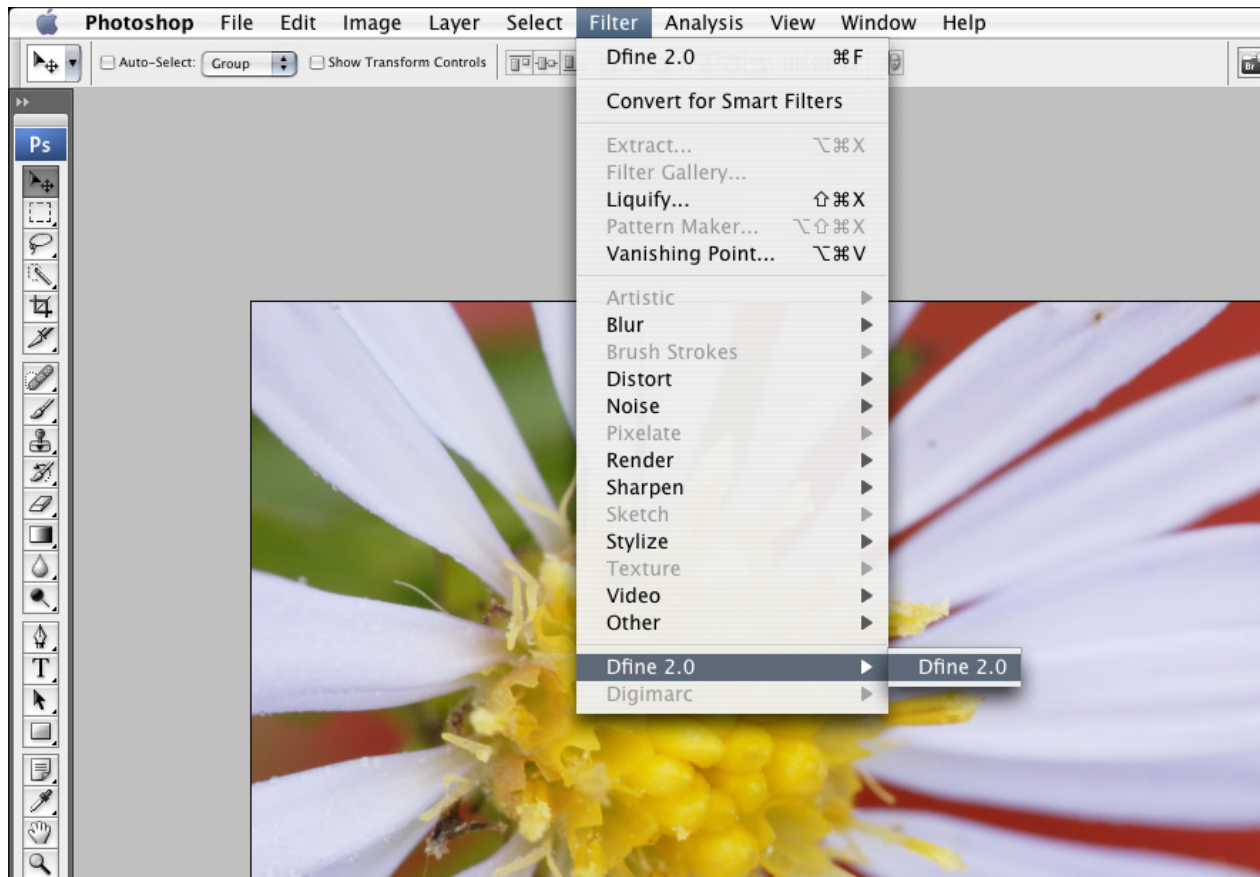




## Dfine<sup>®</sup> 2.0 Lesson

### Using Color Ranges for Noise Reduction

Selective Noise Reduction Based on Color Areas

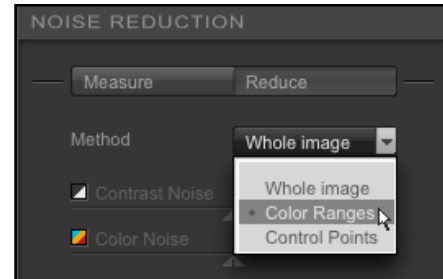


With Dfine 2.0, noise reduction is a two-step process: measuring noise and reducing noise. After your noise has been measured either automatically or manually you can decide if you want to reduce noise on the entire image or in specific areas within the image, to preserve any details that you may not want any noise reduction to be applied to. In this lesson, we will examine the use of the Color Ranges for noise reduction.

