Using the Healing tool

Select the healing tool by clicking on the bandaid icon, which is the fourth tool down on the doubled up tool palette (right above clone stamp) or by hitting the j key on the keyboard.

There are several versions of tools under this tool.

 * the spot healing brush tool   * the healing brush tool   * the patch tool   * red eye tool

They each have a unique icon which you can get to by right clicking on the healing tool icon.

The Spot Healing Brush tool

This tool works best in areas where the surrounding pixels are similar to what you want to change.

To engage this tool just click on the area you want to 'heal' and it will select nearby pixels to blend to fix a small blemish.

You need to test to see if this tool is best for what you wish to do or if the clone stamp might work better.

The Healing Brush Tool

- The difference here is that this tool paints from a sampled area (like the clone stamp) as opposed to only selecting nearby pixels.

- However, the Healing Brush tool also matches the texture, lighting, transparency, and shading of the sampled pixels to the pixels being healed. As a result, the repaired pixels (if used correctly) blend seamlessly into the rest of the image.

- Alt and click allows you to sample, just as with clone stamp.

- The sampled pixels are melded with the existing pixels each time you release the mouse button.

The Patch Tool

- Where it says "patch" at the top – fill this with content aware to make your patch blend better.

- Select area you do not want.

- Click and drag this area to fill with the area you want to replace it with.

- You may have to still use the spot healing brush tool or the clone stamp to blend the edges of your selection.

Red Eye Tool

- This works to fix just what it sounds like

- Pick your brush size based on what size the pupil or eye area is that needs to be fixed.

- Place crosshairs over it and click – viola – in 99% of cases it's corrected.