



## Affinity – let there be Light! (or dark)

A look at some of the adjustment tools available to globally change the look of an image, restricting effects, adding light or a vignette.

Although the develop persona is primarily for use with raw files, it is also effective with jpegs to make global changes. You can make a copy before moving to the Develop persona (for the super cautious)

When making changes:

- You can use split scene to compare the effects of each adjustment as you do it
- If you switch off the adjustment the image reverts to original
- It only becomes permanent when you click the develop button and the image is sent to the photo persona.

Exposure includes Exposure, Blackpoint and Brightness. (*Brightness/Contrast*)

- Exposure mimics the camera's exposure. (*Exposure*)

Enhance includes Contrast, Clarity, Saturation and vibrance:

- Contrast enhances the difference between light and dark. (*Brightness/Contrast*)
- Clarity works on the edges of similar pixel areas.
- Saturation increases the intensity of all colours. (*Vibrance*)
- Vibrance concentrates on dull areas. (*Vibrance*)

White balance includes Temperature and Tint (*White Balance*)

- Temperature gives a blue or yellow element to make image appear warm or cold
- Tint can eliminate casts.

Shadows and highlights affects the darker and lighter parts of the image respectively. (*Shadows/Highlights*)

**In the develop persona all these effects affect all the image**

***The effect can be found in the group identified in the photo persona***

All the above effects can also be completed in the photo *persona* using the adjustments tab but here they are all on individual layers and using the masks that are built into each layer you can restrict the effect to certain parts of the image. Remember Train toilets BRWC (Black reveals White conceals)

When you click on an adjustment it appears you have a limited range of options, but when you click on an option it reveals a series of controls.

You are automatically in the mask:

- Select the paintbrush, ensure you have black selected and just paint on the image or use the gradient tool
- If you want to start with no adjustment showing use ctrl+I to invert the mask and then paint on in white

**The Black and White Conundrum!**

**Create a black and white layer – change the blend mode to soft light – then use sliders !**

## 2 methods to create light

### Creating light rays

Select suitable image.

1. Use Select>tonal range>highlights.
2. Use ctrl+j to create the highlights on a separate layer.
3. Use filter>blur>zoom blur and adjust to level required.
4. Click to identify light source (this can be inside or outside the image)
5. Duplicate layer ctrl+j to enhance effect.
6. Highlight all layers and ctrl+g to group them.
7. Right click and rasterize to create pixel layer.
8. Change blend mode to screen.
9. Create gaussian blur layer using live filters and adjust, as necessary.
10. Keeping on layer use gradient tool(in tools) to restrict effect.

### Creating a Light Source

Select suitable image.

Select lighting from the live filters (click on hour glass.)

Use adjustments as appropriate.

Add extra lights from within the same layer by clicking on Add (the number represents the light not the number of lights!)

### Create a Vignette

Select vignette from the live filters (hourglass) – adjust as appropriate.