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TECHNIQUE

Procession II   ©1999

FLEXIBILITY

In Procession II, flattening layers would create enormous limitations. It wouldn't be as easy to adjust separate objects (stones, ground, shadows, sky). It wouldn't be as easy to adjust composition. I knew this and saved a layered file. I didn't know that having a layered file would enable me to make use of evolving technology - 3D lenticular prints. For all the reasons you know, and even the ones you don't - keep your options open.

Preserve Flexibility

Flexibility is an essential quality to preserve in your worfklow(s). You may change your mind in the future. You might have missed something in the past; you might learn something new; you might form a different opinion; things change and your workflow and files should be able to accommodate change. (Of course, this means allowing deliberate change not introducing unintentional change.) You want to be able to make a change as quickly and precisely as possible, without having to change everything or repeat all your other successes.

The practices you adopt in your workflow will determine how much and what kind of flexibility you preserve. Knowing what to avoid is as important as knowing what to do. Avoid practices that limit flexibility.

Barriers to Flexibility

1 resample resolution (lowering is worse than raising)
2 lower bit depth (8-16 bit)
3 convert to smaller gamut editing space
4 crop (mask instead)
5 erase pixels
6 work directly on the background
      clone
      make global corrections
      make local corrections
      sharpen
      blur (includes Despeckle and Dust & Scratches)
7 rasterize type
8 rasterize Smart Object and Smart Filters
9 apply masks permanently
10 merge layers
11 flatten