

PHOTOSHOP FOR SURFACE DESIGN – GENERAL SETTINGS AND BRIEF LOOK AT SELECTION TOOLS

Quick tips:

- Check Photoshop preferences: **Edit → Preferences**, and there e.g.
 - in General, change Image Interpolation to Nearest Neighbor while working with color separation and for creating sharp scaling, cropping and transforming; change it to Bicubic Automatic while working with e.g. Smooth and Feather tools and unlimited amount of colors
 - in Cursors change cursor types if wanted
 - in Units & Rulers change Rulers to centimeters
- Modify keyboard shortcuts: **Edit → Keyboard Shortcuts → Shortcuts for: Tools**
- **Use layers and adjustment layers, save progress files as PSD for keeping layers safe**
 - Keep original as Background /Layer 0 and modify its duplicate layer → right click → Duplicate Layer
- Use **Smart Objects** whenever you want to scale or rotate elements: right click on layer → Convert to Smart Object. When you have finished modifying figure → right click on layer → Rasterize Layer

Scanning and saving the original sketch:

- Usually the scan resolution should be at least **300 ppi** – if you want to scale up the design e.g. 200%, scan the original in 600 ppi
- **Always keep the original scanned file saved, save all modifications in their own file name**
- With rasters keep also the grayscale image saved in its own name

Image Size:

- Check and change the resolution and size from **Image → Image Size**
- ppi = pixel per inch, dpi = dots per inch (with printers and scanners)
- Changing the image size:
 - **Image → Image Size → untick Resample**
 - By reducing the resolution, the image size increases, and vice versa
 - **Image → Image Size → Resample selected**
 - Can choose the optimum interpolation method. All other interpolation methods create new pixel tones except Nearest Neighbor (so for designs with color separation done use only Nearest Neighbor)

File formats:

- **TIFF:** Image Compression None or LZW do not reduce the quality. The final screen print designs need to be saved as TIFF, without any layers.
- **PSD:** Photoshop file format. Best when still working with layers.
- **JPEG:** Reduces the quality.

Most important color modes:

- **Image → Mode → Bitmap:** black and white pixels without any other tones. Flattened layers. Can use only some of the tools
- **Image → Mode → Grayscale:** allows the use of most tools and functions, also layers
- **Image → Mode → RGB:** allows all tools and functions and layers (the default color mode)
- **Image → Mode → Indexed Color:** optimum for working with color separation. Allows the use of some tools and functions, but not layers.

Selection tools:

- In all selection tools you can define (in Options bar) if making a selection will: make a new selection, add to existing selection, subtract = take away from existing selection or intersect with existing selection
- Shortcut for deselecting a selection is **Ctrl + D**
- With **Rectangular Marquee Tool** you can select rectangles, circles and lines of 1 pixel. With **Lasso** (Lasso, Polygonal Lasso, Magnetic Lasso) you can select free formed areas
- **Magic Wand** selects areas of similar color. The bigger the value in tolerance, the more similar colors magic wand will select (0= only the color of selected pixel, 256=all colors) If you have contiguous ticked, magic wand will select only contiguous color areas. If it's not ticked, magic wand will select similar colors anywhere in the image
- Also in **Select -> Color Range** you can select similar colors. Use + and - eyedroppers to add or take away tones from the selection. Adding fuzziness adds more tones in selection too, but it also adds a lot of transparency in the edges of selection
- **Select -> Similar** would add still more similar tones in selection
- With **Quick Mask** you select and modify the selection using drawing tools and image adjustment tools. Click Quick Mask symbol in bottom of Toolbox. Paint over the area you want to select. Click symbol again to return to normal mode
- In all selection tools there's option **Anti-alias**. It softens the edges of selected areas by changing the color of edge pixels. In some selection tools there's option **Feather**. It softens the edges of selected areas by making the edge of selection transparent. The bigger the value in Feather, the wider the transparent edge. Don't use Anti-alias or Feather when working with reduced amount of colors!!
- You can modify the edge of any selection: **Select -> Modify** OR by click the Refine Edge - button in the Options bar up in the screen
 - *With Photoshop CC 2017 the button is **Select and Mask***
- Erasing background of an image: Do Layer -> Layer from Background. Select background with any selection tool, e.g. Magic Wand. Smooth the selection edge if needed. Do Edit -> Clear. Background Eraser Tool would convert the Background automatically to Layer
 - *If you want to later modify the edge between background and element, it is better to use vector mask - select the background -> Select -> Inverse -> select Add Vector Mask from Layers window down right. It is easy to clean the background and fix the edges with black or white pencil in vector mask (Alt + click in vector mask icon in Layers). Apply the vector mask: activate Layer mask thumbnail -> right click -> Apply Layer Mask*