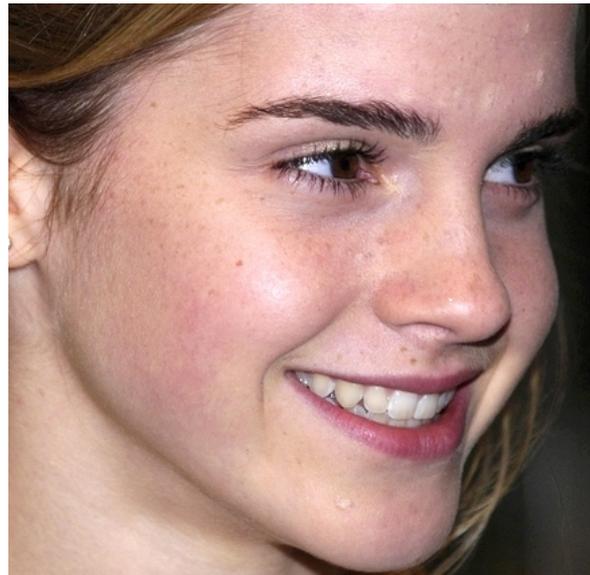


Skin Smoothing Tutorial

For Corel Photo-Paint

By Alfred Kypta

Here is an image of Actress Emma Watson which I will be using for the educational purpose of showing a simple skin softening technique based on the principal that a signal can be eliminated by simply inverting the original and overlaying the derivative on it. Since this technique has been known long before digital image editing was invented, I will not give anyone in particular, including myself any credit for the discovery of this simple method.



But enough of the basics and on to what makes this type of skin smoothing desirable for image editing. In most cases we like to preserve the skin texture, like pores, hair and other small blemishes so the skin will look natural after being edited and this method employs a high pass filter which does just that, it allows small artifacts to remain while bigger blemishes will be removed.

Now Lets get on with it! To start with the tutorial, download the image of Emma at.....

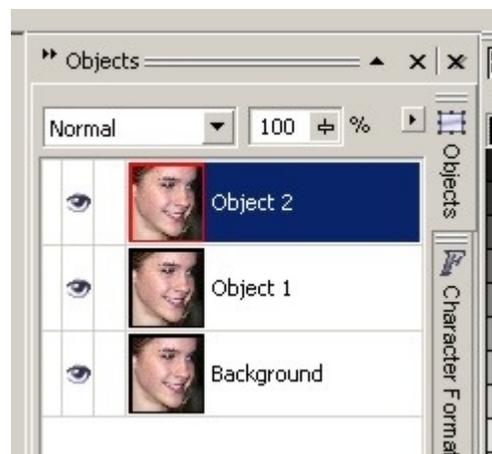
<http://www.alfredky.com/tutorials/emmaoriginal.jpg>
or use any image you like.

Step 1.

Open the image in Corel Photo-Paint, make sure you have the Object Palette turned on, if not press Ctrl F7.

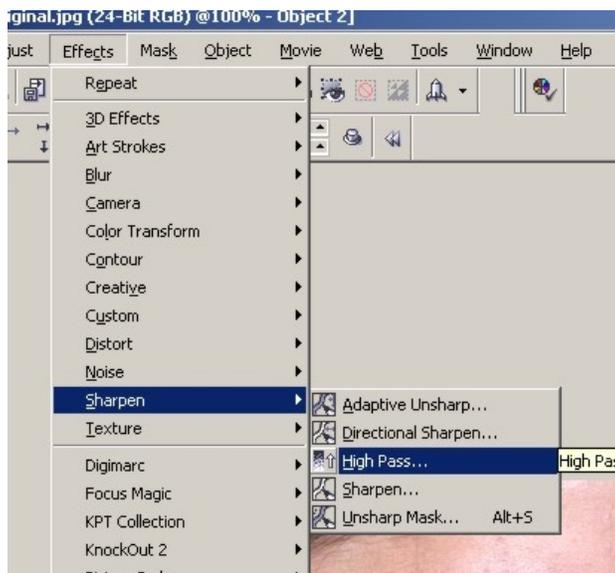
Duplicate the background two times by pressing Ctrl D twice.

From now on we will be working on Object 2 for most of the time.



Step 2.

Apply a High Pass Filter by going to Effects>Sharpen>Highpass and set the Percentage to 100% and the radius to 15.

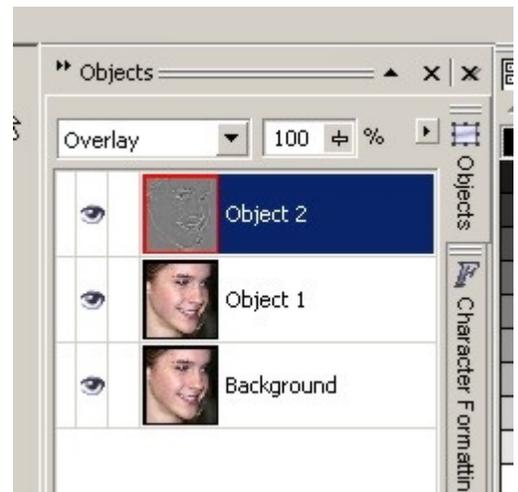


Step3

Invert the object by going to Image>Transform>Invert

Step 4

Change the merge mode on object 2 from Normal to Overlay.



Step 5

Go to Effects>Gaussian Blur and adjust the pixel value(I used 1px). More Blur will mean less skin smoothing, yes this is right, less blur will give you a smoother skin. So adjust to your liking and we are done.

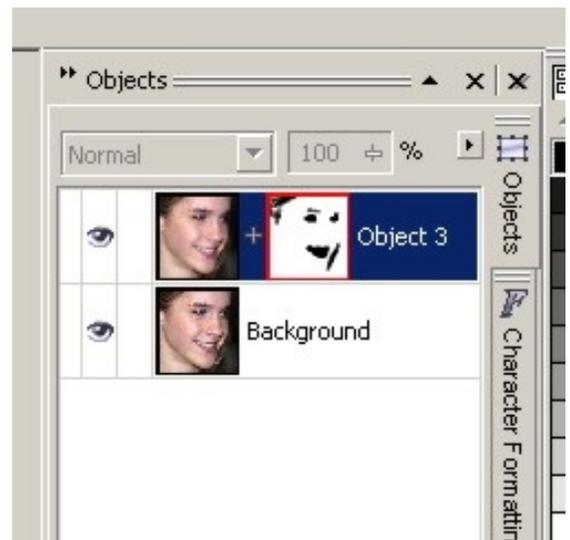


Step 6

Combine the two top layers by selecting them and pressing the Ctrl Alt DownArrow combination.

Step 7

Create a Clip Mask for what is now object 3 by going to Object>Clip Mask>From Transparency and use black to paint over the areas which you don't like to be effected by the smoothing process, like the eyes, mouth and hair.



And yes, this is all we have to do to get beautiful skin without losing too much texture. Please play with the settings since they will change with every image.

I hope you enjoy this tutorial and put it to good use!

Alfred



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