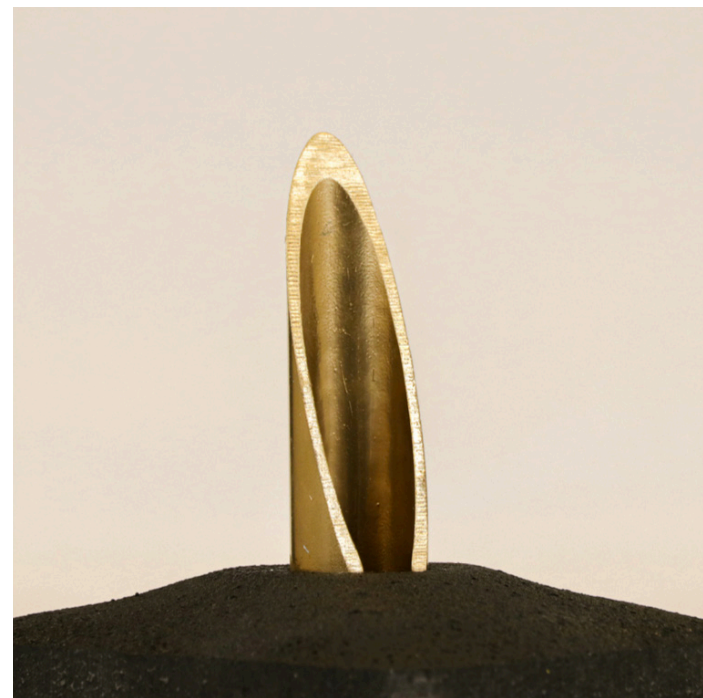
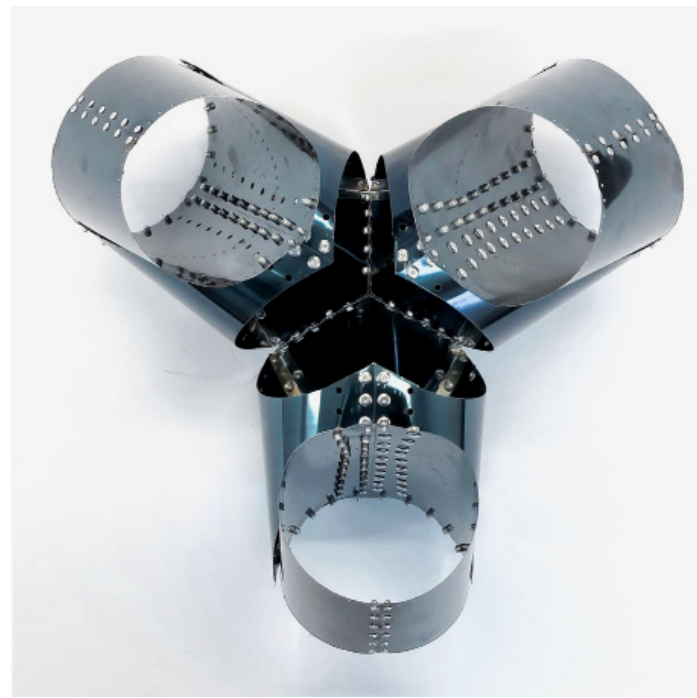
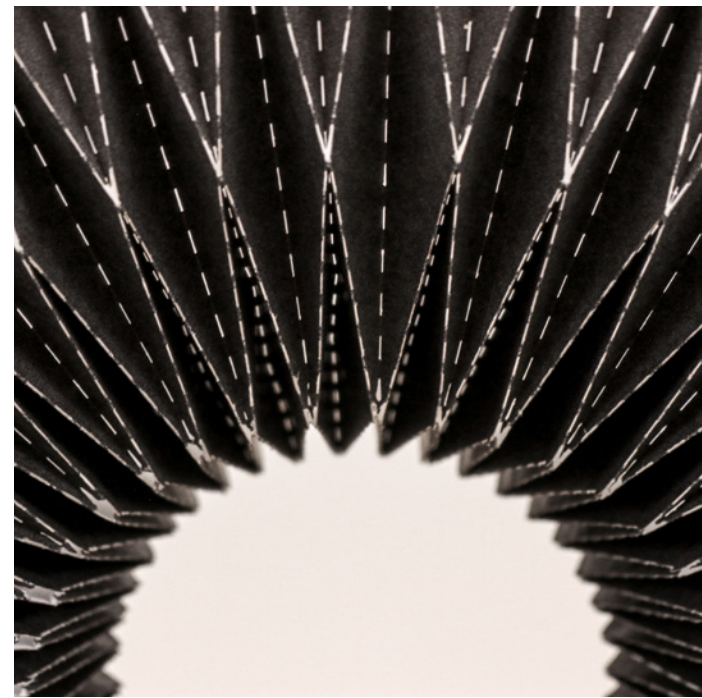
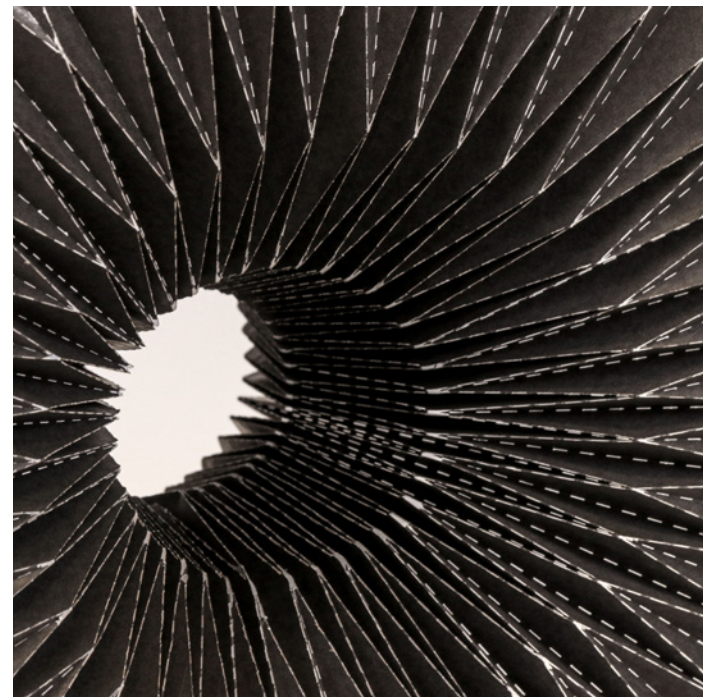
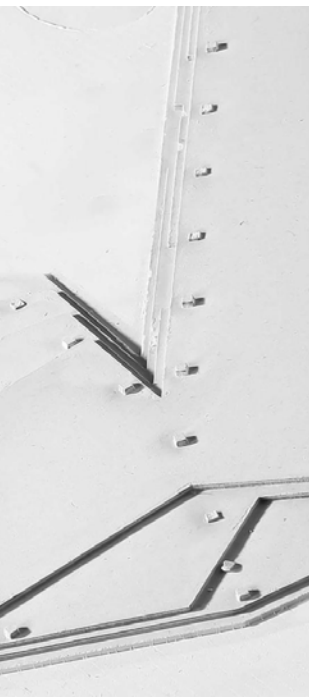
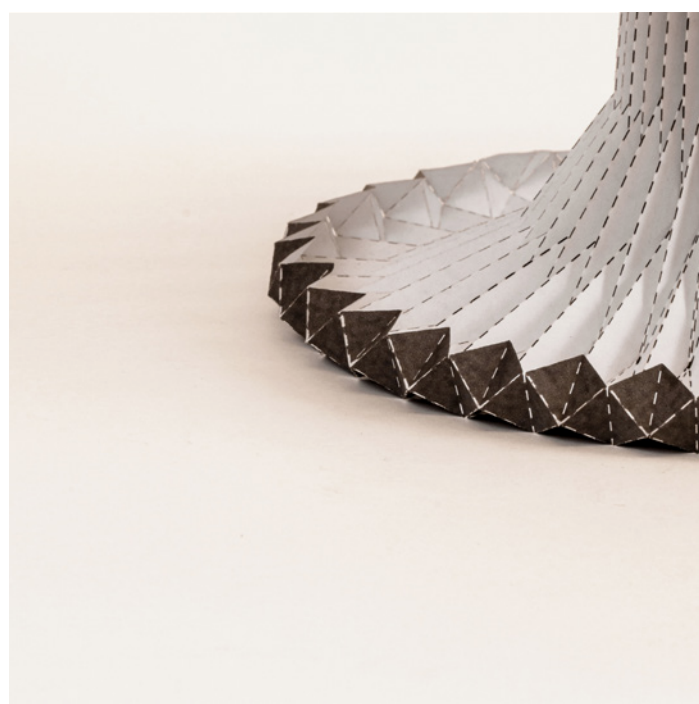
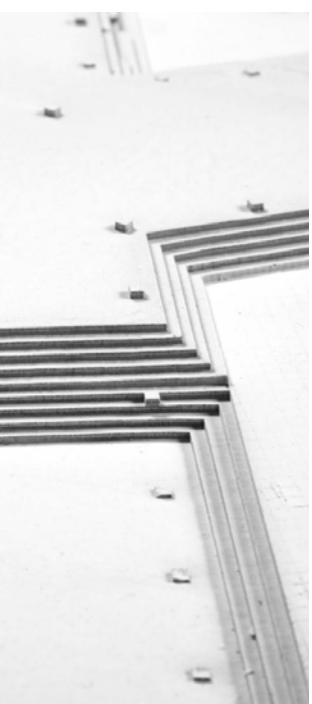
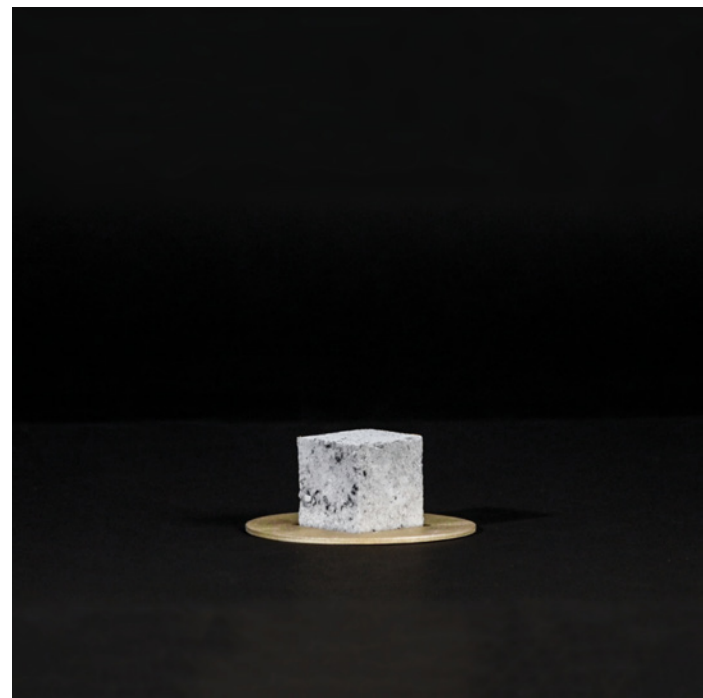
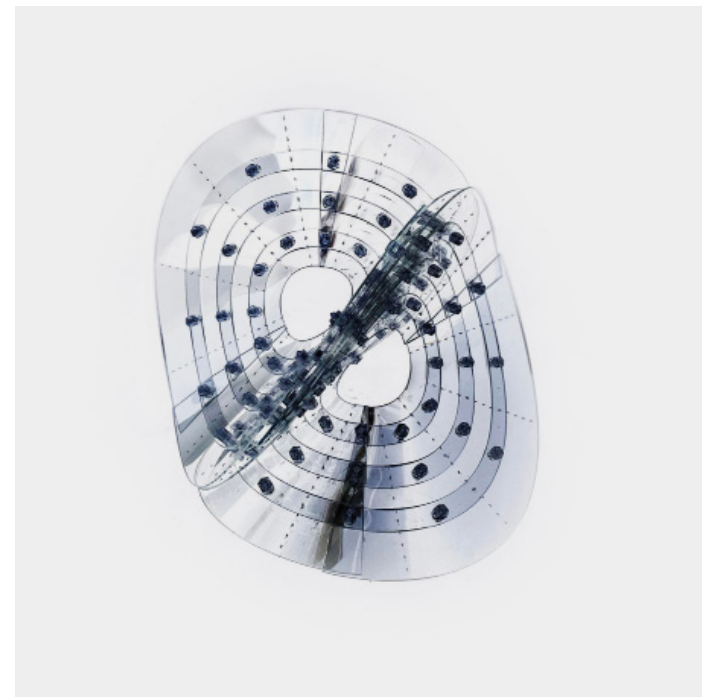
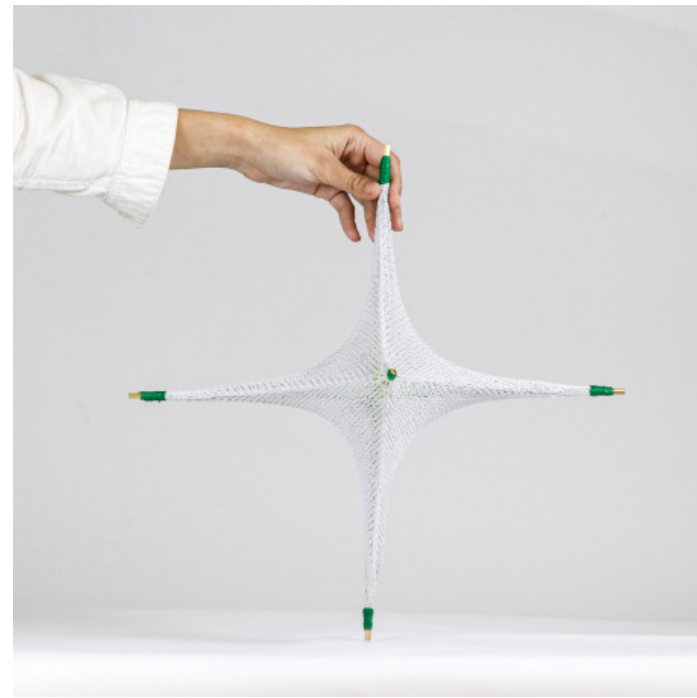
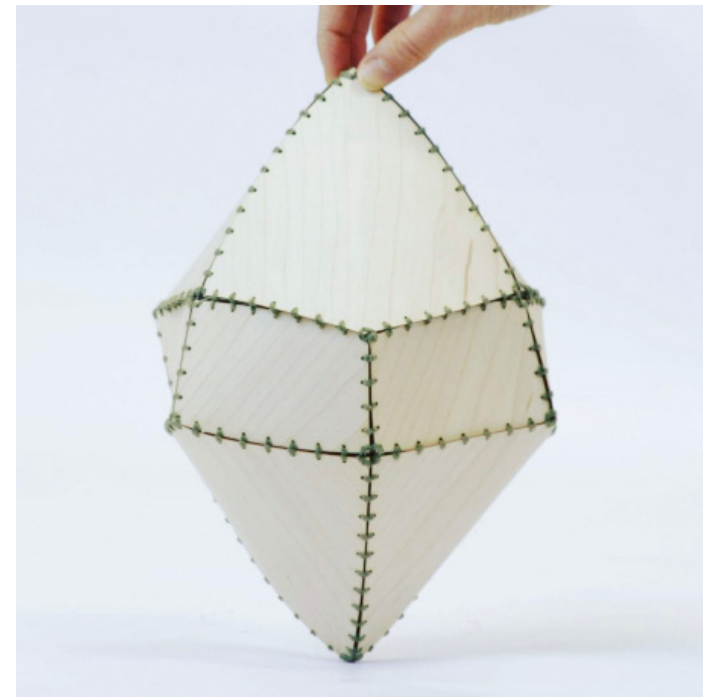


CORE 1 | WORKSHOP

Documentation



Work from Latifa, Ous, Sasha, Vijay, Tristan, Angela, Nada, Zac, Tim, Olivier



Work from Latifa, Ous, Sasha, Vijay, Tristan, Angela, Nada, Zac, Tim, Olivier

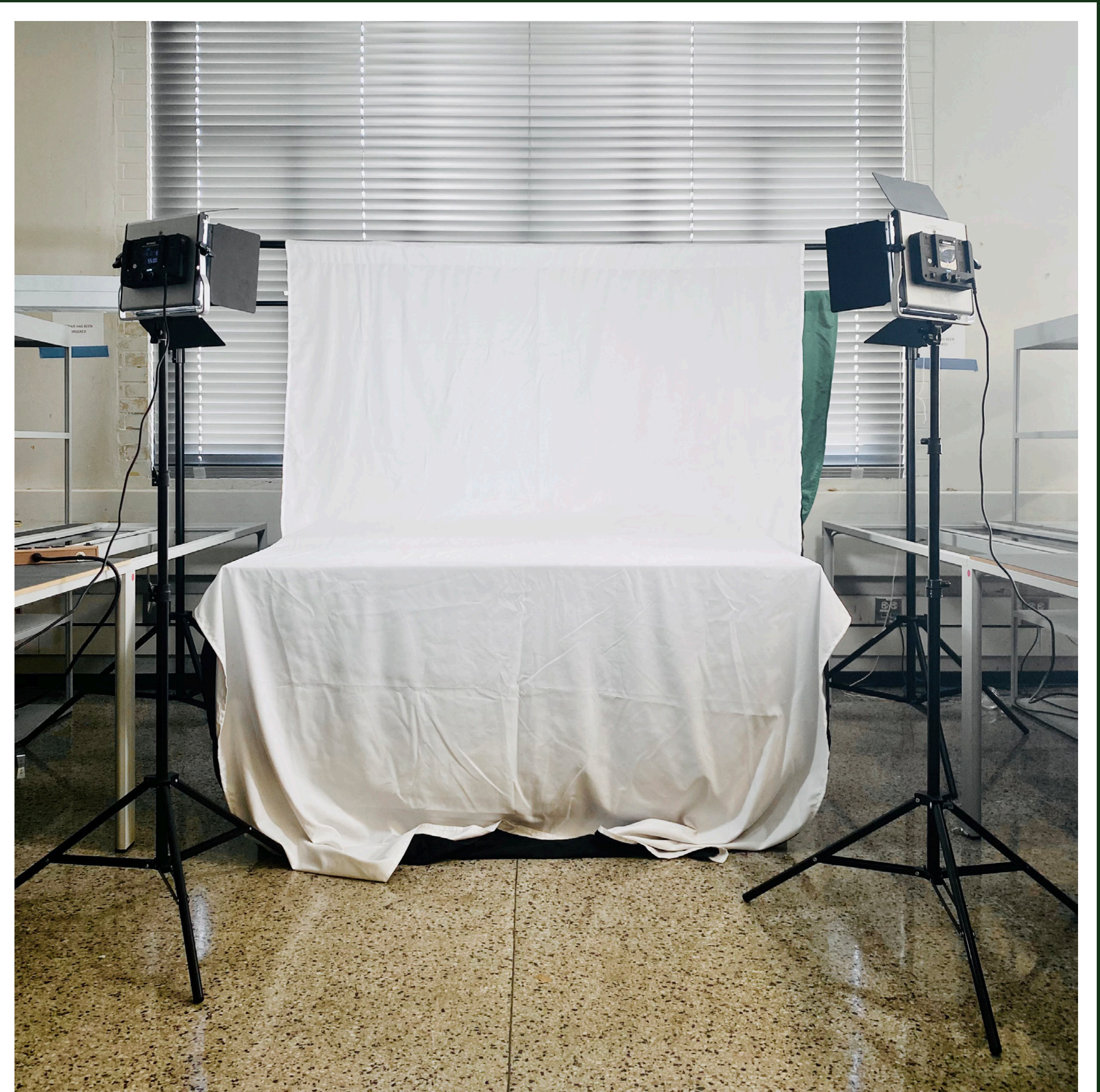
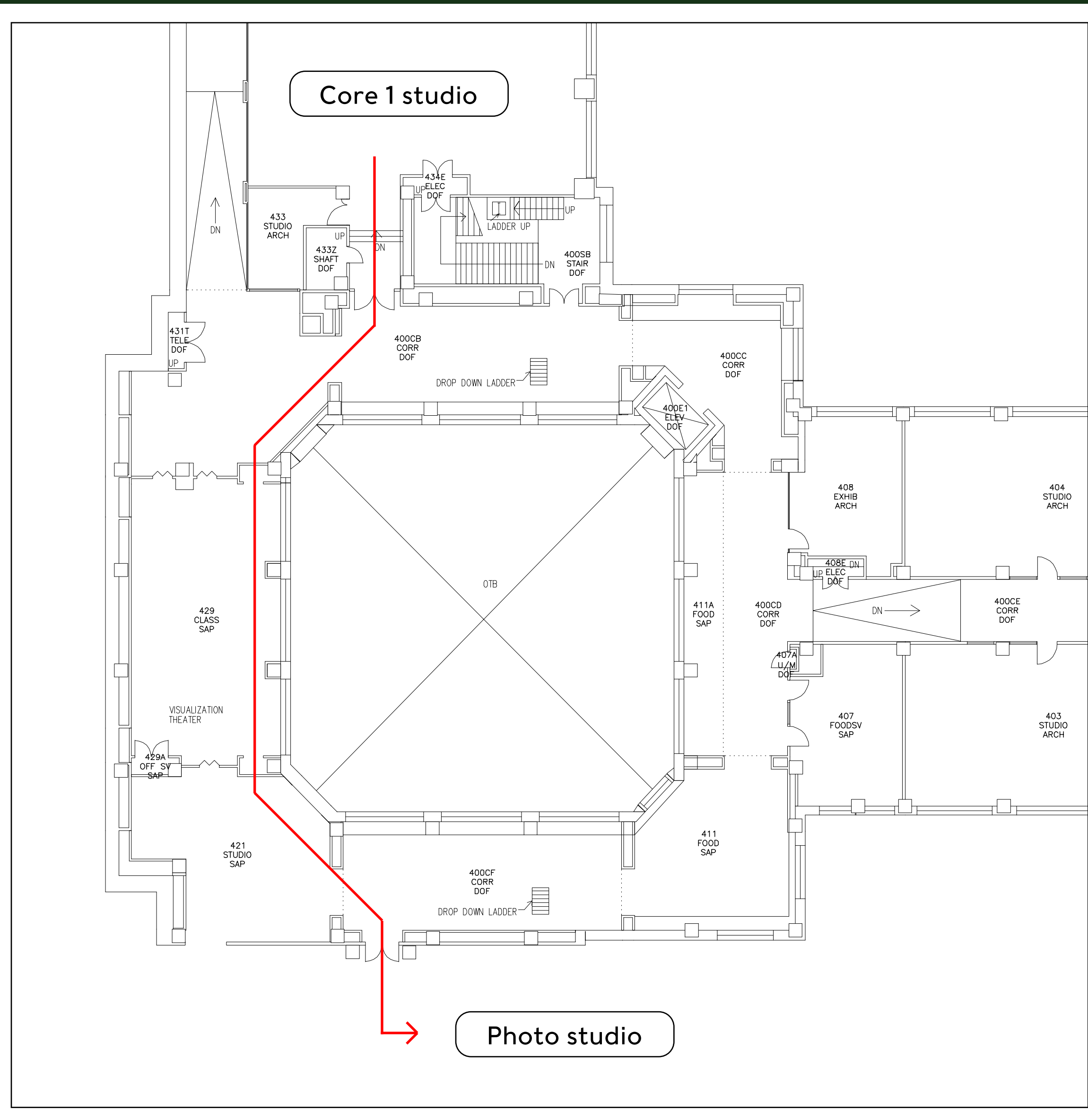
1. The Studio
2. The Software
3. The Camera

1. The Studio

2. The Software

3. The Camera

1. The Studio



1. The Studio

01 - Material

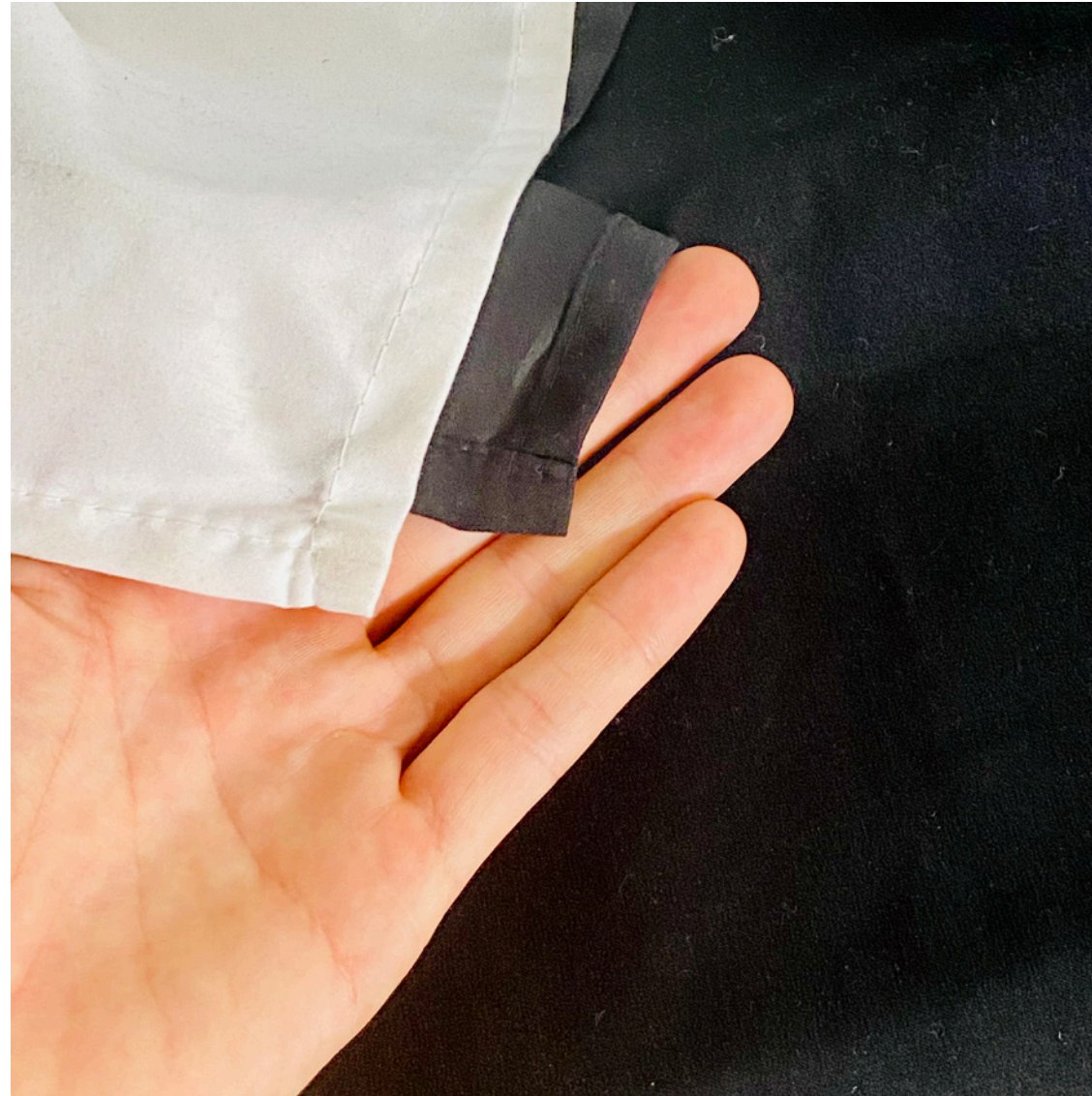
02 - Lights

03 - Distance

04 - Height

05 - Orientation

06 - Detail



- black
- white
- green



1. The Studio

01 - Material

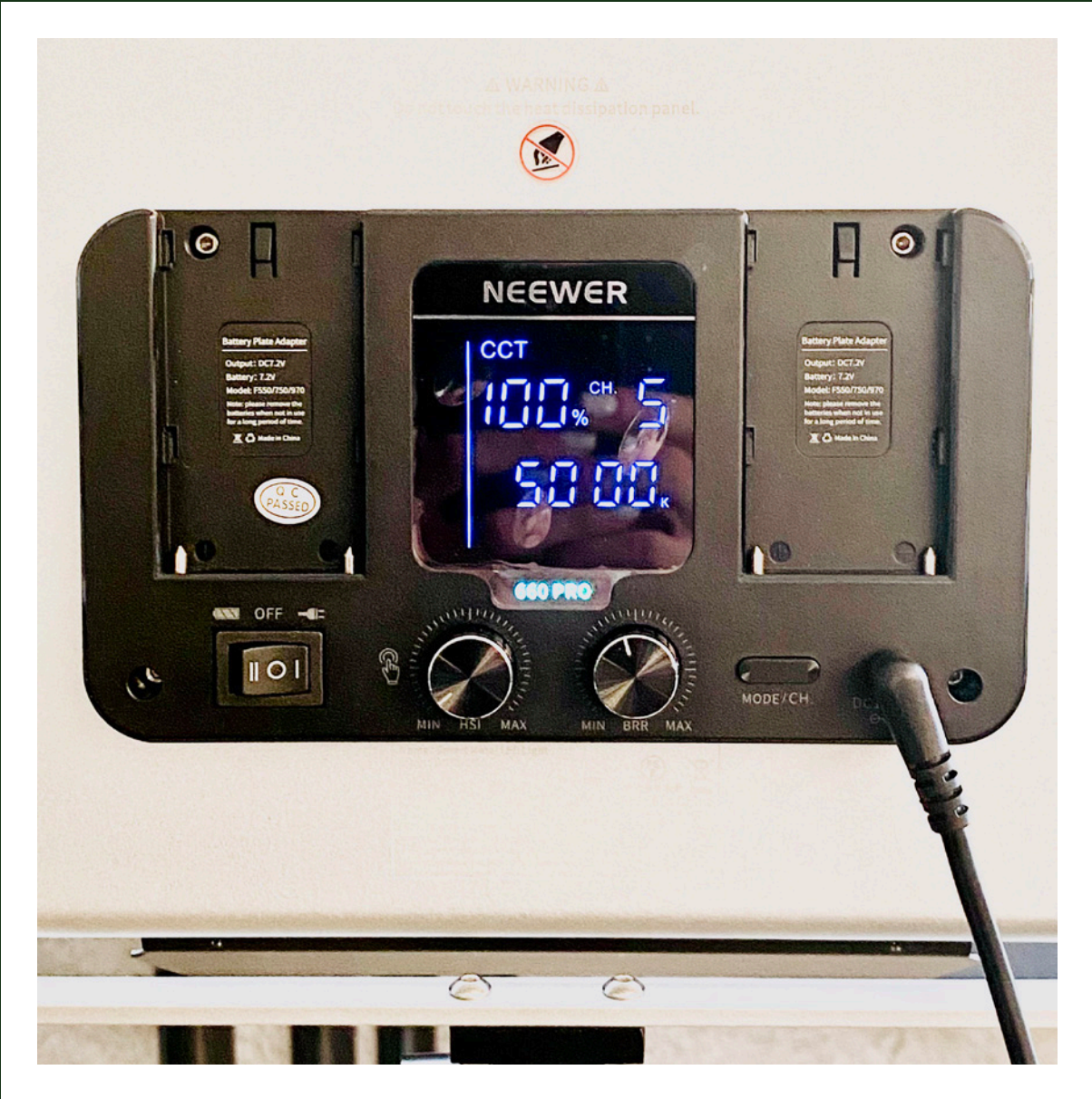
02 - Lights

03 - Distance

04 - Height

05 - Orientation

06 - Detail



1. The Studio

01 - Material

02 - Lights

03 - Distance

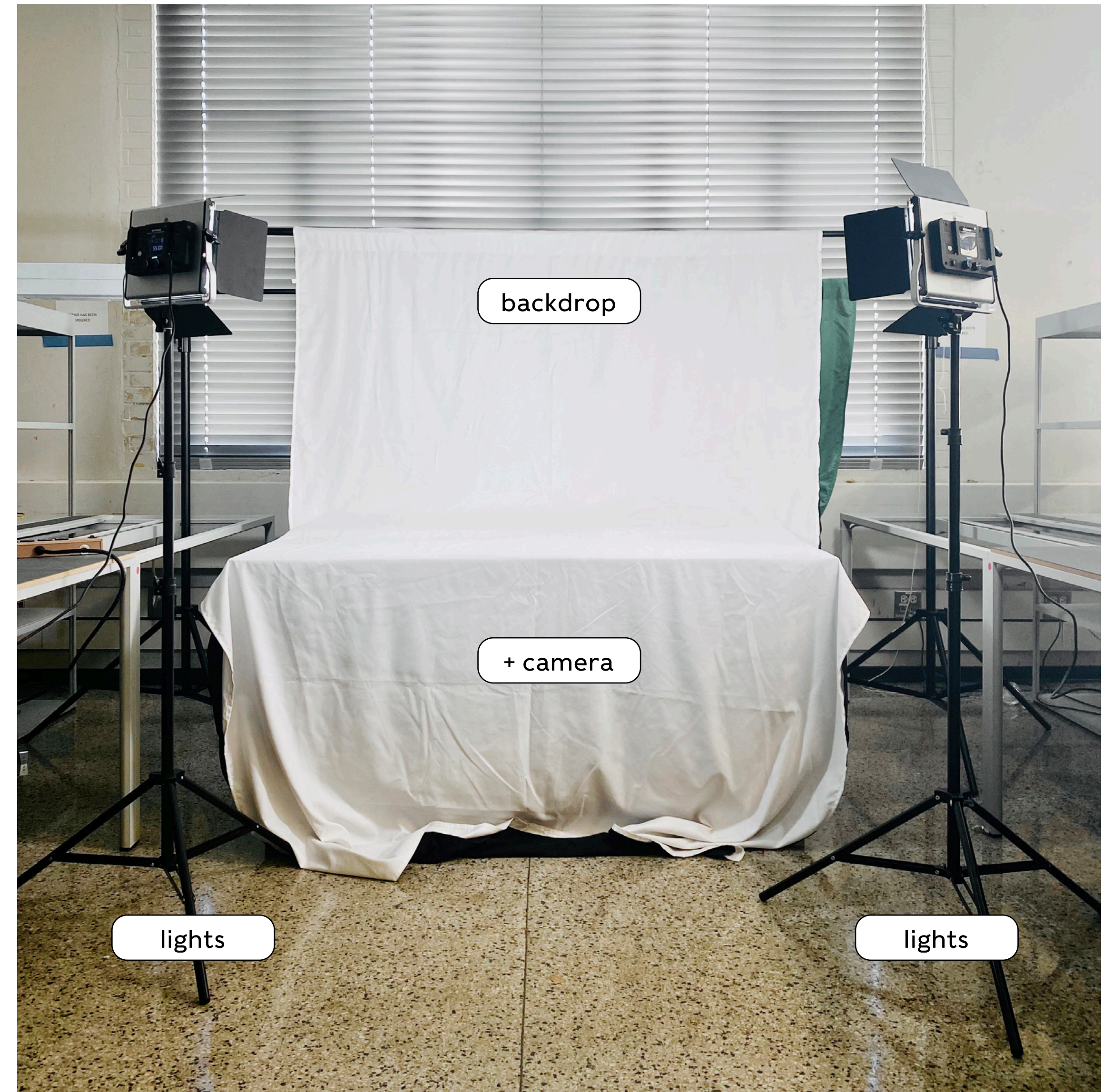
04 - Height

05 - Orientation

06 - Detail



available at Rotch Library
(2nd floor)



1. The Studio

01 - Material

02 - Lights

03 - Distance

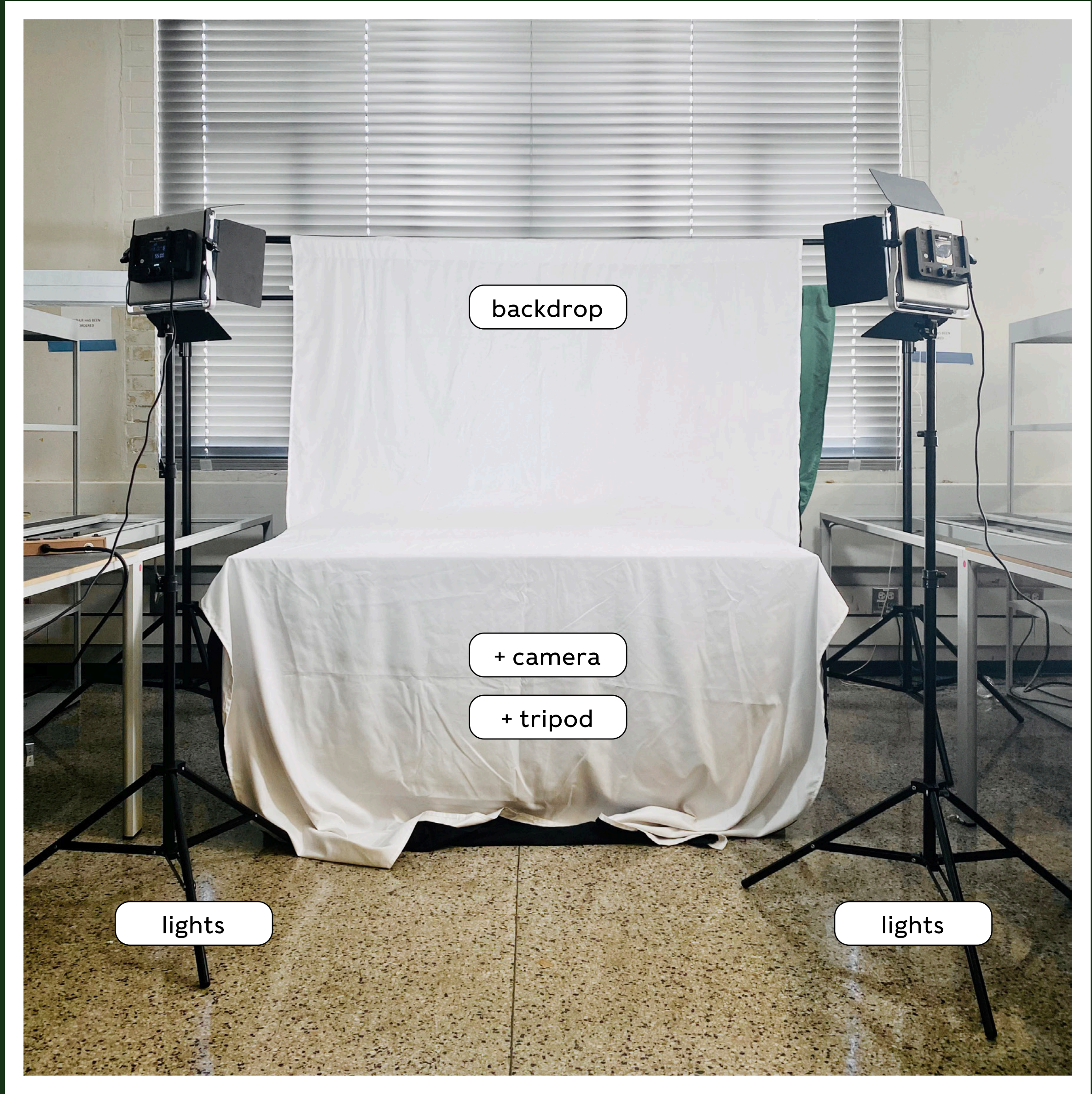
04 - Height

05 - Orientation

06 - Detail



mine / tbd



1. The Studio

01 - Material

02 - Lights

03 - Distance

04 - Height

05 - Orientation

06 - Detail

TIPS

- 1 Use two lights (one on each side and the camera in the middle).
- 2 Set the light tripods to be higher than your object.
- 3 Warmth doesn't matter so much as you can post edit the image.
- 4 Take care of backdrops :)
No plaster/rockite directly on the black backdrop or it will mark!



1. The Studio

- 01 - Material
- 02 - Lights

- 03 - Distance
- 04 - Height

- 05 - Orientation
- 06 - Detail



Distance to the object:
Focal on the camera (zoom):



7m
high

1. The Studio

- 01 - Material
- 02 - Lights

- 03 - Distance
- 04 - Height

- 05 - Orientation
- 06 - Detail



Distance to the object:
Focal on the camera (zoom):



Work by Angela Loescher Montal

2m
medium

1. The Studio

- 01 - Material
- 02 - Lights

- 03 - Distance
- 04 - Height

- 05 - Orientation
- 06 - Detail



Distance to the object:
Focal on the camera (zoom):



50cm
low

1. The Studio

- 01 - Material
- 02 - Lights

- 03 - Distance
- 04 - Height

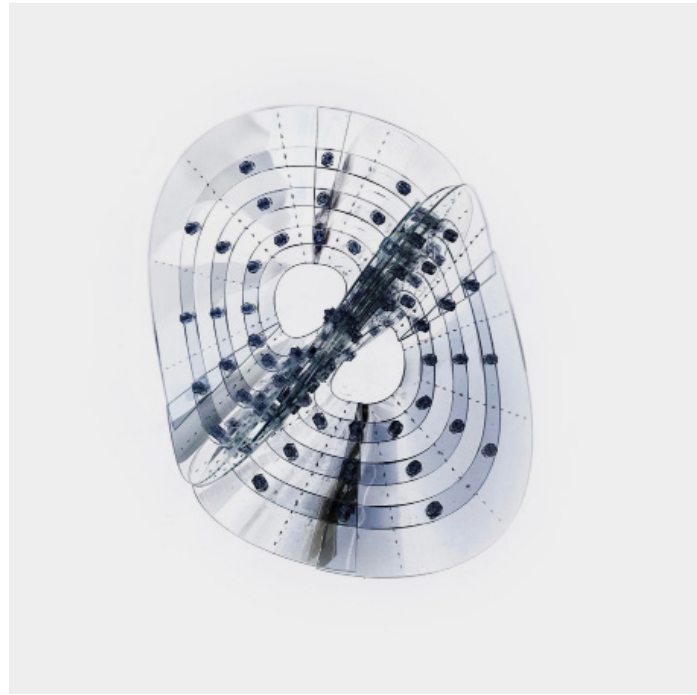
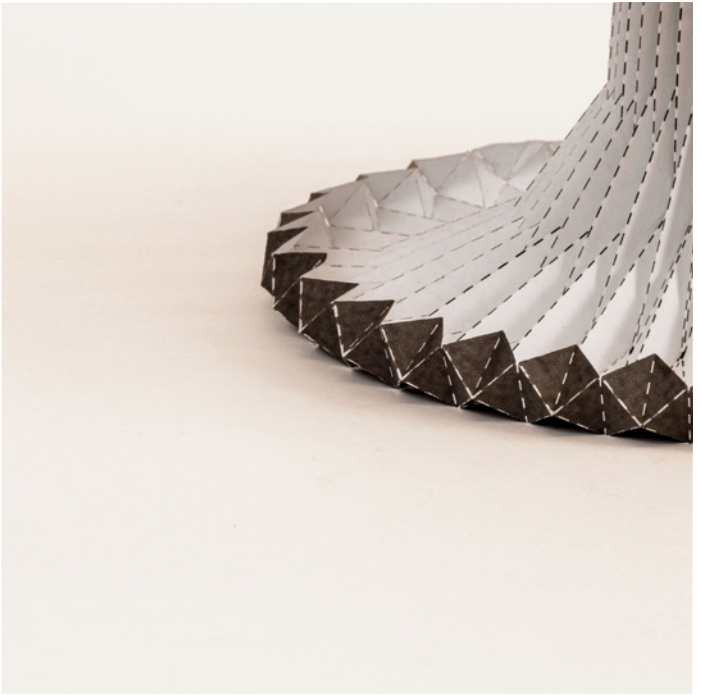
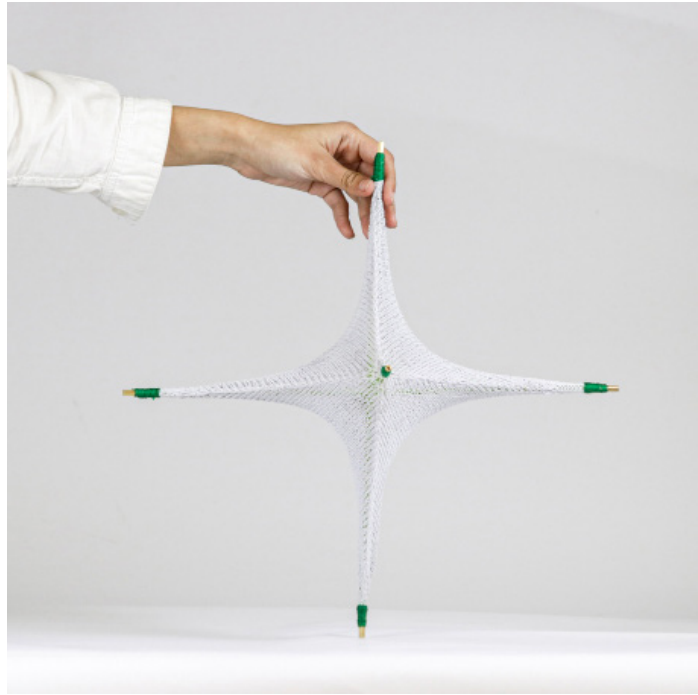
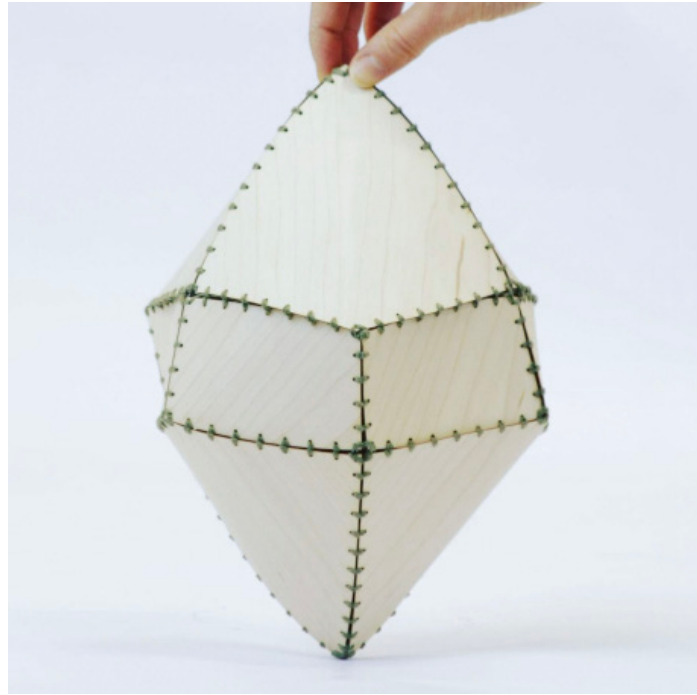
- 05 - Orientation
- 06 - Detail



Distance to the object:
Focal on the camera (zoom):



20cm
fisheye



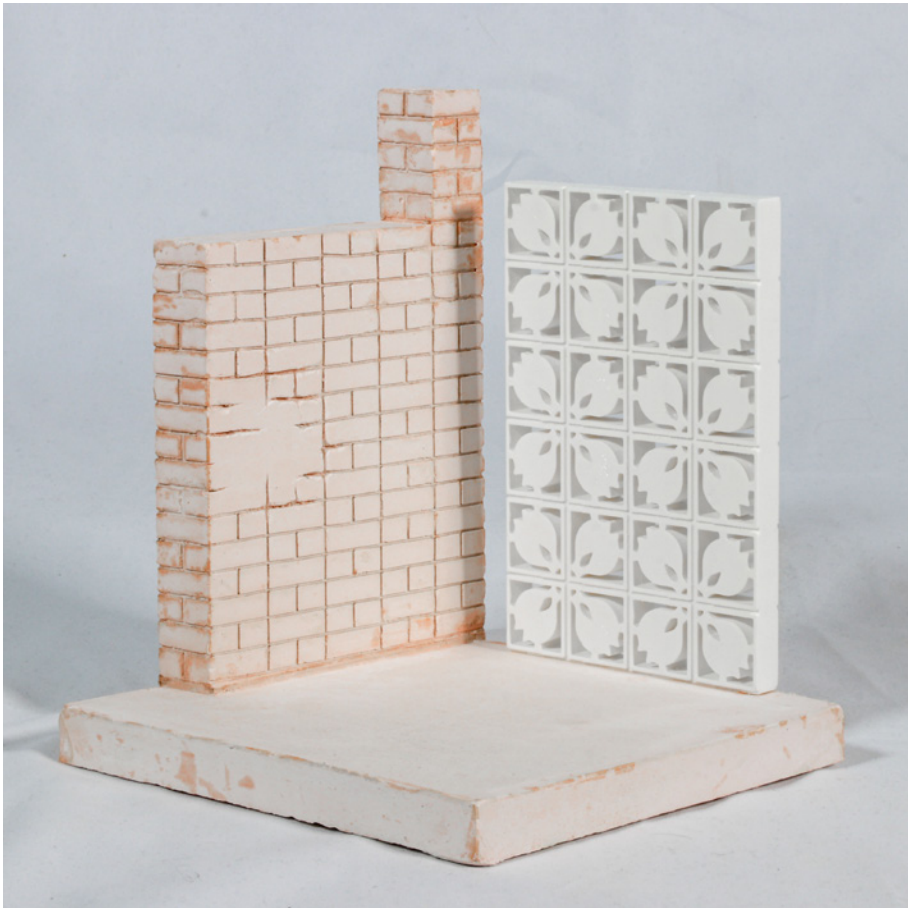
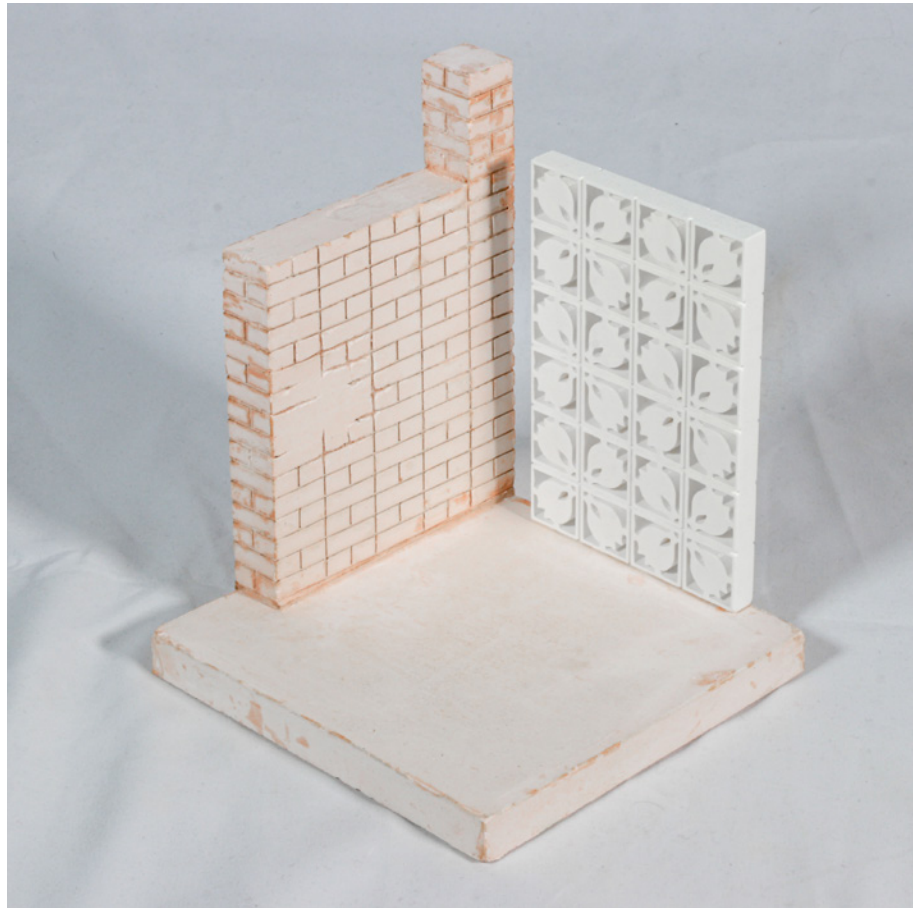
Work from Latifa, Ous, Sasha, Vijay, Tristan, Angela, Nada, Zac, Tim, Olivier

