



Amazing Photo Editing

We are using Adobe Photoshop Elements

Today we will use the 3D Transform Filter to create a cube where we will fill visible sides with images.



Students will learn

To Make photos look their best

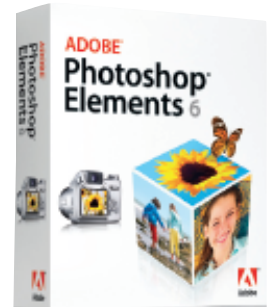
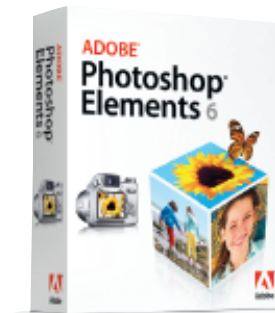
- Create amazing composites with easy-to-use tools
- Brush away wrinkles, unwanted objects, and other flaws
- Make selections in a snap so you can easily adjust specific areas of a photo
- Easily adjust skin tones for a more natural look
- Fine-tune exposure with color curves adjustments and the enhanced Brightness/Contrast control

To Do more with photos

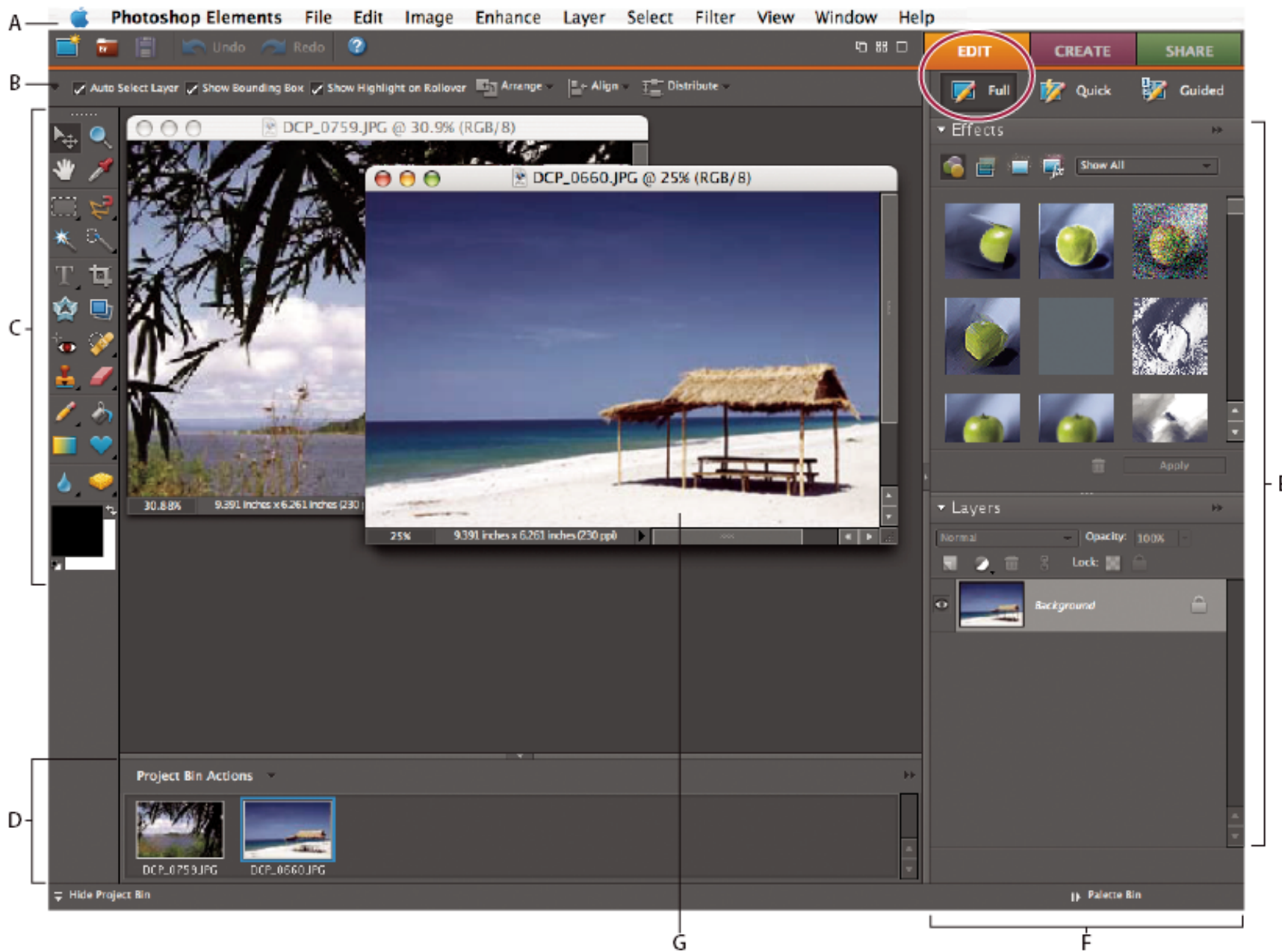
- Start creating quickly, no experience necessary
- Express your ideas in customizable layouts
- Create photo books with greater ease and flexibility
- Entertain friends with custom slide shows and interactive web galleries
- Share with family and friends using a variety of fun options

To Easily find and view all photos and video clips

- Instantly download photos from your camera
- Categorize photos and video clips with easy-to-use visual tags
- Group photos into convenient Albums
- Develop creations more quickly by gathering the photos you need for a specific project in one place
- View and organize your photos quickly, even when your library grows to include thousands of photos



Adobe® Photoshop® Elements 6
Version 6.0.(20080307.m.527@431481)

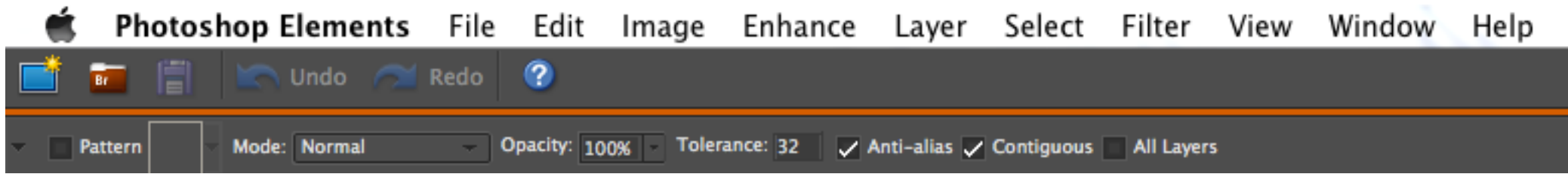


Full Edit workspace

A. Menu bar **B.** Workspace buttons **C.** Toolbox **D** Project Bin **E.** Palettes **F.** Palette bin **G.** Active image area



You should be familiar with Adobe Photoshop Elements before viewing this project. Please review as needed



Menu bar Contains menus for performing tasks. The menus are organized by topic. For example, the Enhance menu contains commands for applying adjustments to an image.

