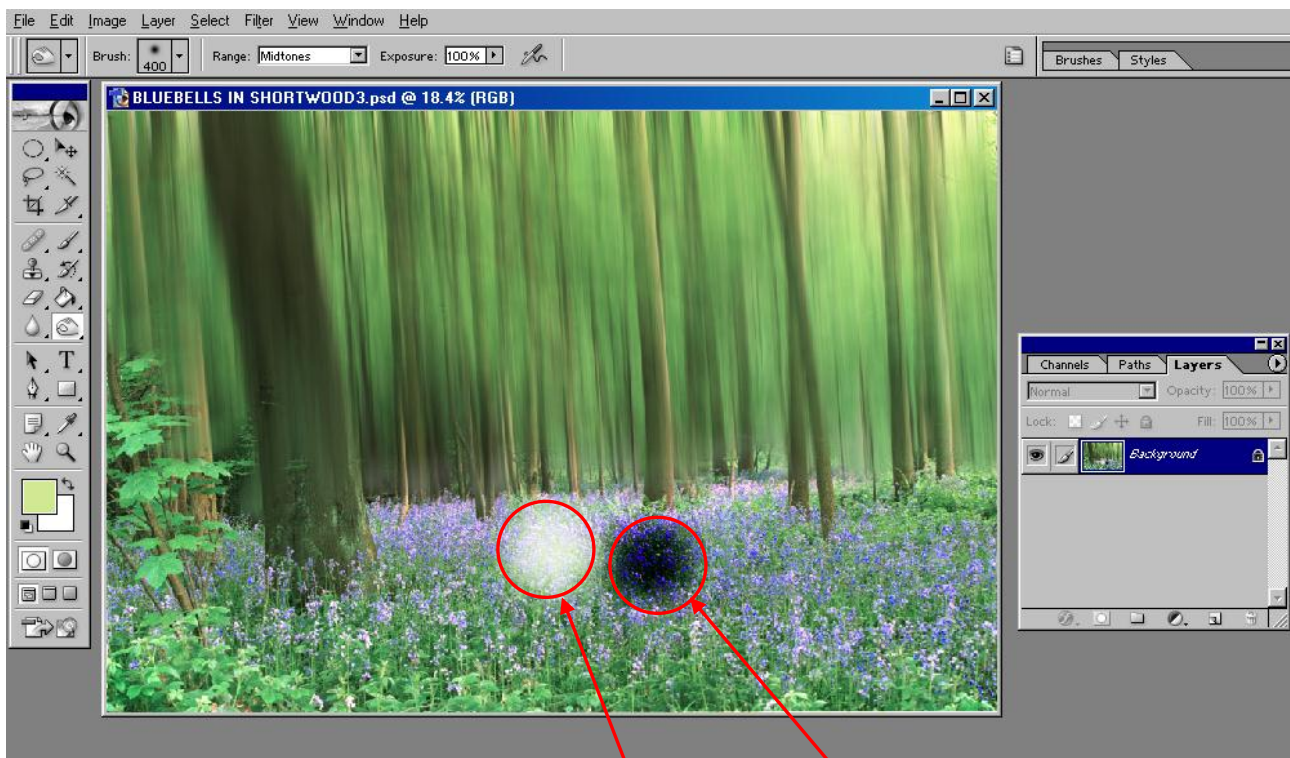
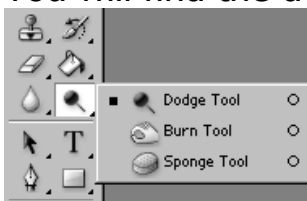


# DDIMAGES PHOTOSHOP TUTORIAL 3

## AN IMPROVED METHOD OF DODGING AND BURNING

In this tutorial I will discuss the dodge and burn tools and their weakness. I will then show you how to use a different method of dodging and burning to get the same effect that you would get if you dodged and burnt in a darkroom.

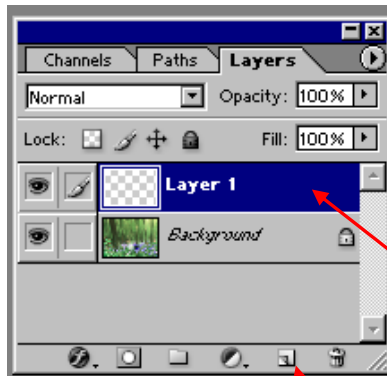
You will find the dodge and burn tools Here on the tools palette



In the above photograph we have DODGED and BURNT using the tools as normal and we see that the dodging has made the area whiter with loss of detail and the burning has made the area blacker with loss of detail.

