

SELECTIONS

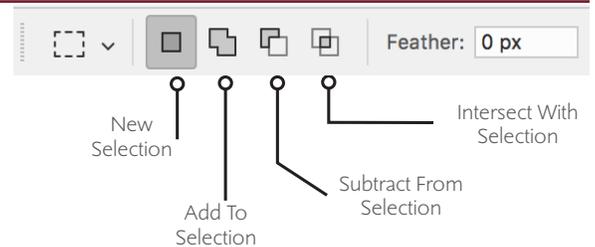
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2020

Selections – what one do I use and when?

A selection isolates one or more parts of your image. Anything inside the selected area can be manipulated, everything outside of the selection is protected.

Selections can be made using selection tools, using the painting tools or by creating paths that can be converted to a selection. These paths can be copied, moved, expanded, contracted, feathered, saved and manipulated. Selections are saved as channels.



Ways to select

Marquee tools

The marquee tools let you create selections as a rectangle, ellipse (circle), or single rows/columns.

Lasso tools

The lasso tools let you create selections as a free form selection, as a segmented selection or by magnetic selection.

Magic Wand/Quick Selection tools

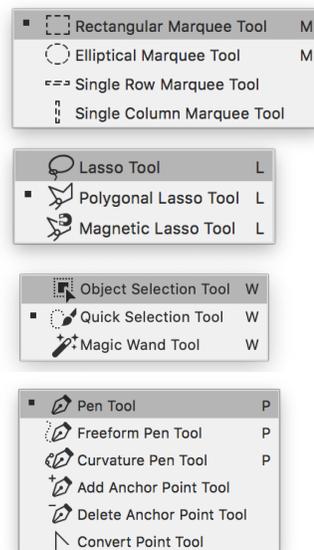
The Magic/Quick Select / Object Selection tools let you create selections based on pixel data and tolerance (contrast) between object you want to select.

Quick Mask

The Quick Mask tool lets you create selections by entering into Quick Mask Mode and painting with a hard or soft brush around the areas that you want to select.

Pen Tool

The Pen tool lets you create paths that can be saved and turned into selections. The pen tool does not create a selection by itself.



Editing selection parameters

Depending on the selection tool that is active, the Control Bar allows many user-defined options.

Feathering - smooths out and softens the selection in pixels.

A 10 pixel feather softens 5 pixels outside the selection and 5 pixels inside the selection.

Anti-aliasing - creates a smoothing effect by softening the color transition between edge pixels and background pixels. No detail is lost since anti-aliasing only effects the edge pixels.

Selecting Pixels - Lasso Tools

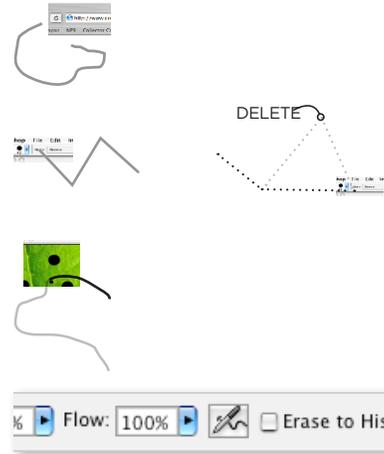
Lasso Tool draws a free form selection. Once you let go of the mouse, the selection will close automatically.

Polygonal Lasso Tool draws a selection consisting of line segments. Double click when drawing a selection and the selection will close automatically.

- When using the Polygonal Lasso Tool and drawing line segments, you can use the **DELETE** key to delete a line segment while drawing, before you close the selection.

Magnetic Lasso Tool draws a selection based on the edge tolerance and contrast (set in the Photoshop Control Bar) of what is being selected.

- **Width** - Set the width in pixels for the Lasso tool to detect edges only within the pixel distance from the pointer.
- **Contrast** - Set the contrast value to control the sensitivity to edges in the image. A higher value detects only edges that are in high contrast with the background, a lower value detects lower-contrast edges.
- **Frequency** - Set the rate at which the lasso sets anchor points, a higher value adds more anchors along the selection.



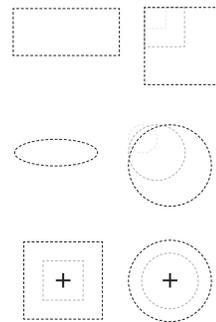
Selecting Pixels - Marquee Tool

Rectangle Marquee Tool draws a selection in a rectangle. To **draw a square**, hold **SHIFT** while dragging to constrain the shape.

Ellipse Marquee Tool draws a selection in an ellipse.

