



Calibrate monitor

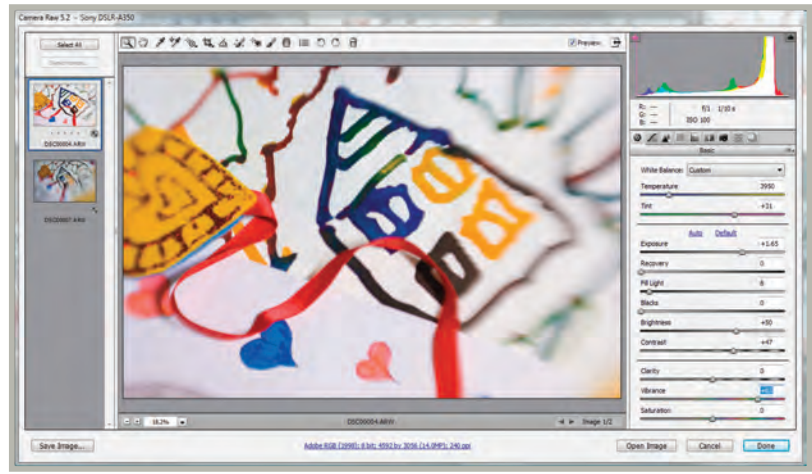
Menu: –
 Shortcut: – See also: Color Settings
 Version: 6.0, 7.0, CS, CS2, CS3, CS4

Photoshop has a color management system that will help ensure that what you see on screen will be as close as possible to what you print and what others see on their screens.

For this reason, it is important that you set up your computer to use this system before starting to make changes to your images. The critical part of the process is the calibration of your monitor.

You can use the Adobe Gamma utility (1) supplied with earlier (prior to CS2) versions of Photoshop to help balance the tone, contrast and color of your monitor or many photographers prefer to employ a combination hardware/software solution such as those provided by ColorVision (2) or X-Rite.

These options calibrate the monitor by sending a series of known color and tone swatches to the screen, which are then measured using the included color photometer.



Camera Raw 5

Menu: –
 Shortcut: – See also: Camera Raw, Adjustment Brush, Graduated Filter
 Version: CS4

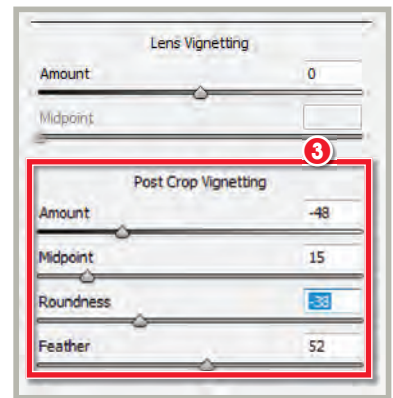
As you would expect, the version for Adobe Camera Raw (ACR) that accompanies Photoshop CS4 brings the Raw utilities feature sets and functionality in line with that available in Lightroom 2.0.

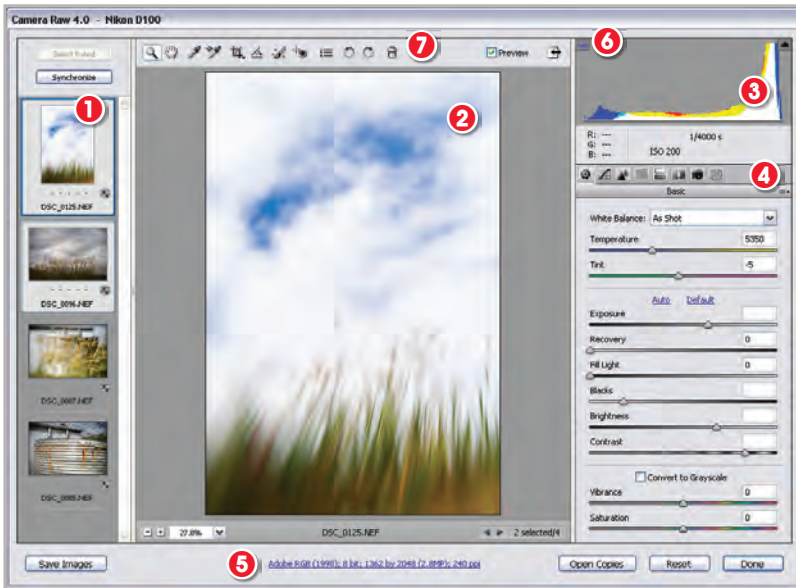
This means that the two key very popular localized adjustment tools found in Lightroom, the Adjustment Brush and Graduated Filter, now also appear in ACR.

