kelbyone PHOTOSHP WORLD

DEEP DIVE INTO BLENDING
MODES FOR COMPOSITING
& COLOR CORRECTION

BLEND IF SLIDERS

LISA**CARNEY**

kelbyone

WE ARE GOING TO. LOOK AT :

COMPOSITING
MASKING EFFECTS TEXTURES
COLOR
WITH

BLEND IF SLIDERS

LISA CARNEY

Finisher/Photographer/Designer/Retoucher/Educator

LISACARNEY.COM

OWNER / FINISHING STATION
lisa@lisacarney.com

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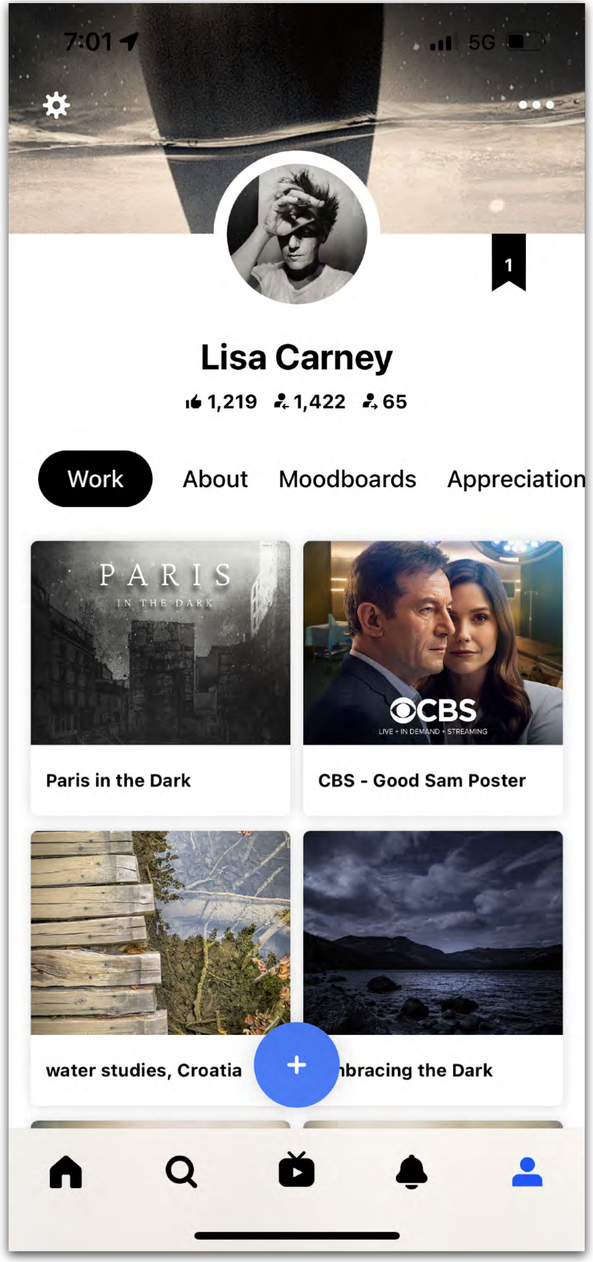
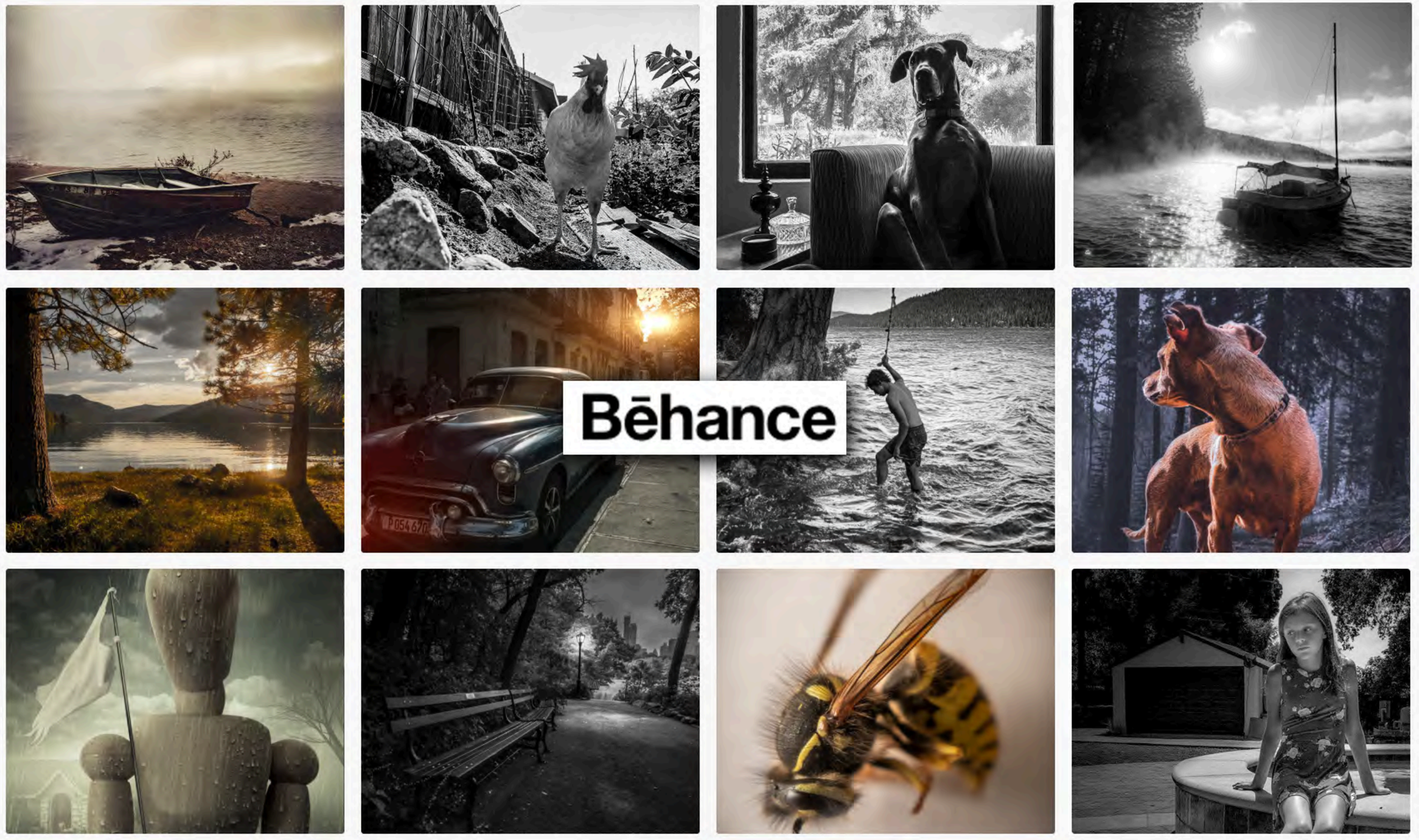

7:01
5G
1
Lisa Carney
1,219
1,422
65
Work
About
Moodboards
Appreciation
PARIS
IN THE DARK
Paris in the Dark
CBS
LIVE + IN DEMAND + STREAMING
CBS - Good Sam Poster
water studies, Croatia
bracing the Dark

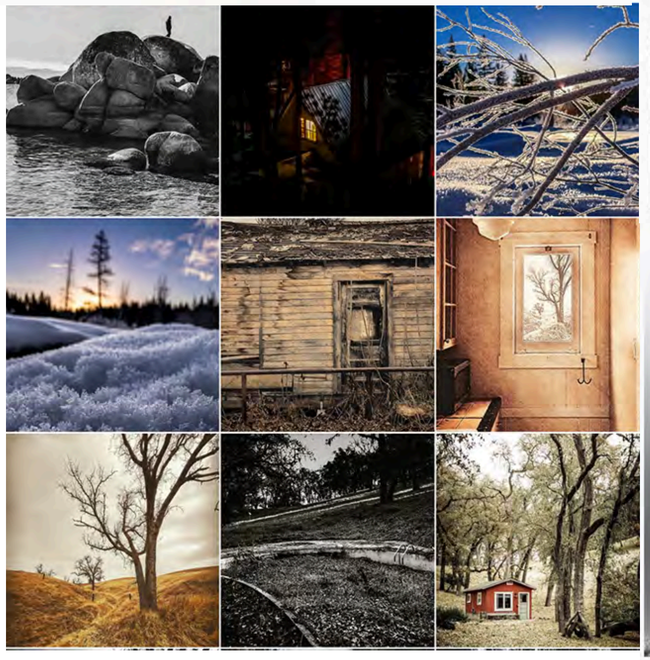

Bēhance

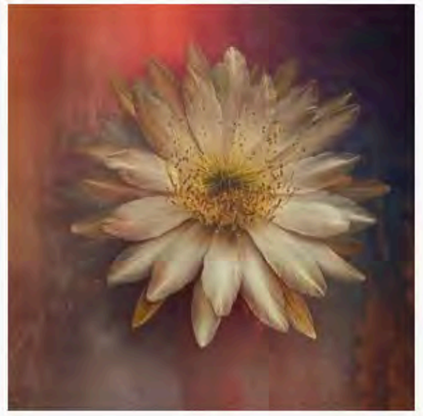
Instagram

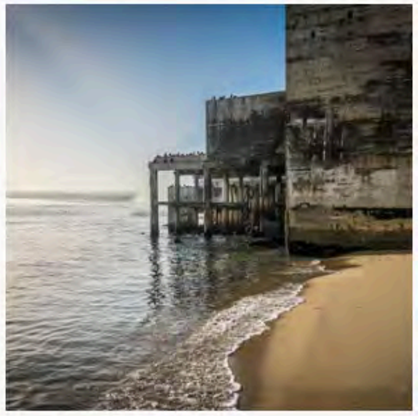
finishing_station Edit profile

745 posts 4,657 followers 950 following

Lisa Carney/Finishing Station
Art
Photographer - Retoucher
https://lisacarneyphotography.com
link: https://lisacarney.com/
lisacarney.com







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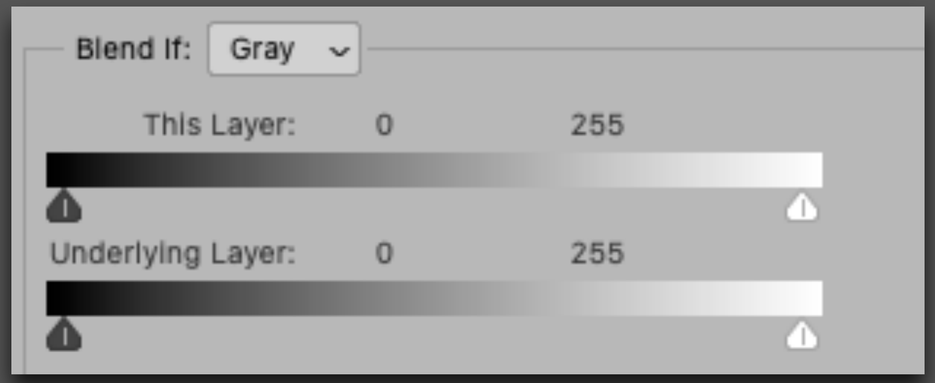

BLEND IF SLIDERS

Blend If is one of the most useful tools in Photoshop, but one that not many people know about.

Blend If can be used to:
add color and exposure effects to only the highlights, midtones, or shadows of any image.

Precision MASKING

Create sophisticated COLOR GRADING

ADDING TEXTURE to specific tones in Frequency Separation.

