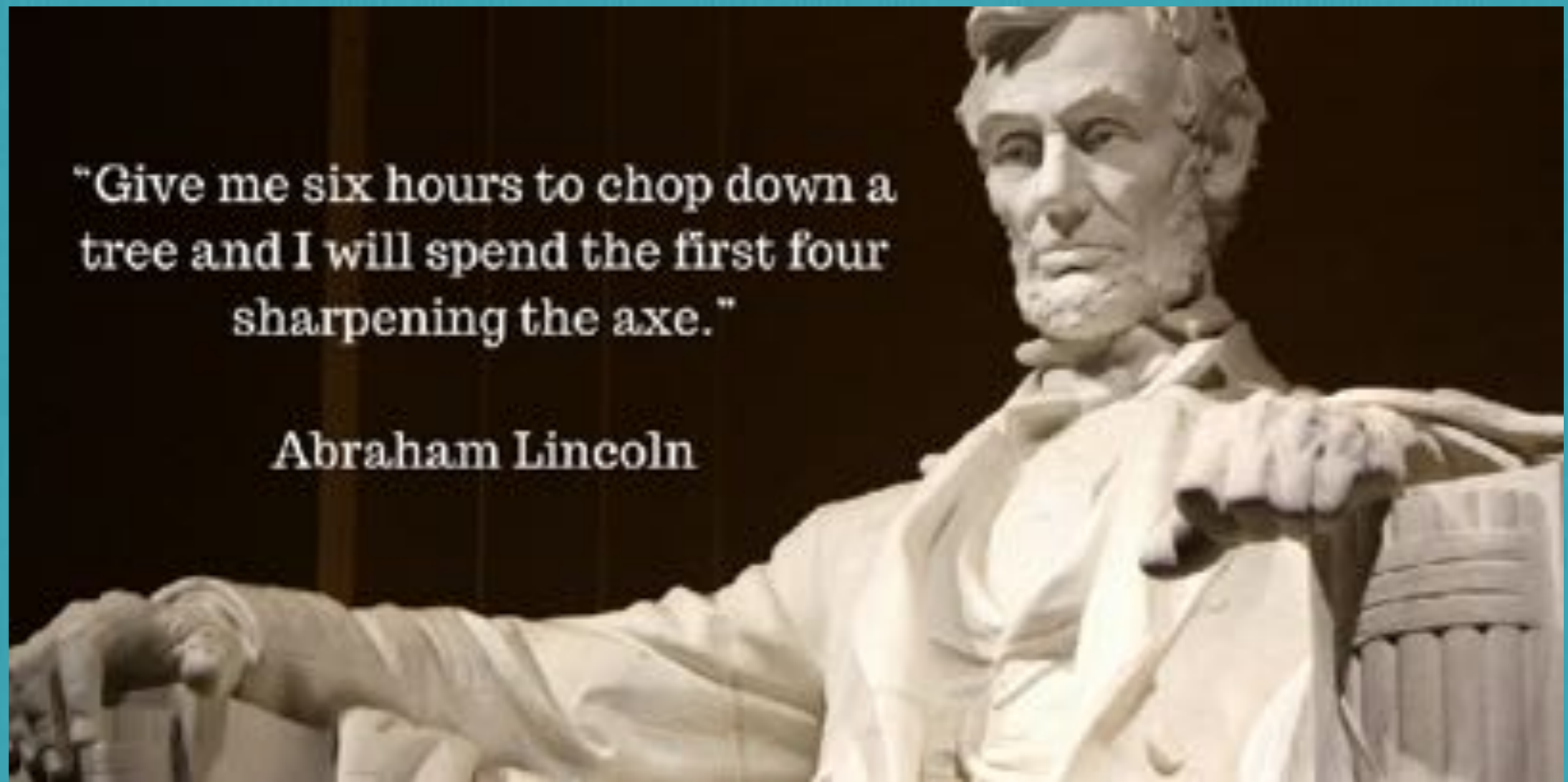


Sharp as a Tack

presented by Jeff Fisher
April 10, 2018

“Give me six hours to chop down a tree and I will spend the first four sharpening the axe.”

Abraham Lincoln



- What is sharpening**
- Why should we sharpen our images**
- When.....**
- How.....**
- Dangers when sharpening**
- Techniques for sharpening**
- My workflow for sharpening**

What is sharpening?

- Film Cameras:**
 - sharpening was a result of focus, lens quality, and contrast**
- Digital Cameras:**
 - sharpening is defined by the size in pixels (more is better) and the contrast at an edge. Edges that have more contrast appear to be sharper.**
 - Most especially when shooting in RAW cameras do not automatically sharpen during capture—we need to do in post.**
- Sharpening then is a technique for increasing the apparent sharpness of an image via edge acutance. You need to add edge contrast**



