

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
- Marquee: 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



Click on the second icon  to create



another mask and with black on top
erase pixel areas using the
brush. White on top brings it back.

erase pixel areas using the