



## Cloning/Bandaging

*a tutorial by Duckrabbit Digital*

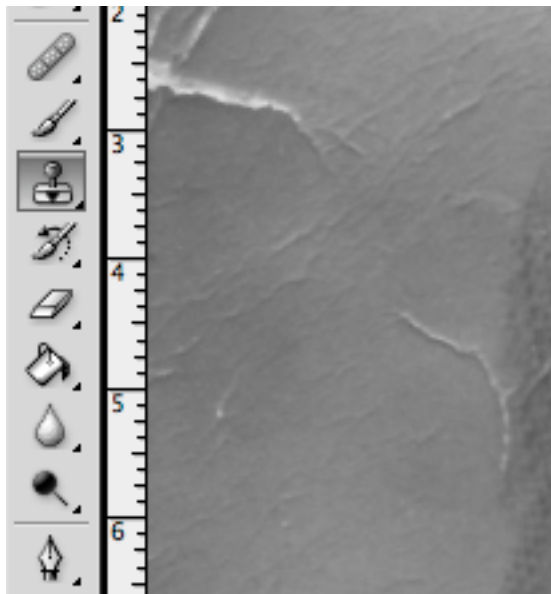
### INTRODUCTION

Whether it is a dust-spot or an old-photograph that has been damaged, there are often times when one needs to remove problem areas from a photograph. This tutorial covers two different methods of spot-removal. When working with these tools, always make sure that you duplicate your background layer before starting. That way, if you want to revert to the original file, it isn't a problem (layer palette > duplicate layer). It is also a good idea to familiarize yourself with the history palette. Depending on your settings, the history palette records a number of steps, so that you can often back-track further than the 'undo' button would allow. Access the history palette through windows > history. Then, click on the step that you want to start working from. It will delete all steps afterwards, so be certain that you are on the correct one before making a new adjustment.

### CLONING

The cloning tool basically takes pixels from one area of the picture and places them over another. When using this tool, make sure that you are often re-sampling the image. Otherwise, it will look very obviously cloned. You'll begin to see repeats in the pattern and, likely, the image will flatten out a bit. The cloning tool is great for dust removal and projects where you need to cover up small areas.

To use the clone tool, click on the stamp in the tool palette.



Choose the appropriate brush size and hardness from the options that appear under the main menu-bar. The hardness is how sharp the edges are. I would recommend using a very soft brush for this.

Choose the area that you want to sample; i.e., the area that you want to copy over the problem area. It is generally best to sample from an area right near the problem spot, as that is going to be the closest in tonality.

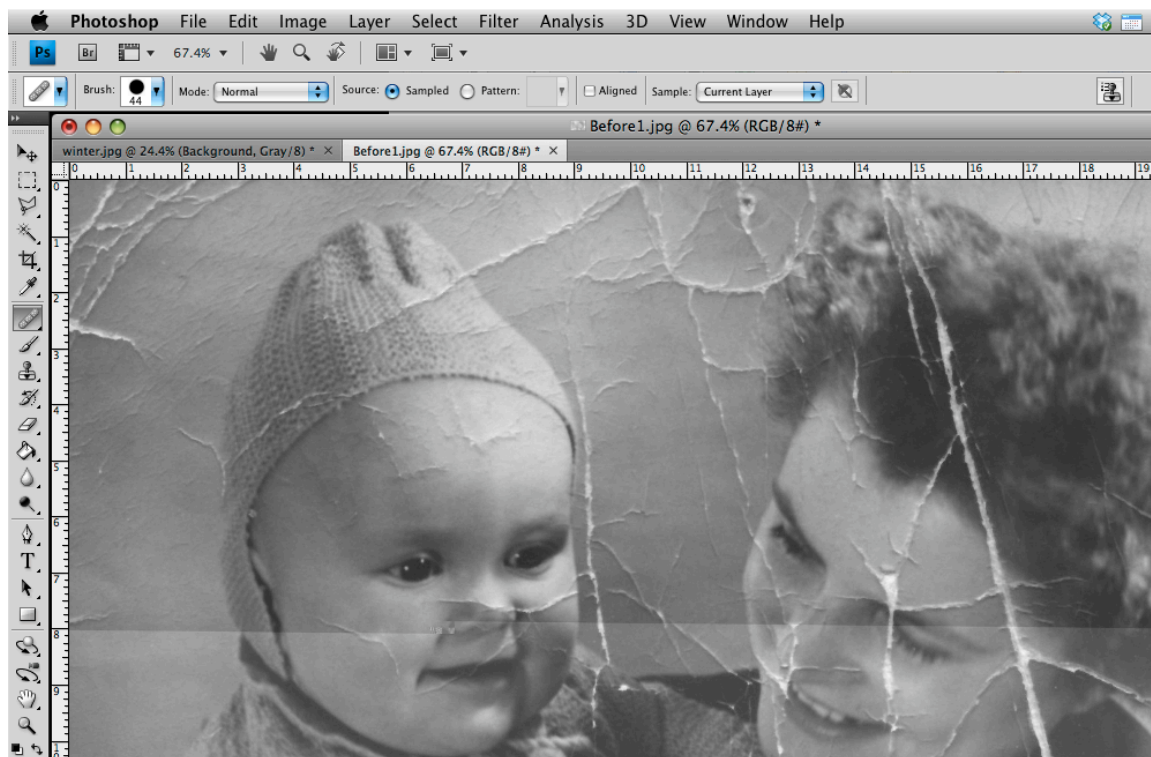
Option-click.

Move over to the area that you want to cover, click. You'll see that it copies the pixels from the sampled area and moves them over the problem area. Again, you'll want to resample often to avoid duplicating tones and patterns too exactly.

## BANDAGING

Bandaging is more intuitive than cloning, but is the same basic idea. It moves pixels from one part of the image to another. However, it does its best to match the moved pixels to the area of the image that they are being moved to. Thus, you can grab patterns and texture from one part of the picture and move it to another and it merges with the new tones to blend more naturally.

Select the band-aid (called the healing brush tool) from the tool-bar. As before, select the appropriate size and hardness. The source button should be clicked, since you are sampling from the image itself and not a pattern. I leave the 'align' button unchecked, but it is a matter of personal preference. Play around with it a bit--it basically controls how the brush over the sampled area follows the cursor. Unless you have numerous layers, you'll keep it on the 'current layer' setting.



Once you have all that set, just play around with it a bit. Option-click to sample an area, then click and drag to paint over the problem area. This is an amazingly intuitive and forgiving tool. If you make a mistake, hit control-Z, or back-track in your history.