# Dodging and Burning using the RAW Filter

This little technique uses either camera RAW or the RAW filter within Photoshop to apply a little bit of selective dodging and burning. It works for both landscapes and for portraits and takes away some of the guesswork as to where we paint – and as a consequence this makes the image look more natural.

First we will do it during the RAW conversion.

Open your image into Adobe Camera RAW.
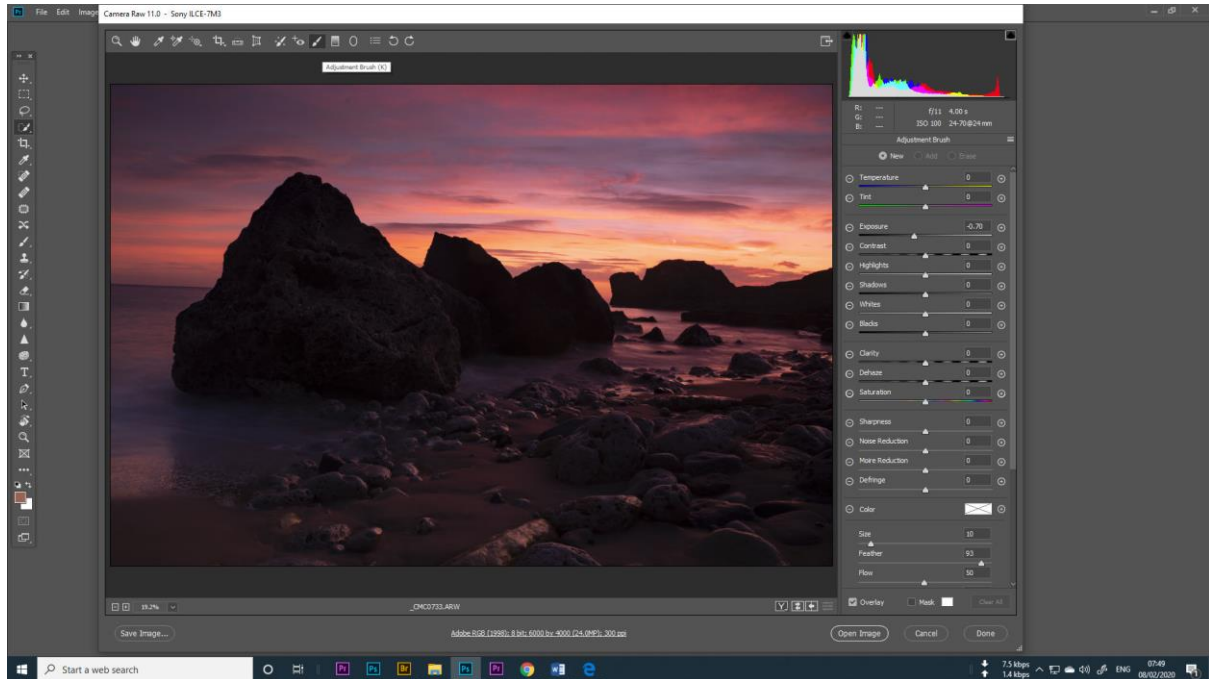
Select the adjustment brush and a positive exposure (+1.00) – we can change this later.

Paint over the parts of the image that you want to make brighter. We don't have to be careful at this point. I painted over the whole of the foreground. Adjust the exposure so nothing is blown-out. Here I moved it to +1.75

Go down to the bottom of the adjustment brush palette and change where it says none to luminosity.

