# Elisha: New Background and Portrait Retouch

Open Elisha.psd. As you will see this image was shot using fairly simple lighting (one softbox from the front with a speedlight slightly behind to give separation). The backdrop was just a plain, boring pop-up. Let's make this a lot better.

Elisha.psd has 2 layers, the original and the one with the mask already made.

Open the wallpaper image (Vintage Damask) and drag onto the Elisha picture. Move this layer so it is in-between the other 2 layers. Resize so it covers the whole of the image.

Click on the foreground colour swatch and use the eyedropper to select the dress colour (Deep purple).

Click on the background colour swatch and choose a lighter part of the dress.
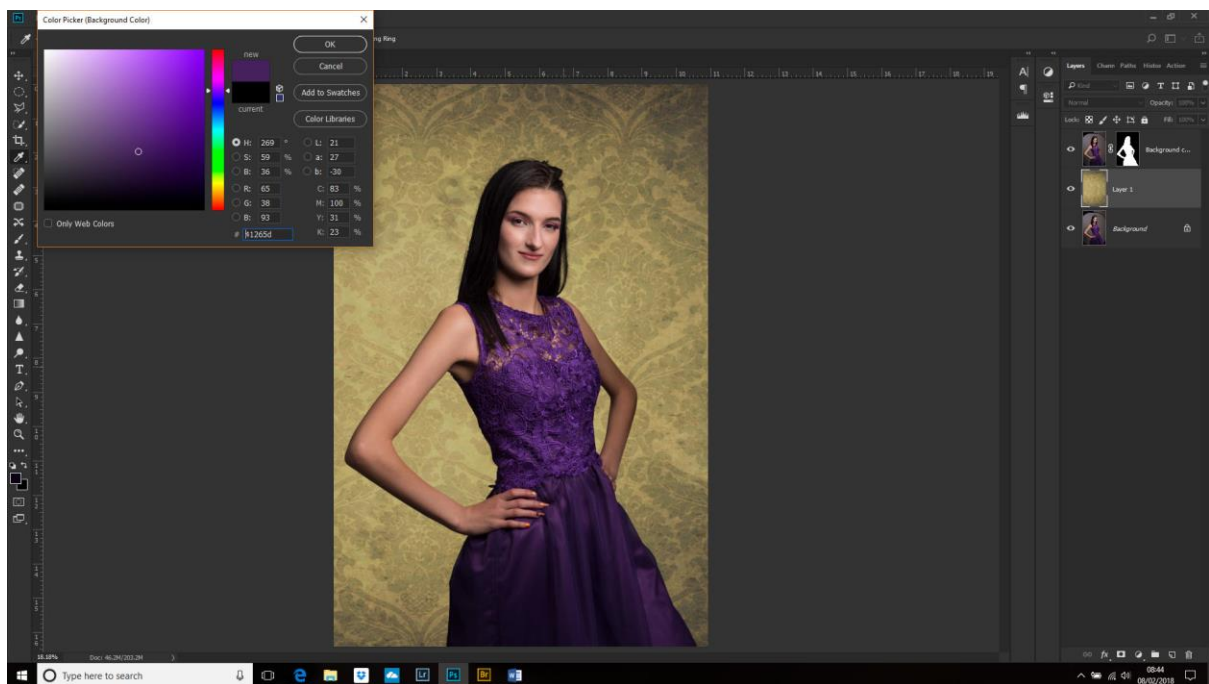
Make a new layer and choose the gradient tool (might be hidden under the Paint bucket tool). Make sure foreground to background is selected and Radial Gradient. Click the Reverse button, too.

