Fixing Overexposed, Underexposed Images:

Overexposed
(the image is too light) Before adding adjustment or other layers
> Duplicate the background layer
> Set the blending Mode to **multiply (multiply darkens all areas**
equally)
> If it is too much, reduce the opacity of the layer
> If it is too much in one area, add a layer mask (by clicking on the icon at the bottom of the layers palette that is a square with a circle in it.) Then paint with a brush in the mask with black. The mask must have double lines around it for you to paint something out or in. (Black = blocks or hides, White = window or shows.)

Underexposed
(the image is too dark) Before adding adjustment or other layers
> Duplicate the background layer
> Set the blending Mode to **screen (screen lightens all areas**
equally)
> **Repeat as above:**
> If it is too much, reduce the opacity of the layer
> If it is too much in one area, add a layer mask (by clicking on the icon at the bottom of the layers palette that is a square with a circle in it.) Then paint with a brush in the mask with black. The mask must have double lines around it for you to paint something out or in. (Black = blocks or hides, White = window or shows.)

> D Default colors = Black as foreground, White as background
> X Switches colors from Black to White and back again

Dodge/Burn:
Option + Click new layer (layer palette at bottom or in fly-out menu
New Layer: Mode: Overlay or Soft Light
Fill with overlay-neutral 50% gray
Layer appears transparent in window
Brush tool; opacity 30% or so
D (Default color Black as foreground) paint over areas to be burned/ darkened
X (Switches colors from Black to White) paint over areas to be dodged/ lightened

> Burn with black, Dodge with white on layer, change percentage to change amount of darkening/lightening.

The burn/dodge tool should be used for only small areas, as this tool has a tendency to make gray instead of a darker color when burning.