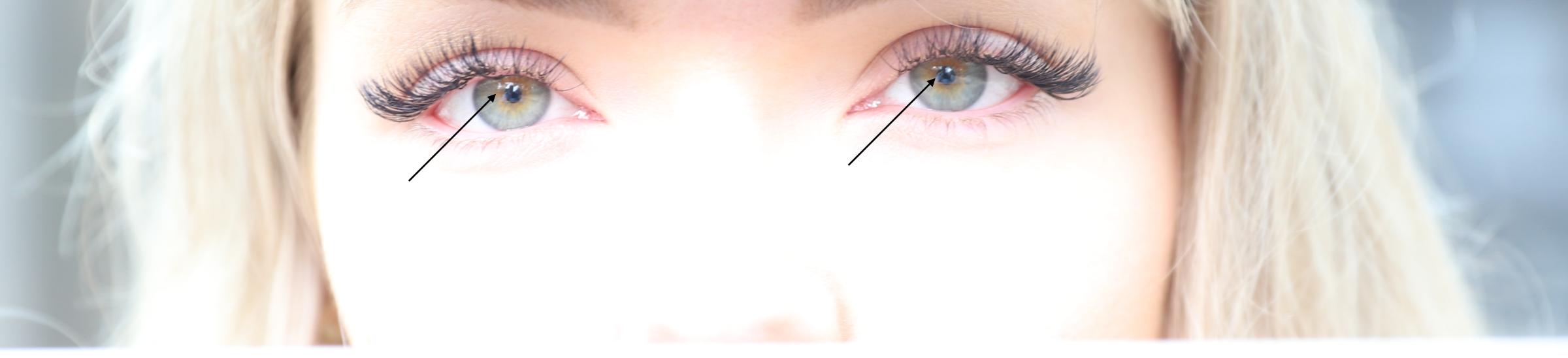
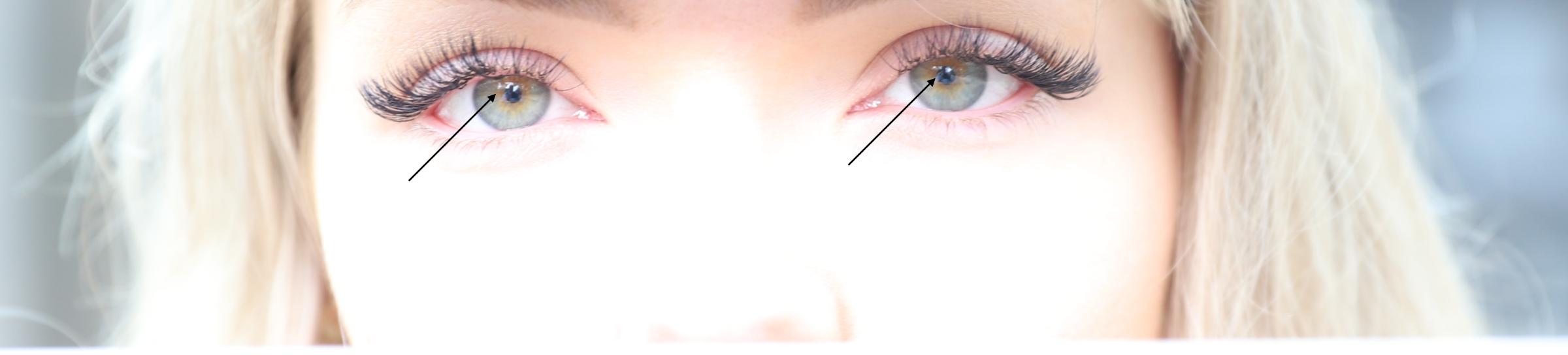
# Adding Catchlight to Eyes Making the Eye Pop

**Wes Bloemker** 



#### What is Catchlight?

• A catchlight is a small reflection of a light source in the eyes of the subject. Catchlight enhances the colors of the eyes, which is often a focal point for the viewer of the photograph.



### **How is a Catchlight Obtained?**

- If possible, position the light source and subject at a 30 to 45 degree angle from one another.
- To enhance the natural appearance, generally the catchlight should be in the top portion of the pupil between the "10 and 2 O'Clock" position.

