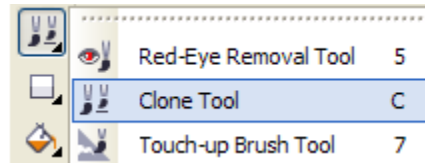


Using the Cloner Tool

The Cloner tool is one of the most fun and useful options in digital imaging. It has many different settings that you can explore, and you must constantly adjust them depending on the type of work you are doing.

- 1) Find the clone tool by going to the tools palette on your left. Find the appropriate button, click and hold, and it will bring up a flyout with these options.



Keyboard shortcut: You can also simply hit the “C” button on your keyboard.

- 2) The cloner tool is very simple. It has two “circles” that you can position and maneuver around the page. Whatever imagery is beneath one circle get transferred into the other circle, which then “paints” that imagery onto another section of the page.

Observe the basic example below



By placing one circle over an eye, you can transfer the image into a different section of the picture. Thus, two eyes can be four eyes. What a beautiful advantage to have.

- 3) While this type of work is often fun, the cloner tool is mostly used for more technical and subtle effects. The most common of these is removing unwanted imagery from pictures (like an ex boyfriend or girlfriend).

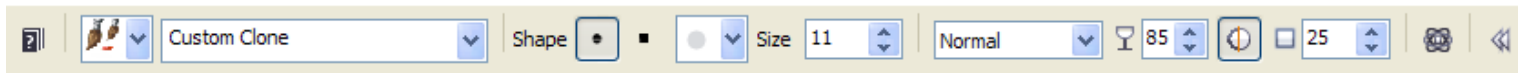
In order to remove imagery, you must creatively use what's already available in the picture. If someone is standing in front of a tree, then you must literally "recreate" the tree in place of the person. It can be very challenging, yet rewarding when you get it right.

- 4) In this tutorial, you will remove two people from a hunting scene, and re-position another. Browse to the *Review* folder and open the Hunter file.



- 5) Immediately save this file as "last name clone" to your student folder. Save it as a .jpeg.

6) Activate your cloner tool. Observe the settings bar at the top of the screen.



7) The main settings are:

a) **Size** b) **Transparency** c) **and Feather**

A) **Size** controls the size of the circles you are using while cloning. Large is good for quickly cloning a lot of space, small for detail work along edges.

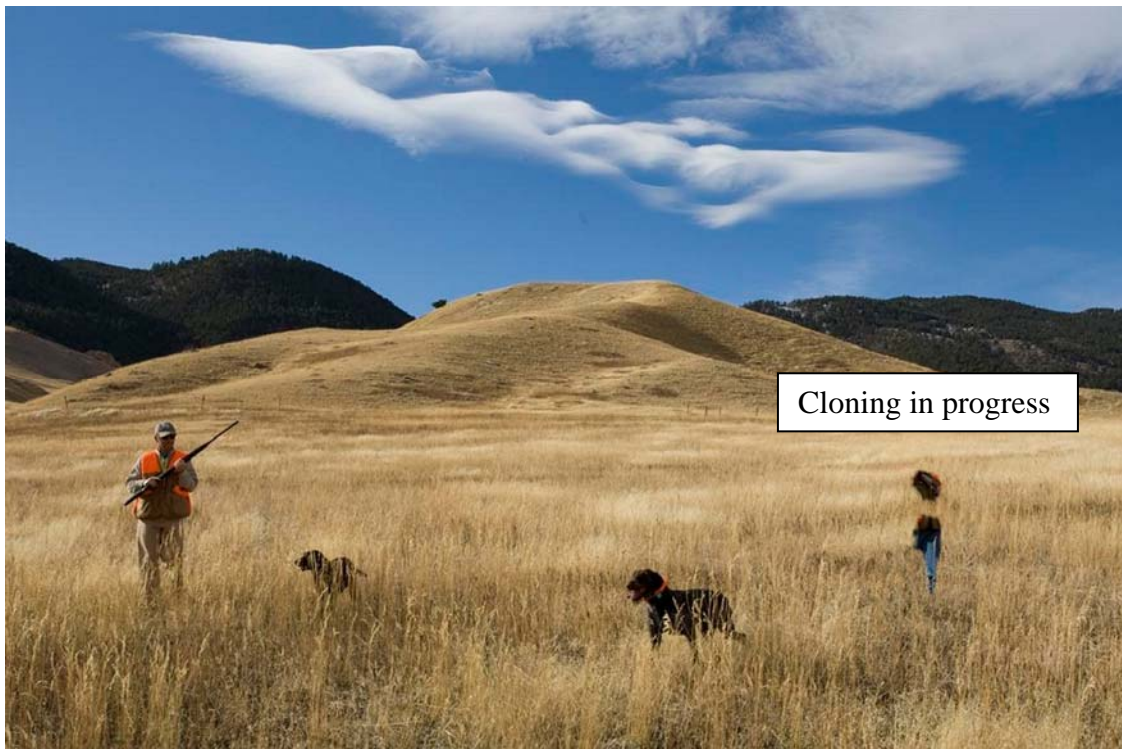
B) **Transparency** controls how much imagery is sprayed onto the page. The higher the transparency, the softer and more slowly the imagery will be. This is good creating smooth blending.

c) **Feather** controls the softness of the edges of your paintbrush cloner. A medium setting of 25 is a good generic option.

There are many more options that you can explore. Please do this so you have a good grasp of how the tool works.

7) Begin working by setting up your clone tool, and removing one of the hunters. Carefully clone areas of the field, over the hunter you choose. The challenge is to gently grab other areas of the field that fit the area you are trying to cover. Do not create a flat, repetitive, unrealistic effect. It takes practice.

YOU ARE STRIVING FOR REALISM THAT FOOLS THE VIEWERS EYE



- 8) Keep working on the hunter until you start to get the hang of it. Go slowly and precisely.

You will have to imagine what the grass and other areas look like, and recreate it on your own. Just look at the rest of the picture, and use bits and pieces from all over.



- 9) Next, use the cloner to “move” the remaining hunter to the center of the photo. This requires a **smaller brush**. Once you “click” to set your clone source, **DO NOT change** the cloner source, or your hunter will get all lopsided. The key here is observing the edges of the original hunter, and staying within them.



Set your clone source in the middle of the hunter and work out from there. Be careful around the edges.

10) The hardest part is the gun barrel. **Make your brush very small** (it will not affect your clone source position) Work slow and carefully, this is what much of graphic manipulation requires.



11) Finally, clone out the original hunter you left behind. This should seem easier by now. Re-adjust your cloner settings to larger brush, higher transparency. Save as a jpeg file to the “Inbox” in Review.

