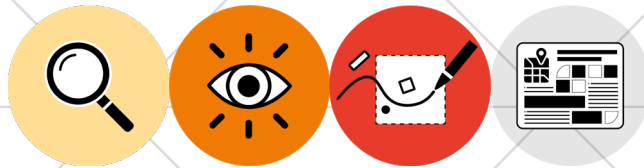




Graphic Skills Lab

Handout series

Adobe Photoshop



URBAN
GRAPHICS
SKILLS

Graphic Skills Lab

The Bartlett School of Planning, UCL

Coordinators

Valentina Giordano

Dimitrios Panayotopoulos-Tsiros

Development assistant

Irene Manzini Ceinar

Advisors

Dr Juliana Martins, Director of Education, Bartlett School of Planning

Dr Jess Ferm, Director for Undergraduate Programmes

Dr Ben Clifford, Director for Postgraduate Programmes

Dr Pablo Sendra, Programme Director for MSc Urban Design and City Planning

Dr Michael Short, Programme Director for MPlan City Planning

Prof Matthew Carmona, Professor of Planning and Urban Design

BUPS – Bartlett Urban Planning Society (Established in 2012, the Bartlett Urban Planning Society (BUPS) is a student-run organisation, subsumed under the Bartlett School of Planning (BSP). BUPS represents, reinforces and protects the interests of planning students while inspiring the community-at-large of our role in the Built Environment.)

CONTENTS

1. Introduction	4
2. Adding texture/objects to your map	4
3. Overlay a texture to your file	5
4. Scale an item	6
5. Duplicate an item	6
6. Combining layers	6
7. Adjust transparency	6
8. Adjust the colour	7
9. Remove the background	7
10. Export and combine your file	7

1. Introduction



Adobe Photoshop is a raster graphics editor and design programme used in urban design and planning to (i) create and modify raster graphics, such as collages, photos, and any pixel-based work; (ii) Add textures, effects etc. to maps/diagrams created using Illustrator, SketchUp etc.

The key skills of Adobe Photoshop (PS) are:

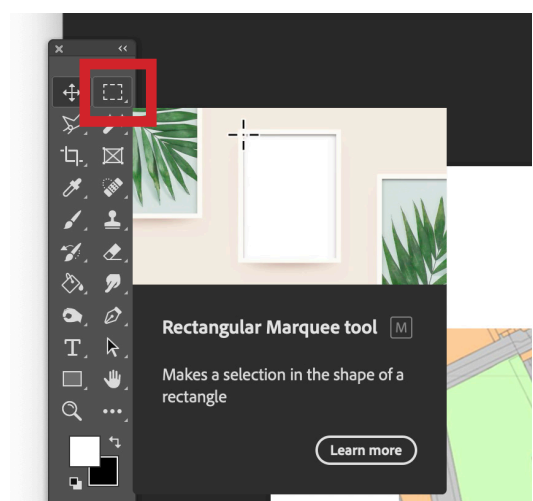
- Selection tools
- Using layers / Blending /Opacity /Masks
- Importing images and other external sources
- Brushes
- Linking back-and-forth between Ps - Ai - Id

The next steps will add various features to your map such as trees and grass using The steps can also be followed to create a photoshop collage.

First, to open a file with Photoshop, you can or drag and drop the file on the Photoshop (PS) icon, or right click on the file and open in PS

