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Adobe Photoshop CS6 is pretty much under the hood of the release, bringing a few new tools and filters, but focus on greater speed, efficiency and ease of use. But the improvements are great, and this Photoshop CS6 review will show everything! Those looking for the much-heralded Deblur filter will be disappointed: it's too early to turn on this time. In fact, those looking for great splashy show-off features in Photoshop CS6 will also be looking in vain. (Check reviews of other apps in Adobe CS6.) Before you start, you should make sure that your copy of Photoshop CS6 is the latest release. In early September, it was reported that security was used to allow undue users to compromise your system. Just go to help>Updates in Photoshop CS6 and apply all the updates. Creative Cloud users will have these updates pushed into their system the next time they connect to the service. The Acceleration in Photoshop CS6Photoshop CS6 takes full advantage of your computer's GPU, which delivers tremendous acceleration in many areas. Thus, the Liquify filter, a previously sluggish experience, accelerates to provide smooth, real-time smearing even with brushes up to a new maximum limit of 15,000 pixels; The new Oil Paint feature adds a paint-like texture, with controls that run on a full-screen preview in real time. Of course, it's all up to you having a fairly fast processor and graphics card; While the CS6 will run on Windows XP/Mac OS X 10.6 for just 1GB of RAM, you'll need hardware acceleration of the OpenGL graphics card to get the most out of it. The Liquify filter in Photoshop CS6 is now sleek as silk, with real-time work even with huge image sizes and with brushes up to 15,000 pixels in diameter The new feature The first thing you'll notice about Photoshop CS6 is its new interface. Now you have a choice between four basic colors, from almost black to pale gray - so Photoshop can look more like Lightroom if you choose. Everything has been subtly tweaked, from hundreds of recycled icons (Pen and Lasso tools now point to their active hot spots more clearly) to clearer, more consistent layouts. The new dark look photoshop CS6 will appeal to photographers, as it is less distracting. The ability to filter layers by type is also one of the major improvements in the new Head Up Display (HUD) system in Photoshop CS6 provides key information right on the cursor. This context is sensitive, so it will show sizes when dragging the marquee, angles when turning the selection, and so on. This also applies to three new Blur filters, each providing a different type of blur - Field, Iris and Tilt Shift - with the force and control radius directly on the image, not just in the sidebar. All three new filters The GPU is accelerating for real-time previews. Tilt-Shift is just one of three new Blur filters in Photoshop CS6, each running in real time thanks to the acceleration of the GPU. The controls are placed directly on the Image for easy access Photoshop CS6 filters There's only one new tool in Photoshop CS6, a Content-Aware patch tool that takes the technology embedded in CS4 (Content-Aware Scaling) and CS5 (Content-Aware Fill) and expands it on a tool that allows us to select and move or expand objects in a scene, correcting their original location more or less seamlessly. In practice, the results largely depend on the correct image; it's a great idea, but don't always come with a product. The new Content-Aware Patch tool in hotoshop CS6 can both move and expand objects - work well with organic objects, less well with human-made structures The main new filter is Adaptive Wide Angle, which allows you to correct camera distortion by simply drawing lines that should be straight. An extremely powerful tool, it allows even stitched panoramas with multiple perspectives to be fixed in a single landscape shot. The new adaptive wide-angle filter in Photoshop CS6 does a great job of correcting camera distortion: just drag straight lines to make the Adjustment Improved RawAlso camera good for photographers is an extension of the raw camera dialogue, which now has more powerful versions of tools such as clarity (now no halo effect, even with maximum durability) and Defringing (controls are gone, replaced by one flag that just does the job). For the first time in Photoshop, CS6 can also apply localized noise reduction. The raw camera improvements in Photoshop CS6 include vastly improved clarity control, as well as the ability to apply localized noise reduction by adjusting the brush Lighting Effects filter in the Photoshop CS6The Lighting Effects filter has been overhauled, ditching the previous tiny preview in favor of a full-screen, GPU-accelerated preview that shows changes in real time. This is especially beneficial for Mac users, for whom Lighting Effects disappeared into Adobe Photoshop CS5 if they didn't run the program in sluggish 32-bit mode. Designers will love the new Paragraph and Character Style panels in Photoshop CS6, which allow you to install and adjust your favorite combinations for your project, as well as the fact that shapes are now true vector objects, which means you can now apply the touches inside, outside and center of the path, as well as being able to smooth open paths. These strokes can now be dotted and dotted, and can be filled with