

Keith Kotay

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#### Sharpness

- Overall clarity in terms of both focus and contrast
  - Clear and lifelike
  - Contrast and texture rendered in high detail
    - Edges well defined



(paper at a 45° angle, bottom closest to camera)

Depth Depth of F 11 Lebanon C 10 **Depth of F** 9 8 by Keith K Depth of F

#### Sharpness

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before

some sharpening

#### Sharpness

- Overall clarity in terms of both focus and contrast
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more sharpening

#### Why are images unsharp?

- Missed focus
  - Autofocus doesn't always get it right
  - Manual focus with digital cameras can be difficult
    - > Many of the focusing aids on film cameras & lenses are gone
    - > Mirrorless cameras have some new ones, like focus peaking



film camera split prism and micro prism ring focusing aids



Note: Al-based sharpening claims

to be able to correct missed

program can identify image

elements (face, flower, etc.).

focus  $\rightarrow$  works best if the

focus peaking highlights high contrast edges to show the area in focus

#### Why are images unsharp?

- Insufficient depth of field
  - Some areas may be in focus, others may not
    - A problem if you want some image element to be fully in focus

(paper at a 45° angle,

bottom closest to camera)



 $f/2 \rightarrow$  shallow depth of field (paper at a 45° angle, bottom closest to camera)

#### Why are images unsharp?

• Diffraction

Note: When diffraction is noticeable: Full frame: f/11 (slight), f/16 (obvious) APS-C: f/8 (slight), f/11 (obvious) 4/3 sensor: f/5.6 (slight), f/8 (obvious)

- Blur caused by light passing through a small aperture
  - > More blur everywhere, even at the best focus point
  - > Another photography tradeoff  $\rightarrow$  DOF vs. diffraction



#### Why are images unsharp?

Note: Transverse CA can be corrected in an image editor, axial CA is very difficult to correct.

- Lens aberrations
  - Chromatic aberration  $\rightarrow$  colors not focusing at the same point
    - a) Axial (longitudinal)  $\rightarrow$  misaligned in the optical axis (near/far)
    - b) Transverse (lateral)  $\rightarrow$  misaligned in the sensor plane (up/down/left/right)



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#### Why are images unsharp?

- Lens aberrations
  - Spherical aberration

- Note: Spherical aberration is sometimes used as an effect to produce a soft, 'dreamy' look. Fast legacy film lenses shot wide open often show SA.
- Light rays from different areas of the lens focus in different points
- Most prominent at large apertures (small *f*-number)
- Stopping down reduces it → at some aperture it may not be noticeable ideal lens



spherical aberration



SA wide open

stopped down

#### Why are images unsharp?

- Lens aberrations
  - Field curvature
    - > Light rays focus on a curved surface, not a plane
    - Since the sensor is planar, only some parts of the plane are in focus
    - A larger DOF can allow more of the image to be in focus

#### curved area of focus





#### Why are images unsharp?

- Motion blur
  - Camera moving
    - > Insufficient shutter speed  $\rightarrow$  may need a tripod
    - > Lens and/or in-body optical stabilization can minimize it
  - Subject moving
    - Insufficient shutter speed (tripod of no use)





Note: AI-based sharpening claims to be able to reduce the effects of motion blur.

#### Why are images unsharp?

• Ultraviolet light

Note: UV filters are clear, Skylight filters have a warming tint and are more aggressive. Any filter can introduce its own aberrations.

- Bluish cast, reduces detail → high altitude or bodies of water
  > UV filter can prevent it
- Haze
  - Fog, mist, dust in the air can soften details
    - Skylight 1A and 1B filters can reduce the effect



UV filter



Skylight 1B

note the warming effect on the woman's face

#### Why are images unsharp?

- Noise
  - High ISO noise can destroy detail
  - Noise reduction algorithms can also reduce detail



noise at ISO 3200 (older sensor)



Note: Noise reduction tools may have

lost by reducing noise.

a sharpening option to restore the appearance of sharpness

noise reduction works, but detail can be lost

#### Why are images unsharp?

• Sensor anti-alias filter

Note: Some newer digital cameras do not have an anti-alias filter to preserve sharpness → the risk is visible moiré.

