

Adobe Photoshop

Defining Liquify in Photoshop with Julieanne Kost

Software needed Adobe Photoshop 6.0



The Tools:

The **Warp** tool pushes pixels forward as you drag.

The **Twirl Clockwise** tool rotates pixels clockwise as you hold down the mouse button or drag.

The **Twirl Counterclockwise** tool rotates pixels counterclockwise.

The **Pucker** tool moves pixels toward the center of the brush area as you hold down the mouse or drag.

The **Bloat** tool moves pixels away from the center of the brush.

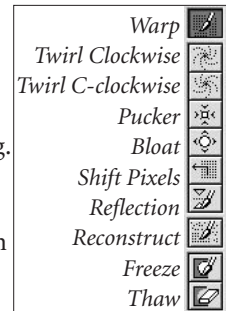
The **Shift Pixels** tool moves pixels perpendicular to the stroke. *Opt/Alt drags in the opposite direction.*

The **Reflection** tool copies pixels to the brush area. Drag to reflect the area perpendicular to the direction of the stroke (to the left of the stroke). Opt/Alt drag to reflect the area in the opposite direction.

The **Reconstruct** tool reconstructs areas by removing the distortion.

The **Freeze** tool protects an area in the preview image from editing. *Note: the degree of freezing depends on the current brush pressure and if the frozen areas mask is displayed, the tint of the mask indicates the degree of freezing.*

The **Thaw** tool unfreezes an area to allow for editing.



The Options:

The **Tool Options** include both the ability to change the Brush size and Pressure. To change the brush size or pressure for any of the tools, enter a Brush Size or Pressure value or drag the slider. The brush size can range from 1 to 150 pixels. Brush pressure can range from 1% to 100%. *Note: a low brush pressure makes changes occur more slowly, allowing greater precision.*

The **Reconstruction Options** allow you to modify the manner in which the image is reconstructed via a variety of controls and reconstruction modes. Reconstruction modes include reverting to the original state, extending distortions in frozen areas into unfrozen areas, and repeating distortions sampled from a starting point. The different reconstruction modes are:

- **Revert** – changes all unfrozen areas back to their state when you opened the Liquify dialog box
- **Rigid** – maintains right angles in the pixel grid (as shown by the warp mesh) at the edges between frozen and unfrozen areas, sometimes producing near-discontinuities at the edges.
- **Stiff** – acts like a weak magnetic field. At the edges between frozen and unfrozen areas, the unfrozen areas continue the distortions in the frozen areas. As the distance increases, the distortions lessen.
- **Smooth** – propagates the distortions in frozen areas throughout unfrozen areas, with smoothly continuous distortions.
- **Loose** – is similar to Smooth, with greater continuity between distortions in frozen and unfrozen areas.
- **Displace** – reconstructs unfrozen areas to match the displacement at the starting point for the reconstruction. You can use Displace to move all or part of the preview image to a different location.
- **Amplitwist** – reconstructs unfrozen areas to match the displacement, rotation, and overall scaling that exist at the starting point.
- **Affine** – reconstructs unfrozen areas to match all local distortions that exist at the starting point, including displacement, rotation, horizontal and vertical scaling, and skew.

Tip: To partially reconstruct the unfrozen areas, press Esc or press Command+period (Mac OS) during reconstruction. To restore the entire preview image to its state when you opened the dialog box, click Revert.

Freeze Area Options determine how areas of the image are frozen and thawed. To use an alpha channel to define a frozen area, select it from the Channel menu. To thaw all frozen areas and freeze the remaining areas, click Invert. *Note: if you used an alpha channel to define the frozen area, the alpha channel name in the Channel menu changes to Custom.* To thaw all frozen areas, click Thaw All. *Note: if you make a selection before using the Liquify command, any unselected areas that appear in the preview image are initially frozen.*

View Options allow different ways of presenting the distorted areas and the mesh. You can choose to show or hide Frozen Areas, the Image and the Mesh. In addition, you can preview the Mesh at various sizes and in different colors as well as change the color of the frozen areas.

Final tip: *If you hold down the shift key and click OK to apply the distortion, then hold the shift key while selecting Liquify, the same distortion will appear automatically. This is most helpful when trying to apply the same distortion to multiple layers.*

