

Digital Photo Image Editing

- using Adobe® Photoshop Elements

Workshop 16: Filters

Objective

Photoshop offers a large number of filters both for solving image problems and for creative purposes. This workshop provides an introduction to a few filter possibilities.

Exercise 16-01

Images 16-01 *DustScratches_congo.jpg*

- In the Organizer, navigate to the Lab 16 images. Select *DustScratches_congo.jpg*
- Select Full Edit to open this file in the editor.
- Notice that many dust spots appear in the sky. You could use the spot healing brush to remove them but because there are so many, the Dust & Scratches filter will be quicker.
- Select the magic wand tool. Choose Reset Tool in the drop down list at the left of the options bar. Use the Magic Wand tool to select most of the sky. It is only necessary to select the part that has dust spots. You can use the Lasso tool to add a few stray dust spots in the sky.
- We want the Dust & Scratches filter to remove spots but not image details such as leaves. You can exclude leaves by shrinking the selection. Use the menu Select > Modify > Contract. When the dialog box opens, enter a Contract By amount of about 3 pixels. Click OK.
- Press Control J to copy the sky to a new layer and further isolate it.
- Use the menu command Filter > Noise > Dust & Scratches... When the dialog box opens drag the Radius slider all the way to the left. Drag the Threshold slider to zero. Make sure you can see the dust spots in the preview window. Drag the Radius slider one unit at a time until most of the dust spots just disappear. A radius in a range of 3 or 4 should be enough. Move the cursor over the preview window in the dialog box. Click and hold for a moment and then release to compare a before and after view. Click and drag in the preview box to see different parts of the sky. Click OK when you are satisfied with the result.
- Review the change by using the Undo History. Further restoration would be done some other time so close the file.

Exercise 16-02

Images 16-02 *ParisStreet_16.jpg* *Little_Girl_16.jpg*

- In the Organizer, navigate to the Lab 16 images. Select *Paris_Street_16.jpg* and *Little_Girl_16.jpg* and open them in the editor.
- Place *Little_Girl_16.jpg* in the project bin by clicking on the image window's minimize button.
- You will work on *Paris_Street_16.jpg* first. The buildings appear tilted. To correct this go to the menu Filter > Correct Camera Distortion... When the dialog box opens, be sure that the Show Grid and Preview boxes are checked. Drag the distortion slider to the right and under Perspective Control drag the Vertical Distortion slider to the left until the image looks reasonably straightened. Drag the edge extension slider to the right to fill out the image. You can crop in the editor if desired. Click OK when you are satisfied with the corrections.

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Exercise 16-02 cont'd

Image 16-02

ParisStreet_16.jpg, Little_Girl_16.jpg

- Use the Undo History Palette to compare the image before and after the correction. Then close the file.
- Open Little_Girl_16.jpg. The portrait appears to have been taken with a tilted camera. This can be corrected using Filter > Correct Camera Distortion...
- Most of the distortion appears to be in the vertical perspective. When the filter dialog box opens, drag the slider for vertical perspective to the right. Click OK when you are satisfied.
- Crop the image in the editor to remove the blank parts. Use the Undo History to compare the image before and after the correction. Close the file when you are finished.

Exercise 16-03

Images 16-03

Fall_Scene_16.jpg

Fall_Scene_done.jpg

- In the Organizer, select the 2 files listed above and open them in the editor. The image Fall_Scene_done.jpg will be used for reference only. Work on Fall_Scene_16.jpg.
- In the Layers Palette, duplicate the Background layer. To do this, you can click and drag the layer to the new layer icon or right click or use the flyout menu at the top of the Layers Palette or use the menu Layer > Duplicate Layer...
- Use the menu command Filter > Filter Gallery...
- When the gallery opens, take a few minutes to look it over. There is an image preview area where you will be able to see filters applied either individually or in combination. At the upper right is a panel with slider adjustments and a drop down list of effects. Below that there is a panel that will list the effect layers with visibility eyeball icons. It is possible to add many effects by using the New Effect Layer icon at the bottom of the panel. As Effect Layers are added, visibility eyeball icons will permit previewing either individual effects or combinations. You can also rearrange the order of the effects. Between these panels and the preview window you may also see a column of folders holding filter families. If the folders panel is not visible, click the open/close triangle to the left of the OK button.
- At this point, if more than one effect layer appears in the list at the lower right, then select them and click the trash can icon to delete them. It is OK if one layer appears in the list. Or you can clear the effect layers list and return filter adjustment sliders to the default values by clicking the Default key. Pressing Control changes the Cancel button to a Default button.
- Open the folder labeled Artistic if not already open. Find the icon called Poster Edges and click it. Notice that a layer appears in the lower right called Poster Edges. Be sure the eyeball icon is visible. Notice the effect of this filter in the preview window. Experiment with the slider adjustments in the upper right panel. The reference image Fall_Scene_done.jpg used Edge Thickness 2, Edge Intensity 0, and Posterization 6.
- Click the New Effect Layer icon at the bottom of the lower right panel. This duplicates the Poster Edges effect layer but we will now change it by clicking another filter effect.

