PHOTOSHOP LESSON 7
LAYER MASKS, CLONE STAMP AND BLENDING MODES

Name _____

Date _____

MASKING

A mask covers a part of something (protecting) it from things you apply to it. Masks are nondestructive, which means you can go back and re-edit the masks later without losing the pixels they hide.

In Photoshop, there are a lot of ways you can use masks. One major way is to use layer masks to hide parts of your picture when you are merging multiple photos together. When you create a layer mask, the white box that appears next to your adjustment on the layers palette is your mask.

ADD A LAYER MASK

1. Select the layer you want to add the layer mask to
2. Click the layer mask bottom at the bottom of the layer
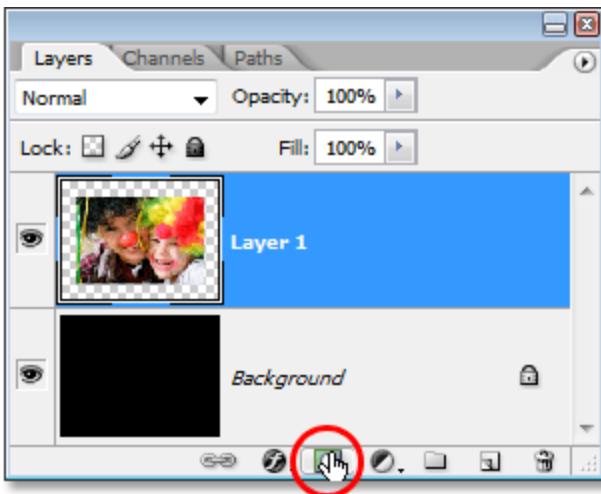
Layer mask button
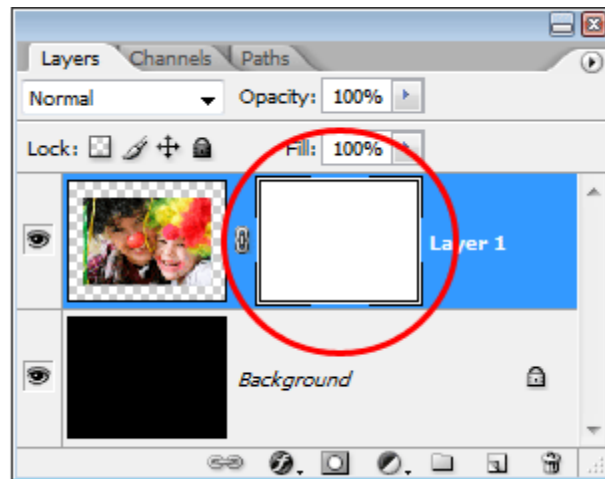
When Layer Mask is applied

When masking, always remember: White Reveals, Black Hides

EDIT A LAYER MASK

1. Click the layer mask thumbnail in the Layers palette to make it active. A border appears around the mask thumbnail.
2. Select any of the editing or painting tools.
3. Do one of the following:
    a. To subtract from the mask and reveal the layer, paint the mask with white.
    b. To make the layer partially visible, paint the mask with gray or change the opacity on your paintbrush. Darker gray/transparencies make the level more transparent, lighter gray/transparencies make it more opaque.
    c. To add to the mask and hide the layer or group, paint the mask with black. The layers below become visible.

APPLY A GRADIENT FILL

The Gradient tool creates a gradual blend between multiple colors (or between your base layer and adjustment layer). You can choose from preset gradient fills or create your own.

1. Select the Gradient tool .
2. Choose options for gradient fill in the options bar
3. Position the pointer in the image where you want to set the starting point of the gradient, and drag to define the ending point.

DISABLE OR ENABLE A LAYER MASK

1. Do one of the following:
    a. Shift-click the layer mask thumbnail in the Layers palette.
    b. Select the layer containing the layer mask you want to disable or enable, and choose Layer > Layer Mask > Disable or Layer > Layer Mask > Enable.
    c. A red X appears over the mask thumbnail in the Layers palette when the mask is disabled, and the layer's content appears without masking effects.

APPLY OR DELETE A LAYER MASK

You can apply a layer mask to permanently delete the hidden portions of a layer. You can also delete a layer mask without applying the changes.

1. Click the layer mask thumbnail in the Layers palette.
2. To remove the layer mask after applying it permanently to the layer, click the Delete icon 🗑 at the bottom of the Layers palette, and then click Apply.
3. To remove the layer mask without applying it to the layer, click the Delete icon at the bottom of the Layers palette, and then click Delete.

LOAD A LAYER OR LAYER MASK'S BOUNDARIES AS A SELECTION

You can select all the non-transparent areas on a layer, or, if a layer mask exists, all the unmasked areas.

