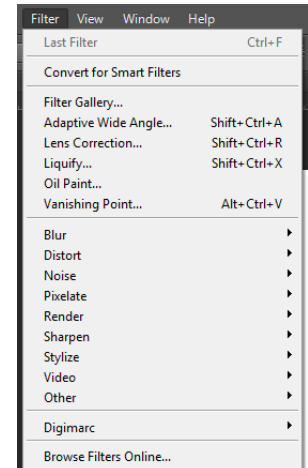


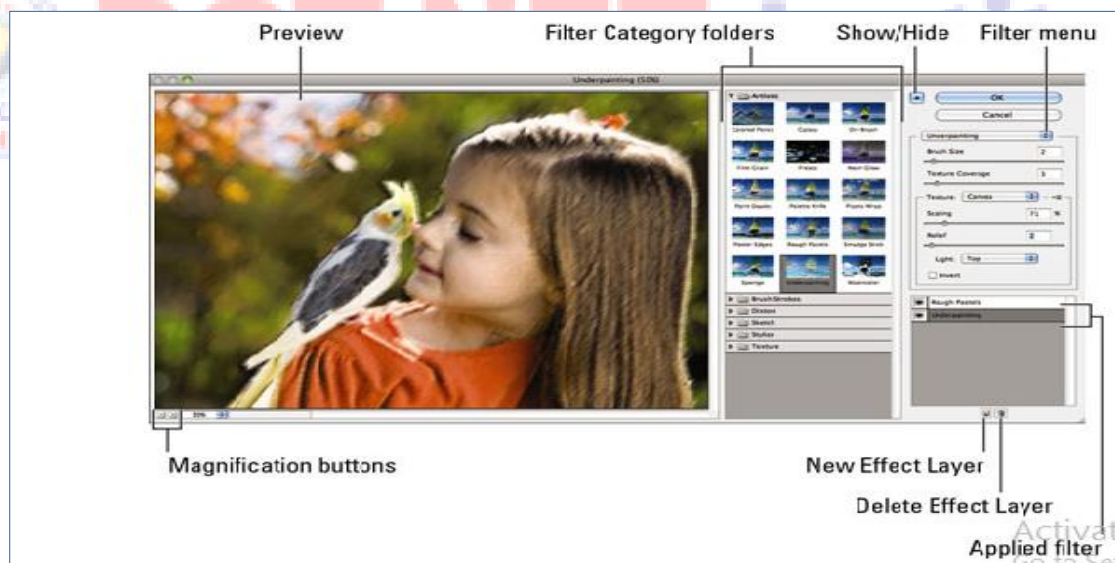
Lesson no. 15: Working with Filter Menu

Filter Menu

You can use filters to clean up or retouch your photos, apply special art effects that give your image the appearance of a sketch or impressionistic painting, or create unique transformations using distortions and lighting effects. The filters provided by Adobe appear in the Filter menu. Some filters provided by third-party developers are available as plug-ins. Once installed, these plug-in filters appear at the bottom of the Filter menu.

