A basic raw workflow

How to take a raw file (or jpeg) through Adobe Camera Raw into Adobe Photoshop.

Of course, there are many different ways to use post production software. It is likely you will develop your own preferences but for several reasons we recommend becoming familiar with the principles of the professional workflow described here.

The steps we demonstrate are translatable to Adobe Lightroom and Capture One.



ORGANISATION

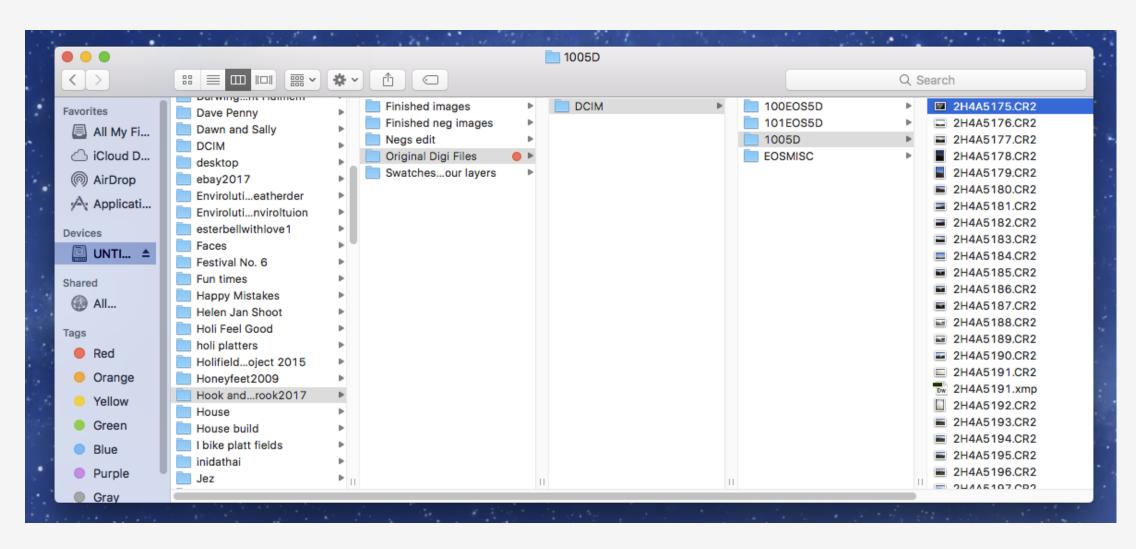
When shooting digitally, and scanning negatives, it's easy to accumulate thousands of images. Be organised from the beginning. You won't regret it!

Adobe Bridge is perfect for the job.

Other software you can use is the Library module in Adobe Lightroom, or Capture One. (With these two you will need to organise your files to be linked with the software)

Whichever software you use it helps to name your image folder in a way that is clear within your personal system of organisation.

Organizing your files.



Adobe Bridge CC

Adobe Bridge is file organisation software.

Effectively it forms a bridge between your thousands of files and the raw software Adobe Camera Raw.



Open Adobe Bridge





In Adobe Bridge, locate the left hand panel then search for your image files.

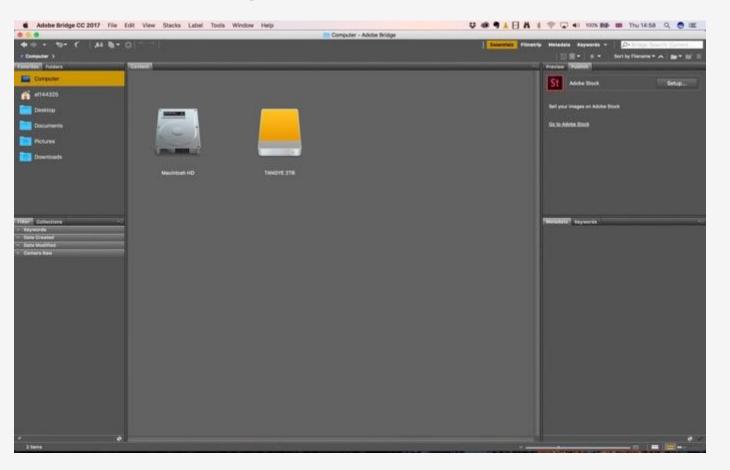




Navigate to your hard drive or memory stick to select images.

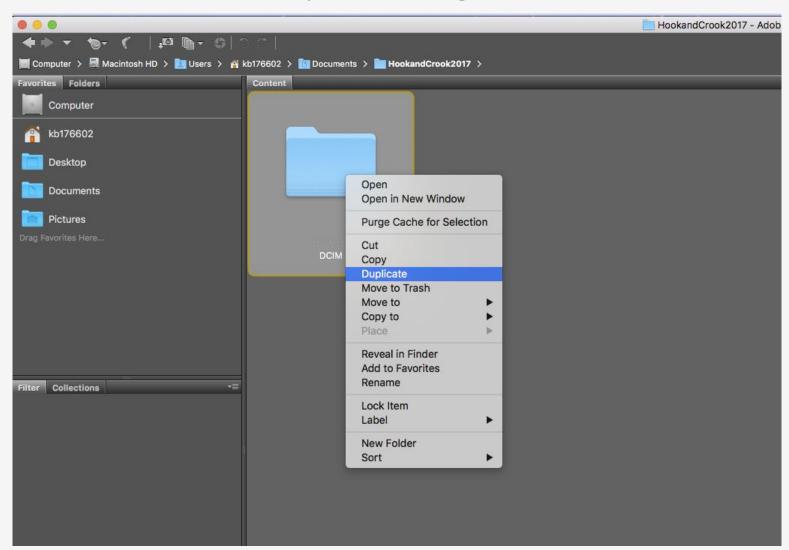
As previously described it is recommended that you have copied them to a Desktop folder to work from, but you can do this here in Bridge if you haven't yet done so.

Double click to open a folder. **Right click** to reveal further options such as 'Copy to'.

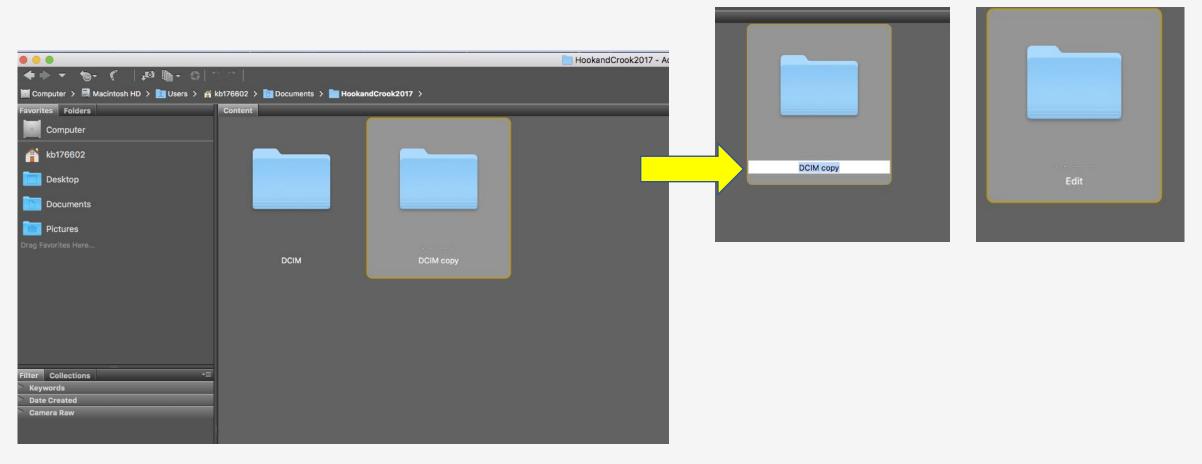




Select your image folder





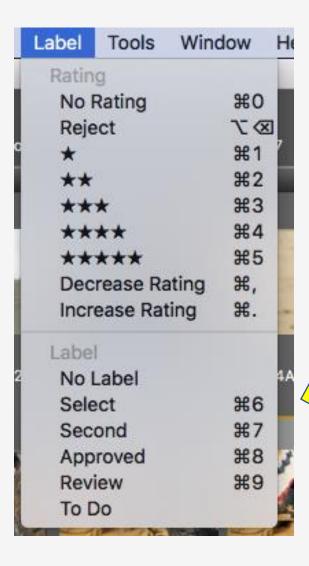


Duplications means that you will always have a set of RAW files that have had no adjustments that you can revert back to. It is always to back up these files on another hard-drive and computer incase of corruption.

