



# Chapter 5

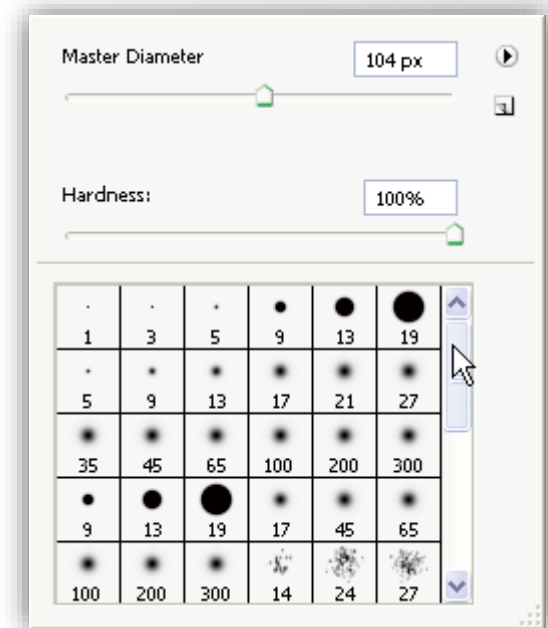
## Brush, Paint, Eraser Tools

# BRUSH TOOLS

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# Brush Tool

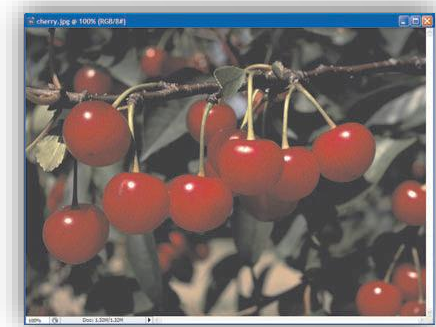
- The Brush Tool applies the foreground color on your image. The brush preset picker makes quick access to size (B), hardness (D), and preset of brushes (E). Diameter changes the brush size. Drag the slider (B) or enter a value (A). Hardness (D) sets the amount of anti-aliasing for the brush tool. At 100% (C), the brush tool paints with the hardest brush tip, but is still anti-aliased.



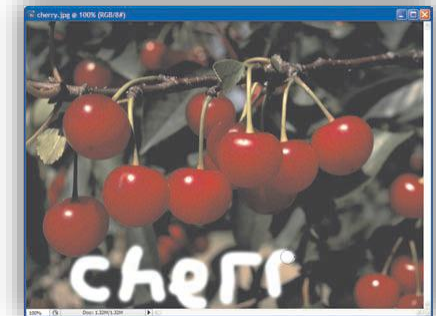
Brush Preset Picker Dialog Box

# Changing Preset Brush Options

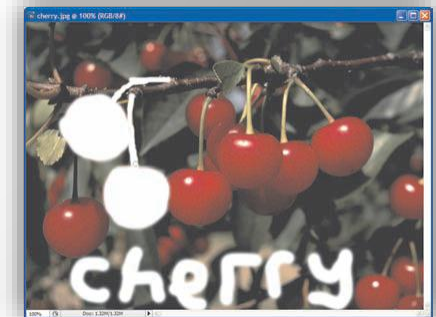
- Open the image file **cherry.jpg**
- Select the *Brush Tool*
- Right click on the picture or click the *Brush Preset Picker* to open the brush preset.
- Set the *Master Diameter* to 30 px
- Set the *Hardness* to 50%.
- Write Cherry on the bottom of the picture
- Paint two of the cherries. Use a smaller brush to paint the stalk of the cherries.
- Save your image.



Cherry.jpg



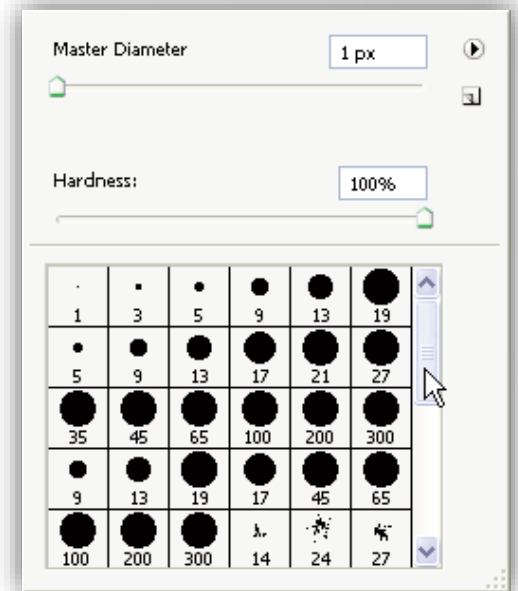
Writing by Using the Brush Tool



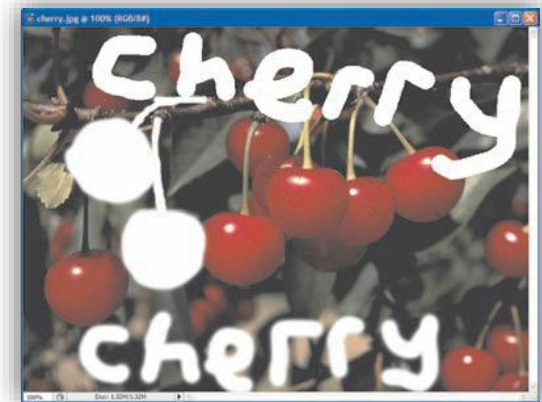
Painting Cherries by Using the Brush Tool

# Pencil Tool

- The Pencil Tool creates hard-edged lines. It uses the same preset as a brush tool. But the value of hardness is 100%. You can't change it even if you select the soft-edged pencil.
  - Open your modified cherry file.
  - Select *Pencil Tool*
  - Right click on the picture or click *Brush Preset Picker* to open the brush preset.
  - Set the *Master Diameter* to 30 px.
  - Write Cherry on the top of picture.
  - Save your image.
  - Compare the brush and pencil writings.



