


Using histogram and RGB levels in Camera Raw

A **histogram** is a representation of the number of pixels at each luminance value in an image. A histogram that has nonzero values for each luminance value indicates an image that takes advantage of the full tonal scale. A histogram that doesn't use the full tonal range corresponds to a dull image that lacks contrast. A histogram with a spike at the left side indicates shadow clipping; a histogram with a spike on the right side indicates highlight clipping.

 *Select Shadows or Highlights to see, in the preview image, which pixels are being clipped. For more information, see [Preview highlight and shadow clipping in Camera Raw](#).*

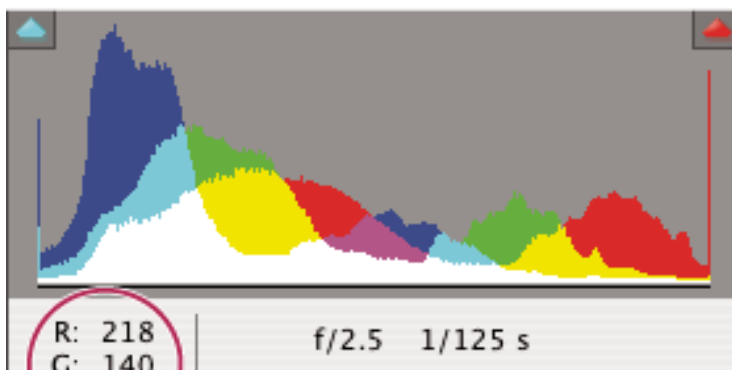
One common task for adjusting an image is to spread out the pixel values more evenly from left to right on the histogram, instead of having them bunched up at one end or the other.

A histogram is made up of three layers of color that represent the red, green, and blue color channels. White appears when all three channels overlap; yellow, magenta, and cyan appear when two of the RGB channels overlap (yellow equals the red + green channels, magenta equals the red + blue channels, and cyan equals the green + blue channels).

The histogram changes automatically as you adjust the settings in the Camera Raw dialog box.

The RGB values of the pixel under the pointer (in the preview image) appear below the histogram.

Note: *You can also use the Color Sampler tool to place up to nine color samplers in the preview image. The RGB values appear above the preview image. To remove a color sampler, Alt-click (Windows) or Option-click (Mac OS) it. To clear the color samplers, click Clear Samplers.*





The Camera Raw dialog box displays the RGB values of the pixel under the pointer.

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