

COLOR GRADING

Kayla Rhoadarmer

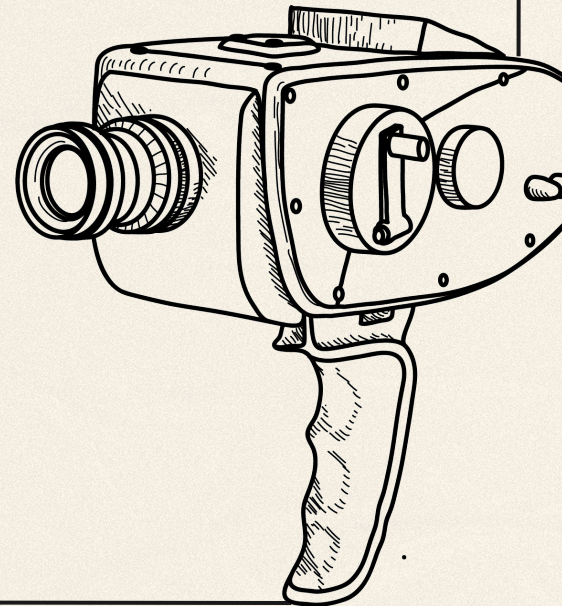


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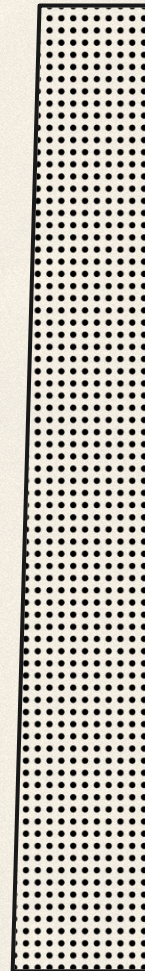
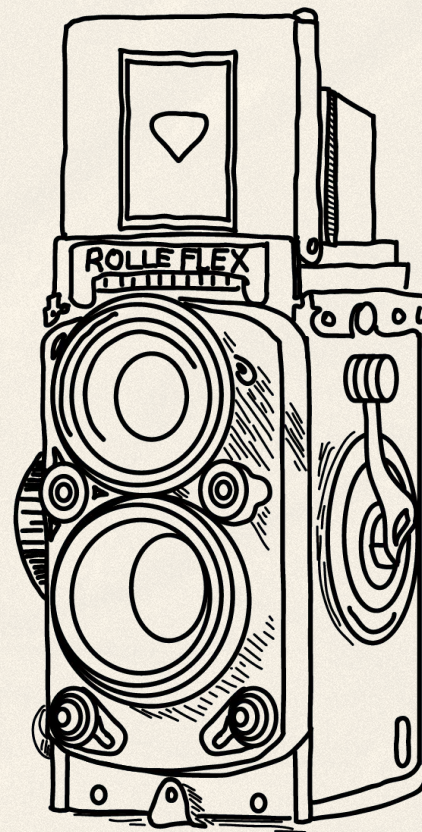
STYLE #2

MASK EDITING

04

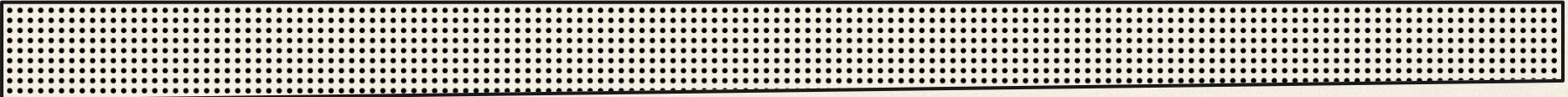
STYLE #3

MY OWN PRESET



WHAT IS COLOR GRADING?

