

Lesson 3

Layer Basics

Both Adobe Photoshop and ImageReady let you isolate different parts of an image on layers. Each layer can then be edited as discrete artwork, allowing unlimited flexibility in composing and revising an image.

Learn how to do the following:

- Organize your artwork on layers
- Create a new layer
- View and hide layers
- Select layers
- Remove artwork on layers
- Reorder layers to change the placement of artwork in the image
- Apply modes to layers to vary the effect of artwork on the layer
- Link layers to affect them simultaneously
- Apply a gradient to a layer
- Add text and layer effects to a layer
- Save a copy of the file with the layers flattened



**** Save** this Image to your computer and name it GoldenGateBridge.**

Note: **New images** are created as **Background** when opened in Photoshop in the **layers Palette**.

- Working in layers is like placing portions of the images on pieces of clear plastic sheets in layers, so you are able to edit parts(layer) of the image without affecting the other layers.

Click here to Save the images that you will be adding to the GoldenGateBridge.

Creating a layered image

You can create a maximum of 8000 combined layers, layer sets, and layer effects per image, each with its own blending mode and opacity. However, the amount of memory in your system may limit the number of layers possible in a single image. Because each layer, and layer effect takes up part of that maximum value, a realistic maximum value would be closer to 1000 layers.

Newly added layers and layer sets appear above the selected layer in the Layers palette. You can add layers to an image in a variety of ways.

- By creating new layers or converting selections into layers.
- By converting a background to a layer or adding a background to an image.
- By placing, dragging and dropping, or pasting selections or entire images into the image.
- By creating type using the type tool.
- By using the shape or pen tool to create a new layer that contains a layer clipping path.

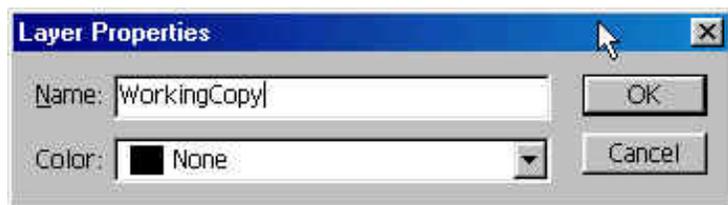
-From Adobe Photoshop 6.0 online Help-

Open Image--Go to **File>Open** -" GoldenGateBridge."



Now in the **layers palette** >Left click and **Drag** the background layer to the **new layer button** on the bottom of the palette. Or you can **right click** on the **background layer** and create a new layer.

Right click on the **Copy Layer** you just made of the background in the layers palette and **Left click** on **LayerProperties** and call it **WorkingCopy**.



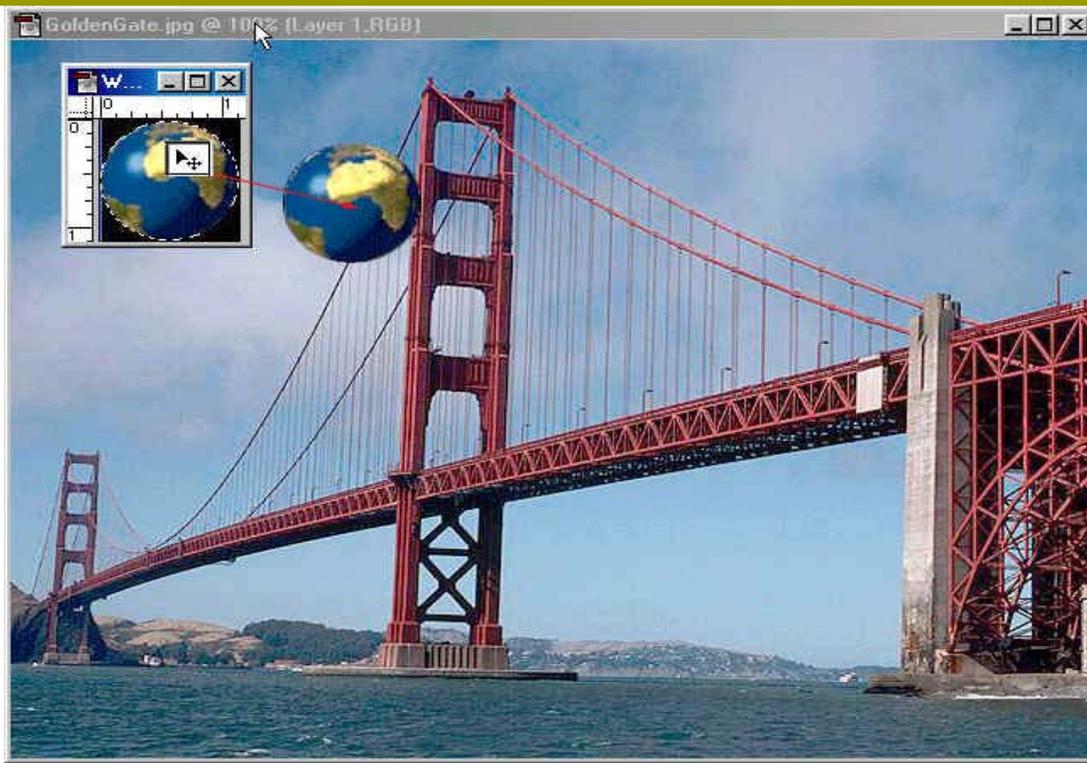
Now go to **File>Open** the 3 images that you saved to your computer, **minimize LadyLib**, and **Lincoln** for know. Keep the **World** image up to work on next.



