

Digital Imaging 1

Practice Using Healing Brush and Patch Tools

Practice skills

- Use the Patch tool to repair larger areas.
- Use Healing Brush and Spot Healing* (CS 2 above)
- Use Clone tool to repair some textured areas and edges.
- Use Levels **Adjustment** Layer to correct contrast.
- Use Unsharp mask filter to increase illusion of greater focus. (Consider use of Smart Sharpen in CS 2 and above.)

Resource Files:

Use image “Old Image” from Photoshop Samples folder or from Blackboard. Save image with your name in your work folder.

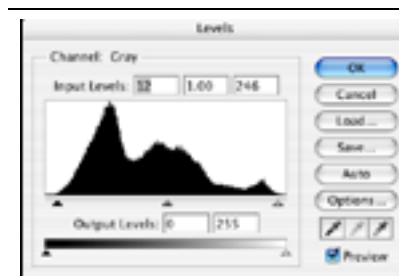
Procedure:

Patch, Healing, and Clone Tools.

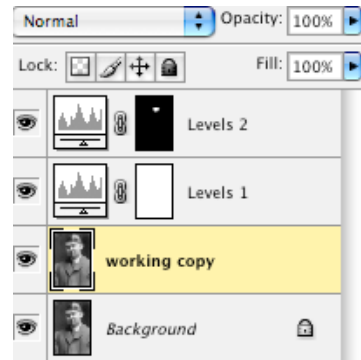
1. With the “old image” open drag the *Background* layer to the paper icon on the bottom of the Layers palette to **make a copy of the layer to work on**.
2. Select the Patch tool. Use this tool to select white spots in the background of the image. Make a “patch selection” around a white spot, and then drag it to clean adjacent area. The pixels blend and the ‘spot’ disappears.
3. Select the Healing brush tool. Hold down the Option key (Mac) Alt key (Windows) and click on a clean area of texture that is similar to an area with small scratches and marks. This sets the source for repairing scratches and other marks.
4. Paint over the scratches. Use short strokes or just click on the spot. Consider varying brush size. *Reselect different sources and painting repeatedly*. (This tool works like the clone by replacing the scratched area with the sampled source.)
5. For other fine scratches and artifacts try the Spot Healing brush. A source point does not need to be selected first. Use short strokes and vary brush size. Paint over the scratch, or blemish. It blends it into the surrounding background area.
6. Look closely at the tie. Zoom in. Try the Healing brush tool with a small brush to repair the light scratch on the tie. Try to follow the plaid of the ties light/dark areas.
7. Select the Clone tool. Press the Option key (Mac) Alt key (Windows) and click a source in the background and paint with small brush along the edge of the suit to define the background along the edges of the figure with the background.
8. Save the file.

Adjusting contrast using Adjustment Layers

1. Use Layer>New Adjustment Layer>Levels. This adds an “Adjustment Layer” above the selected layer.
2. Move the arrow/sliders Left and Right in towards the center until they touch data as in example on the right. Click “OK”. This will increase contrast of the image.
3. Make a feathered (5+ pixels) lasso selection around the eye and eyebrow on the right side of the face. This eye is a little light compared to the eye on the left. This will be made darker.



4. With the selection active, make another Levels “Adjustment Layer”. This time, select the Adjustment Layer>Levels from the b/w circle pop up menu at the bottom of the Layers palette.
5. A “mask” will appear on this adjustment layer blocking out the rest of the image from being changed. See Levels2 layer on the screen shot,
6. Move the left slider until it touches data to its right to make the eye slightly darker. This histogram will have white streaks in it. This indicates the image has been modified. Save this file



Sharpening the Image

1. Select your Background copy layer to “sharpen image” as follows:
2. Select Filter>Sharpen>Unsharp Mask.
3. Move the image so that the face area shows in the small square of the dialogue box. Increase the **Amount** of sharpening in 50% increments. Leave **Radius** at 1 or lower at .5. (This is low resolution image) Do not increase the Radius above “1”.
4. Watch the sharpening **Amount**. If too much sharpening appears in textured areas try increasing the **Threshold**. (Move to about 10 for amount.) This keeps areas with textures or noise from appearing too sharp while sharpening larger areas with contrast in image.
5. Select areas such as eyes and maybe hair to sharpen selected areas more. Make feathered selections around areas before applying the sharpening filter.
6. Save layered finished work with your name for check off.

Submission: Submit to instructor as directed and get checked off for completed work.

Following is before and after example:

