

# Canyoneering Photo Tutorial

- **Basic** (a pre-requisite for this pdf). *ACA\_photoTutorial\_Basic1.pdf*
- **Harder** (a pre-requisite for this pdf) *ACA\_photoTutorial\_Harder1.pdf*
- **Difficult** (this pdf)
  - Alpha channels

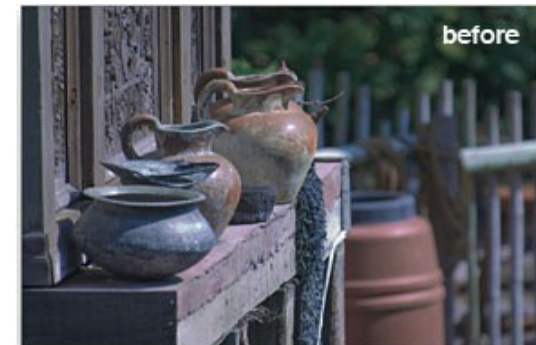
4A

Difficult

# Color Correct (advanced)

Hue + Poop = Your Photo

- Color – the enemy is color contamination (poop)
  - (1) set white/blackpoint
  - (2) "Cast" removal – overall color.
  - (3) 1/4 tones – simulate bright sunny cheerful day (red/green) example
  - (4) Selective color (sun either side)
    - One blue wall, one red
    - Lens flare removal
    - Selective dodge/burn
  - (5) Selective saturation (poop out)



4A

Difficult

# Give your Photos More Depth

*Works with all shots*

- Create more drama: split the image into high and low key areas and color correct
  - 1.) Gimp: Colors menu, Compose, Decompose HSV
  - 2.) Layers: throw away Hue and Saturation
  - 3.) Select All, copy
  - 4.) Back in original image, create 2 alpha channels
  - 5.) Paste the Value image into both
  - 6.) Darken by  $\frac{1}{2}$  the first and lighten by  $\frac{1}{2}$  the second
  - 7.) Load the 1<sup>st</sup> alpha (highlights) and darken midtone (not too much)
  - 8.) Load the 2<sup>nd</sup> alpha (shadows) and lighten midtones
  - 9.) Apply any necessary color correction to each
  - 10.) Image should now have significantly more depth
  - 11.) Optionally reduce grain in the shadows (Gimp/Noise Ninja)

4A  
Difficult

# Give your Photos More Depth



# Conclusion

- Summary
  - Get the poop out
  - Create more depth with alpha channels
- If you're not interested in the next section, thanks for attending