

TONING with GRADIENT MAP

A Gradient Map Adjustment Layer can be used to tint or tone a photograph with good control of the blend of colors. Several colors can be added to a single gradient map or several gradient map adjustment layers can be overlaid, each technique producing a different visual effect.

Start with a corrected, well-balanced Black & White image
created with Channel Mixer

ADD a GRADIENT MAP ADJUSTMENT LAYER

open the Layers palette

add a **GRADIENT MAP** adjustment layer

look at the Adjustments palette

the default Gradient Map will be black to white

if it is reversed, select a different map in the editor,

that is dark at the top and light at the bottom, see below>

CHANGE the BLENDING MODE

change the **LAYER BLENDING MODE** to **SOFT LIGHT** in the drop-down menu

USE the GRADIENT EDITOR

open the **GRADIENT EDITOR**

2xClick on the gradient map image

EDIT the SHADOW COLOR

open the **COLOR PICKER** dialog box 2xClick on the shadow color tab

turn off 'only web colors'

edit the color to a real toning color

each time you click in the large color box

that color will be applied to the image

use color that are almost like what can be achieved chemically

but stretch beyond what is typically possible

going too far makes it unbelievable and cliché

people just think, "Oh, it been Photoshoped!"

sepia . . . selenium

sepia: pull the color slider up into the oranges

select a color down in the dark end

selenium: pull the slides up into the violets

select a color down in the middle end

click [OKAY] when you are happy with the color

[ENTER] or [RETURN]

SAVE a GRADIENT MAP

A single Gradient Map cannot be saved individually. Only the whole bank of Gradients can be saved. And first you have to define each gradient you make for yourself.

first, define a New gradient

name the gradient in the **NAME** box

give it a meaningful name, not just *gradient 03*

click the **NEW** button

then, hit the **SAVE** button

this will save the entire **BANK** of gradients!

save the gradient bank to your memory stick

so they can be used on any computer

FURTHER GRADIENT MAP TECHNIQUES

ADJUST the TONAL RANGE

- click on one **COLOR TAB**
- move the center **BLENDING** button to shift the balance between that **COLOR TAB** and its neighbor

ADD ADDITIONAL COLORS to MAKE a DUOTONE, TRITONE or QUADTONE

- add a new **COLOR TAB**
 - click just below the **GRADIENT** in the **GRADIENT EDITOR**
- 2xClick to edit the color
- make it believable
 - do not over saturate the colors, or it will posterize

remove a **COLOR TAB**

- simply drag it away from the gradient map

RESEARCH EXISTING PRINTS

- see what an actual color range is
 - find a photo in the Student Gallery Page who's you like
 - check the Darkroom pages, and
 - check the Hybrid pages for crazier tonalities
- reduce the print to Indexed Color/ 8 or 16 colors **IMAGE> MODE> INDEXED COLOR...**
- open the **IMAGE> MODE> COLOR TABLE**
 - sample the colors 2xClick on each
 - the **COLOR PICKER** will open
 - write down all the values
- create a gradient map with 8 or 16 color tabs
 - paste the values for each tab into the color editor, as desired
 - yes, it's tedious, but you will learn what make a s well-toned picture