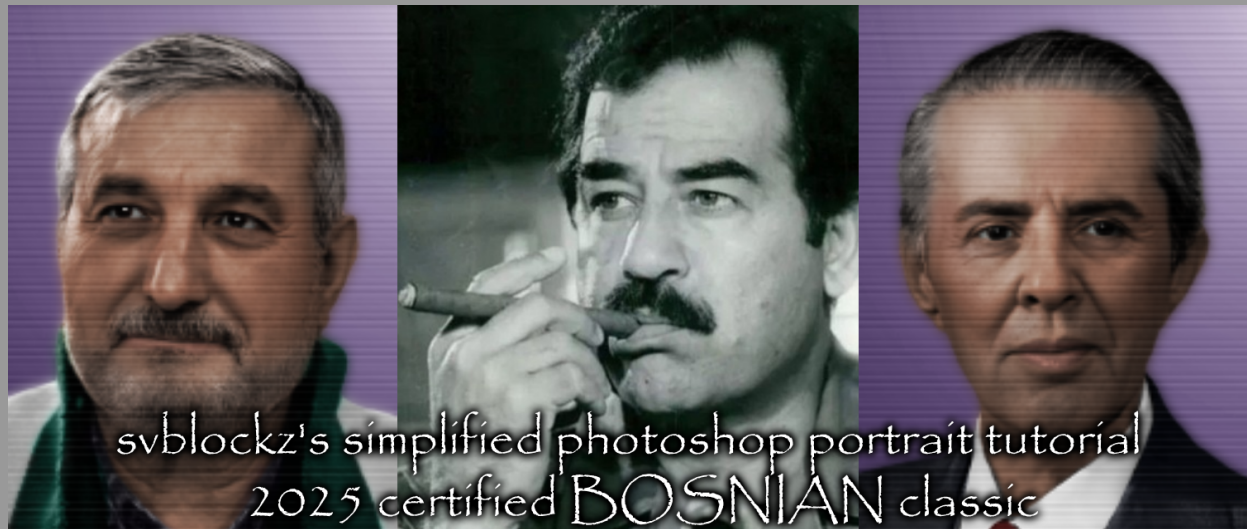


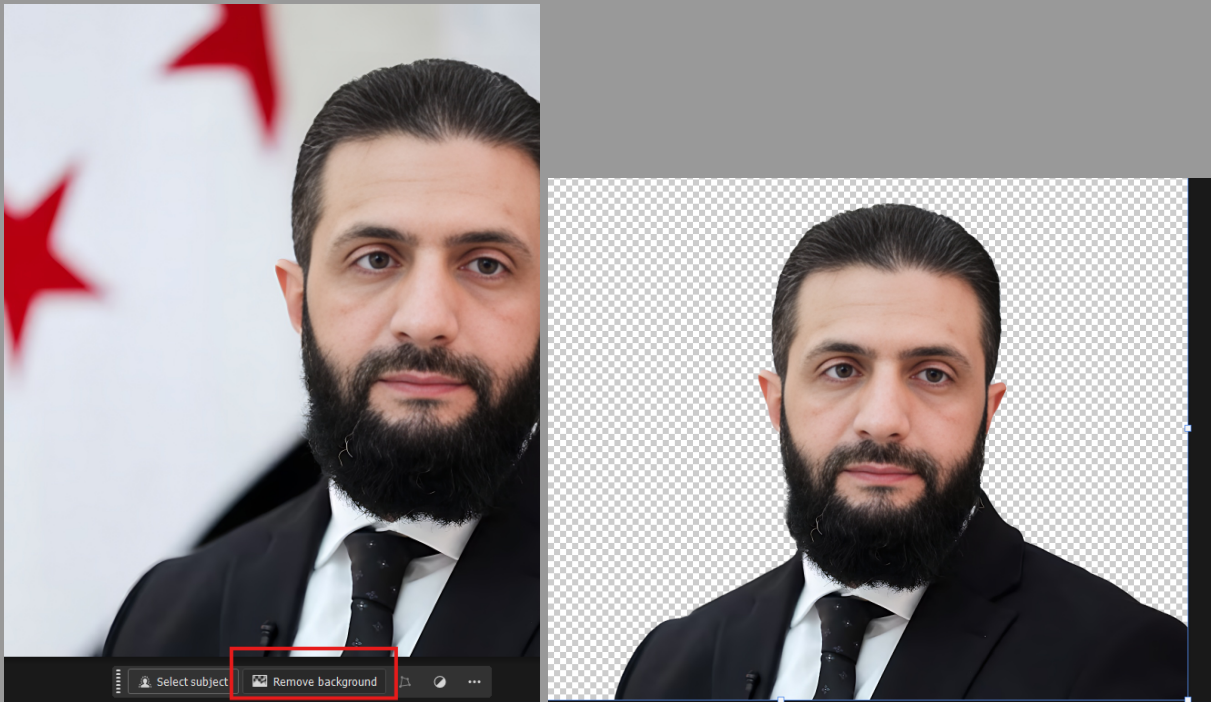


**Hi, svblockz here, ill be teaching you
how to make TFR Portraits on
Photoshop, **i dont recommend
photopea**, if you cant install
photoshop from anywhere then, Just
pirate it, use GenP, i wont tell tho.
Important: Photoshop Version
should be the 2025 version, as this
tutorial uses it.**

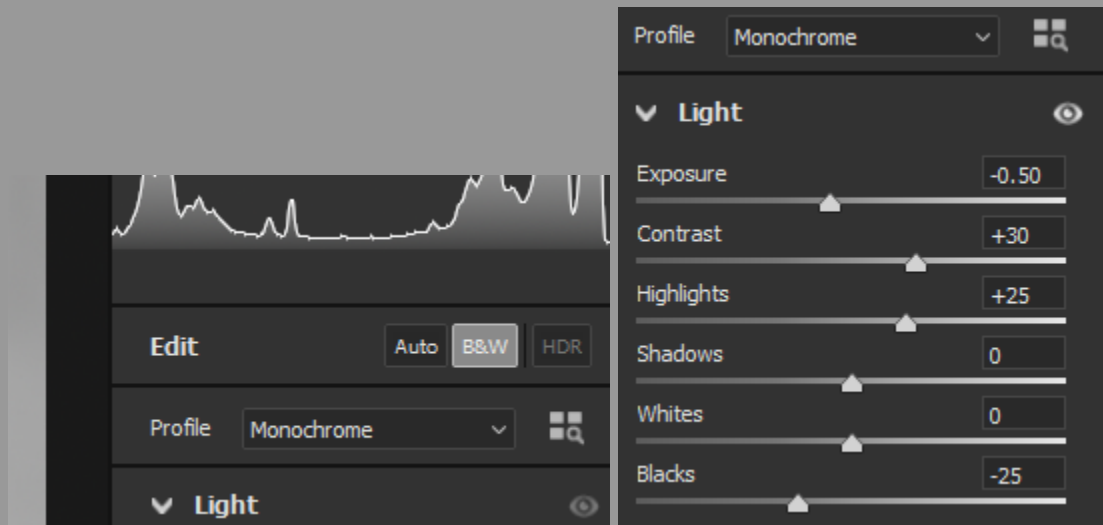
First, the Source of the Image, ill be using an
image of Abu Mohammed Al-Jolani for this
tutorial.



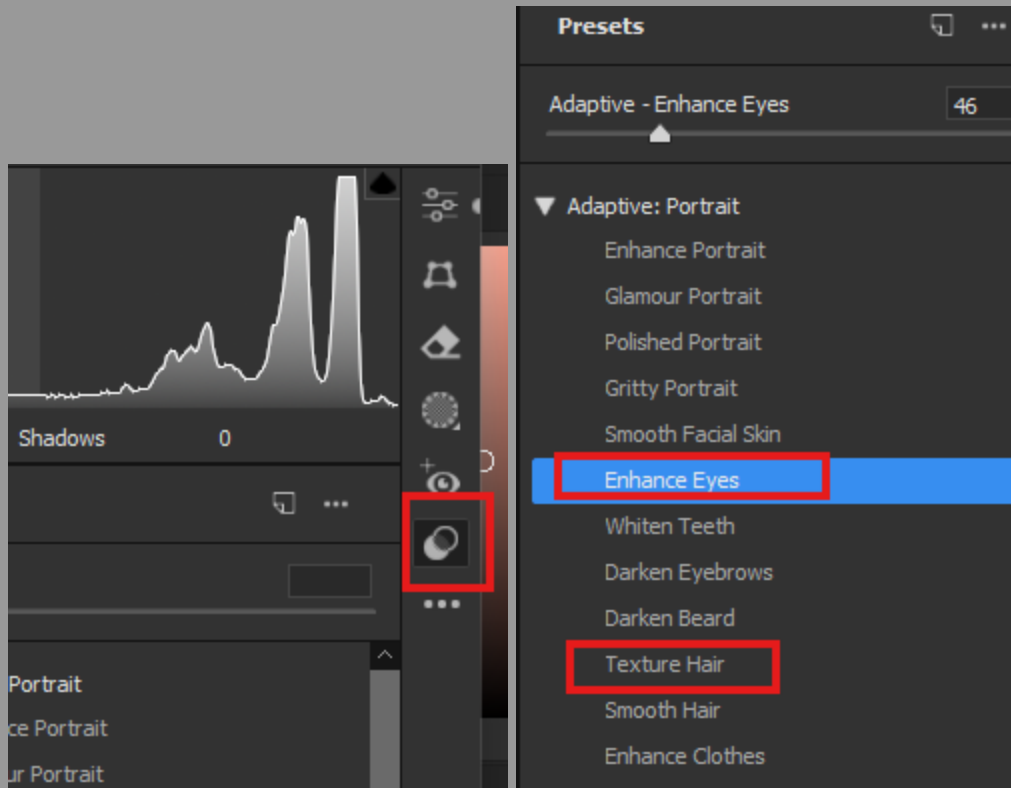
Second, Open Photoshop and the image in the program, then click [remove background], this will remove the background.



