



## Miscellaneous Tips

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## Apply Same Adjustment to Multiple Images (Timestamp 2:10)

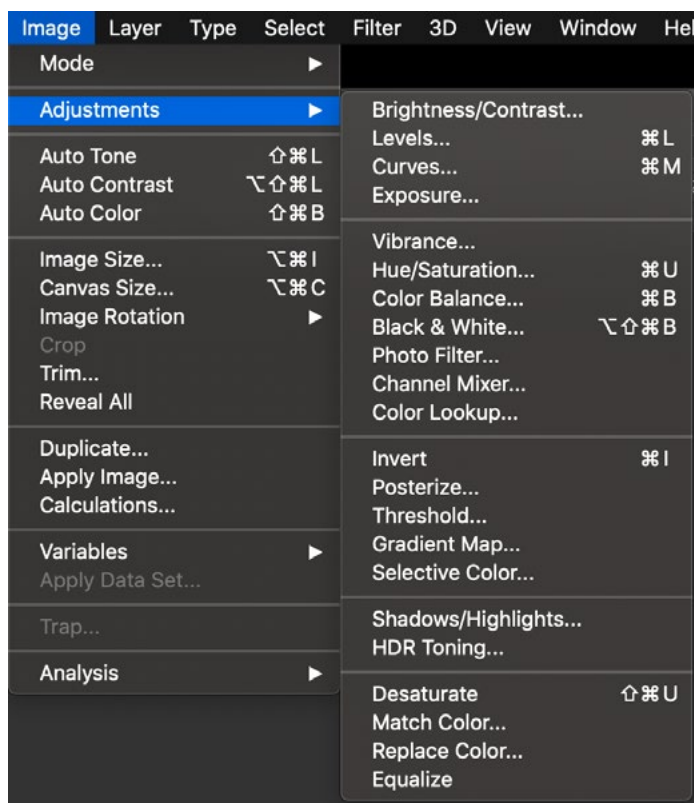
The first tip will help when you have a series of images that needed the same adjustment for each image. Let's say that you apply an adjustment (Curves, Levels, Hue/Saturation, etc.) to an image and you would like to apply that same adjustment, with the same settings, to another image.

By default, when you open a new adjustment, the adjustment dialog will open with default settings. There is, however, a way to make Photoshop remember the last adjustment you've applied and load those settings back in.

Hold down the Option key (Alt on Win) while clicking on the desired adjustment from the Image menu and the dialog will open to display the last settings you used. This will make it much easier to apply the same adjustment (with the same settings) to multiple images without the need to work with the adjustment sliders each time.

You can also use this tip if you access your adjustments via keyboard shortcuts. For example, the shortcut to access the Curves adjustment is Command+M (Ctrl+M on Win). If you add the Option key (Alt on Win), it will open the adjustment with your last settings dialed in.

Note that this can be done at any time before you quit Photoshop. Photoshop will forget the adjustment after you've quit.



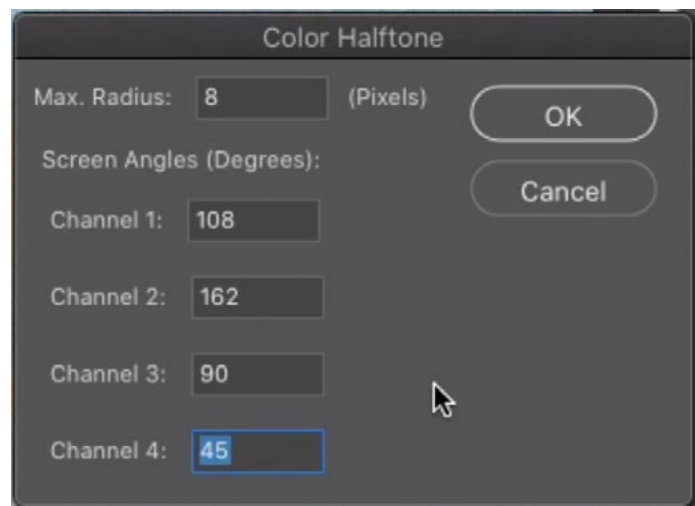
**Hold down the Option key (Alt on Win) while selecting one of these adjustments and the dialog will remember the last settings you used.**