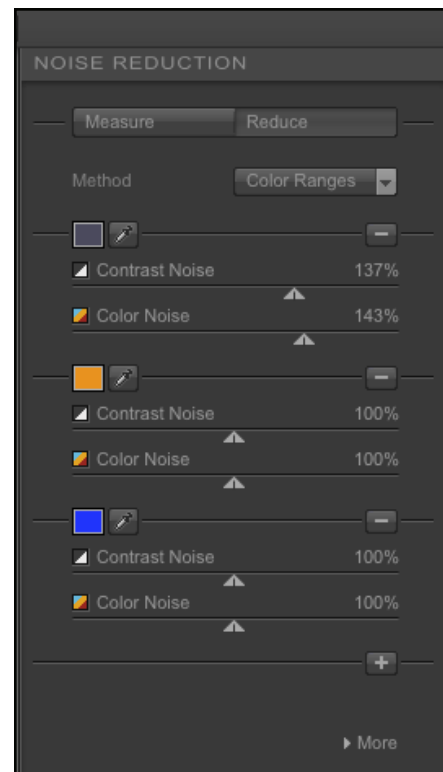
After your image has been measured for noise reduction, click on the Reduce button in the upper right area of the interface (figure 1). You'll find a drop down menu for three different methods of noise reduction: Whole Image, Color Range and Control Points.

Selecting Color Ranges opens a new area with three different eye-dropper tools and accompanying slider controls for color and contrast noise reduction adjustment (figure 2). Click on the eye-dropper tool on the first line to select a color area directly from the area of the image you wish adjust noise reduction. You'll see the Color Patch change to match the selected area. Noise will be reduced within the image in any areas having the same or a very similar color. You can then make minor adjustments to contrast noise reduction and color noise reduction by viewing the Loupe or by zooming in on the image in the preview window by double clicking on the image. Using the Split View Vertically or Split View Horizontally options make it easy to see the noise reduction. (figure 3)

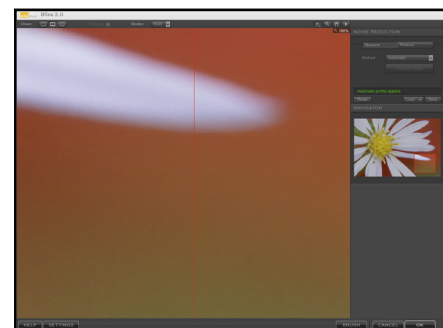
Repeat the same step for every color area you wish to individually control. If you need more Color Ranges to control, simply click on the Add Color Range button under the last Color Range section and a new set of controls will appear. (Note: A minimum of at least two color ranges must



(figure 1) **Reduce Noise**



(figure 2) **Color Ranges Method**



(figure 3) **Split View Vertically**

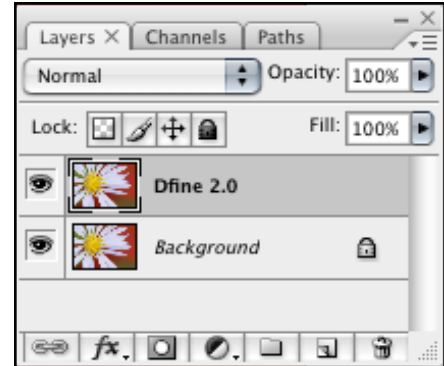
# Using Color Ranges for Noise Reduction

be selected to reduce noise using this method.)

When you are satisfied with the results click OK and the noise reduction is complete. Dfine 2.0 applies the noise reduction to a new layer within Photoshop's Layers palette.

*(figure 4)*

Dfine 2.0 saves time and assures you optimum image quality, with its efficient interface and quick selective methods for reducing noise.



*(figure 4)*

**Photoshop Layers Palette**