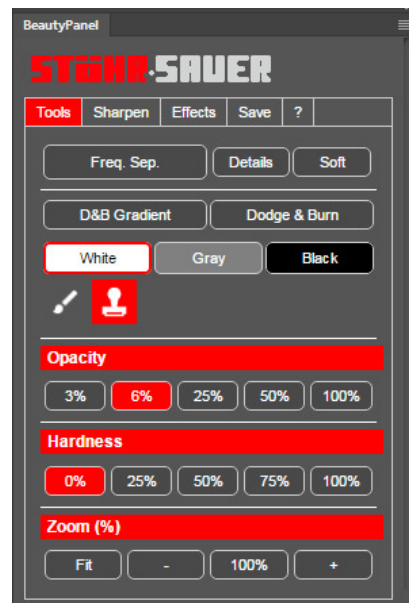


Beauty Panel for Photoshop



About us

STÖHR+SAUER has developed a tools panel for beauty retouching in Photoshop for all fans of people photography and provides this panel free of charge "as is" (without guarantee).

This is the first public appearance and will be expanded and refined according to feedback and interest.

Software Requirements

The panel is currently compatible with **Photoshop CC**, both on **macOS X** and **Windows**.

Why a Panel ?

In People photography you usually spend a lot of time with retouching the pictures. In contrast to other fields of photography, many details have to be edited manually (hair, skin, other details). In other genres, e.g. Architecture, landscape or street photography (just to name a few) it is usually not so distinct.

A collection of actions will help to ease repetitive processes, such as frequency separation, but it also requires constant changes in tools and settings, depending on which layer you are working. In Photoshop, this means switching between stamp and brush and changing opacity and hardness needs several clicks, and this has to be made very often during retouching. Among other things, this will be reduced as consequent as possible with the panel.

General

In addition to the availability of various other useful tools in this panel (but also a few of the standard tools), the particular objective was to be able to work with as few clicks as possible. For this purpose, a number of **preset buttons** were created, which can be individually assigned with personal preferences. Most features are **configurable** and some even have an extra one-click button.

Where available, you can access the **configuration** by **CMD/Ctrl Left Click** or additionally by **right-clicking** the mouse in Windows.

Important, the images should be in 16 bit/channel RGB mode or converted into

For professional image processing, the digital photo should be saved in 16-bit format. When **Frequency Separation** starts, the mode is checked and a warning appears, if it is less than 16 bit.

Be sure to convert to 16-bit color mode prior to image editing.

Installation for CC.

Download the Beauty Panel. Unzip the contents of the zip file and copy the folder "Beauty Panel" into the following folder:

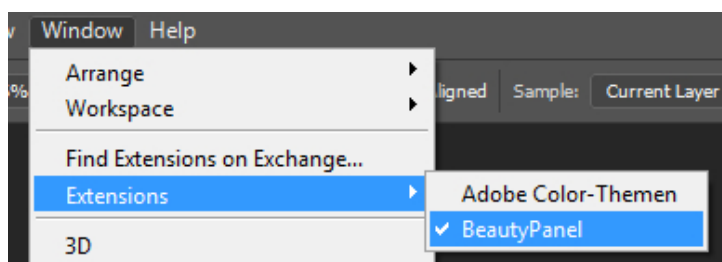
Windows:

C:\Program Files\Common Files\Adobe\CEP\extensions

Mac:

-/Library/Application Support/Adobe/CEP/extensions/

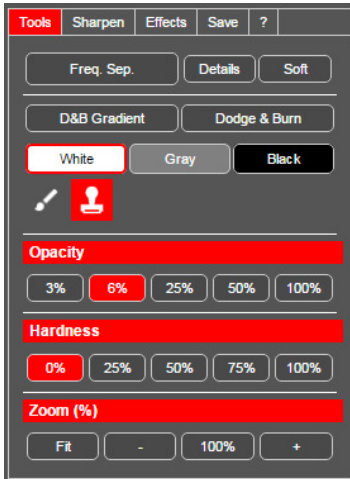
After you have started Photoshop, you can start the Beauty Panel under "Windows / Extensions" and fit into your working environment.



