

## SMOOTHING FABRIC

## BASIC FREQUENCY SEPARATION



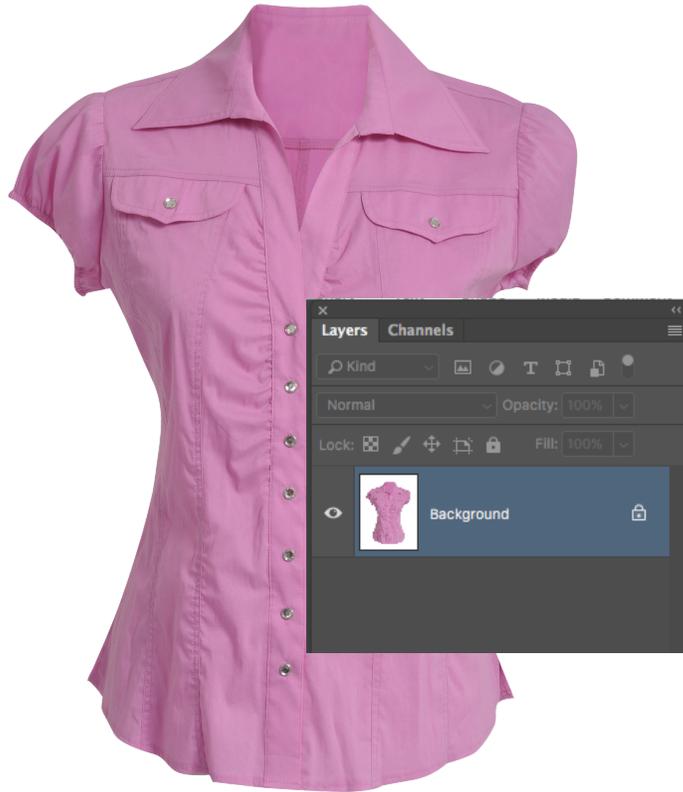
ORIGINAL



RETOUCHED

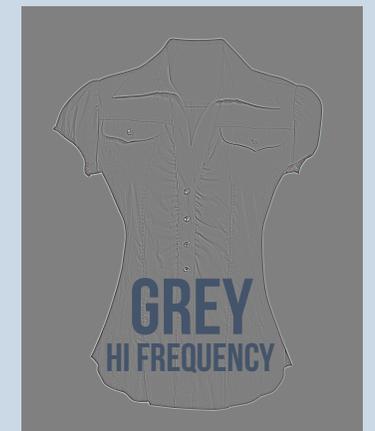
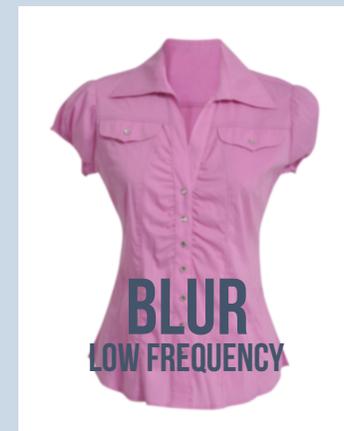
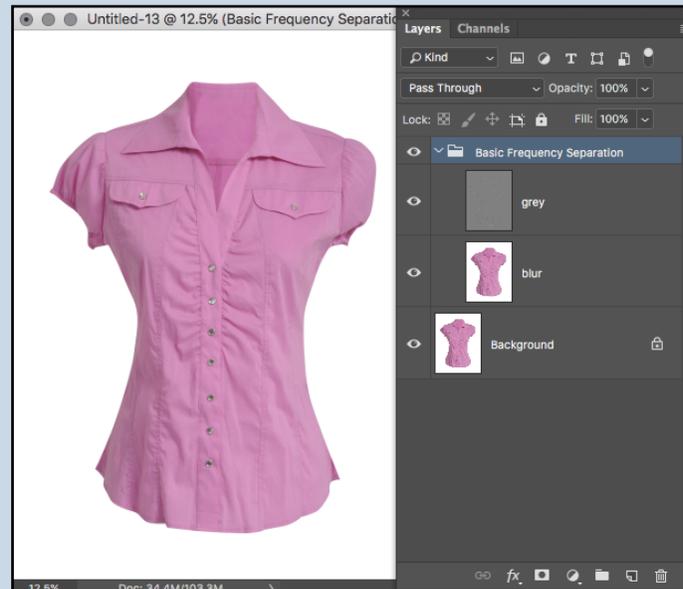
# FREQUENCY SEPARATION

# WHAT IS IT?



Frequency separation offers increased **precision** and **control** when you are retouching by separating the texture in the image from the color and tone, allowing you to deal with each independently of the other.

