

# 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 or other image to open.

In addition to working with multiple image layers, adding an adjustment layer and repositioning layers in the layers window. You will also learn how to select parts of an image, save selections and add a layer mask to an image layer.

# Seamless Collage Image

## Other Related Collage Instructions

1. Simple Collage

2. Montage Of Images

Turned Into An Image Map



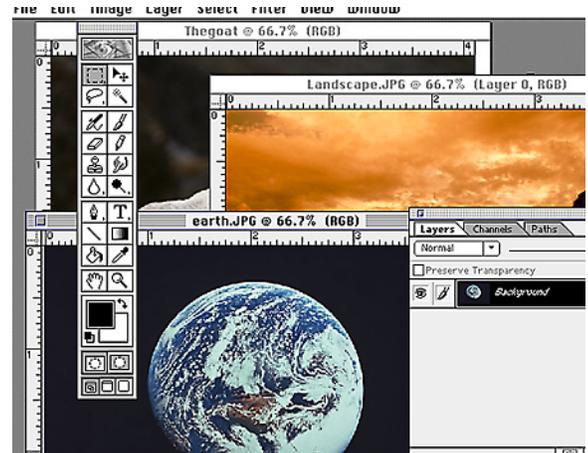
# Photoshop 4.0 Tips & Tricks

## About This Collage

In this example, we used three images and blended them together seamlessly to make a fun semi-believable, but false image. These images were acquired from the CD which came with the "Photoshop 3.0 Wow Book."

### 1. Select And Open All Your Images

Open all your images in Photoshop. In this case, we have three images open at once.



### 2. Resize Images If Necessary

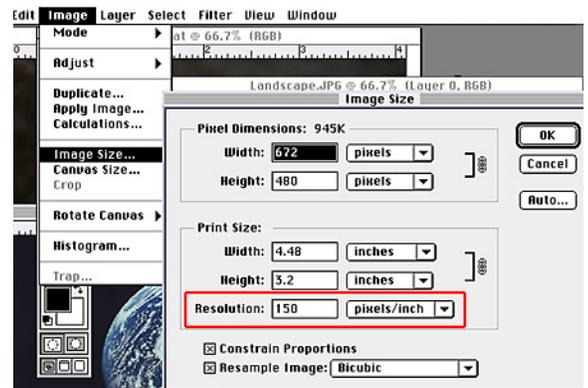
To have the images behave properly, it's best to have all working files in the same resolution.

Check each image's resolution by:

#### Image Menu - Image Size

The Images Size window appears.

Change settings to the desired resolution and dimensions.

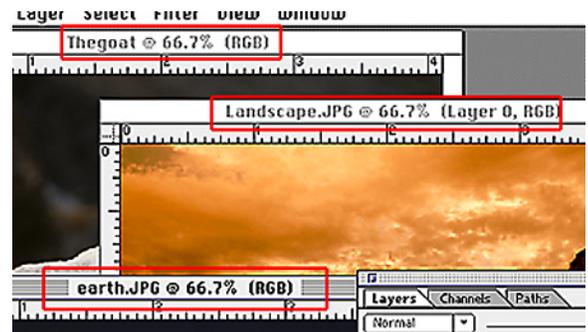


### 3. Check Image View

Be sure that working files are being viewed in the same percentage value.

If one is at 66.7% view, they should all be at 66.7%. How large your image is and its resolution will determine how it will first appear on the display. The larger the image dimensions and resolution, the smaller the opening view.

