

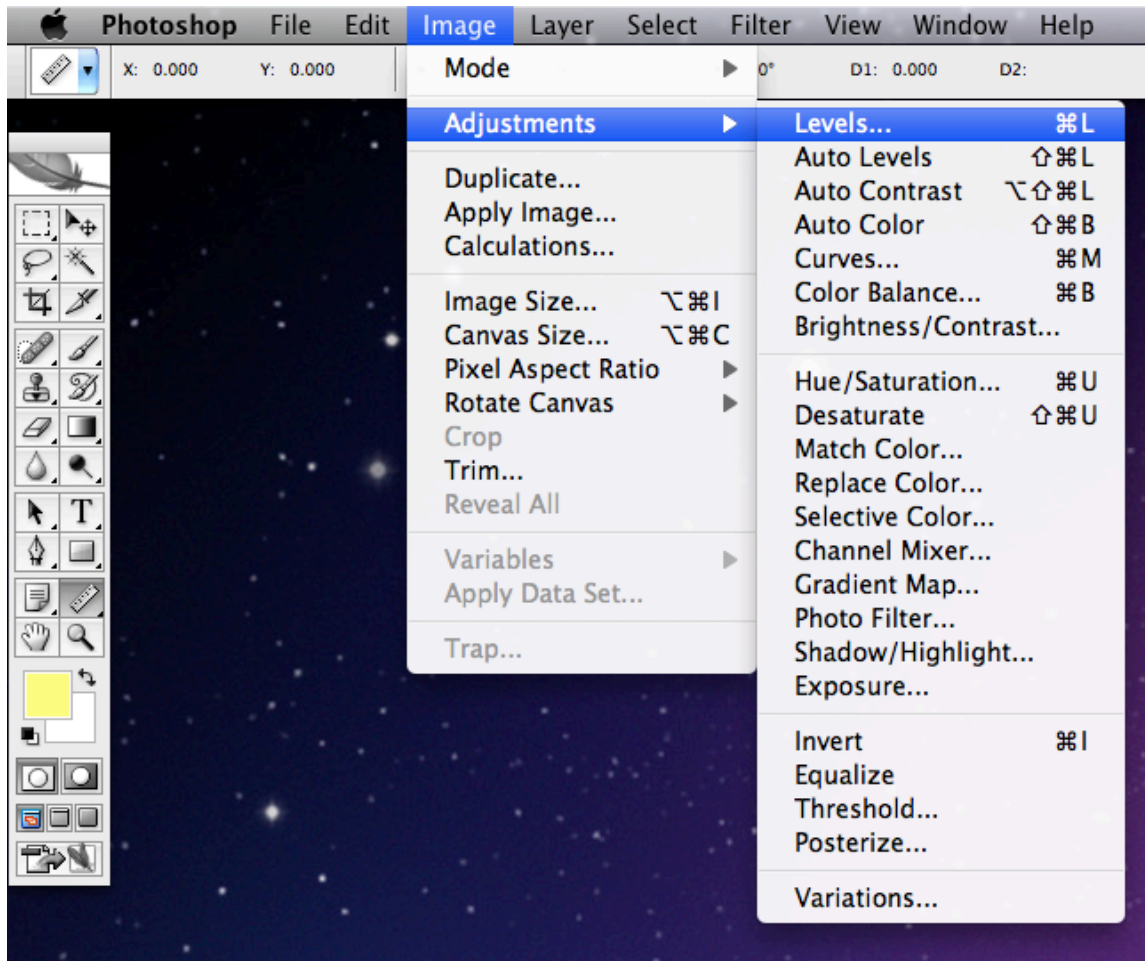
Basic Image Editing in Photoshop

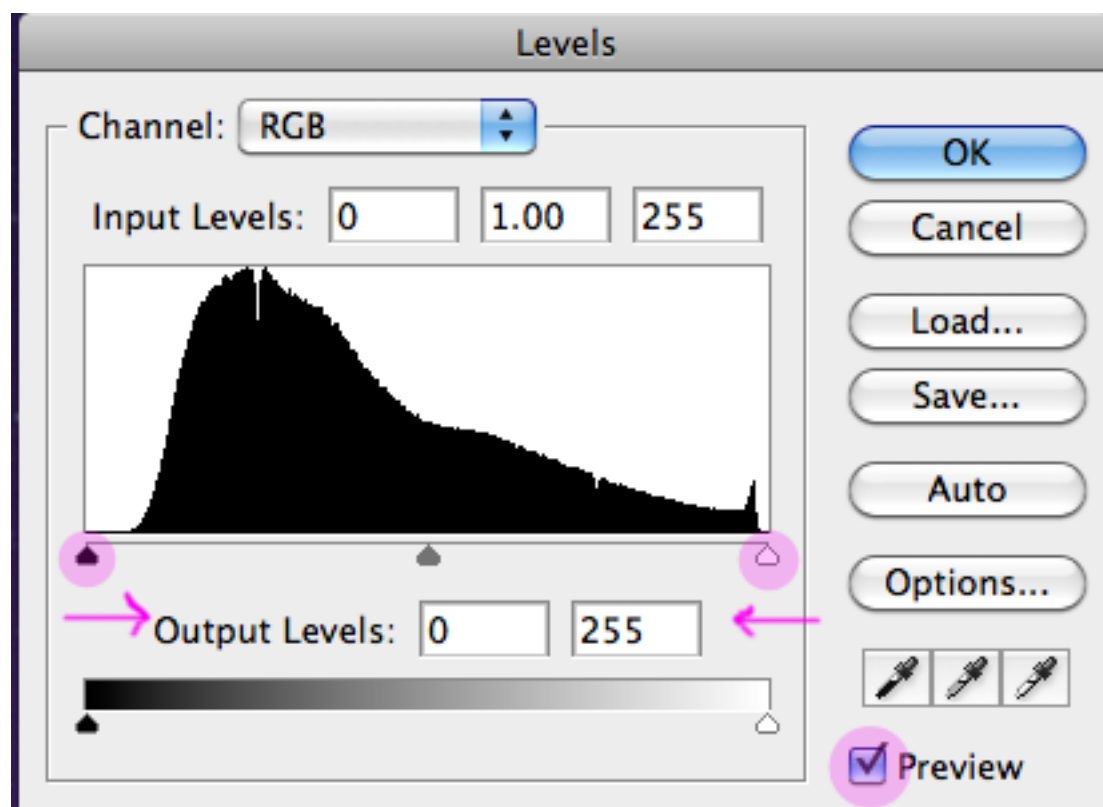
Image adjustments commonly used

- Levels
- Color Balance
- Brightness/Contrast
- Curves
- Unsharp Mask

LEVELS

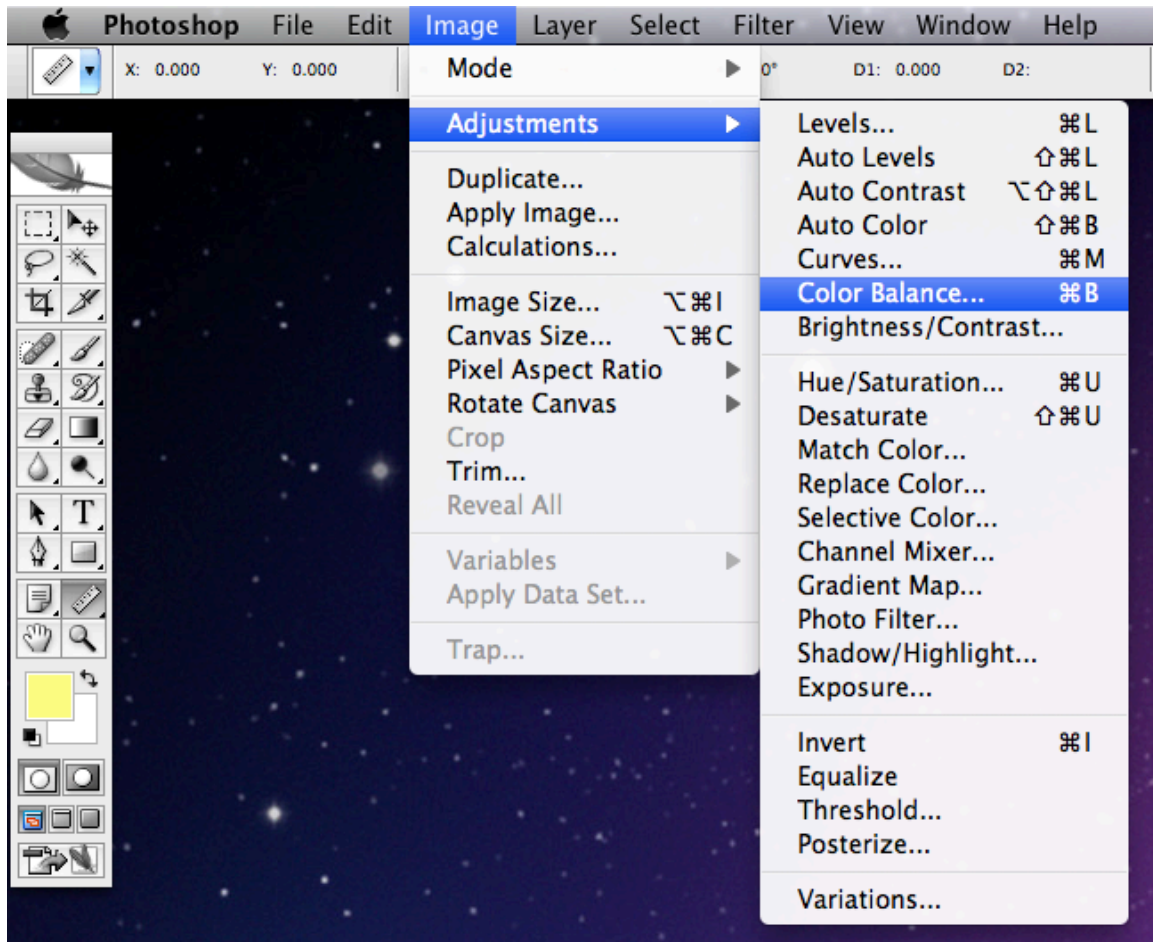
- Select Image>Adjustments>Levels
- Move black arrow to the right toward the beginning of the histogram
 - This will adjust the black tones in the image
- Move white arrow to the left toward the beginning of the histogram
 - This will adjust the white tones in the image
- The preview box will allow you to see the changes before you click ok





