

WHAT'S NEW IN

Photoshop CS3

creativetechs

TRAINING & PRODUCTION SUPPORT



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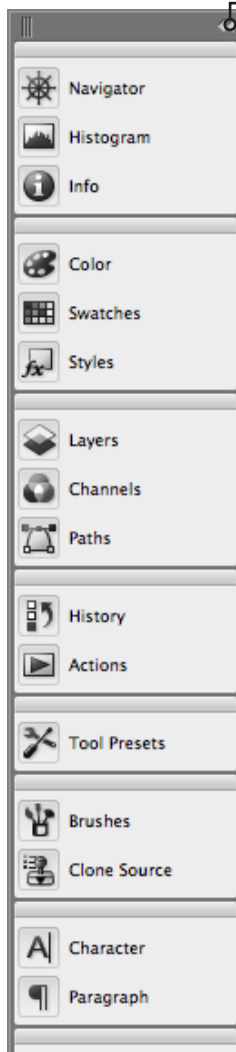
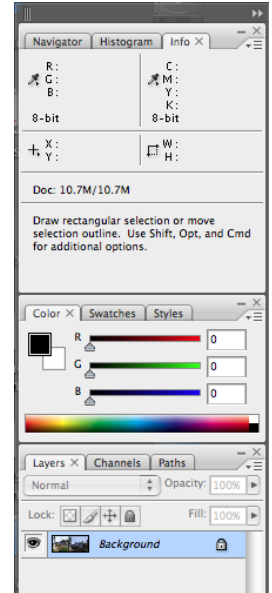
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What's new in Photoshop CS3 (Standard and Extended)

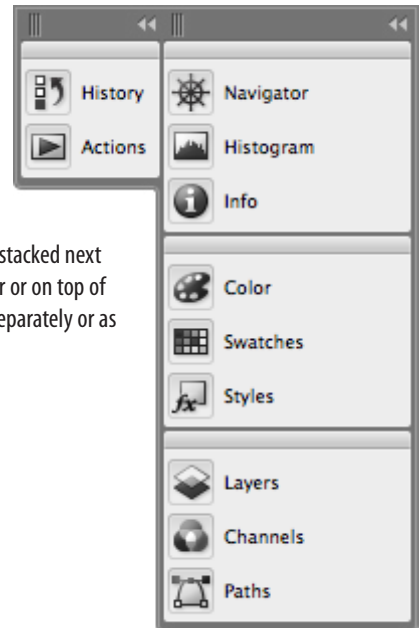
Photoshop's new look — Panels

To start off the changes to CS3, the interface has been given a refresh that updates the look of previous versions. The newest change is the replacement of the **Palettes** with **Panels**. There are many cool things you can do with the panels but it takes a few tries to get them where you want them to be.

Panels can be grouped together or stand alone, snapped to the edge of the screen.



By clicking here, it expands the dock or collapses to icons (or icons and words).



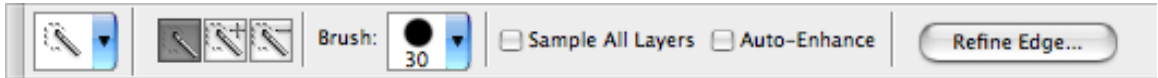
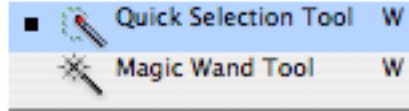
They can be stacked next to each other or on top of each other separately or as a group.

>New in CS3 are preferences for panels
Photoshop>Preferences>Interface

Being Selective

Make a Quick Selection, easily.

