

Take a (High) Pass

- 1) In the Layer palette select your Background Layer and create a duplicate. (Command “J”)
- 2) With this new layer highlighted go to the menu and select Filter - Other - High Pass.
Set the Radius to 10 and click OK.

Zoom into your image to Actual Pixels level so you can better see what you’re going to do next.

- 3) Go back to the Layer Palette and select Hard Light from the Blend modes drop down.
- 4) In the Layers Palette go to the Opacity Slider and select a level of sharpening that seems best to you. -Usually something between 20% and 70% will be best.

High Pass 2

- 1) In the Layer palette select your Background Layer and create a duplicate. (Command “J”)
- 2) In the Layer Palette select Overlay from the Blend modes drop down.
you will see a contrasty color saturated image
- 3) Go to the menu and select Filter - Other -High Pass.
Set the Radius to 10, starting point (you should explore the radius and see what works best for your image, lower or even higher) shadows darken and highlights brighten

Remember you can add a layer mask to fine tune the effect on the image

Workings of the High Pass filter:

At 0 radius the highpass filter converts the image to 50% grey. (like the dodge and burn layer)

--Overlay is a combination of multiply and screen blending modes – thats what gives the very con-
trasty look

– Lights get lighter and the darks get darker. The part that is 50% grey is the middle, has no affect on the underlying layer.

By increasing the radius of the highpass, parts of the original image start to show through the grey, bleeding out from the edges of the image, the higher the radius, more of the image shows through.

The 50% grey parts preserve the original image and the overlay only affects the edges –
how thick you define those edges depends on the radius.

Just for fun
try these settings the next
time you unsharp mask an
image.
150%
.5
4