With frequency separation you can add, remove, or modify texture without affecting the image's tone and color, **or** modify the color and tone without affecting the texture. The surgical control you get with this technique gives you quality and speed well beyond the results you get from Photoshop's traditional retouching tools.



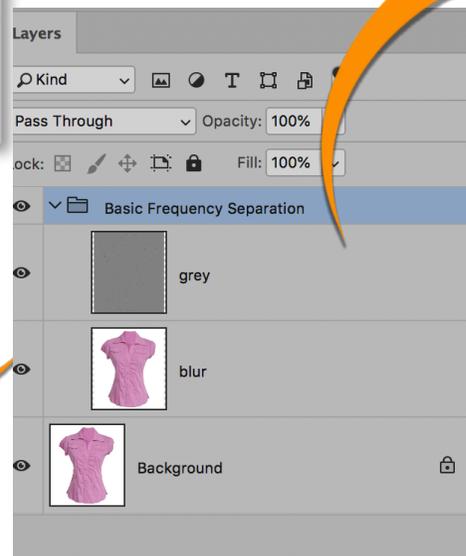
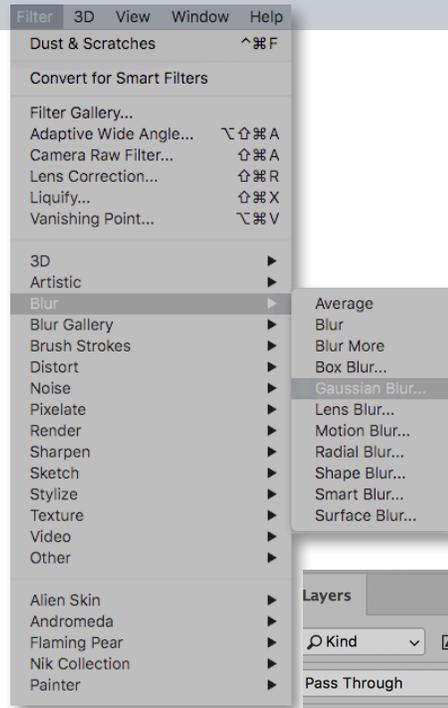
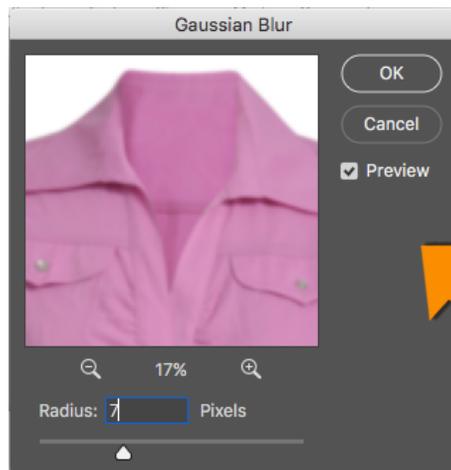
## Step 1

# 1

### BLUR LAYER

Low Frequency

- Duplicate the Background Layer and rename it "Blur"
- (With Blur layer selected) Menu Bar > Filter > Blur > Gaussian Blur
- The amount of blur will depend on the image size: Larger file size = Higher Blur Radius
- The blur should obscure fine details but overall shapes should remain recognizable.



## Step 2

# 2

### GREY LAYER

High Frequency

Duplicate the Background Layer again and rename it "Grey" (Grey layer should be above Blur layer)

