

Lane Cove Creative Photography 2024

*Essential Skills*

Introduction to Layers

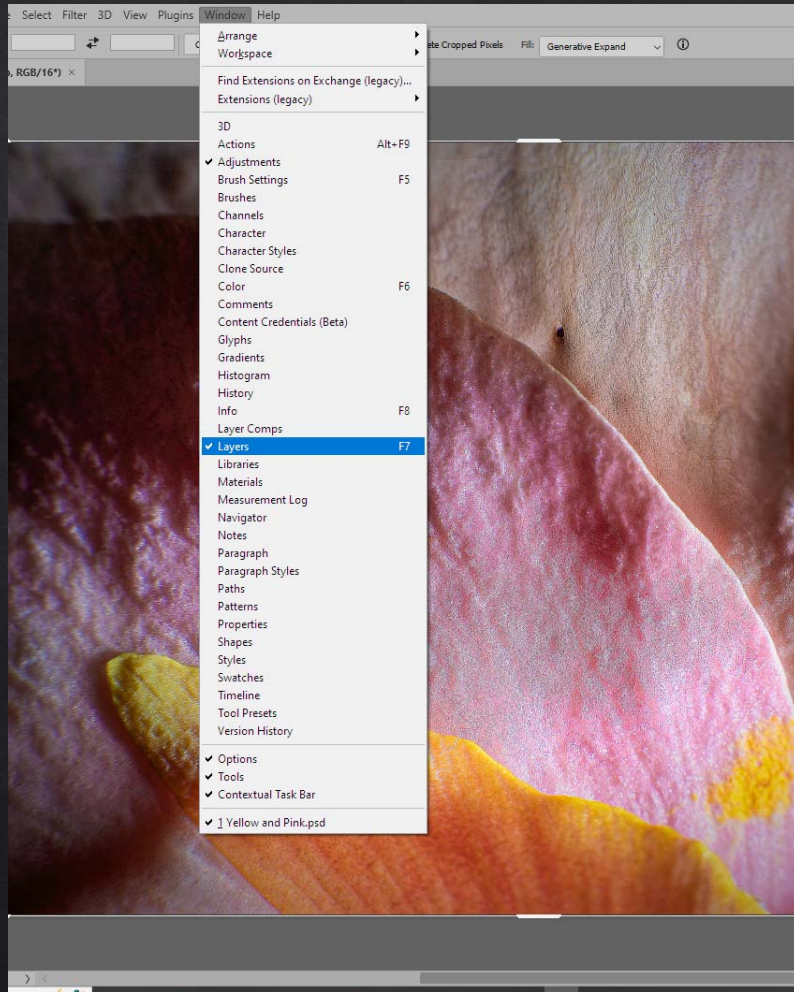
# PHOTOSHOP LAYERS

What we will cover:

- Introduction to Layers including:
  - Layer Masks
  - Blending
  - Opacity
- Layer Types including:
  - Adjustment Layers
  - Fill Layers
  - Other Layers
- Making basic adjustments with Adjustment Layers and Selectively applying them

# LAYER BASICS

Making sure the Layers Panel is visible



From the Menu Bar select:

**Window>Layers**

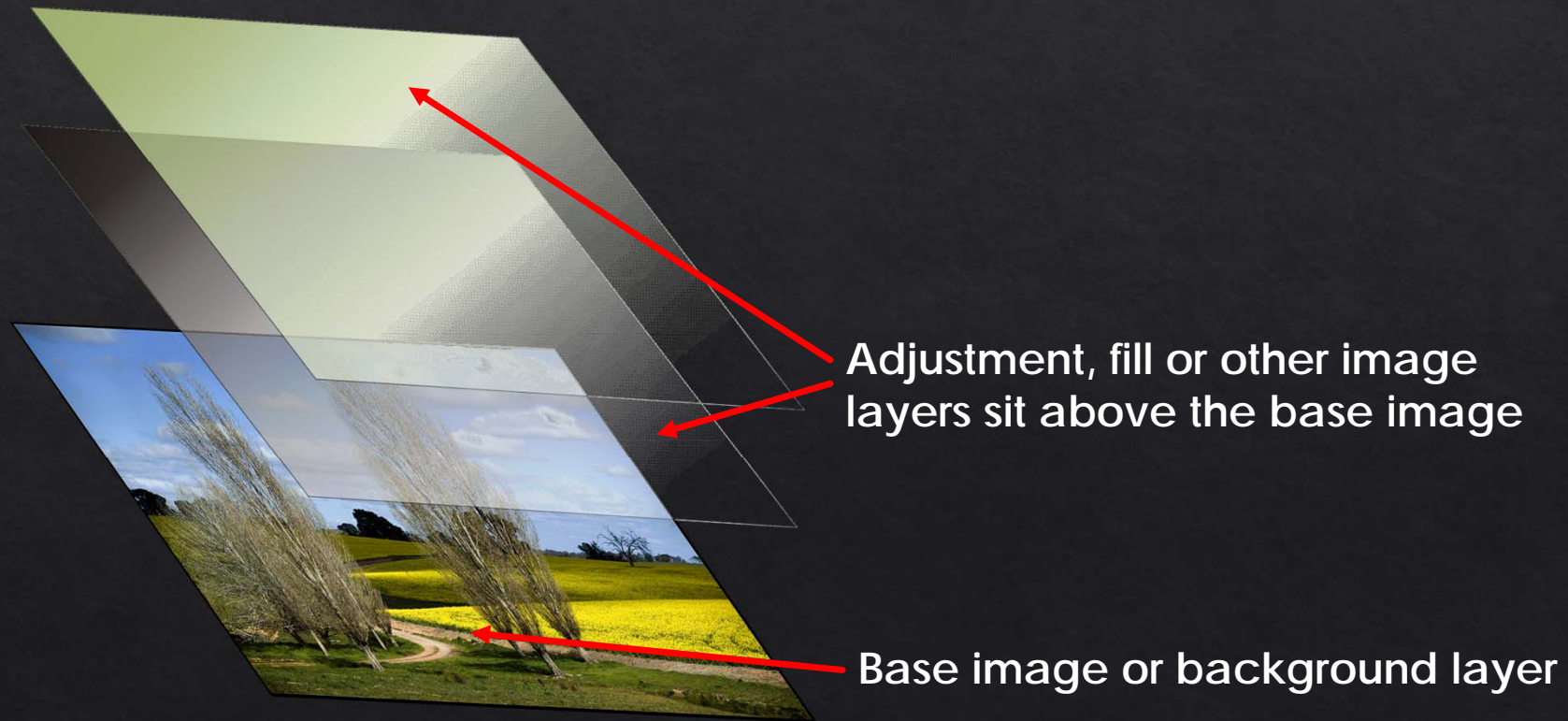
Or

**Press F7**



## LAYER BASICS

- Layers are like adding filters over your lens
- Layers do not directly affect or alter the base image
- The original image is not changed – *non destructive editing*





# LAYER BASICS

## Why are layers used?

- Layers are a *non-destructive* way of applying image adjustments
- Layers can be adjusted repeatedly
- Layers allow us to apply image adjustments selectively and reversibly
- Layer masks and blending modes allow finer adjustment
- Layers can be built up in multiples

## LAYER BASICS

A layer comprises three components:

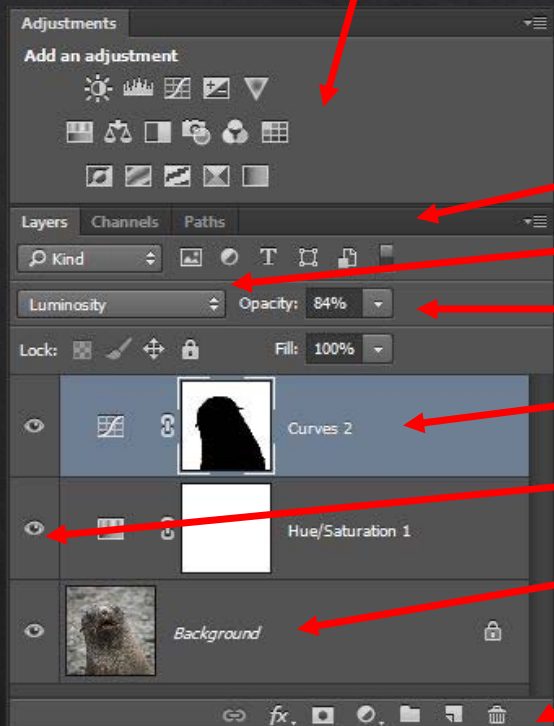
1. The *layer* itself containing the instructions (adjustment, filter etc.)
2. A *layer mask* that determines *where* the adjustment applied
3. The *blending modes* that determine *how* the adjustment applied

The blending modes include options:

1. The *blending mode*
2. the *transparency* or *opacity* of the layer
3. the *Layer Styles*

# THE LAYERS PANEL

Adjustment layer types



Layers Panel

Blend Modes

Layer Opacity

Adjustment layer with Mask

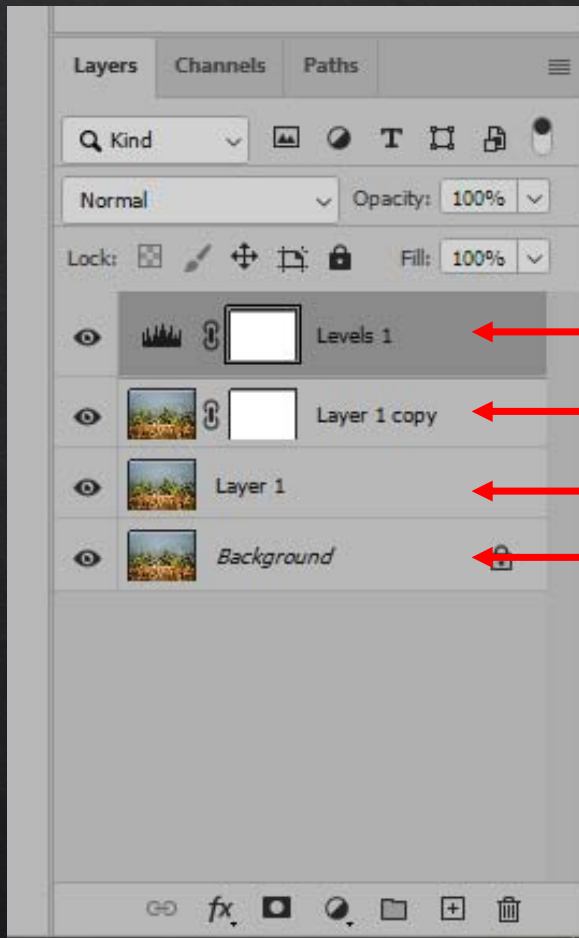
Layer visibility - on/off

Base image = Background layer

Layer tools



# TYPES OF LAYERS



Adjustment layer with mask

Duplicate layer with mask

Duplicate layer

Background layer

# TYPES OF LAYERS

## Fill Layers

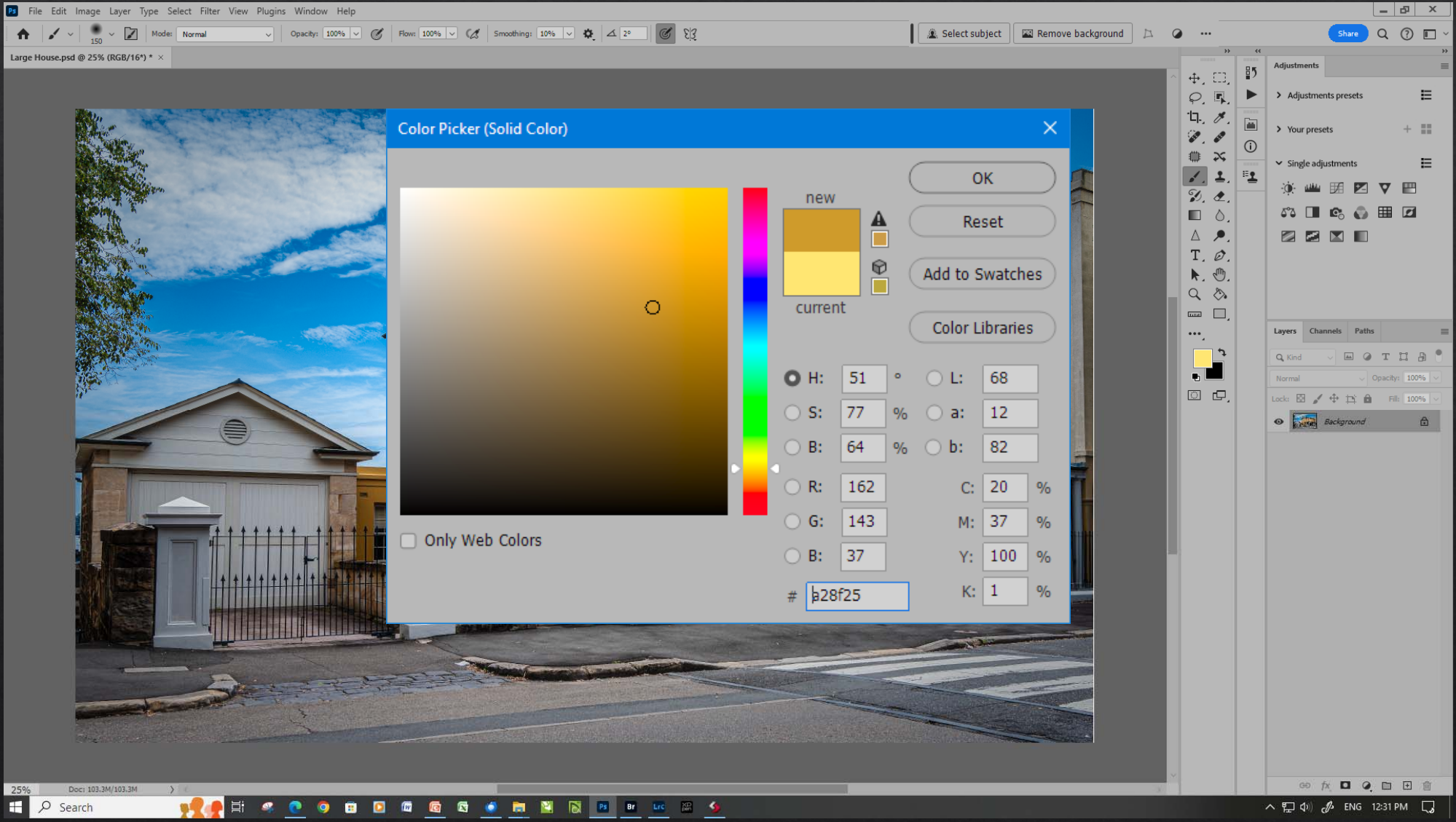
Fill layers allow you make a layer with:

