Photoshop 4.0 Tips & Tricks

Some familiarity with the Macintosh and Photoshop 4.0 is very helpful. We also assume you have a previously created, scanned, or other image to open.

By following these instructions, you will create a Simple Photo Montage image. The added images will fade in and out of the base image, using a gradient filled Layer Mask. After the image is completed, additional instructions for turning the montage into an image map, for use on the web, will be Illustrated. See it in action on a web page!

Other Collage Instructions
1. Simple Collage
2. Seamless Collage

Other Web Related Instructions
1. Transparent GIF
2. Seamless Background Image

Gradient Photo Montage and Image Map

Photoshop 4.0 Tips & Tricks

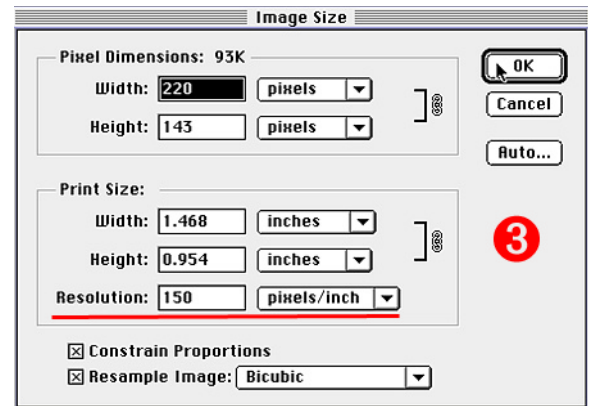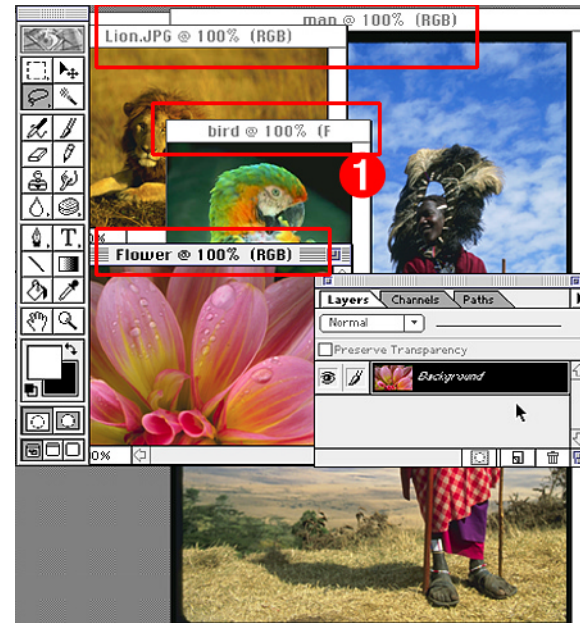## 1. Open All Images And Check Resolutions

To insure that all the images behave properly together, it is important that they all be set to the same **Resolution** or **DPI**. How high the resolution and how large, in dimensions, the image is in addition to the resolution of your monitor will determine how the image displays on the monitor.

a) Open all images to be added to the Montage.
b) Be sure all image windows are being displayed at the same percentage value. ❶

To check the resolution of each image,
c) Under the **Image Window**, **drag** down to **Image Size** ❷
The image size window appears.

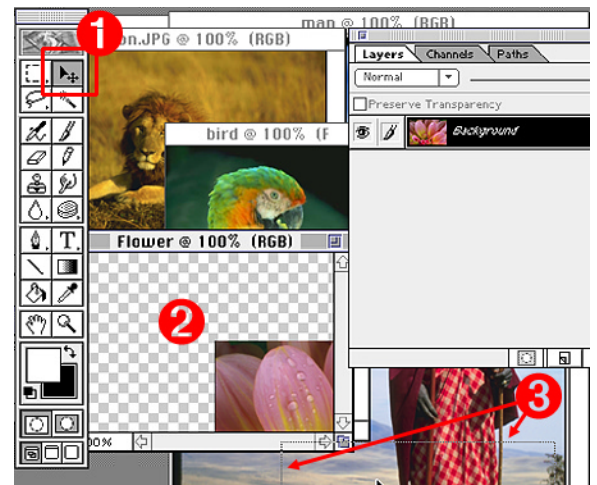You will find all the information about this image's size.

