

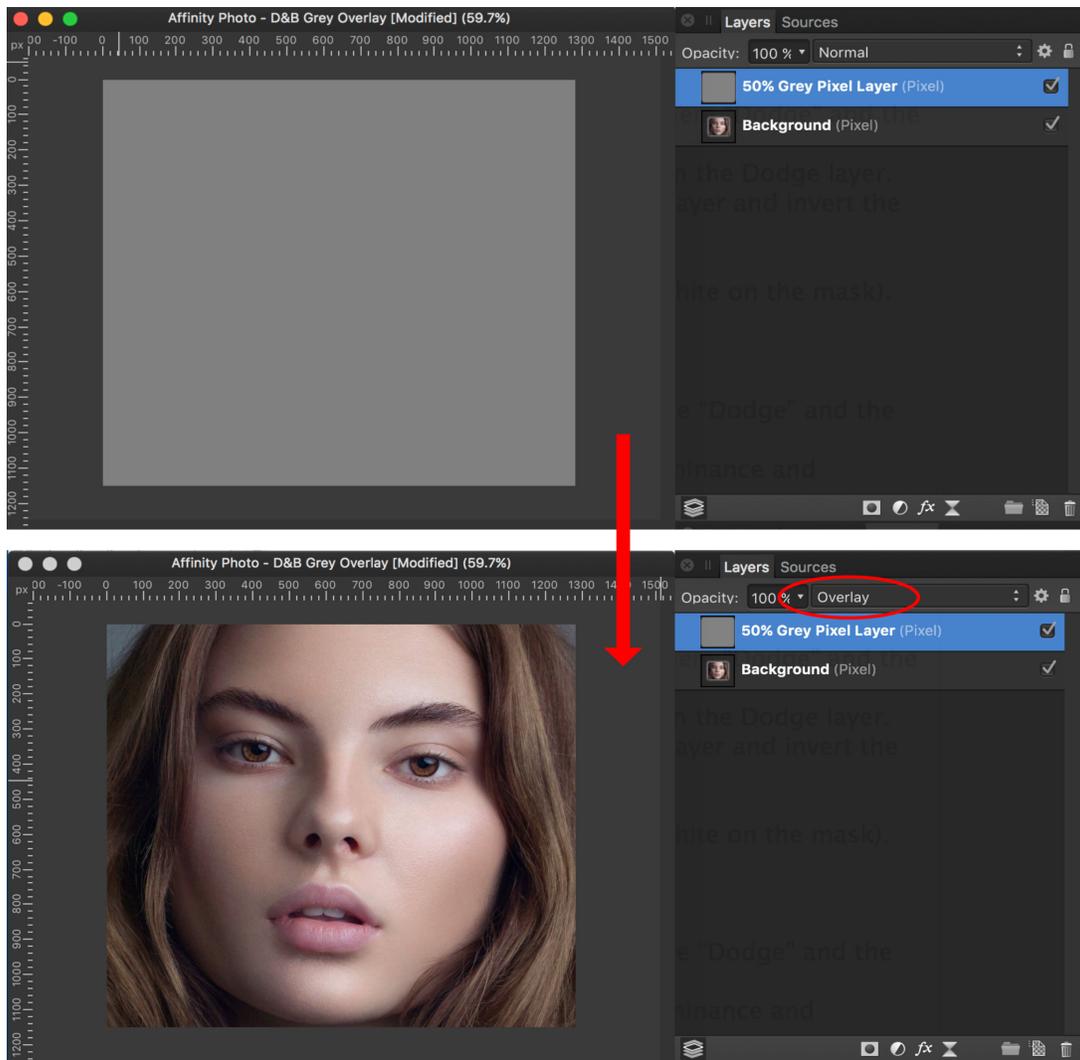
Dodge and Burn - Non Destructive Methods

Method One - 50% Grey Layer

- 1) Start with an image as a Base Layer.
- 2) Put a New Pixel Layer on top of that image.
- 3) Fill the New Pixel Layer with 50% grey.
- 4) Set the Blend Mode for the new layer to *Overlay*.
- 5) Choose a Brush suitable for dodging and burning
 - Hardness - 0% or at least very low
 - Opacity - 100%
 - Flow - 2-3%

This creates a soft-edged (feathered) brush that will slowly build up the more you brush with it.

