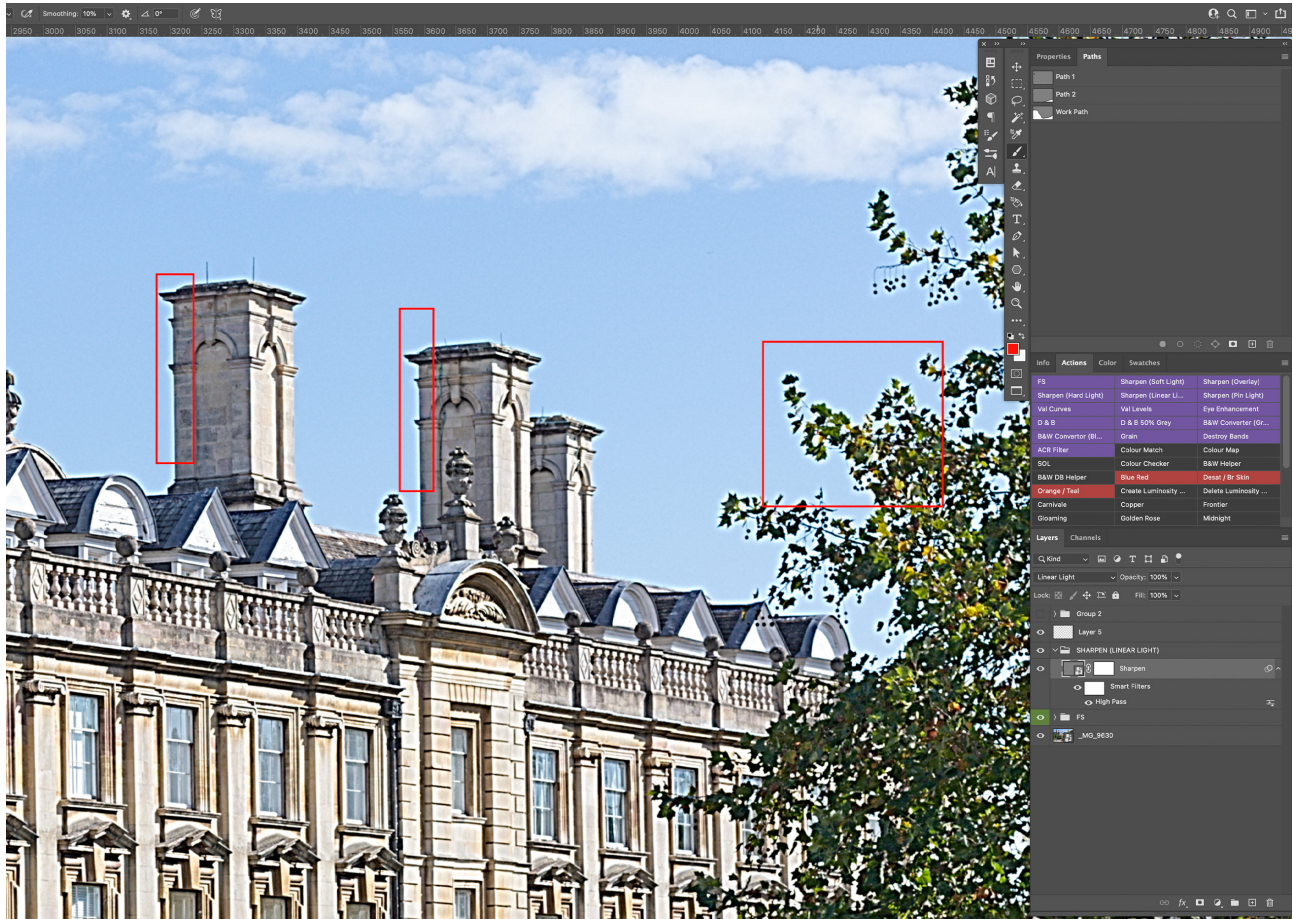


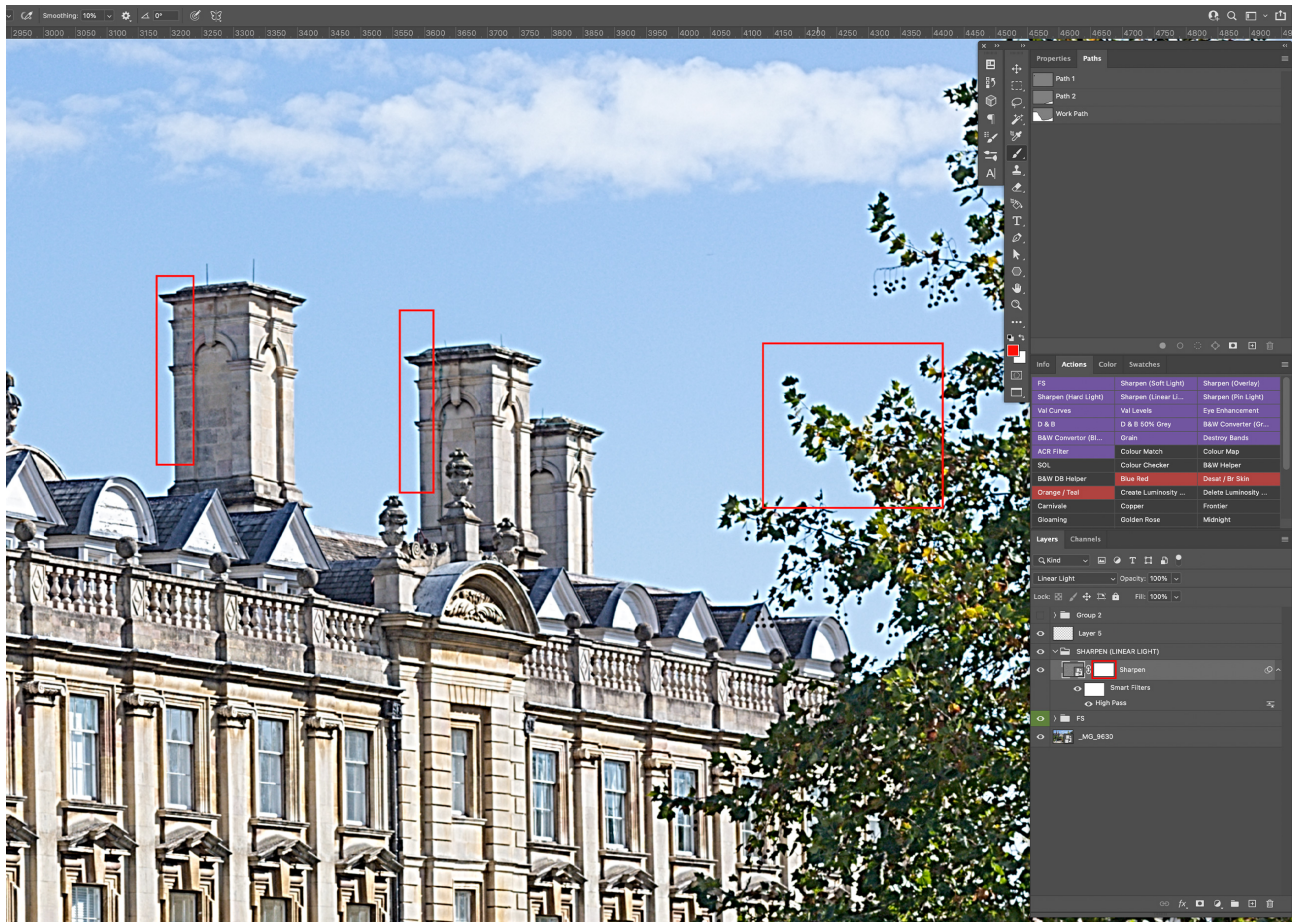
# SHARPENING

Run any of the sharpening actions that came with your download. Each of the sharpening actions will have a slightly different sharpening effect but if over used, will produce halos around the edges. You will get a box telling you adjust the radius on the High Pass filter. When adjusting, have a look and see if halos are appearing. If so, pull back a bit on the radius but sometimes it is unavoidable because the image will not seem sharp enough.

The halo that appears is due to the contrast being added to the edges to give the illusion that your image is being sharpened. You can see an example of this below.

