PHOTOSHOP – MODES AND ADJUSTMENTS.

MODES – RGB
Image is created using red, green and blue colored light. When colors overlap, they create cyan(blue and green), yellow(green and red) and magenta(red and
blue). All three create white. They are called additive colors. The presence
of all colors gives you white, the absence of all colors gives you black. This is the mode used for altering color images in Photoshop.

MODES – CMYK
Based on the colors of ink on paper. Cyan, magenta, yellow and black. Used in
four-color process printing. They are subtractive colors. Absence of all colors is white, presence of all colors makes black.

MODES –LAB color
Based on an international standard for color measurement. It has three channels – lightness (good for black and white images), "a" – green/red axis and
"b" – blue/yellow axis. You can make adjustments to your tonal values separately from your color values, then return to RGB mode.

MODES – BITMAP
Uses only two color/tonal values – black and white. Can only be accessed when
you convert an image to black and white.

MODES – GREYSCALE
Black and white – 256 shades of grey from 0(black) to 255(white). You can
convert back to RGB or CMYK.

MODES - DUOTONES
Can only select this after converting to black and white. This mode creates
duotone(two color), tritone(three color) and quadtone(four color) images, using
two to four custom ink colors. Adobe Photoshop has a selection of color combinations within the program. In duotone dialogue box go to "load" Go to
wherever your application is on the hard drive, go into the program and look for a

folder called "Presets". Go inside the folder and look for duotones, tritones and quadtones folders. Select one, click OK. Your image will become the colors
of the preset selected. If you like it, fine. If not, select another by doing the same steps. You can click on curves box for each color and further adjust
the amounts of each color.

MODES - MULTICHANNEL
Converts an image to cyan, magenta and yellow. Individual channels can make
black and white images. Used in certain printing processes.

ADJUSTMENTS
Try auto adjustments first…sometimes they work. You can fade adjustments
IMMEDIATELY after you make them by going to Edit>Fade.

ADJUSTMENTS – LEVELS
Extends range of tones by pulling in outer arrows. .Adjust middle tones by moving center arrow right or left.

ADJUSTMENTS – COLOR BALANCE
Drag a slider towards a color you want to increase and drag away from a color
you want to decrease, Select shadows, highlights or midtones or all three.

ADJUSTMENTS – CURVES
The diagonal line represents the original color values, with shadows to the left and highlights to the right. Drag portions of the curve until the image is as you want it.

ADJUSTMENTS – EQUALIZE
Redistributes the brightness values so they more evenly represent the entire
range of brightness levels.

ADJUSTMENTS – HUE/SATURATION
Lets you adjust hue, saturation and lightness of the entire image or individual color components of that image. If you click "colorize" box, the image is
converted to the hue of the currently selected foreground color. Reducing the

saturation can give you look of a hand colored image.

ADJUSTMENTS – GRADIENT MAP
Maps the equivalent grayscale range of the image to the colors of a specific
gradient fill.

SOME QUICK TIPS

IMAGE UNDEREXPOSED – Duplicate layer by dragging backround layer to paper
icon on bottom of dialogue box. Change layer mode to screen. Do as many times as
needed. Control amount of lightening by changing opacity of layer.

IMAGE OVEREXPOSED – Duplicate backround layer and change layer mode to
multiply. Control amount by changing opacity.

PORTIONS OF IMAGE UNDEREXPOSED SUCH AS SHADOW AREAS
Make sure you have a saved image or a new snapshot in your history. Click on
box to the left of correct snapshot. A history brush icon will appear. Click on your history brush tool. Adjust opacity of brush. Change MODE OF BRUSH to
"screen", paint on the shadow areas of your photo.

PORTIONS OF IMAGE OVEREXPOSED SUCH AS HIGHLIGHT AREAS
Do same procedure as above, but change mode to multiply.