












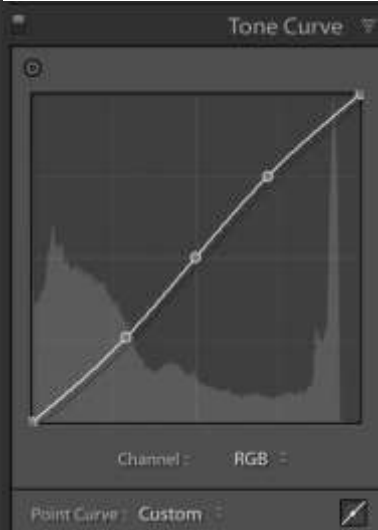
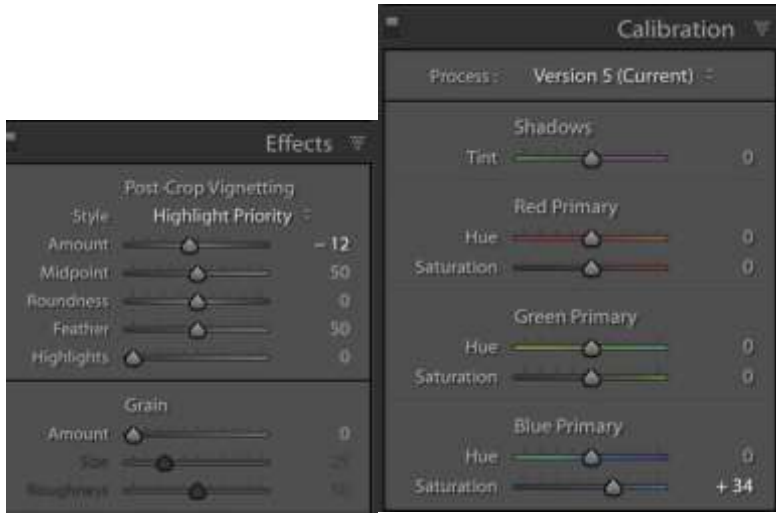




BEFORE	AFTER	<u>PROCESSING SUMMARY</u>
		<p><u>A20102 result 1</u>            Lovely sunset colours, but decided to do a mono conversion, using Nik Silver Efex, adding some contrast and structure.</p> <p>In LR:</p> <ul style="list-style-type: none"> <li>• Square crop</li> <li>• Increased luminance</li> <li>• Tone curve adjustments to increase tonal contrast</li> <li>• Added a vignette</li> </ul> <p>In Affinity Photo:</p> <ul style="list-style-type: none"> <li>• Cloned out ghosting around posts</li> <li>• Cloned out white building on hillside</li> </ul> <p>Back in LR:</p> <ul style="list-style-type: none"> <li>• Slight tone curve adjustments</li> </ul>
		<p><u>A32156 result 1</u>            Initial editing in LR:</p> <ul style="list-style-type: none"> <li>• Minor shadow and highlight adjustments</li> </ul> <p>In Affinity Photo:</p> <ul style="list-style-type: none"> <li>• Cloned out background riders behind 3 left-hand riders</li> <li>• Cloned out steps in background</li> </ul> <p>In LR:</p> <ul style="list-style-type: none"> <li>• Cropped image down to 3 riders</li> </ul> <p>In Nik Color Efex:</p> <ul style="list-style-type: none"> <li>• Detail Extractor – used control points to enhance detail on sand</li> </ul> <p>Back in LR:</p> <ul style="list-style-type: none"> <li>• Adjustment brush to darken areas on sand to enhance track marks</li> <li>• Tone curve adjustments to increase contrast</li> <li>• Increased clarity, Slight vignette added</li> </ul>

BEFORE	AFTER	<u>PROCESSING SUMMARY</u>
<p>CH2</p> 	 	<p><b>TWO FOR THE PRICE OF ONE!!</b></p> <p>CH2 after result 2                      Processed in Lightroom</p> <ul style="list-style-type: none"> <li>• Used Auto adjust initially but decided to reset the Exposure to 0.0</li> <li>• Applied Clarity +30, Vibrance +25 &amp; Dehaze +12</li> <li>• Using the Brush tool I reduced the Highlights -55 in the sky</li> <li>• Applied the preset Punch</li> <li>• Lens correction - applied Enable Profile Corrections</li> <li>• Lifted the Shadows +60 at the base of four trees in the foreground</li> <li>• HSL - reduced the blue Saturation -100 to remove the blue from the mist</li> <li>• Used the Brush tool to darken the fallen tree at the centre of the image Exposure -1.5, Highlights -100</li> </ul> <p>Sharpening - Amount 40, Radius 0.5, Detail 35</p> <p>CH2 after result 3</p> <p>Imported into Lightroom &amp; converted to monochrome in Silver Efex Pro</p> <ul style="list-style-type: none"> <li>• Imported into Lightroom - no adjustments were made</li> <li>• Edited in Silver Efex Pro to convert to mono using preset Full Contrast &amp; Structure - no other adjustments</li> <li>• Back in Lightroom - Adjusted Blacks +37, Texture +30, Clarity +30, Vibrance +25</li> <li>• Applied Medium Contrast</li> </ul> <p>Sharpening - Amount 40, Radius 0.5, Detail 35</p>

