

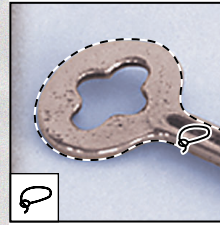
1-1: Toolbox overview



The marquee tools make rectangular, elliptical, single row, and single column selections.



The move tool moves selections, layers, and guides.



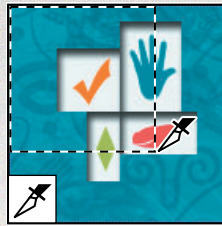
The lasso tools make free-hand, polygonal (straight-edged), and magnetic (snap-to) selections.*



The magic wand tool selects similarly colored areas.



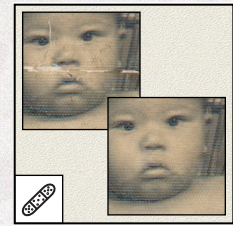
The crop tool trims images.



The slice tool creates slices.



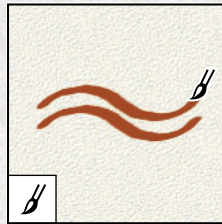
The slice selection tool selects slices.



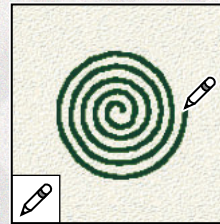
The healing brush tool paints with a sample or pattern to repair imperfections in an image.*



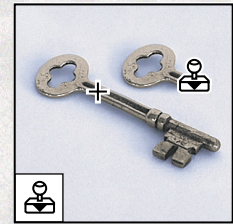
The patch tool repairs imperfections in a selected area of an image using a sample or pattern.*



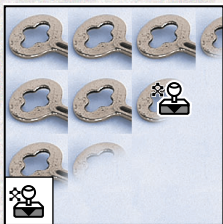
The brush tool paints brush strokes.



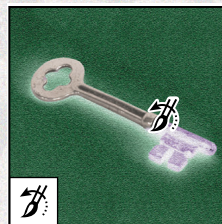
The pencil tool paints hard-edged strokes.



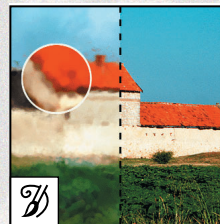
The clone stamp tool paints with a sample of an image.



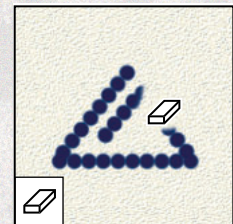
The pattern stamp tool paints with a part of an image as a pattern.*



The history brush tool paints a copy of the selected state or snapshot into the current image window.*



The art history brush tool paints with stylized strokes that simulate the look of different paint styles, using a selected state or snapshot.*

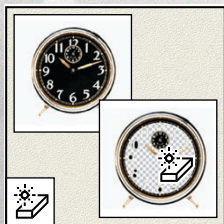


The eraser tool erases pixels and restores parts of an image to a previously saved state.

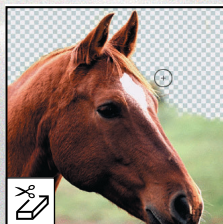
* Photoshop only

§ ImageReady only

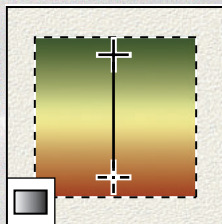
1-1: Toolbox overview (cont.)



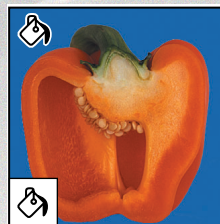
The magic eraser tool erases solid-colored areas to transparency with a single click.