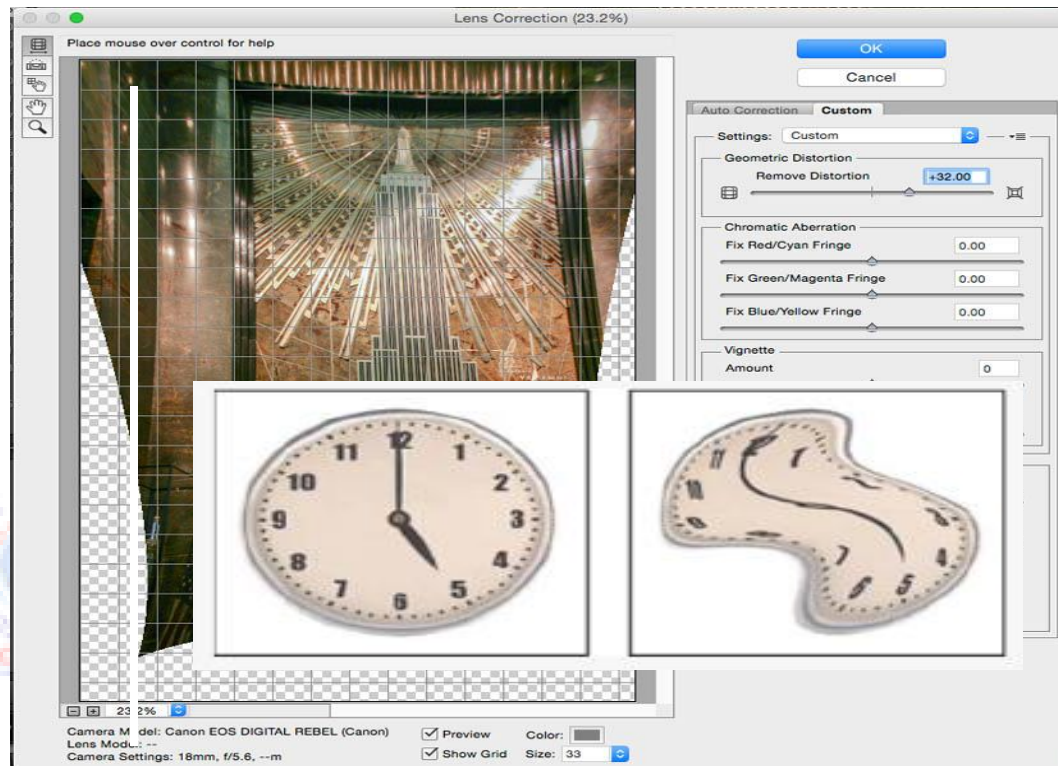


Filter Gallery:- The Filter Gallery dialog box in Photoshop CS6, technically an *editing window*, gives you an alternative route to access and apply filters. To put it onscreen, choose Filter→Filter Gallery. In this window, you can apply multiple filters, as well as edit or delete them later. This feature has made filters more flexible, more user-friendly, and easier to apply.



Adapting Wide Angle:- Use the Adaptive Wide Angle filter to correct lens distortions due to using wide angle lenses. You can quickly straighten lines that appear curved in panoramas, or photos taken with fish-eye and wide angle lenses. For example, buildings seem to be leaning inwards when captured using a wide-angle lens. The filter detects the camera and lens model and uses the lens characteristics to straighten the images. You can add multiple constraints to indicate straight lines in different parts of the picture. Using this information, the Adaptive Wide Angle filter removes the distortions.

Lens Correction :-The Lens correction filter is truly amazing, being able to repair all kinds of distortions. Not only can it remedy the bulging created by a wide-angle lens, and the weird distortion created by taking a photo too close to subject – such as the bulging nose of a friend – but it can also straighten images taken at angles and make them appear as if they were shot straight on. To demonstrate, let's take an image that suffers from many problems, and correct it.



Liquefy

The Liquefy filter lets you push, pull, rotate, reflect, pucker, and bloat any area of an image. The distortions you create can be subtle or drastic, which makes the Liquefy command a powerful tool for retouching images as well as creating artistic effects. The Liquefy filter can be applied to 8-bits per-channel or 16-bits per-channel images.

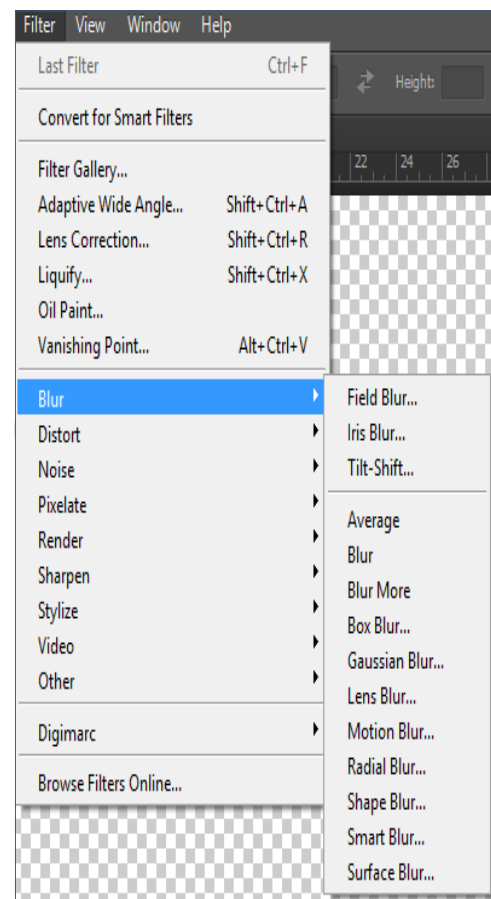
Oil Paint:- The Oil Paint filter lets you transform a photo into an image with the visual appearance of a classic oil painting. With a few simple sliders, you can adjust the amount of stylization, brush scale, cleanliness, and other parameters.



