**With this assignment you will work within the ACR (Adobe Camera Raw) dialog box. Saving your work as a DNG file.**

Download these 6 .tiff images and open in the Adobe Camera Raw dialogue (Because of the website limitation you will work from .tiff images. Your own files will be your proprietary raw files) Click here to view and download images

For this Project you will use the Camera Raw Icon to open the files.
To open .jpg or Tiff files select the image or images and click the Camera Raw **icon (aperture looking icon) from the application bar in the Bridge.**
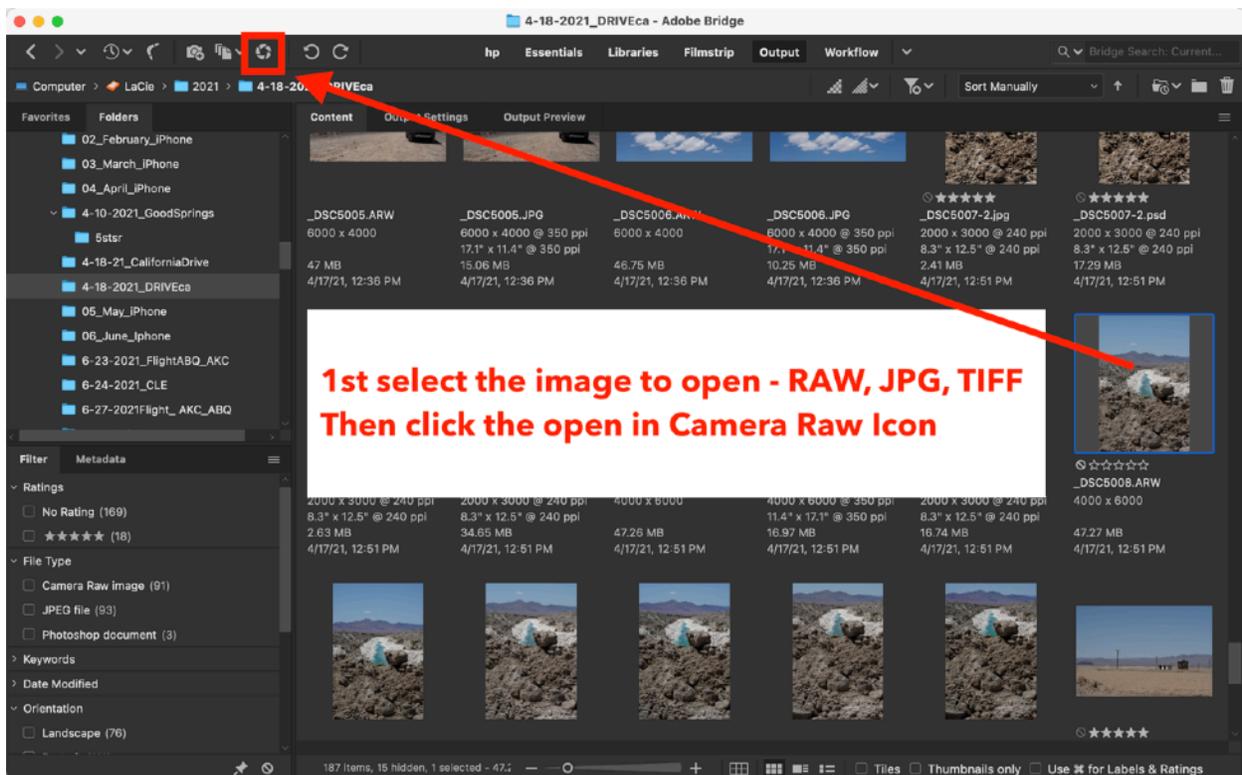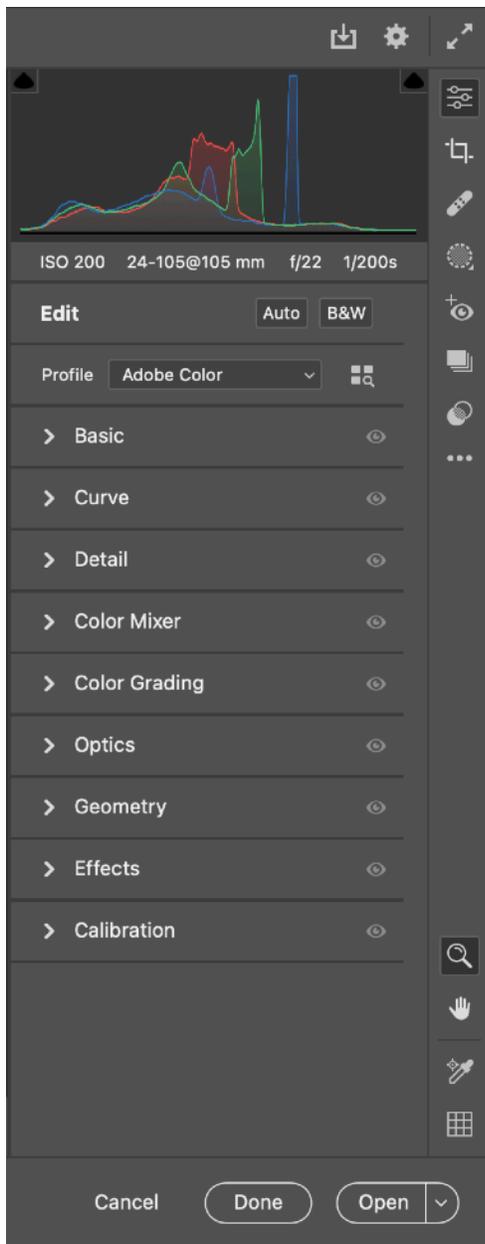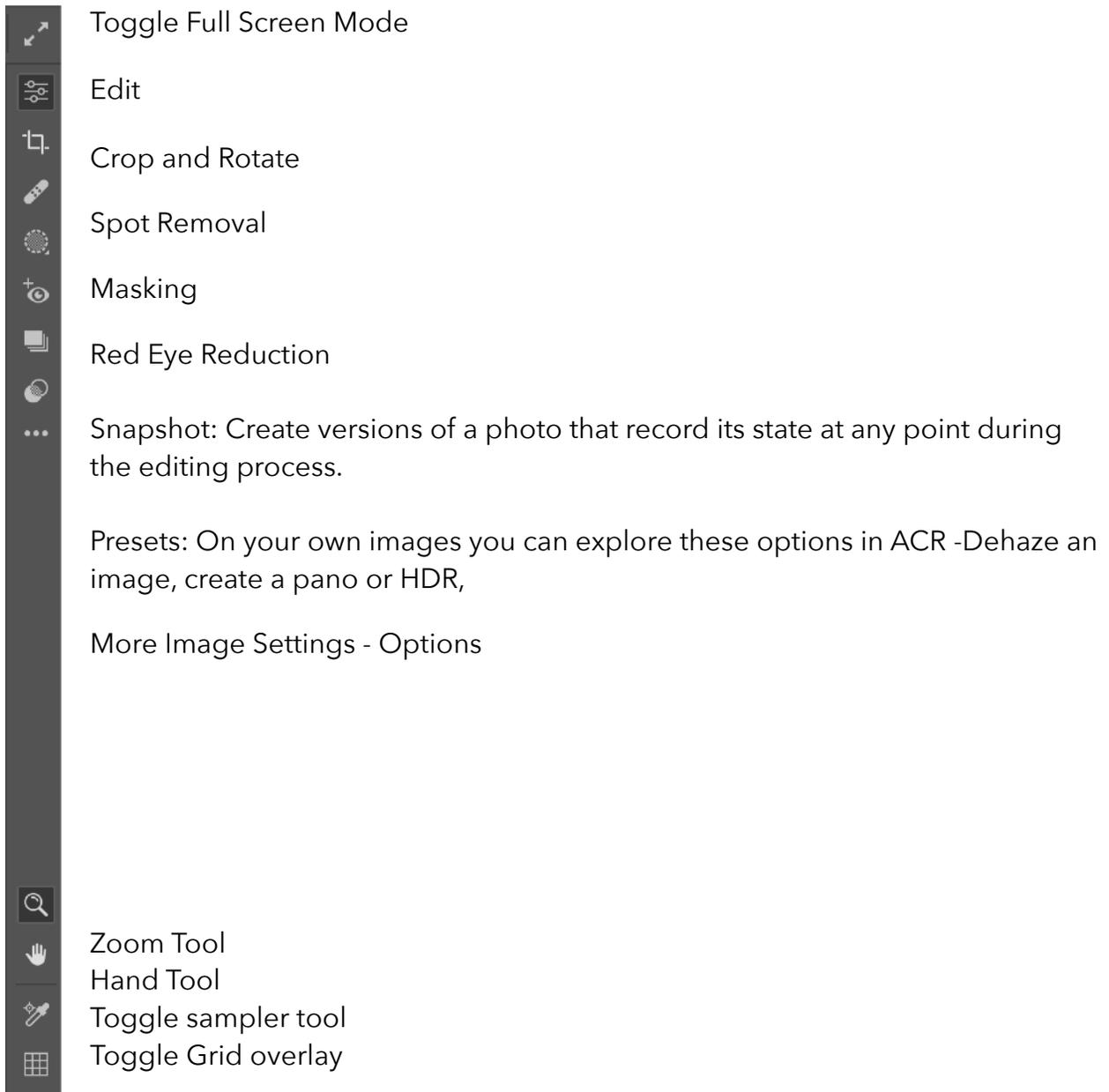
The Camera Raw image adjustment tabs are:
- **Histogram**
- **Image info**
- **Edit: Auto - B&W**

