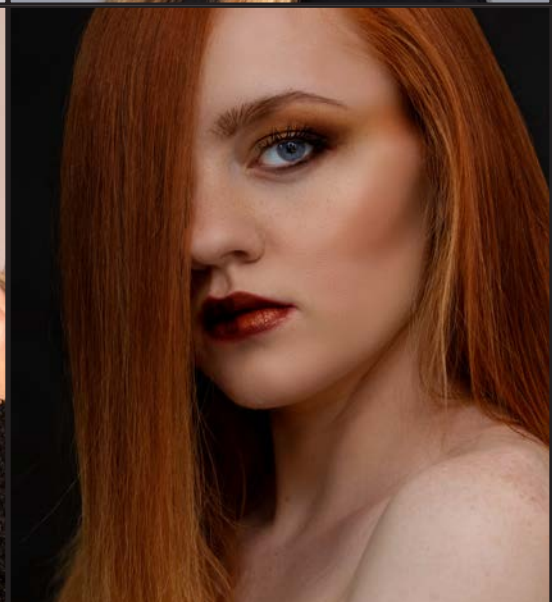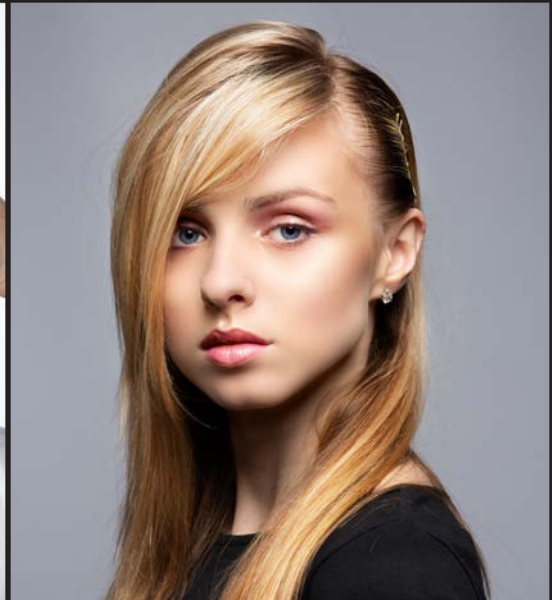**mcp**actions

Makeup Toolkit
Photoshop Action
Step-by-Step Guide

The Makeover Toolkit is a premium Photoshop Action that allows you to unleash your inner makeup artist is a super easy, super fast action.

This guide will walk you through a standard application; from foundation and skin cleanup to enhancing the body and shine to hair.

