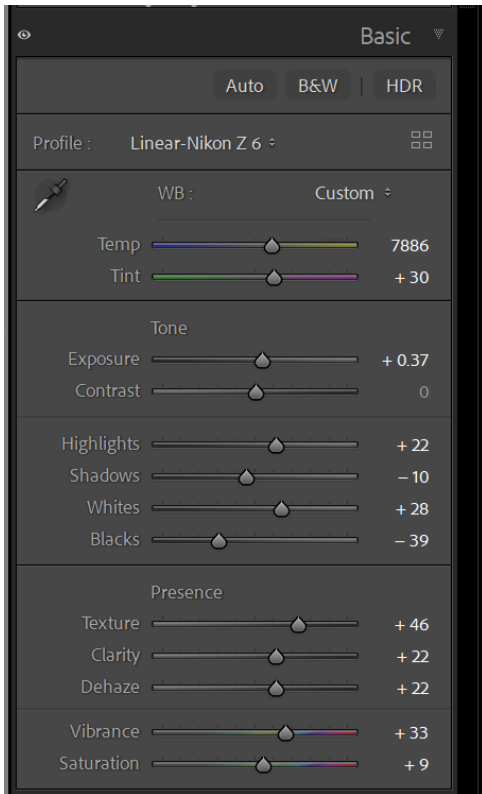



THE DIGITAL DARKROOM - 03

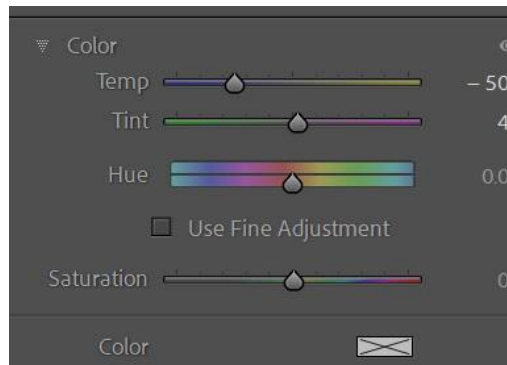
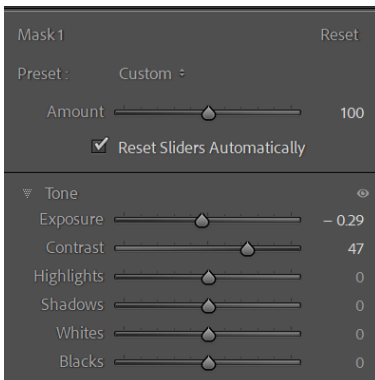


Using the settings shown in the basic panel, our image is as above. The sky has a distinct reddish colour cast and this will be addressed by using a mask and adjustments.

IMPROVING THE SKY

Open the masking panel by selecting the  icon and select sky. This will put a mask on the sky and it will be visible by the red colour covering the sky (unless you have changed the masking colour). Look carefully to see what has been selected. Often some of the foreground will also be selected. If this occurs, whilst the sky mask is still visible and you have done no adjustments, select subtract and again choose sky. Hence the sky is being selected from the sky. This now leaves just the area that is overlapped masked. Next click on the three dots next to the new mask and select INVERT. The result will be a much better selected sky.

Now the sky may be adjusted separately to the rest of the image. For this image I held down the ALT key (PC. On a Mac It will be the OPTION key). Where the words add and subtract previously were located, the word INTERSECT will appear. Clicking on this allows the sky mask to be intersected with another mask. Here I selected the linear gradient and dragged the gradient over the sky. This allows the top of the sky to be darker. Next use the exposure slider (making sure you are in the masking panels not the basic panel) and drag it to the left to get a darker sky. Also, the temp slider may be dragged to the blue side to give a blue colour to the sky. The contrast slider may also be used to adjust the contrast in the sky and if more vibrancy of the colour is needed, the saturation slider allows further adjustment. Other possibilities are using the highlights slider as well as the blacks and whites. The clarity and texture sliders may also add texture to the clouds.




Here are the initial adjustments used on the sky in this image.

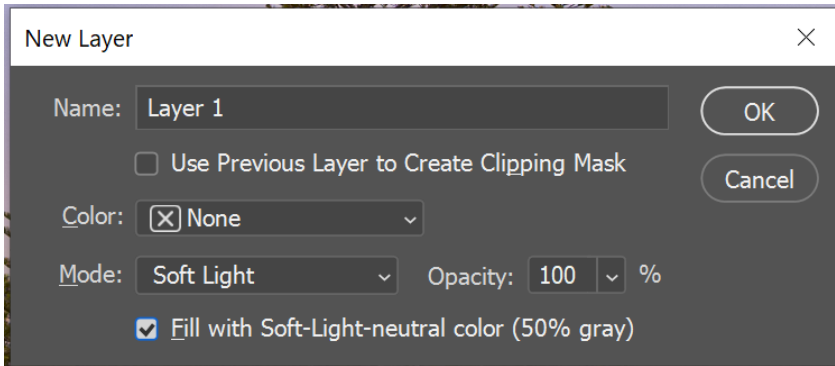


DODGING AND BURNING

This image now needs some dodging and burning. At this point we will take the image into photoshop as we have more options for dodging and burning. Right click on the image and select edit in. A list will appear and will allow selection of photoshop (or other editing programs you may have installed). Select photoshop and photoshop will mount and the image will be transferred to it. (Here there is a difference between a jpg file and a RAW file. The RAW file opens directly into photoshop, whereas a jpg file gives the choice of editing the original file or editing a copy of the file).

