



Processing Practice: Skagen Denmark

This guide outlines the techniques used to transform an unappealing iPhone photo into a polished final image using Lightroom and Photoshop.

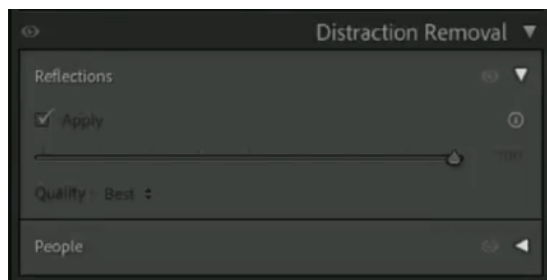
Initial Image Assessment

The original image suffered from blue haze and lacked overall appeal. The goal was to eliminate the haze, improve color balance, and enhance specific areas.

Haze Removal Using Distraction Removal

The Distraction Removal tool, specifically designed for removing reflections, can effectively eliminate haze. This works because haze shares similar qualities with reflections.

1. Navigate to the Remove Tool.
2. Select "Distraction Removal."
3. Expand the "Reflections" area.
4. Turn on the reflection removal feature.

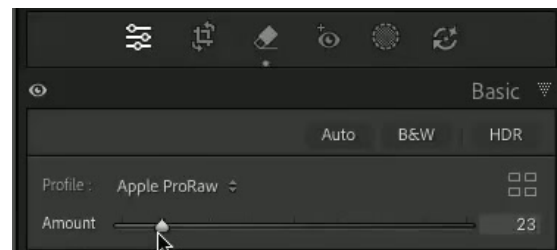


White Balance Adjustment

Use the White Balance eyedropper to correct color casts. Click on a neutral area in the image to set the white balance. Experiment with different areas to find the most pleasing result.

Profile Amount Slider

The "Amount" slider for camera profiles can be used to subtly alter the look of specific areas. This is particularly useful for refining the appearance of elements like trees or foliage.



Opening as a Smart Object in Photoshop

Open the photo as a Smart Object in Photoshop to preserve the original RAW file within the layer. This allows for non-destructive editing and the ability to revert to the original state. In Lightroom, go to the "Photo" menu, select "Edit In" and choose "Open as Smart Object".

Duplicating Smart Objects for Selective Adjustments

Duplicate the Smart Object to create an independent copy by choosing Layer>Smart Objects>New Smart Object via Copy. This allows you to apply different Camera Raw settings to specific areas of the image.

Adjusting Camera Raw Settings on the Duplicate Layer

Double-click the thumbnail of the duplicated Smart Object to open it in Camera Raw. Modify the "Amount" slider for the profile to fine-tune the appearance of the area outside the window. Consider softening the image with negative clarity for a slight glow.

Using the Object Selection Tool for Masking

Use the Object Selection Tool with the Lasso option to create a precise selection around the window area. Add any missed areas to the selection by holding Shift while drawing. This selection will be used to create a layer mask, limiting the effect of the top layer to the selected area.

