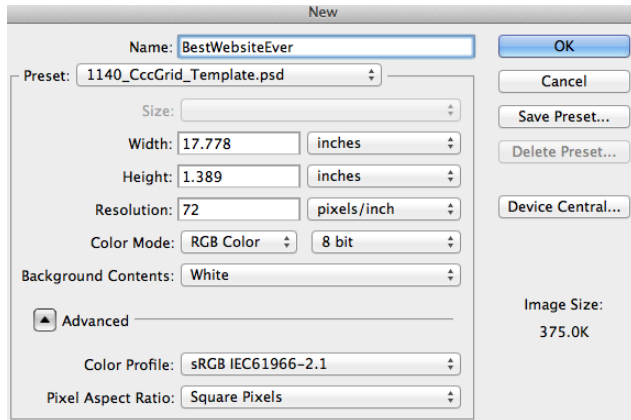


PHOTOSHOP FOR WEB DESIGN, PART I

OPEN A NEW DOCUMENT

command+n

Use an 1140 grid. It adapts to most screen sizes. Download is at <http://cssgrid.net/> (Scroll down to find the PSD template. Open a new document in PS, using the template as your preset (see below). Set your resolution between 72 and 150, depending on what you want out of your website. 72 loads faster; but images and graphics displays might lose quality when opened on a larger screen. 100-150 is better for sites whose main focus is photo or graphics.



After you've done this, go to the "Image" tab, find "Canvas Size", and adjust your height for your needs.

command+ alt+c

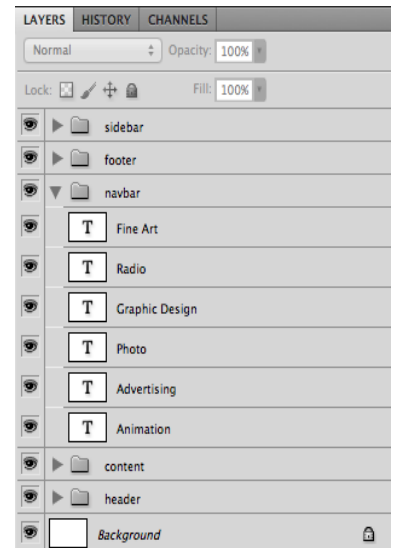
OTHER SOURCES FOR GRIDS:

Grid Calculator: <http://gridcalculator.dk/>

Grid Guide: <http://www.guideguide.me/> *PS Plugin

GET ORGANIZED

Each object on your page should be on a separate layer. Layers should go in different folders and comps so that you can organize yourself when you design. First thing you should do is create folders so that you can drag and drop in layers as you create them. Make sure to NAME your layers! Keep all images and text pertaining to your site in one folder so that the objects link correctly when you reopen your project.

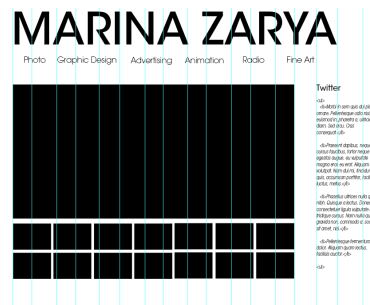


SHAPES AS PLACEHOLDERS

Use your shapes tool in PS to craft basic mock-ups of your future site.

m (shape tool)

alt+click (copy objects, folders, or layers)

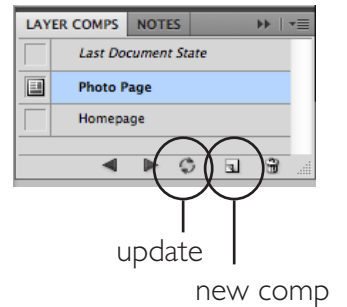


PLACING OBJECTS/IMAGES/TEXT

To place images into your mock-up, drag them in or go to "File", then scroll down to "Place". For placeholder text use Lorem Ipsum: <http://www.lipsum.com/> or HTML Ipsum: <http://html-ipsum.com/>

LAYER COMPS

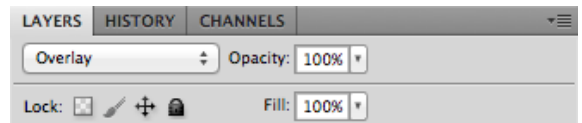
A layer comp can show your site in different states and allows you to create a mockup of your entire site in one document. To find them go to “Window”, and scroll until you find “Layer Comps”. To create a new comp, click the “new layer comp button”, select the layers that you want visible, and click the “update” button.



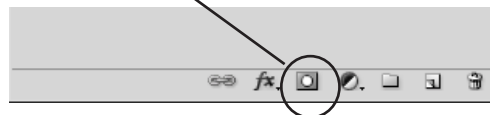
OVERLAY/MASKING

You can create awesome background textures and effects with the “Overlay” tool. Simply place in a texture background and the image you want to overlay it with. Make sure the texture is on top and selected. Then go to the dialogue box under the Layer tab and scroll until you see “overlay”.

To remove the texture from your original image, you can create a layer mask by selecting the “mask button”.



Use your selection tools to select what you want to



remove texture from. Then select your texture, click on your “Brush” tool. Make sure your brush is completely black. Paint over your selection.