

Photoshop Workshop

11.123 Big Plans 3/20/2014

Getting Around in Photoshop (same for all Adobe programs):

- Zooming: In: (Command +) or (Control +)
Out: (Command -) or (Control -)
Extents: (Command zero) or (Control zero)
- Pan: Hold space bar + click and drag

Adobe Photoshop is a photo editing software that can be used for any form of image editing including making collages, editing photographs etc. Photoshop uses data in the form of rasters which is a static data source that uses pixels to store and display colors which combine to form images.

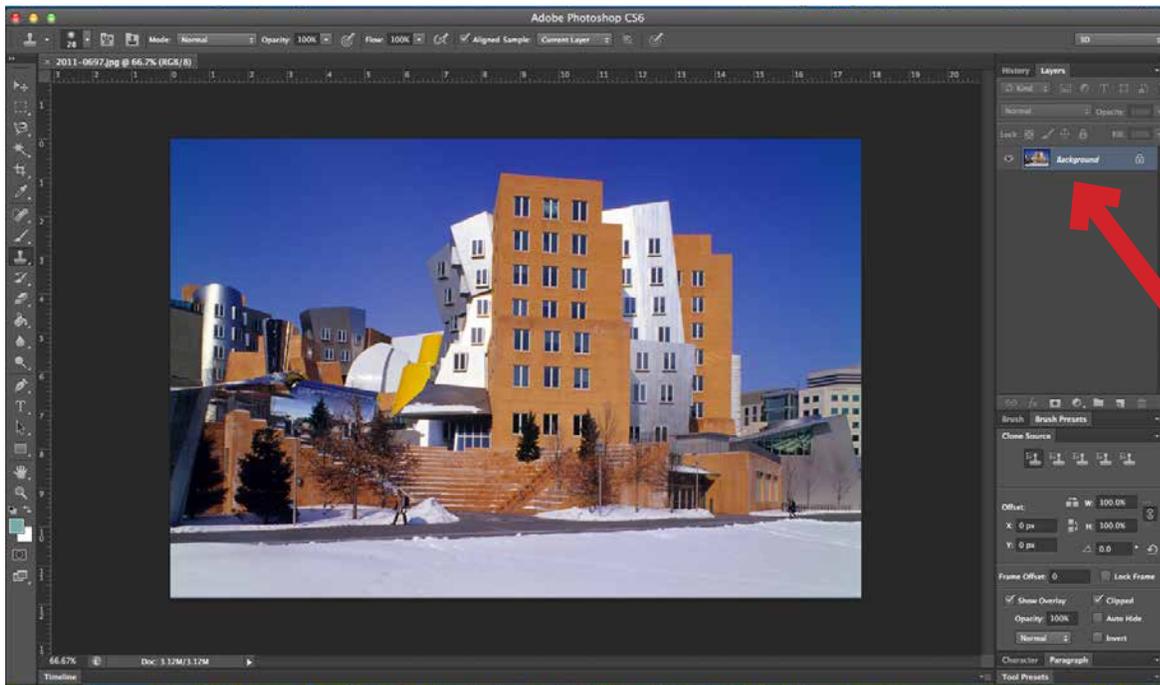
In terms of planning, Photoshop is usually used to create realistic renderings of drawings by applying textures and adding elements like people and vehicles to the drawings – plans, sections, elevations or 3-d views. Usually, one would get the base drawing in the form of a pdf or a jpeg and build upon that using various textures, patterns and elements.

All base drawings and basic library elements have been provided for the purpose of this workshop in the zip folder called “Workshop-Photoshop” on Stellar. Please download it and unzip it on your computers.

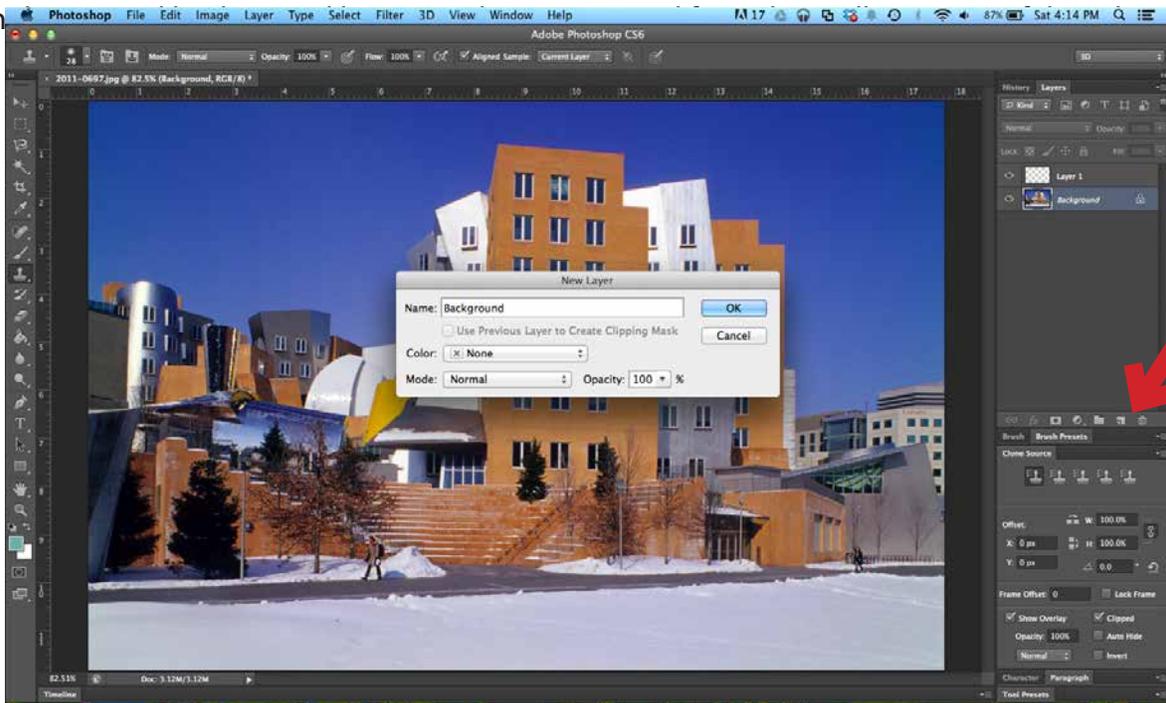
Basic rendering of a perspective collage view

This dismal, snowy view is too depressing. Let’s make this view of the Stata Center look happier and more alive.