Workspace buttons Moves you between the Guided Edit, Quick Fix, and Full Edit workspaces. These buttons change according to the current workspace.

Toolbox Holds tools for editing images.

Options bar Provides options for the tool you select.

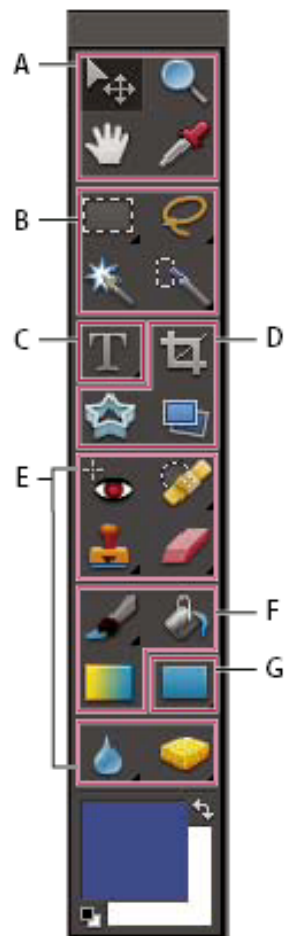
Project Bin Displays thumbnails of opened images, and lets you easily manage them.

Palettes Help you monitor and modify images.

Palette Bin Helps you organize the palettes in your work area.

Note: *To view the area behind open photos, including other open applications, uncheck Photoshop Elements > Preferences > Fill Workspace Background. To fill the workspace with a gray backdrop, select the Fill Workspace Background. option. Do NOT change this.*

Toolbox overview



A Navigation and measuring tools

- Move (V)
- Zoom (Z)
- Hand (H)
- Eyedropper (I)

B Selection tools

- Rectangular Marquee (M)
- Elliptical Marquee (M)
- Lasso (L)
- Magnetic Lasso (L)
- Polygonal Lasso (L)
- Magic Wand (W)
- Quick Selection (A)
- Selection Brush (A)

C Type tools

- Horizontal Type (T)
- Vertical Type (T)
- Horizontal Type Mask (T)
- Vertical Type Mask (T)

D Crop tools

- Crop (C)
- Cookie Cutter (Q)
- Straighten (P)

E Retouching tools

- Red Eye Removal (Y)
- Spot Healing Brush (J)
- Healing Brush (J)
- Clone Stamp (S)
- Pattern Stamp (S)
- Eraser (E)
- Background Eraser (E)
- Magic Eraser (E)
- Blur (R)
- Sharpen (R)
- Smudge (R)
- Sponge (O)
- Dodge (O)
- Burn (O)

F Painting and drawing tools

- Brush (B)
- Pencil (N)
- Impressionist Brush (B)
- Color Replacement (B)
- Paint Bucket (K)
- Gradient (G)

G Shape tools

- Rectangle (U)
- Rounded Rectangle (U)
- Ellipse (U)
- Polygon (U)
- Line (U)
- Custom Shape (U)
- Shape Selection (U)



←

The TOOLBOX TOOLS

Remember to save often



About the toolbox

Use tools in the toolbox to select, edit, and view images; some tools let you paint, draw, and type. The toolbox appears on the left side of the Full Edit and Quick Fix workspaces. In the Full Edit workspace, you can move the toolbox by dragging the gripper bar at the top of the box. You must select a tool in the toolbox before you can use it. Once selected, the tool is highlighted in the toolbox, and optional settings for the tool appear in the options bar, which is located below the shortcuts bar at the top of the workspace. Some tools in the toolbox have additional tools beneath them. These are called **nested tools**. A small triangle at the lower right of the tool icon signals that there are nested tools. When you select a tool, any additional nested tools appear in the options bar.

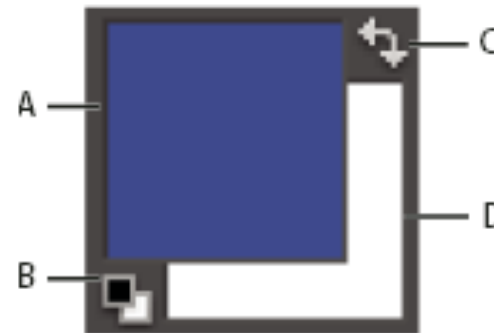
Note: *You cannot deselect a tool once you select a tool, it remains selected until you select a different tool. For example, if you've selected the Lasso tool, and you want to click your image without selecting anything, select the Hand tool.*

You can view information about any tool in the toolbox by positioning the pointer over it. The name of the tool appears below the pointer, this is called the **tool tip**. You can click a link in some tool tips to see additional information about the tool.

About foreground and background colors

You apply the foreground color when you paint with the Brush or Pencil tools, and when you fill selections with the Paint Bucket tool. The color you apply to the Background layer with the Eraser tool is called the **background color**. You can see and change the foreground and background colors in the two overlapping boxes at the bottom of the toolbox. The top box is the foreground color, and the bottom box is the background color. The foreground and background colors are also used together by the Gradient tool and some special effects filters.

You can change the foreground or background color in the toolbox by using the Eyedropper tool, the Color Swatches palette, or the Color Picker.

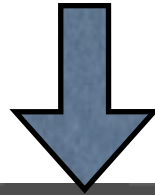


Foreground and background color boxes in toolbox

A. Foreground color box **B.** Click to use default colors (black and white) **C.** Click to switch the foreground and background colors **D.** Background color box

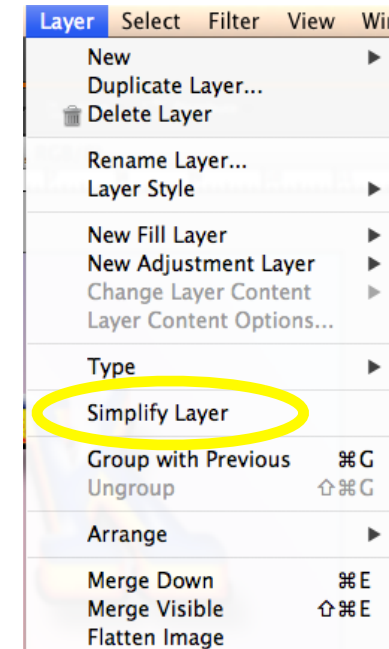
Choose a color with the Eyedropper tool

The Eyedropper tool makes it easy to copy a color without having to select a swatch. It copies, or samples, the color of an area in your photo to set a new foreground or background color. You can sample from the active image, from another open image, or from your computer's desktop.

