

Overlay Equalisation Masking

with ED ANDERSON

“This Blending Mode technique can produce a significant increase in apparent image ‘luminosity’ and dimensionality. It often appears as if the image has been turned into a mirror that reflects or radiates light, making the image ‘glow’ irrespective of its subject matter. It is based on the Overlay Blending Mode.” —*Les Walkling*

History Actions

- Default Actions
- EGA-Scanning
- EGA-Strawberries
- EGA-Utility
 - Layer+Snapshot F12
 - Enlarge_10%
 - Stamp
 - AssignAdobeRGB Shift+F11
 - Downsize_1920x1080_10... F10
- EGA-Process
 - OverlayEqualise_100**
 - Layer Via Copy
 - Black & White
 - Preset Kind: Custom
 - With Auto
 - Without tinting
 - tint color: RGB color
 - Red: 225
 - Green: 211.001
 - Blue: 179.001
 - Invert
 - Gaussian Blur
 - Radius: 100 pixels
 - Set current layer
 - To: layer
 - Mode: overlay
 - HighPassSharpen_15
 - HighPassSharpen_10
 - HighPassSharpen_7.5
 - HighPassSharpen_5
- EGATricks
 - PostcardEffect
 - EnlargeCanvas
- JM Luminance Masks

Histogram Navigator

Adjustments

Add an adjustment

Layers Channels Paths

Kind Opacity: 100%

Fill: 100%

Overlay

- Normal
- Dissolve
- Darken
- Multiply
- Color Burn
- Linear Burn
- Darker Color
- Lighten
- Screen
- Color Dodge
- Linear Dodge (Add)
- Lighter Color
- Overlay**
- Soft Light
- Hard Light
- Vivid Light
- Linear Light
- Pin Light
- Hard Mix
- Difference
- Exclusion
- Subtract
- Divide
- Hue
- Saturation
- Color
- Luminosity

Info

R :	C :
G :	M :
B :	Y :
8-bit	K :
	8-bit
X :	W :
Y :	H :

Doc: 7.44M/4.43M
Adobe RGB (1998) (8bpc)
2000 px x 1300 px (300 ppi)
Type Tool/Horizontal

Click for point text, drag for paragraph text. Use Alt for additional options.

Before

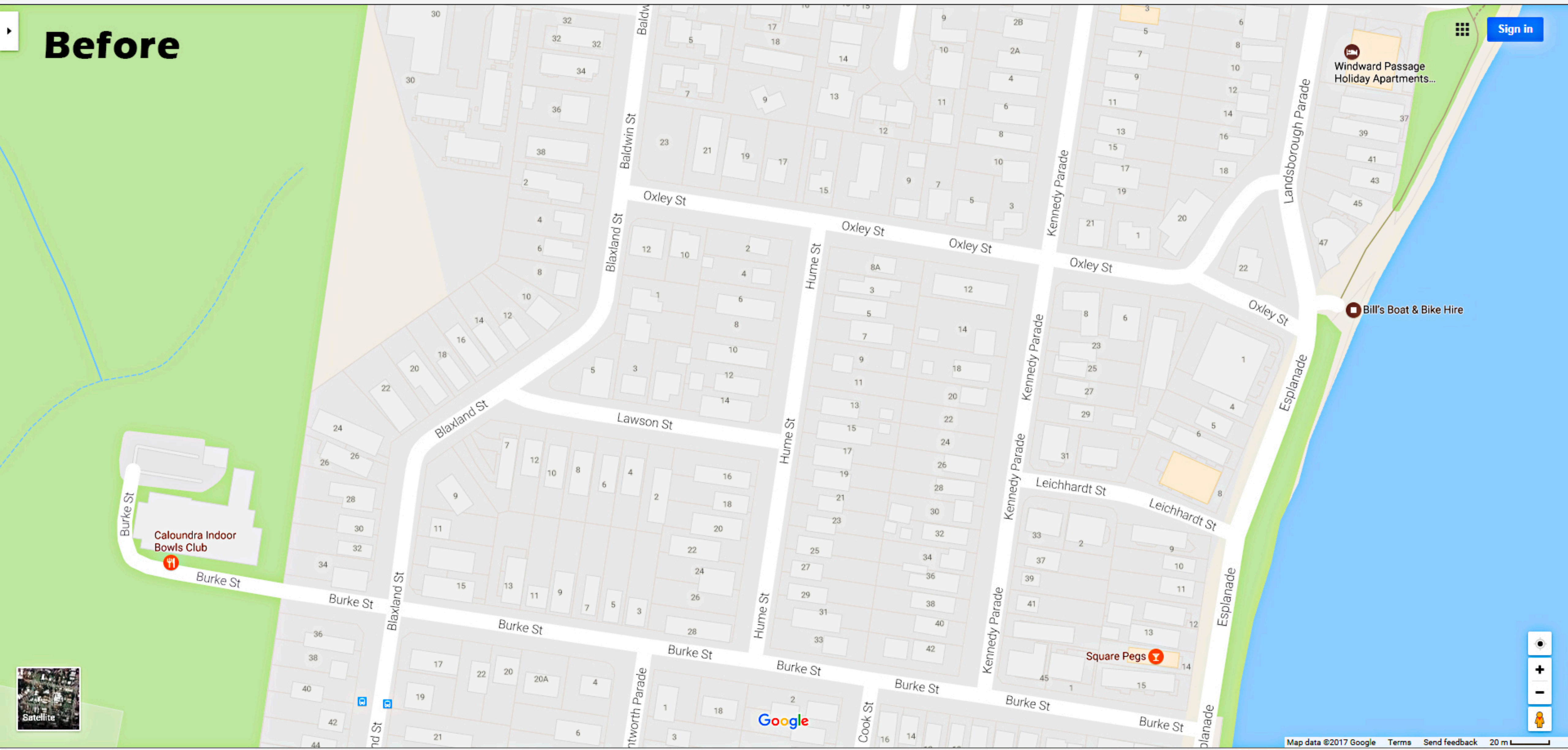


After



Before

Sign in

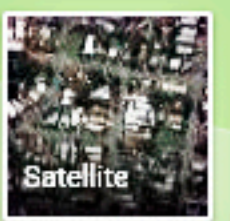


Windward Passage
Holiday Apartments...

Bill's Boat & Bike Hire

Caloundra Indoor
Bowls Club

Square Pegs

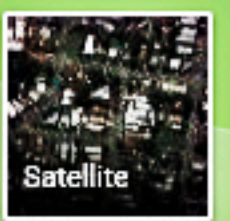
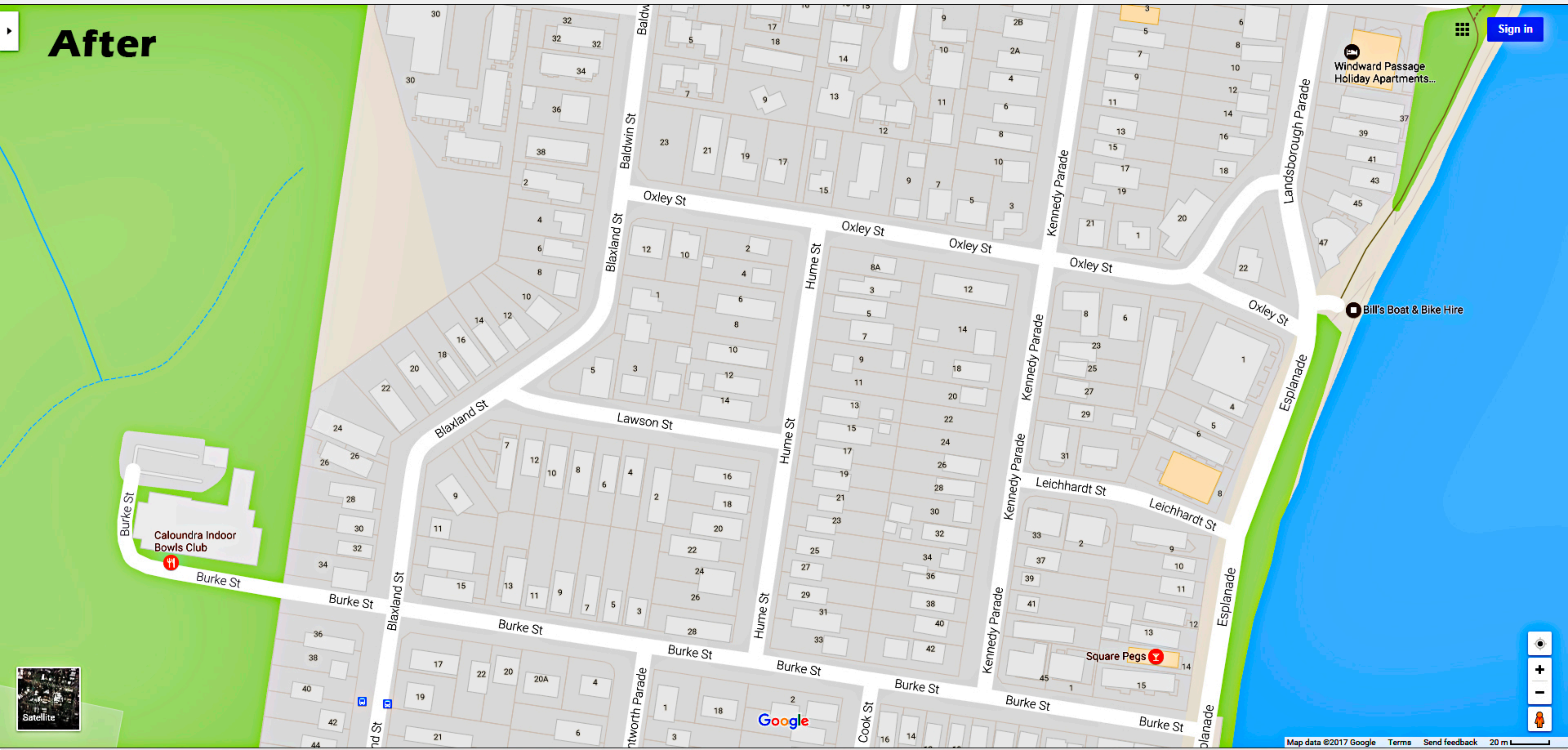


