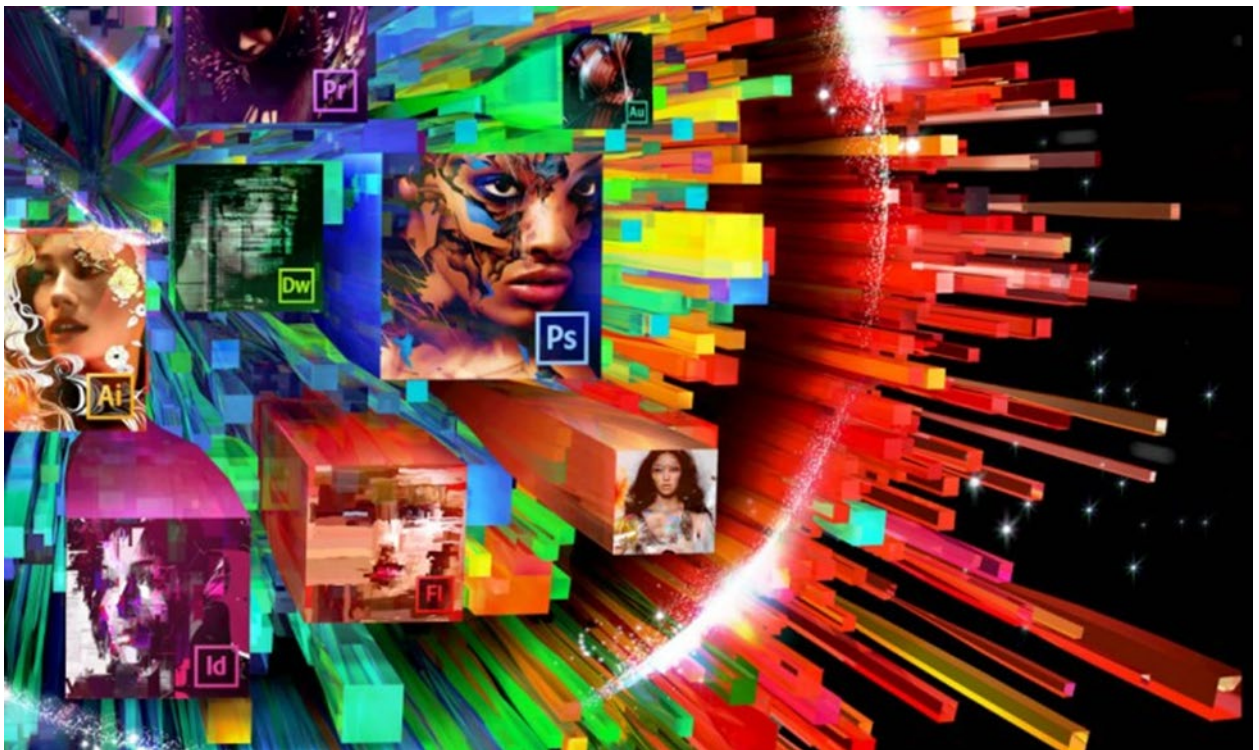
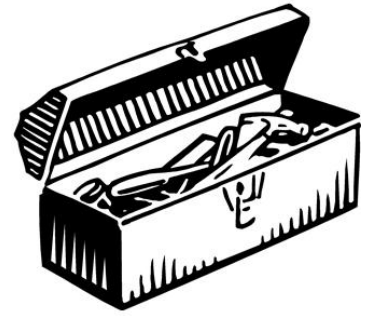


Adobe CS6 Tutorial



Executive Summary

This CS6 Tutorial was created as part of a class assignment for Western Illinois University's IDT 530 Graphic Applications in Education and Training course to demonstrate my technical writing skills as well as my abilities in instructional development of a written manual.



In the following manual, a tutorial has been created to take a learner through the steps to complete various short projects using Adobe CS6. Key projects are: InDesign, Photoshop, Illustrator, Flash, and Dreamweaver. Additional parts added were the basics or new features found in the CS6 version and Microsoft Movie Maker Basics, which I created from courses I previously taught.

As a key guide in creating this material was our text book:

Smith, Jennifer, and Christopher Smith. *Adobe creative suite 6 design and web premium all-in-one for dummies*. Hoboken, N.J.: John Wiley & Sons, 2012.

All the short cuts and key information at the start of each major area were derived directly from the textbook online tutorial materials extra materials for those who purchase the text book with tutorial CD. These added parts were to aid with the major changes between CS5 and CS6 versions as well help beginners who were unfamiliar with MAC environments. Although I have included many crossovers between the PC/Windows 7 and the Apple OSX latest versions to make this book useful as a tutorial for myself in the future.

