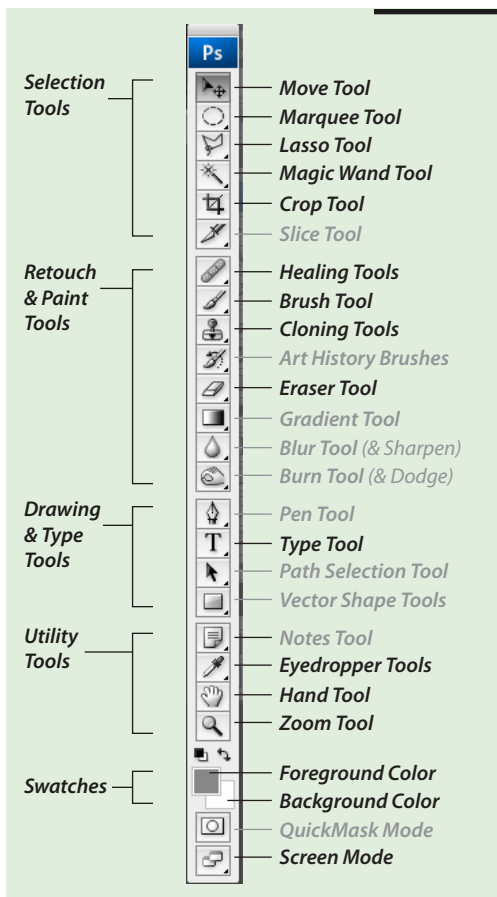
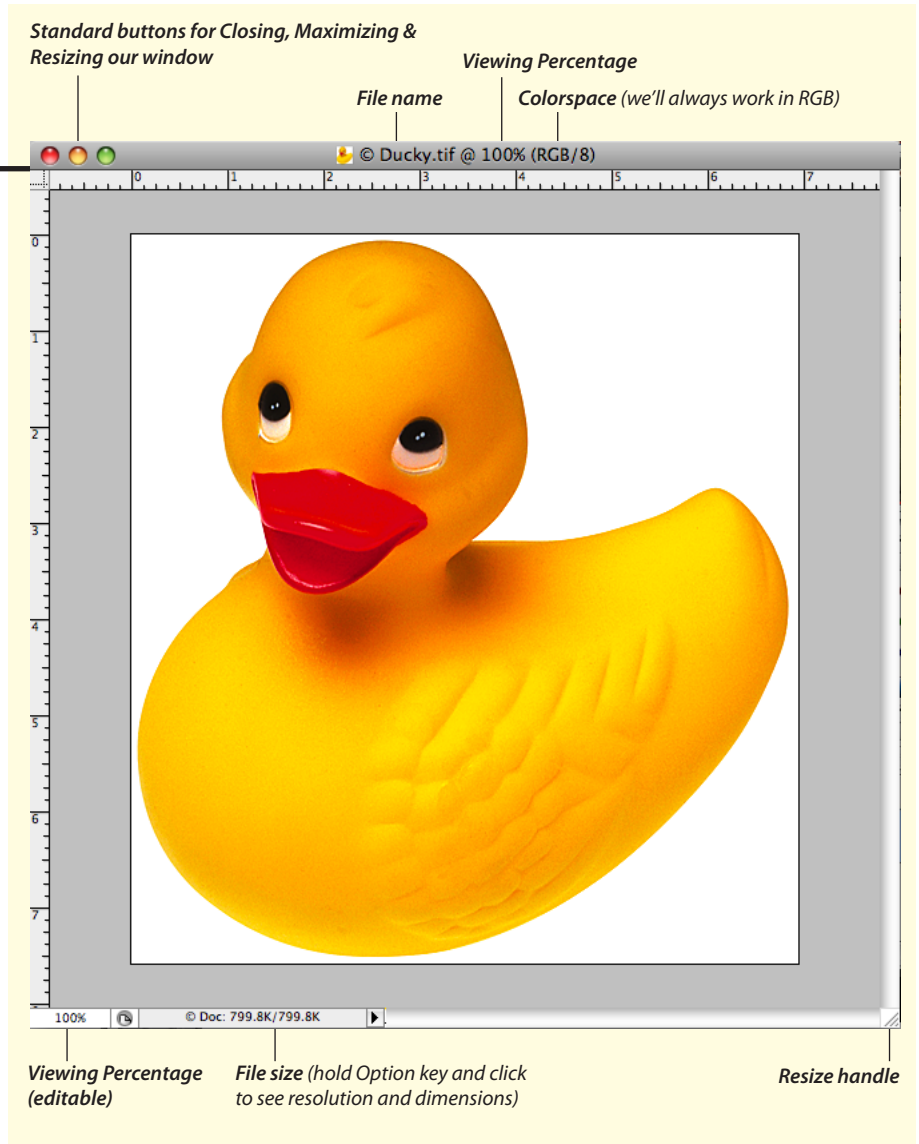


Introduction to Photoshop

Photoshop is a very powerful program which edits bitmap images. One might argue that it is primarily used for editing photos, but we're going to use it in this class as a design and layout tool. Layers are one of the most important aspects of the program, which we'll be utilizing to build our moodboards and design comps. But first lets take a quick look at Photoshop's primary tools and commands.

