

# Photoshop CC 2018

Domain 4

# Fill-in-the-Blanks

**Instructions:** While watching Domain 4, fill in the missing words according to the information presented by the instructor. [References are found in the brackets.]

## Lesson 1

1. When using a brush, press and hold the Alt key to use the eyedropper to select a color from your image. [Core Tools and Features]
2. The History Brush tool is sort of a retroactive nondestructive tool that can be used to fix a permanent change on a layer. [Core Tools and Features]
3. After creating a shape, you can use the Pen tool to add or delete points on the shape. [Core Tools and Features]
4. Sans-serif fonts lack the stylized ends on the lines of letters that serif fonts have. [Text]
5. Kerning is the space between two single characters, tracking is the space between all characters, and leading is the space between the lines of text. [Text]
6. When adjusting the bounding box around text, hold the Shift key to scale proportionately or the Ctrl or Command key to skew the object. [Text]

## Lesson 2

7. The Magic Wand tool can be used to select a color or color range in an image. [Selections]
8. When using the Magic Wand tool, it is a good practice to turn on anti-aliasing to smooth the jagged edges of a selection. [Selections]
9. Use the keyboard shortcut Ctrl+Alt+Click to subtract areas of a selection. [Selections]
10. Feather can be used to modify a selection by softening the edges based on a pixel amount. [Selections]
11. A selection can be duplicated by pressing Ctrl or Command+J. [Selections]
12. If a custom degree and direction of rotation is needed, click Image, Image Rotation, and then Arbitrary. [Transform]
13. An image can be added to a Photoshop file by dragging and dropping from an Explorer or Finder window and then pressing the Enter or Return key. [Transform]
14. In Free Transform mode, the Bend option on the Options panel will allow you to warp an image. [Transform]

## Lesson 3

15. Photoshop's auto corrections will use algorithms to achieve the best results based off of the image's Histogram. [Reconstruct, Retouch, and Manipulate]
16. Use the Content Aware tool to move an object to a different location on the image while near-seamlessly removing it from its former location as well. [Reconstruct, Retouch, and Manipulate]
17. An image with poor tonal range has gaps in the histogram. [Reconstruct, Retouch, and Manipulate]

**Fill-in-the-Blanks (Continued)**

18. The Dodge tool allows you to lighten areas of a photo, while the Burn tool allows you to darken them. [Reconstruct, Retouch, and Manipulate]
19. Focus can be added by selecting a specific spot to remain in focus on an image using the Tilt-Shift filter. [Filters and Styles]

# Brush Tool Features

The Brush tool can be selected by pressing the B key. A quick way to change the foreground and background color for the Brush tool is to use the color boxes at the bottom of the Tools panel. You can match any color in the image using the Eyedropper tool. You can make fine adjustments to the color using the Color panel and save colors for later use using the Swatches panel. There are four Brush tools: the Brush tool, the Pencil tool, the Color Replacement tool, and the Mixer Brush tool. Pressing Shift+B will allow you to cycle between these tools. The History Brush tools are similar to the Brush tools. You can select the History Brush tool by pressing Y, and you can cycle through the tools in the group by pressing Shift+Y. The basic options for all the Brush tools are the same, but the tools have additional options that give them special capabilities:

- The History Brush tool can remove a change made to a layer.
- The Art History Brush tool will take a sample the image and turn it into an artistic brush stroke.
- The Pencil tool is optimal for clear-cut lines.
- The Mixer Brush tool mimics the properties of oil paints or watercolors.
- The Color Replacement tool allows you to selectively change the color, hue, saturation, or luminosity of part of an image.

## Purpose:

Upon completing this project, you will know more tools and features that are available.

## Steps for Completion:

1. Open the .psd file named **Magazine Cover template**.
2. Use the Mixer Brush tool to add a purple shade to the sky above the mountains.
3. Use the Pencil tool to draw a fish in the water area of the image.
4. Save the completed project as a .psd file named **4.1-photoshop-finished**
5. After saving the project, erase all the changes that were made.

### Project Details

#### Project file

Magazine Cover template.psd

#### Estimated completion time

10 minutes

#### Video reference

##### Domain 4

**Topic:** Core Tools, Add and Manipulate Text

**Subtopic:** Core Tools and Features

#### Objectives covered

**4** Creating and Modifying Visual Elements

**4.1** Use core tools and features to create visual elements

**4.1a** Create images using a variety of tools

#### Notes for the teacher

The completed project is saved in the **4.1-photoshop-finished.psd** file.