gradients. Adobe Photoshop CS6 is now not only kept in the background, allowing you to keep working while it's saving, but also automatically save the avery version for a few minutes, so that, in the event of an accident, you can pick up from where you left off. If you're still manual to the saved file, however, it will always go back to the one you consciously chose to keep rather than your own intermediate version. Photoshop CS6 Harvest toolThe crop tool has been redesigned so that the pruning now pans image outside the harvest window. It seems a little unintuitive in Until you rotate the crop when it suddenly makes sense: now, the image rotates outside the window, so you can see how it will look without a tap neck, as you did before. The Select Color Range tool now has the option of choosing skin tones - and, in it, a separate choice of faces. Select Color's Photoshop CS6 dialogue can now automatically choose skin tones, with a special facial recognition mode that works well - even when the subjects wear hats and sunglasses. Expanding the action in Photoshop CS6Actions, the tools by which you can automate repetitive tasks, have been expanded so that they can now store brush movements as well as menus and choices. This means that for the first time you can record the whole picture of the operation, and it played back with a single keystroke. The layer tweakingPhotoshop CS6 includes many small enhancements that tend to make life much easier for those working on complex works of art. The Layers panel now has built-in filtering, so you can only view the layers installed in Hard Light mode, or those that contain text, or smart objects, or layers of adjustment - or just about any parameter you can think of. Mask and Adjustment panels are now merged into a new Property panel that can be a touch for ease of adjustment. Also, now you can not only use layer groups as a basis for cutting off masks, but also apply the effects of the layer to the whole group - previously they could be applied only to individual layers. And the eyedropper tool is being tweaked so that it can sample the main layers as if the interfering adjustment layers were not, making fixes and retouching very easy. Aside from editing the images in Photoshop CS6Users, the regular edition of Photoshop CS6 will be pleased to know that the ability to edit movies has made the leap from an extended edition. This means that everyone can now edit movies directly inside the app: you can apply all the standard filters and distortions to moving images, as well as add animated layers from above. You will still need to buy an extended edition if you want to use the 3D layer tools that have had an overhaul in this release. New HUD controls allow you to extrude, rotate and spin 3D objects directly in the middle of a work of art, as well as add skewed and inflation. Changing the direction of light is simply a matter of pressing the shadow and where you want it. There are still many 3D enhancements, including text and Bezier outlines on extruded forms that can be edited after extrusion has been applied, and and the ability to identify the ground plane inside the Disappearing Dots filter and then use it as the basis for binding 3D objects and detecting shadows. The ability to identify a terrestrial plane in the Disappearing Point in Photoshop CS6 means you can integrate 3D objects into the scene with greater ease - and greater realism is now available as part of a Creative Cloud subscription, Photoshop weighs about 670MB. Once you've signed up for the new Adobe service, you just download an installer app that monitors the apps you have in your system. And it's not software in the cloud; Adobe Photoshop CS6 is still installed on your system and you don't have to stay connected to the Internet to use the app. This means that the initial download may take quite some time, so make sure you factor this in before you start the installation process. We've just started using Creative Cloud, but the ability to store files in the cloud, quickly drag and drop images into your browser, create color swatches from your photos, and add ASE swatch Photoshop files already gets us excited. There's not a huge amount of integration with Photoshop just yet, but with the ability to roll out additional updates through the Creative Cloud service, we can't wait to see what Adobe has in store over the coming months. Photoshop CS6 PricingFull 556 pounds (former VAT), Update No. 159 (former VAT), 38.11 euros per month as part of the annual Creative Cloud subscription and 57.17 euros per month as part of the monthly Creative Cloud subscription. For more information on where to buy, please visit Adobe Store.Photoshop CS6 specification system for Adobe Photoshop CS6, and other apps in Adobe CS6, please visit our adobe system specification page. Designer views Photoshop CS6We've talked to a number of designers from all over the creative landscape - from 3D, web design, illustrations and more - and asked them to reveal their favorite new features in Photoshop CS6. That's what they had to say! (Click below to see their views.) Dan Mall on layers of improvements in Photoshop CS6 CmdʼJ previously only duplicated one layer; Now you can use it to duplicate groups, vectors... anything in the palette of layers. I'm a heavy keyboard user in Photoshop CS6 because it helps me use the