



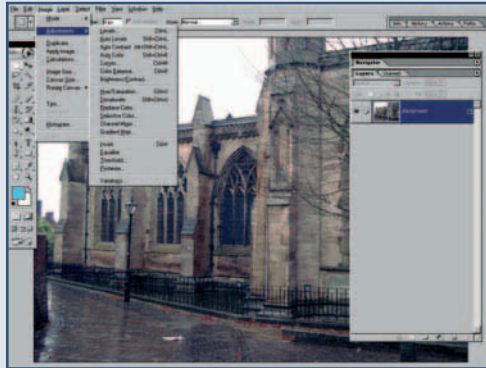
## TUTORIAL INFO

WRITER	SOFTWARE	ALTERNATIVES	TIME REQUIRED	DIFFICULTY
Richard Cosgrove	Adobe Photoshop 7	Jasc Paint Shop Pro 8, or Adobe Photoshop Elements 2	15 minutes	Beginner

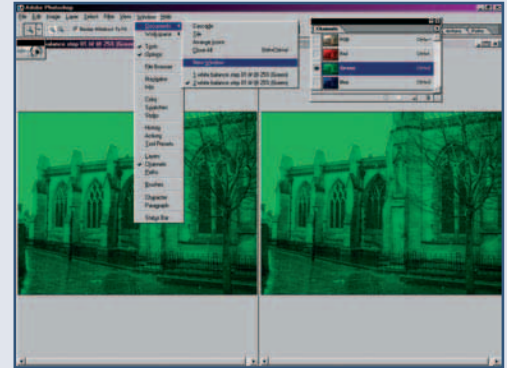
# Correcting Colour Casts



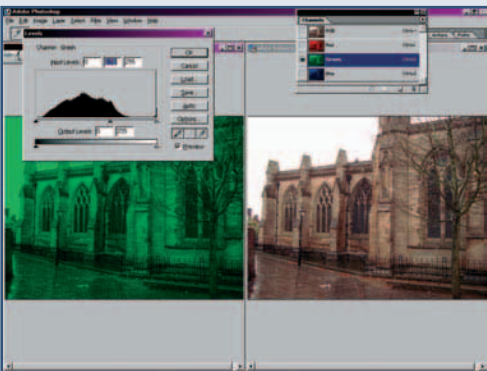
**1** All light has a colour – daylight is slightly blue, fluorescent light is very green (this is why people and food tend to look sickly under artificial lighting), while domestic lights give out orange light. Most of the time our brains compensate for the differences in light colour, so oranges always look orange wherever they are. As cameras record the colours in a scene exactly how they are, colours can sometimes look wrong. A camera's white balance control is designed to alter the colours in a scene so the image is recorded as though the scene was lit by pure white light – sometimes the camera gets things wrong, as in this image.



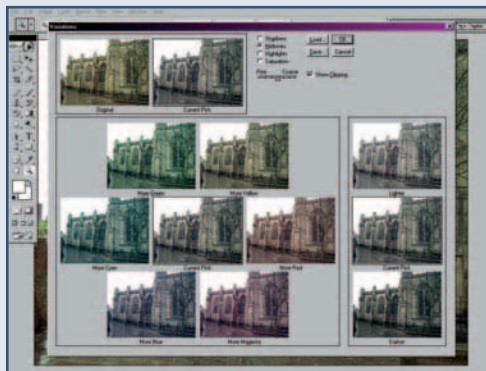
**2** Here the camera has given the scene a slightly green colour cast – the stones should not appear mossy, but light brown. There are a variety of methods to correct this problem available in Photoshop. The first is to attempt the Auto Colour command (Image... Adjust... Adjust Color). This command searches the image for areas that should be pure white and black and alters the colours and contrast to make sure these areas appear pure. Although Auto Color has corrected this image, it is not always successful.



**3** Click on the Channels palette tab to display. This palette works in a similar way to the Layers palette, except that it controls the colour channels – the red, green and blue that make up the image's colours. This image has too much green, so the Green needs editing. The image window will now change to a monochrome version of the photo (either black or green, depending on Photoshop's settings). Now go to Window... Documents... New Window to open another display for this image. Click on the new window to activate it, and then on the RGB entry in the Channel palette. Position the windows so you can see both images (Window... Documents... Tile). The new window will help you judge when the colours are correct.



**4** Click on the Green channel window and open the Layers control (Edit... Adjust... Layers). When viewing a Layer, the Levels histogram displays the distribution of light and dark pixels. When a channel is being edited the histogram displays the distribution of green in the image – from light green on the right, to dark green on the left. To reduce the green in the image, the midtone slider (the grey one in the middle) to the right. If the Preview option is checked, the other window will display the corrected version of the photo. Keep moving the slider until the colours appear normal. Don't remove too much green, especially if there are plants or grass in the scene.



**5** The Variations tool (Edit... Adjustments... Variations), offers a simple way to adjust an image's colours. The Variations control displays a collection of thumbnails. The top two display the original image (click on it to undo any changes made using this tool) and the altered version. On the right are three thumbnails that display lighter, darker and the current image. In the main area are seven thumbnails – a central one – the original image, and six surrounding it that contain slightly more green, blue, yellow, magenta, red and cyan.



**6** To alter the colours of an image with this control, simply click on one of the thumbnails. Each of the colour thumbnails is positioned across from its opposite colour. To reduce a colour cast, simply click on the thumbnail across from the colour cast's colour (in this case magenta). If this doesn't work, click on the Original Image thumbnail at the top, and try using different colours. Blue and yellow was added to this image to correct the colours. The right-hand half of the photo above shows the corrected image, while the left-hand side shows the original colours.