

# PHOTOSHOP™

## THE PROJECTS BOOK

*The FUN & EASY way to learn Photoshop*

**GC2**  
PHOTO CLUB



# GEOFF CABLE AND GARY CROUCH



Certified Instructor  
PHOTOSHOP CC

CREATORS & ADMINISTRATORS  
OF THE GC2 PHOTO CLUB

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**The FUN & EASY way to learn Photoshop**

**Geoff Cable & Gary Crouch**

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## **Dedications**

This book is dedicated to the few...

Geoff's Daughter, Imogen Cable

and

Gary's Wife & Children, Colette, Simon & Holly Crouch

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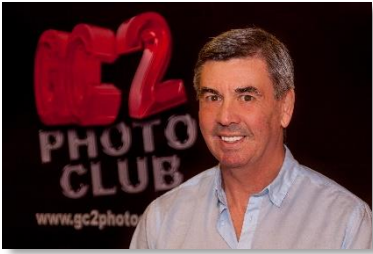
Drew & Marie Melville

Graham Knowler

And finally, the one and only WWF

Winston Wesley Fernandez

## About Geoff Cable



Geoff has had a love of photography from a very young age which developed into a successful career spanning more than 25 years.

He graduated from the Kent Institute of Art & Design, Rochester (now the University of Creative Arts) in Advertising and Editorial photography. After leaving college Geoff assisted many top name Photographers before branching out on his own.

As a full-time Photographer, specialising in Still-Life, Room Sets and Cars, Geoff has worked for a number of blue-chip clients working on many high-end campaigns.

He regularly lectures at many institutions as well as running his own photography training company which you can reach at [www.cablephoto.co.uk/training](http://www.cablephoto.co.uk/training).

Geoff is a very experienced and respected Photographer, Photoshop and Lightroom user and is an Adobe Certified Instructor (ACI) in both Adobe Lightroom and Adobe Photoshop.

Geoff is also co-founder of the GC2 Photo Club, along with his friend Gary Crouch.

## About Gary Crouch



Gary has worked with computers since the mid-1980's, achieving a wide array of certifications along the way. His abilities with learning and using computer software, coupled with his natural skills for document presentation, make him stand out as an expert in his field.

It was only natural then that, when he took up digital photography in 2002, his integration to Photoshop was quick and he was soon producing some great work which earned him respect and recognition.

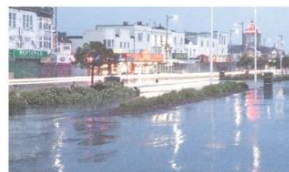
By 2008, Gary was working on studio shoots, weddings, before and after baby shoots, nude shoots, boudoir, location, product, and various other commissioned projects, continually expanding his photography skills and knowledge as well as his kit collection.

Gary now passes his photography knowledge on through GC2 Photo Club, along with his friend Geoff Cable, so others can learn to love photography, Adobe Photoshop and Adobe Lightroom the way he does. He also spends whatever spare time he can get enjoying his favourite genre of photography, Macro.

# Start Images

We recommend you practice the projects in this book using your own images, however, if you do not have images that are suitable for a particular project, you can download the images we have used, for practice only, however Copyright to these images remains with the GC2 Photo Club.

You can download the start images from our website by inputting the following URL into your web browser: [http://www.gc2photoclub.com/projects\\_book\\_starts](http://www.gc2photoclub.com/projects_book_starts).



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## Introduction

Photoshop is a professional application, it is therefore complex and can appear a little intimidating to anyone that's never used it before.

It is used for many things including retouching photographs, adding text, creating high quality graphics, adjusting colorization, restoring old creased or cracked photographs as well as a huge range of other applications.

Due to this complex range of uses the Photoshop interface itself is highly customizable and, in this section, we will look at the general, basic configuration used by many and refer to how you can change some areas to suit the work you will complete on a regular basis.

Before undertaking any of the projects in this book we recommend you read through this section, especially if you have no previous experience of Photoshop, to make sure you can easily follow the instructions within each project.

