# Photoshop

Dealing with Raw Images, this tutorial uses camera raw 4.6 plug in. On the network is 4.5 most of the functionality is the same.

**Step 1**
Open img_5136.cr2. This will open the camera raw panel from within Photoshop.
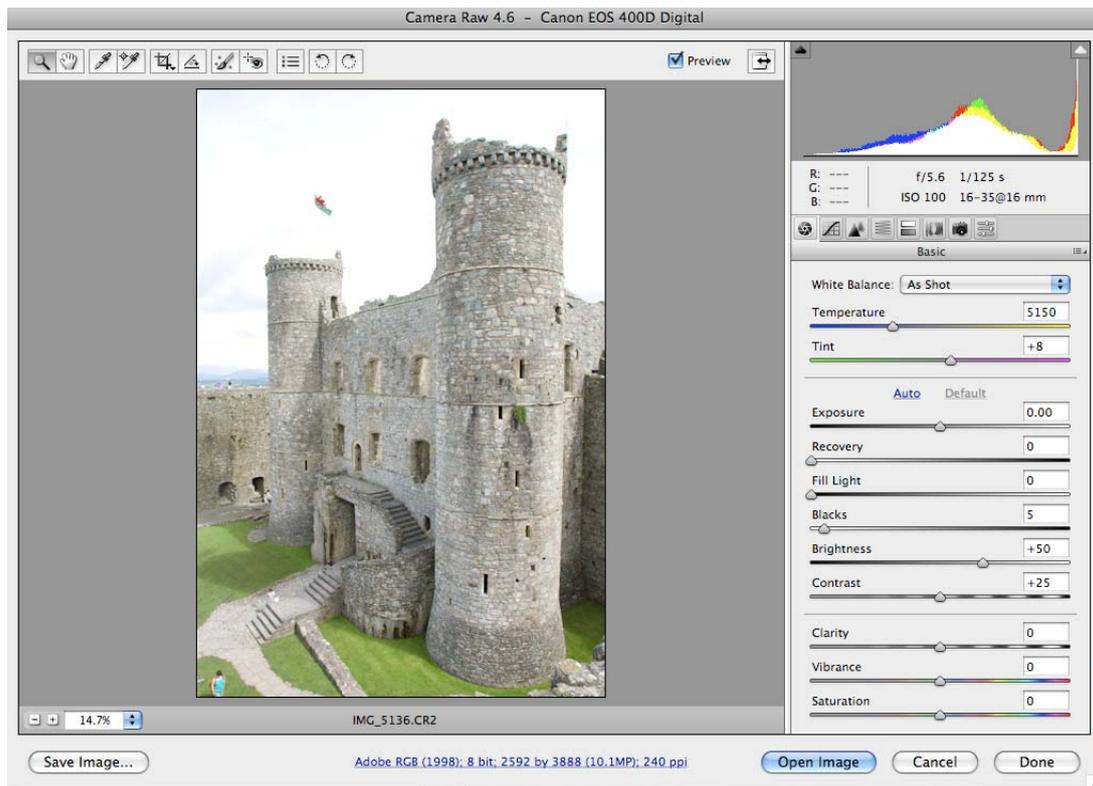


**Step 2**
The image has been overexposed the highlights have been blown out. To see this click on the arrow in the top left had corner of the histogram.
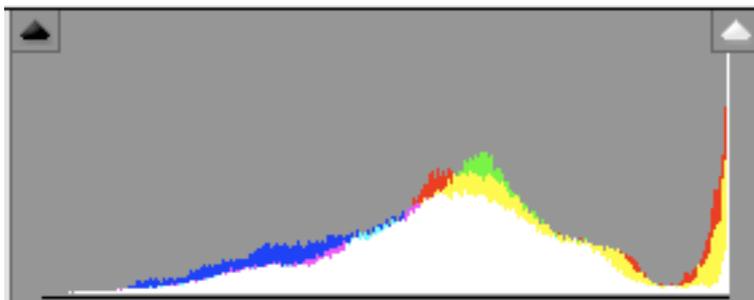


The highlights that have been blown out will be highlighted in red.

**Step 3**
Correcting the exposure by adjusting the settings to match below:

White Balance: custom and alter the temperature to 6350
Exposure: -1.50
Recovery: 10
Fill Lights: 15

Keep all the other settings to the defaults. The white balance was taken by sampling the white in the flag.

