



Photoshop for iPhone I

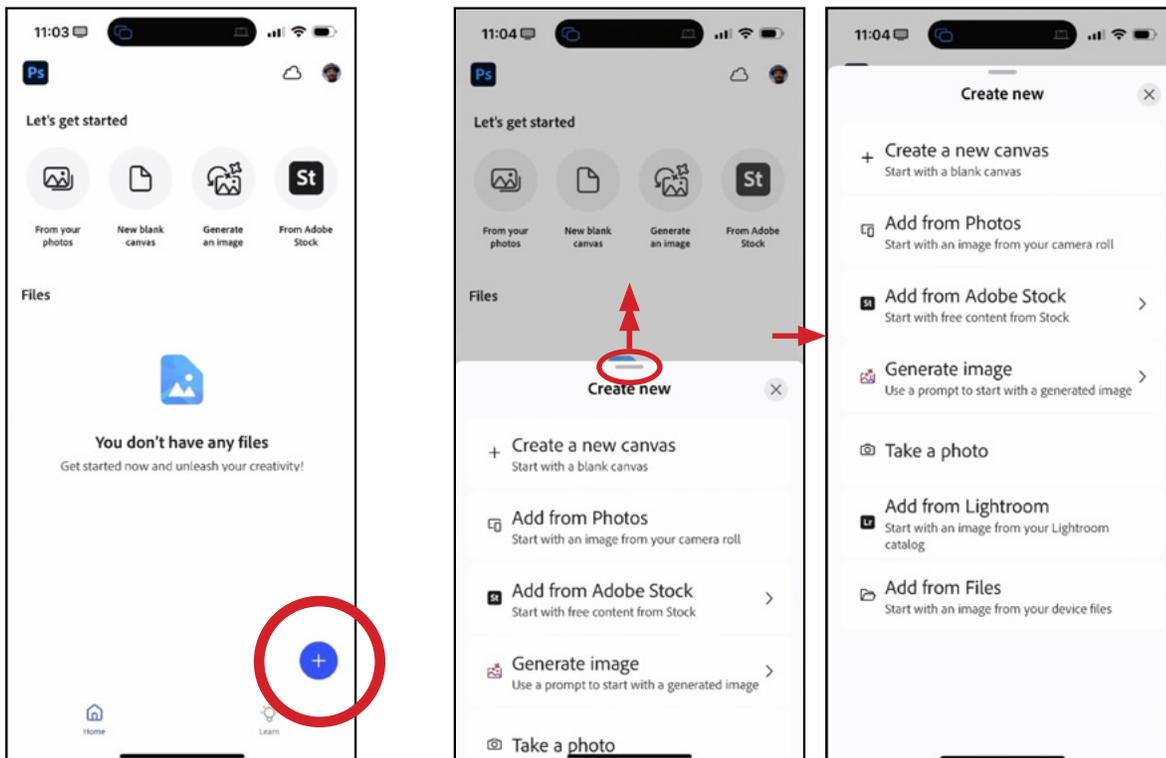
# Photoshop for iPhone I

In this lesson, we're going to look at Photoshop for the iPhone. Up until now (June 2025), the mobile version of Photoshop has had a very limited feature set, but with the newest update, Adobe has added much more functionality to the app.

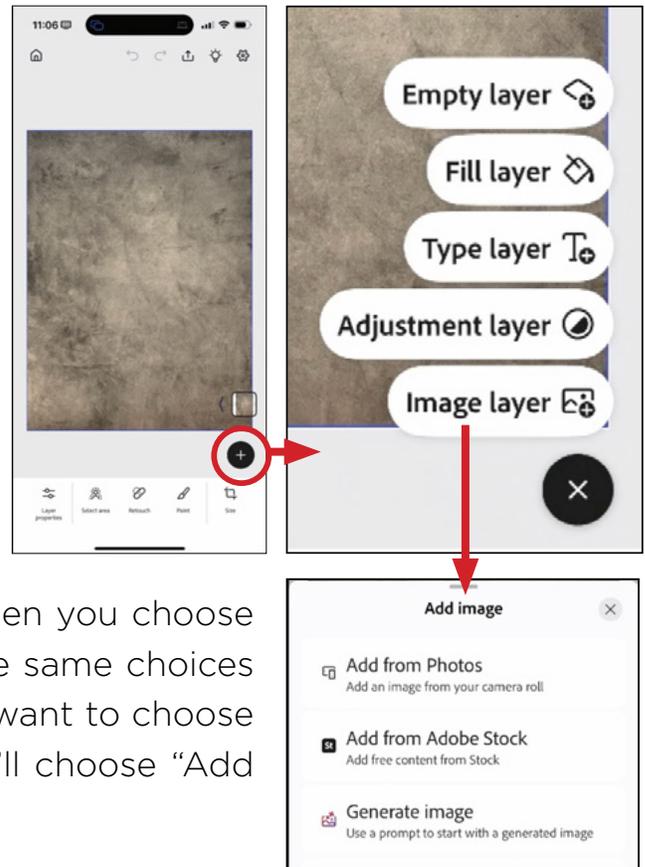
## Adding Images (Timestamp 1:45)

When you initially launch the app, there will be some demo videos at the top. After closing that video window, the "Let's get started" section appears at the top of the screen, which actually gives you only a few of the options available for getting started.

To create a new document, tap the purple plus sign in the bottom right corner of the screen. A pop-up box will show some of your options. Note the little gray bar at the top of the box. This bar indicates there are more options than you are currently viewing. You can either use your finger to scroll up and down through the menu, or you can tap that gray bar to expand the menu even further. This gray bar feature is the same in all areas of Photoshop for the iPhone (in the Layers Panel, for example).

