

July 25, 2013

Levels - (Speg) Luminance

Adjustment

(Skip - Brightness / Contrast)

Contrast
grab
black line
& pull it up

black middle gray white

Output levels
how black / how white
use for printing

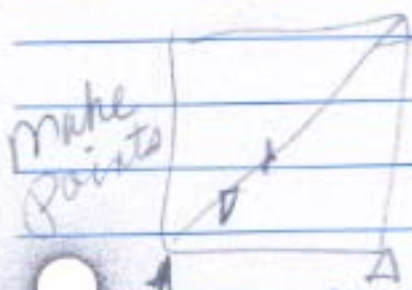
(RGB) pop up

Layers / Channels / Paths

↓ RGB
Red
Green
Blue

Curves: (TAT) that adjustment thingy

↓ color black pt = white pt
→ middle gray - on middle line



More contrast in what you are adjusting for

pull up - lighter
pull down - darker
Go back to RGB channels (2)

Subtle
Color shift
more precise