

# Adobe CREATIVE cloud

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# Photoshop

## Selection Techniques



### Butterflies

Use the selection tools to cut out the butterflies from their background, choose add and subtract options to refine a selection. With the selection active, in the Control Panel choose Select and Mask and change the Feather slider to soften or smooth the selection edges. Output options: choose Output to New Layer.

### Drag and Drop between files

The butterfly is now a separate layer, click the butterfly and drag it to the tab of your garden image, wait for it to open, then continue to drag onto the garden and finally release mouse button for the butterfly to appear as a separate layer, name this layer eg Holly Blue, click the show transformation button in the Options panel then drag a corner of the butterfly to scale or rotate it, press enter or click the tick button in the options panel to confirm transformation. Merge or Reorder the layers if necessary or hide or delete those that you don't want. Save the image as a photoshop file .psd to preserve the layers, or save a copy and flatten the image and save it as a jpg, a much smaller file size.



# Evening sky poster

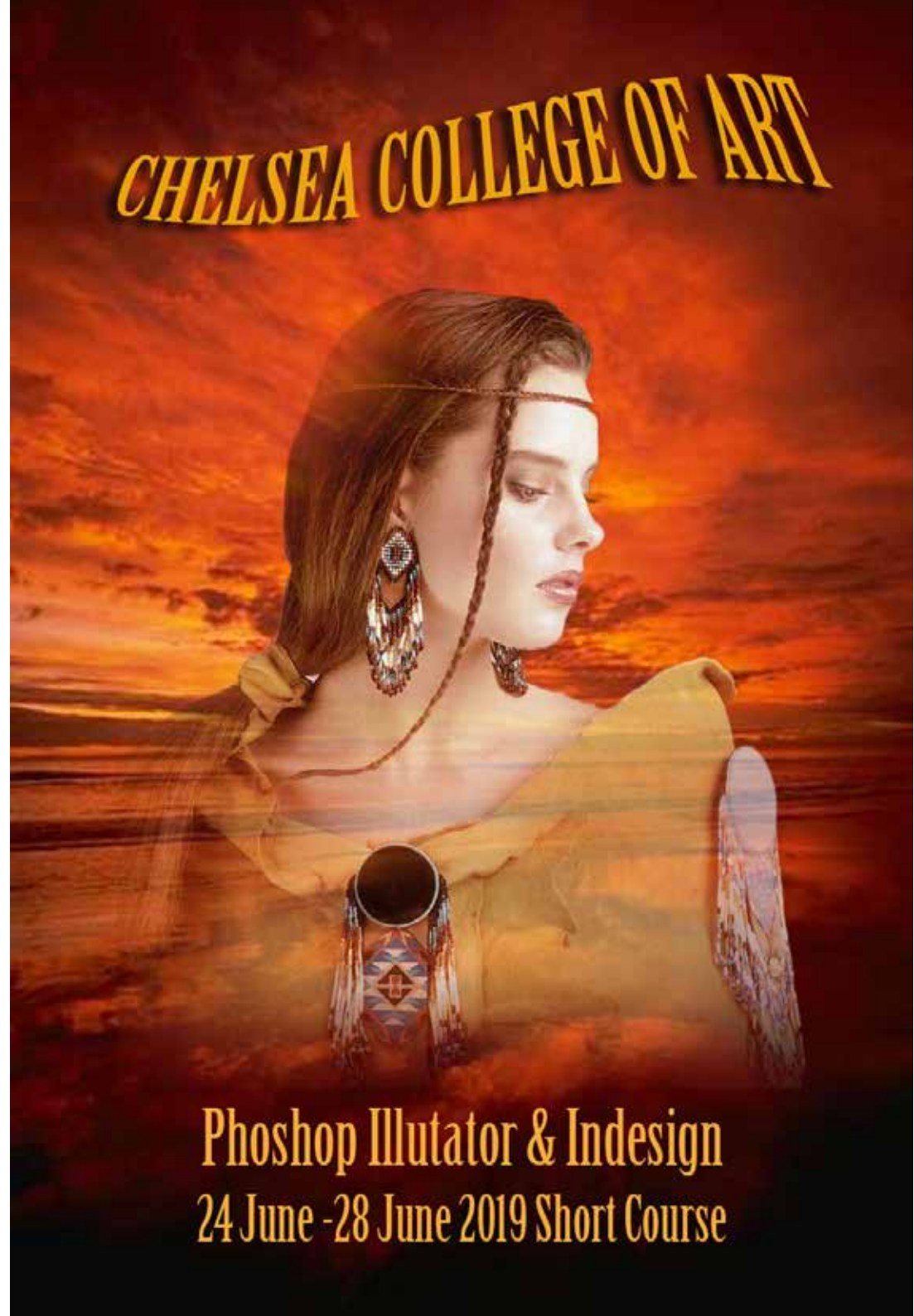


## Combining Images using a Layer Mask

Open image woman Brown and Open Evening Sky.jpg. Use the quick selection tool and select the girl and not any of the background. Choose the lasso tool to refine the selection and add or subtract pixels, such as her eyelashes. With the image selected choose Select and Mask in the control panel. Drag the Feather slider to soften the selection. For output choose Output to New Layer. Drag and drop the woman selection image onto the Evening Sky. Edit>Free Transform to scale the woman.