Move the Black slider inwards until you are happy with the look.
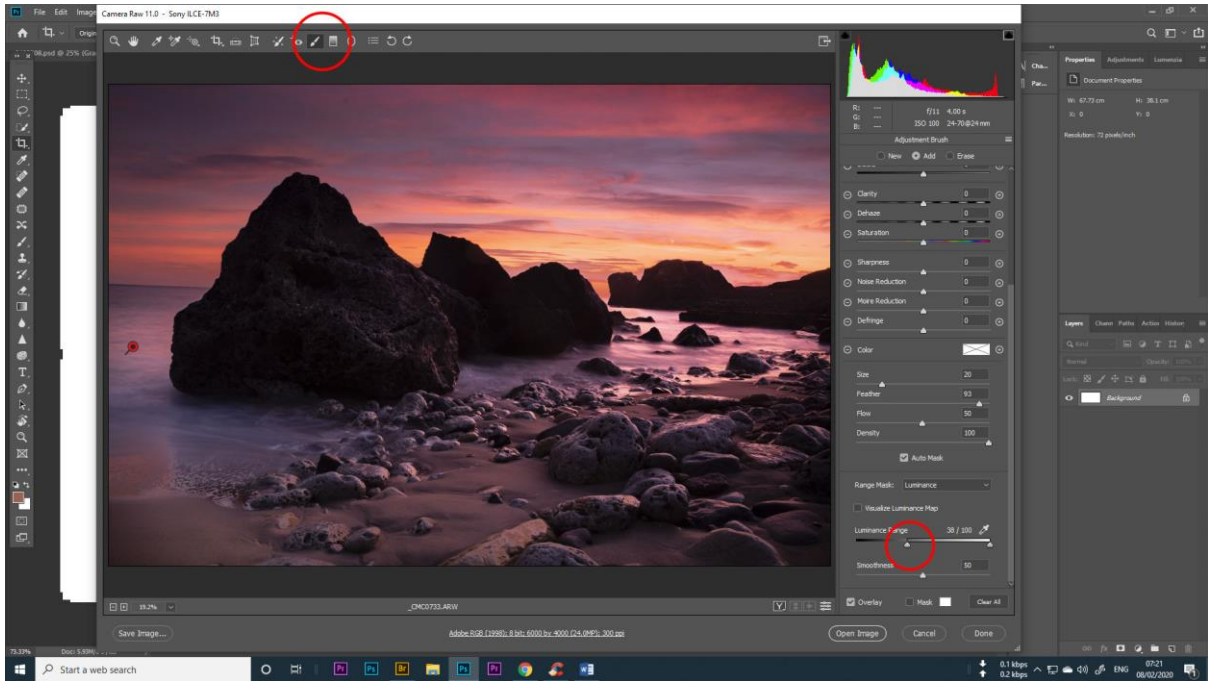
Select a new adjustment brush and do the same with a negative exposure (say, -1.00). This time move the White slider inwards.

You can even adjust the mid tones using this technique. Here I painted a +1.00 exposure on the rocks and moved both sliders inwards until the halo around the rocks disappeared.
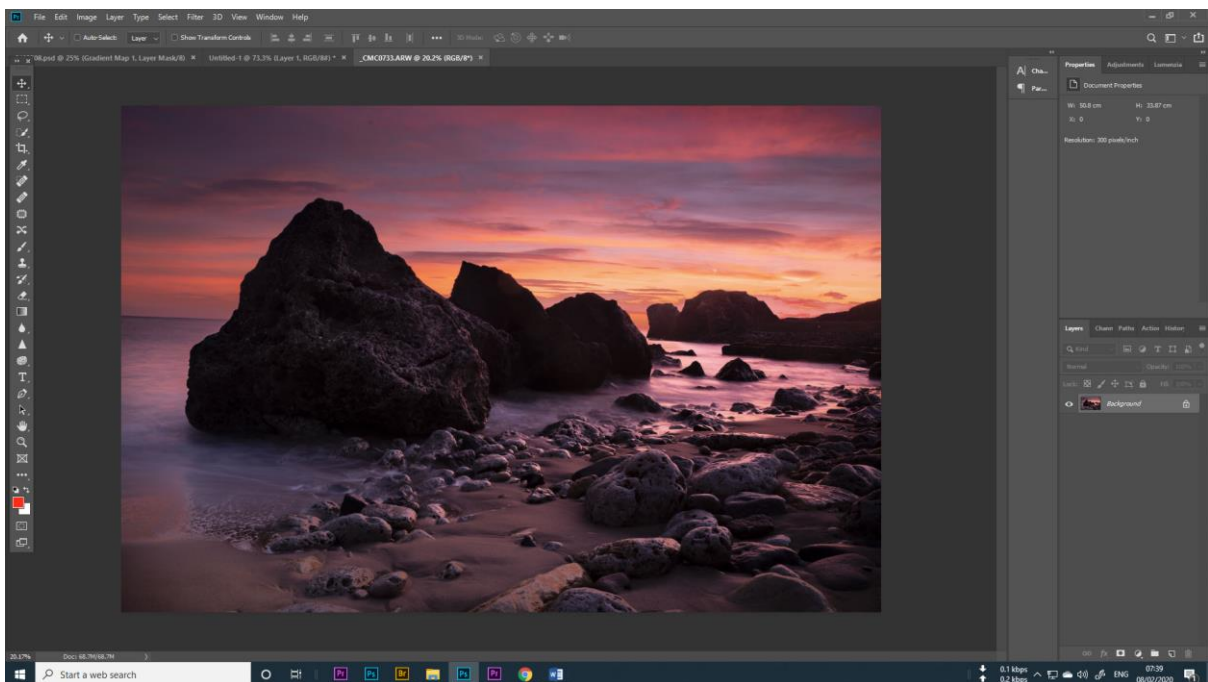
This gives a good starting point for further adjustments inside Photoshop (crop/straighten, vibrance etc).

