

Image Improvement thro' Basic Selection Techniques

13th August 2019

Whether the image is just nice or competition worthy

It can be and should be improved in post processing

by

breaking the image down into component parts

adjusting those component parts that can be improved

checking that the component parts continue to work together

How

using the selection tools to isolate the components

adjust the selected area (contrast/colour/brightness/saturation/sharpness etc.)

use layers to constantly check the quality of the improvement

Words of Warning!!!

Every editor has its own combination of selection tools

Every editor has its own selection refinement tools

Every clever selection tool has its limitations (un-acknowledged)

Every limitation has multiple by-passes

You cannot learn and remember them all

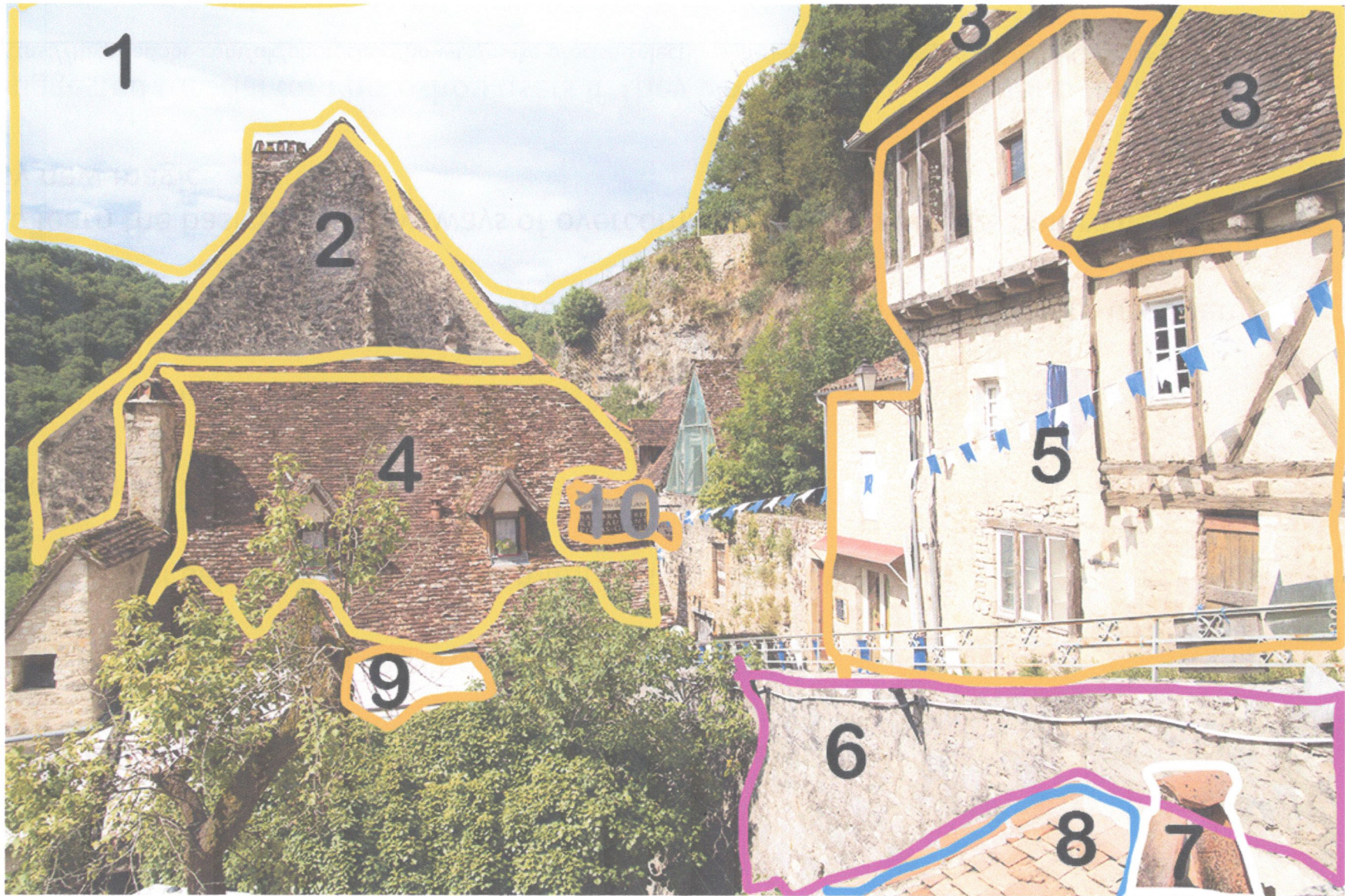
Unless you use a few techniques repeatedly it is too easy to forget how to use them

