Adobe® Photoshop® CS6

Create powerful images with the professional standard

Adobe Photoshop CS6 Extended

Discover new dimensions in digital imaging

Photoshop CS6 and Photoshop CS6 Extended software deliver unparalleled speed and power combined with the richest set of features necessary to design, perform advanced image manipulation, edit motion-based content, and composite images. Photoshop CS6 Extended also includes tools for 3D design and image analysis[†].

Adobe Photoshop CS6 empowers you to experience imaging magic and maximize creativity in exciting new ways—all while achieving unprecedented performance. Make the most of your hardware investment and save significant time in your workflows thanks to the new Adobe Mercury Graphics Engine[†], new preset migration and sharing, and new Background Save and Auto-recovery options that can help boost productivity and image security. Work with state-of-the-art tools including an all-new Crop tool, new Content-Aware tools, and Adaptive Wide Angle Adjustments. Use intuitive new tools to create videos directly within the familiar Photoshop environment using footage from your DSLR and other cameras. Use new and enhanced design capabilities—including type styles, layer search, and dashed line creation—to create stunning work in fewer steps. Create the look you want with intuitive new blur tools and painting capabilities.

Adobe Photoshop CS6 Extended delivers all the editing, compositing, and painting capabilities of Photoshop CS6, plus quantitative image analysis and the ability to create 3D artwork with a vastly simplified workflow that offers on-canvas and in-context scene editing, draggable shadows, enhanced 3D merging, and 3D animation[†].

With its powerful capabilities for editing, compositing, painting, and transforming images, designs, and video, Photoshop CS6 and Photoshop CS6 Extended are unmatched in their ability to help you bring your creative visions to life.

[†]3D features and some GPU-enabled features are not supported on Windows XP.

With Photoshop CS6 and Photoshop CS6 Extended, you can:

Experience imaging magic. Correct, refine, and composite images with such ease and control it feels like magic. Work with state-of-the-art imaging in new tools and technologies that reinvent the way you retouch, crop, and auto-correct your images, create selections and masks of faces, and correct fisheye or wide-angle lens curvatures. These intuitive new tools help you achieve astonishing results in a minimal number of steps.

Maximize your creativity. Increase your creative options with new features designed to expand your visual language. Put your ideas and imagination in motion with all-new, powerful yet intuitive video editing tools—now standard in both editions of Photoshop CS6. Design more fluidly using re-engineered design tools. Create custom blurs for rich photographic effects, paint and draw more expressively, and more.

Achieve peak performance. Maximize your hardware investment and save significant time in your workflows. Work more quickly with blazingly fast interactions in key editing tools, thanks to the new Adobe Mercury Graphics Engine†. Use Photoshop in the same way across multiple computers with preset migration. Boost everyday productivity and image security with Background Save and Auto-recovery options. And much more.

Who uses Photoshop?

Photographers have long relied on Photoshop for the ultimate in creative control and production of high-quality images. With its unrivaled editing and enhancing power, Photoshop helps photographers achieve superior results with its industry-leading features, extensive toolset, and state-of-the-art editing, compositing, and painting capabilities. Photoshop contains everything image makers need to perfect their photos, including tools for retouching, adjusting tones, correcting color, noise removal, and sharpening. Photographers can take advantage of cutting-edge, nondestructive editing workflows with the precise controls in Adobe Camera Raw 7, non-modal adjustments, and Smart Objects in Photoshop, and tight integration with Adobe Photoshop Lightroom® software. They use selection tools, layers, and masking technologies to perform advanced compositing on images and motion-based content, and employ filters and painting features for artistic enhancements. Photoshop Extended provides photographers with the ability to work with 3D imagery and apply complex image analysis features, and Adobe Bridge software helps them efficiently manage their photos.

Web, print, and interactive designers use Photoshop to bring their creative visions to life in print, on mobile devices, and on the web. Working in unison with other Creative Suite tools like Adobe InDesign, Illustrator, and Dreamweaver software, Photoshop plays a key role in the designer's workflow, providing the necessary tools to retouch or enhance photos, create superior composites, produce complex illustrations, and produce imaging content optimized for multiple design outcomes. Designers can port their interface and website creations from Photoshop to Adobe Flash® Catalyst® software to produce interactive content without having to write any code. Adobe Bridge acts as a cross-program pivot point for managing the wide variety of mixed assets involved in design projects. Photoshop Extended provides designers with the feature set needed for the creation of 3D logos, buttons, and artwork, and to build sophisticated composite images containing photographic and 3D content.

Video professionals, motion graphics designers, and video effects artists use Photoshop to help them create and enhance visual effects, build clips from multiple source files, and develop motion graphics or prepare still images and text for inclusion in video projects. With Photoshop Extended, they also leverage the powerful Photoshop 3D engine that enables the creation and enhancement of 3D content. Video professionals using Photoshop also enjoy tight integration with other Adobe software such as Adobe After Effects® and Adobe Premiere® Pro (sold separately), providing more efficient round-tripping of content between programs .

†3D features and some GPU-enabled features are not supported on Windows XP.

Top new features of Photoshop CS6 and Photoshop CS6 Extended

Extended Content-Aware family of technologies

Retouch, repair, and rework images with astonishing ease, control, and precision with two new additions to your retouching tool kit—a Content-Aware mode for the Patch tool and the Content-Aware Move tool. You can remove or move selected elements within your image, and then let the sophisticated content-aware technology in Photoshop magically fill, patch, extend, or recompose your image.

Quickly remove unwanted objects in a scene and easily extend a background to hide a featureless sky with two new options in the Content-Aware family of technologies. Left: Original image. Right: After extending the background and removing the objects.

The Content-Aware mode in the Patch tool gives you greater control when repairing images by letting you first choose the sample area from which to create the patch, and then adjust how the patch is applied. New Adaptation options let you specify more precisely how the patch is blended with the image and how much of the patch surround is included in the process.

With the Content-Aware Move tool, you can move or extend a selected object to another area of your image, and then watch as the tool automatically recomposes and blends the object. Now you can reposition awkward elements to create better compositions, interactively extend the top of an image to change its format from horizontal to vertical, or increase the size of an object to make it more dominant in a design.


You can use a regular selection tool such as the Rectangular Marquee tool to create an initial selection before relocating it to a new position using the Content-Aware Move tool.

