



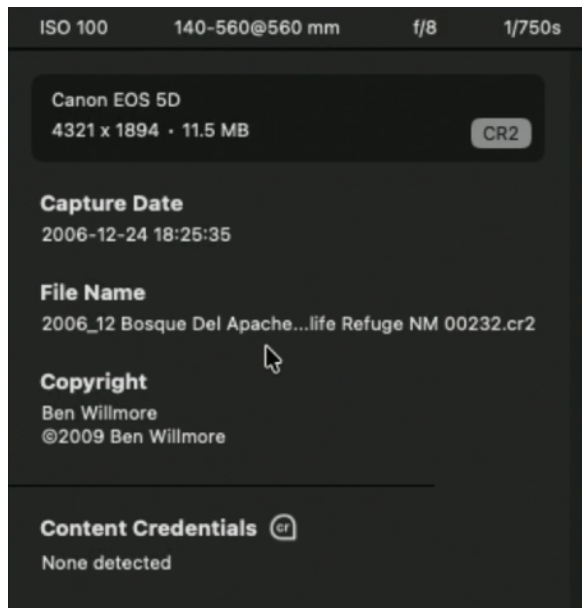
Camera Raw 18.6

New Features in Adobe Camera Raw 18.6

Camera Raw 18.6 brings a handful of useful updates: more camera and lens support, a simpler metadata panel, a new Trim option for generative expand, and the big one, Glow.

Metadata Area

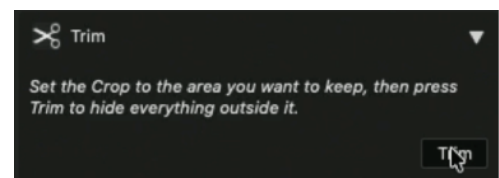
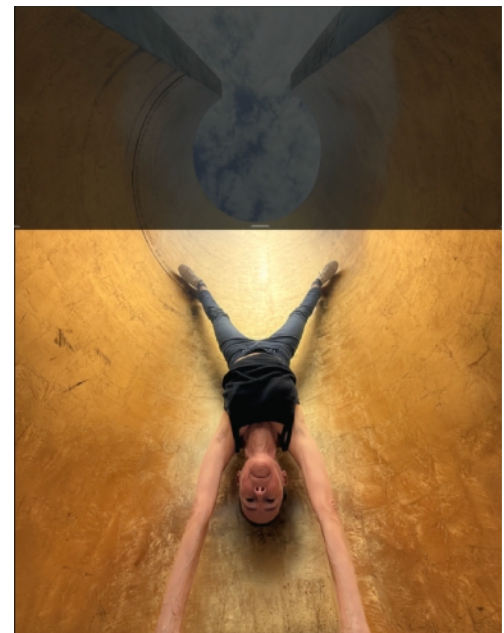
There is a new metadata section in Camera Raw which can be found via an information (i) icon on the right sidebar below the tools. It shows the essentials for the image you are working on: camera, resolution, file size, capture date, file name, and copyright. It is a slimmer view than the full metadata list in Lightroom Classic.

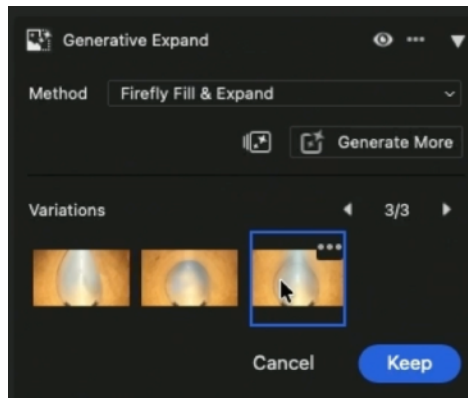
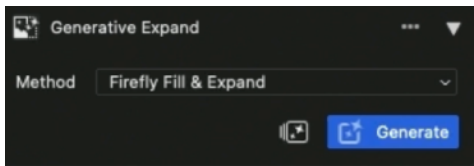
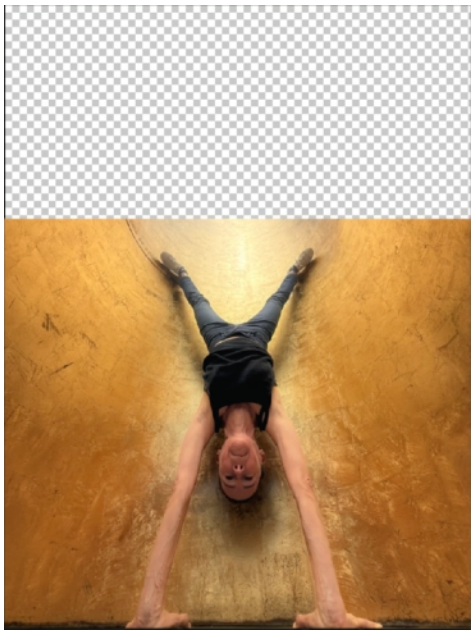


Trim Tool for Generative Expand

Trim lets you prep an image for generative expansion by cutting away everything outside the crop rectangle without making a separate DNG. Use it when you want to expand an image with generative fill and you do not want the AI to look at the content you already cropped out.

- Crop first, then apply Trim. The discarded area is treated as transparent.
- That keeps generative expand from pulling the old content back in, so the expansion stays cleaner.
- Unlike Render to DNG, Trim changes the file you already have. It does not create a second file.
- Watch existing masks. They can still follow the old shape, so clear masks before you Trim, or Trim before you mask.
- Trim is not permanent. Hold Option and click the reset button to reverse it.