## Create Black Pattern with the Color Halftone Filter (4:40)

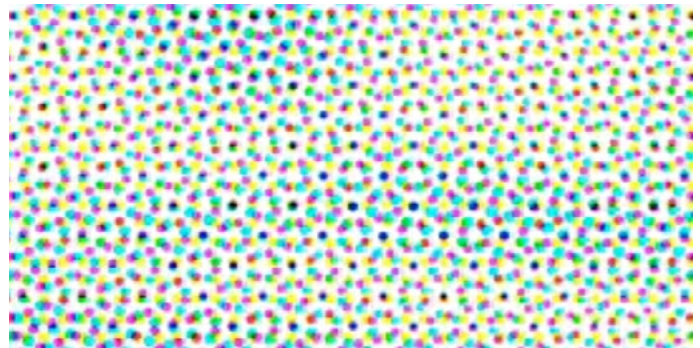
You can apply a halftone effect by using the Color Halftone filter, which can be found under the Filter menu. When you choose this filter, a dialog will appear and it will contain some default settings. These default angle settings are designed to produce the best-looking results for a color halftone.

Note that the Color Halftone filter will produce much better-looking results on an image that has been converted to CMYK mode. That's because the filter dialog contains four different angle settings. An image in CMYK mode is made up of four different colors (cyan, magenta, yellow and black). This allows the halftone dots to be displayed in four different ways. An RGB image is made up of three colors (red, green and blue). When using the Color Halftone filter on an RGB image, there are still four different angle settings in the dialog, but only three of them are being used.

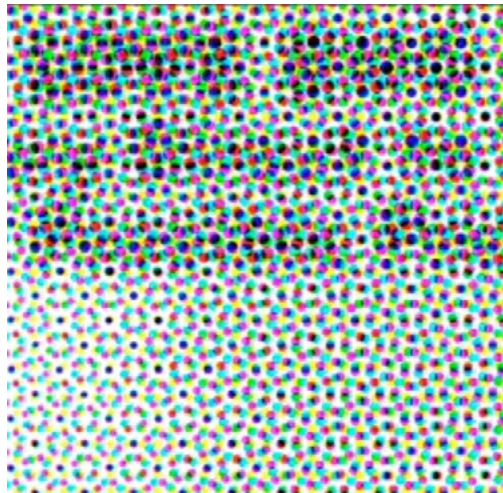
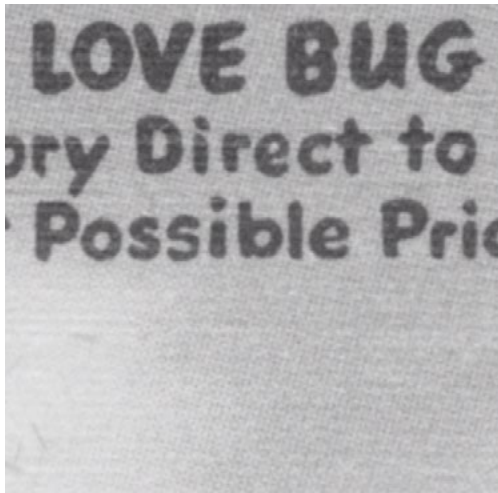
The default settings in the Color Halftone dialog are designed to produce the best-looking results on a color image. But what if you're working with a black and white image? Those default settings will still create a colored pattern, even when applied to a black and white image. That may not be what you want. There is a way to create a black a white halftone pattern by changing the angle settings in the filter dialog.



