

Specify the clone source offset

When using the Clone Stamp tool or Healing Brush tool, you can paint with the sampled source anywhere in the target image. The overlay options will help you visualize where you want to paint. However, if you need to paint in a very specific location relative to the sampling point, you can specify the x and y pixel offset.

- ❖ In the Clone Source panel, select the source you want to use and enter the x and y pixel values for the Offset option.

Retouch with the Healing Brush tool

The Healing Brush tool lets you correct imperfections, causing them to disappear into the surrounding image. Like the cloning tools, you use the Healing Brush tool to paint with sampled pixels from an image or pattern. However, the Healing Brush tool also matches the texture, lighting, transparency, and shading of the sampled pixels to the pixels being healed. As a result, the repaired pixels blend seamlessly into the rest of the image.

(Photoshop Extended) The Healing Brush tool can be applied to video or animation frames.



Sampled pixels and healed image

- 1 Select the Healing Brush tool .

- 2 Click the brush sample in the options bar and set brush options in the pop-up panel:

Note: If you're using a pressure-sensitive digitizing tablet, choose an option from the Size menu to vary the size of the healing brush over the course of a stroke. Choose Pen Pressure to base the variation on the pen pressure. Choose Stylus Wheel to base the variation on the position of the pen thumbwheel. Choose Off if you don't want to vary the size.

Mode Specifies the blending mode. Choose Replace to preserve noise, film grain, and texture at the edges of the brush stroke when using a soft-edge brush.

Source Specifies the source to use for repairing pixels. Sampled to use pixels from the current image, or Pattern to use pixels from a pattern. If you chose Pattern, select a pattern from the Pattern pop-up panel.

Aligned Samples pixels continuously, without losing the current sampling point, even if you release the mouse button. Deselect Aligned to continue to use the sampled pixels from the initial sampling point each time you stop and resume painting.


Sample Samples data from the layers you specify. To sample from the active layer and visible layers below it, choose Current And Below. To sample only from the active layer, choose Current Layer. To sample from all visible layers, choose All Layers. To sample from all visible layers except adjustment layers, choose All Layers and click the Ignore Adjustment Layers icon to the right of the Sample pop-up menu.

- 3 Set the sampling point by positioning the pointer over an area of the image and Alt-clicking (Windows) or Option-clicking (Mac OS).


Note: If you are sampling from one image and applying to another, both images must be in the same color mode unless one of the images is in Grayscale mode.

- 4 (Optional) In the Clone Source panel, click a clone source button  and set an additional sampling point.

You can set up to 5 different sampling sources. The Clone Source panel remembers the sampled sources until you close the document you're editing.

- 5 (Optional) In the Clone Source panel, click a clone source button to select the sampled source you want.
- 6 (Optional) Do any of the following in the Clone Source panel:
 - To scale or rotate the source that you're cloning, enter a value for W (width), H (height), or the rotation in degrees .
 - To show an overlay of the source that you're cloning, select Show Overlay and specify the overlay options.
- 7 Drag in the image.

The sampled pixels are melded with the existing pixels each time you release the mouse button.

 *If there is a strong contrast at the edges of the area you want to heal, make a selection before you use the Healing Brush tool. The selection should be bigger than the area you want to heal but should precisely follow the boundary of contrasting pixels. When you paint with the Healing Brush tool, the selection prevents colors from bleeding in from the outside.*

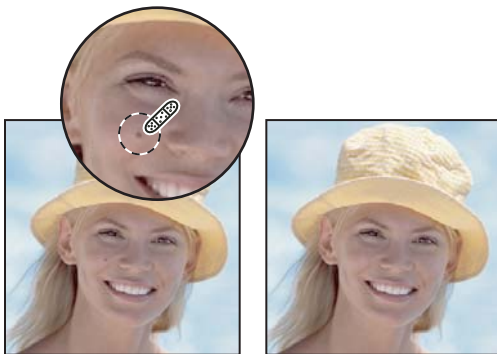
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Retouch with the Spot Healing Brush tool

The Spot Healing Brush tool quickly removes blemishes and other imperfections in your photos. The Spot Healing Brush works similarly to the Healing Brush: it paints with sampled pixels from an image or pattern and matches the texture, lighting, transparency, and shading of the sampled pixels to the pixels being healed. Unlike the Healing Brush, the Spot Healing Brush doesn't require you to specify a sample spot. The Spot Healing Brush automatically samples from around the retouched area.



Using the Spot Healing Brush to remove a blemish

 *If you need to retouch a large area or need more control over the source sampling, you can use the Healing Brush instead of the Spot Healing Brush.*

- 1 Select the Spot Healing Brush tool  from the toolbox. If necessary, click either the Healing Brush tool, Patch tool, or Red Eye tool to show the hidden tools and make your selection.
- 2 Choose a brush size in the options bar. A brush that is slightly larger than the area you want to fix works best so that you can cover the entire area with one click.

