

Adobe® Photoshop® 5.0

Actions Catalog

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This is a catalog of all the actions that were installed with Photoshop 5.0. For instructions on how to add these and other action sets to the Actions palette, please refer to the User Guide. These actions can be used as is or customized. Action names that contain "(selection)" need to be run after you have made a selection. Action names that contain "(type)" need to be run after you have created and selected a type layer. Action names that contain "(layer)" will add a new layer to your file. Some actions that create graphics such as buttons or frames will use the current foreground color unless indicated otherwise. Be sure to select the desired foreground color before running the action. Some actions may not work on transparent backgrounds. Some of the Texture actions require entering values in the Texturizer filter. Refer to this catalog to enter the correct values or make a note of the values when you encounter the stop.

You can customize these actions if desired. The easiest way to customize an action is to expand it in the palette and add break points where values or colors are entered. Some of the Frame actions will create a 50 pixel wide frame. If you want to change the width to a different pixel amount, you will need to change the Transform amount in the Frame Channel-50 pixel action. The Transform command is used 4 times in that action. To change the pixel amount, expand the Frame Channel-50 pixel action in the Action palette. Activate a break point for each of the four steps called "Transform current layer". Then run the action and enter the new pixel values when required. Use the following combination of negative and positive numbers substituting the 50 for whatever new value you desire:

First Transform: x=50,y=50

Second Transform: x=-50,y=-50

Third Transform: x=-50,y=50

Fourth Transform: x=50,y=-50

Depending on the size of the new frame, you may need to adjust the step that changes Canvas Size as well.

Default Actions

result

Large Rectangular Button

Creates a new object and layer using the foreground color.



Large Square Button

Creates a new object and layer using the foreground color.



Large Round Button

Creates a new object and layer using the foreground color.



Frame Channel - 50 pixel

Creates an alpha channel that is used in all Frame Actions.

Default Actions

Vignette (selection)

Make a selection before running the action.

before



after



Wood Frame - 50 pixel

*Creates a new layer.
Image must be no smaller than 100 pixels in width and height.*



Cast Shadow (type)

Create type first, then target that layer.



Clear Emboss (type)

Target a type layer first.



Default Actions

Custom RGB to Grayscale

Allows you to control the amounts of the Red, Green and Blue channels used to make the grayscale version.

before



after



Custom CMYK to Grayscale

Allows you to control the amounts of the Cyan, Magenta, Yellow and Black channels used to make the grayscale version.



Make Clip Path (selection)

Make a selection, then run the action. When you save the file, the clipping path will be saved as well and will act as a mask for the image when placed in a page layout.



Sepia Toning (layer)

Target a layer before running the action.



Buttons

Small Square

Creates a new object and layer using the foreground color.

result



Medium Square

Creates a new object and layer using the foreground color.



Large Square

Creates a new object and layer using the foreground color.



Small Round

Creates a new object and layer using the foreground color.



Medium Round

Creates a new object and layer using the foreground color.



Large Round

Creates a new object and layer using the foreground color.



Small Rectangular

Creates a new object and layer using the foreground color.



Small Rectangular 2

Creates a new object and layer using the foreground color.



Medium Rectangular

Creates a new object and layer using the foreground color.

result



Large Rectangular

Creates a new object and layer using the foreground color.



Photo Button (before)

Make a selection.



Photo Button (after)

Creates a new object and layer.



Embossed Photo Button (before)

Make a selection.



Embossed Photo Button (after)

Creates a new object and layer.



Depressed Button (18 pixels)

Creates a new object and layer.



Depressed Button (36 pixels)

Creates a new object and layer.



Image Effects

Aged Photo

Creates a new layer.

before



after



Blizzard

Creates a new layer.



Light Rain

Creates a new layer.



Lizard Skin

Creates a new layer.

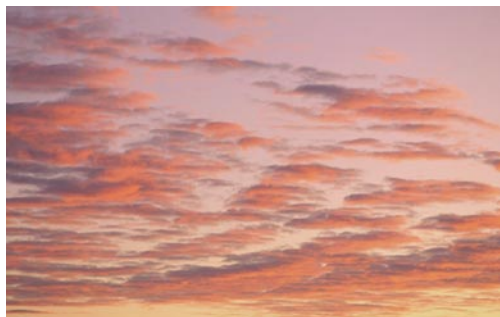


Image Effects

Neon Nights

Creates a new layer.

before



after



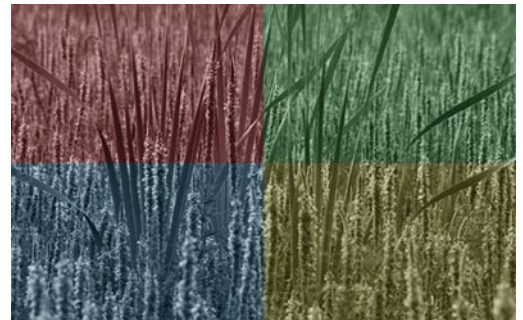
Oil Pastel

Creates a new layer.



