

# Portrait Retouching

Duplicate Background

New Layer, named *Blemishes*

Create B&W adjustment layer and reduce reds

Select *Blemishes* layer and clean up with healing brush tool (max hardness, minimum spacing)

Delete B&W layer when finished

Make stamp visible layer and duplicate

Name one *Colour* and the other *Texture*

Turn off *Texture* and select *Colour*

Zoom in and select Gaussian Blur and set to where the texture just disappears

Insert new layer above *Colour* – name *Colour Retouch* and identify region

Select eyedropper tool and set to 5x5, 11x11 as required, current and below

Select Brush tool (soft round, Transfer, flow jitter pen pressure, opacity off, hardness zero)

Sample and paint, creating *Colour Retouch ..n* as required

Select *Texture* layer.

Apply Image ( *Colour* layer, subtract, RGB, 2,128)

Change blend mode to Linear Light

Duplicate *Texture*, set Blend Mode to Normal and clip, name *Texture Retouch 1* and identify region

Select Clone tool (current layer, hardness maximum) and touch up texture (only texture will be selected, colour will not be selected)

Create *Texture Retouch ...n* as required

Dodge and Burn with multiple Curve adjustment layers and Blend If