

## Exploring some of the new features of Adobe Photoshop CS3

*ALT + SHIFT+ CONTROL while application starts to delete preference files*

### Interface:

- To open or close panels, press TAB
- Panel menu options: Top right hand corner
- Display tools in one or two columns click the double arrow at the top of the tools palette
- Organize panels, stacking them resizing them, showing and hiding
- Show or hide Tooltips: Interface preferences
- Clone Source Palette

### Bridge 2.0:

- Bridge looks a little different, you can dock panels. Favorites and folders are still here. The filter lists attributes will let you fine-tune which files to look at in the selected folder.
- Preview panel and improved metadata panels on the right.
- The film strip view is still here under the folders on the bottom right hand side - Click and hold to see options.
- You can customize the look of bridge and you can save the workspace.
- You can zoom-in the preview panel by clicking on the image with the magnifier glass. The % number (next to the pictures name) tells you how much the loupe is magnifying the image, to change this use the plus and minus signs. You can also use the mouse scroll wheel.
- You can compare two or more images in the preview panel. All you have to do is select them and they will both show in the panel
- Select several images and group them as a stack (right-click and choose Stack> Group as a Stack). Collapse and expand the stack as you wish by clicking on the number on the top left.

### Camera Raw 4:

- From bridge you can select “open in Camera Raw” and this will open camera RAW inside of bridge. The shortcut is CONTROL R
- You can open JPEG and TIFF inside of Camera RAW 4
- White Balance control – the sliders are colorized
- Blacks take the place of shadow value
- You can ‘turn on’ auto settings by clicking
- Fill light and recovery is similar to “Shadow and Highlights” inside of Photoshop
- HSL / Grayscale – show the sliders. There are more sliders with more control – These give you great control on skin tones

*If you have Adobe Photoshop® or Adobe After Effects® installed, you can open or import camera raw files from Bridge, edit them, and save them in a Photoshop-compatible format. You can edit the image settings directly in the Camera Raw dialog box without starting Photoshop or After Effects, and copy settings from one image to another. If you don't have Photoshop or After Effects installed, you can still preview the camera raw files in Bridge.*

## **Adjustments and Filters:**

### **Brightness and Contrast**

- This has been improved in PSCS3
  - Image> Adjustment > Brightness and contrast
  - Turn on Use legacy to show how this filter used to misbehave...
  - Turn this off to show how it works now
  - Now the secondary color correction takes over and when I adjust highlight no shadows get adjusted and vice versa.
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- Add an adjustment layer for brightness and contrast
- Brightness and contrast has been greatly improved, now you can increase the contrast without having the highlight blown out
- Use the shadow / highlight command as a smart filter – Layer> Smart Object > Convert to smart object.
- Then go to image>Adjust > Shadow and highlight – now this is listed under the smart filters
- Convert image to black and white – use the channel mixer and turn to monochrome. Use presets to make job easier
- Black and white command – This is an adjustment layer, this lets you choose which color you want to make lighter or darker.

### **Restoring old images:**

*Clone source palette – Window> Clone source. You can determine different clone sources by using this palette. Create a new layer when you are painting with the clone tool, this is non-destructive healing brush and select the see overlay and you can see where Photoshop s cloning from*

### **Curves are improved:**

- Image>Adjustments>Curves
- The panel is much larger, and you can see a histogram now.
- See the black and white sliders, and you can see what's being clipped by selecting the "Show clipping" button, or press the ALT key while sliding to see the clipped pixels
- If you open the display options you can see the Channel overlays and the Histogram. The channel overlays allow you to see corrections that you have made to the channels
- Curve Display options: You can show amount of: Light (for RGB) or pigment (CMYK), depending on which one you choose you can modify the graph
- You can change how many gridlines you would like to see
- You can see the curves of each channel, you cannot modify, but you can preview. You can turn these options on and off
- You can save presets from the panel menu options
- You can use some of these presets as well

*To fix an overexposed image use the exposure adjustment layer.  
Exposure – Offset to improve the shadow information and the  
gamma is the contrast*

***Make lighting Corrections:***

*To lighten one side of the image use a curves adjustment layer and  
lighten the image. Then add a layer mask and use only one side of  
the image.*

*To lighten delicate features use the curves adjustment layers and  
don't change a thing, change the blending mode to screen, reduce  
the layer opacity to 50% and invert the layer mask (CONTROL I). Now  
paint only on the face with a soft white brush.*