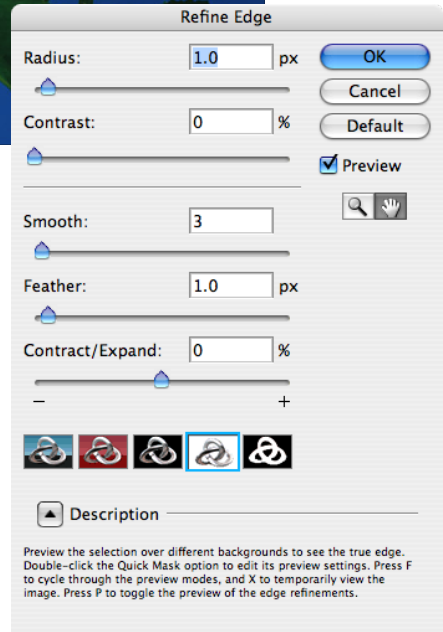
Making selection in Photoshop CS3 is made even easier with the new Quick Select tool. Nested in with the magic wand, it takes selecting to a new lever, and makes it easier too.



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

Refine what you have selected

Once you have the selection made, hit the **Refine Edge...** button in the Control Bar and you can dynamically change the way the selection is rendered. No more need to expand, contract or feather your selection using different commands, all this can be done in the Refine Edge dialog box



Working smarter

Smart Filters

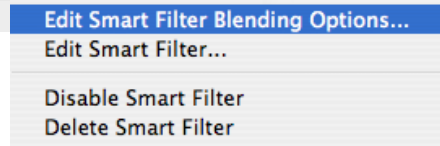
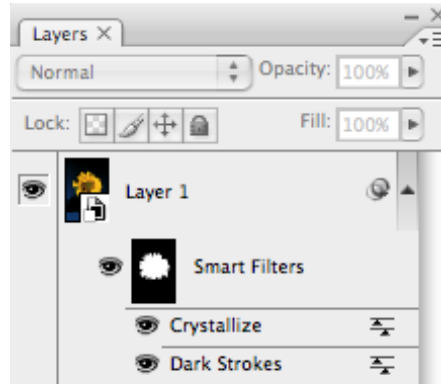
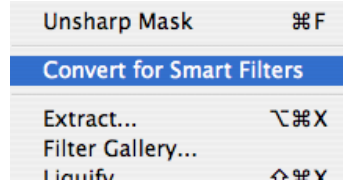
Filters in other versions of Photoshop have always been "destructive". You can apply a filter, but once you do, it's done and you cannot apply one filter over another then take the first one back, or change the order after you apply the filters. In CS3 you now can as **Smart Filters**.

First is to convert the layer for Smart Filters. Filter > Convert for Smart Filters

It converts the image to what looks like a Smart Object layer in order to have the Smart Filters applied just like Layer Effects are applied.

Apply the filters from the filter menu and they appear in the Layers Panel just like Layer Effects appear.

To edit the opacity and blending mode of each Smart Filter, right click or Control + Click on the name of the Smart Filter in the Layers Panel and adjust. Each Smart Filter can be moved to be up or down to apply in sequence over or under one another.

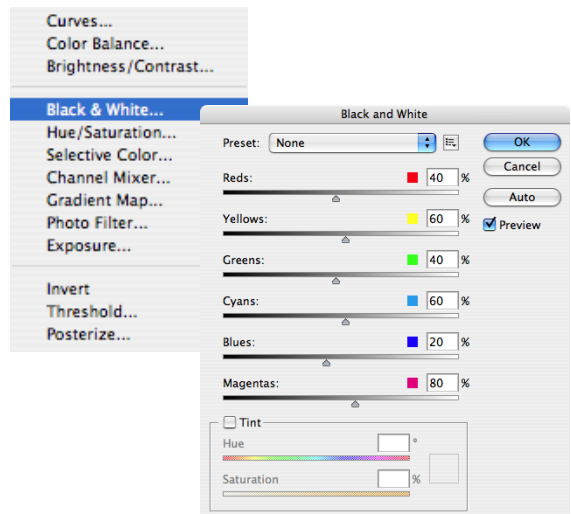


Black & White Conversion control.

For all those people out there who thought that converting an image from color to grayscale was as simple as changing the color mode, this is not much of a new feature. But, for those who were never happy with the grayscale values from such a simple conversion, change has arrived.

