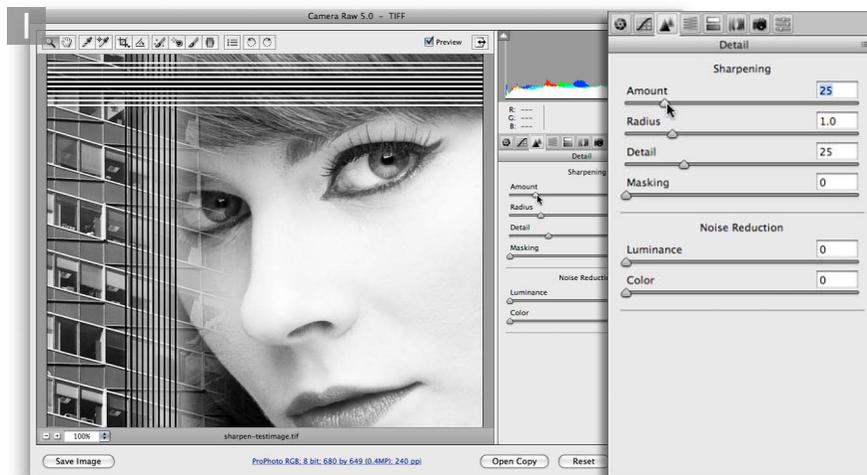


Movie 3

Camera Raw sharpening

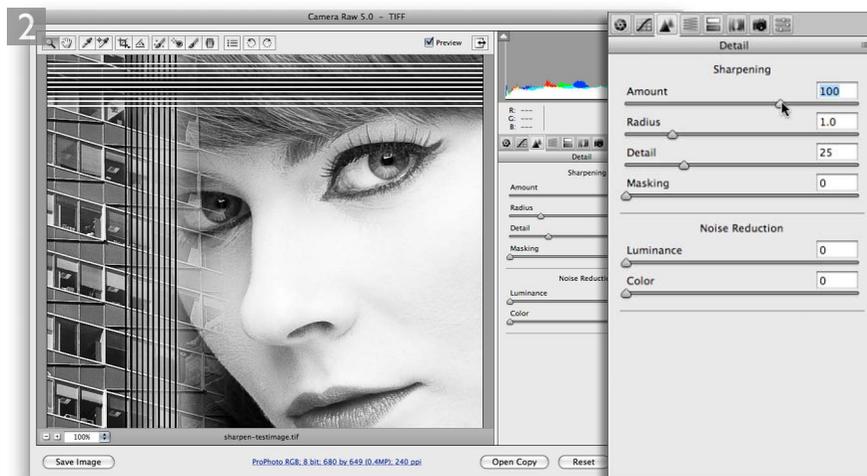
Amount slider



1 The Amount slider is like a volume control. As you increase the Amount the overall sharpening is increased. A default setting of 25% is applied to all raw or raw DNG images, but if you open a TIFF, or JPEG image, Camera Raw assumes the image has already been pre-sharpened and applies a 0% Amount setting. So if you are editing the image that came on the DVD you will need to set this to 25% to simulate the default setting shown here.

