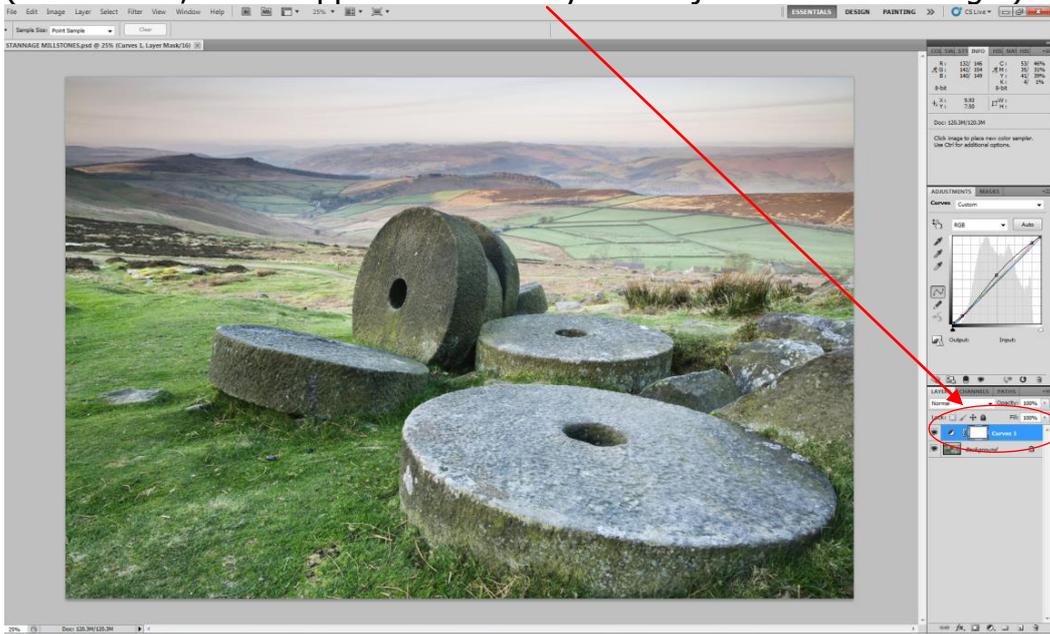


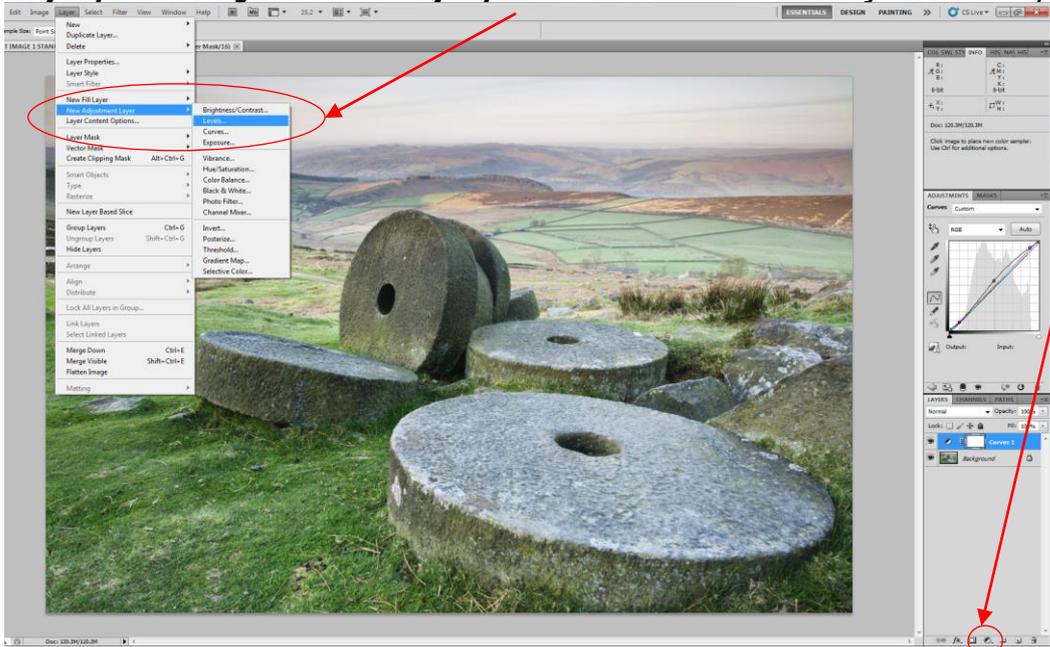
USING MULTIPLE LEVELS ADJUSTMENT LAYERS, TO LIGHTEN, DARKEN OR ADJUST THE CONTRAST OF AN IMAGE

This method involves the creation of 3 separate LEVELS Adjustment layers. One layer to darken the image, one layer to lighten the image and one layer to adjust the contrast of the image. The use of the layer mask that comes with the adjustment layer allows you to select which parts of the image you want to adjust. You can see the effect of the adjustment as you go along.

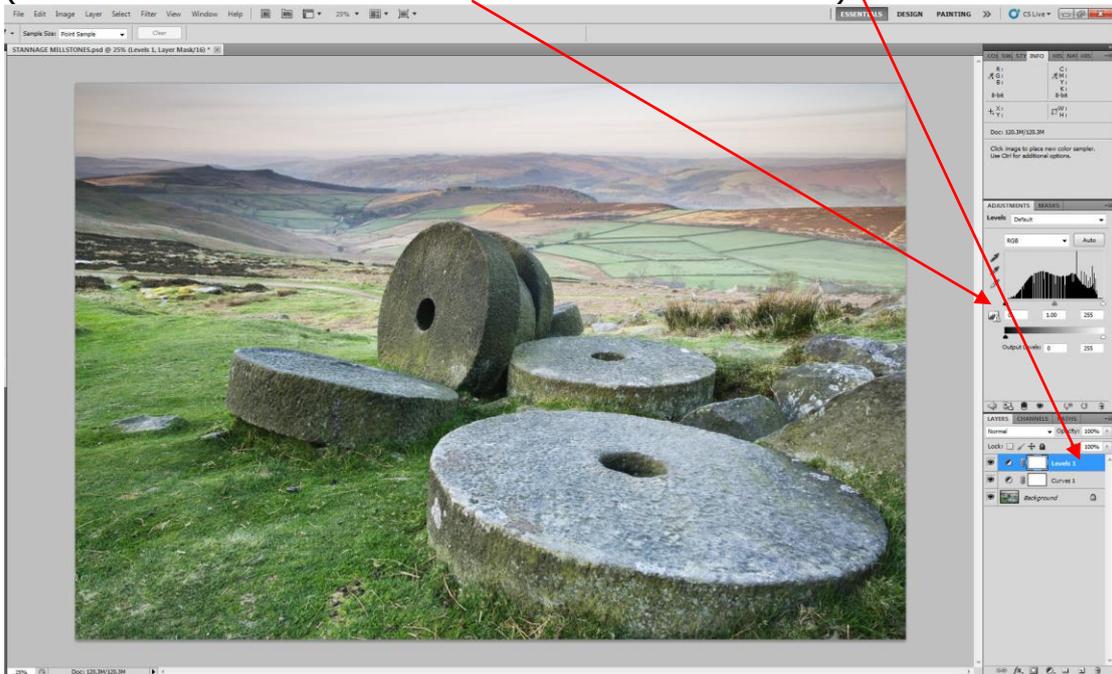
1. Load your start image with the basic adjustments done.
(In this case, I have applied a curves layer to adjust the overall image.)



