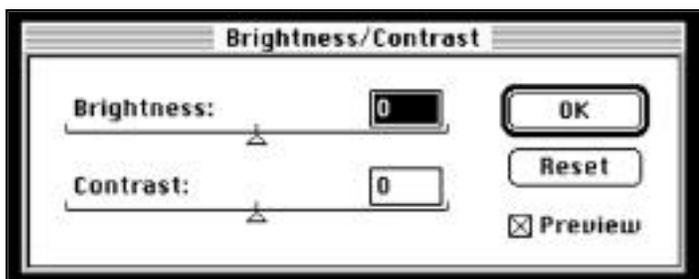


# PHOTOSHOP DARKROOM TO NEWSROOM

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**Visual Edge 2001**  
National Press Photographers Association  
www.nppa.org



**Do Not use Brightness / Contrast** when working with images. It compresses the tones of the pictures and causes poor reproduction of the image. All enhancement needs to be done using the Curves function.

## Notes

100

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Creating a Test Strip

1. File New

**Enter the Size of the test file 3 X 10 inches is a very good start.**

**Make sure the type is grayscale.**

2. Reset Photoshop's default colors.

**Black must be 100% White must be 0%**

3. Gradient Tool

**Use the Gradient Tool to draw a smooth linear gradation the length of the 3 X 10 in. box.**

4. Posterize

**Image / Map / Posterize: Posterize the image using 21 Steps to achieve 5% steps from 0% to 100%.**

**Make sure the Preview button is checked.**

5. Type Tool

**Use the Type Tool to place the % values in the correct box. Use the densitometer to check the accuracy of the scale.**

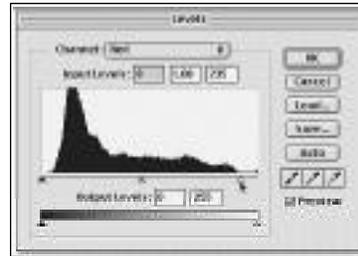
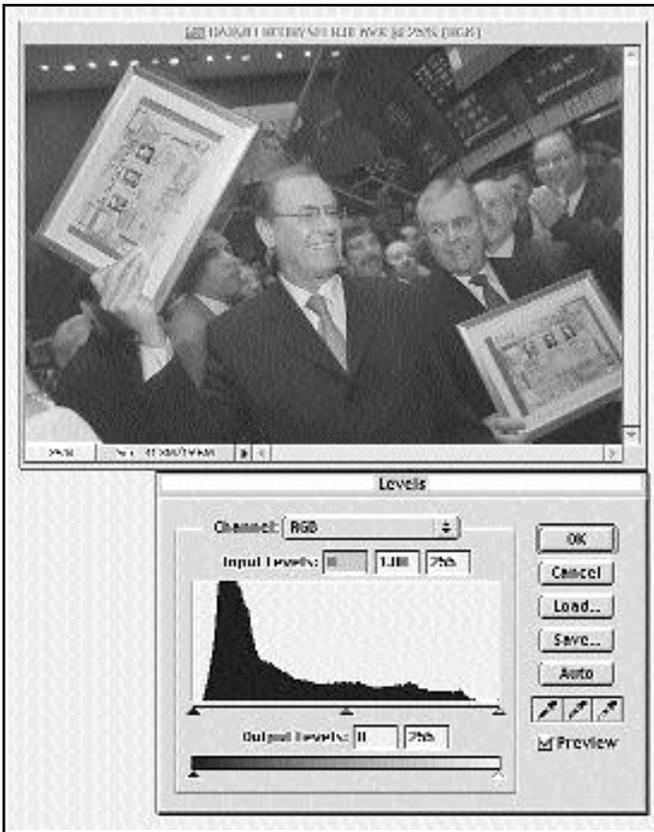
**At the 20% mark change the text color to white by changing the default foreground - background colors.**

6. Save it!

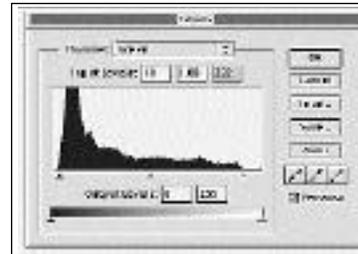
7. Highlight the file and use Command I.

**Lock the file so it won't be lost or changed when saving the file to test output curves.**

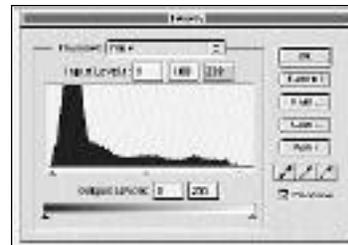
# Gray Balance Using Levels



Adjust the red channel.



Adjust the green channel.



Adjust the blue channel.

**GOAL:** Correct the gray balance in a picture using the Levels command.

Image / Adjust / Levels

Select each individual channel.

