***Selecting an object and refining the selection:***

1. Open the file in Photoshop.

2. Duplicate your background layer.

3. You will select the object you would like using any of the selection tools you prefer (Marquee, lasso, or quick selection*), but quick selection allows you to go back and make changes to your selection as you work. It is a little more user friendly.*

Click on Quick Selection and make sure that you have selected the + choice in the tool bar above. . You can adjust the size of the selection tool with the brackets [= smaller and the ]= bigger. Drag around your object to get all of it selected. Don’t worry if it grabs more than what you need. Use the **–**selection from the options above to take back out objects. Take your time! You don’t want the object to look choppy and cut out!

\*Don’t crop out details from your selection if they are tricky (like hair strands). You can refine later.

\*if the object is really difficult to grab- try it this way…select the background *around* the object instead. Then, right click the selected are and choose to Invert the selection.

3. To remove areas in negative space (like the space between arm and the body if your hand is on your hip) you would use the –selection tool.

4. Go to the tool bar above (or right click) and click Refine edges. (select black in the “view” to get a better read of your image or the “overlay” option is good too).

Things to do in this box:

-click the “smart radius” box and drag your cursor along the edges to “refine” choppy spots are places where hair may have been selected off

-smooth- to soften the edges a bit

-shift edges to further refine

\*In Output: choose new layer *with mask*\* (the mask allows you to further edit the selected object

Click OK

*\*If you are missing part of your object (it was missed or lost in the process)-*

*Click on the original background layer and change the opacity to about 70%*

*Go back to the layer mask. Use the brush tool on white (out of the black/white options on the left side). Brush over the area to be brought back. Make sure to adjust the brush size to fit your object.*