

Adding Haze + Fog

- add new layer
- fill with 50% grey
- filter —> render —> difference clouds
- blend = screen (makes blacks go away)
- transform layer
 - stretch width
- make a layer mask (hold option while clicking on the layer mask icon = makes layer mask black or invisible)
- refine layer mask to add haze to particular areas of the photo
- duplicate haze layer to add more haze