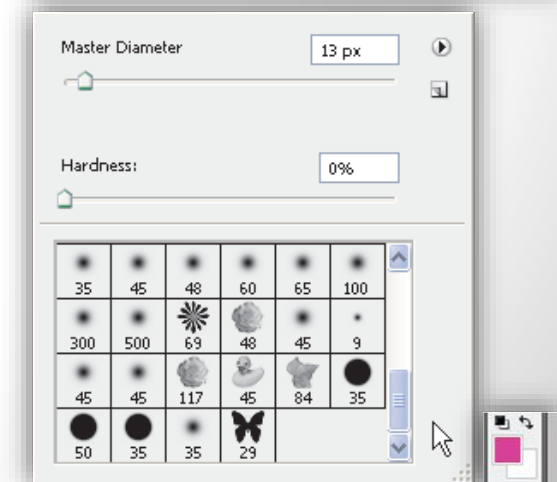
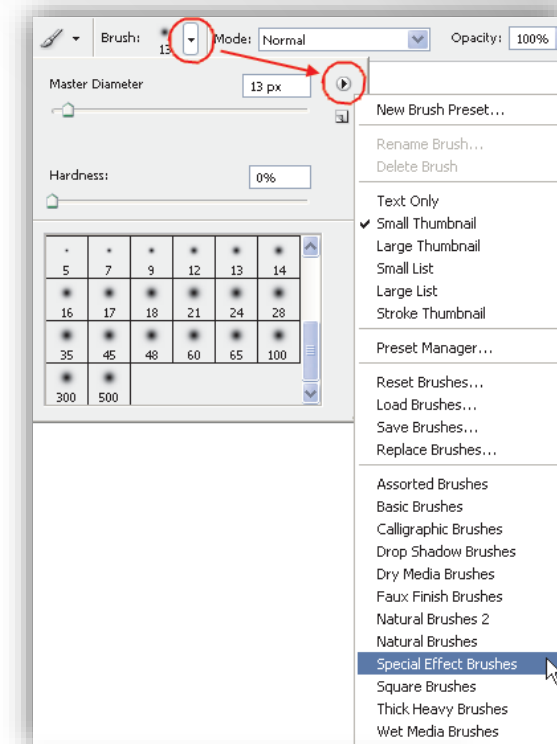
Pencil Preset Picker Dialog Box



Writing with the Pencil Tool

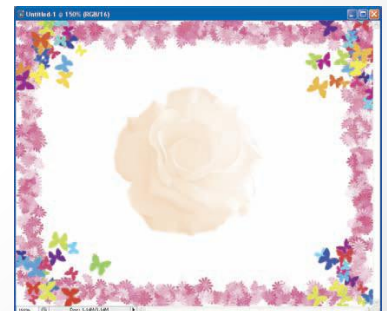
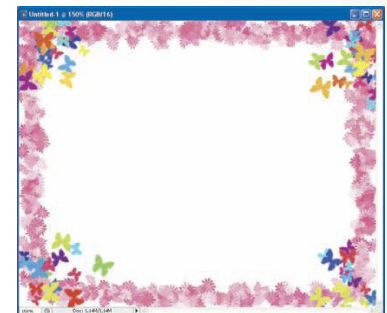
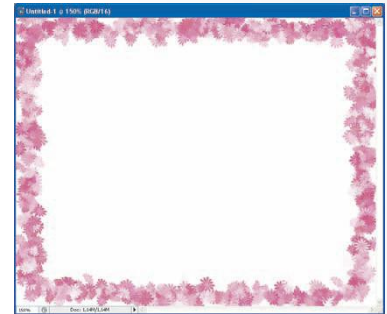
# Practice

- Invitation Card with Brush Tool
  - Create a new document: 500\*400 px
  - Select the *Brush Tool* from Toolbox.
  - Just below the menu bar you will see the *Tool Presets* menu for the Brush Tool.
  - Click on the arrows circled to expand the menus
  - Select Special Effects Brushes from the coming menu. Click OK when it prompts.
  - Select the first brush(flower) and change its size to 25 px.
  - Click on the foreground and background colors and select two bright colors.



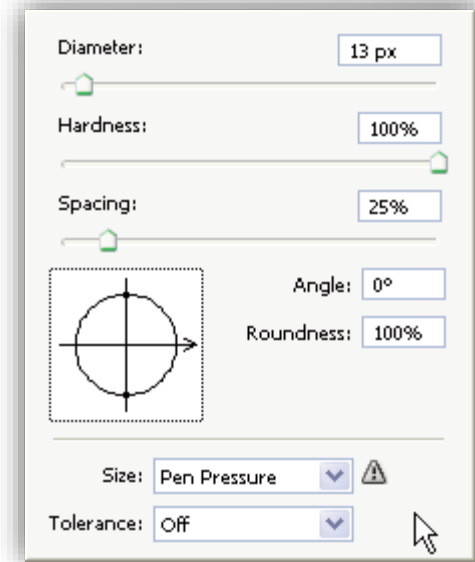
# Practice

- Invitation Card with Brush Tool
  - Draw a borderline with the flowers.
  - Select the butterflies brush and draw some butterflies.
  - Select the *Scattered Roses* brush and apply those settings: *Brush 215*, *Mode normal*, *Opacity 42%*, and *Flow 100%*.
  - Draw a single rose to the center of the canvas. Here is the result.



# Color Replacement Tool

- The **Color Replacement** tool simplifies the replacing of specific colors in your image. You can paint over a targeted color with a corrective color.
- Using the Color Replacement Tool
  - 1. Select the **Color Replacement** tool.
  - 2. Choose a brush tip in the options bar.
  - 3. For tolerance, enter a percentage value (ranging from 0 to 255) or drag the slider. Choose a low percentage to replace colors very similar to the pixel you click, or raise the percentage to replace a broader range of colors.
  - 4. Choose a foreground color that replaces the unwanted color.
  - 5. Click the color you want to replace in the image.
  - 6. Drag in the image to replace the targeted color.