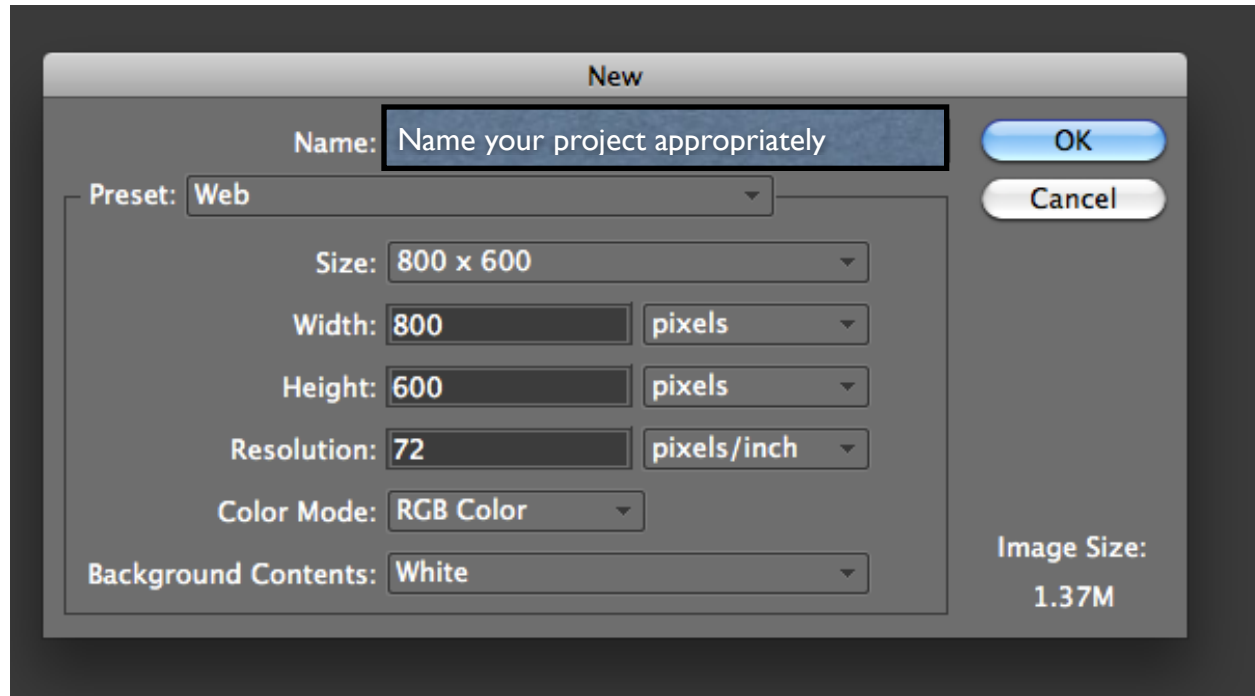
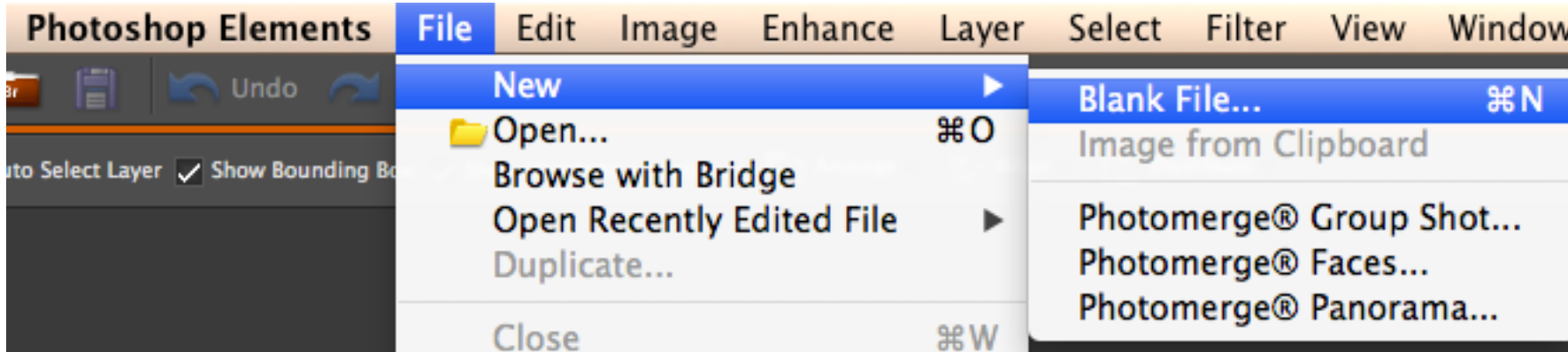


Click the Lock Transparency icon  at the top of the Layers palette to lock the transparent areas of the layer, so that no painting occurs in them. Click the icon again to unlock.

Note: *For type and shape layers, transparency is locked by default and cannot be unlocked without first **simplifying** the layer.*

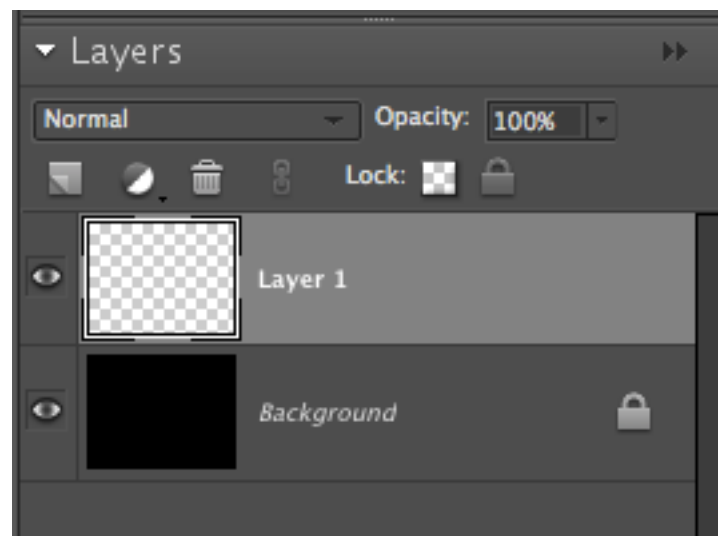
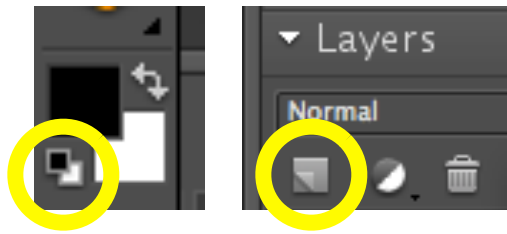


