

PHOTOSHOP ENCYCLOPEDIA

A
Photoshop
Dictionary -
Understanding the
words and terms of the
world's leading image-editing
software program



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The Photoshop Encyclopedia: A Dictionary of the world's leading image-editing software program includes Photoshop CS2

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Introduction

An interesting aspect of a dynamic computer language is that it continually changes. The function of the Photoshop Encyclopedia is to describe all the words of the program, as they exist today and to illustrate as many as possible for further insight. This means that this encyclopedia is never really finished putting into plain words the terms used for the world's standard image-editing application.

How to use this Encyclopedia

The words and terms in this book are listed in the exact context as seen in the Adobe Photoshop application. To get the best use of this e-book it may be advantageous to first split the monitor screen between Adobe Acrobat and Adobe Photoshop.



In Photoshop hover the mouse over an item to view the name or go directly to the Photoshop Encyclopedia and look the name up in the Bookmarks or Table of Contents. A search for the word can also be made by using Acrobat's thorough examination of the all the terms in the book.

The Photoshop Encyclopedia includes the newest version of Photoshop CS2 offering words and terms about Photoshop Elements, digital cameras, scanning, printing and digital imaging in general.



Accelerator

A board added to a computer to speed up certain tasks such as Unsharp Mask and some filter effects.

A component

One of two chromatic parts in LAB Color. The color range is from green to red. See also LAB Mode.

Absolute

A setting in the Selective Color dialog box for adjusting colors in complete values. Choose Image > Adjustments > Selective Color.

Accented Edges

A Brush Strokes function filter that traces edges in an image and then darkens or lightens them.

Acquire module

Plug-in. Any third-party program added to Photoshop to give more functions and features. They are added to the Import or Export menu as file formats in the Open, Save As, and Export Original dialog boxes; or as filters in the Filter submenus. The plug-ins folder is located in a folder called Plug-Ins residing in the Photoshop application folder. Additional plug-ins must be directed to Photoshop through General Preferences. Choose Edit > Preferences > Plug-Ins and Scratch Disks.

Actions

An Action provides automated tasks through a series of commands that will allow the user to play back on a single files or batch of files. Choose Window > Show Actions. See also Automate, Modal Controls and Batch.

Actions Palette



A rectangular window for recording, playing, editing and deleting specific actions. **A.** Checkmarks next to an Action name or command denote it is active and will play. **B.** The Modal Control column will pause an action during play mode so specific values may be input. Recorded values can't be changed in dialog boxes if the control is not set. **C.** Click to Stop recording. **D.** Click to record. **E.**

Click to play. Red indicates recording is in progress. **F.** Click to create a new set. **G.** Click to create a new Action. **H.** Click to delete a selected Action or command. See also Window Menu.

Active Layer

The highlighted and working layer in the Layers palette. Only one layer can be active at a time, although layers can be linked.

Active Slice



Any user slice made operational by the Slice Select Tool by clicking inside it. Dragging one of its eight handles can then change the size and shape. Move the slice by dragging inside.

Active tool

The name of the current operational tool in the Toolbar. The preview bar or status bar at the lower left of the image window displays the Current Tool. Window users choose **Windows > Show Status Bar**. See also **Status Bar**.

Actual Pixels Size

A 100-percent zoom ratio of the image on the monitor screen. Choose **View > Actual Pixels**, double-click the Zoom tool or click the Actual Pixels button in the Zoom tool Options bar. See **Zoom tool**.

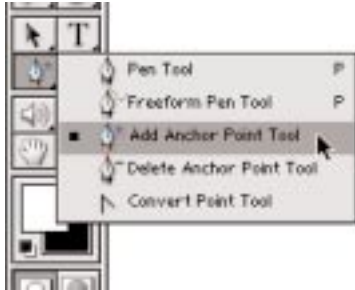
Adaptive

A pop-up menu option inside the Indexed Color dialog box that gives a sampling of colors appearing from the spectrum common in the image, which usually produces the best results. See also **Color Table** and **Indexed Color** options.

Add Layer Mask

See Layer Mask.

Add Anchor Point Tool



A tool that inserts a point to a path where none exist before by clicking on a path segment.

Add to Channel

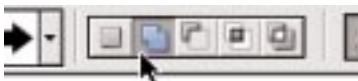
A Select menu dialog box command for inserting a selection to an existing channel. Add to Channel appends the selection to the current channel contents.

Add to Selection Area



A Selection button in the Options Bar that inserts a new selection area to the existing selection.

Add to Shape Area



A Shape tool Boolean operator button in the Options Bar that inserts new shape area to an existing shape or path. See also Boolean operators and Paths.

Add Noise



A filter in the Noise filter menu that increase or decrease pixel color values by adding random spotted pattern pixels. **Uniform:** distributes noise randomly but at an equal density. **Gaussian:** distributes noise randomly and possible in clumps and areas with without noise. **Monochromatic:** constructs dark and light noise over image pixels. A

high setting will produce black and white noise. Choose Filter > Noise > Add Noise.

Add Transparency

A checkbox in the Options section of the Gradient Editor. It becomes available when Noise is selected from the Gradient Type pop-up menu and when checked adds random transparency in variety of opacity stops. See also Randomize and Restrict Colors.

Add Vector Mask

A Layer menu command to create sharp-edged shapes on a layer. Useful to add design elements with distinct edges. Layer styles can be added to the mask to help create buttons, panels or other Web design items.

Additive color

Color made by adding the primary colors (red, green, and blue) of light together and creating the color white. Transmissive sources such as a computer monitor or a photographic slide use additive color.

Adjust Backlighting

An Enhance menu command in Photoshop Elements that

allows the increase of density to areas of an image to make up for the lighter details in the background that may have been overexposed and are too light.

Adjustment Layers



Adjustment Layer thumbnails. **A.** Threshold. **B.** Selective Color. **C.** Posterize. **D.** Levels. **E.** Invert. **F.** Hue/Saturation **G.** Gradient Map. **H.** Curves. **I.** Color Balance. **J.** Channel Mixer. **K.** Brightness/Contrast.

A Layer submenu command for accessing temporary tonal corrections that affect the appearance of underlying information yet do not contain image data. The color fill and tonal adjustments that are located in the adjustment layer cover over but do not permanently change pixels in the image or layers below. Most of the color adjustment options found in the Image > Adjustments submenus are also located here. To make an adjustment layer choose Layer > New Adjustment Layer > and choose an option. These commands can also be accessed through the control buttons at the bottom of the Layers palette. See also Layers palette and Change Layer Content.

Adobe Acrobat

An Adobe application for producing documents that can be viewed on any computer that is equipped with the free Acrobat Reader software. Acrobat files are called PDF (Portable Document Format).

Adobe Bridge

Photoshop CS2 new control panel to browse, tag, search, and process images. Maintains common color settings throughout the Adobe Creative Suite components. See also Version Cue.

Adobe Gamma

A utility that allows calibrating and saving a monitor to an ICC-compliant profile that helps eliminate color cast and standardize image display in monitors. Does not work with (LCD) flat-panel monitors. Adobe Gamma is automatically installed into the Control Panels folder when Photoshop is installed. (Win) located in the Program Files/Common Files/Adobe/Calibration folder on the hard drive. (Mac) choose Control Panels > Adobe Gamma from the Apple menu. If desired, click the Wizard (Win) or Assistant (Mac) button to switch for instructions one step at a time.

Adobe Illustrator

A graphics program that draws and paints solid color artwork with mathematical coordinates called bezier paths.