1. Ctrl-Click the Layer Mask or Layer thumbnail in the Layers Palette

SEE WHAT THE MASK LOOKS LIKE BY ITSELF

You can show just the mask so you can see if you are missing important areas

1. Alt-Click the Layer Mask or Layer thumbnail in the Layers Palette

Clone Stamp

The Clone Stamp tool ⚒ makes copies of one area to another. The Clone Stamp tool is useful for duplicating objects or removing a defect in an image.

To Use the Clone Stamp Tool

1. Select the Clone Stamp tool ⚒.
2. Choose a brush tip and set brush options for the blending mode, opacity, and flow in the options bar.
3. Choose to check or uncheck **aligned.** Aligned keeps the target in line with your mouse, even when painting a second time. Leaving it unchecked will start the target area over in the original location when painting a new area.
4. Choose whether to sample from selected layer or all layers from Sample
5. Drag over the area of the image you want to correct.

Blending Modes

- Blending modes control how the layer or editing tool interacts with the image behind it.
- Blending modes can be controlled via the layers palette (controls the entire layer) or on the options bar for certain tools (controls what the tool does) the blending mode specified in the options bar controls how pixels in the image are affected by a painting or editing tool. It's helpful to think in terms of the following colors when visualizing a blending mode's effect:

To alter a Blending Mode

1. Select a layer from the Layers palette.
2. Choose a blending mode from the Blend Mode pop-up menu on the top left of the layers palette

For the video we watched in class on using blending modes, go to:
http://tv.adobe.com/watch/understanding-adobe-photoshop-cs6/adding-spice-with-blending-modes/
http://tv.adobe.com/watch/learn-photoshop-cs5/creatively-mixing-layers-with-blending-modes/

List of blending modes

Base image is the image of everything beneath the blend image. Blend image is the image/painting that you are applying the blending mode to.

- <u>Normal:</u> Keeps blend image and base image as you created it. Default mode.
- <u>Dissolve :</u> Dissolves the edges of the blend image , blending the color of the blend image with the base image
- <u>Behind (Painting tools only):</u> Edits or paints only on the transparent part of the blend image.
- <u>Clear (Painting tools only):</u> Edits or paints each pixel and makes it transparent in the blend image. This mode is available for the Shape tools (when fill region ▢ is selected), Paint Bucket tool ◌ , Brush tool ✎ , Pencil tool ✎ , Fill command, and Stroke command.

