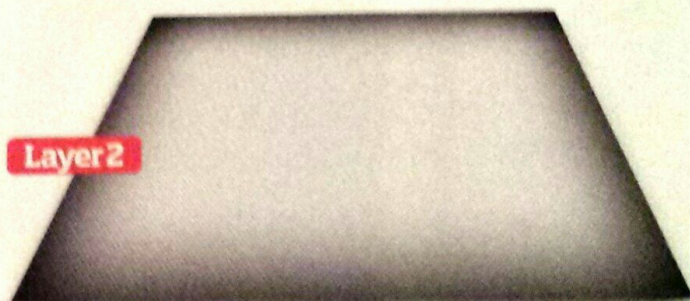
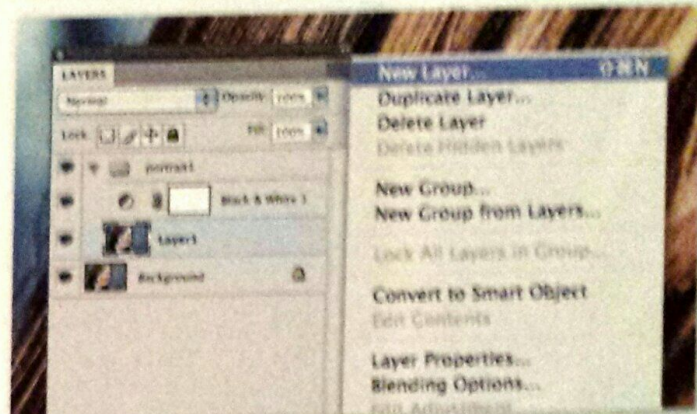
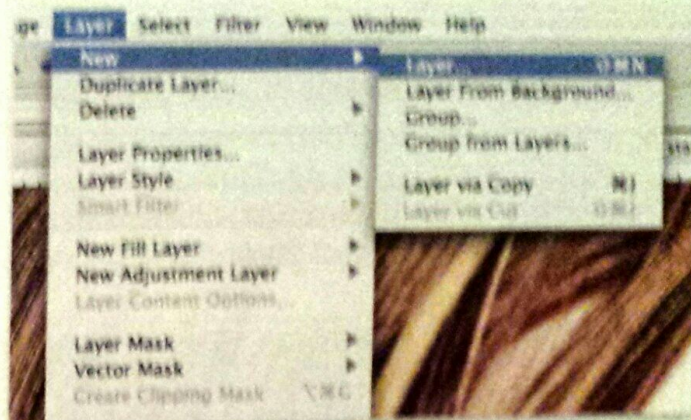
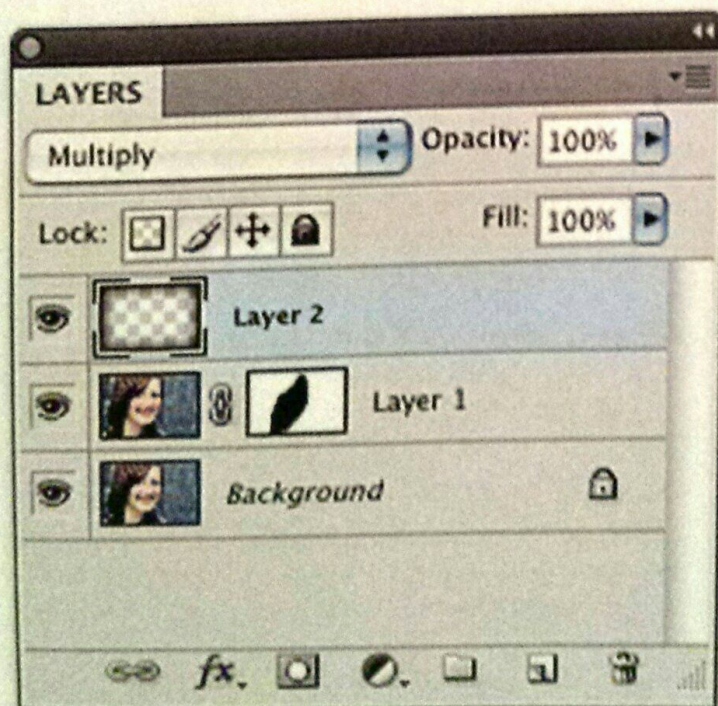


HOW TO CREATE A NEW LAYER

If you want a transparent layer, either click the **Create New Layer** icon at the bottom of the Layers palette or go to **Layer>New>Layer**. If you want a layer with the same pixels as your original image, you can duplicate the Background Layer by dragging it down to the **Create New Layer** button or by clicking **Layer>Duplicate Layer**. To copy parts of one image on to another, you first need to make your selection from the source image and then press **Ctrl/Cmd+C** to copy it. Revert back to your destination image and press **Ctrl/Cmd+V** to paste it on the image. Or using the **Move Tool**, click and drag the selection from the source image to the destination image (press **Ctrl/Cmd+A** to move the whole picture). The new image will immediately create a new layer above the destination image. Then use the **Move Tool** to reposition your selection.