Adding a Layer Mask to Limit Adjustments

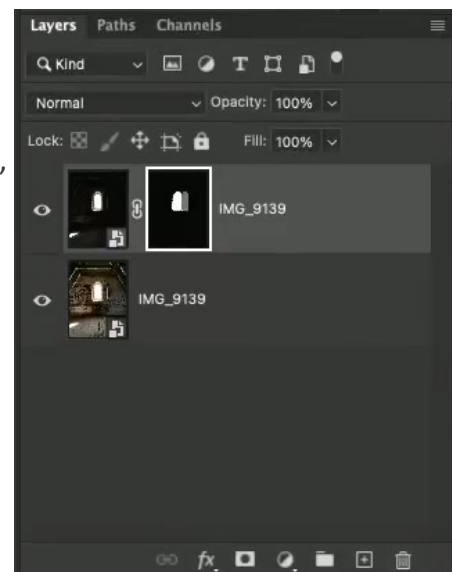
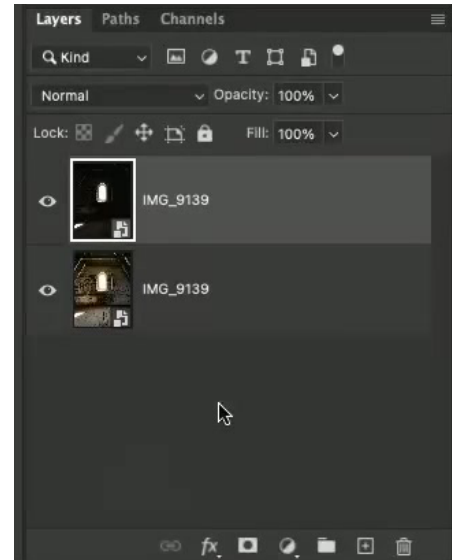
With the top layer active, add a layer mask based on the selection. This will apply the Camera Raw settings only to the area outside the window. Shift-click on the layer mask to temporarily disable it and view the effect of the adjustment.

Applying to the Door with Fading

Select the door using a selection tool. Fill the selection with white on the layer mask to apply the adjustments to the door. Use the "Fade" command to reduce the strength of the adjustment on the door for a more subtle effect. Deselect the door.

Removing Distractions with Generative Fill

Select the area of the floor with unwanted light using the Lasso tool. Choose Edit>Generative Fill with an empty prompt to remove the selected area. Choose the best variation in the Properties panel from the generated results.



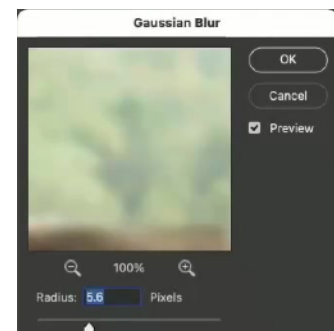


Using Negative Dehaze to Lighten Dark Areas

Double-click on the thumbnail of the bottom-most layer to open it in Camera Raw. Apply negative Dehaze to soften and lighten overly dark areas. Re-generate the Generative Fill to match the new underlying adjustments.

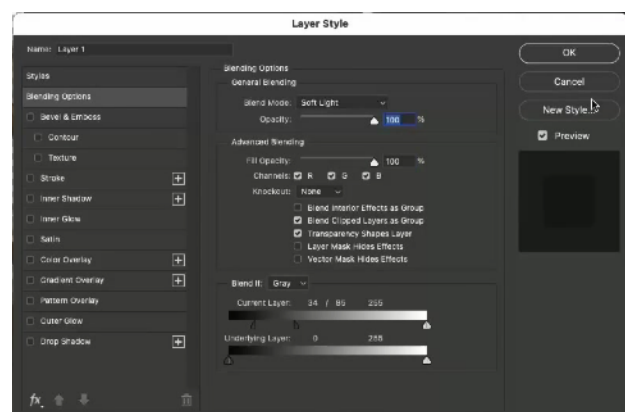
Creating the Orton Effect

Hold the Option key (Alt on Windows) and go to "Layer" then "Merge Visible" to merge a copy of all layers. Convert the merged layer to a Smart Object for non-destructive filtering. Apply a Gaussian Blur filter with a moderate radius. Set the blending mode at the top of the layers panel of the blurred layer to "Soft Light".



Blending Options for Targeted Orton Effect

Double-click to the right of the Orton Effect layer's name to open "Blending Options". Hold Option (Alt) and drag the right side of the "Underlying Layer" slider to split it. Adjust the split sliders to hide the Orton Effect in the darker areas of the image.



Removing Distracting Elements

Create a new empty layer. Select the distracting trees with the Object Selection Tool. Fill the selected area with white using the Paint Brush.



Refining the Orton Effect Application

Hold Option (Alt) and drag the layer mask to the Orton layer to copy it. Invert the copied mask (Ctrl+I or Cmd+I) to prevent the Orton Effect from applying to the window.

