

Fill and Adjustment Layers

Fill and Adjustment Layers are one of Photoshop's most valuable features. They allow you to adjust images without altering the original. Photoshop provides a large selection of Fill and Adjustment Layers. In this chapter you will look at the EXPOSURE layer, the LEVELS layer, the BRIGHTNESS/CONTRAST layer and the BLACK & WHITE layer

Exposure layers

One of the most common problems when taking a photo is incorrect exposure. Photos that are over-exposed have too much light in them. Photos that are under-exposed are too dark. An EXPOSURE layer allows you minimize these effects.

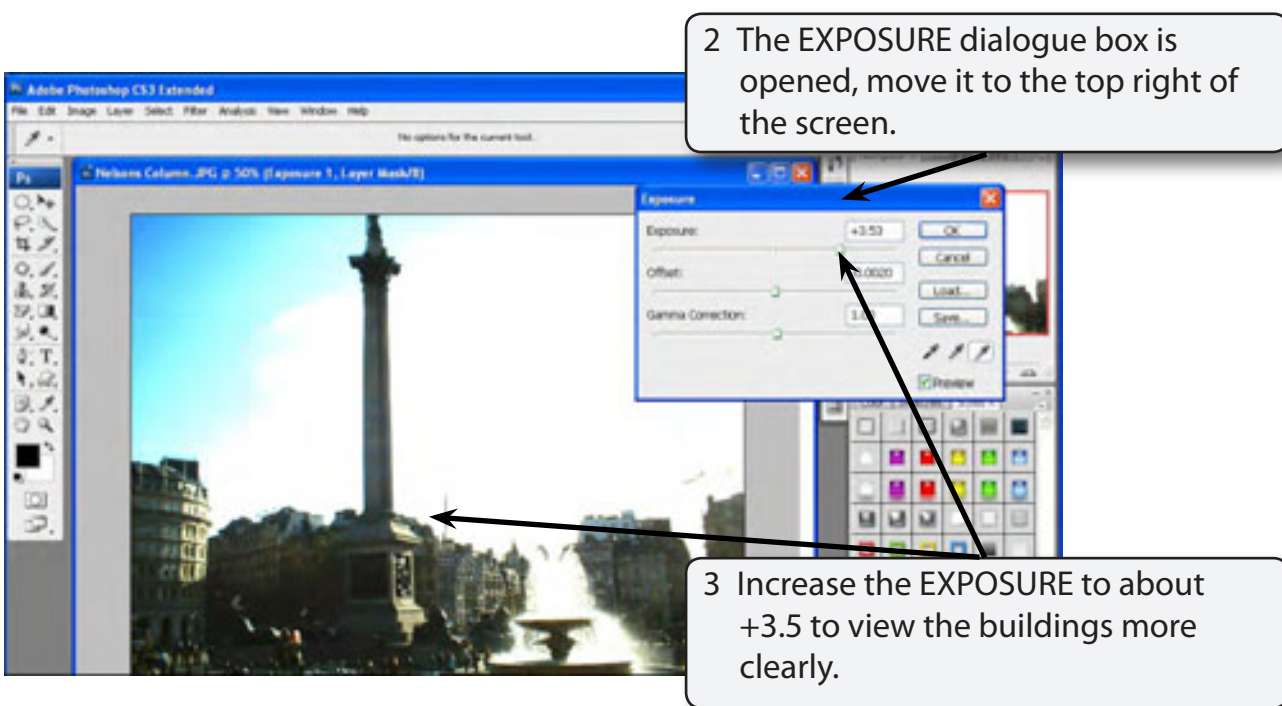
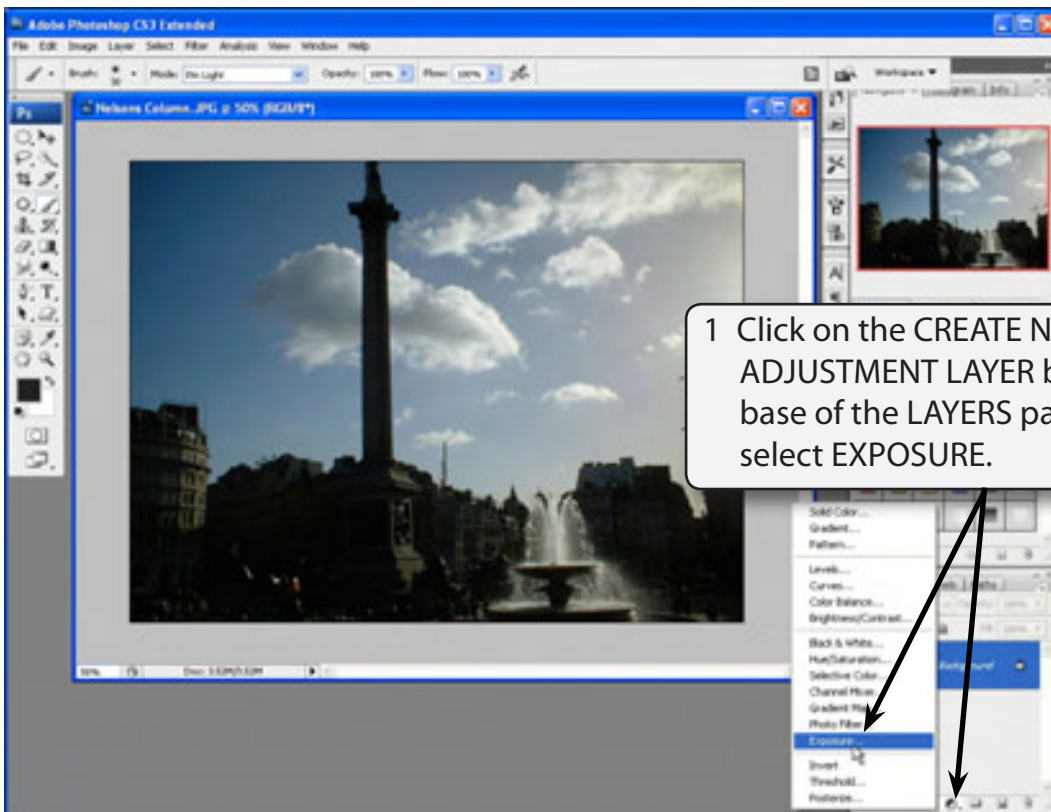
A Loading the Sample Photo

