

Unit 6 : Adobe Photoshop Professional

This unit of Adobe Photoshop covers the basics of Adobe Photoshop- Image types and quality, Image colors, Channels and Palettes. Photoshop can be used to enhance your Image types and quality, Image colors, Channels and Palettes while you are working on a webpage, PowerPoint presentation, or on a document to be printed. Photoshop is basically used to edit images with its comprehensive set of retouching, painting, and drawing tools. It is not only limited to edit images but also very much useful to create flashy logos, buttons, expressive artistic text or to design impressive web page and wide variety of other graphic images. Photoshop was released in two versions- Adobe Photoshop and Adobe Photoshop Extended. The Extended version offers many features along with additional tools for editing video, motion-graphics, 3-D content, and performing image analysis.

Lesson 1 : Installation and Components of Adobe Photoshop

Clip art works best when you use it with restraint.

1.1. Learning Objectives

On completion of this lesson you will be able to

- Define Adobe Photoshop.
- Install Adobe Photoshop.
- Know about various type components of Adobe Photoshop.

1.2. Photoshop

Adobe Photoshop is an image-editing program that can open an image captured by a scanner or digital camera. In addition, you can create new documents in Photoshop, including vector graphics- scalable image files. Photoshop is basically used to edit images with its comprehensive set of retouching, painting, and drawing tools.

1.3. System requirements for Windows

- Intel Pentium 4 or AMD processor.
- Windows XP or Windows 7.
- 1 GB RAM.
- 1 GB of available hard-disk space for installation; additional free space required during installation.
- 1024×768 display with 16-bit color and 256 MB of VRAM and OpenGL 2.0–capable system.

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- DVD-ROM drive.
- Broadband Internet connection required for software activation and access to online services.

1.4. Installing Photoshop

Step 1. Start the Computer and wait for complete loading of OS. Then Choose CD/DVD ROM to Setup Photoshop Program.

Step 2. Enter CD/DVD Disk into CD/DVD ROM and waiting for auto Run. If it is not auto Run then browse the CD/DVD and double click to file “Setup.exe”. Then Setup dialog box will be appeared.



Step 3. Click next. Next step of dialog box appeared.

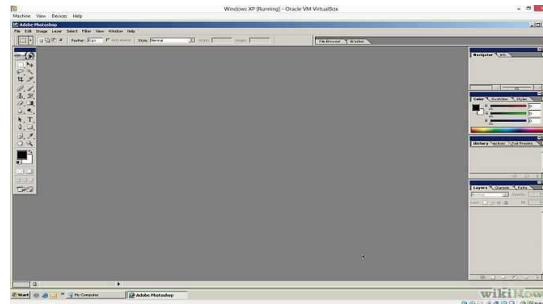
Step 4. Select necessary steps and options then click next.

Step 5. Select Typical/Custom then click next. (If select typical copying all files. Customs for selecting by choice.)

Step 6. After completing the copying files system will be restart for once.

Adding Clip Art

Step 7. Run the program. To run Photoshop, click your Start button. Select all Programs. Then select Adobe Photoshop7.0.Then Open Adobe Photoshop Workspace.



◆ **Basic Components of Photoshop Window**

The components those are normally used to access the Photoshop operations are called basic components. There are mainly 5 powerful components of Photoshop which will help you to get your desired photo. These Components are given below

- Menu bar
- Option bar
- Tool bar
- Drawing canvas
- Palettes

◆ **MENU BAR**

The menu bar contains menus for performing tasks. The menus are organized by topic. For example, the Layers menu contains commands for working with layers. Its basic components are file, edit, image, layer, select, filter, view, Window and help.

◆ **OPTION BAR**

It controls contextualized options for different tools presented. It also contains work space menu, where we can save and load arrangements of palettes.

◆ **TOOL BAR**

The toolbar holds tools for creating and editing images. It is the main component of Photoshop which includes all the useful editing tools of photo like selection tool, move tool, crop tool, brush tool, clone stamp tool, pen tool, eraser tool etc.

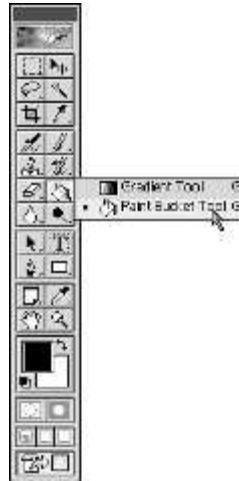
◆ **DRAWING CANVAS**









It presents in the center of Photoshop where all the photo editing take place. What photo you want to edit will open in this drawing canvas window. You can edit photo with the help of various tools available in this drawing canvas.








◆ **PALETTES**

Palettes help you monitor and modify images. Palettes are the things that you will see sitting over on the right side of your screen. They make it easy for you to navigate through your document, add adjustments, switch modes, and other things - like Layers, Channel, Path, Color, Navigator, Style etc.

