

## PHOTO EDITING FUNDAMENTALS

Course Leader: Tim Keane

### **Course Overview**

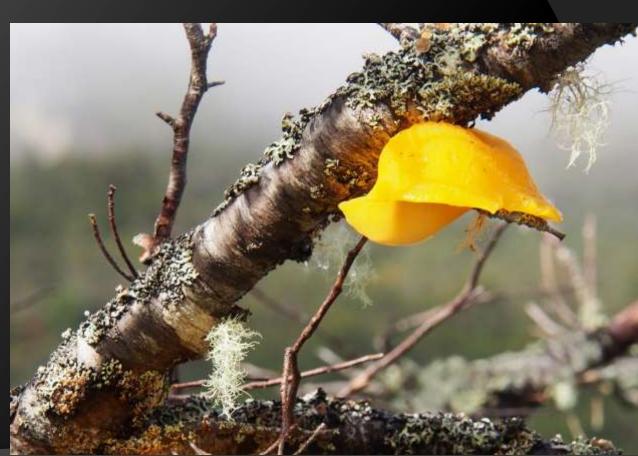
### Aims

- Sufficient to enter competitions
- Adobe Photoshop Software can't do everything
- How and <u>Why</u> to adjust

### Tim's experience

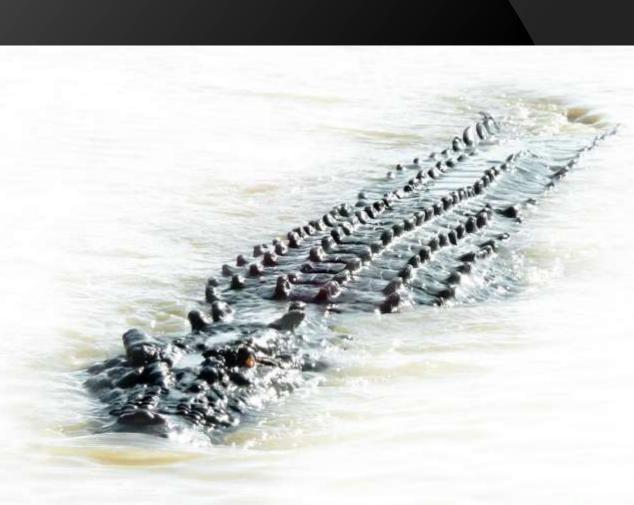


#### Crop & rotate



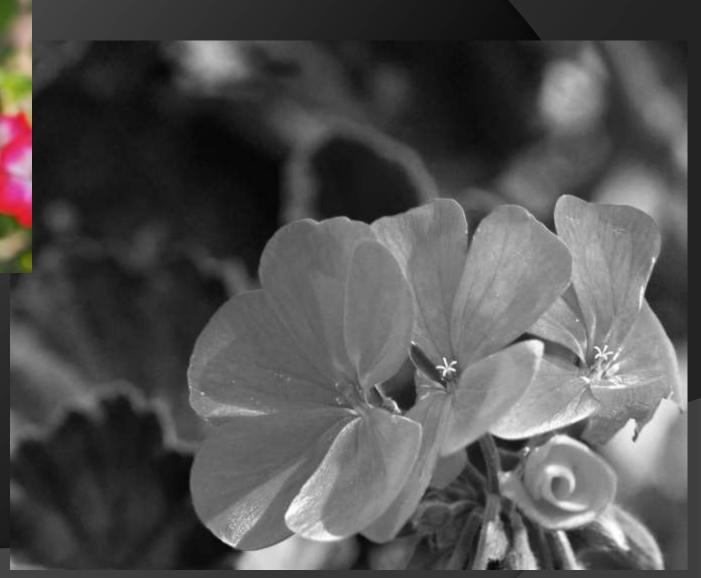


Light: Dodge & Burn





Colour: Convert to B&W





Colour: Correct/ balance



### Cloning & Healing



### Transforming, cloning

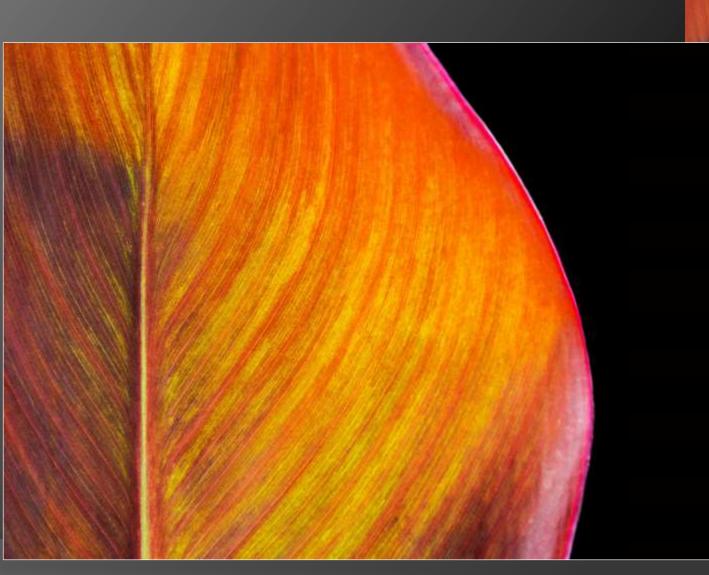


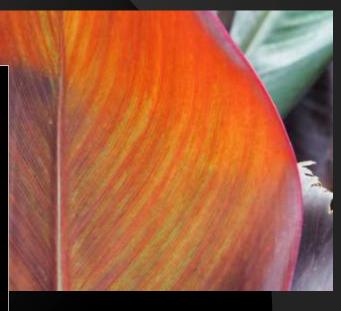