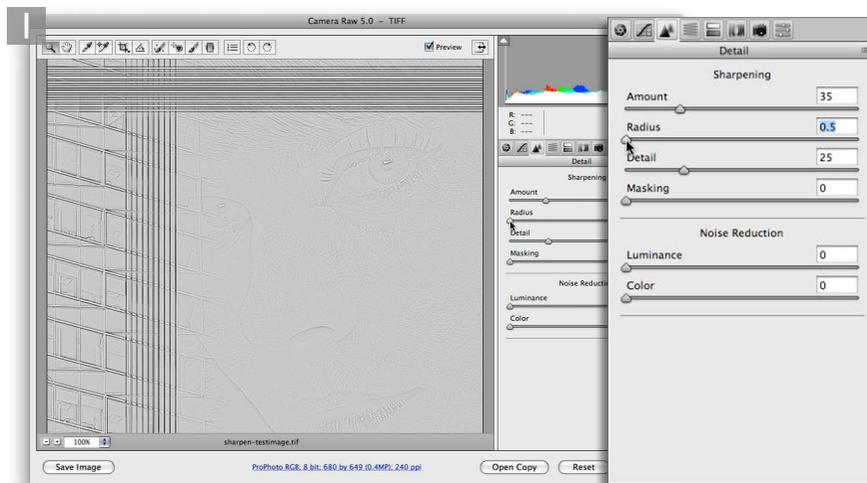
Displaying the grayscale preview

As was mentioned in the main text, you access the grayscale previews by holding down the  alt key as you drag the sliders.

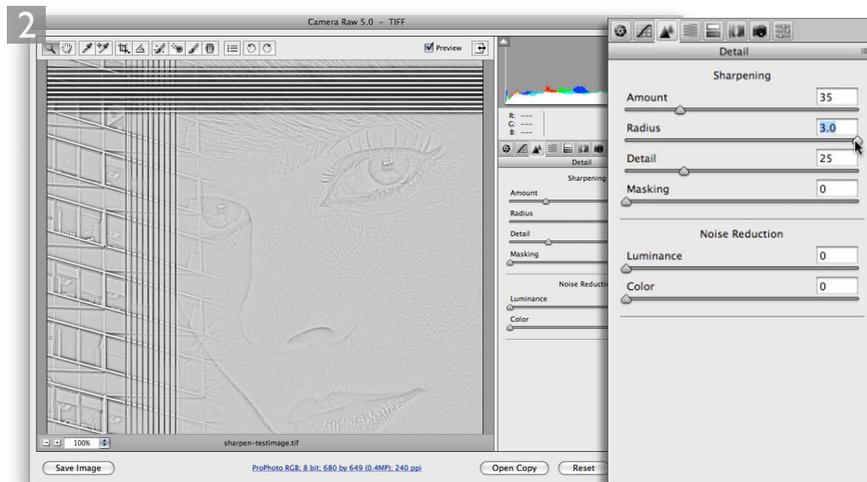


2 As you increase the Amount setting to 100% you will notice how the image gets sharper. 100% is plenty strong enough but you can take the Amount even higher. Camera Raw allows this extra headroom because it can sometimes be necessary when you start dampening the sharpening effect with the Detail and Masking sliders.

Radius slider



1 The Radius slider is identical to the one found in the Unsharp Mask filter. The Radius determines the width of the halos generated around the edges in the photo. A small radius setting can be used to pick out fine detail in a picture, but will have a minimal effect on the soft, wider edges in a picture.



2 A high radius setting will over-emphasize the fine edges, but do more to enhance the soft edges such as the facial features in a portrait. I have shown here the two extremes that can be used, but for most sharpening adjustments you will want to stick close to a 1.0 Radius and make small adjustments around this setting.

The suppression controls

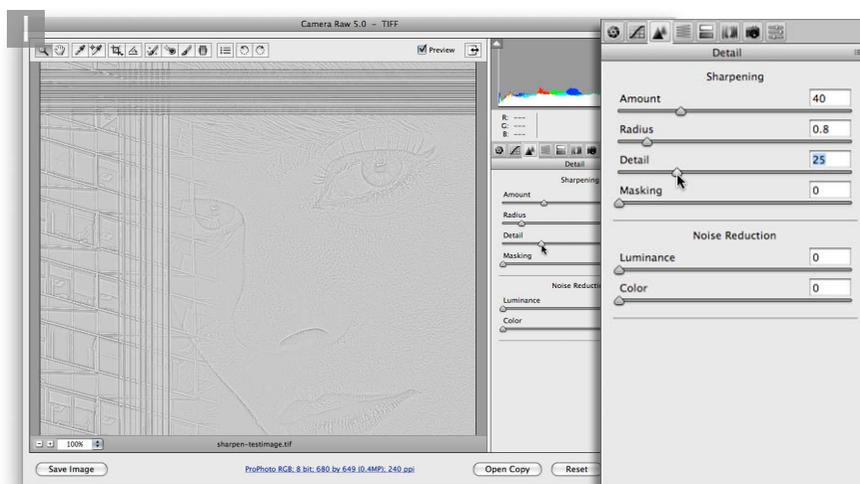
The Amount and Radius sliders are used to create the sharpening effect, while the next two sliders are what I refer to as the ‘suppression’ controls, and these are used to constrain the sharpening and target the sharpening effect where it is most needed.

