EDITING DIAGNOSIS

When an edit feels wrong, diagnose before adding more.

Use this when an edit looks close but still feels wrong. Diagnose the problem before adding more contrast, color, or texture.

01	**Too loud**	Pull back contrast or saturation.
02	**Too flat**	Find the subject before adding punch.
03	**Wrong color**	Correct cast before style.
04	**Distracted**	Remove what steals the eye.
05	**Unfinished**	Check output size before exporting.

Quick reminder

Find the problem before increasing the effect.

Final check

One clear correction beats five loud moves.