Blur:- Using the blur tool here and there to soften an image, with Photoshop CS6, can save an image with a few defects. Blurring can also be used for artistic effect — say, to add a little motion to a soccer ball frozen in time by a too-fast shutter speed. You can also blur portions of your image to emphasize and focus on a particular element.



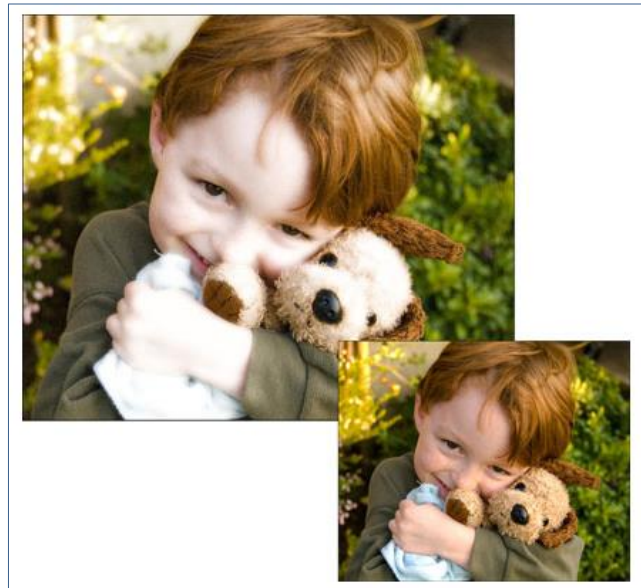
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Distord: With one exception, Photoshop CS6's Distortion filters twist, turn, and bend your images in surprising ways, turning ordinary objects into wavy images, pinched shapes, and bloated spheres. The exception? The Diffuse Glow filter distorts images only to the extent that it imbues them with a soft, romantic, fuzzy look that can make the sharpest image look positively ethereal.

Noise

Although the Add Noise filter in Photoshop CS6 adds grain, the other filters in the Noise submenu don't add noise at all; instead, they make noise and *artifacts* (flaws, such as the dust and scratches on old film) less noticeable. Choose Filter→Noise to find your tools, which include:



Despeckle: This filter makes dust spots in your image less noticeable by decreasing the contrast of your entire image — except at the edges. That translates into a slightly blurry image (which masks the spots) that still retains sharpness along the edges of image components. You end up with a little blur to soften the image but enough detail in the edges that the picture still looks good.

Dust & Scratches: This filter concentrates its blurring effect on only those areas of your image that contain scratches and other artefacts. Photoshop performs this magic by looking at each pixel in an image and moving out in a radial direction until it encounters an abrupt transition in tone. (That's a signal that a spot or scratch has been found.)

You can specify the radius in which Photoshop searches for the little culprits, from 1 to 100 pixels. Be careful not to overdo it. Too much of this filter can obliterate the detail in the image. Leave the Threshold at 0. If you journey into the world of mush, try using Edit→Fade right after you apply the filter.

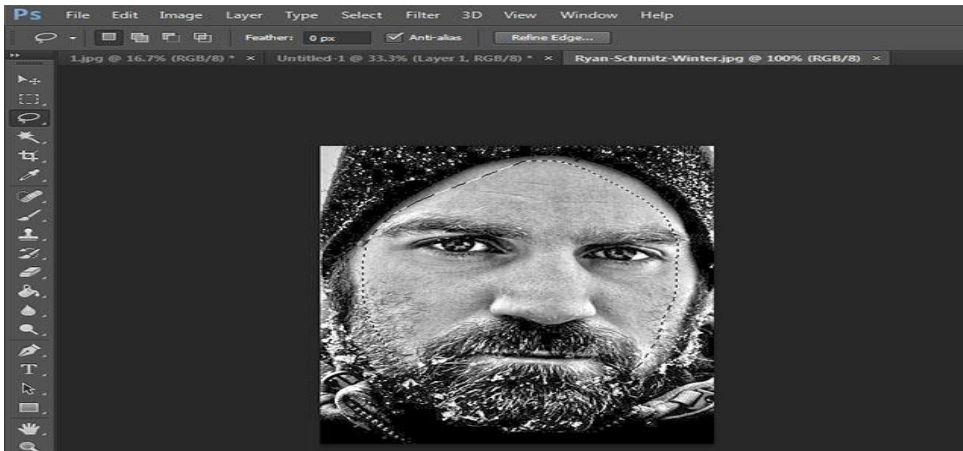
Median: This filter reduces contrast around dust motes, thus hiding them, in a slightly different way. This filter looks at the pixels surrounding each pixel in the image and replaces the center one with a new pixel that has the median brightness level of that group. Basically, the bright spots darken while the rest of the image isn't affected.

