

How to Edit a

Macro Photo





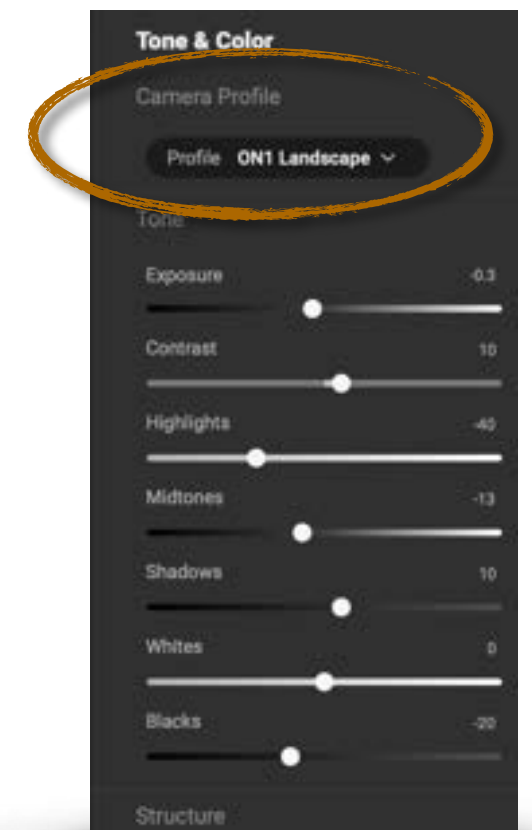
