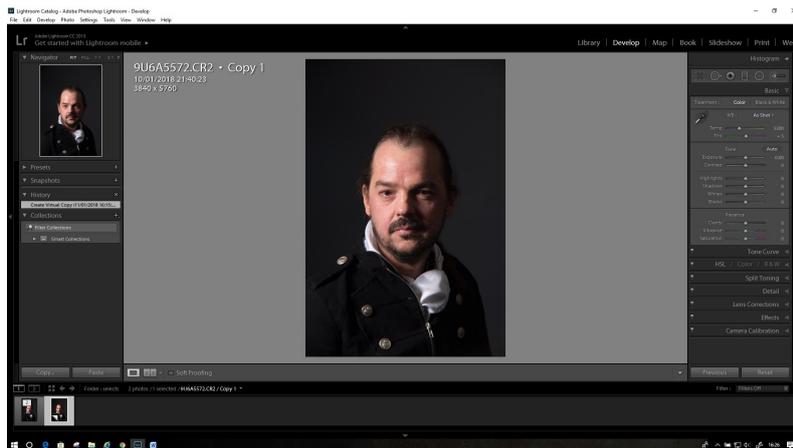


Rembrandt Retouch

Step 1 – Raw Conversion

Converting the RAW file can be done in either Lightroom or Adobe Camera Raw, whichever you prefer to use. We will be using Lightroom for this edit.

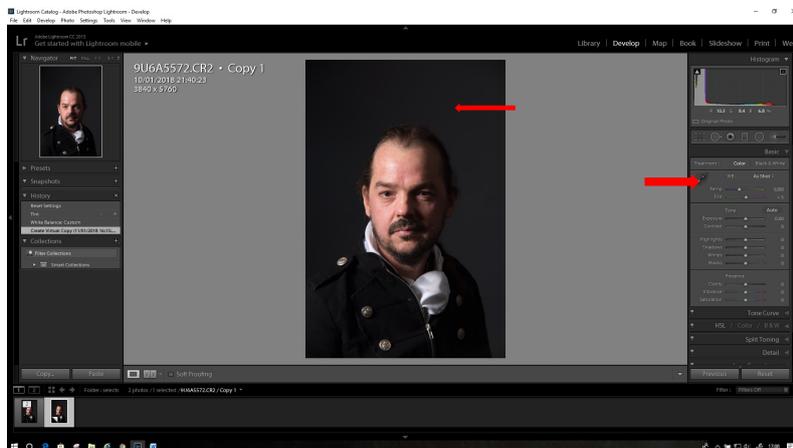
Import the file into Lightroom, open it and then open the Develop Module



Because we plan to apply textures and filters to the image, it isn't strictly necessary in this case to do anything in Lightroom. However, we will work through the RAW conversion as if it were a normal male portrait.

Firstly, we didn't use a grey card during the shoot to set the white balance, but we can use the grey background instead. Select the white balance selector and click on the grey background.

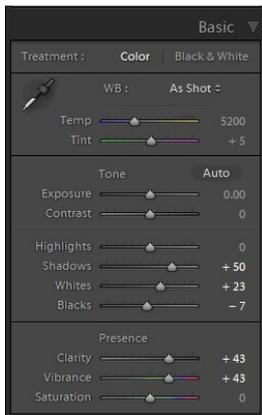
(With hindsight in order to help us composite a new background into the image, we should have put a little more light onto the background during the shoot to make it a lighter shade of grey. We could have done this either by using a larger modifier or by putting a separate light onto the backdrop. Hopefully we can get over this without too much trouble)



Moving down the 'Details' box, leave the highlights as they are to match the image we are trying to copy and the shadows on the rhs of the face can be adjusted as required using the shadows slider. +50 seems to be about right.

To set the white and black points hold down the Shift key and double-click on the white and black sliders in turn.

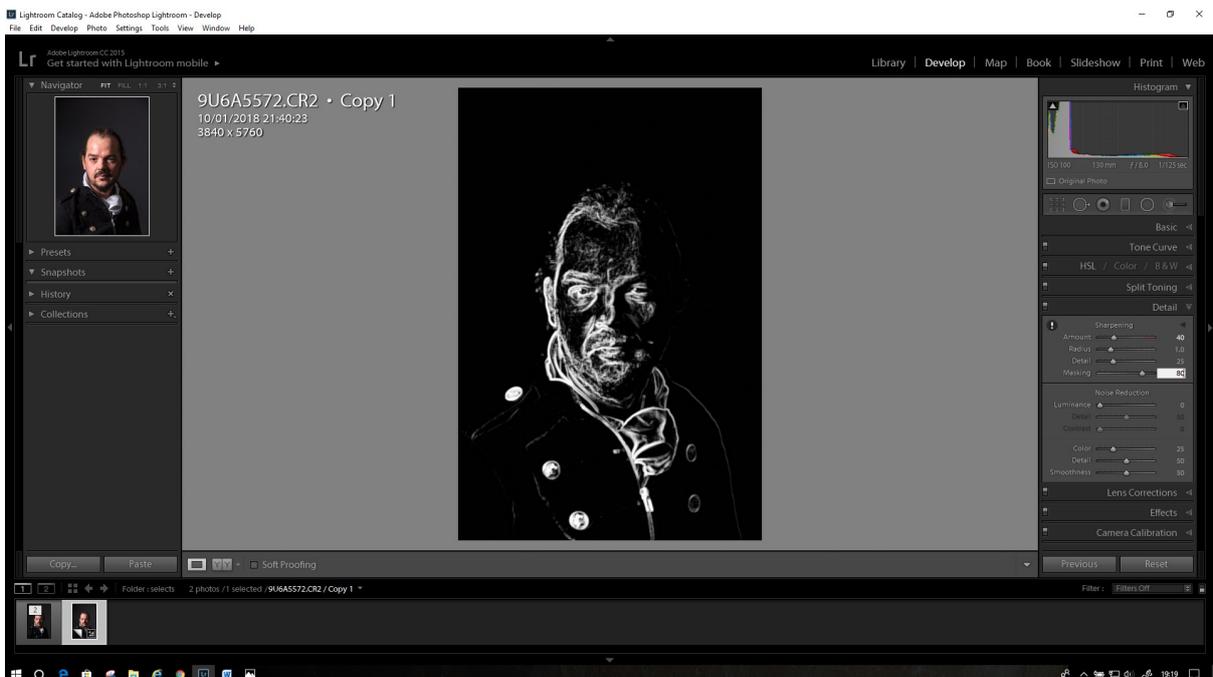
Add a bit of Clarity and Vibrance, and the Details box should look like this:-



Now close the Basic tab and open the Details tab.

For male portraits 40% sharpening is about right, so move the sharpening slider to about 40%

We don't want to apply sharpening to the whole image, only the edges, so hold down the Alt key and drag the Masking slider to the right until only the edges are white. In this case about 80% works



Finally, open the Lens Correction box and click on the Basics tab. Check the 'Remove Chromatic Abberation' and 'Enable Profile Corrections' boxes.



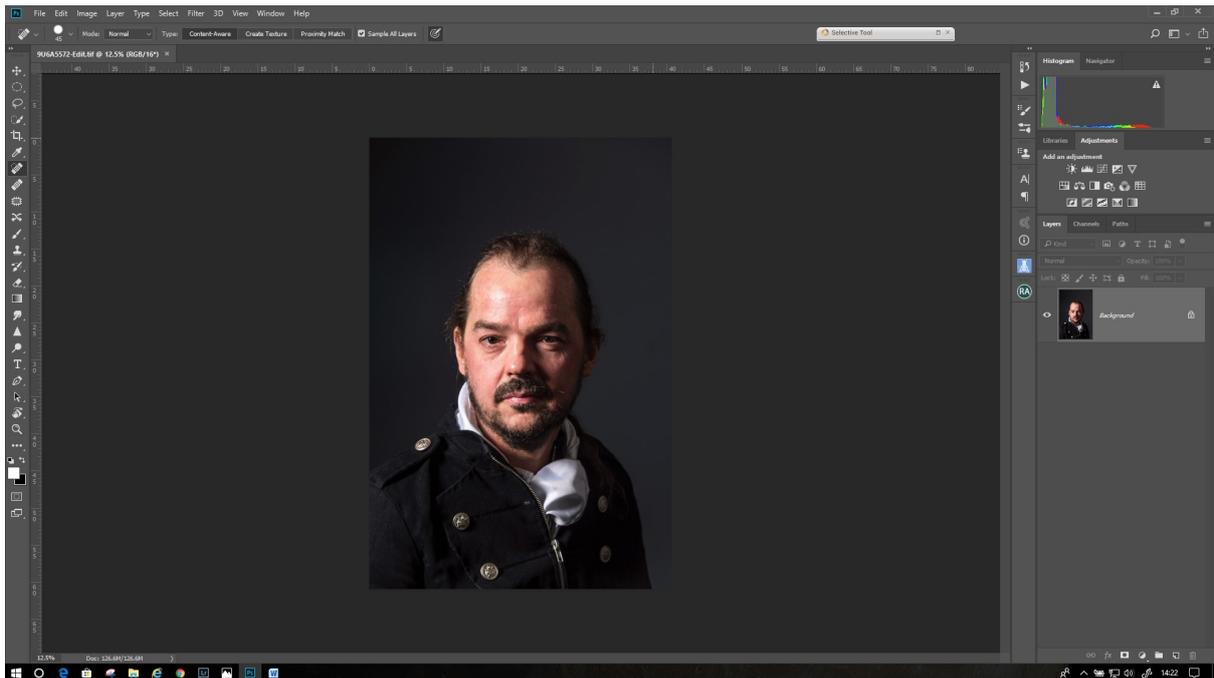
If you click on the XY tab you will see before and after images side by side. You can see that our picture already has a bit more 'pop' than the original.



