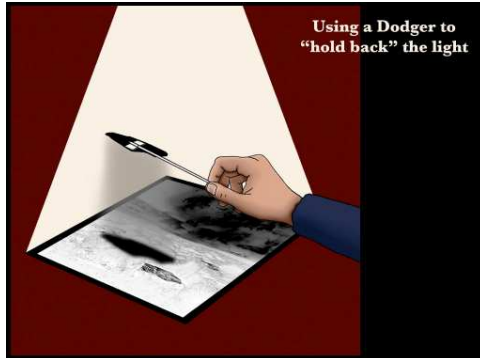


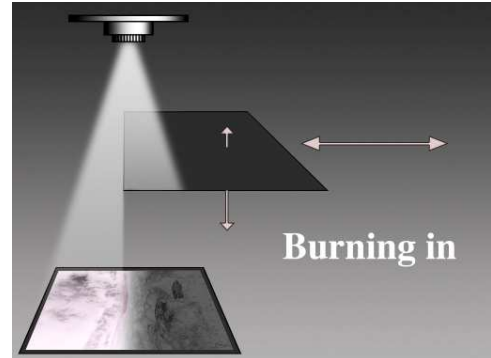
Digital Dodge & Burn

Many images benefit from a little local adjustment of tonal density. In the conventional darkroom, these adjustments are referred to as Dodging and Burning.

In the darkroom



“Dodging” to lighten an area



“Burning-in” to darken an area.

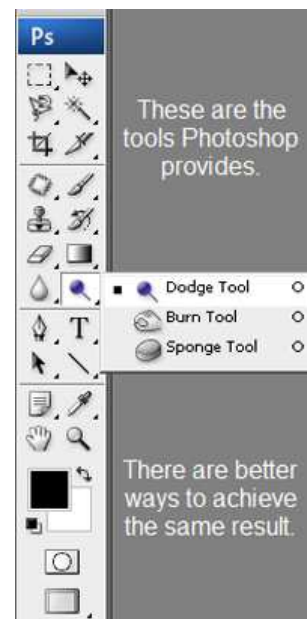
In the “digital darkroom”

Dodge and Burn Tools are included in Photoshop & Element’s Tool Box.

Although they work quite well, they result in permanent changes to image pixels.

Better approaches involving using adjustment layers which can be saved with the image.

Using adjustment layers means that we retain maximum flexibility for future editing of our photographs.

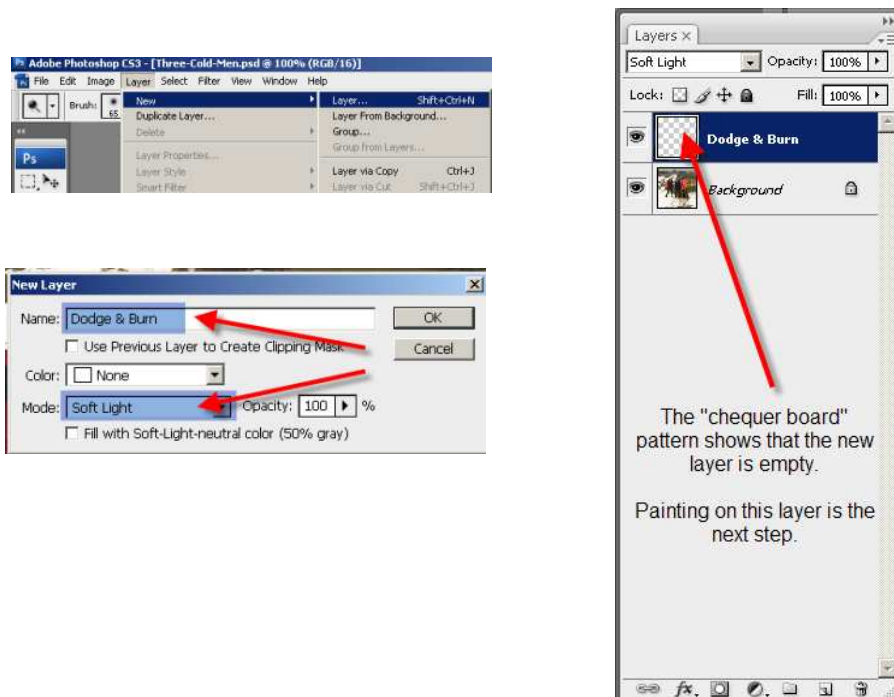


Method 1

1. With the image open, add a new empty layer and set its Mode to “Soft Light”. (see below)

It’s a good idea to name your layers so you don’t get confused about what they do.

