Introduction to Adobe Photoshop

Duration: 2 Days

Objectives

This Adobe certified course is designed for anyone who needs to understand the fundamental features and uses of Photoshop and the best way to incorporate these into their work as a designer, photographer or retouching artist.

Pre-requisites

None other than basic IT competency.

Course outline

Photoshop fundamentals
- Introducing Photoshop
- How Photoshop works with other applications
- File format differences such as raster/bitmap (e.g. TIFF) v. vector files (e.g. EPS)

Colour theory
- Additive and subtractive
- Perceptual colour – the eye, the monitor, the printed page
- Photoshop's CMYK preview mode

Application basics
- The toolbox and panels
- The colour picker
- View modes
- Keyboard shortcuts
- Navigation panels
- Using Adobe Bridge to find, sort and open images
- N-up and multiple document view with tabs

Selection techniques
- Creating selection areas
- Adding to and subtracting from
- Using Quick Selection and refinement tool
- Feathering and anti-aliasing
- Quick Mask
- Using the magnetic tools
- The Magic Eraser tools to make cut outs

The use of painting tools
- The standard brushes
- Custom brushes
- Linear or radial gradient fills
- Using the Mixer Brush

Retouching
- Cloning images
- Smudging, blurring and sharpening
- Cropping
- Repairing scratches
- Negative to positive, heal tool, shadow and highlight tool, match colour tool, red eye tool and vanishing point filter
- Using Content-aware Fill

Using the History panel
- As an Undo
- For effects
- Using the History brush and the Art brushes to create natural media effects
- RAM and hard disk (scratch disk) issues

Content-Aware Scaling
- Resizing images while retaining the correct proportions for your subjects

Image adjustment
- Using the Adjustments panel for live, non-destructive image adjustment
- Brightness, contrast, gamma, hue/saturation
- Colour balance for shadows, highlights and mid-tones
- Levels and curves
- The black and white conversion tool
- Colour correction
- Sharpening

Output generally
- Re-sampling and printing
- Resizing and adjusting resolution to the most appropriate values for printing
- File formats for export

Adding type to an image
- Adjusting text
- Adjusting text appearance
- Using text effects commands
- Rendering text
- Text distortion and warping, text on a path

Layers
- Converting a selection path to a layer
- Controlling layer transparency
- Creating montages using components from different modes
- Defining and using Adjustment layers
- Placing guides and using grids
- Layer styles and layer management

Creating special effects with filters
- Including soften, sharpen and numerous forms of distortion

- Transforming areas of an image, including rotate, stretch, skew, flip and alter perspective
- Using the Free Transform function

Warping and Gradients
- Using the interactive image warping window
- Using Puppet Warp to reposition an image element

Web graphics
- Optimising for the web using the comparison area to check quality of image output
- Image Slicing, web panels and choosing the most appropriate file format (GIF, PNG and JPEG), Flash export