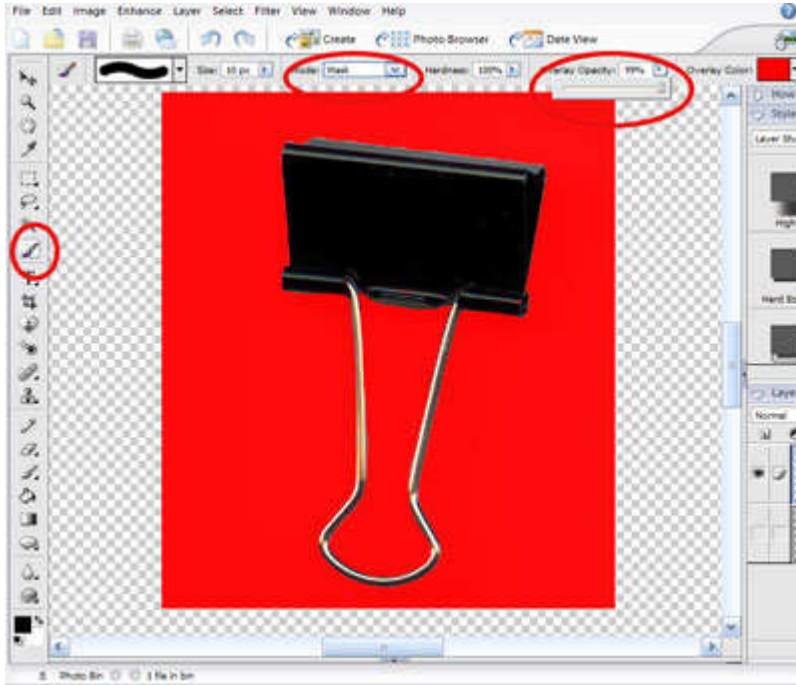


Advanced Selections Tutorial

By Hummie

Exploring and understanding additional benefits of the selection tools are essential for utilizing the tools to their full potential. Review the four selection tools and their sub-tools in my first tutorial for selection tools.



Under the Selection Brush tool is a very handy option called a “mask mode.”

When the mask mode is applied, the part of the selection that is not selected is covered with an overlay. In my example, the red area is the masked area.

The color of the overlay mask may be changed to adapt to the item being selected. For instance, a red overlay mask would not be useful over a red

flower, but rather a contrasting color would work better.

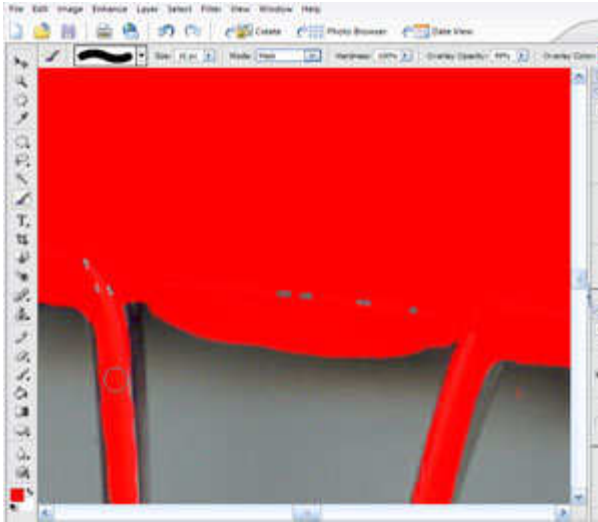
In addition, the opacity of the overlay mask may be adjusted as needed. A lower opacity is useful in order to see both the selected and unselected parts of the item. A higher opacity is useful in detecting stray pixels.

Generally, a hard brush (100%) is best to use when making selections. The slider for hardness changes the hardness of the brush and has no association with the overlay mask.

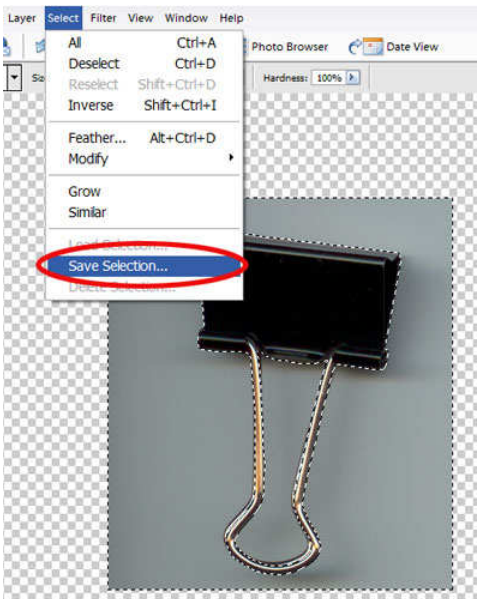


It is helpful to invert the selection (shift/control/I). In my example, after inverting the selection, the area outside of the clip is now selected, making the clip red.

When using the brush to clean up the selection, hold down the alt key when moving from one area to the adverse. Once the selection is inverted, the opposite will need to be applied while dragging the brush.