(With Grey layer selected) Menu Bar > Image > Apply Image

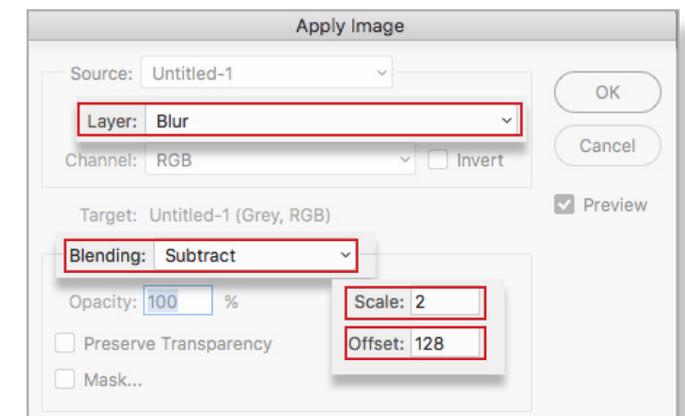
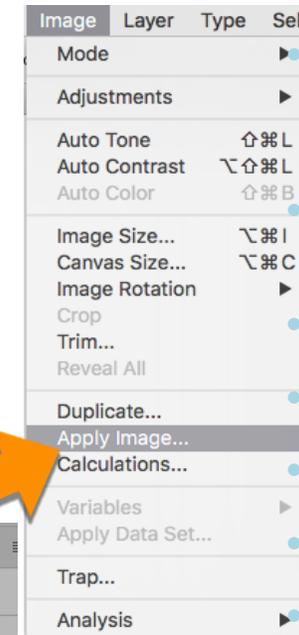
**Layer** field should be set to the Blur layer

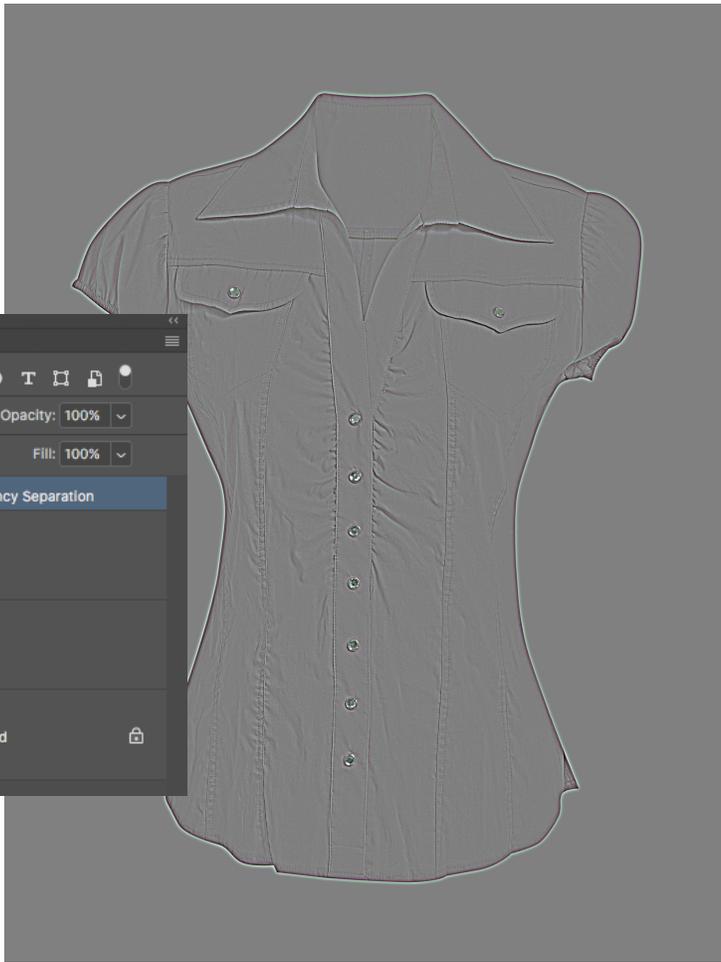
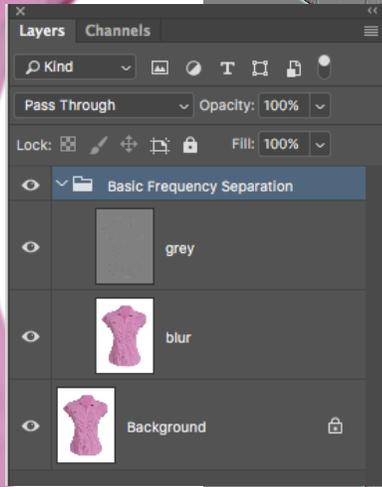
**Blending** field should be set to Subtract