**Step 4**
Click on the details tab and adjust the sharpening settings to match below:
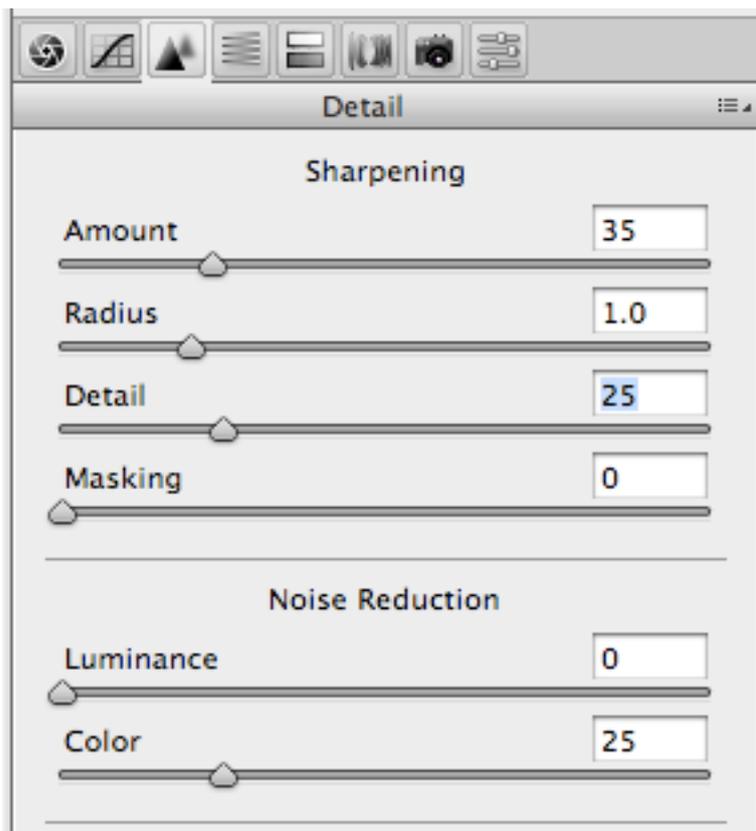


**Step 5**
Open the HSL / Grayscale tab and change the following settings:

Hue
Greens +10
Blue +7

Saturation
Greens +3
Aquas +5
Blues +5

Luminance
Blues -24
Purples -13

**Step 5**
Select the open image button to open the image in Photoshop ready for editing. Use the zoom tool to zoom into the clouds just to the left of the flag.



There is a small dust spec on the image and this can easily be removed. Select the **spot healing brush tool** and ensure the brush is large enough to cover the entire spot, click on the spot to remove the mark.

**Step 6**
Select Image / image size and alter the size to 1024 x 1536, change it to Bicubic sharper and press ok.

**Step 7**
Select filter / sharpen / smart sharpen to open the smart sharpen panel. When you edit an image the final step is usually to sharpen the image. This is essential if you are dealing with RAW as the images will often be softer than jpegs as there is limited sharpening applied in the camera.
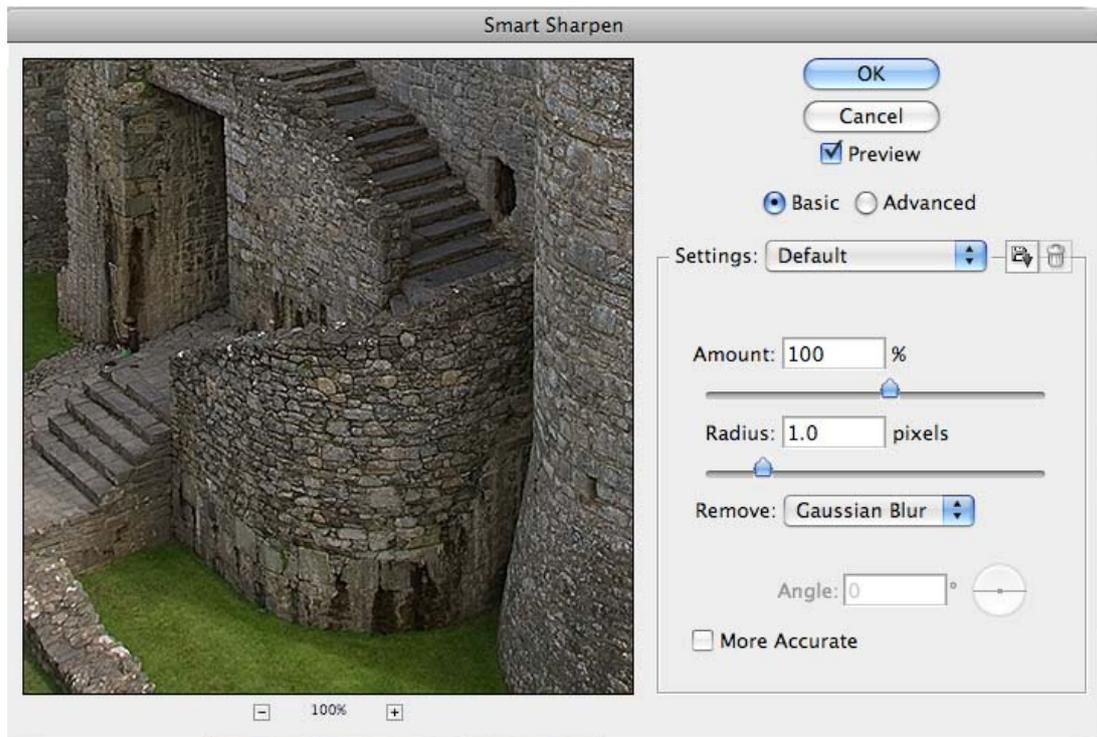
**Step 8**

Save you image as castle.psd

**Exercise**
Open img_ 4649.cr2 and see if you can correct the exposure using the same techniques.

**Blurred Lighting**

This technique is very popular with both portrait and wedding photographers. The idea is the eye will be drawn to the main subject as the background is dimmed.