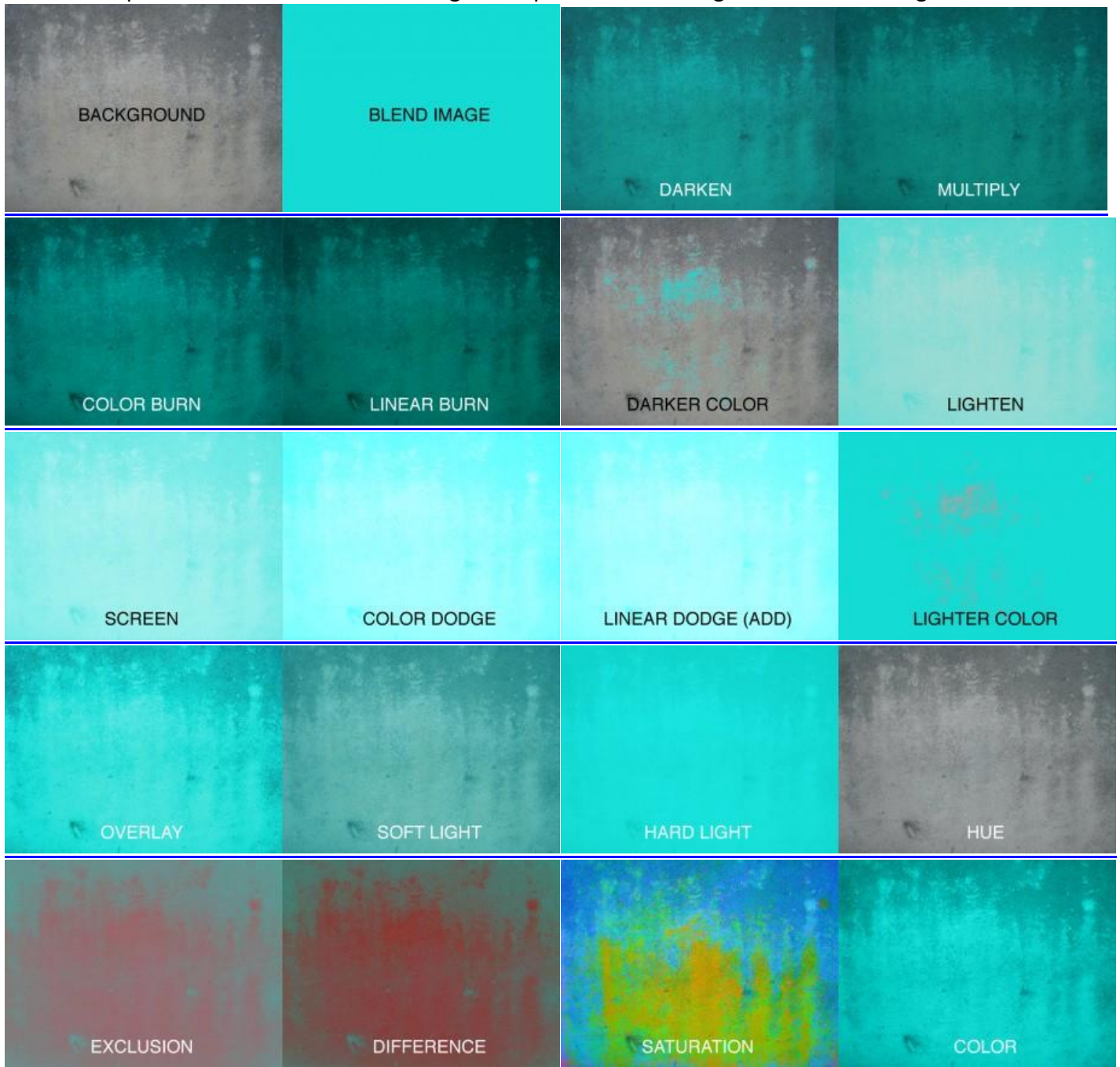- <u>Darken</u> : Looks at the color information in each pixel and changes the pixel to the darker color of the blend image and base image
- <u>Multiply</u> : Looks at the color of each pixel and multiplies the color of the pixels in the base image and blend image. The result color is always a darker color.
- <u>Color Burn</u> : Looks at the color of each pixel and darkens the base image color to reflect the blend image color by increasing the contrast..
- <u>Linear Burn</u> : : Looks at the color of each pixel and darkens the base color to reflect the blend color by decreasing the brightness.
- <u>Lighten</u> : : Looks at the color of each pixel and selects the base or blend color—whichever is lighter—as the color.
- <u>Screen</u> : Looks at the color of each pixel and multiplies the opposite of the blend and base colors. The result color is always a lighter color. The effect is similar to projecting multiple photographic slides on top of each other.
- <u>Color Dodge :</u> : Looks at the color of each pixel and brightens the base color to reflect the blend color by decreasing the contrast..
- <u>Linear Dodge (Add)</u> : : Looks at the color of each pixel and brightens the base color to reflect the blend color by increasing the brightness.
- <u>Overlay</u> : Multiplies or screens the colors, depending on the base color. Patterns or colors overlay the existing pixels while preserving the highlights and shadows of the base color. The base color is not replaced, but mixed with the blend color to reflect the lightness or darkness of the original color.
- <u>Soft Light</u> : Darkens or lightens the colors, depending on the blend color. The effect is similar to shining a diffused spotlight on the image.
- <u>Hard Light :</u> Multiplies or screens the colors, depending on the blend color. The effect is similar to shining a harsh spotlight on the image. This is useful for adding shadows to an image.
- <u>Vivid Light :</u> Burns or dodges the colors by increasing or decreasing the contrast, depending on the blend color.
- <u>Linear Light :</u> Burns or dodges the colors by decreasing or increasing the brightness, depending on the blend color
- <u>Pin Light :</u> Replaces the colors, depending on the blend color. This is useful for adding special effects to an image.
- <u>Hard Mix :</u> Adds the red, green and blue channel values of the blend color to the RGB values of the base color.
- <u>Difference :</u> Looks at the color information in each channel and subtracts either the blend color from the base color or the base color from the blend color, depending on which has the greater brightness value. Blending with white inverts the base color values; blending with black produces no change.
- <u>Exclusion</u> : Creates an effect similar to but lower in contrast than the Difference mode.
- <u>Hue</u> : Creates a result color with the luminance and saturation of the base color and the hue of the blend color.
- <u>Saturation :</u> Creates a result color with the luminance and hue of the base color and the saturation of the blend color.
- <u>Color</u> : Creates a result color with the luminance of the base color and the hue and saturation of the blend color. This preserves the gray levels in the image and is useful for coloring monochrome images and for tinting color images.
- <u>Luminosity :</u> Creates a result color with the hue and saturation of the base color and the luminance of the blend color. This mode creates the inverse effect of Color mode.
- <u>Lighter Color :</u> Compares the total of all color values for the blend and base color and displays the higher value color.

