



Online and Onsite Live Software Training

Adobe Photoshop CS5™ - Level 3

In Level 3, Advanced Photoshop students will learn to expand the power and use of Photoshop. Students will learn the depth of working with vector graphics within Photoshop, enabling them to create custom graphics and to have greater power in removing items from their backgrounds (for compositing). Among many new tips and tricks, students will gain control of the natural media painting capabilities of Photoshop, and the most powerful methods of correcting and adjusting images. This class will include many special effects, along with automation, 3D, and animation techniques. Students who have completed the Level 3 class (and practiced all they've learned) will be fully prepared to WOW potential employers and clients.

Advanced Techniques

Basic Pen Tool Techniques - Continued

- About bitmap images and vector graphics
- Working with defined custom shapes
- About paths and the Pen tool
- Drawing straight paths
- Drawing curved paths
- Combining curved and straight path segments
- Editing anchor points
- Using paths with artwork
 - Applying Paths
 - As Vector Mask
 - As Clipping Paths
- Combining Vector and Raster Masks
- Working with Type
 - Type On a Path
 - Type In a Shape
 - Create Outlines

Brushes

- Getting the most from the Brush tool
- Natural Media Brushes
 - Mixer Brush
 - Bristle Brushes
- Using Special Brushes
- Loading Brush Libraries

- Creating Custom Brush
- Customizing Existing Brushes

Changing Images With the History Tools

- Using History Painter

Discussion on Resolution

- Screen vs. Print
- Translation from Digital to Scan
- Changing image Resolution for Varying Output

Advanced Layer Techniques

- Advanced Layer Blending
- Using Gradients with Masks and Clipping Masks
- Creating a border - nondestructively
- Smart Object Techniques

Advanced Color Correction Techniques

- Curves Adjustments – far beyond Levels
- LAB Adjustments
- Channels
 - Channels for Selections – Using Color Modes
 - Channel Mixer

Creating Special Effects

- Hand-coloring selections on a layer
- Changing the color balance
- Using the Filter Gallery
 - Smart Filters
- Advanced Adjustment Layers
 - Hue/Saturation with a target
 - Black and White
 - Compositing Objects with Shadows
- Special tonal effects
 - HDR
 - Shadow/Highlight
 - Grayscale
 - Colorizing
- Creating Depth of Field
- Displacement Maps > Texturizer
- Lighting Effects
- Sharpening with High Pass
- Calculations (for greyscale effects)
- Apply Image > with blending modes

Actions and Automation

Automating a multi-step task (Actions)

Creating Actions

Using Actions

Editing Actions

Batching Actions

Droplets

3D

3D Postcard from Layers

Primitive Shapes

Mesh from Grayscale

Volume from Layers

Repoussé

Animation

Frame by Frame

Timeline