A photo that is under-exposed has been prepared for you and it will need to be adjusted so that the buildings in it can be more clearly seen.

- 1 Load Photoshop or close the current file.
- 2 Display the FILE menu and select OPEN.
- 3 Access the PScs3 SUPPORT FILES, open the CHAPTER 14 folder and load the NELSON'S COLUMN file.
- 4 The photo is too dark to see the buildings clearly.

B Inserting the Exposure Layer

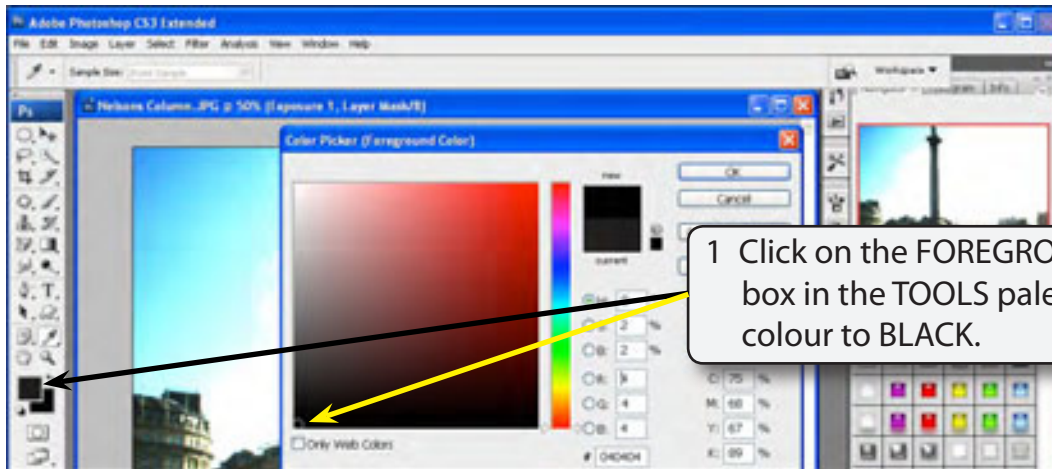
The EXPOSURE LAYER is added on top of the background layer and it will not alter that layer in any way.



