

## Photoshop Power Session for Photographers Seminar Notes

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**NOTE: All of the following demos work with Photoshop CS/CS2 and Elements Version 3 unless noted otherwise.**

**REMEMBER TO ALWAYS WORK ON COPIES OF IMAGES, COPY YOUR BACKGROUND LAYER, AND USE ADJUSTMENT LAYERS WHENEVER POSSIBLE!**

### Resizing and Cropping

*Custom Sizes for Photographers (In Elements 3, you can't save your own custom sizes, but there are a number of presets)*  
1. File>New and create your own measurements, 2. Click on Save Presets and name accordingly. (eg; "6x4@240")

#### *Cropping to a Specific Size*

1. Open an image, 2. Select the Crop Tool and examine the Options Bar, 3. Enter crop width & height amounts and resolution (eg; 8 x 10 @ 240ppi), 4. Crop it.

*Create Custom Crop Tools (Not Supported in Elements) - Scenario: You want to create a custom crop tool to create 11x14 crops at 240ppi, and you want this to always be available to you as a Preset.*

1. Select Crop Tool, 2. In the Options bar, enter the values you want for your Crop Tool (eg; Width: 11, Height: 14, Resolution: 240ppi), 3. Click on the Crop Tool Presets drop-down menu (in the Options Bar top-left) to display default Crop Tool Presets list, 4. Make sure the "Current Tool Only" checkbox is checked, 5. Still in the Crop Tool Presets list, click on the little "New Preset" icon (it looks like a little page). 6. Give your new preset a name (eg; "11x14 @ 240ppi"). Note: You can change the display order of your presets in the Edit>Presets Manager menu.

*Straighten Crooked Images (Not directly supported in Elements 3. However, there is an Auto Straighten tool in Image>Rotate>Straighten Image.)*

1. Select the Measure Tool by clicking and holding the Eyedropper tool. (ie; the Measure Tool is hidden underneath the Eyedropper Tool), 2. Draw a line along an aspect of the image that needs to be straightened (eg; a horizon line), 3. Select Image>Rotate Canvas, 4. Select Arbitrary - Notice the Angle of Rotation, 5. Click OK and re-crop if necessary.

#### *Using the Crop Tool to Add More Canvas Area*

2. Expand the image window so that empty gray area appears around the image, 3. Select the Crop Tool and lay down a crop INSIDE the image, 4. Drag the crop handles out to expand the crop onto the gray area, 5. Press ENTER to complete the crop.

### Fixing Digital Image Problems

#### *Compensating for Too Much Flash*

1. Duplicate the Background layer via Control-J (Mac: Command-J), 2. Set the Blend Mode to Multiply, 3. Alt-click (Mac: Option-click) the Layer Mask icon at the bottom of the Layers palette to create a black layer mask, 4. Use keyboard-D to revert foreground/background to black/white, then Keyboard-X to switch to the WHITE foreground, 5. Select a soft-edge brush and paint the areas blown-out by the flash.

#### *When You Wish You Hadn't Used Your Flash*

1. Select the Rectangular Marquee, 2. Select the over-flashed foreground, 3. Go to Select>Feather and enter a value depending on resolution, 4. Control-H (Mac: Command-H) to hide the selection border (the "marching ants"), 5. Select Image>Adjustments>Levels, 6. Drag the right Output slider to the left to darken the selection and then OK, 7. Remember to turn back on the selection border via Control-H (Mac: Command-H).

#### *Fixing Underexposed Photos*

1. Duplicate the Background layer via Control-J (Mac: Command-J), 2. Set the Blend Mode for this layer to Screen, 3. Continue duplicating the layer to the point that it begins to look overexposed, 4. You can bring down the layer opacity of the last duplication to reduce the effect.

## *Red-Eye Removal*

1. Magnify the area of the eyes, 2. Make sure your Foreground color is set to black, 2. Select the Red Eye Removal tool (Elements) or the Color Replacement Tool (CS), 3. Paint in dabs directly over the eyes.

## *Dodging and Burning the Professional Way*

1. Click on the Layer Palette's pop-out menu (small triangle on top of palette), 2. Select New Layer, 3. In the New Layer dialog box, for Mode select Overlay and click on the "Fill with Overlay-neutral color (50% Gray)" checkbox to enable it, 4. Get a soft-edged brush and set its opacity to 30%, 5. Use keyboard-D to revert foreground/background to black/white, then Keyboard-X to switch between black and white, as needed - use the WHITE brush for DODGING and the BLACK brush for BURNING, 6. Name your new layer, "D&B Layer."

## *Repairing Keystoning (procedure is for CS, Elements does offer this, but procedure differs slightly)*

1. Expand your image window by grabbing the lower-right corner of the window and dragging out - to show gray area surrounding the image, 2. Select All via Control-A (Mac: Command-A), 3. Select the Free Transform tool via Control-T (Mac: Command-T), 4. Grab the center free transform point in the image and drag it straight down to the bottom-center free transform point, 5. Make the ruler visible via Control-R (Mac: Command-R), 6. Drag out a guide line to align next to what you want to straighten (eg: the side of a building), 7. Hold the Control key (Mac: Command Key) and adjust the keystoning at the top left and right points (in the case of a crooked building). If it looks squatty, release the key and adjust the top-center point, 8. Press ENTER to commit the transform.

