

Removing Distractions in Photoshop

PPSIG – March 20, 2023

What is a Distraction in your photo?

- Something that breaks the connection with the viewer by pulling their eye away from the subject and story
- If something in your frame catches your eye before you look at the main subject, it's a distraction.
- If there are elements of your image that take away from, or do not contribute to, the story you're trying to tell, they are distractions.



Keys to Success in Distraction Removal

Start with thinking about elimination when shooting (just like always thinking about light)

Notice the distractions and eliminate in camera if possible, move them to a location in composition easy to remove in PS, if neither possible get what you can or just move on.

Sometimes getting 2 shots, 1 for a background replacement helps

Remember whatever you learned on how to do distraction removal in PS a year or more ago; there is likely a much easier and faster way now!

Types of Distractions Outside

Beach – trash, people, boats, signs, cars

City – powerlines, trash cans, signs, people, cars, curb paint, contrails, fire hydrants, junk

Wildlife – tree branches, leaves, cage, fence, wire, roadway, signs

Flowers – insects, dead leaves, people, signs

Types of Distractions Inside

- Overhead or other lights
- Wall switches, plates
- Cords
- Partial furniture
- People
- Anything too bright or colorful or busy in the background



Types of Distractions - People



Blemishes on face or skin



Stray hair strands across face



Glare on glasses



Wearing something too colorful or busy

Other types of Distractions

Busy background

Intrusions

Mergers



Distraction Removal Basic Types

- Crop it out
- Take it out – spot/healing brush, clone stamping, patch, content aware fill, delete & fill
- Cover it up – paint over, stack and mask out, composite blend
- Desaturate it or change its color
- Background replacement
- Add background blur & darken / burn



Key Photoshop Concepts

- Use layers work & non-destructively
- Sometimes need to try more than one tool to find the easiest and best for a particular application
- Sometimes layer masking is the best solution – copy layer flip horizontal, add mask to remove distraction.