In terms of adjustments to the image, raw software always allows you to return to the original, as you are only ever working on a 'virtual' copy, so instead you could always copy it afterwards, then revert to the original to compare.

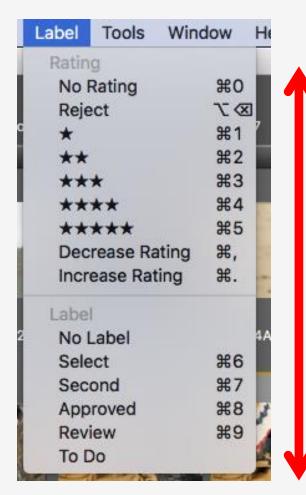
Finding a way to work in Bridge that suits you

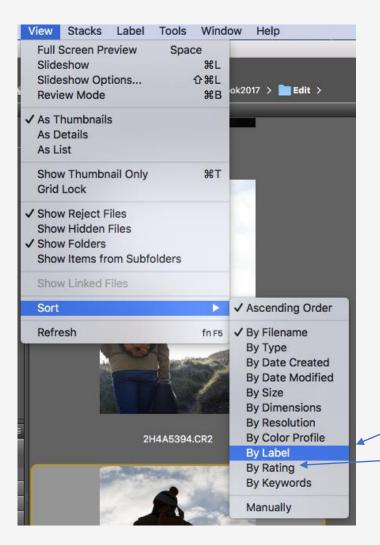
Ratings – Simply going through your images and rating them to your preference is a good starting point for editing.



Label – Labelling is another option for a good workflow and is a more professional and coherent way to work with clients. By simply clicking on the image and using the short cuts, shown here on the right, you can quickly start to divide out the images you want to work

with.





Once you have done this you can select View -> Sort-> And either choose label or rating depending on which method you use.

Right click on your chosen image and choose Open in Camera Raw

If it is a raw file you can just double click on it to open it.



This is the Adobe Camera Raw software.

Although designed to process raw files, it can do the same for jpegs and more. Quality is far superior with a good raw file, as there is more data contained within the image.

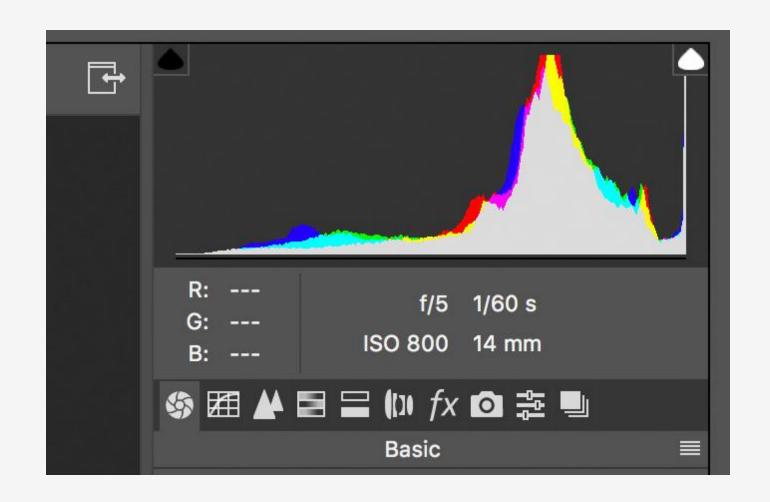




This is a histogram.

It provides information that can help enormously during post production.

More about this in a later session.

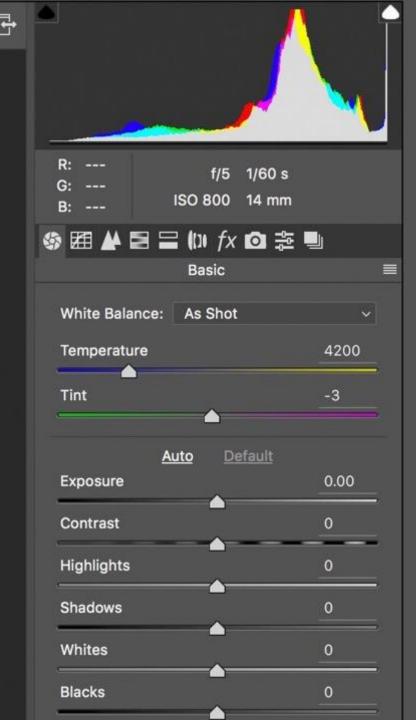






A well shot image should be well exposed and correct in terms of white balance, however when adjustments are needed, perhaps for changes in mood or because of the limitations of a DSLR camera, subtle changes can be made here.

The software works non-destructively, so the image file quality is preserved.



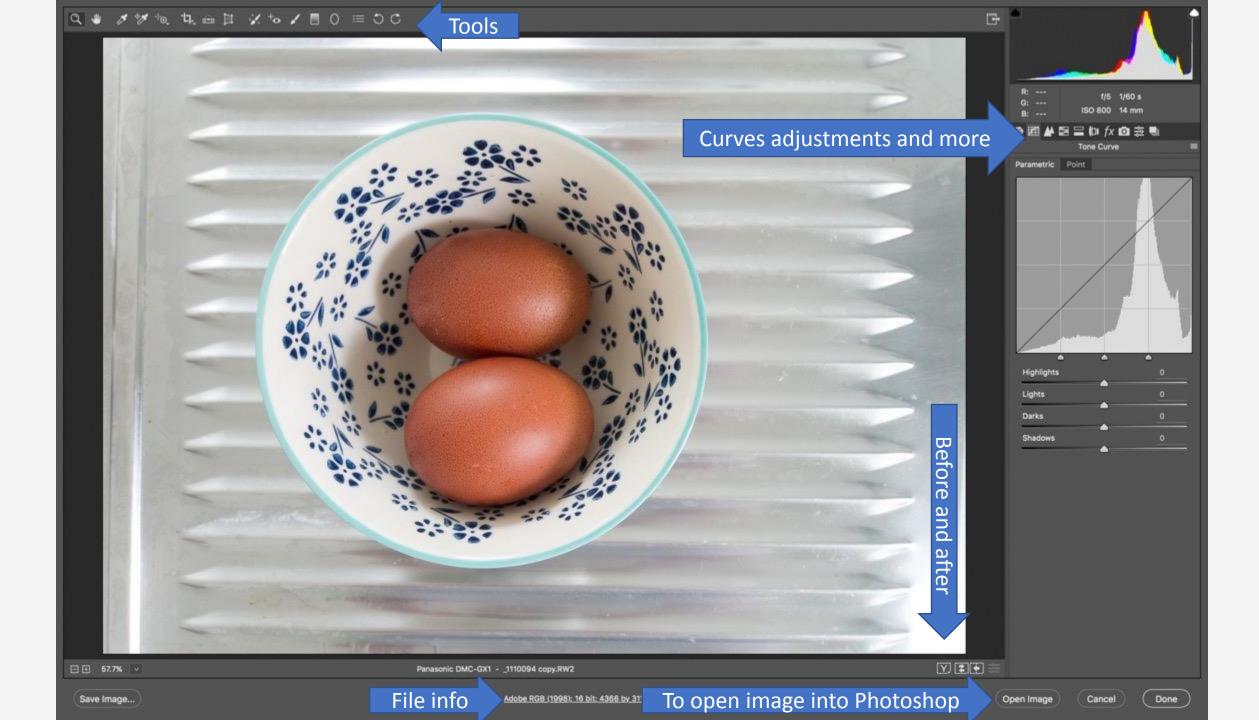
The white balance tool (the eyedropper icon top left) and the temperature slider, can be used to correct or alter colour temperature.