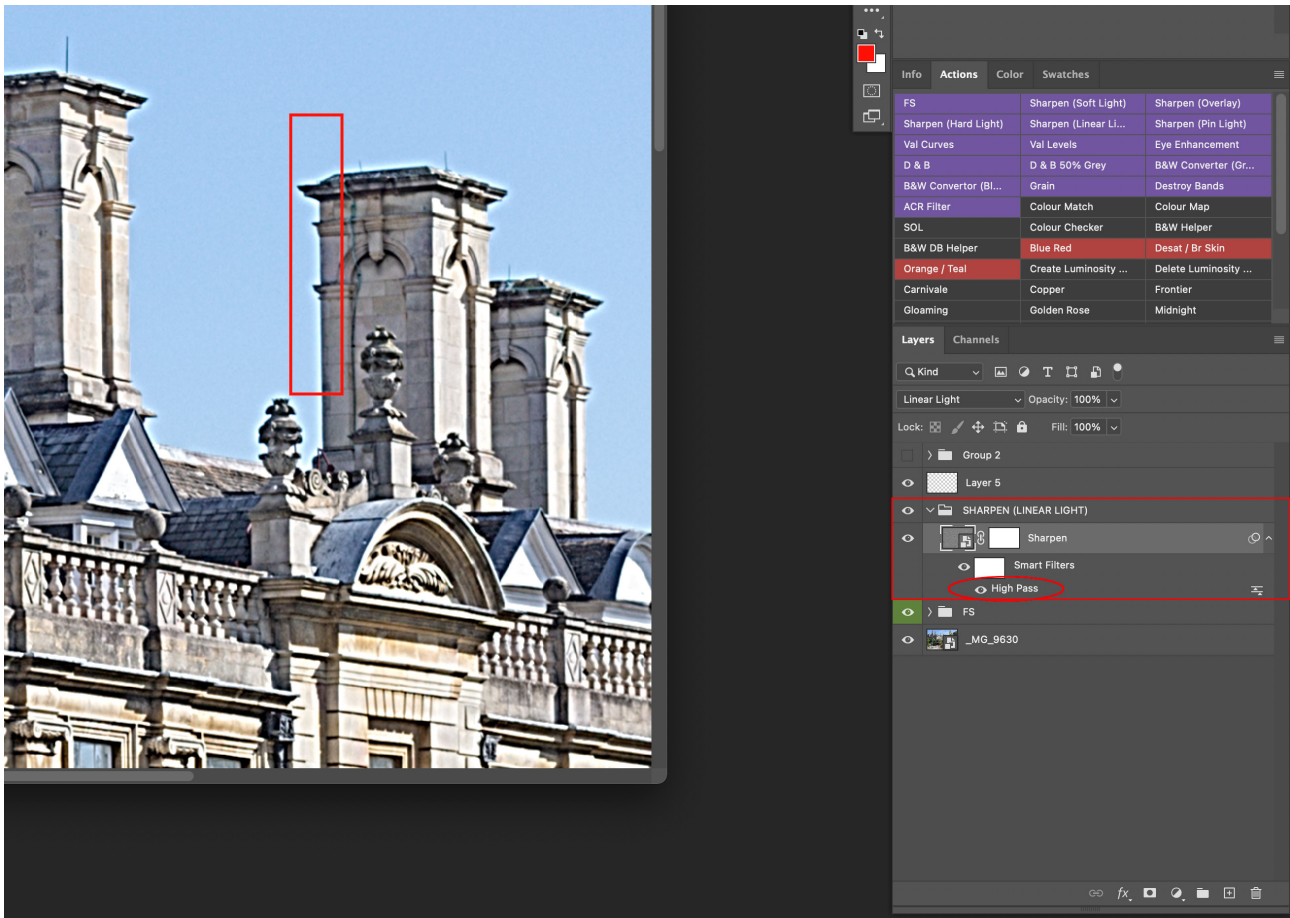


When you have run the action, it is good practice not sharpen the whole image but rather to selectively sharpen. You can do this by selecting the layer mask (click on the layer mask) and inverting it by pressing ctrl + I (windows) cmd + I (Mac).



