## Photoshop:

Levels = Luminance/tonal quality

- Mainly changing histogram and where the highlight and shadow values start
- Only working with black, middle grey, and white

Curves = color/shifts color (i.e. wrong white balance, etc.)

- Light grey in background is histogram also seen in levels
- Straight line is working with histogram
- Curves allows more control using more colors than black, m grey, and white
- Bottom corner black control, top corner white control; below line, darkening, above line, lightening

# TAT (only in PS4)

- (Pointing hand on upper left corner of curves)
- With eyedropper, lets you identify values on the image and shows where on the curves line where that value appears.
- Click and drag on image itself to lighten or darken different tones.

### Black and White

- Adjustments -> Monochrome -> adjust from there
- Channel Mixer

### Photo Filters

- Same as developing in film (sometimes a simpler adjuster than curves)
- You can also add a color overlay for color adjustments

#### Invert

Scans in negative to then make positives

Posturize: Solarize

# Adding Adjustments to Specific Areas:

# Adjusting foreground

- Brushes: check customization of brushes at upper control bar
- Reverse color, black on top of white
- Adjust overall image so the foreground is how you want it, then go in and remove adjustment of background to original
- <u>Marquee</u>: for easy-to-select landscapes: select, and adjust as normal

 Quick Selection/Magic Wand: MW: Submenu: tolerance (higher number less specific 0-100)

October 12, 2011

Noiseware.com something for Noise Reduction Software Motion Blur assignment

### **MASKING**

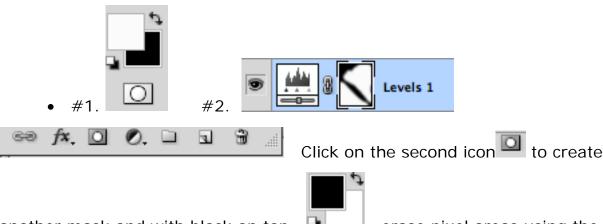
Levels: control panel and mask



\*Duplicate background\*

easiest way to adjust a backlit image is levels adjustment and bring values of middle gray up, ignoring effects on background

 Go to Edit -> Fill -> black now image will be back to normal and with white on top (#1) use the brush to lighten foreground to bring it out. Looking like this (#2). Alt Clicking on mask will show mask



another mask and with black on top brush. White on top brings it back.

erase pixel areas using the