

Elisha: New Background and Portrait Retouch - Part 2

We carried out a lot of work on this image in the first part and this has given us loads of layers. To make life less complicated we are going to combine the layers into a group. Click on the top layer, hold down Shift and click on the layer above the background layer to select them. Cntl+G will combine them into a group. The advantage of grouping the layers as opposed to flattening them is that we can go back and correct bits of the image we aren't happy with without starting again from scratch.

Eye Make-Up

Make a new layer above the group layer.

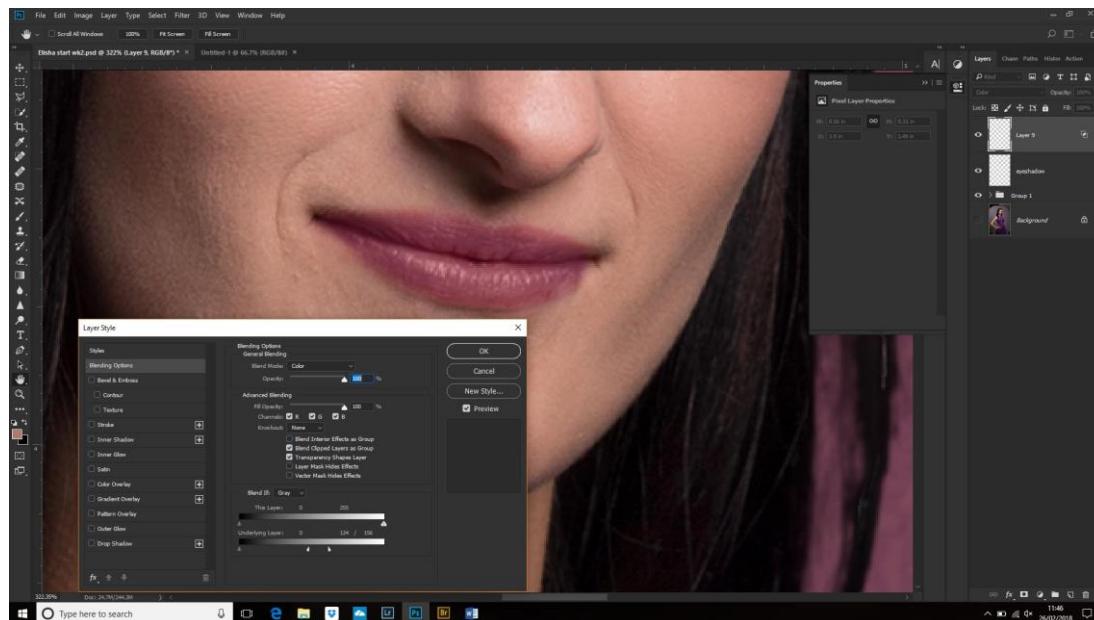
Zoom right into the face. Select the Brush tool. Alt + click on the original eye shadow colour (purple) and paint with lower opacity (20%) and fill (20%) to touch up the eye shadow. Try changing the blending mode to Hue or Colour to see if this looks better. These blending modes will reveal more of the underlying texture and make your brush strokes more subtle.

If you want, you can make another layer and paint with a completely different colour (e.g darker purple).

Lips

Lipstick can be done in a similar way. Make a new layer and paint the new colour over the lips. You may want to increase the opacity and fill while doing this. Try changing the blending mode.

