Removing a tattoo in Photoshop

Extra Credit 15pts.

Step 1. Open file labeled, *tattoo woman*, in Photoshop. Which is under Student Resource > Art Department > Martin > Basic Photo.

Step 2. Create a new layer, label this, *Spot Healing*.

Once you click the Spot Healing Brush tool, look to your top, and make sure your “Mode” is on Normal. Next to this tool, you want your “Type” to be Content-Aware. After, check the “Sample All Layers” box.

Step 3. Use the Spot Healing Brush tool, and paint on top of the tattoo. Work in sections. Do not cover the entire tattoo at once.

[Hint: if it starts to bring in the background, undo, and try pulling from the clear skin and then cover the tattoo.]

Step 4: Create another new layer, label this, *Brush* .

Select your brush tool. Look to the top and change the hardness to 0%.

The size brush will depend on how detailed the area, or pigment is.

[Hint: before you begin to paint the skin, look at the color patches on the body, you need to follow these pigments as well as the shape of the arm]

Next you need to sample the color of the skin. Use the ALT key and the eye dropper will appear, select the pigment color you want to start with. Then, change your “Flow” to 20%. Now you can paint right on top of the skin, switching the selected colors, while you move on the arm.

Step 5: Create a new layer, label this, *Skin Texture.*

Use your selection tool and create a box around the area that will need skin texture added. (It is okay if this covers the background too.)

Now go to “Edit” and “Fill”, change the “contents” to 50% Gray. Then, change your “Blending Mode”, from Normal to Overlay.



Step 6: On the top tool bar, click “Filter” and then “Noise”, “Add Noise…” Adjust the noise levels to what you feel is the most comparable skin texture to the rest of the body.

Step 7: Select “filter” again, and this time click, “Blur”, and then select “Gaussian Blur”. Add, a very small blur, about 1-2 pixels. Next go to “Filter” then, “stylize”, “Emboss”. The amount tool is how light and dark your filter will get, and then the Height is how much it will pull and push the skin texture. Adjust both of these until you can create a realistic skin texture.

Step 8: Create a layer mask, by using the layer mask tool on the bottom of your layer tab.

Then, using your paint brush tool, paint white over the area where you want the texture to show up (over where the tattoo was).

Save the file under To Grade and then Extra Credit.