If you look at the examples on this page, there are so many ways to use this action. Be subtle, be spunky, be surreal... your imagination is the limit.
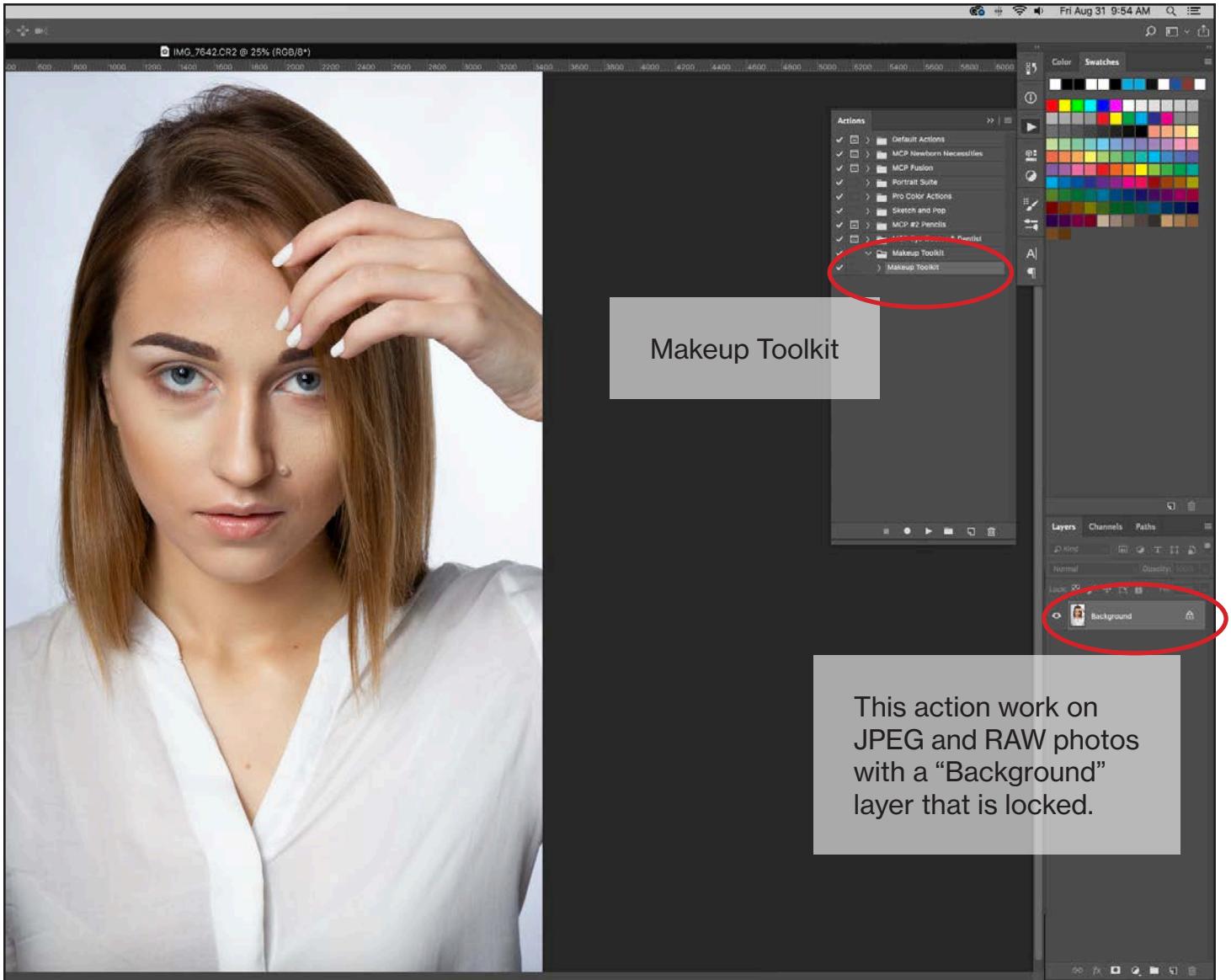
So let's get started.