Quadrant Colors

Creates a new layer.



Sepia Toning (layer)

Creates a new layer.



Image Effects

Sepia Toning (grayscale)

Start with a grayscale image. Creates an RGB image.

before



after



Soft Edge Glow

Creates a new layer.



Soft Flat Color

Creates a new layer.



Soft Focus

Creates a new layer.

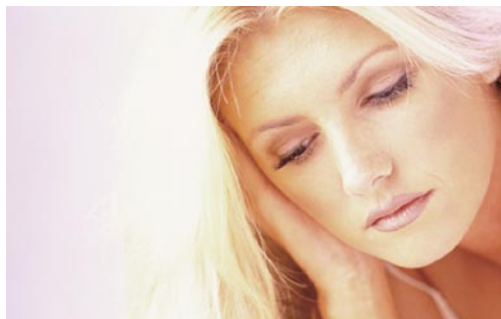


Image Effects

Soft Posterize

Creates a new layer.

before

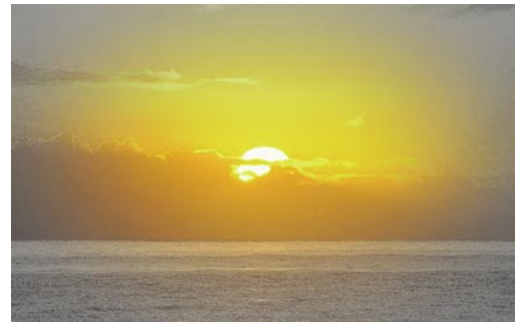
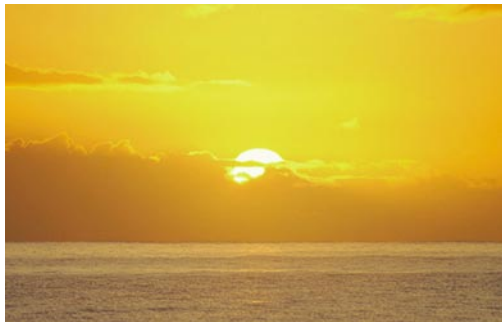


after



Colorful Center (color)

*Start with a color image.
Creates a new layer.*



Horizontal Color Fade (color)

*Start with a color image.
Creates a new layer.*



Vertical Color Fade (color)

*Start with a color image.
Creates a new layer.*



Textures

Parchment Paper

In the Texturizer dialog, load "Paper-Regular" from the Textures folder. Scaling = 71, Relief = 2, Light Direction = Top left.



Recycled Paper

Makes a new layer.



Sandpaper

Makes a new layer.



Wood - Pine

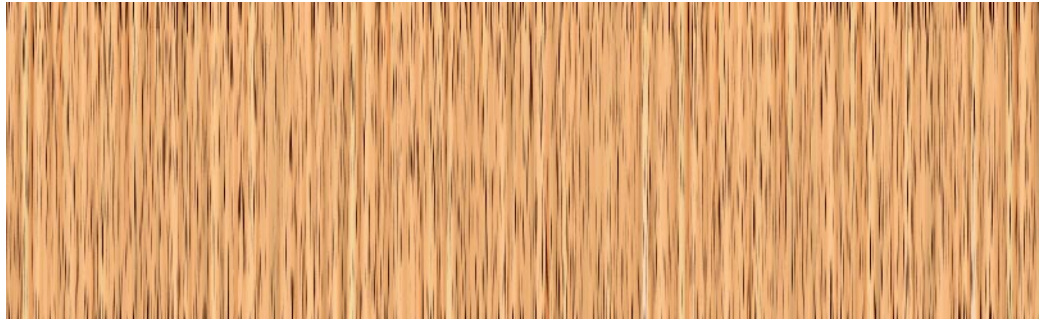
Makes a new layer.