# Shape Tool Features

Shape tools create a vector-based shape or path that is easily adjusted. There is a Rectangle tool, Rounded Rectangle tool, Ellipse tool, Polygon tool, Line tool, Custom Shape tool, and the Pen tool available to create shapes.

**Purpose:**

Upon completing this project, you will know the different options available to create shapes and use their fill and stroke properties.

**Steps for Completion:**

1. Open the .psd file named **Social Media Template**.
2. Create a shape of your choice. What shape did you use?  
Answers will vary
3. Add points to the shape and modify the shape.
4. Change the fill to lime green and the stroke to red with a thickness of 20px.
5. Create a shape using one of the Marquee tools. Fill the shape with a red color and change the stroke to green with a thickness of 9px. What technique did you use to fill the shape? Answers will vary
6. Save the completed project as a .psd file named **4.1b-photoshop-finished**

**Project Details**

**Project file**

Magazine Cover template.psd

**Estimated completion time**

15 minutes

**Video reference**

**Domain 4**

**Topic:** Core Tools, Add and Manipulate Text

**Subtopic:** Core Tools and Features

**Objectives covered**

**4** Creating and Modifying Visual Elements

**4.1** Use core tools and features to create visual elements

**4.1a** Create images using a variety of tools

**4.1b** Modify and edit vector images using a variety of vector tools

**Notes for the teacher**

The completed project is saved in the **4.1b-photoshop-finished.psd** file.

There should be two created shapes on the blank project and a triangle around the caption for your image with a spectrum color applied in the other project file.

# Text

A font is different styles of typeface. The basic types of font styles are serif and sans serif. It is important to use fonts that are easily legible when portraying a message in design. Font size and color are adjustable and do not depend on the style used. Fonts that are downloaded and installed will be found in the Character panel.

The Character panel controls the spacing around each individual character and the spacing of the paragraph as a whole. Changes to the font style, color, language, and type edge quality can be selected in this area.

Text can be manipulated like an image can. It can be skewed by holding Ctrl and clicking and moving a side. If you are going to rasterize the text, this will create a destructive edit. To create a nondestructive edit, duplicate the text layer and then rasterize the duplicate layer.

## Purpose:

Upon completing this project, you will create text using different Text Type tools and manipulate the text created.

## Steps for Completion:

1. Open the .psd file named **Magazine Cover template\_Type Panel and Tools**.
2. Use the Horizontal Type Mask tool, set the font to Calibri Regular, and at the bottom of the image type: **The Adventure Begins**
3. Use the marquee selection to create a mask that is linked to the Illustrated cover layer group.
4. Invert the mask with Ctrl+I.
5. Hide the Title layer group, and use the Horizontal Type tool to create a Type box at the top of the image. Type **Utah** in the box and center align the text.
  - a) Center align the text.
  - b) Use the Century Gothic font with a Bold type for the Type box font.
  - c) Change the font color to white.
6. Make the Type box a Text layer. Press Ctrl+T to select the type box and skew the text to your personal choice.
7. Save the completed project as a .psd file named **4.2-photoshop-finished**

## Project Details

### Project file

Magazine Cover template\_Type Panel and Tools.psd

### Estimated completion time

15 minutes

### Video reference

#### Domain 4

**Topic:** Core Tools, Add and Manipulate Text

**Subtopic:** Text

### Objectives covered

**4** Creating and Modifying Visual Elements

**4.2** Add and manipulate text using appropriate typographic settings

**4.2a** Use type tools to add typography to a design

**4.2b** Adjust character settings in a design

**4.2c** Adjust paragraph settings in a design

**4.2d** Convert text to graphics

### Notes for the teacher

The completed project is saved in the **4.2-photoshop-finished.psd** file.

# Selection Tools

The Selection tools that are available in Photoshop will select a specific area to separate and modify away from the other elements in the canvas. The Marquee tools will allow you to select an area as a rectangle or a circle. The Lasso tools will allow you to draw a selected area freehand or use the Polygonal tool to select points to create a shape. The Magic Wand and Quick Selection tools will select a color or color range to select out of the image to duplicate on another layer. The area that will be selected can be further refined by using the Tolerance field and the Contiguous, Anti-alias, and Sample All Layers check boxes. Contiguous will select a color until it reaches another color and confine the selected area to the one color. Anti-alias will smooth the jagged corners of the selection, and it is a best practice to use this selection whenever the Magic Wand tool is being used.

## Purpose:

Upon completing this project, you will know what selection tools are available to be used and what their properties are.