## *Setting Color Space (CS only)*

1. Bring up the Color Settings dialog via Shift-Control-K (Mac: Shift-Command-K), 2. In the Working Spaces Section, from the RGB pop-up menu, choose Adobe RGB(1998)

## *Setting Color Space (Elements 3 only)*

1. Bring up the Color Settings dialog via Shift-Control-K (Mac: Shift-Command-K), 2. Select 'Full Color Management.'

## *Color Correction Basics*

1. Make sure you set your Color Settings options as described previously, 2. With your image open, select Image>Adjustments>Levels, 3. Set the target color for the shadow areas by double-clicking the black Eyedropper tool, 4. In the Color Picker select the Target Shadow Color by typing 20 in each of the R, G, and B fields, 5. Repeat steps 3 and 4 for the Highlight and Midtone droppers and enter 240 and 128 for R, G, and B, respectively, 6. Click OK and OK again then Save these values as your new default when prompted with, "Save the New Target Colors as Defaults?," 7. Bring up the Levels dialog again and with the black eyedropper selected, click on an area of your image that should be black, then with the white eyedropper, select an area with the whitest highlight (not specular highlights), finally with the gray eyedropper select an area that should be neutral.

## **Portrait Touch-Up**

### *Removing Dark Circles Under Eyes (Elements does NOT support the Patch Tool, but you can use the Clone Stamp Tool)*

1. Select the Patch Tool (click and hold the Healing Brush Tool - the Patch Tool is layered under there), 2. Make sure that SOURCE is selected in the Options Bar, 3. Draw a selection around the dark circles under the eyes, then grab the selection and drag it down to a clean area below and release mouse, 4. Deselect with Control-D (Mac: Command-D).

### *Removing Signs of Aging - Technique 1, with Healing Brush*

1. Select the Healing Brush tool - hard brush, 2. Alt-click (Mac: Option-click) on a smooth area under the eye, 3. With the Healing Brush, paint out the dark circle under eyes

### *Removing Signs of Aging - Technique 2, with Patch Tool: the Preferred Method (Elements does NOT support the Patch Tool)*

1. Select the Patch Tool (under the Healing Brush), 2. Draw a selection around mouth wrinkles, then grab the selection and drag it to a smooth area and release, 3. Deselect with Control-D (Mac: Command-D).

## *Realistic Wrinkle Removal*

1. Duplicate the layer via Control-J (Mac: Command-J), 2. Select the Healing Brush, 3. With Alt-click (Mac: Option-click), sample a smooth area near the wrinkle, 4. Paint out the wrinkles, 5. Tone down the effect by reducing the Layer Opacity slider in the Layers palette.

## *The Secret to Better Healing*

1. Select the Healing Brush, 2. In the Options bar, click the down-arrow on the brush thumbnail (the 2nd from the left) to bring up the Brush Picker (it's set to black, hard, round by default), 3. Set the Hardness to 100% and the Spacing to 25%, Angle to -49 and the Roundness to 16%, 4. Alt-click (Mac: Opt-click) in a smooth area around the wrinkled area, 5. Start painting from left to right over the wrinkles. The star pattern makes the texture look more random and more realistic.

## *Whitening Eyes*

1. Use the Lasso tool to select the white portions of the eyes - for multiple selections, hold the Shift key when selecting, 2. Go to Select>Feather and set to 2 pixels, 3. Create a new Hue/Saturation Adjustment Layer, 4. Choose the REDS from the Edit Popup menu, 5. Drag the Saturation slider to the left to lower saturation, 6. Switch back to MASTER in the Edit Popup menu, 7. Drag the Lightness slider to the right to increase the lightness of the whites of the eyes, 8. OK and deselect via Control-D (Mac: Command-D).

## *Whitening Teeth*

1. Use the Lasso tool to select the teeth being careful not to select the gums, use the Shift key to add to the selections, 2. Go to Select>Feather and set to 1 pixel, 3. Create a new Hue/Saturation Adjustment Layer, 4. Choose the YELLOWS from the Edit Popup menu, 5. Drag the Saturation slider to the left to lower saturation, 6. Switch back to MASTER in the Edit Popup menu, 7. Drag the Lightness slider to the right to increase the lightness of the whites of the eyes, 8. OK and deselect via Control-D (Mac: Command-D).

## *Removing Hot Spots*

1. Select the Clone Stamp Tool, 2. In the Options bar, change the Blend Mode to DARKEN and lower the Opacity to 50%, 3. Using a large, soft-edged brush, Alt-click (Mac: Opt-click) on a clean area of the forehead, 4. Gently paint over the hot spot areas with the Clone Stamp tool. liquify

## *Skin Softening*

1. Select Filter>Blur>Gaussian Blur and set it to 4 pixels, 2. Lower the Opacity of this layer to 50%, 3. Selectively bring back detail with a soft-edged Eraser tool, erasing over eyes, eyebrows, lips, etc... also details, hair, earrings, etc.