Make sure the face is in the centre of the sky using the move tool. To make her head fade into the

background, make sure this layer is selected click Add Layer Mask icon in the layers panel. Choose the brush tool and a soft 200 pixels size with 100% opacity in the options bar, check the foreground colour is black and start removing the lower part of the woman. As you get closer to the neck area change the brush opacity to 60% and brush over her hair and cheek, but not the face. Change the brush opacity to 20% and brush over the side of her cheek leaving only her face opaque. Note: switch the foreground colour to white to reveal any of the image that has been edited. Use the type tool to create an editable type layer for the text and click Add a layer style Icon to apply a shadow and a bevel to the text.



# Clone Stamp

The clone stamp tool clones pixels either within the same document or between documents. Use it to remove distracting elements from an image. Select the Clone stamp tool, hold down alt and click the mouse to sample an area clear of distraction or source point, release mouse and drag over the item to be removed. Press [or] to increase or decrease the brush size. The girl in the picture can be removed successfully with the Spot Healing brush tool, ensure that the Content-Aware option selected in the Options Panel.

**Before**



**After**

# Colour Adjustments

**Before**



Open Ballgown.psd, select the under skirt with the Quick Selection Tool, go to Image>Adjustments>Hue/Saturation and choose a different colour. You can also change the intensity of the colour by moving the Saturation or Lightness colour. Perhaps select the upper dress and choose a different colour that either compliments or contrasts with the underskirt.