Adobe ImageReady

A component of PhotoShop that provides advanced Web-production tasks. PhotoShop and ImageReady commands, palettes, tools and keyboard shortcuts work similarly for smooth continuity. Production of a web page with final HTML file and JavaScript rollover effects can be generated without writing code. For example, a specific area of an image changes when clicked on, pressed down on, or rolled over with a mouse. It also creates secondary rollovers where a mouse action on one part of an image causes a change in another part of the image. High-quality interactive animations for a web page can also be produced. Choose File >

Jump to...ImageReady or click the icon next to the curved arrow at the bottom of the Toolbar.

Adobe InDesign

A page layout and desktop publishing design program by Adobe.

Adobe Online

A button at the top of the Toolbar to access to the latest tutorials, tips and other subject matter for Photoshop. Adobe Online can also be entered through the Help menu.

Adobe Stock Photos

Adobe Bridge provides the viewing and purchasing of royalty-free images from leading stock libraries.

Adobe PageMaker

A page layout and desktop publishing program by Adobe.

Adobe Photoshop

The complete professional image-editing software program made by Adobe. See also Adobe Photoshop Elements.

Adobe Photoshop Elements

The mid-range image-editing software program made by Adobe. It is geared for those users between professional and consumers and bridges the gap of basic and advanced picture-editing tools. It features most of the controls of Photoshop 6.0 at a smaller cost. CMYK capabilities for commercial printing are noticeably absent.

Adobe Premiere

A video-editing program made by Adobe.

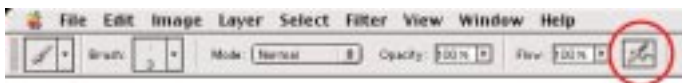
Advanced Blending

A section in the Blending Options Layer Style dialog box that manages how a layer will interact with other layers. **Fill Opacity:** controls a fill colors transparency and regulates how certain inner effects are adjusted. **Knockout:** details that layers punch through to reveal content from the other layers. **Blend Clipped Layers as a Group:** when checked the bottom most layer in a clipping group will mix with the rest of the layers in the group when a blending mode is assigned to it. **Blend Interior Effects as a Group:** when checked it will mix the effects with the layer first and then mix with the remaining parts of the image. **Blend If:** allows mixing colors together to a specific isolated color channel. See also General Blending. These options are available in Photoshop 7: **Select Transparency Shapes Layers:** when checked this confines the layer effects and knockouts to the opaque layer areas. **Select Layer Mask Hides Effects:** when checked confines the layer effects to the area defined by the layer mask. **Select Vector Mask Hides Effects:** when checked confines the layer effects to the area defined by the vector mask.

Advanced Mode

An option in the Color Settings dialog box that opens more dialog sites for adjusting color management.

Airbrush Tool



An option in the Brushes palette tool that paints with soft-edged diffused strokes that blend with the image. The

Airbrush option in the Brushes palette matches the Airbrush option in the Options bar. In Photoshop 6 and earlier the Airbrush is in the Toolbox.

Alias

Spatial distortions or jaggies in a digital file.

Alien Skin

Manufacturer of Photoshop plug-ins. Eye Candy is a popular application.

Align Linked

Brings into line the contents of linked layers to contents of an active layer or selection border. An image content moves when moving a layer or layer set. They can be repositioned manually using the move tool or the linked group of layers can be united and spread at evenly spaced positioned intervals using the Align Linked or Distribute Linked commands. Choose Layer > Align Linked.

Aligned to Selection

Brings into line the contents of multiple layers to a selection border. First make a selection in the image and then link together the layers you want to align in the Layers palette. Choose Layer > Align To Selection, and then choose a command from the submenu: Top Edges, Vertical Centers, Bottom Edges, Left Edges, Horizontal Centers or Right Edges.

Aligned

A checkbox in the Clone Stamp tool Option bar that when checked the entire sampled area is applied one time, regardless how many times painting starts and stops. See also Cloning.

Aligning

1. Two or more selected single path components, selections or layers whose edges are level or made straight utilizing the alignment options located in the Options Bar. **2.** Point type and paragraph type whose edges are made straight.

Alignment

Indicates the precise placement of selection edges, drawing tools, paths, crops, slices, and objects by aligning them with guides, slices, document bounds and a grid. See also Snap.

All

A Select menu command that chooses the entire image as the selected area. Choose Select > All. See also Selections.

Allow Non-Linear History

A checkbox in the History Options dialog box of the History palette that allows changes to be made to a selected state without erasing the states after it. By default when a state is selected and the image is edited then all the states that are after the selected state are erased. Non-linear history deletes just the selected state when changes are made to the image. The change will then be added on at the end of the state's list. See also History Palette, States and Snapshot.

Alpha Channel

A channel that stores grayscale values to be used for creating masks or selections allowing protection, isolation and manipulation of parts of an image. See also Channels.

Alt-Drag

Holding down the ALT key while dragging with the mouse. (Window users).

Alt Tag

An input area in the Slice Options dialog box of the Slice Select tool Options bar for reading text about the image that appears while the web page is loading in the browser.

Ambience

A distinctive quality in the Properties settings in the Lighting Effects filter dialog box that lightens or darkens pixels throughout the image with an even diffused light. The color of the light depends on the color chosen in the color swatch at the right. Choose Filter > Render > Lighting Effects. See also Lighting Effects and Texture Channel.

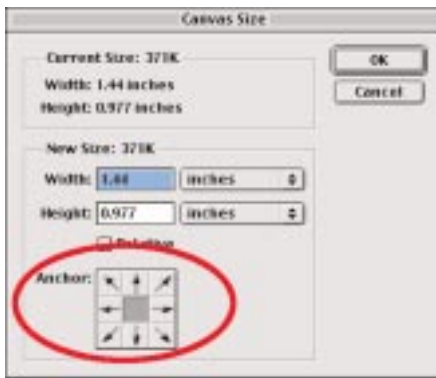
Ambient Light

Existing or available light.

Analog

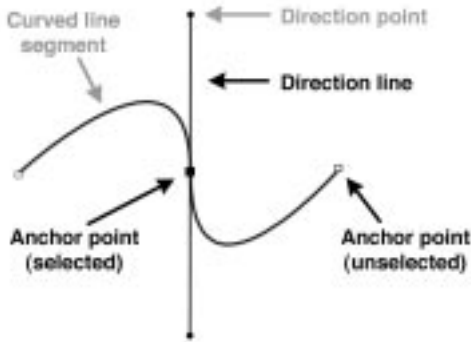
Information presented in continuous form, analogous to a representation of the “real world.” such as a photographic print. When scanned it is converted into digital form and is made up of bits.

Anchor



The grid to specify placement of an image when creating a canvas. See Canvas Size.

Anchor Points

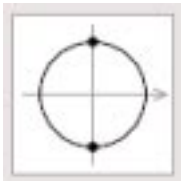


Denotes the end points in a path section. On curved segments, selected anchor points display Direction Lines and Points that determine shape and size made by a Pen Tool or Shape Tool. See also Paths, Direction Lines and Direction Points.

Andromeda

Manufacturer of Photoshop plug-ins filters. Mezzo Line-Screen is popular.

Angle



1. An option for a style of a brush. For a new or edited brush click Brush Tip Shape in the Brush palette to make a tilted brush tool. **2.** A tilted lighting position determined by the settings in the Layer Styles dialog box. **3.** An option in the Halftone Screens dialog box that allows changes to the line orientation of the halftone cells. See Halftone Screens.