The tools



	<p>Rectangular marquee: Drag with this tool to enclose a portion of the image in a rectangular marquee, which is a pattern of moving dash marks indicating the boundary of a selection.</p>
	<p>Elliptical marquee: Drag with the elliptical marquee tool to enclose a portion of the window in an oval marquee.</p>
	<p>Single-row marquee: Click with the single-row marquee to select an entire horizontal row of pixels that stretches all the way across the image. You can also drag with the tool to position the selection. You rarely need it.</p>
	<p>Single-column marquee: Same as the single-row marquee, except the single-column marquee selects an entire vertical column of pixels. It is not a particularly useful tool</p>
	<p>Move: Drag to move a selection or layer. In fact, the move tool is the exclusive means for moving and cloning portions of an image. (you can select ctrl-drag with any tools except the shape, path, and slicing tools, but only because ctrl temporarily accesses the move tool.)</p>
	<p>Lasso: Drag with the lasso tool to select a free-form portion of the image. You can also Alt-click with the lasso to create a straight sided selection outline.</p>
	<p>Polygonal lasso: Click hither. With this tool you can draw a straight-sided selection outline (just like Alt-clicking with the standard lasso). Each click sets a corner point in the selection.</p>
	<p>Magnetic lasso: As you drag with the magnetic lasso tool, the selection outline automatically sticks to the edge of the foreground image. Bear in mind, however, that Photoshop's</p>

	<p>idea of an edge may not jibe with yours. The magnetic lasso automatically lays down points as you drag. If you do not like a point and you want to get rid of it, press the Backspace or Delete key.</p>
	<p>Magic wand: Click with the magic wand tool to select a contiguous area of similarly colored pixels. To select discontinuous areas, click in one area and then Shift-click in another. Deselect the Contiguous tool option and click once to select similar colors throughout the image.</p>
	<p>Crop (Chapter 3): Drag with the crop tool to enclose the portion of the image you want to retain in a rectangular boundary. Photoshop now tints areas outside the boundary to help you to better see which image areas will go and which will stay when you apply the crop. The crop boundary sports several square handles you can drag to resize the cropped area. Drag outside the boundary to rotate it; drag inside to move it. Press Enter to apply the crop or Escape to cancel.</p>
	<p>Slice tool: The slice tool and its companion, the slice select tool, come into play when you're creating Web graphics. You can cut images into rectangular sections—known as slices—so that you can apply Web effects, such as links, rollovers, and animations, to different areas of the same image. Drag with the slice tool to define the area that you want to turn into a slice.</p>
	<p>Rubber stamp: The rubber stamp tool copies one portion of the image onto another. Alt-click the part of your image you want to clone, and then drag to clone that area to another portion of the image.</p>
	<p>Pattern stamp: The rubber stamp tool lets you paint with a pattern. Define a pattern using Edit ⇨ Define Pattern and then paint away.</p>
	<p>Eraser: Drag with the eraser tool to paint in the background color or erase areas in a layer to reveal the layers below. Alt-drag to switch to the Erase to History mode, which reverts the image to a previous state just as if you were using the history brush. (In the old days, people referred to this particular eraser mode as the “magic” eraser, which can be confusing because Photoshop 5.5 introduced an official magic eraser – one that deletes pixels rather than revert them. For clarity’s sake, I reserve the term magic eraser for the official tool.)</p>
	<p>Gradient: Drag with this tool to fill a selection with a gradual transition of colors, commonly called a <i>gradient</i>. In Photoshop 5, you selected different gradient tools to create different styles of gradients; now you click the single gradient icon in the toolbox and select a gradient style from the Options bar.</p>



Paint bucket: Click with the paint bucket tool to fill a contiguous area of similarly colored pixels with the foreground color or a predefined pattern.



CHECK YOUR PROGRESS

1.5 State whether the following statements are true or false.

1. Menu bar is not a basic component of Photoshop.
2. To run Photoshop, click your Start button.

1.6 Multiple Choice questions

a. How many components are used in adobe Photoshop window?

- i) 4
- ii) 5
- iii) 6
- iv) 3

b. Which is the main components of adobe photoshop?

- i) Palette
- ii) Tool box
- iii) Canvas
- iv) Options bar

1.7 Analytical questions.

1. What is Adobe Photoshop?
2. Discuss about Photoshop system requirement for windows.
3. Discuss about various components of adobe Photoshop.

Lesson 2 : Creating new document

2.1. Learning Objectives

On completion of this lesson you will be able to describe:

- ◆ Create new documents in Adobe Photoshop.
- ◆ Changing Image sizes.

