those that came after it. If you choose the Allow Non-Linear History option, deleting a state deletes only that state.

Paint with the History and Art History Brush

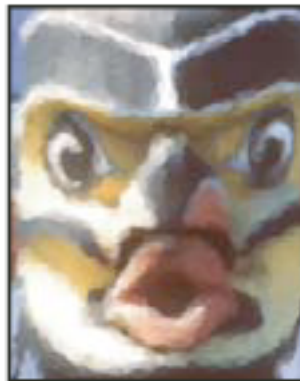
The Art History Brush tool paints with stylized strokes, using the source data from a specified history state or snapshot. By experimenting with different paint style, size, and tolerance options, you can simulate the texture of painting with different colors and artistic styles.

Like the History Brush tool, the Art History Brush tool uses a specified history state or snapshot as the source data. The History Brush tool, however, paints by recreating the specified source data, while the Art History Brush tool uses that data along with the options you set to create different colors and artistic styles.

For a variety of visual effects, experiment with applying filters or filling an image with a solid color before painting with the Art History Brush tool. Also try increasing the size of the image by a factor of 4 to soften the details.



A



B



C

1. In the History palette, click the left column of the state or snapshot to use as the source for the Art History Brush tool. A brush icon appears next to the

source history state.

2. Select the Art History Brush tool .

3. Do the following in the options bar:

Choose a brush from the Brush Presets picker, and set brush options. (See [Select a preset brush.](#))

Choose a blending mode from the Mode menu. (See [About blending modes.](#))

Choose an option from the Style menu to control the shape of the paint stroke.

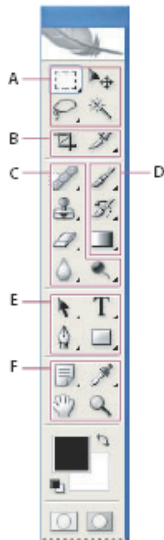
For Area, enter a value to specify the area covered by the paint strokes. The greater the size, the larger the covered area and the more numerous the strokes.

For Tolerance, enter a value to limit the regions where paint strokes can be applied. A low tolerance lets you paint unlimited strokes anywhere in the image. A high tolerance limits paint strokes to areas that differ considerably from the color in the source state or snapshot.

4. Drag in the image to paint.

3. Familiarize yourself with the toolbox

TOOLBOX OVERVIEW



A Selection tools

- Rectangular Marquee (M)
- Elliptical Marquee (M)
- Single Column Marquee (M)
- Single Row Marquee (M)
- Move (V)
- Lasso (L)
- Polygonal Lasso (L)
- Magnetic Lasso (L)
- Magic Wand (W)

B Crop and slice tools

- Crop (C)
- Slice (K)
- Slice Select

C Retouching tools

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

D Painting tools

- Brush (B)
- Pencil (B)
- Color Replacement (B)
- History Brush (Y)
- Art History Brush (Y)
- Gradient (G)
- Paint Bucket (G)

E Drawing and type tools

- Path Selection (A)
- Direct Selection (A)
- Pen (P)
- Freeform Pen (P)
- Add Anchor Point (P)
- Delete Anchor Point (P)
- Convert Anchor Point (P)
- Horizontal Type (T)
- Vertical Type (T)
- Horizontal Type Mask (T)
- Vertical Type Mask (T)
- Rectangle (U)
- Rounded Rectangle (U)
- Ellipse (U)
- Polygon (U)
- Line (U)
- Custom Shape (U)

F Annotation, measuring, and navigation tools

- Notes (N)
- Audio Annotation (N)
- Eyedropper (I)
- Color Sampler (I)
- Measure (I)
- Hand (H)
- Zoom (Z)

G ImageReady only tools

- Rectangle Image Map (P)
- Circle Image Map (P)
- Polygon Image Map (P)
- Image Map Select (J)
- Tab Rectangle (R)
- Pill Rectangle (R)
- Toggle Image Map Visibility (A)
- Toggle Slices Visibility (Q)
- Preview Document (Y)
- Preview in Browser (cmd+option+P)

■ Indicates default tool * Keyboard shortcuts appear in parenthesis

Selection tools gallery

Tools marked with an asterisk are available in Photoshop only.



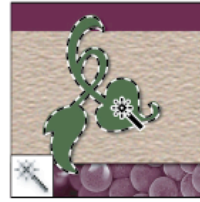
The marquee tools make rectangular, elliptical, single row, and single column selections.



The Move tool moves selections, layers, and guides.



The lasso tools make freehand, polygonal (straight-edged), and magnetic* (snap-to) selections.



The Magic Wand tool selects similarly colored areas.

Crop and slice tools gallery



The Crop tool trims images.



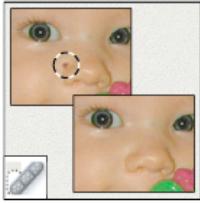
The Slice tool creates slices.



The Slice Select tool selects slices.

Retouching tools gallery

Tools marked with an asterisk are available in Photoshop only.