- a solid colour
- a gradient
- a pattern

The fill layer can then be blended with the layers below

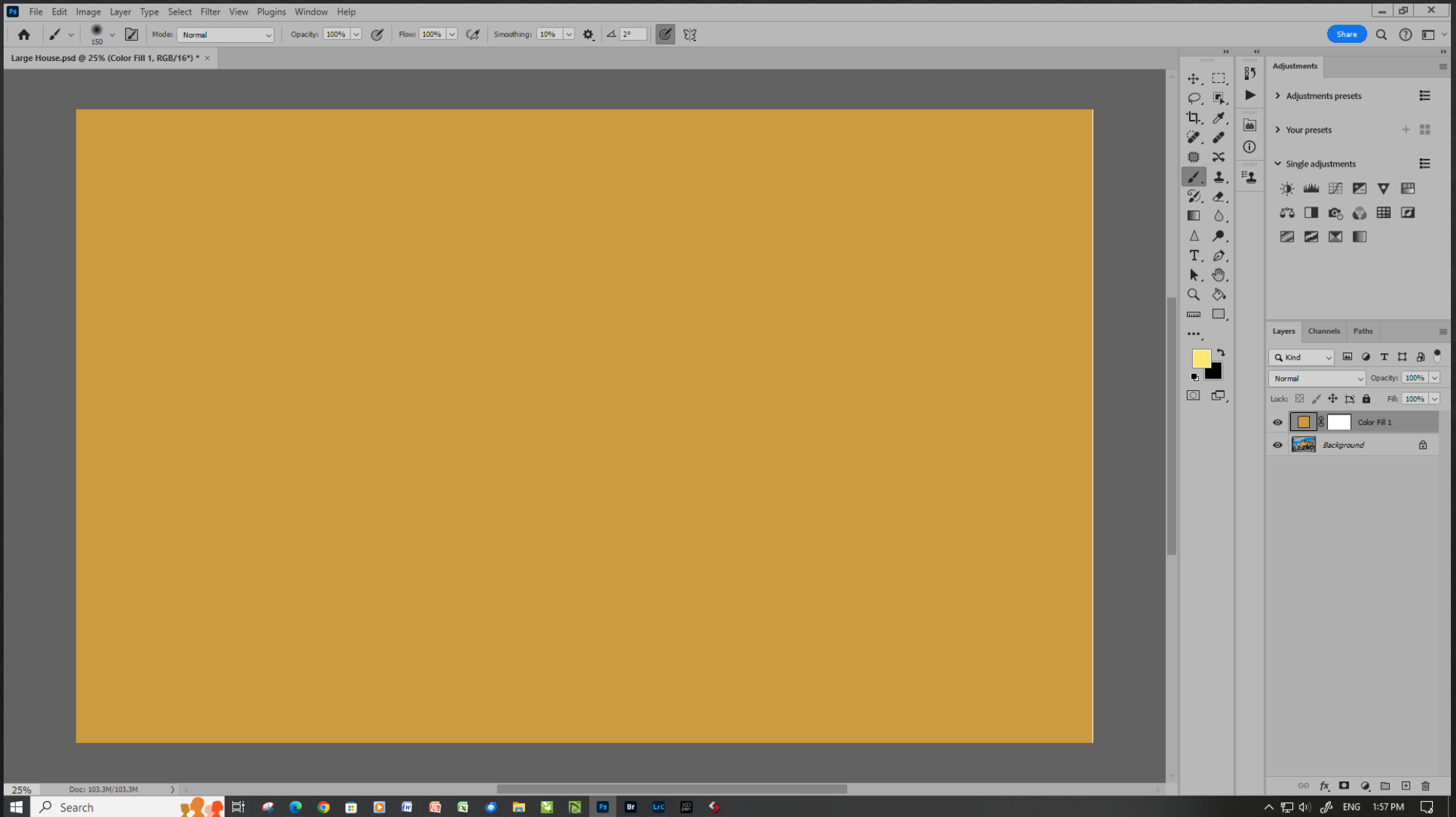
To create a fill layer select from the menu bar Layer>New Fill Layer>*(Solid Colour, Gradient or Pattern)*

# FILL LAYERS

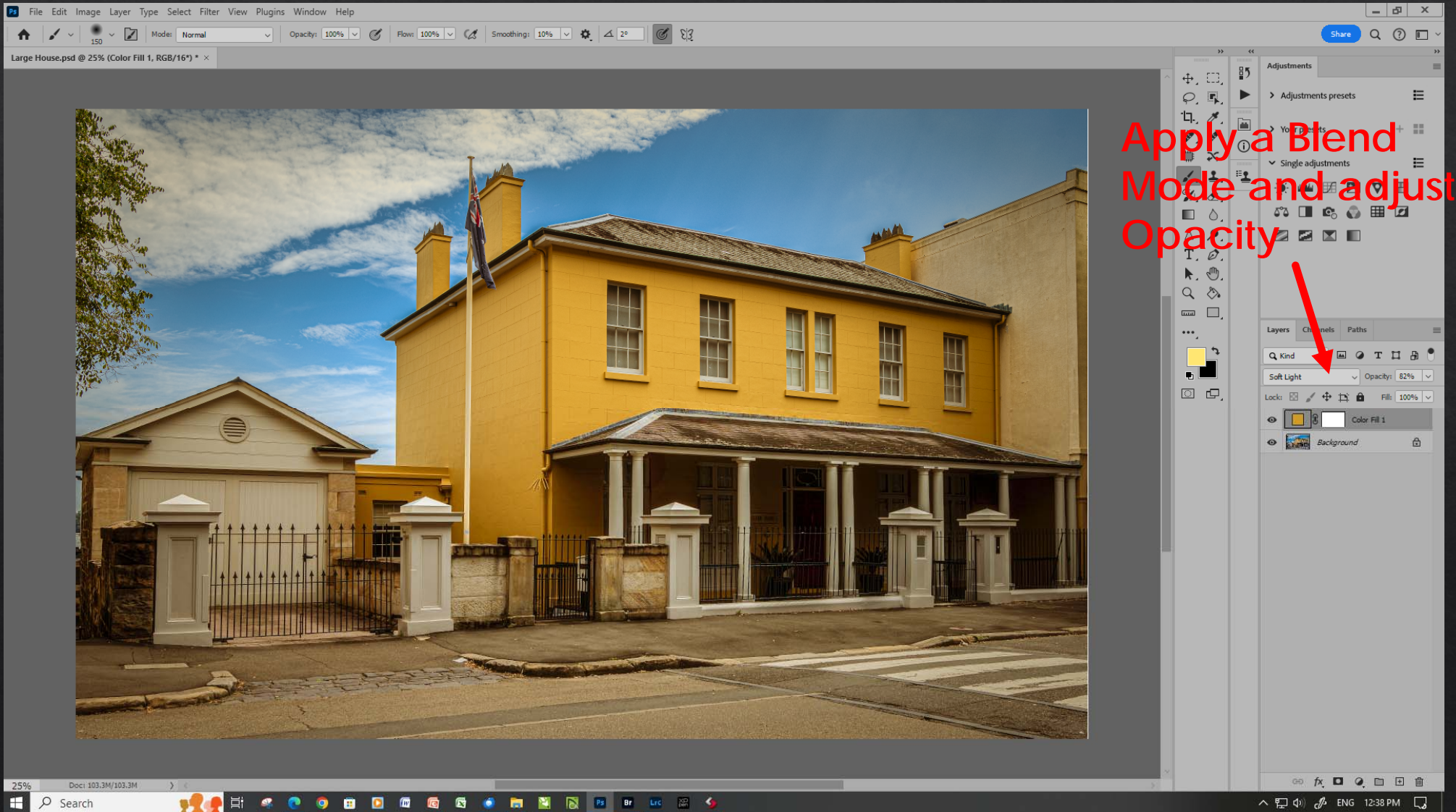




# FILL LAYERS

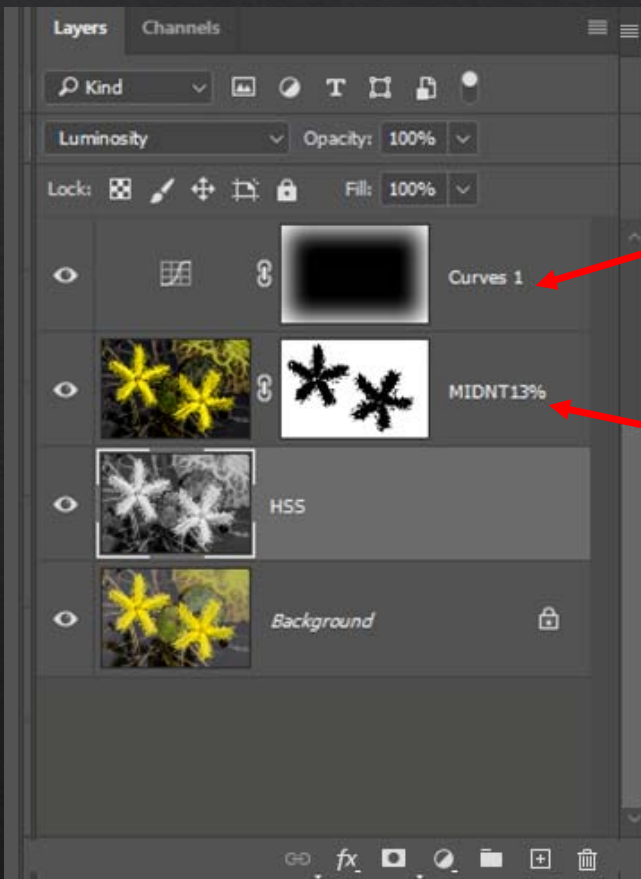


# FILL LAYERS



# LAYER MANAGEMENT

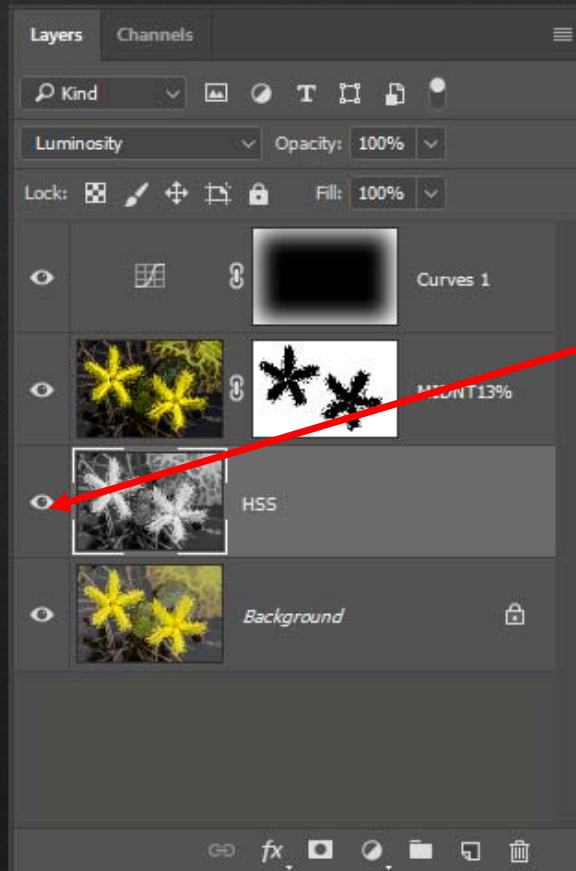
## Naming Layers



- By default Photoshop automatically gives each layer a name when it is created, such as "Layer 1" or "Curves 1".
- You may wish to give your layers a more meaningful name.
- You can do this by double left clicking on the name of the layer you wish to rename and typing the new name.