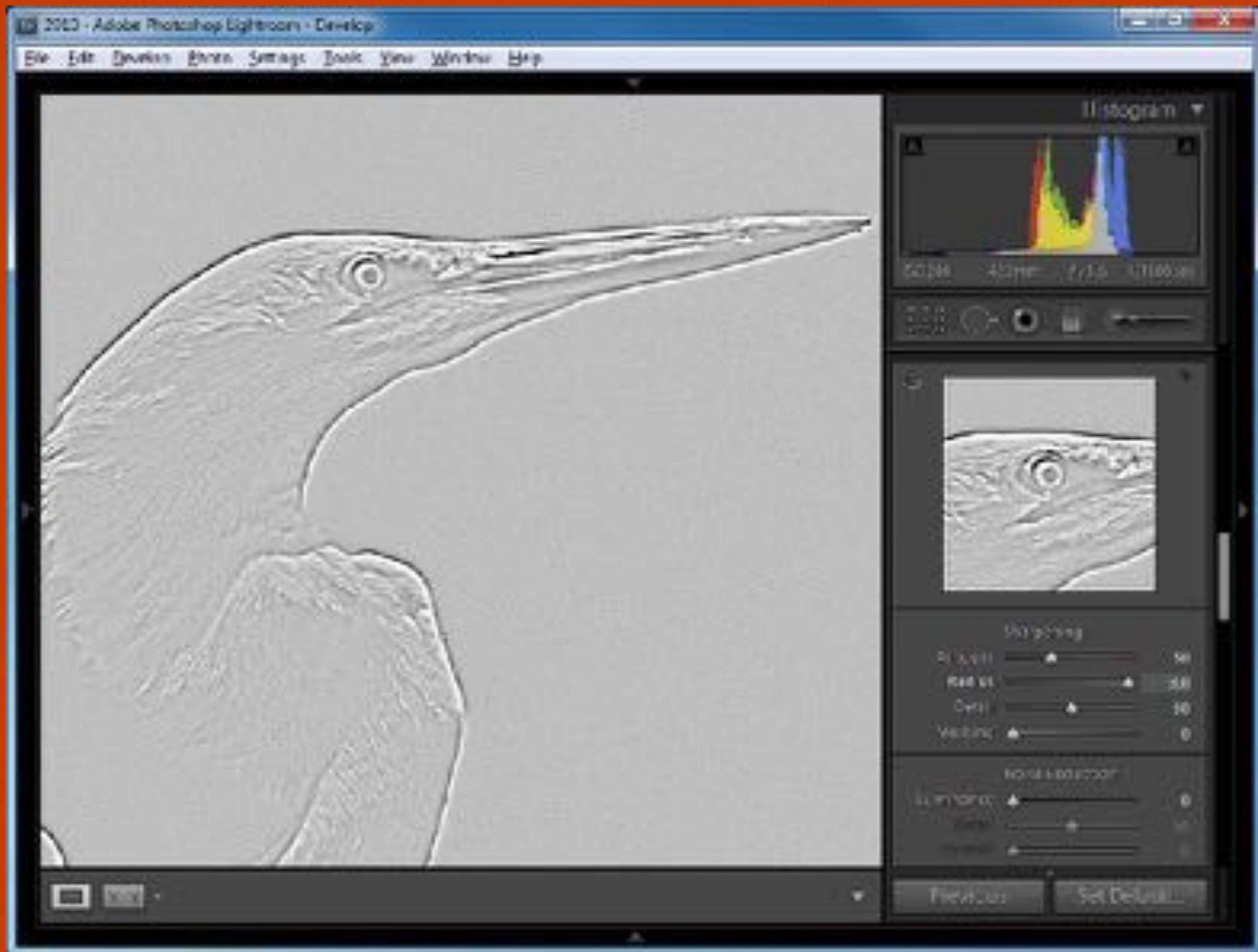
When to Sharpen?

- It's best to sharpen twice**
- First when you start post processing before you start your edits**
- Then sharpen after editing is complete at the final output size and resolution.**
- Would be different for the web and for a print**
- lower resolution photos such as for the web need more sharpening.**

Sharpening in Lightroom

- Use the detail box located within the Develop Module
- Amount: higher value=the more sharpening.
- Radius: the size of the sharpening around the edges. A higher number results in thicker edges. Normally 1 or 1.5
- Detail: the amount of sharpening on the edges. Caution-A higher number tends to bring up noise
- Masking: Useful feature that masks areas that should not be sharpened.
- Use the Option (Alt) key: Allows you to see the effects of your settings.





Sharpening in Photoshop

- ACR (Adobe Camera Raw)**
- Unsharp Mask**
- Smart Sharpen**
- High Pass**



100% (100%)
 4000px x 3000px (1:1)

