

# Color Correction Using Hue/Saturation

Erika is an attractive teenager captured here under favorable conditions with a Megavision S3 digital camera. All in all its a pretty good capture — to make it even better we will apply some color corrections using the Hue/Saturation controls in Photoshop. We can smooth out the skin, remove the subtle green cast in the neck area, deepen the lip color and brighten the teeth without extensive airbrushing or cloning

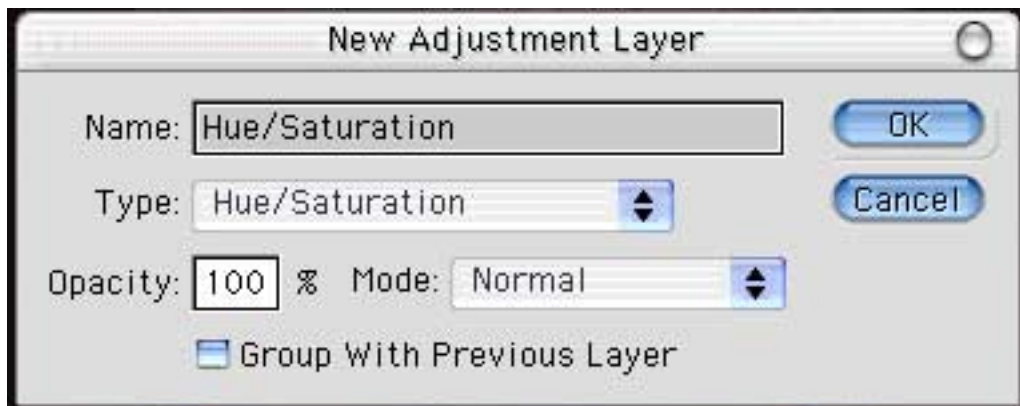
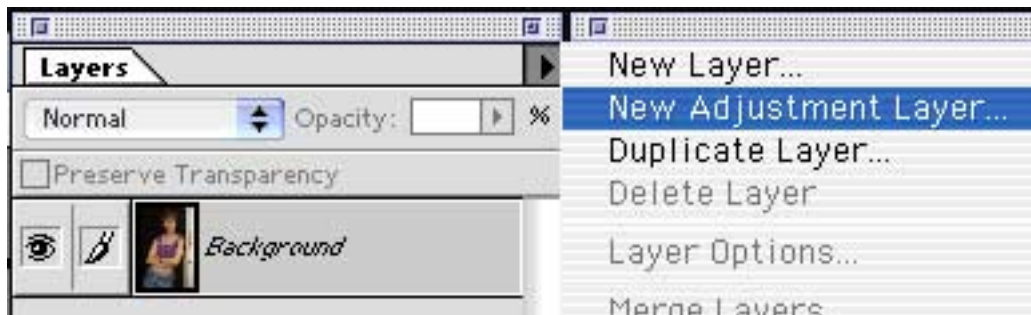
Toggle to finished version



