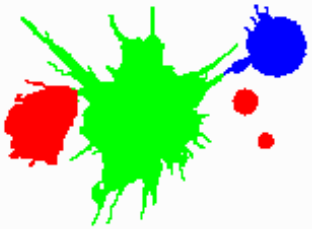
Sisteme software de prelucrarea imaginilor

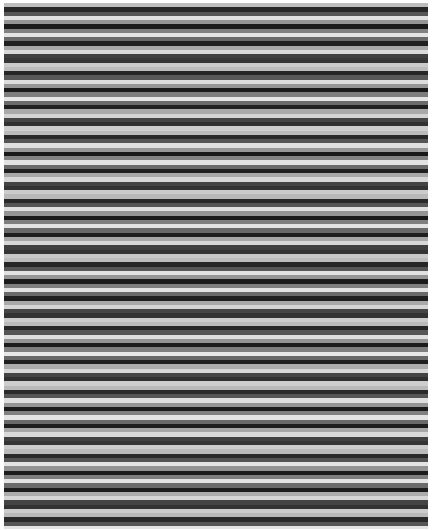
Lucrul cu straturi (layere)

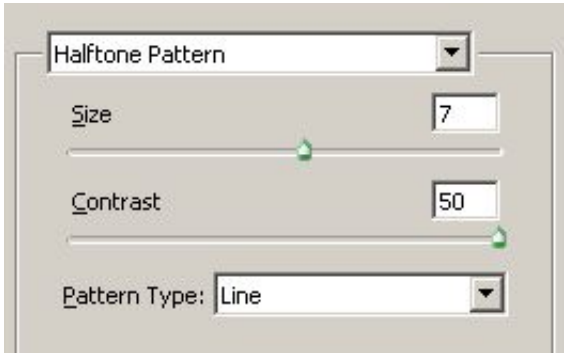


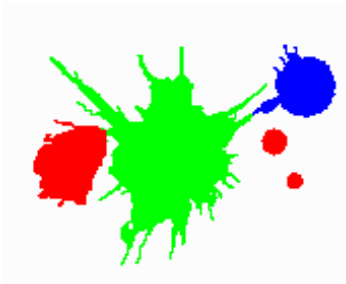
Sisteme Software de Prelucrarea Imaginilor
S.l. Dr. ing. Laura Florea
LAPI

Reflexie in apa

- Se creaza o imagine cu linii orizontale alb-negru cu ajutorul *Filter->Sketch->Halftone Pattern*
- Se blureaza liniile rezultante cu un filtru *Gaussian*
- Se salveaza ca .psd pentru a fi folosit mai departe la crearea valurilor



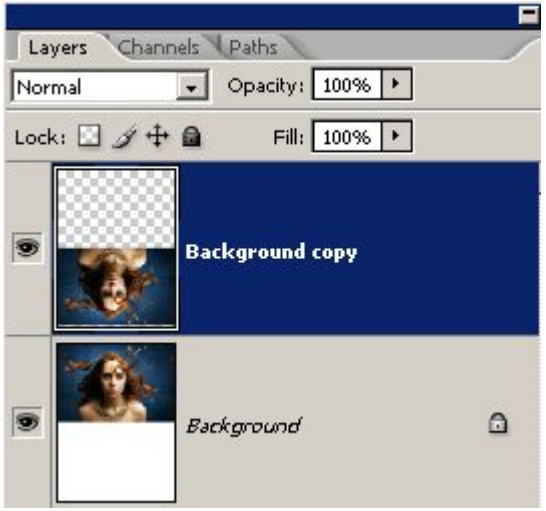






Reflexie in apa

- Deschideti imaginea
- Dublati layerul de background
- Mariti canvasul cu 100% pe verticala
- Oglinditi pe verticala layerul de deasupra si pozitionati-l in partea de jos a canvasului



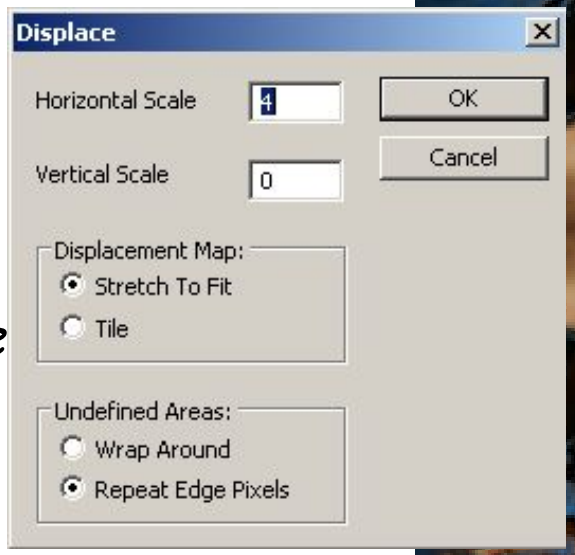


Sisteme Software de Prelucrarea Imaginilor

S.l. Dr. ing. Laura Florea

Reflexie in apa

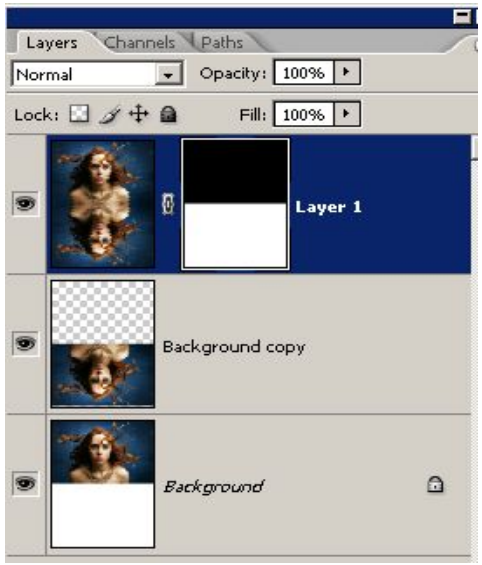
- Se combina cele doua layere existente: cu layerul reflexie selectat se apasa *Ctrl+Shift+Alt+E*
- Pe layerul nou se aplica *Filter->Distort->Displace* folosind .pds-ul creat anterior





