

Postwork made Easy

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Tools Needed

* **Adobe Photoshop**

Step 1: [Preparing the image.](#)

Step 2: Get your glow on.

Step 3: And now for something completely (not) different...

Step 4: Hue and Saturate

Step 5: About blend modes...

Step 6: Blur

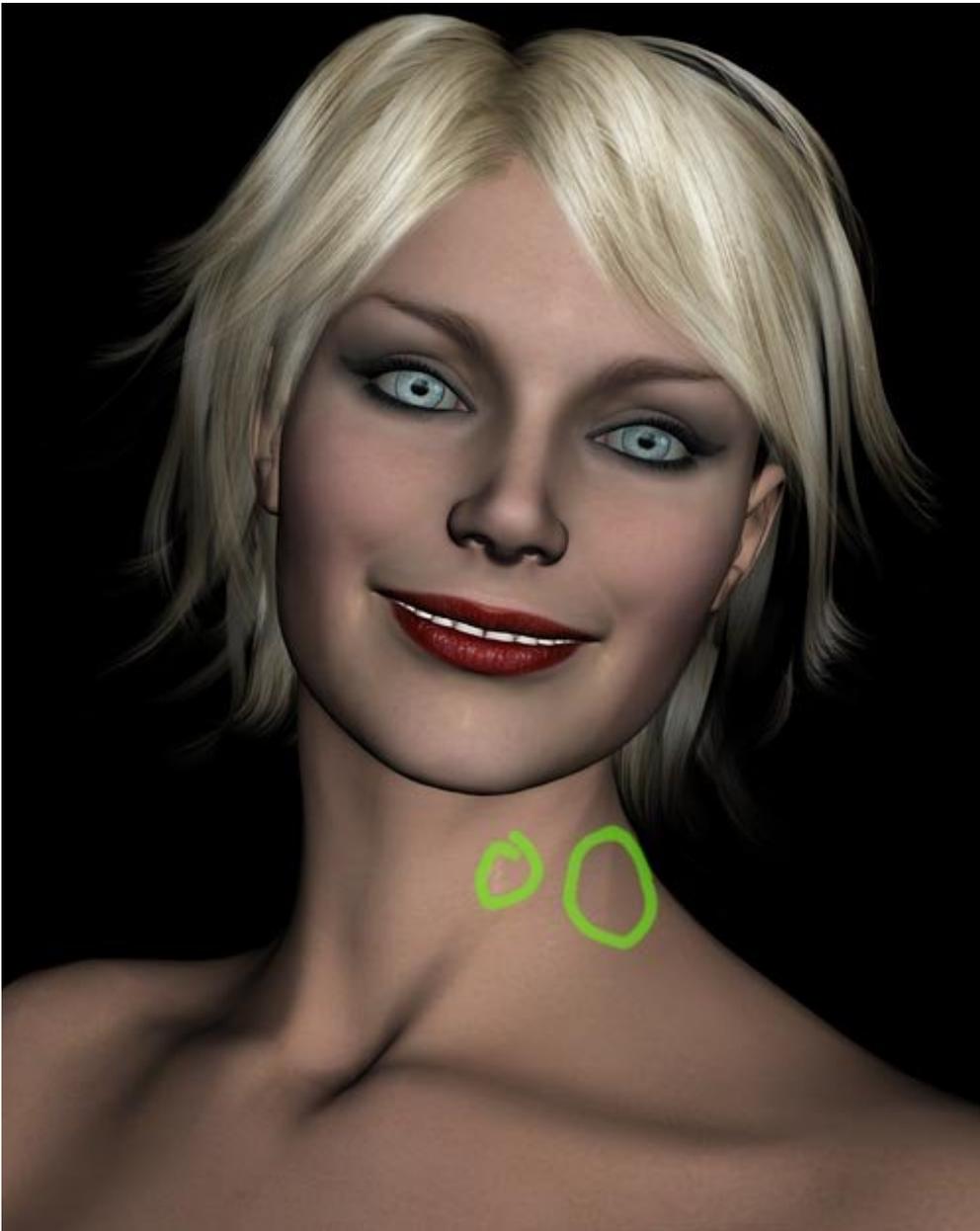
Step 7: Finishing touches

Step 1 - Preparing the image.