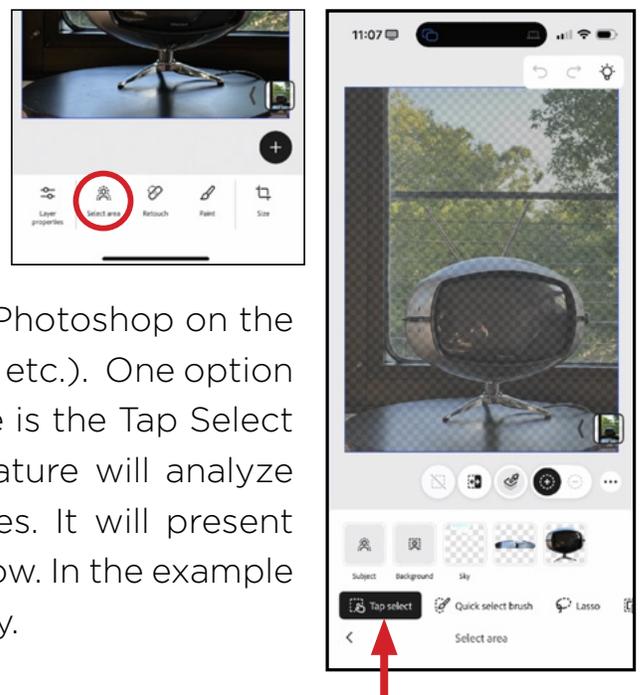


You can see the options available in the screen shot above. Note that if you choose to import an image from Lightroom, it must have been already synced to the cloud. In the lesson example, I started by choosing an image from my Camera Roll. To add another layer, tap the little plus icon in the bottom right. Some options will appear, asking you what kind of layer should be created. You can create an Empty layer, a Fill layer, a Type layer, an Adjustment layer or an Image layer. In this example, I will choose an image layer. When you choose to create a new Image layer, you'll get the same choices for where the image should come from. I want to choose another image from my Camera Roll so I'll choose "Add from Photos."



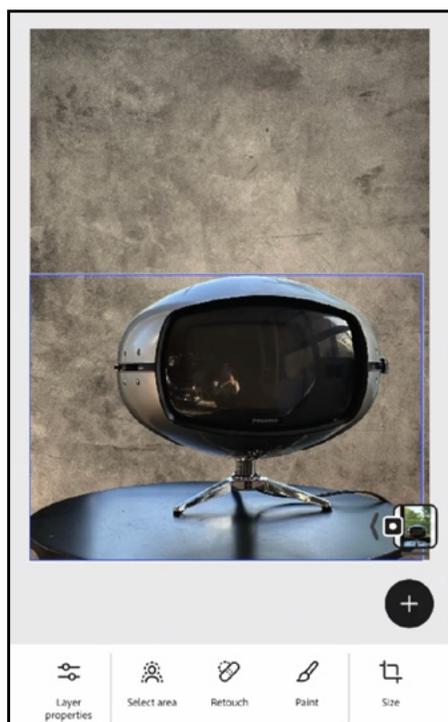
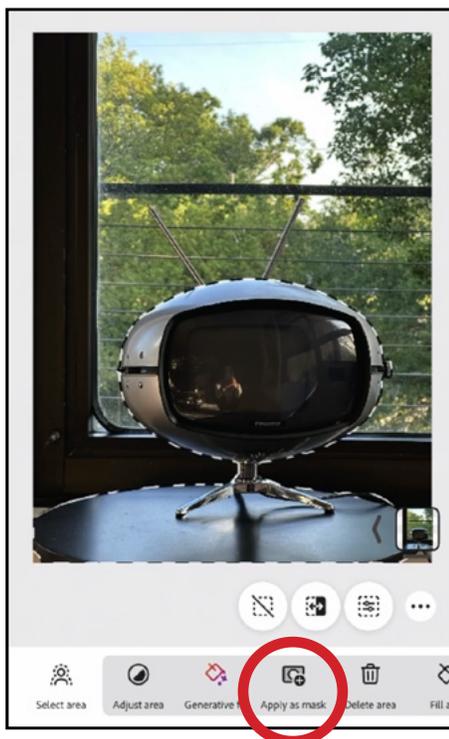
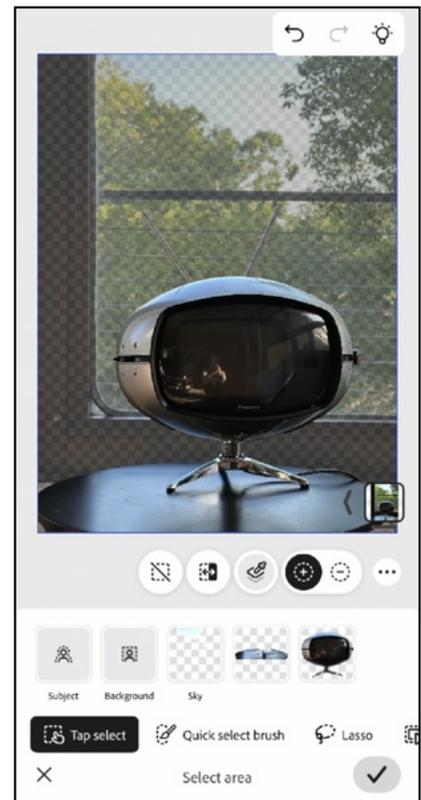
## Remove a Background (4:45)

I imported a photo of an old television and I'd like to remove the background. Let's look at how the selection tools can be used to accomplish that. There is a list of tools at the bottom of the screen. Tap the Select Area option to access the selection tools. Many of these will look the same as Photoshop on the desktop (Rectangular Marquee, Lasso Tool, etc.). One option that is unique to Photoshop for the iPhone is the Tap Select option. When selected, the Tap Select feature will analyze the image and look for items it recognizes. It will present these items as icons below the image window. In the example image, it found the tv, the table and the sky.



You can either tap on those little thumbnails or you can tap on an object within the image itself. I'll tap on the TV to select it. Once an object is selected, little plus and minus icons appear below the image window. These allow you to specify whether it should add to or subtract from the selection if you were to make modifications. I'd like to select the table as well so I'll make sure the Plus icon is active and I'll tap on the table. You can see that it's added to the selection. When you're done making a selection, you can tap the little check mark icon in the bottom right corner and it will close the selection settings.