2.   Move Source Images To Target Image

Arrange images on the desktop in a way that reveals the Target/Base Image and the Source Images.
Move all Source Images to the Target Image.
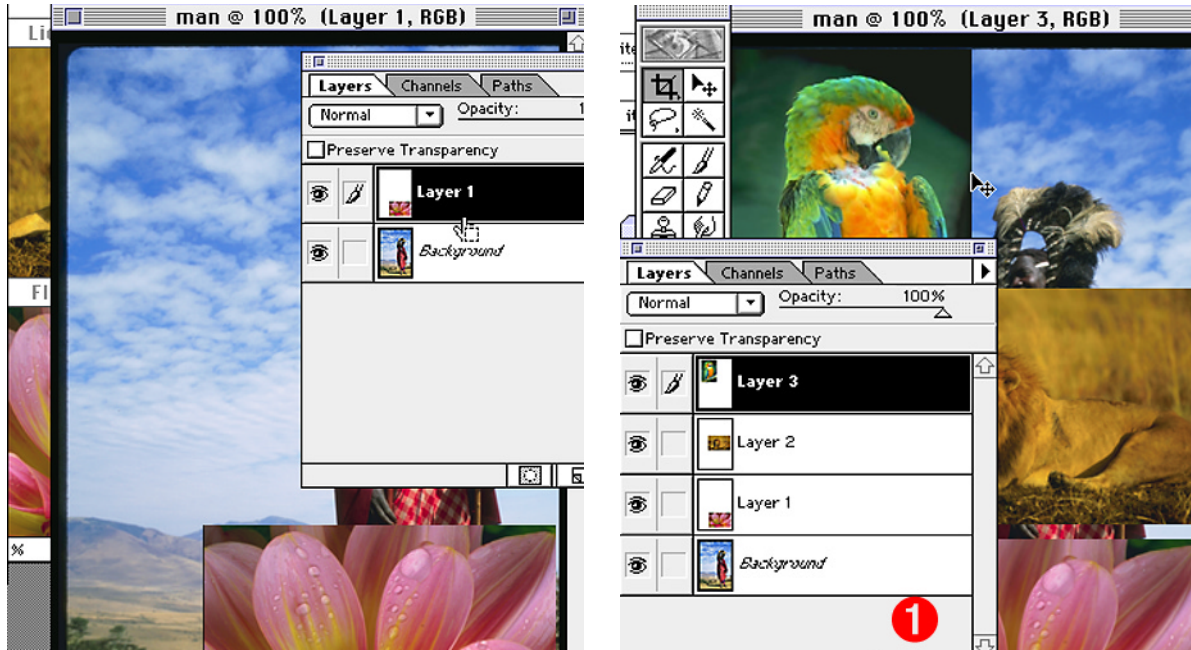To move one image to another:
a) Using the **Move Tool**, ❶ **Click** on the **Source Image Canvas** and **Drag** it off it's window on to the **Target Window**. You will see a dotted line appear in the Target Window.❸   Once the transfer is complete, the Source Image will appear in the Target image's Layer Window. Close that Source file.

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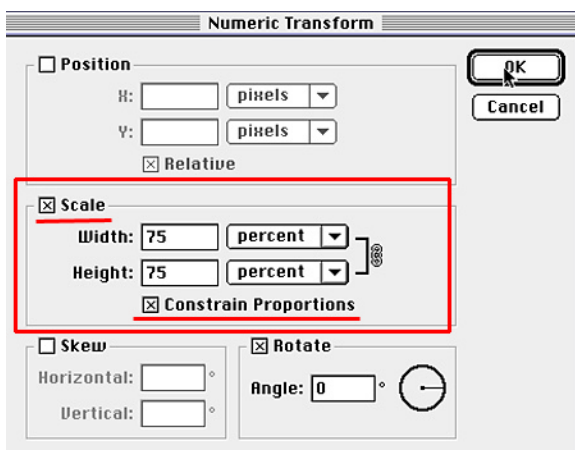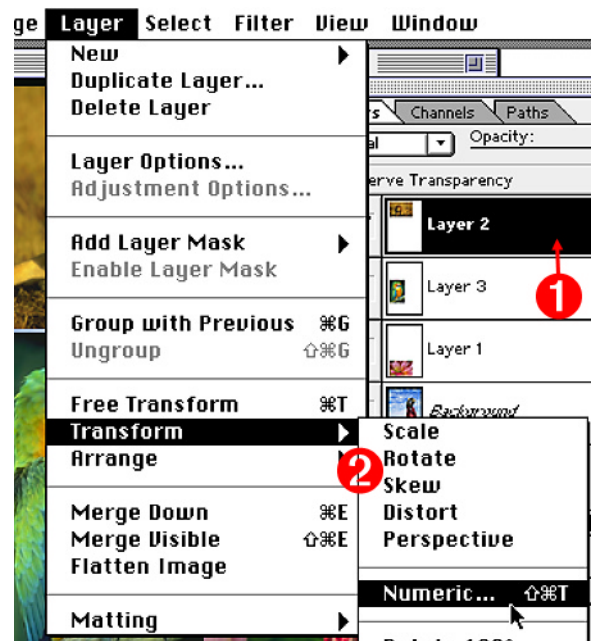Map**

