



Levels

Preset: Custom

Channel: RGB

Input Levels: 1.00 202

Output Levels: 0 255

OK Cancel Auto Options... Preview

1
00:00:04,100 --> 00:00:01,670
it can be quite hard in a photo to tell

2
00:00:07,309 --> 00:00:04,110
if that horizon is curving now in this

3
00:00:09,259 --> 00:00:07,319
photo the horizon looks fairly straight

4
00:00:10,820 --> 00:00:09,269
but there's maybe a slight curve but how

5
00:00:13,009 --> 00:00:10,830
can we tell it as an actual curve there

6
00:00:15,919 --> 00:00:13,019
or not well what I like to do first is

7
00:00:18,800 --> 00:00:15,929
increase the contrast with the levels

8
00:00:21,920 --> 00:00:18,810
tool in Photoshop I just bring in either

9
00:00:24,230 --> 00:00:21,930
end of the levels until the horizon gets

10
00:00:25,700 --> 00:00:24,240
nice and sharp like about there seems

11
00:00:27,019 --> 00:00:25,710
good it looks pretty sharp over there

12
00:00:28,820 --> 00:00:27,029
now you can already see there's a bit of

13
00:00:29,960 --> 00:00:28,830

a problem here because this is land over

14

00:00:31,640 --> 00:00:29,970

here and there's possibly some clouds

15

00:00:33,799 --> 00:00:31,650

over here but we've got a clear bit of

16

00:00:36,229 --> 00:00:33,809

that the ocean over here it's better to

17

00:00:38,090 --> 00:00:36,239

do with the full ocean side to side but

18

00:00:41,000 --> 00:00:38,100

let's see what we get with this so we've

19

00:00:44,779 --> 00:00:41,010

got a contrast enhanced image now what

20

00:00:48,380 --> 00:00:44,789

I'm going to do is use the marquee tool

21

00:00:51,290 --> 00:00:48,390

to just select a small segment around

22

00:00:53,600 --> 00:00:51,300

the horizon and you can already kind of

23

00:00:55,369 --> 00:00:53,610

see that it's going to going up here and

24

00:00:56,810 --> 00:00:55,379

then down over here but again you know

25

00:00:59,209 --> 00:00:56,820

this Hills over here so it's hard to

26

00:01:01,459 --> 00:00:59,219

tell so I'm going to do now is a copy

27

00:01:04,520 --> 00:01:01,469

and paste this here so I'll do a control

28

00:01:07,429 --> 00:01:04,530

C control V and that'll make a copy I'm

29

00:01:09,500 --> 00:01:07,439

going to move that down so as you can

30

00:01:12,200 --> 00:01:09,510

see both images at the same time and

31

00:01:16,070 --> 00:01:12,210

then I'm going to use the free transform

32

00:01:18,890 --> 00:01:16,080

tool which will allow me just simply to

33

00:01:21,410 --> 00:01:18,900

stretch it vertically I take the whole

34

00:01:23,240 --> 00:01:21,420

image stretch it vertically and this is

35

00:01:25,310 --> 00:01:23,250

just in preview mode so to Pixley but

36

00:01:28,100 --> 00:01:25,320

when I double-click on it it will render

37

00:01:30,350 --> 00:01:28,110

it out and you can see any kind of curve

38

00:01:33,050 --> 00:01:30,360

more exactly now it looks kind of like

39

00:01:34,550 --> 00:01:33,060

it's pixelated but that's just because

40

00:01:37,460 --> 00:01:34,560

all the pixels have been stretched

41

00:01:38,960 --> 00:01:37,470

vertically to maybe like get over 10

42

00:01:42,080 --> 00:01:38,970

times the normal size so here's the

43

00:01:44,980 --> 00:01:42,090

original line here and here is the

44

00:01:47,569 --> 00:01:44,990

vertically stretch one which is simply

45

00:01:48,950 --> 00:01:47,579

magnifies any existing curve it can't

46

00:01:51,859 --> 00:01:48,960

actually create a curve because it's

47

00:01:53,660 --> 00:01:51,869

just a linear transform now this has a

48

00:01:59,200 --> 00:01:53,670

land over here so it's not that good so

49

00:02:01,370 --> 00:01:59,210

let's look at another image which is a

50

00:02:03,319 --> 00:02:01,380

bit better in terms of having more

51
00:02:04,580 --> 00:02:03,329
oceans it's got ocean over here it's

52
00:02:06,380 --> 00:02:04,590
been a cloud in the middle and ocean

53
00:02:07,520 --> 00:02:06,390
over here so let's see how this one

54
00:02:10,040 --> 00:02:07,530
turns out we're gonna do the same thing

55
00:02:12,890 --> 00:02:10,050
as before we use the levels tool and we

56
00:02:13,610 --> 00:02:12,900
just bring in either end of the levels

57
00:02:16,850 --> 00:02:13,620
to try

58
00:02:18,500 --> 00:02:16,860
enhance the contrast on the horizon and

59
00:02:20,089 --> 00:02:18,510
again you see we've got a problem here

60
00:02:24,380 --> 00:02:20,099
because it's a lounge but here's a curve

61
00:02:27,140 --> 00:02:24,390
going down over here let's just make

62
00:02:27,860 --> 00:02:27,150
that a little bit more contrasting and

63
00:02:33,640 --> 00:02:27,870

all righty

64

00:02:37,430 --> 00:02:33,650

and again use the marquee tool select

65

00:02:41,900 --> 00:02:37,440

this small segment here and cut and

66

00:02:48,890 --> 00:02:41,910

paste bring it down and then free

67

00:02:52,940 --> 00:02:48,900

transform stretch it out and there you

68

00:02:55,280 --> 00:02:52,950

can see a quite palpable curve you see

69

00:02:57,050 --> 00:02:55,290

some landmasses over here maybe this so

70

00:02:59,360 --> 00:02:57,060

then what this is Island over here but

71

00:03:02,390 --> 00:02:59,370

as it curves ideally what you want is to

72

00:03:04,490 --> 00:03:02,400

get a distant ocean horizon viewed from

73

00:03:06,589 --> 00:03:04,500

about 400 feet which gives you about 25

74

00:03:09,470 --> 00:03:06,599

miles which is on a good clear day

75

00:03:13,220 --> 00:03:09,480

should give you a clearer horizon and

76

00:03:15,259 --> 00:03:13,230

and ideally it would be backlit with the

77

00:03:18,020 --> 00:03:15,269

Sun behind it and really ideally you'd

78

00:03:20,360 --> 00:03:18,030

want to get it with the Sun perhaps

79

00:03:21,890 --> 00:03:20,370

below the horizon maybe you want to get

80

00:03:24,199 --> 00:03:21,900

that horizon as clear as possible and

81

00:03:25,960 --> 00:03:24,209

then you want to do this stretch it out