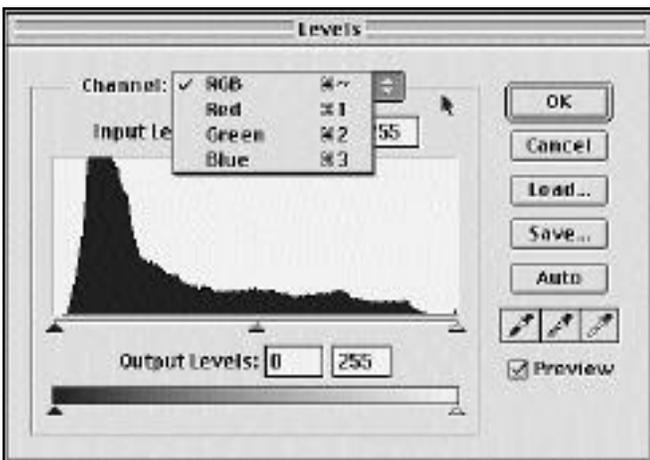
Slide the White and Dark triangles until it meets the start of the dark areas of the histogram.

This area is where the actual pixels reside on the histogram.

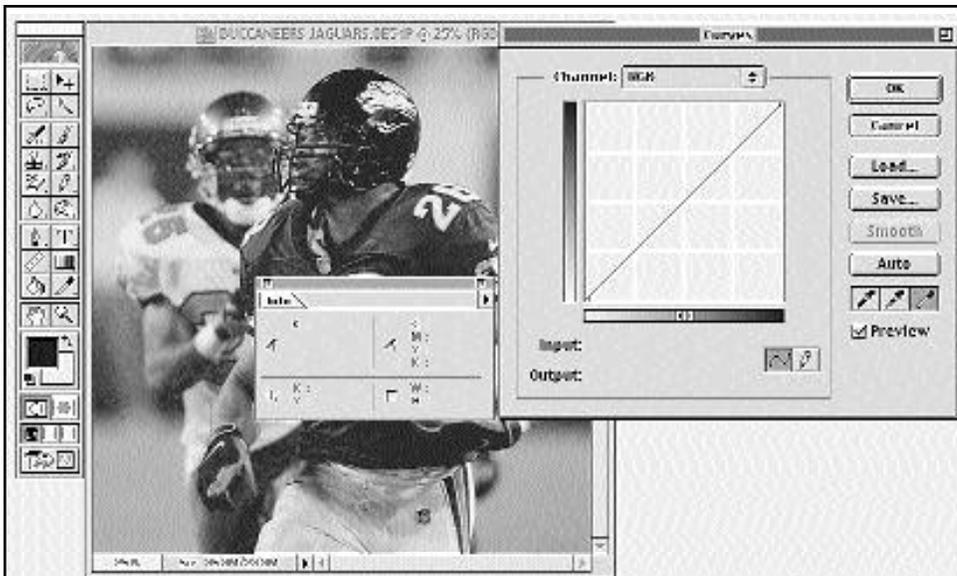


The finished pictures has more tone and a better color balance than the original. The Levels should be checked and normalized on each digital picture.

This technique speeds up the processing of digital images.



# Cleaning a White Point



## GOAL:

**Pick a new white point in the image without losing detail in the highlights.**

**This method allows you to clean the contaminated color from the image without losing any detail in the image.**

**Start by selecting Images / Adjust / Curves  
Double click on the white eyedropper.**

**The color picker will appear.**

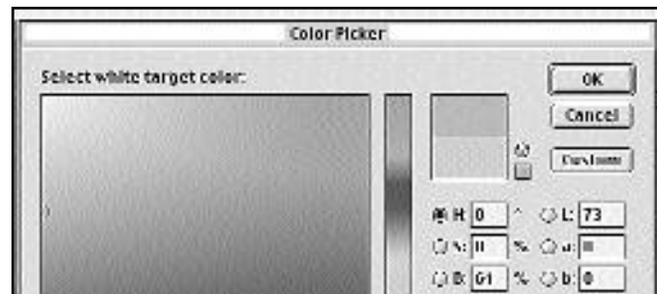


**After the Color Picker appears, use the color sample tool and sample the color you want to clean in the image.**

**Study the values you chose in the LAB color space. The L refers to the Luminance or the detail in the image.**

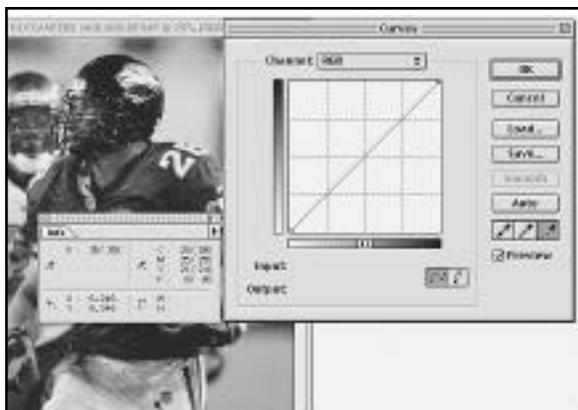
**The A channel refers to the red / green component of the picture.**

**The B channel refers to the yellow / blue component of the picture.**



**To clean the color in the white area of the picture, zero out the values in the A & B channels. Leave the detail in the pictures as it is. Do not change the Luminance channel.**