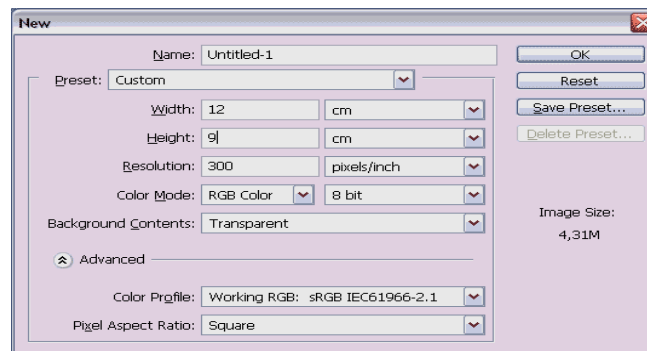
2.2. Introduction

Creating a New Document

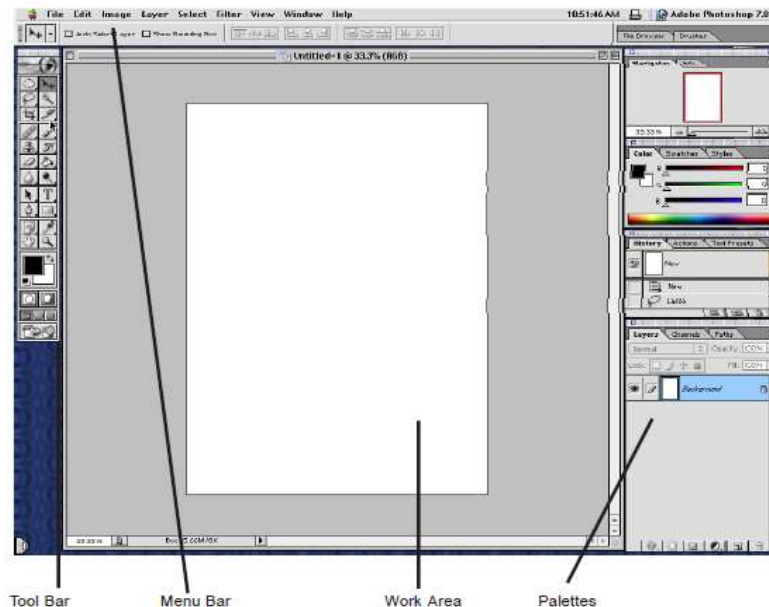
Step 1. Click on **File => New** or hot key Ctrl+N on Windows. You will see the **New Document** dialog box.

Step 2. Set the document parameters that you need. For example, I set the following values a document 12 x 9 cm, Resolution 300 ppi, Color mode RGB, White Background, Color Profiles RGB by default.

Many types of drawing programs are available. Drawing programs can be classified as generic or specialized.



Step 3. Press **Ok** and you will see the New Document Page is as follows.



Opening a File

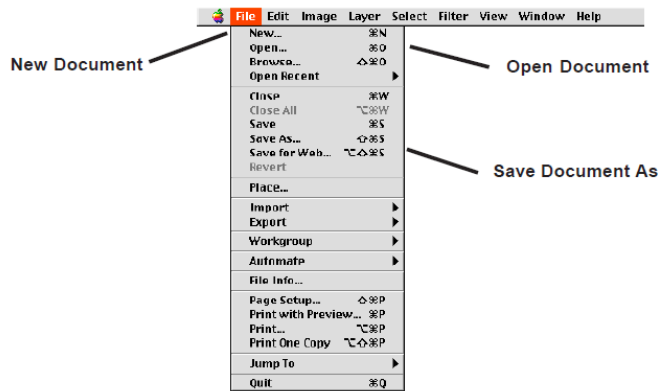
Opening a file is easy. Click **Menu => File => Open...** Navigate to the file and **highlight** it, then click

OK. But what if you don't know where the file is? If the location of the file is unknown, use Find File.

Practice Steps:

1. Find the file Collage.jpg (Use File Find)(Note Location)
2. Go back to Photoshop
3. Click **Menu => File => Open Collage.jpg**

NOTE: Sometimes a window is asking if you want to convert to open. Convert to work space is the desired option.

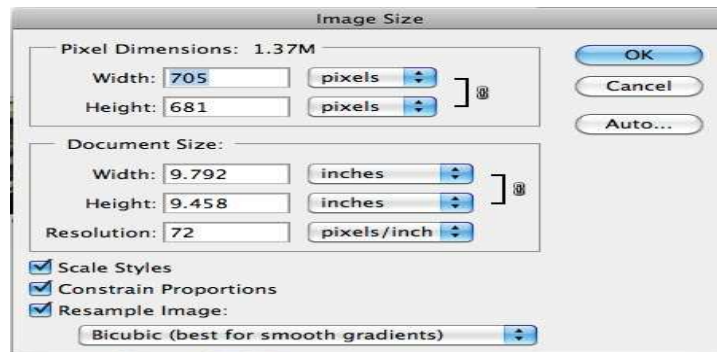


Open a file.

2.3. Change image Size

First Open the Adobe Photoshop and then

Step 1. Choose Image => Image Size; the Image Size dialog box appears. Set Pixel dimensions, document size and check other options.



Changing image size.

Step 2. Uncheck Resample Image from above figure. By checking the Resample Image checkbox, you can increase the resolution without decreasing image quality.

Step 3. Type **300** in the Resolution field. The size is reduced in the Width and Height text boxes to accommodate the new increased resolution. For quality printing at the highest resolution, this image should be printed no larger than approximately 2.9 inches by 1.8 inches. Press OK.

