

# Vicky(Velitchka) Kafkaki



# Photoshop



This is the original picture



I use the rectangle tool and drag a rectangle across the canvas.

Using the  
color picker I choose rich red color.  
On blend modes I click DIFFERENCE.



Blend mode SUBTRACT.



Blend mode DARKER COLOR.



Blend mode LIGHTEN



Blend mode OVERLAY.



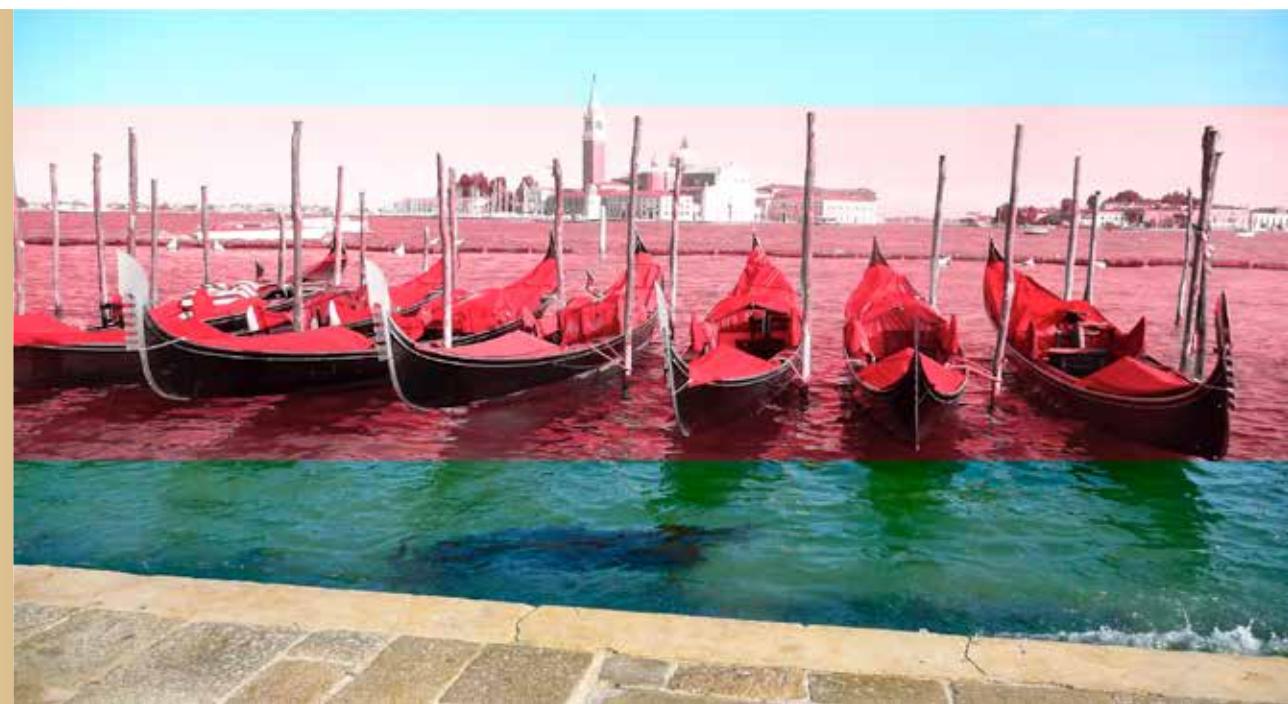
Blend mode EXCLUSION.



Blend mode SOFT LIGHT.



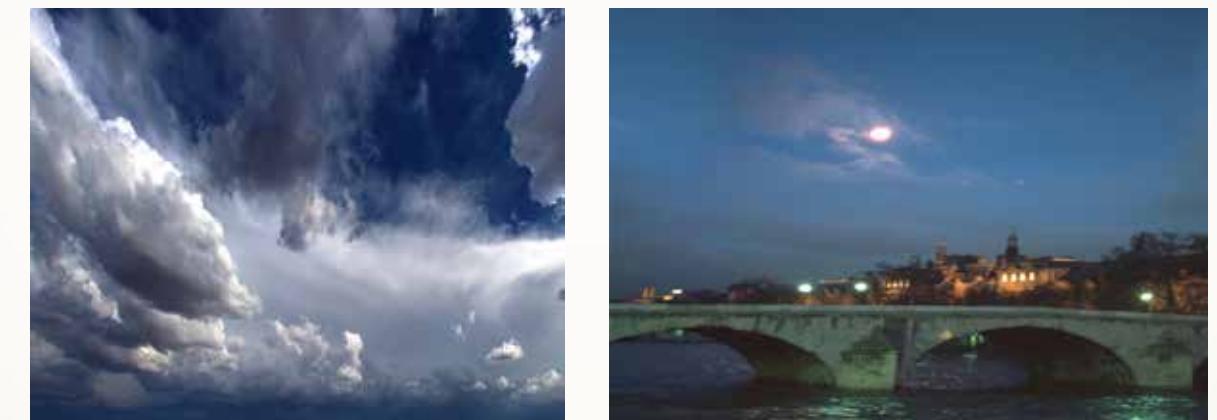
Blend mode DIVIDE.



Blend mode HUE.



Blend mode SATURATION.



The 2 original pictures.



After having both pictures  
On one document but  
different layers I select  
Them.  
Then I use  
**Edit – Auto-Blend Layers –**  
**Panorama**

Multiplicity project



In a world where even grandma isn't who she seems she is...



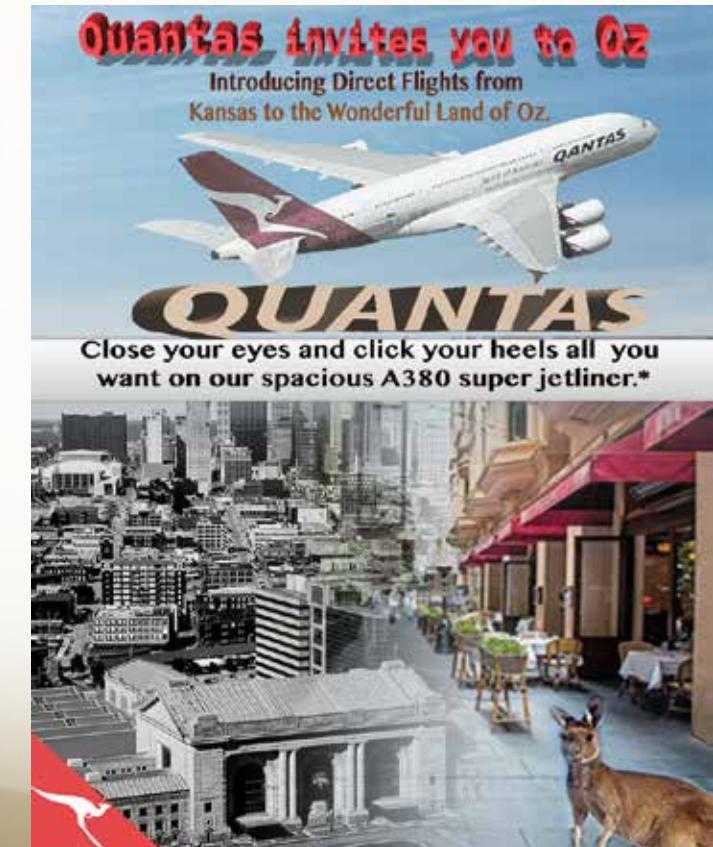
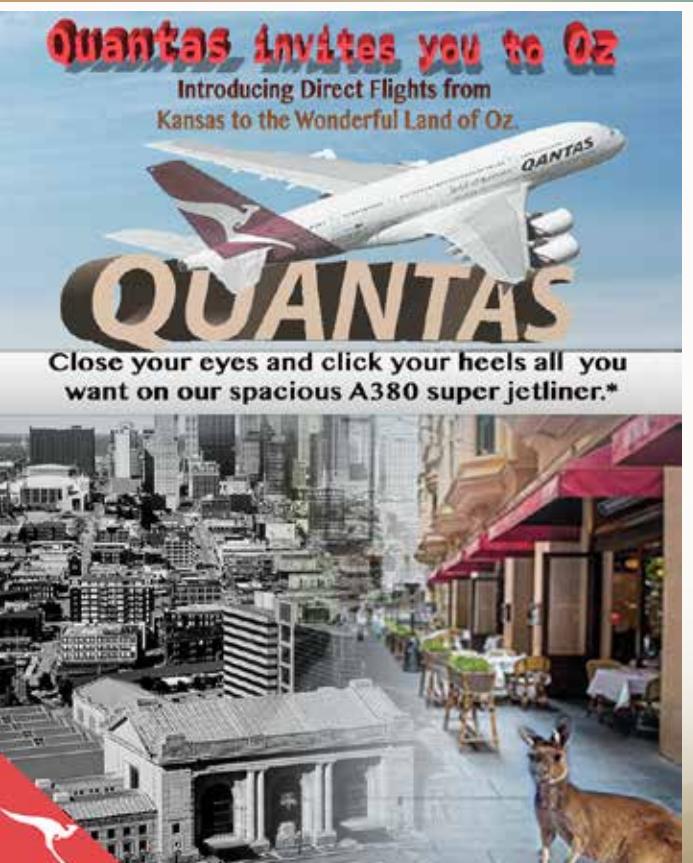
Little red ridinghood



Poster  
“Little red  
ridinghood”



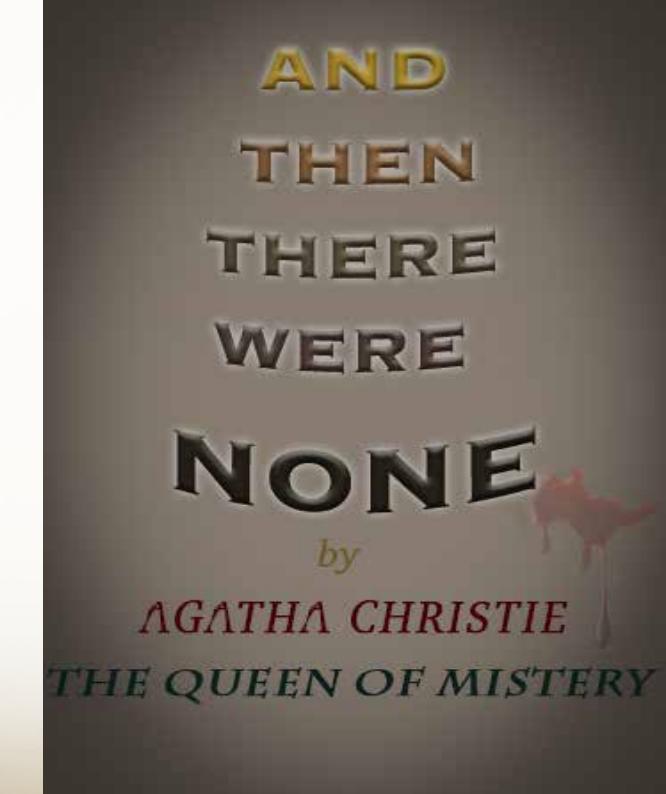
## Quanta's project



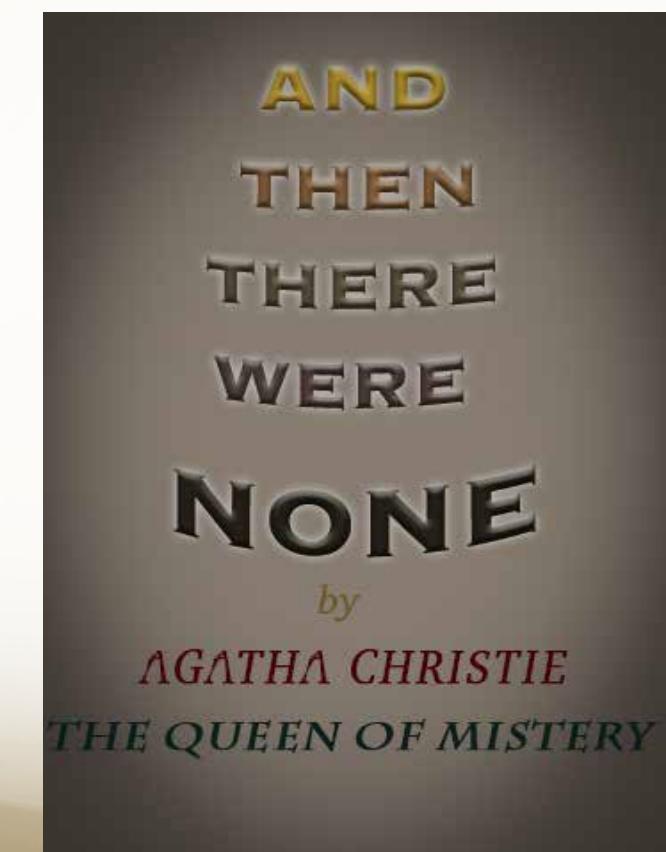
Project about Greece

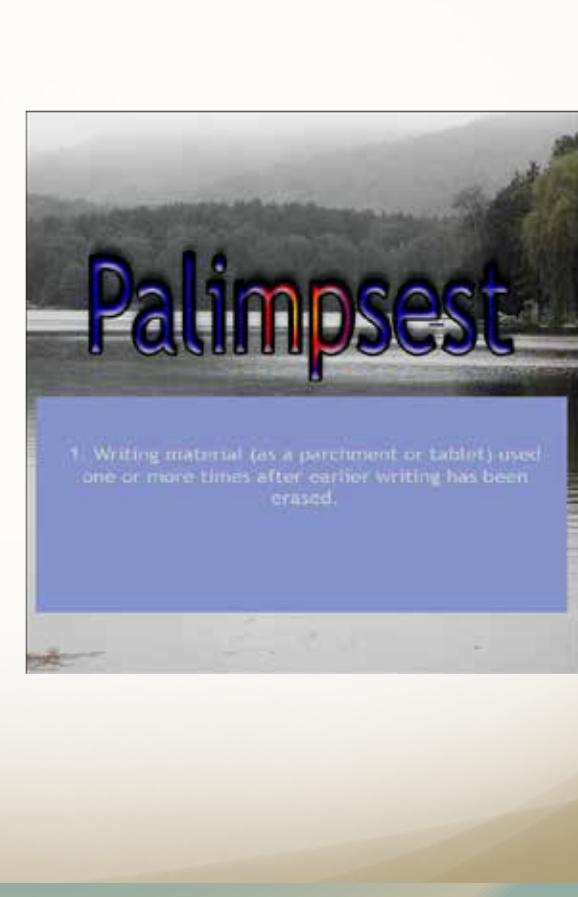
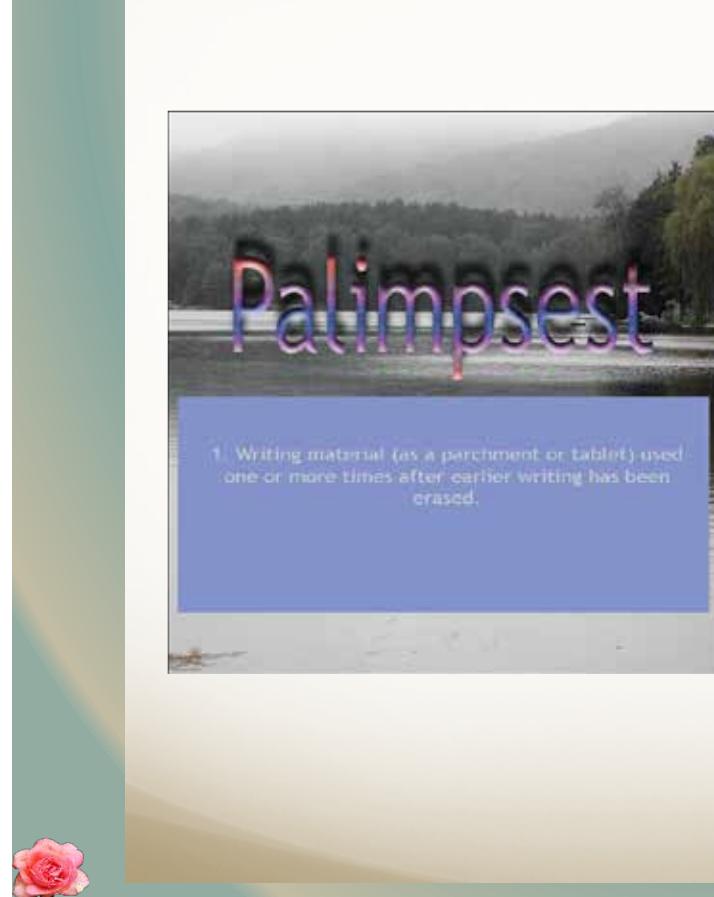
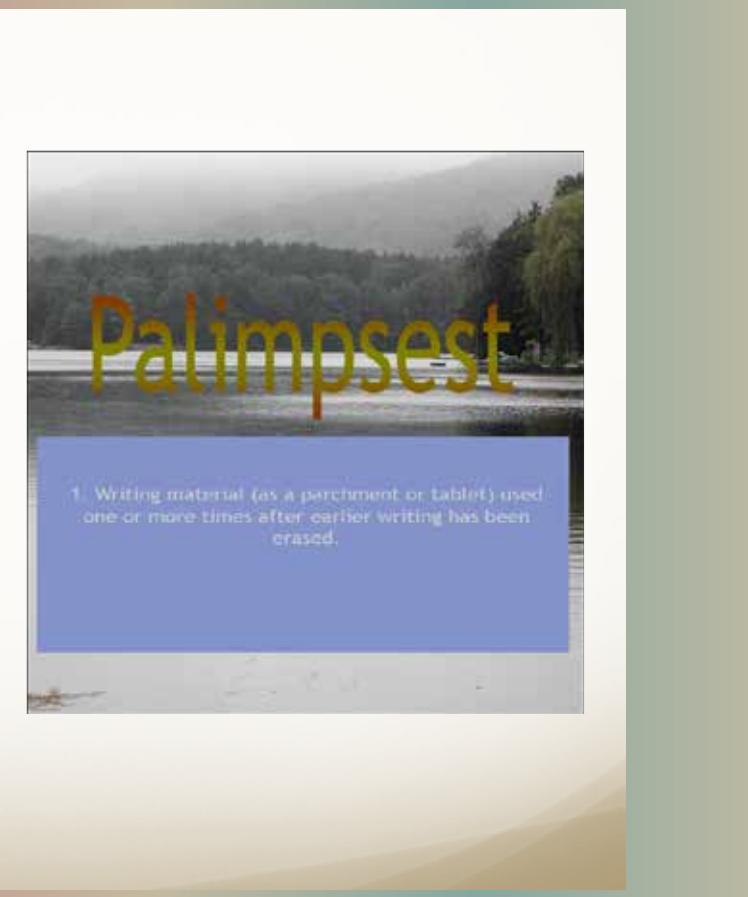
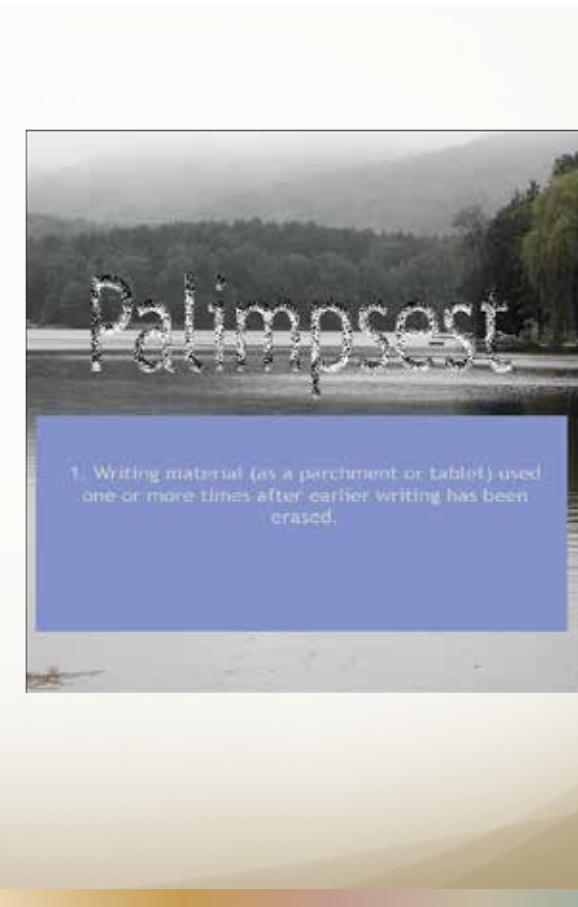
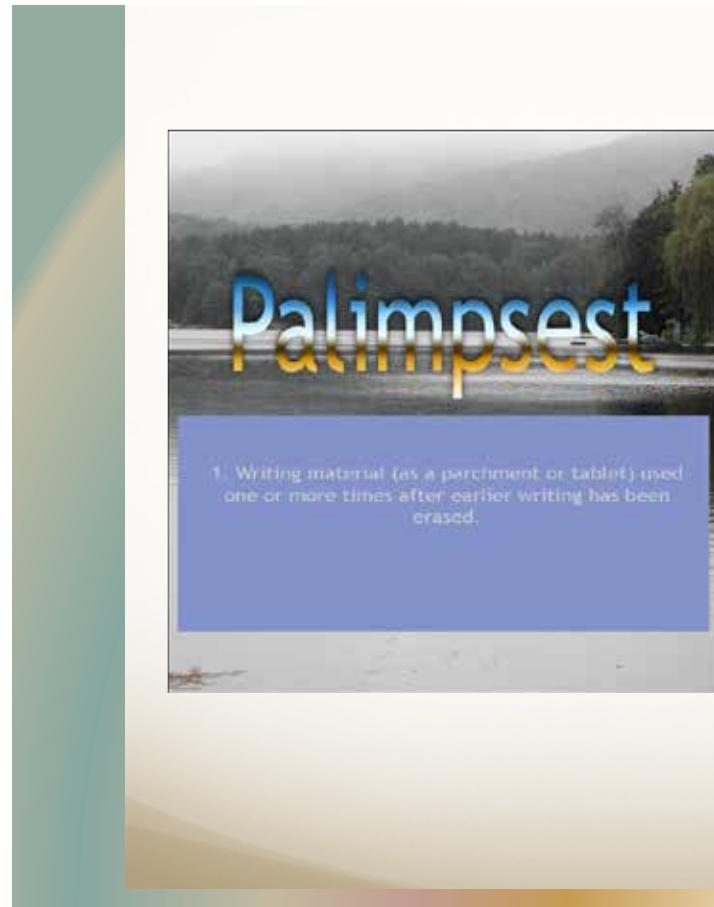
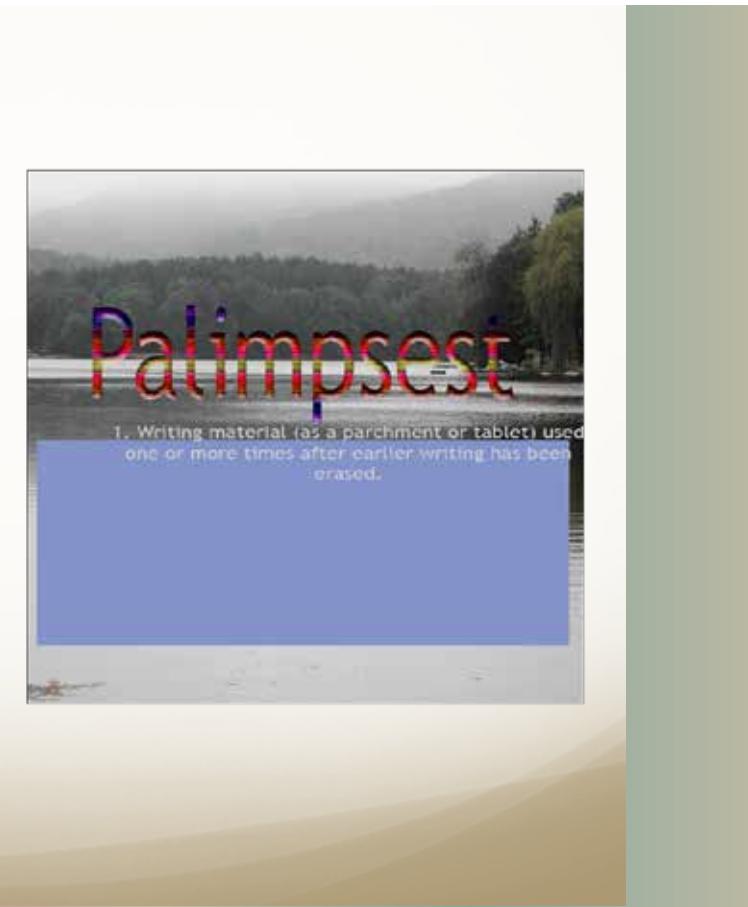
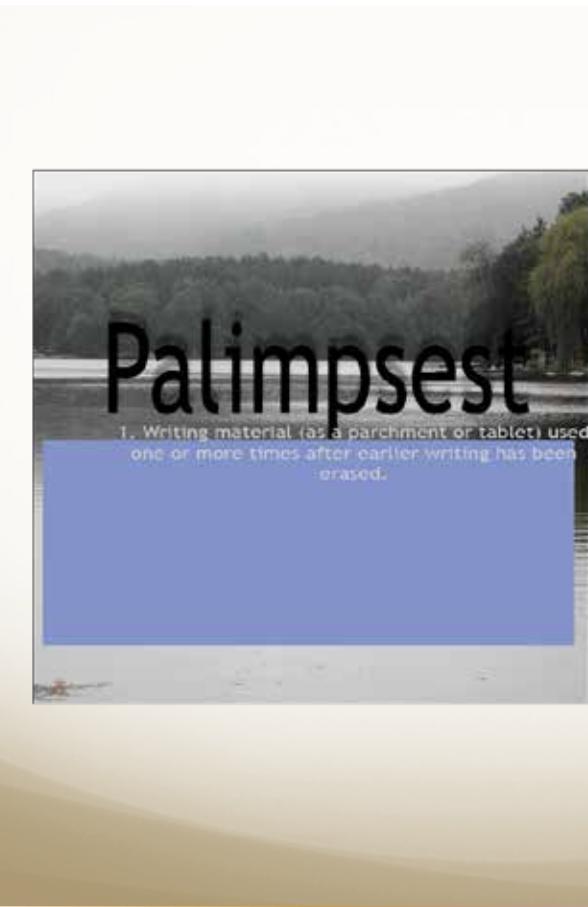