Step 1: Open rocky.jpg

Step 2: Select the **Elliptical Marquee tool** from the Tool Panel.
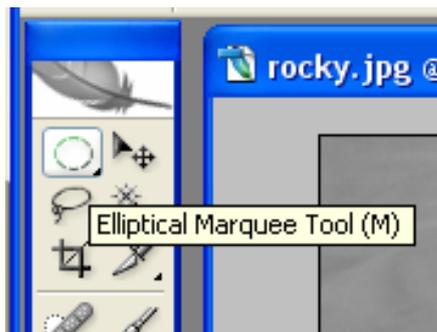


Step 3: Draw an oval shape over the sea lions head. This is where the lighting effect will be applied.

Step 4: Create **a new layer,** by selecting the new layer icon (next to the bin).
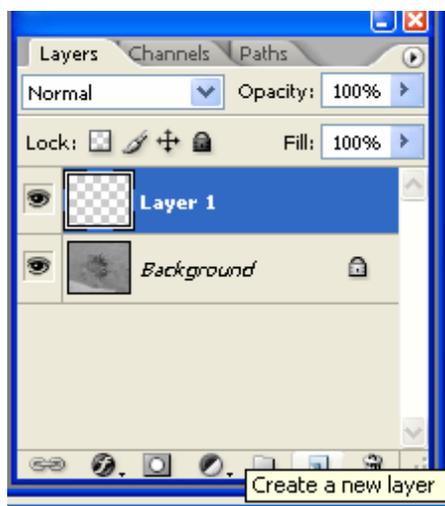


Step 5: Whilst **holding down the alt key click on the Layer Mask icon** at the bottom of the layers palette. Click on the regular layer thumbnail (see below) then **press D** to set the foreground colour to Black, **press ALT + Backspace**.
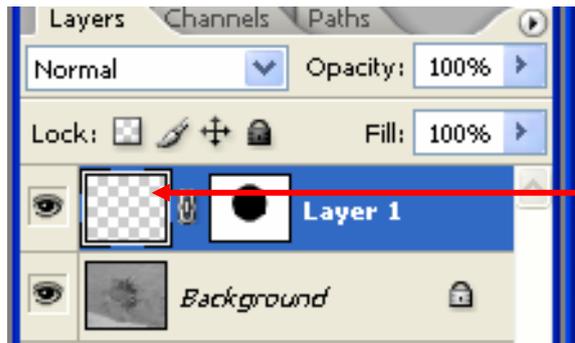
Step 6: Next change the **opacity to 65%** in the Layers Palette, your image should look something like below.
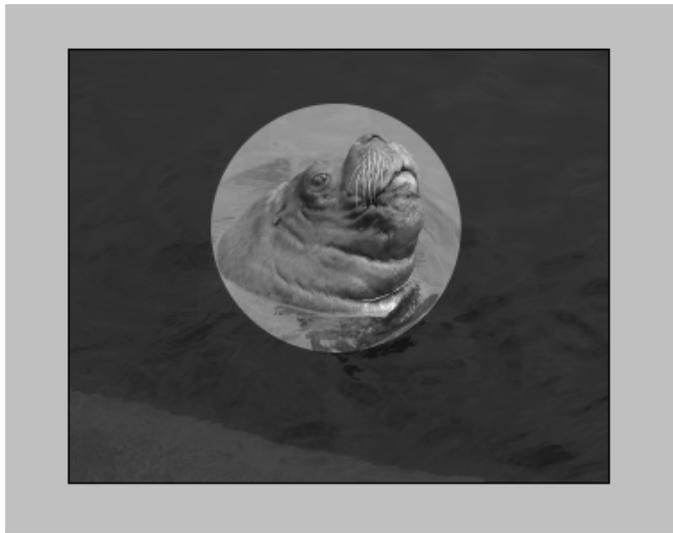


Step 7: In the layers panel click on the layer mask thumbnail (it has the black oval shape in it). Select **Filter / Blur / Gaussian Blur** and adjust the slider to about **40**.

Save your new image in the jpeg format calling it rockyvignette.

**Focus Vignette Effect**

Step 1: Open rockycolour.jpg and press **Control +J twice** to make two copies of the background layer.
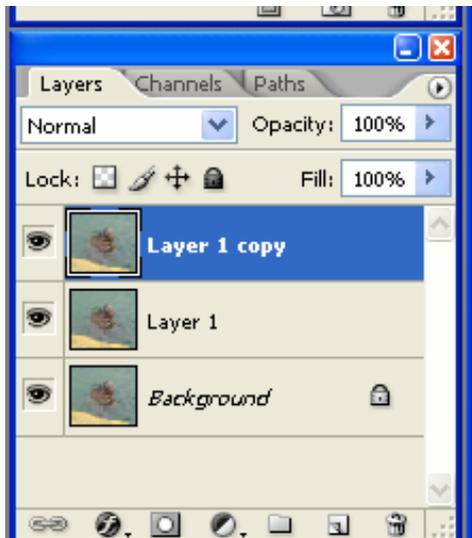


Step 2: Click on the e**ye icon in the top layer** to hide this layer and click the **middle layer** to select it. Select **Filter / Blur / Gaussian Blur** and increase the radius to about 17.

