# Adobe Photoshop CC & Illustrator

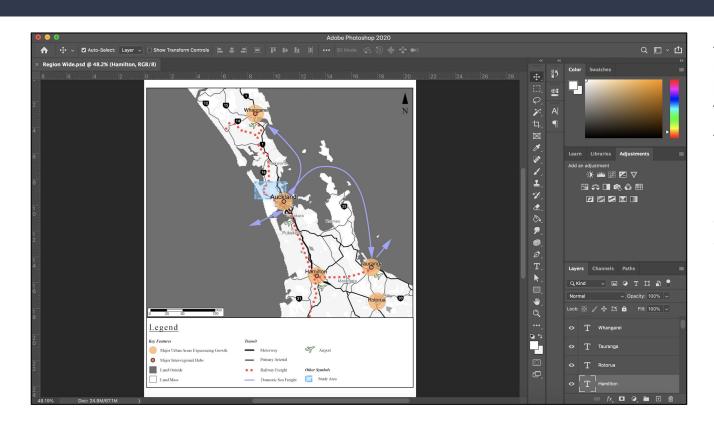
Tutorial on basic setup, key tools and exporting files.







# What is Photoshop?

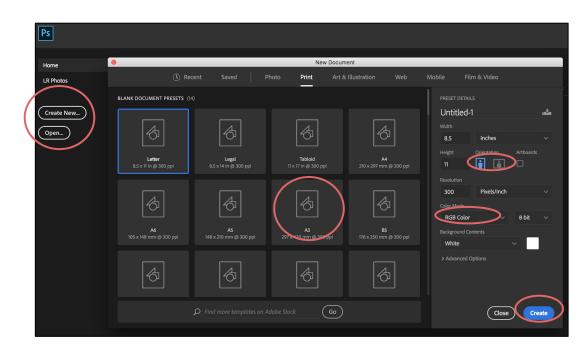


Adobe Photoshop is your primary image editing, digital painting and graphic design tool for Urban Planning and Architecture.

It works well with Adobe Illustrator by allowing further adjustments of more accurate and high quality graphics.



## Page Setup

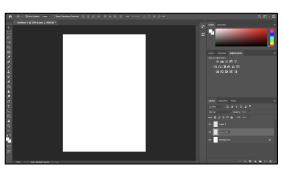


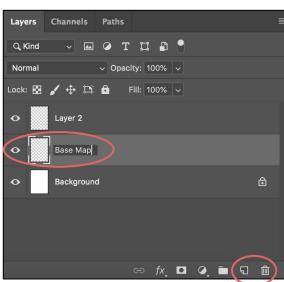
- 1. Click Create New (or open for an existing file on a USB)
- 2. Select Print
- **3.** Choose Page size (typically A3 for UrbPlan Studio)
- 4. Title
- 5. Choose orientation
- **6. Ensure colour mode is RGB** (best for printing our work)
- 7. Select Background (white is easiest)
- 8. Click Create





## Sorting Layers

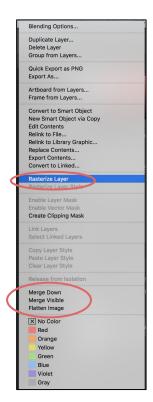


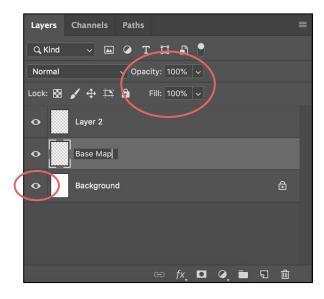


- **1. See the layers tab** (in bottom right of the page)
- Add layers using the button second from the right at the bottom (next to the rubbish bin)
- Select Layers by clicking on the tab (the chosen layer will be the one you work on)
- 4. Change the layer name by double clicking on the text of the layer (very important in order to keep track and maintain original work)
- 5. Delete layer by selecting it, then clicking the bin (a warning will come to double check)



# Layer Adjustments



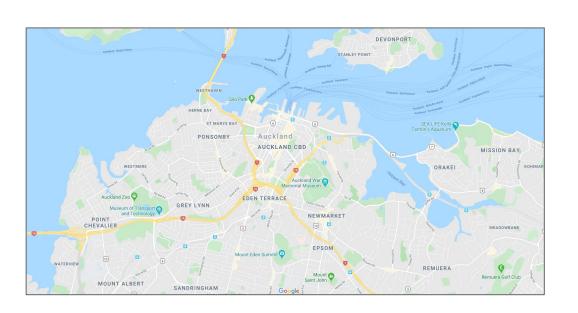


- To see more layer options, right click on the layer
- To edit an image/object that you have dropped in, you need to 'Rasterize Layer'
- 'Merge Layers' tool is key for bringing elements together and when you export
- 2. To change the layer opacity/ fill
  - Select the chosen layer
  - Change opacity and/ or the fill in the top bar of the layers section (as seen)
- 3. Visibility of layers
- If there are layers you want to hide/ or that are hidden you can select the eye on the left of the chosen layer tab





