

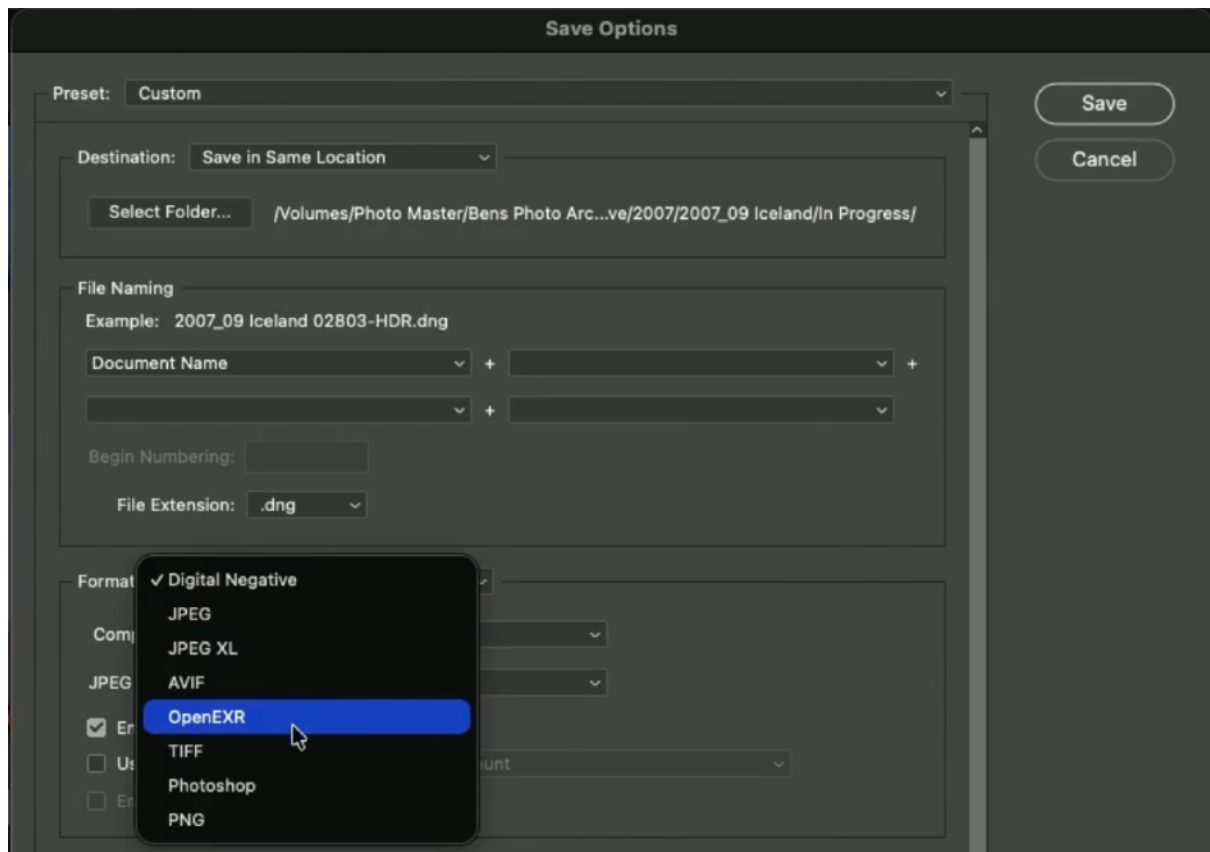


May 2026 Adobe Camera Raw Update

1. OpenEXR File Support

Adobe Camera Raw now supports the OpenEXR file format. This format is ideal for HDR images that are used in the film industry.

