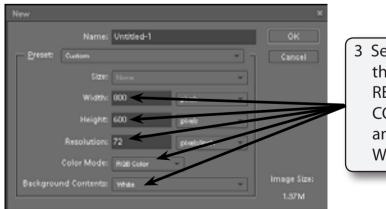
Using Rulers and Grids

Photoshop provides Rulers and Grids to allow for accurate objects to be created. Let's say that you have been contracted by the software producer, ArtSoft, to produce an image of the box for their recently released graphics program, Splosh Strokes, so that it can be placed on their web site. The following image will be produced:



Starting a New Document

- 1 Load Photoshop Elements or close the current files.
- 2 Display the FILE menu, highlight NEW and select BLANK FILE.



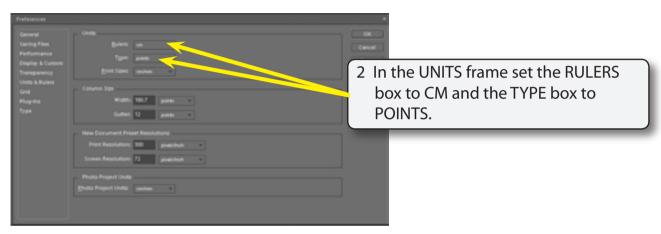
3 Set the WIDTH to 800 pixels, the HEIGHT to 600 pixels, the RESOLUTION to 72 pixels/inch, the COLOUR MODE to RGB COLOUR and the BACKGROUND COLOUR to WHITE.

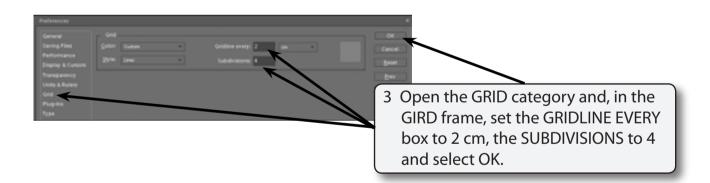
4 Select OK to start the document.

Setting the Ruler and Grid Units

You will be using RULERS and a GRID to accurately create the box, so the settings need to be checked.

On the Windows system, display the EDIT menu, highlight PREFERENCES and select UNITS & RULERS. On the Macintosh system, display the PHOTOSHOP menu, highlight PREFERENCES and select UNITS & RULERS.



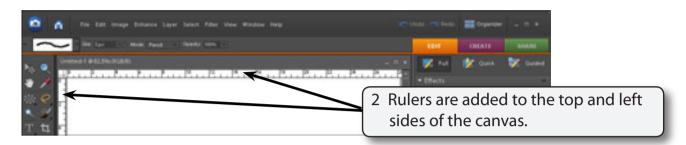


NOTE: You can also use the GRID section to set the colour and style of the grid lines.

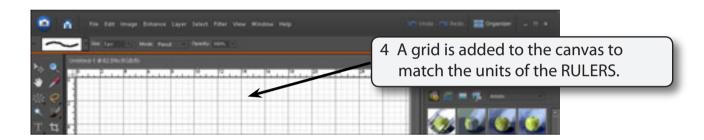
4 Set the VIEW to FIT ON SCREEN.

Turning on the Rulers and Grid

1 Display the VIEW menu and select RULERS.



3 Display the VIEW menu again and select GRID.



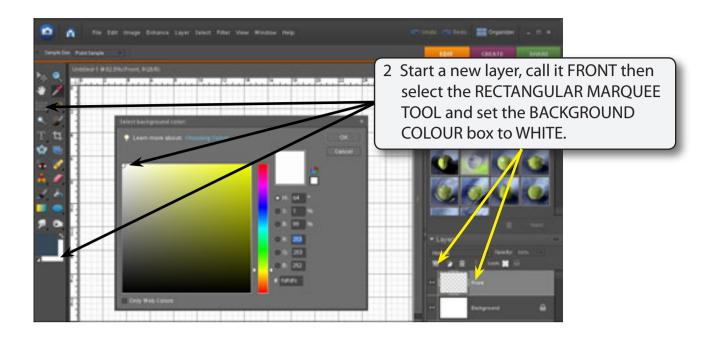
NOTE: You can RIGHT+CLICK or CONTROL+CLICK on the RULERS to quickly change their units

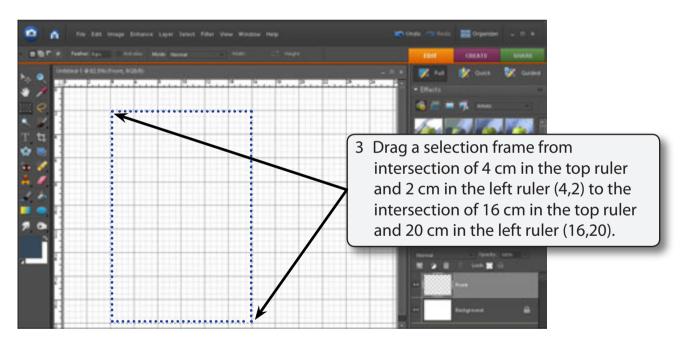
Creating the Front of the Box

A Setting a Green Rectangle

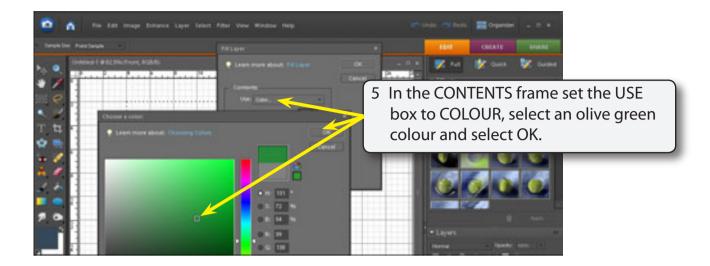
A rectangular selection frame will added to the canvas and filled with green to create the front of the box. By doing this the rectangle will have no border.

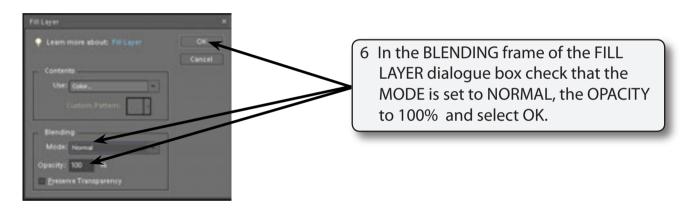
Display the VIEW menu, highlight SNAP TO and check that GRID is selected so that the cursor will snap to points on the grid.





4 Display the EDIT menu and select FILL SELECTION.





7 The colour can be made to look more realistic by adding some noise to the colour. Display the FILTER menu, highlight NOISE and select ADD NOISE