- Intentional blurring to eliminate moiré effects
  - > Interference patterns  $\rightarrow$  regular pixel array + textured subject



#### Sharpening images

Note: The claimed advantage of AI sharpening is that the algorithm can 'identify' image elements and therefore sharpen 'smarter'.

- Basic idea: make edges more prominent
  - Easiest way to improve the illusion of sharpness
    Cannot create detail that was not captured by the sensor
  - Increasing edge contrast makes them more prominent
    1) Identify edges

2) Make darker side of the edge darker, lighter side of the edge lighter





gaussian blur 2



(over) sharpened

#### Sharpening images

- Paintshop Pro sharpening options
  - Sharpen
    - Basic, no controls, almost invisible effect
  - Sharpen More
    - > Basic, no controls, slightly visible effect



#### Sharpening images

Note: A radius of 6 is high but used for demo purposes. Strength of 100 is the maximum.

- Paintshop Pro sharpening options
  - High Pass Sharpen
    - > Radius  $\rightarrow$  distance with which dissimilar pixels are sharpened
    - Strength → strength of the sharpening
    - Blend mode: Overlay (removes neutral tones), Hard Light (more contrast than Overlay), Soft Light (produces a softer-looking photo)







gaussian blur 2 PSP HPS:6\_100\_soft PSP HPS:6\_100\_hard

#### Sharpening images

• Paintshop Pro sharpening options

Note: Close-up subjects and softer details  $\rightarrow$  higher Radius settings; lots of fine detail  $\rightarrow$ lower Radius settings. Radius of 6 is high for demo purposes.

- Unsharp Mask
  - > Radius  $\rightarrow$  distance with which dissimilar pixels are sharpened
  - > Strength (Amount)  $\rightarrow$  strength of the sharpening
  - ➤ Clipping (Threshold) → lightness values adjacent pixels must have to be sharpened (higher values sharpens more pronounced edges only)







gaussian blur 2

PSP USM:6\_75\_5





### Digital Image Sharpening Note: PSP unsharp mask has a "Luminance Sharpening images only" option $\rightarrow$ good for reducing color shifts if they are occurring. Paintshop Pro USM • Edges $\rightarrow$ luminance vs. hue radius of 8 is high, used for demo only blur 2 USM 8\_150\_5 gaussian blur 2 blur 2 edges

gaussian blur 2 greyscale

blur 2 USM 8\_150\_5

blur 2 USM Lum only

#### Sharpening images

- Issues
  - Halos
    - > Bright borders around high contrast edges
    - > Dark borders around edges occur, but are less noticeable



#### Sharpening images

- Issues
  - Halos
    - > Bright areas around high contrast edges
    - > Dark areas around edges occur, but are less noticeable
  - Clipping
    - > High contrast edge sharpening may cause bright areas to clip
    - > Clipping  $\rightarrow$  pixel value at the minimum or maximum value



### ut are less noticeable ay cause bright areas to clip

Note: When pixel values clip information is lost.

This can happen during exposure, and in post-processing. If no further processing

done some clipping may be okay, but too

much is obvious as blown-out areas.

#### Sharpening images

Note: Radius of 6 is high, done for demo purposes.

- Issues
  - Halos
    - > Bright areas around high contrast edges
    - > Dark areas around edges occur, but are less noticeable
  - Clipping
    - > High contrast edge sharpening may cause bright areas to clip
    - > Clipping  $\rightarrow$  pixel value at the minimum or maximum value
  - Noise emphasis
    - > Any noise will be more prominent  $\rightarrow$  do noise reduction first





#### Sharpening images

Note: Prints are usually given more sharpening because printing introduces its own amount of softness.

- Unsharp mask settings
  - I use this taken from a photography magazine:
    - Radius (Amount) = 1.5
    - > Strength  $\rightarrow$  I use 67 to 100, maybe 50 or 125, 125+ for prints
    - Clipping (Threshold) = 5
  - One suggested method
    - 1) Set Strength to maximum, Clipping to minimum
    - 2) Increase Radius until halos become too obvious
    - 3) Back off Radius until halos disappear
    - 4) Lower the Strength to a more reasonable value
      - i. 150 to 200 for prints
      - ii. 50 to 70 for email and web

5) Increase Clipping value to limit sharpening to areas that need it

6) Use "Luminance only" ("Luminosity" mode) if color shifts occur

#### Sharpening images

• When to sharpen?