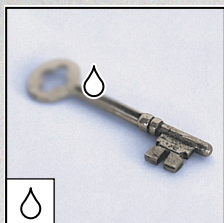
The background eraser tool erases areas to transparency by dragging.*



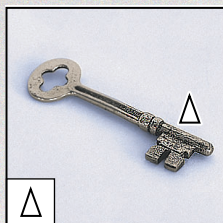
The gradient tools create straight-line, radial, angle*, reflected*, and diamond* blends between colors.*



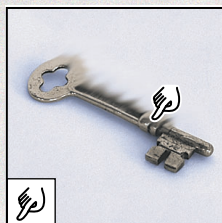
The paint bucket tool fills similarly colored areas with the foreground color.*



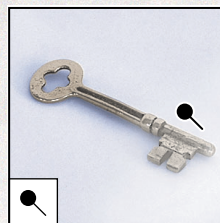
The blur tool blurs hard edges in an image.



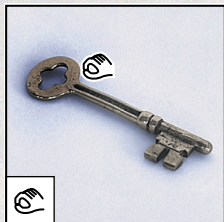
The sharpen tool sharpens soft edges in an image.



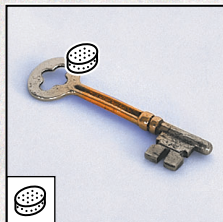
The smudge tool smudges data in an image.



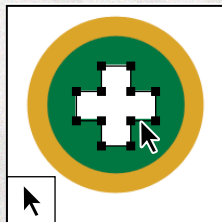
The dodge tool lightens areas in an image.



The burn tool darkens areas in an image.



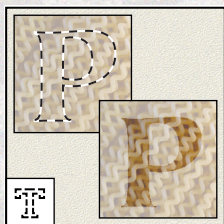
The sponge tool changes the color saturation of an area.



The path selection tools make shape or segment selections showing anchor points, direction lines, and direction points.*



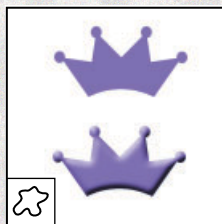
The type tool creates type on an image.



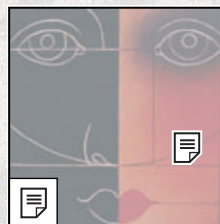
The type mask tools create a selection in the shape of type.*



The pen tools let you draw smooth-edged paths.*



The custom shape tool makes customized shapes selected from a custom shape list.*

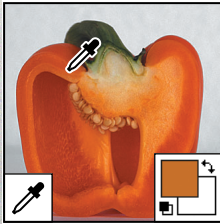


The annotations tool makes notes and audio annotations that can be attached to an image.*

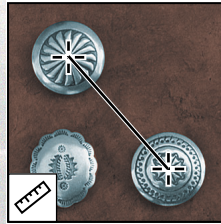
* Photoshop only

§ ImageReady only

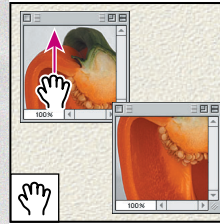
1-1: Toolbox overview (cont.)



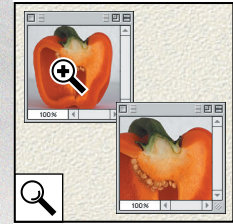
The eyedropper tool
samples colors in an image



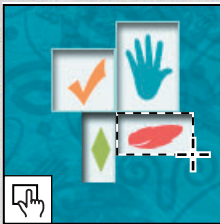
The measure tool* measures
distances, locations, and
angles.



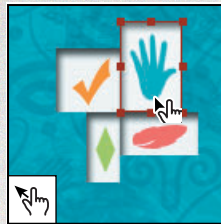
The hand tool moves an
image within its window.



The zoom tool magnifies and
reduces the view of an image.



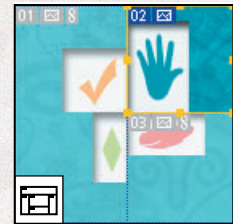
The image map tools[§] define
image map areas in an
image.



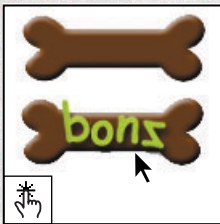
The image map select tool[§]
selects image maps.



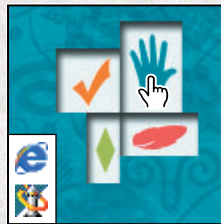
**The toggle image map
visibility tool[§]** toggles
between showing and hiding
image maps.



