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INTRODUCTORY PHOTOSHOP
v. CS6 through CS

TEACHUCOMP, INC.®

...it's all about you

Introductory Photoshop

Welcome to Teachucomp, Inc.'s Introductory Photoshop course. This class introduces the student to Adobe Photoshop, the most popular image creation and editing software application available. This class is designed to take a user with little to no knowledge of Photoshop through the skills necessary to master the use of the Photoshop application. To that end, it is also an excellent tutorial for those users who are already familiar with Photoshop, but want to "fill-in" the gaps in their knowledge of the program.

Adobe Photoshop is an excellent program to learn, as the skill, terms, and techniques that we learn and master in this application can also be used throughout the rest of the Adobe applications. For example, after learning this application, you will find it easier to learn an application like Adobe Illustrator or Adobe PageMaker.

This class will start by introducing the student to the Photoshop environment. We will then introduce how to open and create images. After that, we will look at the different types of color settings available in Photoshop, why they are there, and what we can do to control them. We will then look at using brushes in our images and what we can do to control their settings. We then turn to making pixel-based selections and applying various fills, patterns, colors, strokes and gradients to our pixel selections.

TABLE OF CONTENTS

CHAPTER 8-
FILLING AND STROKING

8.1- APPLYING FILLS

8.2- USING THE PAINT BUCKET TOOL

8.3- USING THE GRADIENT TOOL

8.4- USING THE GRADIENT EDITOR

8.5- USING PATTERNS

8.6- USING THE PATTERN MAKER

8.7- STROKING

FILLING AND STROKING

8.1- Applying Fills:

You can fill-in the selections and layers that you create with colors, gradients and patterns. You can also "stroke" the selections that you make, which applies a colored border to the edge of the selection. One of the most common fills that you can perform is a fill of the currently selected background or foreground color into the selection.

To do this, just select the desired background and foreground colors that you want for your fill colors. Then use one of your selection tools to select the area which you want to fill. If you do not make a selection, you will instead fill-in the entire selected layer.

Select "Edit| Fill…" from the Menu Bar. This provides you with options for creating a fill in the "Fill" dialog box. In this dialog box, you can select what you want to use for the fill from the "Use:" drop-down. You can select the background or foreground color. You can also select the "Color…" option which launches the "Color Picker" dialog box, where you can select a new color to use for the fill. You can also select a "Pattern" or "History" state (like the History Brush Tool). You can also select "Black," White," or "50% Gray."

In the "Blending" section, select one of the various blending modes available for the fill. You can also set the "Opacity" percentage of the fill. When you are ready to apply the selected fill, click "OK."

Version CS5 introduced "Content-Aware" fills. If you select it from the drop-down, Photoshop will replace the selection area with similar image content nearby the selection, which matches lighting, tone and noise.
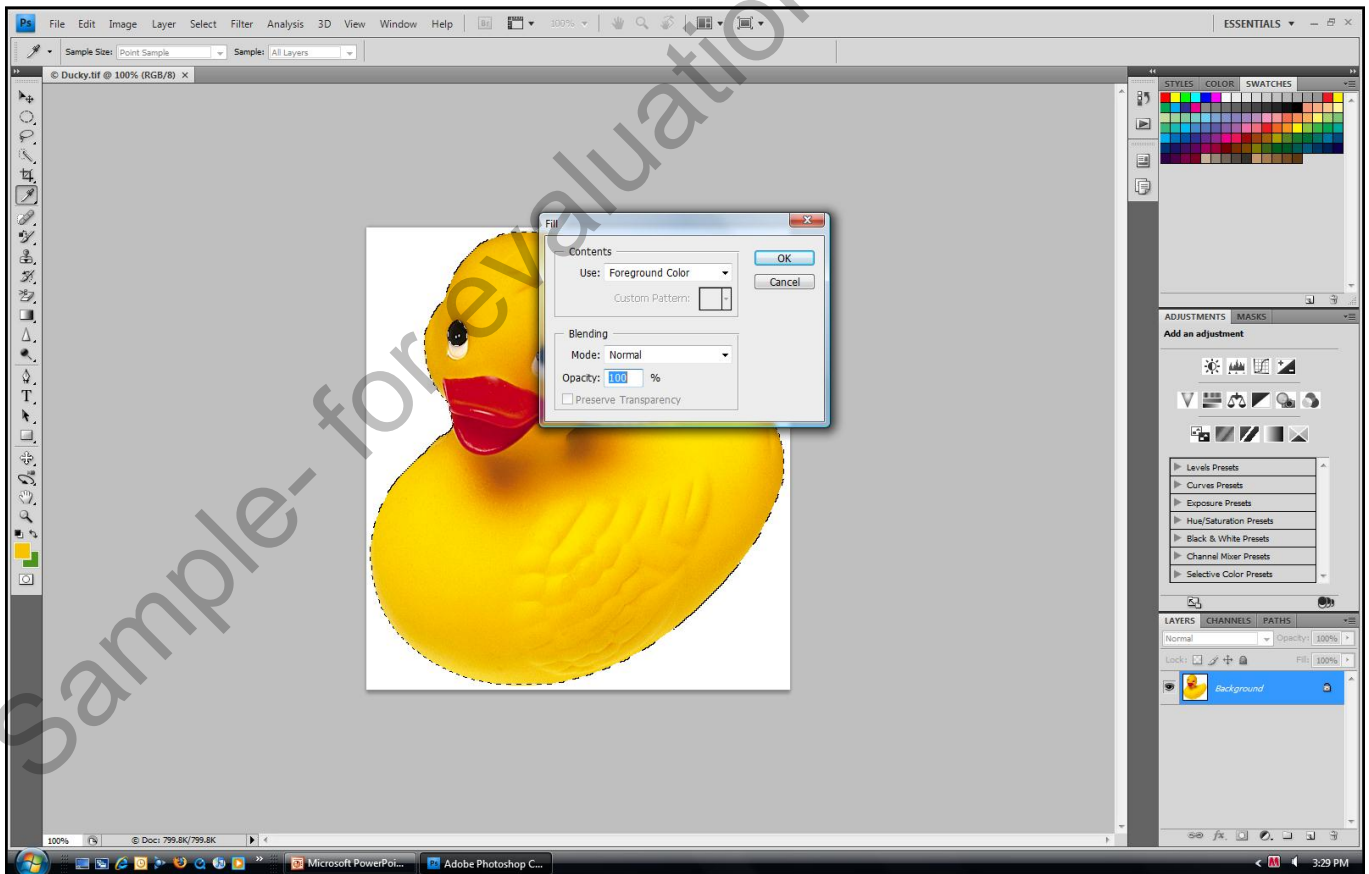
8.2- Using the Paint Bucket Tool:

