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If you have any interest in learning about photo manipulation, check out the online **YouTube** (`www.youtube.com`) or **Vimeo** (`www.vimeo.com`) videos on Photoshop, as there are many educational videos that are useful for learning the basics of using Photoshop, as well as advanced techniques. The following sections discuss some of the various tools that you use with Photoshop.

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Here we show you how to create a beautiful cat portrait with Adobe Photoshop Elements. We will be using the Shapes tool to create an eye and whiskers mask, the Mixer Brush tool to blend the makeup, we will use a black background layer to contain the color of the eye and also the whiskers. See the detailed tutorial below: See the full Photoshop tutorial: Hello everyone, I am super excited to share this tutorial for you. I just made a cat portrait in Photoshop Elements that is one of the most charming cat portraits I've ever created. You can use this technique for any kind of portrait on any kind of background. All you need is an image with a cat subject and a background, and Photoshop Elements. What you will need 1. A digital camera to take a good cat picture. We used our Nikon Coolpix W12i camera for this tutorial. Any recent camera will do, just make sure that the picture you are taking has a good amount of detail and is sharp. 2. Photoshop Elements 3. A decent monitor to work on. If you don't have one, you can use a printer to make a grid on the paper (for example, the grid will be 1/10 the width of the paper). 4. A black background layer to contain the color of the cat's eyes and whiskers. And that's all you need! Step 1: Create the Layers You will need to create three separate layers: - the cat - the eye and whiskers mask - the background Here's how you can create the three separate layers: Select a good cat picture. For this tutorial I am using a picture of my cat. Put the cat in a new file, and give it a white background. Now, duplicate the image (press Ctrl + J twice), and drag it to the new file's canvas. Now you have a copy of the image. Go back to the original file and rename the new image copy to something like catCopy. Cut the cat from the background. Cut the cat from the original file by pressing Ctrl + alt + C. Keep the catCopy somewhere safe as you may need it later. Put catCopy on a new layer. Put catCopy on a new layer, and name it catCopy. Now 05a79cecff

Ask HN: How do you tag the changes you do to your site? - waldr I'm building a new site. To the best of my understanding of how I want it to go, I want to be able to back-track on a version and revert to an older one.How would I go about setting up my workflow for that? The site is Python based, so anything realtime based is not an option (at least for now). I've toyed around with the idea of having a text file for each build which stores the version and the changes that have been made to it, and then running some script on the server when a new version is checked-in that makes sure all the old versions are still available.Or is there another way of achieving this? ====== JacobAldridge I'd suggest exploring SVN for version control. Every VCS has some way of storing historical versions, but version control on the web means you won't have to worry about ftp - which is awesome. If you're using Subversion, however, you might be better using Git. You'll need some way to get your version control checked in, and there are great free solutions like [and [which work in the browser (see [for a nice sample workbook). ------ ibdknox I don't know what you mean by back-track to an earlier version, but you can do a diff between two versions of your site and see which files changed. If you keep the diff, you can edit it and apply it to the first version for that reason. But I'd recommend using git for version control. ------ sschend The best way I can think of is to let people create a new project when they are ready to launch, and store their project in your version control system. ~~~ waldr I suppose that's the way to go. But it still seems like a lot of work on my part. Yes, I use git, but I need to set up a dev environment for

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. Henriksen, E. Kolb, A. Ringwald, and C. Tronstad, arXiv:1108.1845. A. A. Abdo [*et al.*]{} , arXiv:1109.0167. E. Kolb [*et al.*]{} (TAIGA group), J. Phys. Conf. Ser. [**39**]{}, 5 (2006). K. Mori [*et al.*]{} (TAIGA group), Nucl. Instr. Meth. A [**578**]{}, 97 (2007). [^1]: Corresponding author. 2/3, 2/3, 8/9, 1/3, 11/12, 1/3, 2/3, 5/6, 11/12, 4/5, 1/2, 2/3, 3/4, 5/6, 1/2, 1/3, 2/4, 5/6, 2/3, 11/12, 5/6, 11/12 5/6, 5/6, 5/6, 2/3, 4/5, 1/2, 1/3, 1/2, 1/3, 1/3, 2/4, 2/4, 3/4, 2/3, 1/2, 5/6, 5/6, 5/6, 1/3, 2/3, 1/3, 1/3, 5/6, 2/3, 5/6, 2/4, 2/3, 1/2, 1/3, 1/3, 1/3, 2/4, 2/4, 1/3, 2/4, 2/3, 2/3, 2/3, 2/4, 5/6, 5/6, 5/6, 1/2 1/2, 1/2, 1/2, 5/6, 5/6, 1/2, 1/2, 2/3, 1/3, 1/3, 2/4, 1/2, 1/2, 5/6, 1/2, 1/2, 2/3, 2/4, 1/2, 5/6, 2/3, 5/6, 1/2, 5/6

Minimum: OS: Windows XP, Vista or Windows 7, Windows 8, Windows 8.1 (32-bit or 64-bit) Processor: Dual Core 2GHz (or faster) Memory: 2 GB RAM (or more) Graphics: Direct3D 9.0c compatible hardware, such as: Windows: NVIDIA GeForce 4 (NVIDIA GeForce 8 Series and above is not supported) Mac: Intel QuickTime Graphics 8.4.4 or later, NVIDIA GeForce 8 or later (32-bit NVIDIA GeForce 8 or

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