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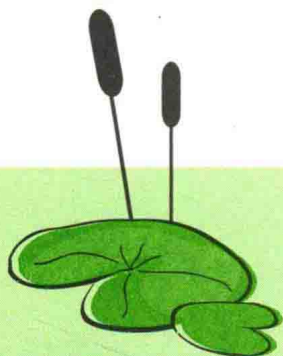
Photoshop[®] 6

Visual JumpStart[™]

Includes Full-Color Insert

**The Quickest Way to Get a Jump
on Photoshop 6**





Photoshop® 6

Visual JumpStart™

Richard Schrand



San Francisco ♦ Paris ♦ Düsseldorf ♦ Soest ♦ London

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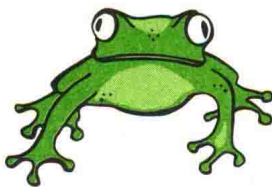
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To Jim Owens, Lorianne Crook, and Charlie Chase

Acknowledgments



This book has been a labor of love in many ways. And, as with all projects, it takes a lot of people to bring it through the various phases to become the product you have in your hands.

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- ◆ My daughter, Cyndi, her husband, Sam, and my grandchildren, Samantha and Joseph
- ◆ My wife, Sharon, who continues to stick by me through the ups and downs

Introduction

Photoshop is an awesome program. It's one of those rare applications that continues to astound, amaze, and fan the fires of creativity, no matter how long you have been using it. Its power lies in its almost limitless tools and effects, which allow you to create world-class images that jump off the computer screen or the printed page. Photoshop is more than a photograph-manipulation application. You can draw and paint, create seamless backgrounds for Web sites, and build effects to add to other images.

It's no wonder that Photoshop has become the image-manipulation program of choice for nearly all of the professional designers around the world. You literally cannot pick up a magazine without seeing something that has been created with the program. From *Time* to *Sports Illustrated* to *Newsweek*, almost every cover you see has been created in the program, not to mention the ads and images throughout the publications' pages. It's also pretty safe to say that even your local newspaper uses Photoshop as part of its design software. There are other programs out there, but none have the following of Adobe's premier application.

There is also no other program that has as many how-to books about it on the market. This is because Photoshop is filled with so many fantastic tools and effect generators that it can be very intimidating. Even the most seasoned "power users" won't claim to know this program inside and out. People are constantly finding new and exciting ways to create effects that are both eye-catching and cutting edge. Through the creative use of filters, layers, blending modes, and tools, you have virtually limitless design potential.

It may sound as if Photoshop is an extremely difficult program. Not really—it's only difficult if you don't have the information you need to help with the basics. The user's guide is a great place to start, and you should keep it close at hand to get the low-down on tools you haven't used before. But you also need something that gives you a real-world feel for what this fantastic program can do for you. That's where *Photoshop 6 Visual JumpStart* comes in. This book takes a highly visual, step-by-step approach to get you off to a quick start with Photoshop 6.



Image Sampler

The background banner in the image shown below was created entirely in Photoshop, using fills and the Airbrush tool for shading. You can also see other Photoshop effects in this image, such as drop shadows behind the logos to make them look as if they are positioned above the page, raised blocks, and slightly glowing text. These effects were built using layers and various filters.

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In the next image, the swirls behind the subjects were created using a filter and the Paintbrush tool. What you don't see in this image are sharp edges around the subjects. Through the use of the Blur filter, you can soften the edges of cutouts, giving them a more natural appearance.



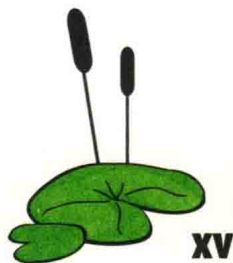
Along with projects designed for printed output, such as the magazine and newspaper advertisements, shown in these examples, Photoshop can also be used to build graphics for the Internet. To make Web design even easier, Photoshop 6 comes bundled with ImageReady 3.

What You'll Find in This Book

Photoshop 6 Visual JumpStart was designed with you, the beginning user, in mind. This book takes you through various projects that are designed to teach you the basics of the program, giving you the foundation to move onto more sophisticated work. You'll also get a feel for ImageReady 3 and how it works in unison with Photoshop to let you build elements for Web sites.