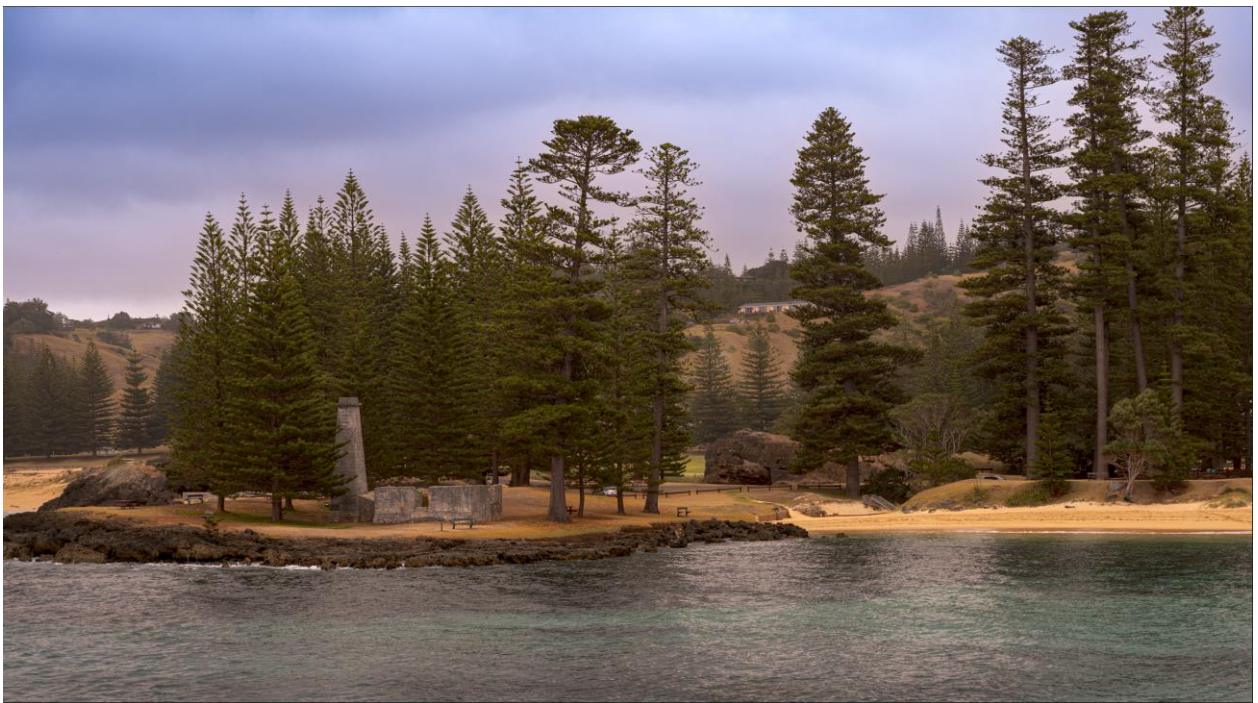
In Photoshop create a duplicate layer of the background layer (either use the shortcut keys CTRL+J or drag the layer down to the icon that is a square with a + sign inside it).

Hold down the ALT or OPTION key and click on this add new layer icon . It will bring up a new layer screen dialogue box. Change the Mode to soft light or overlay and tick the box to fill the layer with 50% gray. You could also label the layer as dodge and burn. Note that is a good practice to label your layers.



Most often dodging and burning will be done on this layer using a white soft brush for dodging and a soft black brush for burning. You may however have two 50% layers, one for dodging and one for burning.

Adding burning.



