

Adobe Photoshop/Lightroom Quick Tips

PHOTOSHOP QUICK TIPS:

Change the color of Type or a Fill Layer:

- Select a color by clicking on the Foreground color swatch to bring up the Color Picker or use the eyedropper to select a color in the image. You can also select a color from the Swatches panel. The Foreground color swatch will change to the color you select.
- Highlight the layer you want to change the color (Type or Fill layer).
- Then click on the **Alt+Backspace** keys to immediately change the color of the type or Fill layer.

Change color of an object using the Paint Brush tool:

- Depress the **Create a new layer** icon at the bottom of the Layers panel.
- Change the layer blend mode to **Color**. The Color blend mode creates a monochrome effect by combining the luminance of the base color with the hue and saturation of the blend color. Note: cycle through a couple of different blend modes to see what works best, but **Color, Hue** (retains the luminosity or brightness and saturation values of the base color and substitutes the hue value of the blend color). **Hard Light** tends to work best when changing colors.
- Depress the Foreground color swatch to bright up the Color Picker to select a color or the eyedropper tool to select a color in the image.
- Select the Paint Brush tool and start painting over the object you want to change its color
- If you make a mistake or go beyond the area you want to paint, switch to the Eraser tool (E) and carefully erase the mistake area.

Rotate View tool (R):

- The Rotate View tool is used to rotate the canvas non-destructively; it does not transform the image. Rotating the canvas can be useful to facilitate painting or drawing since it is normally easier to draw horizontally vs. vertically. **Your Graphics Card must support OpenGL**. OpenGL (Open Graphics Library) is the computer industry's standard application program interface for defining 2-D and 3-D graphic images. Choose **Edit>Preferences>Performance**. Check the **Use Graphics Processor** box and click on the **Advanced Settings** button. Check the **Use OpenCL** box.
- In the toolbox, select the Rotate View tool  (shortcut **R**). This tool is collocated with the Hand tool.
- Do any of the following:
 - Click-and-drag on the document until you reach your desired rotation. A compass will indicate north in the image, regardless of the current canvas angle.
 - In the options bar, enter degrees in the Rotation Angle field for more precisions.



- Click or drag the circular Set Angle of Rotation control.
- To restore the canvas to the original angle, click **Reset View** button in the Options bar.

Reverse layer order:

Sometimes when you bring several layers into Photoshop using **File>Scripts>Load Files into Stack**, they can be loaded in the opposite order that you desire. To reverse the layer order, highlight all the layers by clicking on the bottom layer, holding down the **Shift** key and click on the top layer. Then choose **Layer>Arrange>Reverse**.

Determine exact Image Center:

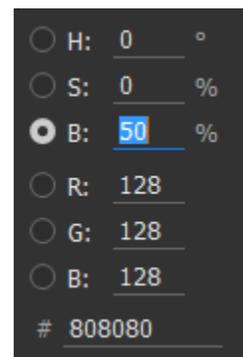
- Go to **View>Rulers** (shortcut **Ctrl+R**) and then **View>Snap**.
- This procedure will not work on a Background layer; therefore, duplicate the layer (**Ctrl+J**) or do a visible stamp (**Ctrl+Shift+Alt+E**).
- Zoom out on your image (**Ctrl+0**) so that you can see the whole image and then select the entire image (**Ctrl+A**).
- Next, choose the Move tool (V) and in the Options bar check the **Show Transform Controls** box. This will show a “target” mark in the center of your image.
- Move a ruler guide to the mark and it will snap in place.
- You can show/hide the guide lines by using the shortcut **Ctrl+;**. Uncheck the **Show Transform Controls** box to remove the target mark.

Targeted Adjustments

- To apply a targeted adjustment begin by creating a selection with no feathering applied. Then add an adjustment layer of the desired type (i.e., Curves adjustment) which will then have a layer mask that automatically reflects the selection you created.
- Adjust the settings for the adjustment layer. In many cases apply an adjustment that is initially stronger than you really intend to use for the photo, so you can more clearly see the effect on the photo.
- **Feather the Mask:** When you use a selection as the basis of a targeted adjustment the transition between the areas that were selected versus not selected may be a very abrupt transition. Feathering enables you to create a smoother transition between the two areas. Click on the Mask and increase the Feather slider while viewing your image in the Document Window which gives you the ability to preview the final effect. To see the Mask in the document window, click on the Mask thumbnail while holding down the Alt key. The document window will turn into a black & white image (white area will be the area adjusted). Then in the Properties panel increase the Feather slider to an amount you desire.