**The toggle slices visibility
tool[§]** toggles between
showing and hiding slices
in an image.



**The preview document
tool[§]** previews rollover effects
directly in ImageReady.



**The preview in default
browser tool[§]** previews
animations in a Web
browser.

* Photoshop only

§ ImageReady only

3-1: Removing a color cast



Before Auto Color command



After Auto Color command

3-2: Adjusting saturation with the sponge tool



Before Sponge tool



After Sponge tool

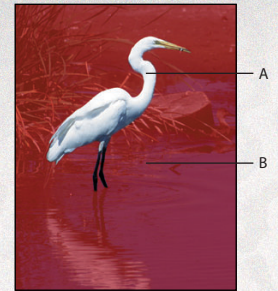
6-1: Selecting in Standard mode and Quick Mask mode



Lesson 5 start file

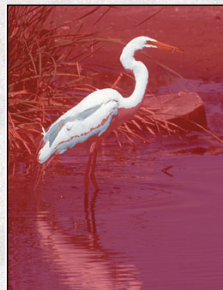


Standard mode



Quick Mask mode
A. Selected areas
B. Hidden areas

6-2: Painting in Quick Mask mode



Quick Mask mode



Painting with white



Resulting selection



Painting with black

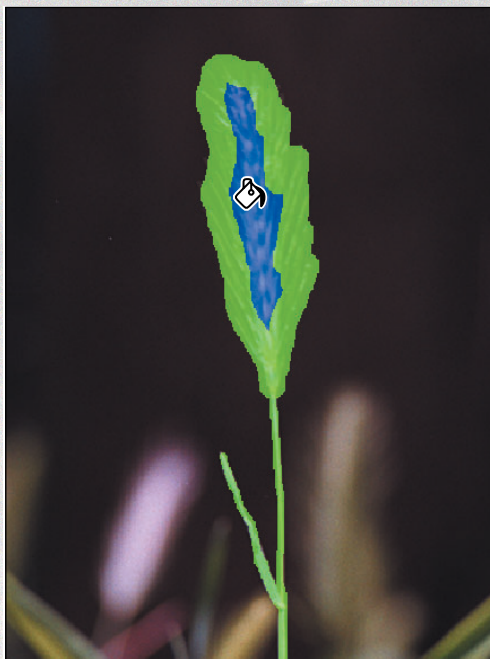


Resulting selection

6-3: Extracting an object from its background



Highlighting edges of foxtail tip



Filling highlighted tip area

6-4: Extracting an intricate image



Highlighting weed edges

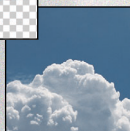


Selecting top third of weeds

8-1: Layer blending mode samples



Layer 1



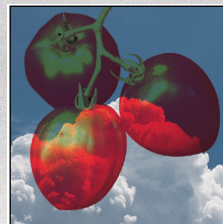
Background



Normal



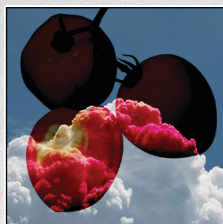
Dissolve, 70% opacity



Darken



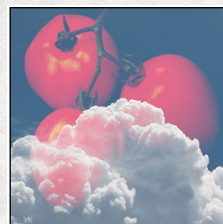
Multiply



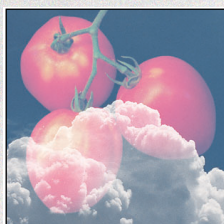
Color Burn



Linear Burn



Lighten



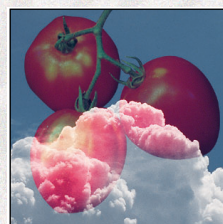
Screen



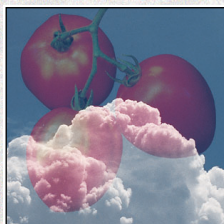
Color Dodge



Linear Dodge



Overlay



Soft Light



Hard Light

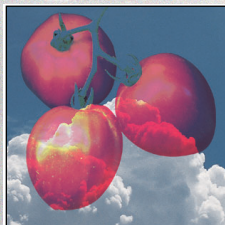


Vivid Light

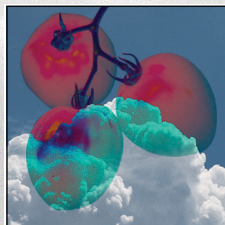


Linear Light

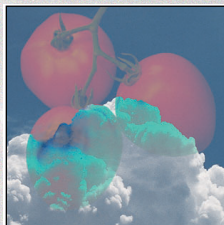
8-1: Layer blending mode samples (cont.)