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MASKING

SPECIAL EFFECTS

SKIN COLOR

COLOR GRADING

FS MODIFICATIONS

BLEND IF SLIDERS

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Precision MASKING

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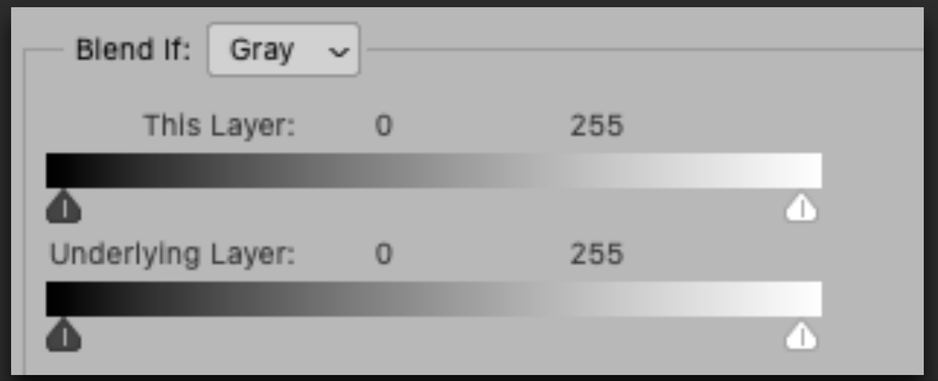

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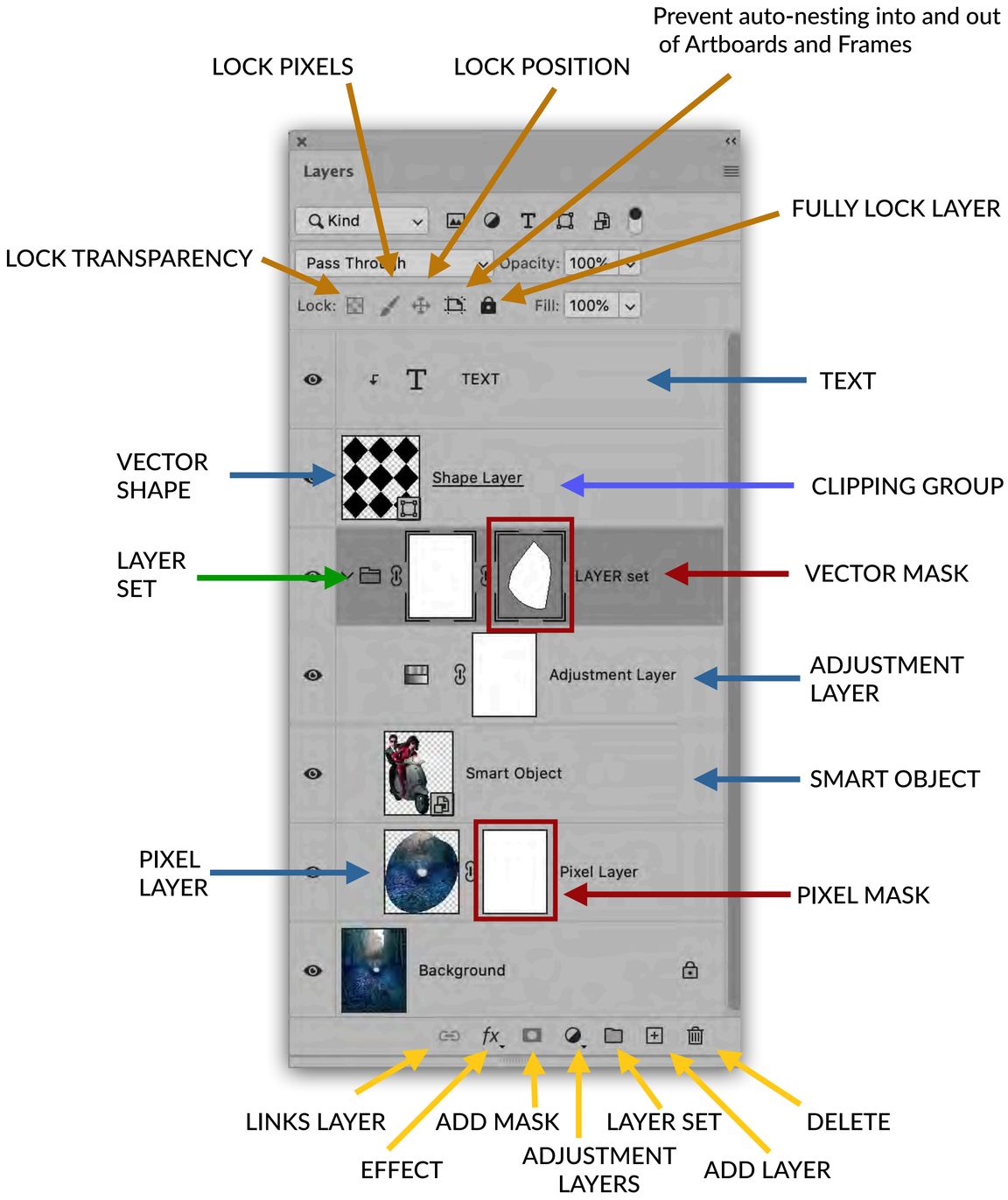
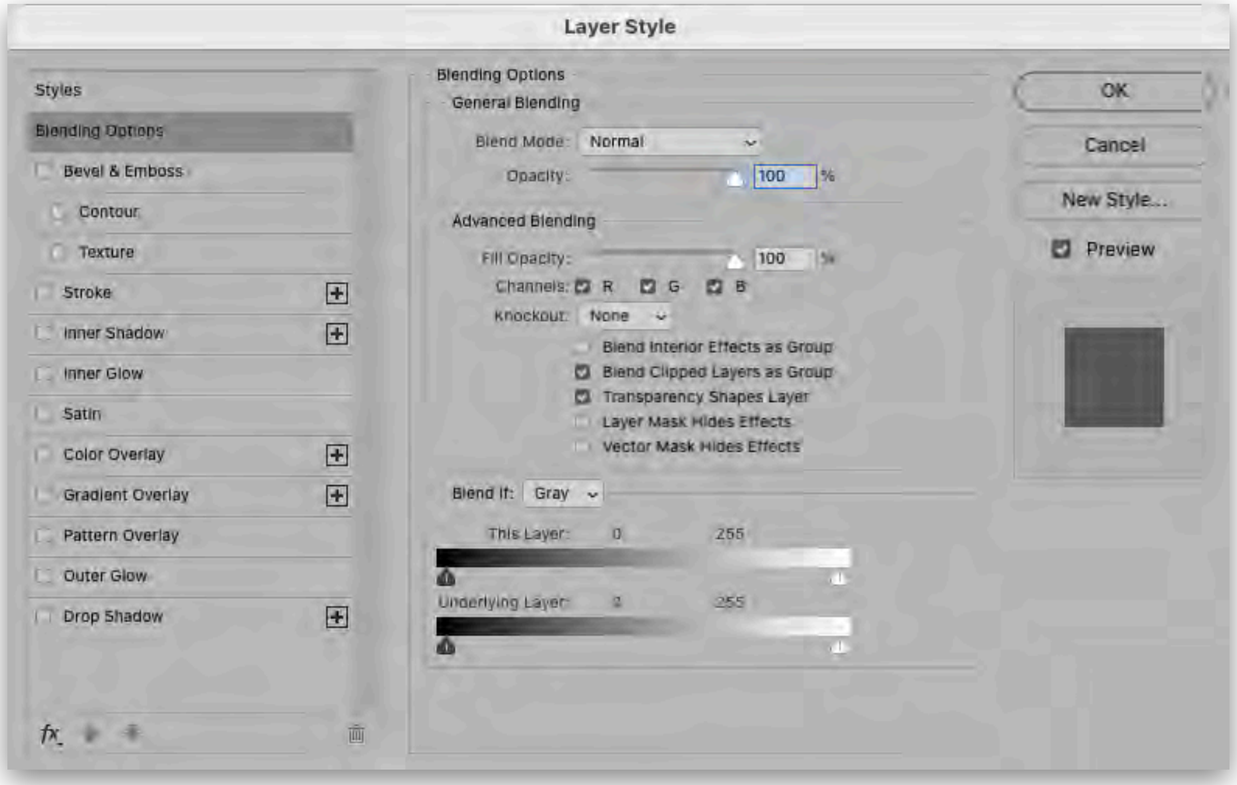
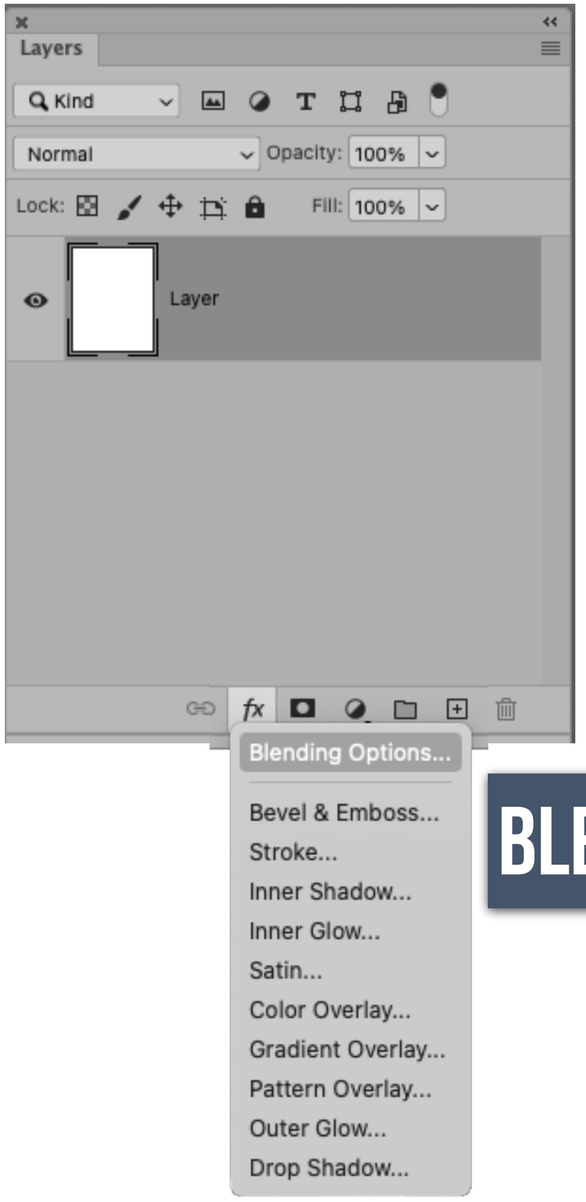
LAYER PALETTE



LAYER STYLE



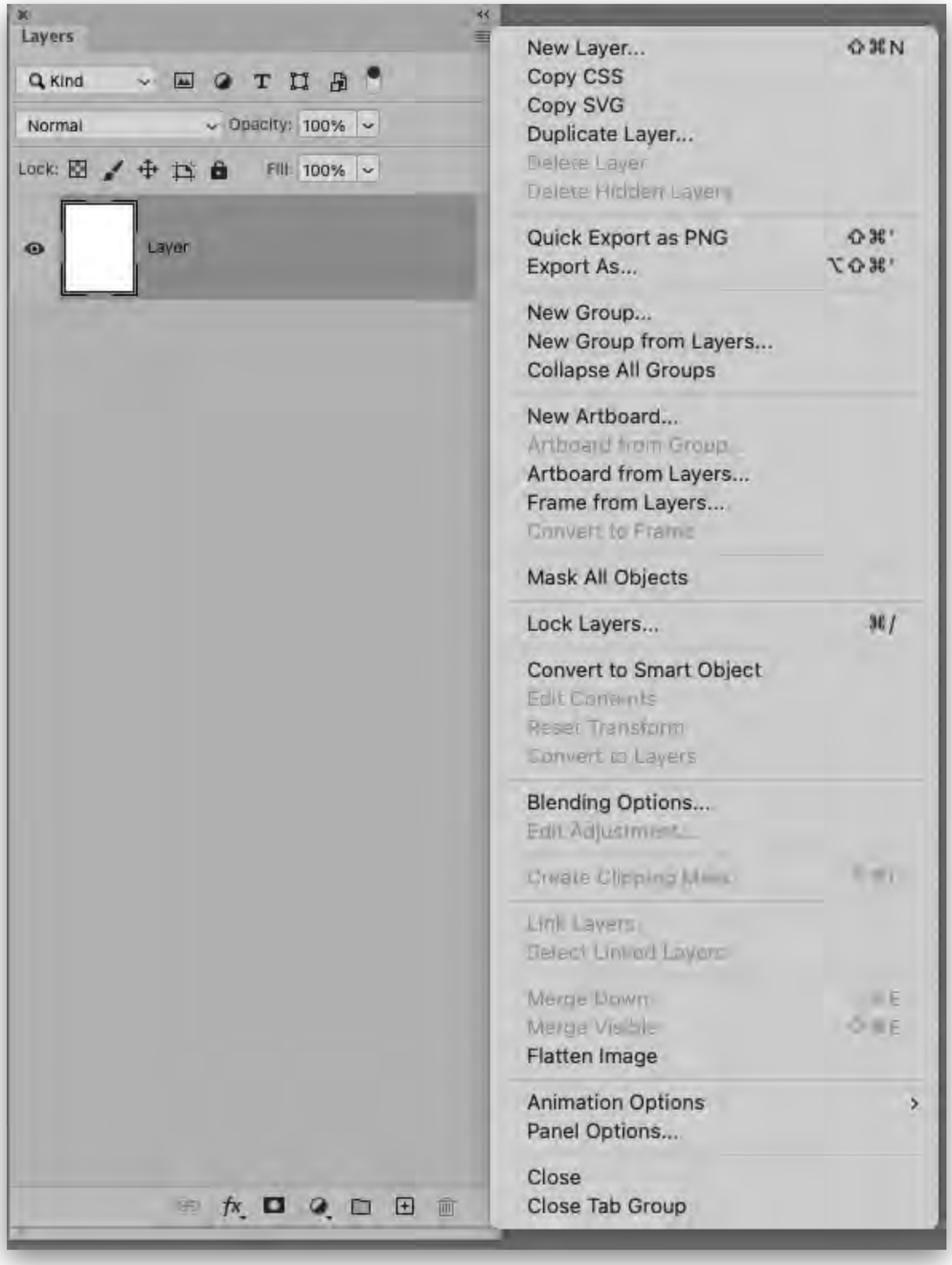


BLENDING OPTIONS

Photoshop provides a variety of effects—such as shadows, glows, and bevels—that change the appearance of a layer's contents in a non-distructive way. Layer effects are linked to the layer contents. When you move or edit the contents of the layer, the same effects are applied to the modified contents.