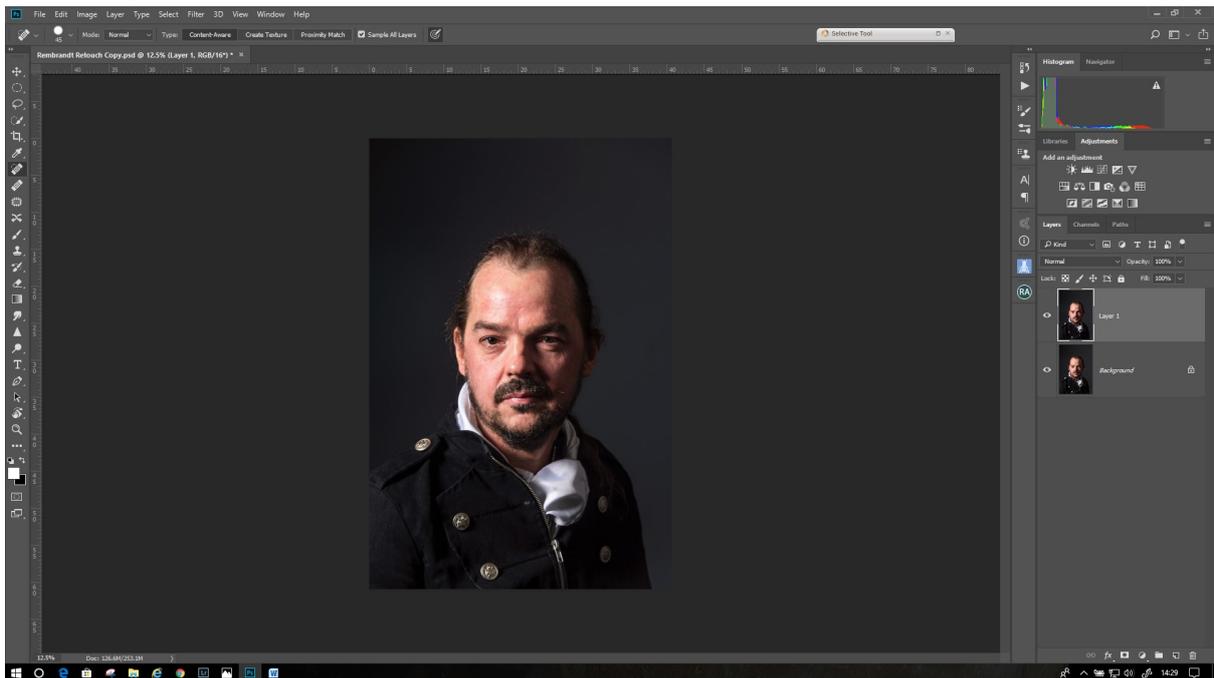
Click the full-screen tab to return to the normal view

We are now ready to move into Photoshop. Click CTRL+E to open the image in Photoshop

Step 2 – Opening and Saving in Photoshop



Once you have the image open in Photoshop press CTRL-J to duplicate the Background layer.

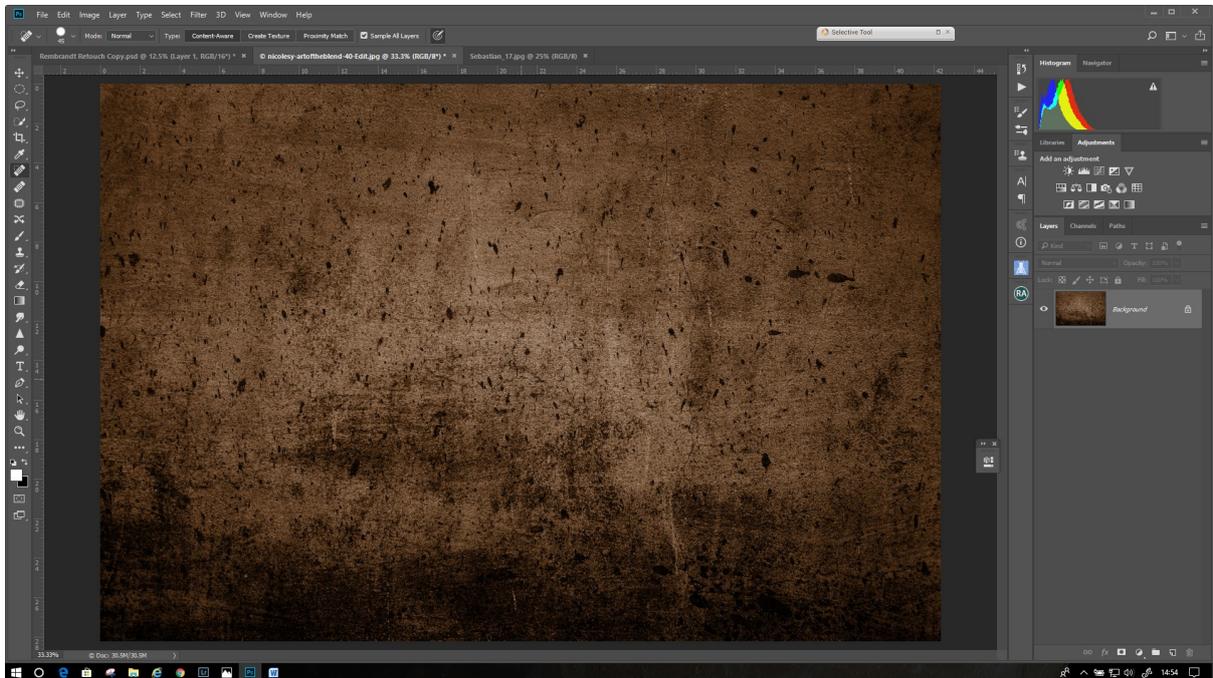


Now save the image somewhere safe.

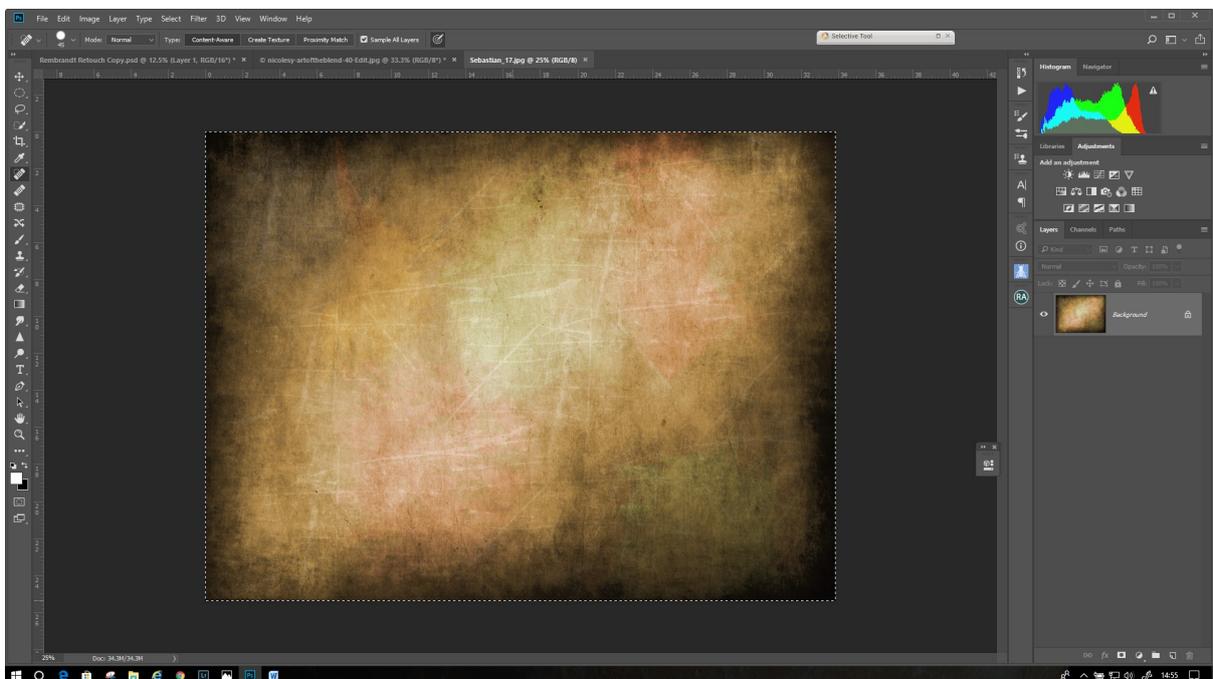
Step 3 – Making the Background

We can use any background we like, but we will try to make a background similar to the one in our reference image.

