

Photoshop - Advanced techniques

Suggested duration - 2 days

This course covers a wide range of sophisticated design techniques for print and online, centered around gaining an in-depth knowledge of Layers, Masks, Channels and other related topics. The course is based on real-world projects which make the most of the power and scope of Photoshop. Delegates are encouraged to experiment and explore specific areas of interest.

Requirements: You should already be familiar with basic Photoshop techniques such as making basic selections, retouching, cropping, resizing and basic layer techniques.

General

- Working with Bridge and mini-bridge.
- Managing presets.
- Setting up Preferences.
- Color Settings - working with colour for the screen and for print, customising colour settings, embedding colour profiles..

Selection techniques

- A comprehensive look at selection techniques, including:
- Drawing accurate paths with the Pen tool.
- Converting paths to selections.
- Color Range.
- Refine Edge.
- Quick Mask and Rubylith mode.
- Editing Alpha channels.

Layers

- Adjustment and fill layers.
- Working with layer Groups.
- Using Blending modes.
- Smart Objects - placing content as Smart Objects, creating your own Smart Objects from existing layers, non-destructive transformations, nesting.

Masking techniques

- Understanding the principals behind using masks for selectively revealing or hiding various layers.
- Generating Layer Masks from selections, gradients, by painting and more.
- Copying masks between layers.
- Applying masks to layer groups.
- Working with Vector masks.
- Clipping Masks: applying to adjustments and to other types of layers, clipping multiple layers.

Effects and Filters

- Smart Filters: converting layers for Smart Filters, blending options and masks.
- Layer styles - creating and editing styles, going into depth with style parameters for plastic, metal and other effects.
- Fill opacity and advanced blending options.

Channels

- Understanding document colour channels.
- Saving selections as Alpha Channels.
- Editing channels.
- Filters that use channels.

Shape Layers

- Creating and editing shapes.
- Combining shapes.
- Saving custom shape presets.

Type

- Understanding the type tools.
- Type on paths and in areas.
- Type layers as masks and more.

3D

- Create 3D content from Text, Shape layers and other content.
- Creating standard shapes from layers.
- 3D postcard layers.
- Merging 3D layers, creating reflections and shadows.