Poster – using mostly the brush tool.



Book cover







Making the illusion that the word is rising out of the lake.



Creating path type for the text using the Pen tool.



I used the 2 pictures to create [masked type](#) and put it in a new background





Creating vignette with the brush tool.





Using the Cutout Filter.



Using the Palette Knife filter.



Using the Colored Pencil Filter.



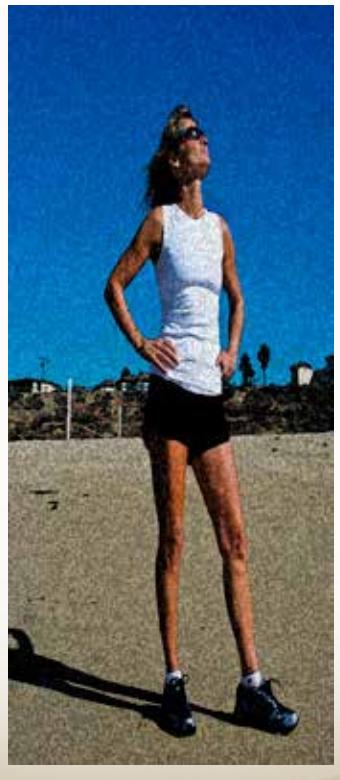
Using the Film Grain filter.



Using the Neon Glow Filter.



Using the Plastic Wrap filter.



Using the watercolor filter.



Using the Mosaic Tiles Texture.



Using Paint Daubs filter.



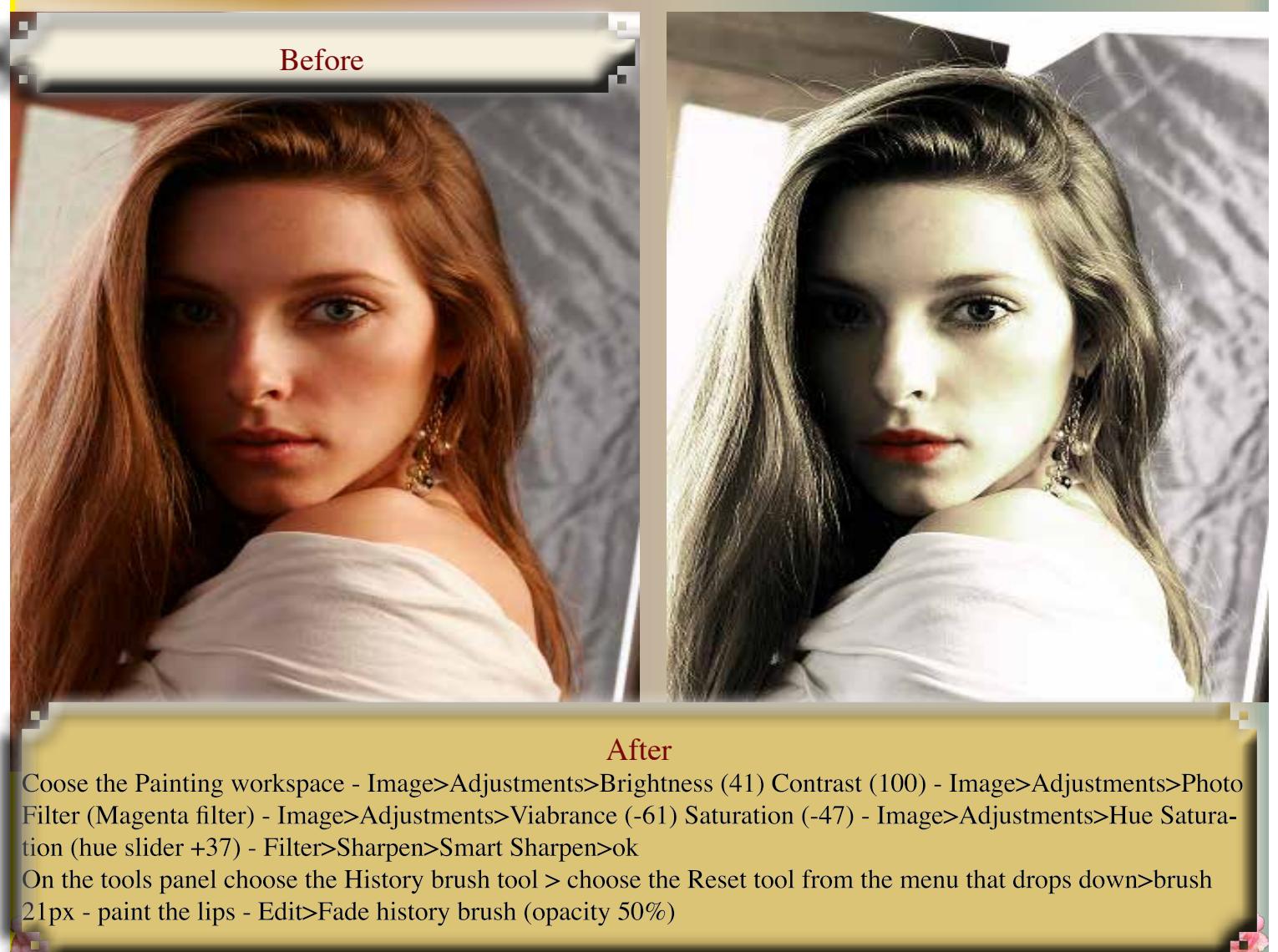
Using the Sponge filter



Using the Claquare Texture.



Using the Glass Filter





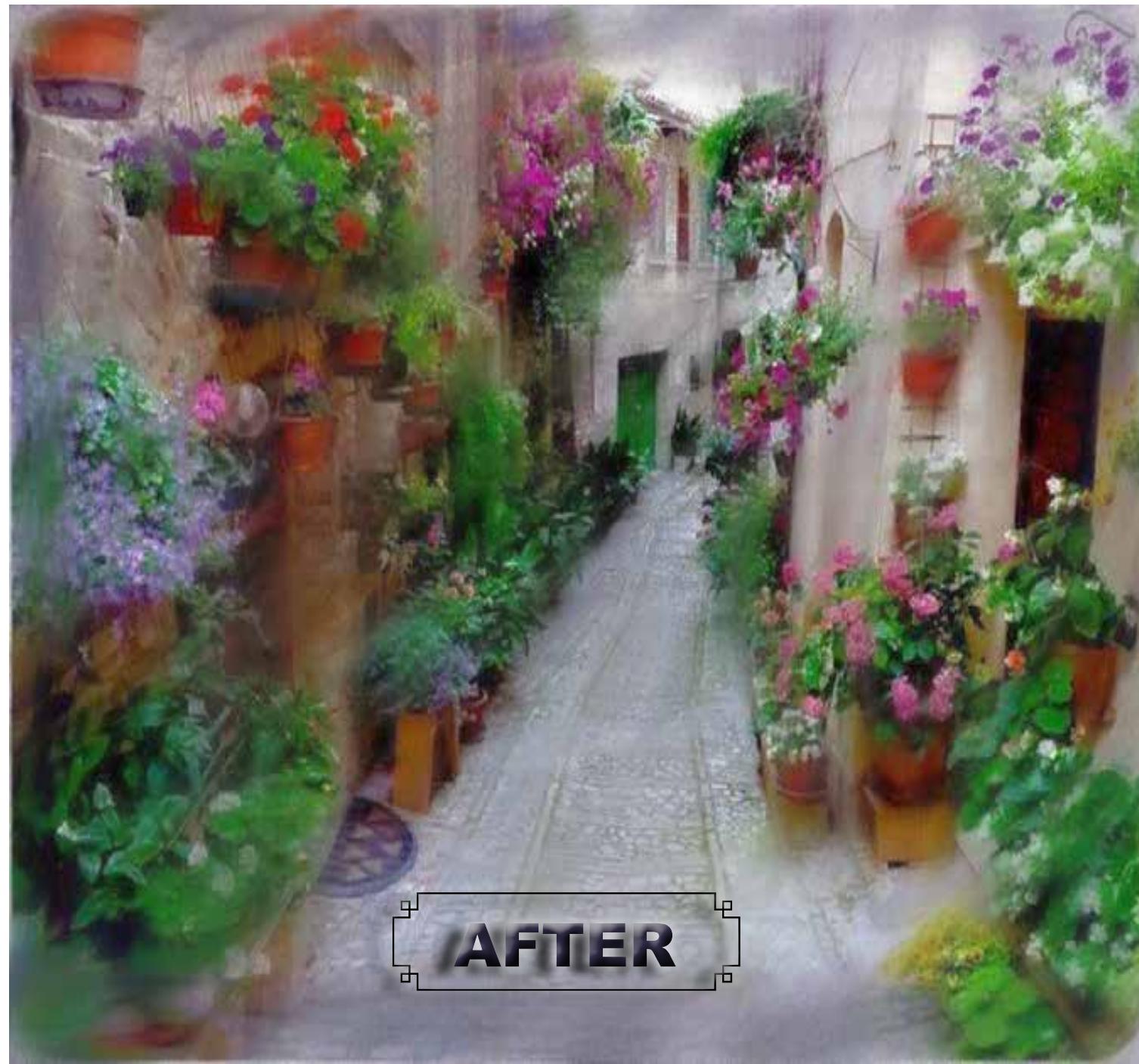
I have layer 1 with black fill color (is the canvas). I created shape (white)- on the same level holding the option key I created onother shape (little smaller and black color). Arange them and choose the Merge Shape Components (under the pathfinder submenu). With the path selected press Option + Command + T (this is a repeat comand) - drag the center ancer point way - drag the shape (this is actually creating a duplicate) - hold down Option and scale it little - make it bigger than the first one - right click and choose perspective - hold the Option key and move the ends - press Enter to comit the change.  
Shift + Option + Command and pres T couple times - is reapiting the transformation each time.

Hold down the Comand key and click C - Comand V to paste it - then on the Transform path - click flip it horisontaly and move it on the other side. Create new shape on a new layer in the middle. Set the fill to black and add a stroke.

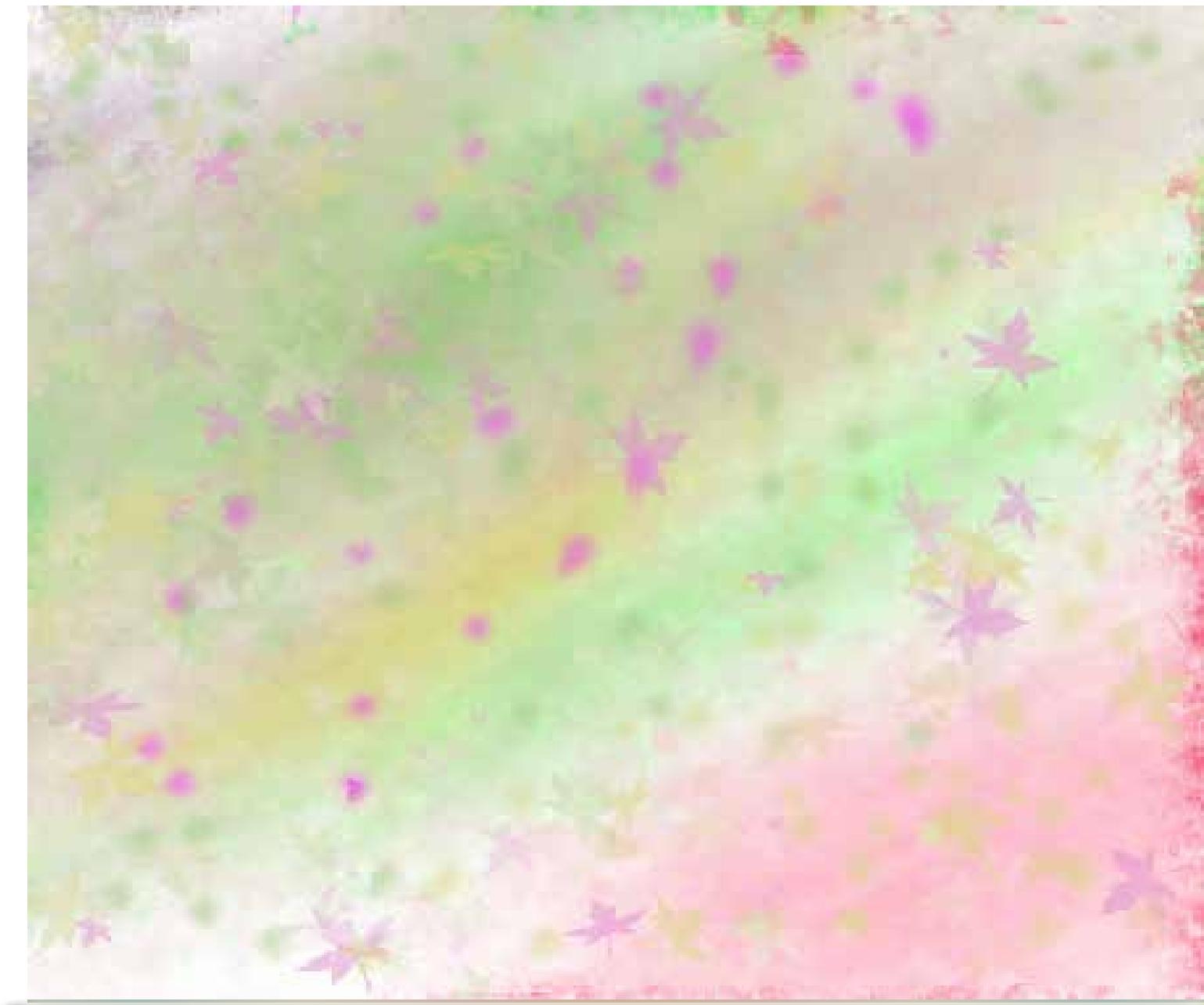
On the end add effects.



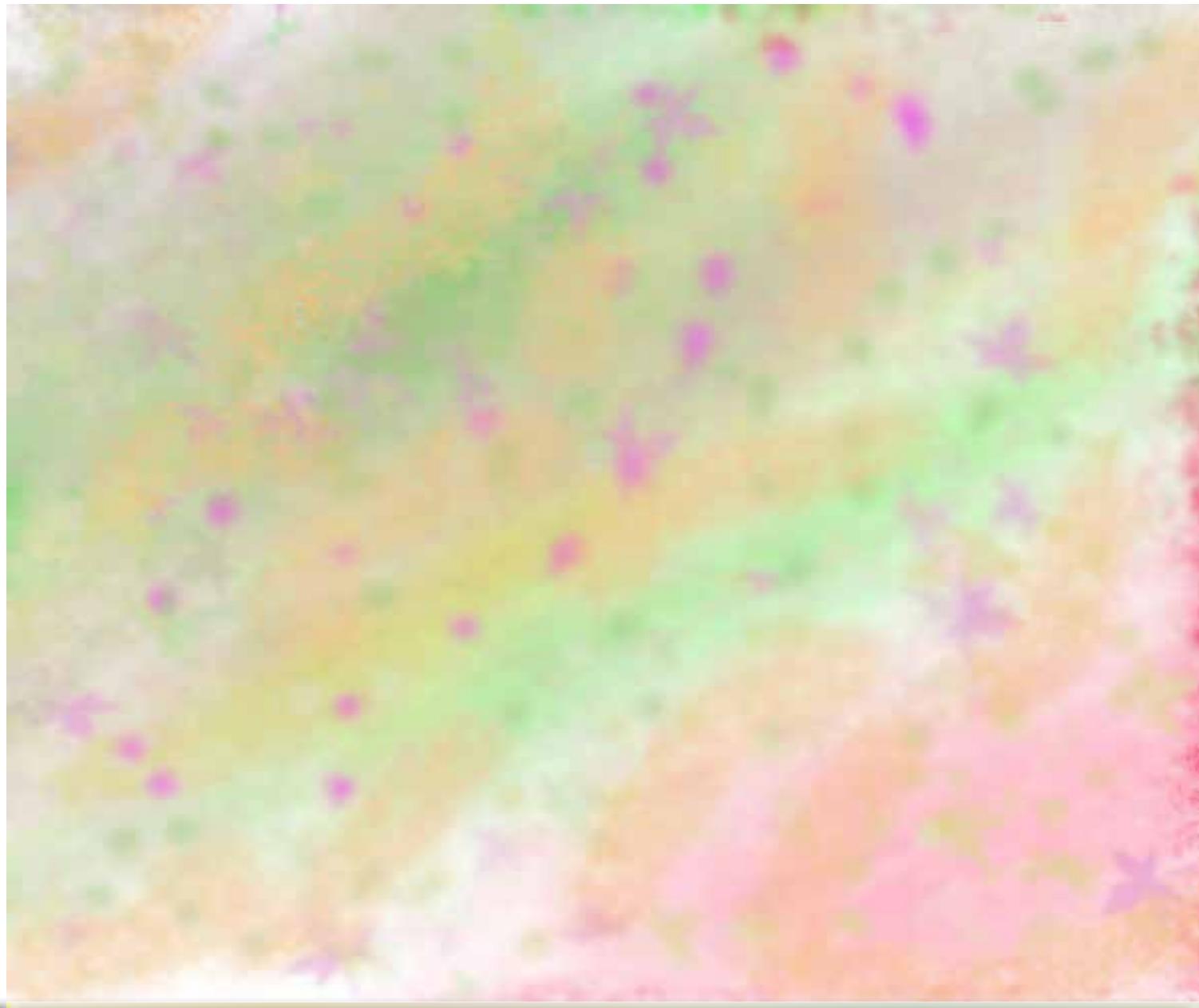
First, always make copy of the layer. I use brush #60 . Check on the mixer brush tool presets the smoothing, transfer, shape dinamic and texture - spacing bring it to 5. When you click on texture move the scale to 59, britghness to 50, contrast to 69, depth. It starts to paint and still gives some of the details on the background.



