

# UPDATES & ERRATA

## Project 1

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### Page 70

Shortly after the initial release, Adobe renamed the modes that area available in the Select and Mask workspace. The second sidebar on Page 70 should now read:

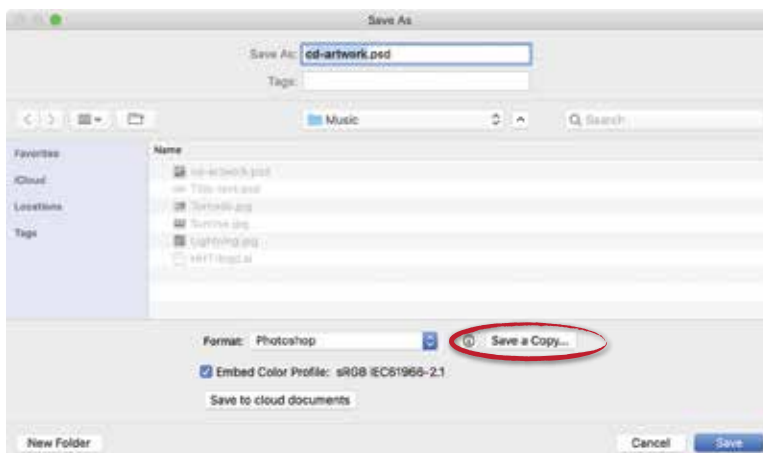
**Note:**

*The default **Color Aware** mode performs well when isolating objects from high-contrast backgrounds, or with backgrounds that do not include a much detail.*

*If you expand the Refine Mode options in the Properties panel, you can activate the **Object Refine** mode, which creates better results when fine details exist in front of a more detailed background.*

### Page 81, Step 3

The Save As dialog box has been changed since publication. Prior to moving on to Step 4, click the **Save a Copy** button:



(As an alternative, you can choose File>Save a Copy in Step 1.)

### Page 85, Step 17

As in the previous exercise, be sure to click the **Save a Copy** button to save this file using the define specifications.

### Page 87, Step 5

Prior to moving on to Step 6, click the **Save a Copy** button:

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## Project 2

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### Page 114, Step 2

The Rounded Rectangle tool has been removed since the initial Photoshop 2021 release. You must now use the regular Rectangle tool to create the initial shape; however, the rest of the steps in this exercise work exactly as described.

In the current release, the resulting layer will be named **Rectangle 1** instead of Rounded Rectangle 1 (Page 115, Step 7). This slight difference has no effect on the actions taken regarding that layer.

### Page 115, Steps 8–9

Due to the previously mentioned change, these steps should now read:

8. Click the empty space at the bottom of the Layers panel to deselect the **Rectangle 1** layer.
9. Click the **Rectangle 1** layer to select it again.

### Page 118, Step 17

Due to the previously mentioned change, this should now read:

17. Click the **Rectangle tool** in the Tools panel to deselect the existing vector shape and hide the path's anchor handles.

### Page 125, Steps 6–10

Because of the change from the Rounded Rectangle tool to the Rectangle tool, the shape you created in the previous exercise is now named Rectangle 1. As a result, the shapes created in these steps will be named Rectangle 2, Rectangle 2 copy, and so on.

Step 7 should now read:

7. Double-click the name of the **Rectangle 2** layer to highlight it. Type **Left Inset**, then press **Return/Enter** to change the layer name.

### Page 132, Step 5

The step should now read:

5. Select the **Rectangle 1** shape layer in the Layers panel, then click the **Black Anodized Metal** style in the Styles panel to apply the style to the shape layer.

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## Project 4

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### Stage 4 (Page 267)

In the Photoshop 22.5 release, most of the 3D related features do not work properly. They are, in fact, being entirely removed from the software in future versions. If you try to use the 3D features, you will see a warning message:



Because of this, Stage 4 of the City Promotion Cards project no longer works. If you are using a version later than 22.2 — the last version in which the 3D features were considered to be stable by Adobe developers — we recommend concluding this project at the end of Stage 3, with one exception.