For example, if you apply a drop shadow to a text layer and then add new text, the shadow is added automatically to the new text.

A layer style is one or more effects applied to a layer or layer group. You can apply one of the preset styles provided with Photoshop or create a custom style using the Layer Style dialog box.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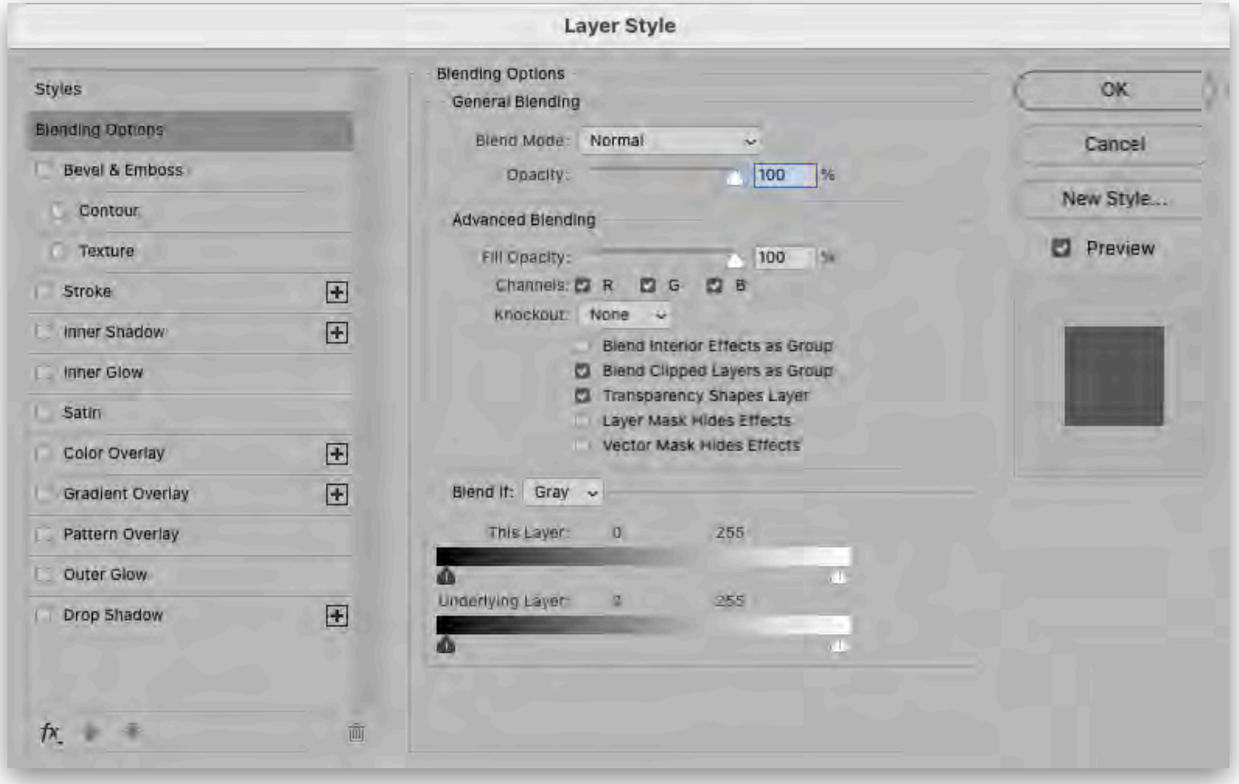
Kind
Normal
Opacity: 100%
Lock:
Fill: 100%
Layer
New Layer... ⇧⌘N
Copy CSS
Copy SVG
Duplicate Layer...
Delete Layer
Delete Hidden Layers
Quick Export as PNG ⇧⌘'
Export As... ⌥⇧⌘'
New Group...
New Group from Layers...
Collapse All Groups
New Artboard...
Artboard from Group
Artboard from Layers...
Frame from Layers...
Convert to Frame
Mask All Objects
Lock Layers... ⌘/
Convert to Smart Object
Edit Contents
Reset Transform
Convert to Layers
Blending Options...
Edit Adjustment...
Create Clipping Mask
Link Layers
Select Linked Layers
Merge Down ⌘E
Merge Visible ⇧⌘E
Flatten Image
Animation Options
Panel Options...
Close
Close Tab Group


Layer Style
Styles
Blending Options
Bevel & Emboss
Contour
Texture
Stroke
Inner Shadow
Inner Glow
Satin
Color Overlay
Gradient Overlay
Pattern Overlay
Outer Glow
Drop Shadow
Blending Options
General Blending
Blend Mode: Normal
Opacity: 100 %
Advanced Blending
Fill Opacity: 100 %
Channels: R G B
Knockout: None
Blend Interior Effects as Group
Blend Clipped Layers as Group
Transparency Shapes Layer
Layer Mask Hides Effects
Vector Mask Hides Effects
Blend If: Gray
This Layer: 0 255
Underlying Layer: 0 255
OK
Cancel
New Style...
Preview

HOW DOES IT WORK

Specify a tonal range for blending layers

The sliders in the Blending Options dialog box control which pixels from the active layer and the underlying visible layers appear in the final image. For example, you can drop dark pixels out of the active layer or force bright pixels from the underlying layers to show through. You can also define a range of partially blended pixels to produce a smooth transition between blended and unblended areas.

1. Double-click a layer thumbnail, choose Layer > Layer Style > Blending Options, or choose Add A Layer Style > Blending Options from the Layers panel menu.

> **Note:**
>
> To view blending options for a text layer, choose Layer > Layer Style > Blending Options, or choose Blending Options from the Add A Layer Style button at the bottom of the Layers panel menu.

2. In the Advanced Blending area of the Layer Style dialog box, choose an option from the Blend If pop-up menu.
   - Choose Gray to specify a blending range for all channels.
   - Select an individual color channel (for example, red, green, or blue in an RGB image) to specify blending in that channel.

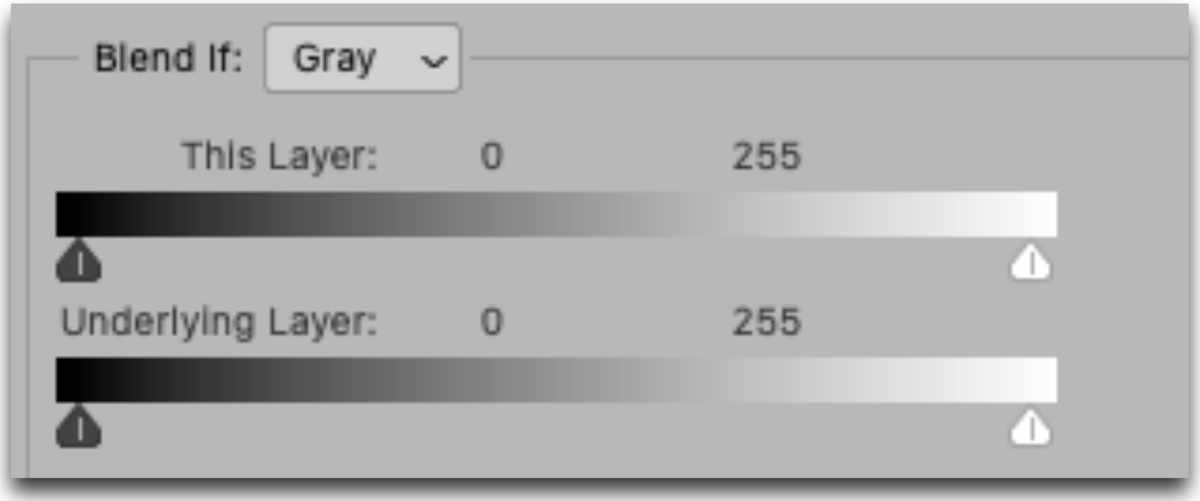
3. Use the This Layer and Underlying Layer sliders to set the brightness range of the blended pixels—measured on a scale from 0 (black) to 255 (white). Drag the white slider to set the high value of the range. Drag the black slider to set the low value of the range.

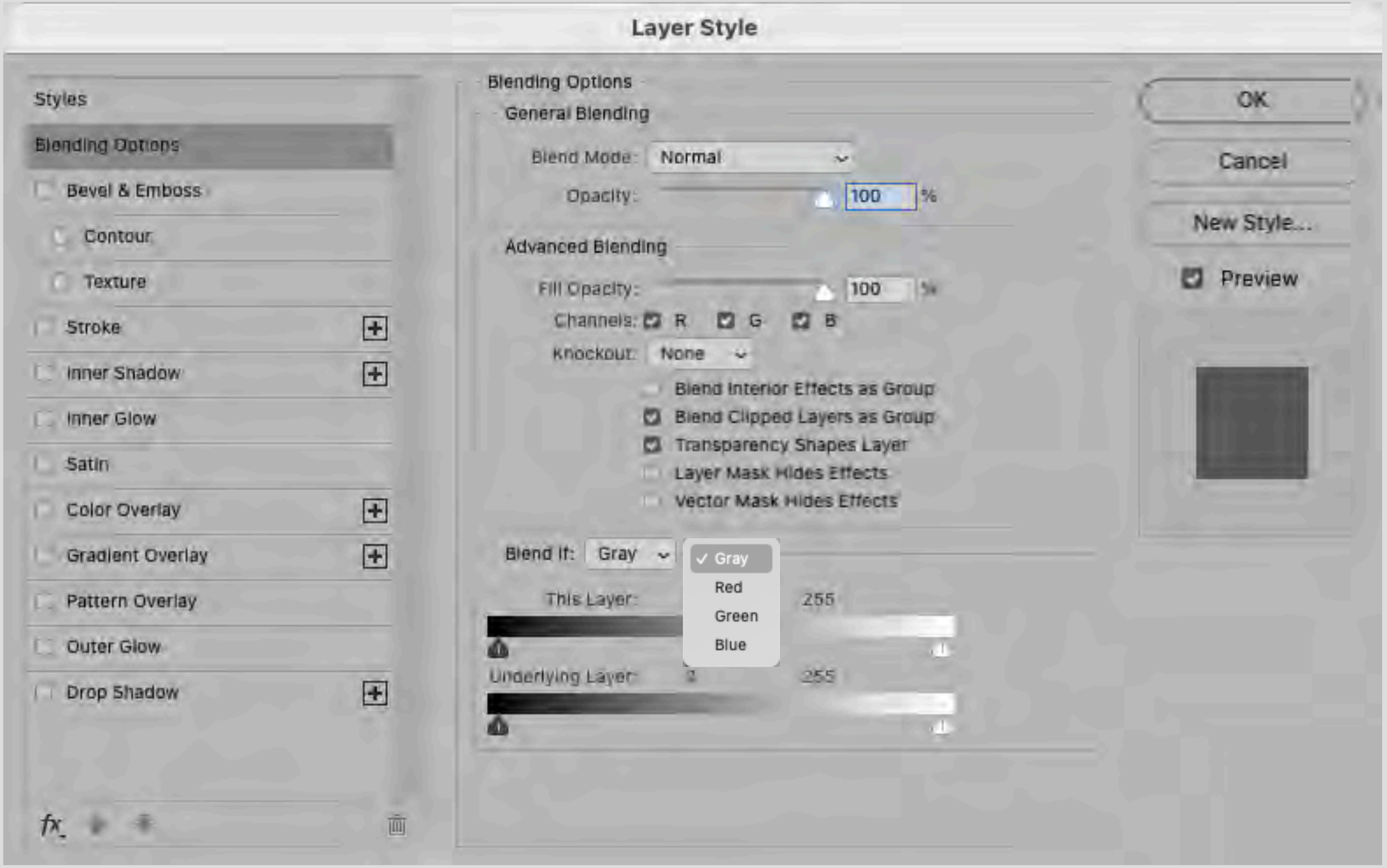
> **Note:**
>
> To define a range of partially blended pixels, hold down Alt (Windows) or Option (Mac OS), and drag one half of a slider triangle. The two values that appear above the divided slider indicate the partial blending range.