Detail

Blow Up

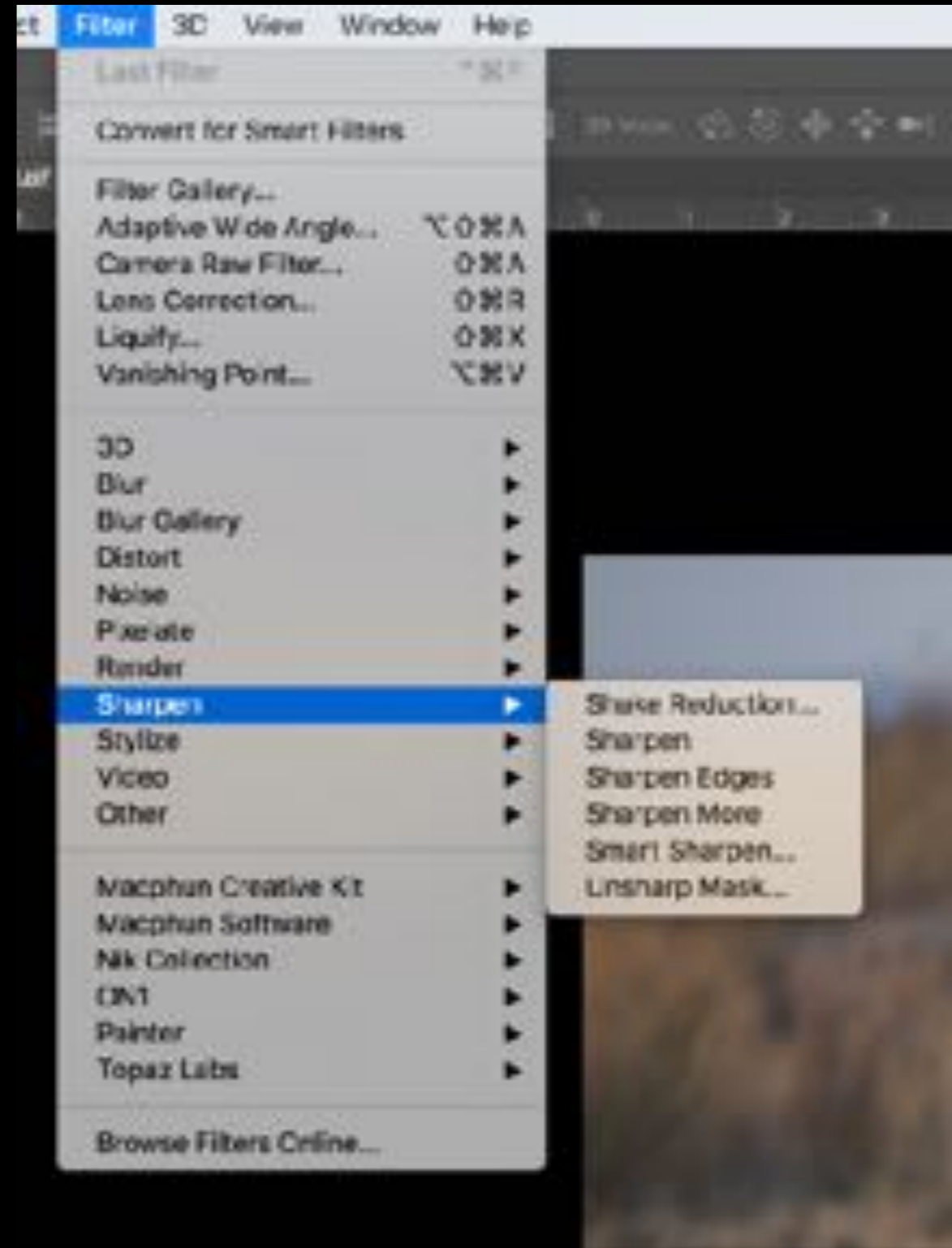
Amount
 Radius
 Detail
 Masking

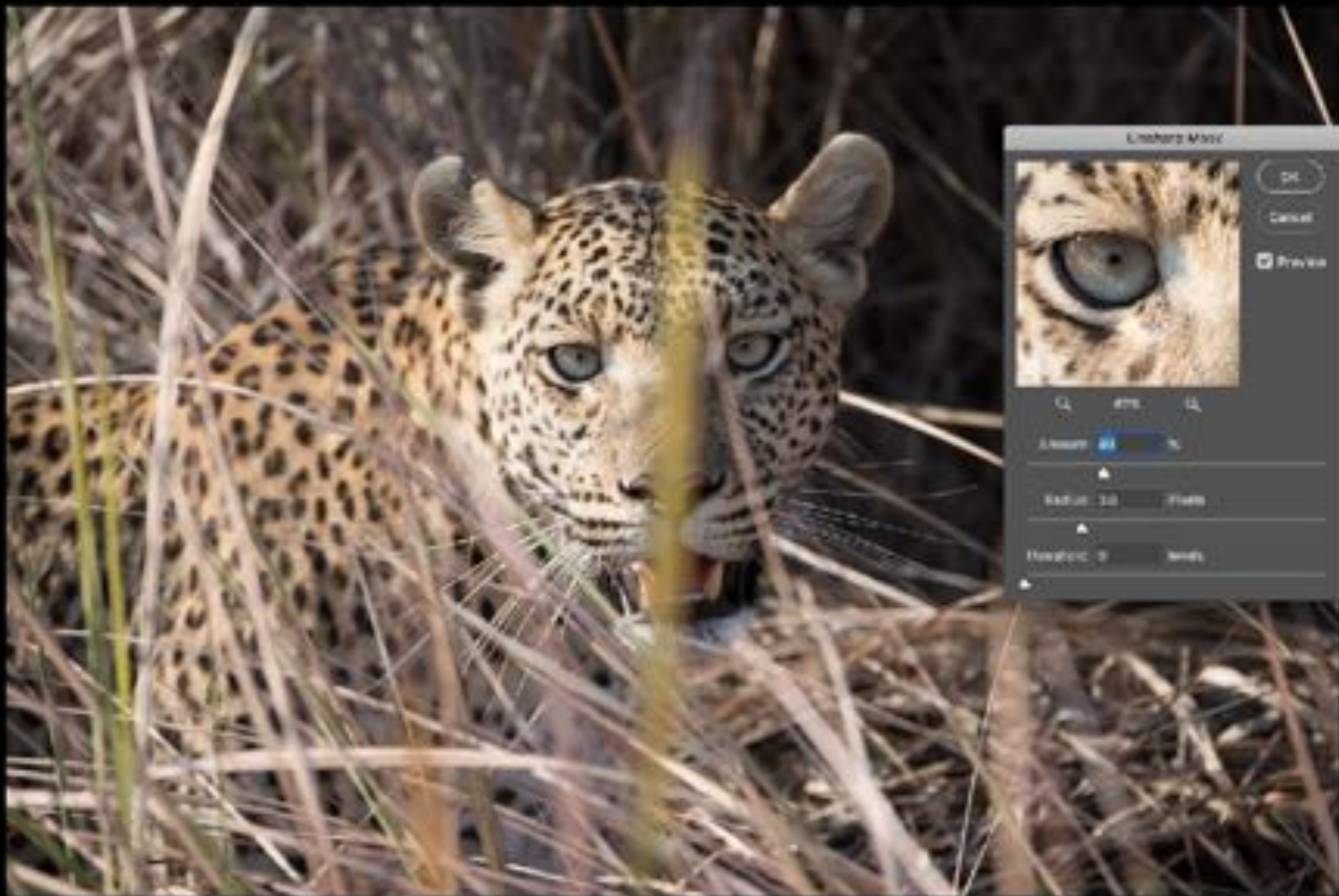
Local Adjustments

Luminance
 Contrast
 Saturation
 Color
 Color Detail
 Color Noise Reduction

For a more accurate preview, zoom the preview area to 100% or larger when adjusting the controls in this panel.