Satellite

Google

After

Sign in

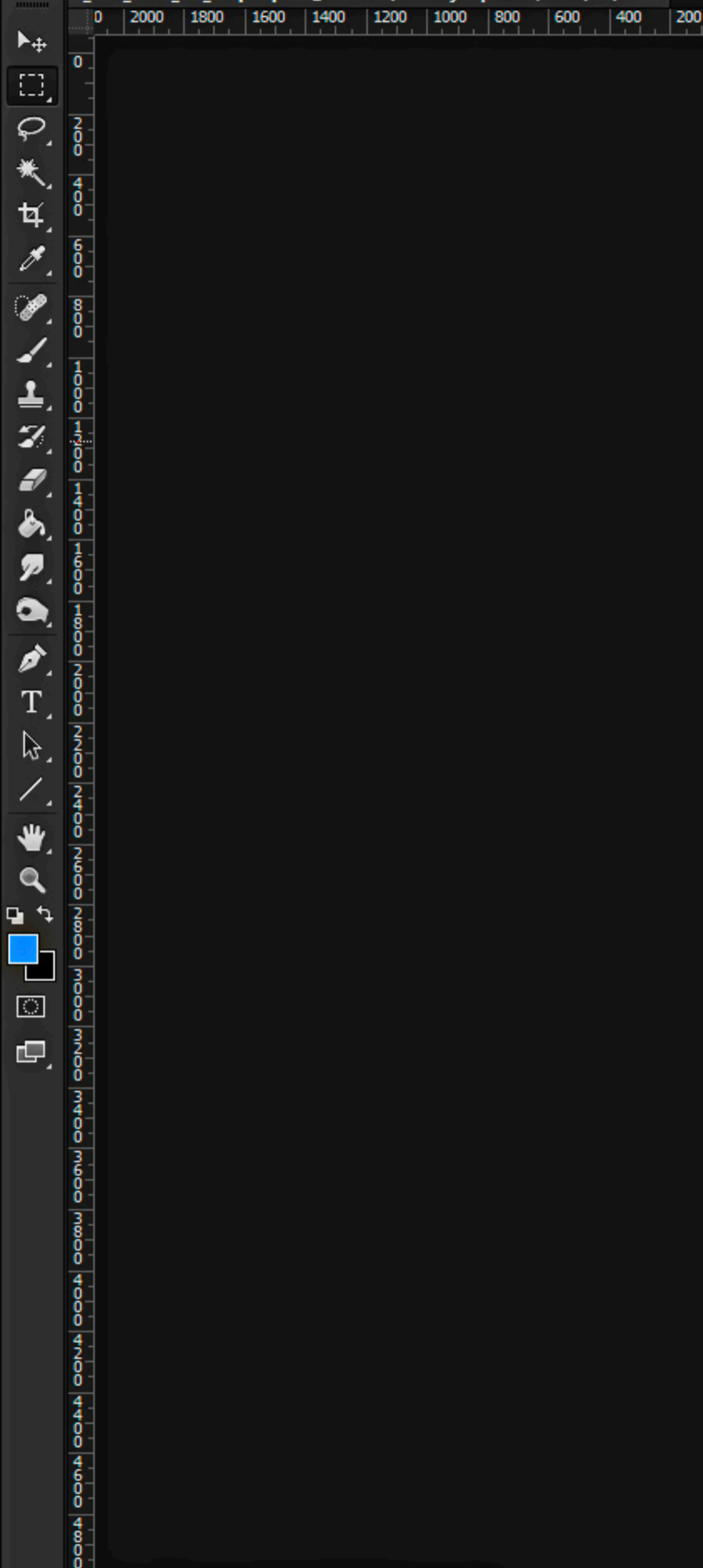


Before



After





Step 1
Duplicate the image layer
Name it "Overlay Equalise"

History Actions

- Default Actions
- EGA-Scanning
- EGA-Strawberries
- EGA-Utility
 - Layer+Snapshot F12
 - Enlarge_10%
 - Stamp
 - AssignAdobeRGB Shift+F11
 - Downsize_1920x1080_10... F10
- EGA-Process
 - OverlayEqualise_100**
 - Layer Via Copy**
 - Black & White
 - Preset Kind: Custom
 - With Auto
 - Without tinting
 - tint color: RGB color
 - Red: 225
 - Green: 211.001
 - Blue: 179.001
 - Invert
 - Gaussian Blur
 - Radius: 100 pixels
 - Set current layer
 - To: layer
 - Mode: overlay
 - HighPassSharpen_15
 - HighPassSharpen_10
 - HighPassSharpen_7.5
 - HighPassSharpen_5
 - EGATricks
 - JM Luminance Masks

Histogram Navigator

Adjustments

Add an adjustment

- Curves 1
- Levels 1
- Overlay Equalise**
- Layer 0

Layers Channels Paths

Kind: Normal Opacity: 100%

Lock: Fill: 100%

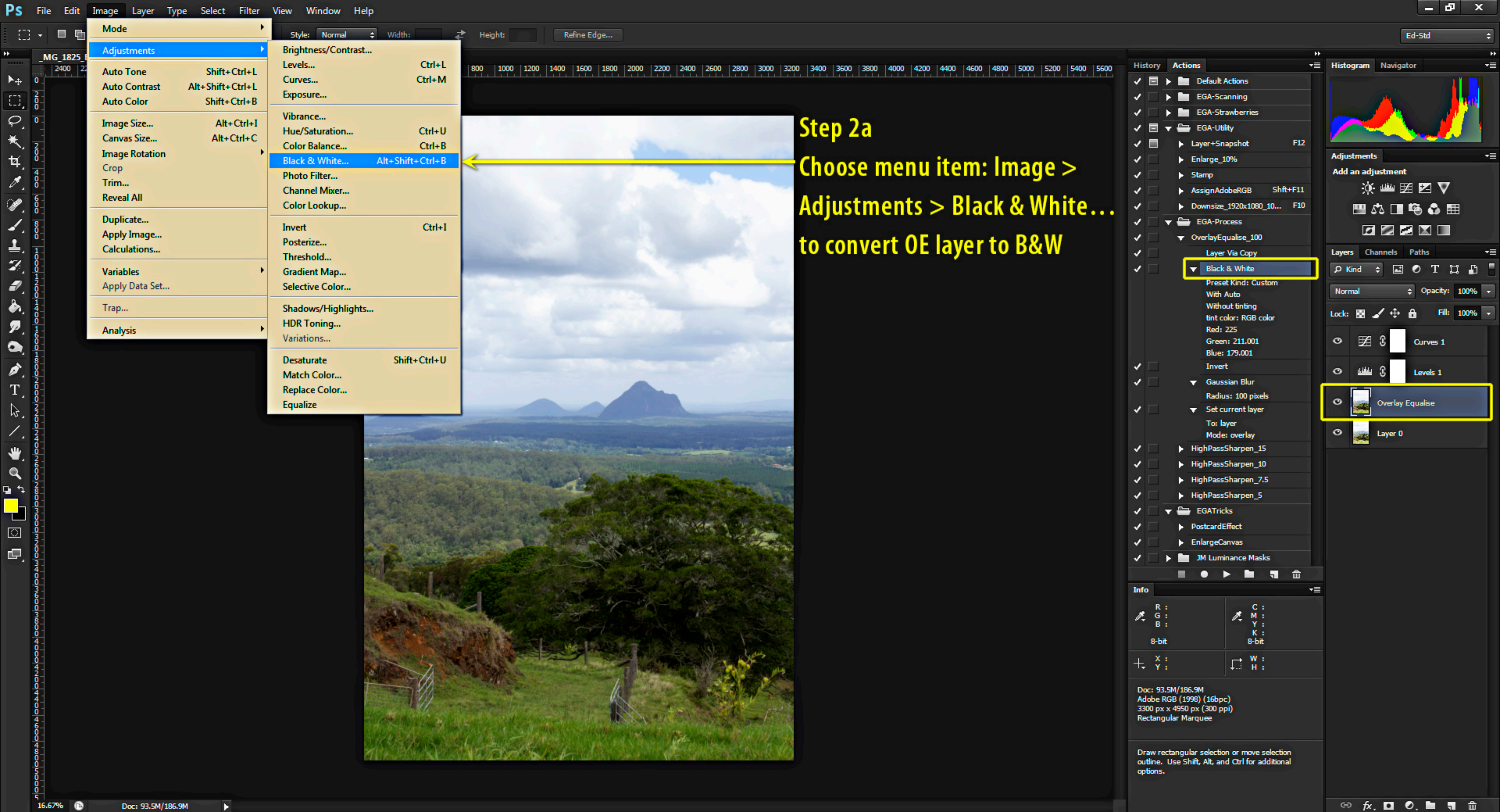
Info

R :	C :
G :	M :
B :	Y :
8-bit	K :
	8-bit

X :	W :
Y :	H :

Doc: 93.5M/186.9M
 Adobe RGB (1998) (16bpc)
 3300 px x 4950 px (300 ppi)
 Rectangular Marquee

Draw rectangular selection or move selection outline. Use Shift, Alt, and Ctrl for additional options.