The **Adjustment Brush** (1) allows the user to paint on a range of adjustment changes (Exposure, Brightness, Saturation, Clarity, Sharpness and Color) to specific areas of the photo.

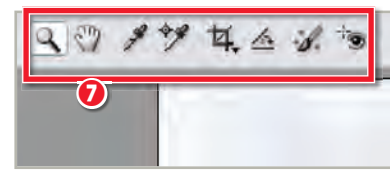
The **Graduated Filter** (2) applies a selected effect (darkening, lightening, changing color, etc.) via a gradient that starts with the effect fully applied and transitions to no effect.

Also new for this release is the ability to apply **Vignetting** (3) changes to images after they have been cropped in ACR. This solves the problem of applying aesthetic darkening of a photo's edge to only have the effect cropped, or worse, partially removed when the photo is cropped. There are also Roundness and Feather sliders to adjust the shape and softness of the edge of the vignetting effect.





1. Filmstrip area.
2. Preview area.
3. Histogram.
4. Conversion settings.
5. Saving (workflow) options.
6. Shadow/Highlights clipping warnings.
7. Cropping, color sampling, red eye, spot removal and straightening tools.
8. Synchronize setting button.
9. File formats for saving.
10. Rating stars.



Camera Raw

Menu: File > Open in Camera Raw
Shortcut: Ctrl/Cmd R **See also:** Camera Raw – Bridge
Version: CS2, CS3, CS4

When you open a Raw file into Photoshop you are presented with an editing dialog containing a full color, interpolated preview of the sensor data. This editor is called Adobe Camera Raw or ACR.

Using a variety of menu options, dialogs and image tools you will be able to interactively adjust image data factors such as tonal distribution and color saturation. Many of these changes can be made with familiar editing tools like Levels and Curves controls. The results of your editing can be reviewed immediately via the live preview image and associated histogram graphs. After these general image-editing steps have taken place you can apply some enhancement changes, such as filtering for sharpness using an Unsharp Mask tool, removing moiré effects, correcting red eye, removing spots and applying some smoothing.

The final phase of the process involves selecting the color space, color depth, pixel dimensions and image resolution with which the processed file will be saved.

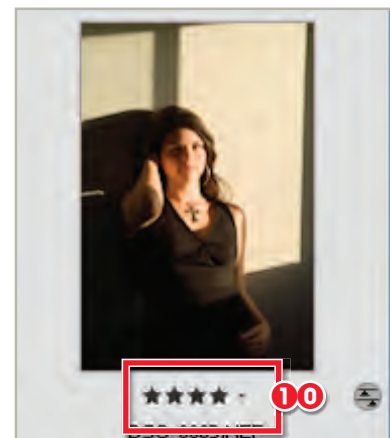
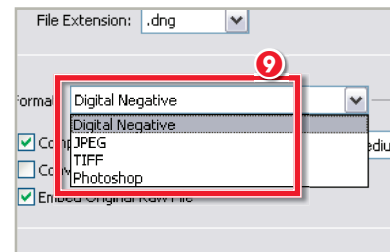
Clicking the OK button sets the utility into action applying your changes to the Raw file, whilst at the same time interpolating the Bayer data to create a full color image and then opening the processed file into the full Photoshop workspace.

Camera Raw can be used outside of Photoshop from within the Bridge

workspace. Multiple files can be selected (either via the File > Open dialog or with Bridge) and edited in Camera Raw. Simply select several images in Bridge and then press Ctrl/Cmd R. This opens Camera Raw in Filmstrip mode (1). Settings can be applied to individual files or ‘Synchronized’ across all photos in the filmstrip (8). Processed files can then be saved directly from Camera Raw in a variety of formats – DNG, TIFF, PSD or JPEG (9).

Top ACR features

- Adobe Camera Raw can be used with TIFF and JPEG as well as Raw files.
- ACR includes both a Red Eye Removal and Spot Removal tool.
- Recovery, Fill Light and Vibrance sliders.
- Custom monochrome conversions are possible via the HSL/Grayscale control. After which these photos can be tinted using the Split Toning control.
- The Curves feature has a Parametric option where portions of the tonal range (Highlights, Lights, Darks and Shadows) can be manipulated separately with slider controls.
- Favorite conversion settings can be stored and managed using the new Presets tab and panel.
- Raw files can be opened as Smart Objects directly into Photoshop by holding down the Shift key and clicking the Open Object button.



