Since the release of Lightroom CC/6, there have been a series of updates that Adobe has released to the new version. And along with these updates the new Dehaze slider has been added to the Lightroom Develop Module tool kit. First the new slider was introduced within the Effects Panel, and in a subsequent release it was added as an option within the localized correction tools.

What is the new Dehaze slider? Well the name implies that the slider is designed to remove haze; think of a scenic on a foggy day, where the light or the subject is softened. Dehaze does wonders with these kinds of scenes, but Dehaze can also add a feeling of haze to a file. But I guess the naming crew at Adobe voted against the idea of calling it the Haze slider—good call. Either way, I suggest Dehaze be thought of as another kind of contrast tool instead using it for one specific function or trick. I like to think of it as another slider joining growing arsenal tools for contrast control, such as the Contrast slider itself, Tone Curves, and Clarity. According to one engineer at Adobe, Dehaze is a mix of the Blacks, Clarity, and the Saturation slider. But the Dehaze slider works non-linearly. Meaning, the different algorithms are applied at different strengths depending on the nature of the image Dehaze is being applied to.
How you use the slider is simple. Move the slider to the right to remove haze, or move it to the left to add it. Or in terms of contrast control, move it to the right to add Clarity while enriching Blacks and preserving color, or to the left to remove Clarity while lightening blacks and muting colors. Here are a couple examples of where I’ve used Dehaze globally and locally.

**Figure 1.1** shows a before and after version of adding Dehaze to a fog bank at the Golden Gate bridge. Notice that the after version not only shows a change in the contrast and texture of the fog bank in the lower part of the frame, but it also saturates the blue color of the sky above. Pretty simple!

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1.2
In Figure 1.2, I attempt to control the look of the image more by adding the Dehaze slider locally. My goal with doing this is to add Dehaze to the bottom as I did in Figure 1.1, but to add less of it to the sky to control the intensity of the blue sky. To do this, I added my first round of Dehaze with a Graduated Filter with the same intensity as Figure 1.1 to the lower part of the frame covering the fog bank, and then added a second Graduated Filter to the upper part of the over the sky with a less intensity. The result is a more balanced application across the frame of Dehaze.

TIP: See Chapter 6, section Graduated Filter, Radial Filter, and Adjustment Brush in Creative Workflow in Lightroom to read more on the use of the Graduated Filter, and other localized correction tools.