

published on 28th March 2006

Secrets of Touching-up Skins



Before



After

BY SHIRLEY TAN

Chief Instructor

“ Ever wonder why the models look so fabulous on magazine covers? Well, you can look as good too, if not better. This tip I am sharing is especially useful if you take close-up of people and need to soften the skin textures and pores.

Get your photos and launch Photoshop now! Join me in this tip and see your images transformed in just a few steps.”



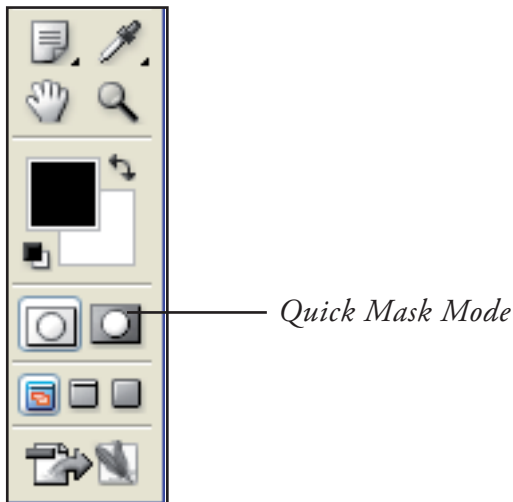
Shirley Tan
*The #1 Adobe Certified
Instructor in SEA*

Masking

- 1) Let's start by opening the image to be touched up. I suggest you go ahead and duplicate the layer by dragging the background layer to the Create New Layer button to copy it.

We are going to smoothen the face but we want to leave the eyes, nose and mouth intact so it looks genuine.

- 2) Switching to the quick mask mode by clicking on the “**Edit in Quick Mask Mode**” button in the tool box.



- 3) Select the **Brush Tool**, and set the brush size according to the image size.

A bigger image will require a bigger brush.

- 4) Press **D** on the keyboard to reset the foreground colour to black. Paint the model's face with the paintbrush like such.



Softening the skin

- 5) Once completed, click the standard mode button (on the left of the quick mask mode button) to return to the standard mode.
- 6) Choose **Select > Inverse** to swop the selection.
- 7) Choose **Select > Feather** and apply about **5** pixels.

Remember to increase the value if your image is much bigger.

- 8) Choose **Filter > Blur > Gaussian Blur** and apply about **2** pixels of blur.
- 9) Choose **Filter > Noise > Add Noise**. Use about **2%** and set it to **Uniform, Monochromatic**.

