

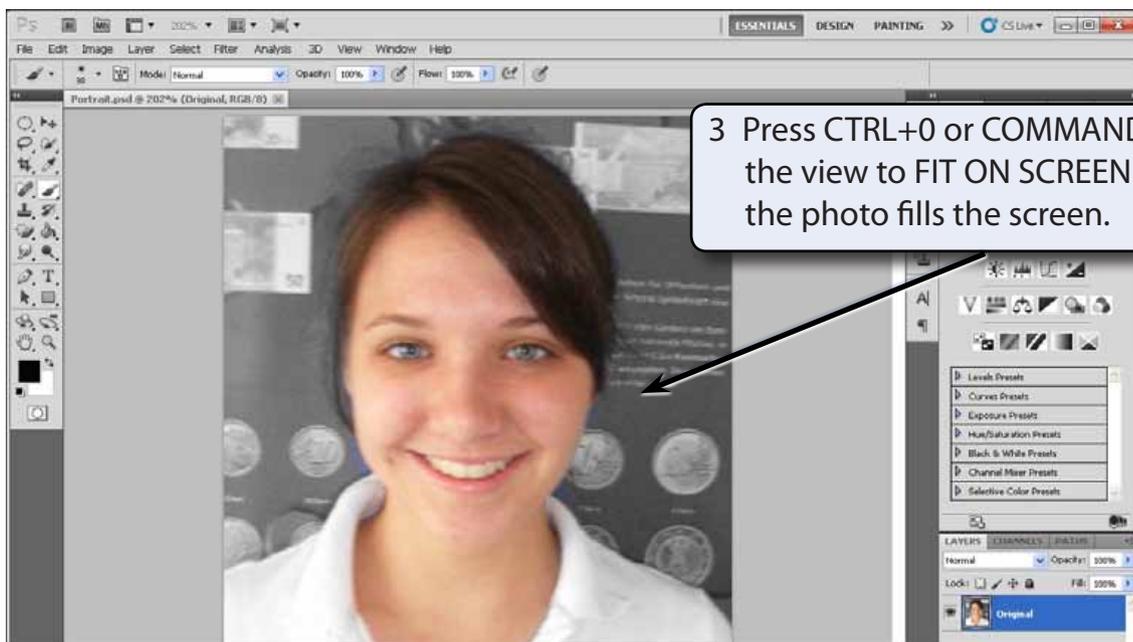
Advanced Layer Uses

Cameras do not always do justice to people. Photoshop provides a number of tools to help improve the appearance of faces in photographs. In this Chapter layers will be used to improve the skin tone of a face, highlight facial features and change the eye colour.

Loading the Image

- 1 Load Photoshop or close the current file and select OPEN from the FILE menu.
- 2 Access the PScs5 SUPPORT FILES, open the CHAPTER 18 folder and open the file:

Portrait

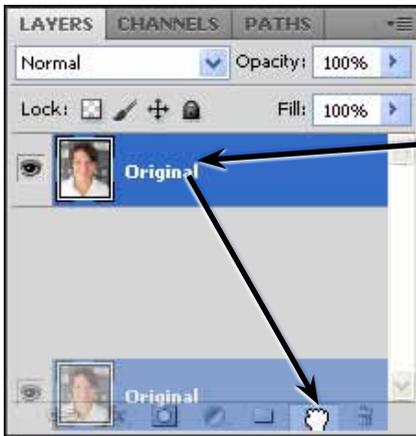


- 4 Look closely at the image. The camera has made the skin a little shiny and uneven in places.
- 5 Use SAVE AS from the FILE menu to save the image in your STORAGE folder as a PHOTOSHOP file under the file name:

Enhanced Portrait

Duplicating the Layer

There are times when a mask is not the best way to adjust a photo, particularly when the whole photo is to be adjusted. When changes are needed to be made to the original layer, a duplicate of the layer can be created so that major changes can be made to the copy without affecting the original image.



1 Move the pointer over the ORIGINAL layer label in the LAYERS panel and drag the label over the CREATE A NEW LAYER icon at the bottom of the panel.

2 A copy of the layer should be produced.

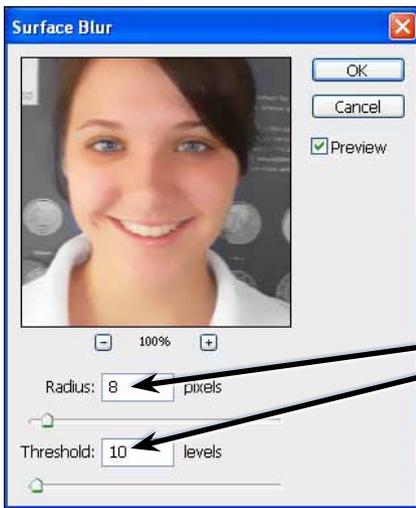


3 Change the name of the new layer to SOFTENED and press <enter> or <return>.

Blurring the Image

The duplicated layer will be blurred to give the skin a softer more even look. After this we will sharpen sections of the image such as the eyes, hair and teeth.

