

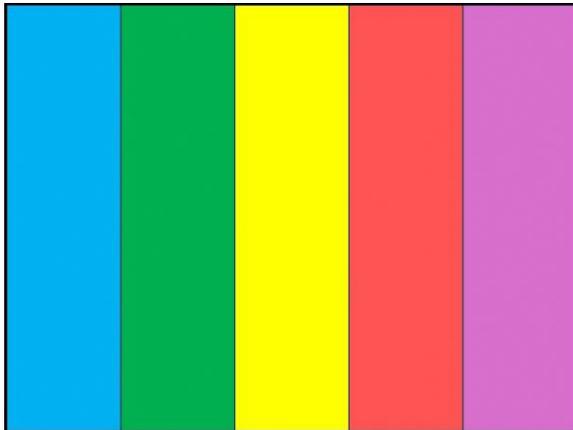
# What do Masks do in Lightroom and Camera Raw

The Masking tools in Lightroom and Camera Raw are a powerful set of features that allow you to make precise edits to specific areas of your photos.

## Global Adjustments vs Masked Adjustments

Global Adjustments will impact every pixel in the image while Adjustments to Masks will only impact the areas under the Mask.

Original Image



With 1 Global Adjustment



Exposure Slider set to -5

With 3 Masks



A Radial Gradient in the Center  
A Brush to subtract out the Face  
An Inverted Radial Gradient for the top

# Tools and Features to Create a Mask in Lightroom and Camera Raw

## Types of Masking Tools and Features:

- **AI-Powered Masking Tools:**
  - **Select Subject:** Automatically selects the main subject in your photo.
  - **Select Sky:** Automatically selects the sky area.
  - **Select Background:** Automatically selects the background of your image.
  - **Select Objects:** Allows you to select specific objects within your photo.
  - **Select People:** Automatically detects and selects people in the image.
- **Manual Masking Tools:**
  - **Brush:** Allows you to paint on a mask using a brush tool. You can control brush size, feathering, flow, and density.
  - **Linear Gradient:** Creates a gradual transition between masked and unmasked areas in a straight line.
  - **Radial Gradient:** Creates a circular gradient mask, useful for vignettes or focusing attention on a central area.
  - **Color Range:** Creates a mask based on a specific color or range of colors.
  - **Luminance Range:** Creates a mask based on the brightness (luminance) of areas in your image.
- **Masking Features:**
  - **Add and Subtract:** Allows you to add one mask to another or subtract one mask from another
  - **Invert:** Allows you to create a mask then change it to the inverse, effectively selecting the opposite area.
  - **Duplicate and Invert:** Allows you to take a current mask and make a second mask that is inverted.
  - **Intersection:** Allows you to define a mask based on the shared area from multiple masking tools.