Reduce Noise: This filter is designed to remove luminance noise and JPEG artifacts that can appear on digital photos. *Luminance noise* is grayscale noise that makes images look overly grainy.

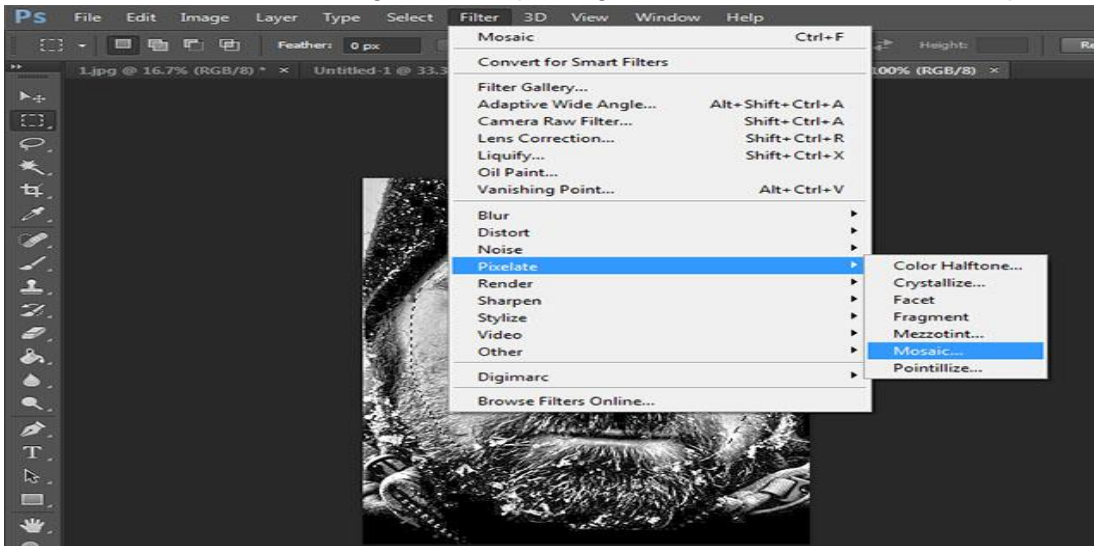
Pixelate

If you'd like to pixelate a face in Photoshop to keep the privacy of a person, or simply for the cool effect it makes (reminds me of minecraft a bit), I'm going to show you how you can easily use the pixelate tool to remove the identity of a face in Photoshop.