2. Adding textures and objects to your map

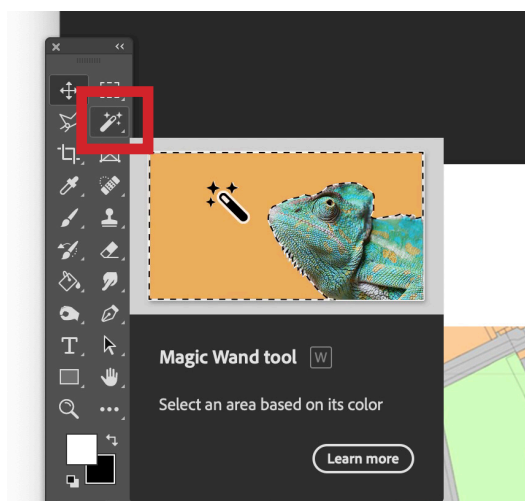
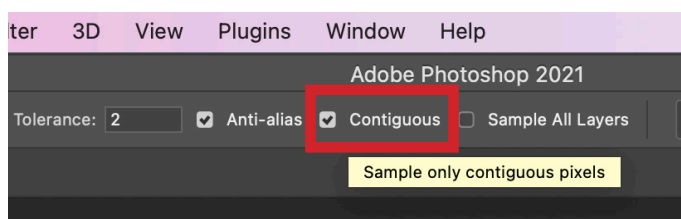
1. Find textures that you want to use online and save the images to a folder or to your desktop.
 - You will most likely want to use “png” files to add to your map. As stated earlier, the background will be transparent instead of white.
 - For example to find grass: type “grass texture” into Google images. Ensure that the files you find are high quality. In the Google Images search, ensure that you go to Tools > File size > Large
 - For trees you can use PNG files so that the background is removed. Search “tree png”. Ensure file size is Large
2. Open these new images in Photoshop and copy them into the map file. To copy: Select the **Rectangular Marquee Tool** on the left sidebar. Drag the rectangle over your image to select. Go to edit > copy (or command “c”)
3. Along the top bar, select your map file. To paste the image into this file, go to edit > paste (or command “v”)
 - Each new object that is in the Photoshop file will be a new layer. This is different than Illustrator, where you can have multiple objects on the same layer.



3. Overlay a texture to part of your map

This is if you want to **overlay a texture** to a certain area of the map, such as adding grass to the green layer.

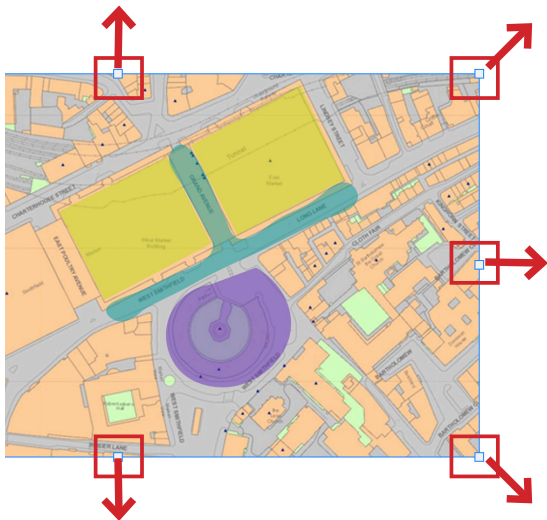
1. You will first select the area that you want to add the grass to.
 - A. To do this, select the appropriate layer that the green is on in the layers panel.
 - B. Next select the **Magic wand tool** from the left sidebar (4th option down). This tool enables you to select all of one color at a time.
 - C. At the top bar, make sure that **"Contiguous"** is checked. This will ensure that all of the green is selected at once, so you don't have to select each green patch individually.
 - D. Then click the green on your map.
2. Now click on the new layer that your grass texture is on. The selected area will still appear on this layer.
3. Select the **Inverse** to get rid of the excess texture. Click Select > Inverse (shortcut command "i")
4. Hit **Delete** on your keyboard. Now your new texture should appear where the green on the map was previously.
5. To deselect the area go to Select > **deselect** (shortcut command "d")p file will be a new layer. This is different than Illustrator, where you can have multiple objects on the same layer.



4. Scale your item

You can transform each layer individually, for example you can have many trees that are different sizes.

1. Ensure that the correct layer is selected from the layers panel before you transform.
2. To change the size of your object, click on the object, go to Edit > **Transform** > Scale (shortcut command "t"). Then drag the corners to the appropriate scale. Hold **shift** to lock the proportions of the item you are transforming.
 - There are other ways transform the image, such as warp or perspective. These work similarly, just drag the corners of the item and you will notice the transformation.



5. Duplicate your item

1. Select the name of the object on the layers panel.
2. Select the object using the **rectangular marquee tool** on the left
3. Copy the object: edit > copy (shortcut command "c")

4. Paste the object: edit > paste (shortcut command "v")
5. Move the object to the new location
6. Alternatively, you can duplicate a layer by right clicking on the layer name in the layer panel, and select **Duplicate layer**