Step 2a
Choose menu item: Image > Adjustments > Black & White... to convert OE layer to B&W

Mode

Adjustments

- Auto Tone Shift+Ctrl+L
- Auto Contrast Alt+Shift+Ctrl+L
- Auto Color Shift+Ctrl+B
- Image Size... Alt+Ctrl+I
- Canvas Size... Alt+Ctrl+C
- Image Rotation
- Crop
- Trim...
- Reveal All
- Duplicate...
- Apply Image...
- Calculations...
- Variables
- Apply Data Set...
- Trap...
- Analysis

Brightness/Contrast... Ctrl+L

Levels... Ctrl+M

Curves... Ctrl+M

Exposure...

Vibrance...

Hue/Saturation... Ctrl+U

Color Balance... Ctrl+B

Black & White... Alt+Shift+Ctrl+B

Photo Filter...

Channel Mixer...

Color Lookup...

Invert Ctrl+I

Posterize...

Threshold...

Gradient Map...

Selective Color...

Shadows/Highlights...

HDR Toning...

Variations...

Desaturate Shift+Ctrl+U

Match Color...

Replace Color...

Equalize

History **Actions**

- Default Actions
- EGA-Scanning
- EGA-Strawberries
- EGA-Utility
 - Layer+Snapshot F12
 - Enlarge_10%
 - Stamp
 - AssignAdobeRGB Shift+F11
 - Downsize_1920x1080_10... F10
- EGA-Process
 - OverlayEqualise_100
 - Layer Via Copy
 - Black & White**
 - Preset Kind: Custom
 - With Auto
 - Without tinting
 - tint color: RGB color
 - Red: 225
 - Green: 211.001
 - Blue: 179.001
 - Invert
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 - Radius: 100 pixels
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 - To: layer
 - Mode: overlay
 - HighPassSharpen_15
 - HighPassSharpen_10
 - HighPassSharpen_7.5
 - HighPassSharpen_5
 - EGATricks
 - PostcardEffect
 - EnlargeCanvas
 - JM Luminance Masks

Histogram **Navigator**

Adjustments

Add an adjustment

Layers **Channels** **Paths**

Kind: Normal Opacity: 100%

Lock: Fill: 100%

- Curves 1
- Levels 1
- Overlay Equalise**
- Layer 0

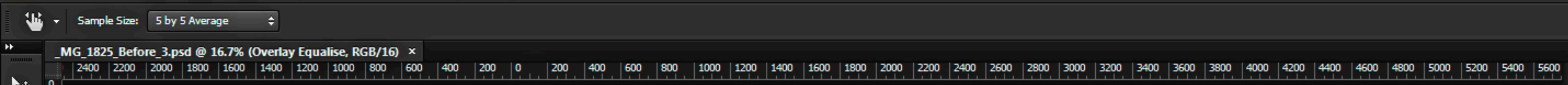
Info

R : C :
G : M :
B : Y :
K :
8-bit 8-bit

X : W :
Y : H :

Doc: 93.5M/186.9M
Adobe RGB (1998) (16bpc)
3300 px x 4950 px (300 ppi)
Rectangular Marquee

Draw rectangular selection or move selection outline. Use Shift, Alt, and Ctrl for additional options.



Black and White

Preset: Custom

OK Cancel

Auto

Preview

Reds: 18 %

Yellows: 44 %

Greens: 18 %

Cyans: 61 %

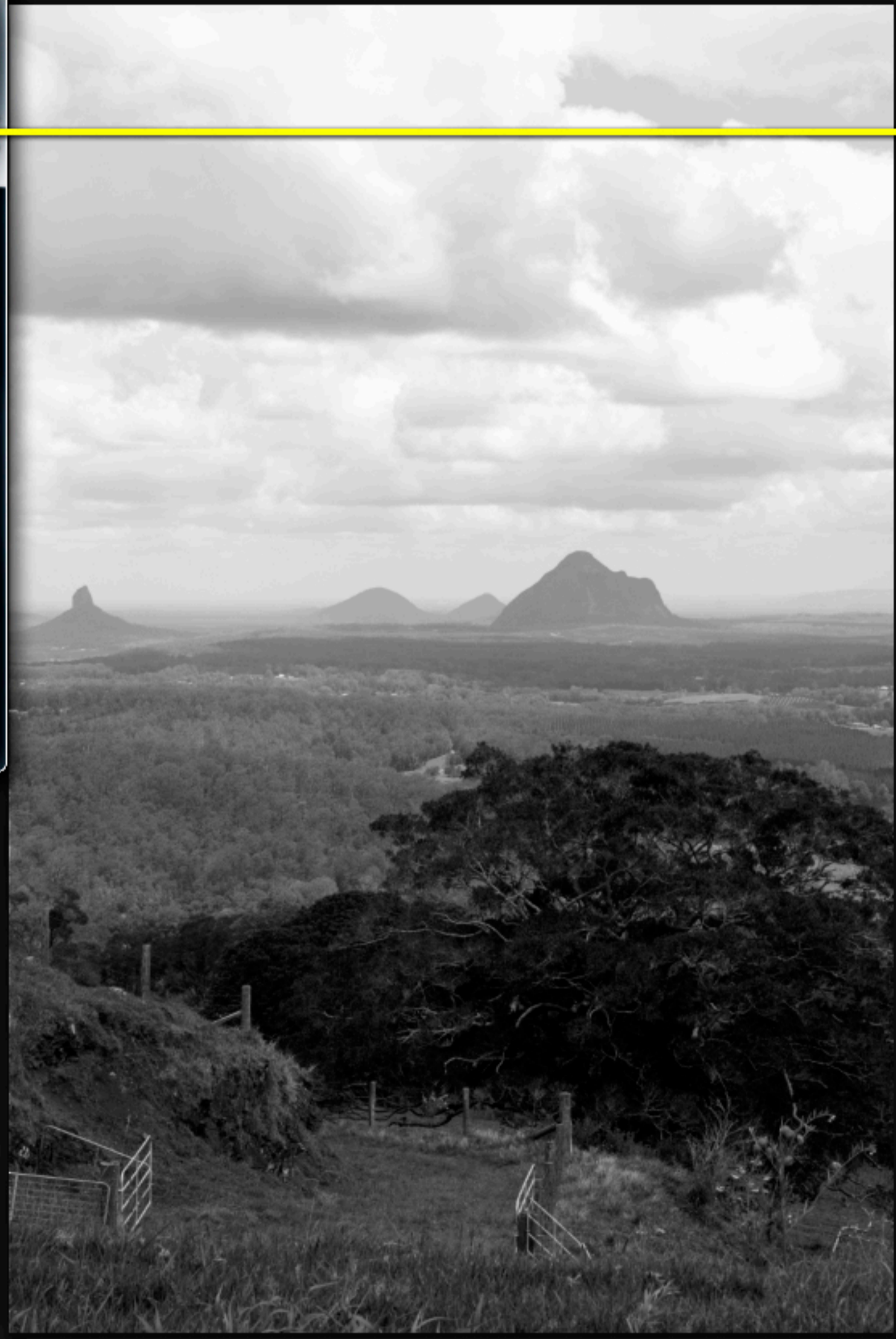
Blues: 31 %

Magentas: 61 %

Tint

Hue

Saturation



Step 2b
 Choose "Auto" B&W conversion.
 (Note: For some images, tweaking the B&W conversion may produce a better result.)