Reflexie in apa

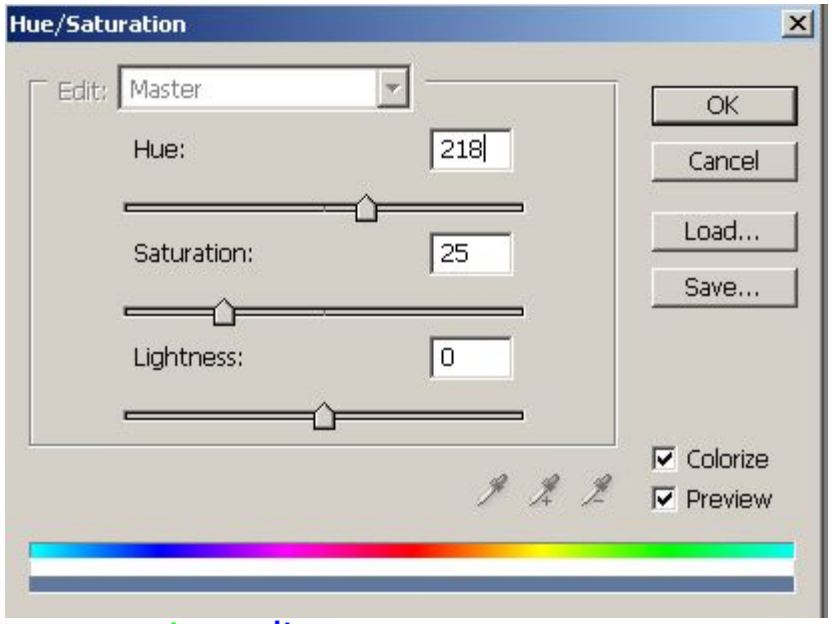
- Se creaza o masca care sa lase sa se vada numai partea inferioara (cu *Ctrl + Click* pe layerul reflexie pentru a face selectia si apoi adaugare de masca pe layerul de deasupra)





Reflexie in apa

- Se creaza un layer de ajustare Hue/Saturation de tip clipping pentru layerul de deasupra si i se pune opacitate mica (25%)





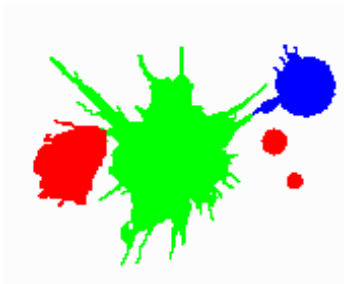
Umplerea imaginii cu un pattern











Sisteme Software de Prelucrarea Imaginilor

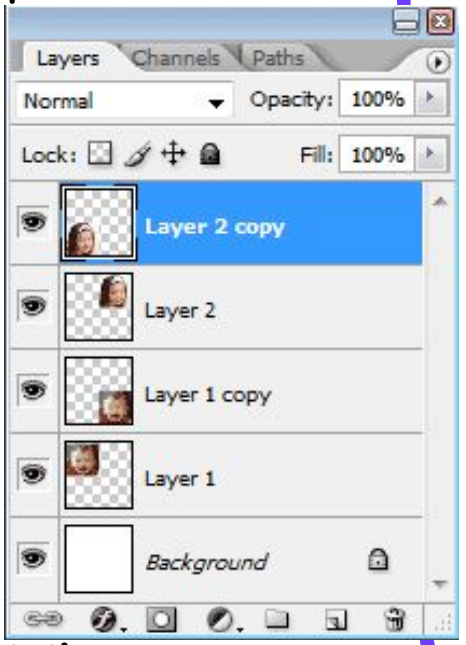
S.l. Dr. ing. Laura Florea

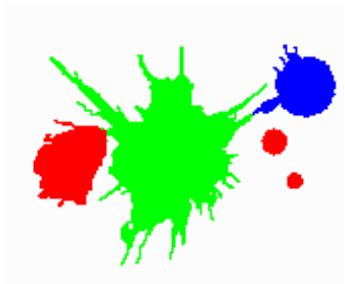
Umplerea imaginii cu un pattern

- Se deschid imaginile cu copii
- Se taie numai zonele de interes si se micsoreaza la 50x50
- Se face o imagine noua de 100x100 si se copiaza pe ea in colturi zonele de interes

- Se unesc layerele rezultante
- Se desatureaza imaginea
- Se creaza un pattern cu
  Edit->Define pattern





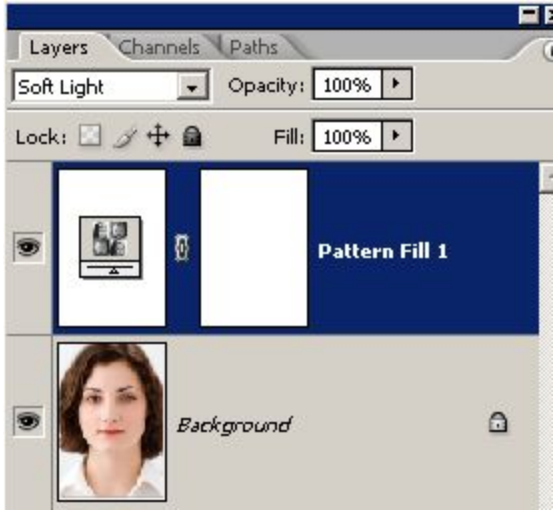


Sisteme Software de Prelucrarea Imaginilor

S.l. Dr. ing. Laura Florea

Umplerea imaginii cu un pattern

- Pe imaginea originala se adauga un nou layer de ajustare de tip pattern cu pattern-ul nou definit
- Se seteaza modul de combinare pe *Overlay* sau *Soft Light*