Angle Gradient



A gradient style that creates a spray of colors in a counter-clockwise direction. Also known as a Conical gradation. See Gradient Tool.

Angle Jitter



Specifies how the slant of brush marks varies in a stroke. A Brushes palette option for determining the variance of brush marks in a stroke. First select Shape Dynamics on the left side of the Brushes palette to reveal the display window of the current options.

Angled Strokes

A Brush Strokes function filter that adds streaks to dark and light areas by identifying areas of similar colors and preserves the edges of dissimilar colors.

Animated GIF's

Moving pictures or simulations that can be viewed in a Web browser. See also GIF, Animations and Adobe ImageReady

Animation

Create animated GIF files in Photoshop CS2. The same controls that are offered in ImageReady are now in Photoshop CS2.

Animations

A sequence of images, or frames, that are displayed over a period of time. Each frame varies somewhat from the preceding frame and when viewed in a rapid sequence create the impression of movement. See also Adobe ImageReady.

Annotations



Small nonprintable icons associating with typed comments, production notes and audio annotations that are coupled more exactly with the location on the image than with a layer. Audio annotations can be set to play during an action. See also Audio Annotation tool.

Anti-Aliasing



Adds pixels of intermediate colors to jagged edges in an image to get smooth transition from one color to another. Useful when cutting, copying, and pasting selections to create composite images. Located in the Options bar after a tool is chosen: Lasso, Polygonal Lasso, Magnetic Lasso, Rounded Rectangle, Marquee, Elliptical Marquee, and Magic Wand tools. See also Jaggies, Smoothing and Feather.

Anti-Aliased PICT

A File menu command for importing an object-oriented PICT files as an anti-aliased image. Smaller files that were created with MacDraw and Canvas work best since the entire file is held in memory when it is imported. See also Import.

Append Brushes



A command used to attach or supplement more brushes to the existing brushes in order to customize the list of brushes in the brush preset. To access the command dialog box, first click the Brush Preset Picker or Brushes palette sub-menu and choose from a list of brush styles. See also Load Brushes.

AppleScript

Allows execution of such external tasks as starting and shutting down a computer automatically and executing Adobe Photoshop actions such as batch-process for Mac OS. Photoshop supports some external automation using OLE Automation for Windows.

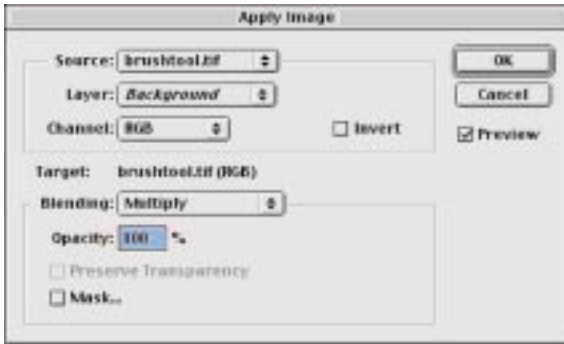
Application

A program that runs on a computer. Typically applications perform tasks such as Photoshop's image editing or word processing, accounting and spreadsheets.

Apply Camera RAW Settings

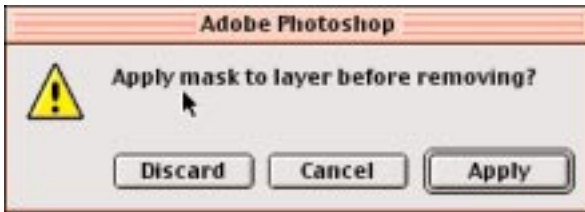
Located in the File Browser, this applies saved or previously used camera raw settings to selected images without opening them.

Apply Image



An Image command that blends one or more layer and channel from an image (source) with a layer and channel of an active image (destination or target).

Apply Mask



A layer mask can be applied or discarded without making changes permanent. To remove or apply the layer mask click the layer mask thumbnail in the Layers palette then click the Trash button at the bottom of the Layers palette then click Discard or Apply. See Layer Mask.

Archival

Long lasting; Computer-produced prints that are less likely to spoil over time.

Archive

The action of storing an image file off the hard drive for easy access and retrieval when needed. See also Disk.

Area



One of several options in the Art History Brush tool that specifies the locale covered by the paint strokes. The larger the number, the larger the area covered. The Art History Brush replicates the texture of painting with different colors with stylized strokes while using the source data from a specified history state or snapshot. See also Art History Brush.

Arrange

A command that determines the stacking order of layers and layer sets to appear in front or behind other layers. Choose Layer > Arrange.

Arrange Icons

Aligns minimized images along the bottom of the work area in Window only. Choose Window > Arrange Icons.

Arrow

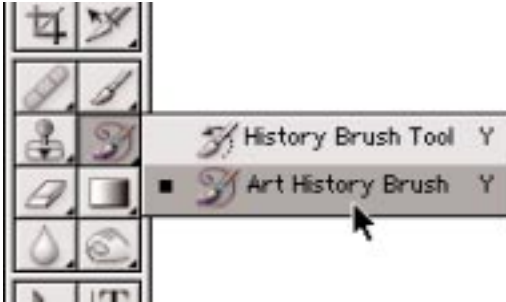
See Direct Selection Tool.

Arrowheads



A geometry option located in the Line tool Options bar submenu that helps render a wedge-shaped mark on the image. To draw a line click on the image and drag the cursor. Photoshop can make arrowheads at the start, end or both in an image. Specify values for width, length and concavity or shape to the proportions as a percentage of the line in the Arrowheads dialog box.

Art History Brush Tool



The Art History brush tool replicates the texture of painting with different colors with stylized strokes while using the source data from a specified history state or snapshot. It simulates the texture of painting with different paint styles, fidelity, size, and tolerance options. Fidelity: directs how much the paint color deviates from the color in the source state or snapshot. The color will vary from the source with a lower number. Area: specifies the locale covered by the paint strokes. The larger the number the larger the area covered. Spacing: limits the sections where paint strokes can be applied. A low spacing paints anywhere in the image. A high spacing regulates paint strokes to areas that differ from the color in the source state or snapshot. See also History Options and State.

Artifacts

1. Random patterns of pixels that interfere with the image and give the appearance of graininess. Also known as Stochastic variations or Noise. **2.** Problems or faults with image capture using a digital camera or scanner such as electrical interference or flares.

Artistic Filters

A collection of painting or special effect filters in the Filters menu that define similar colors and blur them to form solid

colored areas. See Colored Pencil, Cutout, Dry Brush, Film Grain, Fresco, Neon Glow, Paint Daubs, Palette Knife, Plastic Wrap, Poster Edges, Rough Pastels, Smudge Stick, Sponge, Watercolor and Underpainting.

As a Copy

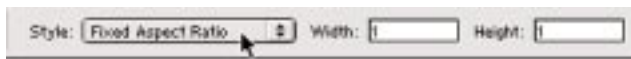
An option in the Save As dialog box that will save a duplicate of the file while keeping the current file open.

Choose File > Save As.

ASCII

American Standard Code for Information Interchange. A generic encoding method when printing to an output device. Often used when printing from a Windows system or experiencing printing errors.

Aspect Ratio



Sets a style in the Options bar to determine height-to-width ratio while using the Marquee tool.

Assign Profile

An option that selects a color profile. Recommended only for advanced users. Choose Image > Mode > Assign Profile. See Convert to Profile.