## Steps for Completion:

1. Open the .psd file named **Magazine Cover template**.
2. What three selection tool groups are on the left navigation panel? Marquee tools, Lasso tools, and Magic Wand/Quick Selection tools
3. What tools are in the Marquee tool group?
  - a) Rectangular Marquee tool
  - b) Elliptical Marquee tool
  - c) Single Row Marquee tool
  - d) Single Column Marquee tool
4. What will the Marquee tools do? Select an area in a specified shape
5. What tools are in the Lasso tool group?
  - a) Lasso tool
  - b) Polygonal Lasso tool
  - c) Magnetic Lasso tool
6. What will the Lasso tools do? Select an area by a freehand selection
7. What will the Magic Wand tool do? Select an area by color
8. What will the Quick Selection tool do? Select an area freehand with edge detection

## Project Details

### Project file

Magazine Cover template.psd

### Estimated completion time

10 minutes

### Video reference

#### Domain 4

**Topic:** Manage Selections

**Subtopic:** Selections

### Objectives covered

**4** Creating and Modifying Visual Elements

**4.3** Make, manage, and manipulate selections

**4.3a** Make selections using a variety of tools

### Notes for the teacher

The answers will vary but should have the general information.

# Modify Selections

To modify a selection and shortcuts, the Select menu will have the tools to use.

## Purpose:

Upon completing this project, you will know how to modify selections using shortcuts and the modify area of the Select menu.

## Steps for Completion:

1. Open the .psd file named **Magazine Cover template**.
2. What do the following keyboard shortcuts do?
  - a) Ctrl+A: selects the whole canvas
  - b) Ctrl+D: clears all selections
  - c) Shift+Click: adds an area to a selection
  - d) Alt+Click: subtracts an area from a selection
  - e) Ctrl+J: duplicates a selected area into a new layer
  - f) Ctrl+Z: undoes an action
3. What options are available in the Modify submenu of the Select menu? What do they do?
  - a) Border: adds a defined pixel border
  - b) Smooth: smooths the edges and curves by a defined pixel amount
  - c) Feather: adds a soft edge based on a pixel amount
  - d) Expand: expands the selection by a defined pixel amount
  - e) Contract: contracts the selection by a defined pixel amount

**Project Details**

**Project file**  
Magazine Cover template.psd

**Estimated completion time**  
10 minutes

**Video reference**

**Domain 4**  
**Topic:** Manage Selections  
**Subtopic:** Selections

**Objectives covered**  
**4** Creating and Modifying Visual Elements  
**4.3** Make, manage, and manipulate selections  
**4.3b** Modify and refine selections using various methods



# Saved Selections

Saved selections will save time as layers and different selections are manipulated. A saved selection will create a channel that can be seen on the Channels panel. A saved selection can be loaded at any time. In the Channels panel, you can move the selection around and edit it. In addition, clicking the thumbnail of the channel will allow you to use drawing tools to modify the selection much the same way that masks can be edited. The white areas will be selected, and the black areas will be deselected. Partial selection is also possible using shades of gray.

## Purpose:

Upon completing this project, you will be able to save, load, and manipulate saved selections.

## Steps for Completion:

1. Open the .psd file named **Magazine Cover template**.
2. Select the Out & About Text layer by clicking Ctrl+Click the layer and go to the Select menu.
3. Save the selection and name the selection **Out and About Text** to create a new channel.
4. Go to the Layers panel and select the red rock face layer and use the Marquee tool to select an area of the rock face.
5. Duplicate the selection and move the area to the Out & About title.
6. Load the selection using the saved Out and About Text layer.
7. Duplicate the selection and hide layer one that contains the duplicated rock face and the Out & About layer.
8. Save the completed project as a .psd file named **4.3-photoshop-finished**

## Project Details

### Project file

Magazine Cover template.psd

### Estimated completion time

10 minutes

### Video reference

#### Domain 4

**Topic:** Manage Selections

**Subtopic:** Selections

### Objectives covered

**4** Creating and Modifying Visual Elements

**4.3** Make, manage, and manipulate selections

**4.3c** Save and load selections

### Notes for the teacher

The completed project is saved in the **4.3-photoshop-finished.psd** file.

# Transform the Canvas

The Image menu allows the canvas size to be changed without affecting the image in the canvas. The Image menu will also rotate or flip the image in the canvas. These options will affect the image in the canvas. The Crop tool in the Tools panel will allow the image to be enlarged or reduced. The Crop tool has the option to select the cropped pixels to be deleted. It is a good practice not to delete the cropped pixels so that if the image is made larger the pixels are still there for use.

