

BASIC PHOTOGRAPHY III

ENHANCEMENT TO PRINT

Mark Berndt

www.markberndt.com

mberndt@markberndt.com

WEEK 3

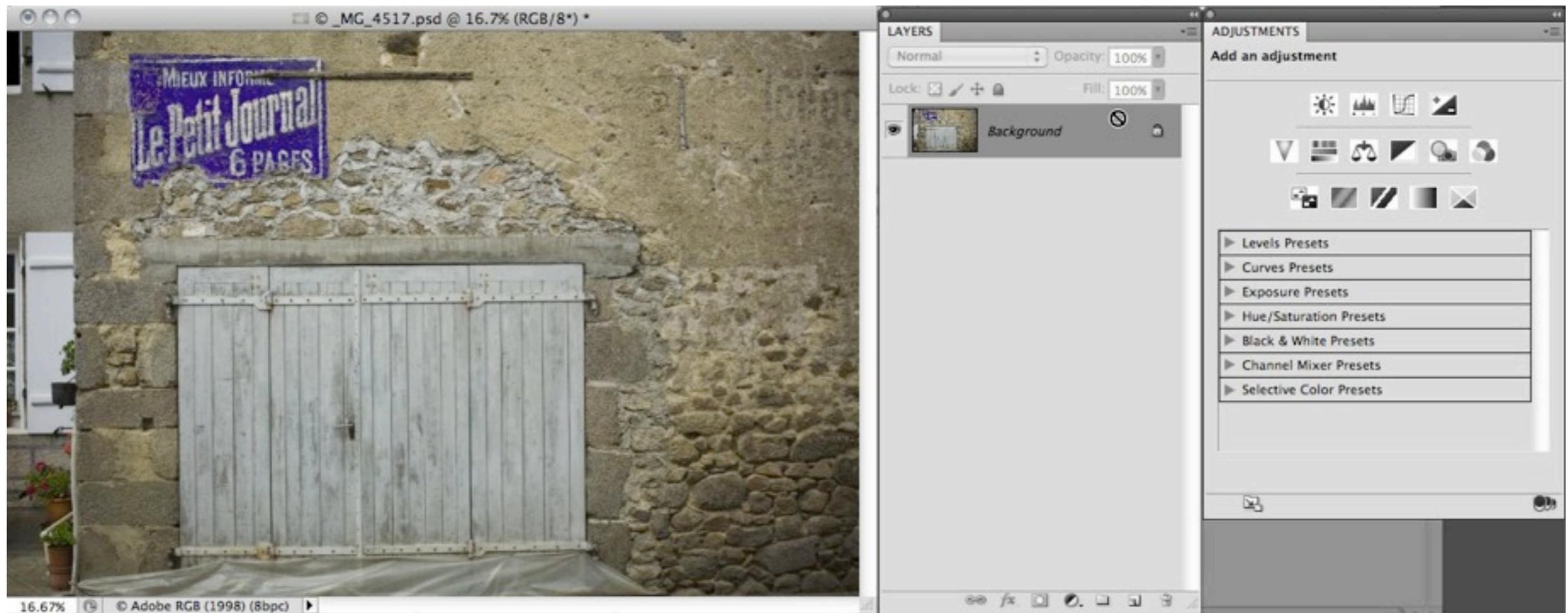
BUILD

ALIGN, REMOVE, RETOUCH

- ALIGN - use FREE TRANSFORM to straighten vertical & horizontal lines
- REMOVE ELEMENTS - on a layer set to 100% opacity
- RETOUCH ELEMENTS - on a layer set to less than 100% opacity
- “AIRBRUSH” SKIN for smoothing, with a BLUR LAYER using MASKING and OPACITY
- CLIP a GRAIN LAYER to the BLUR LAYER to restore texture after blurring

