

Adobe Photoshop CS2
Part 6: Composition
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Introduction

Adobe Photoshop® is the industry standard for still image manipulation and editing. It is the premier product used by web designers, photographers, and video professionals. With many powerful tools, Photoshop allows users to craft images with only imagination as a limitation.

This handout will provide users with a better understanding of how to put together an image that may be used for advertising, art, or personal use. The examples will guide users into creating personal brushes. Another section will cover how to make a background. After setting the basis of a background, users will blend a stock photo into the composition. The final steps of completing an image are to add media and text to place a theme.

Downloading the Data Files

The sample data files used in this handout are available for download.

To download the data files:

1. Click the **Start** button and select **Internet Explorer**. The browser window opens.
2. Type <http://www.calstatela.edu/its/training/datafiles/photoshopcs2p6.exe> in the **Address** bar and press the **[Enter]** key. The *File Download* dialog box opens (see Figure 1).

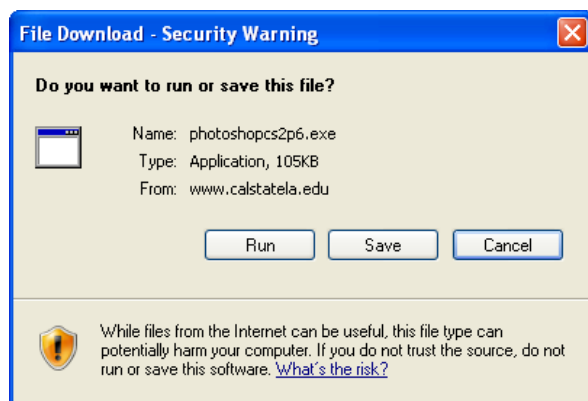


Figure 1 - File Download Dialog Box

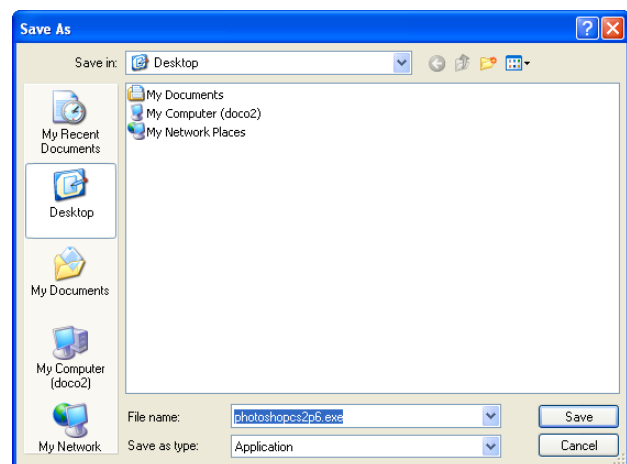


Figure 2 - Save As Dialog Box

3. Click the **Save** button. The *Save As* dialog box opens (see Figure 2).
4. Select the appropriate location (e.g., personal flash drive) from the *Save in:* drop-down list.
5. In the *File name:* text box, rename the file or leave the default file name.
6. Click the **Save** button.


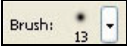

Customizing Brushes

Photoshop allows for the creation of brushes that can be used for future compositions. A brush can be made with any drawing tool or other stock brushes. When making a brush, it is best to make the brush large. Since defining a brush requires the object to be in rasterized form, it will start to pixelate when being scaled up. It is easy for the brush to be scaled down without losing quality. Several unique, customized brushes can be saved in a file that the user can open as needed.

CREATING A BRUSH SET

Users may create their own brushes and save them in a single file. The file of the brushes will have an “.abr” file extension. Before defining brushes, the user must first clear the brush palette. After defining a brush the user will notice that only the new brush appears in the brush palette. When the brush set is complete it can be saved in a separate file.