Photo and additional information has come from Adobe CS6 online Tutorials found at:

[http:// adobe.com/](http://adobe.com/)

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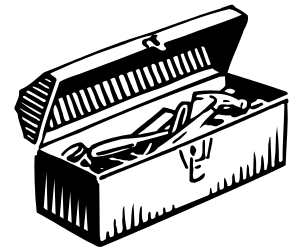
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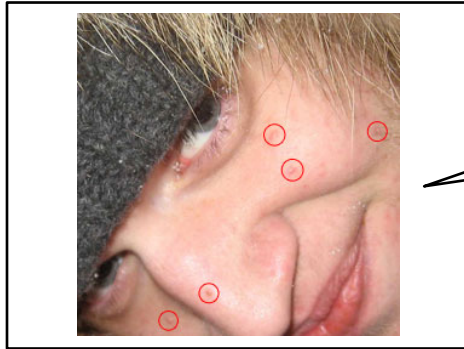
Photoshop CS6



The Spot Healing Brush tool

The **Spot Healing Brush tool** in the default mode removes blemishes or other imperfections in any image. By clicking a blemish or imperfections, the CS6 tool will paint by matching the texture, lighting, transparency, or shading to the pixels allowing healing to occur. With the new CS6 software, the **Spot Healing Brush** tool does not require a sample spot in order to heal, instead automatically draws samples from around the sample area.

Step 1



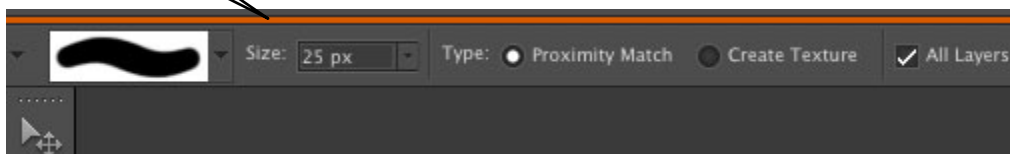
Open an image you want to remove skin blemishes from

Step 2



Click on the Spot Healing Brush tool in the Toolbox (shortcut: J).

Check out the Options bar

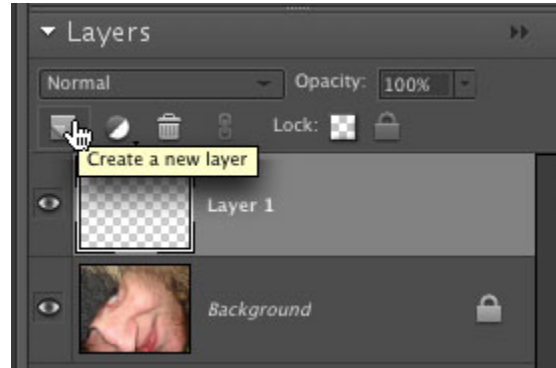


- Start off by choosing a hard-edge brush from the pull-down menu
- Leave the size alone for now
- Choose Proximity Match, which tells the Spot Healing Brush to use pixels from the surrounding area.
- Check the All Layers box because we will be putting our correction on a new layer.

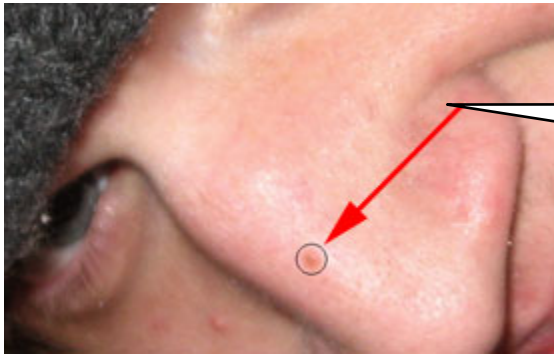


The Spot Healing Brush *continued*

Step 3 Click on the Create a new layer icon in the Layers palette which will create a new layer (surprise!) called Layer 1. This will allow you to put your changes all on a new layer and keep the original Background layer unchanged.



Step 4 This is where to adjust the brush size. Make sure you have the Spot Healing Brush selected in the toolbox. When you place your cursor over your image it will turn into a black circle which indicates the size of your brush. Use the bracket keys on your keyboard to make the brush smaller ([) or bigger (]) so it's just slightly larger than the spot you want to zap.



The red arrow points to how big your cursor should be relative to the spot you want to remove.

Step 5 Just click over the blemish to get rid of it. The spot where you click will temporarily turn gray before it shows the results. Move your cursor over the next spot, adjust the size of your brush if you need to and click.