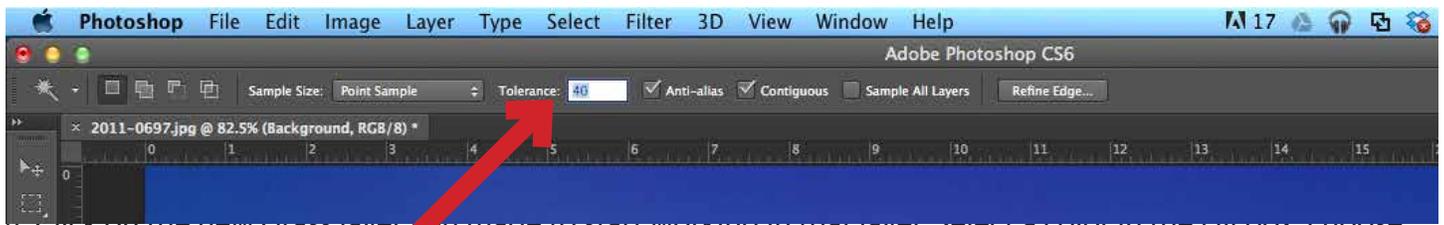
1. Open the MIT View photo in Photoshop. Make sure you have your right-hand panels expanded. Double click on the background layer in the Layers Panel to unlock the image so you can edit it.
2. Make a new layer in the Layers Panel, and title it Grass.



3. On selection

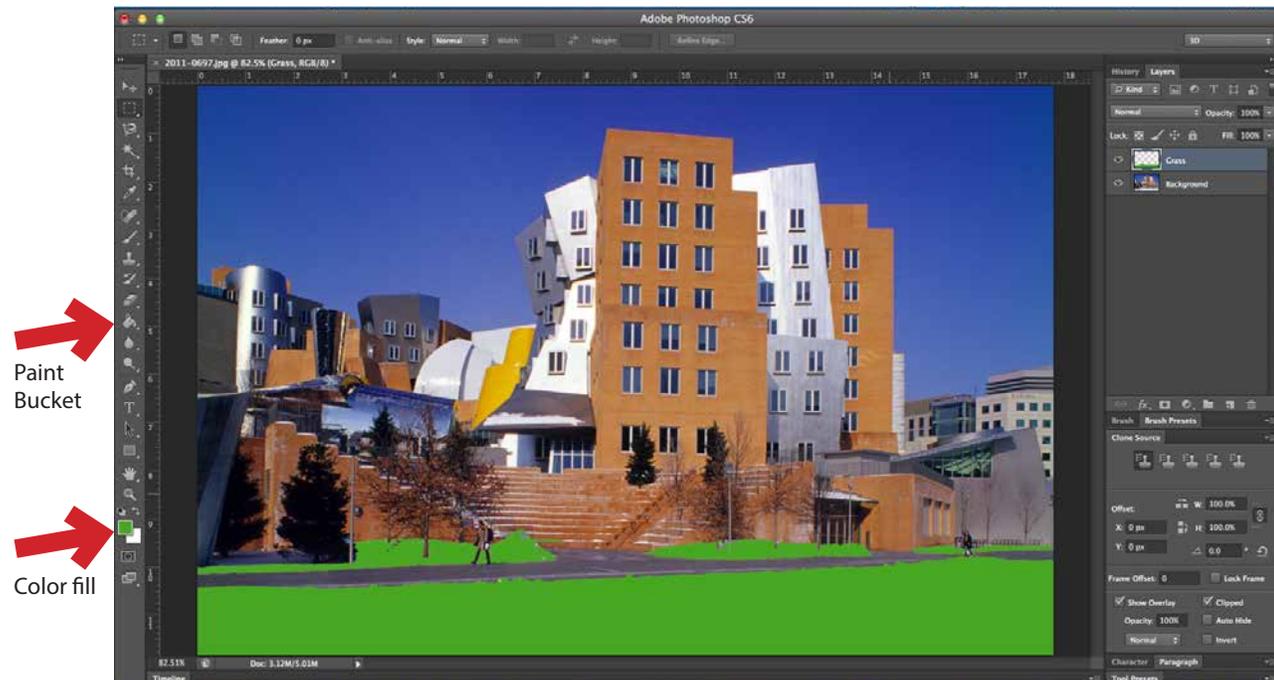


tools to select the snowy areas. (To deselect an area, just click in the selected area again with any of the selection tools.) To select a broader range of contiguous colors with the Magic Wand tool, adjust its tolerance in the top bar.

