

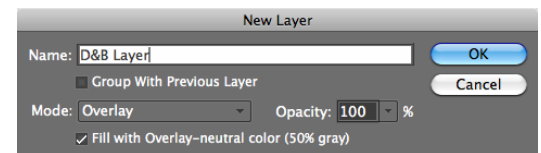
The files you need to complete Exercise 7 can be downloaded from ImageMedic.com. The zip file will create a folder called “Exercise 7 Files.”

Exercise 7 - Creating a Special Dodge & Burn Layer

This is about a special technique particularly useful to digital photographers. I call it **The Dodge and Burn Layer**. You will create a separate layer and use the **Brush Tool** (instead of the Dodge and Burn Tools) and the **Overlay Layer Blend Mode**, so that any dodging and burning will be applied in such a way that original pixels are not affected, AND you can return to the file at a later time to tweak or undo your tonal adjustments.

- From your “**Exercise 7 Files**” folder, open the file (“*Dodge and Burn.jpg*”).
- You will create a NEW LAYER. Do this by either a: **menu:LAYER>NEW** or, b: by **option-clicking** the little “New Layer” icon at the top of the Layers Palette. You use the option key to force a New Layer dialog box to come up.

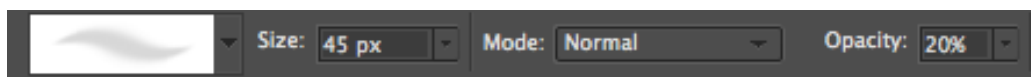
- Critical step:** In the New Layer dialog box, give the new layer a name. I suggest “D&B Layer” and choose the **Overlay Blend Mode** for your new layer. Then enable (check) the box that says, “Fill with Overlay-neutral color (50% gray).” You will not notice any changes to the image.



- Since you will be using the Brush Tool next, you need to make sure that the *foreground/background* colors are set to their default *black* and *white*. The shortcut for this is engaged by pressing the letter **D**. You can observe any change in the two color swatches below the tool palette.



- Select the **Brush Tool**. Verify that it is set to NORMAL mode up in the tool option bar up at the top. For this technique to work properly, you will also need to set a **low opacity** up in the tool option bar. This is called the **tool opacity**. It is *not* the same thing as the layer opacity. Start at tool opacity of 20%. It's all trial-and-error. Here's another shortcut: you can simply type a number to make an opacity change. For example, typing “3” sets the opacity to 30%, typing “0” sets it to 100%, and so on. You can also set your brush size as needed using a handy keyboard shortcut; for adjusting the brush size press the left bracket key ([) to reduce the brush size and the right bracket key (]) to increase its size. If you add the **SHIFT KEY**, you can also change the brush hardness; **shift-[** to soften and **shift-]** to harden the brush.



- Now, with the **Brush Tool**, you can paint on the new layer right on top of the areas of the image that you wish to adjust. Here's the thing: *paint with white* to bring up detail in the dark areas (eg; the darker building faces in the background). This is equivalent to **dodging**. *Paint with black* to darken overly-light areas (eg; areas in the foreground), which makes this the same as **burning**. Remember to use the **X**-key shortcut to switch between black and white.