Here's a quick rundown on each of the chapters:

Chapter 1: Discovering the Features in Photoshop 6 Photoshop 6 has many new features that help expedite your workflow. In Chapter 1, you'll discover some of the more intriguing changes and additions to the program.



Chapter 2: Using the Editing Tools The Lasso, Magic Wand, Clone Stamp, Pattern Stamp, and Paintbrush are some of the tools that you'll employ almost every time you work with an image. In Chapter 2, you'll learn how to use these tools.

Chapter 3: Working with Layers, Channels, and Paths The Layers, Channels, and Paths palettes are three Photoshop features that give you the ability to build exciting images that combine text, elements from other images, and much more. In Chapter 3, you'll get hands-on experience with these palettes.

Chapter 4: Using Image-Modification Tools After you've had some experience working with layers, you'll want to explore the other image-modification tools in Photoshop's toolset. In Chapter 4, you'll learn how to use the Eraser tools, the History and Art History Brushes, the Blur/Sharpen/Smudge tools, and the Dodge/Burn tools.

Chapter 5: Working with Text Photoshop 6 includes many exciting features for working with text, including a new Text Warp option. In Chapter 5, you'll learn how to add text and create interesting text effects to enhance your images.

Chapter 6: Working with History States and Actions Using History states, you can correct errors and create special effects. Actions can speed you through repetitive tasks. In Chapter 6, you'll learn how to use the History and Actions palettes, which provide these features.

Chapter 7: Adjusting Images No matter how good a photographer you are or how good a scanner you have, you will frequently find that your images still need some adjustments for the best reproduction. In Chapter 7, you'll learn how to use the Photoshop features for controlling contrast, coloring, sizing, and other aspects of your images.

Chapter 8: Designing Images for the Web After you've worked with the main Photoshop tools, you'll want to discover how to get your images ready for the Web. In Chapter 8, you'll learn how to use Photoshop tools to design Web graphics.

Chapter 9: Using ImageReady ImageReady, which comes bundled with Photoshop 6, gives you added features for the creation of Web graphics. In Chapter 9, you'll learn the basics of using this program and how it interacts with Photoshop.



Chapter 10: Saving Images Saving your images in the most suitable format for their intended use is crucial to successful projects. In Chapter 10, you'll learn about the different formats in which your files can be saved, as well as how to use some Photoshop features for automating page layout.

As you can see, by the time you have worked your way through the book, you'll have a strong base from which your expertise can grow.

Making the Most of This Book

In each chapter of *Photoshop 6 Visual JumpStart* you will find a list of topics that you will learn in that chapter.

To enhance your knowledge of Photoshop design and animation, there are terms that are highlighted in the text and also defined in the margins of the book. Text that you are asked to type will appear in **bold font**.

You will also find other elements in the text to help you:



Note

Notes provide extra information and references to related information.



Tip

Tips are insights that help you perform tasks more easily and effectively.



Warning

Warnings let you know about things you should do, or shouldn't do.

Finally, when an operation requires a series of choices from menus or dialog boxes, the > symbol is used to guide you through the instructions, like this: "Select Programs > Accessories > System Tools > System Information." The items the > symbol separates may be menu items, toolbar icons, check boxes, or other elements of the Windows interface—any place you can make a selection.



Revving Up

There is a lot to cover, and I know you want to get started. Before you do, though, I'd like to take a moment to thank you for purchasing this book. I hope you'll find it useful as you begin your exploration of Photoshop 6. And let me be the first to say:

Welcome to the Photoshop fold!



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Part 1

Familiarizing Yourself with Photoshop

Using Photoshop 6 and mastering its myriad controls and functions can be a lifelong endeavor. Power users—those people who have learned the intricacies of the program over the years and who push the program to its limits—are still finding new and intriguing ways to create eye-catching and award-winning images using the program. But, before you can win your own awards with your Photoshop images, you need to start with the basics, and that's what will happen in this part.

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