HOW LAYER ORDER WORKS

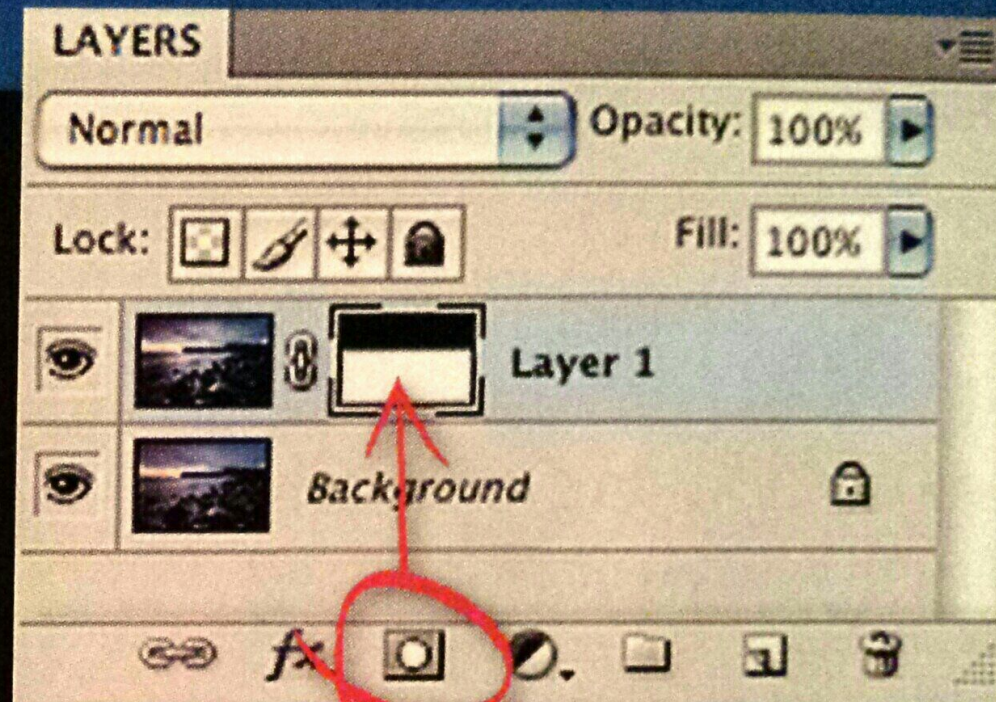
Every new layer that's created automatically sits on top of the layer before it in the Layers palette and its effect or pixels will affect every layer that's underneath it. Use the **Move Tool** to re-order the layers.



Workflow tools

✓ LAYER MASKS

Layer Masks are extremely powerful editing tools as they enable you to localize your edits to specific parts of an image. You can apply them to any layer – Adjustment Layers have one already attached (see next page for more details) – and use the Brush Tool to ‘paint’ areas in or out of the layer that you want to make visible in your final image. Layer Masks are a new feature to Elements 9 and are accessible in the same way as CS via the **Add Layer Mask** icon at the bottom of the Layers palette or **Layer>Layer Mask>Reveal All** or **Hide All**. When added, a Layer Mask appears next to the layer it’s linked to in the Layers palette. As its default, or when set to **Reveal All**, a Layer Mask appears white and doesn’t affect any pixel until you paint on it. When set to **Hide All**, a Layer Mask is filled with black and will hide all the pixels in the image layer



until you use white paint on the mask to reveal the pixels. It’s a forgiving process for editing your layers, although it does take practice and requires you to adjust the size and softness of your brush to get a smooth, accurate finish. Another way is to select and refine the area you want to keep visible, then apply the layer mask. You can do this by clicking **Layer>Layer Mask>Reveal Selection** or **Hide Selection**, if it’s the area you want invisible.

