

how to: portrait retouching techniques

Remember to work as **non-destructively** as possible, use a background layer copy.

Start:

- Remove any background distractions
- Global Color Correction

Removing Blemishes

- 1) Choose a photo that needs blemishes removed
 - 2) Choose Clone Stamp
 - Choose a soft edge brush slightly larger than the blemish you want to remove
 - 3) Change blend mode in the options bar to Lighten
 - With lighten selected the clone stamp will only affect pixels darker than the sampled area
 - 4) Choose a source point, Option Click (PC Alt Click)
 - The source point should be close to the area needing repair
 - 5) Put cursor over the blemish click once (don't paint)
- You're Done
- If the blemish is lighter than the skin change the blend mode to Darken —

Tech2

- 1) Choose a photo that needs blemishes removed
- 2) Choose Healing Brush
 - Choose a brush slightly larger than the blemish you want to remove
- 3) Set source point, Option Click (PC Alt Click) and remove blemish
 - At times the Patch Tool is the tool, give it a try.

Removing Wrinkles

- 1) Choose a photo that needs wrinkle removed
- 2) Choose the Healing brush
- 3) Choose a source point, Option Click (PC Alt Click)
 - The source point should be close to the area needing repair
- 4) Paint a stroke over the wrinkle, a second later the wrinkle is gone

Tech2

- 1) Choose a photo that needs wrinkle removed
 - 2) Choose Patch tool
 - Options Bar, Source
 - 3) Make a selection of the wrinkled area, slightly larger than the wrinkle you want to repair
 - 4) Click within the selection to drag it to a clean area that has no edges
 - 5) Release the mouse button and the patch tool does its thing
 - 6) Command - D (PC Control - D) to deselect the area
- Many times these techniques look unreal. Age is age, but how old do you want to look?

Tech3

- 1) Choose a photo that needs wrinkle removed
- 2) Duplicate the Background layer Command - J (PC -Control - J)
- 3) Fix the duplicate layer using one of the techniques above
- 4) Lower the opacity on the duplicate layer to bring back some of the wrinkles
 - A more Realistic Done—

Tech4

- 1) Choose a photo that needs dark wrinkles removed
- 2) Choose clone stamp
 - Soft edged brush
 - Size, what needs to be repaired

3) Options bar

-Lower the opacity to 10 – 30%

4) Option click source point

(somewhere near the area to be repaired)

5) Paint over wrinkles

-They are still there, but less visible

This works well on hot spots, shiny noses and foreheads

Use the BRACKET keys to adjust the size of your brush

-Left bracket key makes the brush smaller

-Right bracket key makes the brush larger

Skin Highlight Fixes (especially on nose, cheeks, and forehead)

- Create a New Layer.

- Choose the Healing Brush. Make sure "Aligned" and "Sample All Layers" is checked. This time, change the tool blend mode to Darken.

- For more precise control, also try the Clone Stamp Tool. Again, check "Aligned" and "Sample All Layers". Change the blend mode of the tool to Darken.

Remove Dark Circles from Under the Eye

OR Lessen Shadows with this technique

1) Choose a photo that needs dark circles removed

2) Choose clone stamp

-soft edged brush

-size, half as wide as what you want to repair

3) Options bar

-lower the opacity to 50%

-change the tool blend mode to lighten

4) Option click source point (just below the area to be repaired)

5) Paint over dark circles

Tech2

1) Choose a photo that needs dark circles removed

2) Choose clone stamp

-soft edged brush

-size, half as wide as what you want to repair

3) Options bar

-lower the opacity to 10 – 30%

4) Option click source point (just below the area to be repaired)

5) Paint over dark circles

(this works well for facial lines also)

Tech3

1) Choose a photo that needs dark circles removed

2) Choose the Patch Tool (a flyout from the Healing Brush Tool)

3) Options Bar

-Source

4) Draw a selection around one of the dark circles

5) Click within the selection to drag it to a clean area

6) Release the mouse button and the Patch Tool does its thing

7) Command – D (get rid of the dancing ants)

Glamour Skin (Don't soften skin on men)

1) Open a photo to glamour skin

2) Duplicate the background layer

3) Go: Filter – Blur – Gaussian Blur, enter between 3-6 pixel blur in the dialogue box, depending on how soft you want the blur.