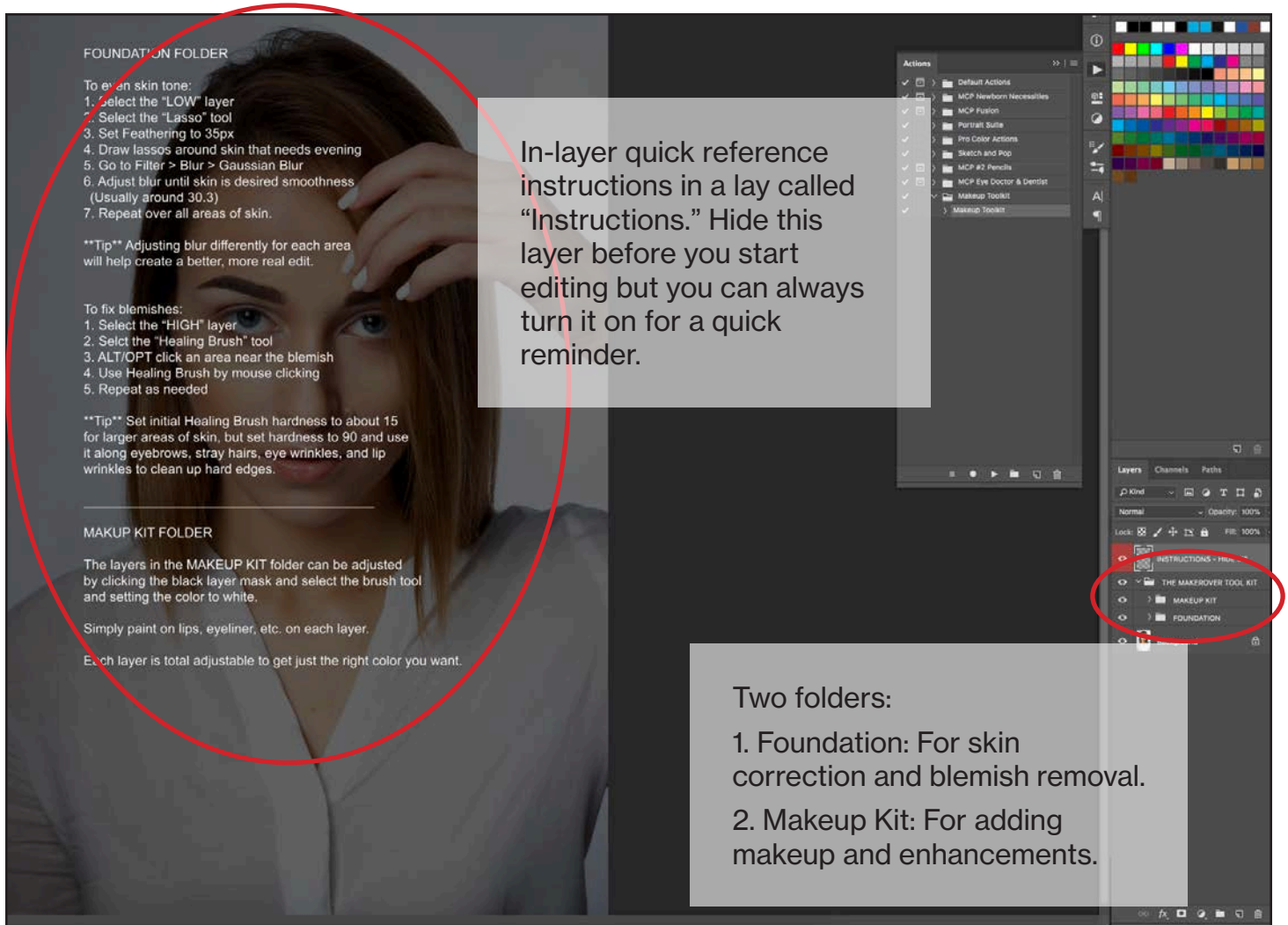**1. Once your action is installed. Open the photo you want to edit.**

Makeup Toolkit

This action work on JPEG and RAW photos with a "Background" layer that is locked.

2. Play the Makeup Toolkit Photoshop Action

FOUNDATION FOLDER

To even skin tone:
1. Select the "LOW" layer
2. Select the "Lasso" tool
3. Set Feathering to 35px
4. Draw lassos around skin that needs evening
5. Go to Filter > Blur > Gaussian Blur
6. Adjust blur until skin is desired smoothness
   (Usually around 30.3)
7. Repeat over all areas of skin.

Tip Adjusting blur differently for each area will help create a better, more real edit.

To fix blemishes:
1. Select the "HIGH" layer
2. Select the "Healing Brush" tool
3. ALT/OPT click an area near the blemish
4. Use Healing Brush by mouse clicking
5. Repeat as needed

Tip Set initial Healing Brush hardness to about 15 for larger areas of skin, but set hardness to 90 and use it along eyebrows, stray hairs, eye wrinkles, and lip wrinkles to clean up hard edges.

MAKUP KIT FOLDER

The layers in the MAKEUP KIT folder can be adjusted by clicking the black layer mask and select the brush tool and setting the color to white.

Simply paint on lips, eyeliner, etc. on each layer.

Each layer is total adjustable to get just the right color you want.