BEFORE	AFTER	PROCESSING SUMMARY
		<p>Result 1</p> <ol style="list-style-type: none"> <li>1) Duplicate layer - change blending mode to screen.</li> <li>2) Blur - Radial Blur - 100, zoom, best - lined up centre with roughly where sun is coming through. This adds subtle sun ray effect</li> <li>3) Colour Efex - Added fog layer and sunlight</li> <li>4) Silver Efex - Grad ND (EV-1)</li> <li>5) Dodge and burn by - Copying layer, fill in with 50% gray, changing to Soft Light overlay then using a brush at 10% opacity.</li> <li>6) Crop to 16:9</li> </ol>
 <p>8507</p>		<p>result 1</p> <p>Processed in Lightroom with Photoshop modifications where indicated</p> <ul style="list-style-type: none"> <li>• Used Auto adjust - Exposure +0.18, Contrast +7, Highlights -54, Shadows +41 Whites +50, Blacks -4, Clarity +30, Vibrance +15</li> <li>• Cropped to remove roof on the right up to &amp; including the telegraph pole</li> <li>• Cropped some from the base to remove some of the slightly out of focus rock bottom left</li> <li>• Using Brush tool I darkened what remained of the rock Exposure -0.9</li> <li>• Using brush tool I lifted the Shadows +100 on the rocks</li> <li>• Applied the preset Punch</li> <li>• In Photoshop I cloned out all of the wires in the sky</li> <li>• In Photoshop I cloned out the remainder of the roof on the right</li> <li>• Back in Lightroom I reduced the overall Exposure 0.25 and lifted the Shadows +30</li> <li>• Sharpening - Amount 40, Radius 0.5, Detail 35</li> </ul>




BEFORE	AFTER	PROCESSING SUMMARY
 <p>TB 002</p>		<p>[Editor 1] processed mainly in Lightroom and with some distractions removed in Photoshop. I've also attached screen shots of the global adjustments made in Lightroom. The first thing I did was to crop the image and adjust the white balance. I also made a few local adjustments; I added a neutral density filter to the sky, a brush to the left hand cliff to lighten it a bit and increase the texture, and a brush to darken the flat foreground area in the centre. The image certainly looks better, although the sky is still very bright! Maybe someone with more knowledge of PS than I could do even better!</p>  

BEFORE	AFTER	PROCESSING SUMMARY
		
		<p>[Editor 2] Processed mainly in Lightroom with Photoshop modifications where indicated</p> <ul style="list-style-type: none"> <li>• Added Graduated filter to foreground to increase exposure and clarity</li> <li>• Added 3 separate Radial filters to sky to reduce highlights</li> <li>• Adjusted White balance Temp. 6150 &amp; Tint +14</li> <li>• Darkened stoney area at base of image</li> <li>• Cropped top, bottom and left hand side</li> <li>• Added Strong Contrast</li> <li>• In Photoshop added additional cloud to balance the sky</li> <li>• In Photoshop removed people from rocks and cars top right of the image</li> <li>• Sharpened image</li> </ul>




BEFORE	AFTER	<u>PROCESSING SUMMARY</u>
		<p><b>[editor 3]</b></p> <p>My first impressions on receiving this image, although it was dark and under exposed , was yes, I can make something of this. Straight away in my mind it was going to be a monochrome conversion.</p> <p>Entered the Raw file to find that the sky within the image was heavily blown out. No problem!!</p> <p>I clicked the Auto button to see how that would handle the exposure, very well indeed. I tend to use these settings as my base line. I write down all these figures (+ or - and %) and then make my own adjustments to suit, again recording these settings alongside the originals ..... which I have recorded. I adjusted the Hue and Saturation and tweaked some colours. Plus lens correction . I used a graduated filter over the sky to try and balance the sky, adjusted the exposure accordingly. I did not use a curve adjustment at this stage. Even though I am going to convert this image to mono it is critical to establish the BEST COLOUR version as is possible. I need to extract all that hidden detail within the Raw file. Clicked the OK button into Photoshop CC and SAVED the file.</p> <ul style="list-style-type: none"> <li>• CTL + J = new layer, namely ... Remove distractions. I removed a series of trees on the top right ridge and some people, cars, buses on a lower ridge that were distracting with the Clone Stamp Tool. Also in the bottom left hand corner I removed a cluster of stones.</li> <li>• Used the Graduated tool/ foreground to transparent at 20% opacity and from the top of the image, holding the Shift key down to ensure it was vertical dragged the graduation down the top of the main rock formation. Again did this to balance out the sky, to dampen down light on the left-hand side of the sky.</li> <li>• I still wanted to extract more out of the Raw file; so Filter, Nik, Color Efex Pro 4, then Tonal Contrast, my settings High 2%; Mid 20% Shadows 2% and Sat 17%. I wanted to boost the greenery so increased Saturation to that. The</li> </ul>






BEFORE	AFTER	<u>PROCESSING SUMMARY</u>
		<p>Mid tones brought out the strata in the rocks. I would normally work with the followings, Highs 0%, Midtones 15% to 18%, Shadows and Sats 0%.</p> <ul style="list-style-type: none"> <li>• I wanted to push the details a little more, so; Detail Extractor at Detail Extractor 19%, Contrast 6% and Saturation 5%. Happy with that, colour image looking so much better.</li> <li>• SAVE and then look to converting to Mono.</li> <li>• At this stage I always merge all my previous layers into one; ie in Photoshop terms known as Stamp Visible, so, Hold down the following keys; CTL + ALT+ SHIFT + E. A new layer will appera, caled New Layer 1 rename Stamp Visible OR MERGED if it rings better.</li> <li>• Then Filter, Silver Efex Pro 2 to convert the image to mono. Selected #24 ... ??? and clicked the Blue circle filter. I added a Control Point over the heavy clouds of the left, increasing the Brightness and lowering the Contrast. Last adjustment in Silver Efex and then clicked OK. Hence new layer , Silver Efex Pro 2.</li> <li>• Then I used an Action I have to create Dodge (to lighten changing foreground colour to White) and Burn (to darken and changing foreground colour to Black) layers, they have 50% grey. Then using a Brush of various sizes and lowered the Flow to suit the Brush stroke.</li> <li>• Remove Dust Spots</li> <li>• No sharpening</li> <li>• Realised the sky was too dominant so cropped accordingly. Cropped Sky down by half and in a touch on the right-hand side.</li> </ul>


