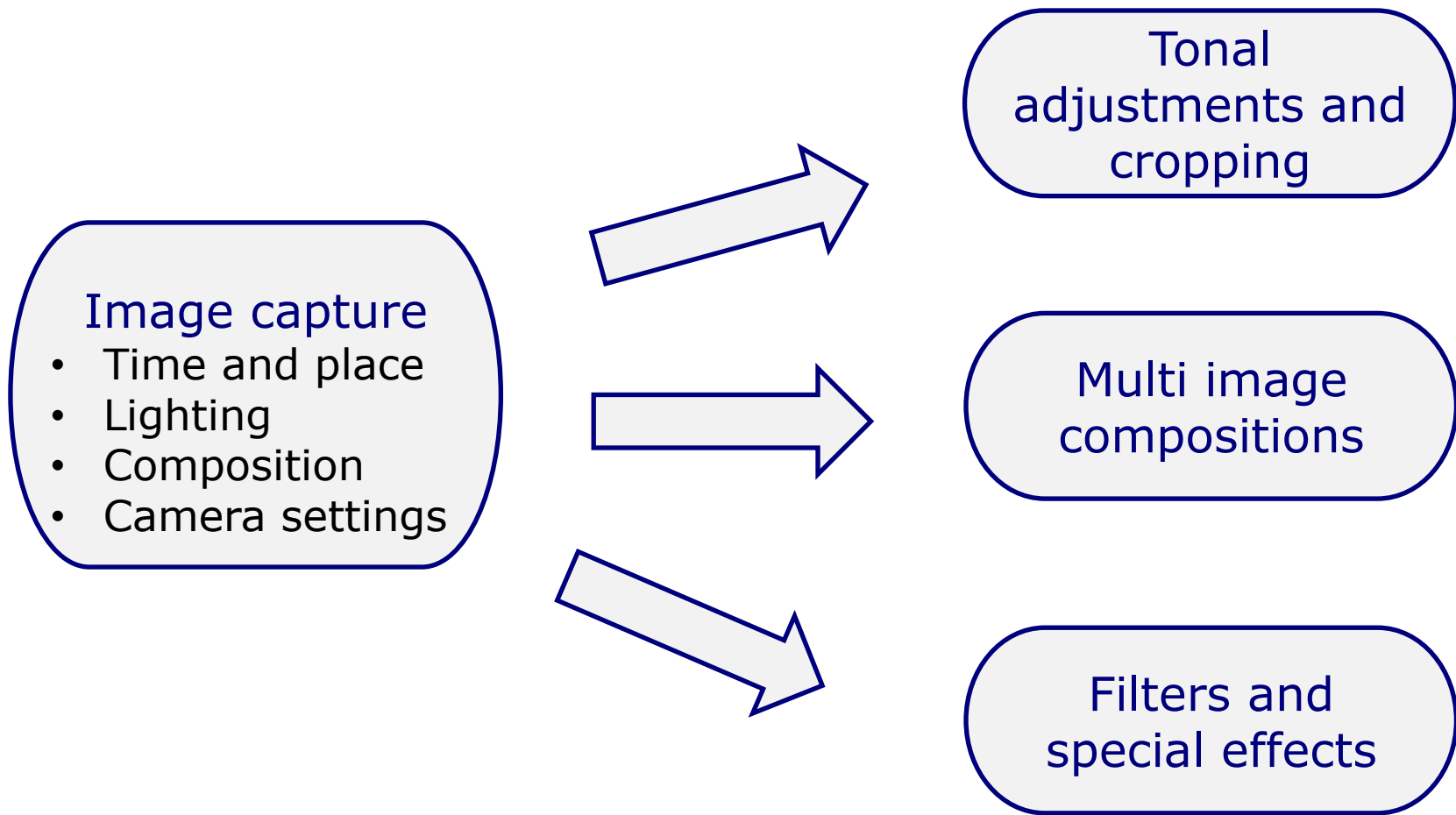




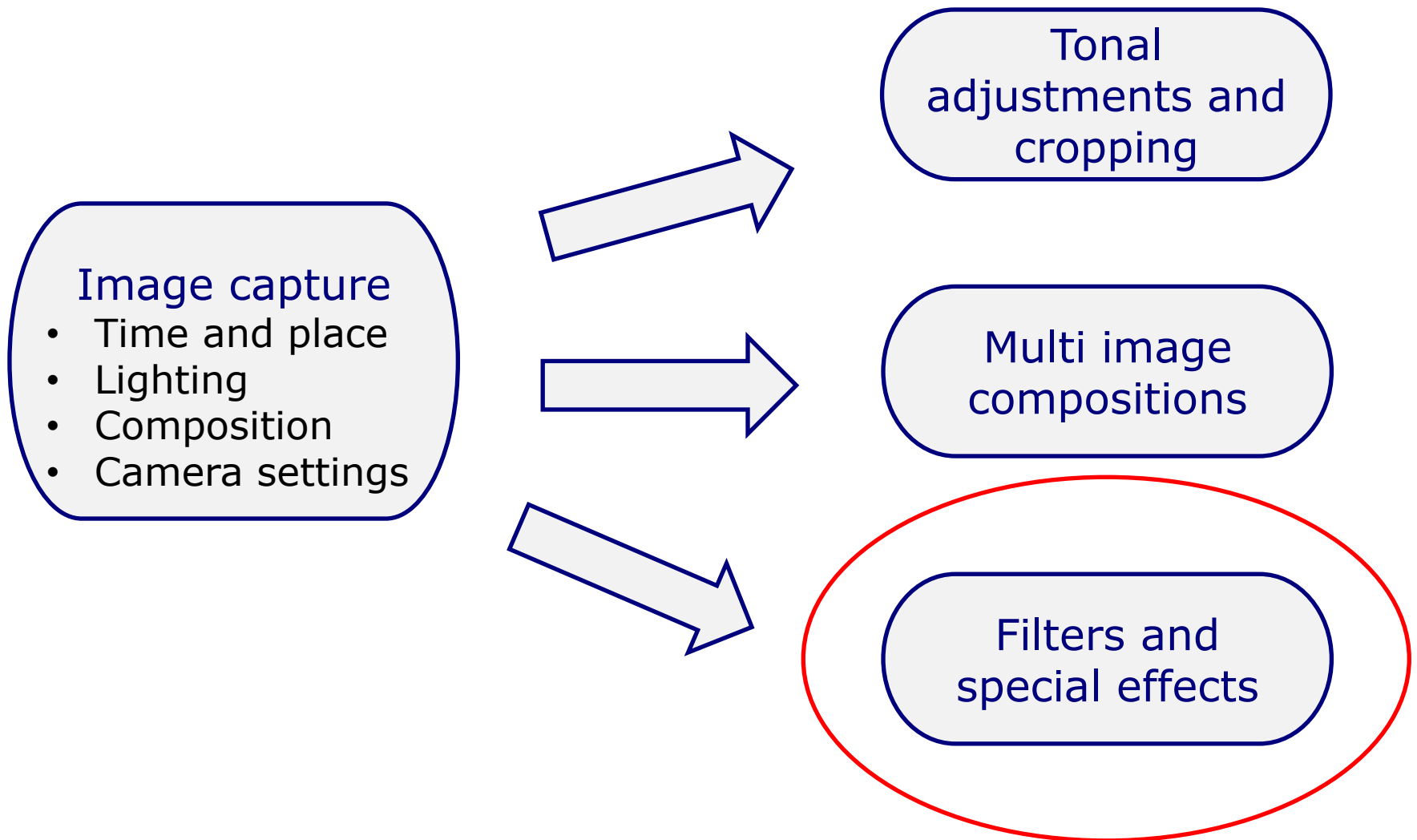
CREATIVE USE OF LAYERS, FILTERS AND BLENDING MODES IN PHOTOSHOP

Bob Breach

CREATIVITY IN PHOTOGRAPHY



CREATIVITY IN PHOTOGRAPHY




FORMAT FOR THIS EVENING

- Short presentation covering principles of :
 - Layers and layer masks
 - Use of PS filters
 - Blending modes
- Examples of the above in a creative way
- *Experimenting with your own images*
- *Plenty of time for discussion and problem solving*

The presentation will focus on Photoshop CS and Elements although other software may be able to do the same thing