All-new Crop tool

Change the format of your images faster and with greater precision using the all-new, hardware-accelerated Crop tool. The tool's modern design has multiple overlays, including Golden Ratio, Golden Spiral, Diagonal, Triangle, Grid, and Rule of Thirds, to guide your crops and help ensure that key image elements are positioned at the focal point of your layouts.

Changing to a different format after applying a crop is no longer a big problem, as the all-new Crop tool now works nondestructively. All the pixels of the original photo are retained even after the crop has been applied, allowing you to reshape your photos in multiple ways with no fear of discarding crucial image content.

Speed up the application of regularly used crop settings with the ability to save specific crop dimensions and resolutions as presets. Ensure cropping consistency by sharing presets across computers or with colleagues, clients, or friends.
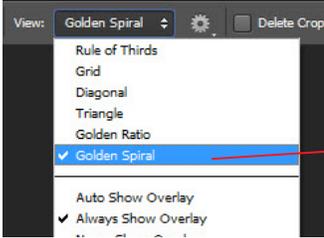
Easily change the size and shape of your images with the new Crop tool, safe in the knowledge that you can revert to the uncropped version of the photo at any time. Top: On-image information display. Bottom: Crop-overlay options. Right: Cropping using the Golden Spiral overlay to position the model.

The easy-to-use Straighten tool quickly corrects crooked horizons, and the tool's option to retain or discard cropped pixels while reshaping images on canvas means you've now got a totally nondestructive way to crop. And thanks to the speed of the new Mercury Graphics Engine[†], you'll see your cropping adjustments happen blazingly fast, and live.
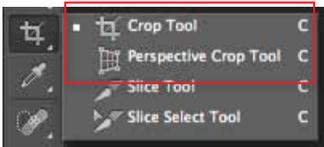
Both the updated Crop tool and the new Perspective Crop tool are grouped in the tool's submenu.

Use the Perspective Crop tool to outline four corners to create a marquee that outlines the area to straighten.

Take your straightening to the next level as you perfectly align objects as you crop. The new Perspective Crop tool uses a flexible marquee to outline and straighten image elements or scenes photographed on an angle.

[†]3D features and some GPU-enabled features are not supported on Windows XP.

Sophisticated text formatting

Get consistent formatting of text across your designs with type styles. Use new Paragraph Styles to control the characteristics of groups of sentences or whole pages of type, and quickly specify the look of individual letters, words, or phrases with Character Styles.
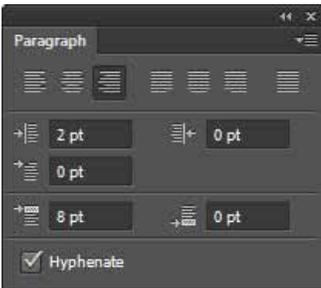
Change key paragraph settings with the options in the Paragraph panel.
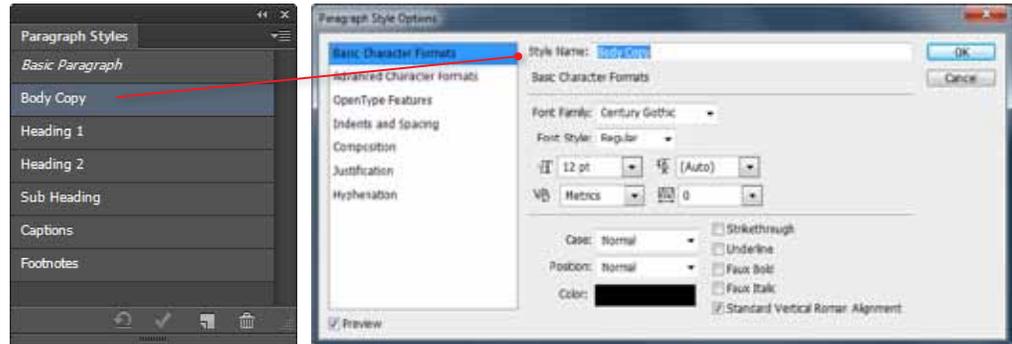
Define styles in the Paragraph Style Options dialog box and apply paragraph styles via entries in the Paragraph Styles panel.

Define custom styles and then apply them to the text in your design, or style the text first and then use it as the basis of a new style entry. Ensure design uniformity by employing your styles across multiple documents in a project and quickly make project-wide changes by altering specific style entries and having the changes flow through all documents.

Alter character settings with the options in the Character panel.
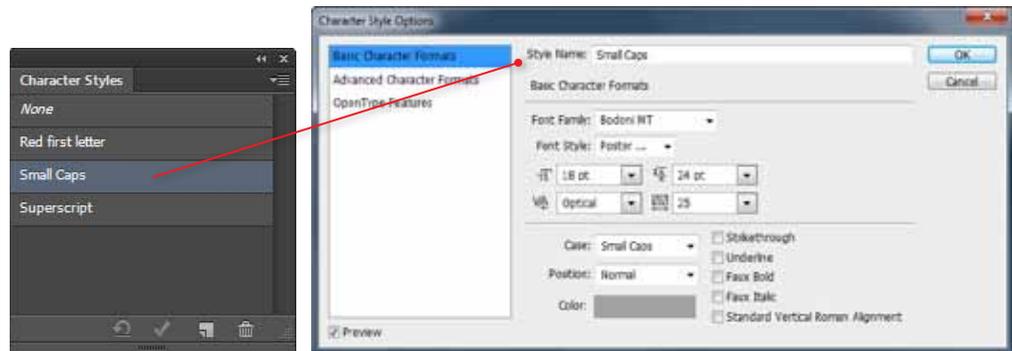
Define styles in the Character Style Options dialog box and apply character styles via entries in the Character Styles panel.

A new type-rendering engine displays your text more cleanly and clearly, and with more balanced anti-aliasing—especially at smaller point sizes.

New Vector layers

Use new Vector layers to create lines, shapes, and objects, and then apply custom strokes and fills to style these objects. Gain more control over the vector content you create with the added ability to select, group, unite, or subtract shapes and paths after creating them. Fill shapes with preset or user-defined gradients, colors, or patterns, and then outline the edges with custom strokes and dashed lines.

