

Digital Photo Image Editing

- using Adobe® Photoshop Elements

Workshop 12: Removing Things You Don't Want

Objective

We will use the **Healing Brush** and **Clone Stamp** tools to eliminate unwanted things like blemishes from a portrait or power lines from a landscape. We will try retouching a portrait using the **Dodge, Burn, and Red-eye** removal tools.

Exercise 12-01 Fixing a Damaged Image

Image: *bluebeard.jpg*

- Open *bluebeard.jpg* located in the **Lab Images Week 12** folder.
- Click the **spot healing brush tool** (looks like a band aid), and select the 1st tool in the options bar. Make sure the **Type** is set to **Proximity Match**, and that the brush has a **hard edge**. Set the **brush size** to 30 pixels.
- Zoom in on the moles on his cheek, and then click on the smaller mole beneath the large mole on his left cheek. PSE makes the small mole disappear! Now try painting over the large mole. The result is not so good, so let's try another way.
- So now choose the 2nd tool in the option bar, the **standard healing brush**. Check that the **Source** is **Sampled** and the **Aligned** box is checked. Set the brush size to 20 pixels and set the source point for the healing by moving about 4 diameters above the horizontal white scratch and **Alt click**.
- Then move down and begin to paint over the scratch. When you release it is healed. Keep changing the source point as you heal other portions of the image.

Exercise 12-02 Restoring Damage

Image: *gravestone-before.jpg*

- Open *gravestone-before.jpg* located in **Lab Images Week 12** folder.
- Zoom in on the man's face, and you will see that his right cheek has a chip missing. Select the **Healing Brush Tool** (looks like a band aid). In the options bar choose the 2nd tool with the brush size 20, **Mode: Normal**, and make sure that **Aligned** is checked.
- Now **Alt-Click** on a good area of his right cheek. Then move over to the chip, hold down the left mouse button and begin painting. When you release the mouse button, see how the healing has been done. Try this again working with other **Alt-Click** locations as the source by going back to **Open in Undo History**. You may want to zoom in on the area in order to work more carefully.
- Next select the **Clone Stamp Tool** (right beneath the **Healing Brush tool**) with Mode: Normal, **Opacity** 100%, and **Aligned** checked.
- Using a similar technique try to restore the portion of the elliptical frame that has been badly damaged. You will have to **Alt-Click** often to get different sample regions on the right and left of the damage, and it helps to zoom in on the area. If you make mistakes, go back one step at a time in the **Undo History**.

Digital Photo Image Editing

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Workshop 12: Removing Things You Don't Want

Page 2

Exercise 12-03

Image : *My apologies in advance.jpg*.

Dodge, Burn, Sponge, and Smudge on a Portrait

- In the folder for Lab Images Week 12 open *My apologies in advance.jpg*.
- Then choose the tool that is just above the **foreground/background color boxes** at the bottom of the toolbox. It may appear as the **sponge** tool, but in its options bar the 2nd choice is the **dodge** tool. Select it and change the **Size** to 100 pixels and the **Exposure** to 30%. Then drag over the parts of the image that need lightening. These are the eyes, nose, and teeth. They can be separate regions, not continuous. You may reduce the size to about 40 pixels for finer details.
- After use the **Undo History** palette to see the changes you have made by going to the **Open** step and then down to the last action you just did.
- Now from the options bar select the **burn** tool with **Range: Midtones**. Reduce the **Exposure** to 20%. Drag up and down both sides of his face. You can reduce the **brush size** to 60 pixels and work under his nose, cheekbones, and chin.
- Again go back up the **Undo History** palette and click on the **Open** step to see what you have done.
- Select the **sponge** tool in the options bar. Reduce the **Exposure** value to 30%. You can do this by just pressing the 3 key. Set the **Mode** option to **Desaturate**, so that it reduces color. Drag inside his teeth, and you will see that the yellow is reduced to a more neutral white. Also the pink gums are less pink. You can also touch up his ears or forehead.
- Now switch the **Mode** to **Saturate**, and click a few times in each iris. Both the olive-green of the iris and the red eyes become more intense. (We will fix that next.)
- Select the **smudge** tool in the toolbox. It is just above the sponge tool you have been using. It is the 3rd tool in the option bar after the blur and sharpen tools. Reduce the **Strength** to 20%. Choose **Lighten** in the **Mode** pop-up menu, so that the tool will smear light colors into dark areas. Make the **brush diameter** about 30 pixels, and then paint across his bottom lip to smooth over grooves. Also try this tool alongside his nose and between his eyes.
- You may want to save the image now before we start the red eye correction.

Digital Photo Image Editing

- using Adobe® Photoshop Elements

Workshop 12: Removing Things You Don't Want

Page 3

Exercise 12-04

Image: *My apologies in advance.jpg*.

Red Eye Correction and Other Portrait Touch Ups

- We will continue working with *My apologies in advance.jpg* from where we left off.
- To start with we will try to fill in his thinning hair before we address his red eyes. Select the **paintbrush** in the toolbox (it looks like a paintbrush), and select the **Brush Tool** in the **options** bar. Change the **Mode** to **Color Burn** and make the **brush** size about 60 pixels and the **Opacity** to 15%.
- Now move to a portion of his hair that is thick and press the **Alt** key while you click. To see what color has been selected, click on the dark square at the bottom of the toolbar to bring up the **Color Picker**. On it you will see a circle in the color space, and the numbers something like R: 63. G: 57, B: 38. But of course the hair is variable in color. Move the eyedropper to different places in his hair and **Alt**-click to see how the color changes. Then paint the top of his scalp where the hair is thin. Next change the **Mode** to **Multiply** and also change the **Opacity** to 20%. Paint short strokes in the thin area of his scalp to darken it.
- Select the **red-eye removal tool** in the toolbox (it is the eyeball). Use the **zoom** tool to zoom in on his eyes. Click on the pupil of the eye on the left side of the screen, and you should see the red eye disappear. The **Pupil Size** and **Darken Amount** options have a small effect on how this works. Then for the eye on the right side of the screen, we will do something slightly different. With the **red-eye removal tool** still selected, draw a rectangle around the right eye. Again the red eye is corrected.
- Select the **paint brush tool** again, and select the 3rd option which is the **color replacement brush**. Change the **brush size** to 60 pixels and use the pull down arrow next to **Brush** to adjust the **Hardness** to 0%. Set the **Mode** to **Hue** to replace the core hues while leaving the saturation values intact. Then in the options bar you will see 3 different **eyedropper** icons. Choose the middle one to sample just once. Then the program replaces only those colors that match the starting pixel. Reduce the **Tolerance** to 20%. Now move to a tanned region of his forehead, hold down the **Alt** key, and click to select this color. You will see the box at the lower left change to this color selection. Then begin painting away the more pink areas in the eyelids, cheeks, nose, ears, and neck.
- You may want to go back to the **Undo History** palette and click on various steps along the way to see all the changes you have made to the portrait

Review

In this workshop we have removed unwanted portions of a photo and altered other portions using a variety of tools. The Healing Brush and Clone Stamp are very powerful for quickly removing unwanted parts of an image. Then we used a host of other tools to touch up a portrait, including the Dodge, Burn, Smudge, Sponge, Brush, and Color Replacement Brush.