The Paint Bucket Tool fills adjacent pixels that are similar in color value to the pixels that you select with either the selected foreground color or with a pattern. To use this tool, click the "Paint Bucket Tool" in the Toolbox (it shares a spot with Gradient Tool). Then look in the Options Bar. Use the "Fill:" drop-down to select either the "Foreground" or "Pattern" choice. If you select "Pattern," then use the "Pattern:" drop-down to select which pattern you will be using for the fill. Next, select which blending mode you want to use for the fill. Use the "Opacity:" drop-down to set the transparency percentage for the fill. In the "Tolerance:" text box, enter in a value from 0 to 255. Entering a lower number will only fill colors in the image that are very similar in color to the pixels that you select in the image. A higher number will select a broader range of similarly colored pixels in the image. To define the fill that you make as having smoother curves versus jagged ones, check the "Anti-alias" checkbox. You can also select the "Contiguous" checkbox to select only pixels within the tolerance range specified that are adjacent to the pixels that you click to select. If the "All Layers" checkbox is selected, then the fill will affect the color selected in all of the layers. If unchecked, it will fill selected pixels in the selected layer only.

To then apply the fill, move the cursor over the pixels of the color which you want to fill with the selected foreground color or pattern, and then click to apply the fill to those pixels.
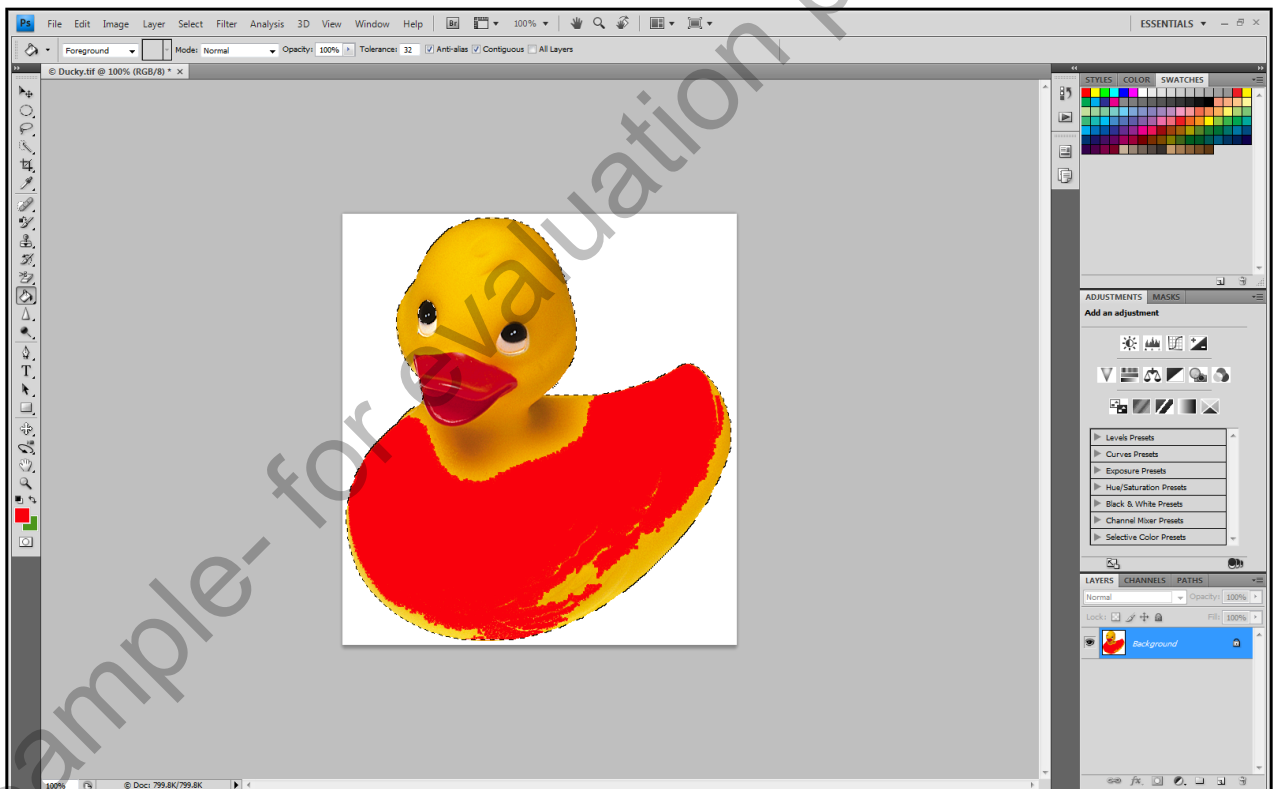
8.3- Using the Gradient Tool:

You use the Gradient Tool to create a gradient fill, which is a gradual blend between multiple colors. There are a few preset gradients that ship with Photoshop and you can also create your own gradients. You create a gradient in an image by clicking and dragging in a selection or a layer. The starting and ending points of the place over which you drag your mouse will impact the gradient appearance, depending on which gradient style you select.

To apply a gradient fill, first select the area to which you want to apply the gradient fill. If you do not select anything the gradient will be applied to the entire layer currently selected in the "Layers Panel." Next, click the "Gradient Tool" button in the Toolbox (it shares a space with the Paint Bucket Tool).

In the Options Bar, use the gradient selector drop-down to select which preset gradient you wish to use. You can also click the gradient sample displayed in the drop-down to launch the Gradient Editor, where you can create your own custom gradients. We will look at that tool in the next section.

Next, select which style of gradient you wish to create: "Linear gradient," which shades from the starting point to the ending point in a straight line; "Radial gradient," which shades from the starting point to the ending point in a circular pattern; "Angle gradient," which shades in a counter-clockwise sweep around the starting point; "Reflected gradient," which shades symmetric linear gradients on either side of the starting point; or "Diamond gradient," which shades from the starting point to the ending point in a diamond shape.

After selecting the gradient style, use the "Mode:" drop-down to select which blending mode you want to use for the gradient fill. You can also use the "Opacity:" drop-down to select the transparency of the entire gradient, if desired.

If you check the "Reverse" checkbox, the order of the colors in the gradient will be reversed. To create a smoother gradient with less obvious banding between the colors, check the "Dither" checkbox. To use a transparency mask for the gradient fill, check the "Transparency" checkbox.

Then to apply your gradient, click and drag from the starting point to the ending point of the gradient. If you want to restrict the line drawn to 45 degree angles, hold down the "Shift" key as you drag out the starting and ending points.
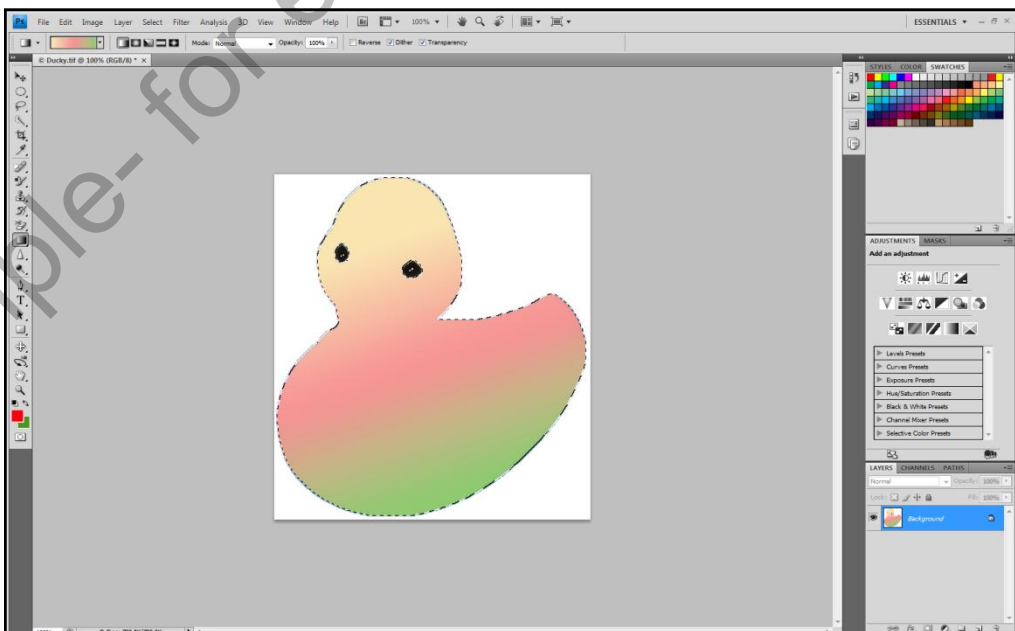
8.4- Using the Gradient Editor:

You can use the Gradient Editor to create a new gradient, edit a preset gradient, or delete a gradient. You can also modify the existing gradients, blending more colors that you like into the existing gradients. You can click the gradient sample that appears in the Options Bar after selecting the "Gradient Tool" in the Toolbox to launch the "Gradient Editor" dialog box.

To create a new gradient based on one of the preset gradients, click on the preset gradient that you wish to use as your sample. You will see the gradient used in the preset display at the bottom of the "Gradient Editor" dialog box. You can create your gradient in this area.
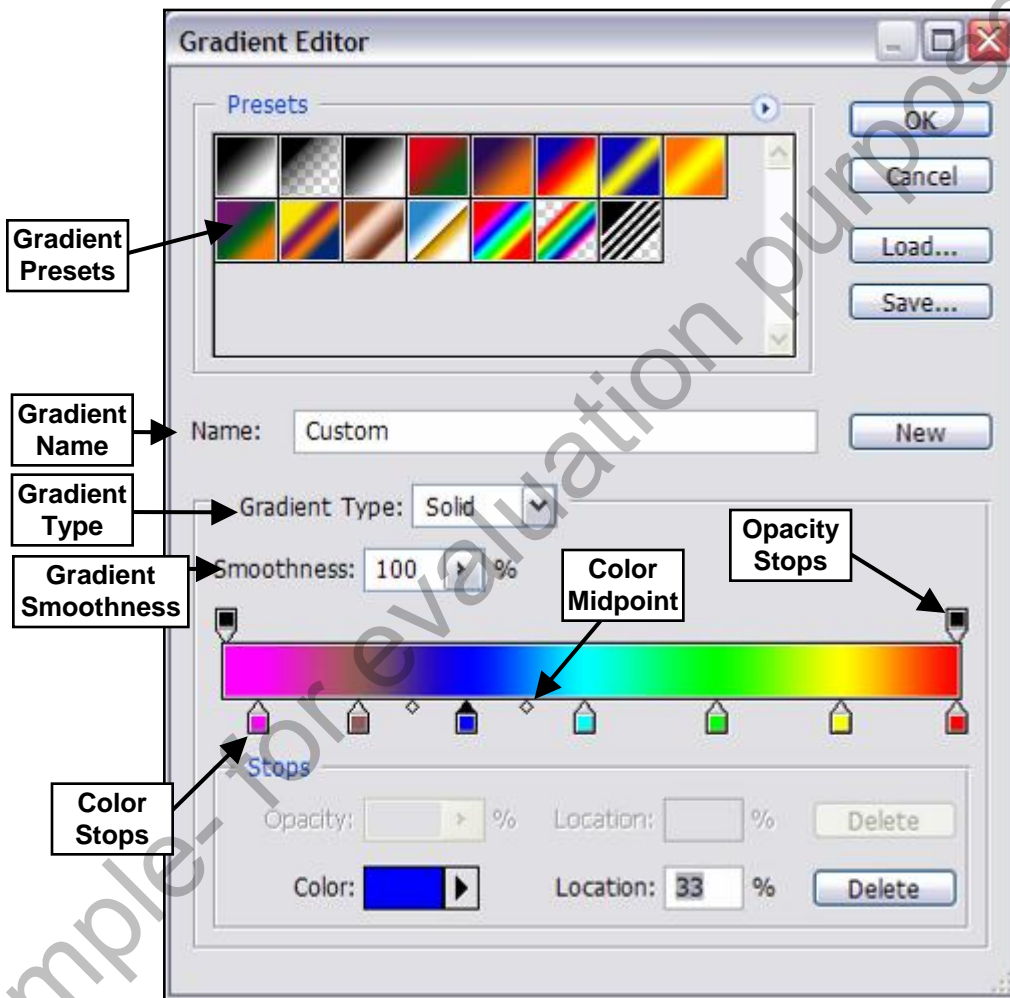
You can type a name for your new gradient into the "Name:" text box. After that, you can select if you want the gradient to be solid or have noise by selecting your choice from the "Gradient Type:" drop-down. Let's look at the options that we have if we select "Solid." We can select the "Smoothness" of the entire gradient, use the "Smoothness:" drop-down to set the slider to the percentage of smoothness that you want. At that point, you create your gradient by manipulating the various color stops, opacity stops, and midpoints on the sample gradient displayed. The color stops determine what colors will display in the gradient. You can click on the bottom row of colors stops to add a new color stop. You can delete a color stop by clicking it to select it, and then clicking the "Delete" button in the lower right corner of the dialog box.

