

How to: Basic shape selections, marquee, lasso, magnetic lasso and an introduction to the Quick Mask

Objective: to gain a greater understanding of these basic selection tools.

We will be selecting a portion of the image.
Photoshop sees a selection as black and white (grayscale).
White is the active portion of the selection, black is the inactive portion (sounds like a layer mask description)
Remember to feather the selection for a soft transition, this will be shades of gray in your b&w selection.

Selection tools for this how to:

-Marquee, lasso, magnetic lasso.

Marquee Tool, rectangular, oval or single row, column selections

+ Crop Tool -check pages 42 & 43 for more info
-state change buttons, new, add, subtract, intersect
- feather sets amount of blend on the edges of selection
ex. 15p feather = 15p out 15p in = total feather 30 pixels
the **better way to feather from menu--select --feather better yet... a gaussian blur on the mask**
-anti-alias subtly blends edges of selection w/surrounding area --on
-style, normal, fixed aspect ratio, fixed size

Feathering the rectangular marquee exercise:

Create a new canvas: 8x10 @ a resolution of 300

- 1) Use the marquee tool and draw a rectangle. Fill it with black
- 2) Use the marquee tool and draw a rectangle. Feather by 10. Fill it with black
- 3) Use the marquee tool and draw a rectangle. Feather by 50. Fill it with black
- 4) Use the marquee tool and draw a rectangle. Feather by 100. Fill it with black

Create a new canvas: 8x10 @ a resolution of 72

- 1) Use the marquee tool and draw a rectangle. Fill it with black
- 2) Use the marquee tool and draw a rectangle. Feather by 10. Fill it with black
- 3) Use the marquee tool and draw a rectangle. Feather by 50. Fill it with black
- 4) Use the marquee tool and draw a rectangle. Feather by 100. Fill it with black

modifier keys style--constrained aspect ratio
- shift key = contains selection 1:1
- option key [alt]= selection draws from center
- hold shift [alt] key drag = perfect circle
-option+shift [alt+shift]=perfect square or circle from center of object

click outside selection, you lose it
click inside selection, you may move it slightly

If you bought the book
Photoshop Masking and Compositing by
Katrin Eisman you can go to the website

<http://www.photoshopmasking.com/>

to download sample images for practice.

Exercise:

- 1) Open a photograph with a square or rectangle to be selected
- 2) Use the rectangular marquee to make a selection of the object
-Start at the upper right side drag out to the bottom right corner.
- 3) Is it perfect? If not try again
- 4) Can it be nudged into position? Click the arrow keys and nudge by using the arrow keys on the keyboard.

Ok so it is not quite perfect, try this

***5) Menu -select - transform selection

-Use the handles to push or pull the Selection into place.
-Rotate the selection
-Move the mouse 1/2 inch from the corner handles a curved arrow will appear. While holding down the mouse button move in the direction you want the selection to rotate.
-Control - click [right - click] -near any of the handles to bring up the context sensitive controls. Scale, rotate, skew, distort, apply perspective, rotate in exact increments, flip

- 6) Press return or enter to apply the transformation

Elliptical Marquee Tool

-Nested under the rectangular marquee tool.
As Katrin Eismann says the elliptical marquee tool is the rectangular marquee tool in disguise.

Exercise:

- 1) Open your photo with the round object
- 2) Use the elliptical marquee drag from the center
-Did it work?
- 3) Try this
Shift + option [shift = alt] drag up and toward a top corner.

Exercise 2:

- 1) Drag guide lines to edge of circle
- 2) Elliptical marquee click upper left corner of guides and drag to bottom right corner. Wow
- 3) Remember **-menu -select - transform selection**
-To fine tune

When making selections work at 100%

-Sometimes even 200%

When you run out of monitor space use the space bar to activate the hand and move the canvas.

lasso, polygon & magnetic lasso tools

Makes selections based on physical proximity of pixels

Lasso

- To make free hand selections, click and drag
- Place cursor, hold option key, click -move mouse to new location, click, a straight line will be drawn
- When you let go of the mouse or option key a straight line is drawn back to the start of the selection

Polygon

- Straight lines, click drag a line is drawn
- Double click to close the selection
- Esc key, to get out of unfinished selection

Magnetic lasso

- Set a contrast value, for the edge you are trying to capture, then draw freehand around selection, letting the lasso decide how to draw the selection
- Set anchor point, let lasso add points, Also you can add points by clicking, draw till you reach starting point. Double click to draw straight line to start
- Defaults
 - lasso width 10
 - Frequency 57
 - Edge contrast 10

Magic wand

- Makes selections based on color value of adjacent pixels
- "Tolerance" determines how close in value pixels must be before they can be selected.
 - Lower#, more similar colors must be
 - Higher#, greater range of colors
 - "Use all layers", use's merged version of all visible layers, but only affects current active layer

Polygonal Lasso

- 1) Open a photograph with an object with straight
- 2) Make a selection of your object using the polygonal lasso

- 3) Refine the selection
 - Zoom in to inspect your selection

- 4) Save your selection
 - Menu -select - save selection

Standard Lasso Tool

Use this tool for straight and curved, organically shaped objects.

