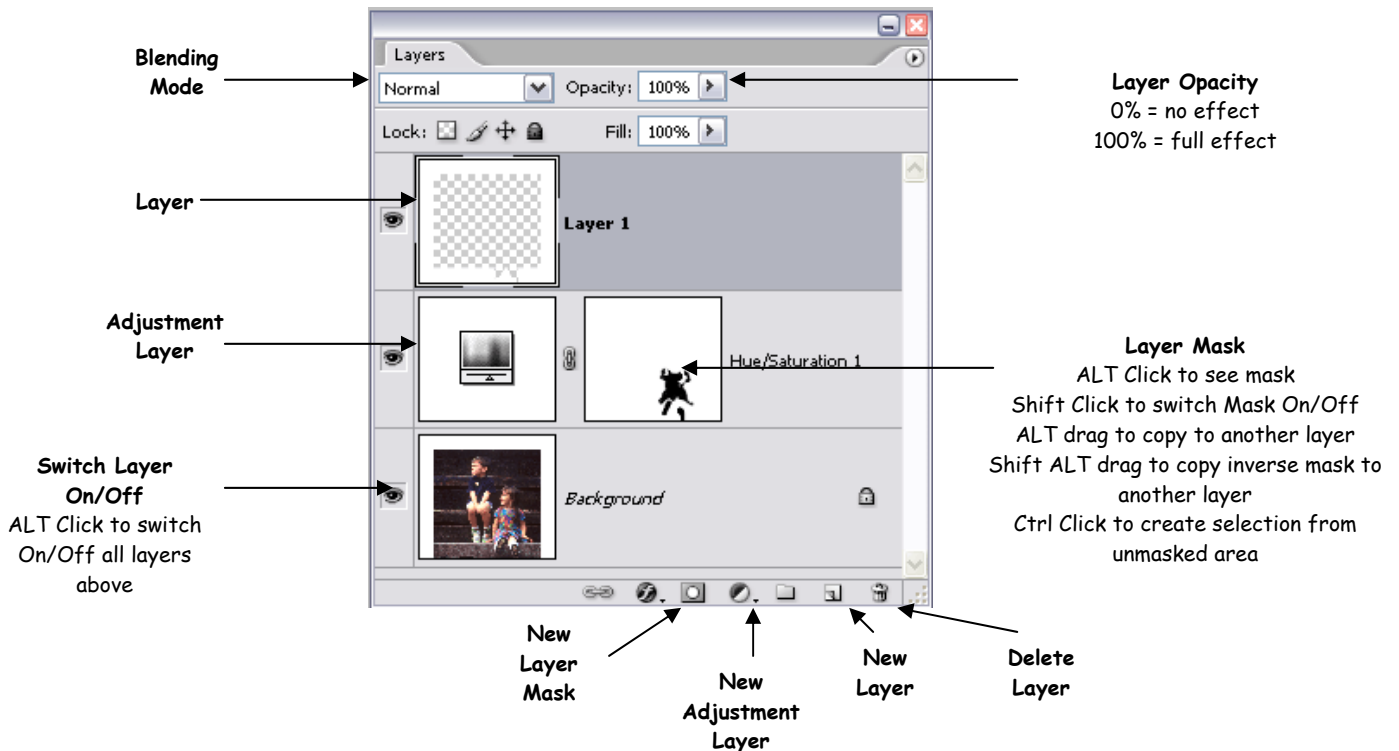




## Layers, Adjustment Layers & Layer Masks

In order to see the *Layers Palette*, select *Layers* in the *Window* menu:



You can think of **Layers** as similar to coloured filters you would place over the image (Background layer) to create different effects without altering the background image.

**Layers** can contain additional elements that you might want to add to the image e.g. new skies, borders, special effects that aren't available via layer masks.

**Adjustment Layers** don't contain any pixel data only adjustments to the underlying image and so don't add to the size of the image (though if you add a Layer Mask this does increase the file size). Amongst others, they can be used to:

- Alter the brightness and contrast - **Levels, Curves, Brightness/Contrast**
- Apply colour corrections and alterations - **Colour Balance, Hue/Saturation, Selective Colour, Channel Mixer**
- Apply **Photo Filters**



## Layers, Adjustment Layers & Layer Masks

They don't affect the underlying image and can be switched off or on, deleted or adjusted at any time by double clicking on them.

**Layer Masks** are just that, you mask off bits of the image you don't want to be affected by the layer by painting with a Black brush (use White to correct the mask).

**TIP** Press the \ key to show as a red Rubylith Mask which you can then alter with the Paintbrush and Black and White paint.

**Blending Modes** alter the way the Layers interact with the lower layers of the image:



All DARKEN image. **Multiply** useful for overexposed images (similar to looking at 2 slides sandwiched together)

All LIGHTEN image. **Screen** often most useful (similar to printing with 2 negatives sandwiched together)

All alter CONTRAST. **Overlay** often useful

Comparison modes

Only affect those elements of the image, e.g. **Luminosity** only affects the tonal range