Step 3: Now select the **top layer** (layer 1 copy), next select the Elliptical Marquee tool and draw an oval around the sea lions head.
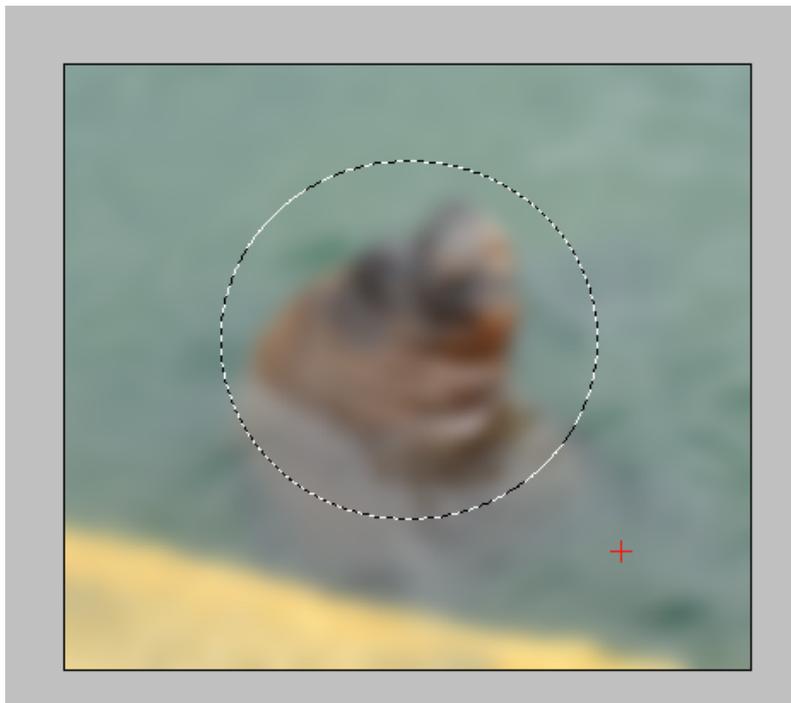
Step 4: Next we want to soften the edges, from the s**elect / modify / choose feather** and type in 55 and press ok.

Step 5: Now **click on the layer mask icon** in the layers palette to activate the effect. Don't forget to unhide the layer.

Save your image.

**This tutorial will look at dual tone.**

Step 1: Open Statue.jpg

Step 2: Select **Image / Mode / Grayscale** to convert the image to black and white. Press discard when the dialog box appears.

Step 3: Next select **Image / Mode / Duotone** which will launch the dual tones dialog box.
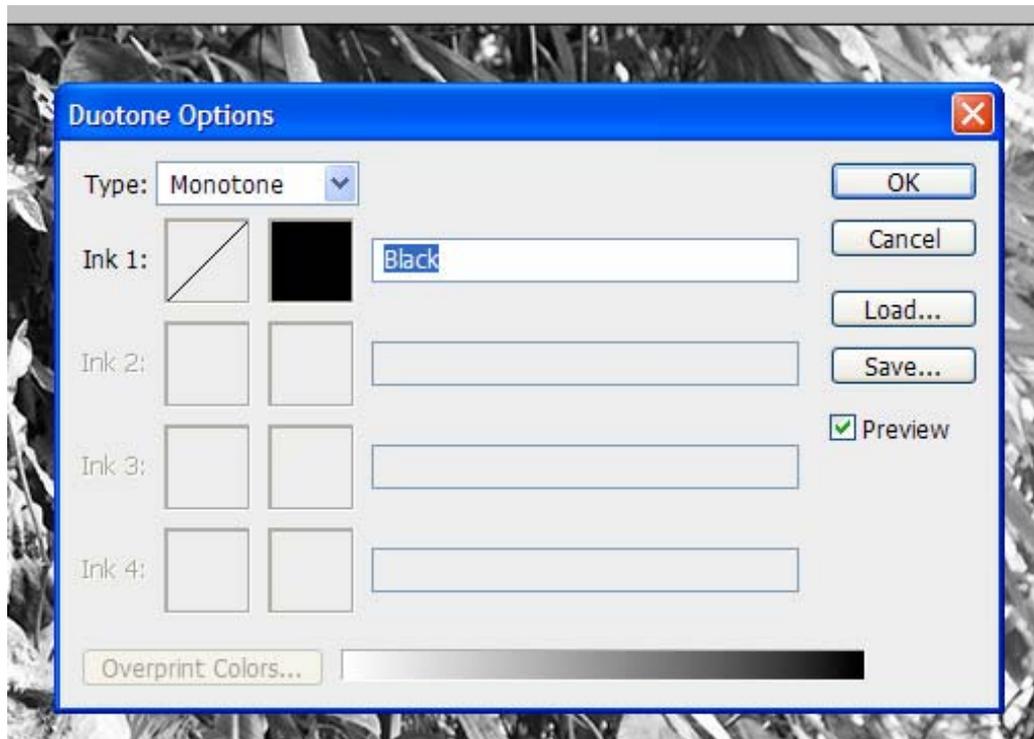