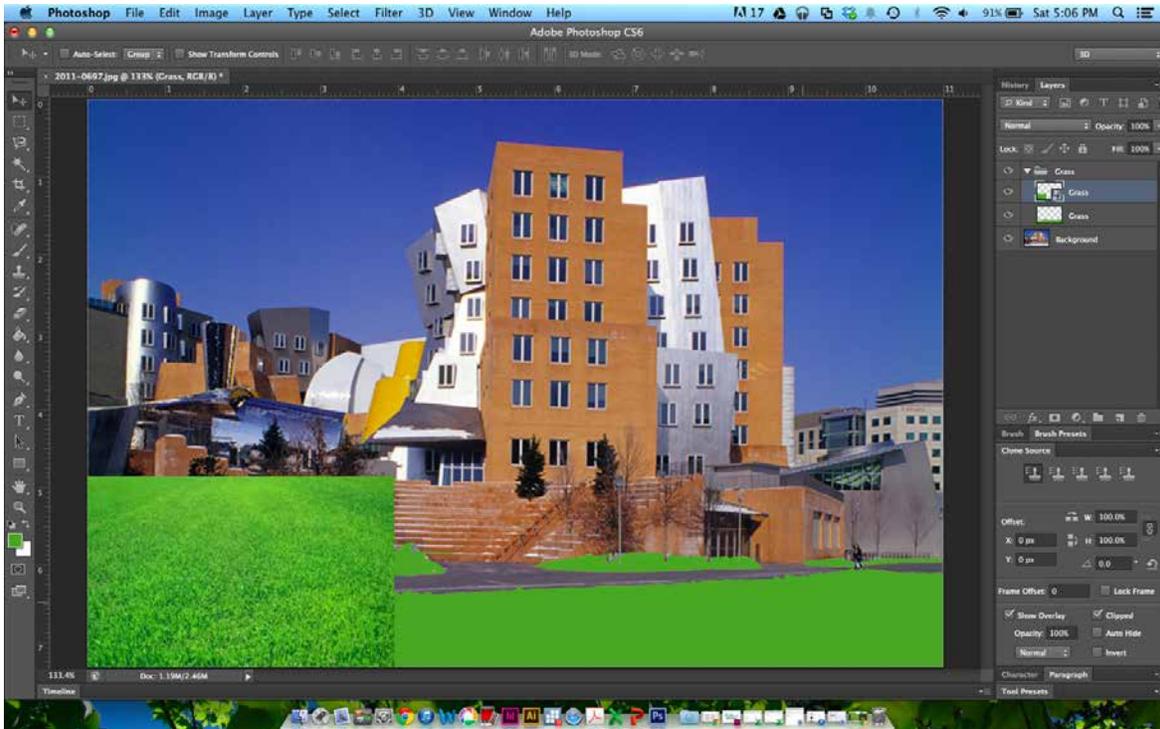


4. Click on the new Grass layer you made to start working in that layer. Select a color in the Fill box, choose the Paint Bucket tool from the tool bar, and click in the highlighted area to fill the selected areas with green.

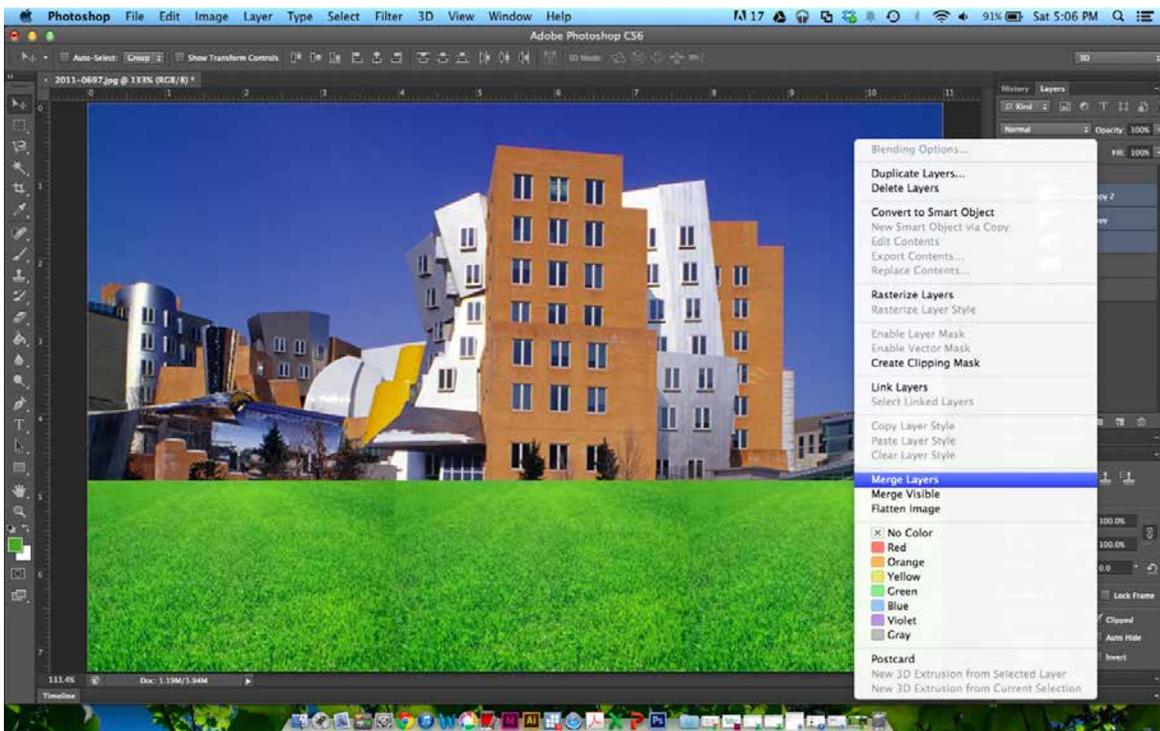
5. Let's add some real grass texture to that grass. Go to File > Place and bring in the file Grass Texture.



jpeg. You'll be able to resize it, so size it so it just covers the areas you want to make grassy, then hit enter to accept.