Color Replacement  
Dialog Box

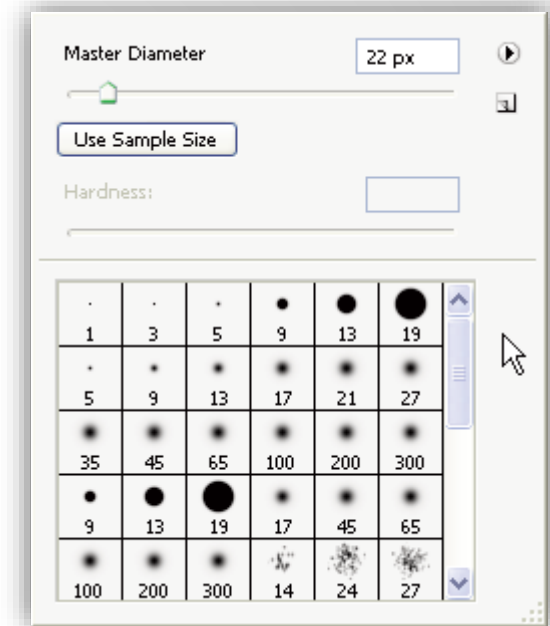
# Practice

- *Coloring a Vase With Color Replacement Tool*
  - Open the file vase.psd.
  - Select the *Color Replacement Tool* and define an average size brush with %0 hardness.
  - Select a new color you want the vase to be by changing the foreground color.
  - Move the brush on all parts of the vase to apply the new color.



# History Brush Tool

- The *History Brush Tool* paints from an earlier version of the image. First it makes a copy of the image as it was, then uses the content of this copy to paint with.
- Using the History Brush Tool
  - Select the *History Brush Tool* .
  - Choose a brush from the *Brush Presets Picker*, and set the brush options.
  - Drag in the image to paint.



History Brush Tool  
Dialog Box

# Practice

## → Using the Color Replacement and History Brush Tools

→ Open the image **children.jpg**.

→ Select the *Color Replacement Tool*.

→ Set the foreground color to white.

→ Choose a big brush size.

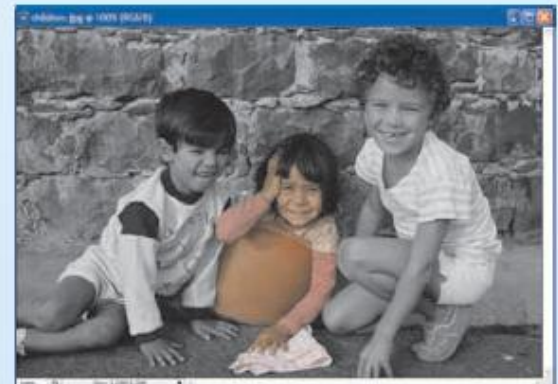
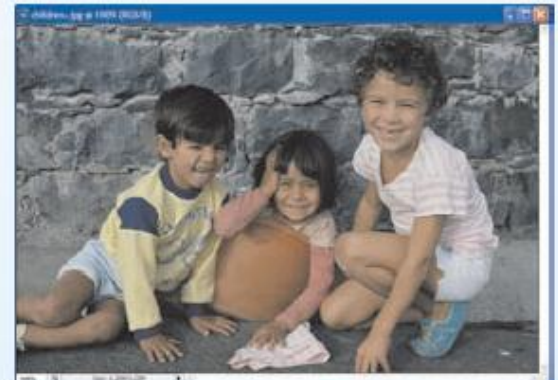
→ Color the entire image. The appearance will be grayscale.

→ Select the *History Brush Tool*.

→ Choose a small brush size.

→ Color only the girl carefully.

→ Save the image.

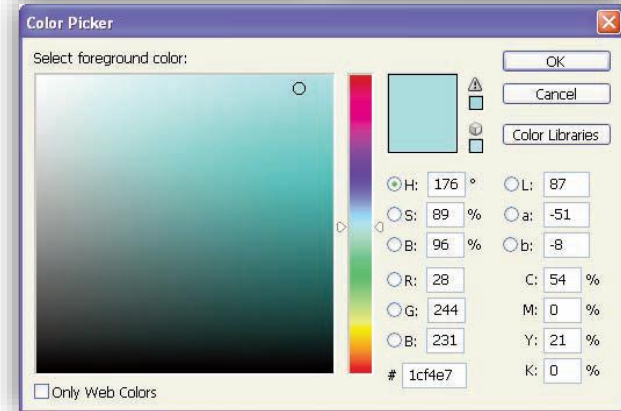
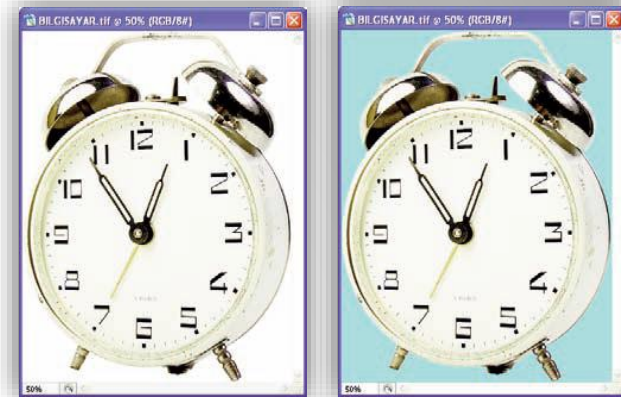