I have to upload the brush (is next to the presets option - so I paint on the canvas) - custom - wet 2%, load 59%, mix 0% and flow 16%. I save the setting to new brush preset (portrait).



1. select the **Smudge tool** - reset it - choose Soft Round brush 65 px
2. move it slow - try different brush
3. click the Finger Painting - I can choose the **Eyedropper tool + holding I** to pick up colors from the image
4. drop smidgens of color in various places on the image



1. select the Brush tool - reset it - choose the 59 px Spatter brush
2. drag the Opacity to 40%
3. choose Dissolve from the mode menu
4. pick new foreground color and then spatter some of the paint in an area next to where you choose the color



1. select the Blur tool reset the tool - create 100px Soft round brush
2. set the strength to 100 - paint over the entire image
3. switch to Smudge tool - reset it - choose 200px and move some color around - switch to brush tool - then again to Smudge tool 35px
4. Filter > Filter Gallery > Brush Strokes > Spatter - spray radius 20 and smooth. 7
5. Edit > Fade Filter Gallery - change the mode to Luminosity

this is the original image



1. choose the Dodge tool - reset it

2. create a 300px soft brush (Airbrush option off)

3. make one fast sweep of the large brush over the face - make another fast sweep over her dress - brush over her face

4. Edit > Fade Dodge tool - reduce the opacity

5. create a 21px soft brush - Exposure 20%

6. pick out some lighter strands of hair, and brush over them with the Dodge tool to lighten them more, giving some highlights to the hair and bangs.

Bringing back the color (using the History Brush)

1. Select the History brush tool - reset it - Normal mode

2. create a 100px (or whatever size you think is appropriate) and paint with one stroke (it is important not to let the mouse) over the hat and flowers.

3. Edit > Fade History Brush



### Using the Burn tool

1. choose the burn tool - reset it - set the Exposure to 20%
2. Using 200px brush, brush around the girl to create a slightly darkened, vignetted lens effect.



### Creating effects with brushes



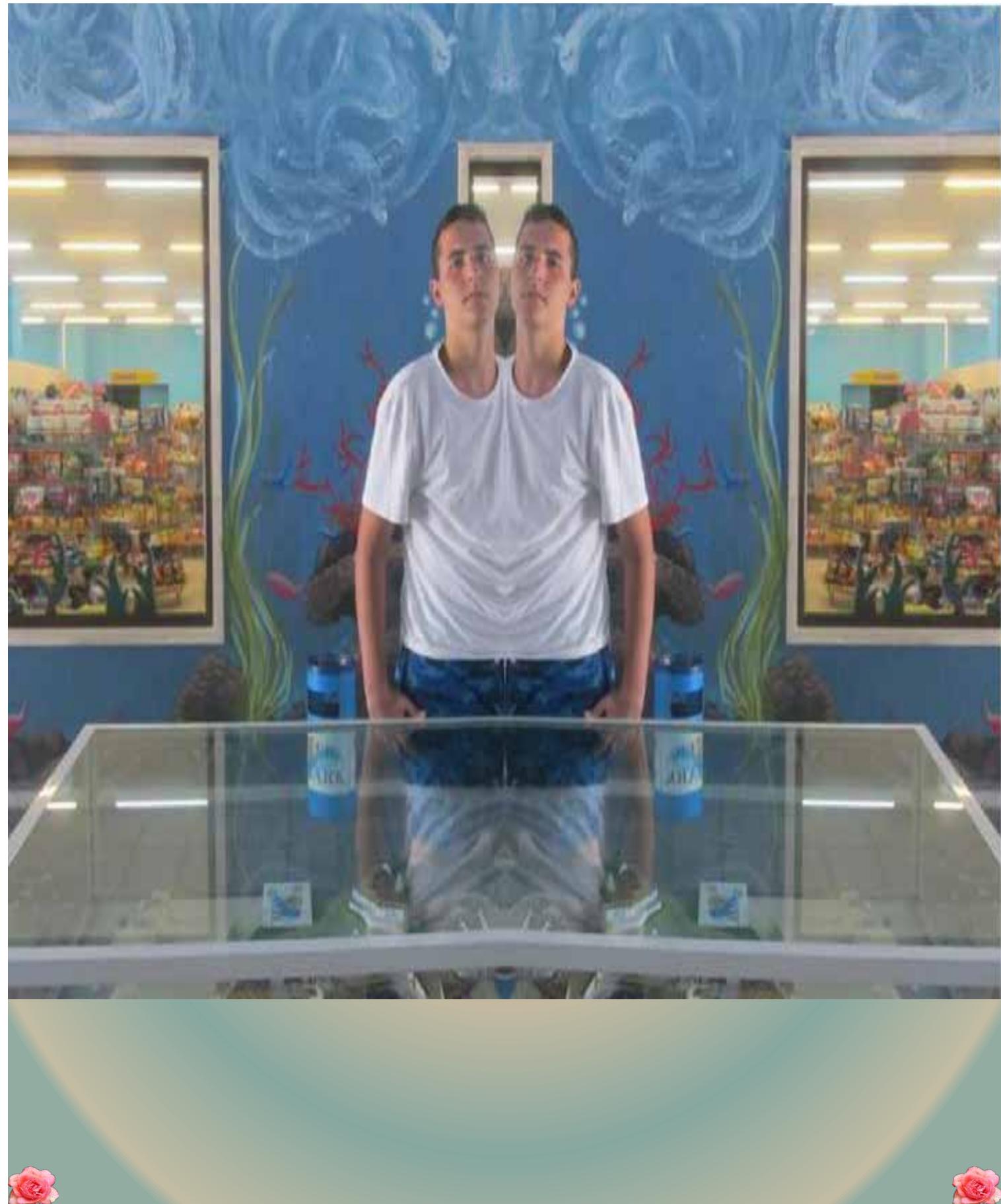
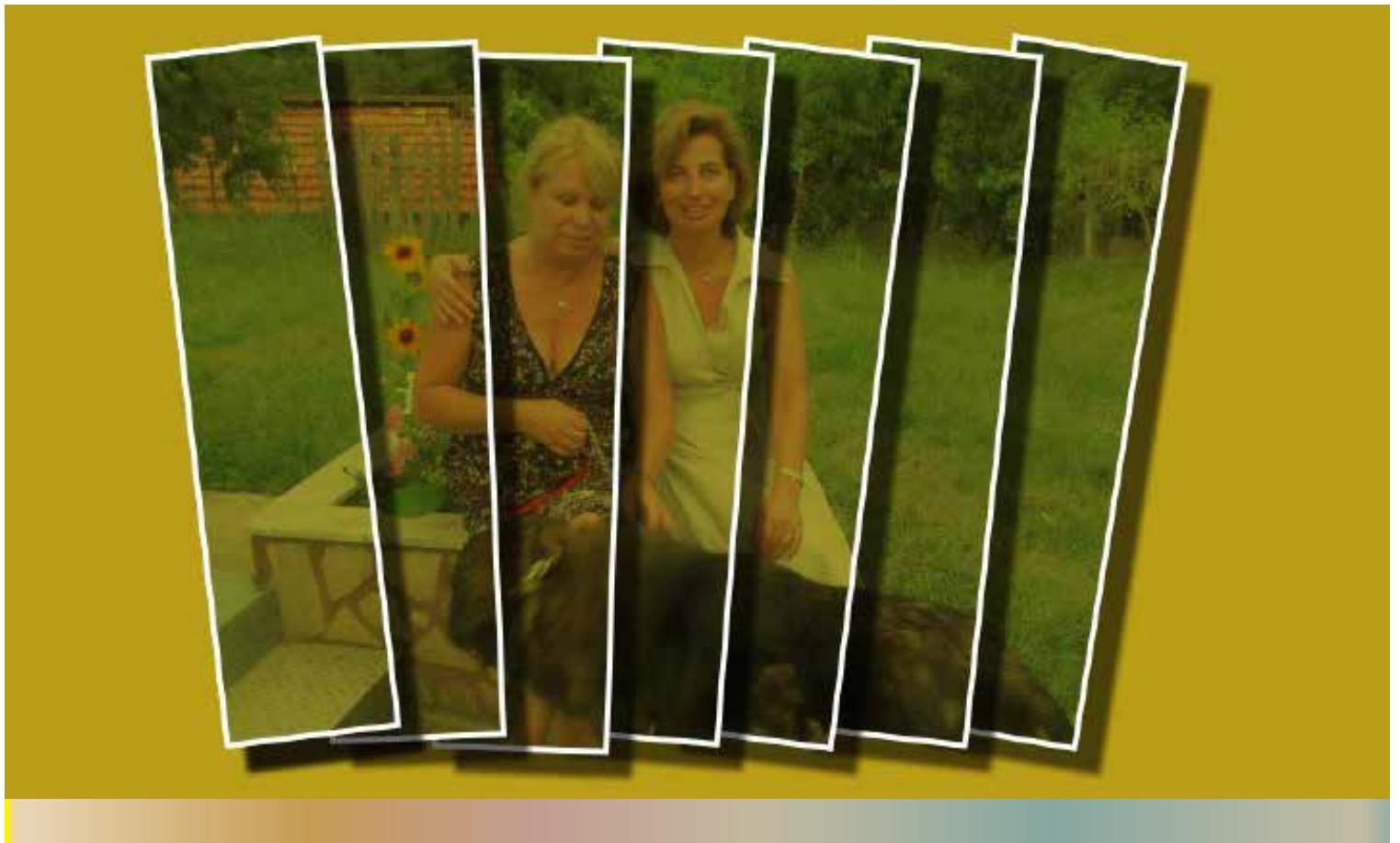
### Using the Pattern Stamp tool

I choose whatever pattern I like and then just painted around it.

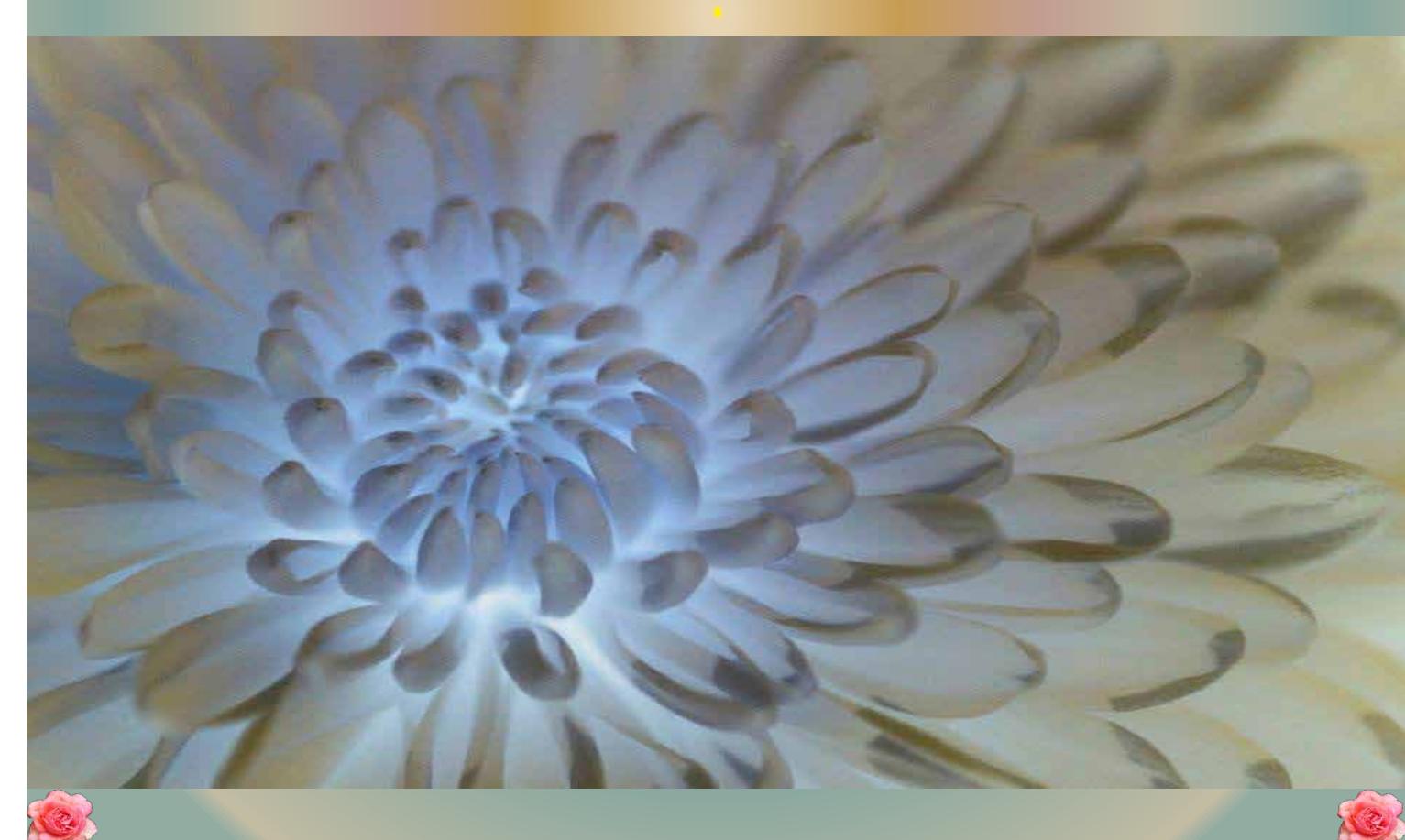
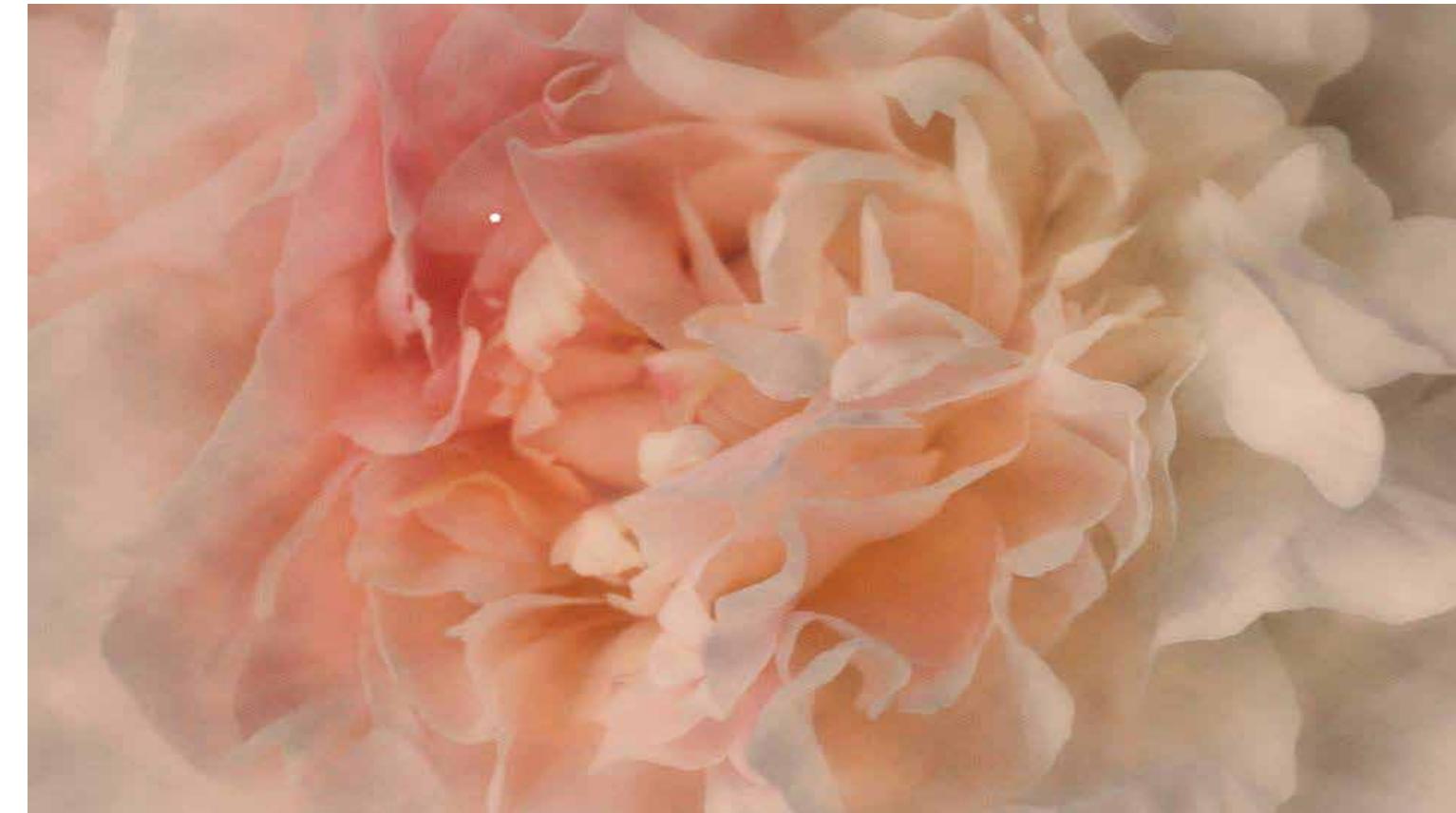


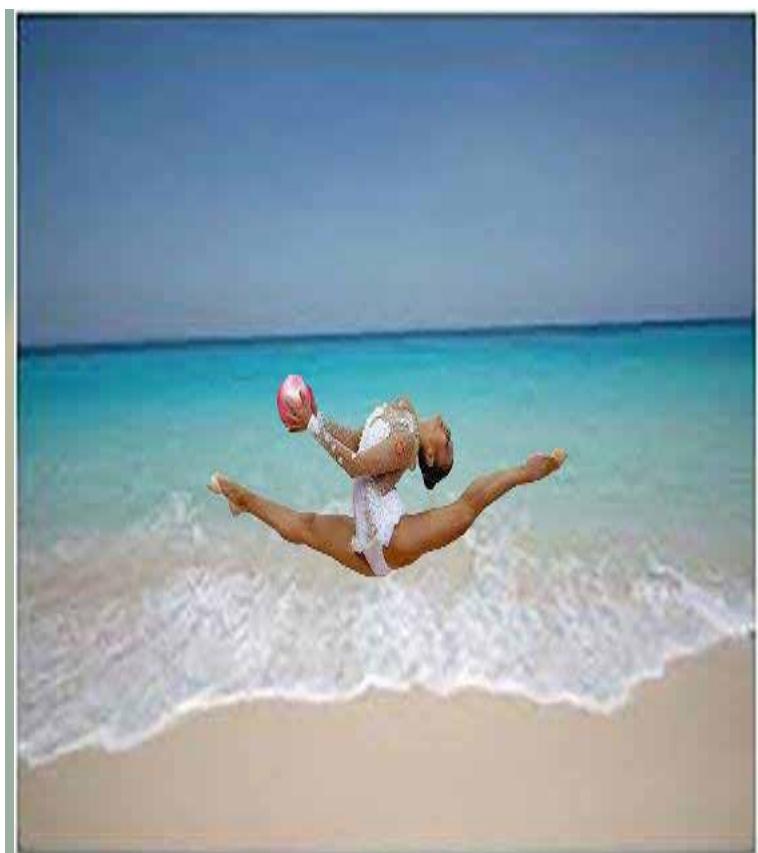
duplicate the layer - choose the gradient tool - choose any kind you want - make sure the opacity is down maybe to 30% - apply the gradient to the picture - you can have so many variants of one picture

