

Notes made from Kelby's 7point system, Photoshop for photographers, web refs on <http://www.gr8ict.com/photos/recommended-websites/>

-----  
Always name layers etc

For jpegs in camera raw - Open PS. Open as > select > open as camera raw at bottom.. p.144

-----  
**1. Camera Raw /Lightroom Processing**

**White balance** – try presets then custom - Temp - looks warmer 5000-7600? (do exposure first if very underexposed)

**Highlight Clipping** - avoid white triangle top right > exposure to left and recovery to right until triangle is black.

**Exposure** - drag to right

**Recovery** - drag to right to fix very bright sky.

**Fill** - other dark areas

**Blacks** - saturate colour and shadows richer

**Brightness** for midtones.

**Contrast** - snap to midtones.

Exposure again if needed.

**Straighten tool** - A.

**Smart Objects adjustment for double processing:**

adjust in adobe raw for sky - temp to left/ tint to right

press shift to get Open Object.

RC layer and choose New Smart Object via copy

Double click on the layer thumbnail

Increase exposure and take recover back to 0, Fill to 13 to open shadows.

Add layer mask from icons at bottom(it will be white).

Press X (swap foreground/background).

Press B for brush, then medium soft edge. Paint main top bit. Then [ or ] to adjust

brush size. Double click by name of layer and adjust opacity slider 70%?

then flatten layers.

-----  
**2. Curves Adjustment** (p.4-7 Most contrast and colour correction done in section 1)

New Adjustment Layers > Curves

Curves - click on **black point** eyedropper - RG&B =7. Click on something that's black.

click on **white point** eyedropper - RG&B =245

To find most black and white - Use levels>threshold - drag slider. then delete layer.

Click on **grey point** eyedropper - RG&B =try 133 (or leave at 128)

then flatten layers.

### **3. Shadow/Highlight** (*Highlights dealt with in section 1 – this is mainly shadows*)

Copy background with CTRL J.  
Filter>Convert to smart filters.  
Image>adjustments>shadows highlights. shadows amount to 0% then increase.  
Select layer mask thumbnail then CTRL I to change to black. X for foreground to white, B for brush tool then medium soft edge. Then flatten.  
Gradient (p.9) - create new adj layer - gradient > click reverse check box if for sky.  
change blend mode to soft light. adjust opacity.

---

### **4. Painting with Light** (*More than just dodging and burning*)

Bring out detail in areas where it's lost.  
**Photo Filter** - create new adj layer > Photo Filter. Leave warming filter 85 but change density to 40. OK and flatten.  
**Add punch to colour** (p.10) - Image > Apply Image > Blend=soft light. Can also choose a Channel a or b. Adjust opacity.  
**Burn in edges** p.137.

---

### **5. Channels Adjustment**

3 different colour vibrancy and contrasts.  
Image Mode (must have flattened before) > Lab Colour. Image > Apply Image. Blending > soft Light and then try the different channels. adjust opacity. Image > Mode turn back to RGB.

---

### **6. Layer Blend Modes**

Various.

---

### **7. Sharpening**

High Amount 120% / Radius 1 / Threshold 3  
Medium Amount 85% / Radius 1 / Threshold 4  
Low Amount 100% / Radius 1 / Threshold 10  
For any of the above then go to Edit > Fade Unsharp mask > Mode = luminosity then opacity.

Automate unsharp mask p.12-17 – Choose actions from the windows menu and automate each of these.

---

Other:  
Add one photo to another. p.142

---