

## A few words about design|house™ actions in general...

design|house™ actions are created with the modern digital photographer in mind. They are non-destructive and easily adjustable. And, you don't have to start with a flat image to use your design|house™ actions.

## What you should know about design|house™ actions

- Almost all of the design|house™ actions create a group folder in your layers palette. This means you can adjust the results of the entire action simply by adjusting the opacity of that group folder.
- Beyond grouping, design|house™ actions are created using adjustment layers. This means that you can adjust individual aspects of each action without to your taste simply by clicking an adjustment layer. Adjustment layers also come with built-in layer masks, so if you don't want to see an aspect of an action on a certain part of an image, simply mask it out.
- design|house™ actions are designed to be slightly over the top. That means that the effect is going to show up maxed out on your image. We find that it's better for you to be able to back out of an action (by changing opacity or making changes to adjustment layers) than it is to try to pump up an action. Simply put, we want you to adjust your design|house™ actions to your taste, not settle with someone else's.
- If you don't like what a design|house™ action, throw it away. Your original image is unharmed. As we said above, each action creates its own housing (a group folder in the layers palette). If you're not satisfied or just want to go back to your original image, just drag the entire group folder to the trashcan in the layers palette, and it leaves your original image on screen.
- No flat image necessary. If you're post-processing an image and have already created layers, don't worry. You can still run your design|house™ actions. They'll just make a new group folder above your other layers. You don't have to start with a flat image when you use design|house™.

**a design|house™ tip:** You can run multiple design|house™ actions on one image without flattening. Simply use the "stamp all" feature in Photoshop to create a temporary composite of all visible layers. Press CTRL+SHIFT+ALT+E (or CMD+SHIFT+ALT+E on a Mac) to stamp all. Now, run your next design|house™ action. To play design|house™ actions against each other, simply trash your composite layer that separates each action group.

## **design|house™ backgrounds & wallpapers**

design|house™ backgrounds & wallpapers are high-resolution files designed to easily be slipped into your workflow as backgrounds and wallpapers. All design|house™ backgrounds & wallpapers are 12"x12" hi-res files, suited perfectly for album, card, and announcement design work. Just drag and drop the background or wallpaper of your choice into place on your canvas.

### **What you need to know about design|house™ backgrounds & wallpapers**

- design|house™ backgrounds are 12"x12" hi-res files designed to single page, scrap-booking sizes. While we don't recommend upsizing any files more than 20%, you can reduce background & wallpaper files without loss. For example, say you were creating a 10x10 album page, you can choose to leave the file at 12x12 or reduce it to fit a 10x10 with no loss.
- design|house™ mottled and mottled spot backgrounds come in a range of colors and are available in both textured and non-textured versions. Mottled spot backgrounds have an Omni spot light vignette – brightest at the center point and darkest along the edges.
- design|house™ wallpapers come in 7 different patterns. Each pattern is available in a variety of colors, and each color is available with an omni spot version.
- There are also 21 design|house™ background examples. These 12x12 hi-res backgrounds were all designed using elements already found in the design|house™ suite (volume 1). While they are meant as examples to show you what can be accomplished, we wholeheartedly expect you to use them in your design work.

### **design|house™ tips for backgrounds & wallpapers**

- If you're creating a two-page album spread and you want a continuous background made from a design|house™ background, try this:
  - Drag the background you want to use to your two-page spread canvas.
  - Butt your first background against the center guide on the left spread.
  - Shift-click and drag the background to the right. This will copy the layer and keep it aligned with the first background layer.
  - Butt its left side against the center divider.
  - Now, choose Edit>Transform>Flip Horizontal.
  - Make sure your backgrounds are butted together perfectly in the center. Because they are mirror images of one another, the background will appear seamless.