8.4- Using the Gradient Editor (cont.):

To edit the color in a color stop, you can click the color stop to select it and then click the "Color" drop-down at the bottom of the dialog box. You can select either "Foreground," "Background," or "User Color" here. If you want to set a new color, then click the color sample instead of the drop-down arrow. That will launch the "Color Picker" dialog box, where you can select a new color for the color stop.

Note that if you want to change the position of the color stop in the gradient, you can click and drag it to slide it to a new location on the color stops bar. Also note that when you click on a color stop, you will see a small gray diamond appear. That is the color midpoint, and it determines where the color changes between the various color stops in the color stops bar. You can also click and drag these color midpoint diamonds to new locations on the color stops bar to change where the colors shift between two color stops.

If you would like to add transparency to a gradient, then you must change the opacity stops at the top bar of the gradient sample. You can add and remove opacity stops in the same way that you add color stops. Just click into the opacity bar side of the gradient sample to add a new opacity stop. You can delete them by clicking on them to select them, and then clicking the "Delete" button in the lower right corner of the dialog box. If you wish to change the opacity level of an opacity stop, then click it to select it. In the "Stops" area below, click the "Opacity:" drop-down and change the opacity percentage, as needed. This can add various transparent and opaque gradient areas to the gradient, if desired. When the gradient looks the way that you would like, just click the "New" button to save the gradient as a new preset gradient for future use. If you don't want to save it, just click "OK" to go use the selected gradient with the Gradient Tool.

If you selected the "Noise" gradient type from the "Type:" drop-down, what you will create is a gradient that contains randomly distributed colors within the color range that you specify. You first set the "Roughness:" of the gradient using the slider provided. The higher the number, the more color striations appear in the gradient. In the "Color Model:" you select which color model you want to use for the gradient, "RGB," "HSB," or "LAB." Then you use the three color sliders below to change the possible color range used for the gradient. To the right of that, you can check the "Restrict Colors" checkbox to prevent the colors from over-saturating and also check the "Add Transparency" checkbox to add transparency to the gradient, if desired. Once you have the settings the way that you like, you can click the "Randomize" button to reproduce a new gradient sample with the settings that you specify. When the gradient sample look the way that you would like, you can either click the "New" button to save it as a new preset, or just click "OK" to apply the gradient with the gradient tool.

8.5- Using Patterns:

You can also apply a pattern as a fill to a layer or a selection. You can apply a pattern when you select "Edit| Fill…" from the Menu Bar. Earlier, we looked at applying a fill color using the technique. Now we will look at using it to apply a pattern. First, make the selection that you want to fill with the pattern. Then select "Edit| Fill…" from the Menu Bar. For the "Use:" drop-down, select "Pattern." Below the "Use:" drop-down, you'll see a sample of the pattern that will be used. You can select a preset pattern by clicking the drop-down arrow to select one from the list of preset patterns if you want to change the pattern.

In the "Blending" area, select a blending mode from the "Mode:" drop-down and use the "Opacity:" slider to set the opacity of the fill pattern. If you are filling a layer that has transparent pixels and do not wish to fill the transparent pixels, you can click the "Preserve Transparency" checkbox to not place the fill pattern into the transparent pixels in the selected layer. If you are filling a layer without transparent pixels or a selection, this checkbox will be unavailable to you. Then just click "OK" to apply the fill pattern.

8.6- Using the Pattern Maker:

You can also create a pattern to save as a preset pattern for later use. The Pattern Maker was removed from the general installation of Photoshop CS4. It is still available as an optional plug-in at www.adobe.com, along with instructions on how to install it.

To create your own pattern, you first must open the image that has the pixels that will become the basis of your pattern. Use the "Layers Panel" to select the layer from which you want to generate the pattern. When you finally do generate the pattern it will replace the contents of the selected layer, so you may want to make a copy of the layer that you can later discard. If you don't do that, then don't save the changes to the image file after generating the pattern or you will lose the contents of the selected layer.

In the selected layer, make a rectangular selection over the pixels that you want to use as the basis of the pattern. Then select "Filter| Pattern Maker…" from the Menu Bar. That will launch the "Pattern Maker" dialog box. Here you will see the preview of the pattern selected. The selected marquee indicates the tiles that will be used to create the pattern. You can move the marquee selection, if needed. In the "Tile Generation" section at the right side of this dialog box, you can use the "Width" and "Height" sliders to set the dimensions of the tiles used. To offset the tiles (which helps prevent having a too-symmetrical pattern), use the "Offset:" drop-down to select either "Horizontal" or "Vertical" and then use the slider below that to set the amount of horizontal or vertical offset for the tiles.

You can use the "Smoothness" drop-down to set the amount of prominence of edges within the tiles. Use the "Sample Detail" slider to set the size of the details within the pattern sample. When you have the settings set as you want, click the "Generate" button to generate the pattern. Every time you click "Generate" again, it will regenerate a new pattern sample. You can review the patterns that were generated in the "Tile History" section in the lower right corner. Just click the left and right pointing arrows to scroll through the various preview that you have generated. If you want to save one of the previews as a new preset pattern, then just click the small "floppy disk" button in the lower left corner of the "Tile History" section. That will then launch a dialog box where you can type a name for the new preset gradient, and click "OK" to save it.