In-layer quick reference instructions in a lay called "Instructions." Hide this layer before you start editing but you can always turn it on for a quick reminder.

Two folders:

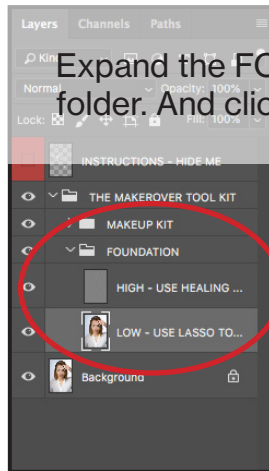1. Foundation: For skin correction and blemish removal.

2. Makeup Kit: For adding makeup and enhancements.

I always start with the Foundation fold so your image will have a clean base for you to add makeup and enhancements.

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Makeup Toolkit
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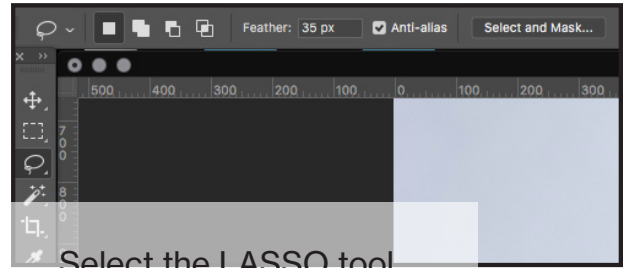Step-by-Step Guide

3. Even out skin tone.

A Expand the FOUNDATION folder. And click the LOW layer.
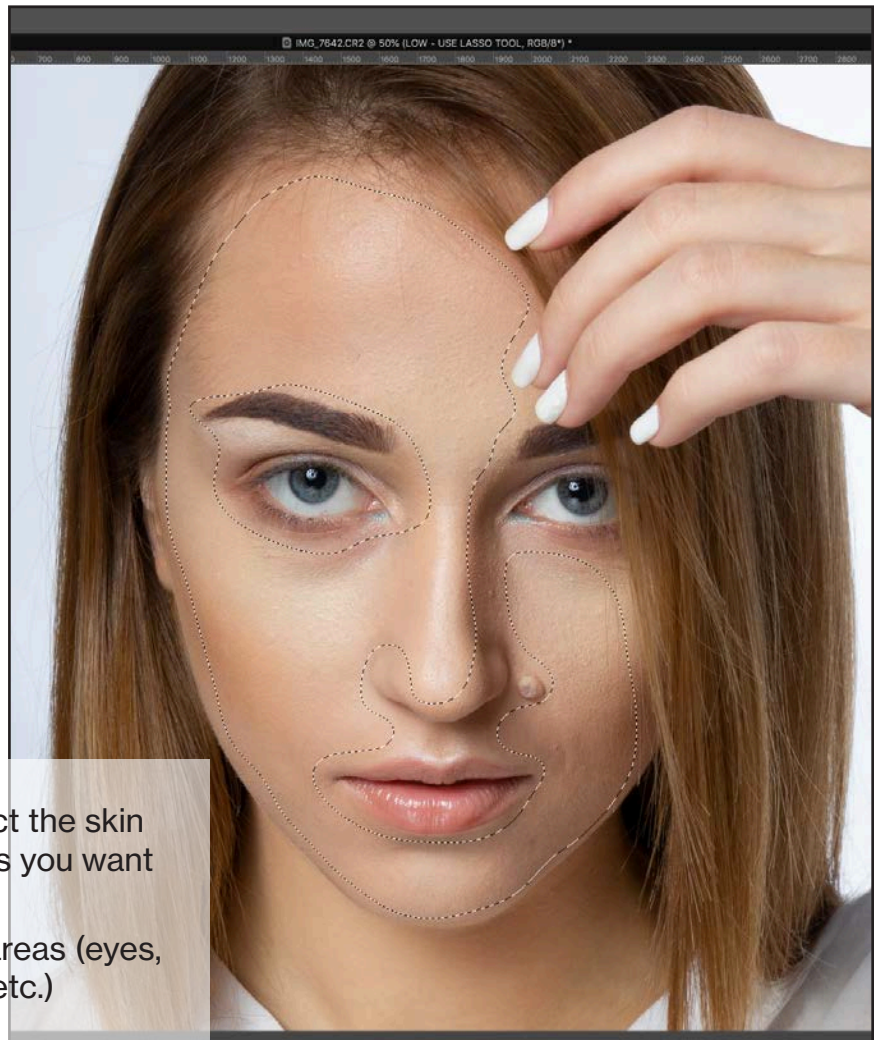
B Select the LASSO tool and set Feather to 35px

