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When you first open Photoshop CS6 there is one thing you will notice: a dark, charcoal gray interface. But improvements to the app work much further than just its appearance - there is a raft of features under the hood. But as far as the interface is concerned this seems like a radical departure from the standard gray Photoshop interface. It looks slicker though - and if at some point you want to go back to the old colors, just go to the preferences and customize the color theme there. For designers, there are a number of interesting enhancements - and in fact there are 3D tools in Photoshop CS6 Advanced. The 3D workflow has certainly been simplified with 3D panels, tools and a new 3D workspace appearing when you either create a new layer of 3D files (Photoshop supports 3D Studio, OBJ and more) or extrude layer to create 3D shape. Photoshop replicates the look of an app like Cinema 4D - so it's familiar and easy to use. Thus, it is now much easier to position 3D objects in compositions using the Perspective Grid option in the Vanishing Point filter as a ground plane. And the simplified Home Properties panel is all the options you need to adjust the texture, lighting and control of the environment, with on-screen handles adding extra customization. In addition, when you click Ctrl/Right-click on a 3D object, you'll be presented with editing options for that object and its material. Those who want to create 3D text will be happy, too, as improved beveling options, better lighting management and the ability to quickly switch camera views makes it easier than ever to add and customize the extruded type. The new Cage control allows you to choose faces and edges and adjust scaling, rotation and position, as well as quickly changing the grid, cover, warp, and coordination settings in the Property panel. The basic 3D text workflow will be: First, create your text with the right font. Next, go to 3D>New Extrusion from the selected layer. 3D Photoshop controls pop up. Now use the Properties panel or the Ctrl/Right-click object itself to bring up options. Using the Materials section, you can identify the material, shine, diffuse, roughness, kick and so on. By switching to the next set of options - Mesh - you can choose the shape of the present and specify the depth of extrusion, the last thing you can also do in the next set of options - Deform. In The Deformation variants, you can also taper and twist the extrusion, and in Cap variants you can specify a skoshene. There's loads of options and this makes 3D text easier than ever before. On the subject of text, Photoshop-type tools have gotten some good improvements, with the item and character styles topping the list. Finally Photoshop has proper text controls - and finally, you can keep the text consistent through a few documents using these styles. To create a new style, just just Your text, as you want it to appear in the documents, select it and in the paragraph(Window)>Paragraph Styles panel, go to the departure options and choose a new style of paragraph. Double-click the style that appears in the panel and edit it in the dialogue that appears, adjusting the composition, excuse, hyphen and basic character formats. Looks like InDesign. The new type of engine rendering displays the text more clearly - especially when working with smaller current sizes. Photoshop CS6 vector tools had a facelift, with vector shapes now appearing on their own layer rather than being filled with a vector mask, creating a shape. Path operations can be used in the tool bar to add combination, subtract, cross, and exclude shapes (just as you can do in CS5.5, but the options have been moved). Snap To Pixel and Align Edges allow you to align the vectors accurately. So, what else could you add to the Photoshop layer of functionality that's out there already? Well, the new search system - allowing you to filter results by name, effect, name, mode, attribute or color - makes it easier to find layers in a complex document. For example, using the 'Kind' filter, you can only select pixel layers, vector layers, adjustment layers, type layers, or form layers - or combination. To disable the filtering, take a small switch in the upper right of the Layers panel. The harvest tool was a kind of make-up as well - and works a little differently to harvest an old tool. When you choose an area for pruning, you now move the canvas behind the harvest tent (rather than the planting area itself) before applying the crop. You can rotate the image behind the crop area as well, and it offers more flexibility. What's more, the Crop tool now works destructively. Just make sure the Delete Cropped Pixels box isn't controlled at the Tool Options bar, and when you trim, all your pixels are saved. If you want to tweak the crop a bit, just use a relocation tool to move the image around within the newly trimmed area. You can also use the new Golden Ratio, Golden Spiral, Diagonal and Triangle tracks, as well as previous Grid and Rule of Thirds settings. The Tool's Straighten bar options tool helps correct curved horizons (such as) and a new tool of promising crops - found in the same departure as the harvest tool - allows you to quickly straighten and trim the image using an adjustable marquee. Photoshop, in CS5, introduced some interesting Content-Aware tools allowing you to go 80/20 when retouching images (i.e. Adobe tools will take you 80 percent of the way there, you do the rest). With CS6 Photoshop expands on this with a content-Aware Move tool. find it in the same departure as healing brush and slick healing brush tools. After choosing draw a marquee around the object that you you Move and drag it to the desired area. If you need more control, select an object using Photoshop selection tools and then with a marquee active, use the content-Aware Move drag tool. Using adaption settings that control how the patch mixes with the image and how much patch surround is included in the process - you can fine-tune the results. The new blur effects in Photoshop CS6 may sound like gimmicky extra, but they work very differently to make common blur filters. Three new filters in the so-called Blur Gallery are Iris, Tilt-Shift and Field Blur. They, running away from the GPU on new systems, allow you to view and change the blur on the screen with the help of handles and dials. For additional control, use sliders that appear when you start blur from Filter>Blur. And the use of GPU is interesting in this release. The new Mercury Graphics Engine takes advantage of your GPU using tools such as Liquify, Puppet Warp, Crop and Transform. The result? A much smoother and smoother process - especially when working with large files in Liquify. So, what's left? Well, there's an adaptive wide angle filter to customize images