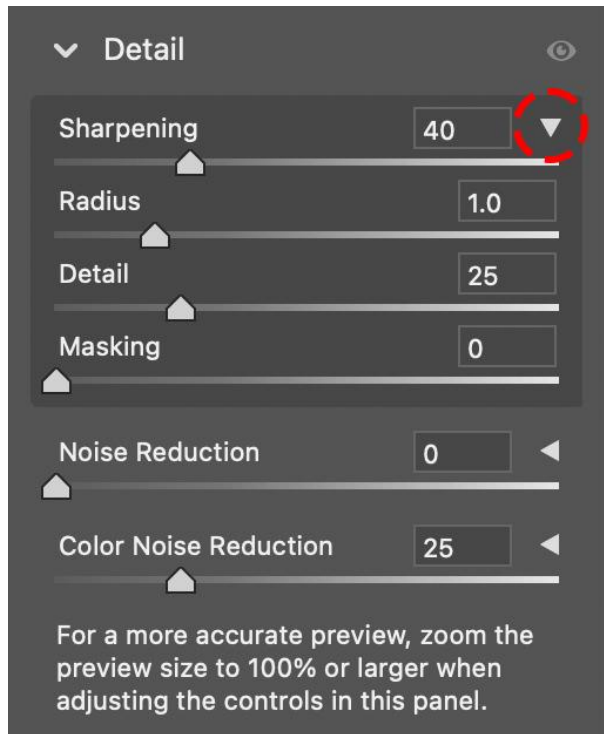# DETAIL AND EFFECTS
ADOBE CAMERA RAW

Detail Intro

Notice the red circle on the left. That triangle is pointing down. If you have a triangle to the right of an option in ACR, that means there are other options. The triangle is down and shows radius, detail, and masking. If you look at Noise reduction you will see that the triangle is pointed to the left and does not show you what is available.

Sharpening

What you see next to sharpening are the ACR defaults. Sharpening is used to increase edge sharpness in digital photography. Sharpening should always be done after you size an image, so I do not suggest you ever sharpen an image in Adobe Camera Raw. This is because the amount of sharpening is dependent on the size of your image. Also oversharpening will NOT make an out of focus image sharp.

Noise Reduction

If you have noise in your image because of a high ISO, noise reduction works great. I prefer this over anything inside of Adobe Photoshop. If you click on the triangle, noise reduction has sliders for contrast and detail. I have never found a need for these options, but that does not mean they can't be helpful. I usually never go past 20 on noise reduction. Too much will soften your image.

Color Noise Reduction

Is geared towards reducing color noise and preserving detail. Most of the time I just use noise reduction in Adobe Camera Raw. If you would like more info check out this link https://helpx.adobe.com/camera-raw/using/sharpening-noise-reduction-camera-raw.html

Grain Effects

Grain effects lets you add artificial grain to an image. Grain has other option to further refine the process.

Vignetting

Vignetting can be used to add a light or dark border around an image. If you move the slider to the left it will darken and to the right it will lighten. You can use midpoint, roundness, feather, and highlights to further refine your vignette. See image below for a dark and light vignette.

If you would like to see my video on this subject watch the Adobe Camera Raw part 2 video.