Keep the following guidelines in mind when specifying blending ranges:

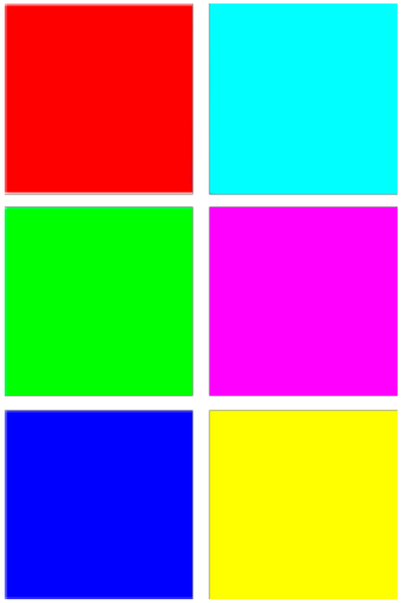
- Use the This Layer sliders to specify the range of pixels on the active layer that will blend, and therefore appear, in the final image. For example, if you drag the white slider to 235, pixels with brightness values higher than 235 will remain unblended and will be excluded from the final image.
- Use the Underlying Layer sliders to specify the range of pixels in the underlying visible layers that will blend in the final image. Blended pixels are combined with pixels in the active layer to produce composite pixels, whereas unblended pixels show through overlying areas of the active layer. For example, if you drag the black slider to 19, pixels with brightness values lower than 19 will remain unblended and will show through the active layer in the final image.

BLEND IF SLIDERS

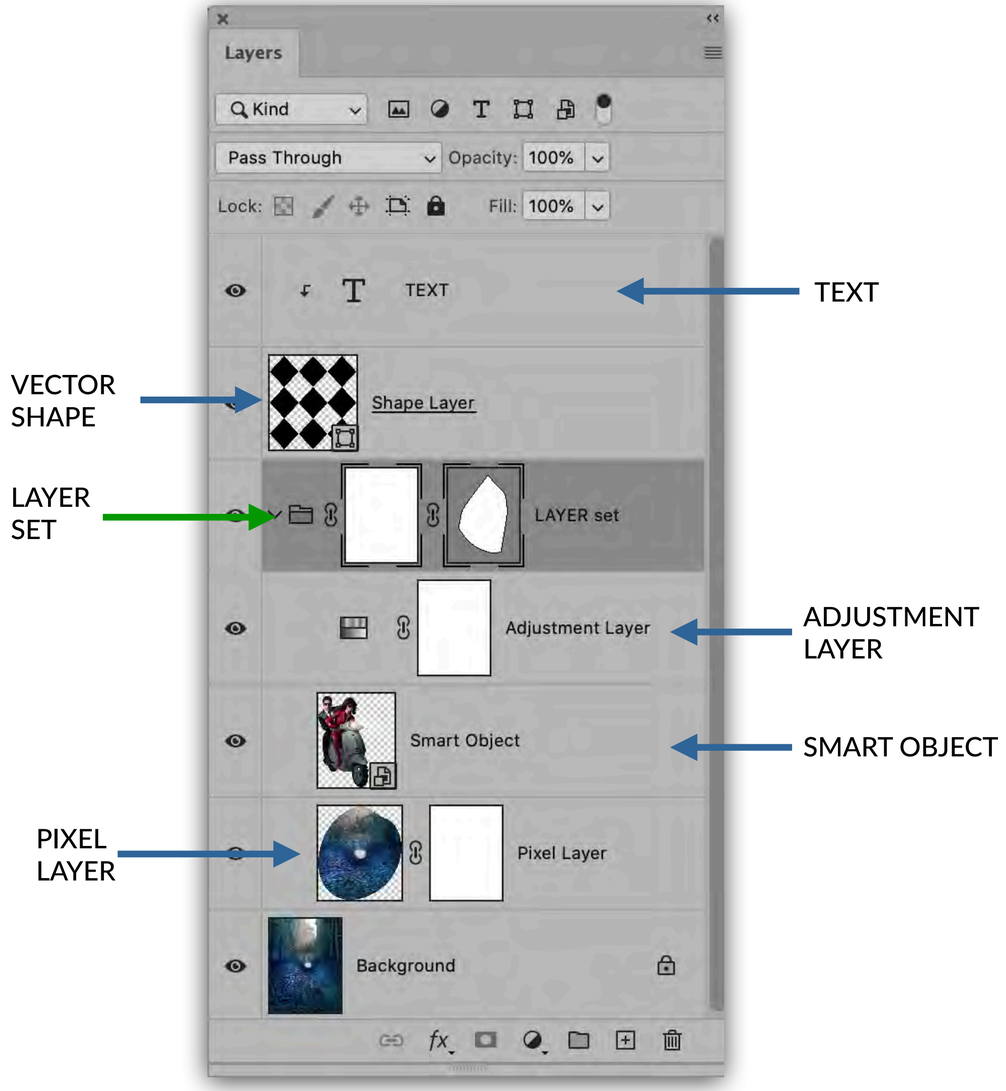



Layer Style
Styles
Blending Options
Bevel & Emboss
Contour
Texture
Stroke
Inner Shadow
Inner Glow
Satin
Color Overlay
Gradient Overlay
Pattern Overlay
Outer Glow
Drop Shadow
Blending Options
General Blending
Blend Mode: Normal
Opacity: 100 %
Advanced Blending
Fill Opacity: 100 %
Channels: R G B
Knockout: None
Blend Interior Effects as Group
Blend Clipped Layers as Group
Transparency Shapes Layer
Layer Mask Hides Effects
Vector Mask Hides Effects
Blend If: Gray
Gray
Red
Green
Blue
This Layer: 255
Underlying Layer: 0 255
OK
Cancel
New Style...
Preview

Blend If
Gray
Red
Green
Blue
0
255
0
255



WHAT CAN YOU USE BLEND IF SLIDERS ON?



MASKING

MASKING

REIGN OF FIRE

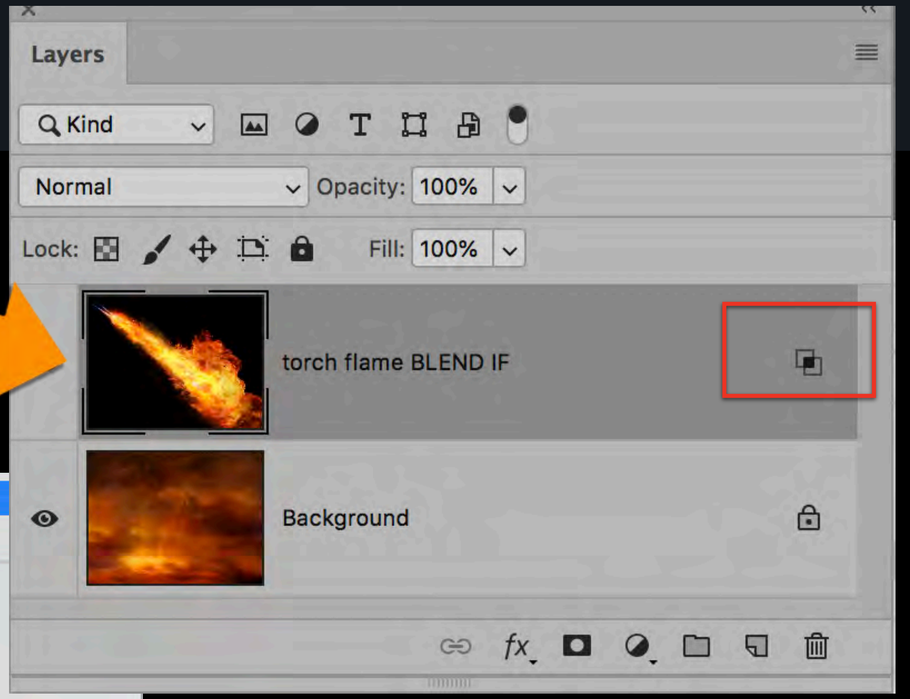
10.06.13
CAREFUL WHAT YOU WITCH FOR
WITCHES OF EAST END
Lifetime
CAREFUL WHAT YOU WITCH FO
WITC
OF EAS

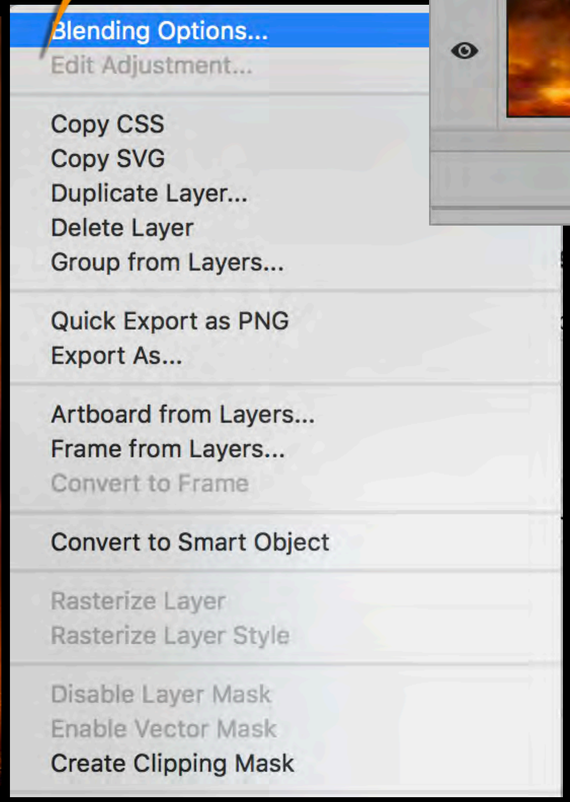
GERARD BUTLER
AARON ECKHART
MORGAN AND FREEMAN
OLYMPUS HAS FALLEN
FROM THE DIRECTOR OF TRAINING DAY
ANGELA BASSETT
ROBERT FORSTER
COLE HAUSER
FINLEY JACOBSEN
ASHLEY JUDD
MELISSA LEO
DYLAN MCDERMOTT
RADHA MITCHELL
RICK YUNE
OLYMPUSMOVIE.COM
MARCH 22
FILMDISTRICT

GERARD BUTLER
AARON ECKHART
MORGAN AND FREEMAN
OLYMPUS HAS FALLEN
FROM THE DIRECTOR OF TRAINING DAY
MARCH 22
OLYMPUSMOVIE.COM
FILMDISTRICT

FIRE

ORIGINAL





After the apocalypse, humans live in small communities or tribes. They fight with whatever weapons they find from humanity's reign and with whatever materials they can salvage. Together they hatch a plan to take back the planet.

Smoking special effects and sizzling performances make "Reign Of Fire" one of the hottest movies of the year. Director Rob Bowman rekindles the mystery of "The X Files" and throws in a non-stop flambé of eye candy in his latest blockbuster. Matthew McConaughey and Christian Bale play heroes with different ways of saving humanity and the only thing burns them up as much as dragons is each other.

Beneath the subways of London, ancient fire-breathing dragons are discovered. The ensuing war of the species turns England to ashes as the monsters burn across the nations of Earth in an action packed blitzkrieg.

continued page C5

MCCONAUGHEY FIRED UP FOR ACTION

Movie-Goers go back for more...

After the apocalypse, humans live in small communities or tribes. They fight with whatever weapons they find from humanity's reign and with whatever materials they can salvage.