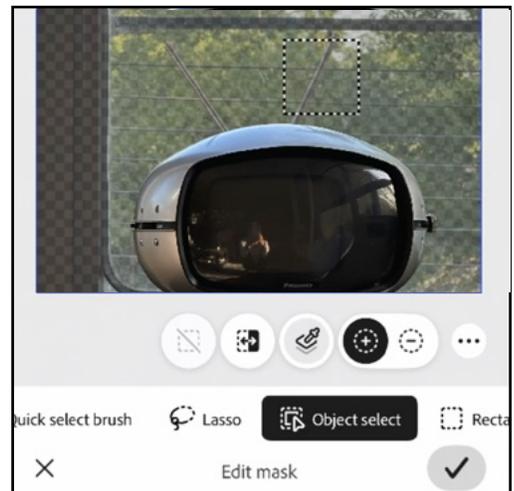
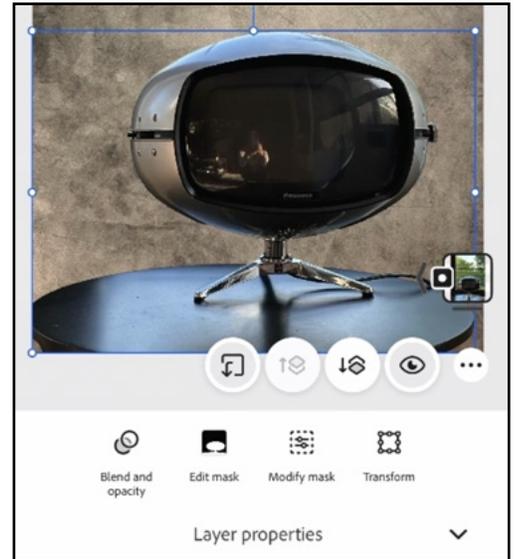
A marching ants selection will appear and various options will appear at the bottom, listing what can be done with the selection. One of the options is "Apply as mask." This will hide everything in the layer that is not selected. A little mask icon will also appear over the layer thumbnail in the bottom right corner of the image window.



## Modify a Mask (7:15)

Now let's say you'd like to modify an existing mask. In the example, I can see that the TV's antennae are not included. To modify a mask, tap on the Layer Properties option at the bottom of the screen. This will call up another set of options. The Modify mask option will allow you to do things like feather the edges, smooth the mask edges, etc. This is not what we need in order to add areas to the mask. Instead, we want the Edit mask option, which allow us to actually change the contents of a mask. This will bring up the same options we used earlier when creating a mask.

The Tap Select feature does not recognize the antennae, so we'll use the Object Select option. With this feature active, you can tap and drag a rectangle around the object you want to select. Photoshop will look at the area and try to find the object that might be within that shape. This did a good job of selecting the antennae. I'll tap the check box in the lower right to indicate we're done masking.

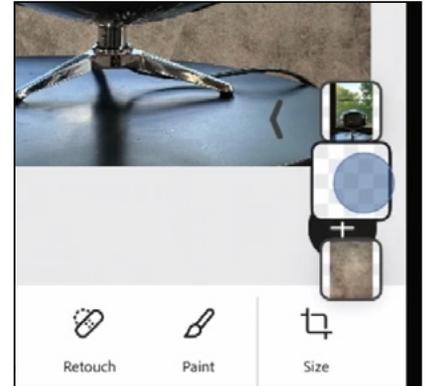


## Navigating the Layers Panel (9:35)

Now I'd like to add a shadow for the TV and we'll do this on a new, empty layer. We'll tap on the plus icon in the bottom right corner of the image window and we'll choose to create an empty layer.

**Note:** If the plus sign icon is not visible, it means you have some group of settings open at the bottom of the screen. If this is the case, tap on the downward-facing arrow to the right of the settings to get back to the base menu.

**Navigating Layers** Now we need to place the empty layer beneath the TV layer in the Layers Panel. To move layers around, you'll need to see the layer list. You can get that by tapping on the layer thumbnail to temporarily expand the panel. Then you can use your finger to scroll up and down through the layers. To move a layer, tap and hold on its thumbnail and then drag it to the position you want. I'll do this to move the empty layer beneath the TV layer. To change what layer is active, you can either tap on its layer thumbnail in the Layers Panel or you can tap on the layer you want to activate within the image window. (If the layer you want active is empty, you will need to tap on the thumbnail in the Layers Panel.

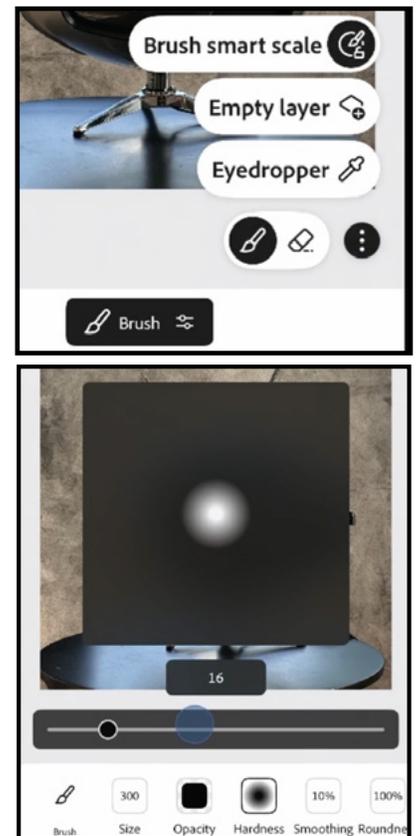


## The Brush Tool (13:05)

We'll use the Brush Tool to add the shadow to the active empty layer. We'll click the Brush Tool at the bottom of the screen and some of the Brush settings will appear.

**Tip:** Whenever you see a set of icons with a little three dot icon at right ( ... ), you can tap the dots and the icon menu will expand to include the names of each function.

To access all of the settings for a tool, tap on the button at the bottom of the screen that contains the name of the tool with an icon to the right of it that looks like adjustment sliders. For the Brush Tool, this reveals settings like brush size, opacity, hardness, etc. When you tap on one of these settings, a horizontal slider bar appears. Tap on the bar and drag left and right to adjust the setting. In this example, we need a soft brush in order to create a realistic shadow so we'll tap on the Hardness setting and then drag on the slider bar to the left. We'll also significantly lower the Opacity setting and use the Size setting to select a relatively large brush.



The brush's color settings do not appear on this screen. Instead, they appear in the bottom right corner of the image window when the Brush Tool is active. There are two round swatches that represent the foreground and background colors. We'll make sure the foreground color is set to black, as the foreground color is what the Brush Tool uses. Then I'll use my finger to paint in the shadow behind the TV. If you make a mistake, the Undo button is located at the top of the screen, above the image window. Alternatively, you can set the Brush Tool to the Erase setting by tapping on the eraser icon below the image window.



**Brush Smart Scale** When using the Brush Tool, there is an important setting to be aware of. It's called Brush Smart Scale and its icon looks like a brush with a lock symbol next to it, below the image window. When the lock is in the locked position, the brush tip will stay at the same size setting regardless of whether you zoom in or out on the image. If you tap on the icon to get the unlocked setting, the brush will paint at the size you specified in the brush settings when viewing the image full screen. If instead you zoom in on the image, it will act like a smaller brush. If you zoom out on the image, it will act like a much larger brush. What's really happening here is that the brush itself is staying the same size relative to the iPhone screen as a whole. The only difference is that we're zooming the picture.