BEFORE	AFTER	PROCESSING SUMMARY
 <p>CH3</p>		<p>[Editor 1] Opened in Affinity photo Develop persona adjusted exposure for sky then develop image. Then open raw file again in develop persona and adjust exposure for foreground changed white balance develop image. Open both images and select sky image and copy and past on to foreground. Changed blending mode of sky to soft light</p>
		<p>[editor 2] Chrome Hill - Processed totally in Lightroom</p> <ul style="list-style-type: none"> <li>• Cropped top and base</li> <li>• Added Graduated filter to foreground Exposure +1.0, Clarity +30, Dehaze +11</li> <li>• Adjusted White balance Temp. 6150 &amp; Tint +9</li> <li>• Adjusted Exposure +0.5, Contrast +6, Highlights -70, Shadows +70 Whites +24, Blacks +16, Vibrance +16</li> <li>• Removed white building on far left of image</li> <li>• Added Medium Contrast</li> <li>• Sharpened image</li> </ul>





BEFORE	AFTER	<u>PROCESSING SUMMARY</u>
		<p>[Editor 3] Initial editing was done in Lightroom:</p> <ul style="list-style-type: none"> <li>• Increase sliders for exposure, shadows, clarity, vibrance, luminance smoothing; reduce highlights</li> <li>• Rotate slightly clockwise to make horizon more level</li> <li>• Add grad in sky to reduce exposure and highlights</li> <li>• Tone curve adjustments to add more contrast to highlight and shadow areas</li> <li>• Attempted to reduce bright areas along track on right</li> </ul> <p>In Affinity Photo:</p> <ul style="list-style-type: none"> <li>• Cloned out white house on left, pale vegetation in bottom left, toned down puddles near large tree and bright areas along track</li> <li>• Cloned out flare spots</li> <li>• Dodging and burning on rays from sun, and recession of hilltops in top right to emphasise mist</li> </ul> <p>In Lightroom:</p> <ul style="list-style-type: none"> <li>• Darkened base of image, lightened parts of hillside</li> <li>• Increased clarity</li> <li>• Increased luminance on HSL sliders (orange, green, aqua, blue)</li> </ul> <p>In Color Efex</p> <ul style="list-style-type: none"> <li>• Brought out detail and added saturation in Detail Extractor</li> </ul>
<p>5653</p> 		<p>[editor 1]</p> <p>Lakes oct 18-5653-MA Processed mainly in Lightroom with one Photoshop modification where indicated</p> <ul style="list-style-type: none"> <li>• Straightened image slightly and cropped top and right side</li> <li>• Adjusted Blacks +17 &amp; Shadows +60</li> <li>• Added Vibrance +10 &amp; Clarity +30</li> <li>• Added Graduated filter on sky to add Saturation +30</li> <li>• Added Medium Contrast</li> <li>• In Photoshop removed the building/construction site right hand side of image</li> <li>• Sharpened image</li> </ul>



BEFORE	AFTER	PROCESSING SUMMARY
		<p>[Editor 2] <b>Image Details:- lakes oct 18-5653 cr2 raw.psd</b></p> <p>Beautifully composed image, would have preferred a little more space on the left-hand side - to see more of the last boat. However, histogram beautifully balanced.</p> <ul style="list-style-type: none"> <li>• Opened image in RAW ... clicked Auto and changed White Balance to Cloudy (6500) to warm up the image a bit. checked all other settings and manually adjusted them to suit. (Have settings should you require.)</li> <li>• Ctl +J new layer = Remove Distractions ... using Clone Tool removed white building on right, also white life jackets on top of large boat.</li> <li>• Save .... check for dust spots</li> <li>• Ctl+Alt+Shift+E = Merge all previous layers. New Layer 1 called Stamp Visible.</li> <li>• Filter, Color Efex Pro 4 - Tonal Contract (have details) and then Detail Extractor (again have details) click OK</li> <li>• Save .... then Filter, Color Efex again then Viveza 2 to add more impact to water. (have details)</li> <li>• Save .... then Stamp Visible again.</li> <li>• then new adjustment layer .... New layer called Create Pink Hue on water. Use Eye Dropper Tool and click on Pink section of clouds. Select B = Brush Tool, WHITE as Top colour and Flow at 6%. Brush over selected parts of water to give a subtle hint of pink on water.</li> <li>• Save.</li> <li>• Set image size and 2 pixel grey border</li> </ul>

BEFORE	AFTER	PROCESSING SUMMARY
		<p><b>IMAGE 5653 RESULT 3</b>  <b>POST-PROCESSING SOFTWARE</b> (Photoshop and Nik – Viveza/Color Efex Pro + Silver Efex.)</p> <p><b>INITIAL THOUGHTS – PRE-VISUALISATION</b></p> <ul style="list-style-type: none"> <li>• Mono with a crop could be interesting;</li> <li>• Dodge and burn to draw the eye?</li> </ul> <p>• Thank you for sharing, a classic location captured at a good time of day, no post-processing challenges that I would expect to have – it looks great;          Post-processing:</p> <ul style="list-style-type: none"> <li>• via Viveza/Color Efex, amplify vibrance and contrast etc to taste prior to taking into Silver Efex – bold colours hopefully help the conversion;</li> <li>• a Silver Efex preset to convert to mono – with specific adjustments to suit;</li> <li>• back into Color Efex and apply some graduated ND filters, both top and bottom;</li> <li>• dodge and burn to taste – to the trees and hills; foreground and boats; importantly for me is the larger boat, reflection and some of the water;</li> <li>• a curves adjustment layer to finish off, to add even more contrast to taste!</li> <li>• crop to the sky – even more than shown here works for me, to the bottom and rhs.</li> </ul>


