**1** Another landscape, but this time there are a lot of dust marks on the scan which need to be removed. One can eradicate these by applying the same technique as before, but this time set the gradient tool to Lighten. Lighten mode checks the pixel densities of the color channels and if the pixel value is darker than the blend color it gets replaced with the blend color. Hence the dark scratches and marks are removed in one simple step and without affecting the clouds. This technique works fine on a scene where there are no trees in the sky as there was before.
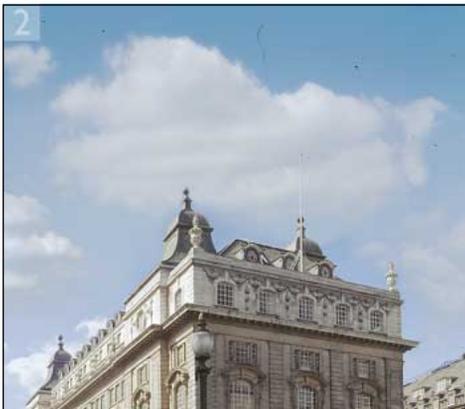

2 Before close-up view of sky showing the black dust marks which need to be removed. Sample the horizon color with the eyedropper tool. Invert the foreground and background colors (press 'X') and then sample the top of the sky.
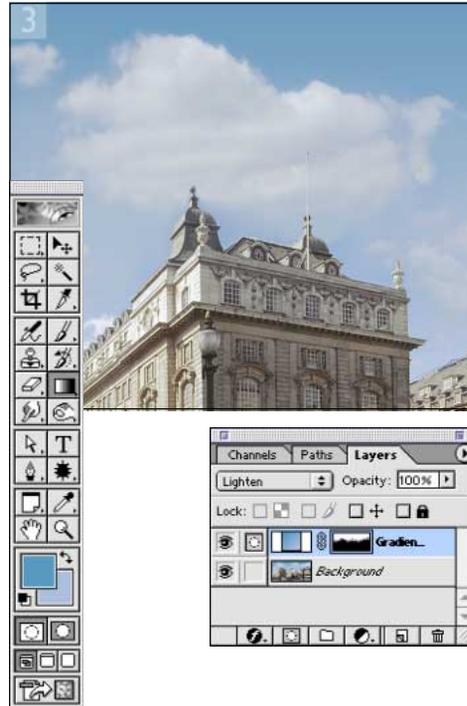
3 Create a new layer and drag the gradient tool from the top of the sky down to the horizon. Add a layer mask to the layer. Activate the layer mask. With the gradient tool, fill the mask as shown using the default Foreground/Background colors. Brush out on the layer mask unwanted overlaps and merge the layers.

Gradient Map coloring
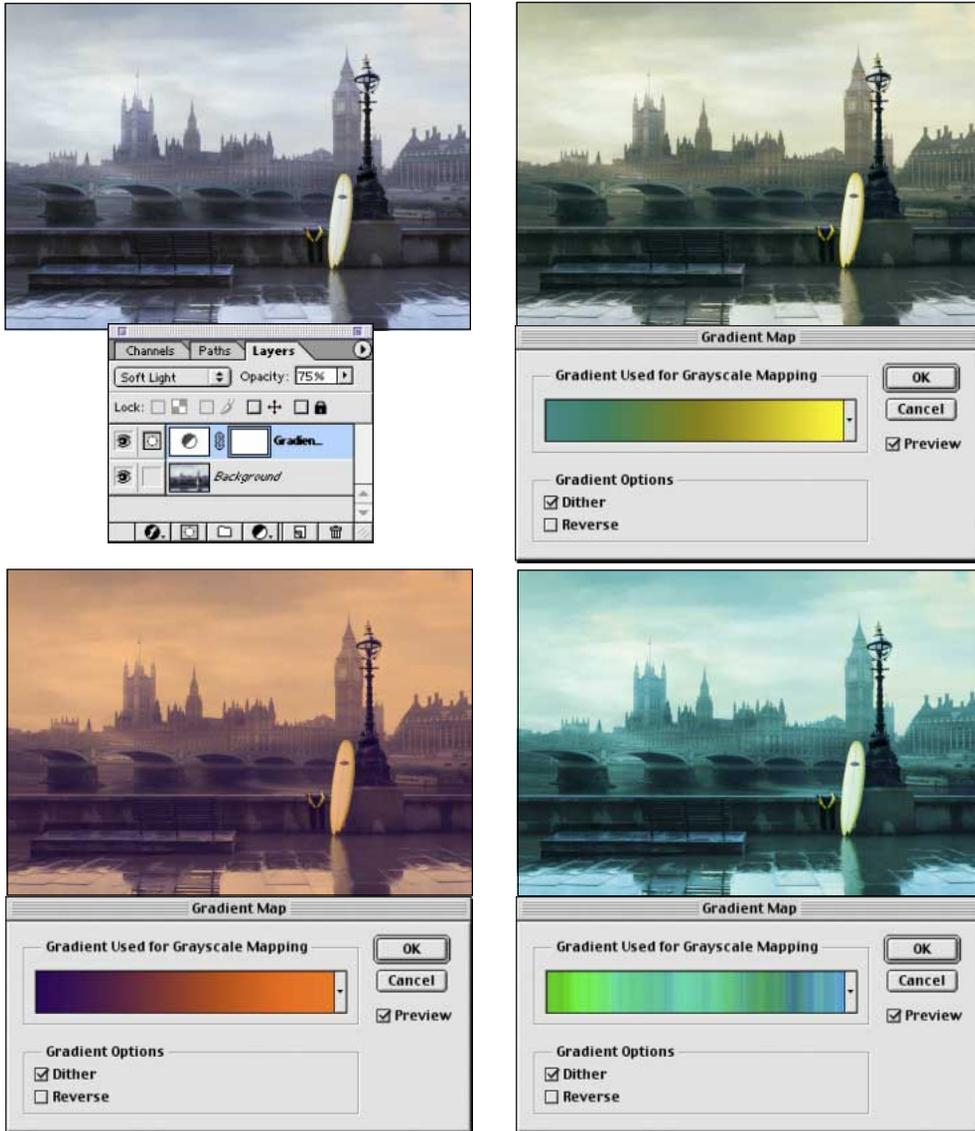
Normal blending mode at 45%.   Overlay blending mode at 40%.

Figure 14.6 The Gradient Map is a new adjustment layer option which has been added to Photoshop 6.0. The above examples show how various types of gradients can be applied to a color image as a Gradient Map and how the original photograph can be radically colored in many different ways. The Noise gradients can look very interesting as well. In most cases, I have discovered that it pays to fine tune the smoothness and shape of the gradient using the gradient edit options and also to experiment with the layer blending modes.

Client: Crescendo Ventures. Agency: Moline Willett.