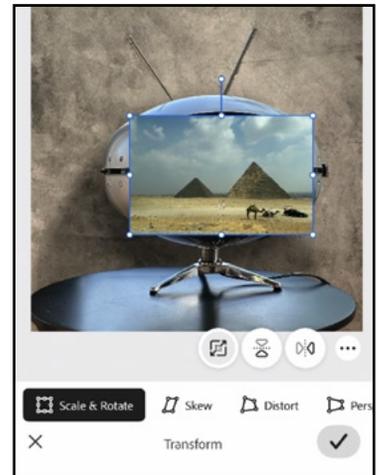
When we're done painting, we'll tap the back arrow in the lower left to get out of the Brush Tool.

## Use Masking to Place Image on TV Screen (20:33)

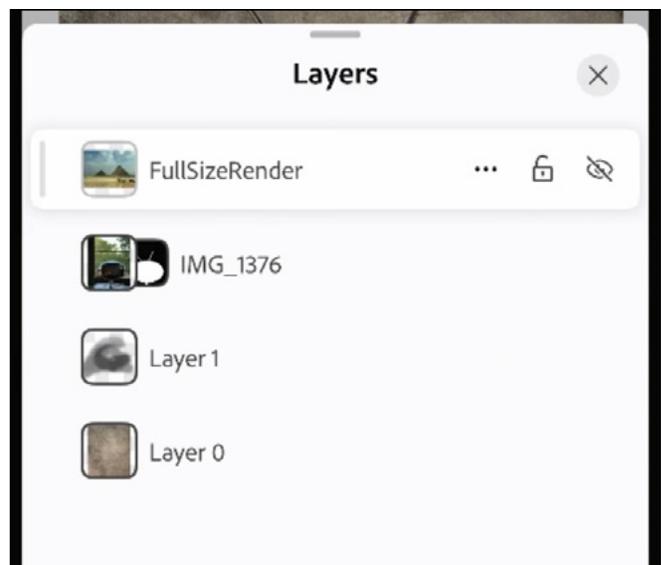
The next thing we're going to do is choose an image to place on the TV screen. This image will be a photo from my Camera Roll so I'll tap the plus icon to add a new layer and choose an Image layer.

I'll select an image from my Camera Roll and it will be placed on a new layer. In order for this image to appear on the tv screen, it needs to be positioned above the TV layer, so I'll drag the new image layer to the top of the layer stack.

**Scale a Layer** I need to scale the image so that it best matches the size of the TV screen. To scale a layer, tap on the Layer Properties icon at the bottom of the screen. When you do this, it automatically places the Transform handles over the layer. Drag the Transform handles at the corners of the image to scale the layer. If you need to rotate the layer, use the handle that extends vertically out from the layer. You can also see that there are other Transform options below the image window that allow you to Skew, Distort, etc. We just need to resize and reposition, so we'll drag the corner handles so the layer is best sized for the TV screen. Once the layer is positioned, we'll tap the check mark icon to indicate we're done transforming.



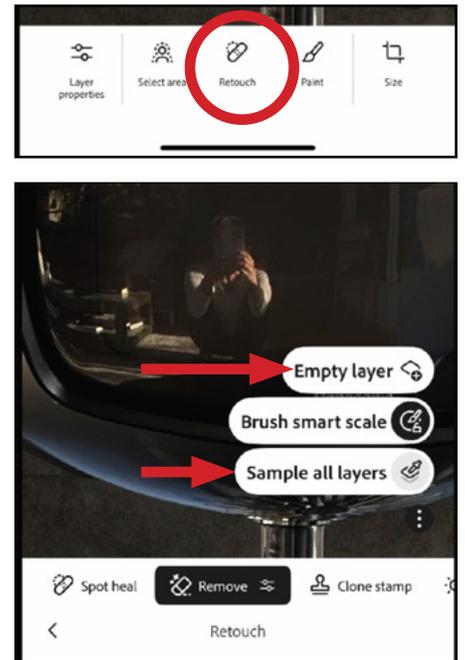
**The Full Layers Panel** Now we need to limit where this layer appears so that it only shows up on the TV screen. To start, we'll need to see the full Layers Panel instead of the small icon view. You can access the full Layers Panel by tapping the little arrow icon to the left of the layer icons. This panel provides more options for what can be done with the layers. We want to temporarily hide the image that will eventually appear on the TV screen so that we can make a selection of the TV screen on the underlying layer. We'll tap on it to make it active and then tap the little eyeball icon to the right of the layer in order to hide its visibility. Then we can tap the X in the top right corner of the Layers Panel in order to hide it again.



## Retouching (24:15)

When we place the image on the TV screen, we want to keep some of the reflections and tonal variations in order to make it look natural. The problem is that one of the reflections is Karen, who was actively taking the picture. We're going to want to retouch her out. To do that, we'll first activate the layer that contains the TV set. Then we'll tap the Retouch option at the bottom of the screen. The retouch settings will appear.

I would like to place the retouching on a new, empty layer above the TV image layer. There is a button within the tool settings that allows you to create a new layer. It looks like a square with a plus sign on top of it. We'll tap that and a new empty layer will be created.



Since we're working on an empty layer, we'll need to specify that the retouching tool samples from all the layers. The little eyedropper icon will tell it to do just that. Remember, you can always tap the three dot icon ( ... ) to expand the icon menu to include the tool names. You can see that the eyedropper icon represents the Sample All Layers feature.

We'll activate the Remove Tool and paint over Karen in the TV's reflection. Photoshop analyzes the area and removes the distraction. If you need to change the brush size, tap on the sliders icon to the right of the Remove Tool button in order to bring up the tool settings. In this example, I'll also paint over the Panasonic logo in order to remove it and clean up the screen.