SOME INITIAL THOUGHTS

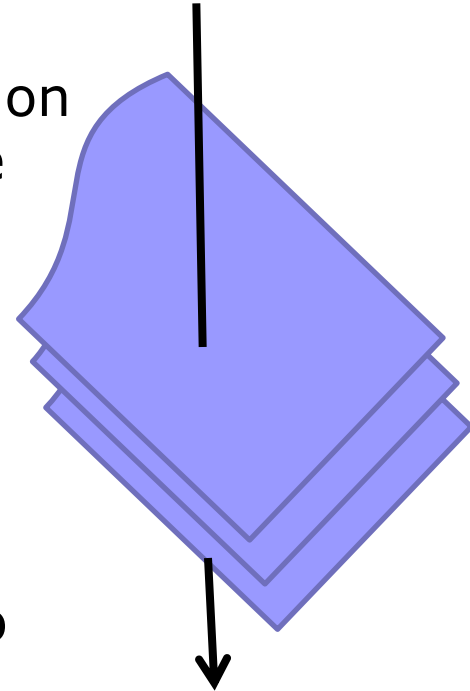
- Now often better to do as much image tonal and other adjustments as possible in raw converter or other software before using PS
- But for certain effects PS is still the best
- Photoshop options
 - CS is now only available on subscription
 - Recent Elements versions can achieve most of the same effects as CS
- Photoshop has a huge range of options many of which are not user friendly
- Within PS there are many different ways to achieve the same effect
- Experiment but then decide on the main things you wish to use and then
 - practice, practice, practice - so it becomes second nature



Layers and layer masks in PS

HOW DO PS LAYERS WORK

- Imagine a series of clear acetate sheets (layers) stacked on top of each other
- As you look down through the stack the images on each layer “combines” to form the overall image
- Each layer can be:
 - The background layer (the starting image)
 - A copy of the background layer
 - A layer with a filter effect applied
 - An adjustment layer (e.g., saturation, hue, levels, etc.)
 - A solid coloured layer
- At the end the layers can be merged together to form a final image



LAYER TIPS

- Easiest to move around image and expand/contract using “navigator” tab
- Carry out any adjustment
 - On new layer not on “background”
 - For multiple adjustments or complex cloning use separate layers
 - In both cases easier to go back one stage if mistake rather than losing all corrections
- Can save work in progress on image (including layers) but only as large PSD file
- Only when happy with final image should you “flatten” image and save for final output as TIFF or JPEG file