Open a new document and make it 800 pixels wide by 600 pixels tall. We use 72 pixels per inch and a white background



Today's Project



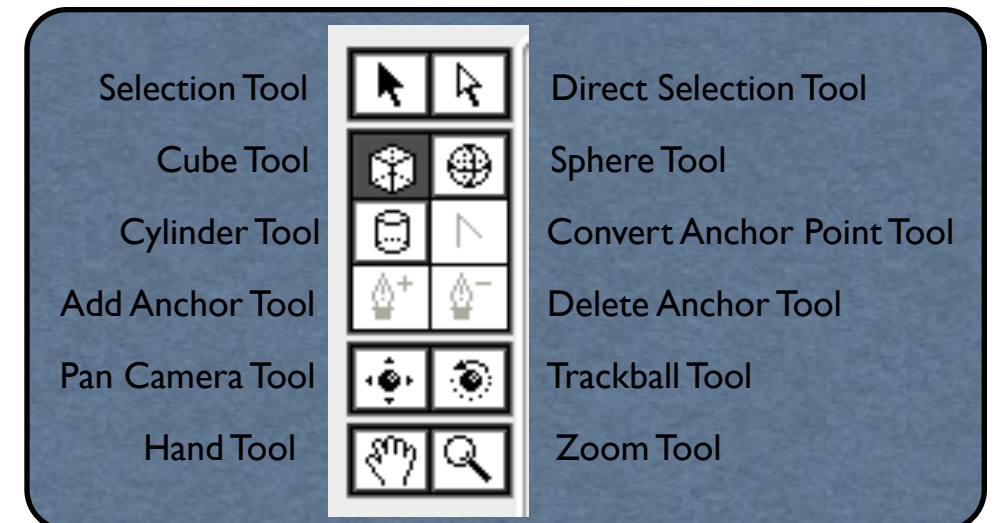
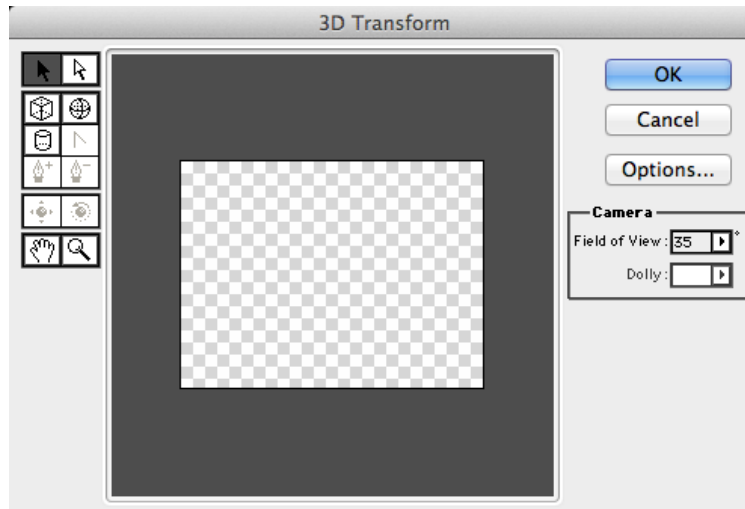


Make sure your Foreground Color Picker is set to Black
Paint the Background Layer color Black

Create a new blank layer

Your Layer Palette should look like the one above

We will be
using the 3D
Transform
Filter soon.
Here is the
Menu



About the 3D Transform filter

The 3D Transform filter lets you manipulate a flat, two-dimensional image as if it were a solid, three-dimensional object. Take, for example, a photograph showing a cereal box in perspective. You can specify the corners of the box using a wireframe, and then manipulate the box as if it were a three-dimensional object. You can reposition the box, turn or rotate it, shrink or enlarge it, and change its field of view.

You can transform a two-dimensional object into a cube, sphere, or cylinder and manipulate it using wireframes based on that shape. Cylinders can include anything from simple objects, such as a can of soup, to more complex shapes, such as a bottle or a lamp.

You can create and manipulate any grouping of cubes, spheres, and cylinders in the same image. For example, you can create and rotate a box, three spheres, and a bottle together in the same image.

Use the Zoom and Hand tools in the 3D Transform dialog box to change your preview of an image. These actions do not modify the transformation itself, only your view of it.



A



B



C



D

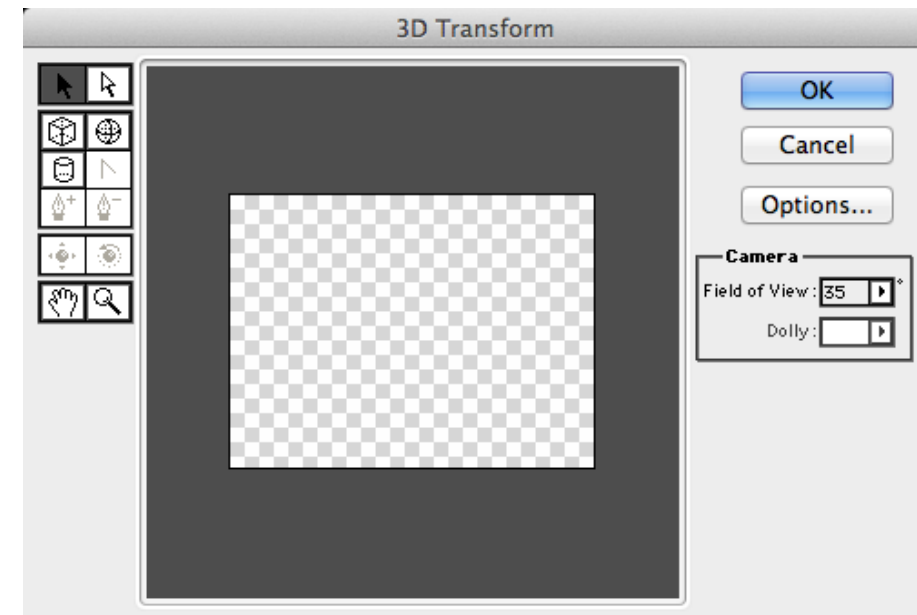
3D Transform filter

A. Image of 2D label **B.** Cylinder wireframe in 3D Transform preview **C.** Tilting the bottle by using the Trackball tool with the Display Background option deselected **D.** Completed image with the Lens Flare effect applied and background changed to white

Transform an item into three dimensions

1. Select the photo, layer, or selection you want to transform. The filter works on a single layer, so make sure to flatten your image into a single layer first, if necessary.
2. Choose Filter > Render > 3D Transform. The 3D Transform dialog box previews the active layer.
3. (Optional) Click Options, specify any of the following items, and click OK:
 - **Resolution** Determines the quality of the rendered image. This setting has little effect on the image quality of cubes, but produces smoother curved surfaces in cylinders and spheres.
 - **Anti-aliasing** Sets the level of anti-aliasing to apply to the rendered image.
 - **Display Background** Includes the portions of the original image outside of the wireframe in the preview and the rendered image. Deselect this option to separate the transformed object from the original background.
4. Create a 3D wireframe by dragging one of the following tools over the image area that you want to transform into 3D:
 - **Cube tool** Maps the image (such as a file cabinet) to a cubic surface.
 - **Sphere tool** Maps the image (such as a globe or ball) to a spherical surface.
 - **Cylinder tool** Maps the image (such as a can or bottle) to a cylindrical surface.