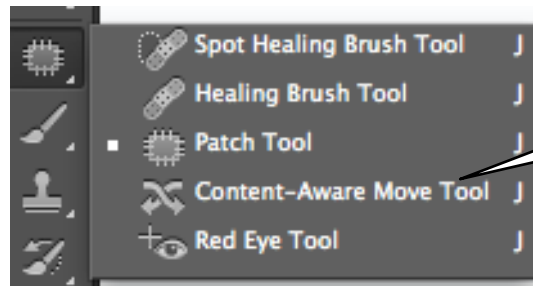
If a bad area doesn't quite go away, you can try slightly dragging the brush instead of just clicking it. For large areas you might get better results using the regular Healing Brush.

Blemish Area Healed



Content-Aware features

To select the new Content-Aware Move tool, press the J key (or shift-J), until you see an icon that looks like this



The Content-Aware Move option is found on the Option bar.

The new Content-Aware Move tool is found in the same group as the Patch and Healing Brush tools. New in Photoshop CS6 is the ability with both the Patch and Move tool to select from five different region preservation options



By default, the Tool Palette will show Spot Healing Brush. Simply click and hold to get this fly-out window and select Content Aware Move Tool.

The Content-Aware option

Taking advantage of the Content –Aware feature by using the **Fill** feature by following the following steps:

Step 1 Select the area to be replaced by the new content.

To move the larger branch with flowers (top right), into the relatively empty space on the column, and then move some exposed brickwork higher up the column. Note that Content-Aware Move does not automatically scale objects in a scene. It's best to choose objects that don't have an obvious scale reference in the picture.



Just click and draw a "freehand" selection around the object.

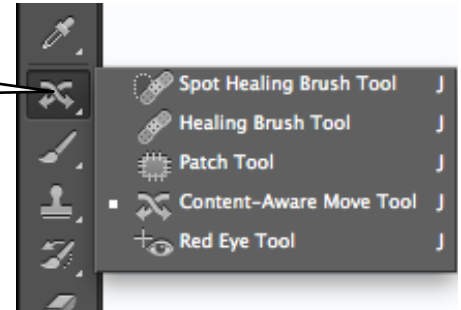


Content-Aware option *continued*

Step 2

Choose **Edit** ➔ **Fill** and then in the **Fill** dialog box, select **Content-Aware** from the **Use Drop down list**.

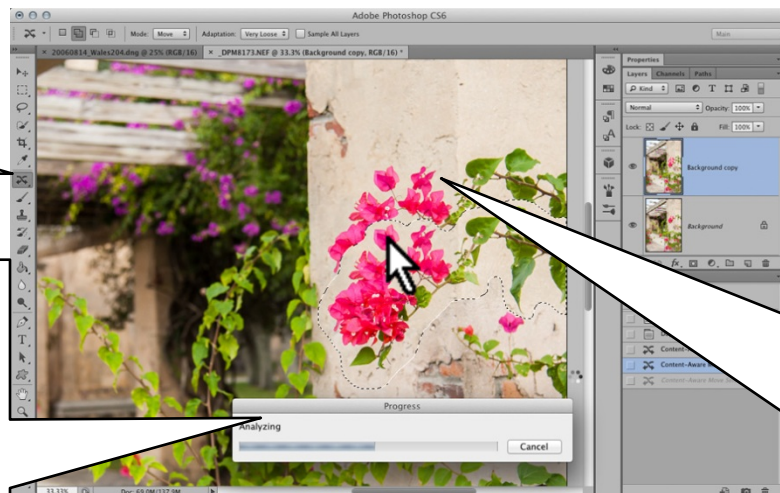
By default, the Tool Palette will show Spot Healing Brush. Simply click and hold to get this fly-out window and select Content-Aware Move Tool.



Step 3

Choose Mode: Move from the Options Bar.

When you move the selection you will see a couple of different things: the object will appear to stay in its original spot and you'll also see a progress meter that will indicate the image is being analyzed and processed



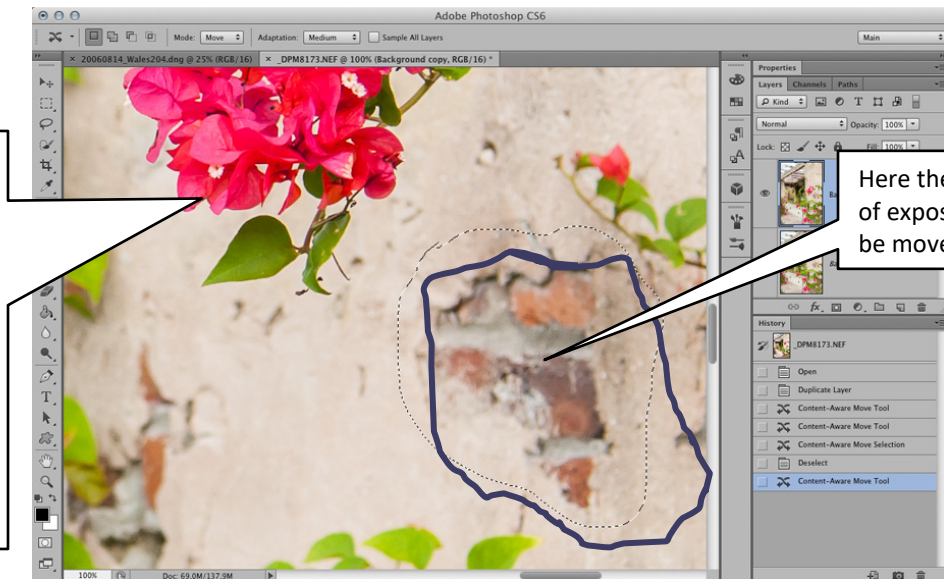
Once you select and move it, it may take several seconds for the subject to be moved and the original replaced by a new texture