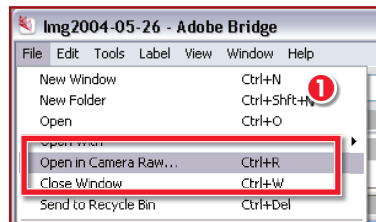
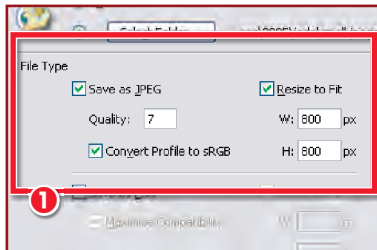


Camera Raw – batch

Menu: Bridge: Tools > Photoshop > Image Processor
Shortcut: – **See also:** Camera Raw 5.0, Adobe Camera Raw

The Image Processor located in both Bridge and Photoshop can be used to batch process and save multiple Raw files.

The utility can also save and size in several different formats (1) at the same time, providing a fast and efficient workflow for processing images that have been captured in a single session.



Camera Raw, Bridge

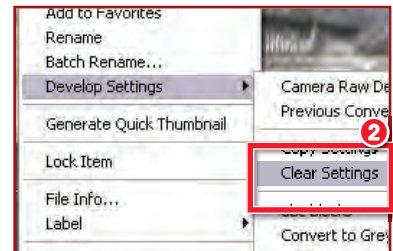
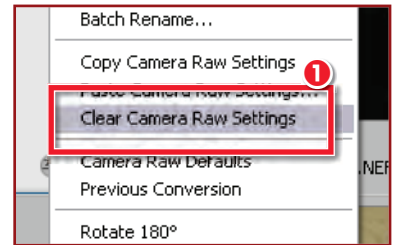
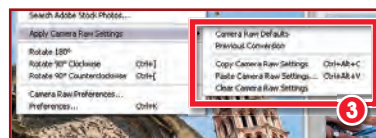
Menu: Bridge: File > Open in Camera Raw
Shortcut: Ctrl/Cmd R **See also:** Camera Raw 5.0, Camera Raw

From CS2 it has been possible to open Raw files directly into Camera Raw from inside Bridge (1) without needing to open the full Photoshop application first. This makes for a workflow where downloaded Raw photographs start as thumbnails in Bridge and suitable images are then multi-selected, opened and processed with the Camera Raw editor. This whole procedure takes place inside Bridge.

The revised Camera Raw workspace can now process several photos without having to open and close each in turn. The multi-selected photos are loaded into the feature and wait to be processed in the new Filmstrip section (2) of the dialog.



When processing several images that were photographed under the same lighting conditions, the Camera Raw settings from the first image can be copied and pasted to all other files using the options found under the Edit > Apply Camera Raw menu (3). In the same way the default or previously used settings can also be applied to several photos at once.



Camera Raw – clear settings

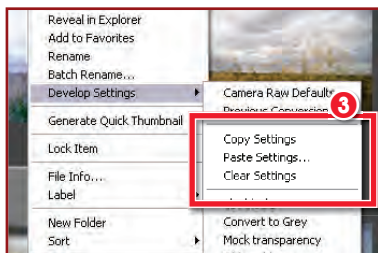
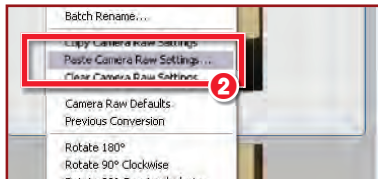
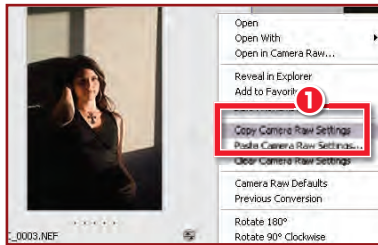
Menu: Bridge: Right-Click > Clear Camera Raw Settings
 Bridge 2.0: Right-Click > Develop Settings > Clear Settings
Shortcut: – **See also:** Camera Raw

You can clear the Camera Raw settings that have been applied or pasted to a picture by selecting the thumbnail in Bridge and then choosing the Clear Camera Raw Settings (1) from the right-click menu in CS2 or Develop Settings > Clear Settings in CS3 (2).



