



**PAINTING WITH LIGHT
IN PS ELEMENTS AND
LIGHTROOM 2**

Using Layers

- Photoshop's "layers" permit overlays of useful activities
- An Adjustment Layer moves no pixels
- Adjusting exposure is best done with a "Levels" layer
- "Level" means one of a staircase of brightness steps (256 in all)
- Sliders permit smooth changes

Brushes permit “painting”

- Using a layer, we can paint on it with a shade of white/gray/black
- White reveals the Levels setting
- Black conceals the Levels setting
- Gray permits degrees of transparency

Adjust just part of an image

- In the layer, make a Level setting for the part of the image to be adjusted (ignore the rest of the image)
- Press Ctl-Backspace to fill the layer mask with black (conceals)
- Using the Brush tool (B) paint white (reveals) on the image where the adjustment should appear
- Reset the Level slider as you like

Lightroom 2

- Does not use layers, does use a brush
- In Develop module, click on Brush (K)
- Set the sliders for desired effect
- Check the Automask box to confine the brush effect to starting color
- Brush on the area to change
- Press O key to see the masked area
- Erase trims up, can remove changes

Paint in missing light

- Either program can put “light” (higher exposure) where you didn’t have it when shooting
- More convenient than carrying around sets of lights
- Better results than Burn/Dodge, keeping contrast/saturation correct

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- Control the exposure afterwards
 - Ease the burden of creating lighting perfection on-site

 - Happy Light Painting!!