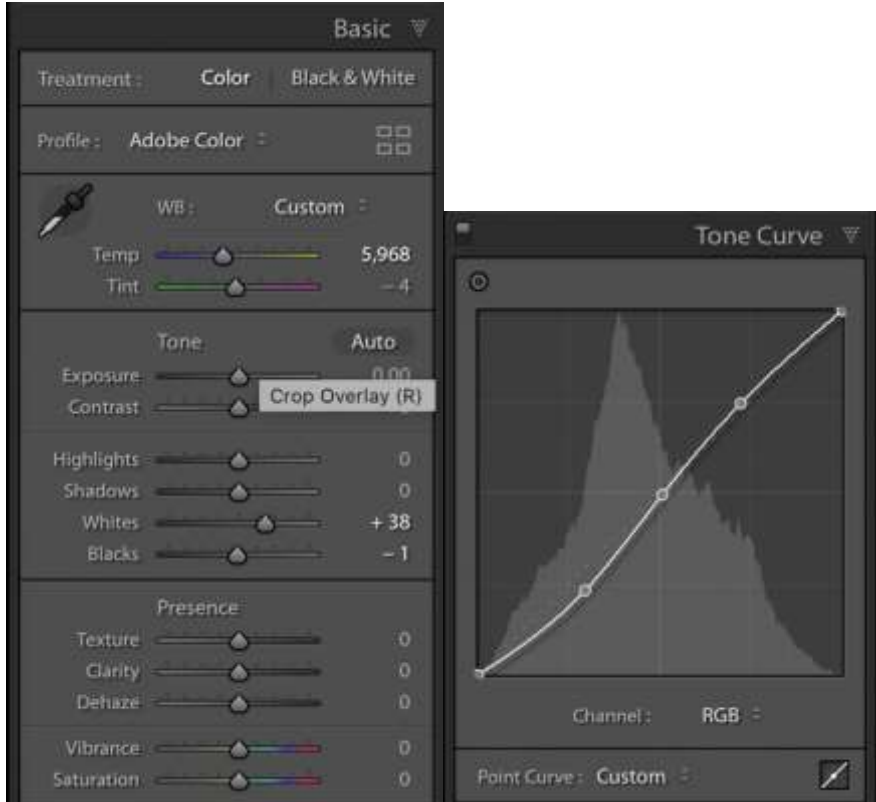
BEFORE	AFTER	<u>PROCESSING SUMMARY</u>
		<p>A pleasure to play with, thanks. I would consider taking out the 2no. wooden planks/walkways; the life rafts ontop of the launches – for a comp entry say (?).</p>
<p><b>V7A2134</b></p> 		<p><b>V7A2134</b></p> <p>I cropped the image down to the central group of riders/horses to remove some distractions and focus on the main subject of interest. Unfortunately there was little I could do to regain sharpness - I liked the feeling of movement but was hoping the front rider would have been sharper.</p> <p>I made a few adjustments in Lightroom to bring highlights down, and to increase clarity and vibrance; also to add a vignette.</p> <p>In Affinity Photo I tried to clone out or at least reduce the light blocks across the image - not sure what had caused them.</p>



BEFORE	AFTER	PROCESSING SUMMARY
<p><b>TB003</b></p> 		<p><b>Processed in lightroom</b></p> <p>Dehaze preset- maximum</p> <p>Cropping</p> <p>White balance-temperature 5488, tint + 7</p> <p>exposure +0.14</p> <p>highlights -39</p> <p>shadows +50</p> <p>White -35</p> <p>Blacks -4</p> <p>clarity +60</p> <p>vibrance +21</p> <p>graduated filter to sky</p> <p>Split toning:</p> <p>highlights-Hue 59, saturation 54</p> <p>shadows-hue 209, saturation 13</p> <p>sharpening and noise reduction</p>









BEFORE	AFTER	PROCESSING SUMMARY
<p><b>A12346</b></p> 		<p><b>Reviewer 2</b>  <b>Procedure by</b></p> <ul style="list-style-type: none"> <li>• Well balanced histogram .... Dirty sensor or lots of water droplets on the lens!</li> <li>• Adjusted White Balance to Cloudy and then clicked Auto and then make my own adjustments to suit (have details). Save</li> <li>• Levelled horizon.</li> <li>• Created Levels layer and adjusted to suit.</li> <li>• Created Curves layer and adjusted to suit.</li> <li>• Save.</li> <li>• Clt+Alt+Shift+E = new layer = Stamp Visible.</li> <li>• Filter, Nik - Color Efex Pro 4 ... Tonal Contract (have details) and then Detail Extractor (again have details) click OK</li> <li>• Remove Spots.</li> <li>• Save</li> <li>• Stamp Visible again.</li> <li>• Sharpen foreground rocks ONLY. Use Lasso Tool to create selection then High Pass at 8% etc. (have details of procedure)</li> <li>• Save</li> <li>• No Dodge and Burn</li> <li>• Set image size and 2 pixel grey border etc.</li> <li>• Save.</li> </ul>






BEFORE	AFTER	PROCESSING SUMMARY
		<p><b>Reviewer 1</b></p> <p>Please find attached processed image A12346 and screenshots from Lightroom. I also did quite a few local adjustments and removed a few distractions - including sensor spots in Photoshop. I've also cropped just a small amount of sky.</p> 

BEFORE	AFTER	PROCESSING SUMMARY
		<div data-bbox="1106 255 1771 616"><div><div>HSL/Color</div><div><div>Hue</div><div>Saturation</div><div>Luminance</div><div>All</div></div><div><div>Saturation</div><div>Red0</div><div>Orange+36</div><div>Yellow+11</div><div>Green0</div><div>Aqua0</div><div>Blue0</div><div>Purple0</div><div>Magenta0</div></div></div><div><div>Calibration</div><div><div>Process</div><div>Version 5 (Current)</div></div><div><div>Shadows</div><div>Tint0</div><div>Red Primary</div><div>Hue0</div><div>Saturation+10</div><div>Green Primary</div><div>Hue0</div><div>Saturation0</div><div>Blue Primary</div><div>Hue0</div><div>Saturation+40</div></div></div></div>
		<div data-bbox="1153 655 2069 1249"></div> <p data-bbox="1106 1286 2107 1353">I first used Topaz AI Clear High/Low to reduce noise. I tried to sharpen at the end of this image processing but it introduced too many digital artifacts.</p>

BEFORE	AFTER	<u>PROCESSING SUMMARY</u>
<p><b>TB001</b></p> 		<p>cropped to remove post at top left and put figure on thirds                      highlights -67                      shadows -100                      set saturation to -100 on all colour sliders in HSL panel                      colour temperature set to 3786                      dehaze 14%                      highlights -100                      White -16                      Black -71                      clarity +44                      sharpening 25                      noise reduction luminance 20</p>
<p><b>R2R 29 3 2</b></p> 		<p>Just a bit of a crop....</p>