The Beauty Panel

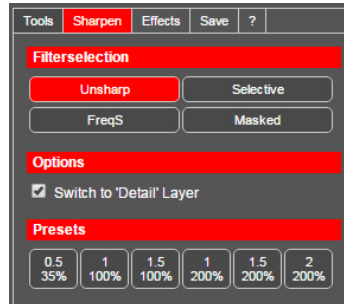
The tools of the Beauty Panel are allocated in 4 tabs, which are explained in more detail on this page. The overview is kept short and requires basic Photoshop knowledge. If necessary, you will find a respective detailed description in specific parts of the documentation.

Tools



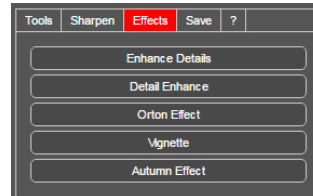
The most important tools for the manual beauty retouching and the presets for brush, stamp and zoom.

Sharpen



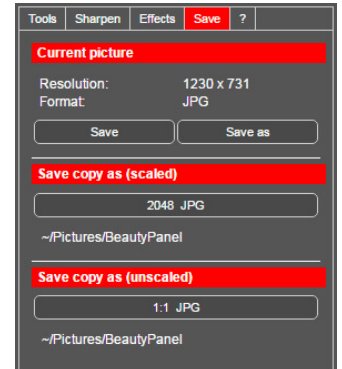
Different sharpening methods with configurable presets for pixel radius and intensity.

Effects



Various filters with masks for image post-processing.

File Saving

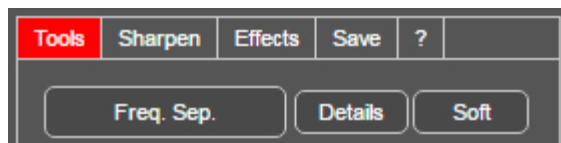


Presets for faster storage.

Tools - The toolbox for the actual beauty retouching

Here is the large toolbox for the actual beauty retouching. The most important functions have been summarized here and are directly available.

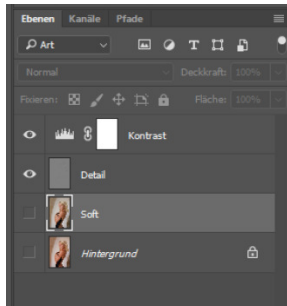
Frequency Separation



It is the linchpin of our retouching.

The frequency separation is a professional image processing method to make very sophisticated manual image editing of individual retouching possible. For this purpose, an image is split into the detailed brightness information ("**Details**" layer) and into a soft color and brightness component ("**Soft**"). This means you do not have to worry about the underlying color and brightness when editing details (structure, skin, fabric, ...). Conversely, you do not have to worry about the details in the level **Soft**. Both layers (**soft + detail**) together return the **original image**.

In order to make the structures more visible in details, the contrast is extremely enhanced by means of **Level**. This makes even slight details visible.



Settings

After executing the frequency separation, the **Soft** layer is turned off, **Detail** layer is selected, and **Contrast** turned on, to get the maximum contrast for editing.

Finally **Stamp** is selected with **100% Hardness** and **100% Opacity**.

Here you can compare the original picture with a result you can get with the Beauty Panel. Skin details are improved and the soft structures are smoothed without destroying the skin structure.



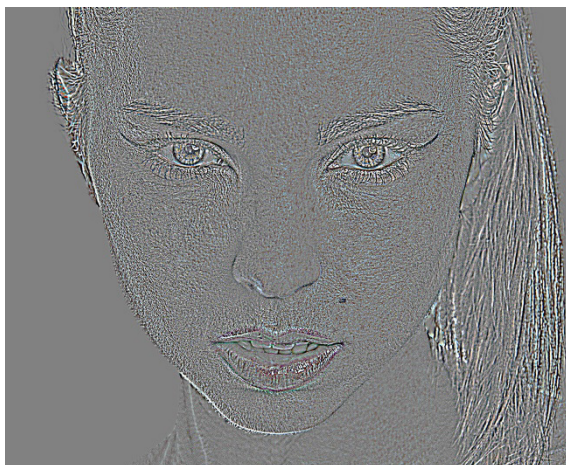
Before



After

The pictures below show the different layers **Soft** and **Detail** in isolated view. The **Details** are separated from the color and brightness **Soft** layer and can be edited very independently.

