

BRUSHES & PAINTING

PHOTOSHOP CC

2020

Learning the Painting Tools (Brushes)

The Painting Tools in Photoshop have been around for a long time. The term "painting" in Photoshop is a loose term that refers to any tool that manipulates pixels. So while tools like the Clone Stamp Tool and Healing Brush Tool don't come to mind with the term painting, they are all grouped in together as "the painting tools". These tools are all referred to as Brushes as they all have similar ways that they function.

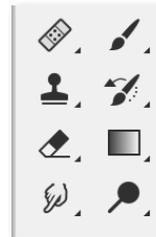


Painting & Editing Brushes

This session is focusing on the Paint Brush, Eraser, Smart Eraser, Art History Brush, Gradient and Paint Bucket and the Sharpen, Blur and Smudge Tools.

Retouching Brushes

The Healing Brush, Spot Healing Brush, Content Aware Move, Patch, Clone Stamp, Red Eye removal (Color Replacement), Dodge, Burn and Smudge Tools are all part of the retouching set of Brushes that were covered as part of the retouching portion of the class. However these tips and techniques that you will learn about brushes also apply to all of these retouching brushes as well.

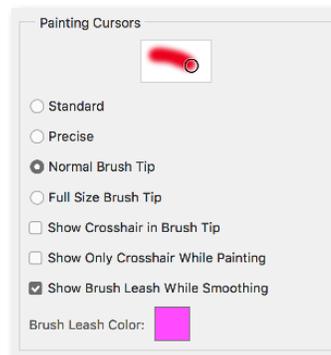


Setting the Brush Preferences

To set how the brushes appear, Choose Photoshop > Preferences > Cursors. There are 4 different ways to view the cursors (brushes in this case).

- **Standard** shows an icon of the tool
- **Precise** shows a set of cross hairs
- **Normal Brush Tip** (default) shows the size of the brush, not the tool
- **Full Size Brush Tip** shows the entire size of the brush including the edge of the hardness
- **Brush Leash** feature

NOTE: If you have the **CAPS LOCK** on, it will show the cursor as a **Precise Cursor**, no matter what preset you choose.



The Brush Tool



The Brush Tool is the tool that most people use easily in Photoshop... followed by the Eraser Tool.

The Brush Tool (**B**) also has the Pencil Tool and Color Replacement Tool nested together. To cycle through these tools by using **SHIFT+B**.

Brush Tool options appear in the Control Bar.

You can choose Brush size and hardness, color mode, opacity, flow and air brush options.

To access the brush style, size and hardness, click on the drop down menu next to the brush size.



– For quick access to this menu, **RIGHT CLICK** on the document and then menu will appear. **RETURN** will close this menu

Choose the brush style, size and hardness for the brush.

To add brushes to the Brush Menu or to change how these brushes are listed, click on the drop down menu in the upper right corner to access these options.

Modifying Brushes

To change the brushes, open the brushes menu from the Control bar. You can click on a brush and enlarge or reduce the size and in some cases, you can control how hard or soft the brush will paint.

A hardness of 0% gives a soft brush, 100% gives a hard edge brush.

Add Brushes to the Menu

Click on the drop down menu to access the sets of brushes that come with Photoshop but are not loaded.

To add the brushes, choose the set and then click Append to add them to the existing list.

Kyles Brushes were added into Photoshop in the CC 2018 upgrade. To add more premade brushes to the brushes panel, click on the cheese grater menu on the Brushes Menu and choose from a list of options.

Choices include Import Brushes that have been purchased or downloaded or load legacy brushes which are all the old brushes from previous versions of Photoshop.

Get More Brushes options is to load brushes through the Adobe Website that have been made for Photoshop users by Kyle Webster.

Make Your Own Brush

It's quick and easy–

- Draw a shape in black and white. (Drawing or painting with a color to create a brush will result in a grayscale version of that color)
- Make a square selection around your new drawing.
- Choose Edit>Define Brush Preset
- Name and save your brush
- See your results in the Brush Menu

Edit Brush Properties

Once a brush shape is created, properties of that brush can be changed by opening the Brush Settings from the Windows Menu or click on the Folder to the right of the Brushes drop-down menu in the Control Bar. This Panel allows SO many options that is nearly impossible to document every type of combination that is available.