Step 4: Leave Ink 1 set to black and add another ink changing the Type from **monotone to duotone**. Click on the **white box** to launch the colour libraries
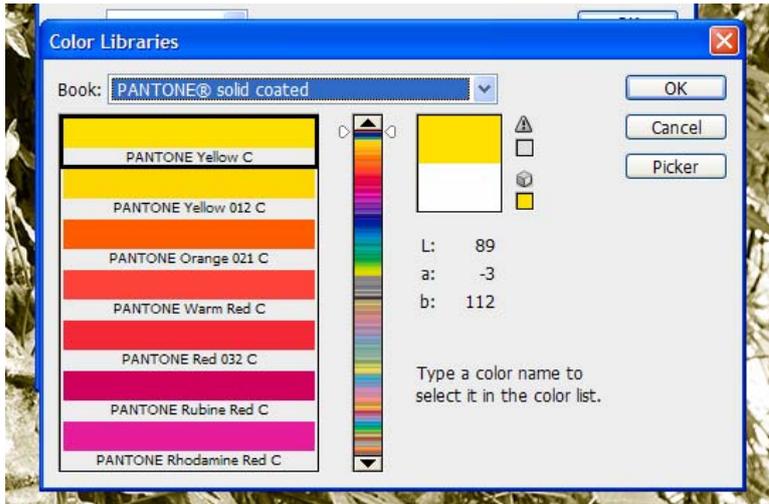
Step 5: Scroll down and select **Pantone 345C** as the colour to give it a slight green colour.

Step 6: Next **click on the curves next** to the green colour, this will open the curves panel for the green tones.

Step 7: Adjust the curves to match below.
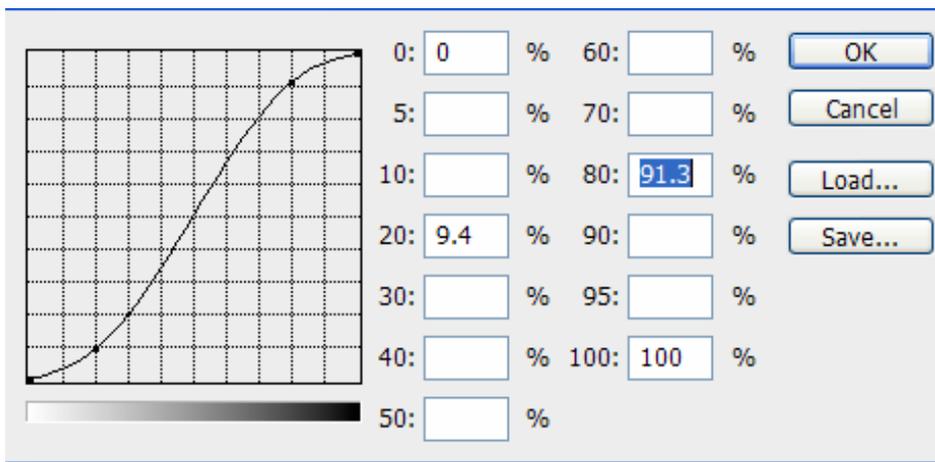


Step 8: Press ok and save your image as duotone.jpg.

**Exercise**
Now open the original image and adjust the image so that it has Quadtones instead of duotone.

## Part 3

**Working with Masks this is expanding on the replacing the sky tutorial in week 1.**

Step 1: Open beach.jpg and **double click** on the layer to unlock the layer.

Step 2: **Select the sky from the image**, I used the quick selection tool, a small brush and zoomed in to select around the palm trees. Once selected, **press delete** to remove the sky.

Step 3: **Select / Inverse** to inverse the selection so that the beach is selected.

Step 4: **Select the layer mask icon** at the bottom of the layers panel, your layers panel should look like below. **Note** you will not see the extra layer yet.
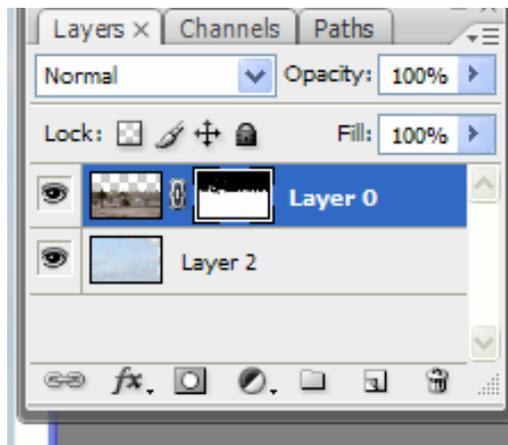