C Using the LASSO tool, select the skin by drawing around the areas you want to cleanup.

Avoid selecting high detail areas (eyes, outline of the nose, mouth, etc.)
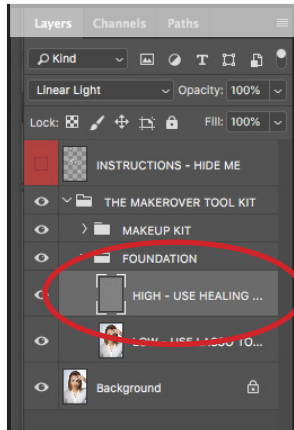
3. Even out skin tone. (Continued)

**D** Apply Gaussian Blur. This will even out the skin tones.

Gaussian Blur

OK

Cancel

☑ Preview

100%

Radius: 30.3 Pixels

Start at 30px and work your way down until the face looks natural and smoothe.

Going too high will create a plastic looking tone.

When you find your tone, hit OK and then de-select (SELECT menu>DESELECT)

4. Clean up blemishes.

A Select the HIGH layer.

B Select the HEALING BRUSH and set your brush with hardness all the way down.
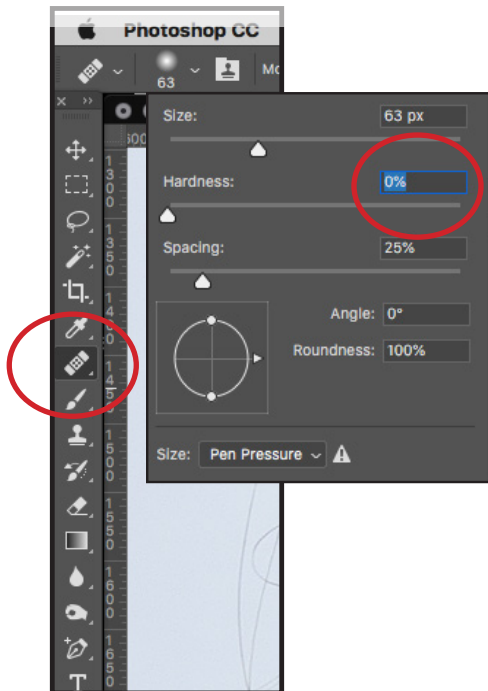
C Use the HEALING BRUSH to remove blemishes.

Before

After

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5. The MAKEUP KIT folder.
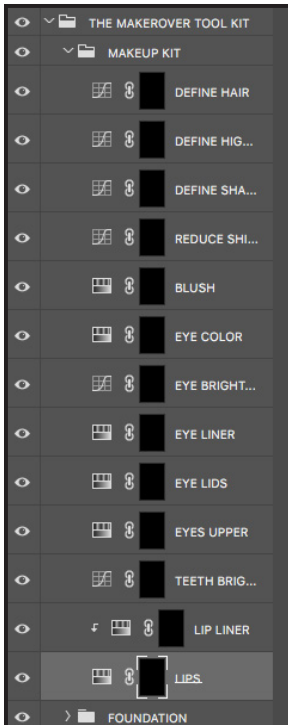
The MAKEUP KIT folder contains 13 named and completely adjustable layers that apply makeup and enhancements.

Each layer has an inverted mask (the black box). When painted with the WHITE brush, it will reveal the effect of the layer.