**After**



**Before**



**After**



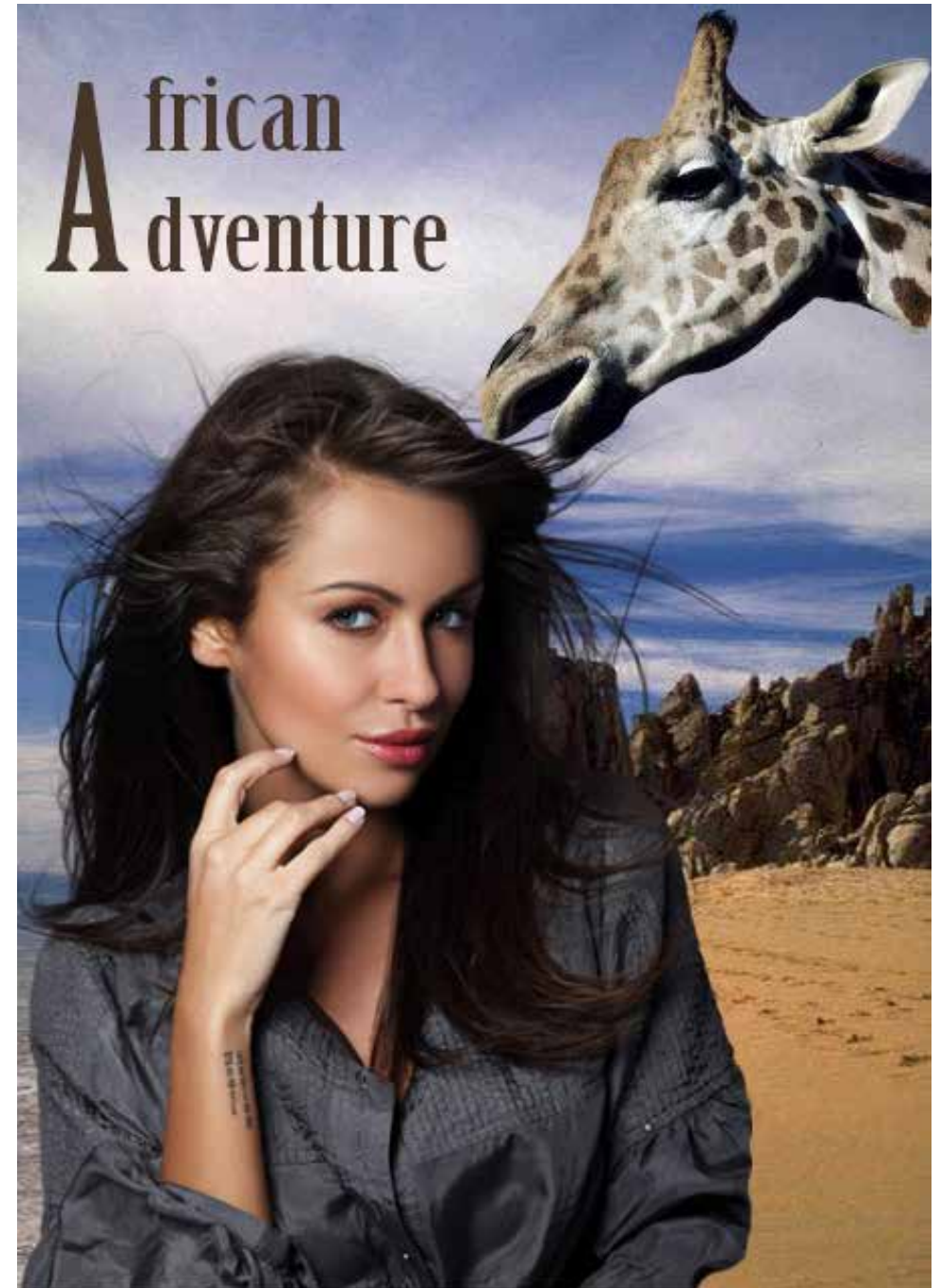
# African Adventure Poster



Select and Mask images with hair. Open three images: Sand & sea. jpg, Girl.jpg and Giraffe.jpg. In the layers panel double click the Girl background into a layer. Select red as a foreground colour. Choose a new solid fill layer from the circular pop out icon on the lower edge of the layers panel to create a red contrasting temporary layer. Drag this layer beneath the girl. It is used only to assist with selections and will contrast with the image. Click the Girl layer to make it active. Choose the Quick selection tool and roughly select the girl. With the selection active open Select and Mask dialogue box from the control panel. The following are the settings chosen for this image and will differ for any other image you choose.

View Mode - choose On Layers. Check Smart Radius button. Drag Radius slider to 120 px. Choose the Refine Radius tool on the

left edge of your screen and drag the brush over the fine hair strands in one pass. Increase Shift Edge to +11 to include more hair strands but none of the original background. For Output check Decontaminate colours to amount 70% and choose output to New Layer. Drag the new Girl layer to the Sand&sea tab then onto the image, or copy and paste the girl on to the Sand and Sea image. Repeat selection technique with the Giraffe and add this image to the poster.



# Retouching or Smoothing Skin

## Blur Filter and History Brush

Open wrinkles1.jpg. Duplicate the background. Make this duplicate layer active and choose Filter>Blur>Surface Blur. Drag the sliders to blur the image to a fairly strong level. To restore details from the original image, you can choose either to lower the opacity of the layer, or choose the History brush to restore the original image in partial areas. Brush strokes over the area you want to restore 100% such as the lips, eyes and hair. Reduce to 60% restore when you brush over the skin, the trick is to keep it looking natural, compare with the original background image by clicking the hide or show eye symbol.

Before



After



# Puppet Warp

Before



After



The Puppet Warp tool allows you to push and pull elements within an image. Open image Bride.jpg, make the background into a layer or duplicate the layer to preserve the original image. With this layer active choose Edit>Puppet Warp. Ensure Show Mesh button is checked in the control panel, and click on the mesh to place pins. Note: Place pins at the four corners and edges within the image, this anchors the mesh. Place more pins in areas you want to preserve the place a pin creating points that you want to move, drag them to warp the image. Click the commit tick button or return to apply the transformation.

