TEXTURE CLARITY DEHAZE

Pick the detail tool for the actual problem.

Surface detail, local contrast, and haze need different treatment. Inspect the side effects as closely as the gain.

01	**Texture**	Try Texture when material detail needs more or less presence. Compare stone, fabric or skin rather than judging only the overall punch.
02	**Clarity**	Use Clarity for local contrast when it supports structure. Watch skin, bright outlines and the transition between light and shade.
03	**Dehaze**	Use Dehaze when atmospheric density needs adjustment. Watch color shifts, dark skies and a loss of natural distance.
04	**Scope**	A material may need definition while nearby air or skin should stay soft. Limit the adjustment to the area that needs it.
05	**Stop**	Compare at full-frame and detail views. Keep the smallest change that makes the intended material or structure clearer.

Worked example

Carved stone may benefit from a little surface definition, while the sky behind it gains nothing from the same treatment. A local texture adjustment can preserve the material without hardening the entire scene.

Keep in mind

None of these tools restores missed focus or motion detail. Keep capture defects separate from surface rendering.

Your decision

Problem area

selected control

local or global

side effect

accepted strength

Adapted from the PhotoMind source manuscript, section 6.3, pp. 81-84. Examples and worksheet are editorial applications.