Single button Mac users can display the same menu by Ctrl/Cmd-clicking on the thumbnail.

CC CAMERA RAW, COPY/PASTE SETTINGS



Camera Raw, copy/paste settings

Menu: Bridge: Right-Click > Copy Camera Raw Settings
 Bridge: Right-Click > Paste Camera Raw Settings
 Bridge 2.0: Right-Click > Develop Settings > Copy Settings
 Bridge 2.0: Right-Click > Develop Settings > Paste Settings

Shortcut: – **See also:** Camera Raw

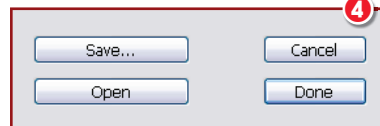
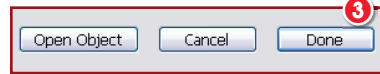
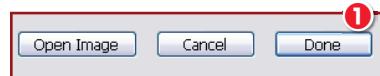
Version: CS2, CS3, CS4

Whilst working within Bridge it is possible to copy and paste the Camera Raw settings from one picture to another.

Simply select the thumbnail with the settings to copy and then choose the Copy Camera Raw Settings option (1) from the right-click menu (Ctrl-click for single button Mac users).

Next click on the thumbnail that you wish to transfer the settings to and choose the Paste Camera Raw Settings (2) to the file. You can choose which settings to apply in the dialog that pops up.

In CS3/CS4 these options have been moved to the new Develop Settings menu in the right-click menu (3).



Camera Raw – Done

Menu: – **See also:** Camera Raw,
 Camera Raw – Bridge

Shortcut: –

Version: CS2, CS3, CS4

After applying all the conversion settings to your Raw file the Camera Raw dialog provides you with eight different options of what to do next.

Done – Applies the Raw conversion settings and then closes Camera Raw without opening the picture fully in Photoshop.

Save... – Processes the file and then displays a Save dialog that contains naming, file format and destination folder options.

Open – Processes the files and then opens the completed picture in Photoshop.

Open Object (Shift-click the Open button) – Opens the photo currently in the ACR workspace as a Smart Object in Photoshop. Only available in CS3/CS4.

Open Copy (Alt/Opt-click the Open button) – Applies the current development settings and opens a copy of the photo in Photoshop. Only available in CS3/CS4.

Cancel – Quits the dialog and applies no changes to the selected file.

Reset (Alt/Opt-click the Cancel button) – Resets all the settings in the dialog from their current position.

Save (Alt/Opt-click the Save button) – Bypasses the Save dialog and the options it contains.

- 1) Default buttons.
- 2) Buttons with Shift key pressed.
- 3) Buttons with the Alt/Opt key pressed.

NB: The Save button in CS3/CS4 has been relocated to the left side of the ACR dialog.

4) Button grouping in CS2.



Canvas

Menu: – **See also:** Canvas Size

Shortcut: –

Version: 6.0, 7.0, CS, CS2, CS3, CS4

In creating documents in Photoshop the program makes a distinction between the canvas (1), upon which pictures and other content are placed, and the image content (2) itself. This is true even for photos with one layer only. For most newly imported photos the canvas and image size are exactly the same and so the canvas remains hidden from view.

Given this distinction, it is possible to resize, alter the format or change the color of the canvas without affecting the image at all.



Canvas Rotation

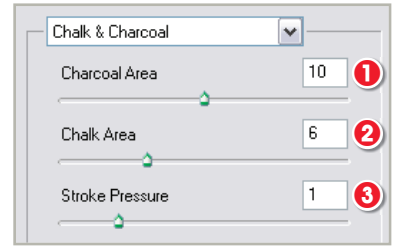
Menu: Edit > Preferences > Performance
Shortcut: – **See also:** GPU powered display, Pan and Zoom, Toss and Zoom
Version: CS4

CS4 users with a recently released graphics card containing at least 256Mb of onboard memory and a supported GPU (Graphics Processing Unit) will be able to take advantage of the changes which include:

Fluid Canvas Rotation – the option to rotate the canvas non-destructively to any angle using the new Rotate View tool from the Application Bar or under the Hand tool in the toolbar.