# PAINT AND EDIT TOOLS

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# Paint Bucket Tool

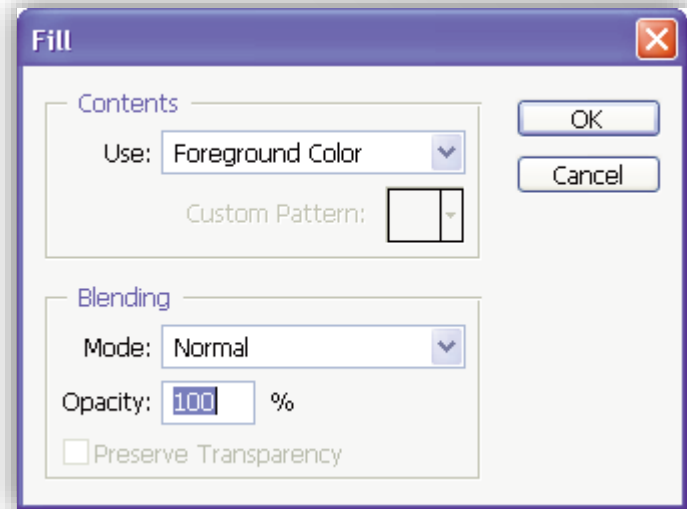
- The **Paint Bucket Tool** fills adjacent pixels that are similar in color value to the pixels you click. It works in a similar way as the magic wand tool, but in this case filling adjoining pixels that fall within the tolerance setting. You can use the *Paint Bucket Tool* within a selection or on the entire image.
- Using the Paint Bucket Tool
  - Choose a foreground color.
  - Select the *Paint Bucket Tool*.
  - Enter the tolerance for the fill.
  - Click the part of the image you want to fill. All specified pixels within the specified tolerance are filled with the foreground color or pattern.



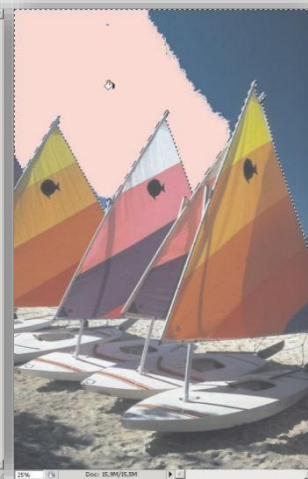
The tolerance defines how similar in color a pixel must be to be filled. Values can range from 0 to 255. A low tolerance fills pixels within a range of color values very similar to the pixel you click. A high tolerance fills pixels within a broader range.

# Filling

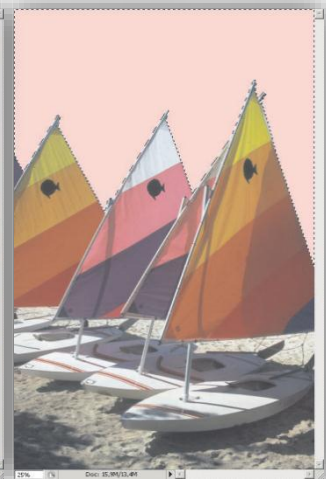
You can use the *Fill Dialog Box* to fill a whole layer or a selection. The main difference between the *Fill Dialog Box* and the *Paint Bucket* is tolerance. There is no tolerance on the *Fill Dialog Box*. It means your layer or selection will be covered by the color that you specify in the fill dialog box. In the fill dialog box you can use your foreground color, background color or specify the color. It's also possible to use a pattern.



Original Image



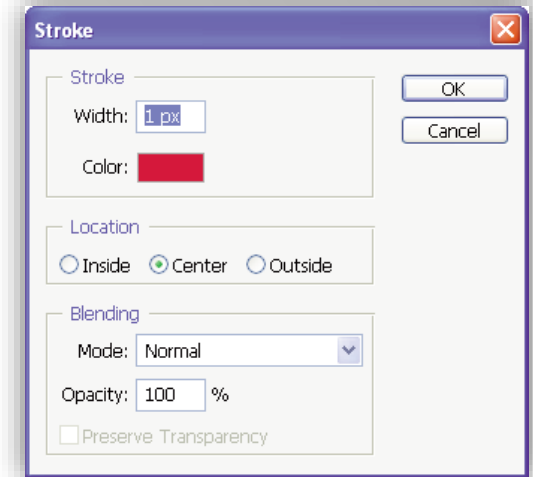
Paint Bucket Applied



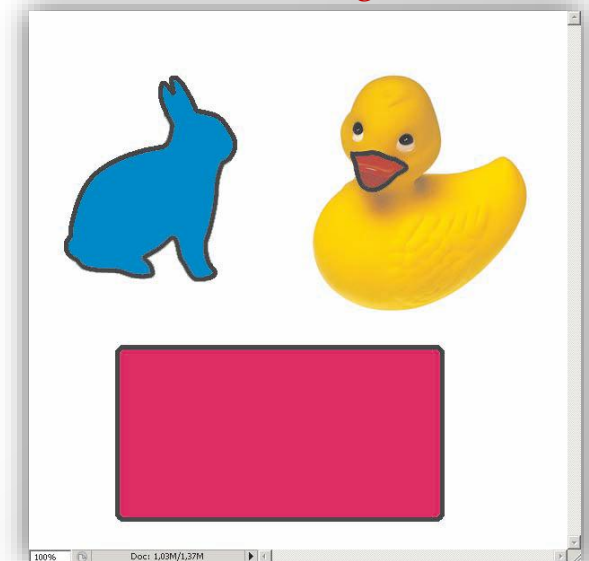
Fill Color Applied

# Stroking

- You can use the *Stroke* command to paint a colored border around a selection, layer, or path. *Stroke* can be used to set off a photo with a frame or highlight a section of an image or stroke an image layer.
- By using stroke you can do followings:
  - Set a frame for your photo
  - Highlight a section of an image
- **Stroke an Image Layer**
  - 1. Select the area or layer.
  - 2. Choose *Edit -> Stroke*.
  - 3. In the *Stroke Dialog Box*, specify the width of the border.
  - 4. For Location, specify whether to place the border inside, outside, or centered over the selection or layer boundaries.

