

**Photoshop** is an image editing program that manipulates individual picture elements (**pixels**) arranged in a grid called a **bitmap** (bitmap images are sometimes called raster images). It was first released in 1990, and has become the most widely used program of its kind, so much so that its name has become a verb.

### File Formats and Workflow

Bitmaps are the best way of digitally rendering photorealistic images, and to support this process, several file formats have been developed to allow (still) images to be displayed on screens. They include: **.GIF**, **.JPEG** or **.JPG**, and **.PNG**.

Note: these are file name extensions, and they appear at the end of the name of the file, for instance, *MyVacation\_014.png*. If you develop a **naming convention**, you can save a lot of time, which is why I use title case, with underscores instead of spaces. You can turn file extensions off; I suggest you don't.

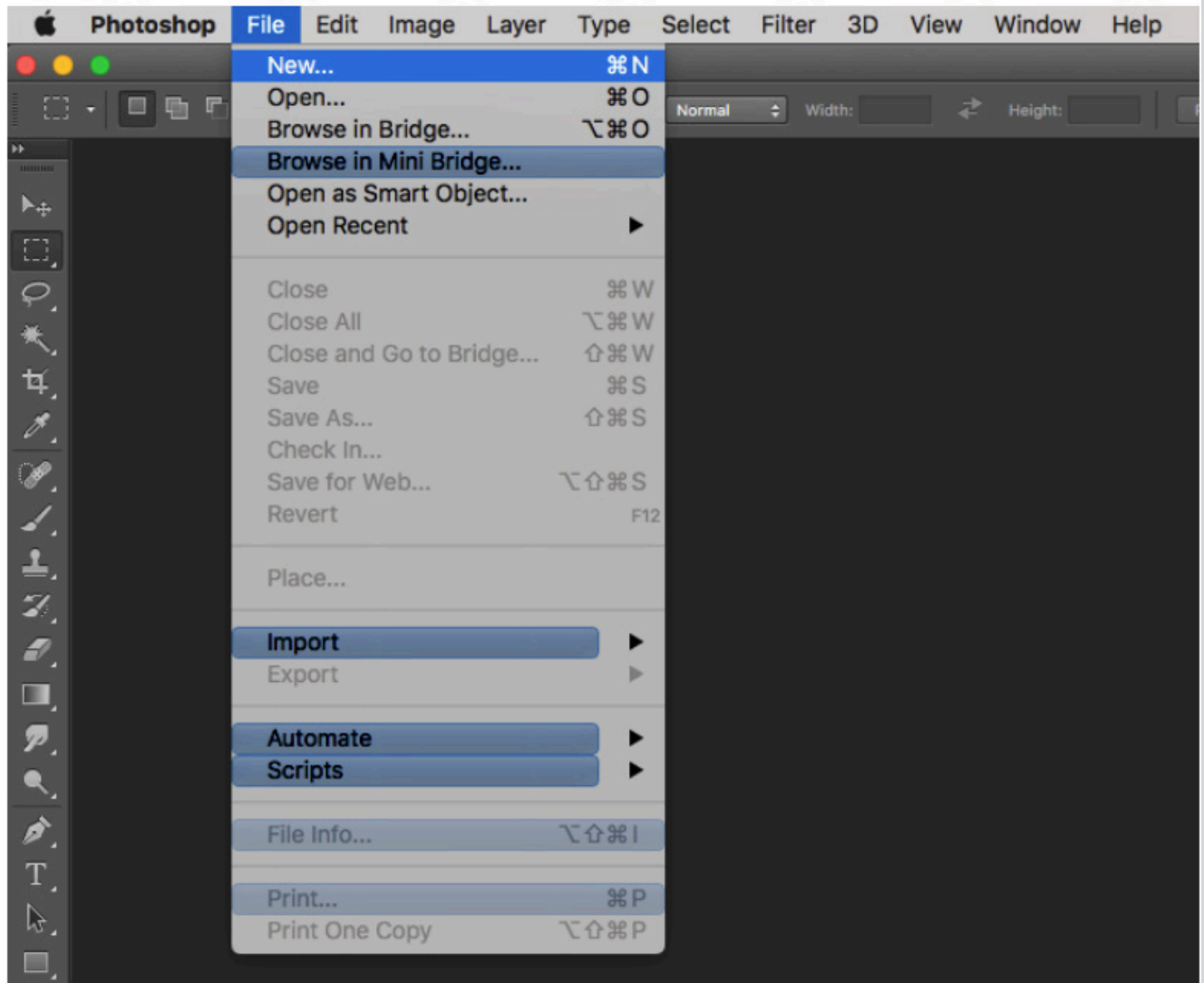
These are the most common file formats for photorealistic images, and they can all be viewed in any web browser. Photoshop can manipulate any of those file formats and many others, or images can be created from scratch. In all cases, when you start working in Photoshop you are working in the editable file format in photoshop, known as **.PSD** or "Photoshop Document". You'll always save your work files as **.psd** (MainMenu > File > **Save As**), and you'll export copies in these other formats using MainMenu > File > **Save for Web**.

