

## Digital Photo Editing with Photoshop Elements – Workshop Exercise 6

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.

**Fixing a Damaged Image:** Open *PhotoSpin bluebeard.jpg* located in the Lesson 06 folder. Click the spot healing brush tool (looks like a band aid), and select the 1<sup>st</sup> 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. PE4 makes the small mole disappear! Now try painting over the large mole. The result is so-so. So now choose the 2<sup>nd</sup> tool in the option bar, the standard healing brush. Check that the Source is Sampled and the Aligned box is off. Set the brush size to 20 pixels and set the source point for the healing. Move 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.

**Restoring Damage:** Open *gravestone-before.jpg* located in Lesson 06 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 2<sup>nd</sup> 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.

Next select the Clone Stamp Tool with Opacity 100% and 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.

**Dodge, Burn, Sponge, and Smudge:** In the folder for Lesson 06 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 2<sup>nd</sup> 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 try clicking on the Undo History palette to see the changes you have made.

Now from the options bar select the burn tool. 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 3<sup>rd</sup> tool in the option bar after the blur and sharpen tools. Press the 2 key to 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 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.

**Red Eye Correction & Other Color Effects:** 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 very fist tool in the options bar. Change the Mode to Color (near the bottom of the list) and make the brush size about 60 pixels. 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 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 lower 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 3<sup>rd</sup> 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. Close the file.