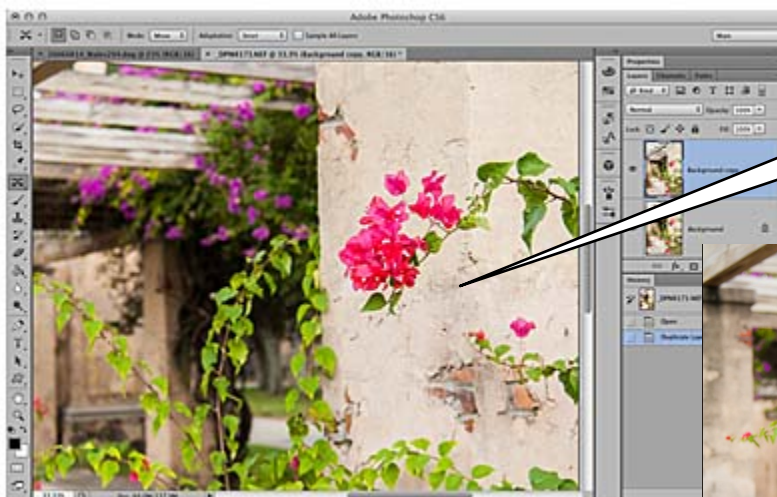
Content-Aware option *continued*

Step 4

To make additional moves, deselect your original subject once you're happy with its new location, then select a new item and repeat the process described earlier.



