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## Adobe photoshop cc 2019 tutorial pdf

Adobe Photoshop CS6 is largely a release under the hood, with a few new tools and filters, but focusing on greater speed, efficiency and ease of use. But the improvements are great, and this Photoshop CS6 review will reveal everything! Anyone looking for the much heralded Deblur filter will be disappointed: it's way too early for inclusion this time around. In fact, those looking for great splashy show-off features in Photoshop CS6 will also be looking in vain. (See reviews of the other apps in Adobe CS6.) Before you start, make sure that your copy of Photoshop CS6 is the latest version. A security exploit, which allows malicious users to compromise your system, was reported at the beginning of September. Just go to Help>Updates in Photoshop CS6 and apply all updates. Creative Cloud users have pushed these updates to their system when they next connect to the service. Acceleration in Photoshop CS6 Photoshop CS6 makes full use of your computer's Graphics Processing Unit (GPU), which provides a huge acceleration in many areas. So the Liquify filter, formerly a slow experience, is accelerated to provide smooth, real-time smears, even with brushes up to the new maximum limit of 15,000 pixels; The new Oil Paint feature adds a paint-like texture, with controls that work on the full screen in real time. Of course, all this depends on you having a fast enough processor and graphics card; although CS6 will run on Windows XP/Mac OS X 10.6 with only 1Gb of RAM, you'll need a hardware-accelerated OpenGL graphics card to get the most out of it. The Outflow Filter in Photoshop CS6 is now smooth as silk, with real-time operation even at huge image sizes and with brushes up to 15,000 pixels in diameter The new features The first thing you notice about Photoshop CS6 is the new interface. You now have the choice between four basic colors, from almost black to light grey - so Photoshop can be more like Lightroom if you want to. Everything has been subtly tweaked, from the hundreds of redesigned icons (the Pen and Lasso tools now make their active hotspots clearer) to a sharper, more consistent layout. The new dark look of Photoshop CS6 will appeal to photographers because it is less distracting. The ability to filter layers by type is also a major improvement A new Head Up Display system (HUD) in Photoshop CS6 provides important information directly to the cursor. This is context-sensitive, so it shows dimensions when dragging a marquee, angles when rotating a selection, and so on. It also applies to the three new Blur filters, each of which has a different type of blur - Field, Iris and Tilt Shift - with strength and radius controls directly on the image, rather than just in a side panel. All three new filters have also accelerated GPU for Previews. Tilt-Shift is just one of three new Blur filters in Photoshop CS6, each of which works in real time thanks to GPU acceleration. The controls are directly Image for accessibility Photoshop CS6 filters Er is only one new tool in Photoshop CS6, the Content-Aware Patch tool, which takes the technology introduced in Content-Aware Scaling (CS4) and Content-Aware Fill (CS5) and extends it to a tool that allows us to select and move or move or expand objects in a scene, more or less seamlessly patching their original location. In practice, the results depend heavily on the right picture; it's a great idea, but don't always come up with the goods. The new Content-Aware Patch tool in photoshop CS6 can both move and expand objects - work well with organic objects, less well man-made structures A major new filter is Adaptive Wide Angle, which allows you to correct camera distortion just by drawing over lines that need to be straight. A hugely powerful tool, it allows even stitched panoramas with multiple perspectives to be corrected in a single landscape shot. The new Adaptive Wide Angle filter in Photoshop CS6 does a great job of correcting camera distortion: just drag over straight lines to adapt Enhanced Camera Raw Also good for photographers is the enhanced Camera Raw dialogue, which now has more powerful versions of tools like Clarity (there is now no halo effect, even at maximum strength) and Defringing (the controls are gone, replaced by a single check box that simply does the job). For the first time in Photoshop CS6, it is also possible to apply localized noise reduction. Improvements to Camera Raw in Photoshop CS6 include greatly improved Clarity control, as well as the ability to apply localized noise reduction using adjustment brushes Light effects filter in Photoshop CS6 The Light effects filter has a major overhaul, ditching the previous small preview in favor of a full-screen, GPU-accelerated preview that shows changes in real time. It's of particular benefit to Mac users, for whom lighting effects disappeared in Adobe Photoshop CS5 unless they program in slow 32-bit mode. Tool Improvements Designs will love the new paragraph and character style panels in Photoshop CS6, which can set and customize favorite combinations to your liking, as well as the fact that form layers are now real vector objects, meaning you can now apply lines inside, outside, and centered to paths, as well as the ability to align open paths. These lines can now be dotted and interrupted, and can be filled with gradients. Adobe Photoshop CS6 now