## *Getting Rid of That Frown*

1. Select Filter>Liquify (Filter>Distort>Liquify in Elements), 2. Zoom in to the lips area, 3. Select the FORWARD WARP tool (WARP Tool in Elements), top-left, 4. Adjust brush size to the model's cheek size, 5. Place the tool near the corner of the mouth and tug-up slightly and tug at the cheek to create a slight smile, 6. Repeat on opposite side.

## *Slimming Down*

1. Select all with Control-A (Mac: Command-A), 2. Free Transform with Control-T (Mac: Command-T), 3. The handles are hard to see, so expand the window, 4. Grab the left-center handle and drag out to the right, 5. As a guide, look at the Options bar Width field. You are safe to drag inward to slim to around 95%, 6. Press ENTER to commit the transform, 7. Crop if necessary.

## *Removing Love Handles*

1. Select Filter>Liquify (Filter>Distort>Liquify in Elements), 2. Zoom into the area of the love handles, 3. Select the Push Left tool (In Photoshop 6,7 and Elements 3 this is called "Shift Pixels", 4. Choose a relatively small brush size, 5. Paint a downward stroke starting just above and outside the love handle continuing downward, for the other side, you paint upwards, 6. Click OK to commit.

## **Photographic Special Effects**

### *Using Color for Emphasis - 1 (CS)*

1. Duplicate the Background Layer, 2. Select Image>Adjustments>Desaturate to remove color (or use your favorite b&w conversion), 3. Choose the History Brush, 4. Using a soft-edged brush, paint the area where you want to retain the color.

### *Using Color for Emphasis - 2 (Elements)*

1. Duplicate the Background Layer, 2. Select a soft brush, 3. With the Brush tool selected, go to the Brush Options Bar and select Color from the Mode pop-up menu, 3. Set the Foreground Color to black by pressing keyboard-D, 4. Begin painting away the color from all the areas in the image except the ones you want emphasized with color. **Tip:** If you make a mistake while painting away the color, use the Eraser Tool.

### *Simple Depth-of-Field Effect*

1. Duplicate the Background layer, 2. Select Filter>Blur>Gaussian Blur and enter 4 pixels, 3. Select the Eraser Tool with a soft-edge at 100% opacity, 4. Erase foreground items that would be in focus leaving background items soft, 5. Tweak it up with an Eraser set at 25% to enhance the effect.

### *Classic Vignette Effect*

1. Select the Elliptical Marquee Tool, 2. Draw an oval or round shape around the subject you want vignettted, 3. Go to Select>Feather and set to 35 pixels, 4. Go to Select>Inverse and press Delete.

*Focus Vignette Effect (Elements does NOT support Layer Masks directly)*

1. Make two duplicate copies of the Background layer with Control-J (Mac: Command-J), 2. Hide the TOP layer (Layer 1 Copy) by clicking on its eye icon, 3. Click on the MIDDLE layer to make it active, 4. Select Filter>Blur>Gaussian Blur and set it fairly high, 5. Click on the TOP layer (Layer 1 Copy) to make it active, 6. Select the Elliptical Marquee tool and draw an oval around the area you want to remain in focus, 7. Select Select>Feather and set to 50, (depends on resolution of your image), 8. Click on the LAYER MASK icon at the bottom of the Layers palette to activate the effect.

*Custom Grayscale Using Channel Mixer (Elements does NOT support the Channel Mixer)*

1. Create a new Adjustment Layer using Channel Mixer, 2. In the Channel Mixer dialog, click the Monochrome checkbox to enable it, 3. Set your RGB percentages to your liking. The percentages should generally add up to 100%, but this is another rule that can be broken to get the effect you want! Once finished, experiment with reducing the opacity of your grayscale adjustment layer.

*“Ansel Adams-Style” Extreme Grayscale Conversion (Elements does NOT support the Channel Mixer)*

1. Create a new Adjustment Layer using Channel Mixer, 2. Set extreme values, especially the blue channel. In the landscape demo I used R:+160, G:+190, B:-200.

## **Miscellaneous**

*Showing a Client Your Work on the Computer as a Slideshow Using the “F” Key Feature (Elements has a built-in Slideshow function. The F-Key feature is not supported, but pressing TAB will hide palettes)*

1. With the image open, press the “F” key twice then the TAB key [the first F centers the image on a Gray background, the second F centers the image on a Black background, the TAB removes palettes, toolbars, and menu]. You return to normal by pressing F followed by TAB. 2. To produce the slideshow: a. Open all the files you want to appear in the slideshow, b. While holding the SHIFT key, click on the FULL SCREEN MODE icon (rightmost of three little icons at the bottom of the toolbox - this centers all photos on a black background), c. Press TAB to hide the palettes, etc. d. Advance the slideshow by pressing Control-TAB (Mac: Command-TAB). d. To return to standard screen, press TAB to bring back palettes, then SHIFT-click on the STANDARD SCREEN MODE icon (leftmost of three little icons at the bottom of the toolbox).

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