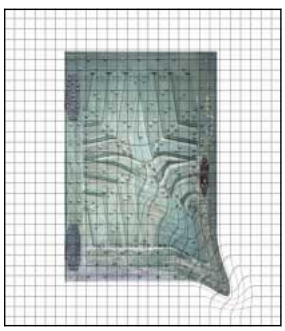
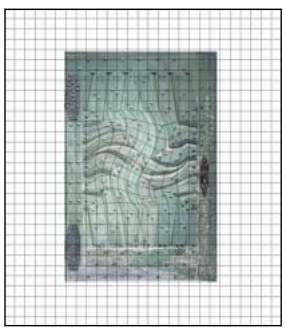
The Liquify tools explained

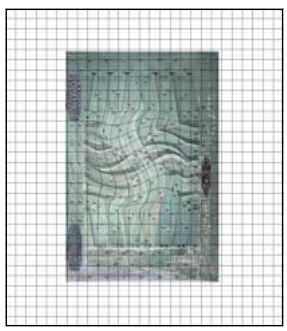
The Warp tool (W) provides a basic warp distortion with which you can stretch the pixels in any direction you wish. The Twirl Clockwise tool (R), as the name suggests, will twist the pixels in a clockwise direction, while the Twirl Counter Clockwise tool (L) twists the pixels in the opposite direction. A larger brush works best with these tools. The Pucker tool (P) shrinks pixels and produces an effect which is similar to the 'Pinch' filter. Warp and Reflection distortions can sometimes benefit from 'taming'. The pucker tool is therefore ideal for correcting over-distorted areas. The Bloat tool (B) magnifies pixels and is similar to the 'Bloat' filter. The Shift Pixels tool (S) shifts the pixels at 90 degrees to the left of the direction in which you are dragging. When you Option/Alt-drag, the tool will shift pixels 90 degrees to the right. When you understand how the shift tool works, you can introduce some nice rippled distortions. The Reflection tool (M) is perhaps the most unwieldy of all, copying pixels from 90 degrees to the direction you are dragging and therefore acting as an inverting lens (which if you are not careful will easily rip an image apart). Fortunately, the Reconstruct tool (E) will enable you to restore the undistorted image. If you want, you can protect areas of the image using the Freeze tool (F). Frozen portions of the image are indicated by a Quick mask type overlay. These areas will be protected from any further liquify distortion tool actions. The Freeze mask can be selectively or wholly erased using the Thaw tool (T).



Warp tool



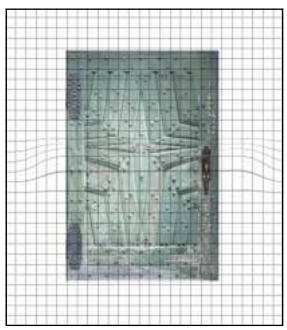
Twirl Clockwise tool



Twirl Counter Clockwise tool

Pucker tool

Bloat tool

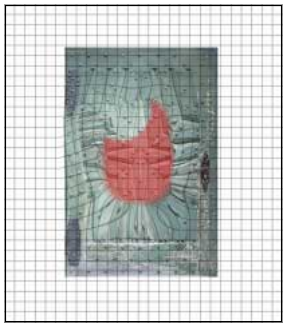


Shift Pixels tool

Reflection tool

Reconstruct tool

Freeze tool



Thaw tool

Figure 16.6 You can set the brush size and pressure settings in the Tool Options section. At the bottom you can check the View options which includes displaying the underlying mesh grid shown in the accompanying illustrations. When freezing an area, you can load an alpha channel as a mask with which to protect the exact areas of the picture you don't wish to distort. The reconstruction modes above provide different modes for reversing any distortions made. The Rigid mode provides one-click reconstruction Stiff, Smooth and Loose provide varying speeds of continual reconstruction – the image mesh continues to unravel as you mouse down. Click on the Reconstruction button to observe the distortions undo progressively. Use Escape or Command/Ctrl-period to halt the reconstruction at an intermediate stage. Avoid a second click, as this will exit the modal dialog and you will lose all your work.