## Purpose:

Upon completing this project, you will be able to size the canvas to an image, crop, and rotate the image.

## Steps for Completion:

1. Open the .psd file named **Social Media Template**.
2. Drag and drop the **blue iguana** image from the student folder to the canvas.
3. Shrink the canvas to the size of the image.
4. Crop the picture just to the iguana and rotate the image to your preference.
5. Do not delete the cropped pixels.
6. Save the completed project as a .psd file named **4.4-photoshop-finished**

## Project Details

### Project file

Social Media Template.psd

### Estimated completion time

5 minutes

### Video reference

#### Domain 4

**Topic:** Manage Selections

**Subtopic:** Transform

### Objectives covered

**4** Creating and Modifying Visual Elements

**4.4** Transform digital graphics and media

**4.4a** Modify the canvas or artboards

### Notes for the teacher

The completed project is saved in the **4.4-photoshop-finished.psd** file. The image rotation will vary.

# Transforming an Image with the Puppet Warp Tool

The Puppet Warp tool is used to adjust a feature of an image slightly. The tool is found in the Edit menu and will put a grid over the image. Pins will be placed in the grid intersections to facilitate the selected area's movement. Also place pins to protect the areas you do not want the movement to affect. Pins can be added or removed any time the tool is used.

## Purpose:

Upon completing this project, you will use the Puppet Warp tool to adjust a photo image.

## Steps for Completion:

1. Open the .psd file named **Magazine Cover template**.
2. Make the blue iguana layer visible, and select the layer.
3. Use the Puppet Warp tool to adjust the head of the iguana. Make the head larger and tilt the nose of the iguana down slightly.
4. Click the Confirm button to set the changes.
5. This is a destructive edit, so why did it not permanently change the layer? The image is a Smart Object
6. The Puppet Warp was applied as a smart filter.
7. Save the completed project as a .psd file named **4.4.3-photoshop-finished**

## Project Details

### Project file

Magazine Cover template.psd

### Estimated completion time

5 minutes

### Video reference

#### Domain 4

**Topic:** Manage Selections

**Subtopic:** Transform

### Objectives covered

**4** Creating and Modifying Visual Elements


**4.4** Transform digital graphics and media

**4.4b** Rotate, flip, and modify individual layers, objects, selections, groups, or graphical elements

### Notes for the teacher

The completed project is saved in the **4.4.3-photoshop-finished.psd** file. The position of the head in the image will vary slightly.

# Distorting Images with Free Transform and Warp

To adjust a portion of a layer in Free Transform mode, press Ctrl+T with or without an area selected. The Options panel will provide options for transformations that you can apply, including changing the coordinates, adjusting the height and width with or without respect to aspect ratio, rotating by a specific angle, and skewing horizontally and vertically. If you click the Switch between free transform and warp modes button , you will see options that help you distort the selected area freehand or using a variety of warp patterns. The Bend field, Set horizontal distortion field, and Set vertical distortion field will allow you to adjust the intensity of the warping effect. In both Free Transform mode and Warp mode, the changes are only applied after clicking the Commit transform button and can be canceled by clicking the Cancel transform button.

## Purpose:

Upon completing this project, you will use the Free Transform mode to make changes to an image.

## Steps for Completion:

1. Open the .psd file named **Video template**.
2. Drag and drop the **Mountain and water** image from the student folder to the canvas.
3. Press the Enter key on the keyboard to place it in the file as an embedded Smart Object.
4. Use Ctrl+T to scale the image to fit the canvas.
5. Use the Bend option to warp the mountain to your preference.
6. Save the completed project as a .psd file named **4.4.2-photoshop-finished**

## Project Details

### Project file

Video template.psd

### Estimated completion time

5 minutes

### Video reference

#### Domain 4

**Topic:** Manage Selections

**Subtopic:** Transform

### Objectives covered

**4** Creating and Modifying Visual Elements

**4.4** Transform digital graphics and media

**4.4b** Rotate, flip, and modify individual layers, objects, selections, groups, or graphical elements

### Notes for the teacher

The completed project is saved in the **4.4.2-photoshop-finished.psd** file. The mountain shape in the image will vary.

# Reconstruct, Retouch, and Manipulate

There are many tools to help retouch and manipulate an image. The healing tools and cloning stamps along with selection tools make a powerful combination in creating projects. The healing tools are found in the Patch tool group. The healing tools are the Spot Healing Brush tool, Healing Brush tool, Patch tool, Content Aware tool, and the Red Eye tool. You can select the tool group by pressing the J key. The Cloning tools are found in the Clone tool section, which can be accessed by pressing the S key.