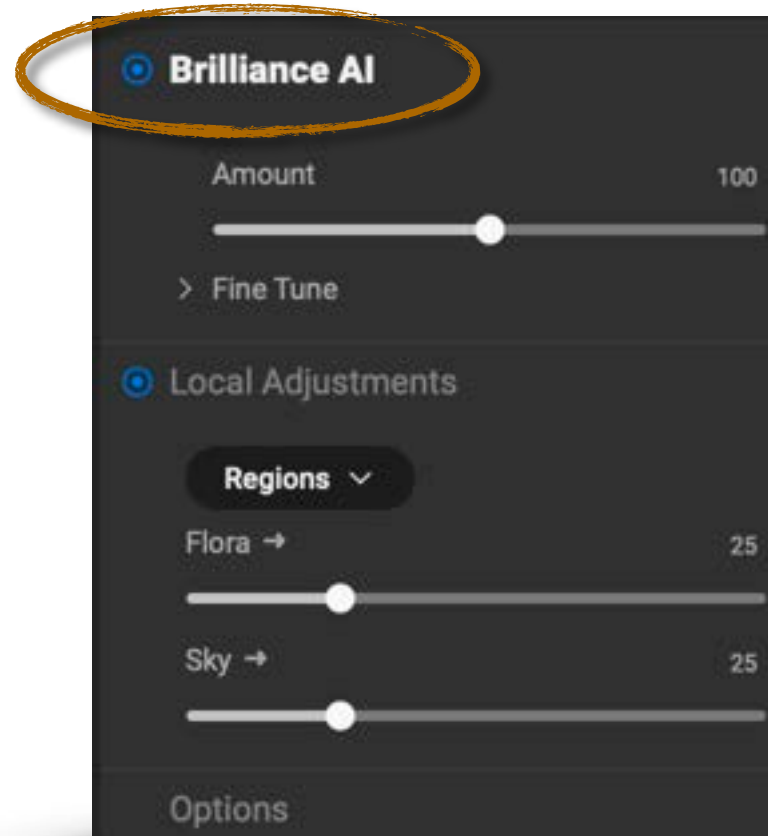
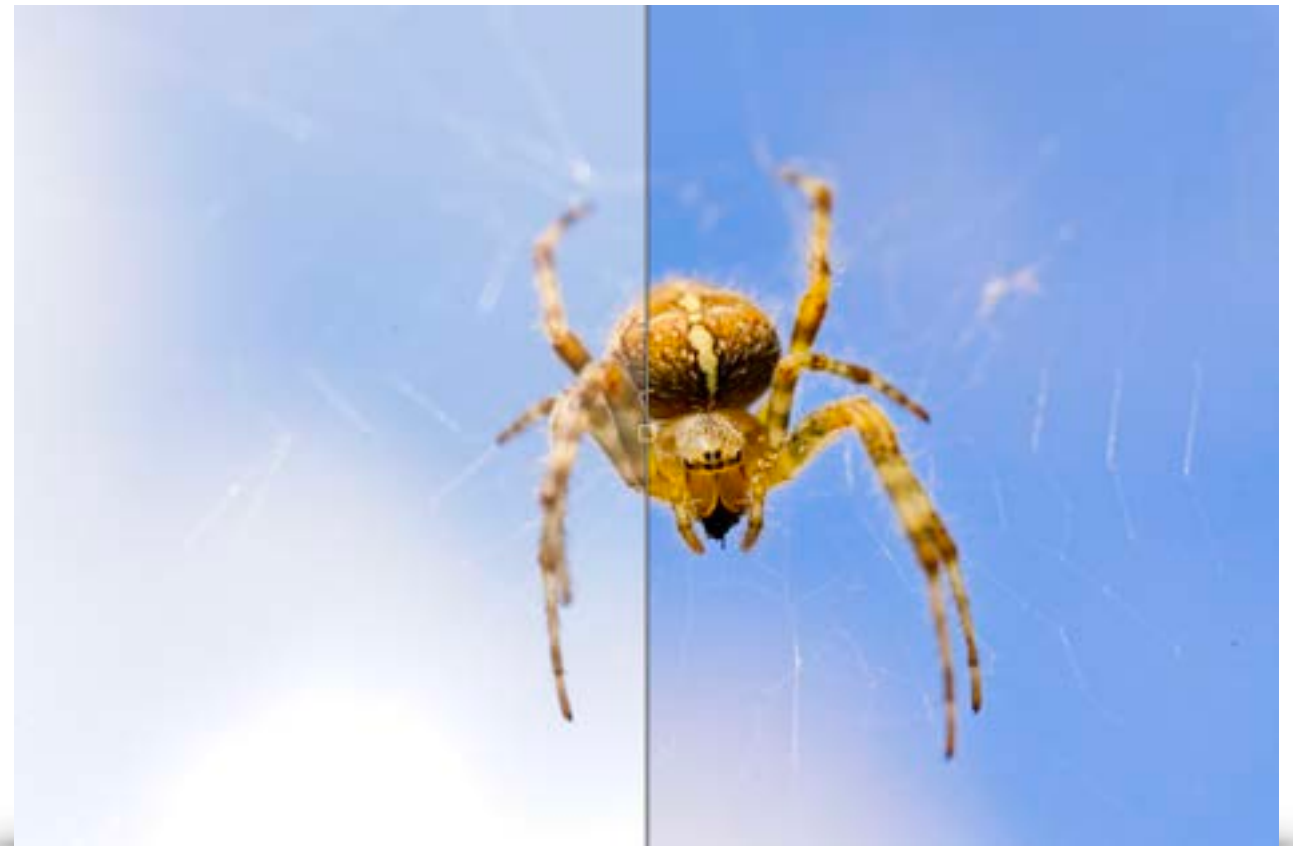
How to Edit