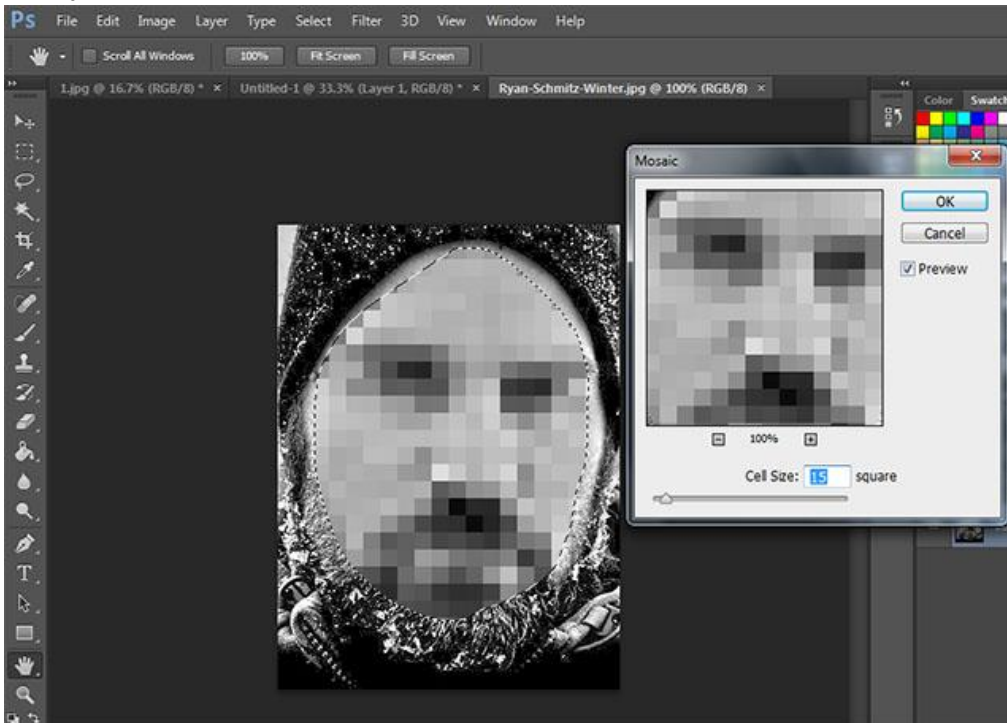
Step 1 – Once you have your picture loaded use the lasso tool (found on the very left selection column, second from the top) and select the area you'd like to pixelate. You can do this by holding down the lasso tool with the left mouse button and dragging a circle around the face. You can see the dotted line on the face below in which I selected with the lasso tool.



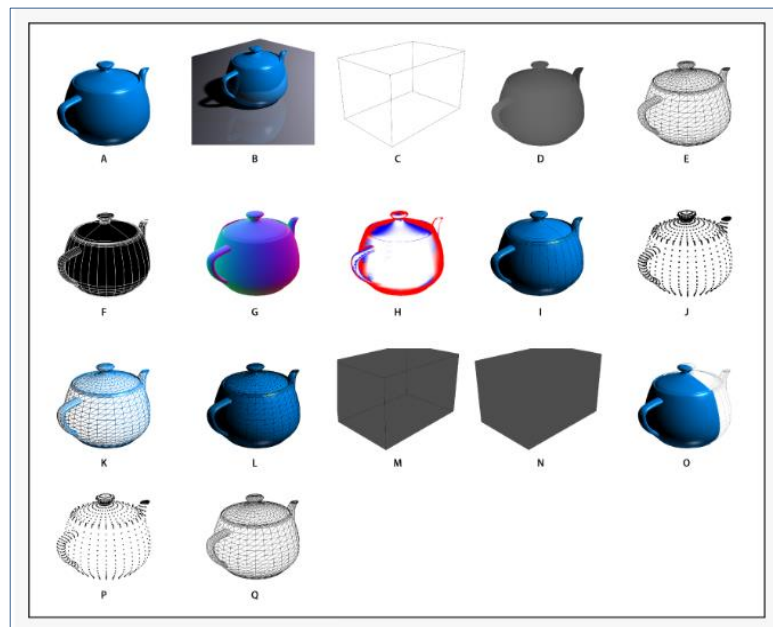
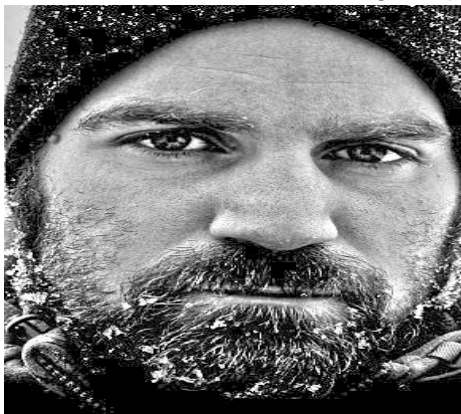
Step 2 – Once the area is selected go to the top navigation bar and click filters, then pixelate, then Mosaic



Step 3 – You'll see a pop up menu that along the bottom asks for the cell sizes in squares. The higher the number, the larger the pixels will be, which Photoshop lets you preview as well. The image I created uses a cell size number of 15, but use whatever fits your particular image the best. The larger the image, the larger the cell size you'll have to use.



