

Name: \_\_\_\_\_ Per: \_\_\_\_\_

## Lesson #6: Masks and Channels

### Review Questions:

1. Masks allow you to \_\_\_\_\_ and \_\_\_\_\_ parts of an image without making permanent changes.
2. When you create a mask, based on a selection, the area that is \_\_\_\_\_ selected will be masked or protected from \_\_\_\_\_.
3. A temporary mask is also called a quick mask, you can create a permanent mask called an \_\_\_\_\_ channel, alpha channels are stored in the \_\_\_\_\_ panel.
4. Channels store an image's \_\_\_\_\_ information, and specific \_\_\_\_\_ (pantone) color information. A spot color tells the printer exactly which pantone color to use, and which part of the image to apply it to.
5. Unlike layers, channels \_\_\_\_\_ print. The channels palette is used to view and work with \_\_\_\_\_ channels.
6. To convert a selection to a quick mask, you must first have an active \_\_\_\_\_ and then click the quick mask mode button. The masked area will appear to be covered in a transparent red film which protects the area \_\_\_\_\_ of the selection.
7. To \_\_\_\_\_ in quick mask mode, you will use white to add to the selection (viewable area) and black to remove parts of the image from the viewable area. If you click the \_\_\_\_\_ mode icon you will only see a selection.
8. Painting with \_\_\_\_\_ erases the mask (the red overlay) and \_\_\_\_\_ the selected area.
9. Painting with black \_\_\_\_\_ to the mask (the red overlay) and \_\_\_\_\_ the selected area.
10. An advantage of \_\_\_\_\_ your selection as a mask is that you can use almost any tool or filter to modify the mask, as long as you are using the \_\_\_\_\_ ( ) colors, black and white.
11. To save a selection as a mask, you will use the \_\_\_\_\_ palette and change the quick mask into an \_\_\_\_\_ channel by clicking the channel icon at the bottom of the channel palette; an un named alpha channel will appear in the channel palette.
12. An image may contain up to \_\_\_\_\_ channels, including spot channels. There are 3 default color information channels for every image; red, green, and blue, these are seen as a full spectrum image in the \_\_\_\_\_ channel. To see the image in full spectrum all 4 of these channels must have an active eye next to the channel layer.

13. To load an alpha channel (or saved selection) you can, ctrl + click, the channel containing the selection.
14. To add an alpha channel mask to an existing selection \_\_\_\_\_ + \_\_\_\_\_ click the alpha channel to be added.
15. To subtract an alpha channel from an existing selection \_\_\_\_\_ + \_\_\_\_\_ click the alpha channel to be removed.
16. To load the overlapping intersection of 2 saved alpha channels; \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ the desired alpha channels.
17. The extract command, located under the \_\_\_\_\_ menu, is another way to select and \_\_\_\_\_ an image.
18. When combining images that are not the same resolution, the image with the \_\_\_\_\_ resolution will appear \_\_\_\_\_ than the lower resolution image it was placed in. For example: when adding a 144 dpi layer to 72 dpi image, the added layer will be twice as large, because it has double the number of pixels.
19. To extract an object from an image, you would first highlight the \_\_\_\_\_ of the object you wish to extract and then define it's \_\_\_\_\_ with the fill bucket.
20. Applying the extraction will \_\_\_\_\_ the background area to a transparency, leaving just the \_\_\_\_\_ object.
21. The \_\_\_\_\_ foreground technique works best with objects that are \_\_\_\_\_, or fairly uniform in color.
22. To extract by forcing the foreground you would use the \_\_\_\_\_ tool to sample the \_\_\_\_\_ area of the image to be treated as the foreground.
23. With the force foreground techniques, you do not need the \_\_\_\_\_ tool, to make your extraction. Use a large brush and the edge \_\_\_\_\_, to select the parts of the image to be extracted.
24. Use a black \_\_\_\_\_ to view and refine the extraction. Check the show \_\_\_\_\_ option, to display the objects extraction boundaries.

**BONUS QUESTION**

\_\_\_\_\_/1 An alternate method for making intricate selections is to select areas by color. Choose select/\_\_\_\_\_, then use the \_\_\_\_\_ tool from the color range dialog box to sample colors for your selection.

\_\_\_\_\_/ 24 + \_\_\_\_\_/1 Bonus = \_\_\_\_\_/24 Possible points