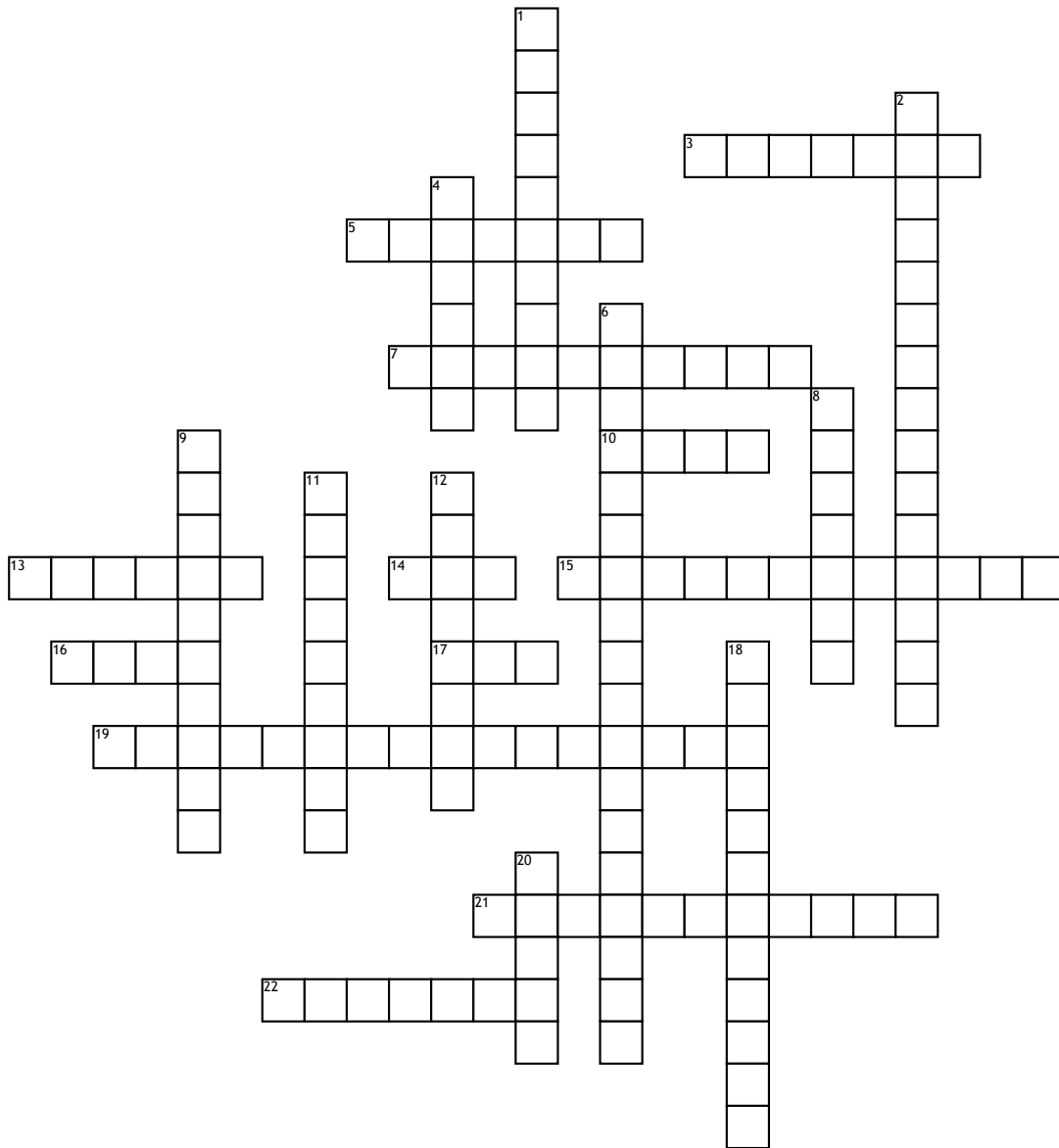


Adobe Photoshop CC



Across

3. contains all the tools used when working with images including selection tools, etc.. □□
5. Placing the subject of an image into focus or changing contrast, brightness and cropping an image to highlight the subject □□
7. Measurement of an image by the number of dots that make it up □□
10. A subtractive color model used in printing that uses Cyan, Magenta, Yellow and Black for color channels □□
13. Actions that enhance or modify an image with special effects (Blur, sharpen, artistic, distort, noise, stylize, texture, etc) □□
14. A raster graphics file format that supports lossless data compression □□
15. created with mathematical calculations, can be resized without loss of quality □□

16. A commonly used format with lossy compression for digital photography □□
17. Color mode best for digital documents (not printed) using Red, Green and Blue □□
19. Press Z to activate the zoom tool. □□
21. Converting a vector image into pixels so more special effects/filters can be applied □□
22. A bitmap image format that supports animations □□
- Down**
1. creating visual consistency
2. The backmost image in the layers panel □□
4. Represented by pixels in a grid layout and cannot be resized without loss of quality □□
6. A selection method that allows you to paint an area of image, and the tool automatically finds edges.

8. Changes the spacing between two letters of text
9. A tool to organize layers into a logical order and reduce clutter in the Layers panel.
11. The lasso tool makes freehand selections. □□
12. Creating difference between elements on a page. This can be achieved with color or by varying size, fonts, and font styles □□
18. Anti-aliasing smooths the jagged edges of a selection by softening the color transition between edge pixels and background pixels. □□
20. Layers are like stacked, transparent sheets of glass on which you can create images. You can see through the transparent areas of a layer to the layers below. You can work on each layer independently.