Assorted Brushes

Additional sets of brushes available for painting and drawing that are shipped with Photoshop. Access the brushes through the Brush Preset Manager and the Brushes palette. They are nested in the main Photoshop folder and contain a variety of shapes, symbols, images and designs.

Asynchronous I/O

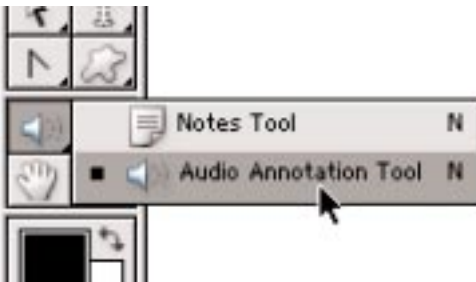
A Macintosh plug-in provided with Photoshop and enabled by default. If asynchronous I/O is operating for the primary scratch disk, an “*” character will appear after the disk efficiency value. The plug-in improves Photoshop’s performance and scratch disk usage on Power Macintosh computers that run MacOS 7.5.1 or later with SCSI manager 4.3.1. Performance will not be affected on other systems.

Audio Annotation dialog box



A recording area to create a voice memo. To open it, first click in the image area with the Audio Annotation Tool.

Audio Annotation Tool



A tool for making short voice memos that is placed on the image and appears as a small speaker icon. See Annotations.

Auto

A button that is typically used as a shortcut or an automatic setting for the command or function to which it is connected.

Auto Add/Delete



A checkbox in the Pen tool Option bar that when checked a point can be deleted while drawing a path. A point can also be added or deleted after the path is drawn. See also Paths and Vectors.

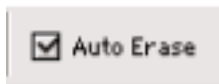
Auto Color

An Image submenu command that adjusts the contrast and color of an image by searching the actual image rather than the channels histograms for shadows, midtones, and highlights. It neutralizes the midtones and clips the white and black pixels based on the values set in the Auto Correction Options dialog box. Choose Image > Adjustments > Auto Color.

Auto Contrast

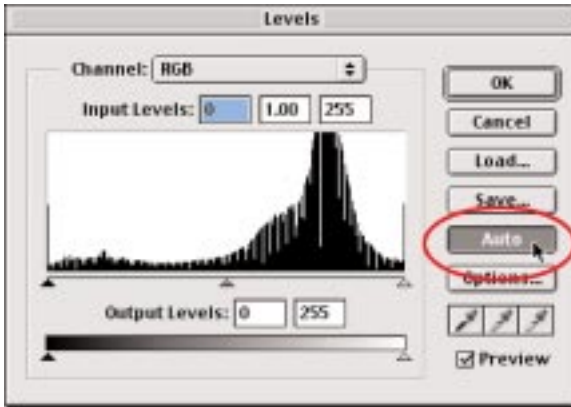
An Image submenu command that adjust image tone without affecting color. See also Adjustment Layer.

Auto Erase



A checkbox option in the Pencil tool Option bar erases the foreground color to the background color while painting. The area must contain the foreground color. If it does not, the area is painted with the foreground color.

Auto Levels



An Image submenu command that moves the Levels sliders to highlights and shadows settings automatically. It reallocates intermediate pixel values proportionately after defining the lightest and darkest pixels in each color channel as white and black. It may remove or introduce colorcasts. Usually an imprecise command for other than simple adjustments. See also Adjustment Layer.

Auto Regenerate

Photoshop and ImageReady automatically regenerate the optimized image when the Optimized, 2-Up, or 4-Up tab at the top of the document is clicked while in the Save for Web dialog box. This can be turned off in ImageReady to allow the editing of the image without pausing for it to reoptimize.

Auto Select Layer



A box in the Move tool Options bar that allows an automatic activation of a layer item in the layers palette. It offers more intuitive clicking and dragging because a layer does

not have to be selected first. Simply clicking on a layer component in the main image will activate the layer so that the Move tool can be utilized on the specific layer. See also Move Tool and Pixel Doubling.

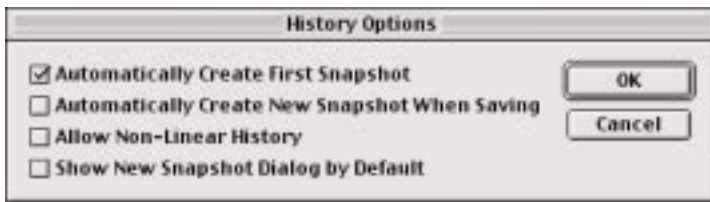
Automate

Mechanized File menu commands that simplify such complex tasks as making picture packages and Web Photo Galleries by combining them into one or more dialog boxes. Choose File > Automate. See also Conditional Mode Change, Contact Sheet, Fit Image, Multi-Page PDF to PSD, Batch, Picture Package and Web Photo Gallery.

Automatically Create First Snapshot

A History Options from the History palette menu to automatically create a snapshot of the initial state of the image when the document is opened.

Automatically Create New Snapshot



A History Options from the History palette menu to automatically generate a snapshot every time the document is saved.

Authorship Information

File size, document information and other features of the current image that is displayed at the bottom of the application window (Win) or document window (Mac). See also Preview Menu.

Auto-slice

A rectangular area in an image that is generated to fill the space that is not marked out by user-slices or layer-based slices when using the Slice tool. See also Slices and Promote to User Slice.

Average Key

See Histogram.

AVI

Audio Video Interleave. The standard file format used in Windows for audio and video data, which ImageReady creates and edits.

B

B component

One of two chromatic parts in LAB Color. The color range is from blue to yellow. See also LAB Mode.

Background

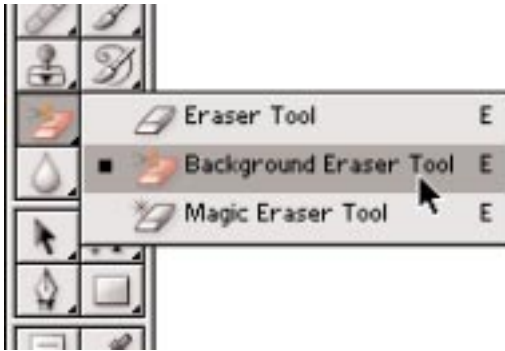
An option in the Print Preview dialog box that allows a background color to be printed on the page outside the image area. It is a print option only and will not affect the image. Useful for slides printed to film recorders. Choose File > Print Options, then select the Show More Options checkbox and then from the pop-up menu directly below it select Output. Then choose Background. Background can also be accessed through Page Setup in the File menu.

Background Color



The default color is white. In an alpha channel, the default background is black. New background color is chosen using the Eyedropper tool, Color palette, Swatches palette or the Color Picker.

Background Eraser Tool

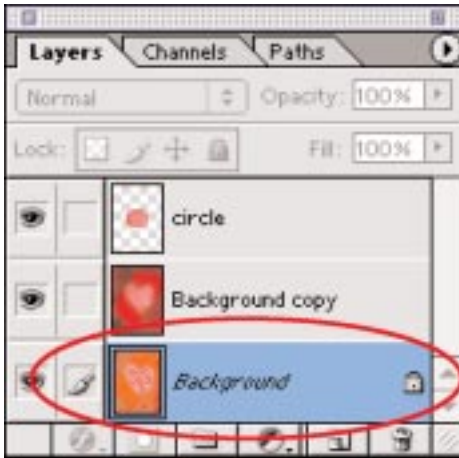


A tool that erases pixels on a layer to transparency while dragging the mouse over the area. It uses different sampling and tolerance options for transparency and the edge boundaries. It samples the color in the center of the brush, also called the hot spot, and deletes that color wherever it appears inside the brush. The tool will override the lock transparency setting in the Layers palette. **Limits:** A mode for eraser brush perimeters. **Discontiguous** erases the adjacent pixels **Contiguous** erases all background areas that contain the sampled color. **Find Edges** erases and preserves the sharpness of the edges. **Sampling:** A mode to appraise the color to be erased. **Continuous** erases while dragging. The **Once** setting will erase at the start of each drag. **Background Swatch** will erase the background color. **Protect Foreground Color:** Prevents erasing the foreground color when this is checked.