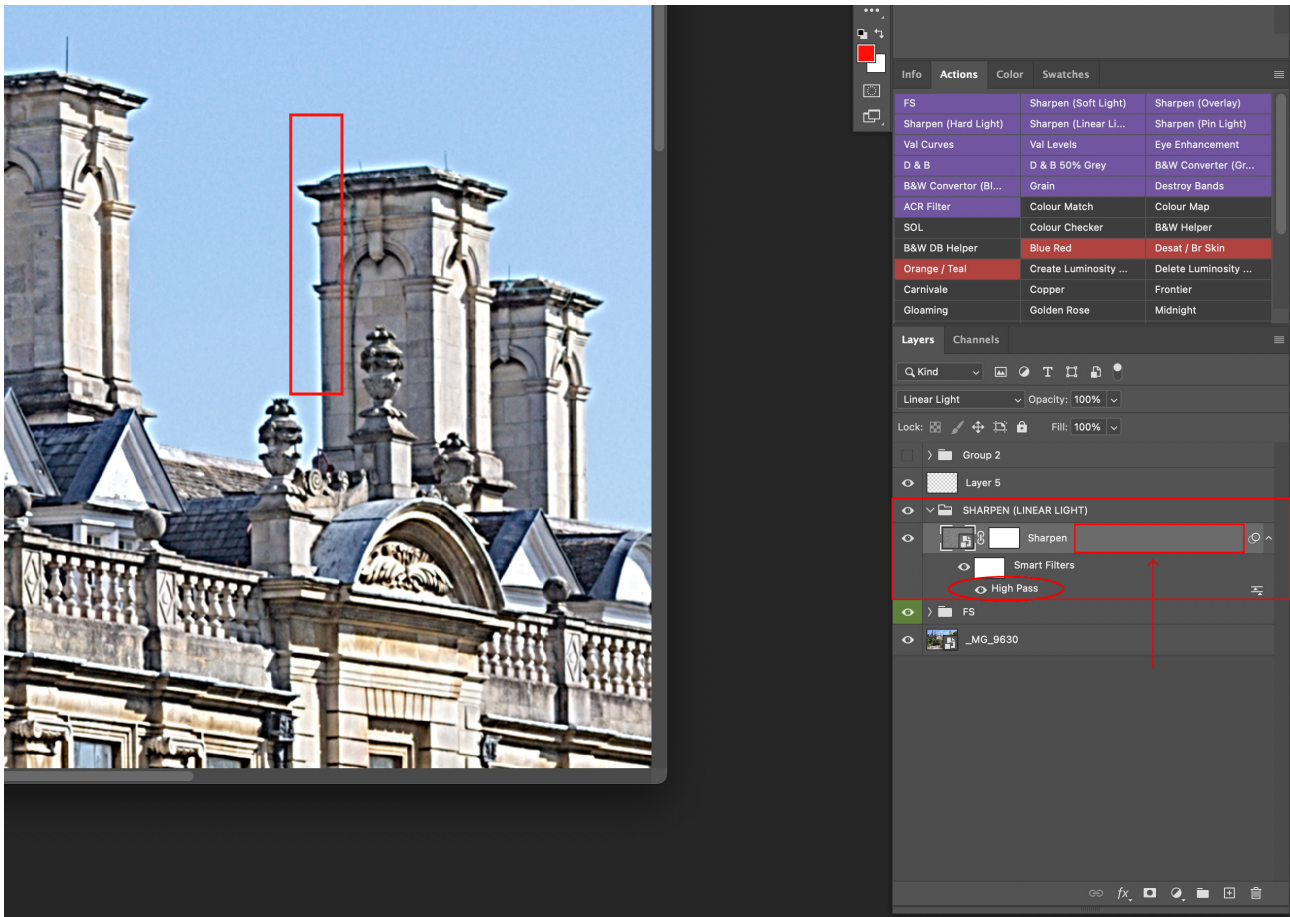


Sometimes an image can be over sharpened and this will create the halos and sometimes all that is needed is to lower the radius on the High Pass filter. To get to the High Pass filter, double click on the smart filter to bring it back up. See below.



