Photoshop for Web Graphics

Basics

- Basic Photoshop concepts
- Ways of acquiring images
- Overview of Photoshop tools
- Background and foreground colours
- How text works in Photoshop
- Photoshop and web graphics creation
- Colour and web graphics

Creating Website Graphics

- Logos
- Header images
- Navigation Bars
- Backgrounds
- Gradient Boxes
- Buttons
- Banner and other adverts

Selection & Masks

- Use of layer masks in montage
- Rectangular and elliptical marquees
- Using the lasso tool
- How the magic wand works
- Subtracting and adding
- Essential keyboard image navigation
- Transforming and editing

Tools and Layers

- Brushes and brush types
- How text works in Photoshop
- The advantages of using layering
- Transforming and distorting

- Layer blending modes
- Using layer comps for site mock-ups

Image Preparation & Retouching

- Layer masks adjustment layers
- Colour correction techniques
- Using levels. Levels explained
- Colorizing grayscale images

Combining Images

- Creating montages
- The gradient tool and selection
- Working with multiple layers
- Overlaying images
- Ways of combining images
- Creating layer masks

Images for the Web

- Slicing an image
- Animation
- Saving animation for the web
- Mocking up a website in Photoshop
- Photoshop and Dreamweaver
- Transferring designs to Dreamweaver

Exporting Files

- Setting transparency for web images
- Optimising images for the web
- Resolution considerations for the web
- Examination of file types
- Advantages of various formats
- Converting the image type

Photoshop for all

WORKING ENVIRONMENT

- Interface: Menus, Panels, Workspaces, Tools, Setting Preferences

FILES

- Opening, Closing, Placing, Adobe Bridge
- Image Size, Resolution, Pixel dimensions, resizing, resampling
- Saving and File formats
- Creating new files

NAVIGATION AND MAGNIFICATION

- Navigation Panel
- Zoom Tools
- Keyboard shortcuts

CORRECTIONS and BACKTRACKING

- Undo command
- History Panel
- History Panel Preferences and Cache
- Creating Snapshots

WORKING WITH SELECTIONS

- Understanding which selection tool to use
- Quick Selection Tool, Marquee, Magic Wand, Lasso Tools, Selection Menu options
- Feathering, Filling, Copying and Transforming
- Pasting into Selections
- Reselecting, Inversing and Deselecting selections
- Saving selections
- Reloading selections
- Selections to create a Vignette effect
- Gradient Tool
- Cropping and Straightening
- Rotating
- Transformations
- RGB and CMYK colour modes
- Foreground/Background colours
- Eyedropper and colour sampler tools
- Colour Panel
- Creating and modifying colour swatches

WORKING WITH LAYERS

- Working with layers
- Layer Panel
- Show/Hide and visibility
- Creating and duplicating layers
- Background layer
- Moving and stacking layers
- Layer Groups
- Locking
- Layer styles
- Blending Modes
- Alignment and distribution
- Transforming layers

GRIDS, GUIDES AND RULERS

- Displaying grids, guides and rulers
- Adding guides
- Setting preferences

WORKING WITH TYPE

- Creating Point Type
- Creating Paragraph Type
- Editing and Selecting type
- Character and Paragraph settings and panels
- Type and Layer Styles
- Type Effects
- Typing on a path

CHANGING IMAGE CONTENT

- Cloning, Patching, Healing and Spot Healing
- Dodging, Burning and Sponge tools
- Replacing colours in an image
- Understanding the eraser tool
- Blur, sharpen and smudge tools

IMAGE CORRECTIONS

- Shadow and Highlight command
- Brightness and Contrast
- Colour Balance

- Levels, Auto Levels and Levels dialog box
- Curves, Curves dialog box
- Histogram panel
- Match Colour command

PATTERNS
- Defining patterns
- Filling areas with patterns

SESSION FOUR

BASIC MASKS
- Clipping Masks
- Layer Masks
- Text Masks

MASKS AND CHANNELS
- Quick Mask Options
- Masks to create selections
- Layer Masks
- Channel Mask

FILTERS
- Filter Gallery
- Render, Blur, and Noise filters
- Unsharp and sharpen filters

SESSION FIVE

ADVANCED COMPOSITING
- Assembling a montage of images
- Positioning images using guides
- Incorporating Text
- Smart Guides
- Hand colouring selections – painting effects
- Painting with special effects
- Smart Filters

- Layer Styles
- Matching colour schemes across images

ACTIONS
- Using preset automation
- Creating and running actions

PRINTING AND OUTPUT
- Colour Management
- RGB to CMYK
- Creating Proofs
- Understanding Gamut warning
- Colour Settings

SESSION SIX

VECTOR DRAWING TECHNIQUES
- Differentiate between bitmap and vector graphics
- Using the Pen Tool
- Adding, Deleting and Selecting Paths/Points
- Editing Points
- Typing on a path
- Converting selections to paths
- Converting paths to selections
- Creating Shape Layers
- Creating scalable vector objects
- Working with defined custom shapes

SMART OBJECTS
- Placing to create a Smart Object
- Create new Smart Objects
- Create Smart Objects from multiple layers
- Convert Smart Object to pixel layer
- Editing the Smart Object

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