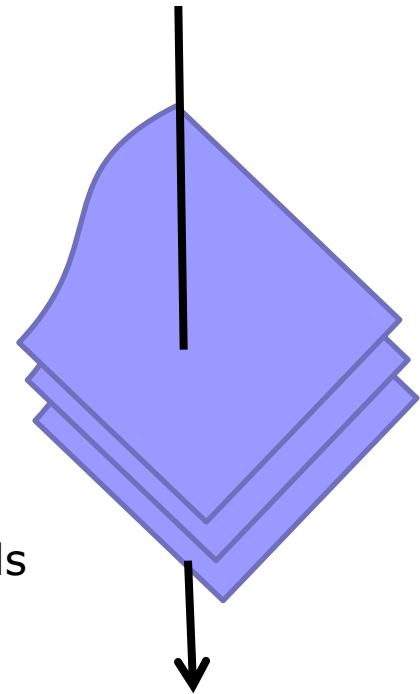
THE NAVIGATOR TAB

Use slider or +/- keys to expand image. Move red square to navigate around image

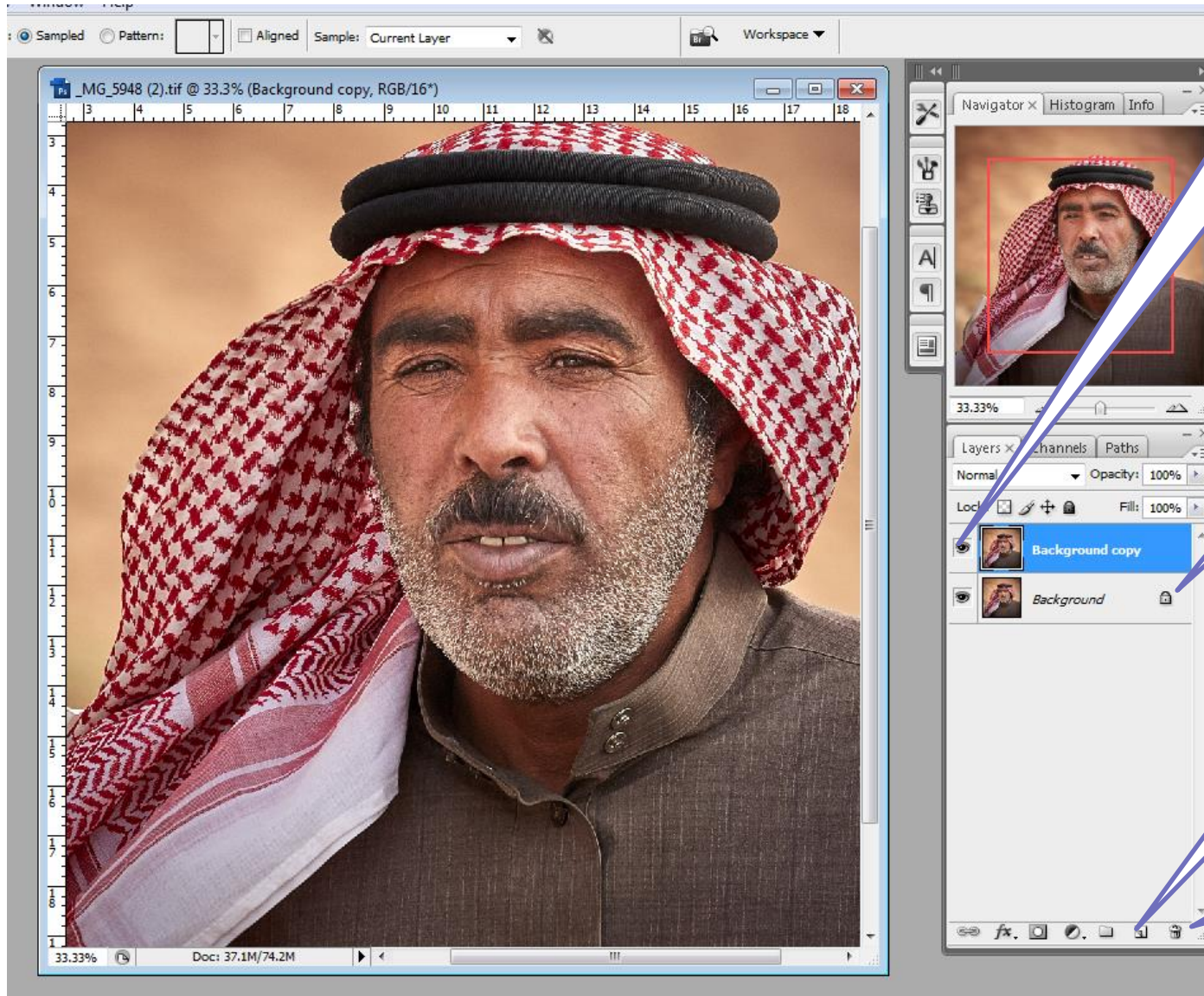


WHAT CAN YOU DO WITH LAYERS?

- Each layer can be:
 - ☐ Switched on or off
 - ☐ Faded by reducing opacity
 - ☐ Copied or deleted
 - ☐ Have the order changed
 - ☐ Worked on by selecting
 - ☐ Used for complex cloning
 - ☐ Blended in various ways
- For each layer a “mask” can be applied
 - ☐ This allows all or only a part of the layer to be seen
 - ☐ Changed by using brush tool: white reveals, black conceals
- Layers can be linked – this allows an adjustment layer to only affect linked layers