NB. Some of you may see a resemblance with the **Blend If** function in Photoshop and, yes it does have some of the same characteristics. The Blend If is more flexible and allows you to feather the selection better, but as a quick adjustment this methods works not too bad.
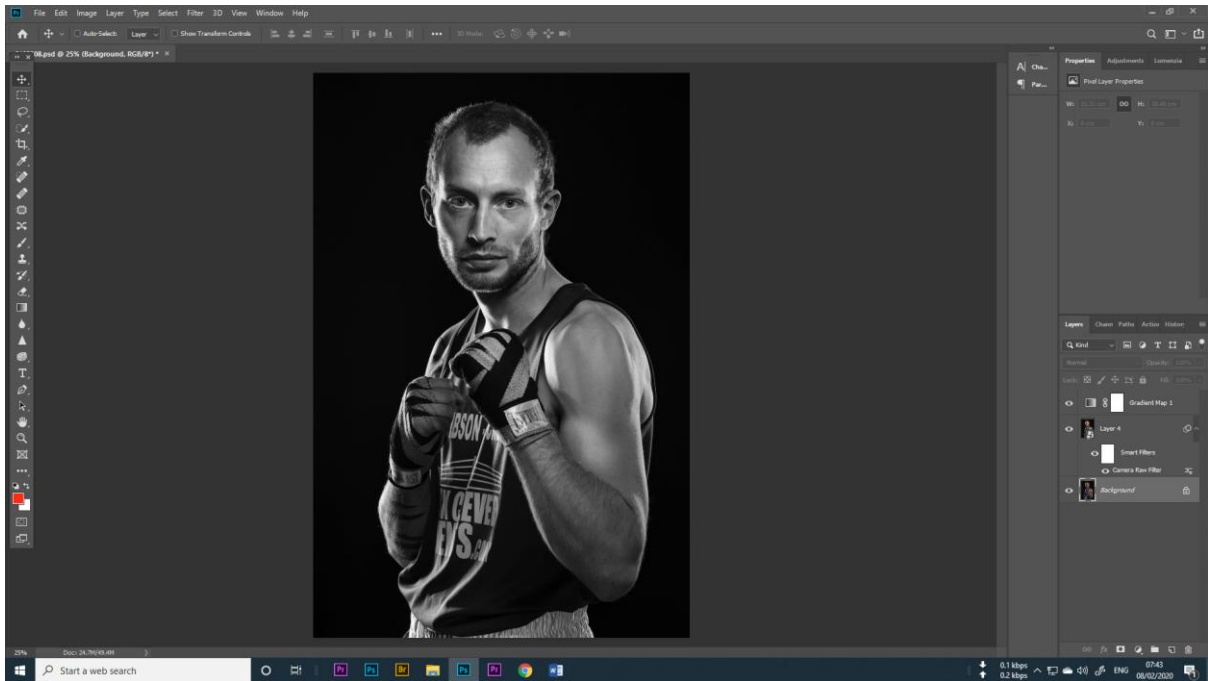
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You can do it from inside Photoshop as well.

Make a copy of your background layer, right click and convert to smart object. This means we can fix it easily if anything goes wrong!

Filter/RAW filter

Select the adjustment brush and do the same as above.

To finish I used a black to white gradient map to make it monochrome.

Done!