Detail slider

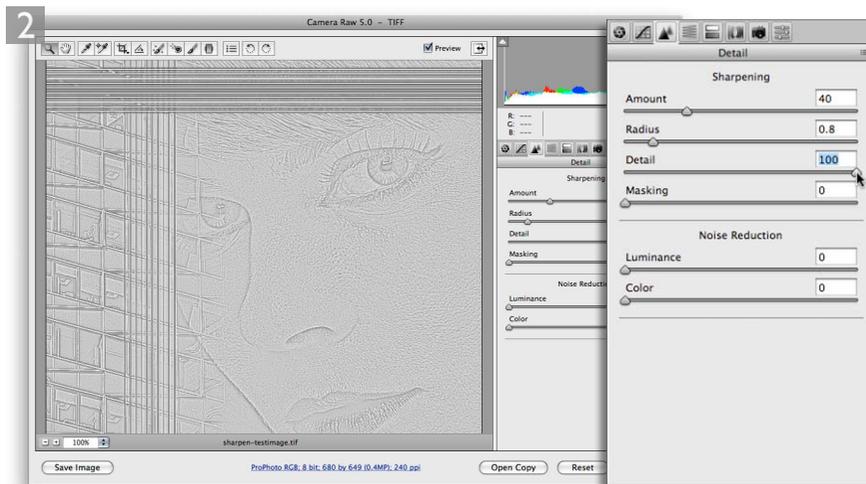
The Detail slider suppresses the halo effects in a picture. It allows you to increase the Amount sharpening but without generating noticeable halo edges in the picture. There has always been a certain amount of halo suppression built into the Camera Raw Sharpening, but you can now use the Detail slider to fine-tune the Amount and Radius effects by setting Detail to a low value. The following screen shots were again captured with the  **alt** key held down as I dragged the Detail slider. Note that these previews show an isolated preview of the sharpening effect (see ‘Interpreting the grayscale previews’ on page 240 in the book).

Detail slider settings

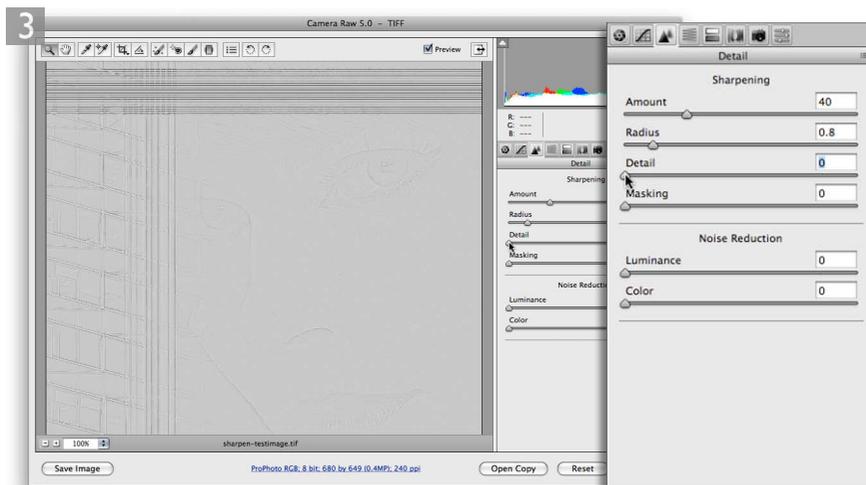
Where I describe the Detail panel as acting like a suppression control, it is important to understand that when Detail is set to 100, this matches the old Camera Raw sharpening where no additional edge halo suppression was employed and any setting that is less than 100, effectively suppresses the Camera Raw sharpening. Therefore a low Detail setting has a maximum effect and a high Detail setting has a minimum effect.