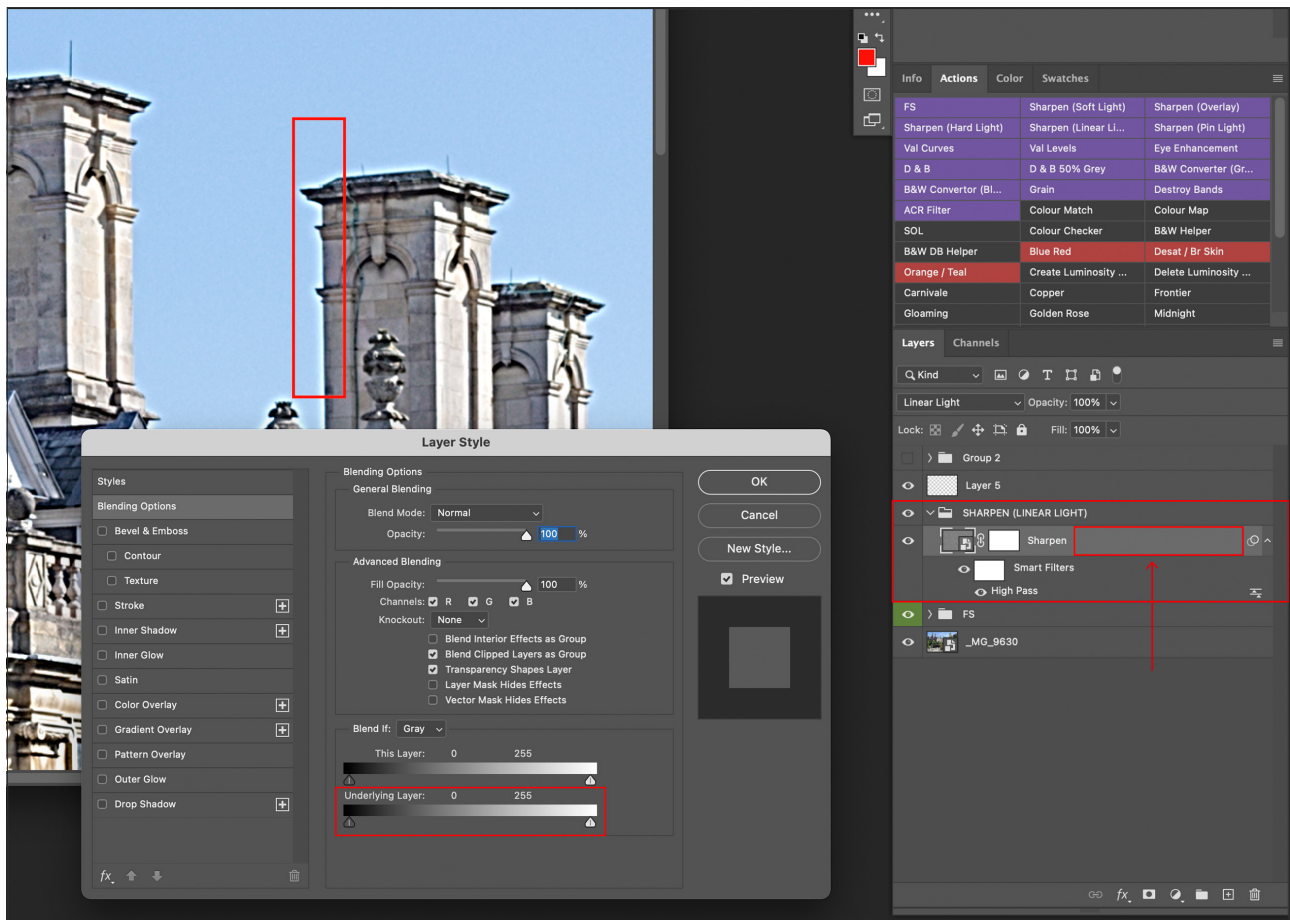
There are a number of ways to reduce these halos and one of them being by adding a luminosity mask to the layer. My most used method though, is by using 'blend if'. When sharpening an image, noise is added and so for best results sharpening should be eliminated from the very bright highlights and from the very dark shadows. Thus, taking away from the edges. I shall walk you through the process of using the 'blend if'.

To call up the 'layer styles' where you will find the 'blend if' sliders, double click on the layer. I have highlighted the area with an arrow in the image below where to click.

