

Changing Color of an Object

● Method #1

1. Color Balance Adjustment Layer
2. Adjust sliders until Object Colors are what you want
3. Fill Color Balance Mask with Black (will remove Color Change)
4. Paint Object back in with White Brush
5. After Object is painted back in, change the Blend Mode to Color and lower opacity until color looks natural

● Method #2

1. Select Area you want to Recolor
2. Choose Hue/Saturation from the Adjustment Layer pop-up menu
3. When dialog appears, click on the Colorize Check Box
4. Drag the Hue Slider until the Color is what you want
5. If Color is to intense Use the Saturation Slider to lower intensity

Removing Hot Spots

1. Create New Layer
2. Select Clone Stamp with Blend Mode set to Darken, and Lower Opacity to 50%
3. Set Clone manager to Use All Layers
4. Clone Stamp the Areas that have Hot Spots

Replacing Sky

1. Select most of the Sky using the Magic Wand Tool
2. Select the rest of the Sky by choosing Similar from Selection Menu
3. Deselect the unnecessary areas with the lasso tool
4. Save Selection
5. Open a picture of a sunny sky, Select All, and Copy
6. Switch back to Original Image and choose paste into
7. If the Sky is to bright Change Opacity of the Layer
8. Create New Layer and fill with a light to dark Blend (Bottom to Top)

Photoshop Books

1. The Photoshop Book for Digital Photographers – Scott Kelby –New Riders
Very Good for everyone.
2. Photoshop Restoration & Retouching – Katrin Eismann – Que Publishing
Very Good for everyone.
3. Photoshop Color Correction – Michael Kieran – Peachpit Press
Very advanced (not for beginners)
4. Adobe Photoshop Studio Techniques – Ben Willmore – Adobe Press
Beginning to Intermediate User (this is a general instruction book not just Color Correction and Retouching)

Increase image size without losing quality

● Method #1

1. Genuine Fractals (Genuine Fractals.com)

● Method #2

1. XFile (HumanSoftware.com)

● Method #3

1. Choose Image Size under Image Menu
2. In the Image Size Dialog Box make sure Resample image is turned on, Constrain Proportions is turned on, and switch the units in the unit measurement pop-ups to inches
3. Type 110 into either the width or height Box
4. Repeat step #3 until the image is the size you want (this procedure can be automated by creating an action that repeats the process multiple times)

Remove/Soften Wrinkles

● Method #1

1. Use Healing Tool

● Method #2

1. Duplicate Background
2. Use Healing Tool to remove Wrinkles
3. After removing Wrinkles Change Opacity Level of Duplicate Layer to taste

● Method #3

1. Choose Image Size under Image Menu
2. In the Image Size Dialog Box make sure Resample image is turned on, Constrain Proportions is turned on, and switch the units in the unit measurement pop-ups to inches
3. Type 110 into either the width or height Box
4. Repeat step #3 until the image is the size you want (this procedure can be automated by creating an action that repeats the process multiple times)

Lighten Highlights/Darken or Lighten Shadows

● Lighten Highlights

1. Select Highlights (Command Option ~)
2. Create a New Layer Via Copy (Command J)
3. Change Layer Blend Mode to Screen
4. If the highlights are too bright, lower Layer Opacity

● Darken Shadows

1. Select Highlights (Command Option ~)
2. Invert Selection
3. Create a New Layer Via Copy (Command J)
4. Change Layer Blend Mode to Multiply or Darken
5. If the shadows are too dark, lower Layer Opacity

● Method #6

1. Duplicate the Background Layer
2. Duplicate the Channel with the Brightest image contrast
3. Use the Find Edges Filter
4. Invert the Channel
5. Select the Median Filter and put 2 in the Pixels box
6. Select the Maximum Filter put 4 in the Pixels box
7. Select the Gaussian Blur put in 4 in the Pixels Box
8. Return to Composite View (Command ~)
9. Load the Channel Mask (Command Option 4)
10. Apply Unsharp Mask filter

● Method #7 (Heavy Sharpening)

1. Duplicate the Background Layer
2. Choose the Emboss Filter
3. Set the Pixel Height to 3 or more
4. Change Layer Blend Mode to Hard Light
5. Control the intensity of sharpening by lowering the Opacity of Layer

● Method #8 (Extreme Sharpening)

1. Select All (Command A)
2. Copy Entire Image (Command C)
3. In Channels Palette Create a New Channel
4. Paste into new Channel
5. Deselect (Command D)
6. Choose the Find Edges Filter
7. Use Levels to eliminate excessive lines (Move Right Slider to Left)
8. Choose Gaussian Blur and set to 1 Pixel
9. Use Levels to Unblur lines (Move both right and left slider to middle)
10. While holding Command Key down Click on the Alpha Channel that was just created
11. Invert the Selection
12. Click on the RGB Channel
13. Apply the Unsharp Mask Filter with Very High Settings

● Method #9 (For very blurry Picture)