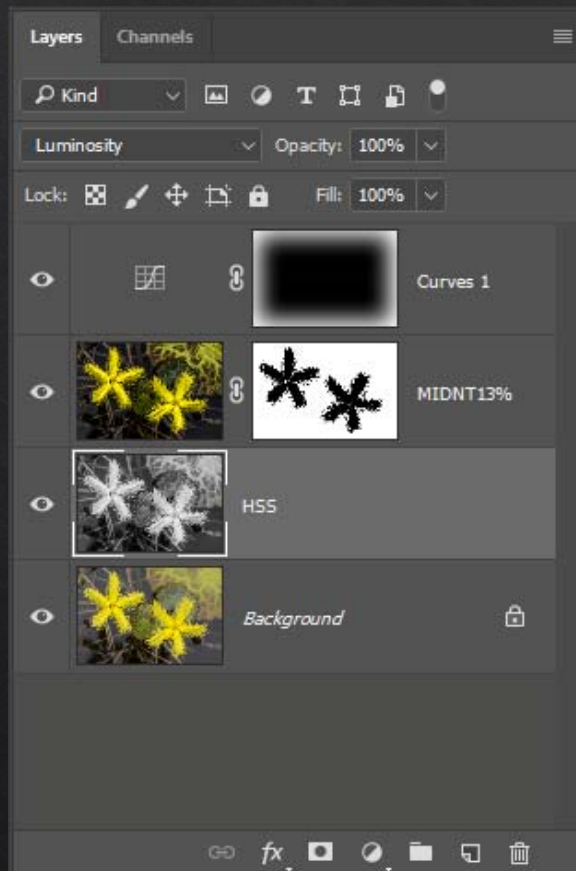
# LAYER MANAGEMENT



## Showing and Hiding Layers

- To observe the effect of a layer **Eye** icons that are shown at the left of the layer are used.
- If the layer is visible left clicking on the **Eye** icon will turn the layer off
- If the layer is off left clicking the **Eye** icon will turn the layer on

# LAYER MANAGEMENT

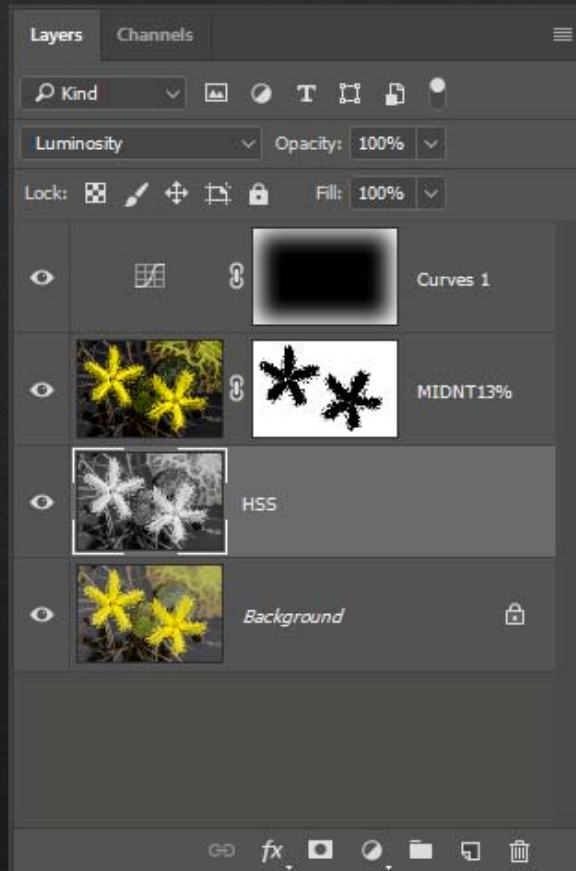


## Changing Layer Order

You can change the order of the layers.  
To do this:

- Select the layer you want to move
- Left click and hold and drag the layer to the required position.
- A key shortcut is to hold the **Ctrl** key down and press the [ key to move the current layer down and the ] key to move the current up.

# LAYER MANAGEMENT



## Changing Layer Order

The order of the layers can have an effect on the overall look of the image, so be careful when moving layers up or down.

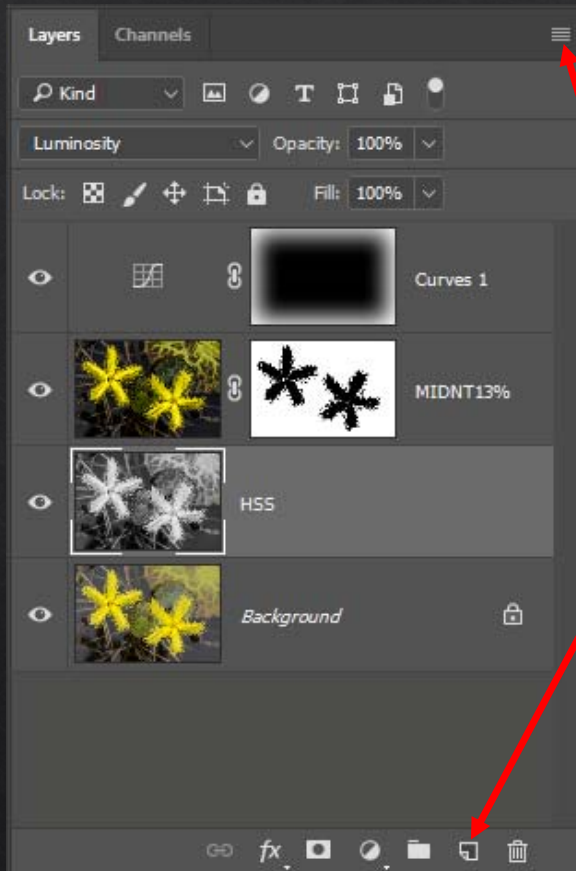


# LAYER MANAGEMENT

## Copying Layers

To make a copy of a layer:

- Left click and hold on the layer and drag to the **New** icon
- OR
- Right click the layer and then select **Duplicate Layer** in the pop up window
- OR
- Highlight the layer to be copied and press **CTRL + J**
- OR
- Left click on the **Bar** symbol and then select **Duplicate Layer**

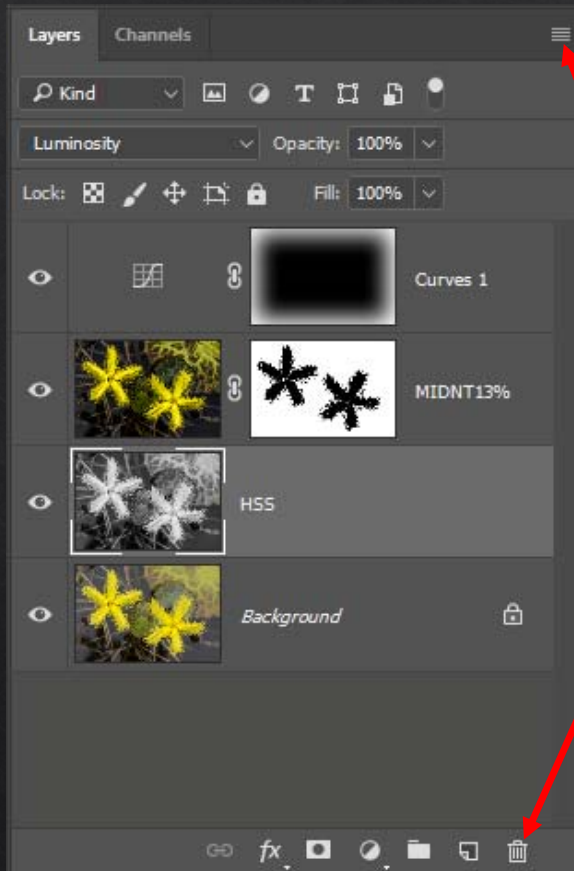


# LAYER MANAGEMENT

## Deleting Layers

To delete a layer:

- Left click and drag it down to the trash can
- OR
- Right click on the layer and select **Delete Layer**
- OR
- Click on the **Bar** symbol and select **Delete Layer**



# LAYER MANAGEMENT

## Layer Groups

Grouping layers allows you to:

- Organise layers into tidy folders
- Use tools like Transform to adjust the size and shape of multiple layers at once
- Apply adjustments to several layers at once
- Maintain separation of layers
- Apply a mask to the group of layers as well as individual adjustments

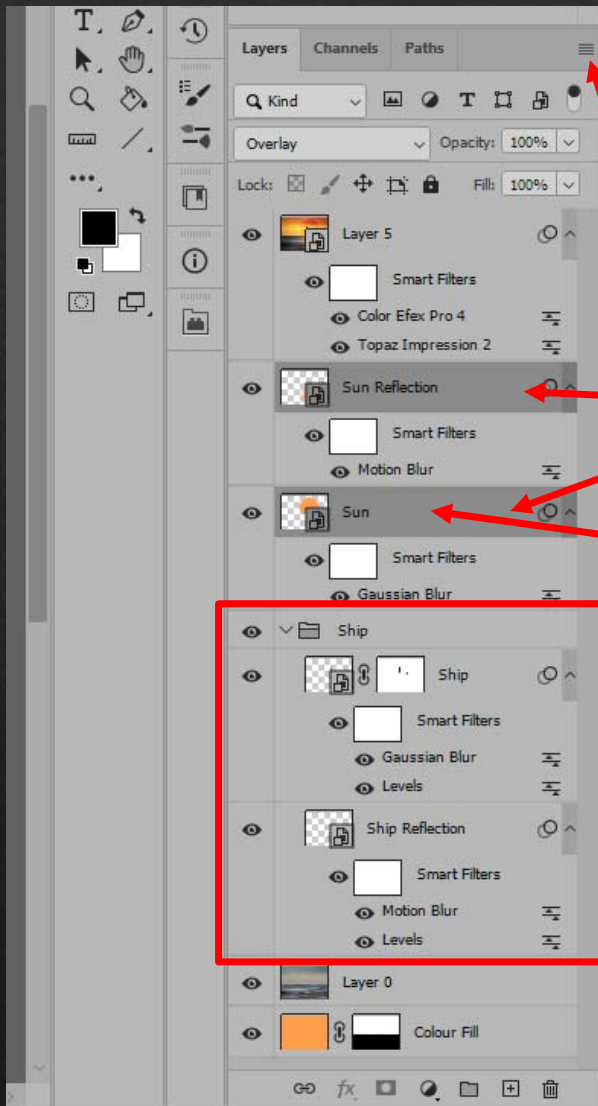


# LAYER MANAGEMENT

## Grouping Layers

To group layers:

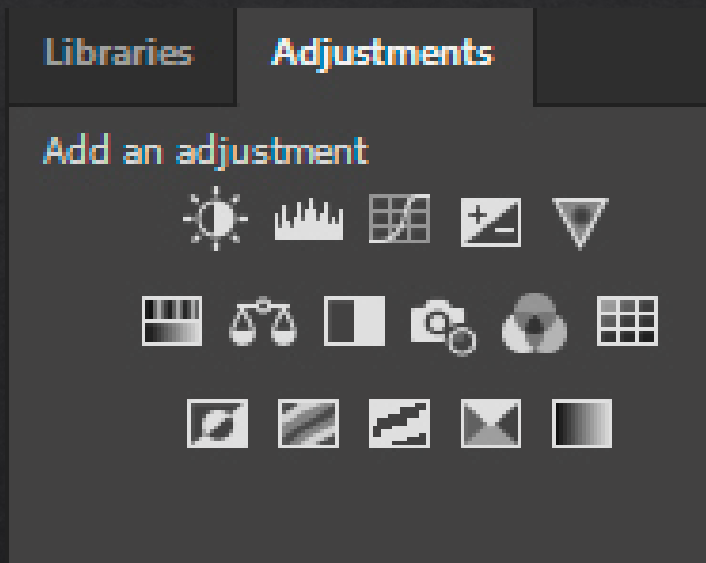
- Select the layers to be grouped
  - Right click on a selected layer and select **Group From Layers**
- OR
- Click on the **Bar** symbol and select **Group From Layers**



Layer Group

Groups can keep sets of adjustments together and can have their own mask

# ADJUSTMENT LAYERS



16 standard adjustment layer types:

Brightness/Contrast

Levels

Curves

Exposure

Vibrance

Hue/Saturation

Colour Balance

Black and White

Photo Filter

Channel Mixer

Colour Lookup

Invert

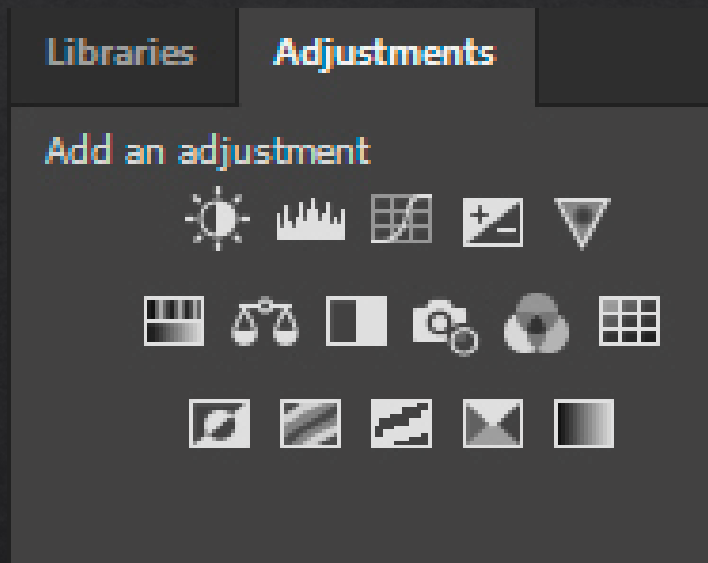
Posterise

Threshold

Selective Colour

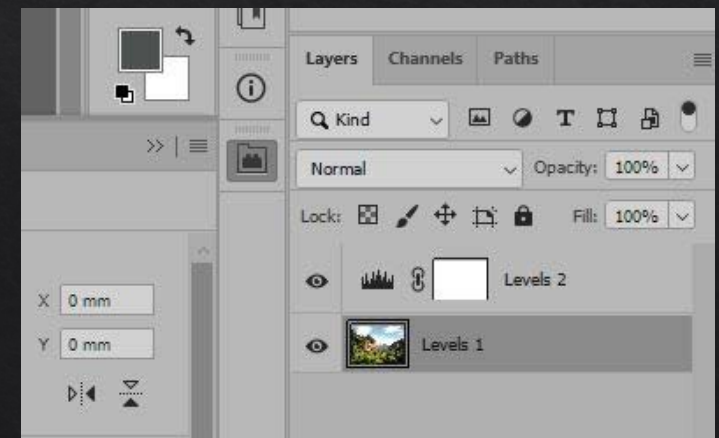
Gradient Map

# ADJUSTMENT LAYERS



To create a new adjustment layer:

1. Click on the icon for the type of adjustment you want to make.
2. A new layer complete with a mask is created.





# ADJUSTMENT LAYERS

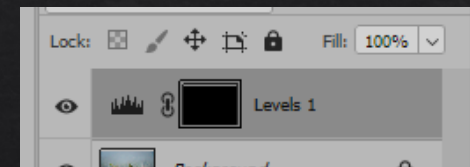
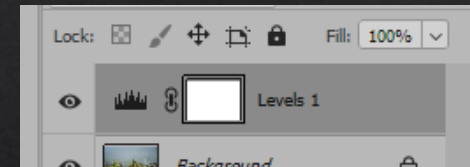
A new adjustment layer is created and set to **Normal** Blend Mode with a **white** mask, but no change is visible until the adjustment layer is manipulated and/or the Blending Mode is changed



# LAYER MASKS

## Working with the Layer Mask.

- When you create a new Adjustment or fill layer, a mask is automatically applied
- The layer mask initially applies the adjustment to the whole image
- *A **White** mask means the adjustment is applied*
- *A **Black** mask means the adjustment is not applied*



*"White reveals, Black conceals"*

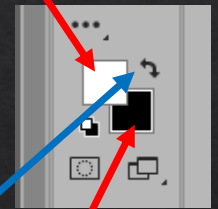


# LAYER MASKS

## Selective adjustment with the Layer Mask.

- Choose the Paint Brush tool
- Set the foreground colour to **Black** to hide parts of the image or **White** to reveal parts of the image
- Paint over the areas where the mask is to be applied or removed

Foreground Colour



Background Colour

Press **X** to swap the Foreground and Background or click on the Arrow symbol.

Masks can be altered over and over again



## LAYER MASKS



The sky is too light

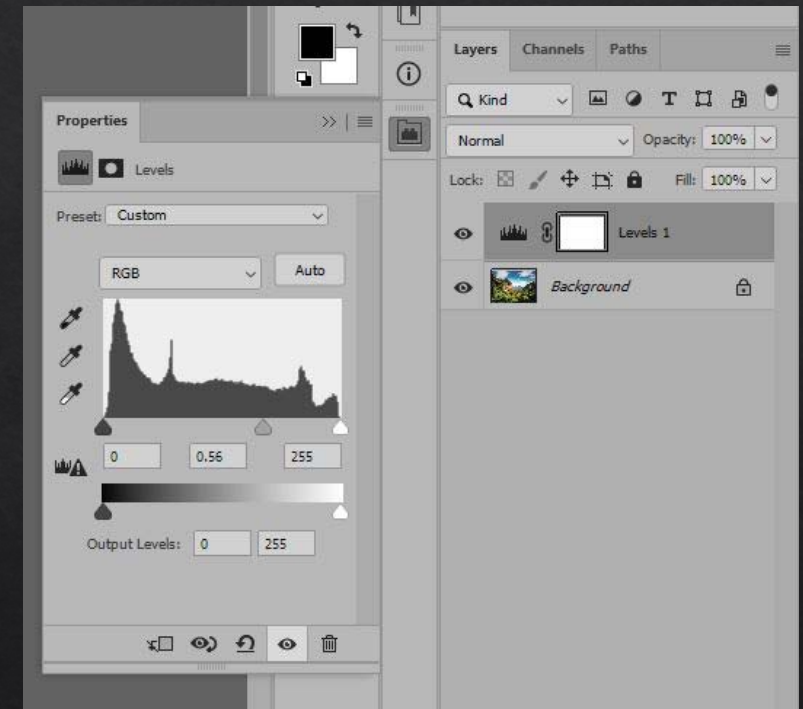
This can be fixed by  
using a Levels  
adjustment layer and  
masking



# LAYER MASKS



Add a Levels adjustment layer

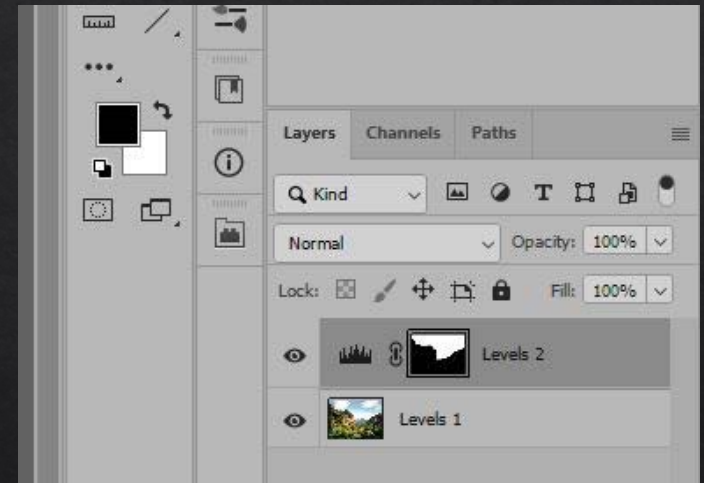




# LAYER MASKS



With the layer mask and Black selected paint over the foreground

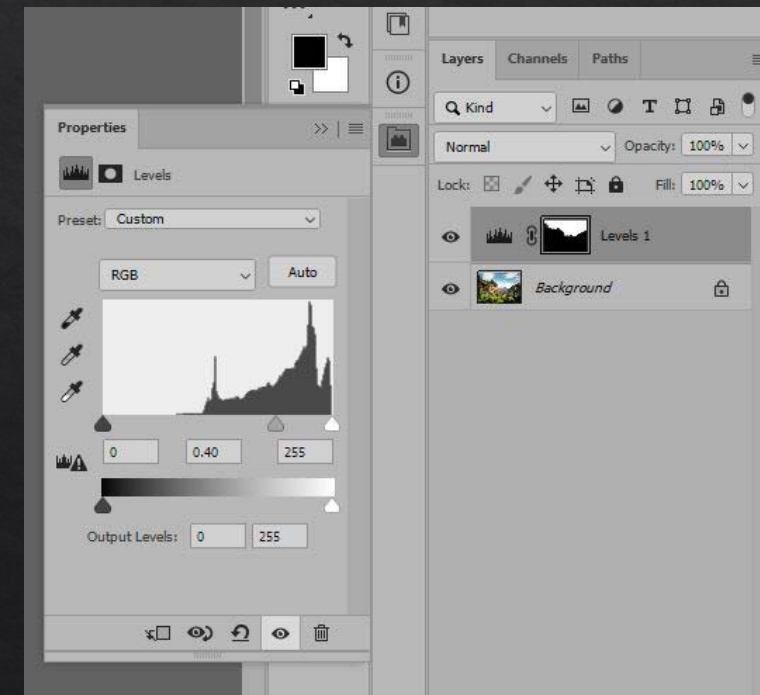




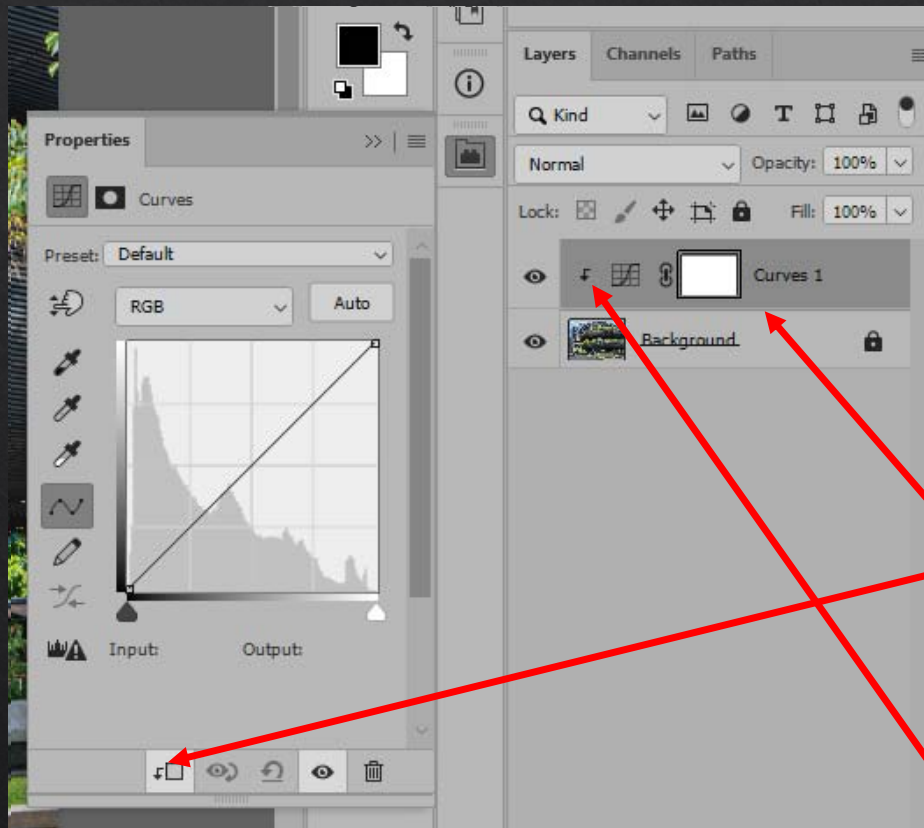
# LAYER MASKS



Alternatively apply Levels adjustment layer with the sky selected



# LAYER CLIPPING MASK



## Clipping Masks

Locks the adjustment to only the layer immediately below it

To create a Clipping Mask:

- Click the Clipping Mask icon
- Hold the Alt key and click the junction of the adjustment layer and the layer below

