

Figure 1a: Moving the input sliders inwards in Levels will expand the image's tonal range and increase contrast.

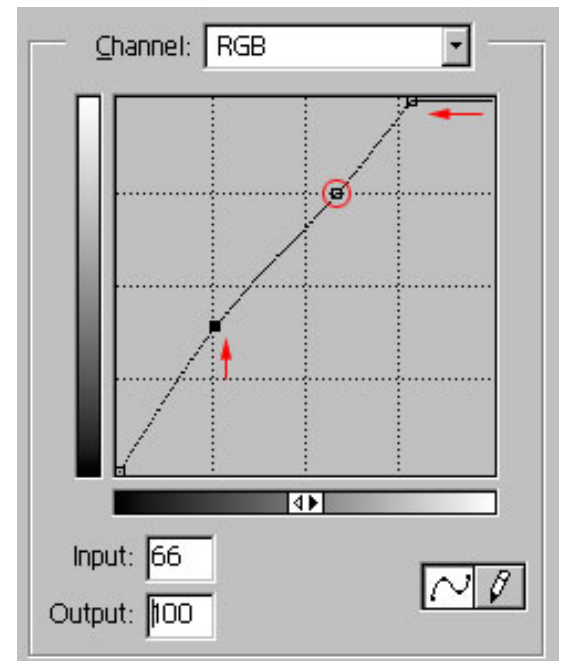


Figure 4a: The control point prevents the highlights from losing detail when the quarter tones are increased.

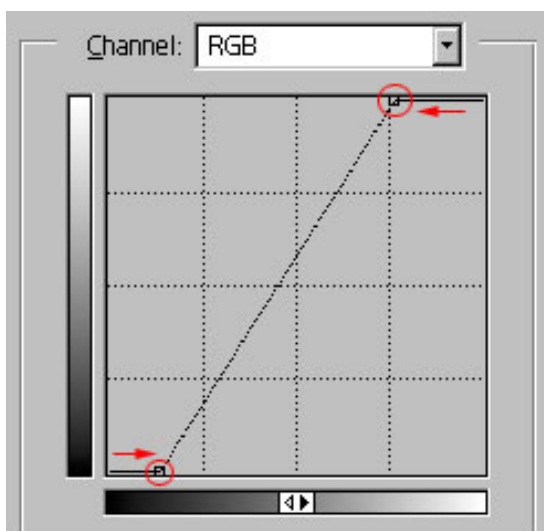


Figure 1b: The same correction made with Curves.

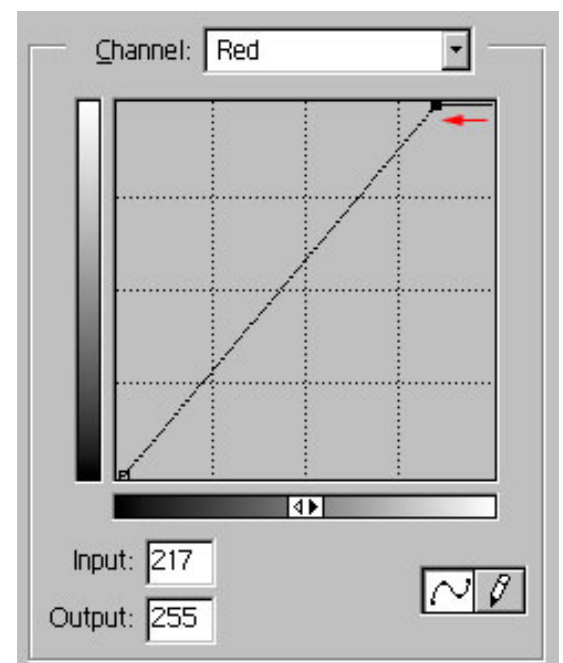


Figure 4b: In the red channel, the highlights are increased and the shadows brought down slightly.



Figure 2: The image as photographed is dark has a blue cast.



Figure 3: Placing multiple color samplers will allow you to see your highlight and shadow values simultaneously.

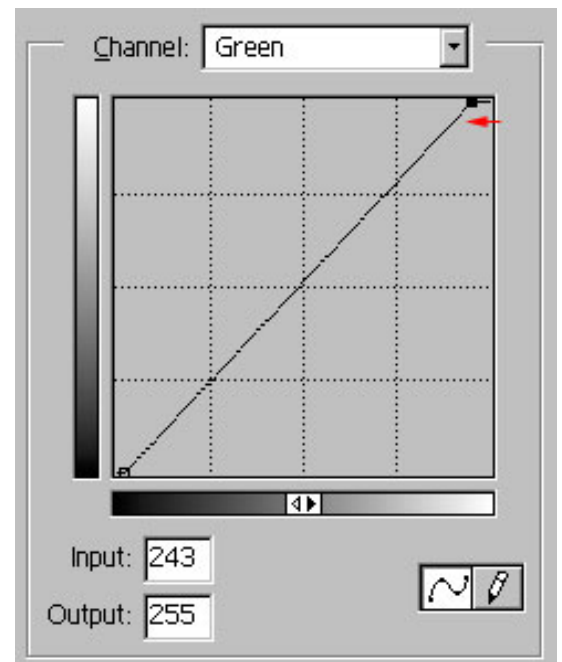


Figure 4c: The green channel needs just a small adjustment in the highlight and shadows.

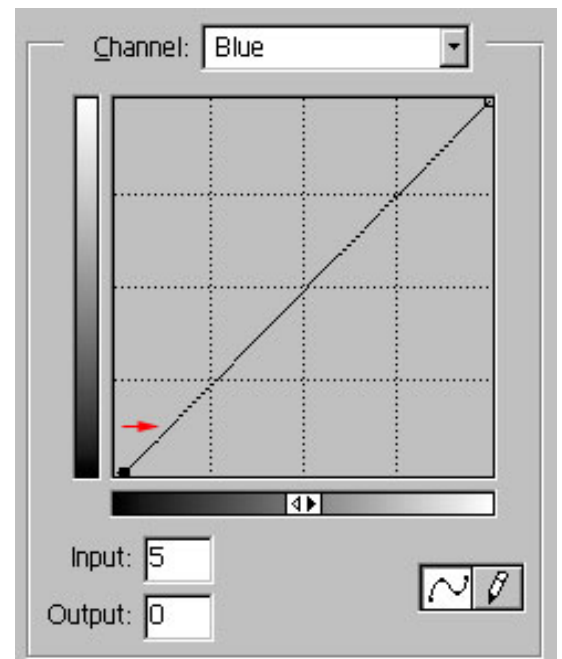


Figure 4d: The blue channel needs a small correction to bring down the shadows to match the other two channels.



Figure 5: The final image after tone and color corrections have been made.

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