



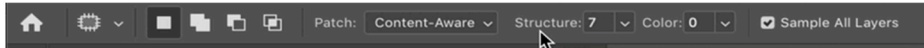
# Three Photoshop Tools Every Portrait Photographer Needs to Know

with Kristina Sherk

# Top Things for Portrait Photographers to Know

## Blemishes

- Patch Tool - Left Tool Bar - click Shift + J to toggle through to the Patch Tool
- Change the settings of the Patch tool;
  - Patch > Content Aware
  - Structure > 7
  - Color > 0-2
  - Sample All Layers > checked

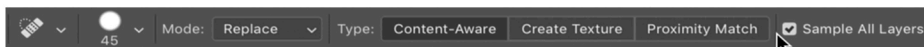


- Do blemish removal work on an empty layer
- Hold Shift while circling the blemishes you want to remove to select multiple blemishes so you can fix them all at once, basically batch blemish removal



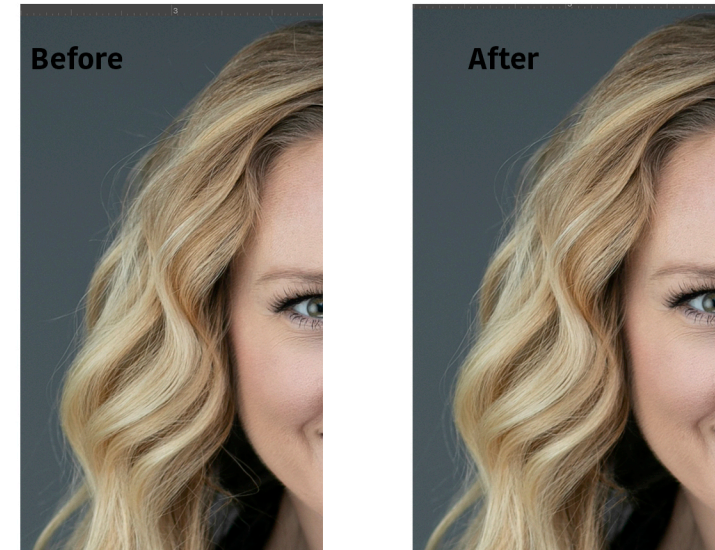
## Fly Away Hairs

- Spot Healing Brush - Left Tool Bar - Shift +J to toggle through to Spot Healing Brush tool
- Change the settings of the Spot Healing Brush tool;
  - Mode > Replace
  - Type > Content Aware
  - Sample All Layers > checked



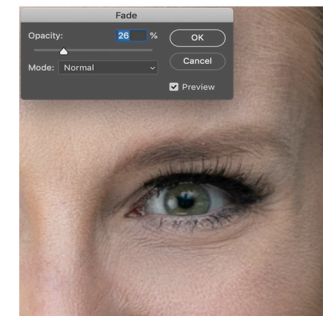
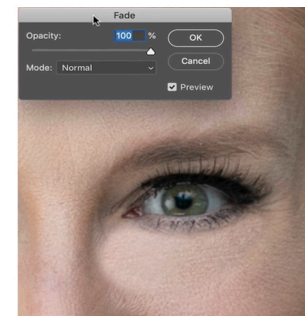
- With a brush slightly larger than the hairs paint over hairs - for longer hairs do smaller segments at a time

After just a few minutes of fly away removal with the Spot Healing Brush tool



## Under Eyes - Clone Stamp tool - Fade Method

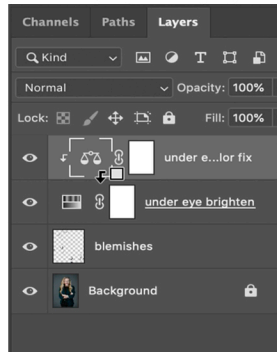
- Clone Stamp tool - Left Tool Bar - click Shift + S to toggle through to the Clone Stamp tool
- Change Settings
  - Opacity > 100%
  - Flow 100%
- Sample forehead and paint over under eyes, then to fade the LAST brushstroke so it looks natural click;
  - Shift + Command + F
  - or
  - Shift + Control + F



# Top Things for Portrait Photographers to Know

## Under Eyes - Hue/Saturation Adjustment Layer Method

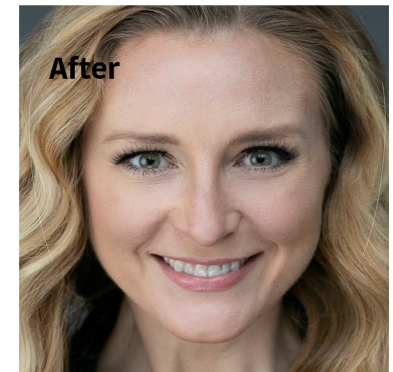
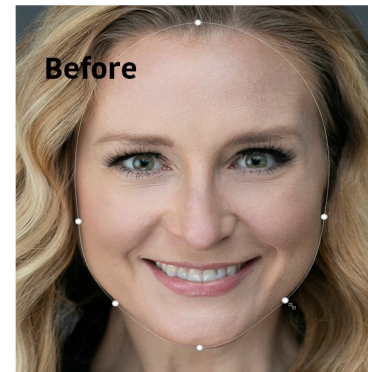
- Create Hue/Saturation Adjustment Layer - “Under Eye Brighten”
- Change Blend Mode to Screen
- Create a Color Balance Adjustment Layer - “Under Eye Color Fix” - clip it to the “Under Eye Brighten” Hue/Saturation Layer; Hold Option/Alt and click between the two layers
- Input Color settings to the “Under Eye Color Fix” Color Balance layer
  - Cyan > +16
  - Magenta > 0
  - Yellow > -23
- Invert “Under Eye Brighten” Hue/Saturation layer mask to black then paint effect over under eyes with a soft brush with a low Opacity 10-20% and Flow 10-20%