1. The Studio

01 - Material
02 - Lights

03 - Distance
04 - Height

05 - Orientation
06 - Detail



high



levelled

1. The Studio

01 - Material

02 - Lights

03 - Distance

04 - Height

05 - Orientation

06 - Detail



Orientation: front
Effect: selective

1. The Studio

01 - Material

02 - Lights

03 - Distance

04 - Height

05 - Orientation

06 - Detail



Orientation: front
Effect: selective



Orientation: side
Effect: selective

1. The Studio

01 - Material

02 - Lights

03 - Distance

04 - Height

05 - Orientation

06 - Detail



Orientation: front
Effect: selective



Orientation: side
Effect: selective



Orientation: quarter
Effect: dynamic

1. The Studio

01 - Material

02 - Lights

03 - Distance

04 - Height

05 - Orientation

06 - Detail



1. The Studio

01 - Material

02 - Lights

03 - Distance

04 - Height

05 - Orientation

06 - Detail



1. The Studio

01 - Material

02 - Lights

03 - Distance

04 - Height

05 - Orientation

06 - Detail



1. The Studio
2. The Camera
3. The Software

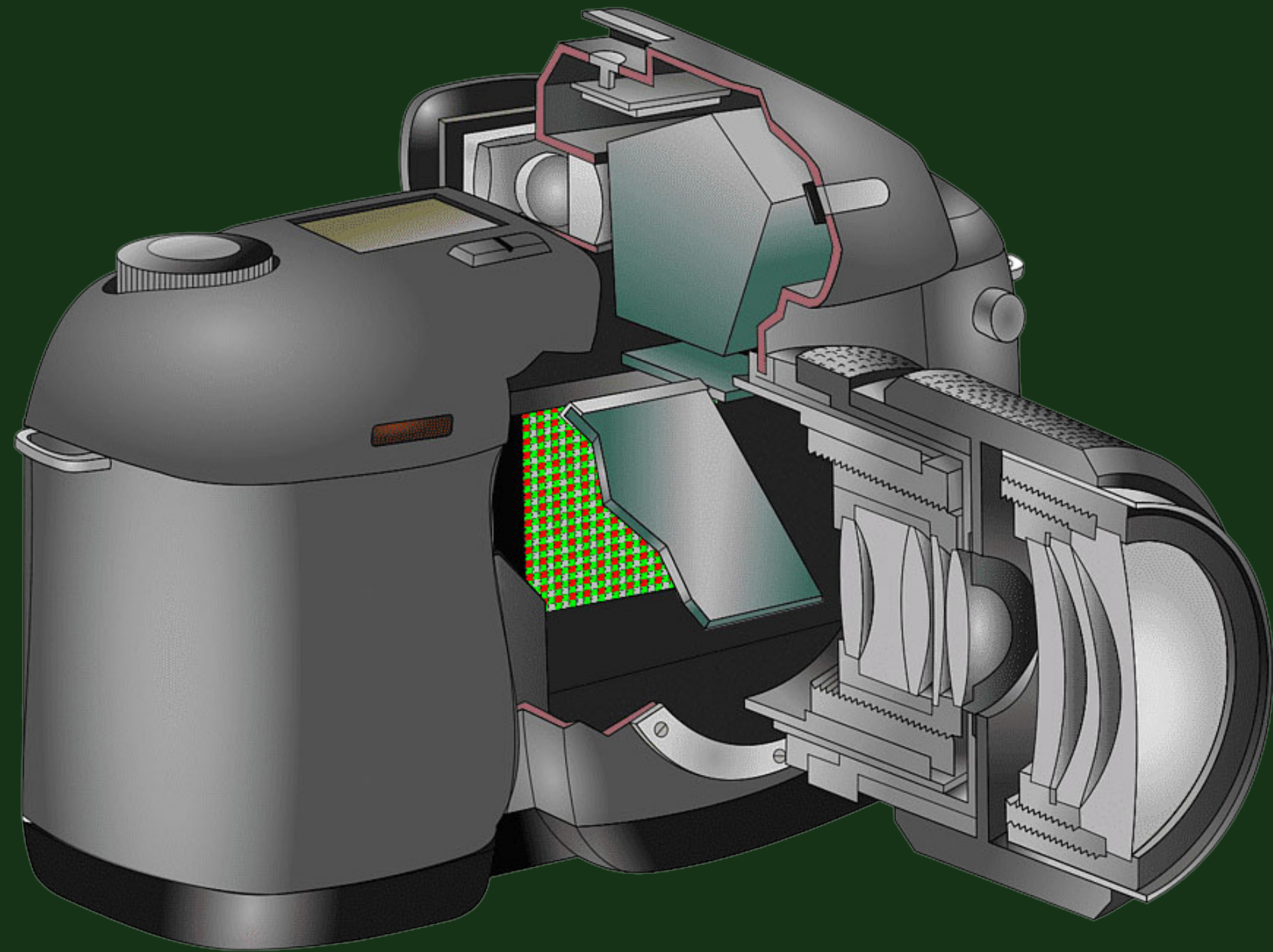
2. The Camera

01 - Introduction

02 - Camera Settings

03 - Getting What You Want

04 - Camera Modes



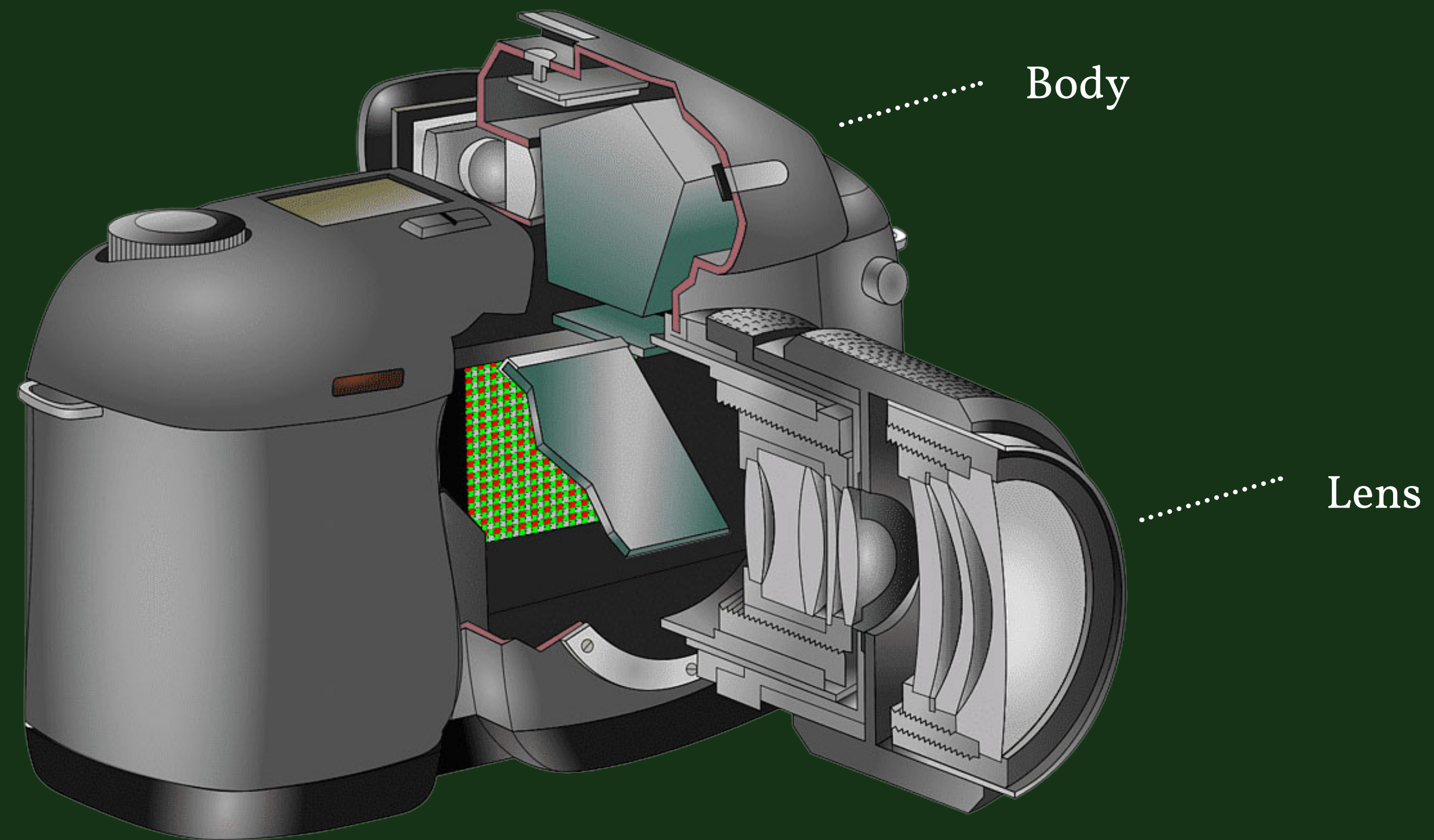
2. The Camera

01 - Introduction

02 - Camera Settings

03 - Getting What You Want

04 - Camera Modes



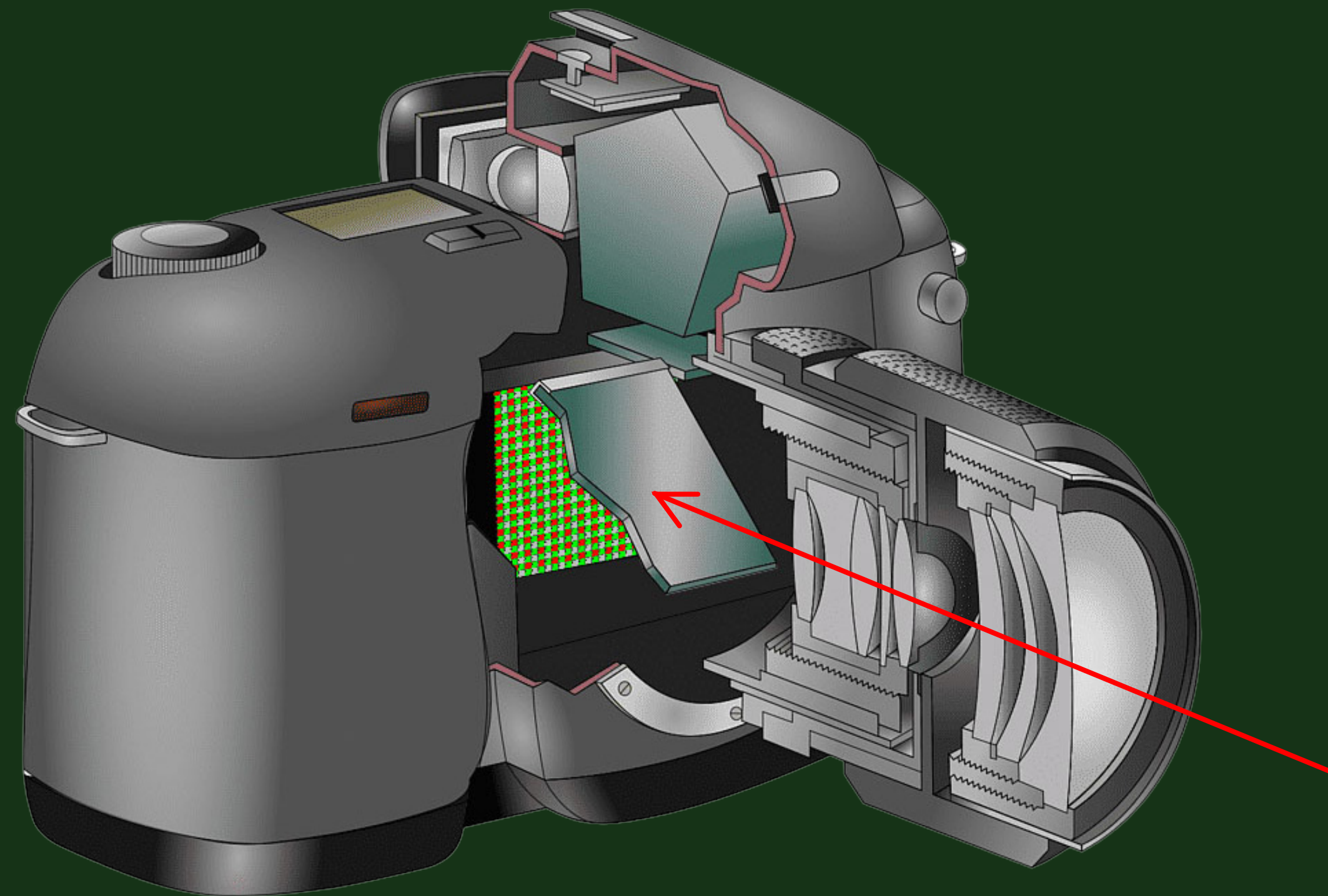
2. The Camera

01 - Introduction

02 - Camera Settings

03 - Getting What You Want

04 - Camera Modes



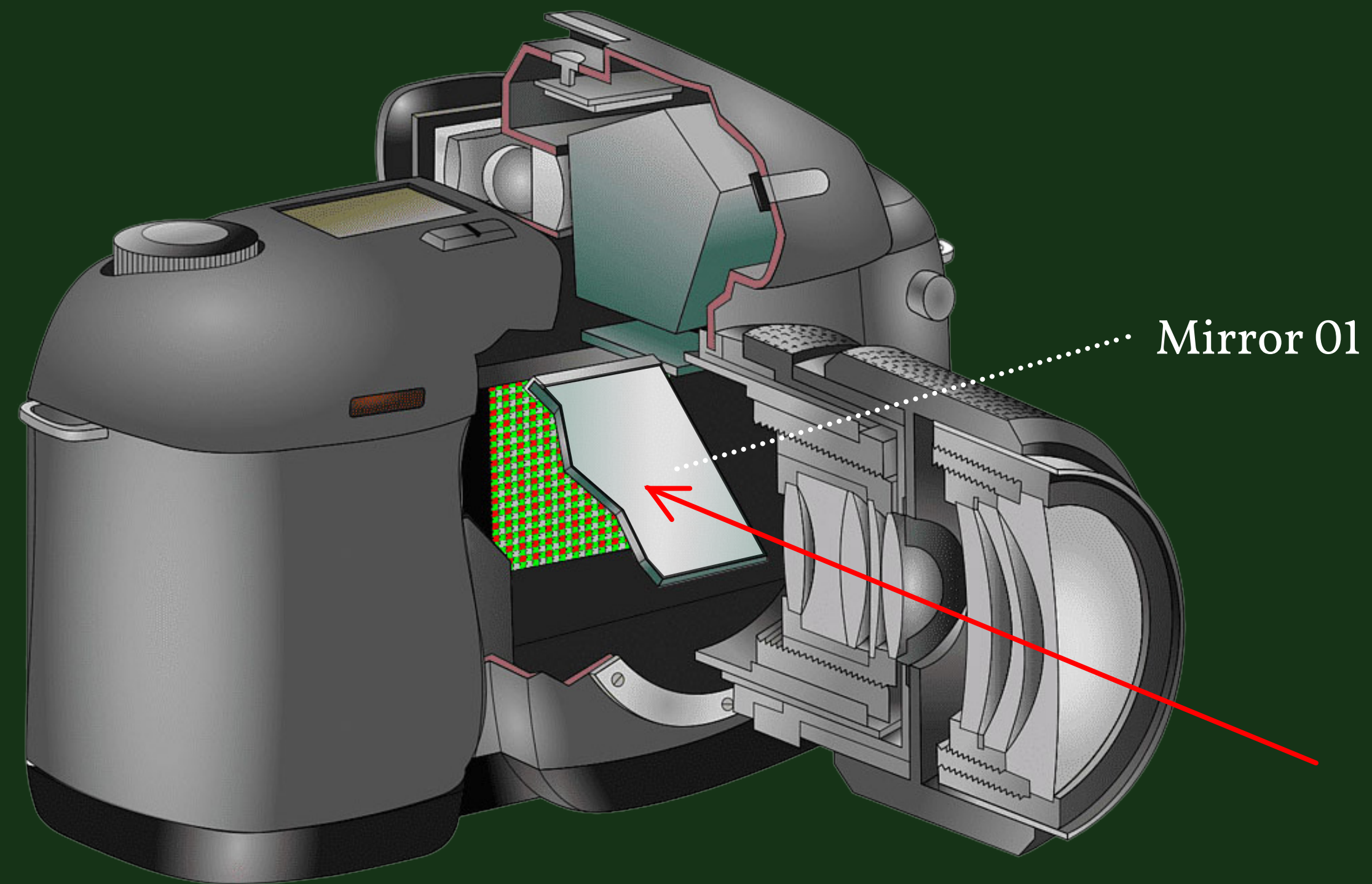
2. The Camera

01 - Introduction

02 - Camera Settings

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04 - Camera Modes



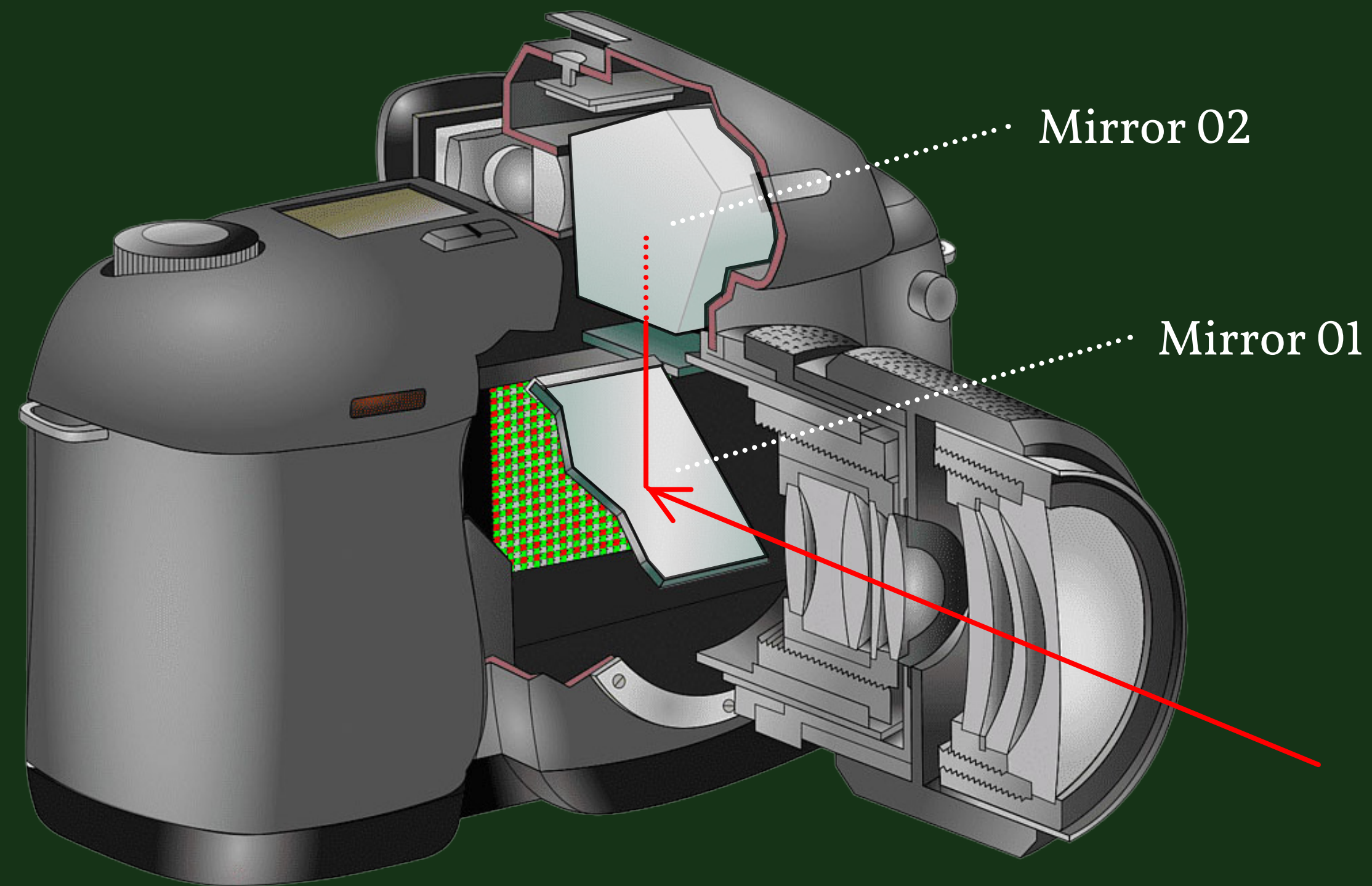
2. The Camera

01 - Introduction

02 - Camera Settings

03 - Getting What You Want

04 - Camera Modes



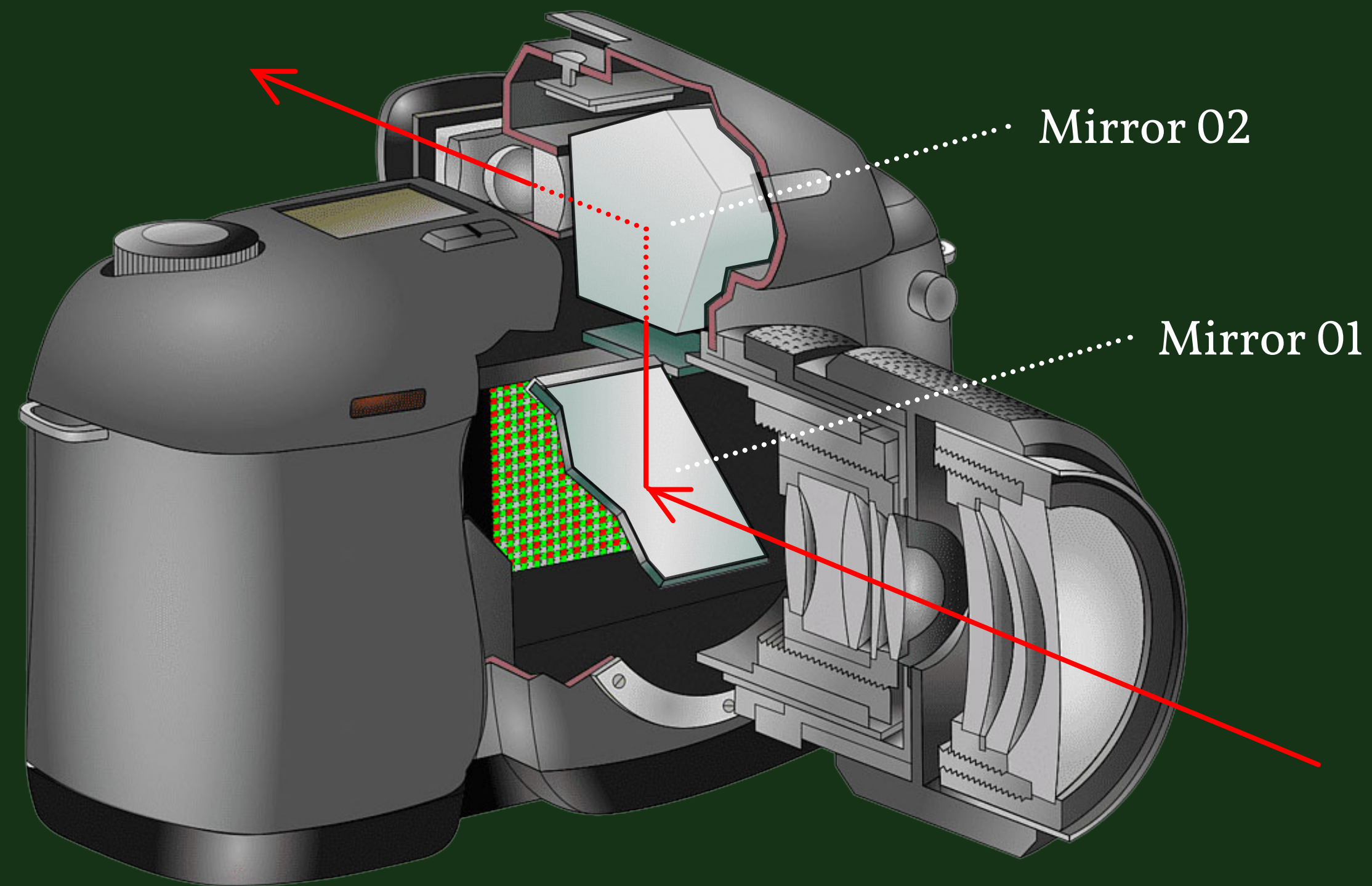
2. The Camera

01 - Introduction

02 - Camera Settings

03 - Getting What You Want

04 - Camera Modes



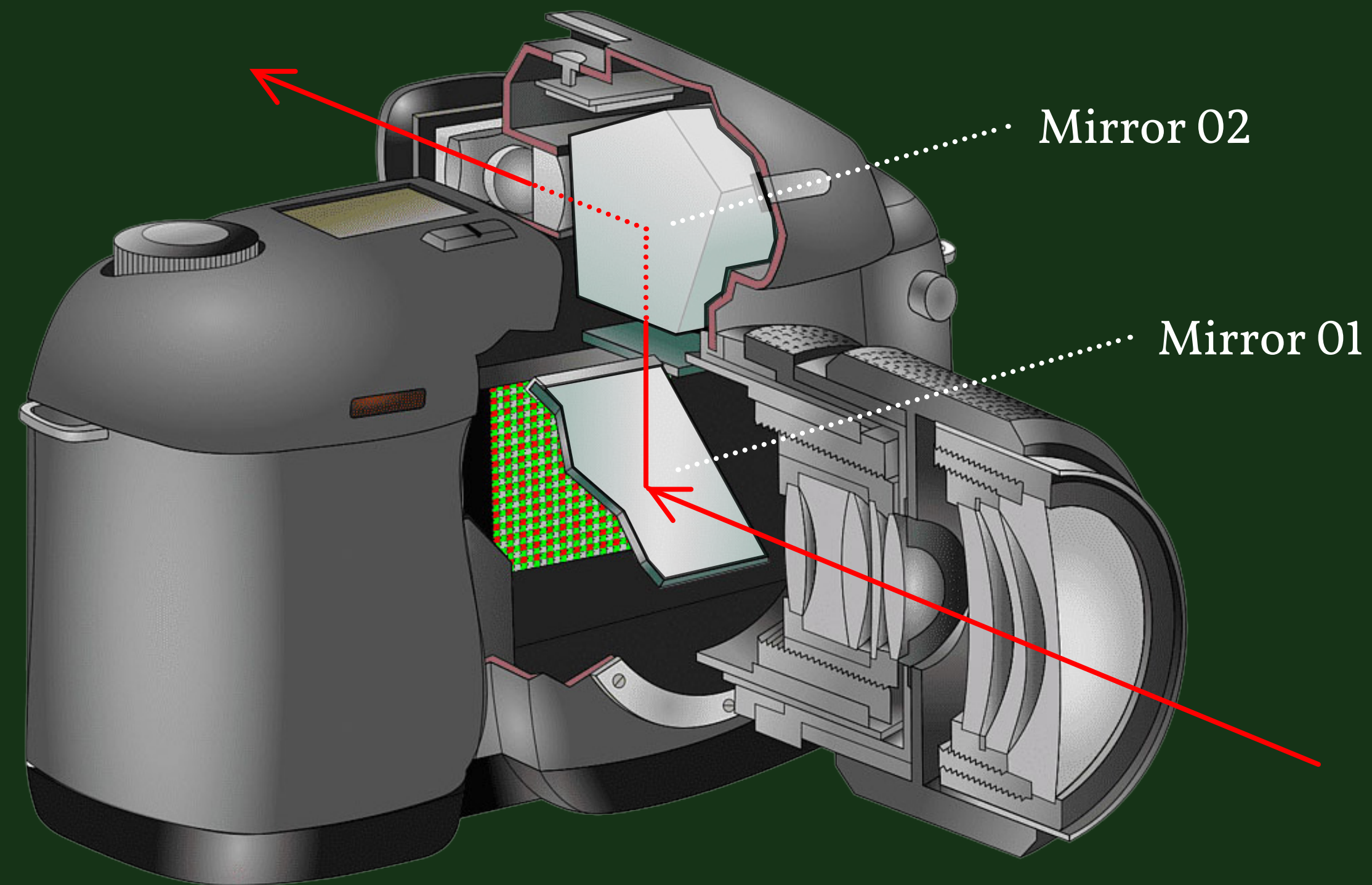
2. The Camera

01 - Introduction

02 - Camera Settings

03 - Getting What You Want

04 - Camera Modes



View mode

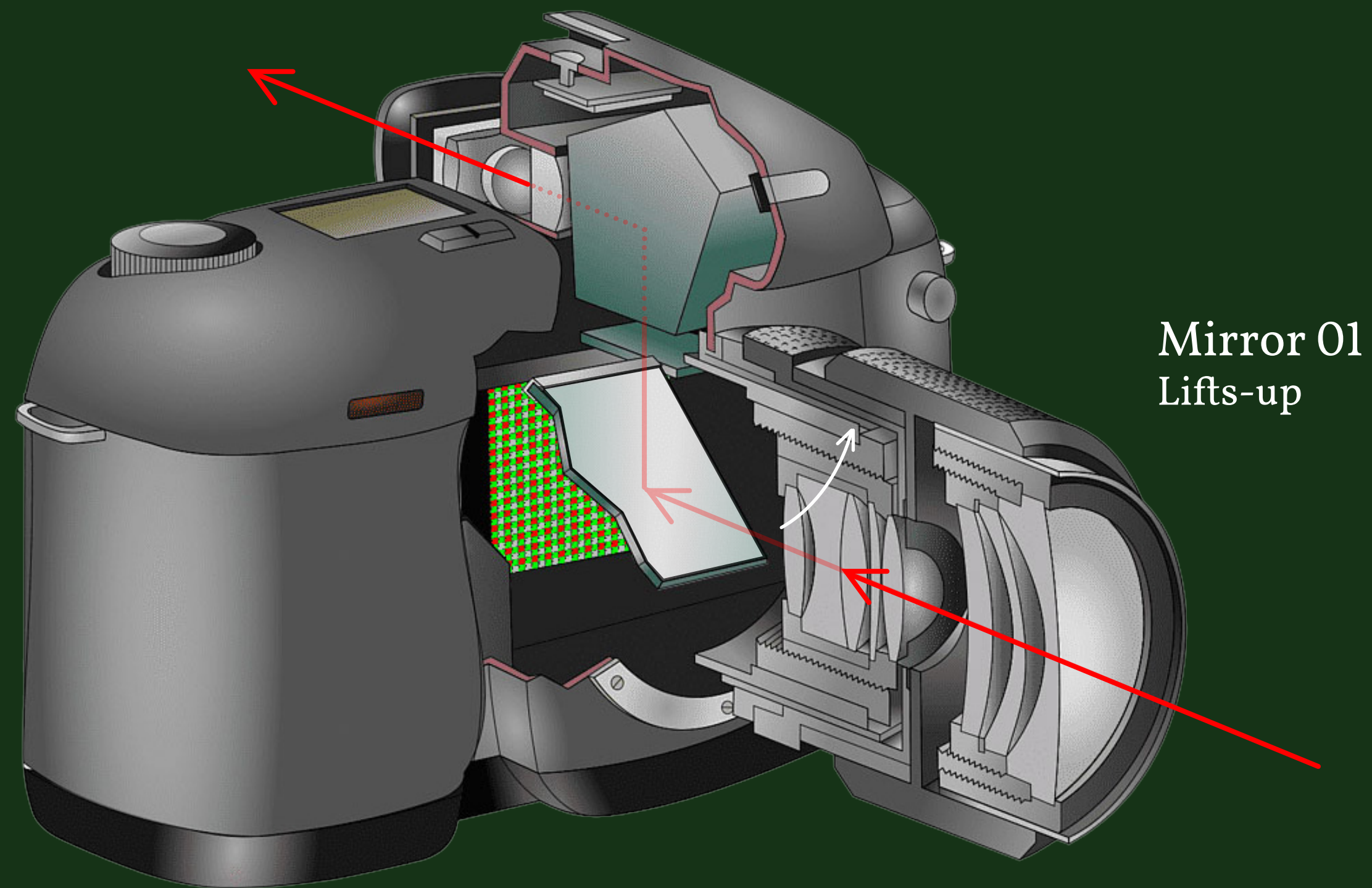
2. The Camera

01 - Introduction

02 - Camera Settings

03 - Getting What You Want

04 - Camera Modes



View mode

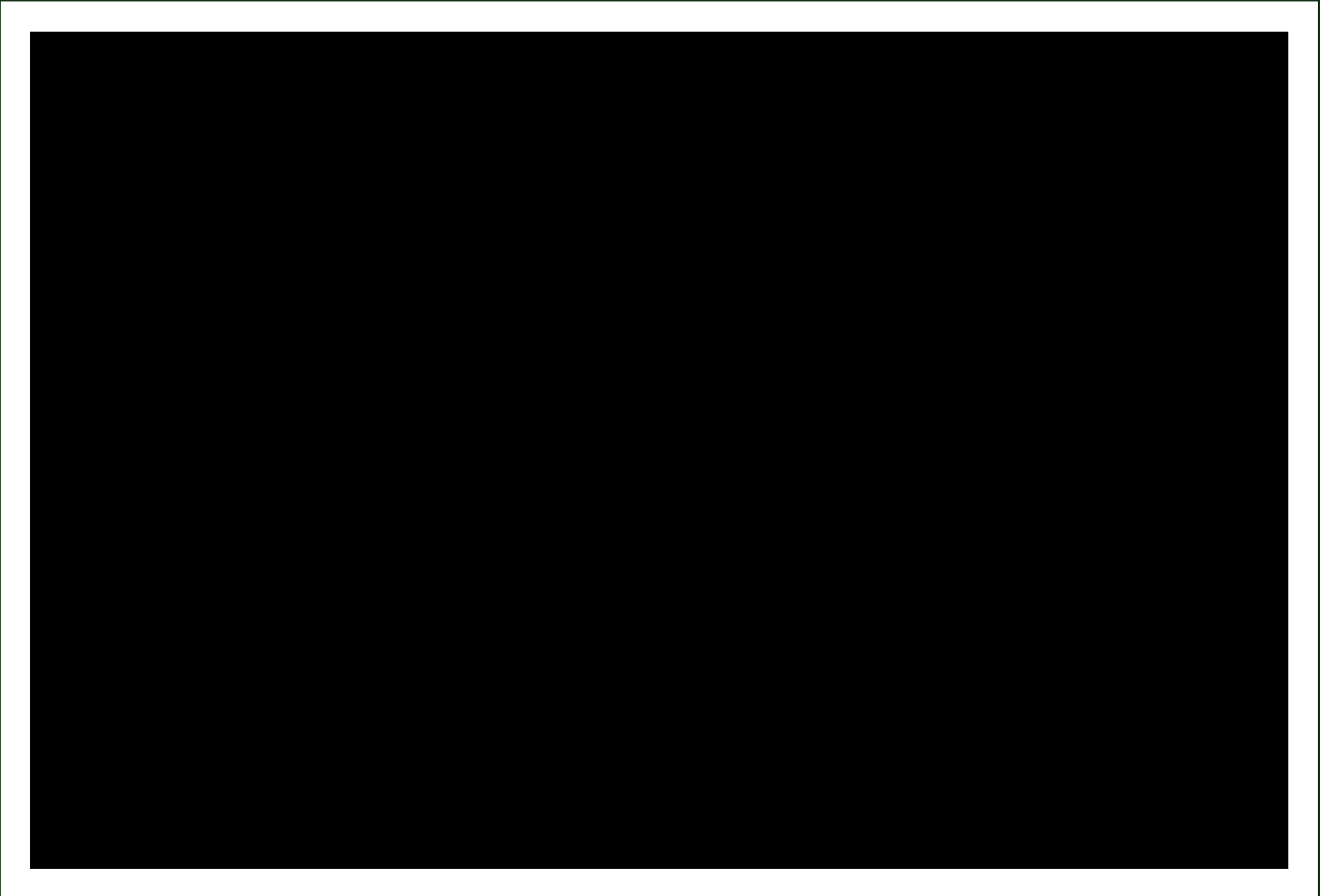
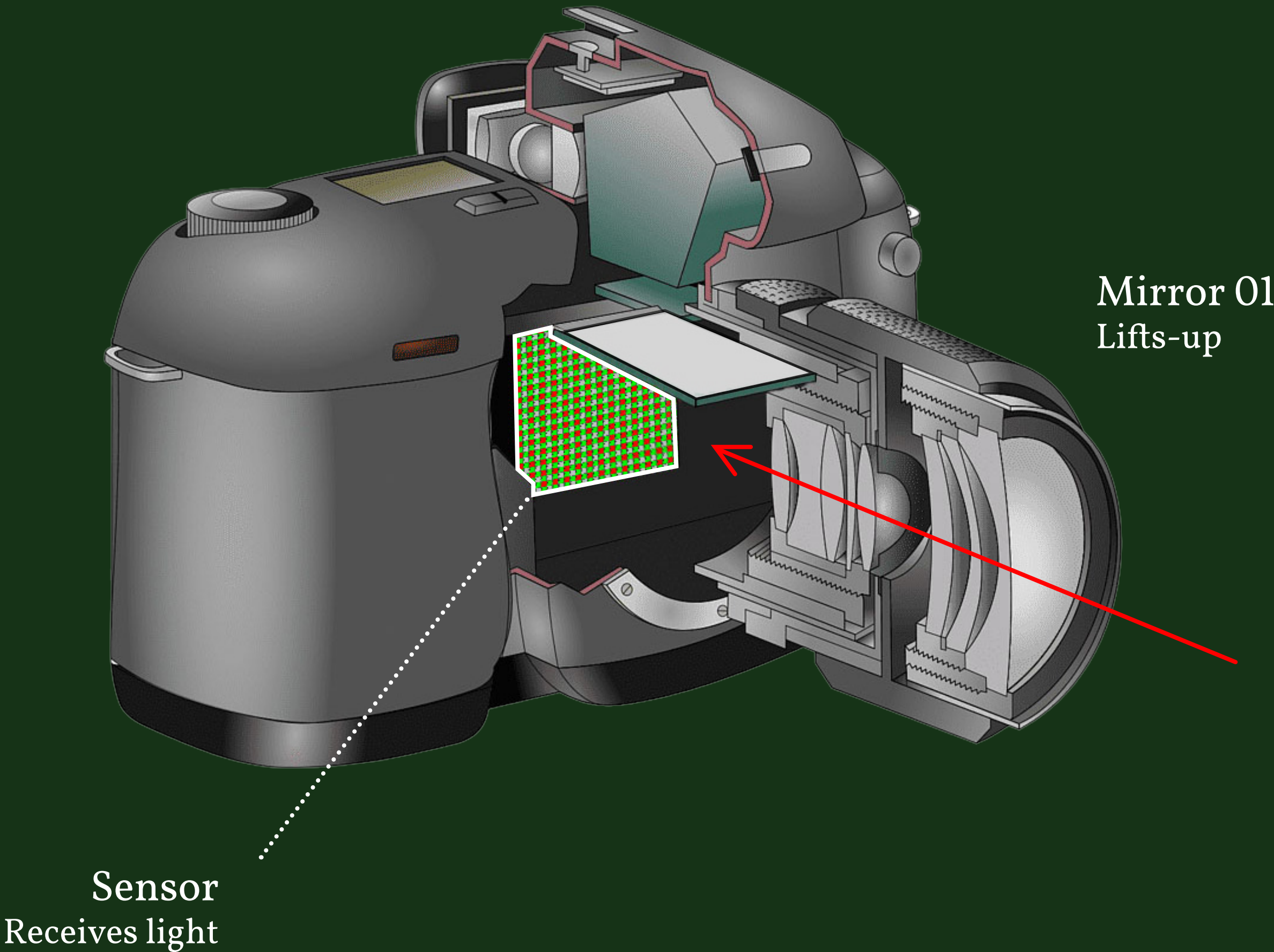
2. The Camera

