

What I'm doing is basic post-processing no big deal, This tutorial is based on photoshop but you can easily extend to any photo-editing software...

>>>>> the main tool to use

so my work-path is the following (this is just an orientation, because every subject is different in the end).

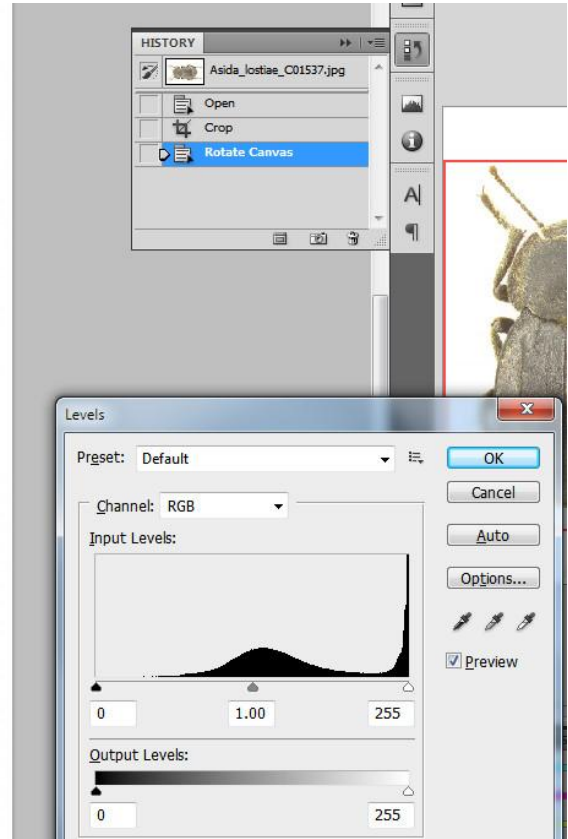
START



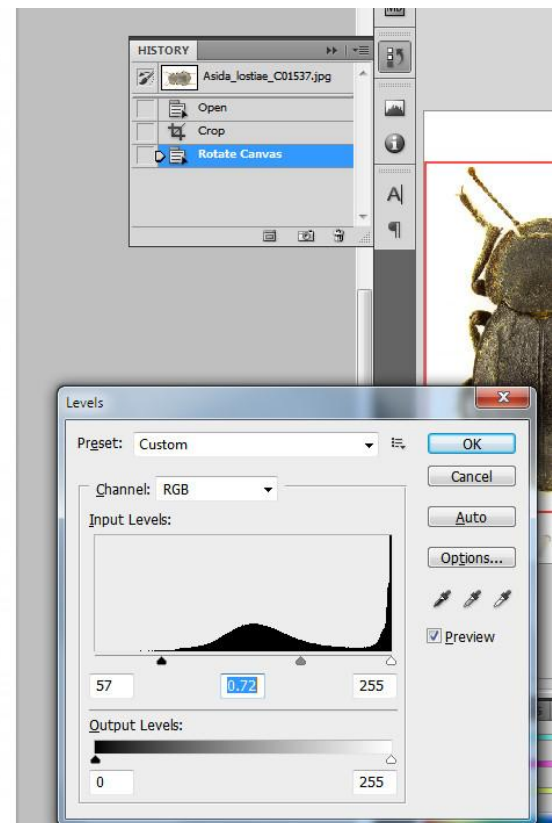
- open the stacked image and use the tool of crop and rotate to have the final form/size/orientation...

- opening the adjust level (CTRL+L is the shortcut) and here first I work with the two sliders, for the black part (left one) and middle one (for intensity), until I have what I consider good colors and contrast (specially the middle one will work for the contrast)