Textures

Wood - Oak

*In the Texturizer dialog,
load "Soft Linear Grain"
from the Textures folder.
Scaling=200, Relief=19,
Light Direction=Left.*



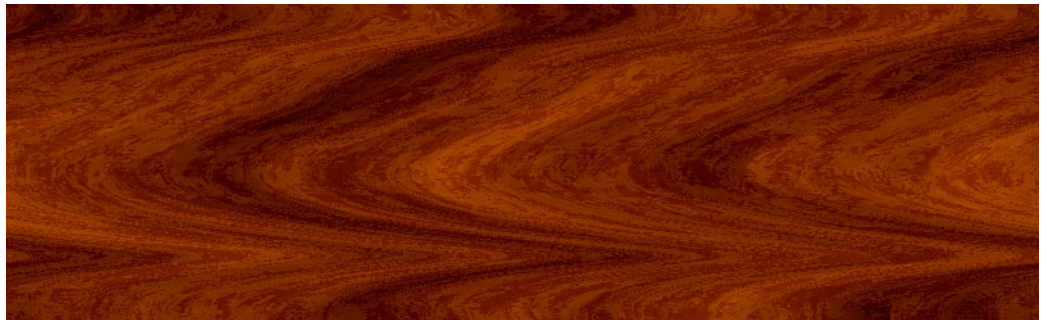
Wood - Rosewood 1

*In the Texturizer dialog,
load "Soft Linear Grain"
from the Textures folder.
Scaling=142, Relief=15,
Light Direction=Top.*



Wood - Rosewood 2

Makes a new layer.



Split Wood

*In the Texturizer dialog, load
"Hard Linear Grain" from
the Textures folder.
Scaling=200, Relief=10,
Light Direction =Bottom.*



Textures

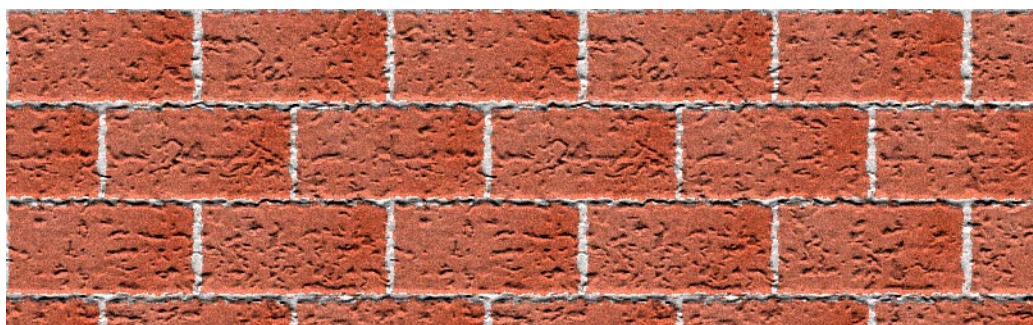
Asphalt

Makes a new layer.



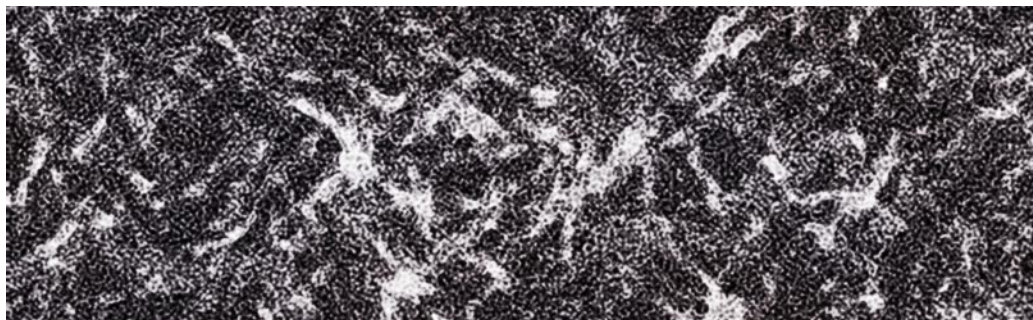
Bricks

Makes a new layer.



