How to use a Hue Saturation Adjustment Layer

Adjustment layers are excellent tools to use to change colors in your artwork in a non-destructive way. When you use an adjustment layer, the original pixels are not changed at all. You can use multiple adjustment layers to create multiple versions of the same art. Saved as a PSD with layers, you can go back to your art even years later and make changes. That is the beauty of working non-destructively.

Hue = Color
Saturation = Intensity of the color
Lightness = The brightness of the Color

- Click on the layer you want to change colors.
- Go to the Adjustment Layer icon at the top of the layers panel. Click and hold until the drop down menu appears. Click on Hue/Saturation.
- The Hue/Saturation layer is created above your selected layer.
- Move the Hue slider side to side to change the colors in your art.
- Move the Saturation slider side to side to change the saturation (color intensity) of your art. Sliding to the right makes the colors in your art more saturated, Almost a neon look. Moving the slider to the left removes the color from your art.
- The Lightness slider will darken or lighten the art, going to completely black on the left to completely white on the right. The lightness slider is usually not used when the target color pull down menu is on Master. Use it to change the brightness when targeting a certain color range.
- You can choose to target one color by using the pull down menu in the Hue/Saturation dialog box. Master will change the colors globally throughout your entire art. You can choose to change only one color by choosing a different color from that drop down menu. You can also use the eyedropper tool to select a color, and the eyedropper with the plus or minus sign to add to or subtract from that targeted color.
- When you target a specific color, it is shown on the scale at the bottom. It looks like two lines colored like a rainbow, with a black area between them. Select any color from the target color drop down menu and you will see a left arrow, a line, a space, another line, and a right arrow in that black area between the two rainbow colored lines. You can use that scale to add to or subtract from the target color by clicking on one of the arrows and dragging it to the left or

right. The area between the lines indicates the colors selected. The area between the lines and the arrows on each side indicates the area where the target colors fade out or feather, so there is not a harsh break between the target color and the other colors close to it. You can click and drag between the lines to move the target color.

- Each adjustment layer comes with a layer mask. You can use the layer masks to target certain areas of your art. Make a selection then fill in the layer mask with black or white. (See the tutorial on layer masks on my YouTube channel at https://youtu.be/5jE05CB-r0c. If you need to invert the mask, select the mask and hit command/control I.

- Adjustment layers affect all the layers under it in the layer stack. To limit it to only one layer below it, you can "clip" it to that layer. In the Hue/Saturation panel click on the little icon that looks like a square with an arrow pointing down. It should be at the bottom left of the Hue/Saturation panel. The Adjustment layer will be clipped to that layer, and the changes will only affect that layer. You can also hold down the alt/option and hover your mouse between the adjustment layer and the layer below it. The curser will turn into that icon (square with an arrow pointing down). Let go of the mouse when you see that icon. The adjustment layer will be clipped to that layer.

- You can colorize a black and white photo by clicking the colorize box in the Hue/Saturation panel. Move the slider to get the desired effect. This will be a global change, giving an over all color effect. Hand coloring a photo to create a realistic color photo is a different process. You can combine two or more Hue/Saturation adjustment layers with layer masks to create different effects.

- You can use multiple Hue/Saturation adjustment layers. Using them in combinations, turning the visibility on or off you can create a variety of different versions of the same art.