In this ON1 Plus Editing Guide, we are diving into a macro photo! We'll use simple but fun steps to breathe life into this spider capture.

Lets Get Started

We're first going to develop the basic tone and color for the photograph using the Develop Tab. From there we will style using Effects and adjust light with a Local Adjustment.

1. In the Develop Tab, enable Brilliance AI to automatically develop the image's tone and color. This will reduce the overall brightness, bringing details and colors back into the sky background behind the spider. I left the adjustments at their default but feel free to modify your tone or color to taste.
2. In Tone & Color, change the Camera Profile to ON1 Landscape. This will help illuminate the spider and add contrast into the photo, ensuring the image doesn't feel flat.

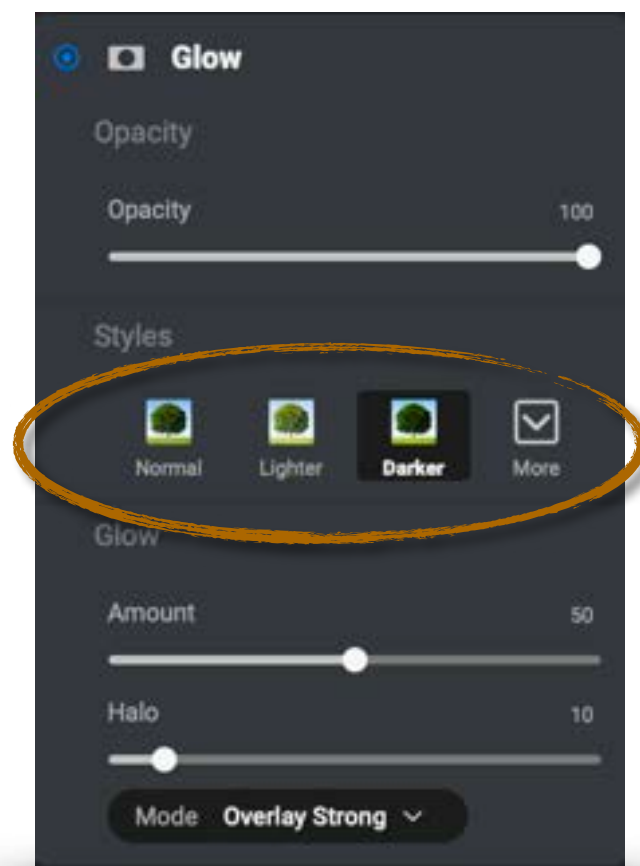




Style with Glow

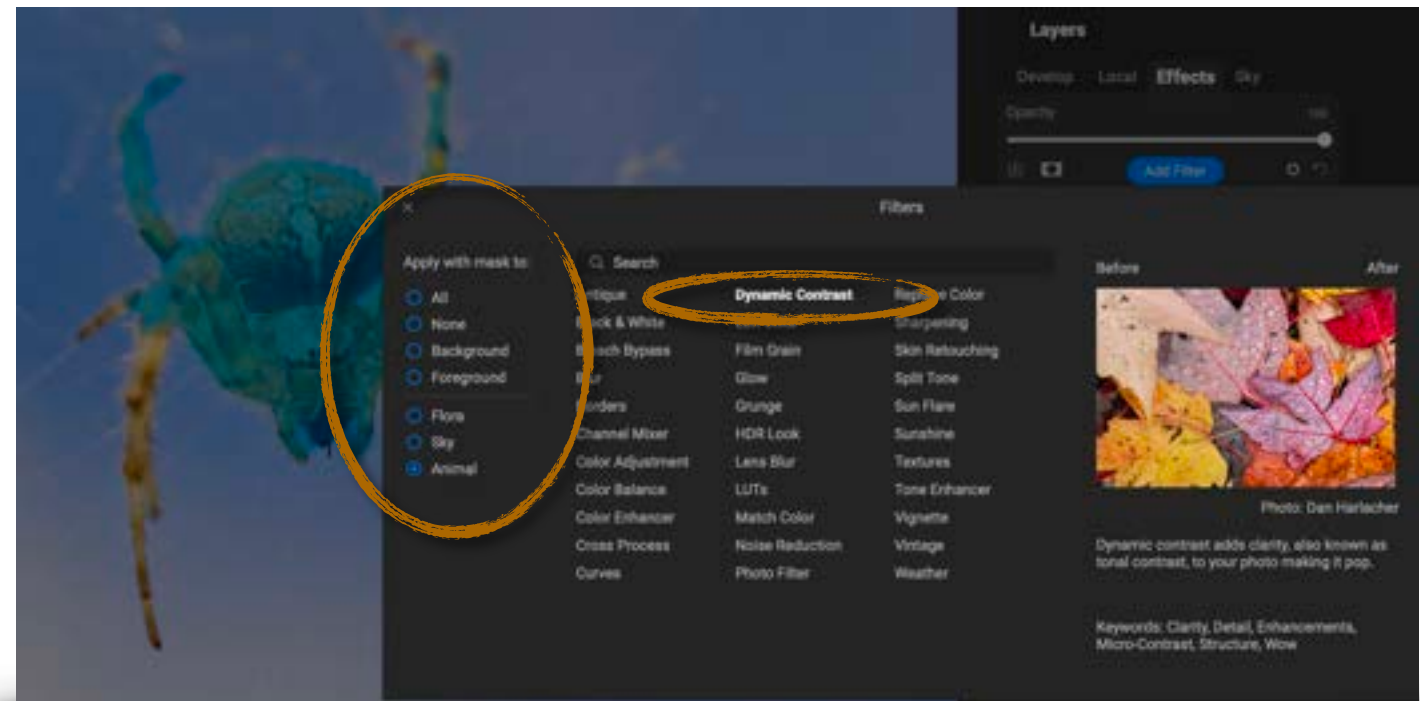
Now we're going to give the image a dramatic glow with the Glow Filter. Since the spider already has a glow to it, this filter will help emphasize the light.