Painting with gray on a Mask:

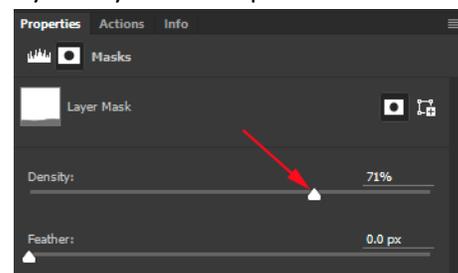
To paint a layer mask with 50% gray in order to reveal the background and partly hide the foreground, first click on the White Foreground Color swatch to bring up the Color Picker. Then change the Brightness (**B**) value to 50%. Notice that the RGB values all change from 256 (white) to 128 (gray). If you want a quarter of the effect then change the Brightness value to 25%. You can also decrease the Opacity in the Options bar to 50%; however, this method is not recommended since every time you release the mouse and repaint over the gray color, it will become darker.



Layer Mask –Density slider:

When you paint with black on a Mask, it hides completely the content of the layer. If you want a portion of the underlying layer to come through the mask, then do the following:

- Click on the Mask thumbnail which will bring up the Properties panel.
- Drag the Density slider to adjust the mask opacity. As you lower the density, more of the area under the mask will become visible. Note: If you reduce the Opacity of the layer, the unmasked areas won't show 100% anymore and the underlying layer will bleed through the unmasked areas.



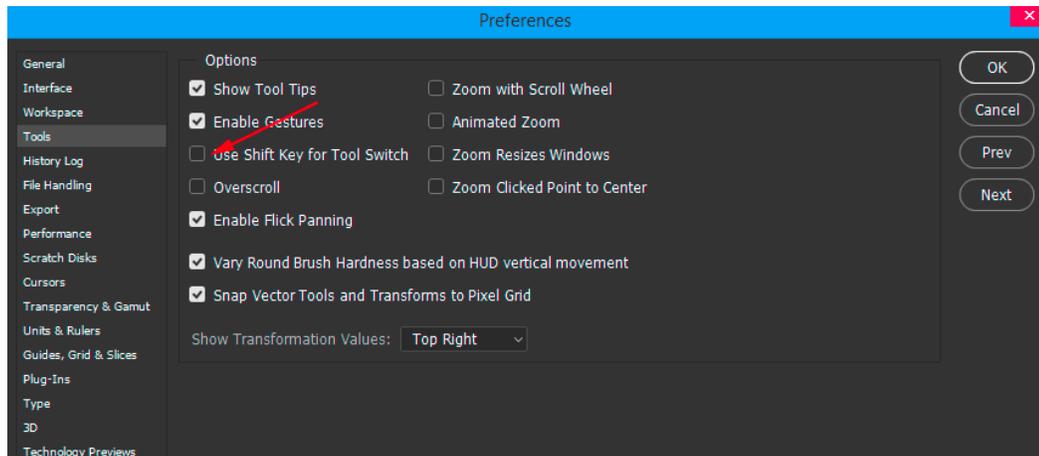
Match the Color Space between Lightroom and Photoshop:

When you select **Edit In>Edit in Adobe Photoshop CC 2015** in Lightroom and the image looks differently in Photoshop, make sure the color profile in Lightroom and Photoshop are the same (ProPhoto RGB). To switch

to ProPhoto RGB in Photoshop choose **Edit>Color Settings** (shortcut **Shift+Ctrl+K**) to bring up the Color Settings dialog box. Under the Working Space section change the RGB field to ProPhoto RGB and click OK.

Quickly cycle through tools:

All tools groups have shortcut keys assigned to them. The shortcut is the letter on the right of the tool name. To access the last used tool in the tool group press the respective shortcut key. If you hold the **Shift** key while pressing the key you will cycle through all the tools in that group. However, if you choose **Edit>Preferences>Tools** and *uncheck* **Use Shift Key for Tools Switch** box then it's not necessary to hold down the Shift key to cycle through the tools. For example: you can repeatedly depress the **J** key to cycle through the Spot Healing Brush, Healing Brush, Patch, Content Aware Move, and Red Eye tools without having to hold down the Shift key.