You will become accustomed to the way some of the tools operate as you work through the projects and the more you use Photoshop the easier it will become, however being familiar with the Photoshop Workspace is essential to start with so, without any delay, let's get started.

## Different Versions of Photoshop

Even though this book is suitable for both Mac OS and Windows PC users we use Photoshop CC with Microsoft Windows for illustrations throughout. However it is important to note that if you are using an older version of Photoshop, such as CS5 or CS6, some features may work a bit differently, but you should still be able to follow along. If you are using Photoshop Elements please be aware some features are either not available or work very differently.

## Getting Started – Opening Files

Unless you are an advanced Photoshop user you will more than likely want to start by opening an existing image or photograph. Photoshop supports many types of image format including .jpg, .png, .tif, .gif and many more in addition to Photoshop's own file format, .psd.

## To Open a File

Note: RAW files will open in the Camera RAW Filter, you will need to click OK to open the image in Photoshop.

There are several ways you can open a file:

1. From Photoshop CC's main opening screen, as seen in Figure 1, click on the 'Open' icon
2. Select File at the top of the Photoshop window and click Open
3. Use the keyboard shortcut CTRL + O (Mac: Command + O )

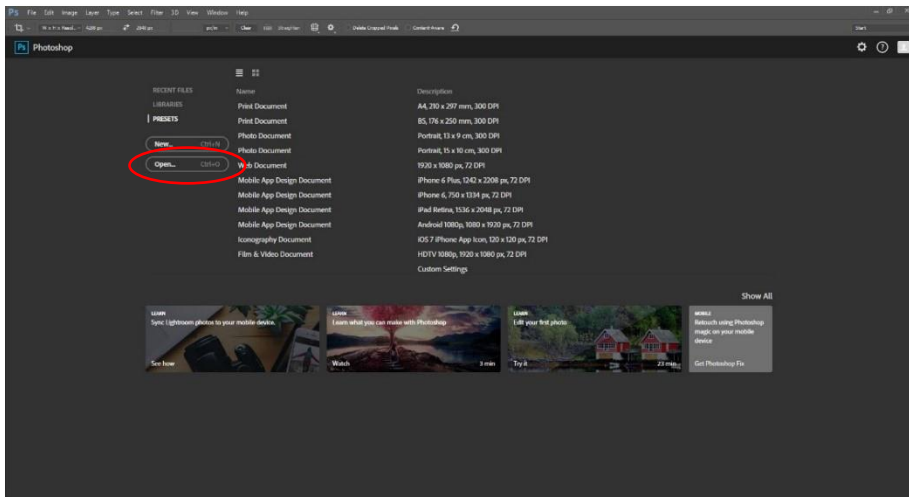


Figure 1

4. A dialog box will appear. Browse through your drives and folders to locate the file on your computer, then click Open or double-click the file
5. Your file is now open and ready for you to start editing. You will notice there are now other areas of the Photoshop Workspace that have appeared, this is because you now have an image open and Photoshop now has data to display in that area, as in Figure 2

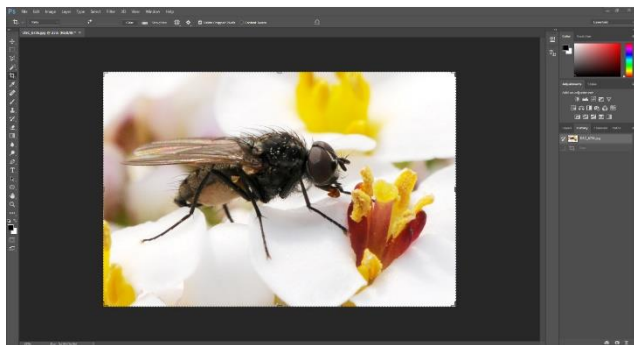


Figure 2

## Overview of the Photoshop Interface

Photoshop's interface is primarily designed for professional users so it can seem a little intimidating to start with.

The part most people are intimidated by is that areas of the interface change depending on what process you are doing and what tool you have selected.

For example, compare the Options tool bar differences between Figure 3, where I have the Crop tool selected, to Figure 4, where I have the Brush tool selected. Each tool bar giving various options for each tool.