Start from the eyes and draw a line outwards. If the gradient is the wrong way round then check the reverse button is ticked and draw the line again.
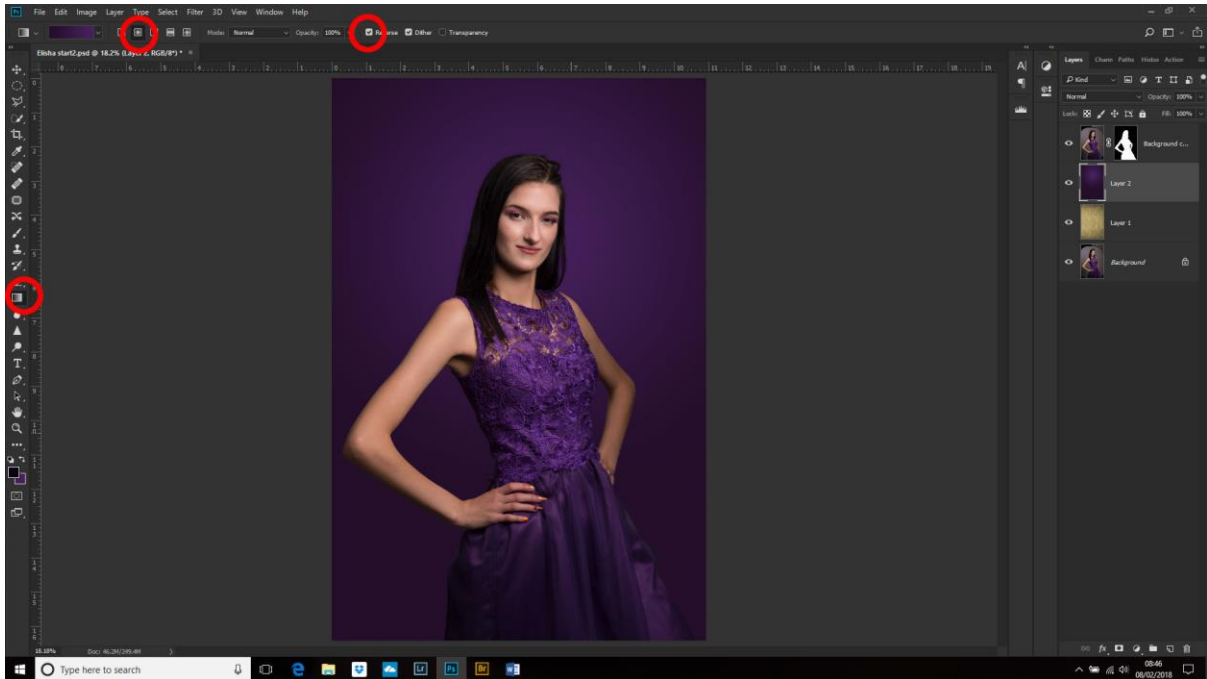
Move this layer below the wallpaper layer as we want to use the colour of this layer, but the texture of the wallpaper layer.
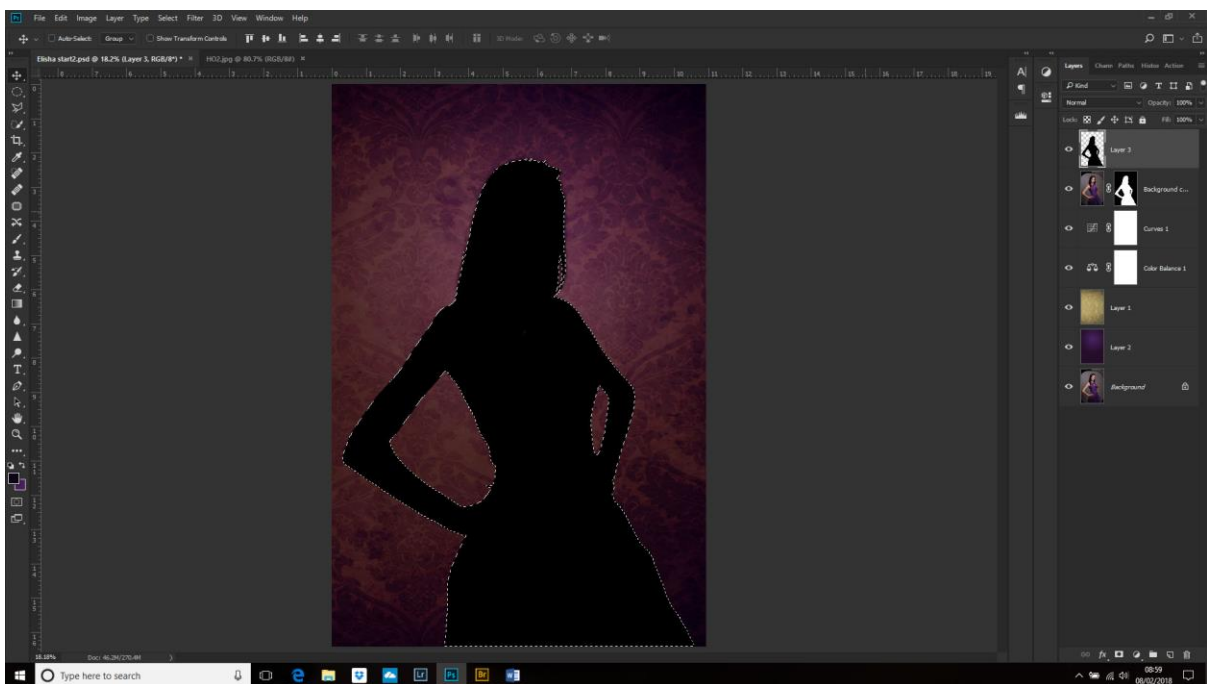
Change the blending mode of the wallpaper to Soft Light.