- **Unsharp Mask**
- **Filter>Sharpen>Unsharp Mask**
- **Most simple controllable method of sharpening**
- **Great for images that only need a small amount of sharpening**

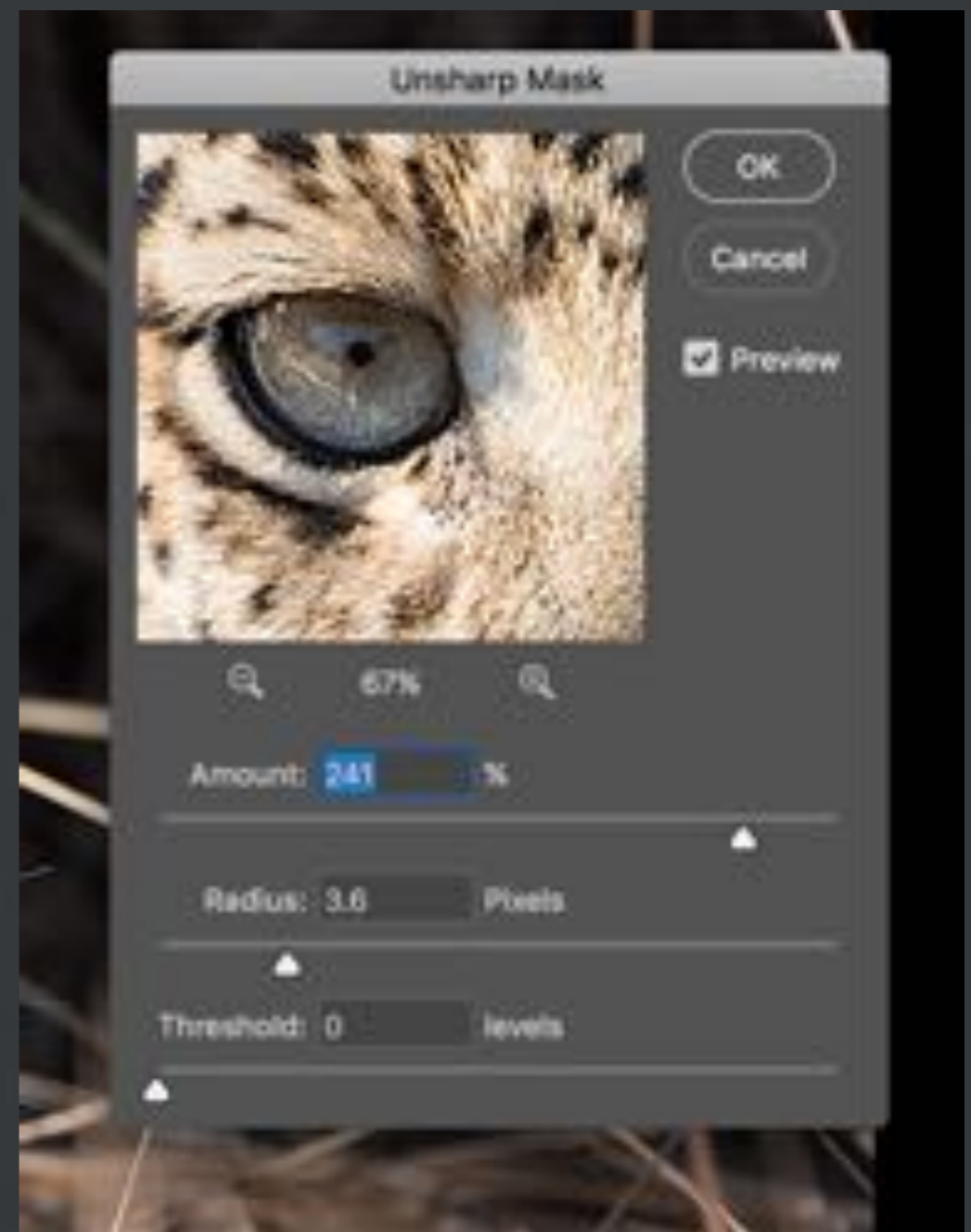
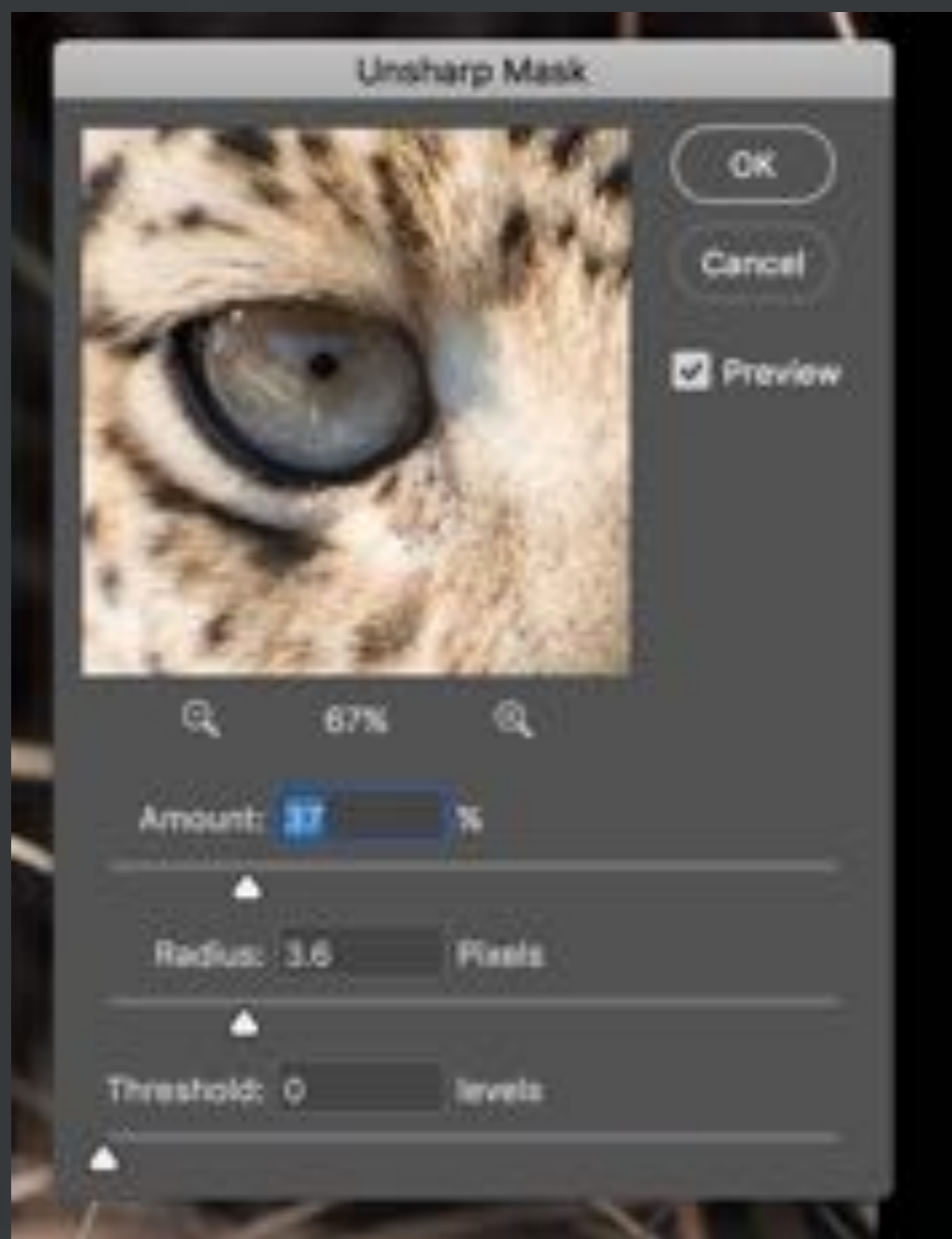