To adjust color, the Image menu will allow you to adjust the tone, contrast, and color of the image. Photoshop uses algorithms to adjust the colors based on the Histogram. Auto color will make the image take a cooler color pattern with more blues. The auto contrast will even the dark and light colors of the image. Auto tone will affect the range of dark, midrange, and highlights of the image.

The Histogram shows the color tonal range of an image. Pixels that have the same brightness level are stacked in bars along a vertical axis. An image that has good tonal range is desired and will have pixels in all areas. Poor tonal range will have gaps in the Histogram. The Histogram helps to proof colors and images for print.

## Purpose:

Upon completing this project, you will know how to use retouching tools to retouch and manipulate an image.

## Steps for Completion:

1. Open the .psd file named **Magazine Cover template**.
2. Copy the Labeled Ocean layer.
3. Rasterize the Labeled Ocean copy layer.
4. Select the Labeled Ocean copy layer, and duplicate the pole using the Clone Stamp tool.
5. Copy the Labeled Ocean copy layer.
6. On the Labeled Ocean copy 2 layer, use the Patch tool to remove the pole.
7. What other tools can be used to remove or cover up the pole? Spot Healing Brush tool and Healing Brush tool
8. On the Labeled Ocean copy layer use the Content Aware tool to move the original pole to the right of its current location.
9. Apply an Auto Tone, Auto Contrast, or Auto Color Adjustment of your choice to the Labeled Ocean copy 2 layer.
10. What two areas can pull up the Histogram? The Window menu and the navigation panel on the right
11. Save the completed project as a .psd file named **4.5-photoshop-finished**

### Project Details

#### Project file

Magazine Cover template.psd

#### Estimated completion time

15 minutes

#### Video reference

#### Domain 4

**Topic:** Reconstruction Techniques, Appearance Modification

**Subtopic:** Reconstruct, Retouch, and Manipulate

#### Objectives covered

**4** Creating and Modifying Visual Elements

**4.5** Use basic reconstructing and retouching techniques to manipulate digital graphics and media

**4.5a** Apply basic auto-correction methods and tools

**4.5b** Use various tools to repair and reconstruct images

#### Notes for the teacher

The completed project is saved in the **4.5-photoshop-finished.psd** file.

# Tools for Photo Editing

Before using tools to retouch an image, it is a good practice to create a copy layer for these edits because retouching tools edit pixel information and are therefore destructive editing tools. The Dodge tool and the Burn tool are Photoshop tools that mimic the original dark room methods of developing film. They are popular options for enhancing shadows and highlights in digital photo editing.

## Purpose:

Upon completing this project, you will be able to use the Sharpen, Blur, Smudge, Burn, and Dodge retouch tools on an image.

## Steps for Completion:

1. Open the .psd file named **Magazine Cover template**.
2. Make a duplicate of the Labedee Ocean layer and rasterize the duplicate layer for use in this project.
3. Sharpen the darker part of the mountains in the image with the Sharpen tool.
4. What other option is available to sharpen an image?     **The Filter menu, under the sharpen area**
5. Make the clouds in the image soft by using the Blur tool.
6. Use the Smudge tool on the darker part of the mountains that had been sharpened.
7. Create a shadow from the pole on the water using the Burn method.
8. Lighten the area on the other side of the pole shadow using the Dodge method.
9. Save the completed project as a .psd file named **4.6-photoshop-finished**

### Project Details

#### Project file

Magazine Cover template.psd

#### Estimated completion time

10 minutes

#### Video reference

##### Domain 4

**Topic:** Reconstruction Techniques, Appearance Modification

**Subtopic:** Reconstruct, Retouch, and Manipulate

#### Objectives covered

**4** Creating and Modifying Visual Elements

**4.5** Use basic reconstructing and retouching techniques to manipulate digital graphics and media

**4.5a** Apply basic auto-correction methods and tools

**4.5b** Use various tools to repair and reconstruct images

**4.5c** Evaluate or adjust appearance of objects, selections, or layers using various tools

**4.5d** Apply photographic changes to images using tools and adjustments

#### Notes for the teacher

The completed project is saved in the **4.6-photoshop-finished.psd** file.

# Advanced Image Adjustment

The Adjustment menu, found under the Image menu, has many options for manipulating an image. Any adjustment to the color of an image can be done in this area.