PREPARE WORKFLOW

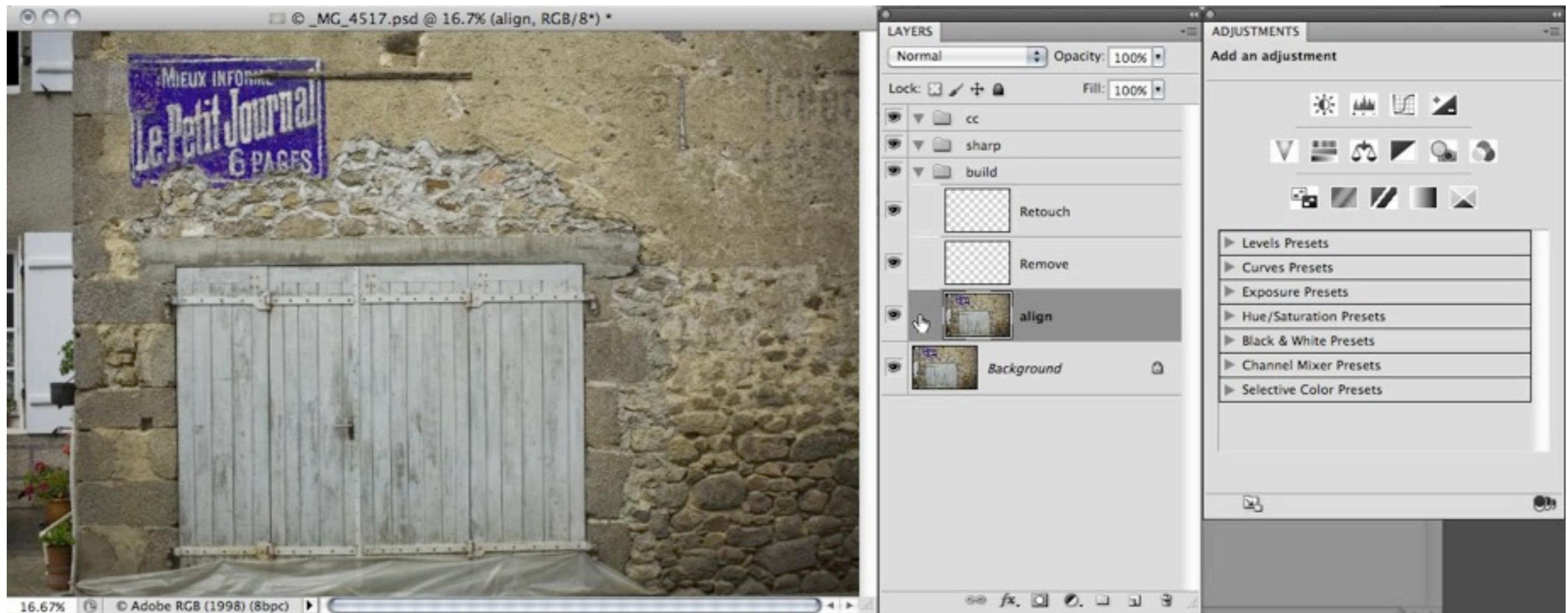
OPEN YOUR PROCESSED RAW FILE IN PHOTOSHOP
AND RUN THE WORKFLOW ACTION



OPEN FILE FROM ACR

IMAGE ALIGNMENT

Press **COMMAND + J** to duplicate the Background layer, name the new layer “align”, place in build folder

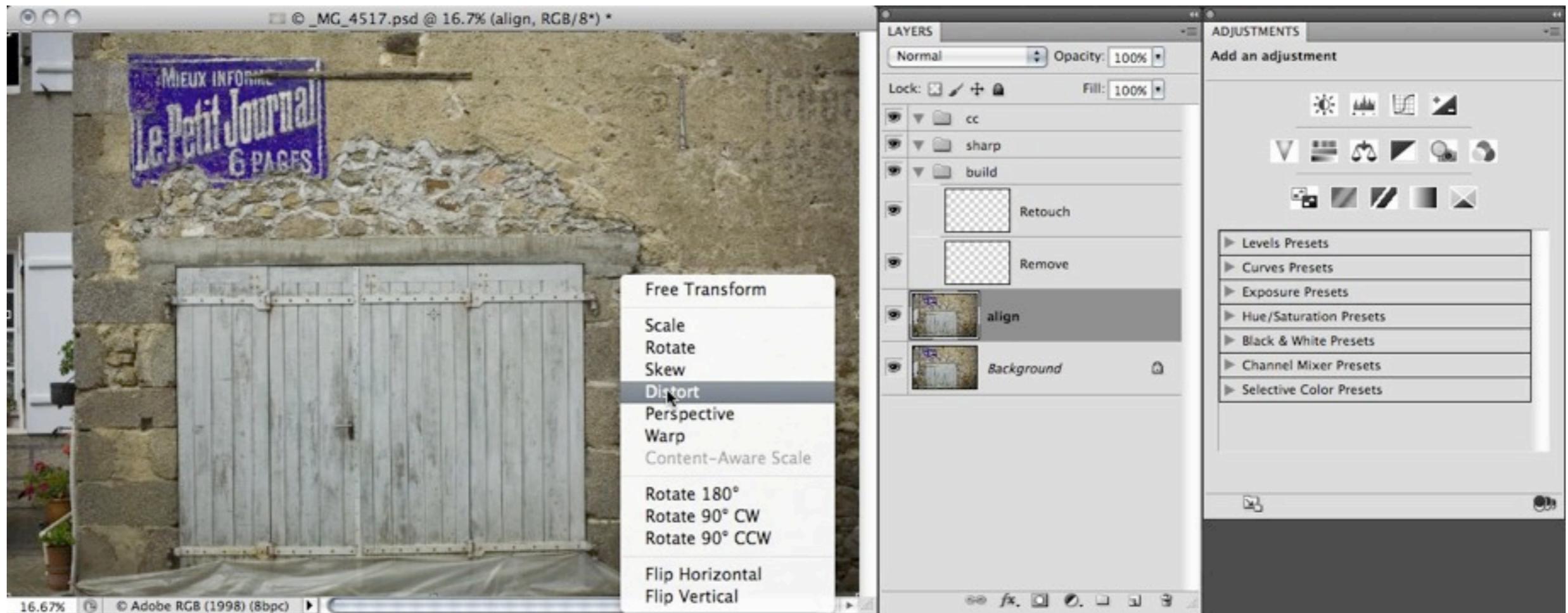


You may not have to make alignment corrections on every image. This is optional.

IMAGE ALIGNMENT

Press “F” to change screen mode.

