

## Selective Dodge and Burn Using Curve Adjustment Layers

NOTE: You will be making 2 separate adjustment layers--one for dodging, and one for burning.

Make sure you that you start with a duplicate layer of the background layer.

From the Layers Palette, go to the icon at the bottom that says Create New Fill or Adjustment Layer (it's the half black/half white circle)

Choose Curves; make no adjustment, just click OK; this creates a new layer with it's own white layer mask.

Click Command i (Mac) or Control i (PC) to *invert* the mask to black.

TO DARKEN:

Select **Multiply** blend mode in the layers palette, and set opacity to 50%. Name this layer "Darken".

Set **foreground color to white**, choose a brush, set the brush opacity to about 33%.

Now you are ready to paint in the darkening effect wherever you like in the image.

You can build the effect because the brush is set to 33% opacity; even after you finish painting, you can make further adjustments using the opacity in the layers palette.

TO LIGHTEN:

Create another Curves adjustment layer, following the steps above, EXCEPT;

Select **Screen** blend mode in the layers palette, set opacity to 50%. Name this layer "Lighten".

NOTE: You must do the mask inversion step BEFORE changing the blend mode, or the entire image will be affected.