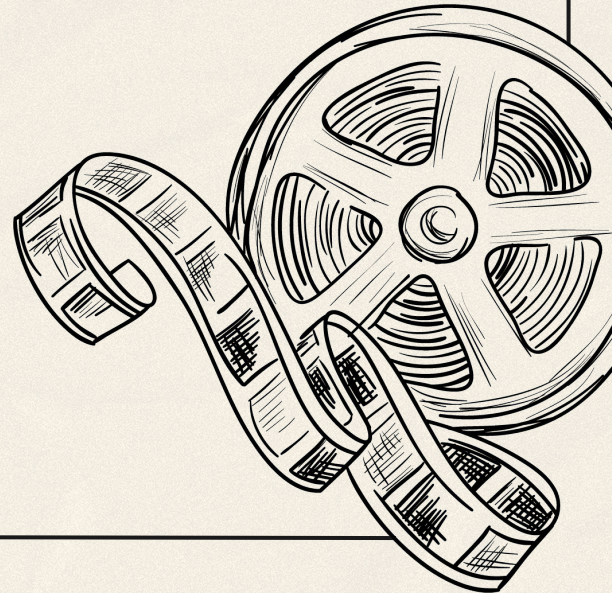
- Color grading is a film process that enhances or alters the color of a video or film to achieve a specific mood or look.
- Basic Correction, Creative, Curves, HSL Secondary, Color Wheel, and Vignette



01

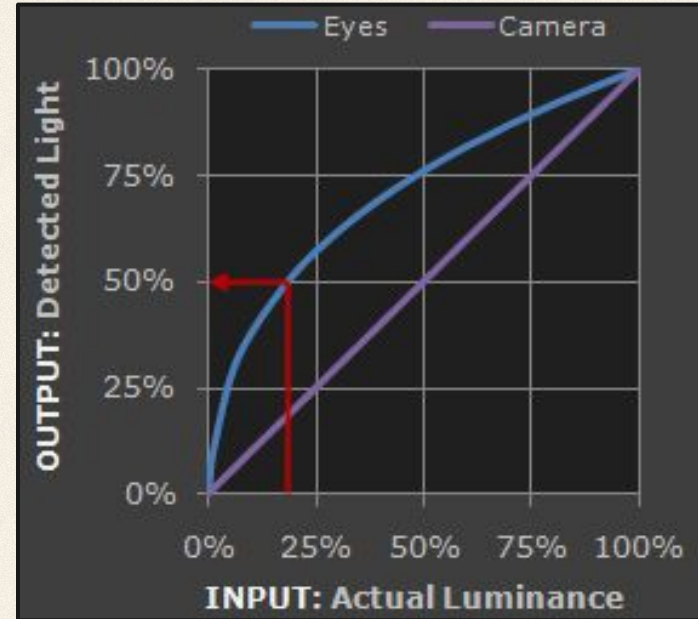
BASICS

LOG AND RAW



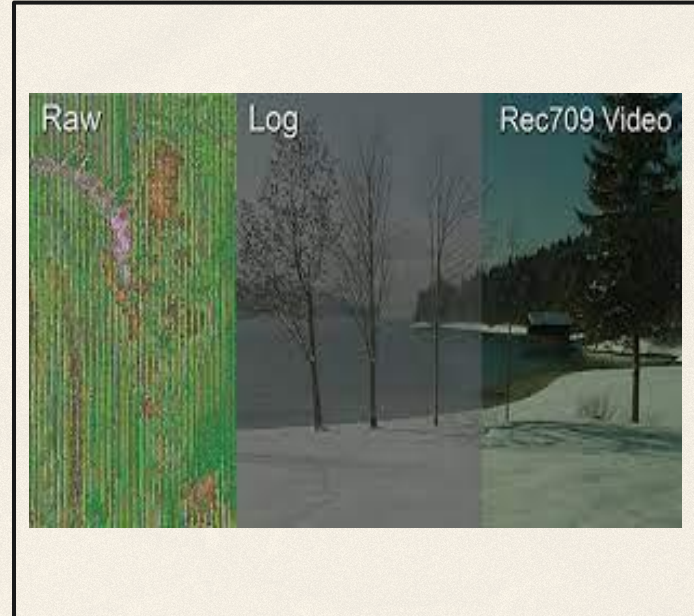
LOG

- Logarithmic curve to edit
- uses gamma curve
- captures dynamic range by compressing shadows and highlights
- More commonly used RAW
- 10 bits less storage
- Gray low contrast
- Rich image without raw files size

