

## Hue & Color

Hue is what you and I think of as color. That is the colors of the rainbow. Red, orange, yellow, green, and so on. Saturation is the intensity of that color. From stone cold drab to lustrously vibrant

**Color cast** - what color is dominant - color panel - eyedropper > find something that should be white - click and hold > you can see what extra color might be - > HSB sliders can show you the actual color + saturation > the higher the saturation the higher the color cast  
eyedropper - change sample bar > 5x5 - gives bigger value  
HSB> H= color check out 'palette' color wheel  
S = saturation - intensity - the lower the better 3% good 8% too high  
B = brightness

Image > Auto contrast - does all 3 colors  
> auto tone - single colors  
> auto color > be careful you are not just shift colors

Manually changing colors > always check with your eyedropper

correcting color balance > **adjustment > color balance** > 3 slider bars > set as compliments > play with the arrows > luminosity is up to you - brighter?  
Change your tone options > midtowns, shadows, highlights

**Saturation** > adjustment vibrance > Saturation = change all colors at once  
vibrance saturates color according to the needs > it works in reference to the saturation - if the saturation is on 0 and you change the vibrance it will change the least saturated color - they work together.

setting a saturation preset  
Edit > assign profile > profile radial button - adobe 1988 > to give preset changes

## Hue and saturation:

Adjustment > 3 sliders > targeted adjustment tool - 2nd one down > click on the top icon - the eyedropper can then select an individual color and change that when you are dragging > the drop down menu changes with the color selected.

lightness is to be barely used

colorize - changes the entire image - based on the value of each color

Remember the adjustment layers effect everything underneath

## SELECTION:

Always try and use shapes where you can to make things easy  
press and hold space bar to move selection on the fly - that help with alignment.

to get center - view > new guide > 50%

If you hold down the option / alt key then can drag out from the center > nudge selection with the arrow keys

Painting with quick selection

to unlock back ground - double click

**Quick selection** > brush generally in the area you want to select > finding edges > looking for contrast > not excellent at selection > be careful of ratty edges > turn on auto enhance check box - do it first > top menu

If you have a missing area - reduce size of brush and the ADD to the areas you need > shift click > sometimes edges change after you release the keypad

Remember you can add and subtract with any selection tool.

To add > you can change the icons at the top of the selection bar > add > subtract > intersection - intersects the 2 previous selections - press and hold shift and option - gets the intersection (auto enhance to be quick selection)

shift drag and shift options - very little control > can increase or decrease the size of the cursor > can add to layer mask by adding white to the layer mask  
feathering a layer mask softens a selection.

**Add layer mask** > selection > quick mask at bottom of the layer bar.

selection > layer > new gradient layer

play with the boxes - angle, reverse and alignment

To flip - free transform - > opt > click > flip etc..

Please always look at your properties bar at the top - if you like numbers use them

Remember the layers options - multiply, darken etc

**Aligning images** to a selection - cmd click the quick mask > select layer to align > > move tool - then select your alignment

Magic wand - areas of common luminance and or similar color - remember to feather - remember your tolerance = luminance.

anti alias - slightly smooths out the edges -

contiguous - selects non adjacent

save selection > select > save > go to channels to see your selection > alpha channel

deselect > grey = partial selection > white = selection > black no selection

grow > make a selection - selects adjacent pixels

similar > selects non adjacent

a trick to select various similar color range > section different area with the marquee and the grow

to select selection in the channels panel > load selection > alpha can not be saved with

jpeg > so layers = psd > no layers = tiff (alpha channels turned on) image compression > Lzw > pixel order

**Refining selection** > select and mask workspace

load selection > add layer mask > contrast the selection > see what you are doing > add a fill color

select layer with image > layer > select and mask > view onion skin > transparency 100% >

edge detection > creates a channel around the selection > softening the selection > just reevaluating the selection

move tool > cmd click selections > align

**clipping a layer in the adjustment layer** > effects the layer below only > double click on the adjustment layer then clip - bottom left

Target adjustment tool - selects a single color

Bring out detail in shadow - > image > adjustment > shadows, highlights > show more options > play and use the preview to see what you have done

Gradients can soften and image > FX at bottom of layers > blend > play with changes

Duplicate layer > choose the document > to add layer to

Quick mask mode - white = add

black = minus

paint and select - ruby with

**Jump layer** - creates a new layer of your selection

delete key gets rid of selection

Bettering your selection

select the quick mask in the tool bar - OR select the q = ruby lith selection

image adjustments - threshold - 128 = medium grey, 255 = luminance level for white - under selects the image - just show you what is masked.

To get more refinement deselect the quick mask and the select mask mode.

## **Select and mask**

select > mask > overlay - quick mask.

black and white > global refine > contrast = threshold > then shift edge > outward and inward

brush tool after you have some made your global selections > paint out some selections

to smooth value > no more than 33%

to restore natural edges - > set contrast to about 33% - can be changed

Using brush too to add to your selection > quick mask > paint with black > generally better to select too little then too much - less is better

control backspace - fills quick selection in the black - minus

Soft feathers or hair - how to retain it - rough up the edges using the smug tool - the edges need to be low contrast > smudge tool >

Make sure your quick mask is selected > then smear the edges of the mask > start with a big selection > then move to a smaller selection > strength should be about 50% > try and follow the natural edges - wiggle and forward with the cursor >