## 3 Examples of Using Multiple Masks

1. To brighten objects, you want people to see and to darken objects you don't want them to see.



2. To brighten backlight subjects and darken and soften backgrounds

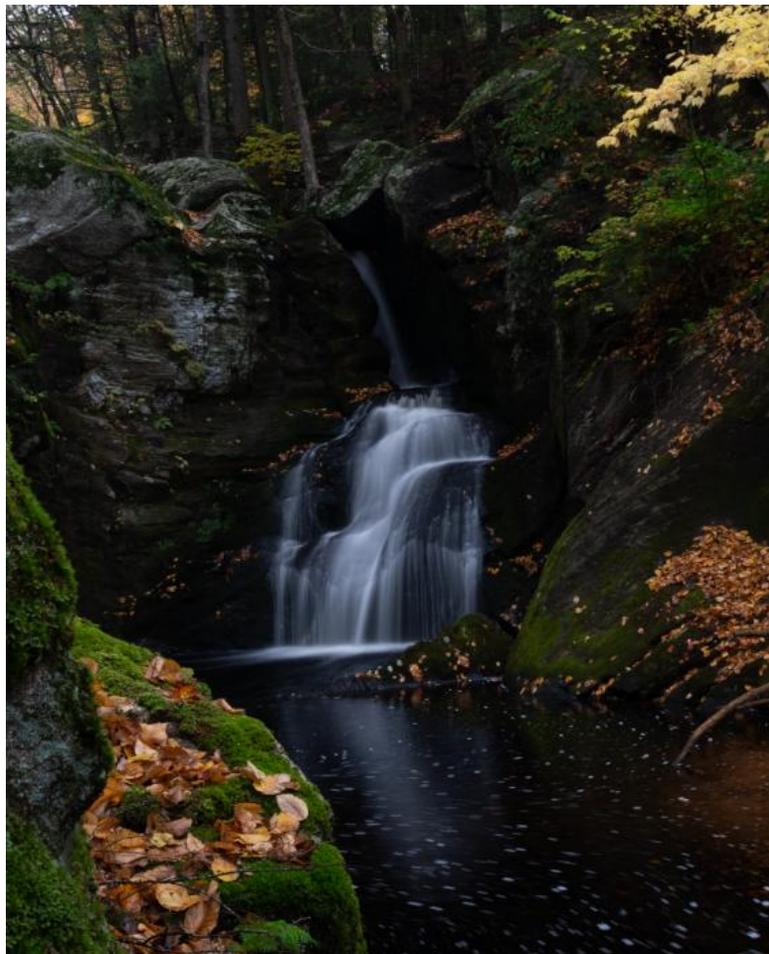


3. To add fog in the background

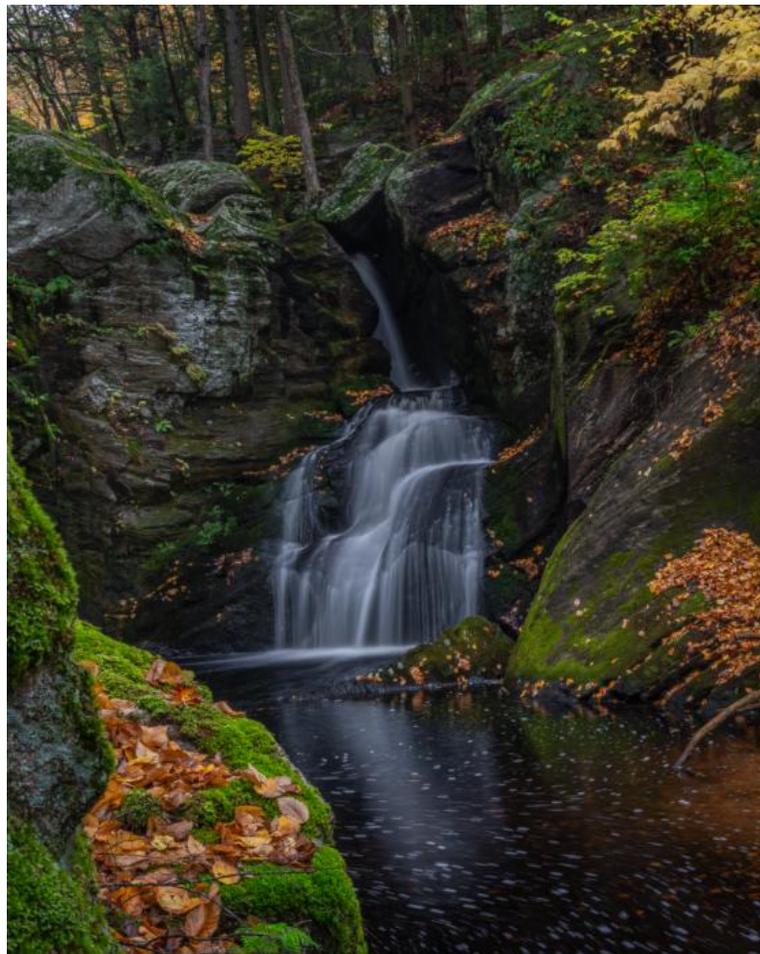


# Brighten Objects and Darken Objects

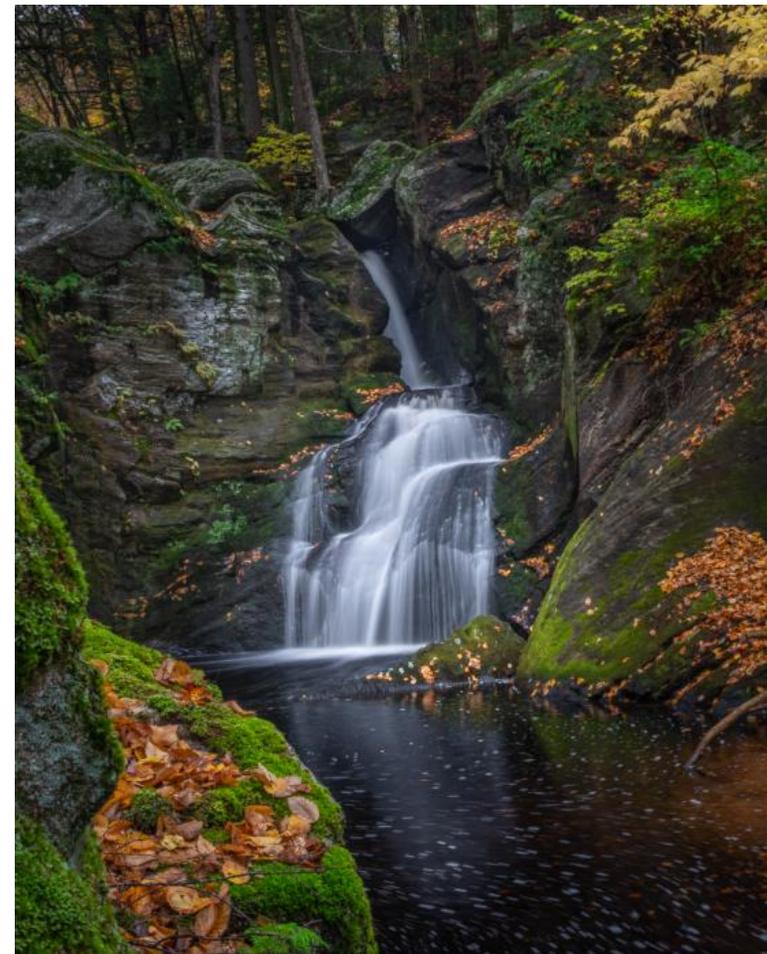
Out of the Camera



With Only Global Adjustments



With Global and Masked Adjustments



## Brighten Objects and Darken Objects – Applying the Masking



### Masks Applied

- Using a Brush darken the reflection in the water
- Using a Brush brighten rock walls
- Using a Brush brighten the top of the Falls
- Using a Radial Gradient darken the top left corner of the image
- Using a Radial Gradient brighten the center of the image

# Brightening Backlite Subjects

Out of the Camera



With Only Global Adjustments



With Global and Masked Adjustments



## Brightening Backlite Subject – Applying the Masking



### Masks Applied

- Using a Brush brighten the eyes and face of the Owl
- Make a mask of the Owl and the branch using the Subject tool and the Object tool and brighten.
- Use the Duplicate and Invert function to make a mask of everything that is not the Owl and the Branch, then darken and soften the background.

# Adding Fog to the Background

Out of the Camera



With Only Global Adjustments



With Global and Masked Adjustments



## Adding Fog to the Background – Applying the Masking



### Masks Applied

- Using a Subject Mask to brighten the subject and soften the textures
- Using a Linear Gradient create a mask that gradually disappears just below the Subject. Then subtract the Subject from the mask. Then decrease the Contrast, Texture and Dehaze to make it look foggy.