- To **draw a circle**, hold **SHIFT** while dragging to constrain the shape.
- To draw from the center of a selection and constrain that selection hold **Option+Shift** and draw

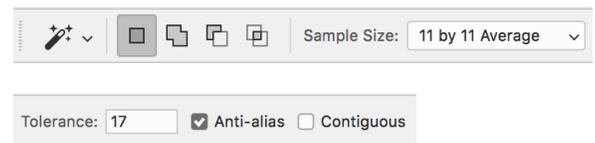
Single Row marquee is for selecting a single row or column of pixels, very useful in web work.



Selecting Pixels - Magic Wand

Selecting with the Magic Wand is based on pixels in a color range.

- **Tolerance** is the setting to choose how much (high number) or how little (low number) of similar pixels will be selected.
- **Contiguous** is the setting to choose what pixels in that tolerance will be selected. **Only pixels that are touching** will be selected—if Contiguous is **not** checked, all pixels in that tolerance will be selected even if they do not touch.



Selecting Pixels - Quick Selection

The Quick Selection tool is used to quickly select or "paint" a selection. The tool acts like the Brush tool that can be resized and as you drag, the selection expands outward and automatically finds and follows edges in your image.

To **resize** the Quick Selection Tool:

- **Right bracket]** increases the size
- **Left bracket [** decreases the size

Quick Selection options are:

- **Sample All Layers** - Selects based on information in all layers instead of just the selected layer.



- **Auto-Enhance** - Helps to reduce roughness along the selection edge. Auto-Enhance automatically flows the selection further towards image edges and applies some of the edge refinement you can apply manually in the Refine Edge Tool.

Adding to/Subtracting from a selection

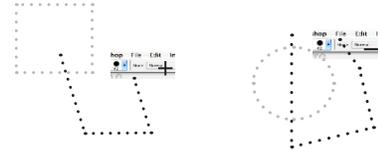
To **ADD** to an existing selection using any selection Tool, hold **SHIFT** and the selection tool will get a (+) next to it, then draw an additional selection.

Start on the **INTERIOR** of the selection to **INCLUDE** portions of the selection.

To **SUBTRACT** a part of an existing selection using any selection Tool, hold **OPTION** and the selection tool will get a minus (-) next to it, then draw over the part of the selection to delete.

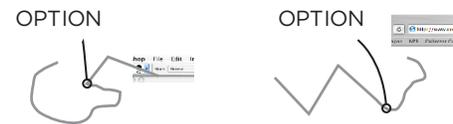
Start on the **EXTERIOR** of the selection to **EXCLUDE** portions of the selection.

In the Control Bar, you can do the same add/subtract options by choosing one of the 4 selection icons.



Lasso Tool Tricks

- To **convert the Lasso Tool to the Polygonal Lasso Tool** while drawing, hold **OPTION** and the tool will convert while option is held down.
- To **convert the Polygonal Lasso Tool to the Lasso Tool** while drawing, hold **OPTION** and the tool will convert while option is held down.



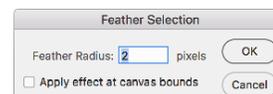
Selection Tool Settings

The selection tools can be set to preview in many different ways under the Preference Menu.

CAPS LOCK will turn the tool icons into a cross-hair cursor.

Soften the edges of selections

You can smooth the hard edges of a selection by choosing **Select>Modify>Feather** **SHIFT+F6**



Expand/Contract selections

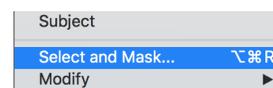
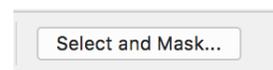
To expand or contract an existing selection choose **Select>Modify>Expand** (or >Contract). This allows the selection to be expanded or contracted from 1 pixel to 16 pixels.



Select and Mask

Using the Quick Select tool is much like the magic wand, only you have more control over what you are selecting. Selecting more complex areas or regions becomes a bit easier now.

Once you have the selection made, choose the **Select and Mask...** button in the Control Bar and you can change the way the selection is rendered. You can also choose **Select and Mask** under the Selection Menu. No more need to expand, contract or feather your selection using different commands, all this can be done in the Select and Mask dialog box



• View Mode

Onion Skin (O): Visualizes the selection as an animation-style onion skin scheme

Marching Ants (M): Visualizes the selection borders as marching ants

Overlay (V): Visualizes the selection as a transparent color overlay. Unselected areas are displayed in that color. The default color is red.

On Black (A): Places the selection over a black background

On White (T): Places the selection over a white background

Black & White (K): Visualizes the selection as a black and white mask

On Layers (Y): Surrounds the selection with areas of transparency

Show Edge: Shows the area of refinement.

Show Original: Shows the original selection.

High Quality Preview: Renders an accurate preview of the changes. This option may affect performance. When this option is selected, while working on the image, hold down the left mouse button (mouse down) to view a higher-resolution preview. When this option is deselected, a lower-resolution preview is displayed even on mouse down.

Transparency/Opacity: Sets transparency/opacity for the View Mode. This setting applies beyond the Select And Mask workspace to the Overlay view mode in classic Photoshop.