1 In this first example the Detail slider is at its default setting of 25, and captured here with the  **alt** key held down. This displays an isolated grayscale preview of the sharpening effect. At this setting the Detail slider is gently suppressing the halo effects to produce a strong image sharpening effect but without over-emphasizing the fine detail or noisy areas of the picture.

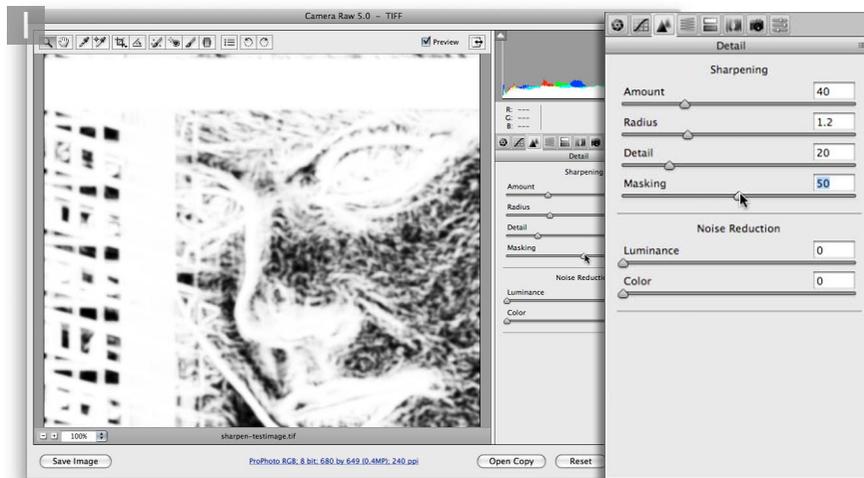


2 If you take the Detail slider all the way to 100, the capture sharpening will be almost identical to a standard unsharp mask filter effect applied in Photoshop at a zero Threshold setting.

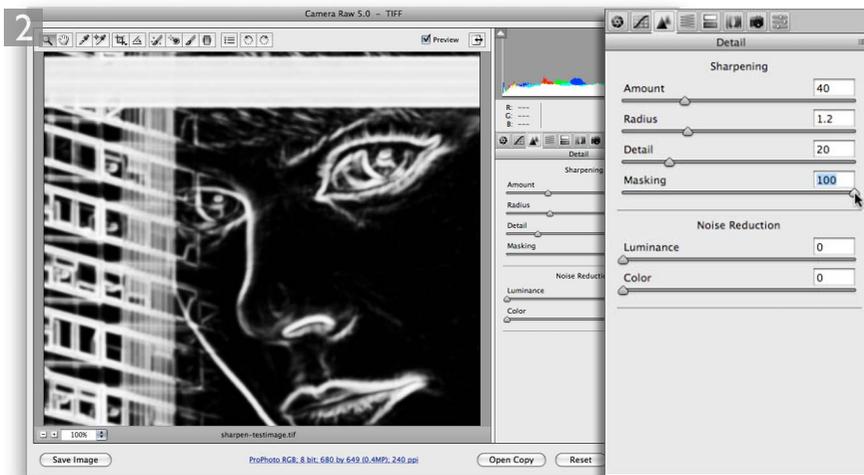


3 If on the other hand, you take the Detail slider down to zero you can see how the picture looks with maximum halo suppression. What we learn from this is how to set the Detail slider between these two extremes. For portraits and other subjects that have soft edges, I would recommend a lowish Detail setting of around 20–30 so that you prevent the flat tone areas from becoming too noisy, and for images that have lots of fine detail I would mostly suggest using a higher value of 30–50, because you don't want to suppress the halo edges quite so much. With these types of photos you will probably want to add more emphasis to the fine edges.