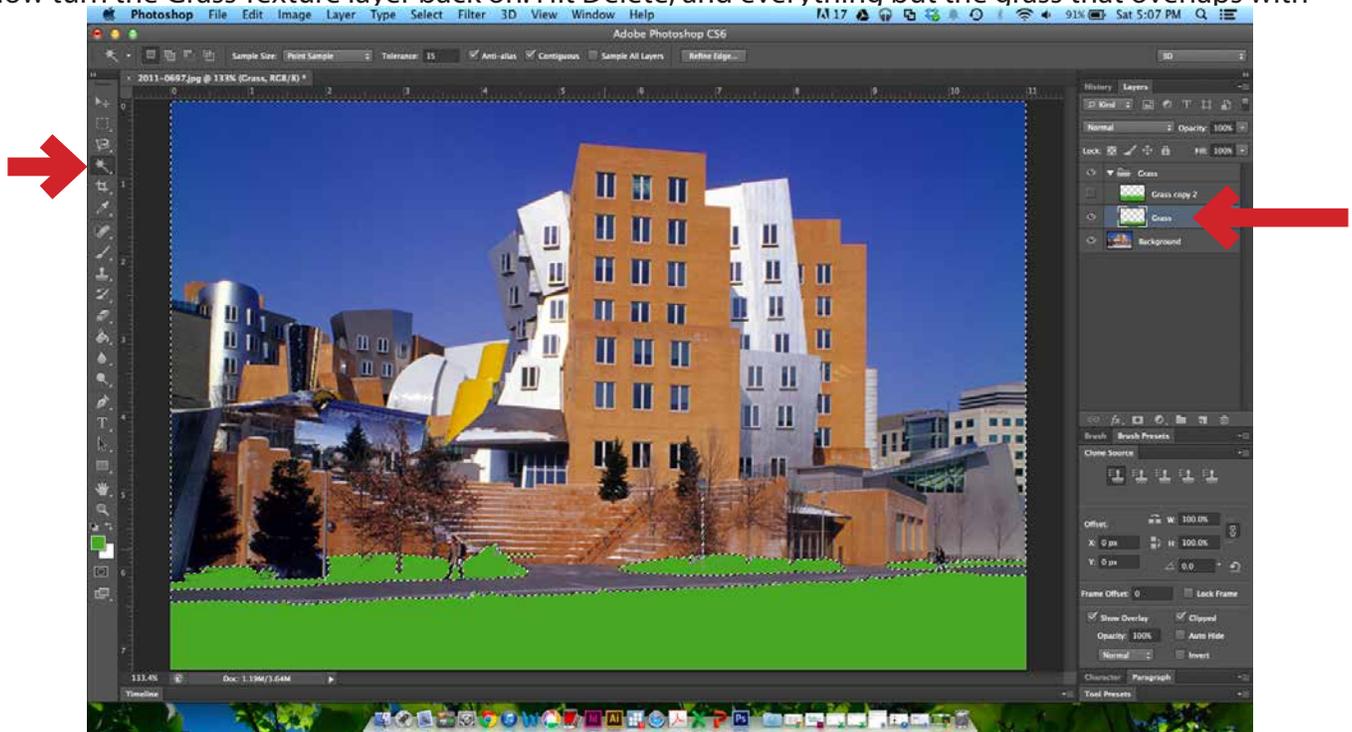


6. Now with the black selection arrow selected, hold ALT and click and drag to copy the grass image across the page as many times as you need to to cover up the grass areas. Now, select all of the grass layers in the Layers Panel by holding shift and clicking. Right click on the selected layers and select Merge Layers to put combine all of the grass layers. Right click one more time and select Rasterize Layer to make the image editable.
7. Hide the Grass Texture layer by clicking on the little open eye to the left of the layer name. Click on



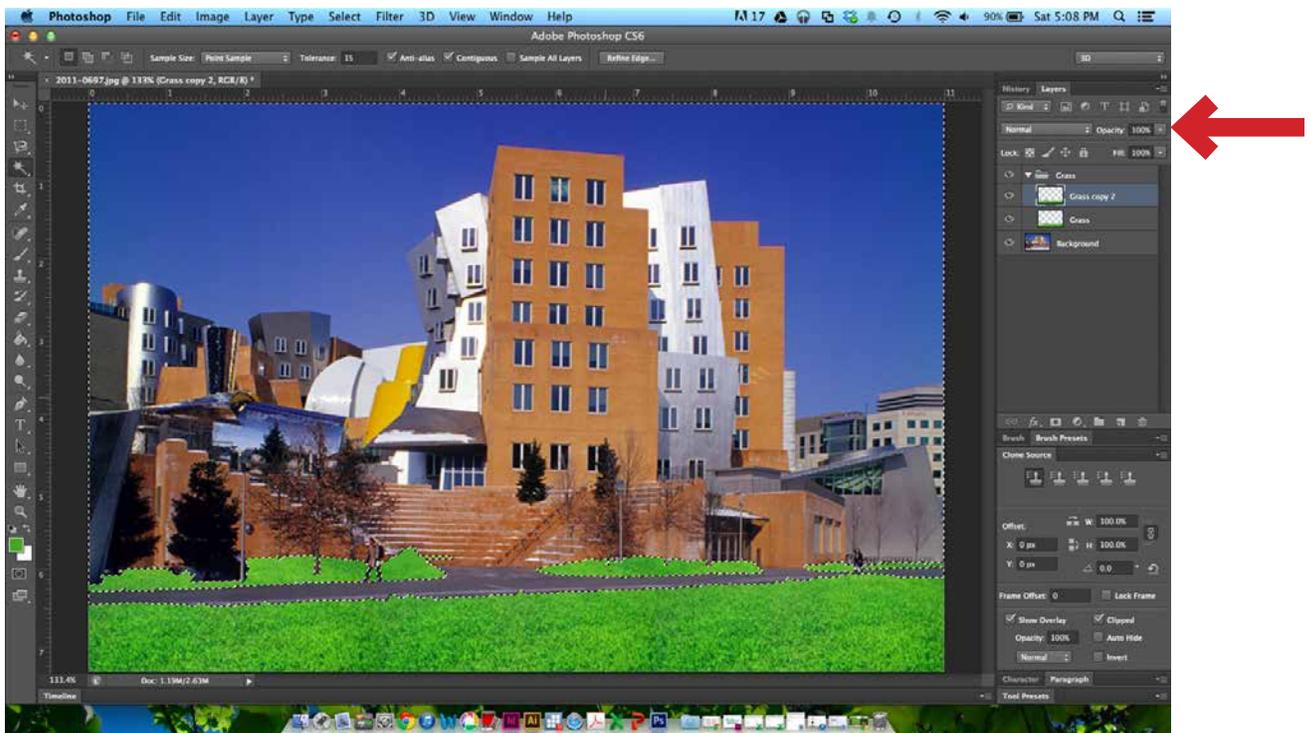
the Grass layer to activate it, and select the Magic Wand tool. Click anywhere in the image BESIDES on the colored areas. Everything other than the solid green grass should be selected.