01 - Introduction

02 - Camera Settings

03 - Getting What You Want

04 - Camera Modes



View mode

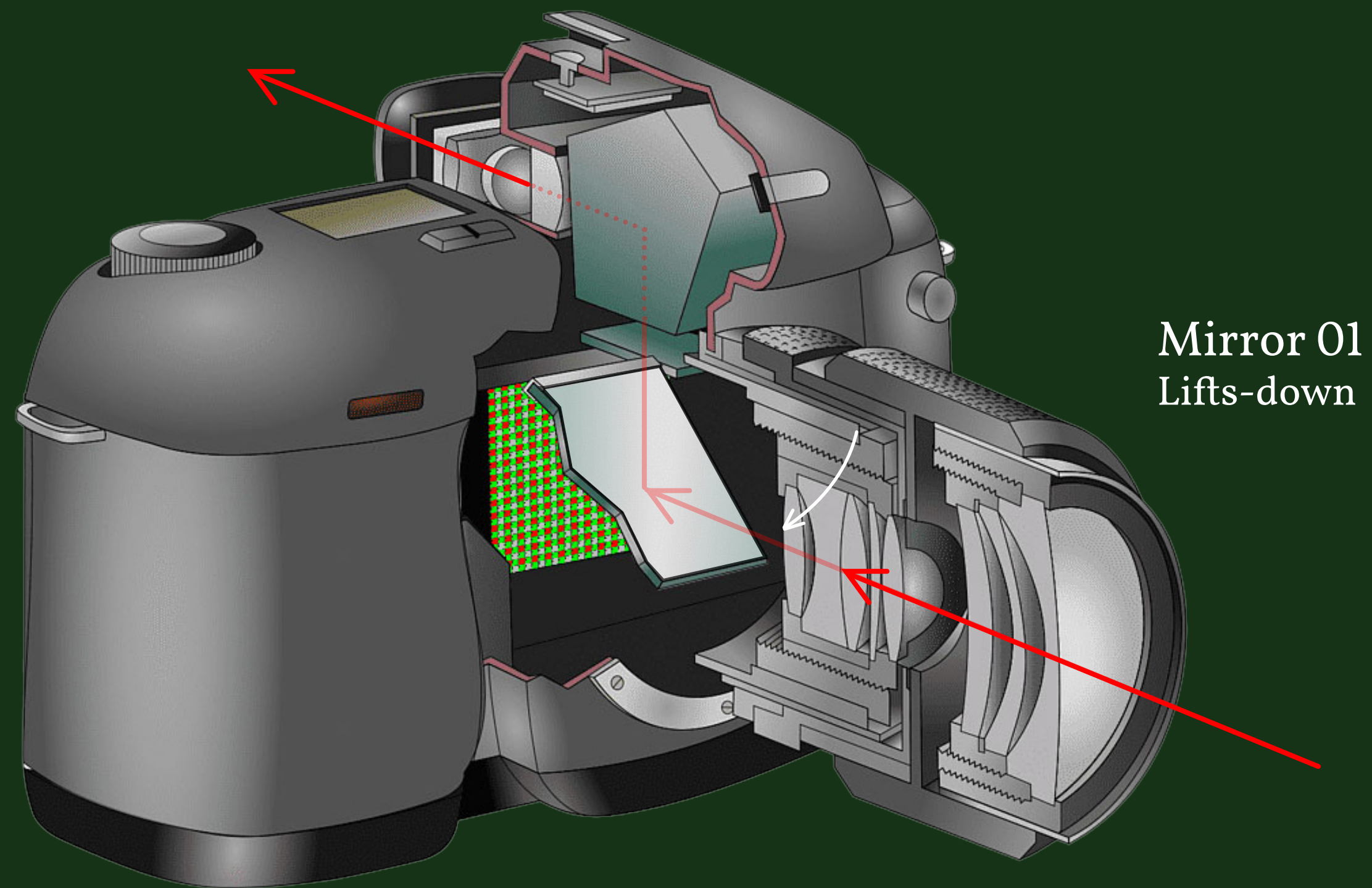
2. The Camera

01 - Introduction

02 - Camera Settings

03 - Getting What You Want

04 - Camera Modes



View mode

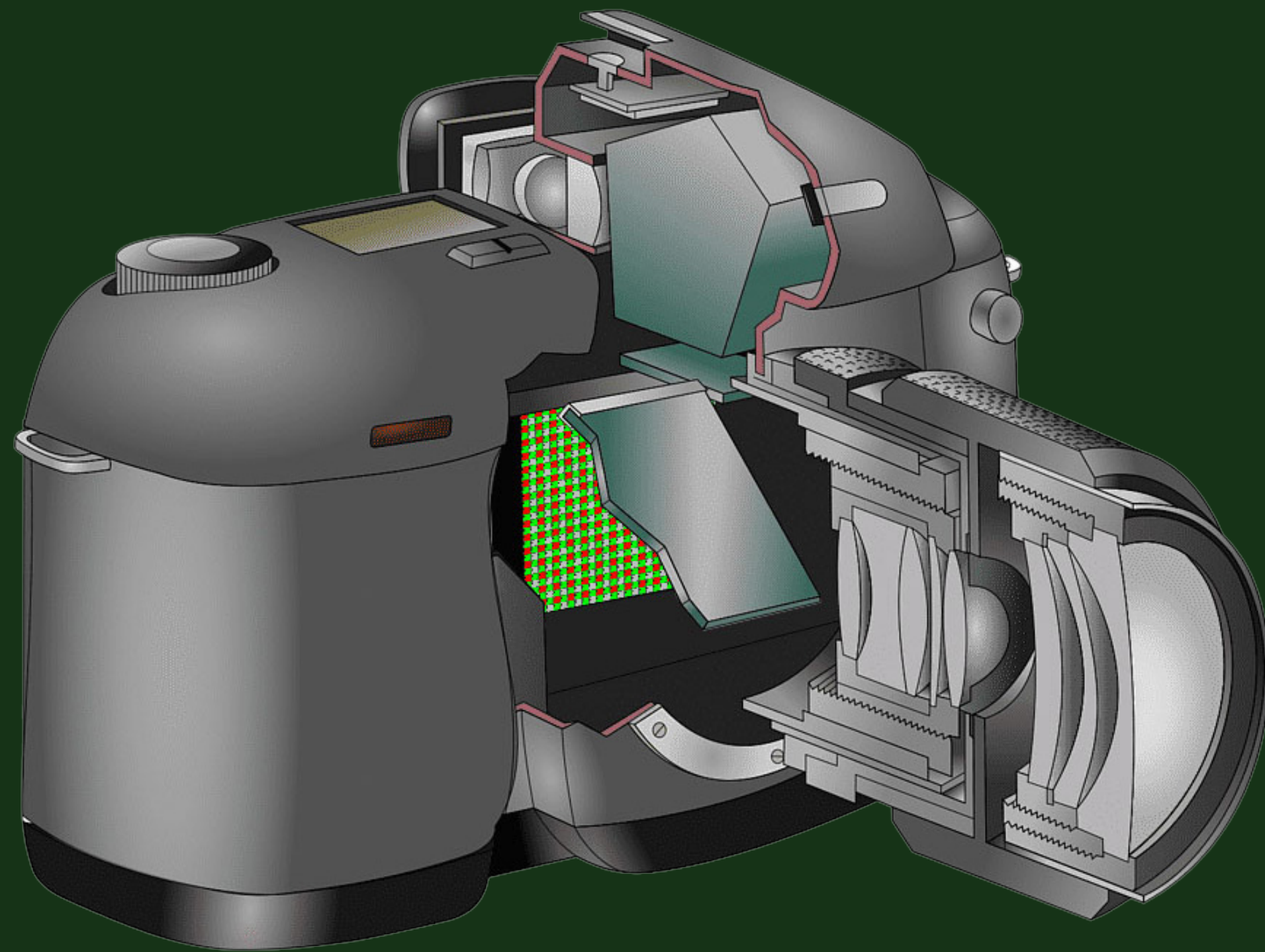
2. The Camera

01 - Introduction

02 - Camera Settings

03 - Getting What You Want

04 - Camera Modes



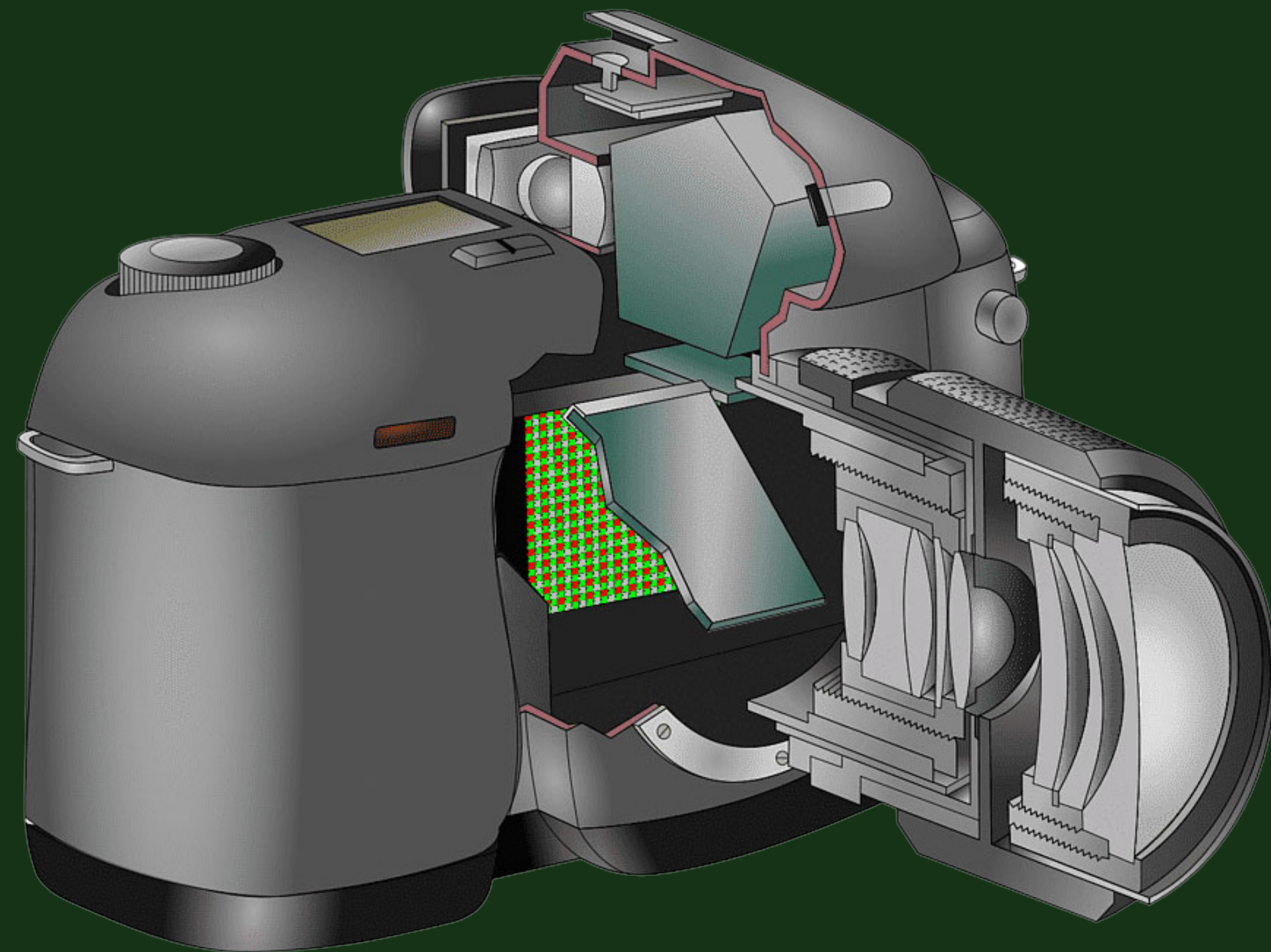
2. The Camera

01 - Introduction

02 - Camera Settings

03 - Getting What You Want

04 - Camera Modes



1 Shutter Speed

2 Aperture

3 ISO

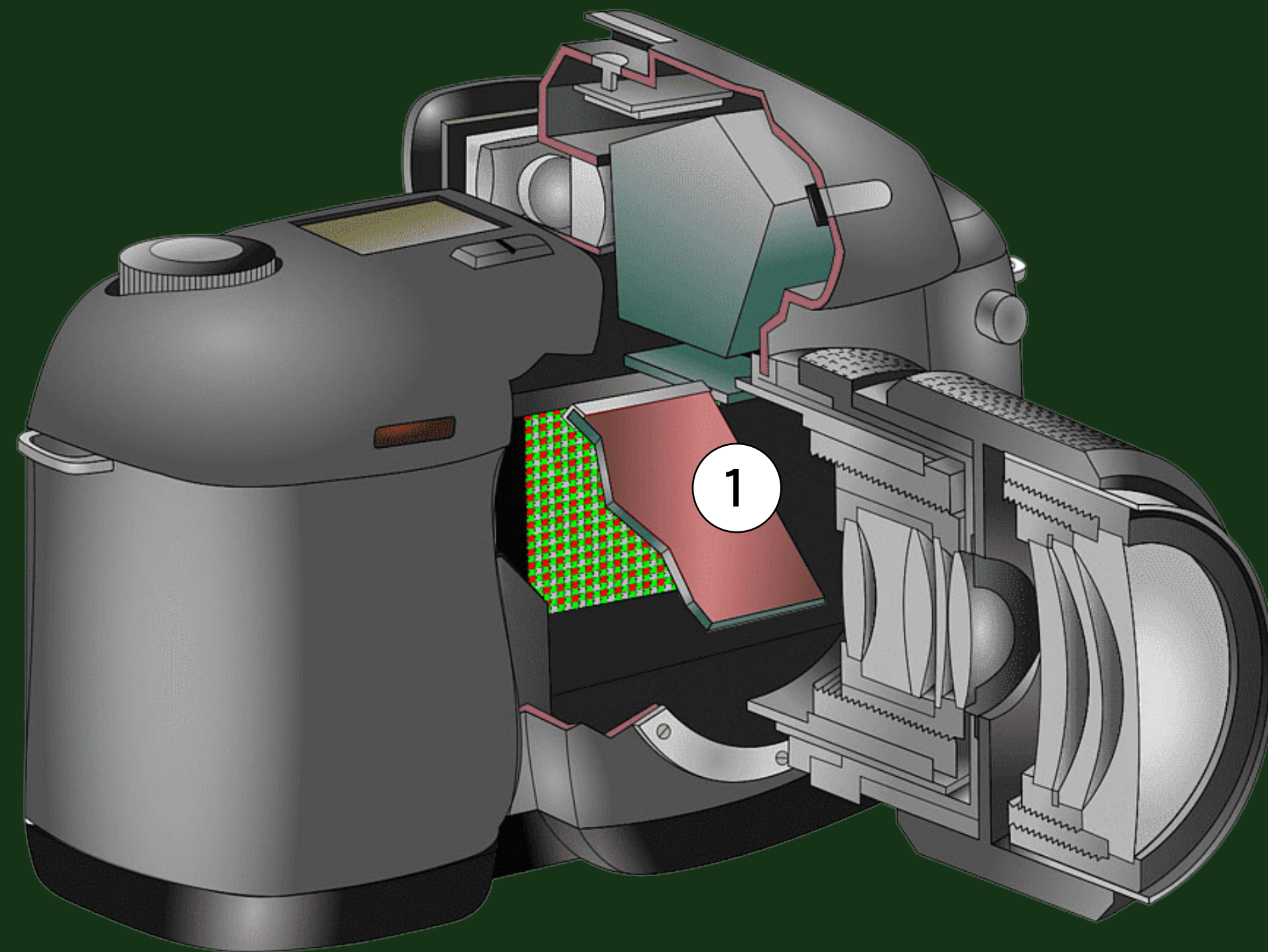
2. The Camera

01 - Introduction

02 - Camera Settings

03 - Getting What You Want

04 - Camera Modes



1

Shutter Speed

For how long does the light gets to the sensor

2

Aperture

3

ISO

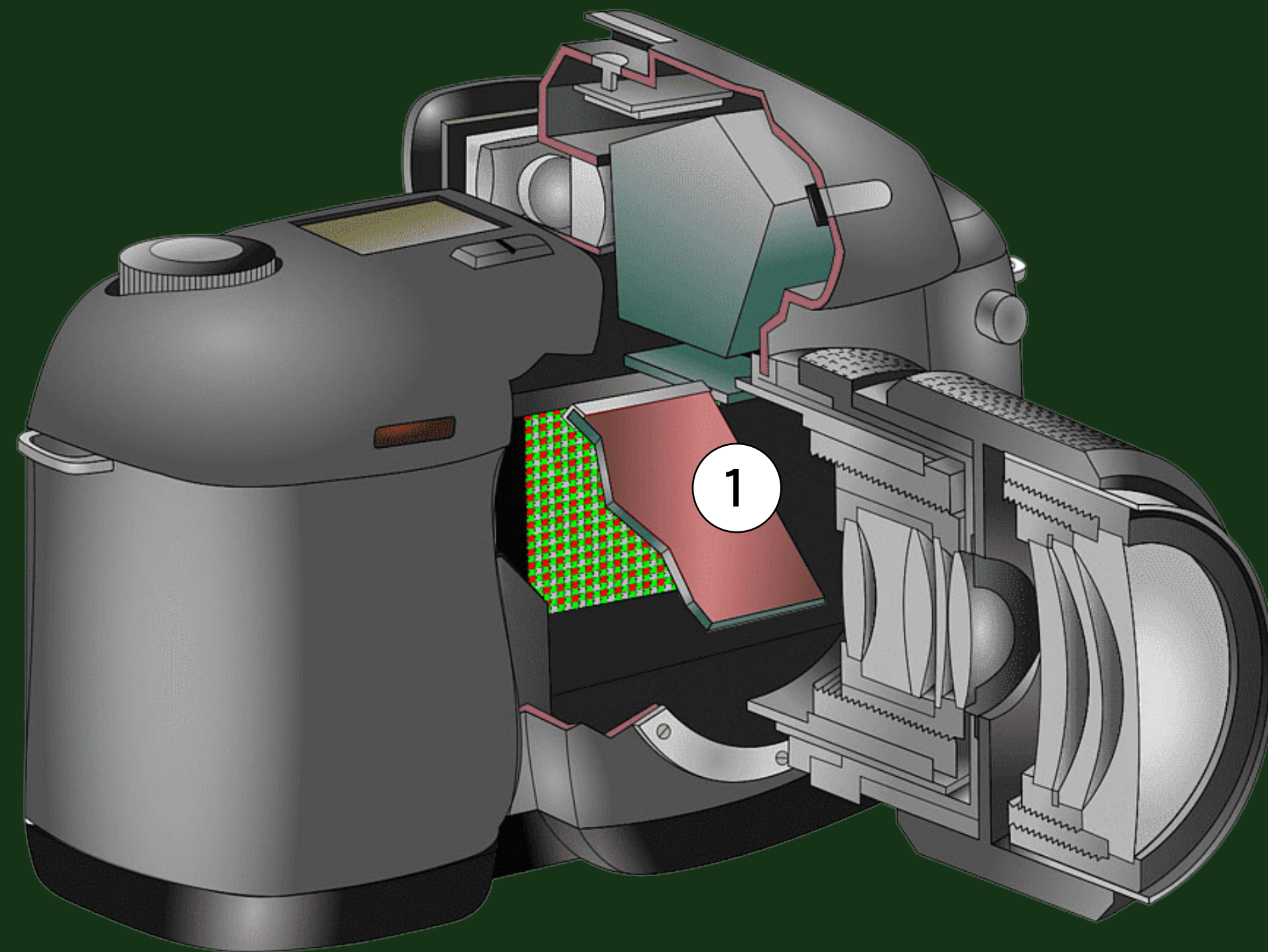
2. The Camera

01 - Introduction

02 - Camera Settings

03 - Getting What You Want

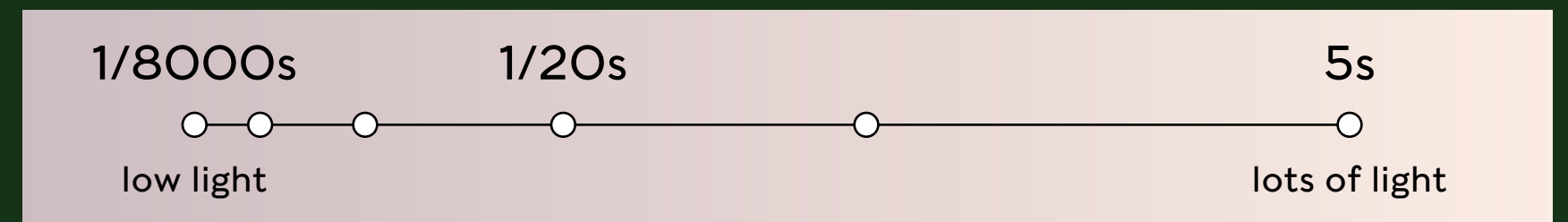
04 - Camera Modes



1

Shutter Speed

For how long does the light gets to the sensor



2

Aperture

3

ISO

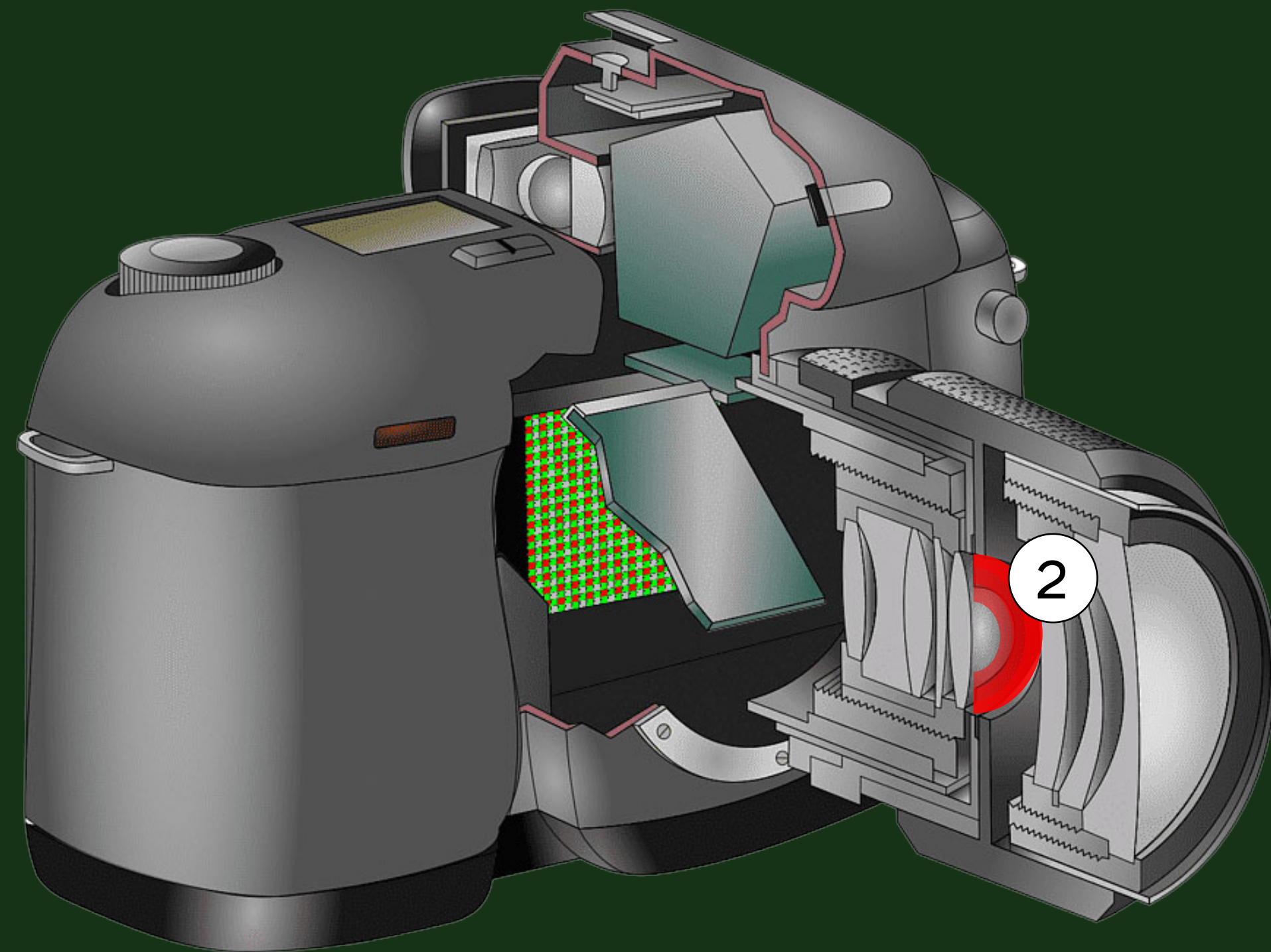
2. The Camera

01 - Introduction

02 - Camera Settings

03 - Getting What You Want

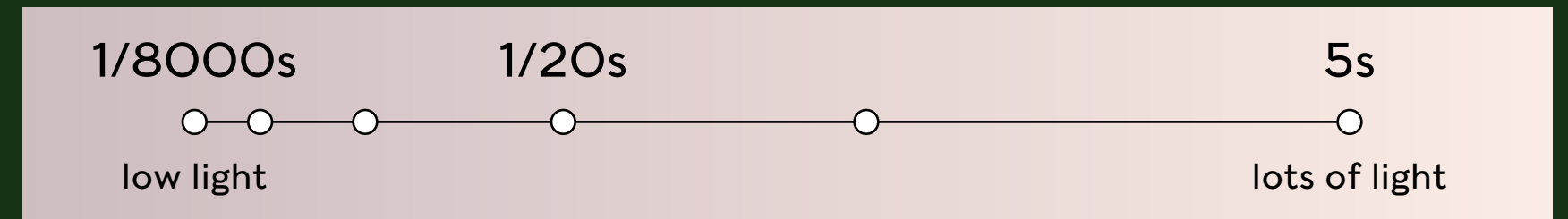
04 - Camera Modes



1

Shutter Speed

For how long does the light gets to the sensor



2

Aperture

How much light get to the sensor

3

ISO

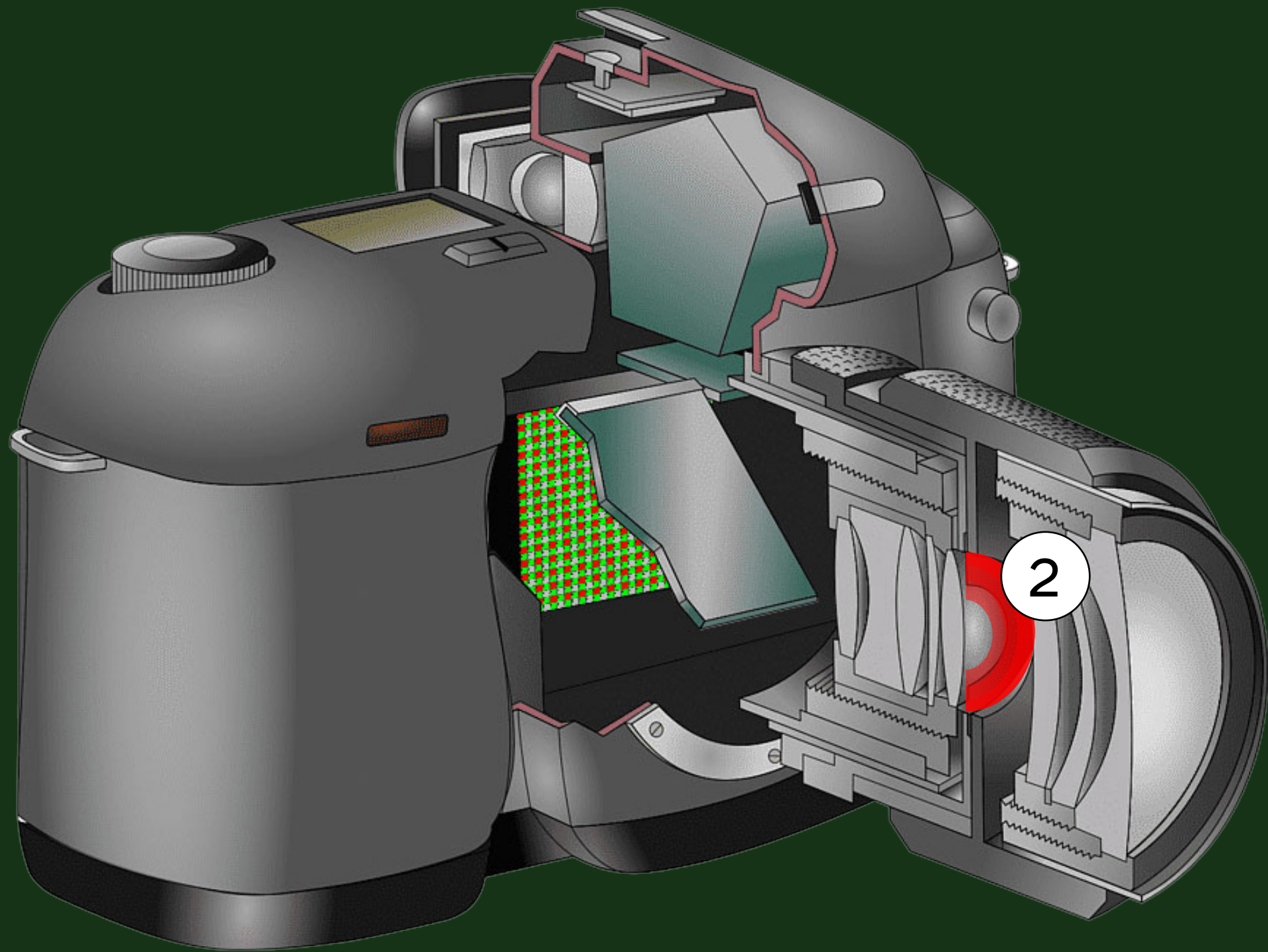
2. The Camera

01 - Introduction

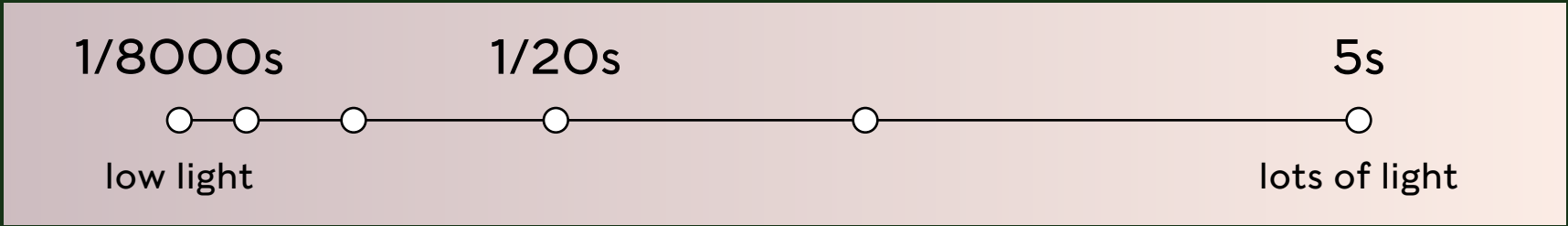
02 - Camera Settings

03 - Getting What You Want

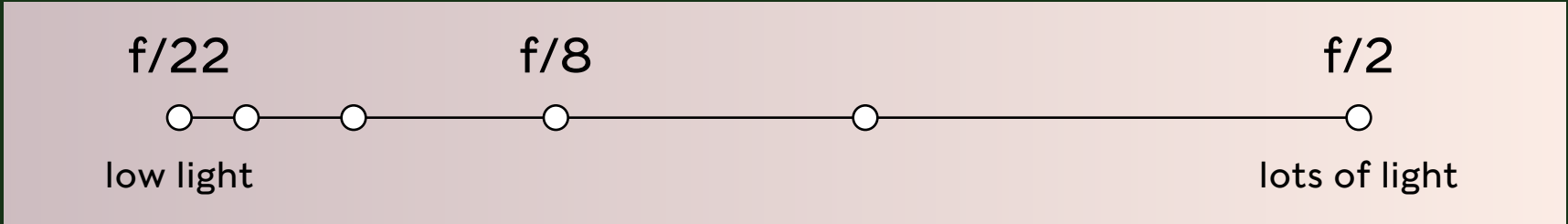
04 - Camera Modes



1 Shutter Speed
For how long does the light gets to the sensor



2 Aperture
How much light get to the sensor



3 ISO

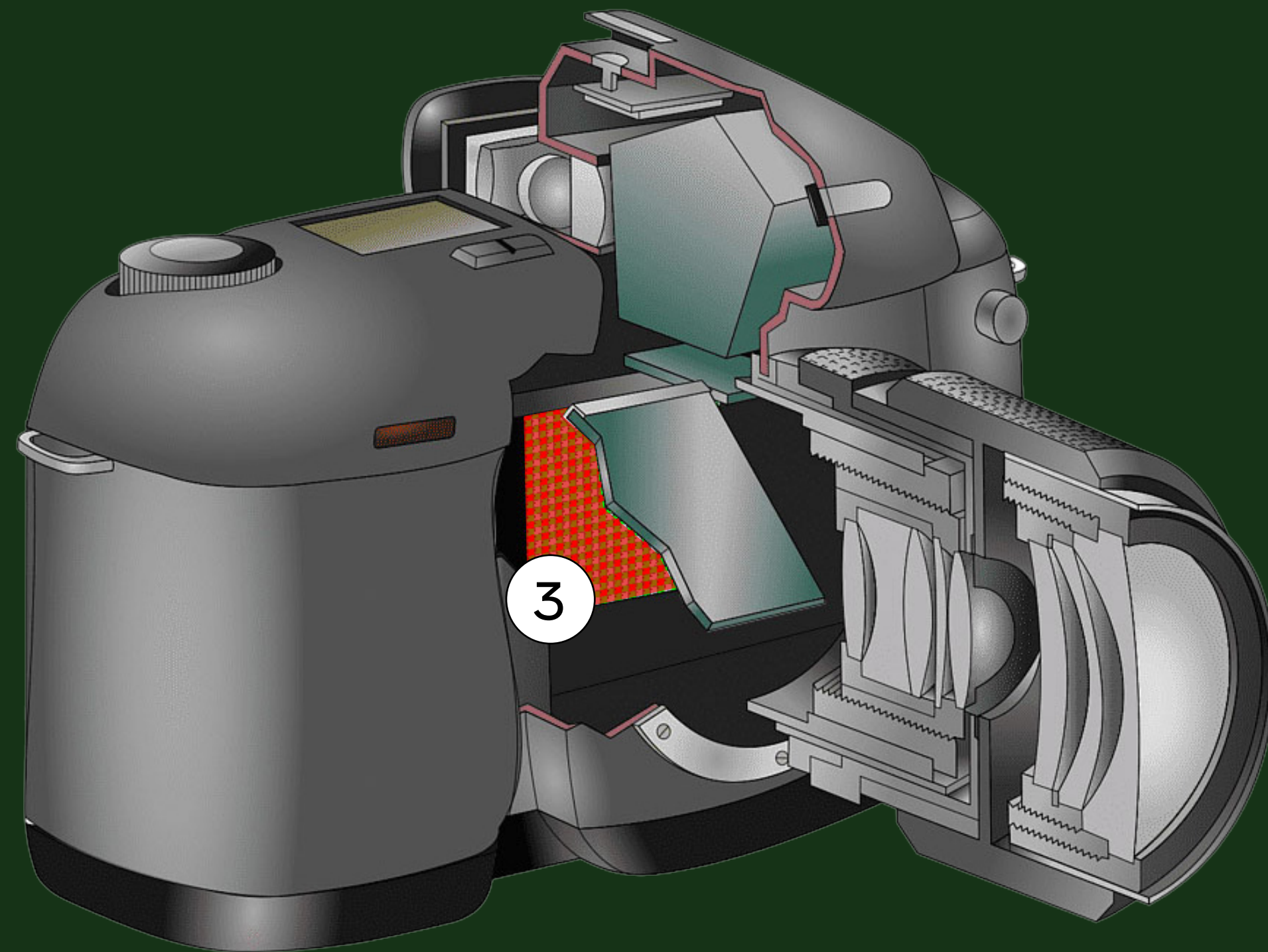
2. The Camera

01 - Introduction

02 - Camera Settings

03 - Getting What You Want

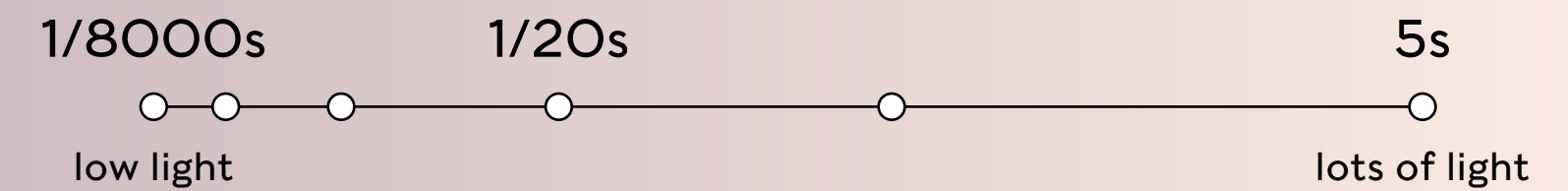
04 - Camera Modes



1

Shutter Speed

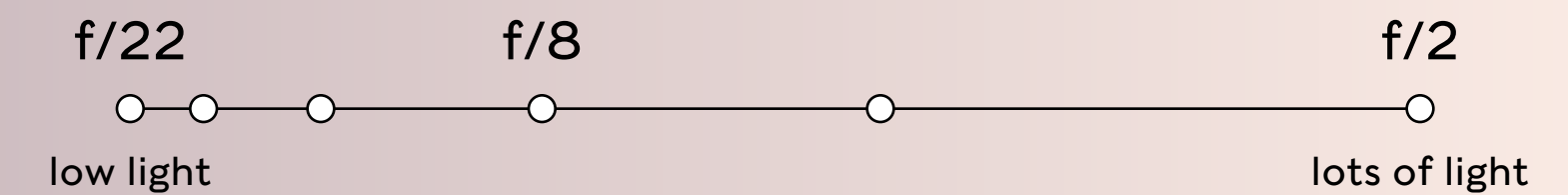
For how long does the light gets to the sensor



2

Aperture

How much light get to the sensor



3

ISO

How much the sensor reacts to light

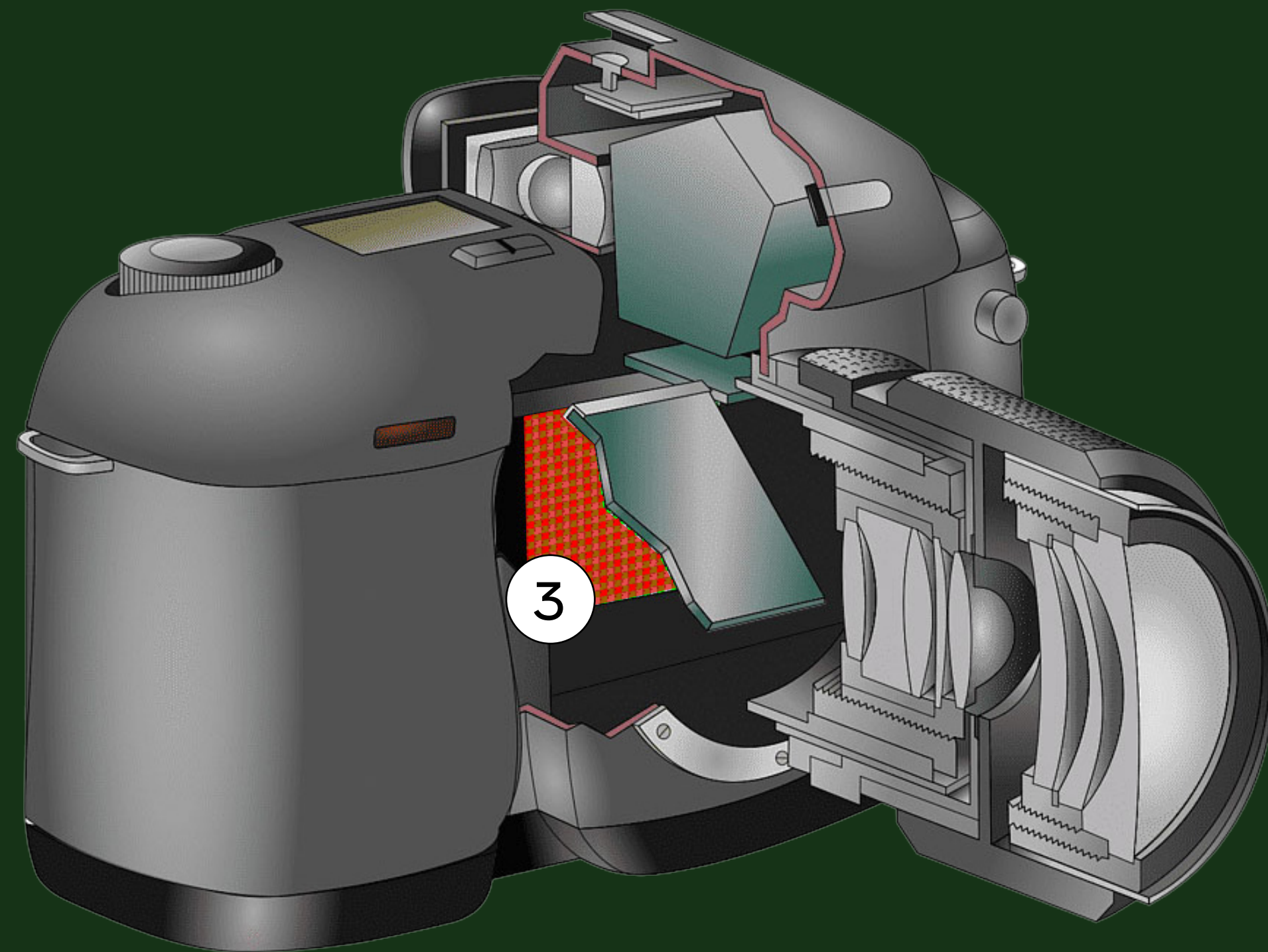
2. The Camera

01 - Introduction

02 - Camera Settings

03 - Getting What You Want

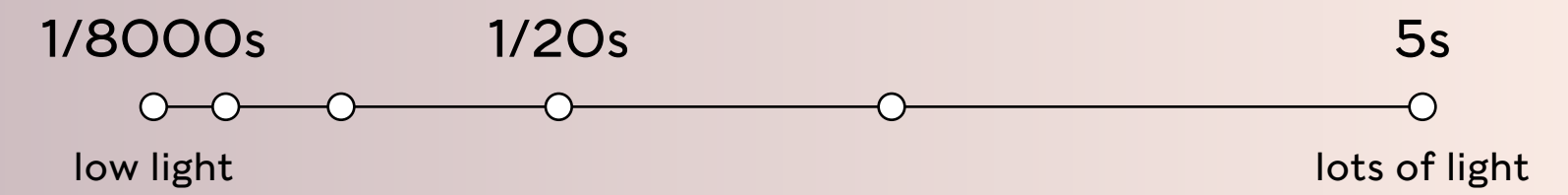
04 - Camera Modes



1

Shutter Speed

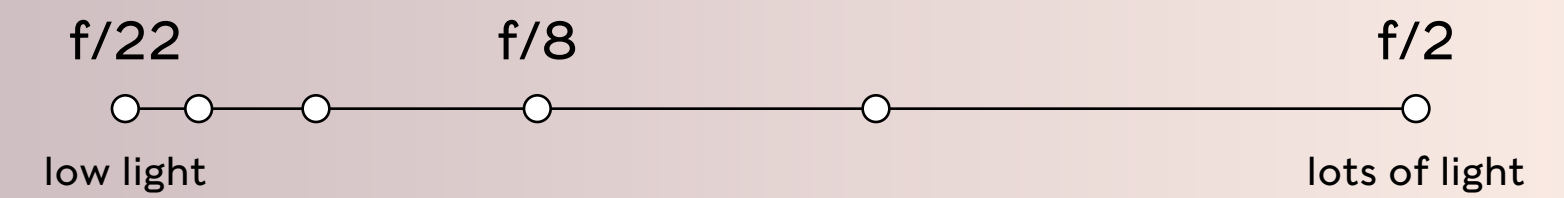
For how long does the light gets to the sensor



2

Aperture

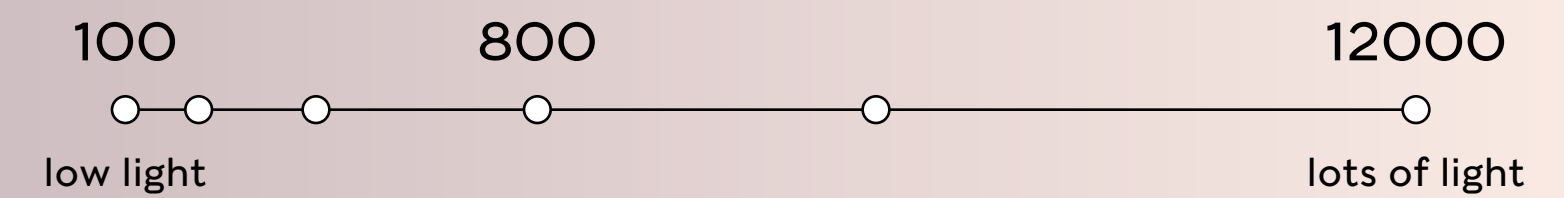
How much light get to the sensor



3

ISO

How much the sensor reacts to light



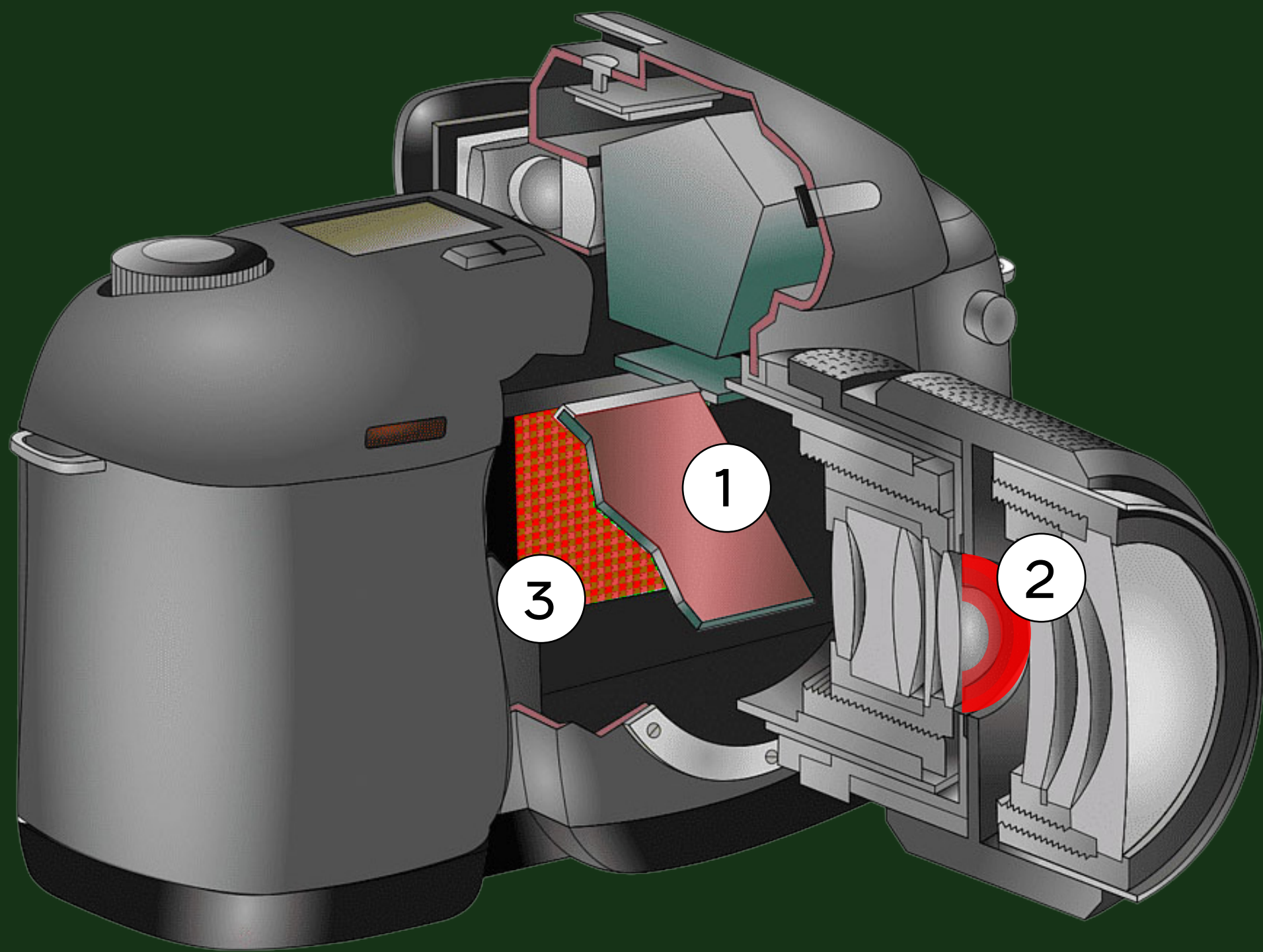
2. The Camera

01 - Introduction

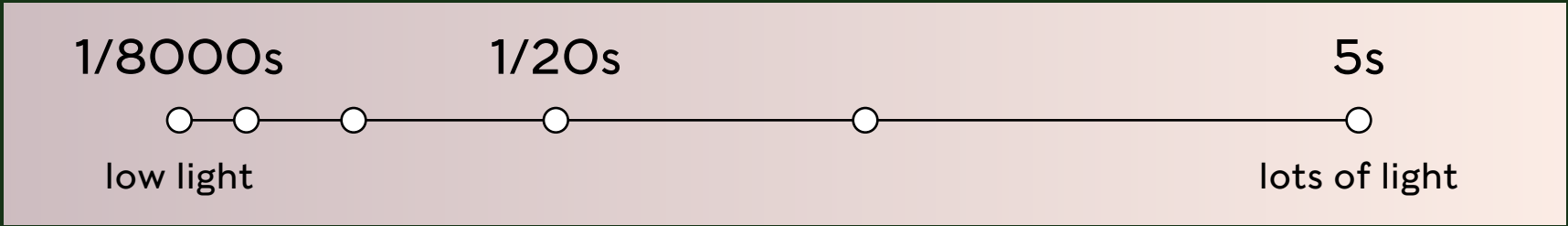
02 - Camera Settings

03 - Getting What You Want

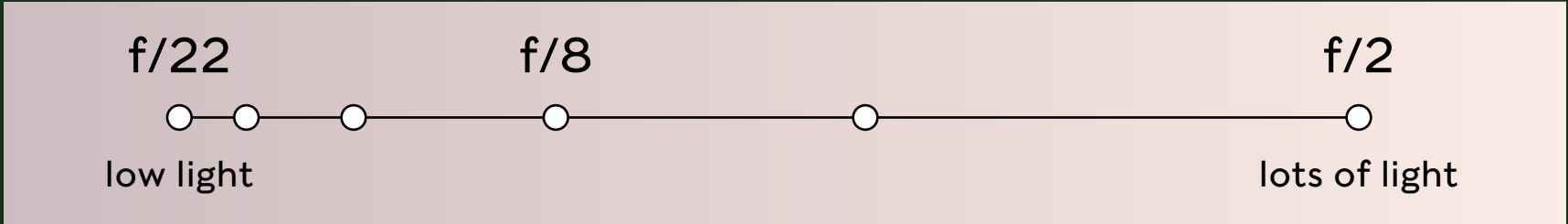
04 - Camera Modes



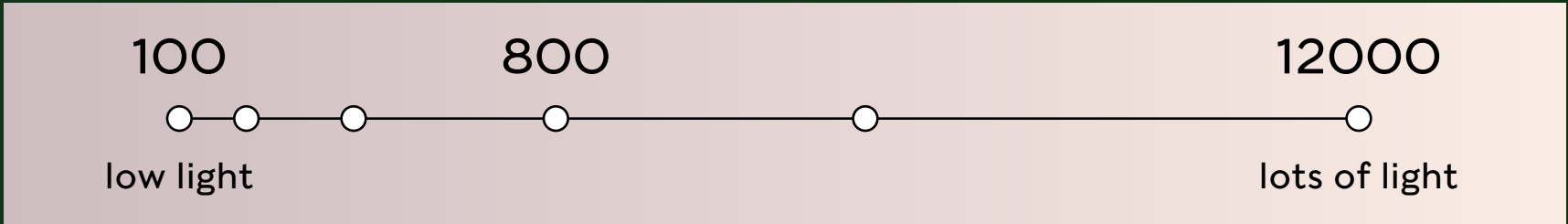
1 Shutter Speed
For how long does the light gets to the sensor



2 Aperture
How much light get to the sensor



3 ISO
How much the sensor reacts to light



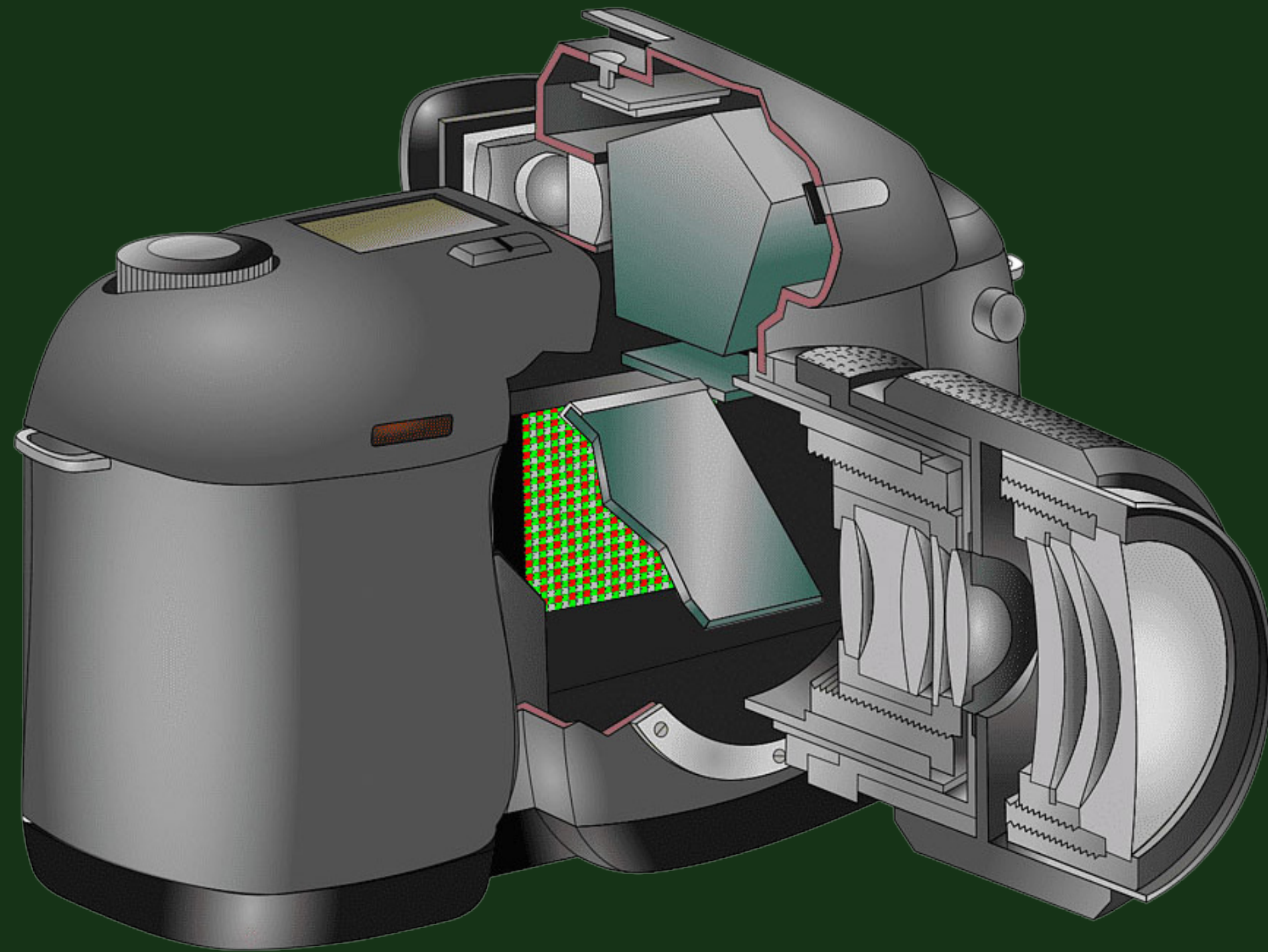
2. The Camera

01 - Introduction

02 - Camera Settings

03 - Getting What You Want

04 - Camera Modes



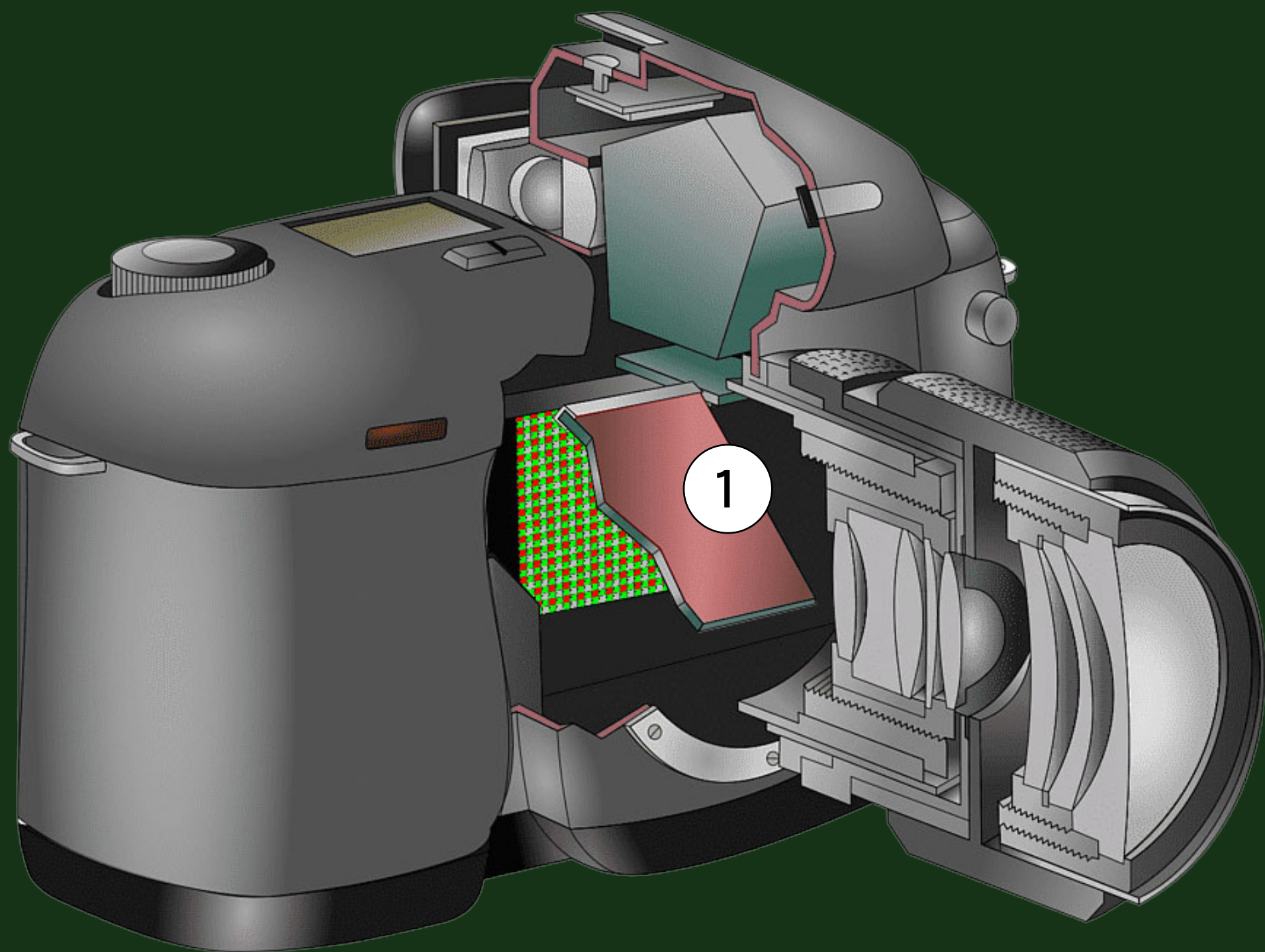
2. The Camera

01 - Introduction

02 - Camera Settings

03 - Getting What You Want

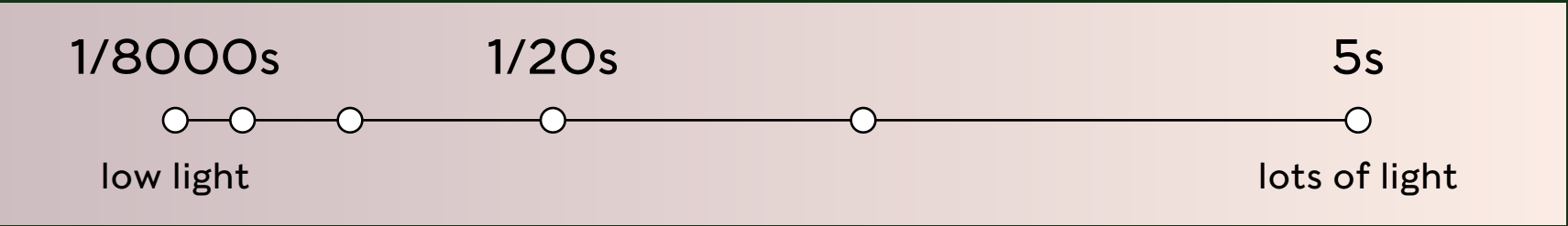
04 - Camera Modes



1

Shutter Speed

For how long does the light gets to the sensor



sharp



Corresponding image

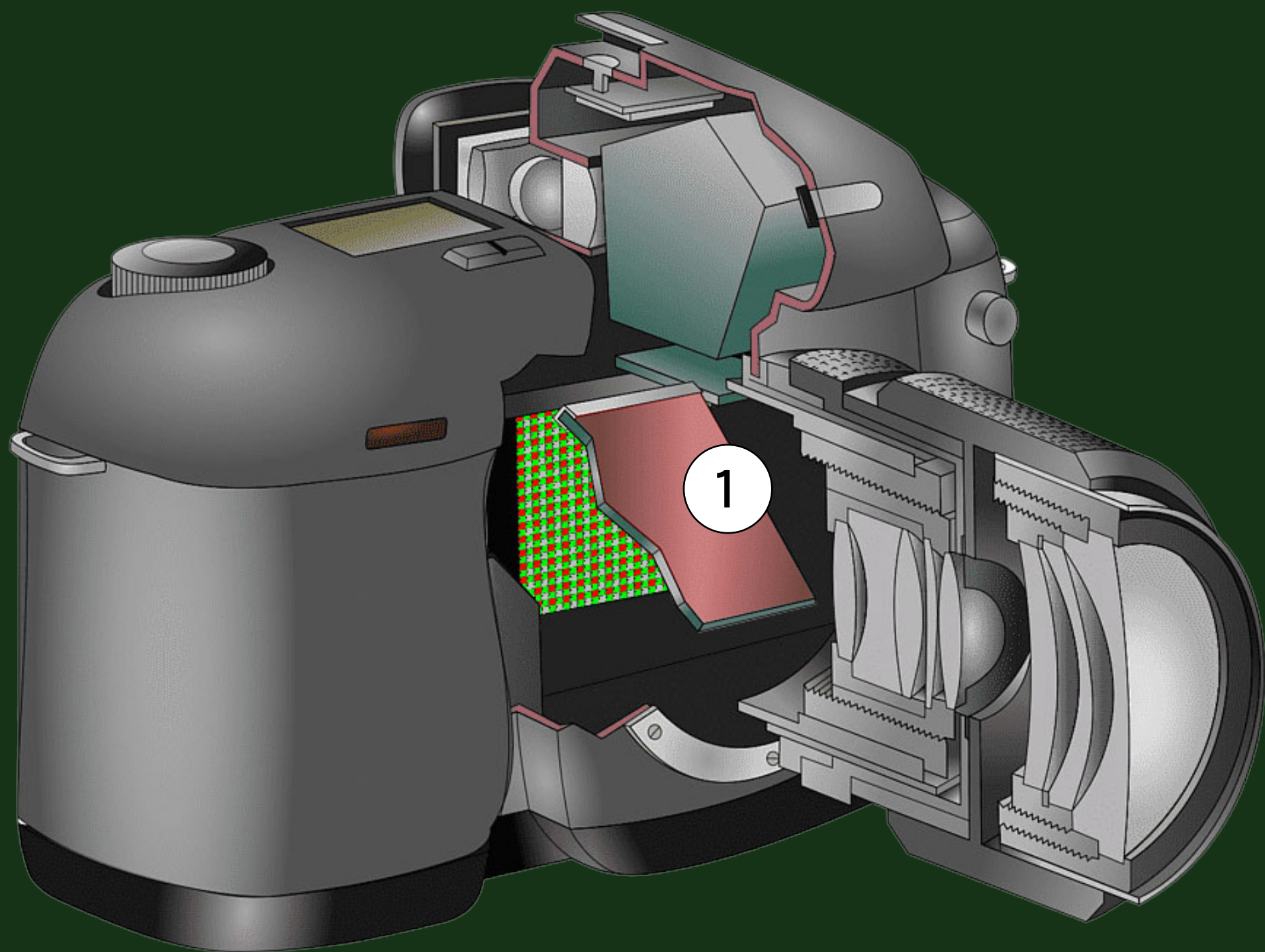
2. The Camera

01 - Introduction

02 - Camera Settings

03 - Getting What You Want

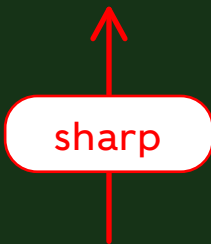
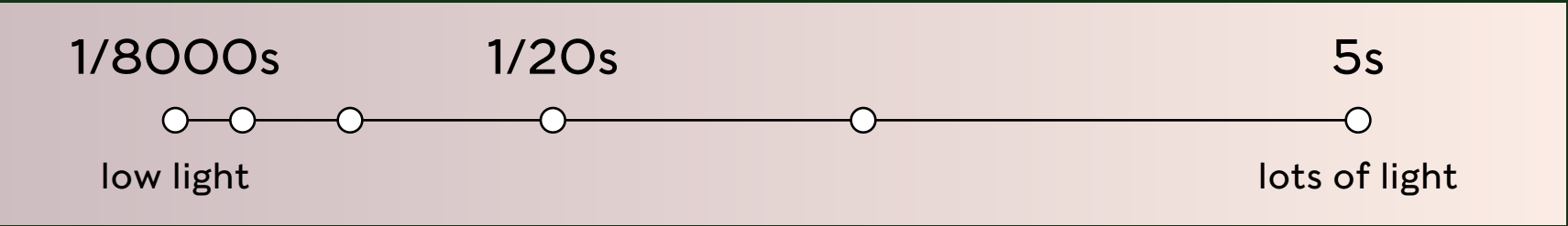
04 - Camera Modes