**Note:** Double clicking on the magnifying glass tool is a short cut to 100% image view.



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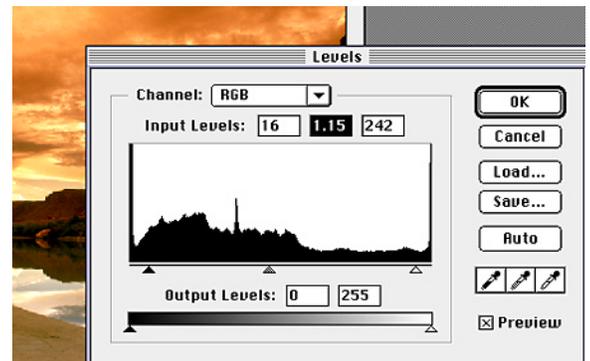
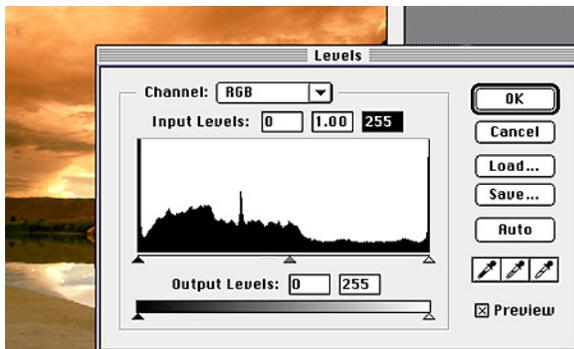
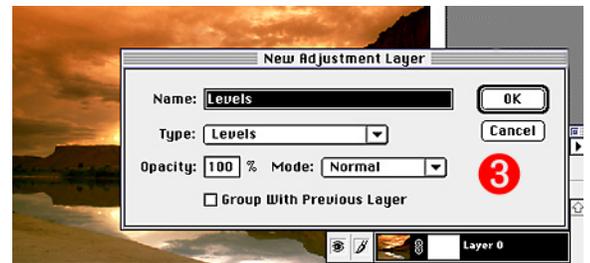
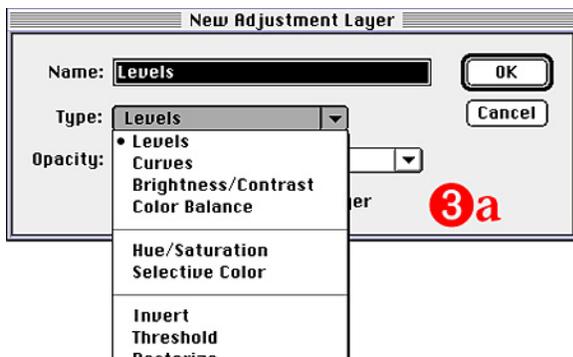
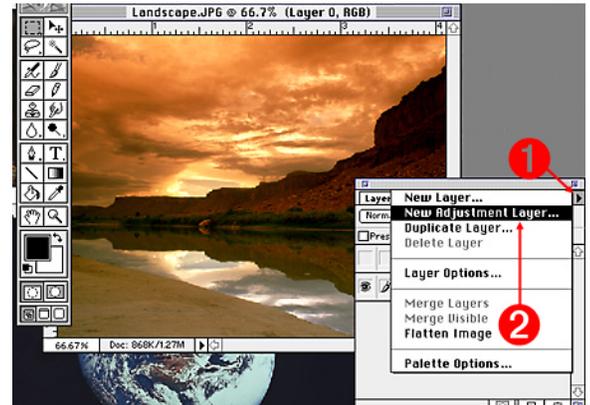
## 4. Image Adjustment Layer

I wanted to fine tune the Target or Background Layer of the image before adding the other images to it.

a. Add an **Adjustment Layer** by moving the cursor to the **Layers Window**.

b. Click on the arrow in the top right of the **Layer Window** **1** to expose the **Layer Option selections**. The **Layer Options** become available.

c. Drag down to **New Adjustment Layer** **2**. The **New Adjustment Layer** **3a** window appears. I chose a new **Levels Adjustment Layer**. **3**



I moved the dark control over to the right and the light control to the left. I moved the mid-tones to the left just a little to lighten them.

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## 5. Adding Images To The Background Image

Arrange the images in such a way as to have the source images, the ones you want to move to the Target Image, and the Target Image visible on the screen at the same time.