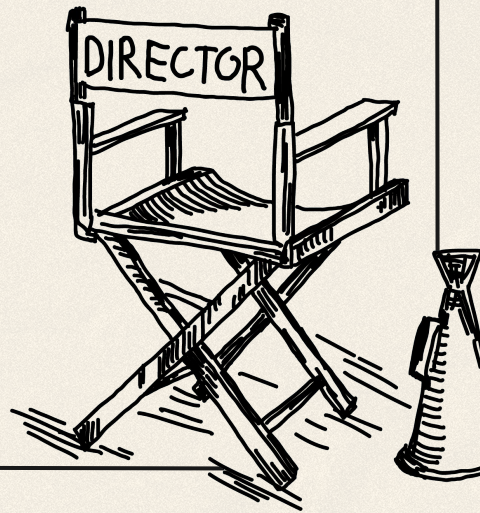


RAW FOOTAGE

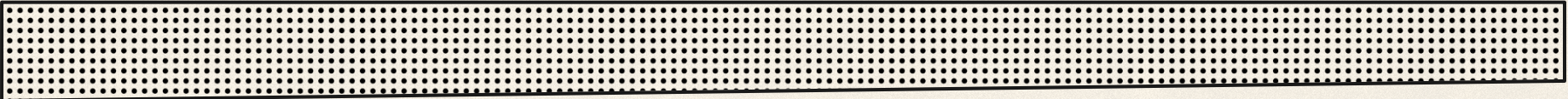
- Saves a lot of information take a lot of data
- Raw files are hugeeee (12-14 bits)
- Captures wide range of light and shadow details that give you more creativity to color grade
- Not a fully developed image but a collection of data
- Processed in post production software



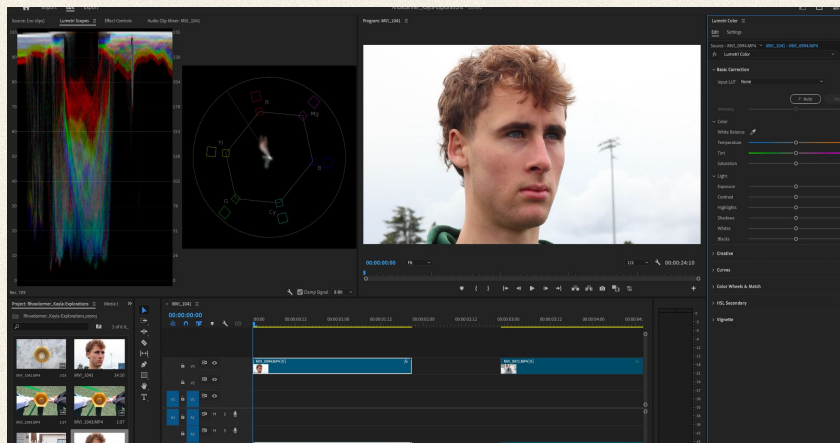
MY PROJECT



SKIN TONES



PROCESS

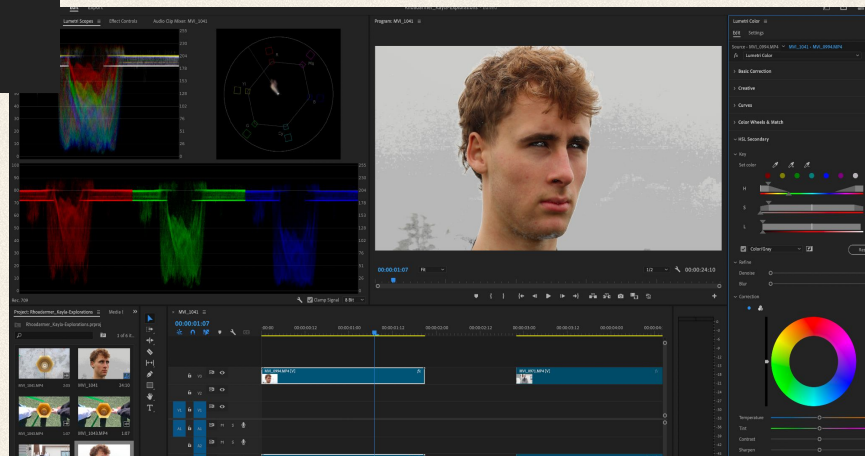


This is the video before any color grading.

