

# POSTWORK 1



Hi!

This is just a little tutorial on some things I try to do in postwork. By no means I think I'm in any position to give advice, but these are some things that have helped me and I sure hope they help you somehow!

I work in Photoimpact, but it's very similar to Photoshop (which I'm pretty sure you may be using!), so don't worry about that. Even if some tools are different, you will get the idea of what I'm trying to do and you can do it with your tools.

Anyway, hope you find something useful!\*

*jc soto*

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\*By the way, my native language is Spanish, so there may be some spelling errors. Sorry about that.

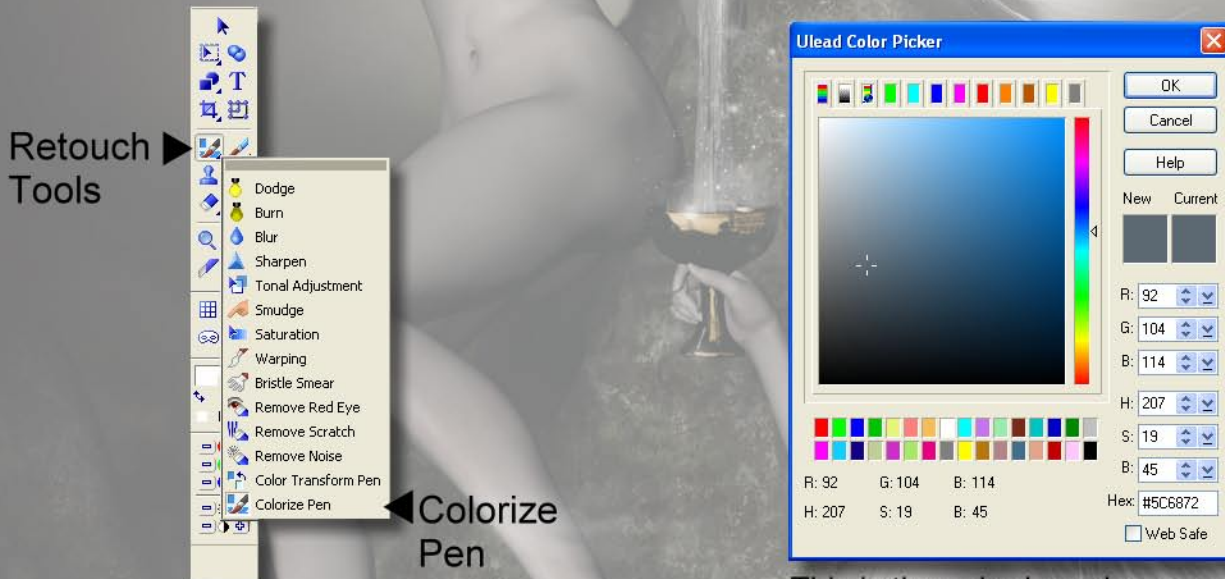
# 1

# DEFINING THE TONES

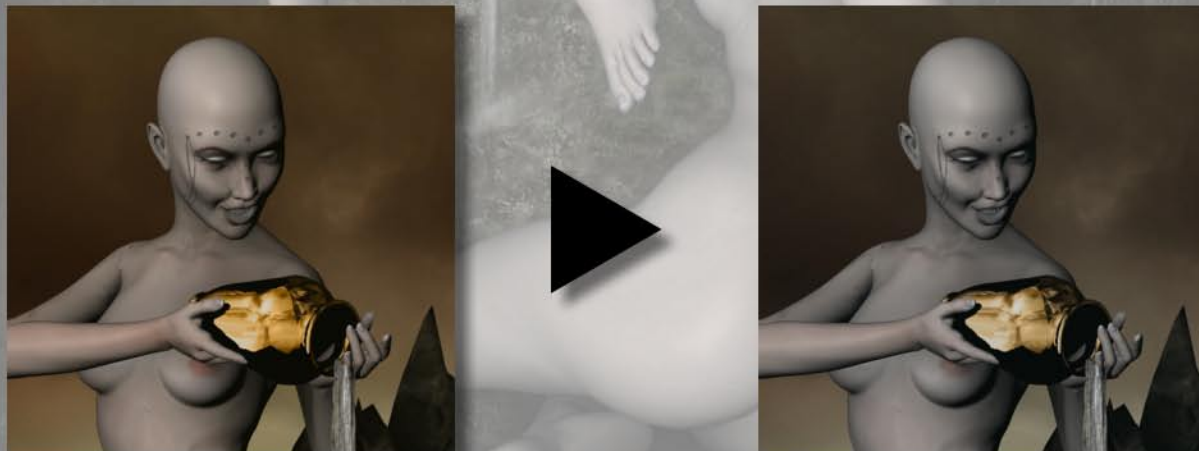
When doing an image, I try to achieve an overall tone of color, usually blue/purple for fantasy/more artistic works and red/orange for erotic/mindless sex things!

