

Using Puppet Warp to Adjust Pages

Due to natural warping of the materials scanned, some lines may appear bent or skewed. One tool for adjusting these lines is the Puppet Warp tool. Located in the Edit menu, Puppet Warp is used to adjust objects with minimal loss of quality. To begin the Puppet Warp, ensure your image is cleaned and flattened, this will ensure that there are no issues with the warp. Next pull down guide lines from the ruler bar, providing straight lines to work towards. Using rectangular marquee, select the area needing adjustment. In the Edit menu, select Puppet Warp. After selecting Puppet Warp, the area selected will be covered in a mesh. Place pins on your mesh by clicking, to help eliminate unwanted adjustment, anchor the area selected at the corners and midway points. To adjust select a pin and drag, the line will move and using different arrangements of pins and dragging, the image can be straightened. Sometimes it is beneficial to and drag multiple pins at once, to do so hold the (shift) key and click on multiple pins, release the shift key and drag the pins to adjust. When finished warping, click the large check mark in the options bar or press enter.

1. Ensure image is clean and Flattened
2. Pull guide lines down from ruler bar
3. Using Rectangle Marquee select are of interest
4. Select Puppet Warp
5. Place Pins on the area to be warped
6. Adjust image by dragging pins (to select and move multiple pins hold shift and click.)
7. When finished adjusting press enter