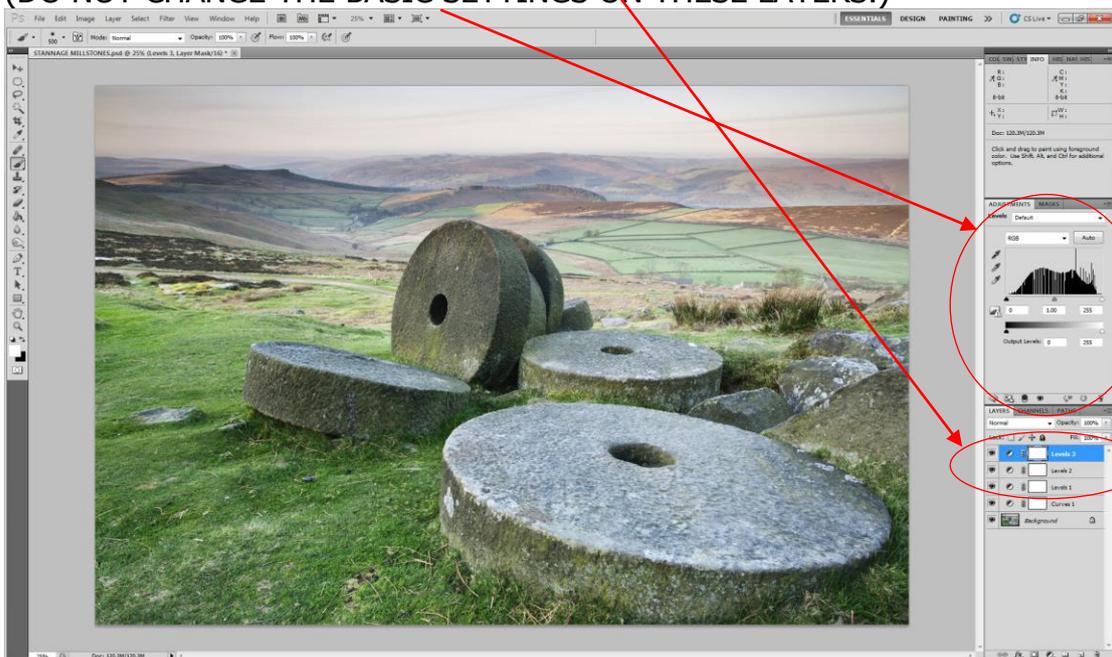
2. Create a Levels Adjustment layer, above the present layers by selecting **Layer/New Adjustment Layer/Levels** or Create New Adjustment Layer symbol.



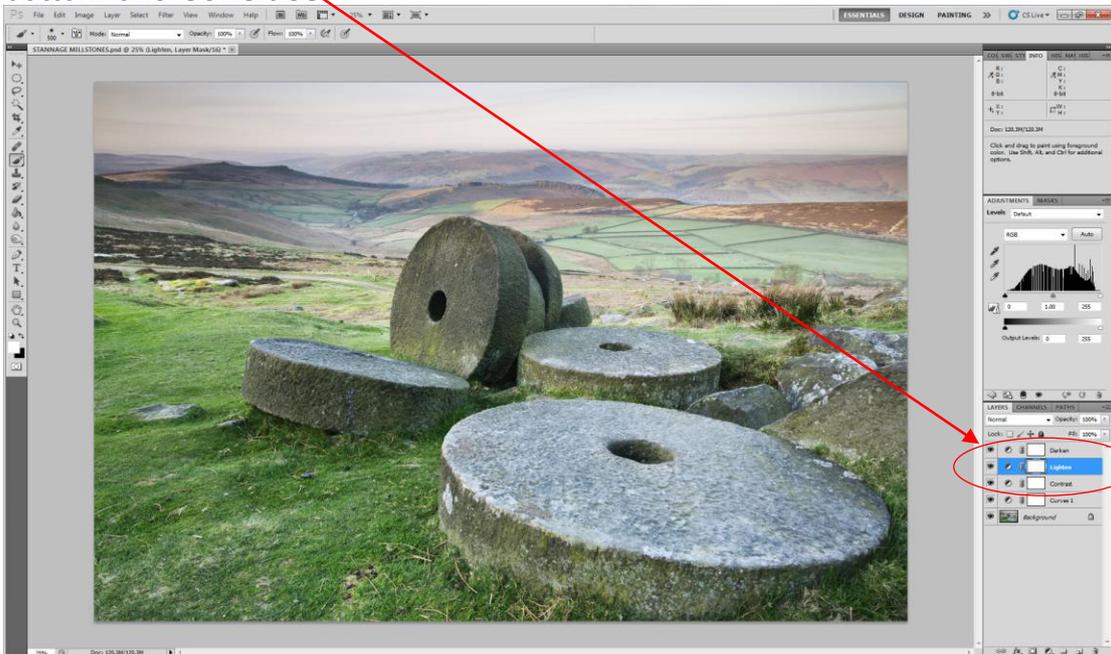
3. You will now have created 1 new Levels Adjustment Layer.
(DO NOT CHANGE THE BASIC SETTINGS ON THIS LAYER.)