not only stores in the background so you can keep working while it's being saved, but will also automatically save a version a very few minutes so that in the event of a crash you can continue from where you left off. If you still manually return to a file, though, it will always go back to the one you have deliberately chosen to save, rather than your own intermediate version. Photoshop CS6 Crop tool The Crop tool has been reworked so that crop now pans the image behind the crop window. It's a little unintuitively similar to until you turn a crop, when it suddenly makes sense: now the image rotates behind the window so you see what it will look like without having to hoist your neck like you did before. The Select Color Range tool now has an option to select skin tones and, within it, a separate option to select planes. In practice, it works remarkably well: it's not perfect, and when used with a mask on an adjustment layer it will require some manual fine-tuning, but it's a great help. The Select Color dialog box in Photoshop CS6 can now automatically select skin tones, with a special facial recognition mode that performs well - even when the subjects wear hats and sunglasses. Expansion of actions in Photoshop CS6 Actions, the way you automate repetitive tasks, has been expanded so that they can now save brush movements and menu and selection choices. This means that for the first time it is possible to record an entire painting and have it played with one keystroke. Layer tweaking Photoshop CS6 contains many small improvements that will generally be much easier for those working on complex works of art. The Layers panel now has built-in filtering, so you choose to view only layers set to Hard Light mode, or those with text, or smart objects or adjustment layers - or just about any parameter you think of. It's now possible to change opacity, light mode, and color coding across multiple layers, so if you're looking for all the text layers in a document, change them all to yellow for easy reference. The Mask and Adjustment panels are now combined in a new Properties panel, which is suitable for customization. It is now also possible to use layer groups not only as a base of clipping masks, but to apply layer effects to an entire group - previously, they could only be applied to individual layers. And the Pipette tool has now been modified so that the underlying layers can sample as if there were no major adjustment layers, which makes patching and retouching much easier. Besides editing images in Photoshop CS6 Users of the regular edition of Photoshop CS6 will be pleased to hear that movie editing ability has made the leap over of the Extended edition. This means that anyone can now edit movies directly in the app: you apply all the default selection of filters and distortions to moving images and add animated layers at the top. You still need to buy the Extended edition if you want to use the 3D Layer tools, which have undergone a major overhaul in this release. With new HUD controls, you can extrude, rotate and rotate 3D objects directly in the center of the artwork, as well as adding oblique edges and inflation. Changing the direction of light is just an issue shift clicks on a shadow and drag it to where you want it. There are many more 3D improvements, including text and Bezier contours on extruded shapes that can be edited after extrusion has been applied, and ability to define a ground plane in the Vanishing Point filter and then use it as a basis for pinning 3D objects and locating shadows. The ability to define a ground plane in Vanishing Point in Photoshop CS6 means you can integrate 3D objects into your scene with more ease - and more realism Now available as part of a Creative Cloud subscription, Photoshop weighs about 670 MB. Once you sign up for Adobe's new service, simply download an installation app that monitors the apps you have on your system. And this is not software 'in the cloud'; Adobe Photoshop CS6 is still installed on your system and you don't need to stay connected to the web to use the app. This means that the first download can take quite some time, so make sure you take it with you before you start the installation process. We're just getting started with creative cloud, but the option to store your files in the cloud, quickly drag and drop images in the browser, take color swatches of your photos, and add the ASE steel files to Photoshop, already gets us excited. There's not a huge amount of integration with Photoshop yet, but with the option to roll out incremental updates through the Creative Cloud service, we can't wait to see what Adobe has in store in the coming months. Photoshop CS6 prices People £556 (ex VAT), Upgrade £159 (ex VAT), £38.11/month as part of the annual Creative Cloud subscription and £57.17 per month as part of a Creative Cloud subscription per month. For more information about where to buy, visit adobe store system specifications. Photoshop CS6 For system specifications for Adobe Photoshop CS6 and other apps in Adobe CS6, visit our Adobe system specifications page. Designer views of Photoshop CS6 We have spoken to some designers from the creative landscape - from 3D, web design, illustration and more - and asked them to reveal their favorite new features in Photoshop CS6. This is what they had to say! (Click below to see their opinion.) Dan Mall on Layers improvements in Photoshop CS6 