The clipping symbol will show and the layer will be indented



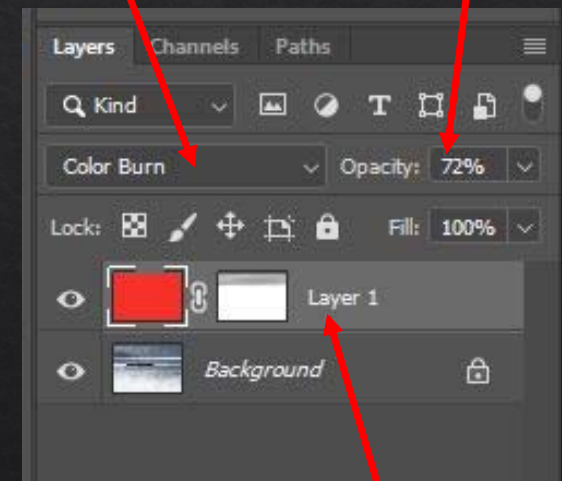
# TYPES OF LAYERS

Fill layers – filled with a colour and blended with another image



Blend Mode

Opacity

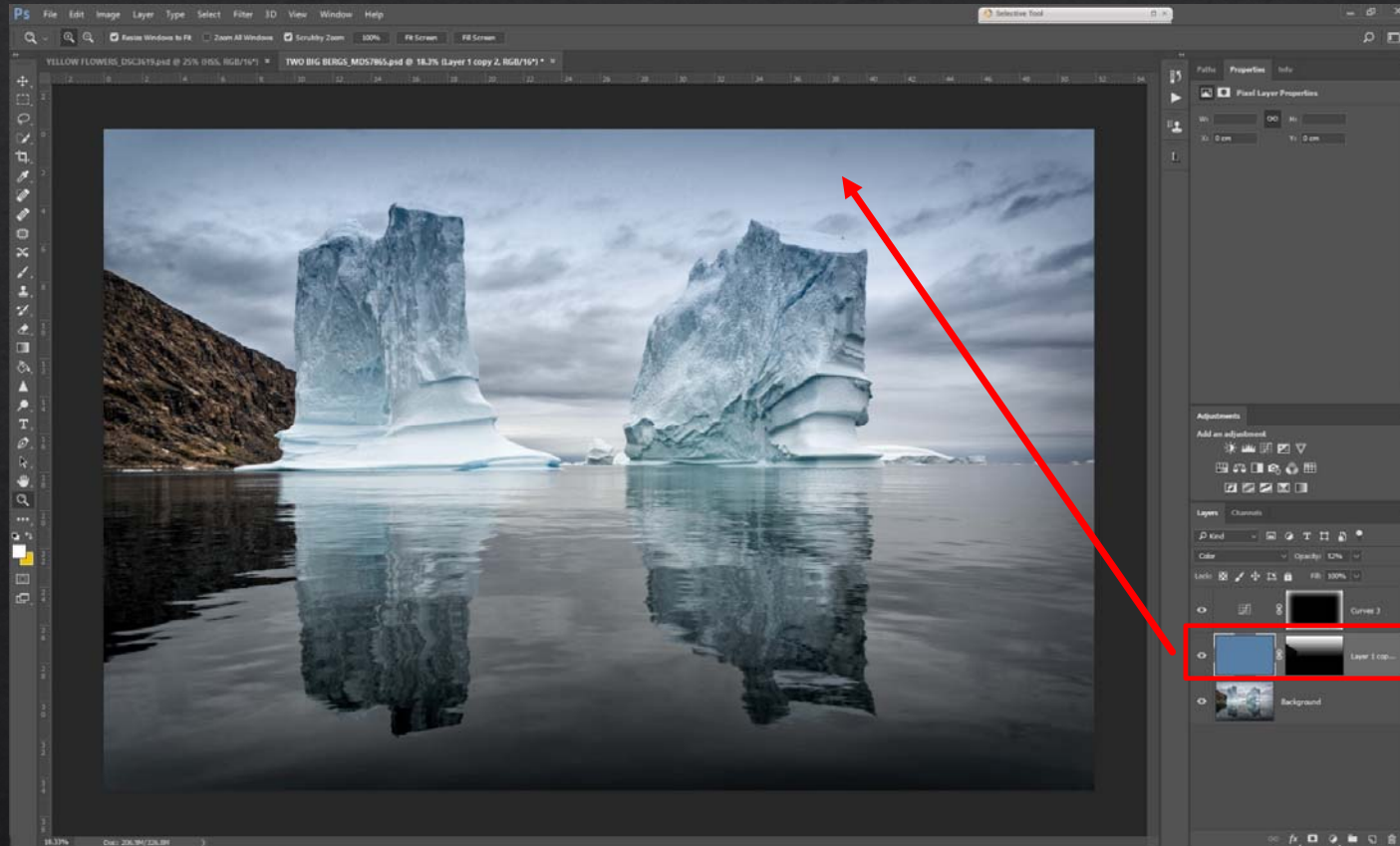


Fill Layer with colour and mask



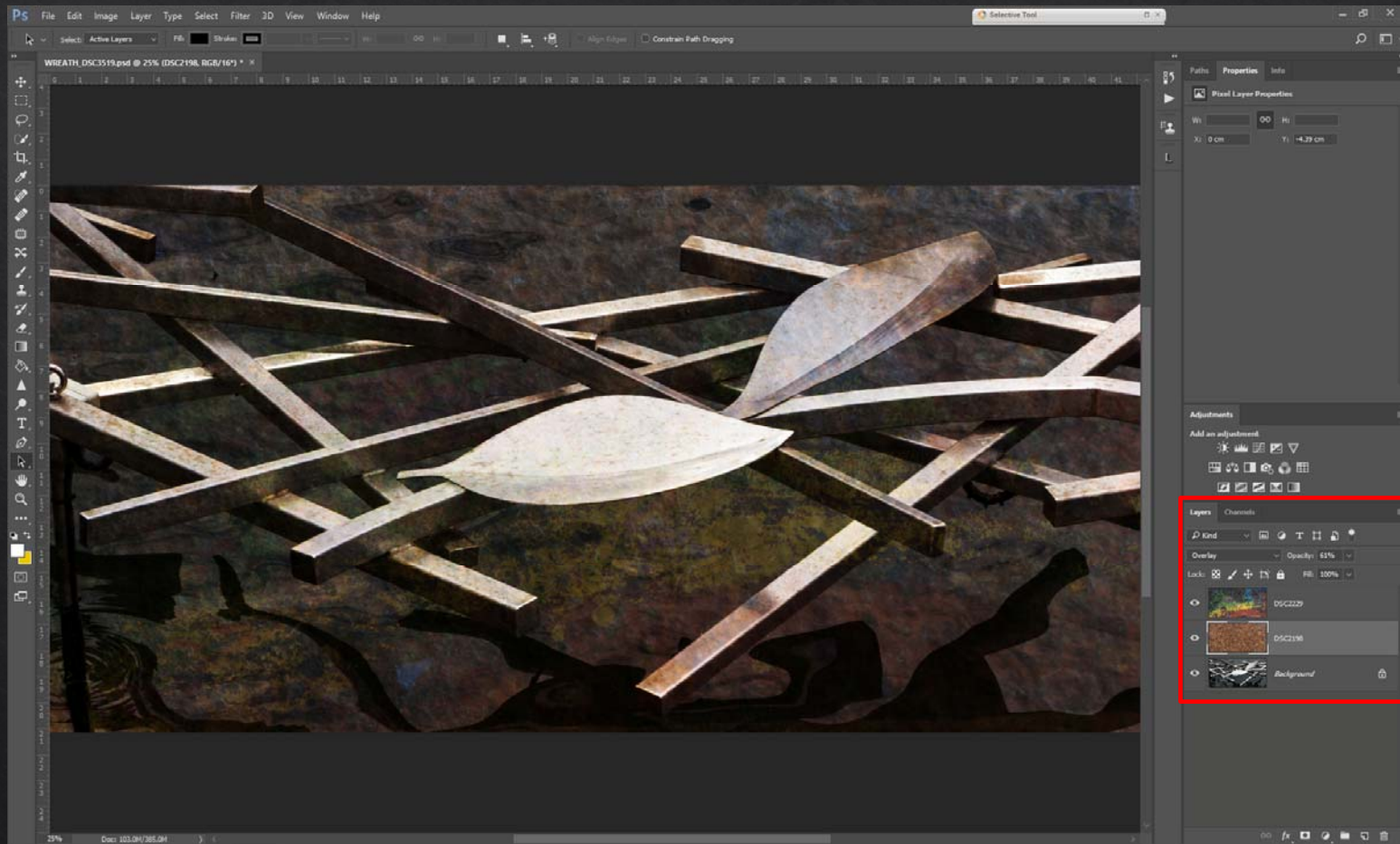
# TYPES OF LAYERS

Fill layers – filled with a colour and blended with another image



# TYPES OF LAYERS

Image layers – Texture layers blended over the image





## TYPES OF LAYERS

Image layers – Texture layers blended over the image





# Part Two

# LAYERS BLEND MODES

## WHAT DO BLEND MODES DO?

Blend Modes simply determine how two layers work together to create a combined image

# LAYERS BLEND MODES

## PRACTICAL APPLICATIONS OF BLEND MODES

Combining two or more images – i.e. adding texture – *Overlay*

Add or remove a colour cast or tone – *Hue or Colour*

Adding or removing contrast without affecting colour – *Luminosity*

Colour correct using curves – *Normal*

Modifying third party plug ins – *Overlay, Soft Light, Luminosity*



# LAYERS BLEND MODES

Blend Modes are grouped according to general effect

## Blend Mode Groups

Normal	{	Normal Dissolve
Darken	{	Darken Multiply Color Burn Linear Burn Darker Color
Lighten	{	Lighten Screen Color Dodge Linear Dodge (Add) Lighter Color
Contrast	{	Overlay Soft Light Hard Light Vivid Light Linear Light Pin Light Hard Mix
Inversion	{	Difference Exclusion Subtract Divide
Cancelation	{	
Component	{	Hue Saturation Color Luminosity

# LAYERS BLEND MODES

Not all Blend Modes are useful

The most commonly used are those that:

- Darken
- Lighten, or
- Control Contrast

## Commonly Used Blend Modes

Darkening

Normal  
Dissolve

Darken  
Multiply  
Color Burn  
Linear Burn  
Darker Color

Lightening

Lighten  
Screen  
Color Dodge  
Linear Dodge (Add)  
Lighter Color

Contrast

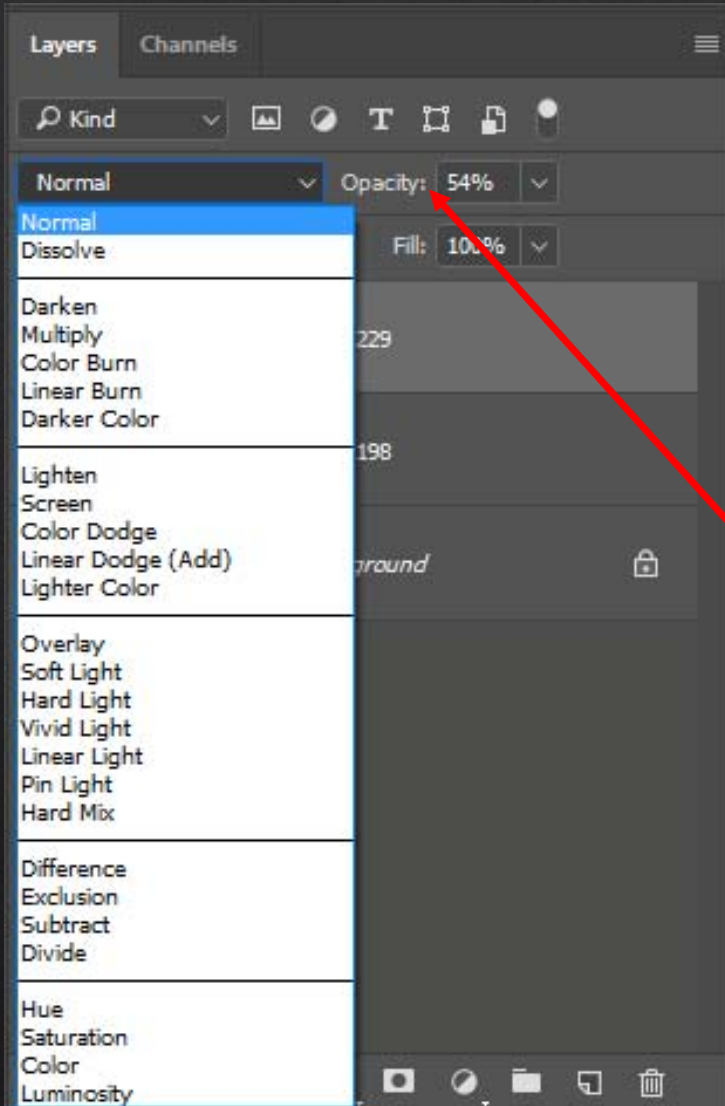
Overlay  
Soft Light  
Hard Light  
Vivid Light  
Linear Light  
Pin Light  
Hard Mix

Difference  
Exclusion  
Subtract  
Divide

Hue  
Saturation  
Color  
Luminosity



# LAYERS BLEND MODES



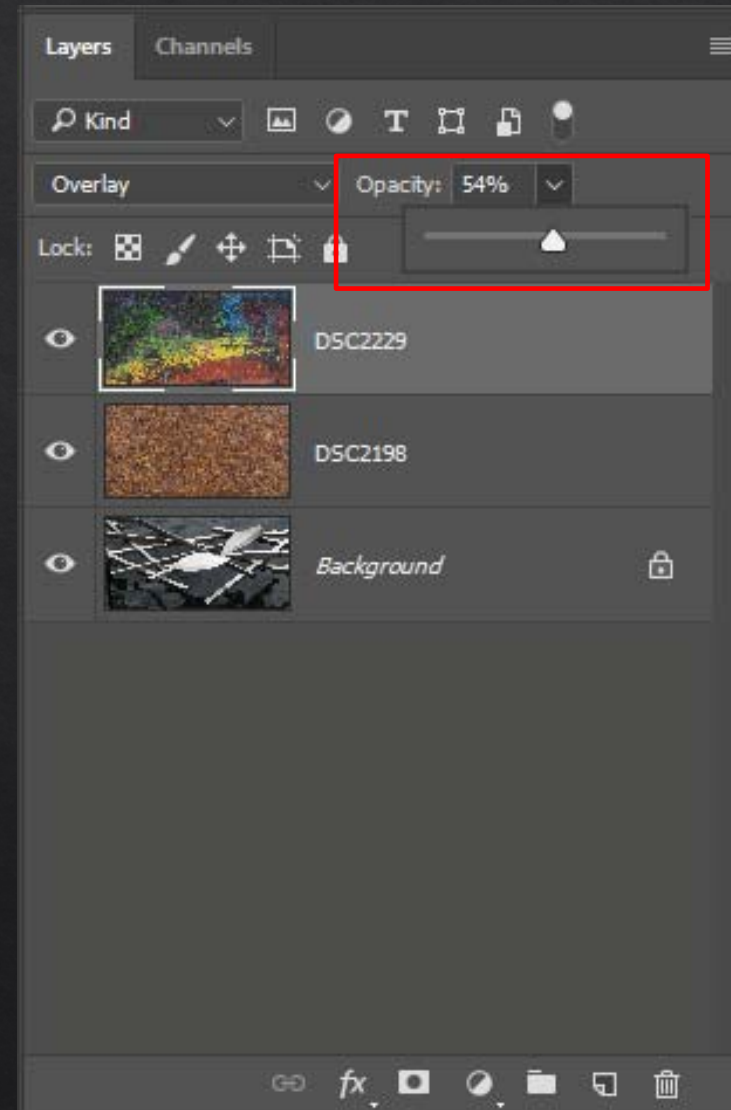
## Blend Modes Panel:

- Blend the active layer with the layer below
- Generally require lots of experimentation

The Opacity slider controls the translucency of the blended layer

# LAYERS OPACITY

The Opacity slider is used to lower the density of the active layer to allow the layer below to be seen





# LAYERS BLEND MODES

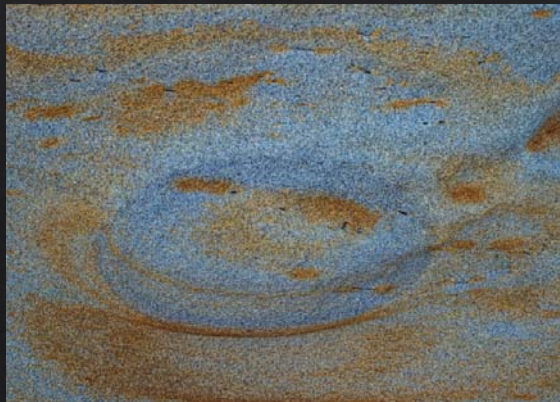
## Normal

Normal is the default blending mode and in this mode the top layer covers those under it, as if is in solid colour and initially at 100% opacity.