Open texture nicolsey-artoftheblend-40-Edit into Photoshop



Then open Sebastian_17



Once it is open, press CTRL A to select all, CTRL C to copy.

Return to nicolsey-artoftheblend-40-Edit and press CTRL V to paste Sebastian_17 over nicolsey-artoftheblend-40-Edit

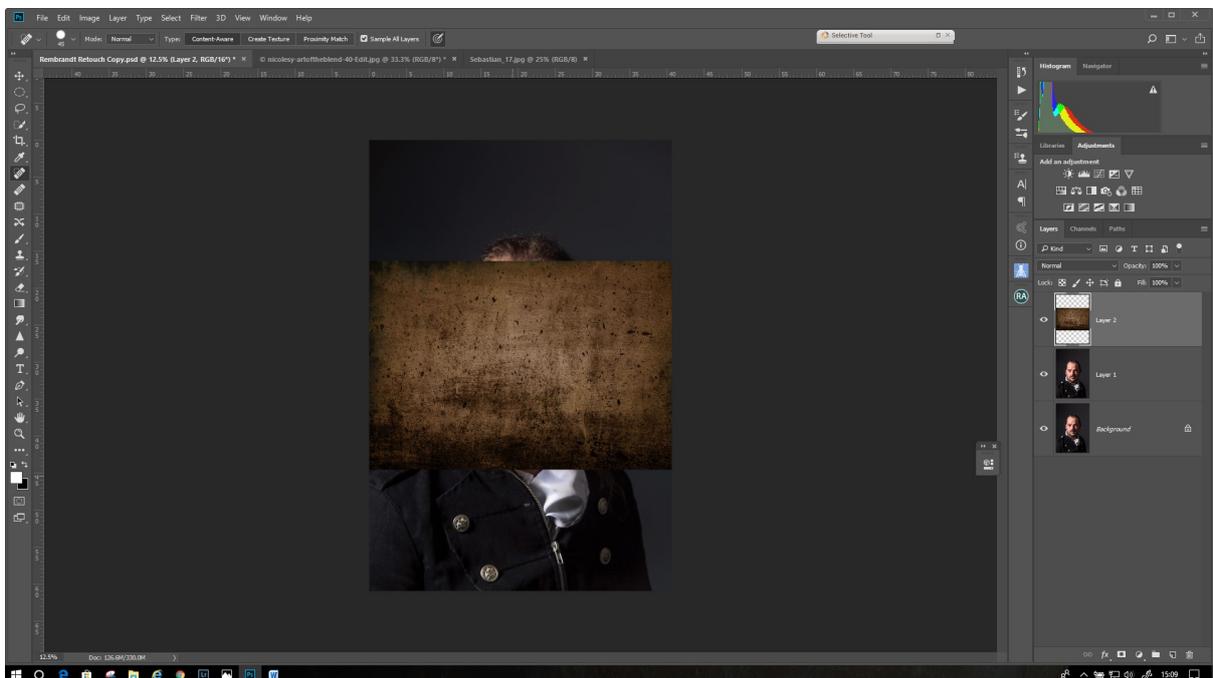
Change the blend mode of layer 1 to 'Darken'

Now flatten the image

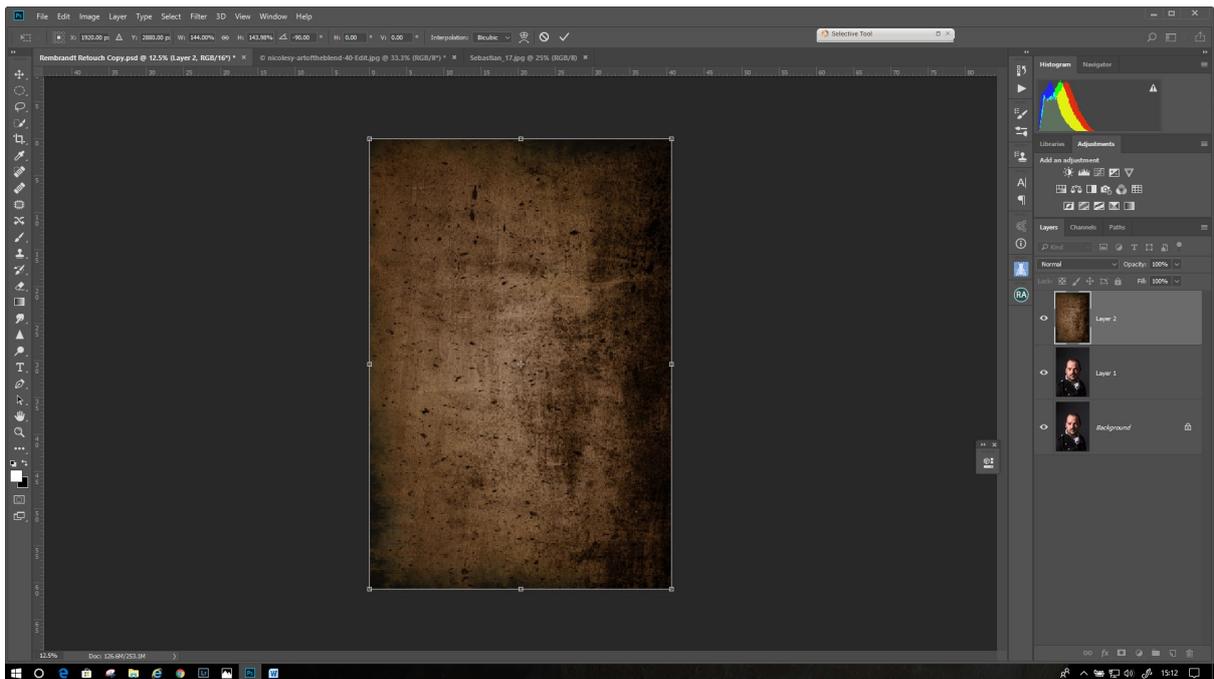
Save this file as a JPEG named 'Background'

Step 4 - Inserting the Background

Working on PSD file nicolsey-artoftheblend-40-Edit, press CTRL A to select the whole image, press CTRL C to copy it, switch to Rembrandt Retouch and press CTRL V to paste it on top of layer 1