4. Create 2 more Levels Adjustment Layers.
(DO NOT CHANGE THE BASIC SETTINGS ON THESE LAYERS.)



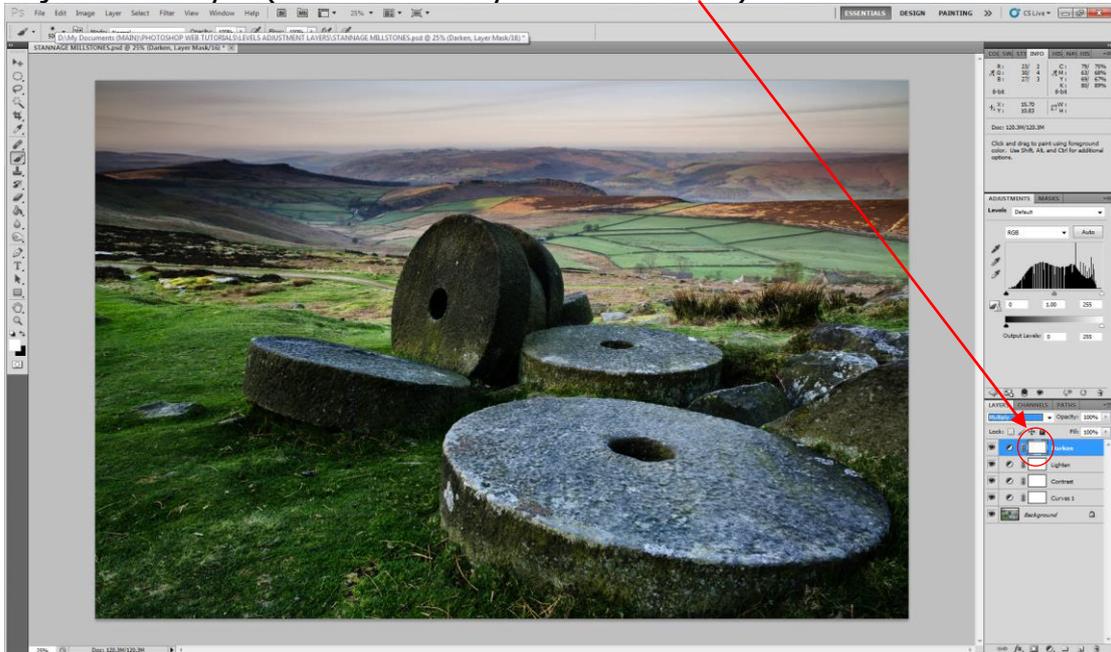
- We now need to change the names of the Levels Adjustment Layers. This is done by double left clicking on the name and typing in the new name. Name the top Levels Adjustment Layer **Darken**, the middle one **Lighten** and the bottom one **Contrast**.



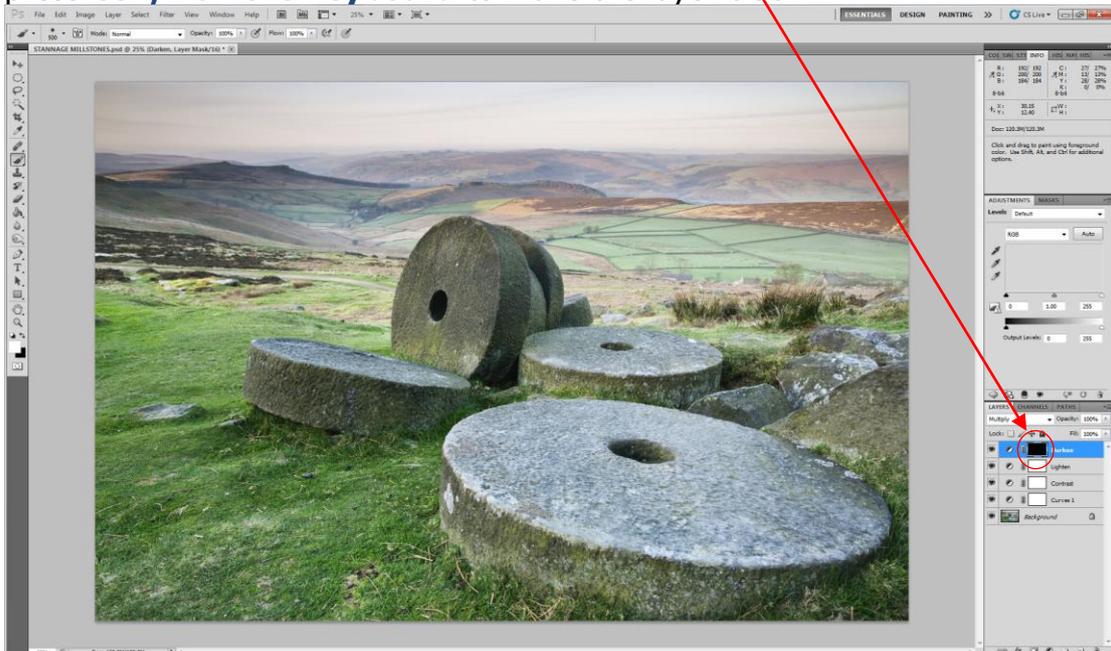
- We now need to change the blending mode of each Levels Adjustment Layer. Select the layer named "**Darken**" and change the blending mode to **Multiply**



7. You will now see the full **Multiply** effect created by this "Darken" named Levels Adjustment Layer (because the Layer Mask is white).

