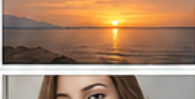
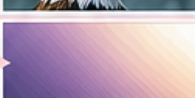
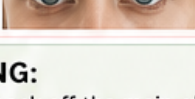
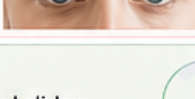


POST-PROCESSING IS WHERE A RAW IMAGE GETS REFINED – OR COMPLETELY RUINED BY HEAVY-HANDED ADJUSTMENTS.

Here are the top 20 post-processing mistakes grouped logically into workflow categories, along with their root causes and visual impacts on your final images.

CATEGORY	ERROR	EXAMPLE (BEFORE → AFTER)		CAUSE & VISUAL IMPACT (UNDER 20 WORDS)
 TONE & EXPOSURE	1 OVERUSING CLARITY			Pushing local contrast too far creates harsh edge halos and crunchy, unnatural textures.
	2 BLOWN-OUT HIGHLIGHTS			Raising exposure or whites too high permanently destroys bright details, leaving flat white dead zones.
	3 CRUSHED SHADOWS			Dragging blacks or shadows down excessively clips shadow detail into solid, featureless black patches.
	4 HEAVY DEHAZE			Overusing atmospheric contrast shifts shadows to dark cyan/magenta and creates muddy, harsh midtones.
	5 HEAVY VIGNETTING			Over-darkening corners creates distracting artificial frames that ruin clean sky gradients and balance.
 COLOR & WB 	6 OVER-SATURATION			Pushing global saturation equally turns natural colors into harsh, neon patches with clipped color channels.
	7 INCORRECT EXPORT PROFILE			Exporting in Adobe RGB instead of sRGB causes browsers to render flat, washed-out, dull colors.
	8 OVER-WARMING SUNRISE/SUNSETS			Over-correcting Kelvin temperature casts an unnatural orange/yellow tint over water, white elements, shadows.
	9 SHIFTED SKIN TONES			Indiscriminate HSL panel tweaks turn skin unnatural shades of orange, yellow, or pale green.
	10 UNCALIBRATED SCREEN EDITS			Editing on uncalibrated or auto-brightness displays causes unpredictable exposure and wrong color balance on screens.
 DETAIL & NOISE 	11 OVER-SHARPENING			Applying heavy global sharpening adds noise, harsh outlines, and glowing white edge halos across smooth areas.
	12 EXCESSIVE DENOISING			Aggressive noise reduction smooths out grain at the expense of fine texture, creating a waxy, plastic look.
	13 UNMASKED SHARPENING			Sharpening flat areas like skies exaggerates digital noise without adding real structural sharpness.
 MASKING & FRAMING 	14 UNSTRAIGHTENED HORIZONS			Failing to level horizon lines creates visual instability and distracts viewers instantly.
	15 LAZY MASK SELECTION			Brushing or auto-selecting without edge refinement leaves obvious glowing halos or harsh cut-offs around subjects.
	16 IGNORED SENSOR DUST			Leaving dark dust spots scattered across clear skies or smooth water detracts from an otherwise clean photo.
	17 OVER-CROPPING			Cropping too tightly reduces resolution drastically and exaggerates lens artifacts or focus flaws.
 WORKFLOW & FILE 	18 EDITING 8-BIT JPEGS			Applying heavy color or exposure shifts to compressed JPEGs causes severe color banding and detail loss.
	19 DESTRUCTIVE EDITING			Overwriting original files or flattening layers permanently eliminates the ability to tweak or re-edit later.
	20 EDITING WITH EYE FATIGUE			Staring at an image too long warps perception, leading to over-edited, hyper-saturated photos you'll regret later.



THE GOLDEN RULE OF EDITING:
When you think an edit looks finished, back off the main global sliders (Clarity, Saturation, Contrast) by 10–15%. Your eyes adapt to heavy adjustments faster than you realize.

