

# Photoshop Layer and Vector Masks

**Layer Mask: a grayscale bit map image; range: black to white**

## 10 Overview Info: Layers palette shortcuts

- Clk on image: edit image
- Clk on Layer Mask Icon: create a mask
- Clk on mask: edit mask
- Alt+clk on mask: toggle display - Layer Mask vs. Image
- Ctrl+clk on mask: select the mask
- Shf+clk on mask: toggle Layer Mask - Enabled vs. Disabled
- Alt+shf+clk on mask: toggle mask view - Normal vs. Quick Mask
- Drag mask to Trash can icon: discard Layer Mask

## 20 Vignette Info: Vignette of child

- Layer Image + White Layer Mask = 100% Layer Opacity (portrait is visible)
- Layer Image + Black Layer Mask = 0% Layer Opacity (portrait is not visible; the white layer below is visible)
- Layer Image + 50% Gray Layer Mask = 50% Layer Opacity (portrait at oval edge is mixed 50/50 with the white lower layer)

## 22 Child: Portrait

1. Can't add a Layer Mask to the Background Layer; dbl-clk layer to convert to a standard layer
2. Add lower layer = white
3. Select image; Elliptical Marquee tool: draw oval
4. Select > Transform Selection > stretch to the correct shape; position
5. Select > Feather > 4 px
6. View with Quick Mask; need more blur
7. Undo; Select > Feather > 15 px
8. Add Layer Mask using the Layer Mask Icon; selected face => white mask = 100% opacity
9. Paint on mask with white to show image & black to hide image to modify mask (@ bottom)
10. Filter > Blur > Gaussian Blur to further blur mask
11. Filter > Brush Strokes > Spatter > 13, 5 to enhance the vignette edge

## 30 Oil Platform Overview: Example - Platform *Holly* Masking

## 32 Oil Platform: Platform *Holly* Masking of Blue Sky and Blue Water

1. Can't add a Layer Mask to the Background Layer; dbl-clk layer to convert to a standard layer
2. Add lower layer = red to black gradient
3. Select image; Select > Color Range > 150 > select the blue sky > Invert (platform selected)
4. Add Layer Mask using the Layer Mask Icon; selected platform => white mask = 100% opacity
5. shf+clk Layer Mask to disable mask; note the 2 blue box objects hidden by the mask; shf+clk Layer Mask to enable mask
6. Paint Layer Mask white on the 2 boxes

## 40 Yosemite: Montage & Layer Set

1. Background Layer: original picture of mountains

2. Layer 2: Additional Rock
3. Layer 3: Tonal correction to background
4. Layer 4: People with mask; shf+clk Mask to see entire image
5. Layer 5: Tonal correction to people
6. Layer 6: Layer Set for people
  - If Layer Set in Pass Through blend mode, all modifications done as if there was no Set
  - If Layer Set in any other blend mode, modifications only apply to layers within the Set
  - Note: can also add a Layer Mask to a Layer Set
7. Layers 7: Contrast correction

### **Combine 2 Identical Images made with Different Exposures**

1. Background Layer: picture #1 exposed for the shadows
2. Layer 2: pictures #2 exposed for the highlights with mask allowing only the highlights to show

### **50 Mr Lee: Selective Blur and Sharpening**

1. Background Layer: original portrait
2. Layer 2: Copy of portrait with Gaussian Blur and mask limited to skin on face; use mask brightness or layer opacity to control the amount of the blurred image visible
3. Layer 3: Hi-Pass Sharpening with mask limited to hair, teeth and eyes
  - Copy background image; Filter > Other > High-Pass > 2; layer Blend Mode = Overlay
4. Layer 4: Clone layer to eliminate bags under eyes, eyeglass reflection, and stray hair
5. Layer 5: Hue/Sat adj layer with mask to brighten teeth and white of eyes
6. Layer 6: Curves adj layer with mask to darken hair

