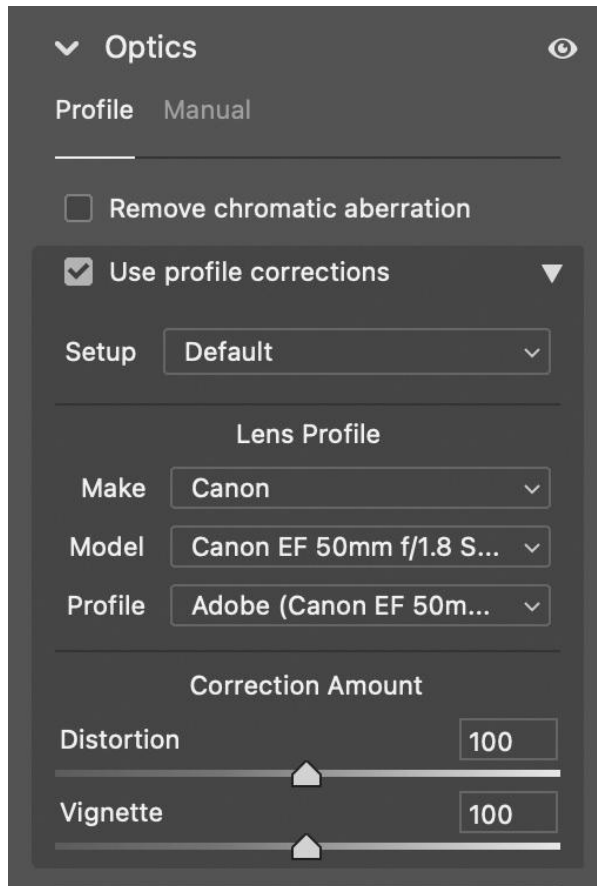


OPTICS AND GEOMETRY

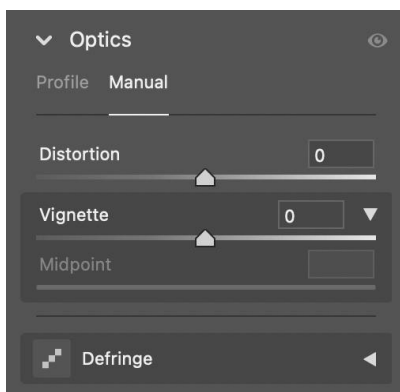
ADOBE CAMERA RAW



Optics

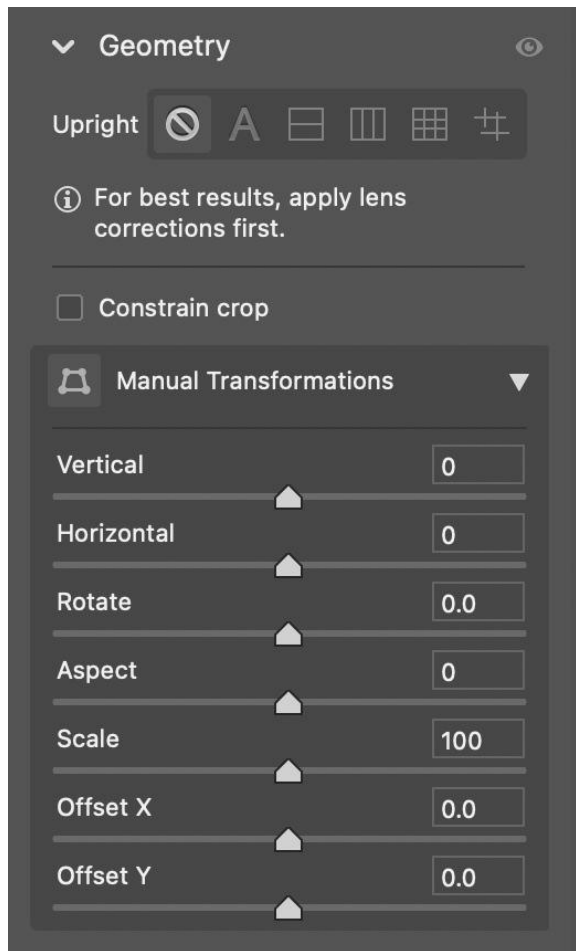
The optics profile reads your camera, lens, and uses a specific profile to make optical corrections. This is most easily seen in architectural photography. There are two available sliders, the distortion, and vignette to further refine your correction. If you are unsure where to use this option, it is available in Photoshop.

Chromatic aberration, also known as color fringing, is a color distortion that creates an outline of unwanted color along the edges of objects in a photograph. Often, it appears along metallic surfaces or where there's a high contrast between light and dark objects, such as a black wall in front of a bright blue sky.



Optics Manual

This option will give you manual control over adjusting optics. This can be helpful when an automatic profile is not available for your camera or lens. There is a defringing option available by clicking on the triangle arrow.



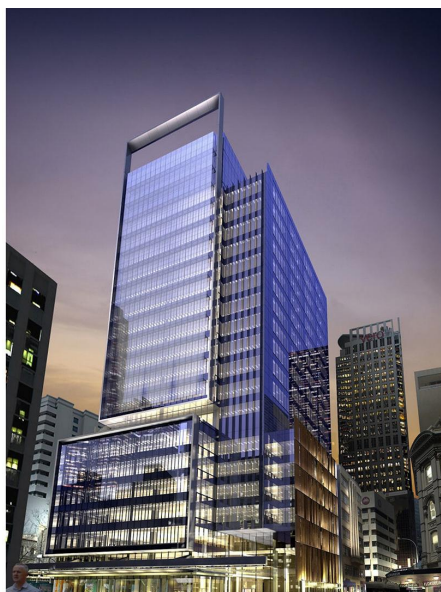
Geometry

Just like Optics, Geometry gives you both automatic, and manual adjustments. Next to the work Upright you will see a series of icons. The default is nothing, but after that there are a series of automatic adjustments you can try on your image. If you hover over an icon it will tell you what it does. From left to right the perspective adjustments are automatic, level, vertical, full, guided.

Note: For best results it is recommended to apply lens correction or optics first.

If none of the automatic adjustments work then you can try to adjust the image manually, or in conjunction with an automatic adjustment.

This is an example of using geometry only to fix perspective in this image. The image on the



left is the before image, and the image on the right, I used the automatic geometry correction.