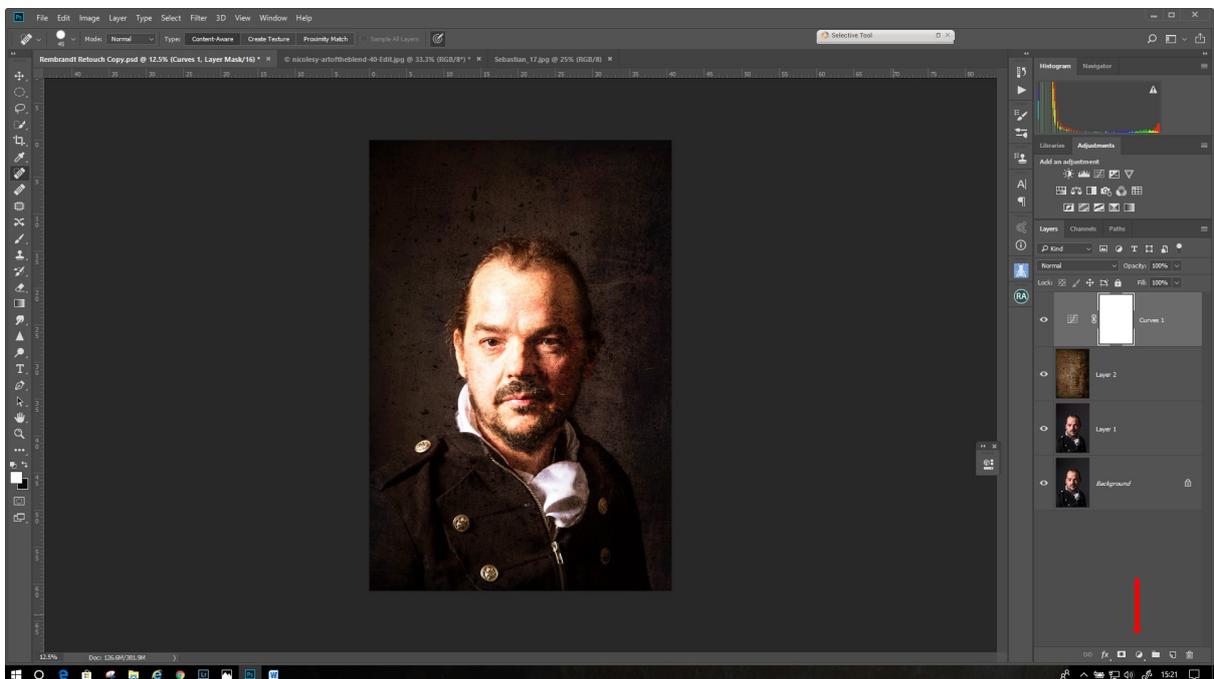


Press CTRL T to open 'Free Transform' and holding down the shift key, rotate the top layer to the correct orientation and drag the handles until the texture covers the whole of the image as shown below.

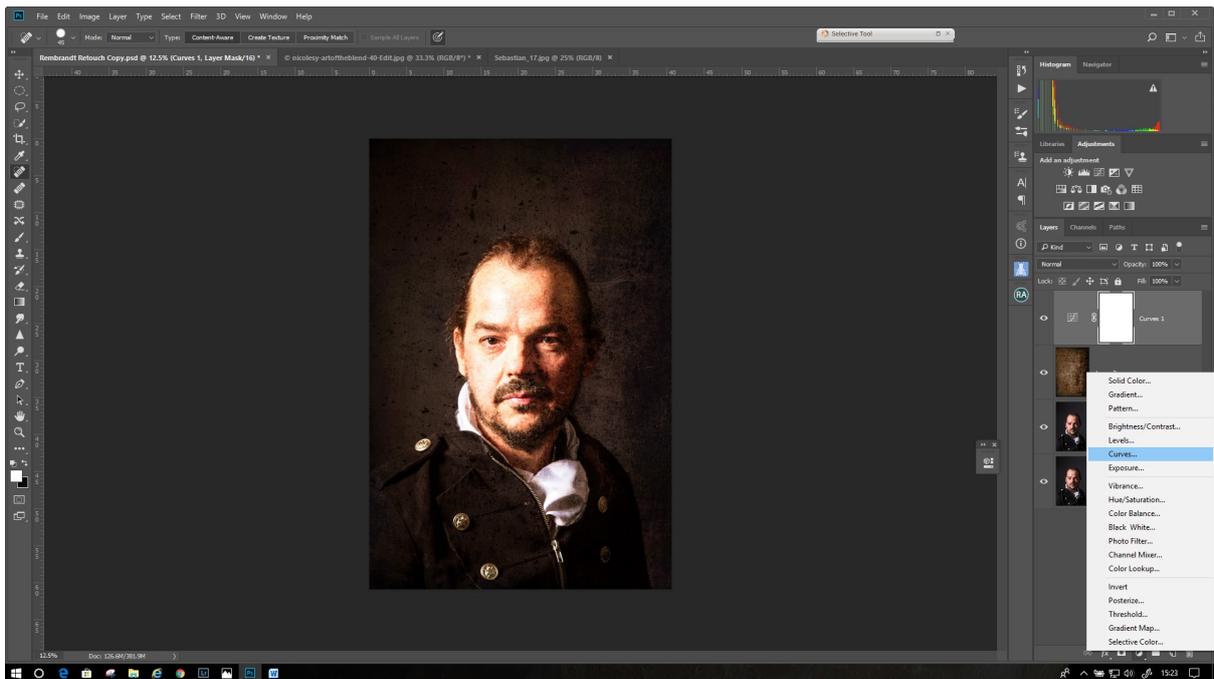


Press 'Enter' to accept the transformation and change the blending mode to 'Soft Light' and the image will be visible through the texture layer.

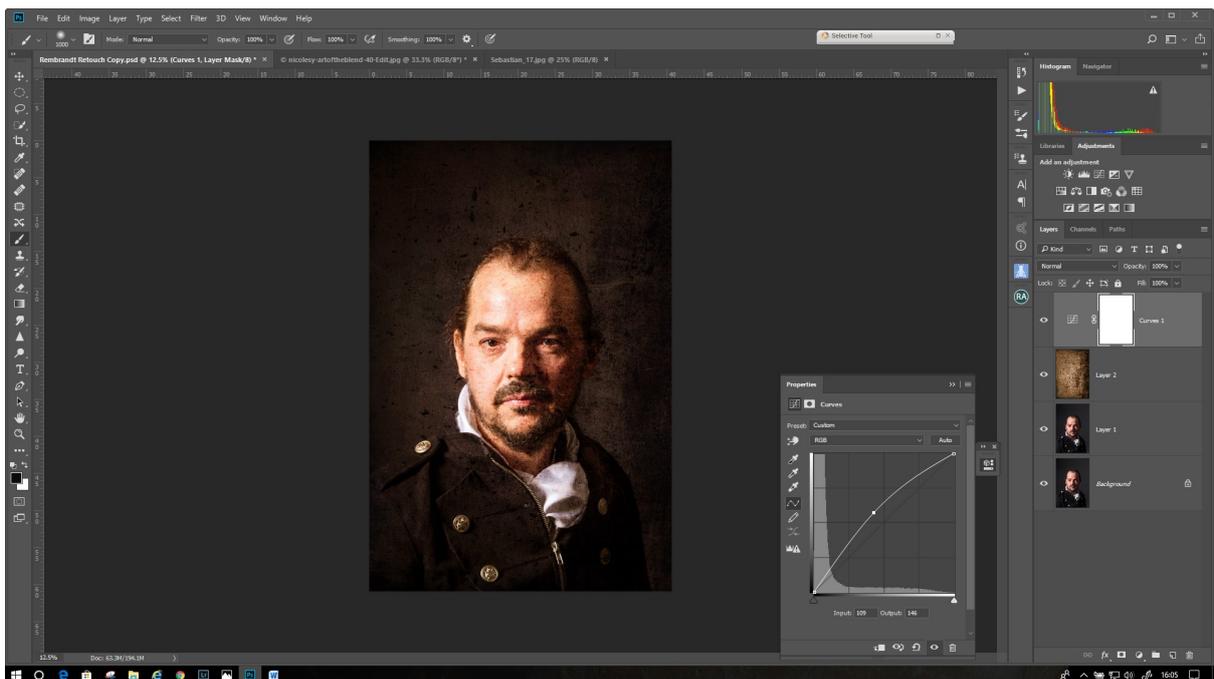
The background texture is too dark. To fix this add a curves adjustment layer by clicking on the 'Add Adjustment Layer' icon at the bottom of the layers stack