We will go through each of these to see how they all work together.

As a best practice is start with LIPS and work my way up.
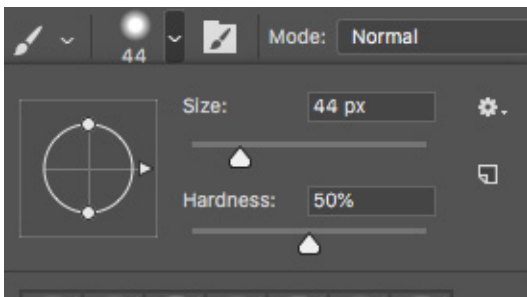
I start by setting my brush. You can change this at any time throughout the editing. Most importantly is the Hardness setting. I start at 50% and adjust depending on the layer I'm working with. I will let you know recommendations as we go along.
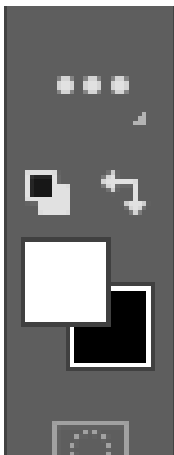
Set your foreground and background color to WHITE forground and BLACK background.

With an inverted layer mask...WHITE reveals the effect and BLACK erases it.
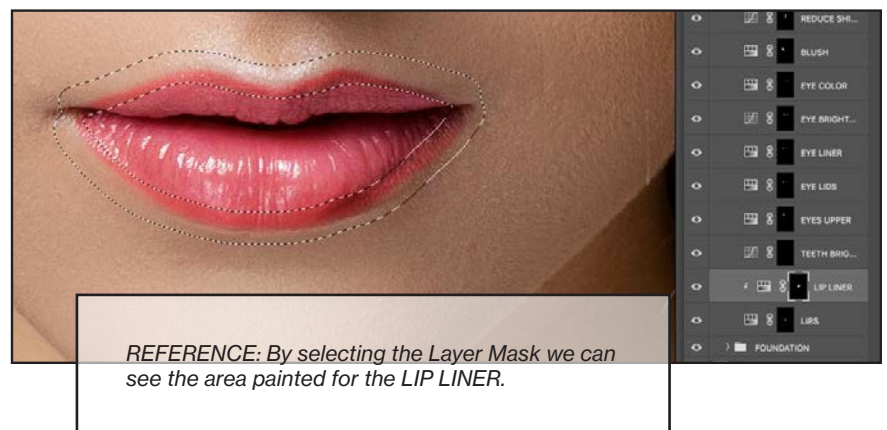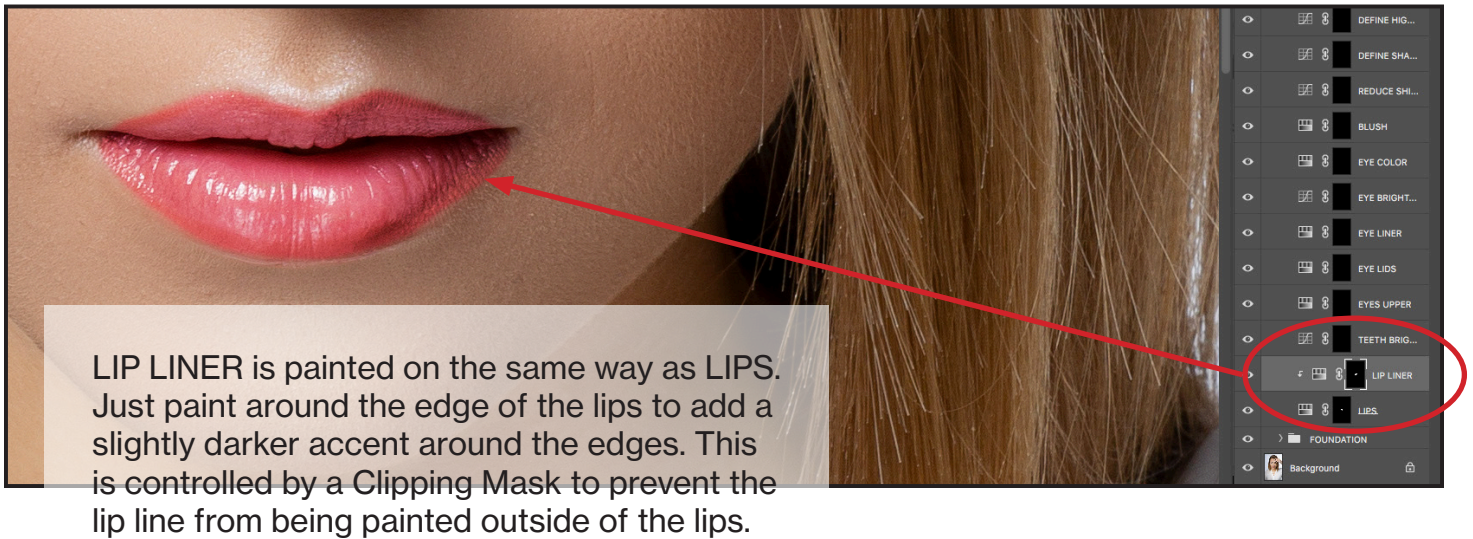
To fine tune edges of the makeup layers you may need to toggle the foreground/background to apply/erase as needed to get the right look.