Welcome the new **Black and White Adjustment Layer**. As in the last few versions of Photoshop, you were able to create non-destructive adjustment layers to work on your image, while never permanently changing the layer you were working on. Add black and white conversion to that list of valuable layer adjustments.

There is also a very cool trick in working with this Black and White Adjustment Layer!

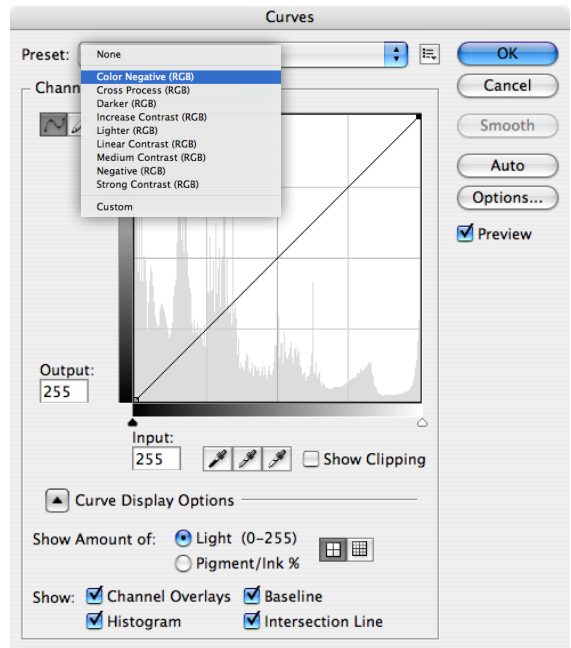


Color Correcting and Retouching

Nicer Curves

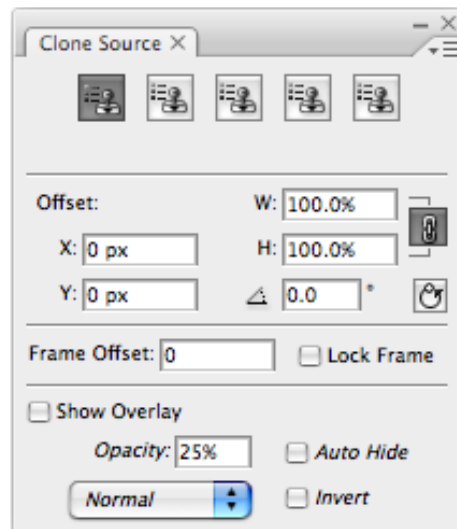
A huge improvement has been made with the **Curves** dialog box. Many people didn't use curves simply because they didn't know what was going on with ramp and the point is on that ramp in relation to their image; it was hit and miss at best so most people stayed with Levels.

Curves have grown up and now offer many improvements that make it easier to understand, and for the more experienced user, more helpful. You can now show the Histogram of the image, have presets and other handy features.



Cloning times five

The clone stamp tool has always been a favorite to add things to—or take out of—an image. Window>Clone Source now offers 5 clone source points that you can go back to any point while your file is open. You can clone things larger or smaller than the original source, at a different angle, and clone in opacity and even a blending mode.