THE HEROES OF HUMANITY READY FOR ACTION

The relationship between our two heroes reaches a boiling point after the dragons attack the small village of survivors. Moviegoers have not been treated to fire-breathing enemies in a big budget feature since Godzilla. Reighn promises better effects and a great story. The box office will be smoking with the promise of many sequels to come.

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continued page E3

Layers

Kind

Normal Opacity: 100%

Lock: Fill: 100%

torch flame

sample

Background

Layer Style

Styles

Blending Options

Bevel & Emboss

Contour

Texture

Stroke

Inner Shadow

Inner Glow

Satin

Color Overlay

Gradient Overlay

Pattern Overlay

Outer Glow

Drop Shadow

Blending Options

General Blending

Blend Mode: Normal

Opacity: 100 %

Advanced Blending

Fill Opacity: 100 %

Channels: R G B

Knockout: None

Blend Interior Effects as Group

Blend Clipped Layers as Group

Transparency Shapes Layer

Layer Mask Hides Effects

Vector Mask Hides Effects

Blend If: Gray

This Layer: 21 / 95 255

Underlying Layer: 0 255

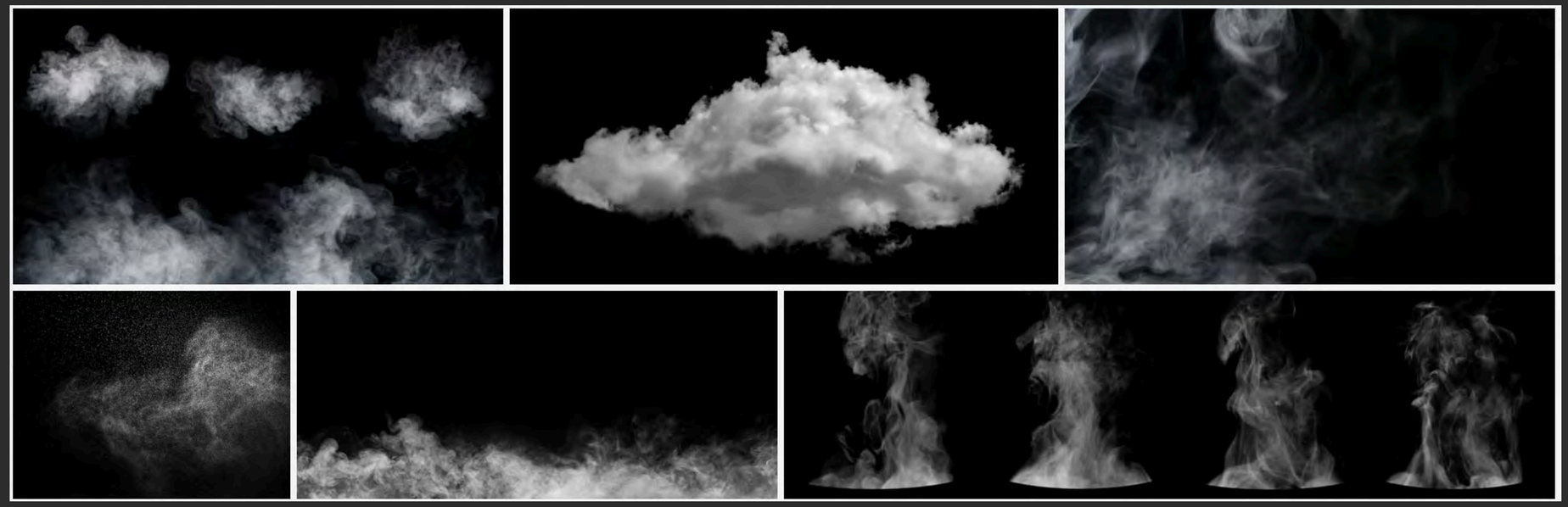
OK

Cancel

New Style...

Preview

MASKING OUT BLACK



MASKING TRY ON DIFFERENT IMAGES

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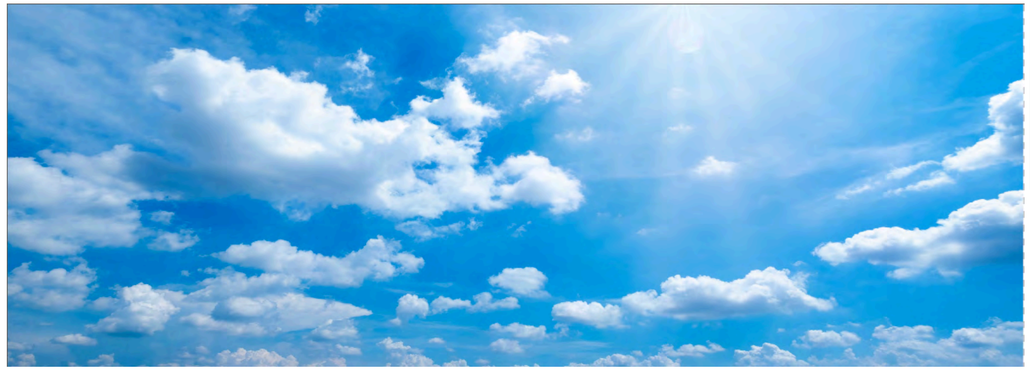
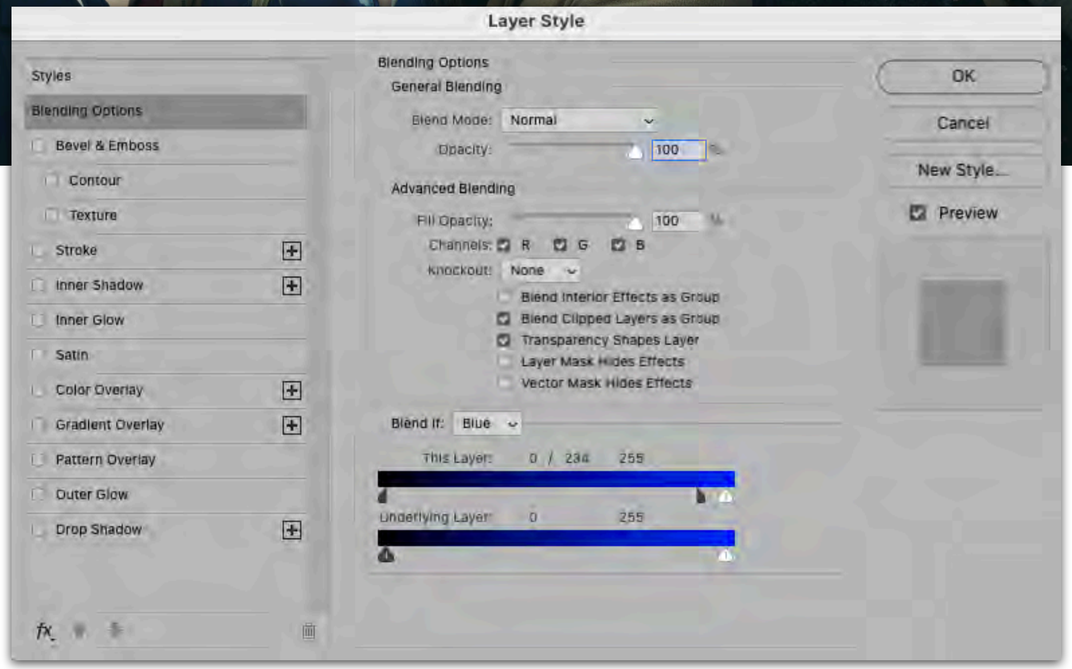
CLOUDS