- The color of the design|house™ background or wallpaper just isn't quite right for your project. Try this:
  - In your Layers palette, click the layer that holds your design|house™ background or wallpaper.
  - Click the make new fill or adjustment layer icon in the Layers palette and choose Hue & Saturation...
  - Use the hue and saturation sliders to adjust the color of your background to better suit your needs.
  - If you don't want your hue/sat adjustment to affect anything but the color of your background, change the adjustment layer's blending mode to Color.
- Make a background/wallpaper your own by using design|house™ custom shapes and brushes on top of the background/wallpaper to create a new and unique background or wallpaper.
- Use a design|house™ patterned wallpaper to create a wallpaper overlay in an image. Try this:
  - Find an image to which you would like to add a wallpaper overlay. Images that have a solid color, flat background work best.
  - Find the design|house™ wallpaper pattern you like and open the gray, non-omni spot version.
  - Drag the wallpaper on top of your image by clicking and dragging while holding the CTRL+SHIFT keys (CMD+SHIFT on Mac). This will center the copy onto the image canvas.
  - Change the new layer's blending mode to multiply or screen, based on the darkness or lightness of the background.
  - Change the new layer's opacity until it suits you.
  - Use Free Transform to scale the wallpaper to a size of your liking.
  - Create a layer mask for your new layer by clicking the add layer mask icon in the layer's palette.
  - Use a soft brush set to black to paint the wallpaper off of your subject.
  - Choose Filter>Blur>Gaussian Blur to slightly blur your wallpaper background for a more realistic look.
- Use backgrounds and wallpapers under design|house™ digital mats to create a layered look.

## **design|house™ textures**

design|house™ textures are created to add interest to images and designs. They can be used many different ways to create a unique feel and flavor to your images. There are 122 hi-resolution texture files in the design|house™ suite (volume 1).

### **What you should know about design|house™ textures**

- There are four types of design|house™ textures: handmade, photo, folds, and burlap.
- The design|house™ handmade textures are digitally hand-painted textures. These files can be used as backgrounds behind digital mats or they can be used as texture overlays that give your images texture. design|house™ handmade textures normally give your image a rustic, grungy, or old world feel.
- The design|house™ photo textures are hi-res texture files created from actual photographs. From wood to peeling wallpaper. There are all kinds of photo textures to use in and on your images.
- design|house™ folds are black and white texture files that give your image the appearance of having been folded and unfolded. Simply drag a hi-res fold file on top of your image, scale and position it to your liking, and change the fold layer's blending mode to Multiply.
- design|house™ burlap texture files are photographs of antique burlap sacks. These hi-res image files can be used as texture over your images or they can be perfect backgrounds for design|house™ digital mats.

### **design|house™ texture tips**

- You can easily blend a texture with any image by:
  - Dragging a design|house™ texture file on top of your image.
  - Scaling and positioning it to suit your needs (don't be afraid to change its aspect ratio).
  - Changing the texture layer's blending mode to Multiply or Soft Light
  - Reducing the opacity of the texture layer to suit your taste.
- Don't be afraid to change the hue, saturation, brightness, contrast, or level settings of a texture file that you're using as a texture overlay. Sometimes a slight tweak in saturation makes all the difference in the natural look of texture on your image.

- Use a layer mask and paint out portions of texture that cover the important parts of your subject. Often, it's important to mask out the subject altogether.
- Use design|house™ handmade and photo textures below digital mats to give those roughed up borders a unique feel. Simply follow the steps for creating a digital mat on a photo, and then drag and drop your design|house™ texture to a layer underneath the image.

### **design|house™ digital mats**

design|house™ digital mats are hi-resolution tiff files that are used to mask out rough areas around an image. They are easily placed by drag and drop and scaled by free transform.

#### **How to use a design|house™ digital mat**

- Open an image you wish to digitally mat. We suggest you make a copy of this image, so that the original is unharmed.
- Duplicate the background layer by clicking typing CTRL+J (CMD+J on Mac).
- Make the original bottom layer invisible by clicking the eye icon beside it in the layers palette.
- Open the design|house™ digital mat file of your choosing.
- By clicking and dragging while holding the CTRL+SHIFT keys (CMD+SHIFT keys on Mac), you can drag the digital mat to a centered position on top of your image file.
- Use free transform to scale and position the digital mat where you want on the image. Remember, the parts of the photo that will disappear will be visible around the sides of the black digital mat file.
- Move your digital mat layer below the image layer.
- While the image is now on top of the digital mat, right click (or CMD click on Mac) the image layer and choose Create Clipping Mask. The edges will disappear.

#### **design|house™ digital mats tips**

- You can still adjust a digital mat after you have created the clipping mask. Simply select the digital mat layer in the layers palette and use the transform tools to resize or reposition the digital mat.