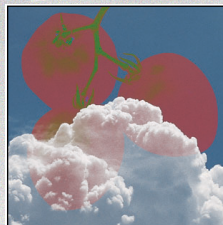
Pin Light



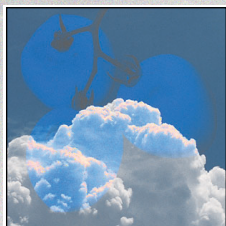
Difference



Exclusion



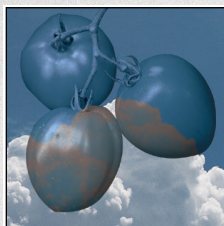
Hue



Saturation



Color

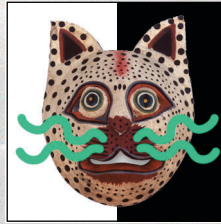


Luminosity

8-2: Application of brush strokes to background using blending modes



Original



Normal



Dissolve, 70% opacity



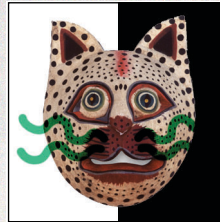
Darken



Multiply



Color Burn



Linear Burn



Lighten



Screen



Color Dodge



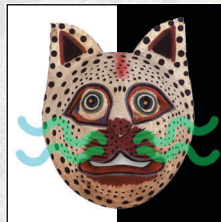
Linear Dodge



Overlay



Soft Light



Hard Light



Vivid Light



Linear Light

8-2: Application of brush strokes to background using blending modes (cont.)