a. Using the **Move Tool** ① and working in the **Source Image**

b. **Drag** the image off its canvas and on to the **Target Image's Canvas**

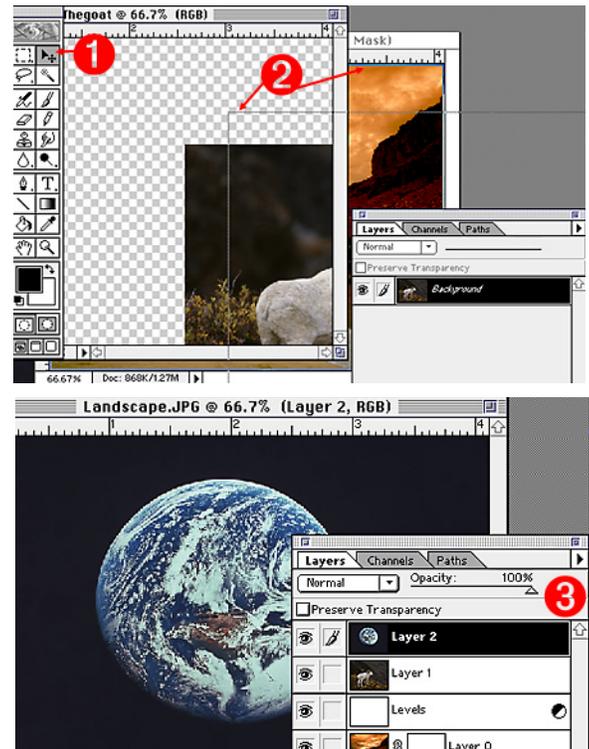
Dotted lines appear around the image to indicate that you are moving it. ②

If done properly, the image will appear in the **Layers Window** on top of your background image.

Continue adding images in this manner until all images have been added to your base image canvas.

The last image added to the base canvas is at the top of the Layer Windows list. ③

The top layer is hiding the ones below it.



## 6. Select A Layer and Temporarily Hide Layers

Decide which layer you're going to work on first. I wanted to work in the Goat Layer first, so I turned off the Earth Layer.

In the **Layers Window**, turn off the unused layer by **Clicking** on the **Eye Icon** ① next to that **Layers Icon**.



## 7. Image Selection And Adding A Layer Mask

I wanted to keep the goat and the hillside but wanted to remove the gray background. Check to be sure your target layer is active. ①

a. Select the **Magic Wand Tool** ② by double clicking on the Magic Wand Icon to bring up its controls window. I used a tolerance of 25. ③

b. Continue selecting portions of the background by: Holding down the **Shift Key** and clicking in another area. This keeps the previous selection and adds the newly selected area to it.



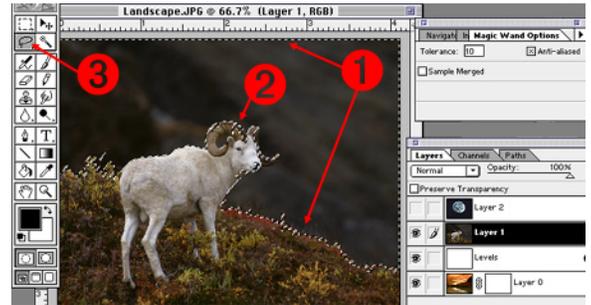
**Note:** you may need to fine tune your selection by decreasing the tolerance level or choosing another tool to complete the selection. Working in a view of 100% or more also helps you fine tune the selection.

# Photoshop 4.0 Tips & Tricks

## Image Selection And Layer Mask Continued

c. Using the **Lasso Selection Tool** ③ and holding down the **Shift Key** will allow you to add your selection, letting you pick up and add stray pixels.

**Note:** Holding down the **Option Key** while making a selection will **Remove** that area from the selection. In the goat image, the horns were captured along with the background. I used the lasso and the option key to remove the horns from the selection.