Let's Go See How to Eliminate Distractions in Photoshop



Sky Replacement

TWCC

Post Processing SIG

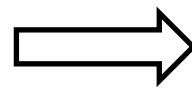
March 20, 2023

Download this Presentation



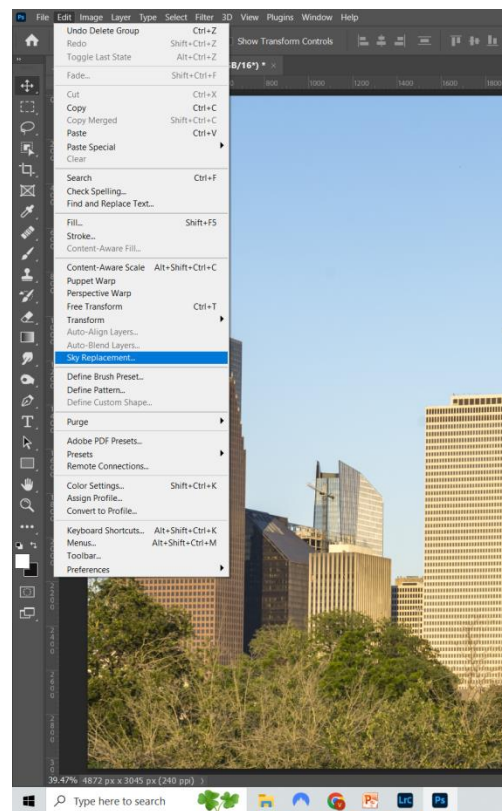
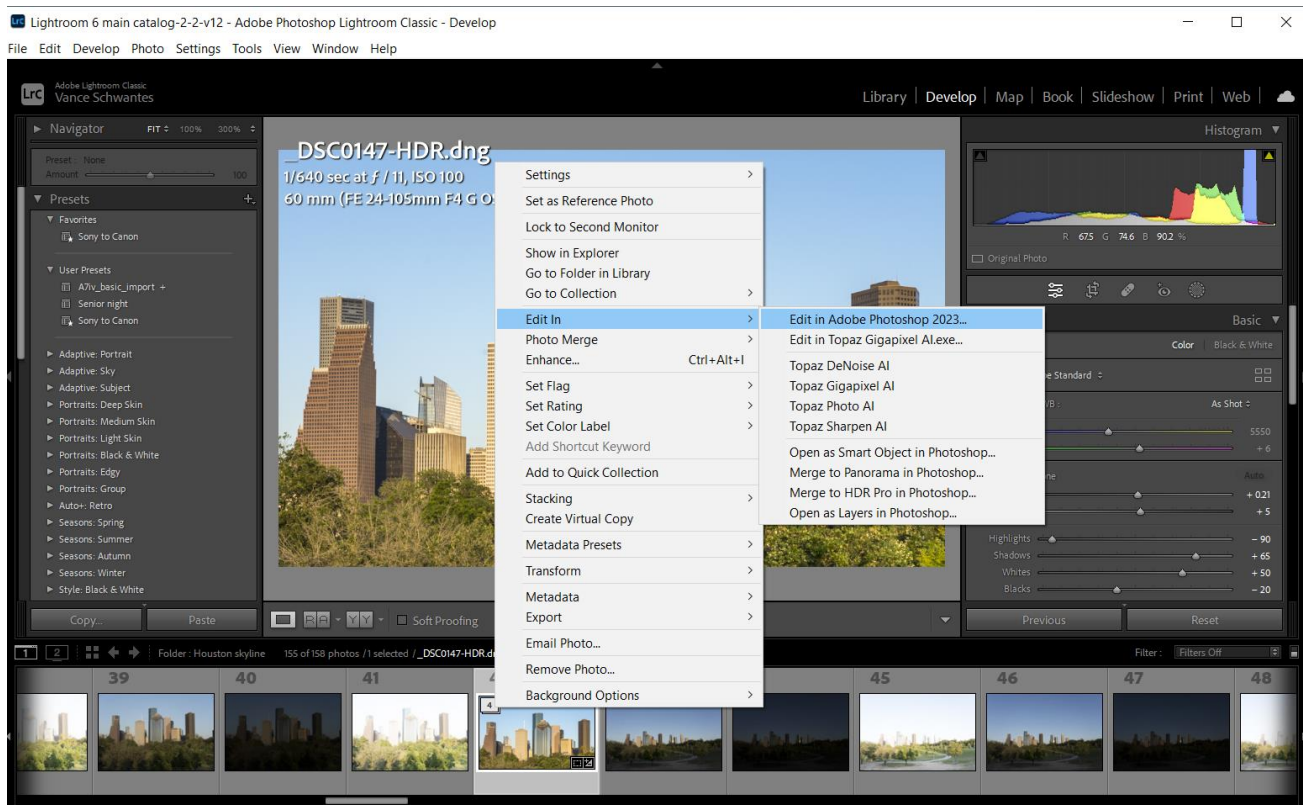
LIGHTROOM

