

CCCC Notes for Fourth Tuesday, April 22nd, 2008

Second Revision to include Dodge and Burn...

Any Questions from last month?

We started with Levels and Curves because it is important to adjust the luminance / exposure levels BEFORE we start on Color Correction. If you try to do color correction first, when you change levels, the colors are likely to shift!

- 1) The color correction of choice for most of us is the Hue and Saturation Adjustment. Mainly used to boost saturation, it can also be used to selectively boost or reduce the intensity of all colors or of a specific color.
 - a. Use Layer > New Adjustment Layer > Hue and Saturation. If you want to adjust the Saturation for the entire image, just grab the Saturation slider and move it to the right to increase or to the left to decrease saturation. Often, when you adjust the Saturation, the brightness level changes and you can use the Lightness slider to correct for the level change.
 - b. If you want to change the Saturation of a specific color, go to the Edit: tab and select the Primary or Secondary color that you'd like to adjust. While adjusting a single color, look at the bottom color stripe to see four guides. The center two indicate the color, or range of colors selected to be adjusted and the outer two guides indicate the taper, meaning how sharp the effect will be cut off. If the Inner guides are very close, a very narrow range of color will be adjusted and if far apart, a wider range will be affected. If the Outer guides are very close to the Inner guides, the area of adjustment will be very pronounced, if far apart, there will be a much more gradual taper to what is adjusted. So, when adjusting Yellow, if you want the effect to include parts of the orange (on the left) and the green (on the right) move the tapers out a bit. If you want ONLY the Yellows to be affected, move the tapers in very close to the Yellows.
 - c. You can also use the eye droppers to add + or subtract from the selected color by clicking the + or the - on specific colors in the image.
 - d. You can also use Hue and Saturation to make a 'toned' image. Click on Colorize and, with the Saturation all the way to the left, you have a B&W image. Bring the Saturation up to about 10 and move the Hue slider to see the tones that are available to you. You can also adjust the

Lightness to brighten or darken the image and adjust Saturation for how much color you want.

- e. Keep in mind that if necessary you can Mask any or All sections of the image AND set the Opacity of the Adjustment layer as needed.
 - f. You can also make a selection ahead of time and create a mask to only adjust those specific areas.
 - g. If one adjustment isn't enough, you can copy the adjustment layer, which will double the effect! If the second copy makes the adjustment too strong, reduce the Opacity on that copied adjustment layer. If the second is not enough, make a Third! Etc!
- 2) The next Color adjustment, and the one I prefer for correcting color is Color Balance. Go to Layer > New Adjustment Layer > Color Balance. I like Color Balance because it lets me adjust the colors in the Shadows, Midtones and Highlights separately, giving much more control than Hue and Saturation. I've never seen a 'how you should use this' article, but I prefer to set the Highlights first, then the Midtones followed by the Shadows. I do it this way because the Highlights seem most pronounced followed by midtones, then shadows. I also make several passes as it seems that one pass is never enough!
- a. Again, you may find a need to mask certain areas that you do not want adjusted.
 - b. You can also make a selection ahead of time and create a mask to only adjust those specific areas. We will discuss Selection Masks next.
- 3) There are always times when you want to adjust Something, but not Everything. This is the time for a Selection that you can eventually turn into a Mask and the Mask will be used to Allow adjustments to a specific area or to Block adjustments to specific areas. Usually a Mask is used on an Adjustment Layer to ensure that only specific areas are adjusted. (Masks can also be used on Image layers, but that is another lesson!)
- a. The easiest to use, once you understand it, is the new Quick Selection tool. It is an outgrowth of the Magic Wand tool and was initially designed for Elements and to allow beginners to be able to select and to make mask. It has now been incorporated into Photoshop and is much easier to use than the Magic Wand tool. Though the Quick Selection tool doesn't work in all situations, so the Magic Wand tool is still a good fall back tool.
 - b. To start, select Quick Select (found under the Magic Wand tool) and make sure that Sample all layers and Auto-Enhance are both checked. (there may be times to NOT Select all layers, but for now...)
 - c. Start the selection process by drawing in the area you wish to be selected. Quick Select will surround the area with marching ants as you go along. Once done, wait for it to catch up. If there are areas that you would like to add (+) to your selection, check that the (+ add to selection) is in the middle of your selection brush and drag over the area to be selected. You can change the size of your brush to select BIGGER or smaller areas. If there are areas that you'd like to remove

from the selection, you can click the Subtract from Selection button (top left menu area) or hold down the alt/option key to change from add + to subtract -. You can also zoom in/out to check that you have what you want.