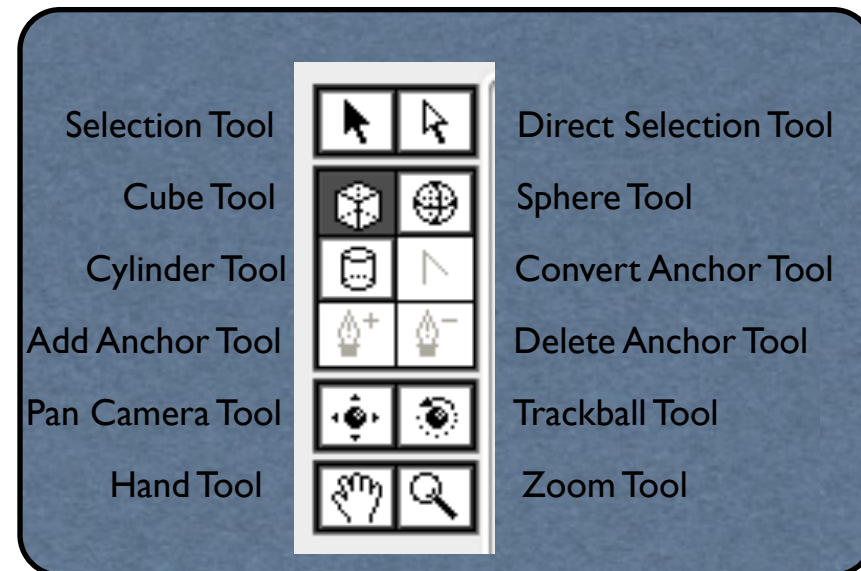
Note: To delete the wireframe, select it, and press Backspace or Delete.

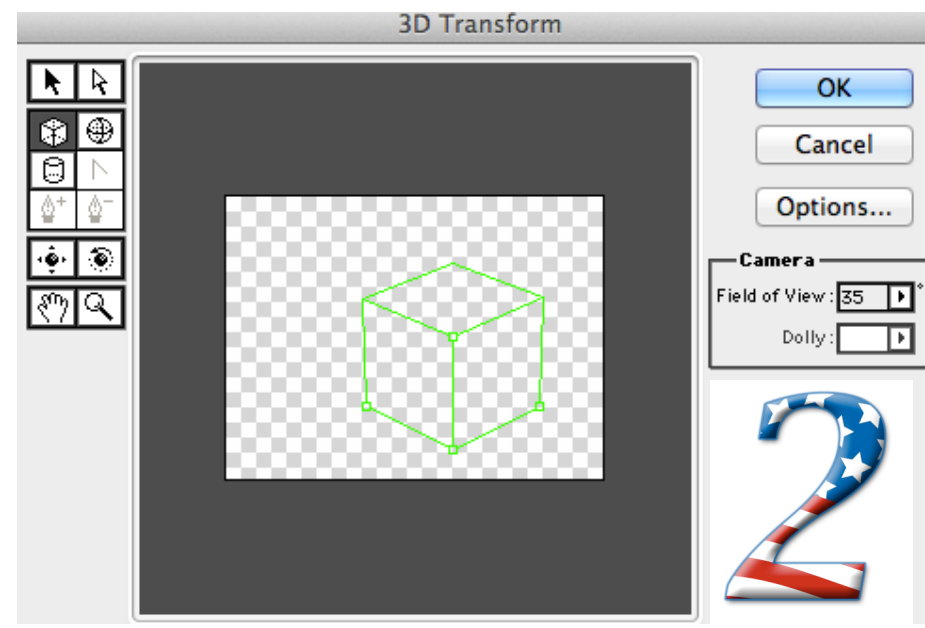
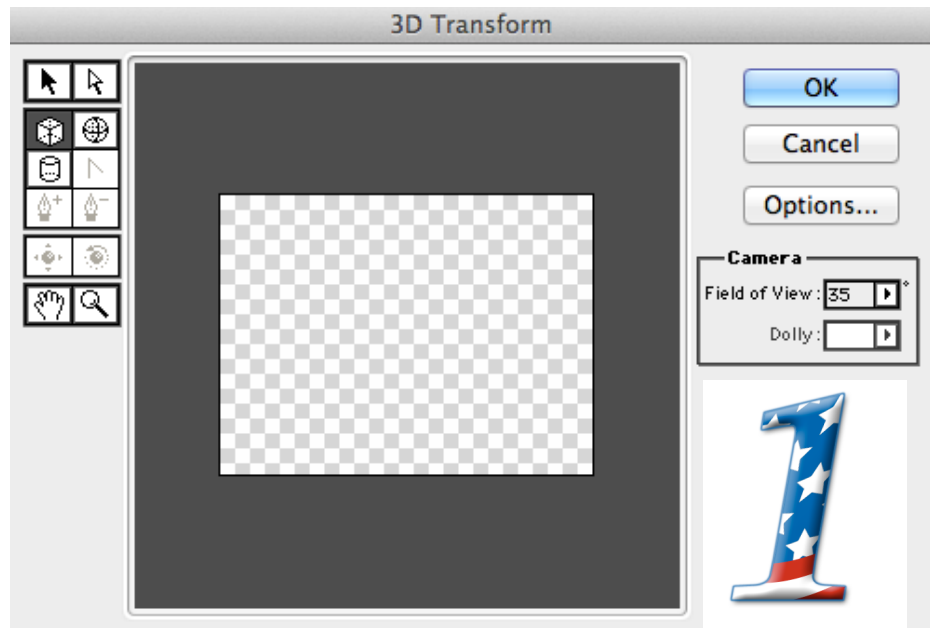


1. To move or reshape the wireframe, do any of the following:
 - To move the entire frame, choose the Selection tool in the 3D Transform dialog box and drag an edge of the wireframe.
 - To move an anchor point, choose the Direct Selection tool in the dialog box and drag an anchor point on the wireframe.
 - To add an anchor point, select the Add Anchor Point tool in the dialog box, and click the right side of the wireframe. For example, you can add an anchor point to more closely fit the cylindrical wireframe to a photo of a bottle.
 - To change an added anchor point from a smooth anchor point to a corner anchor point and vice versa, select the Convert Anchor Point tool in the dialog box, and click the point. A smooth anchor point creates a gentle curve when you adjust it; a corner anchor point creates a sharp corner.
 - To delete an added anchor point, select the Delete Anchor Point tool in the dialog box, and click the point. You can delete only round or diamond-shaped points.

