

Portrait Enhancement - using CS3



Air Brushing / Skin Smoothing / Highlighting Hair

1. Import portrait image (*but you already knew that*)
2. Duplicate the image by dragging to layer icon at the bottom of the layer's panel then apply your basic saturation, color, or sizing changes to this copy next.
3. Now duplicate this edited layer 2 times, and turn off bottom layer by clicking on the (eyeball).
 - a. Select third layer from bottom, double click on text next to the image and rename "tones"
 - b. Select top layer, double click on text next to image and rename "texture"
4. With "texture" layer selected hide layer by clicking on the (eyeball) to the left of image.
5. Next select the "tones" layer.
 - a. At the top of the tool bar, select Filter ⇨ Blur ⇨ Gaussian Blur.
 - b. Move the Radius Slider between 10 and 15 to smooth out and blend entire area to airbrush, make sure the check preview box is selected and click OK. (Image will look blurry)
 - c. Now select the "texture" layer in your layers panel and turn (eyeball) back on.
 - d. Next step requires that you know if you are working on an 8 bit image or a 16 bit image. This procedure is applied a "bit" different (*no pun intended*) for each. {if you are not sure which "bit" you are working with, go up to the top tool bar, click on Image ⇨ Mode, then look to see if the check mark is on the 8 bit or the 16 bit, then you will know which step to follow next.
 - d1. **8 Bit Procedure** - Image ⇨ Apply Image ⇨ In the Apply Image Box under Layer - select tone, Channel should be RGB, Blending should be on Subtract, Scale at 2, Offset 128 and click OK.
 - d2. **16 Bit Procedure** - Image ⇨ Apply Image ⇨ In the Apply Image Box under Layer - select tones, Channel to RGB, Blending to Add, Scale 2, Offset 0, check the Invert Box and then click OK.
6. Go back to Layers Panel. Make sure the "texture" layer is selected.
 - a. Blending Mode set on Linear Light.

- b. Zoom in (Ctl +) close enough to see blemishes you want to fix.
 - c. Choose the *regular* Healing Brush from the left tool bar or (j on keyboard)
 - d. Sample area by (Alt Click) and click on small blemish areas until satisfied. Don't overdo it.
 - c. Select Clone Stamp or (S on keyboard)
 - 1a. Set Hardness about 25%.
 - 2b. Set Opacity at 20% or less.
 - 3c. Sample area (Alt Click) close to where you want to smooth, and while holding down the mouse button continue to work in areas you want to smooth and blend trying to stay away from edges.
10. Next we will Dodge for highlights and Burn for shadows or to bring out deeper color.
- a. In the top tool bar choose Layer ⇨ New ⇨ Layer ⇨ change Mode to Overlay check the box that says Fill With Overlay-neutral color (50% gray) and click OK.
 - b. Sculpting with light - grab the Dodge Tool in the left tool bar or (O on keyboard), set Exposure at 4%.
 - c. Work with natural lighting on face changing brush size as needed (left & right bracket keys) and add highlights (under eyes, cheek bone, nose, under brow, etc), where ever you want more.
 - d. Now switch to the Burn Tool or (O again on keyboard), set Exposure to 4%.
 - e. Working or (burning) the natural shadow contour of the face, under cheek bone, eye lids, nose, etc., changing brush size as needed for the area you are applying the change to.
11. Hair highlights
- a. Using the Dodge Tool again or (O on keyboard), change the amount of exposure as needed somewhere around 15% to 20% and working with small brush, work along strands of the hair you want to add more highlights.
 - b. Now using the Burn Tool or (O again on keyboard), also changing amount of exposure as needed, darken strands and areas as needed.

Enhancing The Eyes

1. Zoom In (Ctl +) closer to eyes to make them easier to work with.
2. Choose the Burn Tool or (O on keyboard), 4% exposure, small brush, holding down mouse button move back and forth and around eye lids and lash area picking up and spreading or burning more color over the area until you reach your desired look.
3. Now choose the Dodge Tool or (O again on keyboard), 4% exposure, small brush to fit inside area of iris, make half moon strokes under pupil to lighten iris.
4. Now choose the Burn Tool or (O again on keyboard), 4% exposure, very small brush to go around outer edge of iris and Pupil to darken slightly.
5. Zoom Out (Ctl -) to check your work and adjust until satisfied.
6. Make sure bottom layer is still hidden and Merge top 4 layer's like this, use these keys (shift Ctl Alt e) all at the same time, this should place a new Merged Layer above the layer's you just made edits on.
7. Now with the top layer selected go to Top Tool Bar ⇨ Filters ⇨ Sharpen ⇨ Unsharp Mask, set Amount slider to around 120 and the Radius slider to 2 or little more and click OK.
8. Apply a mask to this layer and fill with black by clicking (Alt + mask icon), set blending mode in layers panel to normal and click ok.

9. Choose the Paint Brush tool or (B on keyboard), change color to white (X on keyboard), change size of brush with left or right brackets to work within and around the eye. Play with opacity 80-100%, and paint the iris, eyes lashes, eye brows and other areas you want to bring out more detail in.
10. Zoom Out (Ctl -), if you like what you see, merge top 2 layers (Shift Ctl Alt e). Be sure to turn off the (eyeball) on all layers first before merging these 2 layers.

Background

1. Import background image you want to use and resize to fit portrait image.
2. With background image selected, go to top tool bar ⇨ Select ⇨ All or (Ctl A) this selects your entire background image. Now select the Move Tool, click and drag the background image on top of the portrait. This positions it above the portrait layer where we want it, move to desired position. Lower the opacity of the background image until you can see edges of hair and body.
3. Apply a Mask to this new background layer by clicking (Ctl + the mask icon), filling it with white.
4. With the mask selected, go to left tool bar, grab the Paint Brush or (B on keyboard), be sure your color picker's foreground color is set to black or (X on keyboard until it changes to black), choose a soft edge brush and appropriate size to paint away the background over portrait image. Be careful around outer edge and within hair. If you go outside of hair or body line, then hit (X) again, switching color to white and paint back in the areas needed. Zoom in for more detail on edges.
5. Now increase opacity until you reach a desired amount.
6. You can dodge and burn, or change blending modes to see if another version looks better.
7. Adding Depth of field. Go to top tool bar ⇨ Filters ⇨ Blur ⇨ Guassian Blur, play with settings until you reach a desired depth of field and click OK.
8. Adding light behind your subject. Go to top tool bar ⇨ Filter ⇨ Render ⇨ Lighting effects ⇨ Spotlight and play with settings. Go to tool bar ⇨ Edit ⇨ Fade Lighting.
8. Zoom out and take a look. If you like what you see, then Save As a PSD. Then merge layers and Save As: a jpg.