Next use the **Elliptical marquee tool** to select **just the world** and to get rid of the **blackbackground**.(When using the Elliptical marquee tool you can hold down the **shift key** and **left click** to use a circular selection instead of and oval selection).



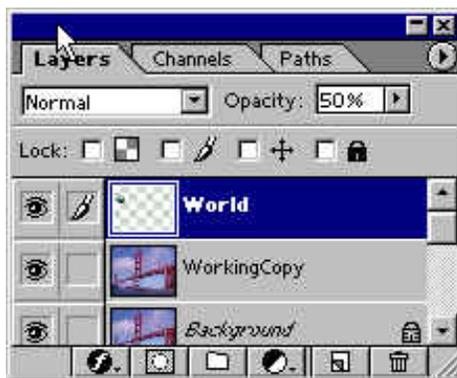
Now that you have selected just the World use **Ctrl+C** to make a copy of it or use **selection tool** on image **Right click** and choose **Layer Via Copy** and **Left click** and **Drag** on the **Copy** of the World image using the **Move tool**  into the GoldenGateBridge image.



Don't forget to use **Ctrl+S(Save)** often because Photoshop uses a large portion of your RAM(typically 50%)on your computer and depending on how large of a project you are working on and the amount of RAM you have on your computer. You should have 128MG of RAM or better for this type of program or you will have problems. In the Lab it may crash on you.

In the **layers palette** select the **world layer** by **right clicking** on it and **selecting LayerProperties** and call it **World**.

Now place the World some where in the sky area it doesn't have to be exactly where mine is. Then go to the **layers palette** and select the **Opacity** by **left clicking** on it and changing it to **50%**.



Now **Maximize** the **LadyLiberty** image to work on next.

- Use the **Magnetic lasso** to select just **ladyLib**, (this is a more difficult task so be patient, you will need to click many times to create anchors(those little squares) to select LadyLib.
- Did you make a copy of LadyLib in the layer palette and Rename it?
- **Ctrl+C** to **Copy** your selection or **Right click >Layer Via Copy** and **Drag and Drop** her using your **Move tool** to bring it into the GoldenGateBridge image.