USING LAYERS



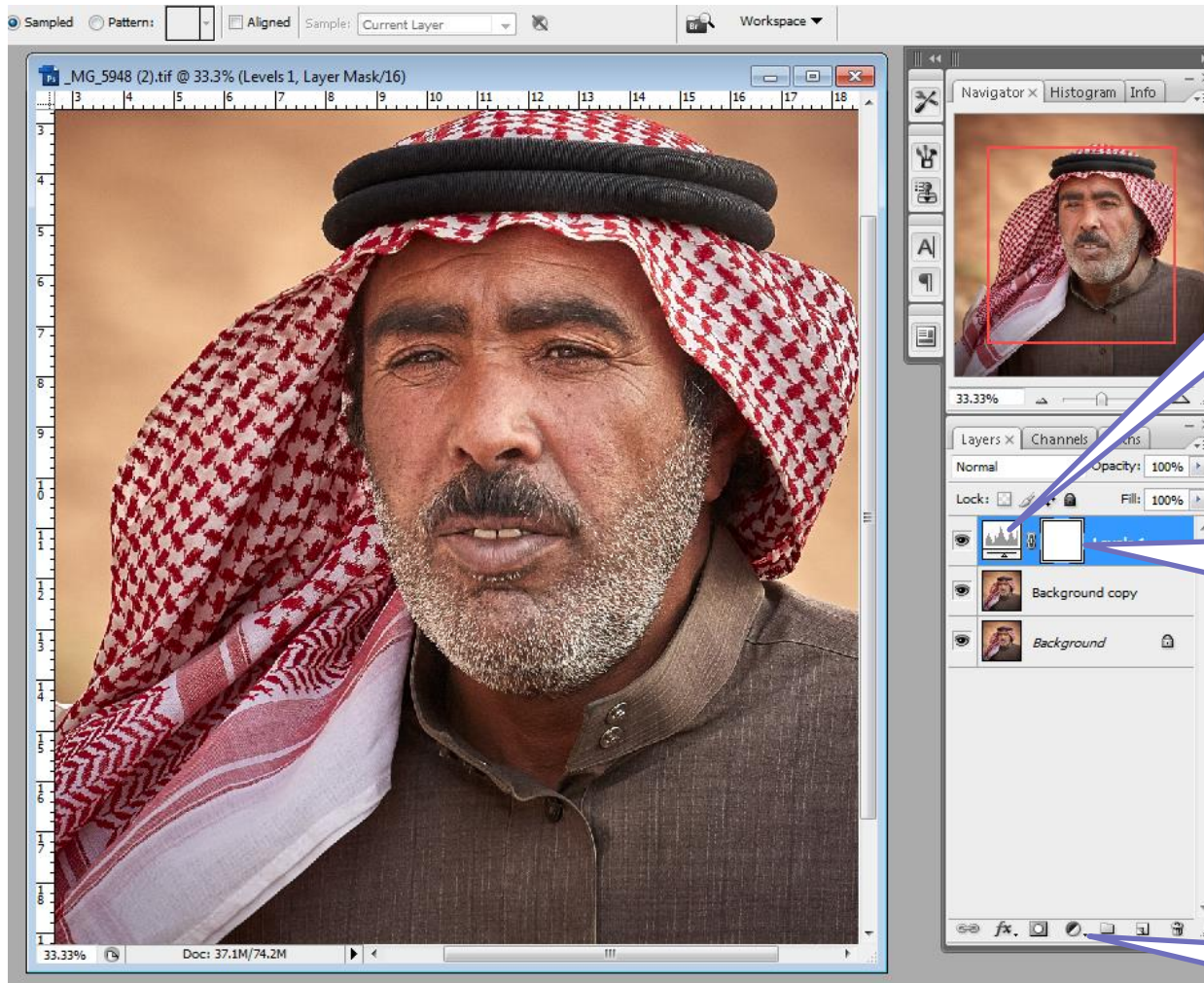
Click to switch layer visibility

Background layer

Duplicate layer:
drag and drop

Delete layer:
drag and drop

ADJUSTMENT LAYERS



Click to open up
and change
adjustment

Layer mask:
"paint" to
define area of
mask which
applies
adjustment to
layer below

Adjustment layer:
click from drop
down menu

- Can add adjustment layer which can be masked so applies to only part of the image