To clear a brush palette and create a brush set:

1. Click the **Brush Tool (B)** button  in the **Toolbox**.
2. Click the **Brush Preset Picker** drop-down arrow  on the **Option** toolbar.
3. Click the right-pointing **Arrow** button  to open the **Brushes** fly out menu (see Figure 3).

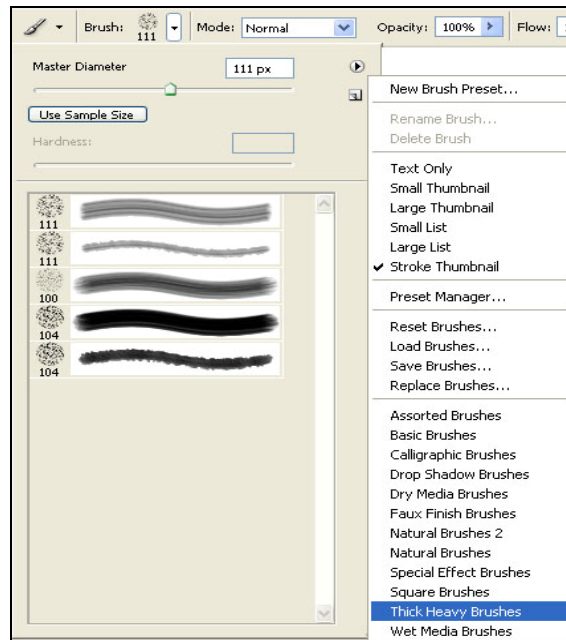


Figure 3 - Brushes Fly Out Menu



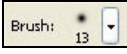

4. Select “**Thick Heavy Brushes**” for the user brush set. A warning box will open and ask if the current brushes should be replaced with brushes from the “**Thick Heavy Brushes.abr**” file ► **OK** button.
5. The user can now create and save unique brushes and new brush sets as described in the following sections.

CREATING A BRUSH TOOL

Brushes can be made using other brushes that are already predefined in Photoshop. Many of the predefined brushes come in different forms such as basic, calligraphic, natural, square, and special effect. Users are not limited to using one brush. Users can combine various brushes to customize a unique brush.

To create a unique brush using predefined brushes:

1. Select **File** menu ► **New...** The *New* dialog box opens.
2. Enter “**Brush Tool**” in the **Name:** text box.
3. Enter “**800,**” in the **Width:** text box, making sure the units are set to “**pixels.**”
4. Enter “**600,**” in the **Height:** text box, making sure the units are set to “**pixels**” ► **OK** button. The **Brush Tool** document window will open.

5. Create a new layer by selecting the **Layer** palette and clicking the **Create a New Layer** button .
6. Click the **Brush Tool (B)** button  in the **Toolbox**.
7. Select the desired brush by clicking the **Brush Preset Picker** drop-down arrow  on the **Option** toolbar.
8. Choose desired brush style from the brush list.
9. Set the desired brush size with **Master Diameter** slider .
10. Begin designing the brush by holding the left mouse button and brushing over the blank workspace (see Figure 4).

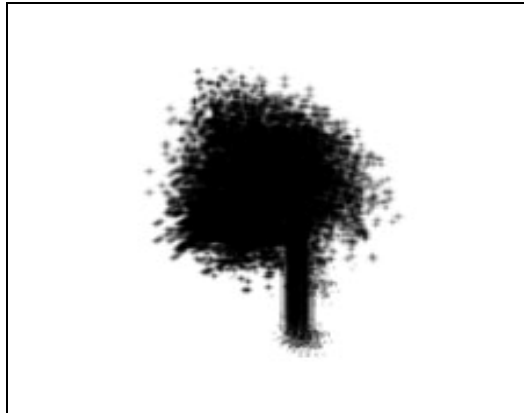



Figure 4 - Spray Can Brush

11. Click the **Lasso Tool (L)** button  in the **Toolbox** and create a circle around brush design to select it (see Figure 5).