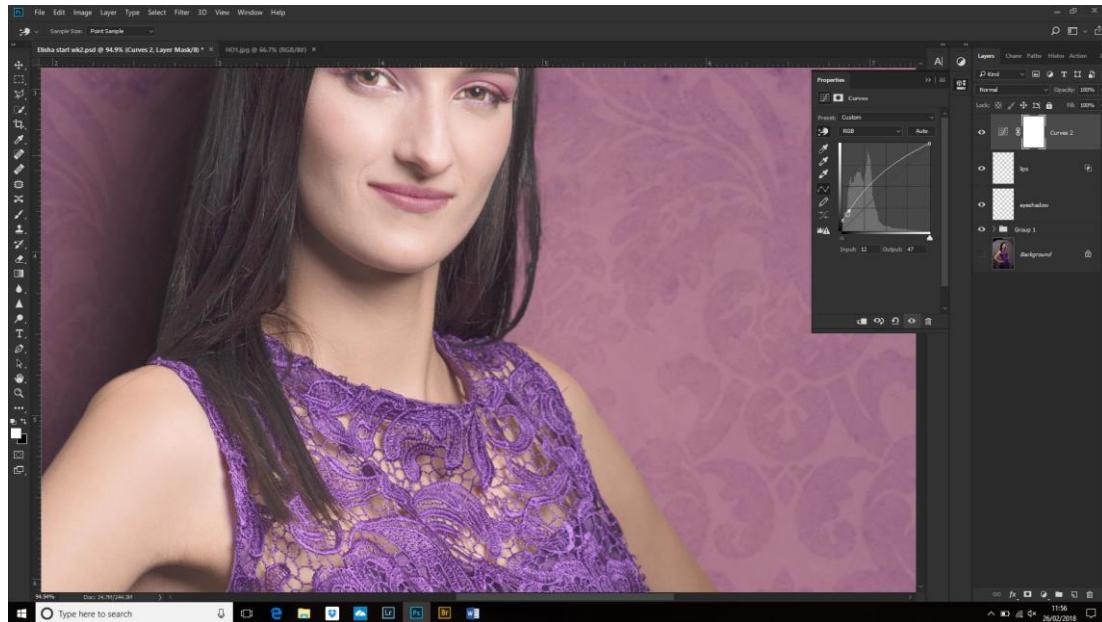
Blend If - We want to reveal a bit of the highlight on the bottom lip. Right click on the layer you have just made and choose Blending options. There is a slider at the bottom called Underlying Layer. These are the sliders we move to reveal parts of the layers below, and as we want to reveal the highlight we move the white triangle to the left until these highlights appear. Alt+click on the triangle will split it and moving the 2 parts apart will give a feather, making the blend less obvious.



Lightening the Shadows

Many times with retouching, you make an adjustment layer, go too far then paint back on lower opacity or change the opacity of the layer until you get the right effect.

Make a new Curves adjustment layer. This should be at the top of the layer stack. Push the curve upwards from the middle or use the little 'hand' to target only the darkest parts of the hair.

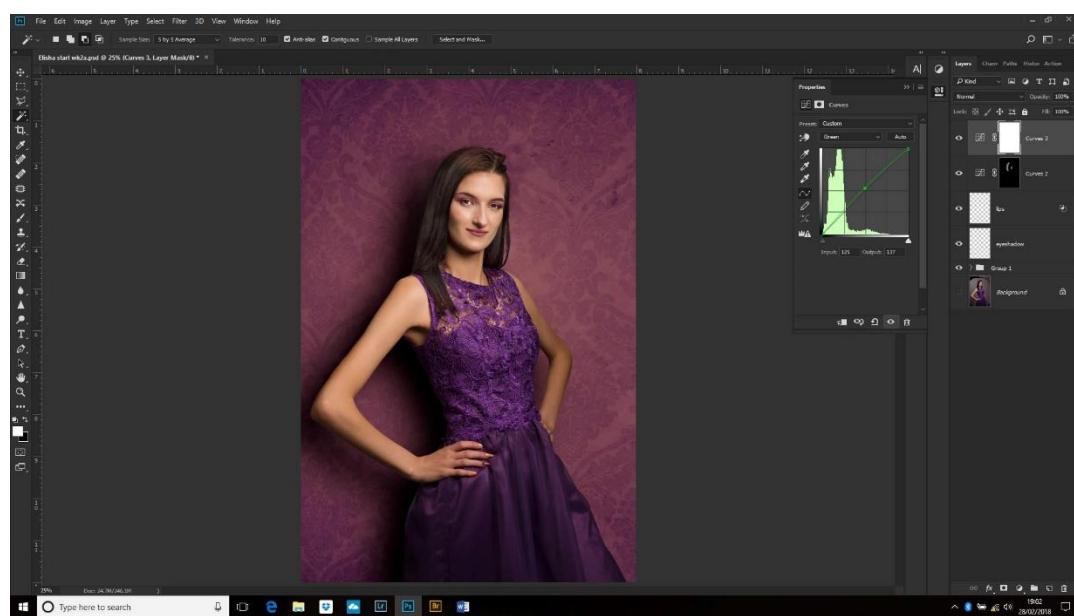


Invert the mask (Ctrl+I) and paint with white over the hair you want to lighten.

Digital 'Grecian 2000' - If we want to add more brown to the hair we can also use a curves layer.

Make a curves adjustment layer and click where it says RGB and choose reds from the dropdown. Move the curves layer upwards from the middle.

Do this for the greens also (red plus green gives browns).



Invert the mask and paint white with low opacity on the hair to make it more brown. We can use the ‘blend if’ technique we learned above to make the blend more believable. Try moving both the darks and highlights pointers – remember to Alt + click to separate them.

I finished off using a quick and easy method of skin softening called ‘Inverse High Pass.’ This is detailed in another [handout](#), so I’m not going to go over it here. Before we do this, make a ‘stamp’ layer at the top of the stack (shift+alt+ctrl+E) and use this as your starting point for the skin smoothing technique.



Done!