

Getting Creative with Photoshop

Hand coloring

- Use your favorite method for creating a black and white image (B&W or Channel Mixer adjustment layer, etc.)
- Add a layer mask to the layer created above (if it is not already there).
- Make sure the layer mask is selected, then with a black brush, “paint” in the areas you want to be in color. (black on a layer mask hides that part of the layer to which the mask is linked)

Photoshop filters

Artistic filters – Dry Brush, Sprayed Strokes, etc. Almost 50 different filters available.

Liquify – Filter menu in CS5 (under Filter>Distort menu in Elements)

- Forward Warp tool – Must click and drag mouse to warp
- Reconstruct tool restores image to original wherever you paint with mouse
- Twirl Clockwise, Pucker, Bloat and Turbulence tools can modify by just clicking and holding the mouse, without dragging. Can also drag the mouse for more dramatic effects.
- Can use the two mask tools to freeze a portion of the image with a mask or ‘thaw’ the mask.
- Make selection of area for Liquify – the computer can process it faster

Using Smart Filters

- If you didn’t open the file as a smart object, convert layer to Smart Object first. Right click on the layer and select Convert to Smart Object
- When opening a raw file, open as an object (hold Shift key and the Open button will temporarily change to open it as a Smart Object)
- Benefit - Any filter applied to a smart object can be adjusted again later by double clicking on the filter in the layers panel

HDR

- HDR in Bridge – Tools>Photoshop>Merge to HDR Pro
 - Adjust sliders for desired effect
 - For a gritty appearance, start by increasing the Detail and Shadow sliders then move to the Edge Glow sliders
- Third party tools such as Photomatix, Nik HDR Efex
- HDR simulation with Adobe Camera Raw
 - Set Recovery, Fill Light, Blacks and Clarity to 100
 - Try increasing the Sharpening on the Sharpening tab also
 - The effects will vary depending on light and contrast in the image

Sepia toning

- In Adobe Camera Raw
 - On the Hue/Saturation tab (4th tab), click on the Convert to Grayscale checkbox
 - On the Split Toning tab (5th tab):
 - ♣ Move one or both of the Saturation sliders about 1/3 to the right (although sometimes just the Shadows sliders are all you need)
 - ♣ Move one or both of the Hue sliders to the right to get the desired color.
 - ♣ Can use the Balance slider to adjust further. It changes the balance between the Highlights and the Shadows
- In Photoshop
 - Use your favorite method for creating a black and white image
 - Add a solid color layer as the top layer (Layer>New Fill Layer>Solid Color)
 - Select a sepia color you like and click OK
 - Change the blend mode on the solid color layer to Overlay
 - Reduce the Opacity to achieve the desired effect

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Plug-ins

- Topaz Adjust – www.topazlabs.com
- Fractalus – Redfield Plug-ins; Many more available at <http://www.redfieldplugins.com>
- Snap Art - <http://www.alienskin.com/snapart/>
- Dynamic Auto Painter - <http://www.mediachance.com/dap/index.html>
- Pixel Bender – Free from Adobe
- Auto FX – Mystical Suite; Dream Suite - <http://www.autofx.com/>

Brushes in Photoshop CS5

- Extremely flexible
- Good at blending color
- Complicated, but it's Photoshop, what isn't?
- Create a new blank layer for painting
- Select the Mixer Brush tool (grouped with the Brush tool in the toolbox)
- On the Options bar that appears, make the following changes:
 - Check Sample All Layers on the right
 - Make sure the "Load Brush After Each Stroke" icon is turned off
 - Set the four numerical values (Wet, Load, Mix, Flow) to 100%
- Unlike Corel Painter, texture must be added separately after painting