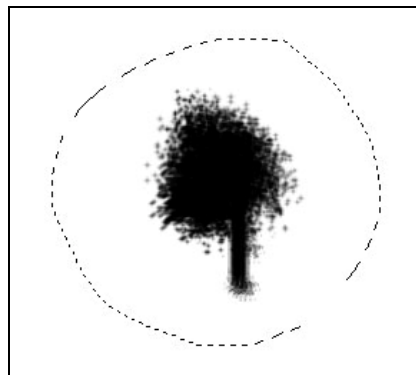


Figure 5 - Selecting Brush Style


12. Select the **Edit** menu ► **Define Brush Preset....** The *Brush Name* dialog box opens.
13. Enter “*spraycanbrush*” in the *Name:* text box ► **OK** button.
14. Close the **Brush Tool** document window.

NOTE: The brush is now saved in Photoshop. It can be accessed by searching through the list of brushes in the **Brush Preset Picker** or in the **Brushes** pallet. Newly defined brushes are located at the bottom of the list.

CREATING A PEN TOOL BRUSH

The **Pen Tool (P)** enables users to create brushes that are neatly defined by fine lines and shapes. The design must first be drawn on canvas and then converted to raster form. It will then be selected with a selecting tool and defined as a brush.

To make a Pen Tool (P) brush:

1. Select the **File** menu ► **New...** The *New* dialog box opens.
2. Enter “**Pen Brush**” in the **Name:** text box.
3. Enter “**800,**” in the **Width:** text box, making sure the units are set to “**pixels.**”
4. Enter “**600,**” in the **Height:** text box, making sure the units are set to “**pixels**” ► **OK** button. The **Pen Brush** document window will open.
5. Click the **Pen Tool (P)** button  in the **Toolbox**.
6. Start drawing an object by placing points on canvas to form a geometric figure (see Figure 6).

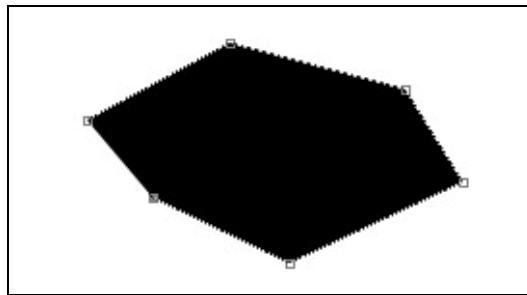





Figure 6 - Plotting Pen Tool (P) Points

NOTE: Close the path by clicking the last point where the first point was clicked. This allows the reshaping of all lines between points. An outlined circle will appear at the bottom right of the cursor once the cursor is over the first point.

7. Right click **Pen Tool (P)** button  and select the **Convert Point Tool**  from the menu.
8. The object can be shaped by clicking and holding the left mouse button on one of the corner points and dragging the **Convert Point Tool**  (see Figure 7).

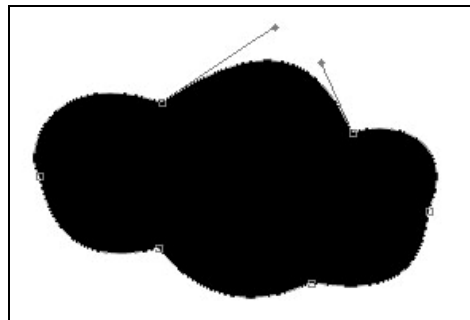





Figure 7 - Adjusting Corner Points

9. Individual points on the object can be moved by selecting the **Direct Selection Tool (A)** , clicking and holding the left mouse button on one of the corner points, and dragging the tool.

NOTE: If the **Direct Selection Tool (A)** button  is not present on the **Toolbox**, right click the **Path Selection Tool (A)** button  and select the **Direct Selection Tool (A)**  from the list.

- Convert object to rasterize type by right-clicking the “*Shape 1*” layer name in the **Layer** palette ► **Rasterize Layer** (see Figure 8).