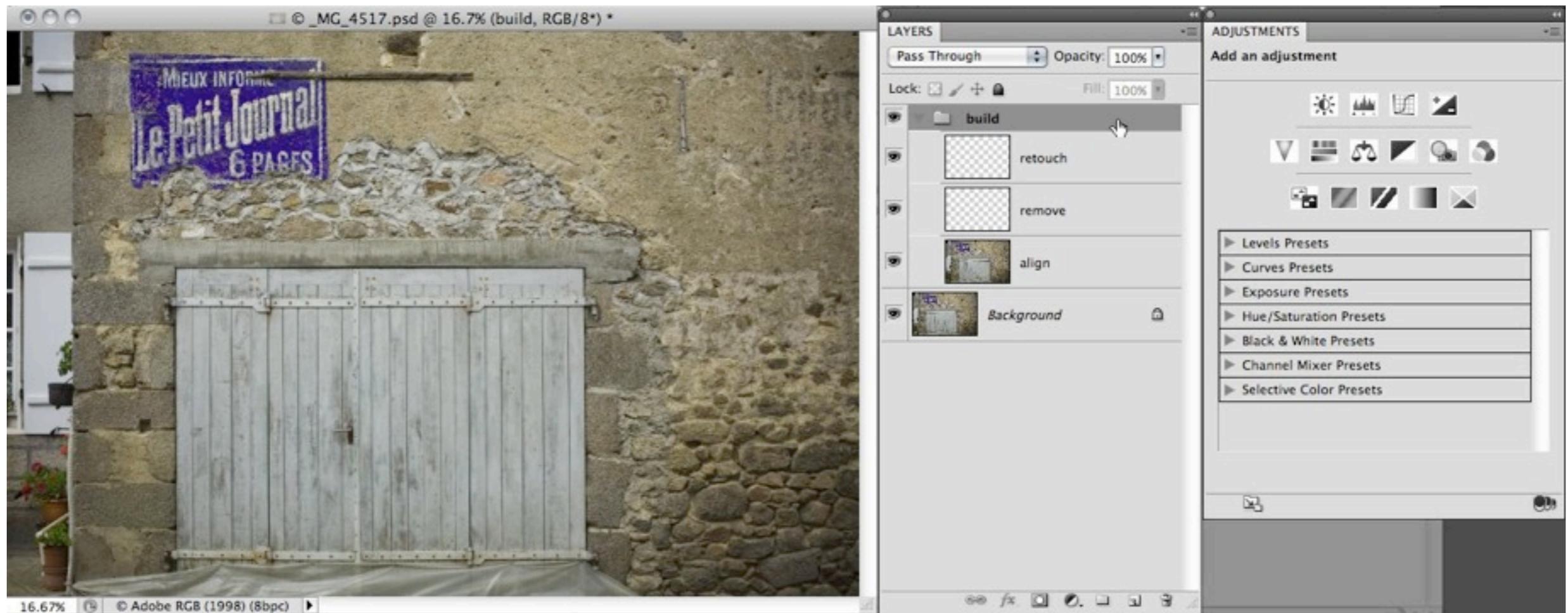
Press COMMAND + T to activate FREE TRANSFORM.



RIGHT-CLICK inside the image area and choose “Distort” from the contextual menu.

IMAGE ALIGNMENT

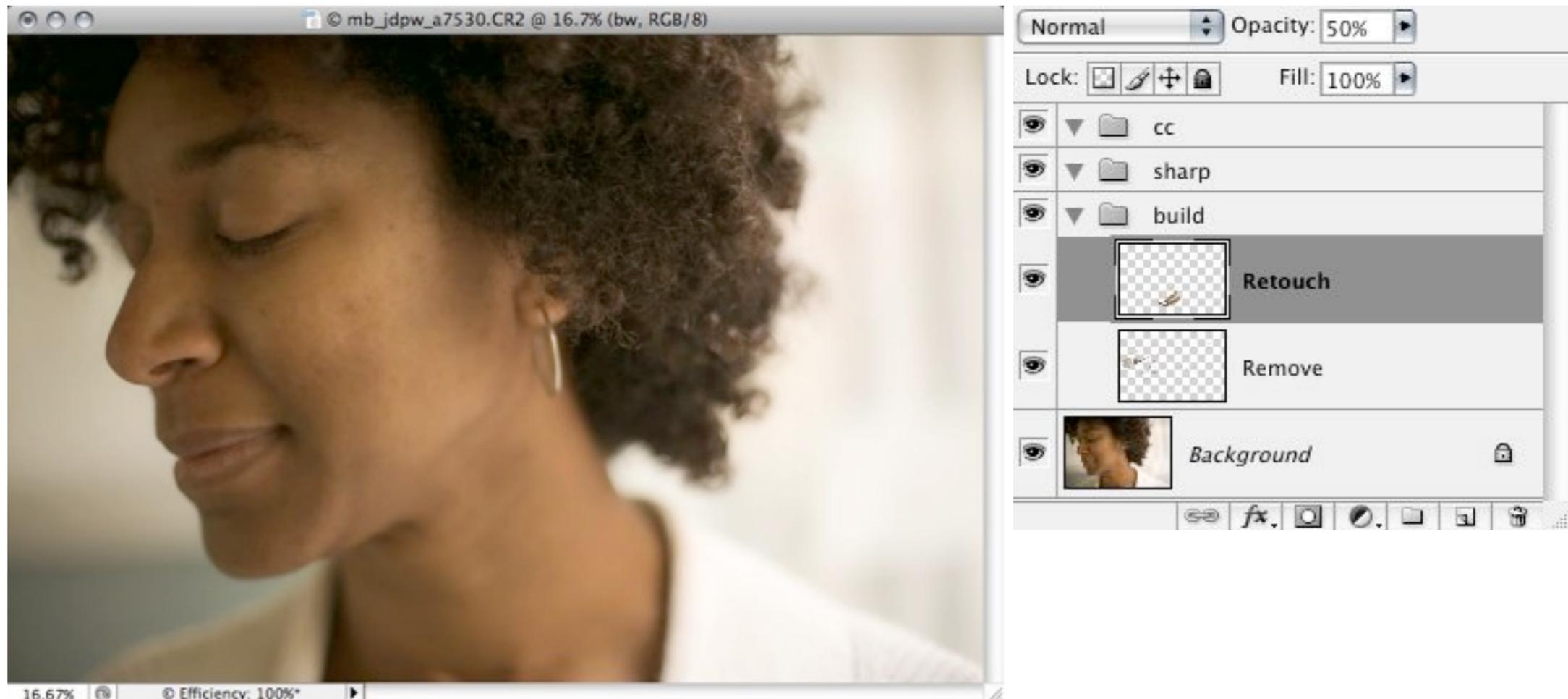
Drag independent corners of the image to correct straight lines. Press ENTER to commit changes.



