

Adobe Photoshop 7.0

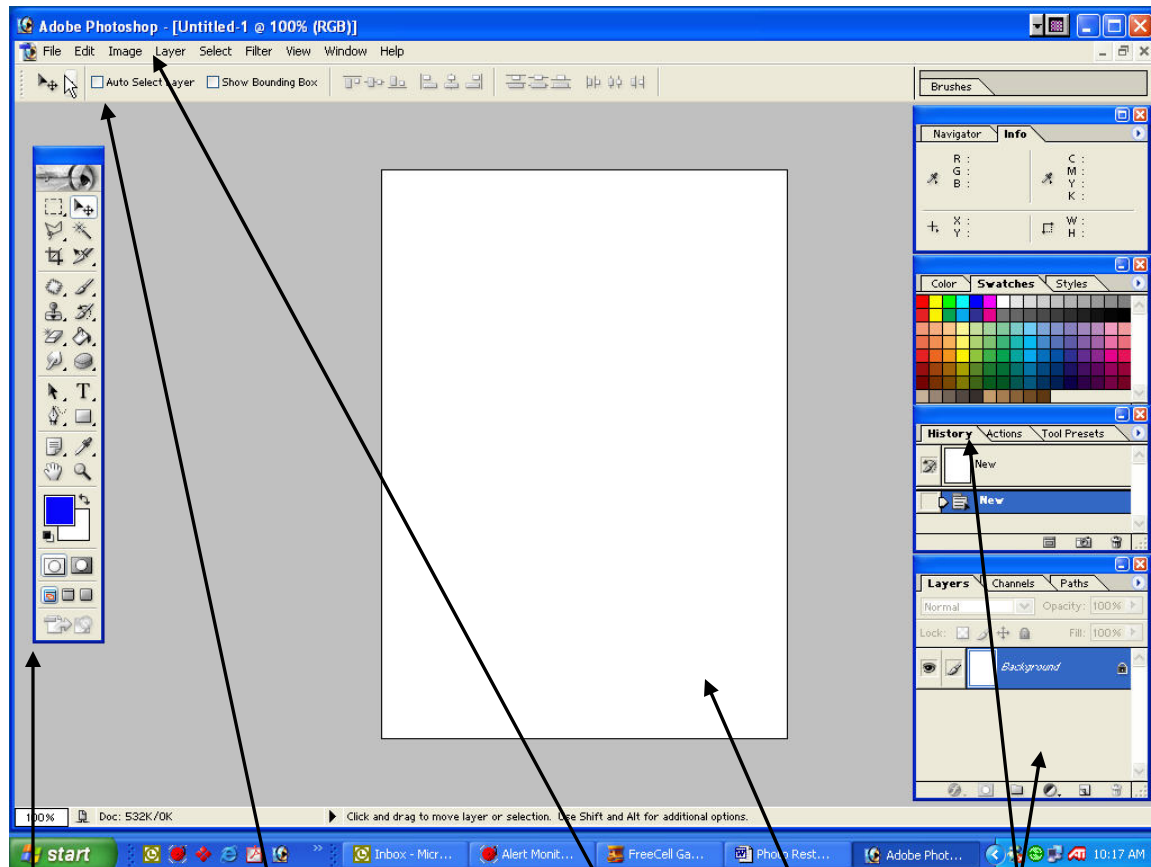


Photo Restoration

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I Photoshop Interface



Tool Bar

Tool Bar Options Menu

Menu Bar

Work Area

Pallettes

II Terminology

Image Size-the dimensions of your image. It can be measured in pixels and inches.

Background-your bottom layer. It can be transparent, colored, or white.

Resolution-refers to the number of pixels, small squares, that define your image and give it detail.

Number of pixels determines image resolution (ppi), monitor resolution (dpi), and printer resolution (dpi).

The more pixels your image includes makes the file larger even though your dimension are the same. Some important pixel ranges to consider when working on an image intended for different output methods:

Web-resolution should be no greater than 72.

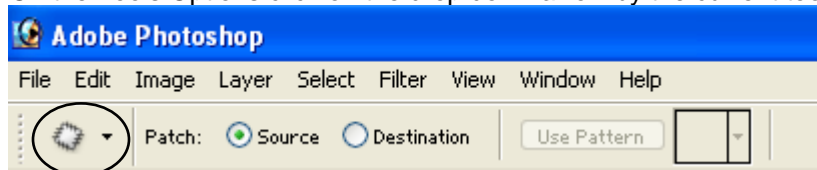
Print-resolution should be between 150-300

Film-resolution should be 600.


III Tools



Let's go over some useful information about tools in general. One thing that should always be done before you start working on a project is to reset the tools. If you have worked with a tool and made any changes to the options of that tool, Photoshop remembers these settings the next time you work with it, even if you close Photoshop and reopen it. To prevent errors let's reset the tools.

1. Click on any tool.
2. On the Tools Options click on the drop down arrow by the current tool.



3. On the window that appears, click on the arrow to the right and then click on Reset All Tools (about halfway down the list).
4. You will then be asked if you want to reset all the tools to their defaults. Click OK.

There are more tools available than what appears in the toolbox. Notice that beside some of the tools there is a little arrow (). This means that there are tools hidden behind them. Either hold your mouse down on the tool or click on the arrow. You are open to more possibilities.

We will be working with the Stamp Tool () and the Patch Tool () for this lesson. However there are some basic tools that you can experiment with later. The TEXT tool lets you add text to your photographs. You could label your photos with the date, or the event, or the names of the people in the photo. The CROP tool lets you size down your photo. Cropping allows you to really focus on the subject of the photo. Cut out all the distracting background to really bring the photo to life. Another way to crop your photo is by using the RECTANGULAR or ELIPTICAL MARQUEE tool. This lets you draw a rectangle or ellipse around the subject, then you will click on Image>Crop.