2.4. Understanding Pixels

When the numbers are transferred to a computer, each triplet of red, green, and blue intensities combines to form a single solid-color picture element onscreen, called a **pixel**.

Resolution

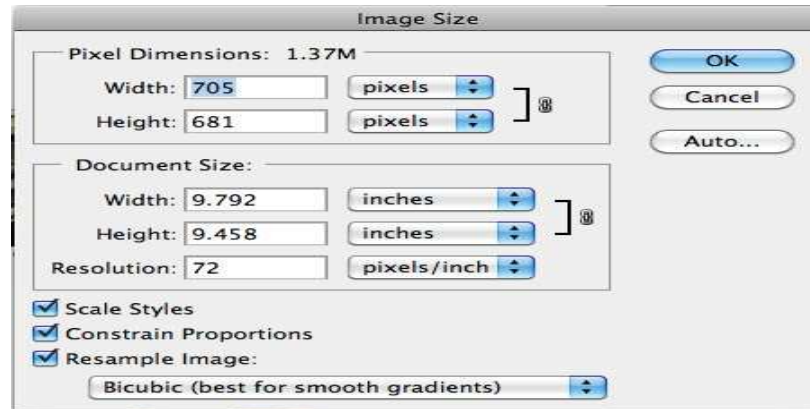
Resolution is the number of pixels per linear inch in the final printed image. I say linear because you measure pixels in a straight line. If the resolution of an image is 72 *ppi*—that is, pixels per inch—you get 5,184 pixels per square inch (72 pixels wide × 72 pixels tall = 5,184).

Every computer monitor has a different resolution, so there is no way to ensure that an image with a specific document size will appear at any specific actual size on the Web.

2.5. Change image Resolution

Step 1. Click on the tab of the image of the barn, ps0401.psd, to make it active. Press Alt and click the file information area in the status bar. The dimensions of the barn image are displayed as 885 pixels wide by 542 pixels tall and the Resolution is 72 pixels/inch.

Step 2. If the picture ps0402.psd, is not visible, choose Window > ps0402.psd to make it the active window. After confirming that this is the active document, select Image > Image Size to open the Image Size dialog box. The Image Size dialog box appears.



It has two main areas Pixel Dimensions and Document Size. Pixel Dimension shows the number of pixels that make up the image. Document Size shows the resolution information, as well as the actual physical size of the image.

Step 3. Type appropriate resolution to resolution box. Press OK to apply the transformation and close the Image Size dialog box.

Step 4. The rooster is now an appropriate Resolution to combine with the barn image.

Canvas Size

Document window is sometimes referred to as the *canvas*. Changing canvas area is fundamentally different from changing the image size because pixels are never resample when the canvas is altered—just added or removed.

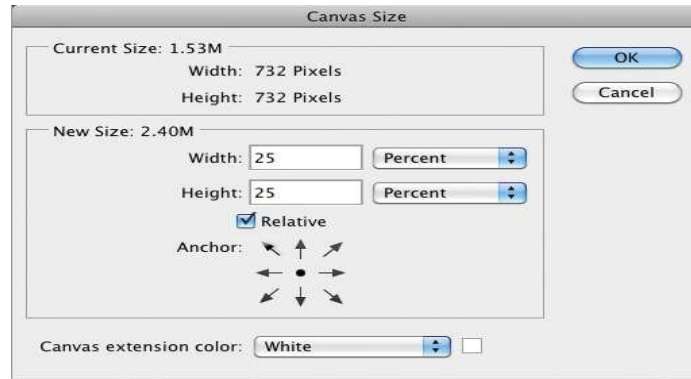
Change Canvas Size

First Open the Adobe Photoshop and then

Step 1. Open the sample file Star.png.

Step 2. Choose Image ⇒ Canvas Size then Canvas Size dialog box appeared.

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Step 3. Select Height and width in percentage.

Step 4. Open the Canvas Extension Color drop-down menu and select other. The color picker appears. Click the area outside the circle to select medium gray and click OK twice. A gray border is added around the artwork.

Step 5. Choose Image ⇒ Canvas Size again. Deselect Relative and change the Width drop down menu to Pixels. Type **800** in the Height text box and click OK. A warning dialog box appears that says, “The new canvas size is smaller than the current canvas size; some clipping will occur.” Click Proceed.

Understanding document settings

In this section, you will move images from one file to another to create your mock-up. Before you combine the images, you need to be familiar with each document’s unique attributes, such as size, resolution, and color mode. Moving layers between documents that have different resolutions may create unexpected results, such as causing the images to appear out of proportion.

Combining the images

For this project, you’ll use several methods to combine the images.

Using Copy and Paste

Step 1. Click the tab of the rooster image, ps0402.psd, to make it active. You can have many documents open at once in Photoshop, but only one of them is active at any given time.

Step 2. Choose Select > All to select the entire image. This creates a selection marquee around the outside edge of the image.

Step 3. Choose Edit > Copy to copy the selected image area. The image is now in your computer's clipboard, ready to be pasted into another document.