Right click \ Edit In \ Edit in Adobe Photoshop 2023



PHOTOSHOP

Edit \ Sky Replacement

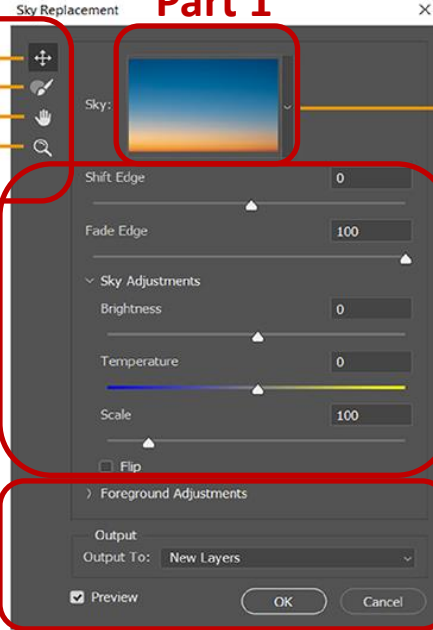


Photoshop Sky Replacement Panel

Part 2

- A. Sky Move tool
- B. Sky Brush
- C. Hand Tool
- D. Zoom Tool

Part 1



Part 4

New Sky Adjustments

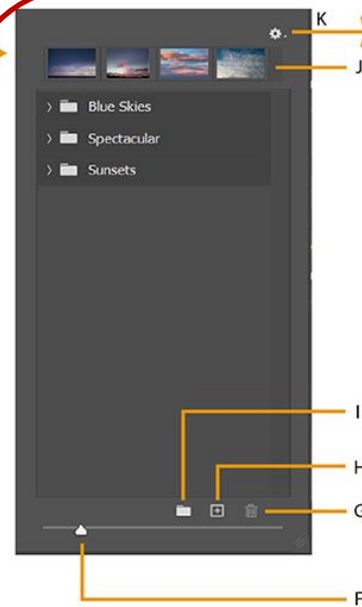
Part 5

Image Adjustments and Outputs

Part 6

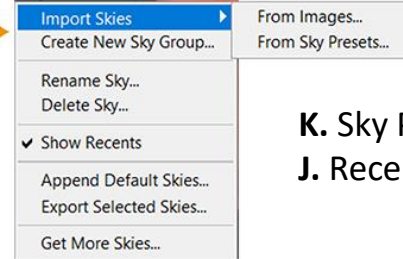
Reflections

E. Manage sky presets



F. Preset Preview Zoom

Part 3



K. Sky Preset Menu
J. Recently used skies

I. Create a new sky group
H. Import skies from images
G. Delete Skies

Part 1: Pick a Sky

Lightroom:

Right click

Edit In

Edit in Photoshop

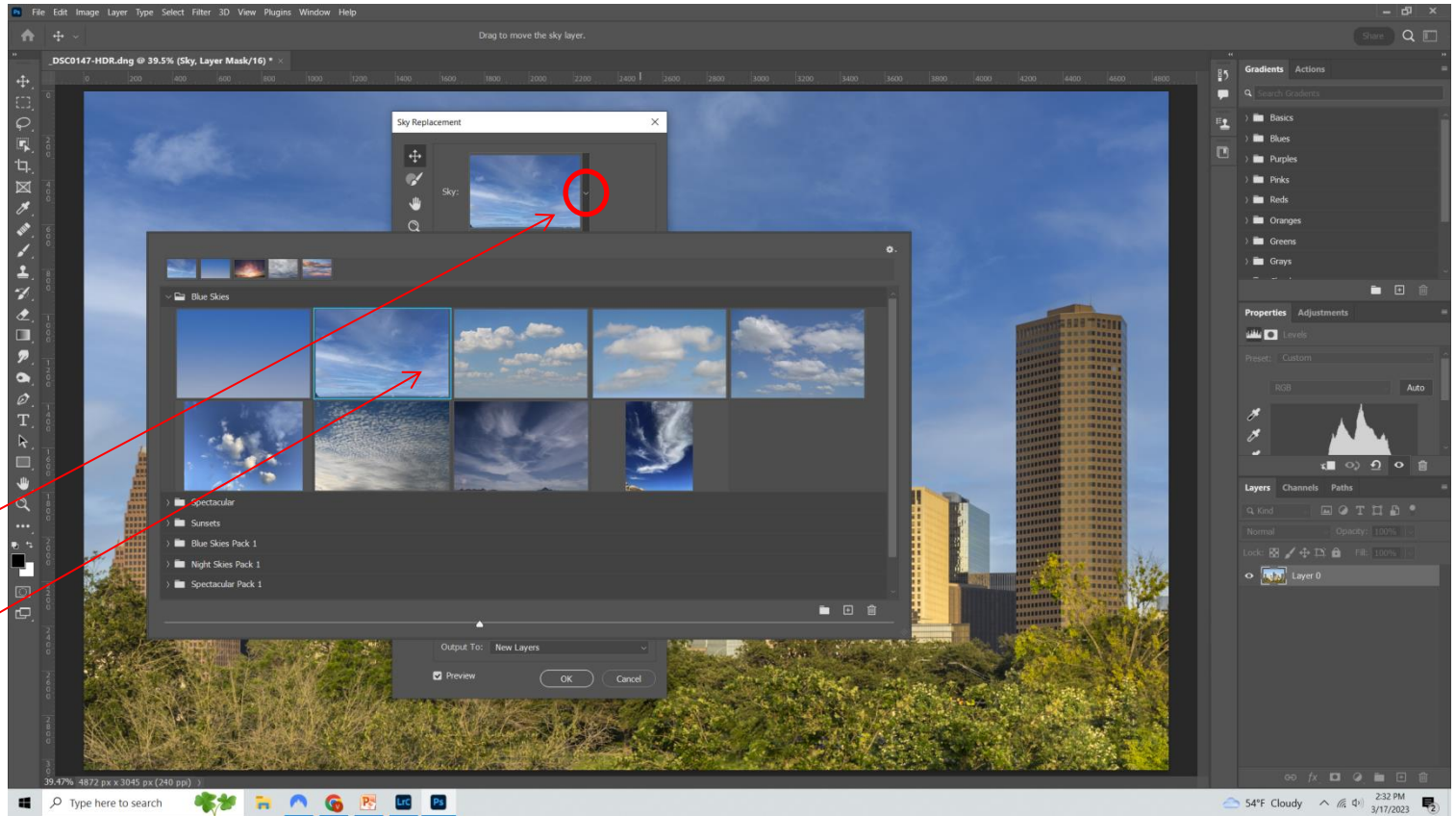
Photoshop

Edit

Sky Replacement

Click this arrow

Then pick a sky



Part 2: Sky Replacement Tools (A-D)