BEFORE

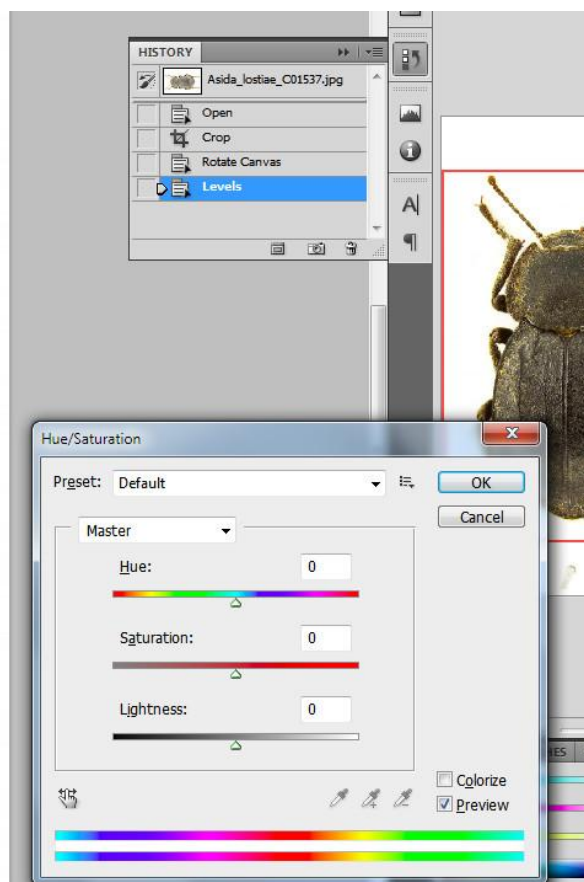


AFTER

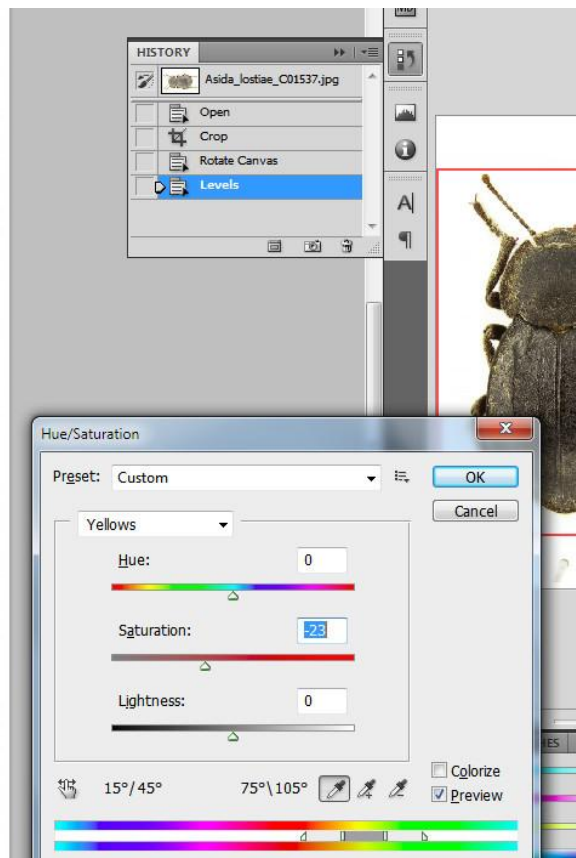


- next I open the hue/saturation (CTRL+U is the shortcut) (only if it is the case) and on red and yellow I go down to minus (-), because normally in this phase this channel are easily oversaturate (but I think here the guilt is probably because of the light)

BEFORE



AFTER



- after this the most consuming time part of the job (and the most different from subject to subject, in term of intensity, time...), make a as perfectly white background as possible, for this use the tool like eraser, dodge, replace color (I'm doing very this only on small portions marked with lasso, eyedropper and sliders)... the result of this long job is like I have already told a as possible clean and white background... I check this with the eyedropper (to be 255,255,255 or very very very close)

BEFORE



AFTER



- sometime the beetle are like magnet for every possible dirt... like this *Asida*, remove them with Spot Healing Brush Tool (J)

