Dimensions

of

COLOR

0   8   16   24   32   40   48   56   64   72   80   88   96   104   112   120   128   136   144   152   160   168   176   184   192   200   208   216   224   232   240   248   255

by Adam Block

Embedded Bright Star Color Correction

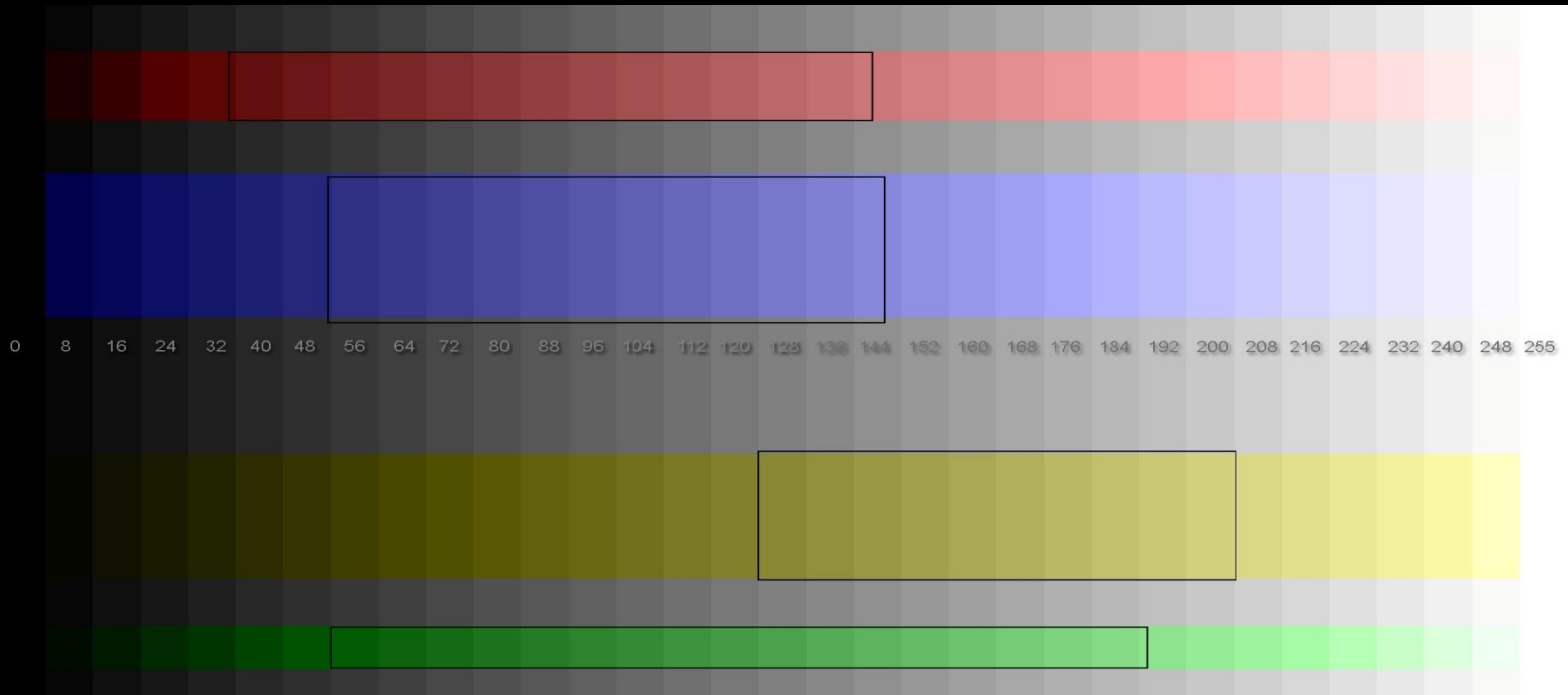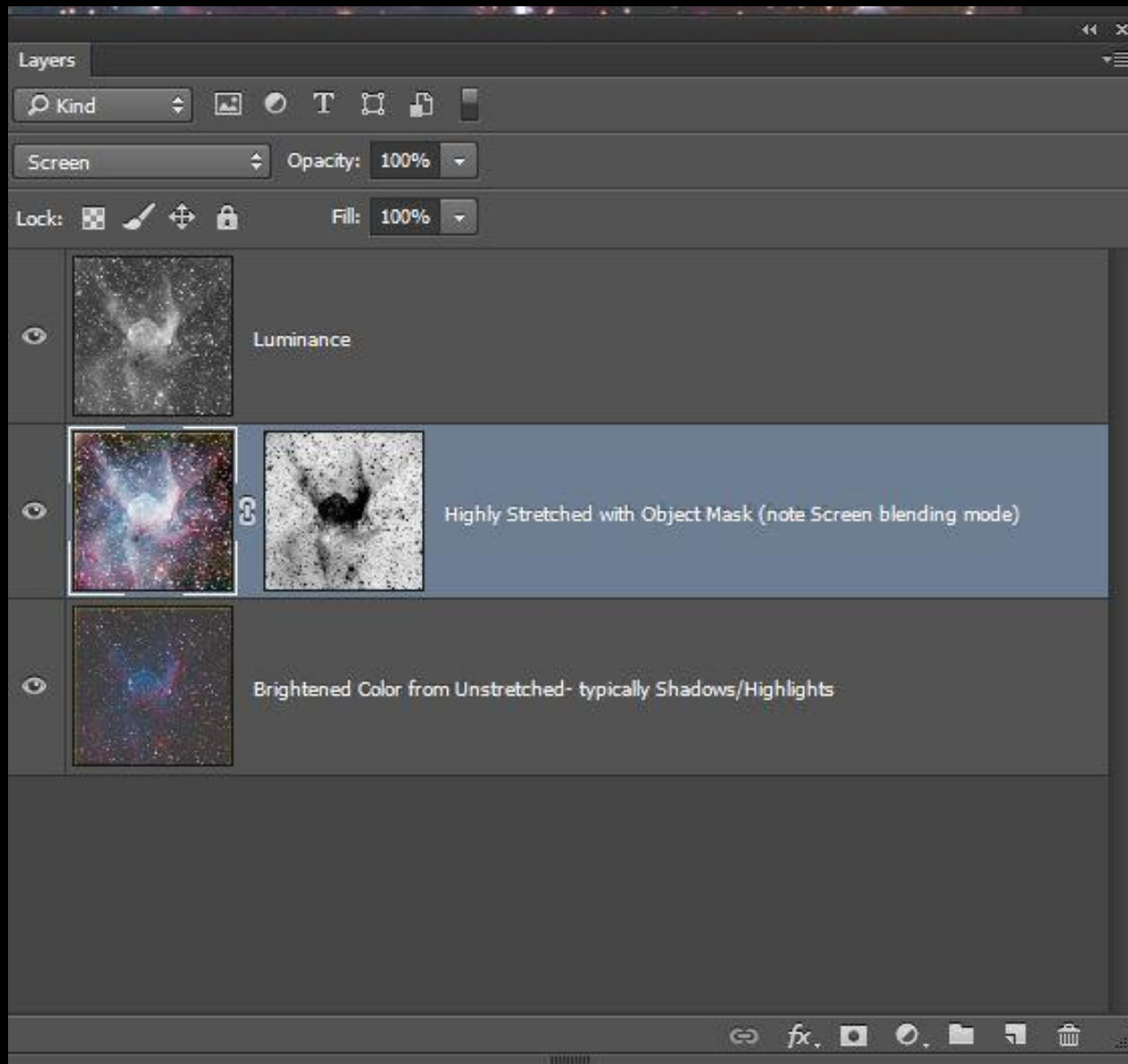
Red

