

Keith Kotay

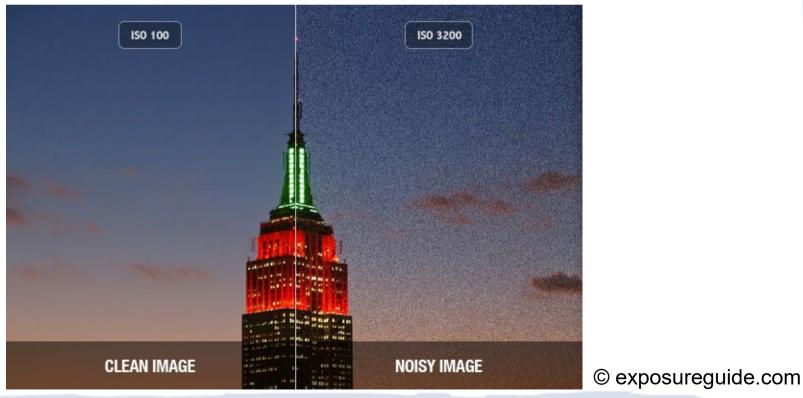
11/5/2024

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#### Introduction

#### • Image noise

- Random variation of brightness or color information
  - > Undesirable  $\rightarrow$  obscures detail, lowers contrast, adds rough texture
  - > Most noticeable in uniform areas  $\rightarrow$  sky, water, blank walls, etc.

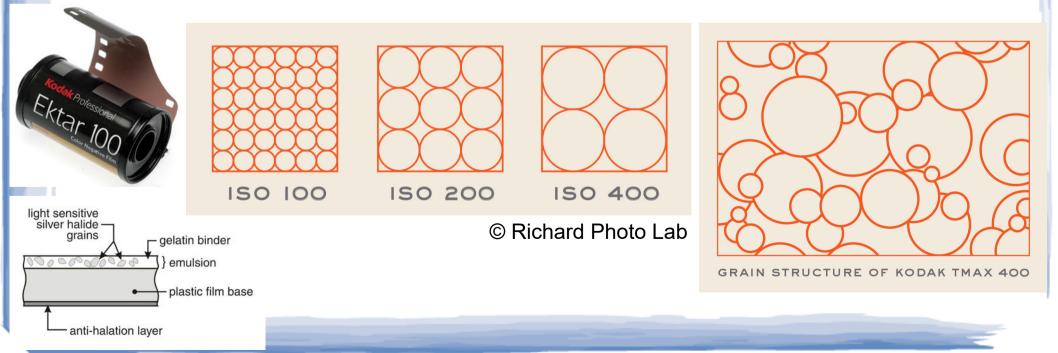


#### Introduction

Note: Faster film has larger photosensitive silver halide 'grains', which are more likely to undergo chemical transformation when hit by photons.

#### • Image noise

- Random variation of brightness or color information
  - > Undesirable  $\rightarrow$  obscures detail, lowers contrast, adds rough texture
  - > Most noticeable in uniform areas  $\rightarrow$  sky, water, blank walls, etc.
- Film: noisy photos called 'grainy'
  - More prevalent in faster film (higher ISO), and night shots



#### Introduction

Note: Pixels are photosensitive sites that convert photons (light) to electrical charge, which can be translated into numbers → bigger number = more light.

#### • Image noise

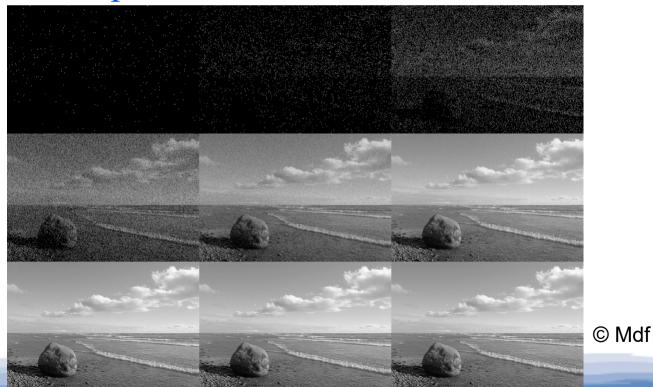
- Random variation of brightness or color information
  - > Undesirable  $\rightarrow$  obscures detail, lowers contrast, adds rough texture
  - > Most noticeable in uniform areas  $\rightarrow$  sky, water, blank walls, etc.
- Digital: many sources, can be reduced to some extent
  - > Issue: noise reduction reduces detail and sharpness

digital image sensor pixel array

think of pixels as light 'buckets' which start out empty and are filled while the shutter is open