In this case, I want to go along with Nan and Bebe's already pale/purplish fantasy skin. So I use the **Colorize Pen** with a bluish grey at 70% of transparency and apply it to the whole image.

You can also use the Color Balance or Color Adjustment at the Format menu, but I feel I have more control with the Colorize Pen. Just a personal preference.



This is the color I used.



I try not to overdo it as I want to apply some more as a final step. I mainly want to get rid of the orange tones a little for now.

**TIP:** Desaturating the image a little also get nice results!

# 2

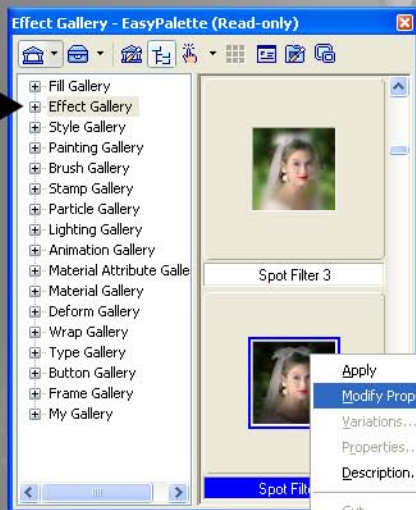
# DRIVING ATTENTION TO THE FIGURES

And adding drama in the process!

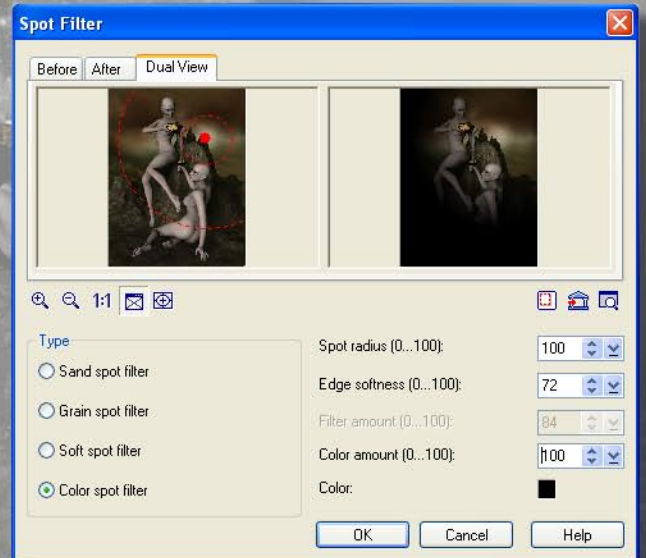
One easy thing that helps creating mood and drive the attention to the figures is darkening the edges in a black, soft frame. I will use the **Spot Filter 4** from the Effect Gallery in the Easy Palette (F2) for this.

