Photoshop CS3 Restoration And Retouching Bible

ISBN - 978-0470223673

Part I: Digital Image Fundamentals
- Chapter 1 – Adjusting Image Brightness & Contrast
- Chapter 2 – Working with Color
- Chapter 3 – Understanding RAW and High-Bit Files
- Chapter 4 – Working with Layers
- Chapter 5 – Getting Organized

Part II: Photoshop Tools & Techniques
- Chapter 6 – Using Photoshop's Main Retouching Tools
- Chapter 7 – Working with Selections
- Chapter 8 – Creating Flexibility with Layer Masks

Part III: Restoration – Rescuing Damaged Photos
- Chapter 9 – Starting with the Scan
- Chapter 10 – Solving Typical Repair Problems
- Chapter 11 – Finishing Touches
- Chapter 12 – Hands-on Restoration Project: The Complete Workflow

Part IV: Retouching – Taking Images to the Next Level
- Chapter 13 – Learning Strategies for Success
- Chapter 14 – Solving Special Portrait Retouching Problems
- Chapter 15 – Hands-on Portrait Retouching Project
- Chapter 16 – Hands-on Architectural Retouching Project

Part I: Digital Image Fundamentals

Chapter 1: Adjusting Brightness & Contrast

In this Chapter:
Understanding histograms
Adjusting brightness and contrast with Levels
Adjusting brightness and contrast with Curves
Balancing dynamic range with the Shadow/Highlight command
Summary

Chapter 2: Working with Color

In this Chapter:
Calibrating your monitor
Understanding color theory
Comparing color spaces
Choosing a color Working Space in Photoshop CS3
Understanding Color Channels in Photoshop CS3
Evaluating color with the Info palette and the Color Sampler tool
Adjusting Color
- Removing a color cast with Levels
- Using the Variations command
- Using the Color Balance command
- Using the Hue / Saturation command

Summary

Chapter 3: Understanding RAW and High-Bit Files

What is Raw?
- Disadvantages of shooting Raw
- The mechanics of a Raw file

Converting Raw files in Photoshop CS3
Working with 16-bit files
- Creating 16-bit files with Adobe Camera Raw
- Creating 16-bit files with a scanner

Using Adobe Camera Raw to edit 16-bit scans
Summary

Chapter 4: Working with Layers

In This Chapter:
What are Layers?
Using Adjustment Layers
Working with the Layers palette
Understanding the Background layer
Managing layers
- Moving layers

Creating a new layer by copying
Merging and Flattening layers
Layer opacity and blending
Summary

Chapter 5: Getting Organized
Understanding file formats
PSD
TIFF
JPG
Creating an organizational system
Considering the workflow
Three kinds of files
Building the system
Managing your organizational system with Adobe Bridge CS3
Overview
Creating custom workspaces
Naming, labeling, and sorting
Applying and using metadata
Using keywords
Using metadata for searches
Backing-up and archiving
Hard drives
CD/DVD
Summary

Part II: Photoshop Tools & Techniques
Chapter 6: Using Photoshop's Main Retouching Tools
Working with brushes
Changing Brush settings with the Tool Options Bar
The Brushes palette
Working with a graphics tablet
Using the Clone Stamp
Undoing with the History Brush
Cloning from one image to another
Using the new Clone Source palette in Photoshop CS3
Working with tool Blending Modes
Using the Healing Brush
Busting dust with the Spot Healing brush
Using the Patch tool
Fixing red eye
Retouching with Layers
Sampling multiple layers

Ignoring adjustment layers
Body sculpting with the Liquify command
Summary

Chapter 7: Working with Selections
What is a Selection?
Using Photoshop CS3's main selection tools
The Marquee tools
The Lasso tools -
The Magic Wand tool
The new Quick Selection tool
Strategies for selection success
Fine-tuning selections
Feathering a selections edge transition
Refine Edge
Saving and loading selections
Cutting and pasting with selections
Combining selections with filters
Using Smart Filters in Photoshop CS3
Understanding Smart Objects
Working with Smart Filters
Summary

Chapter 8: Creating Flexibility with Layer Masks
Understanding layer masks
Creating layer masks
Using masks with selections
Comparing Reveal All and Hide All masks
Using masks with adjustment layers
Combining selections, adjustment layers, and masks
Applying a gradient to a mask
Summary

Part III: Restoration - Rescuing Damaged Photos
Chapter 9: Starting with the Scan
Considering Copyright
Scanning prints & film
Scanner hardware
Scanner software
Using your scanner
Demystifying resolution

It's all simple math
Resizing and resampling
Using the correct image interpolation method
Understanding how resolution relates to scanning
Scanning Large Prints
Using the Crop and Straighten Photos command
Adjusting Geometry with the Transform command
Summary

Chapter 10: Solving Typical Repair Problems
Assessing the damage
Working with faded photos
Fixing faded colors with a single click
Basic spotting and texture control
Repairing physical damage
Rips, tears, and folds
Dealing with stains
Extreme damage control- replacing missing information
Summary

Chapter 11: Finishing Touches
Working with black & white
Grayscale Mode
The Channel Mixer
Photoshop CS3's new Black & White command
Applying sepia tones
Using the Hue/Saturation command
Using the Black & White command for sepia toning
Adding color to a black & white
Final cropping and sizing
Using the Crop tool
Working with the Canvas Size command
Summary

Chapter 12: Hands-on Restoration Project: The Complete Workflow
Evaluating the project
Putting the pieces together
Spotting
Repairing damage
Adjusting tones locally with burning and dodging
What is burning and dodging?
Burning and dodging without the Burn and Dodge tools
Finishing touches
Toning

Background replacement
Cropping and sizing
Sharpening scanned images
Inkjet printing with the new CS3 Print command
Understanding the settings
Getting ready to print
Summary

Part IV: Retouching - Taking Your Images to the Next Level

Chapter 13: Using Strategies for Success - 9 pages

In this Chapter:
What is Retouching?
Adding value with retouching
Comparing Soft-edge retouching and Hard-edge retouching
The retouching workflow
Planning ahead
The Three-Phase workflow
Knowing when to stop
Strategies for retouching multiple images
Summary

Chapter 14: Solving Special Portrait Retouching Problems

Swapping heads
Replacing missing eyes
Closed eyes: replacing missing eyes with donor eyes
Glass-glares: rebuilding without a donors
Removing braces
Fixing wrinkled clothing
Smoothing skin
Using the Surface Blur filter to smooth skin
Smoothing skin with a plug-in
Summary

Chapter 15: Hands-on Portrait Retouching Project

Evaluating the project
Phase-one workflow: adjusting fundamentals
Phase-two workflow: fixing distractions
Softening blemishes and wrinkles
Enhancing eyes
Enhancing teeth
Taming stray hair

Smoothing skin
Phase-three workflow: finishing the image
Cropping and sizing
Creative burning and dodging
Professional sharpening strategies
Using Smart Sharpen
Summary

Chapter 16: Hands-on Architectural Retouching Project
Evaluating the project
Phase-one workflow: adjusting fundamentals
Using Curves to adjust midtone contrast
Using Guides for critical alignment
Correcting perspective with the Transform command
Phase-two workflow: removing distractions
Retouching hard-edges with the Clone Stamp
Retouching with Layer via Copy and Transform
Retouching with Vanishing Point
Phase-three workflow: finishing the image
Final burning and dodging
Using resampling to increase image size
Sharpening with Unsharp Mask
Summary