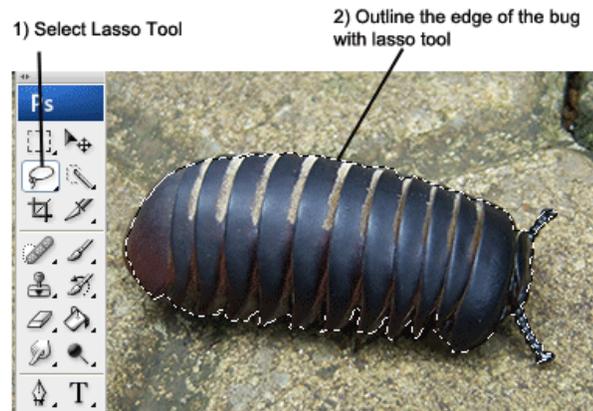
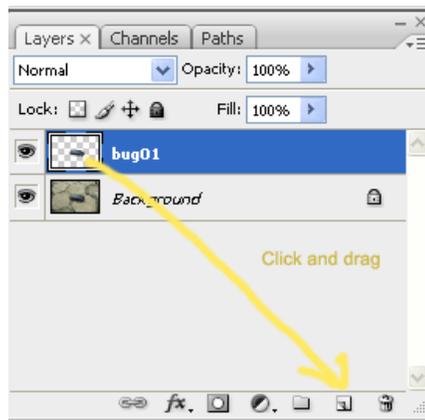


This tutorial will show you how to use layer to isolate portion of image into separate layer, **lock layer**, edit layer, **adjustment layer**, **masking layer**, **link layer** and then **free transform** it into different dimension and position.

**01** **Using Lasso Tool** -First download [photoshop tutorial image 01.gif](#) and then open in **photoshop**. File Menu->Open... then browse to where you saved the gif file. Then use the lasso tool  to roughly outline the shape of the bug in the image, no need to be pixel accurate since this is just a introduction tutorial.



AdChoices 



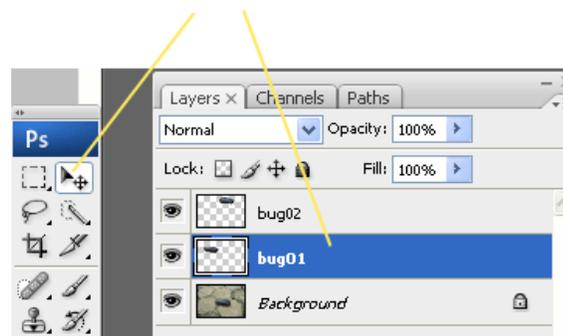
**02** **Create New Layer and Duplicate Layer** - Now with the **lasso tool** still active, **right-click** on the selected portion of the image and select layer via Copy. This will copy the bug and paste into new layer, **rename** the new layer by double click on the layer name and enter 'bug01'. We will need another bug layer, instead of repeating the procedure above, you can **duplicate** the bug01 layer by click-and-drag the bug01 layer onto 'Create a new layer' button. Rename the duplicated layer to 'bug02'.

**03** **Move Photoshop Layer** Move both bug01 and bug02 layers further back in the image as shown on the right. You can move the layer by first selecting the layer you want to move, and then select the **Move Tool** (You can **press V** to quickly select this tool). When you got the layer and Move Tool selected, just **click-and-drag** anyway on the canvas to move the bug on the selected layer.

Move the bug01 and bug02 layers further to the back as shown below



Select Move Tool and the layer you want to move



**04** **Masking Adjustment Layer** Now we want to edit just the selected portion of the image, **Ctrl+Click** on the bug01 layer Thumbnail. Photoshop will auto lasso the shape of the image in that layer. Now you are free to edit part of the image without worrying accidentally affecting other part of the