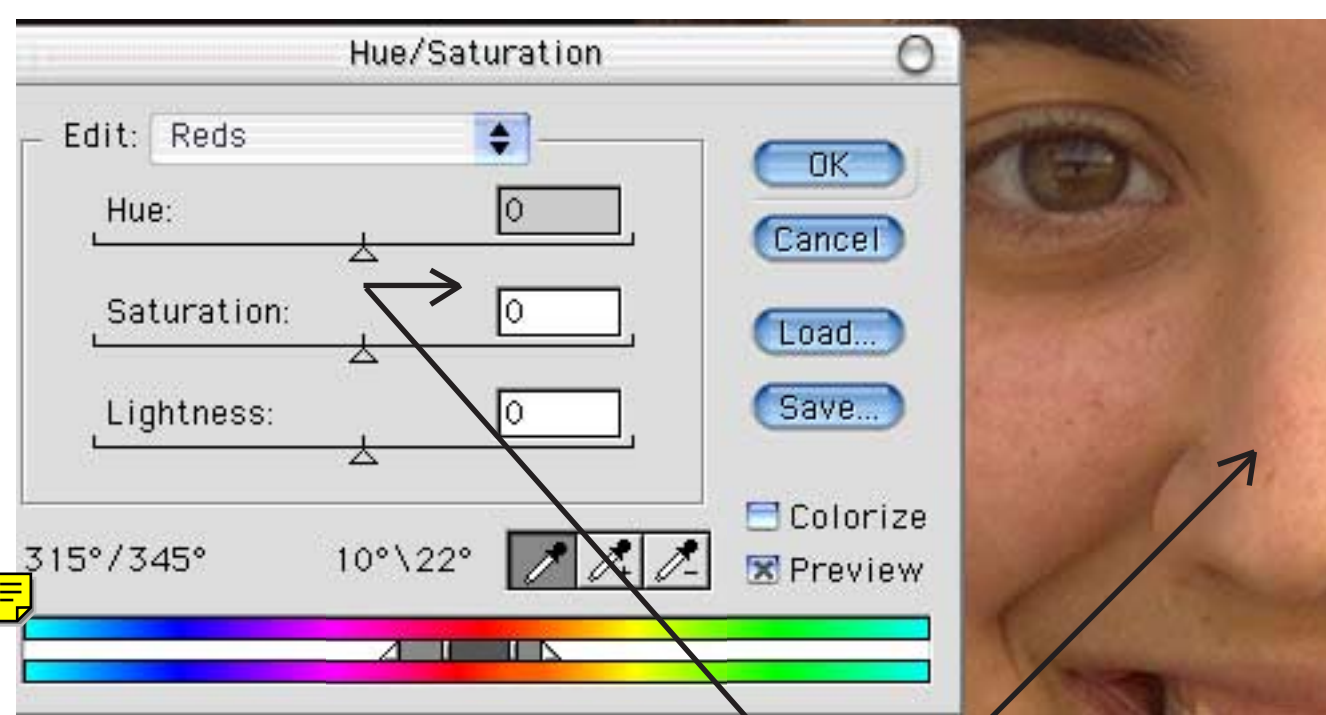


We will start by using a Hue/Saturation correction layer in Photoshop to minimize the red blemishes and reduce the green cast to the skin.

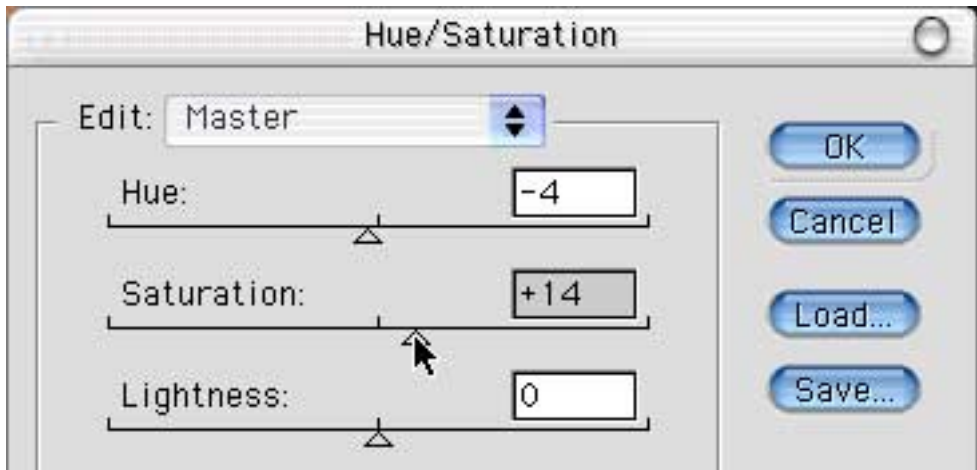
Select New adjustment layer from the layers palette and then select the layer type “Hue/Saturation” in the next dialog box



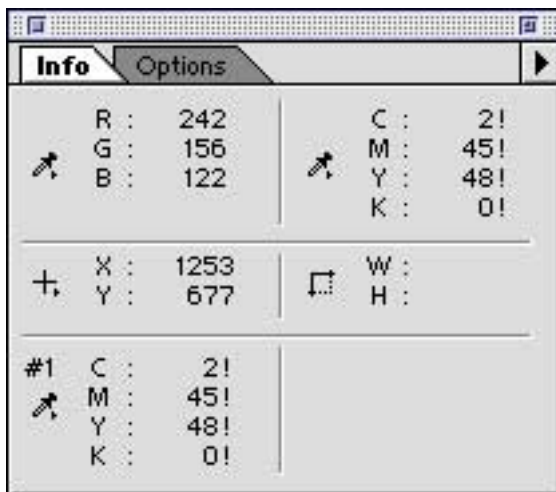
Once you have the Hue/Saturation layer in place use the “Edit” drop down menu to select “Reds” in the next dialog box...