Adjustment Layers

For non-destructive editing, you cannot beat Adjustment Layers for ease of use and flexibility. Here, we explain the basics to using these invaluable layers and give you some pointers on how to practically use them for when you want to be more selective with your editing

Before Adjustment Layers were introduced, photographers would have to duplicate the Background Layer to avoid editing or damaging the original image. While you can still do this, Adjustment Layers allow you to apply adjustments like Curves, Levels or Hue/Saturation, as a separate layer that you can refine, change or delete at any time during your editing process.

The alternative would be to apply an adjustment command via **Image>Adjustments** directly to a duplicated image layer, but this won't give you the flexibility of editing the effect after you've committed to it. Plus, if you want to get rid of the adjustment's effect, you'll have to delete the whole image layer, which can be frustrating if you've applied different adjustments to the image layer you need to delete. Most of the usual adjustment commands are available as an Adjustment Layer, making it a much more favorable way to edit pictures, but it's still worth checking out the **Adjustments** menu for those commands you can't access as a separate layer.

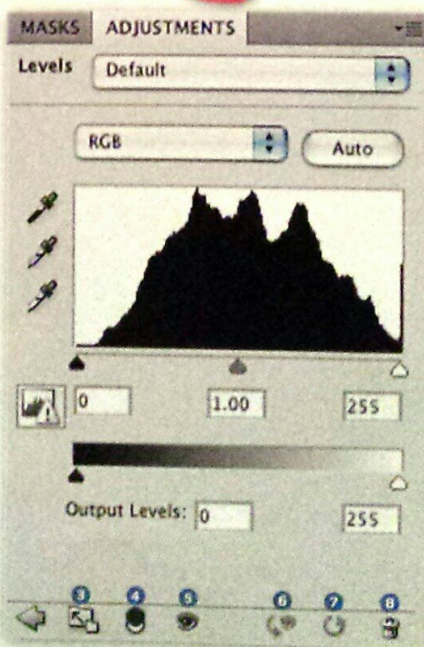
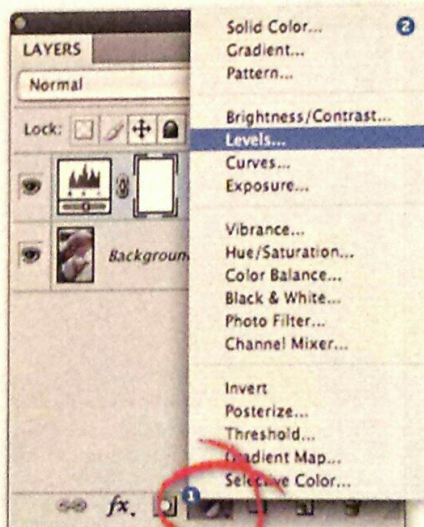
Being able to control how an adjustment affects your image post-application means you're not committed to any adjustment command you use, making the process a lot more forgiving and fluid. Not only can you reverse or delete an adjustment, you can temporarily hide them the same way you would an image layer, you can apply a blending mode or fine-tune the effect by changing the opacity and you can restrict the effect using layer masks.

You can create an Adjustment Layer in one of three ways: by clicking **Layer>New Adjustment Layer** and selecting your required adjustment; clicking on the **Adjustment** icon (half black/half white circle) at the bottom of the Layers palette to access the same list of options; or by opening the **Adjustments** panel via the **Windows** menu. Any of those work, but some are quicker than others and offer you more options: you just need to find the one you work with the most efficiently.

ADJUSTMENT LAYERS PANEL

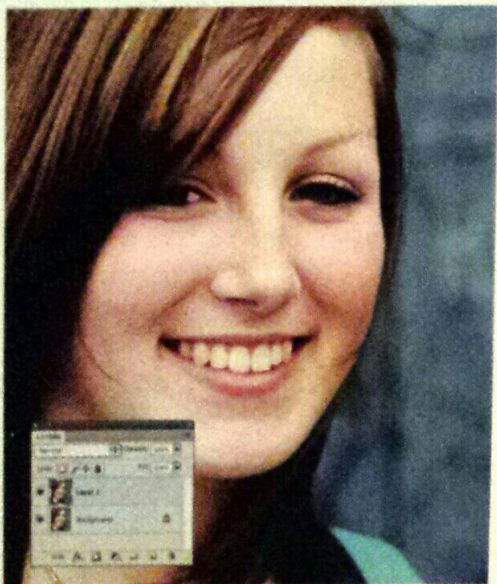
By opening the Adjustments panel, you get immediate access to all adjustment presets and the 15 core Adjustment Layers at a click of a button. When you select an Adjustment Layer from the panel, the Adjustments panel converts in to a control panel for the command with the tools to refine the effect. Click back on to the Layers palette to close and convert the control panel back to the Adjustments panel. Have a go to see what we mean...