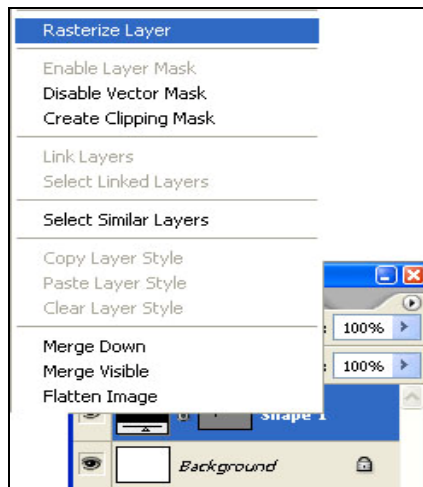


Figure 8 - Rasterize Layer

- Click the **Lasso Tool (L)** button in the **Toolbox** and select the area around the object (see Figure 9).

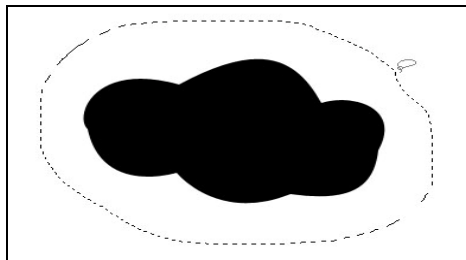


Figure 9 - Selecting with Lasso Tool (L)

- Select the **Edit** menu ► **Define Brush Preset...** (see Figure 10). The *Brush Name* dialog box will open.

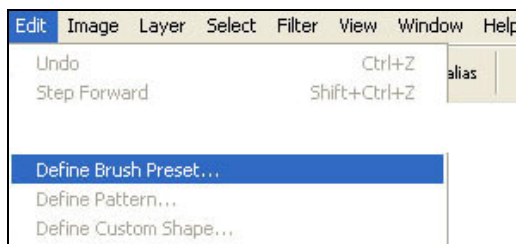


Figure 10 - Define Brush Preset

- Enter “*penbrush*” in the **Name:** text box ► **OK** button. The new brush has been added to the existing brush pallet.

USING SHAPES TO CREATE A BRUSH

Users can predefine a series of shapes that are combined together to create a brush. The different shapes are drawn using the shape tools in Photoshop. Instead of having multiple vector shape

layers, the brush has all the shapes combined as a group. Before defining the brush, all vector shapes must be grouped together and transformed into raster form.

To create a brush using different shapes:

1. Select the **File** menu ► **New...** The *New* dialog box opens.
2. Enter “**Shape Brush**” in the **Name:** text box.
3. Enter “**800,**” in the **Width:** text box, making sure the units are set to “**pixels.**”
4. Enter “**600,**” in the **Height:** text box, making sure the units are set to “**pixels**” ► **OK** button. The **Shape Brush** document window will open.
5. Select the appropriate shape tool in the **Toolbox** (see Figure 11 and Figure 12).

NOTE: Click and hold the left mouse button on the current selected shape to access the other shapes available in Photoshop.

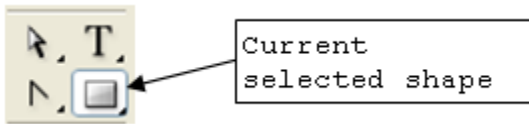


Figure 11 - Current Toolbox Shape



Figure 12 - Shapes Available in Photoshop

6. Begin drawing shapes on the canvas (see Figure 13)

NOTE: When the **Custom Shape Tool (U)** is selected in the **Toolbox**, additional predefined custom shapes are available by opening the **Custom Shape Preset Picker** on the **Options** toolbar (see Figure 14).