#### Digital noise types

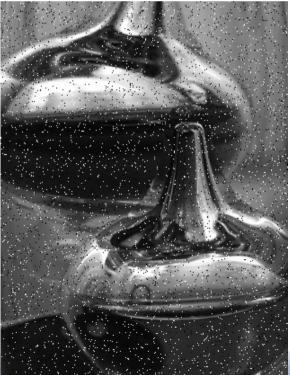
- Shot noise
  - Randomness due to photon distribution
    - Some pixels get hit by more photons than other pixels
    - > Film also  $\rightarrow$  not all grains are hit by enough photons to change
  - > One of the components of random noise



#### Digital noise types

Note: Electronic noise comes from electronic circuits in the camera. Salt-and-pepper noise (impulse noise) is from faulty pixels or memory errors.

- Random noise
  - Intensity and color fluctuations above & below actual values
    - Shot noise + electronic noise + salt-and-pepper noise
    - > Pattern changes for each exposure, even if settings are the same
  - Increased by: higher ISO and greater temperature



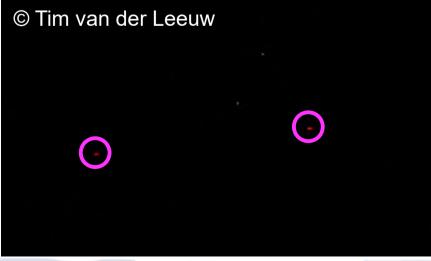
© Markome

salt-and-pepper noise

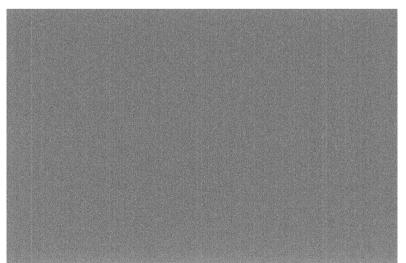
#### Digital noise types

Note: A "dark frame" is an image taken with no light hitting the sensor (lens cap on). Much of the resulting noise is fixed pattern noise.

- Fixed pattern noise
  - "Hot" or "dead" pixels  $\rightarrow$  very bright or dark pixels
    - > Pixels are damaged and no longer function properly
    - Pattern is repeatable
  - Individual pixel variation
    - Some pixels are more sensitive than others
  - Increased by: longer exposures and greater temperature



hot pixels in astrophotograph



Nikon D300 dark frame image

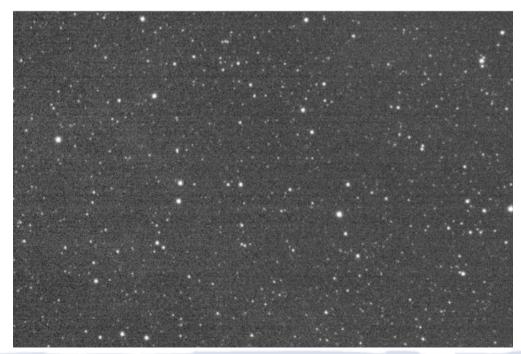
#### Digital noise types

Note: Some digital cameras are more susceptible to banding noise than others. Many early camera models had noticeable banding noise.