BEFORE	AFTER	PROCESSING SUMMARY
<p><b>R2R 29 3 4</b></p> 		<p><b>INITIAL THOUGHTS – PRE-VISUALISATION</b></p> <p>Backlit, very limited colour palette (love it), possibly too many footprints, too central?, love the space around the figures – would love more negative space – moving the couple more off-centre, more space to the bottom or top of the image?;</p> <p>Simplify, lots of “meaning” or messages could be offered by a final RESULT, use the limited colours (mono is an obvious choice – but love the specular highlights in colour), balance the dark corner – top right – with a dark bottom left?, love the highlight from the water but need to balance the figures with the use of some dodging to draw the eye to the main subject?</p> <p><b>POST-PROCESSING (Photoshop and Color Efex Pro)</b></p> <p>Composition – take the couple more off-centre – I’ve gone for adding to the image on the RHS. Content aware fill.</p> <p>Remove all but the required footprints to be used, and any other elements as required. Spot healing and clone stamp.</p> <p>Duplicate layer and flip horizontally to achieve the desired footprint pattern – clone stamp them into the required position – use of a mask as required.</p> <p>Clone a few more specular highlights into the heart?</p> <p>Dodge and burn – lighten inside the heart – top only? Darken bottom LHS to achieve the above-mentioned balance etc etc. – darken the bottom edge – overall impression is the light is flooding the scene from the top and fading away? Burn figures – heart – footprints as required? Dodge the specular highlights as required.</p> <p>Soften the overall image possibly except for the couple?</p> <p>Overall blue tone added - but around the couple has a very subtle warm tone added.</p> <p>Sharpen as required.</p> <p><b>OPTIONS and/or PROGRESSION</b></p> <p>A title and matching associated post-processing could be key to a comp entry.</p> <p>Mono is an obvious option for a way forward.</p>

BEFORE	AFTER	PROCESSING SUMMARY
		Composition options aplenty here as is any “message” in a final RESULT. Hand-in-hand into the sunset.....
<b>S9369</b> 		<p>screenshot of the basic panel adjustments in Lightroom. I also used a local adjustment to darken the area around the bird and then removed a few things in Photoshop</p> 





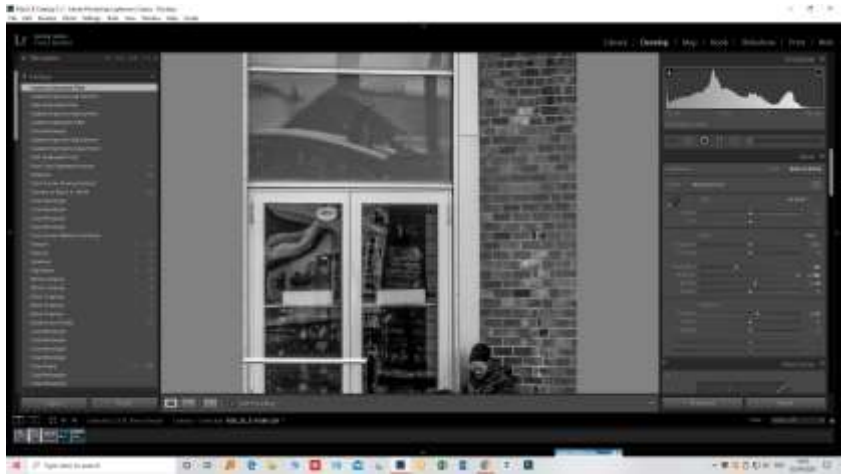
BEFORE	AFTER	PROCESSING SUMMARY
		 <p data-bbox="1104 770 1944 834">I first used Topaz AI DeNoise/Auto and, finally, I used Topaz Sharpen AI/Stabilize/Auto (all the Lr processing was in between).</p> <p data-bbox="1104 882 1944 914">My tight cropping shows my views on what I would want the viewer to see.</p>






IMAGE BEFORE	IMAGE AFTER	PROCESSING SUMMARY
 <p>2759</p>		<p>result 1 Processed in Lightroom with Photoshop modifications where indicated</p> <ul style="list-style-type: none"> <li>• Used Auto adjust Exposure 1.47, Contrast +0.5, Highlights -70, Shadows +62, Whites -18, Blacks -6, Vibrance +15, Saturation -3</li> <li>• Cropped left side to remove partial image of girl</li> <li>• I then adjusted the Whites +15 &amp; Clarity +30</li> <li>• In Photoshop I cloned out the distracting light to the left of the spiral pillar</li> <li>• In Photoshop I cloned out the distracting rubbish on the floor to the far left</li> <li>• In Photoshop I cloned out the two bicycles and the blue sheet at the base of the spiral pillar</li> <li>• In Photoshop I copied lights from the top to cover where I had removed the bicycles</li> <li>• In Photoshop cloned some of the base below the lights in the centre of the image to the left to tidy it up</li> <li>• Back in Lightroom I reduced the Exposure -0.25 and the Shadows -60</li> </ul>
		<p>Result 2      In LR:</p> <ul style="list-style-type: none"> <li>• Brought out shadows</li> <li>• Set white balance to cloudy &amp; altered temperature and tint slightly</li> <li>• Reduced highlights</li> <li>• Cropped to portrait to eliminate the boy on the right as they were both looking out of frame</li> <li>• Preset sharpen faces</li> </ul> <p>In Affinity Photo: Cloned out cycles on left</p> <p>Back in LR:</p> <ul style="list-style-type: none"> <li>• Toned down blue highlights in top right</li> <li>• Reduced highlights</li> <li>• Increased glow on face with radial filter</li> <li>• Increased clarity</li> <li>• Added slight vignette</li> </ul>




