

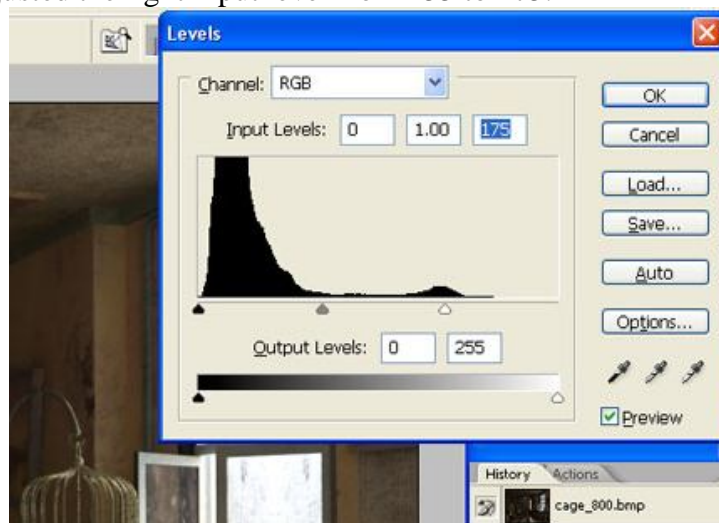
## Tutorial for Lighting Touch Ups in Photoshop

On most of my images I will make a final pass on lighting in Photoshop before I call it done.

Here's what my image "The Cage" looks like after I render it in Vray.

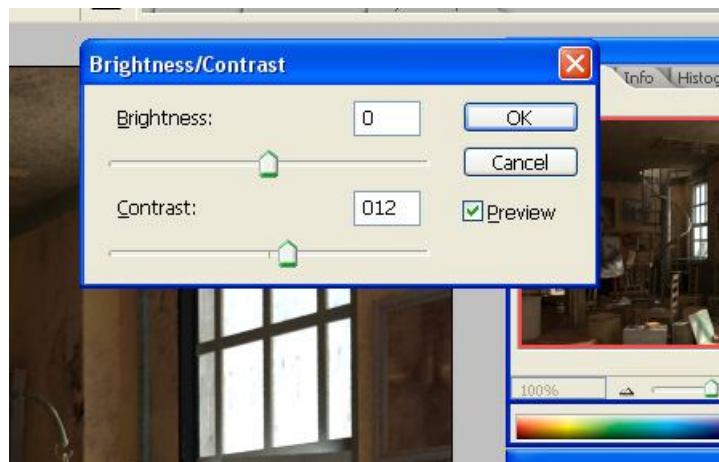
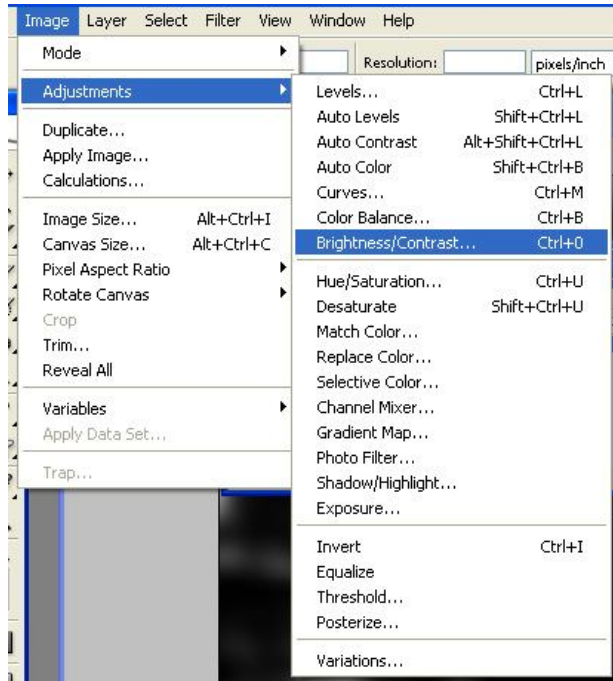


It's way too dark, so to lighten things up and balance it out I will adjust the levels in Photoshop. I adjusted the right input level from 255 to 175.