- You can fill in areas of the digital mat that are causing issues with your image after you have created a clipping mask. Simply select a brush of your choosing and paint black into the areas of the digital mat in which you wish to see more of your image.
- You can also use brushes with lower opacities to create a partially see thru portions of your image.
- You can remove portions of your photograph after you have created the clipping mask by erasing portions of the digital mat layer. Simply choose your eraser tool and select a brush of your choosing. Erase the portions of the digital mat and portions of your clipped image will disappear as well.
- You can merge your image and the digital mat by choosing Layers> Merge Visible.
- You can drag textures and backgrounds below your image for more intense look.
- You can drag your digitally matted image to a new background or texture file for a more intense look.
- You can fill layers below the digitally matted photo with solid colors or gradients to enhance the look.

### **About the design|house™ actions volume 1**

The following is an overview of the actions included in design|house™ actions volume 1 and the design|house™ suite volume 1.

There are more than 40 design|house™ actions. For your convenience, they are divided into the following categories: design|house™ punch actions, design|house™ workflow actions, design|house™ monkeys, design|house™ monotone actions, design|house™ and the design|house™ colorization actions. There are two bonus actions included in each set: the design|house™ dhDR action and the NoBSPhotosuccess Hodgyssoft action.

#### **design|house™ punch actions:**

These actions are designed to punch color and contrast in your images. For visual examples of each action, please visit the design|house™ learning center at [getdesignhouse.com](http://getdesignhouse.com).

- dh\_StraightPunch
  - Punches up contrast and hue & saturation.
- dh\_PunchItUp
  - Punches up contrast while neutralizing color overload.

- dh\_PowerPunch
  - Punches up contrast and hue & saturation, as well as creates a controlled “glow” for your image.
- dh\_PowerPunchCross
  - Punches up contrast and hue & saturation, as well as creates a controlled “glow” for your image.
  - This action is the same as dh\_PowerPunch, but it adds a cross-processing tone to your image.
- dh\_FadePunch
  - Punches up contrast and creates a controlled, subdued “glow” for your image.
- dh\_RosePunch
  - Punches up contrast and creates a rose-colored “glow” for your image.

**design|house™ workflow actions:**

These actions will help increase the speed of your standard workflow.

- dh\_VignetteSquare
  - Automatically creates an adjustable, feathered, square vignette for your image.
- dh\_VignetteOval
  - Automatically creates an adjustable, feathered, oval vignette for you image.
- dh\_EyeSharpener
  - Allows you to quickly and easily brush in eye sharpness.
- dh\_WebSizer550pixels
  - Creates 550 pixel size images and sharpens them for web output. Perfect for email or posting on the web.
- dh\_WebSizer\_copyright/watermark
  - Creates 550 pixel size images, sharpens them for web output, and allows you to input your own custom watermark. Perfect for email or posting on the web.
  - Please note that the first time you run this action, you will set it up for further use. After setup, you will need to remove one step and all stops.

## **design|house™ monkey actions**

design|house™ monkey actions are all cross-processing actions that lift contrast and manipulate color. Their opacity should be adjusted to taste. You can achieve this by lowering the opacity of the group folder in each action. They are divided into three categories based on overall color: turquoise/blue monkeys, yellow/orange monkeys, and green monkeys.

### **design|house™ turquoise/blue monkeys**

- dh\_FunkyMonkey
- dh\_SpunkyMonkey
- dh\_PolarMonkey
- dh\_BunkyMonkey
- dh\_HunkyMonkey

### **design|house™ yellow/orange monkeys**

- dh\_CrunkyMonkey
- dh\_BrunkyMonkey
- dh\_TrunkyMonkey
- dh\_AlphaMonkey

### **design|house™ green monkeys**

- dh\_BannerMonkey
- dh\_PunkyMonkey
- dh\_FlunkyMonkey

### **design|house™ monotone actions:**

design|house™ monotone actions are black and white and sepia color conversion actions.

- dh\_BlackandWhite1
  - A high contrast black and white conversion action. You can adjust the contrast by adjusting the Curves adjustment layer within the action group.
- dh\_BlackandWhiteGlow
  - The same action as the dh\_BlackandWhite1 action, with a controllable “glow” layer.
- dh\_BlackandWhiteLight
  - A black and white conversion action that does little to contrast. You can still adjust contrast by adjusting the Curves adjustment layer within the action group.
- dh\_SepiaNormal
  - A sepia conversion action.
- dh\_SepiaPop
  - A high contrast sepia conversion action. You can adjust the contrast by adjusting the Curves adjustment layer within the action group.