Step 5 Finished photograph



After the moves

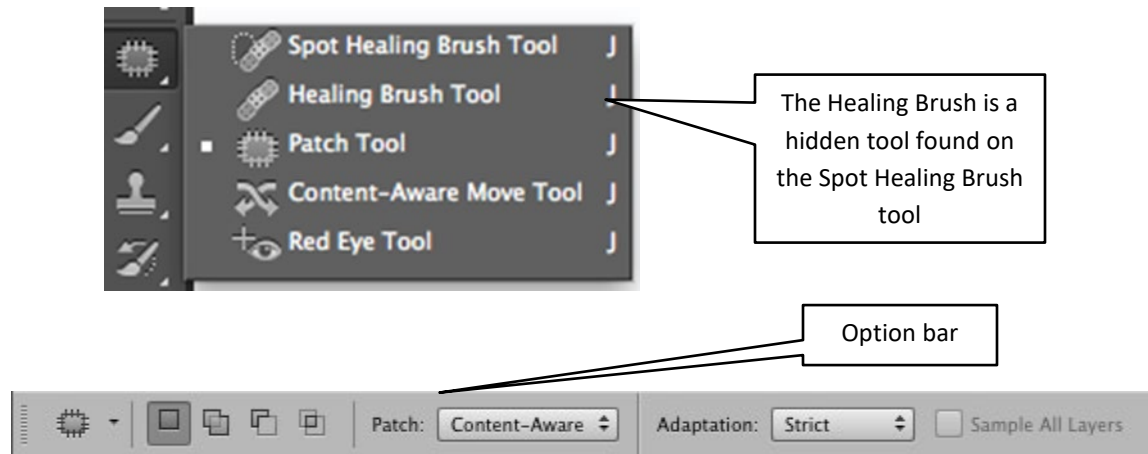




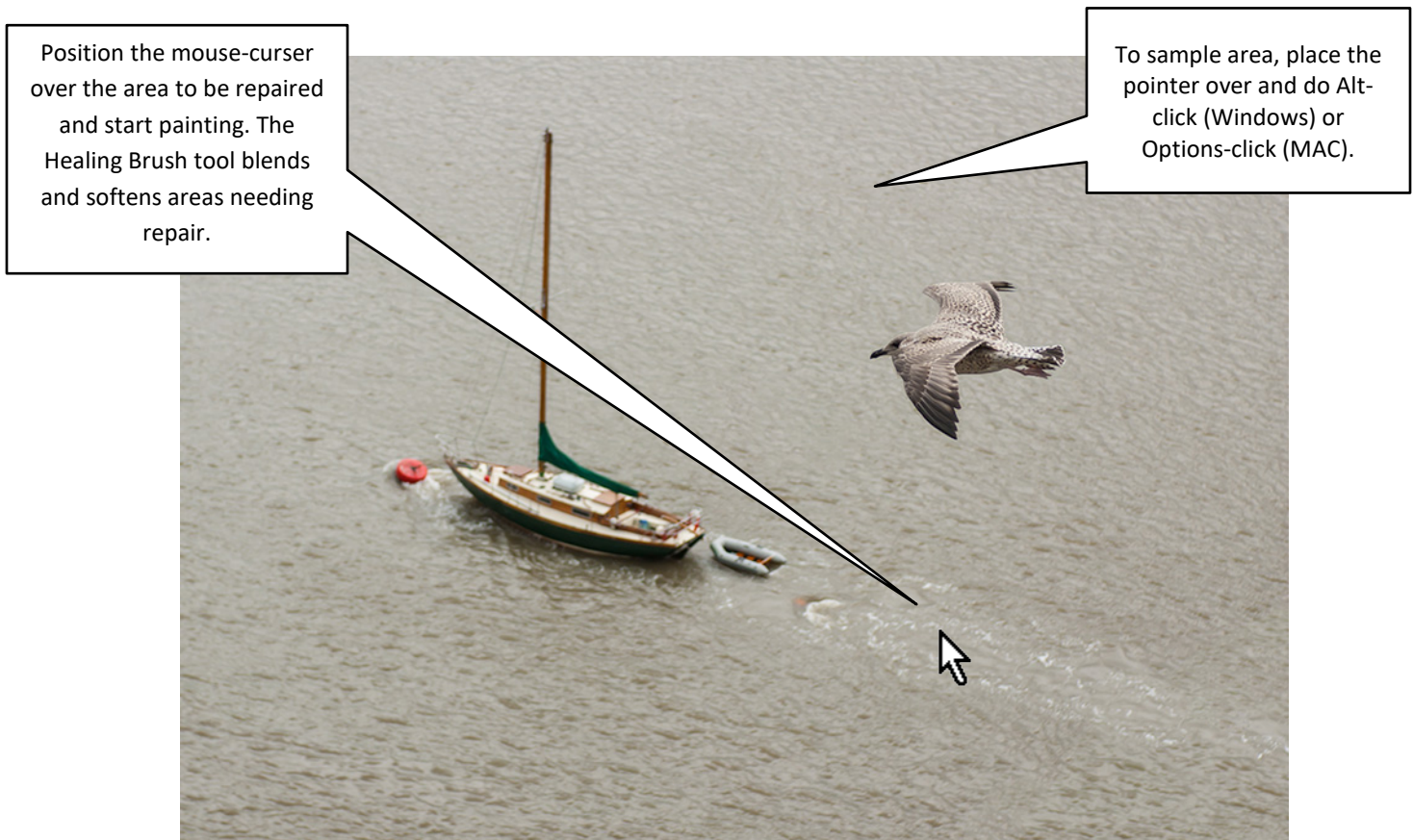
The Healing Brush tool

Use the Healing Brush tool for repairs, such as scratches or dust in scanned images. The Healing Brush requires a sample spot test prior to using this tool. To use, follow these simple steps:

Step 1 Select the Healing Brush tool from the Tools Panel.



Step 2 Find an area in the image that looks clear and evenly colored.





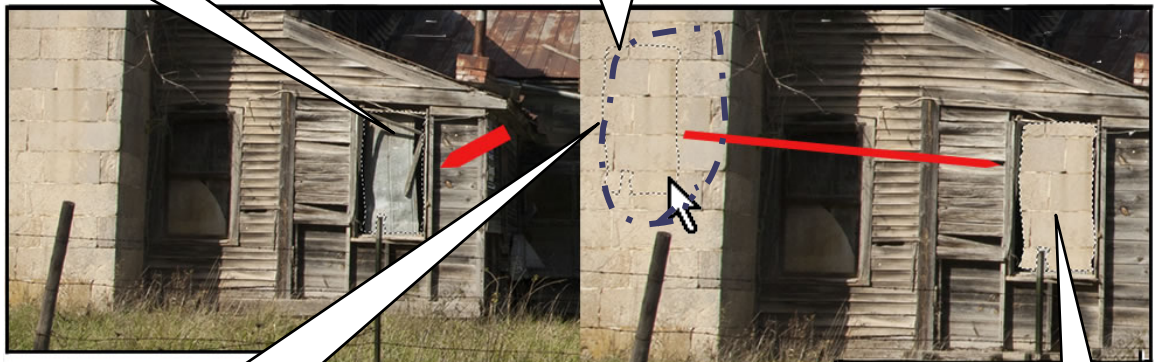
The Patch tool

Hidden behind the **Healing Brush** tool in the **Tools** panel is the **Patch** tool. Use the Patch tool to repair larger areas such as scratches or large areas of skin by following the steps:

Step 1 Click and hold the **Healing Brush** tool to select the **Patch** tool; on the **Options** bar, select the **Destination** radio button.

