

“Superior Selection” technique to include anti-aliased pixels in your selection.

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While you can select the opaque pixels on a layer by Control+Clicking (Command+Clicking Mac) the target layer or going to Selection > Load Selection and then choosing the targeted layer's Transparency from the channel drop down menu, these methods prevent one from selecting that layer's anti-aliased pixels as well.

A superior selection method that will ensure in addition to the opaque pixels being selected - all your anti-aliased pixels are selected as well is demonstrated below:

Image 1 shows us that we're dealing with a regular red circle.



Image 2 indicates the circle was created with the default anti-alias option checked.

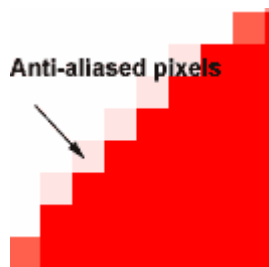


Image 3 shows the problem we encounter when trying to fill this selection using the Control/Click (Command/Click Mac) method as well as the Selection > Load technique. When one tries to fill the previously red circle with another color (black in this case) it becomes apparent this selection method fails to fill our anti-alias pixels with the new color as demonstrated by the objectionable red fringes

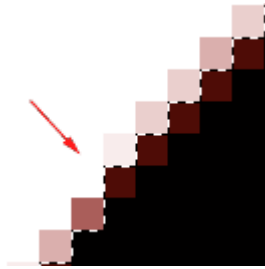
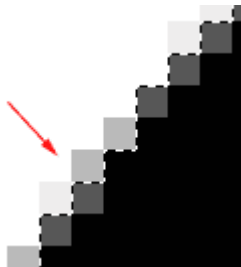


Image 4 shows the same circle filled using the Superior Selection technique. Notice how the entire circle is filled with black with no sign of red fringing?



In order to select all the pixels including the Anti-alias pixels to avoid fringing:

1. Select > All (or Control/A - Command/A).
2. Control > up arrow > down arrow (called nudge).
3. Fill your layer.

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