History Actions

- Default Actions
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- EGA-Strawberries
- EGA-Utility
 - Layer+Snapshot F12
 - Enlarge_10%
 - Stamp
 - AssignAdobeRGB Shift+F11
 - Downsize_1920x1080_10... F10
- EGA-Process
 - OverlayEqualise_100
 - Layer Via Copy
 - Black & White
 - Preset Kind: Custom
 - With Auto
 - Without tinting
 - tint color: RGB color
 - Red: 225
 - Green: 211.001
 - Blue: 179.001
 - Invert
 - Gaussian Blur
 - Radius: 100 pixels
 - Set current layer
 - To: layer
 - Mode: overlay
 - HighPassSharpen_15
 - HighPassSharpen_10
 - HighPassSharpen_7.5
 - HighPassSharpen_5
 - EGATricks
 - PostcardEffect
 - EnlargeCanvas
 - JM Luminance Masks

Histogram Navigator

Adjustments

Add an adjustment

Layers Channels Paths

Kind

Normal Opacity: 100%

Lock Fill: 100%

Curves 1

Levels 1

Overlay Equalise

Layer 0

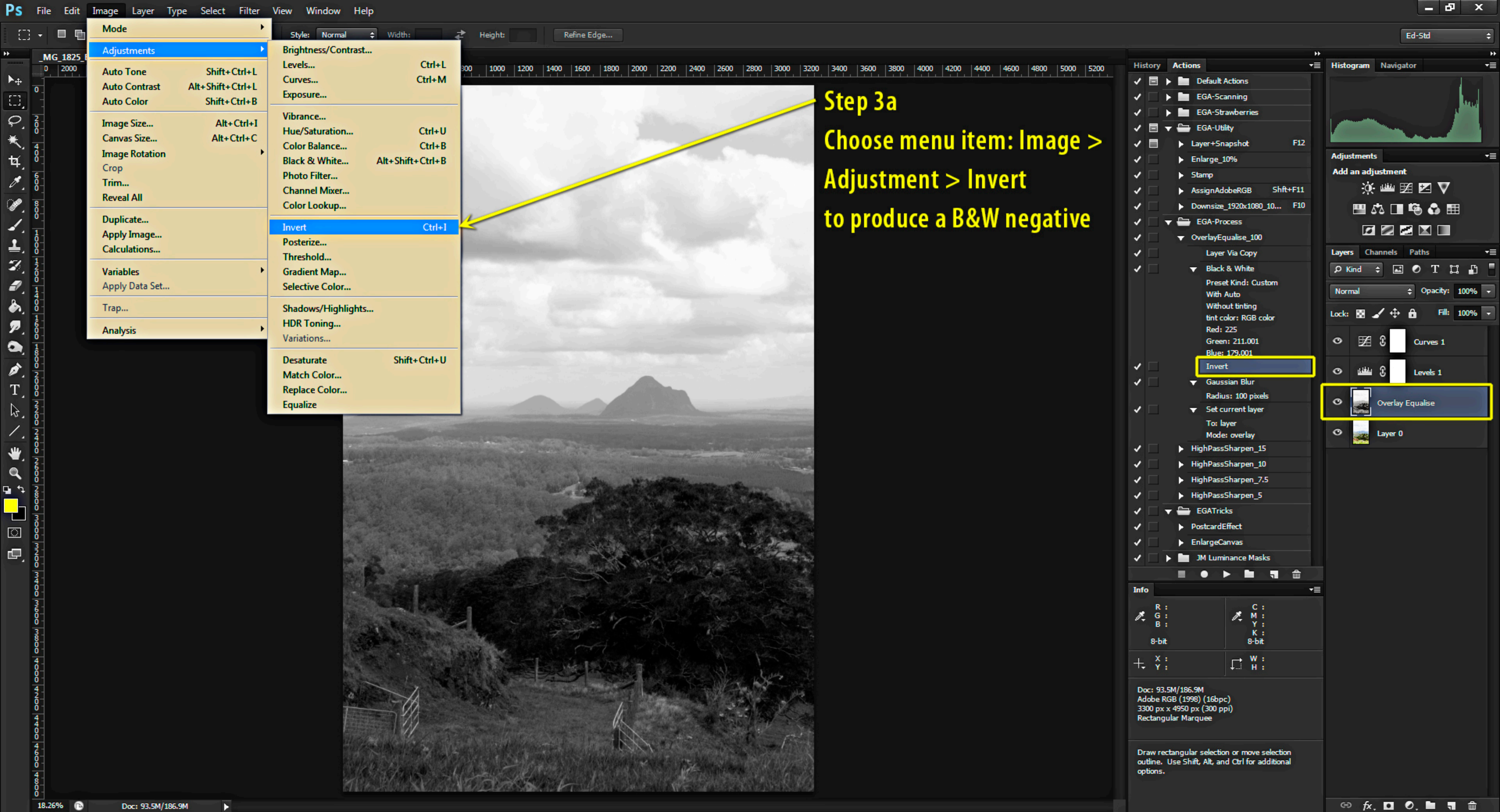
Info

R : C :
 G : M :
 B : Y :
 8-bit K :
 8-bit

X : W :
 Y : H :

Doc: 93.5M/186.9M
 Adobe RGB (1998) (16bpc)
 3300 px x 4950 px (300 ppi)

Click and drag to modify the slider that best matches the underlying color.



Step 3a
Choose menu item: Image >
Adjustment > Invert
to produce a B&W negative

- Mode
- Adjustments
 - Auto Tone Shift+Ctrl+L
 - Auto Contrast Alt+Shift+Ctrl+L
 - Auto Color Shift+Ctrl+B
 - Image Size... Alt+Ctrl+I
 - Canvas Size... Alt+Ctrl+C
 - Image Rotation
 - Crop
 - Trim...
 - Reveal All
 - Duplicate...
 - Apply Image...
 - Calculations...
 - Variables
 - Apply Data Set...
 - Trap...
 - Analysis

- Brightness/Contrast... Ctrl+L
- Levels... Ctrl+M
- Exposure...
- Vibrance...
- Hue/Saturation... Ctrl+U
- Color Balance... Ctrl+B
- Black & White... Alt+Shift+Ctrl+B
- Photo Filter...
- Channel Mixer...
- Color Lookup...
- Invert Ctrl+I**
- Posterize...
- Threshold...
- Gradient Map...
- Selective Color...
- Shadows/Highlights...
- HDR Toning...
- Variations...
- Desaturate Shift+Ctrl+U
- Match Color...
- Replace Color...
- Equalize

- History
- Actions
 - Default Actions
 - EGA-Scanning
 - EGA-Strawberries
 - EGA-Utility
 - Layer+Snapshot F12
 - Enlarge_10%
 - Stamp
 - AssignAdobeRGB Shift+F11
 - Downsize_1920x1080_10... F10
 - EGA-Process
 - OverlayEqualise_100
 - Layer Via Copy
 - Black & White
 - Preset Kind: Custom
 - With Auto
 - Without tinting
 - tint color: RGB color
 - Red: 225
 - Green: 211.001
 - Blue: 179.001
 - Invert**
 - Gaussian Blur
 - Radius: 100 pixels
 - Set current layer
 - To: layer
 - Mode: overlay
 - HighPassSharpen_15
 - HighPassSharpen_10
 - HighPassSharpen_7.5
 - HighPassSharpen_5
 - EGATricks
 - PostcardEffect
 - EnlargeCanvas
 - JM Luminance Masks

Histogram

Adjustments

Add an adjustment

Layers Channels Paths

Normal Opacity: 100%

Lock: Fill: 100%

Curves 1

Levels 1

Overlay Equalise

Layer 0

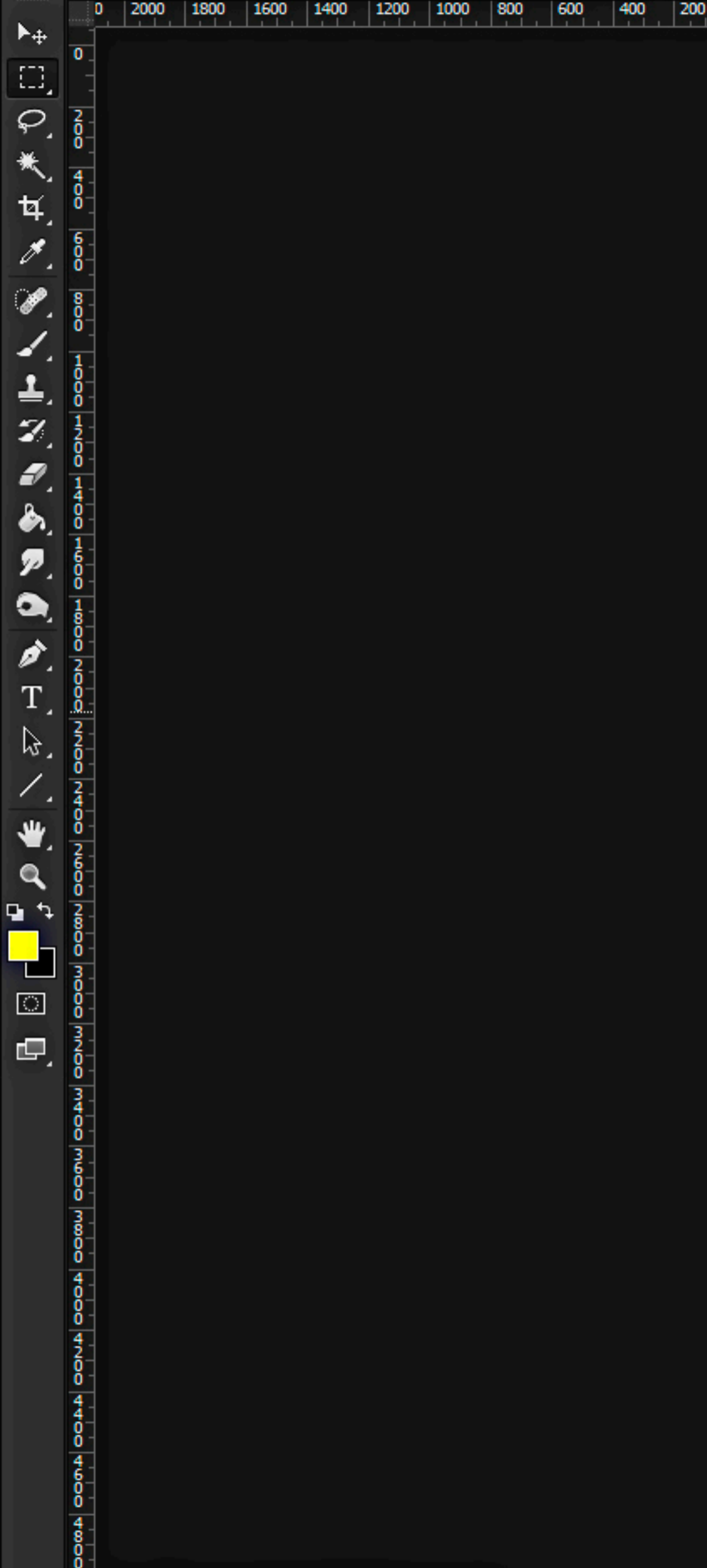
Info

R : C :
G : M :
B : Y :
K :
8-bit 8-bit

X : W :
Y : H :