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Exercise 16-03

Images 16-03 *Fall_Scene_16.jpg, Fall_Scene_done.jpg*

- Open the effects folder called Brush Strokes. Click the icon called Spatter. Experiment with the sliders and watch their effects in the preview window. The reference image *Fall_Scene_done.jpg* used Spray Radius of 2 and Smoothness of 12.
- Once again, click the New Effect Layer icon at the bottom of the lower right panel. This will duplicate the Spatter effect layer but that will be changed.
- Open the effects folder called Texture. Click the Texturizer icon. In the Texture dropdown list select Sandstone. Experiment with the sliders and watch their effects in the preview window. The reference image *Fall_Scene_done.jpg* used Scaling of 70% and Relief of 4.
- Double check: there should be three layers. Poster Edges at the bottom; Spatter in the middle, and Texturizer on top. Toggle the visibility icons to see how the filters interact. Gallery filters are cumulative. When you are satisfied with the effect, click the OK button.
- In the editor, add adjustment layers for Brightness/Contrast or Hue/Saturation if desired.
- Option: if you are satisfied with the filtered image, you may want to close the file and work on another exercise. If you want to add the rough edge, proceed as follows:
- In the Layers Palette, with the Background layer selected, click the new layer icon. A new blank layer appears just above the Background. Use the menu command Edit > Fill Layer... When the dialog box opens, go to the box for Contents where it says Use and select Color... from the dropdown menu. When the color picker opens pick a very light beige color (light muted yellow). Click OK to close the color picker. In the Fill Layer dialog box, be sure the Blending Mode is Normal and Opacity is 100%. Click OK to close the dialog box.
- With the beige layer selected in the Layers Palette, select the Custom Shape tool near the bottom of the tool bin; it looks like a heart. If you don't see it try pressing Shift U several times until it appears in the tool bin. In the options bar at the top of the workspace, where you see the word Shape, select Crop Shape 25 from the drop down array. You may need to select Crop Shapes from the flyout menu at the top of the array.
- Be sure you can see the entire landscape image on the screen. If not, Control 0 is the keyboard shortcut for Fit Screen. Move the cursor to the upper left corner of the picture. Click, hold, and drag to the bottom right corner to draw a shape just inside the entire picture area. This adds a new shape layer to the Layers Palette.
- In the Layers Palette, select the filtered layer; it should be the top layer in the stack. The shape layer should be directly under it and the beige layer should be under the shape layer. If not, rearrange the layers in the stack by dragging them to the correct order. With the filtered layer active, use the menu command Layer > Group with Previous.
- You can give the edge the same texture that you gave the filtered layer. Go to the Layers Palette and select the beige layer. Then use the menu command Filter > Texture > Texturizer... When the filter gallery opens, select Sandstone as you did before with scaling of 70% and Relief of 4. Click OK to close the dialog.
- Use the Undo History Palette to review your work. Close the files when you are finished.