# Liquify Filter



**Before**

Open Model\_1 and duplicate the layer. With this layer active choose Filter>Liquify, check advanced mode, and zoom in on the area to be reshaped.

Click the Push left tool, Press[ or ] to size the brush to cover the area, drag downwards over the waistline to reshape, drag upwards to undo reshaping. Press alt to reverse direction while dragging.



**After**

Click Show Backdrop to compare the layer with the original background. To remove the effects click Reconstruct or restore All.

To protect areas of an image from Liquify effects choose the Freeze mask tool or click Mask all.

# Cloud Filter

**Before**



**After**

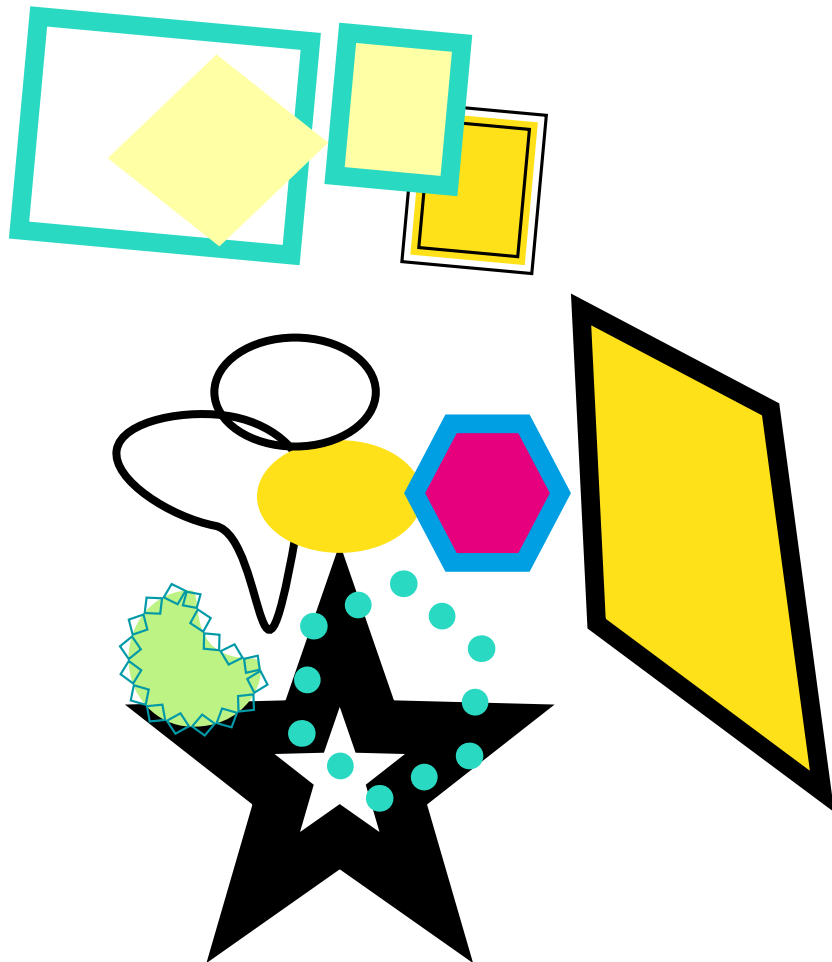


Open Image: Kingston town hall.jpg. Select the Clone Stamp tool, press alt and sample the topiary, and clone the topiary to the other alcove. Double click the background and convert it to a layer. Create a new layer and drag it beneath the image layer. Change Foreground colour to blue and background to white. Choose Filter>Render>Clouds and if necessary adjust the levels, hue, saturation, and contrast to suit the image. Make the original image layer active select the sky area with magic wand. In the control panel choose Refine Edge, adjust the feather, press ok then press delete to remove the old sky and reveal the new cloud layer.