Choose the Curves icon

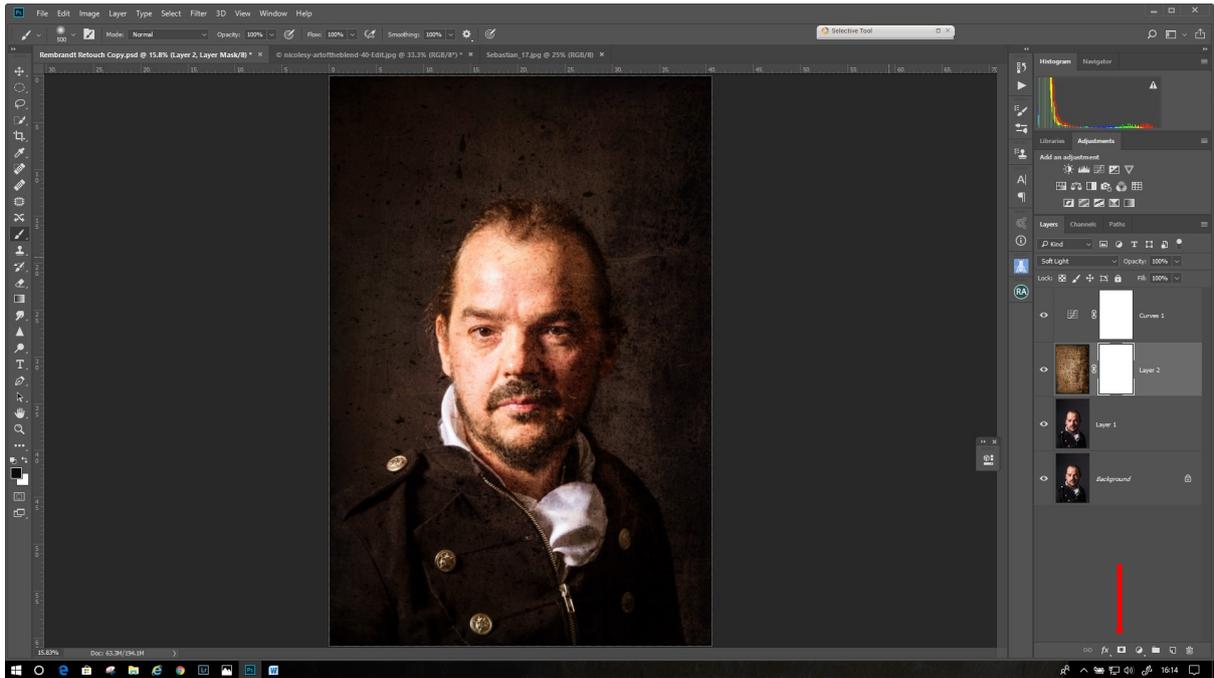


Lighten the image using the curves adjustment as shown below

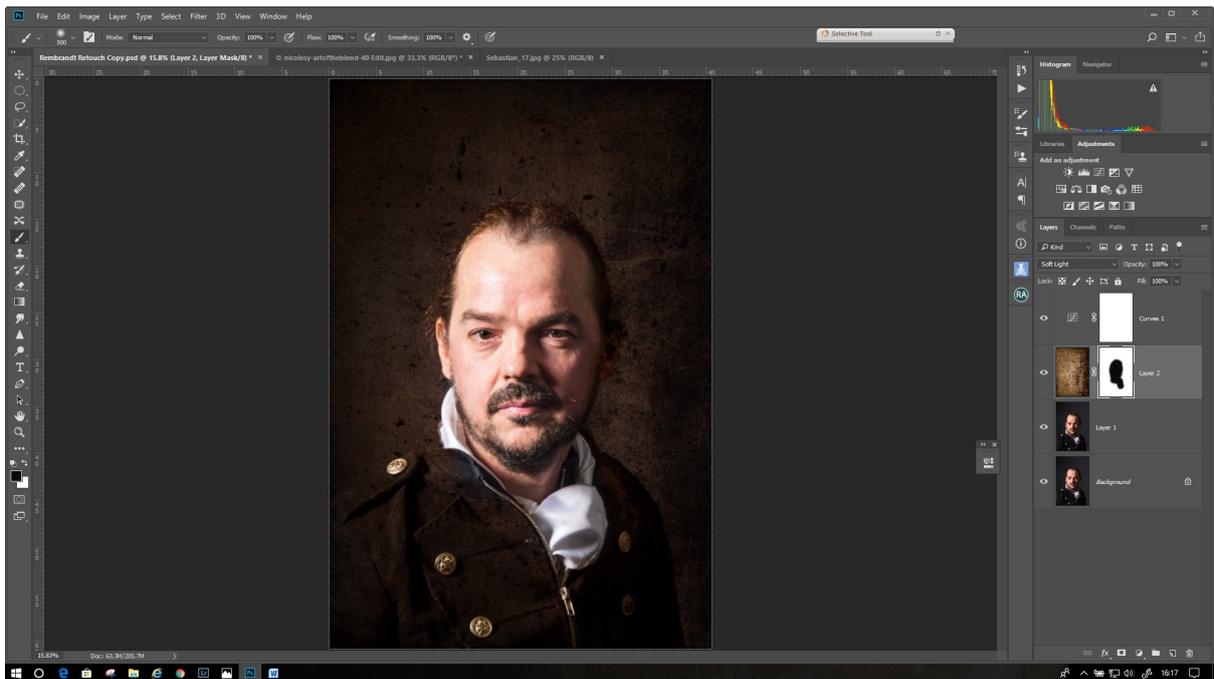


The background texture layer has also been applied to the face as well as to the background.

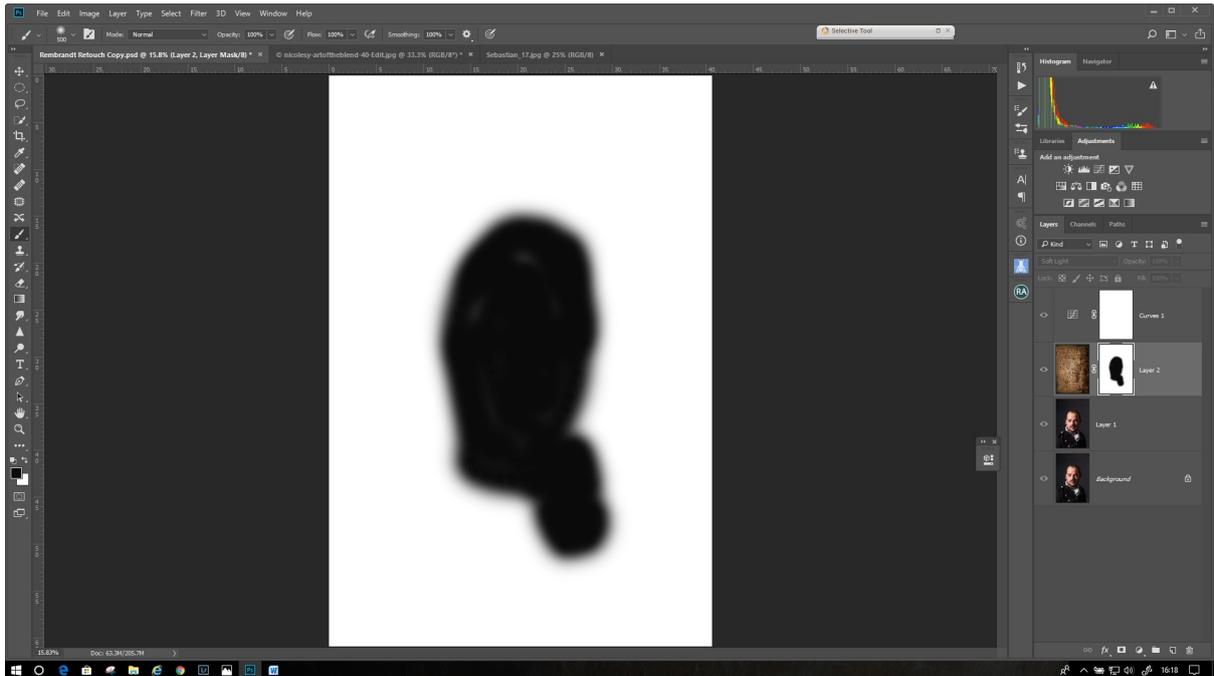
To remove this select layer 2, (the texture) and apply a layer mask to this layer by clicking on the 'Layer Mask' icon at the bottom of the layer stack.