For an image that is 2000 x 3000 pixels or larger, try using these values:

Soft-edged subjects, such as <i>landscapes</i>	Amount 100-150%, Radius 1-1.5, Threshold 6-10
<i>Portraits</i>	Amount 100-120%, Radius 1-2, Threshold 4-6, or to the point that skin areas begin to look smoother
<i>Buildings, objects, etc., for which contrast is a priority</i>	Amount 150-200% or higher, Radius 1.5-3, Threshold 0-3

- **Amount= how much contrast is applied to the pixels**
 - **Normally use 50-150%**
- **Radius= controls how many neighboring pixels are affected**
 - **Normally 1-2 maybe in some cases 2.5-3**
- **Threshold= how different in value an area of pixels must be from an adjacent area to be affected**
 - **anywhere up to 10**

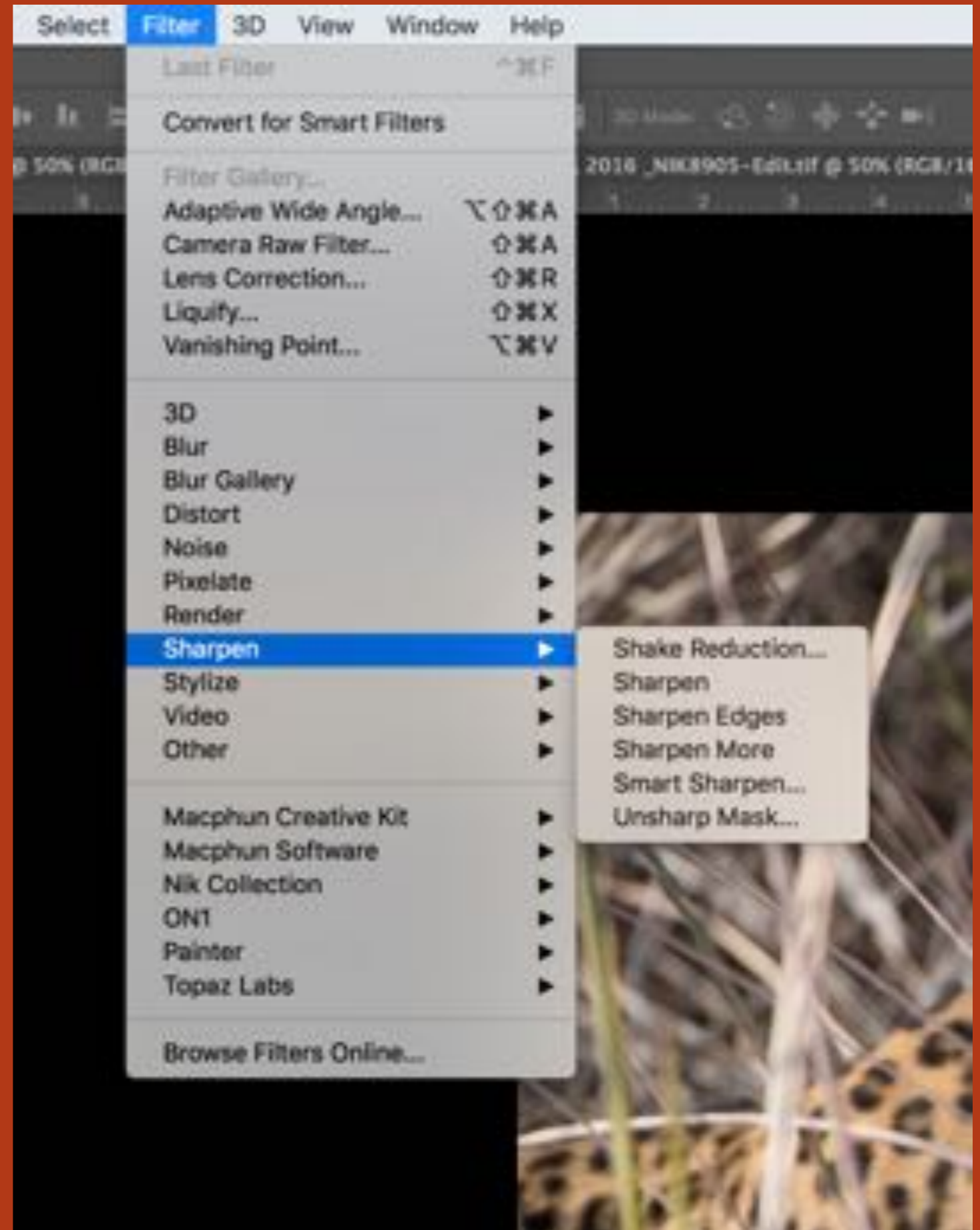


□ Smart Sharpen

□ One of the best general options

□ Most control

□ Works mainly on the midtones





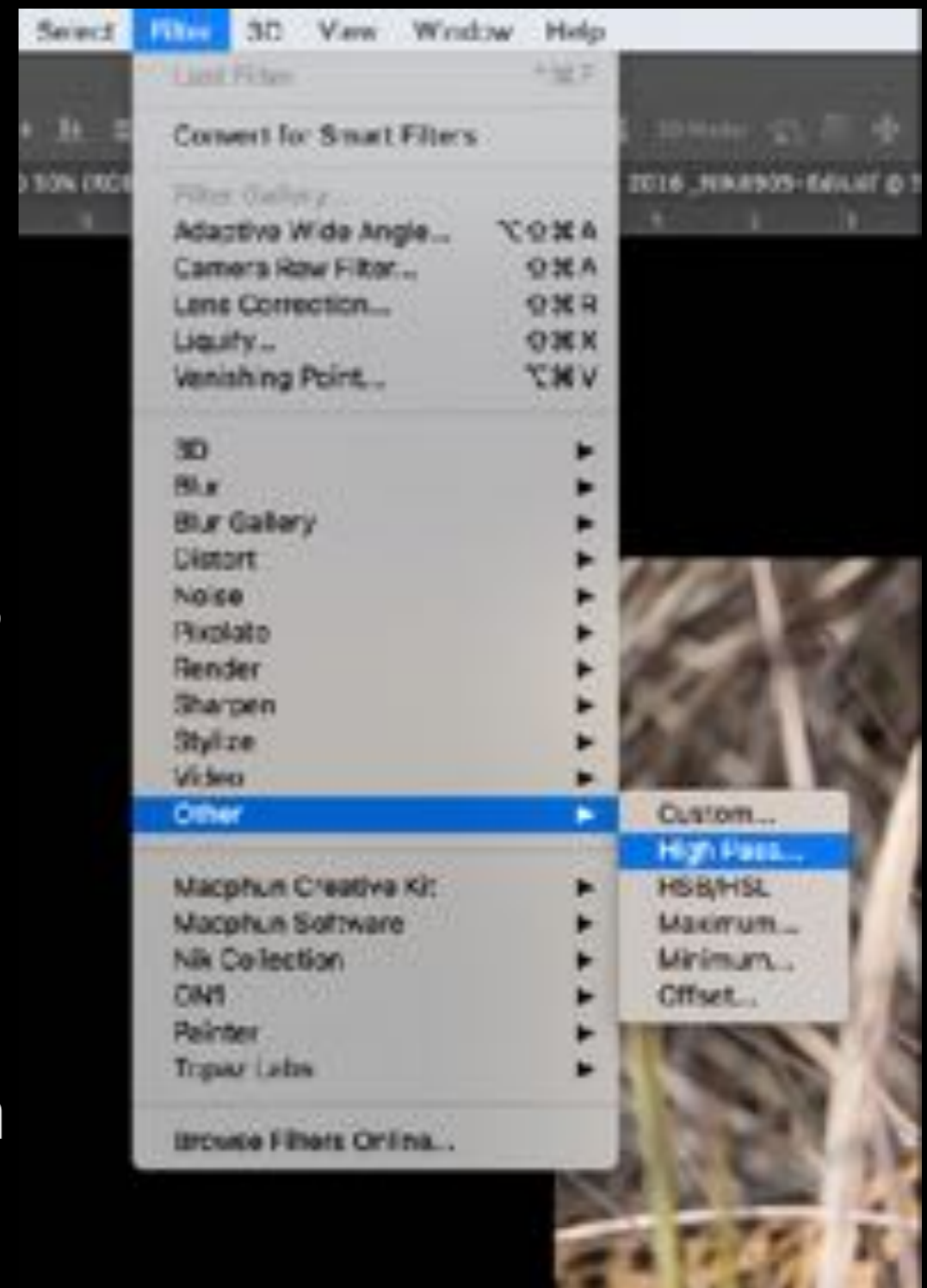


- **Amount=** increases contrast between pixel edges
- **Radius=** affects the surrounding area of pixels
- **Reduce noise**
- **Remove-selected Gaussian Blur to sharpen**
- **Angle-for motion blur**
- **Shadow and highlights-adjust sharpening of each of those areas (can reduce halos here)**
- **Fade=** amount of sharpening in highlights and shadows
- **Tonal width=** range of tones in highlights and shadows
- **Radius=** size of the area to determine if it's in a highlight or shadow (left=smaller area; right=larger area)