4 Select OK to accept the change.

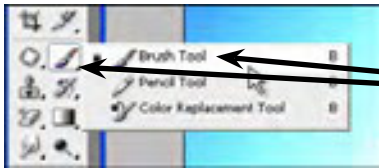
C Displaying Part of the Background Layer

Unfortunately the sky and the fountain are now over exposed and do not look natural. When you create an EXPOSURE layer a MASK is included in the layer. This allows you to paint over parts of the background photo that have better exposure.

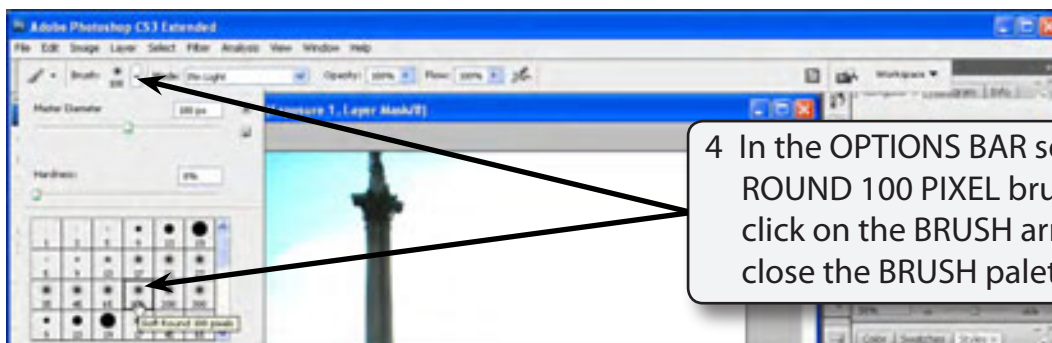


1 Click on the FOREGROUND COLOUR box in the TOOLS palette and set the colour to BLACK.

2 Select OK to set the colour.

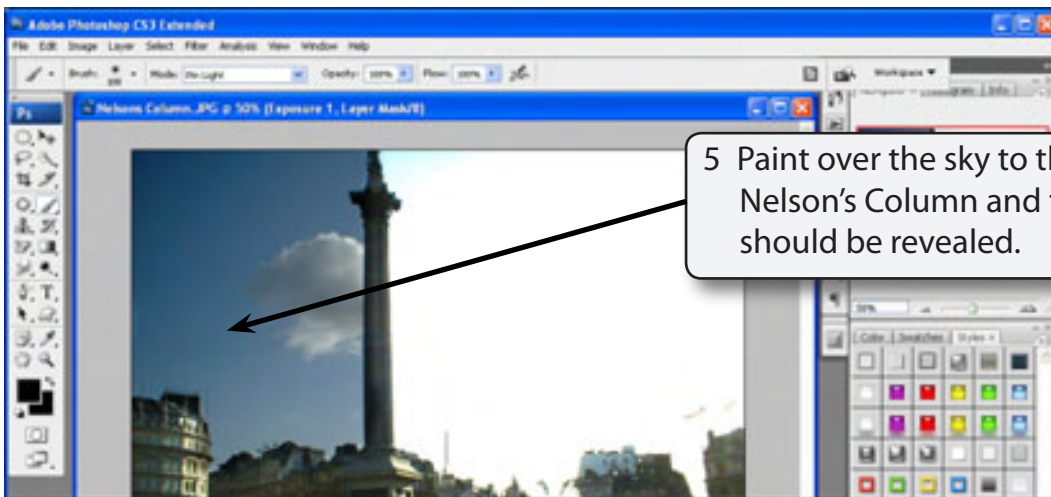


3 Select the BRUSH TOOL from the TOOLS palette.



4 In the OPTIONS BAR select the SOFT ROUND 100 PIXEL brush size then click on the BRUSH arrow again to close the BRUSH palette.

NOTE: A soft brush usually gives best results when painting over a layer mask.



NOTE:

- i You can use the [key to reduce the brush size for painting close to the buildings.
- ii You can use the UNDO command or STEP BACKWARDS command if you make a mistake with the painting.

