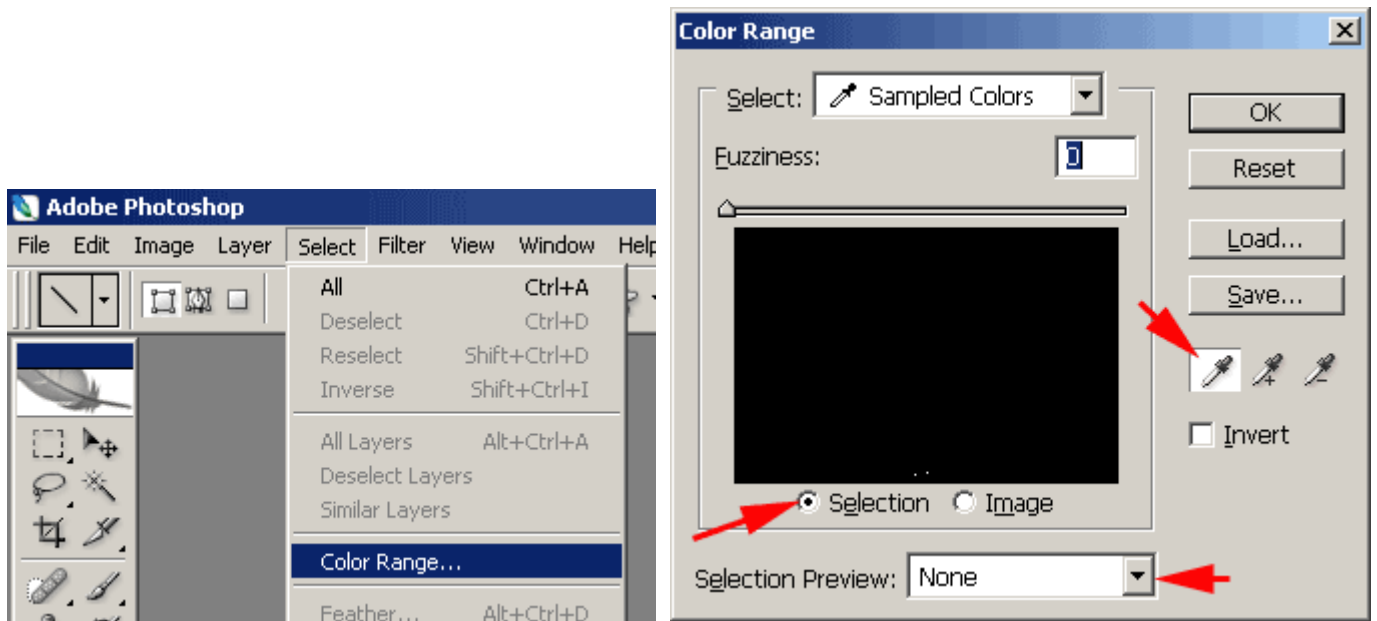
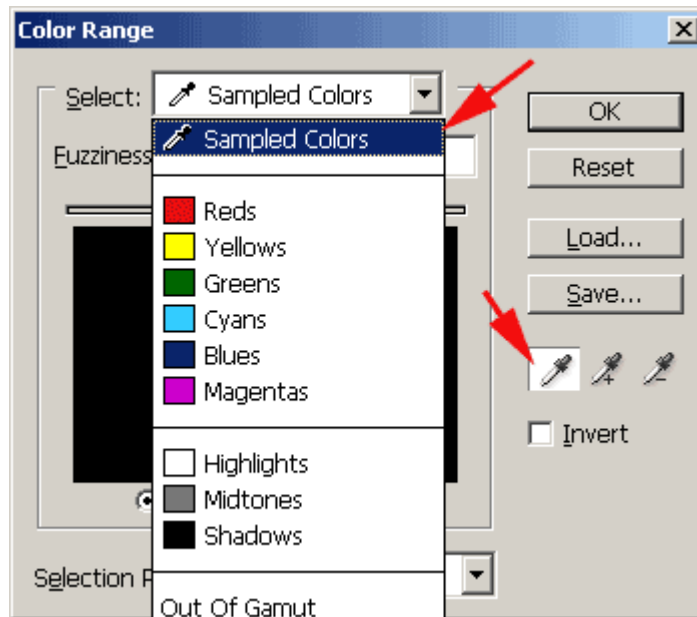