Optional: Use a Colour Balance adjustment layer to alter the colours and a curves layer to brighten/darken or change contrast.

Now to make the shadow!

Make a new layer at the top of the stack. Cntl+click on the mask puts the selection on this new layer.
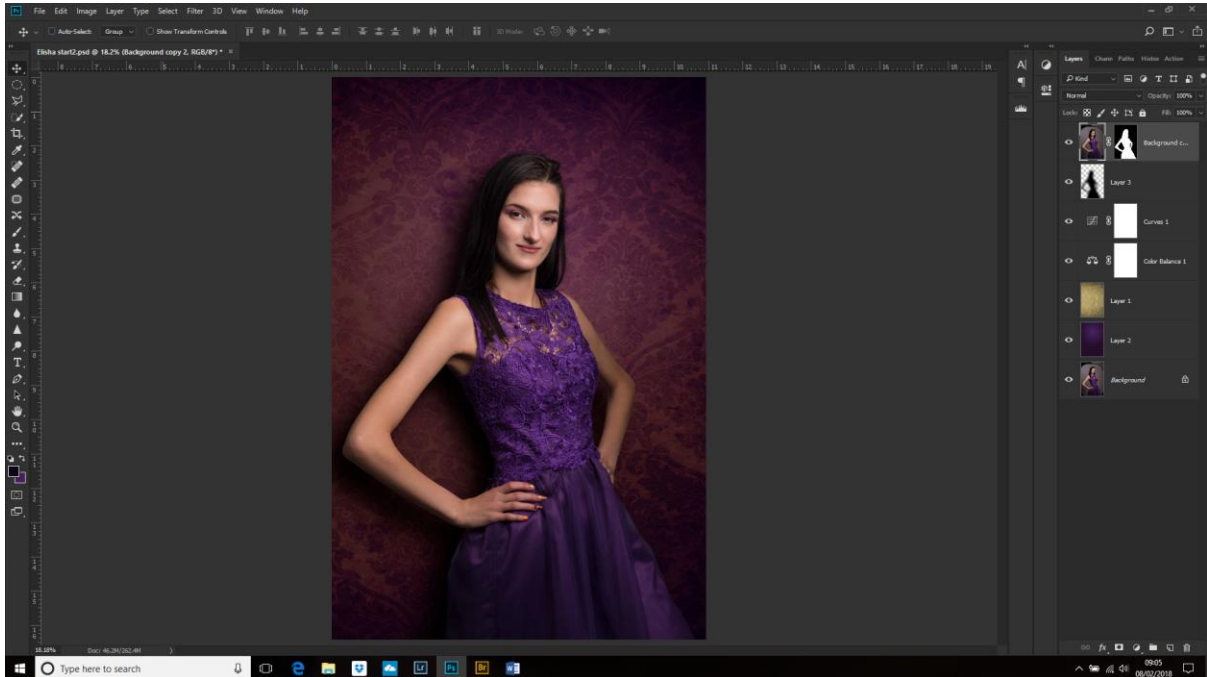
Edit>Fill and choose Black.

Deselect then Filter>Blur>Gaussian Blur and move the slider to about 115px.

Select the move tool and reposition the shadow underneath the Model layer and slightly to the side and down. Adjust the opacity of the shadow to suit.