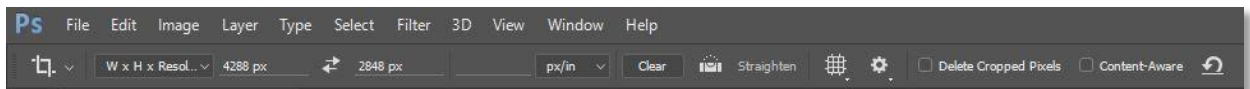


Figure 3

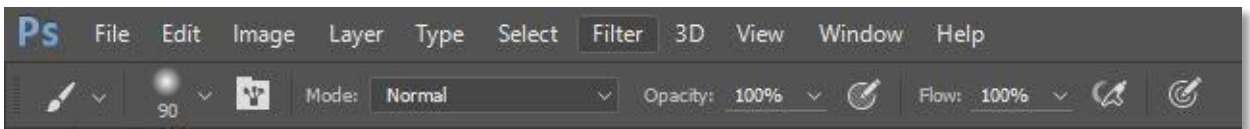


Figure 4

These variations will take a little time to become accustomed to, however just imagine the versatility you will have once you master them – the only limitation will be your imagination.

In Figure 5, the different areas of the default Photoshop CC Essentials layout are identified for you.

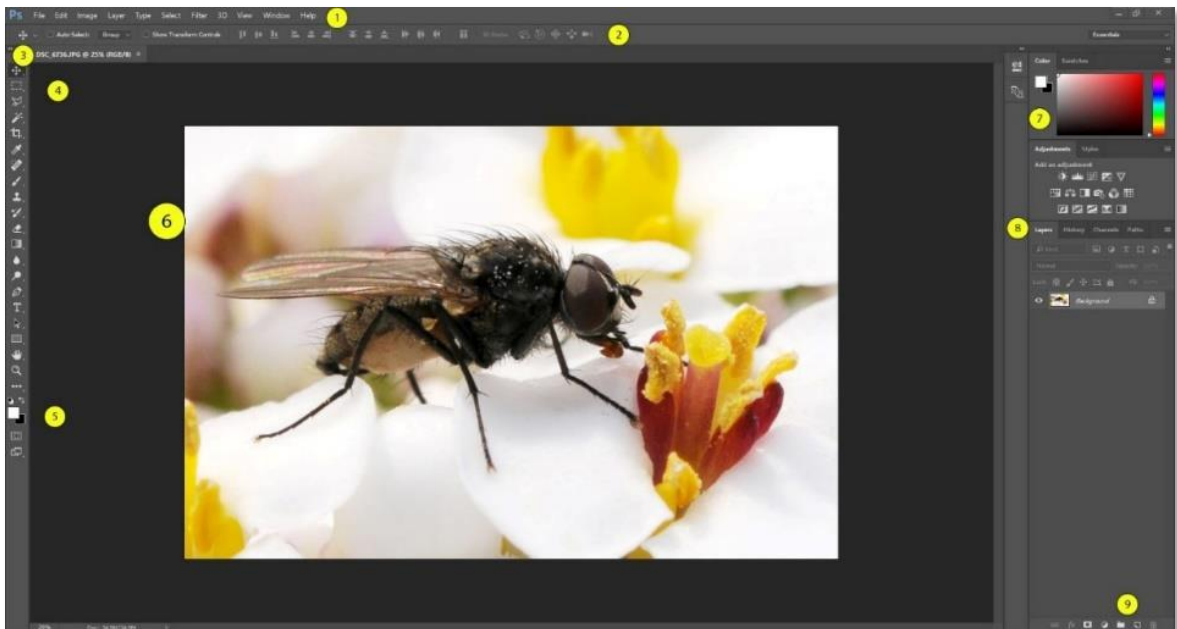


Figure 5

1. Menu Tool Bar
2. Options Tool Bar
3. The Tools Panel
4. Selection Tools
5. Color Picker
6. Workspace
7. Color Panel
8. Panels Panel (there are 30 Panels to choose from with Layers & History being the most popular – Click the Window option on the Menu bar to see all the options)
9. Window Panel Options Bar

## The Tools Panel

The Tools panel is one of the most important features of Photoshop and will be the area you look to the most when you are working, selecting the different tools for the different tasks you want to perform.