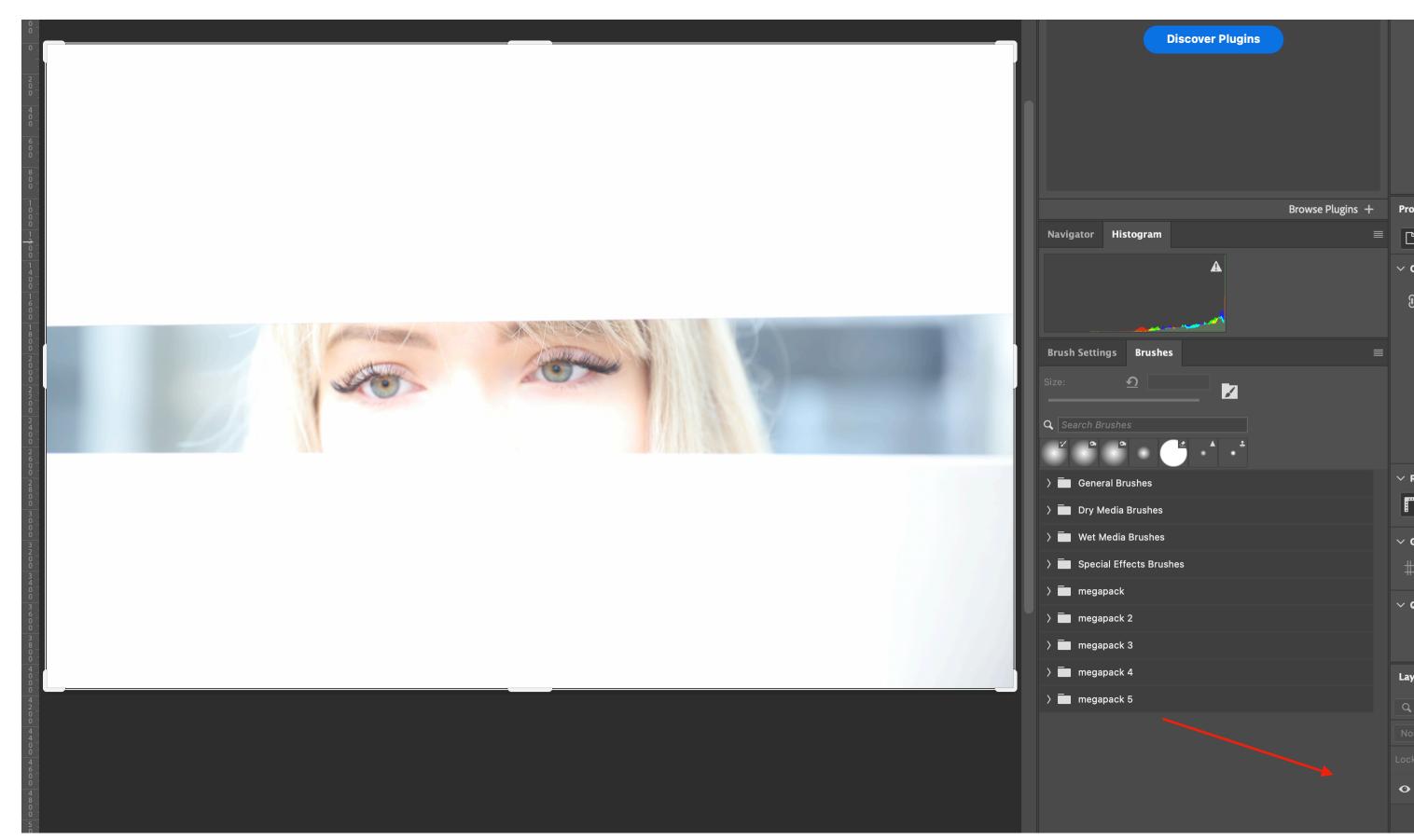


#### What if light sources are not favorable or available??

• It is best to capture catch lights "in camera." But this may not always be possible. Examples include low light conditions or extreme light. In these cases one can use post-processing to add catchlights to the eyes

## How do you add catchlights in Photoshop?

- Open the image in Photoshop
- Ensure the layer is selected

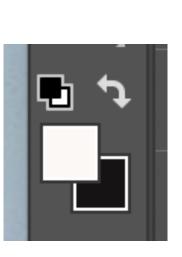


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# Use the brush tool

- Select the Brush Tool
- I use general brushes set to Soft Round, Brush size 12
- Ensure your background /foreground has white on top



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#### Click on area of eyes where you want to place the catchlight

- Less is more, I generally only use 1-3 clicks per eye
- Sometimes it is easier to zoom in on the subjects eyes to make it easier to identify where to place the catchlight
- Ensure the placement of the catchlight is consistent in each eye.





#### Before

#### After

# Compare the before and after images

- Catchlights can add depth and life to your subject(s)
- Use a light source, if possible. If light is hard to locate, try having the subject slowly turn until there is a catchlight visible. A trick you can use to locate the light source is to use a reflective surface, such as sun glasses, and rotate the glasses until a light reflection is detected.
- If not a natural or added light source is not possible, try to use Photoshop using the less is more philosophy





#### Before

#### After