Step 1 Click and hold the **Healing Brush** tool to select the **Patch** tool; on the **Options** bar, select the **Destination** radio button.

Step 2 Patch either the source area or the destination. To do so, drag a good source area over that place needing repair.



Step 3 With Patch tool still selected, drag to create a marquee around the source you wish to use as a patch. The source should be an unscratched or undamaged area.



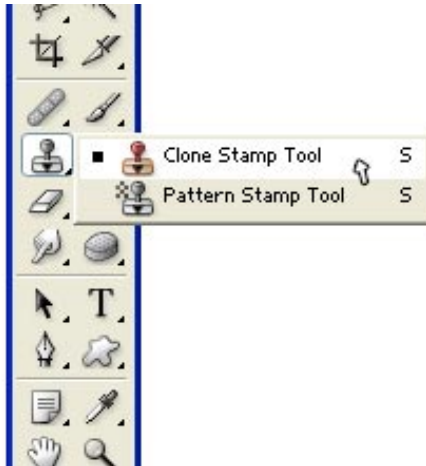
Step 5 To make the patch appear better, select **Edit > Fade Patch Selection** immediately after application of the patch. Adjust the opacity until no telltale signs show of any changes.

Step 4 After you create the marquee, drag the selected source area to the place to be repaired. The Patch tool clones the selected good source area to cover the selected bad areas.



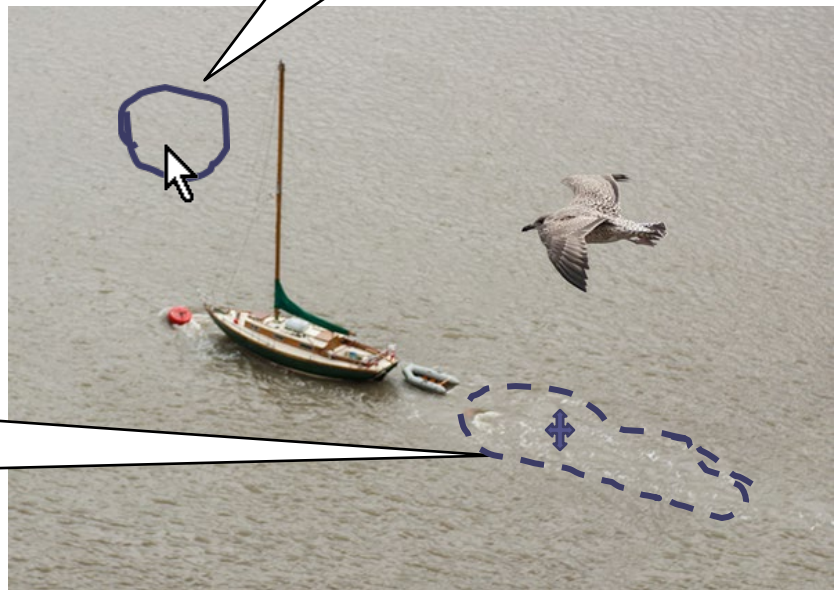
The Clone Stamp tool

The Clone Stamp tool is used for pixel to pixel cloning. Different from the Healing Brush tool as it does not automatically blend into any targeted area. This tool is best used for removing unwanted items from an image.



Step 1 With the Clone Stamp selected, position the cursor over an area you want to clone and then do an Alt-click (Windows) or Options-click (MAC) to define the cloned source.

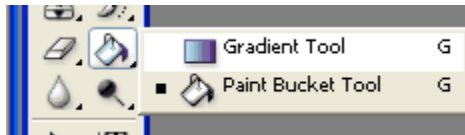
Step 2 Position the cursor over the area where you want to paint the cloned pixels and then begin pointing. The cross-hairs at the original sample area follow the pixels you are cloning.