#### Colour: Selective colour









#### Removing distractions: Blocking out

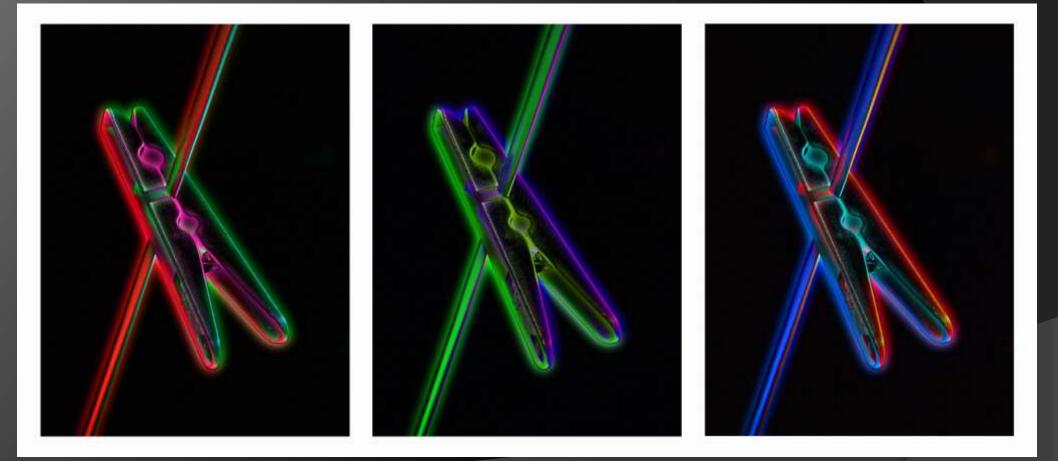
#### Selective Colour



### Textures



### Layers: Triptych



### Course resources

### Waverley Camera Club

A members photographic club in Mount Waverley

HOME ABOUT - COMPETITIONS - OUTINGS WORKSHOPS GROUPS EDUCATION CALE PAR

#### Navigation

- Home
- Resources
  - Workshops, training, SIGs etc.
  - Some useful training videos
  - Geoff's Photo Doodler
- Post Processing

#### **Post Processing for Beginners**

- Post Processing for Beginners Slides 2018 (7.7MB PDF)
- Post Processing for Beginners Screen calibration Win 10 (1.4MB PDF)