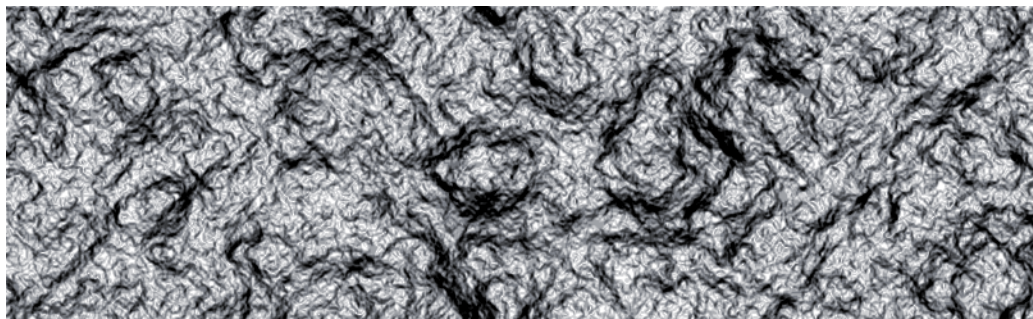
Black Granite

Makes a new layer.



Cold Lava

Makes a new layer.



Textures

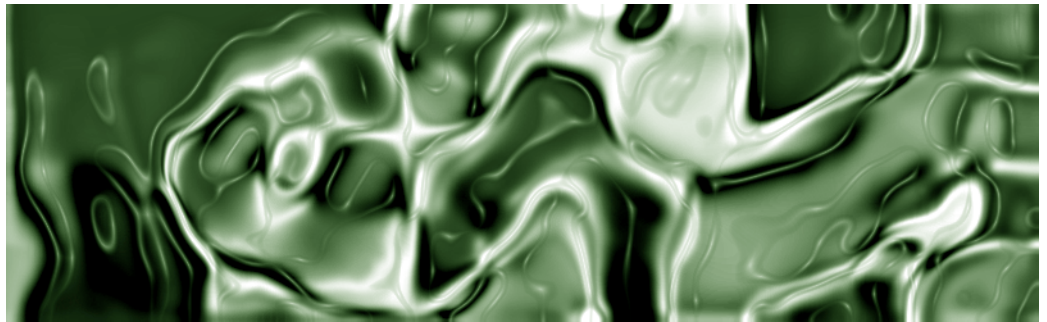
Gold Sprinkles

Makes a new layer.



Green Slime

Makes a new layer.



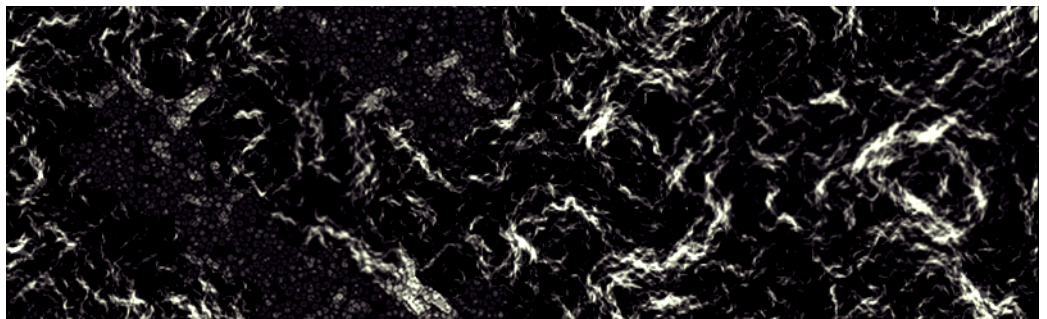
Ink Blots

Makes a new layer.



Marble

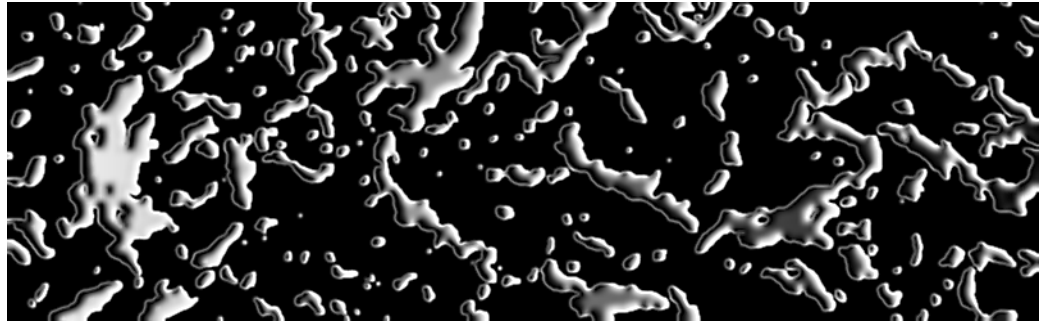
Makes a new layer.