The two layers combined show the original image again.



Layer Details



Layer Soft

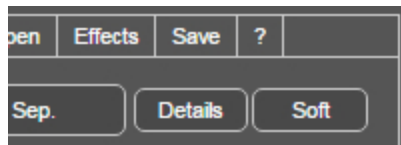
Details

Processing of an image for the detail correction takes place in the **Details** layer. Due to the fact, that mainly black and white structures are present, it is very easy to correct and clean skin areas (stamping), because in areas, where the sharpness is identical and the structure is right, you can determine the source almost everywhere. Stamping is done with **100% Hardness** and **100% Opacity** to avoid blurring when copying. The video shows the basics. (in process)

Soft

Still visible cloudy structures will be smoothed in the **Soft** layer, which will be done with the **softest stamp 0%** and **low opacity 6% (changeable)**. Through multiple, soft stamping, the "clouds" in the skin are removed or reduced, to make the skin look smoother and healthier. Color and brightness are taken from a suitable place. But you have to make sure, that you do not exaggerate. Do not change the 3D structure of the body, shown by light and shadow, with shifting the brightness and color when stamping.

Buttons



During retouching, you often have to switch between the **Soft** and the **Details** layer. To avoid unnecessary clicks, there are 2 buttons, which perform all needed switching and select the respective layers.

Button Details

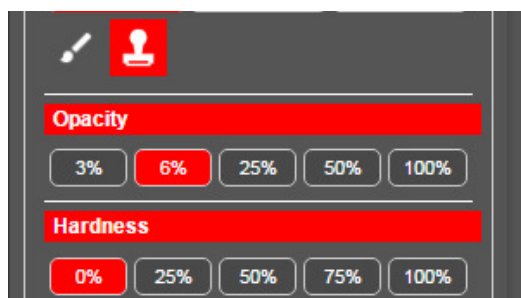
Switches to the **Details** layer. Enables the **Contrast** layer and sets the **Opacity** and **Hardness** for the stamp to **100%**.

Button Soft

Switches to the **Soft** layer. Disables the **Contrast** layer and sets the opacity of the stamp to the value of the **2nd button** and the **hardness** for the stamp to 0%. The first Button can be configured to an even smaller value for **Opacity**. The **6%** default value of the second button has proven to be practical, but can also be changed.

Defaults (configurable)

These 5 buttons each for **Opacity** and **Hardness** can be set by **CMD/Ctrl Left Click** or additionally in Windows by **right clicking** on respective values. These values can be **different** for **Brushes** and **Stamps**.



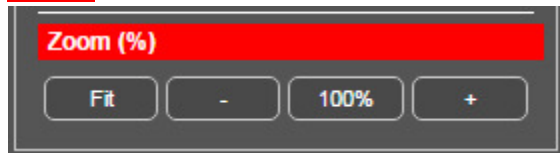
Opacity

5 Presets of **Opacity** for **Brush** and **Stamp**.

Hardness

5 presets of **Hardness** for **Brush** and **Stamp**.

Zoom



Here are **2** default zoom levels (**fit screen** and **100% pixel size**) and **zoom in +** and **out -** directly accessible, relative to the current zoom factor.