IMAGE BEFORE	IMAGE AFTER	PROCESSING SUMMARY
<p>A38477</p> 		<p>Result 1 I cropped the image at the top to include the background trees, but then decided to crop even further to concentrate solely on the patterns in the sand.</p> <p>Basic editing in LR:</p> <ul style="list-style-type: none"> <li>• Moved black and white sliders to give full tonal range</li> <li>• Reduced highlights</li> <li>• Set white balance to cloudy</li> <li>• Recovered some of the shadows</li> <li>• Increased clarity and vibrance</li> <li>• Added graduated filter at base to reduce exposure &amp; add clarity</li> </ul> <p>In Color Efex:</p> <p>Detail Extractor – increased detail, contrast and saturation</p> <p>Back in LR:</p> <ul style="list-style-type: none"> <li>• Graduated filter at top to darken slightly</li> <li>• Tone curve adjustments to increase contrast</li> <li>• Increased luminance and vibrance</li> </ul>
<p>A38492</p>		<p>Result 2 In LR:</p> <ul style="list-style-type: none"> <li>• Crop angle to straighten</li> <li>• Cropped bottom to get stream to lead in from bottom right corner</li> <li>• Cropped top to get base of hills on thirds</li> <li>• Cropped right hand side to remove a light patch at base of clouds</li> <li>• Took highlights down</li> <li>• Increased white clipping &amp; clarity</li> <li>• Scenic sharpen preset</li> <li>• Graduated filter from top over sky to reduce highlights and exposure</li> </ul> <p>In Color Efex:</p> <p>Used Detail Extractor to increase detail, contrast and saturation</p>


IMAGE BEFORE	IMAGE AFTER	PROCESSING SUMMARY
		<p>Result 3</p> <ul style="list-style-type: none"> <li>• Opened in ACR in Photoshop . Changed Profile to Adobe Color and WB to Cloudy. Left as default, but changed many sliders to suit. Then used Graduated Filter over sky. Open and Save.</li> <li>• Used Levels and Curves to brighten whole image and create greater contrast on beach areas.</li> <li>• Cti+Alt+Shift+E = Stamp Visible.</li> <li>• Filter, Color Efex Pro 4. Used Tonal Contrast and Detail Extractor</li> <li>• Save.</li> <li>• Crop ... 16:9 ... brought base of crop up a tad on right-hand side corner as a better lead in and reduce depth of beach at base. Brought the sky down so that the sea sat on the thirds. What this also did was it brought the clouds and the mountain range more together and therefore mimicked the contours of each better.</li> <li>• Save.</li> <li>• Still not happy with crop, so cropped a further twice to improve flow and balance around the image.</li> <li>• Revealed two persons of the beach showing the quality of the lens!!!</li> <li>• Save.</li> </ul>




IMAGE BEFORE	IMAGE AFTER	PROCESSING SUMMARY
<p>A37628</p> 		<p>Result 1</p> <ol style="list-style-type: none"> <li>1) Spot healing brush to remove wind turbines</li> <li>2) Crop tool to straighten up image.</li> <li>3) Detail extractor in colour Efex - Nik Collection</li> <li>4) Wet Rocks in Silver Efex</li> <li>5) Dodge and burn by - Copying layer, fill in with 50% gray, changing to Soft Light overlay then using a brush at 10% opacity.</li> <li>6) Curve layer - S shape to give it a little more punch.</li> </ol>
		<p>Result 2</p> <p>Well balanced histogram and a good composition ... like the receding tide. The more I look at the post in the middle of the image my eye gets drawn to it ... therefore it will have to go! As will a number of turbines ... those that are too close together.</p> <ul style="list-style-type: none"> <li>• So to Photoshop and Raw. Click "Auto" then adjust settings individually, etc. etc. press Open.</li> <li>• Ctl + J = new layer, rename Remove posts and Turbines.</li> <li>• Apply Curves to provide a touch of darkness to the scene, especially the sea.</li> <li>• Ctl+Alt+Shift+E = Stamp Visible</li> <li>• Filter- Color Efex Pro 4 ... Tonal Contrast tweak settings accordingly.</li> <li>• Crop to reduce sky.</li> <li>• Save</li> </ul>





IMAGE BEFORE	IMAGE AFTER	PROCESSING SUMMARY
<p>A36300</p> 		<p>Result 1</p> <ul style="list-style-type: none"> <li>• processed in Lightroom 6 and silver fx</li> <li>• set white balance, set white and black points</li> <li>• clarity +40</li> <li>• enable lens profile</li> <li>• cropped slightly and set point curve to medium contrast</li> <li>• clicked B&amp;W tab to test for black and white potential, then in HSL tab adjusted saturation for all colours to -100, adjusted luminance in HSL tab to achieve desired effect as follows: red -50, orange -12 yellow -41, green -45 zero, blue -49, purple -19, magenta -70</li> <li>• readjusted highlight and dark tones until histogram just touching the edges</li> <li>• darkened sky using adjustment brush</li> <li>• in silver fx did more work on sky using control points</li> </ul>
<p>A38401</p> 		<p>Result 1</p> <p>Processed in Lightroom</p> <ul style="list-style-type: none"> <li>• set white balance</li> <li>• considered black-and-white and decided against</li> <li>• set black-and-white clipping points</li> <li>• applied dehaze preset, setting 22</li> <li>• further adjustments to highlights shadows and clarity</li> <li>• spot removal of orange buoys in water</li> <li>• applied preset: "full-spectrum"</li> <li>• exposure reduced slightly</li> </ul>