#### • Banding noise

- Vertical or horizontal bands in the image
  - Caused by camera reading data from pixels
  - > Pattern is repeatable  $\rightarrow$  usually seen in shadow areas

• Increased by: higher ISO and image brightening in post



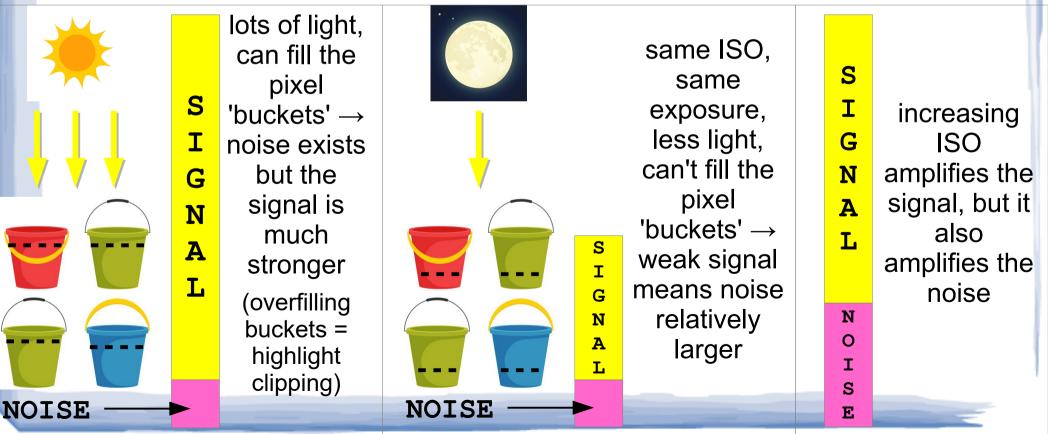
#### Digital noise descriptions

- Luminance noise
  - Variations in pixel brightness
    - > Grainy blank and white spots
- Chrominance noise (chroma/color noise)
  - Variations pixel colors
    - > Out of place pixel colors

Note: Some cameras have more luminance noise, and other have more chrominance noise. Image NoiseImage NoiseImage Noise

Note: Many noise reduction programs provide separate settings for luminance and chrominance noise.

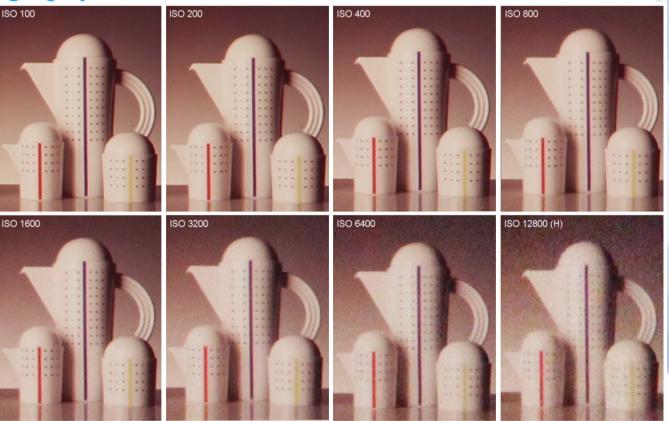
- Note: The base sensitivity is usually the lowest ISO value, but some cameras have lower 'extended' ISO values which use base ISO and then processes the image to simulate a lower ISO → lower image quality.
   Measure of sensor sensitivity to light
   Sensors have a base sensitivity → usually ISO 100 or 200
  - > Increasing ISO  $\rightarrow$  amplifying pixel charge values
  - > Amplification also increases pixel deviations  $\rightarrow$  increases noise



#### Reducing noise

Note: Downsizing an image tends to reduce noise because nearby pixels are combined. So less NR may be needed for competition images.

- Use a low ISO, if possible
  - Increasing ISO always increases noise
  - Sometimes you can't avoid high ISO
    - Sports/action photography
    - Shooting at night
    - > Astrophotography



#### Reducing noise

Note: High ISO NR setting may be communicated to manufacturer's RAW developer application (e.g. Canon DPP, Nikon NX Studio) and applied accordingly.

