



# Lets talk Photoshop

## Red Eye Correction

I'm sure we all have a photo where the subject has become demonic because of red-eye. Of course prevention is better than cure and the use of bounce flash and/or moving the flash away from the camera will reduce or eliminate red-eye but there are times when this is not possible. The people at Adobe recognise this problem and have very kindly provided a red-eye removal option but unfortunately not in my version of Photoshop. I therefore have to use a different technique but if you want to add a plug-in here are two that you can download.

<http://www.colorpilot.com/redeyeplugin.html> (Shareware)

Will allow adjustment of red, green & blue eyes so it can be used to correct animal eyes as well.

<http://www.freedownloadscenter.com/Best/plugin-redeye.html> (Shareware)

This tool has a few drawbacks, it only runs in full screen mode and doesn't let you choose the JPG quality when saving. Secondly, it only works fine for pure red eyes. If the eyes are more pink or yellow, the tool fails. So you can't use it to correct animal eyes or some red eyes.

### Using the channel mixer to reduce red-eye

Open your image. The red eye in this image is very obvious.



Create a Channel mixer adjustment layer, set the Red output channel to Red 0%, Green 50% and Blue 50%. You now have an image that is completely off colour but don't worry we will fix this shortly.

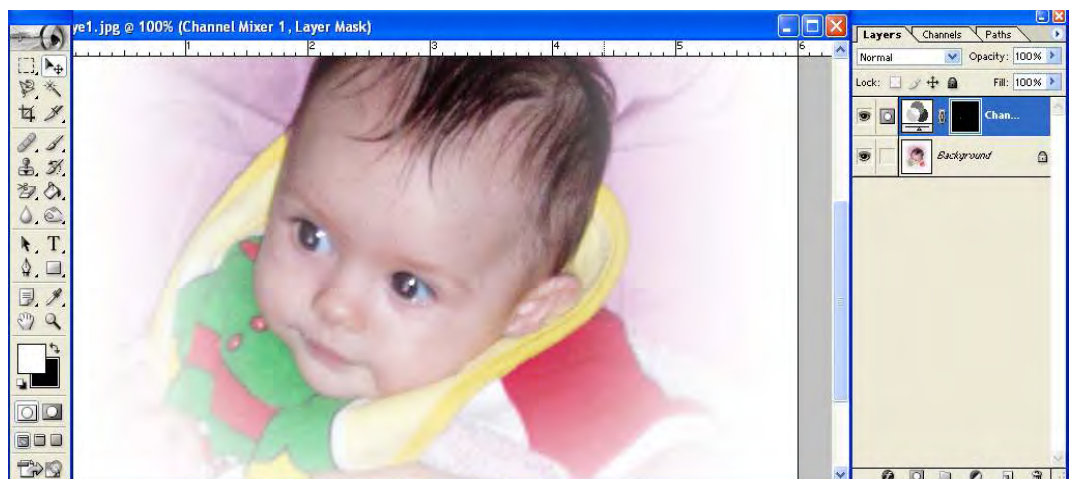


Next select the mask of the adjustment layer and fill with black. We now have the original image back as the black mask hides the adjustment layer.



Make sure this is set to Black before you press Alt-Backspace. To achieve this click on the small black & white squares (just below the big ones) if the top colour is white then use the arrows to swap. It needs to be white when using the brush tool so just use the arrows to swap it.

The last step is to select the paint brush and paint on the mask with white to reveal the effect of the adjustment layer. Adjust the paint brush size to match the red spot in the eye (use the [ or ] keys) and make sure the Mode is set to Normal and Opacity to 100%



This should give a realistic eye colouration but if it is not quite what you want then just open the adjustment layer again and perform minor adjustments of the colour sliders. Just remember that a rule of thumb is the total for the sliders should add up to 100%.

This technique can also be used to adjust animal eye colours (which are generally green or yellow) but the initial settings of the sliders for the output channels will be different. Happy experimenting.