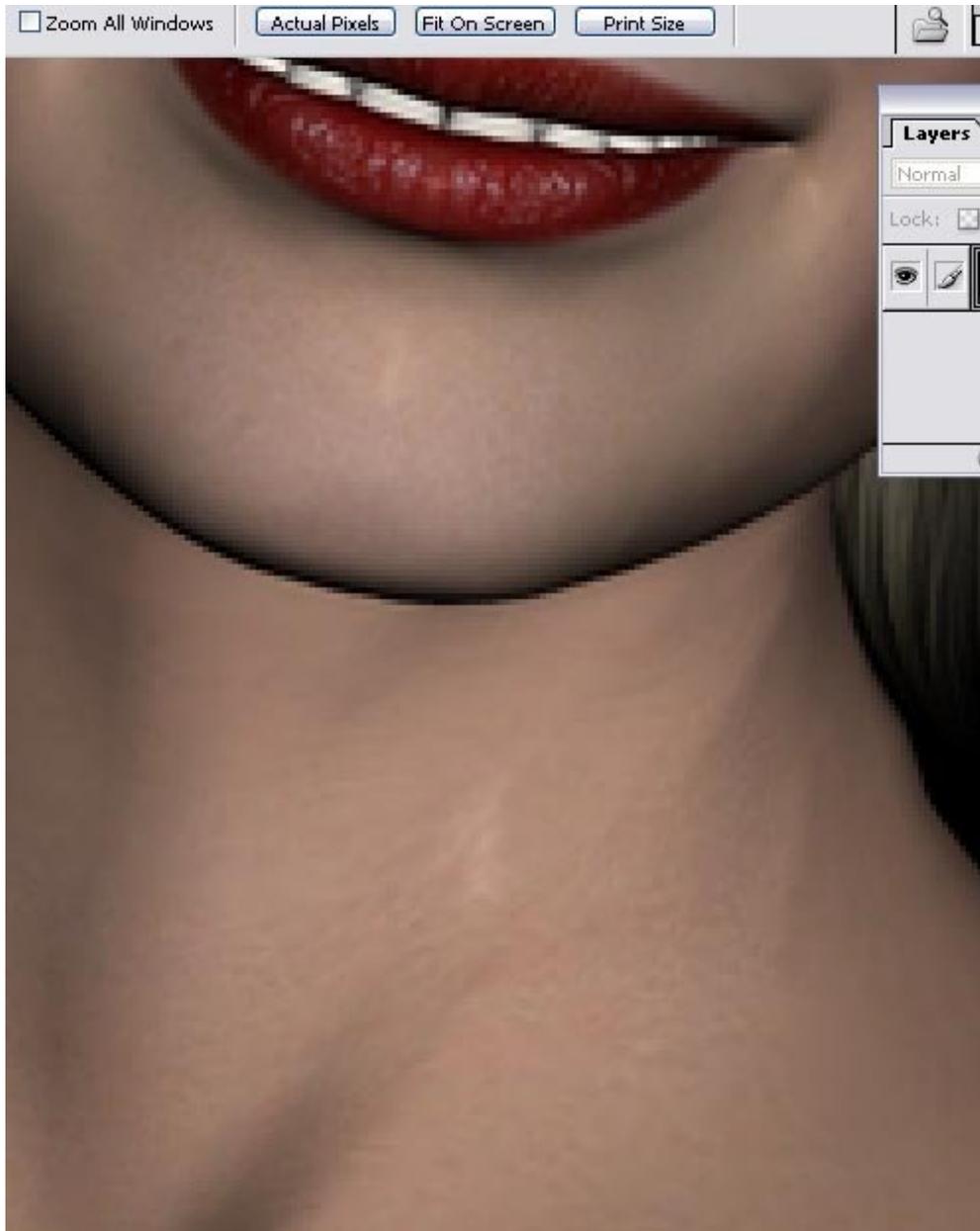
The first thing you're going to want to do when you get into photoshop is [open](#) up your render. I'll be using this image:



Now, in your image, there's going to be a few places where the seams on the texture don't quite mesh or where the texture looks plastic-y. I've circled a few of those places in this image:



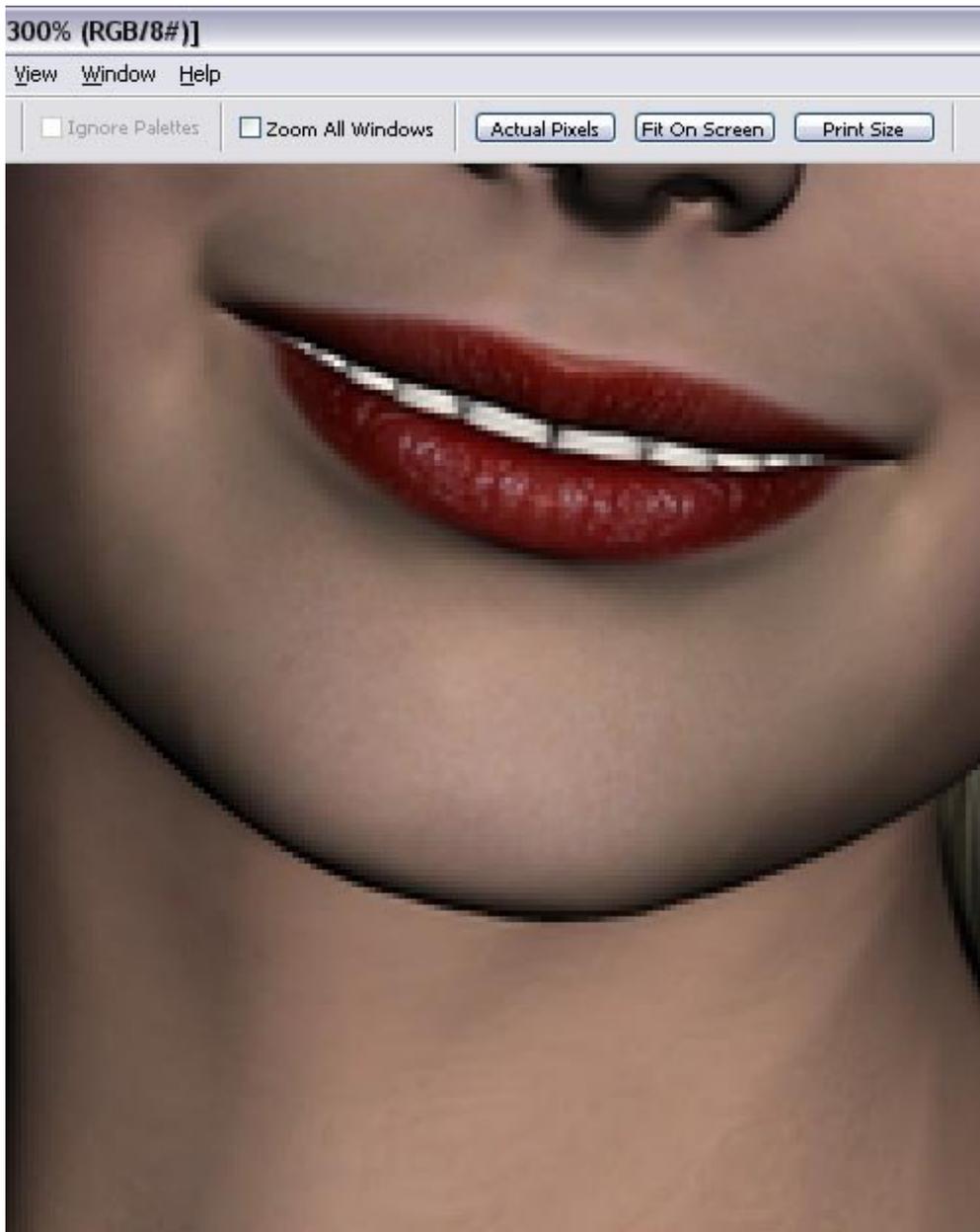
With your clone brush, press alt and click your [mouse](#) to select an area near the [one](#) you'll be touching up, then paint over it, like this:



Continue cleaning up those places. Now, there's a few more around my render's mouth:



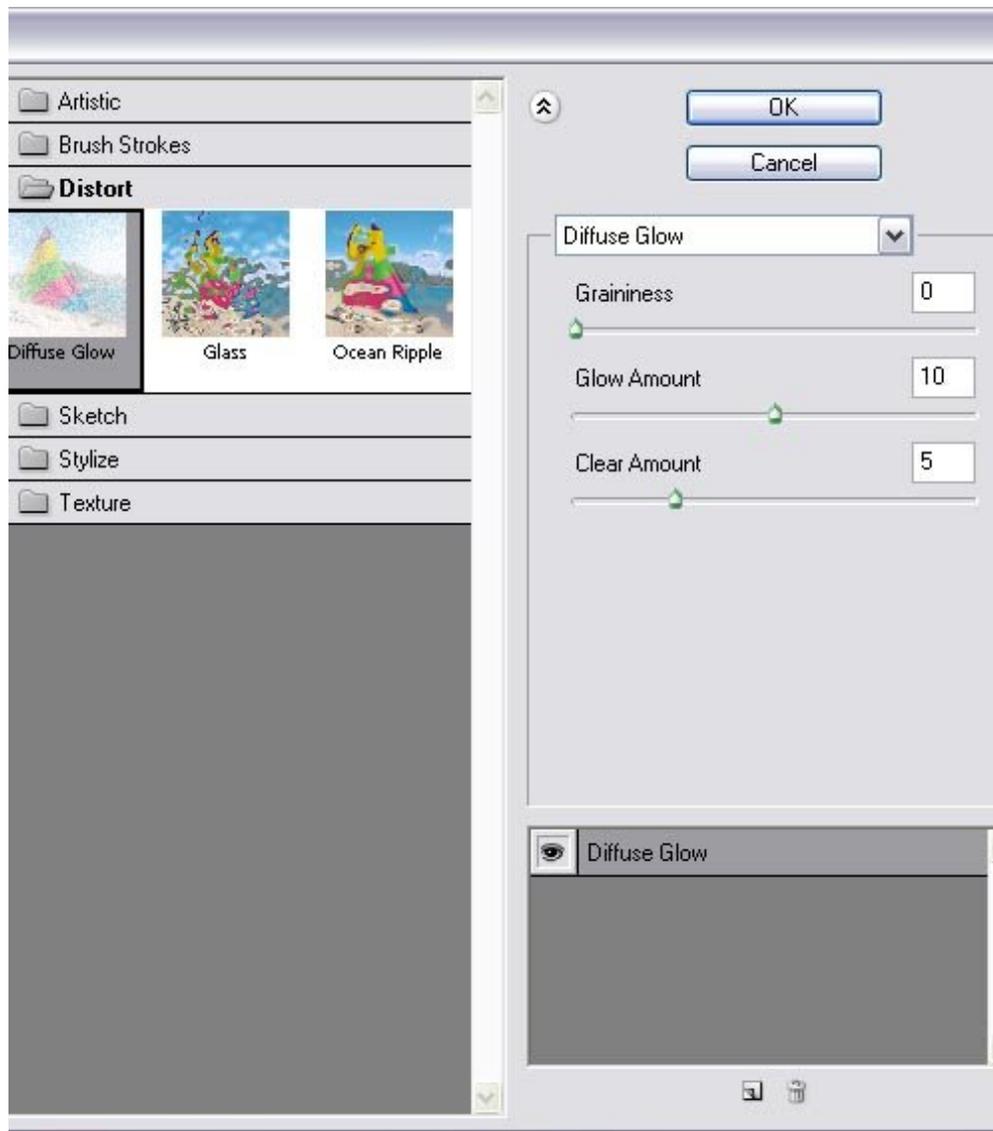
So I'll be cleaning those up, too.



Step 2 - Get your glow on.



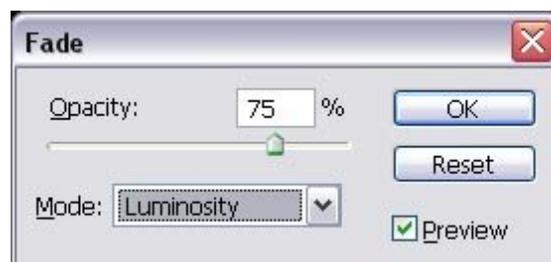
So we have our image, all prepped and ready to roll. Go to Filters > Distort > Diffuse Glow. Use the settings in the image:



This is what will happen with your render:



Pretty, huh? It isn't quite what we want, though. So we're going to fade the diffuse glow. To do that, go to Edit> Fade Diffuse Glow.