**Select OK.**



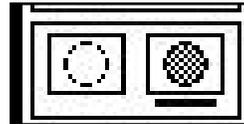
**To execute the cleaning function, choose a white point in the image. It is best to pick the same point as the one sampled when the Color Picker was active.**

**The color is now clean and the picture still holds details in the Highlights**

# Gradation Burning/Dodging • Version 4.0 - 6.0

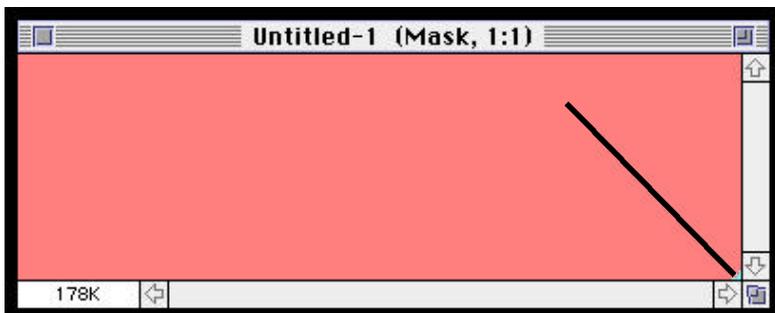
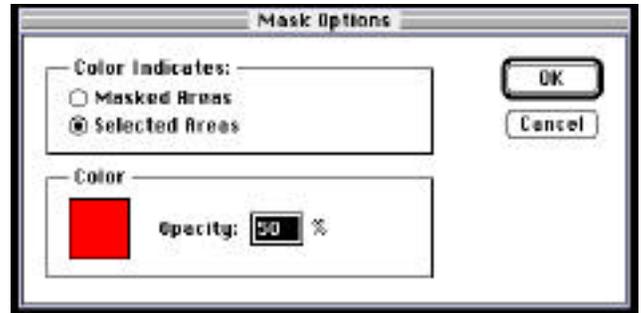
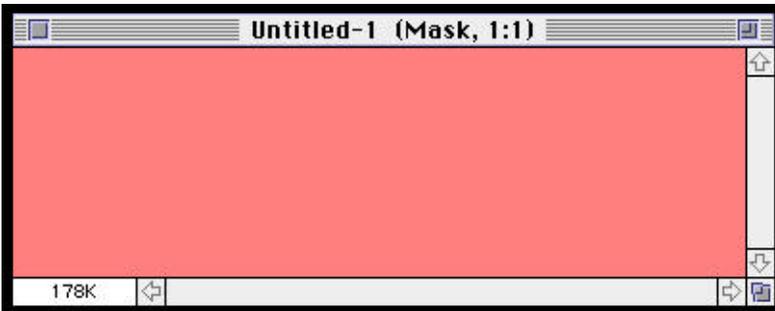


◀ #1: Select All (Command - A) or (Edit - Select All)



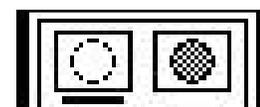
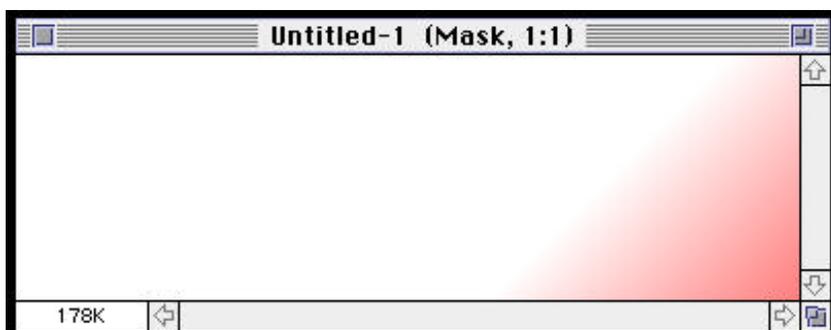
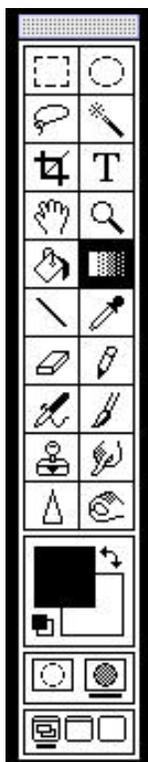
◀ #2: Double click on the Mask Tool Icon.

▼ #3 Make sure the "Selected Areas is checked in the Option Box. Hit "OK" and an Untitled Mask will appear.



◀ #4 Select the Gradient Tool and draw a line from the edge of the picture to approximately the spot you would like to Burn / Dodge.

A Mask will appear showing the area to be enhanced. This area can be strengthened using the -Image - Adjust - Curves method (Command - M).



#5 Choose the Selection Icon and the Mask will now become an active selection ready to be enhanced. To increase the soft area of coverage increase the feather radius. (Approx. 25 pixels) The picture can now be adjusted in a feathered manner like burning/dodging edges in a traditional darkroom.