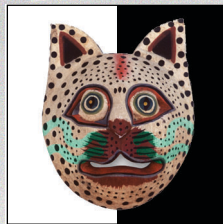
Pin Light



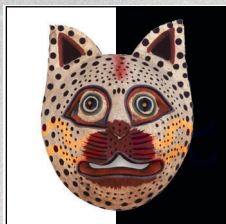
Difference



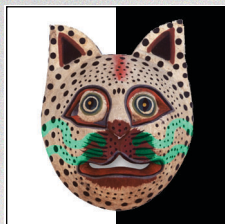
Exclusion



Hue



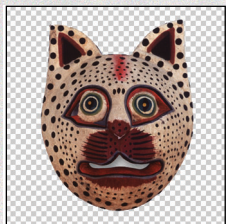
Saturation



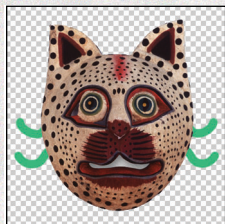
Color



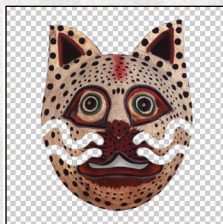
Luminosity



Original



Behind



Clear

12-1: Hand-coloring selections on a layer



Original



After desaturating a selection



After hand-painting the selection



After adding a gradient fill to a selection

14-1: Optimized continuous-tone images



GIF, 128 colors,
88% dither



GIF, 128 colors,
No dither



GIF, 32 colors,
88% dither



GIF, 32 colors,
No dither



GIF, 64 colors,
88% dither



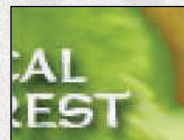
GIF, 64 colors,
No dither



GIF, Web palette,
auto colors

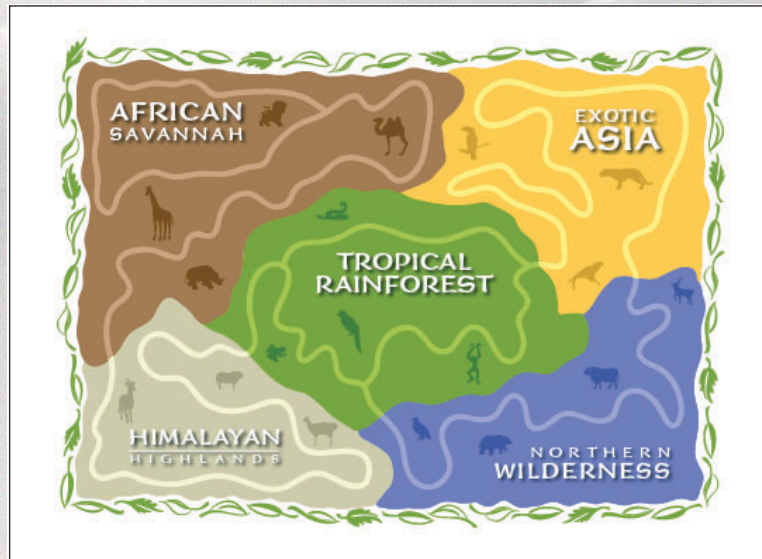


JPEG, Quality 60



JPEG, Quality 10

14-2: Optimized solid graphics



GIF, 128 colors,
88% dither



GIF, 128 colors,
No dither



GIF, 32 colors,
88% dither



GIF, 32 colors,
No dither



GIF, 64 colors,
88% dither



GIF, 64 colors,
No dither



GIF, Web palette,
auto colors

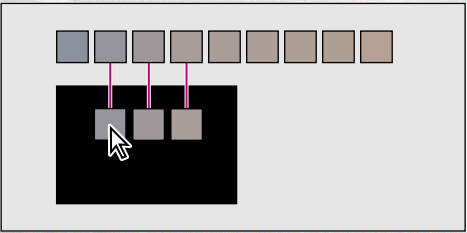


JPEG, Quality 60

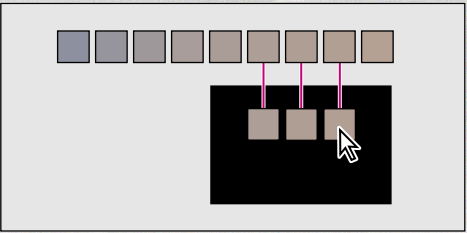


JPEG, Quality 10

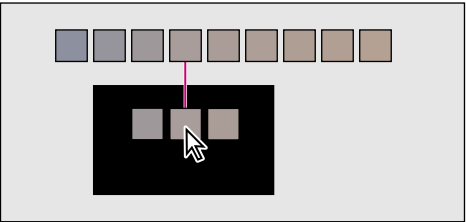
17-1: **Setting the monitor's white point**



A shade cooler

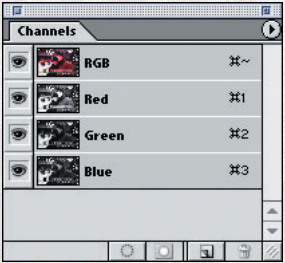


A shade warmer



A neutral gray

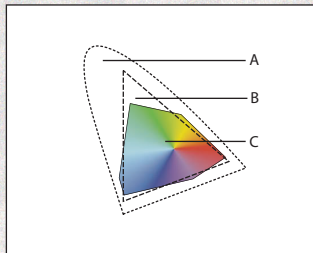
18-1: **RGB image with red, green, and blue channels**



18-2: CMYK image with cyan, magenta, yellow, and black channels

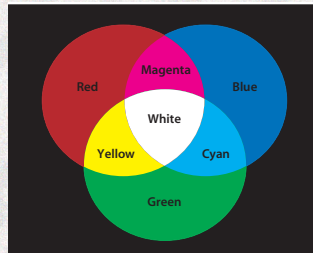


18-3: Color gamuts



- A. Natural color gamut
- B. RGB color gamut
- C. CMYK color gamut

18-4: RGB color model



18-5: CMYK color model

