These instructions were written for Photoshop CS6, but should work the same or similarly in recent versions of Photoshop.

1. To download the files you’ll use in this exercise go to:
   http://www.nobledesktop.com-goodies

2. Under Photoshop Digital Darkroom, click the Class Files button to download the compressed files.

3. Once the file is downloaded and uncompressed you should have a folder named DigitalDarkroomFiles containing two images: bbq.psd and bbq-finished.jpg

4. In Photoshop, go to File > Open.

5. Navigate to the DigitalDarkroomFiles folder and open bbq-finished.jpg. This is a flattened version of how the finished image will look.

   The goal is to transform an ordinary still life into something more memorable with a sense of magical light, subtle organic/painterly textures and three-dimensionality through tonal and color changes, as well as selective focus.

6. Close it once you’ve had a good look.

7. Go to File > Open and from the DigitalDarkroomFiles folder, open bbq.psd.

**ADDING A HALO EFFECT AROUND THE EDGES OF SHADOW AREAS**

1. To select the top half of the image’s histogram press Cmd–Option–2 (Mac) or Ctrl–Alt–2 (Windows).

2. Invert the selection to select only tones below 50% on the grayscale (Cmd–Shift–I (Mac) or Ctrl–Shift–I (Windows)). That’s the letter i, not a 1.

3. Duplicate only the selected pixels to a new image layer by pressing Cmd–J (Mac) or Ctrl–J (Windows) (or choosing Layer > New > Layer Via Copy).

4. Name the new layer blurred shadows.

5. With the new layer selected, go to Filter > Blur > Gaussian Blur.

6. Set the Radius to 2 (or use your own taste) to make a soft halo around the shadows and click OK.

7. To intensify the effect, change the blending mode of the layer to Overlay (at the top left of the Layers panel).

8. Some of the shadows have become too dark. Choose Layer > Layer Mask > Reveal All to add a layer mask to the blurred shadows layer.
9. To bring back some of the lost shadow details, use the **Brush** ( ) tool (press **B** to select the tool). Paint **black** to hide the blurred shadow areas where you want to preserve sharpness (e.g., around the “WEBER” letters on the foreground wheel and other areas of fine detail). Use the example to the right as a guideline.

10. Now you’ll do almost the same thing for the highlights. **Hide** the **blurred shadows** layer.

11. Press **Cmd–Option–2 (MAC)** or **Ctrl–Alt–2 (WINDOWS)** to select the top half of the image’s histogram.

12. Select the **Background** layer.

13. Duplicate the selected pixels to a new image layer by pressing **Cmd–J (MAC)** or **Ctrl–J (WINDOWS)**.

14. Name the new layer **blurred highlights**.

15. Move the **blurred highlights** layer so it’s the top layer.

16. With the new layer selected, choose **Filter > Blur > Gaussian Blur**.

17. Set the **Radius** to **2** (or use your own taste) to make a soft halo around the highlights and click **OK**.

18. To slightly lessen the overall effect, reduce the **Opacity** of the layer to **80%**.

19. Choose **Layer > Layer Mask > Reveal All** to add a layer mask to the blurred highlights layer.

20. **Show** the **blurred shadows** layer.

21. Select the **blurred highlights** layer mask.

22. Use the **Brush** ( ) tool with **black** paint to hide the blurring in areas where you want to preserve sharpness. Using the example to the right as a guideline, we suggest keeping the background elements blurred (wooden deck, wall, door) to effectively make the sharp foreground elements stand out.

---

**RE-INTERPRET THE OVERALL COLORS IN THE IMAGE**

1. Select the topmost layer.

2. Choose **Layer > New Adjustment Layer > Color Balance**.

3. Name it **overall color** and click **OK**.
4. In the Properties panel, set the following:
   - Shadows to +4, 0, +22
   - Midtones to +29, -4, -11
   - Highlights to +13, 0, -41
   - Make sure Preserve Luminosity is checked.

5. The layer mask thumbnail of the color balance layer you just added should currently be selected. To add some texture to this adjustment layer’s mask, choose Filter > Noise > Add Noise and set the following:
   - Amount: 50%
   - Distribution: Gaussian

6. Click OK.

7. Now let’s make the texture more subtle and organic either by painting on the layer mask with various organically shaped brushes, varying the opacity of your brush, or applying a painterly filter to the mask for an easier (but less interesting) look. Go to Filter > Filter Gallery and choose Brush Strokes > Angled Strokes and set:
   - Direction Balance: 75
   - Stroke Length: 33
   - Sharpness: 1

8. Click OK.

**GIVE THE GREENISH WALL & SLATE A MORE INTERESTING COLOR**

1. Select the Background layer (otherwise the selection we are about to make could accidently alter the mask of another layer).

2. Go to Select > Color Range and:
   - Click the eyedropper on the green door in the upper left corner.
   - Set Fuzziness to 48.
   - Also do a Shift-click with the eyedropper to add the slate floor and the wall slats to the right of the grill.

3. Click OK.

4. Double-click the Quick Mask Mode button at the bottom of the Toolbar to bring up the Quick Mask Options.

5. Set Color Indicates to Selected Areas and click OK.

6. You should now be in Quick Mask Mode. If not, click the button to switch into Quick Mask Mode.
7. Use the Brush ( ) tool to paint white over any shadow areas of the grill (to remove it from the selection). Paint black over any wall or slate areas (to add it to the selection). Paint 50% grey on the wood flooring so it will be partially selected. Use the example to the right as a guideline for the selection. In the example, the black indicates selected areas, the white indicates deselected areas, gray is partially selected.

