

Word	Brief Description
Actions	Recorded actions that can include adding text effects, image effects, and production actions, such as changing a custom RGB file to greyscale or saving a file as a JPEG, and will increase the efficiency in which you perform off-repeated tasks.
Alpha Channel	A spot colour channel in the Channels palette that you create using the Colour Range tool.
Anchor Points	As lines and curves are drawn in Photoshop, anchor points are added as a change in direction. They can be added, deleted and edited once the shape is made.
Background Colour	The background colour can be configured from the toolbox and is used when creating gradient fills, creating a new file using the background colour, or filling in an erased area of the image.
Blending Mode	A layer's Blending Mode will determine how the pixels in each layer will mix when merged together.
Blur tool	Blurs an area of the image.
Bounding Box	A square or rectangle around image, allowing it to be resized, rotated or distorted.
Burn	The Burn tool is used to darken specific areas of an image. The term 'burn' refers to the classic dark room technique when an image has been overexposed.
Channels	Channels are located in the Channels palette and created automatically when a colour mode is chosen and determined based on the colours in the image. In RGB mode, for instance, there are three channels: red, green, and blue.
Clone	Lets you duplicate any area in an image and "paint" that area over any other part of the image.
CMYK Mode	A colour mode that uses cyan, magenta, yellow, and black to create its colours. CMYK mode assigns colours to pixels in percentages that are determined by the inks used (and have configured in the Colour Settings). Colour values range from 0 to 100 percent. For instance, a teal colour might have 51 percent cyan, 4 percent magenta, 19 percent yellow, and 0 percent black. You can see these numbers in the Info palette. All zeroes produces a pure white.
Colour Gamut	The range of colours that a specific colour mode can print in. The RGB colour gamut can produce over 16 million colours, while the CMYK colour gamut produces substantially less. A gamut is also the range of colours that a system can print or display.
Contiguous	Used with tools such as the Magic Eraser, the Paint Bucket, and the Magic Wand to specify how colours will be selected, applied, or erased. When Contiguous is checked, the resulting selection only includes pixels that are adjacent to each other. Otherwise, all pixels of the preferred colour are selected.
Copy	An area that is selected can be copied and pasted to another image or area.
Copy Merged	This command allows you to copy what is visibly on show. Therefore copying more than one layer at a time
Crop	The crop tool allows you to trim down an image and remove unwanted areas.
Curves	Allows you to control your colour changes precisely and from the entire tonal spectrum. The Curves tool also allows you to preview changes as you make them, as well as view the changes to the ink values in the Info palette at the same time.
Cut	A command that is used in many software programs to remove a selection from the file. You can cut text, layers, and manual selections and thus remove them completely from the image. Cutting places the deleted selection onto the clipboard, where it can then be pasted into the same image or another one.
Distort	A Transform tool that allows you to move an image in any direction at all. Distort is also a filter that allows you to manipulate an image drastically, offering special effects.
Dodge	Used to darken areas of an image or print. The Dodge tool's name comes from the traditional photographer's method of reducing the amount of light made available when exposing the film to get the picture.
DPI	Dots per inch. This describes how many dots per inch can be printed on a page and is a measure of how good a printer is. Generally, printers can print many more dots per inch than the pixels per inch that need to be printed.
Eyedropper Tool	Like the Colour Sampler tool, this allows you to match a colour exactly by clicking on an area of the image and then offers information about that colour.
Feather	Feathering is the process of blurring edges around a selection. Blurring the edges helps the selection blend into another object, file, or selection when it is moved, cut, copied, and/or pasted.
Filter	Filters allow you to change the look of an image or layer simply by choosing the desired look from the menu options and configuring any dialog boxes that appear.
Flattening	Like merging, flattening an image combines all of the layers into a single layer.
Flow	Used to specify how quickly paint is applied when using a Brush tool like the Airbrush. A heavier flow lays on more paint more quickly; a lower flow lays on less.
Foreground Colour	The foreground colour can be configured from the toolbox. The foreground colour is used when paint tools are chosen and when Fill and Stroke tools are selected. When using a brush or the Paint Bucket tool, the foreground colour will be applied. The foreground colour is also used by some of the special effect filters.
Frequency	Use this option with the Lasso tools to determine at what frequency or how often anchor points are added as you trace around the object. Values from 0 to 100 can be used, and higher values add more anchor (fastening) points. Frequency is available when using the Pen tool too, with values ranging from 5 to 40.
Gradient Tool	Fills a closed object with a range of colours that fade into each other.
Greyscale	This colour mode uses up to 256 shades of gray (or black). Every pixel in the image is defined by its brightness values between 0 and 255 or its percentage of black ink coverage (0 percent to 100 percent).
Grey Balance	How cyan, magenta, and yellow are combined to produce gray, often called a neutral gray.
Hand Tool	Allows you to scroll through an image that doesn't fit completely in the viewing window. It's like using the scroll bars at the bottom and right side of the window, except you do the moving with the mouse by dragging. When the Hand tool is chosen, the cursor becomes a hand.
Hardness	Controls a brush's hard centre and can be set using the slider or by typing in a number. Hardness can be compared to using a pencil by pressing hard to create a darker and more forceful print; lower this number for a softer effect.
Healing Brush	The Healing Brush let you correct imperfections in images such as dirt, smudges, and even dark circles under a subject's eyes. You can match the background texture, lighting, and shadows or shading to "cover up" these flaws.
Histogram	An image histogram is type of histogram which acts as a graphical representation of the tonal distribution in a digital image.
History Brush	You can use the History Brush to paint over something that you've recently added to an image to erase it.