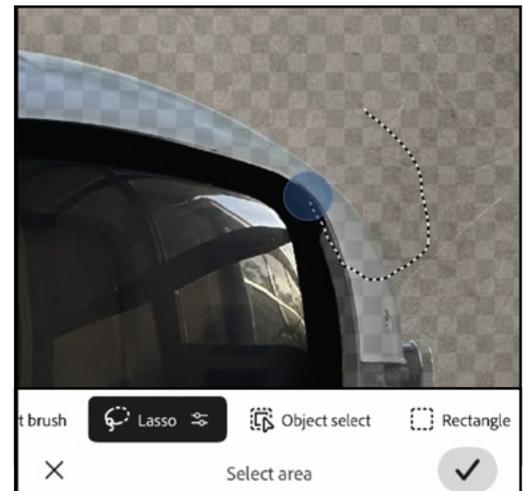


## Select TV Screen (28:56)

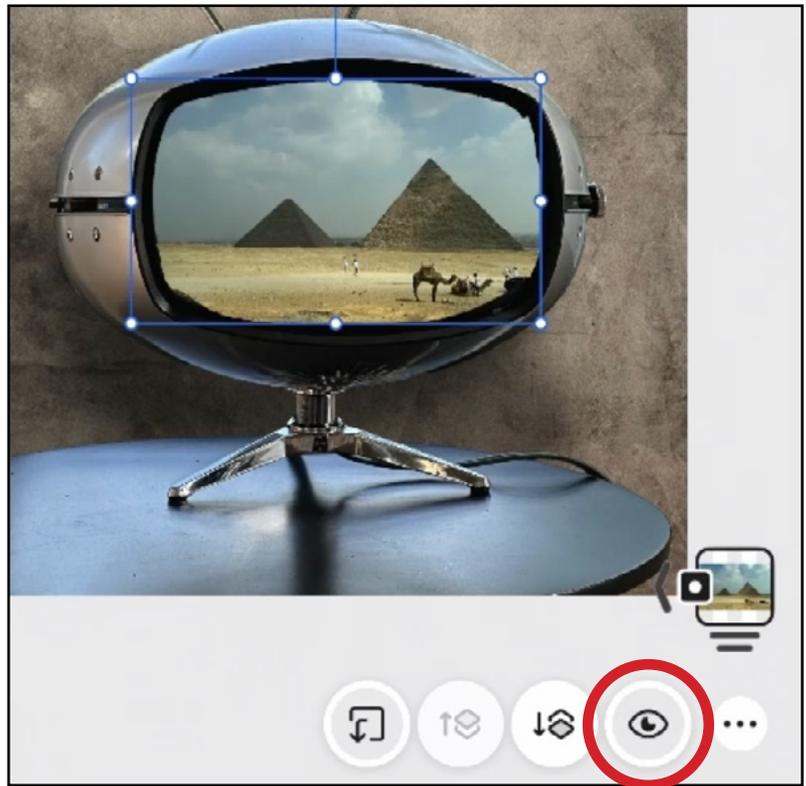
Now we want to select the TV screen in order to create a mask for the image layer we're going to place within it. We'll make sure the TV layer is active and we'll tap the Select Area option at the bottom of the screen. Here, we can activate the Quick Select Brush and paint over the TV screen. This selected the screen, but it also selected the bevel surrounding it.

At the bottom of the image window we can tap the minus icon ( - ) to tell the tool that it should subtract from the selection. Then we can paint around the bevel to try and remove it from the selection. When making selections like this, especially with your finger, it will likely take some trial and error so remember that the Undo button is right above the image window.

If the Quick Select Brush is just not working, you can always activate the Lasso Tool to create a free-form shape. When we're satisfied, we can tap the check mark icon to tell it we're done and we'll be left with a marching ants selection. We want to use this selection to mask the Egypt image layer so we'll make that layer active and then tap the Apply as Mask button at the bottom of the screen.



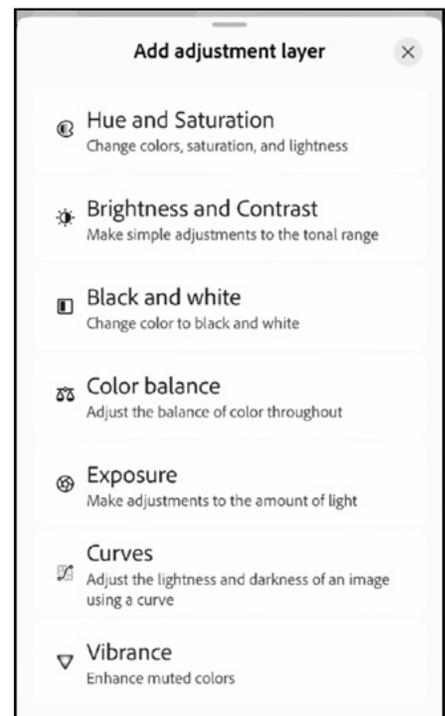
Since that image layer is currently not visible, we'll need to turn its visibility back on. You can either do that by expanding the full Layers Panel and turning on the eyeball icon or you can tap the Layer Properties button at the bottom of the screen. This calls up some layer settings, one of which is the visibility eyeball icon.