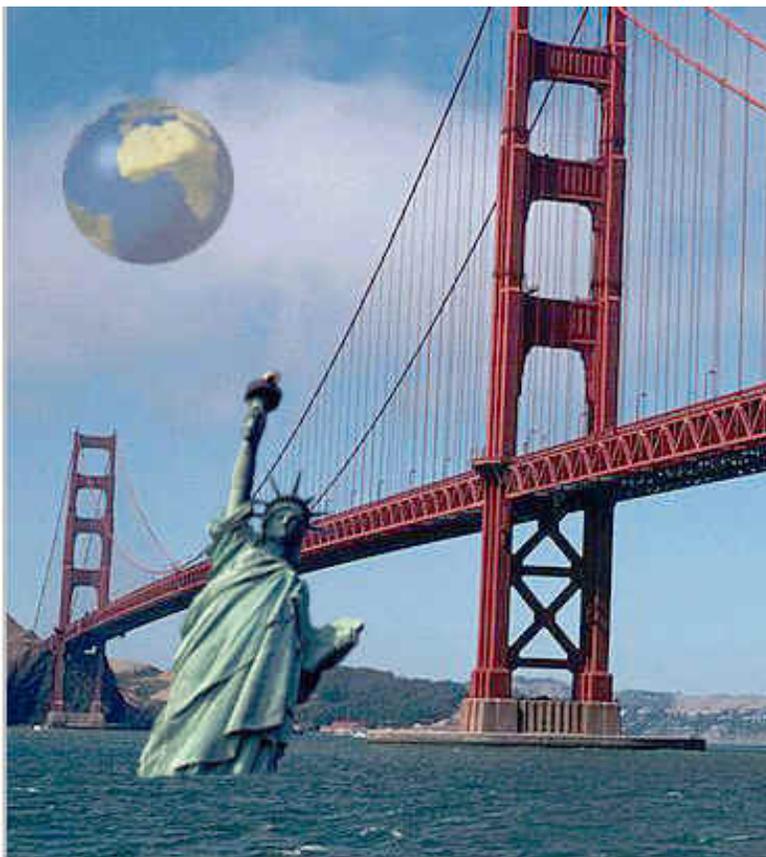


At any time you can **change to order of the layers** by **Drag and Dropping** it, to better understand this use the **Move tool** and **Drag LadyLib** over the top of the World. As you can see LadyLib is on top of the World and the background,so

- Go to the **Layers palette** and **left click** on **LadyLib** and **Drag** it below the World layer and let go, now the **World layer** should be on **top** of the **LadyLib layer**. Look at your image, is the World on top of Lady lib, if it is you now know how to move layers in the layers palette.
- The other cool feature in the layers palette is the **ability to hide a layer** if you want to by **left clicking** on the **eye**. When the layer is hidden this gives you the ability to work on a layer or layers and not have the image that is hidden in the way of your work.(Change layers back when your done playing by clicking on the eye icon.)



Now select the **LadyLib Layer**, then go to **Edit>Free Transform**(or Ctrl+T) Or **Transform>Rotate** or **Scale**, depending on where you want to locate the LadyLib. I use both Scale and Rotate and the Eraser to finish her in her new location.



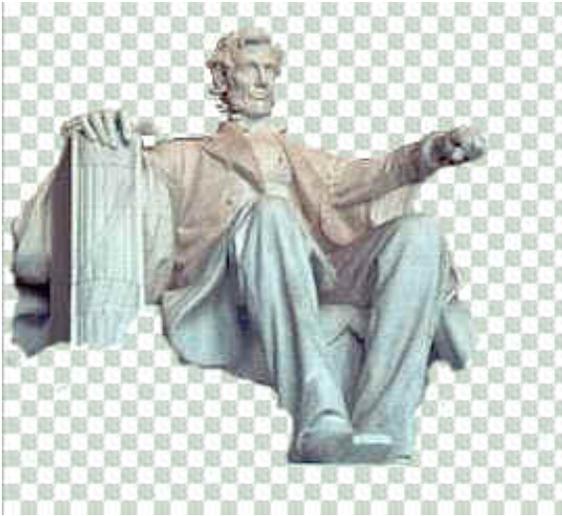
Setting layer blending options

The blending options in the layer Style dialog box (Photoshop) and the Layer Options palette (ImageReady) lets you change a layer's opacity and blending with the pixels underneath.

