NIGHT EDITING

At night, shadows are part of the design.

Use this before lifting every dark area in a night file. The map keeps darkness useful instead of letting the edit turn night into flat gray.

01	**Shape**	Does darkness hold form?
02	**Light**	What should stand apart?
03	**Color**	Are shadows muddy?
04	**Noise**	Will lifting break it?
05	**Mood**	What darkness must stay?

Quick reminder

Darkness is information when it has shape.

Final check

Lift only what the viewer needs to read.

Source: PhotoMind post/source 151; book section 9.1 Night Photography and Editing, pages 160-168