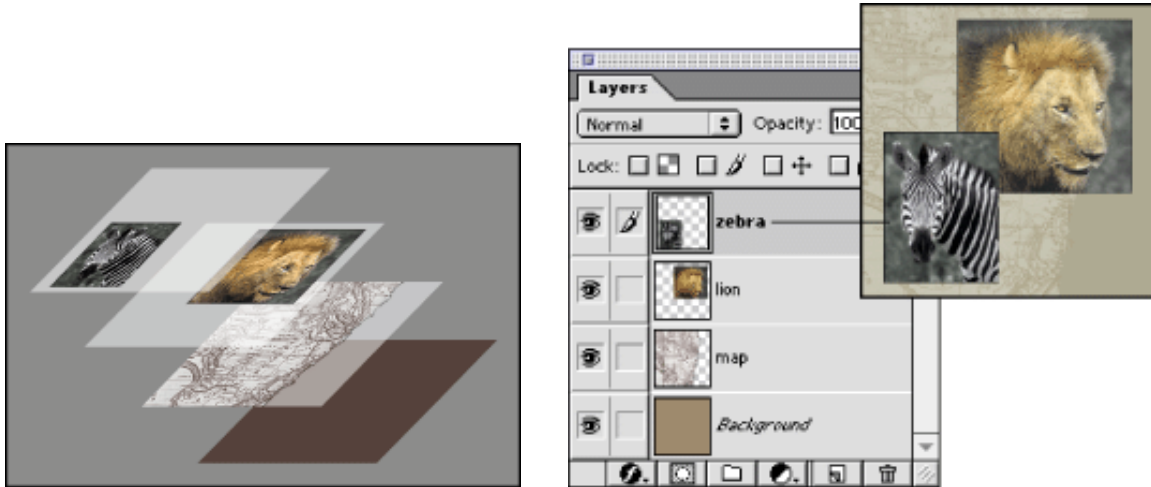


Introduction to Layers in Photoshop

Layers:

- Are an essential element of Photoshop and a tool of every digital darkroom.
- Allow you to optimize one part of your photograph without affecting other parts.
- Allow an Undo of everything from minor to major, complex changes, **even after closing the file.**
- Are like a stack of transparent sheets on which you can make changes that hide, reveal or otherwise affect the sheets lower in the stack.



Layers palette

Layer Blending Mode Advanced Users

Layer opacity

layer-visible icon Eyeball On = layer is in effect

Layer mask icon

Adjustment layer works on all of the images below

Adjustment layer works only (clips) on the next image below

Fly-out menu with more options

Highlighted layer (in blue) is the selected or 'active' layer, the layer being worked on!

- Fill Layer (top)
- Adjustment Layers
- Image Layers (Bottom)

Create new layer

Add layer mask

Create new fill/adjustment layer

Introduction to Layers in Photoshop

Rules for a frustration-free digital darkroom:

- Never change the background (image) layer. This way, you can always get back to where you started.
- It is a good practice to duplicate the background layer (CTRL + J) as the first step when opening a file. This layer can be used for sharpening, cloning, etc.
- Try to use a separate layer for each change. This allows you to adjust the effect of each change by using the Layer Opacity, or to hide or delete each change individually.

There are 3 (basic) ways to make/add layers in PS.

- 1) From the PS top pull down menu
- 2) From the Fly-out menu at the top right of the layers pallet
- 3) Using the icons at the bottom of the Layers pallet
 - a. New Layer (you can drag a layer to dupe it)
 - b. New Adjustment layer
- 4) You can also RIGHT Click on layers to Dupe or Delete or....

These menus and controls for the layers pallet are NOT identical, nor do they all do the same thing.

There are three Types of layers in PS

- 1) Image layers (really important if you want to “assemble”)
- 2) Adjustment layers
 - a. Global
 - b. Local-area adjustment layers (with Masks)
- 3) Filled layers (we will do two today)

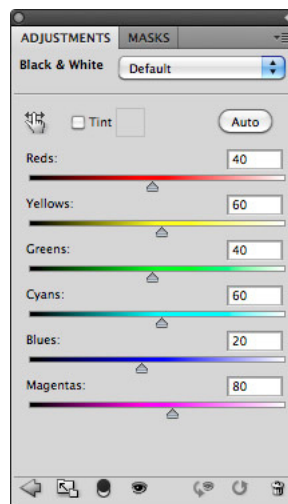
Adjustment layers:

Adjustment layers will affect the entire image and all layers below it in the Layer stack. An adjustment layer can be linked (clipped) to the layer immediately below it, and it will then work only on that layer, and not the images further down the stack.

The adjustment panel

Controls

The “clip to previous layer” Icon



Introduction to Layers in Photoshop

In fact, this is **the preferred approach when combining multiple images** when you need independent adjustments of EACH of the images being combined into a final image.

I will also demonstrate how to copy part of an image, and paste it into a new layer, and then use a coupled adjustment layer to modify only this part of the image. (Paul taught me this.)

Layer Masks:

The second way to operate on a part of an image is to use layer masks. This is the preferred way to ***do local optimization*** of all images. PS/CS opens every Adjustment layer with a “Layer Mask” in place. When adding a layer mask to an image (by clicking on the mask icon), it will be white – revealing all of that layer, alternatively, Option/alt clicking on the mask icon will give a mask which is black, hiding all the effects of that layer.

On a layer mask, **“Black Hides, White Reveals” the effects of the specific layer that the mask is on.**

If the **mask is on an image layer**, black on the mask hides the image and the lower images show through – the image layer becomes transparent when the mask is Black.