USING FILTERS

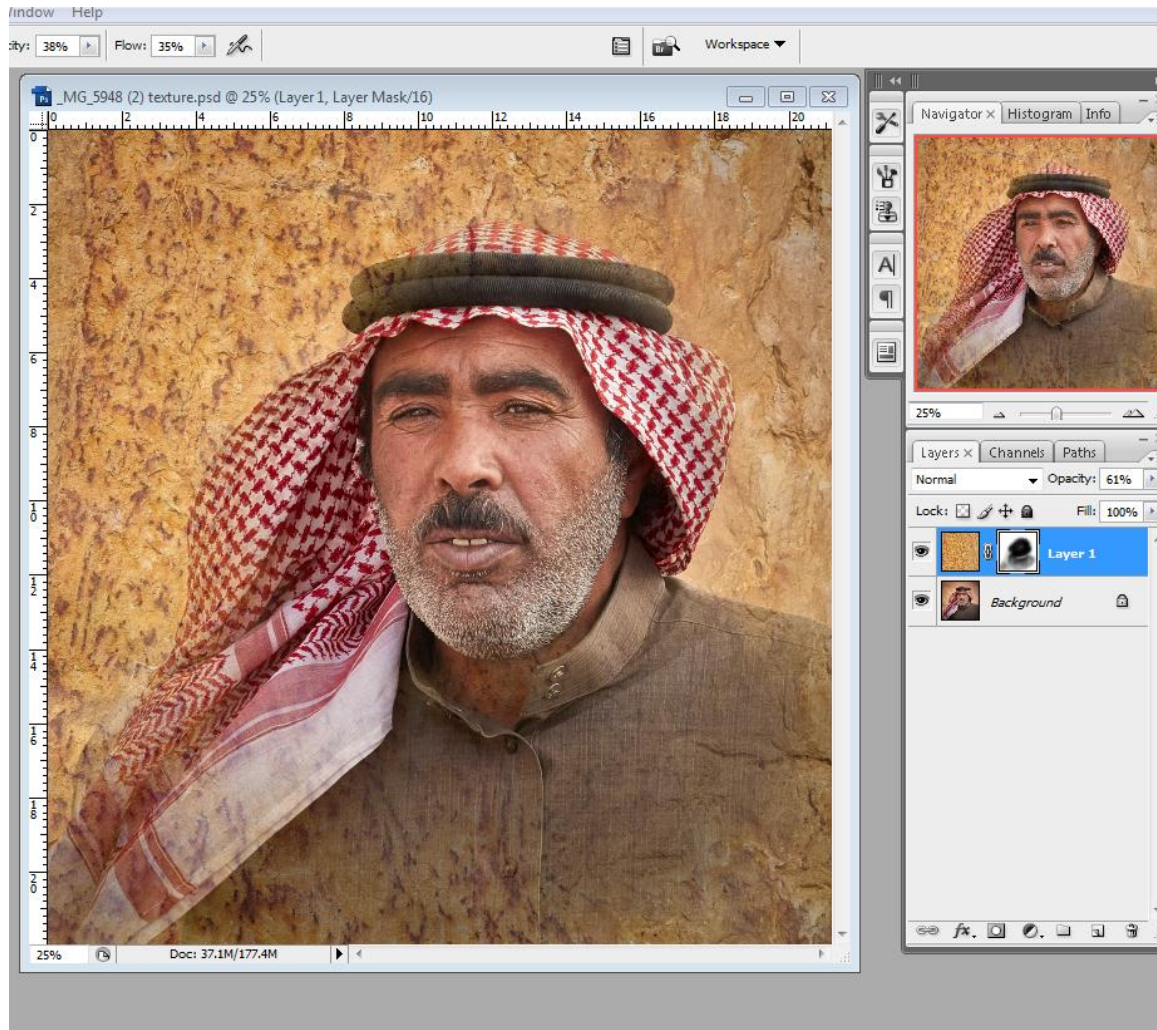
- Can also add a filter effect to one layer and blend with the layer below
- Photoshop has a number of built in filter effects and can buy others as plug-ins (e.g. Topaz)
- Note that not all filter effects work with 16 bit files
- Extreme use of filters is often not liked by judges
- But more subtle effects can be achieved by adjusting the opacity to make a more limited impact



BLENDING FILTER LAYERS



TEXTURED OVERLAYS



- Can sometimes create interesting effect by adding a textured layer

BLENDING MODES



- Photoshop allows different ways of blending the layers



WHAT DO BLEND MODES DO

- The blending mode controls how the pixels in the different layers interact with each other
- Normal default – no interaction between layers (top layer dominates)
- There are then five other groups within which each mode broadly has the same effect
- However, the maths behind this is complex and the effects are often unpredictable to the average user
- Often best to experiment and see what happens

Commonly
used modes



Normal
Dissolve
Darken
Multiply
Color Burn
Linear Burn
Lighten
Screen
Color Dodge
Linear Dodge
Overlay
Soft Light
Hard Light
Vivid Light
Linear Light
Pin Light
Hard Mix
Difference
Exclusion
Hue
Saturation
Color
Luminosity