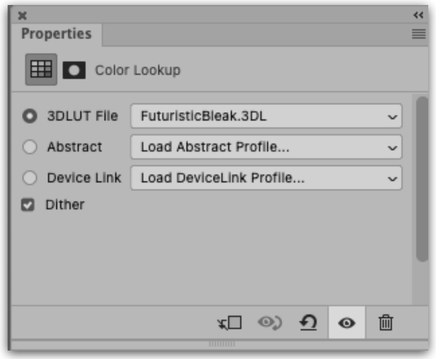


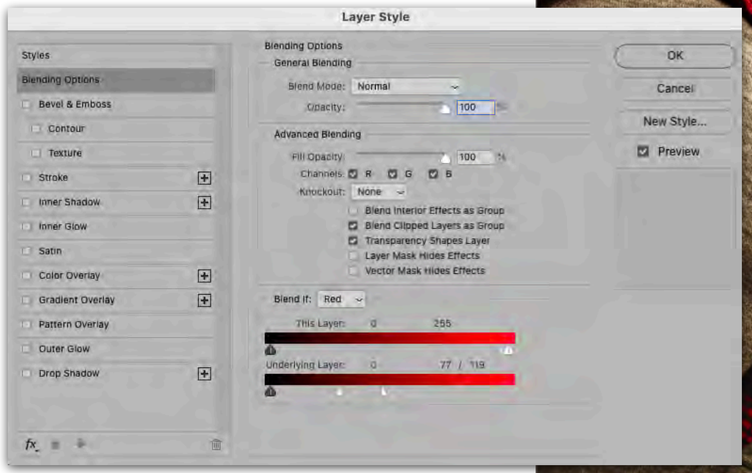


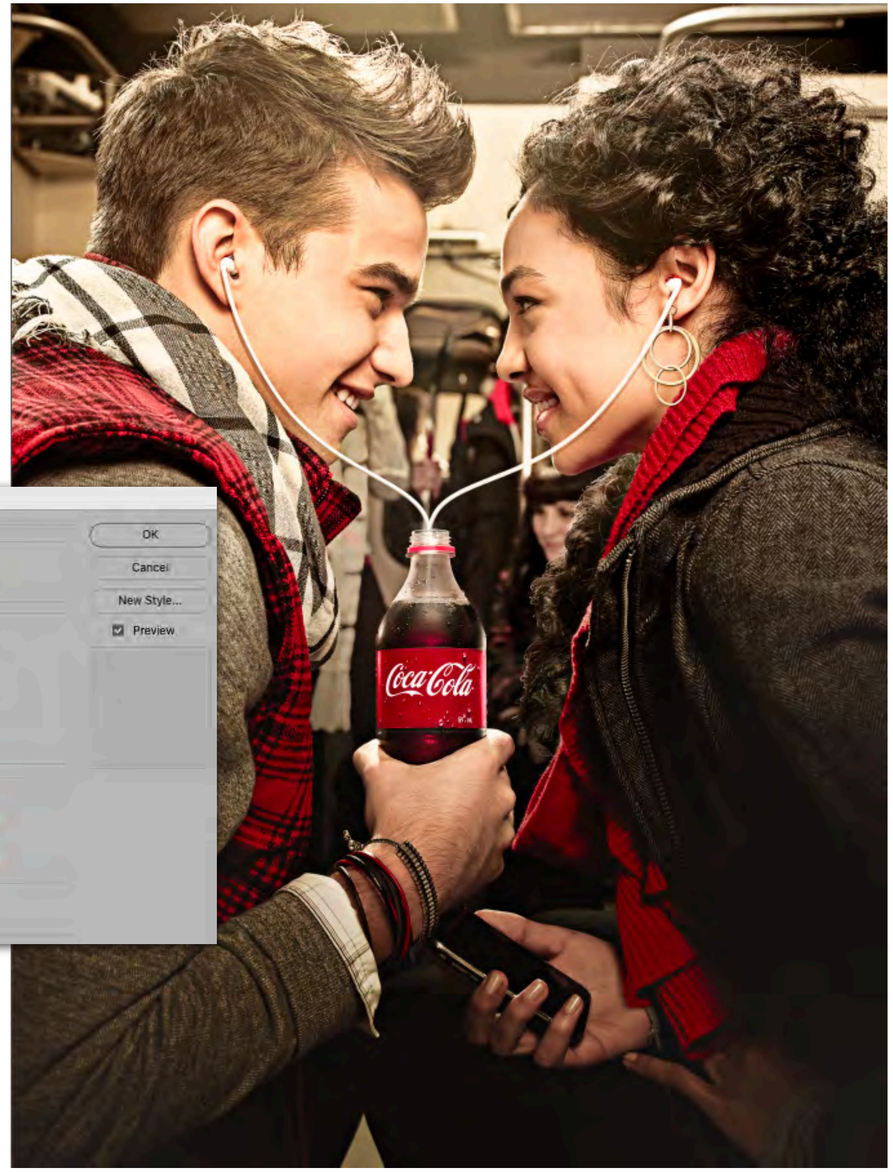
MASK OUT BLUES

COLOR EFFECTS
COLOR GRADING

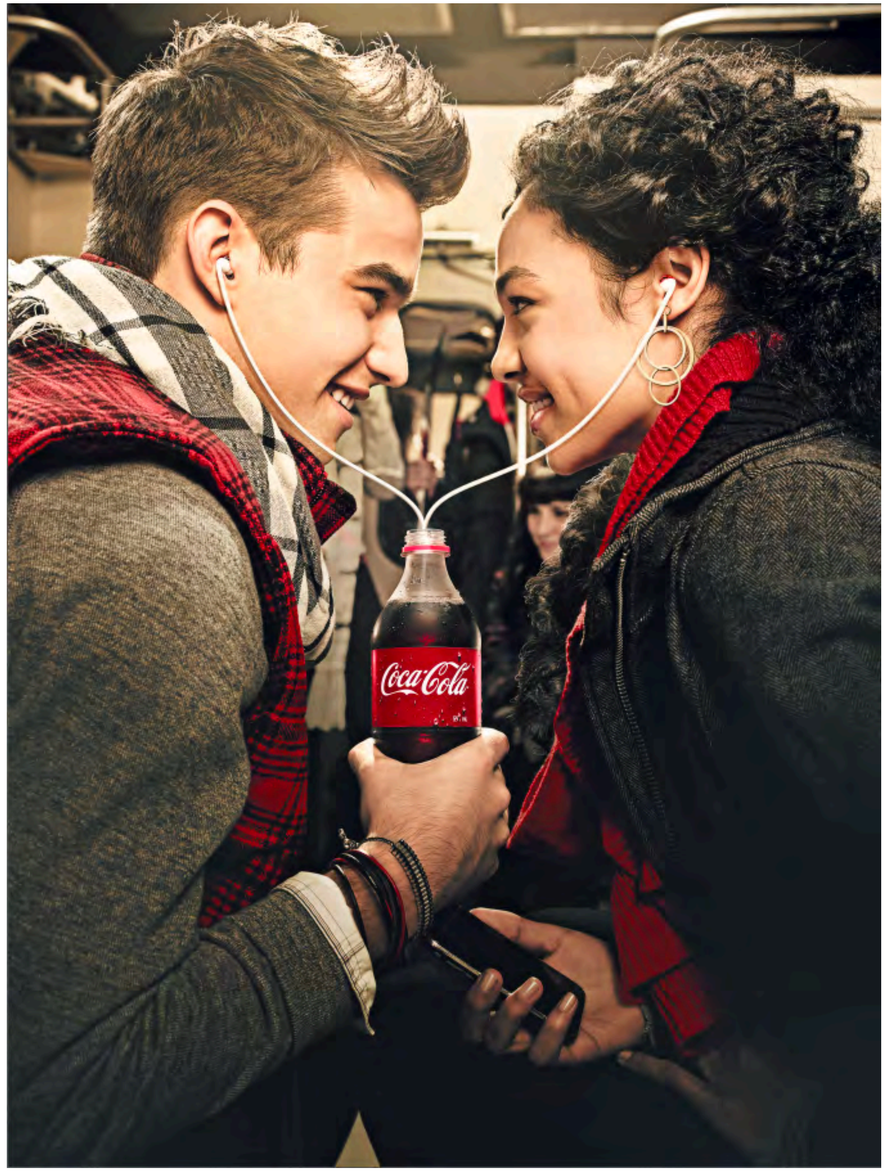
COLOR EFFECTS



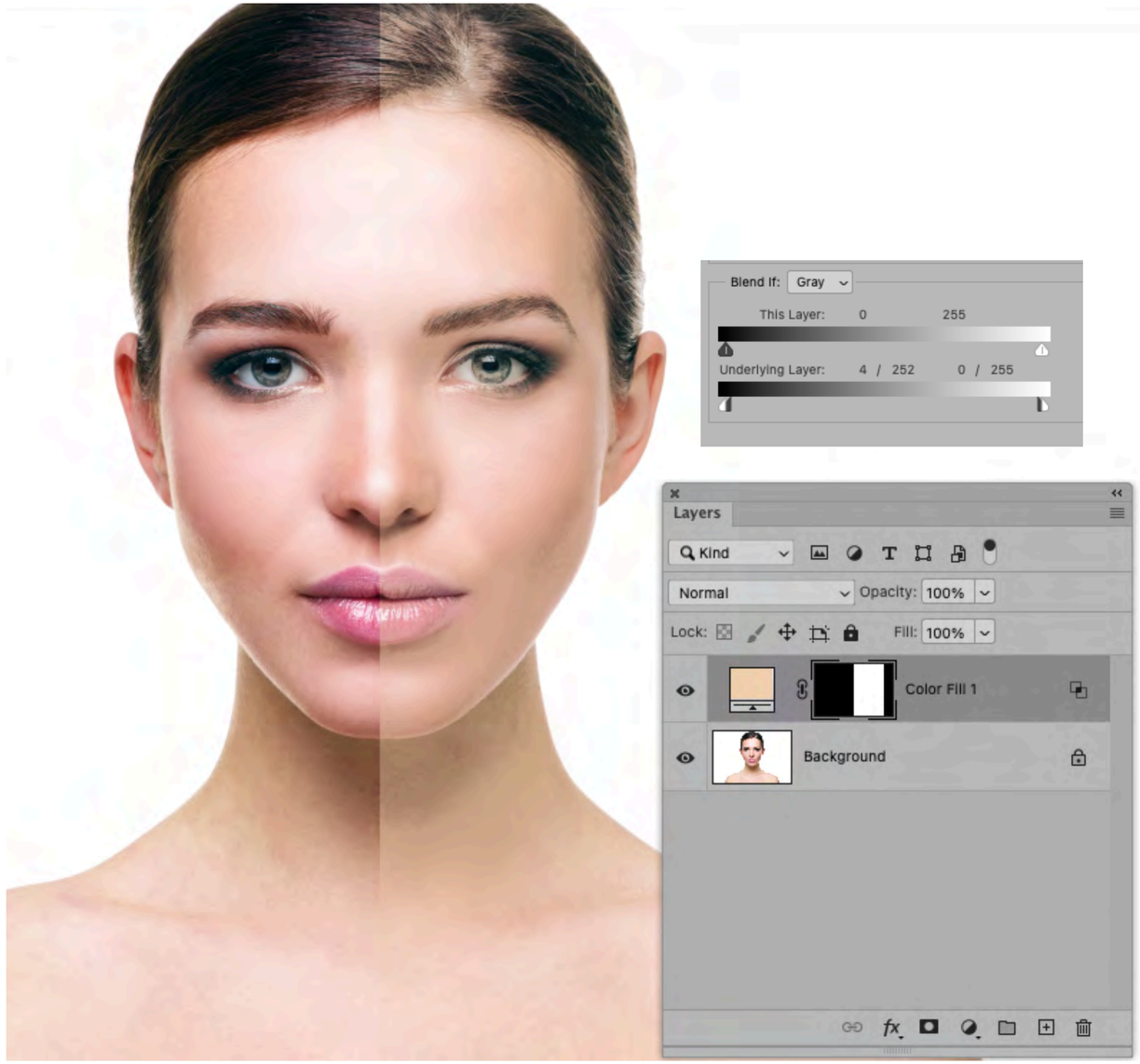




MASK OUT REDS



COLOR EFFECTS
SKIN



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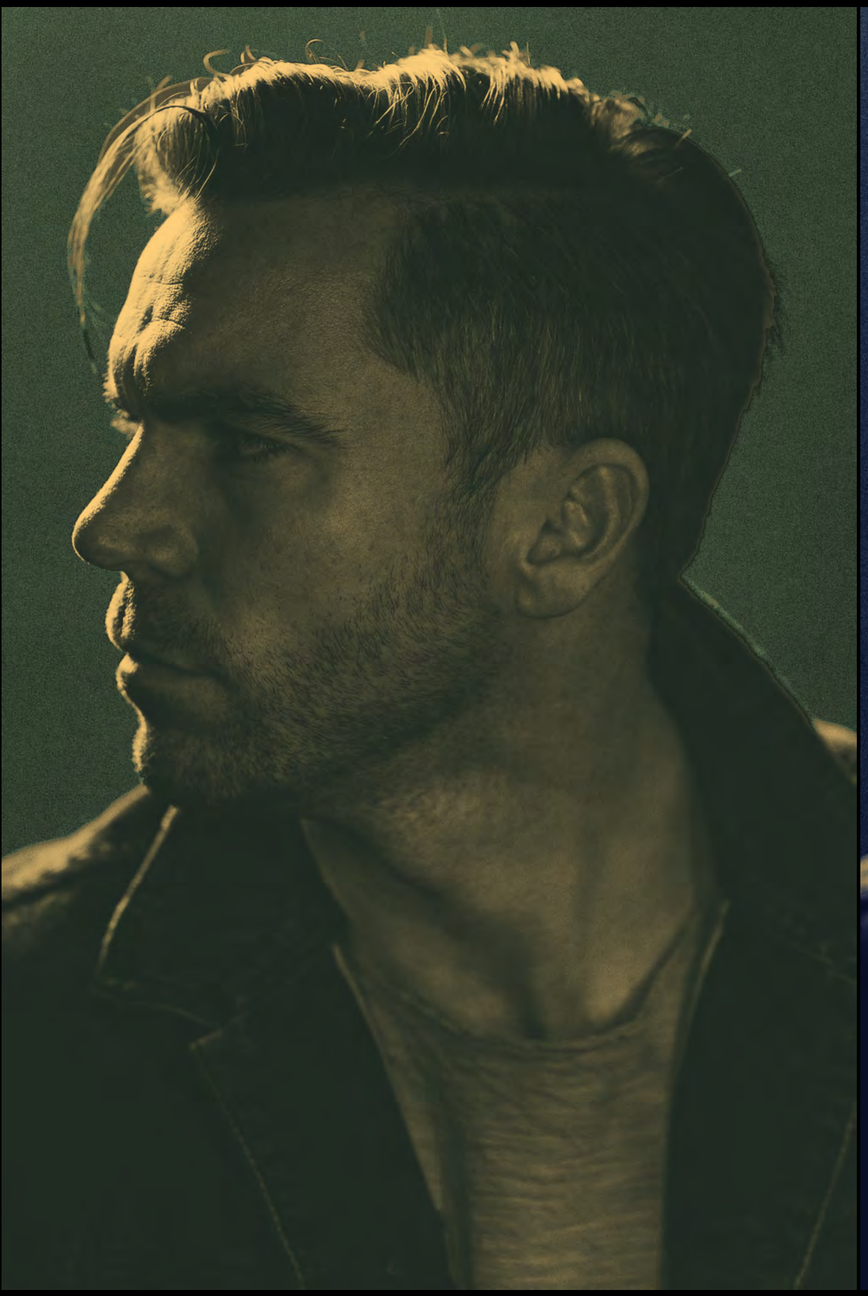
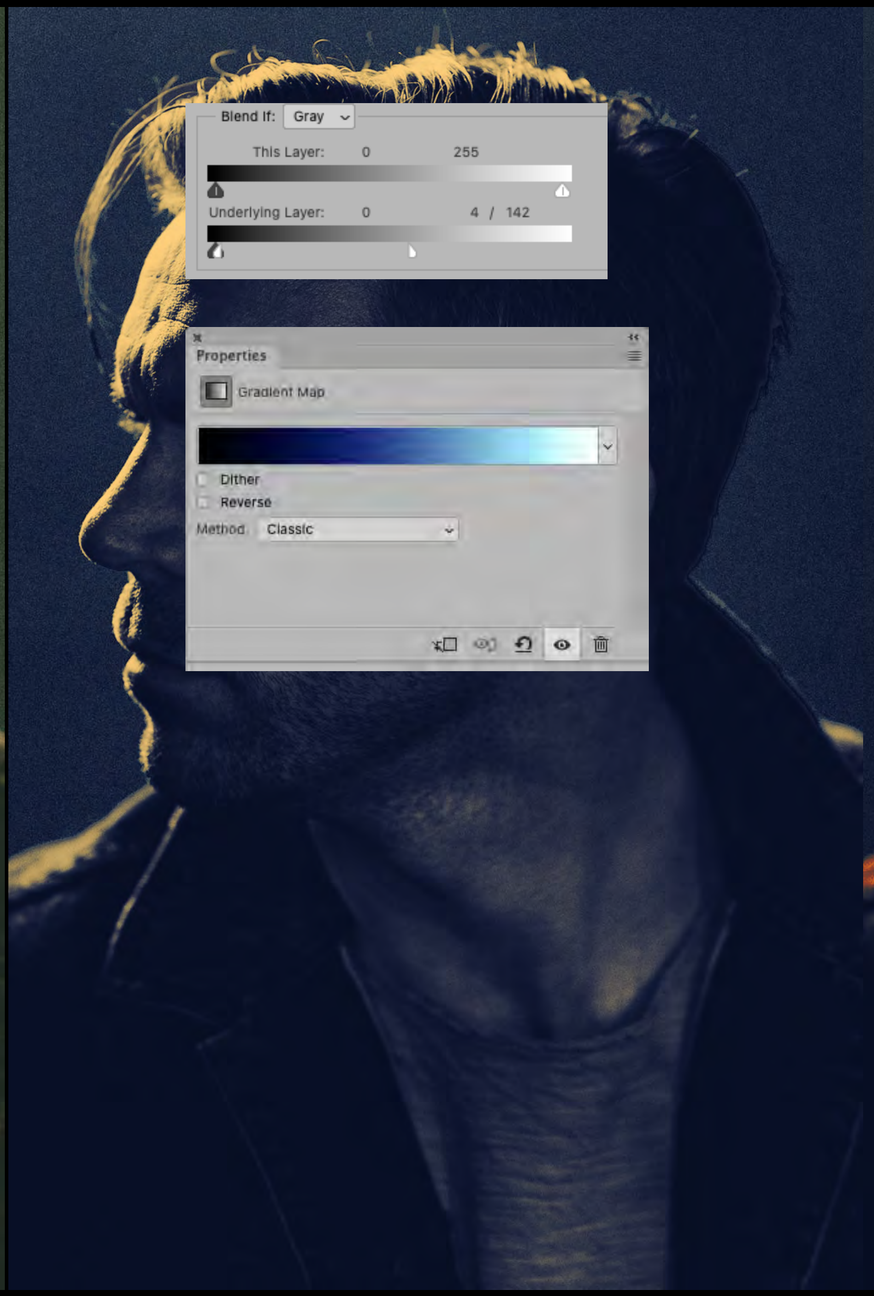
Underlying Layer: 4 / 252 0 / 255