app much faster than I can with my mouse, and this shortcut is one of my most used Go-Tos. Dan Moll is the founder and director of SuperFriendly. He is also the technical editor of the Apart list, and - through his love/obsession with typography - he is also the co-founder of Typedia and swfIR.Tom Mueller's savings and the new user interface in Photoshop CS6 featured for me, no doubt, is the ability to keep files in the background. Gone are the days when I have to look at my screen while THE MB file is saved, trying to be the progress of the bar to go faster so I can continue. Now I can work on 2-3 files without having to momentarily break down my workflow until I save another one. In addition, the new interface feels great. It took a few days to get used to it, but a dark dark makes a ton of difference. Tom Mueller is a graphic designer and art director, and works from helloMuller Ltd. You can also find Tom on Twitter and he's well worth following. Brian Hoff loves search and styling in Photoshop CS6 Layer Search and Item/Character Styles were two features released in Photoshop CS6 that I've been desperately waiting for since starting out in Photoshop. They are both huge timesaver. Auto-backed and auto recovery are also extremely useful - especially for those unexpected going away. Brian Hoff is a graphic designer based in New York City. It mainly works on websites, user interfaces, and brand identities, concentrating on solving problems, balancing usability and accessibility with a memorable, timeless design. Mike Griggs is another fan of automatic saving in Photoshop CS6 Key elements I like Photoshop CS6 are not fancy content knowledgeable tools, wonderful as they are, but deep infrastructure changes. Outstanding is the background save and file automatic recovery that have secured my work on more than one occasion. It's reassuring to see the files save on their own when you quit smoking, which easily justifies the update. Mike Griggs is a 3D, vfx and digital expert, and is a valuable member of the growing Creative Bloq Contributor Network.Ade Mills loves crash preotection in Photoshop CS6 One long improved Photoshop CS6, and certainly my fave feature, is automatic recovery and background preservation. As Adobe has never featured this before baffling me, but it's a relief that it's now there. So many projects have seen setbacks or different end results due to an accident in the middle of the stream. Sometimes its hard to stop the middle of the flow to save, as it disrupts your concentration. Ade Mills is a graphic designer and artist currently studying BA Hons in digital media design at Brighton University.Geof Crowl loves how Photoshop CS6 snaps on whole pixels is my favorite feature in Photoshop CS6, how well it clicks on whole pixels. I didn't see any mention or advertising of this feature anywhere, but it was definitely the one I noticed the most. This saves a lot of time and reduces headaches by at least 20%. CS5 was terrible at solving this problem. This results in soft vector objects if each object has not been carefully configured using a conversion tool to achieve pixel perfection. Geof Crowl is a designer and developer in interactive design consultants Welikesmall.Mike Lane on his favorite user interface improvements Some love it and some hate it, some can't call it a feature, but I'm a huge fan of the new dark user interface and more logical enhancements to panels and tools. I have a fair amount of my At night and in darkened rooms and the charcoal user interface helped me very much with not only reducing eye strain, but also allowing the interface to fit into the background much better than previous versions. It's easier than ever for me to focus on the project at hand and let the user interface just disappear. Switching to other apps after that can be a pretty jarring experience, but it's this goes to show what a huge difference it makes. On a more functional level, applying layer styles and clipping masks to whole groups is a huge time savers when creating things such as buttons. No more copying and in baking styles. The new type of styles and culture tool is also a fantastic addition to the CS6 that I use daily. Mike Lane is a Senior UX Designer with 15 years of experience in web design and graphic design. You can follow him on Twitter here. Sam Hampton-Smith's script template fill an excellent addition to Photoshop CS6 is a new scripted template-filled feature. I like how really randomly located items can produce unexpected effects, especially with subtle shifts in hue and saturation that come with it. Sam Hampton-Smith is a graphic designer and principle in the Hampton-Smith Graphic Design Studio. Famous questions Before you jump, it's worth reading the current problems in CS6. You can't install a root download drive catalog on the Mac at this time. And for more information about troubleshooting your installation, go to www.adobe.com/go/support_loganalyzer.Also, at the time of writing, you can't install on case-sensitive file systems. Finally, if you're running Microsoft Windows XP with a 3 service package, Photoshop will work in 32-bit and 64-bit editions, but with the caveat that Adobe doesn't officially support the 64-bit edition, and so you may run into problems. Problems. adobe photoshop cs6 mini bridge download. adobe photoshop bridge cs6 free download