

Differentiated color near bright star of LRGB image (not represented in L):

1. In Channels make a selection and copy from a channel image (say Green) that does not have the offending issue.
2. Choose the offending channel and paste (without moving the selection).
3. Make the full color image visible while still operating on the same channel as the step above. Using Curves adjust the brightness so that the new color data blends in without an obvious color bias.

Double Color:

1. Adjust a color layer so that it properly (or nearly so) colors the bright details. Stretch it as much as possible to color faint details. Stop at the point the color of the bright features degrades.
2. Create a non-linearly stretched color version. Generally do this "from scratch" using your favorite non-linear method. Monitor only the faint features for color- it is OK for bright features to become white (or less saturated).
3. Paste/Create this layer above the original color layer.
4. Typically blend with the Screen blending mode.
5. Optional: Apply object mask to top brightened color image.

Deconvolution Blending with Saturated Star Protection

1. Place the sharper (deconvolved) image on top of the original image/layer.
2. Create a positive object mask and white clip all structures you want to have the sharpening revealed.
3. Using Gaussian Blur (on the mask) make certain all details are fully included in the mask. Using Levels bring the white level in the mask back up.
4. Optional- Adam's secret trick. Use an unsharp mask at the 2 pixel level, perhaps at 25-33%, to give small and medium stars a nice edge. This option is really intended for oversampled (many pixel covering) stars. If your stars are 3 pixels or less- no need to do this.
5. Check to see if the correct degree of sharpened features are revealed. Very bright/large stars will not show much benefit...
6. Copy the original (bottom) layer and put it above the sharpened layer.
7. Using Color Range utility (under the Select menu) choose the "Highlights" mode from the pull-down menu.
8. You will see two sliders. Set the fuzziness to "0" and Range to 245 or above. Lower value for more stars/features- and raise the value for fewer (up to 255 of course).
9. The selection will only find the centers of stars (and perhaps features like the centers of galaxies). Expand the selection (Select->Modify->Expand) by as many pixels as necessary to completely surround the largest stars.
10. Feather the selection by half of the above value.

11. Press the “Add New Mask” button at the bottom of the Layers palette. This will convert the selection to a mask.
12. Optional: Modify the output level of the white tones or simply adjust the opacity to blend the original stars as desired.

### Simple Blending of H-alpha (or any layer) using screen:

1. Created scaled images of Luminance and H-alpha images. Make certain H-alpha image is not noisy.
2. Place H-alpha as a layer above the luminance (or layer to be blended with).
3. Raise the black level on the H-alpha layer so that it does not contribute. Alternatively this can be controlled with a Layer Styles “Blend If” tool.
4. Blend with Screen.
5. Either change the output gray level of the H-alpha layer or use Blend IF to control the contribution of the H-alpha layer.