1. Convert to Lab
2. Duplicate Background Layer
3. Hide Background Layer
4. Select the High Pass Filter and try an 8 setting first
5. Desaturate the Background Duplicate Layer
6. Make Background Layer Visible
7. Set the Blend Mode on the Duplicate Layer to Soft Light
8. Go to the Lightness Channel and use the Unsharp Mask
9. Convert Back to RGB and is needed Adjust Color

- **Method #2**

1. Zoom in on Eyes
2. Choose the Brush Tool, choose a soft-edged brush the same size as the part eye you want to correct and change Brush Blend Mode to Color
3. Paint directly over the red eyes you want to fix

- **Method #3**

1. Zoom in on Eyes
2. Open the Channels Palette and make the Red Channel active
3. Press ~ You are now working in the red Channel but Viewing the Composite
4. Repeat Steps Steps 2 and 3 for the Green and Blue Channel
5. Add a New Layer and Paint back in the White Catch light

- **Method #4**

1. Zoom in on Eyes
2. Open the Channels Palette and go the Green Channel
3. Use the Elliptical Marquee tool to select the pupils
4. Feather with a setting of 1 (save the Selection)
5. Copy the selected pupils
6. Click the Red Channel and Paste
7. Click the Blue Channel and Paste

Sharpening

The Last Thing to do before Printing is Sharpening

Do not Resize a Sharpened image

- **Method #1**

1. Unsharp Mask
2. Good Place to Start Settings (95 – 1-2.5 – 1-3)

- **Method #2**

1. Mask any areas that don't need sharpening
2. Use Unsharp Mask

- **Method #3 (My # 1 Choice for General Sharpening)**

1. Unsharp Mask
2. Go under Edit Menu and choose Fade Unsharp Mask
3. Change Mode in Dialog to Luminosity

- **Method #4 (My # 3 Choice for General Sharpening)**

1. Use Unsharp Mask on Individual Color Channels
2. This allows you to not sharpen a Noisy Channel

- **Method #5 (My # 2 Choice for General Sharpening)**

1. Convert to Lab Color and Sharpen only the Lightness Channel

- **Method #6 (The one I use)**

1. Make a Hue/Saturation Adjustment Layer and leave it Blank
2. Make a Channel Mixer Adjustment Layer on top of the Hue/Saturation Adjustment Layer
3. Check the Monochrome Box and adjust the percentages of Red, Blue and Green
4. Select the individual colors in the Hue/Saturation Layer and make adjustments

- **Method #7 (The Ansel Adams Effect)**

1. Choose Channel Mixer
2. Increase Red to 160%
3. Increase Green to 140%
4. Lower Blue to -200%
5. Click on Monochrome Check Box

Color and Black and White Combined

1. Add a ColorMixer or Hue/Saturation Adjustment Layer to your Image
2. Make image Black & White
3. Go to Background layer and select the image you want to be in color
4. Move to the Mask of the Adjustment layer and Fill with Black

Soft Focus

1. Duplicate the Background Layer and set the Blend Mode to Screen
2. Select Gaussian Blur and high setting like 15
3. Adjust the layer's opacity to blend the 2 images
4. Add a layer mask and paint the areas that you want to maintain some sharpness with a soft brush (with a portrait you would paint areas such as eyes, hair, mouth and earrings)

Painting with Light

1. Add a New Layer by Option Clicking on New Layer Icon
2. Set the Mode to Overlay and fill with 50% Gray
3. Use a white brush to add highlights to photo
4. Adjust the Opacity to refine the effect

OR

1. Add a New Layer by Option Clicking on New Layer Icon
2. Set the Mode to Color Dodge and fill with Black
3. Use a White brush to add highlights to photo
4. Add a New Layer by Option Clicking on New Layer Icon
5. Set the Mode to Color Burn and fill with White
6. Use a Black brush to accent the Shadows

Redeye Removal

- **Method #1**

1. Zoom in on Eyes
2. Enter Quick Mask Mode
3. Airbrush Pupil with Black
4. Press Q
5. Inverse the Selection
6. Add a Hue/Saturation Adjustment Layer
7. Slide the Saturation Slider
8. Change the Blending Mode of the Adjustment Layer to Multiply
9. Adjust the Opacity of the Layer to taste

- **Method #2**

1. Duplicate Layer
2. Change the duplicate layers Blend Mode to Multiply
3. Copy the layer as often as needed to bring the image back
4. Adjust the Opacity of the final Layer to taste

Reducing Specular Highlights

- **Method #1**

1. Add a new layer and name it hot spots
2. Use the Clone tool to clone over the highlights on the new layer
3. Fine tune the image contrast

Converting Image to Black-And-White

- **Method #1** (*This method should not be used unless Very Desperate*)

1. Make a Mode Change to Grayscale

- **Method #2**

1. Select the best channel, usually green
2. With the best channel selected do a mode change to grayscale
3. When dialogue asks if you want to discard other channels say yes

- **Method #3**

1. Convert to Lab Mode
2. Select Luminance channel
3. With the luminance channel selected change mode to grayscale

- **Method #4**

1. Add a Channel mixer adjustment layer and make sure the monochrome check box is checked
2. Adjust the color sliders to create a grayscale image that uses tonal attributes from the desired channels. The sum total of the tonal values should not exceed 100.
3. Don't use the constant slider to adjust tonality
4. Make the final adjustments in tonality with the Levels or curves
5. Change mode to grayscale