Layers
Kind
Normal
Opacity: 100%
Lock:
Fill: 100%
Color Fill 1
Background

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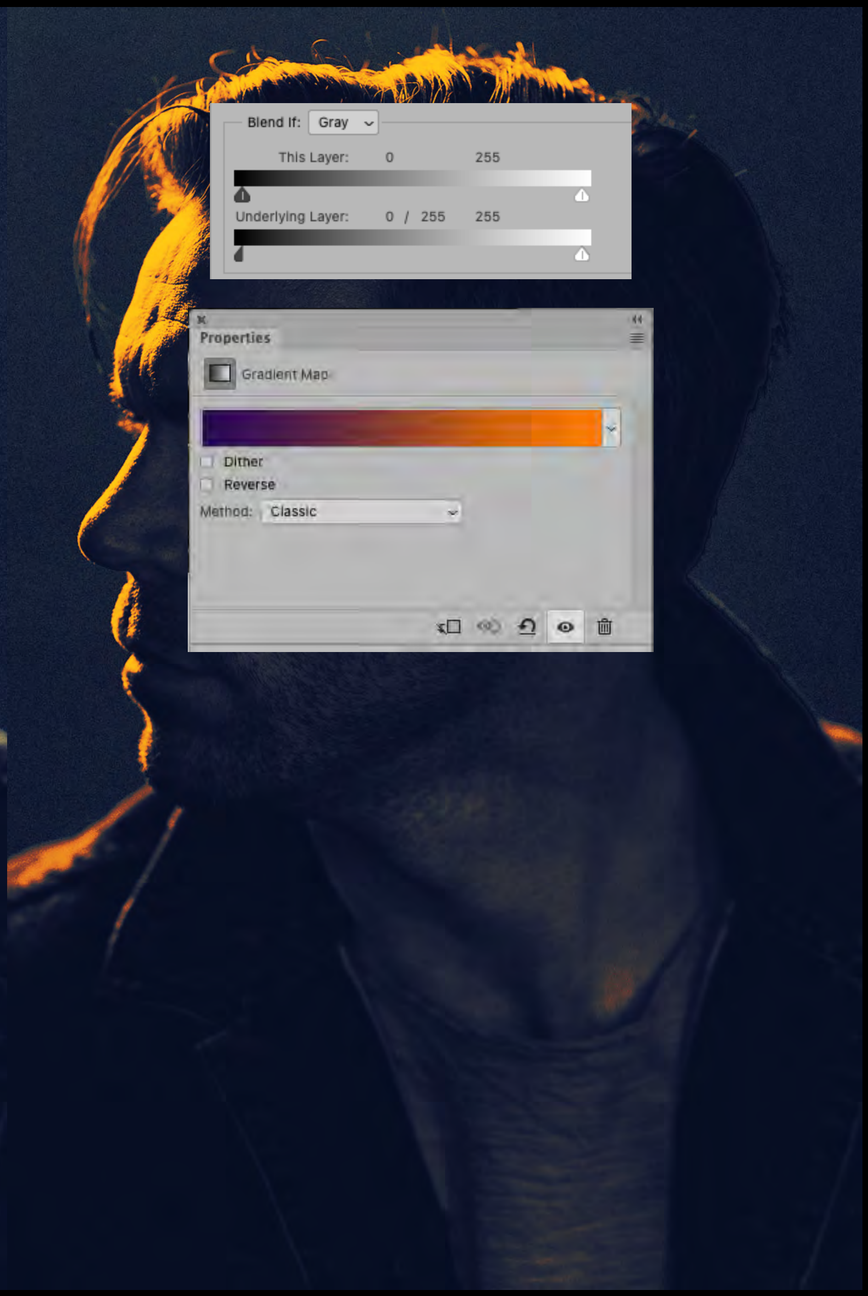
This Layer: 0 255
Underlying Layer: 0 4 / 142
Properties
Gradient Map
Dither
Reverse
Method: Classic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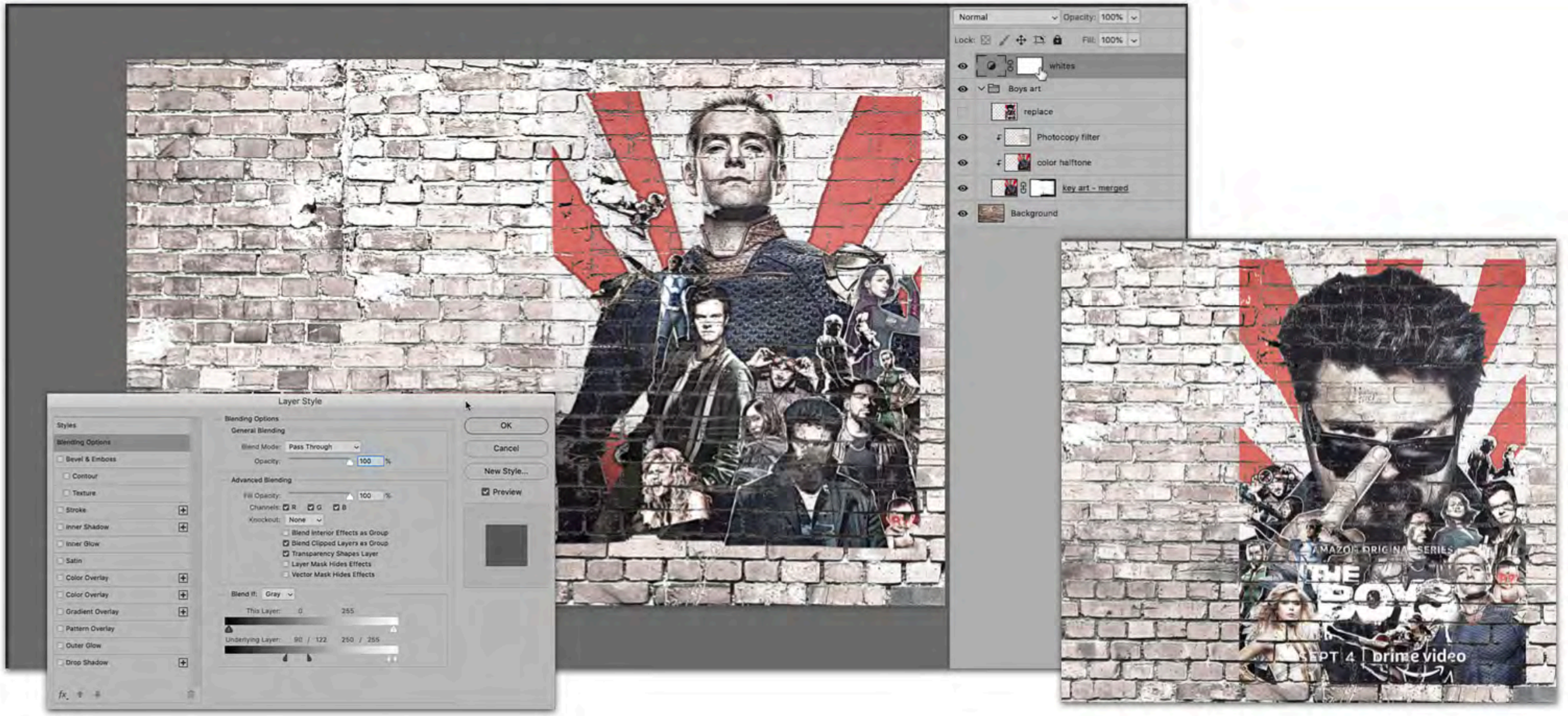
Properties
Gradient Map
Dither
Reverse
Method: Classic

