

## SELECTIONS

It is possible to adjust or alter specific parts of a photograph. This is analogous to burning & dodging in the Darkroom, but you have even more control. The term 'Mask' is often used to define a selection, because a selection will literally mask or portions of the photo that will or will not be affected by an adjustment.

### MAKING ADJUSTMENTS

Any adjustment you apply while a selection is active will only affect the areas of the photo that are inside the selection. This can be a simple curve to adjust local contrast, or it can be the application of different gradient maps for selective toning.

### MAKING the INITIAL SELECTION

The easiest tools to use are the Lasso and Polygonal Lasso for areas with curved or straight edges and Magic Wand for areas of similar tonality.

#### Lasso [L]

The Lasso tool allows a free-form selection of any part of the photo. Click on the starting point and hold the mouse down as you drag a line around any area.



#### Polygonal Lasso [L]

The Polygonal Lasso tool allows the drawing of free-form shapes around any part of the photo using straight-line segments, not unlike the Path tool. Click on a starting spot, move the cursor to another location and click again to draw a line between the two points. Then move the cursor to another location and the line will be extended.



You can also click and drag to get a smoother curve.

To close the selection, move the cursor close to the starting point. A small circle will appear next to the cursor indicating that another click will close the shape.

#### Magic Wand [W]

The Magic Wand tool allows the selection of pixels that have a similar tonality.

Click on a spot in a photo and all pixels that are similar will also be selected. It works best if the **ANTI-ALIAS** button and **CONTIGUOUS** buttons are selected. This means a smoother selection will be created of pixels that touch each other. A non-contiguous selection would select any pixel in the entire photo that is of a similar tonality. The **TOLERANCE** control determines how close the tonality the pixels have to be. This is the most powerful factor of the tool.



### Other commands

#### Add to Selection

Hold down the [SHFT] key as you draw other shapes.

#### Subtract from Selection

Hold down the [OPT] key as you draw other shapes.

#### Inverse Selection

**SELECT > INVERSE** [CMD] [SHFT] I

#### Hide selection

**VIEW > EXTRAS** [CMD] H

#### Delete Selection

**SELECT > DESELECT** [CMD] D

## SELECTIONS, cont'd.

### ADJUSTING and ALTERING WITHIN the SELECTION

Selections can then be altered and fine tuned with other tools such as the Refine Edges and Quick Mask.

#### Refine Edges

This tool presents a number of ways to alter the quality of the edge of the selection.

SELECT> REFINED EDGE... [CMD] [OPT] R

#### Quick Mask

The ultimate tool for selections is Quick Mask that allows you to literally paint a mask with different size and hardness brushes.

make a selection with any of the tools above

enter QUICK MASK mode [Q]

select a PAINT BRUSH [B]

set the size of the brush

set the hardness/ softness of the edge of the brush

select a color, preferably black or white

paint with black to add to the mask, paint with white to erase the mask

hit [D] to select the default foreground/ background colors

hit [X] to exchange the foreground/ background colors

painting with various shades of grey produced selection areas

that have various levels of transparency

### SAVE & LOAD SELECTIONS

Once the selection is just where you want it, save the selection. It will be saved as part of the file and can be loaded at a later time. It is also easy to make an inverse selection and adjust the other part of the photo in a different manner.

#### Save Selection

SELECT> SAVE SELECTION...

#### LOAD SELECTION

SELECT> LOAD SELECTION...

### VISUALING and EDITING MASKS (SELECTIONS)

#### Channels

To see the masks created by the selections open the CHANNELS palette. Another industry-standard term for masks is 'alpha channels' which is an old video term. There will be the usual separate R, G, and B color channels, followed by any channels representing selections that you have created and named. The active selection will also create a temporary channel but that will disappear when the selection is disabled.

note: It is also possible to paint right onto the Channel itself, just as explained for Quick Mask mode. Just remember that painting with black adds to the mask, painting with white erases the mask, and painting with shades of grey renders semi-transparent mask areas. The problem is that you can no longer see the actual photograph while doing this.