Press Command + “ to toggle Photoshop’s on-screen grid on and off to check alignment.

REMOVE & RETOUCH

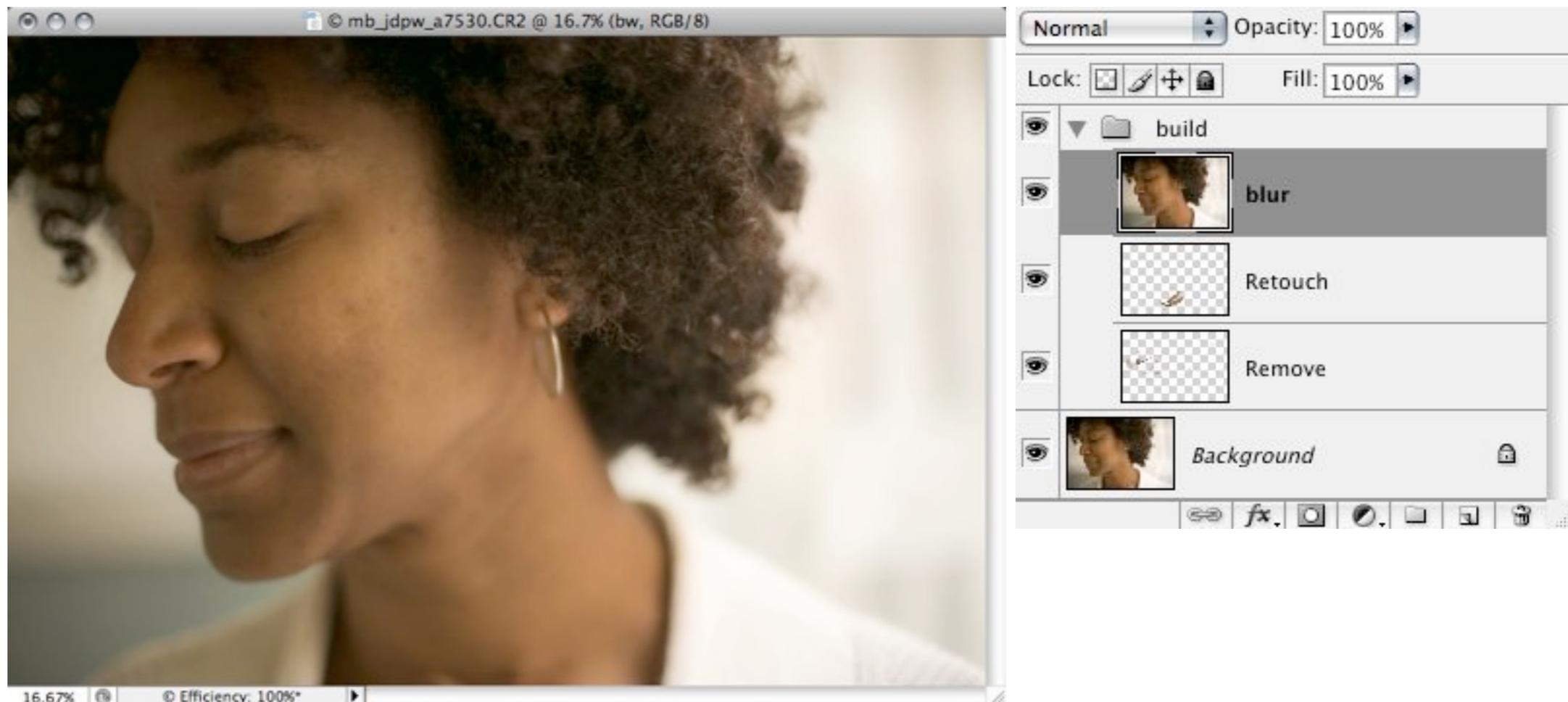
TO RETOUCH WITH CLONE STAMP OR HEALING BRUSH, SET TOOL OPTION TO CURRENT & BELOW



REMOVE unwanted elements (100% OPACITY)
RETOUCH wrinkles, lines skin (50% OPACITY OR...)