A. Keyboard Shortcuts

- a. CTRL + 0 (zero)- this allows you to view the image in actual pixels.
- b. CTRL and +-zooms in
- c. CTRL and minus sign-zooms out
- d. CTRL + d-deselects
- e. CTRL + z-undoes the last step
- f. D-resets foreground and background colors to the default (black and white)
- g. SHIFT + Delete- erases selection to transparency
- h. SHIFT + BackSpace-fills selection with foreground color
- i. CTRL + BackSpace-fills selection with background color

IV Photo Restoration Exercise

Tools Used

Rubber Stamp and Patch Tool

Filters Used

Noise-Dust & Scratches

File Used

Old Image.jpg (from the Samples folder included with Photoshop 7.0)

Process

We will be touching up this old photo:



First we want to take away some of the white speckles that are on the photo.

Path: **FILTER>NOISE>DUST&SCRATCHES**


This brings up a dust & scratches preview pane. You will see part of your picture in the box. Make sure that **PREVIEW** is checked. Place your cursor within the preview box. Notice that the cursor is a hand. **Click, hold and drag** your mouse so that a section of the picture with the most speckles appears in the box. Adjust the sliding arrow for the **RADIUS** until you achieve the results you are happy with. You can adjust the threshold but usually the default level is acceptable. Note: adjusting the Radius too much makes the picture appear too blurry.

Result of Noise Reduction



Using the Rubber Stamp

Now we are really going to touch up the file by using the rubber stamp. What we are doing in essence is duplicating the good parts of the picture. We are going to work on the background of the picture first.

Select the stamp tool  by clicking on it once. Under your Menu bar (at the top of the window), notice you have options for your rubber stamp. For brush we will be using size 19; for Mode we will be using Normal; for Opacity we will use 87%; for Flow we will use 50%. You can play with each of these settings for different effects.

Place your cursor on an area of the background that has no flaws. Hold down your **ALT** key and click once with the mouse. Release the **ALT** key and then move your mouse to an area that has speckles and start clicking. Notice each time you click that a **+** sign appears on the area that you **ALT** clicked (this is your sample area). You are duplicating this sample area to each spot that you click on. You should always take a “sampling” from an area that is around the area you want to fix. To take a new sample, **ALT** click then continue clicking in different areas.

Now we will work on the suit area. We will follow the same procedures. Find an area that is flawless and **ALT** click. Then start clicking to repair his suit. To take a new sample, **ALT** click, then start clicking to repair.

For the face area, we want to get a real close look at what needs repairing. Let us zoom in on the picture by holding **Ctrl** and the **+** sign on your number pad (you can also hold down **Ctrl** and the minus sign on your number pad to zoom out). We will want to reduce the size of our stamp. Let's use 5. We are also going to be re-sampling quite a lot. Make sure you can see the flaws up by his hairline. Take a sample as close to the flaw as possible (remember **ALT** click) and then click on the flaw. It disappears. Go by the next flaw and take another sample (**ALT** click) then click on the flaw. Continue in this manner until the face is flawless.

Result of Rubber Stamp



Close your file. You do not have to save it.

Using the Patch Tool

The stamp tool worked great for this photo. For one reason it was a grey scale so there were not a lot of hues to duplicate. They all blended well. But what about a colorful image? If we were to use the stamp tool, say, to fill in some more bluebonnets to make it more vibrant, the bluebonnets would look like they were stamped in. It would not look authentic.

Using the Patch tool, the sample is blended better into the destination area. Let's open the bluebonnet picture.

First thing we want to do is make a copy of the image by creating a new layer. On the layer Palette, click on the background layer and drag to the new layer icon.

V Correcting Your Work

There are a couple of ways to undo your work. There is not the traditional undo. If you were to click on EDIT>Undo, it would only undo the last step you did (CTRL + Z). You can use your History Palette located on the right side of the Photoshop interface. The history keeps track of all the steps you have done. You can go back several steps, however, keep in mind that it is limited. The last way to undo your work, is to Click on File>Revert. This takes the image back to opening stage or to the last saved state.

VI Saving your Work

Click on File>SaveAs to save your image. Here are some useful formats.

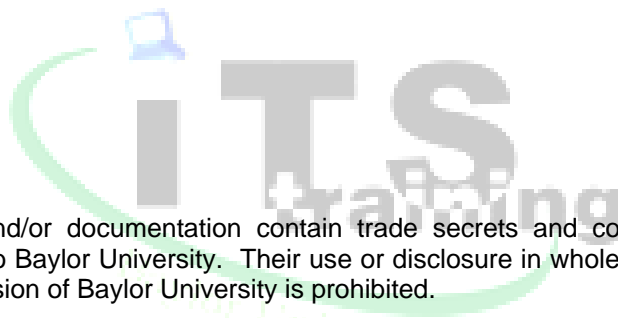
.psd-Photoshop Format...this preserves layers
.jpg-usually used for graphics for web use
.gif-usually used for text for the web
.tiff-great for preserving quality for printing

VII Saving for the Web

Click on File>Save for the Web.

Choose 4-up Tab and you will be shown four different options for you photo, one being the original. Notice that under each image, there is some information. If you were to choose that image option then your image would be the size indicated and download at the speed indicated. To select one of the options simply click on it. You will know that it is selected if there is a black outline around the image. When you are done with your settings, click on the image that you want to use and click save. This launches the Save As Optimized screen (similar to a regular Save As screen).

Training
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