

# Photoshop Elements Basics



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# Getting Started with Photoshop Elements

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## RESPECTING COPYRIGHTS

In this age of the Internet, digital downloads, and easy access to many types of items that you might want to use in art or craft projects, it's important to understand copyrights. The bottom line is that if you in any way use anything that you did not create, you need to make sure that unless you have permission, that the item is used in a creation that is for your personal use only, and not for financial gain.

Copyrighted materials include photos, artwork, written material, fabrics, toys, games, maps, basically anything and everything created by someone. The best way to be sure that something that you are copying, scanning, or downloading

from the Internet is not covered by a copyright, is to use things that you have created yourself. Another source of copyright-free material is to use things that are clearly marked as copyright free. When you do use something created by someone else, you need to read the fine print—for some materials you can use them for your own personal use, but you can't use them in something that you are going to make and sell, in other cases, it may be specified that you can sell a certain number of items using the copied materials.

If in doubt, ask permission from either the person who created the item or material that you want to use or from whoever holds the copyright.

◆ **Notes:** *The information that follows is designed to help get you started with Adobe Photoshop Elements, and includes just some of the things you might want to do when printing images for quilting, fiber, and paper arts. We've included some of the more technical aspects for those of you who are interested, but the bottom line is that you really just need to try things out and see if they work for what you are doing. To explore further there are books, magazines, and many online resources.*

*Be aware that new versions of Photoshop Elements are released approximately every 18 months or so and there may be different versions for PCs and Macs. The basic functionality remains the same, but there may be some differences in screen appearance, where some options are located, and other minor variations.*

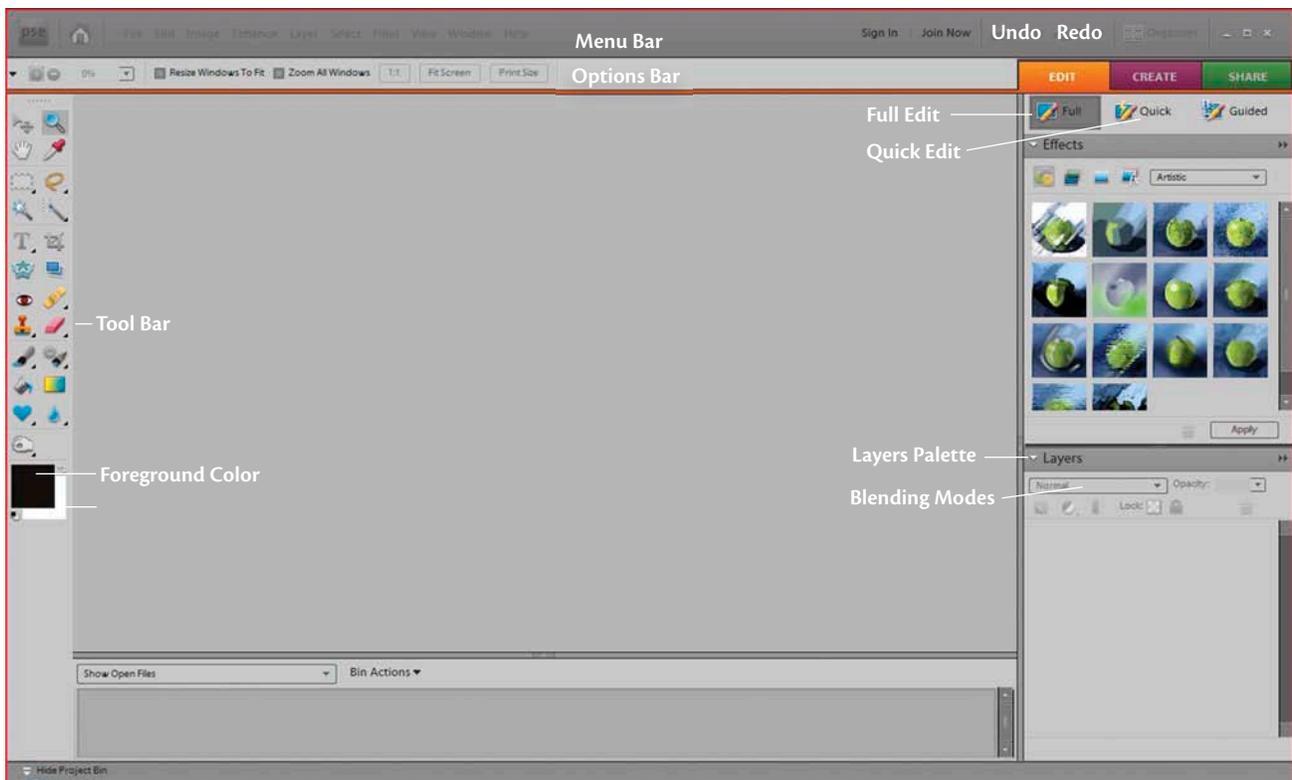
## A Quick Tour of the Editing Screen

### PARTS OF THE SCREEN

**Menu bar:** Shows the basic functions that are available.

**Tool bar:** Shows all the tools that are available. If the tool icon has a little triangle in the lower right corner either right-click on it to get the different tools available, or select them from the Options bar.