Layer > New > Layer



Here is the new layer shown in the layer palette.

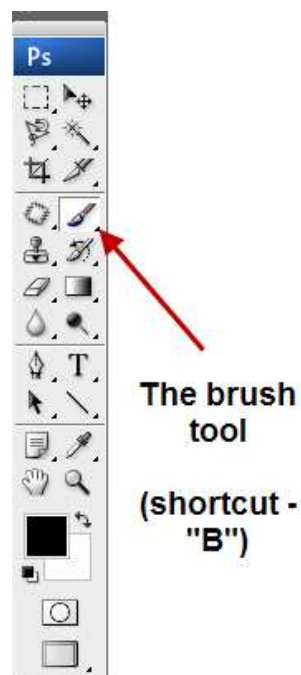
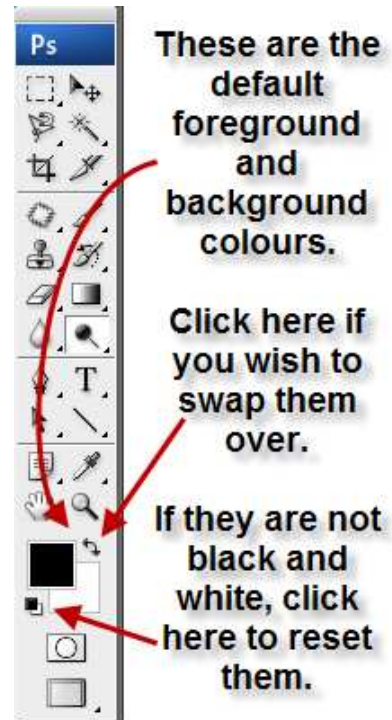
The pattern in this layer is the way Photoshop shows that it is an empty layer.

All we need to do now is to paint (on this layer) with black or white.

2. Make sure that the foreground and background colours in the tool box are set to their default black & white.

3. The paint brush can be selected from the tool box.

Or you can simply use the short cut key "B"



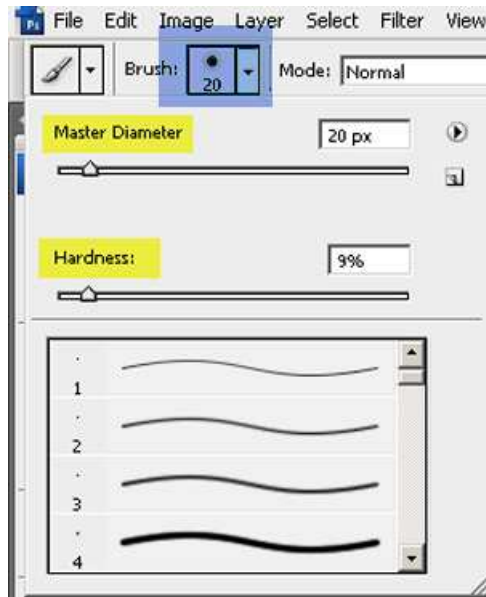
There are options for varying the size of the brush and also how hard its edge is (see next page)

For our purpose, a soft edge brush is to be preferred.

We can also choose how much paint is applied by changing the brush's opacity.

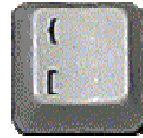


Digital Dodge & Burn



Clicking the drop-down arrow next to the word “Brush” on the option bar (highlighted here) make sit possible to change the diameter and hardness of the brush.