# Indesign

## Fill and Stroke

### Creating and modifying shapes



## Text wrap

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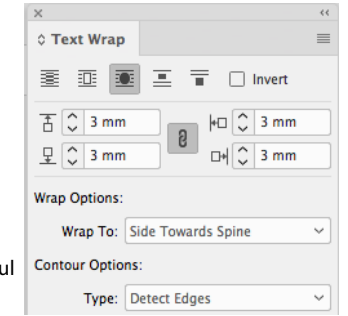
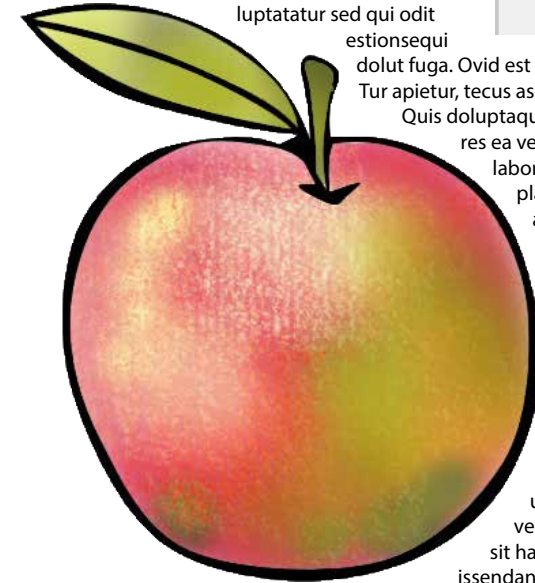
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# Design Principles



FREE SPEECH

## Alignment and Balance

Alignment in graphic design is the keeping of related objects in line. Balance (or equilibrium) in a design have their parts arranged and well planned to produce a coherent visual pattern (colour, shape, space). Balance is a concept based on human perception and the complex nature of the human senses of weight and proportion. Humans can evaluate these visual elements in several situations to find a sense of balance. A design composition does not have to be symmetrical or linear to be considered balanced, the balance is global to all elements even the absence of content. In this context perfectly symmetrical and linear compositions are not necessarily balanced and

so asymmetrical or radial distributions of text and graphic elements can achieve balance in a composition.

## Contrast

Distinguishing by comparing/creating differences. Some ways of creating contrast among elements in the design include using contrasting colours, sizes, shapes, locations, or relationships. For text, contrast is achieved by mixing serif and sans-serif on the page, by using very different type styles, or by using type in surprising or unusual ways. Another way to describe contrast, is to say "a small object next to a large object will look smaller". As contrast in size diminishes, monotony is approached.

## Repetition and Unity

Repetition is the repeating of a sequence, having it occur more than a few times. Repetition creates visual consistency in page designs, such as using the same style of headlines, the same style of initial capitals, or repeating the same basic layout from one page

to another. Excessive repetition (monotony) may lead to boredom and uninteresting compositions. If one cannot avoid excessive repetitions for any reason, do not forget to add some visual breaks and white spaces where eyes can rest for a while. Unity creates a feeling of wholeness. Unity is usually achieved when the parts complement each other in a way where they have something in common. Unity can be achieved by use of the same colour, or different tints of it, or using a similar graphic style for illustrations.

## Emphasis

Making a specific element stand out or draw attention to the eye. Emphasis can be achieved in graphic design by placing elements on the page in positions where the eye is naturally drawn, by using other principles such as contrast, repetition, or movement. Bold and italic type provides emphasis for text. Graphic elements gain emphasis through size, visual weight, colour, complexity, uniqueness, placement on the page, and other features.



## Gestalt

Sometimes considered a distinct principle of design, gestalt is the concept that "the whole is greater than the sum of its parts." Gestalt is a concept from psychology, where theorists note the propensity of humans to conceptually group things together to make a meaningful whole. When viewing designs, humans apply this principle unconsciously by seeing connections and relationships among and between the elements in the design. The overall perception of gestalt in a design is created through harmony, unity, balance, proportion, proximity, and other visual cues. Designers can use this principle to create visual

connections and relationships that clarify and strengthen the overall "feel" and meaning of the design.

## Harmony

As with music, graphical elements can be said to be working in harmony - the individual parts come together as visually

compelling and a meaningful whole. Disharmony can also be used just as it is in musical compositions: to enhance the emotional complexity, to challenge the viewer, and to give a contrast within the overall composition.