Quickly create shapes, masks, or selections from paths with dedicated buttons for each task located on the Pen tool options bar. Easily edit stroke and fill properties and apply recently used colors with mini-flyout panels in the options bar of both the Path Selection and Shape tools. Copy and paste shape attributes such as stroke, fill, and color settings from one path or shape to another. And for crisper images, align vector content to the pixel grid with the new Snap To Pixel and Align Edges options.
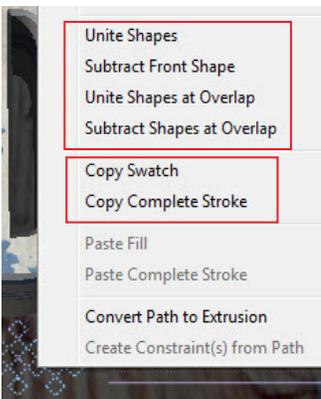

The context (right-click) menu for selected paths and shapes now contains more options for controlling their interaction as well as entries for copying and pasting attributes.

Find key layers in complex documents more easily with new filtering options located directly in the Layers panel. Display subsets of layers based on their name, kind, effect, mode, attribute, or color. While the filtered layers are displayed, you can continue editing your image and performing typical layer actions.

Filter type

Filtering refinement options change with filter type

Filtering off/on switch
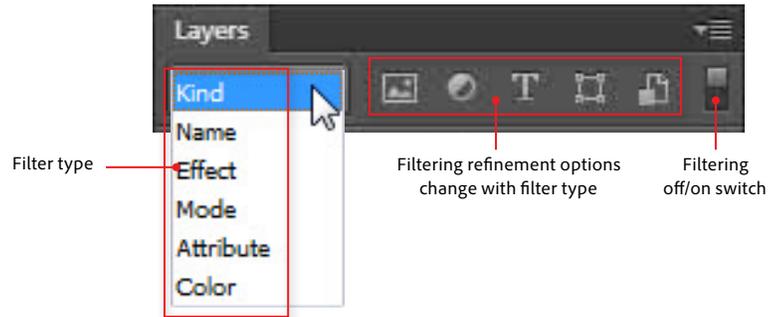
New scripted patterns

Generate a wider variety of geometric patterns faster, with new Scripted Patterns. Build sophisticated and complex pattern designs using custom swatches coupled with scripted production. Offset, scale, and/or rotate more than one image patch, along with any transparency it contains, using your own custom pattern scripts or one of the presets included with the product.
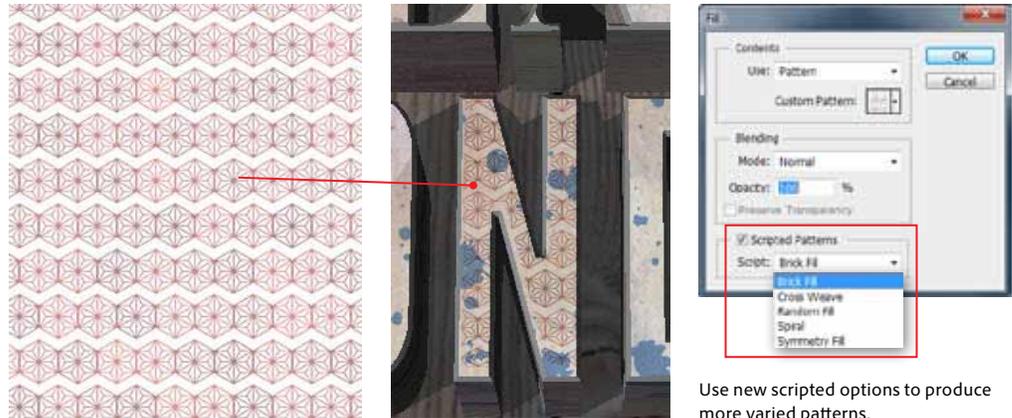
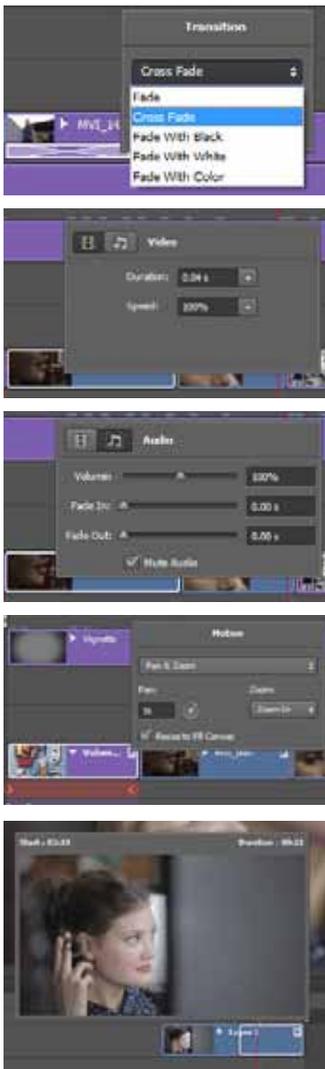Use new scripted options to produce more varied patterns.

Intuitive video creation

Now the power to edit and enhance video is included in Photoshop CS6. With a new interface, an extended dedicated feature set, and hassle-free workflow, you can easily enhance any clip using the full range of familiar Photoshop tools, and then create and render entire videos utilizing the power of Adobe Media Encoder.