**Options bar:** Shows the options available for the selected tool.



## GETTING STARTED

To start to get a feel for the program, open a photo: From the menu bar select: *File > open*

Before you do anything, save the file to a new name: *File > Save as*

Now you can do anything without worrying about your original photo.

**There are a number of different ways to learn how to use Photoshop Elements.**

- Select each item from the menu bar, and see what options are available.
- Hold your mouse over an icon and a text box appears telling you what the icon does; click on the text box, and it will take you to Help for that function.
- Click on help in the menu bar and use the *Table of Contents, Index, or Search*.
- Use *Guided Edit* (page 5) for commonly used editing functions.
- Use online tutorials, books, and magazines.

- Try things out—there’s nothing to break. Always save your image to a new file name before you start, so you can experiment and try things out, knowing your original image is safe.

## UNDOING CHANGES

There are several quick and easy ways to undo either a single change or all of the changes that you have made to an image prior to saving it.

From the Menu bar, selecting: *Edit > Revert* will restore the file to the last saved version.

In the upper right of the screen, there are two arrows that will allow you to *Undo* and *Redo*, a single or a series of changes.

## WORKING WITH YOUR IMAGES

When you are working in Photoshop, the first thing to do is to make a working copy of your image so that you never make any changes to your original image. A simple way to do this is to do a *File>Save as* and give the file a new name.

**Always work with copies not the originals.**

## FILE TYPES

The two most common file formats for photos are **jpeg** (.jpg) and **tiffs** (.tif). Jpegs are compressed so the file size is smaller and quicker to work with than a comparable tiff file. The tradeoff is that each time you save a file as a jpeg, the file gets compressed, and loses some detail and image quality. If you are going to manipulate and re-save a file several times, it's best to save it as a tiff (or as a **.psd** —which is a photoshop format), the file will be larger, and may be slower to work with, but you'll preserve all the details and maintain the image quality.

## EDITING MODES

At the upper right of the screen you'll see 3 editing modes:

*Full*: provides access to all the editing functions.

*Quick*: allows you to see before and after views of your photo to see the changes side by side. Use the editing options on the right side of the screen, or select any of the options from the menu bar.

*Guided*: walks you through the most commonly used editing functions.

## Lighting and Color Adjustments

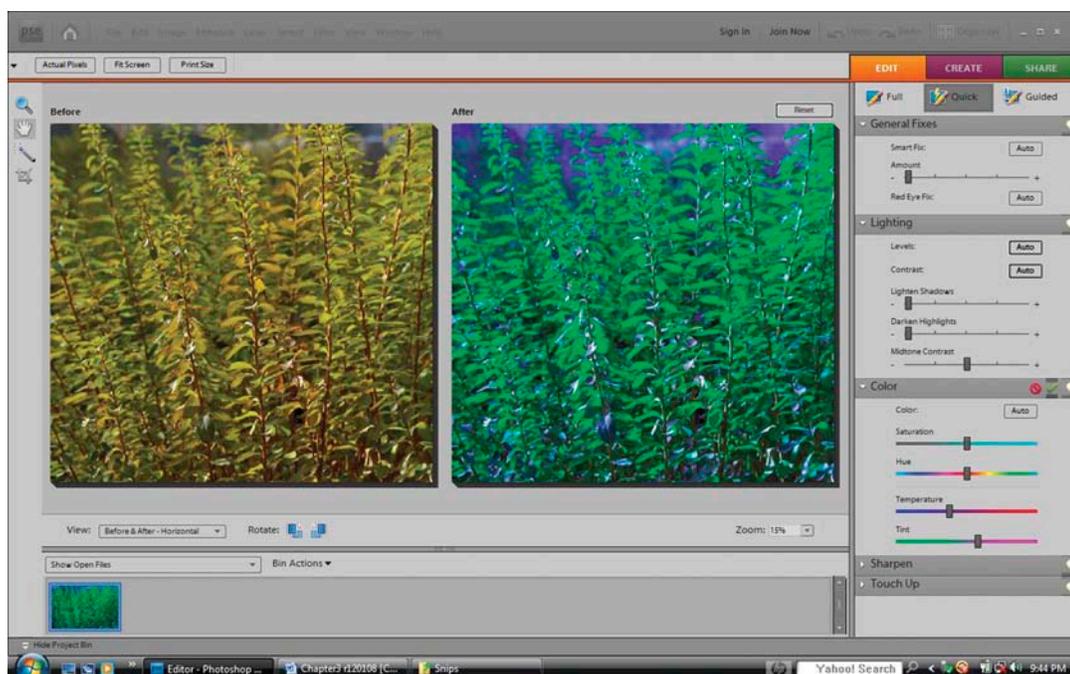
To get a feel for the most common photo adjustments you'll use when printing on fabric, go into *Quick Edit* and try all of the options under *Lighting*, *Color*, and *Sharpen* to see how they affect your photo.

Because fabric is absorbent and has a textured surface, you'll generally need to increase the saturation (page 6) and sharpen (page 8) your image. The enhanced image may look garish on your computer screen, but print it on fabric and see what it looks like. You'll need to experiment a bit to get familiar with how an image prints on your printer compared to how it looks on your computer screen.

You can also access these adjustments from the menu bar under *Enhance*.

## LIGHTING ADJUSTMENTS

It's worth trying the automatic adjustments. If you don't like the results, undo the correction and make your own adjustments manually. As with many things in Photoshop, try out the different options and see what works for you.