- d. Once you have the area(s) selected, use the Refine Edge button (top center of menu) to call up a menu allowing you to control your selection. Remember the “good old days” when you could ‘feather’ the edge? Well it just got a LOT more versatile! (complex, yet useful!)
- e. This is blatantly copied from “Photoshop Help” for the “Refine Edge” command:

The Refine Edge option improves the quality of a selection’s edges and allows you to view the selection against different backgrounds for easy editing.

Create a selection with any selection tool.

Click Refine Edge in the selection tool options bar or choose Select > Refine Edge to set options for adjusting the selection:

Radius Determines the size of the region around the selection boundary in which edge refinement occurs. Increase radius to create a more exact selection boundary in areas with soft transitions or fine detail, such as those in short hair or fur, or blurred boundaries.

Contrast Sharpens selection edges and removes fuzzy artifacts. Increasing contrast can remove excessive noise near selection edges caused by a high Radius setting.

Smooth Reduces irregular areas (“hills and valleys”) in the selection boundary, creating a smoother outline. Enter a value or move the slider from 0 to 100.

Feather Creates a soft-edged transition between the selection and its surrounding pixels. Enter a value or move the slider to define the width of the feathered edge from 0 to 250 pixels.

Contract/Expand Shrinks or enlarges the selection boundary. Enter a value or move the slider to set the amount from 0 to 100% to expand, 0 to 100% to contract. Most useful for making subtle adjustments to

soft-edged selections. Shrinking the selection can help remove unwanted background colors from selection edges.

For images where the colors of the selected object are distinct from the background, try increasing the Radius, applying Contrast to sharpen edges, then adjusting the Contract/Expand slider. For grayscale images or images where the colors of the selected object and the background are very similar, try smoothing first, then the Feather option, then Contract/Expand.

Click a Selection View icon to change view modes. Click Description to view information about each mode.

Select or deselect Preview to turn edge refinement previewing on or off.

Click the Zoom tool to zoom in or out while adjusting the selection.

Use the Hand tool to reposition the image.

Double-click the Quick Mask preview mode icon to change mask color or opacity.

To save your selection adjustments, click OK.

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- 4) The Magic Wand tool is still a good option. After you select it, you set the Tolerance (try 30 or 20) and anti-aliasing AND if you want to select all of the areas of a similar color, like sky seen thru trees, turn Contiguous off... or, if you want only one window or brick of many, keep Continuous on which limits the selection to one area. You may need to click many times to get all the shades of one color if the Tolerance is set too small, or if set too high you may end up selecting way too much, in which case you should delete that selection Ctrl/Cmnd D, reduce the Tolerance and try again. You can also 'Add to' or 'Subtract from' the selection using the menu choices in the upper left.
 - 5) The Color Range selection tool is excellent for picking specific colors. It has four different previews plus 'none' and allows you to select colors and use 'fuzzines' to add close colors like the Tolerance selection for the Magic Wand tool. You can also select specific colors or ranges of luminance (shadow, midtone highlight, an excellent way to select 'highlights' for other adjustments) from the drop down 'Select' Menu. This tool is very good at picking out areas to mask.
 - 6) There are several other Selection tools, the lasso, magic lasso, etc. Remember that after you've created your mask, you can select the mask, go in with the Brush tool at an appropriate size, set to 100% and with White, subtract from the mask and with Black, add to it. If

you need to blur your mask you can also use the Filter > Blur > Gaussian Blur and set the Radius while viewing the section of mask you'd like to Blur.

- 7) I do not like the Dodge and Burn tools in the Tool Bar, but prefer to create a separate Dodge and Burn Layer. To create the new layer: Layer > New > Layer and when the panel comes up, I give it the name DNB (for Dodge and Burn) then change the Mode to Soft Light and click the Check Box to add a 50% Gray Neutral Layer and click OK. Now, to use the DNB Layer, select the Brush tool and set the opacity to around 12 ->18% (this part is done by eye, see if you are getting the effect you desire. It is better to go over an area 4 or 5 times than to do i=one big splash!) Set the Default Foreground/Background colors (black and white) With the Black selected as the Foreground Color, you are Burning in, making things Darker. With White selected as the Foreground Color, you are Dodging, Lightening things.