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| **Photoshop Tools and Features User Log** | | | |
| The purpose of this log is for you to record what tools and features you used in the creation of your digital graphics. You should try to use as many as possible and you must record how, why and when you used them. You do not need to record repeated actions but each single new action should be recorded. An example of this would be setting up a new Photoshop file/image which would cover the ranges; “Image Settings” (all) and part of “Menus” (some of). You only need to do this once. Remember that where the “e.g.” appears in a range, as many of the items should be covered as possible but not all of them; your tutor will guide you here. Where possible you should also provide a screen dump to illustrate the action (see sample image below). | | | |
| **Tools and features** | ✓ | **How, why and when used.** | **Screen dump** |
| **Menus:** | ✓ |  |  |
| Open; |  | I used the open all the time throughout my project as I could open my files. I used this at the start of each lesson. I also used this when I needed to edit something quickly. |  |
| save; |  | I used this feature nearly every 10 minutes as If my computer crashed I had a backup. If I went wrong and I couldn’t undo it I would exit and then I can open it back to the last save when it was all good. I mainly used the shortcut Ctrl+S |  |
| import; |  | I used the import tool a few times throughout, I used it to import images. I used it the most when creating the logo as I need the Xbox controller. |  |
| export; |  | I haven’t used the export a lot as I am trying to save the space on my hard drive. I did use the “save for web (legacy)” this was to make my animated gif. |  |
| edit; |  | I used the edit tool a lot as I could fix any problems that I ran into. This was also helpful as I could add a stroke to something, this made it all look good. This feature was good as it was easily accessible. |  |
| view; |  | I didn’t use the view tool a lot as I didn’t need it, but I did use it once or twice when I wanted to zoom in on anything small or when I needed to zoom out on something big. This mainly stayed on 100% |  |
| help |  | I didn’t use the help section as I already knew a lot about Photoshop. But if I did need some help I asked the teacher, if I needed any tutorials I could go on YouTube. |  |
| **Image settings:** | ✓ |  |  |
| size; |  | I didn’t use the image setting size as I made the size of the canvas big at 1080X720. From this I could then after creating it I then used the crop tool to change the size to make it smaller |  |
| Resolution; |  | I used the resolution setting a lot as I wanted to get it to the highest quality image for the end. The images where set to 72 PPI in the settings at the start. |
| width; |  | At the start the width would have been 1080, but as time went on I cropped them down to the correct size. |
| height; |  | As with the width I had started off with the height set to 720 but as time went on it changed to whatever it was cropped to. |
| colour mode; |  | The colour was set to RGB at 8 bit. This was already set at the start, if I could do it again I would go for CMYK as it has more colours available. |
| background; |  | The background was set to transparent this meant that the graphics had no background and could fit in with the website well. |
| transparency; |  | The whole of the project had a transparent background on, this meant that when I produced it at the end I will make it a PNG so it keeps the transparent asset. |
| aspect ratio, |  | The aspect ratio was set to a square pixels, this was set by default, I didn’t change it as it looked too complicated. |
| file name |  | The file name was set to whatever I had it as on my storyboard, it wasn’t set at the start. But it was changed later on when saving it. |
| **Drawing tools:** | ✓ |  |  |
| tool options; |  | The tool options where used constantly as I needed them to change the different tools. |  |
| brush; |  | I used the brush tool all the time throughout, this would mean that I can draw them. I used the brush tool options when you right click, this means that I can change the options, like the brush size. |  |
| pencil; |  | The pencil tool was going to be used as a template for making my images but I didn’t use it as it is hard to control and needs a lot of patience. Also you could only see it once it was on at least 5 pt. |  |
| duplicate; |  | I used the duplicate tool in making my offer gif, this helped me out so much as it saved time when creating new layers. |  |