## Movement

Movement is creating an instability, making motion to blur the image. Movement can be achieved by using graphic elements that direct the eye in a certain direction such as arrows that point the way overtly or a series of lines or dots that get progressively larger or smaller, creating a more subtle sense of movement. Movement can be accomplished simply by using a photograph or clip art of something moving - a runner - as opposed to something stationary - a person standing.

## Proportion & Proximity

This indicates the relative visual size and weight of particular graphical elements in a design composition. Proximity is the closeness or distance of individual design elements. Close proximity indicates a connection.

White space can give emphasis, contrast, and movement. It can be used for repetition of the positive and negative spaces in the design.

# Families

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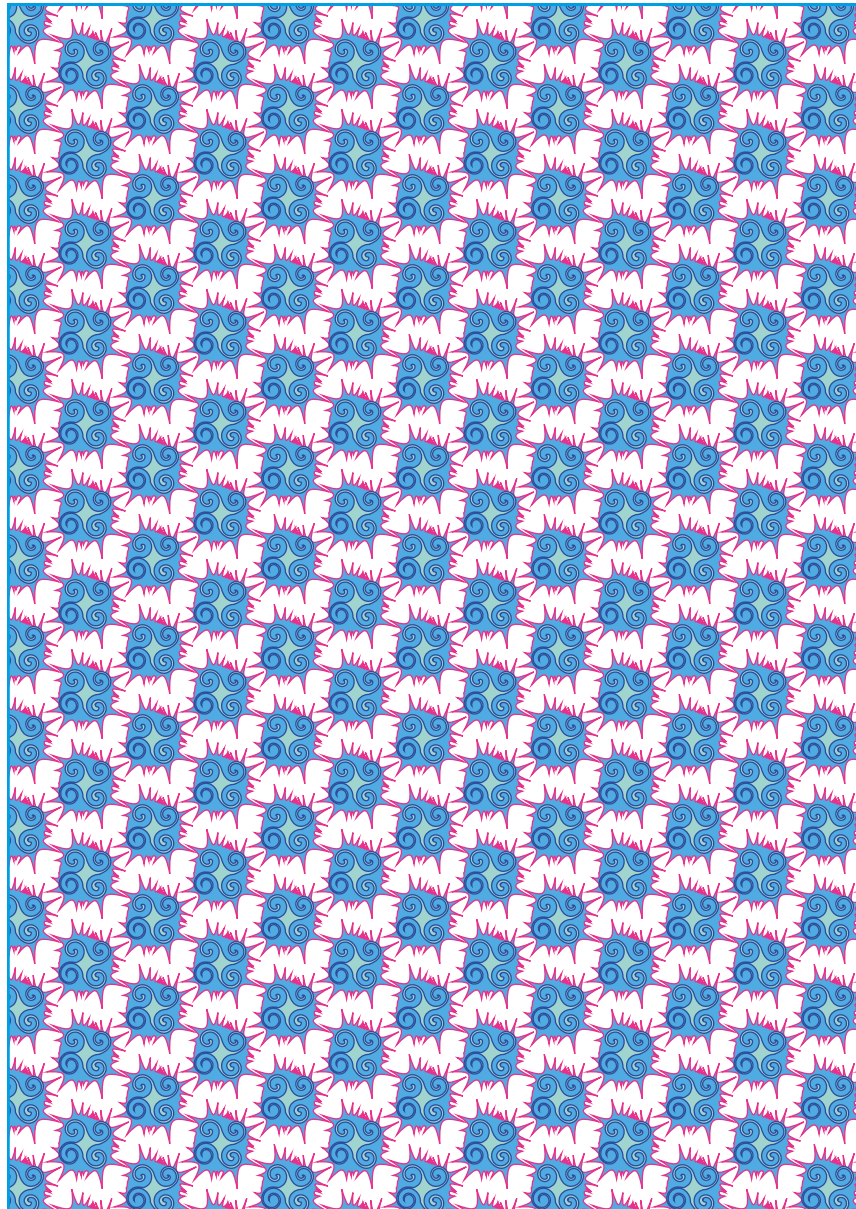
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# Illustrator

