

Photoshop CS5 - Advanced design techniques

Duration - 2 days

This course covers a wide range of sophisticated design techniques for print and online, centered around gaining an in-depth knowledge of Layers, Masks, Channels and other related topics. The course is based on real-world projects which make the most of the power and scope of Photoshop. Delegates are encouraged to experiment and explore specific areas of interest.

Requirements: You should already be familiar with basic Photoshop techniques such as making simple selections, retouching, colour correction, cropping, resizing and basic layer techniques. See our Introduction to Photoshop course outline for more information.

General

- Working with Bridge and mini-bridge.
- Managing presets.
- Setting up Preferences.
- Color Settings - working with colour for the screen and for print, customising colour settings, embedding colour profiles..

Selection techniques

- A comprehensive look at selection techniques, including:
- Color Range.
- Refine Edge.
- Quick Mask and Rubyolith mode.
- Using Alpha channels to generate selections.
- Using keyboard shortcuts to speed up the selection process.

Layers

- Adjustment and fill layers.
- Working with layer Groups.
- Using Blending modes.
- Smart Objects - placing content as Smart Objects, creating your own Smart Objects from existing layers, non-destructive transformations, nesting.

Masking techniques

- Understanding the principals behind using masks for selectively revealing or hiding various layers.
- Generating Layer Masks from selections, gradients, by painting and more.
- Copying masks between layers.
- Applying masks to layer groups.
- Working with Vector masks.
- Clipping Masks: applying to adjustments and to other types of layers, clipping multiple layers.

Effects and Filters

- Smart Filters: converting layers for Smart Filters, blending options and masks.
- Layer styles - creating and editing styles, going into depth with style parameters for plastic, metal and other effects.
- Fill opacity and advanced blending options.

Channels

- Understanding document colour channels.
- Saving selections as Alpha Channels.
- Editing channels.
- Filters that use channels.

Shape Layers

- Creating and editing shapes.
- Drawing accurate paths.
- Converting paths to selections.
- Combining shapes.
- Saving custom shape presets.

Type

- Understanding the type tools.
- Type on paths and in areas.
- Type layers as masks and more.

3D

- Using Repoussé to create 3D content from Text, Shape layers and other content.
- Creating standard shapes from layers.
- Creating 3D postcard layers.
- Combining 3D elements, creating reflections and shadows, tricks with opacity masks.

Other topics

- Working with the 'Brush Engine', modifying and designing your own brushes, special effects with brushes.
- Transformations - pixels, paths and selections, tips and tricks with free transform.