Green

The Color Window

- For a given hue there is a "window" of luminance values that yields desirable saturation of color.
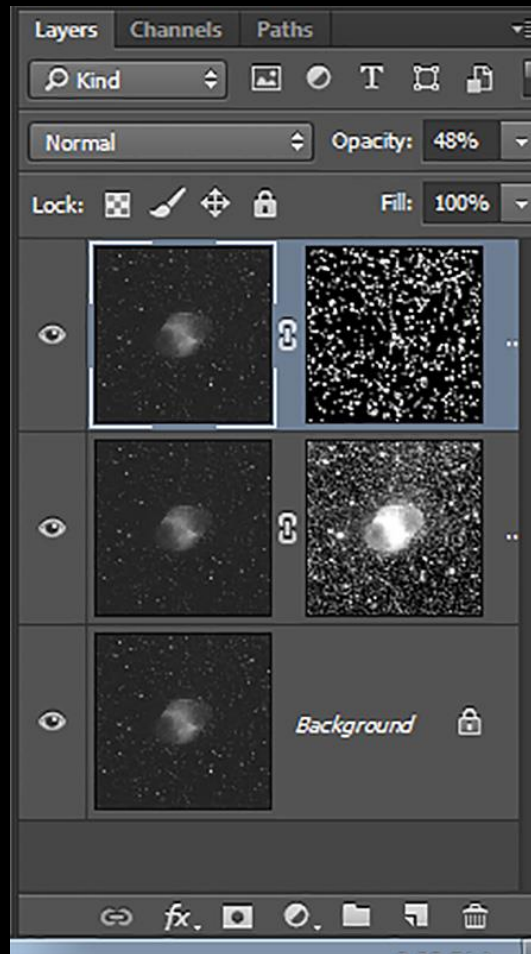
Double Color
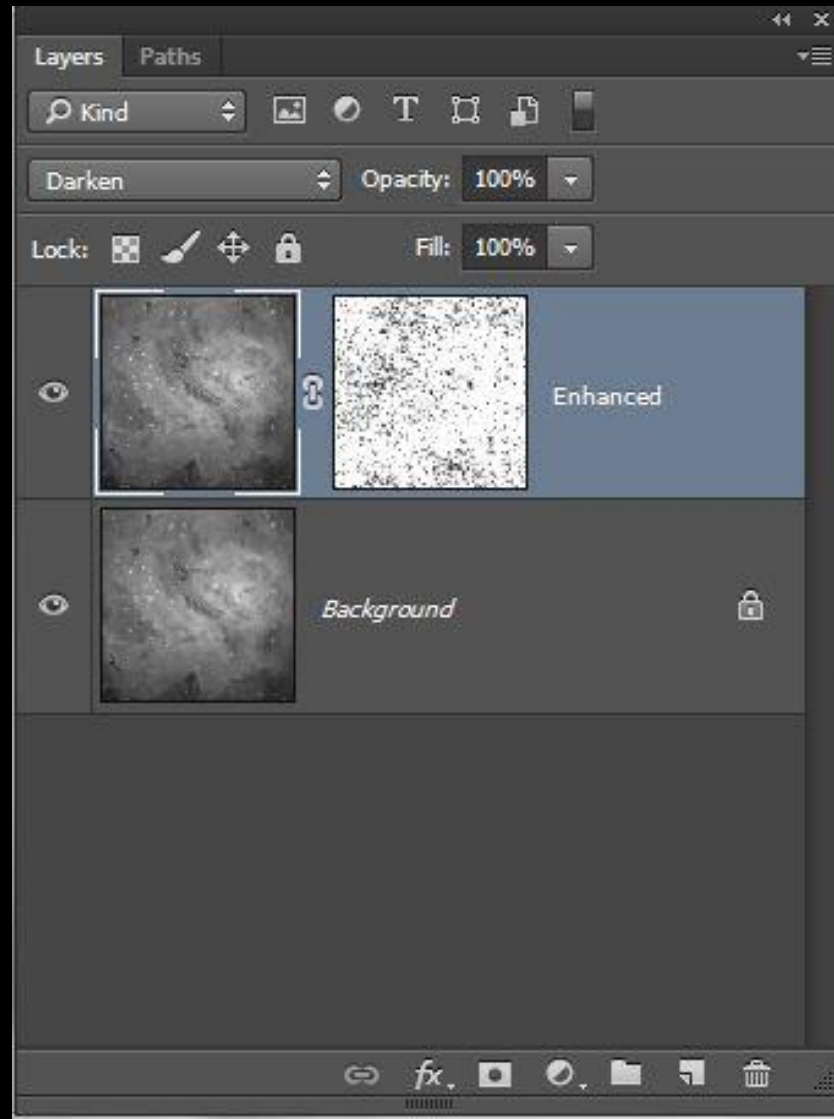
Deconvolution Blending