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Exercises 16-04

Images 16-04 *Mother_Child.jpg, Mother_Child_Pastels.jpg*

- In the Organizer select *Mother_Child.jpg* and *Mother_Child_Pastels.jpg* and open them in the editor. The image *Mother_Child_Pastels.jpg* will be used for reference only.
- In the editor, activate *Mother_Child.jpg*. The keyboard shortcut Control 0 can be used to get the image to fit the workspace screen.
- In the Layers Palette, duplicate the Background layer. To do this, you can click and drag the layer to the new layer icon or right click or use the flyout menu at the top of the Layers Palette or use the menu Layer > Duplicate Layer...
- Use the menu command Filter > Filter Gallery...
- If more than one effect layer appears in the list at the lower right, then select them and click the trash can icon to delete them or click the visibility eyeball icons to hide the effects. It is OK if one layer appears in the list. Or you can clear the effect layers list and return filter adjustment sliders to the default values by clicking the Default key. Pressing Control changes the Cancel button to a Default button.
- Open the folder labeled Brush Stroke if not already open. Find the icon called Accented Edges and click it. Notice that a layer appears in the lower right called Accented Edges. Be sure the eyeball icon is visible. Notice the effect of this filter in the preview window. Experiment with the slider adjustments in the upper right panel. The reference image *Mother_Child_Pastels.jpg* used Edge Width 1, Edge Brightness 24, and Smoothness 4.
- Click the New Effect Layer icon at the bottom of the lower right panel. This duplicates the Accented Edges effect layer but we will now change it by clicking another filter effect. Open the folder called Artistic if not already open and select the Rough Pastels icon. Notice the effect of this filter in the preview window. Experiment with the slider adjustments in the upper right panel. The reference image *Mother_Child_Pastels.jpg* used Stroke Length 2, Stroke Detail 6, Texture: Canvas, Scaling 65%, Relief 15, and Light: Top Right.
- Click the New Effect Layer icon at the bottom of the lower right panel. This duplicates the Rough Pastels effect layer but we will now change it by clicking another filter effect. Open the folder called Texture if not already open and select the Texturizer icon. Notice the effect of this filter in the preview window. Experiment with the slider adjustments in the upper right panel. The reference image *Mother_Child_Pastels.jpg* used Texture: Sandstone, Scaling 70%, Relief 4, and Light: Top Right.
- Toggle the visibility eyeballs in the effects layers to compare the contribution of both individual effects and combinations. When you are satisfied with the results, click OK.
- In the editor, add adjustment layers for Brightness/Contrast or Hue/Saturation if desired.
- In the Layers Palette, lower the opacity of the filtered layer to about 80% to allow a bit of the original image to show through.
- With the filtered layer active in the Layers Palette, click the adjustment layer icon again. Select Hue Saturation from the list. Adjust the colors to your liking. Click OK to close the dialog.
- Use the Undo History Palette to review your work. Close the files when you are finished.

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Lab 16 Optional Exercise

Images *WaterLily_Filters.jpg, Butterfly_Filters.jpg*

- In the Organizer, navigate to the Lab 16 images. Select *WaterLily_Filters.jpg* and *Butterfly_Filters.jpg* and open them in the editor.
- Select one of the two images to work on and place the other in the project bin by clicking its minimize button.
- For the image you chose, go to the Layers Palette and duplicate the Background layer.
- Use the menu command Filter > Filter Gallery...
- Experiment. When you are satisfied with your results, click the OK button.

Suggestions and Tips for using filters:

- In the Filter Gallery, remember to click the New Effect Layer icon when trying a new filter.
- Before opening the Filter Gallery, try using selection tools to copy parts of the image to new layers so that you can experiment with different filter effects on different areas. By placing selected areas on different layers you can also try using effects such as bevels or drop shadows chosen from the edit window's Effects Palette.
- Some filters do not work well on areas of flat color or areas with very little detail such as the water in the image of the water lily. In the filter gallery, try adding a noise layer below the desired filter. Filters that effectively add noise are Film Grain and Sponge among others.
- Some filters such as the Sketch filters use the foreground and background colors. In the editor workspace you may want to select specific colors or press the letter D on the keyboard to reset default colors before opening the Filter Gallery for applying these filters.
- Some filtered images benefit from lowering the layer opacity in the Layer's Palette to allow a bit of detail and color from the original image to show through. You may also experiment with blend modes. Some blend modes work well when opacity is lowered.
- Not every filter is included in the filter gallery; for example, Distort Filters and Blur among others. You may want to experiment with these filters by choosing them in the Filter menu.
- After applying filters you may want to modify resulting color or tonality or to fix small problems. Any of Photoshop's tools can be used on a filtered image.