

# Dodging and Burning Faces

There are many ways to dodge and burn an image to give a bit more localised contrast. We have already talked about how to use curves ([see previous handout](#)).

This technique is similar to the method we used to enhance eyes ([see handout](#)). We are going to make a blank layer and paint with black and white then change the blending mode to Soft Light.

**Advanced** – if we want to make this technique non-destructive we are going to have to convert to a smart object. Here's how.

**Open** your image and make a copy (Cntrl+J).

Make a new **blank layer** above this. Hold down **shift** and click on the middle layer – you should have 2 layers selected now. **Right click** and choose **Convert to Smart Object**. The layers will merge and a little icon will be visible in the bottom right of the icon in the layers palette.

**Double click** on this layer and it will open in a new tab. Click the blank layer and choose a **white** brush, opacity 30%. Paint the highlights as shown in the diagram below where the area is yellow, paint with white opacity 30%.

Where there is blue, paint with black opacity 30%.

**Don't paint with yellow and blue – this is only so you can see it clearly!**

NB. It is best to drop the brush opacity to 10% when doing the whites of the eyes.

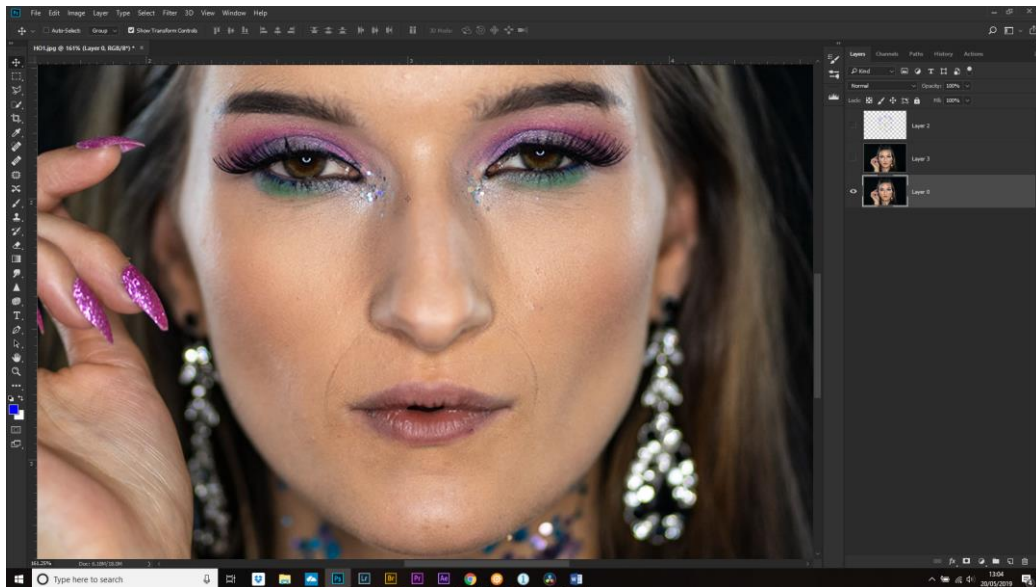


Switch the brush over to **black** 30% and paint the shadows as shown in the diagram. Line the lips with the brush set at 50%.

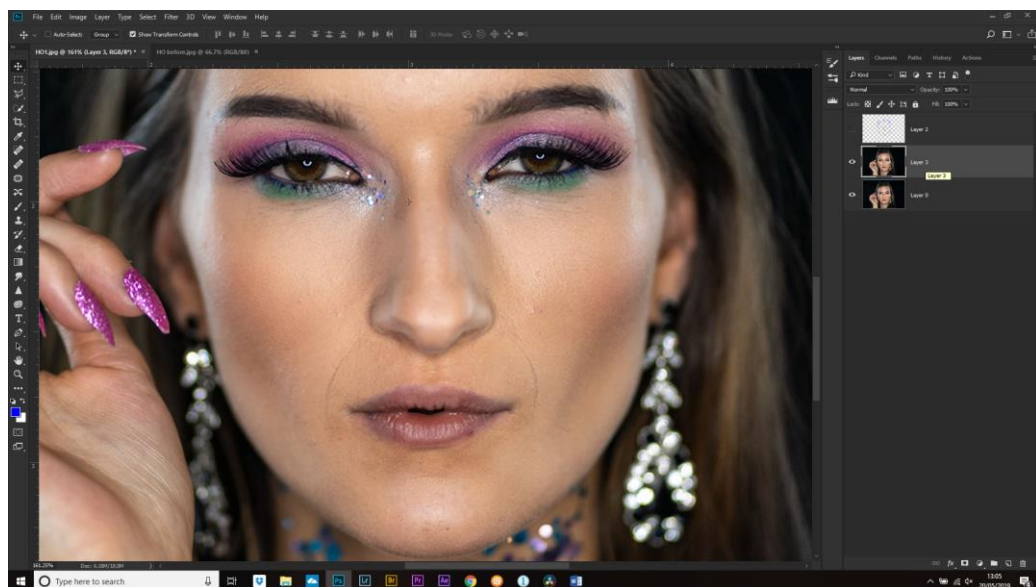
Change the blending mode of this layer to **Soft Light** and **save** (Cntrl+S). The changes will be automatically updated in your original image.

To hide any lines we are going to apply a **blur**. Filter>Blur>Gaussian Blur and move the slider until visible brush strokes disappear. As we have converted to a smart object, we can go back and change the amount of blur at any point by double clicking on the smart object layer, saving the changes and it will update your image.

### Before: Original flat ring-lighting



### After: Dodging and Burning applied



The changes can be as dramatic or subtle as you like.

Done!