Photoshop 4.0 Tips & Tricks

Some familiarity with the Macintosh and Photoshop 4.0 is very helpful. We also assume, you have a previously created, scanned image or have an image to open.

By following these instructions you will repair an old image covered with dirt, grim and scratched. You will also be learning a little about Filters, as well as a few powerful time saving tricks for less mousing around.

Image Repair Removing Dust and Scratches

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1. Open Your Image

Sometimes the images that we would like to use are not always in the best condition. This is especially true of older images that have been handed down to you. In many cases, these images are covered with dust, dirt, grime, scratches, fold marks and ripped corners, or even torn in half. Some of the images can be salvaged fairly easily; some may need a little more attention.

There is a filter in Photoshop that can painlessly remove most of the above imperfections in your scans.

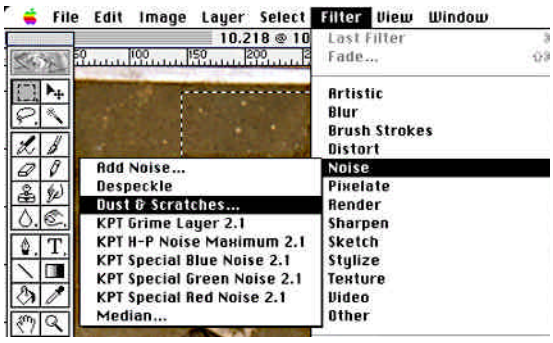
2. Select An Area To Be Corrected

With one of the **Selection Tools**, working in small sections at a time, select a small portion of the area that needs to be repaired.

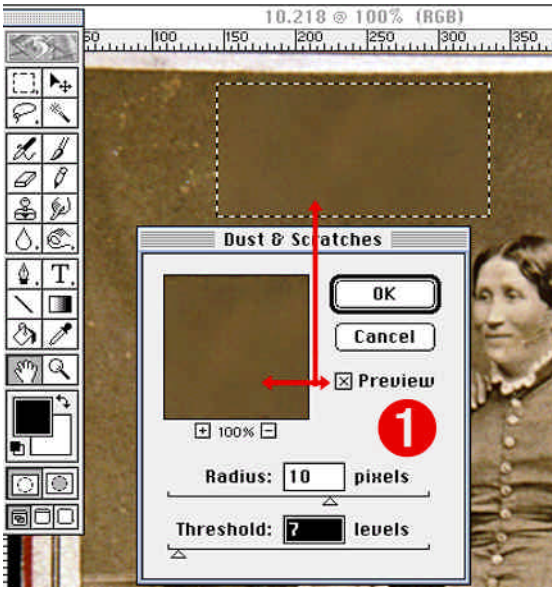
To make the repair as smooth as possible, try to select areas that contain an equal amount of good and bad spots.

3. Dust & Scratches Filter

In the **Filters Menu,** drag down to **Noise** and **Over** to **Dust and Scratches.**



4. Adjust Threshold and Radius Settings



Once you have selected the **Dust and Scratches Filter** a controls window will appear.

By **Adjusting** the **Threshold and Radius Controls,** you will select the amount of defect removal in your selection.

A Little Goes A long Way

Experiment with the controls to find the best settings for your particular problems. The goal is to hide the defects and keep as much of the texture and sharpness as possible.

Radius-How far the filter searches for differences among pixels. Use the smallest number that removes defects.

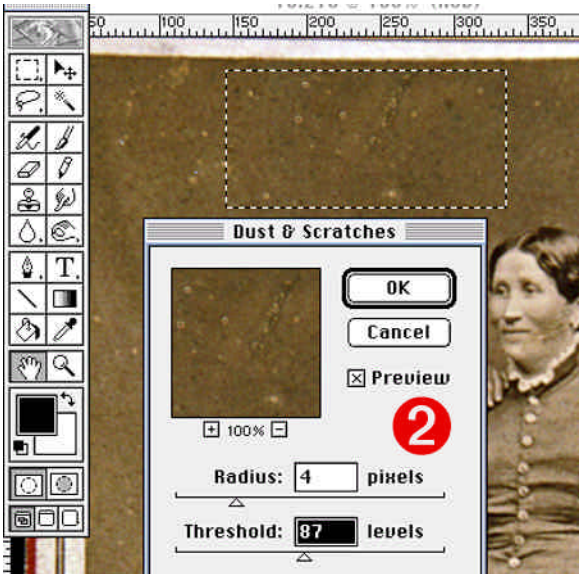
Threshold-The degree of difference among pixels affected. Use the highest number that does not show defects.