Move Source Images To Target Image Coninued

Keep adding images in this manner until all source images are moved to the Target/Base Image. Their Thumbnails will appear in the Layers Window. ❶

3.   Scale Images If Necessary

Sometimes Source Images need a little more fine tuning after being placed in the Base/Target Image. Scaling is often one of those fine tuning areas. To scale a source image after it has been moved to the the base layer.

a) Select the Source **Layer to Scale** by Clicking on its layer in the Layer's Window. ❶
b) In the **Layer Menu, drag down** to **Transform** and over to **Numeric**. ❷
The Numeric Transformation window appears.
c) Check the **Constrain Proportions Box** ❸.
d) Key in the desired **Amount** of **Scaling** and **Click OK**.

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Map

4. Add Layer Mask To Source Images

Select one of the **Source Images** by clicking on its **Layer** in the **Layers Window**. ❶
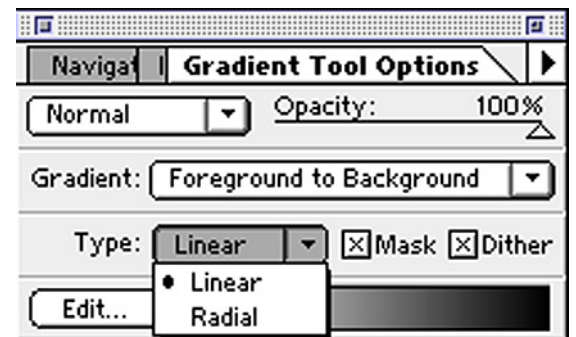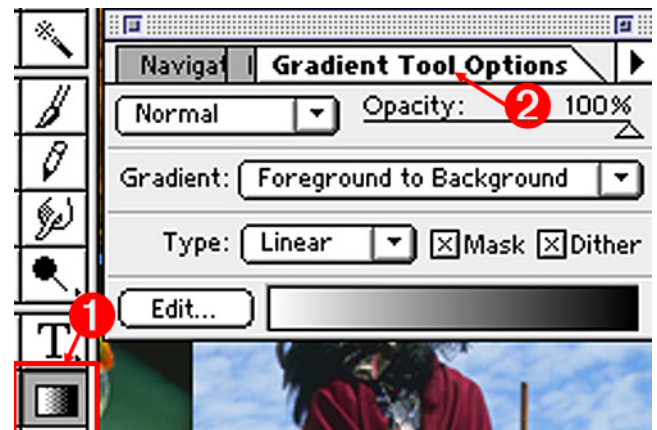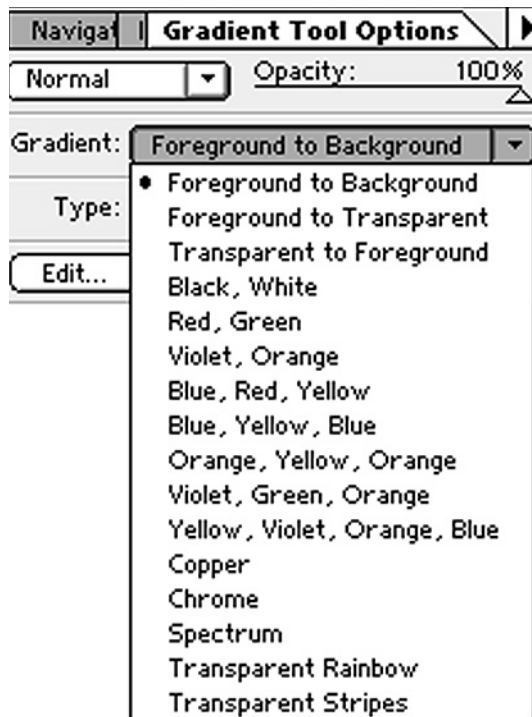**Click** on the **Layer Mask Icon** at the bottom of the **Layers Window**. ❷

Continue until all Source Images have a Layer Mask Icon next to their Thumbnail Image Icon in the Layers Window.