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RESOURCES

- Post Processing for Beginners Software Comparison (539KB PDF)
- Post Processing for Beginners Triptych in Photoshop (967KB PDF)
- Post Processing for Beginners Glossary (425KB PDF)

## Work flow overview

Importing/ opening Assessing Basic global edits Selective edits • Finishing Output

## File Management

- Folder structure
- Tim's structure:
  - Dogs
  - Family
  - Holidays
  - WCC
    - Creative
    - Current
    - Outings
    - Submitted

## Culling your shoot

- On SD or on a copy on computer
- Tag and/ or delete
  - Know your editing skills
- Private interest or wider interest
- Be brutal!

## Assessing

- What did you see during the shoot
- What do you see now
- What are you pointing at
- Are you trying to say too much
- Strengths & weaknesses
- What are the lines & relationships doing
- What will you (try to) enhance

### The Basic edit – in order

- Auto enhance accept or undo
- Exposure
- Contrast & clarity; Shadows & highlights
- Colour correction
- Spot removal
- Final crop
- Vignette
- Save As

### The Basic Edit

### Operation in Microsoft Photos





## **Entering WCC Competitions**

### • Files must be:

- JPEG in sRGB colour space of 5MB or less
- No more than 1920 pixels wide and 1080 pixels tall (these dimensions can NOT be switched around) to fit on the screen
- Submitted via upload site: <u>https://upload.waverleycameraclub.org</u>
- Know your Member number
- Have a title for your image

### Raw vs Jpeg



More detail retained in RAW

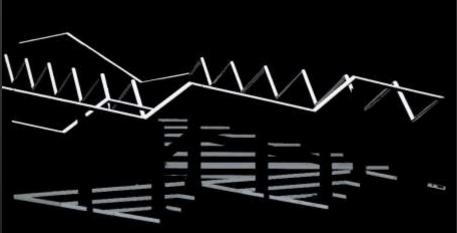
### Assessing practice

- Do you like the image? Why?
- What visual aspects make you feel this way?
- How are contrasts and colours working?
- What are the lines & relationships doing?
- Strengths & weaknesses
- What can you learn

### Next Session...

- Assessing
- Software comparison
- Rotating & cropping
- Transforming
- Healing & Cloning out distractions





## PHOTO EDITING FUNDAMENTALS

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## Software: Quick comparison

Feature	Photoshop	Lightroom	PSE	MS Photos
Cost AUD 2022	15/month incl. LR	15/month incl. PS	130 Outright	Free
For Beginners	No	Yes	Best	Easiest
Basic edits	Yes	Yes	Yes	Yes
Selective Basic	Yes	Yes	Yes	No
Selective advanced	Yes	Yes	Yes	No
Layers	Yes	No	Yes	No
File management	No	Best	Yes	No
Text	Yes	No	Yes	Drawing
Many files	Limited	Best	Limited	No
Support Tutorials	Best	Very Good	Good	No

## Quick tour of PsE & Ps

- Modes
- Menus
- Panels
- Main tools
- Find Auto and Undo

SAVE as you go: PSD or TIFF

## Assessing

- What did you see during the shoot
- What do you see now
- What are you pointing at
- Are you trying to say too much
- Strengths & weaknesses
- What are the lines & relationships doing
- What will you (try to) enhance

# Rotating & Cropping

### Rotating

- Straightening: Horizon, buildings
- How does it look upside down/ sideways/ flipped

### Cropping

- What are you pointing at?
- Output needs, aspect ratio
- Room to move or unimportant space
- Image within an image
- Diagonals

# Transforming

- Stretch
- Our Perspective
- Skew
- Free transform

## **Cloning out distractions**

- Copying and pasting with a brush
- Spot removal, healing <u>program</u> chooses where to copy from
- Cloning you choose where to copy from
- O Can build/ fill with stuff which wasn't there
  - Watch out for creating patterns which draw the eye