- Dull
- Nothing popping out
- Dark

HSL Secondary:

- Dropper too
- Pen mask
- Align the line with the Vectorscope line

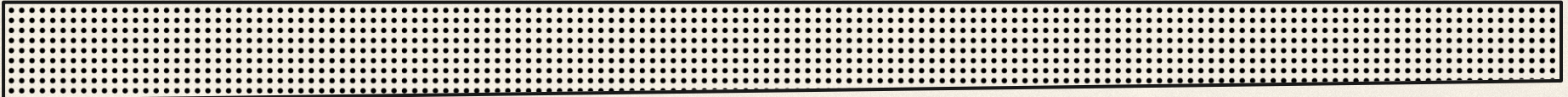


FINAL PRODUCT

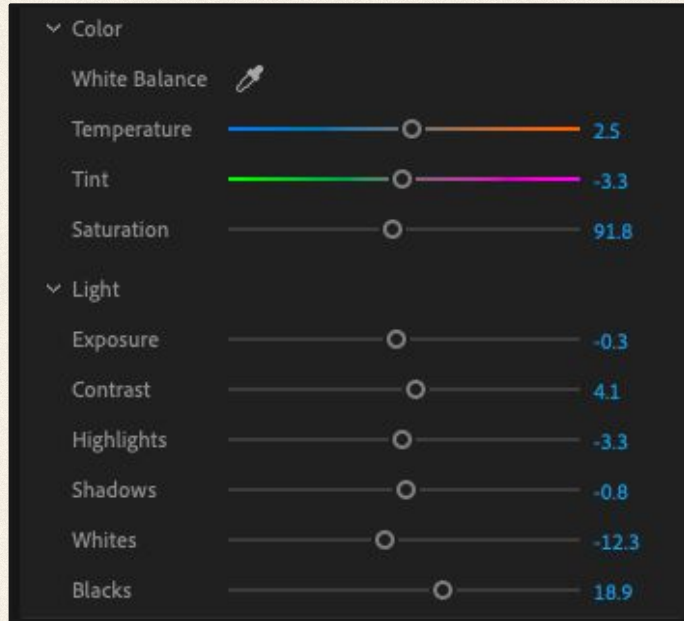
SKIN TONES

The screenshot displays the Adobe Premiere Pro interface for skin tone correction. The central video preview shows a young man's face. The Lumetri Color panel on the right is active, showing the 'Basic Correction' and 'Creative' tabs. The 'Basic Correction' section includes 'Lumetri Color' and 'Lumetri Color' options. The 'Creative' section includes 'Basic Correction', 'Creative', 'Curves', and 'Color Wheels & Match'. The 'HSL Secondary' section is expanded, showing 'Set color' and 'Key' options. The 'Key' section includes 'Set color' and 'Key' options. The 'Color' section includes 'H', 'S', and 'L' sliders. The 'Color/Gray' section includes a 'Reset' button. The 'Refine' section includes 'Denoise' and 'Blur' sliders. The 'Correction' section includes a 'Temperature' slider and a color wheel. The 'Lumetri Scopes' panel on the left shows the 'Lumetri Scopes' and 'Effect Controls' panels. The 'Lumetri Scopes' panel shows the 'Lumetri Scopes' and 'Effect Controls' panels. The 'Effect Controls' panel shows the 'Lumetri Scopes' and 'Effect Controls' panels. The 'Timeline' panel at the bottom shows the 'Timeline' and 'Effect Controls' panels. The 'Timeline' panel shows the 'Timeline' and 'Effect Controls' panels. The 'Effect Controls' panel shows the 'Timeline' and 'Effect Controls' panels.