Step 5: Select the first layer and **Image / Adjustments / Curves** and change the settings to match below.
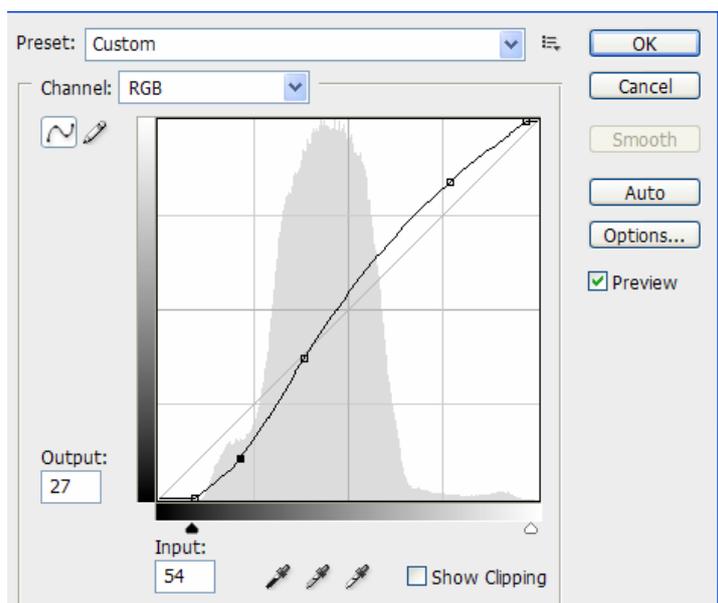
Step 6: Now **open sky.jpg** and **drag the sky imag**e into the beach image. Then move the layer containing the sky so that it is **below that of the beach** (as above).

Step 7: To fine tune the image select the **paint brush tool** and ensure **black** is selected, then click on the layer mask icon and paint in the area to remove any white that you missed from your original selection. Your image should resemble below:



Step 8: The background area is very underexposed compared to the rest of the image to solve this select the **burn tool** and enlarge the brush tool and aint over the trees in the background. **Note** you must have the image on layer 0 selected not the mask.

Save your image as beach1.psd.