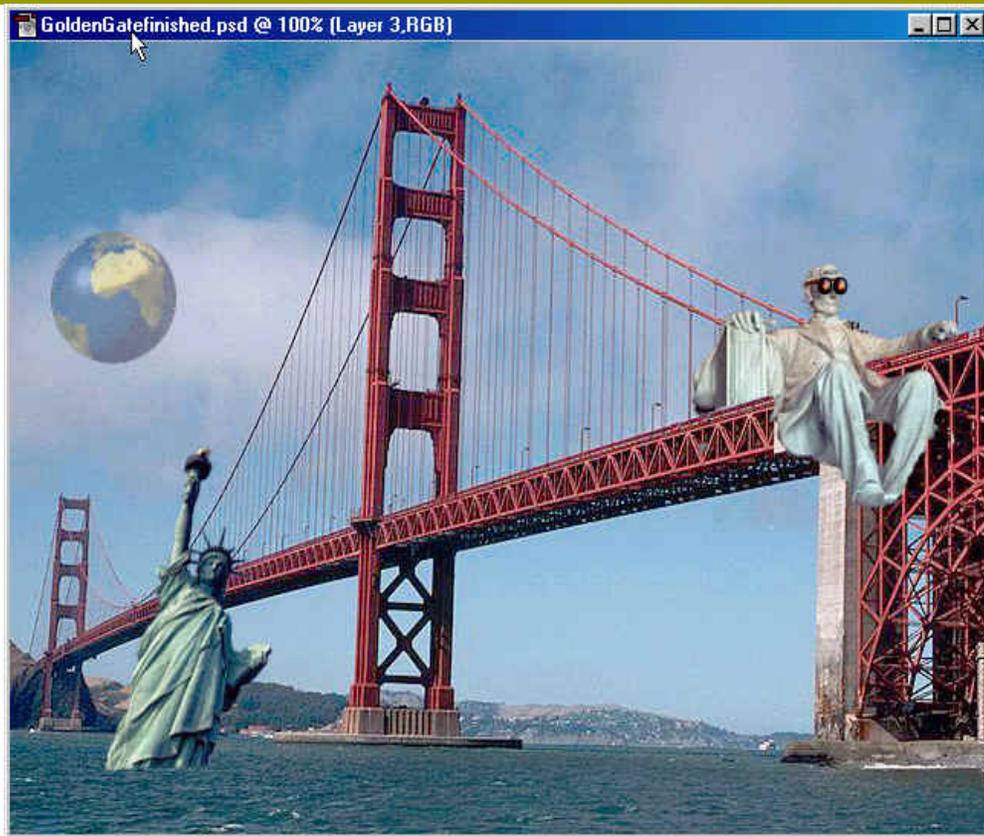
Keep in mind that a layer's opacity and blending mode interact with the opacity and mode of the tools you use to paint and edit the pixels on the layer. For example, suppose you are working on a layer that uses the Dissolve mode and an opacity of 50%. If you paint on this layer using the paintbrush tool set to Normal mode with an opacity of 100%, the paint will appear in Dissolve mode with a 50% opacity because this is the maximum the layer can display. On the other hand, suppose you are working on a layer created using Normal mode and 100% opacity. If you use the Eraser tool with an opacity of 50%, only 50% of the paint will disappear as you erase.

-From Adobe Photoshop 6.0 online Help-

Now **Maximize Lincoln's image** and again we need to **select Lincoln** and **not the background**, Use the **Lasso Tool**, and the **Eraser Tool** to complete the task. How much to select is up to you, you can see what I selected.