COLOR BALANCE

- Select Image>Adjustments>Color Balance
- Either type numbers into the Color Levels boxes or move blue icon within the three colors.
 - A negative number or move to the left reduces the specific color in the image.
 - A positive number or move to the right increases the specific color in the image.
- The preview box will allow you to see the changes before you click ok



Color Balance

Color Balance

Color Levels:

Cyan Red

Magenta Green

Yellow Blue

Tone Balance

☐ Shadows ☒ Midtones ☐ Highlights

☒ Preserve Luminosity

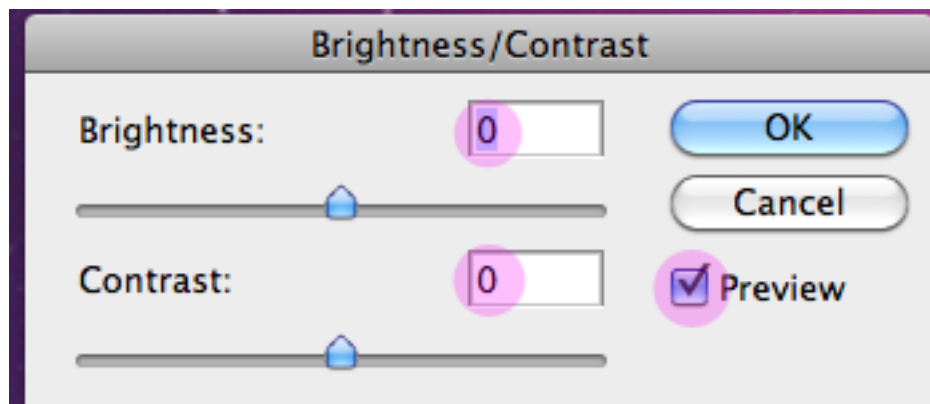
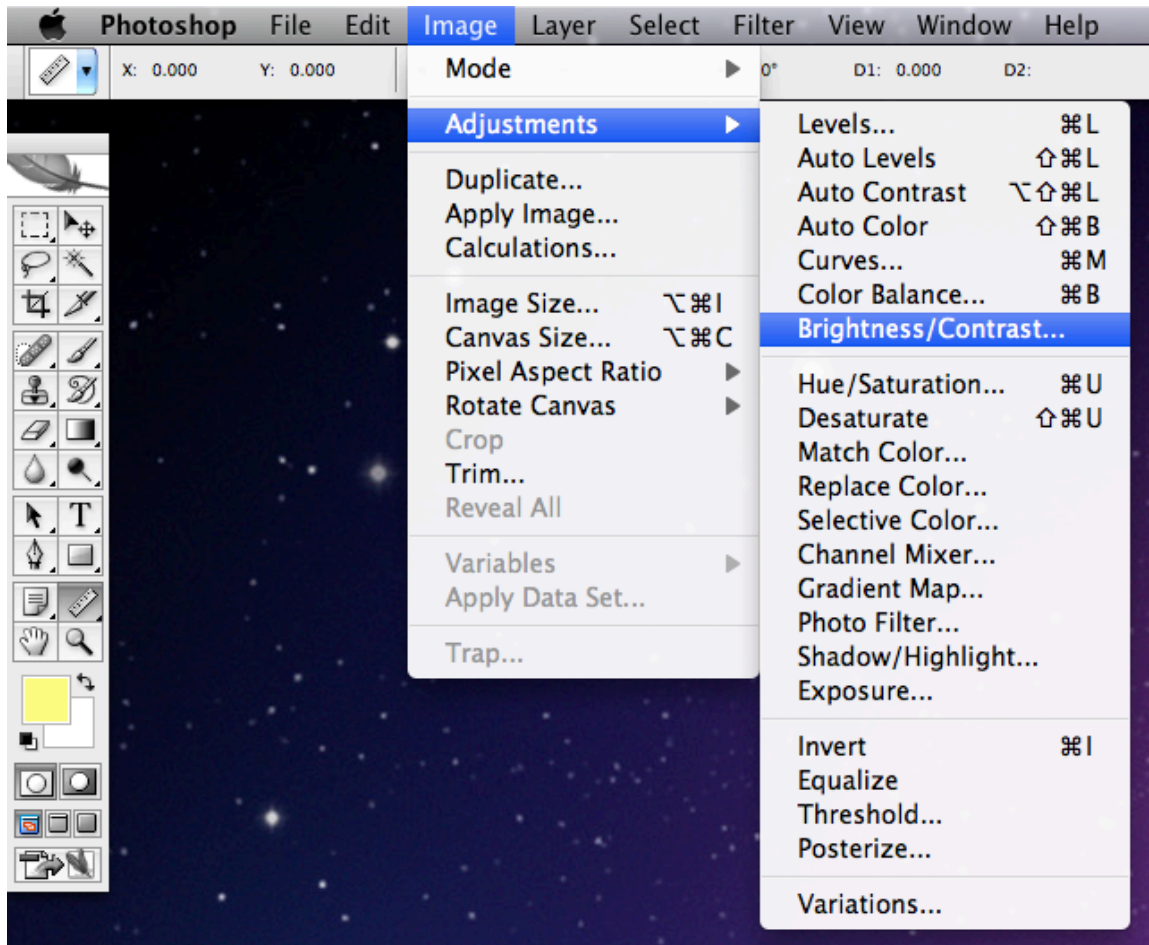
OK