Efecte simple cu Blending Modes

Disolve

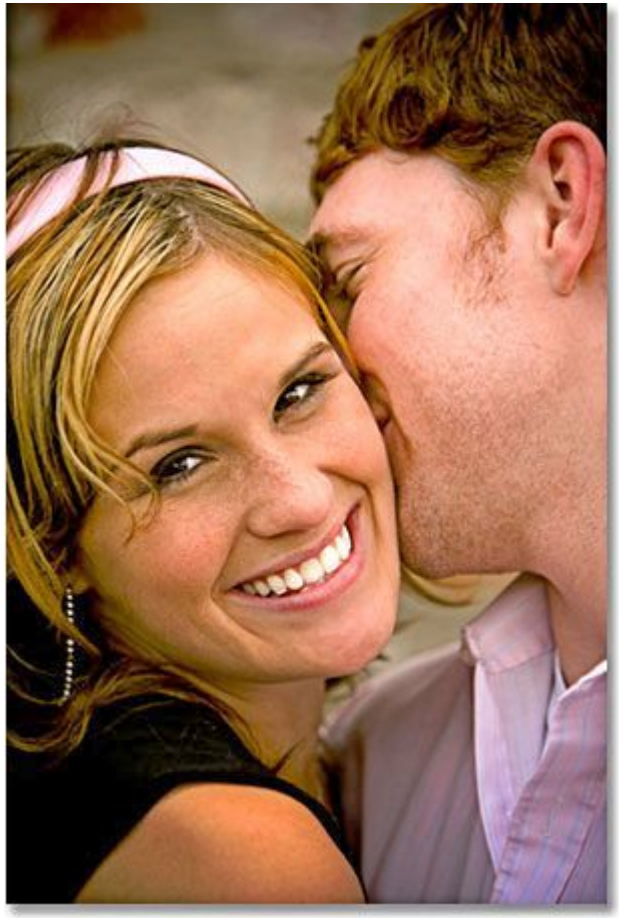
- Dublati layerul de background al imaginii
- Mutati copia layerului (*Move)* cu cativa pixeli mai sus
- Setati modul de combinare a layerelor pe *Disolve* si opacitatea pe 50%



Efecte simple cu Blending Modes

- **Soft light**

- Deschideti imaginea
- Dublati layerul de background
- Desaturati, negativati si blurati layerul copie
- Setati modul de combinare pe *Soft light*

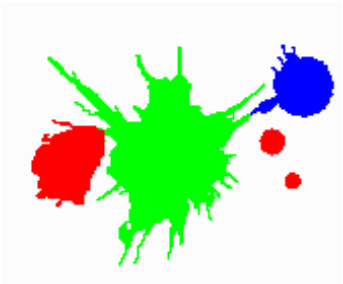




Alt efect de tip '*Soft Light*'



- Se duplica Background-ul
- Se blureaza layerul rezultat
- Se seteaza modul de amestec pe Soft Light sau Overlay sau Darken
- Se ajusteaza opacitatea



Efect de '*Soft Light*'



Sisteme Software de Prelucrarea Imaginilor

S.l. Dr. ing. Laura Florea

Efect de '*Soft Light*'

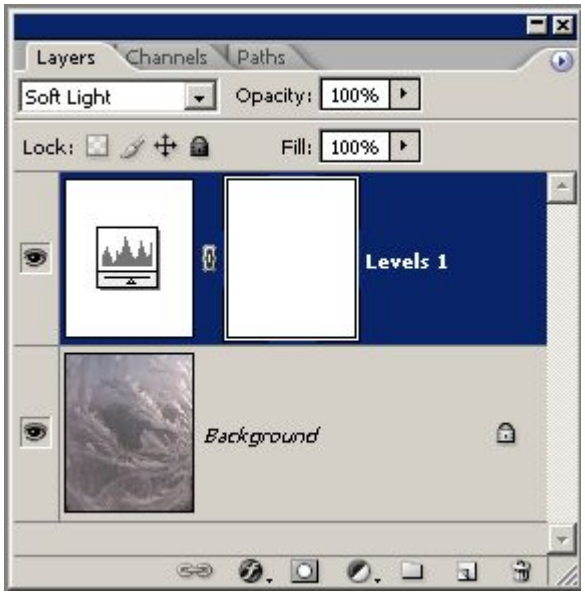


Sisteme Software de Prelucrarea Imaginilor
S.l. Dr. ing. Laura Florea

Marirea contrastului cu *Soft Light*

- Se adauga un layer de ajustare de tip *Levels* cu setarile implicite si se seteaza modul de amestecare pe *Soft Light*





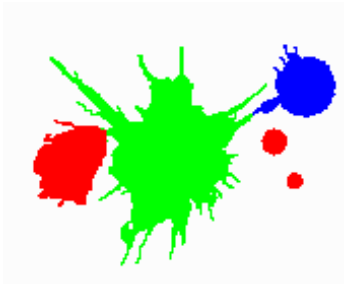


Sisteme Software de Prelucrarea Imaginilor
S.l. Dr. ing. Laura Florea

Intunecarea imaginilor cu *Multiply*

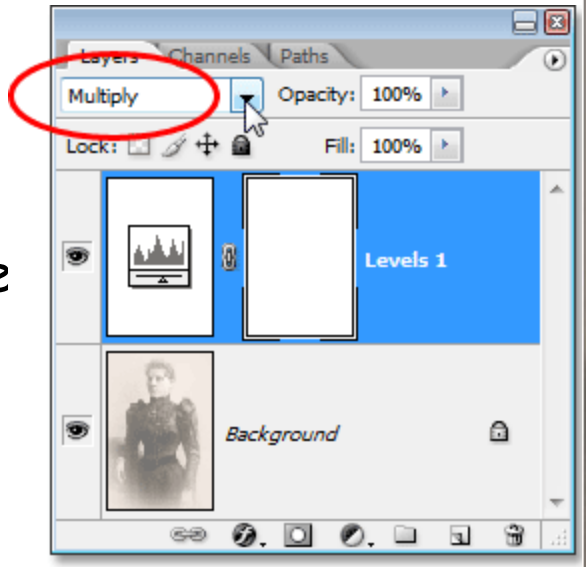
- Se doreste intunecarea zonelor care s-au 'decolorat'