8. Now turn the Grass Texture layer back on. Hit Delete, and everything but the grass that overlaps with



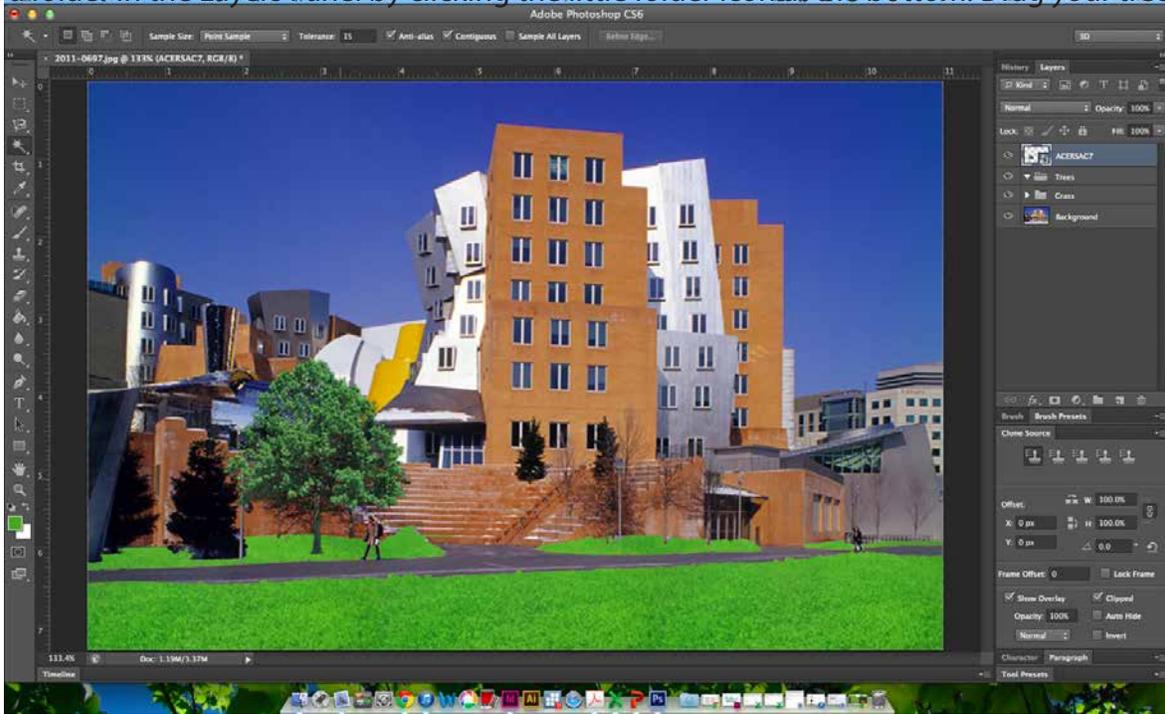
the green areas should disappear. Change the opacity of the Grass Texture by using the slider in the Layers Panel.

9. Let's add trees. File > Place the ACERSAC7.psd file. Drag the corners (holding shift, to preserve the aspect



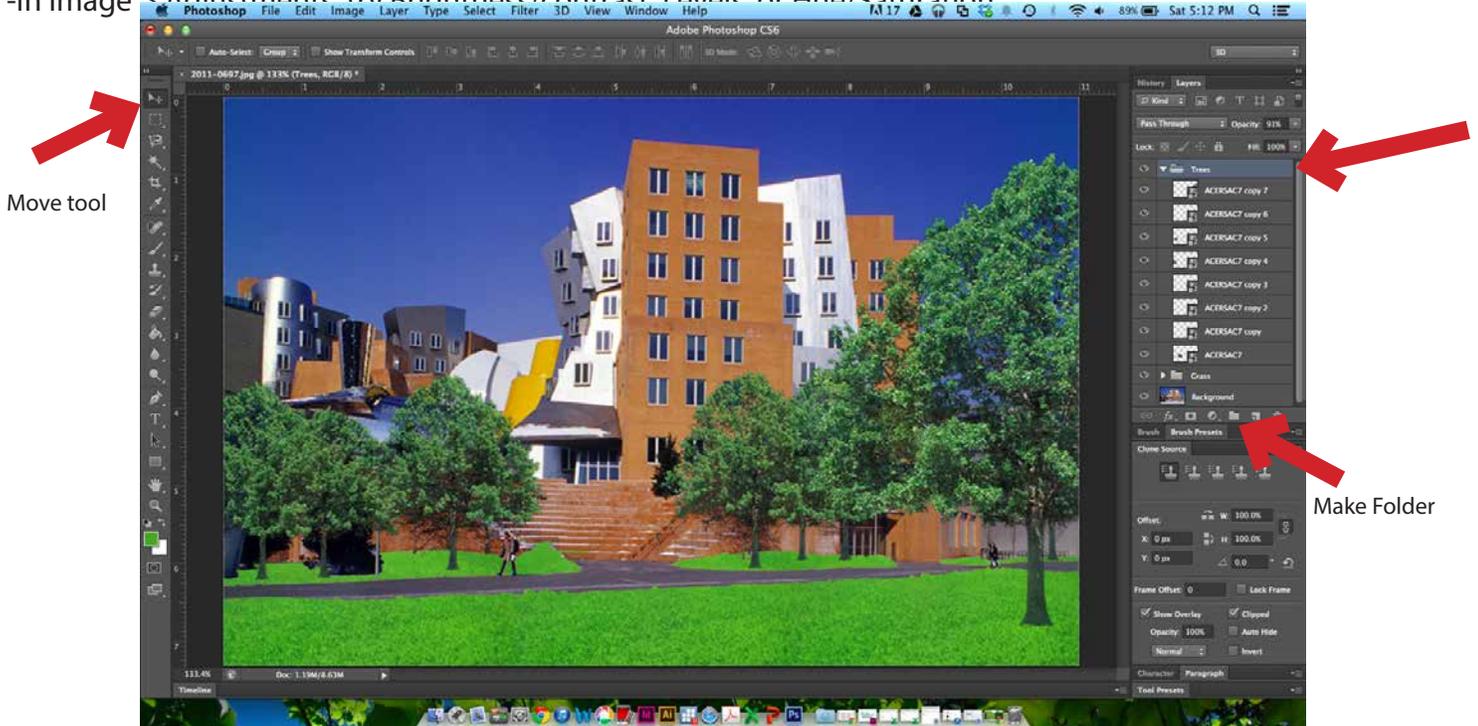
ratio) to make it a good size.