Then, go in Filter>Camera Raw Filter, Turn Auto>B&W/Black and White, and Adjust the Light Settings in the second image like this.



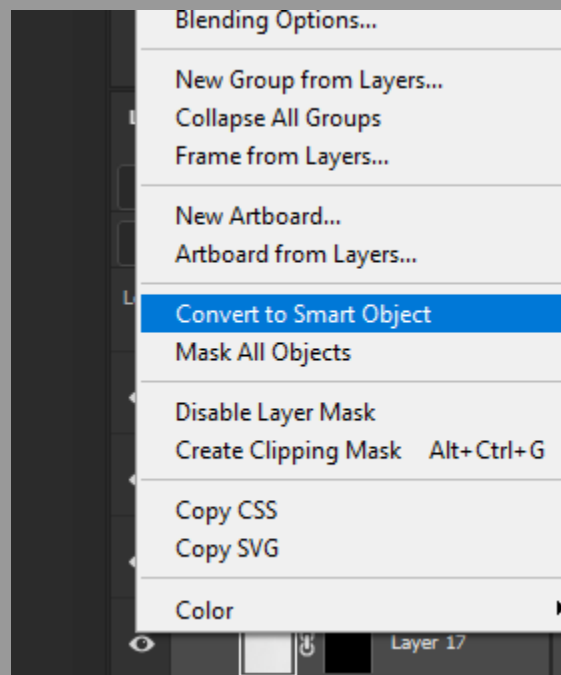
Then, Open this Setting over here, and select Enhance Eyes, Adjust it to 50, then select Texture Hair. And camera raw thing is done.



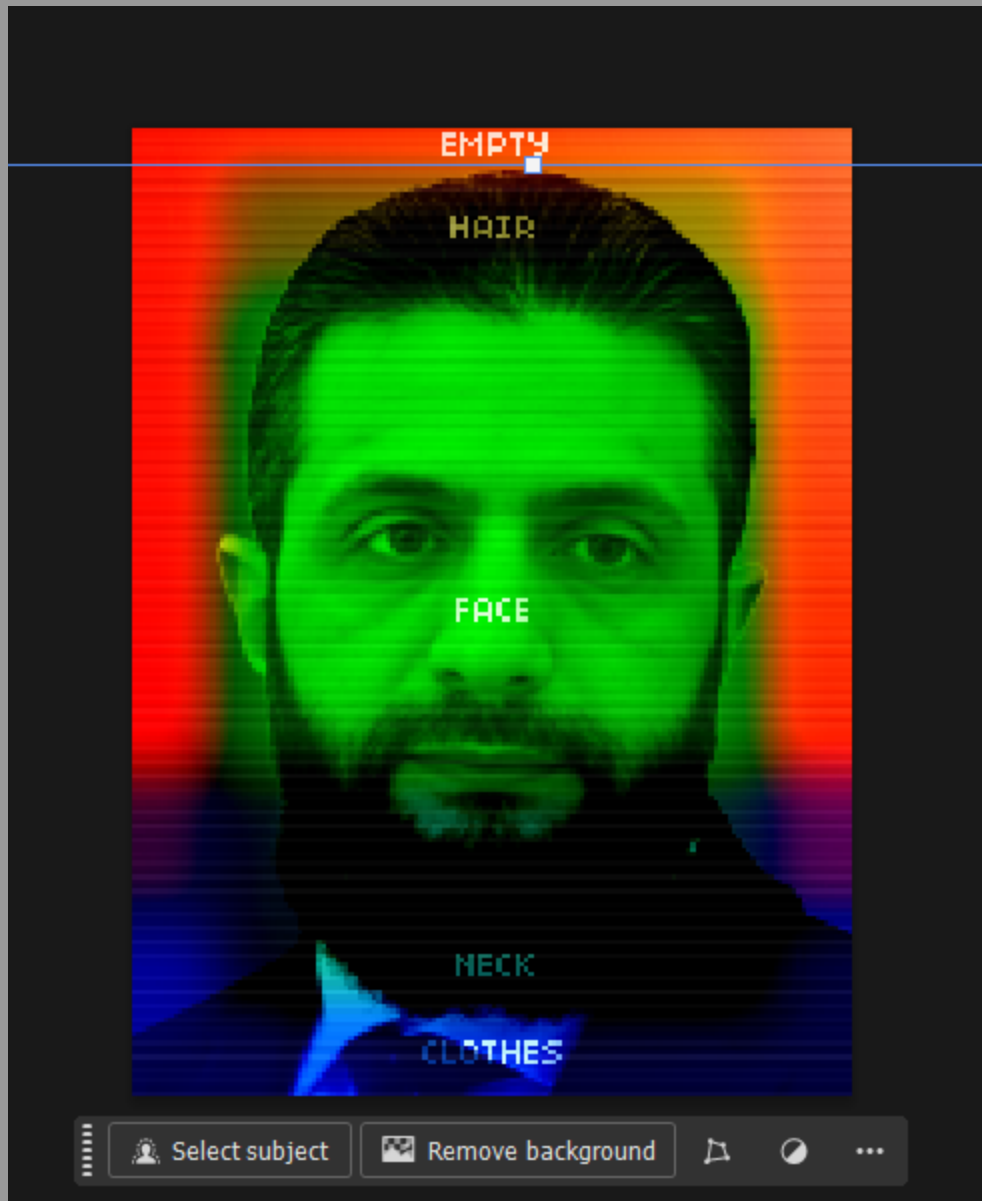
IMPORTANT:

Now, Open this PSD ive Linked for Download, It has all the needs for your portrait : [Riad Al-Asaad.PSD](#)

Now, Open the PSD that you downloaded now on photoshop, then Add your Image of the guy you want to put, then you right click on your layer you pasted with the guy and convert it into smart object.

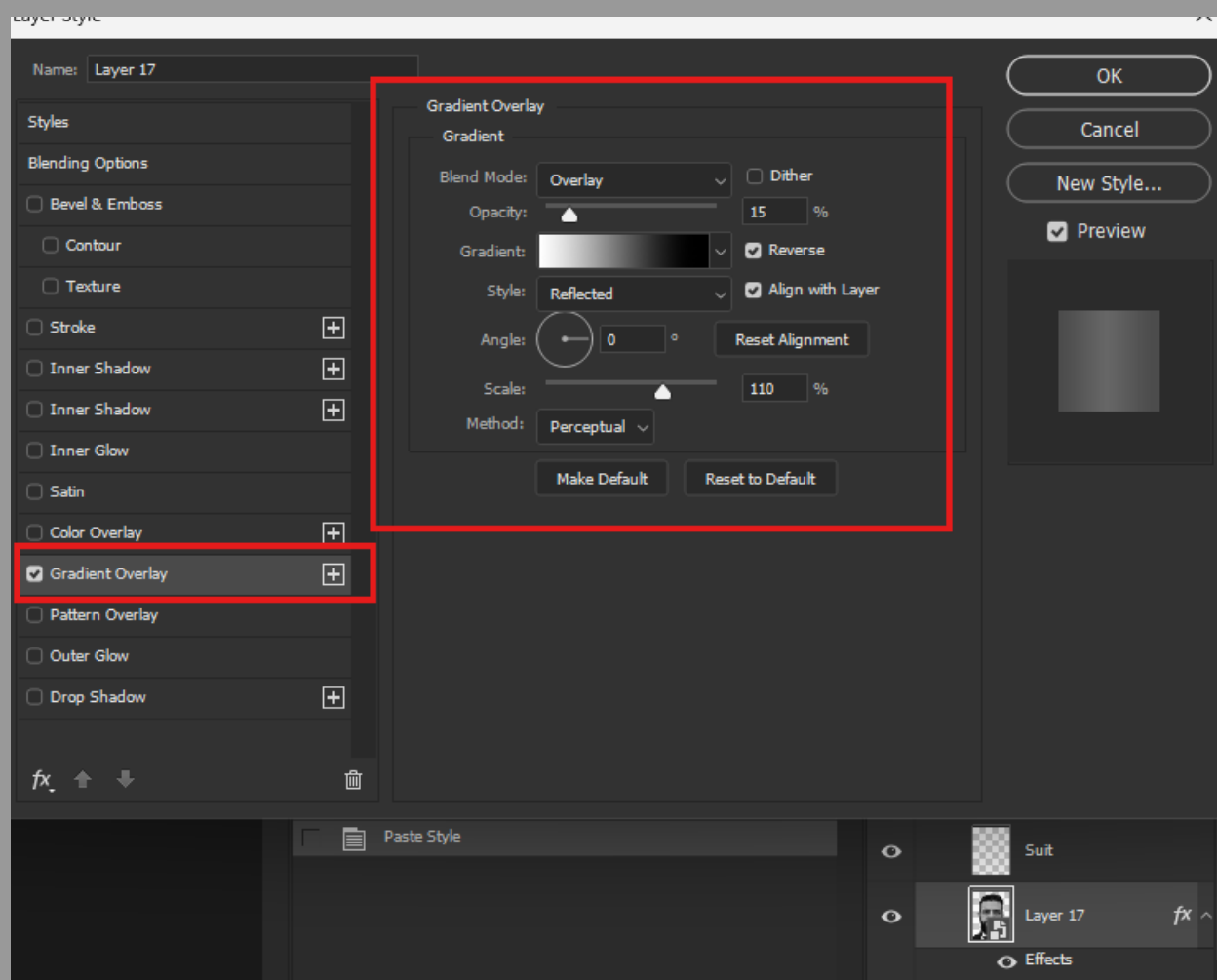
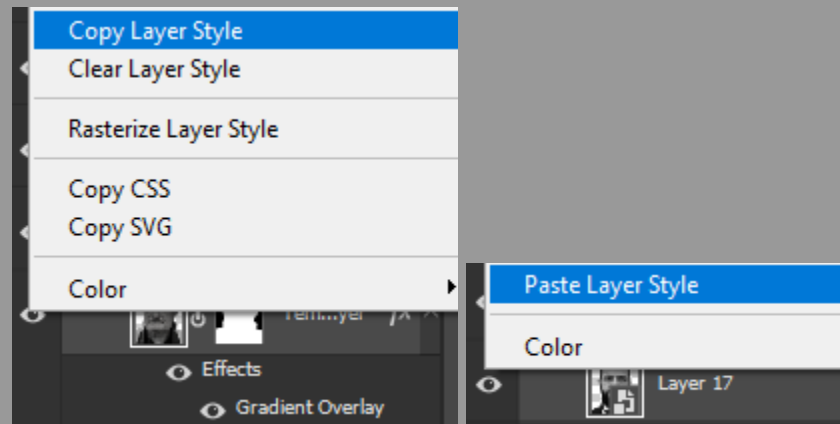


Then, open a framing aid that's inside the first layer you see on top in the PSD and frame it like this.