so learn the basics and a few ways of overcoming the shortcomings before being seduced by new magic

Suggested tutorial for Photoshop users if they want to move on beyond tonight's demo

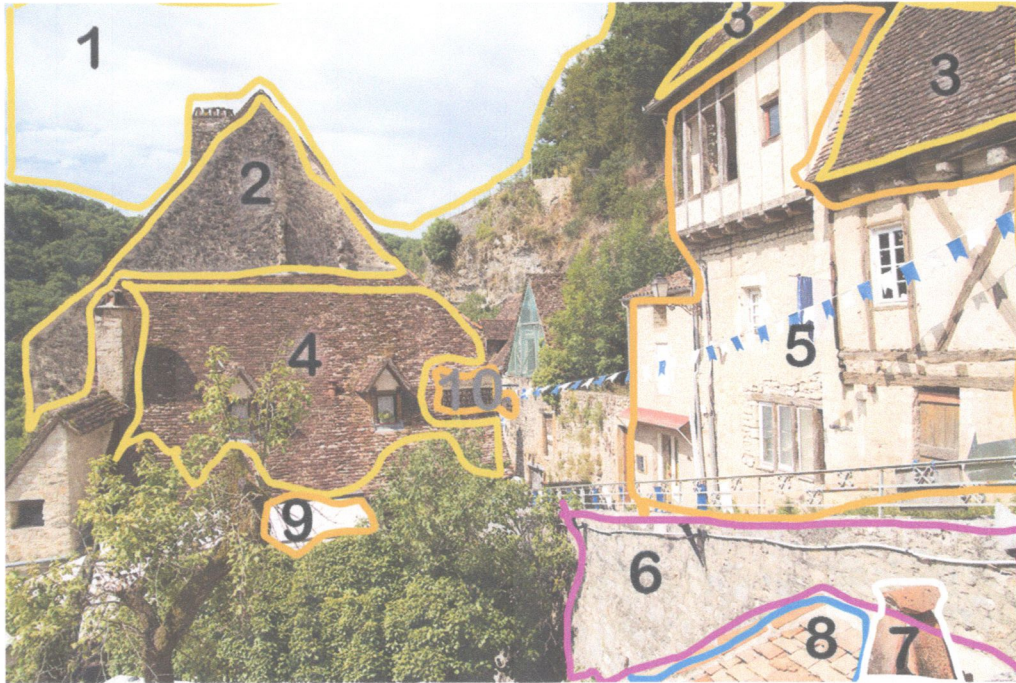
<https://helpx.adobe.com/uk/photoshop/how-to/make-precise-selections-in-select-mask.html?sdid=BJ4T3HC3&mv=email>

Analysing the image for improvement



My initial analysis was 'leave the trees alone' and adjust other areas

Analysing the image for improvement



1 The sky. There is sufficient detail in the sky so sky replacement is not necessary but it does need enhancing. The main tool is the **quick selection** tool with the **magic wand**.

2 The roof end. The old brickwork is dirty, discoloured and needs lifting. The main tool is the **polygonal lasso tool**

3 The tiles on these roofs need to be lightened and red saturation raised. The main selection tool will be the **polygonal lasso tool**

4 Some dodge and burn may be needed in places The selection tools will be the **polygonal lasso tool** and the **freehand lasso tool**.

