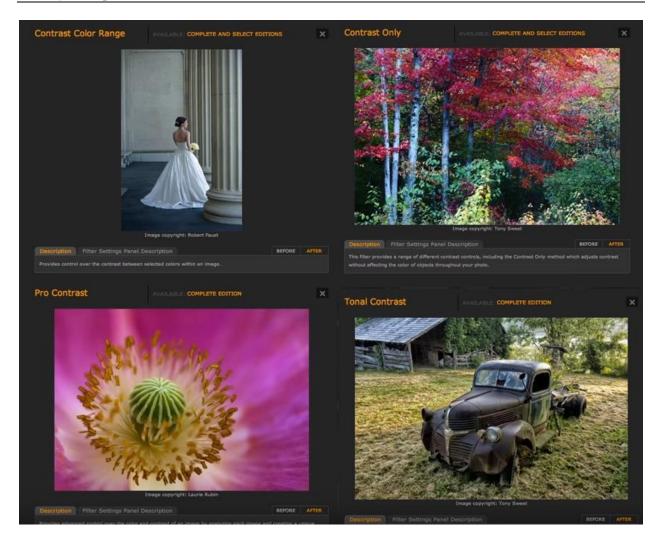
Comparing contrast filters in Nik Software's Color Efex Pro 4 Dan Hughes



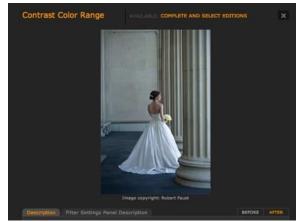
Contrast Color Range (bride)

Used with images that have colors at opposite ends of color spectrum-bride image with blue in foreground and warmth of her skin. Want to exaggerate the contrast between colors.

- Select color of her skin with color slider (31)
- Adjust sliders
 - o <u>Color contrast</u> = 90%
 - o <u>Brightness</u> = 8%
 - <u>Contrast</u> = 35%
- Now the gown is blown out and hair is too dark
 - Use shadow protection (62%) and highlight protection (100%) to fix.
 - Or add +/- control points to gown and hair [Dan did not do]

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Comparing contrast filters in Nik Software_Hughes.docx Published on Jan 11, 2013: https://www.youtube.com/watch?v=kcafTOjgrNk



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Contrast Only (fall leaves)

Used to adjust contrast without color; "utility" filter; 3 sliders for contrast but all different

- <u>Brightness</u> = overall exposure (-10%
- <u>Contrast</u> = lightens the light tones, darkens the dark tones and does effect color
- <u>Contrast only</u> = adjusts luminosity not color
- <u>Soft contrast</u> = soft, glow-like contrast
- <u>Saturation</u> = usual saturation adjustment
- Shadow and highlight protection
- Control points

Pro Contrast (flower center)

Provides advanced control over color and contrast-analyzes the image and provides a unique enhancement specific to each photo. High levels of contrast while maintaining detail. Very automated

- <u>Correct color cast</u>= if you need to correct
- <u>Correct contrast</u> = attempts to optimize the contrast throughout the image as you slide right
- <u>Dynamic contrast</u> = affects certain tones more than others; can add extra dynamic pop
- Shadow and highlight protection
- Control points

Tonal Contrast (old truck)

Use for control over **texture** and details.

Comes with default settings for sliders: can adjust these to your liking

- <u>Highlights</u>= 25%
- <u>Midtones</u> = 50%
- <u>Shadows</u> = 25%
- <u>Saturation</u> = 20%
- <u>Contrast types</u>: chooses the way the filter controls the texture. Cycle through & choose.
 - o Standard
 - High pass = like high pass sharpening
 - o Fine
 - o Balanced
 - o Strong