Once you have selected a tool you will be able to set the options in the Options bar and then use it to work on your image.

Some of the tools have hidden sub-tools or tools within the same category, one example is shown in Figure 6. If a tool has more tools hidden behind it you will see a small triangular arrow in the bottom right of the tool icon. If this small arrow is shown just right click or left click and hold on the tool icon to open up the other tools and then click to select the one you want.

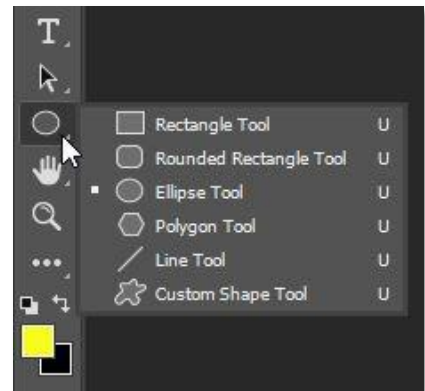


Figure 6

When selecting different tools notice that your cursor will change size and shape depending on the tool you have selected, this is to help facilitate the use of that tool.

Take some time now to click on each tool, open up the sub-tools and take a look at them too.

One thing to note, Photoshop remembers the last tool you had selected, the last tool you activated from the sub tools, the different windows and settings you give each tool, so when you close Photoshop and reopen it, the layout and settings will be just as you left them.

## Showing and Hiding Panels

In the Panels Panel you can view and modify a lot of information about the current document through 30 different panels in the workspace.

The two most popular are the Layers Panel, for manipulating the layers in your image, and the History Panel, used for monitoring and selecting the different steps you've taken while editing your image.

To show or hide any of the panels, click Window at the top of the Photoshop window and click whichever panel you want displayed. Panels currently visible are indicated by a checkmark/tick.

If you feel the need to collapse a panel at any time you can click the small double-arrow icons located just above the Color Panel in the Photoshop CC Essentials layout, shown in Figure 5, this allows you to free up space without closing the panels. The panel will collapse and the double arrows will change direction, so you can click it again to reopen the panel.

## Moving Panels

If you want to change a panels location, you can move it by clicking and holding the top bar of the panel and dragging the panel to a new part of the workspace.

If you do move any of the panels, or close any by accident, you can reset the panels to their default positions in Photoshop CC by clicking Window from the Menu Bar, moving to Workspace then clicking Reset Essentials.

This process will differ if you use other versions of Photoshop.

## Changing the Zoom Level

When editing an image in Photoshop it is often necessary to either zoom in or out, enabling you to see either a close up of a specific section of the image or to see the whole picture. You will use this action so often that we've included it here so you can use it from the beginning.

Very often you will not be looking at the picture at 100% size, this is because most modern digital cameras capture large, high-resolution photographs.

These photograph files are so large that computer screens simply cannot display all the pixels in the image at once, however this is a good thing for editors as, when you zoom in close, you'll have more detail to work with during editing.

To zoom in or out quickly in Photoshop it is best to use the keyboard shortcuts.

Windows OS:


- CTRL + + to zoom in (Hold down CTRL & repeatedly press the + key)
- CTRL + - to zoom out (Hold down CTRL & repeatedly press the - key)
- CTRL + 0 (zero) to maximize the image size to fit the available workspace

MAC OS:

- Command + + to zoom in (Hold down Command & repeatedly press the + key)
- Command + - to zoom out (Hold down Command & repeatedly press the - key)
- Command + 0 (zero) to maximize the image size to fit the available workspace.

## Using Scrubby Zoom

If keyboard shortcuts are not your thing there is an alternative in Photoshop CC – Scrubby Zoom.

Click the Zoom tool (  ) on the Tools bar on the left of the Photoshop window to select it.

In the Zoom toolbar, near the top of the screen, ensure the checkbox for Scrubby Zoom is selected, as in Figure 7.

