

# Brush Up on the Hi-fi Methods

From the book;

## Master Digital Color

by Brian & Kristy Miller

(Owners of *Hi-Fi Color Design*)



### The Hi-Fi SPF Method for Flattening and Holds

Select area  
Pick color  
Fill area

#### 1 Select Area

Select the area you want to add color to using the Lasso tool. You can alternate between the normal Lasso and the polygon Lasso by holding down the Option key (PC: Alt).

#### 2 Pick Color

Pick a color to use for the area you have selected. Colors can come from the Photoshop color palette, from the color picker, or from other files including the Character Color Guides provided on the Bonus Disc.

#### 3 Fill Area

Fill the selected area with your chosen color by pressing Option-Delete (PC: Alt-Backspace).

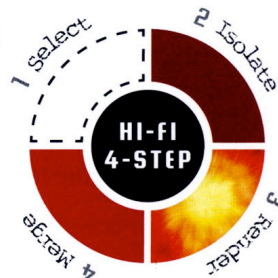
#### Tip

Pressing Option-Delete (PC: Alt-Backspace) fills the selected area with the foreground color. To fill it with the background color instead, press Command-Delete (PC: Ctrl-Backspace). Or you can load new colors into the color picker and alternate between the foreground and background colors as needed.

### Hi-fi 4-Step Process for Rendering

#### 1 Select

Select the area of flat color you want to render using the Magic Wand tool.



#### 2 Isolate

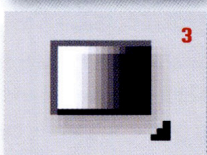
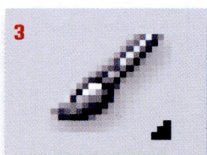
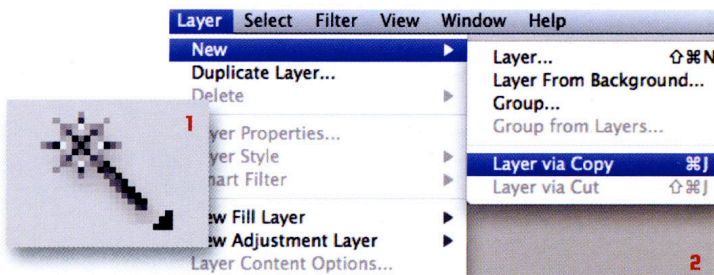
Use Layer Via Copy (Mac: Command-J; PC: Ctrl-J) to place the contents of the selected area on a new layer. Select the new layer in the Layers palette, then check its Preserve Transparency/Transparency Lock button to fully protect the empty areas of the layer.

#### 3 Render

Select each highlight area with the Lasso tool, then use the Brush or Gradient tool in Screen mode (see page 11) to add the highlight within the selected area. This technique is often called "cut and brush" or "cut and grad."

#### 4 Merge

In the Layers palette, make sure the layer you created in Step 2 is the active layer. Then, from the drop-down menu in the Layers palette, choose Merge Down (Mac: Command-E; PC: Ctrl-E).



#### Link Layers Select Linked Layers

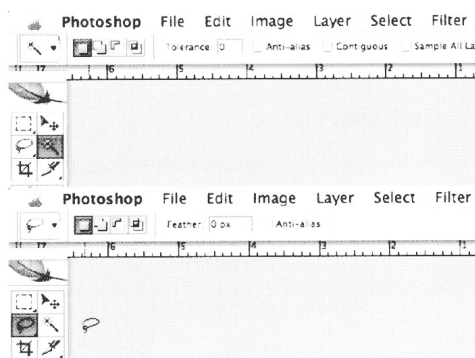
Merge Down ⌘ E  
Merge Visible ⇧ ⌘ E  
Flatten Image

Animation Options ▶  
Panel Options... 4

You can find in-depth step-by-step information on Rendering in our book *Hi-Fi Color for Comics*.

