

Digital Integration of Tactile & Photographic Material

Masking with:

- pen tool
- selection tool
- paintbrush

Color Adjustment with:

- HSV tool
- Selective Color
- Replace Color
- Photo Filter

Photoshop Blend Modes

Layer Blending:

- Use the *blend modes* to blend together two images or to apply your color to the image on the layer below your color layer.
- **Normal** This only has a 'blending' effect with reduced opacity - but it should not be overlooked, as the effect given cannot be produced with any other mode.
- **Dissolve** Very saturated effect, with solid colors. Not very good tool for seamless imagery.
- **Darken** This mode applies only dark pixel areas from the top layer onto the bottom - This mode is (perhaps oddly) not used to darken a picture, but to impose one on another. To darken an image, you could try using Multiply.
- **Multiply** Equivalent to placing one color slide over another - densities multiply, and so the image darkens. This can be used to recover images that are too light by duplicating the original layer and setting the upper (duplicate) to multiply.
- **Color Burn** By increasing color saturation and contrast, this mode gives very striking results. It also darkens a little, but be aware that this mode often produces colors so extreme you cannot print them accurately - ie out-of-gamut for printers.
- **Linear Burn** Causes darkening to the lower layer in order to reflect the blending layer's color; by decreasing brightness.
- **Lighten** This mode applies only light pixel areas from the top layer onto the bottom - This mode is (perhaps oddly) not used to brighten a picture, but to impose one on another. To brighten an image, you could try using Screen.
- **Screen** Like projecting 2 or more slides together onto a screen from different sources - Lightness of corresponding pixels is added, giving a brighter image. This can be used to recover images that are too dark, by duplicating the original layer and setting the upper (copy) to screen - then adjust opacity to suit.
- **Color Dodge** Similar to Screen, but black on the top layer has no effect on the image, and all other colors will tint those underneath as well as increasing color saturation and decreasing contrast to match the correct tone. Useful for creating strong results.

- **Linear Dodge** The same as Color Dodge, except it matches the color by increasing brightness.
- **Overlay** Overlay mode mixes colors evenly from layers, very responsive to opacity changes. It works by screening light areas and multiplying dark areas. At a low opacity it is similar to Normal, but with more intense colors. Very useful for adding textures to images.
- **Soft Light** This lightens and darkens image colors depending on the blend color. Similar to shining a diffuse spotlight on an image, a very effective way of making tonal adjustments - lower opacity gives a more subtle effect.
- **Hard Light** Generally not used as Soft Light has a more controllable effect, but this will darken an image if the blend color is dark, lightens it if it is light and increases contrast.
- **Vivid Light** Effectively, this mode is like a blanket burn & dodge - burning the dark areas of the blending layer on the lower, and dodging the light areas in the same way. Appearance is like adding different amounts of contrast in the image.
- **Linear Light** Where the blend image is bright, a dodge is applied the lower layer - similarly, where the blend image is dark, a burn is applied to the lower layer.
- **Pin Light** This replaces the colors on the lower layer depending on the blending layer's colors. If the blend color is light, pixels darker than it are replaced, and pixels lighter than the blend color do not change. If the blend color is dark, pixels lighter than it are replaced, and pixels darker than the blend color do not change. Hard one to explain - try it out!
- **Hard Mix** Gives a result similar to pin light and setting contrast to its maximum. The result is very harsh coloring in large patches.
- **Difference** Very useful for creating dramatic effects - it reverses tones and colors together, with the brightness of the result depending on the difference between corresponding pixels. Thus, two identical images will result in pure black, however white on black will result in pure white.
- **Exclusion** A softer version of Difference; gives less contrast, whites in the blend image will invert on the lower layer - and similarly, blacks will do nothing.
- **Hue** Here, the top layer's colors are combined with the lower layer's saturation and brightness. This gives a strong tone effect, but can be weak if the images are not suited for the mode. A possible alternative mode would be Color.
- **Saturation** With this mode, the saturation levels of the lower layer are changed to that of their corresponding pixels above. Useful to make an object take up the color or pattern of another.
- **Color** Only the brightness of the lower layer is used, as both color and saturation from the upper layer are transposed onto it. If the effect is not quite as desired, try Hue instead.
- **Luminosity** The third possible combination of these last 3; Only luminosity of the top layer is kept, color and saturation come from the lower image. If not suitable, try one of the other replacement modes above to find your desired result.