Photoshop CS6 imports a wider variety of video formats, including the popular AVCHD, MPEG4, and H.264 formats, thanks to the inclusion of a new video playback engine. Imported clips are automatically added as a new Video Group entry in the Layers panel, making management and editing of various components of video projects more
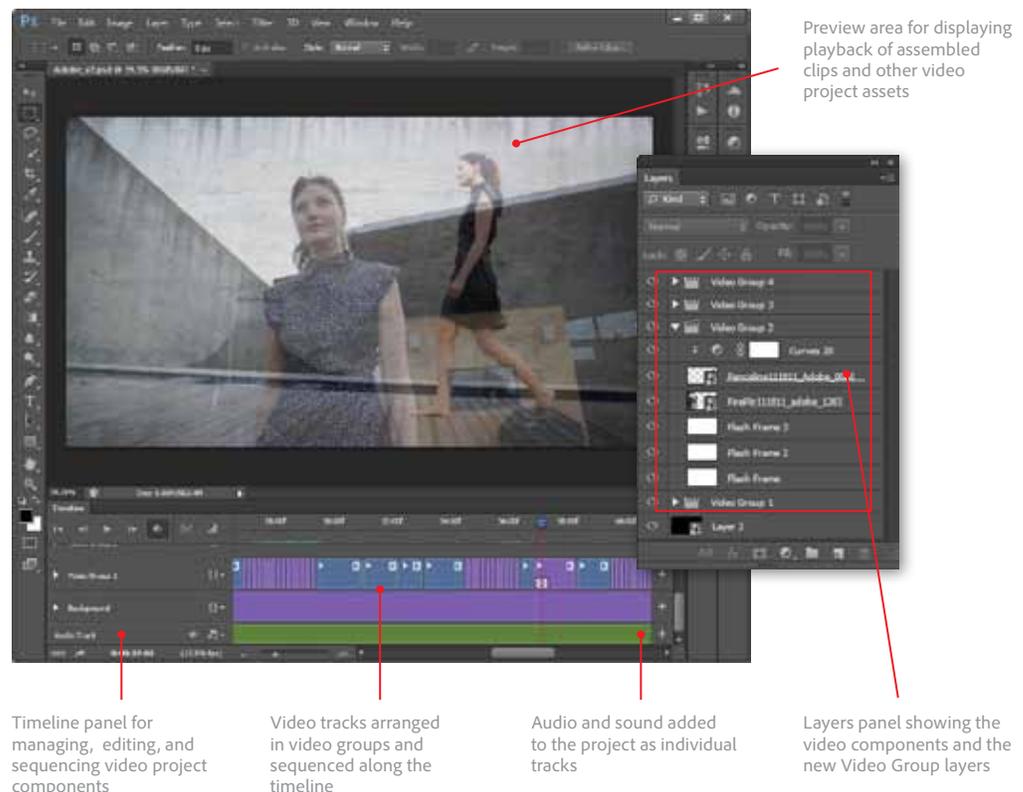

When it comes to output, you can now harness the power of Adobe Media Encoder to render the video projects you create in Photoshop CS6.

consistent with the way that other documents are handled in Photoshop. Clips are also displayed along with a thumbnail in the new Timeline panel. Combine multiple clips and other content layers like text, images, and shapes on a single track in the timeline by adding them to the same Video Group, or display them in separate tracks on the timeline.

Preview area for displaying playback of assembled clips and other video project assets

Timeline panel for managing, editing, and sequencing video project components

Video tracks arranged in video groups and sequenced along the timeline

Audio and sound added to the project as individual tracks

Layers panel showing the video components and the new Video Group layers

Control transitions; clip duration and speed; audio volume fade in, fade out and mute options; motion effects; and trim settings from the timeline using the contextual dialog boxes.
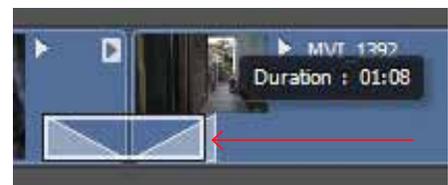
Key workflow enhancements provide contextual dialog boxes on the timeline for regularly used audio and video settings. A real-time preview pop-up window aids trimming video accuracy, letting you precisely mark where In and Out points are set. And you can set other clip options, such as total duration, speed, audio volume, and fade and mute settings without leaving the timeline.

A separate soundtrack entry in the Timeline panel allows for easy editing, positioning, and adjusting of audio with the video composition. Audio and video tracks can be moved independently, providing faster syncing of reference and high-quality soundtracks in the dual-system recording scenarios that are often used for DSLR-based video projects.

Transitions can be dragged and dropped onto the ends of a clip and in between adjacent clips to create different fade and cross-fade effects. The duration and type of transitions can be changed at any time with settings in the contextual dialog box, or you can simply drag the edges of the transition in the timeline to alter its duration. Adding a cross fade transition between clips automatically overlays the clips and then and then applies effect. Fades added to the end of one clip and the start of another can be treated as a pair, with duration adjustments made to one being reflected in the other or individually allowing asymmetrical fade effects.

The duration of transitions added to video tracks can be adjusted with simple click-and-drag actions.

Use Adjustment layers to enhance whole clips or in conjunction with keyframes to alter portions of your video projects. Newly added Adjustment


Adjustment layers are automatically grouped with video clips.

layers are automatically grouped to the video sequence they are associated with, leaving the rest of the project untouched. And gain the extra editing flexibility of applying selective, paint-on enhancement of clips using masked layers.

Add predefined pan, zoom, and rotate motion effects to images and video clips quickly and easily. Select the project element, and then choose the motion effect from the pop-up menu. Take advantage of Smart Object technology in Photoshop to apply advanced editing to the clips in your video projects. Convert your clip to a Smart Object and use the Transform keyframe in conjunction with the Free Transform tool to create dramatic custom pan and zoom effects as you move, scale, and rotate clips over time.
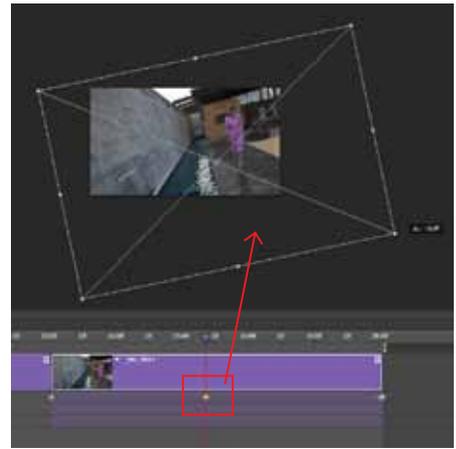
Keyframes and Smart Object technology combine to provide custom motion effects with still and video files.

Adaptive Wide Angle filter

Quickly straighten objects that appear curved in panoramas or photos shot with fisheye or wide-angle lenses. The new Adaptive Wide Angle filter uses the physical characteristics of individual lenses to automatically correct and straighten curved objects present in the image. Fine-tune the adjustments further with new on-canvas tools that let you identify which key objects in the scene to straighten and align vertically or horizontally.

Straighten bent or curved lines in wide-angle photographs interactively with the new Adaptive Wide Angle filter.