Sample a blemish for color and push the hue slider to the right (to make the blemish yellower) this will serve to blend it into the surrounding skin. Next choose the "Edit" drop down to yellows and sample an area of skin with a green cast. Push the hue slider to the left (making it redder) this should help equalize the color and remove the blotchy red patches. Small adjustments can work wonders.

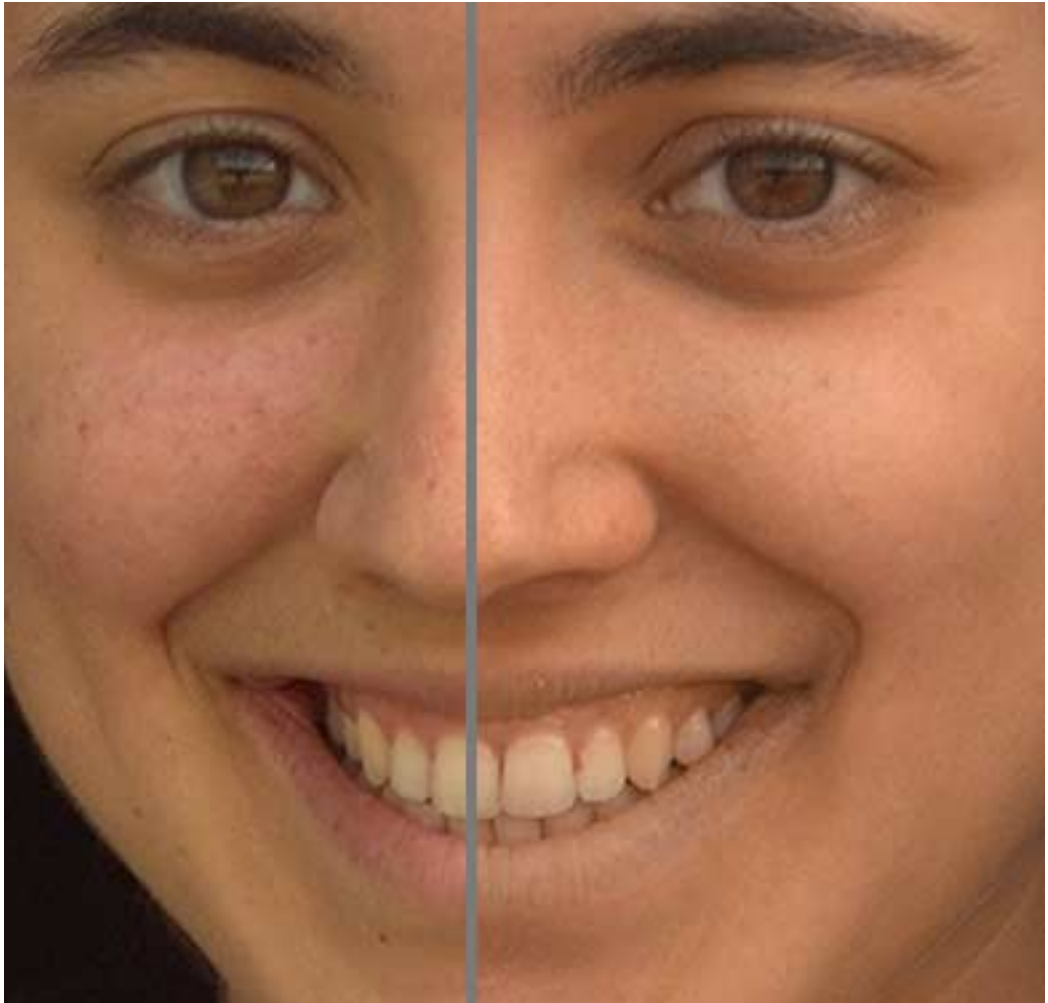


You can make further adjustments to the color by subtle shifts in the hue slider after selecting “Master” from the “Edit” drop down menu. It’s a good idea to place a sample point ( an option from the sample tool ) on an area of skin to keep an eye on the numbers in the info pallet as you adjust the colors. A good hint for a skin tone comes from looking at cmyk values. Typically, skin should have about equal amounts of yellow and magenta with maybe slightly more yellow and cyan should be a fifth to a third as heavy