3 (Optional) Choose a blending mode from the Mode menu in the options bar. Choose Replace to preserve noise, film grain, and texture at the edges of the brush stroke when using a soft-edge brush.

4 Choose a Type option in the options bar:

Proximity Match Uses the pixels around the edge of the selection to find an image area to use as a patch for the selected area. If this option doesn't provide a satisfactory fix, undo the fix and try the Create Texture option.

Create Texture Uses all the pixels in the selection to create a texture with which to fix the area. If the texture doesn't work, try dragging through the area a second time.

5 Select Sample All Layers in the options bar to sample data from all visible layers. Deselect Sample All Layers to sample only from the active layer.

6 Click the area you want to fix, or click and drag to smooth over imperfections in a larger area.


More Help topics

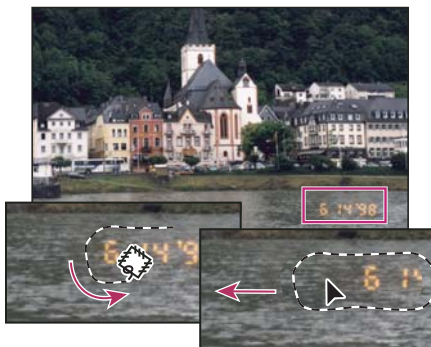
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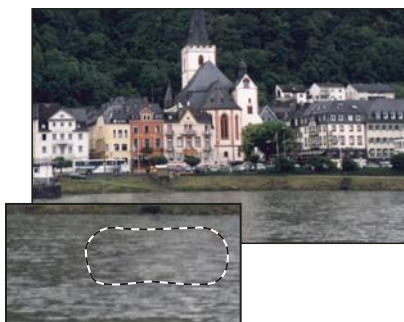
Patch an area

The Patch tool lets you repair a selected area with pixels from another area or a pattern. Like the Healing Brush tool, the Patch tool matches the texture, lighting, and shading of the sampled pixels to the source pixels. You can also use the Patch tool to clone isolated areas of an image. The Patch tool works with 8-bits or 16-bits-per-channel images.

 *When repairing with pixels from the image, select a small area to produce the best result.*




Using the Patch tool to replace pixels




Patched image

Repair an area using sampled pixels

- 1 Select the Patch tool .
- 2 Do one of the following:
 - Drag in the image to select the area you want to repair, and select Source in the options bar.
 - Drag in the image to select the area from which you want to sample, and select Destination in the options bar.


Note: You can also make a selection prior to selecting the Patch tool.

- 3 To adjust the selection, do one of the following:
 - Shift-drag in the image to add to the existing selection.
 - Alt-drag (Windows) or Option-drag (Mac OS) in the image to subtract from the existing selection.
 - Alt+Shift-drag (Windows) or Option+Shift-drag (Mac OS) in the image to select an area intersected by the existing selection.
- 4 To extract texture with a transparent background from the sampled area, select Transparent. Deselect this option if you want to fully replace the target area with the sampled area.

 *The Transparent option works best for solid or gradient backgrounds with clearly distinct textures (such as a bird in a blue sky).*

- 5 Position the pointer inside the selection, and do one of the following:
 - If Source is selected in the options bar, drag the selection border to the area from which you want to sample. When you release the mouse button, the originally selected area is patched with the sampled pixels.
 - If Destination is selected in the options bar, drag the selection border to the area you want to patch. When you release the mouse button, the newly selected area is patched with the sampled pixels.

Repair an area using a pattern



- 1 Select the Patch tool .
- 2 Drag in the image to select the area you want to repair.

Note: You can also make a selection prior to selecting the Patch tool.

- 3 If desired, complete steps 3-4 above to adjust the selection and apply pattern texture with a transparent background.
- 4 Select a pattern from the Pattern panel in the options bar, and click Use Pattern.


Remove red eye

The Red Eye tool removes red eye in flash photos of people or animals.

- 1 In RGB Color mode, select the Red Eye tool . (The Red Eye tool is in the same group as the Spot Healing Brush tool . Hold down a tool to display additional tools in the group.)
- 2 Click in the red eye. If you are not satisfied with the result, undo the correction, set one or more of the following options in the options bar, and click the red eye again:

Pupil Size Increases or decreases the area affected by the Red Eye tool.

Darken Amount Sets the darkness of the correction.

 *Red eye is caused by a reflection of the camera flash in the subject's retina. You'll see it more often when taking pictures in a darkened room because the subject's iris is wide open. To avoid red eye, use the camera's red eye reduction feature. Or, better yet, use a separate flash unit that you can mount on the camera farther away from the camera's lens.*