

Glamour Retouching Tutorial

By Warren Joyce

This is my basic workflow & way of tackling a "Glamour" style portrait using Photoshop CS3.

Keep in mind that I'm no expert & there are many different ways to tackle each of the steps I take.

Also keep in mind that when I give a tool a "pixel" number it is greatly dependent on the resolution of your image, so may vary.

It is a good idea to rename all your layers as you go.

1. Duplicate Background. Make a duplicate of your background layer (control/j). I recommend that you never work directly on the background layer.

2. Blemish Removal. Choose the "Patch tool" (j or shift/j) & make a selection around larger blemishes, dragging your selection to a cleaner patch of skin which will cover up the original blemish. Keep away from hard edges, e.g. clothing, eyelashes, lips, etc. You can make a new selection wherever you like without deselecting your previous selection. When you're finished with the larger blemishes, hit control/d to deselect.

3. Cloning. Choose the "Clone stamp tool" (s or shift/s) to repair blemishes near hard edges or to clone away stray hairs. It is very important to sample often, using the alt key or you will get telltale patterns appearing on your image. Experiment with different hardness and opacity brushes for the best effect. Each image or part of an image is different & may require a different technique.

4. Dodge & Burn. Create a new layer (control/alt/shift/n) & set the blending mode to overlay or softlight. They both have similar effects but softlight is a little gentler. Zoom in very close to your image use a small brush, 3 to 8 pixels & paint with a low opacity brush - between 3 & 15 percent, black on the light pixels & white on the dark pixels to even out the overall tone. Depending on how you want your final image to look, you can spend many hours on this layer, although you can really obtain a dramatic difference in as little as one hour. In my eyes it is the most important part of the final image.

5. Colour correction. If you find that you have a noticeable colour shift on the previous layer, create a new layer (control/alt/shift/n) & set the blending mode to colour. Sample an unaffected skin colour near to your colour shift & paint over the affected area, again experimenting with opacity.

6. Blurring. If you really must blur :), you will need to merge all your layers to the top by selecting the top layer & pressing shift/control/alt/e. Now with your merged layer selected choose "Gaussian blur" from the filter/blur dropdown menu & blur to 20 pixels. Lower the layer opacity to 50% & create a layer mask using the add layer mask icon from the bottom right of the page. Press control/i to invert the mask to black & hide the change that you have just made. Now choose a white brush, paint back over the skin to reveal your blur, taking special care near sharp edges such as eyelashes & clothing. Don't paint back the blur over the eyes, nostrils or lips.

7. Eye Pop. Please note you must have good eye detail to do this next step successfully. Making sure you have the actual layer selected & not the layer mask, select the lasso tool (l or shift/l) & draw around each iris ensuring that you have the "add to selection" option enabled on the top toolbar. After you have selected both irises, from the "select" dropdown menu choose "modify" then "feather" & feather by 10 pixels. Press control/j to copy the irises to their own layer. A good starting point for realistic looking eyes is to set the radius to 3 or 4 pixels and the Threshold to 0. Tutorials I've read recommend that you keep the "amount" slider to fewer than 100 but it really comes down to personal taste.

8. Eye Colour. Create a "hue & Saturation" adjustment layer from the dropdown menu at the bottom right of the Photoshop page via the half black/white circle, & focussing on the colour of the irises, adjust to taste. With the layer

mask selected, (it should be by default), press control/i to invert the layer mask to black & using a white brush, paint back the colour change you made. Adjust the layer opacity if you feel you've overdone it.

9. Iris Outline. Press "q" to select "quick mask" mode & using a small black soft, (low hardness) brush, paint around the outer edge of each iris. If you make a mistake you can paint away the mistake with a white brush. Fine tune, by switching between them. Re-press "q" to exit quick mask mode & you will see "marching ants" around your selection. Press control/j to copy your selection to another layer. Set blending mode to multiply & adjust the layer opacity to taste.

10. Eye Redness Removal. Create a new layer (control/alt/shift/n) & use the clone tool (s or shift/s) set at 50% opacity to clone away the red veins in the eye whites. You must have the "sample: current & below" option enabled on the toolbar & remember to sample often, particularly each & every time you are following a vein that changes direction.

11. Eye Brightness. Create a "levels" adjustment layer from the dropdown menu at the bottom right of the Photoshop page via the half black/white circle & focussing on the whites of the eyes move the middle "arrow" icon 'til you reach a brightness you desire. With the layer mask selected, press control/i to invert the layer mask to black & selecting a white brush, paint back the brightness in the eye whites. Adjust the layer opacity to taste.

12. Eyelashes. Create a new layer (control/alt/shift/n) & select your brush tool (b or select/b). Press F5 to bring up your brush preset menu. Tick the "shape dynamics" box & choose from the "size jitter: control" drop down menu "fade" if you're using a mouse, or "pen pressure" if using a tablet. With the brush tool selected hold the alt key to sample the colour of the eyelashes or alternately just use black. Draw in some new eyelashes & darken any existing ones. Adjust the layer opacity to taste.

13. Eye Liner. Create a new layer (control/alt/shift/n) & using a low opacity black brush draw around the edges of the eyes as eye liner. Adjust the layer opacity to taste.

14. Vignette. Finally, to highlight the area that you want your viewer to focus on we will create a vignette. Choosing the "Marquee Tool" (m or shift/m) draw a selection of the area you wish to be highlighted. From the "Select" dropdown menu choose feather & choose the maximum feather radius your image will allow. 250 pixels is the maximum but if your image is low resolution that amount will bring up an error message. Go back to your "select" dropdown menu & choose inverse. Now create a "Solid Colour" image adjustment layer via the half black/white circle in the drop down menu in the bottom right of the page & select "Black" & o.k. Adjust the layer opacity to taste.