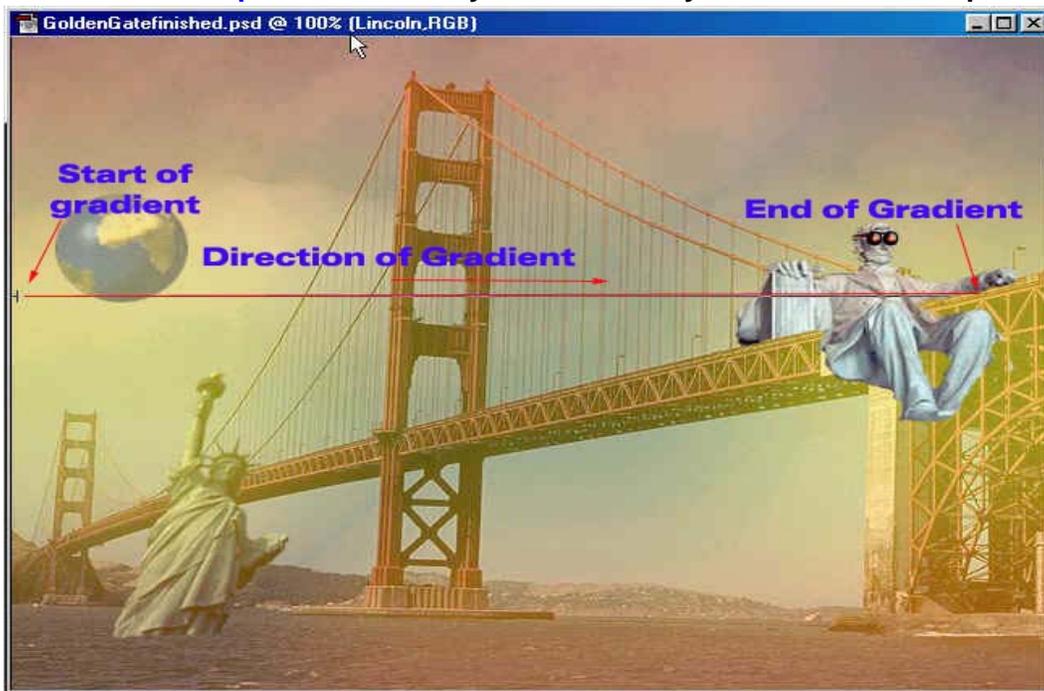


Next **Drag Lincoln** into the **GoldenGateB image**, decide where you want to place him. **Clean** him up if you need to, I used the **Eraser** to finish him up and the **FreeTransform** to scale him down. Then I used the **Elliptical Tool + Shift** to make a circle, Then the **paint bucket** to **fill** it in. **Drag and drop** in the layers Palette the circle to **copy** it. Use the **Move Tool**  to **Drag the copy** to the other side of his face. Click on the **new layer button** to **create a new layer** and I used a number 3 paint brush to add the stems on the sun glasses.



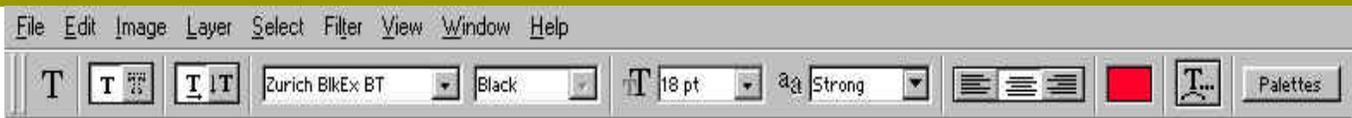
Adding a gradient to a Layer

Next we are going to create a **new layer below** Lincoln's layer and **add a gradient effect** to it, this will affect any layer below it. I chose a **sunspot texture** for my color in the styles tab in the color palette.



Adding text

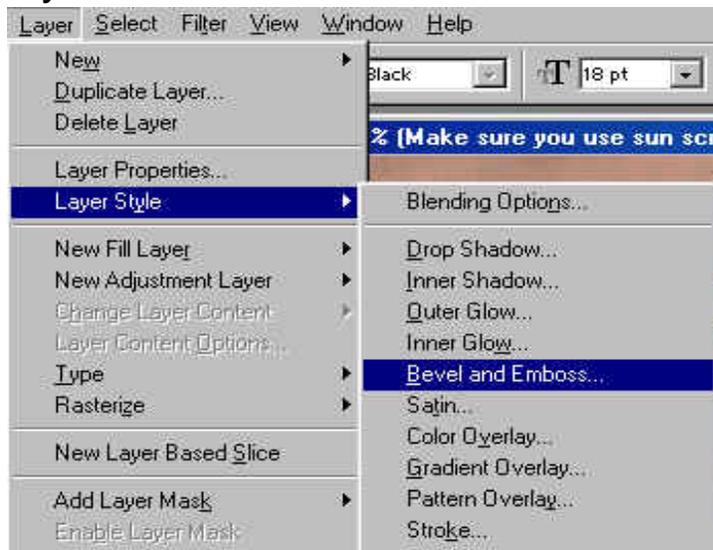
Last, but not least is adding text, First click on the **Text Tool** . Then above it is the **Text Bar** which gives your choices of font, size, center and so on.