5.   About Gradient Fill Options

How a Gradation Fill affects a mask depends on a number of factors. Which color, black or white, is used as the foreground color, what direction you drag the tool in, how far you drag the tool, and what type of Gradation options were chosen.
Double Clicking on the **Gradation Tool** ❶ will bring up the **Gradation Option Window**. More Fill options are available in the option drop down boxes.

Navigat | Gradient Tool Options
Normal ▼ Opacity: 100%
Gradient: Foreground to Background ▼
  • Foreground to Background
    Foreground to Transparent
    Transparent to Foreground
    Black, White
    Red, Green
    Violet, Orange
    Blue, Red, Yellow
    Blue, Yellow, Blue
    Orange, Yellow, Orange
    Violet, Green, Orange
    Yellow, Violet, Orange, Blue
    Copper
    Chrome
    Spectrum
    Transparent Rainbow
    Transparent Stripes

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6.   Add A Gradient Fill To Masks

To get the best effect for your images, try experimenting with the direction and length of the fill. **Remember** pressing the **Command and Z keys** together will **Undo** the last action.
Use the Undo function if you're unhappy with an effect and would like to start again.

With the **Gradient Tool Selected** ❶ and working in the **Layer Masks** of a **Source Image**. ❷
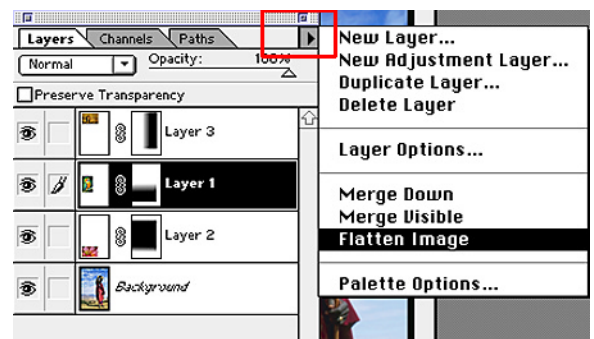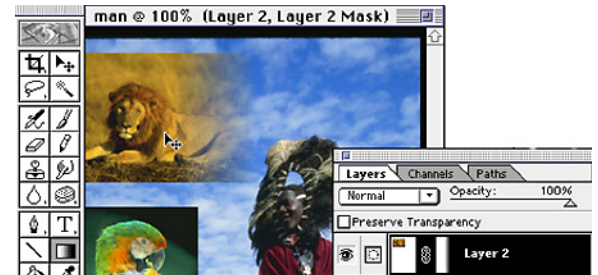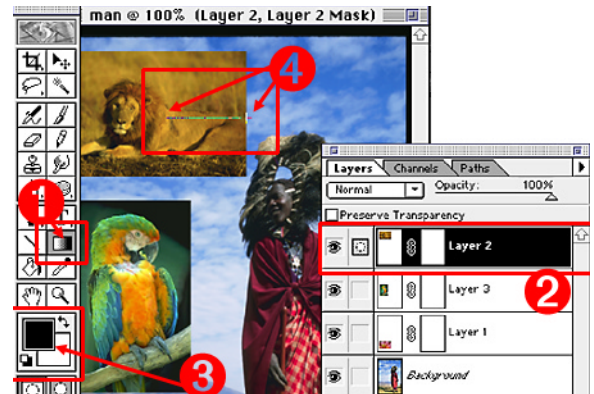
a) Select Black as the **Foreground Color** ❸.
b) Liner Fill from the **Type Menu** in the **Gradient Options Box**.
c) Drag the **Gradient Fill Tool** ❹ horizontally and half way across the image.

Continue the process until all layer masks are filled with a gradation of. ❺

Always save a **Flatten Copy** of the image if it's going on a web page. The image is now ready to save to the web format of your choice.
Continue on to learn about getting the dimensions for use in Clickable Web Maps.