Now, The individual that was originally in the PSD, Riad Al Asaad, has a Gradient style which improves the lighting on the face, you right click on him, and click Copy Layer Style, Then select the guy you are working on and right click on him, then click Paste Layer Style, Then Adjust the

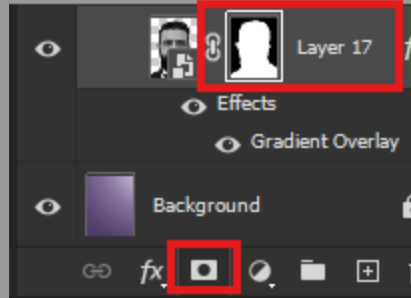
Gradient by double clicking on your own layer you pasted the gradient style onto.



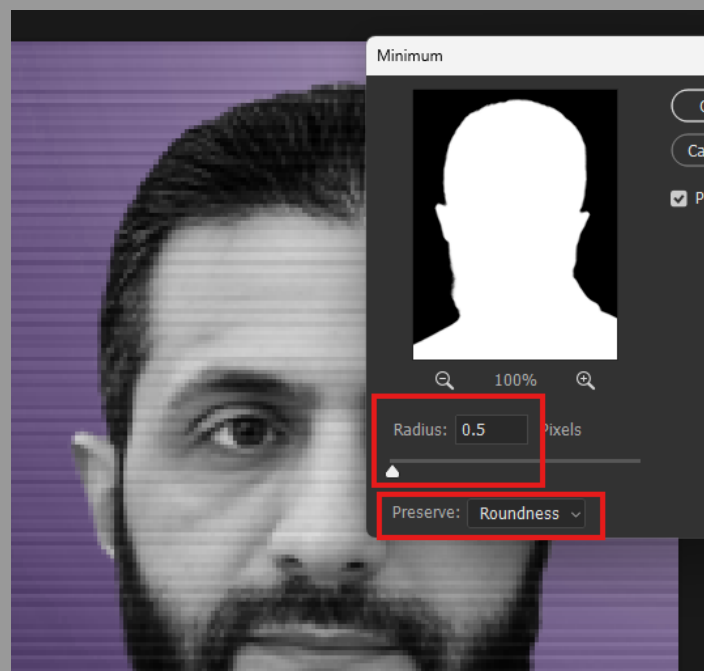
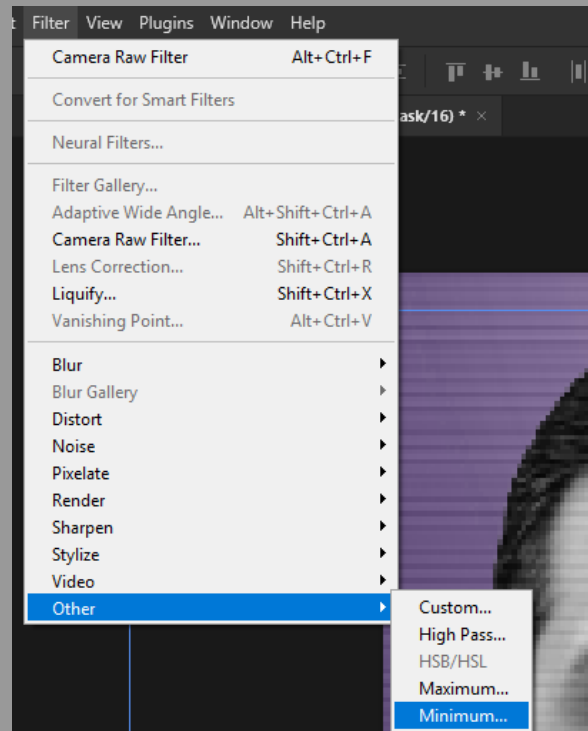
Now, Hold CTRL and Click on your guys layer,
this will select the individual



Then Click this Mask Button in the Bottom with
your individual selected, a Mask layer will pop up,
select it.



Then, Open Filter>Other>Minimum, Change Preserve from Squareness>Roundness Then Change Radius to 0.5 Pixels, this will remove the white sloppy outline from the individual.





Its Time For Painting, In my PSD, We have everything we need for painting, just erase everything i did from the old portrait thats in the PSD and your ready for your own painting, First. We Start With which colors we use.



Face/Skin Color



Lips/Cheeks Color

25 Opacity / 75 brush opacity for lips on skin layer



5/0 clock shadow color

20 percent brush opacity
on skin layer, in chin and moustache



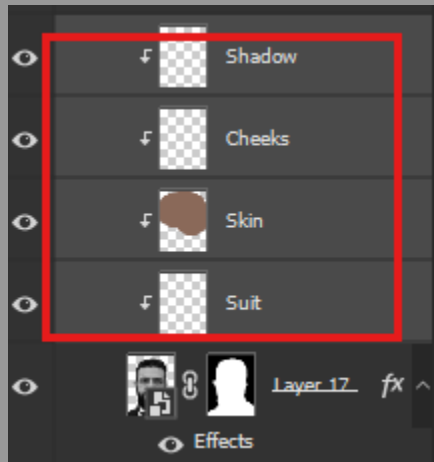
Brown/White Hair Color

25-75 brush opacity on skin layer

**This is The Coloring Scheme i made
for you people,
Heres a [Link](#) For this Coloring Scheme
that you can easily just do a save as
thing.**

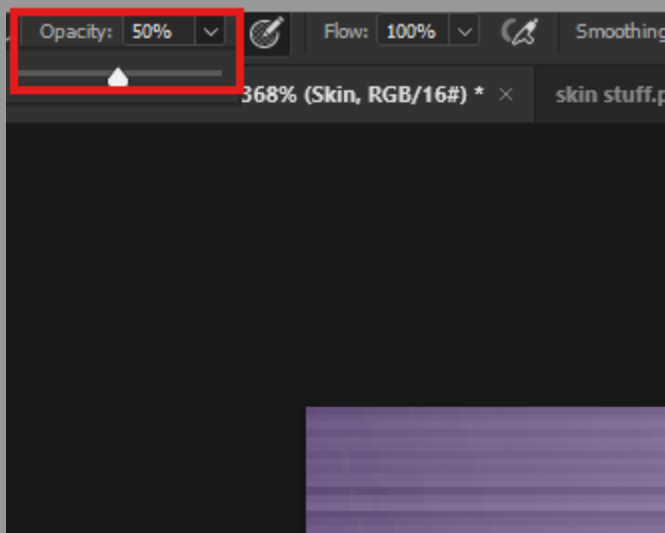
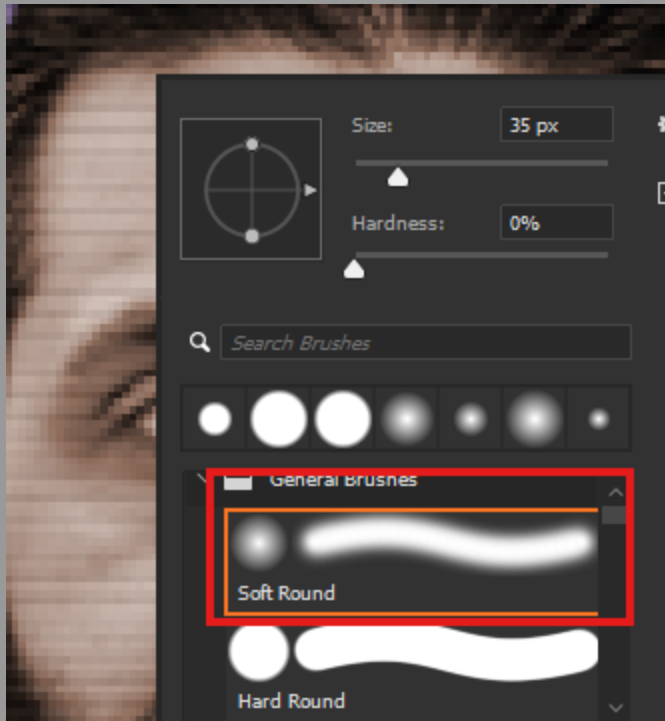
its easy to understand, but ill show you how i do it
with these colors, we start off by using a clipping
mask for every coloring layer, just select them and
click

Ctrl+Alt+G, this will avoid any coloring to leak out.