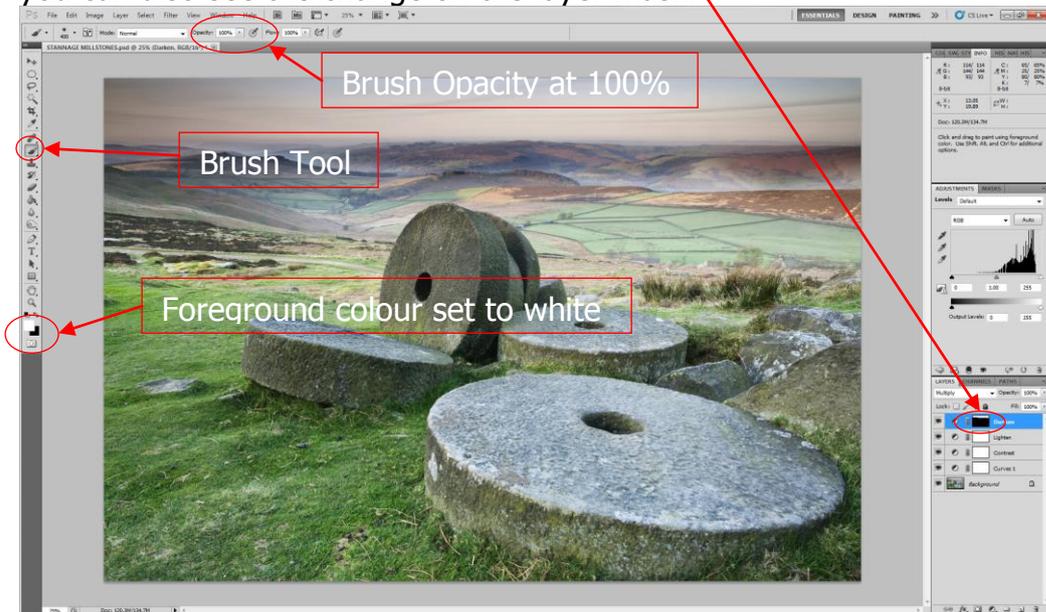


8. We now need to change the layer mask on the "Darken" named Levels Adjustment Layer to Black to revert the layer to a "no adjustment" state. This is done by selecting the "Darken" named Levels Adjustment Layer and then press **Ctrl/I on the keyboard** to make the layer black.



9. This **"Darken"** Levels adjustment Layer is now ready to use.
 - (a) Make sure the the **"Darken"** Levels adjustment Layer is selected.
 - (a) Select the brush tool.
 - (b) Change the foreground colour to White.
 - (c) Paint on the Image where the change is required.

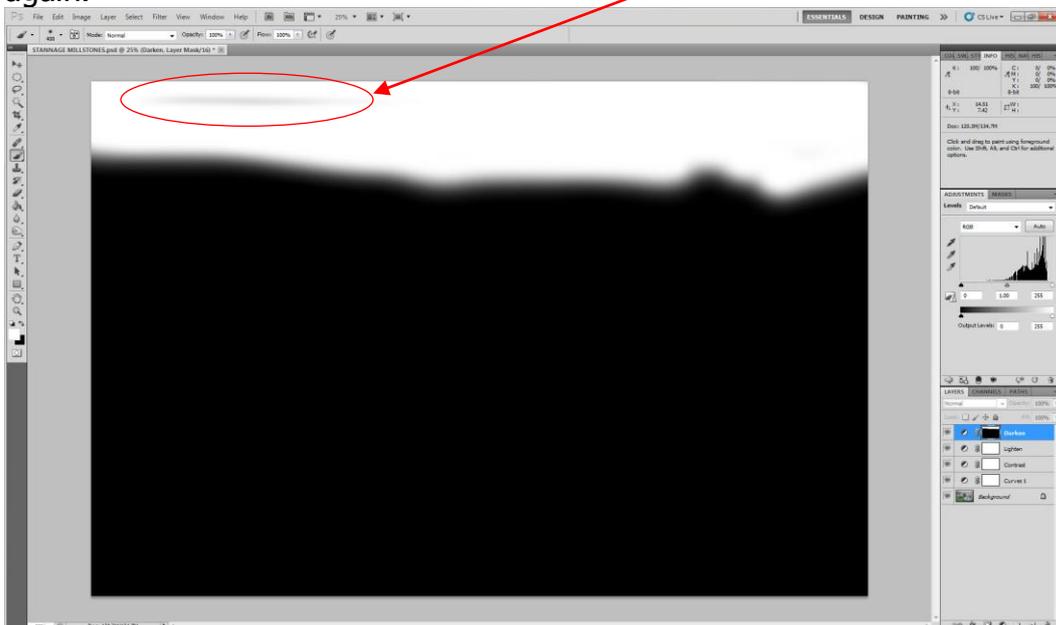
The brush opacity was set at 100% in this instance, so that you can clearly see the effect of darkening the sky, but in most cases it is best to select a very low opacity and **"build up"** an adjustment. Not only can you see the change on the image, but you can also see the change on the layer mask.



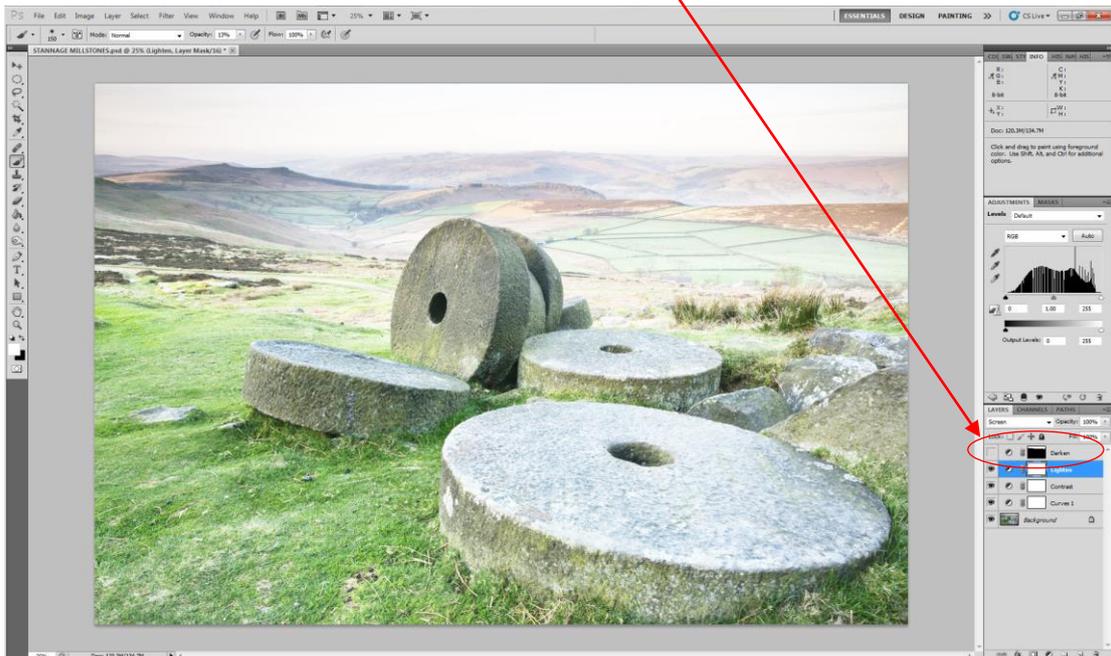
10. To see where you have made changes on the Layer mask, hold down the Alt key and click directly on the layer mask.