1

Shutter Speed

For how long does the light gets to the sensor



Corresponding image

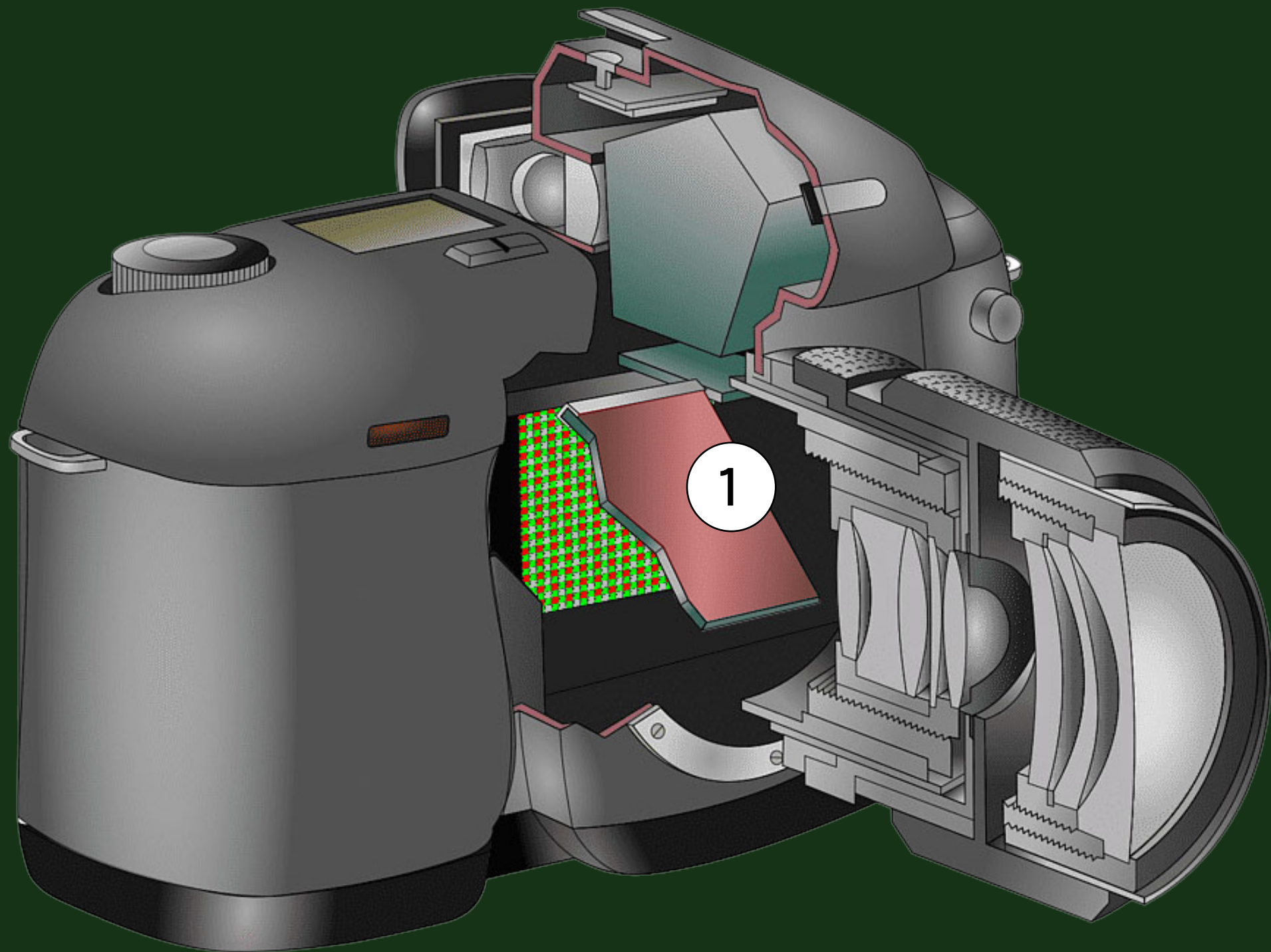
2. The Camera

01 - Introduction

02 - Camera Settings

03 - Getting What You Want

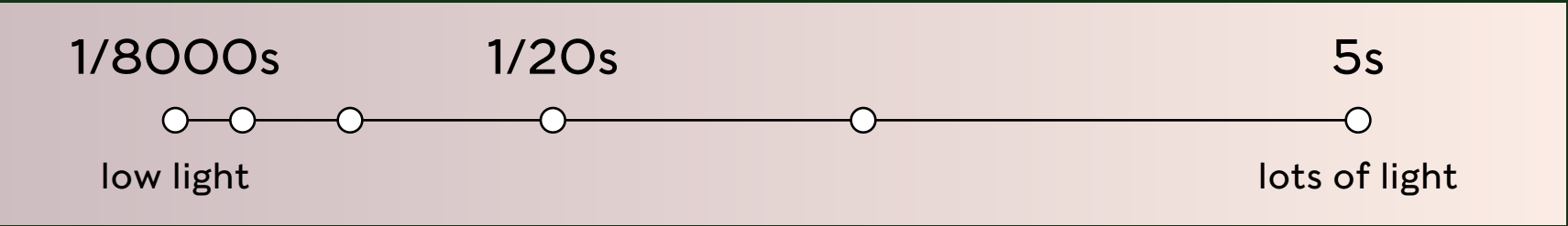
04 - Camera Modes



1

Shutter Speed

For how long does the light gets to the sensor



↑
blurry



Corresponding image

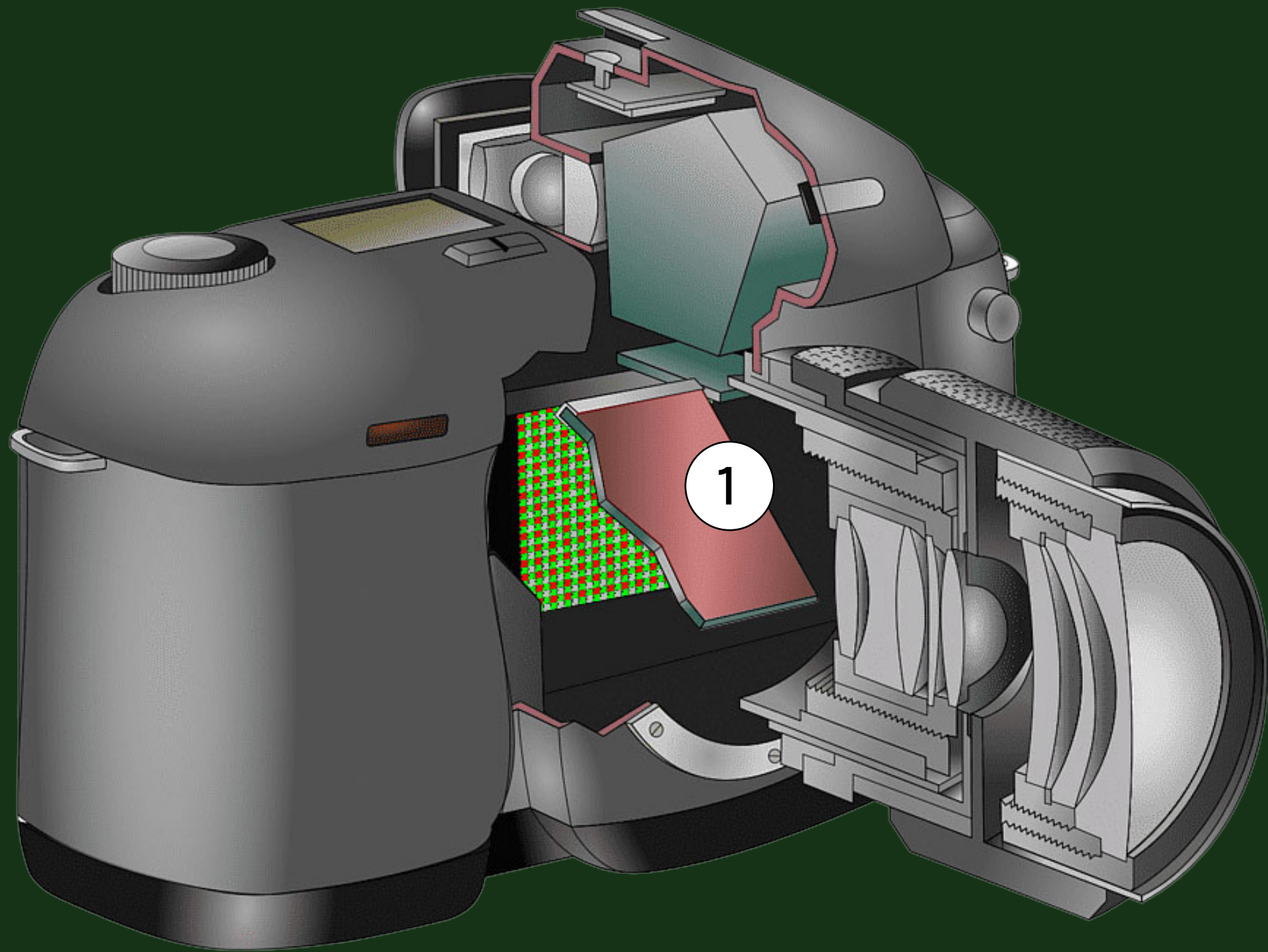
2. The Camera

01 - Introduction

02 - Camera Settings

03 - Getting What You Want

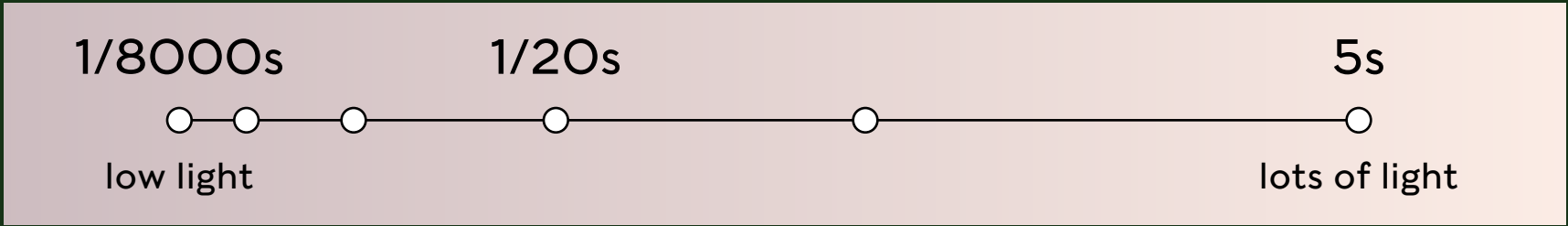
04 - Camera Modes



1

Shutter Speed

For how long does the light gets to the sensor



↑
blurry



Corresponding image

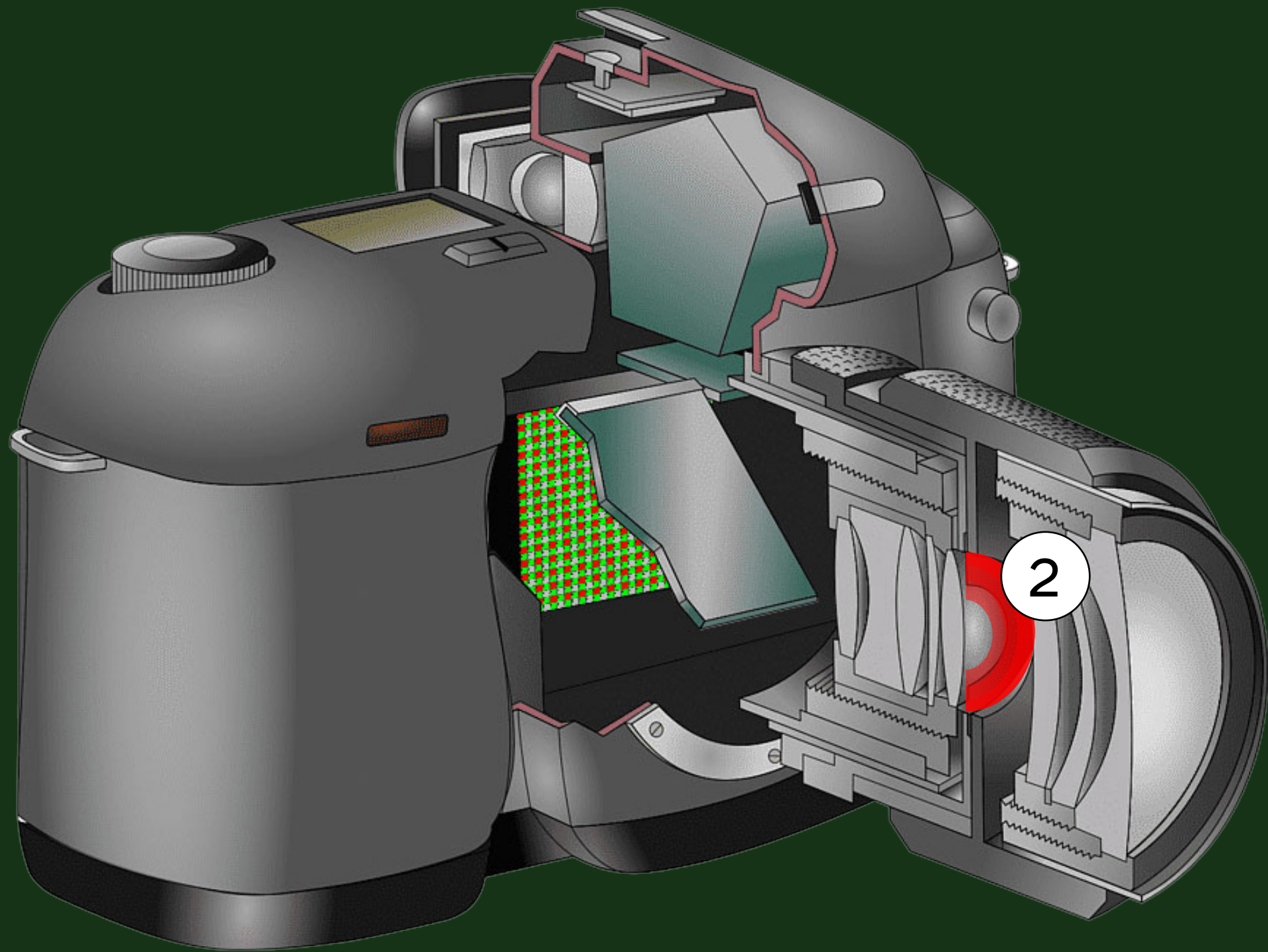
2. The Camera

01 - Introduction

02 - Camera Settings

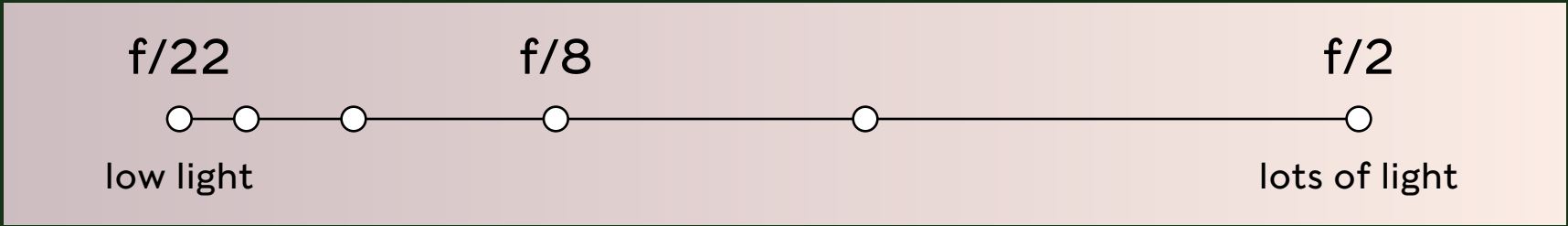
03 - Getting What You Want

04 - Camera Modes



2

Aperture
How much light get to the sensor



long depth of field



Corresponding image

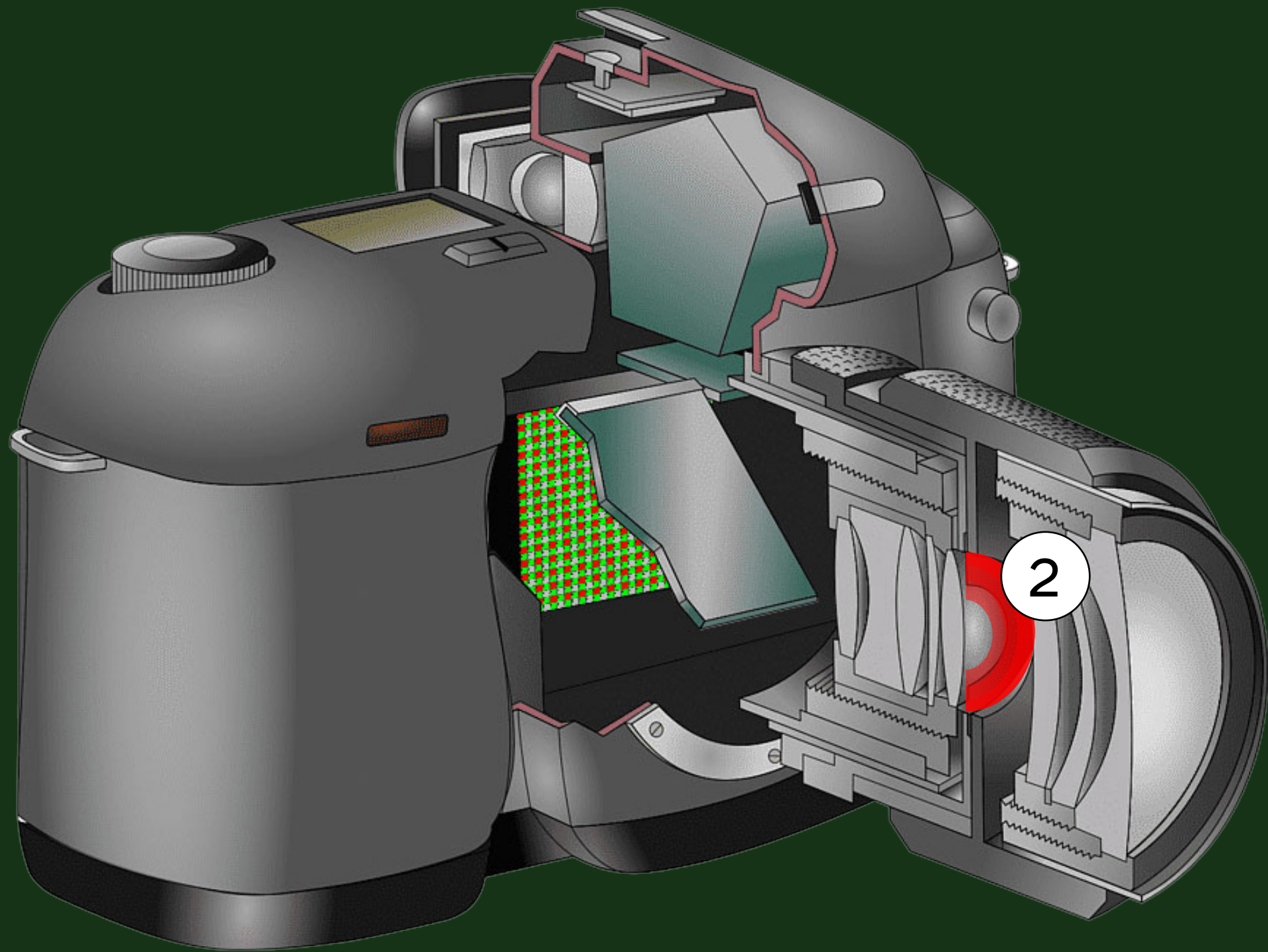
2. The Camera

01 - Introduction

02 - Camera Settings

03 - Getting What You Want

04 - Camera Modes



2

Aperture

How much light get to the sensor



Corresponding image

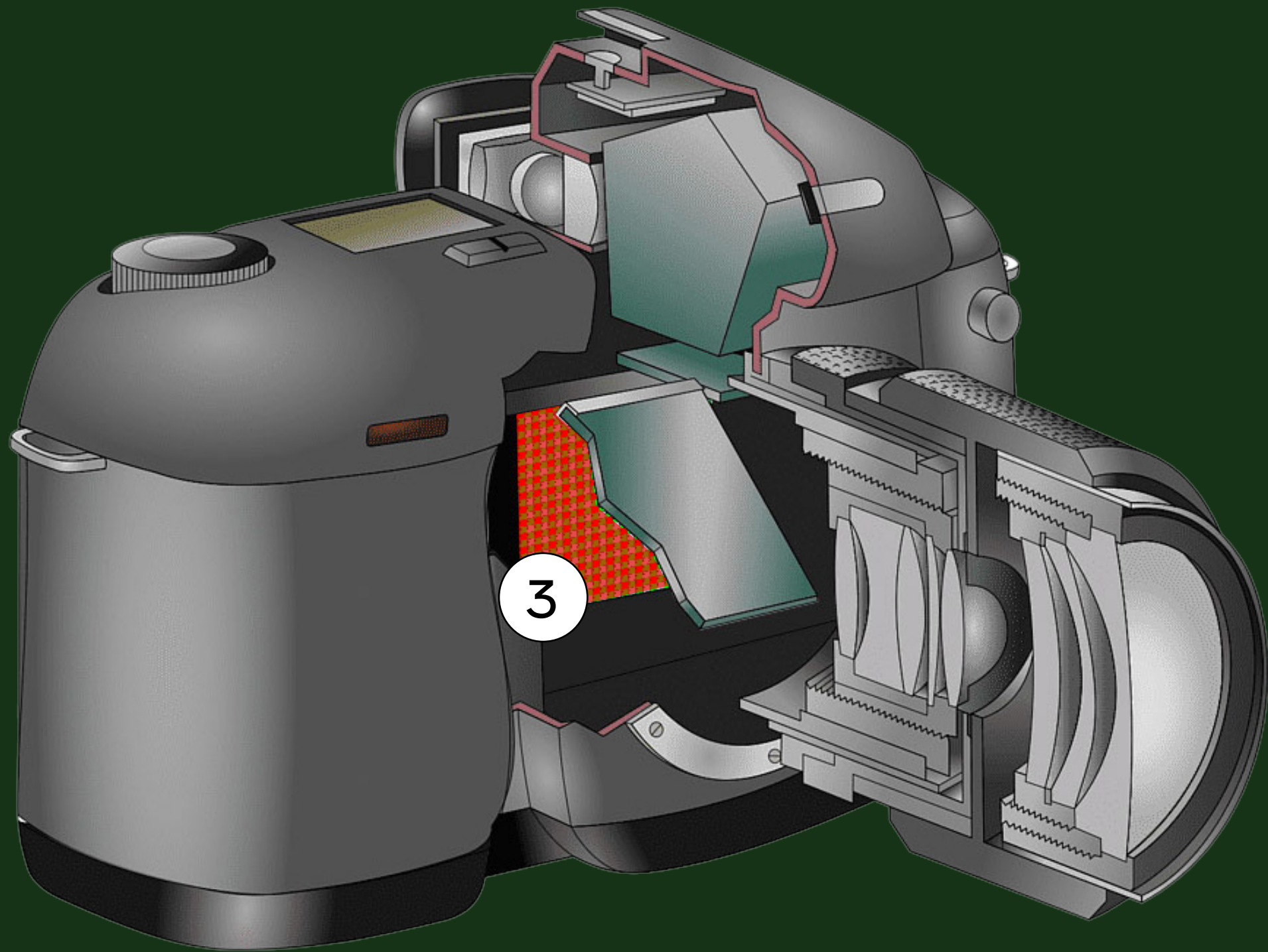
2. The Camera

01 - Introduction

02 - Camera Settings

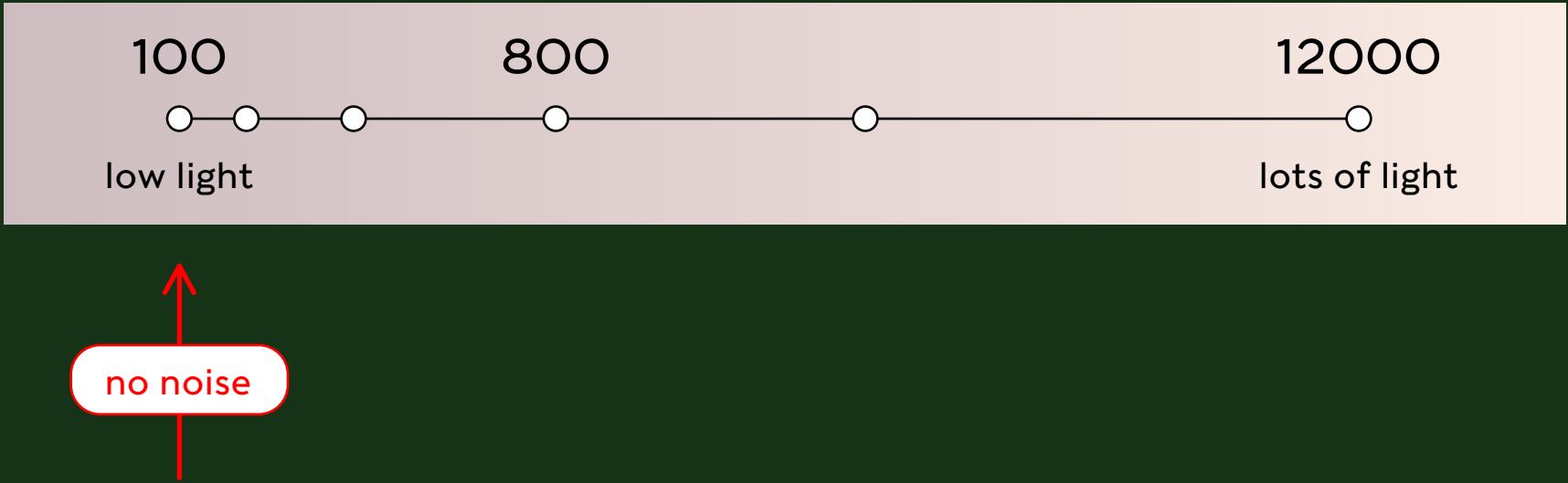
03 - Getting What You Want

04 - Camera Modes



3

ISO
How much the sensor reacts to light



Corresponding image

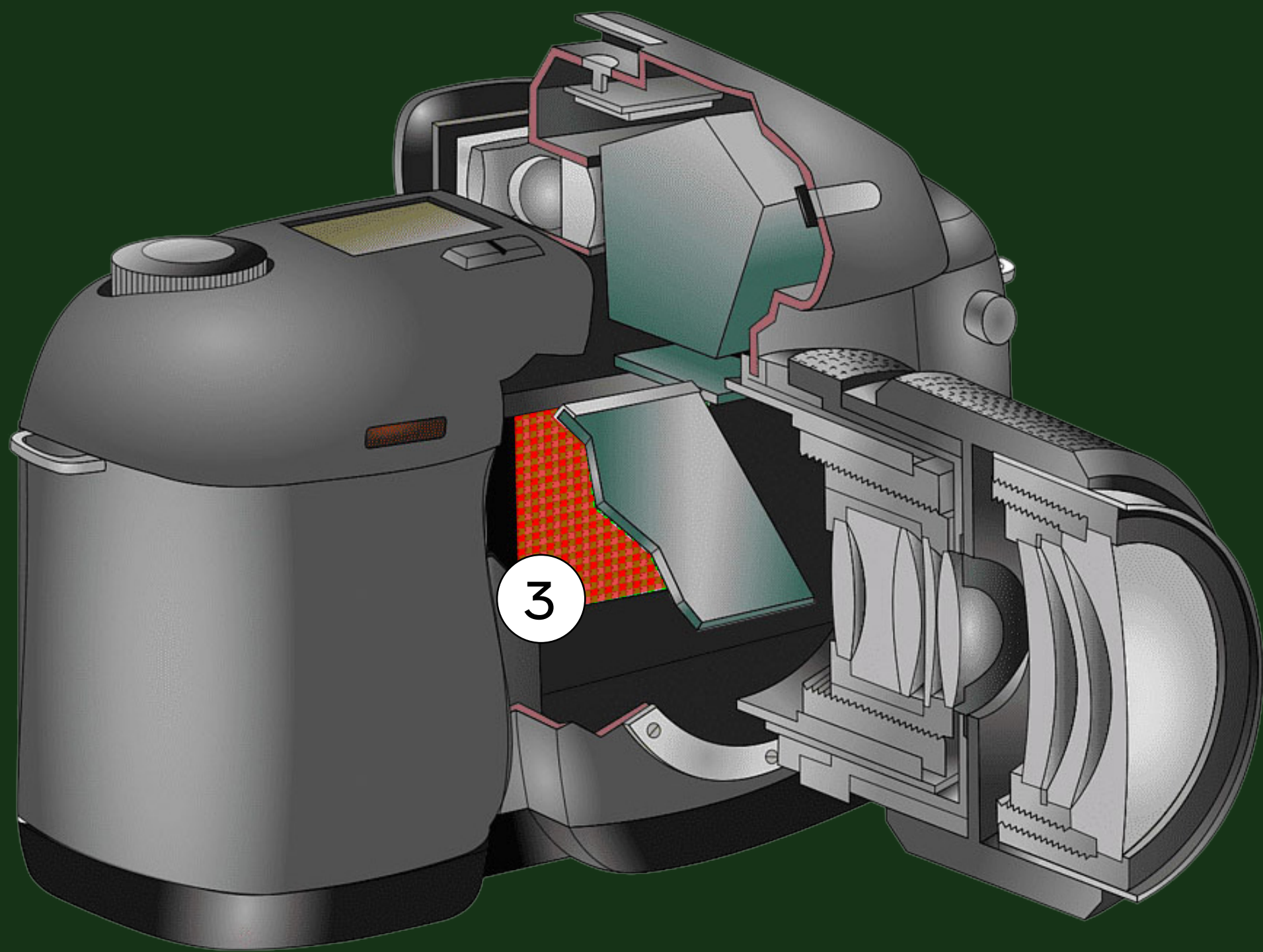
2. The Camera

01 - Introduction

02 - Camera Settings

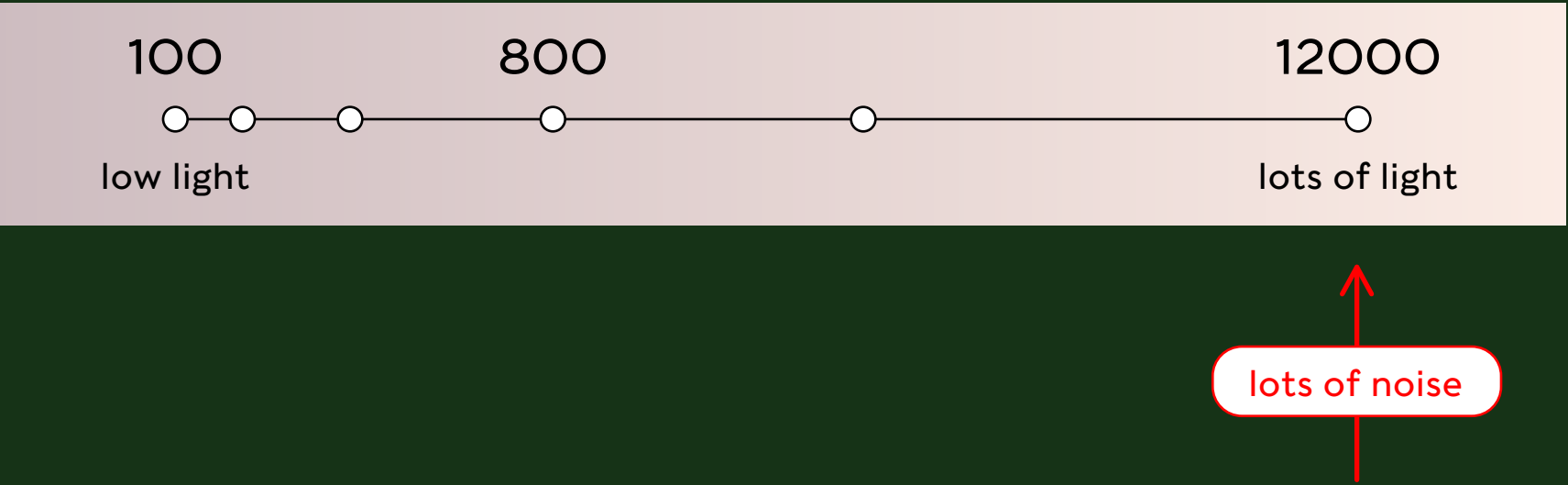
03 - Getting What You Want

04 - Camera Modes



3

ISO
How much the sensor reacts to light



Corresponding image

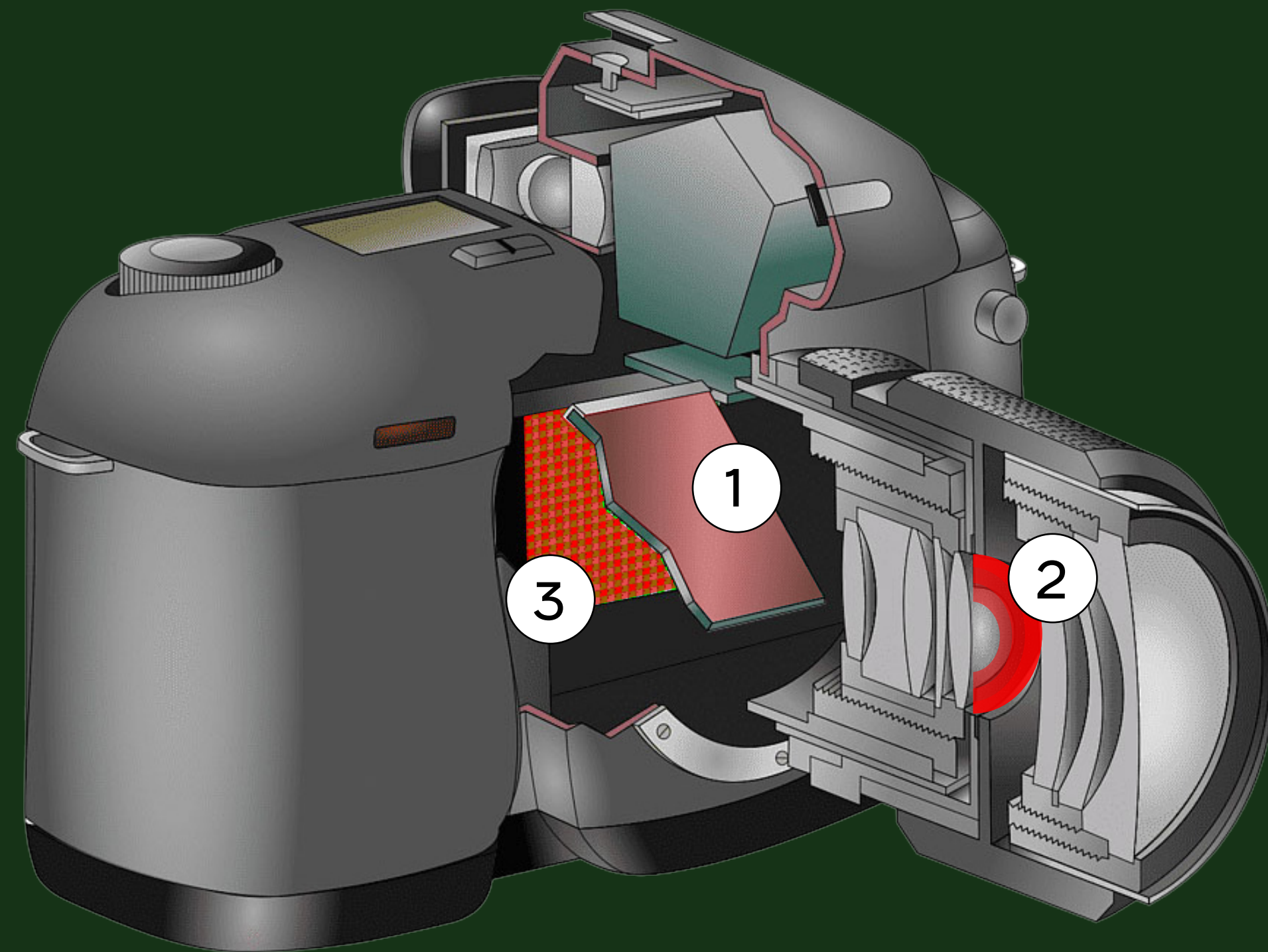
2. The Camera

01 - Introduction

02 - Camera Settings

03 - Getting What You Want

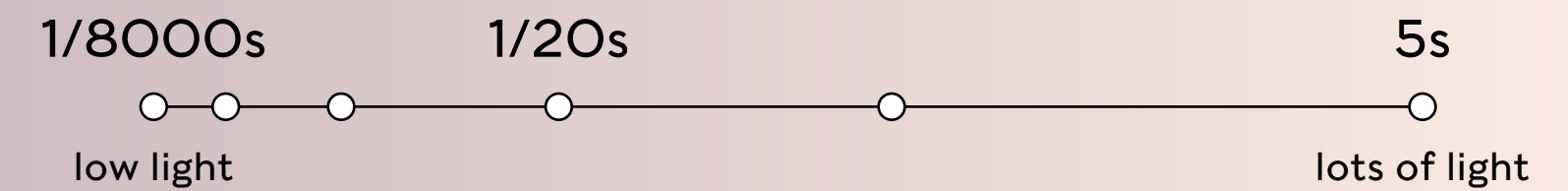
04 - Camera Modes



1

Shutter Speed

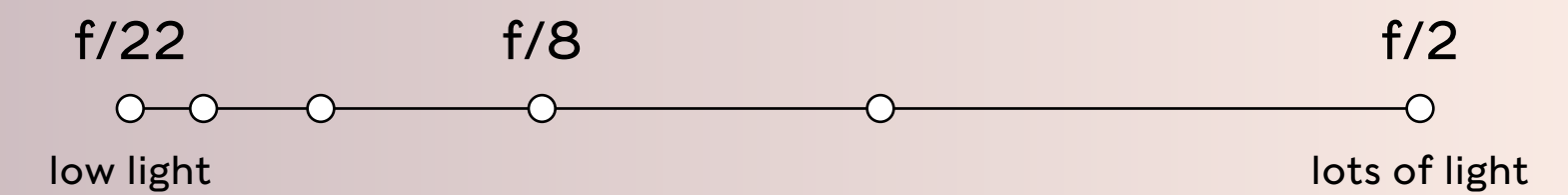
For how long does the light gets to the sensor