UNIQUE SKIN COLOR



BASIC CORRECTION



A screenshot of a photo editing software's basic correction panel. The panel is dark-themed and contains two main sections: 'Color' and 'Light'. Each section has a dropdown arrow to its left. The 'Color' section includes 'White Balance' with a white balance icon, 'Temperature' with a blue-to-orange gradient slider set to 25, 'Tint' with a green-to-magenta gradient slider set to -3.3, and 'Saturation' with a grey slider set to 91.8. The 'Light' section includes 'Exposure' (grey slider, -0.3), 'Contrast' (grey slider, 4.1), 'Highlights' (grey slider, -3.3), 'Shadows' (grey slider, -0.8), 'Whites' (grey slider, -12.3), and 'Blacks' (grey slider, 18.9). All sliders have a white circular knob and a numerical value to the right.

Section	Parameter	Value
Color	White Balance	-
	Temperature	25
	Tint	-3.3
	Saturation	91.8
Light	Exposure	-0.3
	Contrast	4.1
	Highlights	-3.3
	Shadows	-0.8
	Whites	-12.3
	Blacks	18.9

CURVES

RGB CURVES:

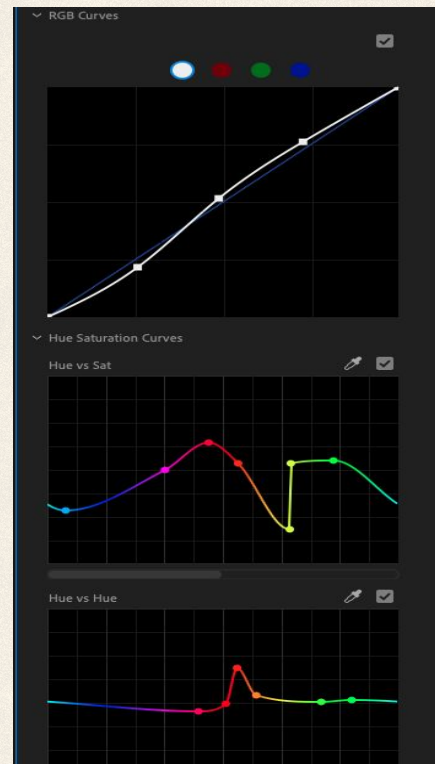
Adjust saturation and lighting further (what the tutorial told me to do) thought it looked bad so its minor adjustment

HUE vs SAT:

I turned the yellow and orange down and it helped keep the background looking less red

HUE vs HUE:

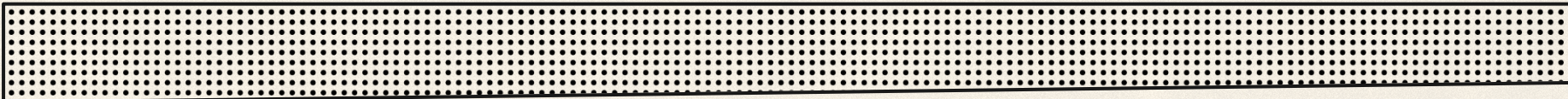
This is where the magic happens.