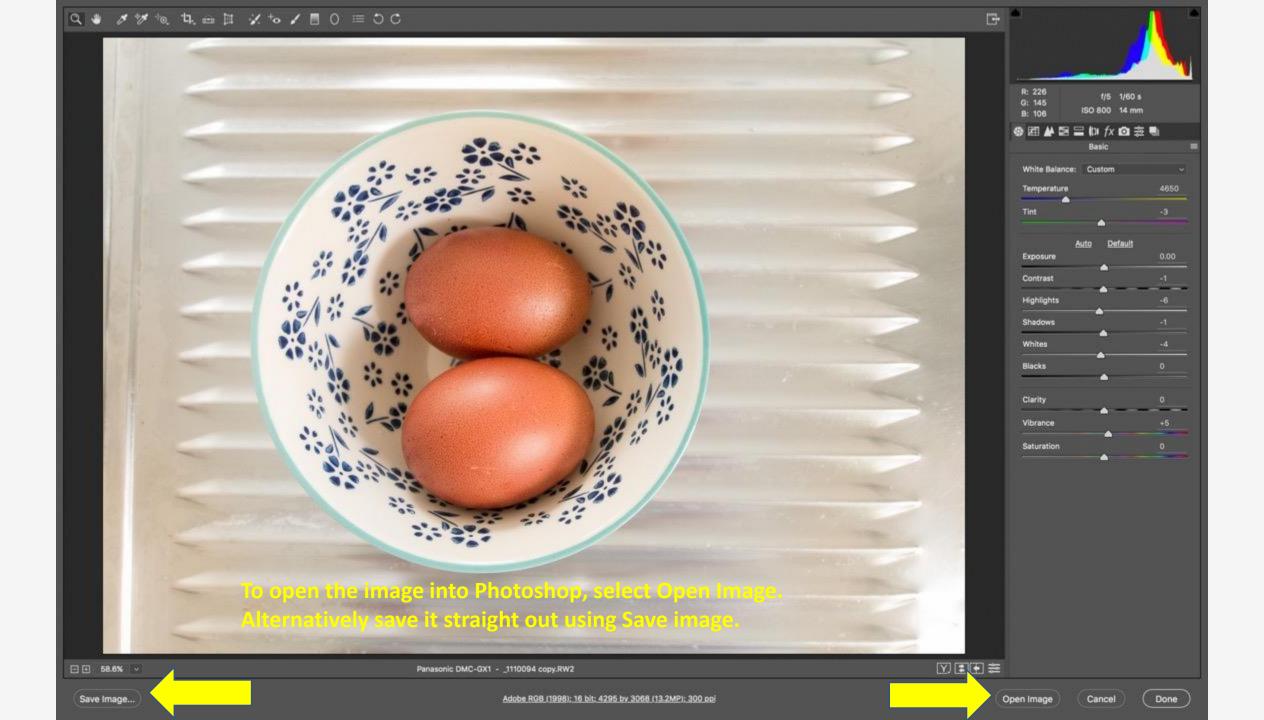








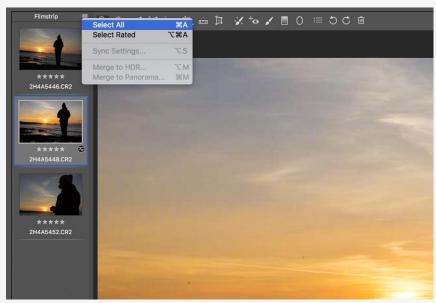




Alternatively to work on several files at the same time, click and drag the cursor across the images.



Image Camera Raw click to the right of the Filmstrip or using the 'Select All' shortcut select all images. Any adjustments you now make will happen across all images selected.



COLOUR MANAGEMENT

All the digital skills in the world will be pointless without good colour management. Let's take a quick look at how to ensure colour accuracy when processing images.

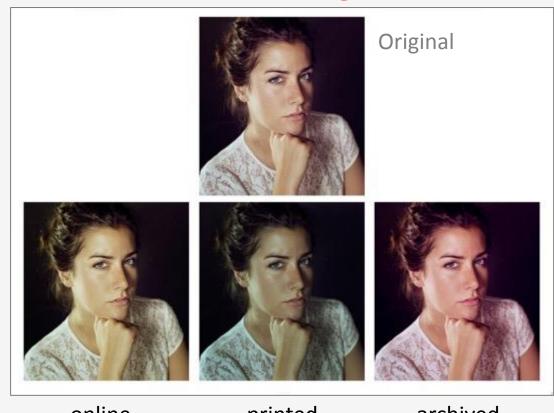


Why colour manage?

Colour managed

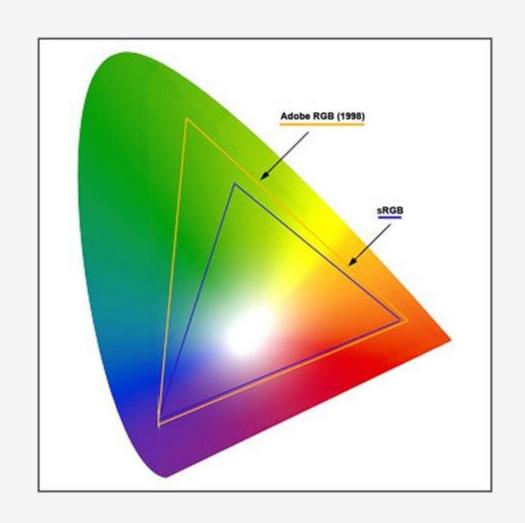


No colour management

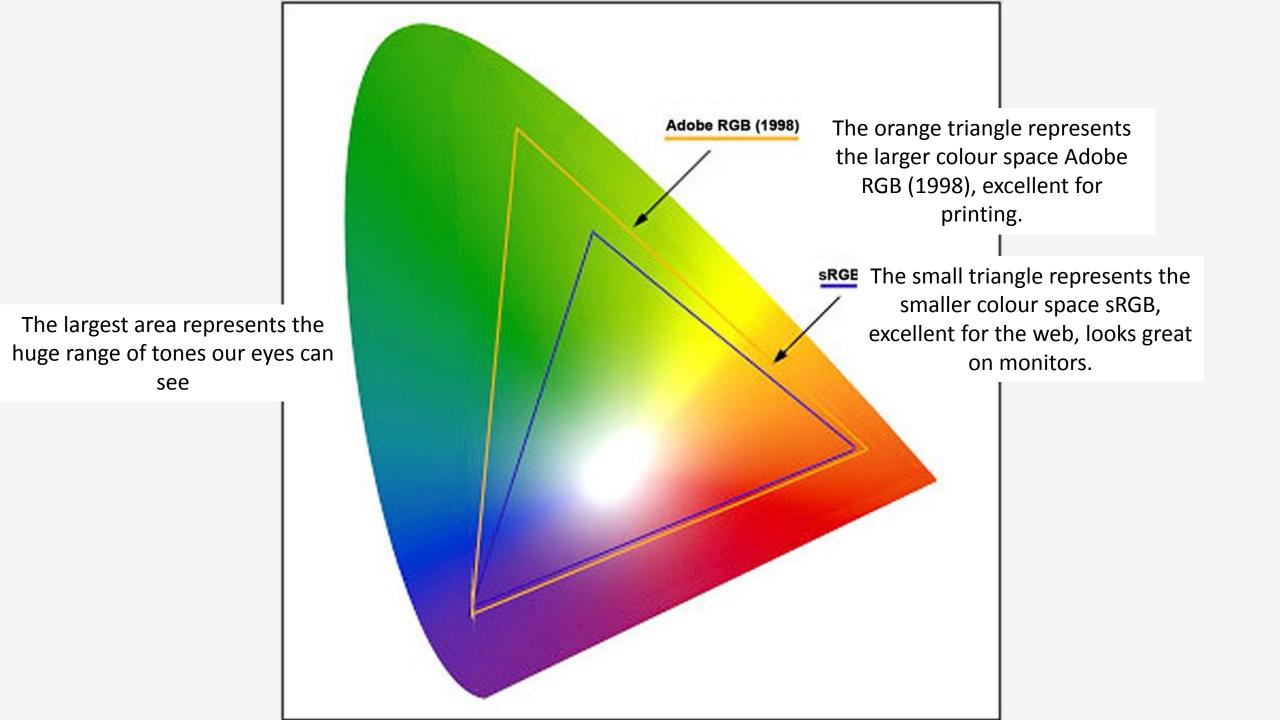


online printed archived online printed archived

Understand Colour Space







16-bit and 8-bit explained

Notice the lines that fall across the blue sky in this image like a rainbow.