Other GPU assisted interface functions include fluid accurate pan and zoom changes and animated toss and zoom effects.

The GPU assisted features are activated via the GPU Settings in the Performance section of the Preferences dialog (Edit > Preferences).



Canvas Size

Menu: Image > Canvas Size
Shortcut: Ctrl/Cmd Alt/Opt C **See also:** Image Size command
Version: 6.0, 7.0, CS, CS2, CS3, CS4

Altering the settings in the Canvas Size dialog changes the dimensions of the background the image is sitting upon. Larger dimensions than the picture result in more space around the image. Smaller dimensions crop the image.

To change the canvas size, select Canvas Size from the Image menu and alter the settings in the New Size section of the dialog.

You can control the location of the new space in relation to the original image by clicking one of the sections in the Anchor diagram. Leaving the default setting here will mean that the canvas change will be spread evenly around the image.

Chalk & Charcoal filter

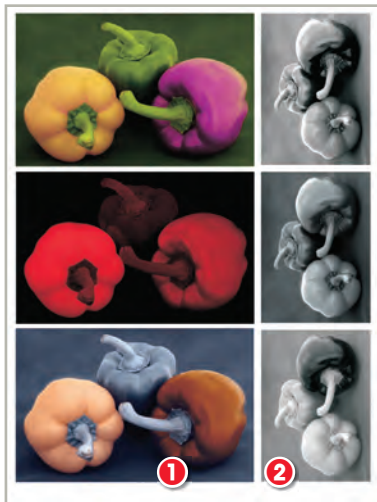
Menu: Filter > Sketch > Chalk & Charcoal filter
 Filter > Filter Gallery > Sketch > Chalk & Charcoal
Shortcut: – **See also:** Filters, Charcoal filter
Version: 6.0, 7.0, CS, CS2, CS3, CS4

The Chalk & Charcoal filter is one of several drawing-like filters that can be found in the Sketch section of the Filter menu in Photoshop. The feature simulates the effect of making a drawing of the photograph with white chalk and black charcoal. The tones in the photograph that range from shadow to mid-gray are replaced by the charcoal strokes and those lighter values (from mid-gray to white) are 'drawn' in using the chalk color.

The filter dialog gives you control over the balance of the amount and placement of the charcoal and chalk areas as well as the pressure of the stroke used to draw the picture. Higher values for the Charcoal (1) and Chalk (2) Area sliders will increase the number and variations of tones that are drawn with these colors. High settings for the Stroke Pressure slider (3) produce crisper transitions between tones and a more contrasty result.



To add a little more color to your Chalk and Charcoal 'drawings' select colors other than black and white for the foreground and background values. Double-click each swatch to open the Color Picker where you can select the new hue.



Channel Mixer

Menu: Image > Adjustments > Channel Mixer
Shortcut: – **See also:** Adjustment layers
Version: 6.0, 7.0, CS, CS2, CS3, CS4

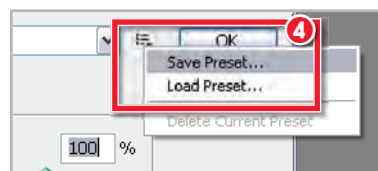
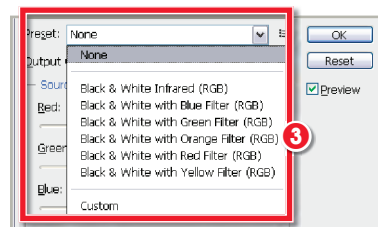
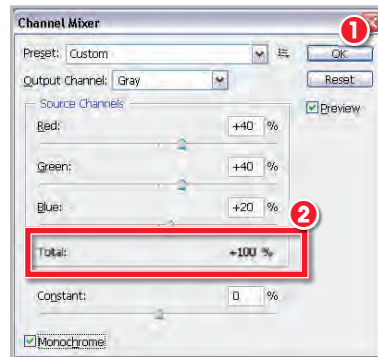
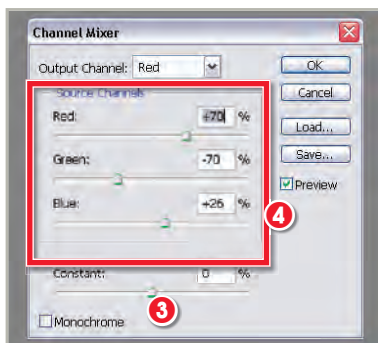
The Channel Mixer is one of those tools in Photoshop that you come to once you have a little more experience.