Step 4. Select the tab of the barn picture, ps0401.psd, to make it the active document. Choose Edit > Paste to place the image of the rooster into the picture of the barn.



Step 5. Select the tab of the rooster image, ps0402.psd, and choose File > Close to close the file. Do not save any changes.

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You can have many documents open at once in Photoshop, but only one of them is active at any given time.



ACTIVITY

CHECK YOUR PROGRESS

2.6 Analytical questions.

1. What is pixel? What do you mean by resolution?
2. What is image adjusting?
3. Discuss about combining process of images.
4. Discuss about changing image resolutions.

Lesson 3 : Image Color

3.1. Learning Objectives

On completion of this lesson you will be able to describe:

- ◆ Change Image color.

3.2. Introduction

Foreground Color

Photoshop uses foreground and background colors for a variety of tasks. The default colors are Black in the foreground Color.

Change Foreground Color with Color Piker

There are many ways of picking colors. In the following steps you will explore some of the methods of selecting foreground colors with the help of color piker.

Step 1. Choose File ⇒New, select the Web preset and a size of 800 × 600 pixels. Click OK to accept the default options.

Step 2. Press B to select the Brush tool. Hold down Shift+Alt and drag using the right mouse button then color picker dialog box appears (Figure 1). Drag and select saturation (left to right) and brightness (top to bottom) levels before finally releasing the mouse button.



Figure 1: HUD hue strip color picker.

Step 3. Press Ctrl+K to open the Preferences dialog box. Select Hue Wheel from the HUD Color Picker on the General page and click OK. Select saturation and brightness using the square color ramp in the center of the wheel (Figure 2).



Figure 2: HUD hue wheel color picker.

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Step 4. Click the foreground color. The Color Picker dialog box appears for foreground. Drag the hue arrows select saturation and brightness levels. Then color picking appears as the top swatch. Notice that all the numbers in the various color modes change as you pick a color (Figure 3).

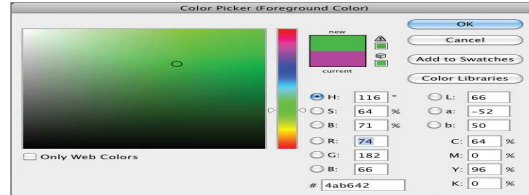


Figure 3: using the color picker

Step 5. Click the Color Libraries button. The Color Picker dialog box is swapped for the Color Libraries dialog box (Figure 4). Scroll through the Pantone Solid Matte library and select Pantone 203M.

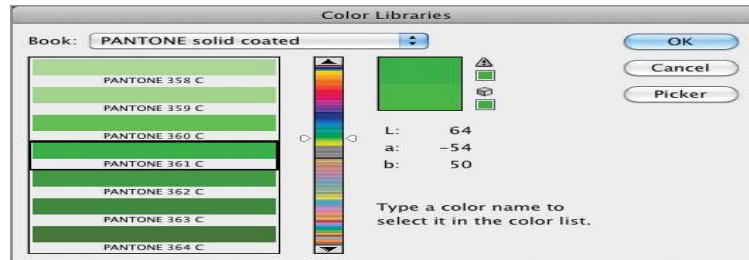


Figure 4: selecting a color from a library.

Step 6. Click the Picker button to swap the Color Libraries. Then click the Add To Swatches button, and click OK. Select the Swatches panel to bring it to the front. The color you just saved appears as the last swatch for easy recall at some future time (Figure 5).



Figure 5: adding a color swatch

The Color panel provides another way to pick color.

Change Background Color with help of Color Piker

There are many ways of picking colors. In the following steps you will explore some of the methods of selecting background colors with the help of color piker.

Step 1. Choose File ⇒New, select the Web preset and a size of 800 × 600 pixels. Click OK to accept the default options.

Step 2. Press B to select the Brush tool. On Windows, hold down Shift+Alt and drag using the right mouse button then color picker dialog box appears (Figure 6). Then select background using Hot key or manually.

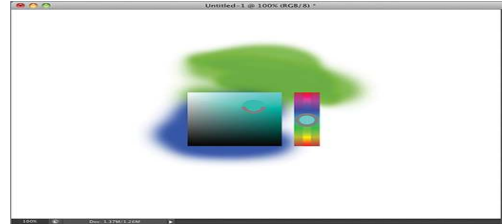


Figure 6: HUD hue strip color picker.

Step 3. Press Ctrl+K to open the Preferences dialog box. Select Hue Wheel (Small) from the HUD Color Picker drop-down menu on the General page and click OK. Open the HUD color picker with the same modifier keys you used in the previous step and select a hue using the color wheel. Select saturation and brightness using the square color ramp in the center of the wheel (Figure 7).

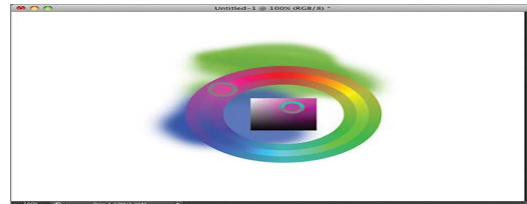


Figure 7: HUD hue wheel color picker.