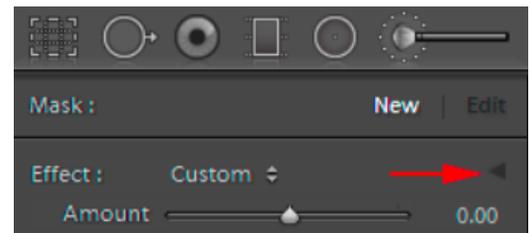
Adobe Photoshop CC 2015 Keyboard Shortcuts:

- Keyboard shortcuts can improve your efficiency by reducing your mouse clicks when selecting a tool or adjustment. Keyboard Shortcuts are keystrokes used to quickly invoke a command and they can involve a modifier key such as Ctrl, Alt/, or Shift (e.g., **Ctrl+J** to duplicate a layer). If you choose **Edit>Keyboard Shortcuts**, a dialog box will open allowing you to create, change or delete keyboard shortcuts.
- **Adobe Photoshop CC 2015 Keyboard Shortcuts Sheet:** You can print out a handy keyboard shortcut sheet by going to <http://makeawebsitehub.com/wp-content/uploads/2015/04/photoshop-a4-keyboard-shortcuts-print-pdf.pdf> or <http://makeawebsitehub.com/wp-content/uploads/2015/06/lightroom-keyboard-shortcuts-cheat-sheet.pdf>.

LIGHTROOM QUICK TIPS:

Adjustment Brush:

- **Reset all sliders to 0:** You can quickly reset the sliders to 0 by holding down the **Alt** key and clicking on the word **Effect**.
- **Return the Effect back to Custom:** Select one of the Exposure through Color Effects. Then move a slider and you will be switched back to a custom brush.
- **Reduce the effect of several sliders at once:** After you moved multiple sliders and painted somewhere in your image, you can decrease or increase the effect. Click the disclosure triangle to the right of the word "Effect" (note the arrow is nearly black and difficult to see). The Amount slider will be revealed. Use the Amount slider to modify (increase or decrease) all of the Effect sliders at once. To return and see all the adjustment sliders, click on the side facing disclosure triangle so that the triangle faces down.



Hide/Show a Parent Folder in the Library module Folders section

- **Hide a Parent Folder:** If you have too many levels of folders showing you can use this procedure to remove the parent folder which will move the subfolder(s) one indentation to the left. To hide a parent folder right-click on that folder and choose **Hide This Parent** option.
- Sometimes when you import images, the folder will show in the Folders panel, but you may not see the parent folder that it resides in Lightroom. To show or restore the parent folder, right-click on the current top level folder and select **Show Parent Folder**. This doesn't import new photos—it just adds an additional hierarchy level to your Folders panel.
- If the **Show Parent Folder** and **Hide This Parent** options don't appear in the menu, you're right-clicking on the wrong folder. You have to right-click on the top level folder, rather than a subfolder.

Use Star rating system for picking photos vs. Pick Flags.

- Pick and reject flags **are a Lightroom-only feature**. Unlike star ratings, pick flags do not make use of a standard metadata field. As a result, pick and reject flag information is not written to the metadata for your photos when you choose that option. You can only make use of pick and reject flags within Lightroom. Therefore, if you open Bridge or other software program, you will not see any pick flags but will see the star ratings.
- Using the star rating system to pick your photos, assign a one-star rating (depress the **1-key**) to pick a photo. To speed up your star ratings, have the **Caps Lock** enabled so that Lightroom will automatically advance to the next photo each time you rate a photo. Note if you do not pick a photo and want to advance to the next photo, depress the **0-key** (unflagged).

Manually Geotag your Photos

Geotagging images allows you to input location information within your image EXIF data so that you can know precisely where that particular image was taken. The Map module in Lightroom makes use of Google Maps. To manually add GPS data directly to the Google map do the following:

- Make sure the photographs you want to geotag are located along the filmstrip. Select (highlight) the photo(s) that were taken at the same location.
- Find the location on the Google map. Scroll your mouse wheel to zoom in or out, click and drag to move across the map. Zoom in close where you took the photo. You can use the Navigator located at the top left side to help refine your location.
- Geotag the photo: Right-click on the map where you took the photograph(s) and choose **"Add GPS Coordinates to Selected Photos"**.
- **Add photos to a Tagged coordinate:** Drag-and-drop (drag the center of the photo, not the edge) onto the tag.



Filmstrip Preferences:

The Filmstrip at the bottom of Lightroom has its own set of preferences (options) for what you see, and how things react in the Filmstrip. To get to these options; right-click on one of your thumbnails in the filmstrip and when the pop-up menu appears, go to the bottom and at the bottom of the popup list select **View Options**. Choose your options from the popup list. If you find yourself accidentally clicking on a Badge, then you may want to check **Ignore Clicks on Badges**.