IMAGE BEFORE	IMAGE AFTER	PROCESSING SUMMARY
		<p><b>IMAGE 29-3-3 RESULT 2 POST-PROCESSING SOFTWARE (Photoshop and Color Efex Pro + Silver Efex.)</b></p> <p>INITIAL THOUGHTS – PRE-VISUALISATION</p> <ul style="list-style-type: none"> <li>• fabulous image for me, canal/warehouse/rain/rough sleeper. Industrial revolution v capitalism and social exclusion of today? LHS is very strong – taking shelter (with bottle)/closed door/modern glass panels above depicting opposites – reflection of times gone by v today’s living. A great capture;</li> <li>• what to show and what to leave out?;</li> <li>• end “Result” could be dark/challenging?;</li> <li>• lettering interesting – was it really that good back then?</li> <li>• How to make it simple – if that is important? Windows? Any message?? Sense of place/time-period/need/....</li> </ul> <p>AS-SHOT IMAGE:</p> <ul style="list-style-type: none"> <li>• Crop to show the old v the new;</li> <li>• via Color Efex, amplify vibrance and contrast etc to taste;</li> <li>• dodge and burn the blue brick/lettering/box surround;</li> <li>• in Silver Efex/photoshop – decided to “play” with the windows (OTT?) and a mono conversion;</li> <li>• decided to take out distracting elements/dodging and burning the brickwork to suit/extending brickwork to the top of the image (or a crop would work);</li> <li>• graduated ND filters to achieve a “moody” darkened down image;</li> <li>• a blue toned effect (midnight preset (50% say) in Color Efex) overall, but the “rough sleeper” retaining a warm tone.</li> </ul>







IMAGE BEFORE	IMAGE AFTER	PROCESSING SUMMARY
	<div></div>	





IMAGE BEFORE	IMAGE AFTER	PROCESSING SUMMARY
		<p><b>R2R 29 3 3 after result 1      Processed in Lightroom</b></p> <ul style="list-style-type: none"> <li>• Transform - using Guide option - 3 guide lines drawn to correct the perspective</li> <li>• Cropped all sides to isolate the Food/Drink/Cheer sign and the vagrant</li> <li>• Used Tone - Auto Exposure +0.15, Contrast +7, Highlights - 59, Shadows +33, Whites +50, Blacks -24, Vibrance +20, Saturation +6</li> <li>• Re-adjusted Blacks -9</li> <li>• Added Medium Contrast</li> <li>• Added Preset - Punch</li> <li>• Sharpening - Amount 40, Radius 0.8, Detail 35</li> </ul>
	 <p>IMAGE    A38502 RESULT 1</p>	<p><b>POST-PROCESSING SOFTWARE (Photoshop and Nik – Viveza/Color Efex Pro + Silver Efex etc.)</b></p> <p>INITIAL THOUGHTS – PRE-VISUALISATION</p> <ul style="list-style-type: none"> <li>• it looks great, would be lovely to walk around that water(?), a big sky could work;</li> <li>• mono with a crop could be interesting;</li> <li>• dodge and burn to increase the drama?</li> <li>• Post-processing:</li> <li>• via Viveza/Color Efex, amplify vibrance and contrast etc to taste prior to taking into Silver Efex;</li> <li>• a Silver Efex preset to convert to mono – with specific adjustments to suit;</li> </ul>





IMAGE BEFORE	IMAGE AFTER	PROCESSING SUMMARY
		<ul style="list-style-type: none"> <li>• dodge and burn to taste – adding to the light and deepening the shadows works for me;</li> <li>• crop to the foreground, add to the sky and content aware fill.</li> </ul> <p>Big sky and lovely lighting – wish I was there!</p>
		







IMAGE BEFORE	IMAGE AFTER	PROCESSING SUMMARY
		<p>6155 after result 1      Processed in Lightroom</p> <ul style="list-style-type: none"> <li>• Cropped from left and top to put the rock on the thirds, also by removing some of the sky it moved the horizon from the centre of the image</li> <li>• Used Tone - Auto Highlights -75, Shadows +63, Whites +13, Blacks -20, Vibrance +7, Saturation -6</li> <li>• Changed Blacks +19, Shadows +85</li> <li>• Added Graduated filter on the foreground - Exposure +1, Highlights +75, Shadows +20</li> <li>• HSL - Increased Luminance in Blue +70 to whiten the snow</li> <li>• Added Radial filter to left area of the sky to darken the blue slightly to compensate for the increase in its Luminance, used Exposure -0.5</li> <li>• Added the Preset - Punch</li> <li>• Sharpening - Amount 40, Radius 0.8, Detail 35</li> </ul>
		<p>5818 after result 1      Processed in Lightroom and Photoshop</p> <ul style="list-style-type: none"> <li>• Imported into Lightroom</li> <li>• Transform - using Guide option - 2 guide lines drawn to correct the perspective</li> <li>• Cropped left and right sides</li> <li>• Used Tone - Auto Exposure +0.13, Contrast +7, Highlights -74, Shadows +48, Whites +10, Blacks -25, Vibrance +15</li> <li>• Reduced Blacks -10</li> <li>• Transferred to Photoshop - used Fill with Content Aware to fill in the blank areas of sky left by the perspective correction</li> <li>• Used Fill with Content Aware to remove the grass at the base</li> <li>• Cloned out vehicles and people</li> <li>• Back in Lightroom - Sharpening - Amount 40, Radius 0.8, Detail 35</li> </ul>




IMAGE BEFORE	IMAGE AFTER	PROCESSING SUMMARY
		<p>V7A4458 after result 2                      Processed in Lightroom and Photoshop</p> <ul style="list-style-type: none"> <li>• Imported into Lightroom</li> <li>• Used Tone - Auto Exposure +0.15, Contrast +6, Highlights -58, Shadows +42, Whites +12, Blacks -28, Vibrance +1, Saturation -1</li> <li>• Applied Profile - Adobe Landscape</li> <li>• Applied Lens Correction - Enable Profile Corrections</li> <li>• Added Graduated filter on sky - Exposure -1 then used brush tool to remove the filter from the mountains</li> <li>• Using Brush tool I increased the Whites +50 on the cottage</li> <li>• Transferred to Photoshop - Cloned out the car</li> <li>• Back in Lightroom - Used Preset Punch</li> <li>• Applied Dehaze +10</li> <li>• Sharpening - Amount 40, Radius 0.8, Detail 35</li> </ul>
		<p><u>V7A4458 result 1</u></p> <p>In LR:</p> <ul style="list-style-type: none"> <li>• Adjusted white clipping</li> <li>• Took highlights down</li> <li>• Increased vibrance &amp; clarity</li> <li>• Scenic sharpen preset</li> <li>• Graduated filter from top over sky to reduce highlights and exposure</li> <li>• Tone curve adjustments to increase contrast</li> </ul> <p>In Affinity Photo Cloned out car on left</p> <p>In Nik Color Efex: Used Detail Extractor to increase detail, contrast and saturation</p> <p>In LR</p> <ul style="list-style-type: none"> <li>• Cropped a little off left and top</li> <li>• Luminance smoothing</li> <li>• Another grad in sky</li> <li>• Slight tone curve adjustments to enhance contrast</li> </ul>