The mixer gives you control over the color components of a single channel. By adjusting the color of the individual Red, Green and Blue channels you can change the color of an element within the picture (1).

As well as color adjustment, one of the most common uses for the Channel Mixer feature is to control the conversion of colors to black and white. By clicking on the Monochrome option and adjusting the color sliders it is possible to alter the type of gray that specific colors are converted to (2).

When converting color images to black and white using the Monochrome option (3) it is advisable to ensure that the settings used for each of the Source Channels (4) add up to a total of 100%.

The Channel Mixer option is also available as an adjustment layer.



Channel Mixer (CS3/CS4)

Menu: Image > Adjustments > Channel Mixer
Shortcut: – **See also:** Channel Mixer
Version: CS3, CS4

The Channel Mixer was revamped for Photoshop CS3 (1). It now includes a Total (2) section that quickly provides a sum of the channels settings. This simplifies the process that many photographers go through when creating custom greyscale conversions using the feature. Now, instead of having to add up the setting values for each channel and ensure that the total equals 100% (to maintain the brightness of the original photo), it is possible to just play with the sliders, keeping an eye on the total figure.

Also changed for the CS3 version of the feature was the inclusion of a Presets menu (3) at the top of the dialog. Here you can select from a range of supplied settings or even add your own to the list by saving a custom group of settings. Do this by making the adjustments to the dialog and then click the Presets Options button and select the Save Presets entry from the menu that appears (4). Next add in a name for the preset and click OK. The settings will then be added as a new entry to the Presets list.



Channels

Menu: Window > Channels
Shortcut: – **See also:** CMYK, RGB
Version: 6.0, 7.0, CS, CS2, CS3, CS4

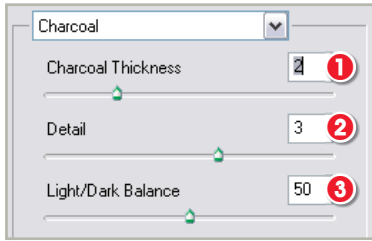
Photoshop is made up of channels that store information about the image. A freshly created RGB file has a channel for each of the three colors Red, Green and Blue, and a CMYK file has four channels (Cyan, Magenta, Yellow and Black), while Duotones and Index color images have just one.

You can add channels to store info about the picture. For example, Alpha channels can be added to save selections as masks. Then, when you want to perform a similar cutout in the future, you load the Alpha channel to bring the marching ants into play on the selected layer.

Channels can also be edited individually so you could blend certain ones, or fiddle with the color of just one channel – useful when you want to make a selection based on a certain color that would be easier to do in its own environment.



Individual color channels appear as black and white by default. If you prefer to see them in color go to File > Preferences > Displays and Cursors and select the Color Channels in Color option.



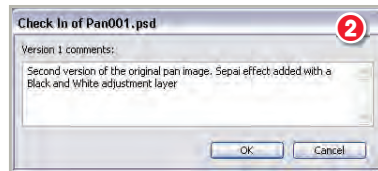
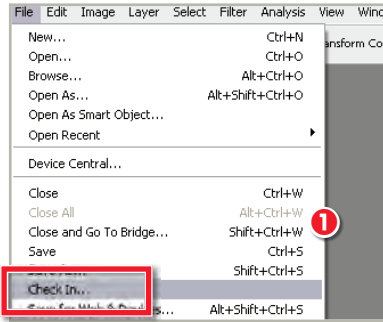
Charcoal filter

Menu: Filter > Sketch > Charcoal
 Filter > Filter Gallery > Sketch > Charcoal
Shortcut: – **See also:** Chalk & Charcoal filter
Version: 6.0, 7.0, CS, CS2, CS3, CS4

Giving similarly textured results to the Chalk & Charcoal filter, the straight Charcoal filter makes use of only one drawing tone to create the sketching effect.

Three sliders control the appearance of the final result. Charcoal Thickness (1) adjusts the density of the drawn areas whereas the Detail slider (2) adjusts the level of detail that is retained from the original picture.

Care should be taken with the settings used for the Light/Dark Balance slider (3) to ensure that some shadow and highlight detail is retained.



