

BIPC DIGITAL IMAGING STUDY GROUP

Assignment 2001-13

Subject: Layers-Layer masks-Adjustment Layers

Layers-When you work with a layer it's as though you're editing an image on a sheet of acetate. Multiple layers can be repositioned in any order. If you erase an object on a layer, background images will show through. Move the layer and all objects on a layer move together as a group, independently from all other layers. The layer palette is your command center for managing layers. You can create new layers, reorder layers, select target layer to edit, merge layers, create layer masks, and delete layers. You can link layers together and group of layers together. You can create clipping groups, layer masks and adjustment layers

Creating a layered image-you can create a max of 8000 layers, layer sets, and layer effects per image, each with its own blending mode and opacity. However due to the memory in your system a more realistic figure would be 1000 layers.

Newly added layers and layer sets appear above the selected layer in the layer palette. You can add layers to an image in a variety of ways.

- By creating a new layer or converting selections into layers
- By converting a background to a layer or adding a background to an image
- By placing, dragging and dropping, or pasting selections or entire images into the image
- By creating type using the type tool
- By using the shape or pen tools to create a new layer that contains a layer-clipping path

Layer Masks-Masks let you isolate and protect parts of an image. When you create a mask based on a selection, the area not selected is masked or protected from editing. With masks you can create and save time-consuming selections and then use them again. You can make temporary masks, called quick masks, or you can create permanent masks as special grayscale channels, called alpha channels. Editing a mask is as simple as painting with grays. Painting with black covers up part of the adjoining layer (making those pixels transparent). Painting with white uncovers the layer's image. Gray, of course, partially covers the image.

Adjustment Layers

Adjustment layers are special layers that contain information about color or tonal adjustments. An adjustment layer affects all pixels below it. You can increase an adjustment layer's strength to get precisely the effect you want. You can use adj. Layers with levels, curves, hue/saturation etc. It can be used for all editing. In fact in Photoshop 6 by Blatner and Fraser it is suggested that it be use for all editing instead of the flat image. The only down side is that the first adj. Layer uses about two times the image size in RAM. But subsequent layers add very little to the Ram requirement.

Reference Book-Real World Photoshop 6 by Blatner /Fraser-Adobe Photoshop 6.0 Classroom in a book-Adobe Photoshop 6.0 User Guide.

Submitted by R. D. Oze
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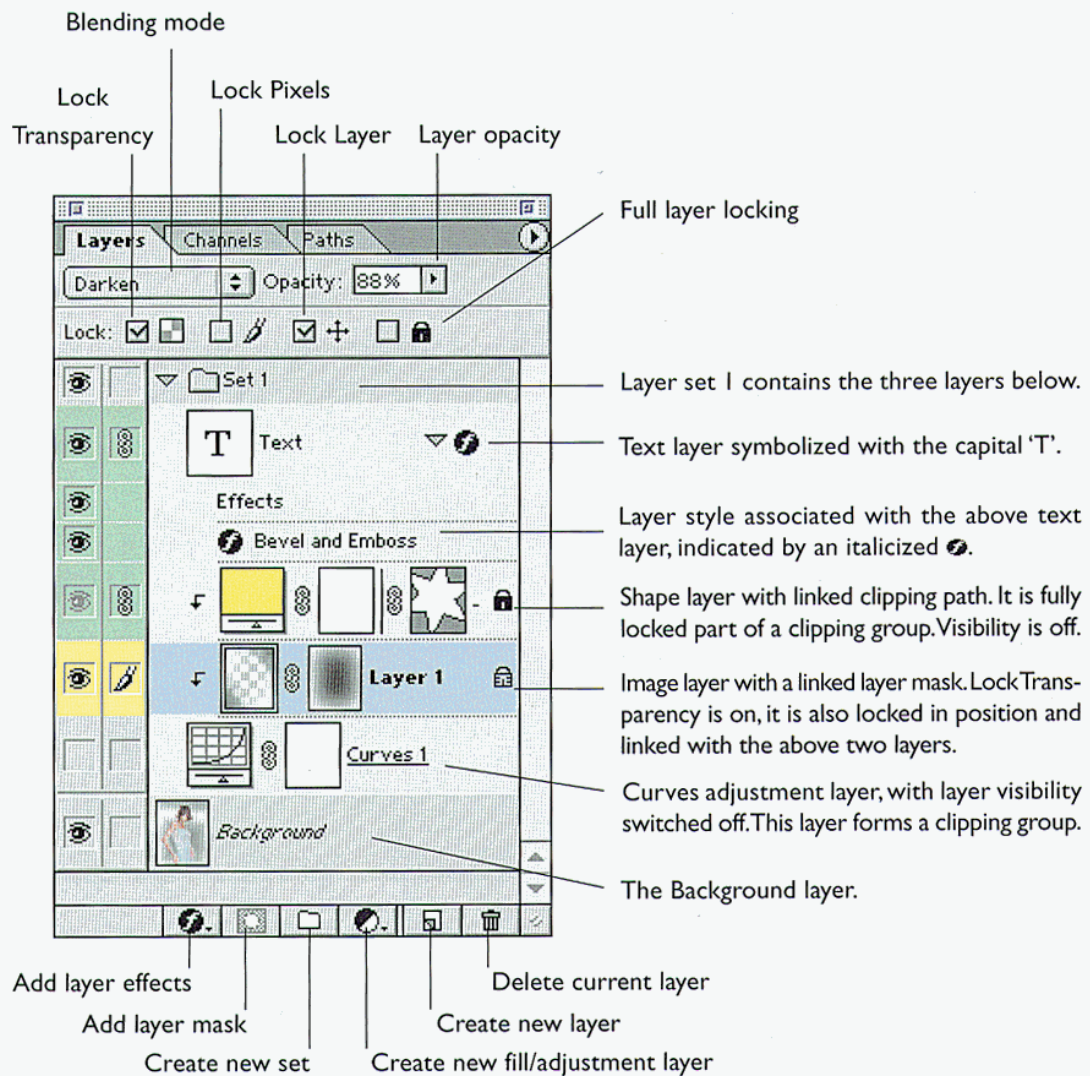


Figure 11.3 This is an overview of the Photoshop 6.0 Layers palette. Note how the layers which belong to a set are colored a light gray in the layer stack and also indented. Photoshop 6.0 allows you to label layers with different colors. The type and layer effect/style features are discussed in greater detail in Chapter Fifteen.