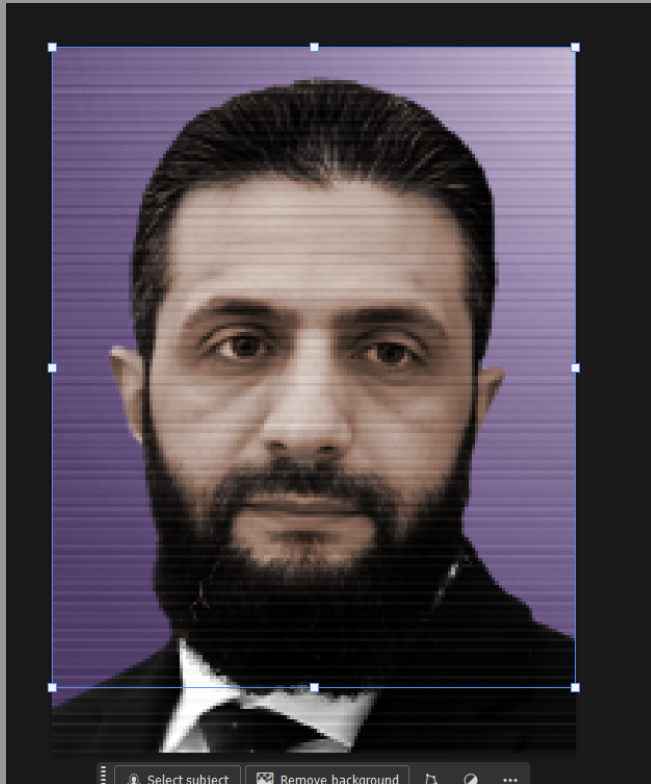


Then We start fixing the hair and beard, we start off with skin layer, use the skin color with the brush tool, draw it on the individuals skin, just avoid the suit being colored.

Then We Right click with the eraser tool and change it to a soft brush tool, change the brush opacity to 50-70 percent, and erase it on the hair and beard then you color the hair with the colors listed in the coloring scheme.

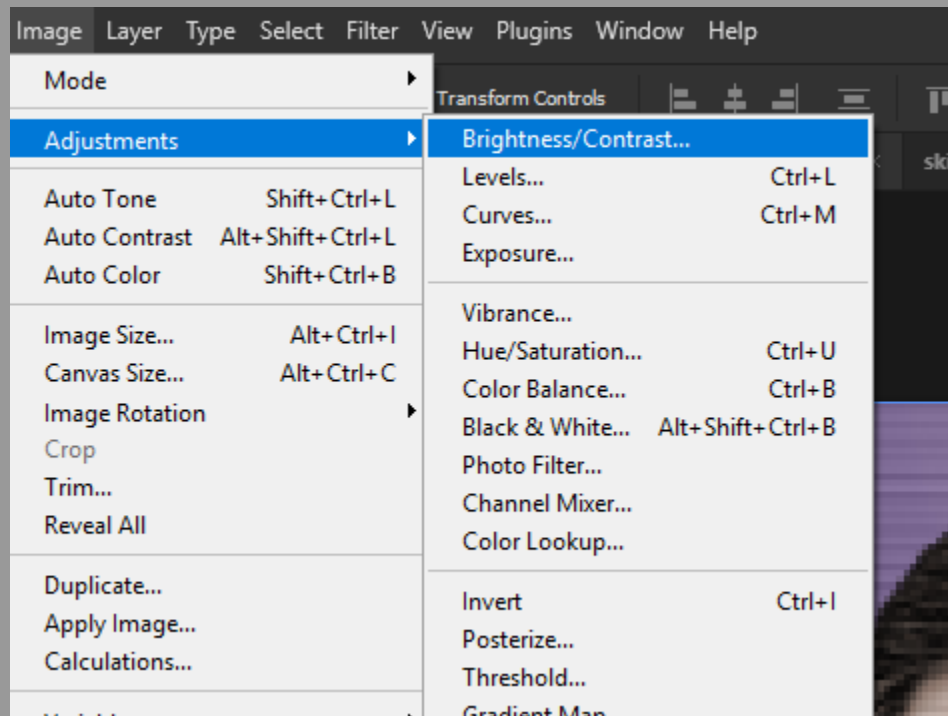


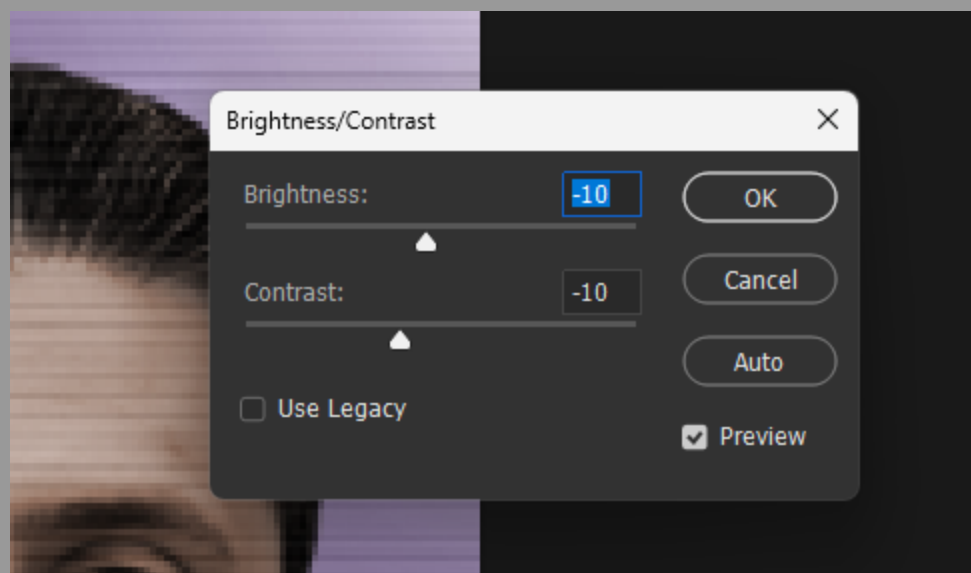
This is how it will look, dont worry well be fixing this by going back to the brush tool and drawing the skin back with the soft brush.



Now the lighting is very

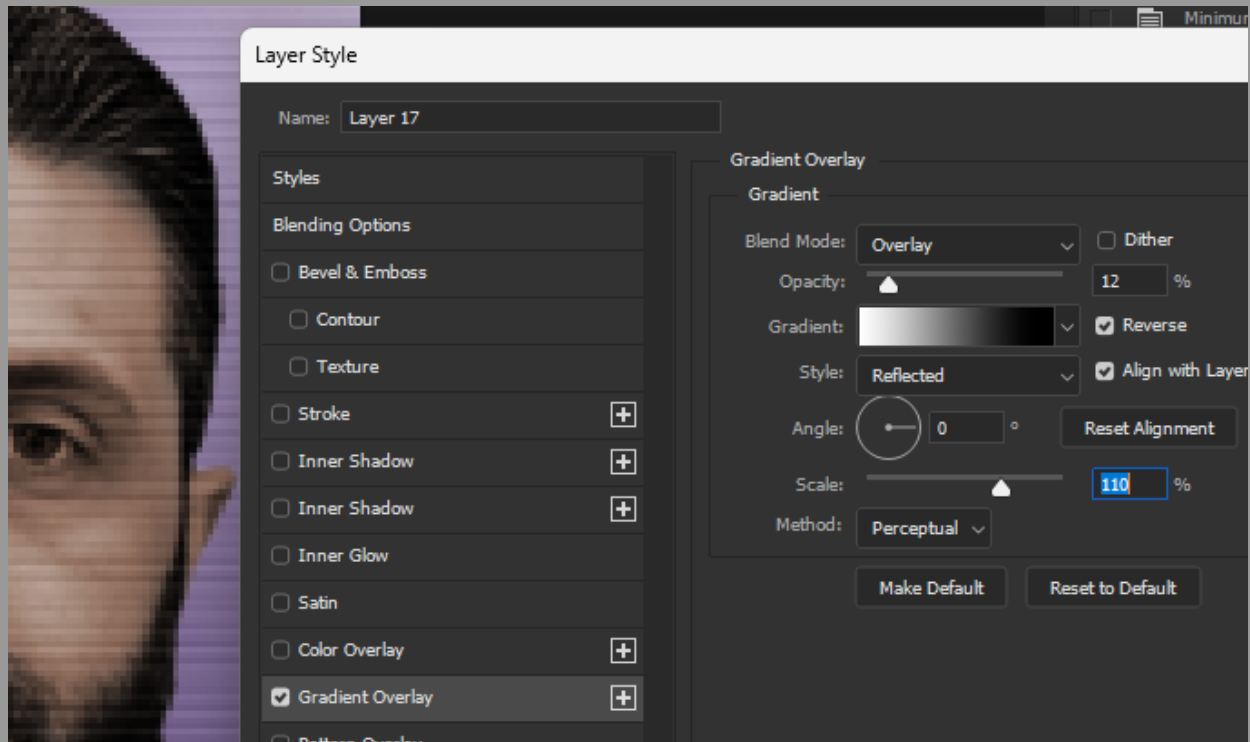
shit to say the least, we'll be fixing it by selecting the guy in the layer and clicking on Image>Adjustments>Brightness and Contrast, Your Source Depends so, Brightness= -5 to -25 Contrast= -5 to -10







Looks abit better now, but still kinda bright, well adjust the gradient style again.



Ok, Now to the eyes, well be erasing the eyes with a hard eraser brush, dont forget to put it back at 100 percent brush, maybe you forgot it when you were fixing the hair.