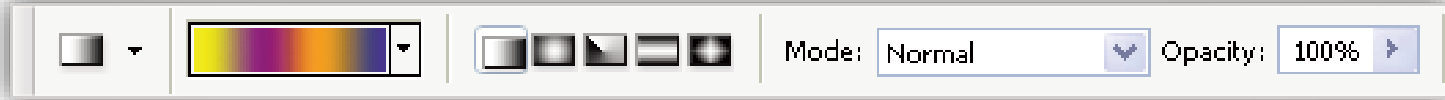


Stroke Dialog Box



After Applying Stroke Command

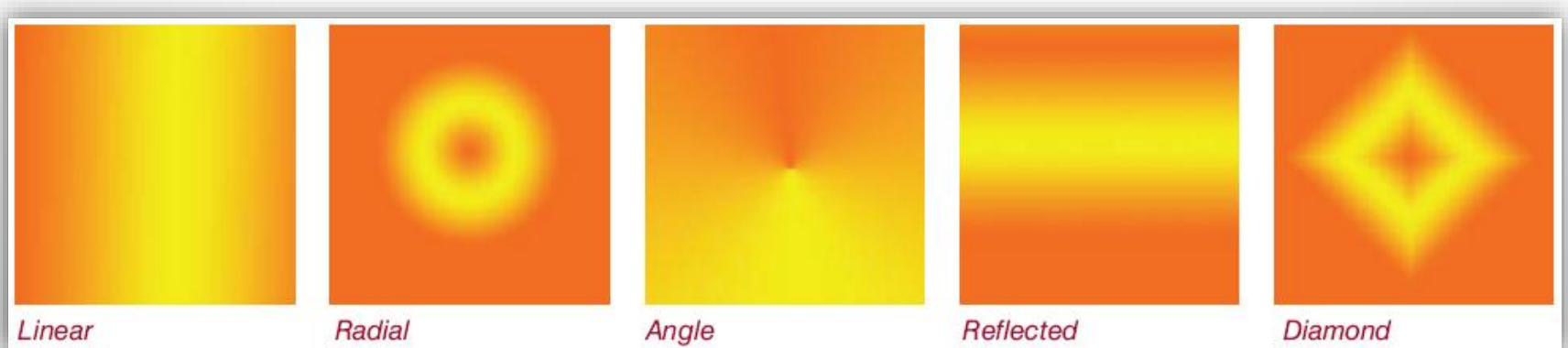
# Gradient Tool



- The *Gradient Tool* creates a gradual blend between multiple colors. You can choose from preset gradient fills or create your own.
- You can fill an area with a gradient by dragging in the image. The starting point and ending point affect the gradient appearance, depending on the Gradient tool used.

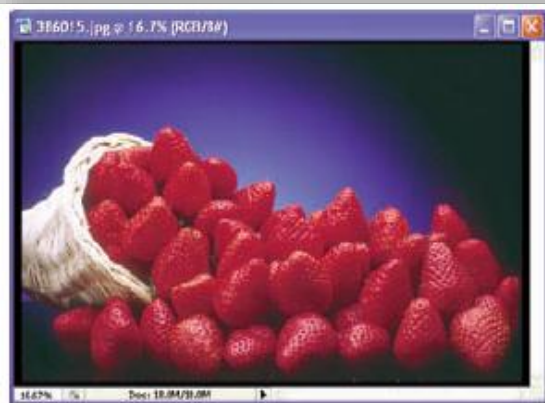
# Applying a Gradient Fill

1. To fill part of the image, select the desired area. Otherwise, the gradient fill will be applied to the entire active layer.
2. Select the *Gradient Tool* .
3. Choose a *Gradient Fill* in the options bar.
4. Decrease the *Opacity* of the gradient a bit.
5. Select an option for applying the gradient fill in the options bar.



# Applying a Gradient Fill

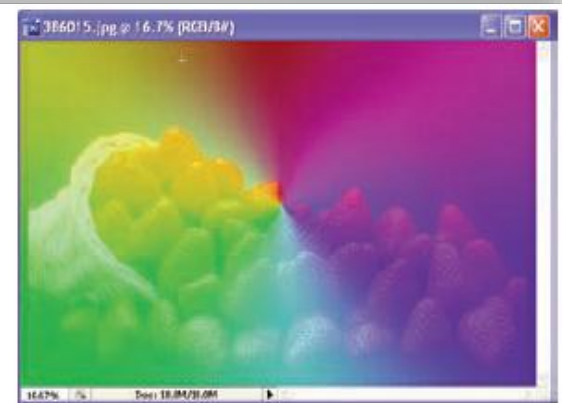
6. Position the pointer in the image where you want to set the starting point of the gradient, and drag to define the ending point.



*Original Image*



*Gradient Dialog Box*



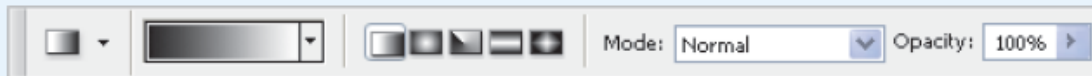
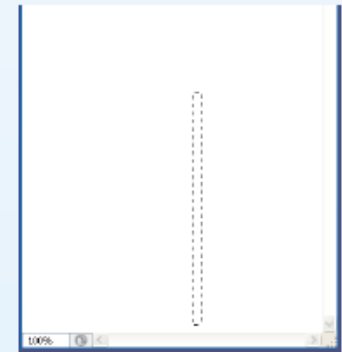
*After Applying Gradient Fill*

# Practice

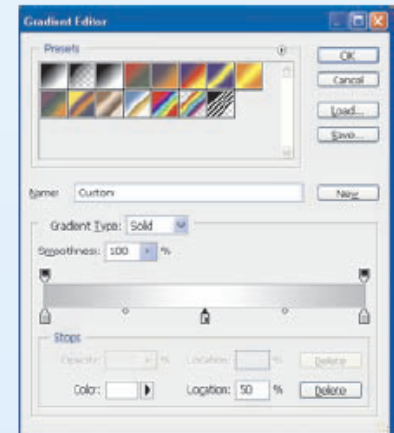
## → Making a Lollipop

As you know a lollipop consists of two parts: Sweet and the Stick. Let's make them separately and then combine.