- In camera NR
  - High ISO NR



- Camera setup setting, can turn on or off and possibly adjust amount
- > Useful for JPEG shooting if you don't plan on editing
- Shooting RAW: may be useless unless using manufacturer RAW app
- > In general, it's best to avoid it

#### © Tom Migot Fine Art

High ISO speed NR	
Standard	
Low	<b>_</b> DD
High	
Disable	OFF
Reduce image nois effective at high I	

Canon High ISO NR menu

© photoframd



#### Reducing noise

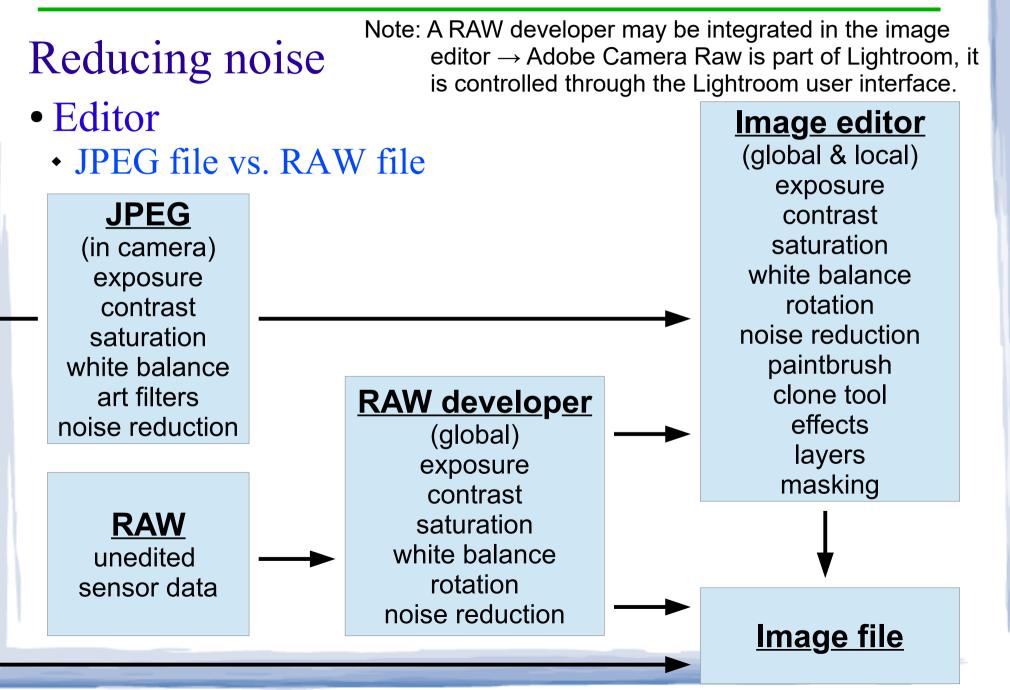
Note: A dark frame is an image taken without capturing any light. Fixed pattern noise and banding are still present and can be subtracted from the normal image.

#### • In camera NR

- Long exposure NR  $\rightarrow$  JPEG only on some cameras
  - Camera setup setting, can turn on or off
  - If on, applied automatically for long exposures (~1 second or greater)
  - > Dark frame taken, combined with normal exposure to reduce noise

R on are

Olympus EM1 mkll long exposure NR example



#### Reducing noise

Note: The detail adjustment in noise reduction is for restoring detail removed by noise reduction. It is often just a type of sharpening.

- Editor RAW developer
  - Adobe Camera Raw  $\rightarrow$  paid (subscription)
    - Separate luminance and chrominance (color) controls

detail → restores detail lost in NR <

contrast  $\rightarrow$  restores contrast lost in NR

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¢		•
Radius Detail	Sharpening	0 1.0 50 0
Luminance Detail	Noise Reduction	33 50 20
Color Detail Smoothness		<b>66</b> 50 50

Note: It is best to view the image at 100% so you can clearly see the effect of the noise reduction.

