

MANIPULATE LIGHTING IN A ROOM.



THE LAZY METHOD.



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Some days ago I published in my site a tutorial for Gimp, based in another one for Photoshop, in order to change the light in a room. It isn't difficult to do but for last step is laborious. Luckily I found another way to make it mechanically and with good results, so I call the lazy method.

To make the tutorial we need to have installed Contrast Mask (python plugin), that is allowed en Python – Fu → Create layers or, instead, create a layer that fulfills the same functions.

I'll use this pic, the same of the PS tutorial, that we can find [here](#):



Step 1

Open in Gimp this pic and duplicate it, then name it as LM.

Step 2 with Contrast mask plugin

Select BG layer and apply:

Python-Fu → Create layers → Contrast mask with default values.

Apply to this Contrast mask a Gaussian blur of 50 px.

Now we must have a more light layer than the BG, seems to this one:

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Step 2 **without** plugin.

Duplicate BG layer, then, name it, CM:
Colors Desaturate (Luminosity)
Colors Invert
Gaussian blur: 50 px
and set this CM layer in Overlay mode and opacity: 75%
The output of this process will be:



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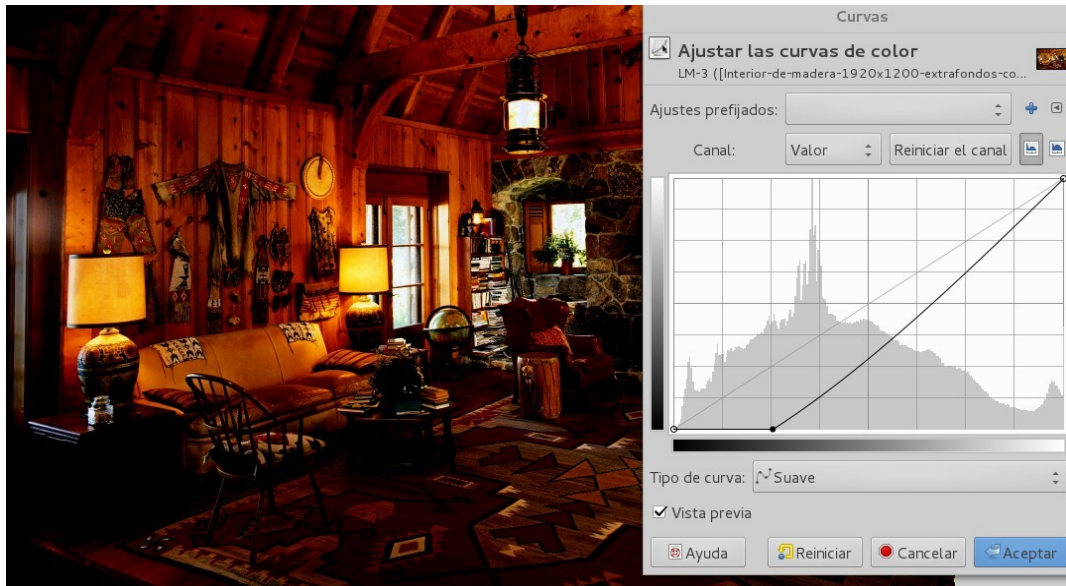
More or less similar to that obtained in step 2.

Step 3

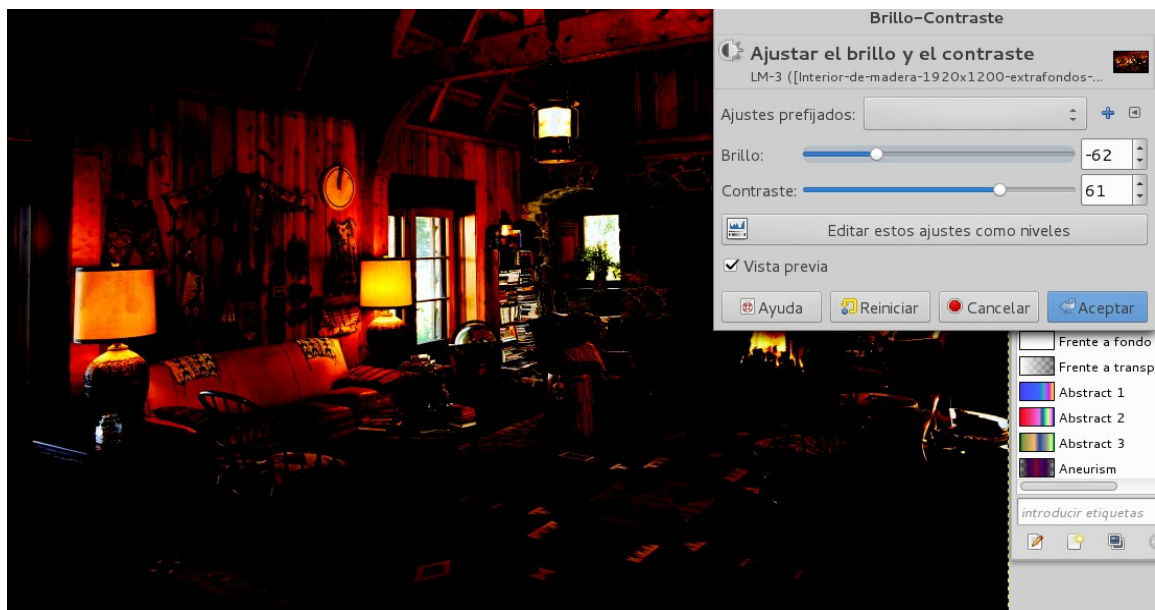
For both options:

Select LM layer and places it on the top.