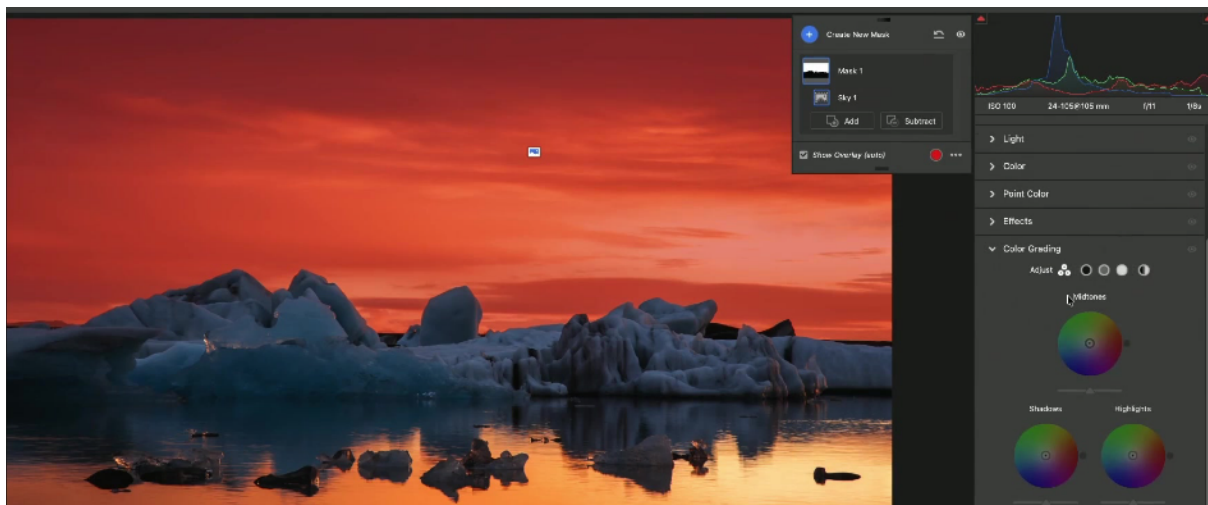
- **What it is:** OpenEXR (EXR) files offer extended dynamic range and can store uncompressed image data, preventing compression artifacts. They are also "scene linear," meaning brightness levels in the file directly correspond to real-world brightness, unlike standard gamma-corrected images.
- **Key Features:**
 - Supports multiple color channels beyond RGB (e.g., depth maps, transparency).
 - Ideal for high dynamic range (HDR) imagery.
 - Primarily beneficial for video and movie production workflows.
- **How to Access:**
 - a. Open an image in Adobe Camera Raw.
 - b. Click the **Share icon** (looks like a download icon) in the upper right corner.
 - c. In the export options, you will now see **Open EXR** as a selectable file format.



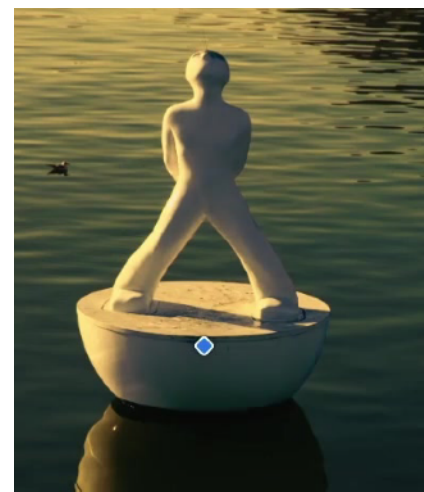
2. Masked Color Grading

Color grading is now available directly within masked adjustments, giving you precise control over the color applied to specific areas of your image.

- Color grading allows you to add specific color tones to the highlights, midtones, or shadows of an image. Previously, this was a global adjustment. Now, it can be applied to any area you define with a mask.
- **How to Use:**
 - a. Go to the **Masking** panel.
 - b. Create any type of mask (e.g., Sky, Subject, Brush).
 - c. In the adjustments panel for that mask, locate and select **Color Grading**.
 - d. Choose to apply color to **Highlights**, **Midtones**, or **Shadows**.
 - e. Use the color wheel or sliders to select your desired color.
 - f. Adjust the **Saturation** and **Brightness** of the applied color.
- **Example: Adding Orange to Bright Areas:**
 - a. Select the **Sky** mask for an image with a bright sky.
 - b. Under Color Grading, select **Highlights**.
 - c. Drag the color picker towards orange.
 - d. To make the color more apparent in very bright areas, you may need to slightly decrease the **Brightness** slider for highlights.