CREATE A COMP LAYER

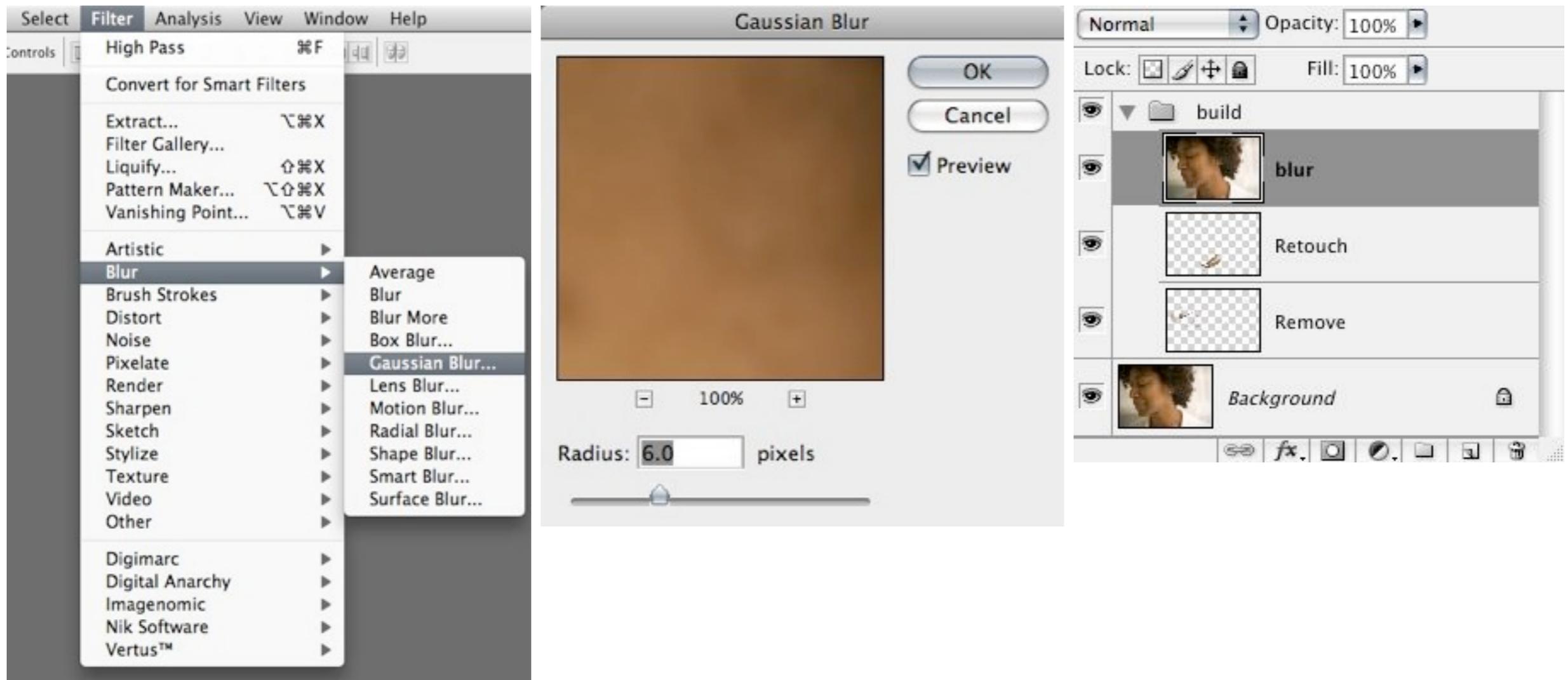
SHIFT + OPTION + COMMAND + E



Make a COMP LAYER and RENAME it "BLUR"

BLUR THE COMP LAYER

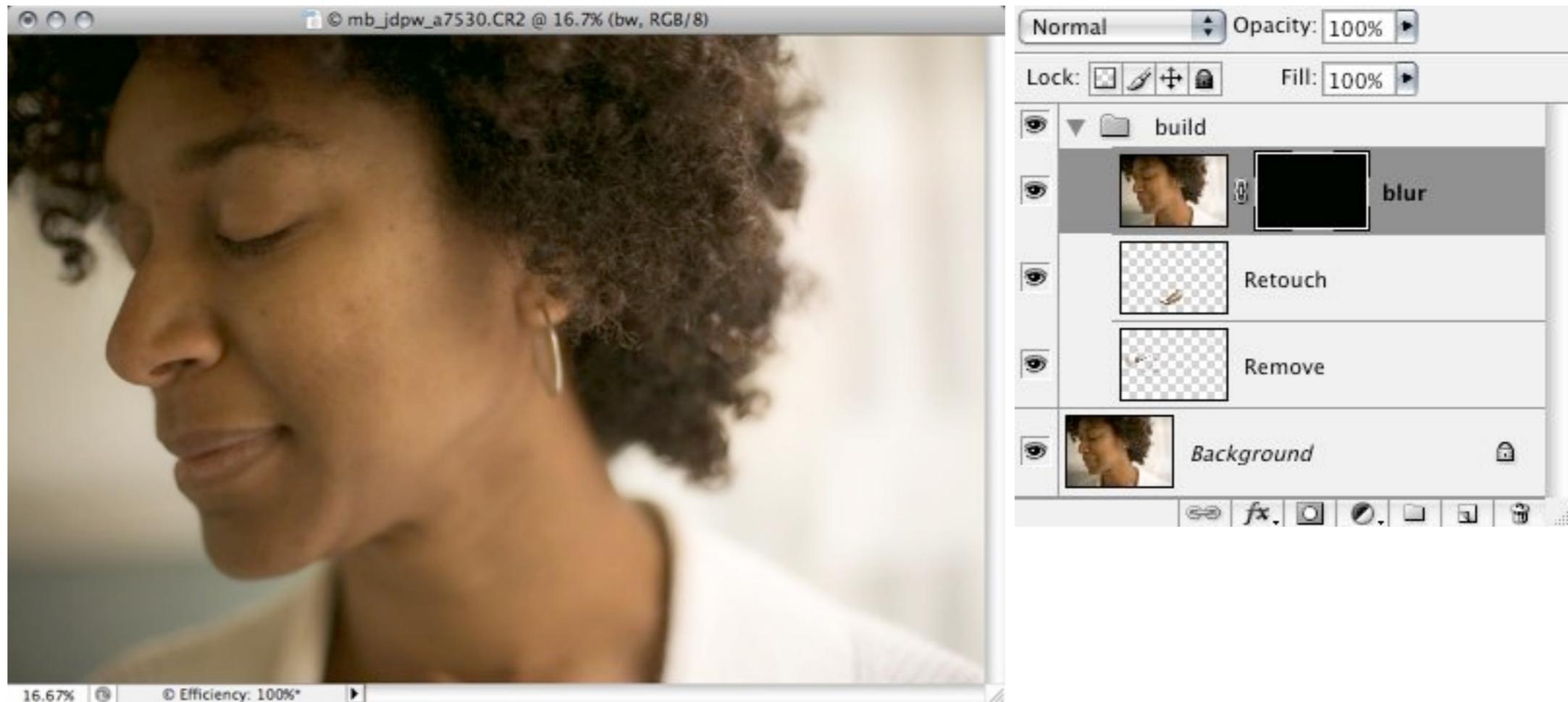
FILTER > BLUR > GAUSSIAN BLUR
BRINGS UP THE GAUSSIAN BLUR DIALOGUE BOX



Select an amount of blur appropriate to the effect you want to create.

