

Photoshop CC 2018

Domain 3

Fill-in-the-Blanks

Instructions: While watching Domain 3, fill in the missing words according to the information presented by the instructor. [References are found in the brackets.]

Lesson 1

1. With multiple layers selected, they can be linked by clicking the chain icon at the bottom of the Layers panel. [Layers]
2. An adjustment layer is a layer that will use an effect, such as brightness and contrast, to alter the layer beneath it. [Layers]
3. To merge layers, select the layers to be merged and press Ctrl or Command+E. [Layers]

Lesson 2

4. Changing the fill will not affect the opacity layer styles. [Working with Layers]
5. The good thing about using an adjustment layer is that they are nondestructive because they are above the affected layers. [Working with Layers]
6. When using a mask to edit an image nondestructively, painting with black will hide areas, not erase them. [Working with Layers]
7. When using a mask, always remember that black conceals while white reveals. [Working with Layers]
8. If you make adjustments through the Image menu, those adjustments will be destructive and will permanently affect your image. [Destructive and Nondestructive Editing]

Types of Layers

There are many types of layers with different purposes and qualities. A Type layer is created when the Type tool is used. The Type layer is vector-based and can be edited without a loss of quality. A Shape tool will create a vector layer. Shape layers are edited in the Properties panel. An Adjustment layer will adjust the layers under this layer and can be edited on the Properties panel. When a layer is changed to a Smart Object, it becomes a document inside of a document. Artboards can create multiple canvases in one document. The Shift+Ctrl+G keyboard shortcut will remove the artboard from a layer.

An eye icon allows for the layer to be hidden without being erased from the work. A hidden layer can still be moved or edited, so it is a good practice to lock hidden layers. A layer can be unlocked by clicking the lock icon a second time.

Groups and folders will be used to organize layers in a canvas. Projects can contain multiple groups with multiple folders and multiple layers; this makes organization important. It is a best practice to create practical names for layers, files, and groups. As you work on a project, there may be layers added that were not used; these should be deleted to lessen the file size.

Purpose:

Upon completing this project, you will know the different layers and their properties.

Steps for Completion:

1. Open a new project in Photoshop CC.
2. Unlock the background layer and then click the New Layer icon to create another layer.
3. Create a Type layer by typing: **Hello**
4. Create a Shape layer with a shape of your choice.
5. Create a Brightness and Contrast Adjustment layer.
6. Click the Type layer and right-click to select the Convert to Smart Object option.
7. Hide and lock the shape layer.
8. Save the completed project as a .psd file named **3.1a-typesoflayers-finished**

Project Details

Project file

N/A

Estimated completion time

10 minutes

Video reference

Domain 3

Topic: Layers

Subtopic: Layers

Objectives covered

3 Use layers to manage design elements

3.1 Use layers to manage design elements

3.1a Use the Layers panel to modify layers

3.1b Manage layers in a complex project

3.1c Work with multiple layers

Notes for the teacher

The completed project is saved in the **3.1a-typesoflayers-finished.psd** file.

There should be five layers with the Shape layer converted to a Smart Object and one hidden/locked layer.

Group, Merge, and Link Layers

Groups and folders will be used to organize layers in a canvas. Grouping layers that deal with specific areas of your project will help in finding layers. To add a layer to a folder, click and drag the layer into the folder.

Layers can be merged together in a destructive edit or a nondestructive edit. To merge as a destructive edit, holding the Shift key on the keyboard and selecting the files; then, hold the Ctrl+E to merge the selected files. To merge layers in a nondestructive edit, it will need to be made a Smart Object.

Links will attach two folders together, so if one is moved, they both will move together. The link option is a chain icon in the bottom of the Layers panel, on the right. Hold down the Shift key on the keyboard and select the files to link; then click the chain icon to link the files.

Photoshop has the ability to search by layer: kind, name, effect, mode, attribute, color, Smart Object, selected, and artboard. When a filter type is selected, there are filter options that will narrow the search. The search option is important when dealing with large projects and will limit the time needed to find a layer when more than one person is working on a project.

Purpose:

Upon completing this project, you will know the different methods of grouping, merging, and linking files, and you will be able to use them to organize a project.