Image Map Information

In this section of the montage instructions, you will learn how to get the information you need to use this image for a client-side image map in a web page. **You will not** be learning how to create image map codes in this set of instructions. These instructions assume you already know how to make an image map using HTML code.
If you do not know how to do this, see the **Web Pages Section** of the **Graphic Technology Cookbook** for instructions.

7.   Setting Preferences To Pixels

Before we can gather the information we need to apply to the image map, we have to insure we are gathering that information in the proper format.
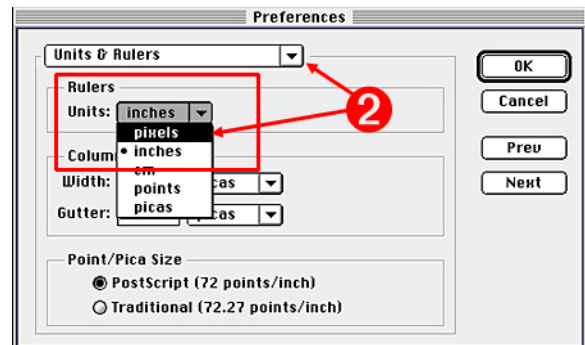Check your Preferences to be sure you're working in **Pixels** and **not Inches**.

To Check Preferences:
a) Under the **File Menu**, **drag down** to **Preferences**,
 and **Over** and down to **Units & Rulers** ❶.
The Preferences window appears with the Unit and Rules Options open.
b) If **Inches** is selected in the **Units Option Box** ❷,
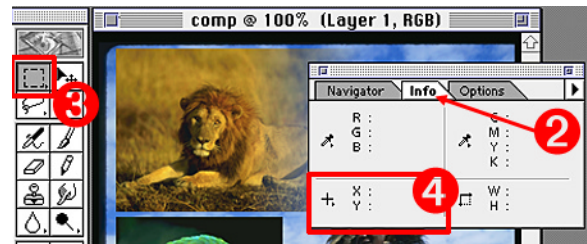**Click** and **Drag** on the arrow and **Select Pixels**.

8.   Show Info Window

To get the **parameter information** we need for the image map, we will need to open the **Info Window** and have paper and pen handy.
Under the **Windows Menu**, **drag down** to **Show Info** ❶
The Info Window appears. ❷

You will be using the **Selection Marquee** ❸ to select areas for the image map and making note of the **Pixel Dimensions** that appear in the **X & Y factors** of the **Info Box**. ❹

9.   Gathering The Pixel Parameters

I used a simple Rectangle Shaped Selection ❶ for all image map parameters.
a) Starting at the Top **Right Corner** ❷ of the image **make note** of the numbers that appear in the **X & Y factors** of the **Info Box**. ❸
They were X=18 & Y=12.
b) Click and **Drag** to **Select** the portion of the image that will part of the image map.
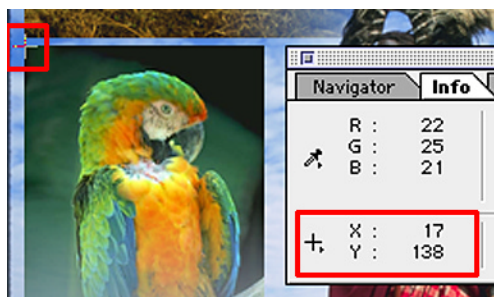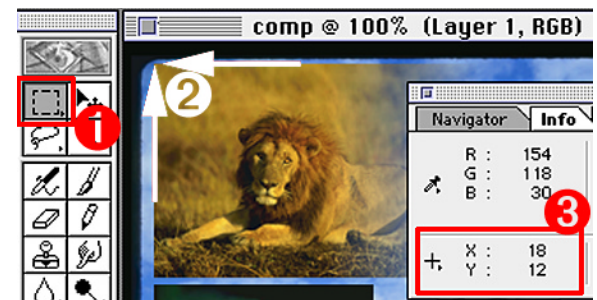**c)** Let go of the mouse, to set the selection. ❹

Make note of the **New Numbers** that appear in the **X & Y factors**. They were X=174 & Y=133 ❺
Continue on gathering factors for each are of the image map. When finished, add the information to your Web pages.

Note: I included the bird image, so you could compare the Pixel Factors with the Lion.
The bird dimensions are
X=17 & 7 Y=138, X=143 & Y=312

**End
Montage
Map**