Please: note that you can now modify the mask by painting on it in white to add to the effect and in black to remove it (*ideal for correcting bits that you missed*) but Keep switching the layer on/off to check on the effect. It is very easy to overdo the changes without noticing.

To return to the image hold down the Alt key and click directly on the layer mask again.



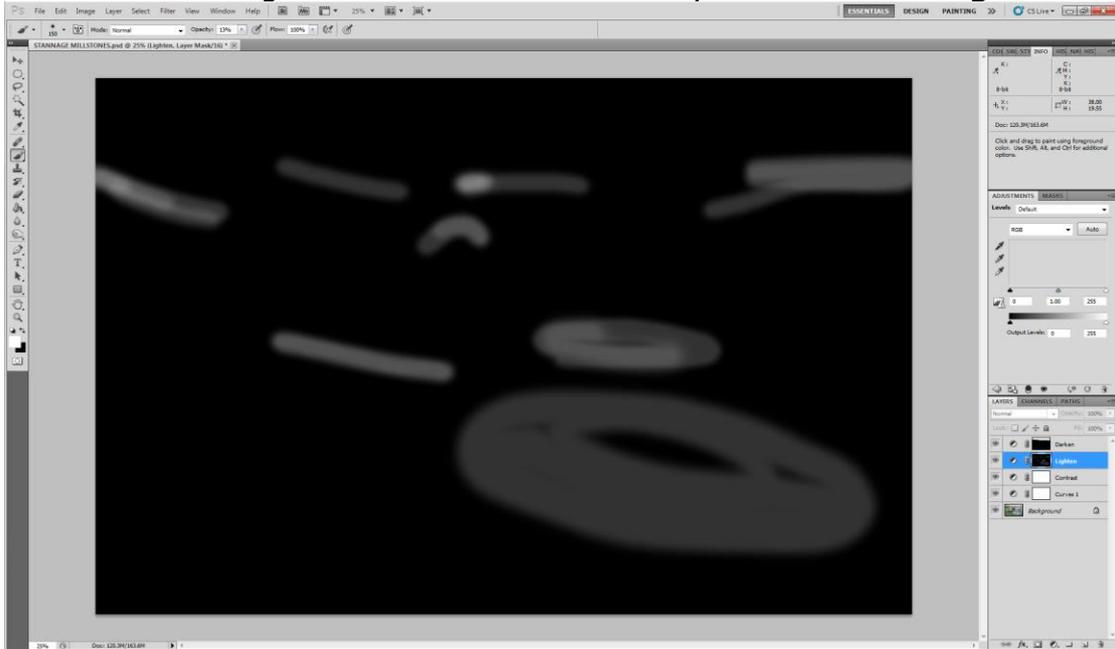
11. We have now learnt how to darken selectively using the Levels Adjustment Layer with a Black layer mask applied, so now let's turn our attention to the Lighten layer. Set the blending mode of this layer to Screen and **press Ctrl/I on the keyboard** to convert the Layer mask to Black. (The image below shows the full effect of screen, before the mask is changed to black.)
 Note: that the Darken layer has been switched off to enable you to see the full effect.



12. The "Darken" layer has now been made visible, the mask on the Lighten Layer has been changed to black and some of the image has been lightened by painting on the black mask in White on this "Lighten" Layer. (note that the brush opacity has been reduced to 13% in this instance.)