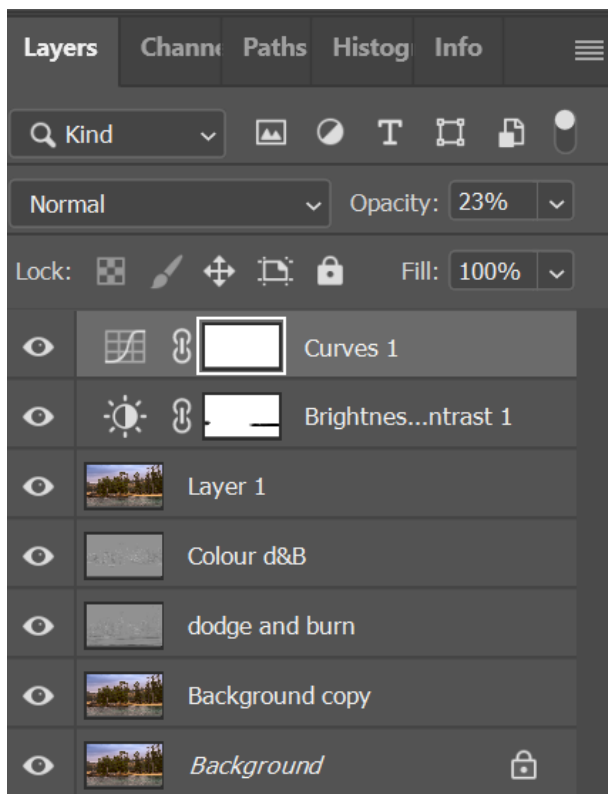
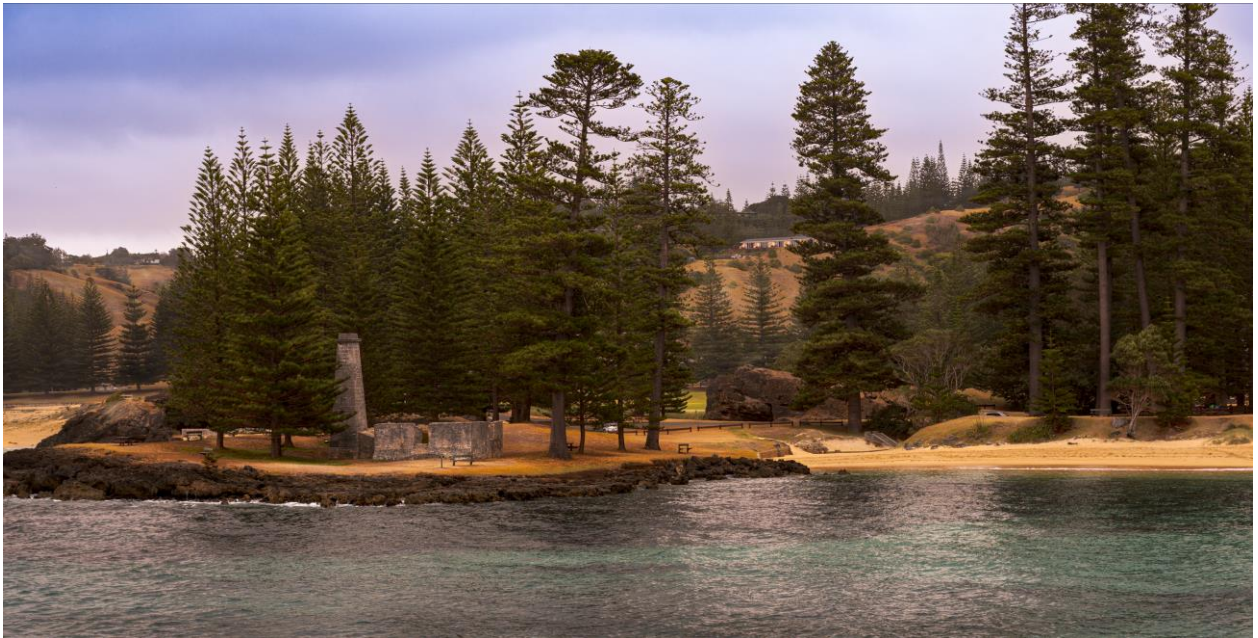


Above – adding some dodging.

For this image you could also use a colour to dodge and burn with. Here I selected a darker green and did a burn with that. I then added a light colour to dodge the grass with.



Finally I made a stamped layer by using CTRL+ALT+SHIFT + E keys all together. I added a brightness/contrast layer and then a curves layer to brighten the image and enhance the contrast.



Here is the layer panel showing the various steps I used. Notice the labelling of each layer.

WAYS TO ENHANCE SKIES WITHOUT USING SKY REPLACEMENTS

Bland skies may be enhanced either in Lightroom Develop Module or Adobe Camera Raw and Photoshop.

Here are six ways you could try to enhance your sky.

1. In Camera Raw or Lightroom Development Module - Drag highlights to -100
2. Camera Raw Filter – go to Colour Mixer (HSL in Lightroom). Go to saturation and raise the blues, then lower the luminance.
3. In Photoshop - Then can make the sky darker by masking the sky. Put this on its own layer by using CTRL + J. On this layer, change the blend mode to Multiply. Then lower the opacity of the layer to suit.
4. For bland skies. Use a linear gradient (acts like a neutral density filter). Mask – linear gradient. Gives a gradual transition. Use exposure – darken it. On the mask choose subtract and then subject. Can go to colour temperature and can warm it up.
5. Masking – select sky. Lower the exposure, highlights to -100. Use the Dehaze slider – note the dehaze slider will add its own form of contrast. However, this is usually too blue so drag the temp slider towards the yellow. You might also add a bit of magenta.
6. For very light skies with nothing much there – select the sky, lower the exposure, pull back the highlights. Add a little contrast, add some whites. If a halo develops then go into Photoshop, select the clone tool, adjust the brush, in the tool options bar change the brush mode to darken. It will only change areas that are lighter than the sampled colour. To select the sample or target, hold down ALT and click in an area near the halo area. Then brush along the halo.