**Scale** Field should be set to 2

**Offset** field should be set to 128

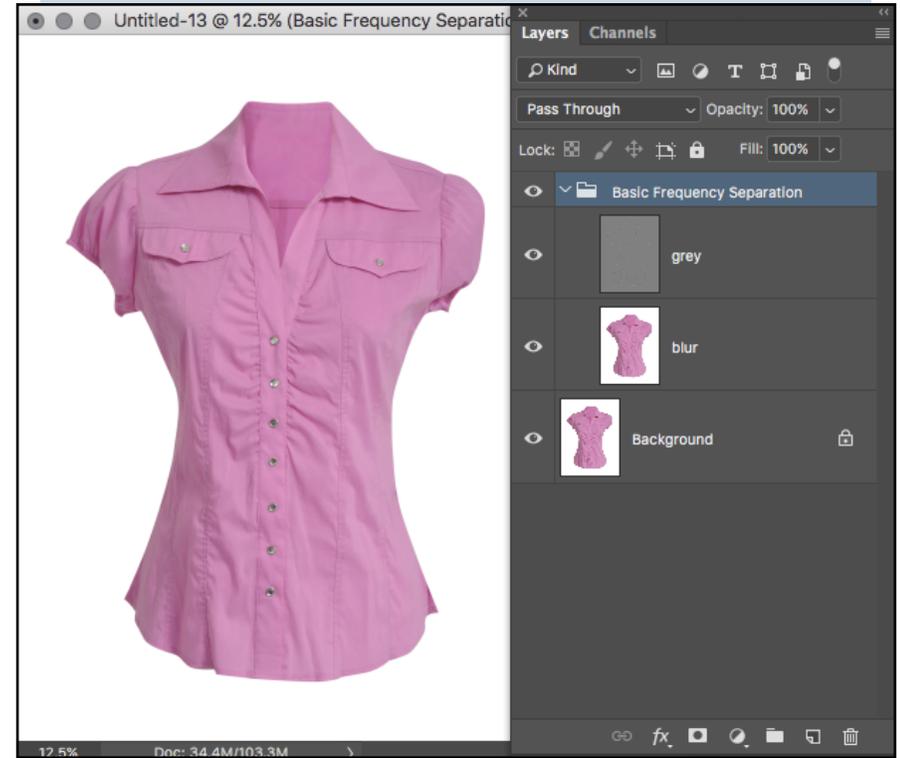
**THESE SETTINGS WILL ALWAYS BE THE SAME FOR EVERY 8 BIT IMAGE**



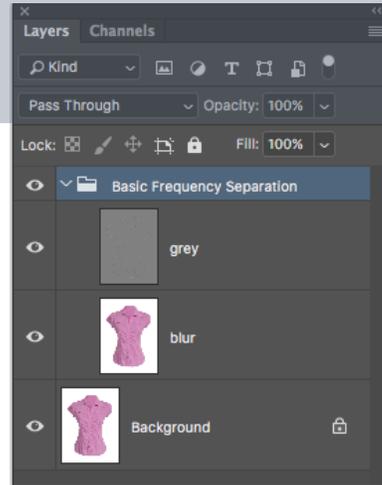


low frequency: blur layer

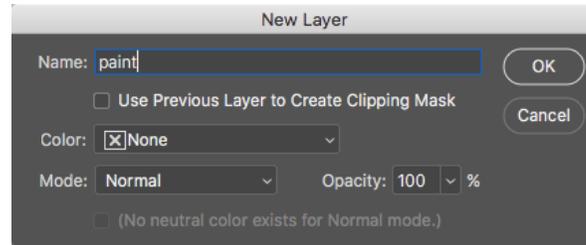
high frequency: grey layer



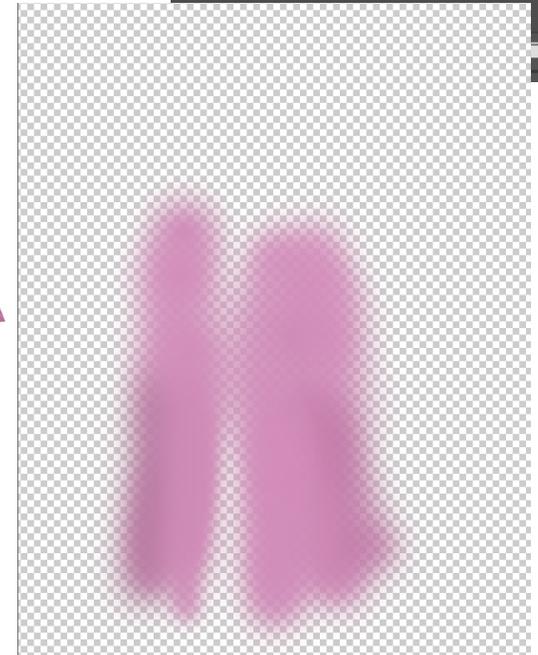
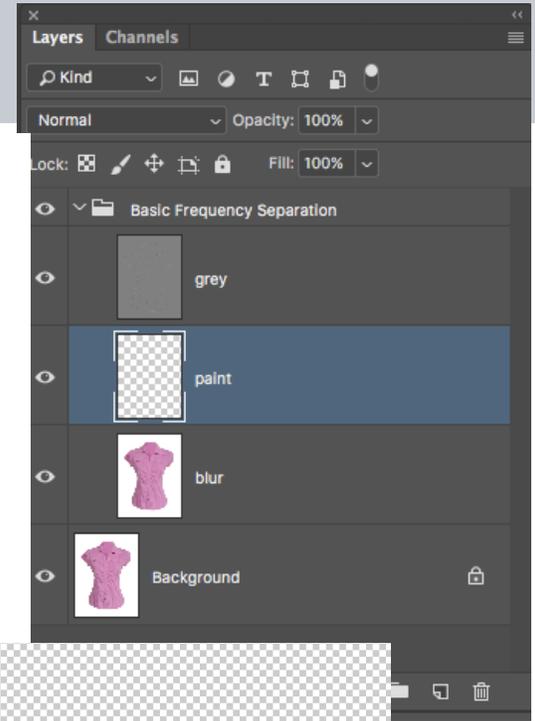
# RETOUCHING



AFTER creating basic FREQUENCY SEPARATION, create a NEW BLANK pixel layer called : PAINT

