

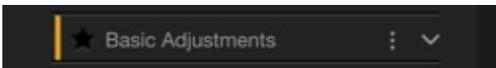


SILVER EFX

# BASIC ADJUSTMENTS

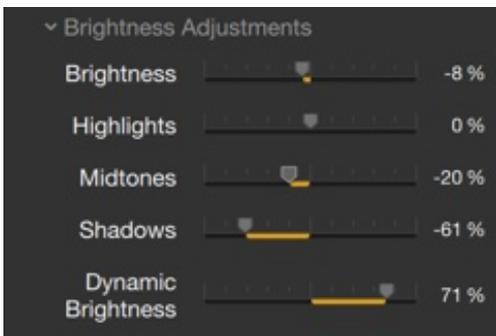


## 1 BASIC ADJUSTMENTS



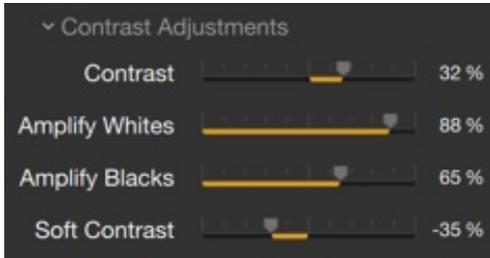
**Basic Adjustments** is one of the optional filters in Silver Efex 8. You can add it manually when building your own effects or you will often find it included if you choose one of the preset effects. It's not essential that you use it, but it does offer some useful tools.

## 2 BRIGHTNESS



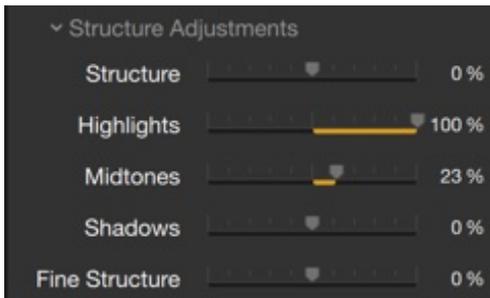
You can achieve regular straightforward brightness adjustments with this panel simply by moving the **Brightness** slider, but the sliders below offer much more control. You can adjust the brightness of the **Highlights**, **Midtones** and **Shadows** individually, which is useful for fine adjustments to the mood of an image. The **Dynamic Brightness** option is interesting. This makes the image darker or lighter while preserving the black and white points in the image and maintaining overall contrast. It's another powerful 'mood' tool.

## 3 CONTRAST



The **Contrast** slider does exactly what you would expect, but the **Amplify Whites** and **Amplify Blacks** sliders emphasise dark and light tones in a very interesting way which achieves more than just a simple contrast boost. The **Soft Contrast** slider increases contrast with a softer look, but a negative adjustment will lift shadows and darken highlights with a kind of HDR/tonne mapping effect.

## 4 STRUCTURE



**Structure** in Silver Efex 8 works like 'clarity' in other programs, enhancing and emphasising tonal differences and local contrast. **Fine Structure** enhances fine detail definition.

**BASIC ADJUSTMENTS** in Silver Efex 8 provide a lot of control over tonality and detail in black and white images. This filter is not essential but is frequently very useful. The **Brightness** and **Contrast** panels offer much more control and more interesting outcomes than similar tools in other photo-editing programs, while the **Structure** panel can really enhance detail and local contrast. The **Basic Adjustments** panel is also where you can do local adjustments and 'dodging and burning' with masks.