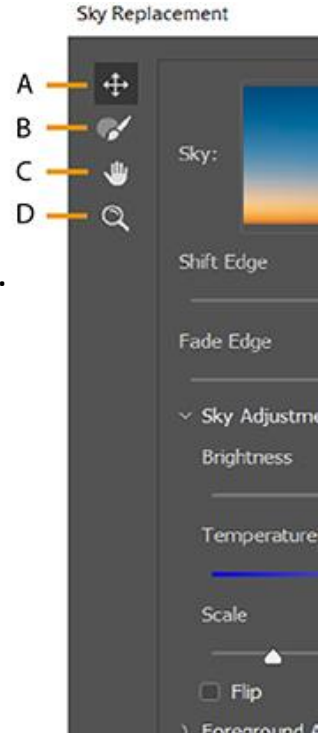
A. Sky Move Tool: Moves only the new sky image around behind your image.

B. Sky Brush: Fine tunes sky image edges.

Standard brush tools to add or delete new sky to the combined image.
Typical Hard / Soft brushes, brush feather, opacity, and blend modes.

C. Hand Tool: (When zoomed in) this moves the whole combined image around the screen, both your image and the new sky together

D. Zoom Tool: Zooms in on the combined image; also Fit, Fill, 100%, etc.



Part 3: Managing Sky Presets (E-J)

E Sky Replacement dialog box title bar

F Preset Preview Zoom – size of the sky images on the screen

G Delete Skies

H Import skies from images

I Create a new sky group

J Recently used skies

K Sky Preset Menu

Sky Groups

Import Skies (Menu Item)

- From Images...
- From Sky Presets...

Blue Skies

Spectacular

Sunsets

Shift Edge 0

Fade Edge 100

Sky Adjustments

- Brightness** 0
- Temperature** 0
- Scale** 100

Flip

Foreground Adjustments

Output

Output To: New Layers

Preview

OK Cancel

Part 4: Sky Adjustments

Shift Edge: determines where the **border** between the sky and the original image **begins**.

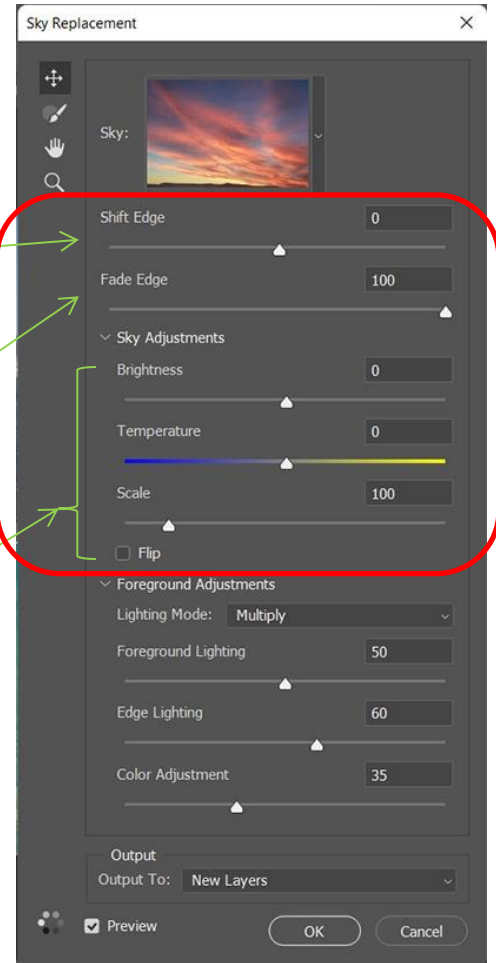
Fade Edge: sets the amount of fading or **feathering** from the sky image to the original photo along the edges