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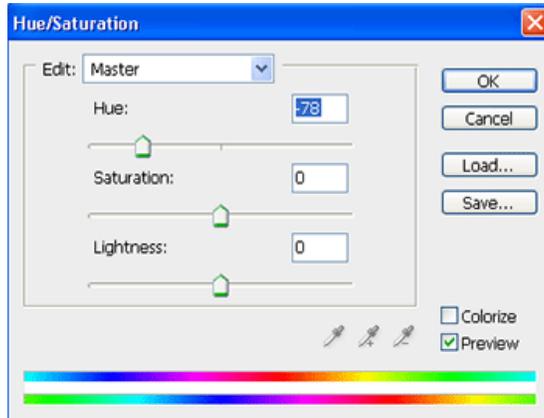
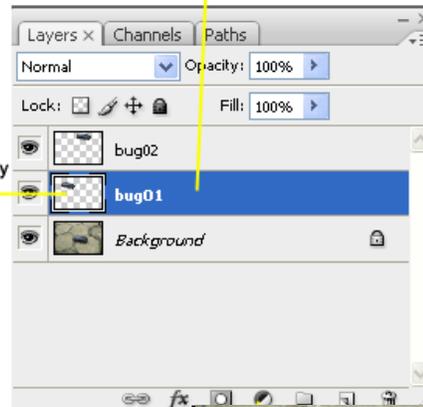
image. At this point you may try to use the **brush** tool and do some **painting** on the selected layer, the color will not be painted outside of the selected area.

Instead of painting layer, I want to introduce you the masking and adjustment layer.

Make sure you still have the lasso selected around the bug01 and the bug01 layer is selected, then click **Create new fill or adjustment layer** button.

1) Ctrl+Click to select only the area that contains pixel, which is the bug

2) Make sure the layer that you want to apply adjustment is selected

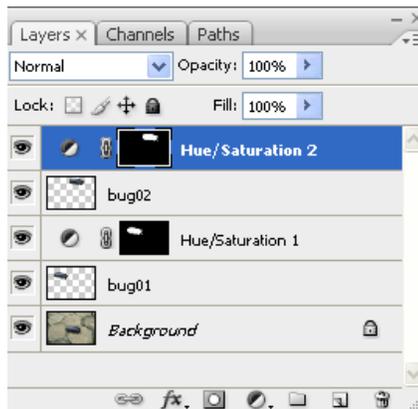


Select **Hue/Saturation** from the pop-up menu. A Hue/Saturation dialog box will appear, this allows you to adjust the hue, saturation and lightness of the selected image area. For now, just set hue to -78, which will make the bug01 become relatively green.



Do the same thing to bug02 layer, by **ctrl+click** on the layer thumbnail, make sure the bug02 layer is selected as active layer, then apply adjustment layer to it. Set the hue to +180, which will make the bug become relatively yellow.

At this point your image should look similar to image above.



Your layers should look similar to example on the left after applying the **adjustment layer**. Check out the adjustment layer got a black thumbnail with a little white dot, it is the masking of the adjustment layer. The **masking** tell the adjustment layer apply its effect only on the white area, which is the area that previously select by your lasso tool.

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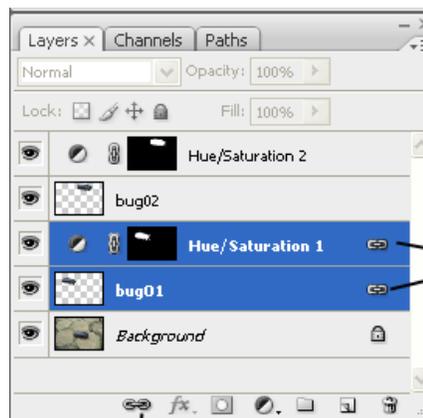
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## 05 Resize, Rotate and Move Layer -

The bugs should look a little small when move further to the back. We can use **Free Transform** to **resize** and **move** the bugs. Let's transform the bug01 layer first, press **Ctrl+Click** on the bug01 layer thumbnail to automatic select the bug with lasso tool. Now right click on the selected area and chose **Free Transform**. A Free Transform control will appear surrounding the bug of image. Where you can **resize**, **rotate** and **move** the **layer**. In order to resize your image in its original proportions, you can hold the **Shift key** while dragging the Free Transform control.



2) Link layer icon appear, this indicate that whatever transformation done to one layer, another layer will follow.

1) Highlight both layer then click this Link Layer button



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**06 Link Layer** - When doing move or resize on the bug01 layer, you might notice a problem, the masking adjustment layer are still effecting the old area! This is where **linking layer** come in handy, press **Ctrl+Z** to undo your transformation if you done any. Now select bug01 layer and **Ctrl+Click** on the adjustment layer above the bug01 layer, this will make the photoshop selected both bug01 layer and its adjustment layer. Now click on the little link layer button to link the layer. Now you can safely do the transformation on bug01 layer, the masking of adjustment layer will follow the transformation done to bug01 layer.

When you done playing with the free transform, press **Enter** key to commit the transformation. Do the same transformation to the bug02 layer. There are still a lot of improvement can be done on this image, but the technique will be cover in other photoshop tutorials.



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