

### Isolate building against sky to simulate HDR (High Dynamic Range)

#### OPEN FILE

- > You can see that this Canon picture is tilted slightly. We want to clean it up and sharpen
- > Check pixel dimensions 4272 pixels x 2848 pixels. What's the significance of these numbers?
- > Observe that the image seems to be a very dark foreground against a much light background
- > This is perfect for making a **mask**
- > **Copy layer** once - using either of methods and **Command-Delete** background to white
- > **Copy layer** twice

#### CREATE BLACK & WHITE MASK USING CHANNELS

- > Go to **channels** and identify the channel with the greatest contrast
- > The channel w the greatest contrast at the start will be easiest to turn into a b&w mask
- > Should be red channel. Copy it to create **red channel copy**
- > Take the eyedropper tool and sample a light portion of the sky so this becomes your foreground
- > BEFORE we bring up our levels, we want to paint the obvious areas so as reserve potential
- > Paint sky with your light foreground color without touching the dark areas
- > Switch foreground and background colors
- > Paint darker areas with black background color (which you've just switched to foreground)
- > We've used as much potential by painting to create black & white mask
- > Try to leave the windows light gray or medium gray (that's means they'll be only part transparent)
- > Last step... bring up **levels** and clamp the black and white points by dragging potential inward
- > Basically you're telling PS to have a very very small range of black-to-white rather than 256 choices
- > We now have a black & white mask except for the windows which are shades of gray
- > **Invert** it so that the building and foreground are white
- > Select the white portion using button at bottom

#### RETURN TO LAYERS AND MASK THE IMAGE

- > You've selected the white portion. The black portion will not transfer. It will be perfect transparency
- > Activate the layer you want to mask
- > With the crawling ants selection still going, click on the mask button at bottom of layers palette
- > You've isolated the building and foreground and made transparency for sky

#### OVERLAY THE MASKED LAYER WITH THE ORIGINAL LAYER

- > You should be looking at image exactly as you started, but now the sky is on a separate layer
- > Just for fun, **invert** the sky (Command-I)
- > Undo (Command-Z)
- > Just for fun, make copy of masked layer and click on the b&w portion of it
- > Set foreground/background to black & white
- > Take **paint brush tool** and write your name in the sky
- > Do you see what's happening? Your are adding "white" to the mask and revealing sky beyond
- > When done experimenting, thrown away this layer

#### CHANGE LEVELS OF FOREGROUND

- > Foreground building very dark, right?
- > Activate the image portion of the masked layer (not the mask)
- > Bring up **levels** (Command-L)
- > Grab the gray arrow in the center (the midrange pixels)
- > If you drag away from the black point you're telling those pixels to be darker (clamping)
- > If you drag away from the white point you're telling those pixels to be lighter (clamping)
- > Adjust the foreground and foreground cabin so that it is much lighter than before
- > You've increased the dynamic range of the photograph - or simulated it
- > In a high contrast situation photographs cannot pick detail in both bright light and deep shadow
- > By separating them on layers we can now simulate a better photograph

#### CHANGE SKY

- > I've added three other skies
- > Turn off **original layer** with sky
- > For fun, try turning on the other skies to see what you can do
- > Practice playing with the levels of both working layers to see what it does

> **SAVE** - (Command-S)