Textures

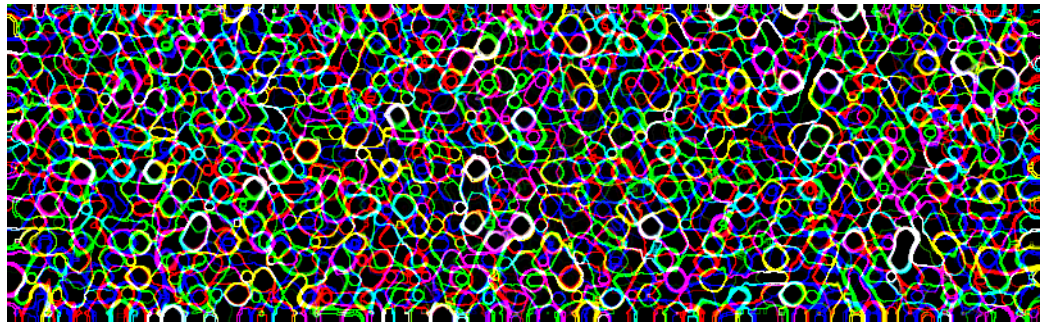
Molten Lead

Makes a new layer.



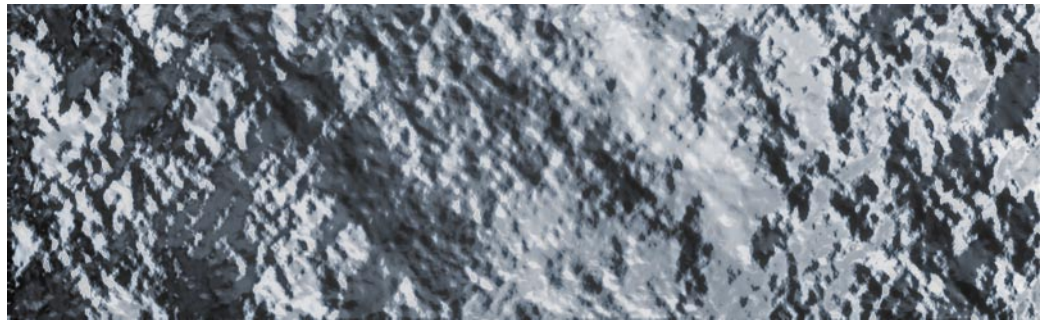
Neon Rubber Bands

Makes a new layer.



Obsidian

Makes a new layer.



Pastel Glass Tiles

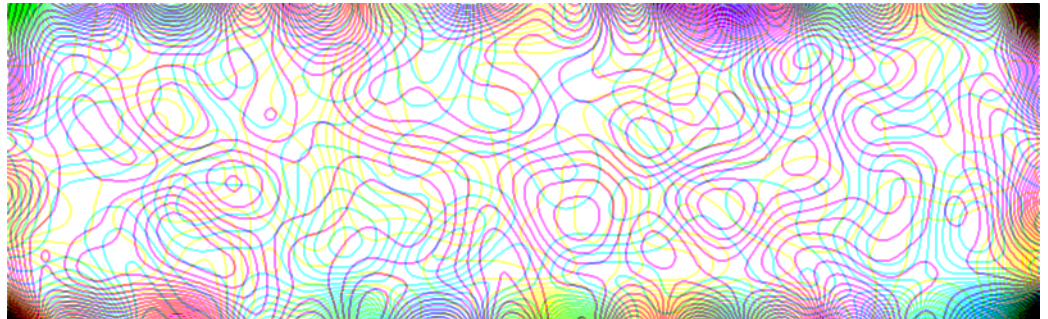
Makes a new layer.



Textures

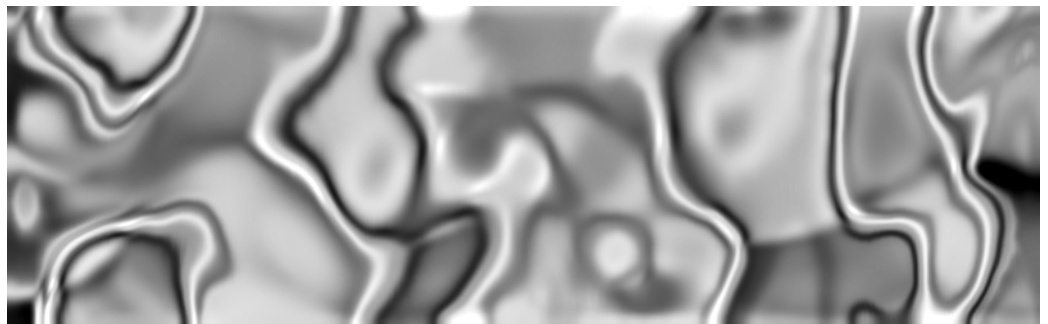
Psychedelic Strings

Makes a new layer.