Original Image + Star Mask
(Adjust Opacity)

Sharpened image
 + Object Mask
(sky in mask is clipped black)

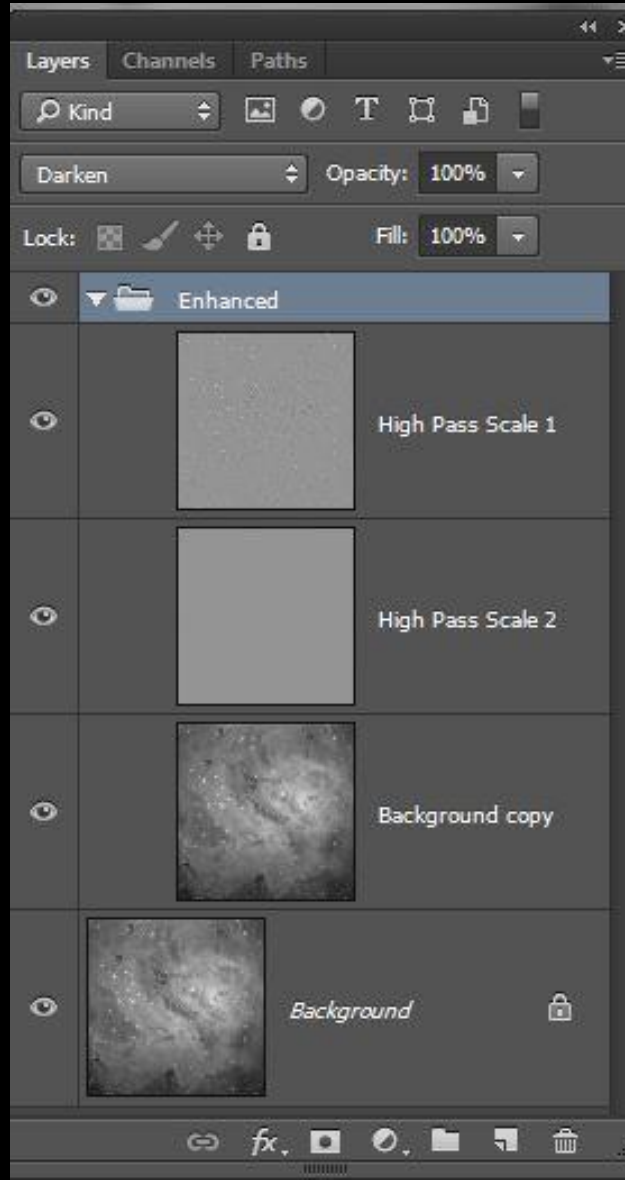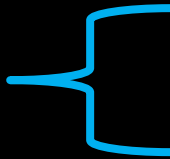Original Image

Splitting High Pass Filter

Enhanced Version

Original

Splitting High Pass Filter

Group + Darken

Group Method

High Pass Small Scale

High Pass Large Scale

Original Copy (in group)