PS BLENDING MODES

Darken Modes

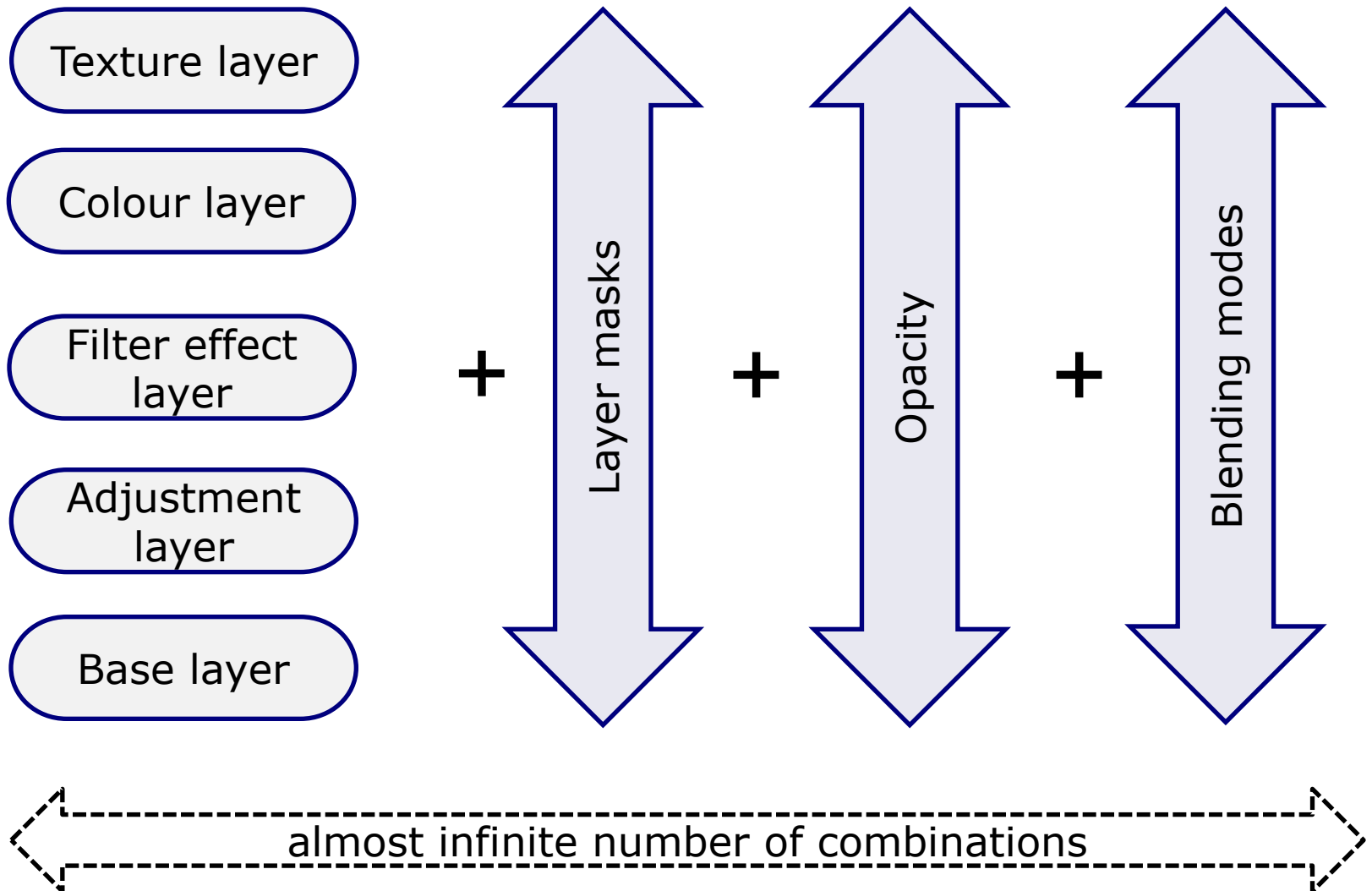
Lighten Modes

Contrast Modes

Comparative Modes

Composite Modes
(Hue, Saturation, Luminosity)

LAYER COMBINATIONS





WHAT CAN YOU DO
WITH YOUR IMAGES?