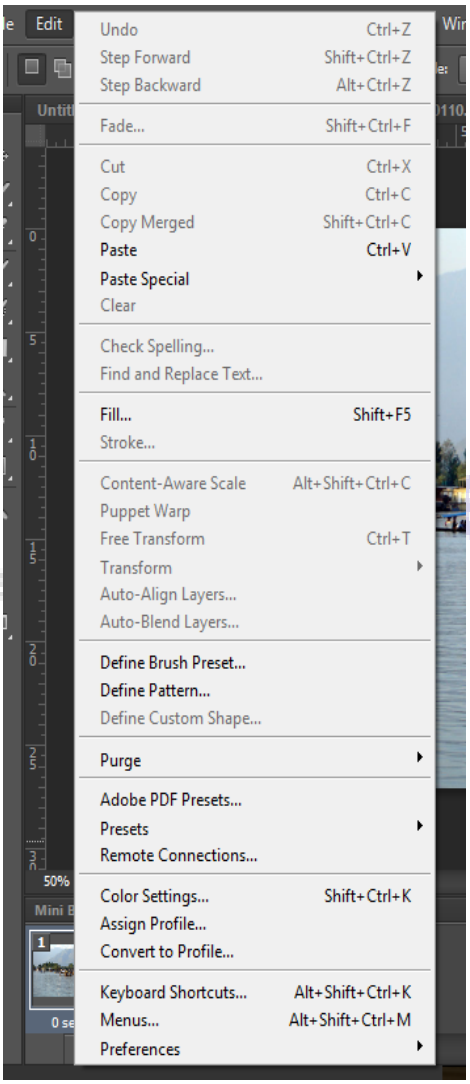
Lesson no. 10: Working with Edit Menu

Edit Menu

Photoshop's Edit menu is reserved for, you guessed it, editing! You can edit everything from objects on the canvas to menu items and shortcuts.

For example, you can do simple things like undo or redo a recent action, as well as cut, copy, and paste. Those are common actions, so you'll find yourself using those menu options often, or at least learning their keyboard shortcuts (which are shown in the Edit menu).



Fill & Stroke

The Edit menu is also one place where you deal with text, so you can search for text and replace specific text with something else (with the Find and Replace option). Editing the canvas color is available here as well, through the Fill option.

Transform

Also here are tools for transforming objects. If you have an image you want to warp, rotate, scale, distort, or flip, use the **Edit** > **Transform** submenu to find those options. The **Free Transform** tool is located here as well, letting you adjust the height and width of anything.

Color Setting

Creating new brushes, patterns, and shapes out of existing objects on the canvas is also done through this menu. The Edit menu is how you open **Preset Manager** to view brushes, gradients, swatches, custom shapes, and load your own custom ABRbrushes; as well as how you open **Color Settings** to adjust RGB, CMYK, and other color profiles (and also to load custom CSF and PSP files).

Preferences

This menu is used to locate existing keyboard shortcuts and define new ones, too, and to change general preferences for how Photoshop works and to show/hide which items are visible on the menu bar.

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