Step 4. Click the background color, The Color Picker dialog box appears for background. Drag the hue arrows select saturation and brightness levels. When the color picker is open, then select background and colors any open document.

Step 5. Click the Color Libraries button. The Color Picker dialog box is swapped for the Color Libraries dialog box (Figure 8). Scroll and select desired color for background.

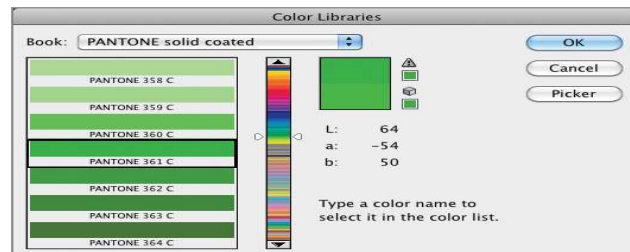


Figure 8: selecting a color from a library.

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Step 6. Click the Picker button to swap the Color Libraries. Then click the Add to Swatches button, and click OK. Select the Swatches panel to bring it to the front. The color you just saved appears as the last swatch for easy recall at some future time (Figure 9).



Figure 9: adding a color swatch



CHECK YOUR PROGRESS

3.3 Analytical questions.

1. What do you mean by foreground and background color?
2. Discuss the process to change background color with help of color piker.
3. Discuss the process to change foreground color with help of color piker.

Lesson 4 : Color and Channels

4.1. Learning Objectives

On completion of this lesson you will be able to describe:

- ◆ Know about Image color modes.
- ◆ Know about using of Image color modes.
- ◆ Know about Image color Channels.

4.2. Introduction

Image Color modes & Channels

Color modes and channels are common practice tools to modification various images. In Photoshop practice various image color modes and channels are used.

Many types of drawing programs are available. Drawing programs can be classified as generic or specialized.

HSB (Hue, Saturation, and Brightness) Color

Step 1. The file Gradient.psd, open it in Photoshop.

Step 2. Select the Color panel in the Color/Swatches/Styles panel group in the Essentials workspace.

Open the Color panel menu and select HSB Sliders (Figure 1).



Figure 1: Using the Color panel in HSB mode

Step 3. Select Eye dropper tool and drag slowly to change the color panel. Color saturation ramps up until you reach the ring of full saturation and brightness. Brightness ramps down to black as you continue sampling color out to the edge of the color wheel. (Figure2).

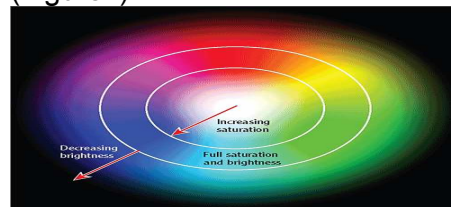


Figure 2: Understanding saturation and brightness

Step 4. Drag the cursor from top to bottom. Then saturation ramps up and brightness ramps down.

Step 5. Press Cmd+N and create a new blank document measuring 800 × 800 pixels.

Step 6. Press Cmd+K to open the Preferences dialog box. Select Hue Wheel in the HUD Color Picker drop-down menu and click OK. You can use the HUD picker to select color in any image.

Step 7. Press B to select the Brush tool. On Windows, hold down Shift+Alt and drag the right mouse button to appear color picker.

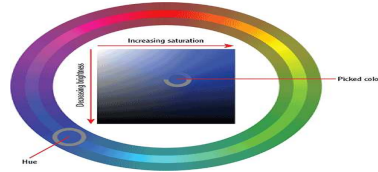


Figure 3:HUD hue wheel.

Step 8. Save your work.

Bitmap color

Bitmap mode stores black and white pixels only, without any intermediate shades of gray. Bitmap files are extremely small. Windows BMP file format is called Bitmap. Bitmap color mode is an effective but a less versatile alternative to vector graphic artwork. It can only ever appear as single color in a document, and it has to be extremely high resolution in order to appear smooth in print. The Bitmap color mode is often used in the absence of a vector graphic alternative.

Practices with Gray Color

In Photoshop practice various color codes and file formats are used. Gray color is one of them. With the best practice gray color file format is frequently used. This is a good and best practice of Image color is called Gray color practice. About the gray color is elaborately describing below.

Gray Color

Good practice is to scan black and white photographs in grayscale and color materials in color. The use of color is optional for sepia photographs and for black and white photographs which have been damaged but have color.



ACTIVITY

4.3 Multiple Choice questions

- a. Bitmap format stores --- pixels only in adobe Photoshop?
 - i) Black & Red
 - ii) Black & Green
 - iii) Black & Blue
 - iv) Black& White.

- b. What is called Saturation which is use in TV and video work?
 - i) Clone
 - ii) Chromic
 - iii) Chromaticity
 - iv) Crystal

- c. HSB stands for.
 - i) Human, Sacrifice, Beauty
 - ii) Hue, Saturation, and Brightness
 - iii) History, Switch, Business
 - iv) Hill, Slope, Base.

