

32 Click on the Hue/Saturation button in the Adjustments palette to create a new hue/saturation adjustment layer. Adjust the hue to 211, and decrease the saturation to almost nothing. This will remove a great deal of color from the image. Change the blending mode of the hue/saturation layer to color and reduce the opacity considerably in the Layers palette. She still needs a bit of color in her complexion to work with. Now, we want to make things appear a little more blue, so choose Layer>New Fill Color>Solid Color from the menu.



34 The effect is almost complete. However, achieving a very desaturated color cast can be tricky. Sometimes your images can look too warm or too cool. In this case, it looks a touch too warm. In order to remedy this, click on the Selective Color button in the Adjustments palette to create a new selective color adjustment layer. Choose neutrals from the Color menu. Increase the amount of cyan slightly, while equally reducing the amount of yellow. The result will be subtle, but it helps cool the image overall.



Undoing adjustments

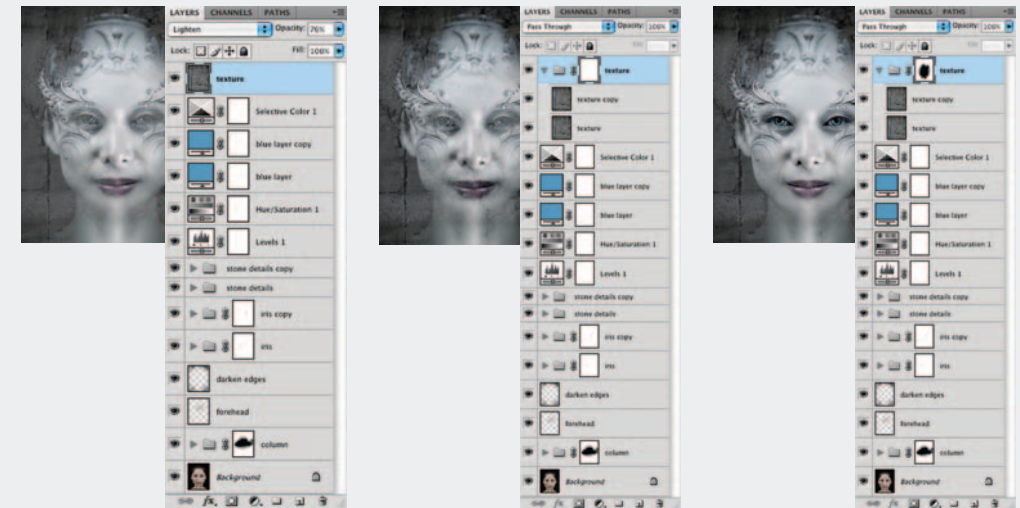
When you add an adjustment or fill layer, you'll notice that the underlying image is affected in its entirety. However, you may notice specific details in the image, like her iris and lip areas in this case, that you want to remain unaffected by one or all of the adjustment layers. If this is what you're after, simply target an adjustment or fill layer's mask in the Layers palette. You can edit an adjustment or fill layer mask exactly like you edit any other layer mask. Adding black to the mask will hide the effect of the layer in that area; so if you want her iris areas to be unaffected by one of your adjustment or fill layer, simply paint over that area within the specific layer's mask.



33 In the New Layer options, set the blending mode to color and reduce the opacity to 80%. Once you click OK, the picker will appear. Select a nice, bright blue color from the picker and click OK. You'll immediately notice that the effect is much too strong. To remedy this, drag the fill slider down to 10% in the Layers palette. Now you'll notice the effect is a little too soft. Remedy this by simply duplicating the solid color fill layer.

Adding surface texture

Now that the color adjustments are complete, the final stage is to add a textured effect.



1 Open up the texture.psd file. Use the Move tool to drag it, while holding down the Shift key, into the working file as a new layer at the top of the Layers palette. Change the blending mode to lighten and reduce the opacity to 76%.

2 Duplicate the layer and change the blending mode of the duplicate to soft light. Add both of these layers to a new group and then add a layer mask to the group. Select the Gradient tool and target the group's mask in the Layers palette.

3 Choose the radial gradient method and the Foreground to Transparent preset in the Tool Options bar. Using a black foreground color, click and drag within the mask to create a variety of gradients, masking the texture overlapping the center of her face.