**These default settings in the Color Halftone filter are designed to produce the most optimal pattern.**

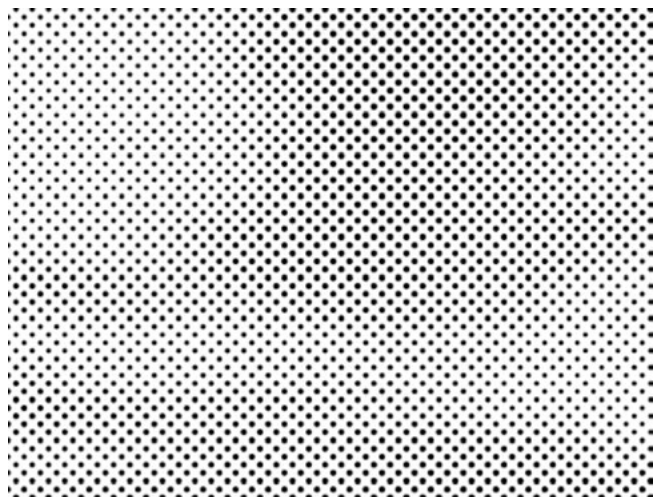
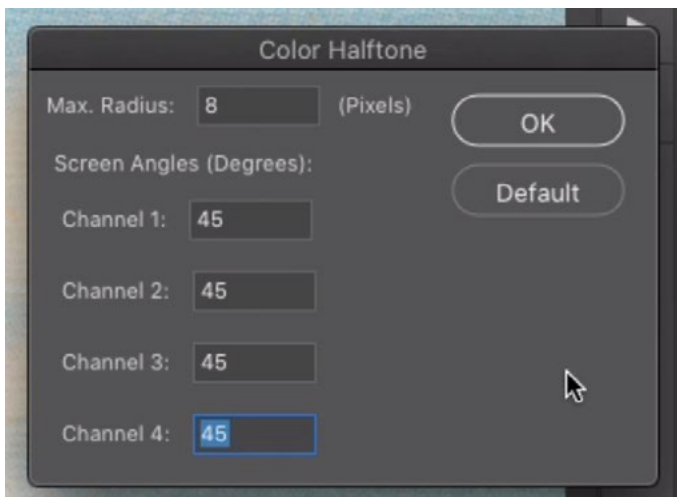


**This is the pattern created with the Color Halftone filter with default settings.**



With default settings, the filter will create a colored pattern, even when applied to a black and white image.

An RGB image is made up of three colors: red, green and blue. All three of these colors are used together in order to create black. The Color Halftone settings create three series of dots: red, green and blue dots. We use the angle settings to determine how each dot color is rotated in the image. If we use the same angle setting for each color/channel, all of the dots will line up. When they're aligned like this, they create black. In the example image, we typed 45 into each of the channel/color fields and then clicked OK. This created the same series of dots, but because they lined up, they created a black pattern.



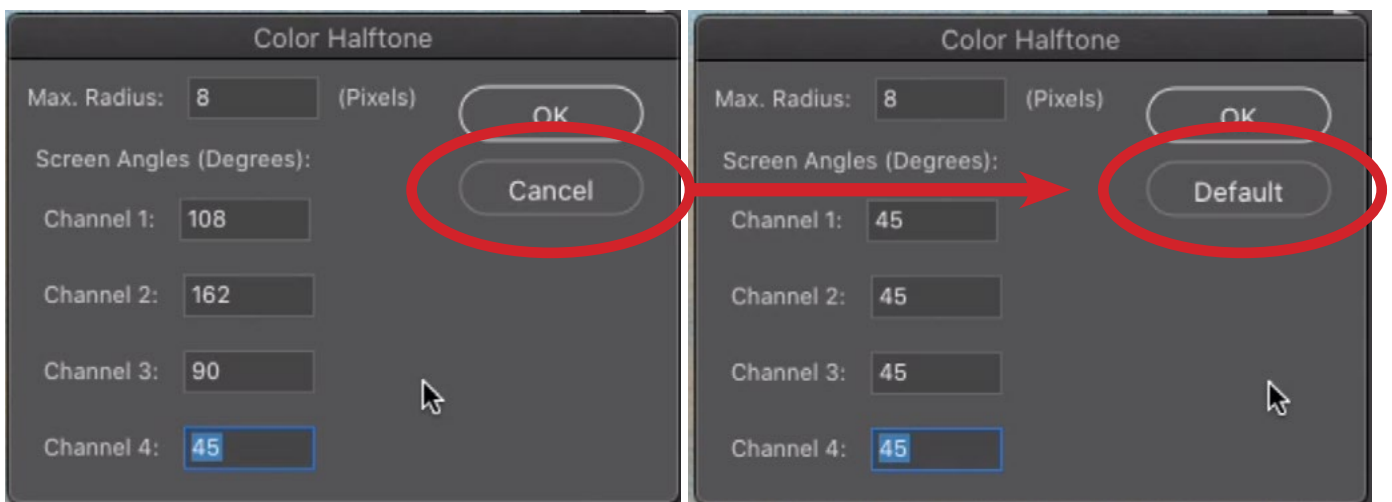
When the angle setting is the same for each channel, the dots will line up and this will result in a black pattern.