If you want to actually apply the pattern that you have generated to the selection, you can click "OK" in the "Pattern Maker" to apply the selected pattern. However, if you only wanted to create a new pattern preset, you can instead click "Cancel" to cancel applying the current pattern to the selection you made initially.

8.7- Stroking:

The "Stroke" command allows you to paint a colored border around a selection, layer or path in Photoshop. To perform this command, you can first make a selection to stroke in the image. If you want to stroke an entire layer, you can just select the layer to stroke in the Layers Panel. Then select "Edit| Stroke…" from the Menu Bar.

In the "Stroke" dialog box, type a pixel width for the stroke in the "Width:" text box. You can click the "Color:" sample to launch the "Color Picker" dialog box where you can select the color of the stroke. In the "Location" section, select whether you want the stroke to be placed "Inside," "Center" or "Outside" of the edge of the selection or layer. Next, use the "Mode:" drop-down to set the color blending mode used for the stroke. You can also set the "Opacity:" of the stroke using the text box of the same name. To then apply the stroke, click the "OK" button to apply the stroke border to the selection or layer.
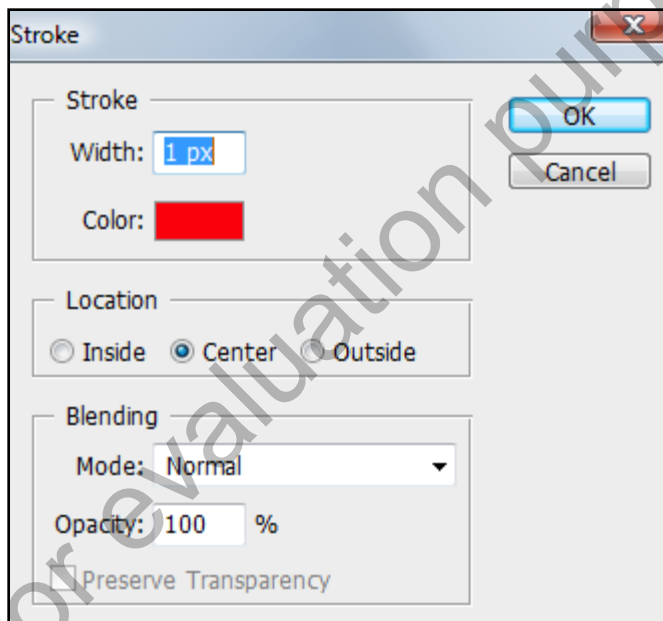
ACTIONS-
FILLING AND STROKING

APPLYING FILLS:

1. First, select the desired background and foreground colors that you want for your fill colors.
2. Use one of your selection tools to select the area which you want to fill. If you do not make a selection, you will instead fill-in the entire selected layer.
3. To quickly apply the foreground color, press "Alt"+"Delete" on your keyboard. To quickly apply the background color, press "Delete" on your keyboard.
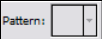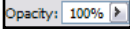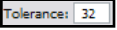
OR

3. Select "Edit| Fill…" from the Menu Bar.
4. Select what you want to use for the fill from the "Use:" drop-down. You can select the background or foreground color. You can also select the "Color…" option which launches the "Color Picker" dialog box, where you can select a new color to use for the fill. You can also select a "Pattern" or "History" state (like the History Brush Tool). You can also select "Black," White," or "50% Gray." You can also select "Content-Aware" to replace the selection with similar content from nearby the selection.
5. In the "Blending" section, select one of the various blending modes available for the fill.
6. You can also use the "Opacity" slider to set the transparency percentage of the fill.
7. When you are ready to apply the selected fill, click "OK."
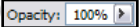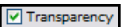
USING THE PAINT BUCKET TOOL:

1. Click the "Paint Bucket Tool" in the Toolbox.
2. In the Options Bar use the "Fill:" drop-down to select either the "Foreground" or "Pattern" choice.
3. If you select "Pattern," then use the "Pattern:" drop-down to select which pattern you will be using for the fill.
4. Select which blending mode you want to use for the fill from the "Mode:" drop-down.
5. Use the "Opacity:" drop-down to set the transparency percentage for the fill.
6. In the "Tolerance:" text box, enter in a value from 0 to 255. A lower number will select colors in the image that are very similar to the pixels that you click in the image. A higher number will select a broader range of similar colored pixels in the image.
7. To define the fill that you make as having smoother curved border versus a jagged one, check the "Anti-aliased" checkbox.
8. You can also check the "Contiguous" checkbox to select only pixels in the tolerance range specified that are touching the pixels that you click.
9. If the "All Layers" checkbox is selected, then the fill will affect the color clicked in all of the layers. If unchecked, it will select pixels of the color you click in the selected layer only.
10. To apply the fill, move the cursor over the pixels which you want to fill with the selected foreground color or pattern and click to apply the fill.