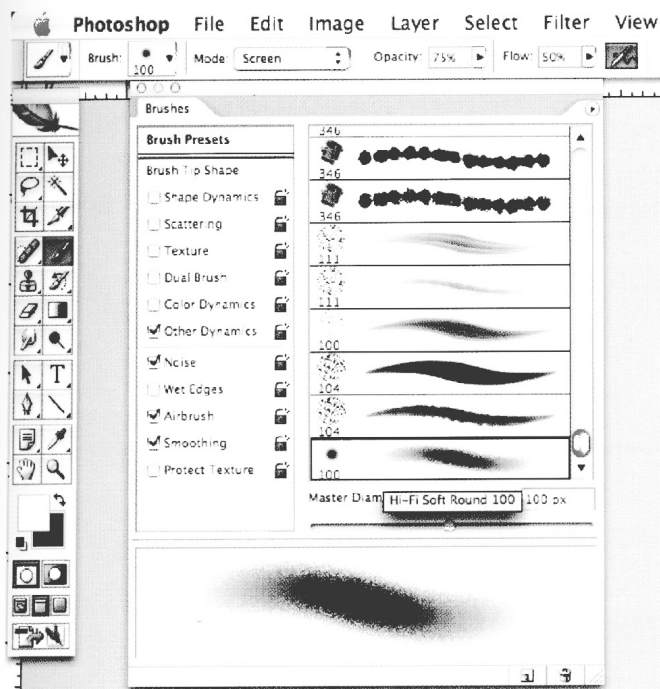
# Configure the Photoshop Tools for Coloring

Have you installed the Hi-Fi Helpers as directed on the facing page? Good. Now, configure the Photoshop painting and selection tools as follows. These settings are important for successful coloring.



## 1 Configure the Magic Wand and Lasso Tools

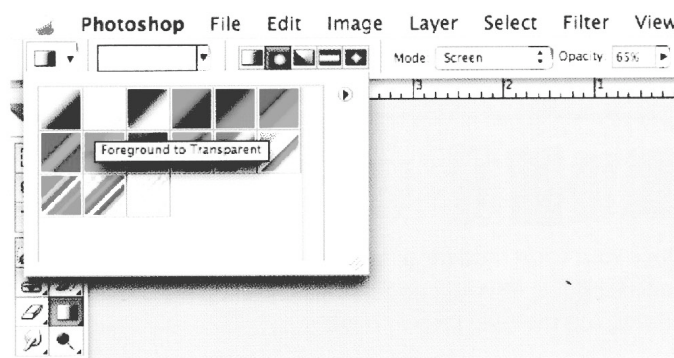
For the Magic Wand tool, set Tolerance to 0 and disable Anti-alias. For the Lasso tool, set Feather to 0 pixels and disable Anti-alias. These settings will ensure clean, crisp edges for your coloring.



## 2 Select the Brush Preset

From the Brushes palette, choose the brush preset named "Hi-Fi Default Soft Round." The options for this brush are preset so you can do your best rendering.

To verify that you've selected the correct brush preset, double-check that the Brush mode is set to Screen, the brush opacity is 75 percent, and the brush flow is 50 percent.



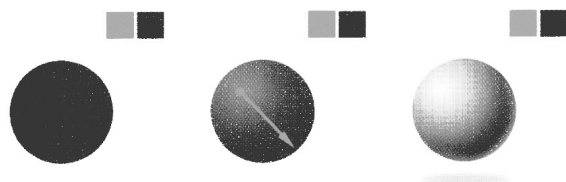
## 3 Select the Gradient Preset

Select the Gradient tool from the Tools window, then choose the following options. With these settings, you'll be ready to paint with light the Hi-Fi way.

- **Shape:** *Radial*. This shape most closely resembles real light emanating from a source.
- **Color preset:** *Foreground to Transparent*. That means your gradient screen will gently transition from the chosen foreground color to nothing (transparent), allowing underlying layers to show through with no harsh edges.
- **Gradient mode:** *Screen*. See explanation on the left.
- **Gradient opacity:** *65 percent*. With this setting, even where the gradient is the most dense, it will let some of the underlying colors show through so that objects appear bathed in light.

### How Painting Tools Behave in Screen Mode

When the Brush and Gradient tools are in Screen mode, it's as if you are painting with colored light instead of opaque color. Also, the light on the object brightens more and more with each successive stroke. This lets you quickly build up realistic-looking lights.



Circle filled with base color

After one application of Radial Gradient tool in Screen mode

After multiple applications