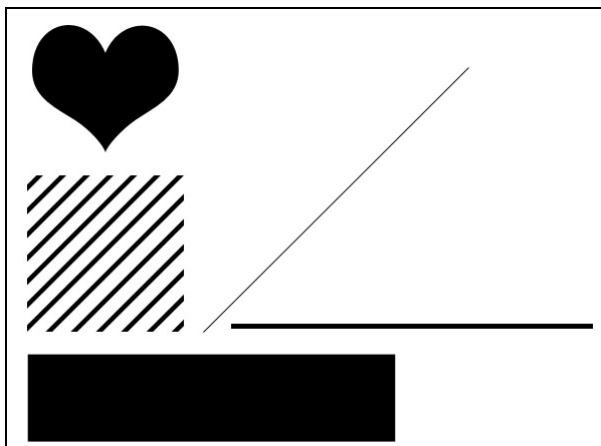


Figure 13 - Shapes

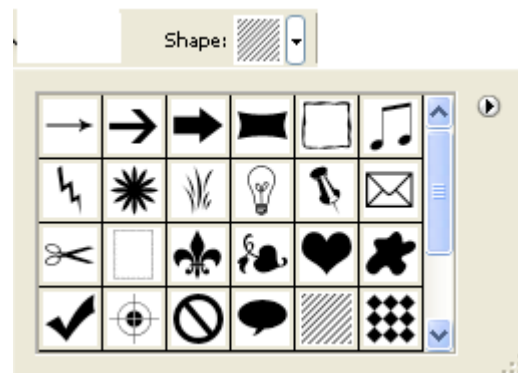


Figure 14 - Custom Shape Preset Picker

7. In the **Layer** palette, select all shape layers for the desired brush by holding down the **[Ctrl]** key and clicking the name of each individual layer.
8. Right click one of the selected layer names and select **Group into New Smart Object** (see Figure 15). The layers will be grouped into a single layer object.

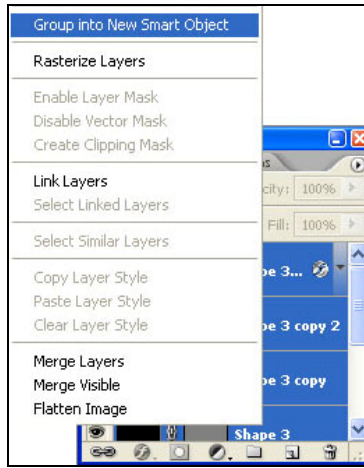


Figure 15 - Group into New Smart Object

9. Transform layer into raster form by right clicking the grouped layer name, then selecting **Rasterize Layer**.
10. Click the **Lasso Tool (L)** button in the **Toolbox** and select around the grouped object.
11. Select the **Edit** menu ► **Define Brush Preset...**. The *Brush Name* dialog box opens.
12. Enter “*shapebrush*” in the *Name:* text box ► **OK** button.

SAVING THE BRUSH SET

When all the brushes in the set have been defined, the set can be saved in an “.abr” file. Prior to saving the file, the user may wish to delete several or all of the existing brushes so that the file will contain only the unique brushes created.

To save the new brush set:


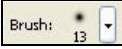

1. Click the **Brush Tool (B)** button  in the **Toolbox**.
2. Click the **Brush Preset Picker** drop-down arrow  on the **Option** toolbar.
3. Right click on a brush style to be deleted in the **Brush Preset Picker**.
4. Select **Delete Brush** (see Figure 16) ► **OK** button.



Figure 16 - Delete Brush

5. Repeat steps 3 and 4 until all the brushes except the unique ones created in the above sections are gone.
6. Click the right-pointing **Arrow** button  to open the **Brushes** fly out menu
7. Select **Save Brushes...** (see Figure 17). The *Save* dialog box opens.

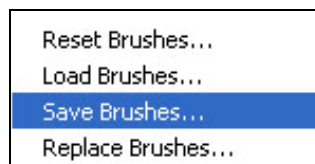


Figure 17 - Save Brushes

8. Enter “*BrushPack*” in the *File name:* text box ► **Save** button.

Beginning a Composition

When creating a composition it is best to begin work at high resolution and scale down the image size later. It is important to take the time to notice the placing and spacing of objects. Be careful to recognize every detail within an image. Any blurred or jagged parts of the image can make the image less interesting. Many layers will be made, so it is a good practice to keep an organized *Layer* palette.