## Purpose:

Upon completing this project, you will know how to use the advanced adjustments and their properties.

## Steps for Completion:

1. What are the eight main adjustments that can be made on the Adjustment menu? What do these adjustments do?
  - a) Levels: Adjusts the black, gray, and white range of an image
  - b) Curves: Adjusts one color or multiple colors to a color spectrum curve
  - c) Exposure: Adjusts how exposed the light is in the image
  - d) Hue/Saturation: Adjusts what color saturates the image at the color's hue and lightness
  - e) Color Balance: Color is altered on a granular level
  - f) Posterize: Reduces the color in the image
  - g) Selective Color: Adjusts the color spectrum of one specific color
  - h) Match Color: Applies colors from another image
  
2. Lowering the saturation gives a vintage look to a photo.
  
3. The exposure of an image can be adjusted with the camera or can be adjusted after using the Exposure adjustment.
  
4. The Curves adjustment uses the histogram.

**Project Details**

**Project file**  
N/A

**Estimated completion time**  
10 minutes

**Video reference**

**Domain 4**  
**Topic:** Reconstruction Techniques, Appearance Modification  
**Subtopic:** Reconstruct, Retouch, and Manipulate

**Objectives covered**  
**4** Creating and Modifying Visual Elements  
**4.5** Use basic reconstructing and retouching techniques to manipulate digital graphics and media  
**4.5a** Apply basic auto-correction methods and tools  
**4.5b** Use various tools to repair and reconstruct images  
**4.5c** Evaluate or adjust appearance of objects, selections, or layers using various tools  
**4.5d** Apply photographic changes to images using tools and adjustments

**Notes for the teacher**  
 Answers will vary but should have the general information.

# Filters

Filters can be applied to a whole layer or to a selection on a layer. The filter options are found under the Filter menu.

## Purpose:

Upon completing this project, you will know many of the filter options and how they are used.

## Steps for Completion:

1. If a filter is used on a Smart Object it will become a smart filter
2. What Blur filters are covered in the lesson video? What do they do?
  - a) Gaussian Blur: Smooth blur effect that makes an image look further away
  - b) Iris Blur: Simulates a camera quality blur with everything within the circle, the focused area, and the area outside the circle blurred
  - c) Tilt-Shift: Selected spot in the image is in focus and everything else is blurred
3. What three filters can add effects for texture in the image? What do they do?
  - a) Noise: Will make the image grainy
  - b) Render Difference Clouds: A texture that can be used for earth elements, fire, and water
  - c) Filter Gallery Texture category: Will preview the texture effect and allow more filters to be applied
4. To create an 8-bit arcade style, use the Pixelated Mosaic filter.

**Project Details**

**Project file**  
N/A

**Estimated completion time**  
10 minutes

**Video reference**

**Domain 4**  
**Topic:** Reconstruction Techniques, Appearance Modification  
**Subtopic:** Filters and Styles

**Objectives covered**  
**4** Creating and Modifying Visual Elements  
**4.6** Modify the appearance of design elements by using filters and styles  
**4.6a** Use filters to modify images destructively or nondestructively

**Notes for the teacher**  
 The answers will vary but the general information should be there.



# Styles

Styles can be applied to a whole layer or to a selection on a layer. Styles and effects can be chosen from the Styles panel and the Effects icon on the Layers panel.

## Purpose:

Upon completing this project, you will know how to add and adjust styles and effects.

## Steps for Completion:

1. Open the .psd file named **Video template**.
2. Create a new Text layer and type **OCEAN LIFE** at the top-left side of the image.
3. Use the Century Gothic bold font in white. Make the text large enough to fill the canvas and apply a center alignment.
4. From the Styles panel, use OSX System Drop Shadow to add stroke and drop shadows.
5. Adjust the stroke and drop shadows to your preference.
6. Add a Gradient Overlay to the text to your preference.
7. Save the completed project as a .psd file named **4.6-photoshop-finished**

## Project Details

### Project file

Video template.psd

### Estimated completion time

10 minutes

### Video reference

#### Domain 4

**Topic:** Reconstruction Techniques, Appearance Modification

**Subtopic:** Filters and Styles

### Objectives covered

**4** Creating and Modifying Visual Elements

**4.6** Modify the appearance of design elements by using filters and styles

**4.6b** Apply, modify, copy, and remove layer styles

**4.6c** Create, manage, and save custom layer styles

### Notes for the teacher

The completed project is saved in the **4.6-photoshop-finished.psd** file. The image text style will vary.