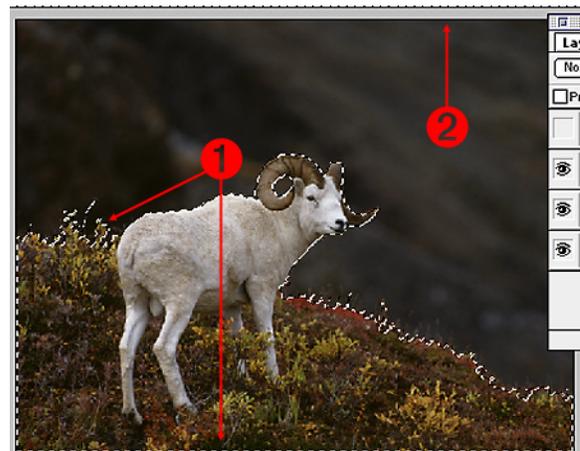
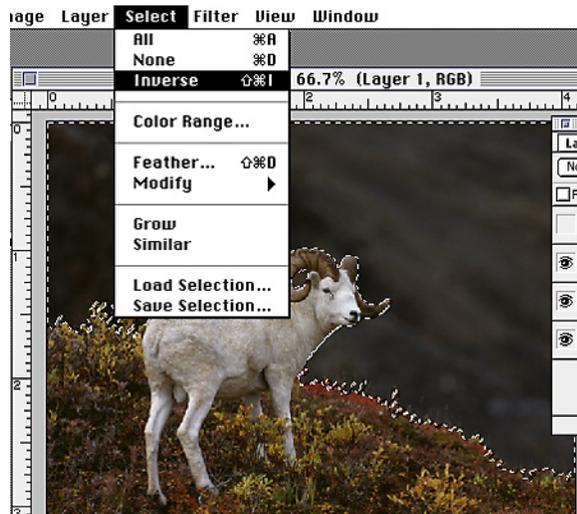


**7a. Once the selection process is complete,** the background selection must be Inverted. Using Inversion will cause the goat and its hill to become the selected area.

a. **Select Menu** and **drag** down to **Inverse**.

The goat is now the selected area. Notice in the illustration below how the outer edge of the background ② is no longer selected. ① shows that the goat and the bottom of the hill is now now the selected area.

**Note:** Since the selection process can be time consuming, saving your selections is a good habit.



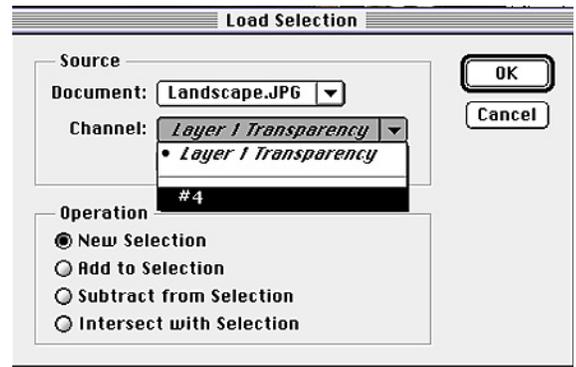
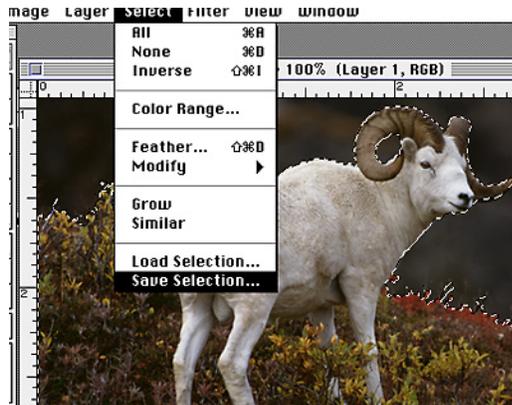
**7b. To save a Selection** with the selection active:

Under the **Select Menu**, **drag** down to **Save Selection**. The **Save Selection Window** appears.

# Photoshop 4.0 Tips & Tricks

## Saving A Selection Continued

**Note:** Since this is the first saved selection, it will become number 4 in the Channels List. Other saved selections will also be added to this list in numeric order.



## Feathering A Selection

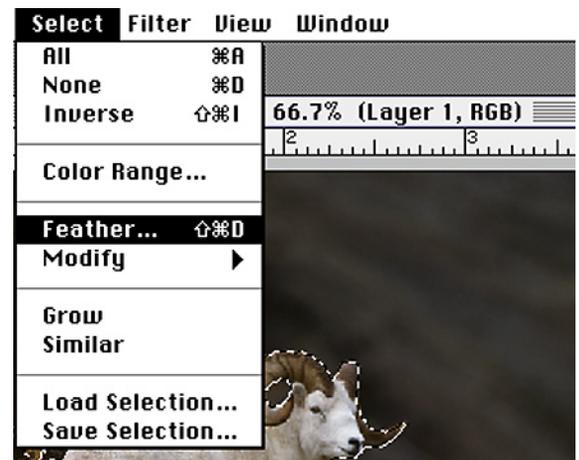
Sometimes the selected edges look too harsh. Using the Feathering Option can help blur the edges just enough for a good visual blend. Applying too much feathering can make the image look too soft around the edges. Experiment with feathering your selections to see what looks best for your image.