4) Lower the opacity of this layer to 50%

5) next selectively bring back facial details:

add a layer mask to the Gaussian blurred layer

6) Paint on the layer mask to reveal the clearer image from below

-White reveals

-Black conceals

You can change the opacity of the paint on the layer mask

Overall Skin Clarity and Pores

– Lowers the skin pore intensity.

- Create a merge layer. (Stamp the Layer, or the CLAW) call this layer Skin_Blur.

- **shift – option – command – "E"**

- Duplicate your merged layer.(command "J") Call this Skin_Luminosity.

- Move the Luminosity Layer above the Skin_Blur layer. Turn off the eye for now.
- Click on the Skin_Blur layer. In CS3 and CS4, it is recommended to use Surface Blur for Portraits. In past versions of Photoshop, we used Gaussian Blur, Dust & Scratches, or Median Filter. Just go strong enough to remove a little detail. Don't create a fake looking plastic face. Use a layer Mask to hide the areas that you want to keep detail, like hair, eyes, lips, eyebrows, and edges.
- Now Turn on the eye for the Skin_luminosity layer. Change the blend mode of this layer to luminosity. Next, lower the opacity until you have the right amount of detail.

Whitening Teeth and Eyes

Make a selection of the white area that needs whitening (both eyes or teeth)

- 3) Feather by one or two pixels
- 4) New adjustment layer Hue/Saturation
- 5) eyes: edit red, saturation -100, lightness to desired effect
- teeth: edit yellow, saturation -100, lightness to desired effect

Tech2 (eyes)

-I use this technique frequently

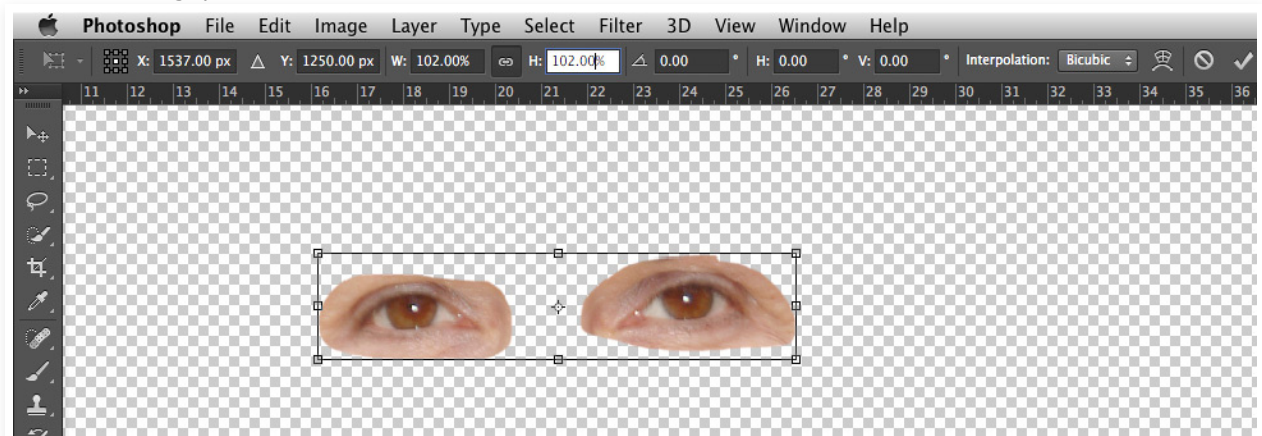
- 1) Open photo that needs retouching
 - 2) Create a curves adjustment layer
 - 3) Change blend mode to screen
 - 4) Press the letter "D" on the keyboard, Look for the foreground color to be black
 - 5) Option - Delete (PC Alt - Backspace) This fills the curves adjustment layer with black, changing the mode adjustments appearance back to where we started.
 - 6) Press the letter "X" This changes your foreground color to white
 - 7) Brush tool, soft edge, small size, paint over whites of the eyes
- Painting will bring back the screen mode effect seen earlier
- 8) Lower the opacity of the curves adjustment layer to look natural

Tech3

- 1) Stamp the layers -
-shift, option, command, "E"
- 2) Change the Blend Mode to Screen
- 3) Option Click on the Layer Mask Icon (brings up the layer mask as black hiding the correction) paint with white over teeth or whites of the eye.
- 4) You will then want to lower the opacity of the layer to the desired look.

