Making Selected Color Changes in Photoshop CC

Change selection color or Colorize Selection:

a. **Hue/Saturation Adjustments**:
1. Make selection if desired.
2. Select New adjustment layer from layer palette menu. Then select Hue/Saturation.
3. In the Hue/Saturation dialogue box, select 'Master'. Then adjust 'Hue', saturation, and 'lightness' sliders as desired.

a1. **Use Hue/Saturation Adjustment Layer to change specific color:**
1. Do #1 & #2 above.
  2. Choose a color from Edit pop-down menu, or
 3. Click Pointed Finger icon & then click on desired color to change.
4. Change hue, saturation, and/or lightness sliders.

b. **Using Variations:**
1. Make selection if desired.
2. Choose—Image:Adjust:Variations (not available as a new layer adjustment).
3. Select 'midtones' and set the 'Fine/Course' slider to determine amount of each adjustment.
4. Click on desired thumbnail color image and click OK.

c. **Selective Color:** Make a selection if desired. Then choose--Image:Adjustments:Selective Color. Or if you prefer working on a new layer, select new adjustment layer from the layer palette menu and then choose 'Selective Color'. Then select 'Relative' method. Choose specific color to be changed from drop down menu, and then adjust sliders to get the new desired color.

d. **Color Balance:** Very effective way to adjust the color or cast within a selection area or within the entire image. Choose--Image:Adjustments:Color Balance, or use new adjustment layer--color balance. One can colorize the 'highlights', midtones, or shadows separately. Select 'Preserve Luminosity.' Adjust color sliders.

e. **Replace Color:** Choose--Image:Adjustments:Replace color. In dialogue box select the 'selection' button (as opposed to 'image' button) to begin selecting the color to be changed. Use 3 eye dropper tools to refine selection, along with fuzziness slider. After making selection, create the replacement color by moving the hue or saturation sliders. Or, click on the 'result' color box and choose the exact color needed and click OK. Then click OK to close Replace Color dialogue box.

f. **Color Replacement Tool**:
1. Choose foreground color from Color or Swatches Panel, or alt + click with color replacement tool (underneath the Brush Tool) on a desired color within the image to pick foreground color.
2. In Options Bar, 1st choose brush size, then blending mode, e.g., color (preferred), hue, saturation, or luminosity.
3. Then click a 'sampling' button, e.g., Continuous (applies foreground color to all pixels brushed over, or 'Once' (applies color only to first color pixel clicked on), or 'Background Swatch', i.e., replaces only those colors in the current 'background' color.

4. Then click on 'Limits' type. Contiguous (preferred) = recolors pixels under pointer plus adjacent pixels of chosen color. Discontiguous = recolors only pixels under pointer. Find Edges = recolor pixels under pointer while keeping the color replacement within discrete shapes.

5. Choose Tolerance % to control range of chosen colors.

6. Then choose a layer & paint with color replacement tool brush.

g. **Colorize by painting** using **paint brush tools (preferred), or paint bucket** (under Gradient Tool)**, or Edit:Fill (**press 'Alt + delete'). First, create a new layer to work on by creating a new blank layer (using the new layer icon at the bottom of the layers palette) or make a selection from the current active layer and copy it to its own layer (press Cntl + J). Pick a fill or paint color. Set tool blending mode (to Color or Hue in the Layer's Palette), and set the opacity level (start @ 50%). Note: The Hue mode won't change the neutral colors, i.e., black, white & grays, only the other colors whereas painting with 'Color' will change neutrals as well. For the Paint Brush or Air Brush tools, set the tolerance or pressure to a low setting for maximum control. Use the Eraser Tool for corrections. Making an initial selection first will limit any painting or filling to within the selection limits. Paint as needed. Color adjustments can be made using Color Balance (Cntl +B) or Hue/Saturation (Cntl +U).The layer opacity may further be adjusted in the Layers Palette if extra adjustments are desired.

h. Use **Curves**--Make selection & then choose--Image:Adjust:Curves or Cntl + M. There are 2 curve tools. The "Point Tool" (looks like a wavy line) adds points to graph by clicking (default tool). Drag the point to move it, and 'Cntl + click' to remove it. "Cntl + D' deselects all points. The 'Auto' button automatically maps the darkest pixel to black & the lightest pixel to white. With the Point Tool activated, the eyedropper tools work the same as in Levels. To reset the brightness curve to its original shape, click the 'Undo' icon below the curve next to the 'trash' icon.

To alter colors using 'Curves' adjustment, first make a selection. Use the color sampler tool along with the Info Palette to monitor up to 4 color spots on an image. Then in Curves dialogue box select a specific color channel, i.e., R,G, or B. To adjust the brightness curve with the Point tool, move the cursor (which becomes eyedropper) to anywhere in the image & click on a desired pixel within the selection. This will cause a circle to appear on the brightness curve & the input & output values will be listed. Pressing 'Shift + Cntl + click' will place a circle on all the channels at once. While checking the Info Palette, move this point (& the curve) up or down, using the up or down arrow keys, to alter the color. Do same with other color channels & finally, with composite channel if needed.

To keep colors from shifting when using a curves adjustment layer for other purposes, set the blending mode of the adjustment layer to Luminosity. If you don't use an adjustment layer but apply the curves adjustment directly to the image, afterwards choose Edit:Fade and set the mode to Luminosity.