Dodge and Burn (2 Variants)

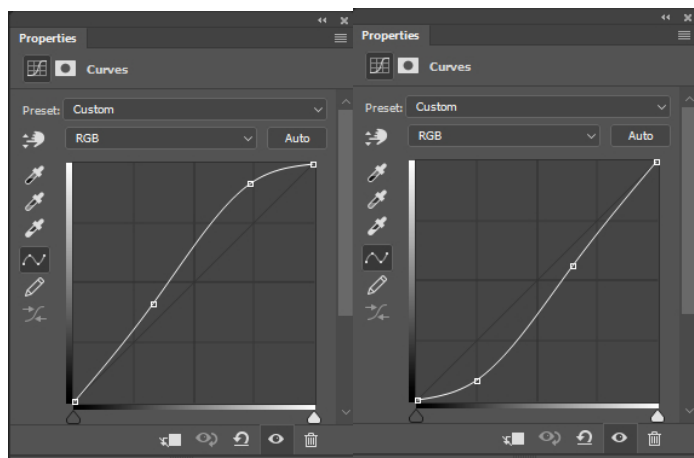
Beauty retouching of course includes dodging and burning of parts of the picture.

We have 2 different non-destructive methods available, which have their specific advantages and disadvantages depending on the objective target.



D&B Gradient

Creates 2 gradient adjustment layers for non-destructive dodging and burning to enhance contrast. **Dodging and burning** with **white** in the respective mask.



Gradient for Dodge

Gradient for Burn

Gradients Dodge & Burn has the advantage, that the lights and shadows cannot become more intensive than set by the gradients. In addition, there is no such strong color shift as the standard Dodge & Burn (non-destructive). The mask and the corresponding transparency controls, how intensive the darkened (brightened) part of the image is overlaid on the original picture.

Dodge&Burn

Creates an adjustment layer with **50% gray** on which you non-destructively can Dodge & Burn. Stronger effect than D & B gradient. **Dodge White** and **Burn with Black**.

!! However, if you overdo, color shifts will occur !!



Button White

Sets the foreground color to **White**. Mask color for D & B gradient and **Dodge color** for Dodge & Burn.

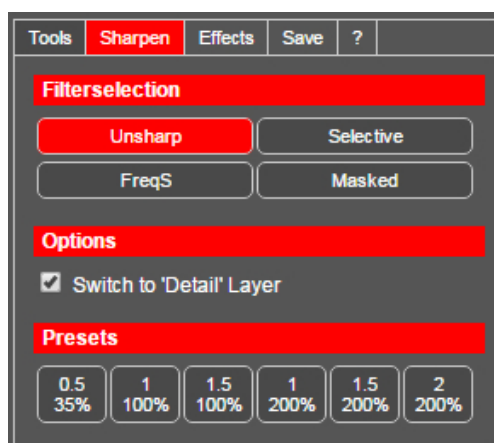
Button Grey

Set **foreground color** to **50% gray**. Erasing paint for Dodge & Burn.

Button Black

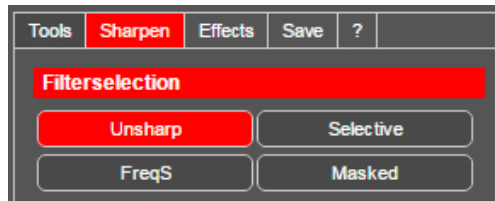
Set **foreground color** to **Black**. **Dodge color** for **D & B gradient** and **Burn color** for Dodge & Burn.

Scharpen



In addition to the Photoshop methods **Unsharp Mask** and **Selective Sharpen**, there are also 2 special methods that are once adapted to the **Frequency Separation** and another version that is designed for a selective sharpening of edges.

Filter selection



First, you have to select one of the 4 methods you want to use. The option **Switch to detail level** will change to an existing **Detail** layer, to apply the selected sharpening method to **Details**. Otherwise, the active layer is sharpened.

Since we are dealing here with beauty retouching, some specific characteristics have to be considered.