Quick edit, adjusting color

## Automatic Adjustments

- > *Auto Levels* adjusts the overall contrast of an image and may affect the color. If your image needs more contrast and it has a color cast, try this command.
- > *Auto Contrast* adjusts the overall contrast of an image without changing any color. Use when your image needs more contrast, but the colors look right.
- > *Auto Color Correction* adjusts the contrast and the color.
- > *Auto Sharpen* adjusts the sharpness of the image.
- > *Auto Red Eye Fix*: Automatically fixes red eyes in an image.

## Other Lighting Adjustments

- > *Shadows/Highlights*
- > *Lighten Shadows, Darken Highlights, Midtone contrast*
- > *Brightness/Contrast*
- > *Levels* allows you to fine-tune shadows, middle tones, and highlights. You can adjust levels for all colors or you can select the color channel you want to adjust. This is similar to the Shadows/Highlights option above, but Levels give you much more control.

## COLOR ADJUSTMENTS

In addition to adjusting color in *Quick Edit*, there are several options under *Enhance* > *Adjust Color*.

> *Remove Color Cast* is used to adjust the overall color of the image based on a part of the image that is a true black, gray, or white.

> *Hue/Saturation* (for the 3 options below, you can adjust the whole image or specific colors)

Adjusting the *Hue* changes the overall color of the image.

*Saturation* affects the intensity of the colors, making the saturation +100 exaggerates and intensifies the colors; making the saturation -100 is one way to make the image black and white.

Adjusting the *Lightness* makes the image lighter or darker.

> *Remove Color* is one way to make the image gray scale or black and white.

> *Replace Color* allows you to selectively replace color; use the eyedropper tool in the dialog box to select the color you want to replace, then use the *Hue, Saturation, and Lightness* sliders to select the new color.

> *Adjust Color Curves* is a way to have more control of how the color is adjusted: *Highlights, Midtone Contrast, Midtone Brightness, and Shadows*.

> *Color Variations* provides many of the same options as listed above but allows you to see thumbnails of some of the variations at the same time.

## RESOLUTION

Resolution in digital images is measured in pixels.

A pixel is essentially a dot of color stored either in your camera or on the computer. A megapixel is one million pixels. The more pixels in an image, the clearer (or bigger) the image is when you look at it on your computer and the larger you'll be able to print it. That's why it matters how many megapixels are in the images your camera takes.

Resolution determines the quality of your printed image and is measured in ppi (pixels per inch) on your computer and in dpi (dots per

inch) on the printer. The higher the resolution, the better your printed image will look. The more megapixels an image has when you shoot it, the higher the ppi /dpi can be when you print the image, resulting in a clearer, sharper, and larger picture.

When printing on fabric, a resolution of 200 ppi is usually sufficient, and can be lower if you are going to use filters or effects to alter your image.

The more pixels you have, the larger you can make an image and still have it be crisp and clear.

# Resizing and Resampling an Image

When printing on fabric, you'll often need to resize or resample an image.

From the menu select: *Image > Resize > Image size*

The Image size screen has three parts: *Pixel dimensions*, *Document size*, and *Options*

If you change the document size without *Resampling*, making the image size smaller will **increase** the resolution, while making the image bigger will **decrease** the resolution.

If you can't get the desired size and resolution, then you need to *Resample*:

1. Make sure there is a check mark for all three options (*Scale Styles*, *Constrain Proportions*, *Resample Image*).
2. From the *Resample* drop-down menu select *Bicubic smoother* when making an image **bigger**, select *Bicubic sharper*, when making an image **smaller**.

## Healing Brush Tools

Both of these tools and their options are used to change or fix problems or imperfections in images. The icon in the toolbar is a bandaid.

### HEALING BRUSH TOOL

The *Healing Brush* is used to change or fix large areas. Hold the Alt key and click on the area you want to use as the sampling source. Drag over the area you want to change and pixels from the source area will replace the existing pixels.