- **Profile:** Lots to explore Here

- **Basic:** Adjust white balance, color saturation, and tonality.

- **Curve:** Fine-tune tonality using a Parametric Curve and a Point Curve.

- **Detail:** Sharpen images or reduce noise.

- **Color Mixer:** Fine-tune colors using Hue, Saturation, and Luminance adjustments.

- **Color Grading:** Color monochrome images or create special effects with color images.

- **Optics:** Compensate for chromatic aberration, geometric distortions, and vignetting caused by the camera lens.

- **Geometry:** Transform the image, Straighten, Adjust Perspective.

- **Effects:** Simulate film grain or apply a postcrop vignette.

- **Calibration:** Apply camera profiles to raw images to correct color casts and adjust non-neutral colors to compensate for the behavior of a camera's image sensor.

Toggle Full Screen Mode

Edit

Crop and Rotate

Spot Removal

Masking

Red Eye Reduction

Snapshot: Create versions of a photo that record its state at any point during the editing process.

Presets: On your own images you can explore these options in ACR -Dehaze an image, create a pano or HDR,

More Image Settings - Options

Zoom Tool
Hand Tool
Toggle sampler tool
Toggle Grid overlay

Note:
Camera Raw supports images up to 65,000 pixels long or wide and up to 512 megapixels. Camera Raw converts CMYK images to RGB upon opening.

You can open your cameras proprietary RAW files, DNG Files, jpg files and Tiff files into ACR

•**Exposure** - This affects the middle range of brightness in the image.

•**Contrast** - Adds kick pushing the whites and blacks in the
image to be whiter and blacker. If you start by setting your black point and white point you will need less adjustment withthis slider. Remember we want shadow and highlight detail(most of the time).

•**Highlights** - Midtone Whites - This brings back highlight detail.

•**Shadows** - Midtone Blacks - This brings back shadow detail.

•**Whites** - The Whitest Whites - When editing for print you want your RGB to be 247-250 so some ink lays down on the paper. This will still look white, but your print quality will look better than RGB255, pure white, with no ink laying down on the paper.

•**Blacks** - The Blackest Blacks - I usually start here and move my way up the Light Panel.

•**Texture** - You can define or sharpen the texture with this slider. Also works to smooth the texture - good for skin.

•**Clarity** - Is a more aggressive enhancing of details by increasing local contrast, giving more impact in the image than texture. You can use both texture and clarity on an image, push one up - pull one back. View the image at 100% to see what you are really getting with these sliders.

•**Dehaze** - As the name implies you can reduce the haze or mist in a photo, bringing back detail with this slider and adding saturation. Many people like the depth itcreates in the blacks on all images. Give it a slide. Be careful not to go too far - You can introduce unwanted noise in the image.
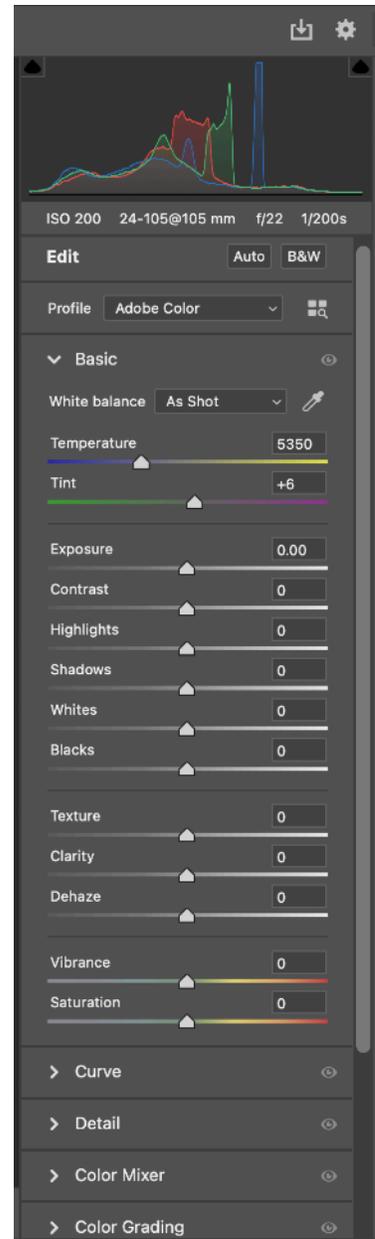
•**Vibrance** adjusts the intensity of colors, leaving the neutrals less affected, skin tone, yellows.

•**Saturation** boosts all colors adding more intensity or pop to the whole.

•Double tap a slider to bring it back to the neutral or default.

Start with the **Basics Panel**. Explore, play, move those sliders, see what the image can look like. What do you want the image to look like?

These corrections are known as **global corrections**. The adjustments effect the entire image.

Try adding a vignette or grain, to the images found under the **Effects Panel**. Feel free to explore and play with all of the panels. As the semester moves forward we will focus on a few of the panels in more detail. Right now start the basics, then have fun and explore.

Take detailed notes for each image, what you did in ACR. In The comments within Canvas add these notes and what image you applied the techniques to. Each image should be different.
I am looking for a detailed description of what you did for each image and what your slider choices were and why you made the aesthetic choices you did.

Submit:
•6 DNG files
•Title: Last name_First initial_project.extension
(example) Smith_M_acr1.dng
Smith_M_acr2.dng
•Detailed written description in the Comments within Canvas

Include any thoughts about the process or look of the images. Do you have a favorite image? Why is it a favorite. Why did you make the choices for each image.

Have Fun - Explore - Play!!!