Background image

Any image that is open and not active. It can be viewed but cannot be edited unless it is brought to the foreground and made active. Clicking the title bar will make it active or choose Window and highlight the image title to bring it to the foreground. See also Foreground image.

Background Layer



Comparable to the base layer of a painting at the bottom of the stacking order. Background Layer title letters are italicized for quick reference. Blending modes or opacity can't be applied unless converted to a normal layer. Double-click inside the background layer and then name it to convert to a layer. The title letters will then set to normal. See also Layers.

Banding



A hard edge between one color and the next because there are not enough tonal steps in an image to give the impression of continuous tonality. Also referred to as Posterization. See also Gradient Editor and Dither.

Bandwidth

The data amount transmitted using a modem over a network. This has a great effect on the speed which data is sent.

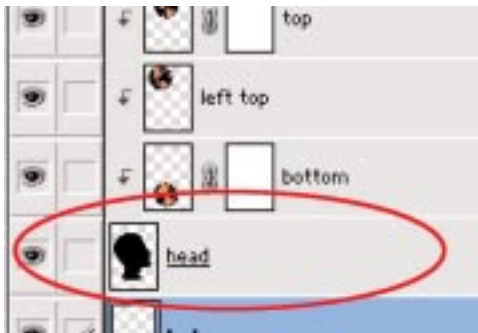
Bas Relief

A filter in the Sketch filters menu that alters an image to appear carved in low relief and reduces the image to the foreground and background colors. It is then lit to emphasize the three-dimensional look.

Base color

The original color in an image. Often associated with blending mode controls. See also blend color and result color. The original color being used to apply during editing or painting that becomes the blend color to achieve a blending mode effect (the result color).

Base layer



1. The lowest underlined layer in a Clipping Group acting as a mask for the entire group. The name of the base layer in the group is underlined and indented thumbnails are seen in the overlying layers. See also Clipping Group. 2. The Background Layer.

Baseline

The invisible line in which most type is positioned.

Baseline Shift

The control from the distance that type appears from the invisible line between type by either raising or lowering selected type to create superscripts or subscripts.

Batch



A File menu command that carries out mechanized commands and simplifies complex tasks through the use of Actions on a folder of files and subfolders. Choose File > Automate > Batch. See also Actions and Droplets.

Batch Rename

A File Browser submenu command to rename all the files in a folder. First, make sure that no files are selected. To rename a subset of files in a folder, select the files to be renamed. Then choose Batch Rename from the File Browser palette menu then select from these options: **Destination Folder:** select to place the renamed files, either in the same folder or in a different folder. Click Browse to select a different folder if Move to New Folder is selected.

File Naming: choose elements from the pop-up menus or enter text into the fields. The specified elements and text will be combined to create the new filename.

Compatibility: select the operating systems with which the renamed files will be compatible. The current operating system is selected by default and cannot be deselected. See also File Browser.

Baud Rate

The rate of the modem transmission speed; Bits Per Second (BPS) can be used. Modem rates may be 28,000, 56,000, etc.

Behind Mode

A blending mode specified in the Options bar that edits or paints on the transparent part of a layer only. Lock Transparency must be deselected in the Layers palette. Similar in effect to painting on an area of a sheet of transparent acetate. See also Blending Modes.

Bend

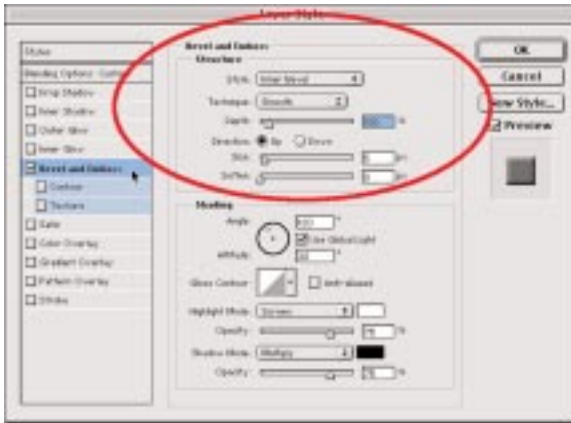


Creates the curve direction when warping text. See Warp Text.

Beta

The testing of a software product prior to commercial release.

Bevel and Emboss



A Layer Style effect that produces one of five individual edge effects and adds a mixture of highlights and shadows to contents in the layer. The five effects are: **Outer Bevel:** the transparent pixels outside the layer are effected. **Inner Bevel:** pixels inside the layer are affected. **Emboss:** both the inner and outer areas of the layer are affected. **Pillow Emboss:** creates an indentation by applying an inner bevel and then attaches an outer bevel and reverses the color. **Stroke Emboss:** using the Stroke option this creates a bevel inside and outlined area. Technique is an option for how the bevel will appear. **Smooth:** used to blur the bevel. **Chisel Hard:** adds a rigid edge and will conserve details more than the Smooth technique. **Chisel Soft:** smoothes a slight amount. **Depth:** increases contrast of the light and dark areas. **Direction:** governs which side the shadow will fall. **Size:** will reduce or enlarge the bevel. **Soften:** directs the blur amount to the bevel edges no matter what setting Technique is set at. **Angle and Altitude:** defines lighting position. See also Contour and Texture. **Gloss Contour:** an option in the Shading sector that creates a glossy, metal-like appearance or beveled edges with a chiseled edge appearance. See also Anti-aliased, Textures and Patterns.

Bezier curve

A method used in object-oriented programs to mathematically define curves using anchor and control points set along the curve. Created with the Pen and Vector Shapes tool in Photoshop. See also Path, Pen tool, Direction Lines and Anchor Points.

Bi-cubic

An interpolation method of resampling an image in a precise method that yields results for smooth tonal gradations. It is the most accurate, albeit slower, way to add pixels to a bitmapped image when it is resized. See also Interpolation and Image Size.

Bicubic Smoother

Provides the best results for upsampling images (making them larger)

Bicubic Sharper

Provides the best results for downsampling and image (making an image smaller).

Bilinear

An interpolation method of resampling an image in a faster process, although poorer quality than the Bi-cubic interpolation. See also Interpolation and Image Size.

Binary

1. A mathematical system for computers based on the numbers One and Zero. Electrical signals can be represented as positive or negative electrical currents (on or off). **2.** An output option in the Print Preview dialog box that denotes the method Photoshop will send a file to the printer. Binary compresses and operates with a shorter code than other methods and will work mainly with newer printers.

Bit

Binary digit. The smallest unit of information with which a computer can work. Computers are digital devices because they represent all data - including images - by using numbers or digits that are measured in bits. Each electronic signal is one bit but to represent more complex numbers or images, computers combine these signals into larger 8-bit groups called bytes. See also CPU.

Bit depth

1. The measure of the number of colors that a monitor is capable of displaying at one time. More bits of information per pixel measures more available and accurate color. **2.** The number of tonal steps in the density of the Dynamic Range that fall between the lightest and darkest values. Also referred to as pixel depth or color depth. See also Dynamic Range.

