

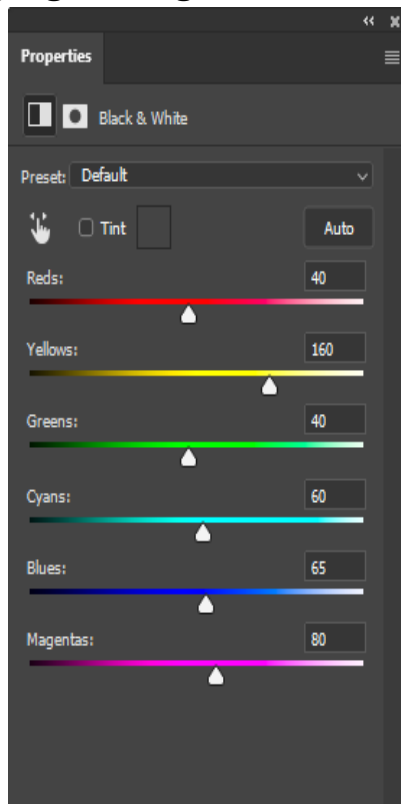
“Painting” Over Dark Edges in Photoshop

Images with strong contrast lines have good potential. Complete normal post-processing adjustments so you can start with a quality image.

1. Duplicate the background and name the new layer ‘find edges.’
2. Apply “Filter > Stylize > Find Edges” to the ‘find edges’ layer.

CAUTION: EITHER DO #3 OR #4+5... NOT BOTH

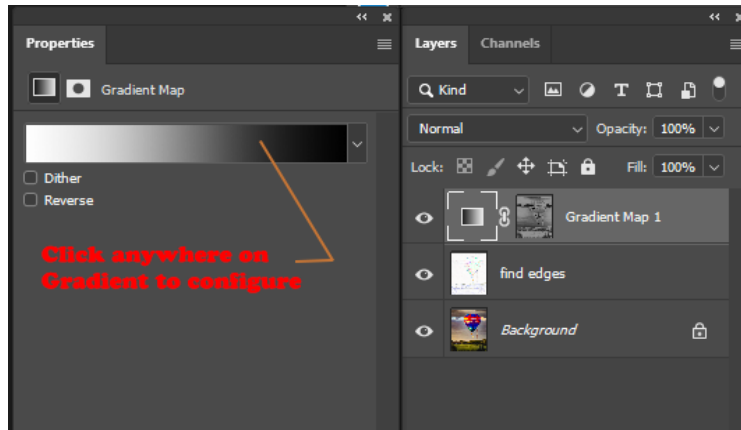
3. **Option A:** Add a “Black & White” adjustment layer... and tweak colors as desired to get good edges.



[See layer stack on page 3](#)

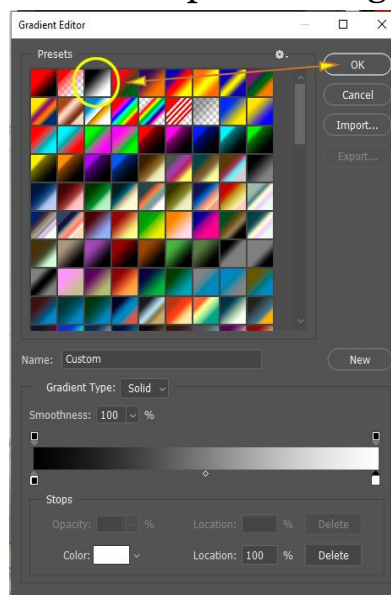
SKIP TO STEP 6.

4. **Option B:** Add a “Gradient Map” adjustment layer. Your layers should look like this, with a gradient dialog screen present:



CONTIUNE TO STEP 5.

5. Clicking on the gradient will open a configuration window like this:



Click on the ‘Black to White’ gradient (circled) and then click on OK.
See layer stack on page 3

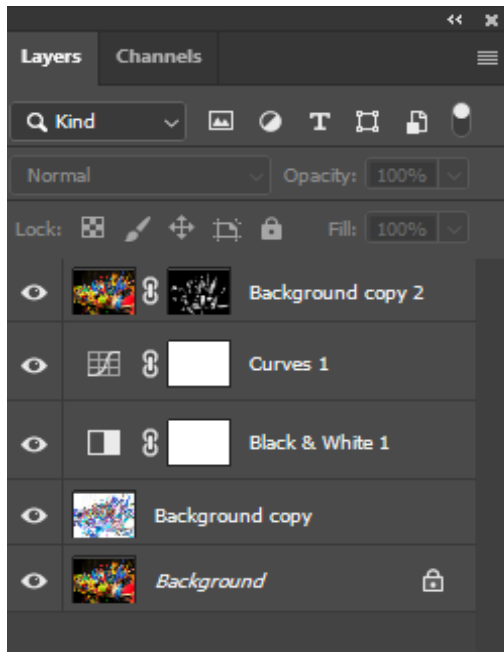
CONTIUNE TO STEP 6.