Doc: 93.5M/186.9M
Adobe RGB (1998) (16bpc)
3300 px x 4950 px (300 ppi)
Rectangular Marquee

Draw rectangular selection or move selection outline. Use Shift, Alt, and Ctrl for additional options.



Step 3b
The OE layer is now a negative B&W image

History Actions

- Default Actions
- EGA-Scanning
- EGA-Strawberries
- EGA-Utility
 - Layer+Snapshot F12
 - Enlarge_10%
 - Stamp
 - AssignAdobeRGB Shift+F11
 - Downsize_1920x1080_10... F10
- EGA-Process
 - OverlayEqualise_100
 - Layer Via Copy
 - Black & White
 - Preset Kind: Custom
 - With Auto
 - Without tinting
 - tint color: RGB color
 - Red: 225
 - Green: 211.001
 - Blue: 179.001
 - Invert
 - Gaussian Blur
 - Radius: 100 pixels
 - Set current layer
 - To: layer
 - Mode: overlay
 - HighPassSharpen_15
 - HighPassSharpen_10
 - HighPassSharpen_7.5
 - HighPassSharpen_5
 - EGATricks
 - PostcardEffect
 - EnlargeCanvas
 - JM Luminance Masks

Histogram Navigator

Adjustments

Add an adjustment

Layers Channels Paths

Kind Opacity: 100%

Lock: Fill: 100%

- Curves 1
- Levels 1
- Overlay Equalise
- Layer 0

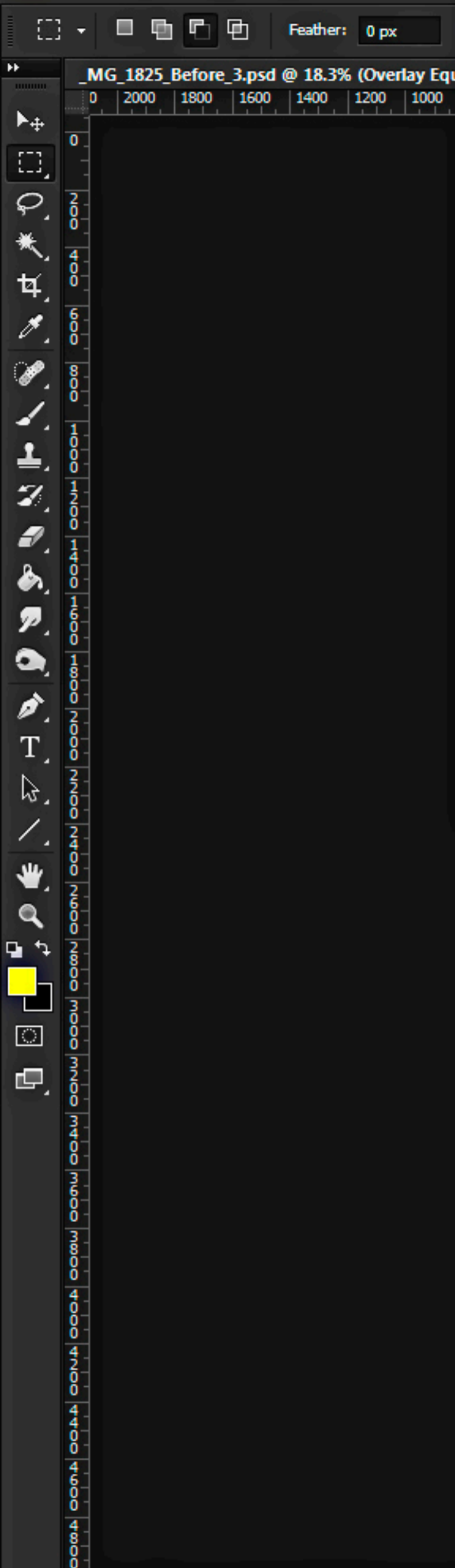
Info

R :	C :
G :	M :
B :	Y :
	K :
8-bit	8-bit

X :	W :
Y :	H :

Doc: 93.5M/186.9M
Adobe RGB (1998) (16bpc)
3300 px x 4950 px (300 ppi)
Rectangular Marquee

Draw rectangular selection or move selection outline. Use Shift, Alt, and Ctrl for additional options.



High Pass Ctrl+F

Convert for Smart Filters

- Extract...
- Filter Gallery...
- Adaptive Wide Angle... Shift+Ctrl+A
- Lens Correction... Shift+Ctrl+R
- Liquify... Shift+Ctrl+X
- Oil Paint...
- Vanishing Point... Alt+Ctrl+V

- Artistic
- Blur**
- Brush Strokes
- Distort
- Noise
- Pixelate
- Render
- Sharpen
- Sketch
- Stylize
- Texture
- Video
- Other

- Digimarc
- Nik Collection
- Browse Filters Online...

- Field Blur...
- Iris Blur...
- Tilt-Shift...

- Average
- Blur
- Blur More
- Box Blur...
- Gaussian Blur...**
- Lens Blur...
- Motion Blur...
- Radial Blur...
- Shape Blur...
- Smart Blur...
- Surface Blur...

Step 4a
 Choose menu item: **Filter > Blur > Gaussian Blur...**
 to blur the OE layer B&W image



History Actions

- Default Actions
- EGA-Scanning
- EGA-Strawberries
- EGA-Utility
 - Layer+Snapshot F12
 - Enlarge_10%
 - Stamp
 - AssignAdobeRGB Shift+F11
 - Downsize_1920x1080_10... F10
- EGA-Process
 - OverlayEqualise_100
 - Layer Via Copy
 - Black & White
 - Preset Kind: Custom
 - With Auto
 - Without tinting
 - tint color: RGB color
 - Red: 225
 - Green: 211.001
 - Blue: 179.001
 - Invert
 - Gaussian Blur**
 - Radius: 100 pixels
 - Set current layer
 - To: layer
 - Mode: overlay
 - HighPassSharpen_15
 - HighPassSharpen_10
 - HighPassSharpen_7.5
 - HighPassSharpen_5
 - EGATricks
 - PostcardEffect
 - EnlargeCanvas
 - JM Luminance Masks

