

Adobe Photoshop Beginner's Guide

Introduction

In this guide, you will learn some basics of Adobe Photoshop, including opening a file, understanding file size and resolution, working with layers, using essential tools, experimenting with filters, and saving your work. Photoshop is a raster-based software, meaning it works with pixels, unlike vector-based programs like Illustrator.

Step 1: Opening a New File

1. Open **Adobe Photoshop**.
 2. Click **File > New** or press **Ctrl + N** (Windows) / **Cmd + N** (Mac).
 3. Set the **resolution** to **300 DPI** for high resolution digital projects.
 4. Choose **RGB Color Mode** for game design tasks.
 5. Click **Create**.
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Step 2: Navigating the Workspace

Zooming In and Out

- **Mouse Users:** Use **Ctrl + Scroll Wheel** (Windows) / **Cmd + Scroll Wheel** (Mac).
- **Trackpad Users:** Pinch to zoom in and out.

Understanding Layers

- Layers allow for non-destructive editing.
 - View the **Layers Panel** (Window > Layers).
 - To create a new layer, click **New Layer (+ icon)** in the Layers Panel.
 - **Organizing Layers:** Click and drag layers to reorder them.
 - **Hiding Layers:** Click the **eye icon** next to a layer.
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Step 3: Creating and Editing Shapes

Using the Brush Tool

1. Select the **Brush Tool (B)**.

2. Change the brush color by clicking the **Foreground Color** in the toolbar.
3. Adjust the brush size using the bracket [] keys.

Basic Selection Tools

- **Rectangular Marquee Tool (M)**: Selects rectangular areas.
- **Lasso Tool (L)**: Allows freeform selections.
- **Magic Wand Tool (W)**: Selects areas of similar color.

Filling and Deleting Selections

1. Make a selection using any selection tool.
 2. To fill with color, go to **Edit > Fill** choose a fill color.
 3. To delete the selected area, press **Delete** on your keyboard.
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Step 4: Experimenting with Adjustments

1. Open a full color photograph from your computer (**File > Open**). You can grab any image from the internet.
 2. Go to **Image > Adjustments > Levels (Ctrl + L / Cmd + L)** and experiment with contrast.
 3. Try **Image > Adjustments > Hue/Saturation (Ctrl + U / Cmd + U)** to change colors.
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Step 5: Playing with Filters

1. Select a layer or image.
 2. Duplicate the image layer so you don't lose your original image.
 3. With the new layer selected, go to **Filter > Filter Gallery**.
 4. Experiment with filters.
 5. Click **OK** when satisfied.
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Step 6: Saving Your Work

Saving for Future Editing

1. Go to **File > Save As**.
2. Choose **Photoshop (.PSD)** to preserve layers and edit later.

Exporting Your Work

- **JPG** - Best for web and compressed images.
 - **PNG** - Best for images with transparency.
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Conclusion

You have learned some basics of Photoshop! These tools will help you create and edit images for game design. Keep practicing, and have fun exploring Photoshop's features.

To take your skills further, try creating custom objects or characters for a GameMaker game using the guide titled **Sprite Design Guide with Adobe Photoshop** on the game club website under **Resources > Guides**.