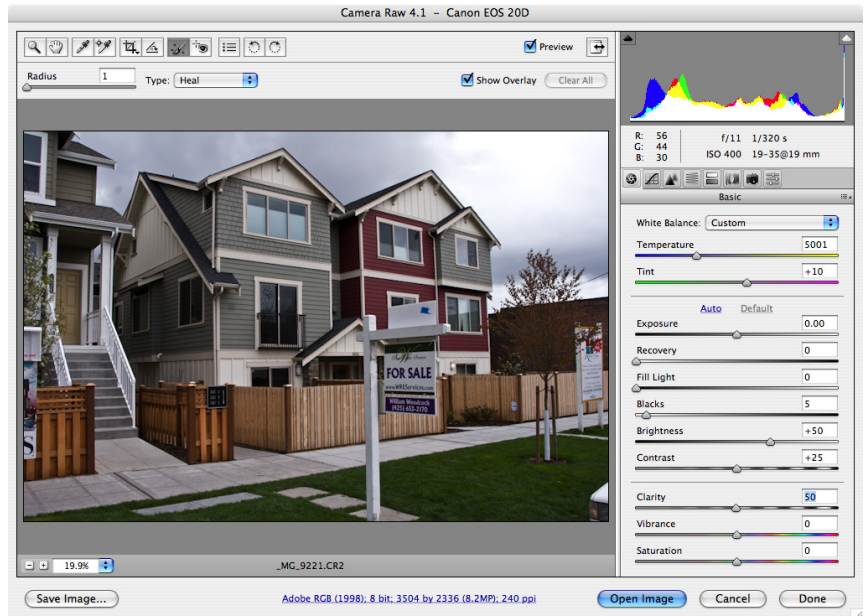


Additional Features

Better Raw Processing

CS3 has introduced a healthy update to Camera Raw. It now lets you open TIFF and JPG files instead of just proprietary Camera Raw files. It now supports numerous new cameras and has expanded its features also.

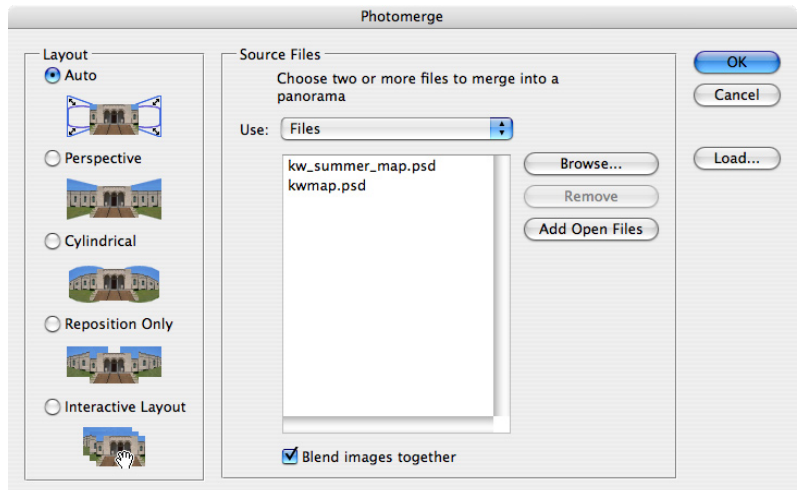
Users can now remove red-eye and do basic retouching as well as adjust the image using new adjustments such as Clarity and Vibrance. Sharpening and noise reduction have been improved also.



Photomerge

Have a panorama of image you want to compose or several exposures of the same image but with different objects and want to make it into one image quickly and easily?

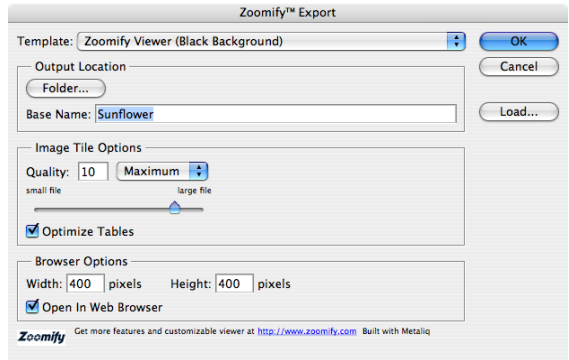
Photomerge will automatically distort, mask and blend images together in a way that would be hard to do for all but the advanced Photoshop user, but now CS3 has it for everyone.