Now that you know about the basic workflow of Photoshop, let's begin.

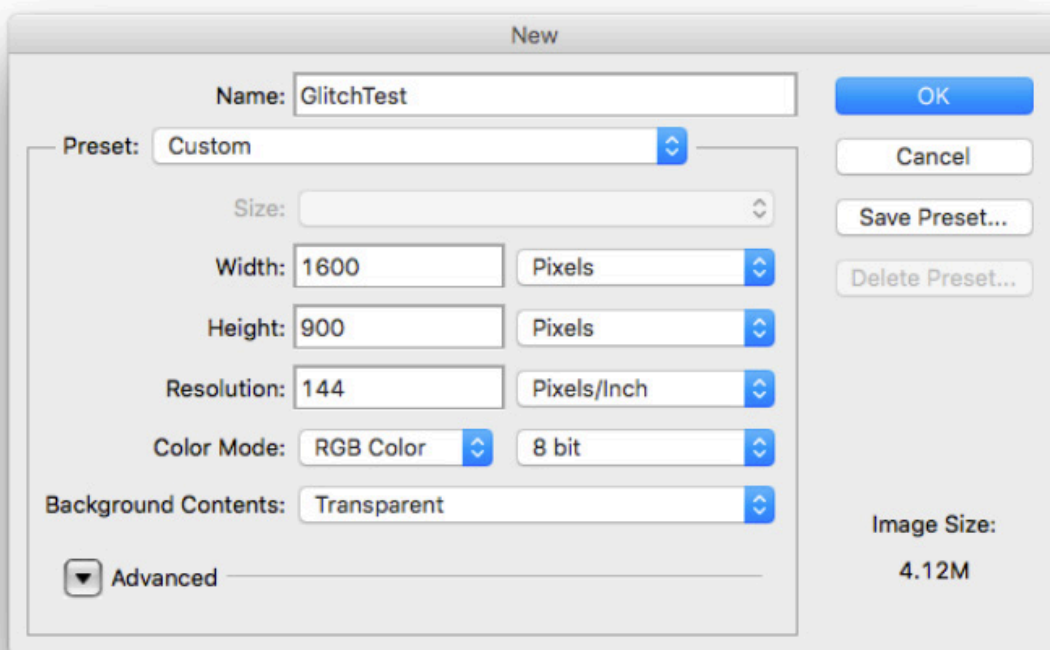
1. Opening Photoshop by double-clicking the icon (I suggest we use CS6 on these lab machines - it's near the far right side of the dock on the bottom of the screen).



New under the File menu (Main Menu > File > New).



3. You'll open the new document window, where you can specify the characteristics of your document. Name your file GlitchTest, and select 1600 Pixels wide by 900 Pixels High at a resolution of 144 Pixels/Inch, RGB color mode at a bit depth of 8bit, with background contents Transparent.



4. Your workspace (or arrangement of interface elements) should look something like the image below. If it doesn't, don't freak out. . . .