This is the Before and After using the pixelate filter on a face in Photoshop.




If you don't like the look of the pixelation filter, you could also use other things to blur your face which can be found under Filters in the top navigation bar, then scroll down to Blur, then either choose Box Blur, Motion Blur (the two that I find are most helpful when blurring a face or object).

or

Render

the standard render pre-set is Default, which displays the visible surfaces of models. Wireframe and Vertices pre-sets reveal the underlying structure. To combine solid and wireframe rendering, choose the Solid Wireframe pre-set. To view a model as a simple box reflecting its outermost dimensions, choose a Bounding Box pre-set.

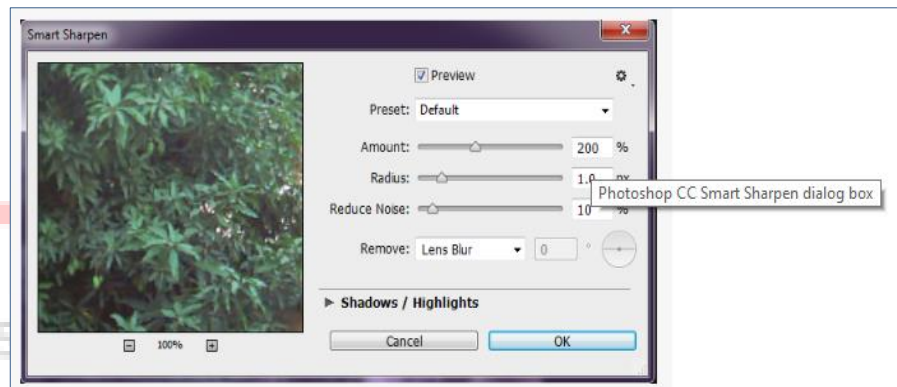
At the top of the 3D panel, click the Scene button .

In the lower half of the panel, choose an option from the Pre-set menu.

A. Default (Quality set to Interactive) **B.** Default (Quality set to Ray Traced and ground plane visible) **C.** Bounding Box **D.** Depth Map **E.** Hidden Wireframe **F.** Line Illustration **G.** Normals **H.** Paint mask **I.** Shaded Illustration **J.** Shaded Vertices **K.** Shaded Wireframe **L.** Solid Wireframe **M.** Transparent Bounding Box Outline **N.** Transparent Bounding Box **O.** Two-Sided **P.** Vertices **Q.** Wireframe

Sharpen

Sharpening enhances the definition of edges in an image. Whether your images come from a digital camera or a scanner, most images can benefit from sharpening. The degree of sharpening needed varies depending on the quality the digital camera or scanner. Keep in mind that sharpening cannot correct a severely blurred image.



Stylize Filter

Diffuse

The Diffuse filter shuffles pixels in a selection to make the selection look less focused according to the option you select: Normal moves pixels randomly, ignoring color values; Darken Only replaces light pixels with darker pixels; Lighten Only replaces dark pixels with lighter pixels; and Anisotropic softens all pixels.

Emboss

The Emboss filter makes a selection appear raised or stamped by converting its fill color to gray and tracing the edges with the original fill color. You can set the embossing angle, height, and a percentage for the amount of color within the selection.

Extrude

The Extrude filter gives a three-dimensional texture to a selection or layer.

Apply the Extrude filter

1. In the Edit workspace, select an image, layer, or area.
2. Choose Stylize > Extrude from the Filter menu.
3. Set the following options and click OK:

Blocks

Creates objects with a square front face and four side faces.

Pyramids

Creates objects with four triangular sides that meet at a point.

Size

Determines the length of the object's base, from 2 to 255 pixels.

Depth

Indicates how far the tallest object appears to protrude from the screen, from 1 to 255.

Random

Gives each block or pyramid an arbitrary depth.

Level-based

Makes each object's depth correspond to its brightness—bright objects protrude more than dark.

Solid Front Faces

Fills the front face of each block with an averaged color of the block. Deselect Solid Front Faces to fill the front face of each block with the image. This option is not available for Pyramids.

Mask Incomplete Blocks

Hides any object extending beyond the selection.