They're all layermasks. If you make a mistake you can erase it with BLACK.
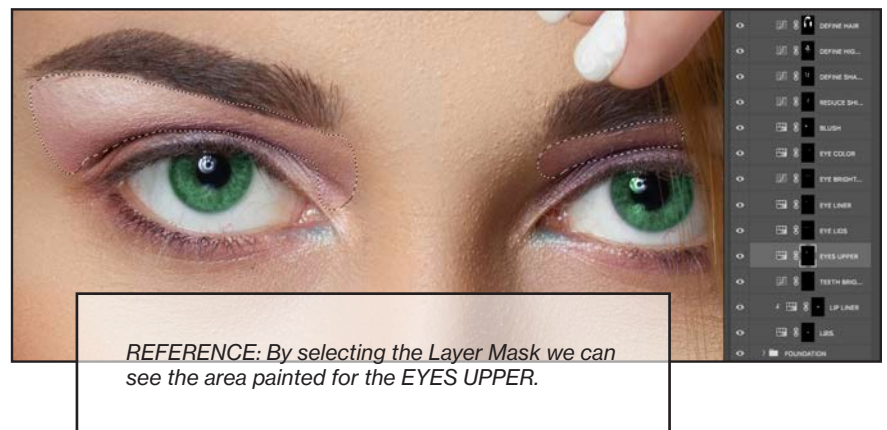