

Non-Destructive Dodge and Burn in Mono

1. Create a grey layer

In the menu click Layer > New Layer.

From the mode drop-down menu choose Soft-Light

Check the box "fill with soft light-neutral colour (50% grey)"

Click OK.

2. Select the brush tool

Then select the new grey layer in Layers Palate

Choose a soft Brush tool (B) with 'normal' blending.

Press D to be sure to select the default black and white swatches.

3. Start Painting

Adjust opacity starting at 20% or less.

Use black to Burn (darken)

Press X to switch to white to dodge

If you think you have overdone it go back in History to erase what you have done and try again.

4. Modify layer

I.e reduce overall effect by lowering opacity in the layers palate

If you think you have overdone things a bit to much, switch layer on and off to view what has been modified.

5 Flatten Layers

To finalise the outcome/modifications

In effect this system with (careful manipulation) darkens the darker shades without effecting highlights, and similarly lightens the lighter shades without effecting too much the blacks.

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