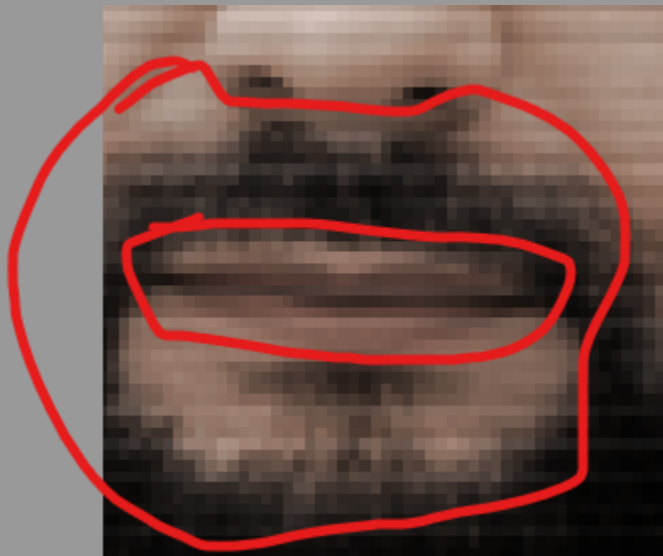
Now we will also draw a dark brown color on the eyes,
And an all white color in a small piece of the
cornea to give it a lighting shine.



Now on the lips, use the lips/cheeks color, then you just color it basically.



Now onto the 5 o'clock shadow, change the brush into a soft brush style, change the brush opacity to 20 percent and color it on the moustache and chin with the 5 o'clock shadow color.



Now onto the cheeks, go into the cheeks layer, draw it on the cheeks and nose, dont forget to make the cheek color more red and draw it on the nose.

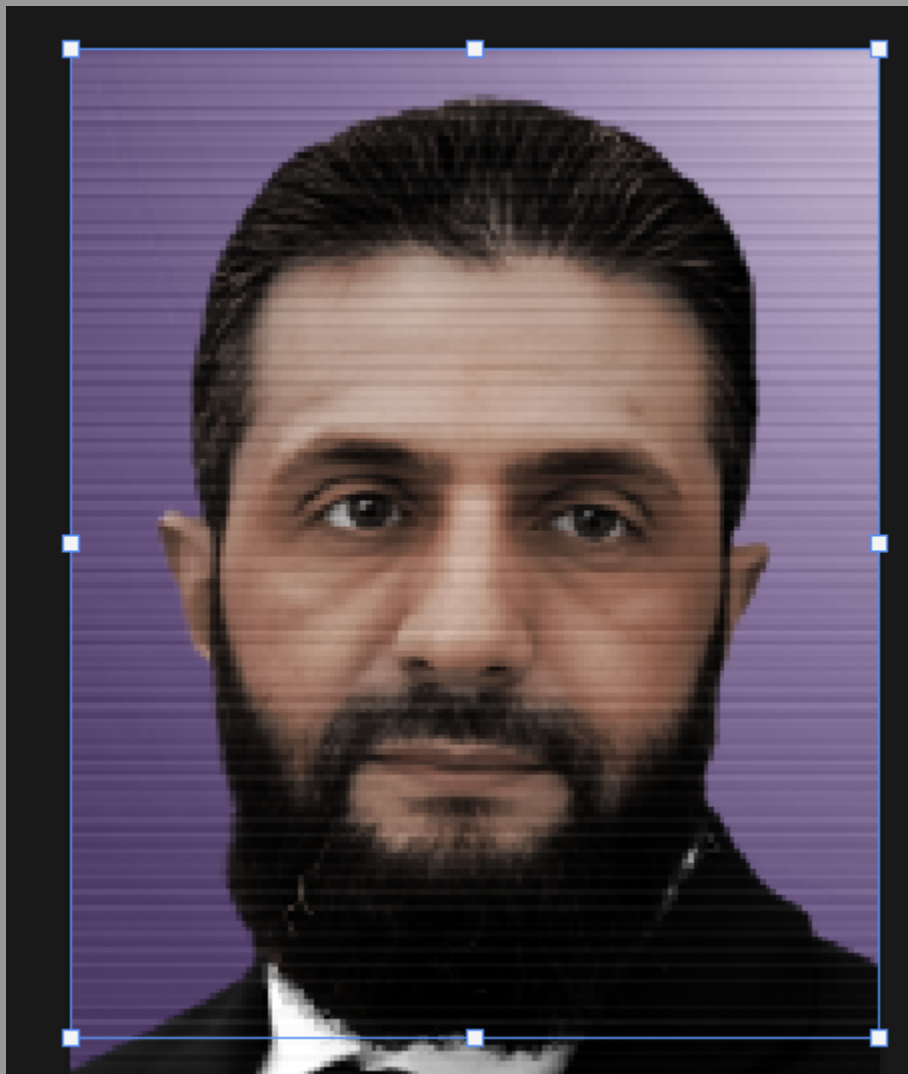
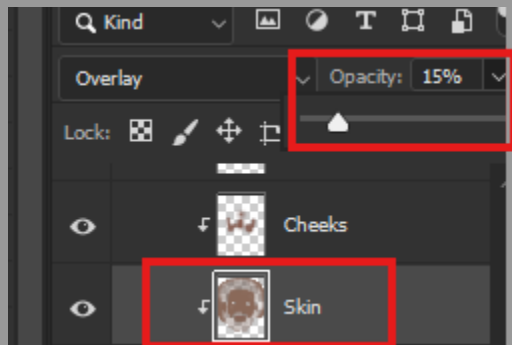


Then finally, onto the shadows, this will improve the lighting abit, i couldnt explain how you do it but ill show you where to draw it, you draw it with a full black color and a soft brush onto these places.



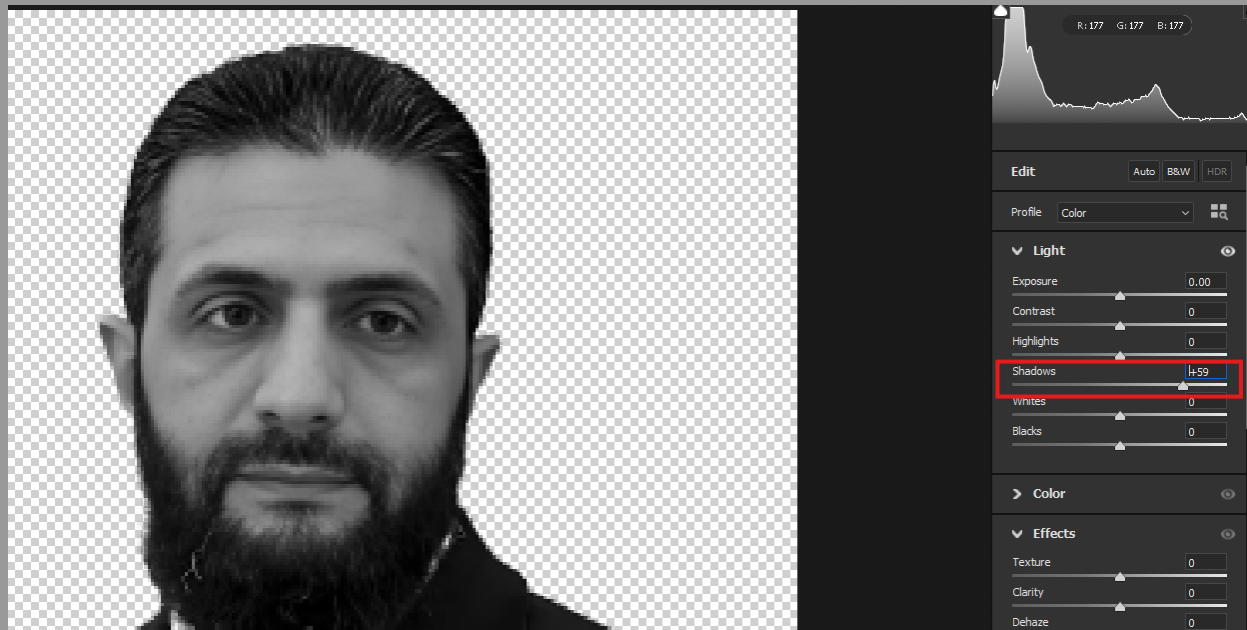
Now, the skin layer is VERY pale, we'll fix it by pasting the skin layer again and changing it to a 15-20 percent opacity layer, this will make the skin look more vibrant,

Enable the clipping mask again if it fucks up when the layers pasted.