BLEND IF FOR QUICK EFFECTS

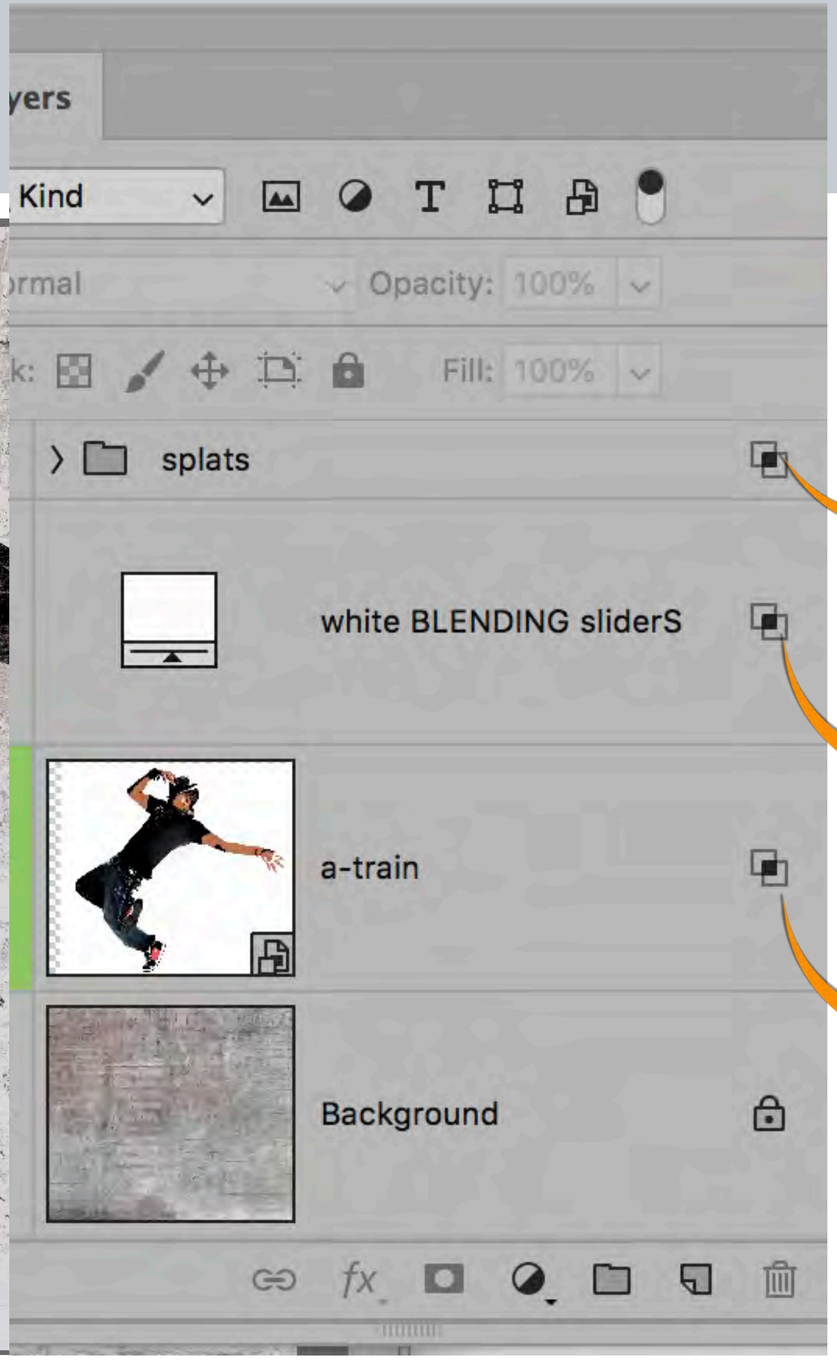


SPECIAL EFFECTS

BLEND MODES

QUICK POSTERIZE

SETTINGS


yers
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Fill: 100%
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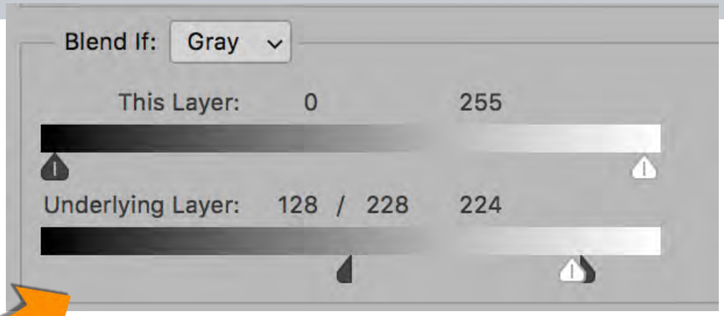
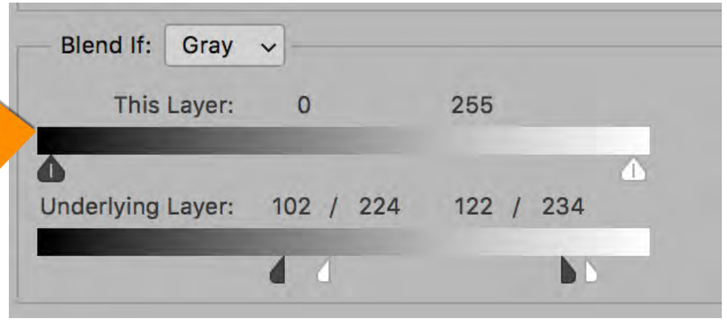
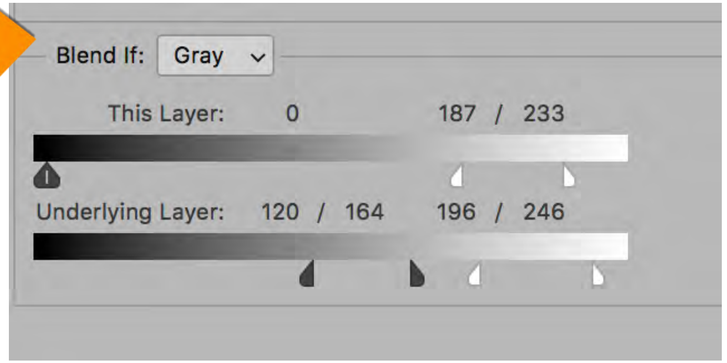
white BLENDING sliderS
a-train
Background


Blend If: Gray
This Layer: 0 255
Underlying Layer: 128 / 228 224


Blend If: Gray
This Layer: 0 255
Underlying Layer: 102 / 224 122 / 234


Blend If: Gray
This Layer: 0 187 / 233
Underlying Layer: 120 / 164 196 / 246

TEXTURE EFFECTS
SKIN

QUICK VIEW: Basic Recipe

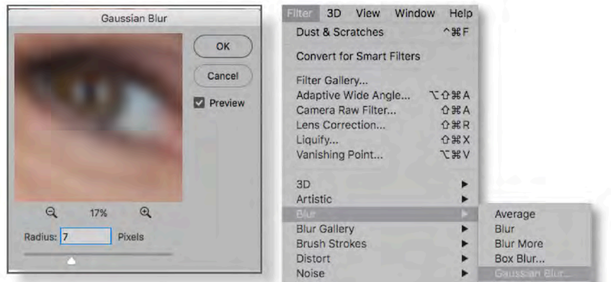
FREQUENCY SEPARATION- BASIC

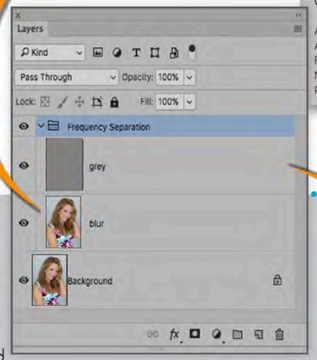
HTTPS://WWW.LISACARNEY.COM/BASIC-FREQUENCY-SEP

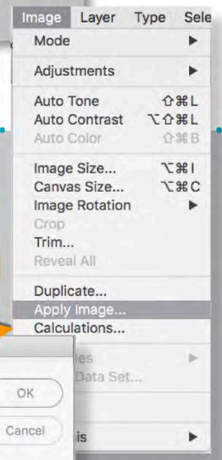
Step 1:

1 BLUR LAYER
Low Frequency

- Duplicate the Background Layer and rename it "Blur"
- (With Blur layer selected) Menu Bar > Filter > Blur > Gaussian Blur
- The amount of blur will depend on the image size:
- Larger file size = Higher Blur Radius
- The blur should obscure fine details but overall shapes should remain recognizable.



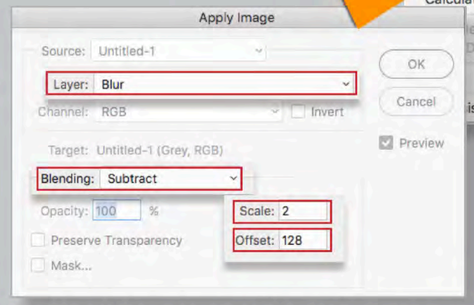




Step 2

2 GREY LAYER
High Frequency

- Duplicate the Background Layer again and rename it "Grey" (Grey layer should be above Blur layer)
- (With Grey layer selected) Menu Bar > Image > Apply Image
- **Layer** field should be set to the Blur layer
- **Blending** field should be set to Subtract
- **Scale** Field should be set to 2
- **Offset** field should be set to 128
- **THESE SETTINGS WILL ALWAYS BE THE SAME FOR EVERY 8 BIT IMAGE**



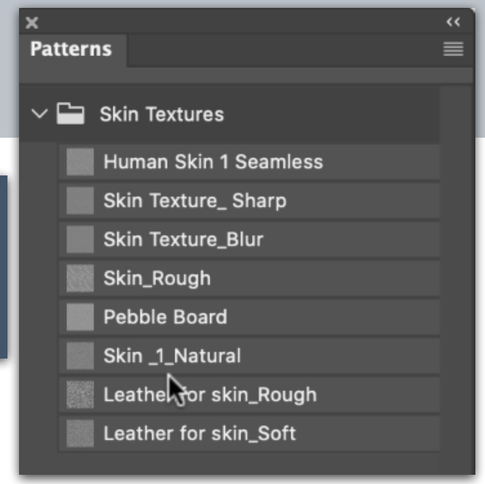
Tip:

*Because the frequency separation recipe never changes, it is useful to create a Photoshop action that will automatically create your layers and apply the correct values for you. This can be a big time saver. **BUT** we recommend that you do it by hand enough times in the beginning so that you fully understand the process before you start relying on an action.*

ADDING SKIN TEXTURE WITH PATTERNS

1. LOADING PATTERNS

2. In **Photoshop** open the **Patterns** Panel (Window > **Patterns**)
3. Open the fly-out menu and choose **Import Patterns**... from the list.
4. Locate your . pat file on your hard drive.
5. Click Open to **install**.



ADDING TEXTURE USING BLEND IF SLIDERS

Control intensity of NEW skin texture by EITHER changing:

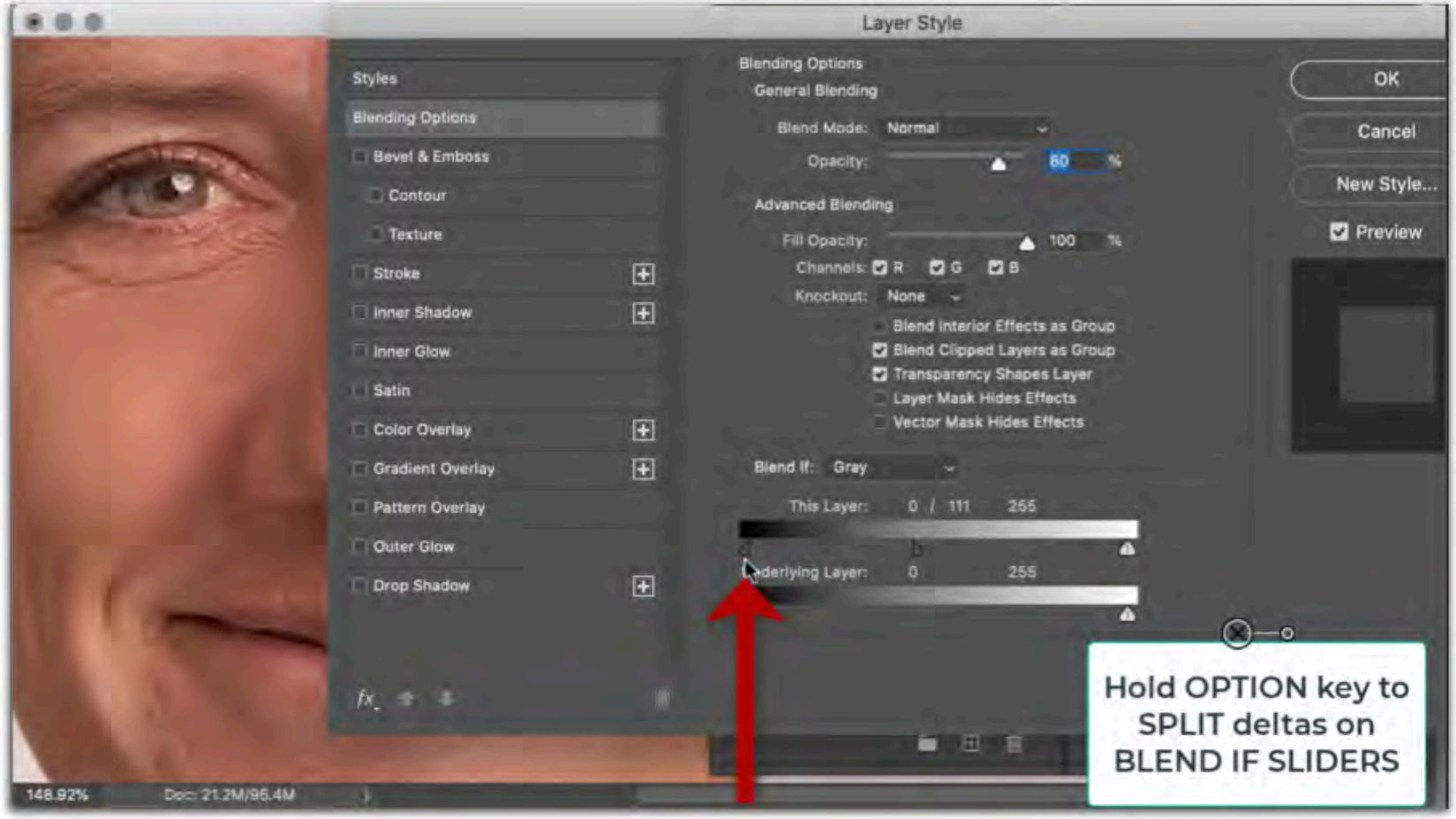
OPACITY
LAYER BLEND MODE
MASK

BLEND IF SLIDERS

Great way of MASKING without having to paint

Allows you to add texture only to highlights

Takes a little practice, but worth it.



ADDING TEXTURE USING BLEND IF SLIDERS

BLEND IF SLIDERS ON LAYER SET

EMAIL ME WITH QUESTIONS
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