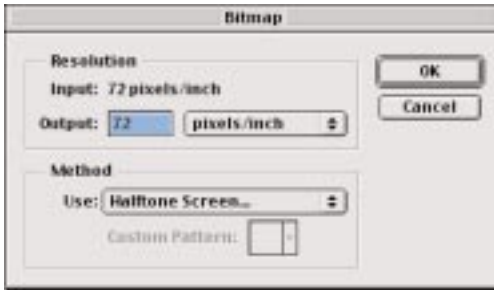
Bits Per Second

BPS. The rate of the modem transmission speed. Modem rates may be 28,000, 56,000, etc. Also known as Baud Rate.

Bitmap

Also known as Raster. A graphic image composed of a collection of tiny individual dots or pixels. One of three classes of graphic files or images that use pixels as its basic building block. Monochrome images composed of only black-and-white pixels are the simplest bitmapped files. Images that display many shades of color or gray need more than one bit to define the colors. See also Raster Image and Vectors.

Bitmap Mode



An Image menu command that uses either black or white to represent the pixels in an image. **Output:** Specifies the resolution for the file. A setting of up to 300 percent of the input value works best. The Use methods are helpful to achieve the look of the image when printing since printers use tiny dots while printing. At the Use pop-up menu choose: **Diffusion Dithering** to create a mezzotint-like effect. **Pattern Dithering** gives a distinctive pattern effect with shades of gray. 50% Threshold changes the image to black and white. **Halftone Screen** gives options for applying a size, shape and angle of the dot pattern and a frequency setting for a smoother appearance. **Custom Pattern** can be used with any predefined pattern from the Preset patterns. Setting a high resolution in the output box will help to define the image. Choose Image > Mode > Bitmap to a grayscale image. See also Halftone Screen.

Black

One of the four process colors of CMYK. The letter K represents black.

Black generation

A technique used to create the black plate of a CMYK color separation for printing. See also Plate and CMYK.

Black matte

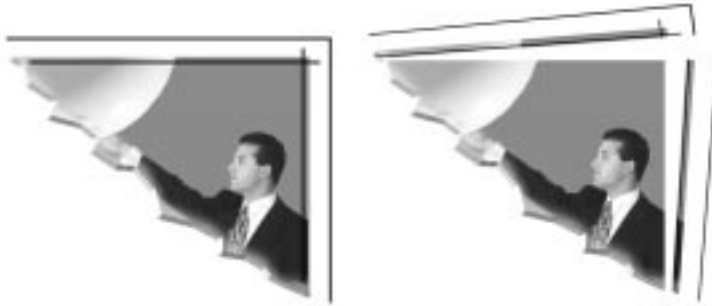
An option in the Selection Range drop-down menu in the Color Range dialog box that will display a pixel-based

selection in color against a black background. See also Selections.

Black point value

The darkest tonal assessment in an image usually set by the black eyedropper in Levels and Curves.

Bleed



Allows printing off the edge of the paper. Paper may shift during printing and a bleed is helpful for avoiding thin gaps. Choose a unit value and type a number to state the width of the bleed in the output section of the Print Options dialog box. Choose File > Print with Preview, then select the Show More Options checkbox and then from the pop-up menu directly below it select Output. Then choose Bleed. Bleed can also be accessed through Page Setup in the File menu. See also Print with Preview.

Blend Clipped Layers as a Group

An option in the Advanced Blending section of the Layer Styles dialog box that when checked the bottom most layer in a clipping group will mix with the rest of the layers in the group when a blending mode is assigned to it. See also Clipping Groups.

Blend color

The color being applied during editing or painting to a base color, to achieve a blending mode effect (the result color). See also Blending Modes, Base color and Result color.

Blend If



An option in the Advanced Blending section of the Layer Styles dialog box that allows mixing colors together to a specific isolated color channel.

Blend Interior Effects as a Group

An option in the Advanced Blending section of the Layer Styles dialog box that when checked it will mix the effects with the layer first and then mix with the remaining parts of the image.

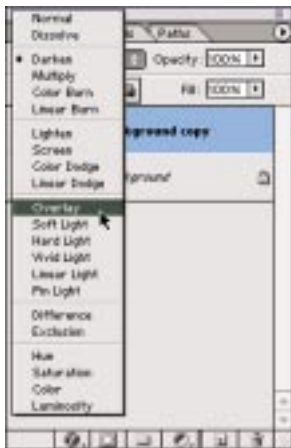
Blend layers

See Layer Styles.

Blending Modes

Menu specifications in the Layers palette and painting tools Option bar that control how pixels in a layer or set of layers are blended with underlying pixels in the image to create a range of special effects. Depending on the active operation or tool there are up 24 Blending modes. See Result Color

for understanding blending effects. **Normal:** This is the default mode. It edits or paints each pixel to make it the result color. **Dissolve:** Paints randomly scattered opaque and transparent pixels. **Behind:** Paints behind the pixels in a layer and works only in layers with Lock Transparency deselected. **Clear:** Makes pixels transparent when using any Shape tool when Create Fill Region is selected, also



when painting or editing using the paint bucket tool, the Fill command, and the Stroke command and works only in layers with Lock Transparency deselected. **Multiply:** Multiplies the base brightness color values with the blending color to achieve a darker tone. Similar in effect to combining two photographic slides together and looking at them through a light. **Screen:** Produces the opposite effect of the multiply mode that results in a light

tone. Similar in effect to projecting on a screen two photographic slides on top of each other. **Overlay:** Depending on the values of the base color will create an effect similar to the Multiply or Screen modes. **Soft Light:** Darkens or lightens the colors, depending on the blend color. Similar to Overlay mode but not as strong. Can give an effect of a diffused spotlight on the image. **Hard Light:** Darkens or lightens the colors, depending on the blend color. Similar to Overlay mode but stronger. Painting with pure black or white results in pure black or white. **Color Dodge:** Brightens the base color to reflect the blend color. Lighter colors give stronger effects. **Color Burn:** Darkens the base color to reflect the blend color. Darker colors give stronger effect while blending with white does not produce change. **Linear Burn:** Looks at the color information in each chan-

nel and darkens the base color to reflect the blend color by decreasing the brightness. Blending with white produces no change. **Darken:** Looks at the color information and selects the darkest color as the result color. Pixels lighter than the blend color are changed and pixels darker than the blend color don't change. **Linear Dodge:** Looks at the color information in each channel and brightens the base color to reflect the blend color by increasing the brightness. Blending with black produces no change. **Lighten:** Looks at the color information and selects the lightest color as the result color. Pixels darker than the blend color are changed and pixels lighter than the blend color don't change. **Pin Light:** Useful for adding special effect. It replaces colors contingent on the blend color. If the blend color (light source) is lighter than 50% gray, pixels darker than the blend color are replaced and pixels lighter than the blend color do not change. **Difference:** Finds the dissimilarity between the active layers brightness values and brightness values of layers below it. It then inverts the pixels. **Exclusion:** Creates an effect similar to the Difference mode but lower in contrast. Blending with black produces no change while blending with white inverts the base color values. **Vivid Light:** Burns or dodges the colors by increasing or decreasing the contrast, depending on the blend color. **Hue:** Uses the luminance and saturation of the base color and the hue of the blend color to produce a result color. **Saturation:** Uses the luminance and hue of the base color and the saturation of the blend color to create a result color. **Color:** Blends the hue and saturation of the active layer with the base luminosity of the layers behind it. This mode preserves gray levels in an image and is valuable for coloring monochrome images in a layer underneath. **Luminosity:** Creates an inverse effect the Color mode.