## Reset Filter Settings (7:45)

Some filters remember the last settings you used and will automatically dial those settings into the filter dialog. This may not always be what you want because some filters generally work best with Photoshop's default settings. The Color Halftone filter is one of these. In the tip above, we changed those settings to create a black pattern, but we usually want to create the colored pattern with this filter by using the filter's default settings.

There are some keyboard shortcuts we can use to access original or default settings within a filter's dialog box. If you hold down the Option key (Alt on Win), the Cancel button turns into a Reset button. Click this and the settings will change to show the numbers that were used when the dialog was opened. This may not necessarily be the filter's default settings.

If you hold down the Command key (Ctrl on Win), the Cancel button will turn into the "Default" button. Clicking this will set the Channel fields to their default settings. In the case of the Color Halftone filter, these default settings are designed to create the optimal color halftone.

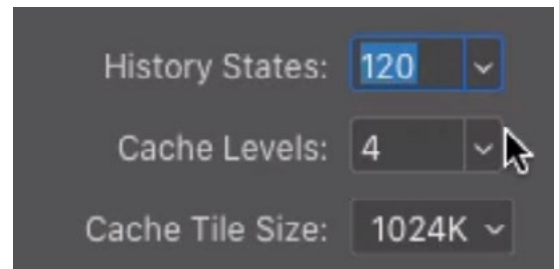


**When working with filter settings, hold down the Command key (Ctrl on Win) and the Cancel button will turn into the Default button. Click the Default button and the dialog will revert to Photoshop's default settings.**

## Selections & History (10:32)

Now let's look at a tip for bringing back a selection that was made earlier in the editing process. The Reselect command (found under the select menu) will bring back the last selection that was made, but what if the selection that you want was made much earlier? You can use the History Panel to bring it back. If the History Panel is not already open on your screen, you can access it by clicking on the Window menu and choosing History.

Note that the History Panel is going to display a default maximum number of steps. If you think that you may need to go back a lot of steps, you can change the History settings within the Preferences. Access this setting by clicking on the Photoshop menu and choosing Preferences > Performance. (On Windows, the Preferences can be found under the Edit menu.) In the Preferences dialog, you will find the setting for "History States." The default is 50 but I keep mine at 120. This is a personal preference.

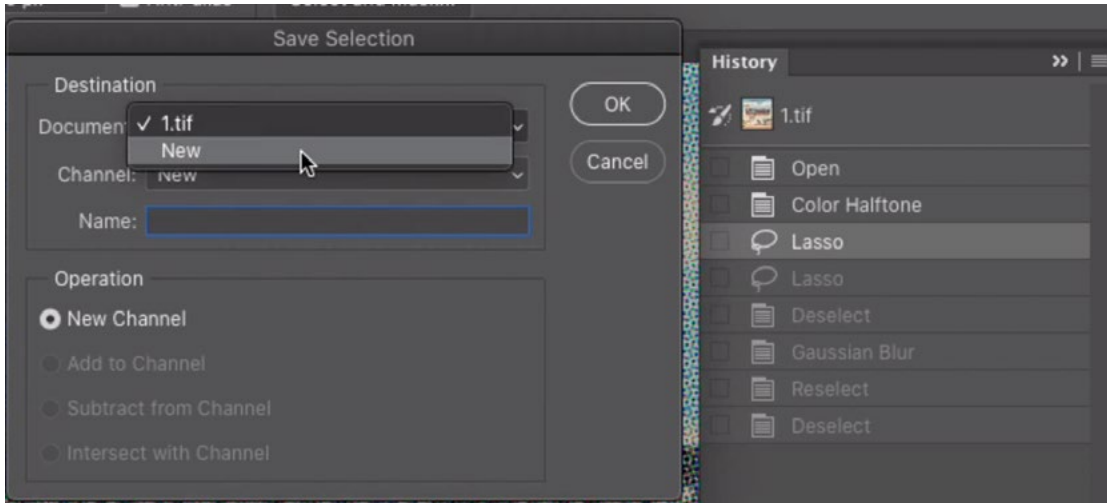


**This setting, in the Preferences dialog, allows you to specify the maximum number of history states recorded. This is also the maximum number of undo's you have.**

In the History Panel, click on the step that contains the desired selection. This will make the selection active on the screen. If you do anything to the image at this point, the document will revert to that state in history and that's not likely what you want. You need to get that selection into the updated document state. Here's how to do that.