### Demonstration





## **Entering WCC Competitions**

### • Files must be:

- Named no punctuation or special characters (Tim's system)
- JPEG in sRGB colour space of 5MB or less
- No more than 1920 pixels wide and 1080 pixels tall (these dimensions can NOT be switched around)

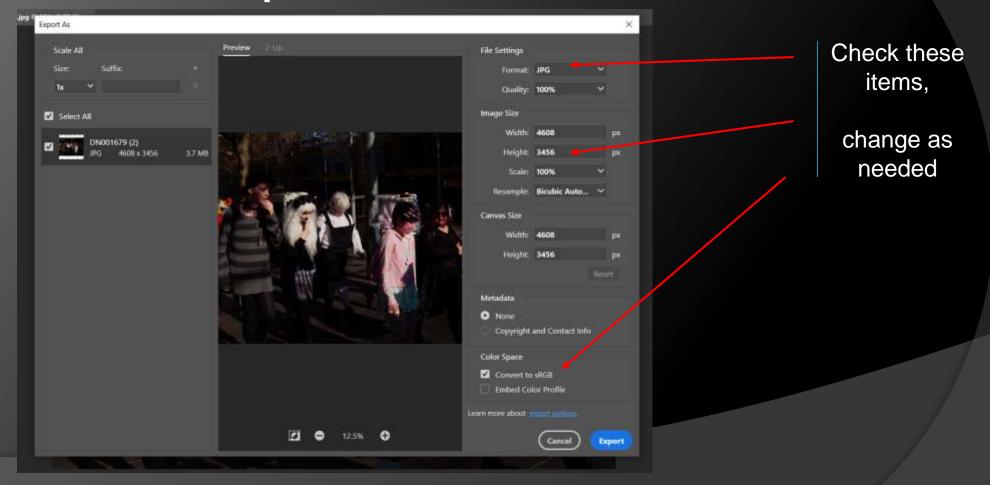
### Submitted via upload site at: <u>https://upload.waverleycameraclub.org/</u>

Change the title from the file name (default) to just the title

## Tim's File Naming

- (year) two digits for the year
- (month) two digits
- (section) one or two digits; P=Print, ES=EDI Set subject, E=EDI open, C=Creative.
- (hyphen)
- (title) the name of your entry. Please use upper and lower case as you see fit.
- When you put it all together it should look like:
   2203P-Best Print Ever.jpg

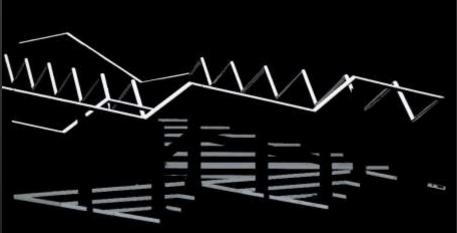
### File>Export as...



### Next Session...

- Monitor Calibration
- Editing Light Global and selective
- Editing Colour– Global and selective





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### **Monitor Calibration**



### **Monitor Calibration**

Get a device - Spyder or Colour Munki

# Rough – use Windows Windows > Settings > search for calibration

### Light – Global Adjustments

Brightness (not Exposure) & Contrast
Highlights & Shadows

Watch out for Halos

Levels

Curves

### Light - Selective

Dodge & BurnVignettes \_\_\_\_\_

### Colour

- Hue & Saturation
- Vibrance
- Neutralise Image> Adjustments> Colour match: tick Neutralise
- Conversion to B&W
- Selective colour
- Ohromatic Aberration

### **Chromatic Aberration**



Purple & Green fringes near edges of image.

> Caused by Refraction in lenses.