Cancel

☒ Preview

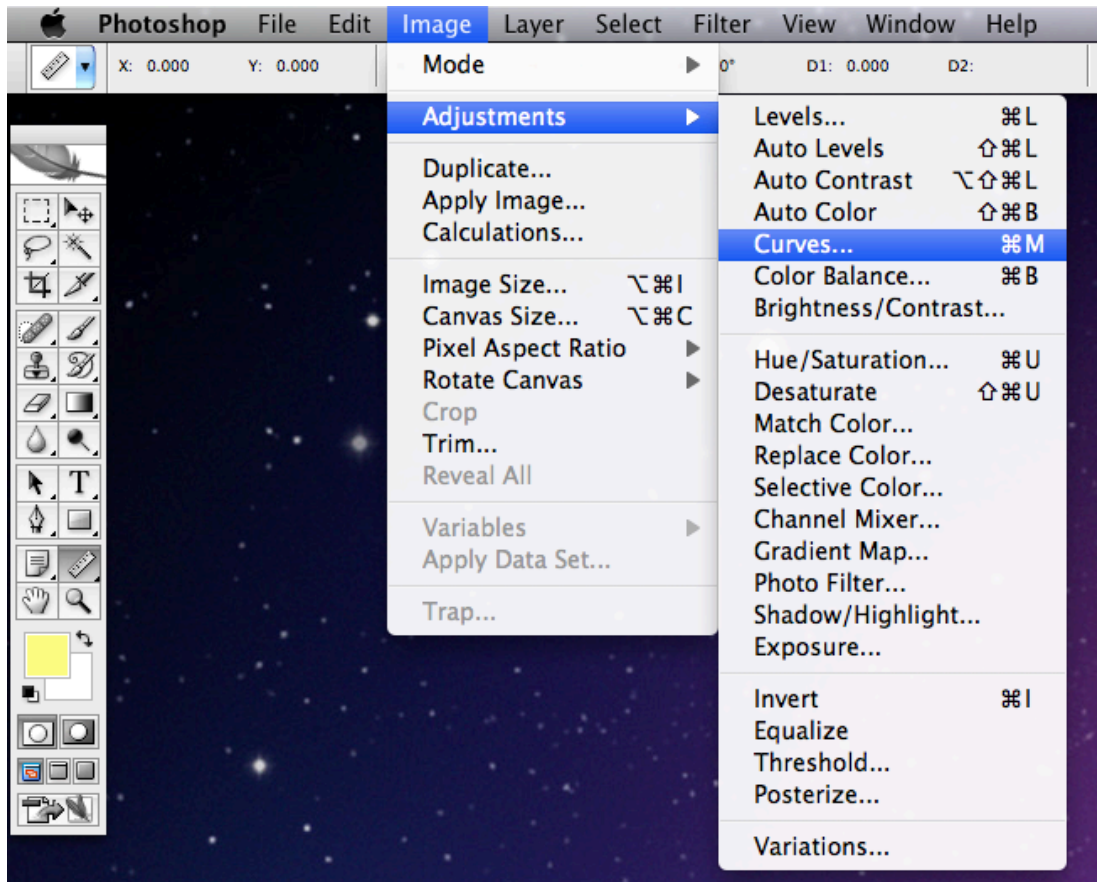
BRIGHTNESS/CONTRAST

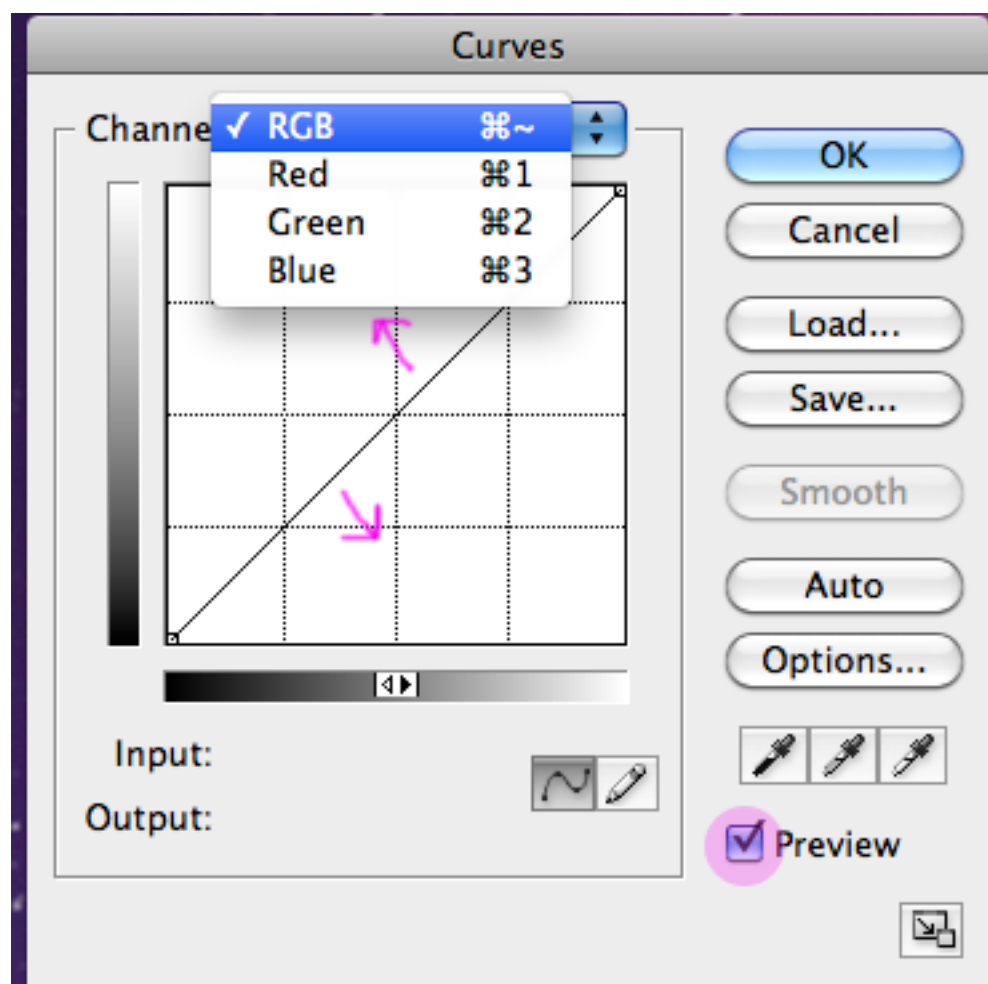
- Select Image>Adjustments>Brightness/Contrast
- Move Brightness to the left or right depending on the image in the book
 - This will lighten or darken the image
- Move Contrast to the left or right depending on the image in the book
 - This will create contrast between light and dark areas
- The preview box will allow you to see the changes before you click ok