4.4 Analytical questions.

- 1. What do you mean by brightness of images?
- 2. What do you mean by lab color?
- 3. Discuss about using process of Bitmap color modes.

Lesson 5 : Image Channels and Palettes

5.1. Learning Objectives

On completion of this lesson you will be able to describe:

- ◆ about Image Channels.
- ◆ about using of Image Palettes.

5.2. Introduction

Image Channel

Image channel is nothing but a combination of tools panel. Working with the image channel it is important to observe that when it jump over to the Channels Palette and look for the channel with the most contrast.

Creating Image Channel

Step 1. Existing file is Businesswoman.tif. Open it in Photoshop.

Step 2. Select the Channels tab to bring it to the front of the Layers/Channels/Paths panel group. Select the Red channel (Figure -1).

Many types of drawing programs are available. Drawing programs can be classified as generic or specialized.



Figure 1:Channels panel.

Step 3. Press Cmd+4 to select the green channel. Press Cmd+5 to select the blue channel.

Step 4. Select the Alpha 1 channel. Alpha channels are additional optional channels beyond the color channels.

Step 5. RGB is a convenient switch that sends each color channel to its corresponding sub pixels.

Step 6. Toggle on the visibility of the Alpha 1 channel by selecting its eye icon in the Channels panel.

A transparent red mask indicates where the alpha channel masks the color image.



RGB Channel model

The RGB (Red, Green, Blue) color model is an additive model in which red, green, and blue are combined in various ways to create other colors.

Creating the RGB Channel model

Follow the steps to creating RGB channel model

Step 1. Choose File > Open, and navigate to the folder. Open the file named ps06rgb.psd. An image with red, green, and blue circles appears. Try to imagine the three color circles as light beams from three flashlights with red, green, and blue colored gels.



Red, green, blue.

Step 2. Select the Move tool, and check Auto-Select checkbox in the Options bar. By checking Auto-Select Layer, you can automatically activate a layer by selecting pixel information on that layer.

Step 3. Now, turn off the visibility of the layers by selecting the Visibility icon () to the left of each layer name, with the exception of the black layer. It is just like turning off a flash light; when there is no light, there is no color.

Step 4. Choose File > Close. Choose to not save changes

CMYK Channel model

CMYK is a subtractive color model, meaning that as ink is applied to a piece of paper, these colors absorb light. This color model is based on mixing CMYK pigments to create other colors. Ideally, by combining CMY inks together, the color black should result. In reality, the combination of those three pigments creates a dark, muddy color, and so black is added to create a panel with true blacks. CMYK works through light absorption.

Creating the CMYK Channel model

Step 1. Choose File > Open, and navigate to the folder. Open the file named ps06cmyk.psd. An image with cyan, magenta, and yellow circles appears. Think of the colors in this file as being created with ink printed on paper.

Step 2. With the Move tool () selected, and the Auto-Select Layer checkbox checked, individually click and drag the cyan, magenta, and yellow circles around on the image to see the color combinations that are created with ink pigments of these three colors.

Step 3. Choose File > Close to close the ps06cmyk.psd image. Do not save your changes.

Step 4. Uncheck the Auto-Select Layer checkbox in the Options bar.

Multi Channel model

Multi-Channel is an advanced mode that doesn't support layers. Use multichannel only if your professional printer requires it. In the following steps you will convert an image into several modes and investigate the results in the Channels panel.

Creating the Multi- Channel model

Step 1. Open the file Taj.jpg, and open it in Photoshop (Figure - 3).

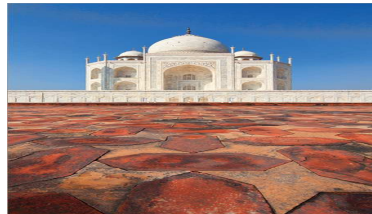


Figure 3: RGB image of the TajMahal

Step 3. Choose Image (Mode (Lab Color. Select the channels one at a time Step 3. (Figure 4). The image detail is carried in the Lightness channel while color information is stored using a combination of the a and b channels.

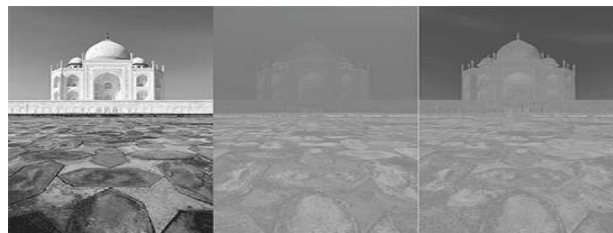


Figure 4: Lightness, a, and b channels of Lab color shown left to right.

Graphics Design

Choose Image (Mode Gray scale. When prompted to choose whether you want to discard the other channels, click OK. You are left with a single Gray channel (Figure-5).



Figure 5: Grayscale mode reduces the file to a single channel.

Use the Black & White adjustment for finer control in the conversion to gray scale.