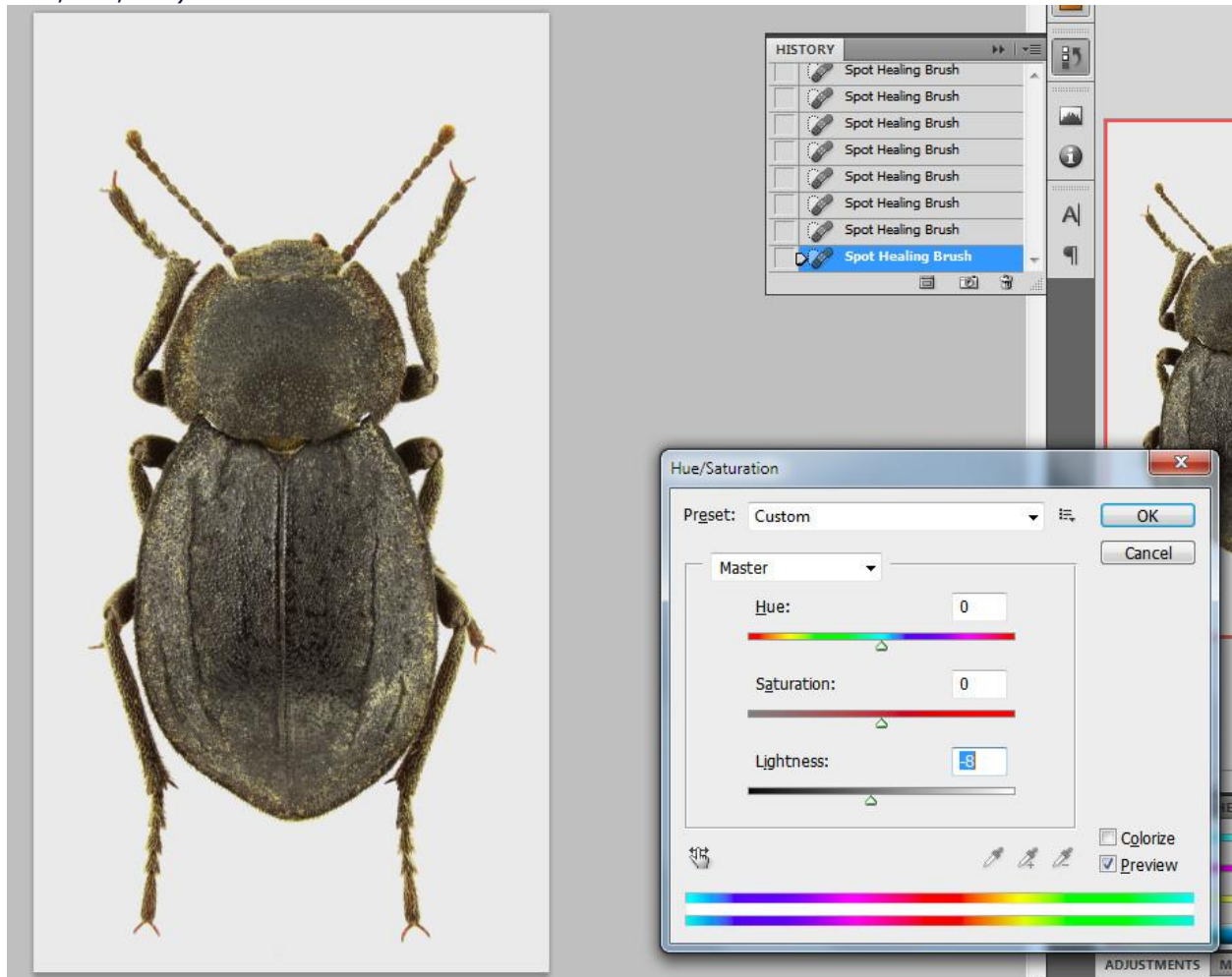
BEFORE



AFTER



- after this I create the grayish background but in a different way.... open again the hue/saturation (CTRL+U) and at the slider of lightness I put the value -8 (here the value is 235,235,235)



- if it is the case and subject is not on the right color, I raise the saturation on master channel (the gray background will not be touched because is gray 😊) and sometime use also the dodge tool on the subject to make the image more brighter
- I always keep and image in this state (so save everything here)

- after that resize for the forum (1000px on the long side) and apply a filter Sharpen > Unsharpen Maks (normally I keep the factory default there)
- apply another layer on top of image (with image) and save the image for the forum and that all

THE RESULT