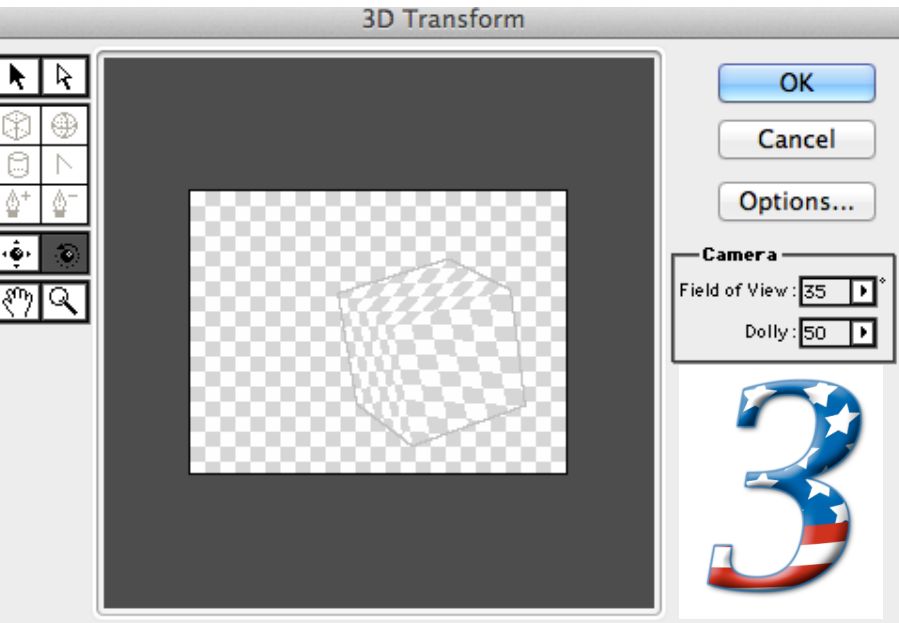
Note: *The anchor points should line up with the corners of the box, or the top and bottom of the sphere or cylinder you want to manipulate. The manipulated wireframe turns red if recreating it in 3D is impossible.*

2. To move the object within the wireframe, click the Pan Camera tool in the dialog box, and drag the object.
3. To rotate the object within the wireframe in any direction, click the Trackball tool, and drag the object.
4. For Field Of View, enter a value between 1 and 130. This technique can make the wireframe fit the image better. If you know the field of view angle used to photograph the image, you can enter it here.
5. For Dolly Camera, enter a value between 0 and 99, and then click OK. This option has the effect of moving the camera further from or closer to the image.

