

Digital Imaging 1

Practice Using Gradient Masks in Channels

Practice skills

- Create and re-load gradient Channel Mask.
- Apply gradient blend mask to merge two layers together.
- Apply filters to channel.

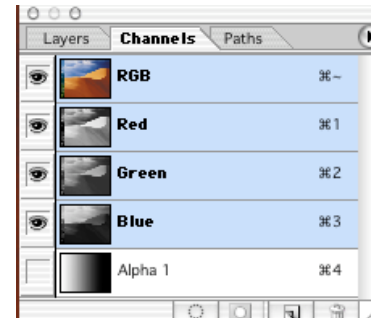
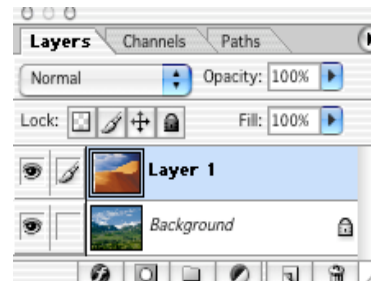
Resource Files:

Use images: “Rockies” and “Dune” in the Photoshop Samples folder or download from Blackboard. Save copy of images in your folder with your last name.

Procedure:

Variation 1—Gradient Mask in Channels

1. With Rockies and Dune images open, select the “Dune” image.
2. Click on the “Dune” *Background* layer.
3. Hold down the shift key and drag the “Dune” *Background* layer to the Rockies image. *In CS 4 you may need to pull out the tab.*
4. Adjust the Dune image so its right edge is aligned with the right edge of the Rockies image.
5. With the combined Rockies/Dune image selected name the Dune layer to “dune”. Save file.
6. Select the Channels panel. Click on the new channel button. This makes a new Alpha Channel.
7. With the channel selected (click on it.) choose the gradient tool with foreground to background option selected. White should be the foreground color and black the background color when a channel is selected.
8. With the “Alpha 1” channel selected, drag the gradient in the channel from left to right. White should be on the left and black on the right.
9. Name the “Alpha 1” channel by clicking on the words and typing the name “gradient”.
10. Drag the gradient channel to the “load selection” icon at the bottom of the channel’s panel. (Or click on the dotted circle with channel selected. The channel becomes an active selection.
11. Go back to the Layers panel and select the “Dune” layer. *See moving line in the center. This defines the point where the gradient shifts from more than 50% black to more than 50% white.*
12. With the Dune layer selected, press the delete (Mac) or backspace (Windows) key on the keyboard. Half of the Dune layer is deleted, blending with the mountains!
13. **Undo this deletion.** The moving selection should be on again.
14. With the selection active, click on the mask icon on the bottom of the laers panel.

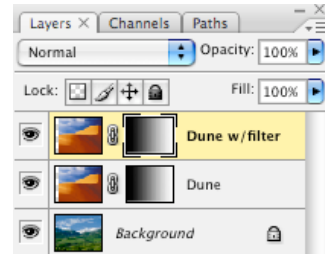


The mask hides the **opposite** part of the dune from what was previously deleted. The black on the layer mask hides elements on the layer to which it is associated.

15. Click on the layer mask, the right half of the layer (see the box frame appear on the mask.). Inverse the Mask (Command- Mac or Control-Win +“I”) The same part of the Dune is now exposed as in step 12. *No pixels are deleted, just hidden. This is non-destructive editing.* SAVE this file.

Variation 2—Adding a filter to a Mask.

1. Duplicate the Dune layer with the Mask by dragging the dune image to the paper icon. OR with the layer selected press Command-Mac or Control-Win.+ J.
2. Name the duplicate layer “Dune with filter”.
3. With the Layer Mask selected choose Filter>Noise>Add Noise at about 50%. (Move slider until you get the look desired.)
4. If the gradient leaves the left edge of the dune, then blend the edge by choosing the eraser tool with a soft brush at about 100. Lower opacity to about 80%. Be sure white is the foreground color
5. Select the mask. Paint gently along the edge of the gradient so the left edge blends with leaving a hard edge.
6. Keep all channels and layer masks. **Save this layered PSD** file, as instructed, with your name.



*Can you think of other filters on masks that may create interesting blended modes?
Experiment using other “Texture” filters on other copies of the gradient mask.*

Submission: Submit to instructor as directed and get checked off for completed work.