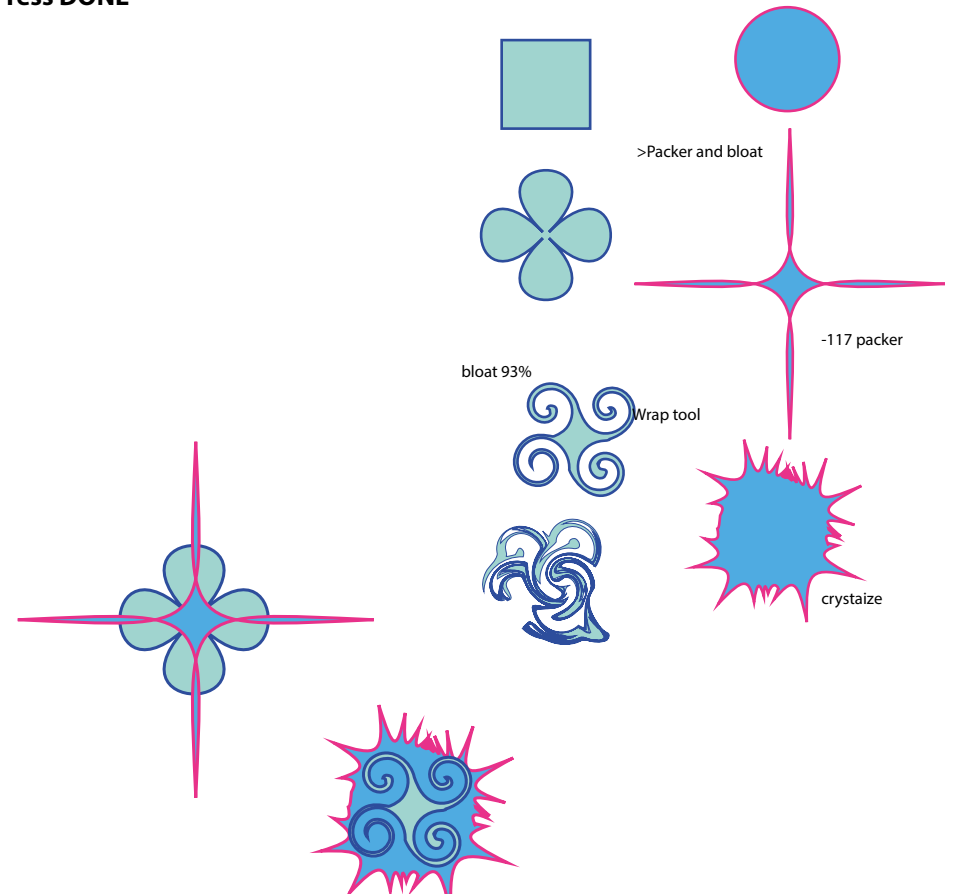


# PATTERNS

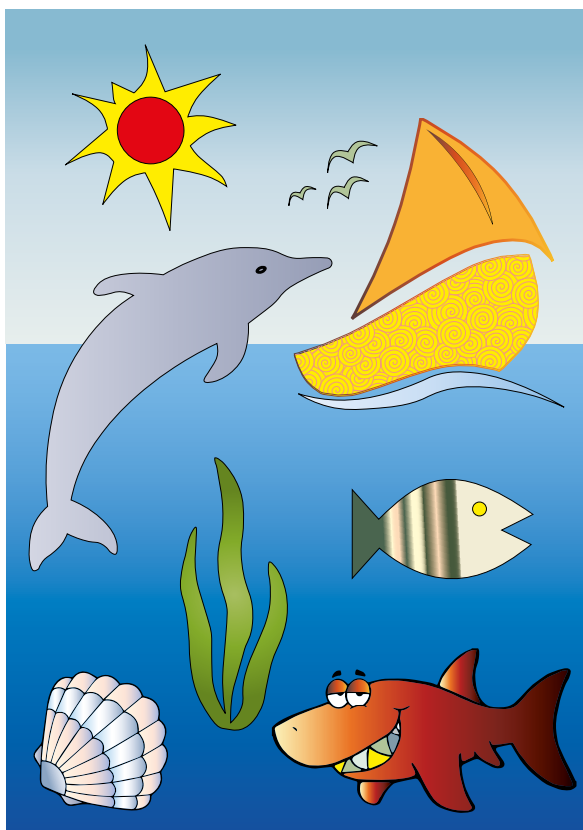
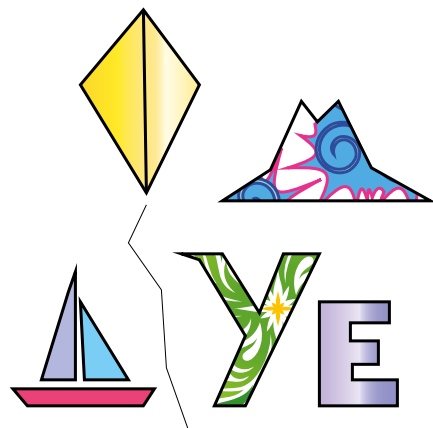
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Effect Distor & Transform .