- Click *File* -> *New* and create a 300 x 400 pixels file with a resolution of 72 pixel/inch.
- Then select the *Rectangle Marque Tool* and draw a small stick.
- Click on the gradient tool. You will see a menu for editing your gradient styles on top.
- Open the *Gradient Edit Box*.

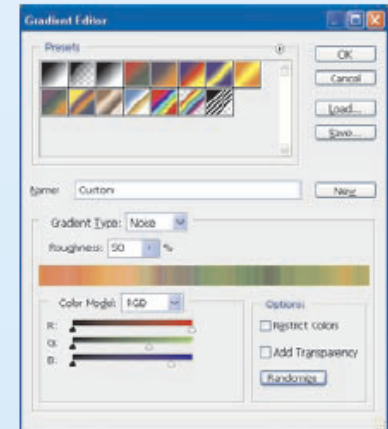


- You put the colors in given order on the picture and click *OK*. It seems not easy at first, but after a few tries you will see it is not that difficult.



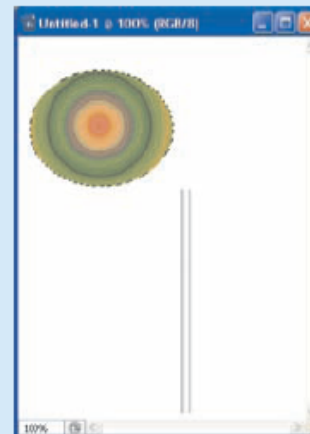
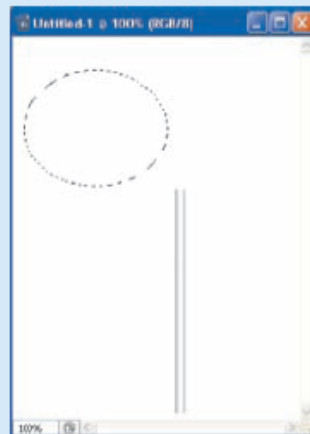
# Practice

- How are we going to apply the gradient to our stick? First be sure that you've selected the *Linear Gradient*. Then from one vertical side to another keep pressing your cursor. Try not to exceed the circumference. Exactly start and stop on the lines. You can press **Shift** while drawing so you have a *Straight Gradient*.
- Now the sweet part of the lollipop. Select the *Elliptical Marquee Tool* and draw a circle. Make it a bit oval.
- Go to the *Gradient Editor* and apply the settings on the picture.
- Once you've selected your colors click *OK*.
- Then select the *Radial Gradient* style.

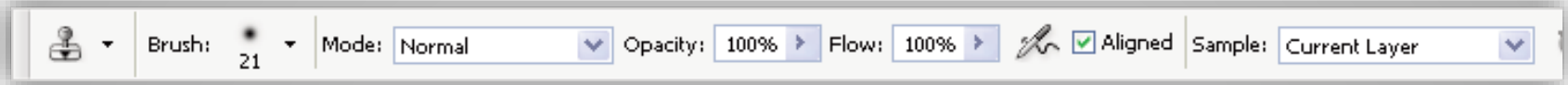


- Click to the center of the oval and draw a line to any side. You may exceed the boundaries of the oval to apply/exclude some colors.
- It is time to combine two shapes now. As you see my lollipop is still selected. Position it somewhere at the middle. To move the stick select the *Rectangle Marquee Tool* and draw a rectangle that covers all parts of the stick. Select the *Move Tool* and put the stick under the sweet.

- Save your lollipop.



# Clone Stamp Tool



- The **Clone Stamp Tool** takes a sample of an image, which you can then apply over another image or part of the same image. You can also clone part of one layer over another layer. The size of the area copied depends on the brush size. The clone stamp tool is useful for duplicating an object or removing a fault on an image.
- **Healing Brush Tool**
- The Healing Brush works same as the Clone Stamp Tool. But it also copies the texture, lighting, and shading of the sampled pixels to the source pixels.

# Practice

## Cloning Boat



→ Open the file **clone.jpg**.



→ Drag over the area of the image you want to copy.

→ You can release your finger and continue from another part at any time.

→ If you copy more than you need, you can use the *Art Brush Tool* to correct your mistake instead of going back and redoing cloning.



→ Select the *Clone Stamp Tool*.

→ Press **Alt key** and hold your finger. The mouse icon will change to the target sign.