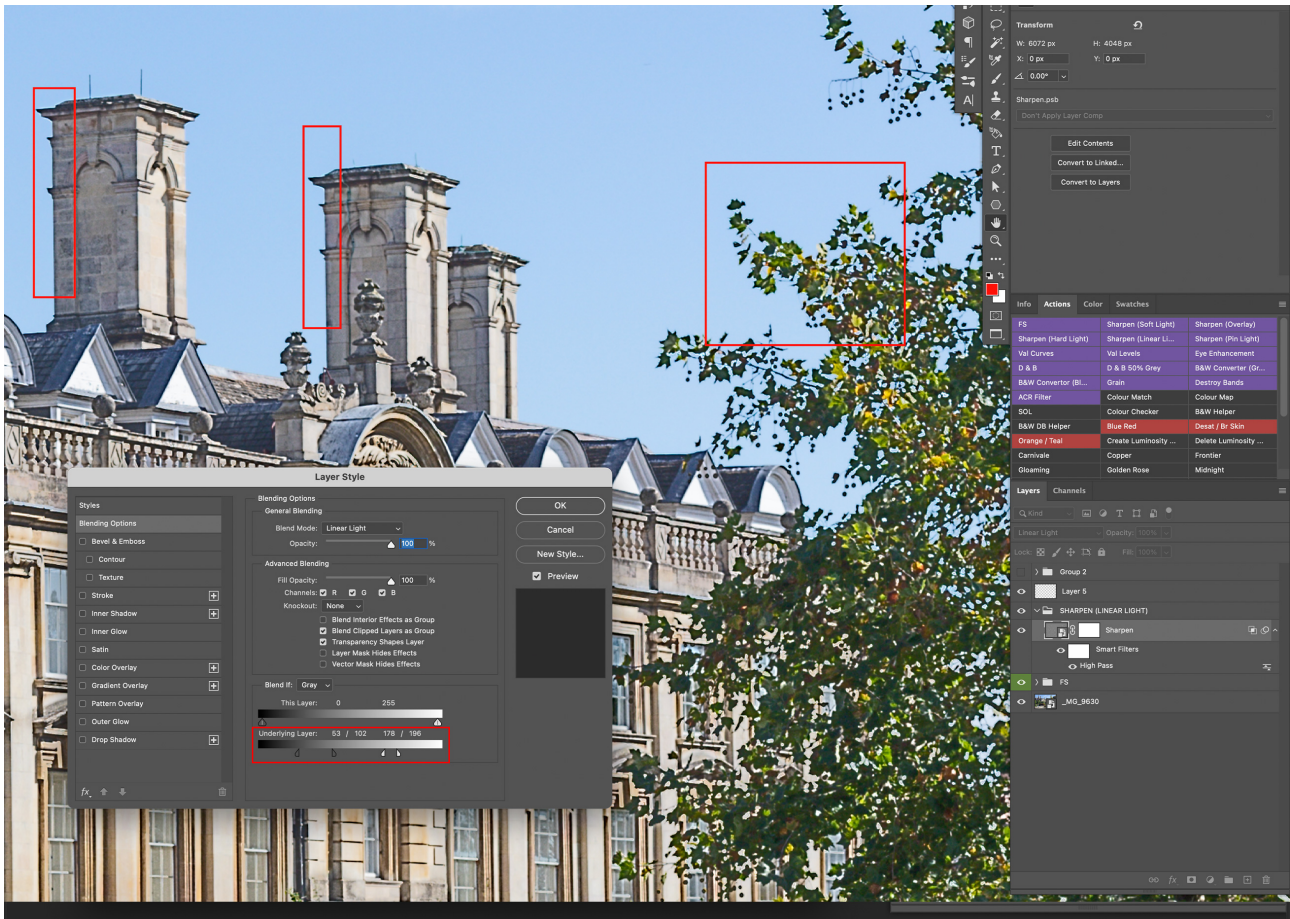




Once you have double clicked on the layer (remember, do not click on the thumbnail!), you will see a panel labelled 'layer style'. I have highlighted the sliders that are to be used in this instance which is the underlying layer as this is what we want sharpened and not this layer. The slider on the left will take the sharpening effect away from the shadows and the slider on the right, from the highlights. It is protecting the shadows and highlights from this layer. When pulling the slider from the left to the right, we are protecting the shadows and therefore not adding the effect in the shadows and vice versa for the highlights.



You will see in the image below that the sliders are split. This is to feather the effect or protection of the underlying layer making it not so rough. To split the sliders, hold alt (windows) or option (Mac) and click on the slider then move to the left or right. This will split the sliders apart. You will see in the image below that the halos have now gone after feathering without losing sharpness on the building or leaves.





If you find it difficult to see the feathering, as I do most of the time, use the colour overlay and then use the sliders to see where the highlights and shadows are most prominent. Use a garish colour so that you can really see where it is being affected.