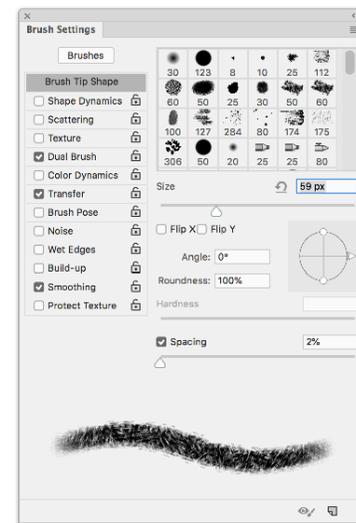
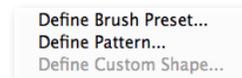
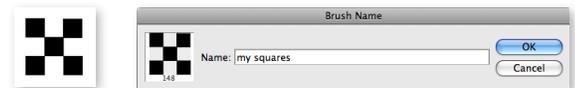
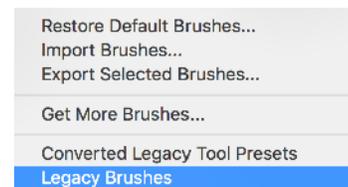
Brush Tip Shape, Scattering, Texture, Dual Brush, Color Dynamics, Transfer, Brush Pose, Noise, Wet Edges, Smoothing and Protect Texture are controlled in the Brush Settings Panel.

SHORT CUTS

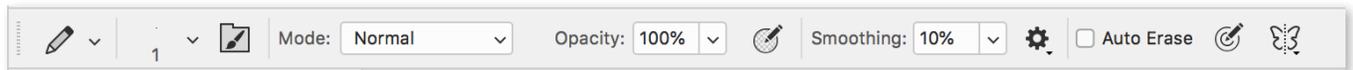
Increase brush size]
Decrease brush size	[
Increase brush hardness	SHIFT+]
Decrease brush hardness	SHIFT+[

SHORT CUTS

Set Brush Opacity (use number pad)	0=100%, 55=55%, 5 =50%, 05=5%
Set Flow (use SHIFT + number pad)	0=100%, 55=55%
Bring up the Brush Panel	RIGHT CLICK
Close the Brush Panel	RETURN
Paint in a Straight Line	SHIFT
Sample color while painting	OPTION+CLICK



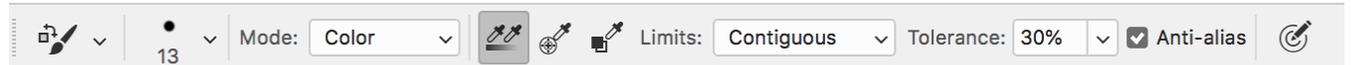
Pencil Tool



Simple as they come, the Pencil Tool has limited options mainly that it cannot create any soft edge painting, only hard edged.

The Auto Erase feature in the Pencil Tool allows you to erase using the same tool you painted with, without switching to the Eraser Tool.

Color Replacement Tool



The Color Replacement tool replaces specific colors in your image very simply. You can paint over a color range with another color you choose.

This tool works much like the Quick Selection Tool works for selections. The only difference is that it replaces the color where you paint on the image with the color that you choose from the Color Picker.

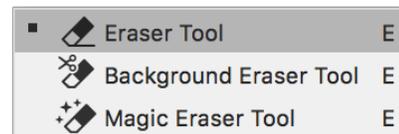
Eraser Tool (E)



As simple as the Pencil Tool only it takes pixels away.

You can choose between using a hard or soft brush of any size as well as a hard-edge square eraser.

By setting the **opacity** of the Eraser Tool, you can erase “lightly” or even erase back to the original document pixels if the **Erase to History** is checked.



Background Eraser

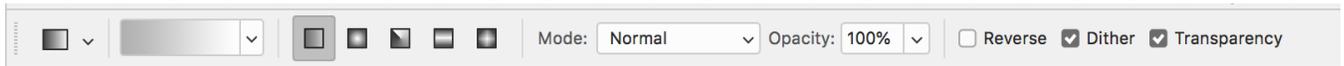
Works like a combination of the Quick Selection Tool and the Eraser. Using the Brush, you click on the color you want to erase and it will begin erasing. If the image is flat it will convert it into a layer and a transparent background will appear.

