

Lab2 - Photoshop techniques

Changelogs

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Picture 1 - 1970's

- Use of **level adjustment** (Ctrl+L) to remove the left part (after the peak). It **removed the feeling of fading colors**
- Didn't use the **clone stamp** because didn't see scratches or dirt but understood how worked. **Alt+click** memorizes the zone to copy from, and normal click applies it to a new zone, with smooth rendering depending on parameters of the stamp.
- Got to know about **layer masks**.
- **Duplicated pictured**, added a **layer mask** and removed woman+baby to keep only background.
- Used *Incrustation - gradient* from grey to transparent with -90° orientation to have the top darker (same than from dark to white with **Incrustation as blend mode** (mode de fusion))
- Applied **Gaussian blur** to the background layer mask with a 2,0 radius and set the background with 78% opacity.
- Some weird effects appeared around the baby's head. Repainted the background layer mask with the **Brush tool**, to then re-erase with Eraser to get higher precision.
- Cropped the image slightly to remove a bit of the left part.

Picture 2 - Baby

- Used **level adjustment** to remove empty entry color ranges
- Used Curves (Ctrl+M) to add concavity to layers Red and Green, but convexity to the Blue layer
- Used **Selective color replacement** on the Red layer to make the baby's face a bit more pinky

Picture 3 - Scratched

- Used **Clone Stamp** with a radius of 6 to remove all little white dots and imperfections
- Used the **Finger** tool also (same radius) which is actually quicker to use
- **Cropped** the right side of the picture by 3px

Picture 4 - Pink flowers

- Used the **Color Replacement** tool to select the magenta-like color of the flowers and replace it to blue.
- This is still tricky to change the color of the edges of the flowers, that tend to merge with the green grass "background".
- Redid a color replacement with the brownish color of edges, to minimize this weird effect

Picture 5 - Marsvin

- 0-122 Red information scale was missing, removed this part (**entry level**)
- Same for green 0-47
- Used **Curves** to diminish red on the picture
- Attached a **layer mask** to the picture to isolate the background from the foreground
- Duplicated images + layer mask
- **Gaussian blur** with radius 2.7 for the background <-- Canceled because layer mask was affected
- Modified RGB layer in the **Curves** tool to make the child less shiny

Picture 6 - Phat

- Isolated background with a **layer mask**
- Pixelated the picture to open the **Fluidity** interface
- Dragged Phat's fatness back to his belly
- Used **Dilatation** tool for Phat's arm and torso muscles
- Rebuilt plants next to Phat's belly a bit with **Clone Stamp**

Picture 7 - Wood

- Used Filters -> **Lens correction** to make the surface even without the dark borders
- Removed coffee stain with **Clone Stamp** (radius 10)
- Used **Clone Stamp** again (radius 80) to redraw wood over the bottom-right shadow, this tool is pure magic
- To remove the light reflection that make the wood image shiny on its right, used **Color Replacement** on white with max(200) tolerance, to replace with yellowish color (hue +25) and darken it (luminosity -34). Then created a **layer mask** that would match the shape of the shiny elliptic part (using elliptic selection + gaussian blur (radius = a lot). Then added the **Color incrustation effect** with a color corresponding to the wood and 47% opacity.
- Removed the three darker shapes that appeared at about 60% of picture height for better rendering, with **Finger tool** and **Clone Stamp**.