Healing Brush Tool

When you use the **Healing Brush Tool** you must take a sample of choosing a ***source point***, an area that Photoshop will refer to when fixing the problems and then click on the problem areas.

To use the **Healing Brush Tool**

* Set the **Mode Option** to **Replace**
* Set the brush size to be slightly larger than the area you are going to clean up
* Press (Alt) (or Options for Mac) button and click on the source point-an area that the blemished are *should* look like
* Photoshop will analyze the area you sampled as you click on (or drag over) the blemish.

*To hide the blemish, Photoshop creates a blend of a sampled area and the blemish area.*

*This blend will be recreated over the problem area. SO CHOOSE THE SAMPLE CARFULLY!!*

The **Healing Brush Tool’s** option bar has a **SOURCE**: area containing 2 radio buttons.

1. **Sampled**: A Blend of the sampled area and the blemish area
2. **Pattern**: No source is chosen. Instead you begin by selecting a pattern from the **Patten Picker**. As you click in the image with the **Healing Brush Tool,** Photoshop blends the selected pattern with the area in the brush radius. The creates a *textured* effects.
	1. When the **Aligned** check box is checked and the **Pattern** option is selected, a *tiled pattern* is created as you use the **Healing Brush Tool.**
	2. If the **Aligned option** is turned *off,* clicking the mouse occasionally as you paint creates a pattern that is *not tiled*.
	3. If the **Sample** option is selected, the **Aligned** check box determines whether the sample area is continuous or reset every time the mouse is clicked.

The Patch Tool

The **Patch Tool** is similar to the **Healing Brush Tool**. However, the procedures for hiding a blemish are quite different. The technique used to hide a blemish with the **Patch Tool** depends on the radio button that is selected.

When the **Source** radio button is selected in the options bar:

* Start by drawing a selection around the problem area
* Then DRAG the problem area to a good area and release the mouse

Photoshop analyzes the good area and blends it with the problem area, preserving the shadows and texture of the problem area.

What the **Destination** radio button is selected in the options bar the tool to work opposite manner:

* Start by drawing a selection around the a good area is selected first
* Then DRAG the good area to the bad area and release the mouse

If you click the use **Pattern** button, the pattern selected in the **Pattern Picker** is blended with the selected area, resulting in a *textured* look.

The Clone Stamp Tool

This tool works differently than the **Patch and Healing Tools** because this tool *clones* or exact copy of something. The **Clone Stamp Tool** copies pixels from one area to another in the image, using any brush size and style that you select. This tool is used to remove unwanted areas from a photo by copying desirable areas on top of the unwanted areas. For example, you could remove an old, junky car from a scenic photo by cloning grass and scrubs found in other areas of the image over the old until it completely disappears.

For best results, clone a little at a time, release the mouse button, and choose another source point-even if it is near the same spot as before.

This way you can undo a mistake.

Using the Clone Stamp Tool

To use the **Clone Stamp Tool:**

* First choose a source point by clicking the **Alt** button (Option for Mac) and clicking on the area you want to copy
* A **crosshair symbol** appears, helping you click the exact spot.
* Move the cursor to another area and starting painting.

The crosshair symbol remains on your screen, showing you exactly where you are coping from-it moves along with your brush that is “painting” the copied pixels.

**It is best to choose a source point and clone on the same layer, but in situation where you want to keep layers separate, you can sample from one layer and clone to another. You can also open 2 different images and clone from one image to another.**

The Clone Stamp Tool’s Options Bar

The **Clone Stamp Tool’s** option bar contains the same settings as the **Brush Tool’s** options bar, plus 2 more.

When the **Aligned** option is turned off, the **Clone Stamp Tool** starts over every time the mouse is clicked. This is useful if you want to reproduce the same small area of the source image multiple times in the target image.

If the **Aligned** option is active, the **Clone Stamp Tool** continues cloning based on the first location you clicked, even if you have jumped to a different location. In essence, the location you clicked, even if you have jumped to a different location. In other words, the **Clone Stamp Tool** continues painting the same “big picture”. (this is useful if you want to reproduce different areas of the source image, but you want them to keep their spatial relationship. In most cases, you will need to click on several different source points as you clone, so it does not matter whether this option is off or on.

The **Sample All Layers** option, when enabled, causes the **Clone Stamp Tool** to copy pixels from all visible layers instead of from the single layer that was active when the source point was selected.

**Other ways to match the brightness and darkness:**

* Lower the Opacity setting in the options bar to create a blended look
* Experimenting with the blending modes available in the **Mode** drop-down list, especially the **Darken and Lighten Modes**
* *To get realistic results when cloning, you must pay attention to the lighting and shadows that help define an object*
* *Change the Opacity for my life-like images*

The Spot Healing Brush Tool (CS2 version)

The **Spot Healing Brush Tool** is used to fix *blemishes* (small imperfections, such as dust specks). It does this by automatically sensing where the blemish is when you click on it. Then, the pixels that surround the blemish are analyzed. The “undamaged” pixels are blended into the problem area, causing the area to “heal”.

This tool works best is the area around the blemish is *not* highly detailed. Sometimes, it takes 2-3 clicks to completely fix a blemish with this tool. There are other situations where this tool with not fix the problem at all. However, because it such an easy tool to use, it is worth trying first. You can also drag with this tool (over a scratch, for example), but you will best the **best results** by clicking in a single area at a time. If you make a mistake while using this tool, an easy way to correct is to use the **History Brush Tool** to paint the area back to its original state. Then, try again.

Like many of Photoshop’s tools, the **Spot Healing Brush Tool** has a **Brush Picker** and **Mode:** setting in its option bar. You should choose a brush size that is a bit larger than the area you want to fix.

The two radio buttons in the **Type:** area of the options bar determine how the **Spot Healing Brush Tool** fills the blemish.

* The **Proximity Match** option tells the tool to fill the blemish with a blend of pixels that appear around the blemish and are contained within the limits of the brush.
* The **Create Texture** option fills in the area you click on with a blend of all the pixels (including the blemish), creating a more textured look. Try using this option if the **Proximity Match** option does not produce good results.

*Unless the* ***Sample All Layers*** *option is checked, the* ***Spot Healing Brush*** *will only sample a source point from a single, active layer.*