Remove the texture from the face by painting with a soft black brush on the mask



To see exactly where you have painted hold down the ALT key and click on the mask



To return to the image, repeat the process – press the ALT key and click on the mask

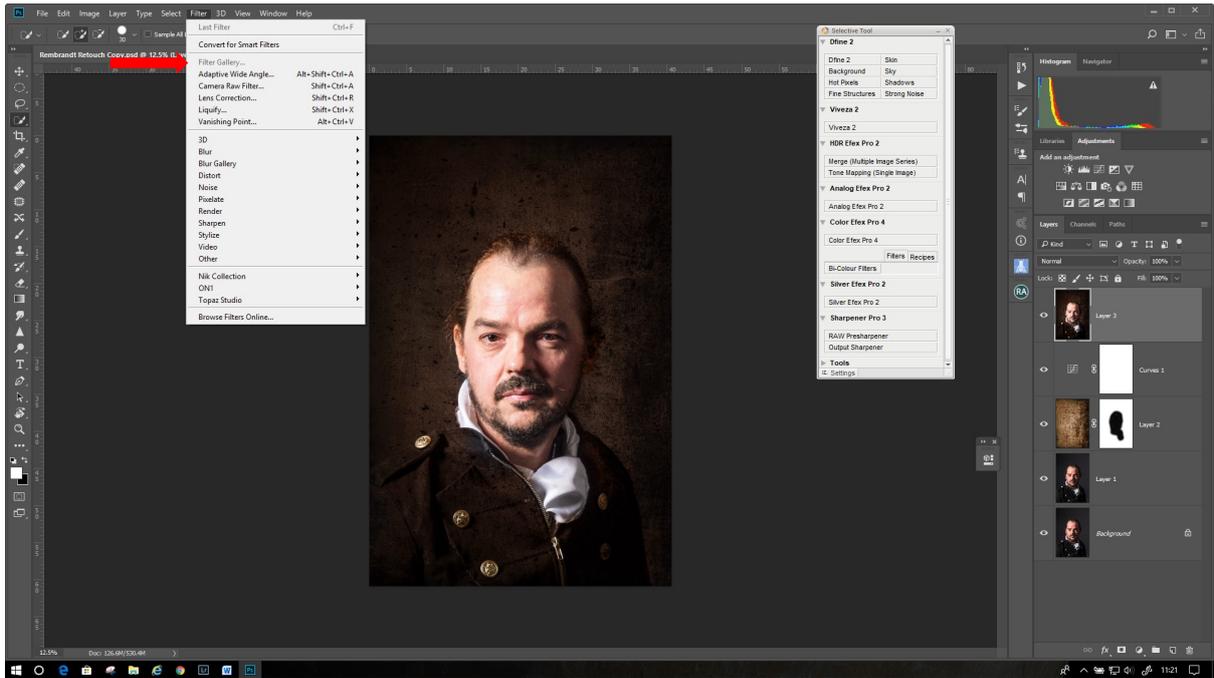
Next, click on the Curves 1 layer and press SHIFT+ALT+CTRL+E to make a 'stamp visible' layer at the top of the stack. This crunches all the lower layers into one layer at the top of the stack

Step 5 – Turning the Image into a Painting

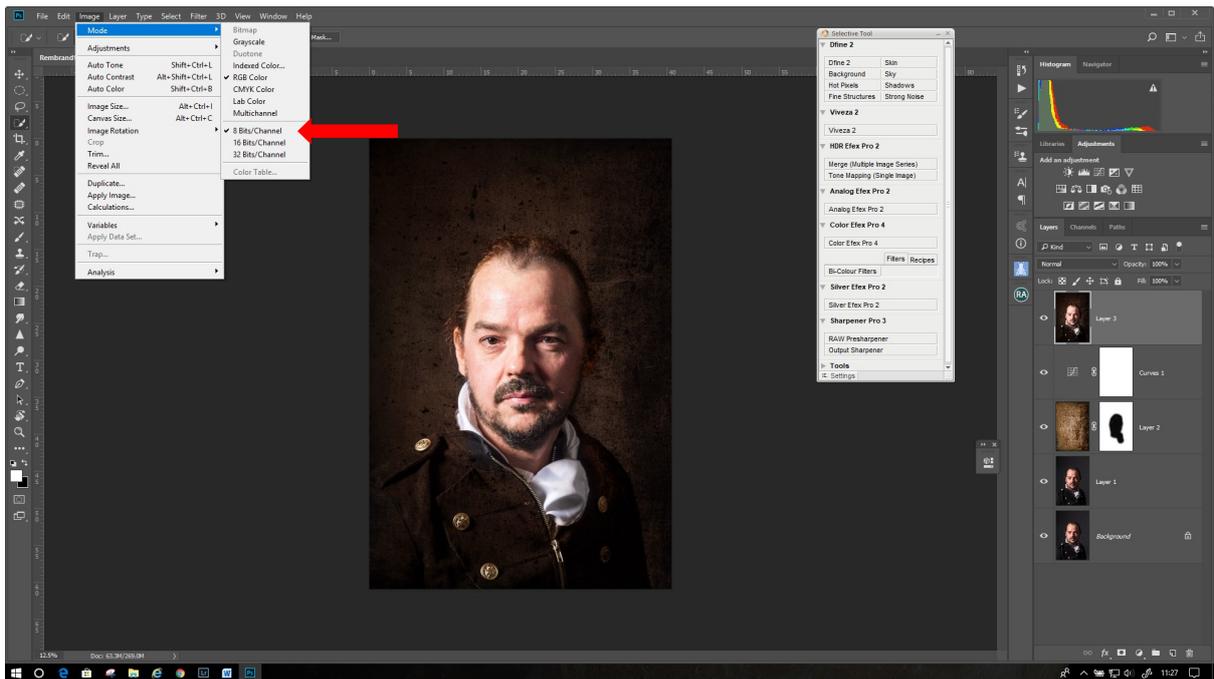
There are literally hundreds of ways to give an image a painterly look. Some require third party plug-ins – others you can do in Photoshop.

In this case we will use the filters provided in Photoshop. In the last step we put a 'stamp visible' layer at the top of our stack. This is the layer we will be working on.

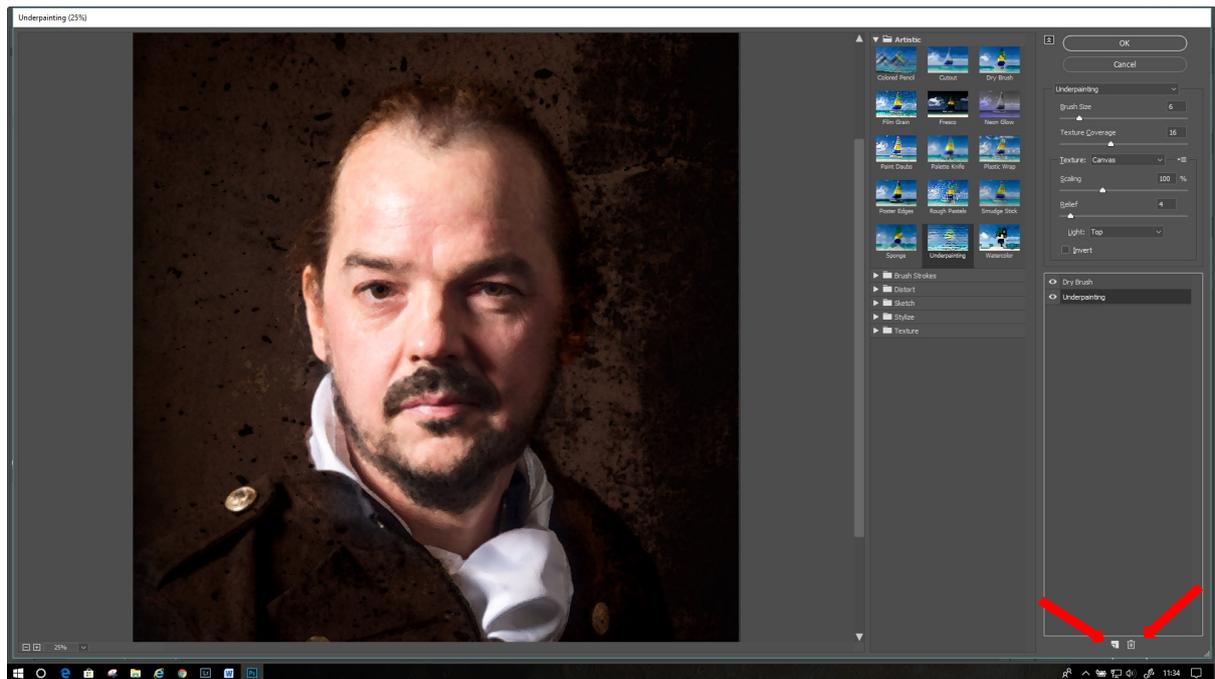
Go to 'Filter'/'Filter Gallery'. If the 'Filter Gallery' is greyed out, as it is here, you are probably working in 16 bit mode and the filter gallery isn't available in 16 bit mode.



To change to 8 bit mode, go to Image/Mode/8 bits/channel and tick this option. Then return to the filter gallery.



Clicking on the 'Filter Gallery' option opens up the Filter Gallery.