The New Glow Feature

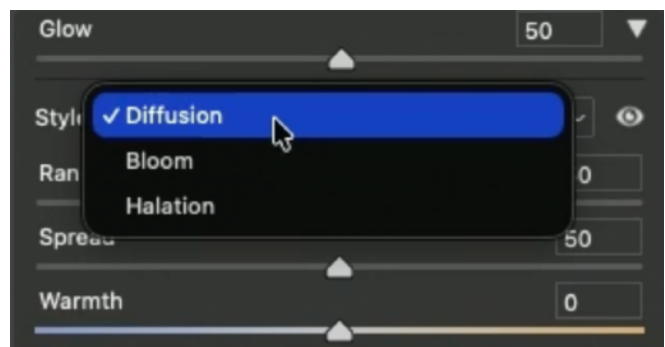
Glow is the main new control. It has three modes: Diffusion, Bloom, and Halation. Each one softens or lights the image in a different way.

Glow Overview

You will find Glow in the Effects section in Camera Raw, and in the Camera Raw filter in Photoshop. With the Glow slider at zero, the extra settings stay grayed out. Raise Glow and the softening starts, with most of the effect landing on the brightest parts of the image.

Glow Modes and Sliders

- **Diffusion:** Gives the whole image an overall soft look.
- **Bloom:** Puts the softening on the brightest areas so highlights look like they are blooming.
- **Halation:** Works like Bloom on the brightest areas, then adds a reddish color that feels more like film.



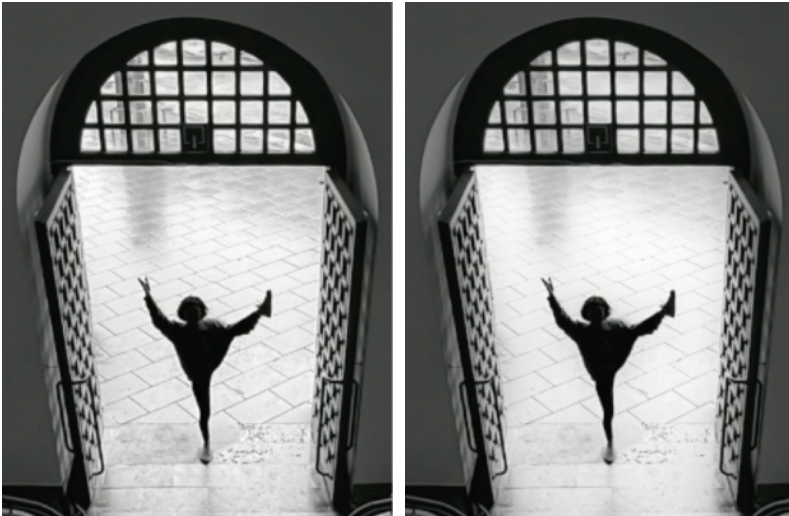
Underlying Sliders

- **Range:** Sets how far from the brightest parts the effect should reach, so you can control which brightness values get the glow. Hold Option to preview the mask and see where the change lands.
- **Spread:** Controls how far the glow diffuses away from the light. The change is stronger in Bloom and Halation.
- **Warmth:** Shifts the color of the glow warmer or cooler, or leaves the original color alone.

Practical Applications of Glow

You can apply Glow to the whole image or limit it with masks.

- **Softening Backgrounds:** I use Glow to knock back background detail so the subject stands out more.



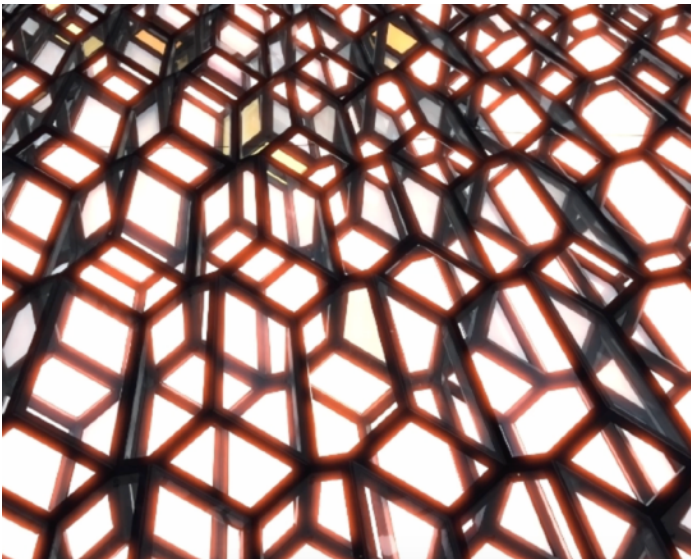
- **Orton Effect:** Diffusion is a quick way to get that classic Orton softness.



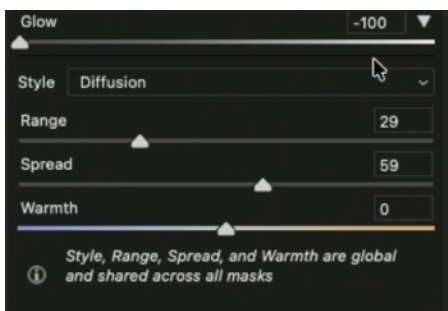
- **Highlight Enhancement:** Bloom is the one I reach for when I want bright lights to glow.



- **Halation Effect:** Halation can put a reddish bloom around bright windows. I showed that on an Iceland cityscape.



- **Masked Adjustments:** Masks let you keep Glow off subjects you want sharp, like flowers or people. Inside a mask, the slider starts at zero. Drag it into negative values to pull back glow you already applied to the whole image.



- **Black and White Images:** If you want a color effect like Halation on a black and white image, convert it to RGB in Photoshop first, add a slight color tint, then run the Camera Raw filter and use Glow. I did that by choosing Image>Adjustments>Levels and I moved at least one slider after choosing Red, Green and Blue from the pop-up menu.