1 I do a copy of the image placed on a layer over the original one at the same position.

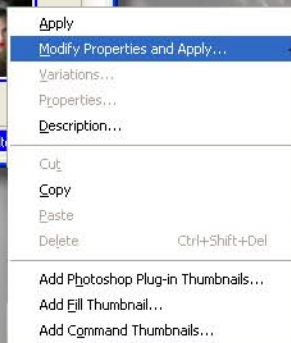
Easy Palette (F2)



3 I put the color amount at 100 in this case and place the center at where the moon should be.



2 Right Click on the **Spot Filter 4** to get the Modify Properties and Apply

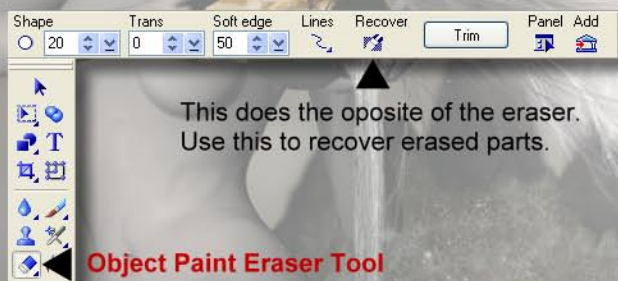


You will end with a too dark image. But DON'T PANIC! (yet). That's why we need the original one placed under it.





We'll use the **Object Paint Eraser Tool**  (or just plain the eraser) to make visible parts of the layer beneath. Put special attention to the figures.

- 4 We set the Object Paint Eraser Tool with 100% of Soft Edge and about 90% of transparency make it really subtle. Remember you can use the Recover option to recover anything you have erased.




Once we are happy with the amount of black frame, we can merge the two layers. We do this by going to Object and then choosing **Merge All**. This step could (should maybe) be the last one, but in this case I wanted to set the "night atmosphere" before going any further. Plus, I didn't want to hide details like the hair or sparkles that we are going to work later.

**TIP:** You can just use the **Airbrush**  in black. I'm a rebel, so I take the hard road... Nah, It's just that I feel it looks softer that way. Specially on big pics.

**TIP:** You can use the **Dodge**  tool from the Retouch Menu to throw some light to the figures. Remember to adjust the Level and Soft Edge to keep it subtle.

# 3

## RETOUCHING THE TEXTURES

You may have noticed that sometimes, some textures looks stretched or boring. The **Clone-Airbrush**  in the Clone menu can help you a lot. copy the texture to your image and clone some parts of it in the image.

- 1 Copy a texture to the image. Remember to adjust the color and brightness of it so it matches the rest of the image.
- 2 Use the Clone-Airbrush to clone parts of the copied texture on your image. Be careful not to make it look flat or too 2D. Try to follow the shapes of the object and don't hide the rest of the image.



### CLONE MENU


#### CLONE-AIRBRUSH

You may have noticed the other tools. They are useful too, specially the Paintbrush. But in this case, I wanted a soft effect. Thus, the Airbrush!

Copied texture ▶





- 3 Once you are happy with how it looks, delete the copied texture (of course!).

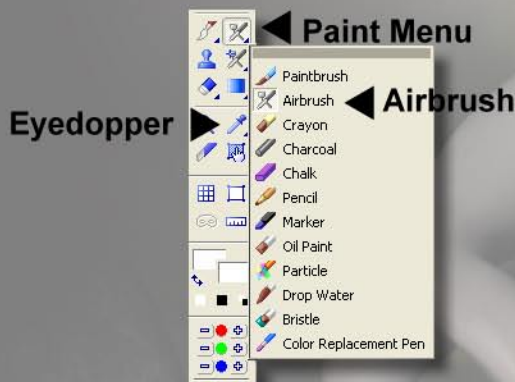
**TIP:** The normal **Airbrush**  from the Paint Menu can be texturized. This can also give nice results.



# 4

# PLASTIC SURGERY


And other tales from from the anatomy weirdness

We all know how the 3D people is not anatomically correct, right? But Some issues give special trouble when posing. The most known maybe, are the rag doll's elbows and knees. Bend a character's arm a little and it may end looking like a Muppet (probably, because their structure is closer to a Muppet than a human). This is really easy to correct in postwork and it's one of the things that will help the most to improve your render. This time we are going to use the **Airbrush**  from the Paint Menu and the **Warping**  tool from the Retouch Menu to improve the elbows.