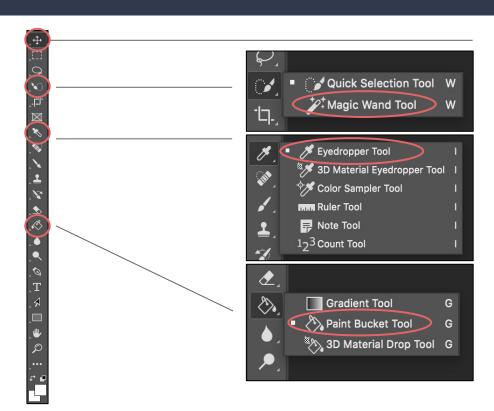
### Student Task



- Go on Google Maps and screenshot an image using 'Snipping Tool' or F4 on Mac
- Use 'Snipping Tool' on Windows or F4 on Mac
- Similar to image (see left)
- 2. Drop into Photoshop on a separate layer
- 3. Label the layer
- 4. Ensure it is rasterized to make it editable



# **Key Tools**

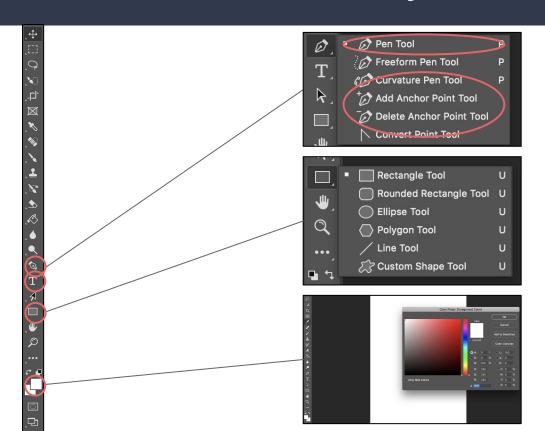


- Selection Tool (used to move objects and to deselect)
- Be careful that this tool can change the layer you're working on
- **2. Magic wand tool** (selects all material within a parameter, such as lines)
  - Great for fast selection to change multiple items
  - Lasso tool also used for this
- **3. Eyedropper Tool** (Selects existing colours on the page)
  - Great for colour consistency, especially if you change a section of a map
- **4. Paint Bucket Tool** (Fills an area with a specified colour)





### Key Tools



- To draw lines use the Pen Tool
- Note: Not as accurate as illustrator
- Can add anchors to create curves by holding and stretching it out
- **2. Text Tool** (Key for map titles etc.)
- **3. Shape tools** (Can be very useful for mapping e.g making rectangles)
- 4. Color Changer
  - Double click on the colour rectangles to pick your colour
  - This can be preset, or you can choose...
  - Also if you've been given set colours to use such as for 'Land Based Classification Standards' (LBCS) for Land Use Maps, you can enter them





### Extra Tools

#### **UPTOWN NORTH DEV**

BRINGING THE PAST

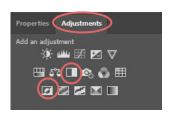
#### VISION STATEMENT

Fundamental to this master plan for Uptown North, Auckland, New Zealand, is Bringing the past into the future. It is embodied in this design in several ways, as will be demonstrated through development towards the final design his title places emphasis on the celebration of Uptown's unique history and character. It then combines this with vital features for resilience into the future, including high, density development with sustainable features such as large open spaces to retain and entance the neighborhood's cultural

Inspiration for this site originates from Auckland developments such as Wynyard Quarter and the Britomart Precinct. They have an emphasis on creating higher density whose nevironments, while not compromising on public open space. Instead, there is an emphasis on creating a range of different connected spaces. These spaces attract a range of people, therefore ellowing them to thrive as an attraction. Uptown will see a return to its past as a vibrant commercial town context.









#### 1. Adjustments

- Can colour change to Black & White (middle third from left)
- Or Invert colours (bottom left).

