

## Use Liquify for subtle editing adjustments

### HOW TO: Liquify

The Liquify filter lets you push, pull, rotate, reflect, pucker, and bloat any area of an image. The distortions you create can be subtle or drastic, which makes the Liquify command a powerful tool for retouching images as well as creating artistic effects.

### Liquify

- 1) open a photo to Liquify
- 2) go Filter -Liquify
- 3) choose the zoom tool fill the window with the face
- 4) choose the warp tool
- 5) adjust the brush size ( the brackets work in this dialogue box also)
- 6) drag or tug upwards by the corner of the mouth creating a slight smile. repeat on other side of the mouth.

### you can also use the liquify tool to remove love handles

### Liquify the edges for a polaroid emulsion transfer look

- 1) create a new blank layer
- 2) place it below all of your layers
- 3) turn off eyeball on new blank layer
- 4) click on any layer above and go to the layer flyout menu and choose merge visible  
(you should now have two layers the blank layer and your image layer)
- 5) go Filter -Liquify
- 6) choose the warp tool  
change settings -brush 600 -brush pressure 8
- 7) liquify the edges of the image  
-push and pull edges for desired results
- 8) click OK  
what happens if you add a drop shadow?

### areas to liquify:

- pinch lips
- puff lips
- pull lips down to hide gum
- pull teeth to hide gap
- pinch chin
- chin raise
- push up or down eyelids
- pull eyes closer together
- slim the mid section
- Slim, trim and retouch body parts
- enlarge the eyes
  - bloat tool
  - brush larger than eye
  - pressure 10
  - rate 50

Freeze edges you do not want to liquify

### the web:

<http://www.graphics.com/modules.php?name=Sections&op=viewarticle&artid=179>

[www.mynetfx.com/lessons/online/ps02\\_03.pdf](http://www.mynetfx.com/lessons/online/ps02_03.pdf)

<http://www.popphoto.com/idealbb/view.asp?topicID=36477> ( annoying but a few good tips)

<http://www.digitalretouch.org/> (Katrin Eismann)

## **Distort Tools**

Forward Warp Tool -Pushes pixels forward as you drag.

Twirl Clockwise tool -Rotates pixels clockwise as you hold down the mouse button or drag. To twirl pixels counter-clockwise, hold down the Alt key (Windows) or Option (Mac OS) as you hold down the mouse button or drag.

Pucker Tool -Moves pixels toward the center of the brush area as you hold down the mouse button or drag.

Bloat Tool -Moves pixels away from the center of the brush area as you hold down the mouse button or drag.

Push Left tool -Moves pixels to the left when you drag the tool straight up (pixels move to the right if you drag down). You can also drag clockwise around an object to increase its size, or drag counter-clockwise to decrease its size. To push pixels right when you drag straight up (or to move pixels left when you drag down), hold down the Alt key (Windows) or Option (Mac OS) as you drag.

Mirror tool -Copies pixels to the brush area. Drag to reflect the area perpendicular to the direction of the stroke (to the left of the stroke). Alt-drag (Windows) or Option-drag (Mac OS) to reflect the area in the direction opposite to that of the stroke (for example, the area above a downward stroke). Usually, Alt-dragging or Option-dragging gives better results when you have frozen the area you want to reflect. Use overlapping strokes to create an effect similar to a reflection in water.

Turbulence tool -Smoothly scrambles pixels. It is useful for creating fire, clouds, waves, and similar effects.

### **In the Tool Options area of the dialog box, set the following options:**

Brush size -Sets the width of the brush you'll use to distort the image.

Brush Pressure -Sets the speed at which distortions are made when you drag a tool in the preview image. Using a low brush pressure makes changes occur more slowly, so it's easier to stop them at exactly the right moment.

Brush Rate -Sets the speed at which distortions are applied when you keep a tool (such as the Twirl tool) stationary in the preview image. A high setting applies distortions quickly; a lower setting provides a slower change.

Brush Density -Controls how a brush feathers at the edge. An effect is strongest in the center of the brush and lighter at the edge.

Turbulent Jitter -Control how tightly the Turbulence tool scrambles pixels.

Reconstruct Mode -Used for the Reconstruct tool, the mode you choose determines how the tool reconstructs an area of the preview image (see Reconstructing distortions).

(Photoshop) Select Stylus Pressure -Select to use pressure readings from a stylus tablet. (This option is available only when you are working with a stylus tablet.) When selected, the brush pressure for the tools is the stylus pressure multiplied by the Brush Pressure value.

By **freezing** areas of the preview image, you protect those areas from changes. Frozen areas are covered by a mask that you paint using the Freeze tool . You can also use an existing mask, selection, or transparency to freeze areas. You can view the mask in the preview image to help you with your distortions.

You can use the icons' pop-up menus in the Mask Options area of the Liquify dialog box to choose how the frozen, or masked, areas of the preview image work (see Using mask options).

#### Using the Freeze tool

-Select the Freeze tool and drag over the area you want to protect. Shift-click to freeze in a straight line between the current point and the previous point that you clicked or Shift-clicked.

#### Using a selection, mask, or transparency channel

-Choose Selection, Layer Mask, Transparency, or Quick Mask from the pop-up menu from one of the five options in the Mask Options area of the dialog box (see Using mask options).

#### Freezing all thawed areas

-Click the Mask All button in the Mask Options area of the dialog box.

#### Inverting thawed and frozen areas

-Click Invert All in the Mask Options area of the dialog box.

#### Showing or hiding frozen areas

-Select or deselect Show Mask in the View Options area of the dialog box.

#### Changing the color of frozen areas

-Choose a color from the Mask Color pop-up menu in the View Options area of the dialog box.