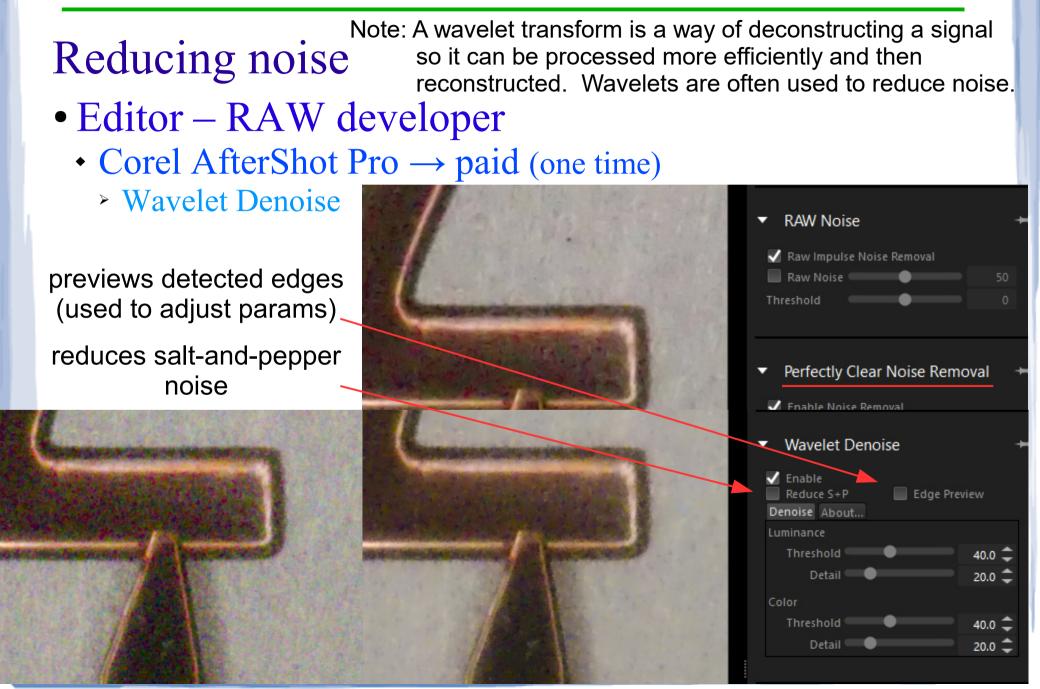
> smoothness → smoothes out color variations

#### Reducing noise

Note: AfterShot Pro used to be the program Bibble, which was acquired by Corel in 2012. ASP is now integrated into Corel PaintShop Pro.

- Editor RAW developer
  - Corel AfterShot Pro  $\rightarrow$  paid (one time)
    - > RAW Noise  $\rightarrow$  impulse (salt-and-pepper) noise reduction
    - > Perfectly Clear Noise Removal

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	Strength •	60
	Detail	6



#### Reducing noise

Note: High detail values can accentuate the noise  $\rightarrow$  image resembles initial photo.

- Editor RAW developer
  - Corel AfterShot Pro  $\rightarrow$  paid (one time)
    - > Wavelet Denoise

all images ISO 3200	exposure +1 stop	exp +1, luminance NR 50
exp +1, lum 50 & detail 75, col 50 & detail 75	exp +1, luminance 50, color 50	exp +1, color NR 50

Note: Excessive noise reduction can cause artifacts, such as dark spots in bright areas.

#### • Editor – RAW developer

- Corel AfterShot Pro  $\rightarrow$  paid (one time)
  - Wavelet Denoise

Reducing noise

all images ISO 3200	exposure +1 stop	exp +1, luminance NR 50
exp +1, luminance NR 100, color NR 100	exp +1, luminance NR 50, color NR 50	exp +1, color NR 50

#### Reducing noise

Note: A median filter replaces the center pixel of a window (e.g. 3x3 pixels) with the average value for the window, and is done for every window location in the image.

- Editor RAW developer
  - RAWTherapee  $\rightarrow$  free
    - > Impulse, luminance, chrominance, median filter

