

Photoshop 5.5 Tips & Tricks

Introduction

In this example, we used two images that came on the Photoshop 5.5 CD. First we will be using the new Extract feature to remove the background from the Zebra image. Next we will add the Dune file to the Zebra image to give it a new more interesting background.



1. Open And Rename The Target Image

Open the target/base image in this case the Zebra image. To move or make changes to the background layer, the name has to be changed.

Note: In general, when working with multiple layer images, changing the background layer's name is a good habit to get into.

a) Double Click on the **Background Layer ①** in the **Layer's Window. ②**

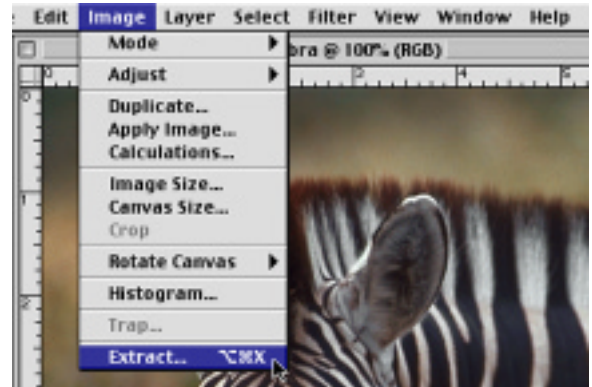
b) The Layer Dialog Box appears. **③** You can leave it with the default layer name, in this case Layer 0, or you can type in a name that better represents that layer.

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2. Extract Tool Window

In the **Layers Menu** drag down and choose **Extract**.

The extract window appears



Select the **Edge Highlight Tool** ① and a **Paintbrush size** ②.

I used a brush size of 15 pixels,



3. Outline Image

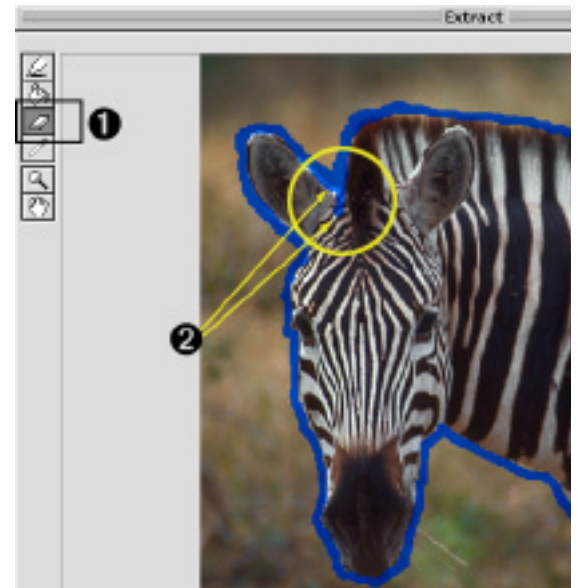
Once you have selected the Edge Highlight Tool and brush size

1. Trace along the outer edge of the portion of the image you wish to extract from the background of your image.

In this example you will trace along the outer edge of the Zebra.

2. Should you highlight a portion of the image accidentally ②, you can choose the Eraser Tool

①, to remove any unwanted selected areas.

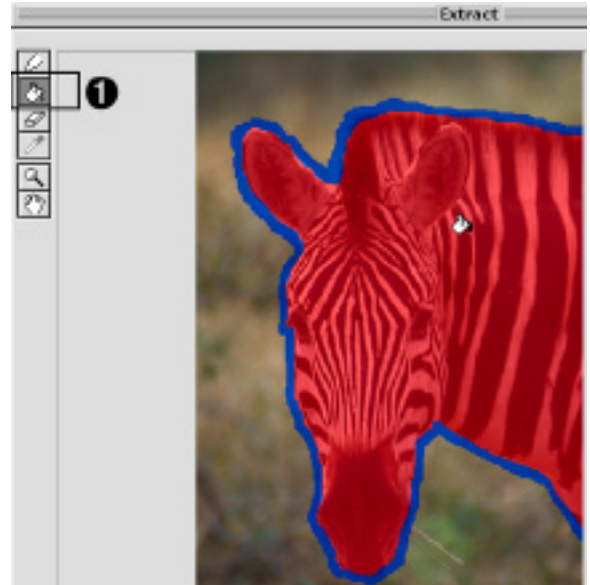


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4. Fill In And Preview Selected Image.