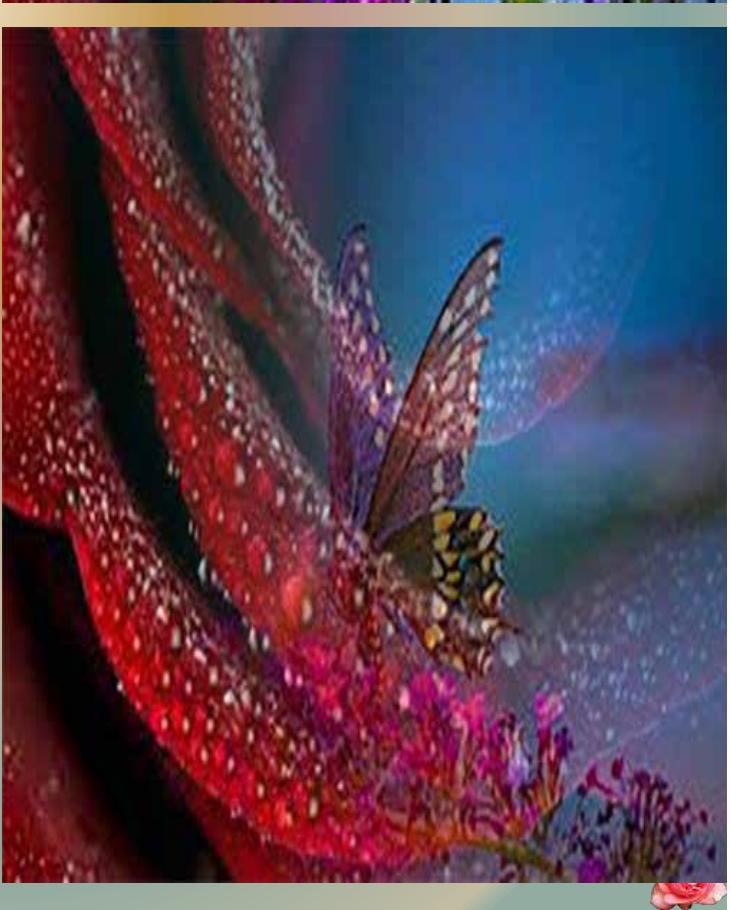
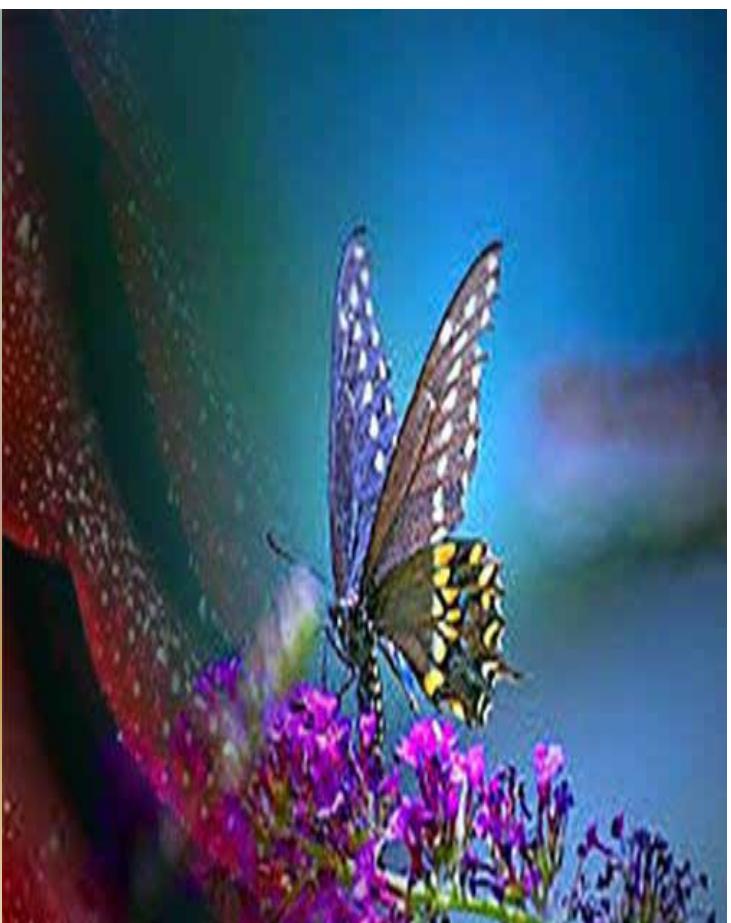
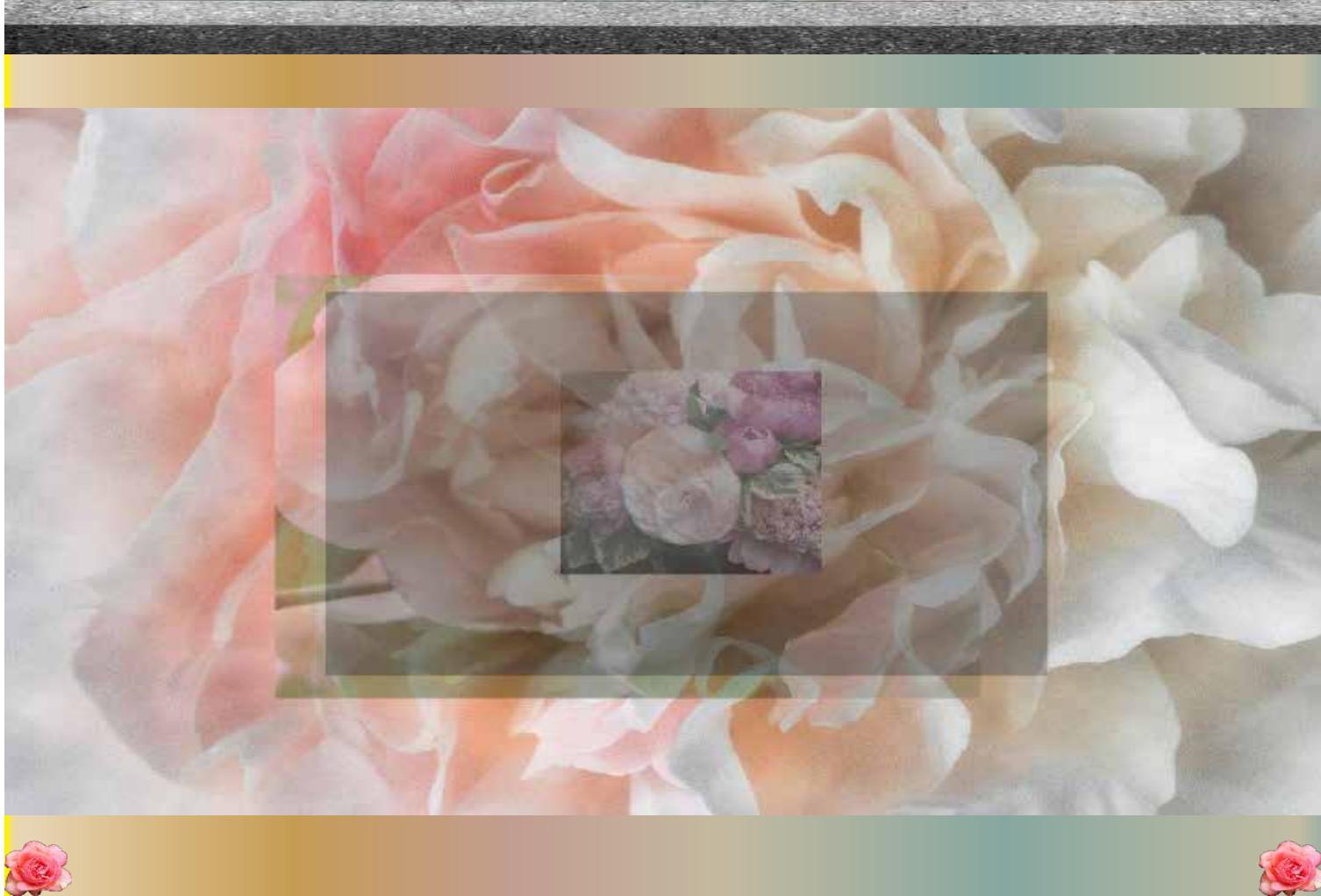
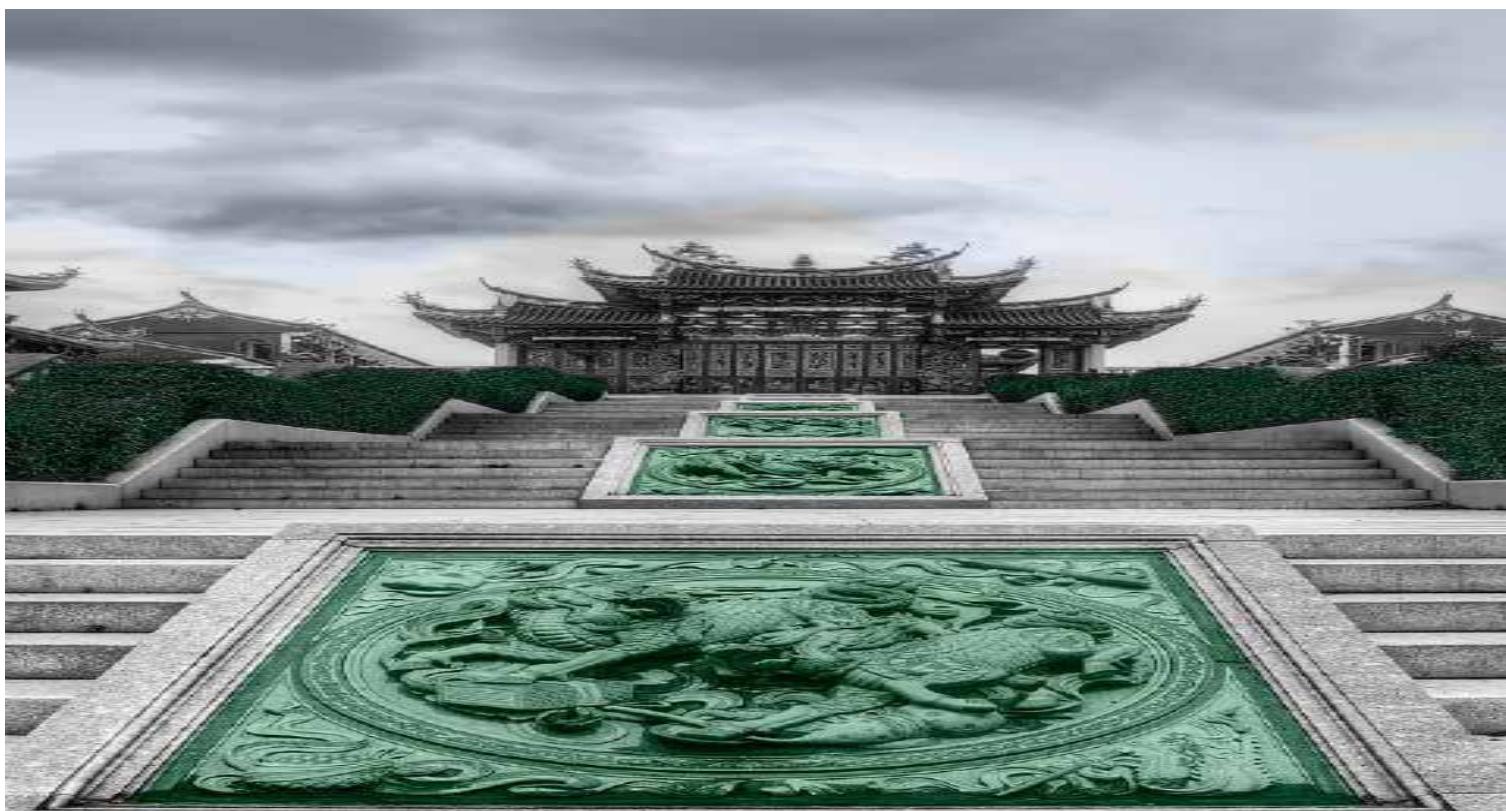




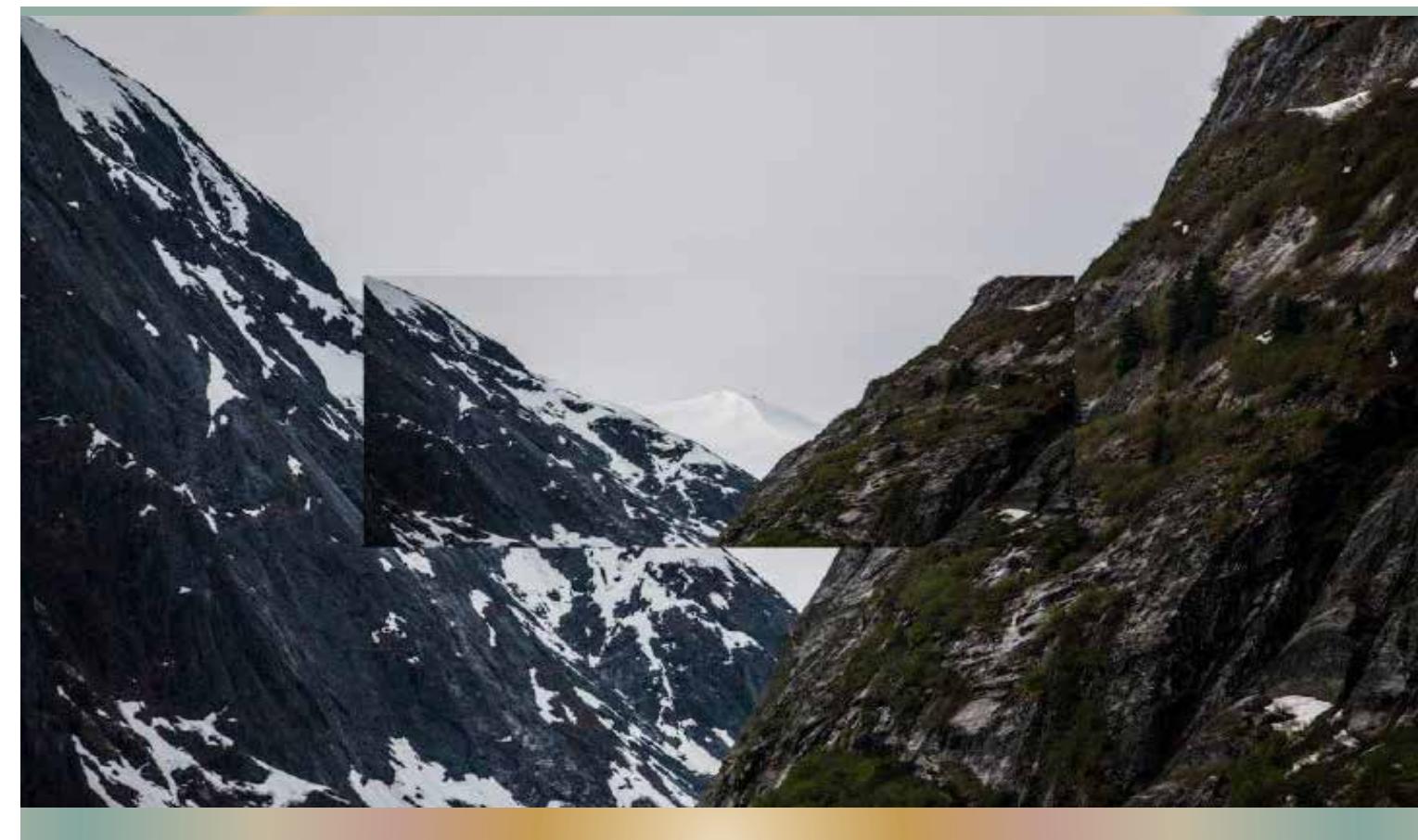


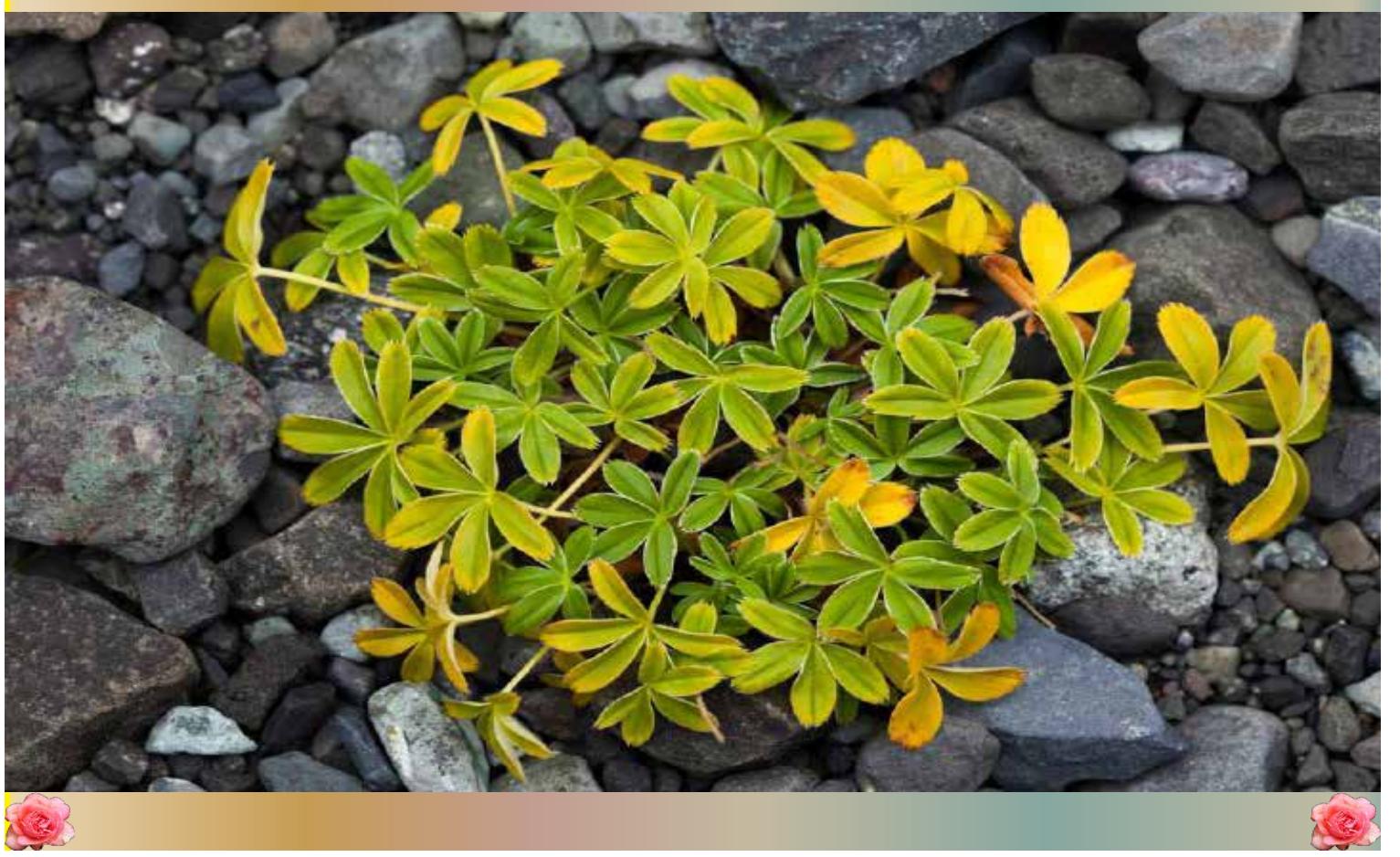










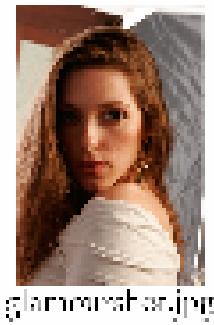




This is the original

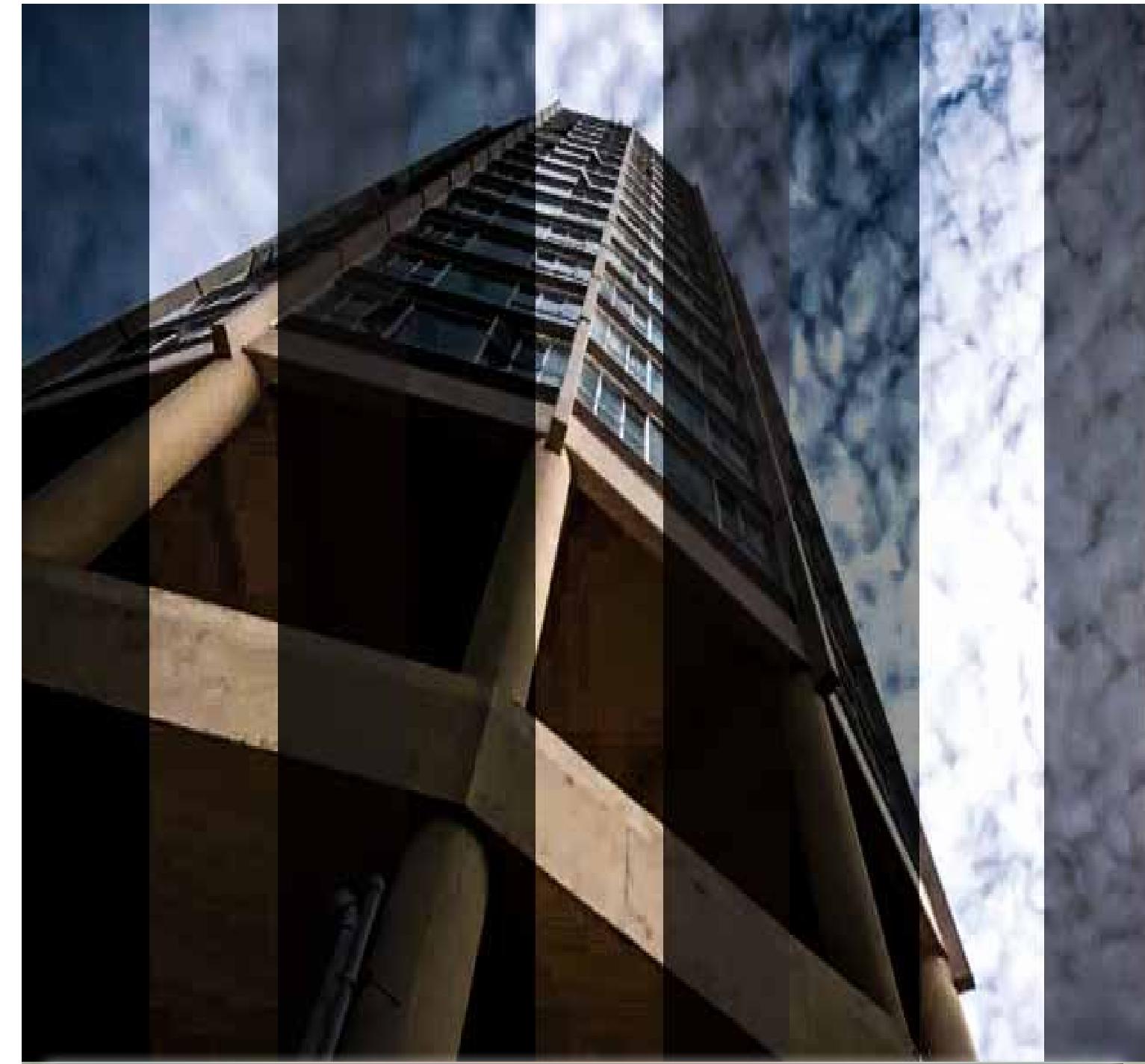
Can be change on couple ways - first, I converted as a smart object (Filter-Convert as Smart Filter) - then, I use the adjustment option and the Hue/Saturation option - you can make all kinds of effect either on the background or the image





## Creating Contact Sheet

(here I put only 6 images but I can fill up the whole page with pictures.)



## Sliced photo effect

First I created 4 copies of the original image ( each on diffrent layer), I use camera raw to make each of them look diffrent, I created hidden mask to each one(Alt +cliking the mask icon), I apply rulers (10in a part) and then I start clicking on the mask - make a selection -press Delete...continue up and down (you can arrange them any way you want to) - Command D- clear the guides and save the final picture.