Steps for Completion:

1. Open the .psd file named **Magazine Cover template**.
2. Create a new layer that will fill in the two Os in the title. Name the layer: **White Fill**
3. Move the White Fill layer into the Title group and merge the White Fill layer and the Out & About text layer.
4. Create a folder and name the folder: **Assets**
5. Move the Caption group, the Title group, and the Cover Photo group into the Assets group.
6. Expand the Caption group and the Title group, link the Text layer to the Out & About title layer.
7. Save the completed project as a .psd file named **3.1b-typesoflayers-finished**

Project Details

Project file

Magazine Cover template.psd

Estimated completion time

15 minutes

Video reference

Domain 3

Topic: Layers

Subtopic: Layers

Objectives covered

3 Use layers to manage design elements

3.1 Use layers to manage design elements

3.1c Work with multiple layers

3.1d Flatten and merge layers

3.1e Recognize the different types of layers in the Layers panel

Notes for the teacher

The completed project is saved in the

3.1b-typesoflayers-finished.psd file.

There should be grouped, Smart Object merged, and linked files.

Blending Mode, Opacity, and Masking

Transparency will adjust the layer along with the files in the group the layer is in. Fill will single out just the area selected and not adjust the whole layer or the other files in the group.

Masking allows a specified part of a layer to be hidden without being deleted from the layer. A mask is a grayscale visibility map—wherever the mask is white, the layer will be visible, and wherever the mask is black, the layer will be invisible. Partial visibility is possible using shades of gray. In short, black conceals, and white reveals. Shift-clicking the mask will disable the mask. A linked mask will be transformed when the contents of the layer are transformed, but an unlinked mask will allow the layer contents and the mask contents to be adjusted separately. You can view the mask and the layer contents simultaneously with a color overlay by pressing the Forward Slash (\) key. This view is known as a rbylith. The color of the rbylith can be changed by right-clicking the mask and clicking Mask Options.

Purpose:

Upon completing this project, you will understand the difference between transparency and fill and use the properties in a mask.

Steps for Completion:

1. Open the .psd file named **Magazine Cover template**.
2. Use the Quick Selection tool to select the sky in the image.
3. Invert the selection and click the Add layer mask button in the Layer panel.
4. Change to a rbylith view.
5. Adjust the density of the mask to 40% and the feather of the mask to 10.5 px.
6. Save the completed project as a .psd file named **3.2-photoshop-finished**

Project Details

Project file

Magazine Cover template.psd

Estimated completion time

15 minutes

Video reference

Domain 3

Topic: Layer Visibility and Destructive and Nondestructive Editing

Subtopic: Working with Layers

Objectives covered

3 Use layers to manage design elements

3.2 Modify layer visibility using opacity, blending modes, and masks

3.2a Adjust a layer's opacity, blending mode, and fill opacity

3.2b Create, apply, and manipulate masks

Notes for the teacher

The completed project is saved in the **3.2-photoshop-finished.psd** file.

Destructive and Nondestructive Editing

An Adjustment layer is a nondestructive editing tool because it sits above the other layers. The changes are made to the Adjustment layer and not the image, so the changes are not permanent.

Destructive editing happens when you make adjustments directly to the image using the Image menu. If the original image is turned into a Smart Object, then changes can be made to the Smart Object and not the original image. A Smart Object puts a document on a document so that changes can be made without being permanent.

A mask is also a nondestructive editing source that can be used. To add a layer mask, click on the layer and click the Add Layer Mask button at the bottom of the Layer panel. The changes are made to the mask and not the image, so the changes are not permanent.

Purpose:

Upon completing this project, you will know how to use nondestructive editing options.

Steps for Completion:

1. What are three nondestructive editing options that can be used?
Adjustment layers, Smart Objects, and layer masks
2. Open the .psd file named **Magazine Cover template**.
3. Nondestructively edit the white, gray, and black of the image.
 - a) What method did you use? Answers will vary
 - b) Why did you use this method? Answers will vary
4. Save the completed project as a .psd file named **3c-photoshop-finished**

Project Details

Project file

Magazine Cover template.psd

Estimated completion time

10 minutes

Video reference

Domain 3

Topic: Layer Visibility and Destructive and Nondestructive Editing

Subtopic: Destructive and Nondestructive Editing

Objectives covered

3 Use layers to manage design elements

3.3 Understand the difference between destructive and nondestructive editing

3.3a Nondestructive editing: Smart Objects, Smart Filters, and adjustment layers

3.3b Destructive editing: painting, adjustments, erasing, and rasterizing

Notes for the teacher

The completed project is saved in the **3c-photoshop-finished.psd** file. A nondestructive edit should have changed the white, gray, and black levels in the layer. The student will use varying options to accomplish the project.