

Power Retouche Retouching Suite

How to master exposure compensation with our photoshop plugin

Now you can do digital exposure compensation and exposure correction in your photo software - with a simple plugin for photo restoration, photo editing and image editing. Useful for general compensation as well as compensation targeted to shadow, sky's, etc.



■ Power Retouche Photoshop plug-ins are also for Paint Shop Pro, Corel Draw, Illustrator, Fireworks and other graphic software or photo software for photo editing, retouching and restoration (Mac & Win) see [list](#)

Exposure compensation plugin - Tutorial

Benefits of the plugin

- Correct over- or under-exposure
- Target exposure compensation to any range of shadows, mid tones or lights
- Target exposure compensation to any range of colors

The exposure compensation filter plugin works with these image modes (Win and Mac)...
8 & 16 bit / channel: RGB, Grayscale, Duotone, CMYK, Multichannel, Lab.

Exposure correction filter controls

This is the exposure correction plug-ins control panel (Windows). Click on the image to enlarge. The controlpanel and preview area can be changed by dragging the sides.



The filter has four sets of controls:

1. Correct over- or under-exposure
2. Adjust exposure and compensate color loss.
3. Target compensation to a brightness-range.
4. Target compensation to a color-range.

Example -



The exposure correction plugin is indispensable for doing exposure compensations inside your photo software.

The central square is the original unfiltered image

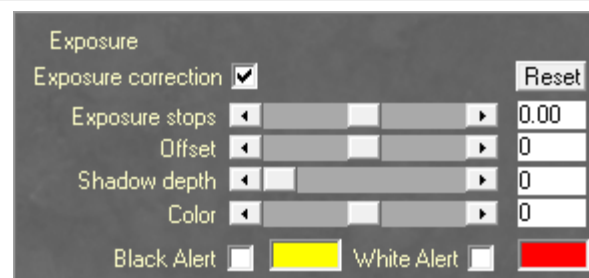
Exposure

Exposure

This control-group changes exposure and other related factors.

Since badly exposed areas often lack proper color definition, we implemented the option to adjust saturation.

Black Alert and White Alert will notify you of areas, that clip pure white and pure black



Exposure stops

The Exposure Stops slider is carefully calibrated to do the same as regular exposure stops (see examples below).

Exposure Correction

When you turn on "Exposure Correction, the algorithm is the same as used in our BW Studio plugin; but the Exposure Corrector plugin offers a larger range.

Examples of exposure filtering compared to Fuji standards

Exposure

Fuji standard

Normal exposure (seen below) compensated with the plugin.

Exposure compensated and color compensated

Normal color preservation.

+ 2/3



Color -30

+ 1/3



Color -15

Normal exposure



<<< This is the photo used for our exposure correction.

- 1/3



Color +15

- 2/3



Color +20

Fuji chart of exposures

This chart used above is mainly concerned with push processing, but third column illustrates normal exposure bracketing and is used for the above. See the full size scan [here](#) (225 kb jpeg) if you want to verify these examples for yourself. [Scanned from: *Fuji Pro-Value*, August 2001, vol. 6].

Offset

Offset will simply add or subtract an even amount of brightness from the entire image.

This can be used in conjunction with either Exposure or Shadow Depth.

Shadow Depth

Shadow Depth will darken shadows by reducing their exposure.

Color

The color slider does not do simple saturation, but will emulate the way colors are more or less saturated in nature as can be deduced from the image.

Examples

Compensating underexposure



Original photo



Exposure + 2 stops



Exposure + 4 stops



Exposure + 4 stops
Color +80

Examples

Compensating overexposure and faded photos

This photo is both overexposed and faded with age (it's 50 years old).



Original photo



Exposure - 4.00 stops
Color +40

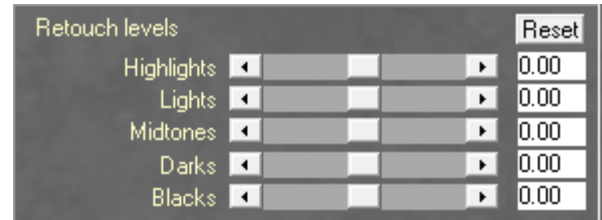


Exposure - 4.00 stops
Color +80

Retouch levels

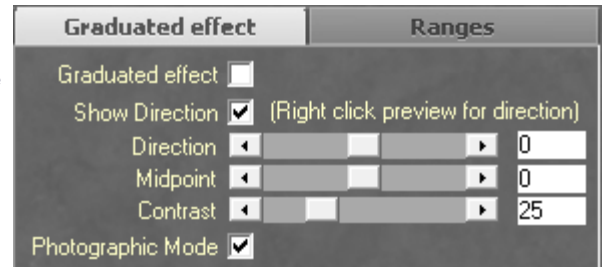
Retouch levels

These sliders let you decide if you want to apply exposure correction lights, midtones or darks.



Graduated effect

These controls are common for many of the Power Retouche plug-ins. Using graduated effect will cause the filter to apply its filtering at full strength in one side of the image and then fade the effect out towards the other side. You can change direction by right clicking the preview. Midpoint will shift the balance between how large an area will be filtered at full strength and how much will have a faded out effect. Contrast will change the acceleration and spread of the fade-out.



In this example we applied a graduated effect towards the bottom, setting midpoint low. This retouch brought light into the underexposed foreground, bringing it forward, without altering the horizon or sky.



Use brightness range

Brightness range

These three sliders let you target your exposure compensation to a specific brightness range.

- Dark limit
- Light limit
- Target
- Mask

From - pixels darker than this will remain unchanged.

Up to - pixels lighter than this will remain unchanged.

Target - pixels at this brightness value will be changed the most.

Mask unchanged - checking this will mask all pixels out of range as the selected mask color. Change the color by clicking in the colored rectangle.



Example of targeted exposure compensation

Here's an example of a difficult theme. We want to raise exposure in the shade but preserve the lights.

Target the lightest pixels within the range



Original



Mask



Exposure + 2.00 stops

Use color range

These filter controls let you target exposure compensation to a specific range of color hues.

From - only colors to the right of this slider will be changed.

Up to - only colors to the left of this slider will be changed.

This means that depending on if the upper slider is to the left or right of the lower slider, the selected colors will be those in between or outside the sliders.

Softness - when 0, all selected colors will be equally changed. At higher settings, the effect will fade more and more out. The higher the setting, the wider the fadeout, hence the softness.

Example - Targeting an overexposed sky with color-range

In this photograph the barren and somber mood of the mountains with the isolated dashes of cloud captured our attention, but in the photograph the sky (as is so common) got overexposed.

We used the color-range to target only the blue sky. And then added the brightness range to also mask out the blue shadow on the mountain. Also we wanted the targeted effect than brightness-range provides, so we would get a wider dynamic range into the originally rather flat sky.



Original photo



The mask used



The final exposure compensated sky

Copyright © 2001-2010 PowerRetouche.com All rights Reserved.
