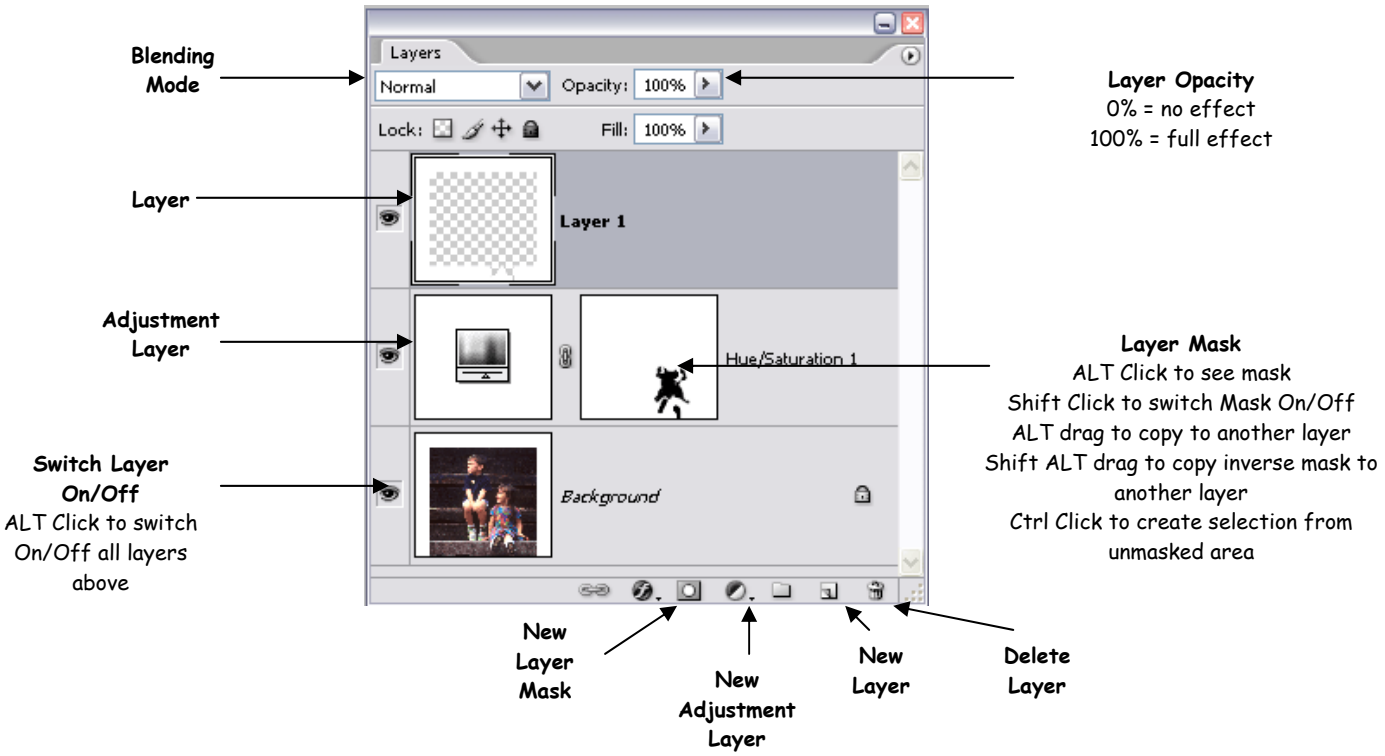
Layers, Adjustment Layers & Layer Masks

In order to see the *Layers Palette,* select *Layers* in the *Window* menu:



You can think of **Layers** as similar to coloured filters you would place over the image (Background layer) to create different effects without altering the background image.

Layers can contain additional elements that you might want to add to the image e.g. new skies, borders, special effects that aren't available via layer masks.

Adjustment Layers don't contain any pixel data only adjustments to the underlying image and so don't add to the size of the image (though if you add a Layer Mask this does increase the file size). Amongst others, they can be used to:

- Alter the brightness and contrast – **Levels, Curves, Brightness/Contrast**
- Apply colour corrections and alterations – **Colour Balance, Hue/Saturation, Selective Colour, Channel Mixer**
- Apply **Photo Filters**

They don't affect the underlying image and can be switched off or on, deleted or adjusted at any time by double clicking on them.

Layer Masks are just that, you mask off bits of the image you don't want to be affected by the layer by painting with a Black brush (use White to correct the mask). ***TIP*** Press the **** key to show as a red Rubylith Mask which you can then alter with the Paintbrush and Black and White paint.

Blending Modes alter the way the Layers interact with the lower layers of the image:

All DARKEN image. **Multiply** useful for overexposed images (similar to looking at 2 slides sandwiched together)

All LIGHTEN image. **Screen** often most useful (similar to printing with 2 negatives sandwiched together)

All alter CONTRAST. **Overlay** often useful

Comparison modes

Only affect those elements of the image, e.g. **Luminosity** only affects the tonal range