Find Edges

The Find Edges filter identifies areas of the image with significant transitions and emphasizes edges. Like the Trace Contour filter, Find Edges outlines the edges of an image with dark lines against a white background and is useful for creating a border around an image.

Glowing Edges

The Glowing Edges filter identifies the edges of color and adds a neon-like glow to them. You can set the edge width, brightness, and smoothness.

Solarize

The Solarize filter blends a negative and a positive image, for a result similar to exposing a photographic print briefly to light during development.

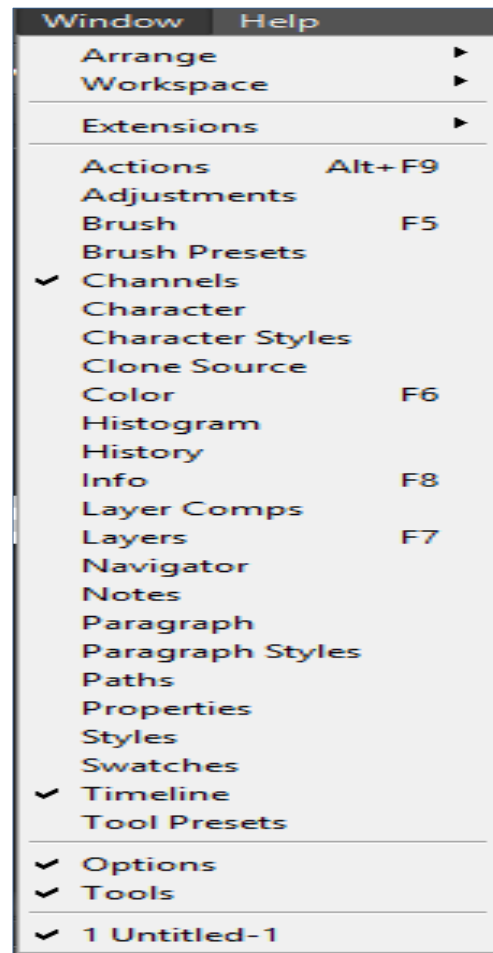
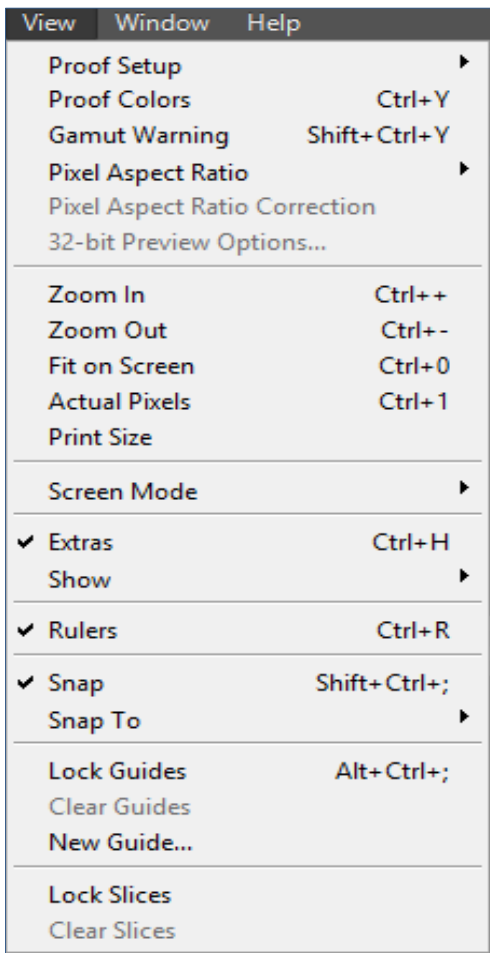
Tiles

The Tiles filter breaks up an image into a series of tiles, offsetting the selection from its original position. You can set the number of tiles and the offset percentage. You can also choose one of the following to fill the empty area between the tiles: Background Color, Foreground Color, Inverse Image, or Unaltered Image, which puts the tiled version on top of the original and reveals part of the original image underneath the tiled edges.

Trace Contour

The Trace Contour filter finds the transitions between major areas of brightness and thinly outlines them for an effect similar to the lines in a contour map. You can set the level for evaluating color values, and specify whether to outline pixels that are below (Lower) or above (Upper) that level.

The Wind filter creates tiny horizontal lines in the image to simulate a wind effect. You can set the wind strength and direction.





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