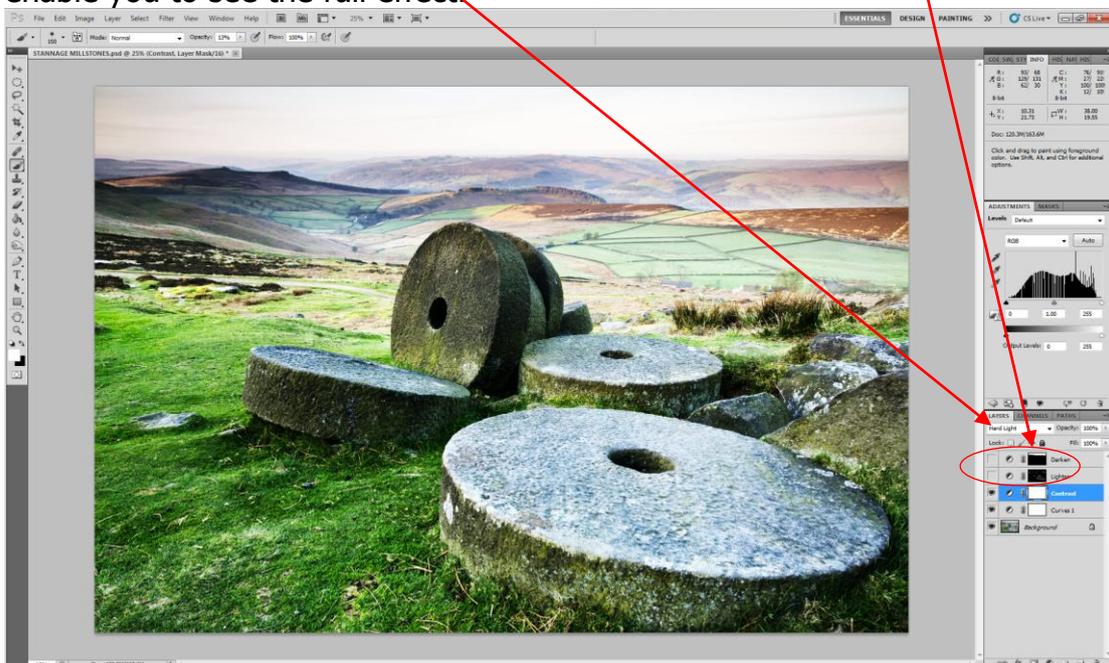


13. Here are the changes that I have done on the layer mask of the **"Lighten"** layer.

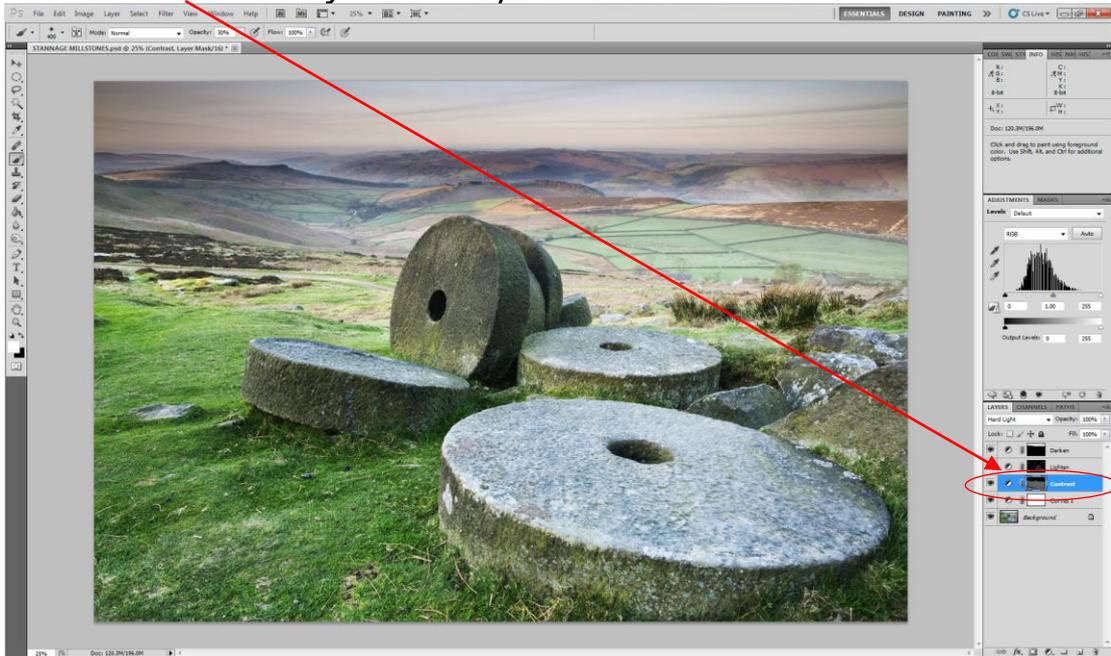


14. Let's now turn our attention to the Contrast layer. Set the blending mode of this layer to **Hard Light** and then press **Ctrl/I on the keyboard** to convert the Layer mask to Black. (The image below shows the full effect of screen, before the mask is changed to black.)

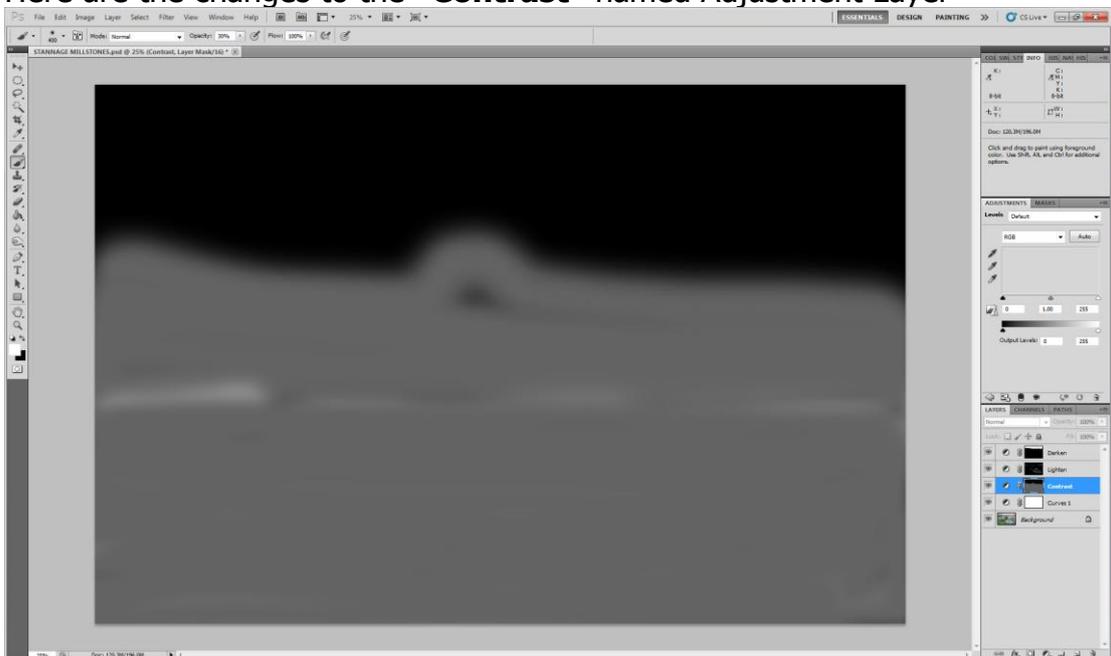
Note: Both the **"Darken"** layer and **"Lighten"** Layer have been switched off to enable you to see the full effect.