10. Create a folder in the Layers Panel by clicking the little folder icon at the bottom. Drag your tree in there.

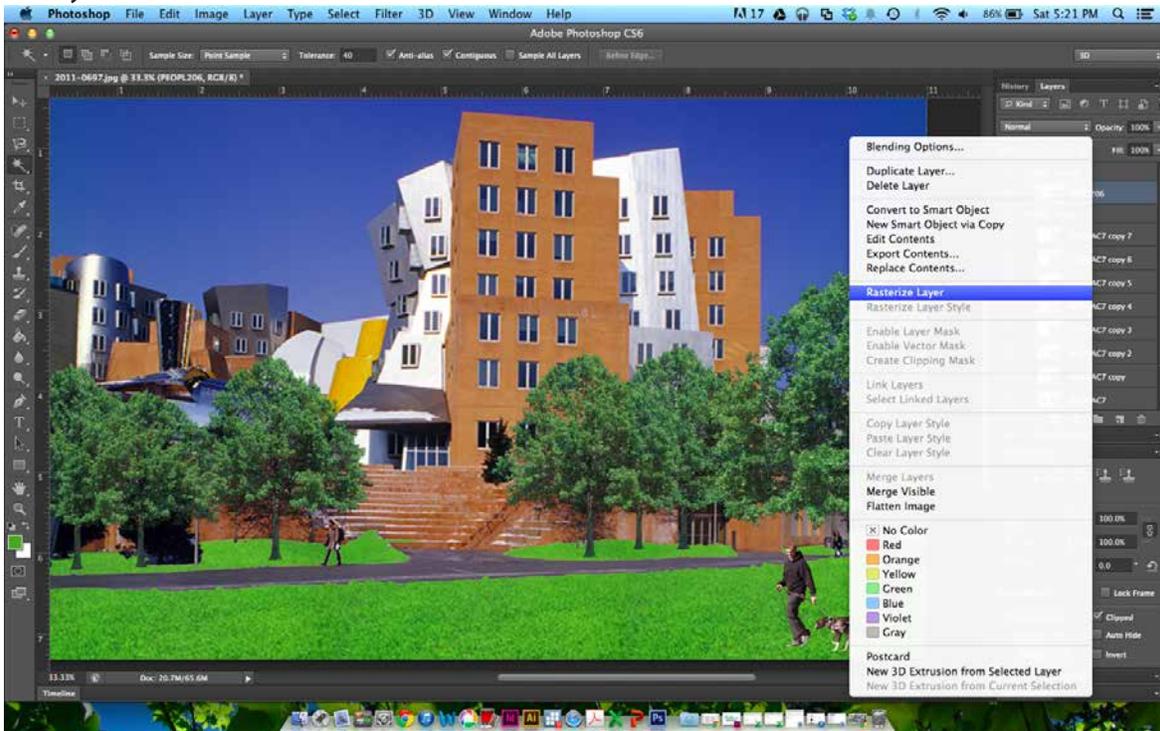


11. Copy the tree by using the Move tool and holding ALT. You can size each tree to your own specifications. You can flip the tree by dragging it all the way backwards.

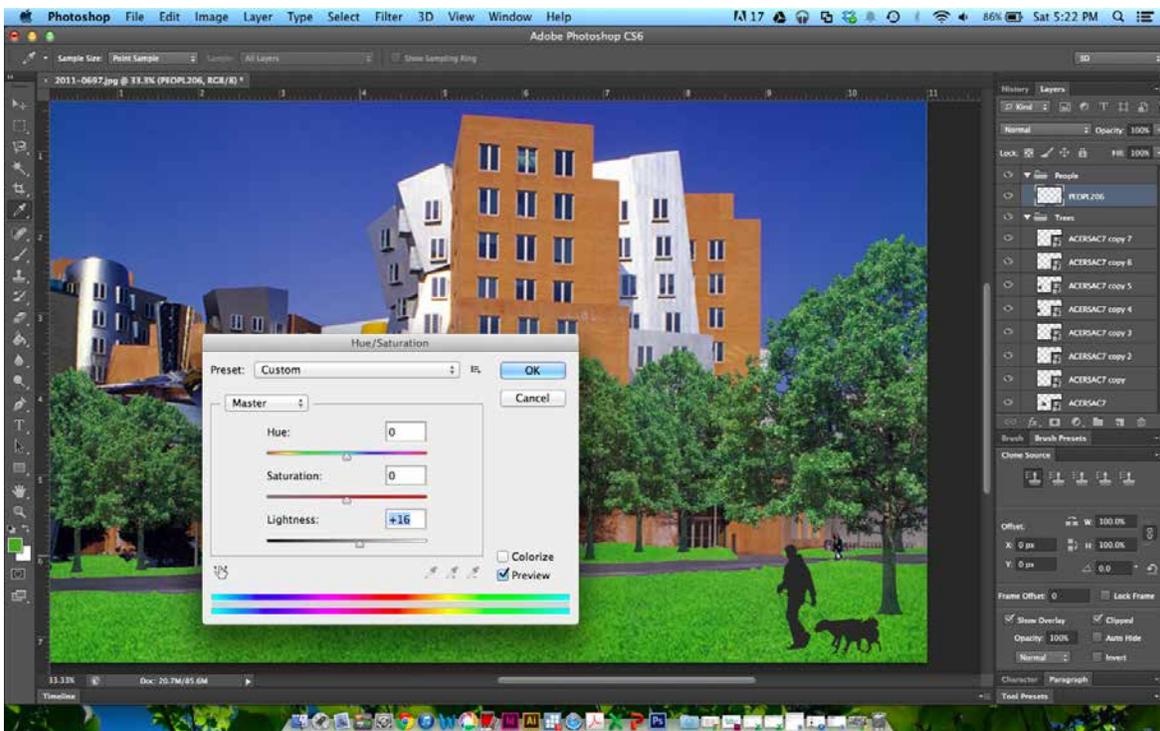
-In Image > Adjustments, try Brightness/contrast, Levels, or Hue/Saturation



12. Let's add people. Place PEOP206.psd and size it realistically (this takes some sensitivity and care!). Rasterize the layer to make it editable.

