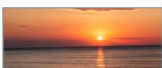
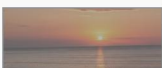
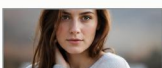
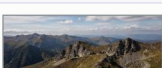
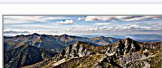
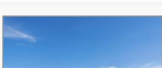
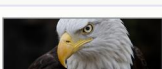
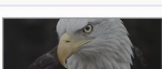
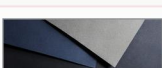
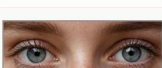


20 RAW MISTAKES AND HOW TO AVOID THEM



RAW gives editors more flexibility - but it cannot replace sound capture, colour, output and backup decisions.

CATEGORY	RAW MISTAKE	EXAMPLE BEFORE -> AFTER	WHY IT MATTERS / HOW TO AVOID IT
CAPTURE & EXPOSURE	1 UNDEREXPOSING	 → 	Darkening every capture raises noise when shadows are lifted later.
	2 BLOWN HIGHLIGHTS	 → 	RAW cannot restore detail where a channel is completely clipped.
	3 PUSHING ETTR TOO FAR	 → 	Exposing to the right without headroom can destroy bright detail.
	4 IGNORING RGB CHANNELS	 → 	The combined histogram can hide clipped red, green or blue data.
COLOUR & PROFILES	5 WRONG WHITE BALANCE	 → 	Extreme correction complicates judgement and may expose channel noise.
	6 TRUSTING THE CAMERA PREVIEW	 → 	The screen shows a processed JPEG, not the untouched RAW interpretation.
	7 WRONG CAMERA PROFILE	 → 	A poor starting profile shifts colour, contrast and later adjustments.
	8 RECOVERING EVERYTHING	 → 	Maximum shadow and highlight recovery creates flat, lifeless tonal structure.
DETAIL & CORRECTION	9 GLOBAL OVER-SATURATION	 → 	Strong saturation clips vivid colours and makes skin or foliage unnatural.
	10 EXCESSIVE DENOISING	 → 	Heavy noise reduction smears texture and creates a waxy finish.
	11 OVER-SHARPENING	 → 	Too much capture sharpening produces halos, brittle detail and stronger noise.
	12 ONE-ZOOM JUDGEMENT	 → 	A single viewing scale hides faults or exaggerates harmless pixel-level defects.
MASKING & REVIEW	13 BLIND LENS CORRECTION	 → 	Automatic correction can crop edges, stretch corners and expose noisy areas.
	14 MASKING BEFORE GLOBAL EDITS	 → 	Later profile and exposure changes can upset early local adjustments.
	15 TOO MANY MASKS	 → 	Overlapping masks create halos, patchy colour and contradictory corrections.
	16 UNCALIBRATED DISPLAY	 → 	An overly bright or inaccurate monitor leads to unreliable output decisions.
OUTPUT & FILES	17 WRONG EXPORT PROFILE	 → 	An unsuitable or missing colour profile produces dull, incorrect screen colour.
	18 CONVERTING TO 8-BIT EARLY	 → 	Strong later edits can reveal banding in skies and smooth gradients.
	19 BATCHING INCOMPATIBLE FILES	 → 	One preset behaves differently across cameras, ISO settings and lighting.
	20 UNSAFE FILE PRESERVATION	 → 	Non-destructive editing does not replace catalogue, sidecar and file backups.

THE PRACTICAL RAW RULE

Shoot RAW when its flexibility has value - but expose, focus and compose as though recovery were unavailable.