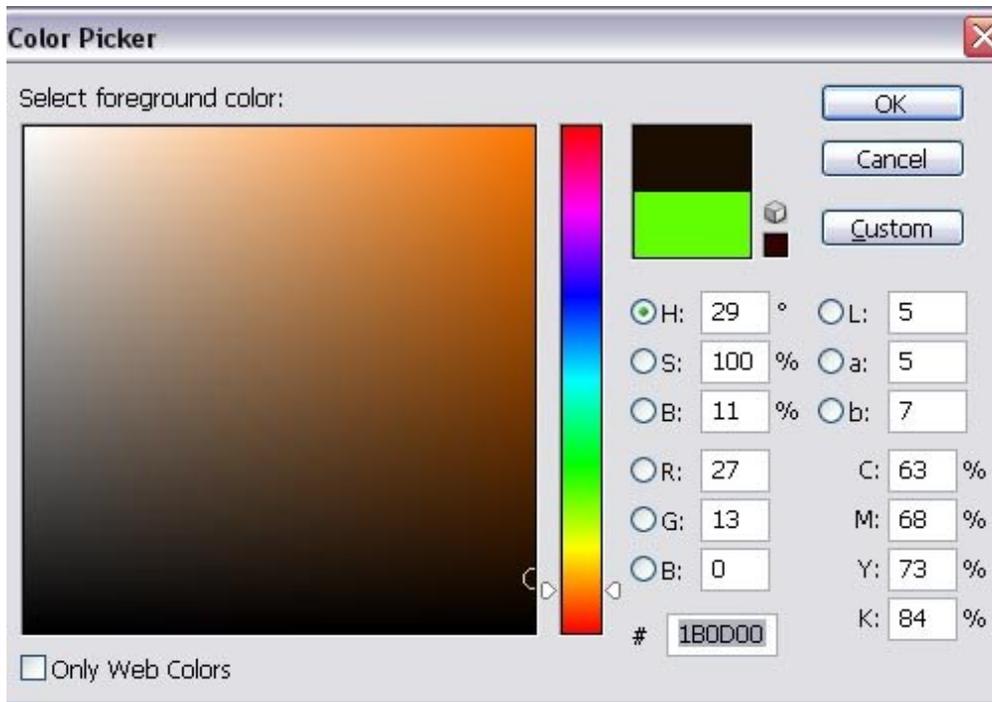
A menu like the one in the picture should come up. Use the same settings- Opacity 75%, Mode: Luminosity.



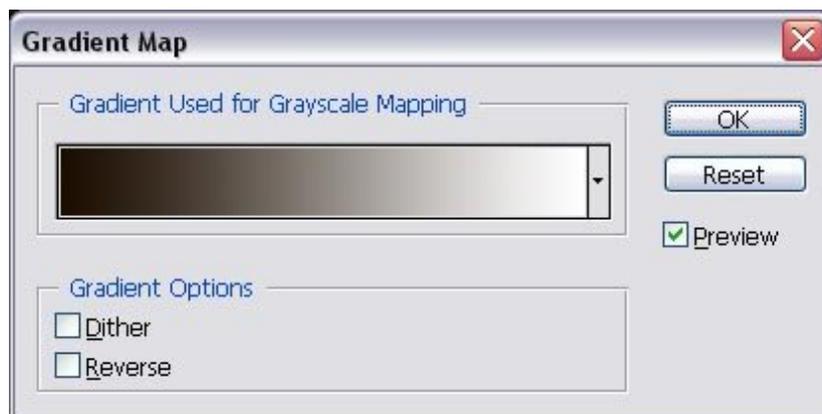
Ta-da!

Step 3 - And now for something completely (not) different...

Looking pretty good so far, eh? Now we're going to do something very similar to what we just did. First, look at your paint colors. You'll need to set the background color to white and the foreground color to a very dark brown, like in the picture.



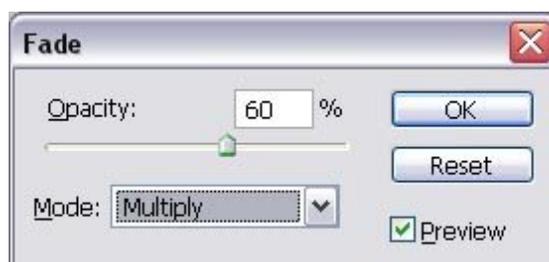
After that, go to Image > Adjustments > Gradient Map. A menu like this one should appear:



Use those exact settings and click okay. Your image will look like this:



That would be all well and good if we wanted a sepia-toned image. But we don't. So we're going to go to Edit > Fade Gradient Map. Use the settings in the picture:



And your image will be in color once more:

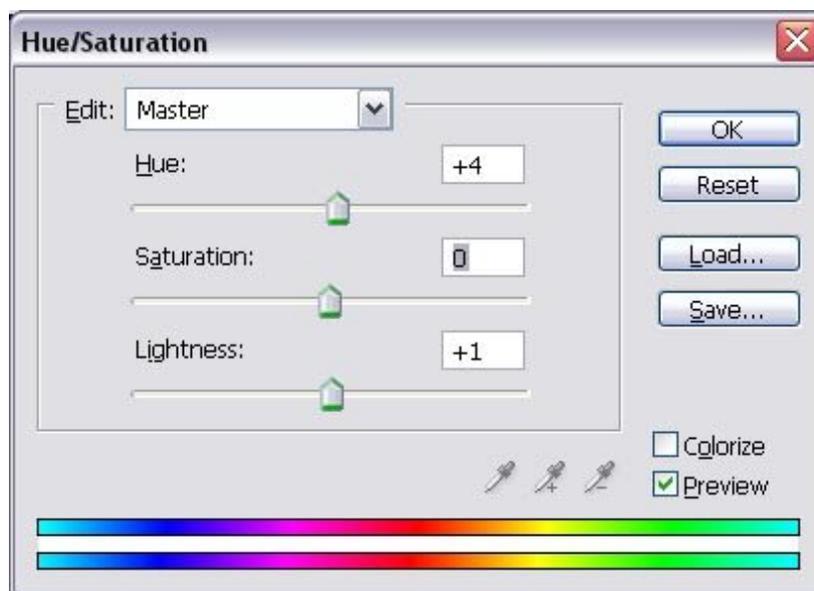


Step 4 - Hue and Saturate

Now we're going to play around with Hue, Saturation, and Lightness. Go to Image > Adjustments > Hue/Saturation. Now this is where we can have fun. You can use Hue/Saturation to really capture the mood of a render..for instance, if I want something brighter and more cheerful, like this:



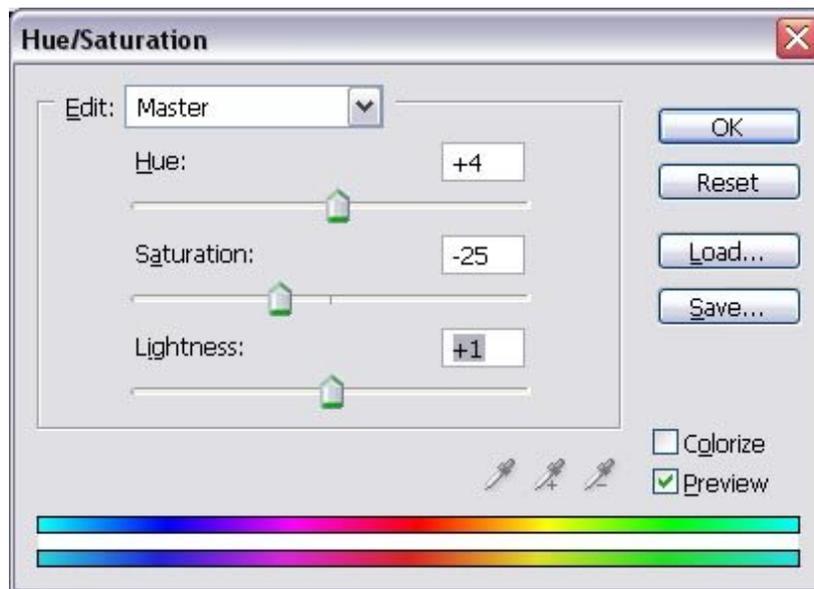
I'd use Hue/Saturation settings like this:



And if I wanted to set a softer, more delicate tone, like in this picture:



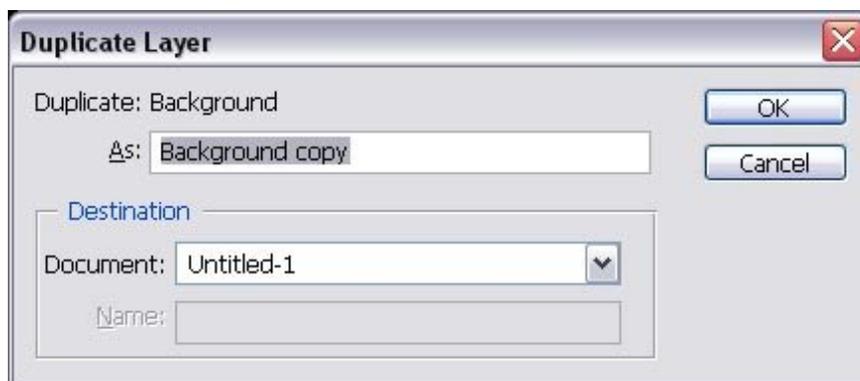
I'd use Hue/Saturation settings like this:



Go ahead and play with the Hue/Saturation menu, find a look you like, and proceed to the next step.

Step 5 - About blend modes...