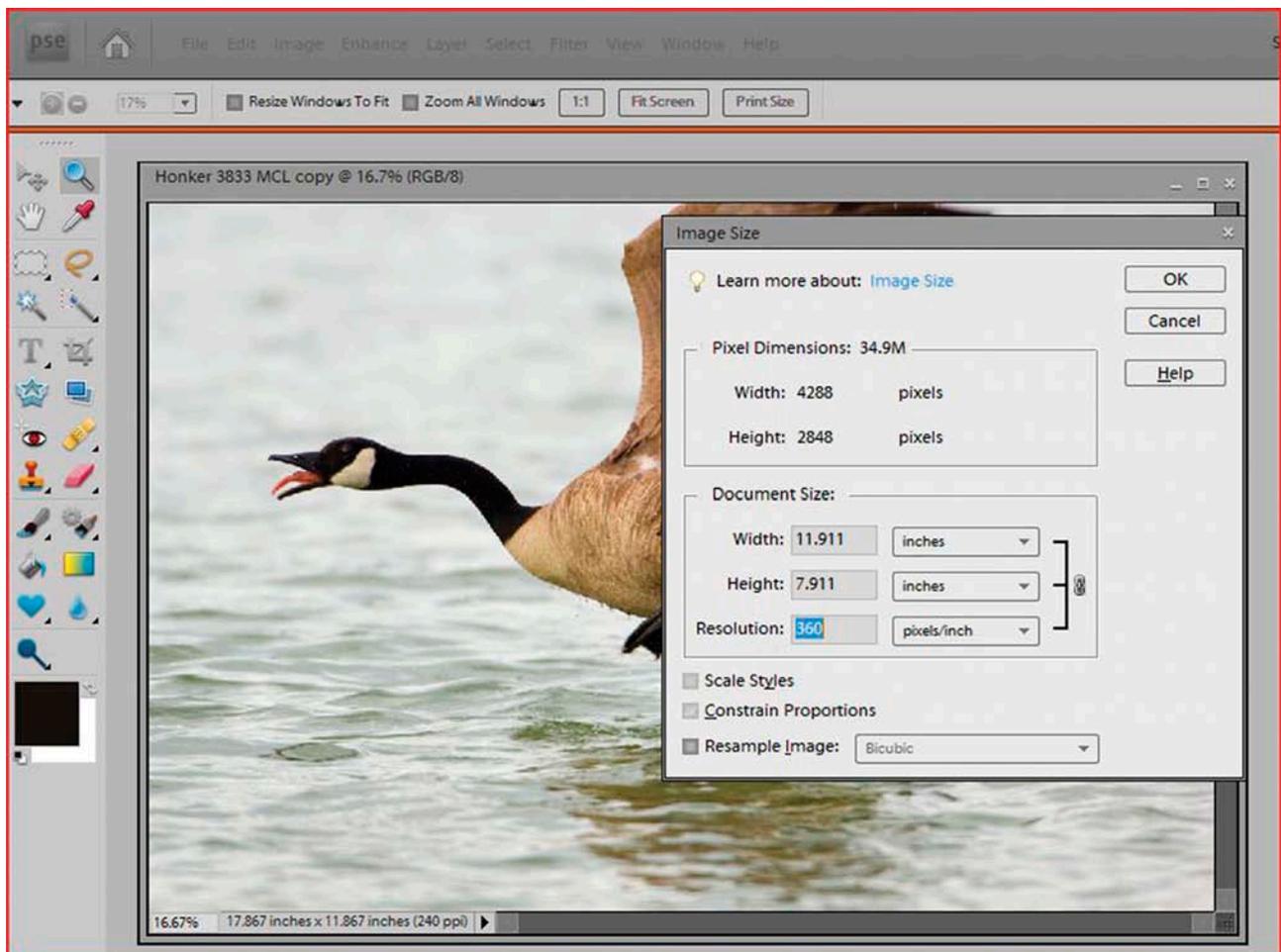


Image size options

## OPTIONS

**Brush:** Sets the brush size.

**Mode:** Determines how the pixels will blend.

**Source:** you can either select a sample as described above (Alt/click) or you can select a pattern.

**Aligned:** When the aligned box is not selected, each time the mouse button is released, the original sampling point will be used again. When aligned in selected, the sampling will be continuous even if the mouse button is released.

**All Layers:** when this box is selected, all visible layers are sampled, otherwise, just the active layer is sampled.

## SPOT HEALING BRUSH TOOL

The *Spot Healing Brush* is used to change or fix small areas. Select a brush that is slightly larger than the area you want to change. Click or drag and nearby pixels will be used to change the area or you can select the *Create Texture*.

## OPTIONS

**Brush/Size:** Select a brush size slightly larger than the area you want to change.

**Type:** *Proximity Match* (uses nearby pixels), *Create Texture* (uses more pixels to create a texture)

# Clone Stamp Tools

## CLONE STAMP TOOL

This tool works in a manner similar to the Healing Brush tools (above). Press the Alt key and use the mouse to select the area to duplicate in the areas you want to change—this is called sampling.

## OPTIONS

**Brush:** Sets the brush size.

**Mode:** Determines how the pixels will blend.

**Opacity:** A low opacity allows the original pixels to show through, a high opacity will cover them completely.

**Aligned:** When the aligned box is not selected, each time the mouse button is released, the original sampling point will be used again. When aligned in selected,

the sampling will be continuous even if the mouse button is released.

**All Layers:** when this box is selected, all visible layers are sampled, otherwise, just the active layer is sampled.

## PATTERN STAMP TOOL

This tool uses patterns to change areas of the image.

## OPTIONS

This tool uses the same options as the Clone Stamp tool with the addition of selecting a *Pattern* and an *Impressionist* option which when selected softens the applied pattern.

# Sharpening Images

There are two ways to sharpen an image. (Note that this will not correct images that are blurry, but will make an image look crisper when viewed and printed.) The sharpening effect that you see onscreen will probably be more obvious than when printed, so be sure to make test prints before printing on your final surface. For these options we've provided recommendations that apply to images that will be printed "normally," but you can also use more extreme values to exaggerate the effect. Experiment with both options to see which works best for you. Use the Photoshop elements online help if you're interested in the technical descriptions of each option.

It's a good idea to sharpen images when they will be printed on fabric or other absorbent surfaces.

## UNSHARP MASK

*Enhance > Unsharp Mask*

## OPTIONS

**Amount:** For printed images try using a value between 150% and 200%.

**Radius:** Try using a radius between 1 and 2. A lower value will produce an effect that is not very visible, especially when printed.