### 7c. To Feather the edges of your selection

a. Under the **Select Menu**, drag down to **Feather**.

The Feather Radius Window appears.

b. Key in the desired amount of feathering. In this example, a radius of 1 was used.



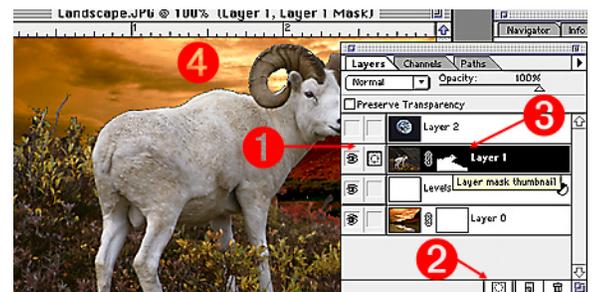
### 7d. Adding A Layer Mask

Check to be sure **Black** is the **Foreground Color** and that your **selection is still active**.

a. Go to the bottom of the **Layers Window** and click on the **Layer Mask Icon**. **2**

b. The **Layer mask icon** appears next to your goat layer icon. **3**

Once the Layer Mask has been added, the landscape image shows through the background selection of the goat layer. **4**



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## 8. Fine Tuning The Layer Mask

Sometimes when the Layer Mask is applied to your selection, noticeable artifacts or halos (1a), may become visible around your image. These artifacts can easily be removed by painting on the **Layer Mask** with one of the painting tools.

Selecting black (3) as the **Foreground Color** will add to the mask, taking more away from the image. White as the selected color will remove the mask, revealing more of image behind the mask (the gray background in our case).

This image has a noticeable gray halo around the goats back and in the horn area.

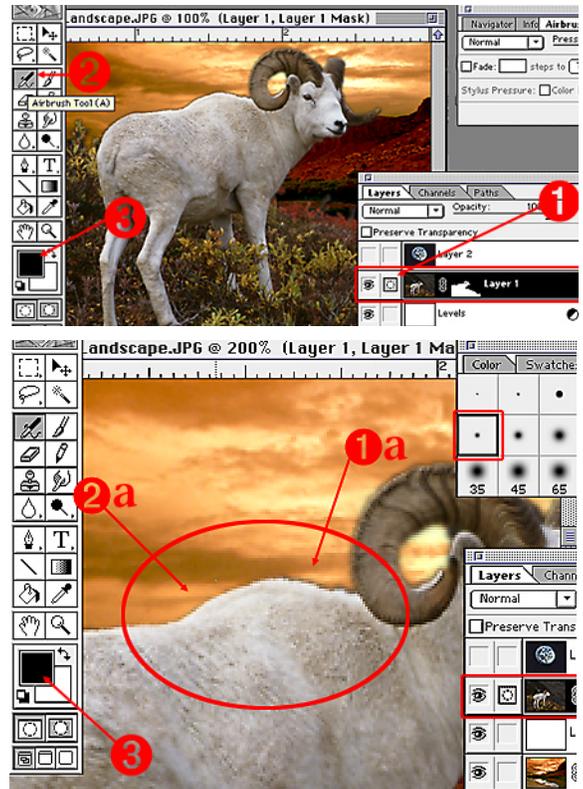
a. Be sure you're working in the **Layer Mask**. The Layer Mask Icon (1) will be visible between the **Layer Visibility Icon** (the eye) and the **Image Layer Icon** (the color image of the goat).

**Note:** If the Paint Brush is visible next to the layer icon, click your mouse on the Layer Mask Icon to activate the Mask.