2

Aperture

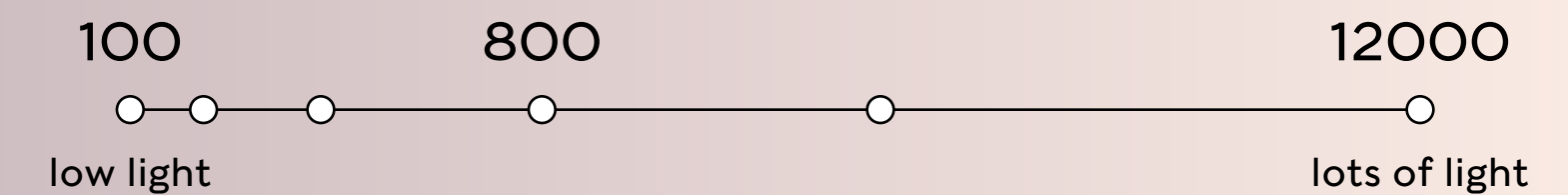
How much light get to the sensor



3

ISO

How much the sensor reacts to light



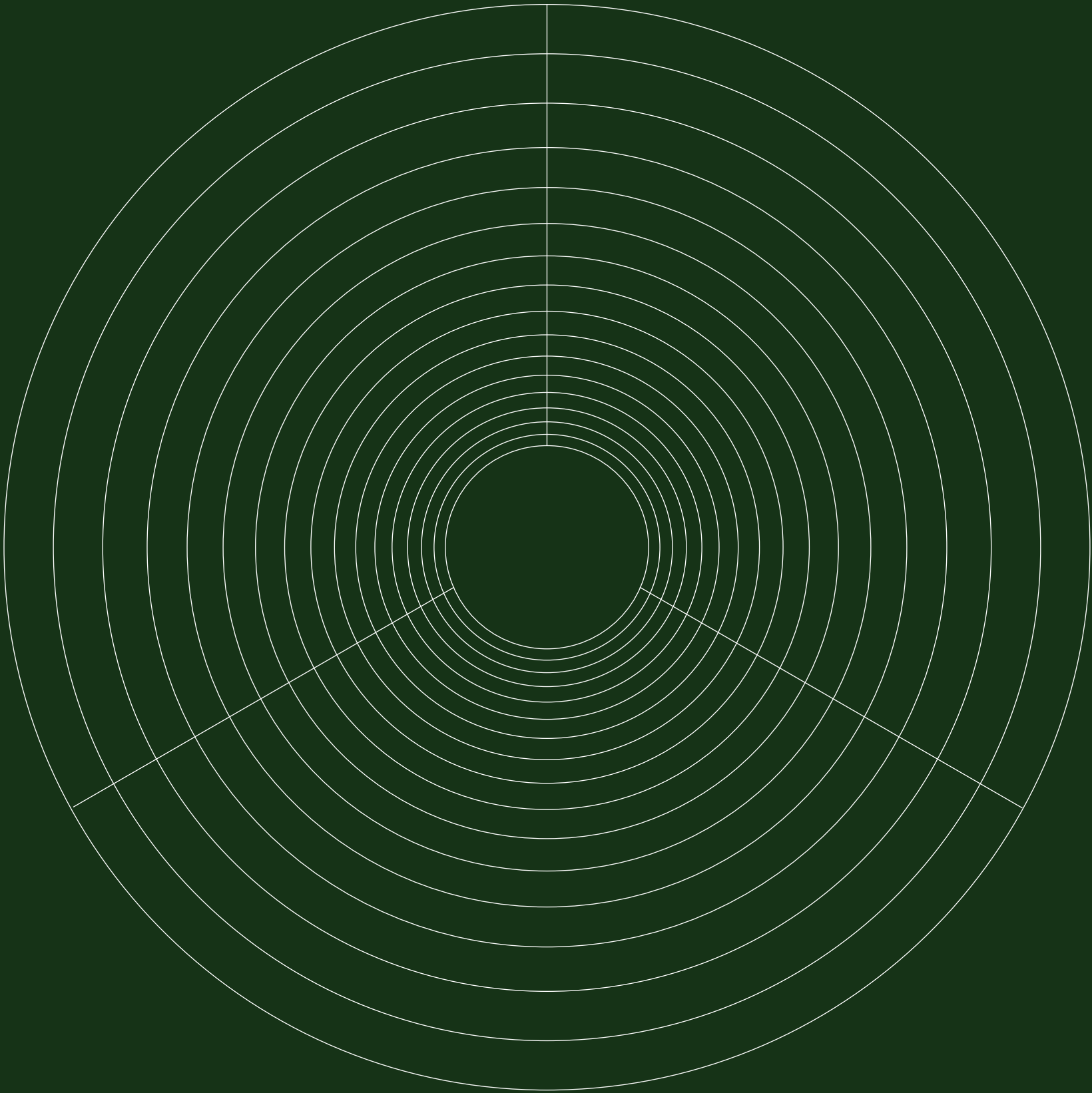
2. The Camera

01 - Introduction

02 - Camera Settings

03 - Getting What You Want

04 - Camera Modes



Light Diagram

2. The Camera

01 - Introduction

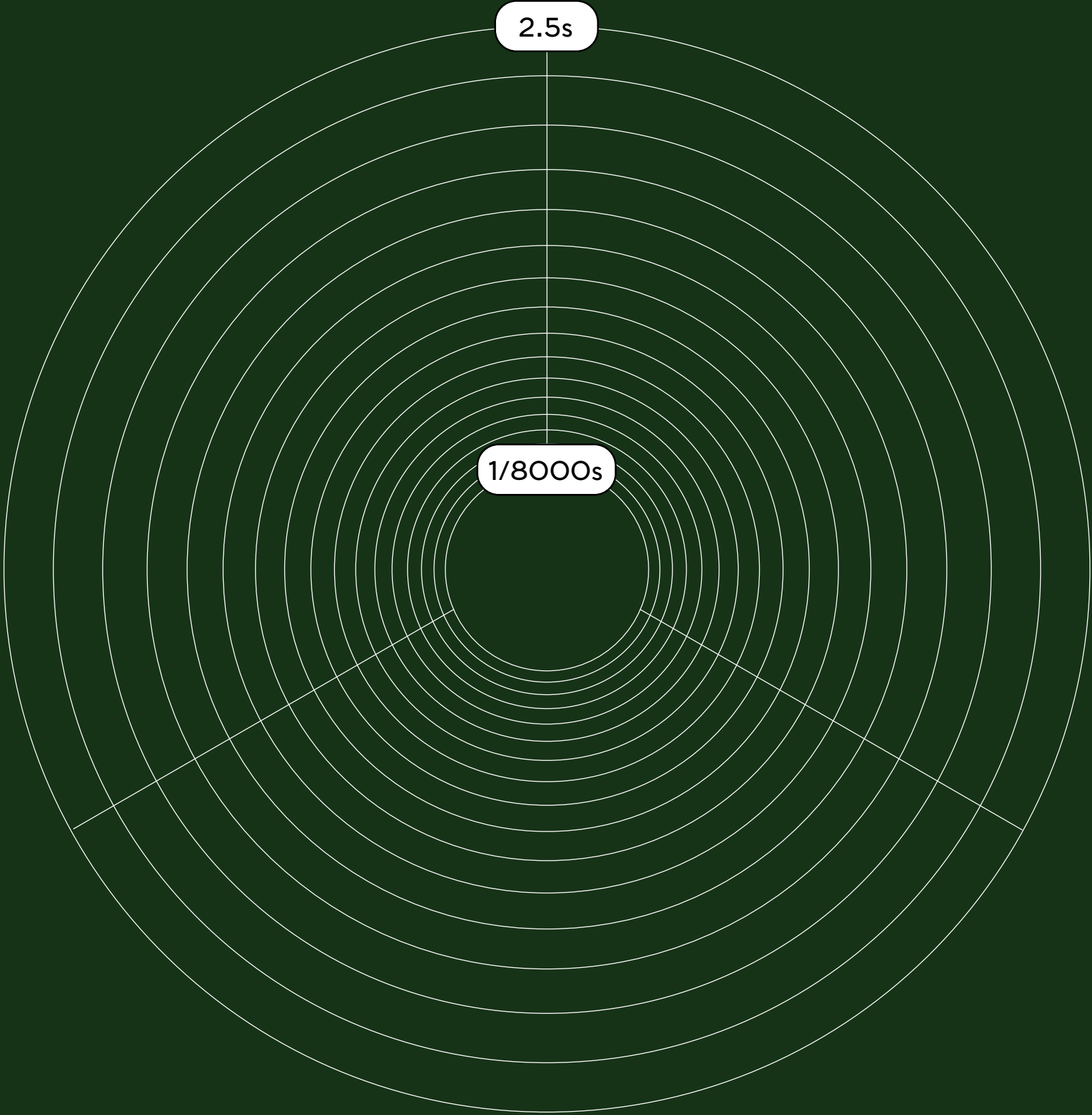
02 - Camera Settings

03 - Getting What You Want

04 - Camera Modes

1

Shutter Speed



Light Diagram

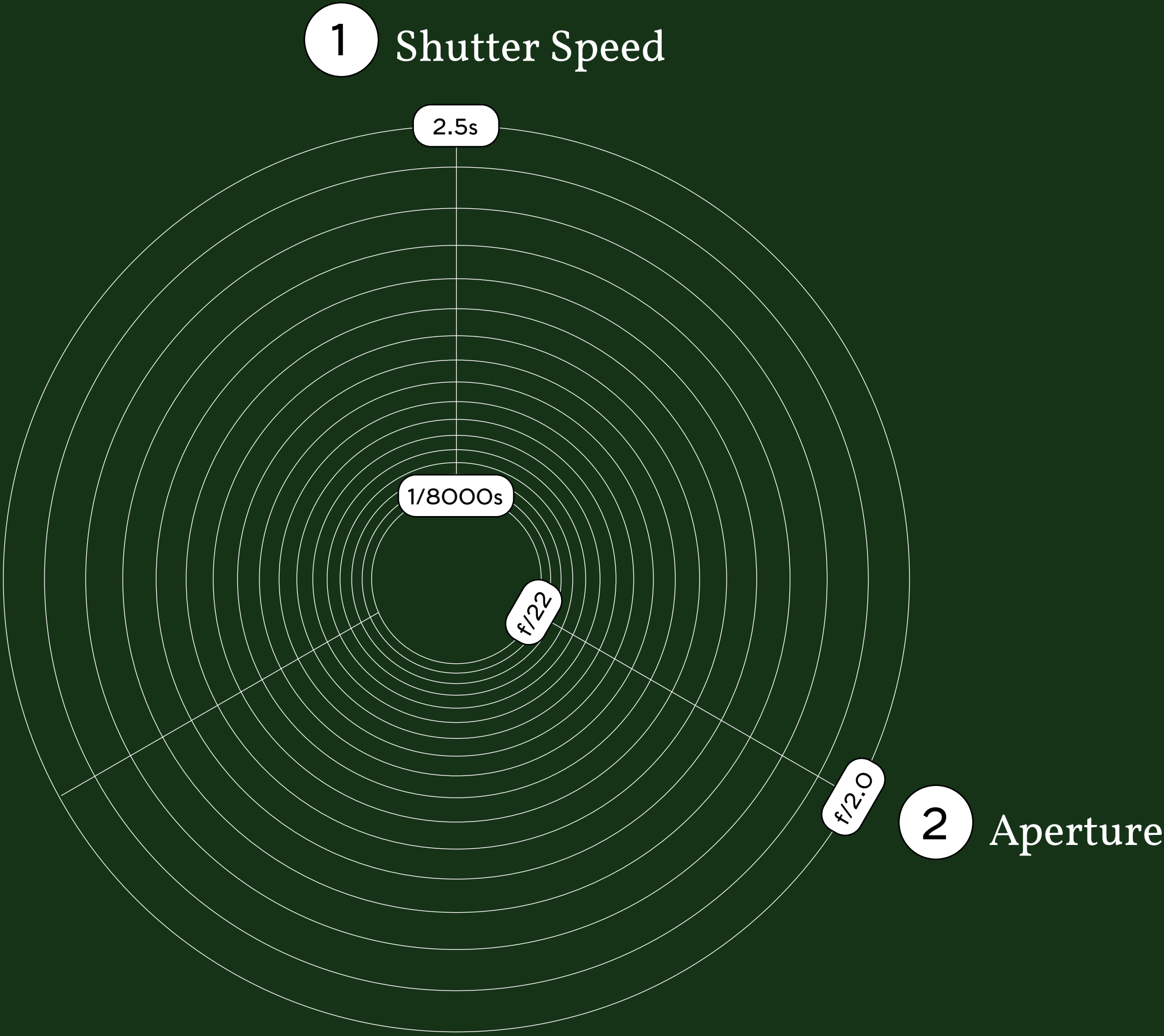
2. The Camera

01 - Introduction

02 - Camera Settings

03 - Getting What You Want

04 - Camera Modes



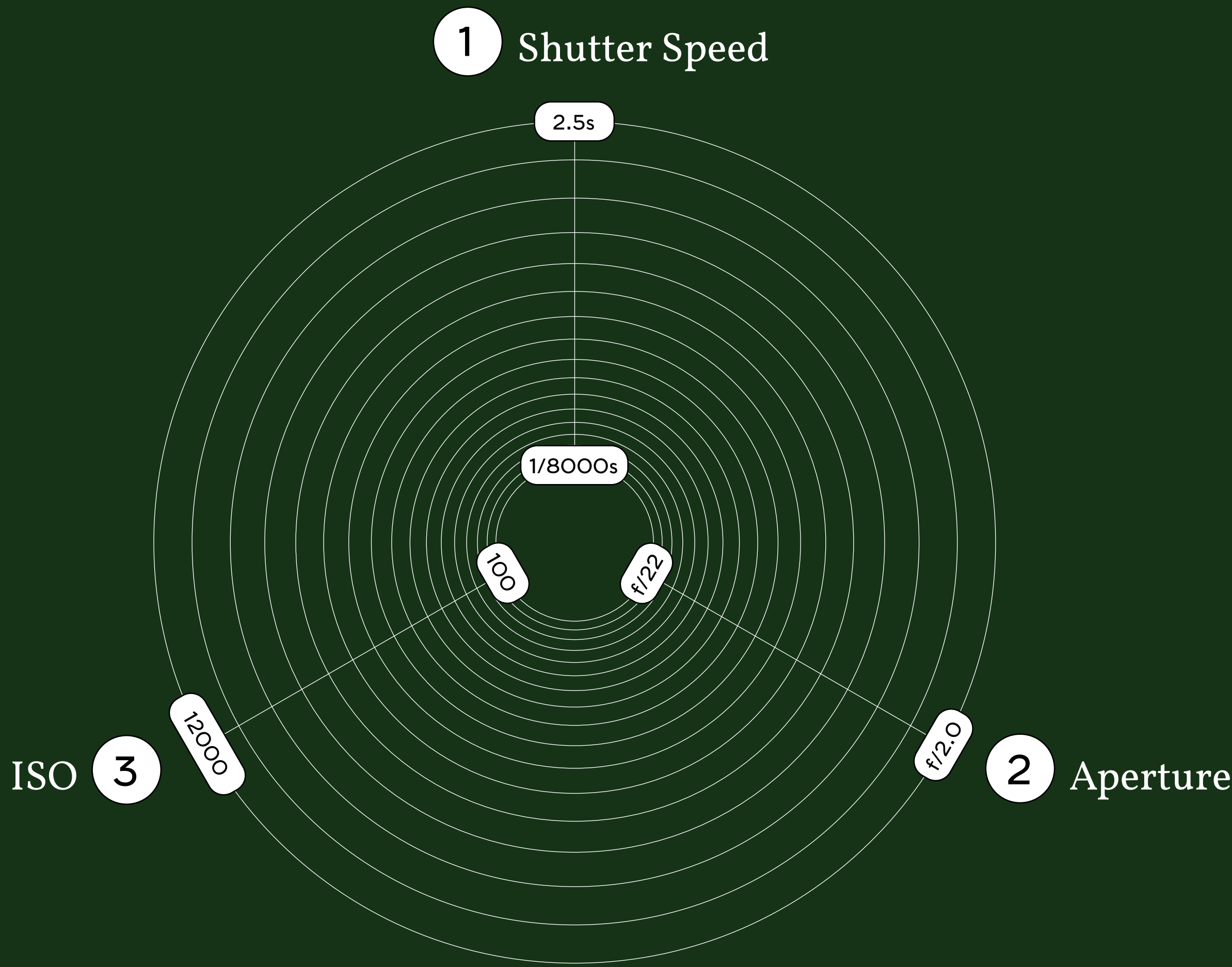
2. The Camera

01 - Introduction

02 - Camera Settings

03 - Getting What You Want

04 - Camera Modes



Light Diagram

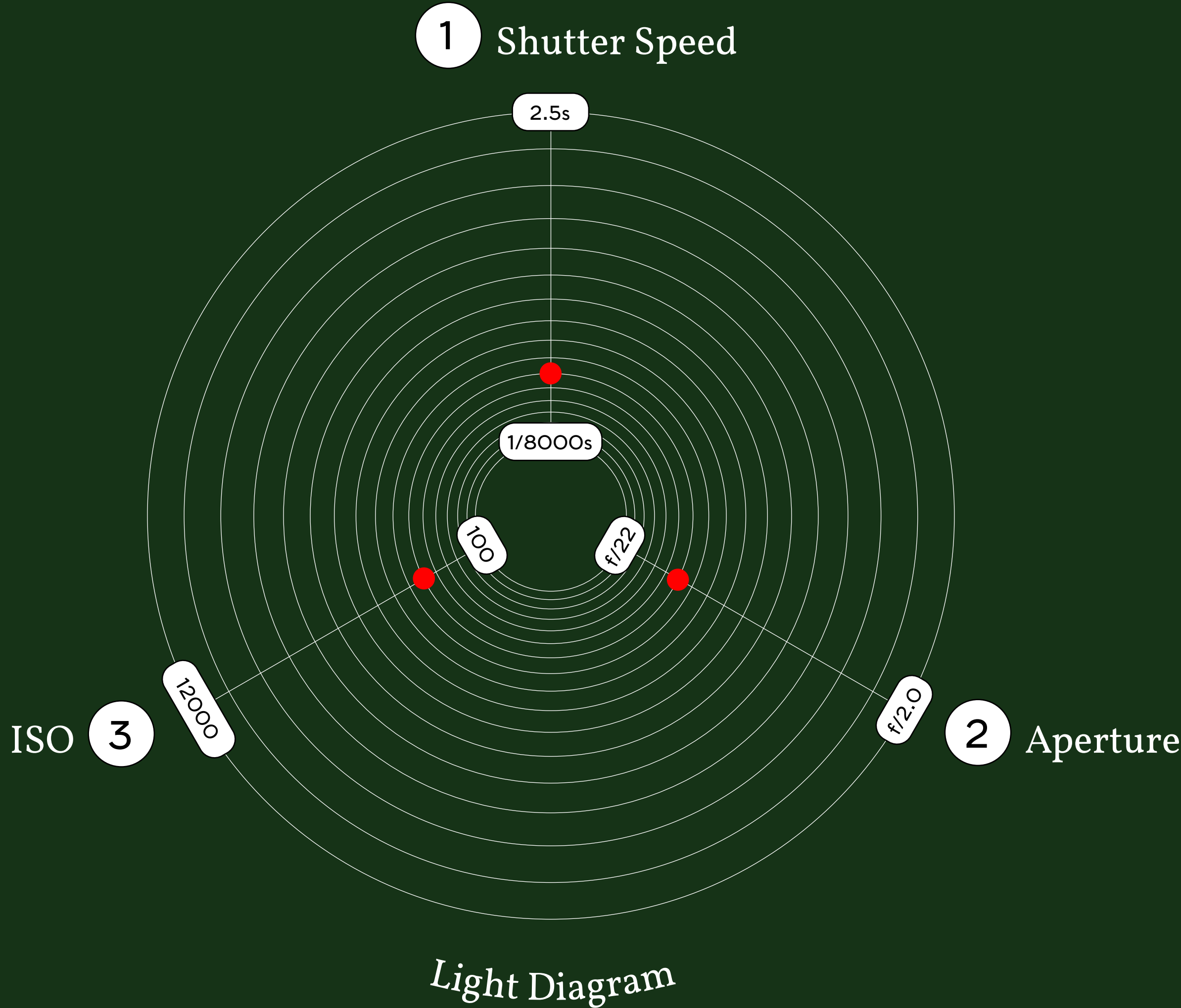
2. The Camera

01 - Introduction

02 - Camera Settings

03 - Getting What You Want

04 - Camera Modes



Corresponding image



under-exposed

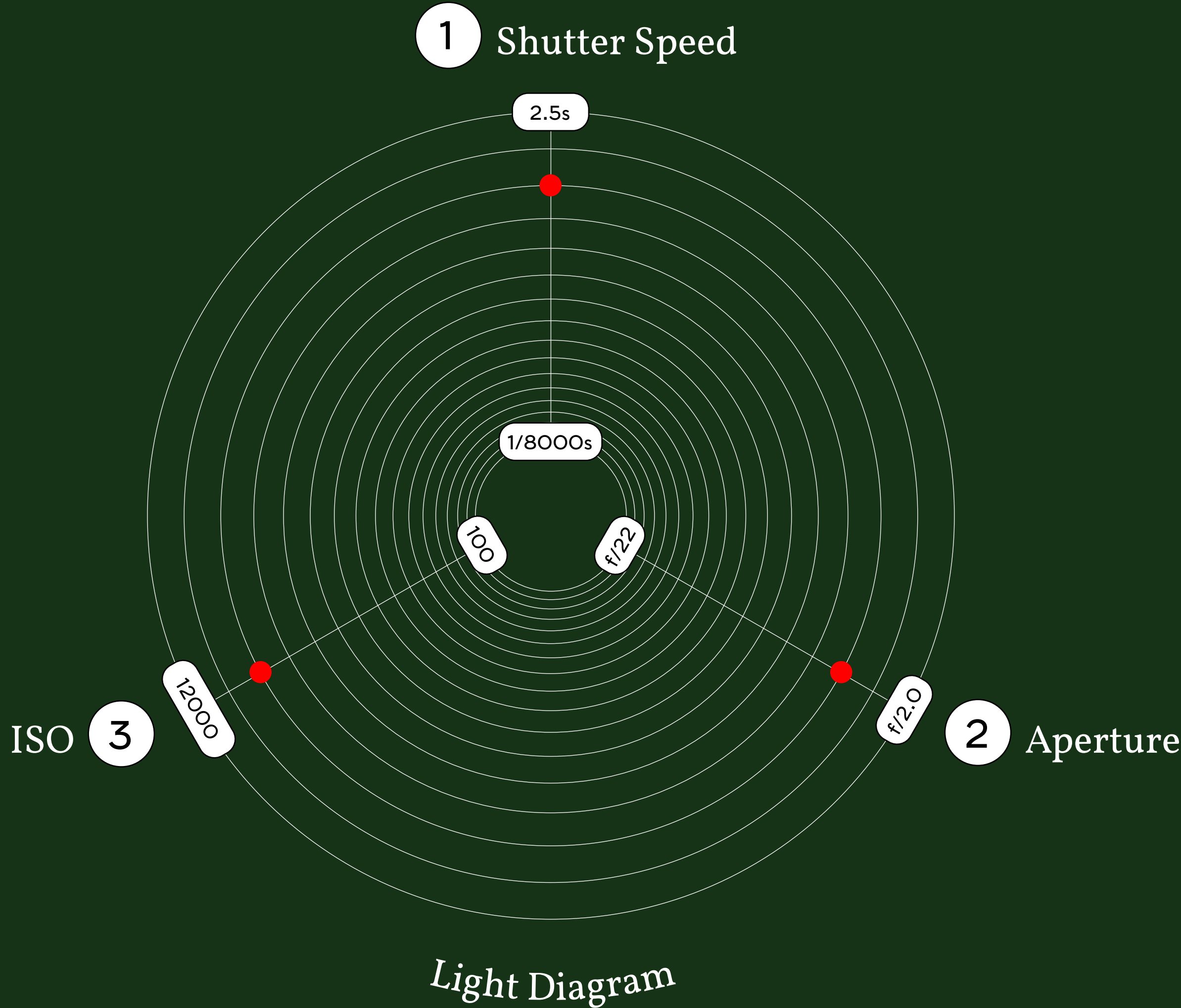
2. The Camera

01 - Introduction

02 - Camera Settings

03 - Getting What You Want

04 - Camera Modes



Corresponding image



over-exposed

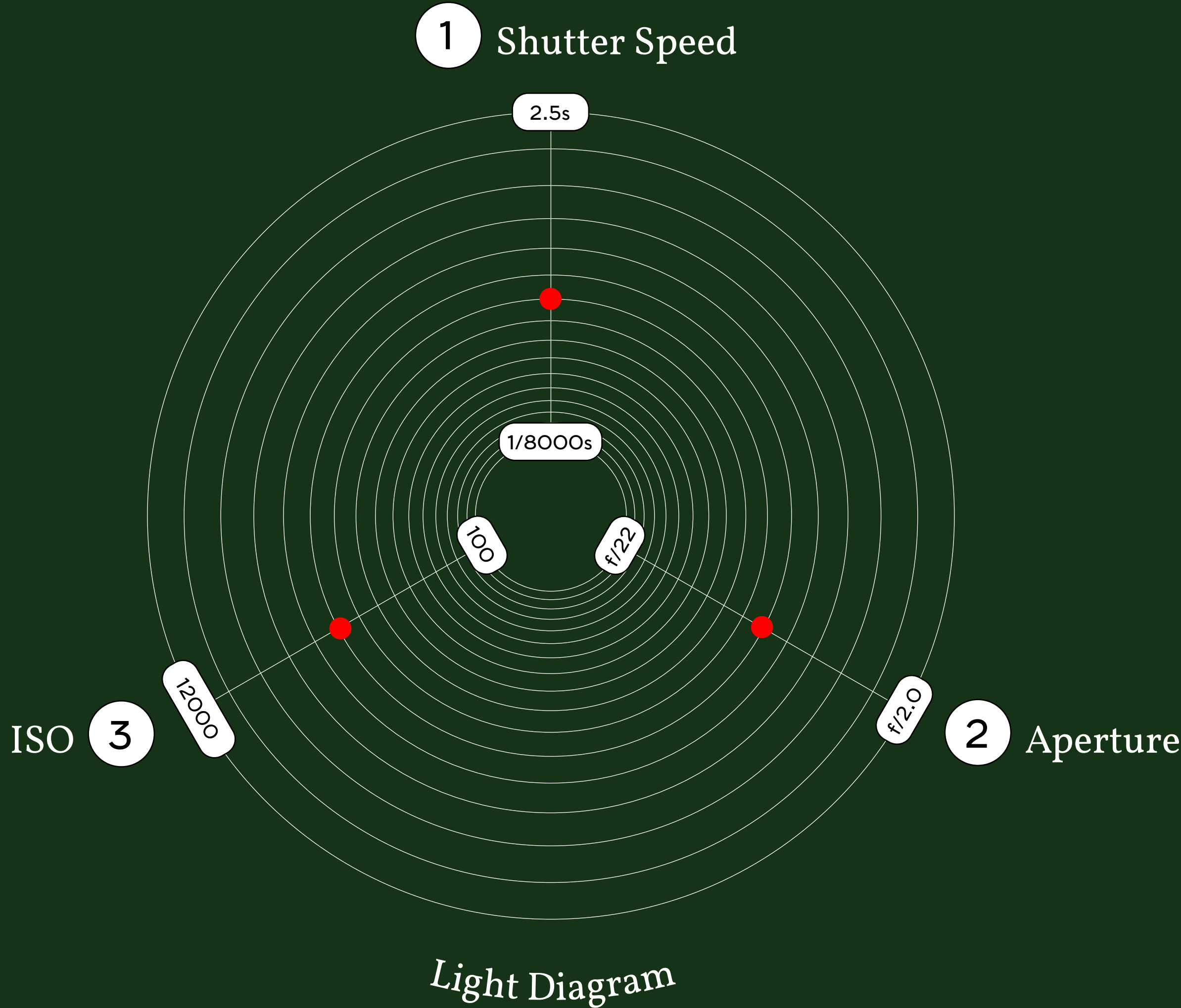
2. The Camera

01 - Introduction

02 - Camera Settings

03 - Getting What You Want

04 - Camera Modes



Corresponding image



correct exposure

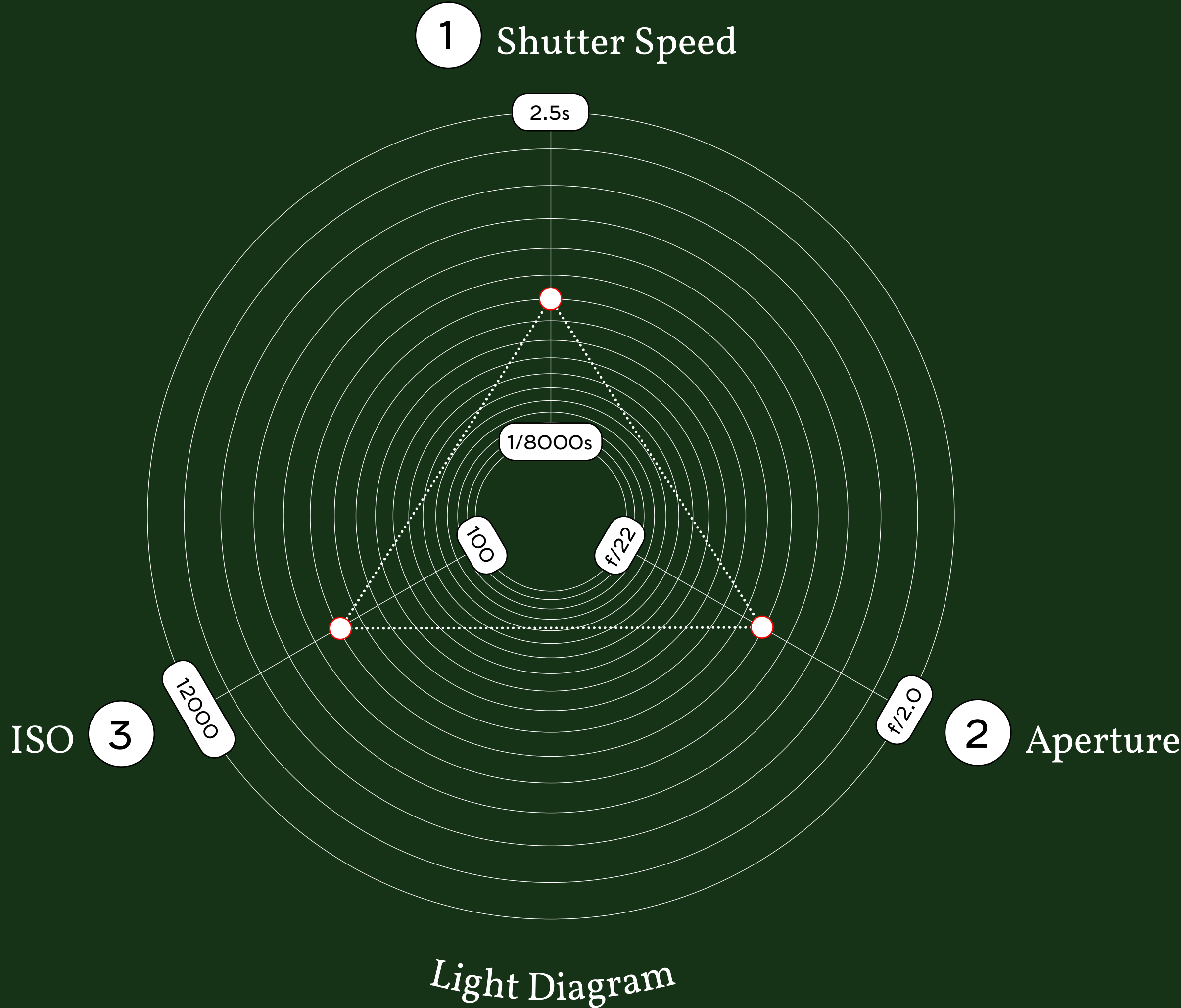
2. The Camera

01 - Introduction

02 - Camera Settings

03 - Getting What You Want

04 - Camera Modes



Corresponding image



correct exposure

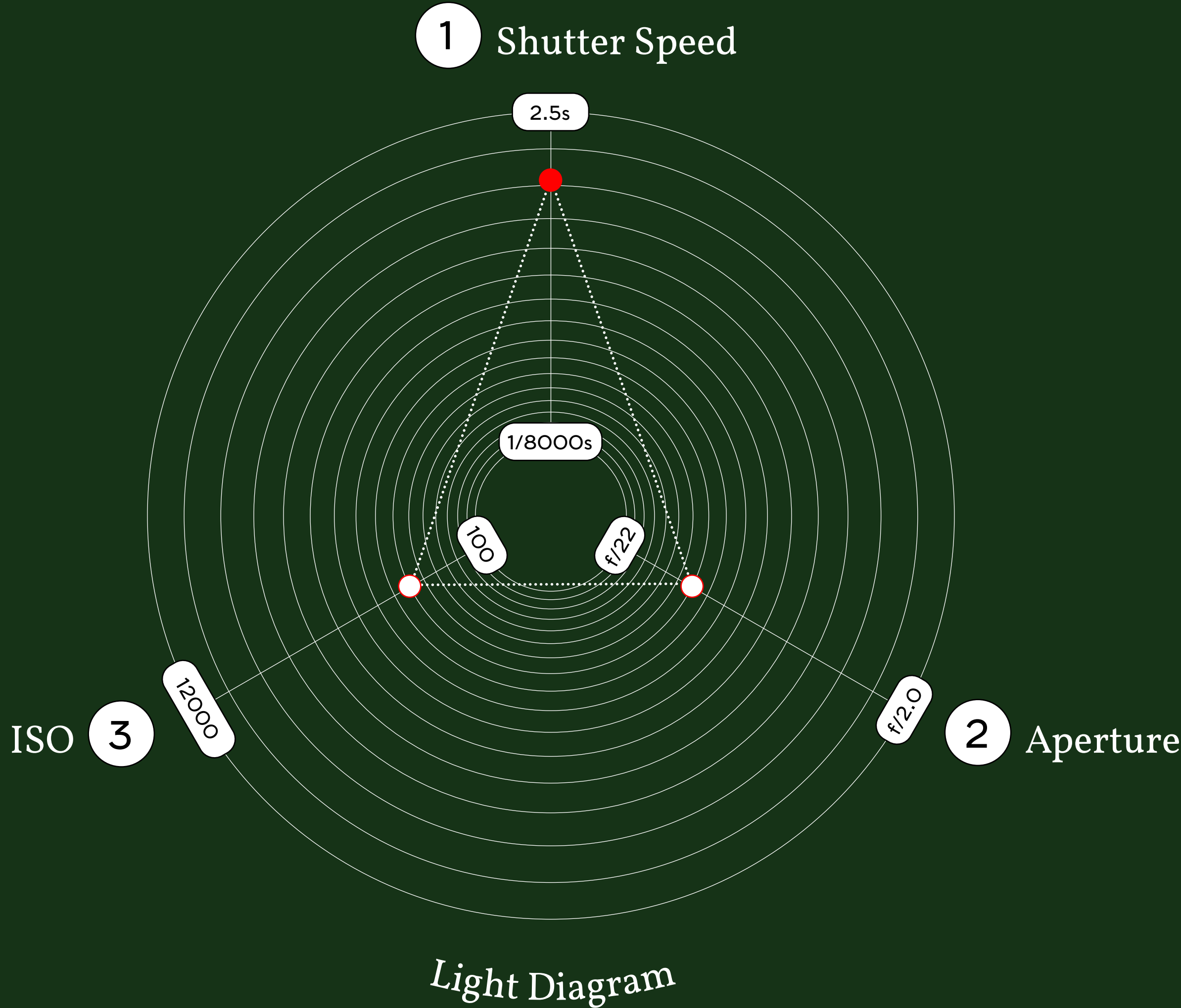
2. The Camera

01 - Introduction

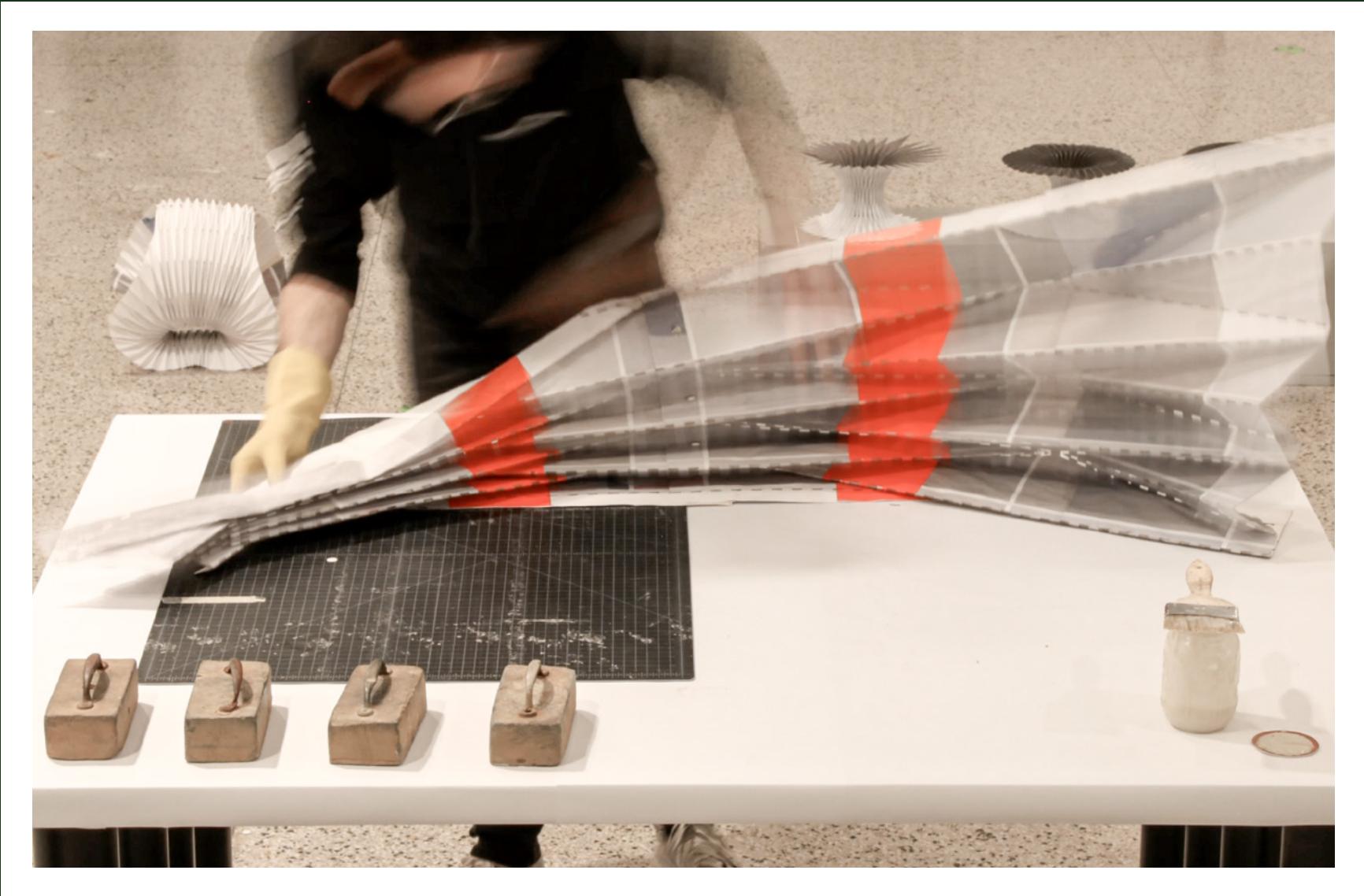
02 - Camera Settings

03 - Getting What You Want

04 - Camera Modes



Corresponding image



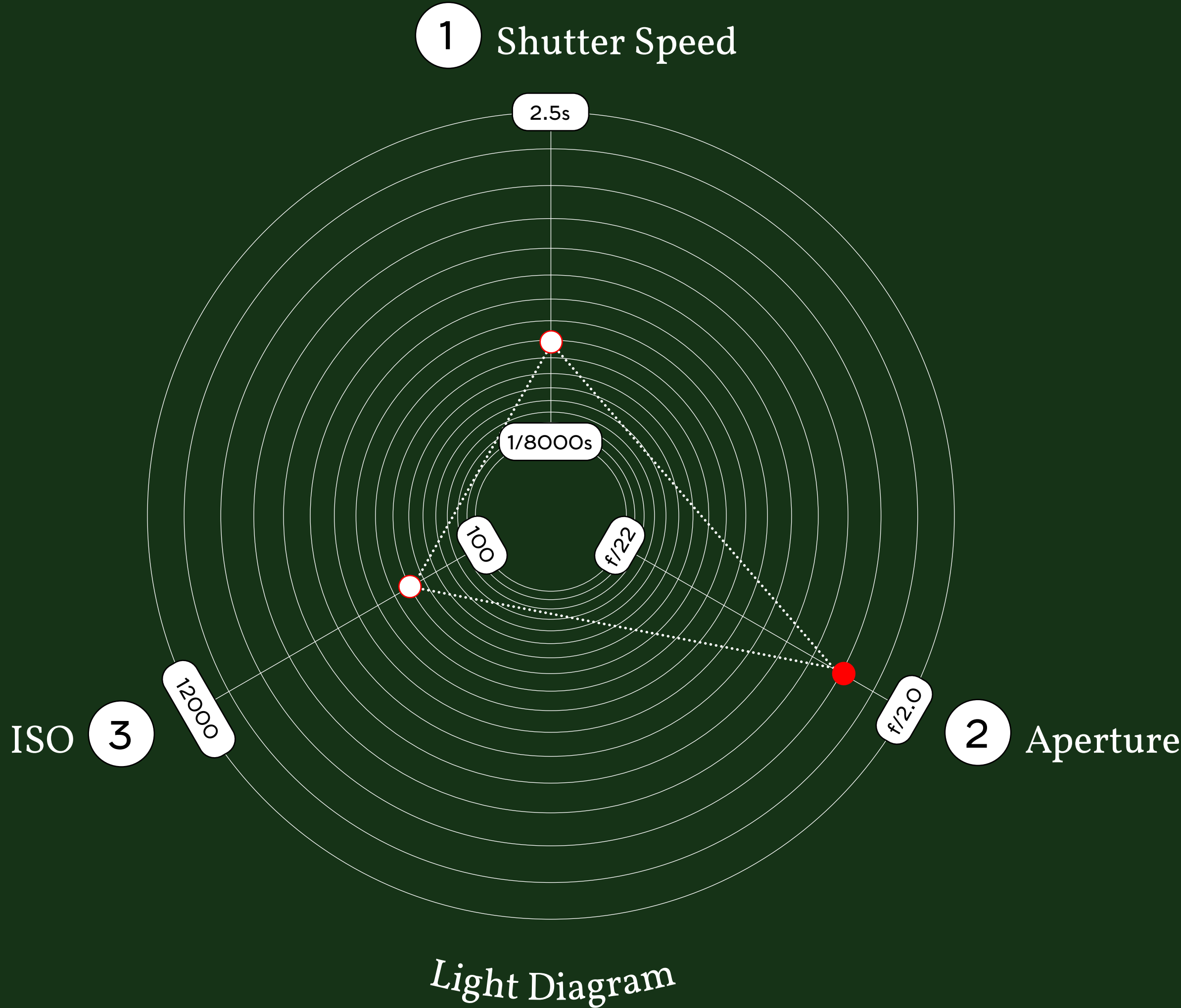
2. The Camera

01 - Introduction

02 - Camera Settings

03 - Getting What You Want

04 - Camera Modes



Corresponding image



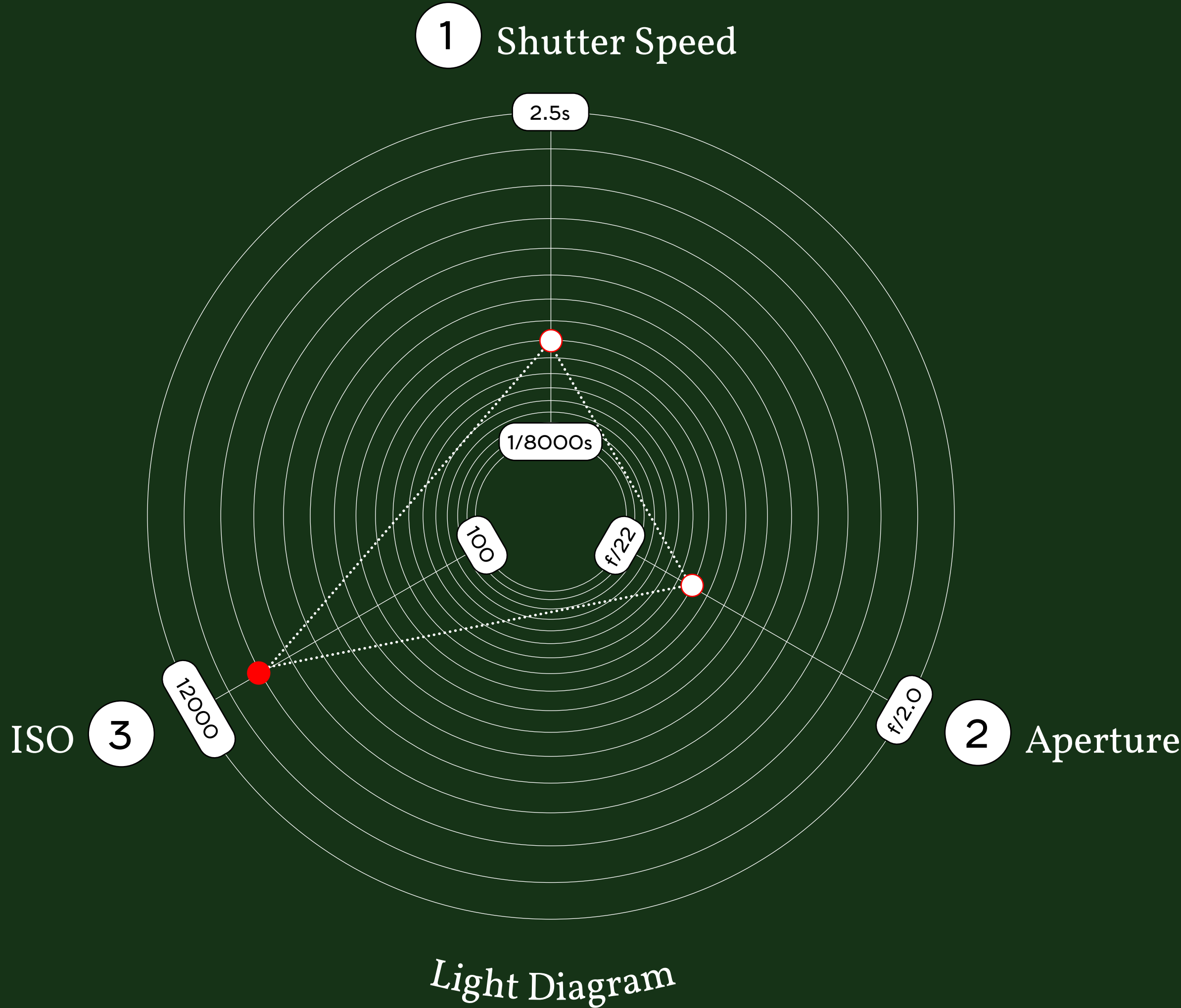
2. The Camera

01 - Introduction

02 - Camera Settings

03 - Getting What You Want

04 - Camera Modes



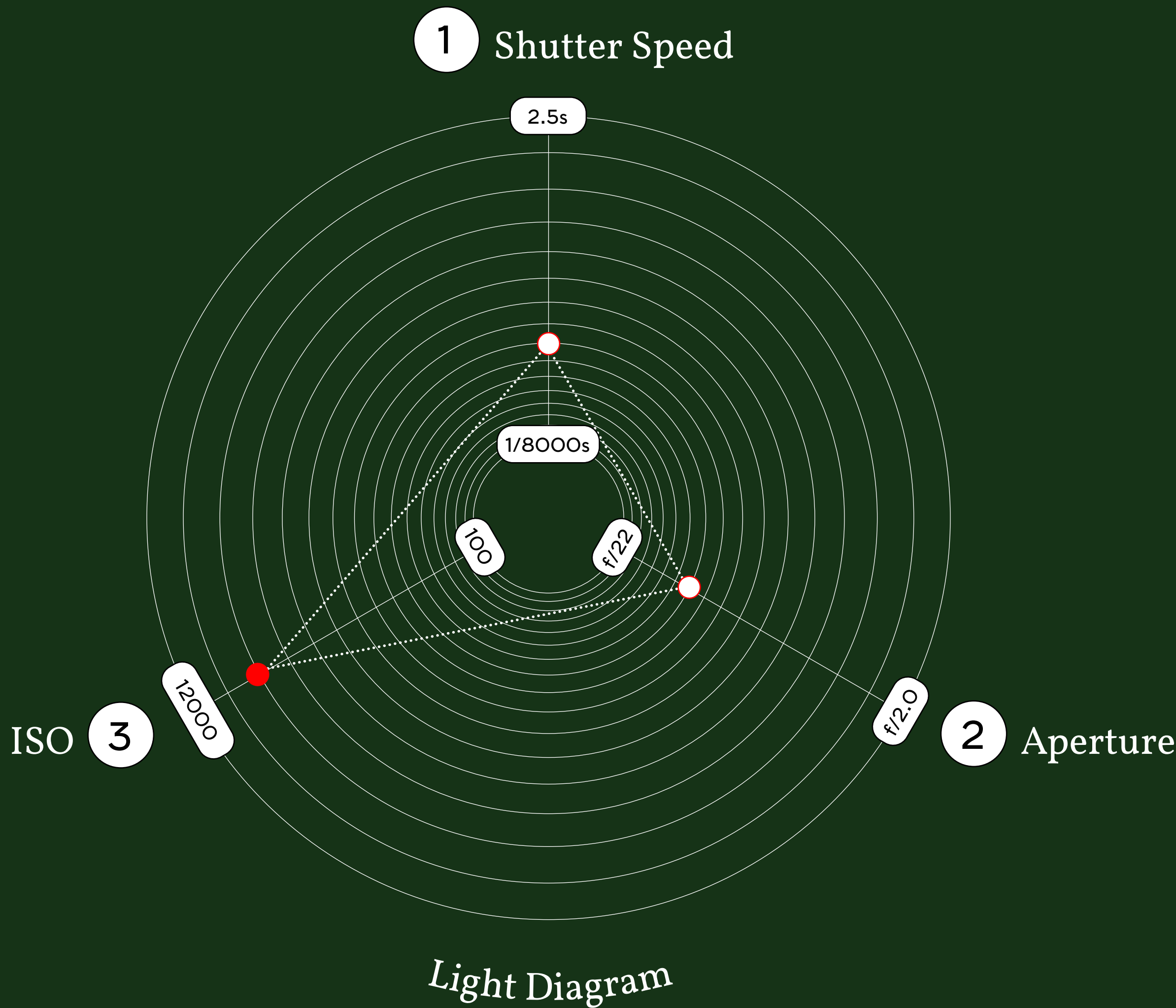
2. The Camera

01 - Introduction

02 - Camera Settings

03 - Getting What You Want

04 - Camera Modes



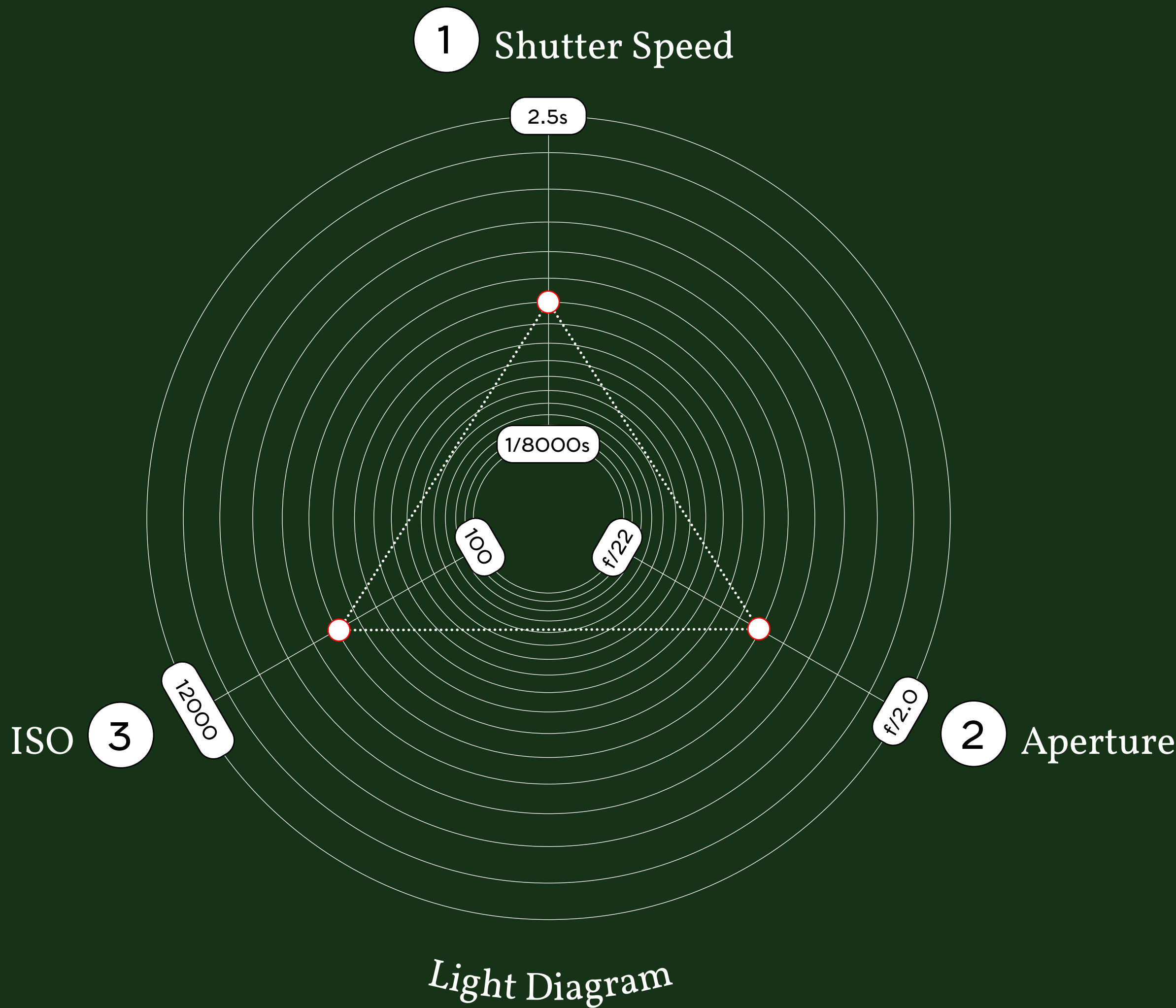
2. The Camera

01 - Introduction

02 - Camera Settings

03 - Getting What You Want

04 - Camera Modes



- M Manual
- Tv Locked Shutter Speed
- Av Locked Aperture
- P Locked ISO
- A Automatic



