## **Frequency separation**

Frequency Separation allows you to separate the color from the texture of an image. It's a little complex to set up but heres how to do it.

## Set up

- 1. Create two more copies of the layer you wish to work on by pressing COMMAND J twice.
- 2. Name the top lave "Texture" and the one beneath it "Color".
- 3. Select the Color layer and go to Filter > Blur > Gaussian Blur to slightly blur the skin but make sure the things that should stay sharp like the eyes, teeth and eyebrows are not affected.
- 4. Click on the Texture layer and go to Image > Apply Image...



5. In the box that shows up make these changes:

Apply Image			
Source:	Frequency Seperation.jpg ~ Color ~		ОК
Layer:			
Channel:	RGB	<ul> <li>Invert</li> </ul>	Cancel
Target: Frequency Seperati (Te, RGB) Blending: Subtract ~			Preview
Opacity:	100 %	Scale: 2	
Preserve Transparency Offset: 128			
Mask			

- Source: The name of the image you are working on
- Layer: The color layer
- Blending: Subtract
- Opacity: 100%
- Scale: 2
- Offset: 128
- Preserve transparency and Mask.... should be unchecked.
- 6. Change the Texture layer's Layer Style to Linear Light.
- 7. OPTIONAL: Select the Color and Texture layer and group them to tidy things up.

## Working with color

- 1. Select the color layer.
- 2. Click on the lasso tool and set you feathering before you make your selection. (You can press the Q button to quickly go into Quick Mask mode to check the feathering, pressing Q again will take you out.)
- 3. Choose Filter > Blur > Gaussian Blur and use the slider to give the subject a more even skin tone.
- 4. Select more other areas and repeat.

## Working with texture.

- 1. Select the color layer.
- 2. Make sure you're using the Clone Stamp tool and that Current Layer is selected in the options bar.
- 3. Select a texture you want to use to clone by pressing the **OPTION** key and clicking.
- 4. Then paint in the texture you want on the area you want to change.