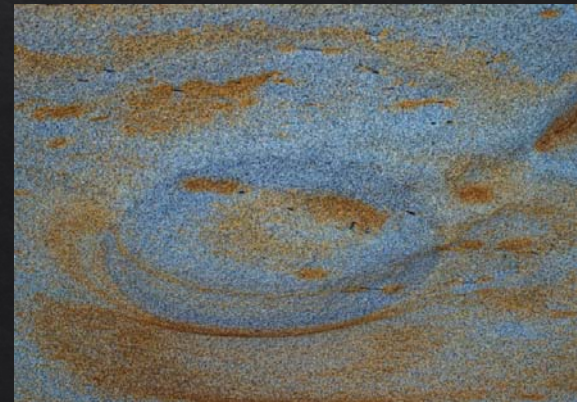
Background



Blend Layer



Normal Blend



# LAYERS BLEND MODES

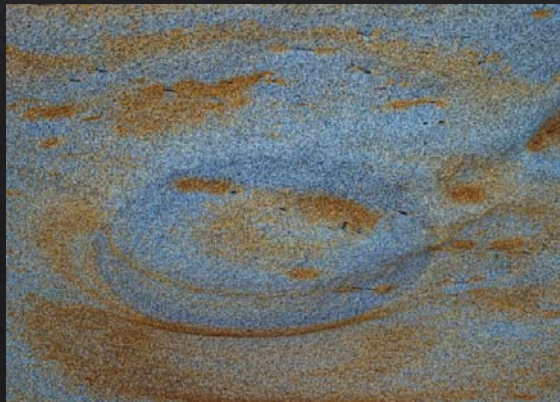
## Darken

The darken blend mode compares each pixel value of the upper layer to the corresponding pixel value of the lower layer and chooses the darker of the two to display.

Background



Blend Layer



Darken Blend





# LAYERS BLEND MODES

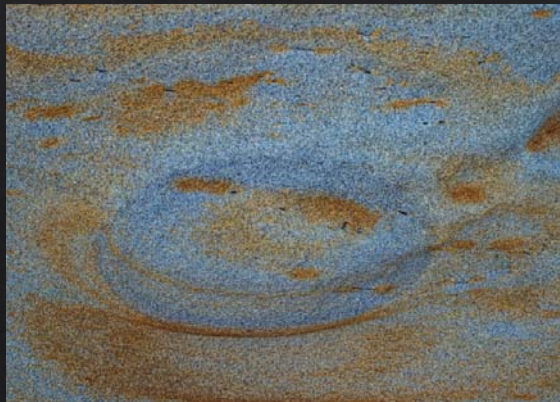
## Multiply

The multiply blend mode darkens the lower layer based on the darkness of the upper layer with no part of the image becoming lighter. Any applied tone darker than white darkens the lower layer while white becomes transparent.

Background



Blend Layer



Multiply Blend



# LAYERS BLEND MODES

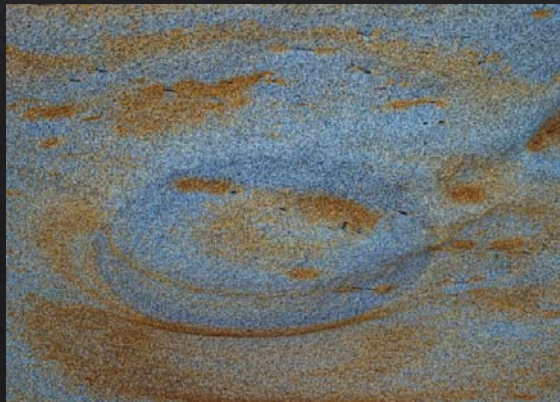
## Screen

The screen blend mode brightens by lightening the lower layer based on the lightness of the upper layer, the result is always lighter. Screen is a good option for correcting the exposure in photos that are too dark.

Background



Blend Layer



Screen Blend





# LAYERS BLEND MODES

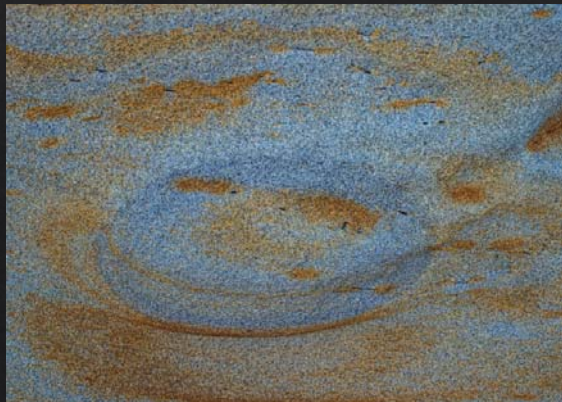
## Overlay

The overlay blend mode multiplies the light colours and screens the dark colours.

Background



Blend Layer



Overlay Blend



# LAYERS BLEND MODES

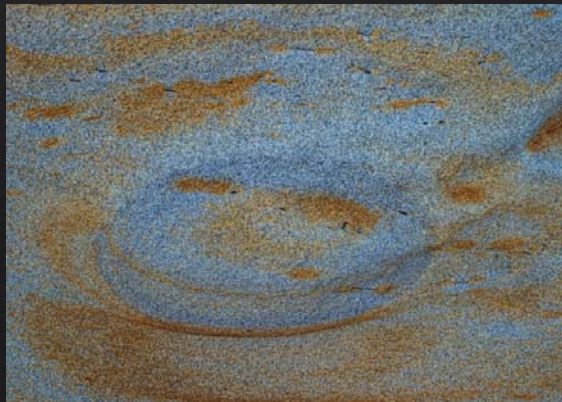
## Soft Light

The soft light blend mode multiplies the dark tones and screens the light tones.

Background



Blend Layer



Soft Light Blend





## LAYERS BLEND MODES

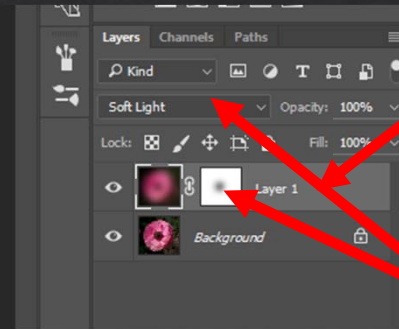
### Soft Light

The soft light blend with 80% opacity and sky masked





# LAYERS BLEND MODES



Make a copy layer  
and apply blur

Use Soft Light blend  
and selective  
masking

Increases colour, contrast  
and density and adds a  
soft focus effect



# LAYERS BLEND MODES

The screenshot displays the Adobe Photoshop interface. The main canvas shows two ducks standing on a muddy bank next to a pond. The Layers panel on the right is open, showing a 'Background' layer and a 'Layer 1' layer. The 'Layer 1' layer is selected, and its blend mode is set to 'Overlay' with an opacity of 50%. Red arrows point from the text 'Overlay' and '50%' to the corresponding settings in the Layers panel. Another red arrow points from the text 'Copy Layer' to the 'Layer 1' layer. The Photoshop menu bar at the top includes File, Edit, Image, Layer, Type, Select, Filter, View, Plugins, Window, and Help. The Windows taskbar at the bottom shows the system tray with the time 2:09 PM and language ENG.

Overlay

50%

Copy Layer

# LAYERS ADVANCED BLENDING

## Advanced Blending

Layer Styles give access advanced blending techniques, to use Layer Styles:

- Double click on the required layer

OR

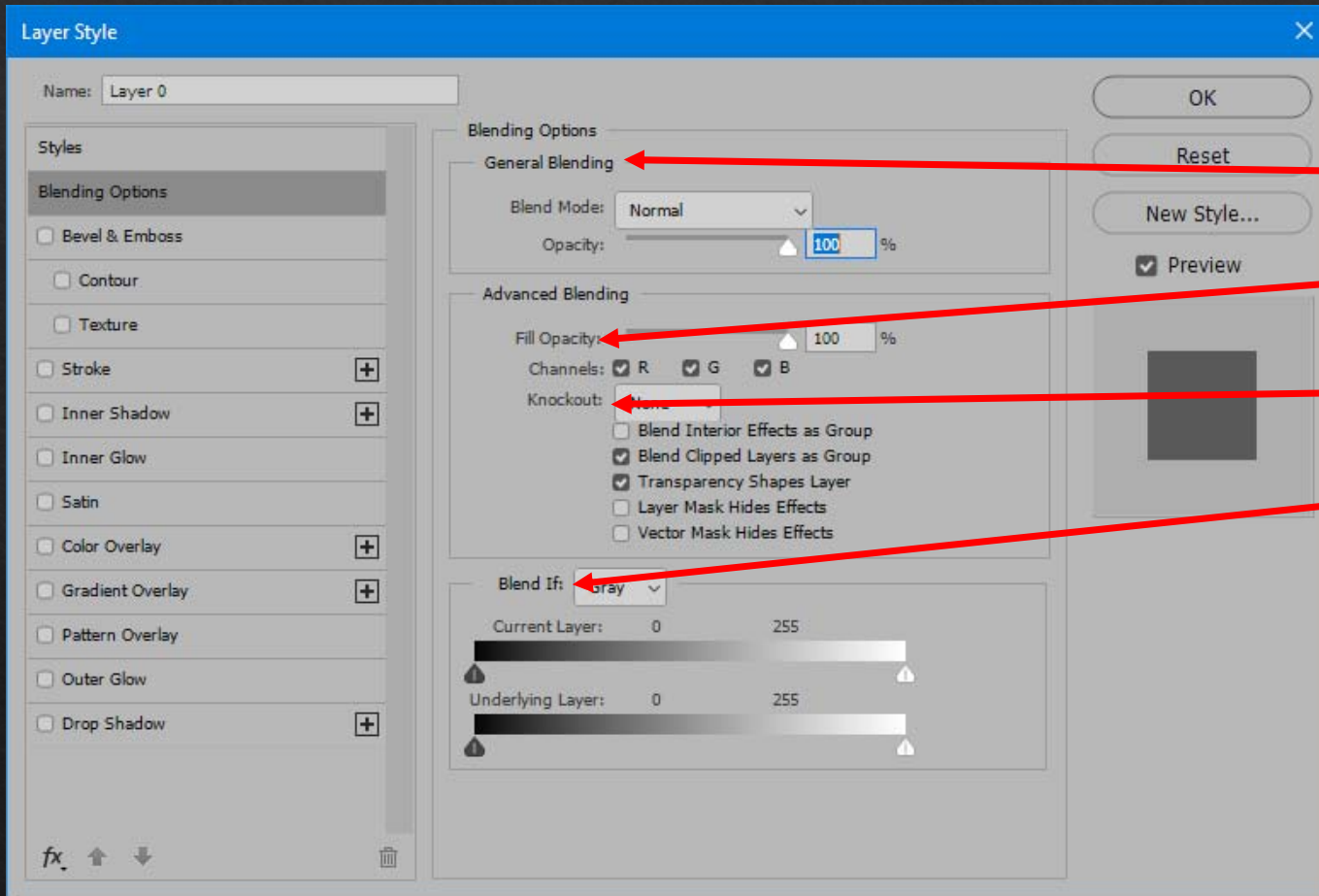
- Click the **fx** icon in the Layers Toolbox and select **Blending Options**

The **Layer Styles** dialog box will open to give access to advanced blending:

- General Blending
- Advanced Blending
  - Fill opacity
  - Knockout
- Blend if



# LAYERS ADVANCED BLENDING



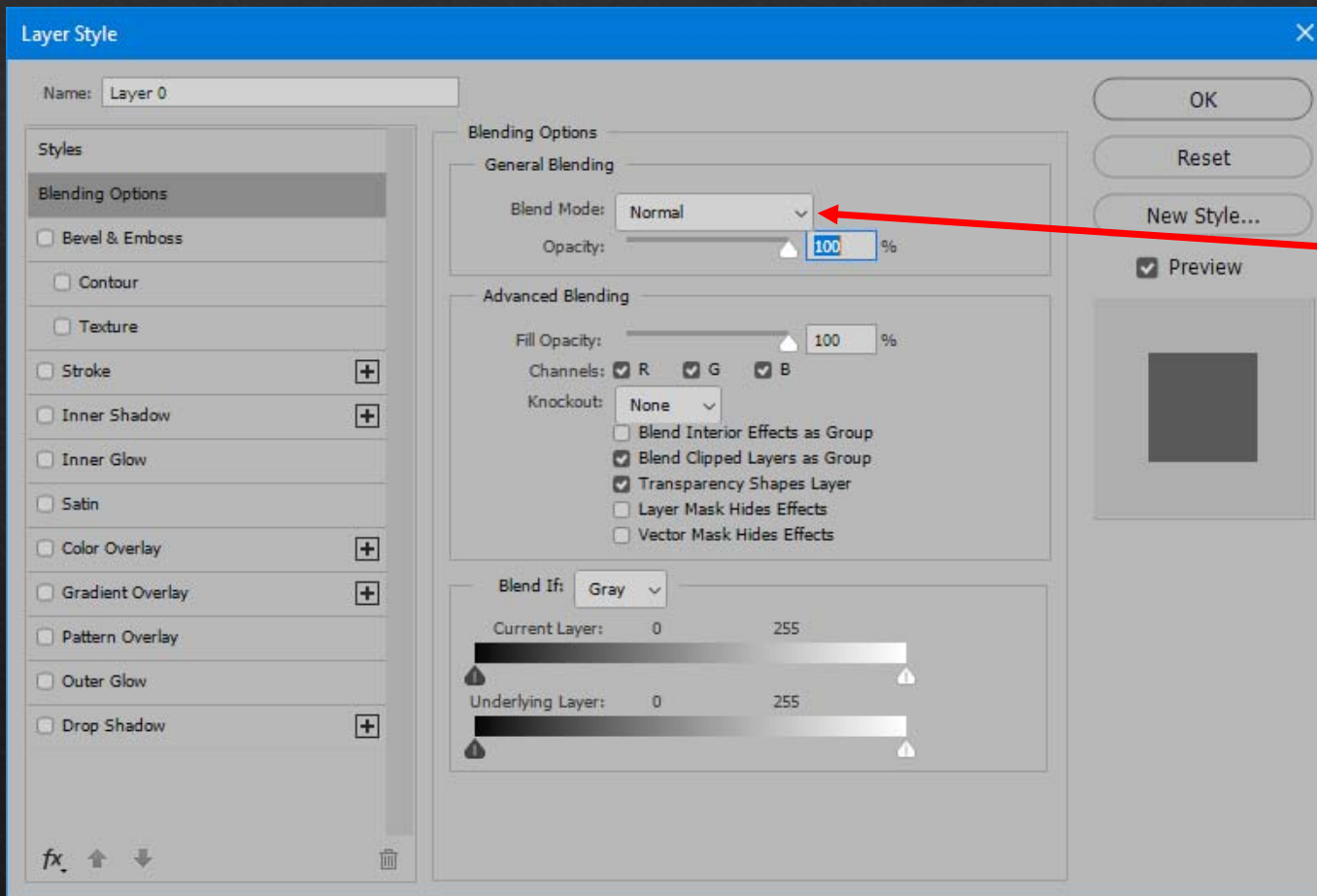
General Blending

Fill Opacity

Knockout

Blend if

# LAYERS ADVANCED BLENDING



General Blending

Same as available in  
the Layers Panel



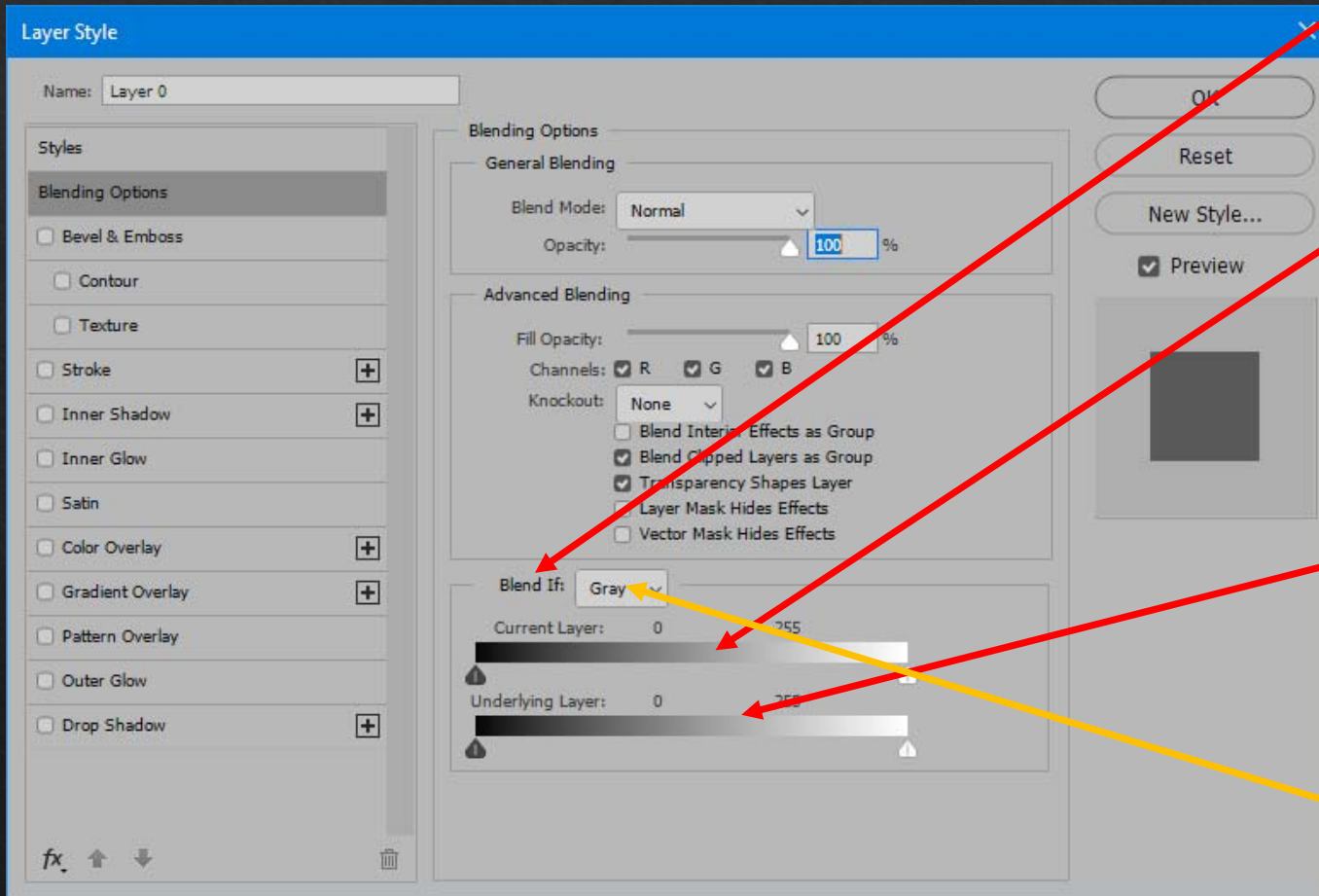
## LAYERS FILL OPACITY AND KNOCKOUT



Fill Opacity and Knockout are used on a new blank layer to mask out an area

These are mostly used with a shape or text, but can be used with a vector or a texture, where the background has been converted to transparency

# LAYERS ADVANCED BLEND IF



**Blend If**

**Current Layer**

Controls which brightness values from the adjustment layer will be blended with the layers below

**Underlying Layer**

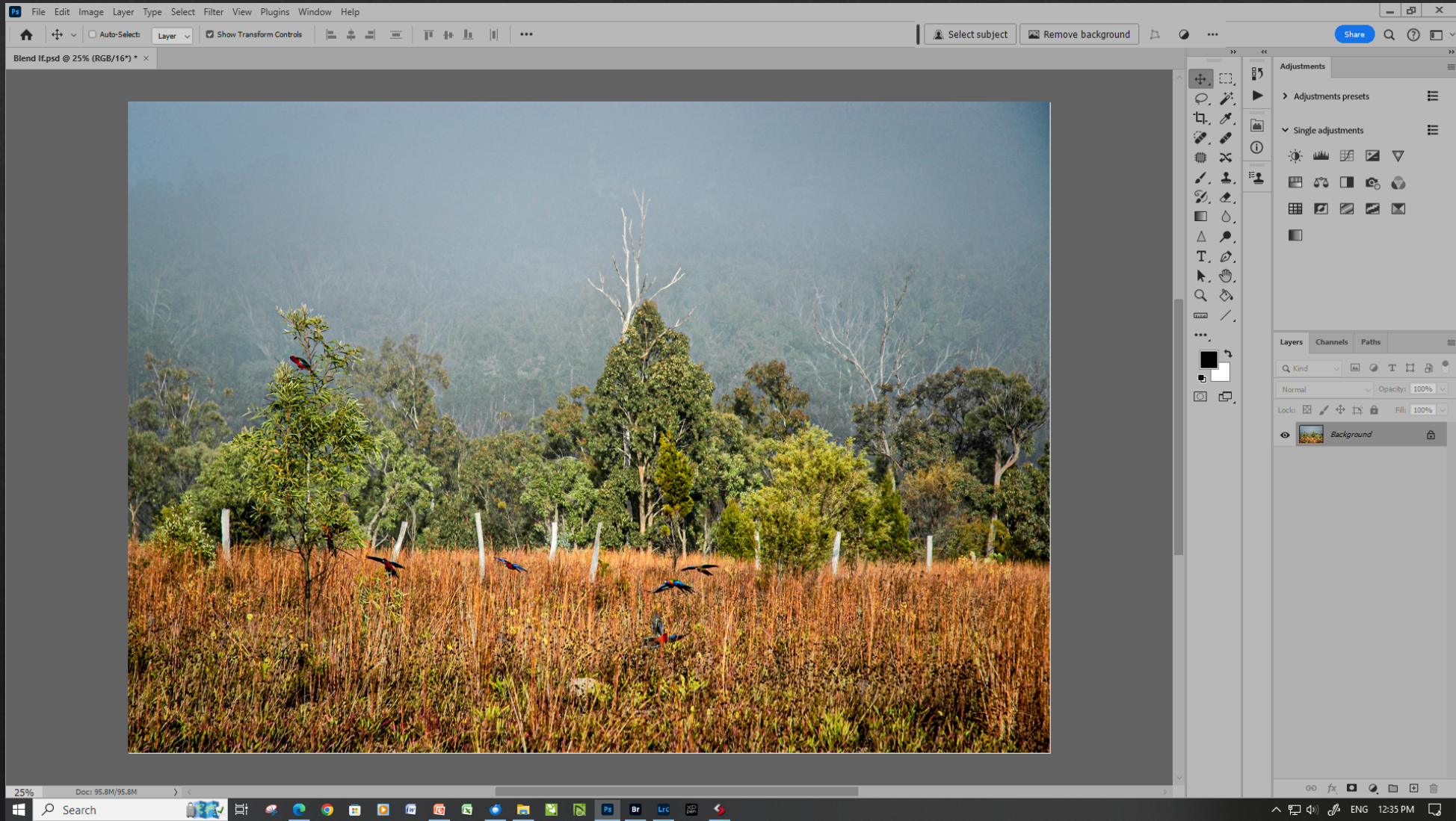
Controls which brightness values from the layers below will be blended into the final mix

**Chanel Selection**

Generally left as Gray



# LAYERS BLEND IF EXAMPLE





# LAYERS BLEND IF EXAMPLE

The screenshot displays the Adobe Photoshop interface. The main canvas shows a landscape photograph of a field with tall grass and several colorful birds in flight. In the background, there are trees and a hazy sky. The Photoshop interface includes the top menu bar (File, Edit, Image, Layer, Type, Select, Filter, View, Plugins, Window, Help), the top toolbar, and the Properties panel on the right. The Properties panel is set to 'Curves' and shows a custom curve that has been adjusted to darken the background. The Layers panel on the right shows two layers: 'Curves 1' and 'Background'. A red arrow points to the 'Curves 1' layer. A text box in the bottom right corner reads: 'Add a Curves Layer and adjust to darken the background'. The Windows taskbar is visible at the bottom of the screen.