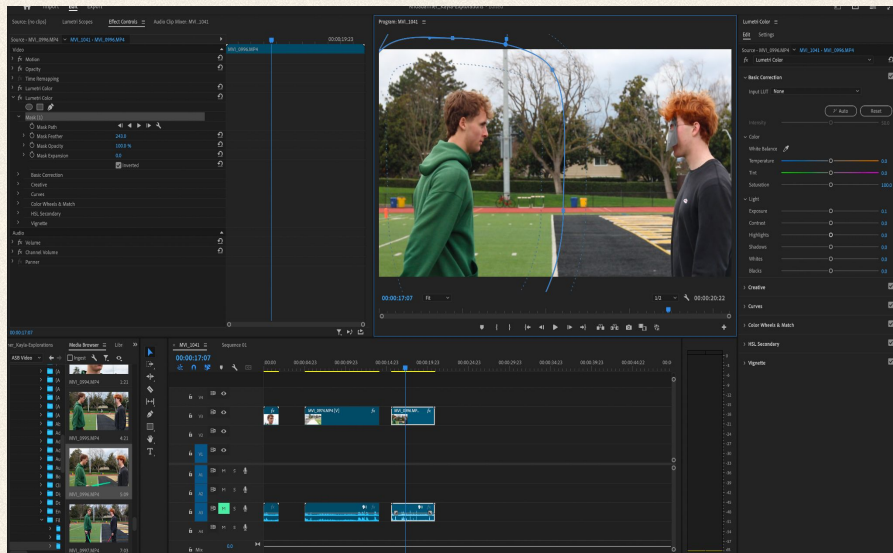
FINAL PRODUCT

The image displays a comprehensive video editing workflow in a software interface. The central focus is a video preview window showing three individuals in a park-like setting, each wearing a white mask with a single eye cutout. The person in the center has pink hair, while the others have purple and blue hair. The video is being edited in a timeline with multiple tracks for video (V1-V5) and audio (A1-A4). The interface includes a Lumetri Color panel on the right, which is currently set to 'Basic Correction' and 'Creative' modes. The 'Curves' section is active, showing a 'Hue vs Sat' graph with a red curve and a 'Hue vs Hue' graph with a blue curve. The timeline shows a clip labeled 'MV_1041' with a duration of 00:00:13:04. The overall scene is a final product of a video project, likely a music video or a promotional piece, featuring stylized color grading and a unique visual theme.

MASKING STYLE

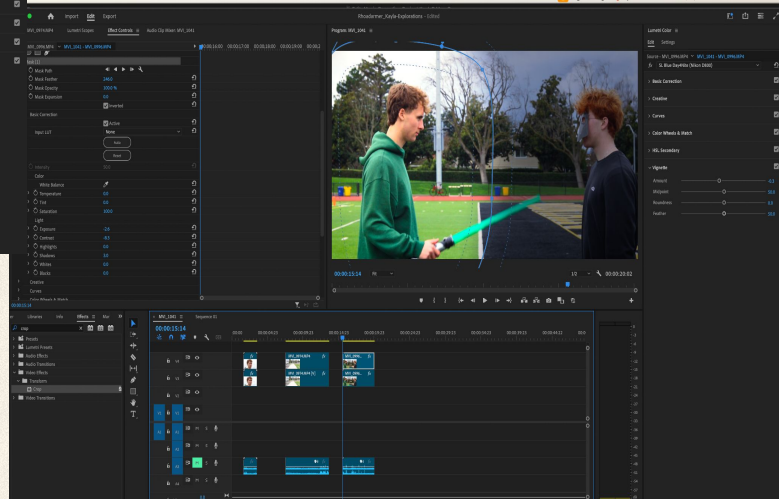


PROCESS

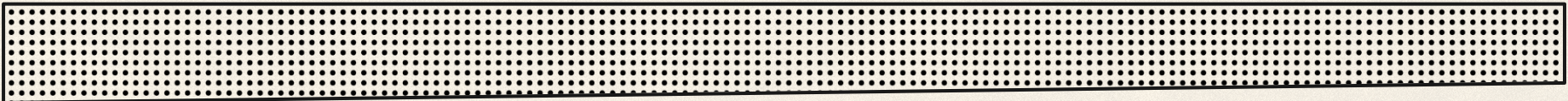
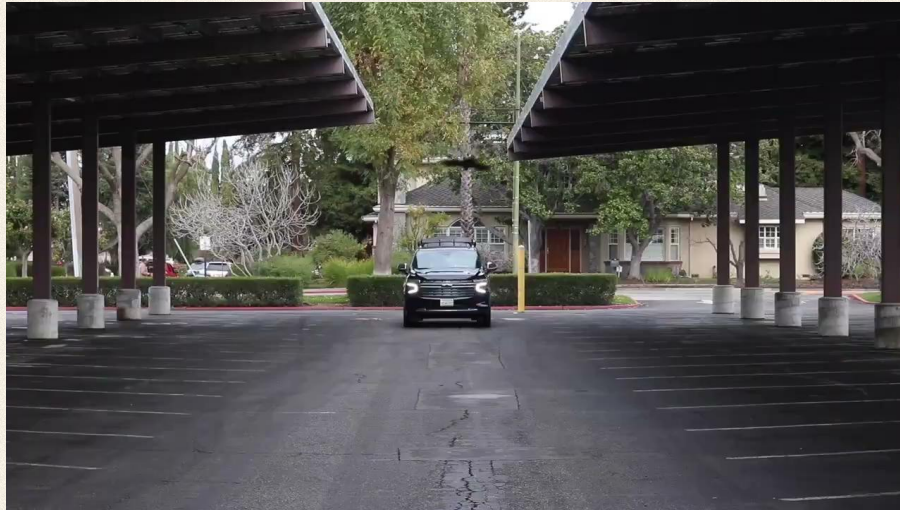