Enlarge the Eyes (a little) This works best when the subject is looking straight at the camera and not wearing glasses.

- 1) choose an image to enlarge the eyes
- 2) make a selection around the eyes
(select one eye with the lasso tool, hold down the shift key to add the other eye to the selection)
- 3) select - modify - feather (feather by 2-10 pixels depending on the size of your image)
- 4) copy (command "c") paste (command "v") eyes to a new layer
- 5) edit - transform - scale
(if you have the link icon highlighted what you type into width will affect height)



- 6) type in 102.00 into the height box, with the link highlighted and the width will change also
 - 7) click the check box at the right on the options bar
- a subtle enlarging of the eyes, no one will be able to tell, yet your portrait will engage the viewer in a positive way-

Lighten the Eyes

- 1) Select just the eyes

2) lighten the eyes and added a bit of contrast to make them pop.
-try a curve.

Sharpen the Eyes

I look at the eye when I sharpen, this should be the sharpest point in the picture.

- 1) Stamp the layers –
-shift, option, command, "E"
- 2) Sharpen the Stamped Layer
- 3) Option Click on the Layer Mask Icon (brings up the layer mask as black hiding the correction) Paint with White over eye to reveal sharpening.
- 4) You may want to lower the opacity of the layer to the desired look.

Change the Lip Color

- 1) select a new adjustment layer – color Balance
-drag the slider until you find the color you want
- 2) Command "I" to hide the correction
- 3) Using the brush paint with white to reveal your new lip color

Change the Color of the Eye

- 1) Select a new adjustment layer – Hue/Saturation
-Click the "Colorize" button on the panel
-Slide the Hue, Saturation and Lightness sliders until satisfied.
- 2) Command "I" to hide the correction
- 3) Using the brush paint with white to reveal your new eye color

Lips – Increase Depth and Give Edge Definition

- Create a New Layer.
- Paint Black on the lips.
- Change the Blend Mode of this layer to SOFT LIGHT.
- Lower the opacity as needed.
- To Create stronger edges on Lips, create a new layer and just paint the outline edges of the lips. You may need to blur this layer. Again, Change the Blend Mode to SOFT LIGHT. Lower the opacity as necessary.

Eyebrows

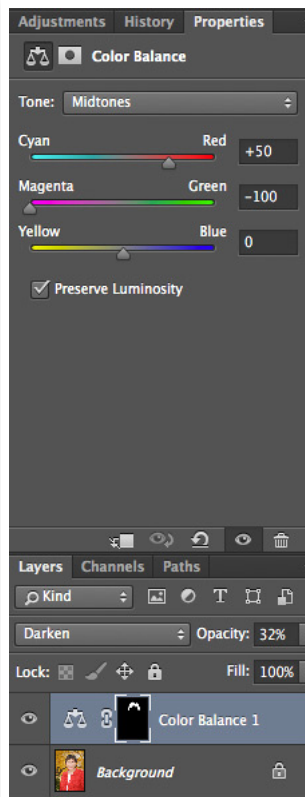
- Make a tight selection around the eyebrows.
Menu – LAYER -NEW LAYER VIA COPY.
- Change the blend mode of this new layer to Multiply.
- Lower the Opacity of the layer until it looks good.
- Use a layer mask to reduce the overall effect.

Unifying skin color using Solid Color adjustment layer with a blend mode of hue.

- Using the Eyedropper Tool, select mid-tone color from the skin that has the pigment that you want it the skin.
- Create a Color Fill Adjust Layer using the color you selected. Change the blend Mode to Color. Mask this layer to the skin only.
- Lower Opacity as necessary.

