



Use local Clarity (right) to enhance textures similar to a High-Pass sharpening tool.

Clarity as a sharpening tool

The other tool to keep in mind when performing local sharpening is Clarity. Although the Clarity effect can quickly become extreme when applied globally, I find that applying it locally with the Adjustment Brush, combined with sharpening, is a great way to enhance object textures. I'll often add a touch of clarity with the Adjustment Brush to bring out textures in rocks, clouds, and people's eyes. Use negative Clarity to soften skin and smooth out water or clouds.

Detail brush preset

I've created a brush preset for local sharpening that adds sharpness and a little clarity. I call it the "Detail Booster" brush. Set Sharpness to 10 and Clarity to 20 and paint in the effect using a Flow setting of 50% or less.

Noise reduction

The bottom half of the Detail panel controls the global noise removal settings. The Noise Reduction controls are grouped into two parts: Luminance noise and Chroma (color) noise. By default, Chroma noise is enabled with a setting of 25. Most of the time, you won't need to do anything further unless your image is very noisy. As with the Sharpening settings, if you set Luminance or Color noise reduction to zero, the underlying sliders become grayed out.

The Luminance noise slider controls the appearance of grain/texture noise in your image. When you enable it by moving the slider to the right, noise will be reduced in your image at the expense of fine detail. The Detail slider allows you to increase or decrease the degree of detail protection, and the Contrast slider creates a very subtle local contrast effect (so subtle that it is difficult to notice).