#### 2. Blending/Smudging

- May have to click and hold over blur tool
- Then choose a brush and the size required for desired aesthetic

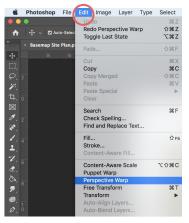
#### 3. Adjusted Shape

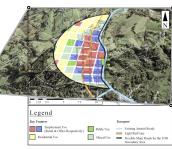
 Triangle with added anchor point (Key for personalised mapping)



### Extra Tools Continued

### UPTOWN NORTH DEV BRINGING THE PAST VISION STATEMENT Fundamental to this master plan for Uptown North, Auckland, New Zealand, is 'Bringing the past into the future.' It is embodied in this design in several ways, as will be demonstrated through development towards the final design. This title places emphasis on the celebration of Uptown's unique history and character. It then combines this with vital features for resilience into the future, including high-density development with sustainable features such as large open spaces to retain and enhance the neighborhood's cultural Inspiration for this site originates from Auckland developments such as Wynyard Quarter and the Britomart Precinct. They have an emphasis on creating higher density urban environments, while not compromising on public open space. Instead, there is an emphasis on creating a range of different connected spaces. These spaces attract a range of people, therefore allowing them to thrive as an FINAL DESIGN



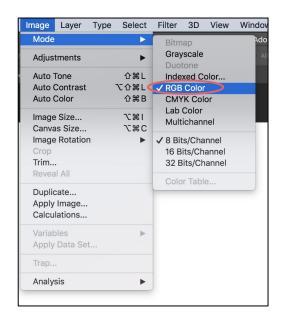


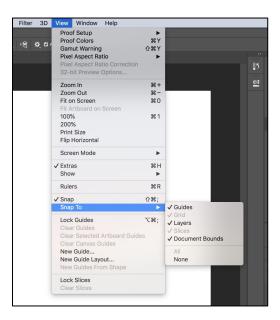
#### 1. Perspective Warp

- Select a rasterized image
- Go edit- Perspective Warp
- A user guide will appear that outlines the following:
- Define area of image you wish to adjust
- Press enter
- Drag corners of area to desired perspective



### Notes





#### 1. Image Import Issues

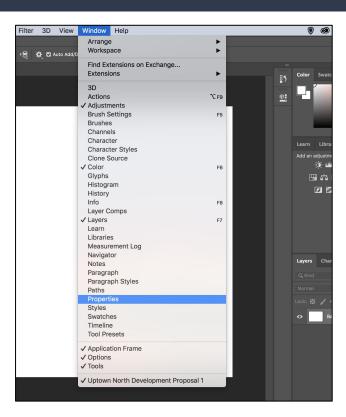
 If an image shows on the page in the wrong colour check that you have the 'Mode' set to 'RGB Colour'

- 2. 'View' (Provides a range of options to improve ease of use)
- 'Snap' tools align your work
- 'Grid' tools help your layout
- 'Ruler' will help you get an idea of scale





### Notes



#### 1. Window

- Use if you accidentally close a tab... such as 'layers' and 'properties'

#### 2. To exit out of selection modes

- Click the selection tool and then click anywhere

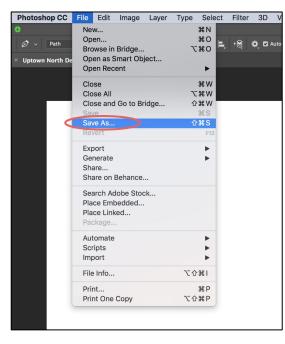
#### 3. To undo

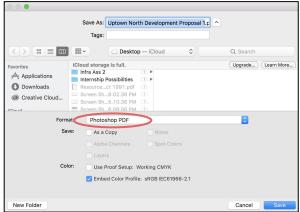
- Use 'ctrl Z' for once, 'shift, ctrl Z' for more





### How to Export





- 'Save' or 'Save As' (to ensure keep your original photoshop file in case you need it in the future)
- Assign a clear location (easiest in it's own folder, which is separate from your original files)
- 3. Set type of file to 'Photoshop PDF'
- 4. Save
- 5. To Print, use the PDF version





### **Export Tips**

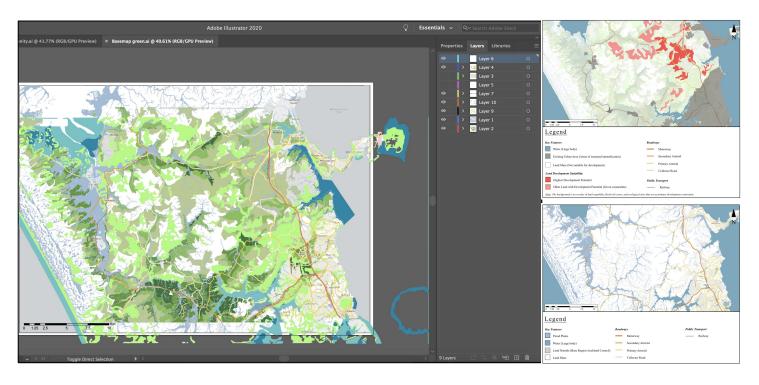
- 1. Before saving as a PDF, 'merge' the layers of your file to cut down the time it takes to save and load the file as a PDF (ensure you undo this action on your psd after saving as a PDF, or save a copy of your layered file to ensure you can edit again later if needed.
- 2. After merging the layers to create PDF versions of each Photoshop file, compile them to print all the multiple files together. You can do this using Adobe Acrobat.
- You can also re-order the files in Acrobat and adjust or add page numbers
- 3. Check the print settings thoroughly
  - This includes going into 'properties' or 'setup' to ensure it comes out correctly