- 1) Open that organic image (straight and curved edge)
- 2) Choose the lasso tool
 - Remember by clicking option [alt] the lasso turns into the polygonal lasso.

- Start the selection on the straight edge
- Press the option key and click the corner of the straight section.
- Keep holding the option key, release the mouse button
- Move the mouse to the end of the straight section, click, a straight line is drawn
- Repeat until you come to a curved section
- Release the option [alt] key, but keep the mouse button depressed.
- Trace along the curve.
- Press the option [alt] key, release the mouse button. Continue drawing a straight line.

***The hand tool cannot be accessed by pressing the space bar while using the polygonal lasso tool.
As you reach the edge of your canvas and the polygonal lasso tool touches the edge of the image the image will scroll***

Modify, Clean-up, Make better

- + **add** to a selection: **shift**-mouse click-drag
- **subtract** from a selection: **option**-mouse click-drag

Quick Mask

Used to create and refine selections.

- 1) You can start with an existing selection
- 2) You can enter the QM and paint a selection with the paint tools. You can even filter the QM .

Start with the default settings (pg 59)

Exercise:

- 1) Open an image that has an object to select.
 - 2) Make an initial setting with any selection tool.
 - 3) Press "q" on the keyboard to enter QM
-Or click the QM icon under the color picker in the tool bar
- A red transparent overlay indicates the non-selected area. At this point you can use the paint tools to refine your selection.
- The opacity of the brush should be 100%, blend mode normal
- Use a hard edged brush to mimic the hard edge that was created in your initial selection.

Remember

Black conceals (appears in qm red)

White reveals (appears to erase red in qm)

Press "x" to toggle between foreground and background colors

Left bracket key to make the brush smaller

Right bracket key to make the brush larger

- 4) When the selection looks good press "q" on the keyboard to bring back up the selection (dancing ants)

To check the QM in b&w go to the channels palette click the eyeball next to RGB. You will see the QM in b&w making it easier to see problems.

Dust problems, white specks in the QM

- 1) Use a small black brush start spotting
- 2) Choose Filters - Noise - Dust and Scratches
Move the radius slider until the dust disappears, use as low a radius as possible.

Quick Mask w/o a Selection

QM Options

- You may want to change the default settings, so the selected areas appear as the overlay.
- You can change the color of the overlay if desired.

Exercise:

- 1) Open an image that has an object to select.
- 2) Check to make sure there is no active selection command 'd'
- 3) Press "q" to enter QM
- 4) zoom in, use a hard edged black brush to trace inside edge of object to be selected. when you close the object in you can use a larger brush or the paint bucket to fill the inside of the selection.
- 5) Press "q" to exit Qm, your object will be selected

Quick Mask and Filters

- 1) When in QM use the gaussian blur filter to soften the edges of your selection

Color Range, Grow And Similar, Qm & Gaussian Blur, Same Selection, Border Selection To A New Layer

Select All	Command "a"
Deselect	Command "d"
Reselect	Command shift "d"
Inverse	Command shift "i"

Select All -selects entire active layer -entire channel -entire document if only one layer

BIG DATA

image data outside of the visible canvas

Good -lets you move a portion of the image out of the visible canvas. The image is still there.