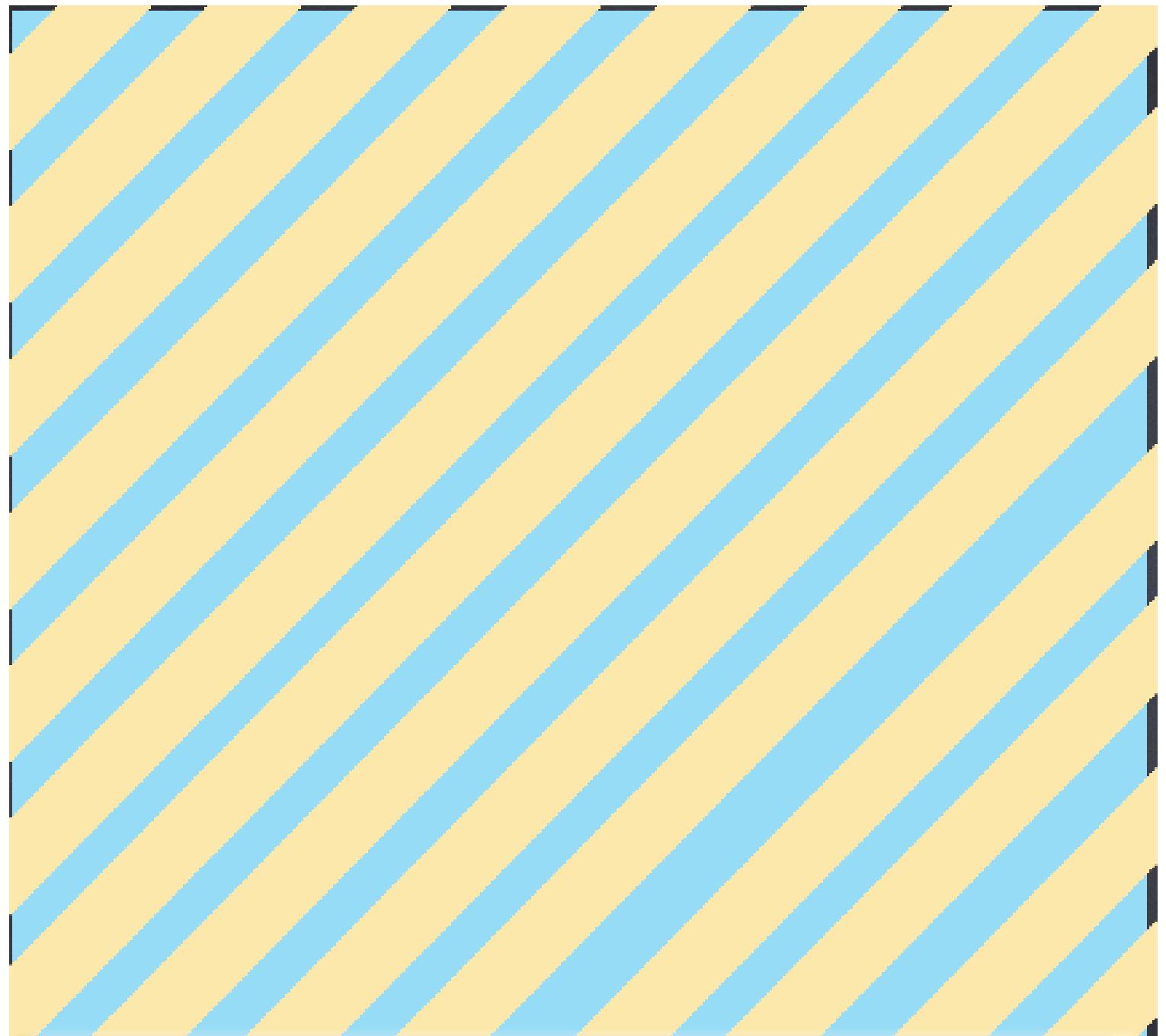


This is the original picture

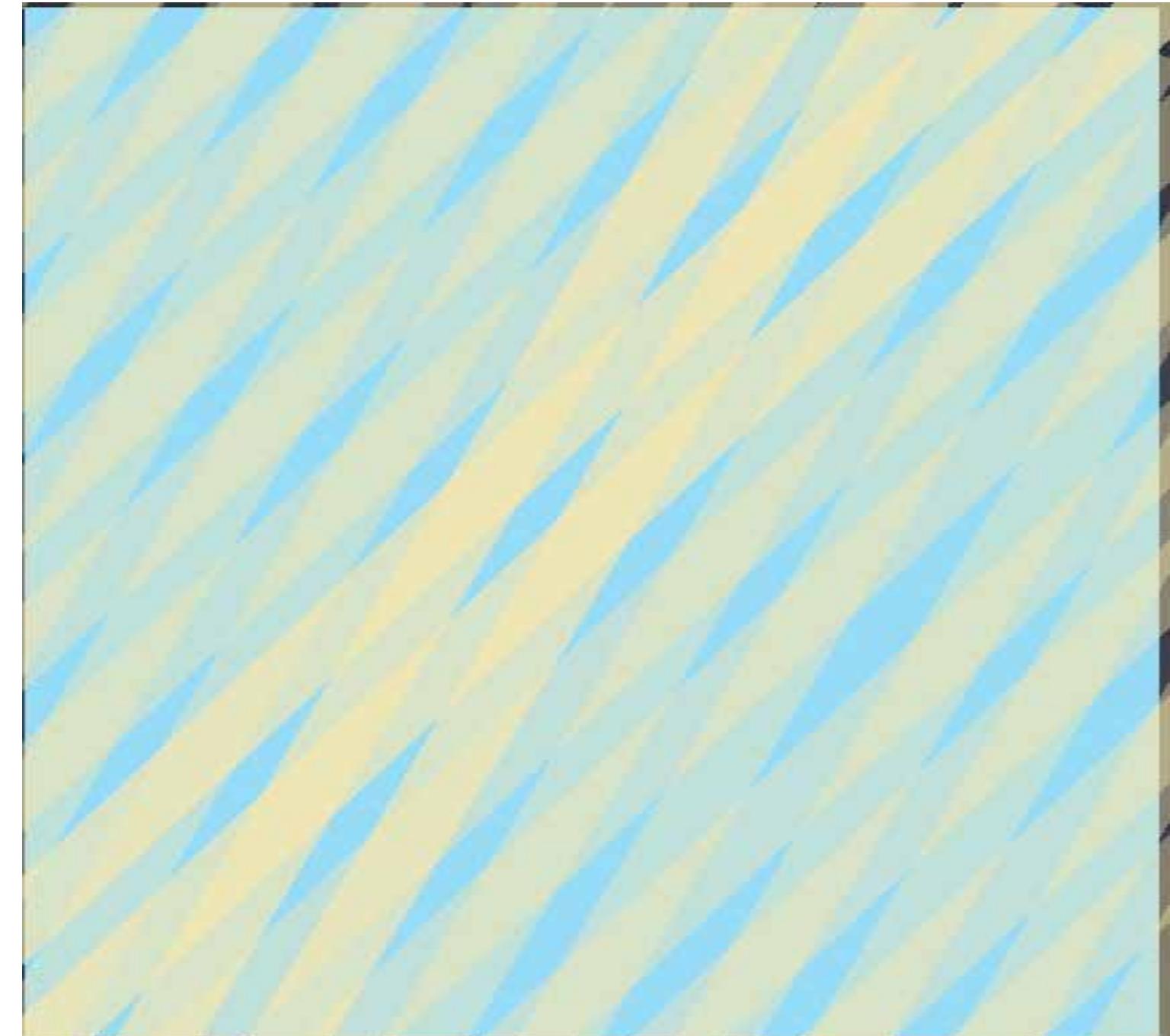
I created new layer - right click - fill - pick a color (the blue), Cmd+D, make new layer - with the selection tool create one stripe - choose color - Cmd D - Cmd +T to trasformed - longer and put it diagonal in the middle



That is the final image.



With Cmd + J duplicate it and move it - arange them - group them with Cmd + G



Duplicate the group with Cmd + J, Cmd + T to rataate the second group and arange it the way you like. Merge the layers. Edit - define patern - name it. Go to adjustment layers (down) - choose pattern - select the one that I created choose the soft light





I use the Camera raw filter - effects - Post Crop Vignetting - Paint Overlay - you can choose different options



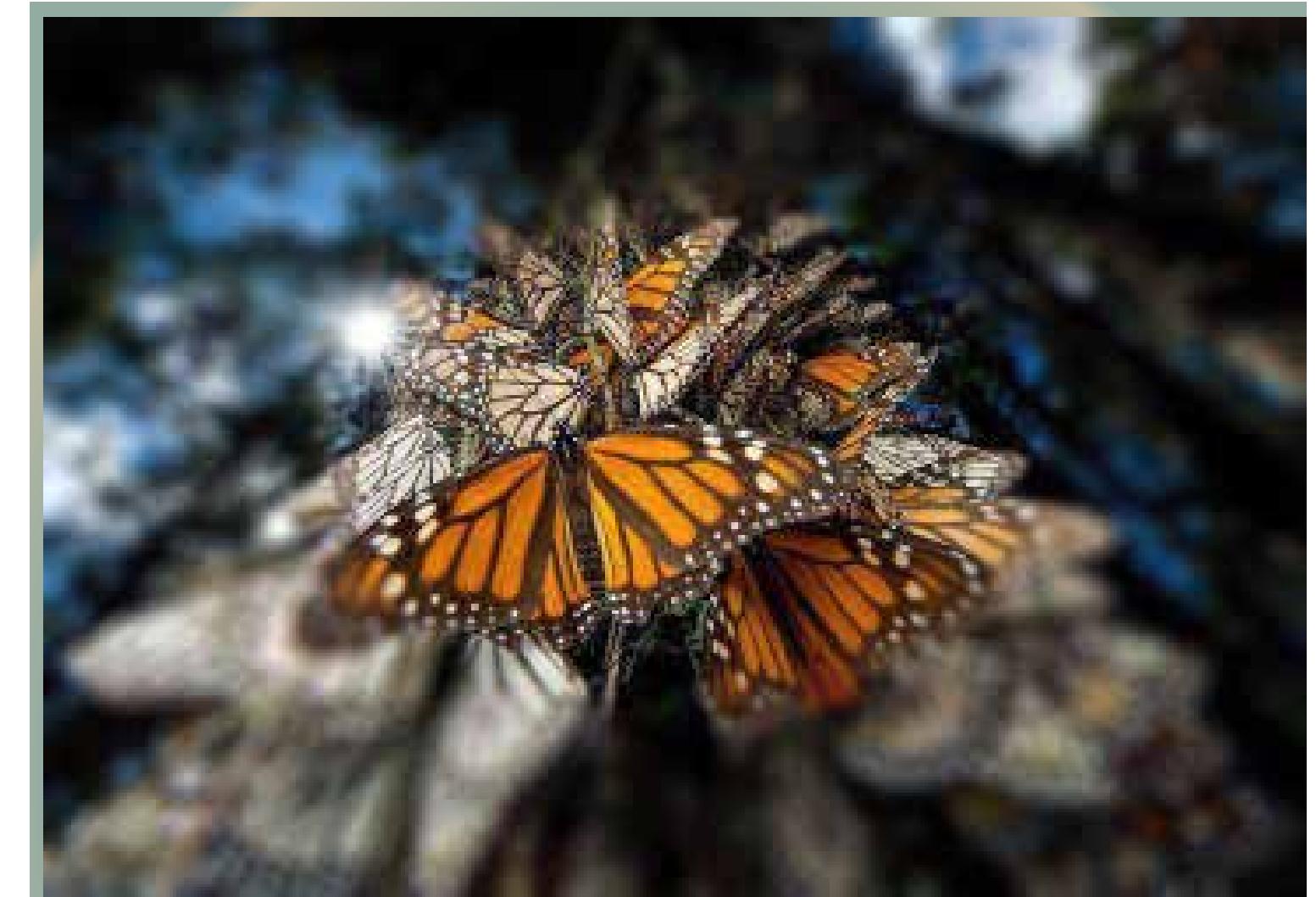
### Changing the sky

I select the sky on the first picture - then I select the whole second picture - copy-paste in place - then I can move the sky behind any way I want to - also I can transform it. On the end I lower the opacity - to look more realistic.



### Creating blur effect

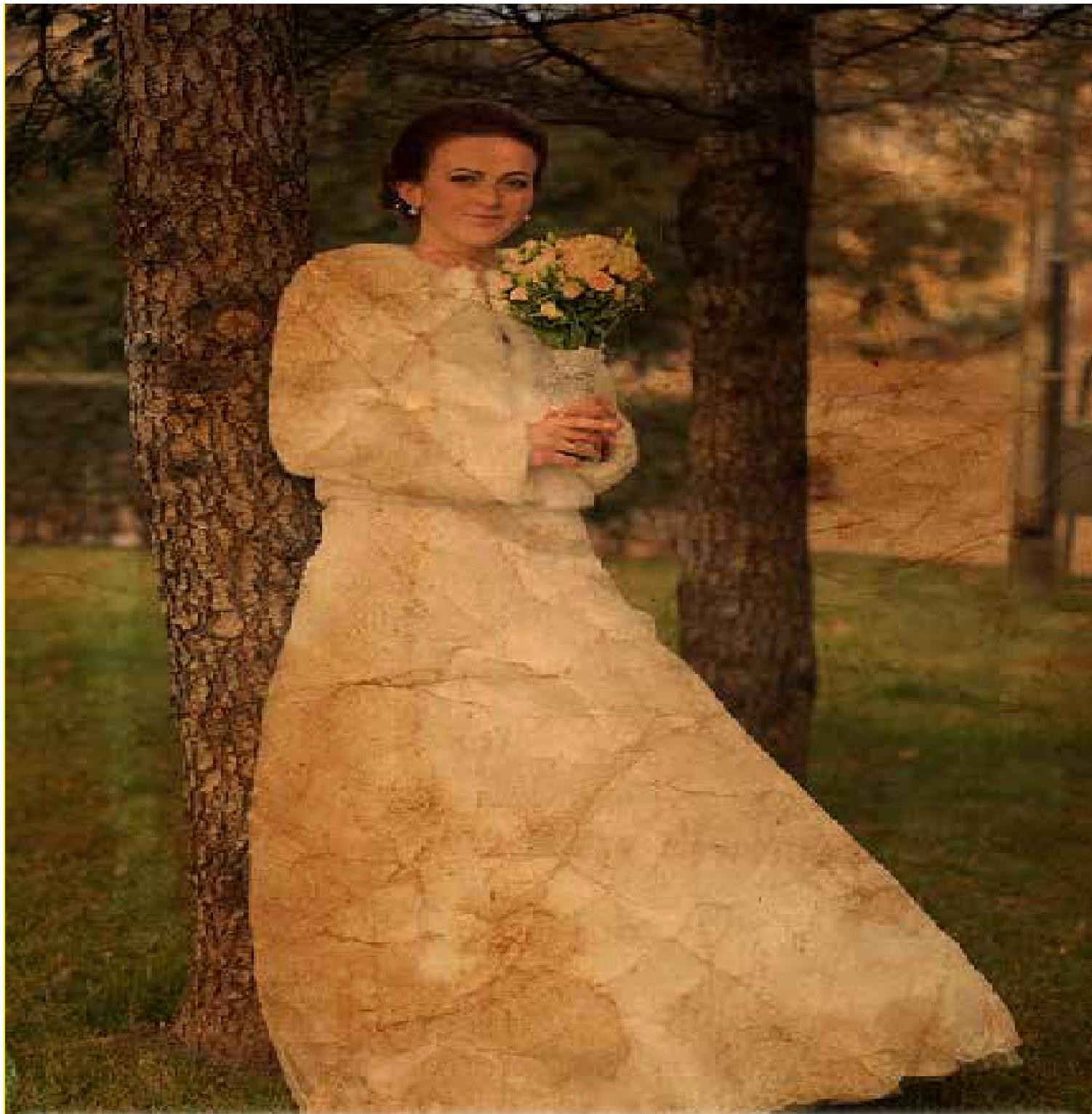
Filter>Blur Galery>Path Blur - then I create the path to look like a spin - you can arrange it any way you want to- change the speed of the blur and the taper.



### Creating iris effect

Filter>Blur Galery>Iris Blur





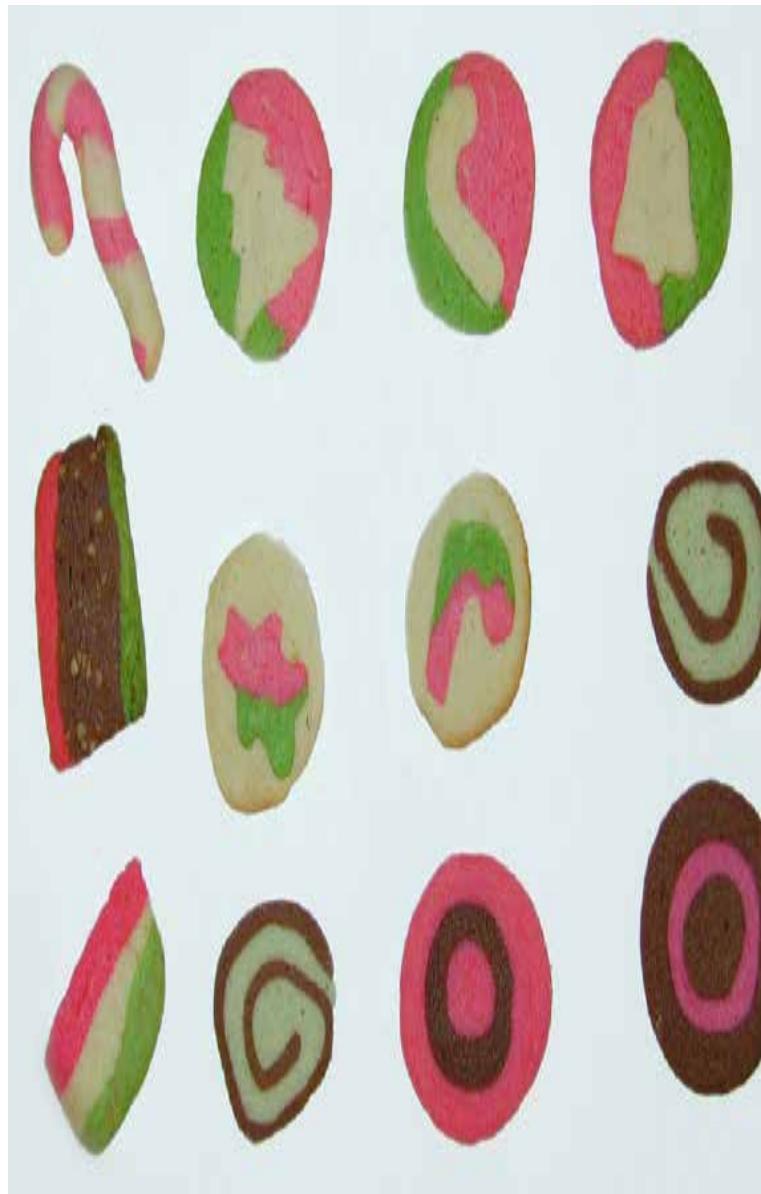
## Creating a old paper look of a photo

I put on one layer the old paper - on another the picture - multiply - adjust the opacity litttle



## Vignetting

Hold Opt key and with the elliptical marquee tool I drag out an aval selection as alrge as I want - Select>Save Selection - name it - Select>Refine Edge (feather 15, shift edge +27) -ok - Select>Inverse - with the eyedropper tool pick color from the image or just go to Edit>Fill - choose any color or pattern you want - I change the opacity to 50 -this way I can still see some of the original picture.



## Using the magic Wand tool

I set the tolerance to 10 - when I click on a cookie it selected all the cookies and the background - I use the Inverse - this way I had only the cookies selected - Edit>Copy - I can place all the cookies anywhere I want



## Creating brush from image

1. choose the elliptical marquee tool with feather of 0. Place your cursor as close to the top-left corner of the image as you can. Hold the mouse, and drag out the marquee to the bottom-right corner of the image. Then release the mouse.
2. Select> Inverse. Press D and then X to make white your foreground color. Choose Edit>Fill. Dont deselect.
3. Press Q to enter Quick Mask mode. The model is red coated. You need to choose a small, round, hard-edged brush and paint with white over any red-coated areas that arent part of the model. The idea is to get rid of all the background so that only the model is red coated.
4. Press Q to exit Quick Mask and fill the selection with white. Edit> Define Brush Preset - name it.
5. File>New - with black as your foreground color, choose the brush that you created and stamp a single copy.
6. Use the rectangular marquee to fill an area of your image with blue and make green the foreground color.



## Creating stamp from image

1. File > New; press D to set your colors to the default
2. Select the brush that you created; click only once
3. Filter > Filter Galery > Sketch > Stamp
4. Edit > Define Brush Preset and name it.



The frog is a brush - I just apply it 4 times - you can be very creative with this brush future.