Save the picture at this point as a PSD file to keep the layers intact in case we change our mind in the future.

Click on the top of the stack and make a new stamp layer (Cntl+Alt+Shift+E) or Alt+Merge visible. This combines all the layers so far into one layer.

Removing Spots and Blemishes

Make a new layer above this.

Select the Healing Brush tool (not the spot healing tool and change Sample to 'Current and Below'.

Zoom right into the face. Use the Alt key to select a reference point and remove spot/blemishes and stray hairs. Keep changing the reference point to avoid making the cloning obvious.

Eye Whitening

Make a curves adjustment layer at the top of the stack and drag the curves layer upwards to brighten. Make the mask black (Cntl+I) by inverting it.

Paint with a white brush on fairly low opacity and fill (20%) on the whites of the eyes but try to keep the corners darker.

If the eyes are a little bit yellow, double click on the Curves layer and change RGB to Blue and drag the curve upwards to remove the yellow.

We are now going to brighten the irises using the technique I showed 2 weeks ago.

Make a new layer. Select the brush tool and paint with white on the bottom of the iris using a medium opacity.

Do this for the other eye. NB. The eye should be brightest opposite the catch-light.

Change the blending mode to Overlay. (Soft light will make the eyes brighter, but less saturated than using Overlay).
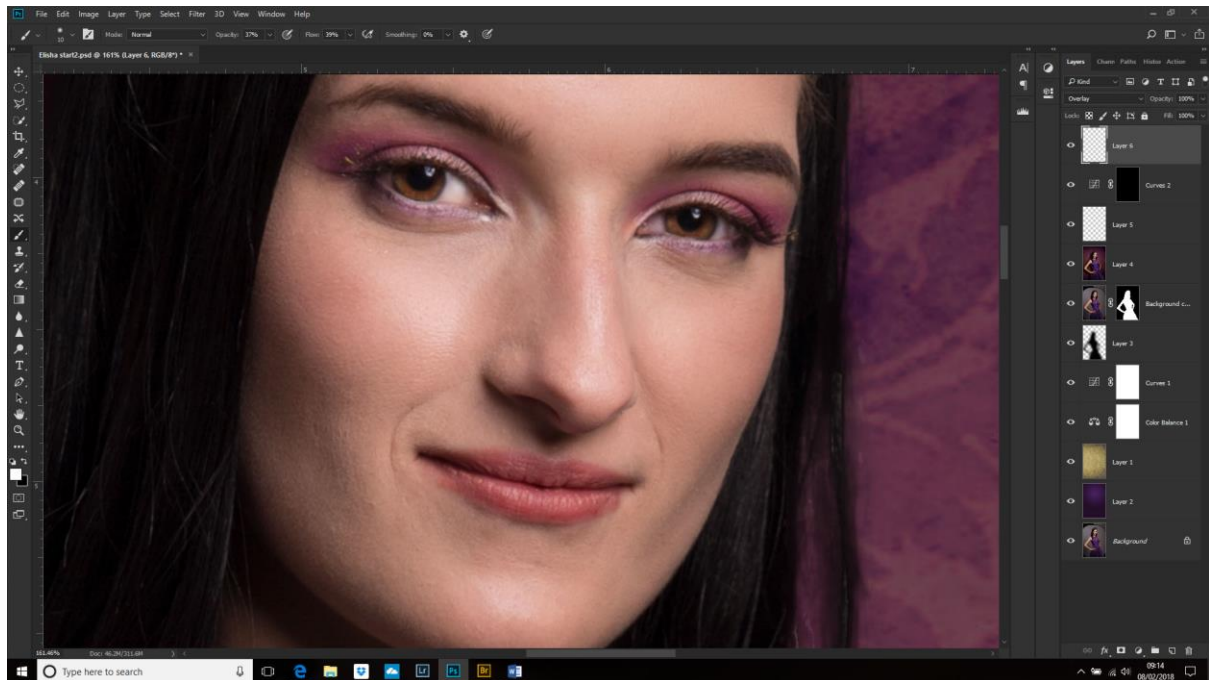
This is where we got to last night at the Digi Group.

Coming Soon…

In the next instalment we will be looking at:

Digital Make-Up,

Digital 'Grecian 2000' and

Skin softening

Done! (For the moment!)