**Threshold:** Try using a value between 0 and 20.

## SHARPEN / ADJUST SHARPNESS

Enhance > Adjust Sharpness

### OPTIONS

**Amount:** Type a number in the box or use the slider to control the amount.

**Radius:** Type a number in the box or use the slider to control the radius. As you increase the radius, sharpening becomes more obvious.

## Crop Tool

The crop tool is used to crop images, i.e. crop out, or get rid of, areas of the image that you don't want. The part of the image that will be cropped out will be shown darker, and there will be a moving dashed line around the part that will be kept. There are also eight handles (small boxes) that you can use to click and drag the bounding box to a different size. You can also use your mouse to move the bounding box to another part of the image or rotate the image.

### OPTIONS

**Aspect Ratio:** Select *No Restriction*, *Photo Ratio*, or *standard photo sizes (such as 3 × 5 and 4 × 6)*.

**Height and Width:** Enter a specific size for the cropped image. This can be especially helpful if you need to crop a number of images and want them all the same size.

**Resolution:** When cropping you can select the resolution (page 6) for the cropped image.

When everything is set either click the green check mark to crop the image or click on the red cancel option to cancel the cropping.

## Creating New Files

### CREATING A BLANK FILE

Use this option when you want to start from scratch or when you are combing images on a page.

Select *File > New > Blank File*, then select a preset size or enter your own dimensions. Check the *Resolution* (it should match the resolution of the images you are working with), and the *Color mode* (you'll probably want RGB color).

### USING IMAGE FROM CLIPBOARD

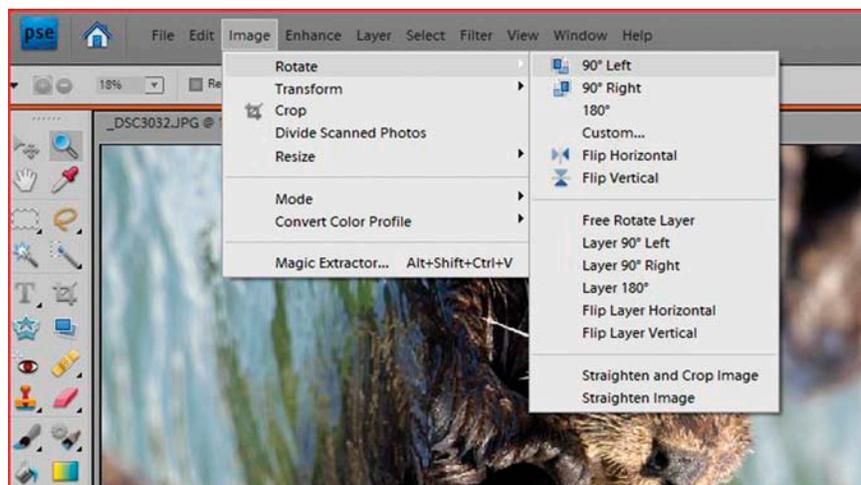
Use this when manually dividing an image (page 14) or when you want to use an image you've copied using *Edit > Copy*.

Select *File > New > Image from Clipboard*, and a new file will be created with the copied image.

## Rotating Images

Use this option to rotate or flip images or layers, or to create mirror images for effects.

From the menu bar select *Image > Rotate*. From there you can rotate right and left, flip horizontal and vertical, and more. Best of all you can rotate or flip the entire image or the selected layer. You can also straighten a crooked image by selecting *Custom* and entering the number of degrees to rotate.



Rotating an image

# Using Layers

There are many reasons to use layers:

- You can build up complex images.
- If you use a new layer for each effect and filter you use, it's easy to see how each affects the image, and it's easy to delete a layer if you change your mind.
- You can give a layer a descriptive name to keep track of how you've altered an image.
- You can determine the opacity of each layer to control the visual strength of the effect you are applying.

Some things to know about working with layers:

- Every time you copy something new to a file, a new layer is created.
- A file with layers can only be saved as a tiff or psd.
- Files with layers are much larger and can be slower to work with; to make a file smaller, flatten the layers by selecting *Layer > Flatten Image* from the menu bar.  
**Note:** once you flatten an image the layers are merged and will remain merged.

You can access the Layers functions either from the Menu bar or from the Layers sidebar to:

- Create a new transparent layer to overlay a color or texture, or to add text.
- Create a duplicate layer.
- Create an adjustment layer (at right).
- Delete a layer when you change your mind.

## BLENDING MODES

An amazing array of looks and effects can be created using *Blending Modes*. The different modes control how the pixels in the layers interact. The blending modes are accessed from a drop-down menu at the top of the Layers Palette.

The best way to learn about blending modes is to try them out.

- You need at least 2 layers to use blending modes.
- You can use any type of layer.

- Use the pulldown menu to select the desired blending mode.
- The order of the layers affects how the blending modes work.
- You can use only one blending mode per layer.

Blending modes are also available in some of the painting tools (page 12).

## FILL AND ADJUSTMENT LAYERS

*Fill* and *Adjustment* layers are similar to other layers in that you can change the look of the overall image without actually changing the underlying image. You can also control the opacity and use blending modes with these layers.