Magic Eraser

Works like a combination of the Magic Wand Tool and the Eraser. Using the Brush, you click on the color you want to erase and it disappears. Just like magic!

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

Gradient Tool (G)



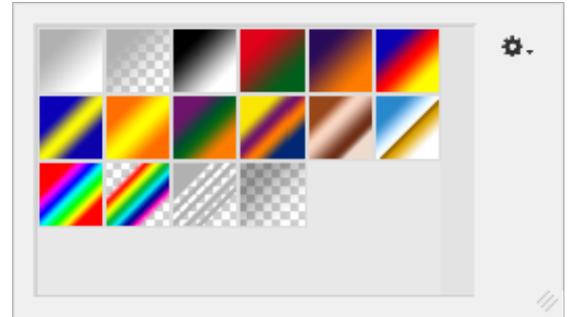
The Gradient Tool is a grouped with the Paint Bucket Tool and is used for filling with simple or complex gradients.

Click on the Gradient ramp drop down menu in the Control Bar to access the preset gradients. Choose from any of the presets or save your own under the drop down menu.

To **EDIT** the gradient, click on the Gradient **RAMP** in the Control Bar and the Gradient Editor will appear.

The **Gradient Editor** allows you to select multiple colors, place them any where on the ramp and control the opacity of the gradient overall.

Once created the gradient can be saved along with the presets.



Set the style of gradient:

- Linear, Radial, Angle, Reflected, Diamond

Draw the gradient (the Gradient Tool appears as a set of cross hairs) by pulling the cross hairs in the direction you want the gradient to appear. When you click to begin and end, begins and end the gradient, but it does NOT have to be within the edge of your document or selection.

Paint Bucket Tool (G)



Even more simple than the Eraser Tool.

Choose a color from the color picker or swatch panel, or choose from the foreground/background color drop down menu in the Control Bar.

Click the areas you want to fill and the Paint Bucket Tool will fill like the Magic Wand Tool selects.

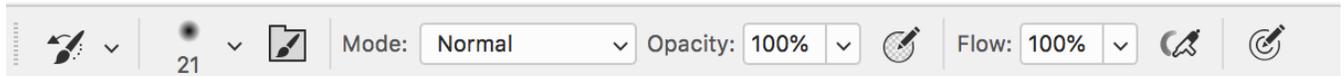
Fill with Foreground color = **OPTION+DELETE**

Fill with Background color = **COMMAND+DELETE**

Fill Dialog Box= **SHIFT+F5** or **SHIFT + DELETE**

Switch Foreground and Background colors = **X**

History Brushes (Y)



The History Brushes really don't have anything in common other than the word "History".

The **History Brush** paints back the pixels from the original untouched image from the time it was opened regardless of what has been done with the file. This acts like the Eraser tool with the "Erase to History" checked on.

The **Art History Brush** doesn't paint back the History, it tries to bring back a historic type of artistic painting.

The look is somewhat impressionistic with its use of long and short strokes and swirls. This brush takes the image pixels and swirls and twirls them in an artistic flair.

A drop down menu in the Control Bar shows the different types of strokes that are available as options.

You can set the opacity as well as the length of the swirls and dabs.



Blur Tool



The Blur tool works by blurring the pixels much like blur filter works, but you can control the amount and intensity with Blur Tool better than with a filter.

The Blur Tool allows you to choose a size, specify a hardness as well as a strength.

Strength is how much or how little it will blur

Sharpen Tool

The Sharpen tool works by applying contrast to the pixels. It gives the appearance of sharpness, but too much sharpening reveals very bright pixels of color and results in over sharpening.

Settings for the Sharpen tool mirror those of the Blur Tool

Smudge Tool

The Smudge tool works like taking your finger on a chalk drawing and smudging the pixels to blend or smooth them. Never have I used this and had them do either blend or smooth very well.

But one of the cool options is for making the Smudge tool act like Finger Painting!

FADE! One very cool feature

When using the Brush Tools, you may perform an action that you don't like or want to see it faded back.

Once you use a Brush, go under the Edit Menu. The last brush you used will show up under the Fade... command.

This will allow you to fade the last stroke you applied in whatever brush you used. BUT this must be done RIGHT after you apply the stroke, anything else you do will make this feature go away.