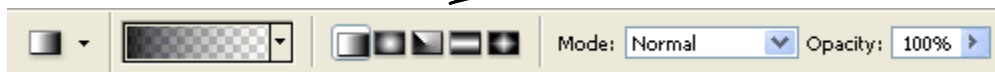


The Gradient tool

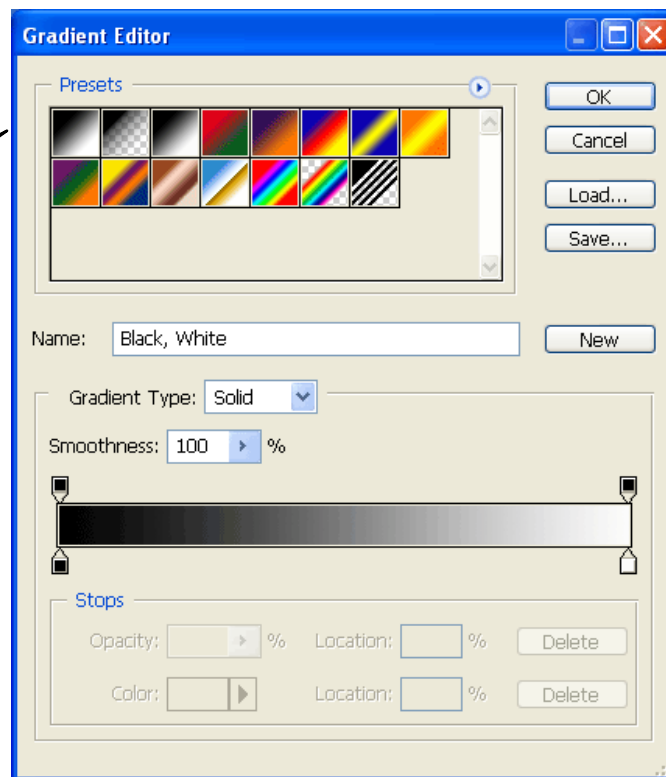
The Gradient tool brings color to an image area. From the **Options** bar various types of gradient can be selected such as *Linear*, *Radial*, *Angle*, *Reflected*, or *Diamond*. The default on the gradient are based upon the image current foreground and background colors. Clicking on the arrow on the **Gradient** button on the **Option** bar will assign a different preset gradient color scheme. To create a gradient:



Step 1 Choose the Gradient tool and click the Gradient Editor Button on the Options bar.



Step 2 The Gradient Editor Dialog box appears.

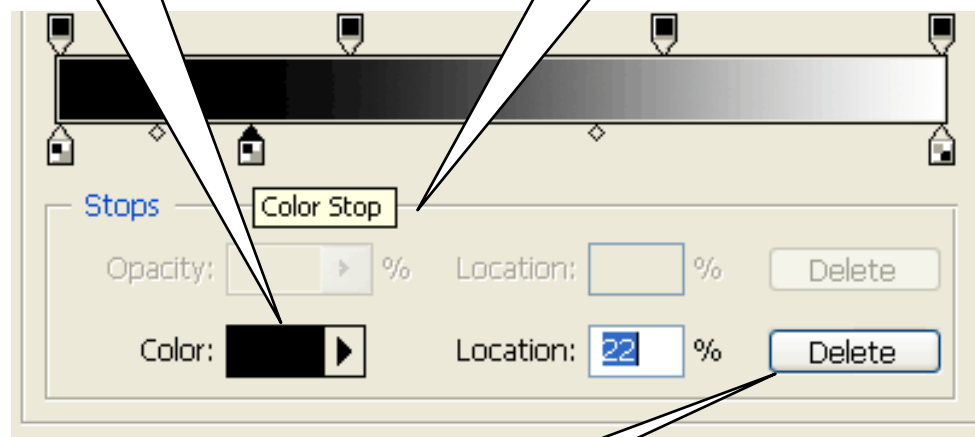




The Gradient Tool *continued*

Step 3 Click the stop and the color swatch to the right of the word **Color** to open the **Color Picker** and assign different colors to the stop.

Step 4 Click anywhere below the gradient to preview to add more color stops.