3. In the Effects Tab, select Add Filter and add the Glow filter. In the Styles section of the filter, use the Darker style. Darker is a great style for adding in dreamy, soft contrast. In the More menu of the Styles section there are lots of different glows to choose from - play around with them and see if there is one that fits better for your edit.



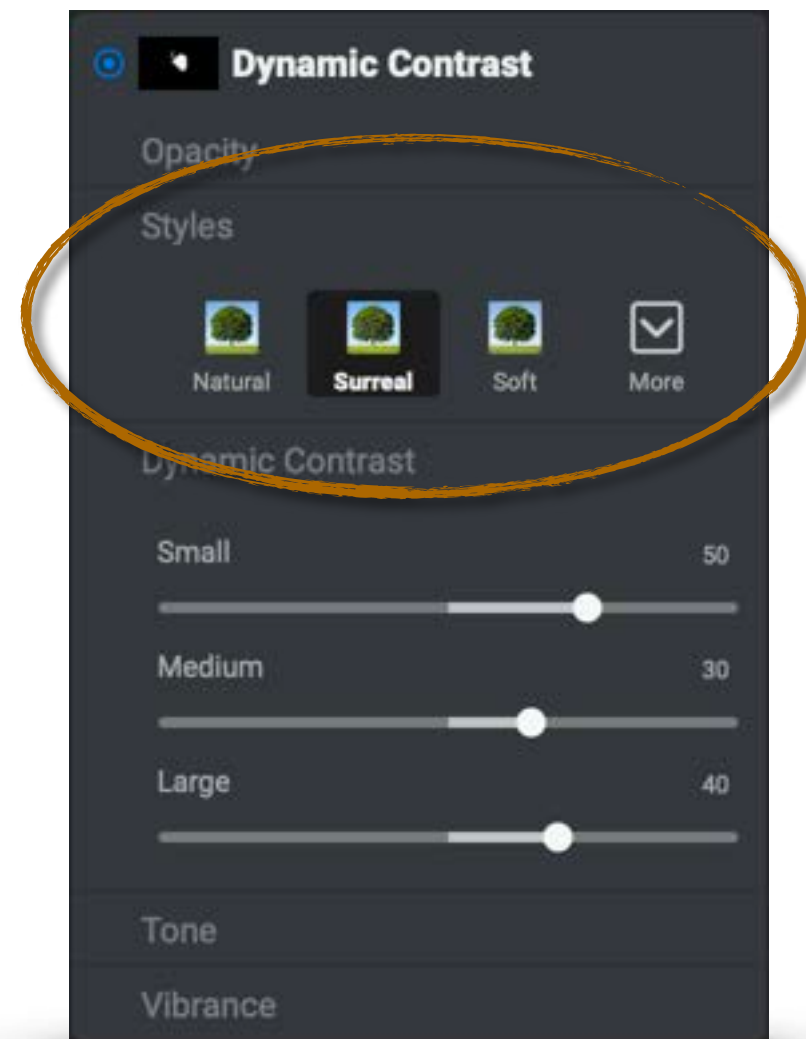
Add Detail

Let's make some of those intricate details and textures on the spider stand out. We're going to use the Dynamic Contrast Filter for this - the most common filter for making details pop.



4. In Effects, select Add Filter. While in the Filters dialog, use the “Apply with mask to” menu on the left hand side to select Animal. This will ensure that the filter you select will only be applied to the spider. Select the Dynamic Contrast filter.

In the Dynamic Contrast filter, use the Surreal style in the Styles section. This will accentuate the details in the body of the spider and make the textures stand out against the soft background.





Create a Vignette

To top the edit off, we're going to create a custom vignette using the Masking Bug tool and a Local Adjustment. This will help draw the viewers attention into the spider as well as to darken the sky more.