**1** Use the **Eyedropper**  to get some color around the correcting area. Then, with the **Airbrush** , make the bending areas smaller. You will have to switch between these tools to get a softer result. Remember to adjust the Soft Edge and Transparency to your liking.



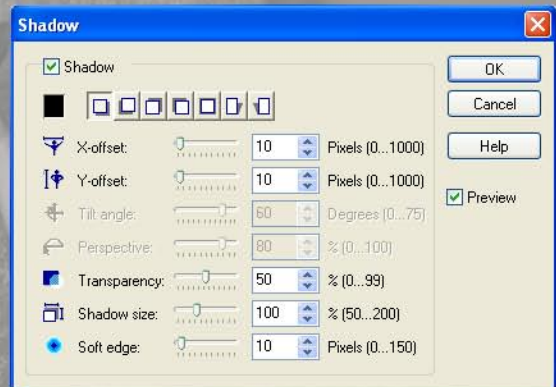
**2** Use the **Warping Tool**  to "push" parts of the image. In this case I tried to diminish the bending in the elbow as well as create a bone for it. Too round arms are not nice.

**TIP:** Mmmm... I think I don't have tips for this one.

Ok, maybe using the **Blur**  tool in the Retouch Menu to soften the things you airbrushed.

# 5 ADDING BRUSHES

This is one of the funniest parts! There are many Photoshop brushes out there, just like 3D stuff, some free, others not. I'm using free ones for now since there are TONS to chose from. Just google a little. But remember that just like 3D stuff, the creators have some conditions to use them. Most of them just want you to credit them and stuff. You know, the usual. ANYWAY, for this image, I searched: moon, ruins and hair brushes. I linked them in the description of PASSING in my gallery if you're interested. By the way, NO, Photoshop brushes don't work in Photoimpact the normal way. I have to go to Photoshop, make a PSD with them in layers and then open them in Photoimpact. Boring, yes. Or you can just add them in Photoshop.



**1**  
No biggie.  
Chose the moon  
you like and place it.



**2**  
For this ruin brushes,  
I used some textures on  
them and add a shadow  
with the **Shadow** option  
in the Object Menu to  
make it more real.



## 6 GETTING SOFTIE

Renders tend to look way too "sharp", so cristal clear that the edges are a bit too "hard" to the eye. The **Blur**  tool from the Retouch Menu can help you get a softer, nicer finish to your images. It can help to create a cool painting effect. I'd recomend taking a look at Boris Vallejo's paintings to see how much blured sections can improve your work.



**TIP:** Remember to adjust the Level and Soft Edge option to your needs. Too much blur can be bad too.




# 7 GREAT HAIR-A! YOU'RE BALD!

I am not doing 3D hair, but even if you do, some hair brushes are good to accentuate your image and make it look less "plastic".

There are some photorealistic ones (done from real hair), but since I'm not trying to achieve realism, I go for some nice hand-made ones. They will add a nice painted look, maybe even that Luis Royo look many want's!

- 1 If you are doing black hair, there's no biggie. But in this case I want a light, pale/purplish fantasy color, so I use one layer in black, other in dark gray/purple and the last one in an almost white grey/purple. Remember to keep the lighter tones on top. The mix of tones will add volume.



**TIP:** You can use the **Dodge tool**  in the Retouch Menu to add some light in some places.

## 8 DETAILS, DETAILS.

The image is now decent enough to be posted! But...

There are always one or two final touches that really helps to add detail. It would depend on the image, but in this case, I airbrushed some clouds around the mountains and the chicks to help create a sense of size there. I copied the water and did a small waterfall in the mountain.

And finally, put some stars trapped in the hair and some sparkles coming from the chalice.

Oh! Remember we said we were going to make the image a little more bluish at the end? Well, now's the moment! (just a little, specially in the sky). And... That's it! I think we're done!