## Scary Gavin

Step 1: Open **scarygav.jpeg**

Step 2: **Select the mouth area with the** rectangle marquee tool**.**



Step 3: **Select** Filter/Liquify **and you should see the image below**
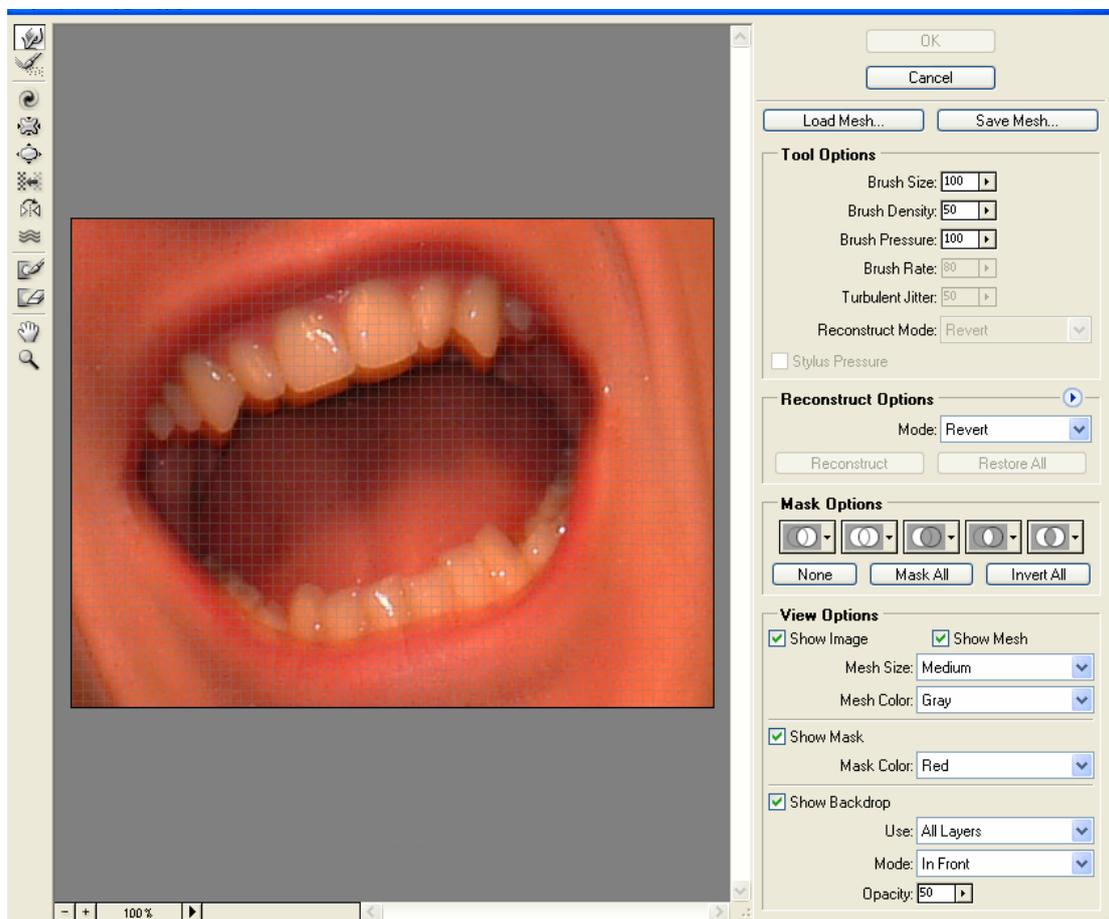
**Select the** forward warp tool **and change the brush size to** 35. **Click and drag the teeth to give the appearance of fangs (as below), once happy press ok.**
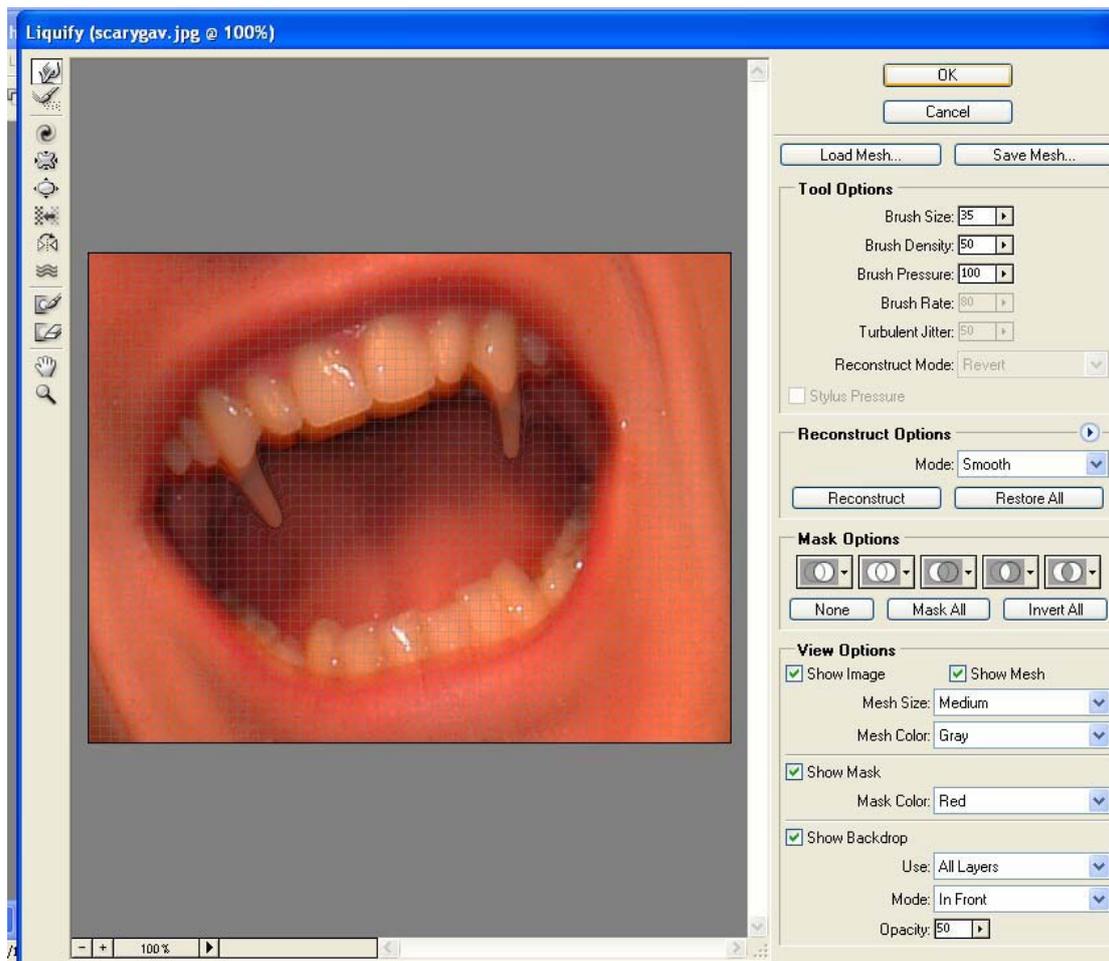


Step 4: Select/ deselect **to unselect the area around the mouth.**

Step 5: Duplicate the laye**r. Select** layer/new adjustment layer/channel mixer **and set the red channel t0 50% Green to 0% and Blue 0%.**

Step 6: **Click on the little triangle in the top right hand corner of the layers panel and choose** flatten**.**

Step 7: **Create a** new layer **and select** color **as the blending mode.**

Step 8: **Set the** foreground colour to R:48 G:85 B:3 **( a dark green colour)**

**and select the** paint brush **and start painting on my face. You will probably need to alter the brush size and use the rubber tool to delete any mistakes.**

