Increasing Detail in Skies.
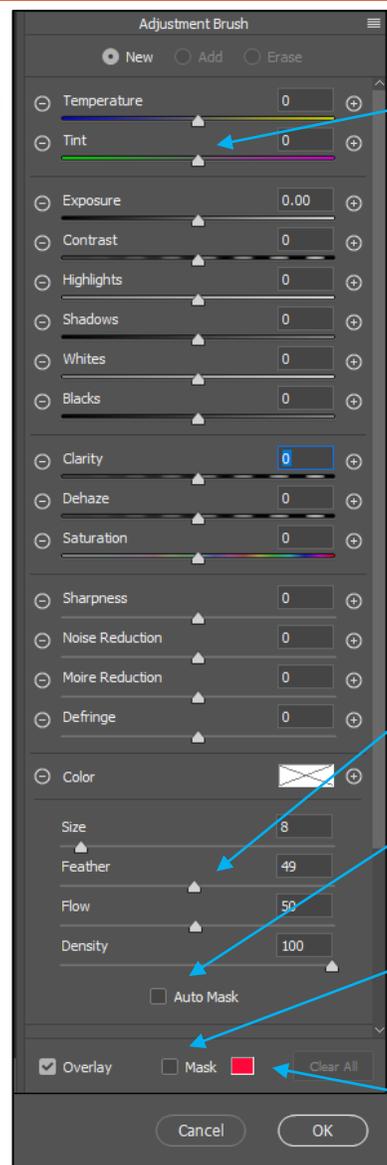
1 Open the image in Photoshop then click on <u>Filter – Camera Raw Filter</u>.

Filter	3D	View	Window	Help
Last Filter				Alt+Ctrl+F
Convert for Smart Filters				
Filter Gallery...				
Adaptive Wide Angle...				Alt+Shift+Ctrl+A
Camera Raw Filter...				Shift+Ctrl+A
Lens Correction...				Shift+Ctrl+R
Liquify...				Shift+Ctrl+X
Vanishing Point...				Alt+Ctrl+V
3D				▶
Blur				▶
Blur Gallery				▶
Distort				▶
Noise				▶
Pixelate				▶
Render				▶
Sharpen				▶
Stylize				▶
Video				▶
Other				▶
Anthropics				▶
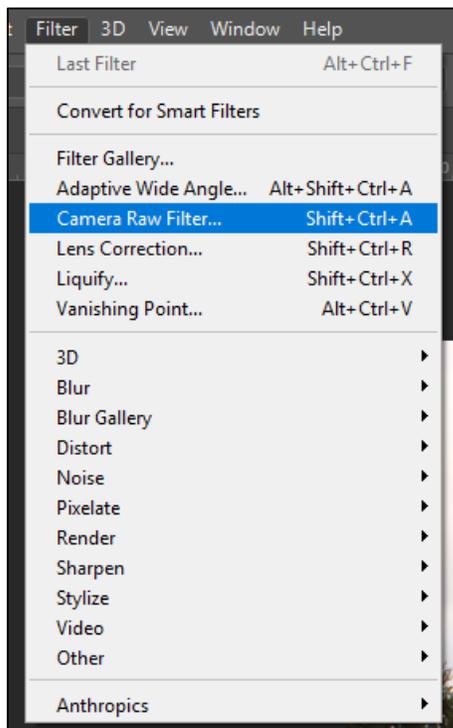
2 Once in Camera Raw, click on the <u>Local Adjustment Brush</u>.
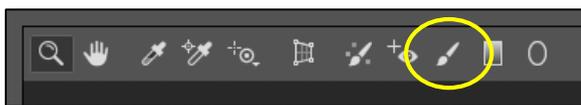
3 Ensure that all the <u>sliders</u> are set to mid-point (0), double click each one to reset it to zero.

Set the <u>Feather</u> to approx. 50.

Try using the <u>Auto-Mask</u> to see if that makes a better selection. This can be switched on and off at any time during the selection / masking process.

Tick the '<u>Mask</u>' check-box.

Click the <u>Colour picker</u> and select red (this only is the mask colour). It will make it easy to see where the mask is on the image.
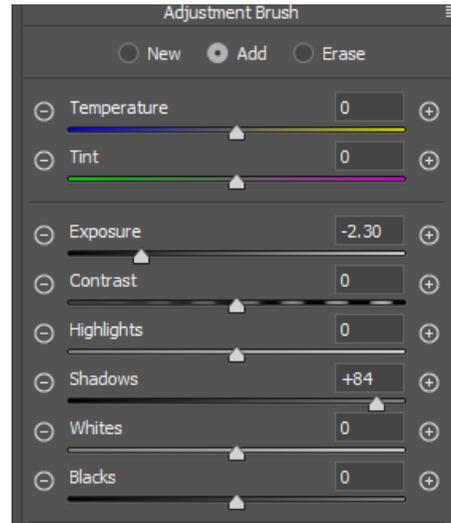
4 Paint over the sky in the image, slightly overlapping the horizon, the mask will show as a pink overlay. Use the [and] keys to change the brush size.

The effect will look better if you are more careful when painting the mask. Use the Erase option of take away any excess masking. Zoom in to see clearly.

5 Turn off the mask using the tick box in Step 3 then drag the Exposure slider to the left until you get the effect that you want.
Increase the Shadows slider to improve the area of overlap.

Adjustment Brush		
○ New	● Add	○ Erase
Temperature	0	
Tint	0	
Exposure	-2.30	
Contrast	0	
Highlights	0	
Shadows	+84	
Whites	0	
Blacks	0	

Click OK at the bottom of the panel to apply the changes and return to Photoshop.

Before

After