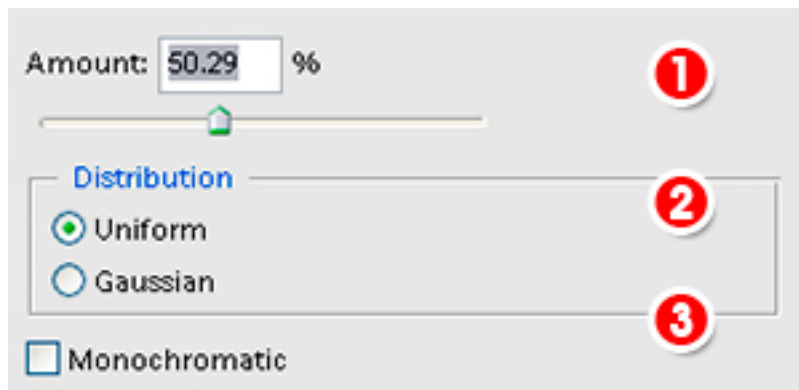


PSE.NET Tips 'n' Tricks



Many photographers like to replicate the look of film grain in their digital photographs. The grittiness provides a texture that is reminiscent of fast (high ISO), big grain films. Using the Add Noise filter is one way to introduce this texture into your digital pictures. Applying the filter adds random speckled pixels to your picture. Another common use for the filter is to add small amounts of noise to gradients to prevent banding when printed.

The filter uses a single Amount slider (1) to control the strength of the texture effect. The higher the setting the more obvious the results will be. Two different types of texture are provided – Uniform and Gaussian (2). The Uniform option adds the noise evenly across all the tones in the

picture. In contrast the Gaussian setting concentrates the noise in the midtones with less changes being applied to the highlight and shadow areas.

Selecting the Monochrome option (3) restricts the noisy pixels added to white, black and gray only.

Pro's Tip: Be sure to view the preview at 100% when applying this filter to ensure that you have a good balance of texture and detail and always keep a copy of the original picture without the noise added.

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