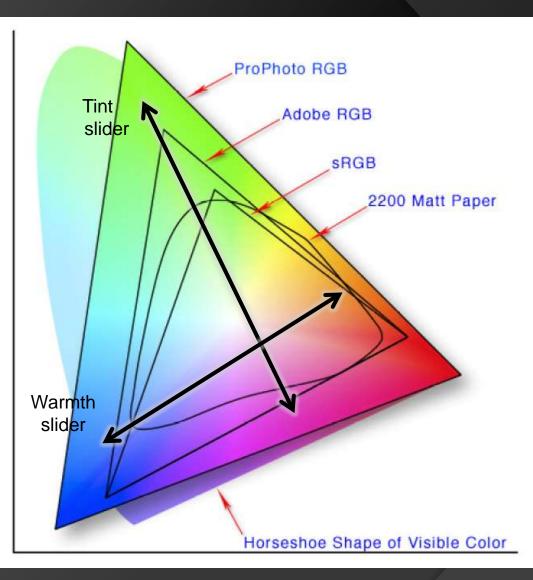


### **Chromatic Aberration**

- Filter > Camera Raw... > Optics > Defringe
  - Zoom in
  - Adjust purple/ green amount and hue until fringes just disappear
  - Zoom out to check that other purple and green objects have not been affected too much

### Colour Space

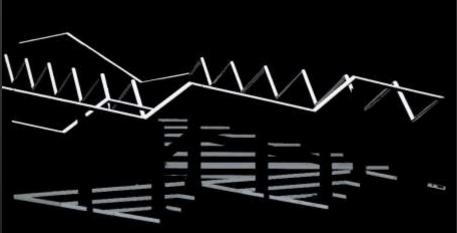
Source Wikipedia: The original uploader was Cpesacreta at English Wikipedia - Transferred from en.wikipedia to Commons by aboalbiss., CC BY 2.5, https://commons.wikimedia.org/w/index.php?curid=8359333



### Next Session

- Bits & Pieces...
  - Sharpening
  - Stroke
  - Text
- Introduction to layers
  - What are layers
  - Making a Triptych





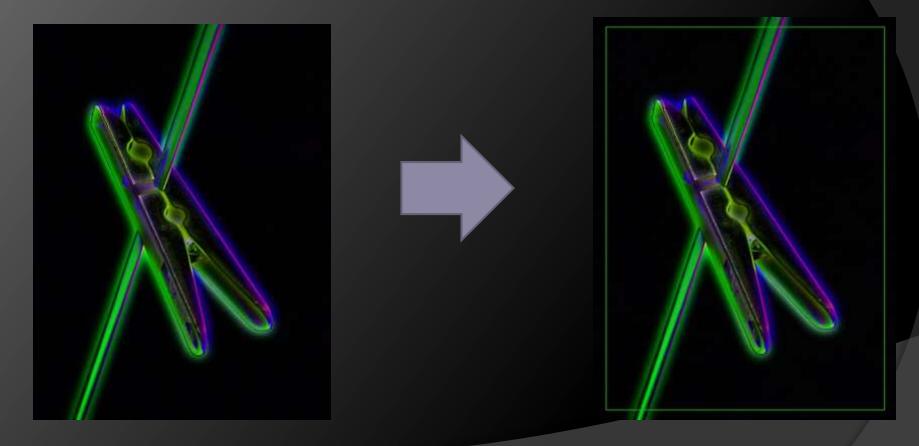
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### Sharpening - subtle



### Stroke



### Text





Layers are not like tools which do things... They are places to do and manage your work.

- O 2 broad types:
  - Pixel layers (Images, solid colour layers, textures, overlays)
  - Adjustment layers (Brightness & contrast, Hue & saturation, etc.)

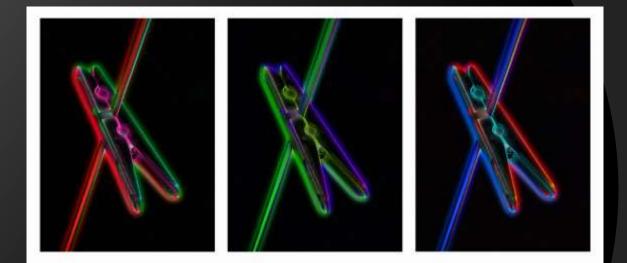
- Pixel layers (images or parts of images)
  Think of these as transparencies
- Adjustment layers
  - Think of these as rooms to apply treatments (adjustments)