Check In

Menu: File > Check In
Shortcut: – **See also:** Check Out, Version Cue
Version: CS3, CS4

Version Cue is a file-version manager included with Bridge when the package is shipped as part of a suite of Adobe products. The program tracks changes that are made to photos, illustrations and design documents and also manages how multiple users access and change a single document in a network situation.

The File > Check In (1) command is used to create a new version of a project file being managed by Version Cue and sitting on the Version Cue server. This is different to using the File > Save option which adds your changes to the current version of the document and saves the changes to the local version of the file only. To update the server version of the file you must 'check in' the file.

When the document is 'checked in' in the same file format as a previous version, a Check In dialog is displayed. Here you can add comments about the changes made to the new version (2). When it is necessary to change the format of the original file (i.e. from JPEG to PSD) the file will be checked in as a new master file.

Check Out

Menu: –
Shortcut: – **See also:** Check In, Version Cue
Version: CS3, CS4

When you edit a file that is being managed by Version Cue it is marked as being 'checked out'. If another user tries to edit the same file the user is notified and Version Cue provides options for how to proceed to ensure the integrity of the file.



Check spelling

Menu: Edit > Check Spelling
Shortcut: – **See also:** –
Version: 6.0, 7.0, CS, CS2, CS3, CS4

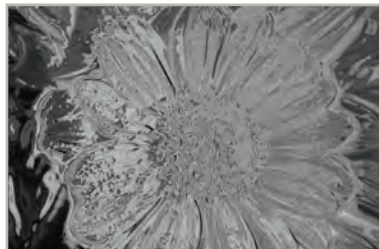
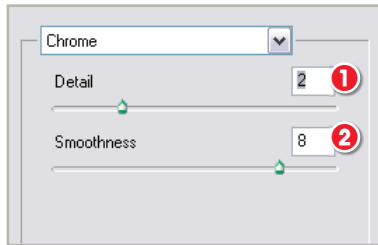
This feature, which was introduced in version 7.0, proves useful if you are using the Type tool to work with text in Photoshop.

Once selected, the utility automatically runs through your work and finds anything that isn't spelled correctly or doesn't appear in its dictionary and suggests an alternative.

If, for example, it found the incorrectly spelt 'grasshopper' the feature would suggest the correct 'grasshopper' and you could then click on 'change' to have the word automatically substituted.

This sort of feature is available with all word and DTP (desktop publishing) packages and is a welcome addition to Photoshop.

CC CHROME FILTER



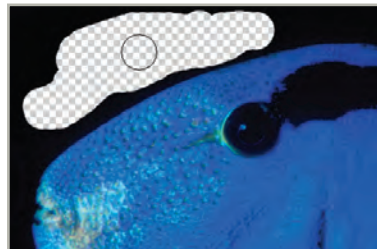
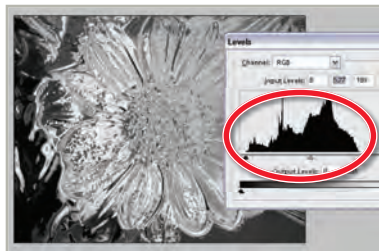
Chrome filter

Menu: Filter > Sketch > Chrome
 Filter > Filter Gallery > Sketch > Chrome
Shortcut: – **See also:** Filters
Version: 6.0, 7.0, CS, CS2, CS3, CS4

The Chrome filter is another Sketch filter designed to change the appearance of your picture so that it looks like it is created from another surface. In this case the filter converts the detail of the picture to simulate the look of polished chrome.

During the transformation you have control over both the detail (1) that is retained in the filter photo as well as the smoothness (2) of the chromed surface.

In some instances a further levels enhancement to increase the contrast of the final filtered picture will help produce brighter highlights on the silvered surface.

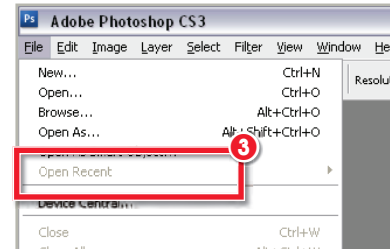
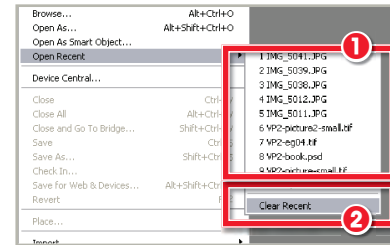
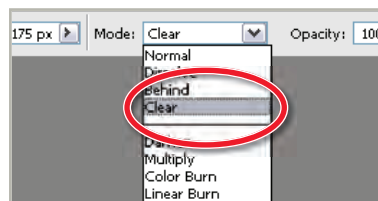


Clear blending mode

Menu: – **See also:** Behind blending mode
Shortcut: – **Version:** 7.0, CS, CS2, CS3, CS4

The Clear blend mode that is available for the painting and drawing tools in Photoshop removes the image pixels from the layer, converting the area to transparent. For instance, when the brush is set to Clear mode it acts in a similar way to the Eraser tool.