Once the outer edge has been highlighted, you must fill in the the area to be extracted with the Paint Bucket Tool. ❶

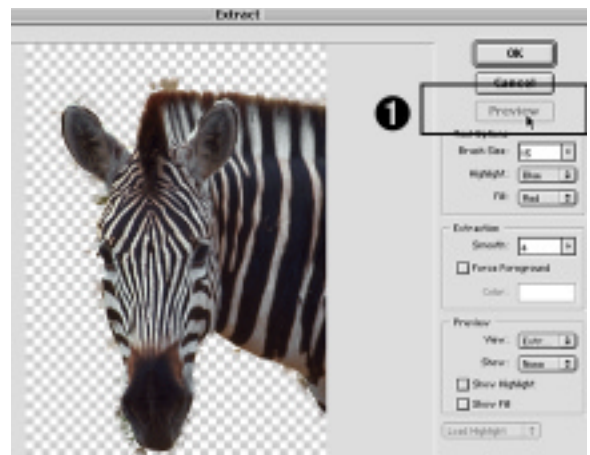
1. **Select** the paint **Bucket Tool** and click inside the highlighted area to fill selected portion of the image.



Once the image has been selected and filled in you will want to preview it.

Click on the **Preview** button ❶

If you find that sections are missing from the zebra's black strips, muzzle or whites on the ears you may want to go back and and adjust the out line and fill of your selection. Using the Edge Highlighter, Eraser, and Paint Bucket Tools.

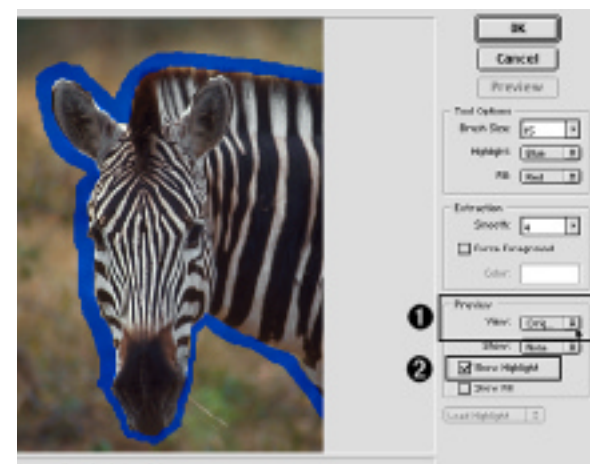


To make further adjustments to your selection you will need to:

1. **Click** on the **View** Dropdown Box ❶, in the **Preview Options** area of the Extract Window, **Choose Original**. This will reveal the extracted background.

2. **Check** the **Show Highlight Box** ❷, to reveal the Highlighted selection.

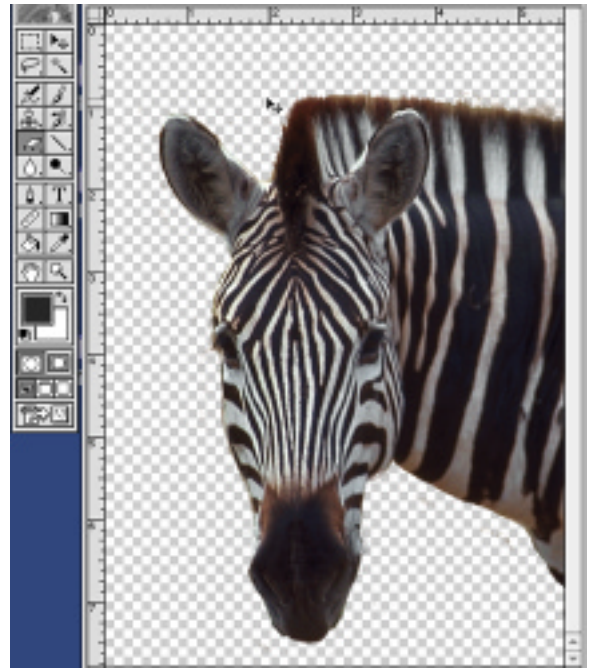
3. When you are happy with your Extract selection Click the OK button.