Bad -adds to file size

You can trim this big data

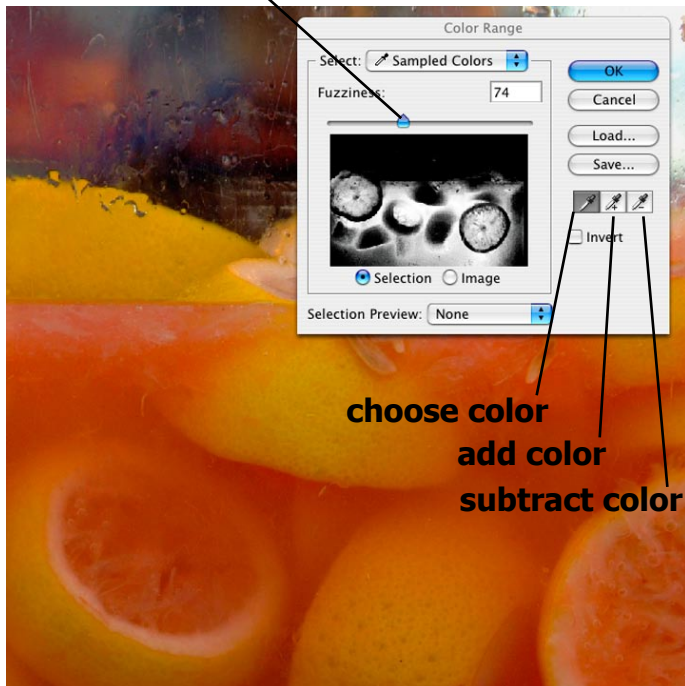
- 1) Select All
- 2) Menu - Image - Crop

If you want to see what you are cropping (good idea)

- Select Image - Reveal All

- Command "z" to undo

Color Range -Menu - Select - Color Range fuzziness slider



- You can use the choose, add or subtract eyedroppers on the image or the dialogue box

- Instead of using the Add Eye Dropper you can press the **Shift Key** to add color to the Color Range Selection

- **Option Key** to take away color from the Color Range Selection

CONTROL

you can make a rough selection before entering the Color Range Dialogue box, then define the selection from Color Range

fuzziness slider can refine a color selection

-Make the color selection with the eyedroppers, use the fuzziness slider to refine the edge transition of your selection. The Fuzziness Slider can select a partial and full pixels

Selection Preview

Default -**None**

Grayscale -Shows what the selection would look like if it were a Channel Mask

Black Matte -Shows what the selection would look like if it were pasted onto a black background

White Matte -Shows what the selection would look like if it were pasted onto a white background

Quick Mask -Previews selection in QM mode

Sampled Colors

Can be useful -take a portrait with a red cast in the face - Color Range -Sample Color -Red, -OK

Use Hue and Saturation to take down the red

Grow and Similar and Feather

Both need an active selection to begin

-**Grow** adds directly to a selection

-**Similar** looks throughout the entire image for color and tone falling within the parameters set by the Magic Wand Tolerance.

-**Feather** softens the edge of your selection

You cannot preview these selections there is a better way

QM and Gaussian Blur (FEATHER, the better way)

With this technique we can see the feather

Exercise:

- 1) Create a new document -8.5x11 -resolution 300
- 2) Open an image with an object to select. Make a selection of the object
- 3) save this selection to use again later
Menu - Select - Save Selection
- 4) Enter QM (double click QM icon to make sure Masked Areas is chosen)
- 5) Menu - Filter - Blur - Gaussian Blur
set Gaussian Blur to 1 -Click OK
- 6) Exit QM to reveal selection (dancing Ants)
-drag selection with move tool to the new canvas you created earlier
- 7) Repeat above steps 2 more time with settings of 20 and 75 for your gaussian blur

-save new canvas

Border Menu - Select - Modify - Border

A technique for refining edge transitions in composite pieces.

- 1) With a selection active go Menu - Select - Modify - Border this will create a double edged selection
-Known as loading the transparency of a layer
- 2) Set width to 4 pixels
- 3) Command "J" to place border selection onto its own layer
- 4) Use Gaussian blur to soften the edge of this border
You can use the layer opacity of the border layer to lessen the effect of the blur
or try the blend modes (you are in CONTROL)

Smooth Menu - Select - Modify - Smooth

This command lets you smooth out bumpy ragged selections.

You cannot preview the effect as you work, so try this

QM and Median Filter (Filter - Noise - Median)

Exercise:

- 1) Open an image with an object to select. Make a selection of the object
- 2) Create that bumpy selection
- 3) Enter QM
- 4) Go -Menu - Filter - Noise - Median
Adjust radius setting to smooth selection
(This is also a great way of removing small specs from the QM selection)

Expand and Contract Selections

Used to expand or contract a selection (get rid of the background halos)
can't see what is happening until it is done, so try this.

Expand

QM Menu - Filter - Other - Maximum

Contract

QM Menu - Filter - Other - Minimum

You can also use curves to expand and contract

- 1) Make a selection
- 2) Enter QM
- 3) Apply a gaussian blur .5 to 1 pixel
- 4) use -Image - Adjustments - Curves to finesse the selection
use the midtone handles to increase or decrease the QM