Colors → Curves and give to it a similar curvature like this:

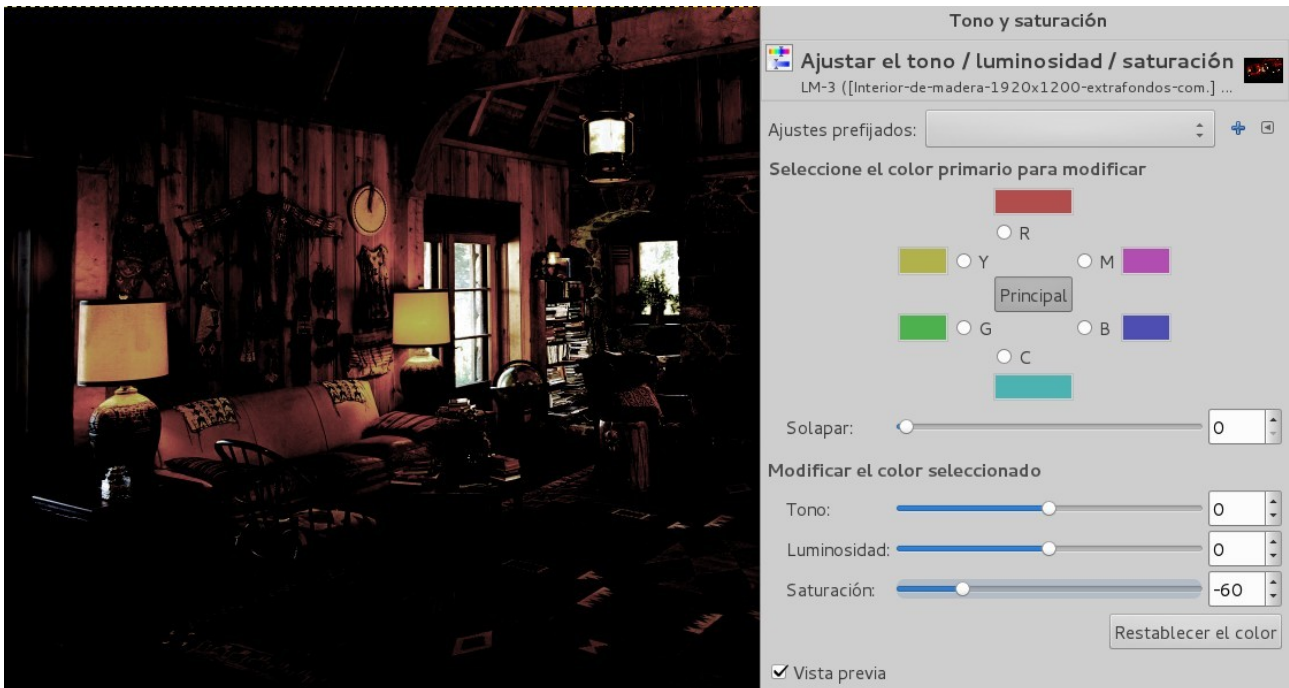


Colors → Brightness & Contrast, set the values from cap:



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Colors → Hue and saturation set the saturation: -60



Step 4

For both options:

Now we'll apply a layer mask to LM layer and will use Contrast mask layer or CM layer as the mask as has been our option or choice (Contrast mask plugin or CM).

Add the layer mask: White (Full opacity)

Select Contrast mask layer (or CM layer) Edit → Copy

Select LM layer Edit → Paste and anchor the floating layer.

With this procedure we lit some areas according to the white and black of the mask applied to appear the action of the other layers underneath there.

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Step 5

To increase the tones we can do the following: (for example)

