

# DIGITAL PHOTOGRAPHY 1

## PHOTOSHOP LESSON 8 FILTERS & SMART OBJECTS

Name \_\_\_\_\_

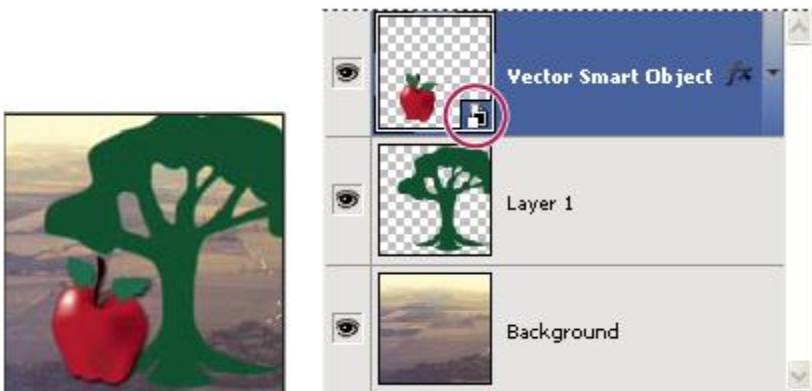
Date \_\_\_\_\_

### ABOUT SMART OBJECTS

Smart Objects preserve an image's source content with all its original characteristics, enabling you to perform nondestructive editing to the layer.

#### WITH SMART OBJECTS, YOU CAN:

- Perform nondestructive transforms. You can scale, rotate, or warp a layer without losing original image data or quality because the transforms don't affect the original data.
- Work with vector data, such as vector artwork from Illustrator, that otherwise would be rasterized in Photoshop.
- Perform nondestructive filtering. You can edit filters applied to Smart Objects at any time.
- Edit one Smart Object and automatically update all its linked instances.
- You can't perform operations that alter pixel data—such as painting, dodging, burning, or cloning—directly to a Smart Object layer, unless it is first converted into a regular layer, which will be rasterized. To perform operations that alter pixel data, you can edit the contents of a Smart Object, clone a new layer above the Smart Object layer, edit duplicates of the Smart Object, or create a new layer.



Regular layer and Smart Object in Layers palette. Icon in lower right corner of thumbnail indicates Smart Object.

### CREATE SMART OBJECTS

Do any of the following:

1. Choose File > Open As Smart Object, select a file, and click Open.
2. Choose File > Place to import files as Smart Objects into an open Photoshop document.
3. Choose Layer > Smart Object > Convert to Smart Object to convert a selected layer into a Smart Object.
4. Right click the layer and chose Convert to Smart Object

## CONVERT A SMART OBJECT TO A LAYER

Converting a Smart Object to a regular layer rasterizes the content at the current size. Convert a Smart Object to a regular layer only if you no longer need to edit the Smart Object data.

1. Select the Smart Object, and choose Layer > Rasterize > Smart Object.



## FILTERS

- You can use filters to clean up or retouch your photos, apply special art effects that give your image the appearance of a sketch or impressionistic painting, or create unique transformations using distortions and lighting effects.
- Smart Filters, applied to Smart Objects, let you use filters nondestructively. Smart Filters are stored as layer effects in the Layers palette and can be readjusted at any time, working from the original image data contained in the Smart Object.

## APPLY A FILTER FROM THE FILTER MENU

You can apply a filter to the active layer, or to a Smart Object.

1. To apply a filter to an entire layer, make sure the layer is active or selected.
2. To apply a filter to an area of a layer, select that area.
3. To apply a filter nondestructively so you can change your filter settings later, select the Smart Object that contains the image content you want to filter.
4. Choose a filter from the submenus in the Filter menu.
5. If no dialog box appears, the filter effect is applied.
6. If a dialog box or the Filter Gallery appears, enter values or select options, and then click OK.

Filter effects are applied in the order you select them. You can rearrange filters after you apply them by dragging a filter name to another position in the list of applied filters. Rearranging filter effects can dramatically change the way your image looks. Click the eye icon  next to a filter to hide the effect in the preview image. You can also delete applied filters by selecting the filter and clicking the Delete Layer icon .

## BLEND AND FADE FILTER EFFECTS

The Fade command changes the opacity and blending mode of any filter, painting tool, erasing tool, or color adjustment. The Fade command blending modes are a subset of those in the painting and editing tools options (excluding the Behind and Clear modes). Applying the Fade command is similar to applying the filter effect on a separate layer and then using the layer opacity and blending mode controls.

1. Apply a filter, painting tool, or color adjustment to an image or selection.
2. Choose Edit > Fade. Select the Preview option to preview the effect.
3. Drag the slider to adjust the opacity, from 0% (transparent) to 100%.
4. Choose a blending mode from the Mode menu.
5. Click OK.

# TYPES OF FILTERS

## *Artistic filters*

Filters from the Artistic submenu help you achieve painterly and artistic effects for a fine arts or commercial project. For example, use the Cutout filter for collages or typography. These filters replicate natural or traditional media effects. All the Artistic filters can be applied through the Filter Gallery.

## *Blur filters*

The Blur filters soften a selection or an entire image, and are useful for retouching. They smooth transitions by averaging the pixels next to the hard edges of defined lines and shaded areas in an image.



Before (left) and after (right) using the Lens Blur filter; the background is blurred but foreground stays sharp

## *Brush Stroke filters*

Like the Artistic filters, the Brush Stroke filters give a painterly or fine-arts look using different brush and ink stroke effects. Some of the filters add grain, paint, noise, edge detail, or texture. All the Brush Stroke filters can be applied through the Filter Gallery.

## *Distort filters*

The Distort filters geometrically distort an image, creating 3D or other reshaping effects. Note that these filters can be very memory intensive. The Diffuse Glow, Glass, and Ocean Ripple filters can be applied through the Filter Gallery.

## *Noise filters*

The Noise filters add or remove noise, or pixels with randomly distributed color levels. This helps to blend a selection into the surrounding pixels. Noise filters can create unusual textures or remove problem areas, such as dust and scratches.

## *Pixelate filters*

The filters in the Pixelate submenu sharply define a selection by clumping pixels of similar color values in cells.

## *Render filters*

The Render filters create 3D shapes, cloud patterns, refraction patterns, and simulated light reflections in an image. You can also manipulate objects in 3D space, create 3D objects (cubes, spheres, and cylinders), and create texture fills from grayscale files to produce 3D-like effects for lighting.

## *Sharpen filters*

The Sharpen filters focus blurred images by increasing the contrast of adjacent pixels.

### *Sketch filters*

Filters in the Sketch submenu add texture to images, often for a 3D effect. The filters also are useful for creating a fine-arts or hand-drawn look. Many of the Sketch filters use the foreground and background color as they redraw the image. All the Sketch filters can be applied through the Filter Gallery.

### *Stylize filters*

The Stylize filters produce a painted or impressionistic effect on a selection by displacing pixels and by finding and heightening contrast in an image. After using filters like Find Edges and Trace Contour that highlight edges, you can apply the Invert command to outline the edges of a color image with colored lines or to outline the edges of a grayscale image with white lines.

### *Texture filters*

Use the Texture filters to simulate the appearance of depth or substance, or to add an organic look.

**If you would like to read the description of each individual filter, visit [Photoshop Help](#)**