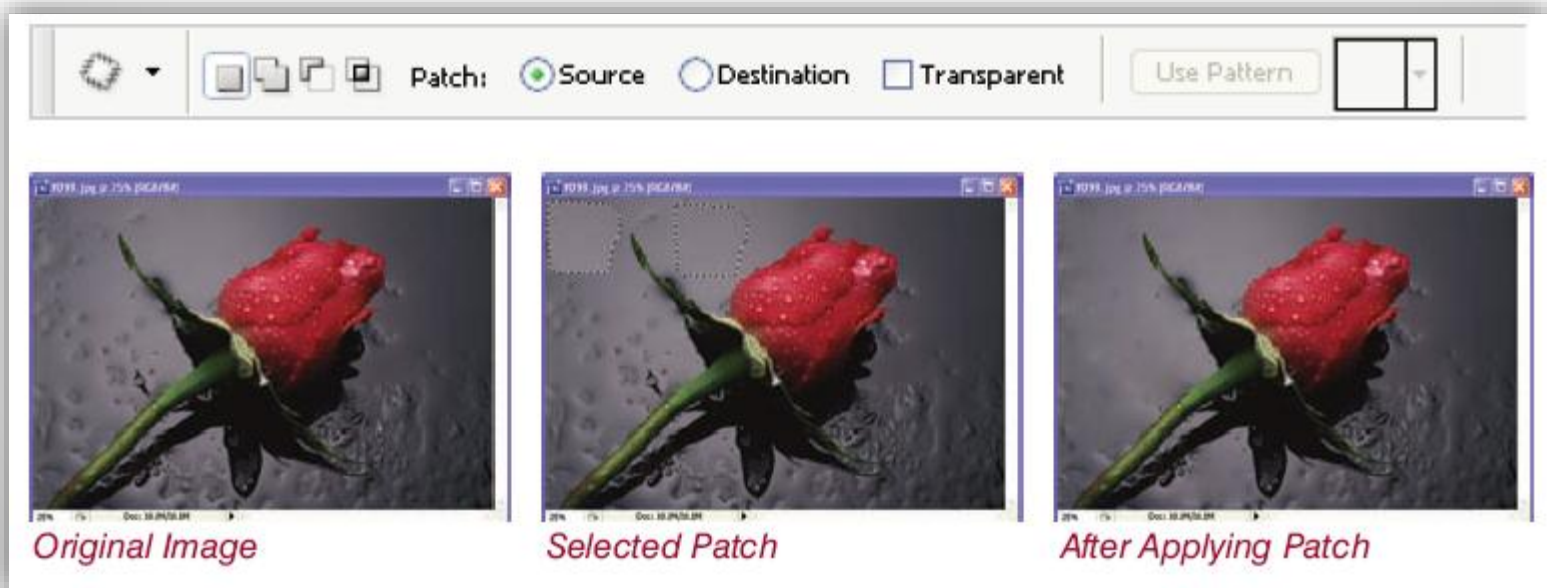
→ Set the duplicating point by positioning the pointer on the image and click.



→ Save your image.

# Patch Tool

- The Patch Tool lets you repair a selected area with pixels from another area or a pattern. Like the Healing Brush Tool, the Patch Tool matches the texture, lighting, and shading of the sampled pixels to the source pixels. You can also use the Patch tool to clone isolated areas of an image. The Patch Tool can be useful for removing date and time stamps on the bottom of a photo.



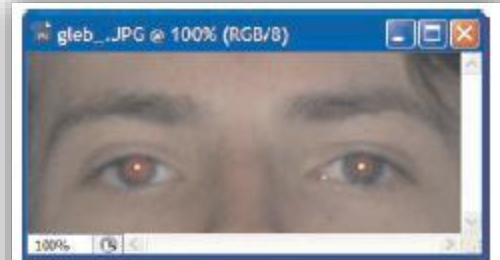
# Spot Healing Brush Tool

- The **Spot Healing Brush** works similarly to the Healing Brush. Unlike the Healing Brush, the Spot Healing Brush doesn't require you to specify a sample spot. The Spot Healing Brush automatically samples from around the retouched area.
- Removing the Face Mole of a Woman
  - Open the file face.psd and select the *Spot Heal Brush Tool*.
  - Select a brush big enough to cover the mole.
  - Click on the mole once or twice. The mole will disappear.



# Red Eye Tool

- The **red-eye** effect is the common appearance of red eyes on photographs taken with a photographic flash when the flash is too close to the lens. This simple tool repairs red eyes. The only thing you need to do is to select the eyes of the people then it will reduce the red color automatically.
- **Removing Red Eyes**
  - Open the file **red\_eye.psd**.
  - Select the *Red Eye Tool* in the tool bar.
  - Remove the red in each eye by making a selection.
  - Sometimes the *Red Eye Tool* leaves some red behind. In that case just undo and try again.



*red\_eye.psd*



*Selecting Eyes*



*The Happy End*

# Blur, Sharpen, and Smudge Tools

- **Blur** : The blur tool blurs hard edges in an image.
- **Sharpen** : The sharpen tool sharpens soft edges in an image.
- **Smudge** : The smudge tool smudges the data of an image.



*Original*



*Blurred*



*Sharpened*



*Smudged*

# Dodge, Burn and Sponge Tools

- **Dodge:** The *Dodge Tool* allows you to lighten an image by dragging your mouse across it. It sets highlights to lighten your image.
- **Burn:** The *Burn Tool* works the opposite of the dodge tool. This tool allows you to darken portions of the canvas by dragging over them. The Burn Tool is used to give shadows to darken your image.
- **Sponge:** The *Sponge Tool* enables you to desaturate/saturate your image.



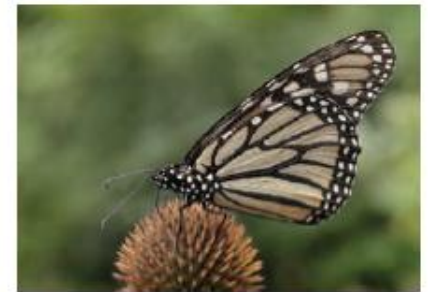
Original



Dodged

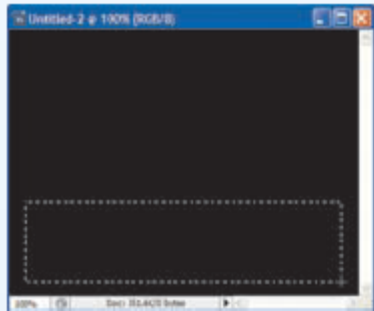


Burned

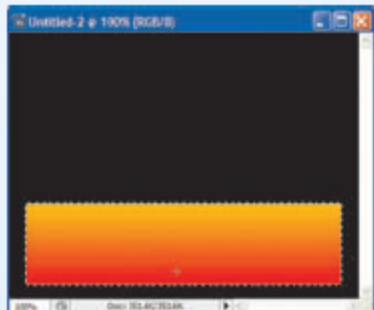


Sponged

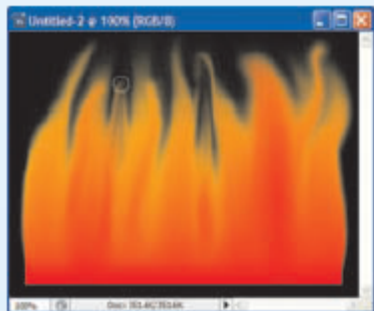
# Practice : Making a Flame



- Create a new document (400x300 px.).
- Set the background color to black.
- By using the *Marquee Tool* make a rectangular shape near the bottom.



