



October 2026 Photoshop & PS Beta Update

In October, Adobe released updates to both Photoshop and Photoshop Beta. In this lesson I'll give you an overview of what's new in Photoshop 27.11 and Photoshop Beta 28.0. A couple of the features are too fundamental to get lost in an update video, so I've posted separate, more in-depth lessons on **Enhance Edge** and **Remove Ambient Effects**.

Key Concepts

1. **Long-Term Support Version (01:21):** If reliability matters more to you than new features, you can install the long-term support version (Photoshop 26.11.8) from the Creative Cloud app.
2. **Enhance Edge (05:01):** Uses AI to shift the color of semi-transparent edges after removing a background. It does a much better job than Decontaminate Colors.
3. **Beta 28.0 May Not Be Available to You Yet (11:58):** Adobe often does a slow rollout of big releases, so you may not find this version yet.
4. **Be Cautious with Saving Features in Beta (15:07):** Multithreaded PSD writing can be dramatically faster, but use Save As with it, or turn it off if stability is critical.
5. **AI Credits (25:04):** Remove Related Elements and Remove Ambient Effects both consume AI credits. Ambient effects use 10 credits each time.

Photoshop 27.11 (01:16)

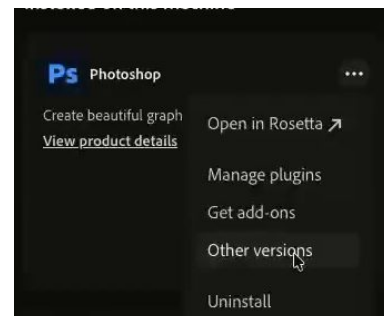
The main version of Photoshop got a handful of changes this month. Here's what's new in 27.11.

Long-Term Support Version (01:21)

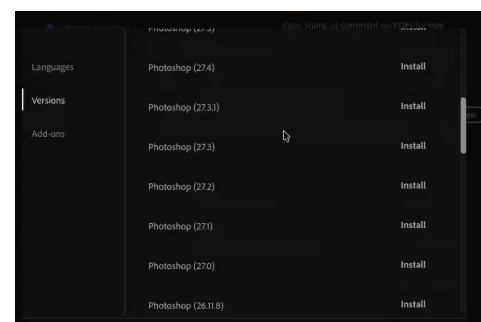
The long-term support version is for when you want a version of Photoshop that's rock solid and you don't care about new features. Adobe has done the most testing on it, and they update which version it is each year. It's the kind of version a large company that supports hundreds of Photoshop users might choose. Keep in mind that you'll miss out on a whole bunch of features.

1. **Open the Creative Cloud App:** It's the same app you use to update your software. Click the icons in the upper left and choose **Apps**.
2. **Choose Other Versions:** If Photoshop is already installed, click the three-dot menu on its tile and choose **Other versions**.
3. **Install the Version You Want:** Scroll through the list to find the version you want (the long-term support version is 26.11.8) and click **Install**.

To find the current long-term support version in the future, search online for "long-term support version Photoshop" or "LTSV Photoshop." Adobe's page also lists the long-term support versions of other Adobe apps.



Tile menu: Other versions



Versions list

Freemium Access to Photoshop Desktop (03:30)

You can now install Photoshop without first signing up for a subscription. Enter your email address on the Adobe website, and you can use Photoshop desktop with limited abilities and preview its features. I think you can also do some things with Adobe Firefly. I haven't tested it because I have the full version.

Performance Improvements on PCs (04:08)

Adobe used feedback on how PC users use Photoshop to improve performance. I don't know the specifics of where you should notice the improvements.

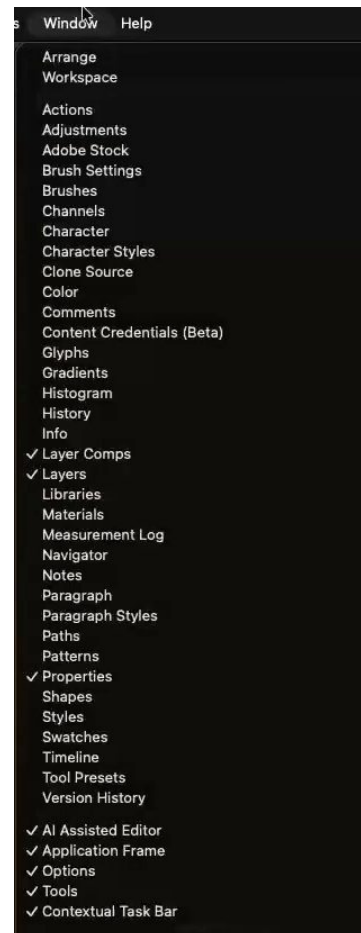
Upgraded GPT Image 2 Model (04:31)