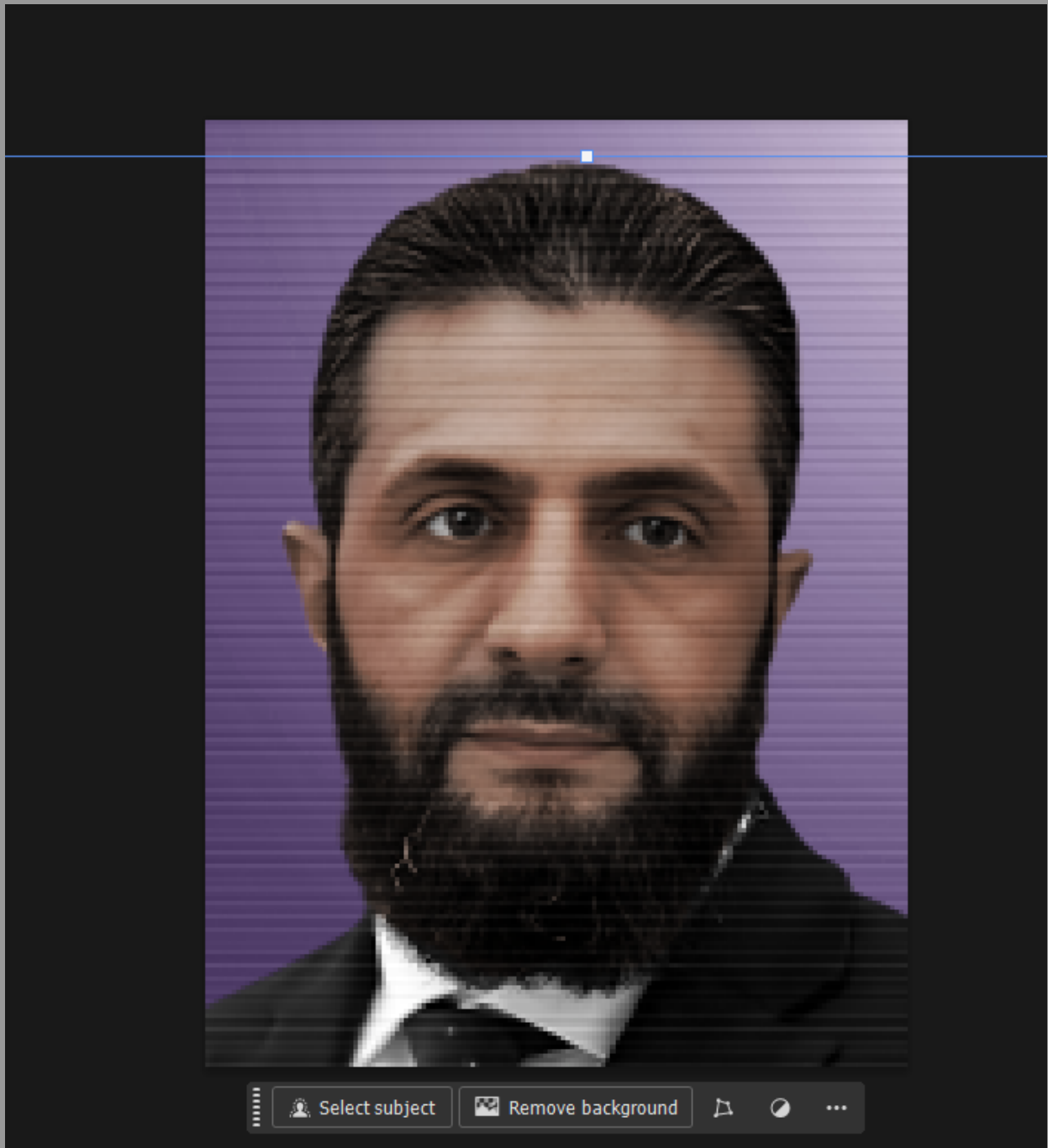


Were basically done with the face!

Now onto the suit, the suit is VERY dark in the layer of the guy, so well open the Camera Raw Filter Again and Increase the Shadow Lighting.

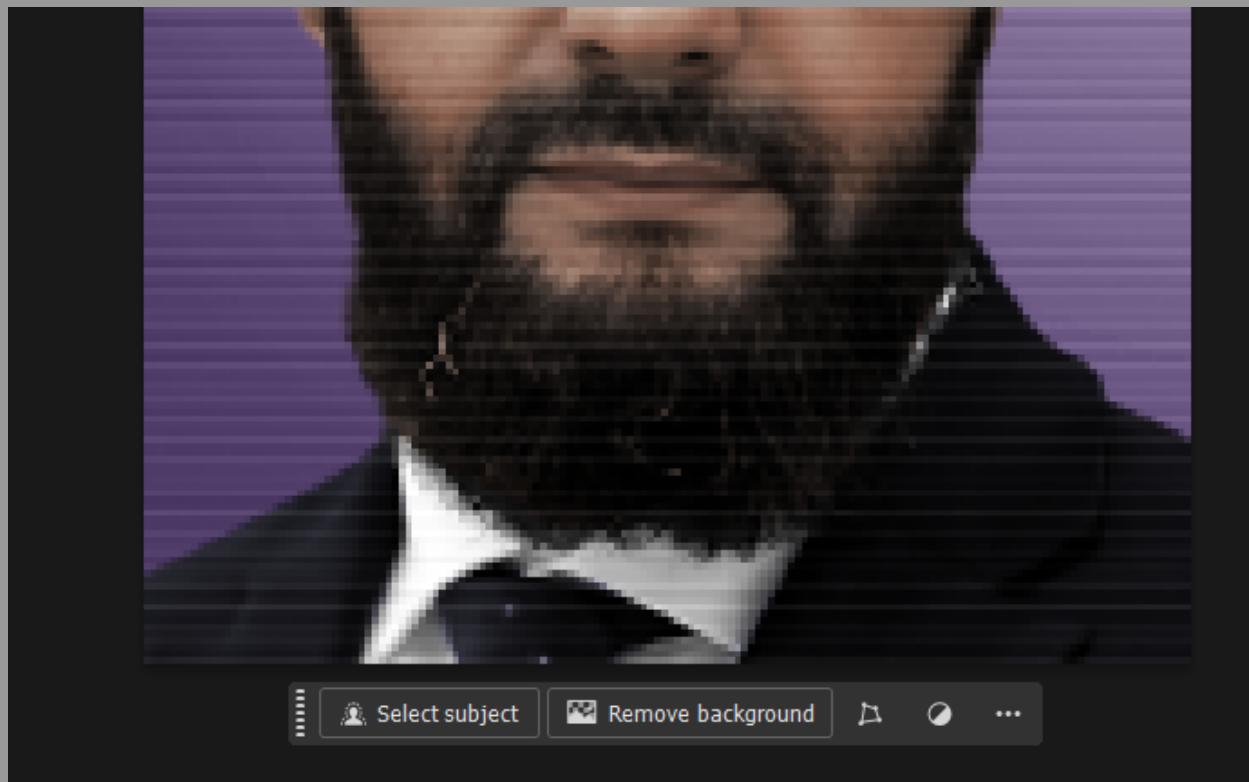
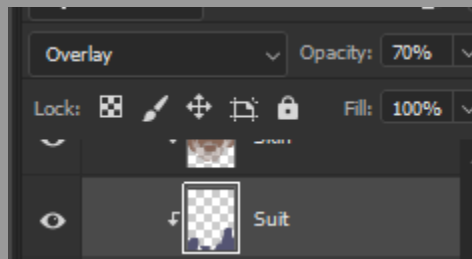


The Shadow depends, its like 40-60 percent, or 20-30 percent, just depends on what your source is.

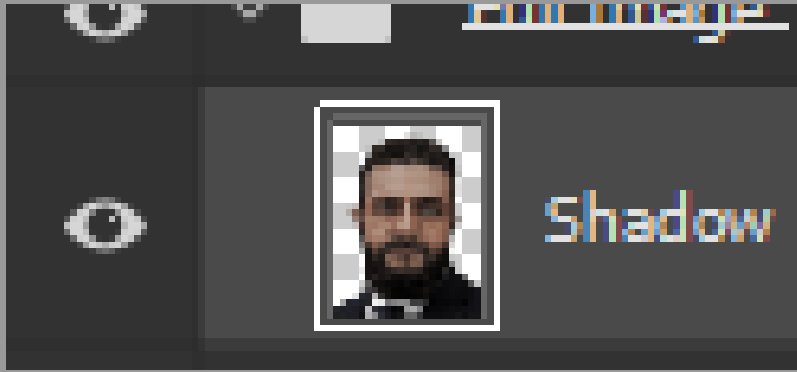


Much Better, Now well go onto the Suit Coloring Layer, we will draw it with a Dark blue color or anything thats in the original source image.

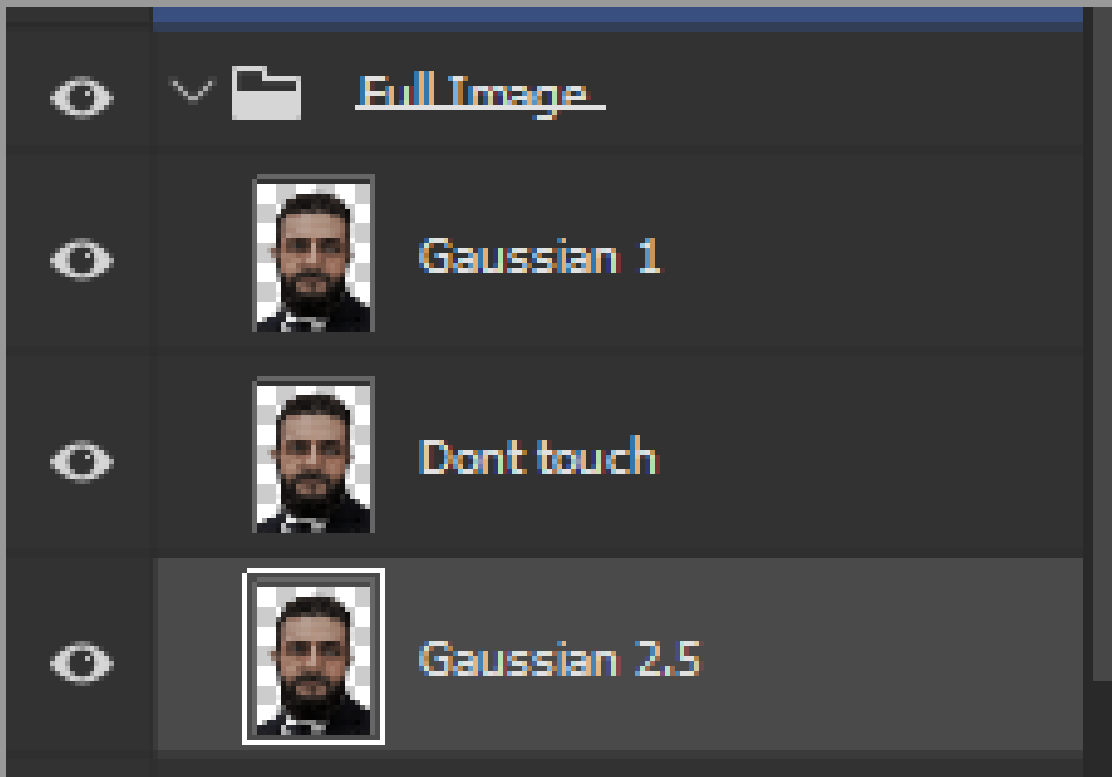
If its too colorful, change the blend mode to Soft Light.