- Set foreground color to orange and the background color to red.
- Fill your rectangle by using the *Gradient Tool*.
- Deselect. (**Ctrl + D**)



- Select the *Smudge Tool*.
- Click inside the red area and drag your mouse upward.
- Repeat dragging till the end of your rectangle.

# Practice : Making a Flame



- Use a small brush of the *Paint Tool*.
- Set foreground color to **yellow**.
- Paint near the top ends of your flames.



- Select the *Smudge Tool* and reduce the brush size.
- Blend the tops of the flames.
- Drag downward to blend the color.
- Use short random strokes.



- Select the *Burn Tool*.
- Set the range of the burn tool to *Highlights* and *Exposure* to 9%.
- Set a large brush size and add some shaded areas.
- Save your flame.

# ERASER TOOLS

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# Using The Eraser Tool

1. Select the *Eraser Tool*.
2. Do the following in the options bar:
  - ✓ Choose a brush and set brush options. This option is not available for *Block mode*.
  - ✓ Choose a mode for the *Eraser-Brush*, *Pencil*, or *Block*.
  - ✓ Specify an opacity to define the strength of the erasure. An opacity of 100% erases pixels completely. A lower opacity erases pixels partially.
  - ✓ In *Brush Mode*, specify a flow rate. Flow specifies how quickly paint is applied by the tool.
  - ✓ In *Brush Mode*, click the *Airbrush Button* to use the brush as an airbrush.
  - ✓ To erase to a saved state or snapshot of the image, click the left column of the state or *Snapshot* in the *History Palette*, and then select the *Erase To History* in the options bar.
3. Drag through the area you want to erase.

# Background Eraser Tool

- The **Background Eraser Tool** lets you erase pixels on a layer to a transparency as you drag; this allows you to erase the background while maintaining the edges of an object in the foreground. By specifying different sampling and tolerance options, you can control the range of the transparency and the sharpness of the boundaries.
- The Background Eraser samples the color in the center of the brush, also called the hot spot, and deletes that color wherever it appears inside the brush.



*Deleting the Background with the Background Eraser.*

# Magic Eraser Tool

- When you click in a layer with the Magic Eraser tool, the tool automatically changes all similar pixels. If you're working in the background, or in a layer with a locked transparency, the pixels change to the background color; otherwise, the pixels are erased to transparency. You can choose to erase the contiguous (adjacent) pixels only or all similar pixels on the current layer.

# Magic Eraser Tool

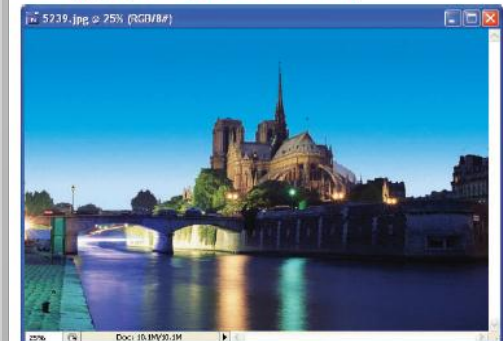
1. Select the *Magic Eraser tool* .
2. Do the following in the options bar:
  - ✓ Enter a *tolerance* value to define the range of colors that can be erased. A low tolerance erases pixels within a range of color values very similar to the pixel you click. A high tolerance erases pixels within a broader range.
  - ✓ Select *Anti-aliased* to smooth the edges of the area you erase.
  - ✓ Select *Contiguous* to erase only pixels contiguous to the one you click, or deselect to erase all similar pixels in the image.
  - ✓ Select *Sample All Layers* to sample the erased color using combined data from all visible layers.
  - ✓ Specify an *opacity* to define the strength of the erasure. An opacity of 100% erases pixels completely. A lower opacity erases pixels partially.
3. Click in the part of the layer you want to erase.
4. Even you can fill the empty sky with a gradient to make the sky brighter.



*Original Image*



*After Applying the Magic Eraser on the Sky*



*After Applying a Gradient*

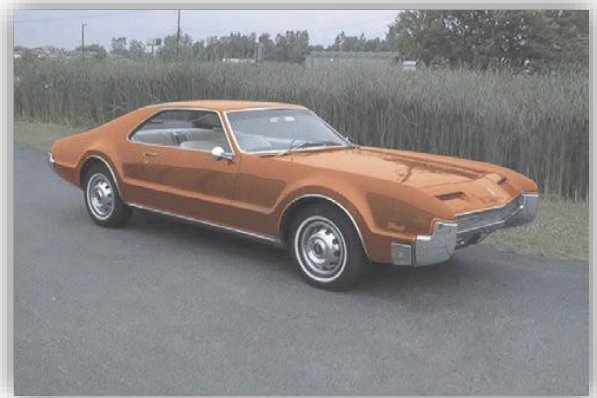
# Practice 1

- Open the `damaged_photo.jpg` file and repair the photo by using the *Clone Stamp Tool*.



# Practice 2

- Open the `damaged_road.jpg` file and repair the road by using the *Patch Tool*. Then by using the *Selection Tools* and the *Color Replacement Brush* to change the car's color.



# The End

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