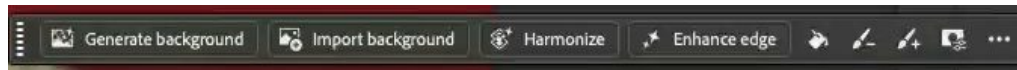
The GPT Image 2 model was upgraded, so you shouldn't have to regenerate as often, and results should be closer to your prompt. It requires the internet, and I haven't tested it extensively. Let me know if you'd like a deep dive on it.

Enhance Edge (05:01)

This is the headline feature. It's designed for subjects with furry, fuzzy, hairy or translucent edges. A layer mask alone can't shift the color of partially transparent edge pixels, so some of the old background color usually sticks in those areas.

1. **Remove the Background:** With a layer active, click **Remove Background** in the contextual task bar. It finds the subject and hides the background with a layer mask. I put a Solid Color adjustment layer underneath so I could see the edge.
2. **Show the Contextual Task Bar:** If the bar isn't on your screen, choose **Window > Contextual Task Bar** (at the bottom of the menu).
3. **Click Enhance Edge:** With the layer mask active, click **Enhance edge** in the contextual task bar. It takes a few moments.





4. **Compare:** Choose Undo to see before, then press **Shift+Command+E** to reapply. There's a lot more variation in the edge colors, and you no longer see a line where fully opaque pixels transition to partially transparent ones.

The old way was **Select > Select and Mask** with **Decontaminate Colors** turned on. It pushes nearby colors out into semi-transparent areas, with an Amount slider that works like opacity for the change. But it leaves visible lines where the edge transitions from opaque to transparent.

What It Creates: Enhance Edge duplicates the layer, so your original stays underneath, unchanged. Shift-click the layer mask to hide it and see the colors it added. The edge color has nothing to do with the background underneath, so you can change the background color at any time and the edge should still look good. You can apply it more than once, and it works great right after Remove Background. I cover it in depth in the separate Enhance Edge lesson.

Photoshop Beta 28.0 (11:58)

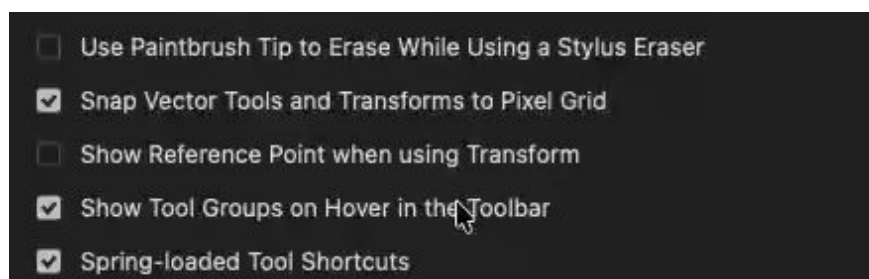
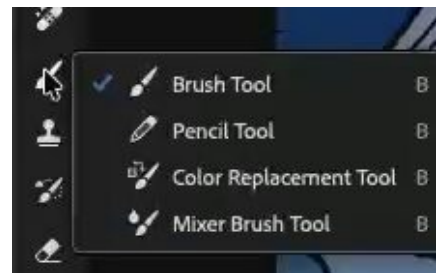
You might not have this version yet. Adobe often rolls out big releases slowly, starting far from the US so they can pull a release if there are issues. I was surprised it came out now. Features like these usually debut at Adobe MAX, which is next month. I've seen people in India and a few other areas post about these features, so it's out in the wild. To check your version, choose **About Photoshop**.



Show Tool Groups on Hover (13:48)

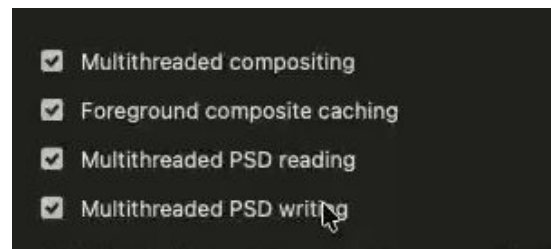
Many toolbar slots hold more than one tool. You used to click and hold to see the hidden ones. Now just hover over a tool, without clicking, and the whole group appears. Slide over and click the one you want.