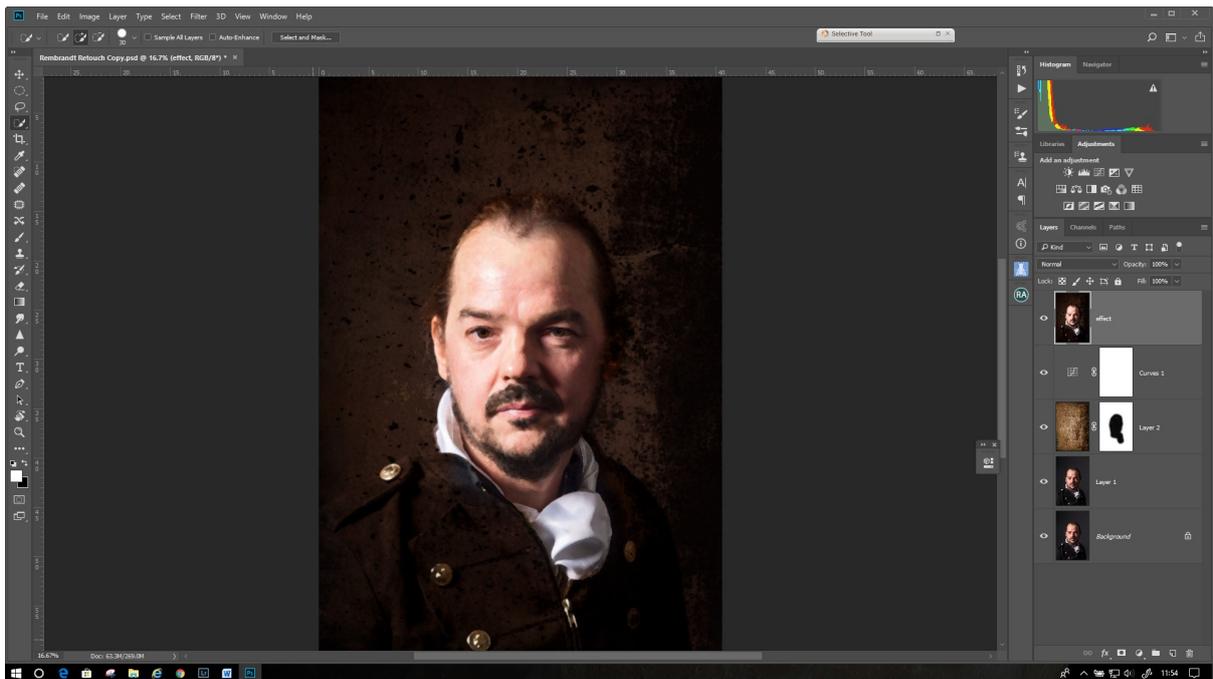
In the filter gallery you have six options:- Artistic; Brush Strokes; Sketch; Style and Texture. For this example we will use the 'Artistic' option, but it is well worth experimenting with the other options.

In this case we have used a combination of two styles – Dry Brush and Underpainting. Again it is worth experimenting with the different settings. For the Dry Brush we have used a brush size of 5, brush detail of 6, and a texture of 1. For the underpainting we have used the settings shown in the picture above.

To stack the effects click on what looks like the 'Add New Layer' icon towards the bottom of the page. To delete an effect select the effect and click on the dustbin.

Once you have the effect you want, click on the OK button to the top right.

Your picture should look something like this.

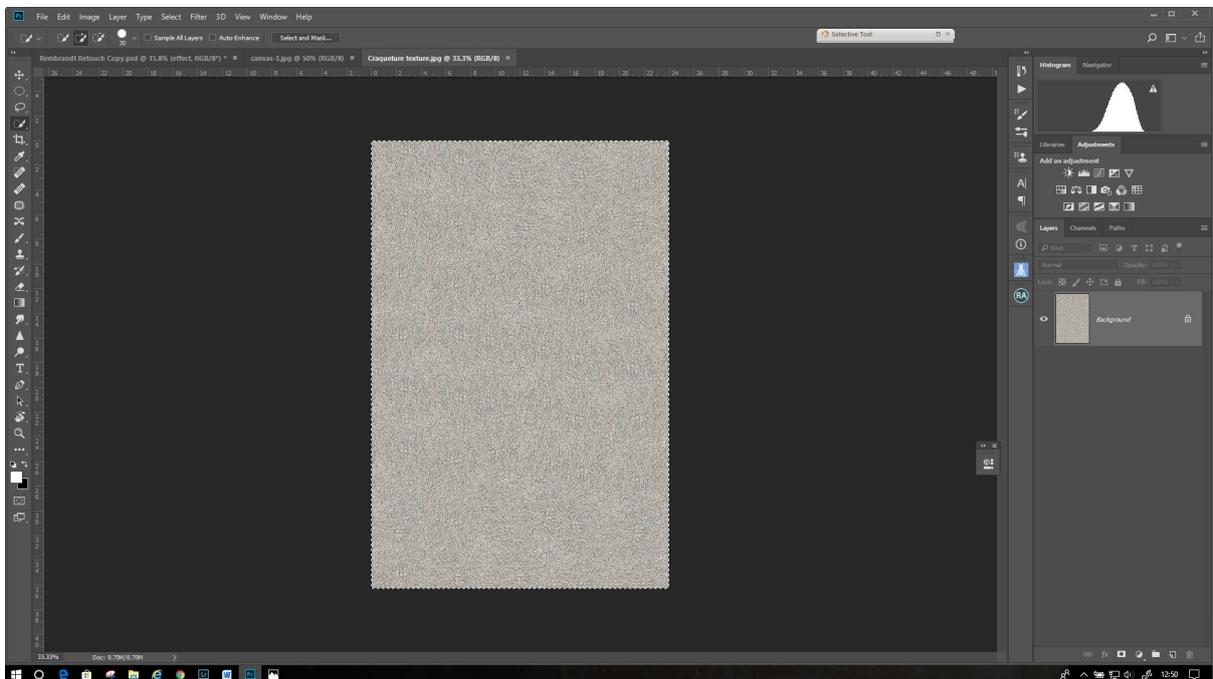


If you want, rename the layer 'effect'

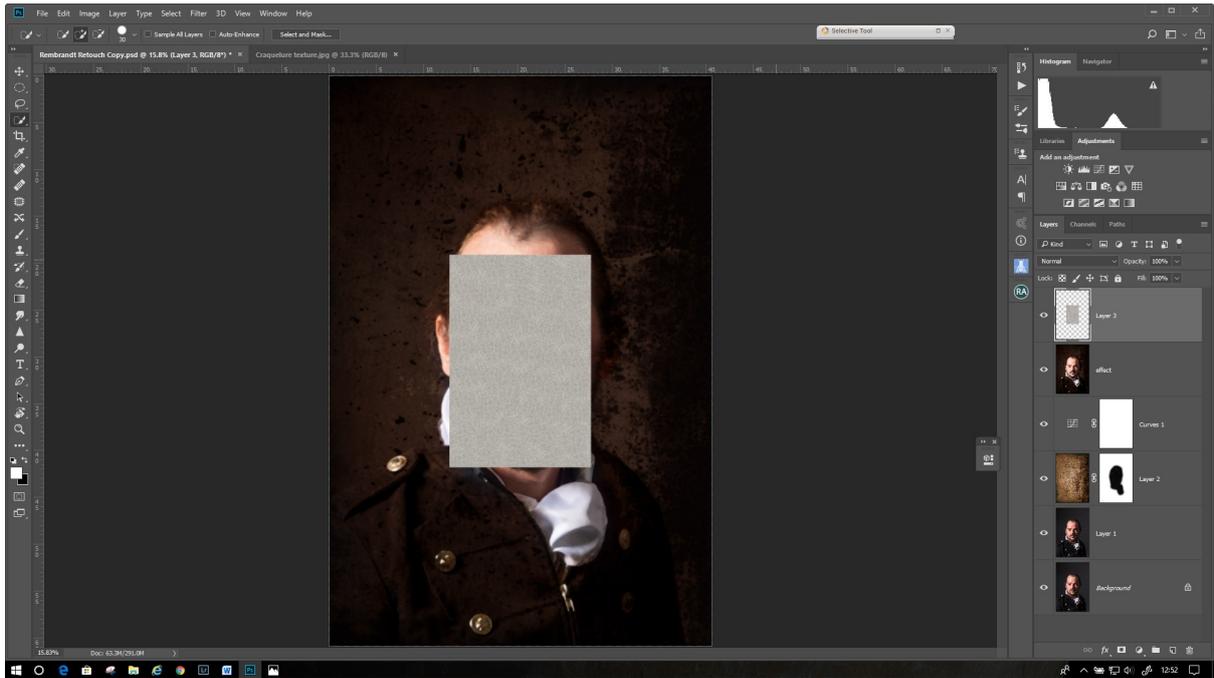
Step 6 – Adding a Craquelure Texture.

In this final step we will be adding 'cracks' texture to the image.