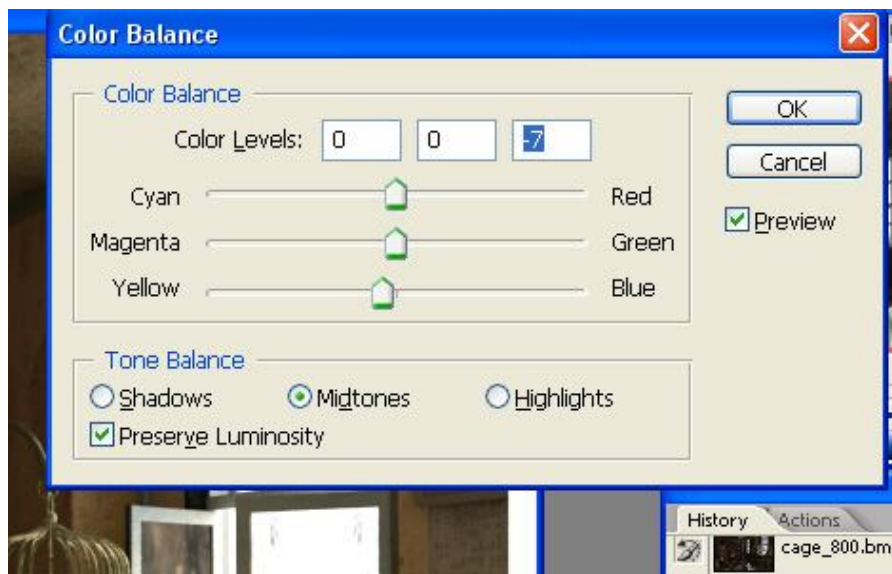
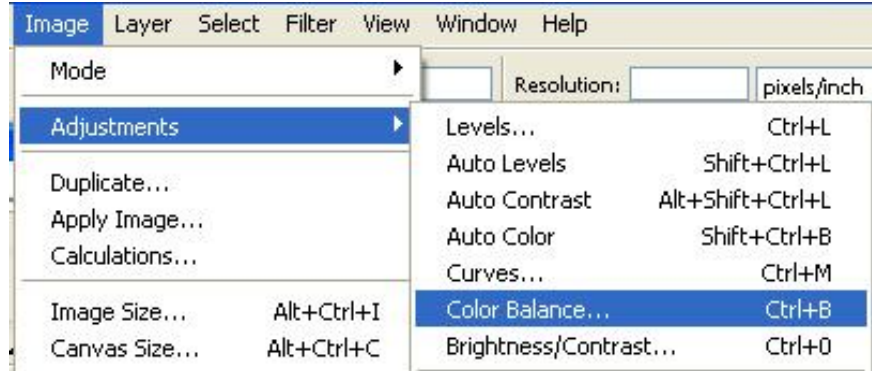


After this I usually add some contrast and adjust the color balance to add a warmer feel to the scene. It's subtle, but makes a difference. For this image I added, +12 to the contrast and -7 to the yellow midtones.

### Contrast:



## Color Balance:



The last thing I do is use Neil Blevins' specular bloom method to add an even more dramatic effect to the lighting. The tutorial for this can be found here:

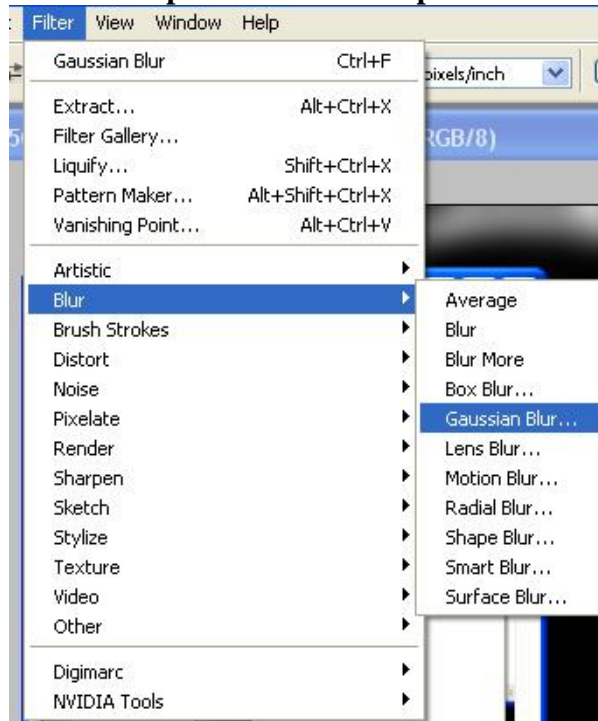
[http://www.neilblevins.com/cg\\_education/specular\\_bloom/specular\\_bloom.htm](http://www.neilblevins.com/cg_education/specular_bloom/specular_bloom.htm)