This is known as banding.

The image was processed as an 8-bit image.

There is nothing wrong with processing an image as an 8-bit file, but a 16-bit file is more robust when it comes to the editing process, and therefore gives you more flexibility.

Why?

In simple terms, 16-bit contains more information, more data.

Quite a lot more!

8-bit contains potentially 16.8 million colours. That's a lot right? But 16-bit contains **trillions**.

16-bit files are enormous so you will need to reduce the file size to print or send to web! It makes sense to work with 16-bit, then export as an 8-bit image.

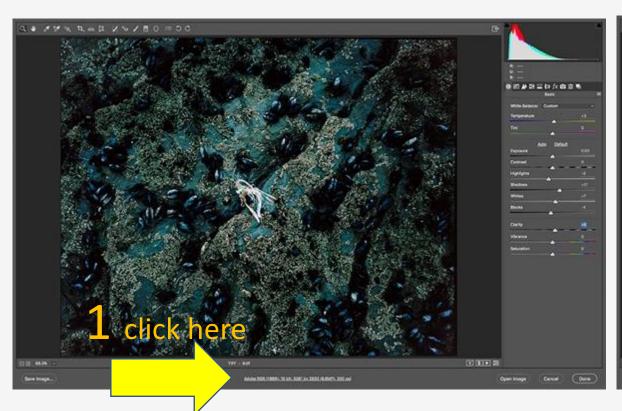
How?

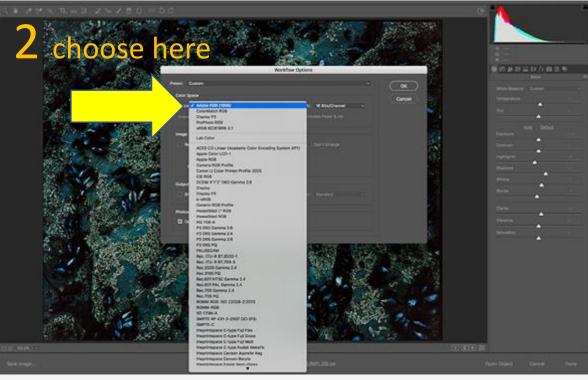
You can see if an image is 16-bit in it's metadata in your software, and also in it's title in Photoshop.

To export as 8-bit in Photoshop, go to Image, then Mode, then 8-bit.

In other software such as Camera Raw or Lightroom, set 8-bit in your export criteria.

If you regularly print, it is recommended that you set your workspace to Adobe RGB (1998)

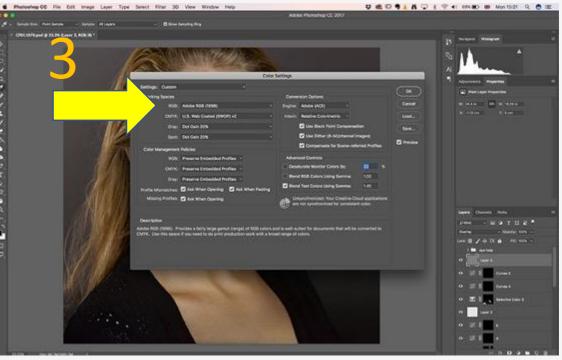






In Photoshop you can change your workspace to Adobe RGB (1998) by choosing edit/colour settings.







When sending to the web, the optimum colour profile is sRGB

It is a smaller colour space but images look their best on a monitor as sRGB images.

A good rule is to work in a large colour space, with the maximum amount of tones and least amount of artifacts (remember what we learned about banding), then check what your destination requires when you export.



RESOLUTION





Understanding resolution will help you preserve quality in your images

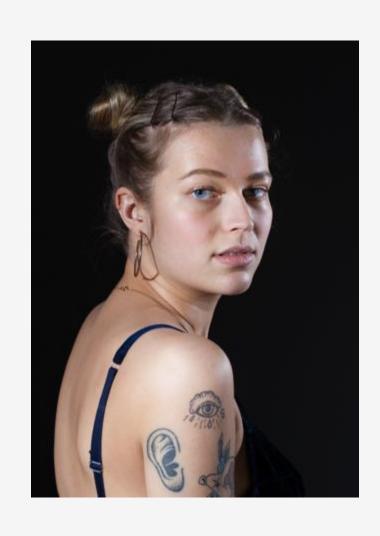


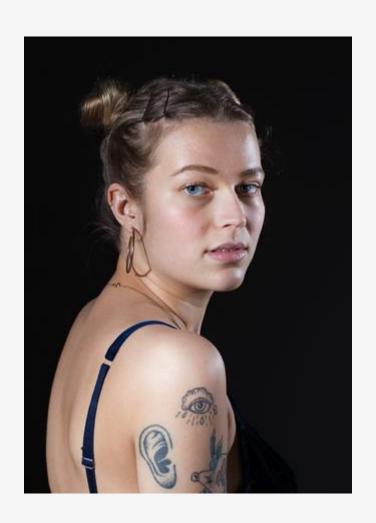
A digital image is made up of pixels....

...and resolution relates to how many pixels there actually are.



Look at these two images.





They both look the same right?

Hmm, let's zoom in

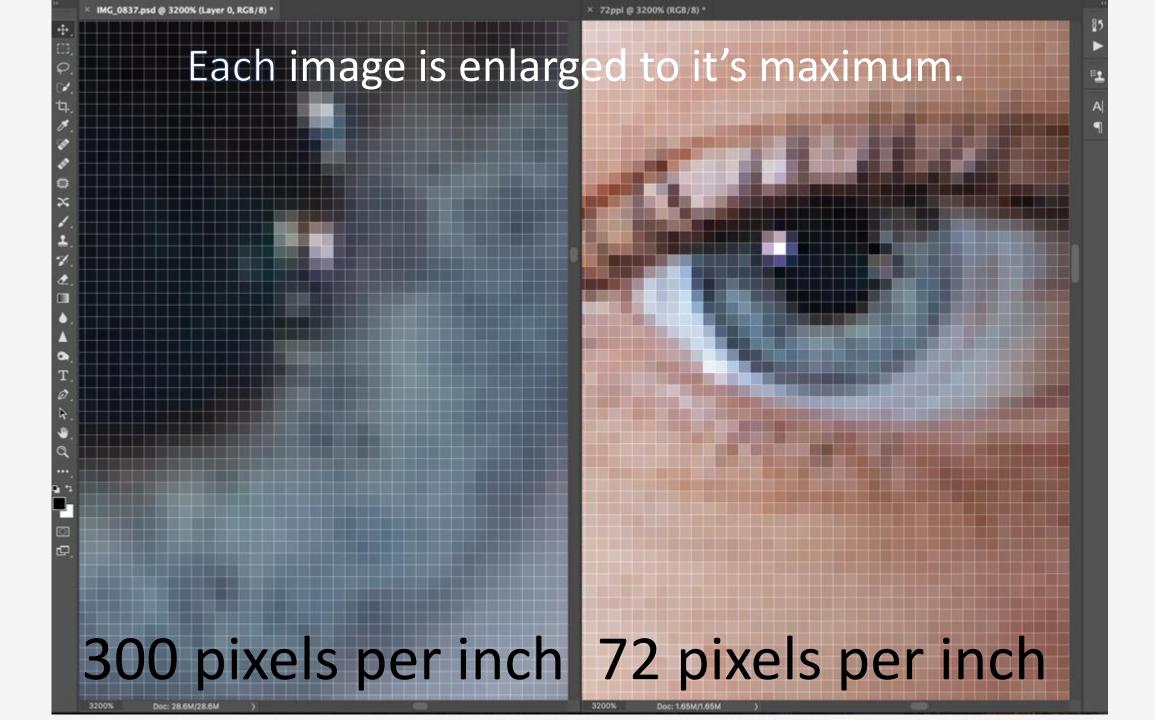




When we zoom in even further

the difference in quality is clear...