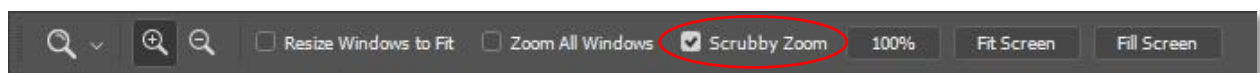


Figure 7

Once selected, click and hold the left mouse button and move your mouse left to zoom out and right to zoom in– amazing.

Note: You must have the Zoom tool selected to use Scrubby Zoom. The keyboard shortcuts work with any tool selected.

## Using Selection Tools

There are 4 main types of selections, split into 3 tool groups.

Geometric selections, the Marquee tools (keyboard shortcut M) as shown in Figure 1.

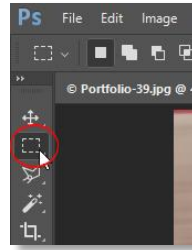


Figure 1

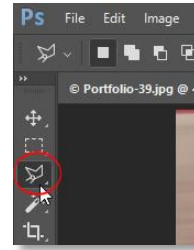


Figure 2

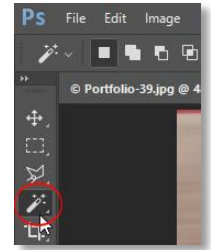


Figure 3

Freehand selections, the Lasso tools (keyboard shortcut L) as shown in Figure 2.

The Quick Selection tool, which makes selections based on edge contrast and the Magic Wand tool, which makes selections based on color. These last two are grouped together in the tools panel on the left of the Photoshop window and have the keyboard shortcut W, as shown in Figure 3.

### Geometric Selection Tools

The Rectangular Marquee selection tool (default) makes a selection in the shape of a rectangle. You make your selection by activating the tool (click on it in the Tools panel on the left of the Photoshop window or use the keyboard shortcut M) and clicking and dragging out your shape to the required size, as in Figure 4.

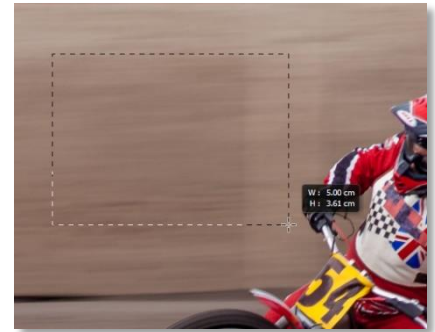


Figure 4

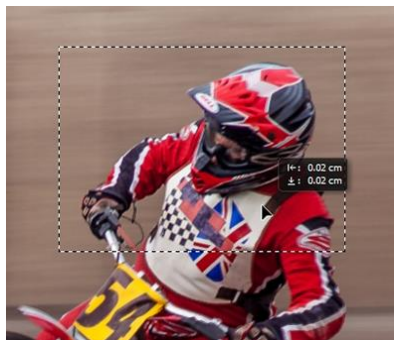


Figure 5

To reposition the selection just click inside the selection boundary and drag it into position, as in Figure 5.

If you want your selection to be an exact square instead of rectangular, hold down the Shift key as you click and drag.

The Elliptical Marquee Selection tool, shown in Figure 6.

This tool works in exactly the same way as the Rectangular Marquee tool but drags out an elliptical shaped selection. You can drag out an exact circle by holding down the Shift key as you drag, just as you would the square with the Rectangular Marquee tool.

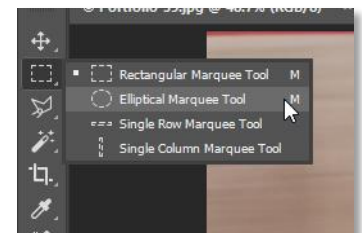


Figure 6



Figure 7

The single row and single column Marquee tools select a row or column that is one pixel wide or one pixel high, as shown in Figure 7. These tools aren't used frequently but could be helpful to select a single line such as a scratch.

### **Freehand Selection Tools**

The Lasso tool (default) makes freehand selections by clicking and dragging a custom shape as if drawing with a pen (don't confuse this with the pen tool which is very different). The selection becomes active when you join the start and finishing points together, thus Lassoing an area, as in Figure 8.