Original

Splitting High Pass Filter

Optional Opacity

High Pass + Overlay

Group Method

High Pass Small Scale

High Pass Large Scale

Original Copy (in group)
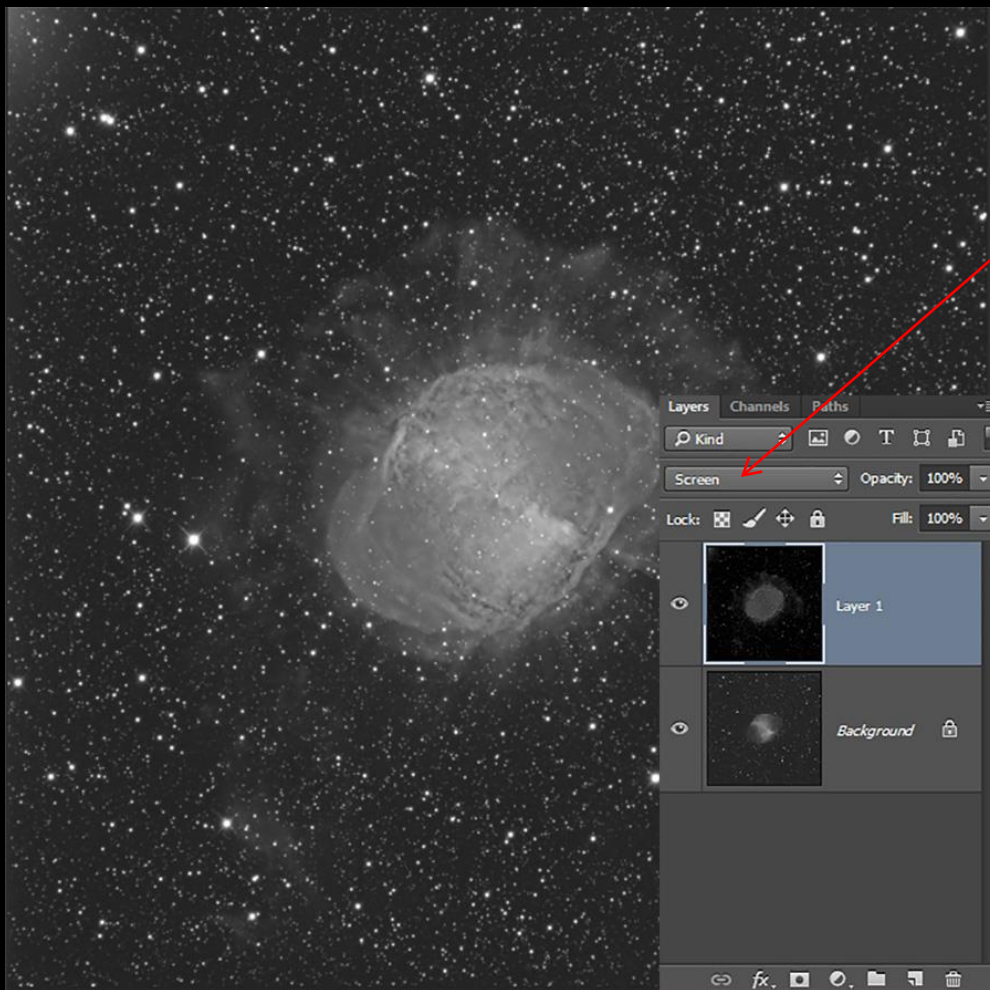
Original

BlendIf Example
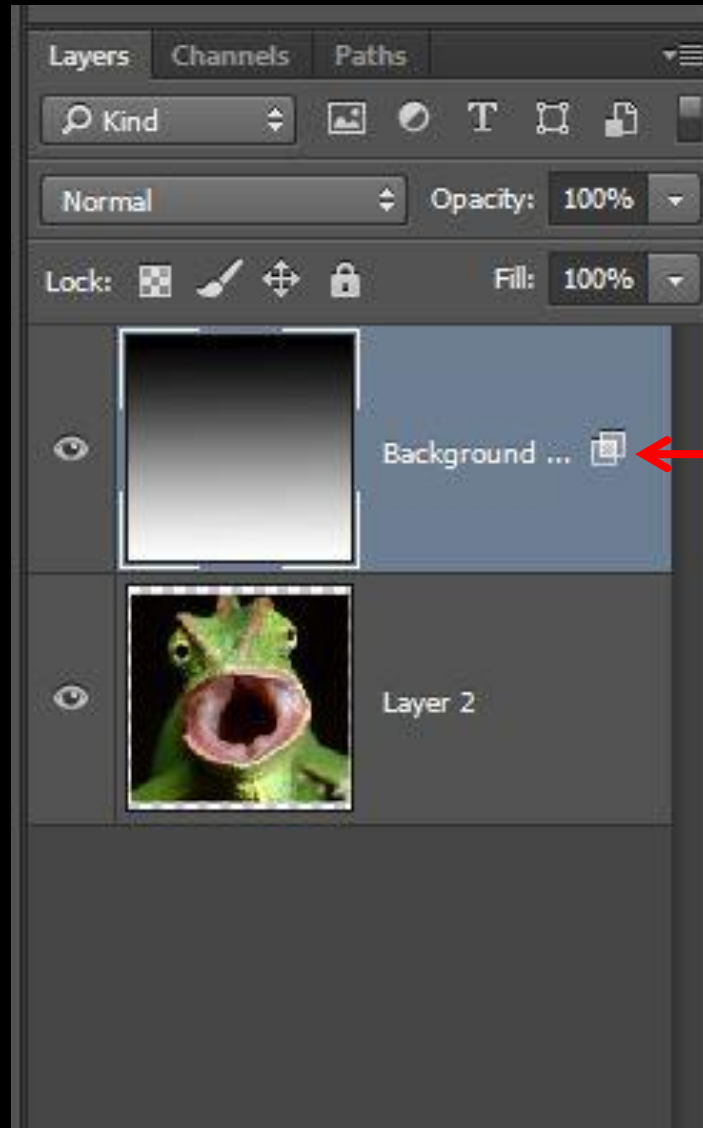
Layer Style
Double Click to Access