Blending Options

1. A section in the Layer Style dialog box that manages how a layer will interact with other layers through General Blending and Advanced Blending. See General Blending and Advanced Blending. **2.** A brush drop-down menu in the Options bar that controls how color applied by the brush influences the present colors in a small portion of an image.

Bloat Tool



A tool located in the Liquify command that pushes pixels outward while dragging or holding the mouse down with a brush.

Blur

A filter in the Blur filters menu that softens the edges of the image or selection. Choose Filter > Blur > Blur.

Blur filters

A command in the Filters menu for a soft, faded contrast effect on an image or selection. Offers a selection of blur commands:

Box Blur

A filter that obscures or smudges an image based on the average color value of neighboring pixels. Useful for creating special effects.

Lens Blur

A filter that obscures an image in some areas and remains in focus in other areas. It gives the effect of a narrower depth of field. A separate alpha channel depth map can also be used.

Lens Blur

A filter that uses a depth map to determine the position of pixels in an image and the starting point of a given smudge or blurred look. Alpha channels and layer masks can be used to create depth maps. In an alpha channel black areas

are treated like they're at the front of the photo. White areas are regarded as if it is in the distance.

Radial Blur

A filter that obscures or smudges as if zooming or rotating camera to produce the soft blur. Spin blurs along concentric circular lines. Zoom blurs radial lines, like zooming into or out of an image, Blur Center: Click inside the box to denote the origin of the blur.

Shape Blur

A filter that uses a specific custom shapes to create a blur. Choose a kernel from the list of presets, and use the radius slider to adjust its size. You can load different shape libraries by clicking the triangle and choosing from the list. Radius determines the size of the kernel; the larger the kernel, the greater the blur.

Smart Blur

A filter for precise blur control and production. Radius: controls the size of the area that is searched for pixels that are not alike. Threshold: determines how unlike pixels must be before they are affected.

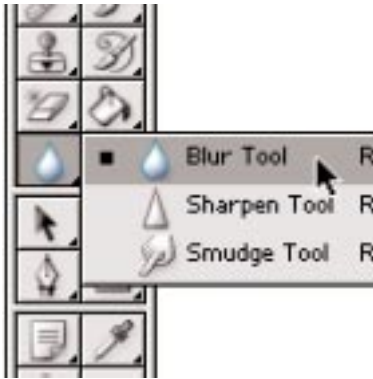
Surface Blur

A filter for creating special effects and removing noise or graininess. Radius: specifies the sampled size of the area for blurring. Threshold: directs the quantity of neighboring pixels tonal value that diverge from the center pixel value before the blur. See also Noise Reduction Filter.

Blur More

A filter in the Blur filters menu that is similar to the Blur Filter except that it softens 4 to 5 times more on the image or selection. Choose Filter > Blur > Blur.

Blur Tool



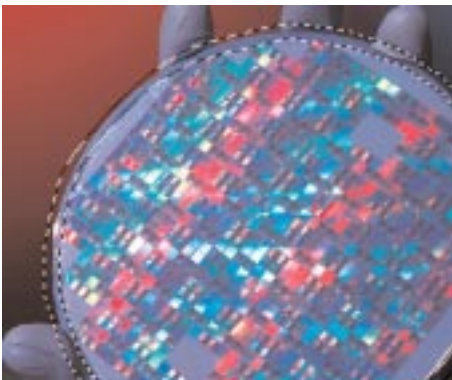
A tool that is used to soften the focus and diffuse contrast in neighboring pixels of an image.

Booleans operators



Implements located in the Options bar that help specify selections, paths and vector path shapes that are difficult or impossible to create. Uses a mathematical interaction of two or more simple objects that are considered a set that acts upon the other object. See also Add to Shape Area, Subtract from Shape Area, Intersect Shape Area and Exclude Shape Area.

Border



1. A Select submenu command that creates a new selection and frames the original selected area with a value set between 1 and 200 pixel width of the new selection. Select > Modify > Border. See also Modify. **2.** An output option in the Print Options dialog box that prints a black line around the image in a width specified. Choose File > Print Options, then select the Show More Options checkbox and then from the pop-up menu directly below it select Output. Then choose Border. Border can also be accessed through Page Setup in the File menu. See also Print Preview and Stroke.

Both Axis

See Scattering and Dual Brush.

Bottom Edges

1. Arranges in a line the bottom pixel on the linked layers to the bottom pixel on the active layer or the bottom edge of the selection border when Aligned Linked is chosen. **2.** Spaces the linked layers evenly starting from the bottom pixel on each layer when Distribute Linked is chosen.

Bounding box



1. A dotted frame that holds text or transformation functions. It can be adjusted by positioning the pointer over or near a handle to resize, rotate or alter the borders of the contents in similar ways as the Transform submenu. Shift-drag a corner to scale proportionally. It can also be accessed in the Move tool Options bar by checking the Show Bounding Box. **2.** An option in the Print Preview dialog box that adds a dotted frame around the image. Placing the cursor on one of the four corner handles or the line around it will adjust the printed size, unless Scale to Media is chosen. See also Print with Preview, Transform and Text Frame.

BPS

The rate of the modem transmission speed. Modem rates may be 28,000, 56,000, etc. BPS. Also known as Baud Rate.

Brightness

The measure or value of color as it relates to transmissive art such as paper and film transparencies or to a monitor screen. High values associated with light colors and low values are associated with dark colors are adjusted with Levels and Curves.

Brightness Jitter

A Brushes palette option to control how the color of paint changes with the flow of the brush. First select Color Dynamics on the left side of the palette and when clicked on it will reveal the display window of the current options.

Brightness Jitter: Specifies a percentage by which the intensity of the paint can vary in a stroke. See also Brushes palette and Brush Dynamics.

Brightness/Contrast



An Image submenu dialog box that has useful, yet restrictive controls in setting adequate color or tonal ranges for an image. Levels provide more control especially with the use of a gamma range setting. See also Adjustment Layer.

Bring Forward/Front

A Layer menu command that controls whether a layer or layer set appears in front of other layers. Choose Layer > Arrange > and the stacking command for the active layer. A black highlighted line appears when dragging the layer up in the Layers palette. Dragging a layer set into another layer set can't be done. See also Send Back/Backward and Background Layer.

Browse...

See File Browser.

Brush Dynamics

The Brushes palette in *Photoshop 7* provides many options for adding active or changing elements to preset brush tips. The options can vary the size, color, and opacity of brush marks over the course of a stroke. In both versions, the Pen controls are only available only when using a pressure-sensitive digitizing tablet such as the Wacom tablet. The *Photoshop 6* Brush palette contains opacity, size, fading and color settings that can be individually set to specifications that actively change over the course of a brush stroke. A drop-down menu located at the far right of the Options

bar that stores the controls to vary painting and editing strokes. Click and choose **Fade** for each option to set a paint fade-out rate. The **Steps** value is equal to one mark of the brush tip. A smaller value causes the stroke to fade quickly.

Brush Editor

See Brush options.

Brush Modes



Also referred to as Painting Modes or Blending Modes. A drop-down menu in the Brushes palette and Options bar that controls how color applied by a brush will influence the present colors in a small portion of an image. The result color is after the blend color is applied during painting to the base color in the image. Depending on the active tool there are up to 24 paintbrush modes. Press Shift-plus (+) or Shift-minus (-) to cycle through the effects of each mode. See also Blending Modes and Painting Modes.