Brightness: adjusts sky image brightness

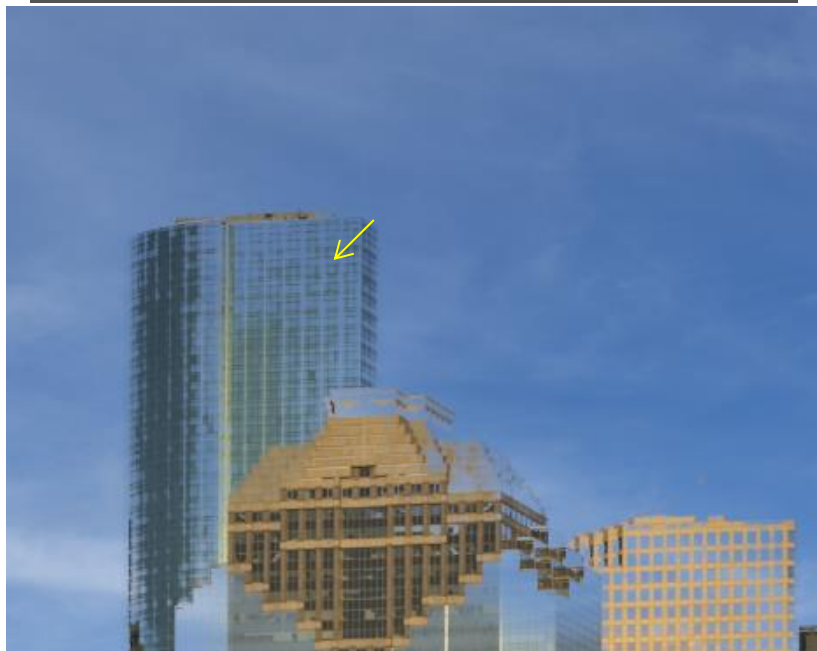
Temperature: adjusts sky image temperature

Scale: resizes the sky image

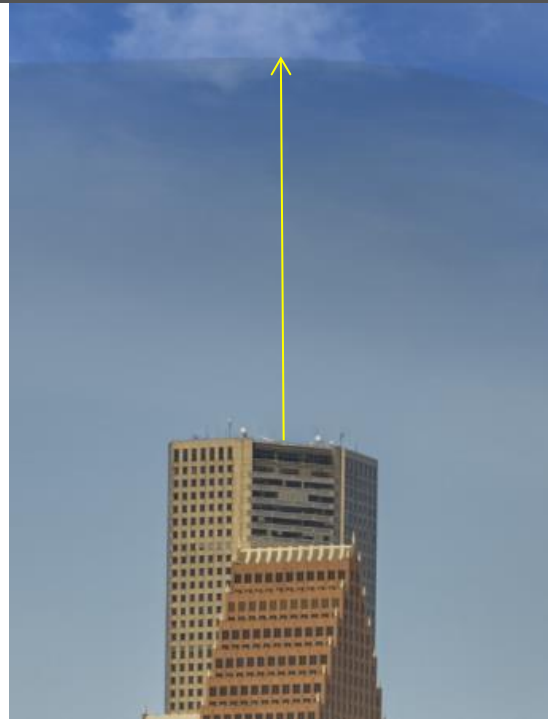
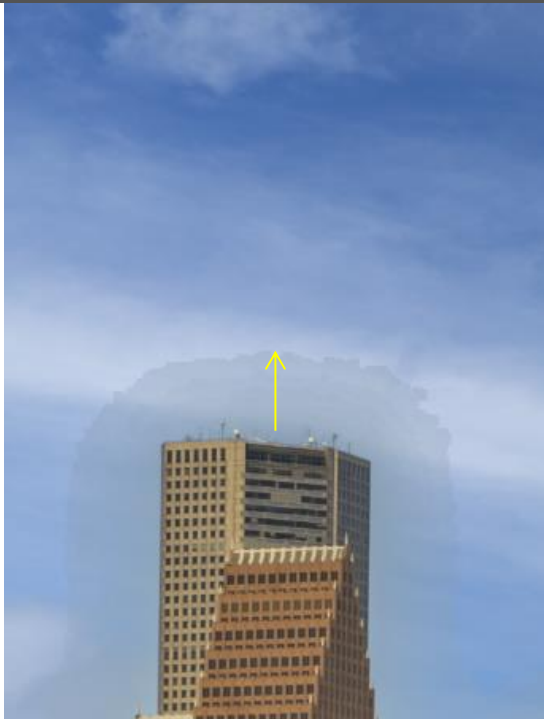
Flip: flips the sky image horizontally