- 1) Add an adjustment:** Click on the half white/half black icon at the bottom of the Layers palette to access Adjustment Layers. Click on the adjustment you want to apply.
- 2) Presets:** Click the drop-down menus of each of the Adjustment Layers to access their loaded presets, normally located at the top of the specific Adjustment Layer's control panel.
- 3) Expand View:** Click here to enlarge the Adjustment panel. It can be useful if you're working with Curves or Levels and need a larger area to view the adjustment graphs.
- 4) Clip the Adjustment Layer:** Click here to clip an Adjustment Layer to the layer directly below it in the Layers palette so it's the only one that's affected by the adjustment.
- 5) Layer visibility:** Click on the eye to temporarily switch off the Adjustment Layer. It's useful to toggle between visible and invisible to see the effect of the Adjustment Layer on the original image.
- 6) Review:** If you re-edit an Adjustment Layer, click and hold this button to revert back to the Adjustment Layer's original state to see whether your re-editing has improved or worsened the overall effect.
- 7) Reset:** Click here to reset the Adjustment Layer back to its default settings.
- 8) Delete:** Click the trash can to delete the current Adjustment Layer.

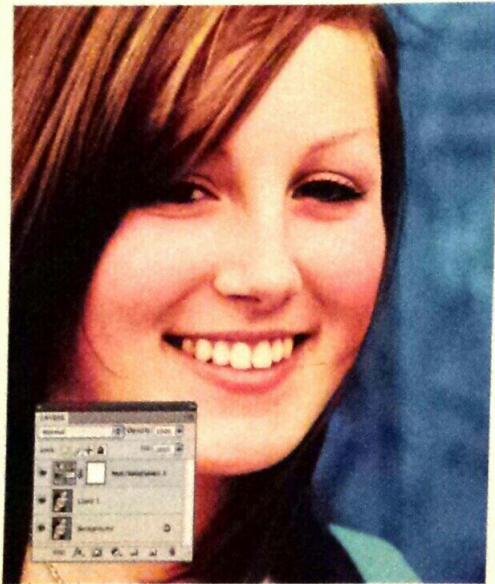


Using an Adjustment Layer with a Layer Mask

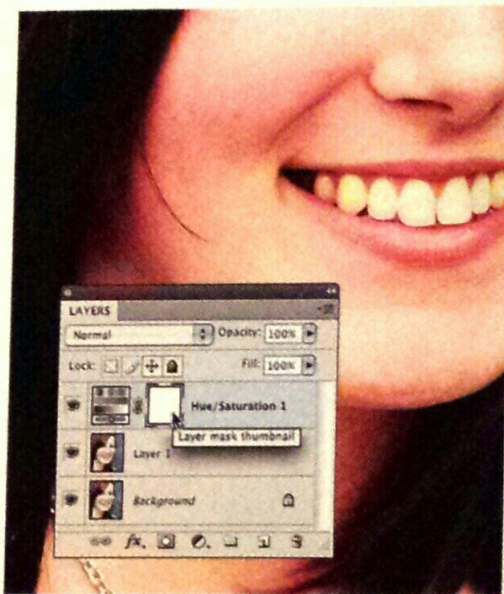
Learn how to control the effects of an Adjustment Layer selectively by 'painting' on a Layer Mask



1 Open your image in Photoshop and then duplicate the Background Layer so you're working on a copy (*Layer > Duplicate Layer*). Now apply an Adjustment Layer of choice. Here we've chosen Hue/Saturation.



2 Make your necessary adjustments. We've boosted the color in this portrait but, as you can see, it also makes the skin tones very unnatural. We need to neutralize the color on the face while retaining the saturation elsewhere.



3 Attached to the Adjustment Layer in the Layers palette is a Layer Mask, which looks like an empty white box. Click on it to make it active. Then select your *Brush Tool* from the toolbar, with a soft-edge medium-sized brush set to black.



4 Using the *Brush Tool*, 'paint' over the areas of the image you want to revert back to their original state, varying the opacity to control by how much. The Layer Mask turns black where you're painting. Use white paint to reverse the effect.