- <u>Darker Color :</u> Compares the total of all color values for the blend and base color and displays the lower value color.

Examples of blending modes
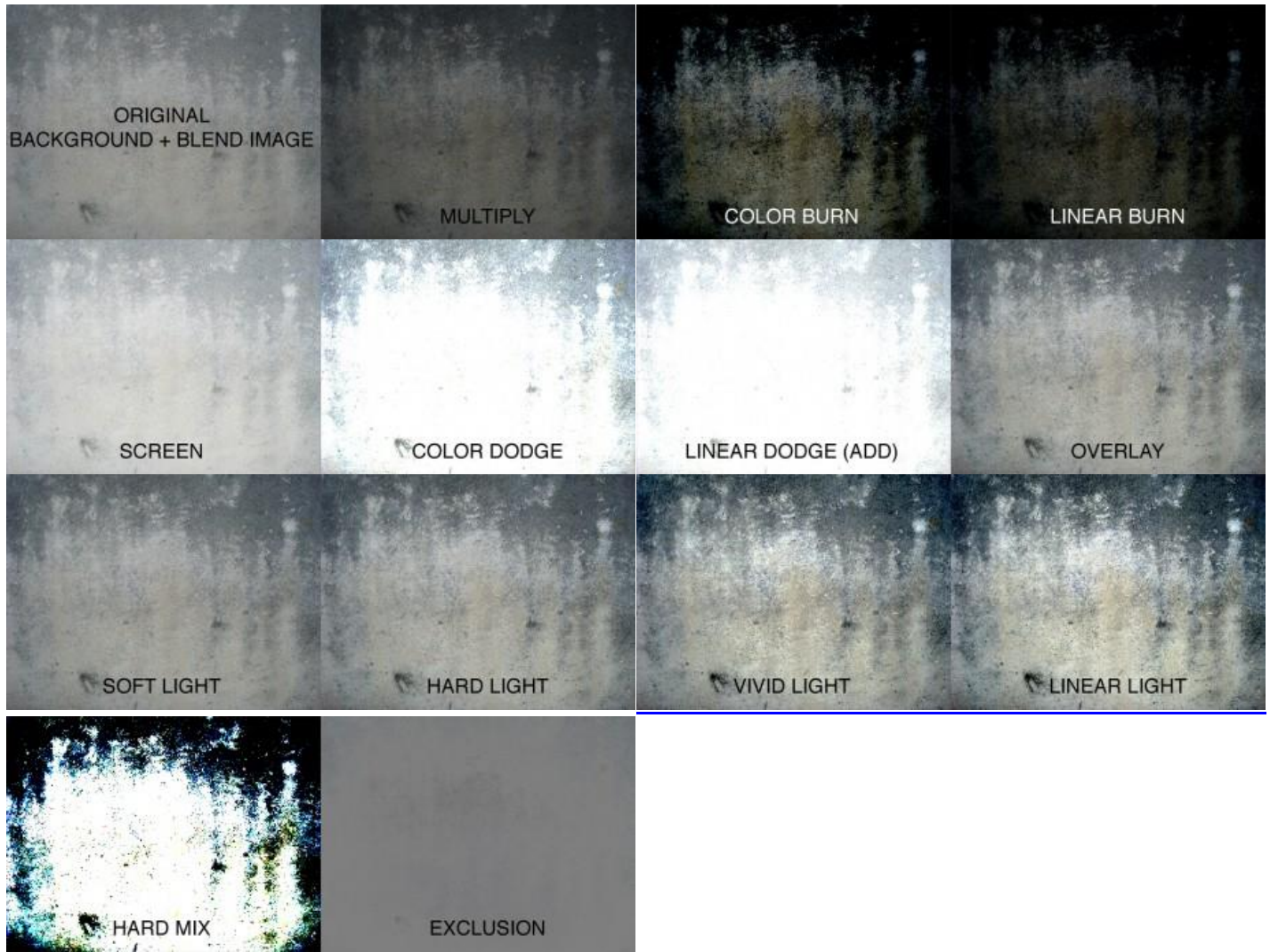
These examples show how a solid color image on top can create changes on the base image

BACKGROUND	BLEND IMAGE	DARKEN	MULTIPLY
COLOR BURN	LINEAR BURN	DARKER COLOR	LIGHTEN
SCREEN	COLOR DODGE	LINEAR DODGE (ADD)	LIGHTER COLOR
OVERLAY	SOFT LIGHT	HARD LIGHT	HUE
EXCLUSION	DIFFERENCE	SATURATION	COLOR

More Examples of blending modes, notice how the color over image affects the total image