## Adjustment Layers (34:40)

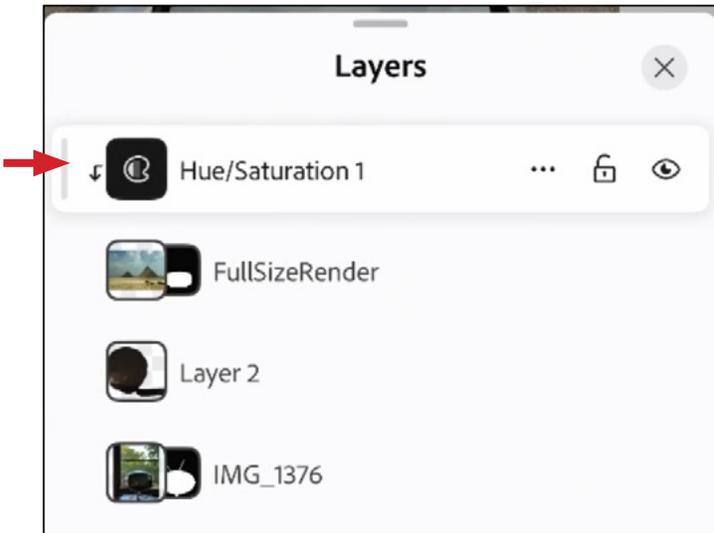
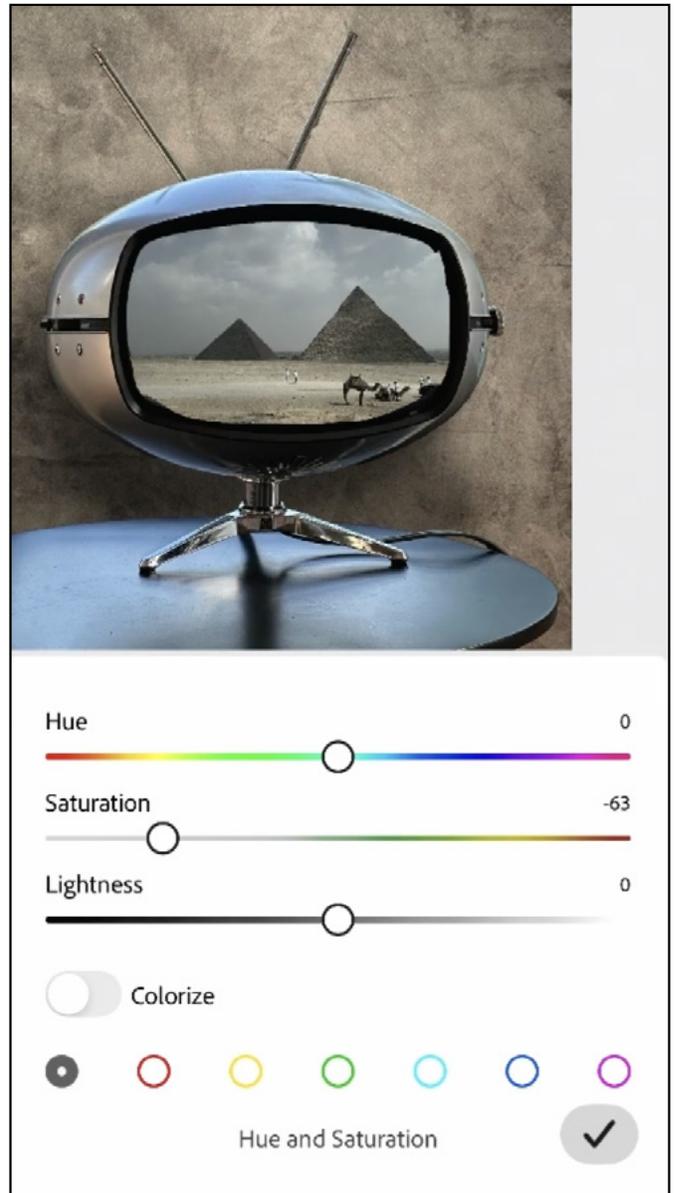
Now we're going to apply some effects. We want to incorporate the reflection in order to make it look natural and, since this is a black and white TV, I'd like the image to look closer to black and white.

To make the image look black and white, we'll use an Adjustment Layer. You can create one by tapping on the plus icon to create a new layer and then choose Adjustment Layer from the pop-up menu. The Adjustment Layer menu will appear and you could either choose Black and White or Hue/Saturation for this purpose. In this example, we'll choose Hue/Saturation.



The settings for the Adjustment Layer will appear beneath the image window and we'll drag the Saturation slider far to the left. We'll tap the check mark icon when we're done.

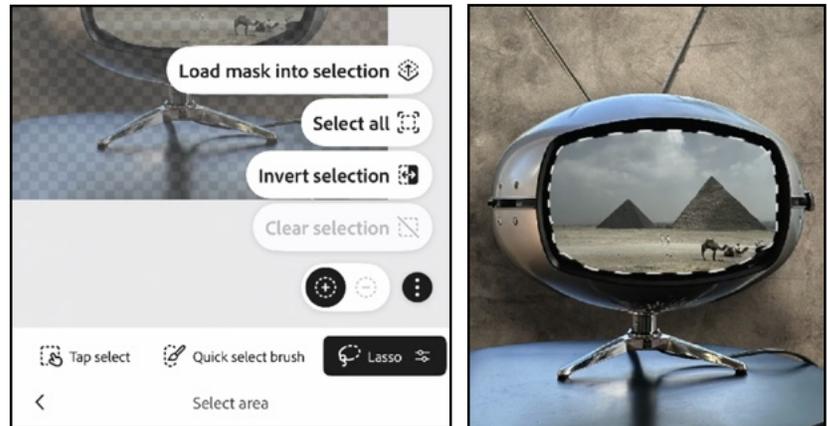
One thing that's different about this version of Photoshop is that whenever you create an Adjustment Layer, it always clips it to the underlying layer. (On the desktop version, it would affect all the underlying layers.) You can see that if you expand the full Layers Panel.



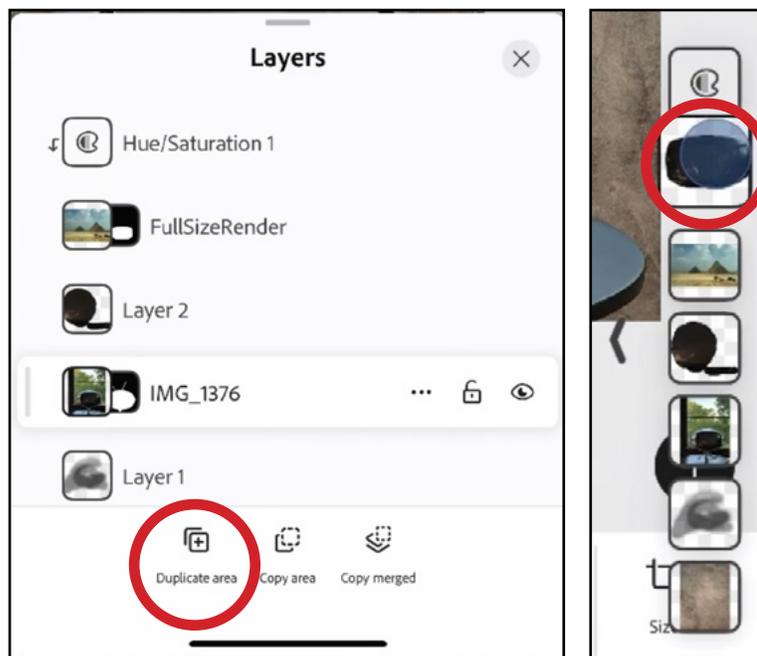
## Copying Layers & Applying Blending Modes (36:48)

Now we're going to try and incorporate the reflection onto the TV screen. We'll need to start with a selection of the screen, but since I already made a selection of the screen before, I want to be able to use that selection so I don't need to make it again. This is how you can utilize an existing mask. Activate the layer that has the mask you want to use and tap the Select Area feature at the bottom. This gets you into the selection settings.