Colorize the Hair

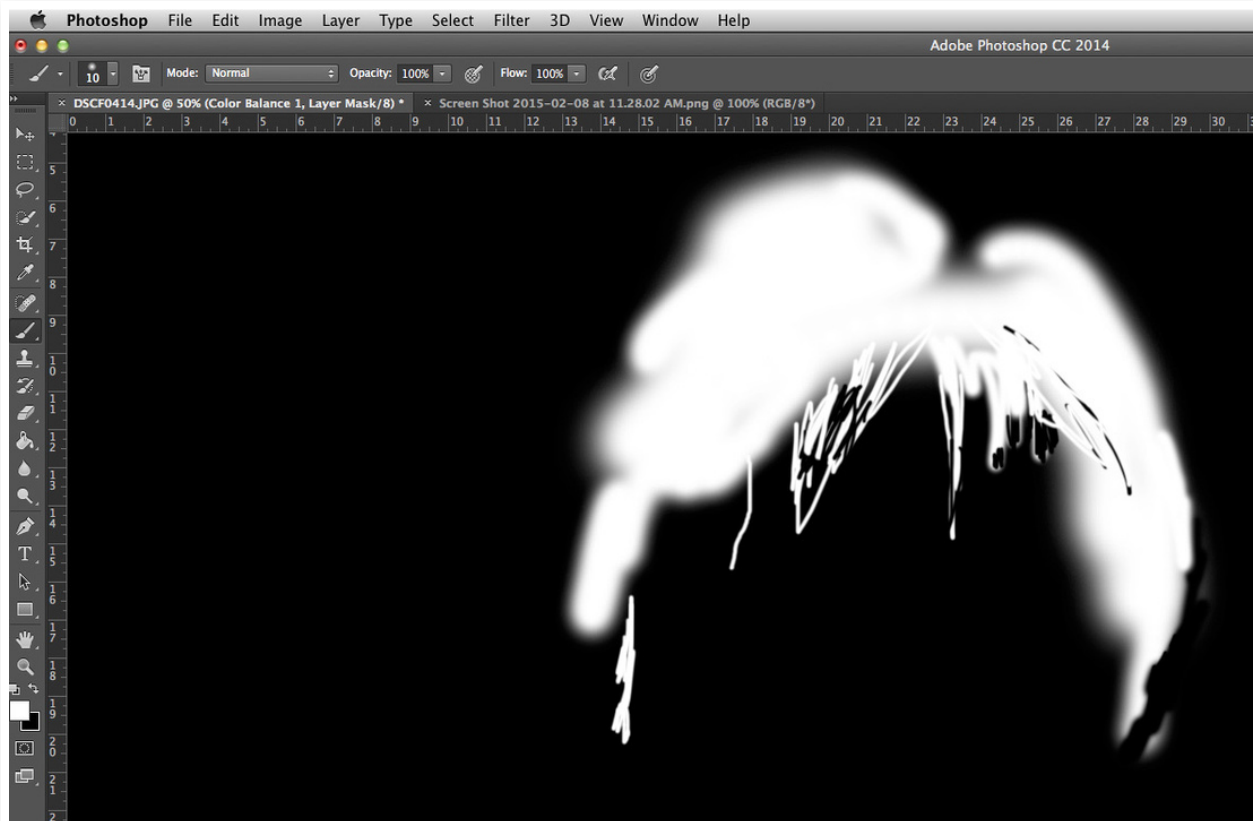
- 1) choose an image to colorize the hair
- 2) choose color balance
-change color - Explore and see what happens. The numbers below are just my exploration, find what you like for your image.



3) command "I" (inverse) the layer mask goes from white to black
 -from white to black, your color change will disappear

4) choose a soft brush and paint with white where you want the color change
 5) fine tune the image by changing brush size and opacity of white/black to get the desired look
 (remember the eyebrows)

6) in the layers palette change the mode to "color"(or explore the blend modes for one you like) and lower the opacity of the layer for a more natural look



Mask for the hair. *To view this - Option Click on the layer mask in the Layers Panel.*

Selective Sharpening for Portraits

- Use Selective Sharpening.
- sharpen a merged (stamped) layer
- Create a layer mask, invert the layer mask, hiding the sharpening (Command I)
- paint back in the Hair, Eyes, Eye Lashes, clothes, other elements.
- Do not sharpen skin.

Try a Vignette on a dodge and burn Layer to finish the image.

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