If the **mask is on an adjustment layer**, Black on the mask says that the adjustment being made by the layer is **NOT** effective. The adjustment layer is only operating in the white areas of the MASK. **“Black Hides, White Reveals”** the effects of the adjustment layer.

If an image layer has a mask, it can be applied to the adjustment layer, by Linking (Clipping to) the layer below.

Making the Mask (filling the mask layer)

Add black or white to a mask layer by painting on it, or making a selection and “Fill” from the main Edit menu. To do either of these operations, select the layer you want to work on, and then select the Mask (Double outline on the mask) shown on that layer.

More than Black or white can be used on a layer mask. Gray works as a Partial mask. Select Black as the Foreground color (the painting color), select the paint brush, and set the Opacity to less than 100%, this will make the layer partially transparent.

TIP: When painting, use a soft edged brush to blend the areas of transparency.

TIP: To look at the effect of the Mask (with the layer turned on) Option/Alt+click on the mask to see just the mask.

TIP: Find “Disable Layer Mask” (make the layer with the mask active (blue) - right click on the layer to get the proper drop down menu) to assess the effect on the image with and without the mask. This is good for review at high Magnification to see if you’ve made errors in the edges.

TIP: Note that you can always go back and change your mask by painting with white or black. If you change the mask, be sure you click on the layer mask icon on the associated

Introduction to Layers in Photoshop

layer. (Don't use the erasure to remove the portions of the layer you don't want. If you do, once you close the file, you'll never get those portions back. Using the Brush and painting with black or white, allows you to change it forever.)

TIP: Making a selection to define the mask on the adjustment layer

- Make a selection of the part of the scene you want to adjust. (Make sure the layer that is highlighted in the Layers palette has a photographic image on it; in other words, not another adjustment layer.)
- Select the "Create new adjustment layer" icon in the Layers palette. A menu will be displayed. Select the type of layer you want to add (levels, curves, etc.). After clicking on the adjustment layer type you want, you should see a dialogue box for the appropriate adjustment parameters. Also, a new layer will be shown in the Layers palette above the layer you had highlighted in step 1, AND the mask will place exactly where you want it allowing the adjustment layer to work ONLY in the selected area.

TIP: a mask layer can be inverted using Image/adjustments/invert, OR with command/control I. This will make a negative of the mask contents.

Summary:

Layers are good!

Layers allow image manipulation and control without changing the basic image.

Layers allow for later adjustments and "un-do" after the image has been saved (as a PSD).

Layers allow for preview of effects, and combinations of effects.

Control of brushes & stuff:

Type x to swap foreground and background colors

Type d to make the foreground and background colors Black and White

Cmd/control I inverts an image or a mask

Cmd/control J duplicates a layer in the layers panel

Cmd/Control z is undo for the preceding action or accident

Increase Brush size: strike the right bracket key

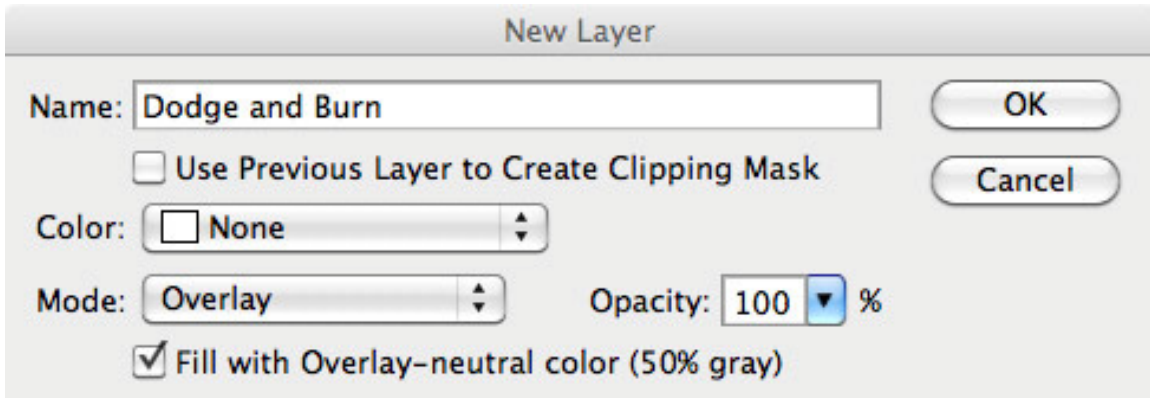
Decrease Brush size: strike the left bracket key

Uniform gray in the mask = 50% Opacity for the layer

Introduction to Layers in Photoshop

Dodge and Burn with Layers

Create a new Layer. From a menu (but **not** the icon), select Layer/New. This window should appear:



Change the Name to Dodge and Burn.

Change the Mode to Overlay.

Change the Opacity to 50 (this is a Paul trick)

Check the “Fill with Overlay – 50% gray” box.

Select OK.

Your photo will not have changed yet. To dodge or burn, use the brush tool and paint with either black or white. Black will burn and white will dodge.

Select the Brush tool and set the opacity to 10-35%. Set the foreground and background colors to Black and White by pressing the “D” key. Black should now be the foreground color.

Making sure the new Dodge and Burn layer has focus, paint the photos in the areas you want to dodge or burn. If the effect is too heavy, reduce the opacity of the brush.

You can always adjust the overall opacity of the layer in the Layers palette too.

To quickly create a dodge and burning layer in the future, create a new Action to do it for you.

Footnote: Use this approach always to dodge and burn, use a grease pencil on your monitor to X-out the Burn and Dodge tools in the tool panel!

To colorize:

New layer: Mode: color. Do not fill. Go to color Swatches, use eye dropper tool, select color tone you want – it will be the foreground color. Fill the layer with the foreground color. Set Opacity to taste.