**Proceed to Page 283 and follow the instructions in Steps 14–15 to prevent problems in future projects.**

## Project 5

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### Page 294, Step 2

Because of the change relating to the Rounded Rectangle tool in Project 4, it is possible that the Rectangle tool might remember the last-used settings of a 50-px corner radius (from Project 4). To solve this problem, this step should now read:

- 2. Choose the Rectangle tool in the Tools panel. In the Options bar, make sure the Corner Radius field is set to 0 px.**

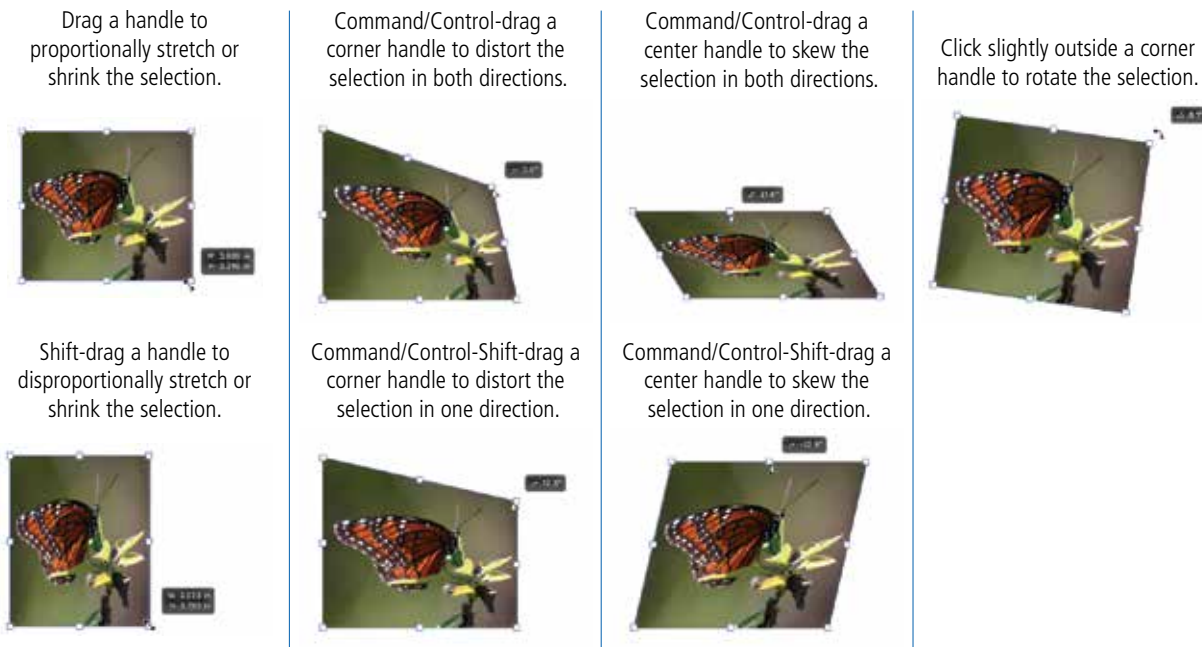
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## Project 6

### Page 346

The transformation behavior has changed. The behaviors noted in the second and third columns of the illustration are now reversed.

- Command/Control-drag a corner handle to distort the selection in **both directions**.
- Command/Control-Shift-drag a corner handle to distort the selection in **one direction**.
- Command/Control-drag a center handle to skew the selection in **both directions**.
- Command/Control-Shift-drag a center handle to skew the selection in **one direction**.



### Stage 3 (Page 364)

In the Photoshop 22.5 release, most of the 3D related features — including the Lighting Effects filter — do not work properly. They are, in fact, being entirely removed from the software in future versions.

Because of this, Stage 3 of the Advertising Samples project no longer works. If you are using a version later than 22.2 — the last version in which the 3D features were considered to be stable by Adobe developers — we recommend concluding this project at the end of Stage 2.

## Project 8

### Page 460

The on-canvas rotation proxy for puppet-warp pins is no longer available. To rotate a pin, you must choose Fixed in the Options bar Rotate menu and then define the rotation value in the attached field.