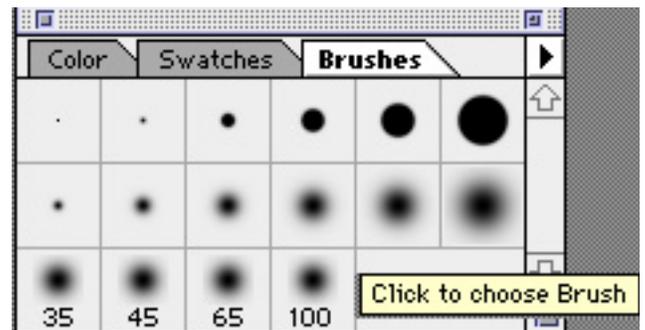
b. In the **Tool Box**, choose the **Air Brush**. (2) Select a brush size appropriate to the area you are going to be working in. In this case, I used a relatively small brush with a diffused edge.

c. With **black** as the **Foreground Color**, (3) carefully go over the artifact with the brush. Work in small areas to keep errors to a minimum (2a). Remember to use the **Command** and **Z** keys to undo errors.

**Note:** Remember, you can correct bad mistakes (for instance, removing more of the image then you planned to) by painting on the Layer Mask with white.



Window
Hide Tools
Show Navigator
Show Info
Hide Options
Show Color
Show Swatches
Show Brushes
Hide Layers



## 9. Revealing The Earth Layer

The earth layer is still turned off. Turn it on again by: Clicking on the blank square in front of the Image Icon in the Layers window. As you can see, the Earth Image is too large for our composition. See image on next page. (1)

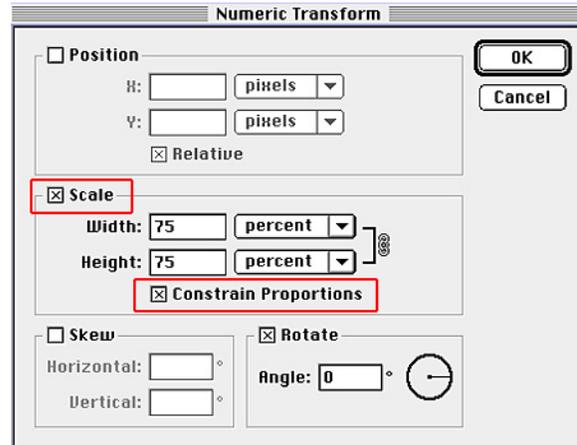
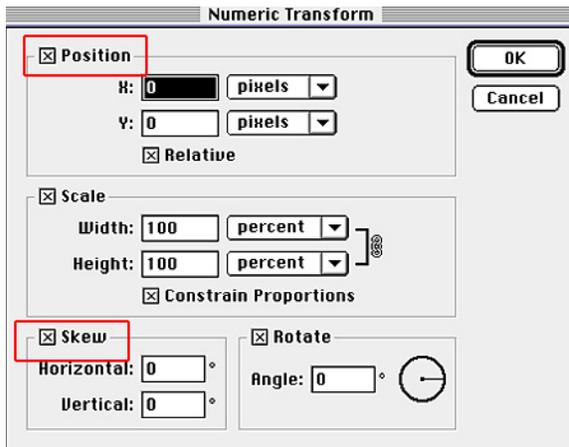
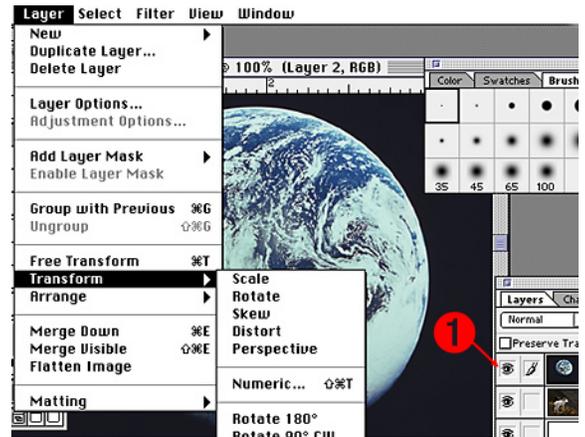
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## 10. Scaling The Earth Layer

Be sure you are working in the target layer (it will be highlighted in black).

With the Earth Layer selected:

- Go to the **Layer Menu**, drag down to **Transform** and over to **Numeric**. The **Numeric Transform** window appears.
- If the **Position** and **Scaling Options** have x's in their boxes, **Deselect** them by clicking on and unchecking them.
- With the **Scale Box Option** selected (a check in the box), activate the **Proportions Box**, so it has a check. This will force the image to be reduced evenly in all directions.
- Key in the percentage of scaling. This image was scaled 75%.



