

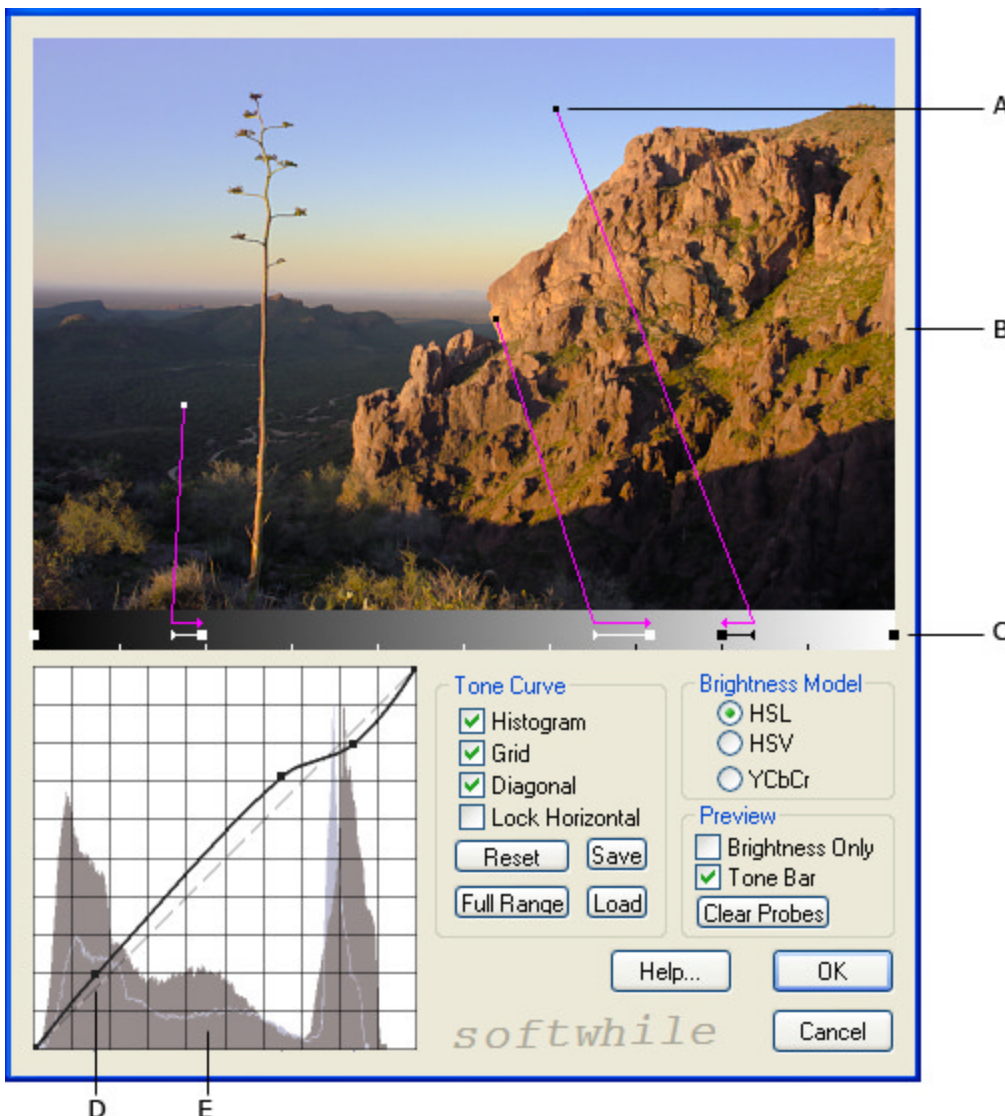
Controlling Image Tone with the Tone Adjuster Plug-in

Before making tonal adjustments

Here are a few to consider before making tonal adjustments using the Tone Adjuster plug-in in Photoshop.

- Work with calibrated and profiled monitor. For critical image editing, this is absolutely essential to keep what's seen on the monitor and what's printed the same.
- It's best if the image is 16 bits per channel (16-bit image) rather than 8 bits per channel (8-bit image). The loss of image information when making tonal changes is more critical in an 8-bit image than a 16-bit image.
- Remove any flaws such as dust spots, blemishes, noise, and scratches from the image before making tonal adjustments.
- Using the dodging tool on dark area, and the burning tool on light areas is often best done before adjusting the tonality to reduce the loss of detail in those areas.
- You can make a selection or use a mask to confine your tonal adjustments to part of an image.

The Dialog Box



*Tone Adjuster Dialog Box
A. Image probe B. Image preview C. Tone bar
D. Control point E. Curve graph*

When the plug-in is invoked, the tonal range is represented as a straight diagonal line. The horizontal axis of the graph represents the original brightness of the pixels and the vertical axis represents the new brightness value.

Moving a control point above the diagonal will cause pixels with the corresponding brightness to become more bright, and moving it below the diagonal will make them less bright. If the *Lock Horizontal* box is checked, or the Shift key is held down control points will move only vertically, that is the 'before' value will remain constant.

If the Tone Bar is visible, control point can be dragged left or right (down or up for a portrait image) to darken or lighten the tone.

Brightness Models

HSL

The Lightness component of the Hue Saturation and Lightness color model is used. Use this model to increase saturation when darkening the tone.

HSV

The Value component of the Hue Saturation and Value color model is used. Use this model to increase saturation when lightening the tone.

YCbCr

The Y component of the YCbCr color model is used. This color model is intended to approximate the human eye's sensitivity to colors on a video displays.

Checking the *Preview Brightness Only* box can help in seeing the difference between the three brightness models.

How to...

How to add a control point in the tone curve.

- Click directly on the tone curve in the curve graph, or
- Click on the preview image.

How to remove a control point

- Right-click on the control point in the curve graph, or
- Right-click on the control point in the tone bar, or
- Clicking the *Reset* button will remove all control points.

How to remove image probes

- Right-click on the probe point in the image preview, or
- Click on the *Clear Probes* button to remove all probes.

How to increase general contrast

Place two control points on the curve, roughly dividing the length in thirds. Move the upper control point above the diagonal, and the lower control point below it. This classic "S" curve will enhance general contrast without losing detail in dark or light areas.

How to enhance definition in a low-contrast area of the image

1. Move the cursor around the area and watch the real-time indicator on the curve graph. Find a spot

that is roughly the darkest in the area and click to add a probe and control point.

2. Repeat this to add a probe at a spot that is roughly the lightest in the area.
3. Move the upper control point above the diagonal and the lower control point below it.

How to maintain the brightness of area of the image while changing others

Before adding any control points to the curve, add a probe at spot you want to maintain. Keep this control point on the diagonal while adding and moving other control points.