

TO SHARPEN PARTS OF A BLURRED IMAGE

1. Open Image
2. Layer>Dup.Layer and name it "blur"
3. Filter>Blur>Gaussian Blur(set at 30% to start and adjust as needed).
4. Layer>Layer Mask>Reveal All
5. Edit>Fill and go to 50% grey
6. Soft edge brush on black
7. Paint area to be sharp.
8. Flatten image when done.

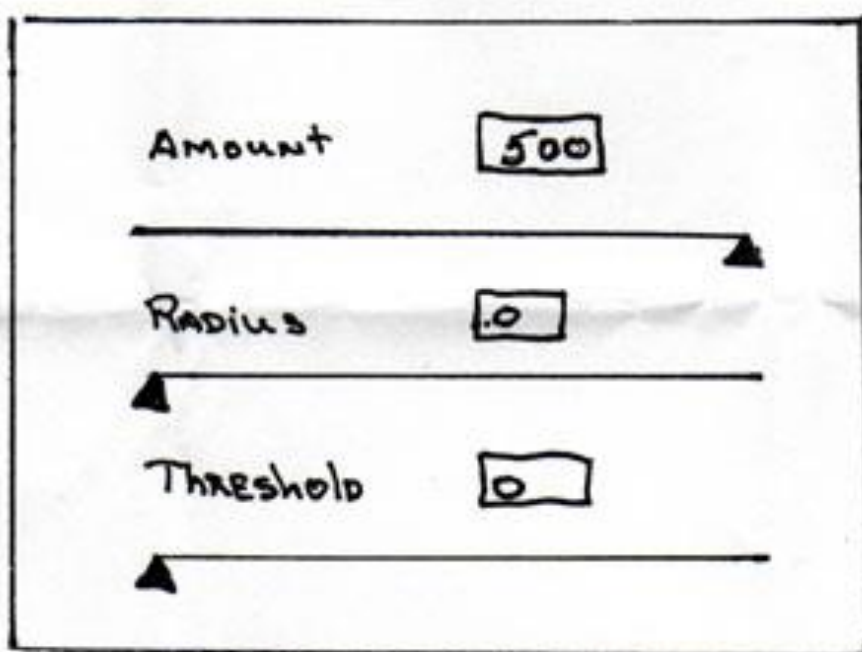
FOR SMOOTH SKIN

1. Open or Flatten image
2. Layer>Dup.Layer(name blur)
3. Filter>Other>Highpass &set between 5&10
4. Change layer blend mode to Soft Light
5. Image>Adjust>Invert
6. Layer>Layer Mask>Reveal All
7. Soft edge brush on black
8. Paint area to be sharp

TO SHARPEN IMAGES

NOTE: YOU MUST SIZE YOUR IMAGE BEFORE SHARPENING!!!!!!

1. Filter>Sharpen>Unsharp mask
2. In the dialog box set amount to 500 and start to bring the radius up from .0
3. When image just starts to look over-sharpened stop and start to adjust the amount down from 500 until you get the desired look.
4. Click OK when done.



TO BURN & DODGE

1. Layer>New
2. Change mode to overlay and click on 50% grey
3. Brush tool on black to darken and white to lighten
4. Set opacity to a small value(8-12%) to start and work in small increases.