Cmd + J previously only duplicated single layers; now you use it to duplicate groups, vectors... everything in the layers. I'm a heavy keyboard user in Photoshop CS6 because it helps me use the app much faster than I can with a mouse, and this shortcut is one of my most commonly used go-tos. Dan Mall is founder and director at SuperFriendly. He is also technical editor at A List Apart, and - through his love/obsession with typography - he is also the co-founder of Typedia and swflR. Tom Muller on saving and the new UI in Photoshop CS6 The best thing for me, without a doubt, is the ability to store files in the background. Gone are the days when I have to stare at screen, while a 500 MB file is saved, trying to get the progress bar to go faster so I can stay. Now I can work on 2-3 files without temporarily breaking my workflow while I save another. Also the new interface modes are great. It took a few days to get used to it, but it's dark makes a ton of difference. Tom Muller is graphic designer and art director, and operates out of helloMuller Ltd. You find Tom also on Twitter, and he's worth following. Brian Hoff loves searching and styling in Photoshop CS6 Layer search and paragraph/character styles were two features released in Photoshop CS6 that I've been frantically waiting since starting in Photoshop. They're both a huge timeaver. Autosave and car recovery are also very useful - especially for those 'unexpected' stops. Brian Hoff is a graphic designer based in New York. He works mainly on websites, user interfaces and brand identities, focusing on problem solving by balancing usability and accessibility with memorable, timeless designs. Mike Griggs is another fan of auto-save in Photoshop CS6 The main items I like about Photoshop CS6 are not the fancy content aware tools, nice as they are, but the deeper infrastructure is changing. The highlight is the background store and file auto-recovery, which have secured my work on more than one occasion. It's reassuring to save files yourself when you stop, which easily justifies the upgrade. Mike Griggs is a 3D, vfx and digital expert, and is also a valued member of the growing Creative Bloq Contributor Network. Ade Mills loves the crash protection in Photoshop CS6 A long-awaited improvement in Photoshop CS6, and certainly my fave feature, is the auto-recovery and background saving. How Adobe never featured this before baffled me, but it's a relief that it's out there now. So many projects have seen setbacks or different end results due to a mid-flow crash. Sometimes it's hard to stop mid-flow to save because it breaks your concentration. Ade Mills is a graphic designer and artist currently studying BA Hons in Digital Media Design at Brighton University. Geof Crowl loves how Photoshop CS6 snaps to whole pixels My favorite feature in Photoshop CS6 is how well it snaps to whole pixels. I didn't see any mention or advertisement of this feature anywhere, but it was definitely the one I noticed the most. It saves a lot of time and reduces my headaches by at least 20%. CS5 was terrible at dealing with this. It leads to soft vector objects, unless each object is carefully adjusted with the transform tool to achieve pixel perfection. Geof Crowl is a designer and developer at interactive design consulting firm Welkiesmall. Mike Lane on his favorite UI improvements Some love it and some hate it, some might not call it a 'feature', but I'm a big fan of the new dark UI and more logical improvements of panels and tools. I do a fair amount of my work at night and in darkened rooms and the charcoal UI has helped me tremendously with not only the from tired eyes, but also allowing the interface to blend into the background much better than previous versions. It's easier than ever for me to focus on the project at hand and let the UI just fade. Switching to other apps afterwards can be a pretty shocking experience, but that that's going to show what a huge difference this makes. On a more functional level, applying layer styles and clipping masks to whole groups is a huge time saver when building things like buttons. No more copying and pasting styles. The new type styles and crop tool are also fantastic additions in CS6 that I use daily. Mike Lane is a senior UX designer, with 15 years of experience in web and graphic design. You follow him on Twitter here. Sam Hampton-Smith on scripted pattern to fill An excellent addition to Photoshop CS6 is the new scripted pattern fill feature. I love how really randomly positioned elements can produce unexpected effects, especially with the

subtle shifts in hue and saturation that come with it. Sam Hampton-Smith is a graphic designer and principal at graphic design studio Hampton-Smith. Known problemsFor before you jump in, it's worth getting to know yourself about current problems in CS6. Currently, you don't install on Mac on the startup drive root folder. And for more detailed information on troubleshooting your installation, go to [www.adobe.com/go/support\\_loganalyzer](http://www.adobe.com/go/support_loganalyzer). Also, from writing, you don't install on case-sensitive file systems. Finally, if you use Microsoft Windows XP with Service Pack 3, Photoshop runs in both 32-bit and 64-bit editions, but with the caveat that Adobe doesn't officially support the 64-bit edition, and so you run into trouble. Problems.

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