taken with fish eye or wide-angle lenses. Adobe Camera Raw 7 and some enhancements to the automatic correction tools found in curves, levels and brightness and contrast. There's also a new background save and auto-recovery - and you can adjust the duration for automatic save-in preferences (5, 10, 15, 30 minutes or one hour). There's also some updates for painting tools - mostly the fact that you can now draw using pencils and pastels with erodible tips - which means how you draw the pencil wears out and the shape of the tip changes. You can adjust the wear speed of the ion brush panel. There's also a new version of the airbrush tip to recreate spray-can effects. And finally, there's a new video functionality. The new and familiar timeline-based editing environment allows you to import a huge range of video formats, add add add, add transitions, effects, pans, zoom, and more. You can use layers of adjustment to improve clips - or with key frames to add effects over time. And to add a transition between clips, hit the transition button in the Timeline when you have a static document open. This makes Photoshop a much more versatile tool - and great for fast DSLR video projects. Photoshop CS6 is a great update - a number of high quality enhancements and some excellent new features make it one of the best releases in a long time. Bonus content! Check out CreativeBloq's Photoshop CS6 review! Next Next Illustrator CS6 Photoshop CS6 was released as a public beta today to give designers the ability to integrate the new version into their creative workflows - and so Adobe can assess the user response to the changes, new features and enhancements that have been included in the update. The Photoshop CS6 beta will be available as a free download from Adobe Labs until the program is officially released sometime in the first half of 2012. Prices have yet to be confirmed. Amazon Prime Day Deals: See all the best deals right now! Commenting on the launch of the Photoshop CS6 beta, Winston Hendrickson , Vice President of Products at Adobe Creative Media Solutions said in a press release: Photoshop CS6 will be a wake-up release that pushes the boundaries of image innovation with incredible speed and performance. And to see if this is true, just take a look at our overtaking of the 10 biggest changes, features and enhancements from Photoshop expert Steve Kaplin:1. Text style sheets With Photoshop CS6 designers can now define text styles, both on-point and character-based, in much the same way as in InDesign. Each style can store font, size, lead, justification, hyphen and other information about text structure. Changing the style definition will change each instance of the style used in the current document, and the button on the style bar allows you to change styles according to the current instance.2. The best lighting effects Photoshop CS6 light effects filter light effects has been overhauled and now shows a full-screen preview effect - which means that using the Alpha Channel as an impact card is now more predictable than ever. In addition to being able to move light, focus, size and location directly to a work of art, you can now adjust the intensity as well as using a rotary dial in the center of the light. New smart cursors include pop-up information, such as the size of a rectangular tent as it stretches, the angle of free transform, and so on. All information is contextual and varies depending on what you do. In addition, new filters and 3D tools now have adjustment controls right in the middle of a work of art to keep the ability to look elsewhere. The panel layer searchThe layers panel now has buttons that allow layers to filter by type - so click to show only text layers, or adjusting layers, or smart objects, and so on. You can also search for layers by name, or by mode (for example, find all the layers of hard light in a document) or by attribute (visible, masked, using extended mixing, and so on). Excellent when dealing with complex documents. Better The CS6 Harvest Tool Harvest tool has been redesigned so that dragging to another location in the image is now panning the image rather than the area of the crops. In addition, the rotating action will rotate image, as seen from the area of choice of the crop tool. It makes a lot more sense, but if you really can't get on with it - it seems counterintuitive at first - you can go back to the old method. The GPU acceleration Photoshop CS6 can now take full advantage of your computer's GPU, which means a huge increase in speed for many operations. The Liquify tool, for example, was previously notoriously slow to download and sluggish with large files; Now it's perfectly sleek, even with huge file sizes - and now it supports brushes up to a mind-blowing 15,000 pixels in diameter. GPU acceleration applies to many other areas of Photoshop CS6.7. The new BlurPhotoshop CS6 filters blur three new Blur tools - Field, Iris and Tilt-Shift - use the new GPU system to create an instant, very adjustable and very smooth blur. Blur's new tools also use head-up display controls, so all controls are placed directly on the image to adjust the internal and external blur radius, the amount of blurring, and blurring of the shape. Blurs also include Bokeh sliders for adjustable flash light.8. Aware movingThe new Content Aware Move tool lets you select an object and move it to another location in the image. The object will be blended smoothly in its new location, and the place from which it has been moved will be fixed to remove all its traces. The system is variable in operation, but is capable of good results with the right image. Extend makes it easier to stretch objects.9 The merged PropertiesA New Properties panel takes over the previous Mask and Adjustment Layers panel, displaying the information in one place. It's scalable, which means you can make the curve chart as much as you like. The new Property panels are also sensitive to context and are only filled when there is something to be displayed; therefore, when working with 3D models, it also contains information pertaining to the model aspect you are currently working on.10 Major 3D improvements to the Photoshop CS6 3D Simulation Photoshop CS6's 3D model capabilities (available only in the extended edition) have had massive interface repairs, with controls for extrusion, bevel, twist, cone and more contained in head-up display right on the work of art. For the first time, the text can now be edited, both glyphs and font, after it has been extruded and placed in a work of art. Many more enhancements make 3D modeling easier than ever before. Now you've heard that highlights, what do you think? Adobe gave you what you wanted? What would you like to add or leave? Let us know in the comments below... Below...

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