| clone; |  | I never used the clone stamp tool in this project. I have used it before, this can mean that you have may be able to copy different things and then transfer them. |  |
| fill; |  | I used the fill tools a lot, this could mean that I can fill in some areas it needs some colours to make it colourful. |  |
| text; |  | The text tool was used a bit in this project, I was able to add different effects to the words, such as bevel and emboss, I also added a stroke as it added a good outline. |  |
| line; |  | I added a lot of lines in my project, as I used it as a template. I did this when I needed to create something I drew lines on a separate layer from this I was able to figure out what I needed to do, after creating things I deleted the lines. |  |
| stroke; |  | I added a lot of stroke to my project, I used this as it added a cool border. I set it all at 3pt as this was perfect enough. |  |
| shape; |  | I did use the shape tool a bit in this project. This was the rectangle in the ‘home’, ‘shop’ and ‘contact’ section on the nav bar. Even these had some effects on it. |  |
| zoom; |  | I didn’t use the zoom tool, but I do know how to use it. I made the images big anyway so I didn’t need to zoom in. I would do if the images where smaller. |  |
| guides and rulers; |  | I did use some of my own ruler this was accurate as I measured it out. I then was able to measure out he correct size. |  |
| Grid; |  | The grids are constantly on this was good as I could see what I was doing. And I could alter things if needed. |  |
| Snap; |  | I didn’t use the snap tool as it wasn’t relevant to my work, but I will try and use it next lesson. This means that I can try and add a new tool to my experience. |  |
| **Paletts**, e.g. colour, gradients, layers, object, brushes, history, actions, size, resolution; |  | I used pallets a lot throughout as I was changing the colours, I played around with the colour gradients this was quite easy to use. I then with the layers grouped them together at the end so that it wasn’t a mess. I used the history tool a lot if I needed to go back more than one step at a time. I then used the resolution button at the start and end to make sure that I had the best quality image. |  |
| **Layers**, e.g. copying, saving, arranging; flattening; colour selection, |  | The layer section was great and helpful, this meant that I could add new layers and delete any layers I don’t like. At the end of my project I flattened them, this meant that it was space effective. After this I saved it as it had been flattened so that it still remembered that it had been flattened. |  |
| **Colour selection**, e.g. foreground, background, colour swatch, eyedropper |  | The colour selection was in the top right. I used this constantly. On some demos I changed the colour to CMYK so I had a few more options of colours. I used the eyedropper to select a certain colour and its shade. I then could change the colours from one colour to another quickly. |  |
| **Editing tools:** | ✓ |  |  |
| **Selection,** e.g. marquee, lasso, magic wand, magnetic lasso, deselect; |  | The selection tools where used once when I was when adding the Xbox controller to the logo. I used the lasso tool, I then went around the outline and took an image. |  |
| **Transform**, e.g. scale, rotate, skew, flip; cut; copy; paste; crop; trim; erase; undo; fill |  | I used the transform tool constantly this was so I could alter the layout of it. If needed to. I didn’t know it was called transform, as I manly used the shortcut Ctrl+ T. I can use this tool to flip the controller. |  |
| **Advanced tools:** | ✓ |  |  |
| **Effects**, e.g. layer effects, filters, channels; image adjustments, |  | I added a lot of effects to my work, such as bevel an emboss which makes it add a cool cartoon effect to it. I also added the stroke which adds a border to the outline. Then sometimes I added a brightness filter, this made it look brighter if it was dark. |  |
| **Image adjustments,** e.g. brightness and contrast, hue and saturation, colour balance, gradients, transparency, invert; masks; |  | Sometimes I added a brightness filter, this made it look brighter if it was dark. I did this to my logo, after it looked fine. I also made my images transparent this means I can put it on my website and there won’t be a white box around it. I didn’t use any other image adjustments but I will try to look back at this and add some in my next project. |  |
| **Paths,** e.g. vector paths, converting text to paths; image slicing. |  | The paths where not used in this project, but I will try it next time. I can look back at what I need to and try to incorporate it in my next project. |  |