

Photoshop Depth Map Masking – Quick Reference

Step-by-Step Workflow

- 1. Open Neural Filters
 - Go to: Filter > Neural Filters
 - Enable: Depth Blur
 - Check only:
 - ☒ Focus Subject
 - ☒ Output Depth Map Only
 - Set Output: New Layer
 - Click OK
- 2. Convert Depth Map to Selection
 - Open Channels panel (Window > Channels)
 - Cmd/Ctrl + Click on RGB thumbnail to select visible pixels
- 3. Apply to Adjustment Layer
 - Return to Layers panel
 - Create an adjustment layer (e.g., Curves, Hue/Saturation)
 - Depth map selection becomes a layer mask

Mask Logic

Tone on Mask	Visibility/Effect
White	Fully visible (100% edited)
Black	Fully hidden (0% edited)
Gray	Partially visible/edited

Advanced Mask Control

- Invert Mask: Cmd/Ctrl + I
 - ↳ Switch focus from background → foreground or vice versa
- Refine Mask with Levels:
 - Select mask
 - Press Cmd/Ctrl + L
 - Adjust:
 - Black Point → Reduce background effect
 - White Point → Expand affected areas
- View Mask Directly:
 - Alt/Option + Click on mask thumbnail

Color Targeting with Depth Map

- 1. Create a Hue/Saturation layer
- 2. Reuse Depth Map:
 - Enable Depth Map layer
 - Cmd/Ctrl + Click on RGB (Channels)
 - Select Hue/Saturation mask
 - Fill selection with black via Fill Tool
 - Invert if needed: Cmd/Ctrl + I
 - Refine with Levels (Cmd/Ctrl + L)

Best For

- Smooth background/foreground transitions
- Natural contrast adjustments
- Depth-aware color grading
- Avoiding harsh selection edges