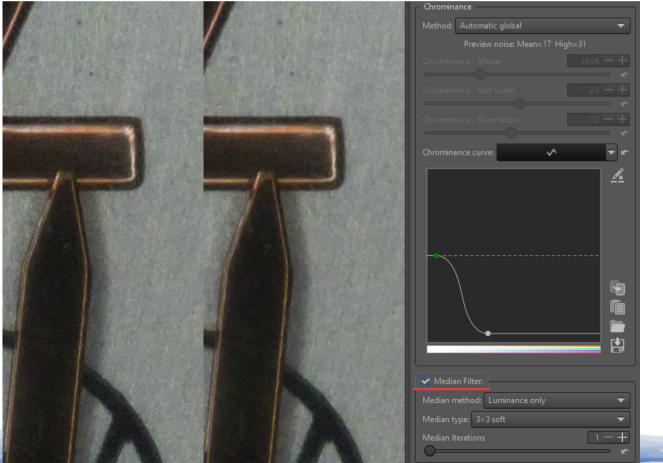
	U Noise Reduction 1:1
	Color space: L*a*b*
	Mode: Conservative 🔻
	Compensate for lightness
	Gamma 1.70 — +
	C Luminance
	Luminance control: Slider
	Luminance B0.00 — +
Red Marshall A	
	Detail recovery 15.00 -+

includes luminance NR and chrominance NR

#### Reducing noise

Note: A median filter replaces the center pixel of a window (e.g. 3x3 pixels) with the average value for the window, and is done for every window location in the image.

- Editor RAW developer
  - RAWTherapee  $\rightarrow$  free
    - > Impulse, luminance, chrominance, median filter



includes luminance NR and chrominance NR

#### Note: Gimp is a free image editor. It does not process RAW files, so a RAW developer is needed.

- Editor Image editor
  - Gimp  $\rightarrow$  free

Reducing noise

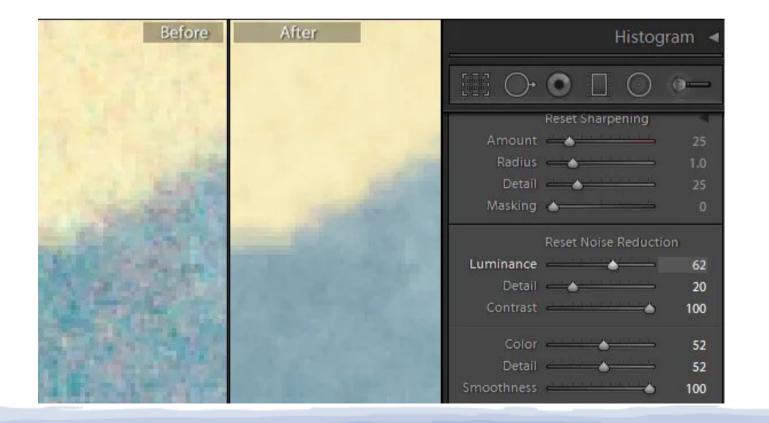
Strength control and blending options (with opacity)

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	Opacity 10	00.0
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	Help Reset OK Can	icel

#### Reducing noise

Note: A RAW developer may be integrated in the image editor → Adobe Camera Raw is part of Lightroom, it is controlled through the Lightroom user interface.

- Editor Image editor
  - Lightroom  $\rightarrow$  paid (subscription or one time)
    - Separate luminance and chrominance controls



#### Reducing noise

Note: 'Al' stands for 'artificial intelligence' → software has been 'trained' on numerous image examples, and can identify and remove noise while preserving details.

Detail

noise with AI. The result will be saved

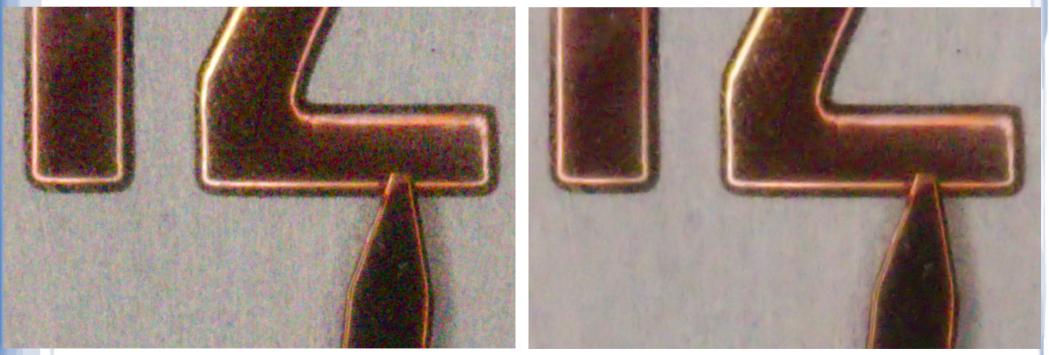
Noise Reduction

- Editor Image editor
  - Lightroom  $\rightarrow$  paid (subscription or one time)
    - Separate luminance and chrominance controls
    - > Newer versions have AI denoise