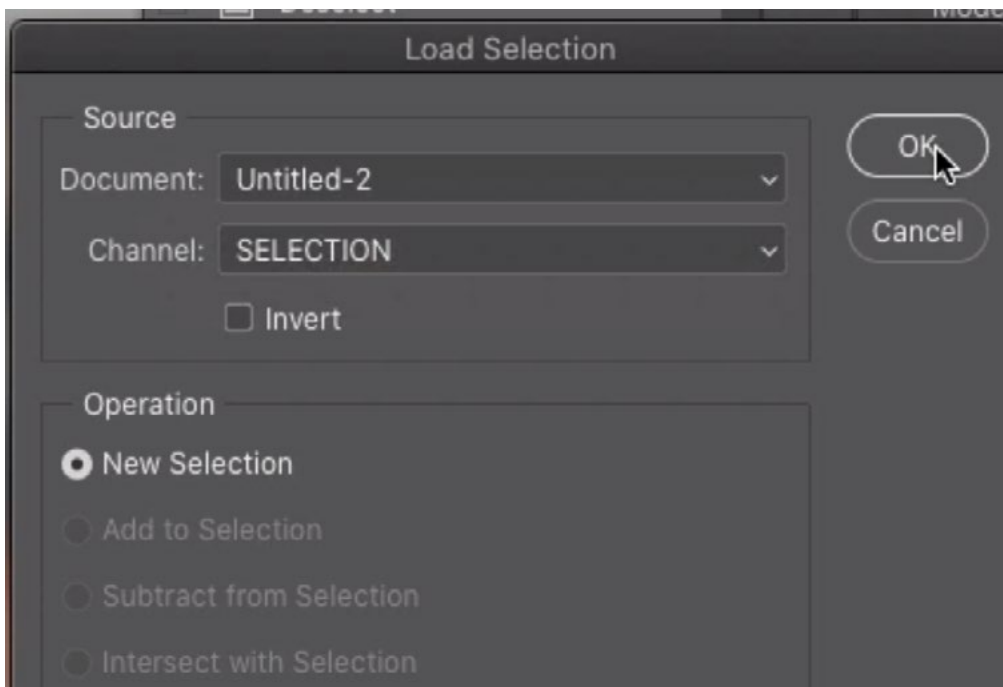
Click on the Select menu and choose Save Selection. The Save Selection dialog will appear and the Document menu will automatically be set to the current document that you're working on. If you choose to save the selection in the current document, the rest of the History states will be cleared out. That's all the history steps that occur AFTER the step that's visible on the screen. That's not what you want.

Instead, click on the Document menu and choose to save the selection into a New document. A new document will be created and its entire contents will consist of a channel that represents the selection.



After making a selection, the Save Selection command is being used to save the active selection into a new document.

Return to your original document and click on the very last step in the History panel. That will return your document to its most recent state. Click on the Select menu and choose Load Selection. A dialog will appear, allowing you to choose which selection you want. Use the Document menu to choose the name of the other document that was created to contain your selection. Then set the Channel menu to the name of the channel the selection was saved to. Click OK and the selection will become active in the document.



The Load Selection command is being used to load the selection that was saved into a different document window. The Document menu is being used to choose the name of the other document and the Channel menu is being used to choose the name of the saved selection.

## History, Image Mode & Bit Depth (16:00)

When applying previous history states to the image, the modes of the image must match. For example, if you're working on an RGB image that is in 16-bit mode, then change the document to 8-bit mode, you can not use History from when the document was in 16-bit mode. There are a few reasons why you might change an image from 16-bit mode to 8-bit mode. One example would be filter limitations. Some filters will not be accessible when an image is in 16-bit mode. If you do change the mode or bit depth, you will find that the History option is unavailable when using things like the Fill command (Edit > Fill) or the History Brush.