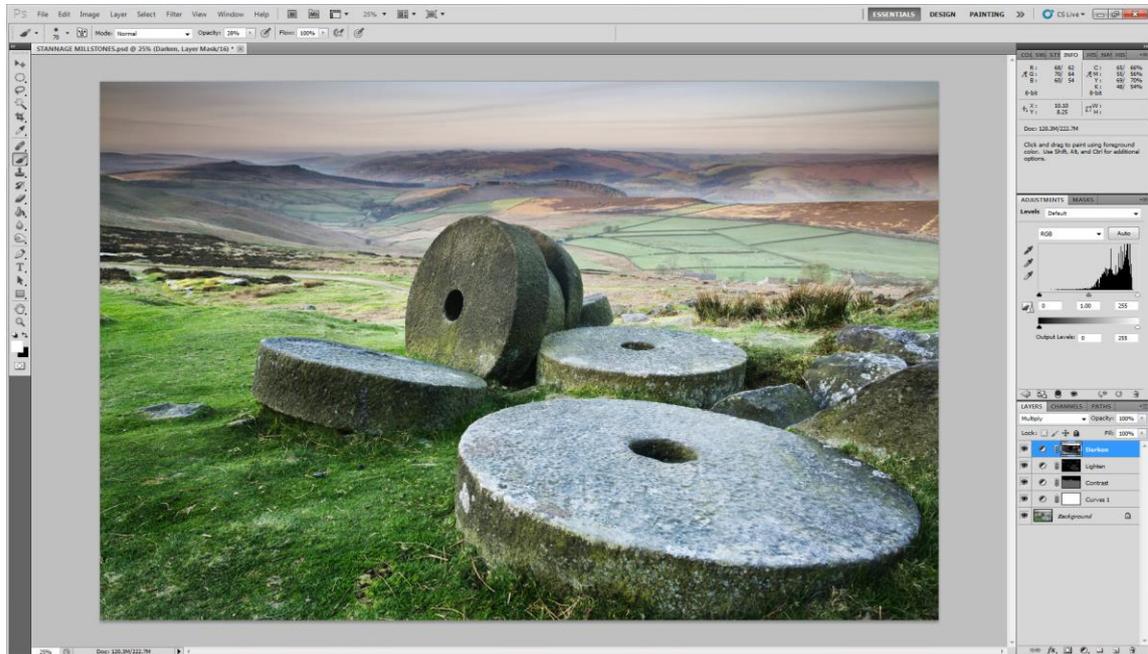
15. I have added more contrast to the bottom of the image by painting in white on the **"Contrast"** named Adjustment Layer



16. Here are the changes to the **"Contrast"** named Adjustment Layer



17. I have now revisited all the layers to fine tune the overall image and here is the final result



18. I have used this image to demonstrate the use of the 3 types of adjustment layers and in practice you may only need use 1 or 2 of these layers to your personal image taste.

19. As a quick reminder:

Darken Layer Mode = Multiply

Lighten Layer Mode = Screen

Contrast Layer Mode = Hard Light

Change all white Layer Masks to Black = **Ctrl/I on the keyboard** on each layer.

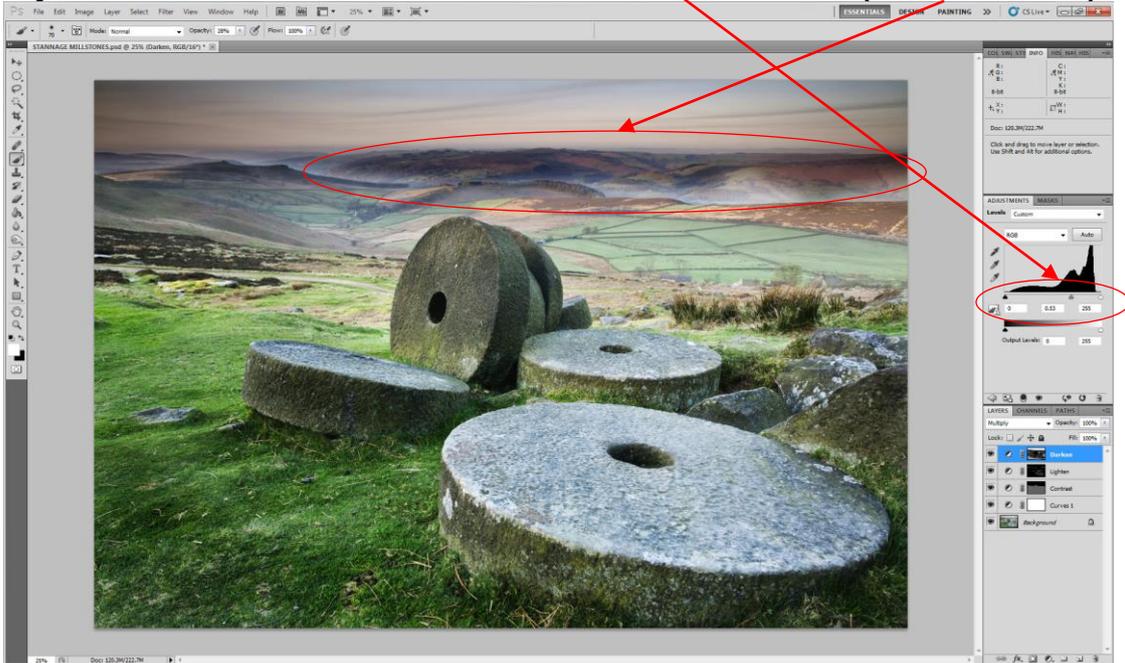
To view the Layer Mask = Hold down the **Alt** key and click on the Layer Mask

So far we have used the Level Adjustment layers with blending modes and a Layer Mask without altering the basic Level Adjustment settings themselves.

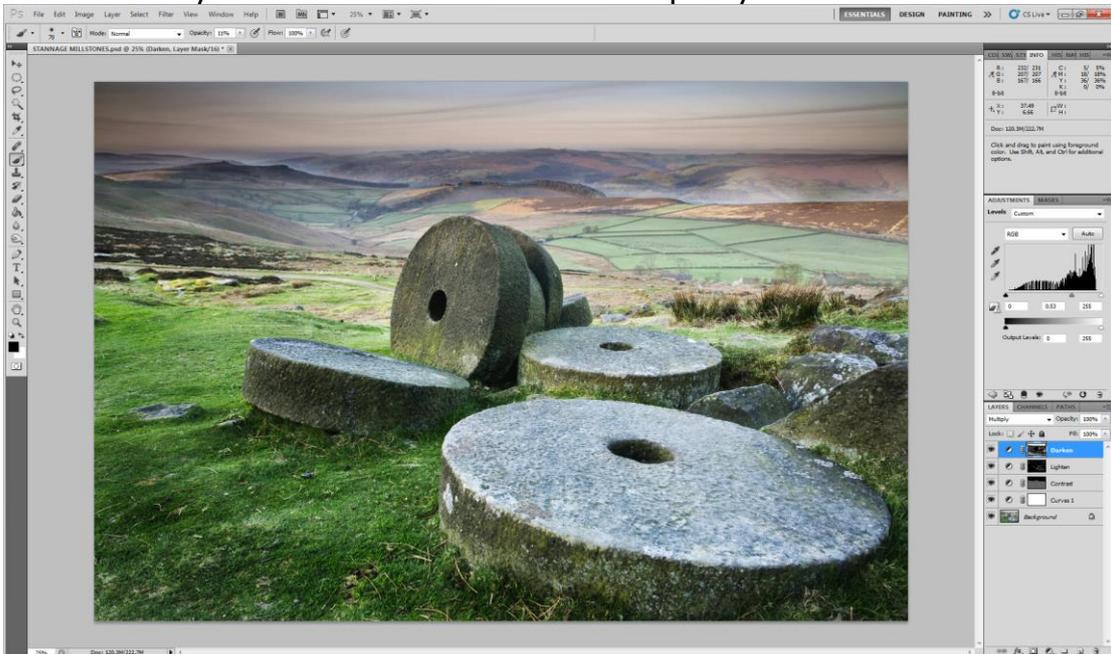
These basic settings can be changed but bear in mind that the layer mask is still in place.

