# Fixing Red Eyes

For Your Reference…

To ***remove red eyes***:

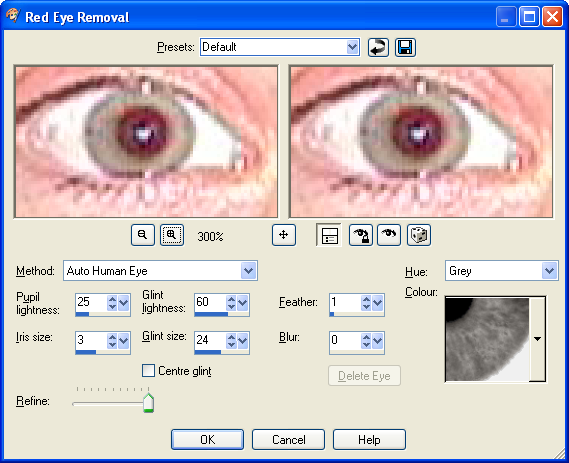
1. Select **Adjust** > **Photo Fix** > **Red Eye Removal**
2. Zoom and pan in on an eye, ensure that ***Auto Human Eye*** is selected, click and drag out to the edge of the red pupil, then click on **[OK]**

Handy to Know…

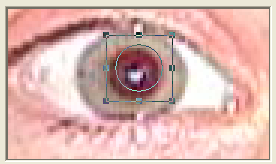
* You can also use this procedure for changing eye colour. To do this, display the ***Red Eye Removal*** window, zoom and pan in on the first eye, select the iris and pupil, click on the drop arrow 058 for ***Hue***, select the desired colour, then click on **[OK]**. Repeat for the second eye.

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| **Try This Yourself:** | |
| Open File | Before starting this exercise you MUST open the file T003 Enhance\_10.jpg... |
|  | Select **Adjust** > **Photo Fix** > **Red Eye Removal** to display the ***Red Eye Removal*** window |
|  | Click on the ***Reset to Default*** tool 051, click on the ***Zoom In*** tool 054 until the image is displayed at ***300%***, then click on the ***Navigate*** tool 053 and pan to display the left eye |
|  | Ensure that ***Auto Human Eye*** is selected in ***Method***, then click on the red pupil in the left pane – notice that a selection circle has appeared and it's not very accurate  *Let's try a different method…* |
|  | Click on **[Delete Eye]**, then click in the centre of the pupil in the left pane and drag out to the edge of the red pupil – that's better |
|  | Click on **[OK]** to correct the first eye |
|  | Repeat the previous steps to correct the second eye  *Note that you may need to reduce the Iris size if the eye in the preview pane does not look natural* |

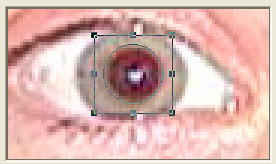
How often have you taken a photo of a person, only to end up with a great shot but with red eyes? It looks ugly, doesn't it? Red eyes are caused when the portrait subject looks directly into the flash and their eyes reflect the light back from their retinas. This problem is not only confined to human subjects – you may also see the same eye problems when you photograph animals.



**2**



**3**



**4**

**4**