Masking slider example



1 When the masking slider is at the default zero setting, no masking is applied to the sharpening effect. If you hold down the  **alt** key as you drag the Masking slider, you can see a grayscale preview of the mask that is being generated. At the 50% setting shown here, the mask is just starting to protect the areas of flat tone from being sharpened.



2 In this next screen shot you can see a preview where the masking slider is taken to the maximum 100% setting. In this example the masking is a lot stronger and protects all the flat tone areas leaving only the strongest edges unmasked. The sharpening effect is now only applied to the white areas.

Some real world sharpening examples

Now that I have given you a run down on what the individual sharpening sliders do, let's look at how you would use them in practice to sharpen an image.

Sharpening a portrait

Figure 1 shows a 1:1 close-up view of a male portrait where I used the following settings: *Amount:35, Radius: 1.2, Detail: 20, Masking 70*. This combination of Sharpening slider settings is most appropriate for use with male or female portraits, or any photo where you wish to sharpen the important areas of detail such as the eyes and lips, but protect the smooth areas (like the skin) from being sharpened.

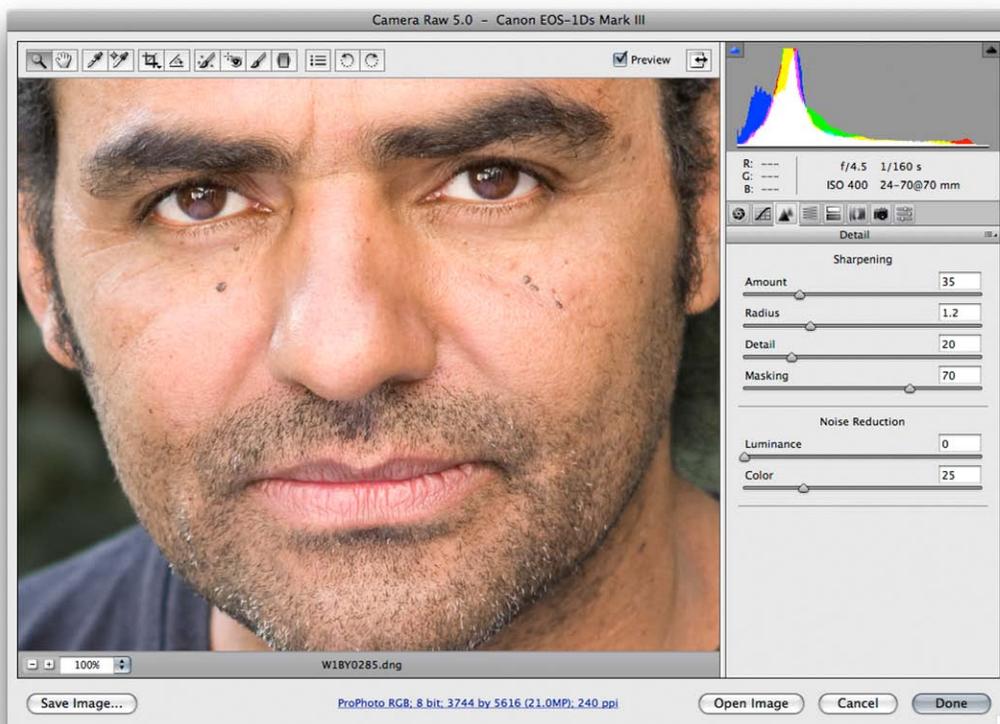


Figure 1 An example of the sharpening settings used to pre-sharpen a portrait.

Sharpening a landscape

Figure 2 shows the settings that would be used to sharpen a landscape image. The settings used here were: *Amount: 40*, *Radius: 0.8*, *Detail: 50*, *Masking 0*. This combination of Sharpening slider settings is most appropriate for subjects such as the seascape scene shown in this photograph.