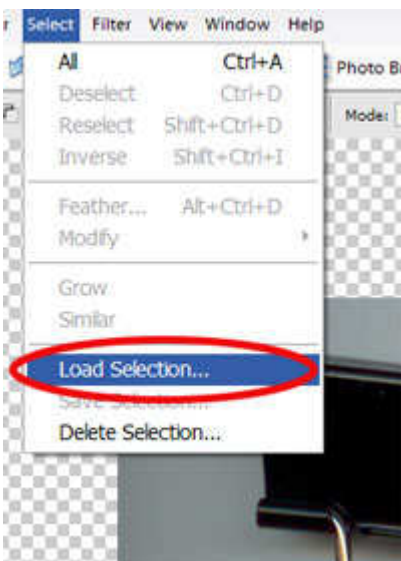


Zoom in (control +) see stray pixels to fix jaggies and messies. View the entire selection carefully.

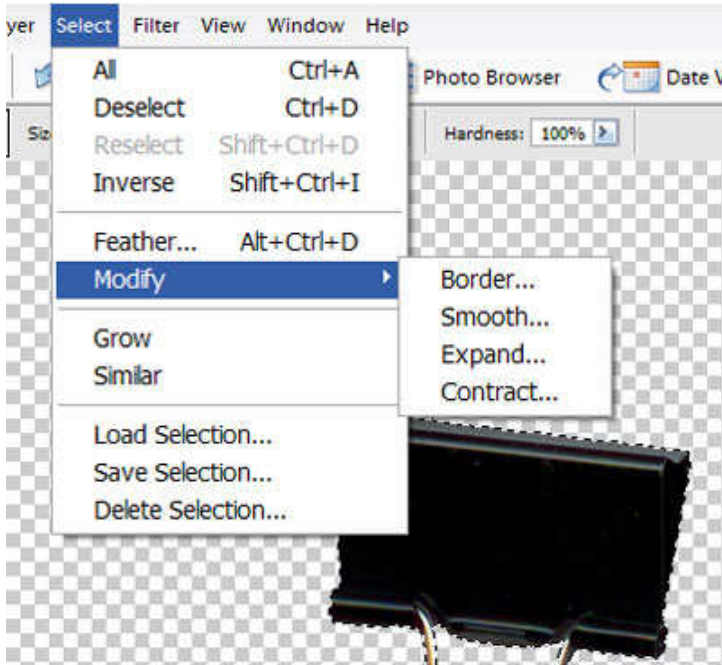


In working with tedious selections, the fear of losing the selection is valid (just as when drafting a document during a power outage).

To save the selection to preserve your work in stages or for future use, go to the Select drop down menu and choose "Save Selection." In the pop up box, name the selection and click okay.



To use the selection again, go to the Select drop down menu and choose "Load Selection."



Under the Select drop down menu are options to adjust the selection.

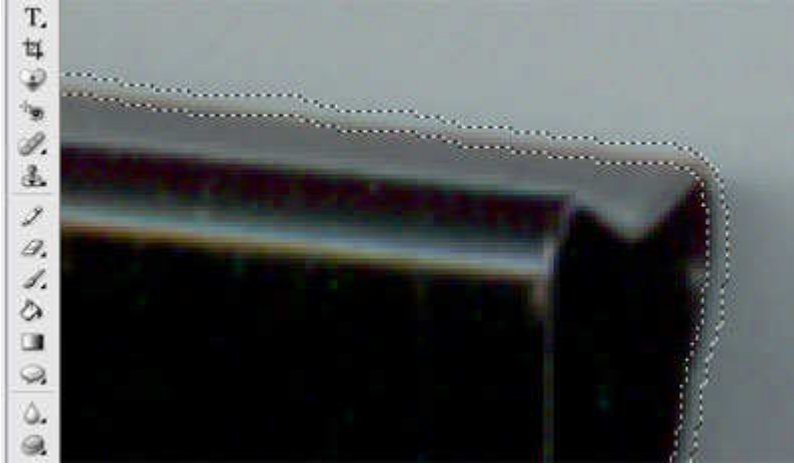
See the Feather/Vignette/Blending tutorial for information on Feathering a selection.

There is only one option to make a selection smaller (contract), but two options to make a selection larger (expand and grow).

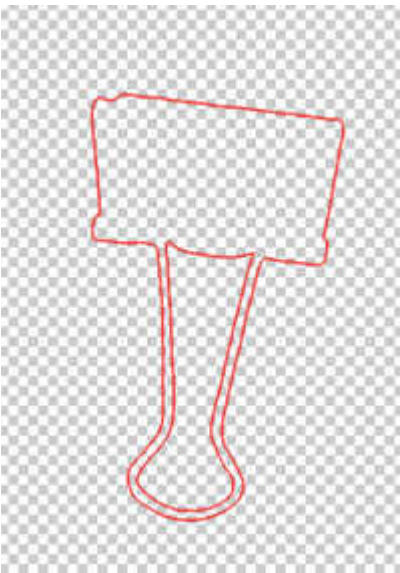
“Grow” will look for contiguous pixels and add them to the selection, changing the shape.

“Expand” (and “contract”) will increase the selection by exact pixels, keeping the shape.

Smooth works similarly to “Grow” in that it looks for contiguous pixels, except a popup box allows you to specify how far the program will search for matching pixels to include. In addition, these two differ in that “Grow” only expands to include more pixels, whereas “Smooth” also eliminates pixels that are not similar to other pixels in the surrounding area.



“Border” changes the selection to be a border around the item, creating a second line the specified amount of pixels from the first. The specified amount is chosen by you in the popup box.



This opens up a whole new world of possibilities. The example to the right is a border selection filled in red.