Figure 8



Figure 9

The Polygonal Lasso tool works by clicking to set points in straight lines around the area you wish to select, as in Figure 9. It is useful as you don't need a steady hand to draw complex shapes that contain straight lines.

The Magnetic Lasso tool, in Figure 10, is useful for finding complex shapes and selecting them as you click and drag around your subject (placing anchor points) based on the contrast of the subject (for example a sky against a building). The selection finds the edges as if being attracted to them by a magnet. This tool is tricky to use and takes a bit of practice. After drawing your shape, click on the starting point to make the selection active and then select another tool to avoid starting another selection.

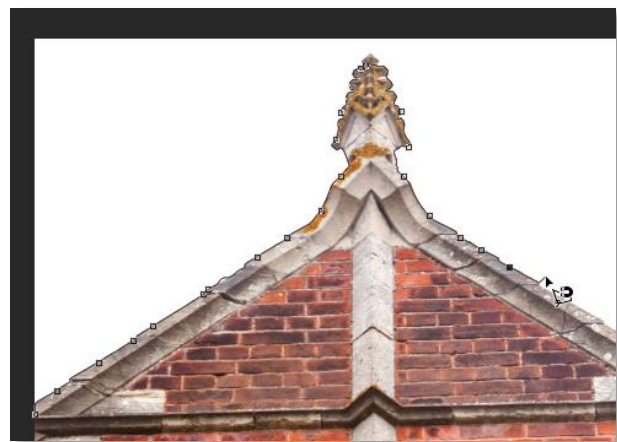


Figure 10

You can double click at any time to join up your selection.

The Quick selection tool, Figure 11, makes an instant selection based on sharp definition of edges. It is useful for quickly selecting an area such as a sky, which you can refine later.



Figure 11

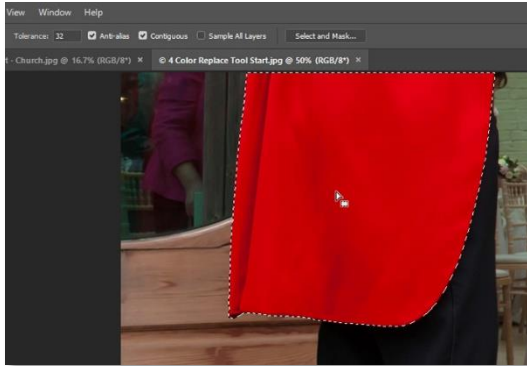


Figure 12

The Magic Wand tool selects areas based on the difference between two areas of color, it is useful for selecting an area that has a strong uniform color, such as a tomato or, as in Figure 12, the red coat. You can set the tolerance at the top of your screen to increase or decrease the range of similarity in color that is selected, to give you a more accurate selection.

I have described the main Selection tools and their uses, I will now show you some of the things that you can do with a selection once it is active.

Make a selection. In Figure 13 I have made a basic rectangular selection to show clearly the alterations we make.

Any adjustments that you make now will apply only to the portion of the image that is selected.



Figure 13

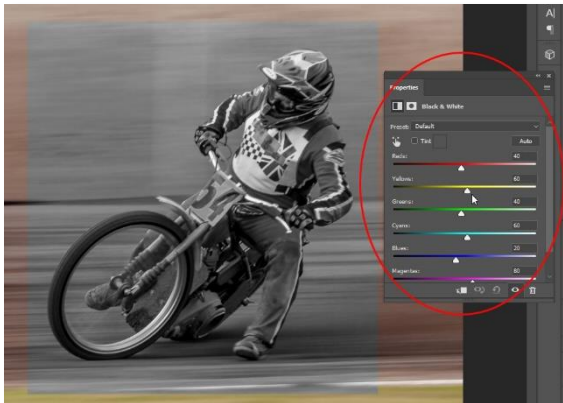


Figure 14

For example we could make an adjustment to the exposure, turn the selection black and white (as in Figure 14), add a solid color fill layer or even use Content Aware Fill (explained in Project 2) to repair the selected area. Use your imagination and play with different adjustments to learn what can be achieved.