As you can see from the comparison, for good quality images it's important that we shoot at best quality and preserve that quality during editing

Work non-destructively

This means that less damage occurs during processing, and also on export we have maximum choice of destination and size.



The most common good quality resolution is

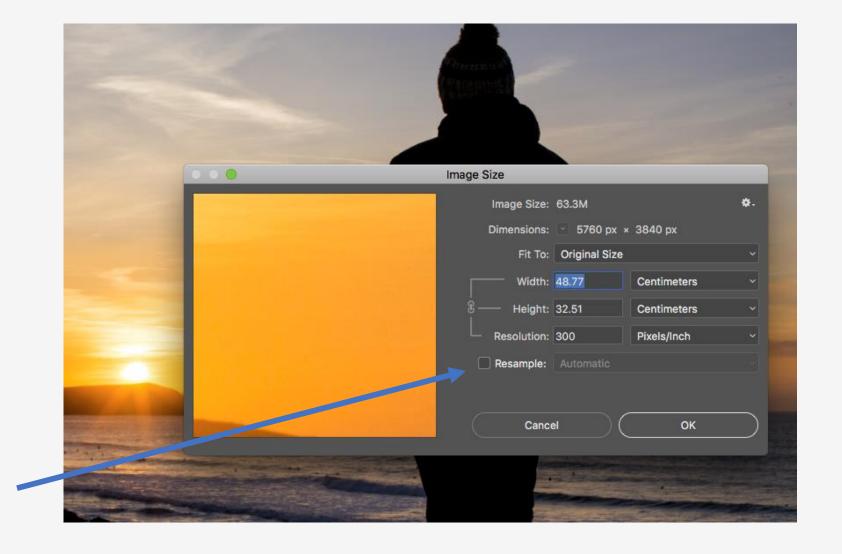
300ppi

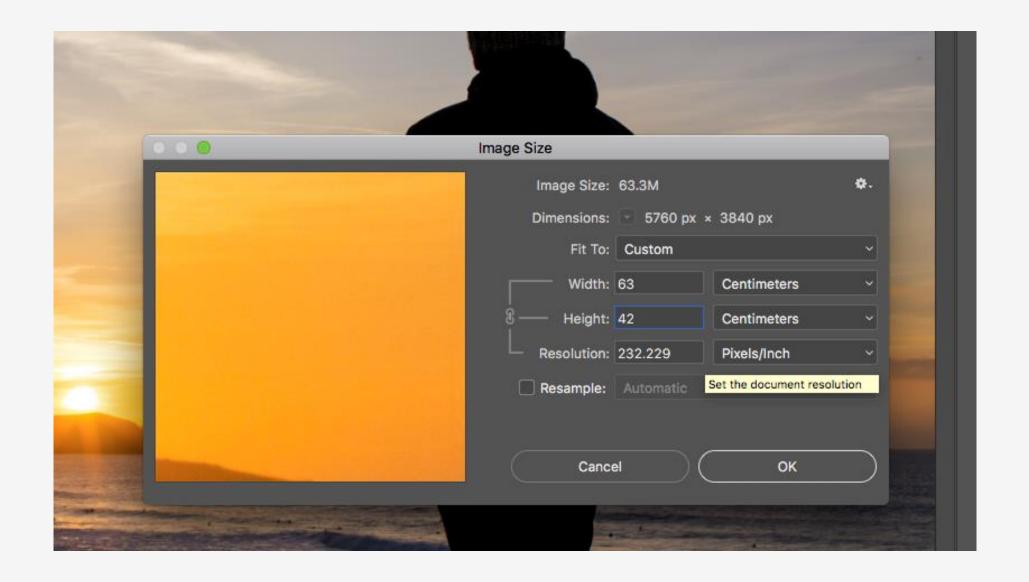
(pixels per inch)

In print this becomes 300dpi (dots per inch)



Image -> Image Size
Untick Image Resample.
This will mean width, height and resolution will all work with each other.





This is less important if the image is being re-sized smaller, but when making an image larger it is better to work with the resolution you have than ask the computer to 'make pixels up for you'

Workflow in Photoshop

Its important to have a workflow that works for you.

Even in the great photographers of the analogue era had a little help, either from learning to print well themselves or by working with master printers.



Adjustment Layers and Layers

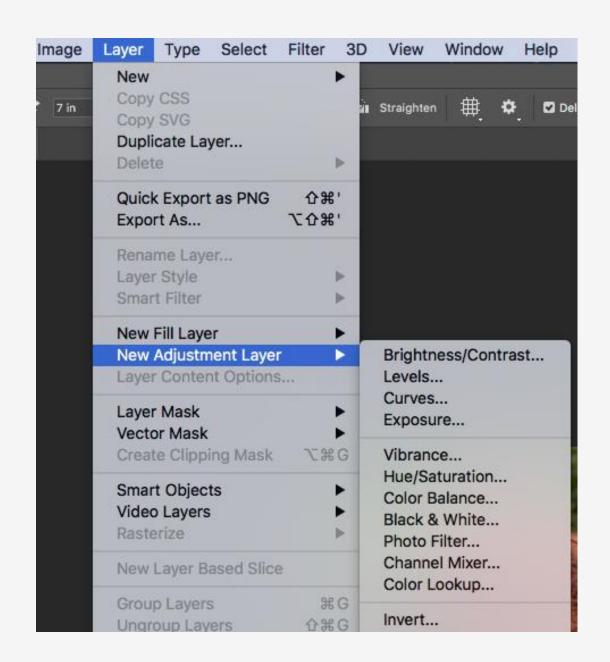
Working with adjustment layers and layers means that making adjustments later on becomes very simple. The downside to this is storing large files

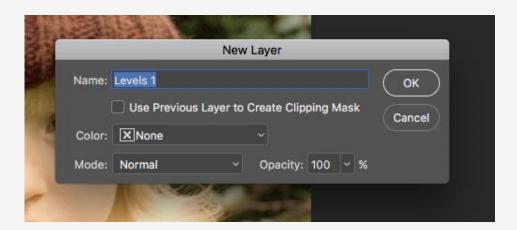
You may have a preferred method already. Today we are going to look at :Levels
Curves
Brightness/Contrast
Colour Balance
Hue/Saturation

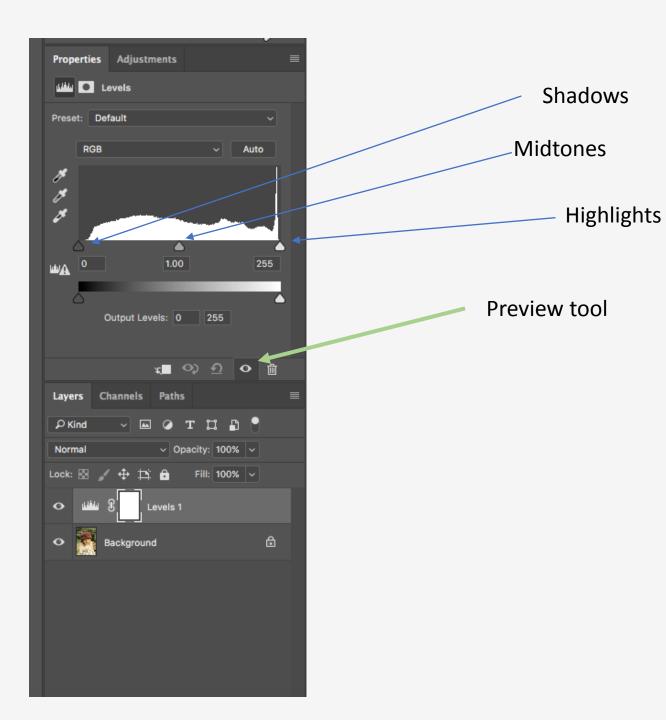
And the Dodge, Burn and Clone Stamp Tools