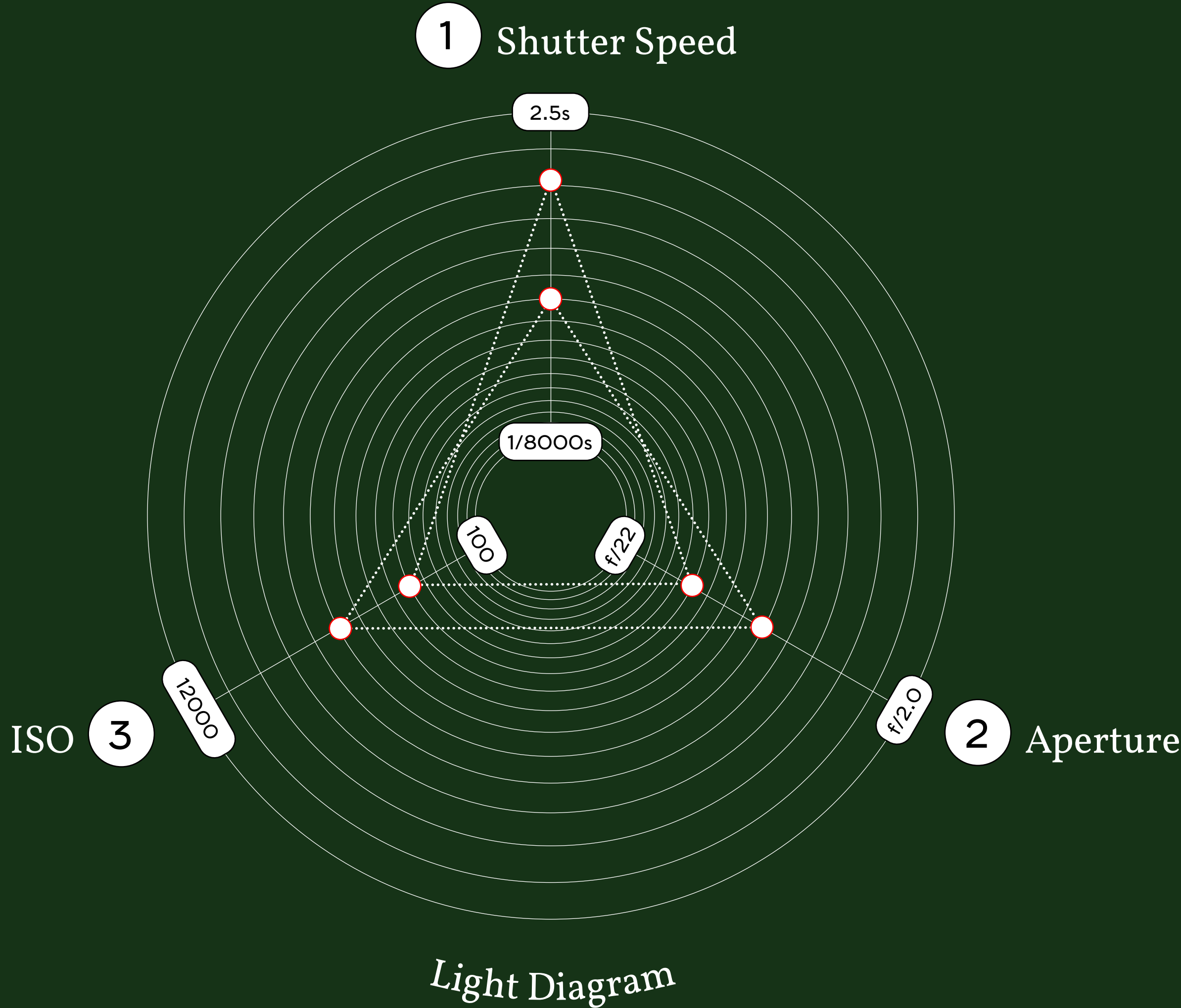
2. The Camera

01 - Introduction

02 - Camera Settings

03 - Getting What You Want

04 - Camera Modes



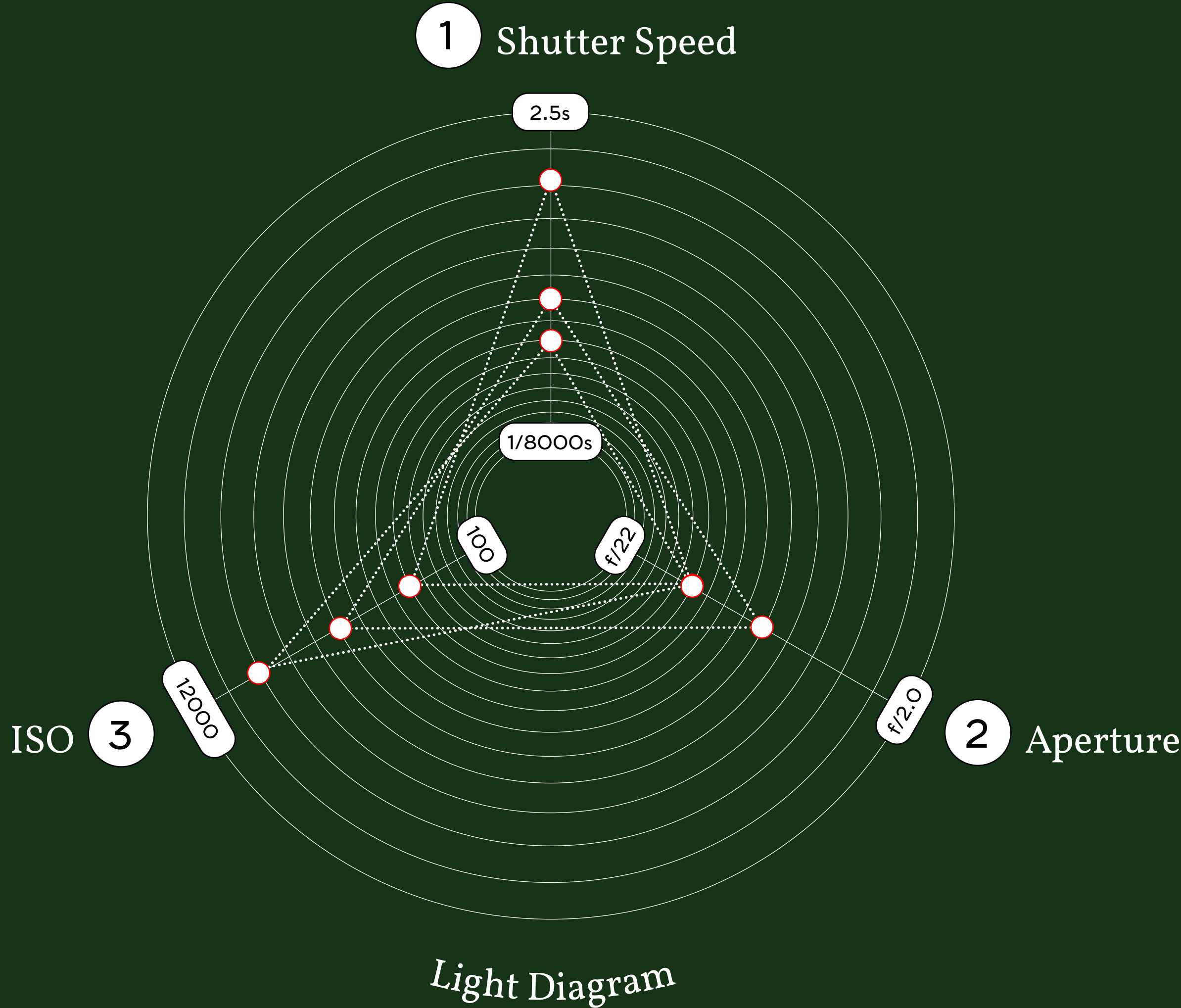
2. The Camera

01 - Introduction

02 - Camera Settings

03 - Getting What You Want

04 - Camera Modes



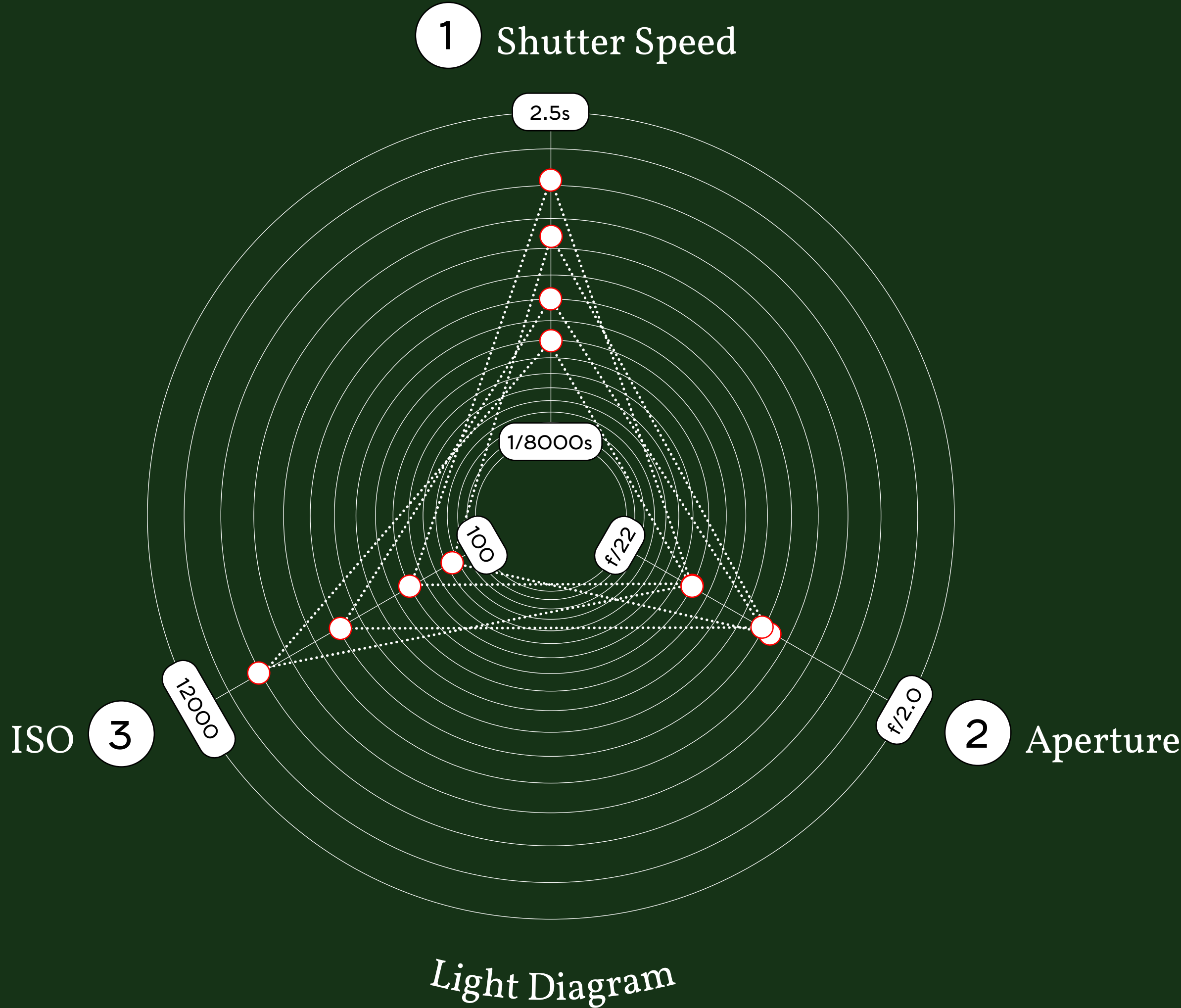
2. The Camera

01 - Introduction

02 - Camera Settings

03 - Getting What You Want

04 - Camera Modes



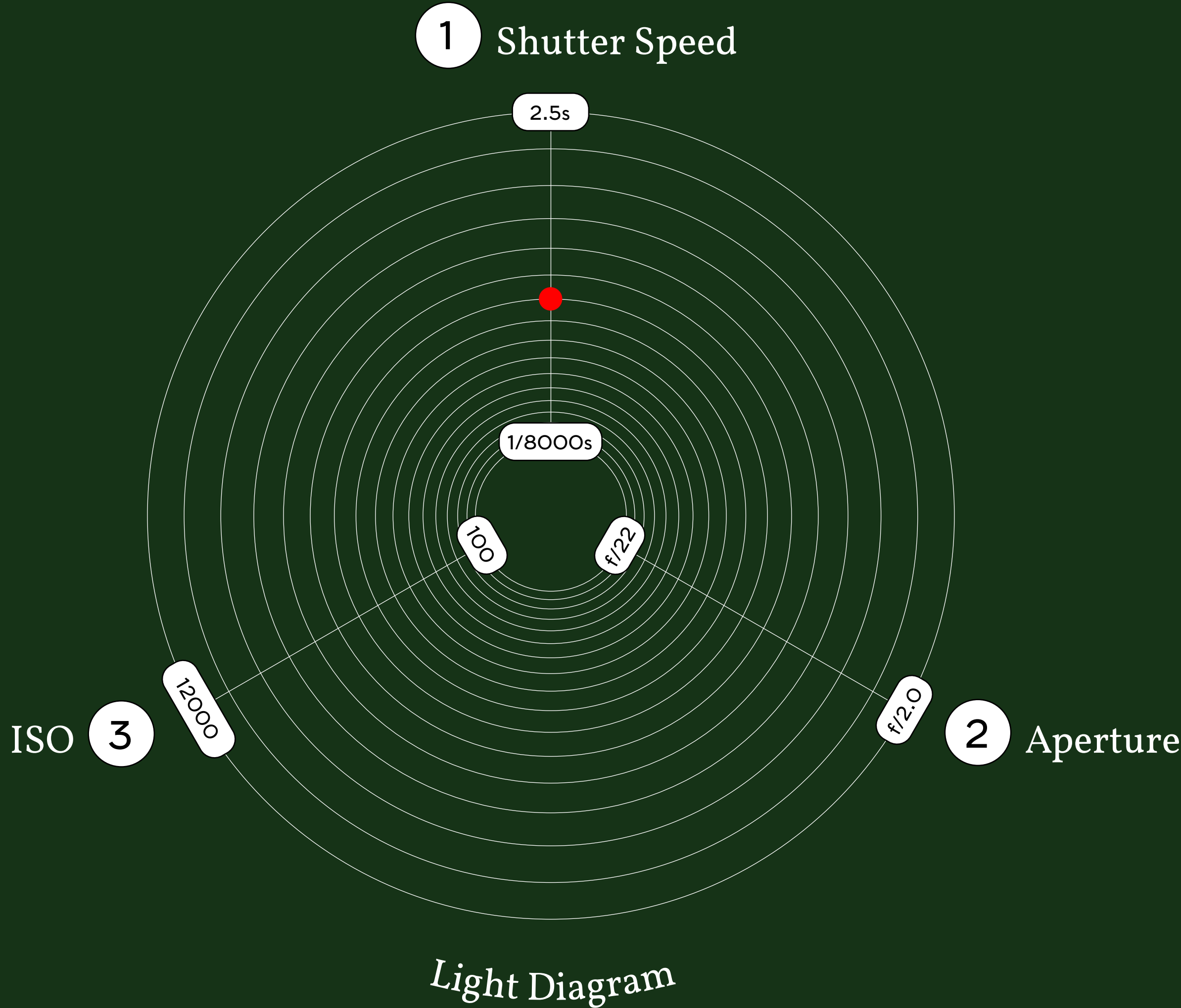
2. The Camera

01 - Introduction

02 - Camera Settings

03 - Getting What You Want

04 - Camera Modes



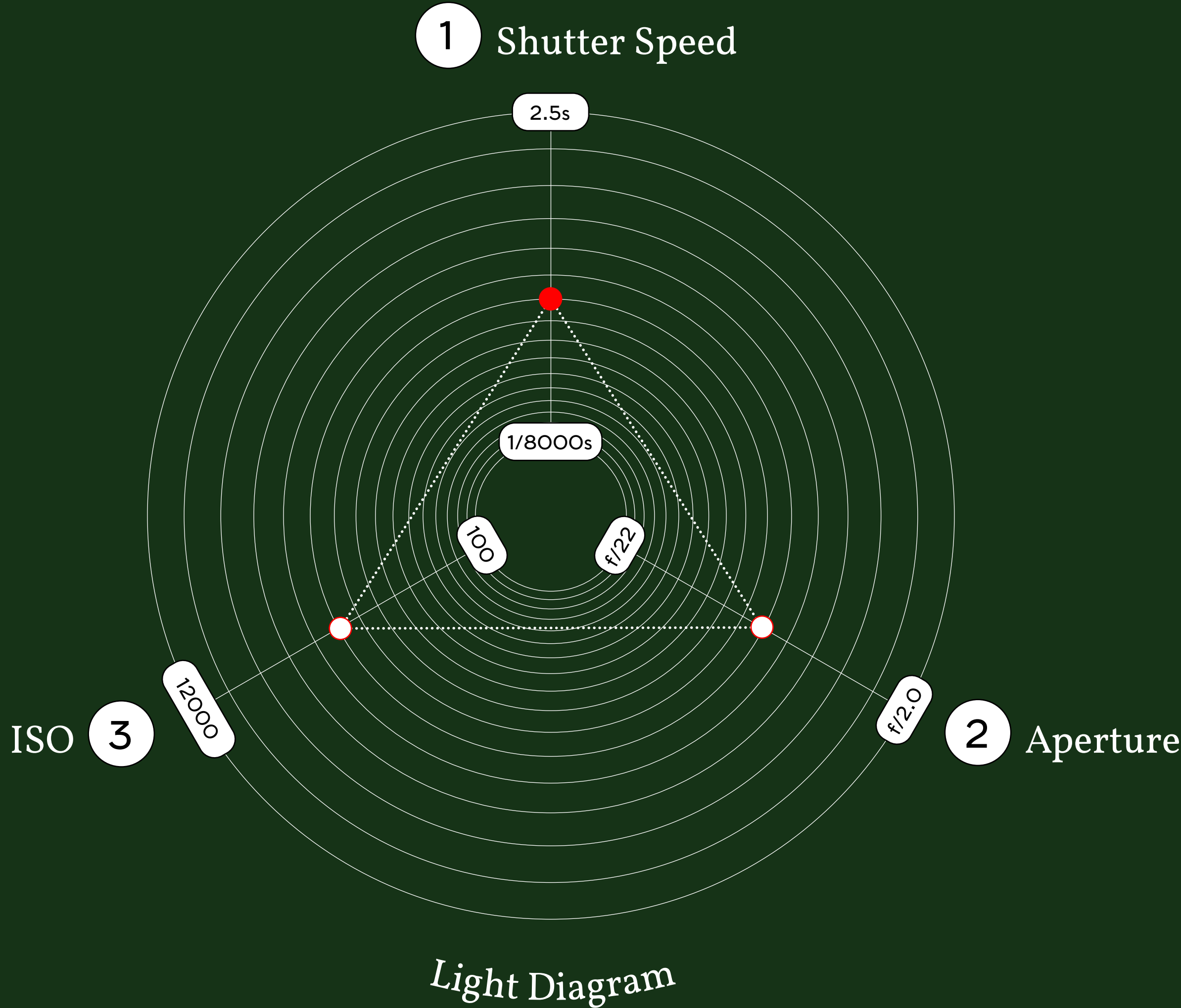
2. The Camera

01 - Introduction

02 - Camera Settings

03 - Getting What You Want

04 - Camera Modes



M Manual

Tv Locked Shutter Speed
Av Locked Aperture
P Locked ISO

A Automatic



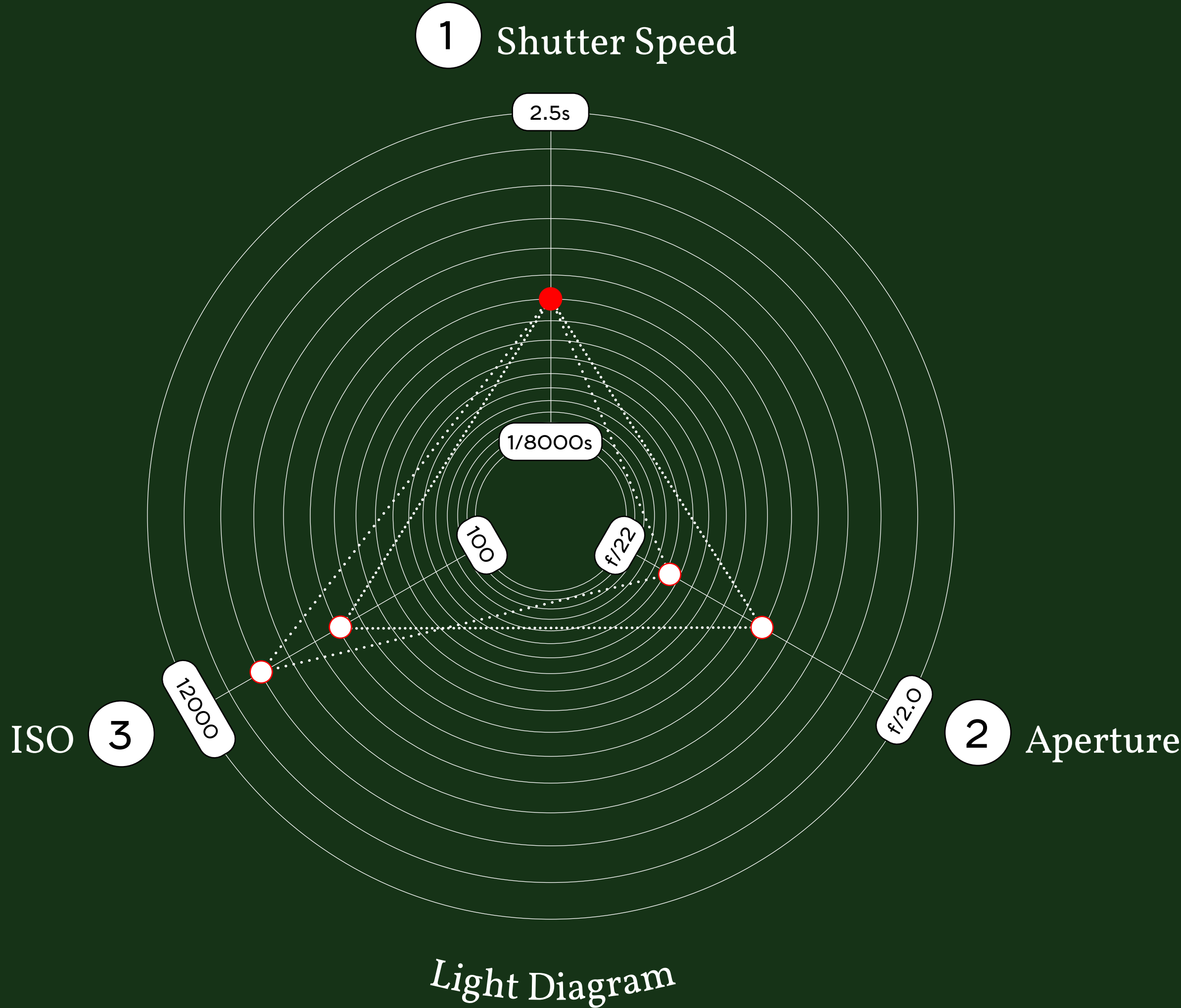
2. The Camera

01 - Introduction

02 - Camera Settings

03 - Getting What You Want

04 - Camera Modes



M Manual

Tv Locked Shutter Speed
Av Locked Aperture
P Locked ISO

A Automatic



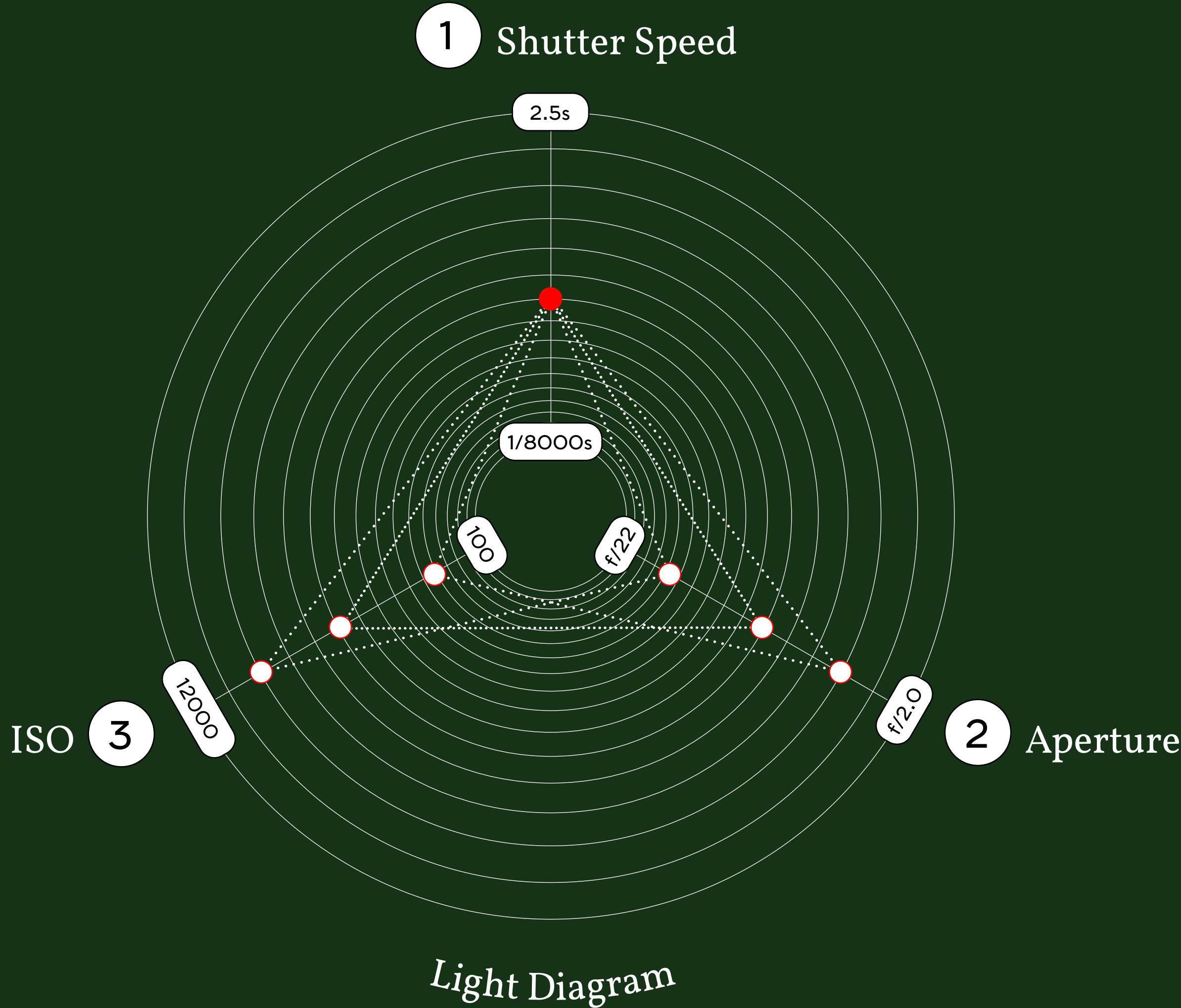
2. The Camera

01 - Introduction

02 - Camera Settings

03 - Getting What You Want

04 - Camera Modes



M Manual

Tv Locked Shutter Speed
Av Locked Aperture
P Locked ISO

A Automatic



1. The Studio
2. The Camera
3. The Software

3. The Software

01 - Color Enhancement

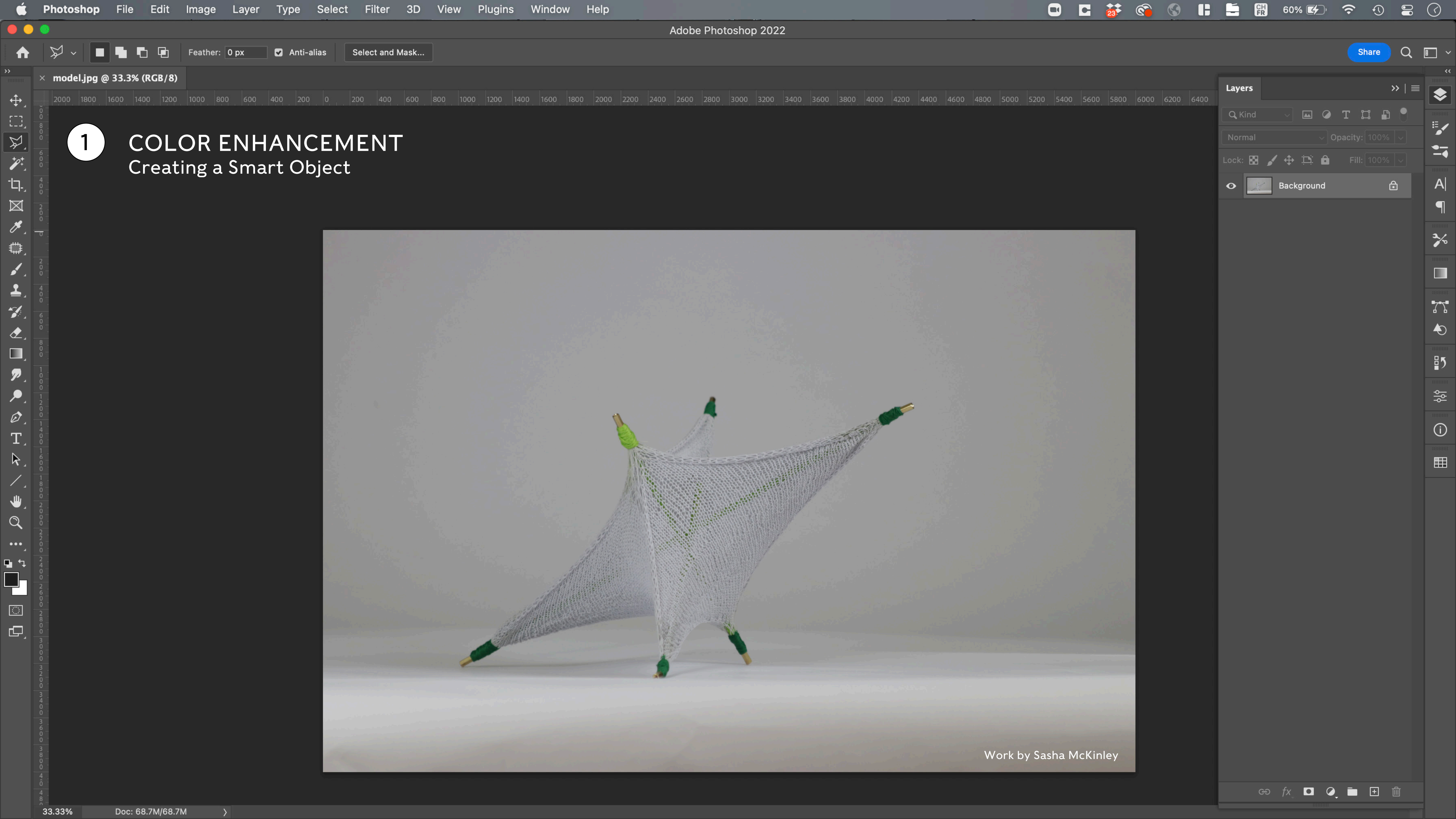
02 - Background Cleaning

03 - Repeatability

04 - Archiving



Work by Sasha McKinley

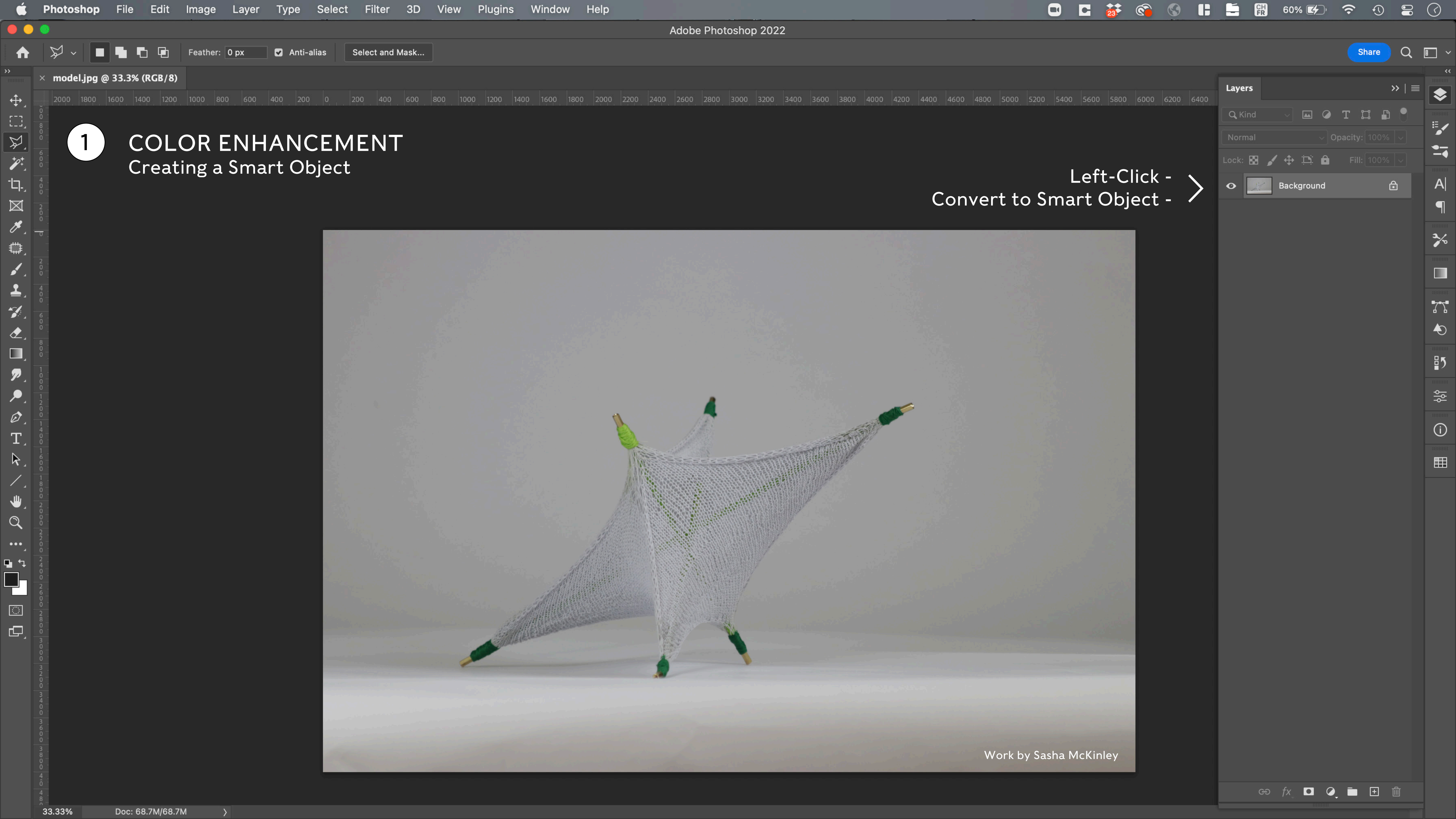


1

COLOR ENHANCEMENT

Creating a Smart Object

Work by Sasha McKinley



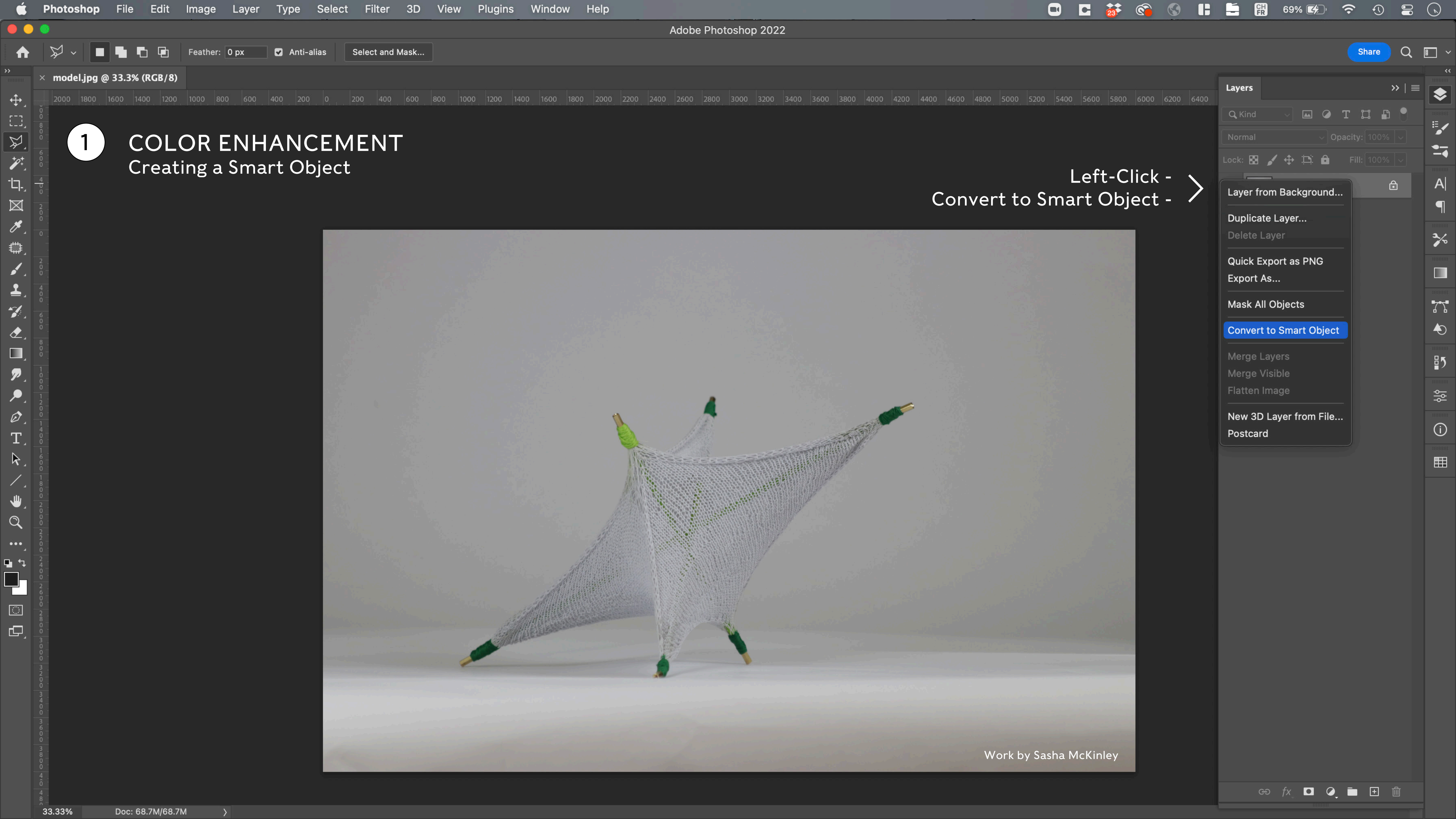
1

COLOR ENHANCEMENT

Creating a Smart Object

Left-Click -
Convert to Smart Object - ➔

Work by Sasha McKinley



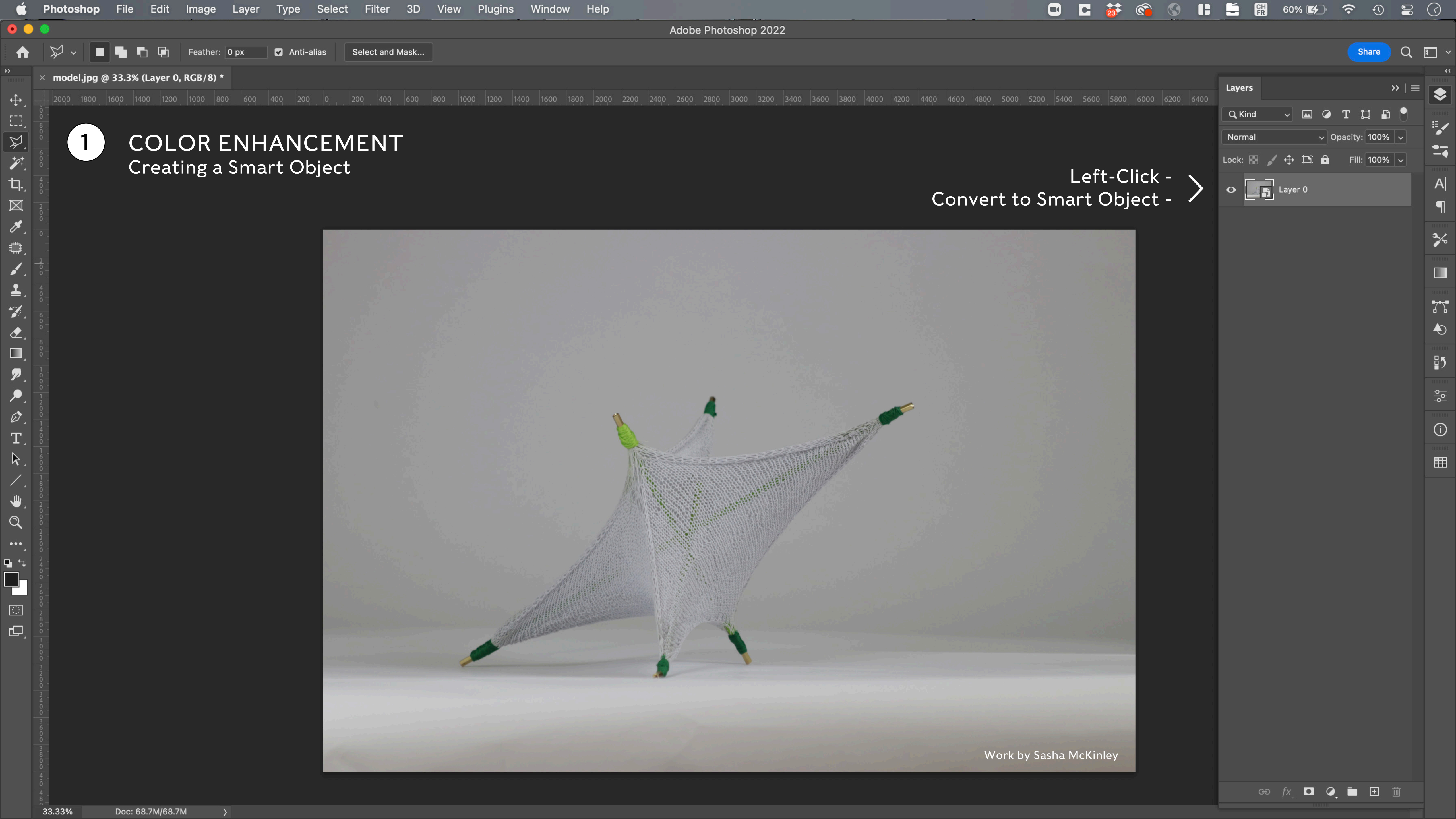
1

COLOR ENHANCEMENT

Creating a Smart Object

Left-Click -
Convert to Smart Object - ➤

Work by Sasha McKinley



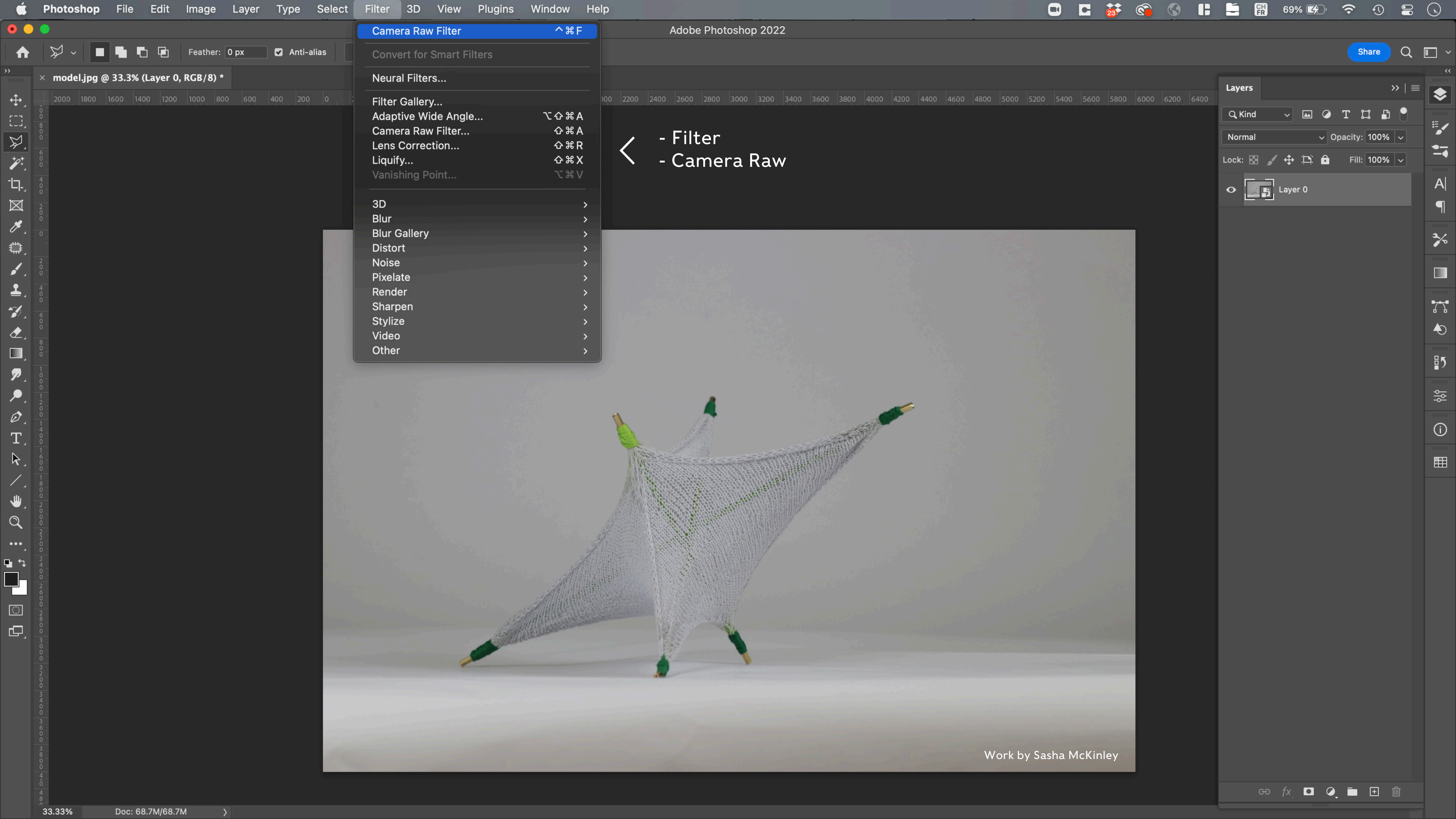
1

COLOR ENHANCEMENT

Creating a Smart Object

Left-Click -
Convert to Smart Object - ➔

Work by Sasha McKinley



Camera Raw Filter

⌘ F

Convert for Smart Filters

Neural Filters...

Filter Gallery...

Adaptive Wide Angle...

⌘ A

Camera Raw Filter...

⌘ A

Lens Correction...

⌘ R

Liquify...

⌘ X

Vanishing Point...

⌘ V

3D

>

Blur

>

Blur Gallery

>

Distort

>

Noise

>

Pixelate

>

Render

>

Sharpen

>

Stylize

>

Video

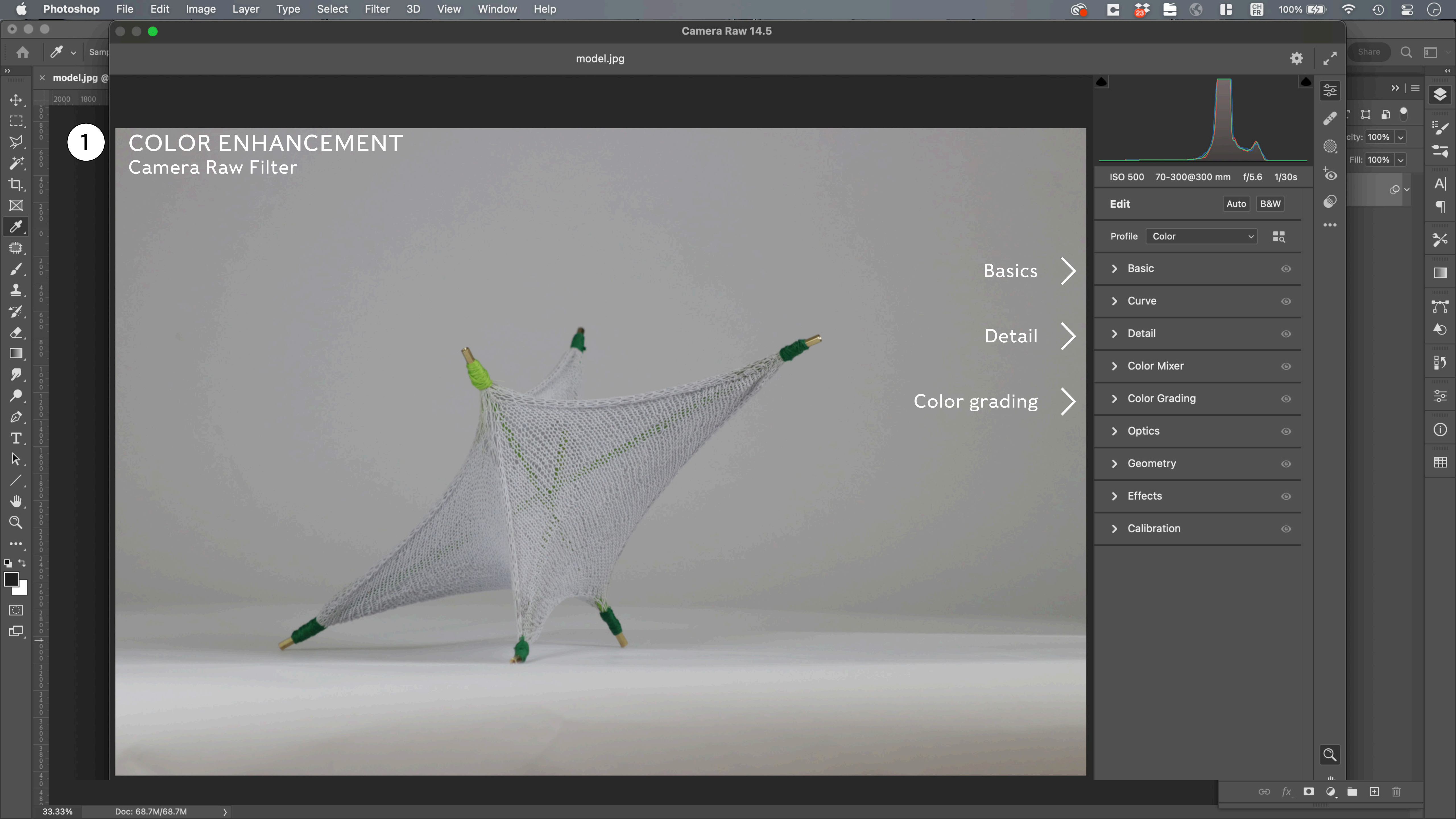
>

Other

>

< - Filter
- Camera Raw

Work by Sasha McKinley



1

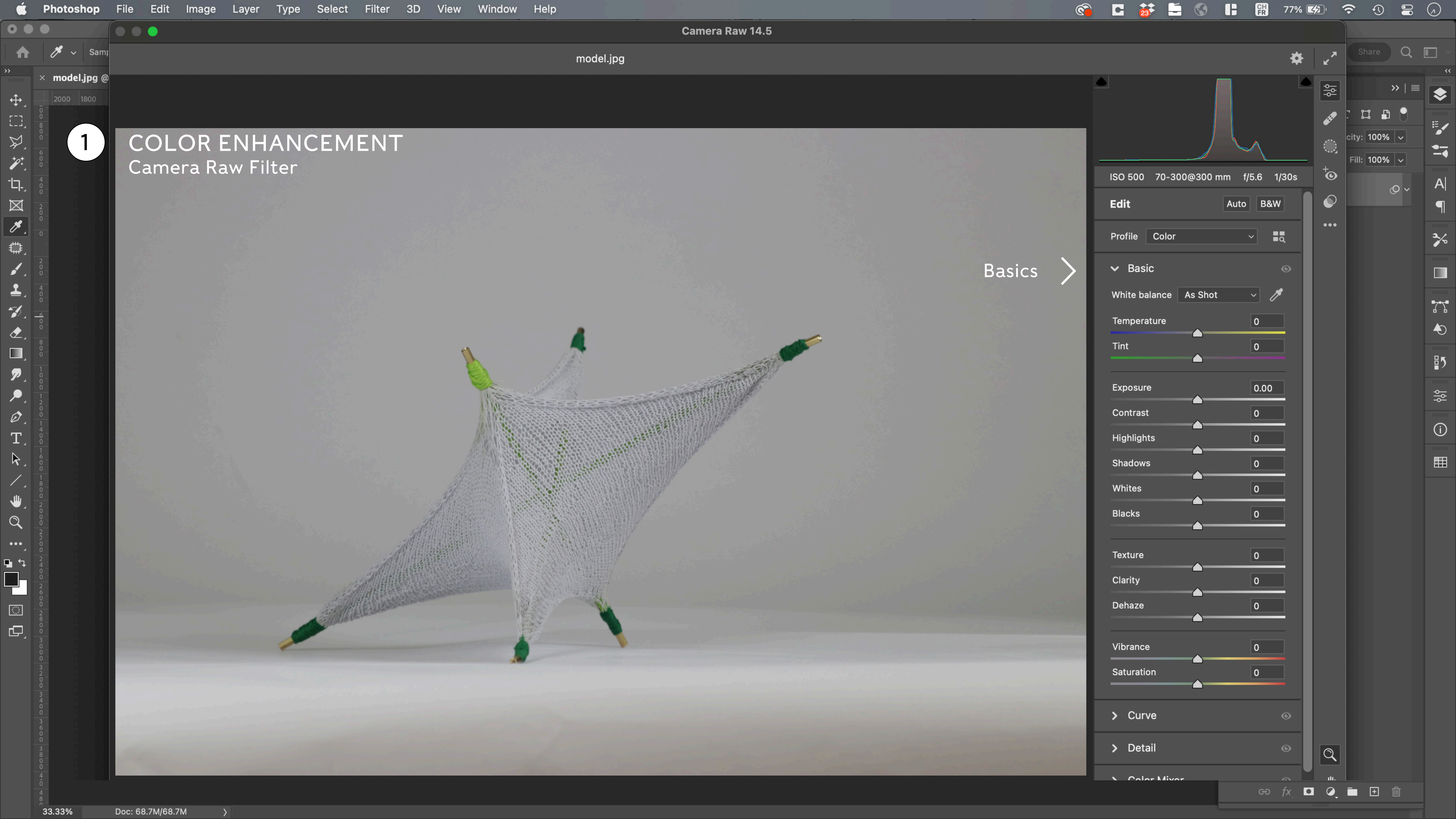
COLOR ENHANCEMENT

Camera Raw Filter

Basics >

Detail >

Color grading >



1

COLOR ENHANCEMENT

Camera Raw Filter

Basics >

model.psd

2000 1800

1

COLOR ENHANCEMENT

Camera Raw Filter



Basics >

a tiny bit more >

less >

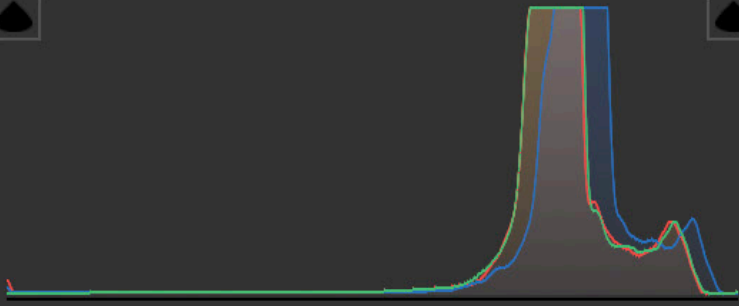
more >

less >

a tiny bit more >

Camera Raw 14.5

model.psd



ISO 500 70-300@300 mm f/5.6 1/30s

Auto B&W

Profile Color

Basic

White balance Custom

Temperature -3

Tint +6

Exposure +0.40

Contrast 0

Highlights -70

Shadows +47

Whites +64

Blacks -62

Texture +16

Clarity 0

Dehaze 0

Vibrance 0

Saturation 0

Curve

Detail

Color Mixer

33.33%

Doc: 68.7M/68.7M

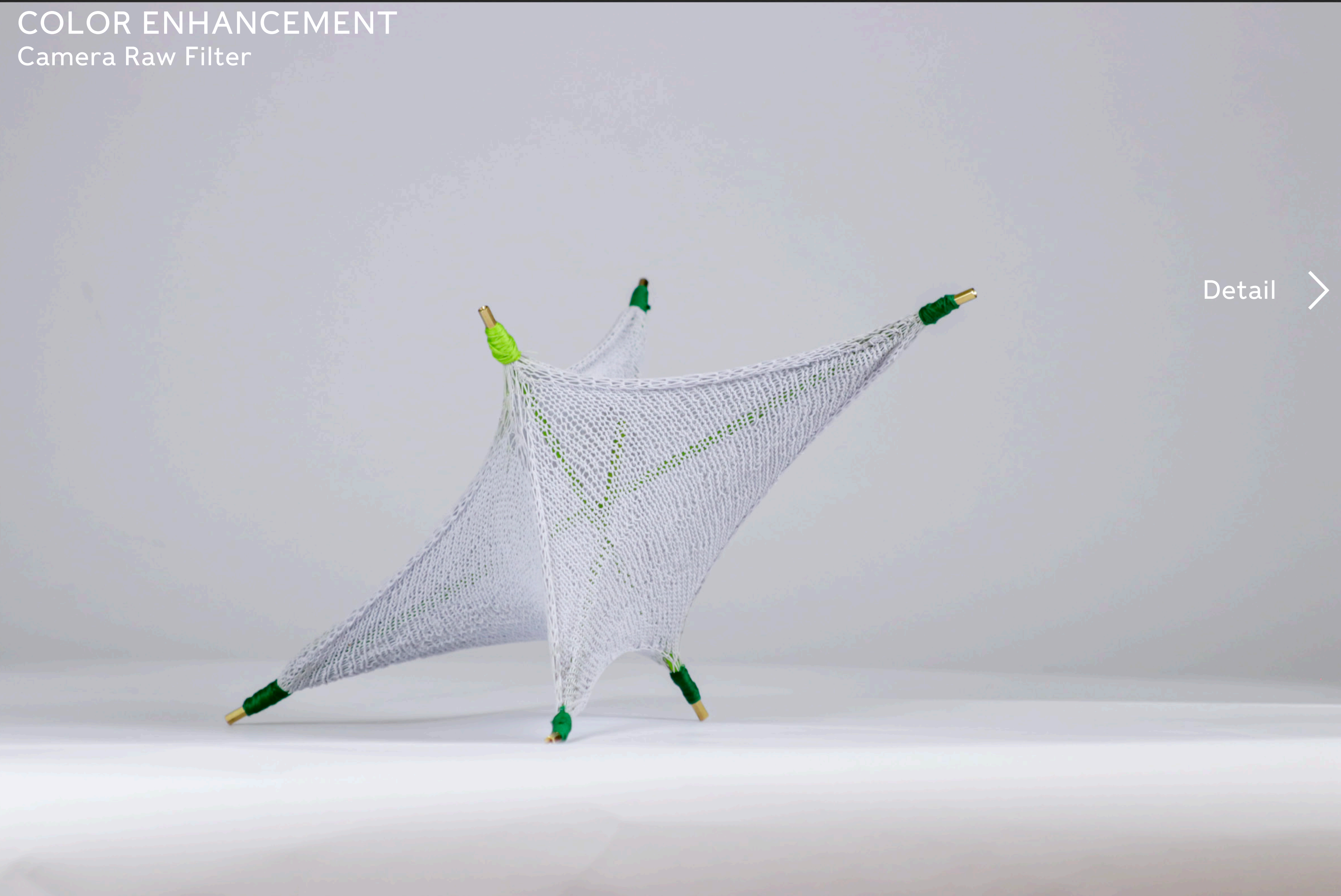
model.psd

2000 1800

1

COLOR ENHANCEMENT

Camera Raw Filter



Detail >

ISO 500 70-300@300 mm f/5.6 1/30s

Auto B&W

Profile Color

> Basic

> Curve

> Detail

Sharpening 40

Noise Reduction 30

Color Noise Reduction 0

For a more accurate preview, zoom the preview size to 100% or larger when adjusting the controls in this panel.

> Color Mixer

> Color Grading

> Optics

> Geometry

> Effects

> Calibration

Share

city: 100%

Fill: 100%

rs

ter

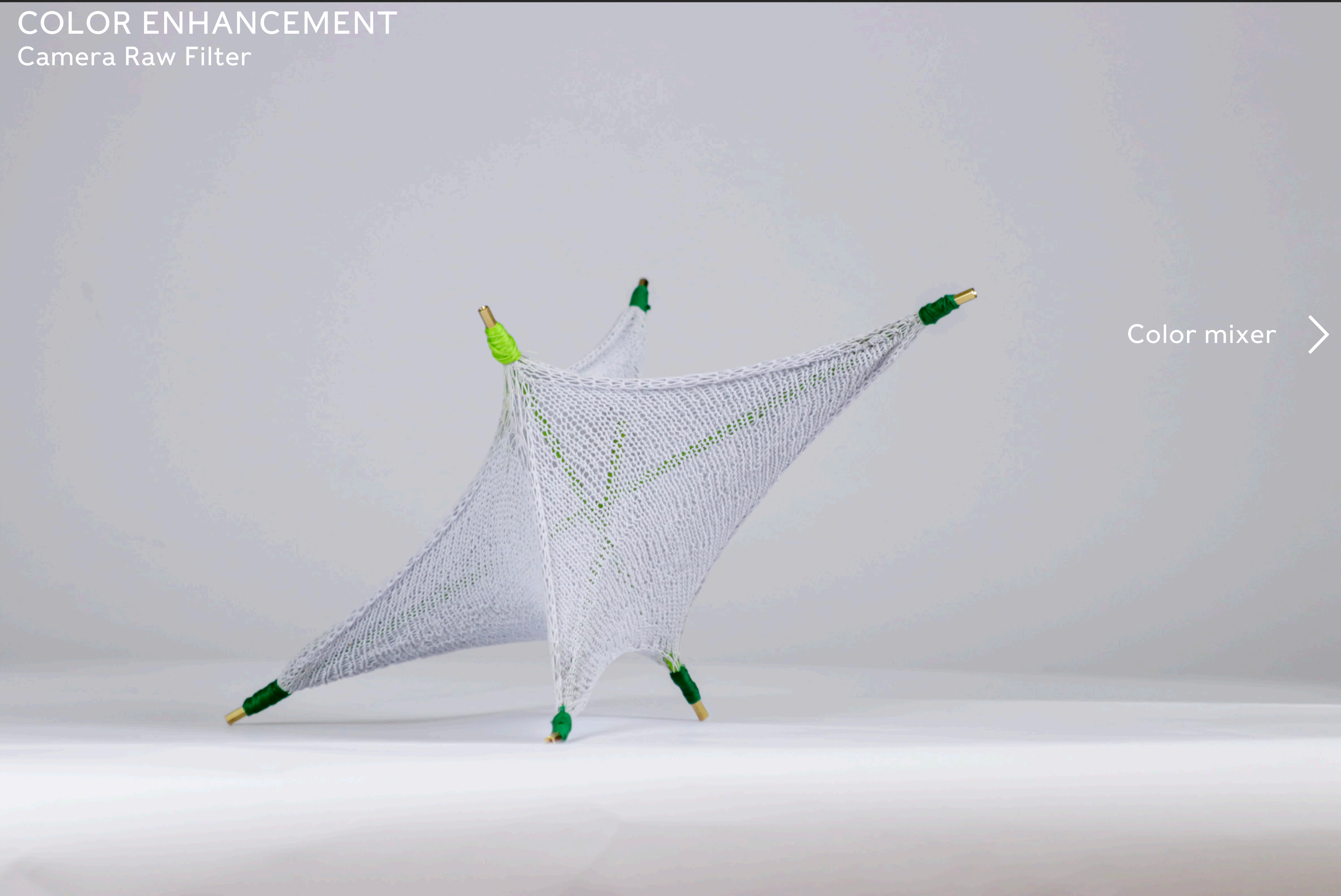
model.psd

2000 1800

1

COLOR ENHANCEMENT

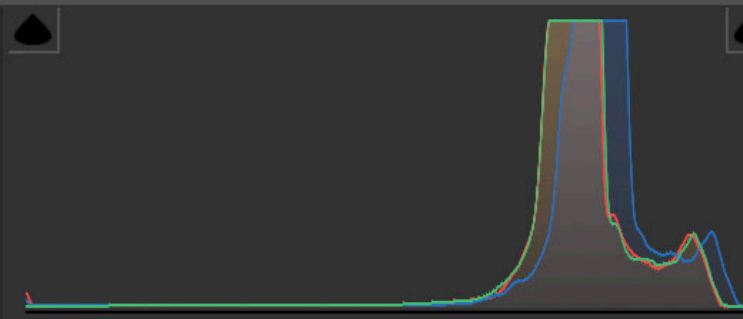
Camera Raw Filter



Color mixer >

Camera Raw 14.5

model.psd



ISO 500 70-300@300 mm f/5.6 1/30s

Edit Auto B&W

Profile Color

> Basic

> Curve

> Detail

> Color Mixer

Adjust HSL

Hue	Saturation	Luminance	All
Reds			0
Oranges			0
Yellows			0
Greens			0
Aquas			0
Blues			0
Purples			0
Magentas			0

> Color Grading

> Optics

> Geometry

> Effects

> Calibration

model.psd

2000 1800

1

COLOR ENHANCEMENT

Camera Raw Filter



Color mixer >

Camera Raw 14.5

model.psd

ISO 500 70-300@300 mm f/5.6 1/30s

Edit Auto B&W

Profile Color

> Basic

> Curve

> Detail

> Color Mixer

> Color Grading

> Optics

> Geometry

> Effects

> Calibration

Adjust HSL

Hue Saturation Luminance All

Reds 0

Oranges 0

Yellows 0

Greens -100

Aquas 0

Blues 0

Purples 0

Magentas 0

city: 100%

Fill: 100%

ter

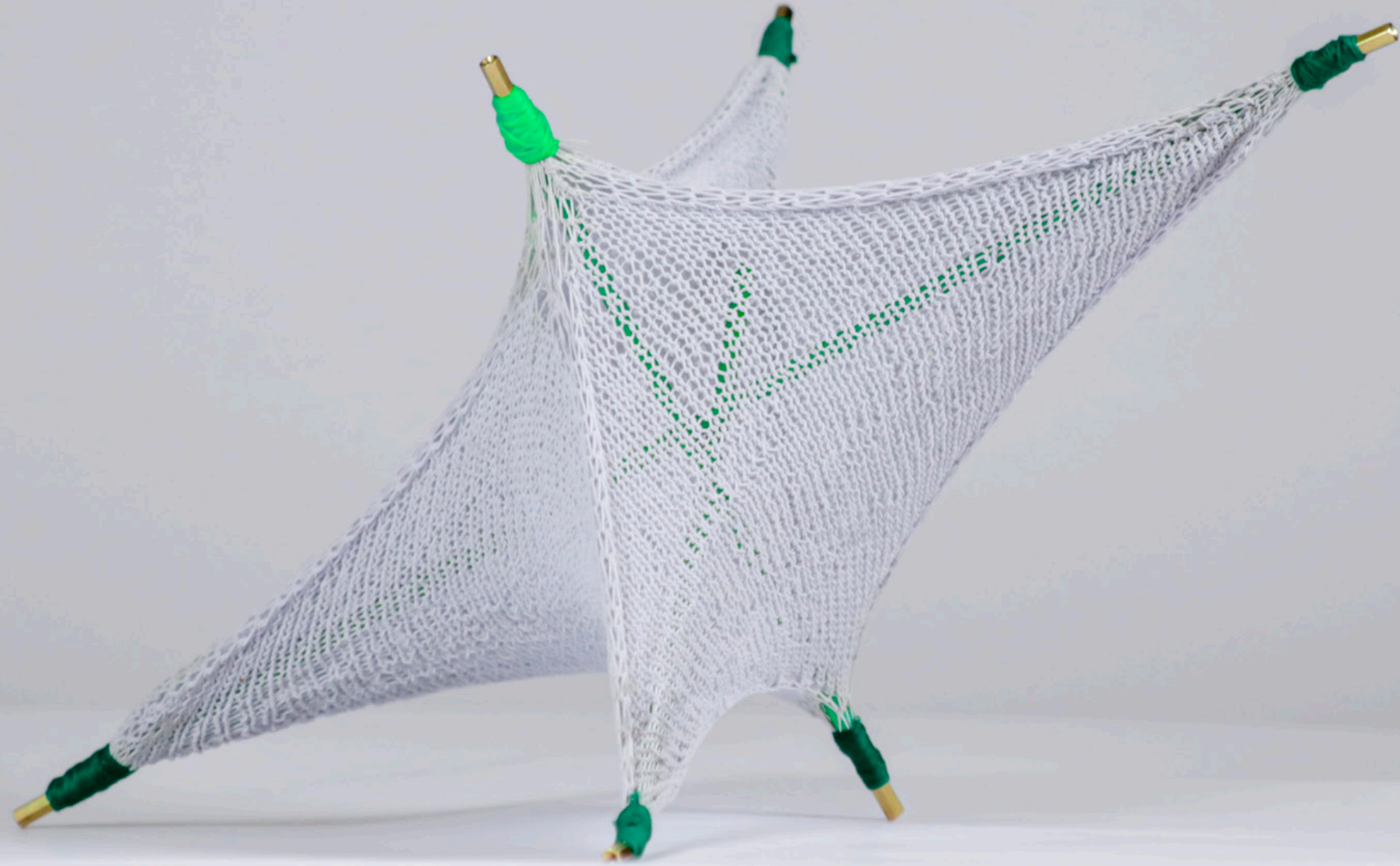
model.psd

2000 1800

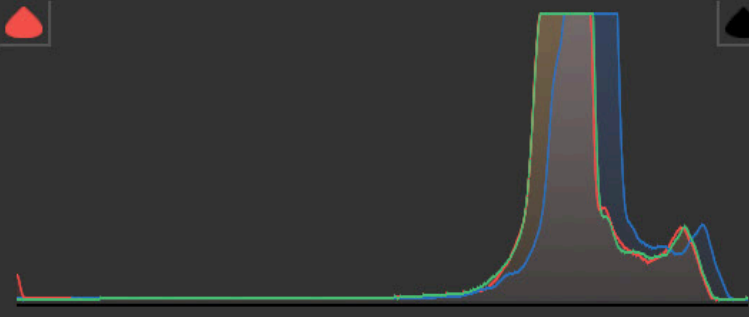
1

COLOR ENHANCEMENT

Camera Raw Filter



Color mixer >



ISO 500 70-300@300 mm f/5.6 1/30s

Edit Auto B&W

Profile Color

> Basic

> Curve

> Detail

> Color Mixer

Adjust HSL

Hue	Saturation	Luminance	All
Reds			0
Oranges			0
Yellows			0
Greens			+100
Aquas			0
Blues			0
Purples			0
Magentas			0

> Color Grading

> Optics

> Geometry

> Effects

> Calibration

city: 100%

Fill: 100%

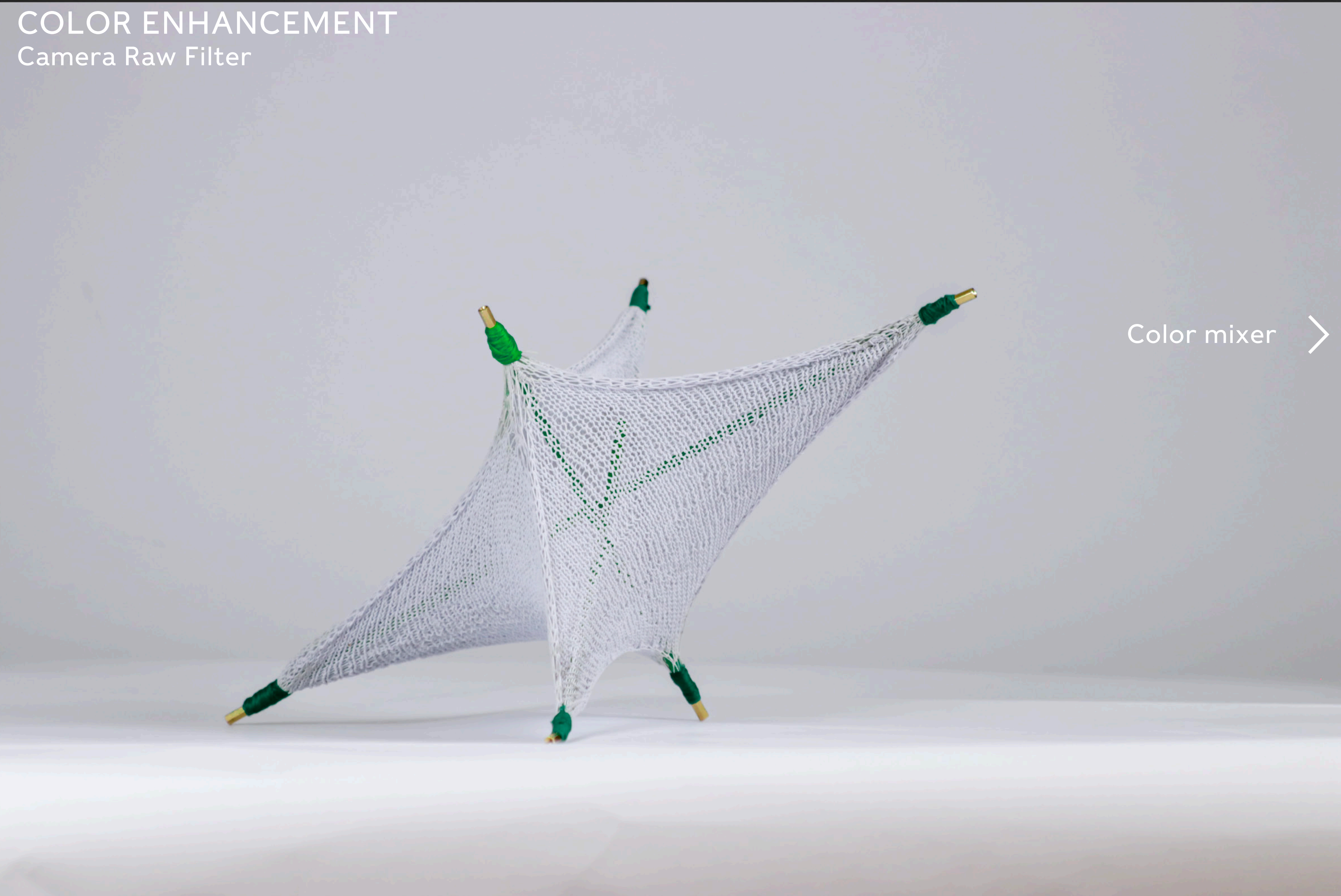
model.psd

2000 1800

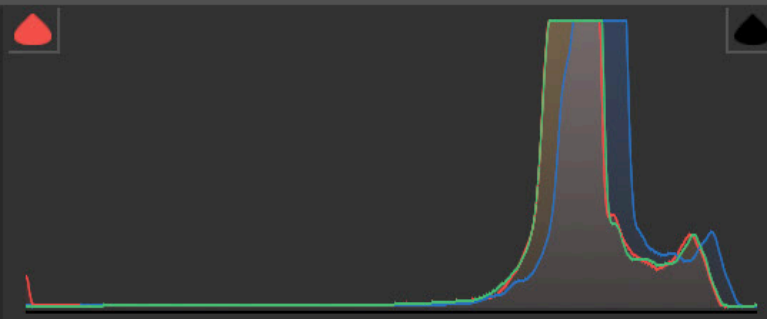
1

COLOR ENHANCEMENT

Camera Raw Filter



Color mixer >



ISO 500 70-300@300 mm f/5.6 1/30s

Edit Auto B&W

Profile Color

> Basic

> Curve

> Detail

> Color Mixer

Adjust HSL

	Hue	Saturation	Luminance	All
Reds			0	
Oranges			0	
Yellows			0	
Greens			-75	
Aquas			0	
Blues			0	
Purples			0	
Magentas			0	

> Color Grading

> Optics

> Geometry

> Effects

> Calibration

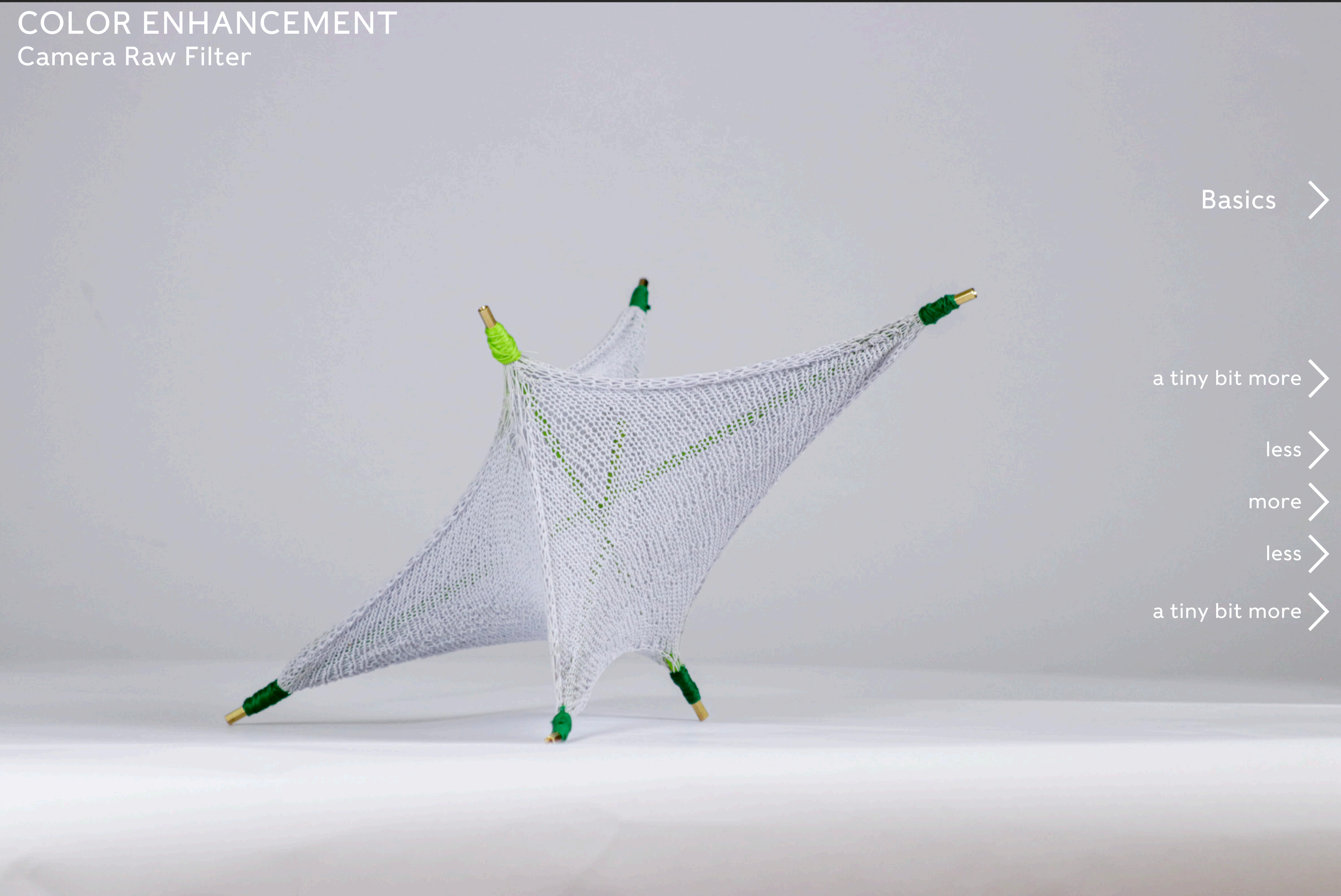
city: 100%

Fill: 100%

1

COLOR ENHANCEMENT

Camera Raw Filter



Basics >

a tiny bit more >

less >

more >

less >

a tiny bit more >

ISO 500 70-300@300 mm f/5.6 1/30s

Edit Auto B&W

Profile Color

Basic

White balance Custom

Temperature -3

Tint +6

Exposure +0.40

Contrast 0

Highlights -70

Shadows +47

Whites +64

Blacks -62

Texture +16

Clarity 0

Dehaze 0

Vibrance 0

Saturation 0

> Curve

> Detail

> Color Mixer

> Color Grading

model.psd @ 33.3% (Layer 0, RGB/8) *

2000 1800 1600 1400 1200 1000 800 600 400 200 0 200 400 600 800 1000 1200 1400 1600 1800 2000 2200 2400 2600 2800 3000 3200 3400 3600 3800 4000 4200 4400 4600 4800 5000 5200 5400 5600 5800 6000 6200 6400