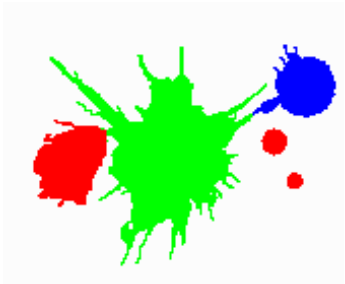


Intunecarea imaginilor cu *Multiply*

- Se adauga un layer identic cu backgroundul (se duplica sau se ia un layer de ajustare de tip *Levels* cu setarile implicite) si se seteaza modul de amestecare pe *Multiply*



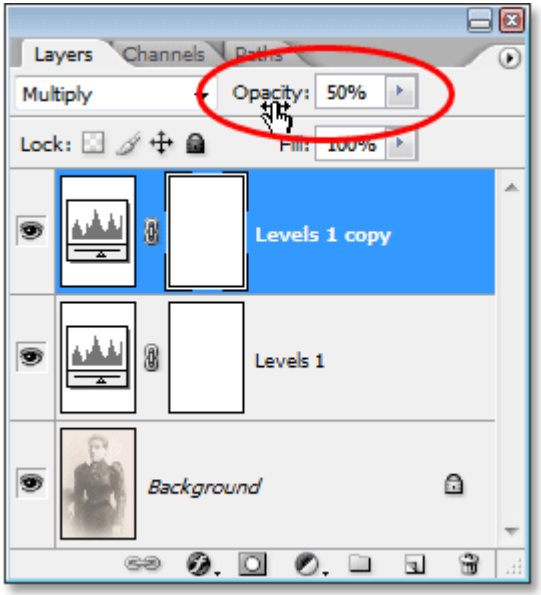




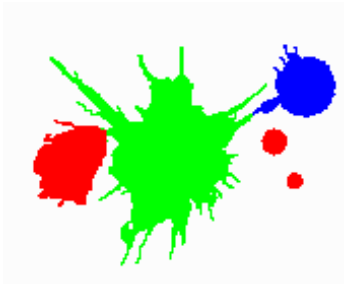
Sisteme Software de Prelucrarea Imaginilor
S.l. Dr. ing. Laura Florea

Intunecarea imaginilor cu *Multiply*

- Pentru un efect mai puternic se poate repeta operatia
- Pentru un efect mai putin puternic se poate umbla la *Opacity*





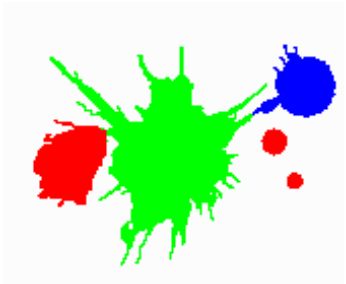


Sisteme Software de Prelucrarea Imaginilor
S.l. Dr. ing. Laura Florea

Luminarea imaginilor cu *Screen*

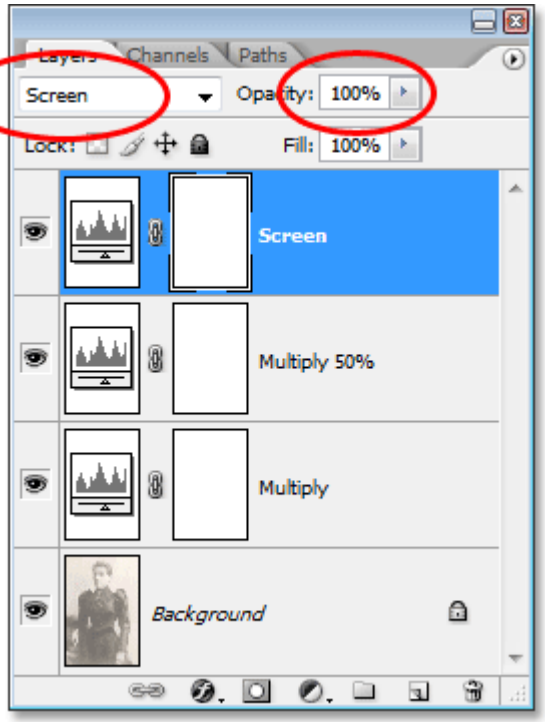
- Se doreste luminarea zonelor care s-au 'intunecat'



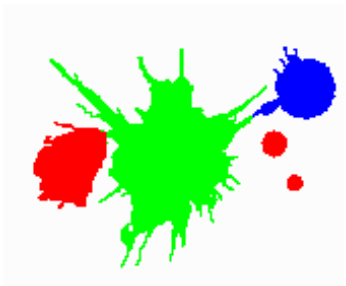


Luminarea imaginilor cu *Screen*

- Se adauga un layer identic cu backgroundul (se duplica sau se ia un layer de ajustare de tip *Levels* cu setarile implicite) si se seteaza modu de amestecare pe *Screen*







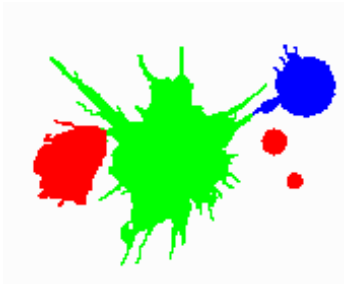
Sisteme Software de Prelucrarea Imaginilor