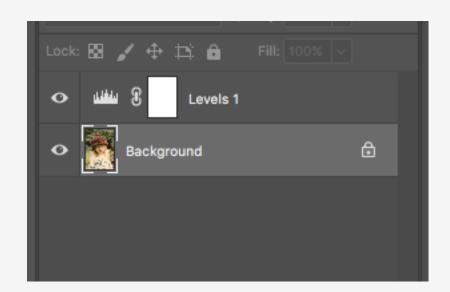
Levels

Layer -> New Adjustment Layer -> Levels









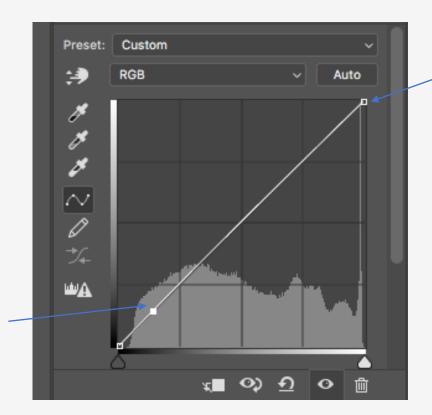
Before working on the next Adjustment Layer click back onto your Background Layer.

Curves

Layer -> New Adjustment Layer -> Curves



Darkest part of the image

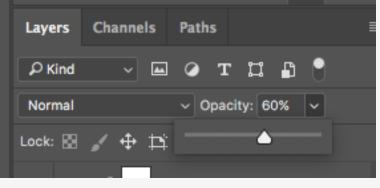


Lightest part of the image



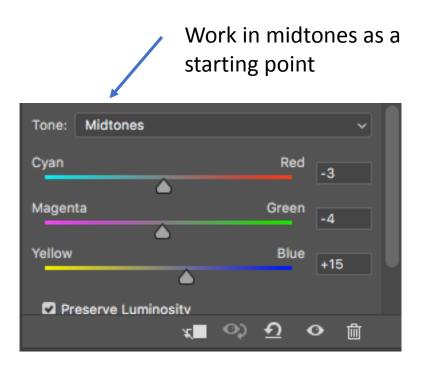


Original With Curve 60% layer Opacity









Colour Balance Layer-> New Adjustment Layer -> Colour Balance

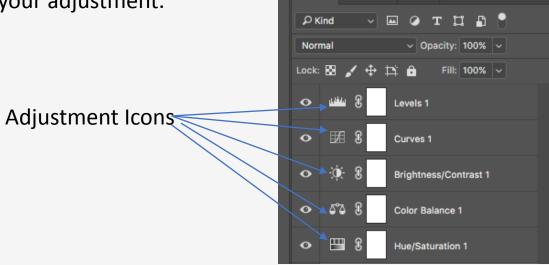
Hue/Saturation

Layer -> New Layer Adjustment Saturation
Try not to use Hue or Lightness (there are better tools to use for these that give you more control.

Fine Tune Your Adjustments

Each of the adjustment layers could of effected another Layer. If you need to make an adjustment double-click on the icon in Layers to fine

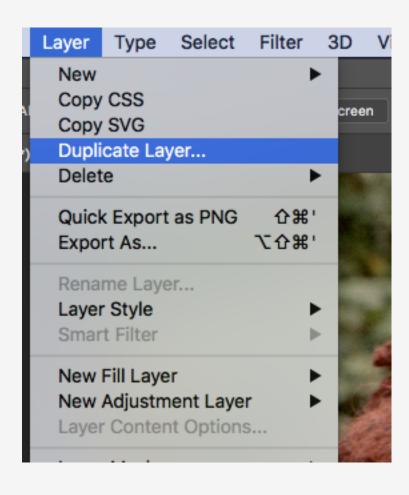
tune your adjustment.

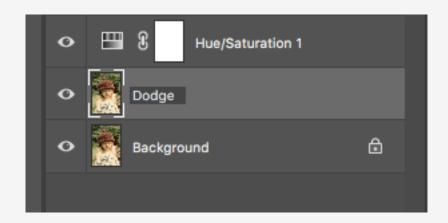


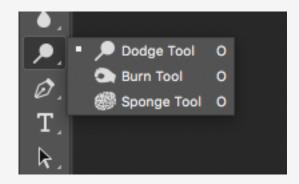


Tool Layers

Click back again on your background layer, then select Layer-> Duplicate Layer -> (Name the Layer Dodge) Click OK -> Select the Dodge Tool





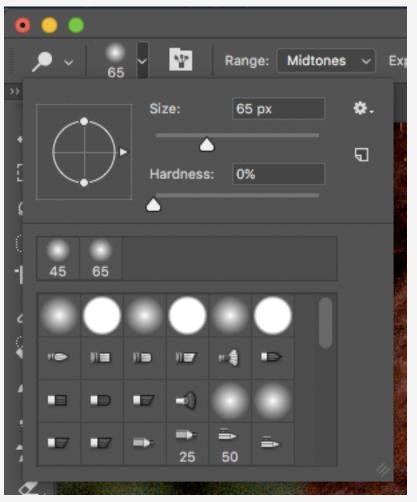


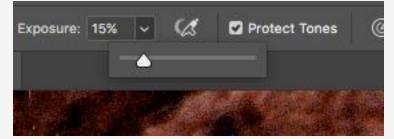
Making the most out of your tools

Select the right brush and size for the job. Think of dodge and burn like using a crayon.

With Dodge and Burn always work below 15% exposure. You want to not be able to immediately see the changes you are

making, but instead build up the changes slowly.

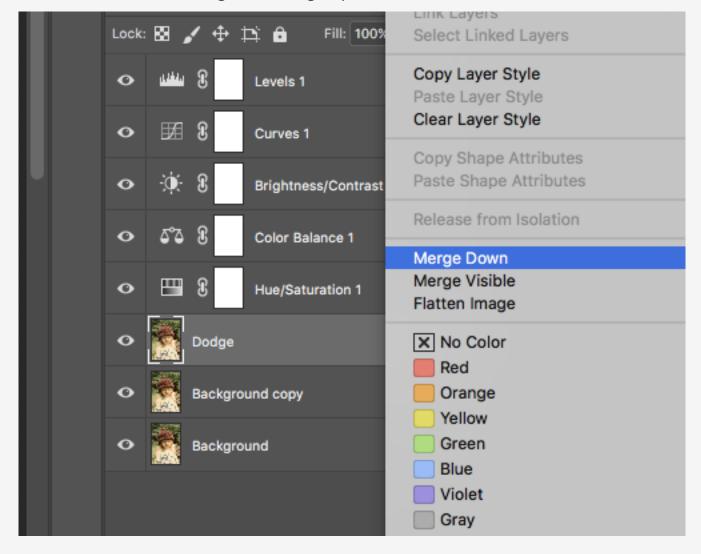




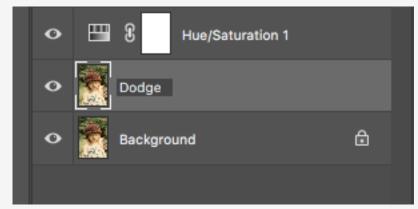


Over-doing it!!

If you over do it you can use the Opacity Tool in Layers to reduce the effect. The only problem with this is that then any duplicate layer you build up on this will will also be a lesser percentage. To combat this select the background Layer then go Layer-> Duplicate Layer-> Select the Dodge Layer -> Right-click on the Layer -> Select Merge Down. Your Opaciticty will now be 100% without affecting the changes you have made.



Don't forget to rename your layer Dodge instead of Background Copy.



Burn Tool

Follow the same steps as Dodge but this time choosing areas you wish to lighten. Experimenting with Shadows, Midtones and Highlights will help you understand how the tool works.