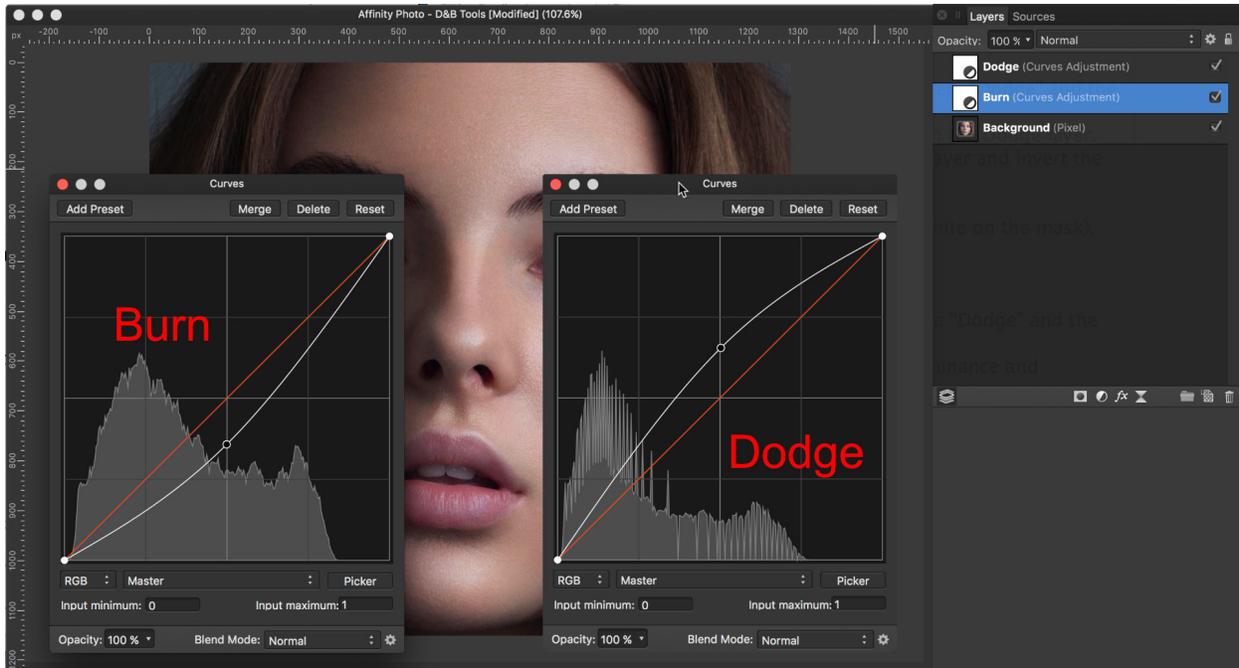
- 6) Paint with White to Dodge.
Paint with Black to Burn.



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Method Two - Curves Adjustment Layers

- 1) Start with an image as a Base Layer.
- 2) Put two Curves Adjustment layers on top of that.
Name one Curves layer: Burn
Name the second Curves layer: Dodge
- 3) Adjust the Curves graphs as follows:

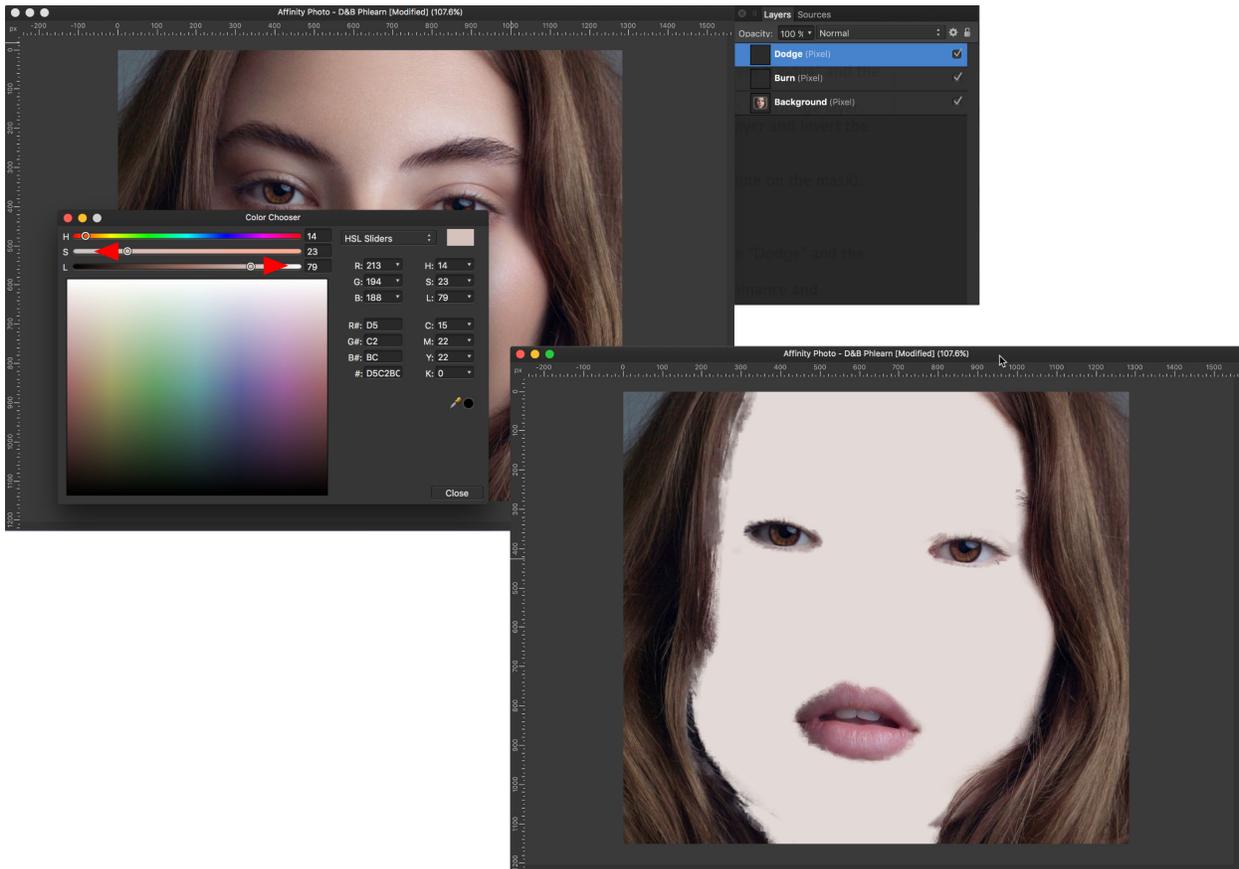


- 4) Invert the Layer Mask on both Curves Layers (they should be all black).
- 5) Set the Blend Mode for both Curves Layers to *Luminosity*.
- 6) Choose a brush for Dodging and Burning, similar to the one described above.
Hardness - 0%
Opacity - 100%
Flow - 2-3%
- 7) Brush with White on the Dodge Layer to lighten areas.
Brush with White on the Burn Layer to darken areas.

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Method Three - The "Phlearn" Method for Portraits