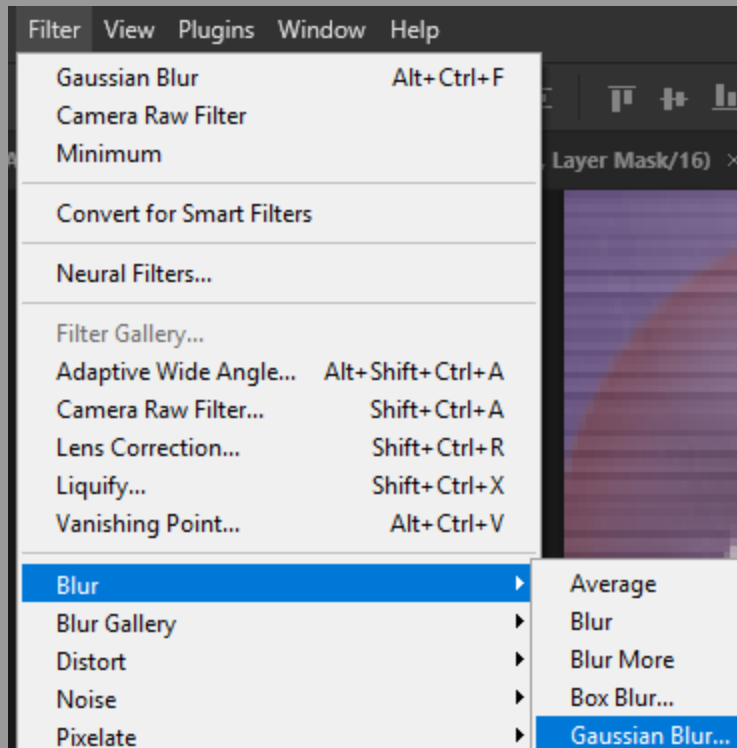
Were Finished with the Coloring now!
Now we will copy the whole layers of The Coloring Group. And Paste it onto the Full Image Group, Then you will Merge them all by selecting them and clicking Ctrl+E.



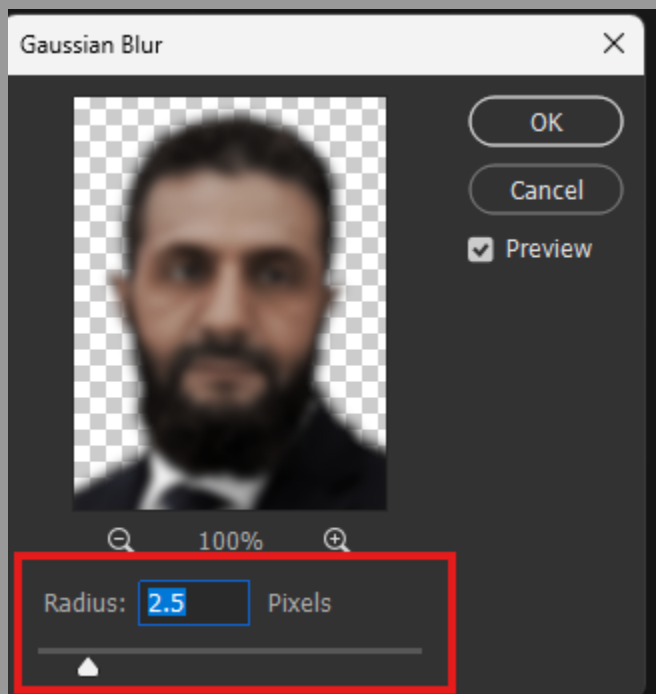
Now We Will Copy this merged layer, then we will paste it two times,
Now We will do the Gaussian Blur Thing.



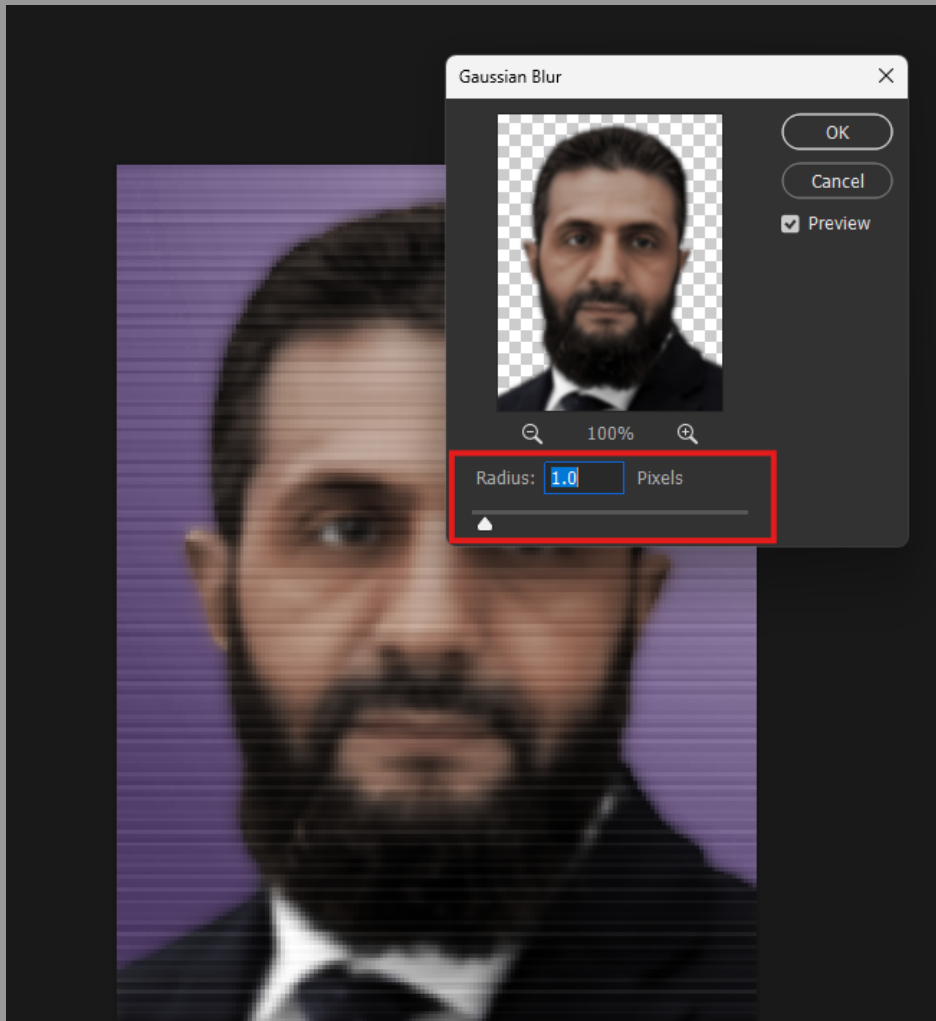
Select the First layer which is bottom on the middle layer, then go to Filter>Blur>Gaussian Blur.



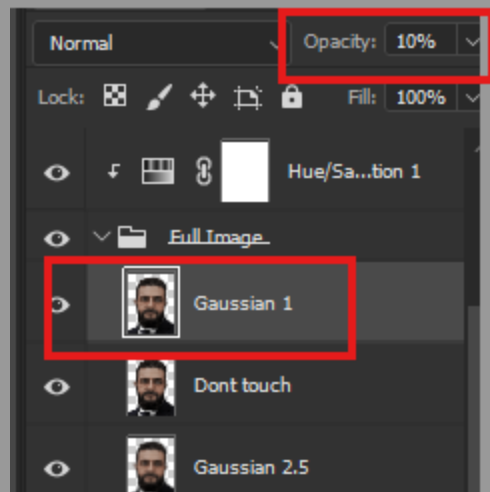
Then Change the Radius to 2.5 Pixels. Save