Clone Stamp Tool

This tool can take a while to get used to. But is far superior than using other tools, such as Spot Healing, where the computer controls where it takes information from.

Again follow Layer -> Duplicate Layer (from the Background Layer) -> Change the name to Clone Stamp -> Click OK



Select the Clone Stamp Tool.

If you click on the image it will come up with the error message on the right.

It is telling us that we need to select Alt key (next to the space bar) to choose a source. Once you have selected this button a target button for you to select the area you wish to take the information from. This isn't a one click job, but instead something you must be continuously selecting.







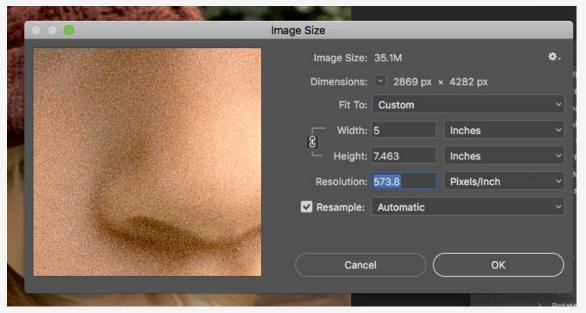
Save the Image as TIFF (or PSD) and Jpeg.

Jpeg is not a stable image to work from. Everytime you edit a jpeg image there is a loss in quality, but they are useful to have for posting work online, or for sending proofs.

Resizing and Image for Print

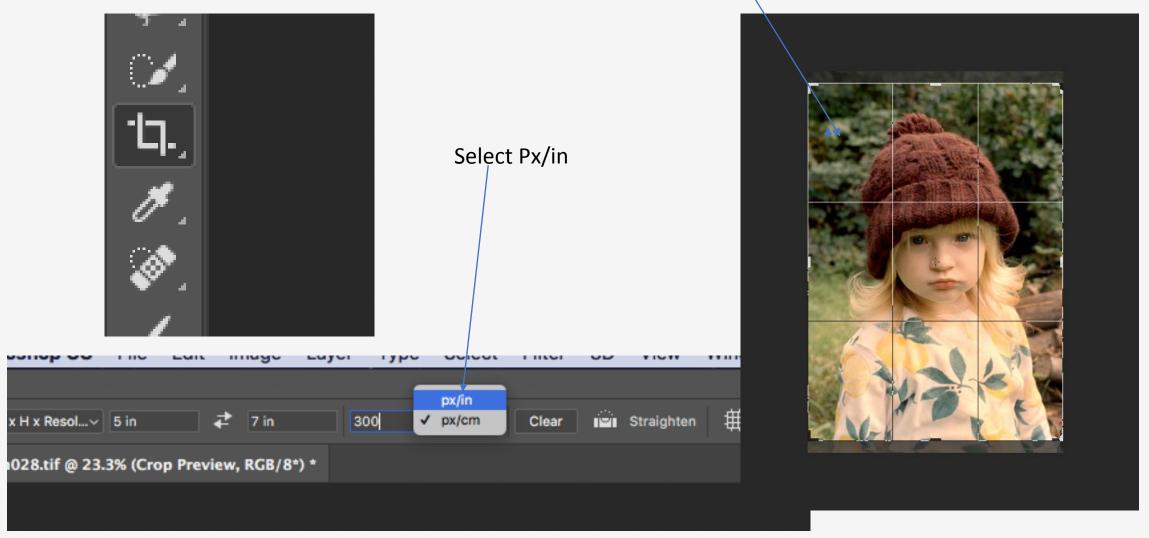
Image -> Image Size

Resizing the image to a 5x7 print my dpi has changed to 573. By clicking the resample button I can move the print down to 300 dpi.



The Crop Tool

When you have chosen the crop double click anywhere on the image.



The PhotoLab

How to order a print.

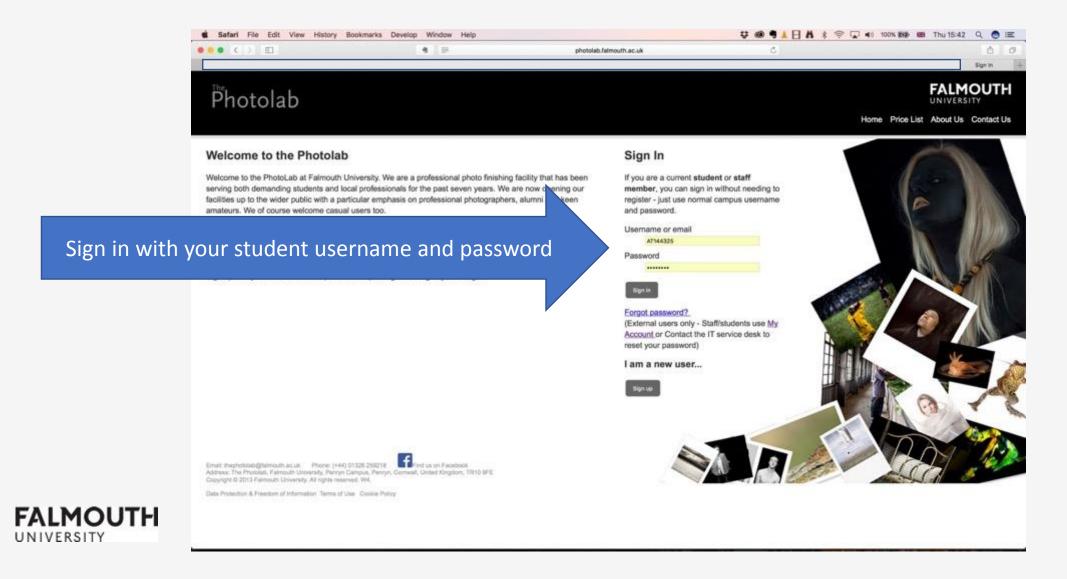


IMPORTANT

Print checklist.

- Flatten the layers
- 300 ppi (not 300 pixels per cm!)
- Size print to your required dimensions before uploading to the PhotoLab
- Adobe 1998 or sRGB
- Tiff or jpeg (don't erase the file extension if you rename your file)

