

Using Adjustment Layers in Photoshop



Adjustment layers offer you the ability to adjust your photograph or artwork without actually affecting the artwork itself. Normally, you would use the **Image | Adjust** menu to control contrast, brightness, hue, saturation, and other effects. However, these effects cannot easily be undone.

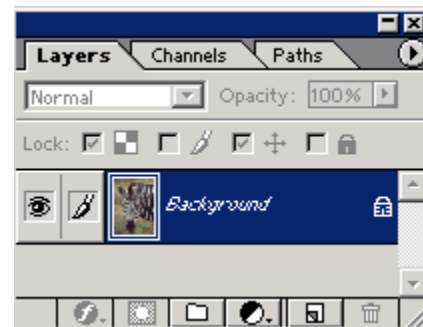
Using an adjustment layer makes it very easy to try different combinations by treating the adjustment effect as an overlay.






Let's open the Zebra.psd file located in the Samples subfolder of the Photoshop folder. When we open the document, we will be greeted with our familiar Photoshop interface.

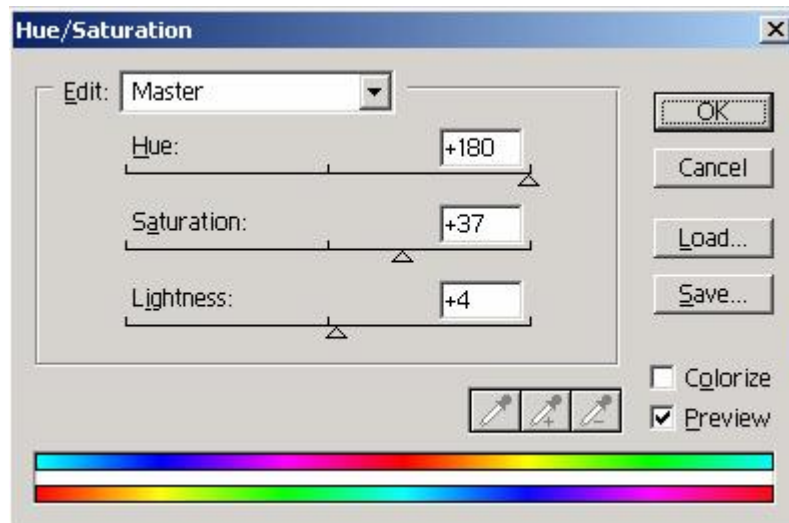
Make sure the Layers palette is displayed. If it is not, go to the **Window** menu and select **Show Layers**.

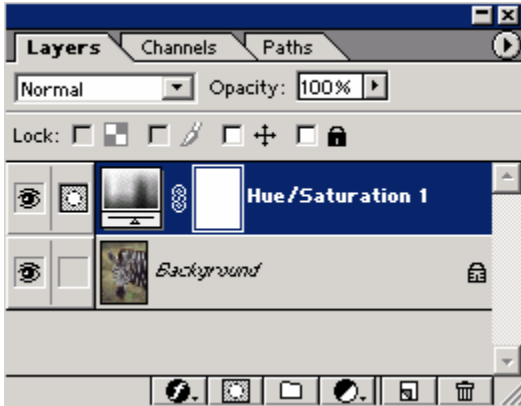
The Layers palette should show your zebra picture as the **Background** layer. You can easily create new layers that will sit on top of the zebra by clicking the  button. You can also remove layers by selecting the layer and clicking the  icon.




To the left of the New Layer  button, you will see the Adjustment Layer button (). When you click this button, you will be shown a list of choices of adjustments to add.

Click the  button and select **Hue / Saturation** from the list. You will see a dialog box appear with the Hue, Saturation, and Lightness controls. For this example, set your options to match the figure below.





If you look at the **Layers** palette, you will now see a new layer on top of your background.

This adjustment can be disabled by clicking the  button next to the layer. It can also be deleted if the results do not match your desired outcome.

Before



After



Experiment by adding additional adjustment layers You can easily modify a picture while leaving the original completely untouched!.

Question: Why didn't the zebra's stripes change color when we adjusted the hue and saturation?

Answer: Because white and black are not actual colors and are unaffected by hue and saturation changes. The same holds true for other adjustments as well, such as dodge and burn.