Type some thing on the image "I used, Make sure you use sun screen". I used all the above settings.



Now go to Layer>Layer Style>Bevel and Emboss.(see below, these are the settings I used. Experiment you can do what you would like.



Layer Style

Styles

Blending Options: Default

- Drop Shadow
- Inner Shadow
- Outer Glow
- Inner Glow
- Bevel and Emboss**
 - Contour
 - Texture
- Satin
- Color Overlay
- Gradient Overlay
- Pattern Overlay
- Stroke

Bevel and Emboss

Structure

Style: **Emboss**

Technique: **Smooth**

Depth: %

Direction: Up Down

Size: px

Soften: px

Shading

Angle: °

Use Global Light

Altitude: °

Gloss Contour:  Anti-aliased

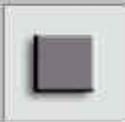
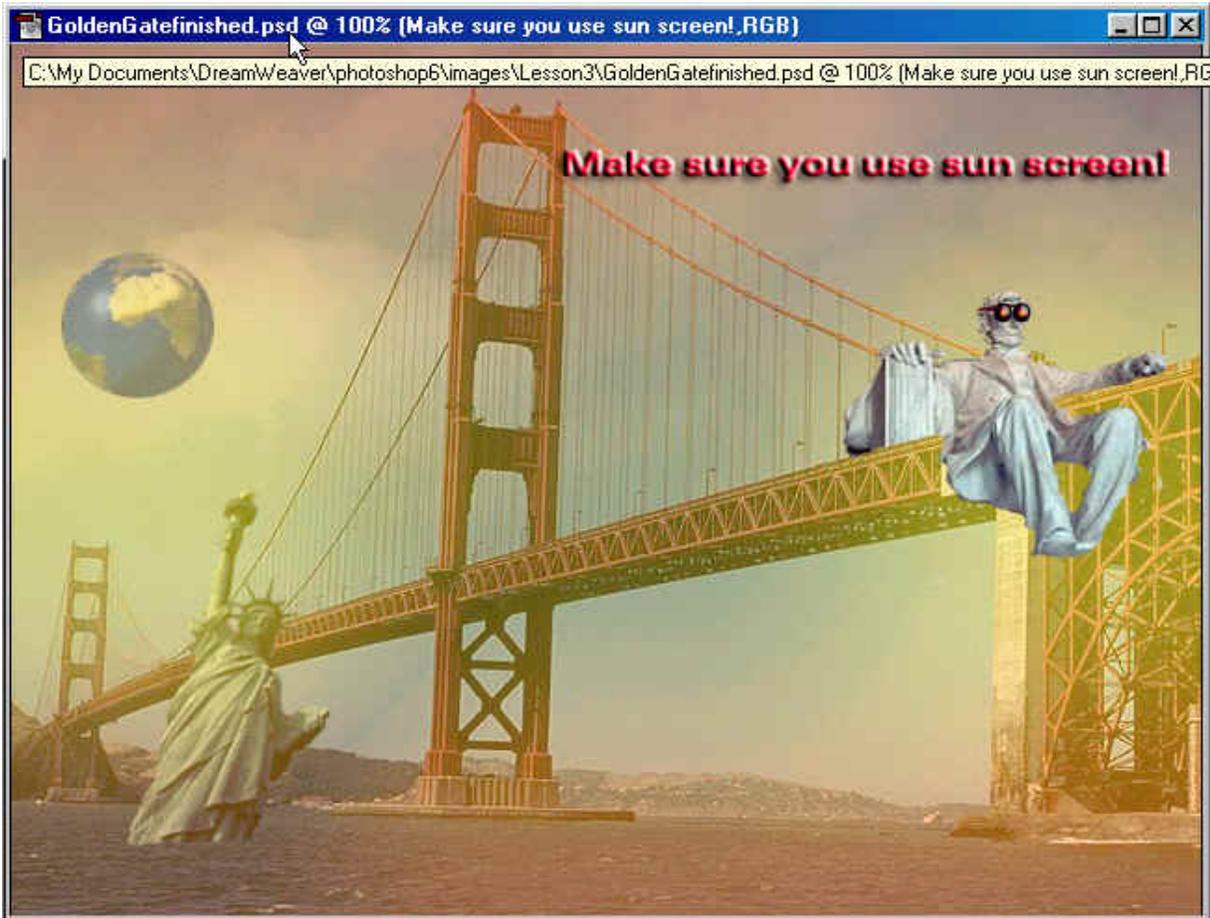
Highlight Mode: **Screen**