I first used the masking tool to cut out my left subject. I added a feather to ensure the difference wouldn't be harsh.

After adding the mask I proceeded to edit the footage darker and even add the effect DAY4NITE. The mask ensured these edits wouldn't occur inside.

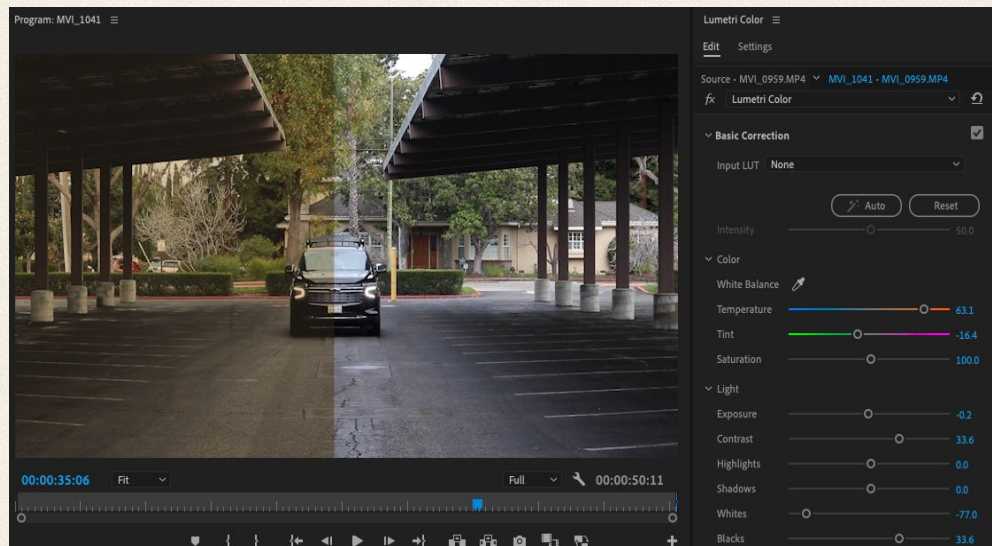


MY OWN PRESET



PROCESS

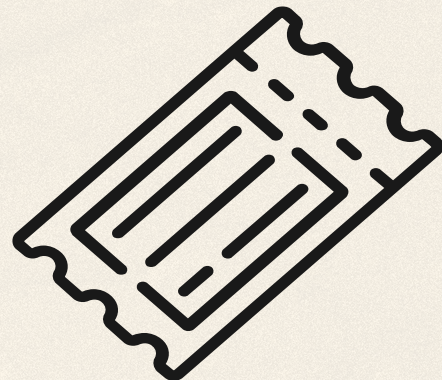
- Use for later
- Wanted a vintage look
- Used the contrast of warm tones in the and the tint to get that film look
- If I added grain it would make it better
- Changed more basic lighting





REFLECTIONS:

THANKS FOR LISTENING



RESOURCES

ADOBE: <https://www.adobe.com/creativecloud/photography/hub/guides/what-is-color-grading-in-photography.html>

<https://lwks.com/blog/color-grading-beginners-guide>

YOUTUBE:

<https://youtu.be/bkXIytrJjLQ?si=Oq2w4y8b1DS2qAKR>

<https://youtu.be/1wZym4fOGig?si=3Jg2ZyGAoSng9G-C>

<https://youtu.be/pAh83khT1no?si=HBP4a3RUkyTy06SK>