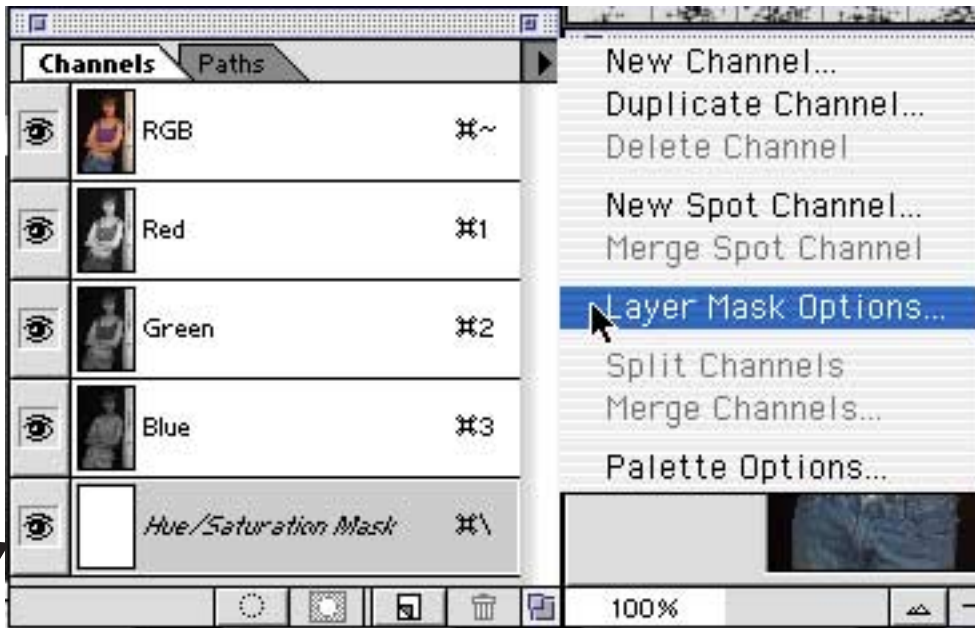


as magenta. In the numbers to the left we see that cyan is too weak indicating that the colors are a little too saturated. You can also see this by the exclamation point after

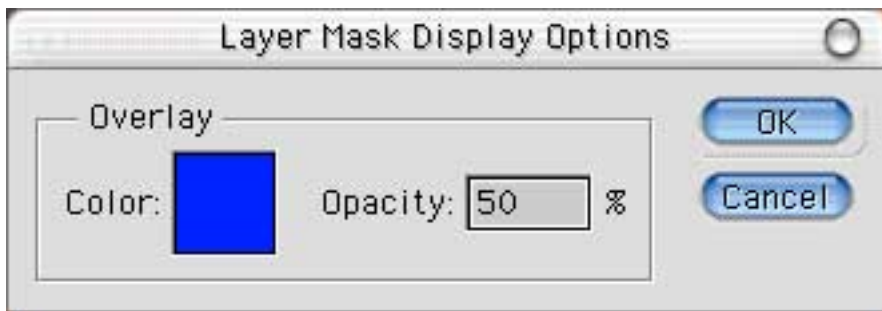
the cmyk values (which indicates that the RGB value is outside of the cmyk color gamut). We can back off on saturation and get a better color at: 10c45m50y



After making these adjustments we can see that the skin is a bit healthier looking, the red blotches and the green casts are gone— but the lips have completely lost their color and the teeth look terrible. We will correct this defect by first removing the adjustment from the mouth area.



Select the “Hue/Saturation Mask” by clicking just to the left for the eye icon in the Channels Palette. We will then paint with black into the adjustment layer in the area of the mouth to remove the effect of the adjustment. It will be easier to see where we are painting when we have the layer mask selected. It is a good idea to choose a contrasting mask color by clicking on the color sample in the mask options dialog.