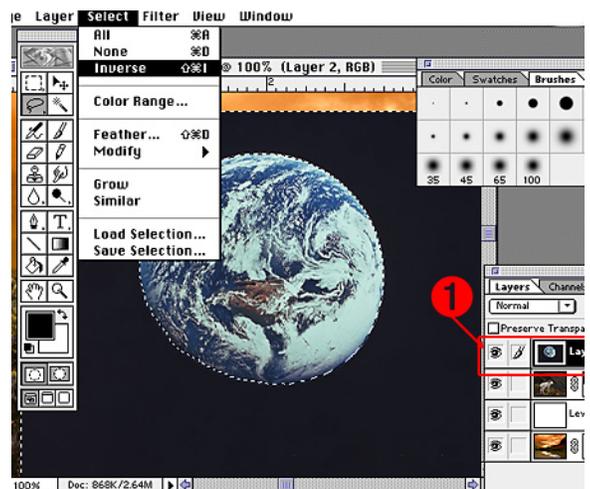
## 11. Select The Earth Layer Background

Still working in the Earth Layer 1:

- Use the **Magic Wand** to select the background of the Earth Layer, adjusting tolerance as needed.

Using the same selection techniques as used in the goat layer, fine tune the selection with the Lasso Tool and modifier keys as necessary. Lasso and the Shift key to add a selection, Lasso and Option to deselect from the selection.

- Inverse the selection;
- Save selection for later use; and
- Feather the selection one pixel.



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## 12. Add Layer Mask And Re-order Layer

### Add the Layer Mask

a. With the Earth Layer still active, add a **Layer Mask**. The background disappears and the layers below show through.

b. If necessary, use the **Air Brush Tool** in the Layer Mask to clean up any artifacts that may remain on the image.

The earth layer is the first layer in the **Layers Window**. It is blocking the goat image. What we really want is the Earth Layer positioned in between the Goat Layer and the Landscape Layer.

To move the layer in the Layers Window:

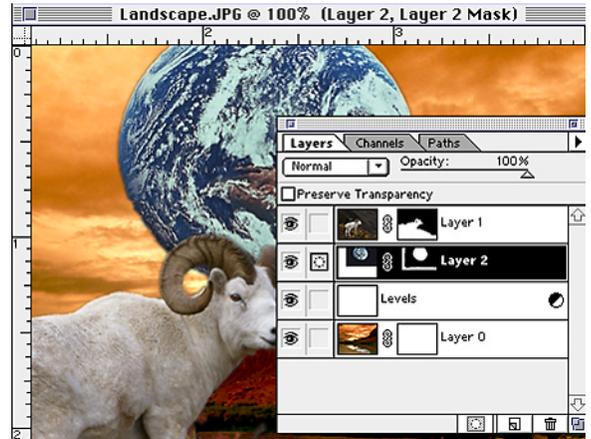
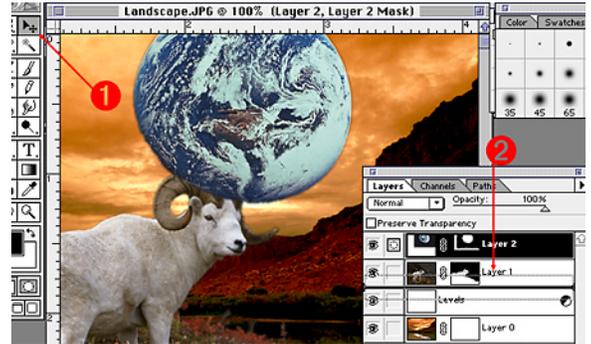
a. **Select the Move Tool** ①;

b. **Select the Earth Layer and drag** it below the Goat Layer. ②

The Earth is now in the proper orientation in our composition.

The Earth Layer is lower in the sky than we want, so we need to move it higher in the sky. Check to be sure you are working in the Earth Layer.

c. Using the **Move Tool**, click on the Earth's image in the Canvas Window and drag it into a higher position in the sky.



End  
Goat  
Collage