### OPTIONS

**Fill:** *Solid, Gradient, Pattern*

**Adjustment:** *Levels, Brightness/Contrast, Hue/Saturation, Gradient Map, Photo Filter, Invert, Threshold, Posterize*

**Note:** To use painting tools on a *Fill* layer, you must use *Layer > Simplify*.

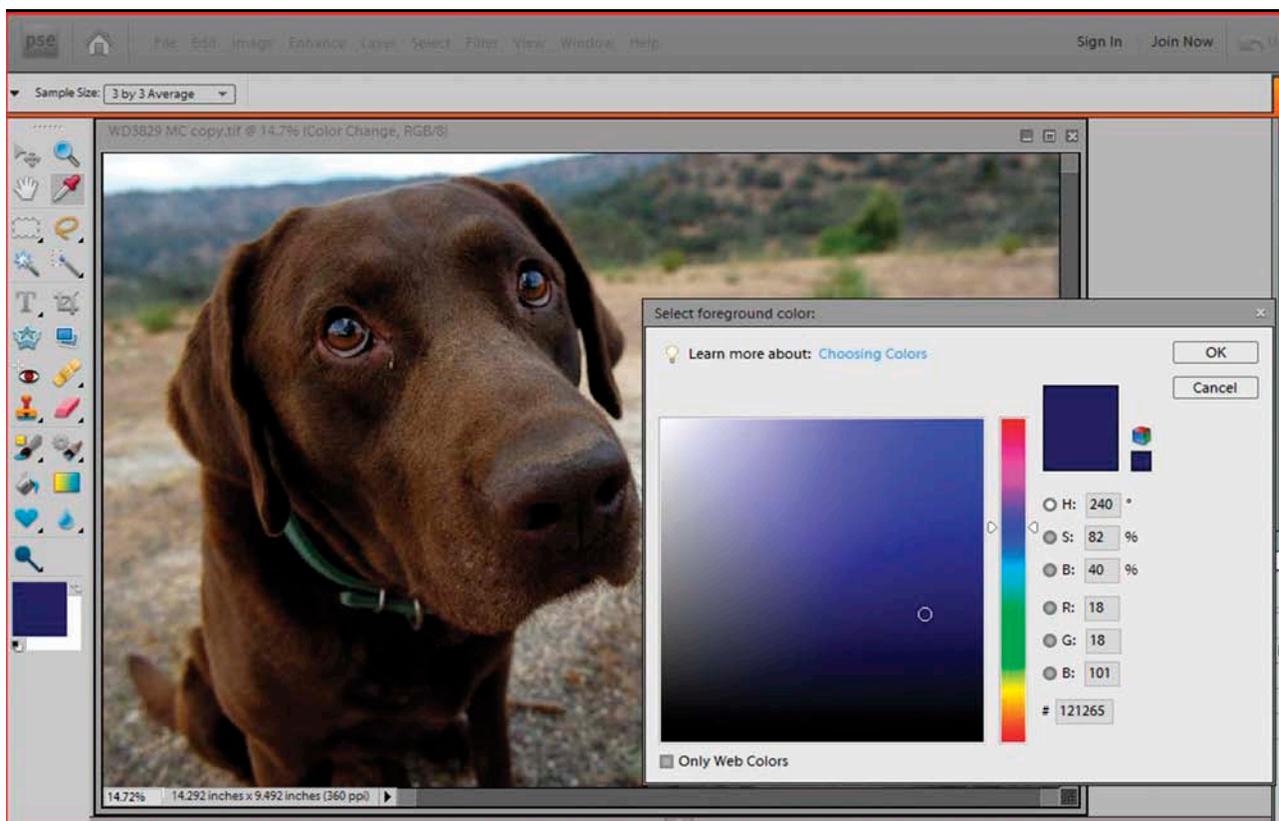
## Filters

The best advice for using filters is to try them out. You can access them from the Menu bar or from the Effects sidebar. If you create a new layer by copying the previous layer, for each effect, it's easy to hide it and then make it visible, so you can see the results. It's also easy to delete a filtered layer, if you decide you don't like the effect. You can apply filters at any time, and use any number of filters on the same image. Combining filters can result in very interesting images.

The types of filters include: Artistic, Blur, Brush Strokes, Distort, Stylize, and more.

## Setting Foreground and Background Colors

The two boxes of color at the bottom of the Tool Bar set the foreground and background colors. When you click on either one, you can select new colors using the Color Picker dialog box. These colors are used when you use Brush Tools (page 12–13), Paint Bucket Tool (page 12), and other tools.



Setting foreground and background colors

## Selection Tools

The following Tools allow you to easily change large areas of an image. Selected areas can be deleted, copied, pasted, or modified such as adjusting lighting or adjusting color (pages 5–6), using the Paint Bucket Tool (page 12), applying filters (page 10), and so on. When using the selection tools you can also *Select > Inverse* (which selects all of the area which is not currently selected) or *Select > Deselect*.

### MARQUEE TOOL

The *Marquee Tool* is used to select portions of an image. Selected portions can be copied and pasted or altered. From the Toolbar (or Options bar) select either the *Rectangular Marquee* or the *Elliptical Marquee*. As with the *Crop Tool*, use your mouse to move the selection around, but if you want a different size, you must reselect it. If you are using multiple layers (page 10), deleting a selection from an upper layer reveals the layer beneath.

#### OPTIONS

From the upper left corner of the Options bar you can: make a new selection, add to the selection, subtract from

the selection, or select the intersection of selections. These options allow you to select just the portion of the image that you want and to create a variety of shapes.