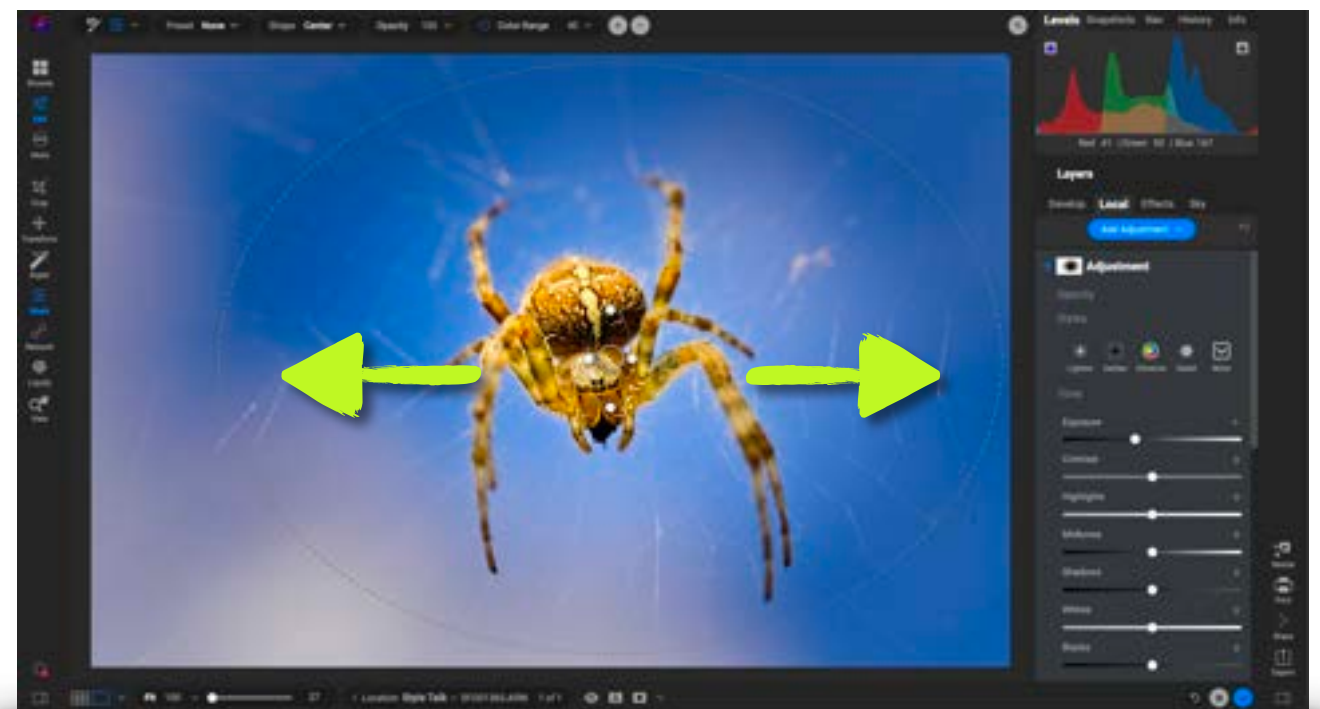
5. Go into the Local Tab and add a new Local Adjustment. To mask the Local Adjustment into the photo we're going to use the Masking Bug tool. The Masking Bug is essentially a gradient mask tool where you can create masks using shapes and gradients. Use "M" on your keyboard to enable it. In the top tool bar, change the Shape to Center. The Center shape protects the center of the mask from the adjustment, allowing you to apply the Local Adjustment to the outer edges of the mask.

Now that we have the Masking Bug ready to go, we're going to drop a mask on the spider to create the vignette.

5. With the Masking Bug, leave the Local Adjustment at it's default (-1 Exposure), and drop a mask into the photo by clicking on near the spider. The large hollow handle in the middle of the mask will allow you to move the position. The small, hollow handle will rotate the mask. The small, solid handles will adjust the shape. The solid line will resize the mask. The perforated line will feather the mask, softening the edges.

Position the mask directly above the spider's body. Reshape and resize until you've created a small, vertical oval shape on the spider. See photo example at top right.

Now feather the mask by dragging the perforated line outward. This will soften the edges and blend the adjustment into the scene.



Looking Good!

Voila! You've brought this macro photo to life!