USING THE GRADIENT TOOL:

1. Select the area to which you want to apply the gradient fill. If you do not select anything the gradient will be applied to the entire layer currently selected in the "Layers Panel."
2. Click the "Gradient Tool" button in the Toolbox.
3. In the Options Bar, use the gradient selector drop-down to select which preset gradient you wish to use for the fill.
4. Select which style of gradient you wish to create: "Linear gradient," "Radial gradient," "Angle gradient," "Reflected gradient," or "Diamond gradient."
5. Use the "Mode:" drop-down to select which blending mode you want to use for the gradient fill.
6. You can use the "Opacity:" drop-down to select the transparency of the entire gradient.
7. If you check the "Reverse" checkbox, the order of the colors in the gradient will be reversed.
8. To create a smoother gradient with less obvious banding between the colors, check the "Dither" checkbox.
9. To use a transparency mask for the gradient fill, check the "Transparency" checkbox.
10. To apply your gradient, click and drag from the starting point to the ending point of the gradient. If you want to restrict the line drawn to 45 degree angles, hold down the "Shift" key as you drag out the starting and ending points.

CREATING A SOLID GRADIENT USING THE GRADIENT EDITOR:

1. Click the "Gradient Tool" button in the Toolbox.
3. In the Options Bar, click the gradient sample to launch the Gradient Editor.
4. Type a name for your new gradient into the "Name:" text box.
5. Select "Solid" from the "Gradient Type:" drop-down.
6. Use the "Smoothness:" drop-down to set the slider to the percentage of smoothness that you want.
7. In the sample gradient displayed you can click in the bottom row of colors stops to add a new color stop.
8. You can delete a color stop by clicking it to select it, and then clicking the "Delete" button in the lower right corner of the dialog box.
9. To edit the color in a color stop, click the color stop to select it and then click the "Color" drop-down at the bottom of the dialog box. You can select either "Foreground," "Background," or "User Color" here. If you want to set a new color, then click the color sample instead of the drop-down arrow. That will launch the "Color Picker" dialog box, where you can select a new color for the color stop.
10. If you want to change the position of the color stop in the gradient, you can click and drag it to slide it to a new location on the color stops bar.
11. When you click on a color stop, you will see a small gray diamond appear next to it. That is the color midpoint, and it determines where the color changes between the various color stops in the color stops bar. You can also click and drag these color midpoint diamonds to new locations on the color stops bar to change where the colors shift between two color stops.
12. If you would like to add transparency, just click into the opacity bar side of the gradient sample to add a new opacity stop.
13. You can delete them by clicking on them to select them, and then clicking the "Delete" button in the lower right corner of the dialog box.
14. If you wish to change the opacity level of an opacity stop, then click it to select it. In the "Stops" area below, click the "Opacity:" drop-down and change the opacity percentage, as needed.
15. Click the "New" button to save the gradient as a new preset gradient for future use. If you don't want to save it, just click "OK" to go use the selected gradient with the Gradient Tool.

CREATING A NOISE GRADIENT USING THE GRADIENT EDITOR:

1. Click the "Gradient Tool" button in the Toolbox.
3. In the Options Bar, click the gradient sample to launch the Gradient Editor.
4. Type a name for your new gradient into the "Name:" text box.
5. Select "Noise" from the "Gradient Type:" drop-down.
6. You first set the "Roughness:" of the gradient using the slider provided. The higher the number, the more color striations appear in the gradient.
7. In the "Color Model:" drop-down you select which color model you want to use for the gradient, "RGB," "HSB," or "LAB."
8. You use the three color sliders below to change the possible color range used for the gradient.
9. To the right of that, you can check the "Restrict Colors" checkbox to prevent the colors from over-saturating.
10. You can also check the "Add Transparency" checkbox to add transparency to the gradient, if desired.
11. You can click the "Randomize" button to reproduce a new gradient sample with the settings that you specify.
12. When the gradient sample look the way that you would like, you can either click the "New" button to save it as a new preset, or just click "OK" to apply the gradient with the gradient tool.

USING PATTERNS:

1. Make the selection that you want to fill with the pattern.
2. Select "Edit| Fill…" from the Menu Bar.
3. In the "Stroke" dialog box, set the "Use:" drop-down to select "Pattern."
4. Below the "Use:" drop-down, you'll see a sample of the pattern that will be used. You can select a preset pattern by clicking the drop-down arrow to select a preset from the drop-down list of preset patterns if you want to change the pattern.
5. In the "Blending" area, select a blending mode from the "Mode:" drop-down.
6. Use the "Opacity:" slider to set opacity of the fill pattern.
7. If you are filling a layer that has transparent pixels and do not wish to fill the transparent pixels, you can click the "Preserve Transparency" checkbox to not place the fill pattern into the transparent pixels in the selected layer. If you are filling a layer without transparent pixels or a selection, this checkbox will be unavailable to you.
8. Click "OK" to apply the fill pattern.