Histogram Navigator

Adjustments

Add an adjustment

- Curves 1
- Levels 1
- Overlay Equalise**
- Layer 0

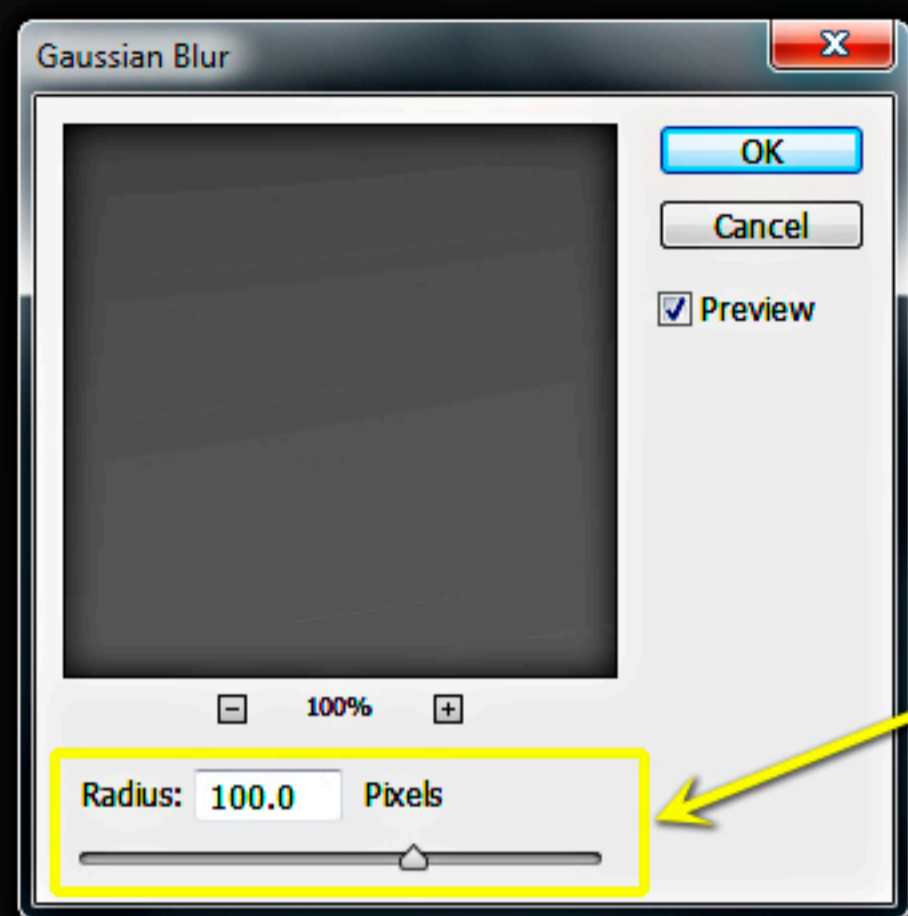
Info

R :	C :
G :	M :
B :	Y :
	K :
8-bit	8-bit

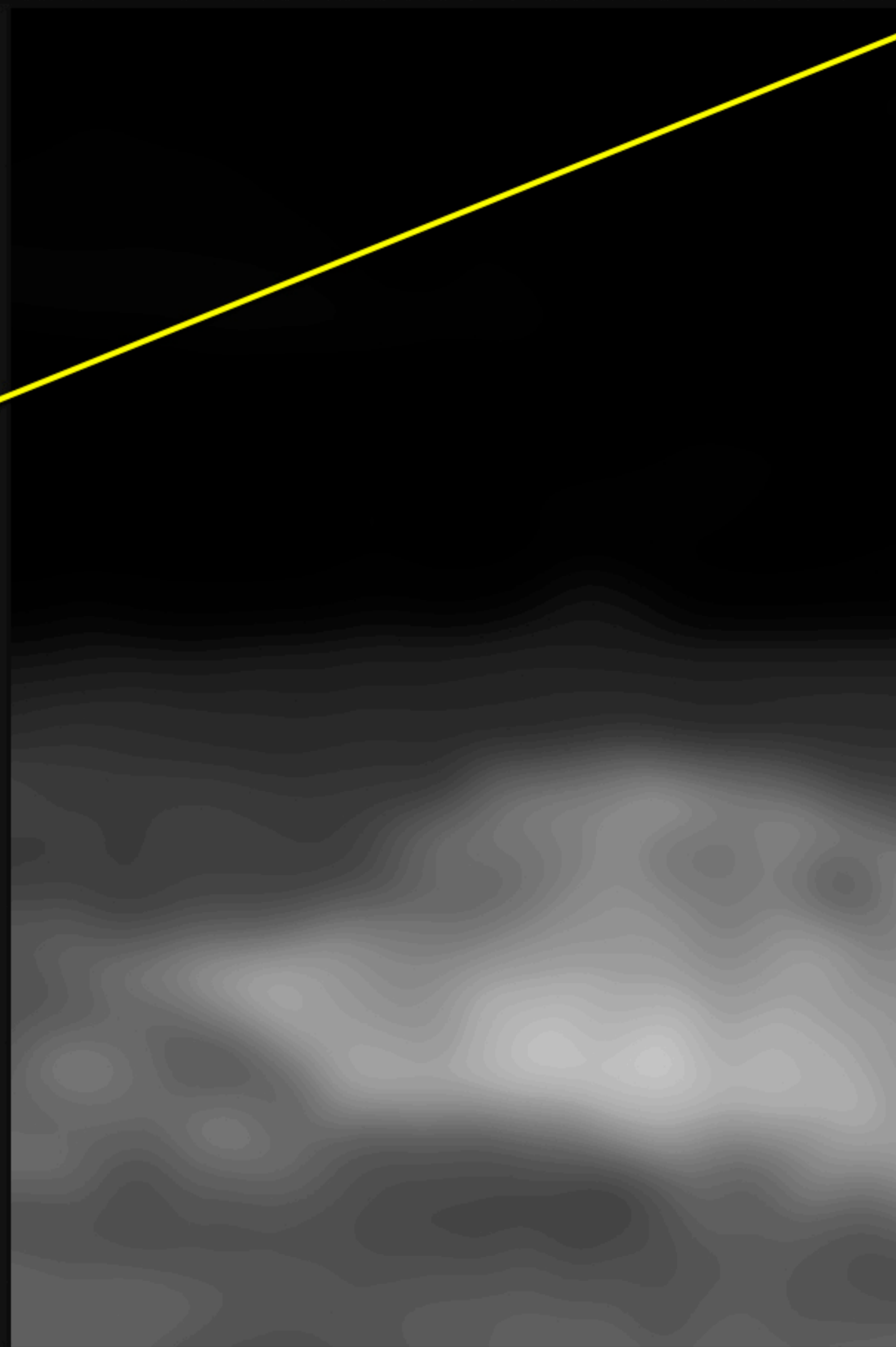
X :	W :
Y :	H :

Doc: 93.5M/186.9M
 Adobe RGB (1998) (16bpc)
 3300 px x 4950 px (300 ppi)
 Rectangular Marquee

Draw rectangular selection or move selection outline. Use Shift, Alt, and Ctrl for additional options.



Step 4b
Set the blur radius to 100 pixels.
 (Note: For some images tweaking the blur radius may produce a better result. e.g. Reducing the radius, to say 60 pixels, or less, may avoid a halo in some cases.)



History

- Default Actions
- EGA-Scanning
- EGA-Strawberries
- EGA-Utility
 - Layer+Snapshot F12
 - Enlarge_10%
 - Stamp
 - AssignAdobeRGB Shift+F11
 - Downsize_1920x1080_10... F10
- EGA-Process
 - OverlayEqualise_100
 - Layer Via Copy
 - Black & White
 - Preset Kind: Custom
 - With Auto
 - Without tinting
 - tint color: RGB color
 - Red: 225
 - Green: 211.001
 - Blue: 179.001
 - Invert
 - Gaussian Blur
 - Radius: 100 pixels
 - Set current layer
 - To: layer
 - Mode: overlay
 - HighPassSharpen_15
 - HighPassSharpen_10
 - HighPassSharpen_7.5
 - HighPassSharpen_5
 - EGATricks
 - PostcardEffect
 - EnlargeCanvas
 - JM Luminance Masks

Info

R : C :
 G : M :
 B : Y :
 8-bit K :
 8-bit

X : W :
 Y : H :

Doc: 93.5M/186.9M
 Adobe RGB (1998) (16bpc)
 3300 px x 4950 px (300 ppi)
 Hand

Click and drag to scroll image in desired direction. Use Alt and Ctrl for additional options