- 1 The SOFTENED layer should be selected.
- 2 Display the FILTER menu at the top of the screen, highlight BLUR and select SURFACE BLUR.



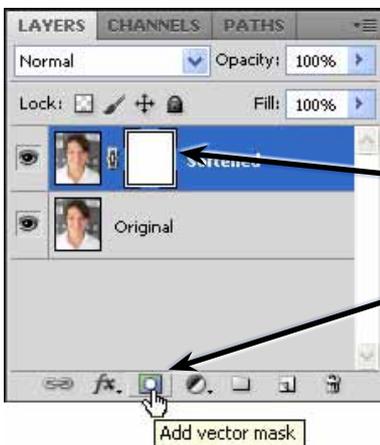
3 Set the RADIUS box to 8 pixels and the THRESHOLD to 10.

NOTE: The PREVIEW frame can be used to scroll around the picture. With the mouse depressed the original image is displayed. When you release the mouse button the effect of the blur is shown.

4 Select OK and the tone of the skin should look softer and more even.

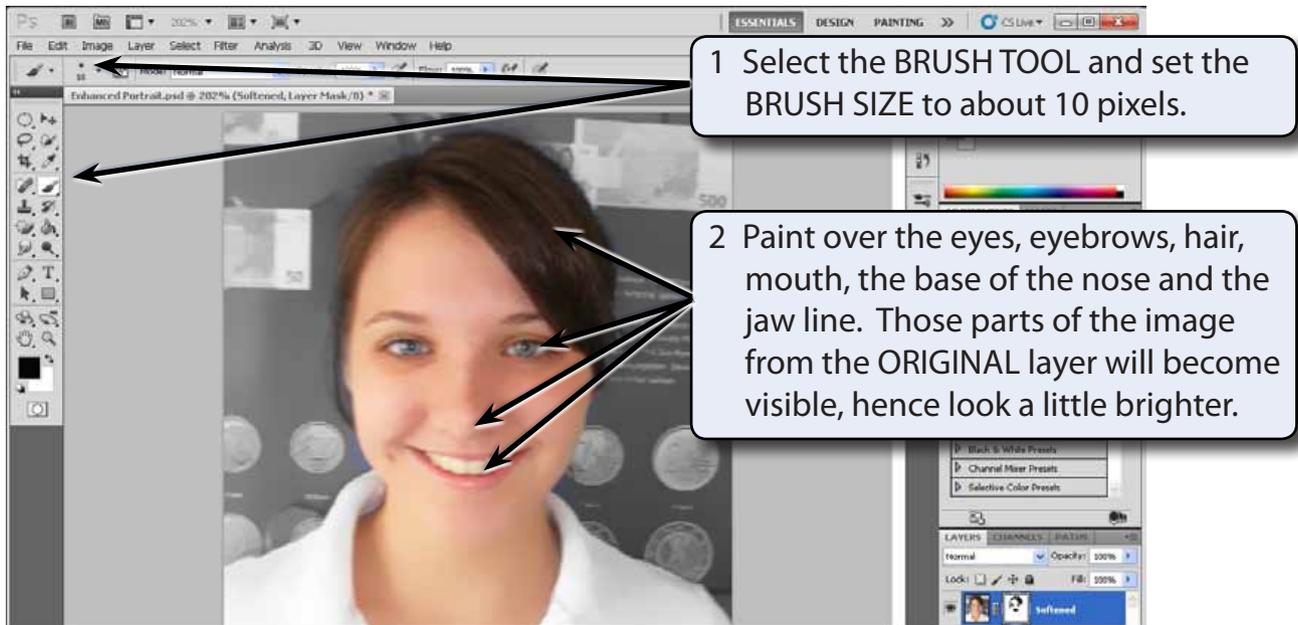
Adding a Mask to the Layer

Parts of the face such as the eyes don't need to be blurred so a mask will be added to the duplicate layer. By doing this we can paint on the mask to display the original eyes, but leave the skin blurred.



Click on the ADD VECTOR MASK icon at the base of the LAYERS panel to add a mask to the SOFTENED layer.

Sharpening the Important Features



NOTE: By blurring the image we have set the skin tones to look more consistent and then sharpened the important parts of the image. The effect will be subtle.