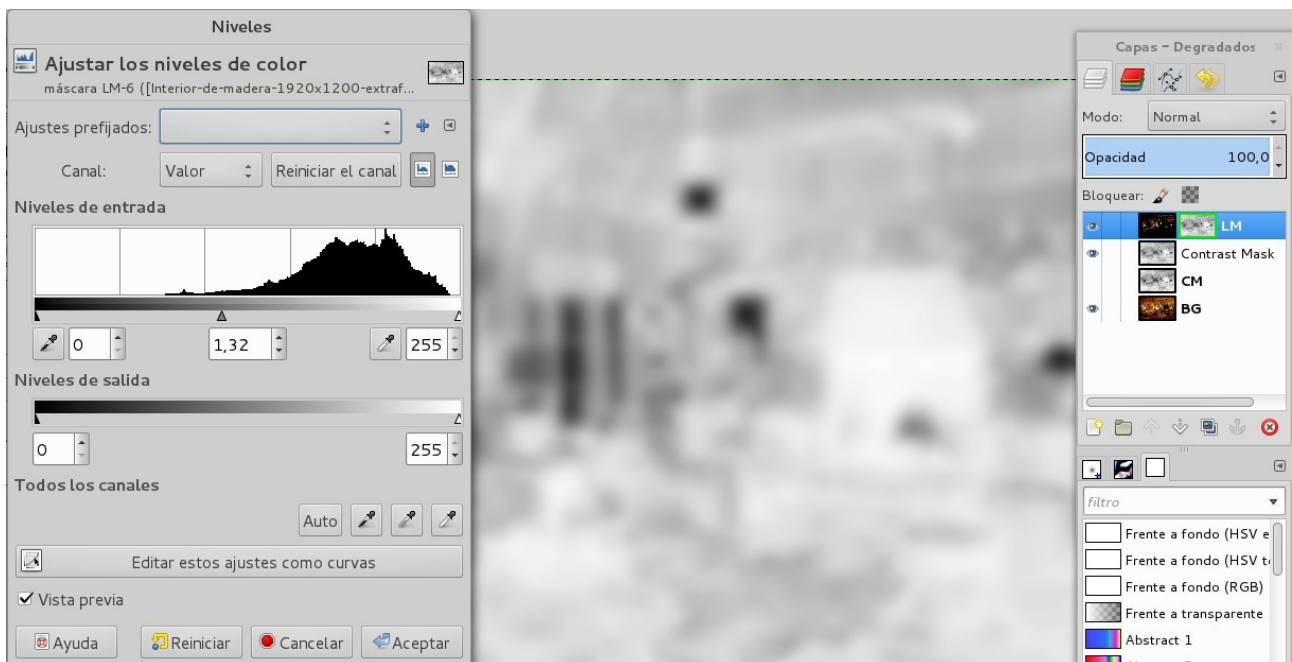
Select LM layer.

Click right button over Layer box and select **Show layer mask** (now we can operate the mask)

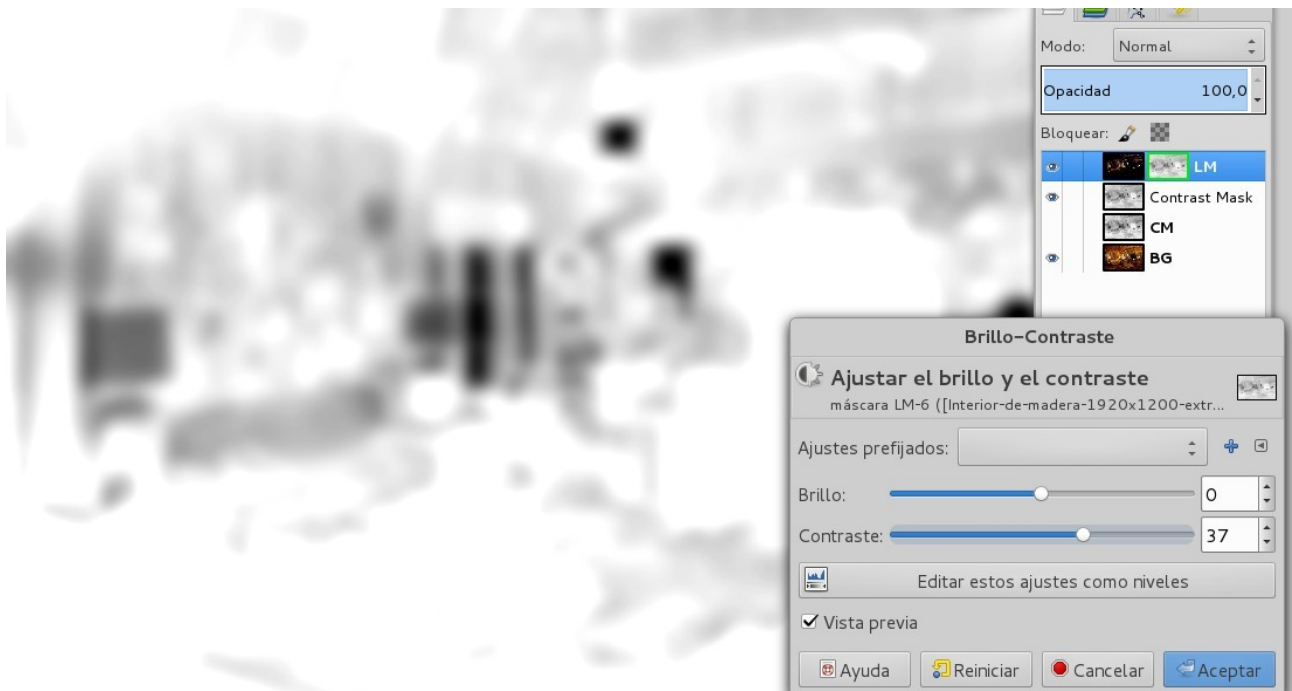


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Colors → Levels



Colors → Brightness & Contrast



Uncheck **Show layer mask**.

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Now we must have obtained this result:



I've increased slightly to note the variations between outputs. Set others values for a “soft” result.