ADD A BLACK LAYER MASK

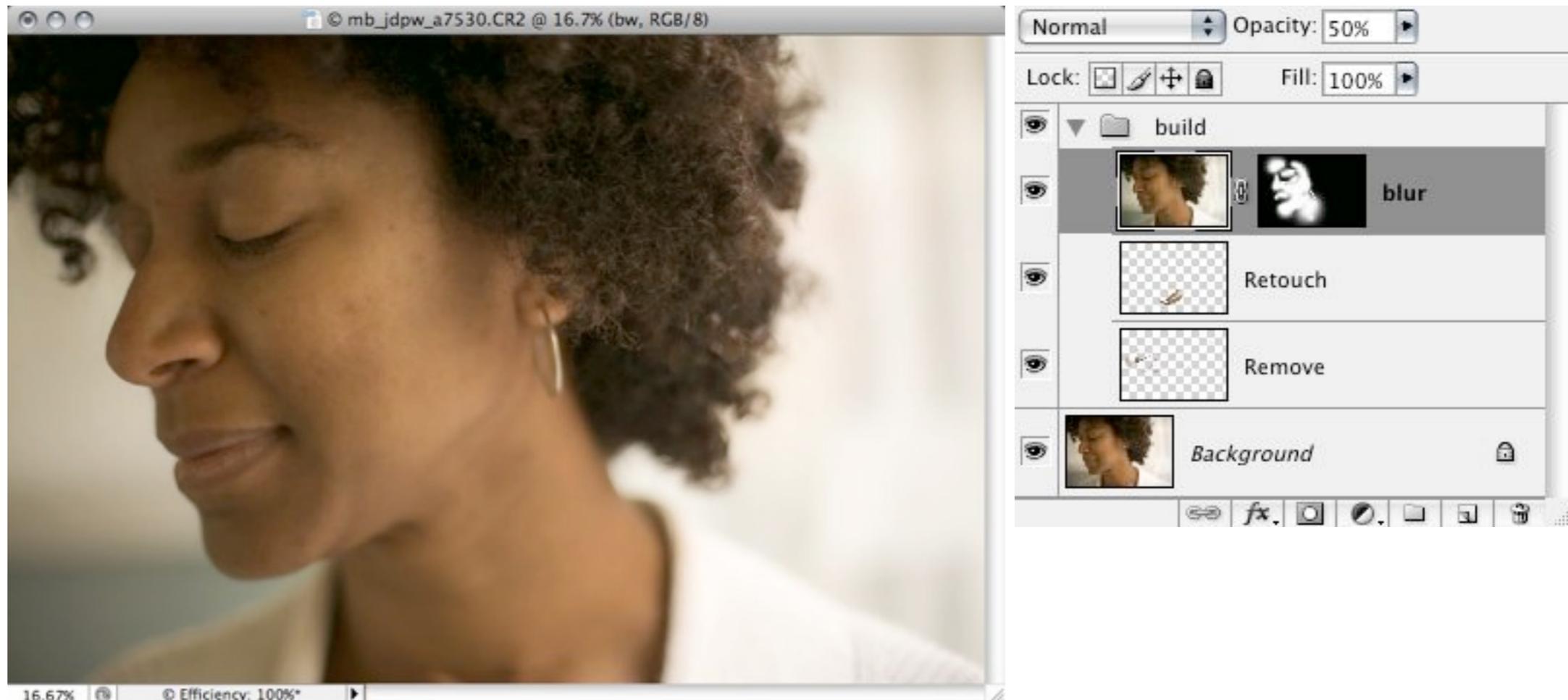
OPTION + NEW LAYER MASK ICON



Hide the entire BLUR LAYER with a black mask.