**Black and white command:**

- New command in PS CS3
- Image>Adjustment> Black and white command
- Talk about Channel mixer command – similar to this, but more sliders
- No need to add up to 100%
- You can use auto settings or even presets
- Different sliders will affect very different parts of the image
- You can add color on top of the B+W by clicking on Tint – this works a little different than the Hue and Saturation control

**Quick Selection Tool:**

- New Tool in the Toolset – click and drag to select, Switched to “Add selection mode” you do not have to press the SHIFT key to keep on selecting
- You can select with several sweeps
- You can turn on the Auto enhance, which tells Photoshop to take more time in doing the selection. DO this only if you have a faster system
- You can zoom in and change the size of your brush with the brackets, etc

- **Refine Edge**

*This is a button in the options bar and it opens a new dialog box that  
you can use to enhance your selection. You should always use this  
when using the Quick Selection Tool*

**Radius:** *To smooth out*

**Contrast:** *Removes edge artifacts*

**Smooth, feather, contract and expand** – *we have seen these in the  
past, but in here we can preview what this will look like before we  
apply.*

## **Nondestructive Smart Filters:**

*Smart Filters are simply Photoshop filters that are applied nondestructively, and which remain live and re-editable. That combination gives you the flexibility to freely experiment with different filter combinations and settings, without ever having to back up and start over with the original image. Because Smart Filters have their own layer mask, you can edit the mask to precisely adjust the filter's effects on different areas of the image. And because the Smart Filter is applied within the context of a Smart Object layer, your design process is accelerated by now being able to scale, transform, and filter your images in an efficient, nondestructive workflow.*

### **Filter> Convert for Smart Filters**

You can change the blending option for the filters themselves

the Smart Filter adds a Layer Mask

You can turn each filter "on and Off" and even change the stacking order of the filters

## **New Blend Modes:**

**Lighter color and darker color** – newer versions of lighten and darken

darken - Blue replaces the color whenever it is darker

Darker Color – Either show blue or not, so when the composite is darker it keeps blue, and where it is not it will keep the composite – you will see dithering in this mode

Lighter is the same, but with lighter pixels. If you'd like to fine-tune, change the solid color in the lightness – the blending mode is looking at luminance values, so you can play around with those.

## **Printing better:**

- You can deselect the "center image" to position the image wherever you need to choose the print profile under color management
- By going through the different settings you can set the best for your paper and your printer
- No color adjustment on the printer. Deselect the color management so that Photoshop manages the image and not the printer

## **Animation Palette:**

- From your panel menu - Make frames from layers – use this to turn the different layers of a document into separate frames of an animation.
- You can set different background onto the different layers
- You can reverse the order of the frames
- You can change the duration in which each and every frame plays in the Timeline

### **Zoomify:**

- Pairs Photoshop and Flash, kind of slicing your image to make it load faster
- File>Export> Zoomify
- You will be able to zoom into the image (html file)

### **Aligning layers by content:**

- Blend layers together to get the best subjects on each one of the shots
- Select both layers and go under Edit> Auto-Align layers
- Photoshop analyzes the pixels on each layer and you can now erase parts of one to reveal the other

### **Vanishing point:**

- Copy the image you would like to use
- Add the planes on the image that you need to map the previous image onto
- Paste and drag inside of vanishing point filter

### **Blending modes:**

Add solid color in a different layer, change blending modes, experiment with the different ones

These are separated in groups:

The first group will darken

The second group will lighten

The third group will add contrast

The fourth group will compare pixels

The last group "Influences"

You can also adjust the layer's opacity to adjust your image

To add contrast

Convert image to black and white with an adjustment layer - Use the different contrasting blend modes

Lighter color and darker color and new blending modes - Convert image to black and white with an adjustment layer - Use the lighter and darker color and see that some colors come through

Black and white adjustment layer – adjust each color within the image. Use the presets as starting point in your project.

While the panel is open, place the cursor on the image and click and move left and right and see how you are adjusting the values this way. Target values directly from within the image

Use selection and layer masks to add color to selective parts of your image

Copy and paste camera Raw settings using bridge – right click to copy and select and right-click to paste

### **Paint over time:**

Open Image

Unlock Background

Open animation Timeline

Go to panel menu and select the Timeline settings, change length

Create a new Blank Video Layer - Layer> Video Layers > New Blank Video Layer

to paint on the layer frame by frame:

Click on new layer to select it

Use the smudge tool, change strength to 80%

drag on image

Duplicate frame – expand layer, see gray square –Select it and Layer > Video Layer > Duplicate frame

Keep on painting

Duplicate again

Keep on painting until the animation is done



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