S.l. Dr. ing. Laura Florea

Marirea contrastului cu *Overlay*

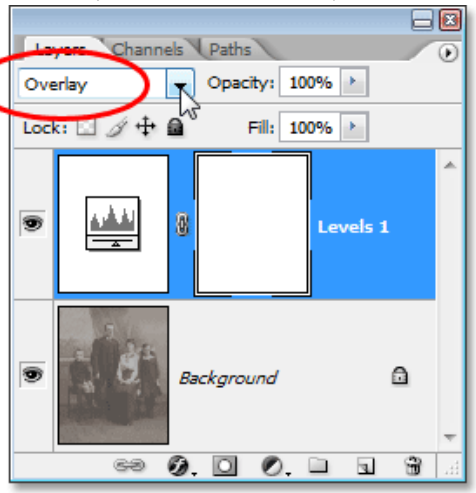
- Se doreste restaurarea pozei prin marirea contrastului





Marirea contrastului cu *Overlay*

- Se adauga un layer identic cu backgroundul (se duplica sau se ia un layer de ajustare de tip *Levels* cu setarile implicite) si se seteaza modul de amestecare pe *Overlay*

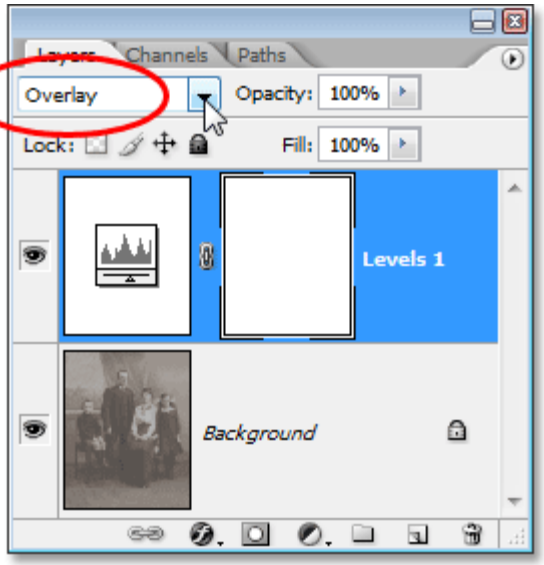




Sisteme Software de Prelucrarea Imaginilor
S.l. Dr. ing. Laura Florea

Marirea contrastului cu *Overlay*

- Pentru un efect mai puternic se poate repeta operatia

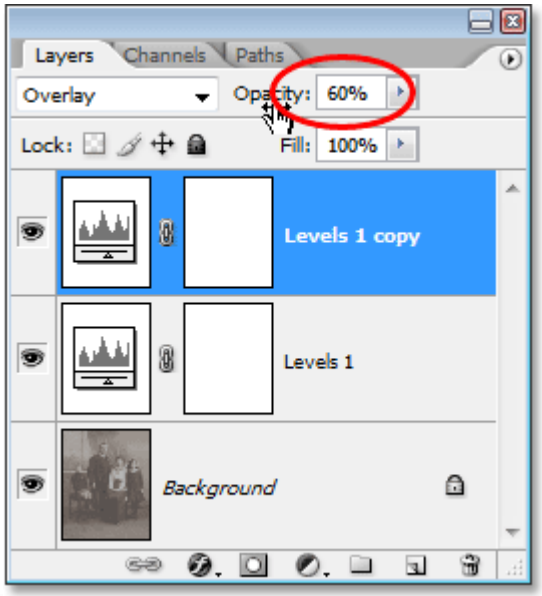




Sisteme Software de Prelucrarea Imaginilor
S.l. Dr. ing. Laura Florea

Marirea contrastului cu *Overlay*

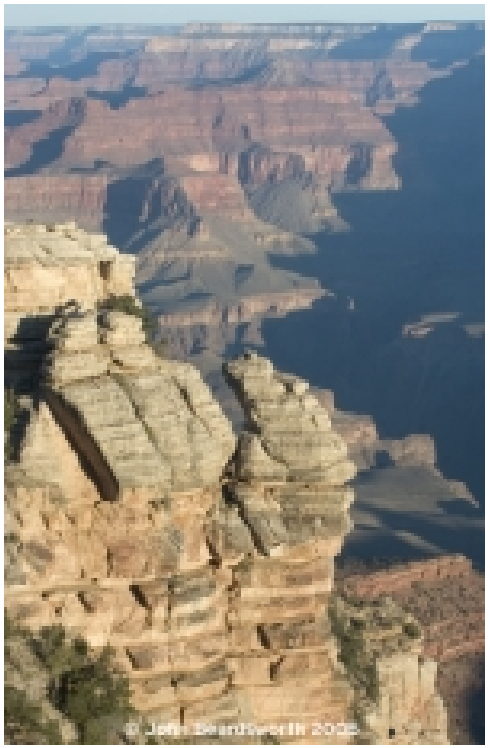
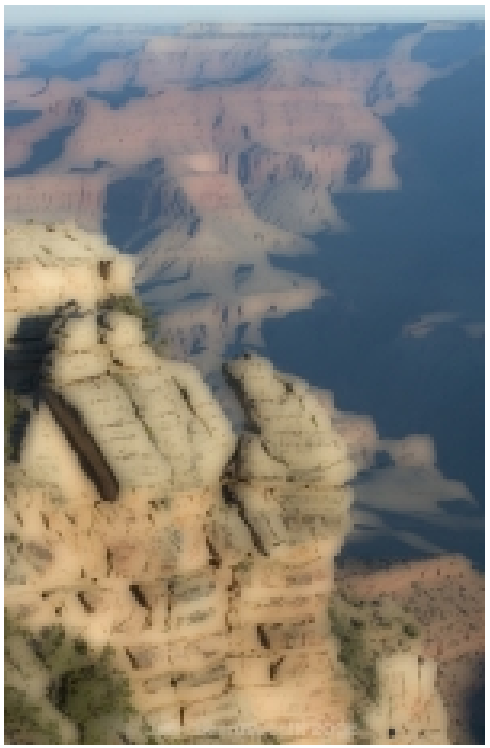
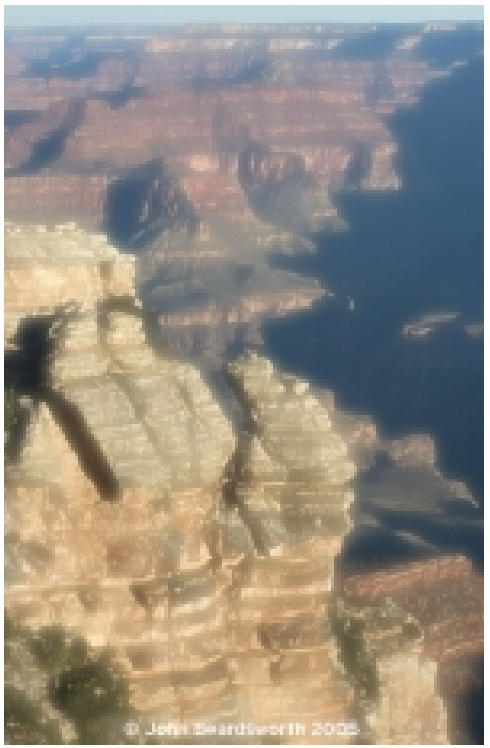
- Pentru un efect mai putin puternic se poate umbla la *Opacity*