CURVES

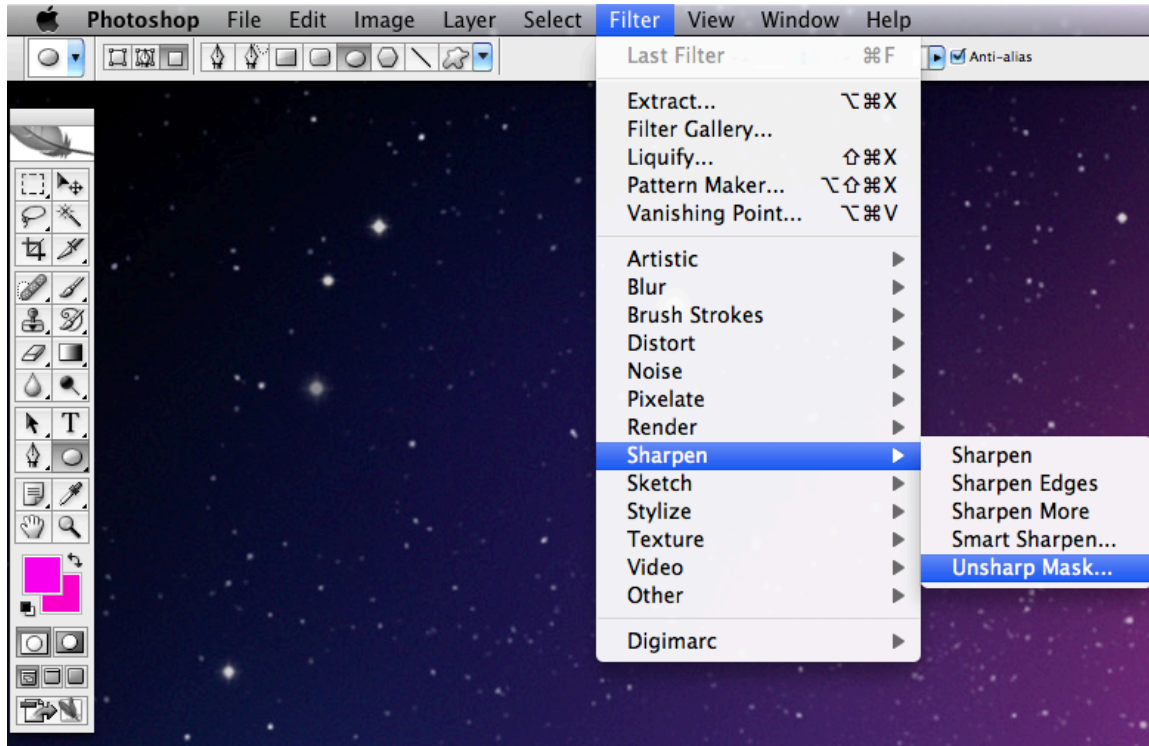
- Select Image>Adjustments>Curves
- Select a channel: RGB, Red, Green, Blue
- Move the line up or down, pulling from the middle.
 - If a color is selected: Up will increase the color, down will decrease the color
 - If RGB is selected: up will lighten the image, down will darken the image
- The preview box will allow you to see the changes before you click ok





UNSHARP MASK

- Select Filter>Sharpen>Unsharp Mask
- Choose the percent of sharpening
 - The higher the # the sharper it will be
- Keep *Radius* at 1 and *Threshold* at 3
- The preview box will allow you to see the changes before you click ok



Unsharp Mask



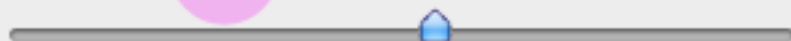
- 100% +

OK

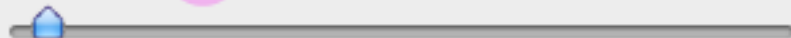
Cancel

☒ Preview

Amount: 100 %



Radius: 1 pixels



Threshold: 3 levels