Use the on-image controls to mark the picture elements to straighten and to adjust the angle of the results.

The filter harnesses the power of the Adobe Lens Correction system (first introduced in Photoshop CS5) and the metadata contained in each photo to manipulate the objects in the scene. For those times when an appropriate correction profile or metadata is not available, you can calibrate the filter with a few simple steps before completing the custom straightening process. There is support for a wide range of wide-angle shot types, including 1:2 full-spherical panoramas (180 degrees by 360 degrees).

New blur effects

Quickly create three distinct photographic blur effects using a simple new interface with intuitive, on-image controls. Users with modern graphics cards can preview all blur actions live with the Adobe Mercury Graphics Engine[†] (the filter automatically switches to CPU mode for older systems). Use Iris Blur to add one or more focus points to your photo. Then move the on-image controls to alter the size and shape of the focus points, the amount of blur in the rest of the image, and the transition between sharp and blurred areas.

[†]3D features and some GPU-enabled features are not supported on Windows XP.

Use the Iris Blur option to apply an effect that starts with a sharp center and gradually blurs as you move toward the edges of the image. Add one or more focus points to the photo, and then move the inner control points to alter the size and shape of the focused area. Hold down the Alt (Windows) or Option (Mac OS) key as you drag individual points to create an asymmetrical focus area. Set the point at which the image is fully blurred by changing the size and shape of the outer circle. Change the degree of blur interactively by dialing the Blur Ring.

The new Blur Gallery filters offer three custom blur styles: Iris Blur (left), Tilt-Shift Blur (middle), and Field Blur (right).

For a different look, align the sharpness along one or more planes with the Tilt-Shift option in a process that replicates the look often obtained with special-effect lenses or large-format monorail cameras. The plane of sharpness can be dragged to any part of the image and rotated to isolate a single strip of picture details. The transition between sharpness and blur is controlled by moving four parallel lines that mark the boundaries of blurred and sharp areas and the transition in between.

Options bar

Preview

On-image controls
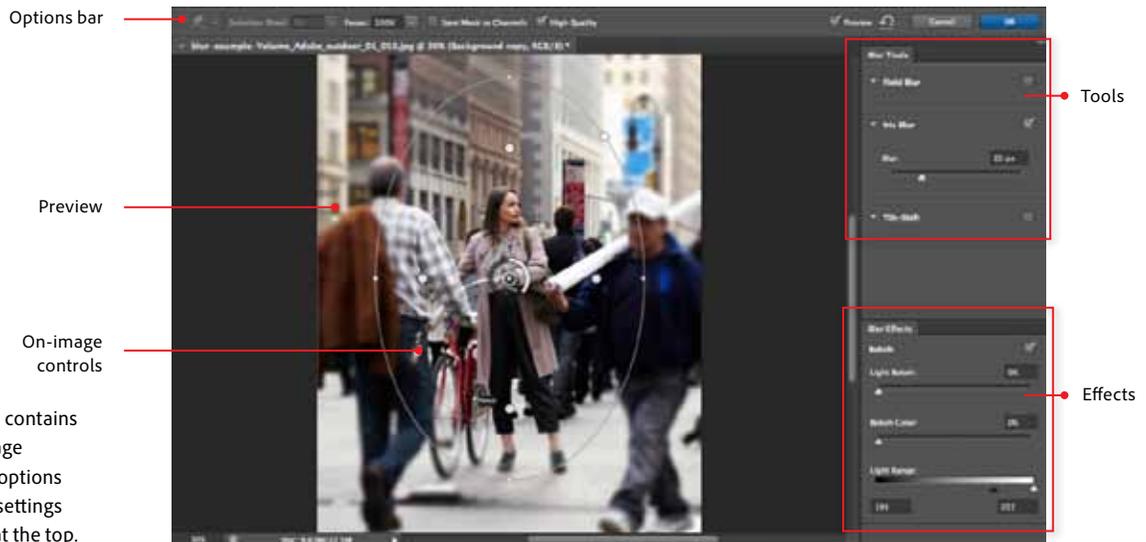
Tools

Effects

The Blur Gallery workspace contains a preview area with on-image controls, tools, and effects options in panels on the right, and settings located in the options bar at the top.

Use the Field Blur option to build a custom gradient blur effect by placing multiple pins of different sharpness settings over the image. This approach produces a sophisticated matrix of adjustable blur/sharpness areas which can be easily tweaked and adjusted. For even more control, create a selection first, and then add the Field Blur effect.
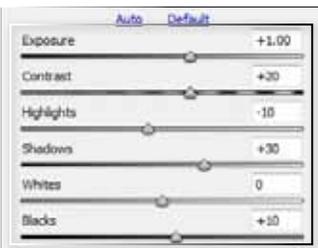
With the blur adjustments complete, you can style the overall effect with Bokeh brightness and color controls located in the settings panel of the Blur Gallery workspace. Each Blur tool can be applied individually or in combination, allowing for truly creative results.

Adobe Camera Raw 7

Bring out the best in your JPEG and raw files with an improved processing engine and enhanced control set. A new tone-mapping algorithm underpins an expanded set of intuitive controls that are easier to use and yet provide more powerful management of key image adjustments. With much finer control over the spread of tones in your images, you can now reveal every detail in the highlights while still retaining rich detail in the shadows.

Adobe Camera Raw 7 gives you the ability to alter tones more efficiently and apply a wide variety of adjustments with paint-on ease with the Adjustment Brush. Left: Before. Middle: Selective changes applied using the Adjustment Brush. Right: After enhancing in Adobe Camera Raw.

The plug-in includes better contrast management, improved syncing of changes between raw and JPEG files; new Highlights, Shadows, and Whites controls; and the ability to apply a much wider selection of alterations to sections of your photos using the Adjustment Brush. Key controls needed for common adjustments are more accessible, while easy access is maintained to powerful features such as parametric and point curves for more sophisticated enhancements.

New tonal controls
Enhance the tones in your images with more control and precision using the reworked tonal controls. The new Highlights and Shadows sliders replace the Fill-Light and Recovery sliders and are the primary way to establish relationships between midtones and light and dark tones. The Whites and Blacks sliders are used as clipping controls, and Exposure is now the main control for setting the overall image brightness.