Brush options

A *Photoshop 6* and earlier command that creates an original elliptical brush or makes changes to an existing brush. For a New Brush click the inverted arrow next to the brush sample to display the brush pop-up palette in the Options bar. Then choose New Brush from the pop-up menu at the upper right side. To view the brush palette in a descriptive scene with identifying text, select Small List from the menu. To change a brush, click a brush in the Brush Options bar. Then set the desired options and name for the brush and click the icon at the upper right of the dialog box to create a new brush preset. The new brush will be added at the end of the list of brushes. **Diameter:** The unit of measurement. **Hardness:** Defines the smoothness or blurriness of the

brush with 0% being the softer quality. **Spacing:** A control for gaps and breaks in the distance between brush marks. For most work 25% is used. **Angle:** Sets the slant of the elliptical brush. Can be used in conjunction with Roundness for calligraphic effects. **Roundness:** Sets the overall shape of the standard brush. For Photoshop 7 see Brushes Palette.

Brush Preset Picker



A pop up palette for the painting and editing tools. Located either in the Option bar (image) or Brushes palette it provides viewing, selecting, and loading custom brushes. For a New Brush click the inverted arrow to open the Brushes palette's submenu then choose New Brush. To view the brushes palette in a descriptive scene with identifying text, select Small List from the menu click a brush in the display window. See also Preset Manager.

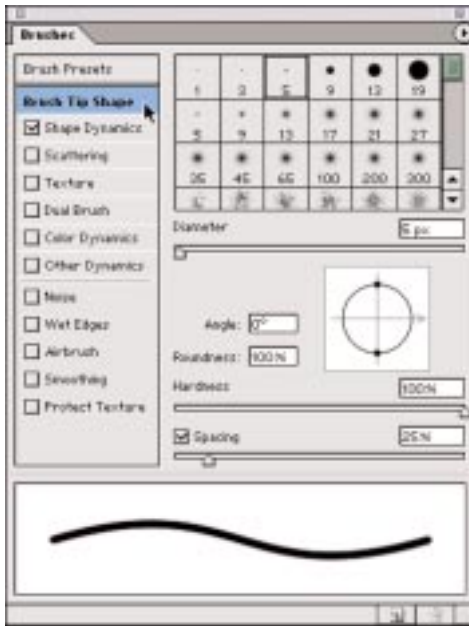
Brush shapes

The actual shape and size of the cursor tip when paint or editing tools are used. Choose Edit > Preferences > Display and Cursors and choose Brush Size to view the actual size and shape of a brush while painting. Pressing the Caps Lock key changes the brush appearance to a crosshair cursor.

Brush Strokes filters

Filters similar in function to the Artistic filters in that they define and blur similar colors to form solid colored areas. See Accented Edges, Angled Strokes, Crosshatch, Dark Strokes, Ink Outlines, Spatter, Sprayed Strokes and Sumi-e.

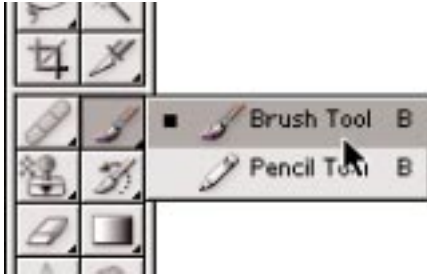
Brush Tip Shape



An option in the Brushes palette that when clicked on and active will reveal the display window of the current brushes. To set the **Brush Tip Shape** options, first select **Brush Tip Shape** on the left side of the palette. Then select the brush tip to customize and then set the desired options to create a new brush preset. The new brush will then

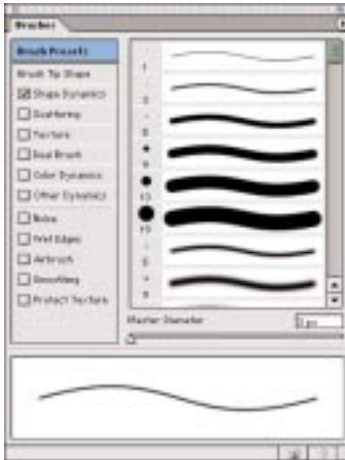
be added at the end of the list of brushes. **Diameter:** The unit of measurement. **Hardness:** Defines the smoothness or blurriness of the brush with 0% being the softer quality. **Spacing:** A control for gaps and breaks in the distance between brush marks. For most work 25% is used. **Angle:** Sets the slant of the elliptical brush. Can be used in conjunction with Roundness for calligraphic effects. **Roundness:** Sets the overall shape of the standard brush. See also Brushes palette.

Brush Tool



An instrument in the Toolbox that applies softened areas of paint that blends with the background. Works like the Pencil tool and uses the foreground color.

Brushes palette



A rectangular window that holds an array of assorted cursor sizes for painting tools, erasing tools, toning tools and focus tools. Choose preset brushes and design custom brushes through this palette. To display the Brushes palette choose Window > Brushes or click the palette button on the right side of the Options bar for the painting tools. Select an item name on the left side of

the palette and the options for the item will appear on the right side of the palette. It is important to click the name instead of the check box for the option to be selected and appear. Clicking the checkbox allows toggling the option on or off. When using the Brushes palette the resulting stroke is determined by many options and characteristics. See also these Brushes palette options: Brush Tip Shape, Shape Dynamics, Scattering, Texture, Dual Brush, Color Dynamics, Other Dynamics, Noise, Wet Edges, Airbrush,

Smoothing and Protect Texture. The **Clear Brush Controls** command can easily release all brush options for a tool. Choose Clear Brush Controls from the Brushes palette menu.

Bubble-jet

A thermal ink jet process originally made by Canon.

Buffer

A temporary memory storage area for information in a computer. Digital cameras use the process to allow other images to be made during processing.

Bug

A computer term referring to a programming error that causes a program to behave erratic or unexpectedly and possibly crash the computer. A small piece of computer code called a patch, will fix the bug.

Bump Map

Textures from grayscale files to produce special effects in the Lighting Effects Texture Channel option window.

Burn

A computer term for recording a file unto a CD.

Burn Tool



One of three toning tools. Darkens a specific area of an image by dragging across it. Based on traditional photographer's exposure technique for increasing the exposure to darken or shade areas on a print.

Burning-in

A term for adding exposure to an image area in order to enhance density and balance tonal information.

Burnt-out

A term referring to a loss of detail in the highlight portions of an image area.

Button mode



Displays Action commands as buttons in place of list mode. Choose Button Mode from the Actions palette pop-up menu.

Byte

To represent images a computer combines electronic signals into larger 8-bit groups called bytes. A Kilobyte (also referred to as KB) is 1,024 bytes combined. Each signal is one bit. 1,024 K is a megabyte (MB). See also Bit.

Byte order

Instructs Photoshop in the Raw Document dialog box whether the image comes from a Mac or a PC. See also Raw Document.

C

Cache

A small amount of memory (RAM) that is used to store frequently accessed data, such as certain functions, thumbnails and file information to make loading times quicker when returning to a previously viewed folder. It is also a scheme that helps speed high-resolution image redraws on the monitor screen.

Calculations



An Image menu command that uses one or more source images and then blends two individual channels while applying the results to a new image, channel or selection in the active image.

Calibration

The adjustment of a display or output device to match a consistent standard over time. A term used in color management systems. See also CMS and Kelvin.