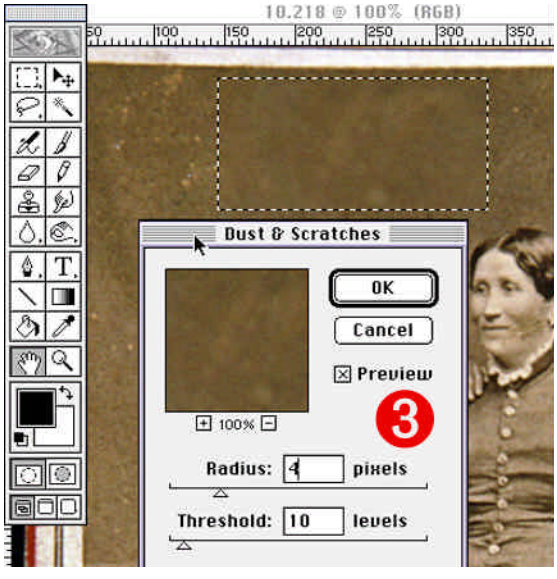
Note: when the preview option is selected, your image will be updated in both your image and the controls window.

a) Example 1 shows that the setting in the first example got rid of the dust but also removed the texture from the background of the image. This result is something we want to avoid.

b) Example 2 shows the effects of choosing a smaller radius so we have texture again. But, now the threshold is set too high, and the dust is appearing again.

c) Example 3 shows a good choice in settings, keeping texture and removing dust.



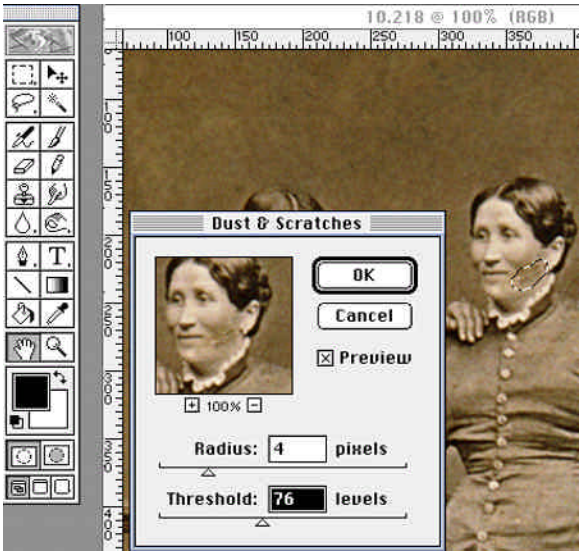


5. Smaller Area Repairs

This photo not only contained dust and grime but also a small tear on the face.
Using the **Lasso Tool,** I selected only that small portion of the face that needed repair.

When the Dust & Scratch filter control window appeared this time, the previous settings were st active. Again, every image and sectional repair is different. Experiment with the setting to find what works for your selected area.

A setting of 3 and 17 worked best for the repair on the face.



6. Using the Rubber Stamp for Detail Repairs

The **Rubber Stamp Tool** is a cloning tool. It works by sampling an area of the image that is similar to but in good condition of the area to be repaired. Then you can replace a dust or scratch mark with the sampled area. You can even add things to your images from other images, like mustaches and hair.

a)Hold down the **Option Key** and **Click** the **Mouse** to take a sample from the **Clone From Area**. Be sure it is very similar to the area you are cloning into: shadows into shadows, etc.

b)Position the mouse over the damaged area and click the mouse (in larger areas you can click and drag). The area will be filled in with the **Clone From Area**. This is a very effective tool, but it takes a little practice and a good eye.

Note: The size of the **Clone Tool's** cloning area is determined by the **Brush Size** you have selected.

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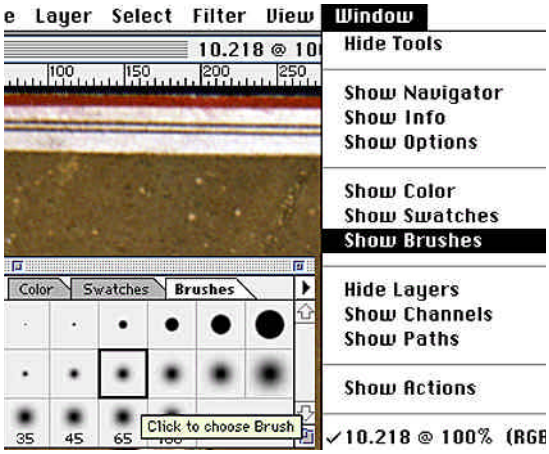
7. Brushes Window

If the **Brushes Window** is not open, you can open it by going to the **Windows Menu,** drag down to **Show Brushes** and the **Brushes Window** will appear.

Select the **Brush Size** you need by **Clicking** on its **Icon.**



Before & After

End Image Repair