

# Photoshop Tricks (for Beginners???)

## Brightening Eyes: (iris)

Create adjustment layer (exposure)

- Increase exposure globally

- Change mask to black (highlight mask, then command/ alt i)

- Choose soft small brush, zoom in, paint on iris

- Slide gamma level in adjustment layer to increase detail and texture

- Change blend mode to luminosity to correct any saturation change

- Change opacity if necessary

If iris does not have much texture:

- Choose selective color adjustment,

- Blend mode to linear dodge

- Invert mask command/alt i

- Paint iris

- Click on neutrals in adjustment level, change eye color if wanted

- Play with opacity

## Add a glow to image:

Two Duplicated layers command/alt J

Label lower "screen"

Label upper "soft light"

Change blend modes to those

Filter-blur-Gaussian blur 40 pixels to the two layers.

Shift click both layers and change opacity lower (cs5)

Shift key, click, layer-new group from layer-name "glow" (cs4 and earlier)

### Professional level:

Duplicate layer x2 and change both into smart object

Change both blend modes

Gaussian blur both layers,

Change opacity

Make action

## Add Vignette

Old Way: Can't move afterwards

Make selection of most interesting part of picture

- Select-modify-feather-250 pixels

- Inverse selection

- Choose adjustment layer (curves, levels, or exposure)

- Darken with the adjustment layer

New Way: less clicks and adjustable

- Levels layer, darken image

- Choose soft brush, make white dot in middle of picture by painting black on white mask

- Edit, - free Transform and by pressing shift and alt, change shape and position

Adjust opacity

## **Learn Quick Mask mode and Brighten Teeth.**

**Double** Click on quick mask mode change mask mode to selected mode  
Click on mask mode, if layer is gray, you are in mode.  
Select teeth, don't need to be perfect  
Adjustment layer hue and saturation-pick yellow tone, brighten  
Change opacity as desired

## **Create a Color Cast**

Adjustment layer selective color-click neutrals:  
C-R M-G Y-B What color you want, slide to right or left  
Choose Blacks in tone, and then black slider to increase contrast

## **Luminosity Mask**

Go into channels  
Click with Alt key onto icon of the top {RGB} channel to get selection of highlights  
Go back to layers, Inverse selection-choose levels adjustment-do settings

## **Painting with Color and Brightness**

New blank layer  
Brush-  
Choose eyedropper tool and choose settings 11x11 pixels.  
alt Click on color to pick color  
Change blend mode to color

## **Highlight commands**

Edit-menu-application menu- filter-sharpen (red) Unsharpenmask (red)  
Hide commands in edit menu  
Blur commands: same

## **Changing color and brightness**

Adjustment layer black and white-change blend mode to luminosity  
Now you can adjust color tones (skin tones are yellow and red)

## **Add Dimension without Liquify**

New layer-white color on middle of nose, 2 black strokes on each side, then 2 white each side of that.  
Change blend mode to soft light  
Opacity down to 0, bring up slowly  
Try on chin and other parts!

## **Contrast and Saturation**

Apply levels adjustment layer, change to soft light  
Can play around in sliders  
Or

Apply vibrance adjustment layer, play with both sliders  
Change blend mode to soft light  
Change opacity

## **Painting with fill layers and color and contrast**

Each part creat a new fill layer solid color  
Layer-new fill layer, solid color  
Change blend mode to soft light (applies to whole picture)  
I        invert mask to hide (Alt i)  
Choose white brush and paint onto area

## **Double raw conversion:**

ON raw conversion shift and open as “ object” into phtoshop  
Right click onto smart layer and choose “new smart object via copy”  
double click on top layer and play with exposure down, filllight and blacks up  
Saturation -100  
Change blend mode to luminosity

## **Light background, dark hair**

Choose background layer and choose blend mode to multiply  
Add quick mask and paint on model

## **Dark Background, Dark Hair**

New background-change to blend mode screen  
Paint on white mask with black, brings out model  
Duplicate background layer and change that mode to soft light

## **Dark Background, Dark Hair**

Only works with texture backgrounds  
Try to take on gray background,  
Add texture to make top layer  
Make selection of model (quick selection)  
Go into new background, alt and click onto mask,  
Change blend mode to soft light

## **Body Shaping**

Try painting with light  
New layer, blend mode soft light, brighten shadows, darken lighter.  
Merge layer  
Make selection by rectangular marquis tool.  
Filter-distort-pinch-up to 18 percent

## **Contrast and colorize**

Hue and sat adjust layer-blend mode to soft light

Colorize hue and saturation layer

Slide hue a bit, saturation up or down

Change brightness=levels, slide black bottom slider just a bit (5) good on cars, outdoor, on location

## **Fashion look/pastil or cross process**

Nik+ filter ink

Or

Curves layer-slide edges up the wall and down the wall of graft,

Blue channel, slide more, plus lighten a little,

Save preset.

## **Elongating legs**

Duplicate layer

Move tool and change position of top layer little bit up

Make rectangle selection-layer via copy

Free transform, elongate leg

Play around all the time with settings.

Calvin Hollywood