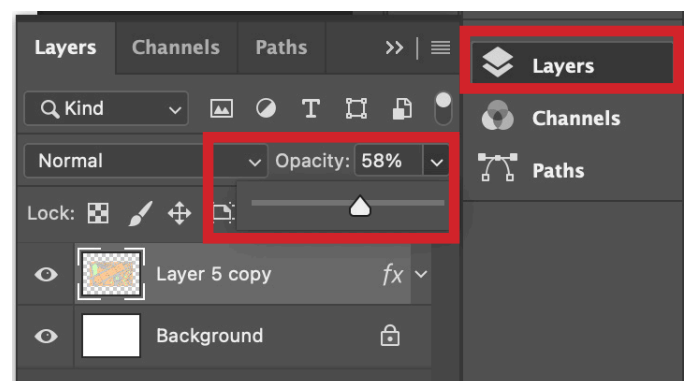
6. Combining layers

If you find there are too many layers to keep track of, you can combine them into one layer. For example, you can put all your trees on one layer.

1. On the layers panel, select the layers that you want to combine holding the **shift** key.
2. Once they are all selected, right click (or control click) and select **Merge Layers**.
3. Double click on the name to rename the layer.

7. Adjust transparency

1. Select the appropriate layer
2. In the layers panel at the top right, click opacity and drag the slide bar



8. Adjust the colour of a layer

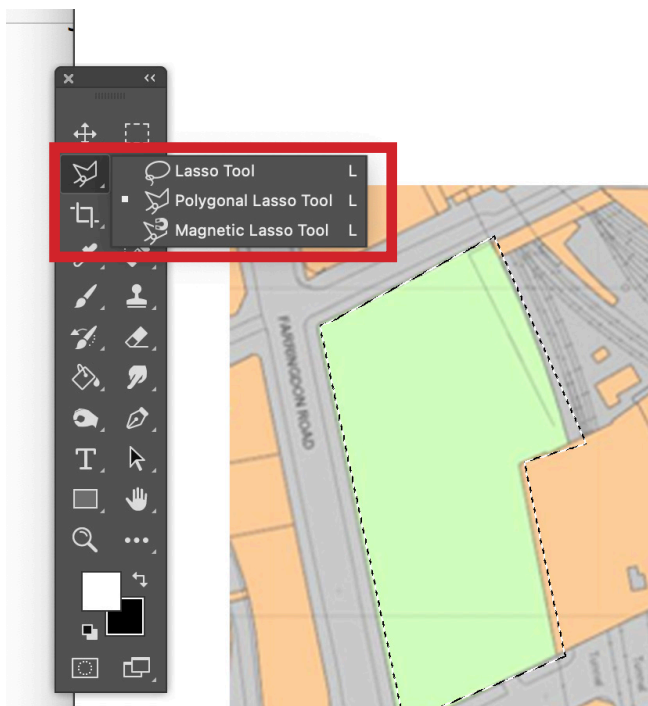
There are many ways to adjust the colour of a layer. For example you can saturate or desaturate the layer, you can add a colour filter, or you can adjust the brightness. These can all be found under **adjustments**.

1. Click Image > Adjustments > select appropriate adjustment

9. Removing the background of an image

This is if you have an image, but you only want a portion of it for your graphic. For example, if you find a person that you want in your collage, but you need to remove the surroundings in the photo.

1. Save the image that you want to use and open it in Photoshop.
2. On the left, hold down the third button, Lasso Tool, and select the **"magnetic lasso"** tool from the dropdown menu. This tool will cling to changes in colour in the photo.



3. Click where you want the outline of the person to begin, and drag the mouse around the whole person.
 - If you make a mistake as you are going around, hit "Delete" and it will back up to a previous point without having to start over.
 - You can add or subtract from the selection holding "shift" to add, or "option" to remove as you make another selection

10. Export and combine with Illustrator

It is typically easiest to keep the layers combined in Illustrator because of its editability. These steps will show you how to export the layers you need and open them back up into your Illustrator map file.

1. First, turn off all of the layers that are duplicated in the Illustrator file. This is most likely everything except the grass and trees. To do this, find the layers panel, and unclick the eye to the left of the name of the layer.
2. Save your file.
3. Open your Illustrator map. Create a new layer with the appropriate name. To place your new layer, go to File > place > select the new file. When the file is placed, ensure that it is scaled to the rest of the drawing.
4. If you need to make changes to the Photoshop layer, simply make the changes in Photoshop and save. The Illustrator layer will automatically update with the changes. If it doesn't by chance, go to Window > Links, select the appropriate link, and then click "update link."



**THE BARTLETT
SCHOOL OF PLANNING**