Pressing the key shown here is quick way to decrease brush size



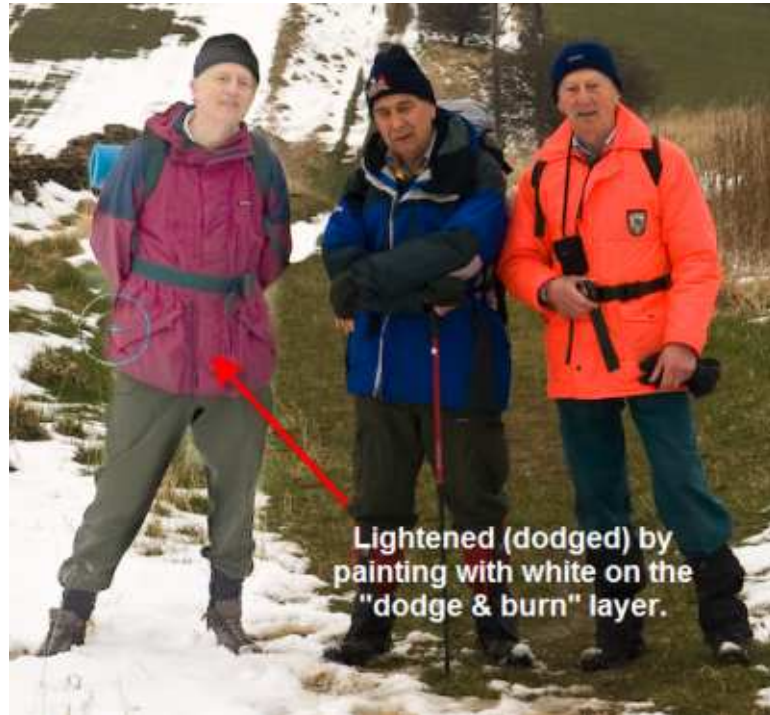
This key will increase brush size.



Holding down Shift with these keys changes the brush hardness.

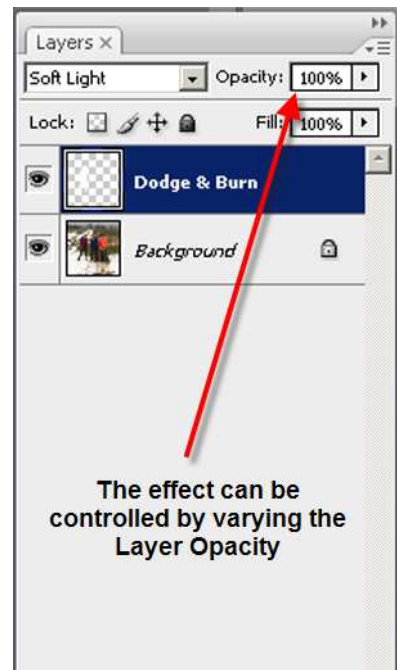
4. To dodge (lighten) the image, simply paint over the area with white.
5. to burn, paint over the area with black

Make sure you have the “dodge and burn” layer highlighted in the layers palette when you do this.



Useful extras

- The effect can be reduced by varying the opacity of the dodge & burn layer
- You may find it useful to have separate dodge and burn layers so that their opacity can be adjusted individually.



Before



and after



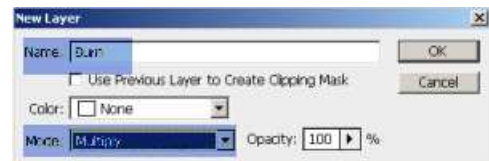
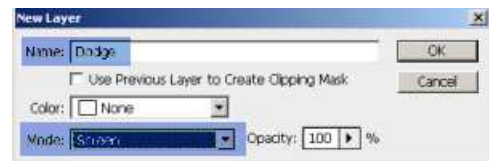
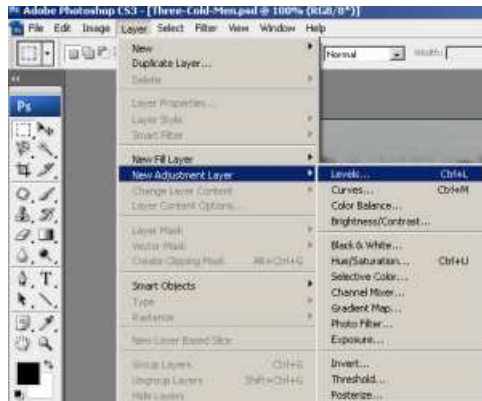
Method 2

This method uses an adjustment layer and layer masks. It's quicker than method 1 but perhaps less controllable.