Unsharp mask

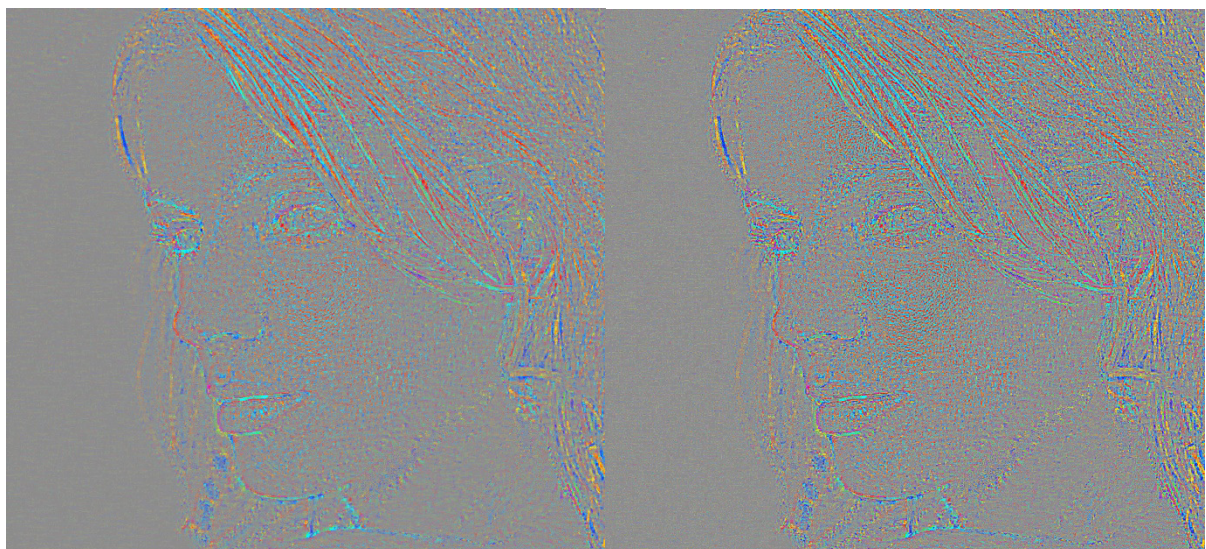
Invokes the default **Unsharp Mask** filter of Photoshop and can be used in general. In connection with the **Frequency Separation**, it is applied exclusively to the **Details** layer.

Selective Sharpening

The advanced sharpening method **Selective sharpening** has additional parameters to control sharpness artifacts (bright edges, noise). Bright parts of images may be sharpened with different settings than darker ones, to reduce noise in dark parts.

FreqT - Frequency Separation sharpening

This panel is the first to take into account the peculiarities of frequency separation, to get an even better result. This is a sharpening of the **Detail** layer **without** sharpening the **color details** that are still present. As it contains the difference to the softened **Soft** layer, it also contains fine color structures. In order to not produce any intensified color artifacts when sharpened, the detail layer is temporarily split once again into a **Detail color** layer and a pure **Detail luminance** layer (black and white) (color separation). Only the **luminance portion** is sharpened and the two temporary layers are afterwards combined again to build the original **Details** layer.



Detail color (very reinforced)

Color artifacts after sharpening (1.5px, 200%)



Details luminance

Masked Sharpening

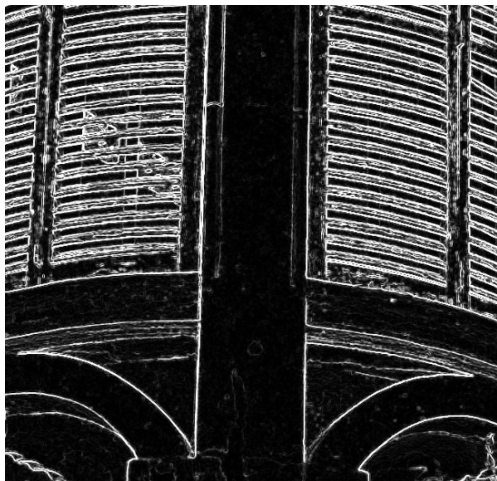
This method of sharpening is not so much for beauty retouching as for landscape and architectural photography. With edge filtering and configurable filter creation settings, a mask for high-contrast edges is created, and smoother areas are less or even not captured. This makes it possible to sharpen these edges only, but you do not amplify the noise in even, low-contrast image parts.