Rich painting toolset

Updates and additions to the painting and drawing tools in Photoshop provide simpler painting with presets, spray-pattern effects with Airbrush tips, realistic color blends with the Mixer Brush, lifelike strokes with Erodible Tips and Bristle Tips.

Draw naturally with erodible pencils and pastels that wear down with use. Select from a variety of tip types, customize the rate of wear with the Softness control, resharpen the tip at anytime, and watch the amount of wear with the Live Tip Brush Preview.

Replicate spray-can effects with the new Airbrush Tip. Apply paint to your illustrations with a 3D conical spray. Change the style of the spray using Granularity, Spatter, Hardness, and Distortion controls, and alter the spread of the spray by interactively changing the distance between the tip and the canvas.

Create a wider variety of strokes while painting with a static tip by using the new Brush Projection option. Use the stylus tilt and rotation actions to give direction and angle to the stroke as it is being applied. With this new addition to the Artistic filters, you can easily create the look of an oil painting.

New erodible tips, spray-can effects, and projection options provide more variation and texture in the strokes you apply.

## 3D controls at your fingertips (Photoshop CS6 Extended only)

Intuitively create 3D artwork with a vastly simplified UI that offers on-canvas and in-context scene editing. Easily drag shadows into place, animate 3D objects, give 3D objects the look of sketches or cartoons, and more. And create and render artwork more quickly than ever thanks to the new Adobe Mercury Graphics Engine[†].


A streamlined interface, easier workflow, and simplified toolset allow you to create sophisticated 3D content faster than it has previously been possible.

Changes to the 3D features in Photoshop CS6 pivot around creating an easier start experience for new users, incorporating a simpler workflow for assembling scenes, and producing more realistic renders of completed projects.

Now creating a 3D layer automatically sets up an optimal workspace displaying key panels, tools, and the interactive 3D widget. The import of existing models is now simpler, with support for industry-standard ways (Y-up) of describing the orientation of objects. You can position your 3D models more easily within compositions by using the Ruler tool to trace and orient horizon lines, or the Vanishing Point filter to mark perspective planes, in a photo background. Then, by default, objects are shown on the ground plane, complete with shadows and lights, providing you with improved 3D visualization of your composition right from the start.
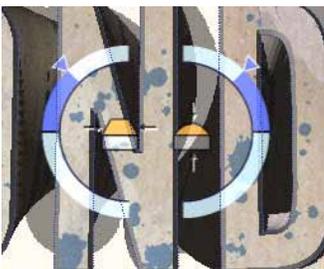

Use the new on-image controls to change the Deformation (top) and Cap (bottom) properties of extruded text.
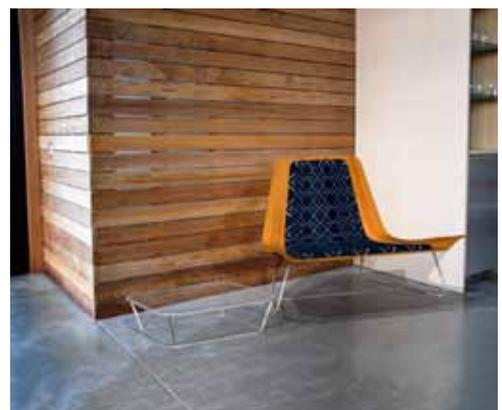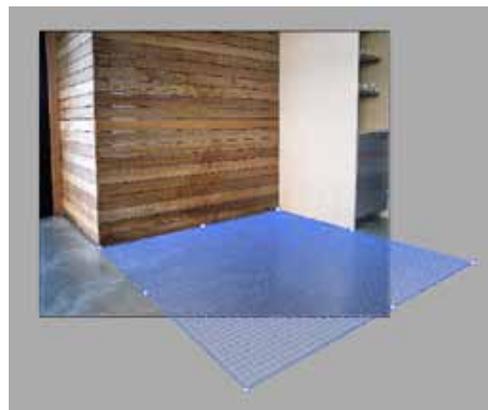

Fast-track creating compositions that combine a photo and a 3D object by first defining the ground plane using the Perspective Grid in the Vanishing Point filter (left) and then adding 3D objects to the photographic background using the Vanishing Point grid as the ground plane (right).

[†]3D features and some GPU-enabled features are not supported on Windows XP.
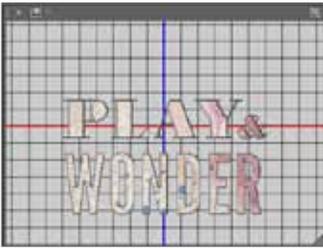
The Picture In Picture window shows an alternate view of the 3D object. Here you can switch camera views, pan, zoom, and swap this view with the main document window.
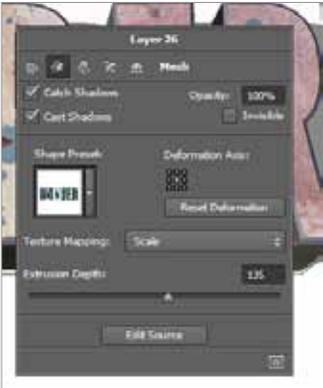
Contextual pop-up panels are displayed when you right-click on the 3D object. The content of the panel is based on the area clicked.


Rich cursor pop-ups provide extra information about the action you are performing.

Dragable lighting sources and shadows provide easier fine-tuning of your 3D projects.

More easily create and style 3D text with an improved 3D Extrusion engine that offers faster editing, no modal dialog box, and improved beveling options. Increase the realism in your extrusions by adding ground-plane reflections and interactively controlling lighting with movable sources and draggable shadows. Quickly switch camera views and orient your models with the new Picture-in-Picture window, and use in-context, on-canvas controls to manipulate cages for 3D extrusions, change scene and object orientation, and edit lights. With each adjustment, rich cursor pop-ups supply information about the changes you are making.