I will outline it quickly here too. The first thing to do is to duplicate the Background Layer. Then add an extreme amount of contrast to the image and lower the brightness. For this image I raised the contrast to 90 and lowered the brightness to around -75. This will differ for each image. Basically what you see highlighted will receive the bloom effect. When your contrast and brightness values are less extreme more of the scene will receive the bloom. In some cases this may not be what is wanted since it can wash out the image overall.

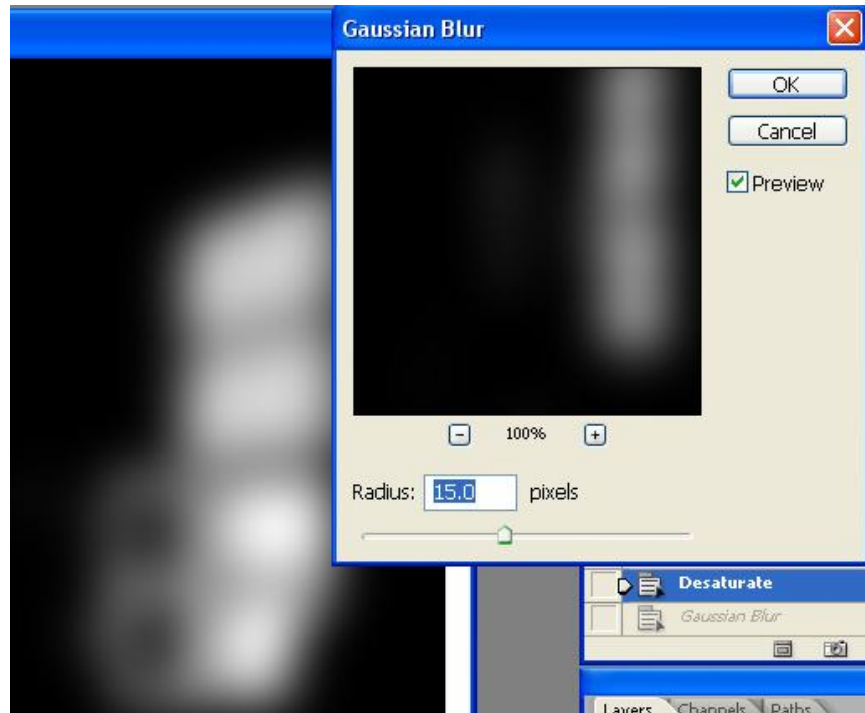
### Specular Bloom Step 1:



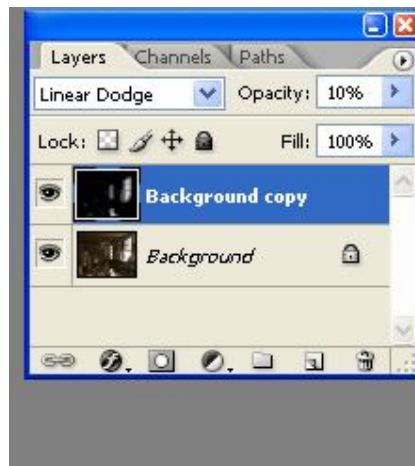
### Specular Bloom Step 2:



The next step is to desaturate the layer that will take on the bloom effect. Then add a Gaussian blur filter to the layer. I usually adjust the setting to around 15 pixels.



Then change the layer setting to **linear dodge**. The lighting should look blown out now so we'll need to lower the **opacity**. I usually set it around 10-15%.



And that's it! This is what it looks like after running it through these steps.



**-Jason Godbey**  
**[www.jg-art.com](http://www.jg-art.com)**