1. With the image open, add a new levels adjustment layer:

Layer > New Adjustment Layer > Levels

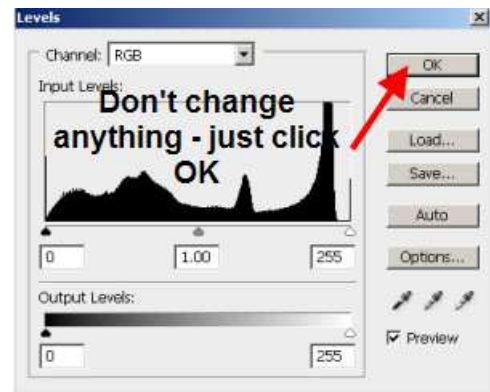
2. To **dodge**, set the Mode to "Screen"
3. To **burn**, set the Mode to **Multiply**.



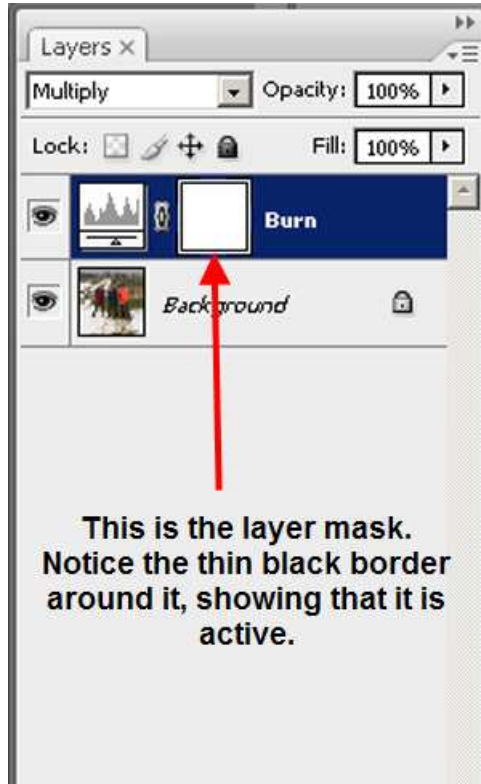
4. Don't make any adjustments – simply click OK.

If you've chosen to dodge, the image will be much lighter overall. With burn, the image gets darker.

The next step is to sort this out.



Layer masks



The adjustment layer comes complete with its own layer mask, ready to target the adjustment to the area of the image we wish to change.

5. Fill the mask with black to hide the effect of the adjustment.

The easiest way to do this is with the keyboard shortcut Ctrl I which inverts the mask colour.

6. The final stage is to paint on the mask with white to reapply the adjustment where it is wanted.

Use a low opacity, soft-edged brush and build-up the effect gradually.

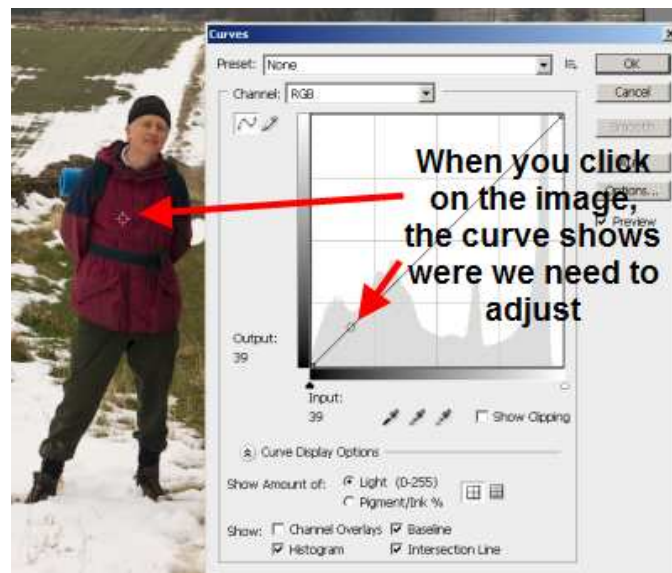
Method 3

This method is the most versatile of all, but is not available to users of Elements as it involves using Photoshop curves.

1. With the image open, add a new adjustment layer and choose “curves”

Layer > New Adjustment Layer Curves

2. If we click on the image where we wish to adjust it, a temporary point appears on the curve (see below).



3. To dodge (lighten) the image, drag the curve upwards.
4. To burn (darken) the image, drag the curve downwards.

This technique allows very fine control.