- You can adjust the overall Opacity of the “Under Eye Brighten” Hue/Saturation layer to make it look more natural if you go a little too heavy handed

## Face - Aware Liquify

- Merge all visible layers - “Liquify”  
Shift + Option + Command + E  
or  
Shift + Alt + Control + E
- Menu > Filter > Liquify > Face Tool (A)
- You can then click and drag pins on the face to make adjustments or you can use the sliders in the right tool panel to make the adjustments to the face shape

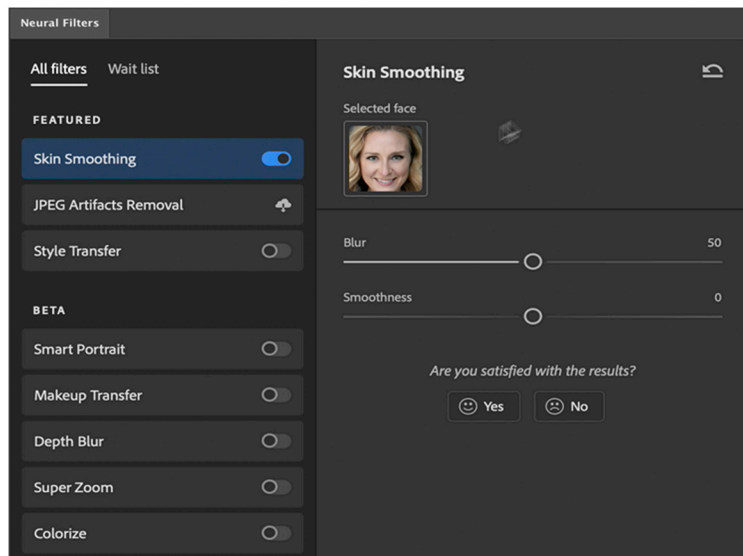


- You can link features such as eyes together to adjust both, or unlink to adjust only one at a time
- There is also a dropdown to select different faces if you have more than one person in your image

# Top Things for Portrait Photographers to Know

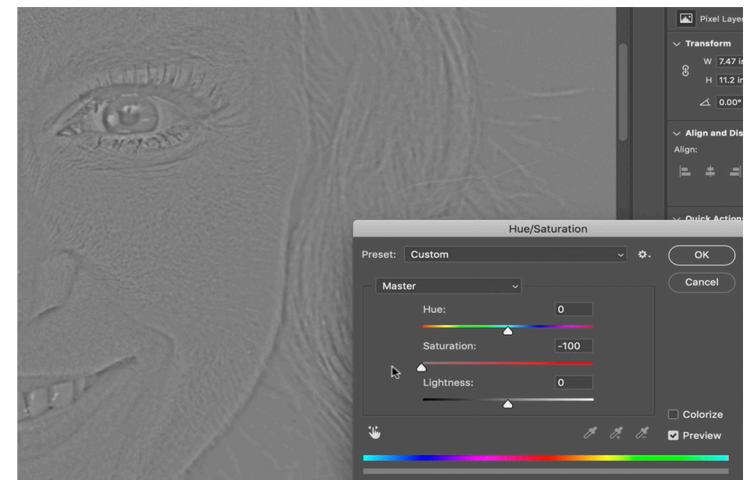
## Skin Smoothing

- Duplicate Liquify Layer - name it “Skin”  
Command + J  
or  
Control + J
- Menu > Filter > Neural Filters (PS V 22.0 - Oct 2020 Release)  
Note - you do need to have WiFi on to use Neural Filters
- Some filters need to be downloaded from the cloud before using them
- Turn Skin Smoothing On



- This tool gets you about 80% there as far as skin smoothing - you do still need to do some finishing touches in Photoshop proper
- Adjust the sliders to your satisfaction
- DO click “Yes” or “No” for “Are you satisfied with results?” to help Adobe make changes to improve the tool
- Select “Current Layer” for “Output” because we created a new layer
- Add a layer mask to “Skin” layer
- Paint over areas that the effect is too heavy with soft black brush with an Opacity of 10-30% and Flow of 10-30%
- Adjust the overall opacity of the “Skin” layer to look natural
- Next add some lost texture back in duplicate “Liquify” Layer again - name it “Skin Texture” - Move above “Skin Smoothing”

- Run High Pass filter on “Skin Texture” layer  
Menu > Filter > Other > High Pass
- Find a radius that accentuates the skin texture - 3.5 pixels works for this image - Don’t go to high - you want the most contrast within the small detail in the face
- Desaturate the “Skin Texture” layer;  
Command + U  
or  
Control + U  
pull the saturation slider all the way down

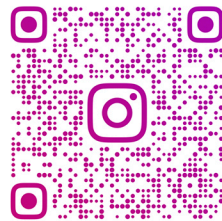


- Change the blend mode to Soft Light - make sure “Skin Texture” layer is the top layer - adjust the Opacity if you think it is too much texture

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