5 These cream walls are in places burnt out and overall too light. The textures of the brickwork and Woodwork also need some enhancing. The main tool will be the **polygonal lasso tool**

6 This wall is too light and needs contrast to bring out the texture. The main tool will be **the polygonal tool** and the **freehand lasso tool** the conduit needs to be cloned out

7 This Chimney Cowling needs to be removed using a clone tool

8 This roof will need darkening and an increase in saturation. Main tool will be the **polygonal lasso tool**.

9 This glass roof needs to have some sky cloned into it as a reflection. Use the **magic wand**

10 The key to this memento image is the restaurant and the signs are therefore important. The **polygonal tool** and the **magic wand**

What are the basic selection tools

Basic

- Freehand Lasso (self completing)
- Polygonal Lasso (not self completing)
- Magnetic Lasso (not self completing)
- Magic Wand (self completing)

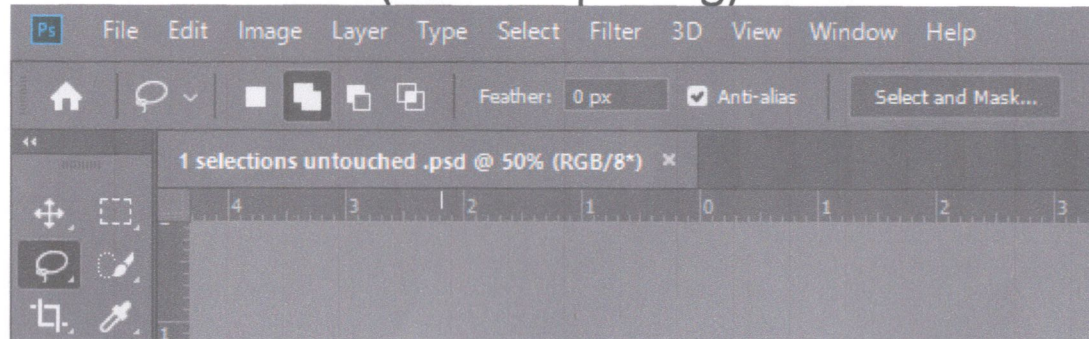
Intelligent

- Quick selection (self completing)
- Select Subject *possibly* (self completing)

