

Combining Multiple Exposures for Landscapes

Layer #1

duplicate background layer
curves layer - bring up midtones
merge curves and duplicated layer - command + E

add layer mask to Layer #1 curves

Image → Apply Image

Layer: Merge

Channel: RGB

Check "Invert"

Blending: Multiply

Opacity: 100%

Layer #2

duplicate background layer (again)
bring dup to top of layer stack
curves layer - bring down midtones (a fair amount)
merge curves and duplicated layer - command + E

add layer mask to Layer #2 curves

Image → Apply Image

Layer: Merge

Channel: RGB

Uncheck "Invert"

Blending: Multiply

Opacity: 100%