

## **TOPIC: PHOTOSHOP TOOLS**



① MARQUEE TOOL (M) - Highlights an area in order to make edits rather than editing an entire layer.

Under it is the Elliptical Marquee, Single Column Marquee. and Single Row Marquee.

- ② MOVE TOOL (V) moves selections, layers, and guides.
- (3) LASSO TOOL (Y) makes freehand selections by drawing around an area unlike the pre-shaped selections of the marquee tool.

Under it is the **POLYGONAL LASSO** - which makes draws a series of straight lines from each point clicked.

The MAGNETIC LASSO - which creates snap-to selections around an object.

**THE QUICK SELECTION TOOL (W)** - lets you quickly "paint" a selection using an adjustable round brush tip.

Under it is the **MAGIC WAND TOOL** - selects similarly colored areas.

**5** CROP TOOL (c) - crops and trims images

Under it is the **PERSPECTIVE CROP TOOL** - designed to easily fix common distortion and perspective problems in an image.

The **SLICE TOOL** - creates slices for use in web design.

And the **SLICE SELECT TOOL** - selects individual slices that were created with the slice tool.

**©** EYEDROPPER TOOL (1) - selects colors in a image (which can be added to the swatch palette).

Under it is the **3D MATERIAL EYE DROPPER TOOL** - Loads selected material from a 3D object.

The **COLOR SAMPLER TOOL** - Samples up to four areas of an image.

The **RULER TOOL** - Measures distance, locations and angles.

The **NOTE TOOL** - Makes notes that can be attached to an image.

And the **COUNT TOOL** - Counts objects in an image.

② SPOT HEALING BRUSH TOOL (J) - Quickly removes blemishes and imperfections from photographs with a uniform background.

Under it is the **HEALING BRUSH TOOL** - Paints with a sample or pattern to repair imperfections in an image.

The **PATCH TOOL** - Repairs imperfections in a selected area of an image using a sample pattern.

The Content-Aware Move Tool

- Recomposes and blends pixels to accommodate a moved object.

And the **RED EYE TOOL** - Removes red-eye in flash photos with one click.

**8** Brush Tool (B) - Paints brush strokes.

Under it is the **PENCIL TOOL** - Paints hardedged strokes.

The **COLOR REPLACEMENT TOOL** - Substitutes one color for another.

The MIXER BRUSH TOOL - Blends sampled color with an existing color.

**9 CLONE STAMP TOOL (s)** - Paints with a sample of an image.

Under it is the **PATTERN CLONE STAMP** - Paints with a part of an image as a pattern.

(9) HISTORY BRUSH TOOL (Y) - Paints a copy of the selected slate or snapshot into the current image window.

Under it is the ART HISTORY BRUSH - Paints stylized strokes that stimulate the look of different paint styles, using a selected state or snapshot.

(I) **ERASER TOOL (E)** - Erases pixels and restores parts of an image.

Under it is the **Background Eraser Tool** - Erases areas to transparency by dragging.

And the MAGIC ERASER TOOL - Erases a solid colored areas to transparency with a single click.



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(2) **Gradient Tool (G)** - Creates straight-line, radial, angle, reflected, and diamond blends between colors.

Under it is the **PAINT BUCKET TOOL** - Fills similarly colored areas with the foreground colors.

And the **3D MATERIAL DROP TOOL** - Drops the material loaded in the tool onto the target area of a 3D object.

(13) BLUR TOOL - Blurs hard edges in an image.

Under it is the **SHARPEN TOOL** - Sharpens soft edges in an image.

And the **SMUDGE TOOL** - Simulates the actions of dragging a finger through wet paint. The too picks up color where the stroke begins and pushes it the direction you want.

14 DODGE TOOL (0) - Lightens areas in an image.

Under it is the **Burn Tool** - Darkens areas in an image.

And the **Sponge Tool** - Changes color saturation of an area.

(5) PEN TOOL (P) - Draw smooth-edged paths.

Under it is the **FREEFORM PEN TOOL** - is kind of a hybrid Lasso/Pen tool. Just click and drag around the element you want to select, and the tool creates an outline that follows your cursor, exactly like the Lasso.

The ADD ANCHOR POINT TOOL - which adds anchor points to paths.

The **DELETE ANCHOR POINT TOOL** - deletes anchor points from paths.

And the **CONVERT ANCHOR POINT TOOL** - which changes smooth points to corner points and vice versa.

(6) HORIZONTAL TYPE TOOL (T) - creates horizontal type and lets you enter and edit horizontal type.

Under it is the **VERTICAL TYPE TOOL** - . creates vertical type and lets you enter and edit vertical type.

The HORIZONTAL TYPE MASK TOOL - doesn't create a new layer. Instead, it creates a selection on the active layer. This tool is for filling text with an image or cutting text out of an image so that the background shows through.

And the **Vertical Type Mask Tool** - same as the Horizontal Type Mask Tool but for vertical type.

(7) PATH SELECTION TOOL (A) - Make shape or segment selections showing anchor points, direction lines, and direction points.

Under it is the **DIRECT SELECTION TOOL** - selects paths and path components after you draw the path.

(B) RECTANGLE TOOL (U) - draws squares and rectangles. For all the shape tools hold Shift while drawing to create perfect squares and circles.

Under it is the **ROUNDED RECTANGLE TOOL** draws squares and rectangles with rounded corners.

The **ELLIPSE TOOL** - draws circles and ovals.

The **POLYGON TOOL** - draws regular, multi-sided shapes.

The **LINE TOOL** - draws individual straight line segments. If you hold down shift the Line Tool only keeps lines to 45° increments.

And the  ${\bf CUSTOM\,Shape\,Tool}$  - draws shapes from the shape library.

(9) HAND TOOL (H) - Moves an image within its image.

Under it is the **ROTATE VIEW TOOL** - Non-destructively rotates canvas.

**20 ZOOM TOOL (z)** - Magnifies and reduces the view of an image.



## **TOPIC: PHOTOSHOP TOOLS**



- (21) FOREGROUND COLOR Photoshop uses the foreground color to paint, fill, and stroke selections.
- **22 SWAP FOREGROUND & BACKGROUND (X)** swaps the current assigned foreground and background colors.
- **3** BACKGROUND COLOR used to make gradient fills and fills in the erased areas of an image.
- **24 DEFAULT FOREGROUND & BACKGROUND COLORS (D)** sets the foreground color to black and the background color to white.
- EDIT IN QUICK MASK MODE (Q) Use Quick Mask mode to convert a selection to a temporary mask for easier editing. The Quick Mask appears as a colored overlay with adjustable opacity. You can edit the Quick Mask using any painting tool or modify it with a filter. Once you exit Quick Mask mode the mask is converted back to a selection on the image.
- © CHANGE SCREEN MODE (F) swap between Regular Screen Mode, Full Screen with Menu Bar, and Full Screen Mode.