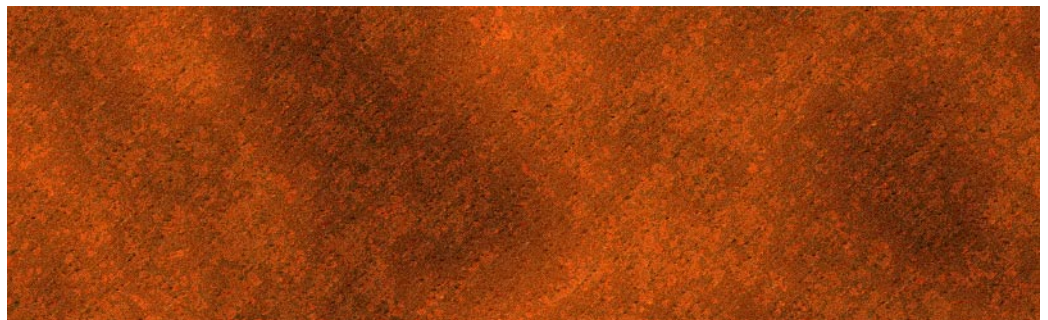
Rippled Oil

Makes a new layer.



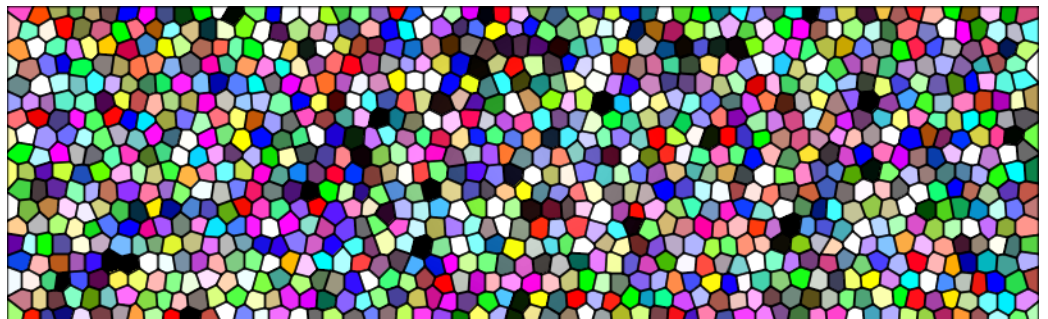
Rusted Metal

Makes a new layer.



Stained Glass

Makes a new layer.



Textures

Stucco

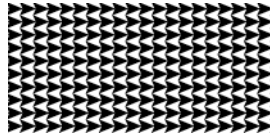
Makes a new layer.



20 Postscript Patterns

This action allows you to open and rasterize a PostScript pattern tile and fill a new layer with that pattern.

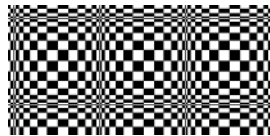
Mac: **Arrowheads**
Win: **Arrows.ai**



Mali primitive
Mali.ai



Optical Checkerboard
Checker.ai



Mayan bricks
Mayan.ai



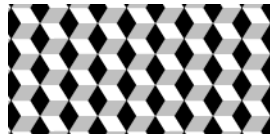
Deco
Deco.ai



Pinwheel
Pinwheel.ai



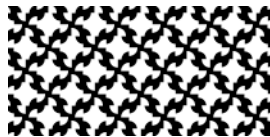
Diamonds/cubes
Diamonds.ai



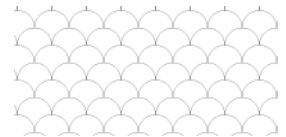
Random V's
Randomv.ai



Drunkard's path
Drunkard.ai



Scallops
Shells.ai



Herringbone 1
Herring1.ai



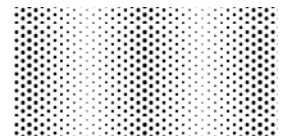
Spiked
Spiked.ai



Herringbone 2
Herring2.ai



Undulating dot grad.
Undulate.ai



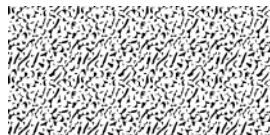
India
India.ai



Waves
Waves.ai



Intricate surface
Intricat.ai



Weave Y
Weave-y.ai



Laguna
Laguna.ai



Wrinkle
Wrinkle.ai



Frames

Spatter Frame

Creates a new layer.

before



after



Strokes Frame

Creates a new layer.