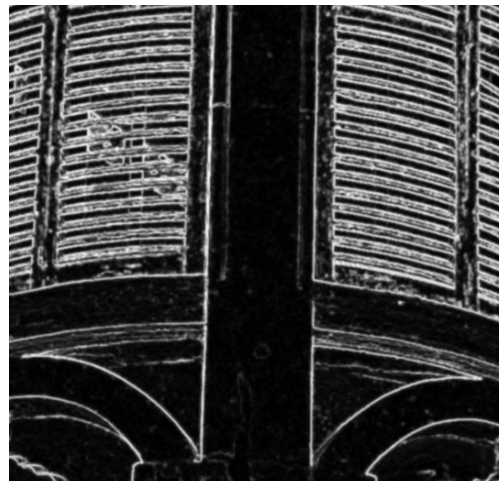
Before



After



Edge selection



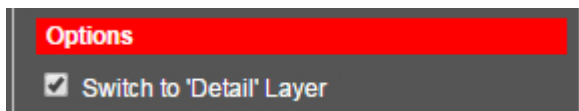
Soft selection



Final Mask for selective drawing

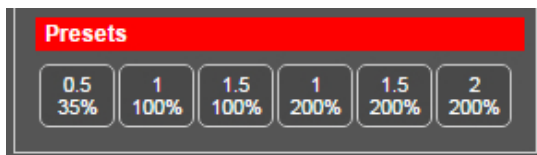
Options: Switch to Layer

As long as this function is checked, sharpening automatically changes to the “**Details**” layer.

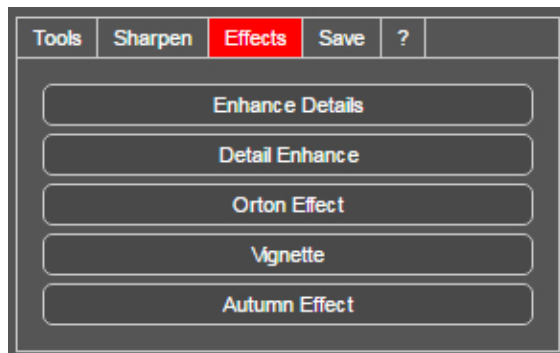


Presets (configurable)

Here are six predefined settings. The first number is the pixel radius and the second the intensity of sharpening.



Effects



Improve details

Creates a masked layer with which the contrast can be increased with selectable sharpness. The intensity is controlled by opacity.



Reinforce details

Creates a copy of the **detail** layer whose influence on the fine contrasts is controlled by opacity.



Orton Effect

The Orton effect creates a "dreamlike" image impression, in that the sharp original image is superimposed transparently with the softened image.

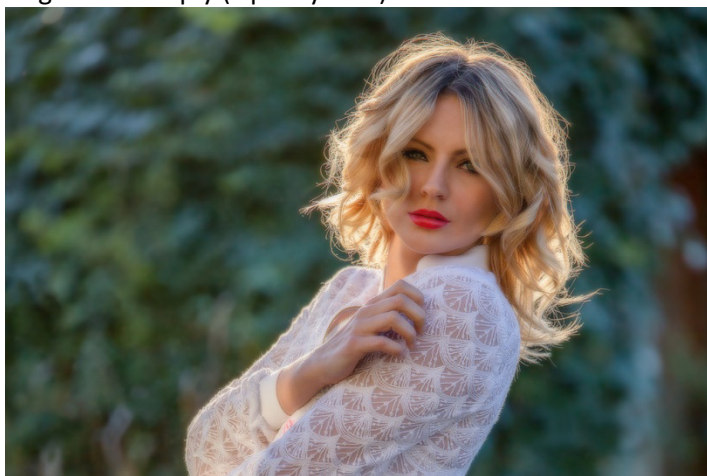
It creates a masked blurred layer with selectable **Normal** or **Negative Multiply** mode for the Orton effect. The **"Negative Multiply"** layer mode also brightens the image and creates a sunnier mood. The intensity of the effect is controlled by the opacity.