Sisteme Software de Prelucrarea Imaginilor
S.l. Dr. ing. Laura Florea

Efecte cu Lighten/Darken

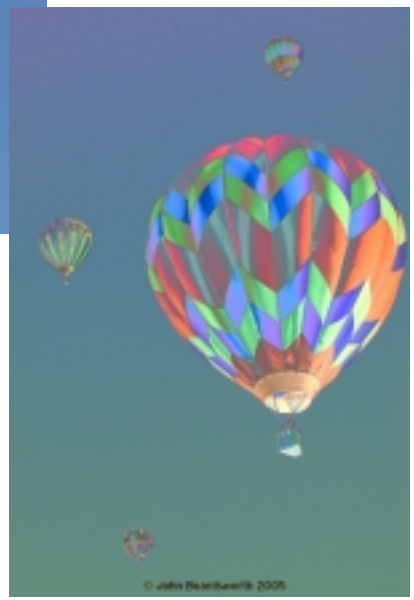




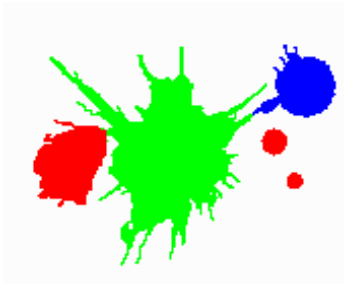
Se copiaza layerul Background, se blureaza, se seteaza modul de amestec pe Darken sau Lighten

Efecte cu Pin Light

- Se dubleaza Background-ul
- Se inverseaza si se blureaza layerul rezultant
- Se seteaza modul de amestec pe *Pin Light*



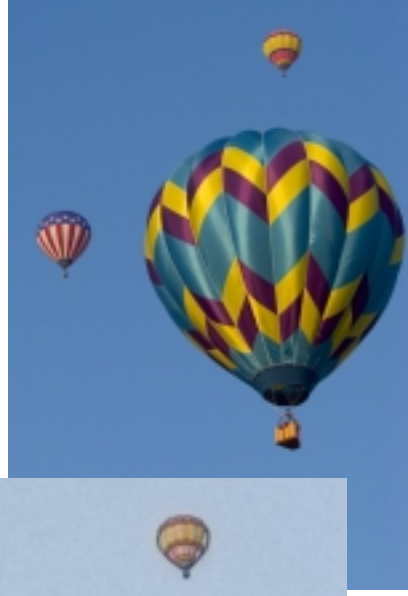




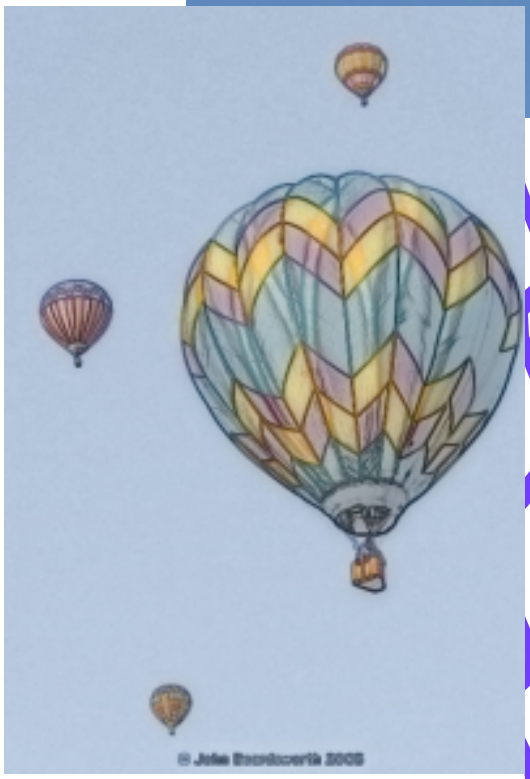
Sisteme Software de Prelucrarea Imaginilor
S.l. Dr. ing. Laura Florea

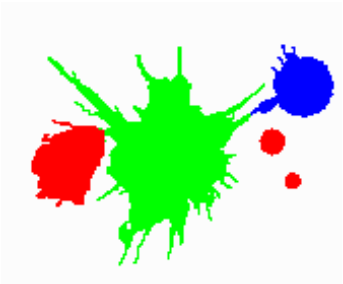


Efecte cu Pin Light si Find edges



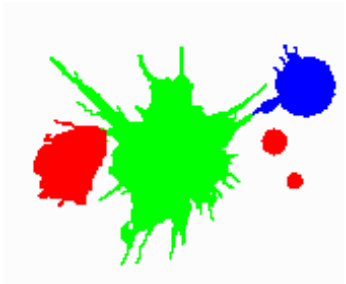
- Se dubleaza Background-ul
- Pe layerul rezultant:
  - Se aplica *Filter->Stylize->Find Edges*
  - Se desatureaza
  - Se seteaza modul de amestec *Pin Light*
- Se mai dubleaza odata Background-ul
  - Se pune deasupra
  - Se blureaza mult
  - Se ajusteaza opacitatea