Waves Frame

Creates a new layer.



Ripple Frame

Creates a new layer.



Frames

Drop Shadow Frame

Creates a new layer.

before



after



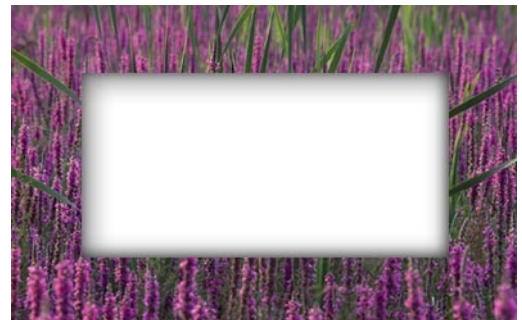
Photo Corners

Creates a new layer.



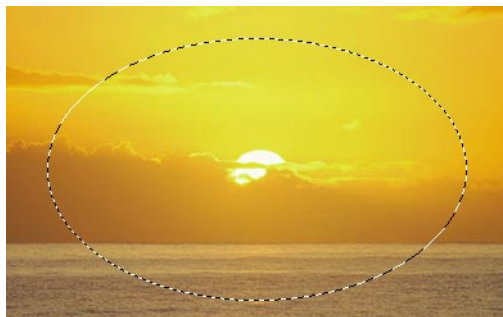
Cut Out (selection)

*Make a selection.
Creates a new layer.*



Recessed Frame (selection)

*Make a selection.
Creates a new layer.*



Frames

Vignette (selection)

*Make a selection.
Creates a new layer.*

before



after



Wood Frame - 50 pixel

Creates a new layer. Image must be no smaller than 100 pixels in width and height.



Brushed Aluminum Frame

Creates a new layer. Image must be no smaller than 100 pixels in width and height.



Foreground Color Frame

*Creates a new layer. Image must be no smaller than 100 pixels in width and height.
Uses foreground color.*

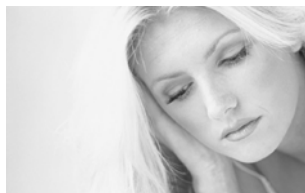


Frames

Wild Frame - 50 pixel

Creates a new layer. Image must be no smaller than 100 pixels in width and height.

before



after



Text Effects

Thin Outline (type)

Creates a new layer.

before

after



Medium Outline (type)

Creates a new layer.



Bold Outline (type)

Creates a new layer.



Brushed Metal (type)

Select a type layer.



Text Effects

Cast Shadow (type)

Select a type layer.



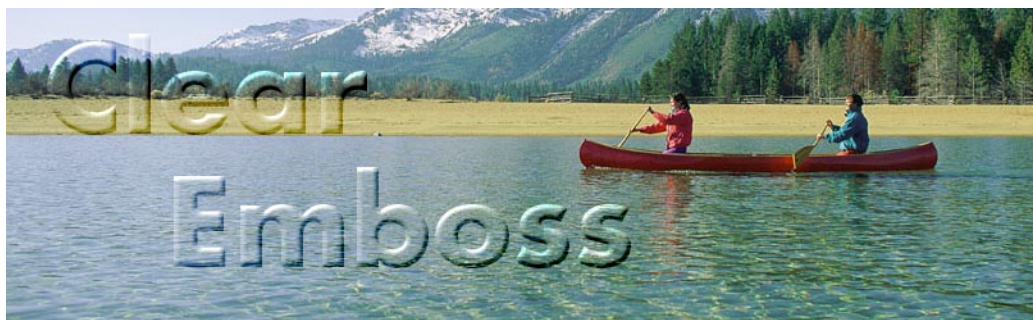
Chrome (photo & type)

Play the action. Select a photo layer, then resume the action. You enter the type during the action. This works best with 100 pt. type at 72 ppi.



Clear Emboss (type)

Target a type layer first.



Die Cut (type)

Select a type layer.



Text Effects

Frosted Glass (photo & type)

Play the action. Select a photo layer, then resume the action. You enter the type during the action.



Sprayed Stencil (type)

Select a type layer. Uses the foreground color to spray paint around letters.