**Feathering:** Softens the edges.

**Mode:** *Normal* (no restrictions); *Fixed aspect ratio* (such as 1:1 or 1:2 Width:Height); or *fixed size* (using Height and Width).

### MAGIC WAND TOOL

*This tool is good for selecting large areas that are of similar color. Click on the area you want to select.*

#### OPTIONS

Use the icons in the upper left to make a *New selection*, *Add to the selection*, *Subtract from the selection*, or *Select the intersection of selections*.

**Tolerance:** 100% means that virtually all similar colors will be selected; the lower the percentage, the more similar a color needs to be to be included in the selection. Use this option to fine tune the selected area.

**Contiguous:** Areas must be touching to be selected.

## LASO TOOLS

Use the Lasso Tools to draw around shapes or areas to select them. Click to establish points on the path and use the backspace key on your keyboard to back up if needed.

- > **Lasso Tool** (Freeform draw around shapes)
- > **Magnetic Lasso Tool** (Sticks to obvious edges as you draw around them)
- > **Polygon Lasso Tool** (Select using straight lines)

### OPTIONS

Use the icons in the upper left to make a *New selection*, *Add to the selection*, *Subtract from the selection*, or *Select the intersection of selections*.

## SELECTION BRUSH TOOLS

- > **Quick selection tool** (Makes the selection throughout the image based on color and texture similarity).
- > **Selection brush tool** (Selects just the areas you brush over, a *Hardness of 0%* produces a very soft edge, a *Hardness of 100%* produces a vary hard edge).

## Paint Bucket Tool

Use this tool to pour color into areas. If an area is selected, it will pour just into that area, otherwise option settings are used to pour colors into areas of similar color and texture.

### OPTIONS

- Pattern:** The selected pattern will be used.
- Mode:** Determines how the pixels will blend.
- Opacity:** A low opacity allows the original pixels to show through, a high opacity will cover them completely.
- Tolerance:** 100% means that virtually all similar colors will be selected; the lower the percentage, the more similar a color needs to be to be included in the selection.

**Anti-alias:** Smooths the edges of the filled area making it look more natural.

- Contiguous:** Areas must be touching to be selected.

**All Layers:** when this box is selected, all visible layers are affected, otherwise, just the active layer is sampled.

## Brush Tools

### BRUSH TOOL

The basic brush tool works just like a paintbrush and use the mouse to paint or draw. The color is determined by the foreground color (page 10). To draw a straight line, click the starting point with the mouse, hold down the Shift key, then drag with your mouse.

### OPTIONS

- Brush/size:** Sets the brush type and size.
- Mode:** Determines how the pixels will blend.
- Opacity:** A low opacity allows the original pixels to show through, a high opacity will cover them completely.

### IMPRESSIONIST BRUSH TOOL

This tool blends the existing pixels so they look like brush strokes. Try the different options to see what the effects are.

### OPTIONS

- Brush:** Sets the brush type and size.
- Mode:** Determines how the pixels will blend.
- Opacity:** A low opacity allows the original pixels to show through, a high opacity will cover them completely.

### COLOR REPLACEMENT TOOL

*\*Note as of this writing, the tool does not appear to work as described by Adobe.*

This tool allows selective color replacement using the selected foreground color. When used the underlying image is still visible.

### OPTIONS

- Brush/size:** Sets the brush type and size.
- Mode:** Determines how the pixels will blend.
- Limits:** *Contiguous* colors areas that are touching; *Discontiguous* colors all pixels within the circle that are similar to the hotspot color.

**Tolerance:** 100% means that virtually all colors within the brush radius will be colored; the lower the percentage, the more similar a color needs to be to the center of the selected brush to be colored.

**Anti-alias:** Smooths the edges of the painted area making it look more natural.

## PENCIL TOOL

The *Pencil tool* creates hard-edged freehand lines using the foreground color. Click with the mouse and drag to draw lines. For perfectly straight lines horizontal or vertical lines, click, hold the shift key, and draw.

### OPTIONS

**Brush/size:** Sets the brush type and size.

**Mode:** Determines how the pixels will blend.

**Opacity:** A low opacity allows the original pixels to show through, a high opacity will cover them completely.

**Auto Erase:** When you draw over lines that you drew with the foreground color, it changes to the background color, otherwise it draws with the foreground color.

## Eraser Tools

◆ **Note:** If the background layer is locked (Indicated by a padlock icon), the layer will not erase to transparent. The *Magic Eraser* and *Background Eraser* will unlock the background layer and erase to transparent.

### ERASER TOOL

This tool erases either to transparent, to the background color, or to the layer underneath depending on whether or not the image has layers, and how they are set.

### OPTIONS

**Size:** Select the size (in pixels).

**Mode:** *Brush* mode erases using the brush tool so you can make soft-edged erasures; *Pencil* mode makes a hard-edge; *Block* mode uses a hard-edged 16-pixel square as an eraser.

**Opacity:** 100% erases completely; lower percentages erase partially, depends on the *Mode*.

## BACKGROUND ERASER TOOL

This tool erases either to transparent or to the layer underneath depending on whether or not the image has layers, and how they are set.

### OPTIONS

**Brush/Size:** Select the type and size of brush you want to use.

**Limits:** Contiguous erases areas that are touching; Discontiguous erases all pixels within the circle that are similar to the hotspot color.