Pixel layers (images or parts of images)
Think of these as transparencies





### Triptych – 3 images side by side



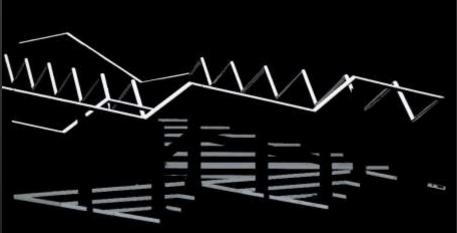
- Increase Canvas size
- Add an image
- Position/ resize layer
- Using Grids
- Solid colour layer

#### Portfolio – Multiple image layout



- As for Triptych
- Drop Shadow





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Pixel layers (images or parts of images)
Think of these as transparencies





### Adding part of an image



- Simple selection
- Layer via copy
- Turning layer off/ deleting



### Masking

#### Masks are used to hide or show areas of the layer

- White = Show this area of the layer
- Black = Hide this area of the layer
- Grey = Partly show this area (transparent)



#### Masking – Selective Colour



- Duplicate layer
- Adding Mask
- Painting in/ out



### Masking – Cutting out

- Cutting out
- Adding a background
- Light direction
- Flip a layer



### Masking – Blending similar images

- Select & mask out sections
- Align new layer
- Basic Mask
- Painting in/ out



#### Texture – Add texture, mask out subject



- Add a texture
- Layer Transparency
- Masking subject from Texture



## Change background – select/ cut something out and add a new sky/ background





- Quick selection tool
- Refining a selection
- Layer via cut/ copy
- Reorder layers
- Turning on/off layers

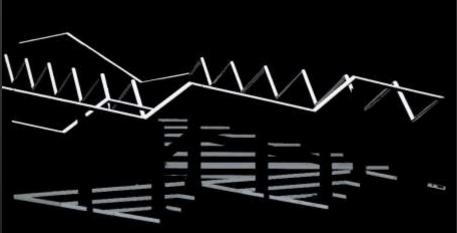
## Go Crazy...



### Next week

- Adjustment Layers
- Putting it all together
- Managing Layers
- End of course
- ...Keep doing & learning





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- Pixel layers (images or parts of images)
  Think of these as transparencies
- Adjustment layers
  - Think of these as rooms to apply treatments (adjustments)

### Adjustment layers

 Think of these as rooms for types of adjustment – e.g:

- Brightening room
- Darkening room
- Hue & Saturation Room
- Healing & cloning room (Actually a pixel layer)



#### Masking – Selective Colour

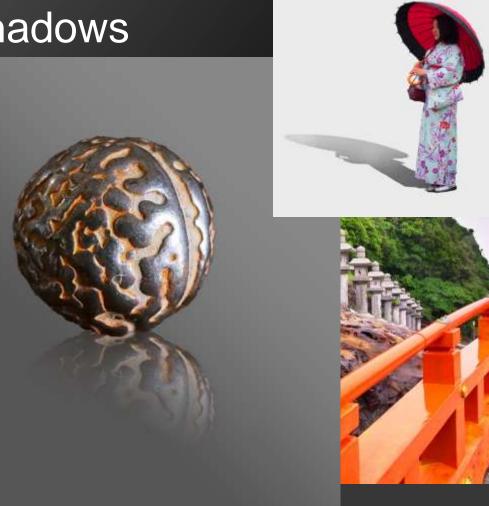


- B&W adjustment layer
- Basic Mask
- Painting in/ out



#### **Reflections & Shadows**

- Duplicating & flipping
- Gradient mask
- Painting a shadow in soft light
- Shadow in hard light



Blending Modes – using Overlay mode to add a coloured tone to a B&W image.



- Range of blending modes (demo)
- Use of Overlay
   mode
- Vignettes



## Managing layers

- Naming
- Moving
- Grouping
- O Pinning
- Merging
  - Ctrl+Alt+E = selected layers
  - Ctrl+Alt+Shift+E = all layers below
- Applying filters (merge then) apply to new layer & mask



### That's all Folks! - Questions?