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				Denoise		as a ne
Enhanced				Reduce noise with Al. The result as a new DNG.	will be saved	1972
	8	Cancel	Enhance	Previous	Reset	Manu

#### Reducing noise

- Editor Image editor
  - Corel PaintShop Pro  $\rightarrow$  paid (one time)
    - > One Step Noise Reduction  $\rightarrow$  no controls

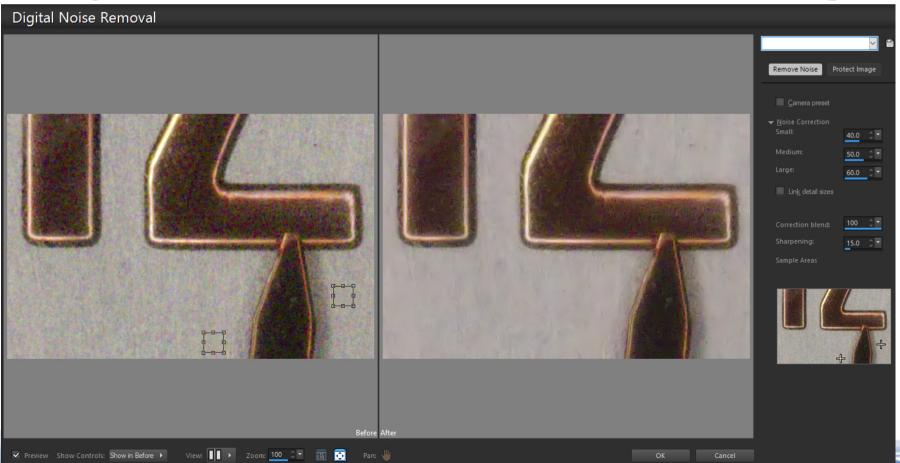


#### **One Step Noise Reduction**

original image

#### Reducing noise

- Editor Image editor
  - Corel PaintShop Pro  $\rightarrow$  paid (one time)
    - > Digital Noise Removal  $\rightarrow$  S, M, L correction + blend + sharpening