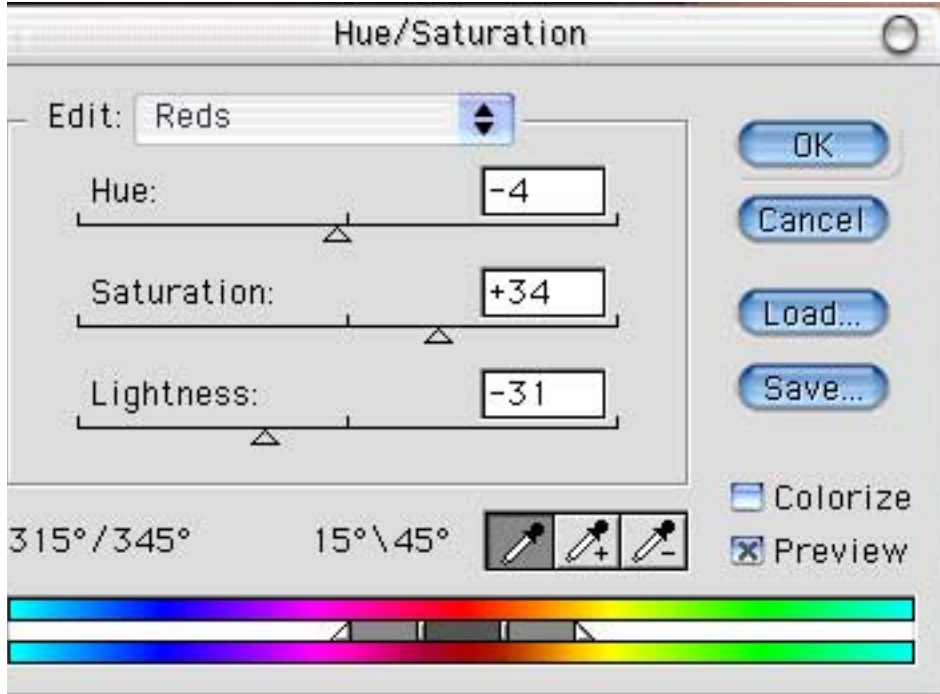




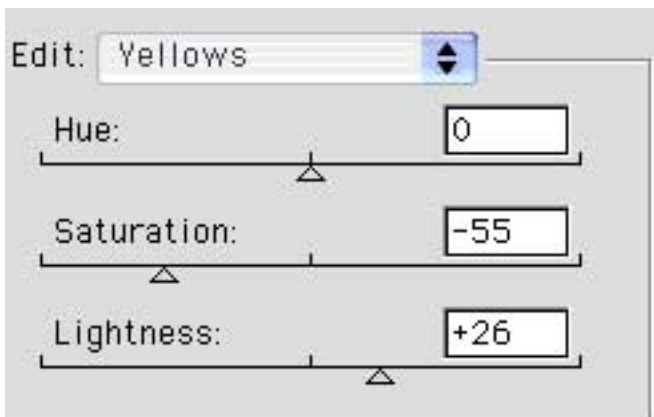
After painting out the mouth, uncheck the eye in the Hue/Sat Mask channel to view the image normally. We can now utilize the mask in the 1st Hue/Sat layer to create a new Hue/Sat layer just for the lips and teeth. First, command click the Hue/ Sat layer, then choose invert under the select menu — you now have an active selection where you painted in the 1st Hue/Sat layer mask.



While the selection is active make a new Hue/Saturation adjustment layer. The new layer will automatically incorporate the selection into the layer mask and you can view the effect on the image while the dialog is open.



Select “Reds” in the “Edit” menu, increase the saturation, reduce the lightness and push the hue to the left ( towards magenta ) The object here is not to create a lipstick “painted” look but rather to deepen and intensify the natural color of the lips without shifting the color of the teeth.



To brighten the teeth, select “Yellows from the “Edit” menu, push Saturation to the left ( de-saturate) and push Lightness to the right. Be carefull not to overdo the effect with too much desaturation; if they are too white it will look fake.



We can further enhance the image by creating a retouching layer where a subtle application of air-brush tool “paint” (at 10-20% opacity) can be used to cover some of the dark pouches under the eyes.

We can compare the enhanced version with the original, as we see here, side by side. The judicious application of Hue/Saturation controls has made a real improvement in the image without modifying the texture of the skin and without extensive cloning or airbrushing. We have been able to preserve the fresh “no-makeup” look and still fix all the defects

The final  
version.  
Compare  
this with the  
first page

Toggle to  
original