Face cage control

Axis control

Edge cage control

Rich cursor info pop-up
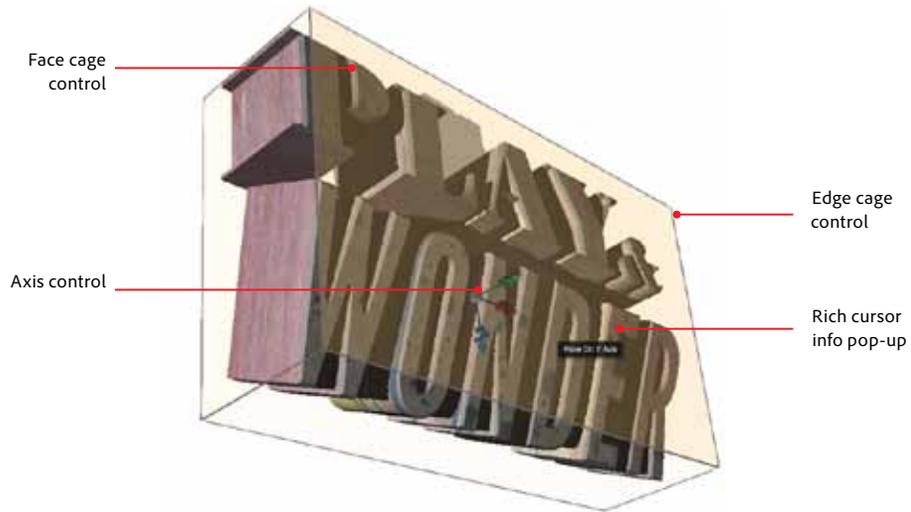
Interact with extrusions using the new Cage control, where the ability to select faces and edges with the Move tool provides added controls for scaling, rotating, and moving. You can also alter mesh, cap, deform, and coordinate settings in the Properties panel.

A new contextual Properties panel provides a single go-to place for adjusting key 3D properties for environment, camera, coordinates, mesh, cap, deform, and materials. You can now multi-select meshes, materials, and lights, allowing for group edits of common properties. Arrange your 3D objects with align, distribute, and Smart-Snap options for faster scene creation and more accurate editing. Quickly navigate your scenes with alternate preset and user-created views available in both the Properties panel and the new Picture In Picture window. Style your 3D designs as sketches or cartoons, and export to Adobe Flash Professional and in major 3D formats.

Work more quickly with improved 3D performance when editing and rendering, thanks to the Mercury Graphics Engine[†]. And embrace your creativity with enhanced 3D animation and 3D stereo viewing and printing options,[†] including the ability to create Anaglyph, Lenticular, and side-by-side stereo versions of your 3D projects.
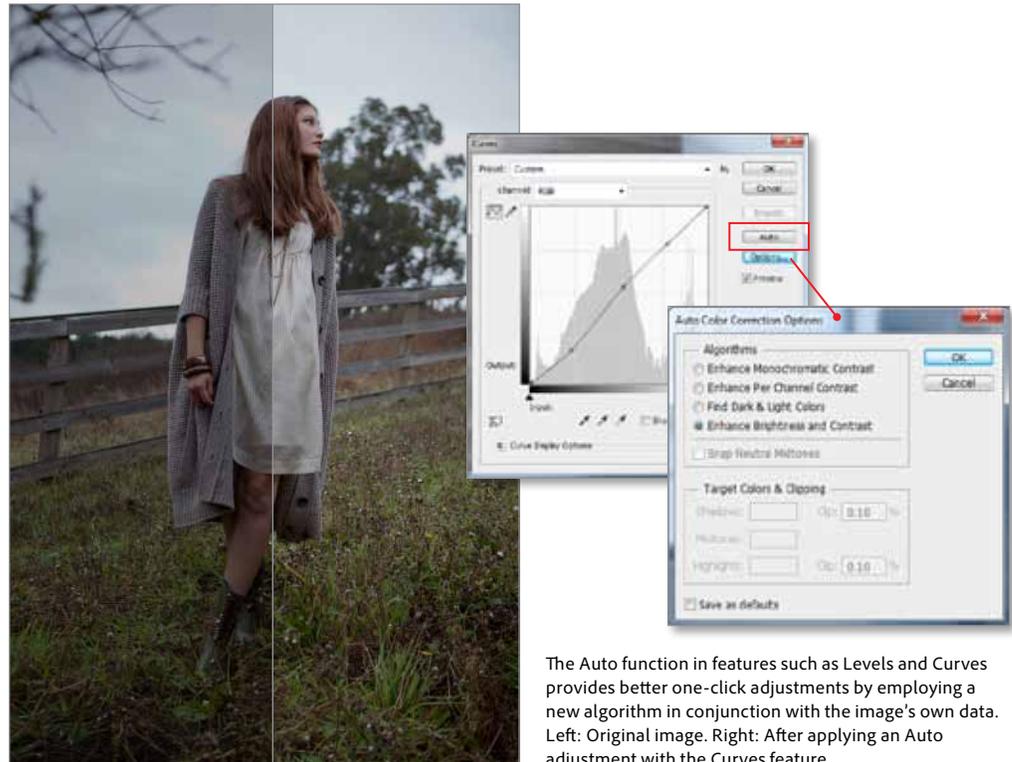
Enhanced workflow

Mercury Graphics Engine

See real-time results—even when working with large images—when editing with key tools such as Liquify, Puppet Warp, Crop, and Transform. The new Mercury Graphics Engine delivers unprecedented speed and responsiveness for a fluid feel as you work.

Preset migration and sharing

Easily migrate your presets, workspaces, preferences, and settings from earlier versions of Photoshop (CS3 – CS5.1) into Photoshop CS6. Use the new Export/Import Presets options to share your setup, and use Photoshop in the same way on all your computers, or ensure the same custom setup is available to all users in a workgroup.

[†]3D features and some GPU-enabled features are not supported on Windows XP.

The Auto function in features such as Levels and Curves provides better one-click adjustments by employing a new algorithm in conjunction with the image's own data. Left: Original image. Right: After applying an Auto adjustment with the Curves feature.

Improved Auto Corrections

Magically enhance your images in a single step with improved Auto options in the Curves, Levels, and Brightness And Contrast features. Intelligence drawn from thousands of hand-edited images is built into a new Brightness And Contrast algorithm designed to give you a better starting point for making tonal adjustments.
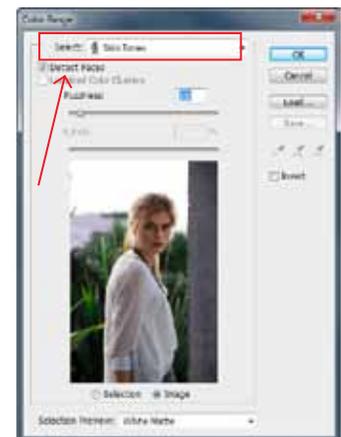
Background Save and Auto-recovery

Designed to help you recover your work in the event of an unexpected shutdown, Auto-recovery works behind the scenes to save your edits without interrupting your progress. You can keep working, even while Background Save is saving the largest of Photoshop files in the background.
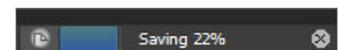
The progress of any Background Save event is displayed in the information area the bottom of the document window.