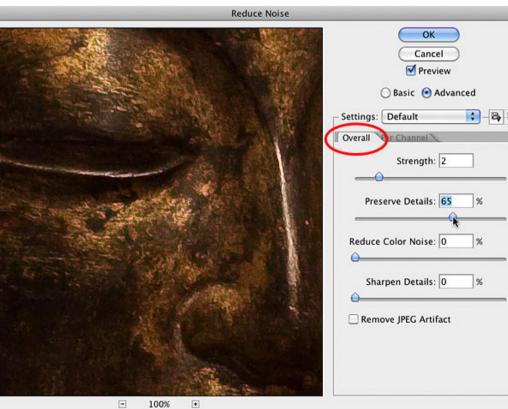


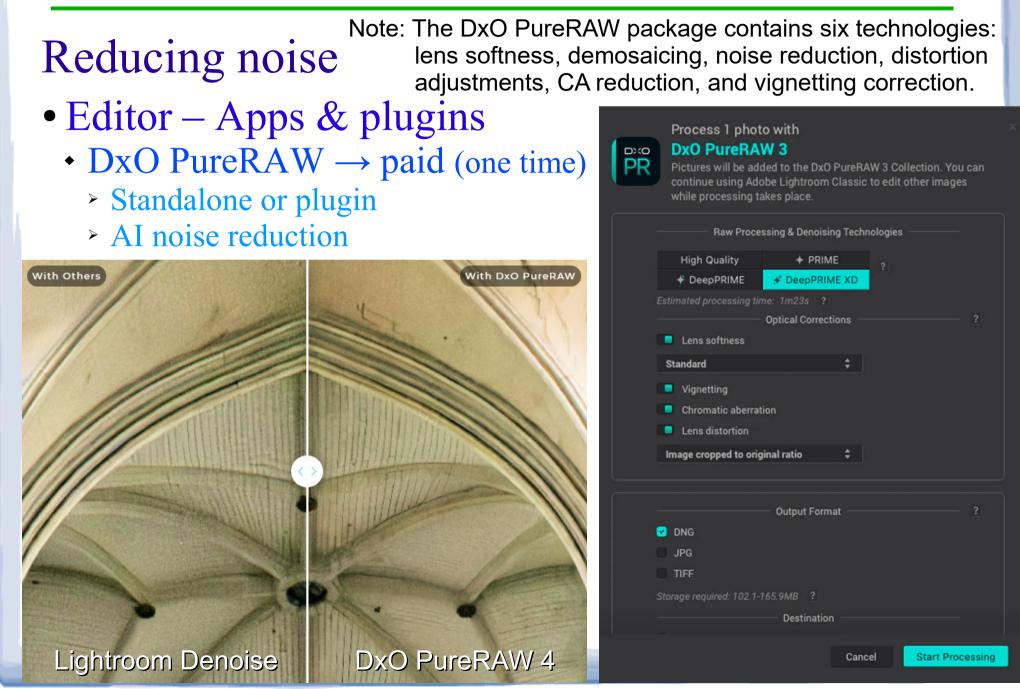
#### Reducing noise

Note: There are many versions of Photoshop. It is impossible to cover all the noise reduction features.

- Editor Image editor
  - Photoshop  $\rightarrow$  paid (subscription)
    - Separate luminance and chrominance controls
    - > Overall NR and Per Channel NR (can process red, green, and blue separately)

Brush Strokes Distort	) 	
Noise		Add Noise
Pixelate	•	Despeckle
Render	•	Dust & Scratches
Sharpen	•	Median
Sketch	•	Reduce Noise
Stylize	•	<b>x</b>

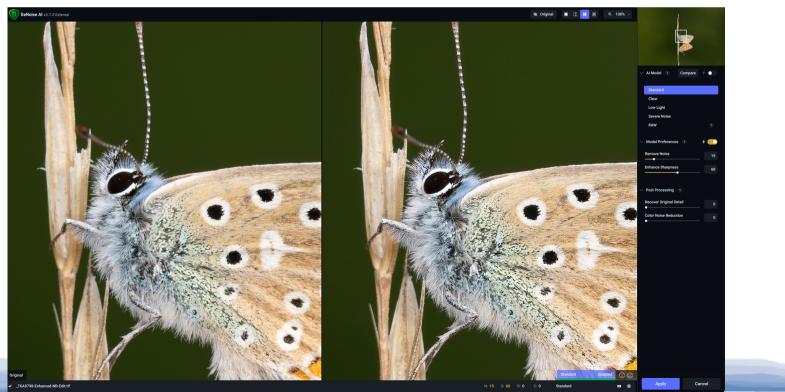




#### Reducing noise

Note: AI NR can result in 'improved' image detail if it can 'recognize' parts of an image and 'reconstruct' features → the issue is whether AI is **replacing** features or not.

- Editor Apps & plugins
  - Topaz Denoise AI  $\rightarrow$  paid (one time)
    - Standalone or plugin
    - > AIs are trained on image data  $\rightarrow$  useful if your image matches training
    - ➤ AI NR can sometimes create artifacts → check your images carefully



#### Reducing noise

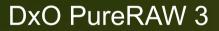
Note: For a comparison of Lightroom Denoise, Topaz Denoise AI, and DxO PureRAW 3 go to amateurphotographer.com/software/adobelightrooms-denoise-tool-how-does-it-compare

- Editor Apps & plugins
  - Topaz Denoise AI  $\rightarrow$  paid (one time)
    - Standalone or plugin
    - > AIs are trained on image data  $\rightarrow$  useful if your image matches training
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#### Lightroom Denoise 100





#### **Topaz Denoise AI**

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