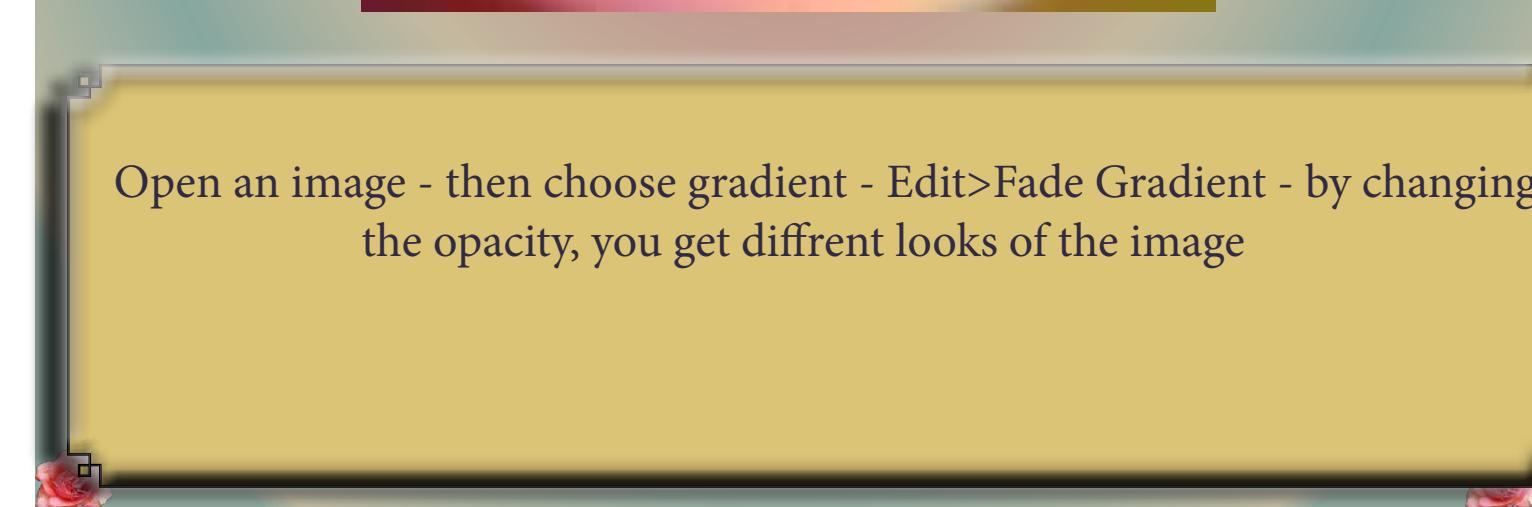
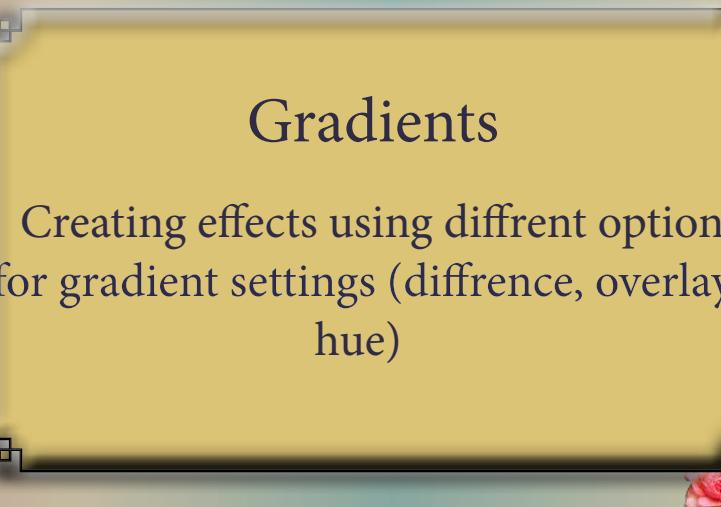
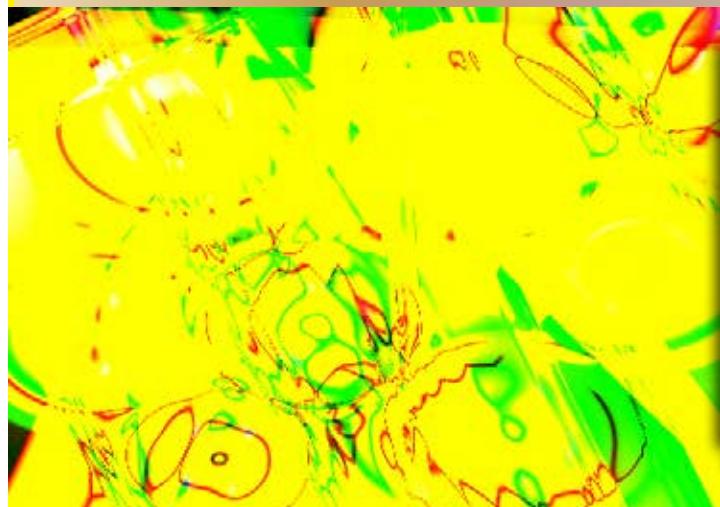
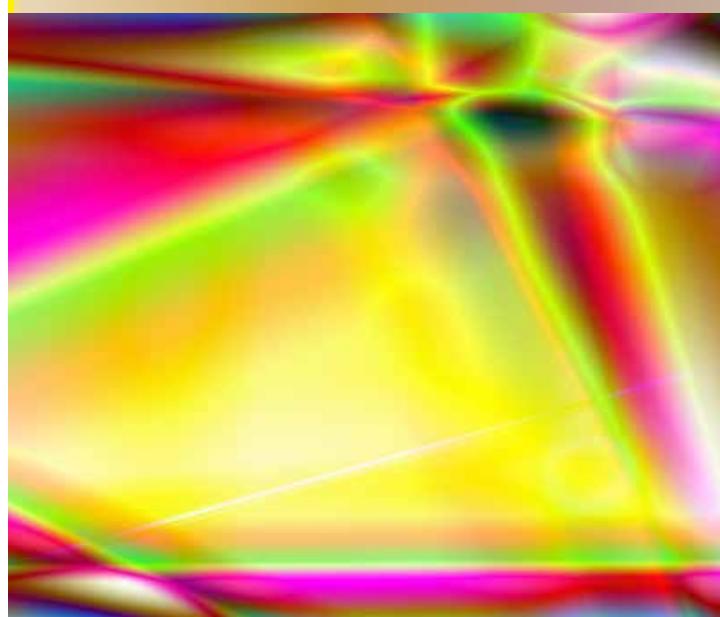
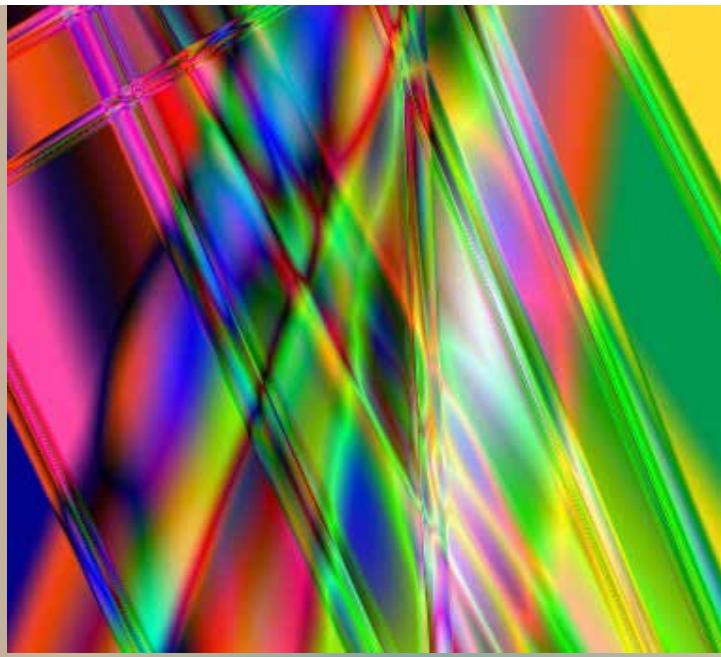
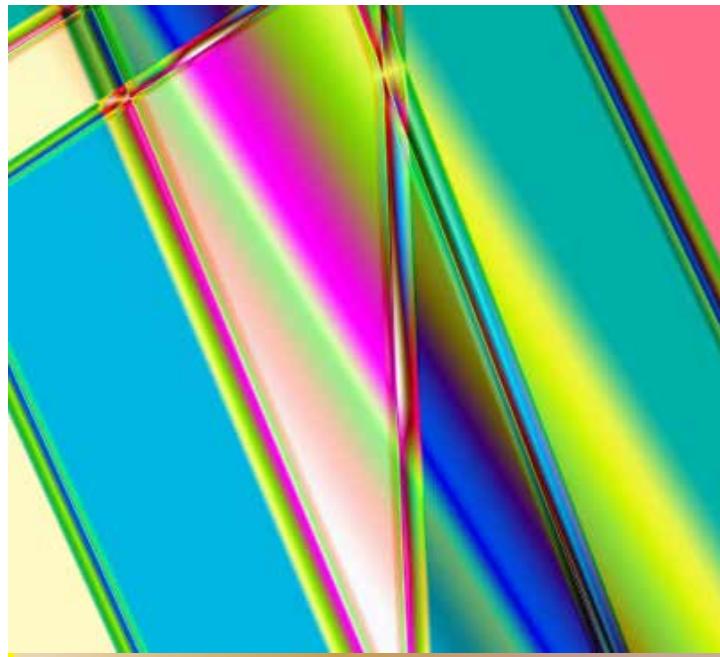
I created brush of my picture - you can change the foreground color on order to have different look and change the size of the brush on order to get different sizes of the image.



I created this just with couple strokes - with the brush - I did check the Shape Dynamic, Scattering, Color Dynamics, Transfer and Smoothing boxes. Click on each one to change the preferences and then pick a color (by changing the foreground color).



I created this with the brush of me and the leaves - just changing the preferences and the color - just with couple strokes - you can create so many things with this brush future.





Straightening image using the crop tool



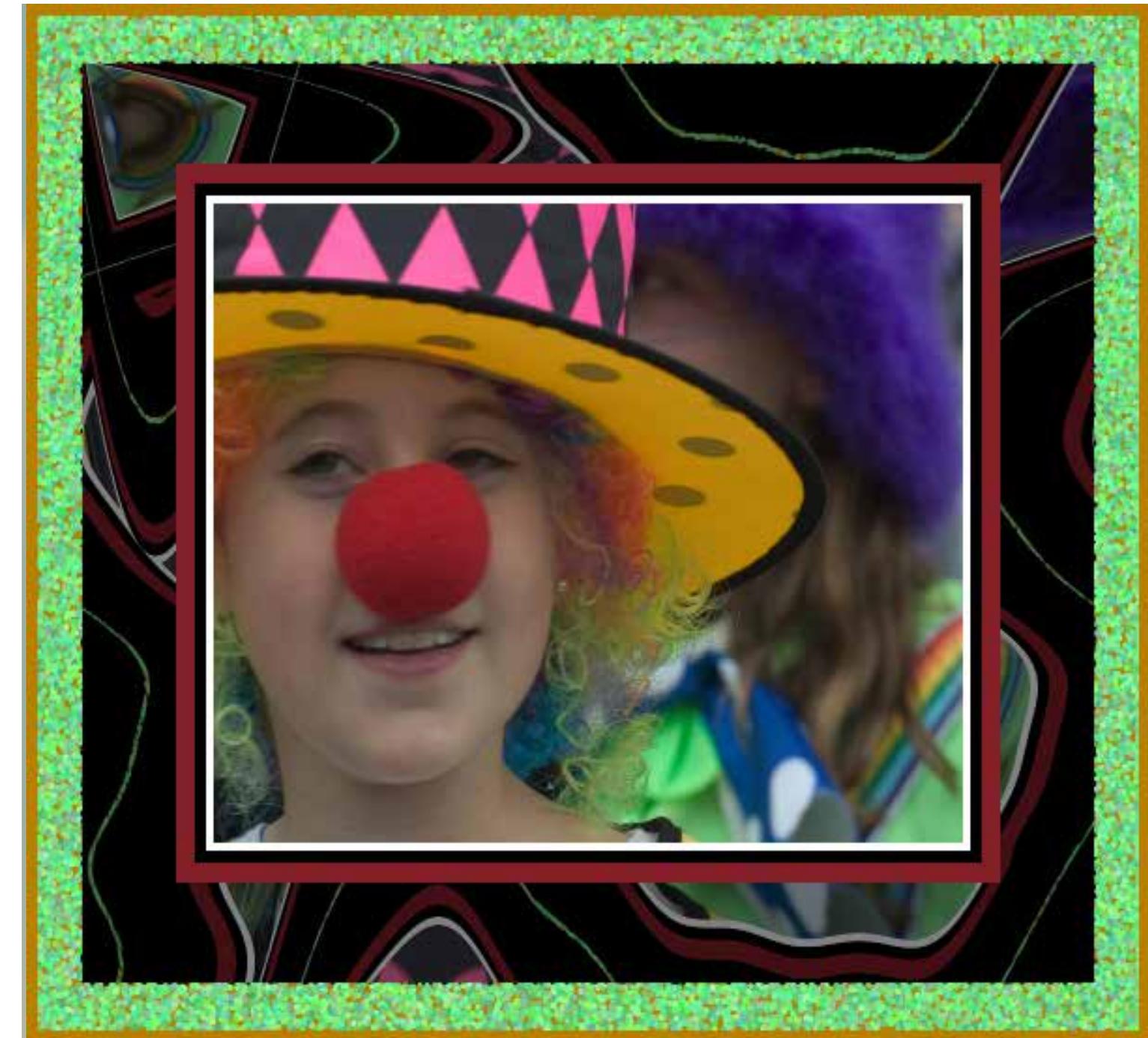
### Cropping and adding a border

Choose the rectangular marquee tool - change the style field in the option bar to fixed size - enter 650 and 950 - place the cursor inside the image and drag - choose Image>Crop - press D - press X so white is the foreground color - choose Edit>Stroke - set the Width to 20px - click Inside as the Location - Opacity 50%



### Using the Canvas size command

Choose Image>Canvas Size, make sure the Relative check box is checked  
- enter 20 px W and 20px H - Canvas extention color field - Black - OK;  
Choose Image>Canvas Size - 80px W and 80px H, Realtive is checked -  
change the Canvas extentin color to White - click OK;



### Using the Canvas size command to create diffent borders

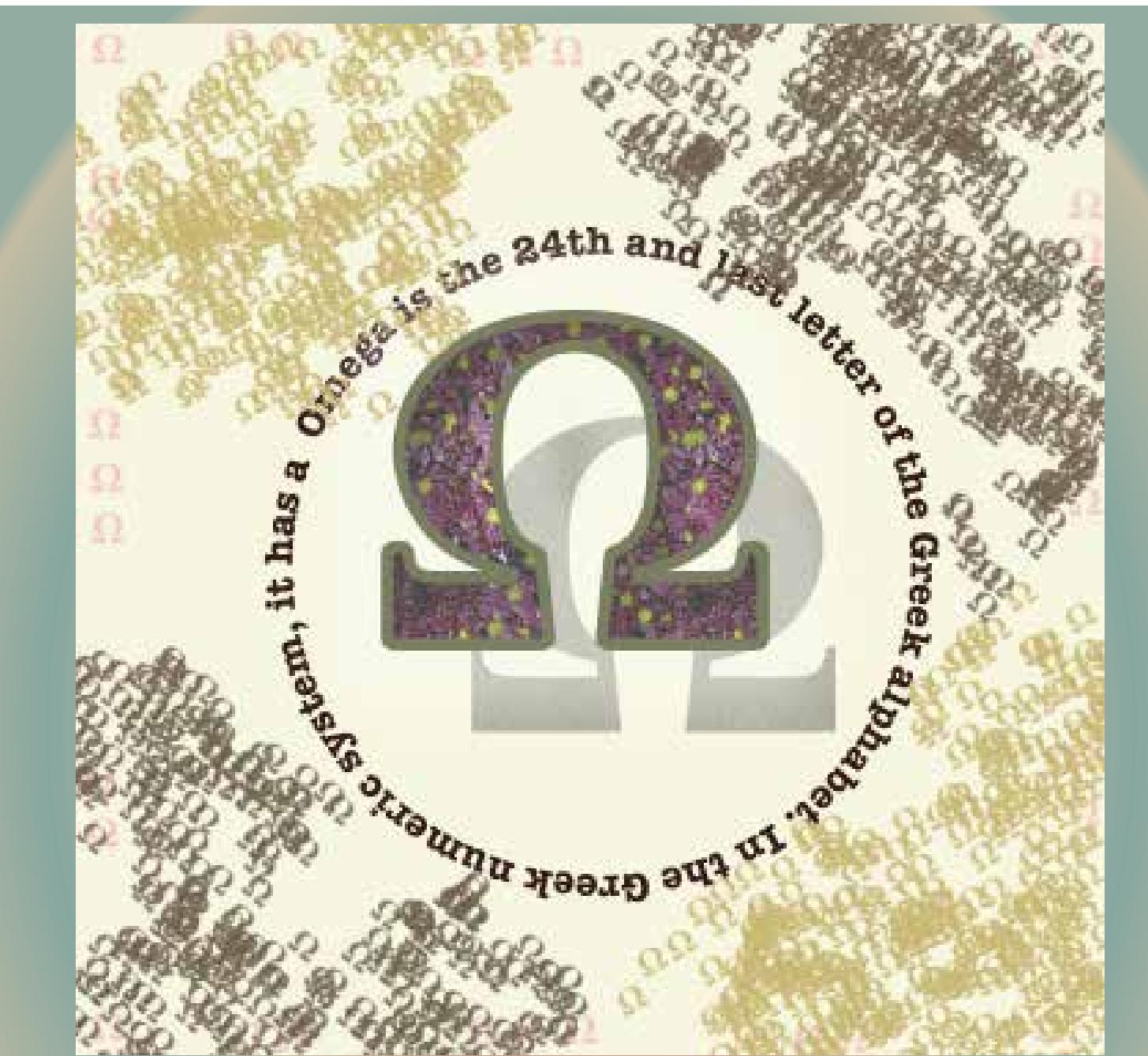


### Lightening an image using the Levels

Image > Adjustments > Levels;

Hold the Option or ALT keys and the mouse button, and slowly drag the White Point slider to the left as you watch the preview. When you start to see solid whites in the preview, stop. You've found a reasonable White point (here is 221). Do the same for the Black point - here is 11.

Drag the Gamma Point slider (the medium gray triangle) - dragging to the left lightens the image; dragging to the right darkens the image.



Project for one of the letters in the Greek alphabet.



Changing the background with Filter > Render > Clouds (for colors of the clouds Photoshop uses whatever colors I have as my Foreground and Background colors set up)



Changing the background with Filter > Render > Trees (you can put different types of tree - change the size of it, the size of the leaves...)



Changing the background with Filter > Render > Picture frame (you can put different type of frame around an image...there are so many options)



Changing the background with Filter > Render > Fiber...



Changing the background with Filter > Render > Lightning effect (you can change the size and the shape of it)



The girls, the text and the pinguin are on diffrent layers; I apply to the background layer an effect: Filter > Pixelate > Pointillize - this way only the background is effected with the change.

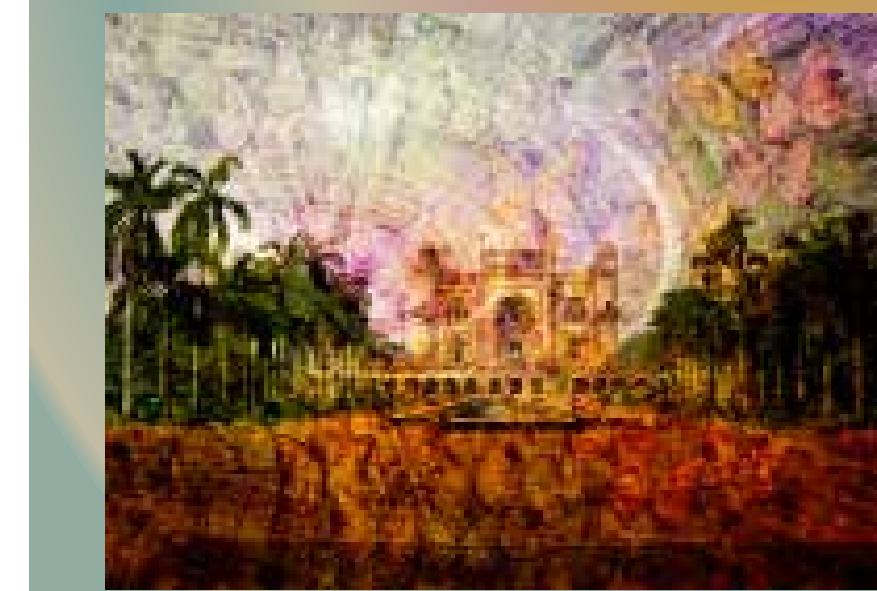


Creating shadow without using the Filter comand

I have 2 layers of the bear (one is bear1 and one is shadow). I click the shadow layer > choose the eyedropper tool and pick a color of the image > click the lock transparent pixels icon on the Layer panel (any pixels that are already on the image will be filled, but nothing else will) > Edit > Fill - fill with the foreground color > turn on the eye of bear1 > select the shaodow layer and use the Move tool to move it little > Click the Lock transparent px icon to release the lock > Filter - Blur - Gaussian Blur (6px) > Change the blend mode to Multiply (still being on the shadow layer)

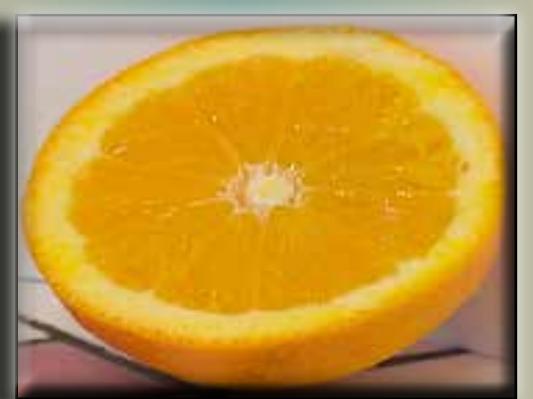


ex from ch2



ex from ch3





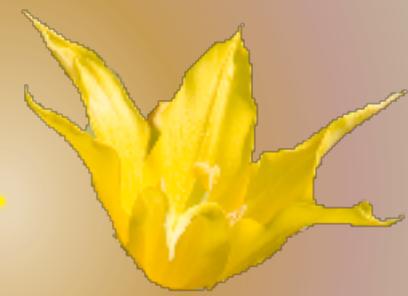
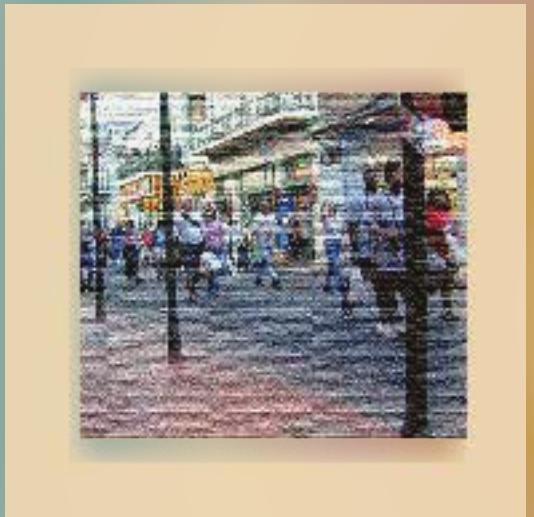
When we open the pear.psd we should convert it to smart object. Then use File > Place > Embedded to open the orange.psd.