### **60 Flower: Selective color area**

1. Select > Load selection: flower (a selection of the background)
2. Add Hue/Sat adj layer > set Sat = -70, Hue = 23; selected background => white mask = 100% opacity for Hue/Sat adjustment effect

### **Red Eye Reduction**

1. Add Hue/Sat adj layer > set Sat = 0, add black mask
  2. Paint white on mask over eyes
- or,
1. Hue/Sat adj layer > ck Colorize > select eye color

### **File > New > 1024x768: Text**

1. Add 200 pt black Text
2. Add Layer Mask using the Layer Mask Icon
3. Paintbrush tool > paint black circles on text to simulate holes
4. Paintbrush tool > paint black on text edges to simulate distressed text
5. Select mask; Filter > Artistic > Sponge > 3, 15, 3 to give texture to text
6. Select mask; Image > Adjustments > Curves > increase curve to brighten mask increasing the sponge effect

### **70 Bird: Selective Burning and Dodging**

1. Add Curves Adj Layer > create neg curve > add black mask > paint white to darken areas
2. Add Curves Adj Layer > create pos curve > add black mask > paint white to brighten areas

### **80 Train: Painting with Light**

1. Add Curves Adj Layer > create large neg curve > add black mask > paint white to greatly darken background areas
2. Add Curves Adj Layer > create large pos curve > add black mask > paint white dots on overalls to brighten, Filter > Gaussian Blur > 13 to smooth highlights

### **90 Sand: Luminosity (Contrast) Mask: bring back detail from shadows or highlights**

\*\* Photoshop CS: Image > Adjustments > Shadows/Highlights is much better

To bring back shadow detail,

1. Channels palette > ctrl+clk RGB or color channel with the most contrast to create a selection; note: highlights are almost fully selected, shadows are less selected
2. ctrl+shf+I to invert the mask so that shadows are selected; show Quick Mask
3. Layers palette > add Curves adj layer > increase curve to lighten shadows; highlights are lightened only a little
4. Clk on mask to select
5. Image > Adjustments > Levels > move sliders inward to increase contrast; highlights are not lightened at all
6. Filter > Blur > Gaussian Blur > 2 px to smooth transitions

### **Copy a Layer Mask to a new Adjustment Layer**

1. ctrl+clk on existing mask to select
2. Add an adj layer; mask is automatically created

### **Copy the Inverse of a Layer Mask to a new Adjustment Layer**

3. ctrl+clk on existing mask to select
4. ctrl+shf+I to invert selection
5. Add an adj layer; inverse mask is automatically created

### **Copy a Layer Mask to an Existing Layer without a Mask**

1. ctrl+clk on existing mask to select
2. Select the existing layer without a mask
3. Clk on the Add Mask icon; mask is automatically created

### **Copy a Layer Mask to an Existing Layer with an Existing (but useless) Mask**

1. Fill the existing mask with black
2. ctrl+clk on the desired mask to select
3. clk on the existing mask; fill with white

***Vector Mask: a path-based mask that is either 0% or 100% opacity but is resolution independent (i.e., not pixel based)***

### **90 Sand: Shape Creation**

1. Shape tool: Options Bar: select Shape Layer (first selection)
2. Custom Shape tool: draw a shape
  - Shf+draw to constrain to a square, a circle, or a line at a 45 deg angle
  - Edit > Free Transform to modify
  - Direct Selection Tool: modify shape
3. Layer > Change Layer Content > select Hue/Sat adj layer to use the shape as a mask for an adj layer

### **90 Sand, continued: Add a Layer Mask to the Vector Mask**

4. Clk on mask icon to add a Layer Mask to the Vector Mask
5. Paint black within the Vector Mask area to remove area from the Vector Mask

### **Path Creation**

1. Pen tool: create a path; clk on first point to close the path
2. Path palette: dbl-clk on Vector Mask to save the Path
3. Layers palette: add Hue/Sat adj layer and modify the image
4. Layers palette: delete initial path layer

## **Problem File for the Month**

**99 Verticalh2ofall:** image has a blue cast