We will now use an improved method of Dodging and Burning

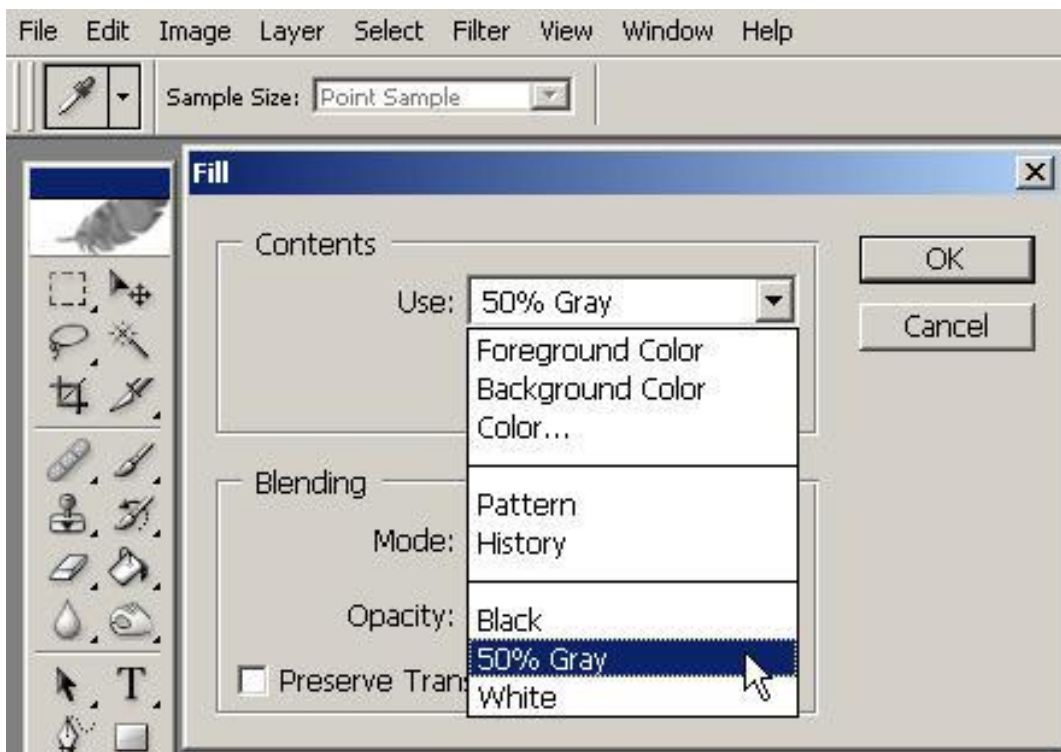
## Step 1



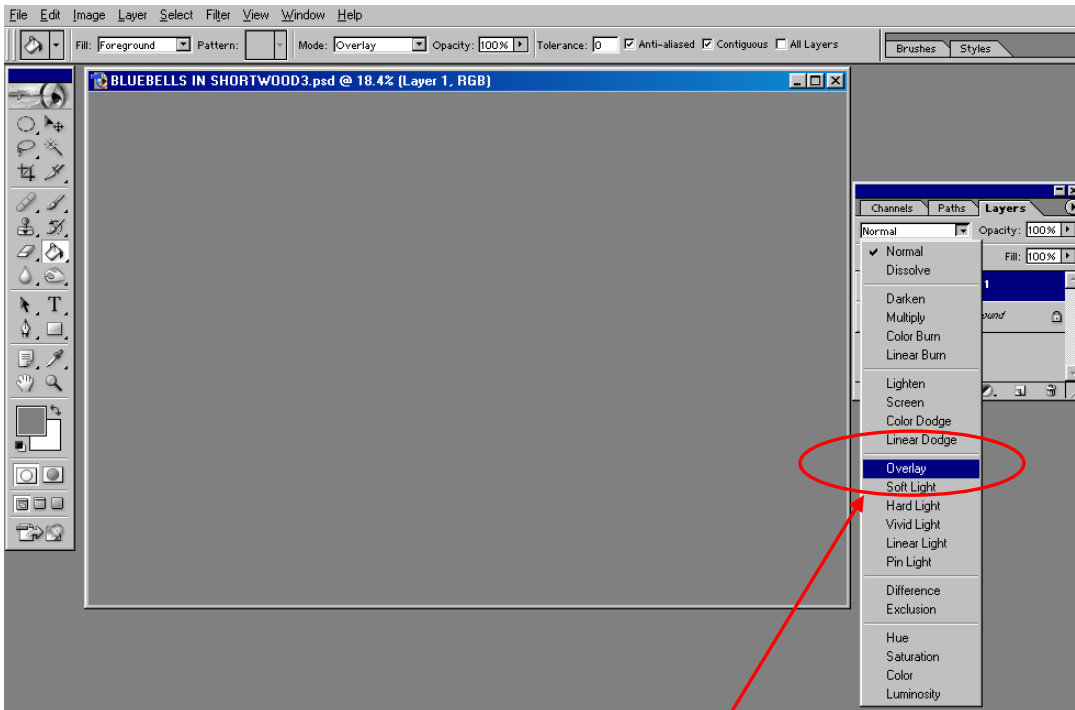
Click on the new layer icon to create a new layer