Adjustments

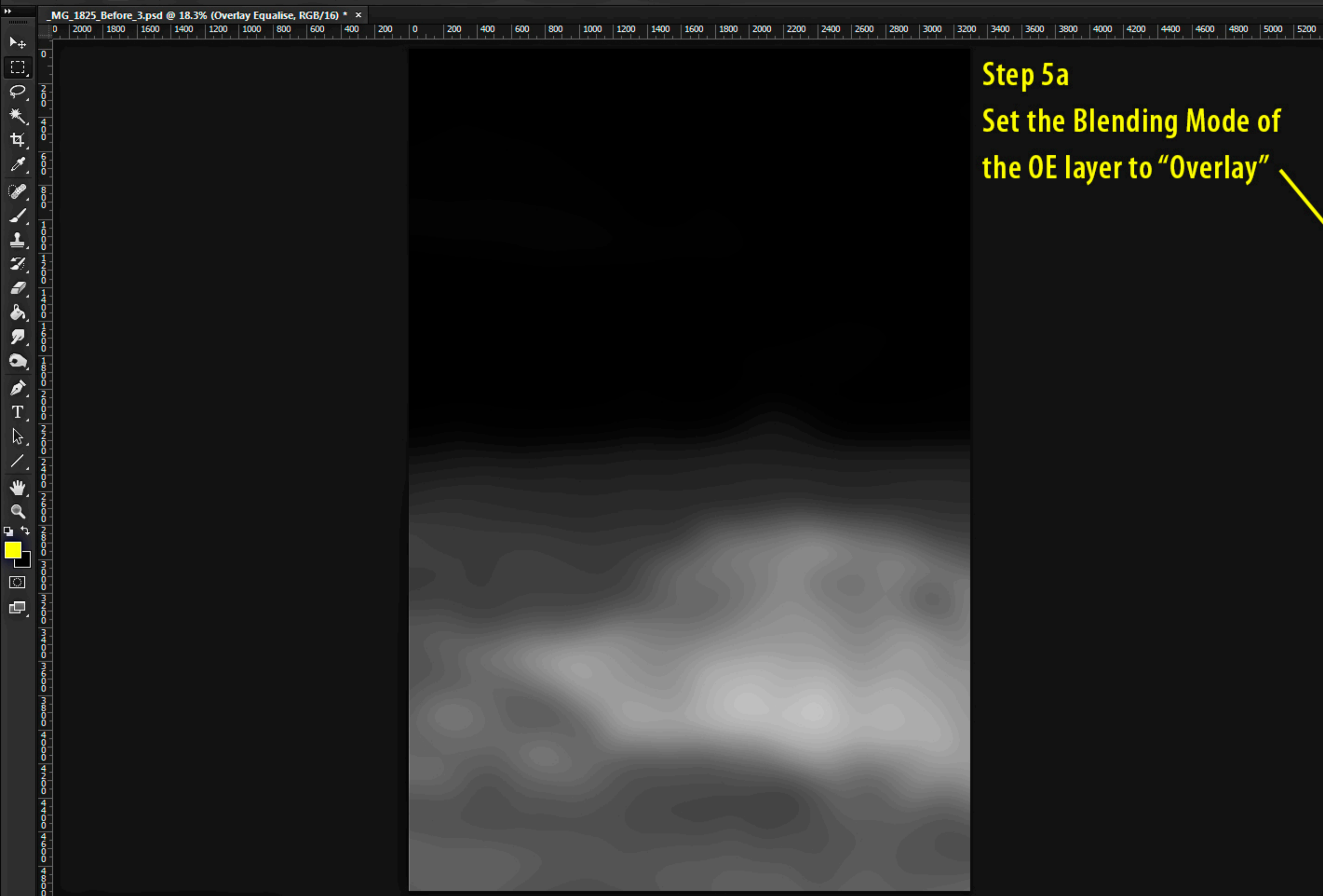
Add an adjustment

Layers Channels Paths

Normal Opacity: 100%

Lock: Fill: 100%

- Curves 1
- Levels 1
- Overlay Equalise
- Layer 0



Step 5a
Set the Blending Mode of
the OE layer to "Overlay"

History Actions

- Default Actions
- EGA-Scanning
- EGA-Strawberries
- EGA-Utility
 - Layer+Snapshot F12
 - Enlarge_10%
 - Stamp
 - AssignAdobeRGB Shift+F11
 - Downsize_1920x1080_10... F10
- EGA-Process
 - OverlayEqualise_100
 - Layer Via Copy
 - Black & White
 - Preset Kind: Custom
 - With Auto
 - Without tinting
 - tint color: RGB color
 - Red: 225
 - Green: 211.001
 - Blue: 179.001
 - Invert
 - Gaussian Blur
 - Radius: 100 pixels
 - Set current layer
 - To: layer
 - Mode: overlay
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 - HighPassSharpen_10
 - HighPassSharpen_7.5
 - HighPassSharpen_5
 - EGATricks
 - PostcardEffect
 - EnlargeCanvas
 - JM Luminance Masks

Histogram Navigator

Adjustments

Add an adjustment

Layers Channels Paths

Kind Opacity: 100% Fill: 100%

- Normal
- Dissolve
- Darken
- Multiply
- Color Burn
- Linear Burn
- Darker Color
- Lighten
- Screen
- Color Dodge
- Linear Dodge (Add)
- Lighter Color
- Overlay
- Soft Light
- Hard Light
- Vivid Light
- Linear Light
- Pin Light
- Hard Mix
- Difference
- Exclusion
- Subtract
- Divide
- Hue
- Saturation
- Color
- Luminosity

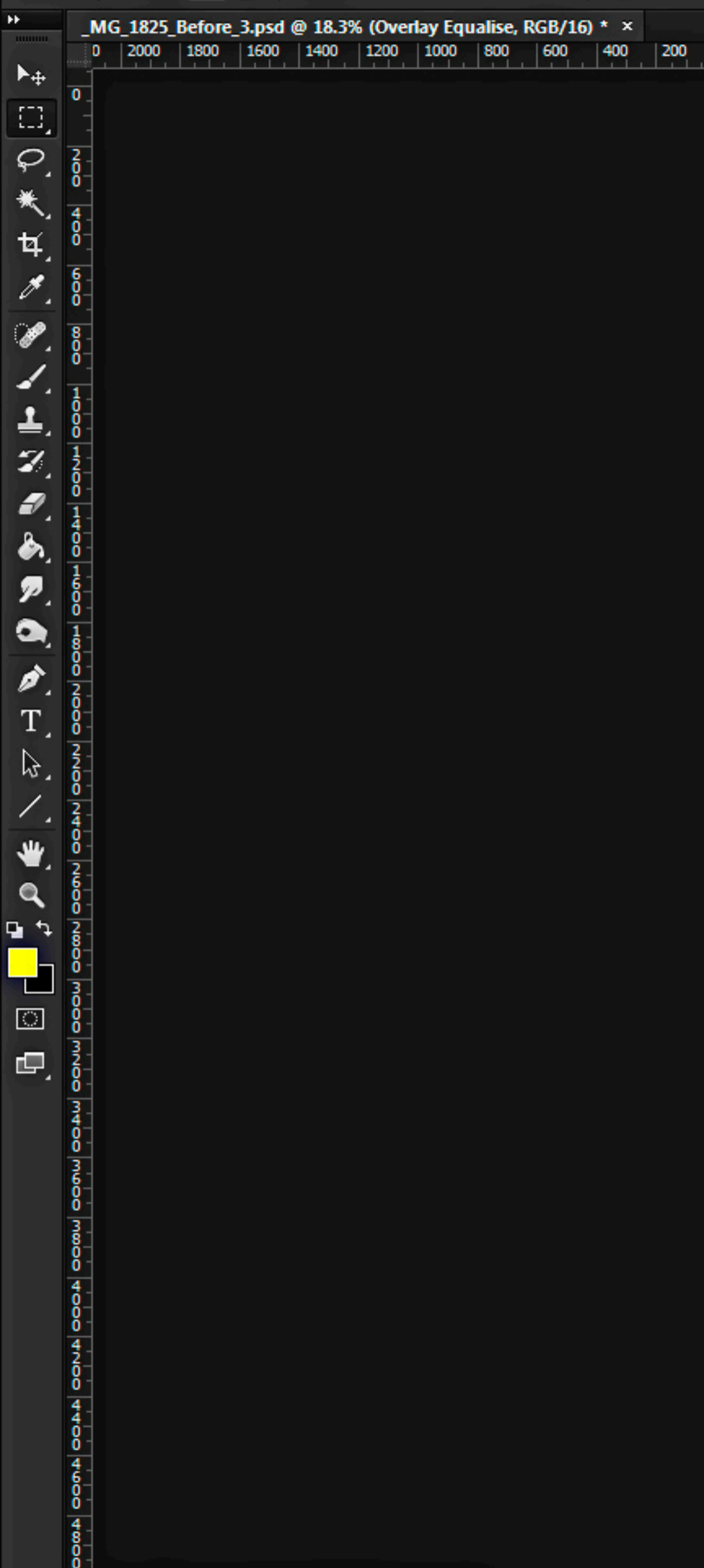
Info

R :	C :
G :	M :
B :	Y :
8-bit	K :
	8-bit

X : W :
Y : H :

Doc: 93.5M/186.9M
Adobe RGB (1998) (16bpc)
3300 px x 4950 px (300 ppi)
Rectangular Marquee

Draw rectangular selection or move selection outline. Use Shift, Alt, and Ctrl for additional options.



Step 6 (Optional)
Adjust the opacity of the OE mask layer, if necessary, to produce a better result; this may remove halos, or reduce the intensity of the effect.

History

- Default Actions
- EGA-Scanning
- EGA-Strawberries
- EGA-Utility
 - Layer+Snapshot F12
 - Enlarge_10%
 - Stamp
 - AssignAdobeRGB Shift+F11
 - Downsize_1920x1080_10... F10
- EGA-Process
 - OverlayEqualise_100**
 - Layer Via Copy
 - Black & White
 - Preset Kind: Custom
 - With Auto
 - Without tinting
 - tint color: RGB color
 - Red: 225
 - Green: 211.001
 - Blue: 179.001
 - Invert
 - Gaussian Blur
 - Radius: 100 pixels
 - Set current layer
 - To: layer
 - Mode: overlay
 - HighPassSharpen_15
 - HighPassSharpen_10
 - HighPassSharpen_7.5
 - HighPassSharpen_5
- EGATricks
 - PostcardEffect
 - EnlargeCanvas
- JM Luminance Masks

Info

R :	C :
G :	M :
B :	Y :
8-bit	K :
	8-bit
X :	W :
Y :	H :

Doc: 93.5M/186.9M
Adobe RGB (1998) (16bpc)
3300 px x 4950 px (300 ppi)
Rectangular Marquee

Draw rectangular selection or move selection outline. Use Shift, Alt, and Ctrl for additional options.