8. Press Q to exit Quick Mask Mode.

9. Select the topmost layer.


11. Name the adjustment green slate, door, wall and click OK.

12. In the Properties panel, set the following:
   - Shadows to +5, +3, 0
   - Midtones to +2, +23, 0
   - Highlights to -4, +23, 0
   - Make sure Preserve Luminosity is checked.

13. To slightly lessen the overall effect, reduce the Opacity of the layer to 70%.

**PUNCH UP THE REDS LATENT IN BOWL, TOOLS AND RUST ON LOWER GRILL BARS**

1. Press P to select the Pen ( ) tool.

2. In the Options bar at the top, choose the Paths option as shown below. Instead of making a Shape Layer, this will create a path that we'll later turn into a selection.

3. Draw a path to encompass the bowl.

4. In the Paths panel, double-click the Work Path and rename it red bowl for later use.

5. With the red bowl path highlighted, at the top right of the Paths panel go into the panel menu ( ) and choose Make Selection.

6. Set the following:
   - Feather Radius: 2
   - Check on Anti-Aliased (to soften the edge of the selection slightly)

7. Click OK.

8. Press Q to enter Quick Mask Mode.
9. With a medium size brush set at low opacity, paint **black** (gray) over rusty parts of the tools. Refer to the example on the right as a guideline.

10. With a small brush set at 50% opacity, **click** and then **Shift–click** on the struts to add them to the selection. Refer to the example on the right as a guideline of what we want in the final selection.

11. Press Q to leave **Quick Mask Mode**.

12. Choose **Layer > New Adjustment Layer > Color Balance**.

13. Name the adjustment **reddish bowl, tools & struts** and click **OK**.

14. In the **Properties** panel, set the following:
   – **Shadows** to +21, -3, -7
   – **Midtones** to +35, -10, -17
   – **Highlights** to +10, -13, -20.
   – Make sure **Preserve Luminosity** is checked.

**BRIGHTENING SOME ELEMENTS**

We want to add more emphasis to parts of the grill by brightening the red bowl, struts, foreground wheel’s whitewall, and shadow sides of the hanging tools.

1. Press Q to enter **Quick Mask Mode**.

2. Using the example on the right as a guideline, paint **black** (to select) over the bowl, tools and wheels.

3. Press Q to leave **Quick Mask Mode**.

4. Choose **Layer > New Adjustment Layer > Curves**.

5. Name the adjustment **brighten bowl, etc.** and click **OK**.

6. In the **Properties** panel, brighten the highlights with a curve as shown below.
**BALANCING THE COLOR SATURATION**

1. Some colors have become over saturated. To adjust them, choose **Layer > New Adjustment Layer > Hue/Saturation**.

2. Name the layer **balance color saturation** and click **OK**.

3. In the **Properties** panel, make sure **Colorize** is **not** checked and:
   - Set **Saturation** to **-40**
   - From the menu that says **Master** choose **Reds**.
   - Make **Saturation** **-5** and **Lightness** **+3**.
   - Change the menu to **Yellows** and make **Saturation** **+23** and **Lightness** **-15**.
   - Change the menu to **Blues** and make **Saturation** **+20**.

4. Too much of the tool's color saturation was lost. Paint **black** on the layer mask to give them back a more vibrant color. Refer to the example on the right as a guideline.

---

**ADDING VIGNETTING TO FOCUS ON SUBJECT**

1. Choose the **Elliptical Marquee** ( ) tool.

2. Drag from the upper left to the lower right corner of the image.

3. Choose **Select > Refine Edge**.

4. Click on the **View** menu and double-click **On Black** so we get a better preview of how the effect will look.

5. Set the **Feather** to **70**.

6. Click **OK**.

7. Invert the selection (**Cmd–Shift–I** (Mac) or **Ctrl–Shift–I** (Windows)).

8. **Cmd–Option–click** (Mac) or **Ctrl–Alt–click** (Windows) on the layer mask on the **reddish bowl, tools & struts** layer to subtract those areas from the selection.

9. Choose **Layer > New Adjustment Layer > Curves**.

10. Name it **vignette** and click **OK**.

11. In the **Properties** panel, drag the **White Point** straight down to **Output 138/Input 255**.

12. With the layer mask still selected, use the **Brush** ( ) tool to mask out the vignetting on other foreground elements whose tones you want to preserve, like the hanging tools and wheels.

13. Your image should be looking good! **Save** and **close** the file.
### MASKING TIPS

- When creating a mask select the parts of a layer you want to see. Then, when you click the **Add layer mask** ( ) button in the **Layers** panel, you’ll see what was selected and everything will be masked out (or hidden).

- **Shift-click** a mask thumbnail to disable it without throwing it away.

- **Option-click** (Mac) or **Alt-click** (Windows) a mask thumbnail to view only the mask, not the image.

- **Option-Shift-click** (Mac) or **Alt-Shift-click** (Windows) a mask thumbnail to view it as a shaded color overlay, much like a Quick Mask.

- Remove a mask by dragging the mask thumbnail to the trash. Photoshop will ask if you want to **Apply mask to layer before removing**. If you click **Apply**, Photoshop will delete the areas of the layer that had been hidden by the mask. In most cases, you’ll simply want to choose **Discard**, to throw away the mask without affecting the image layer.