If you've used Photoshop for 20 or 30 years, you might find this distracting. To turn it off, open your settings, choose **Tools**, and turn off **Show Tool Groups on Hover in the Toolbar**.



Multithreaded PSD Writing (15:07)

Your computer's processor has multiple cores, so it can do several things at once. When saving in Photoshop file format, older versions could only use one of those threads. Now it breaks the save into segments and feeds them to all the cores, which can speed things up dramatically.

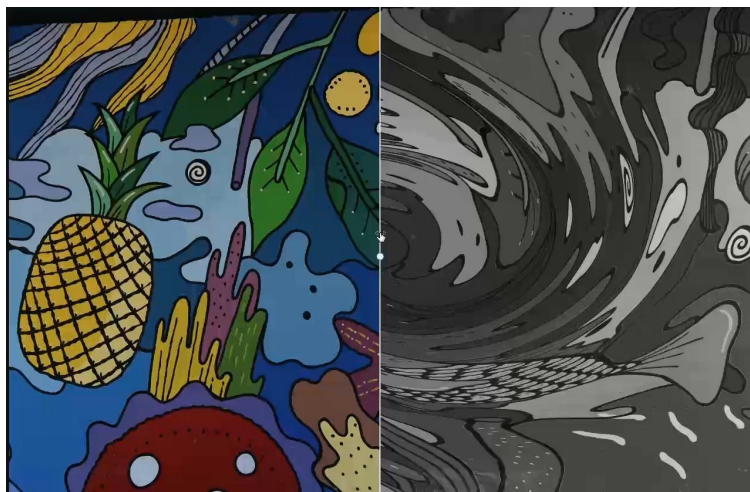


Be Cautious: I'd be careful with anything in the beta that has to do with saving. Adobe's own warning says to use it with **Save As** so you keep the original file. To turn it off, open your settings, choose **Performance**, and turn off **Multithreaded PSD writing**. Multithreaded reading has been there for a while. If stability is critical, I'd turn writing off until it moves to the main version.

Before/After View: Quick Compare (17:34)

Photoshop remembers what your document looked like when you opened it, so you can compare it with the current version. It works with edits applied directly to the image as well as adjustment layers.

1. **Turn It On:** Click the **Quick Compare** icon in the toolbar, just below the Quick Mask icon, or choose **View > Quick Compare**.
2. **Drag the Divider:** The left side shows the image as it was when you opened it, and the right side shows it now. Drag the slider bar to decide how much of each you see.
3. **Change the Layout:** In the contextual task bar or the options bar, you can split it vertically or show a single view of just the before.
4. **Turn It Off:** Click the icon in the toolbar again.

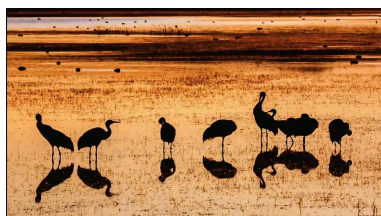


It has nothing to do with the History panel. Purging histories (**Edit > Purge**) doesn't affect it. Photoshop does use a little more memory to hold the original version.

Dynamic Layers (20:57)

This is similar to the strength slider I showed you in Firefly in my last update, but now it's in Photoshop.

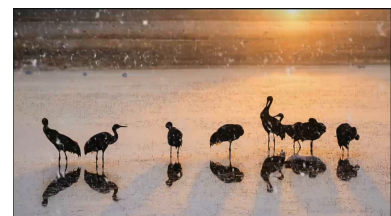
1. **Generate Something:** I chose **Edit > Prompt to Edit** and asked for a frozen pond during a snowstorm at sunset with accumulated snow, then clicked Generate.
2. **Click Dynamic Layer:** With the generative layer active, click **Dynamic Layer** in the contextual task bar. It takes a while.
3. **Dial In the Strength:** A slider appears in the contextual task bar and the Properties panel, set to 50%. All the way down shows the original, and all the way up shows the full Prompt to Edit result. Firefly only had 10 levels. Here you can adjust in 1% steps, and sliding back and forth looks like animated falling snow.