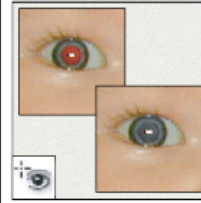
The Spot Healing Brush tool* removes blemishes and objects



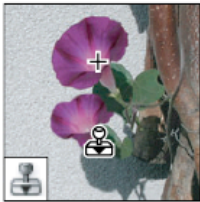
The Healing Brush tool* paints with a sample or pattern to repair imperfections in a image.



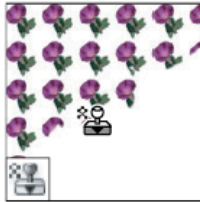
The Patch tool* repairs imperfections in a selected area of an image using a sample or pattern.



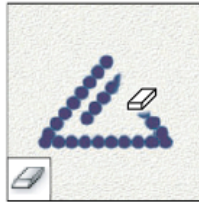
The Red Eye tool* removes the red reflection caused by a flash.



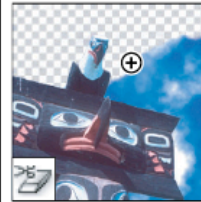
The Clone Stamp tool paints with a sample of an image.



The Pattern Stamp tool* paints with part of an image as a pattern.



The Eraser tool erases pixels and restores parts of an image to a previously saved state.



The Background Eraser tool* erases areas to transparency by dragging.



The Magic Eraser tool erases solid-colored areas to transparency with a single click.



The Blur tool* blurs hard edges in an image.



The Sharpen tool* sharpens soft edges in an image.



The Smudge tool* smudges data in an image.



The Dodge tool* lightens areas in an image.



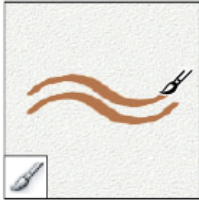
The Burn tool* darkens areas in an image.



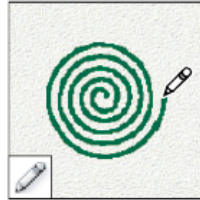
The Sponge tool* changes the color saturation of an area.

Painting tools gallery

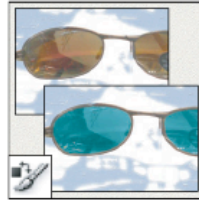
Tools marked with an asterisk are available in Photoshop only.



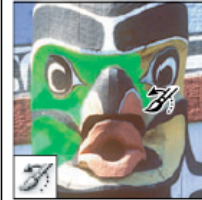
The Brush tool paints brush strokes.



The Pencil tool paints hard-edged strokes.



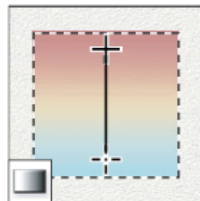
The Color Replacement tool* replaces a selected color with a new color.



The History Brush tool* paints a copy of the selected state or snapshot into the current image window.



The Art History brush tool* paints with stylized strokes that simulate the look of different paint styles, using a selected state or snapshot.



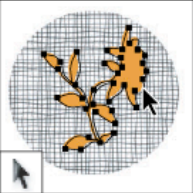

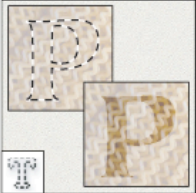
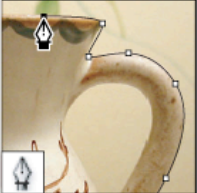
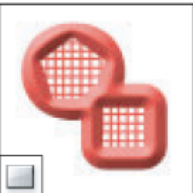

The gradient tools* create straight-line, radial, angle, reflected, and diamond blends between colors.



The Paint Bucket tool fills similarly colored areas with the foreground color.




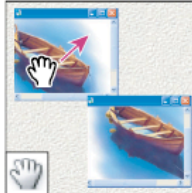
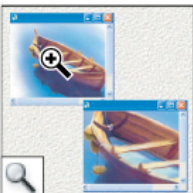
Drawing and type tools gallery

Tools marked with an asterisk are available in Photoshop only.

 <p>The path selection tools* make shape or segment selections showing anchor points, direction lines, and direction points.</p>	 <p>The type tools create type on an image.</p>	 <p>The type mask tools* create a selection in the shape of type.</p>	 <p>The pen tools* let you draw smooth-edged paths.</p>
 <p>The shape tools and Line tool draw shapes and lines in a normal layer or a shape layer.</p>	 <p>The Custom Shape tool* makes customized shapes selected from a custom shape list.</p>		

Annotation, measuring, and navigation tools gallery

Tools marked with an asterisk are available in Photoshop only.

 <p>The annotation tools* make notes and audio annotations that can be attached to an image.</p>	 <p>The Eyedropper tool samples colors in an image.</p>	 <p>The Measure tool* measures distances, locations, and angles.</p>	 <p>The Hand tool moves an image within its window.</p>
 <p>The Zoom tool magnifies and reduces the view of an image.</p>			