# Pen tool straight line

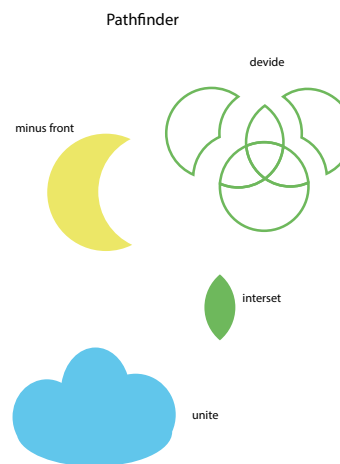
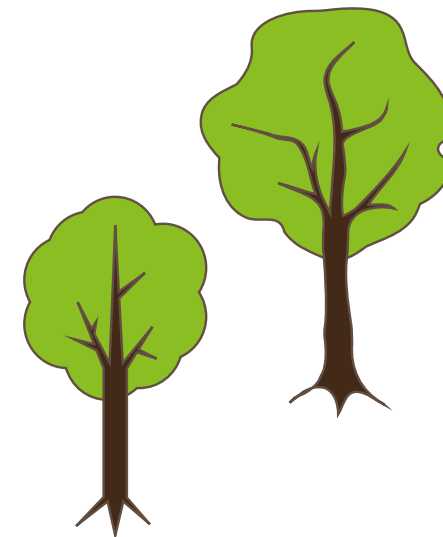


# Brushes



# Pathfinder

# Simple symbols and shapes



# IMAGE TRACE

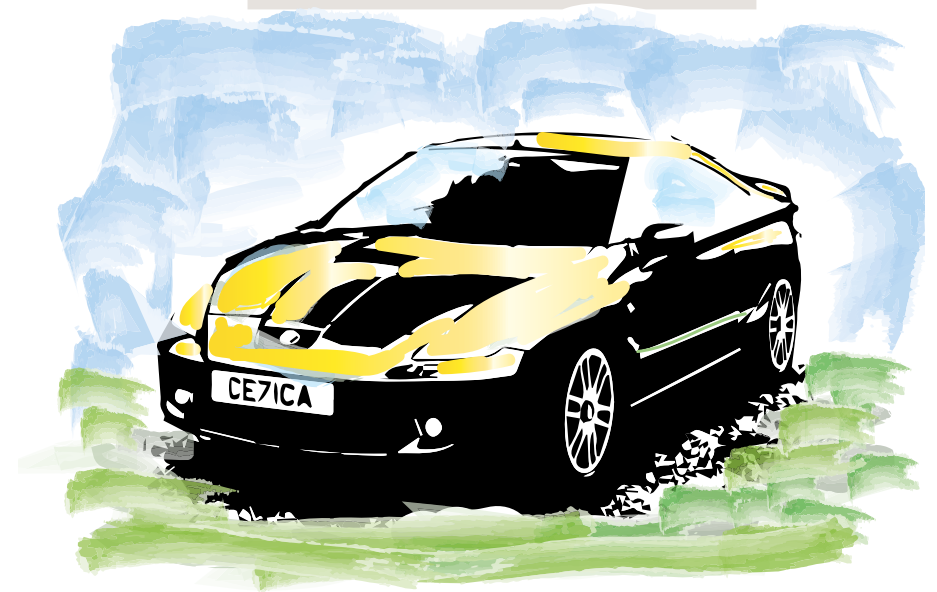
image trace



24

Dress - 6 colours  
Car - Black and white (blob brush used to add more colour)

image trace



25

# Gradient Mesh

