How to

ADD NEW OBJECTS TO A PHOTO.

In this issue we cover the basic steps needed to place an object from one photo into another image. By taking advantage of Photoshop 3.0's new support for layers, we will be able to make adjustments to the new object even after we have placed it.

Keep in mind that this technique will only help you place an object *into* your photo. You may need to finesse your placed object to make it look as if it belongs in its new surrounding.

In the example below we have already removed several unwanted objects from our destination photo using the techniques covered in Issue #014, "How to Remove Objects from a Photo."
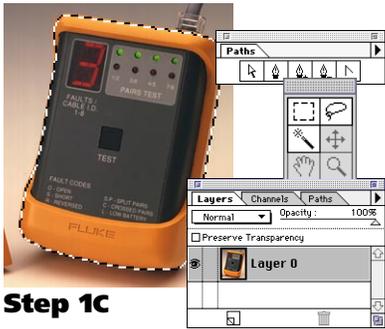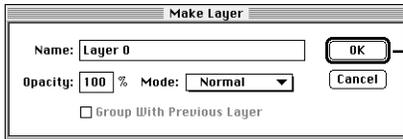
Step 1A-B

Step 1C

Step 1D

Step 1

Prepare the new objects.

New objects should be sized and isolated from their background before they are placed into the final image.

A: Resize the object to fit the final photo.

Choose Image Size from the Image menu to change the size of your object. Use the approximate size and resolution for the *destination* image.

Note: You can check the destination image's resolution by opening it in Photoshop and checking the Image Size dialog box.

Tip: Keep your object slightly larger than you plan to use it. You can make minor adjustments after it is placed into the final photo.

B: Name the Background layer.

Double-click on the Background layer in the Layers palette. Click OK in the Make Layer dialog box. This is necessary because the "Background" layer does not support transparent backgrounds.

Note: Skip this step if the layer is not named "Background."

Note: If the Layers palette is not visible, you can choose Palettes ➢ Show Layers from the Window menu.

C: Create a selection outline for the object.

Use Photoshop's selection tools to outline the object. There are four main tools you can use when selecting objects. *(Shown at left)*

D: Delete the background.

Choose Inverse from the Select menu to select the object's background. Press the Delete key on your keyboard to delete the background. The transparent background should be indicated by a checkered pattern.

Note: You can change the way Photoshop displays transparency by choosing Preferences ➢ Transparency from the File menu.

Step 2

Step 2a

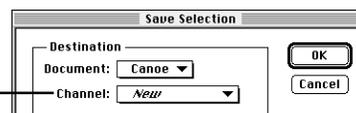### Create a selection window in the destination photo.

It may be necessary to remove objects from your destination photo first. Refer to Photoshop Techniques #014, "How to remove objects from photos," for several approaches.

A: Create a selection window in the photo.

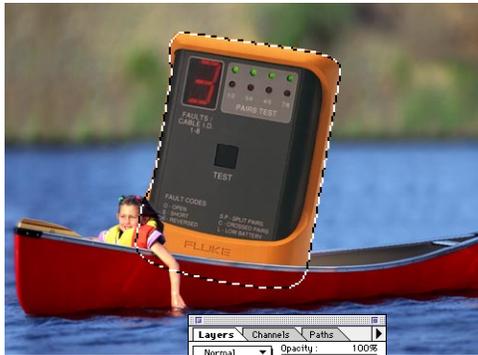Use Photoshop's selection tools to create a window that the object will be pasted into.

B: Choose Save Selection from the Select menu.

This will save the selection window to a channel for future use. Your document should show in the Save Selection dialog box; choose New from the Channel menu.
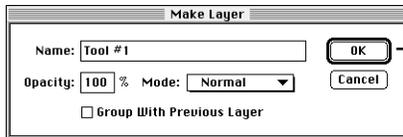
Step 3

Step 3

Paste the new object into the selection window.

This is the step that combines the images from our two photos.

A: Copy the new object to memory.
Open the object you prepared in Step 1. Choose All from the Select menu; then choose Copy from the Edit menu.

B: Load the selection window in the destination photo.
If you have just completed Step 2, the selection window should still be active. If you need to reactivate the selection from Step 2B, choose Load Selection from the Select menu.

C: Choose Paste into from the Edit menu.
The copied object will appear trimmed within the selection window. After pasting the copied object, a temporary layer called "Floating Selection" should appear in the Layers palette.
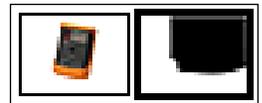
D: Double-click on "Floating Selection" in Layers palette.
The "Make Layer" dialog box should come up.

E: Name the new layer.
Name the layer as appropriate. In this case, we've named the example to the left "Tool #1."
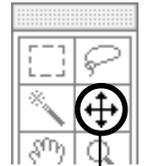
Note: A new icon should appear to the right of the standard layer thumbnail. This is a Layer Mask created from the selection window you pasted inside. This is important for Step 5.

Step 4

Step 4

Move, resize and rotate the object as needed.

You can make fine adjustments to the placed object. With Photoshop 3.0's new layers feature, we can make these changes at any time, even after working on other elements.

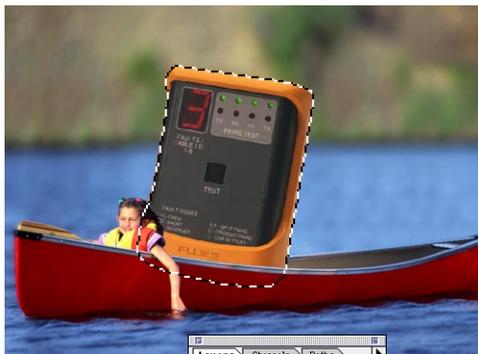**To move: Click and drag with the Move tool.**
The Move tool is located in the top left of the tools palette.

To rotate: Choose Image ➢ Rotation ➢ Free Rotation.
You can rotate images by dragging on the corners and dragging. Click inside the shape to apply the rotation; click outside to cancel the rotation.

To resize: Choose Image ➢ Effects ➢ Scale.
Note: Hold down Shift to keep your object proportional.

Step 5A

Step 5B

Step 5

Use the Layer Mask to create a smooth transition.

In Step 3E, you should have seen a new Layer Mask icon appear next in the Layers Palette. This mask controls which part of your object is visible or hidden. In the example to the left we used this mask to clean up the edges the girl's hair.

A: Click on the object layer's mask.
Nothing visible will change on your image, but the Layer Mask should have a thicker black line around it. Any painting or editing you do now will change your mask, not your image.

B: Use a paintbrush to clean up the object's edges.
Select a painting tool Paint carefully around the object's edges to create a natural blend into your original image.

To extend the object's edge: Paint with black.

To erase the object's edge: Paint with white.

Note: *Using the Layer Mask automatically resets your foreground and background colors to black and white.*

Tip: *Press the "X" key on your keyboard to switch the foreground and background color.*

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