Choose the Elliptical Marque tool and make an oval selection of the orange.

Select > Transform Selection (place your cursor outside the orange selection, and rotate the oval to a better angle. Adjust the center handles on the oval selection as needed to make the selection fit the shape. Holding down the ALT or Option key while dragging a single handle also helps.

Choose Layer > Layer Mask > Reveal Selection to change the selection into a layer mask. Click the Orange layer to make it active and convert it to a smart object. Edit > Free Transform and resize it down 58 - 60%.

Click the orange smart object - Edit > Free Transform and click the warp icon on the Options bar. The warp mesh appears and you can fit the orange to the pear.





1. sky too light

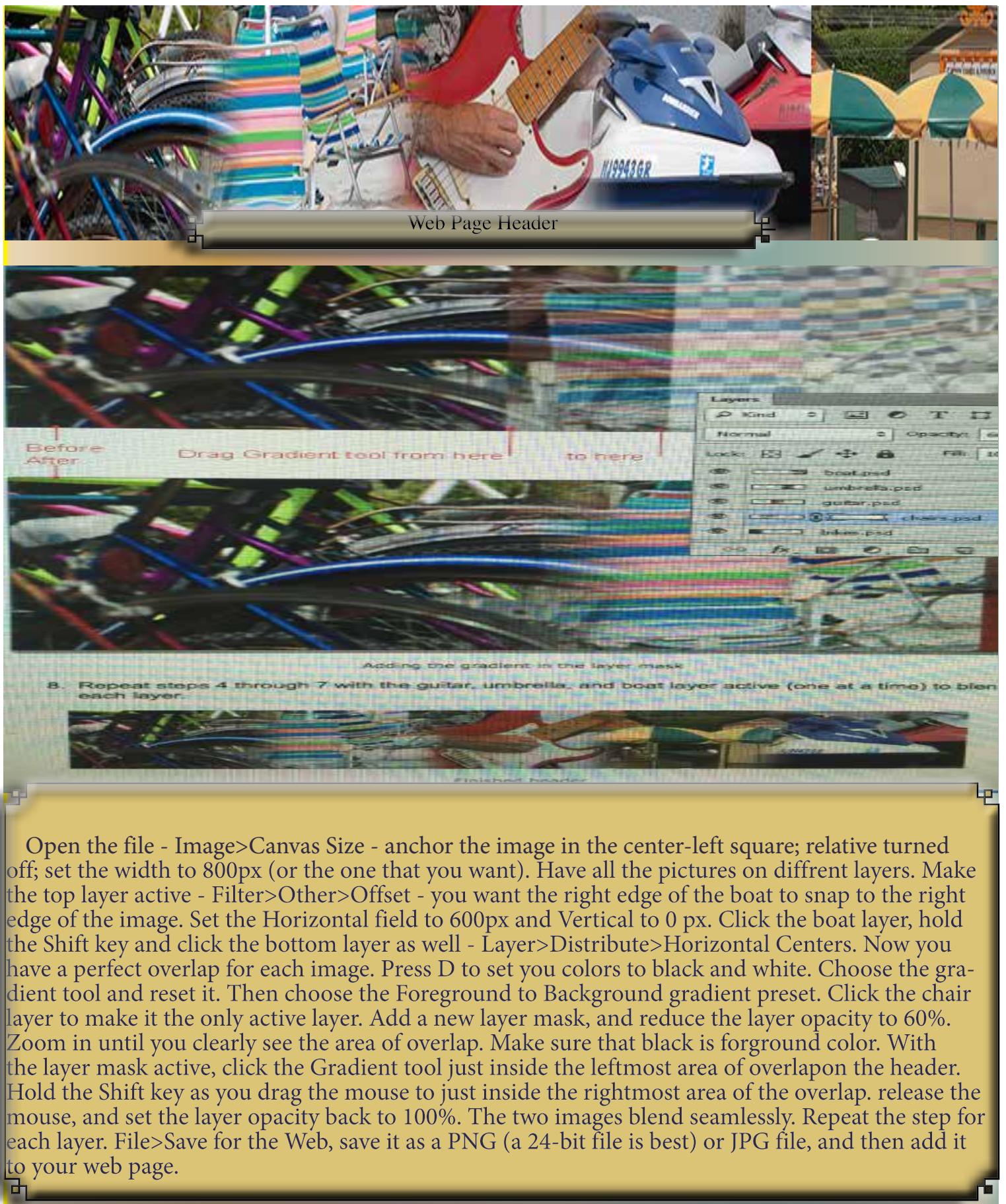


2. trees too dull

Open 1 - locate the 2 - Select > All - Edit > Copy. Choose Edit > Paste and paste the image on the top of an existing image. Select both layers - Edit > Auto Align Layers - Auto. With the cherry trees layer active - Select > Focus Area - click the Soften Edge check box, and change the output to Layer Mask. Click the layer mask thumbnail - zoom in - and you can paint (make sure the black is foreground and white is foreground). You may reduce the opacity of the brush to get a mixture of areas. You may paint over the 2 evergreens in the foreground. You can darken the areas under the trees. As you paint, you reveal the dark layer beneath.



I open the image 1 - Layer > New Fill Layer > Solid Color - choose black in the Color Picker that opens - the image seems filled with solid black, and you can see the layer mask in the Layer panel. Choose the Elliptical Marquee tool - make the selection - fill the selection with black to hide the center of the color fill. Deselect. Double-click the layer mask thumbnail to show properties. Masks panel. Drag the feather slider to get a soft edge on the layer mask. The Density slider is not like the Opacity slider. The Density slider changes the black and grays in layer mask to grays and lighter grays. It puts gray into the layer mask. Gray, as it gets lighter, reveals the current layer. So, the lower you dragged the density slider, the more you could see the black Solid Color Fill layer. To hide the flower you can reduce the opacity of the layer.



Open the file - Image>Canvas Size - anchor the image in the center-left square; relative turned off; set the width to 800px (or the one that you want). Have all the pictures on different layers. Make the top layer active - Filter>Other>Offset - you want the right edge of the boat to snap to the right edge of the image. Set the Horizontal field to 600px and Vertical to 0 px. Click the boat layer, hold the Shift key and click the bottom layer as well - Layer>Distribute>Horizontal Centers. Now you have a perfect overlap for each image. Press D to set your colors to black and white. Choose the gradient tool and reset it. Then choose the Foreground to Background gradient preset. Click the chair layer to make it the only active layer. Add a new layer mask, and reduce the layer opacity to 60%. Zoom in until you clearly see the area of overlap. Make sure that black is foreground color. With the layer mask active, click the Gradient tool just inside the leftmost area of overlap on the header. Hold the Shift key as you drag the mouse to just inside the rightmost area of the overlap. Release the mouse, and set the layer opacity back to 100%. The two images blend seamlessly. Repeat the step for each layer. File>Save for the Web, save it as a PNG (a 24-bit file is best) or JPG file, and then add it to your web page.



The girl has to be on one layer as a smart object and the ocean on second layer. Add Layer Mask to the girls layer. Choose Gradient tool.

Start the gradient with white at the bottom of the bow tie on her bikini bottom. Hold the Shift key, and drag the gradient marquee to a little bit above her knees.

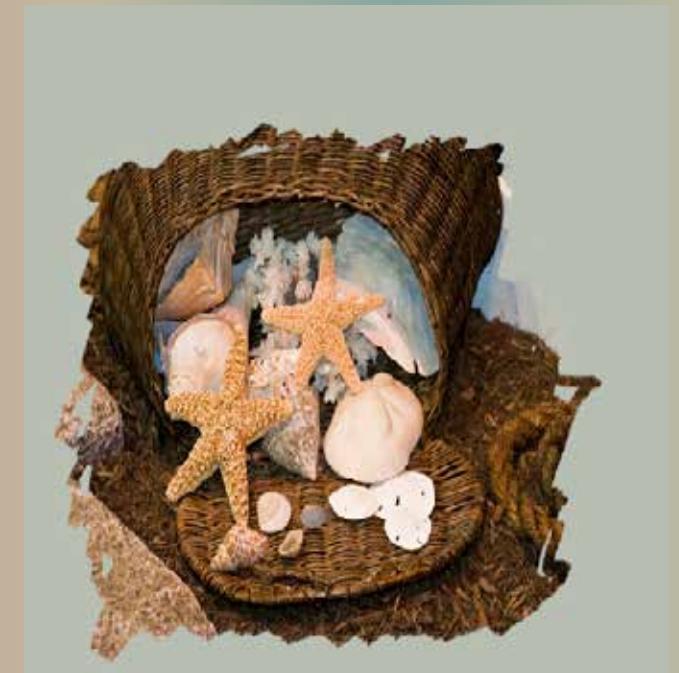
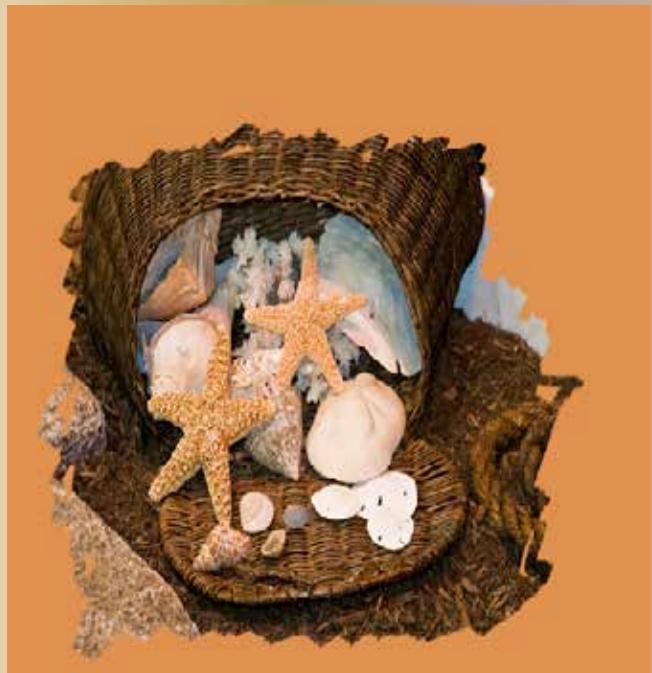
You can use the brush tool with soft edge and white as a foreground color to make some adjustments (the layer mask has to be active).

You can also apply a Gaussian Blur filter or use the Feather slider in the Properties Masks panel. Both features are capable of simulating a strangely shaped gradient.



from the 3 images I create a composite image with Layer Masks

Edge effects using Grayscale Masks and Solid Color Fill Layers.

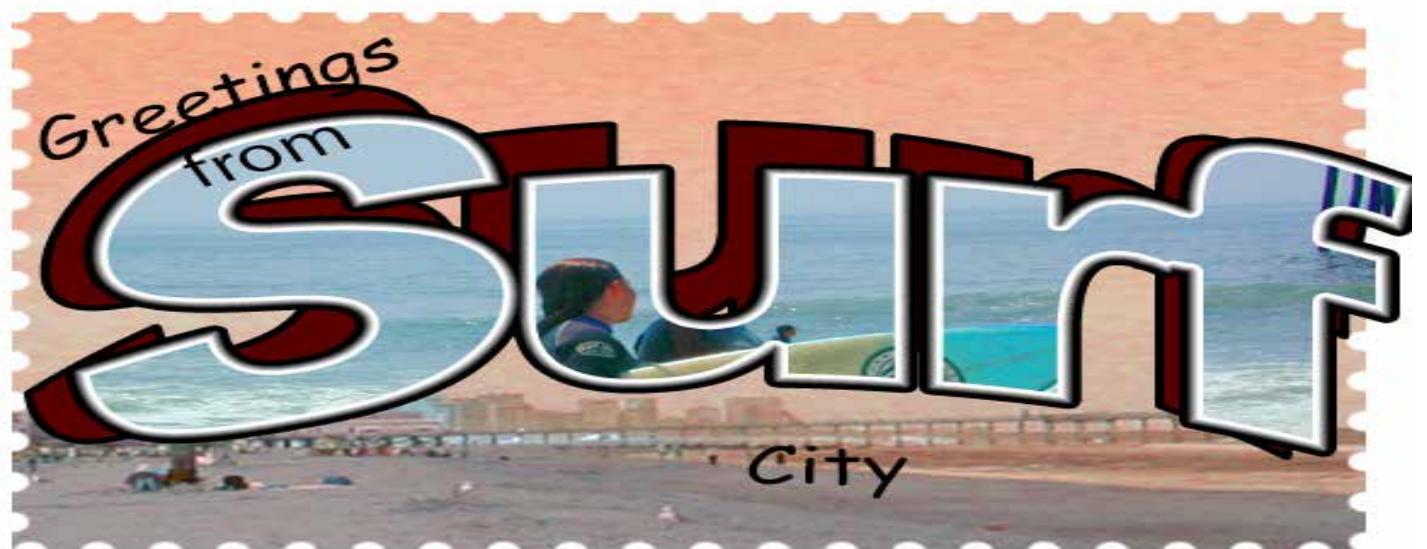


I open the image of the clouds as a smart object - then Place Embedded the ocean image. With the magic Wand tool I select the piece of sky at top of the ocean layer (tolerance 15, Anti-alias and Contiguous selected). Hold the ALT or Option and click the add layer mask icon. On order to smooth the horizon line double click the layer mask thumbnail - Mask Edges - Press L to see the mask on Layers - move the Shift Edge to -50, feather to .7, and the Smooth to 10. On order to correct the color of the ocean add a Levels Adjustment layer - click the clipping icon to make affect only the ocean layer beneath it (black point slider to 17 and Gamma slider to .85). Place Embedded the child's file. With the Quick selection tool (11 px, Sample all layers turned off) select the child. Add a layer mask - Mask Edge - contrast 30, Smooth slider 56, Shift Edge -22. Paint in the layer mask with black to remove areas from the image or with white to add them. Layer>Arrange>Send to Backward to place the layer that contains the boy under the Adjustment layer of the ocean.



Greetings  
from  
**Surf**  
City

The 3 images that I use to create the postcard

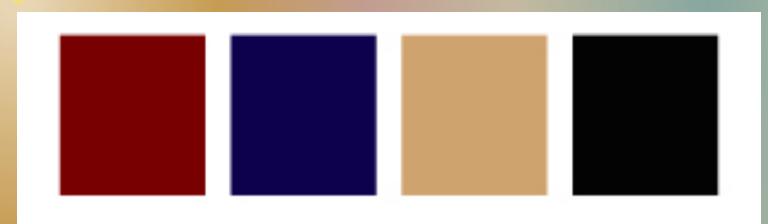


Magazine cover



## Changing the color of a selection

First, I make the selection - then I go to Hue/Saturation affect and choose a color. I can put text behind using the brush tool - just brush the text that you dont want to be seen - this way you create the ilusion that the text is behind.



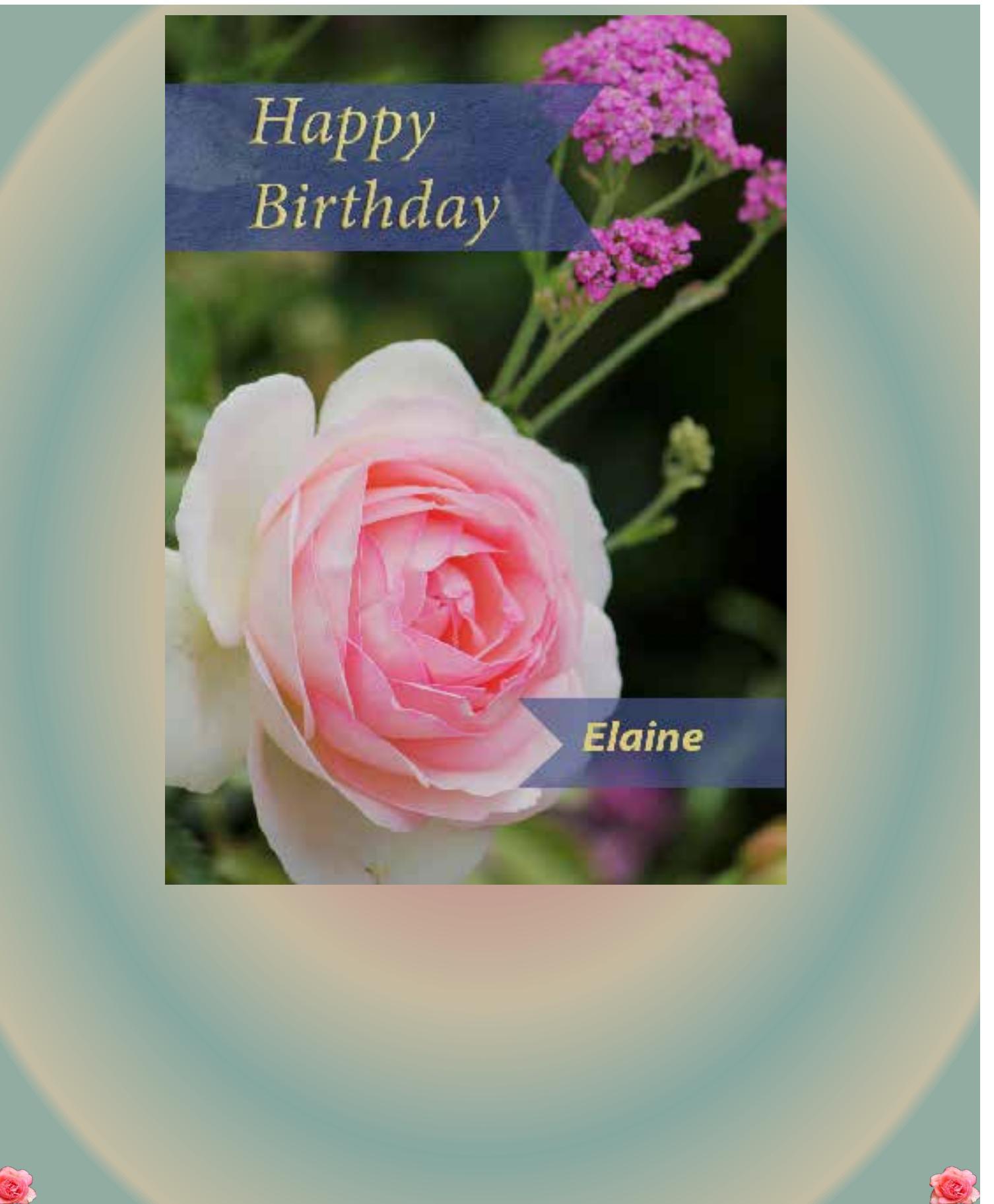
Change the color with the command  
Match Color



I have the swatches on one file - select the desire color - with the magic wand - then open the file with the girl - make a selection of the blouse - go the Image>Adjustments> Match color

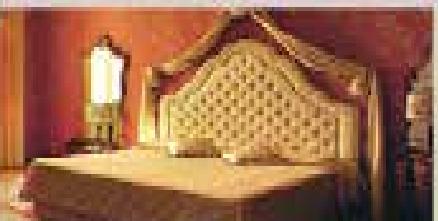


We have the original image on color - then next to the layer mask click to select Black&White (this is easy way to convert picture to black and white) - then you can paint with the brush to reveal whatever parts you want





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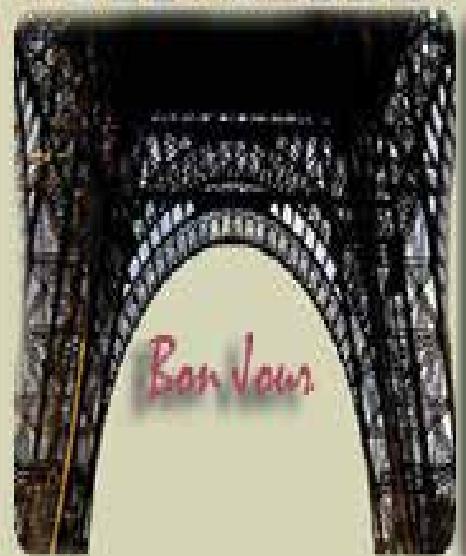


