

How To : Lens Correction

Menu: Filters - Distort - Lens Correction

So much to do here.

Some of you may remember my obsession with the vignette option.

Try a vignette on a dodge and burn layer, remember to amplify the effect you can duplicate the layer, play with layer opacity, then merge down.

Get rid of a filter mistake vignette

Straighten those buildings.

Alter the vertical perspective you may also need to tweek the horizontal perspective as well.

Create a fisheye effect

Explore remove distortion. yes we will add distortion get rid of barrel distortion or pincushion distortion

Menu Choose: Filter - Distort - Lens Correction.

Set the grid and image zoom. As you work you may want to adjust the grid lines to help you judge the amount of correction to make. See [To adjust the Lens Correction preview and grid.](#)

(Optional) Choose a preset list of settings from the Settings menu. Lens Default uses settings that you previously saved for the camera, lens, focal length, and f-stop combination used to make the image. Previous Conversion uses the settings used in your last lens correction. Any group of custom settings you saved are listed at the bottom of the menu. See [Setting camera and lens defaults.](#)

Set any of the following options to correct your image.

Remove Distortion Corrects lens barrel or pincushion distortion. Move the slider to straighten horizontal and vertical lines that bend either away from or toward the center of the image. You can also use the [Remove Distortion tool](#) to make this correction. Drag toward the center of the image to correct for barrel distortion and toward the edge of the image to correct for pincushion distortion.

Vignette Corrects images that have darkened edges caused by lens faults or improper lens shading.

Amount Sets the amount of lightening or darkening along the edges of an image.

Midpoint Specifies the width of area affected by the Amount slider. Specify a lower number to affect more of the image. Specify a higher number to restrict the effect to the edges of the image.

Chromatic Aberration Corrects color fringing. Zoom in on the image preview to get a closer view of the fringing as you make the correction.

Fix Red/Cyan Fringe Compensates for red/cyan color fringing by adjusting the size of the red channel relative to the green channel.

Fix Blue/Yellow Fringe Compensates for blue/yellow color fringing by adjusting the size of the blue channel relative to the green channel.

Vertical Perspective Corrects image perspective caused by tilting the camera up or down. Makes vertical lines in an image parallel.

Horizontal Perspective Corrects image perspective, making horizontal lines parallel.

Angle Rotates the image to correct for camera tilt or to make adjustments after correcting perspective. You can also use the [Rotate Straighten tool](#) to make this correction. Drag along a line in the image that you want to make vertical or horizontal.

Edge Specifies how to handle the blank areas that result from pincushion, rotation, or perspective corrections. You can fill blank areas with transparency or a color, or you can extend the edge pixels of the image.

Scale Adjusts the image scale up or down. The image pixel dimensions aren't changed. The main use is to remove blank areas of the image caused by pincushion, rotation, or perspective corrections. Scaling up effectively results in cropping the image and interpolating up to the original pixel dimensions.

<http://www.kenrockwell.com/tech/correctinglens-distortion.htm>