You could include quite a wide range of subject types in this category and basically you would use this particular combination of slider settings whenever you needed to sharpen photographs that contained a lot of narrow edge detail.



Figure 2 An example of the sharpening settings used to pre-sharpen a landscape.

Sharpening a fine-detailed subject

Figure 3 shows an example of a photograph that contains a lot of fine-edge detail, where the Sharpening sliders in the Detail panel needed to be taken to extremes. In order to sharpen the fine edges in this picture I had to take the Radius down to a setting of 0.5 or 0.6. I also wanted to emphasize the detail and therefore ended up setting the Detail slider to +80. This is a lot higher than one would want to use normally, but I have included this here to show an example of a photograph that required a unique treatment. As with the previous example, I didn't need to add any masking because there were no areas in the photograph where I needed to hide the sharpening.

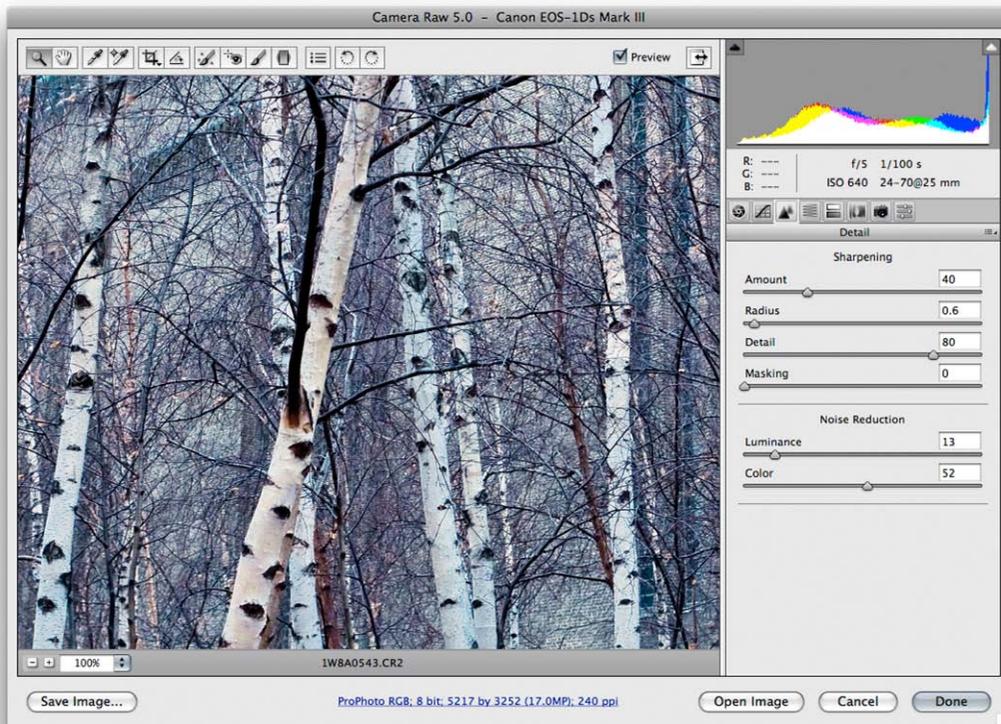


Figure 3 An example of the sharpening settings used to pre-sharpen a fine-detailed subject.

Adobe™ Photoshop™ CS4 for Photographers

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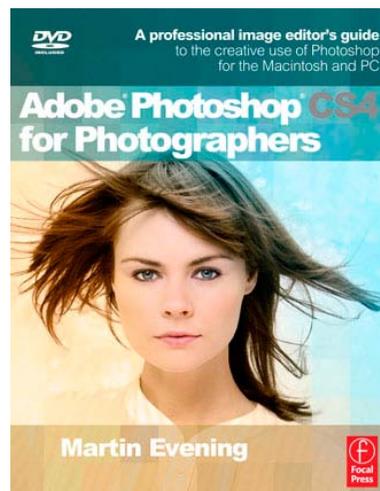
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