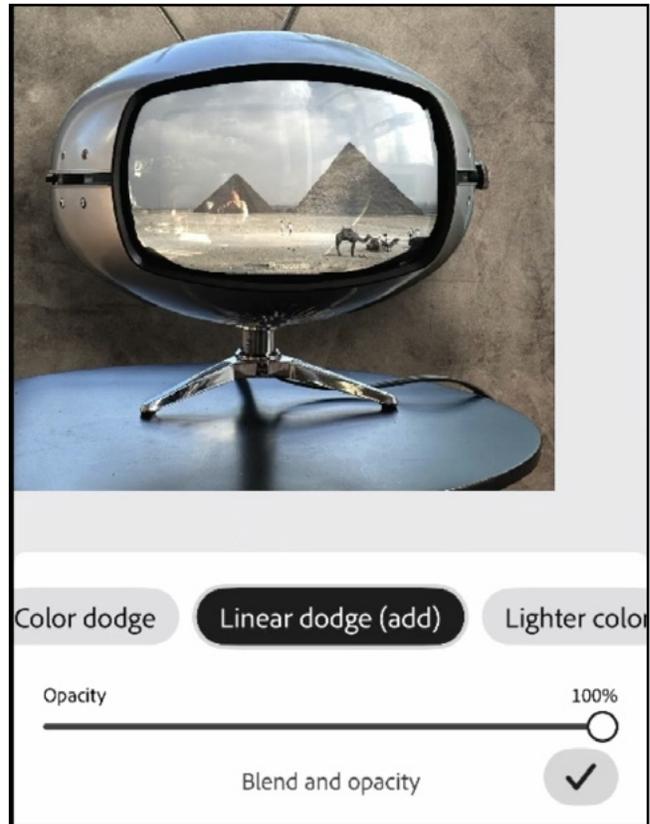
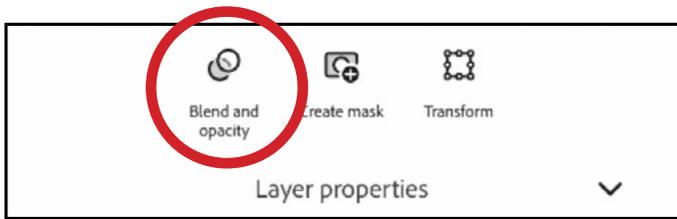
Then click on the three dot icon in the bottom corner of the image window and choose "Load mask into Selection" from the pop-up menu. Then you can tap the check box in the bottom right corner and a marching ants selection will appear. That's what we'll do with the TV screen layer.



Now we want to copy just the selected portion of the layer that contains the TV set. With the selection active, we'll activate the layer that contains the TV. Then we'll open the full Layers Panel by tapping the little arrow to the left of the layer icons. We'll make sure the correct layer is active and we'll tap the Duplicate Area button at the bottom of the panel. This will create a brand

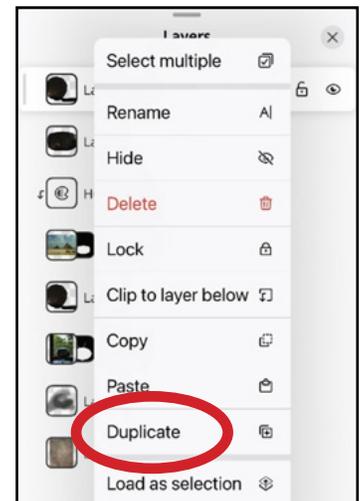


new layer containing just the area that was selected: the TV screen. Then we'll tap and hold on the new screen layer and drag it to the top of the layer stack.



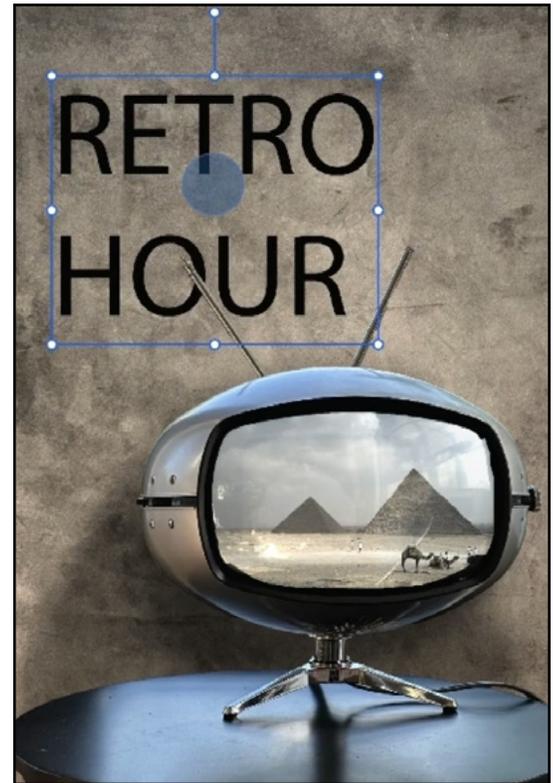
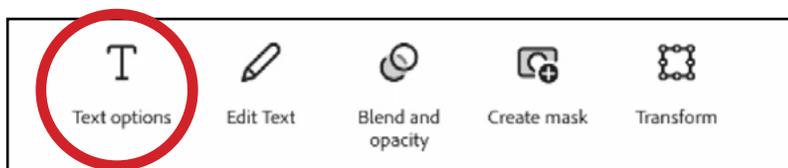
We want to get the reflection on the TV to appear on top of the image we placed on the screen. With the screen layer active, we'll tap on the Layer Properties button at the bottom of the screen. We'll tap the Blend & Opacity choice to see these settings. Now, a slider bar allows you to control the layer Opacity and the Blending Mode options appear above that slider. As you scroll over the blending mode options, you will see a preview in the image window. In this example, I think the Linear Dodge made the reflections look best. Then we can tweak the Opacity slider if necessary. When done, we'll tap the little check box to exit the Blend & Opacity settings.

At this point, I notice a problem. On the original TV screen, we had a reflection of Karen that we retouched out on a separate layer. The screen layer we used still has her reflection and you can see it over the Egypt image layer. Let's fix that. We'll open the full image layer, click the three dots icon to the right of the retouching layer and choose Duplicate from the pop-up menu. Then we'll drag the duplicate to the top of the Layers Panel, above the screen duplicate layer. Then we'll click its three dot icon again and choose Merge Down from the pop-up menu. This will combine the duplicate retouch layer with the duplicate screen layer. Now when we look back at the image, the screen layer has the retouching applied and Karen's reflection is no longer visible.