Efecte cu Overlay si Find Edges

- Se dubleaza Background-ul
- Pe layerul rezultant
  - Se aplica *Filter->Stylize->Find Edges*
  - Se seteaza modul de amestec *Overlay* cu *Opacitate* 60%
- Pentru un efect mai accentuat:
  - se dubleaza layerul rezultant
  - Se aplica *Filter->Stylize->Find Edges*
  - Se seteaza modul de amestec *Overlay* cu *Opacitate* 60%



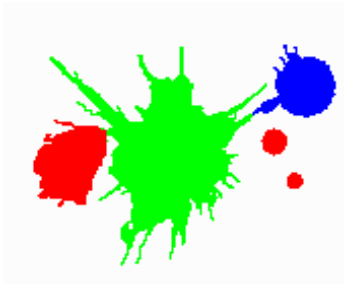
Efecte cu Overlay si Find Edges



Sisteme Software de Prelucrarea Imaginilor
S.l. Dr. ing. Laura Florea

Efecte cu Find Edges si Multiply

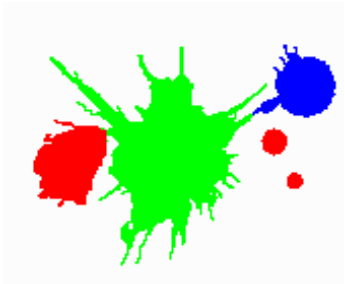
- Se copiaza Background-ul de 2 ori
- Pentru layerul de jos
  - se aplica *Filter->Stylize->Find Edges*
  - se mareste contrastul cu *Levels* sau *Curves* (preferabil sub forma de *layer de ajustare* de tip *Clipping*)
- Pentru layerul de sus
  - se aplica *Filter->Blur->Gaussian Blur*
  - se seteaza modul de amestec pe *Multiply* si se modifica opacitatea



Efecte cu Find Edges si Multiply



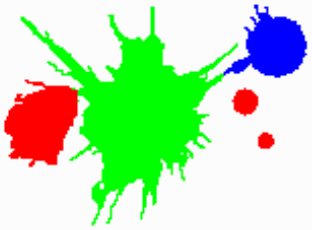




Sisteme Software de Prelucrarea Imaginilor
S.l. Dr. ing. Laura Florea

Contururi multiple

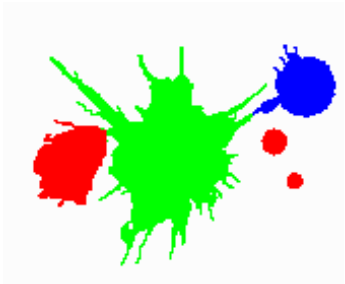
- Se dubleaza Background-ul
- Pentru layerul rezultant
  - se seteaza modul de amestec *Multiply* cu opacitate 40-60%
  - se aplica *Filter->Stylize->Trace Contour*
- Se repeta operatiile de mai sus pentru diverse valori ale parametrului de la *Trace Contour*



Contururi multiple







Sisteme Software de Prelucrarea Imaginilor

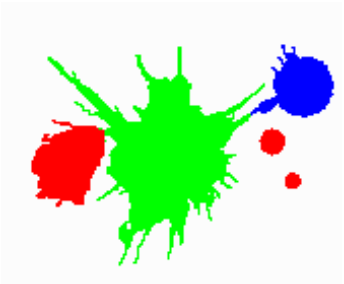
S.l. Dr. ing. Laura Florea



Desen cu creioane colorate



- Se dubleaza Background-ul de 3 ori
- Prima copie (cea mai de jos):
  - Se negativeaza
  - Se aplica *Filter->Sharpen->USM*
  - Se seteaza modul de amestec *Color Dodge*
- A doua copie
  - Se seteaza modul de amestec *Color*
- A treia copie (cea mai de sus)
  - Se seteaza modul de amestec *Color Burn*



Desen cu creioane colorate





Sisteme Software de Prelucrarea Imaginilor

S.l. Dr. ing. Laura Florea

Efect de ninsoare/ploaie

- Se dubleaza Background-ul
- Se seteaza culoare de foreground negru!
- Pentru layerul rezultant
  - Se seteaza modul de amestec pe *Screen*
  - Se aplica *Filter->Pixalate->Pointilize* cu valori intre 2 si 20 (cu cat mai mare cu atat mai mari fulgii de zapada/picaturile de ploaie)
  - Se aplica *Image->Adjustments->Threshold* cu parametru 255
  - Se aplica *Filter->Blur->Motion Blur* cu unghi 45° si distanta 10
  - Se aplica *Filter->Sharpen->USM*
- Pentru efect de ploaie se repeta *Motion Blur-ul*



