

Tutorials

- ACR
- Remove noise
- Color balance
- Contrast
- Pop
- *** Sharpen (last today)

- Blur
- Difference Mode
- Shows the Edges
 - Regular sharpen
 - 2 Grays Sharpen/Sharpen



Editing (focus on sharpening)



- Unsharp (USM)
- High Radius USM (shapes, wavlets on water)
- Low Radius USM (details)
- Single Channel Sharpening
- LAB Sharpening
- High Pass Filter Sharpening

Origin of Unsharp Mask

- Glass slight to put a positive mask out of focus (blur) from negative
 - Blurring
 - Blurs (block) out areas that does not have detail (not much of a difference between blurred and un-blurred image) these will not be sharpened.
 - Still retain some detail in other areas that have a LOT of detail. [threshold determine how difference makes a difference]
 - Increase contrast here, between high and lower luminance edges

Experiment with the Gray Box

- Settings
 - Amount
 - 100, 200, 400
 - Radius (width of transition)
 - 4, 8, 10 (.5+ more than 1 pixel)
 - Threshold (how much difference between adjacent pixels before a change is made)
 - 25, 50, 100
 - Interacts with radius



LAB Sharpening in L

- Avoids shifts in color when sharpening
- Avoiding shifting color spaces
 - Use the Fade Unsharp Mask (Edit Menu) and change to luminosity mask
 - Also create a separate layer and use luminosity blending mode.

Selective Sharpening

- Find Edges
- Create a sharpening mask to only sharpen edges
 - Create a new channel
 - Copy/Paste RGB into the new channel
 - b/w channel
 - Find->Stylize->Find Edges
 - Curve (or use levels) the mask to increase contrast
 - Blur it (2-4 pixels)
 - Load Mask as a selection (and invert)
 - Sharpen (0.5-1) radius

High Radius Sharpening (low amount)

- Use selection again but now don't inverse it

Selective Sharpening

- Poor man's mask