## Adding Type (42:45)

Now we're going to learn how to create a Type layer. We'll tap the plus button to create a new layer and we'll choose Type layer from the pop-up menu. Now, we can type in some text. When you tap away from the text, some transformation handles appear around it and these allow you to reposition and resize the text. Tap the check box in the bottom right to indicate that you're finished transforming the text. Now, you can see that an Edit Text button and a Text Options button appear in the menu at the bottom.



Tapping on Text Options will open some settings that include the font, color, size, etc. If you tap on the color swatch, the color wheel will appear so you can specify the color of the type. Tap on the font family menu and you will get a list of all the fonts available to you. For this example, we'll choose a retro style text that goes along with the TV.

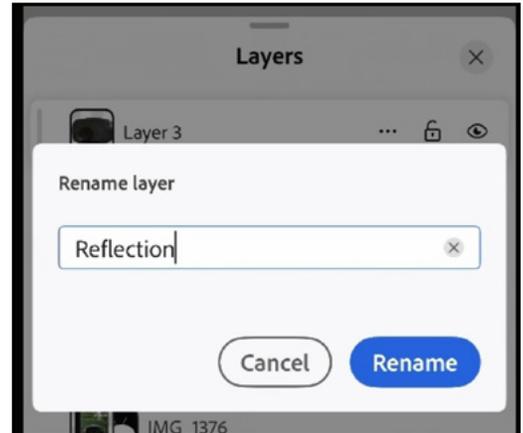


Finally, we'll make the text look a little more interesting by transforming it. We'll tap the Transform icon at the bottom of the screen to access the Transform settings. (Only some of the options will be available for text. I'll choose the Skew option, which allows me to slant the whole block of text. You can do this by clicking and dragging up or down on one side or the other. I'll also reposition the text to a more desirable location. Then I'll exit the Layer Properties so we're seeing the base level menu at the bottom of the screen.



## Renaming Layer (44:58)

Before we finalize the document, it's always a good idea to rename the layers so they're more useful. We'll tap the arrow to the left of the layer thumbnails in order to access the full Layers Panel. Double tap on the name of a layer and a text field (and keyboard) will appear. We'll type in a useful name for the layer and then tap the Rename button.

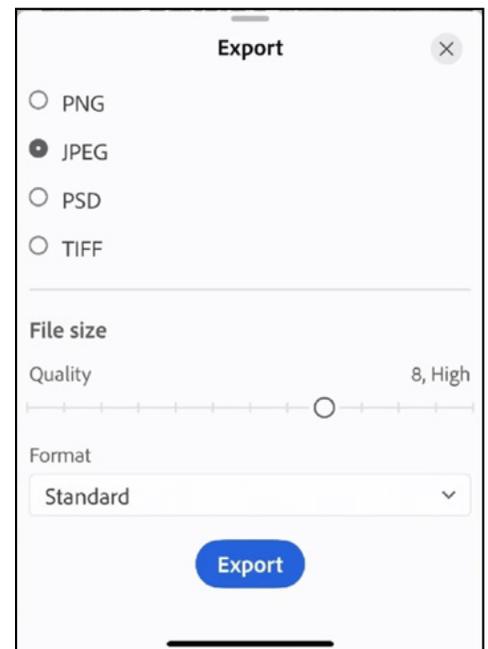


## Sharing a Document (46:13)

When you're finished with a document in Photoshop for the iPhone, you can share it by tapping the Share icon at the top of the screen. You will initially see two



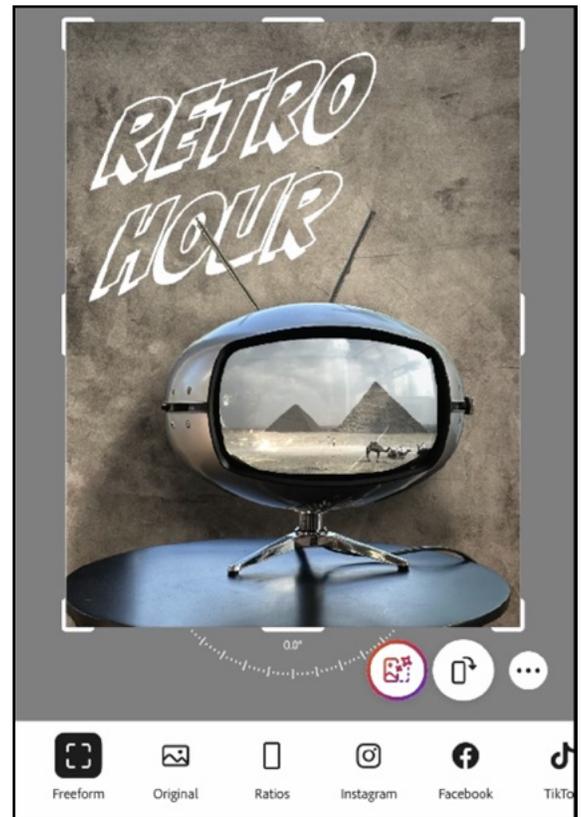
options: Quick export as PNG or Export. When you tap the Export button, you will be given four different file formats to export as (PNG, JPEG, PSD, TIFF). If you choose PSD or TIFF, the result will be a layered file. If you choose JPEG or PNG, the result will be a merged file, but you will be given a Quality



slider to specify compression settings. After tapping the Export button, you will be given the iPhone's standard share sheet, where you can save it to your Camera Roll, send as a text, an email, etc.

## Cropping (47:15)

As a final note, the only tool that we have not already talked about is the Crop Tool, located on the right side of the base level menu below the image. Tap this and several presets will appear at the bottom. Tap the Ratio option to get some common photo ratios. Tap the Instagram option and it will show you the common sizes used in Instagram. Etc. You can also manually drag the crop handles in the image window. Know that when you crop the document, it IS permanent and you will lose the information outside of the crop window. If you use the Crop Tool to expand the image, you will have the option of Generative Expand, where Photoshop will try to automatically fill the empty area.



When you're completely done, you can tap the Home icon in the upper left, it will bring you back to the Home Screen and any document you have created will appear under the Files category.