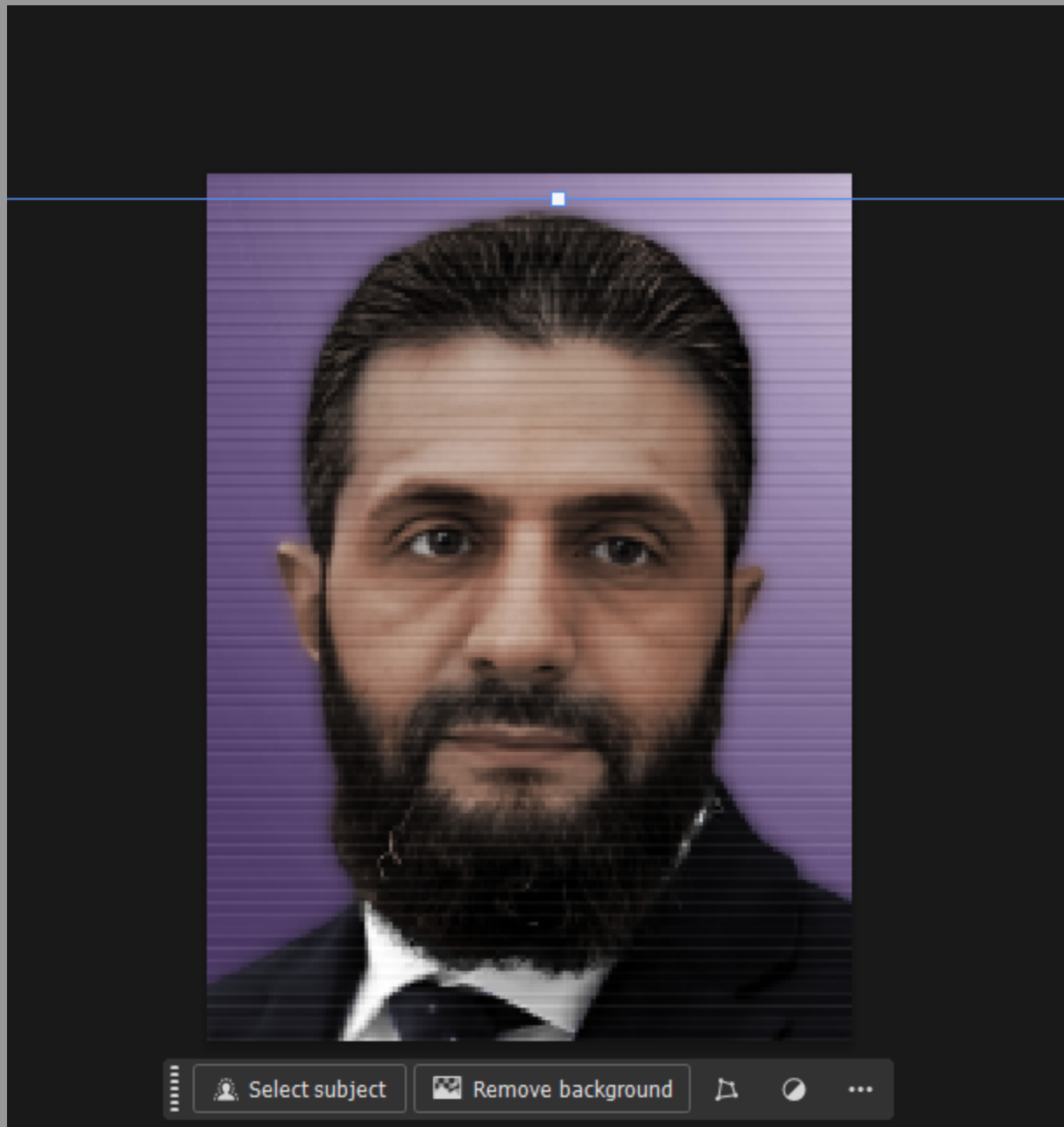


Now on the Front Layer, do the same thing but 1 pixel.

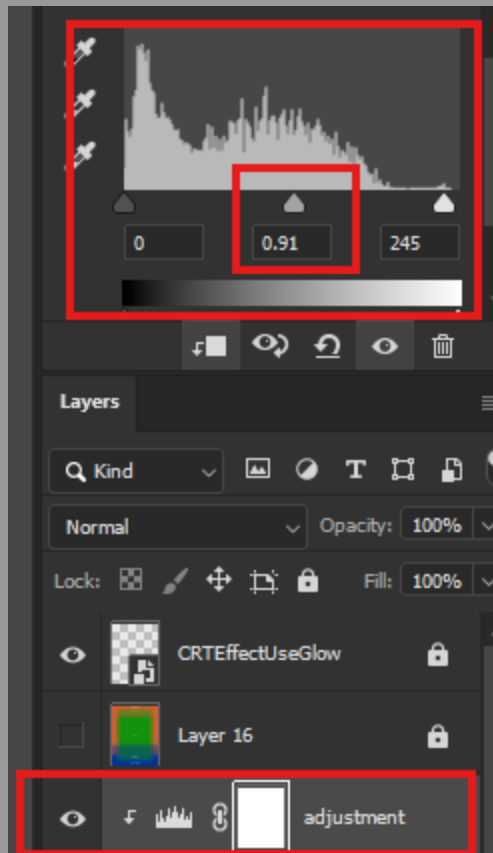


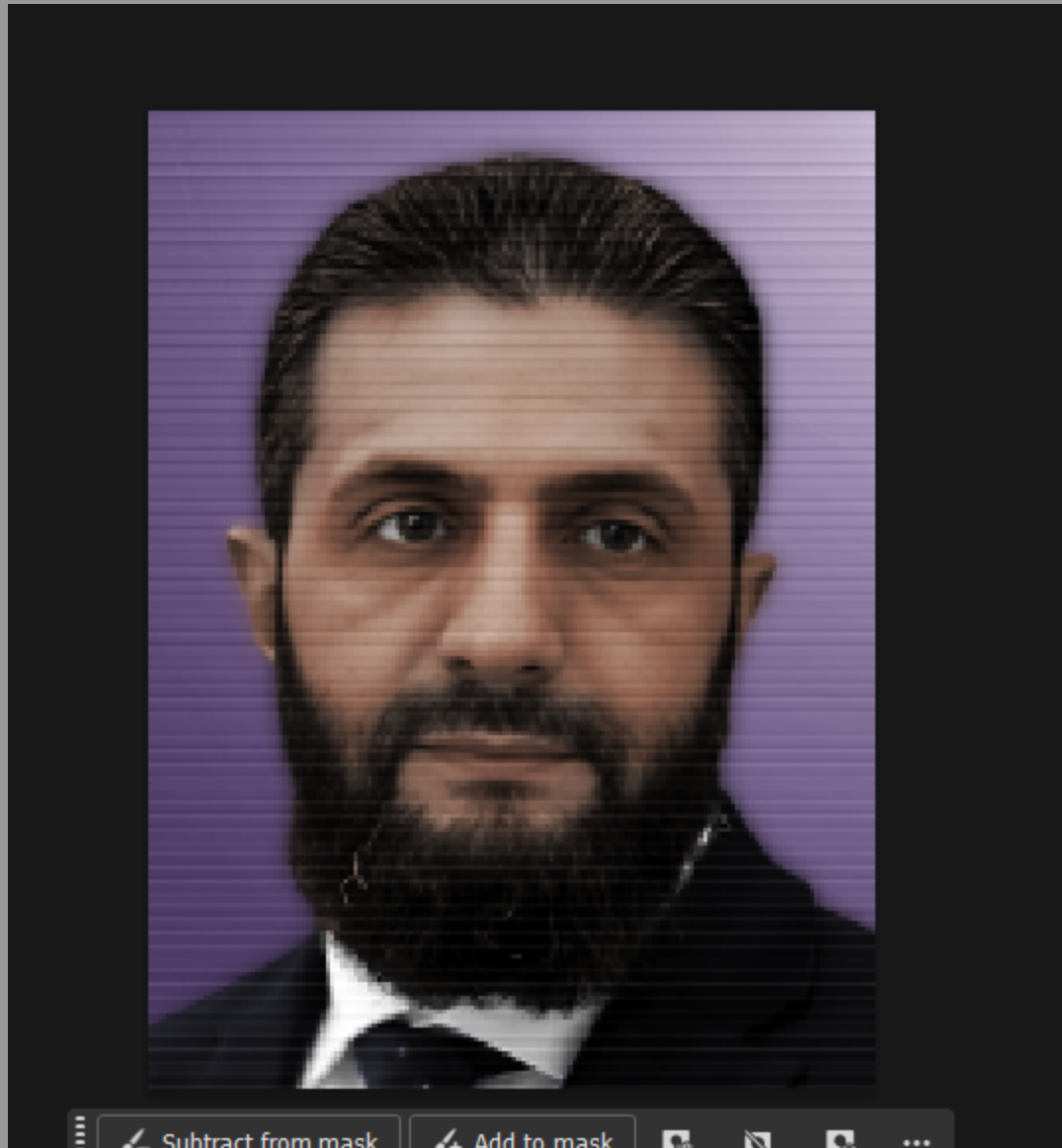
Change The Front Layer Opacity to 5-10 percent.



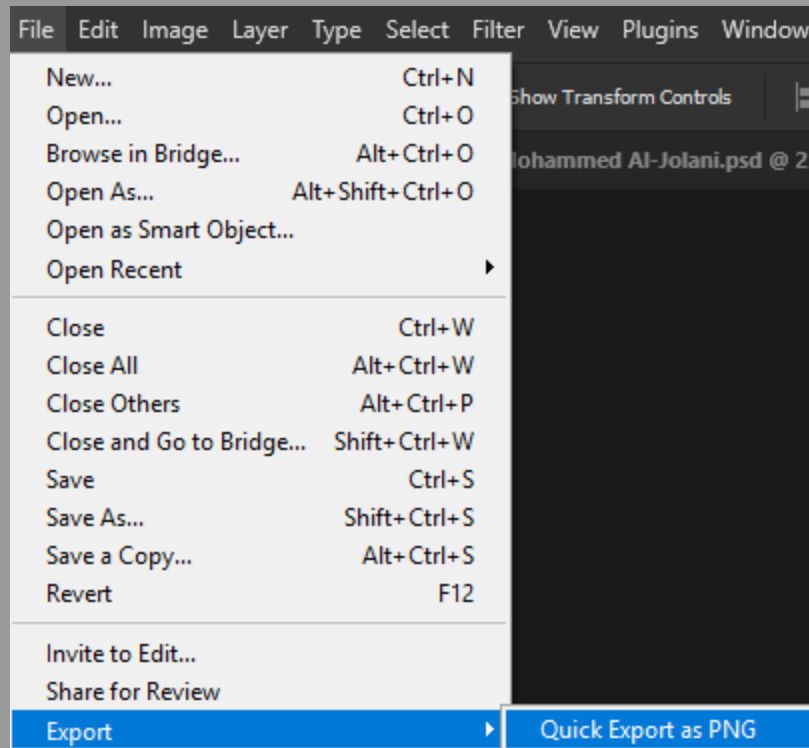


Your Basically Done! Now we can adjust the levels abit to improve the lighting on the portrait.





Its now Finished!



Now you export your file by
File>Export>Quick Export as PNG.



And your done! Heres the Final Product.

The Bosnian orangutan is out now, sya.