

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.

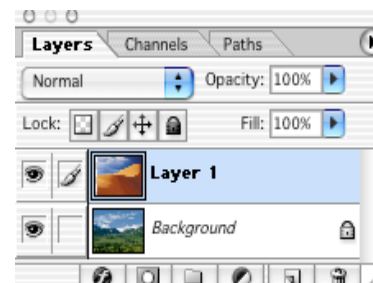
Resource Files:

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

Procedure:

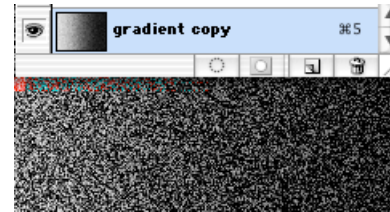
Variation 1—Gradient Mask in Channels

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. Adjust it so it covers the Rockies layer as much as possible.
4. Select the Rockies image with the Dune layer selected. Change the Dune layer name from “Layer 1” to “Dune”.
5. In the Rockies image with the Dune layer, select the Channels palette. Click on the new channel button.
6. Select gradient tool with default white to black gradient. And make sure white is the foreground and black is background in tools palette.
7. With the “Alpha 1” channel selected, drag the gradient in the channel from left to right.
8. You may name the “Alpha 1” channel by clicking on words and typing the name “gradient”.
9. Drag the gradient channel to the load selection icon at the bottom of the channel’s palette. The channel becomes an active selection.
10. Go back to the Layers palette and select the “Dune” layer.
11. With Dune layer selected and the active selection is still loaded. (moving ants will appear down the center of the image.) Press the delete (Mac) or backspace (Windows) key on the keyboard. Half of the Dune layer is deleted and it blends with the mountains!
12. Save file with name/initials to your work folder.
Continue with same file.



Variation 2—Gradient Mask with Added Filter (Optional)

1. Turn off the Dune layer with the gradient blend just completed.
2. Go back to the original Dune image and drag another copy of it to the Rockies file. Name this layer “Dune 2”.
3. Go to channels and duplicate the channel named “gradient.” It will become “Gradient Copy”.
4. With this channel selected choose Filter>Noise>Add Noise at about 50%. See if you like this texture. Experiment with applying other filters to the channel to create other textures.
5. Drag this channel to the select icon at the bottom of the channels palette. This creates another active selection. There will be lots of “moving ants” because of the filter’s texture.
6. Select the new “Dune 2” layer. The selection should remain active. Be sure the original Dune layer is turned off.
7. With “Dune 2” layer selected, press the delete (Mac) or backspace (Windows) key (with selection still active). This merges the texture into the gradient selection. Deselect the selection. Note how textured gradient blends Dune with the Rockies.
8. Get checked off or save the file with your initials for instructor to check later.
9. If time permits, practice blending additional layers, varying gradient blends and different textures. Vary levels of transparency on the layers to create interesting gradient blending effects.
10. Save final file with name/initials to your work folder.



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