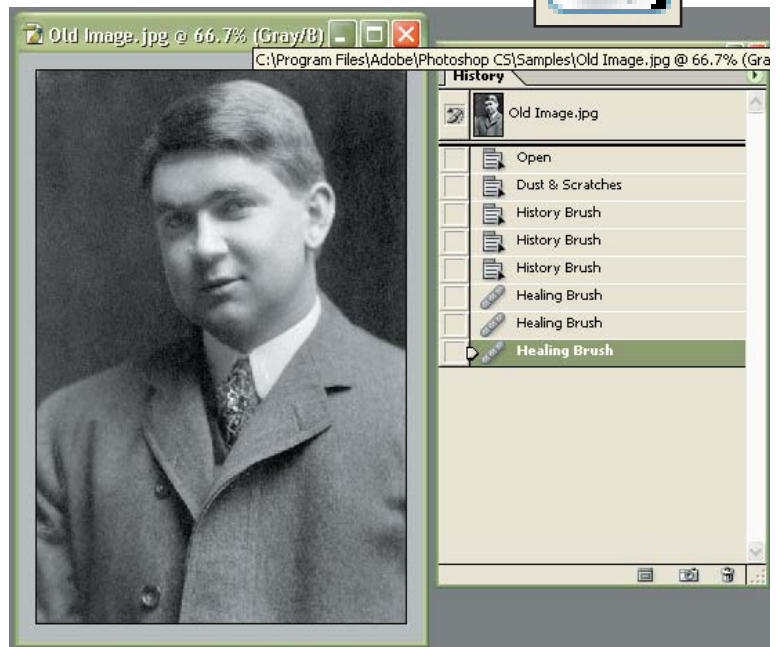


THE PHOTOSHOP HISTORY SYSTEM:



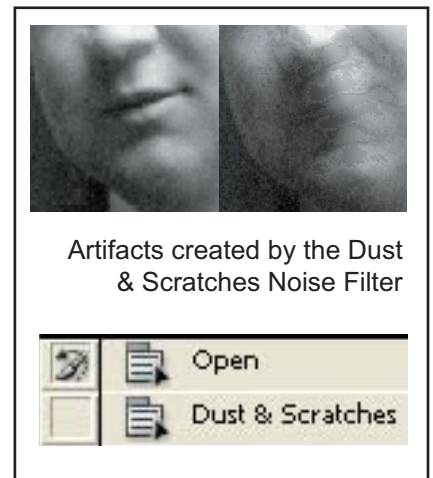
The **History Palette** and **History Brush** are an amazing system for working with Photoshop. Essentially the **History Palette** records every action you take while manipulating an image and allows you to rewind them if you had made a mistake.

The usefulness of this palette first appears as a glorified Undo system, the default shows up to 20 previous actions we've made and records them as 'states' in the **History Palette**. Simply by clicking on any of the previous *states* in the palette we can 'go back in time' and resume working on the document from that moment. This is only one of the benefits that the History System provides.



In combination with the **History Brush**, the **History Palette** becomes even more useful. A great technique it provides is the ability to selectively paint a previous state over the current image.

A perfect example of this uses the *Dust & Scratches Noise Filter* and the **History Brush**. The Dust & Scratches Filter quickly removes dust and scratches, but can also create its own artifacts in the process. The trick is, after the filter is applied you can remove any artifacts it creates by painting over it using the History Brush.



In the palette a list of all the actions is kept, and to the left of every entry in this list there is a checkbox. Whichever one of the a boxes is checked the **History Brush** will paint using that state of history as it's ink.

Although this example demonstrates the usefulness of the **History Brush** as a correction tool, it should be pointed out that as a creative tool it can be even more interesting.



If 20 *states* is not enough history for you, the maximum number of steps can be altered in the programs Preferences (CTRL+K).

An even better system for expanding your History is to utilize the **Snapshot Feature** on the **History Palette**. Each time you click the **Snapshot Button** on the Palette that *state* is recorded at the Top of the **History Palette**. Snapshots can also be used as references for the **History Brush**.