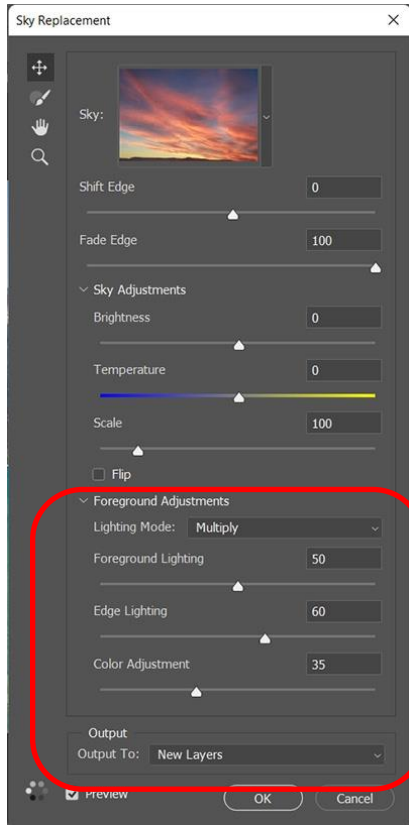
Shift Edge (set the border)



Fade Edge (feather away)



Part 5: Foreground Image Adjustments



Lighting mode: Determines the blending mode used for lighting adjustments

Multiply: Multiplies the luminosity of the base color by the blend color. White disappears. Black remains unchanged. Gray blends to become darker.

Screen: Opposite of Multiply. Black disappears. White remains unchanged. Gray blends to become lighter.

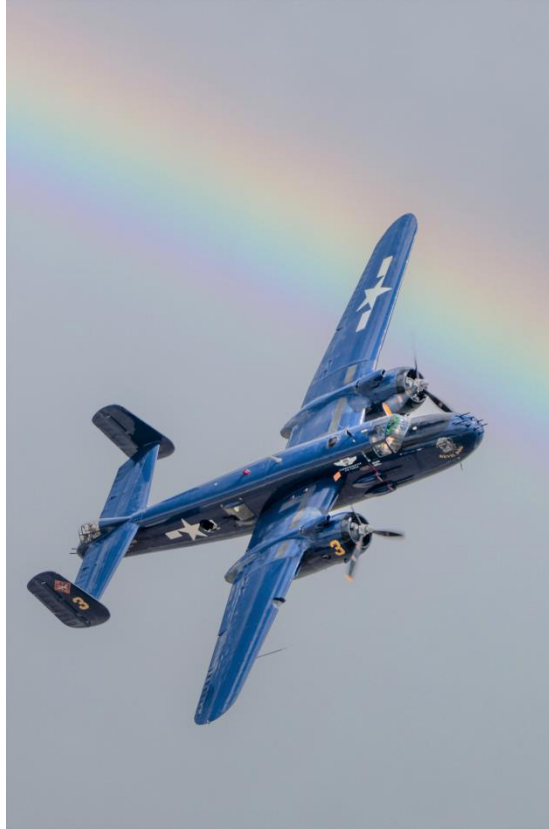
Foreground Lighting: Use to set the contrast for foreground; a setting of zero will not make any adjustments

Edge Lighting: Slider to control the lighting adjustments applied to the object edges in your sky images; a setting of zero will not make any adjustments

Color Adjustment: Opacity slider that determines how strongly the foreground is harmonized with the sky colors - a setting of zero will not make any adjustments

Output: This allows you to select whether the changes to the image are placed on **New Layers** (named Sky Replacement Group) or a **Duplicate Layer** (single flattened layer)

B-25 Devil Dog



One adjustment: flipped sky and moved it

Sky: [Spectacular001byJKost](#)

Shift Edge: 0

Fade Edge: 50

Brightness: 0

Temperature: 0

Scale: 100

Flip: Yes

Lighting Mode: Multiply

Foreground Lighting: 50

Edge Lighting: 50

Color Adjustment 50

Output to: New Layers

File: DSC8435

F-35 Lightning



F-35 Lightning

BlueSky001byPhotoshop

Shift Edge: 25

Fade Edge: 10

Brightness: 7

Temperature: 0

Scale: 100

Flip: no

Lighting Mode: Multiply

Foreground Lighting: 50

Edge Lighting: 20

Color Adjustment 50

Output to: New Layers

File: DSC9982

P-47 Thunderbolt

NOTE: multiple skies saved as layer groups, each turned on/off as wanted with one click