USING THE PATTERN MAKER:

1. To create your own pattern, first open the image that has the pixels that will become the basis of your pattern.
2. In the selected image, make a rectangular selection over the pixels that you want to use as the basis of the pattern.
3. Select "Filter| Pattern Maker…" from the Menu Bar.
4. In the "Pattern Maker" dialog box you will see the preview of the pattern selected. The selected marquee indicates the titles that will be used to create the pattern. You can move the marquee selection, if needed.
5. In the "Tile Generation" section at the right side of this dialog box, you can use the "Width" and "Height" sliders to set the dimensions of the tiles used.
6. To offset the tiles (which helps prevent having a too-symmetrical pattern), use the "Offset:" drop-down to select either "Horizontal" or "Vertical" and then use the slider below that to set the amount of horizontal or vertical offset for the tiles.
7. Use the "Smoothness" drop-down to set the amount of prominence of edges within the tiles.
8. Use the "Sample Detail" slider to set the size of the details within the pattern sample.
9. Click the "Generate" button to generate the pattern. Every time you click "Generate" again, it will regenerate a new pattern sample.
10. You can review the patterns that were generated in the "Tile History" section in the lower right corner. Just click the left and right pointing arrows to scroll through the various preview that you have generated.
11. If you want to save one of the previews as a new preset pattern, then just click the small "floppy disk" button in the lower left corner of the "Tile Preview" section. That will then launch a dialog box where you can type a name for the new preset gradient, and click "OK" to save it.
12. If you want to actually apply the pattern that you have generated to fill the original image, you can click "OK" in the "Pattern Maker" to apply the selected pattern. However, if you only wanted to create a new pattern preset, you can instead click "Cancel" to cancel applying the current pattern to the selection you made initially.

STROKING A SELECTION:

1. First make a selection to stroke in the image. If you want to stroke an entire layer, you can just select the layer to stroke in the Layers Panel.
2. Then select "Edit| Stroke…" from the Menu Bar.
3. In the "Stroke" dialog box, type a pixel width for the stroke in the "Width:" text box.
4. You can click the "Color:" sample to launch the "Color Picker" dialog box where you can select the color of the stroke.
5. In the "Location" section, select whether you want the stroke to be placed "Inside," "Center" or "Outside" of the edge of the selection or layer.
6. Use the "Mode:" drop-down to set the color blending mode used for the stroke.
7. You can also set the "Opacity:" of the stroke using the slider of the same name.
8. To then apply the stroke, click the "OK" button to apply the stroke border to the selection or layer.

EXERCISES-
FILLING AND STROKING

Purpose:

1.   To be able to apply strokes and fills to our basic selections in Photoshop.

Exercises:

1.   Open your Photoshop application.
2.   Open an image document to use for the purposes of the exercise. Make a copy of the original image to use, if you want to retain the original image.
3.   Select an image element to replace with a fill. Try selecting the background with the "Magic Wand Tool," or select a foreground object using the "Magnetic Lasso Tool."
4.   Select "Edit| Fill…" from the Menu Bar.
5.   Use the "Use:" drop-down to select the "Color…" choice. In the "Color Picker," select a color to use as the new fill color.
6.   Click "OK."
7.   Select the "Paint Bucket Tool" from the Toolbox. In the Options Bar, make sure that you have "Foreground" selected from the "Fill:" drop-down.
8.   Click on a color that you want to replace in the image to replace it with your current foreground color selection.
9.   Select the "Gradient Tool" from the Toolbox.
10.   Click *into* the sample gradient displayed in the Options Bar to launch the "Gradient Editor" dialog box.
11.   Click on a gradient sample that you want to modify from the available choices at the top of this dialog box.
12.   Click into the bottom of the gradient bar to add a new color stop at the place where you click.
13.   In the "Stops" section, click *into* the "Color" box to launch the "Color Picker" dialog box where you can select a color to use for the color stop.
14.   Click "OK" to use the modified fill.
15.   Click and drag in the image where you want to place the gradient.
16.   Select "Edit| Undo Gradient" to undo the application of the custom gradient fill.
17.   Use your desired selection tool to make a selection that you can fill-in with a pattern.
18.   Select "Edit| Fill..." from the Menu Bar.
19.   From the "Use:" drop-down select "Pattern."
20.   Use the "Custom Pattern:" drop-down to select a pattern to use for the fill.
21.   Change the "Mode:" to "Overlay."
22.   Click "OK" to overlay the pattern on the selected area.
23.   Select "Edit| Stroke…" from the Menu Bar.
24.   In the "Width:" text box, type "3 px."
25.   Click the "Color:" box and select a color for the border of the selected area in the image from the Color Picker.
26.   Select a desired choice of placement for the border stroke by clicking the option button for that choice in the "Location:" section.
27.   Set the "Opacity:" to "50."
28.   Click "OK."
29.   Select "Edit| Deselect" from the Menu Bar to view the border of your selection.
30.   Close the image file and, if desired, save your changes. Otherwise, click "No" to discard changes.