Splitting High Pass Filter
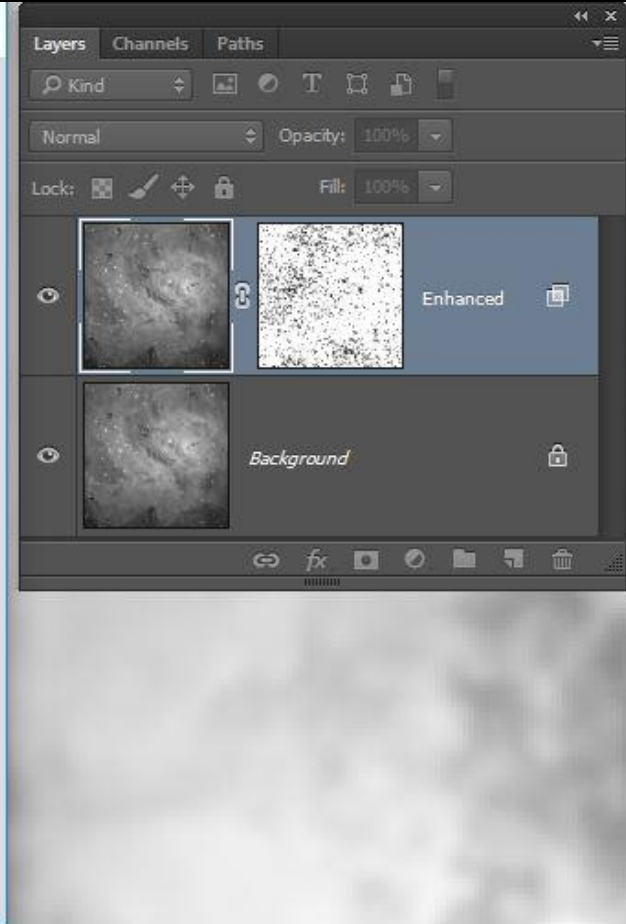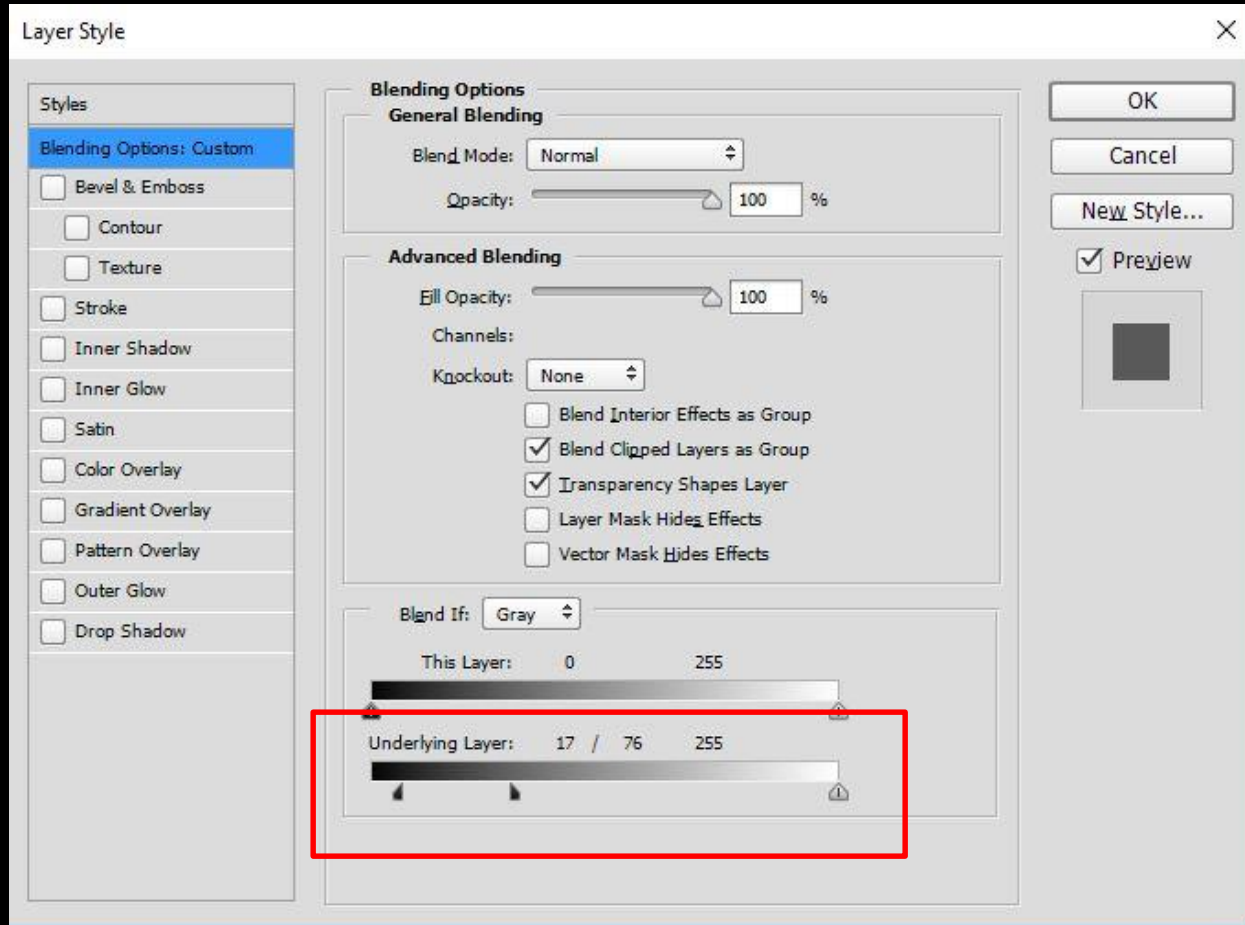
Press the ALT key and click on slider controls to split.

Blend H-alpha with Luminance and RED

- Blend with Screen
- Black Clip Sky
- Change output levels making It grayer

H-alpha

Luminance