## Dates

June 10 - June 20

July 11 - July 21

August 13 - August 23



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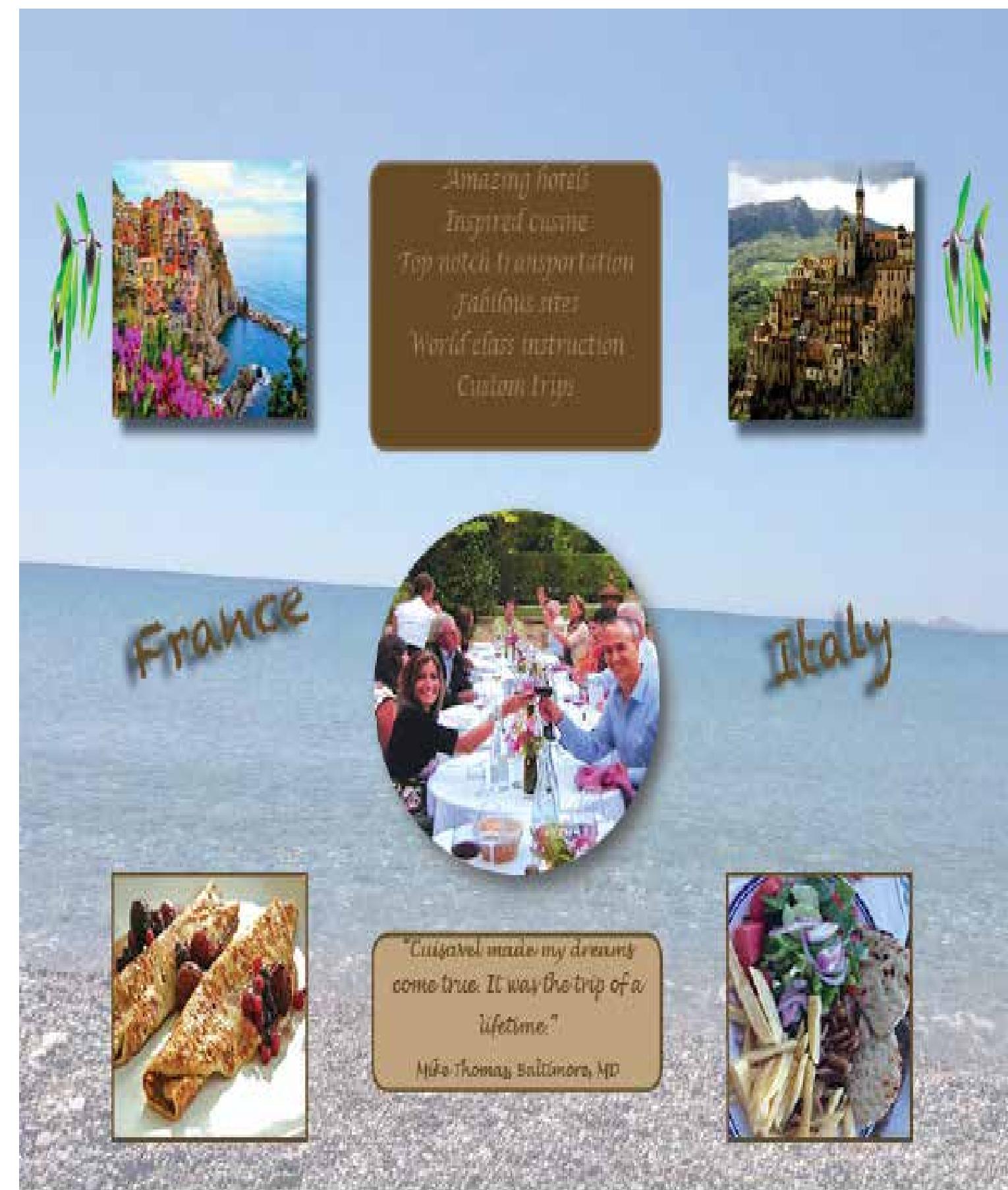
123 Pretend Parkway

Baltimore, MD, 21204

888-555-5555

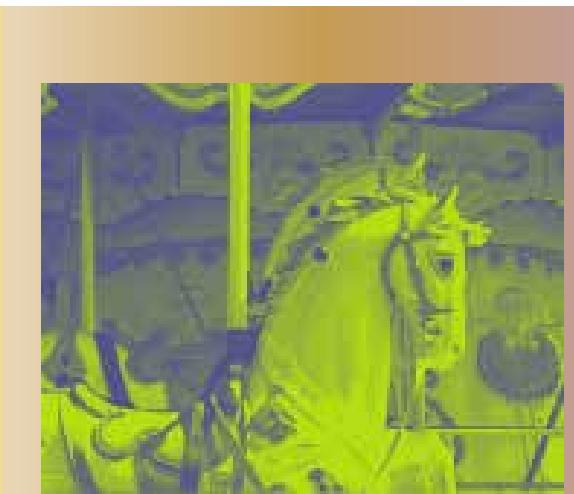
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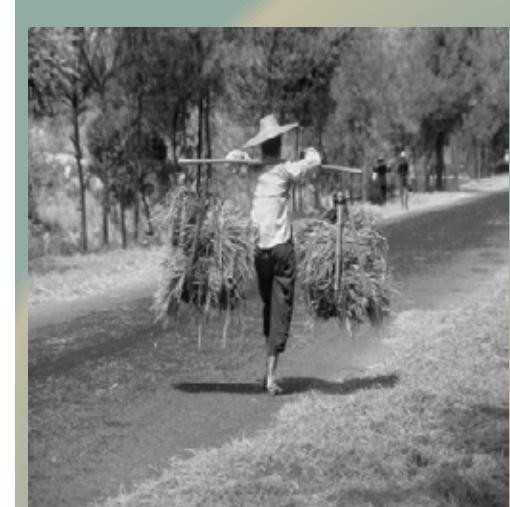
Mike Thomas, Baltimore, MD



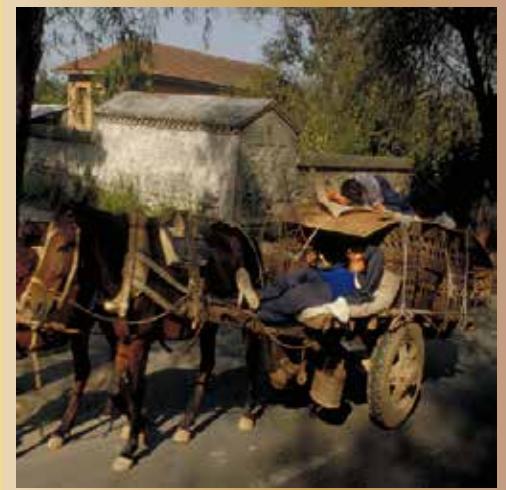
Faux Duotones and Luminosity Masking



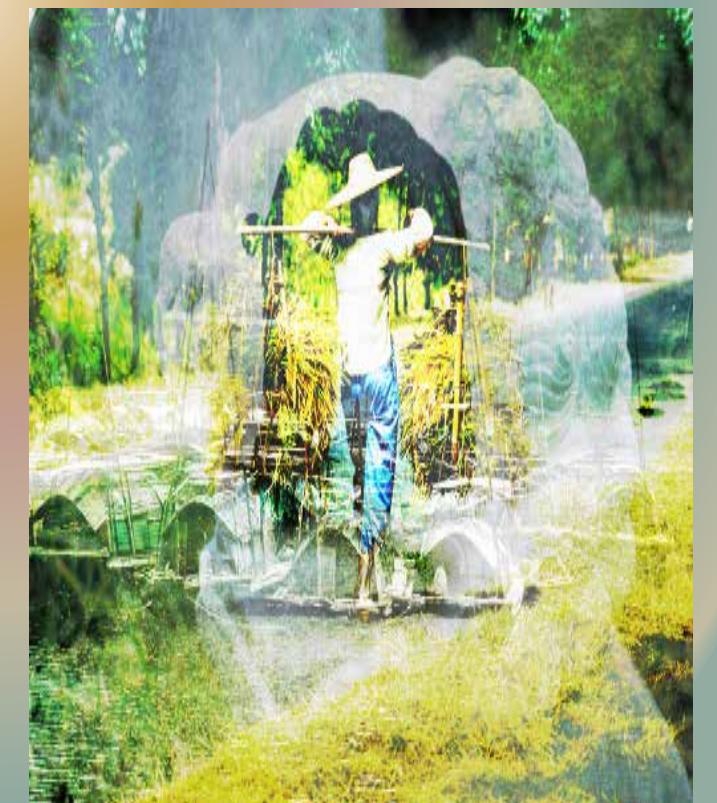
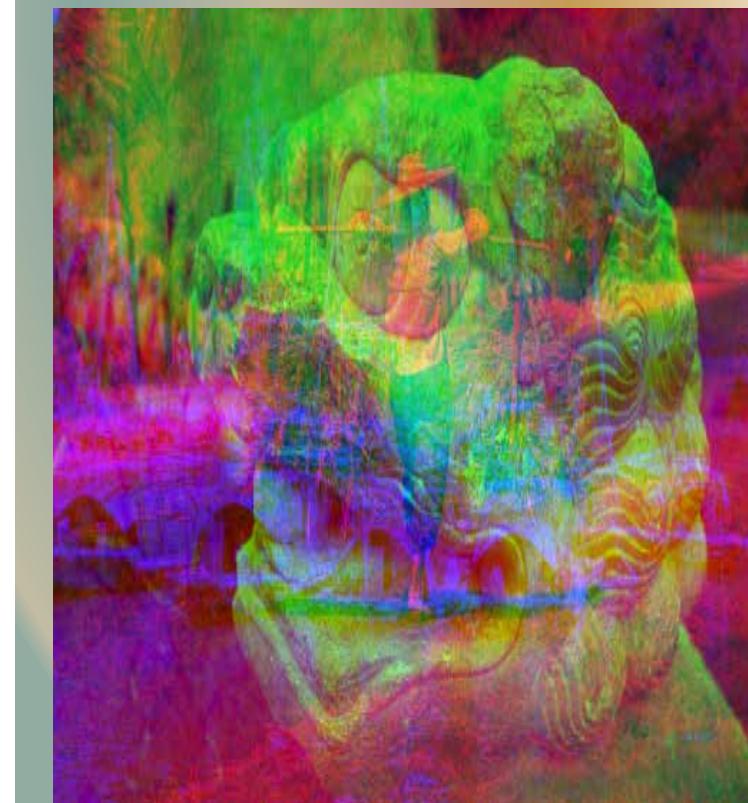
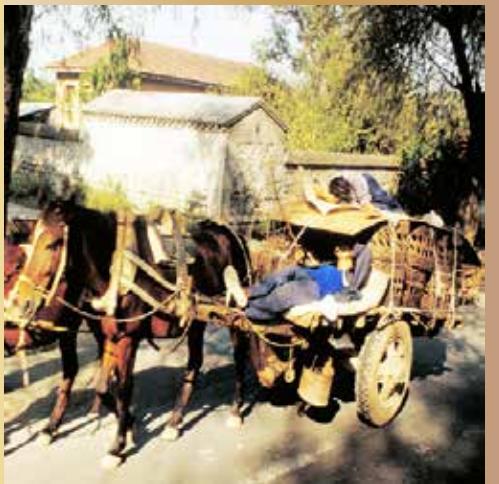
Revealing Shadow Details

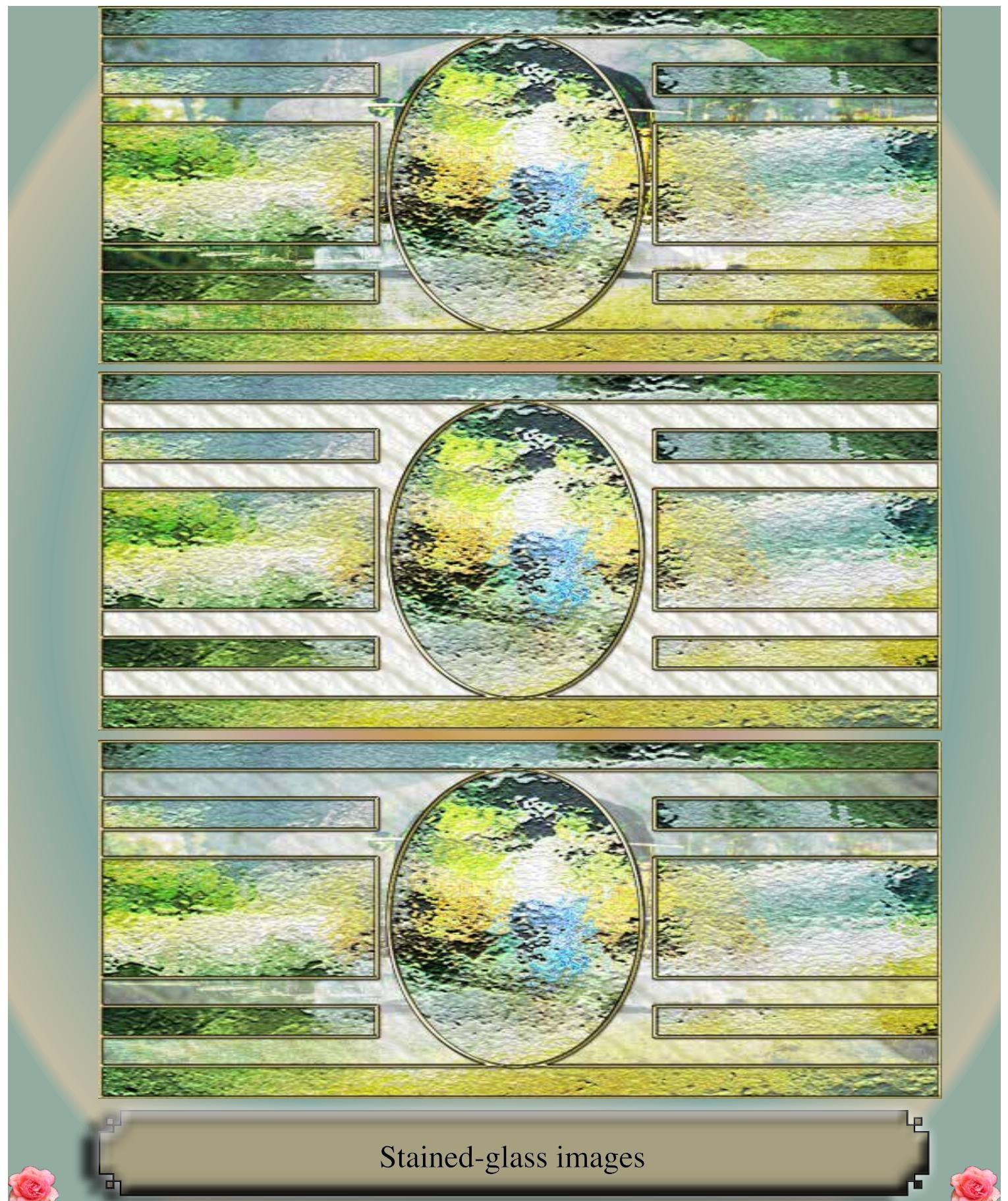


Channel Composites: A different photo in every channel  
(using the command Image > Apply Image)



Double masking, Color Range, and Sepia



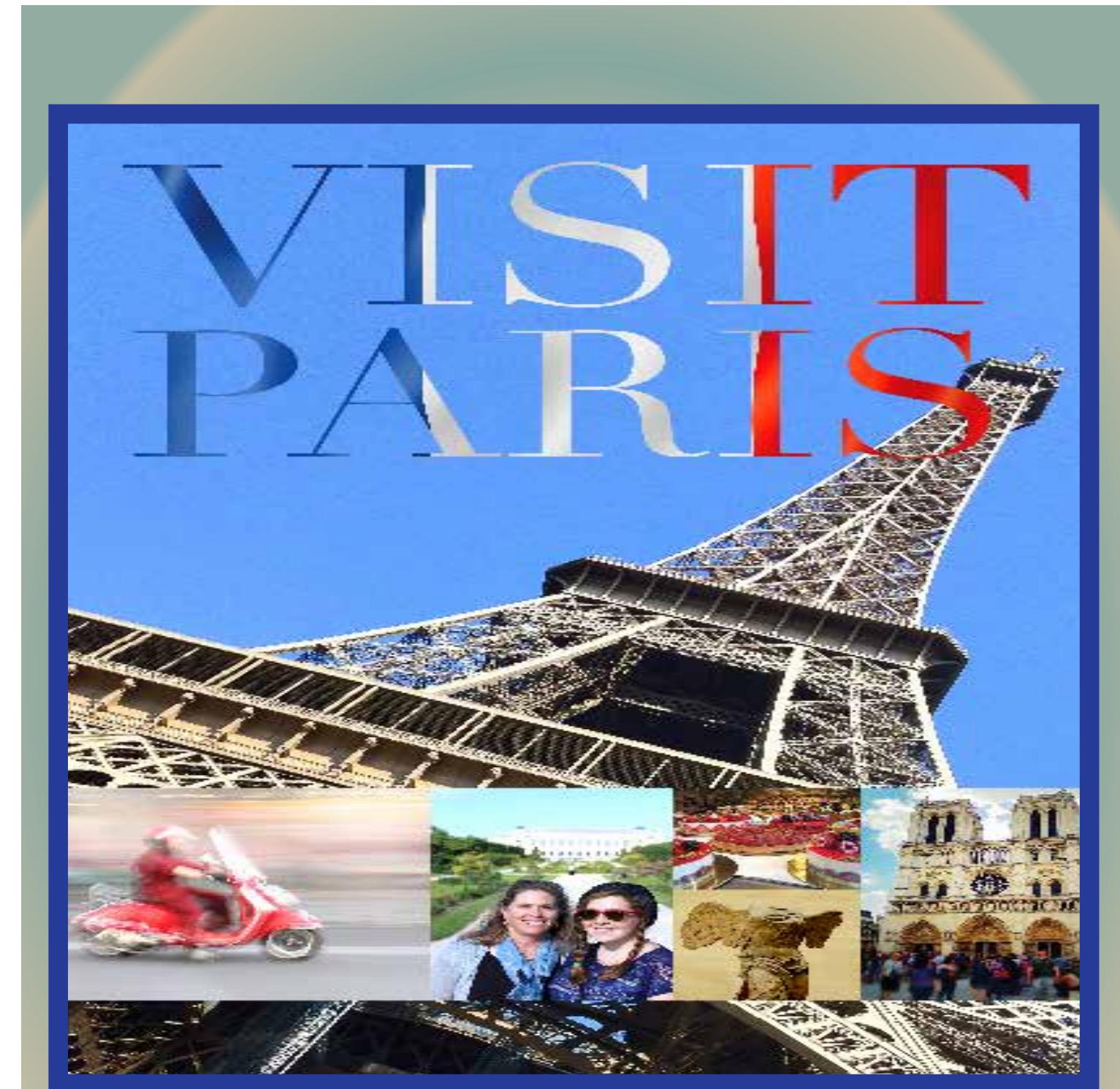


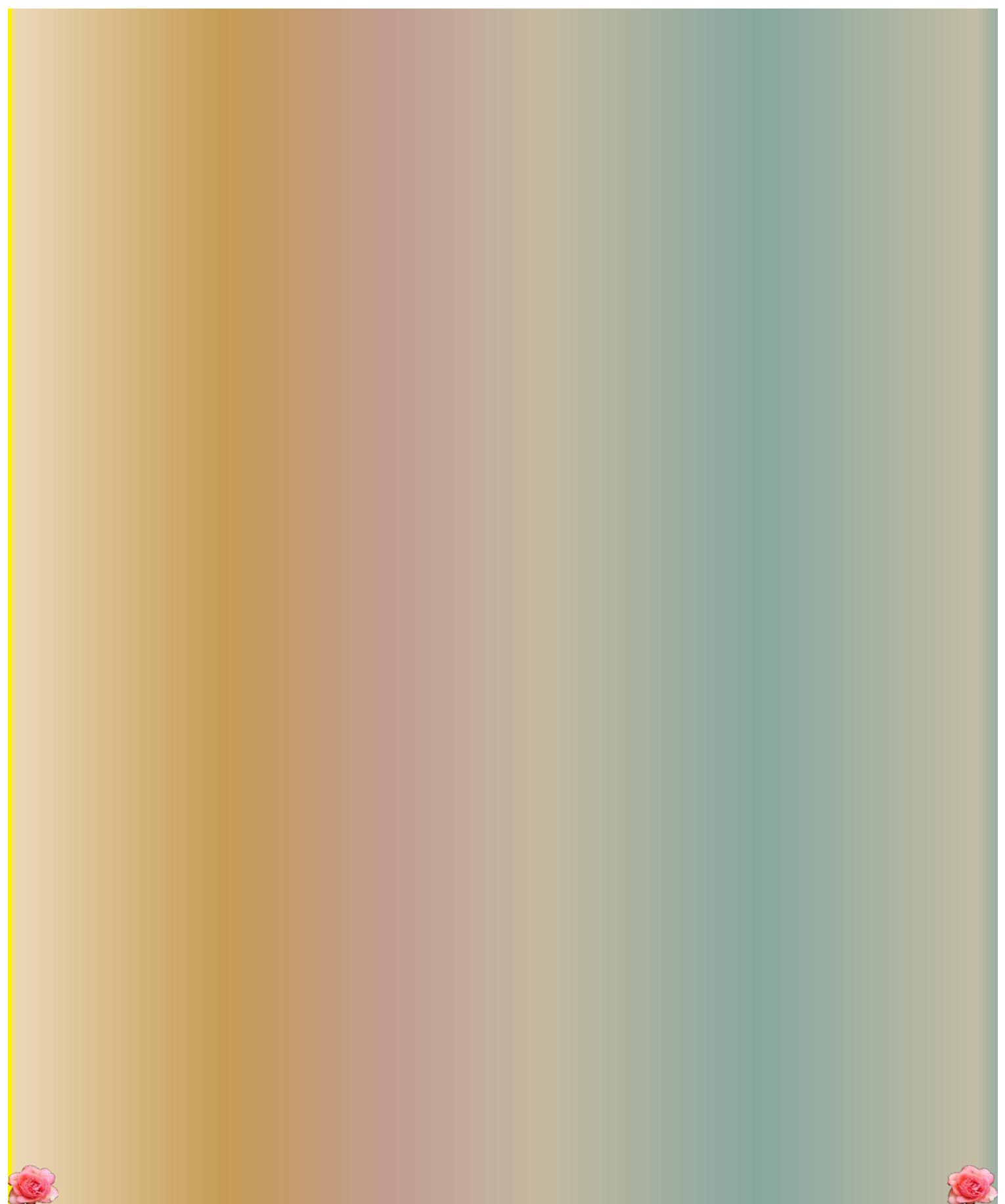


multiplying objects



Painting with Light: using Camera Raw as a Filter





# Photoshop

Resources for the exercises:

[www.udemy.com](http://www.udemy.com);

[www.lynda.com](http://www.lynda.com);

[www.kelbyone.com](http://www.kelbyone.com);

[www.ed2go.com](http://www.ed2go.com);

“Adobe Photoshop CC” - Andrew Faulkner & Conrad Chavez



*Photoshop*