Original



Negative multiply (Opacity 50%)



Normal (Opacity 50%)

Vignette

Creates a layer with a variable round or elliptical vignette. The size of the vignette can be set as a percentage of the image size and is thus resolution-independent. The softness of the vignette is also adjustable and the intensity is controlled by opacity.

Autumn effect

Creates a masked layer where the greens are shifted to red to create autumn colors. The intensity is controlled by the opacity.

Additional function

You can also reduce greenish stray light under trees well, if the model is only partially illuminated by it. This effect can be controlled in detail with the mask and the opacity.



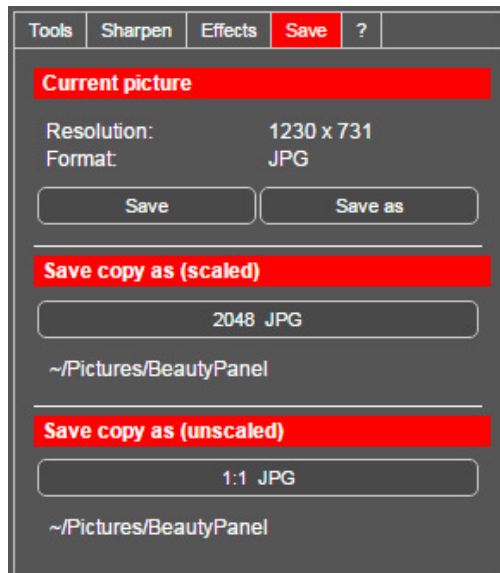
Original ohne Herbst-Effekt



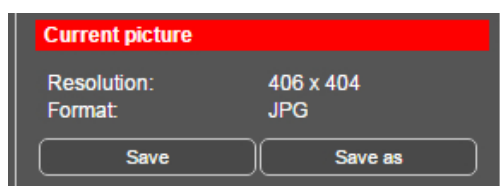
Bild mit Herbst-Effekt

Save

This tab contains the basic storage options of Photoshop to have the most important things in the panel, as well as save presets that allow you to do more recurring save options with fewer mouse clicks.

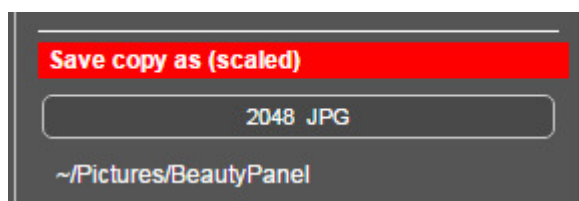


Current Image



Here the picture format and the resolution are displayed in pixels. This gives a quick overview before applying the normal **Save** or **Save as** command in Photoshop.

Save copy as (scaled)



With the button you can define the size and the format for saving a copy of the current image.

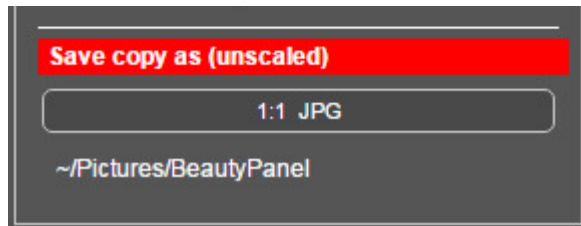
Defining the button asks for the following settings:

- Name of the image to be saved (can be changed)
- Scaling and scaling method
- Sharpening intensity and values with the filter **unsharp mask**
- Path to save to and image format (the name can be changed here)
- Storage format options (depends on the format)

This process creates a temporary copy of the current image and applies the settings to that copy. This ensures that the original is not accidentally affected. After saving the copy, it is deleted and the panel returns to the original file.

The button displays the selected resolution in pixels as well as the image format and below the selected storage path.

Save copy as (unscaled)



This button allows you to save the current image without scaling in a different picture format and path than the original image, and does **no scaling** and **sharpening**.

In the button, this is defined and the selected image format is displayed and below the path for saving.