Storm002byRyanLongnecker

Shift Edge: 0

Fade Edge: 10

Brightness: 3

Temperature: 0

Scale: 110

Flip: Yes, checked

Lighting Mode: Multiply

Foreground Lighting: 60

Edge Lighting: 90

Color Adjustment 35

Output to: New Layers



Sky: Storm009byLibbyBrent

Shift Edge: 0

Fade Edge: 20

Brightness: 25

Temperature: 20

Scale: 130

Flip: Yes, checked

Lighting Mode: Multiply

Foreground Lighting: 72

Edge Lighting: 71

Color Adjustment 35

Output to: New Layers

File: DSC8507



Muckross House



NOTE: replaced boring sky with another boring sky; but used brush adjustments on chimneys.

Sky: BlueSky001byPhotoshop
Shift Edge: -18
Fade Edge: 12
Brightness: 43
Temperature: 10

Scale: 111
Flip: no
Lighting Mode: Multiply
Foreground Lighting: 50
Edge Lighting: 50

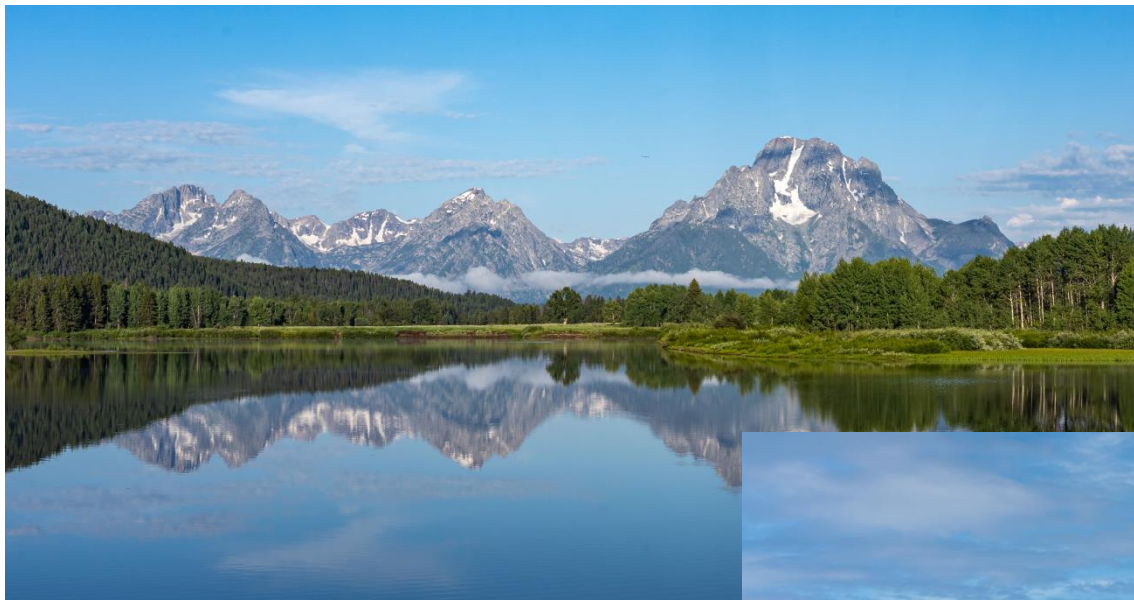
Color Adjustment 50
Output to: New Layers
Local brush adjustments
Image: SON00514

Kylemore Abbey Church



Sky: Storm009byLibbyBrent
Shift Edge: 0
Fade Edge: 7
Brightness: 83
Temperature: 10
Scale: 138
Flip: yes, checked
Lighting Mode: Multiply
Foreground Lighting: 74
Edge Lighting: 32
Color Adjustment 35
Output to: New Layers
Image: SON01088

