

Photoshop 8-Reviewing the Tool Panel

Part One- Selection Tools

- I. **Move Tool (V)**- Moves layers and selections within an image
- II. **Rectangular/Elliptical Marquee (M)**
 - A. Shift key forces a square or a circle
 - B. Alt key starts selection from the center
 - C. Shift and Alt can be used together
 - D. Spacebar moves selection while process is still active
- III. **Lasso Tools (L)**
 - A. Lasso tool is for freehand selection
 - B. Polygonal Lasso tool selects straight lines at irregular angles
 - C. Magnetic Lasso tool selects along lines of contrast
 - 1. Clicking creates anchor points
 - 2. Delete removes the last anchor point
- IV. **Quick Selection and Magic Wand Tools (W)**
 - A. Quick Selection Tool selects based on outlines and perimeters
 - B. Magic Wand Tool selects based on color range
- V. **Crop Tool (C)**- Crops to selected area
- VI. **Eyedropper and Measurement Tools (I)**
 - A. Eyedropper Tool-Sets foreground color (Alt Click sets Background color)
 - B. Color Sampler Tool- References color numbers for up to four points
 - C. Ruler Tool-Measures distance and angle within an image; is reference for Straighten Command
 - D. Note Tool-Places note within an image for later reference
 - E. Numerically labels objects within an image

Except for the Crop Tool, none of the selection tools can alter an image. Whenever an area is selected, retouching tools will not work outside the selection. A selection can be copied (Ctrl+C), pasted (Ctrl+V), inverted, adjusted, moved, Transformed, made into a mask, made into a new layer, made into a new image, or deleted. Ruler lines are not visible in a printed or saved image. Notes, color samples, and labels do not show in printed images and will not show in saved formats other than PSD. Each different selection tool has its own set of options that can be controlled in the Options Bar at the top of the window.

Part Two- Retouching Tools

I. Healing Brush Tool Group (J)

- A. Spot Healing Brush replaces a brushed or clicked area with colors and textures randomly selected from a nearby area
- B. Healing Brush blends colors and textures into a brushed or clicked area with colors and textures chosen by the user by Alt clicking a sample area
- C. Patch tool replaces a selected area when the selection is dragged onto the sample area. In Photoshop CS5 and the 32-bit version of CS6, the Patch Tool requires active pixels to work. In CS6 64 bit the Patch Tool will work on a black layer and sample the layer below
- D. Red Eye Tool removes red-eye effect from humans

II. Paint Brush Tool Group (B)

- A. Brush colors in a brushed area in a fashion similar to a paint brush
- B. Pencil colors in a brushed area and leaves a hard edge like a pencil
- C. Color Replacement Brush replaces a color range (as it is clicked on) with the foreground color. This brush only works on a pixel layer
- D. Mixer brush will mix and blend colors as if using a real paint brush

III. Stamp Tool Group (S)

- A. Clone Stamp tool replaces a brushed or clicked area with colors and textures chosen by the user by Alt clicking a sample area
- B. Pattern Stamp tool replaces a brushed or clicked area with a pattern selected from the Options Panel at the top of the screen

IV. History Brush Tool (Y)- Using a selection on the History panel as a reference steps back in the history of an image to a selected point when brushed over a part of an image

V. Eraser Tool (E) erases any part of a layer as a brush

VI. Gradient Tool Group (G)

- A. Gradient Tool creates a controlled gradient of color or shade
- B. Paint Bucket or Fill Tool fills a selection or defined area with color.

VII. Blur tool Group

- A. Blur Tool functions as a brush to blur an area
- B. Sharpen Tool functions as a brush to sharpen an area
- C. Smudge Tool functions as a brush to smudge or smear an area

VII. Dodge & Burn Group (O)

- A. Dodge tool functions as a brush to lighten an area
- B. Burn tool functions as a brush to darken an area
- C. Sponge tool functions as a brush to decrease or increase saturation

Part Three- Drawing Tools

I. Pen Tool Group (P)

- A. Pen is used to draw straight lines and to create Paths
- B. Freeform Pen is used to draw as with an ink pen
- C. Add Anchor Point Tool places anchor points on a path
- D. Delete Anchor Point Tool removes anchor points from a path
- E. Convert Anchor Point Tool resets and anchor points

