About Red Eye and Color Cast Repair

Red eye has long been a problem in both the traditional and digital environment. Unwanted color flares are a particular problem in digital technology. There are a number of ways to get rid of red eye and other color artifacts. We will explore a few of them in this exercise. Desaturate with the Sponge Tool,for slight red eye color and casts. Use Selective and Replace color options for drăstic red éye and color casts.

Familiarity with the opperation of the various selection tools is assumed.





1. Open The File And Select The Area.

Select the area to be adjusted with one or more of various selection tools available in the Tool Bar.

In this case we used the Magic Wand with Tolerance set to 35, and the Lasso to collect or remove stray areas.





2. Expand the Selection.

Once the selection is made, expand the selection by going to the **Select** menu, choosing **Expand**, and typing in 1.

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3. Feather the Selection

Feather the selection to soften the edges by, going to the **Select** menu, choosing **Feather**, and typing in 1.





4. Adjust Color with Selective Color Options.

1. In the Adjust menu, choose Selective Color.

2. The Selective Color options appear. Choose Reds from the Colors drop down options (it is selected by default).



- a. Move the Cyan slider all the way to the right, it should read 100%.
- b. Move the Black slider all the way to the right, it should read 100%.
- 5. Choose **Neturals** from the **Colors** drop down options.
 - a. Move the Cyan slider all the way to the right, it should read 100%.

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b. Move the Black slider all the way to the right, it should read 100%. Selective Color





5. Desaturating with the Sponge Tool.

There are some magenta artifacts around the four little white highlights on the eyeball. We can use the sponge tool and choose a soft edged small brush to desaturate the color.

1. Select the **Sponge** tool from the **Tool Ba**r. Choose an appropriately sized **Brush** with diffused edges from the **Brush Well**.

In this exampe we used, the second bursh in, on the second row, because it's small and has soft edges.

2. In the **Tool Options Bar**, set **Mode** option to **Desaturate**, and set **Pressure** to 70%.

3. Brush over the artifacts with the brush changing the pressure settings as needed during the process.





Note: It is important not to overdo the desaturation. You can easily remove all color from the area. Keep an eye on the pressure settings and brush sizes and make necessary changes, reducing or increasing settings, to get the right effect.

4. Save the file when all adjusments are made.

In simple red eye cases, using only the **Sponge Tool** set to desaturate the red color may be all you need to fix the problem. It is worth the time to try it before using the more complicated selecting and replacing color removal methods.

In the next exercise we will use the replace color method to adjust the other eye.



6. Replacing Color.

Select the area to be adjusted with one or more of various selection tools available in the Tool Bar. In this case we used the Magic Wand with Tolerance set to 35, and the Lasso to collect and remove stray areas.

1. In the image **Menu**, choose **Adjust**, then **Replace Color**.

When the **Replace Color** dialog box appears, it will come up with either a color, or black and white image in the **Preview Window**. How it appears will depend on which options were set when the program was last used. We want to work in the black and white version of the image. Doing so will make it easier to see the range of colors that will be affected by the adjustment.

2. If the color image is visible, click the **Selection** radio button.

Doing this will tell the program that we are working in the previously selected area of the canvas and to make color changes just in the selected area instead of the whole canvas.

3. Using the **Eyedropper** tool and working in the preview window, click on an area that contains the red eye.

4. Switch to the **Eyedroper** with a plus sign, and continue adding to the selection.

5. Adjust the **Fuzziness** slider so more or less areas are included in the selection as needed.

6. Continue the selection process until all the desired areas of the image are selected. Selected areas will be white.

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6. Replacing Color Continued

Note: If unwanted areas of the image become selected, reduce the amount of **Fuzziness** to decrease the selected color range.

1. Once the selection is perfected, adjust the **Hue**, **Saturation** and **Lightness** in the **Transform** controls until the unwanted color has been removed.

In this example, we noticed some Red areas, around the white highlight on the eye, remained unselected after the adjustments had been made. The remaining areas can be added to the selection by

1. Selecting the **Eyedrooper** tool with the plus sign.

2. Clicking the area to be changed in the preview window.

Note: When the area is added to the selection, the **Hue**, **Saturation** and **Lightness** settings are automatically applied to it.

3. Continue adjusting until the pupil looks as natural as possible.

4. Save the file when adjusments are complete.



Transform

Saturation:

Lightness:

Hue:



-92

-63

-80

Sample

End Red Eye Reduction