Interactive Tools

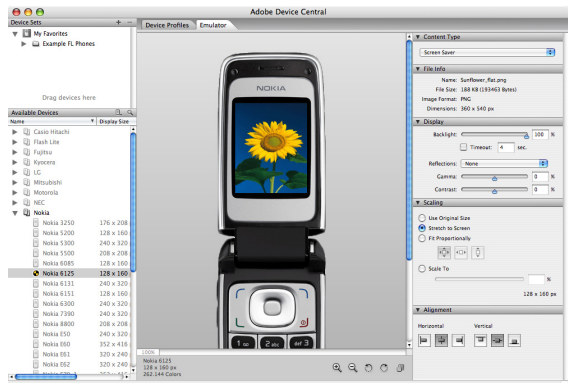
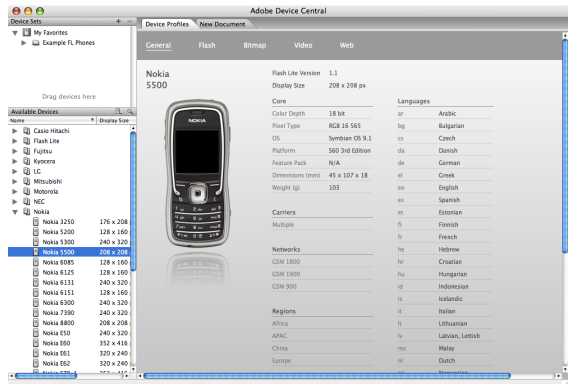
Zoom Zoom

Zoomify is a new feature in CS3 and it can be bigger than your image. You can now take an image destined for the web but no longer are you limited to 72 PPI, it can be 300 PPI at a much larger dimension. File>Export>Zoomify will create a .SWF file and associated files that will let you plug it into a Web page and zoom away, big or small, all in great clarity.



Ring Ring

Device Central is calling, and it is a call worth taking. File>Device Central opens up a whole new world on building graphics for cell phones. There is a huge list of phones with built in specs, files sizes, pixel dimensions and compatibilities for web, video, flash and bitmap files. You can Emulate your image by opening it up and fitting to the screen on the device of your choice. Quite cool!



Photoshop CS3 vs. Photoshop CS3 Extended

■ Advanced features

▣ Basic features

| New and enhanced features compared | | |
|---|----------------------|-------------------------------|
| Features | Photoshop CS3 | Photoshop CS3 Extended |
| Increased productivity and streamlined workflows | | |
| Streamlined interface | ■ | ■ |
| Zoomify export | ■ | ■ |
| Adobe Bridge with Stacks and Filters | ■ | ■ |
| Photoshop Lightroom™ integration | ■ | ■ |
| Improved print experience | ■ | ■ |
| Adobe Device Central | ■ | ■ |
| Workflow enhancements | ■ | ■ |
| Unrivaled editing | | |
| Black-and-white conversion | ■ | ■ |
| Improved Curves | ■ | ■ |
| Photomerge® with advanced alignment and blending | ■ | ■ |
| Adjustable cloning and healing with overlay preview | ▣ | ■ |
| Enhanced 32-bit HDR support | ▣ | ■ |
| Next-generation Camera Raw | ■ | ■ |
| Breakthrough compositing | | |
| Quick Selection tool | ■ | ■ |
| Refine Edge feature | ■ | ■ |
| Automatic layer alignment | ■ | ■ |
| Automatic layer blending | ■ | ■ |
| Nondestructive Smart Filters | ■ | ■ |
| 3D and motion | | |
| Vanishing Point | ▣ | ■ |
| 3D visualization and texture editing | | ■ |
| Motion graphics and video layers | | ■ |
| Movie Paint | | ■ |
| Animation | ▣ | ■ |
| Comprehensive image analysis | | |
| Measurement and data | | ■ |
| Ruler and Count tools | ▣ | ■ |
| DICOM support | | ■ |
| MATLAB support | | ■ |
| Image Stack processing | ▣ | ■ |

Photoshop CS3 Extended

Many of the features in Photoshop Extended are high-end features that industry professionals use. Extended adds 3D layers and video layer editing, and also adds a new menu called Analysis that allows measuring in non conforming environments.

3D and Motion Designers

Other new features include the ability to paint and clone over multiple video frames, apply effects non destructively, and perform 3D compositing and texture editing.