Well, there is a way that you can "cheat" to get around this limitation. In the History Panel, back up to a state when the document was in the other mode (before you switched the mode or bit depth). In the video example, the document was originally in 16-bit mode and we later changed to 8-bit mode.

We clicked on the top item in the History Panel, which is the state the document was in when we opened it. We want to later be able to paint and fill with this state.

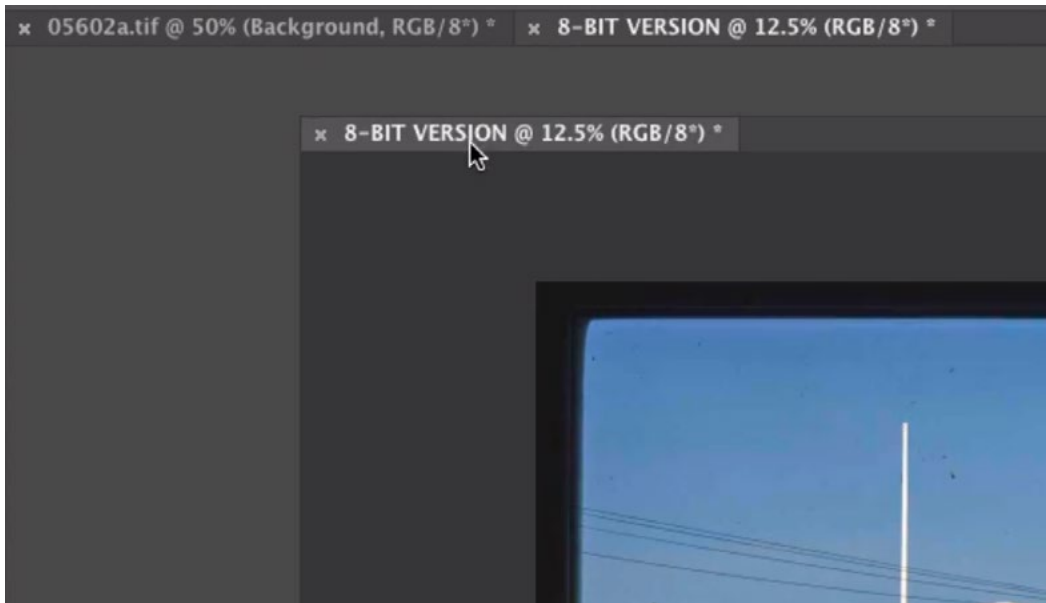
With this original state active, we'll duplicate the image by clicking on the Image menu and choosing Duplicate. We'll be prompted to name the duplicate and then click OK. The new document will appear. We will convert this new document to 8-bit mode by clicking on the Image menu and choosing Mode > 8-bit.

Next, we'll return to the other (original) document and click on the last state in the History Panel. This will return us to our most updated version of the image.

We now want to fill a new, empty layer with what the document looked like when it was first opened. If we try to use the Fill command, however, the History option will not be available. That's because we're in 8-bit mode and the first step in the History Panel is in 16-bit mode. We need to be able to use what's in the other document we created.

We need to get that other document as a floating window so that it is no longer docked in the tab structure in Photoshop's interface. We'll click on the document tab that contains the name and drag down, into the image window. When we release the mouse button, the document will be floating and we can position it so that we can see both documents at once.