• Edge Detection settings

Radius: Determines the size of the selection border in which edge refinement occurs. Use a small radius for sharp edges, and a large one for softer edges.

Smart Radius: Allows for a variable width refinement area around the edge of your selection. Among other use cases, this option is helpful if your selection is a portrait that includes both hair and shoulders. In such portraits, the hair might require a larger refinement area than the shoulders, where the edge is more consistent.

• Global Refinement settings

Smooth: Reduces irregular areas ("hills and valleys") in the selection border to create a smoother outline

Feather: Blurs the transition between the selection and the surrounding pixels

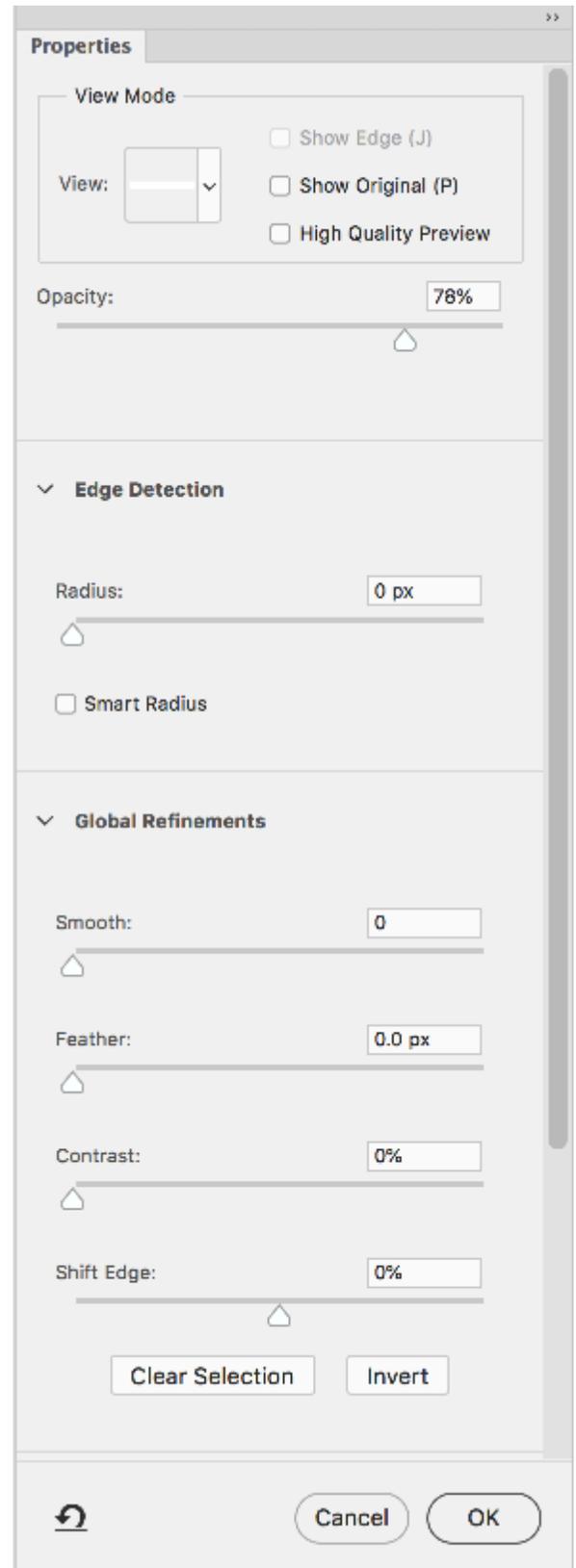
Contrast: When increased, soft-edged transitions along the selection border become more abrupt. Typically, the Smart Radius option and refinement tools are more effective.

Shift Edge: Moves soft-edged borders inward with negative values or outward with positive ones. Shifting these borders inward can help remove unwanted background colors from selection edges.

• Output Settings

Decontaminate Colors: Replaces color fringes with the color of fully selected pixels nearby. The strength of color replacement is proportionate to the softness of selection edges. Adjust the slider to change the decontamination amount. 100% (maximum strength) is the default value. **Important: Because this option changes pixel color, it requires output to a new layer or document. Retain the original layer so you can revert to it if needed.**

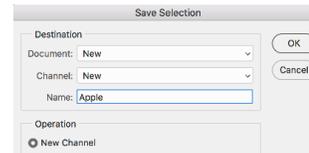
Output To: Determines whether the refined selection becomes a selection or mask on the current layer, or produces a new layer or document.



Save a selection

To save an existing selection choose **Select>Save Selection**.

When a selection is saved it is always saved as a channel. Name the channel when the selection is saved and it will appear in the Channels Panel.