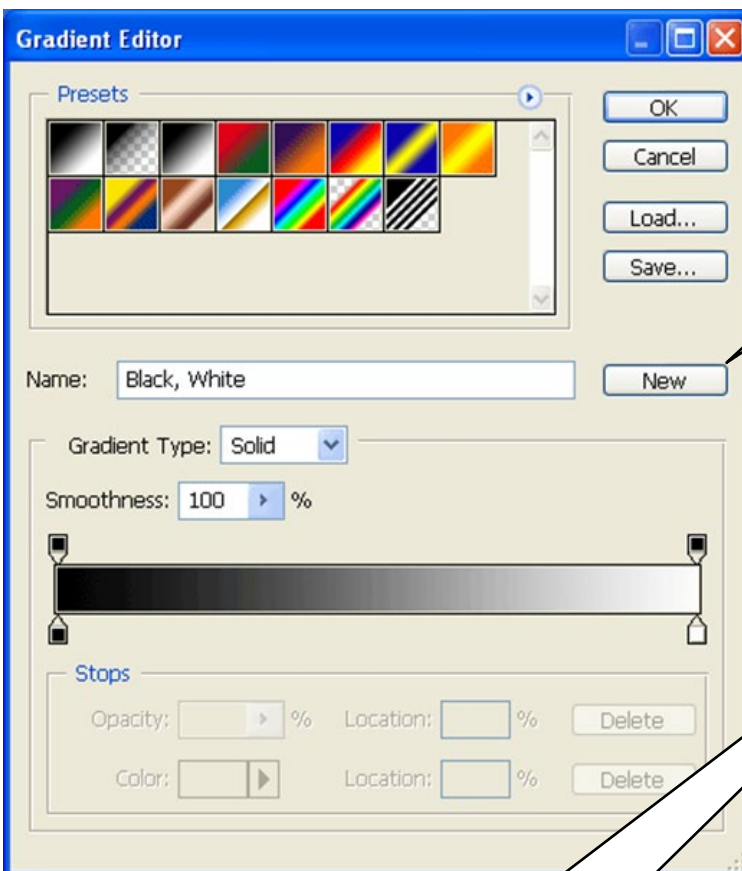
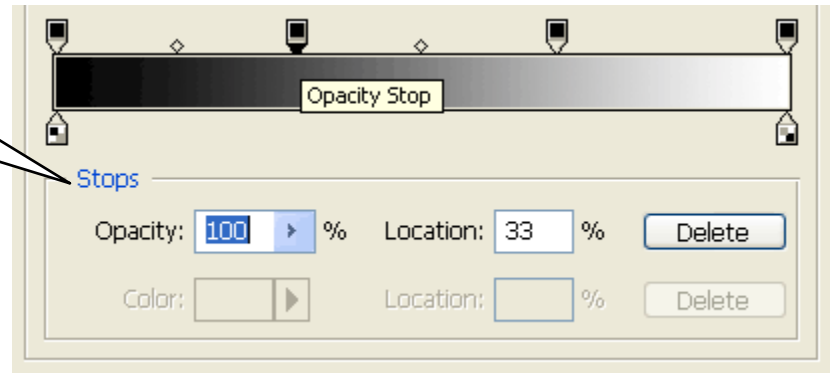


Step 5 Drag a color stop off the **Gradient Editor** Dialog box to delete it.

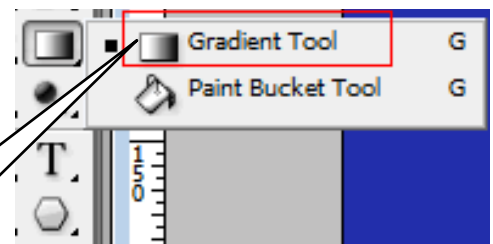


The Gradient Tool *continued*

Step 6 Click the top of the gradient preview to assign different stops with varying opacity. Assign varying amounts of opacity using the stops on top of the gradient slider



Step 7 When finished editing the gradient, name it and click the **New** button. The new gradient will be added to the preset gradient



Step 8 To apply the new gradient, drag across section or image with the Gradient tool.



Painting with Color

In this section, you will learn about using blending modes to change and add color to an image. Remember, you can't paint color while in a Grayscale mode. To add colors to a black and white image use the following steps:



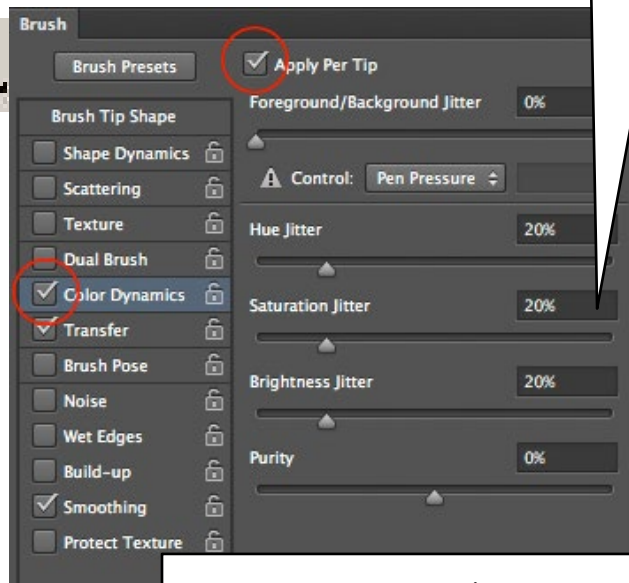
Step 1 Open an image in any color mode and choose Image → Mode → RGB.



Step 4 On the CS6 Options bar, select Color from the Mode list and then use the Saturation slider to change the opacity to 50%. You can also type 5.

Step 2 If the image is not already a grayscale image, choose Image → Adjustments → Desaturate.

Step 3 Choose the painting tool and from the Brush panel, choose the first color you want to paint with.



Step 5 Start painting. Color blending mode is used to change the color of the pixels while keeping intact the underlying grayscale (shading).