SELECTING WITH COLOR RANGE – (full Photoshop only)

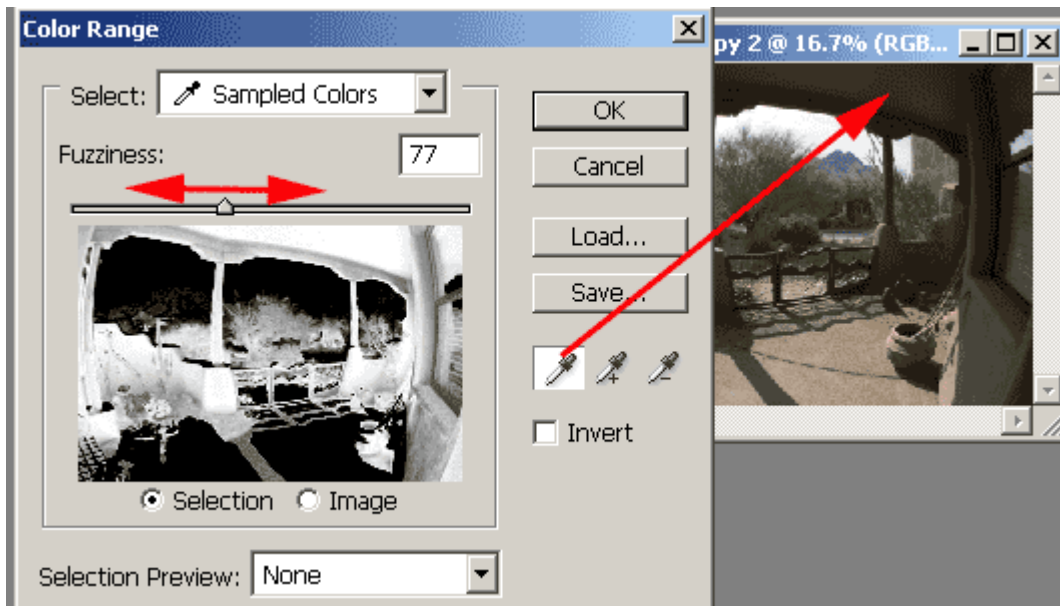
1. Bring up an image that lacks shadow detail but you know there is detail in the shadows. Click on SELECT>COLOR RANGE. Your dialog box will probably look like the one below but if not, make sure “selection” is checked.



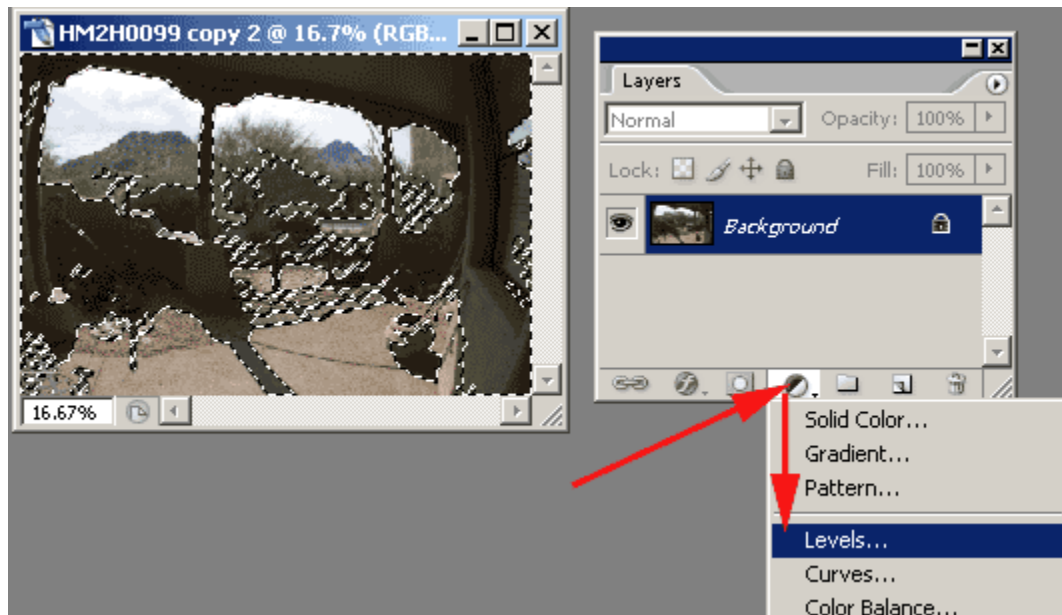
2. There are many options available including Shadows. I don't like to use any of the last 3 options because they do not give you the option to adjust the amount it selects. I choose Sampled Colors instead.