## Step 2

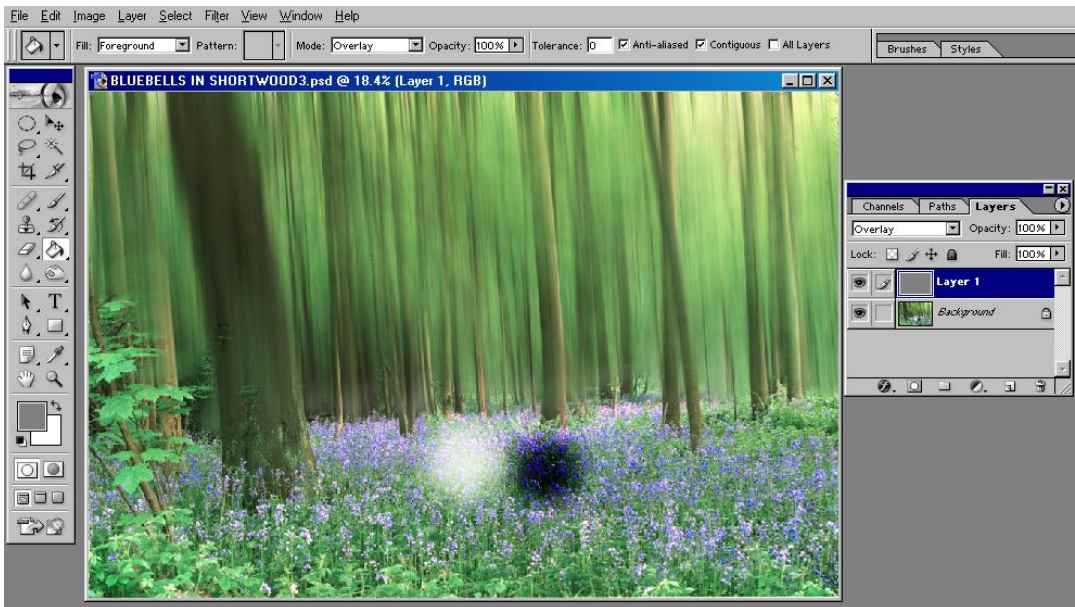
We now need to fill the New Layer with Mid Grey by selecting [File/Edit/Fill](#) and choose [50% Grey](#)