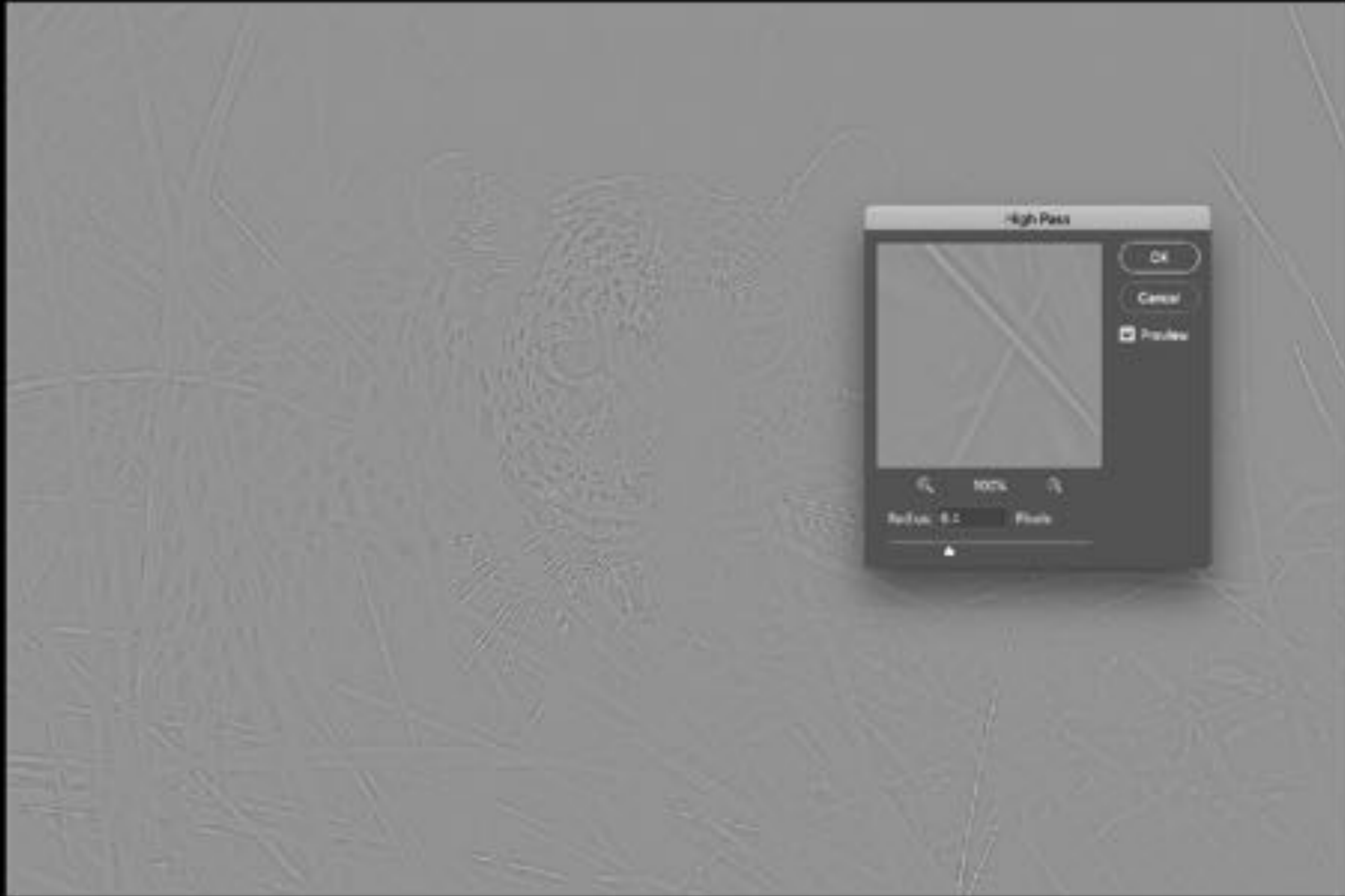


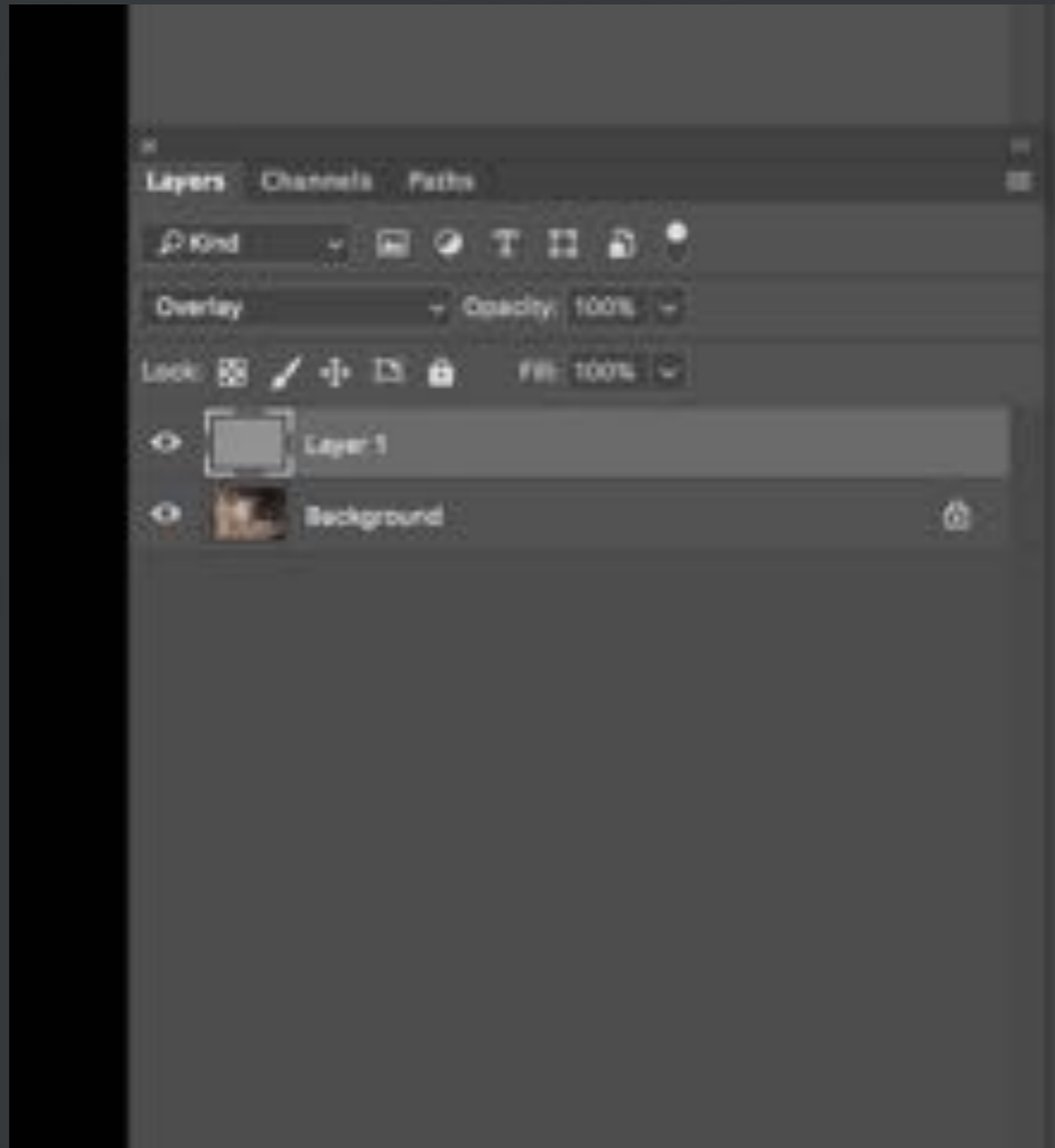
High Pass

- Can be especially useful for sharpening specific area of your image
- Use in layers with layer masks
 - Choose a new layer
 - then select high pass
- High Pass is an edge detection filter. It looks specifically for edges and highlights them.

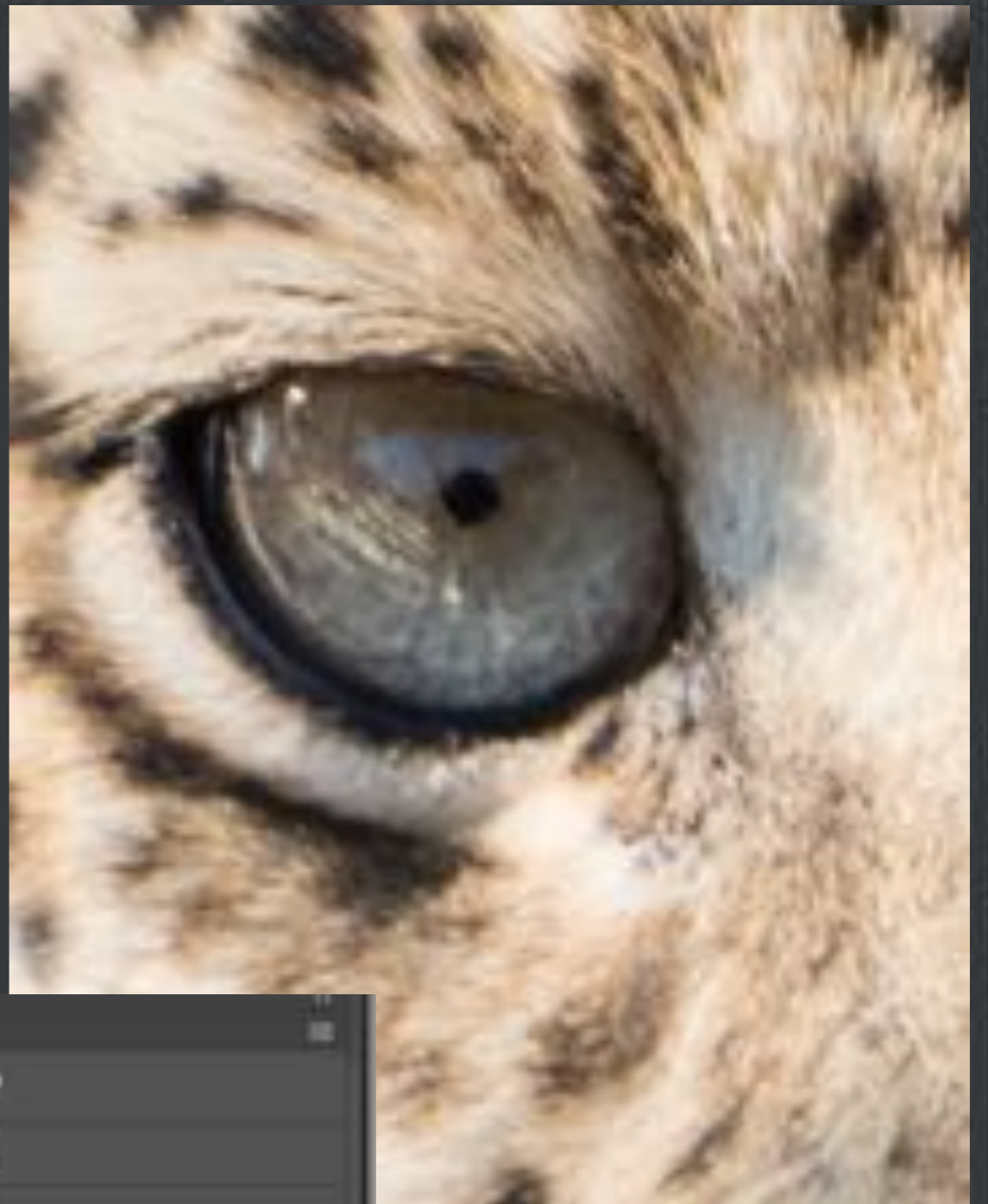












Layers Channels Paths

Kind

Overlay Opacity: 100%

Lock: Fill: 100%

- Layer 1 copy
- Layer 1
- Background

Other Tools and Plug-ins

Nik Sharpener Pro

On 1

Macphun

Topaz Detail

Others.....??

Dangers when Sharpening

- Viewing conditions are out of your control
- Screens are increasingly sharper
- Not all images benefit from sharpening
- Every image has different sharpening needs
- Sharpening can add too much contrast
- Sharpening shadows and highlights can turn ugly
- Can create unwanted saturation