- Using the eyedropper, click on the darkest area inside the image. As soon as you click, the Color Range preview shows the areas that are selected. You now have the option of dragging the "fuzziness" slider to add more or less to the selection. You could also use the + or - eye dropper but the slider works well. Click OK when done.



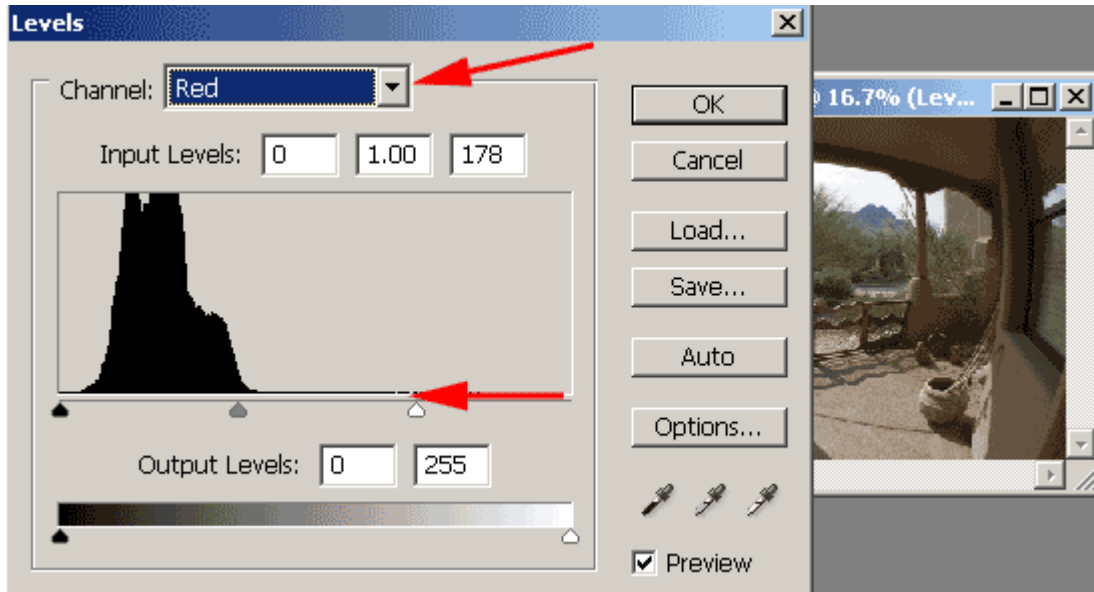
- You are now ready to make an adjustment to these shadow areas. LEVELS is a very quick and effective tool. With the selection active, click on the little Black/White icon at the bottom of the Layers Palette. Choose LEVELS.



- A dialog box comes up. What you're seeing is a histogram which, **simply put**, is a representation of all the light values in your image. Areas with no black means that information is missing. In this image, there are very few highlights.

To use LEVELS, you simply drag the little white triangle to the left until it meets the first black area on the histogram.