- **Method #5**

1. Look at the Color Channels and choose the Channel you like best.
2. Select Calculations, Make sure the Preview box is checked
3. Choose the Two Channels you want to combine
4. Change the Blending Mode to Soft Light
5. Adjust the Opacity to taste
6. Set the Result: to New Document
7. Change Mode to Grayscale
8. Channel Masks can be used to control the Calculations effects on various areas

Underexposed Image:

● Method #1

1. Duplicate Background layer
2. Set new layer to Screen Mode
3. Repeat step 2 until effect achieved
4. You can fine tune the lightening effect by adjusting the last layers created with the opacity slider
5. If Some Areas Don't need to be Brightened as much simply Erase those areas on the layer after the one which looks right and keep duplicating that layer until the other areas look right.

● Method #2

1. Choose Levels the and move the middle input slider to the left, if the midtone slider doesn't brighten the subject enough use the highlights slider and move it to the left also
2. Bring up History Palette and click on the state named open
3. Click on the First column next to Levels and the History brush icon will appear
4. Choose History Brush from Tool Palette
5. Paint with the History Brush over your subject that you want to lighten
6. If image becomes to washed out Duplicate Layer and choose either Soft Light or Hard Light from the Layer Blend Modes
7. Effect can be fine tuned by changing the Layer Opacity

● Method #3 (See Color Correction)

1. Choose the Eyedropper Tools
2. Add A Threshold Adjustment Layer
3. Drag the Level Slider to the right and left to find the Highlight and Shadow Points
4. Mark the Highlight and Shadow Points using the Eyedropper with the Shift Key held down.
Or Use the Color Sampler Tool
5. Delete the Threshold Adjustment Layer
6. Add a Curves Layer
7. Use the Color Sampler Targets to select the Highlight and Shadow Corrections
8. To find the midtone or neutral area Open the Info Palette and click and Hold on the eyedropper symbol in the upper right corner of the box. Set the drop down menu to Total Ink
9. Us the Eyedropper to find an area where the ink coverage reads approximately 128 and mark that spot with a Color Sampler Target
10. Use the Midtone Eyedropper in the Curves Dialogue Box to click on this third Target
11. Add a point to the center of the curve and drag it up or down to get the overall tone of the image the way you like it.

Overexposed Image

● Method #1

1. Load the Image's Luminosity (by pressing Command Option ~)
2. New Layer via Copy (Command J)
3. Change New Layer Blend Mode to Color Burn
4. Double-Click the Layer and change the Advanced Blending Fill Opacity (Try 60% First, can Change this to other % to taste)
5. Duplicate Layer to strengthen effect if needed and adjust opacity to taste

Underexposed Images

If Subject is to dark and the background is light (Should Have Fill Flashed):

● Method #1

1. Duplicate Background layer
2. Set new layer to Screen Mode
3. Repeat step 2 until effect achieved
4. You can fine tune the lightening effect by adjusting the last layers created with the opacity slider
5. If Some Areas Don't need to be Brightened as much simply Erase those areas on the layer after the one which looks right and keep duplicating that layer until the other areas look right.

● Method #2

1. Choose Levels the and move the middle input slider to the left, if the midtone slider doesn't brighten the subject enough use the highlights slider and move it to the left also
2. Bring up History Palette and click on the state named open
3. Click on the First column next to Levels and the History brush icon will appear
4. Choose History Brush from Tool Palette
5. Paint with the History Brush over your subject that you want to lighten
6. If image becomes to washed out Duplicate Layer and choose either Soft Light or Hard Light from the Layer Blend Modes
7. Effect can be fine tuned by changing the Layer Opacity

● Method #3

1. Duplicate the original image by choosing Image > Duplicate
2. Change Mode to Grayscale
3. Blur with Gaussian Blur at least 3 to 6 pixels (small files use 3 – large files use 6)
4. Invert image
5. Switch to original image
6. Load selection
Black and with blurred image should show up as a Channel, will read as black or possibly gray.
7. Make a New Layer Via Copy (Command Option ~)
8. Layer needs to be filled with 50% grey, 100% Opacity, mode set to color dodge, and preserve transparency checked
9. You can adjust the lightening process by erasing or lightening or darkening the new layer
10. If you need to increase the fill-flash effect duplicate the new layer until the amount of lightening pleases you. You can fine tune the lightening effect by adjusting the last layers created with the opacity slider

● Method #4

1. Load Highlights as Selection (Command Option ~)
2. Invert Selection
3. Make New Layer Via Copy (Command J)
4. Set Layer Blend Mode to Screen
5. If you need to increase the fill-flash effect duplicate the new layer until the amount of lightening pleases you. You can fine tune the lightening effect by adjusting the last layers created with the opacity slider
6. If the lightening is over lighting certain areas to much, Select the copy of the layer and erase the areas which are being over lightened.