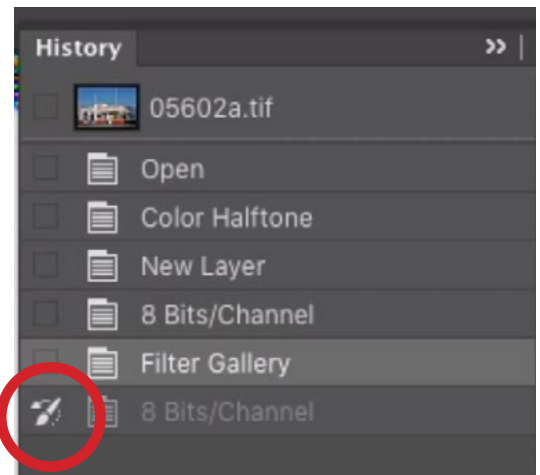




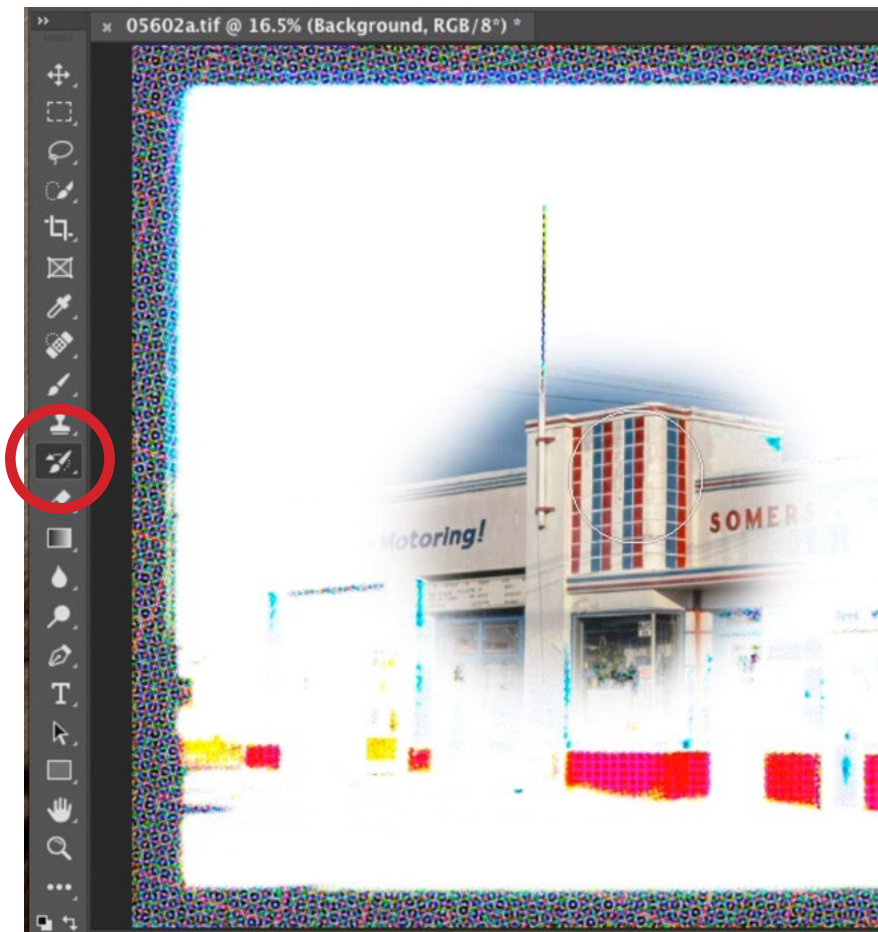
We clicked on the document tab and are dragging it down. When we release the mouse button, this document will be a floating window. It will no longer be docked in the tabbed bar along the top of the image window.

With this 8-bit image document active, we can see that the last state in history is the step where we converted the image to 8-bit mode. We'll click and drag on this state, using the mouse to drag the history state directly into the 16-bit image window. When we release the mouse button, that state will be added at the bottom of the History Panel for the 16-bit image. Note that you can only do this when the two documents are the same dimensions.

We'll click on the history state that is directly above the 8-bit conversion state in order to bring the image back to what it previously looked like. Then, we'll click the little square to the left of the very last history state (8 Bits/Channel). This will place a little brush icon to the left of the state. The little brush icon tells the History Brush or the Fill command which history state to use when painting or filling with history. If we activate the History Brush and start to paint, we will be applying that new 8-bit version of the image that we originally created in the other document. The same thing goes for the Fill command when we choose to fill with history.



Click to the left of a history state and the brush icon will appear. This designates the history state that will be used when filling with history or painting with the History Brush.



The History Brush is being used to paint with the 8-bit version of the original image (that started in 16-bit).

## Vintage Image Resource

This is not a Photoshop tip, but it's something I mentioned in the beginning of this lesson video, and I wanted to share this website with you. I recently found a great resource for downloading vintage images and have been collecting images of old postcards, maps, etc. The site even allows you to download high resolution versions of the image. If you are interested in such images, you can find them here: [www.digitalcommonwealth.org](http://www.digitalcommonwealth.org).