Original



Prompt to Edit result

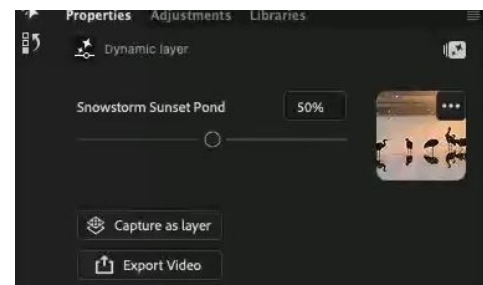


Dynamic layer at 50%

Layers: The dynamic layer sits above the original generative layer. You can throw the generative layer away because the dynamic layer lets you dial in the exact amount.

Export Video: Creates a four-second video that slides between 0 and 100.

Capture as Layer: The result looks low-res when you zoom in. Capture as Layer takes the amount you've dialed in and upscales it for more detail. It often looks oversharpened, with a slight halo.

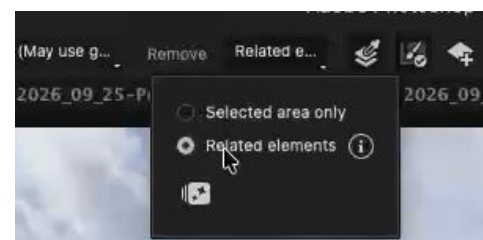


Remove Related Elements (25:04)

The Remove tool has a new menu in the options bar.

Selected area only works the way the Remove tool always has, affecting only the area you paint over.

Related elements also removes things connected to the object. The AI icon means it uses credits, but neither the menu nor the info icon tells you how many.



1. **Paint Over the Object:** Paint around the object. If you end where you began to create a closed shape, it fills in the middle for you.
2. **Choose Done or Enhance:** You're not done after it removes the object. Choose **Done** (or press Return) to keep the result as is, or **Enhance** to upscale it closer to the original resolution. Enhance is a crapshoot. Here it gave a weird texture, and the image often looks dramatically better without it, especially lower-resolution images. Undo only undoes the Enhance step.



Original



Selected area only



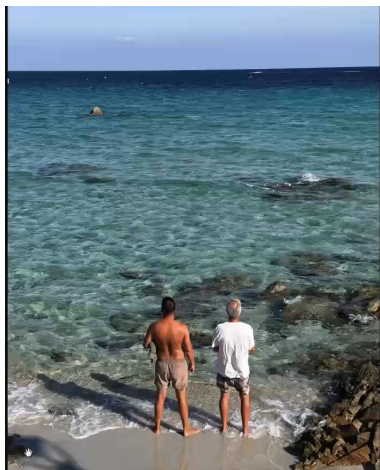
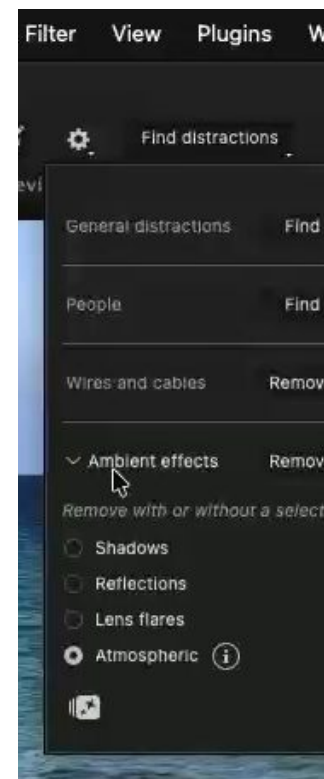
Related elements

With Selected area only, the ropes and the boat's reflection stayed. With Related elements, most of the ropes went away too. With Related elements on, you always get a new layer, and it always replaces the entire image. I've done extensive testing with it and will cover it in a separate video.

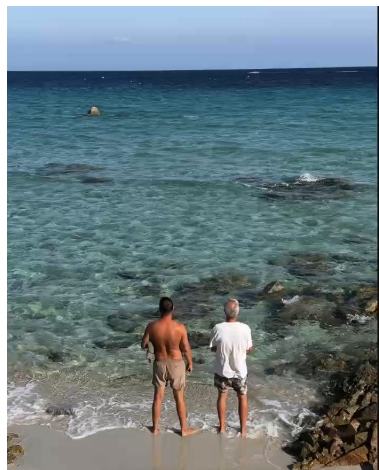
Remove Ambient Effects (29:35)

This is also in the Remove tool, and it consumes 10 AI credits each time you use it. Click **Find distractions** in the options bar, and you'll find the new **Ambient effects** section with **Shadows**, **Reflections**, **Lens flares** and **Atmospheric**. You can collapse or expand the section, and it remembers the last setting you used. Pick one and click **Remove**. It works with or without a selection.