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5. Clean Up Stray Background Artifacts

Once the OK button is pressed the Extracted image replaces the original Zebra image. If there are any remaining Background artifacts clean them up using the Eraser Tool in conjunction with an appropriate brush size for the targeted area.



6. Adding The New Background Image.

1. Open the Dune Image
position the Zebra and Dune image so you can see both of them on your monitor.
2. Using the **Move Tool**, **Click** on and **Drag** the Dune image on to the Zebra Canvas.

Note: As you move the Dune image a dotted line will appear on the canvas of both the Zebra ①, and Dune ② images. You will know that the Dune has hit the target image (Zebra) when a heavy black outline appears on the outer edge of it's canvas ③.



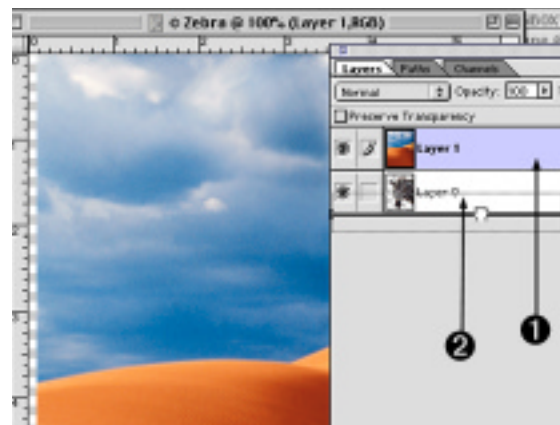
Once a copy of the Dunes file has been moved to the Zebra canvas close the original Dunes file. The Zebra image is now obscured by the Dunes image. The Zebra is below the Dunes image in the Layers Window and must be repositioned in order to see it.

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7. Reposition The Layers

In the Layers Window, click on the Dunes layer **1**. and drag the Layer below the Zebra Layer **2**. A black line will appear to indicate the the layer has been moved into position. Let go of the mouse when the line appears. The Zebra should now appear with the Dunes in the background.

With the Move Tool Selected
Select the Dune Layer, Move the Dunes image around until you get a pleasing portion of the image behind your Zebra.

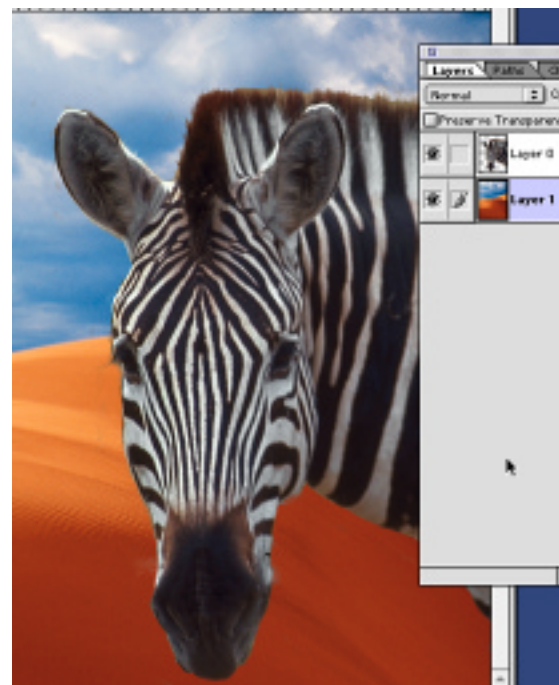


8. Sharpen Zebra

Once the new background is behind your Zebra you may discover a few more background artifacts. These can be cleaned up with the Eraser Tool. Be sure to select the Zebra Layer in the Layers Window before you start erasing.

In this example an Unsharp Mask filter was used on the Zebra Layer to make it pop just a bit in the image.

In the **Filters Menu**, drag down to **Sharpen** and over to **Unsharp Mask**.
158, 0.5, 0 were the setting choosen for this image,



End
Extract