## STEP 3



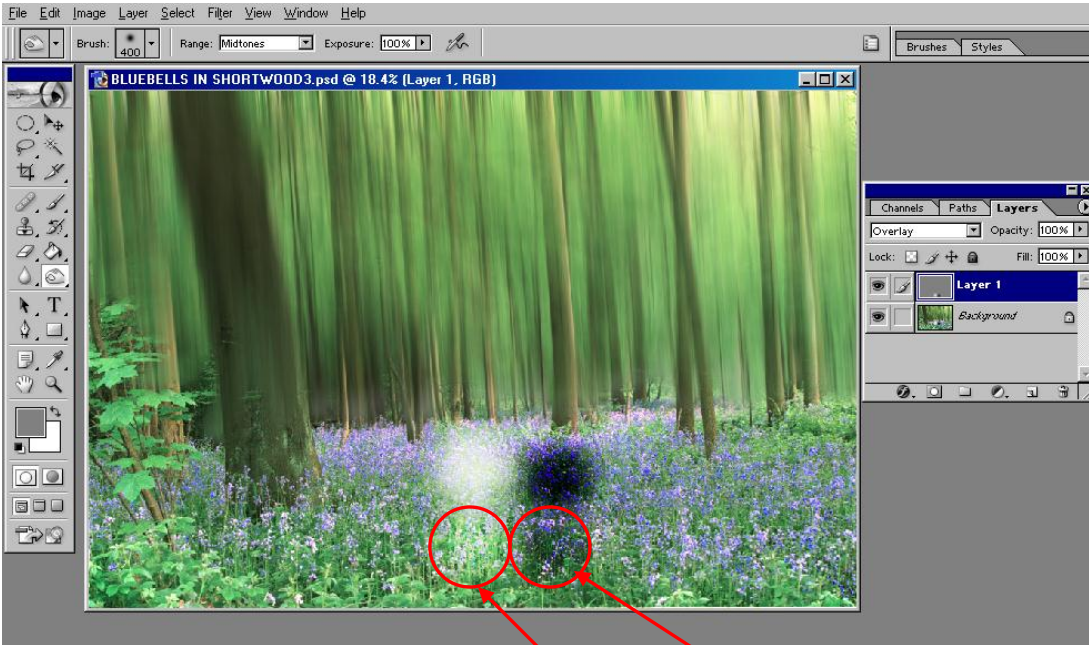
Now that we have the new layer filled with MID GREY, from the Layer Palette drop-down menu select **Overlay**



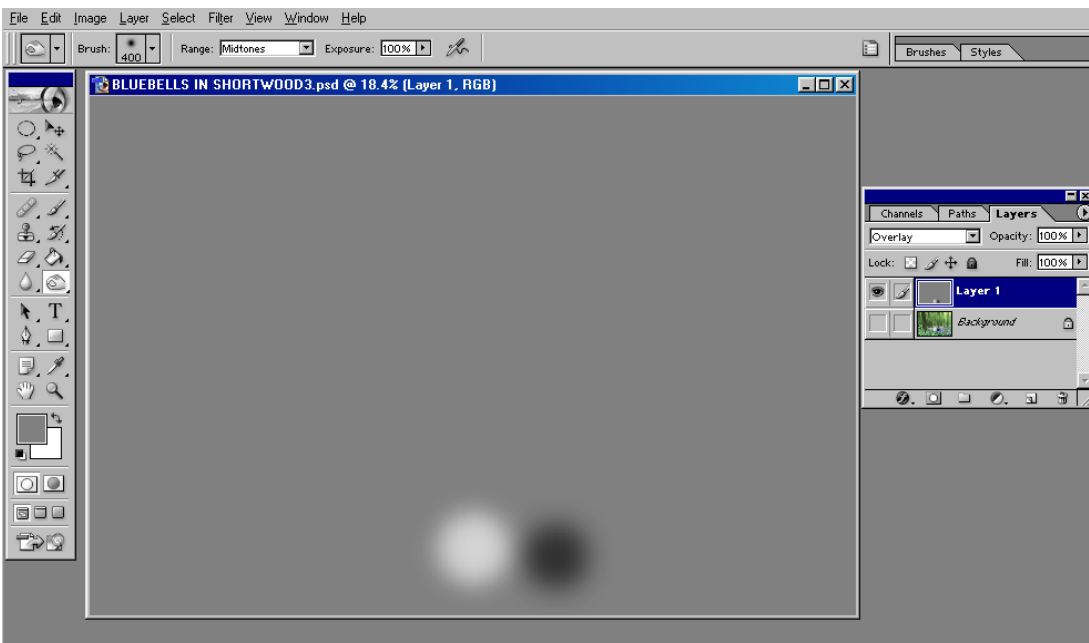
The new layer that was filled with grey is now transparent.

## STEP 4

Carry out any Dodging or Burning but start at a low brush opacity of about 10% or 15% and build up the Dodging or Burning. If you left the brush opacity at 100% you would possibly overdo the Dodging or Burning ( you have more control at the lower opacity.)



In the above photograph we have DODGED and BURNT on the new layer and we see that the dodging this time has made the area lighter and retained detail and the burning has made the area darker and retained detail. You only have to compare the newly Dodged and Burnt areas with the original Dodged and Burnt areas to see the improvement.



If we examine the new layer only you will see the dodging and burning locations and if you get it wrong you can always discard the layer and start again or even paint the areas with Mid Grey to undo any dodging or burning.

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