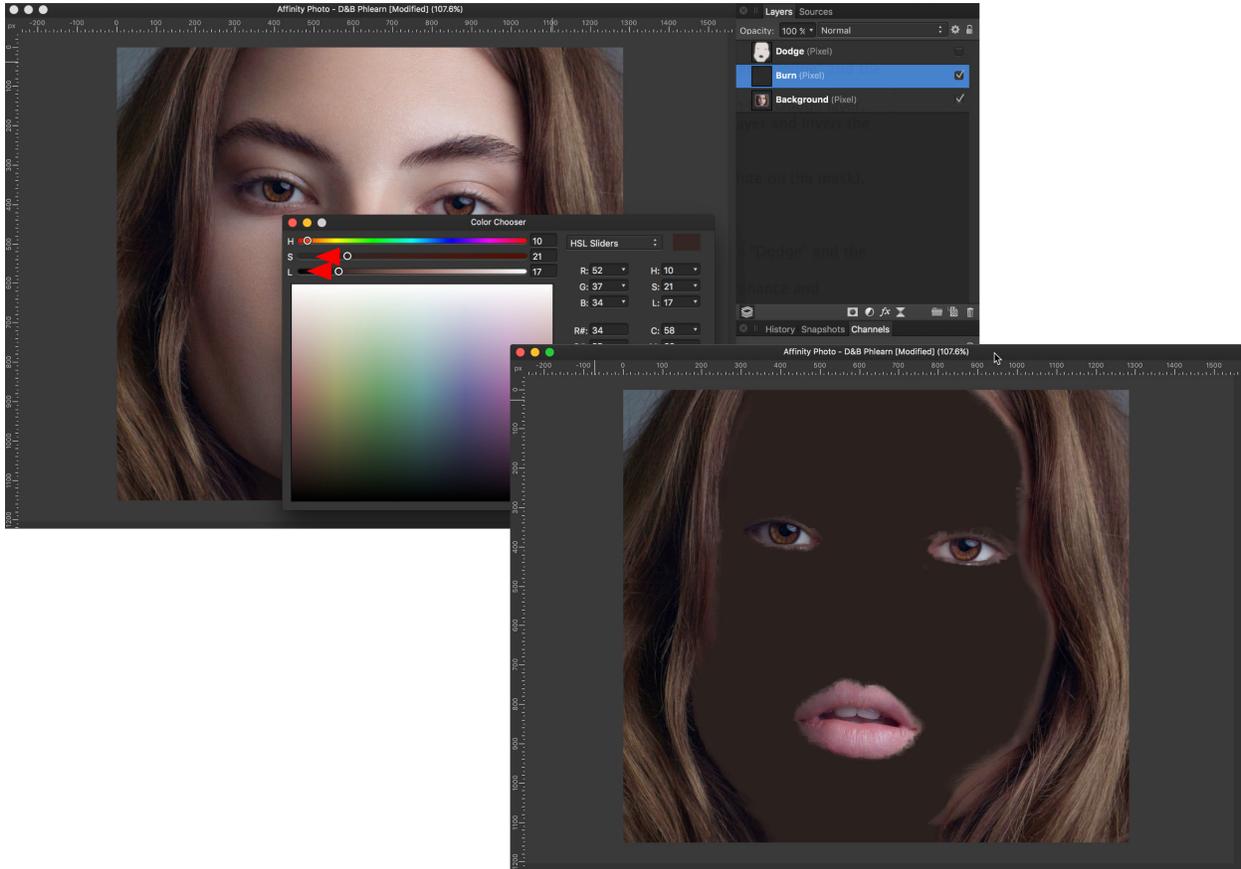
- 1) Start with an image as a Base
- 2) Place two New Pixel Layers on top of that.
Name the first "Burn" and the second "Dodge"
- 3) Using the Eyedropper tool (the "Color Picker") choose the lightest skin tone
Adjust that color by making it slightly Lighter.
(Using HSL sliders, increase L; leave H and S alone.)
- 4) On the Dodge pixel layer, paint over all of the skin.



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Phlearn Method (continued)

- Using the Eyedropper tool (the “Color Picker”) choose the darkest skin tone. Adjust that color by making it slightly Darker and Slightly less saturated. (Using HSL sliders, decrease L; leave H and S alone.)
- On the Burn pixel layer, paint over all of the skin.

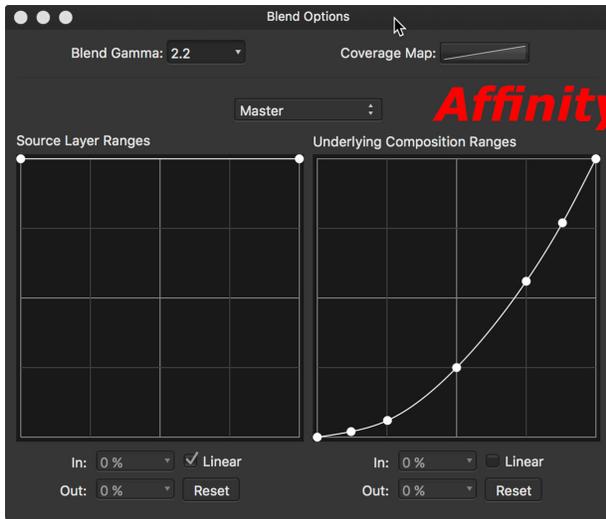


- Set the Blend Mode for both of the new pixel layers to *Soft Light*.