Note: Some people divide sharpening into 'capture sharpening', creative sharpening', and 'output sharpening' done at different points in post-processing.

- Other edits should be done before sharpening
  - Sharpening (usually) costs detail, so it should be done last
- Sharpen then resize?
  - Resizing reduces halos and noise emphasis
- Resize then sharpen?
  - Resizing can reduce sharpness, so some sharpening can bring it back
  - > This is the recommended way, but I still have reservations



#### Sharpening images

- Topaz Sharpen AI
  - Price: \$80
  - Models
    - $\succ$  Motion  $\rightarrow$  for motion blur
    - ▹ Focus → for missed focus
    - > Softness  $\rightarrow$  for giving images that extra 'pop' (finely detailed features)
  - Model variants
    - Normal
    - > Very noisy
    - Very blurry
  - Best approach is to audition the options
    - > Use split screen mode to audition the models
    - After choosing a model, audition the variants

Note: Topaz has a bundle of Sharpen AI, Gigapixel AI (upscaling tool), and DeNoise AI for \$199. They can be used as plugins or standalone.

#### Sharpening images

- Topaz Sharpen AI motion
  - The only option for motion blur
  - Works well when it works, but don't expect miracles





before

#### Sharpening images

- Topaz Sharpen AI motion
  - The only option for motion blur
  - Works well when it works, but don't expect miracles
  - My test  $\rightarrow$  handheld high ISO closeup
    - > Topaz has recovered more detail, but it's not totally sharp

handheld ISO 800



shutter 1/50 f/4

PSP USM:2\_150\_5

**Topaz Sharpen AI - motion** 

Note: My Topaz Sharpen AI examples have a

values for the models - tweaking

watermark because I am using a trial

version. Also, I am using the preset

parameters may give better results.

#### Sharpening images

- Topaz Sharpen AI motion
  - The only option for motion blur
  - Works well when it works, but don't expect miracles
  - My test  $\rightarrow$  handheld high ISO closeup
    - > Topaz has recovered more detail, but it's not totally sharp
    - > Much better to use a flash  $\rightarrow$  higher shutter speed, bigger *f*-number

handheld ISO 800

handheld flash ISO 200



shutter 1/50 f/4



1/250 f/7.1 USM:2\_150\_5 Topaz Sharpen AI - motion

Note: Although a flash provides better shooting conditions, the lighting is different, and may be inferior in other ways → another photography tradeoff.

#### Sharpening images

• Topaz Sharpen AI focus

Note: Some image editors now include a re-focus and/or DOF modification tool. DOF mod may simply be a selective blur tool for reducing
DOF, or a tool that can increase DOF.

- Topaz claims this is the most difficult recovery
  - "Won't recover 100% of your photos"
  - "When it works it can completely recover a throwaway image"





before

#### Sharpening images

- Topaz Sharpen AI softness
  - Result is 'similar' to unsharp mask
    - > Topaz claims fewer artifacts
    - > USM is a global tool  $\rightarrow$  all edges are treated the same
    - > Topaz  $\rightarrow$  supposedly more specific due to image 'understanding'



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  - My test  $\rightarrow$  good results, motion better than softness







gaussian blur 2

Al softness - very blurry

Al motion - very blurry

#### Sharpening images

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#### Sharpening images

- Topaz Sharpen AI
  - Is it worth it?

Note: Images taken while traveling are precious, as you may never get the chance to take them again → 'rescuing' these images may be worth the cost of Topaz Sharpen AI.

- Many reviewers say "Yes!", and based on initial tests I agree
- It can definitely do things other tools cannot
- It may not always produce the dramatic effects shown in examples
- > If it can 'rescue' several images a year it would seem to be worth it
- > Careful with DOF & avoid motion blur  $\rightarrow$  USM may be good enough

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