First, duplicate the layer your render is on. (It should be "Background".) To do that, right-click the layer and a menu will pop up. Choose "Duplicate Layer" and name it whatever you want.



Now that you have your layer duplicated, change the opacity on it to about 30-35% and change the blend mode to overlay.



This is what your image will look like:



But don't stop there--play with the blend modes and find a look you like! Here's my render with the blend mode on the duplicated layer set to Color Burn:



And here's that same image with the duplicated layer's blend mode set to Linear Light:

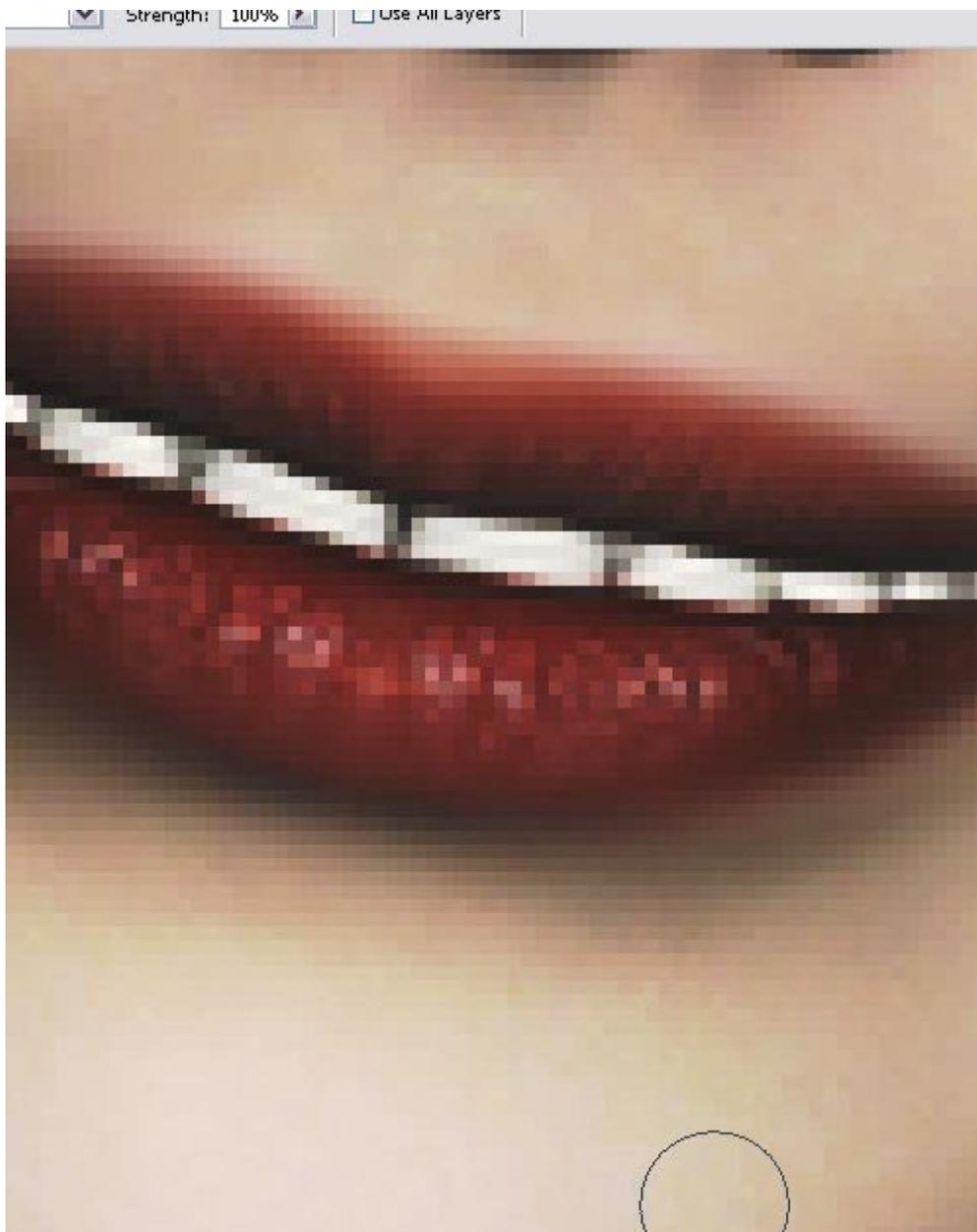


Step 6 - Blur

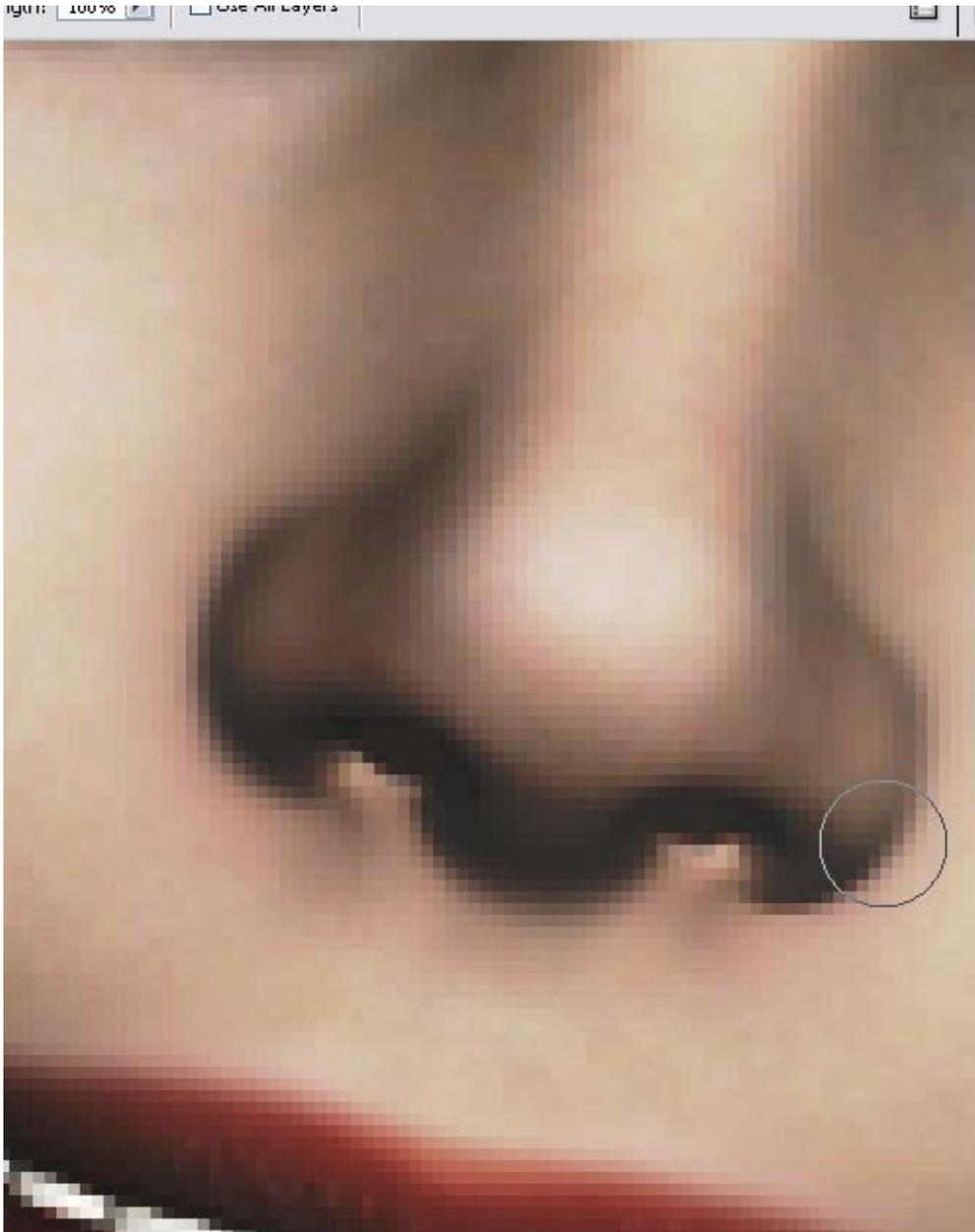
The first thing you'll want to do is find places where the lines look hard, and out of place.



We'll be using the blur tool to soften those lines and make it blend better. Select the blur tool, set the amount to 100%, and carefully go over the places you want to soften--in the case of my image, that's around the lips:



And the nose:



You can also use the blur tool to blend the edges of your render with the background, like I did here:



Step 7 - Finishing touches

So everything looks good so far, right? There's just a couple more things we need to do. See those places where the shadows don't quite mesh?



We're going to use the Burn Tool to fix those. Select the burn tool, and make sure it's set to Burn Midtones. Clean up anywhere the shadows don't mesh.



And that's all there is to it!