20.

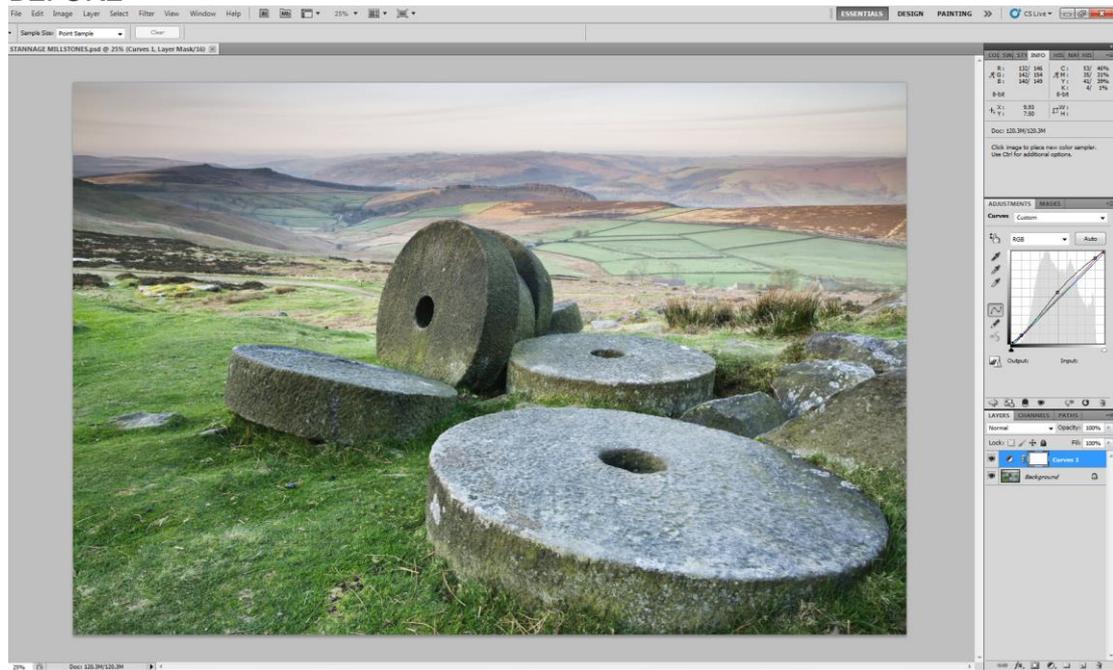
In this instance I have changed the settings on the **"Darken"** layer to make the adjustments even darker. It has made some areas too dark (the distant hills).



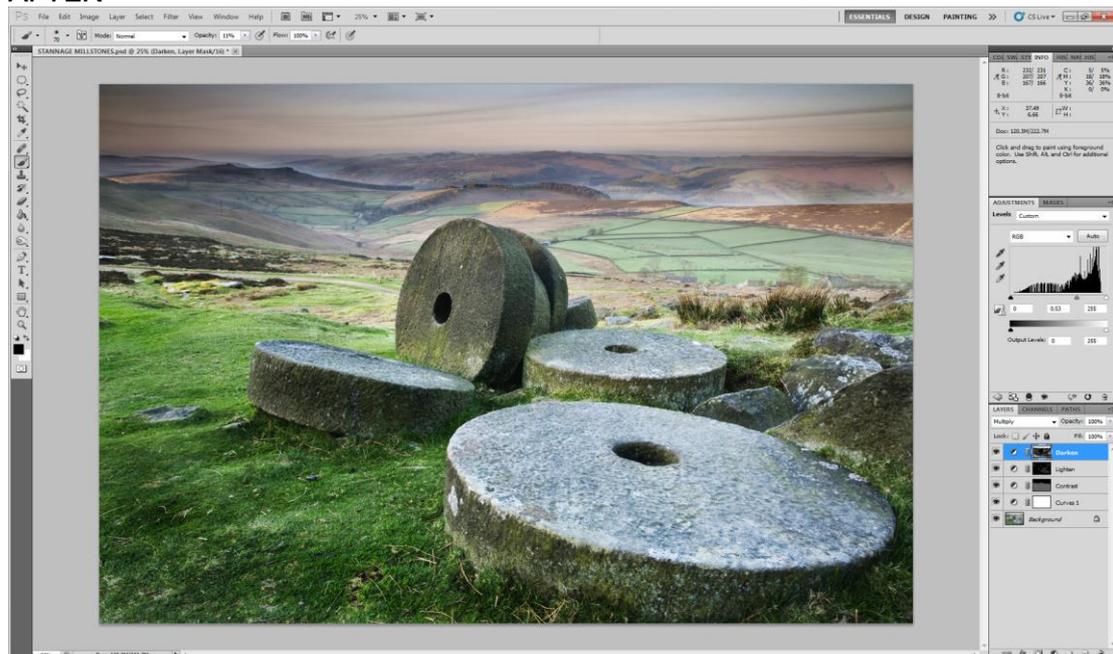
21. Layer mask re-modified for changed setting. Layer re-modified by painting on the **"Darken"** Layer in black with reduced brush opacity.



BEFORE



AFTER



Note: The manipulation at each stage has been exaggerated, so that you can clearly see the change, at each step of this tutorial.

The original source for the technique is:
"Real World Adobe Photoshop CS3"
by David Blatner, Conrad Chavez and Bruce Fraser.

I do hope that you have found this tutorial useful.. *Derek Doar*

www.ddimages.co.uk