To create a new image:

1. Select the **File** menu ► **New...** The *New* dialog box opens.
2. Enter “**Composition**” in the **Name:** text box.
3. Enter “**600,**” in the **Width:** text box, making sure the units are set to “*pixels.*”
4. Enter “**800,**” in the **Height:** text box, making sure the units are set to “*pixels*” ► **OK** button. The **Composition** document window will open.

Background Effects

A composition begins by adding a background that sets the bases of the image. Other elements are then added over the background to create a complete composition. For the following examples a filter effect is going to be used to add a background.

ADDING A FILTER EFFECT


There are many filter effects that are included in Photoshop. A cloud effect is going to be added to the composition in these examples.

To add filter effect:

1. Set desired colors of clouds by clicking the **Set Foreground Color** button (see Figure 18).



Figure 18 - Set Foreground Color Button

2. Create a new layer for cloud effect by clicking the **Create a New Layer** button  in the *Layer* palette.
3. Select the **Filter** menu ► **Render** ► **Clouds**. The cloud effect will appear in the **Composition** document window (see Figure 19).

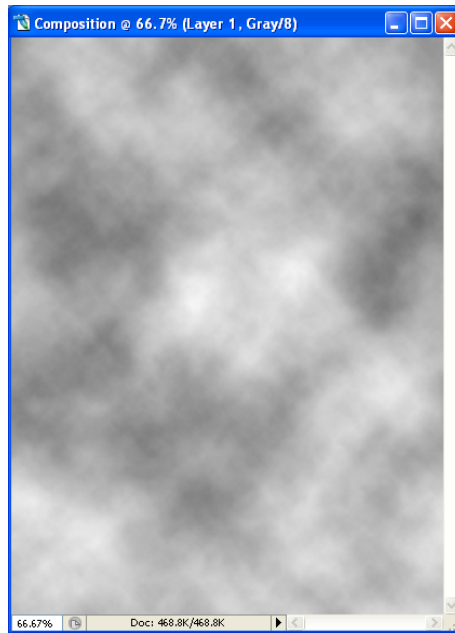


Figure 19 - Cloud Filter Effect

GRADIENT

A white gradient can be added to give the background the appearance of a transition from one color to another. Varieties of colors can be used; however, in the current example, a basic blend from white to the cloud effect will be used.

To add gradient:

1. Click the **Gradient Tool (G)** button  in the **Toolbox**.
2. Click the **Default Foreground and Background Colors (D)** button (see Figure 20).

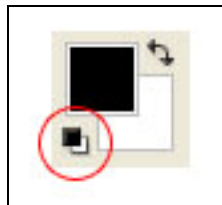



Figure 20 - Default Foreground and Background Colors (D) Button

3. Click the **Switch Foreground and Background Colors (X)** button (see Figure 21).



Figure 21 - Switch Foreground and Background Colors (X) button

4. Click the drop-down arrow on the **Gradient Preset Picker**  located on the **Option** toolbar and select “**Foreground to Transparent.**”
5. Create a new layer by clicking the **Create a New Layer** button in the **Layer** palette.
6. Click and drag mouse from the bottom of the canvas to the top to apply the gradient effect (see Figure 22).

NOTE: The mouse cursor will change to a “+” shape inside the canvas and a solid line will appear while dragging the cursor to indicate the length of the canvas where the gradient will be applied. When the mouse is released, the bottom of canvas blends from white to the cloud effect up the canvas.





Figure 22 - White Gradient Applied

7. Save the work.

Blending

Blending is a useful technique that is commonly used when creating composite images. In this lesson, only selected parts of an image will be used and the unwanted parts will be gently brushed out. It will make the image seem like it is part of the background.