USE MASKING TO PAINT IN BLUR

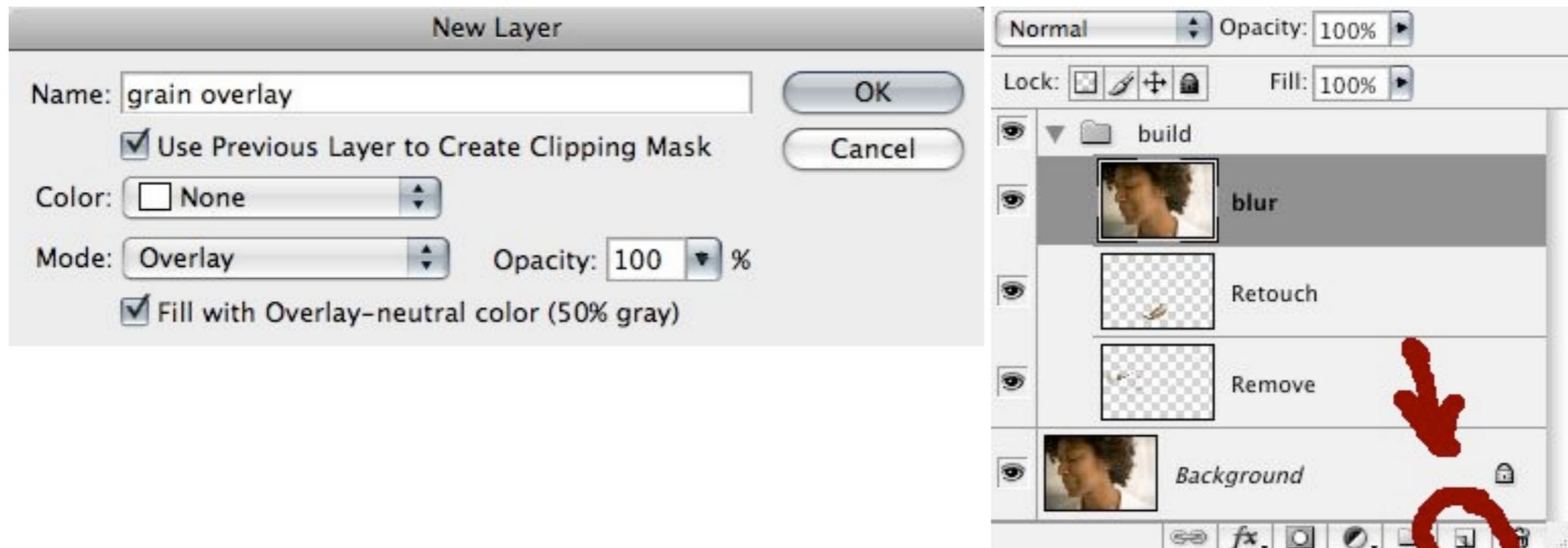
“PAINT” THE BLUR INTO THE APPROPRIATE AREAS OF THE IMAGE



WARNING: Blurring eliminates any surface texture from the image. Blurred areas will not match because they have a different texture/grain that the un-blurred areas of the image.

ADD A GRAIN OVERLAY LAYER

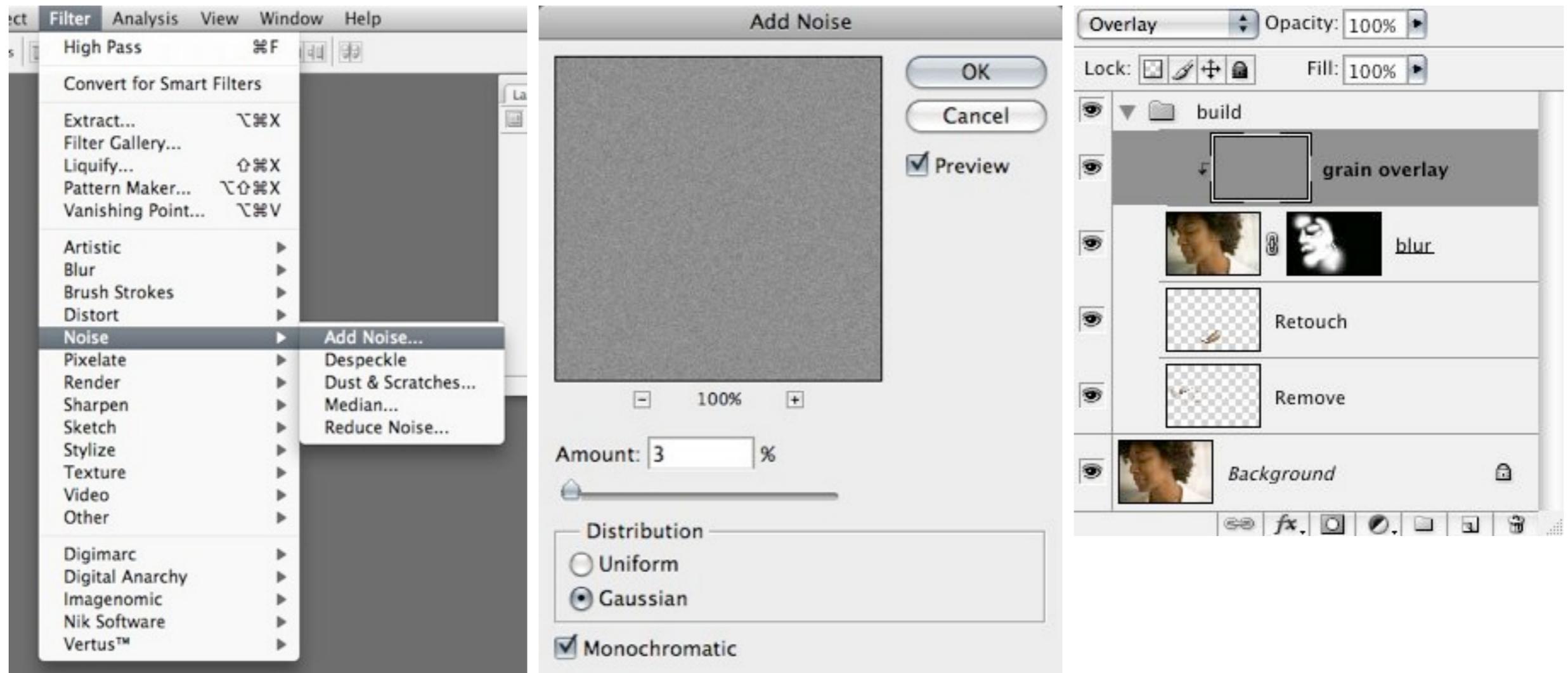
OPTION + NEW LAYER ICON BRINGS UP A DIALOGUE BOX FOR LAYER SETTINGS



LABEL your new layer in the “Name” text box, SELECT the “Use Previous Layer to Create Clipping Mask” box, choose “OVERLAY” MODE, and check the “Fill with Overlay-Neutral color (50% gray).