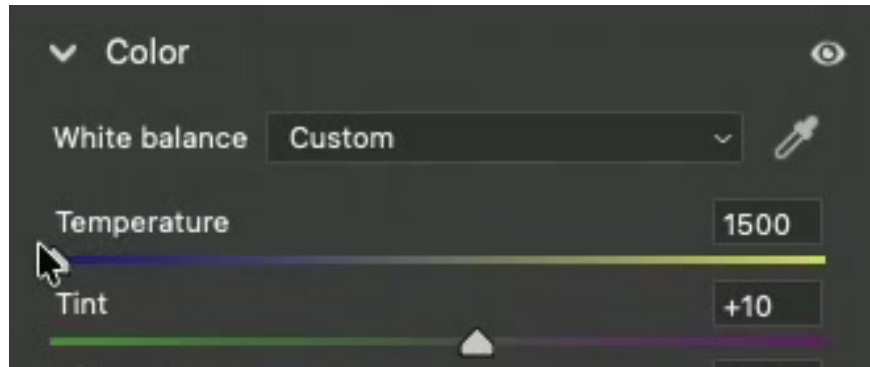
- **Example: Adding Blue to Dark Areas:**
 - a. Select an object using **Select Object** or another masking tool.
 - b. Under Color Grading, select **Shadows**.
 - c. Drag the color picker towards a blue hue.
 - d. Adjust the intensity by moving the color picker closer to the center.
 - e. You can also adjust **Midtones** for broader color application.



3. Expanded White Balance Control

The range for the White Balance temperature and tint sliders has been extended, offering more flexibility, especially for RAW files.

- **For RAW Files:**
 - The **Temperature** slider can now be adjusted down to **1500** (previously 2000).
 - This allows you to cool down extremely warm-toned images or warm up cooler-toned images further than before.

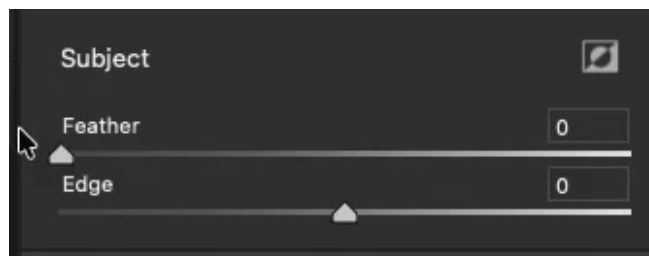


- **For Non-RAW Files (JPEG, TIFF, etc.):**
 - The **Temperature** slider range has been extended from -100 to -150.
- **When to Use:** This is particularly useful for images shot under challenging lighting conditions, such as candlelight, fireplaces, or colored artificial lights, where neutralizing or enhancing the color cast requires more extreme adjustments.

4. Enhancing AI-Based Masking with Edge and Feather Controls

New "Edge" and "Feather" sliders provide more precise control over the edges of masks generated by Artificial Intelligence.

- **What they do:**
 - **Feather:** Controls the softness of the mask edge. A higher value creates a more gradual transition, while a lower value creates a sharper edge.
 - **Edge:** Allows you to expand or contract the mask boundary. A positive value expands the mask, and a negative value contracts it.



- **How to Use:**
 - a. Create an AI-based mask (e.g., Select Subject, Select Sky, Select Architecture).
 - b. Once the mask is generated, you will see the **Feather** and **Edge** sliders at the top of the masking adjustments panel.
 - c. Adjust the sliders to fine-tune the mask's edge.

- **Limitations:**
 - These controls are **only available for AI-based masks** (e.g., Sky, Subject, Architecture, Landscape).
 - They are **not available for manually painted masks** or masks created by combining AI masks with manual edits.
 - A potential issue exists where combining two mask components with feathering enabled can lead to a pixelated edge, especially on curved areas.

Summary

This update to Adobe Camera Raw introduces powerful new tools for image editing:

- **OpenEXR support** expands capabilities for high dynamic range and professional workflows.
- **Masked Color Grading** offers precise creative color control.
- An **extended White Balance range** provides greater flexibility in correcting color casts.
- **AI Masking Enhancements** with Edge and Feather sliders allow for more refined mask creation.