II. Type Tool Group (T)

- A. Horizontal Type tool places horizontal text into an image as it is typed
- B. Vertical Type tool places vertical text into an image as it is typed
- C. Horizontal Type Mask tool places horizontal text into an image in the form of a selection as it is typed
- D. Vertical Type Mask tool places vertical text into an image in the form of a selection as it is typed

III. Path Selection Tools (A)

- A. Path Selection tool selects and moves a path
- B. Direct Selection tool selects and modifies an anchor point on a path

IV. Geometric Shape Drawing tools (U) create vector drawings of shapes

- A. Rectangles and squares
- B. Round-cornered rectangles and squares
- C. Ellipses and circles
- D. Polygonal tool-number of sides selected in the Options panel
- E. Straight lines-thickness selected in the Options panel
- F. Custom Shape tool creates a shape from a list in the Options panel

Part Four- View Management Tools

- I. Rotate Tool (K)-Rotates 3D objects
- II. Rotate Camera Tool (N)-Rotates the view of a 3D object
- III. Hand Tool (H)-Moves image around when zoomed in
- IV. Rotate View Tool (R)- Rotates view without affecting image
- V. Zoom Tool (Z)-Zooms in on part of an image

The view management tools only affect how you see an image while working on it. The only view management tool that can change an image is the Rotate Tool which controls the angle of view of a 3d object within an image. Double-clicking the Hand Tool icon will set the zoom to fit the screen. Double-clicking the Zoom Tool icon will set the zoom to 100%.

When zoomed in on an image to a point larger than will fit the screen, holding down the Space Bar will turn any tool except the Type tool (when text is active) into the hand tool until the Space Bar is released. This makes it easier to navigate within a zoomed image. To access the Zoom tool temporarily from any tool except the Type tool (when text is active), hold the Space Bar and Ctrl to zoom in and Space Bar and Alt to zoom out.

Part Five- All That Junk at the Bottom of the Tools Panel



The two smaller squares at the top left are the Reset to Default button for the Foreground/Background color tiles. Clicking on that button returns the foreground color to black and the background color to white. The double-ended curved arrow beside it is the Switch Foreground and Background Color Button. The keyboard shortcut for that button is the letter “X.” The large white tile is the Foreground Color Tile and the black one below it is the Background Color Tile. Clicking on either of them will open the color picker to allow you to set the Foreground or Background color.

The rectangle at the bottom, with the circle inside is the Quick Mask Mode button. When in Quick Mask Mode, any area outside a selection will be under a red mask to make it easier to see what area is selected. Whenever Photoshop is in Quick Mask Mode, the selected layer in the Layers panel will be highlighted in gray instead of blue.

Part Six: Ways to “Navigate” or manage the view of an image

- I. The Hand Tool moves the whole image around when zoomed in too large to fit the screen**
 - A. Click on the hand in the tool panel
 - B. Press H
 - C. Hold the space bar down and click and drag
- II. Scroll Bars** move the image up and down or side to side when zoomed in too large to fit the screen
- III. Zoom Box-** Using the zoom tool to draw a box around a part of the image will set the zoom so that the boxed area fits the screen.
- IV. The Navigator Panel** navigates throughout the image when zoomed in too large to fit the screen, allows manual setting of zoom percentage, and maps your screen position in the image.

Part Seven: The magic of “Undo”

I. Undoing a single action

A. **Menu Bar-** Edit > Undo

B. **Keyboard-** Control “Z”

The Undo command will only undo the very last step you did. By undoing a second time, you will redo what you just undid. This is handy for toggling back and forth between the last two states of the image to make a comparison.

II. Undoing multiple actions

A. **Menu Bar-** Edit > Step Backward

B. **Keyboard-** Ctrl + Alt + Z

C. In the History Panel, click on a prior state

By default, Photoshop retains the twenty most recent history states, you can change that number in the Preferences for Photoshop, but keep in mind, the more history states you retain, the more memory Photoshop will have to use to keep them there and that can slow down your computer.

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