Adjustments

Add an adjustment

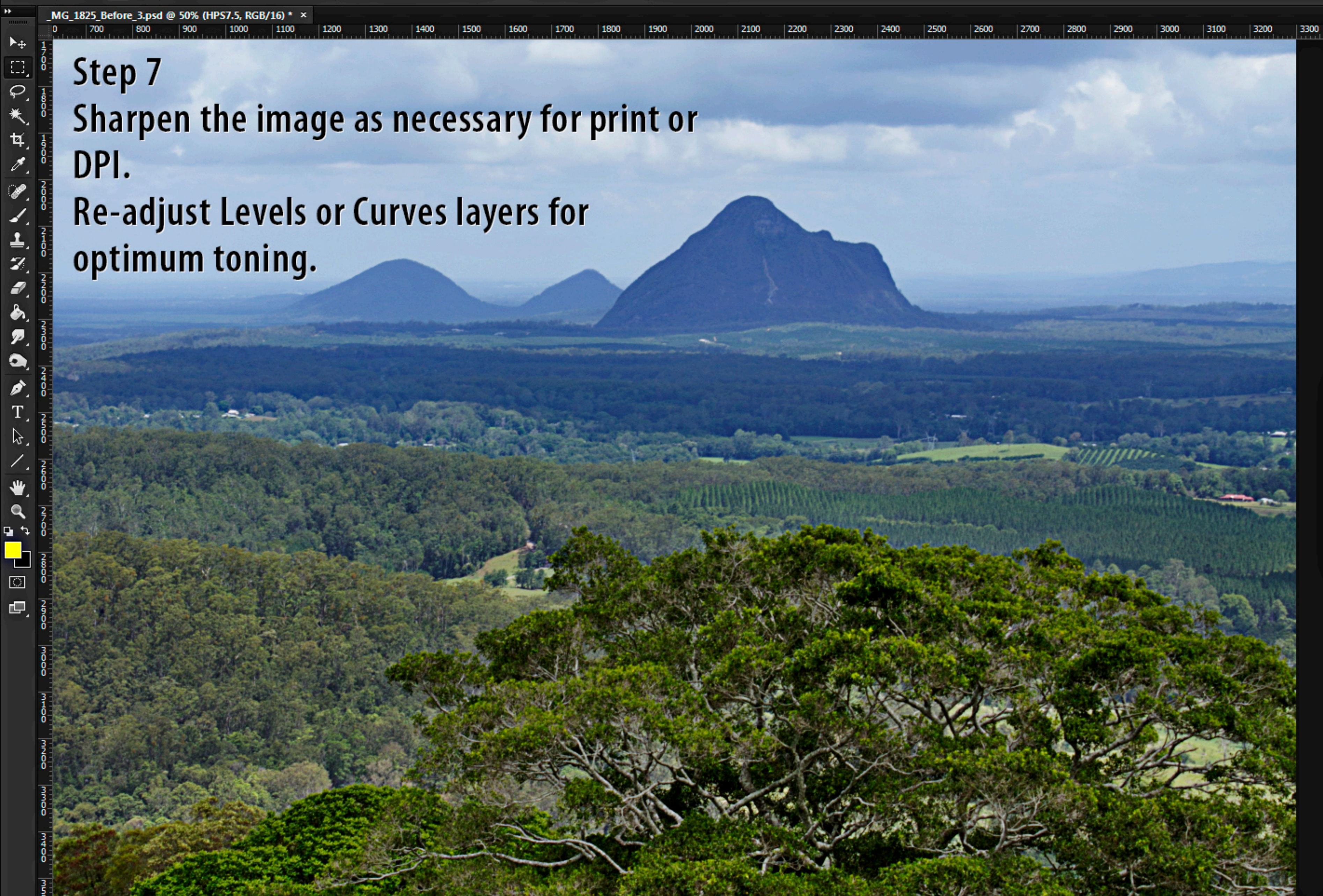
Layers Channels Paths

Kind

Overlay Opacity: 75%

Lock: [] [] [] []

- Curves 1
- Levels 1
- Overlay Equalise**
- Layer 0



Step 7
Sharpen the image as necessary for print or DPI.
Re-adjust Levels or Curves layers for optimum toning.

History Actions

- Default Actions
- EGA-Scanning
- EGA-Strawberries
- EGA-Utility
 - Layer+Snapshot F12
 - Enlarge_10%
 - Stamp
 - AssignAdobeRGB Shift+F11
 - Downsize_1920x1080_10... F10
- EGA-Process
 - OverlayEqualise_100
 - Layer Via Copy
 - Black & White
 - Preset Kind: Custom
 - With Auto
 - Without tinting
 - tint color: RGB color
 - Red: 225
 - Green: 211.001
 - Blue: 179.001
 - Invert
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 - Set current layer
 - To: layer
 - Mode: overlay
 - HighPassSharpen_15
 - HighPassSharpen_10
 - HighPassSharpen_7.5
 - HighPassSharpen_5
 - EGATricks
 - PostcardEffect
 - EnlargeCanvas
 - JM Luminance Masks

Histogram Navigator

Adjustments

Add an adjustment

Layers Channels Paths

Kind

Overlay Opacity: 85%

Lock: [] [] [] []

- Curves 1
- Levels 1
- Overlay Equalise
- HP57.5
- Layer 0

Info

R :	C :
G :	M :
B :	Y :
8-bit	K :
	8-bit

X :	W :
Y :	H :

Doc: 93.5M/280.4M
Adobe RGB (1998) (16bpc)
3300 px x 4950 px (300 ppi)
Rectangular Marquee

Draw rectangular selection or move selection outline. Use Shift, Alt, and Ctrl for additional options.

Before



After



Overlay Equalisation Masking

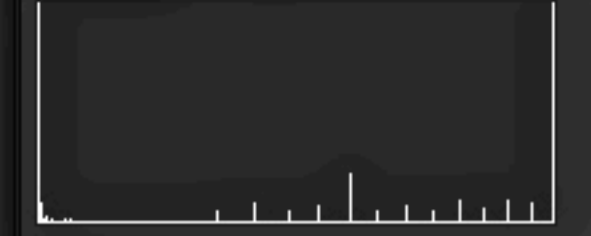
SUMMARY

- There are 5 essential steps:
 1. Duplicate the image layer
 2. Convert to B&W (Auto)
 3. Invert to negative
 4. Apply Gaussian Blur (100 px)
 5. Set layer Blending Mode to Overlay and adjust layer opacity.
- The resulting tonal and luminosity effects are achieved without the use of selections or Photoshop tools, *and can be automated.*
- The technique complements, but does not replace, basic Camera RAW, Layers, and Curves processing.
- OEM mimics the darkroom technique of “Silver Masking”. But it is not a “silver bullet”; it is not “right” for every image. Experiment!

History Actions

- ✓ [] ▶ Default Actions
- ✓ [] ▶ EGA-Scanning
- ✓ [] ▶ EGA-Strawberries
- ✓ [] ▶ EGA-Utility
- ✓ [] ▶ Layer+Snapshot F12
- ✓ [] ▶ Enlarge_10%
- ✓ [] ▶ Stamp
- ✓ [] ▶ AssignAdobeRGB Shift+F11
- ✓ [] ▶ Downsize_1920x1080_10... F10
- ✓ [] ▶ EGA-Process
- ✓ [] ▶ OverlayEqualise_100
 - Layer Via Copy
 - Black & White
 - Preset Kind: Custom
 - With Auto
 - Without tinting
 - tint color: RGB color
 - Red: 225
 - Green: 211.001
 - Blue: 179.001
 - Invert
 - Gaussian Blur
 - Radius: 100 pixels
 - Set current layer
 - To: layer
 - Mode: overlay
 - HighPassSharpen_15
 - HighPassSharpen_10
 - HighPassSharpen_7.5
 - HighPassSharpen_5
- ✓ [] ▶ EGATricks
- ✓ [] ▶ PostcardEffect
- ✓ [] ▶ EnlargeCanvas
- ✓ [] ▶ JM Luminance Masks

Histogram Navigator



Adjustments

Add an adjustment

- Levels
- Curves
- Color Balance
- Channel Mixer
- Color Lookup
- Camera Raw Filter
- Gradient Map
- Image Lookup
- Posterize
- Threshold

Layers Channels Paths

Kind: [] Opacity: 100%

Lock: [] [] [] Fill: 100%

- [] T Summary • There are 5...
- [] T Overlay Equalisation... fx
- [] Layer 0

Info

R : 221	C : 12%
G : 221	M : 9%
B : 221	Y : 9%
	K : 0%
8-bit	8-bit

X : 1209	W :
Y : 82	H :

Doc: 7.44M/11.9M
Adobe RGB (1998) (8bpc)
2000 px x 1300 px (300 ppi)
Rectangular Marquee

Draw rectangular selection or move selection outline. Use Shift, Alt, and Ctrl for additional options.

GENERAL TIPS

- **Adopt “Pro-Pro” — Pro Processing:**
 1. Use 16 bits/channel mode in both Adobe Camera RAW and Photoshop
 2. For colour images, use Adobe RGB (1998) profile colour space (if allowed)
 3. For mono images, use Gamma 1.8/2.2 profile — *not* a “Dot Gain...” profile
 4. Use Adjustment *Layers*, not direct image adjustments
 5. Use Snapshots (and Save as...) to save processing History or use “Create new document from current state” button.
- **In Preferences > Interface..., set a dark Colour Theme to avoid the “Bezold Illusion”:** contamination of colours/tones by surrounding workspace.
- **Create and save an efficient workspace — stick with it so you know where the things you need are located.**
- **Learn a new keystroke shortcut every month and use it — time saved mounts up:** m = Marquee, s = Clone, b = brush, Ctrl/Cmd + i = Invert.