(* More info about Gradient Maps at the end of this doc.)

6. [Optional] An adjustment layer (Curves or Levels) is sometimes desirable above the “Black & White” layer or “Gradient Map” layer to darken the edge lines.

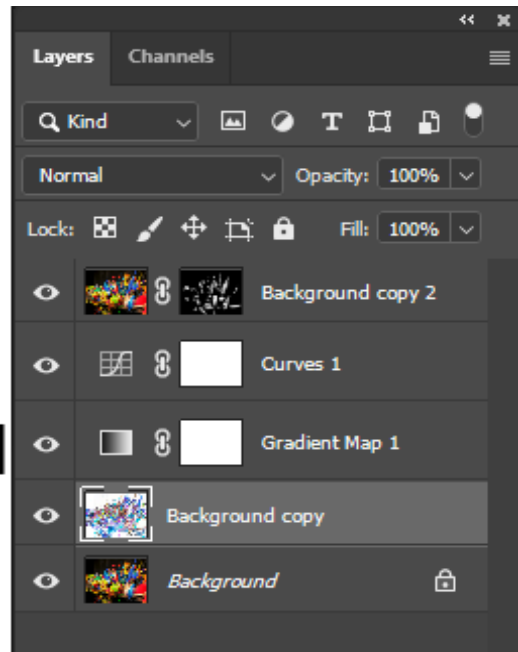
7. Duplicate the “Background” layer and move it to the top of the layer stack. Add a small blur to smooth the colors – typically “Filter > Blur > Gaussian Blur” at a low setting of 1-5; then add and fill the mask with Black (click on the “Add Mask” icon at the bottom of the layers pallet and then “Cntrl/Cmd-Click I” to invert the mask... OR “Alt/Option-Click” on the “Add Mask” icon at the bottom of the Layers Pallet). The layer stack will look like one of these:

Layers w/Black & White Adj



[OR]

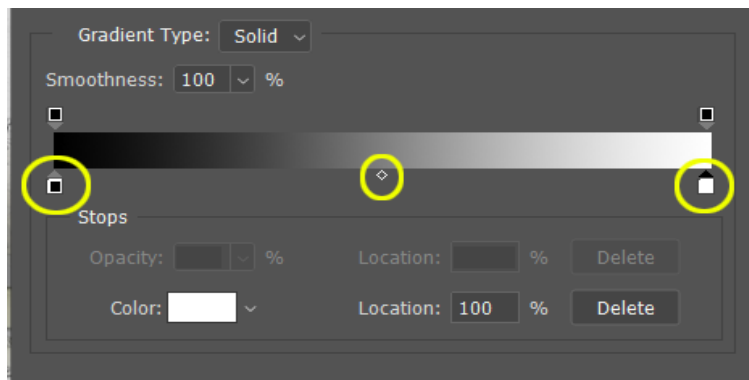
Layers w/Gradient Map



8. Now paint with White onto the mask of the top (background copy) layer to bring color back into the image. This is the artistic step, so vary the brush type, size and Flow; as well as the Layer Opacity and Layer Blend modes. Experiment with different Brushes also. A before/after/finished layer stack example follows:



About Gradient Maps



Gradient Maps add color(s) to an image. It works similar to a Levels adjustment: The small square of the left (circled in yellow) is the “black point;” while the small square on the right (also circled in yellow) is the “white point;” and the tiny diamond in the middle can be moved to shift the location of the “mid-point.” [CAUTION: the diamond is very small and you need to place your cursor inside before clicking and dragging.] If no diamond is visible, click one of the Black or White Point squares and a diamond will appear.

The intensity of Gradient Maps can be controlled by lowering “Opacity” or the “Flow” value.

To change the color of either the ‘black point’ or the ‘white point,’ click on its box and then click on the “Color” swatch below to select a new color.

In this example, after placing the Gradient Map layer on the image, the darks will be ‘black’ and the lights will be ‘white.’ *[Side Note: this color set can be used to make a b/w image conversion also.]*

Artistic variation to this layer is done via moving the ‘diamond,’ adjusting the Opacity and/or Flow and/or masking.