3D measuring

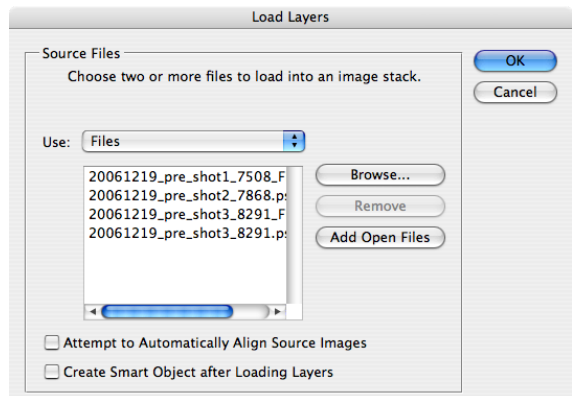
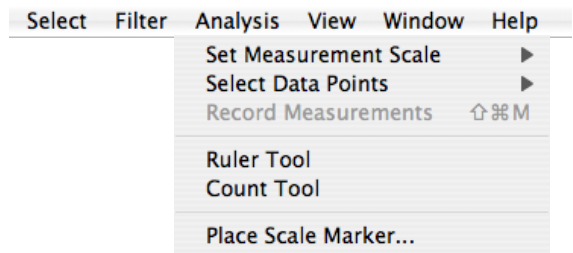
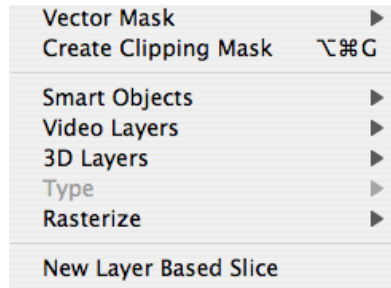
Photoshop CS3 Extended allows you to set the scale of an image, take measurements of 3D objects and even take measurements in perspective with the newly enhanced Vanishing Point. And you can turn CAD images into animations.

Image Stacks

An image stack combines a group of images with a similar frame of reference, but differences of quality or content across the set. Once combined in a stack, you can process the multiple images to eliminate objects, noise or other unwanted bits by combining what doesn't change on all the images in the stack. For example, you want to remove a figure walking through an image, or remove a car passing in front of the main subject matter.

File>Scripts>Load Files into Stack and off you go!

This is an incredible feature if I do say so myself.



CREATIVETECHS HELPS PEOPLE WORK SMARTER

The design industry evolves with technology. New tools help designers take ideas further, faster, and more cost effectively. Yet, with the newest versions of Adobe Creative Suite, many production habits that worked five years ago are no longer appropriate today.

WE USE THESE TOOLS.

We've been in the trenches. We've worked and sweated, and produced (under deadline of course) using the same software you work with every day. When we offer advice, demonstrate a technique, or help troubleshoot a problem, our perspective comes from the experience of doing real-life work.

LEARN NEW SKILLS — WHAT STYLE FITS YOU BEST?

Not everyone learns the same way. Some designers enjoy full-day classes that cram in tons of information and tips. Others prefer hands-on coaching that lets them focus on their current projects. Still others prefer shorter mini-workshops that let them pick up new skills, and get back to work in a couple hours. You pick the style that works best for you.

WE'LL KEEP YOU AHEAD OF THE CURVE.

Electronic production is a moving target. Most designers don't realize that TIFF and EPS files are a thing of the past. So are clipping paths. Yes, really. Things have changed a lot in the last several years — methods that worked great just a few years back, may no longer work so well. We can get you back out in front of the curve.

TRAINING IS PROACTIVE.

Without regular training, many designers rely on habits that don't keep up with today's creative industry. Changes are coming at an accelerated pace — and regular training opportunities help keep your creative team healthy and updated with shifts in the design community.

COMMIT TO YOUR GROWTH.

Keep your skills sharp, and invest in your own professional growth. The reality is that without ongoing learning, the majority of people fall back on the way things were always done — whether those techniques fit today's tools or not.

Call CreativeTechs to schedule the training you and your team need today.

It doesn't matter if you're a small studio, or large creative team; you need to be working on your skills.

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