1 COLOR ENHANCEMENT



Layers

Kind

Normal

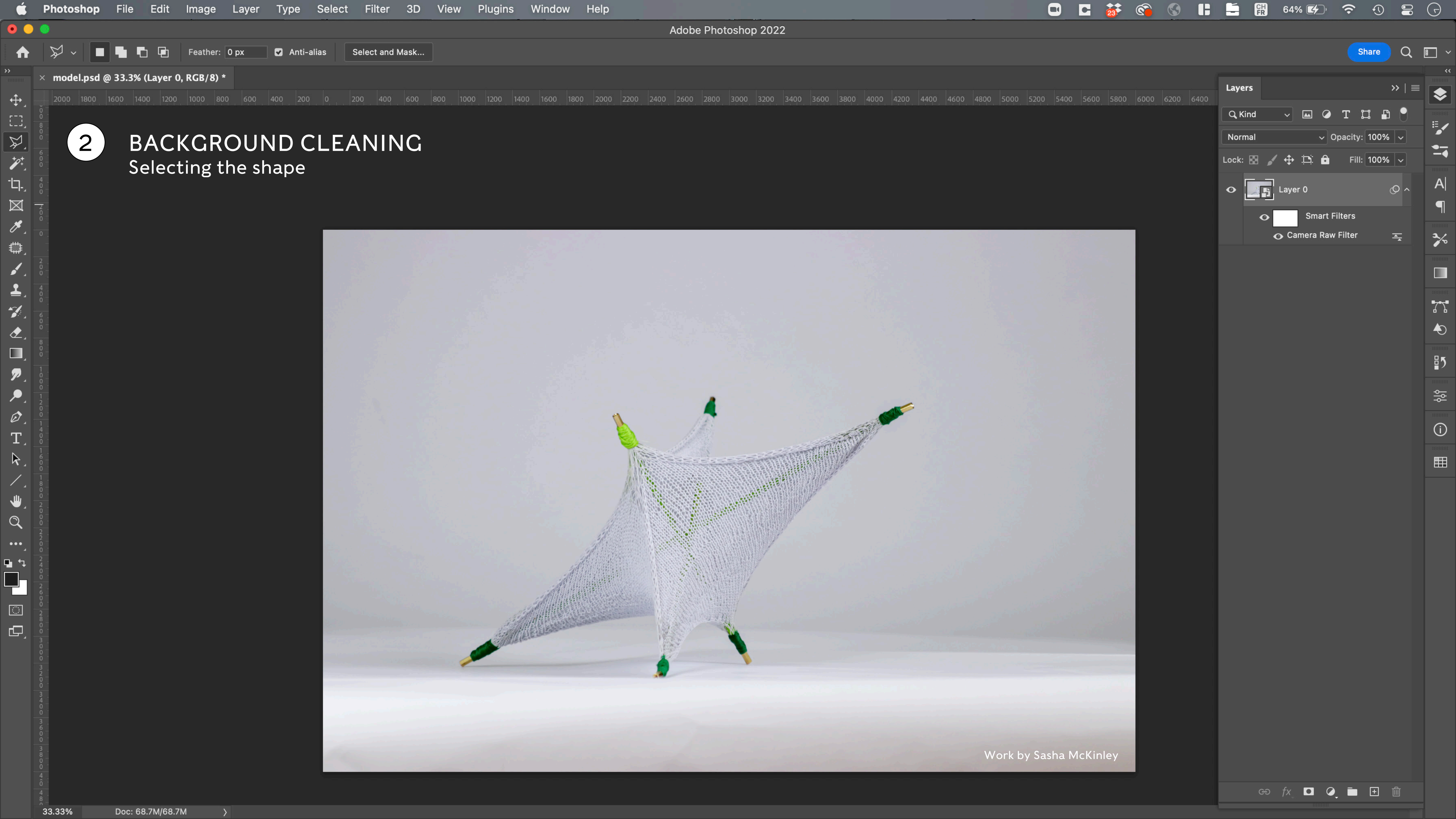
Opacity: 100%

Lock: Fill: 100%

Layer 0

Smart Filters

Camera Raw Filter

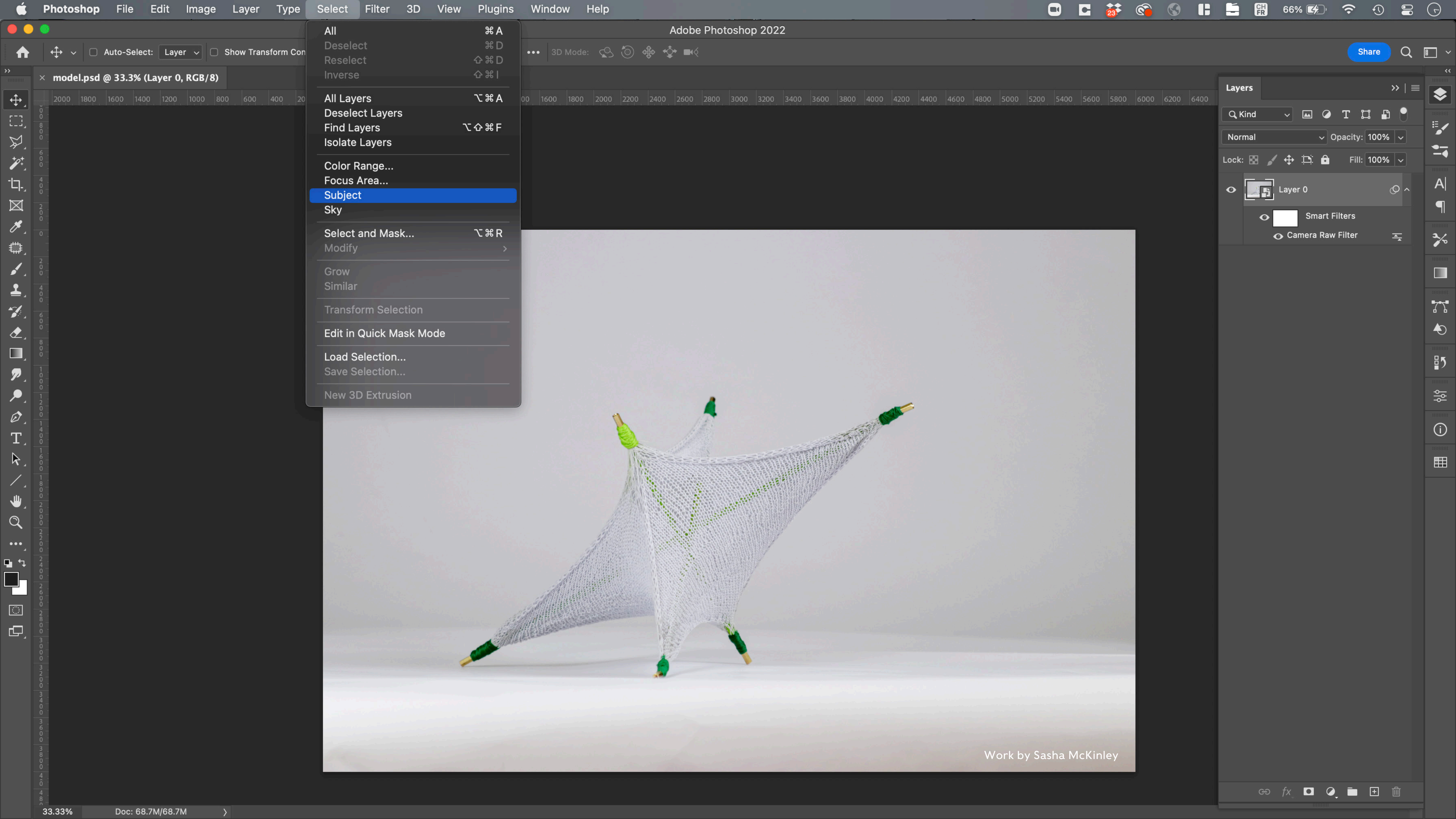


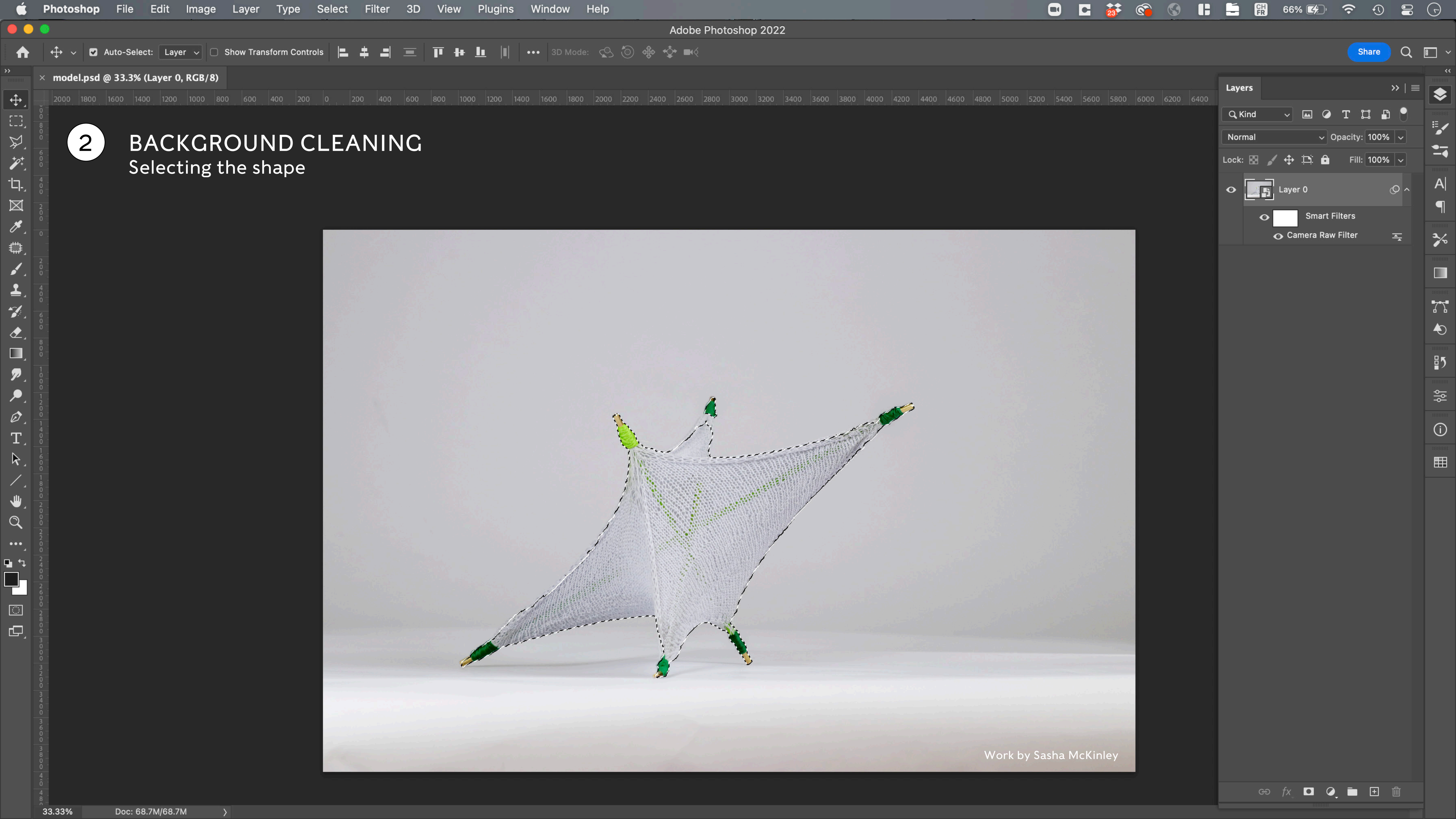
2

BACKGROUND CLEANING

Selecting the shape

Work by Sasha McKinley



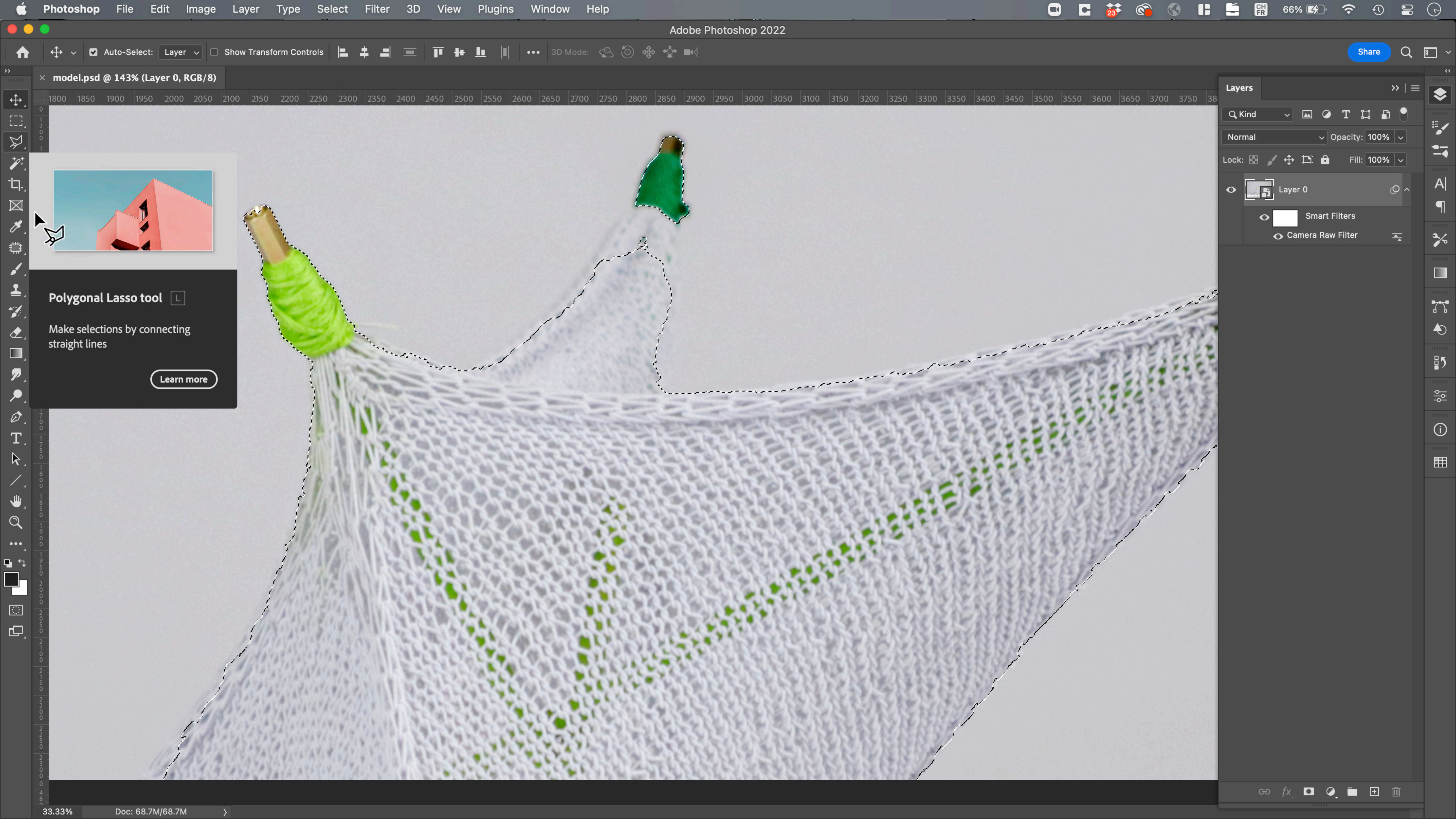


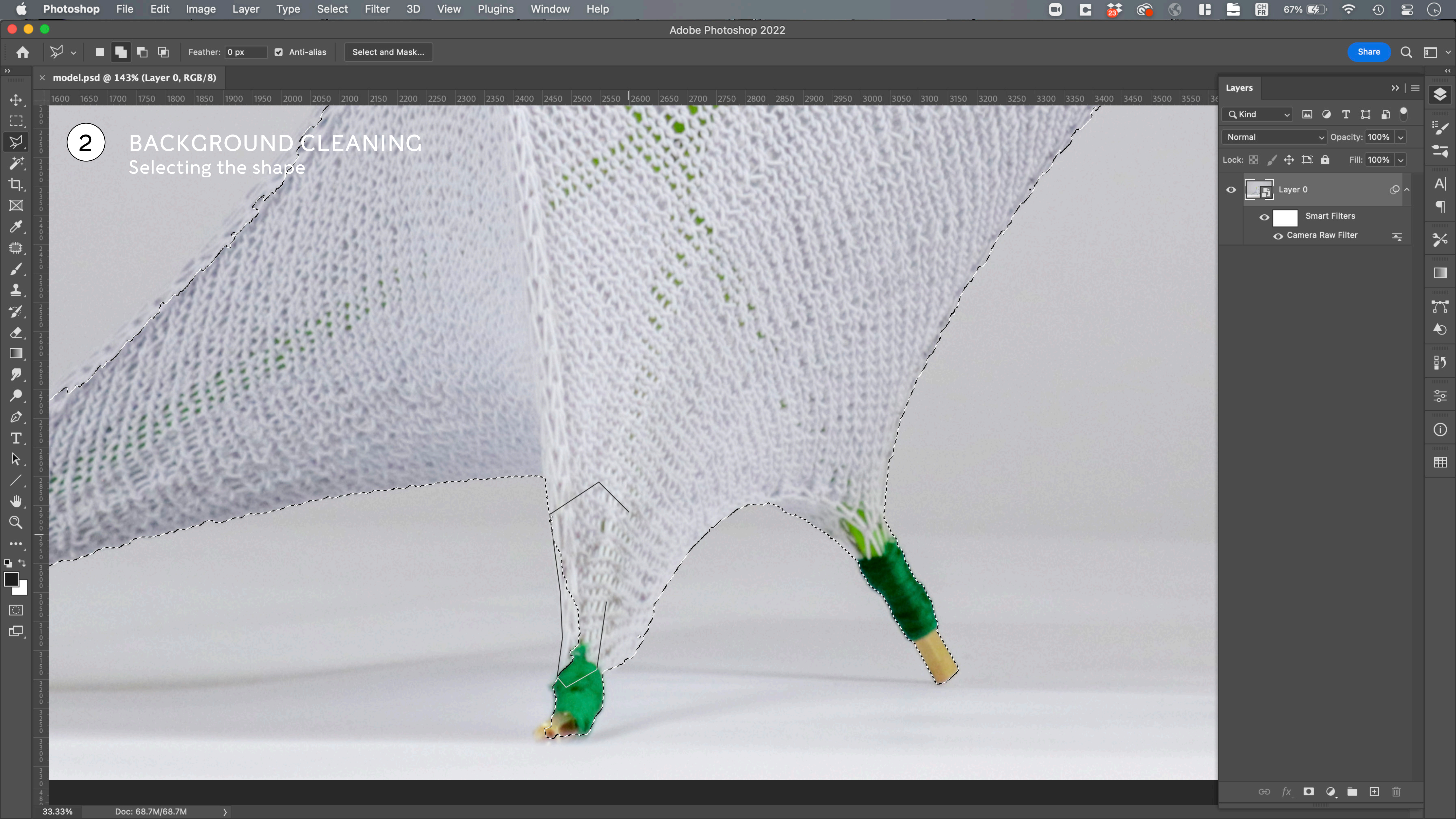
2 BACKGROUND CLEANING

Selecting the shape



Work by Sasha McKinley





2

BACKGROUND CLEANING

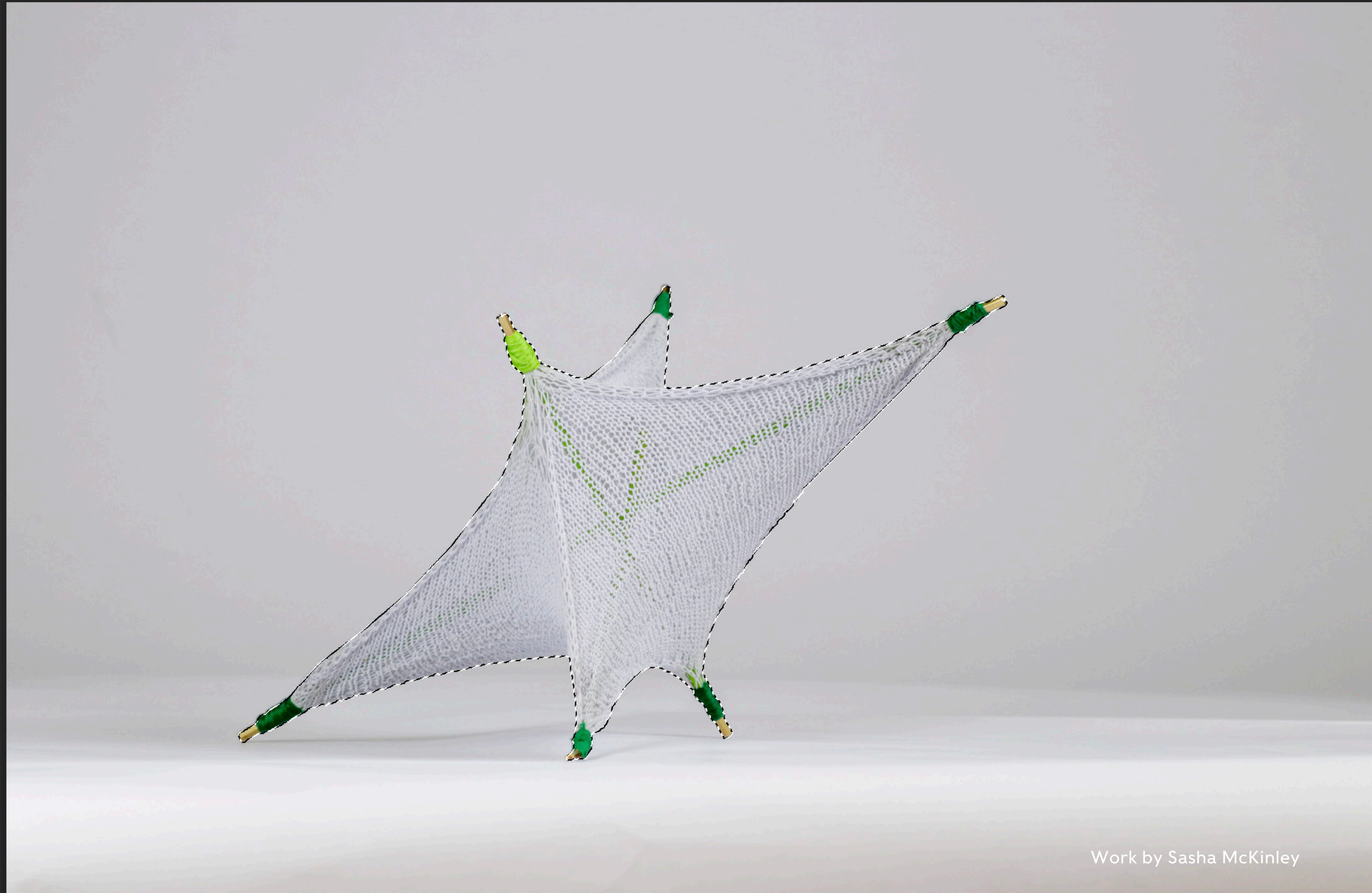
Selecting the shape

model.psd @ 36.2% (Layer 0, RGB/8)

1600 1400 1200 1000 800 600 400 200 0 200 400 600 800 1000 1200 1400 1600 1800 2000 2200 2400 2600 2800 3000 3200 3400 3600 3800 4000 4200 4400 4600 4800 5000 5200 5400 5600 5800 6000 6200

2 BACKGROUND CLEANING

Selecting the shape



Work by Sasha McKinley

Layers

Q Kind

Normal Opacity: 100%

Lock: Fill: 100%

Layer 0

Smart Filters

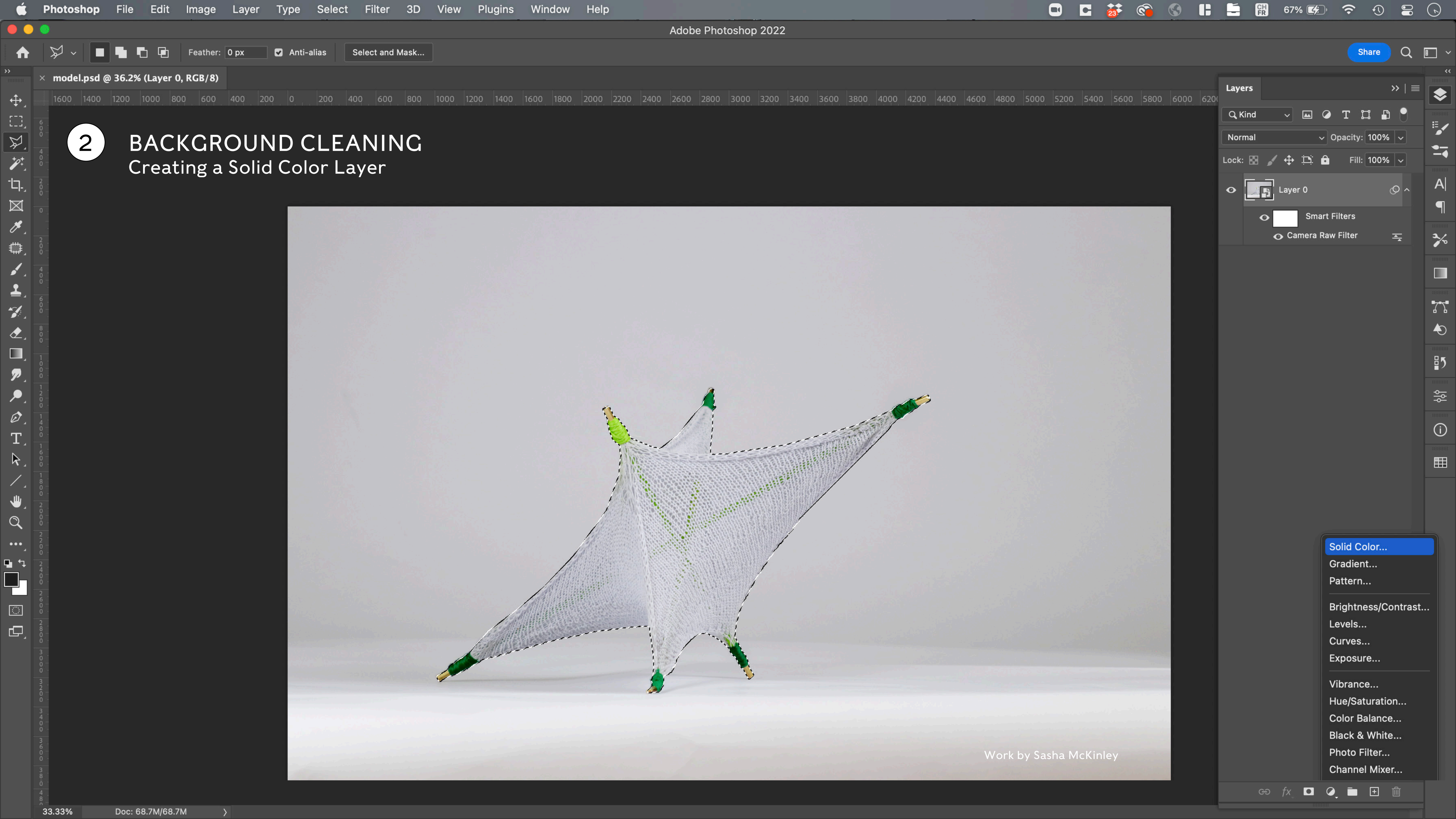
Camera Raw Filter

fx

+

-

🗑



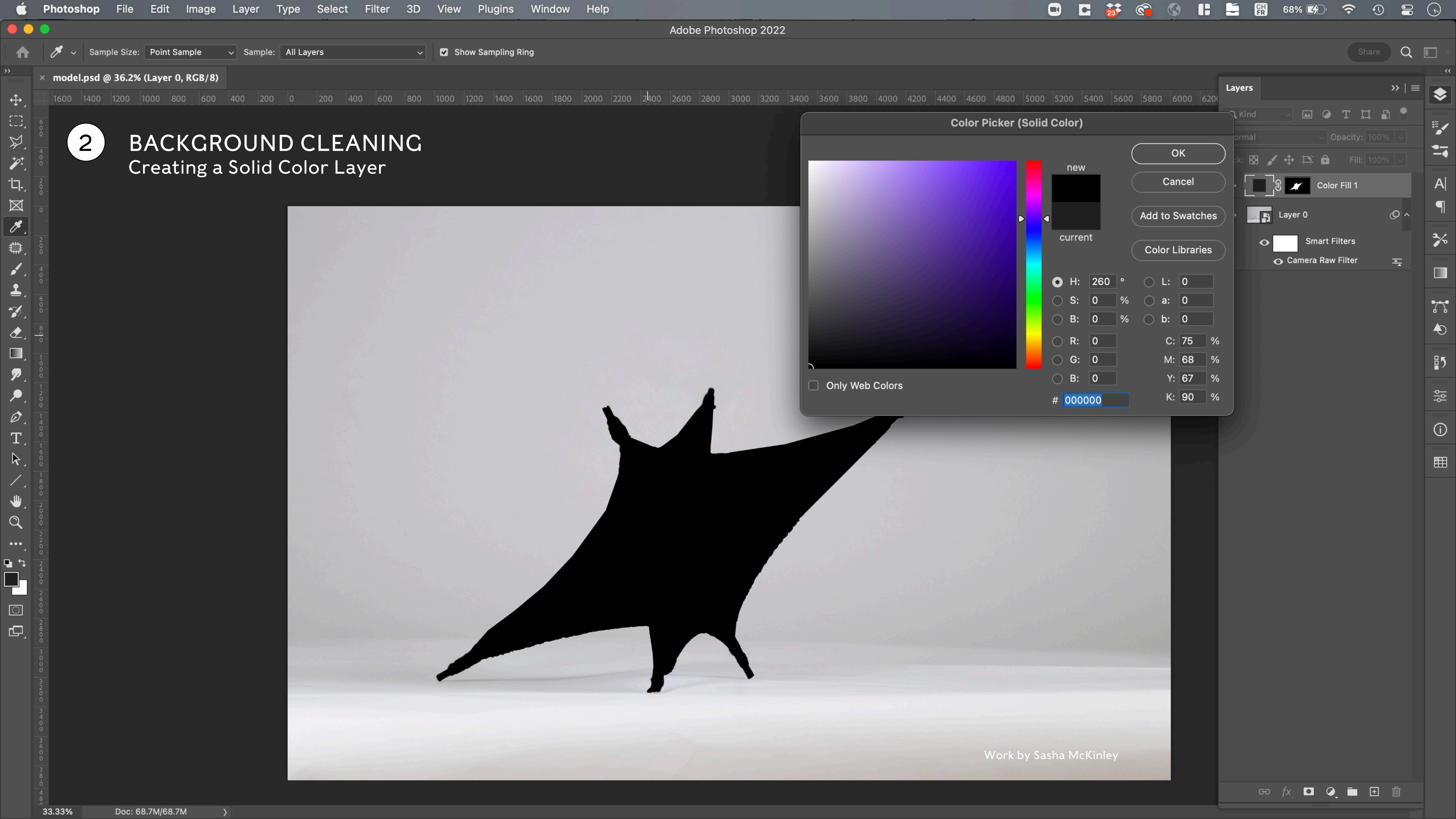
2

BACKGROUND CLEANING

Creating a Solid Color Layer

Work by Sasha McKinley

- Solid Color...
- Gradient...
- Pattern...
- Brightness/Contrast...
- Levels...
- Curves...
- Exposure...
- Vibrance...
- Hue/Saturation...
- Color Balance...
- Black & White...
- Photo Filter...
- Channel Mixer...