Text Panel (selection)

Make a selection. Creates a lightened panel for placing text over the image.



Water Reflection (type)

Select a type layer.



Text Effects

Wavy (type)

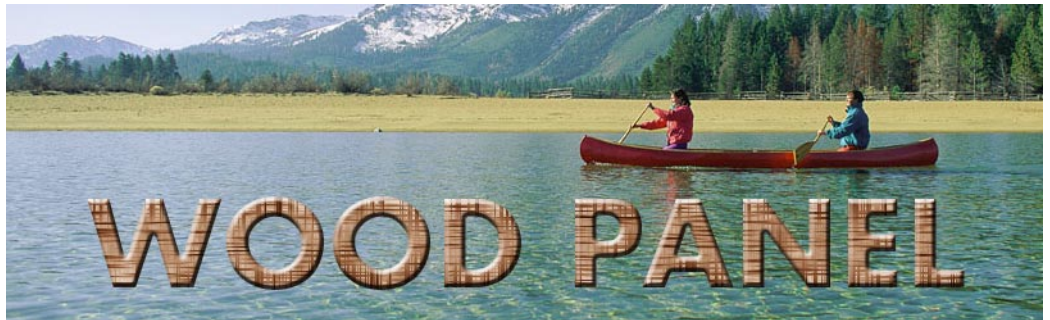
Select a type layer.

Note: In some cases the resulting type may move off screen. If this happens, move the type into position with the move tool.



Wood Paneling (type)

Select a type layer.



Command Shortcuts

This Action set is best used when the Action palette is set to Button Mode.

	F-Key	Description
Cut (selection)	F2	Cuts a selection and stores it on the clipboard
Copy (selection)	F3	Copies a selection and stores it on the clipboard
Paste	F4	Pastes the contents of the clipboard
Show Brushes	F5	Displays the Brushes palette
Show Color	F6	Displays the Color palette
Show Layers	F7	Displays the Layers palette
Show Info	F8	Displays the Info palette
Show Actions	F9	Displays the Actions palette
Show Navigator	F10	Displays the Navigator palette
Image Size	F11	Shortcut to Image Size menu item
Revert	F12	Shortcut to Revert menu item
Crop (selection)		Shortcut to Crop menu item
Flatten Image	shift F2	Shortcut to Flatten Image (Layers palette menu item)
Purge All	shift F3	Shortcut to Purge All (Edit menu item)
Select Similar (selection)	shift F4	Shortcut to Select Similar menu item
Grow (selection)	shift F5	Shortcut to Grow Selection menu item
Flip Horizontal	shift F6	Shortcut to Flip Horizontal menu item
Flip Vertical	shift F7	Shortcut to Flip Vertical menu item
Rotate 90 CW	shift F8	Shortcut to Rotate 90 CW menu item
Rotate 90 CCW	shift F9	Shortcut to Rotate 90 CCW menu item
Rotate 180	shift 10	Shortcut to Rotate 180 menu item
New Snapshot	shift F11	Shortcut to New Snapshot (History palette menu item)
New Snapshot/Clear History	shift F12	Creates new snapshot, then clears History

Production Actions

	Description
Letter Canvas 150	Creates a 150 ppi file that measures 8-1/2" x 11"
Letter R Canvas 150	Creates a 150 ppi file that measures 11" x 8-1/2"
Tabloid Canvas 150	Creates a 150 ppi file that measures 11" x 17"
Tabloid R Canvas 150	Creates a 150 ppi file that measures 17" x 11"
Legal Canvas 150	Creates a 150 ppi file that measures 8-1/2" x 14"
Legal R Canvas 150	Creates a 150 ppi file that measures 14" x 8-1/2"
640 x 480	Creates a 72 ppi file that measures 640 pixels by 480 pixels
Export as Gif89a	Exports the image as a GIF file
Conditional Mode Change	Shortcut to the Conditional Mode Change menu dialog
Batch Processing	Shortcut to the Batch menu dialog
Reduced Color Palette	Reduces Color Palette and exports as GIF file
Fit Image	Shortcut to the Fit Image menu dialog
Custom RGB to Grayscale	Allows you to control the amounts of the Red, Green and Blue channels used to make the grayscale version.
Custom CMYK to Grayscale	Allows you to control the amounts of the Cyan, Magenta, Yellow and Black channels used to make the grayscale version.
Make Clip Path	Make a selection, then run the action. When you save the file, the clipping path will be saved as well and will act as a mask for the image when placed in a page layout.



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