Skin-tone-aware selections and masking

Create better selections and masks with a new option that isolates faces in your photos, enabling you to easily perform skin-tone adjustments or, conversely, preserve skin tones while you adjust the color of everything else.

Improved Quick Selection tool

Get better results faster when selecting image content with the enhanced, hardware-accelerated Quick Selection tool.

Fresh new look

Work with a fresh, elegant Photoshop interface where you can select from four different brightness levels, including a dark option that really makes your images pop. On-image displays help keep you informed as you use your favorite tools, and a

Quickly target skin tones for specific enhancement with the new Face Detection and Skin Tone selecting technologies built into the Color Range feature.

new Mini Bridge gallery offers easier access to images and documents. Benefit from hundreds of design touches that create a smoother, more consistent editing experience across all Photoshop tools and features.

Compatibility with Adobe Touch Apps and Photoshop companion apps

Extend your creativity beyond Photoshop CS6 with Adobe Touch Apps and Photoshop companion apps (sold separately). Design, edit, and elegantly present your work using six Adobe Touch Apps designed for your tablet, including Photoshop Touch, Adobe Kuler, and Adobe Debut.‡ Transfer files through Adobe Creative Cloud for further refinement in Photoshop CS6—or to view, access, and share from almost anywhere.* Or interact directly with Photoshop CS6 wirelessly with Photoshop companion apps from Adobe and the developer community.

Still using Photoshop CS4?

If you are still using Photoshop CS4, upgrading to Photoshop CS6 also gives you the chance to catch up on all the great features added in Photoshop CS5, including:

- **Puppet Warp tool.** Precisely reposition any image element to create a more visually appealing photo.
- **Tools for intelligent selections.** Select specific areas within an image in fewer clicks.
- **Color decontamination of selections.** Eliminate background color around the edges of your selection with the Quick Selection tool's automatic color decontamination capabilities.
- **Selection and mask refinement tools.** Automatically vary selection edges and perfect masks using convenient refinement tools.
- **Mixer brush.** Define multiple colors on a single Mixer Brush tip to paint with realistic color blends.
- **Bristle tips.** Easily paint with lifelike, naturally textured brush strokes using defined bristle properties like shape, length, and stiffness, and experiment by adding Bristle Tips to a variety of Photoshop brush tools.
- **Additive grain in Adobe Camera Raw.** Make a digital photo look more organic or film-like by using a simple slider to add grain.
- **Automatic Lens Correction.** Magically straighten objects that appear curved in panoramas or photos shot with fisheye or wide-angle lenses.
- **Straighten Image tool.** Quickly straighten any crooked image.
- **Post-crop vignetting in Adobe Camera Raw.** Enjoy more control when performing post-crop vignetting, and save favorite vignette effects as presets.
- **Adobe Mini Bridge.** Enjoy easier access to your images and documents in Adobe Mini Bridge.
- **Paste in place.** Paste an element in the same position it held in the original file.
- **Time-saving enhancements throughout the application.** Speed up your daily editing and enhancement tasks with dozens of improvements to key features and tools.
- **Content Aware Fill.** Remove any image detail or object and watch as Content-Aware Fill magically fills in the space left behind.

And if you are upgrading to Photoshop CS6 Extended, you can also take advantage of these features added in Photoshop CS5 Extended:

- **3D sketch and cartoon presets.** Click once to give your 3D objects† the look of sketches or cartoons, and automatically create sketch presets by creating any brush stroke.
- **3D materials library and picker.** Explore different looks for your 3D objects by applying materials such as chrome from a rich materials library.

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‡ Mobile and tablet applications require a separate download and agreement to additional terms. Such applications may not be available in all countries or languages and may be subject to change or discontinuation without notice. Additional fees or subscription charges may apply.

†3D features and some GPU-enabled features are not supported on Windows XP.

- **Depth of field for 3D.** Experiment with different focus points in your 3D scene by previewing and adjusting the range for depth of field.

About Adobe Systems Incorporated

Adobe is changing the world through digital experiences. For more information, visit *www.adobe.com*.

System requirements

Mac OS

- Multicore Intel® processor with 64-bit support
- Mac OS X v10.6.8 or v10.7
- 1GB of RAM
- 2GB of available hard-disk space for installation; additional free space required during installation (cannot install on a volume that uses a case-sensitive file system or on removable flash storage devices)
- 1024x768 (1280x800 recommended) resolution display with 16-bit color and 256MB (512MB recommended) of VRAM
- OpenGL 2.0–capable system
- DVD-ROM drive
- This software will not operate without activation. Broadband Internet connection and registration are required for software activation, validation of subscriptions, and access to online services.* Phone activation is not available.

For updates to system requirements, visit
www.adobe.com/go/photoshop_systemreqs.

Windows

- Intel® Pentium® 4 or AMD Athlon® 64 processor
- Microsoft® Windows® XP† with Service Pack 3 or Windows 7 with Service Pack 1
- 1GB of RAM
- 1GB of available hard-disk space for installation; additional free space required during installation (cannot install on removable flash storage devices)
- 1024x768 (1280x800 recommended) resolution display with 16-bit color and 256MB (512MB recommended) of VRAM
- OpenGL 2.0–capable system
- DVD-ROM drive
- This software will not operate without activation. Broadband Internet connection and registration are required for software activation, validation of subscriptions, and access to online services.* Phone activation is not available.

For updates to system requirements, visit
www.adobe.com/go/photoshop_systemreqs.

Expected release date
Second quarter 2012

For more information
Product details:
www.adobe.com/photoshopcs6

† Some GPU-enabled features are not supported on Windows XP.

The names and logos referred to in the sample artwork are fictional and not intended to refer to any actual organization or products.