IMAGE BEFORE	IMAGE AFTER	PROCESSING SUMMARY
		<p>A 20116 Result 1</p> <p>Initial observations: nice foreground-want to emphasise that; bring out detail in the clouds and move so that it is not on the halfway point</p> <p>Processed in Lightroom</p> <ul style="list-style-type: none"> <li>• enable lens corrections</li> <li>• set white balance with eyedropper</li> <li>• decided to crop sky rather than foreground to move the waterline, and cropped left slightly to put rock in middle-distance on the thirds, further adjusted crop leaving a boulder in each bottom corner</li> <li>• set white and black points</li> <li>• clarity+40, vibrance +19</li> <li>• Tone curve: highlights -47, lights -39, darks -53, shadows -58, point curve set to "medium contrast"</li> <li>• selected black-and-white tab and decided process in mono;</li> <li>• back to colour temperature, checked both extremes and selected extreme right (50,000)</li> <li>• sharpening 25 with masking at 81</li> <li>• took into silver efex: set control points in sky to emphasise clouds and increased midtone structure</li> <li>• added vignette</li> </ul>







IMAGE BEFORE	IMAGE AFTER	PROCESSING SUMMARY
		<p>V7A5689 Result 1 processed in Lightroom, and finishing touches in Colour Efex</p> <ul style="list-style-type: none"> <li>• lens corrections</li> <li>• set white balance with eyedropper</li> <li>• tricky to crop; decided to lose the snow reflection in the lake, keeping high tones only at the top of the image; cropped in from the right putting large tree as a stopper at the right hand edge of the image; cropped from left to put the first set of buildings on the thirds</li> <li>• tonal adjustments: highlights -100, shadows +88, blacks -19</li> <li>• presence: clarity +40, vibrance +27, saturation +13</li> <li>• noise reduction: 21 luminance, detail 50</li> <li>• opened in colour efex , detail extractor on hillside and darkened sky, upper left</li> </ul>
		<p>4799 after Result 1 processed in Lightroom</p> <ul style="list-style-type: none"> <li>• enabled profile corrections</li> <li>• cropped to letterbox shape with person on towpath on the thirds</li> <li>• used “transform” to adjust vertical perspective, then cropped to remove white space</li> <li>• further cropped to reduce sky and large tree as a stopper on right hand side</li> <li>• adjusted Tone curve: highlights -22 lights -8 darks +20 shadows +7, point curve medium contrast</li> <li>• applied preset “warm fill pop”</li> <li>• noise reduction 20</li> <li>• opened in Photoshop elements to clone out debris and litter bin on left of the image</li> <li>• back in Lightroom, graduated filter to darken the sky</li> <li>• added radial filter over figure on left bank of river</li> </ul>








IMAGE BEFORE	IMAGE AFTER	PROCESSING SUMMARY
		<p>5109 after result 1      Processed in Lightroom</p> <ul style="list-style-type: none"> <li>• Straightened horizon and cropped from the right to remove the object on the shoreline</li> <li>• Used Tone - Auto Exposure +0.23, Contrast +6, Highlights -34, Shadows +40, Whites +19, Blacks -40, Vibrance +13</li> <li>• Further adjusted Blacks to +19</li> <li>• Removed large dust spot from the sky</li> <li>• Used Brush tool on the right hand side of the boats hull to lift the Shadows +29</li> <li>• Used the Brush tool to add texture to the pebble beach Texture +100, Contrast +100</li> <li>• Cloned out distracting wave to the left of the seagull flying over the sea</li> <li>• Added a Graduated filter to the sky Exposure -0.25, Whites +13</li> <li>• Sharpening - Amount +100, Radius 0.8, Detail 35</li> </ul>
		<p>5109 after result 2      Processed in Lightroom</p> <ul style="list-style-type: none"> <li>• I took the processed image "5109 result 1" and converted it to Monochrome in Lightroom</li> <li>• I added an overall blue filter by adjusting the Black &amp; White Mix to Blue -100</li> <li>• Used the Brush tool slightly lighten the blacks on some parts of the right hand side of the boats hull Blacks +5</li> </ul>

IMAGE BEFORE	IMAGE AFTER	PROCESSING SUMMARY
		<p>6268 after result 1      Processed in Lightroom</p> <ul style="list-style-type: none"> <li>• Transform - using Guide option - 2 guide lines drawn to correct the verticals</li> <li>• Cropped from the left and bottom to remove chairs and so that the black curved flooring now runs from the bottom right corner</li> <li>• Used Tone - Auto Exposure -0.18, Contrast +6, Highlights -64, Shadows +59, Whites +26, Blacks -21, Vibrance +15</li> <li>• Further adjusted Blacks +17, Whites +5</li> <li>• Sharpening - Amount +100, Radius 0.8, Detail 35</li> </ul>
		<p>4814 after result 1      Processed in Lightroom</p> <ul style="list-style-type: none"> <li>• Transform - using Guide option - 3 guide lines drawn to correct the verticals</li> <li>• No need to crop as the Transform removed the vignette top left plus car &amp; small boat far left. The added advantage is that the balustrade now runs from the bottom left corner</li> <li>• Used Tone - Auto Exposure +0.32, Contrast +7, Highlights -59, Shadows +45, Whites +25, Blacks -16, Vibrance +15</li> <li>• Further adjusted the Blacks +13</li> <li>• Cloned out the person in pink on the bridge</li> <li>• Applied the Preset - Punch</li> <li>• Sharpening - Amount +40, Radius 0.8, Detail 35</li> </ul>