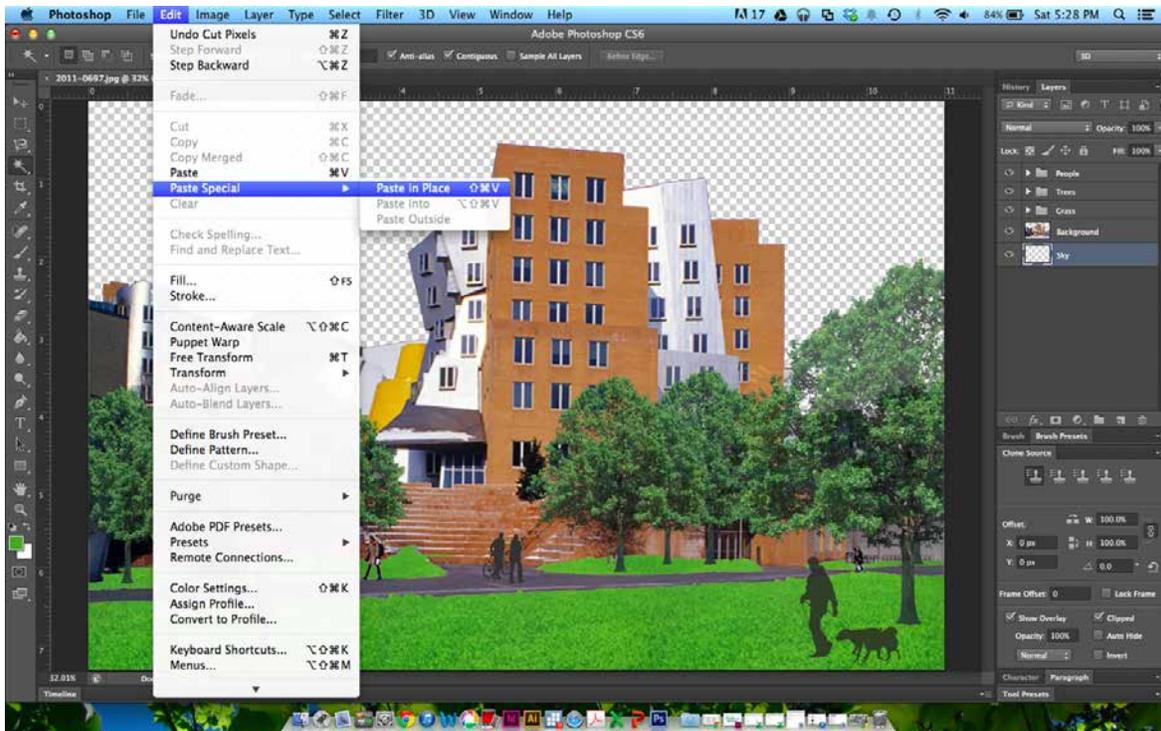


13. Many designers like to use grey, black, or white silhouettes. Go to image > Adjustments and try Brightness/contrast, Levels, or Hue/Saturation to adjust the hue of the person.



14. Do this with the other people in the source folder, arranging them around the scene to populate it.

15. Let's make this even more interesting by adding Godzilla. First, separate the sky from the buildings with the Magic Wand tool. You can Edit > Cut the sky from the background, and create a new layer called Sky, and Edit > Paste Special > Paste in Place.



16. File > Open the Godzilla file. Let's clean it up first. Double click the layer to unlock the image, then use a combination of selection tools to get rid of the background. The Magic Wand will work well, as will the Magnetic Lasso tool. (If the Magnetic Lasso isn't precise enough, change the tolerance to give it more definition.)