**Your image should look something similar to below**

Step 9: **Use the** lasso tool **to select the hair and then and then** edit/copy **create a** new layer and paste **the hair onto this layer.**
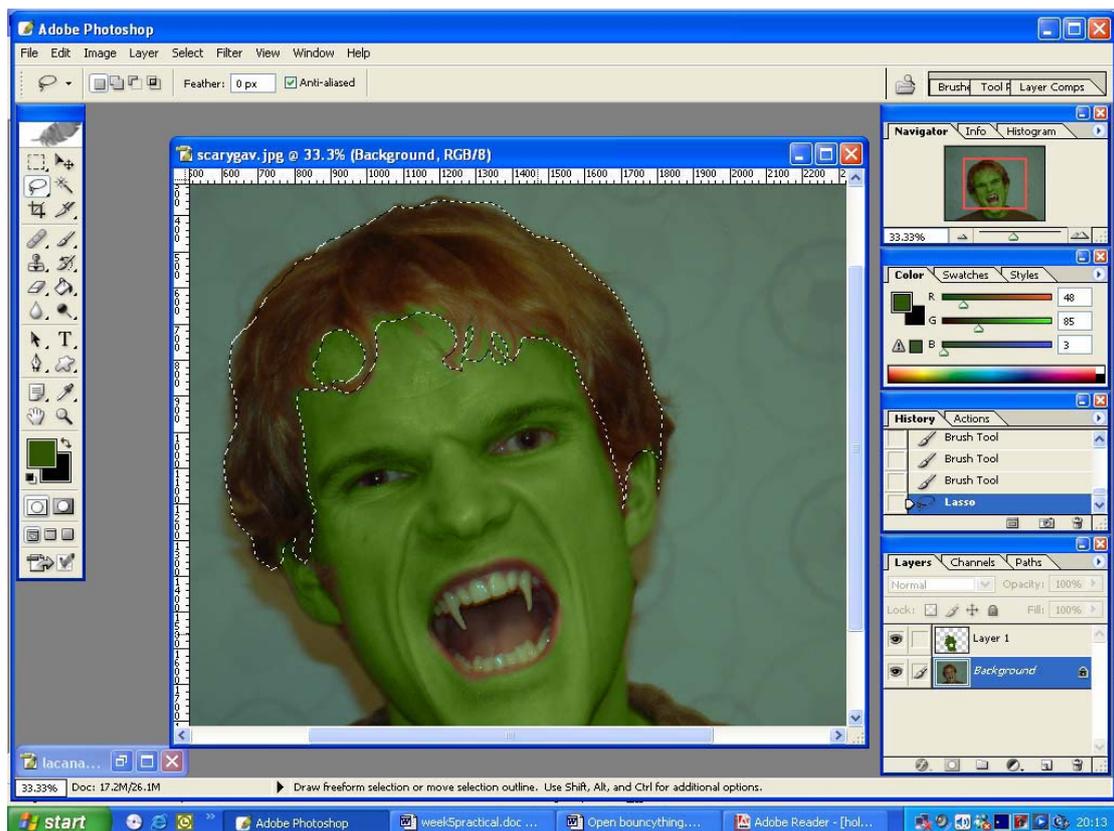


Step 10: **Now select** image/adjustments/colour **balance and change the settings to**

**Shadows: +100, +37, +37**

**Midtones: +100, + 100, +4**

Step 11: **Use the crop tool to get rid of the background your image should look something like below**
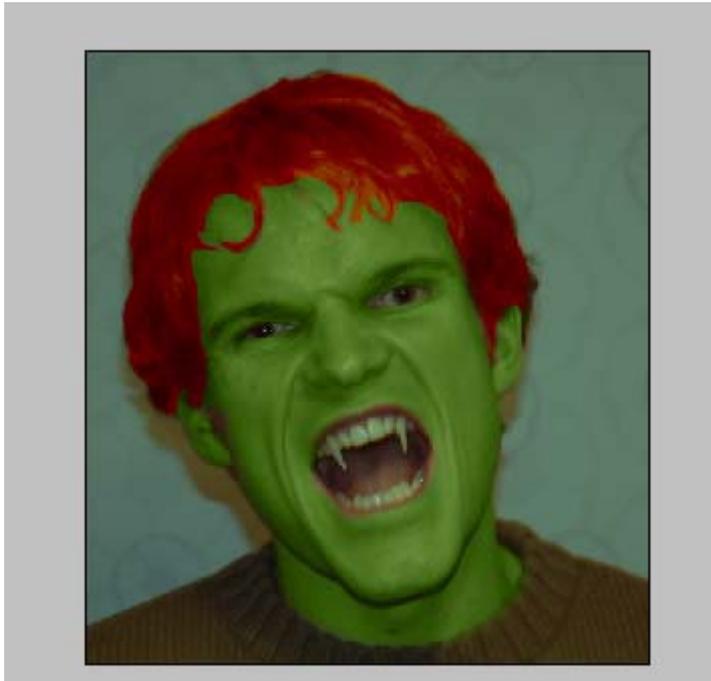


Step 12: Now flatten **the image again and experiment with the filters (you may wish to resize the image before applying the filter for speed). I applied the** cutout filter **under artistic which resulted in the image below.**

Step 13: **Save the image as verscarygav.psd.**

**If you have not already resized the image do so and then save for web. Choose a suitable file format that**