Hue	Hue is one of the main properties of a colour described with names such as "red", "yellow", etc. The two other main properties are lightness and colourfulness
Interpolation	Photoshop's way of figuring out what should be in a specific pixel when enough information isn't given, such as when you resample an image. If you start with a small image and try to double the size, Photoshop has to guess at what's supposed to be in those extra areas. If you take a large image and reduce its size, it has to guess at what to throw away.
JPEG	Stands for Joint Photographic Experts Group and is sometimes also written JPG. As they are compressed, they lose detail. When the file is changed from a JPEG to another format, those compressed or lost pixels must be reconstructed. This usually results in jagged edges in the design. Alternatives to JPEG include GIF and BMP.
Lasso Tool	There are three Lasso tools: the Lasso tool, the Polygonal Lasso tool, and the Magnetic Lasso tool. The first two choices let you draw around an object using curves and line segments, respectively, and the third lets you draw around an object and have the drawn lines snap to the object (based on calculations determined by colour differences in the object and the background).
Layer	Layers are like transparencies, which are clear plastic sheets of material that can be printed on. The transparencies can be printed and stacked on top of one another to form a complex picture, and single transparencies can be removed from the stack for editing or removal. When you create artwork in Photoshop, you can create it on layers similar to these transparencies—text on one layer, background image on another, and perhaps a selection pasted from another file on another. These layers can then be edited independently of each other, making the editing process more efficient and precise
Layer Masks	By using masks, you can apply special effects without actually affecting any of the original data on that layer. After you've found the perfect effect, you can then apply the changes. The changes can also be discarded. Layer masks are created using the painting and selection tools.
Magic Wand Tool	Allows you to make a selection automatically, based on a colour, without having to physically trace the outline by clicking in a specific area with the mouse. Options for the Magic Wand are set in the options bar.
Magnetic Pen Tool	A variation of the Freeform Pen, this Pen tool snaps to the edges of an image, making tracing around an image easy.
Marquee Tool	There are four Marquee tools—rectangular, elliptical, single row, and single column. These tools allow you to select portions of an object, file, photo, or subject for editing. These selections must be elliptical, rectangular, circular, or 1 pixel wide or thick.
Move Tool	Allows you to move a selected part of an image, align layers, and distribute layers in an image. When the Move tool is selected, a box is placed around the selected part of the image. This box can be used to move the selection and edit its shape and size.
Noise	Unwanted distortions in an image. Generally, noise is applied to describe grainy areas of a photograph.
Opacity	Used to specify how transparent a layer should be, either on its own or in regard to other layers. When colour-separating artwork, you can use the Opacity Slide to "pull" more colour from the image, thus making colour separating artwork easier. This option is also applied to tools such as the paint brush tool.
Options bar	This bar is located at the top of the interface underneath the menu bar and changes each time a new tool is selected. The options bar contains choices for configuring and working with the various tools in the toolbox.
Overlay	Colour screens that are layered, and once layered produce additional colours on an image.
Paint Bucket	The Paint Bucket tool fills a closed object with a solid colour.
Palette	These are located on the right side of the interface. They are contained in rectangular boxes and offer tools to help you modify, monitor, and edit images. Palettes are stacked together, and each rectangular box holds two or three separate palettes.
Patch Tool	Similar to the Healing Brush tool, this allows you to choose a part of the image and use it as a sample for repairing another part of the image. The Patch tool combines the selection power of the Lasso tools with the correction properties of the Healing Brush and other cloning tools.
Path Selection	Use this tool when you want to edit the paths that you've created using the Pen or Shape tools.
Pen Tool	The Pen tool is used for drawing paths and custom shapes. As lines and curves are drawn, anchor points are created that define the line, its endpoints, and its curves.
Pencil Tool	The Pencil tool allows you to select a brush, choose its characteristics including size, shape, spacing, roundness, hardness, angle, diameter, mode, opacity, and more, and then use the brush for various types of artwork.
Perspective	A Transform tool that allows you to apply perspective to an image. You can also apply a perspective option to the crop tool.
Pixel	Images such as photos are made up of pixels, which are small squares that contain colour. An image's resolution is determined by how many pixels there are in the image per inch. Monitors display output using pixels as well. Monitors display output at 72 ppi.
PPI	Image resolution is a ratio of pixels per inch; the more pixels you squeeze into each inch of the image, the higher the resolution. Higher resolution means a better quality image.
Rasterize	Converting vector data to raster data. Performing this conversion is called rasterizing
Resolution	Resolution determines how many pixels are shown per unit (such as inch or centimetre) in an image. Higher resolutions contain more pixels (thus more detail) than lower resolution images.
Saturation	Saturation determines the strength and depth of a colour.
Sharpen Tool	Sharpens an area of the image using any brush that you choose.
Skew	A Transform tool that allows you to slant an image vertically or horizontally.
Slice Tool	Slices are generally used to define areas of an image that will later be used for animating for a web page, as links to URL addresses or for rollover buttons.
Smudge Tool	Smudges an area of the image using any brush you choose.
Tolerance	This option is available with several tools and used to set how "tolerant" a tool is with regard to the colours with which it is working.
Toolbox	Located on the left side of the screen, it's where you'll find the tools you need to create your artwork and perform editing tasks. From the toolbox you can access the selection tools, Shape tools, Type tools, the Crop tool, Eraser tools, Zoom tools, and more.
Unsharp Mask	Available from Filter>Sharpen>Unsharp Mask. Increasing the values in this dialog box makes the edges, pixels, and colours in the image sharper (they'll stand out more) so that when you lose sharpness during the print process, the final product will look similar to the original.
Vector Masks	Created from paths, these masks can be used to mask (or hide) part of a layer, they can be edited by configuring styles or adding special effects, and they can be used to reveal specific areas of a layer. Vector masks are created with the Pen and Shape tools.