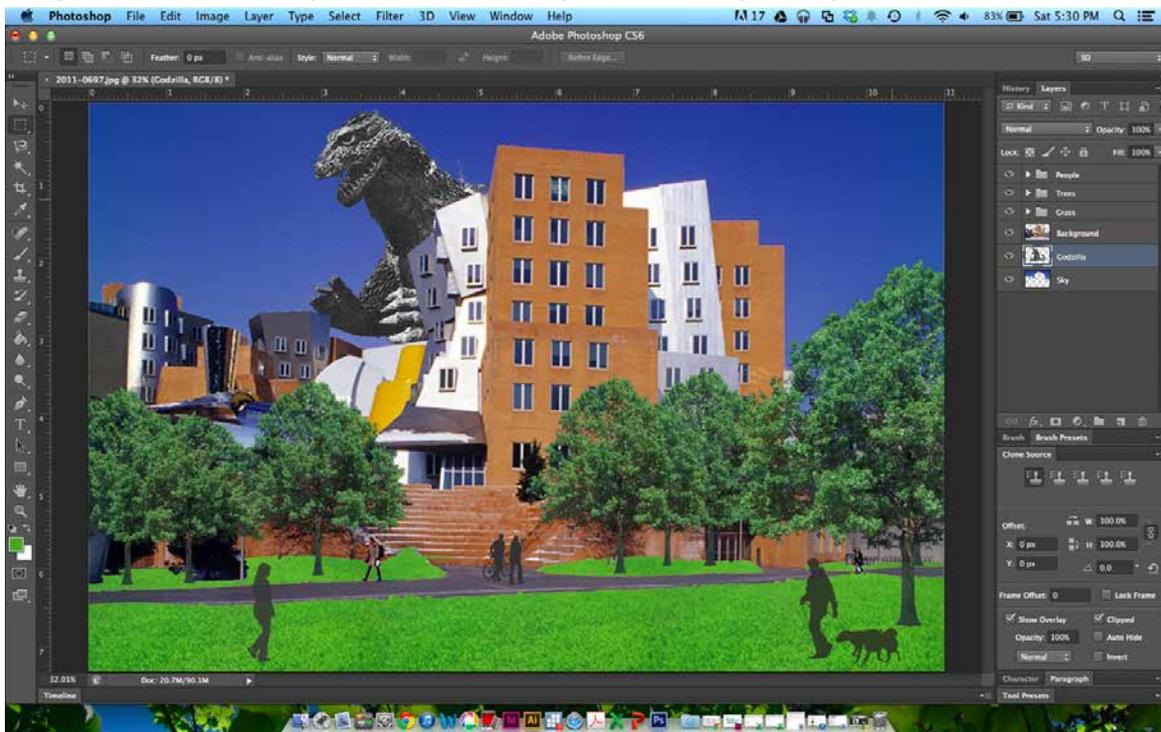
Change tolerance



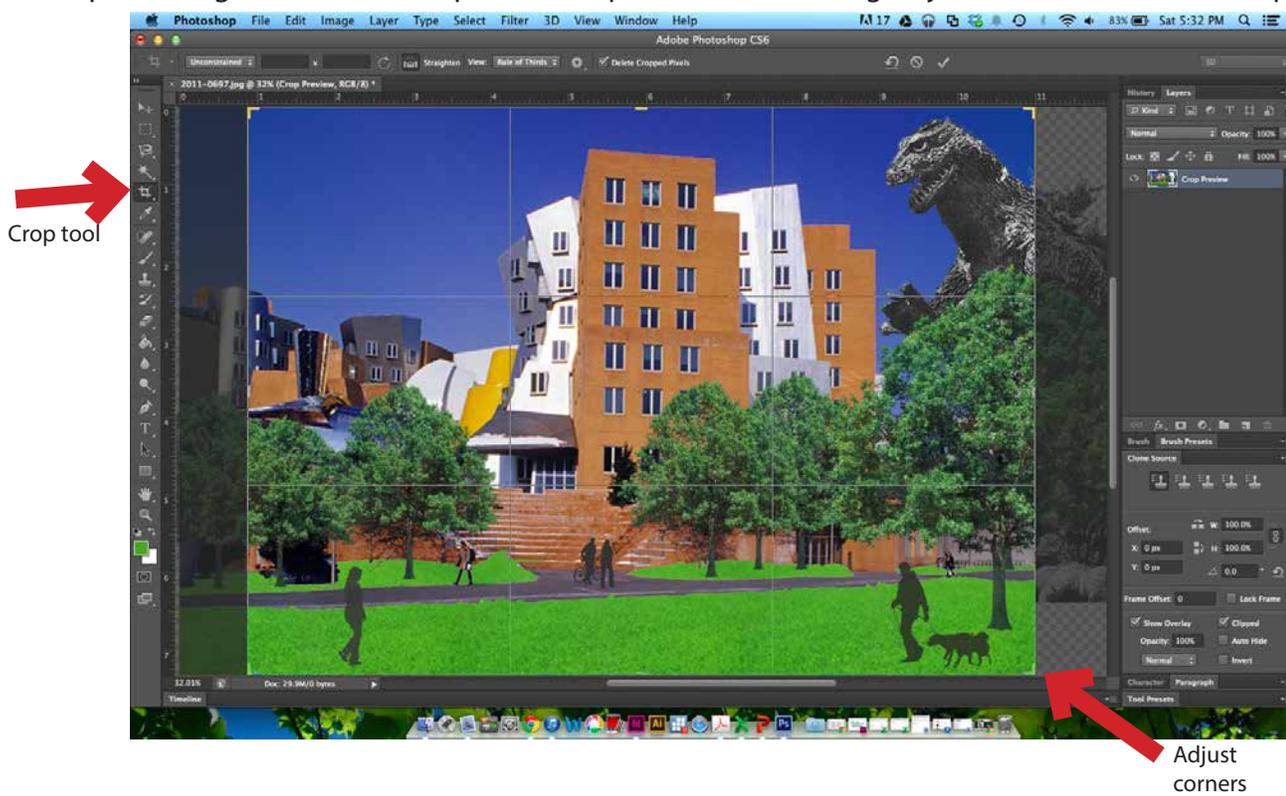
Magnetic Lasso: You may have to click and hold the icon to reveal this as a choice.



17. In your original file, create a layer between the sky and buildings. Copy and paste Godzilla here.



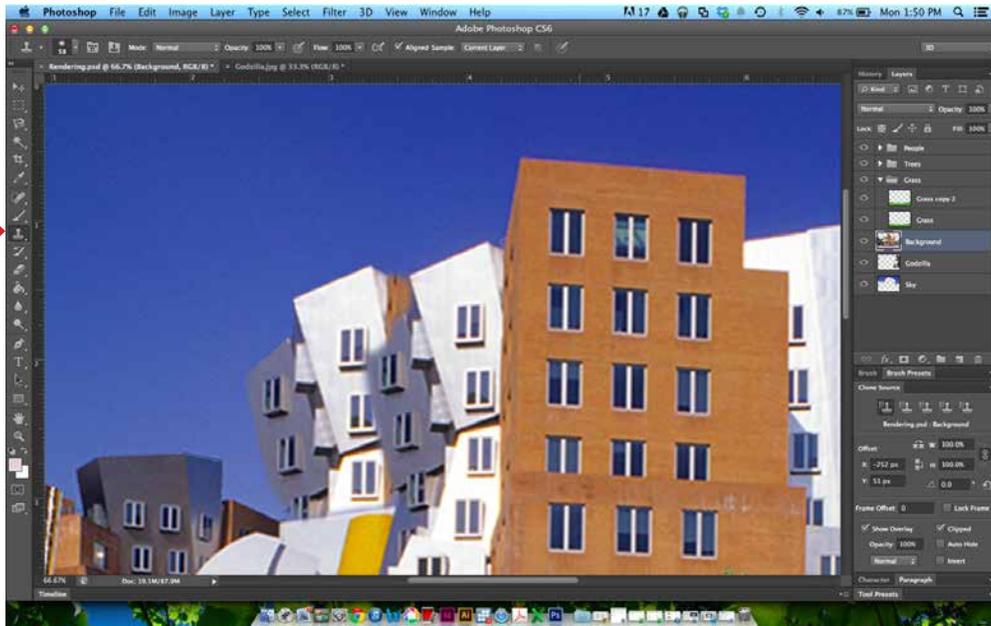
18. Crop the image: in the Toolbar, pick the crop tool, click and drag, adjust, then hit Enter to accept.



Fun things to try:

- Filter Gallery: the original Instagram. Note: the filters are layer-specific!
- Stamp Tool: Create another tower for the Stata Center. (Make sure you're on the layer you want to change!) Use Alt to pick a target, then use the Stamp tool to create a copy of it in another place.

Stamp tool



- Different types of transformation: Explore the difference between Skew, Distort, Perspective, and Warp