This adjusts globally, though. You can often get a better result by adjusting each color channel individually. SO... click down on "Channel" and choose "Red". Drag the white slider over to meet the first dark area of the histogram. Repeat with the other channels. WATCH YOUR IMAGE AS YOU ARE DOING THIS! Don't worry if you're not totally happy with the result. You can fix it later. Click OK when finished. (see screenshot on next page)



Go into EACH CHANNEL and drag the White slider to the left until it meets the first Black area

- The shadows of your image should now reflect the adjustment. Note you have a new “adjustment layer” with a mask. The Mask will allow you to continue editing your adjustment. For instance, I don't like how the color was affected. (NOTE: The transition of the adjustment will probably be too harsh too but we'll fix that at the end of the tutorial).



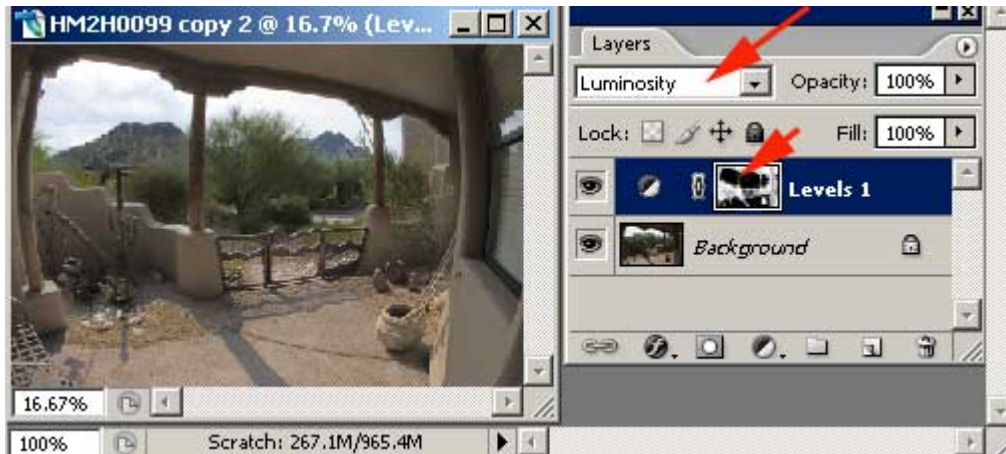
- EVERY Adjustment can alter the color in your image** (even sharpening) so it is VERY IMPORTANT to change the BLEND MODE of any adjustment “Luminosity”. Then only the brightness values are affected and not the actual color.

(if you didn't use an adjustment layer, you can change to luminosity by immediately going to EDIT>FADE)



8. Changing the Blend Mode helped the color but the adjustment is too strong on the trees. I'll alter the Mask to fix it. The White areas of the Mask indicate where the adjustment has taken place. Black areas are hiding the adjustment. Knowing that, all I need to do is paint with Black on the tree areas of the mask to HIDE the adjustment. It's that easy.

THINK of WHITE as **ON** and **BLACK** as **OFF**. So with the Mask Layer active, I choose a soft brush and set Black as the foreground color. I start with the brush opacity at 50% and paint over the trees and other areas that became too light. Those areas now go back closer to the way they were in the beginning.



With the Mask Layer active, paint with BLACK on areas you don't want affected by the adjustment

9. Color Range creates a very hard edged selection so the final step is to soften the transition areas of the adjustment. You could have feathered the selection before you made the adjustments but I think it's better to wait until you're done.

First increase your view to 100%. Then navigate to an area where a big adjustment has been made. Click on the Mask. Now go to FILTER>BLUR>GAUSSIAN BLUR. Start at 0. Now, watch your image as you drag the slider to the right. You will see the transition soften considerably. What you have just done is feather the selection!

Here are before and after screenshots. (*I used Lens Correction to correct the barrel distortion*).



I personally prefer Color Range over the Shadow Highlight Tool. One reason is that you end up having to do quite a bit of adjusting to the sliders in the S/H tool anyway so it really isn't any faster. The main reason, though, is because Color Range gives you a Mask giving you complete control over the adjustment.

NOTE: If you have a very bright monitor (such as on a laptop), the above images may appear much brighter than they should be.

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Check out my other tutorials at <http://ezpixels.com>