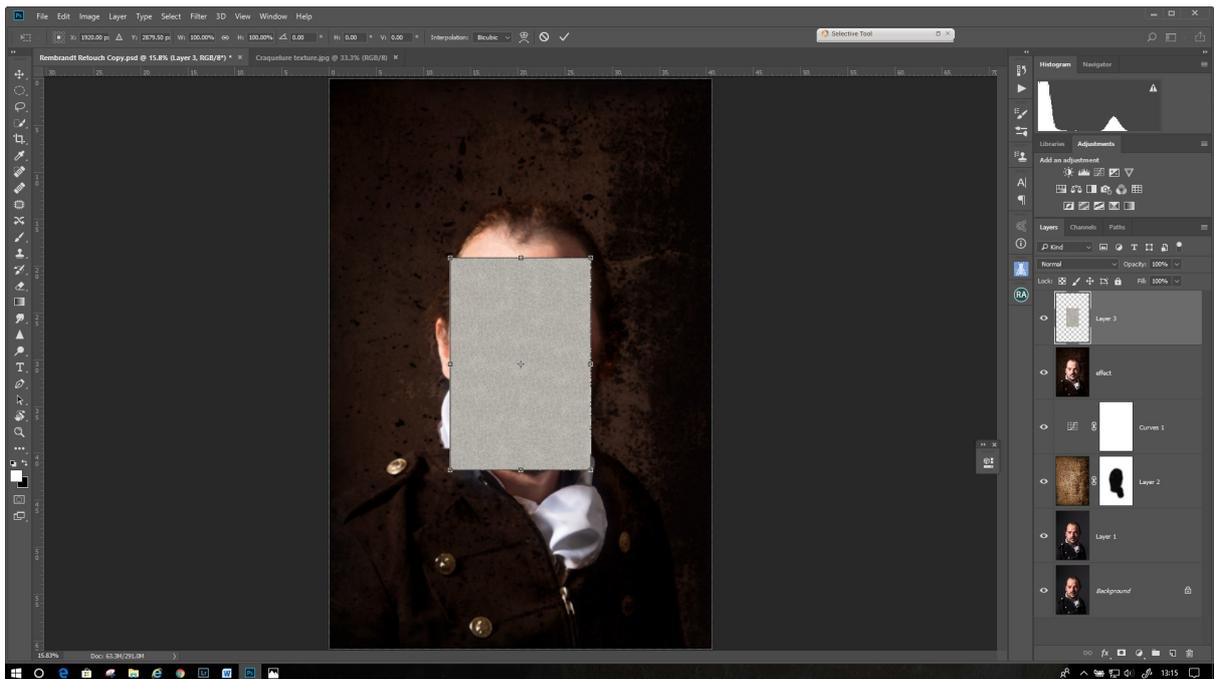
Start by opening the Craquelure Texture JPEG in Photoshop.



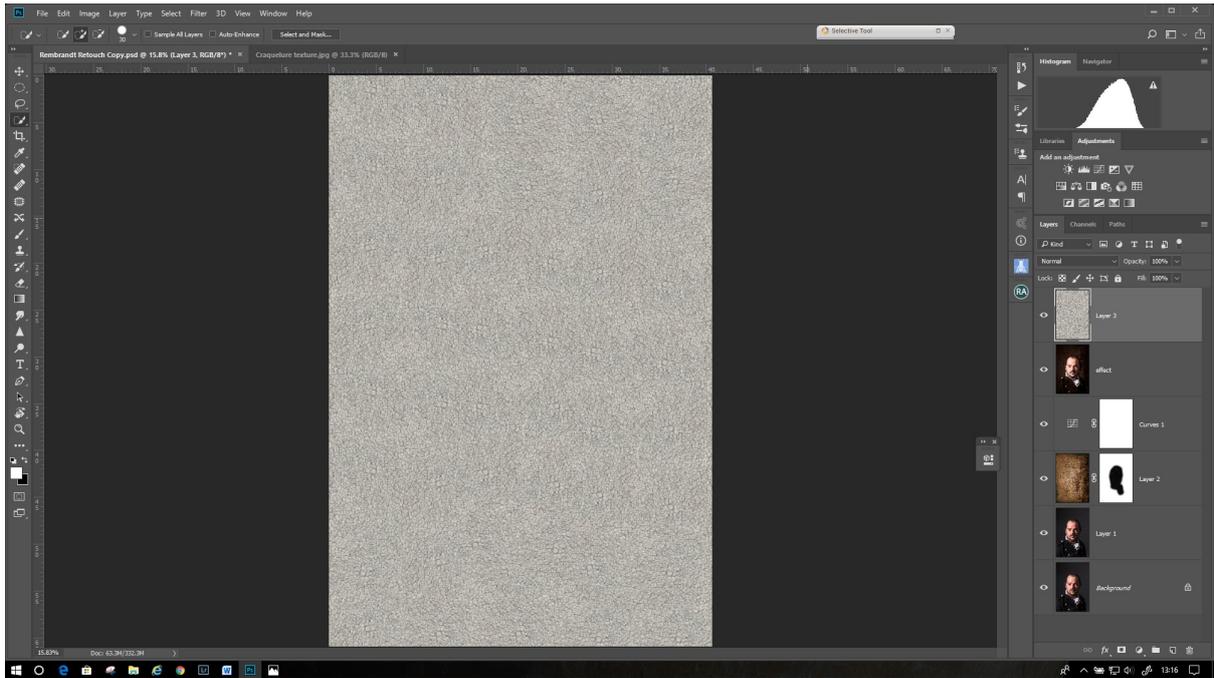
Press CTRL A, CTRL C to select all and copy the texture. Switch to the Rembrandt image and press CTRL V to paste the texture onto the portrait.



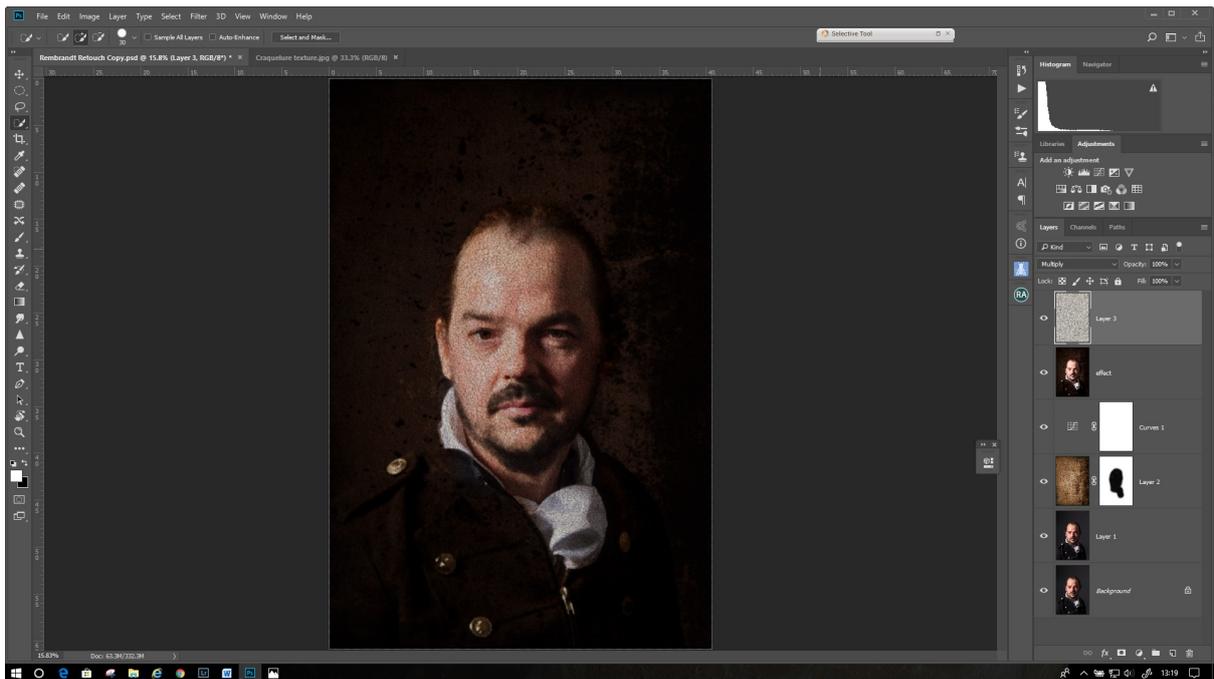
Press CTRL T to open the 'Free Transform' mode.



Drag the grab-handles and pull the texture until it covers the whole of the image below



Finally, change the blend mode to 'Multiply' and we end up with a picture like this:-



If the effect is too strong, lower the opacity of the texture layer. 70% seems to work.