Efect de ninsoare/ploaie



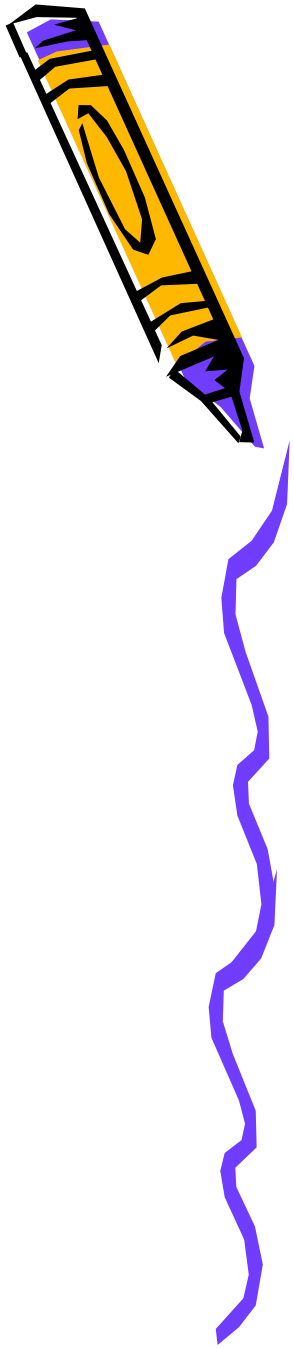




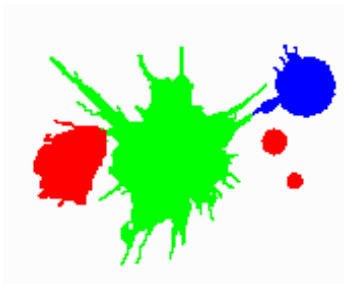
Si maginilor



Griuri de exceptie



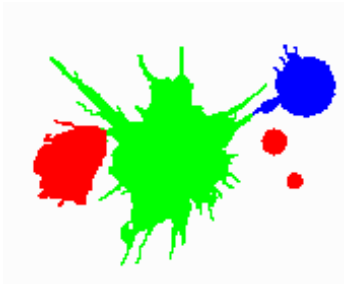
- Se duplica Background-ul
- Se adauga sub prima copie un layer alb
- Prima copie a background-ului
  - Se seteaza modul de amestec pe *Pin Light*
  - Se inverseaza
- A doua copie (cea de sus)
  - Se seteaza modul de amestec pe *Pin Light*



Griuri de exceptie





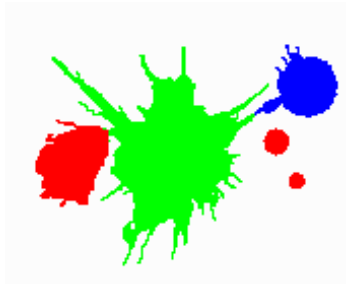


Sisteme Software de Prelucrarea Imaginilor

S.l. Dr. ing. Laura Florea

Efect de lumina difuza

- Se duplica Background-ul
- Se adauga sub prima copie un layer alb
- Prima copie a background-ului
  - Se seteaza modul de amestec pe *Pin Light*
  - Se inverseaza
  - Se blureaza puternic
- A doua copie (cea de sus)
  - Se seteaza modul de amestec pe *Pin Light*





Efect de lumina difuza







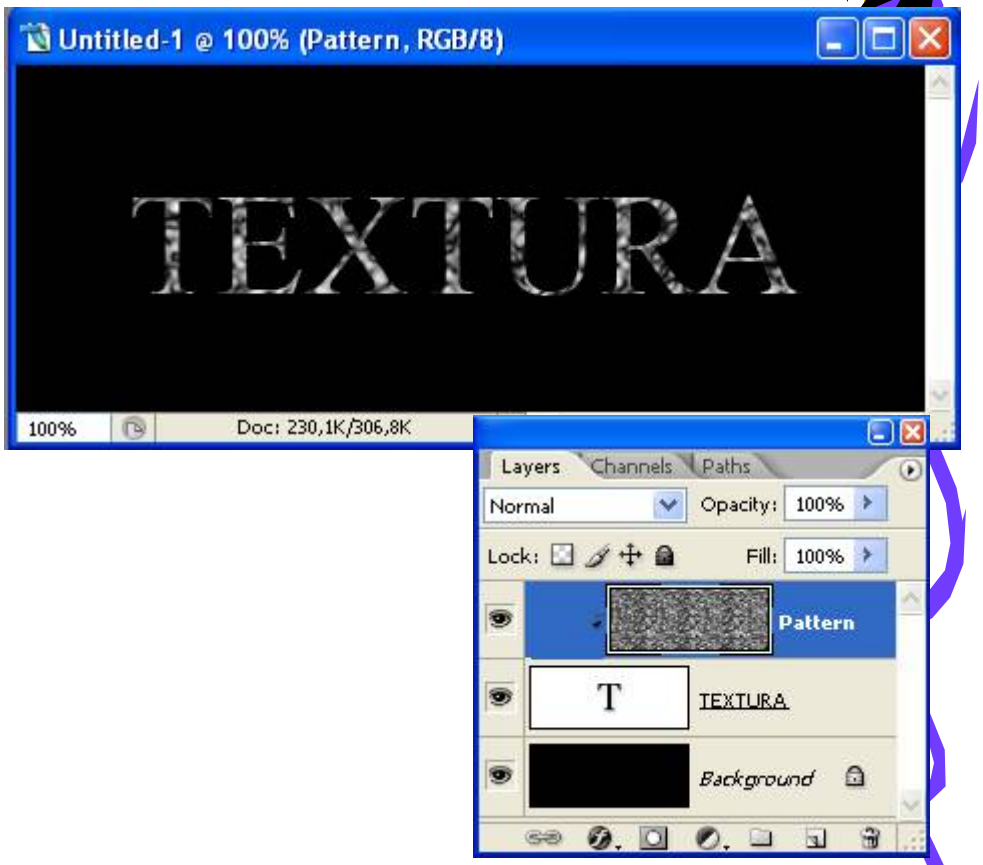


Sisteme Software de Prelucrarea Imaginilor

S.l. Dr. ing. Laura Florea

Texturarea textului cu *Clipping Mask*

- Deasupra layerului de text se adauga un layer cu textura (sau imaginea) dorita. Se face acest layer de tip *Clipping Mask* (Alt+Click pe linia de demarcatie dintre cele doua layere sau din meniu)



Sisteme Software de Prelucrarea Imaginilor
S.l. Dr. ing. Laura Florea

Bibliografie

- www.lynda.com
- Adobe Photoshop - Classroom in a Book, Adobe Press
- http://www.photoshopsupport.com
- http://www.adobepress.com/
- http://www.photoshopessentials.com/
- John Beardsworth, "Photoshop Blending Modes Cookbook for Digital Photographers", Ilex Press, 2005, ISBN 1-904705-68-5