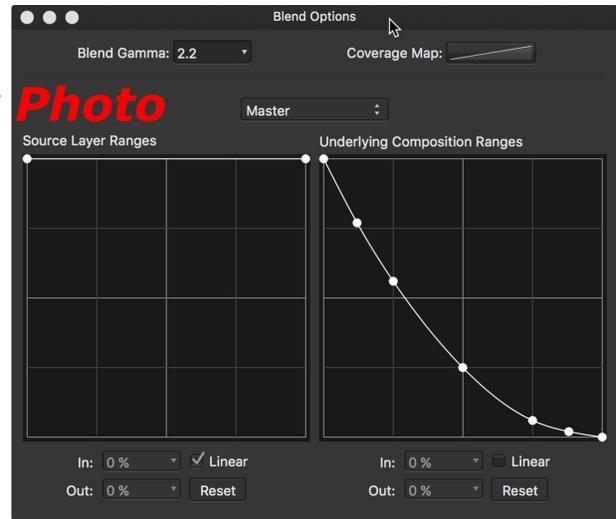
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Phlearn Method (continued)

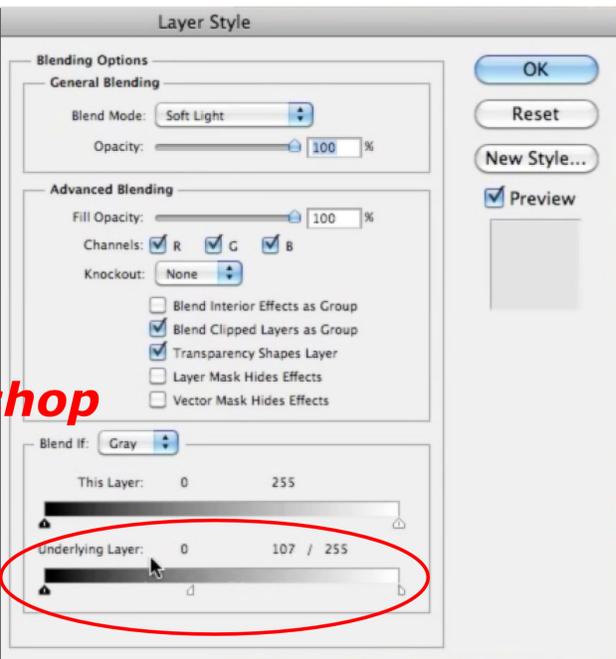
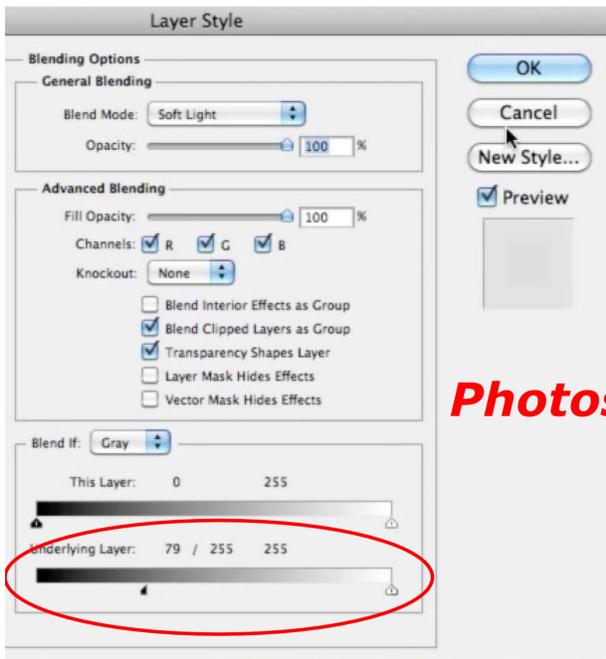
- Using Blend-If (in Photoshop) or Blend Options (in Affinity Photo) adjust the opacity of each layer based on the luminosity of the underlying layer.
Set the Dodge layer to reveal only the Light areas.
Set the Burn layer to reveal only the Dark areas.



Blend If for Dodging



Blend If for Burning



- Adjust the opacity of the layers to fine tune the effect.