www.photolab.falmouth.ac.uk



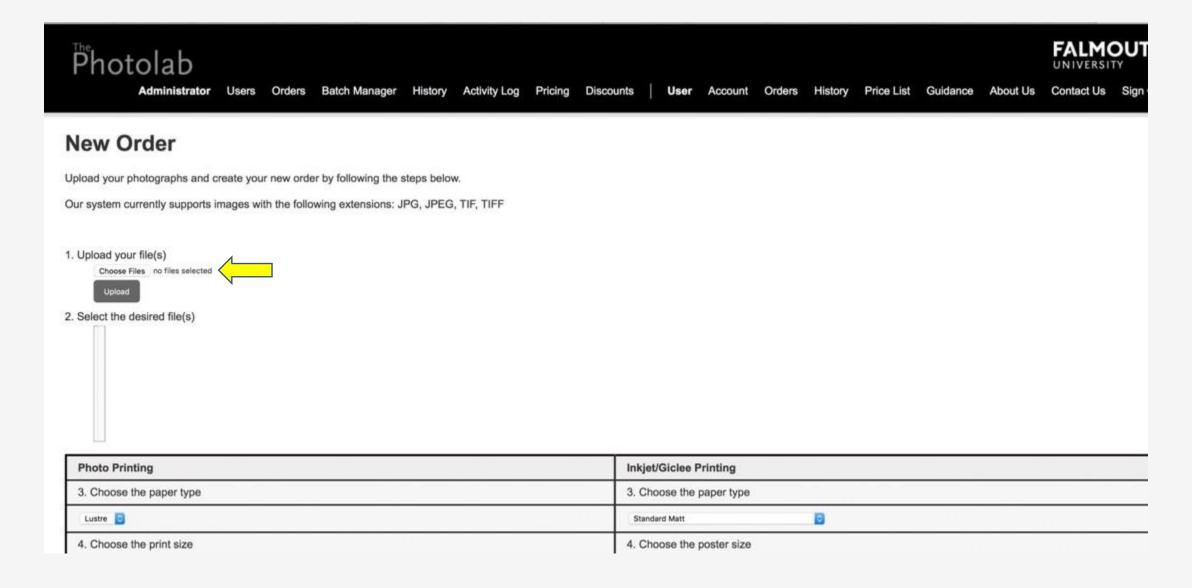
Select New Order



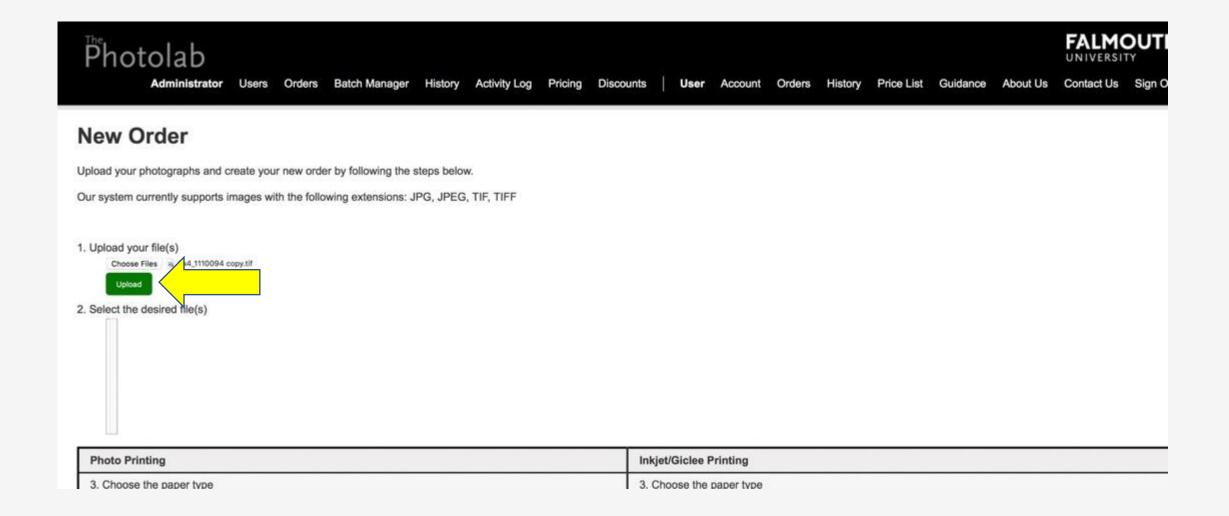


Select Choose files

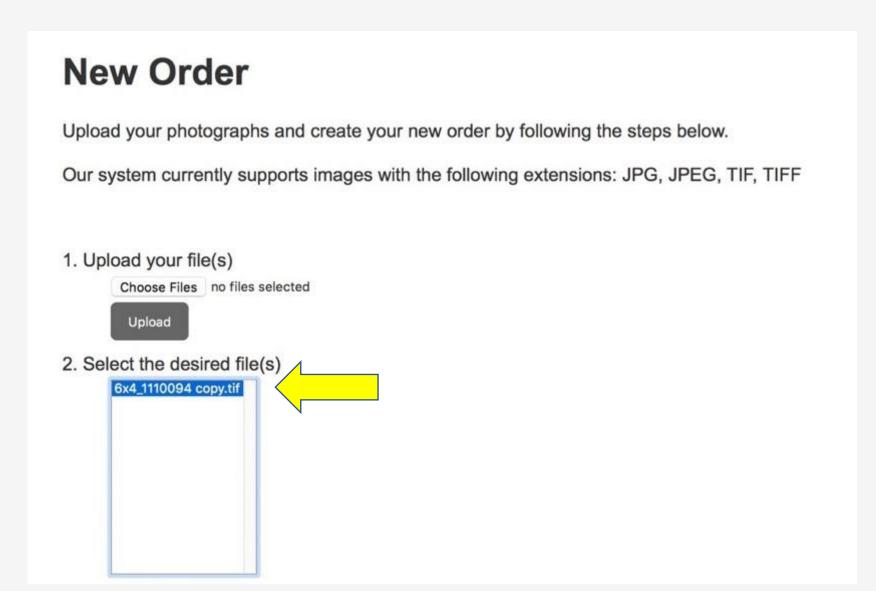
Locate the 6x4 inch print on your computer (It must be sized ready)



Upload



Click on the uploaded file name/s to highlight them for printing choices



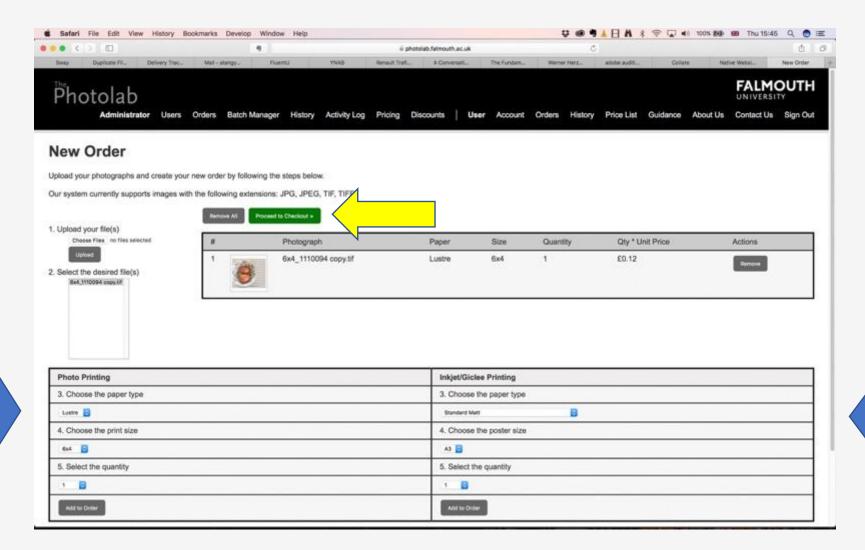


Make your choices. Add to order.





Check, then proceed to Checkout

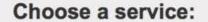


This side for C-Type prints, size 6x4 up to 12x18in

This side for archival inkjet printing, A3 to BO size

Your Orders

Checkout



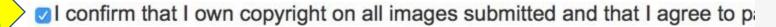
FREE 24 Hour Service

Enter Discount Code Here:

Apply I

Order Summary

Photographs	Order Items Total	Service
1 (1 items)	£0.12	£0.00

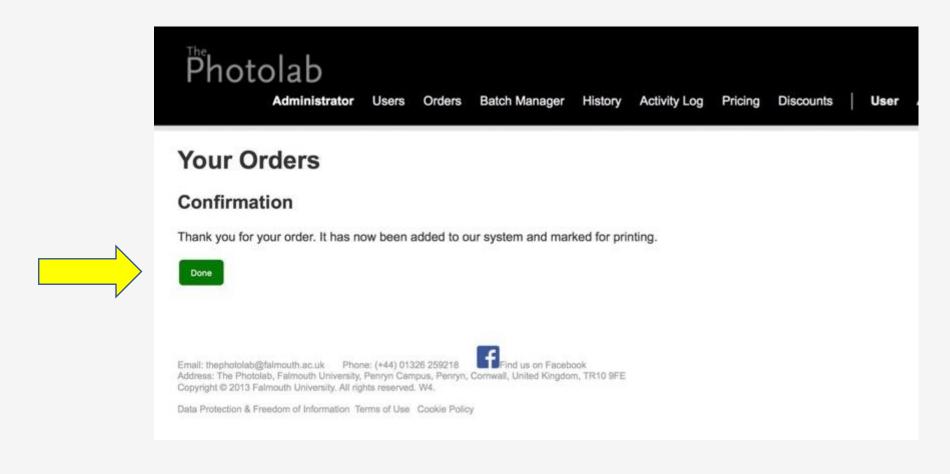


Back

Place Your Order »



Remember to click **Done**





That's it!

It may seem like a lot of steps but in reality it should take no longer than a few minutes to send a print.

The best way to become familiar with the whole process is to practise!