To blend:

1. Open the file “*stock.jpg*.”
2. Select **Lasso Tool (L)**  in the **Toolbox**.
3. On the **Option** toolbar, enter “*5px*” in the **Feather:** text box .
4. Select around image with the **Lasso Tool (L)** (see Figure 23).

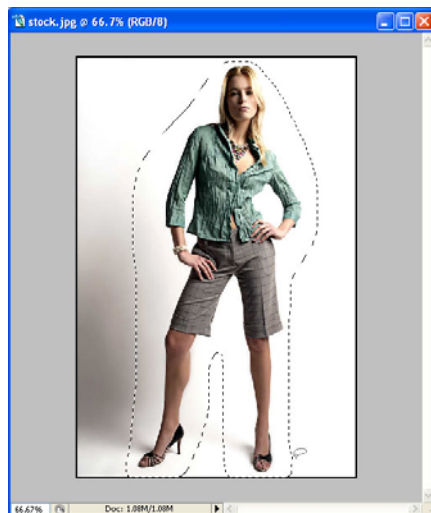



Figure 23 - Selecting the Image with the Lasso Tool (L)

5. Select the **Edit** menu ► **Cut**.
6. Click the title bar of the **Composition** document window to make it the active document.
7. Select the **Edit** menu ► **Paste**.

NOTE: If needed, click the **Move Tool (V)**  in the **Toolbox** and move the image to an optimal position in the document window.


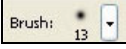


8. Select the **Eraser Tool (E)**  in the **Toolbox**.
9. Click the **Brush Preset Picker** drop-down arrow  on the **Option** toolbar.
10. Click the right-pointing **Arrow** button  to open the **Brushes** fly out menu.
11. Select **Basic Brushes**. A warning box will ask if the current brush set should be replaced ► **OK** button.
12. Select the “*Soft Mechanical 65 pixels*” brush .
13. Resize the brush to “70px.”
14. Enter “50%” in the **Opacity**: text box on the **Options** toolbar.
15. Begin brushing away unwanted parts of the image (see Figure 24).





Figure 24 - Blending

NOTE: Lighting and color tone can be changed using adjustment layers.

Adding Shapes and Text



The final stage in completing a composition is adding media and text. Text and vector designs will be added. Combining text and vector shapes will give the composition an original design. In this example, the finished design will be an advertisement for a fashion show.

To add vector shapes:

1. Click the current selected shape  in the **Toolbox**.
2. Click the **Set Color for New Layer** button  on the **Option** toolbar. The *Color Picker* dialog box will open.
3. Select the desired color ► **OK** button.
4. In the **Composition** document window, click and drag the mouse to begin adding shapes to the composition.

NOTE: It is possible to go back and forth between adding shapes and text.

To add text:


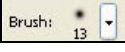

1. Click the **Horizontal Type Tool (T)**  in the **Toolbox**.
2. Select the desired font by clicking the **Set the font family** drop-down arrow  on the **Option** toolbar.
3. Begin adding text to the composition.

NOTE: Besides the font family, it is also possible to adjust the font style and size along with text orientation, justification, color, anti-aliasing method, and warping effects.

LOADING BRUSHES

The brushes that were made earlier may be used during when finalizing the composition.

To load a brush set:

1. Select the **Brush Tool (B)**  in the **Toolbox**.
2. Click the **Brush Preset Picker** drop-down arrow  on the **Option** toolbar.
3. Click the right-pointing **Arrow** button  to open the **Brushes** fly out menu.
4. Select **Load Brushes...** The *Load* dialog box opens.
5. Select the file “*Brushpack.abr*” ► **Load** button.
6. Scroll down the **Brush Preset Picker** and select a brush style.
7. Create a new layer by clicking the **Create a New Layer** button in the *Layer* palette.
8. Apply the brush to the composition (see Figure 25).

NOTE: There is no limit to how much text and shape designs can be added to a composition.



Figure 25 - Finished Composition