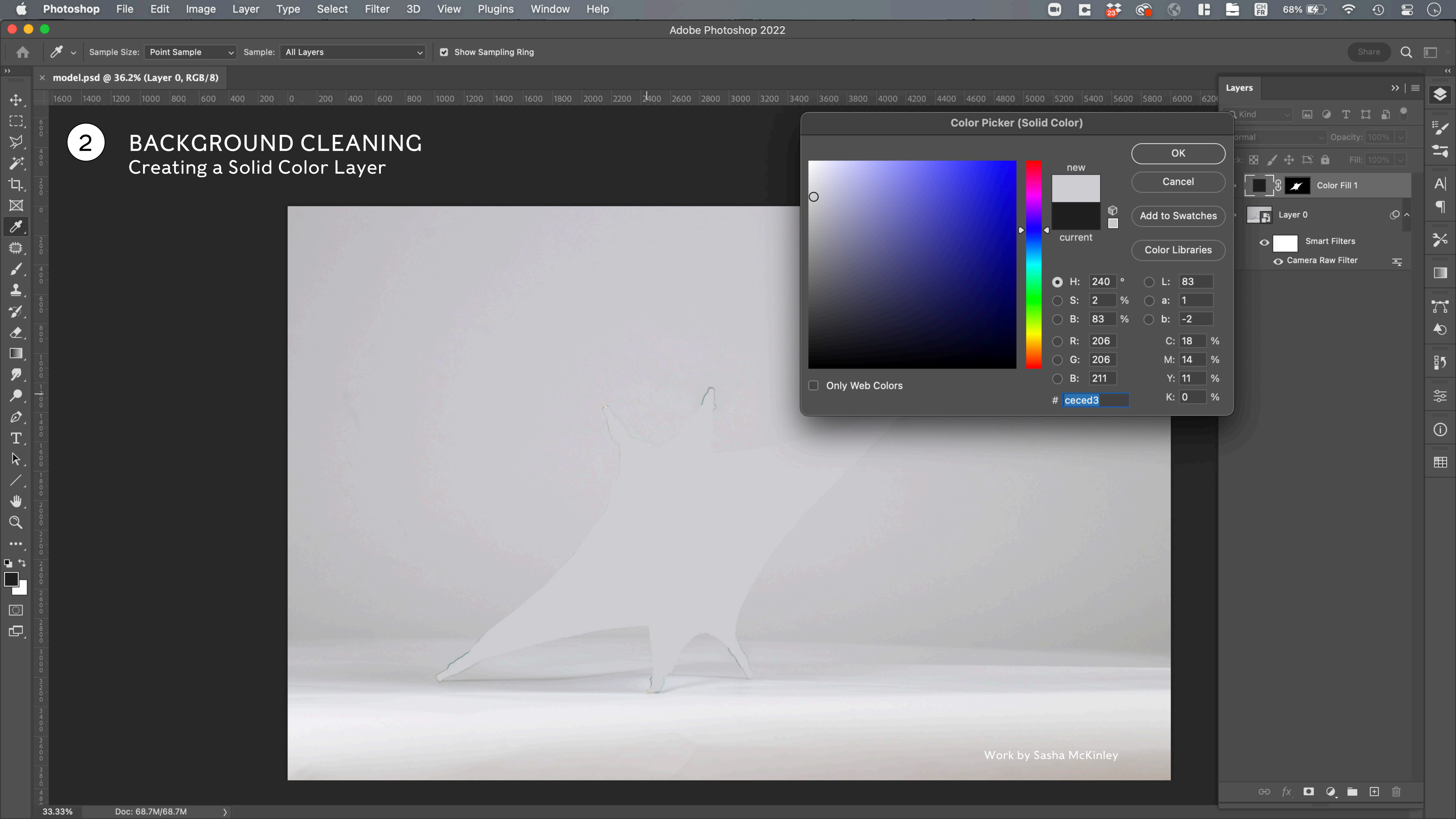


2

BACKGROUND CLEANING

Creating a Solid Color Layer

Work by Sasha McKinley

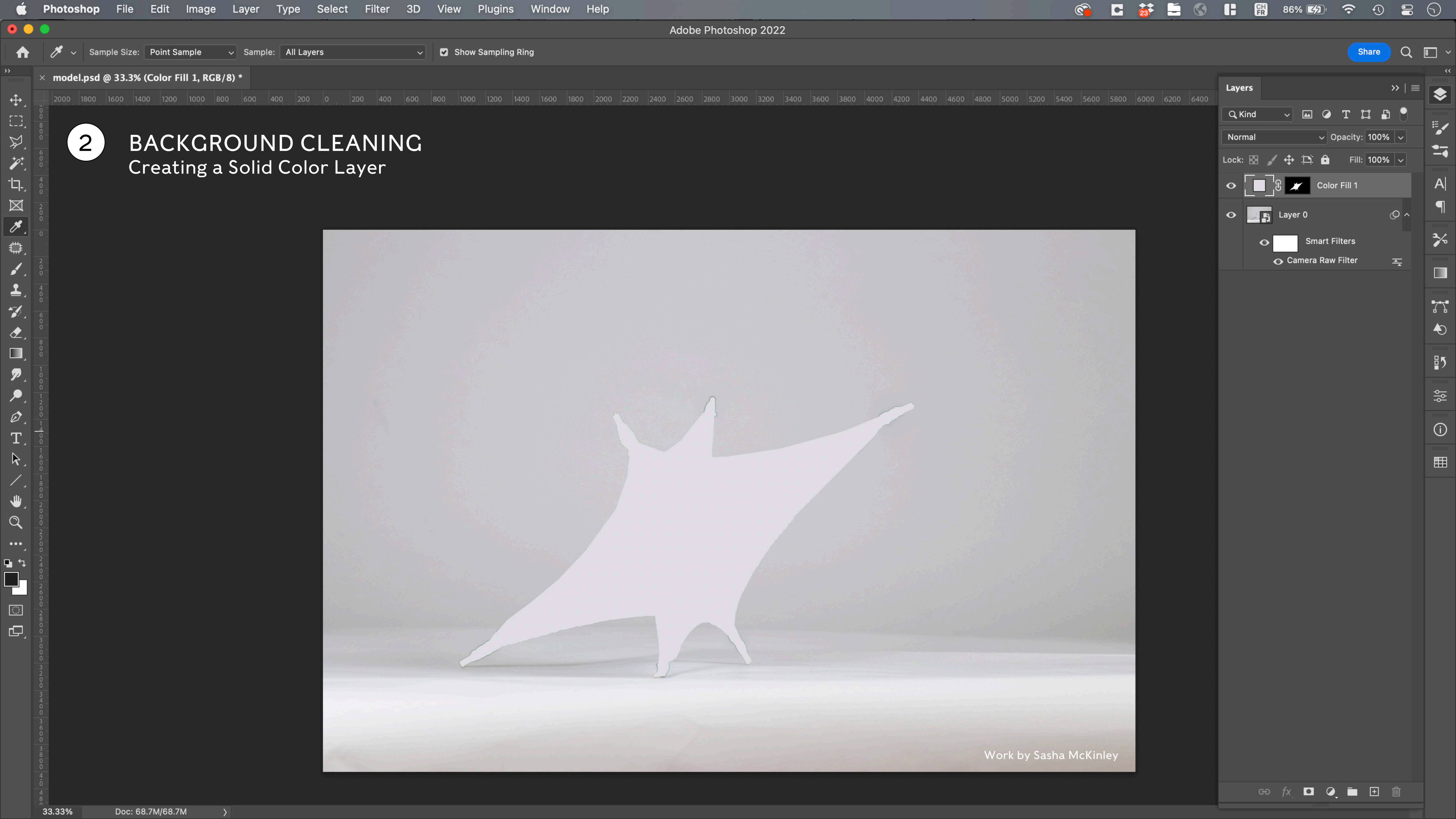


2

BACKGROUND CLEANING

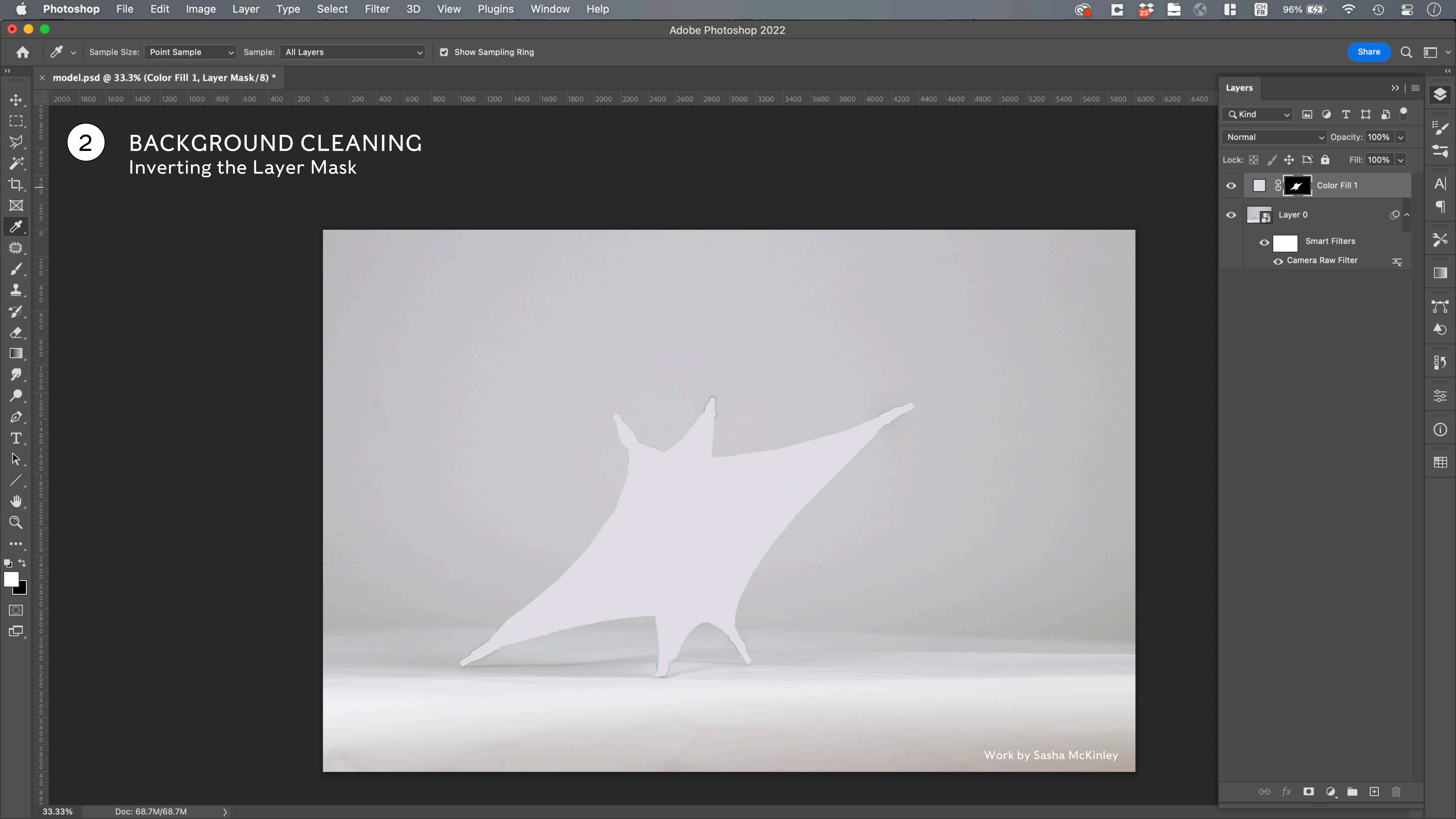
Creating a Solid Color Layer

Work by Sasha McKinley



2 BACKGROUND CLEANING

Creating a Solid Color Layer

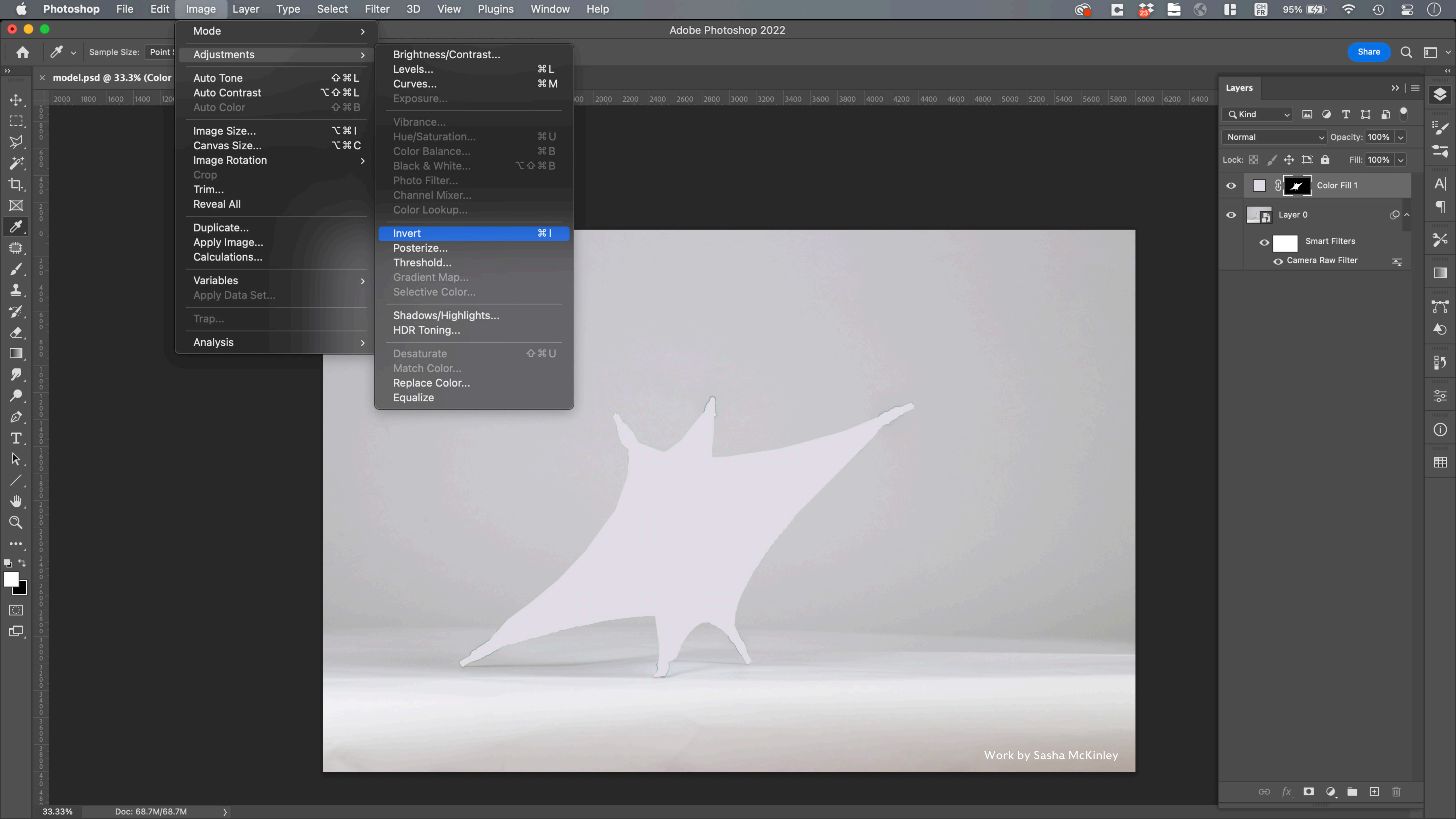


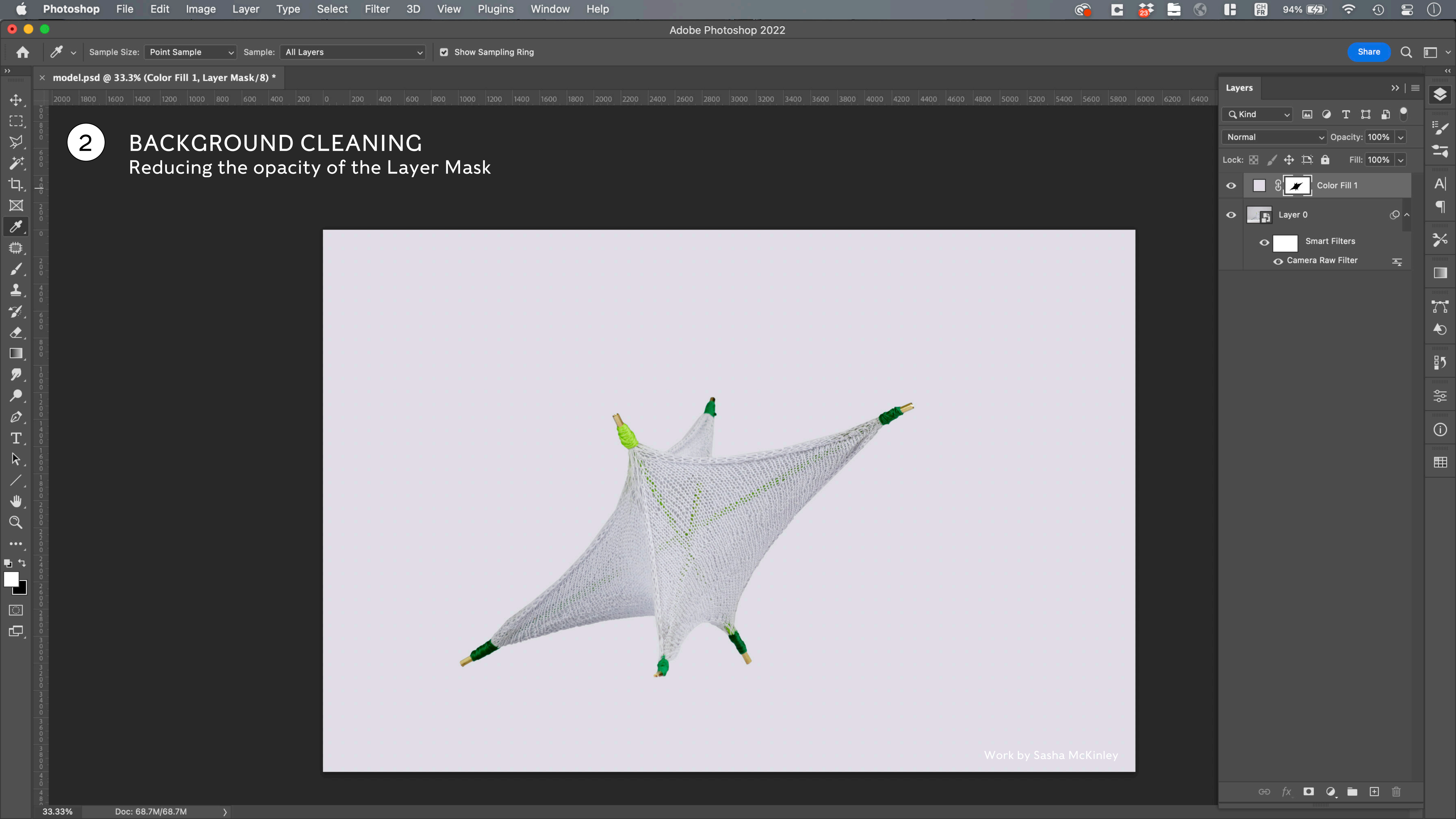
2

BACKGROUND CLEANING

Inverting the Layer Mask

Work by Sasha McKinley





2

BACKGROUND CLEANING

Reducing the opacity of the Layer Mask

Work by Sasha McKinley

2 BACKGROUND CLEANING

Reducing the opacity of the Layer Mask



Work by Sasha McKinley

Layers

Q Kind

Normal Opacity: 20%

Lock: Fill: 100%

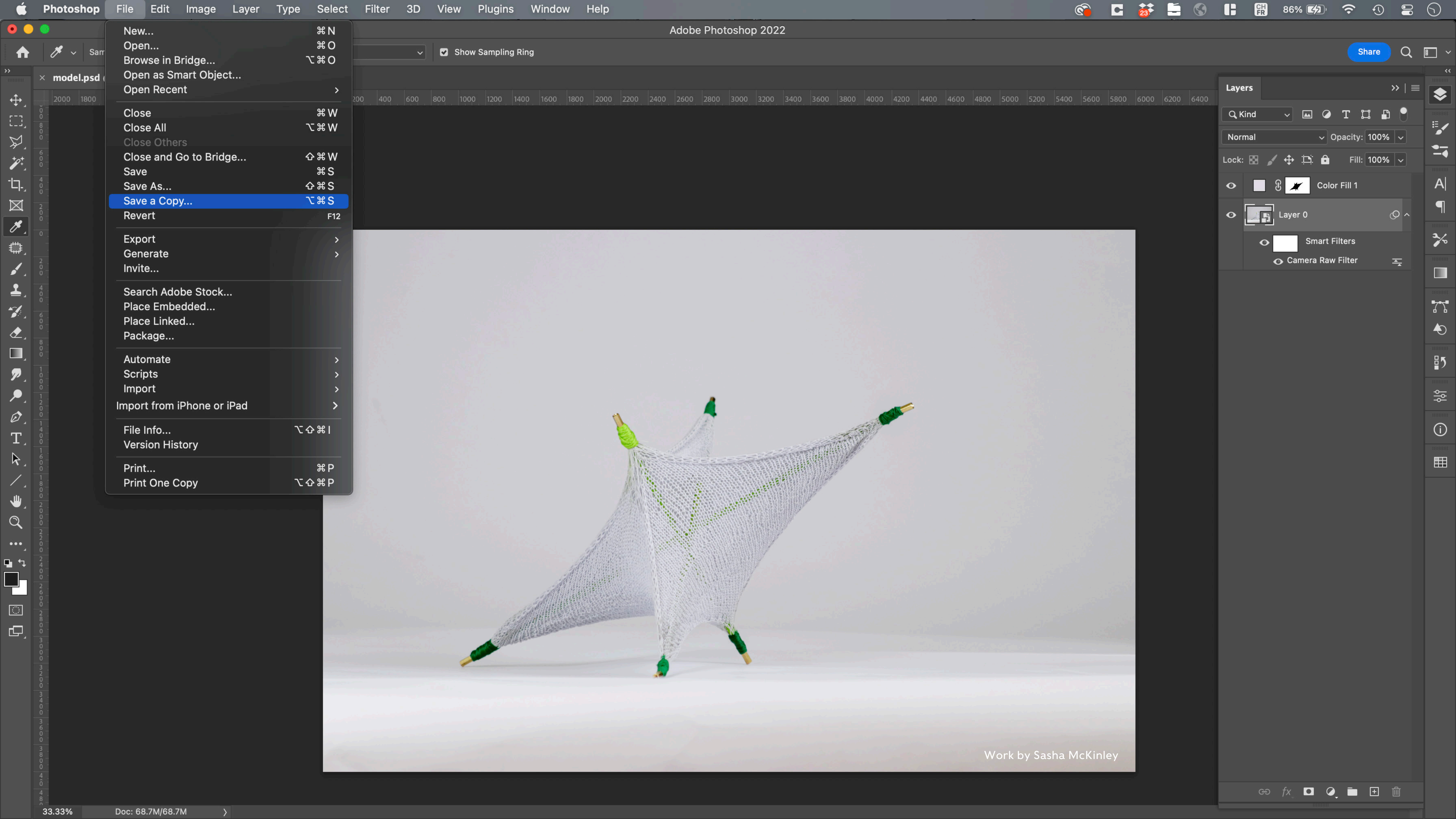
Color Fill 1

Layer 0

Smart Filters

Camera Raw Filter

fx



3. The Software

01 - Color Enhancement

02 - Background Cleaning

03 - Repeatability

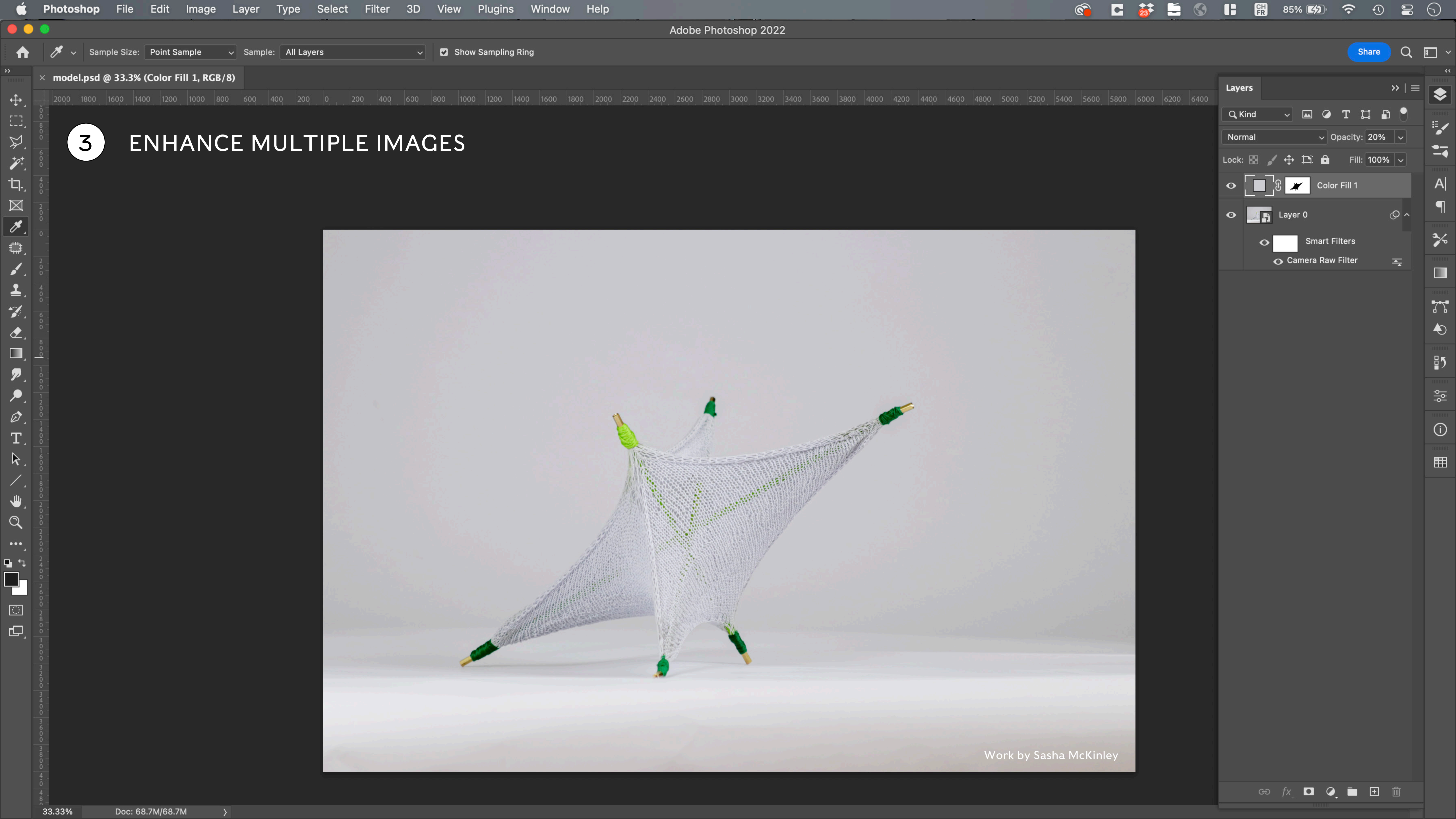
04 - Archiving



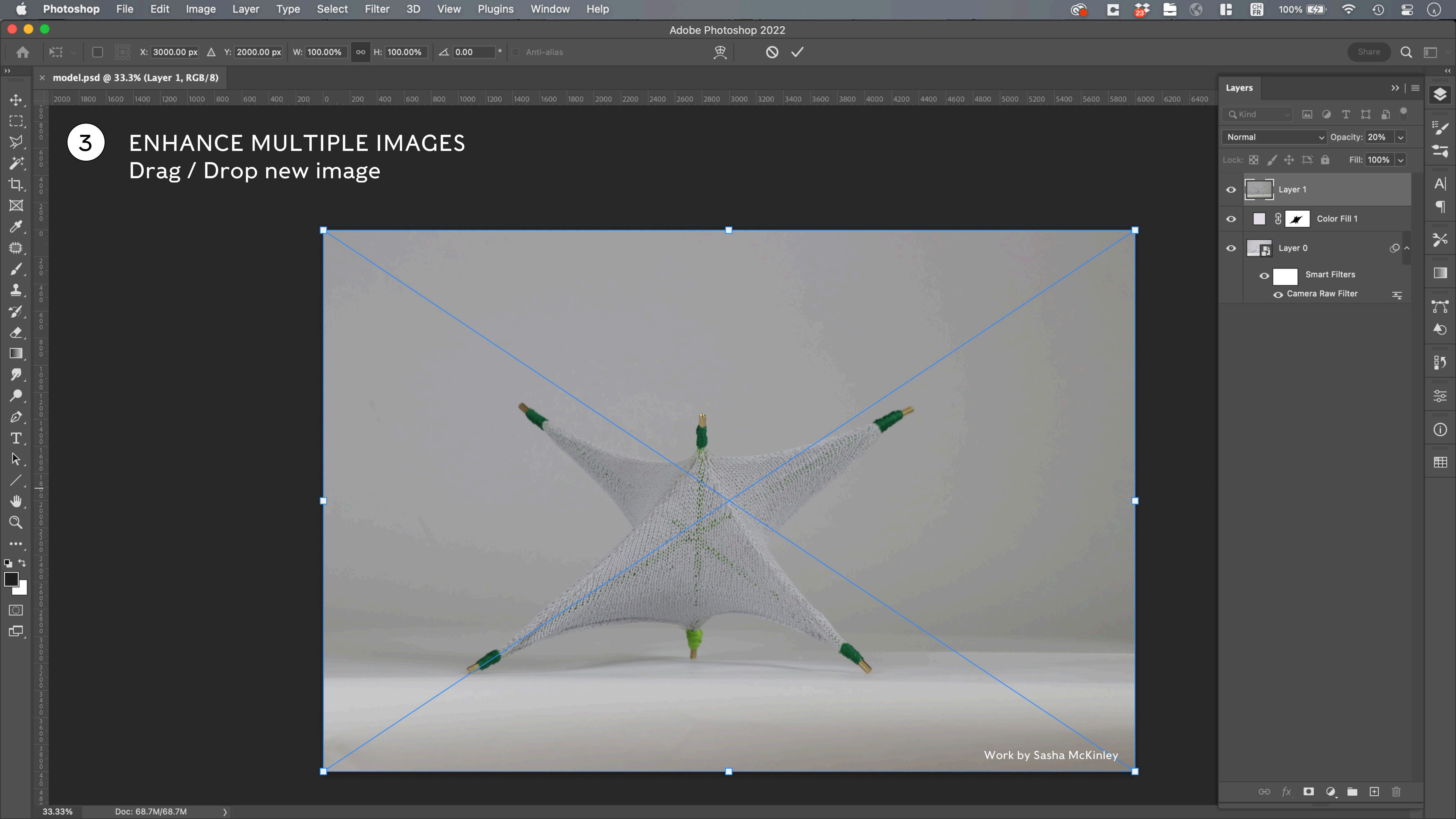
Before



After

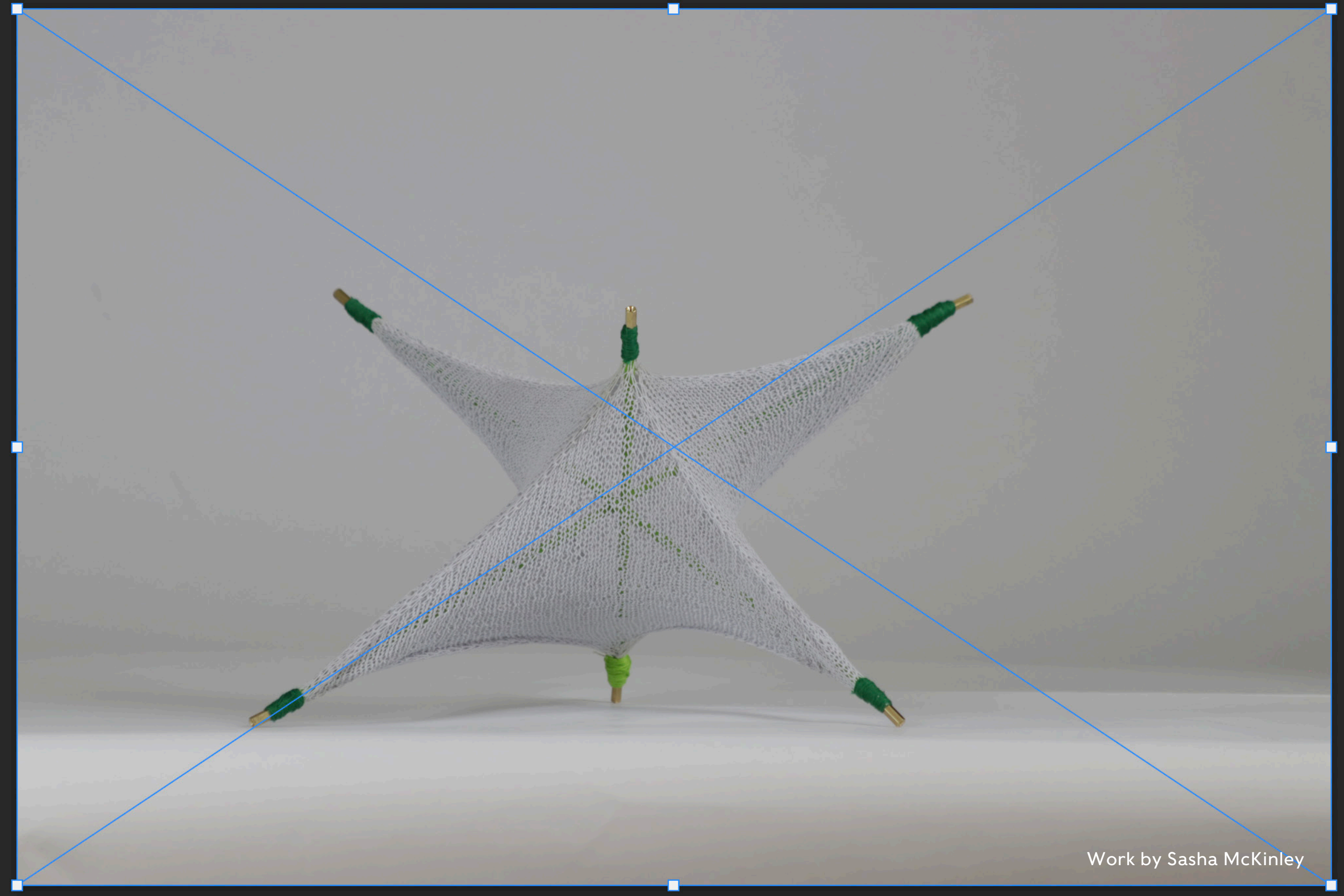


3 ENHANCE MULTIPLE IMAGES

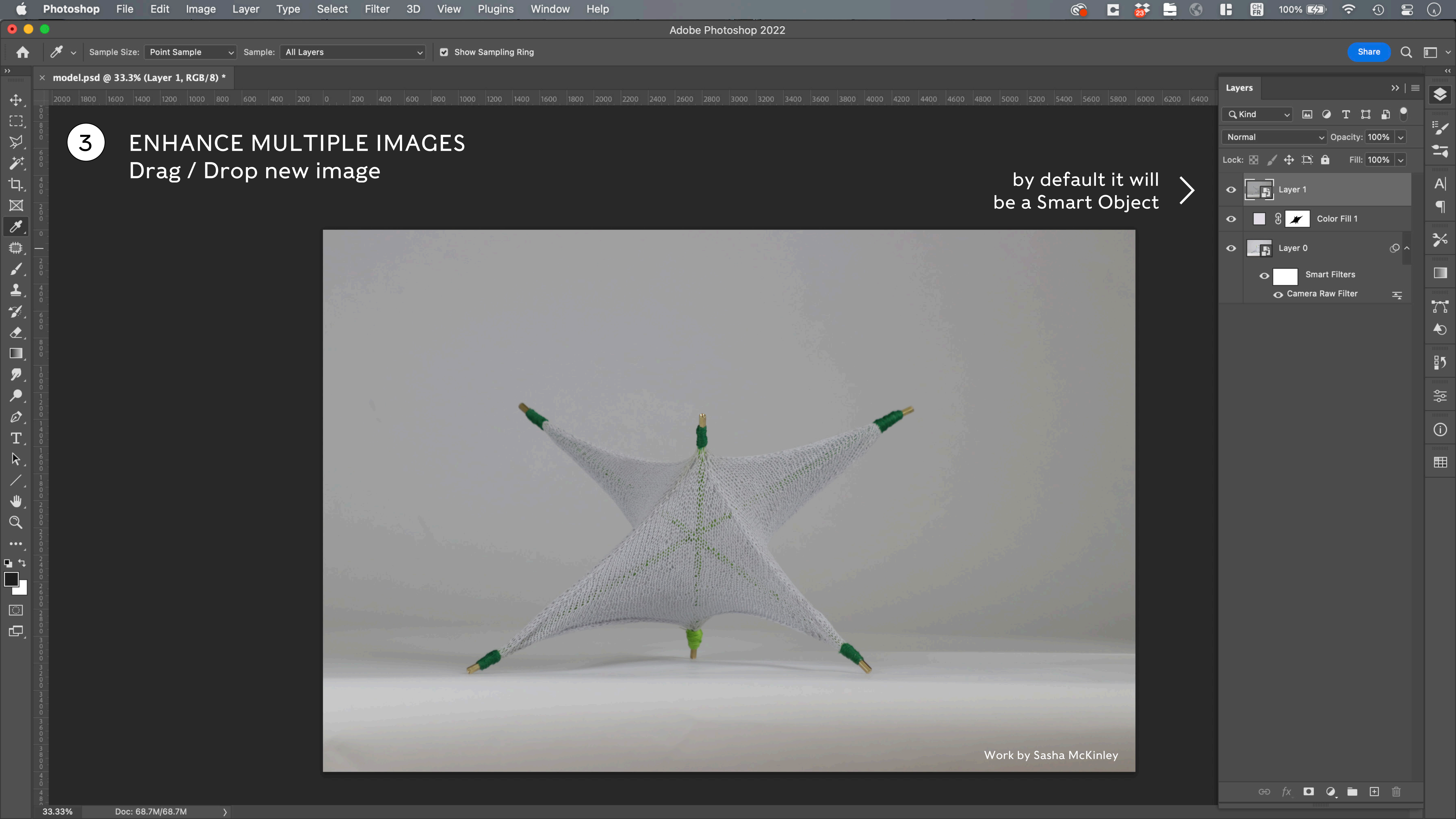


3 ENHANCE MULTIPLE IMAGES

Drag / Drop new image



Work by Sasha McKinley

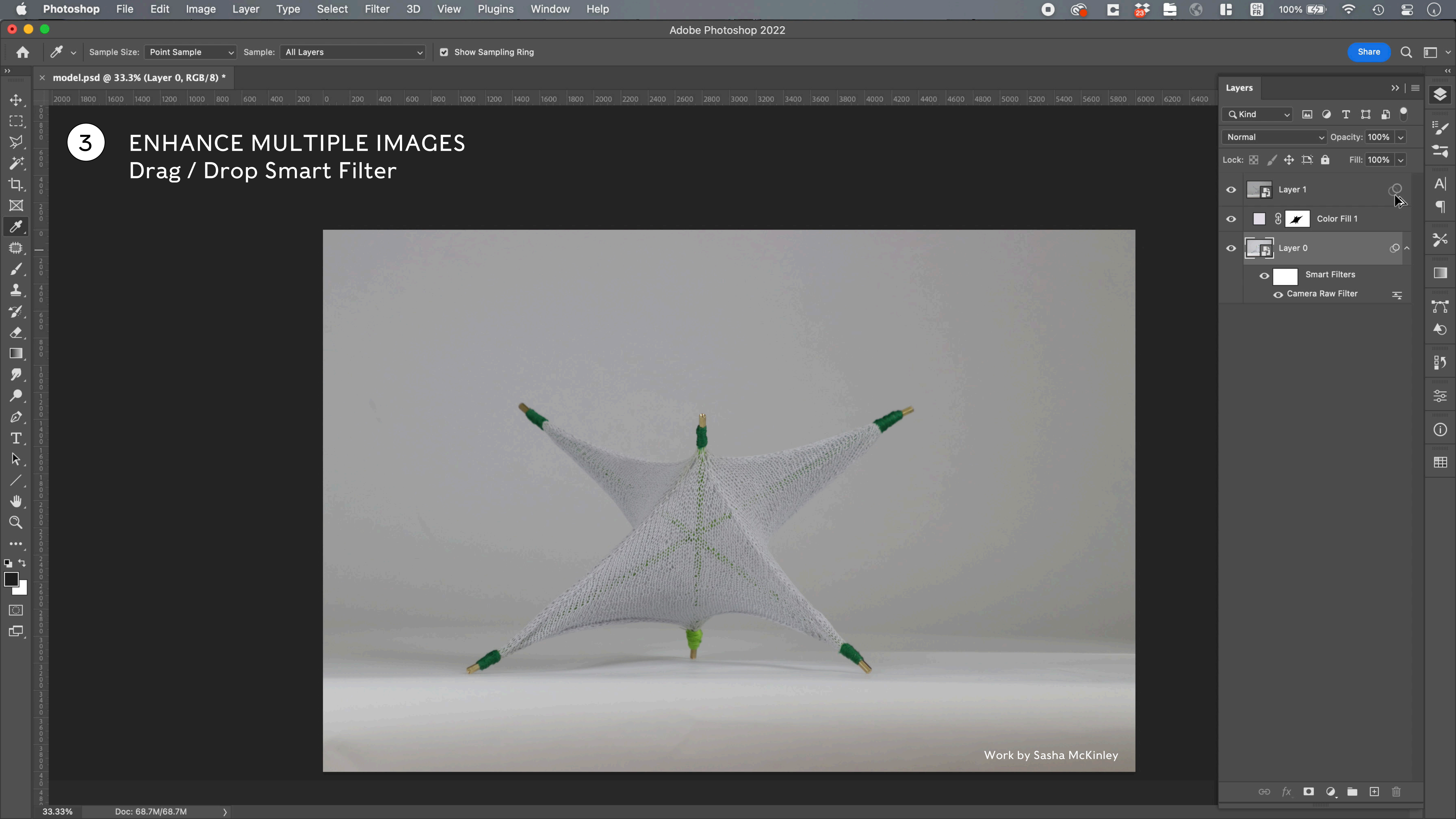


3 ENHANCE MULTIPLE IMAGES

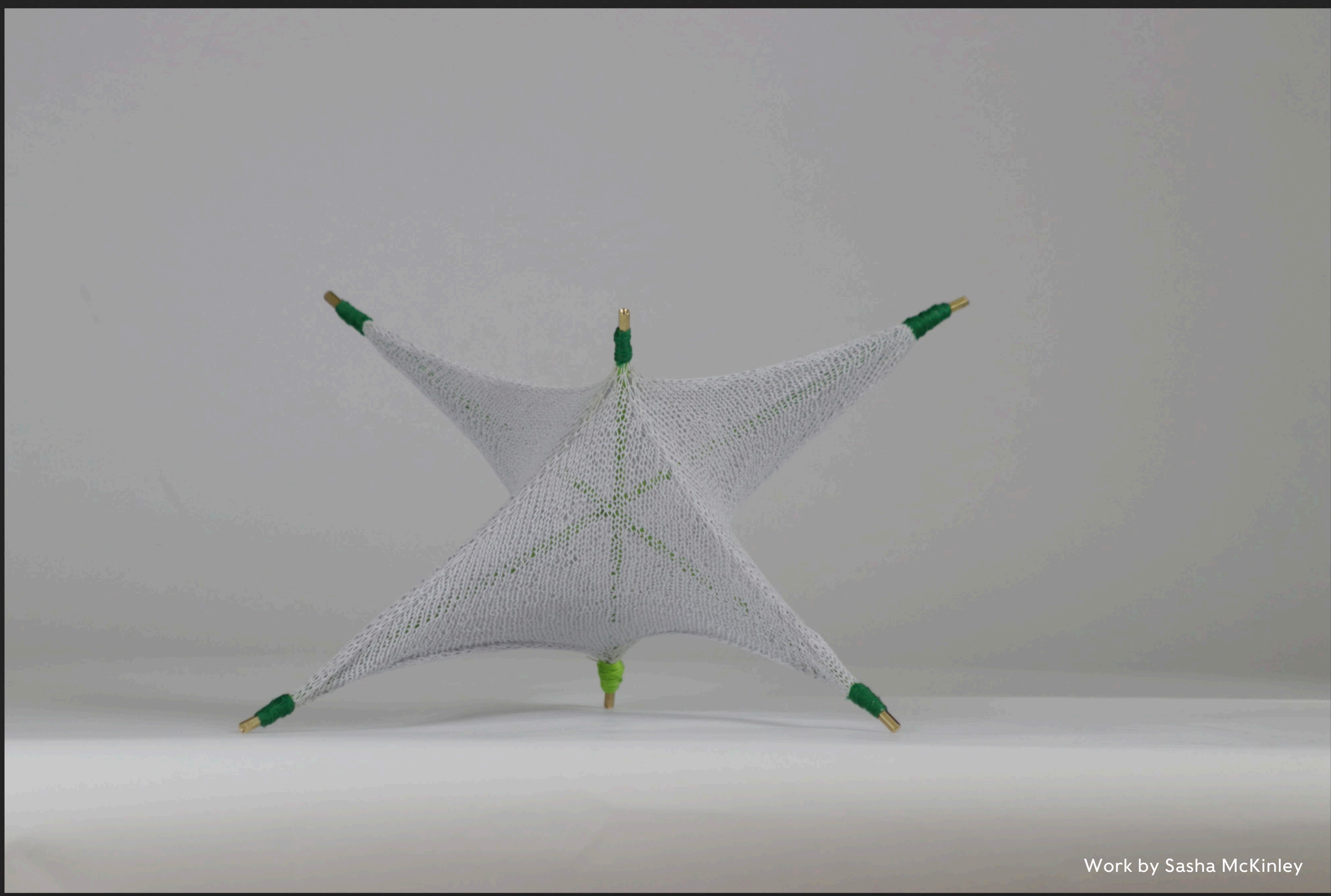
Drag / Drop new image

by default it will be a Smart Object ➔

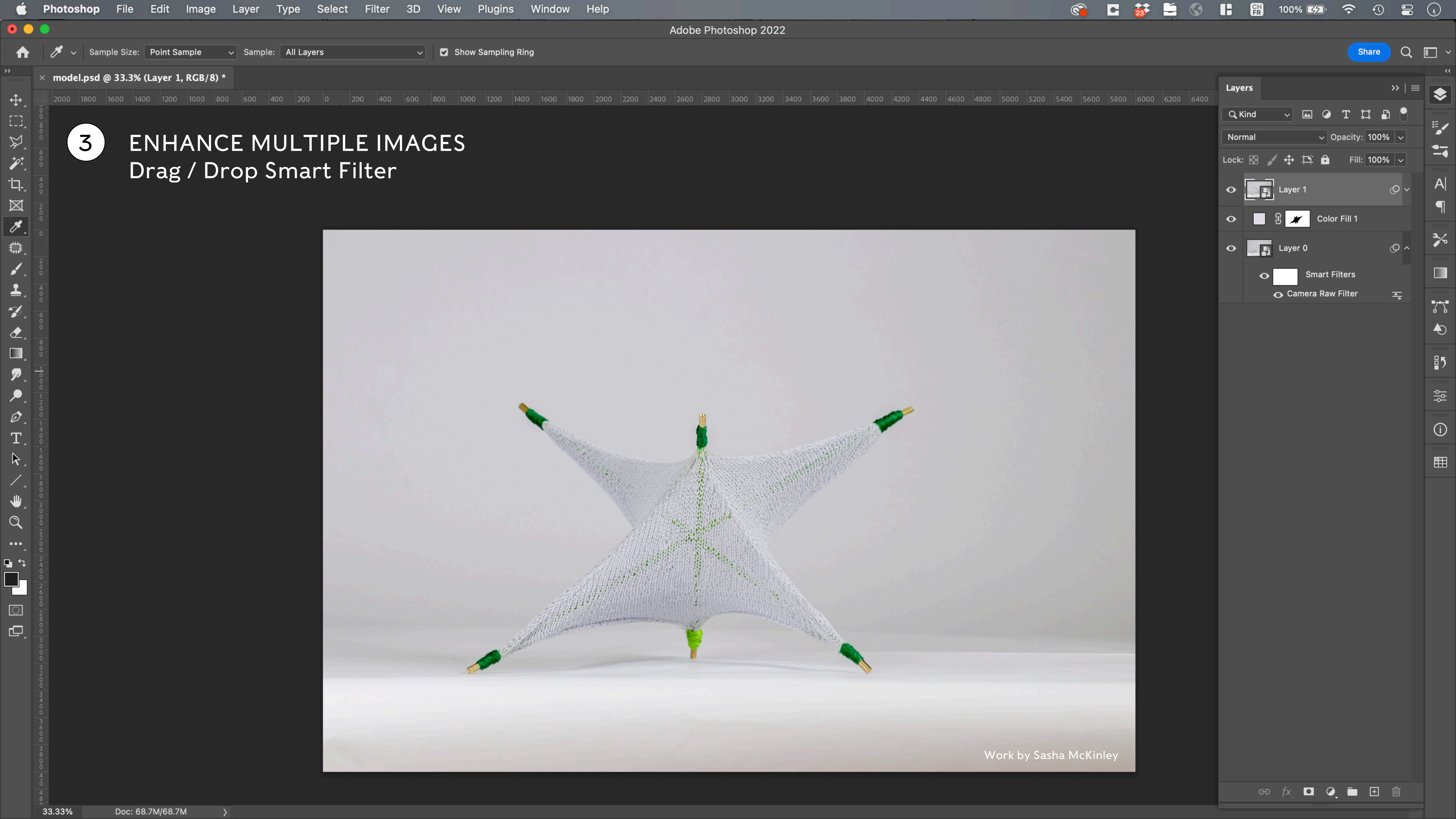
Work by Sasha McKinley



3 ENHANCE MULTIPLE IMAGES Drag / Drop Smart Filter



Work by Sasha McKinley

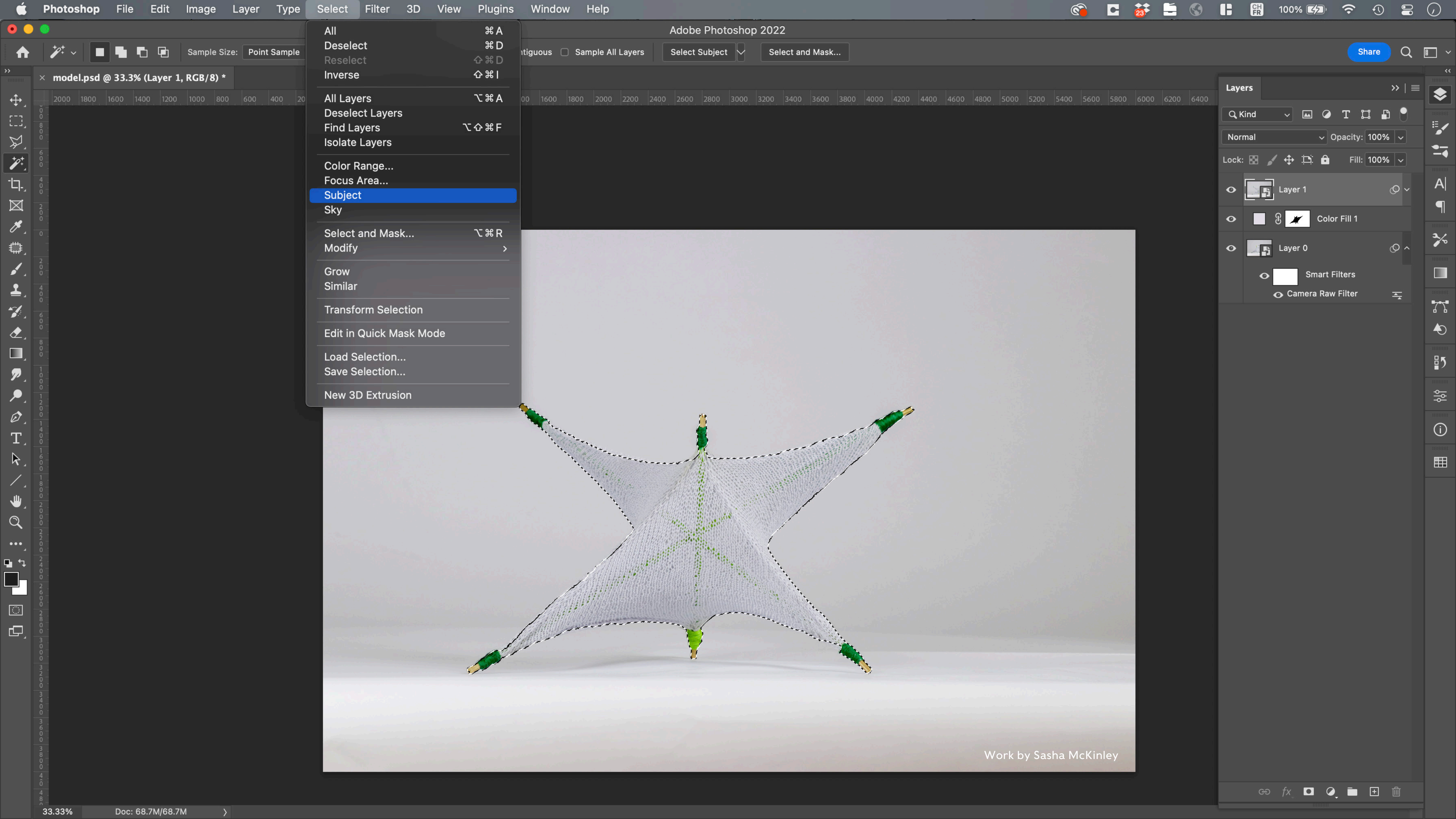


3 ENHANCE MULTIPLE IMAGES

Drag / Drop Smart Filter



Work by Sasha McKinley



- All ⌘ A
- Deselect ⌘ D
- Reselect ⇧ ⌘ D
- Inverse ⇧ ⌘ I
- All Layers ⌘ ⌘ A
- Deselect Layers ⌘ ⌘ D
- Find Layers ⇧ ⌘ ⌘ F
- Isolate Layers
- Color Range...
- Focus Area...
- Subject**
- Sky
- Select and Mask... ⌘ ⌘ R
- Modify >
- Grow
- Similar
- Transform Selection
- Edit in Quick Mask Mode
- Load Selection...
- Save Selection...
- New 3D Extrusion

Layers

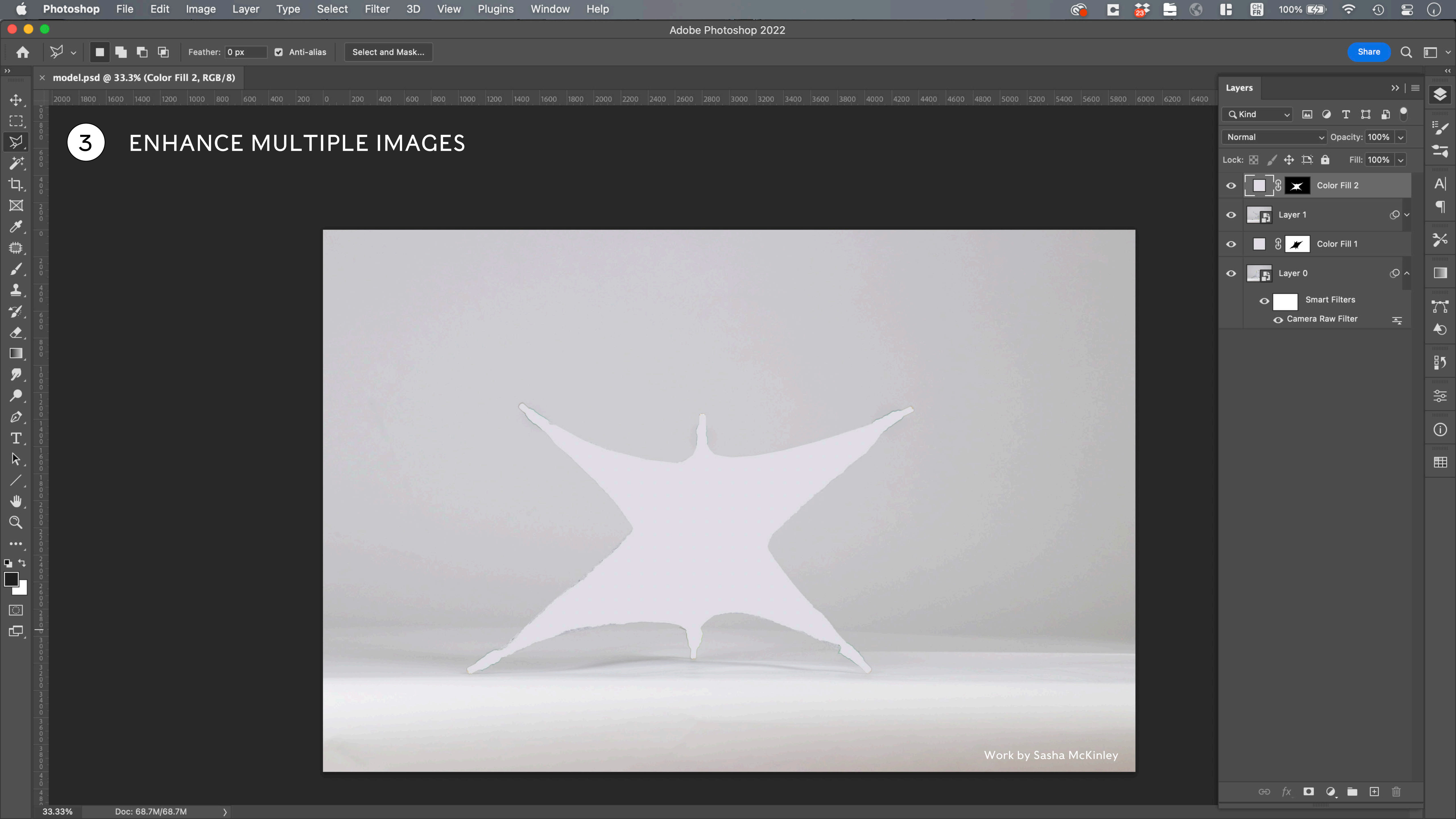
Kind: [Image] [Mask] [Text] [Vector] [Smart Object] [Group] [Filter]

Normal [v] Opacity: 100% [v]

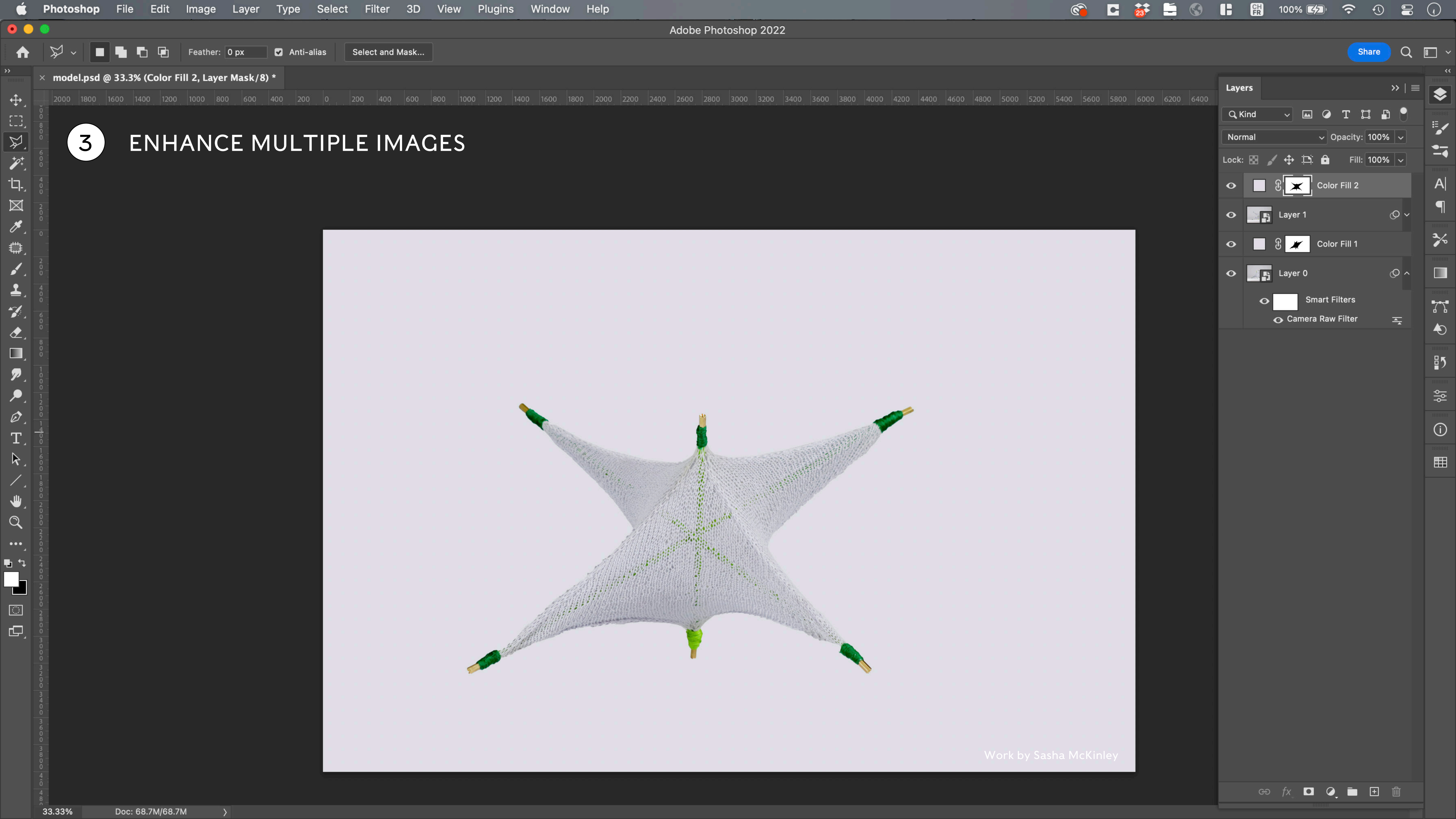
Lock: [Grid] [Wrench] [Move] [Lock] Fill: 100% [v]

- Layer 1 [v]
- Color Fill 1
- Layer 0 [v]
- Smart Filters
 - Camera Raw Filter

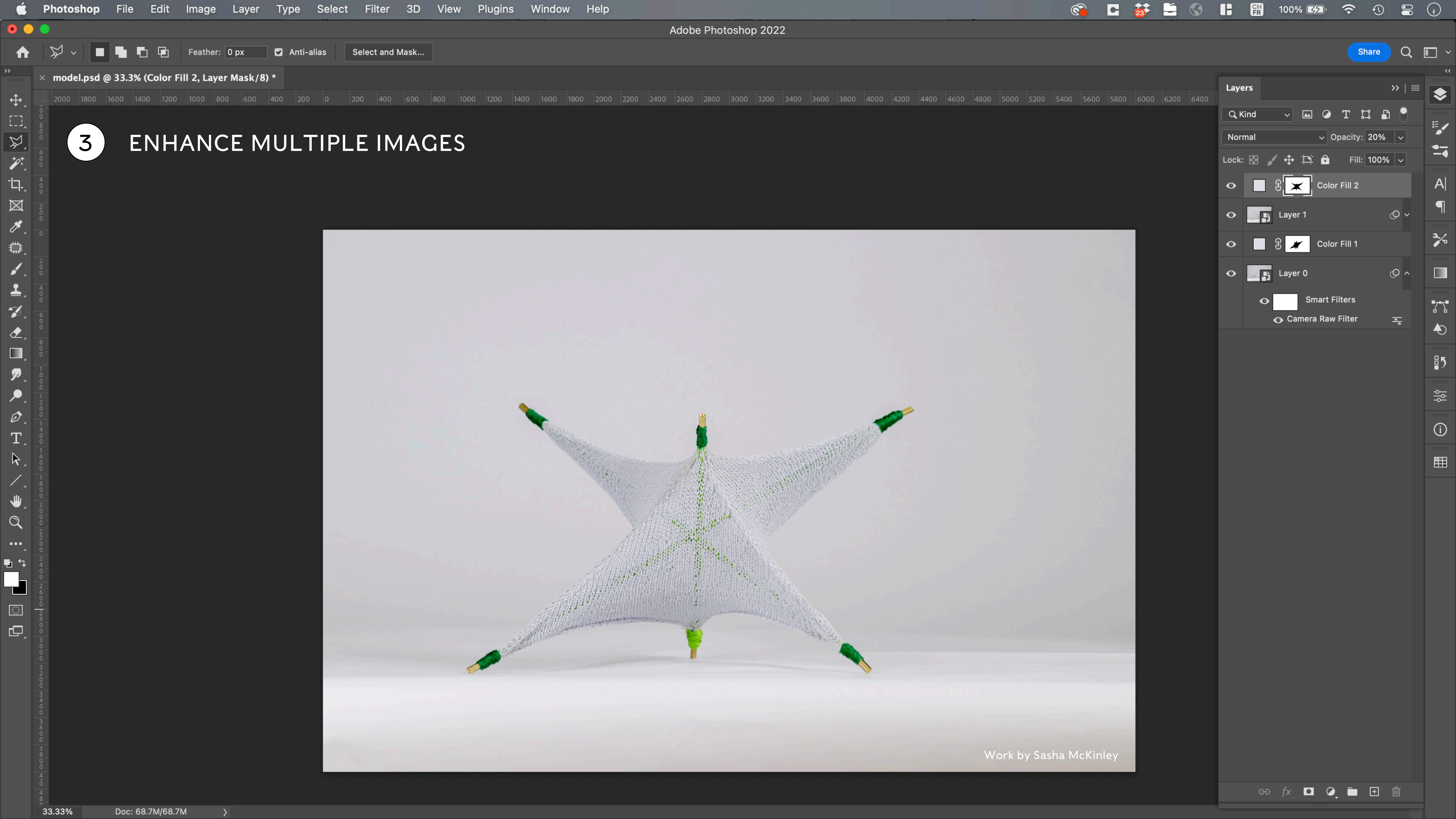
Work by Sasha McKinley



3 ENHANCE MULTIPLE IMAGES



3 ENHANCE MULTIPLE IMAGES



3 ENHANCE MULTIPLE IMAGES



Work by Sasha McKinley

3. The Software

01 - Color Enhancement

02 - Background Cleaning

03 - Repeatability

04 - Archiving



Before



After

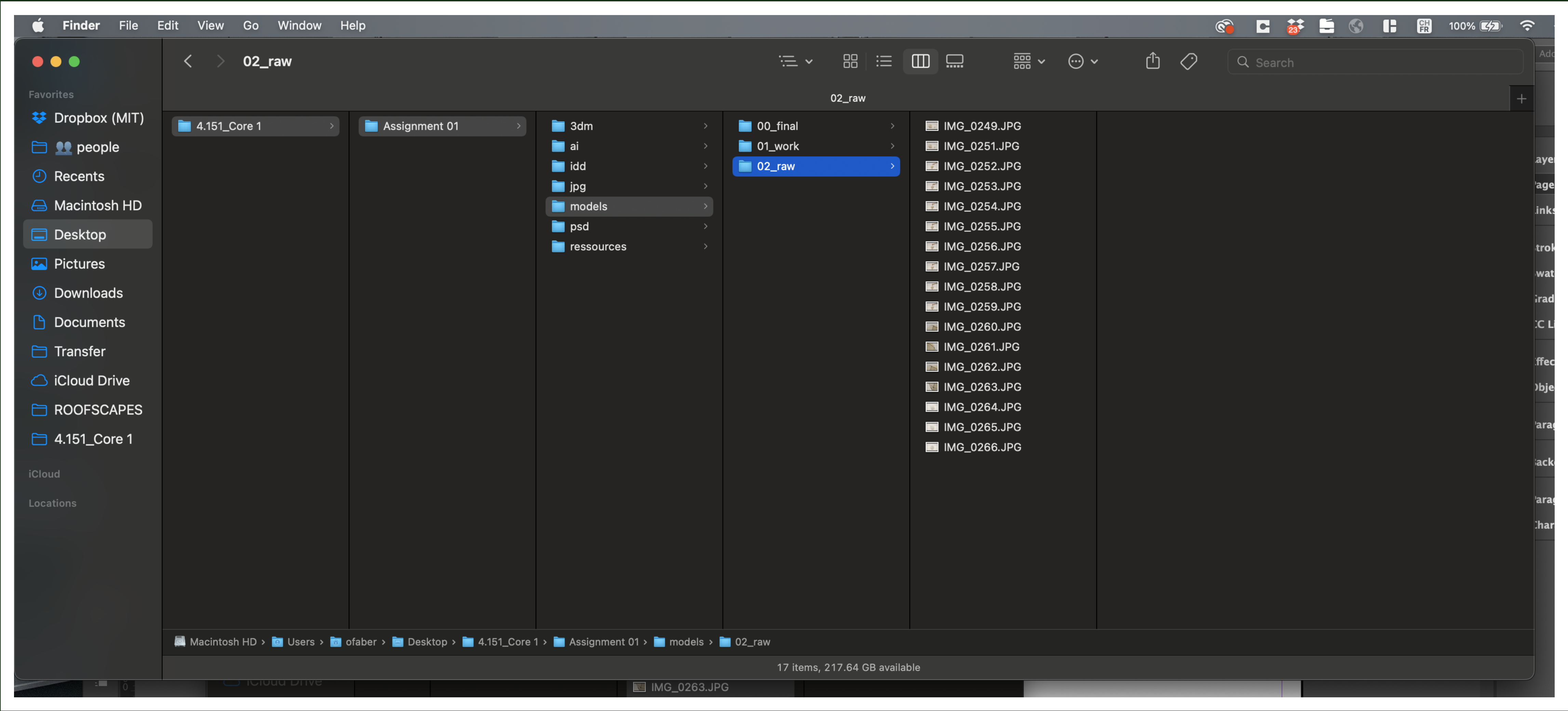
3. The Software

01 - Color Enhancement

03 - Repeatability

02 - Background Cleaning

04 - Archiving



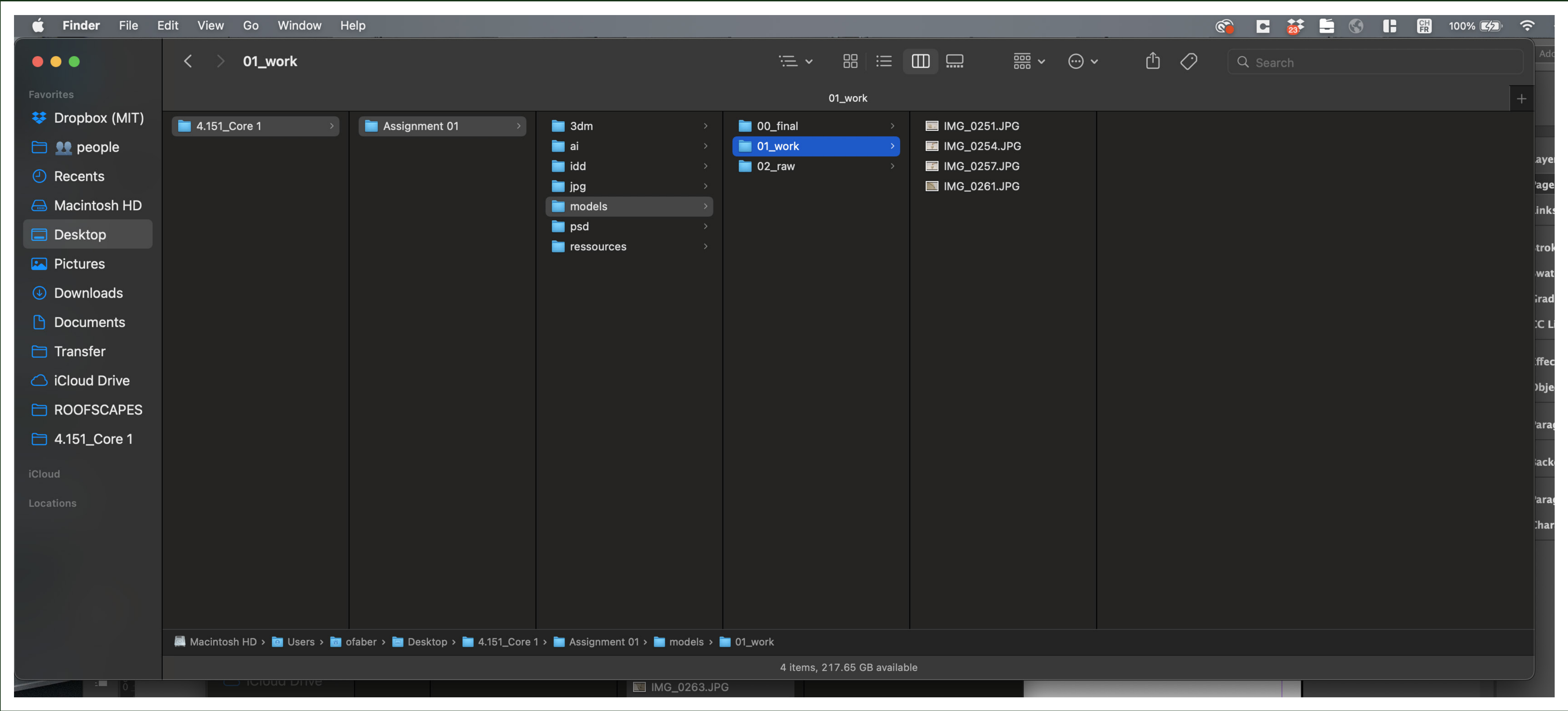
3. The Software

01 - Color Enhancement

03 - Repeatability

02 - Background Cleaning

04 - Archiving



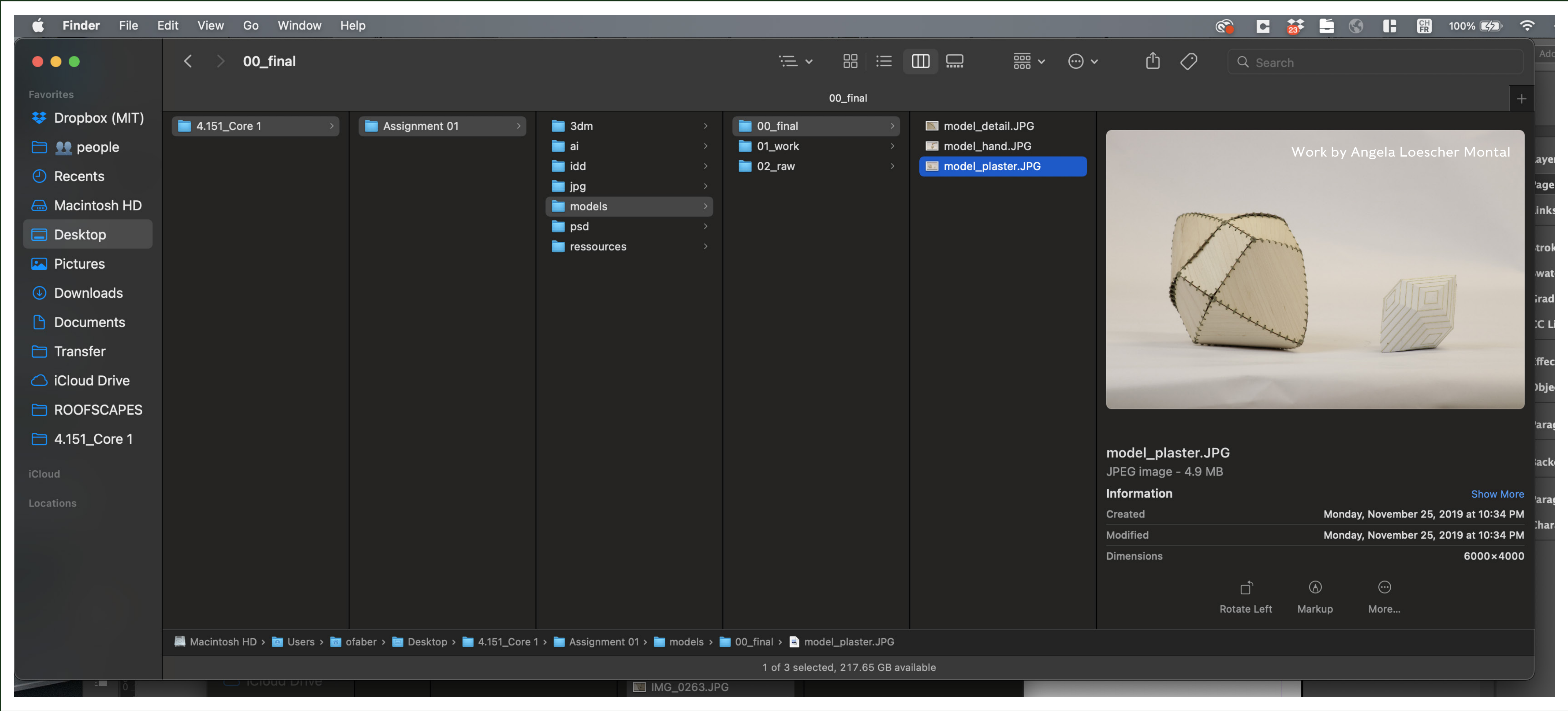
3. The Software

01 - Color Enhancement

03 - Repeatability

02 - Background Cleaning

04 - Archiving



Questions ?