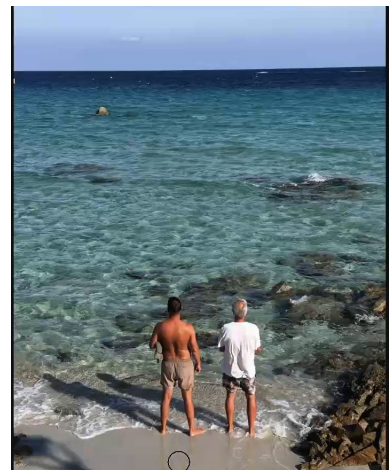
Shadows: I wanted to remove the shadow of a streetlight outside the frame. Without a selection, it removed every shadow, including the two people's shadows, even though one man overlaps the other's shadow. To remove just one shadow, make a rough selection with the Lasso tool that isolates it, then run it again.



Original



Shadows removed



Reflections masked in

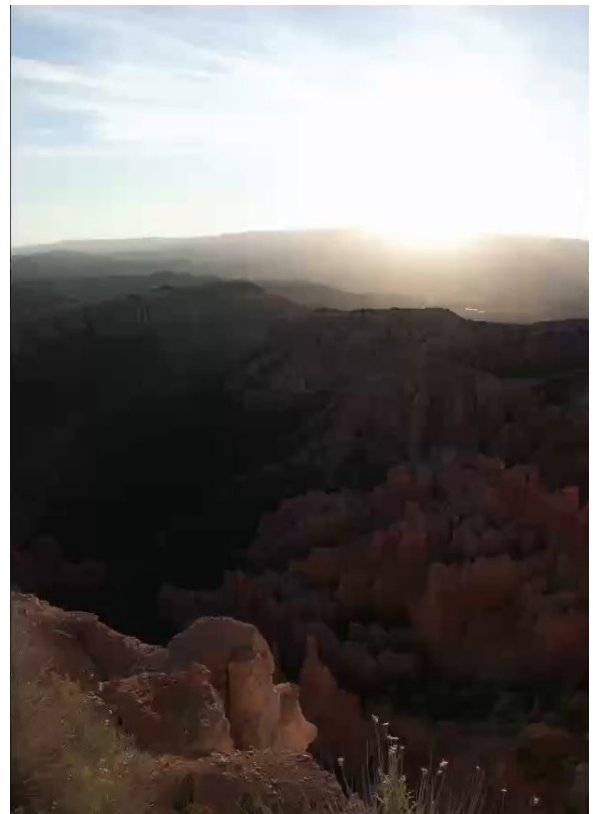
Two Variations: You always get two variations in the Properties panel. You'll likely only see the difference at 100% or higher, so zoom in before choosing. Here the first one looked soft and blurred, and the second blended in better. Before you save with layers, delete the variation you don't use, because it makes the file larger.

Reflections: Reflections failed to remove the men's reflections in the sand, and with a selection it only lessened them. What worked was the Remove tool set to **Related elements**. I turned off the icon for removing after each stroke so I could paint over both men, filled in the middle, and pressed Return. That removed the men and their reflections. I pressed Return again to skip Enhance. Then I held **Option** (Alt in Windows) while adding a layer mask to fill it with black, and painted with white just where the reflections were.

Lens Flares and Atmospheric: With the sun in the shot, Lens flares removed the arc of color and the bright green and yellow blobs and did an amazingly nice job. You can run one after the other, so I then chose **Atmospheric**, which covers fog, haze, smoke, steam and dust (hover over the info icon to see that). It cut through the haze in the distance. Its first variation looked like clarity was turned up, and I preferred the second.



Original



Lens flares removed

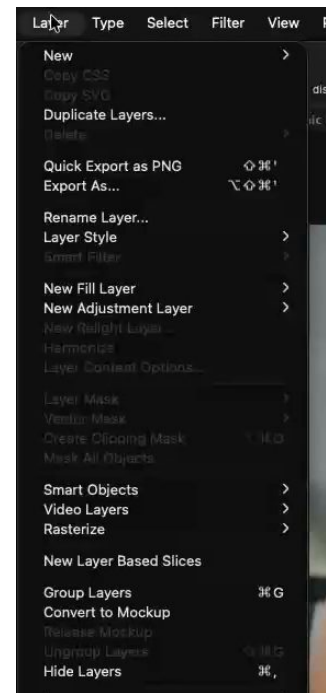
See the separate Remove Ambient Effects lesson for much more on this feature.