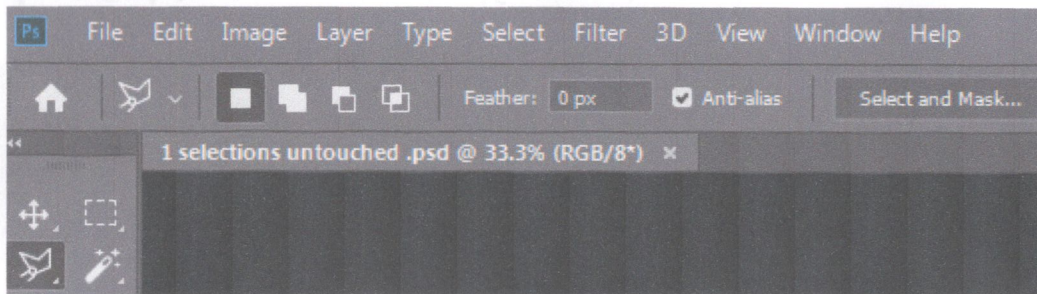
Specialist

- Pen Tool

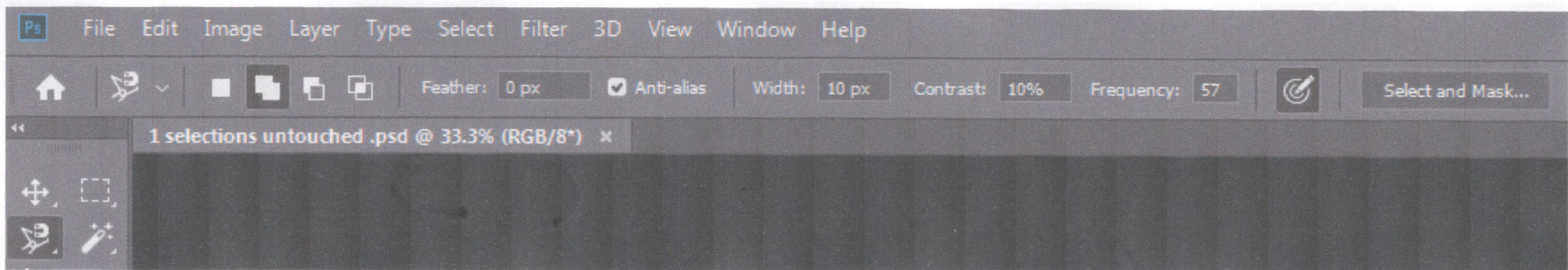
Freehand Lasso (self completing)



Polygonal Lasso (not self completing)

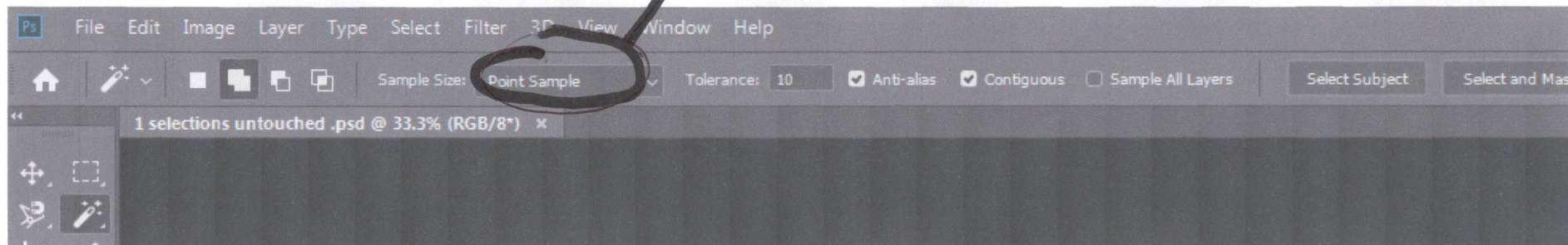


Magnetic Lasso (not self completing)

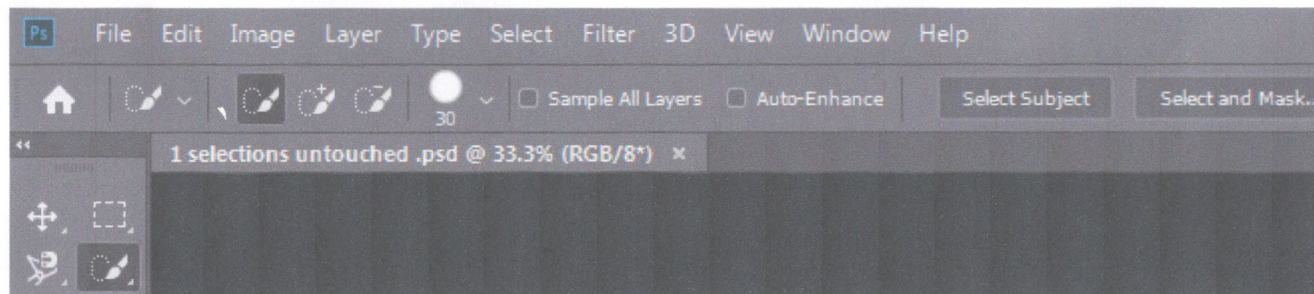


Magic Wand (self completing)

FOR VERY SMALL AREAS
DOWNS TO A SINGLE PIXEL



Quick selection (self completing)



Select Subject *possibly* (self completing)

Select and Mask

View Mode

normally as shown with the non selected area in red

Opacity

Set to personal taste

Smooth

This smooths jagged selections. Not normally necessary

Feather

This is the key parameter. This is what controls the transition between the selected area and the non-selected area.

Familiarity with where to set the control comes with experience (1 pixel is generally sufficient)

Contrast

I have never used...sorry

Shift Edge

This allows you to contract or expand the selection