Document Window

Lets take a quick look at a document window and what it can tell us:



Tool Panel

The tool panel can be moved from its docked position, but I think you'll find the default location to be convenient.

Selection Tools are used to select a portion of an image so that you can work on just that area (i.e. apply a filter, cut or copy, etc)

Edit Tools make changes to your image anywhere they touch it (can be used on whole image or just selected areas).

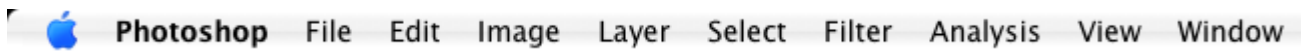
Swatches are the currently selected colors you are working with.

For more details, go to:


http://www.freemtimefoto.com/photoshop_cs3_toolbox

Menus

Menus are used for you to access commonly used functions. We'll step through the common ones you'll need for our class. Also take note of the keyboard shortcuts that appear in the menu dropdowns. You'll find that you can save a lot of time utilizing these for the menu commands you use the most.



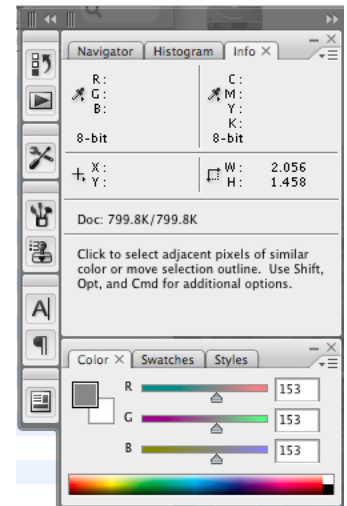
Keep in mind that there are not only menus along the top of your window, but they are also located in other locations in Photoshop.

- **Contextual Menus** popup when you right-click your mouse. These menus change based on the element your mouse is currently over (hold down the control key and click if you have a one-button mouse).
- As we saw a few minutes ago many of the **Tools** have related tools when you click and hold on the tool in the tools panel (technically not a menu, but worth mentioning again).
- Also, most of the Panels have **Options Menus** located under the Menu icon 

Panels (formerly palettes)

Panels can not only be moved wherever you want them on your screen, but you can now change where they dock and you can minimize them down to small icons. This gives you tremendous control over your screen real estate! If you've closed a panel that you need again, go select it from the Window menu.

You can even press the Tab key to hide all panels, or shift-Tab to hide the panels on the right side. When you have the panels hidden like this, you can still access the tools if you're really good with your keyboard shortcuts, or you can move your mouse to their previous location on the screen and they'll pop back up.



Control Palette

This is the contextual bar at the top of your window (below the menus) which changes based on what tool you currently have. In this palette you can change how the tool works. For instance, you can control specifics about how the Magic Wand works:

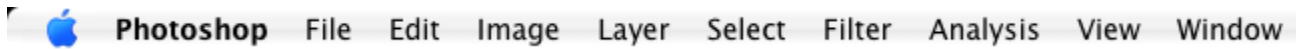


Homework/Reading


1. **Basics of Website Design PDF** (*WebDesign Basics.pdf*)
Read this PDF before our next class session.
2. **Principles of Web Design PDF** (*WebDesign Principles.pdf*)
Read this PDF and the referenced webpages before our next class session.

MENUS

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File Menu

Under the File Menu we'll most often be using *New...*, *Open...*, *Close*, *Save*, and *Save As...* (and occasionally *Revert*). All of these work in a similar fashion to what you're accustomed to in other programs. As with all computer work, make sure that you save your file frequently!

- The **New** command requires that you set the dimensions (in pixels or inches) and resolution (in pixels/inch) for a new file. When we start creating Moodboards or Comps I'll let you know what size to build them at.
- **Save As...** lets you save a copy of your current working document under a new name.
- **Revert** closes your current document, forgetting about any edits you've made to it, and reopens the last saved version.

Edit Menu

We'll most often use *Undo*, *Cut*, *Copy*, *Paste*, *Fill...*, *Stroke...*, *Free Transform*, and the *Transform* submenu.

- **Free Transform** has some great combo capabilities that I'll point out in class.

Image Menu

We'll take a look at the *Adjustments* submenu, *Duplicate...*, and *Rotate Canvas* submenus in class.

Layer Menu

We'll spend most of the next class on Layers, so we'll come back to that menu then.

Select Menu

All, *Deselect*, *Inverse*, *Color Range...*, *Refine Edge*, *Modify*, *Grow*, *Similar*

Filter Menu

Blur, *Noise*, & *Sharpen* categories

View Menu

Zoom In/Out, *Fit on Screen*, *Rulers*, *Snap*, *Guides*

Window Menu

Where you can open any windows that have been closed. Also lists all open files at the bottom.

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