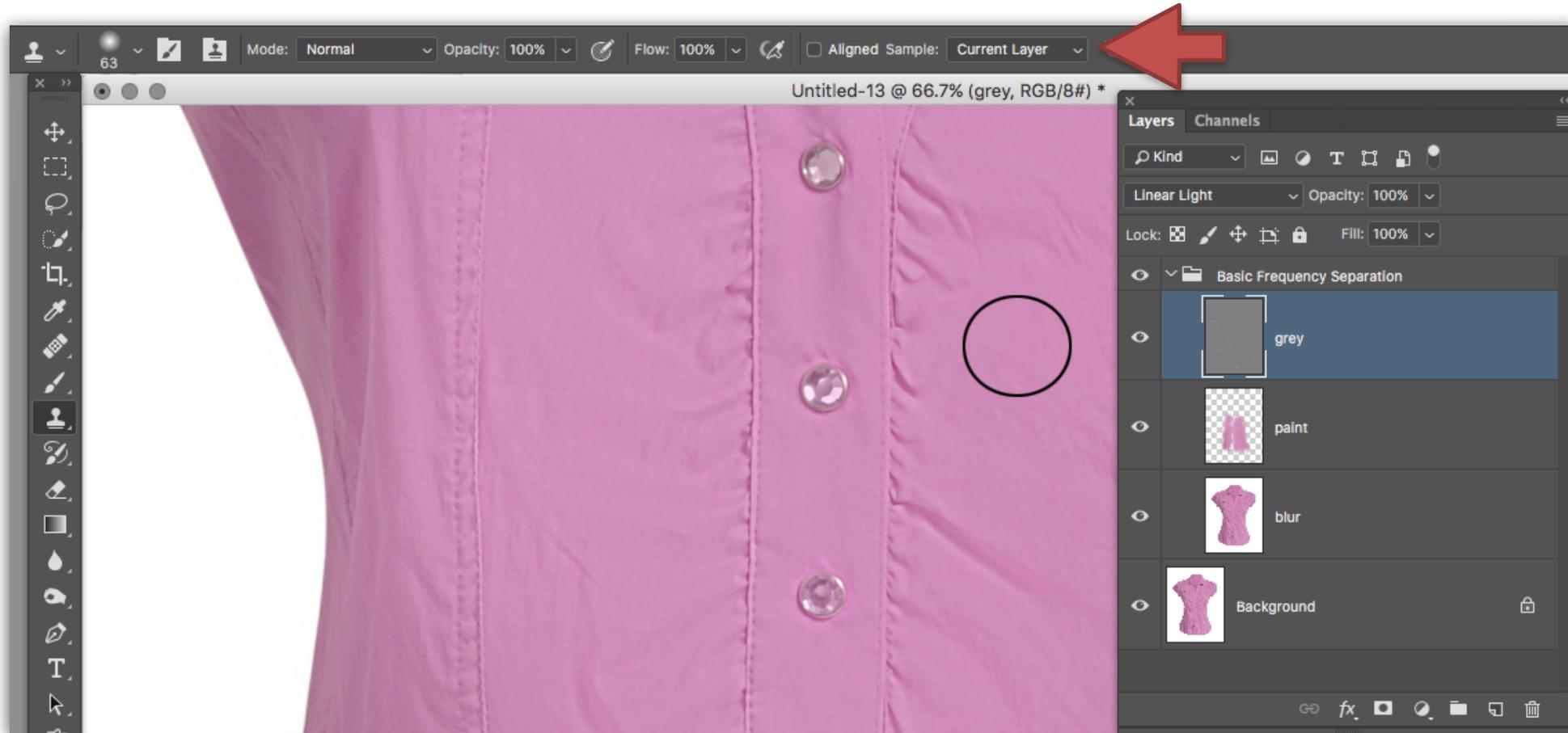


# PAINT ON LAYER-SMUDGE BLUR



# RETOUCHING

# CLONE ON GREY LAYER



**IMPORTANT:**  
make sure when you are cloning, that you have tool set to: CURRENT LAYER

## RETOUCHING

## FREQUENCY SEPARATION

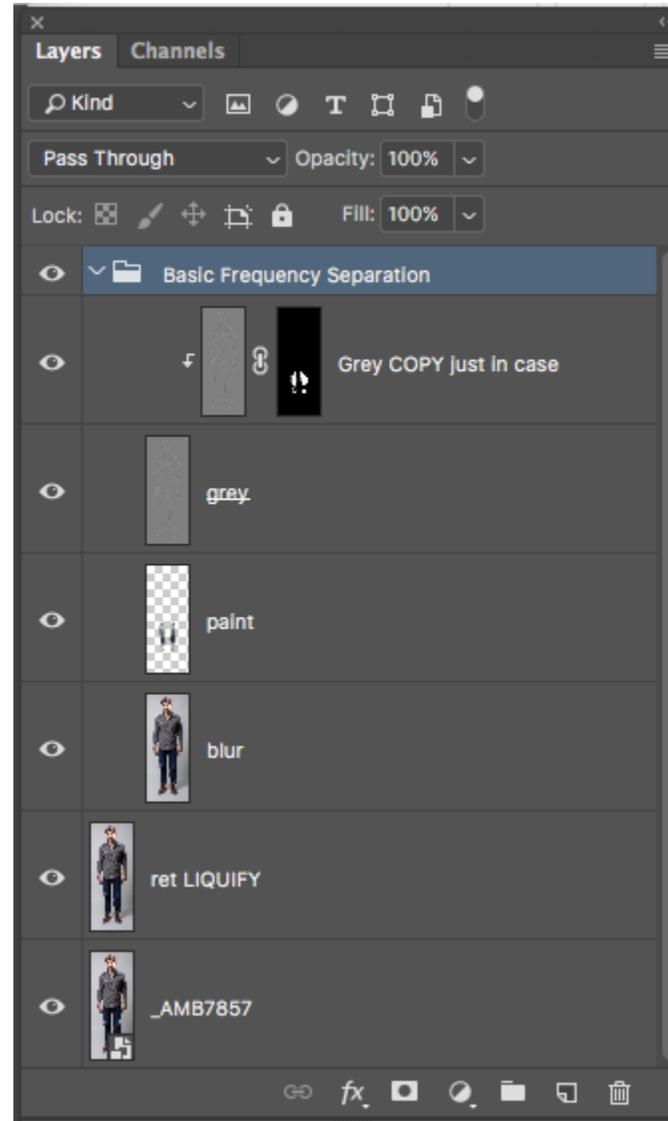


**GREAT TECHNIQUE TO  
CLEAN UP WRINKLES ON  
PANTS**

# RETOUCHING



# FREQUENCY SEPARATION



1. Liquify used to even out the OUTER lines of pants.
2. Use Frequency Separation
3. Make a new blank pixel layer and PAINT to remove wrinkles.
4. COPY the GREY LAYER- put it on NORMAL MODE.
5. Group that GREY copy to the BASE grey.
6. Use the CLONE or HEAL tool to remove wrinkles lines.

RETOUCHING

COMPLICATED BY POSSIBLE