# Any Questions...?



### What is Illustrator?

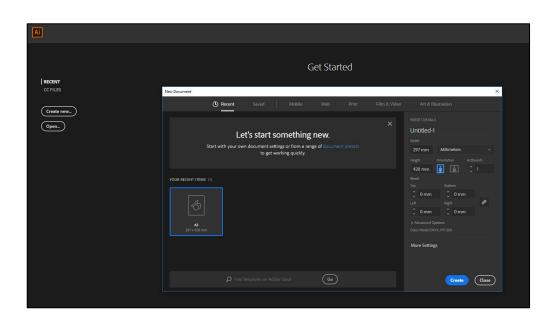


Adobe Illustrator allows the creation of industry-level vector graphics, key for many different tasks.

These maps were produced by adjusting and creating layers in Illustrator and making colour adjustments in Photoshop.



### Page Setup



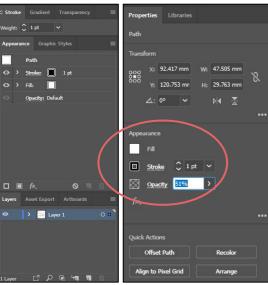
- Click Create New (or open for an existing file on a USB)
- 2. Select Print
- 3. Choose Page size
- 4. Title
- 5. Choose orientation
- **6. Ensure colour mode is RGB** (best for printing our work)
- **7. Select Background** (white tends to be easiest to work with)
- 8. Click Create





# Layers/Properties



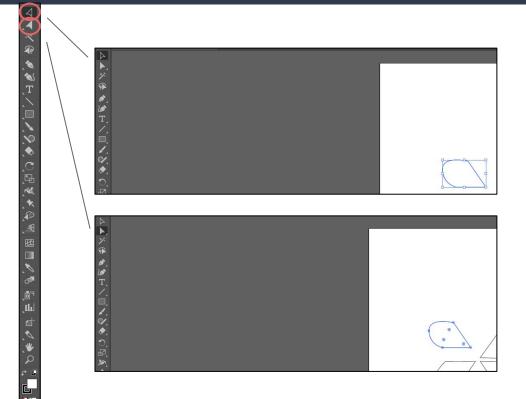


- 1. Add layers using the button second from the right at the bottom (next to the rubbish bin)
- 2. Select Layers by clicking on the tab (the chosen layer will be the one you work on)
- 3. Change the layer name by double clicking on the text of the layer
- 4. Delete layer by selecting it, then clicking the bin
- 5. NOTE: See 'Appearance' or 'Properties'
  - To adjust 'Stroke' (line width) and the 'Fill' (colour), as well as its 'Opacity' (how visible it is)





## Key Tools



#### 1. Selection Tool

- Key to moving or changing the size of a whole illustration
- O- To increase the scale evenly, hold down 'shift' and drag one of the corners using this tool

#### 2. Direct Selection Tool

- Allows you to change lines using the anchor points
- Can also change curves, typically by double clicking and dragging the tabs
- This is key for making work accurate





## Key Tools



#### To draw lines use the 'Pen Tool'

 This is vital for making and or tracing maps accurately and neatly (as the quality is greater than photoshop for this kind of work)

#### 2. 'Add Anchor Point Tool'

 Use this tool to help make the lines more accurate or create better curves

#### 3. 'Delete Anchor Point Tool'

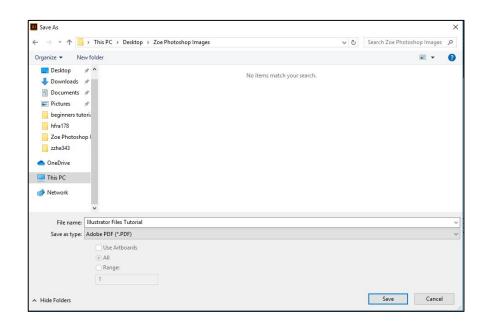
 Removes points in a line, e.g removing points in a curve will help return it to a straight line







### How to Export



- 'Save' or 'Save As' (to ensure keep your original photoshop file in case you need it in the future)
- 2. Assign a location
- 3. Set type of file to 'Adobe PDF'
- 4. Save
- To Print, merge PDF files and order them using Adobe Acrobat to print everything at once
  OR
- 6. To export to Photoshop
- Save as a PDF (as above), then you can drag and drop this file into Photoshop.
- The scale should remain correct but I tend to print and check with a ruler after this process

# Any Questions...?



# Thanks for listening.

For further queries or tutorials feel free to visit the Digital Research Hub (DRH) on level 4 in the School of Architecture and Planning-Room 421-423.