For the Clear mode to be available in the Blend mode menu of the options bar, the layer's Transparency Lock must not be selected and the layer itself cannot be a background layer.



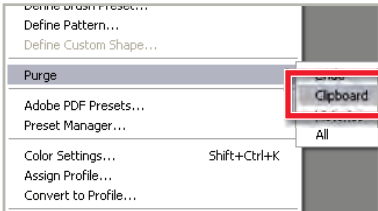
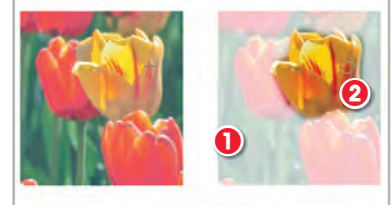
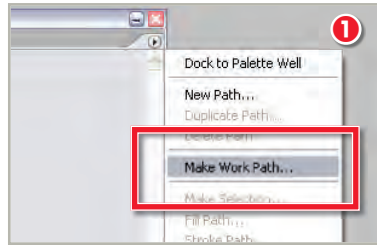
Clear recent

Menu: File > Open Recent > Clear Recent
Shortcut: – **See also:** Open Recent
Version: CS3, CS4

The File > Open Recent menu lists files most recently opened in Photoshop (1). Selecting one of the entries provides a fast way to open these images without the need to browse through folders or search for them in Bridge.

The Clear Recent option (2) is in addition to the Open Recent menu. Its role is to remove all file entries from the menu. Once this is done the Open Recent option will be grayed out (3) and will not be selectable until a new file is opened into Photoshop and therefore added to the Recent Files menu.

You can alter the number of entries kept on the menu using the settings in the Edit > Preferences > File Handling dialog. The default is 10.



Clipboard
 Menu: –
 Shortcut: – See also: Purge
 Version: 6.0, 7.0, CS, CS2, CS3, CS4

The Clipboard is a part of the computer's memory which is allocated to storing information that is copied and pasted.

In Photoshop the Clipboard memory space is used every time you select a picture part, copy it and paste it back down as a new layer. During this process the copied image is stored on the Clipboard and remains there until it is replaced by a new copied part or is deleted using the Purge command.

Unlike other applications Photoshop uses its own specialized clipboard, not that of the operating system.



Clear (purge) the Clipboard often if you regularly copy large pictures, or find that you are always low on memory.

Clipping path
 Menu: –
 Shortcut: – See also: Selections
 Version: 7.0, CS, CS2, CS3, CS4

Puts an invisible path (2) around an image to ensure the background is transparent when the image is dropped into an illustration or desktop publishing page.

To create a clipping path, first outline the subject with a selection tool such as the Lasso or Magic Wand tools to make a selection then click on the arrow at the right of the Paths palette and select Make Work Path (1), then Save Path. Finally, select Clipping Path.

Save the file as an EPS or TIFF, which keeps the clipping path data which can then be read by the DTP software to allow a transparent background or text to wrap around the subject (3).

Just like layers and channels, actions for manipulating paths are centered around a single palette – the Paths palette – which can be displayed by selecting the Paths option from the Windows menu.



Clone Source
 Menu: Window > Clone Source
 Shortcut: 5 See also: Clone Stamp Tool
 Version: CS3, CS4

The Clone Stamp tool was fully revised in CS3. From that version it became possible to sample multiple areas and store and switch between these different sources.

The revamped tool and its associated settings in the new Clone Source palette provide the ability to preview a floating semi-transparent version of the source (overlay) over the background of the image (1). Once the overlay is located on the background you can start to clone as normal, painting in the copied details from the source point (2).

Sources are stored using the buttons at the top of the palette (3). If the options are set to Auto-Hide (4) then the Overlay will disappear during the cloning process.