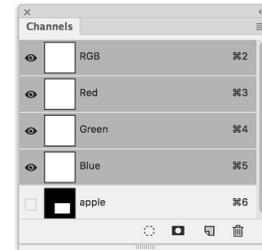


Load a saved selection

To load an existing selection choose **Select>Load Selection** or go to the Channels Panel and **COMMAND+CLICK** on the channel thumbnail you want to load.

At the bottom of the Channels Panel you can select the Channel and click the icon to load a selection.

A shortcut is to **COMMAND+CLICK** on the Channel thumbnail

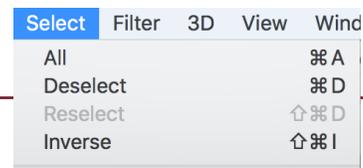


Deselect a selection

To deselect an existing selection choose **Select>Deselect (COMMAND+D)**.

Reselect a selection

To Reselect a selection that you may have clicked off or deselected, choose **Select>Reselect (SHIFT+COMMAND+D)**.



Select All

To select everything on a layer, choose **Select>Select All (COMMAND+A)**.

Select Inverse

To select the inverse of what is selected, choose **Select>Select Inverse (SHIFT + COMMAND + I)**.

Move a selection

Once a selection is created it can be moved without moving the pixels that are selected.

To **move a selection**, use any of the lasso or marquee tools and hover over the selection and the cursor will turn into .

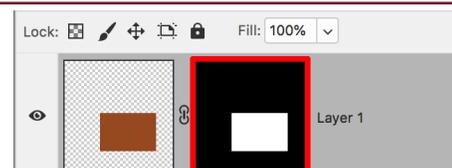
To **move pixels in a selection**, use the Move tool and hover over the selection and the cursor will turn into . This shows a pair of scissors and "cuts" the pixels that are in a selection.

Transform a selection

Once a selection is created it can be transformed without moving the pixels that are selected by choosing **Select>Transform Selections**

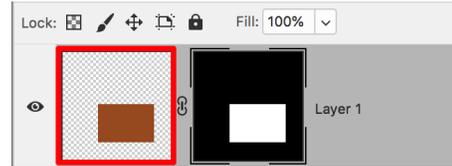
Turn a Layer Mask into a Selection

To select a layer mask, **COMMAND+CLICK on the layer mask** to load the selection.



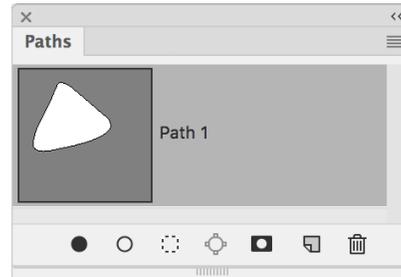
Select an object on a Layer

To select an object or pixels on a layer, **COMMAND+CLICK** on the layer to load the selection.



Convert a path to a selection

- Click on the path thumbnail and choose the Path drop down menu and choose **make selection from path**.
- Select the path thumbnail and click on the  icon at the bottom of the Path panel.
- **COMMAND+CLICK** on the Path thumbnail.
- **COMMAND+RETURN** will turn a path into a selection

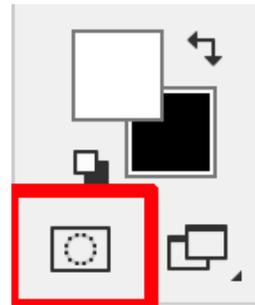


Quick mask

To use Quick Mask mode, start with a selection and then add to or subtract from it to make the mask. You can also create the mask entirely in Quick Mask mode by clicking on the  icon at the bottom of the tool box.

The default color in Quick Mask is red (indicating rubylith... if you know what that is) and is set at 50% opacity. A temporary Quick Mask channel appears in the Channels palette while you work in Quick Mask mode.

- To edit the mask (which will turn into a selection once you exit Quick Mask Mode) select a painting tool from the toolbox - the foreground and background swatches automatically turn black and white.
- Paint with white (add to the selection) to select more of an image (reveal those areas).
- Paint with black to deselect (subtract from) areas (hiding those areas).
- Painting with a soft edge brush will create a soft selection edge when you exit Quick Mask Mode.
- Exit the Quick Mask Mode by clicking on the Quick Mask button in the toolbox and return to your image. A selection now surrounds the unprotected area of the quick mask.



To edit the color and opacity of the mask (the red indicating rubylith) **double click on the Quick Mask icon** in the tool box.

Color Range

The Color Range command selects a specified color or color range within an existing selection or an entire image. If you want to replace a selection, be sure to deselect everything before applying this command. You can isolate areas by selecting an area BEFORE running Color Range to limit the area in which to select color.

Select > Color Range and choose the Eyedropper tool and click on the area of the image to sample the color range.

Once the color has been selected, use the fuzziness slider to include more or less of the color range you want to select.

- You can also hold down **SHIFT** and select other colors to add to the selection as you click over the image.