Step 4. Choose Image ⇒ Mode Bitmap. Select Halftone Screen in the Bitmap dialog box (Figure-6). Click OK.

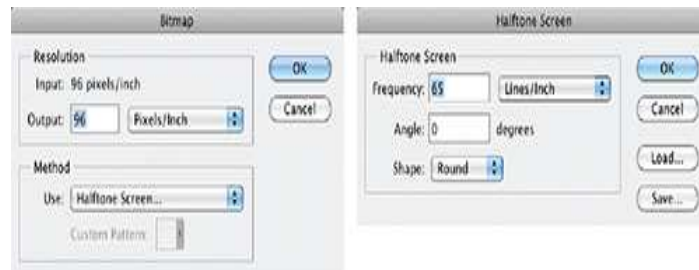


Figure 6: Lightness, a, and b channels of Lab color shown left to right.

Step 5. In Halftone Screen dialog box, enter 65 as the frequency in lines per inch and 0 for degrees, and select Round as the shape. Click OK. (Figure- 5.4.1.5) shows the resulting image.

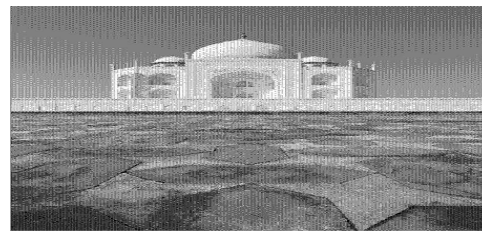


Figure- 7: Bitmap image shown with halftone screen.

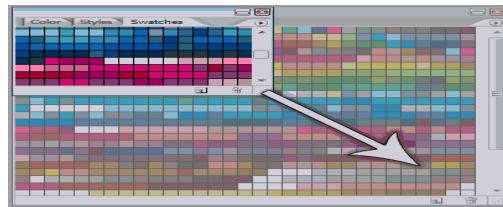
The Palettes

In order to show you how big of a role palettes play in Photoshop, simply Press Tab in Photoshop to hide all palettes. Palettes include everything from the toolbox, to the option bar, to the layers and colors windows. Four major areas of Palettes are describing bellow

- Arrange palettes
- Resize, show and hide palettes
- Close, Open, and Reset palettes
- Use options inside of palettes

Resizing, Showing and Hiding Palettes

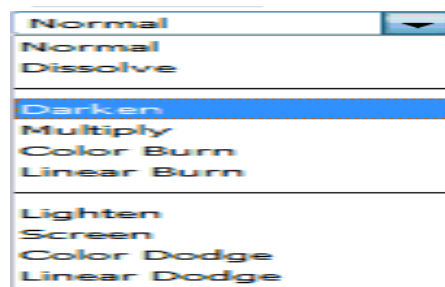
Perhaps you're working with a palette with a large number of styles, colors, or layers, all of which you like to be accessible at the same time. You can resize many of the palettes by dragging the bottom right corner out to whichever size you prefer.



If you want to hide (minimize) a palette that you're not currently using to save up on space, simply **double click** that palettes tab. Likewise, you can expand a minimized tablet by double clicking the tab again.

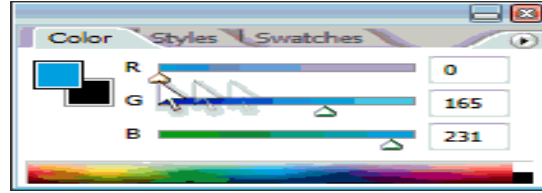
Setting Options in Palettes

Inside palettes, you will find all sorts of various settings from color choices, styles, opacity, and other values. We will cover many of these options in detail in the future, but for now let us go over how to operate some of these options.



Drop-down Menu

To operate a drop-down menu, just click the arrow attached to the menu. A list of available inputs will drop down. Click any of these values to select them.



Sliders

Sliders are operated by grabbing a handle by holding down your mouse button over one, and then dragging to your desired value.



Swatches & Styles

To select a color swatch, or layer style, simply hover over it with your mouse, and click once with your mouse.



ACTIVITY

CHECK YOUR PROGRESS

5.3 State whether the following statements are true or false.

1. RGB channel is not really a channel in its own right.
2. To operate a drop-down menu, just click the arrow detached to the menu.
3. Four major areas are used in Palettes area.

5.4 Multiple Choice questions

- a. Which Tab is used to create image channels?
 - i) Layer
 - ii) Select
 - iii) Gradient
 - iv) Bluer.
- b. Saturation use in TV and video work are specially known as --.
 - i) Clone
 - ii) Chromic
 - iii) Chromaticity
 - iv) Crystal
- c. RGB stands for ----.
 - i) Ring, Ging and Being
 - ii) Riit, Giit and Biit
 - iii) Rich, Gist and Beast
 - iv) Red, Green and Blue.

5.5 Analytical questions.

1. What do you mean by channel?
2. What do you mean by palette?
3. Discuss about process of RGB channel.
4. Practice with using various Image Palettes.
5. Write the steps to create RGB channel model.