Opacity: %

Shadow Mode: **Multiply**

Opacity: %

OK
Cancel
New Style...
 Preview

For the Web: Ensuring Readability On-Screen

A monitor's resolution is much coarser than what even the least expensive inkjet or laser printer can produce, so a common publication-preparation problem to avoid is hard-to-read type. Text that looks fine on paper often does not look good on-screen. Fortunately, since you design electronic publications on-screen, you get a very good idea as you create your publications how readable their text is. Just be sure to check the on-screen text at actual size (if you have zoom in, you know it's too hard for your readers to read). Be sure to proof the document in your browser so you will be able to view the same text quality that your readers will see.

Here are some basic guidelines for choosing readable typefaces for on-screen use:

Typeface selection: Choose a simple font designed for on-screen use. Sans serif Typefaces usually work better on-screen than serif faces. Because a monitor cannot easily reproduce the serif font's details. Serif text is generally easier to read in printed documents because the serifs give more visual clues on what letters are being used. (Serifs are those little bars and curves that extend from the ends of letters; "sans" is French for "without," so sans serif means "without serifs.") Sans serif font with subtle changes in the characters' strokes (the lines and curves that comprise a character) are usually as hard to read on-screen as are serif fonts, so be cautious about using delicate sans serif fonts for on-screen publications. Instead, consider squared, simple serifs and even-stroke serifs in online publications, using fonts specifically designed for on-screen viewing whenever possible.

Text size: Use larger sizes than what you would use in print. Typically, use 12-point type for body text in electronic publications. Remember that fine differences in point size are difficult to distinguish on-screen, so avoid sizes like 11.5 and 13 points--they are too close to 12-point type.

Text spacing: Use more leading (line spacing) online than in print. Instead of the common 2 points of extra leading for prints, use 4 or 6 extra points for on-screen publications. So, for 12-point text, you would ideally have 16-or 18- points leading on-screen.

-From Adobe Photoshop 6.0 online Help-

Applying layer styles

Layer styles are composed of one or more layer effects. You can apply layer styles to layers in any image. Once you apply a layer effect to a layer, you have created a custom style composed of that single effect. You can use a layer style either to replace all of the current layer effect applied to a layer, or to add layer effects while preserving the existing layer effects. After you have applied a layer effect, you can customize it. You can also save the resulting layer style for ease of reuse.

Layer styles are composed of a combination of one or more of the following effects:

- Drop Shadow to add a shadow that falls behind the contents on the layer.
- Inner Shadow to add a shadow that falls just inside the edges of the layer contents, giving the layer a recessed appearance.
- Outer Glow and Inner Glow to add glows that emanate from the outside or inside edges of the layer contents.
- Bevel and Emboss to add various combinations of highlights and shadows to a layer.
- Satin to apply shading to the interior of a layer that reacts to the shape of the layer, typically creating a satiny finish.
- Color, Gradient, and Pattern Overlay to overlay a color, Gradient, or pattern on a layer.
- Stroke to outline the object on the current layer using color, a gradient, or a pattern. Its is particularly useful on hard-edged shapes such as type.

The preset layer styles in the Styles palette, Styles pop-up palette (Photoshop), and the style library are composed of one or more of these layer effects and typically have been customized to create a specific result.