**Tolerance:** 100% means that virtually all colors within the brush radius will be erased; the lower the percentage, the more similar a color needs to be to the center of the selected brush to be erased.

## MAGIC ERASER TOOL

This tool erases areas of similar colors based on the selected options.

**Tolerance:** 100% means that virtually all colors within the brush radius will be erased; the lower the percentage, the more similar a color needs to be to the center of the selected brush to be erased.

**Anti-alias:** Smooths the edges of the erased area making it look more natural.

**Contiguous:** Erases areas of similar color that are touching, otherwise, all areas of the selected color are erased.

**Opacity:** 100% erases completely; lower percentages erase partially.

## Adding Text

1. Select the *Text tool* from the Tool bar.
2. Select the *font, size, style, and color*.
3. Click on the screen and begin entering your text. Text will be created in a new layer.

### OPTIONS

**Font Family:** Uses the fonts that are installed on your computer.

**Font Style:** Regular, bold, Italic, etc. depending on what's installed on your computer for a particular font.

**Font Size:** Select a font size from the drop-down menu, or type in a size.

**Font character styles:** Faux Bold, Faux Italic, Underline, Strikethrough.

**Alignment:** Select right, center, or left.

**Leading:** Adjust the space between lines of text, select a spacing size from the drop-down menu, or type in a size.

**Color:** Select the color(s) for the characters.

**Layer Style:** Create different types of drop shadows and other text styling for all the text in that layer

## Printing Larger Images

When you want to print an image that is larger than your printer will print, there are 2 easy options:

- Manually divide the image
- Use the poster printing option in print properties

The pages can then be sewn together, cut up into squares for a window pane quilt, or put together in any manner that you choose.

### MANUALLY DIVIDE THE IMAGE

*Be sure to make any alterations or adjustments to your image before you divide it up.*

1. It's easiest to start with an image sized to round numbers to make it easier to divide, such as 21" × 16" if you are printing on 4 fabric sheets. When you split it up into 4 pieces, so each piece will be 10½" × 8", a good size to print on a fabric sheet.
2. Use the marquee tool set to a fixed size (in this example use 10½" × 8") so all 4 pieces will be exactly the same size.

3. From the *Edit* menu, select *Copy*, then use *File>New>From Clipboard* and your selection will be pasted into a new file.

4. Select print, and if needed, go to page setup to set the page layout to portrait or landscape as appropriate. Your image will be placed in the center of the page, ready to be printed.

For the next portion of the image, keep the marquee tool selected, and you can slide the marquee to the next portion of the image that you want to print.

### POSTER PRINTING OPTION IN PRINT PROPERTIES

Another option is to let the printer divide the image for you. Check in the print properties to make sure that your printer has a poster printing option.

1. Size the image to 8" × 10".
2. Under the poster printing option, select the number of sheets (2 × 2 for four pages, 3 × 3 for nine pages, and so on.
3. This is a good time to make test prints on paper in black and white using Fast Draft.
4. After you are sure that the image is printing correctly, print on fabric sheets in color.

## Panorama Printing

Panoramas are created by "stitching" together a sequence of photos into one long (or tall) image. The latest versions of Photoshop Elements (version 6 or 7) have a great panorama function, but if your software doesn't have that functionality, you can purchase inexpensive software that does panoramas.

The key to a successful panorama, is to make sure that when you take the pictures, that you overlap the frames so that the software has reference points to use when it stitches together the pictures.

To create a panorama in Photoshop Elements, select file from the menu bar, then select *New > Photomerge Panorama*.

# Resources

## BOOKS

The following books are available at your local quilt or crafts store, or online at [www.ctpub.com](http://www.ctpub.com)

*Altered Photo Artistry: Turn Everyday Images into Works of Art on Fabric* by Beth Wheeler with Lori Marquette

*Artistic Photo Quilts: Create Stunning Quilts with Your Camera, Computer & Cloth* by Charlotte Ziebarth

*Innovative Fabric Imagery for Quilts: Must-Have Guide to Transforming & Printing Your Favorite Images on Fabric* by Cyndy Lyle Rymer with Lynn Koolish

*Lynn Koolish Teaches You printing on Fabric (DVD)*

*Memories on Fabric: Fat Quarter Friendly • 9 Projects to Make & Display* by Sue Hale

*More Photo Fun: Exciting New Ideas for Printing on Fabric for Quilts & Crafts* by the Hewlett-Packaged Company, with Cyndy Lyle Rymer & Lynn Koolish

*Nest Steps in Altered Photo Artistry: New Ways to Transform Images for Fabric & Quilt Art* by Beth Wheeler

*Photo Fun: Print Your Own Fabric for Quilts & Crafts* by the Hewlett-Packard Company, Edited by Cyndy Lyle Rymer

*Photo-Fabric Play: Quilt & Craft Projects Your whole Family Will Love* by Krista Camacho Halligan

## ONLINE HELP

<http://www.adobe.com/support/documentation/>

Choose a product > Photoshop Elements > Go

Select *Photoshop Elements Online Help*. As of this writing, it will take you to Photoshop Elements version 7.0 help. If you have an earlier version, click on Not Your Version? This will take you to version 6.0 help and you can select Windows Live Docs or Mac OS Live Docs (or tutorials).