NOTE: needs some dodging / burning local adjustments



Sky: BlueSky001 by Photoshop

Shift Edge: 0

Fade Edge: 12

Brightness: 0

Temperature: 25

Scale: 100

Flip: Yes

Foreground Lighting: 35

Edge Lighting: 70

Color Adjustment: 35

Output To: New Layers

Part 6

Reflected sky added

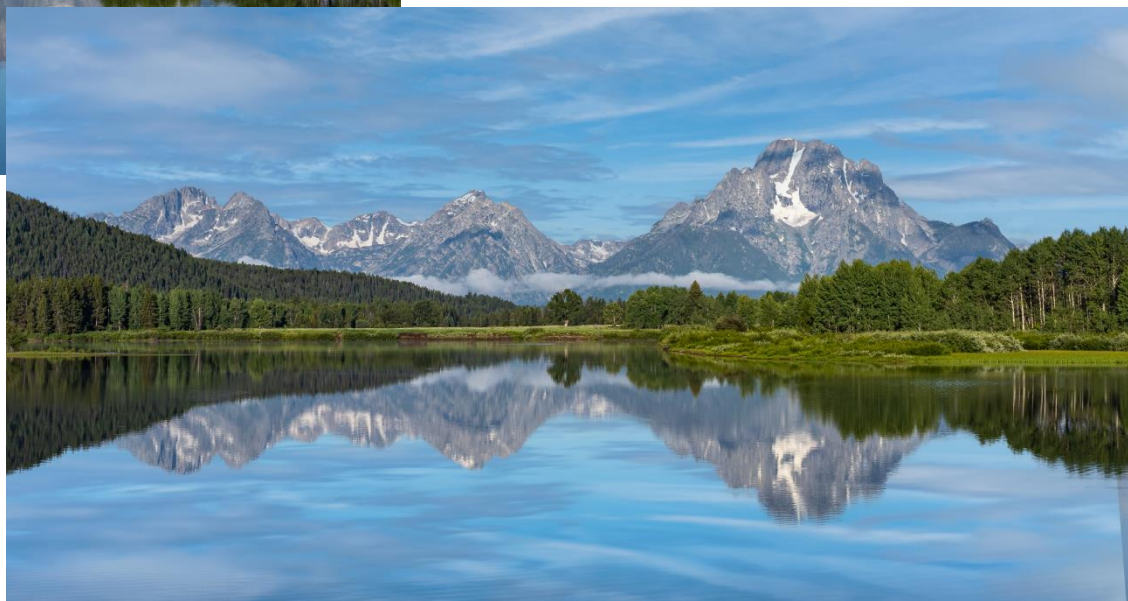
Reflected sky blended

Reflected sky blurred

Reflected sky perspective changed

Part 6: Reflections

Oxbow Bend,
Grand Tetons NP



Oxbow Bend, Grand Tetons National Park

Right Click on image \ Open With \ Photoshop

Replace the sky

\ Edit \ Sky Replacement Flip: Check
Sky: BlueSky001 by Photoshop Foreground Lighting: 35
Shift Edge: 0 Edge Lighting: 70
Fade Edge: 12 Color Adjustment: 35
Brightness: 0 Output To: New Layers
Temperature: 25 OK
Scale: 100

Replace the reflection

Image \ Image Rotation \ Flip Canvas Vertically

\ Edit \ Sky Replacement Flip: Check
Sky: BlueSky001 by Photoshop Foreground Lighting: 35
Shift Edge: 0 Edge Lighting: 70
Fade Edge: 12 Color Adjustment: 35
Brightness: 0 Output To: New Layers
Temperature: 25 OK
Scale: 100

Image \ Image Rotation \ Flip Canvas Vertically

Turn sky and reflection on and off

Double Click to Rename Sky Replacement Group "Sky Reflection Group"

Four Reflected Sky modifications to use as needed (not always needed):

1) Reflected Sky Transparency to allow foreground to show through (Blend If)

Double-click on the Sky Reflection Group (not the name or it will rename) to open the Layer Style dialog window, or choose Layer \ Layer Style \ Blending Options
In the Blend If: Gray section (bottom center)
Move Current Layer slider right until image changes, then hold <Alt> and move the half back
Do the same for other three sliders
Click OK

2) Reflected Sky Motion Blur

Expand Sky Reflection Group
Select Sky layer (inside the Sky Reflection Group)
Filter \ Blur \ Motion Blur
Angle: 2
Distance: 120
Click OK

3) Reflected Sky Brightness / Contrast Adjustment

Select Sky layer (inside the Sky Reflection Group)
Add Brightness adjustment mask
Adjust Brightness and Contrast

4) Reflected Sky Perspective Transformation

Select Sky layer (inside the Sky Reflection Group)
Ensure Sky mask is unlinked from reflected sky
Edit \ Transform \ Perspective
<Alt> + <Scroll> to see whole reflected sky, or <Ctrl> + <0>
Adjust keystone
Move reflected sky to be aligned with image
Enter
<Alt> + <Scroll> to zoom in again

