

- 23rd Jan**      **Adding Depth to Your Images** with and without Adjustment Layers and Part 1 of Sharpening and the differences of sharpening for Digital File and for Printing with Libby - This is a recap on the techniques, and will also involve combining both techniques - **Suitable for all levels**
- 30th Jan**      **Masking Part 1** with Libby - For removing objects and replacing skies by using separate Layers and Masks – includes an Intro to Blending Modes - **Suitable for all levels**
- 6th Feb**        **Club Competitions Critique Group** with Libby (Closed Night for Group only) - look out your images or prints now - Please size all work to 1600x1200
- 13th Feb**      **Critique Night** - For All members not included in the above group - bring along your work for help/critique from experienced members - look out your images or prints now - You can bring work previously submitted to a competition that you didn't understand why the Judge marked it low, or you just need more assistance to do what they suggested. Or it could be a new image that you want feedback on or assistance with - Please size all work to 1600x1200 or 1400x1050
- 20th Feb**      **Workshop Cancelled**
- 27<sup>th</sup> Feb**      **A Night on Printing Problem Solving** with Libby – Bring along some of your prints that didn't come out as you expected, along with the actual print file. May be Monochromes you need for the next Club hand-in or it may be a photo that has worked as a Projected Digital File but hasn't done well as a Print – Prints don't need to be mounted and A4 is big enough – They can also be trade processed prints – Please remember to bring the print and the file for this to work. - **Suitable for all levels**
- 6<sup>th</sup> Mar**        **Masking Part 2** - Masking for Composites – Adding a person, dealing with hair – including blending modes for masking. Building on the masking we did for removing objects and replacing skies which will also be recapped.
- 13<sup>th</sup> Mar**      **Q&A with your Images** - Bring along any images you have a problem with, or anything you've tried from the workshop techniques that you're stuck with. Could be from textures or filters at the start of the season or something more recent.