ADD A GRAIN OVERLAY LAYER

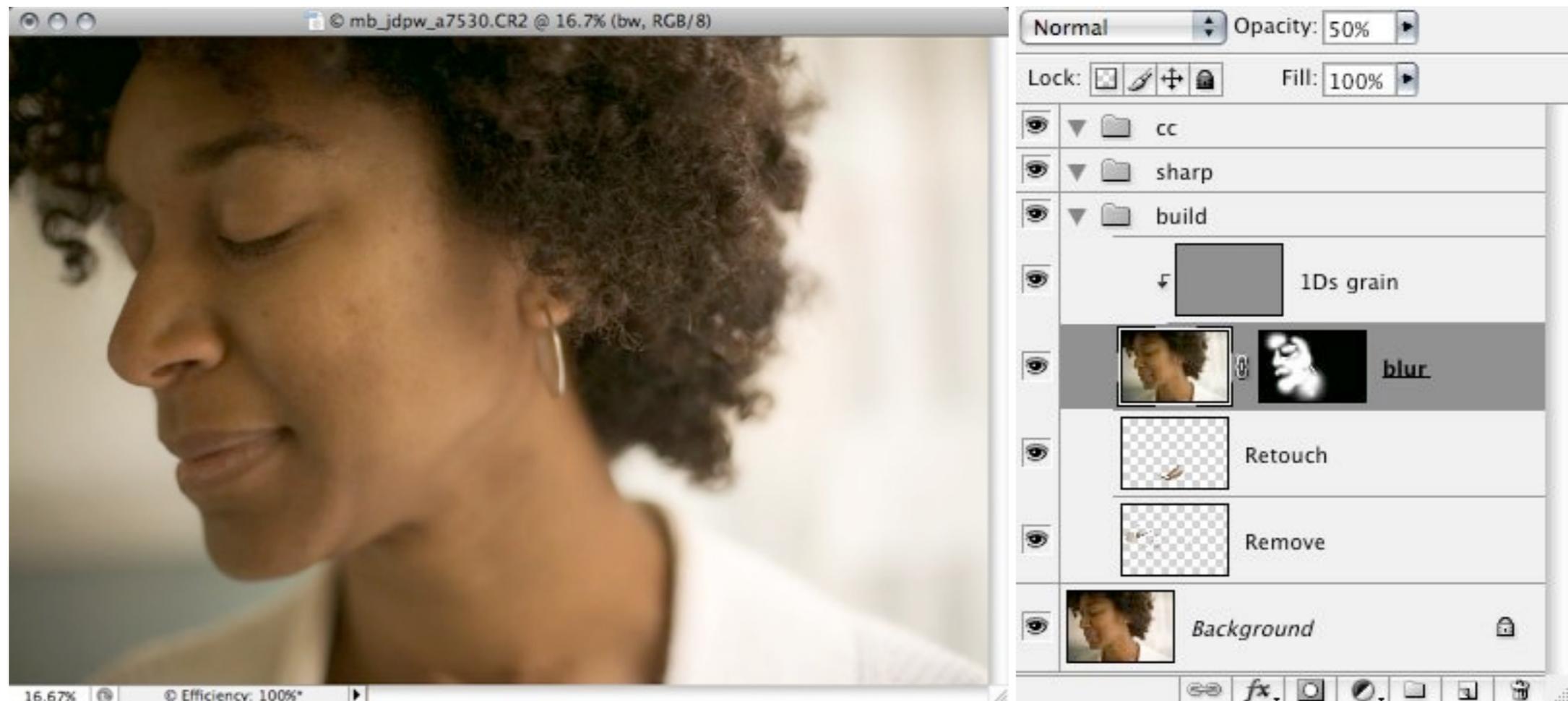
FILTER > NOISE > ADD NOISE
BRINGS UP THE NOISE DIALOGUE BOX



Select GAUSSIAN and MONOCHROMATIC, then adjust the slider to create an amount of noise that matches the original texture/noise of the image before blurring.

THE CLIPPING PATH

WITH THE GRAIN LAYER CLIPPED TO THE BLUR LAYER,
GRAIN APPEARS ONLY WHERE THE BLUR APPEARS



By CLIPPING the GRAIN layer to the BLUR layer AND ITS MASK, BOTH grain and blur appear together only where the mask is white.

SAVE YOUR MASTER FILE

ALWAYS SAVE YOUR LAYERED MASTER FILE AS A PHOTOSHOP FILE (.PSD)

1. PRESERVE THE LAYERED ELEMENTS OF YOUR NON-DESTRUCTIVE BUILD WORKFLOW
2. ALLOW YOU TO FIND YOUR FINAL VERSION(S) OF THE IMAGE IN ONE PLACE, IN ONE FILE.
3. PROVIDE A HI-RES MASTER FILE FROM WHICH YOU CAN CREATE OTHER FILES FOR SPECIFIC USE:
 - a) AT A SPECIFIC IMAGE SIZE AND RESOLUTION FOR EMAIL DELIVERY OR WEB PRESENTATION
 - b) TO CREATE A FILE FOR PRINTING TO A SPECIFIC SIZE/RESOLUTION/COLORSPACE
 - c) TO CREATE A COMP LAYER FOR USE IN A PRINT TEMPLATE FILE

CALIBRATE YOUR MONITOR

CALIBRATE YOUR MONITOR

TODAY!