Mockup Groups (38:15)

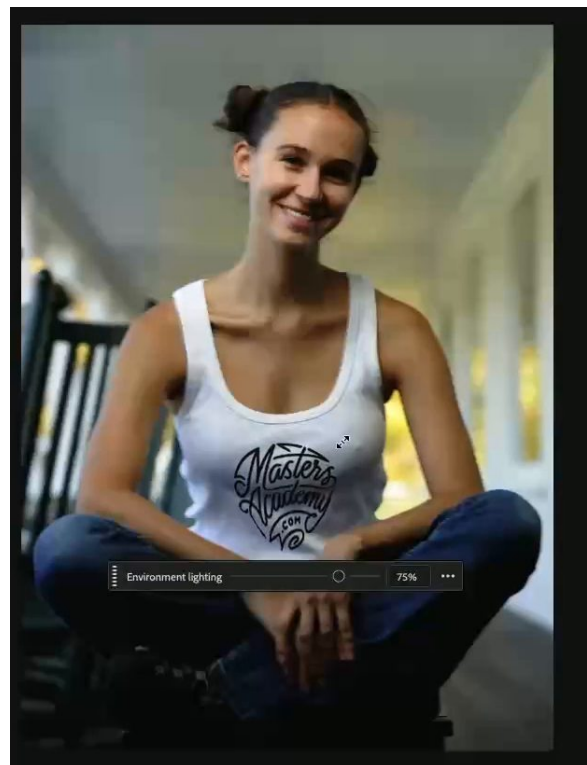
A mockup makes a graphic look like it's printed on a surface, bending around its three-dimensional shape. Here I put a logo on Karen's shirt.

1. **Use 8-Bit Mode:** It's grayed out in 16-bit, so check **Image > Mode**.

2. **Select Both Layers:** Click the base layer that defines the 3D shape, then Shift-click the graphic layer.
3. **Choose Layer > Convert to Mockup:** It analyzes the bottom layer's 3D shape (you'll often see a progress bar) and bends the graphic to match, similar in concept to a displacement map.
4. **Position the Graphic:** Use the Move tool to move it, and drag the transformation handles to resize. It conforms wherever you put it. If you go beyond the object, it's generally masked. Press **Command+T** if you need to transform or rotate.
5. **Environment Lighting:** This controls how much the graphic's brightness changes based on the lighting in the photo. A black logo shows very little change, but a colored one would show more.



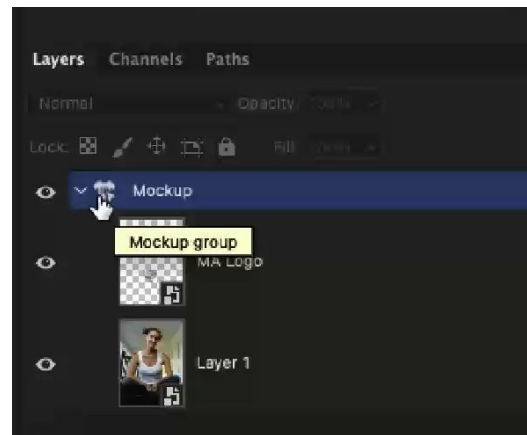
Logo layer before



After Convert to Mockup

Layers: It creates a **Mockup** group, with an icon that looks like a T-shirt with a Move tool on it, containing the logo layer and the underlying image. It only works with two layers together. Dragging another layer into the group won't make it conform. To undo it, choose **Layer > Release Mockup** and it becomes a normal layer again. I haven't tested this extensively yet.

A Second Example: Here I used the same graphic on a photo of me with lots of wrinkles in my shirt. As I moved the logo around with the Move tool, even up near my arm, it conformed to the wrinkles. If you go beyond the object, it's generally masked, unless you get it more on the background than on the subject. If you can't rotate it with the handles that appear, press **Command+T**.



Tips

1. **Zoom In to Judge AI Results:** Compare variations at 100% or higher.
2. **Watch Your Credits:** Ambient effects and related elements consume AI credits. When you run out, buy more or wait for them to reset at the end of the month.
3. **Try Enhance Both Ways:** After a Remove tool edit, compare with and without Enhance before keeping it.