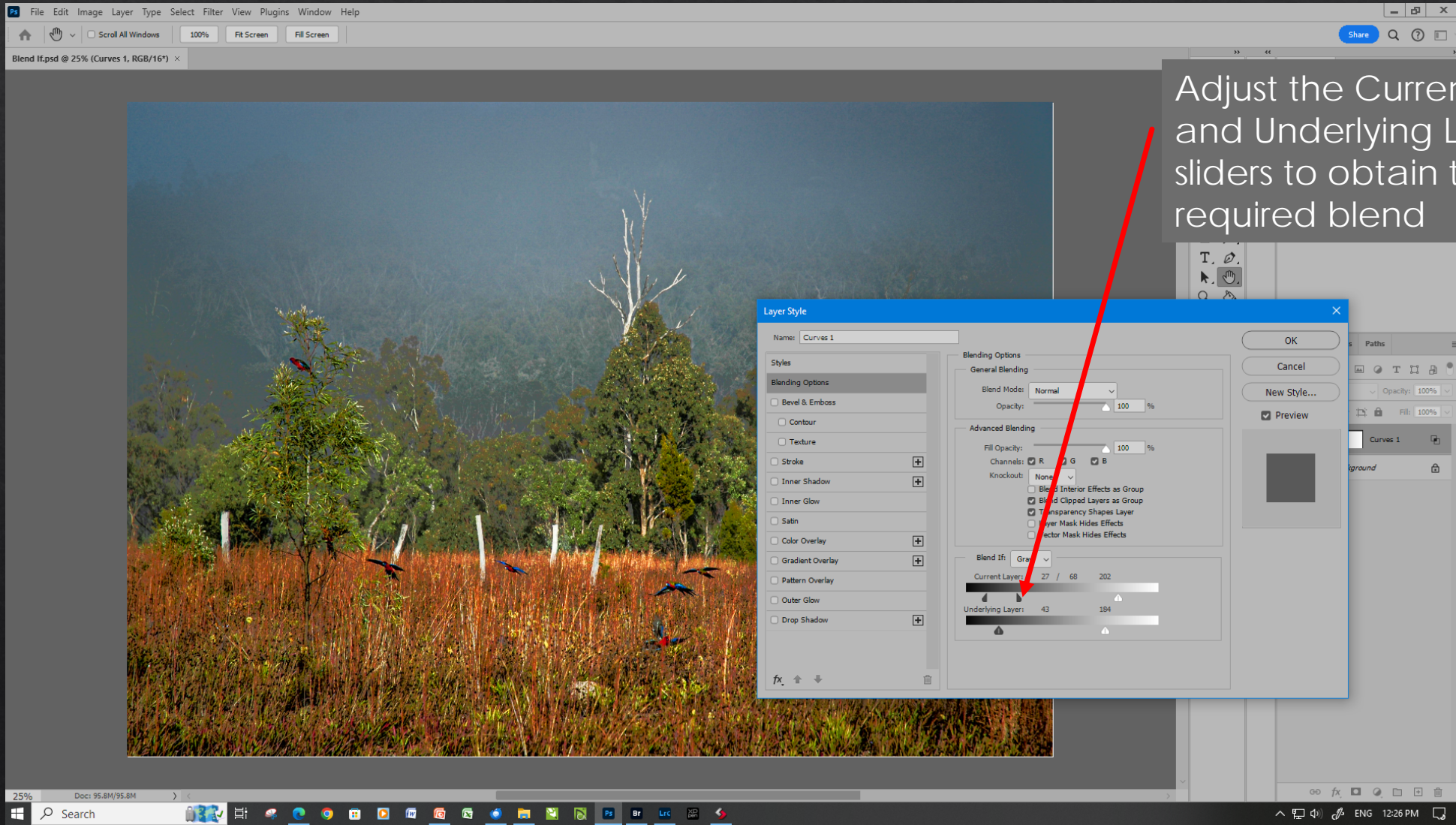
25% Doc: 95.8M/95.8M

Search

ENG 12:29 PM



# LAYERS BLEND IF EXAMPLE



Adjust the Current Layer and Underlying Layer sliders to obtain the required blend



## LAYERS BLEND IF EXAMPLE





## LAYERS BLEND IF EXAMPLE



We have this photograph



this moon

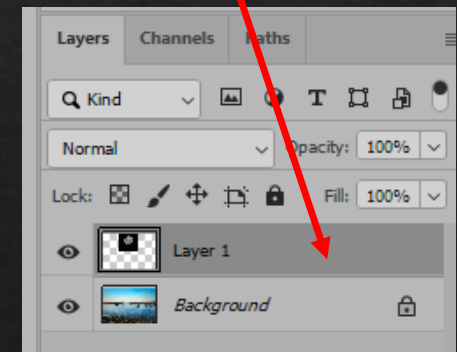
and we want to  
combine them

# LAYERS BLEND IF EXAMPLE



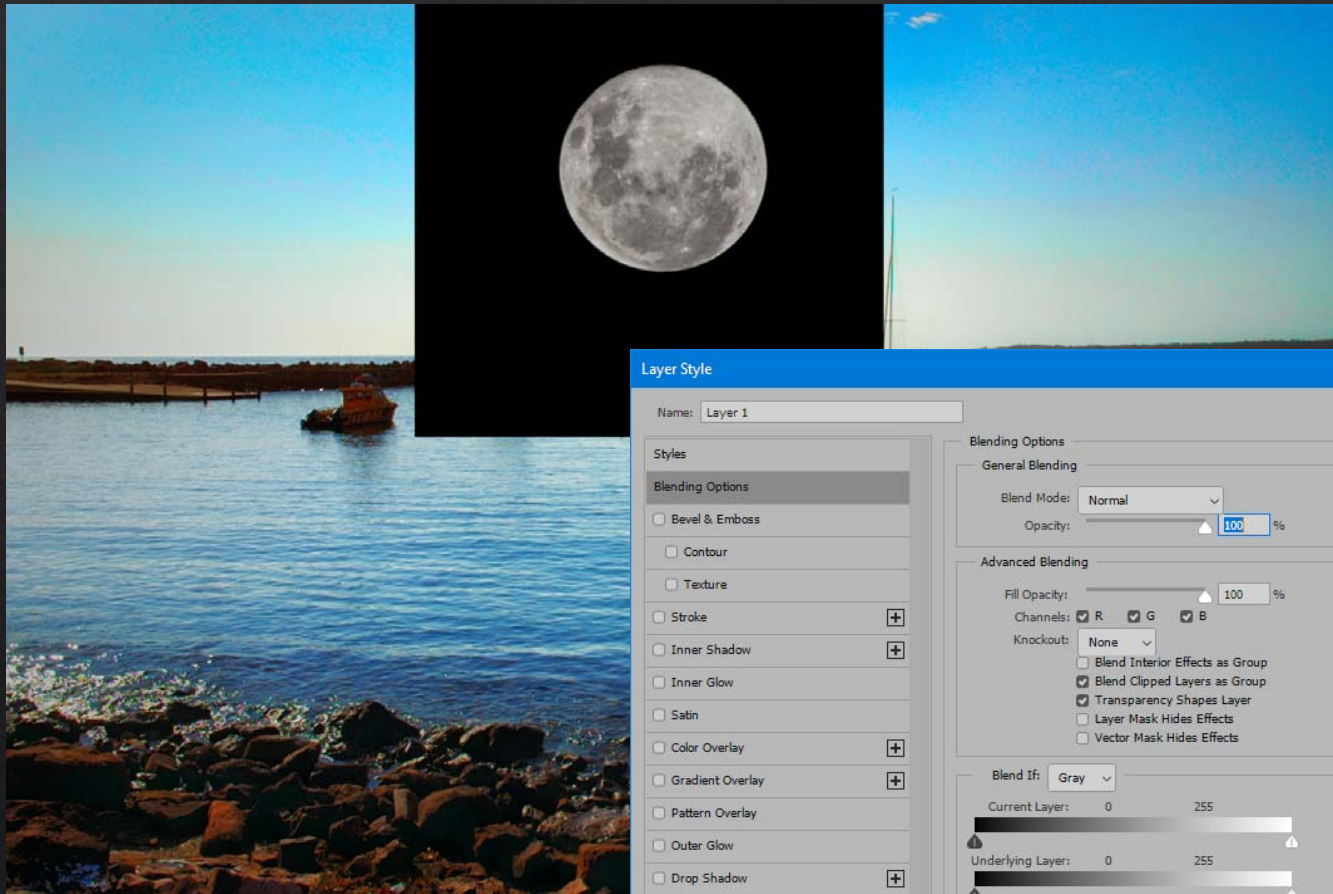
First position and size the moon image over the scene

Double left click on the moon layer

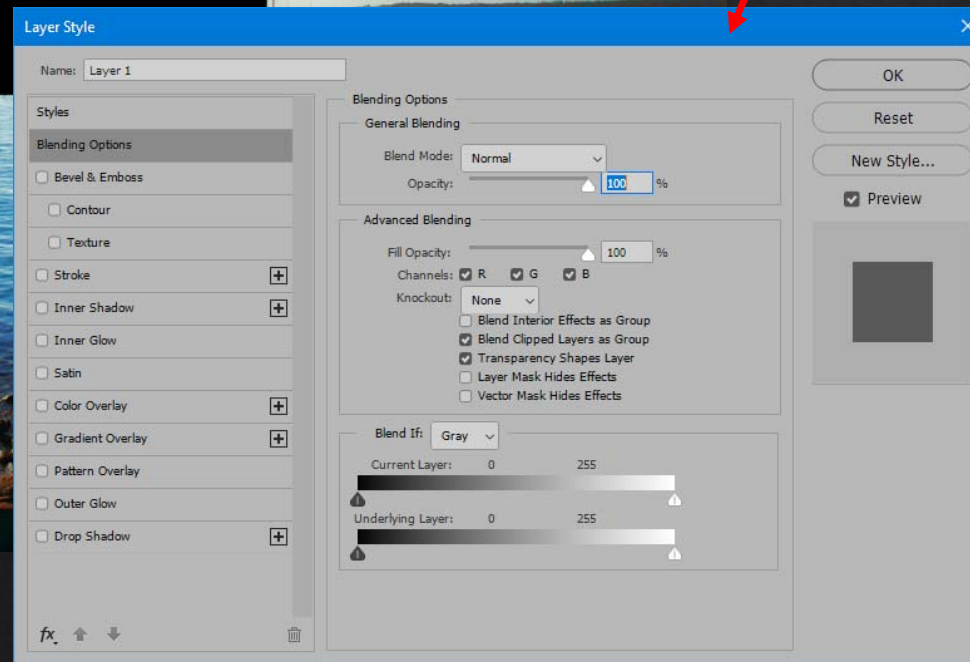




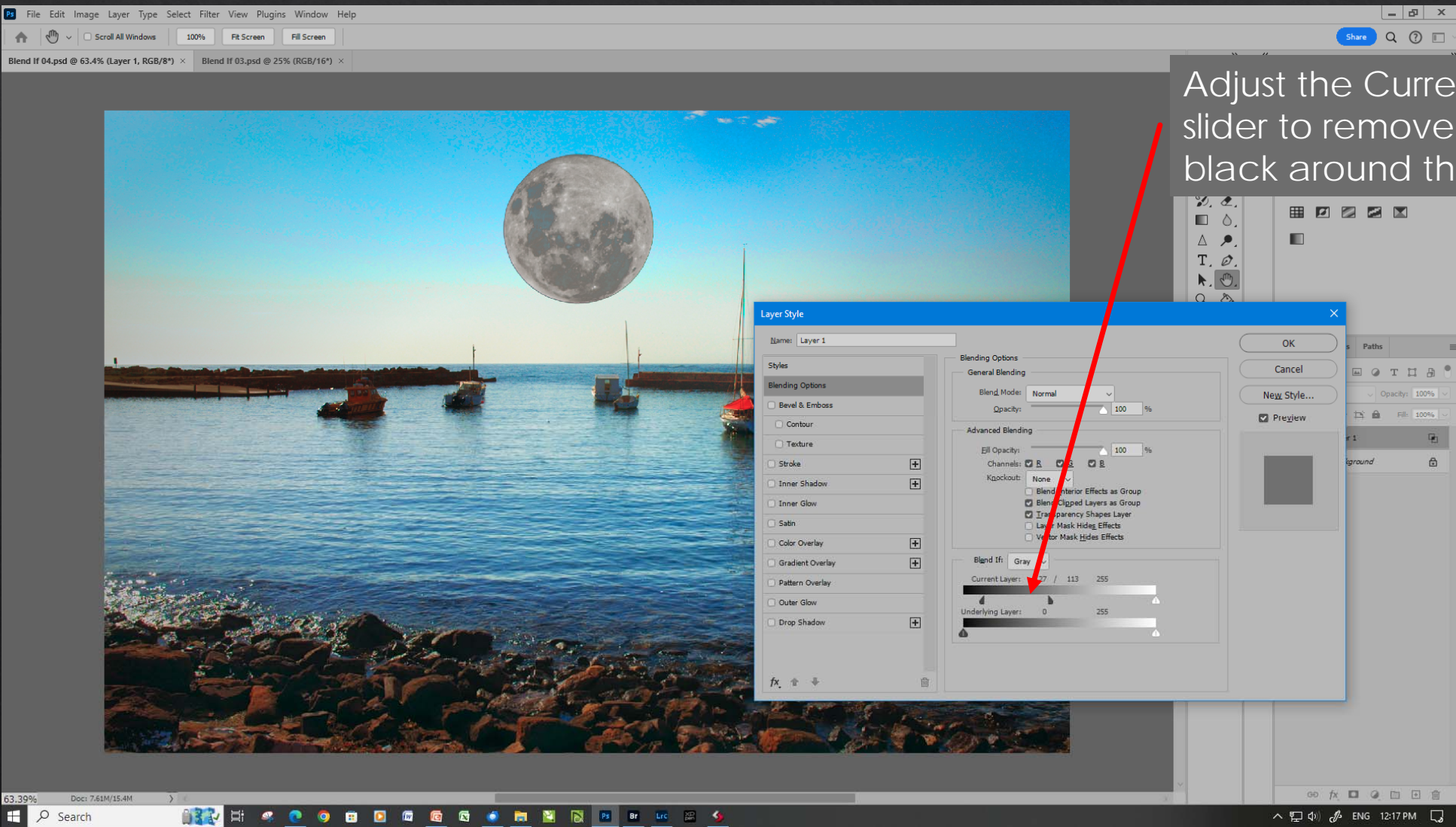
# LAYERS BLEND IF EXAMPLE



The Layer Style dialog will open



# LAYERS BLEND IF EXAMPLE



Adjust the Current Layer slider to remove the black around the moon



# PHOTOSHOP LAYERS

