Open image 0497. The girls look very blue.

1. Go **layer – new adjustment layer – color balance**.
2. Drag the bottom slider slightly into the yellow
3. Top slider slightly into red.
4. The girls should look more healthy and normal, but the room colours shouldn’t move out of normal range.

Try colour balance again for image 0484 – this time Bianca’s only slightly too blue.

Open Image 5640. It’s a bit overexposed due to lens flare.

1. Go **layer – new adjustment layer – levels.**
2. Drag left hand slider until it meets the start of the graph.
3. Now select the **magic wand tool** and click in the sky, it should select all the sky.
4. Go **layer – new adjustment layer - levels**, and this time tick the ‘make previous layer clipping mask’ box
5. Now tweak the levels again. Notice that now you have made a clipping mask, the levels only affects the selected area. You can’t go very far because the sky in the trees starts to look white.

Open 0460. Lovely shot but Bianca is underexposed

1. Go **layer – new adjustment layer – exposure**
2. Try what happens with each slider. Most of them are nasty, but the bottom one, gamma correction, looks great in small doses.
3. Now drag the adjustment layer into the trash, and start again.
4. Select the **lasso tool** and drag across the image towards Bianca. Stop before you get to her. It should jump to her outline. Hold down **shift** to get the triangle behind her head.
5. Now go **select – inverse** so just Bianca is selected.
6. Go **layer – new adjustment layer – exposure,** but tick ‘make previous layer clipping mask’ box. Now when you tweak the gamma it only affects Bianca.

Open 2352. Bit of sunflare causing over exposure in some areas.

1. Go **layer – new adjustment layer – black and white**
2. It looks kinda grey and pretty boring. Tweak each of the sliders to get better contrast.
3. Your goal is to have true black, true white, every range in between and no burnt out or crushed areas.
4. Now crop it to make the shot more interesting or balanced.

Open 0467. Zoe looks great but her face is a little dull in the shadow there.

1. Select the **dodge tool**. Make the settings 50% on midtones.
2. Use the dodge tool to just lighten Zoe’s face. Only go over it once.

Open 0467 again. Zoe looks great but that background it just too distracting.

1. Go **filter – blur - iris blur** and play around. Take a screen grab and then trash your blur
2. Go **filter – render – lighting effects** and have a play. Screen grab that.
3. Check out the other filters.

Open 0467 again.

Use the dodge tool to just lighten Zoe’s face.