

Retouching

- Clone/Heal

- Add new layer to top of stack
- Use the Healing Brush tool (not the spot removal).
- Ensure Sample is set to all layers.
- Press ALT + click to select sample point, click to Heal.
- Use [and] to increase size of brush.

Care near edges with high contrast to avoid 'bleed'

- Use multiple adjustment layers to maintain control over adjustments
- When cloning, you can adjust opacity if you want, but often better to use 100% then control density using the Layer Opacity, and / or a Layer Mask.

Retouching

- Frequency separation

- Copy image twice to create two new layers above the original in the Layer Stack

- Label one immediately above as “Tone”
- Label top one as “Detail”

- Tone layer - Apply Filter / Gaussian Blur, 15 pixels

- Detail layer - Select Image > Apply Image

- Layer should be the new Tone layer
- Blending should be set to Subtract
- Scale 2%, Offset 128.

This produces a grey scale copy with just the texture detail

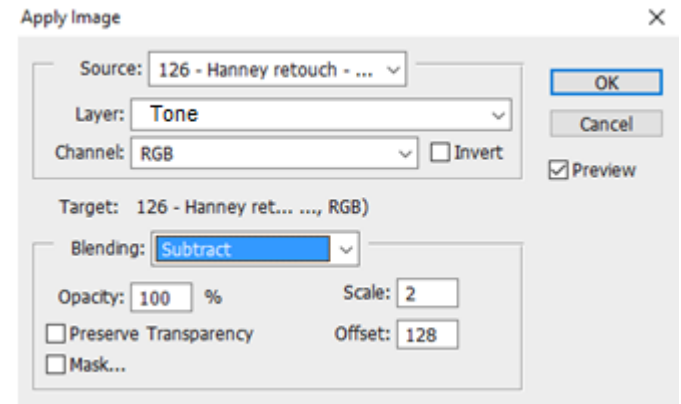
- Tone Layer

- Smooth blotchy skin using clone, selecting area and further blurring, etc. Apply other colour changes on a new layer above this and below the Detail layer, using blend mode “Colour” or “Hue” and painting with sampled colour

- Detail Layer

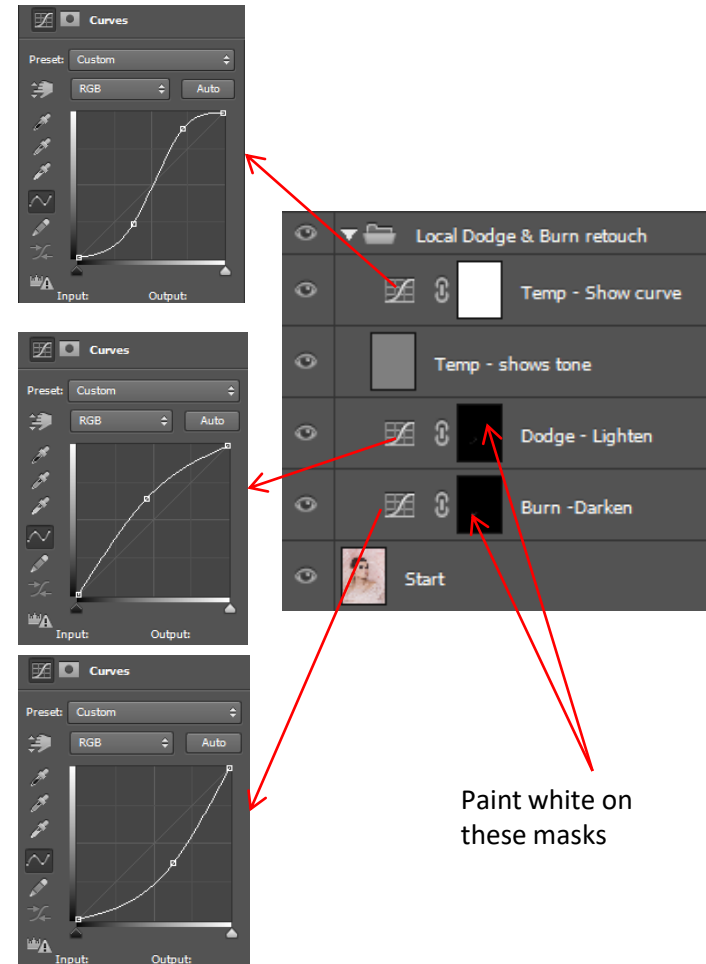
- Use the detail layer to remove blemishes, etc, using clone, healing brush (sample: Current layer). Soften detail either painting 50% grey onto “Detail” layer or better still, painting black onto a Layer Mask with a low opacity brush or at 100% and control by changing the Mask density.

The detail layer in Normal blend mode will appear as a grey scale – to add to tone, below, change the blend mode to Linear Light.



Retouching

- Local Dodge & Burn
 - Add two adjustment Curve layers
 - label one “Dodge – lighten” and one “Burn – darken”.
 - Fill the layer masks with Black.
 - On the Dodge layer, drag the curve up
 - On the Burn layer, drag the curve down
 - Add a 50% grey layer
 - blend mode set to colour above the adjustment layers (this enables you to focus on tone rather than colour when dodging and burning – this layer should be turned off or deleted before saving)
 - Add another adjustment Curve layer
 - set to an “S-curve” to amplify the effects – as with the grey layer, this is a guide only and should be turned off / removed.
 - To lighten, paint with a White brush, opacity 100%, flow 1-2% onto the layer mask on the dodge layer
 - To darken, paint with a White brush, opacity 100%, flow 1-2% onto the layer mask on the Burn layer



Retouching

- Global Dodge & Burn
 - Add new 50% grey layer, set to Soft Light blend mode
 - Set brush to circa 7% opacity
 - Use the Dodge / Burn tools to lighten / darken the grey layer
 - Set the “Range” as “Midtones” and between 5-10% exposure.
 - Use “Dodge” to paint highlights
 - Use “Burn” to add shadow

Can be used in the same way as Local Dodge and Burn, but better used to contour the face / body