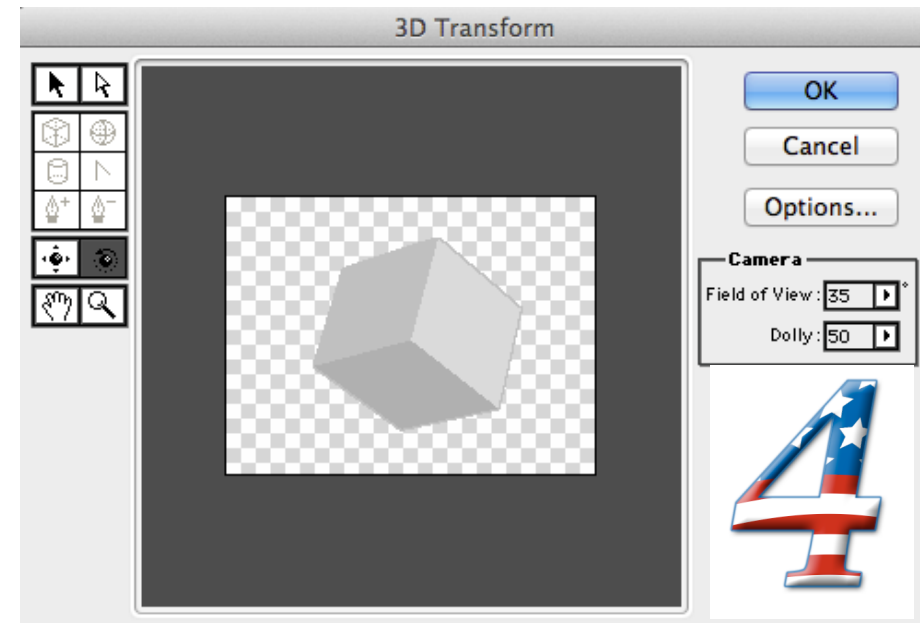




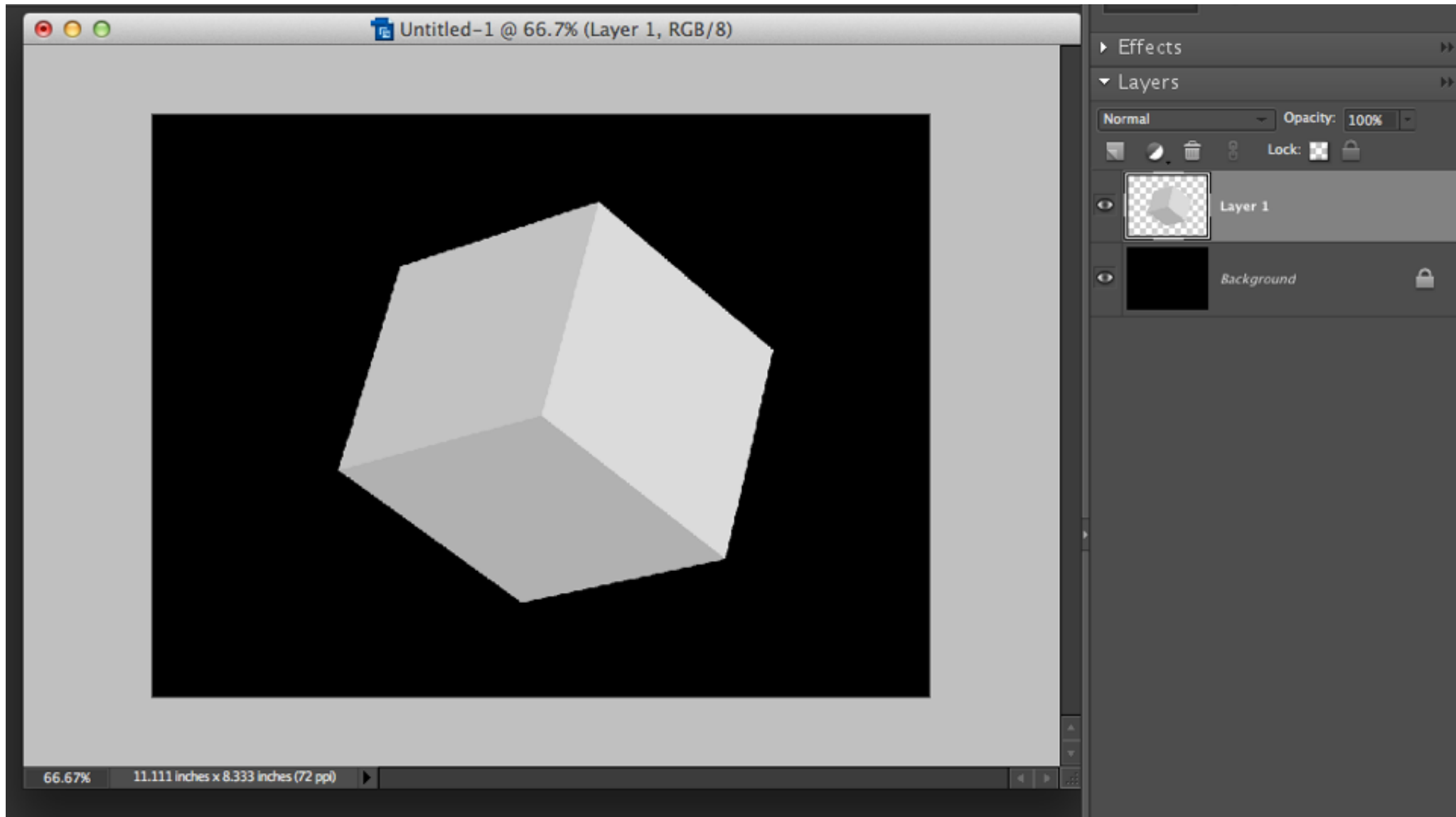
Your turn...



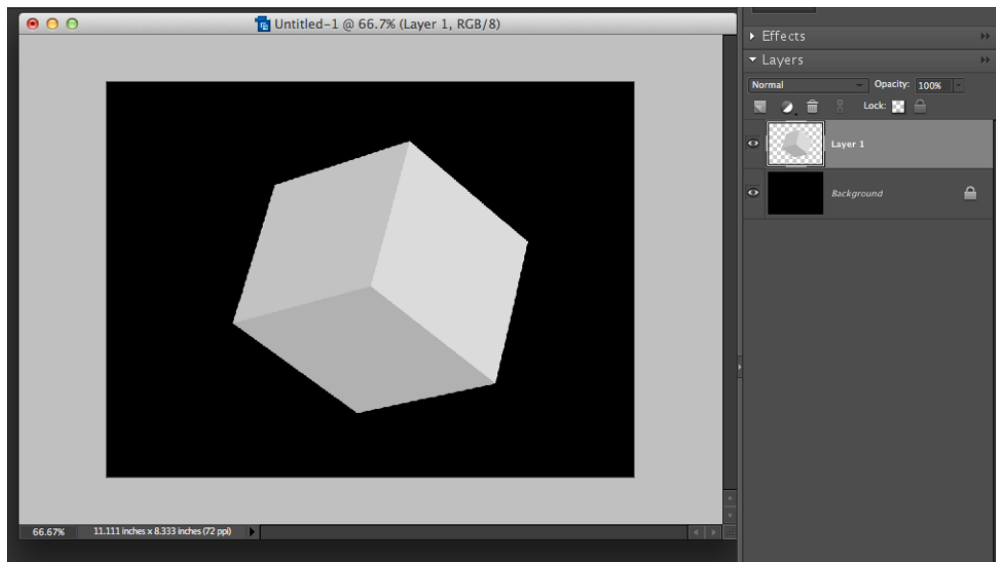
1. Select the Cube Tool
2. Click and drag to draw a wireframe
3. Use the Trackball Tool to turn the cube so you can see 3 sides
4. Click OK



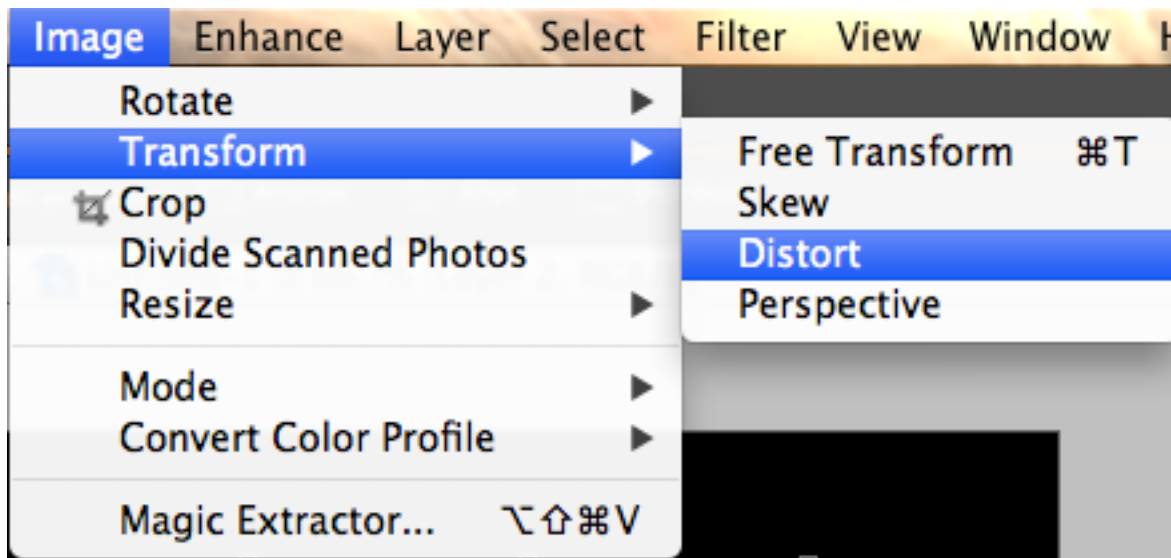
Your project should look like this, so far.