### **design|house™ colorization actions:**

design|house™ colorization actions manipulate color through various methods. They are easily adjusted by changing the opacity of the group layer.

- dh\_HalfSepia
  - Converts your image to a half-sepia toned image. You can adjust the amount of sepia added by adjusting the hue & saturation adjustment layer or adjusting the overall opacity.
- dh\_DullDown
  - Dulls down all color within your image, by adding a black and white gradient map adjustment layer to your image.
- dh\_IceStorm
  - Gives your image an overall cool green tone.
- dh\_Aged
  - Gives your image an old, faded photograph feel.
- dh\_EMBERtone
  - Colorizes your image as if it is a glowing ember.
- dh\_KobaltTone
  - Colorizes your image in deep blue color.

- dh\_TurqTone
  - Colorizes your image in a turquoise color.
- dh\_Earth
  - Colorizes your image in an earthy brown color.
- dh\_Green
  - Colorizes your image in a green color.
- dh\_Blue
  - Colorizes your image in a light blue color.
- dh\_Pink
  - Colorizes your image in a light pink color.
- dh\_Purple
  - Colorizes your image in a light purple color.
- dh\_Red
  - Colorizes your image in a light red color.

### **design|house™ dhDR action**

The design|house™ dhDR action is the starting point for the design|house™ dhDR method. This action is accompanied by a tutorial in the design|house™ learning center and requires many manual steps to complete. This action will set up your canvas for starting and finishing work.

### **Bonus action from nobsphtosuccess**

The Hodgysoft – nobsphtosuccess has been kind enough to allow design|house™ to include one of the best softening actions on the market, The HodgySoft. You can learn how to use Hodgysoft in the design|house™ learning center.

The online community at NoBS is top-notch. You should definitely check it out today!

## **design|house™ brushes**

The design|house™ brushes vol. 1 is a set of Adobe Photoshop® brushes. More than 55 custom brushes are included in this set. Brushes can be used with many different tools in Adobe Photoshop®: as a brush, as an eraser, as a burn tool, or as a dodge tool. Your design|house™ brushes will work in all of these areas.

### **How to load your design|house™ brushes**

- Open Adobe Photoshop®
- From the Adobe Photoshop® menu, choose Edit>Preset Manager. The Preset Manager dialog box will appear.
- Using the Preset Type pull-down menu, move to Brushes.
- Click the Load button on the right of the dialog box.
- Find your design|house™ brushes file on your hard drive and select it.
- Click Load.
- Click Done.
- Your design|house™ brushes are loaded and ready to go.

**design|house™ tip:** You can tweak many aspects of any brush by selecting a brush and using the Brushes palette.

## **design|house™ custom shapes**

The design|house™ custom shapes are a set of Adobe Photoshop® custom shapes. 64 custom vector shapes are included in this set. Custom shapes are created as vector clipping paths and can be sized, shaped, stored and reused in the Paths Palette. This makes editing very easy. You can find out more about design|house™ custom shapes at the design|house™ learning center online.

### **How to load design|house™ custom shapes:**

- Open Adobe Photoshop®
- From the Adobe Photoshop® menu, choose Edit>Preset Manager. The Preset Manager dialog box will appear.
- Using the Preset Type pull-down menu, move to Custom Shapes.
- Click the Load button on the right of the dialog box.
- Find your design|house™ custom shapes file on your hard drive and select it.
- Click Load.
- Click Done.
- Your design|house™ custom shapes are loaded and ready to go.

## **design|house™ styles**

The design|house™ styles allow you to easily add attributes to objects on a canvas (e.g., drop shadows, borders, reflections, etc.). This comes in hand when you're building an album and want all objects on a spread to have the same attributes. design|house™ styles are available after loading in your styles palette.

### **How to load design|house™ styles:**

- Open Adobe Photoshop®
- From the Adobe Photoshop® menu, choose Edit>Preset Manager. The Preset Manager dialog box will appear.
- Using the Preset Type pull-down menu, move to Styles.
- Click the Load button on the right of the dialog box.
- Find your design|house™ styles file on your hard drive and select it.
- Click Load.
- Click Done.
- Your design|house™ styles are loaded and ready to go.