Grab 3 images
you wish to
place on the
cube you just
created

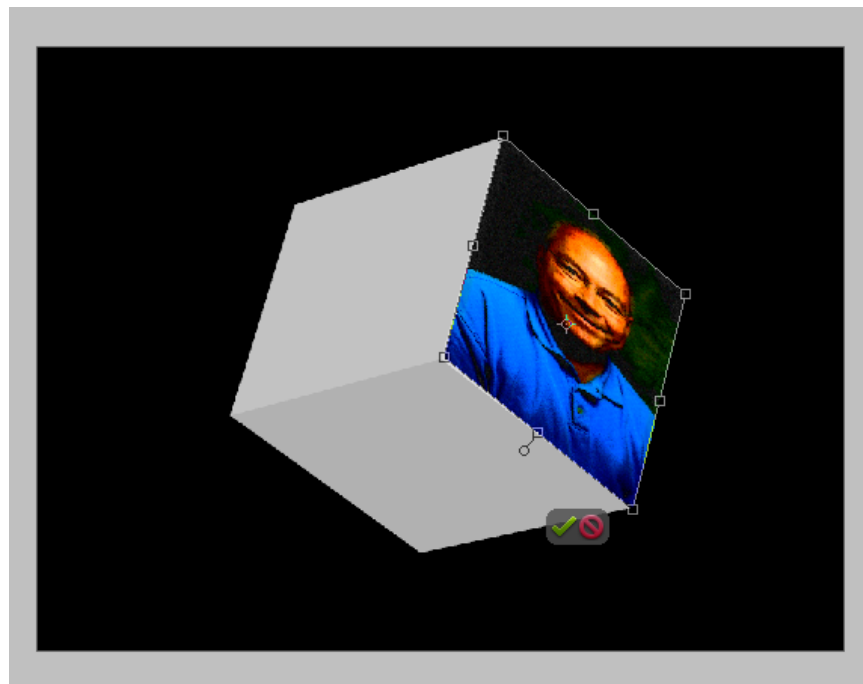


Add each image to the cube and then go to the Image Menu > Transform > Distort

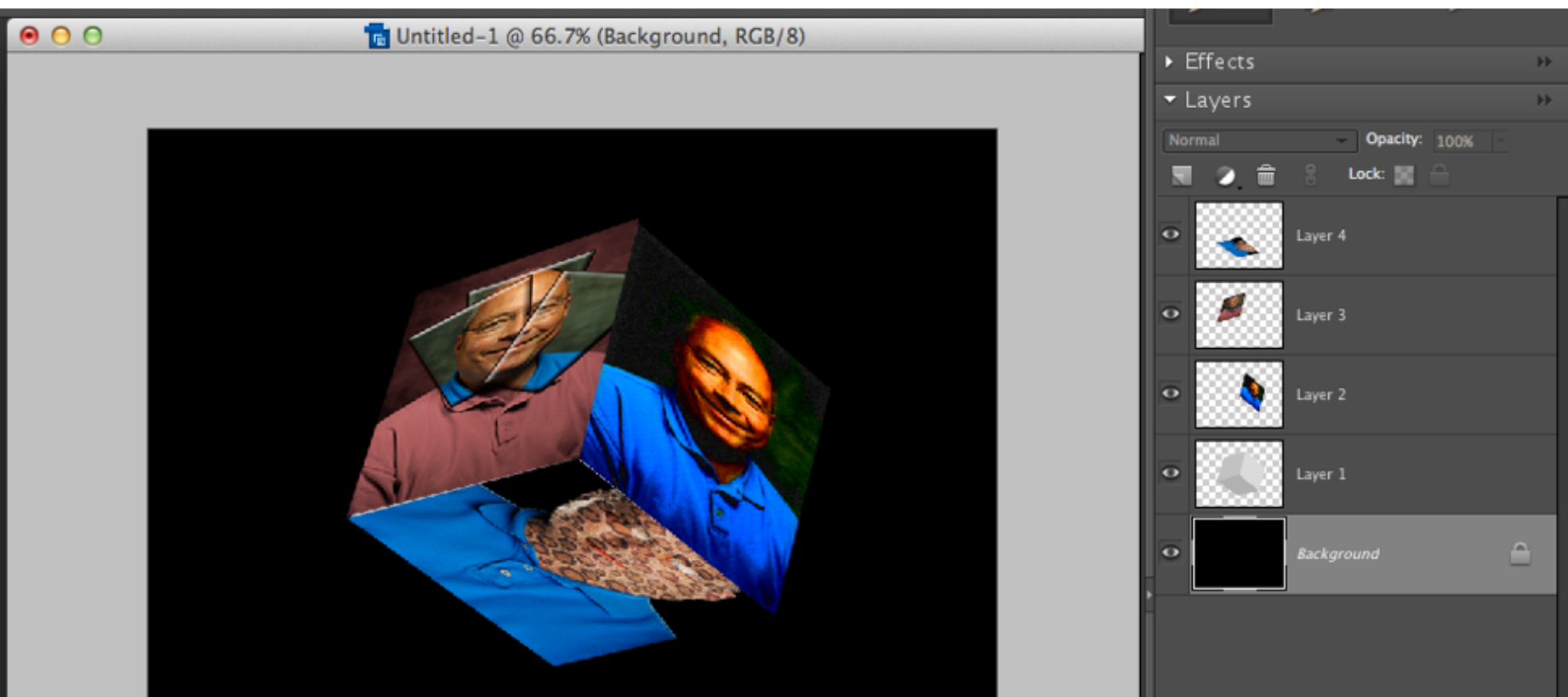


Hint:

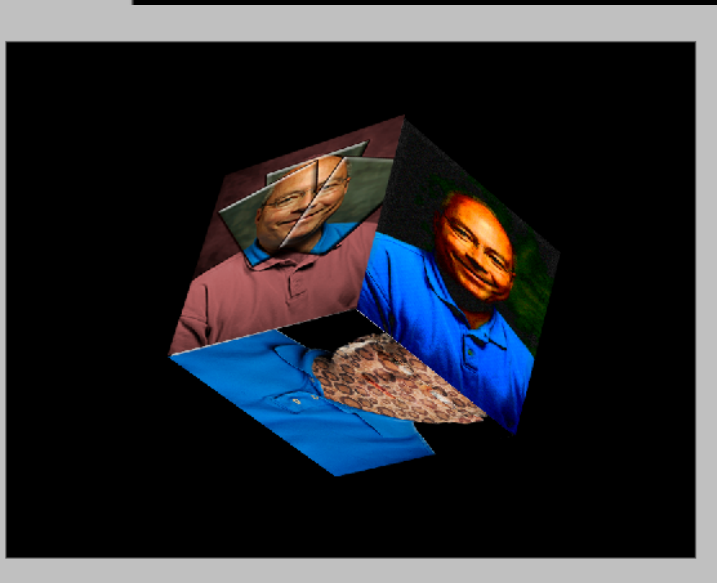
Line up the image corners with the cube edge corners



Place each image on an edge of the cube using the image bounding boxes. Click accept.



Change the
background layer
to suit your needs
and save often.
You are now
Thinking
Outside the box!



SAVE YOUR WORK

CLOSE ALL OPEN PROGRAMS

LOG OFF