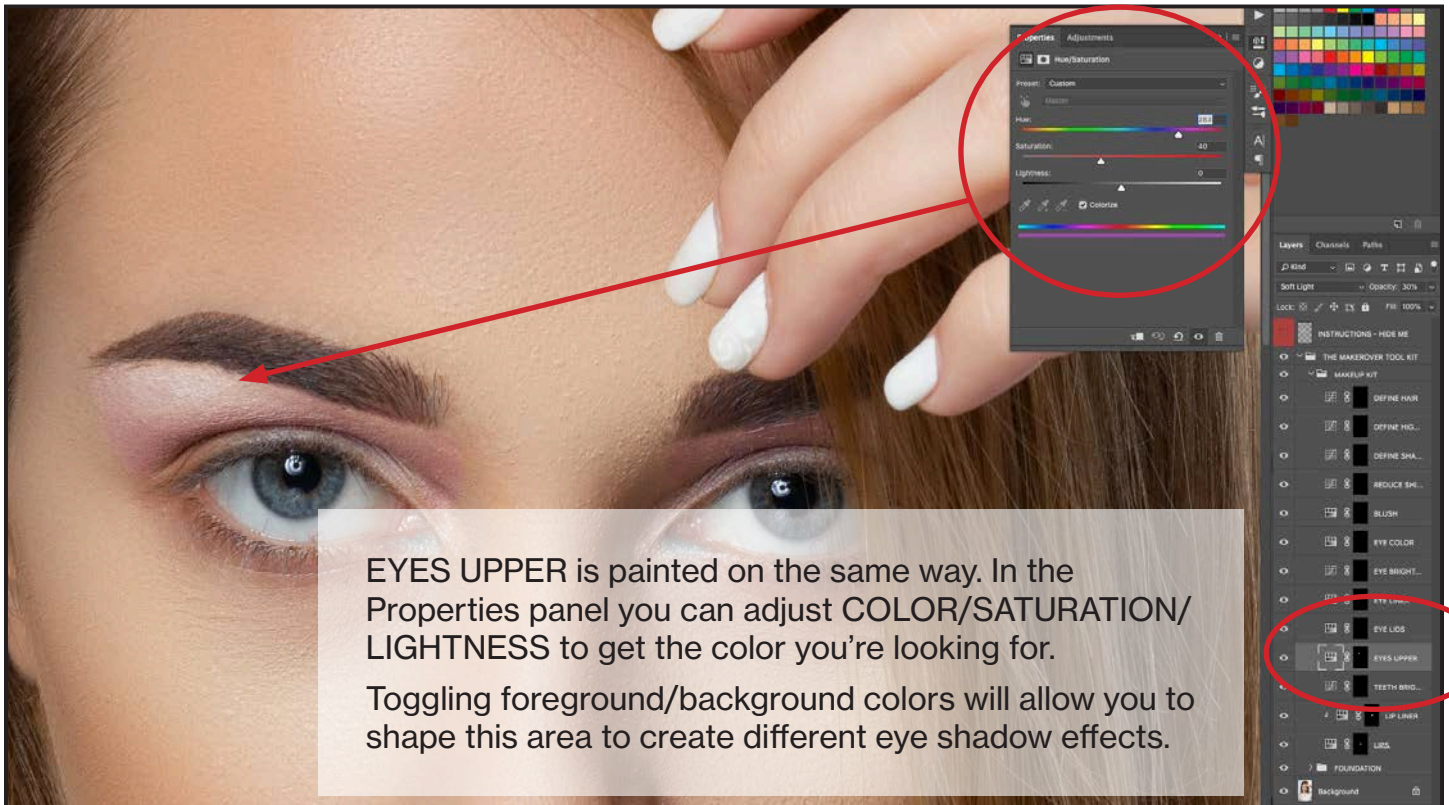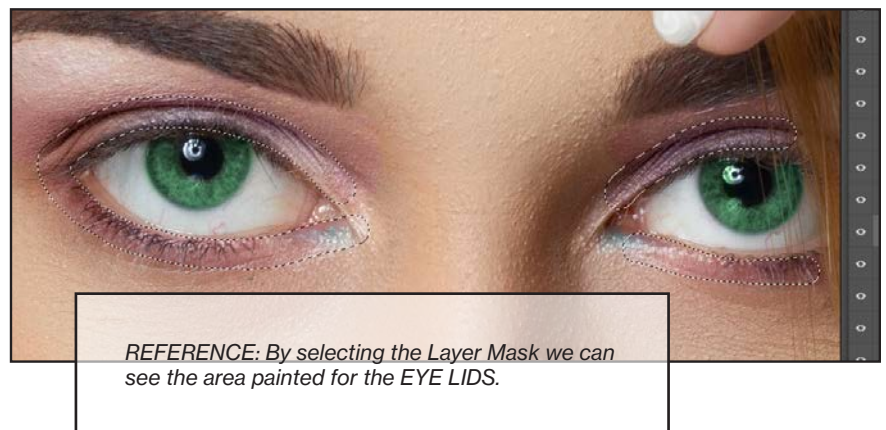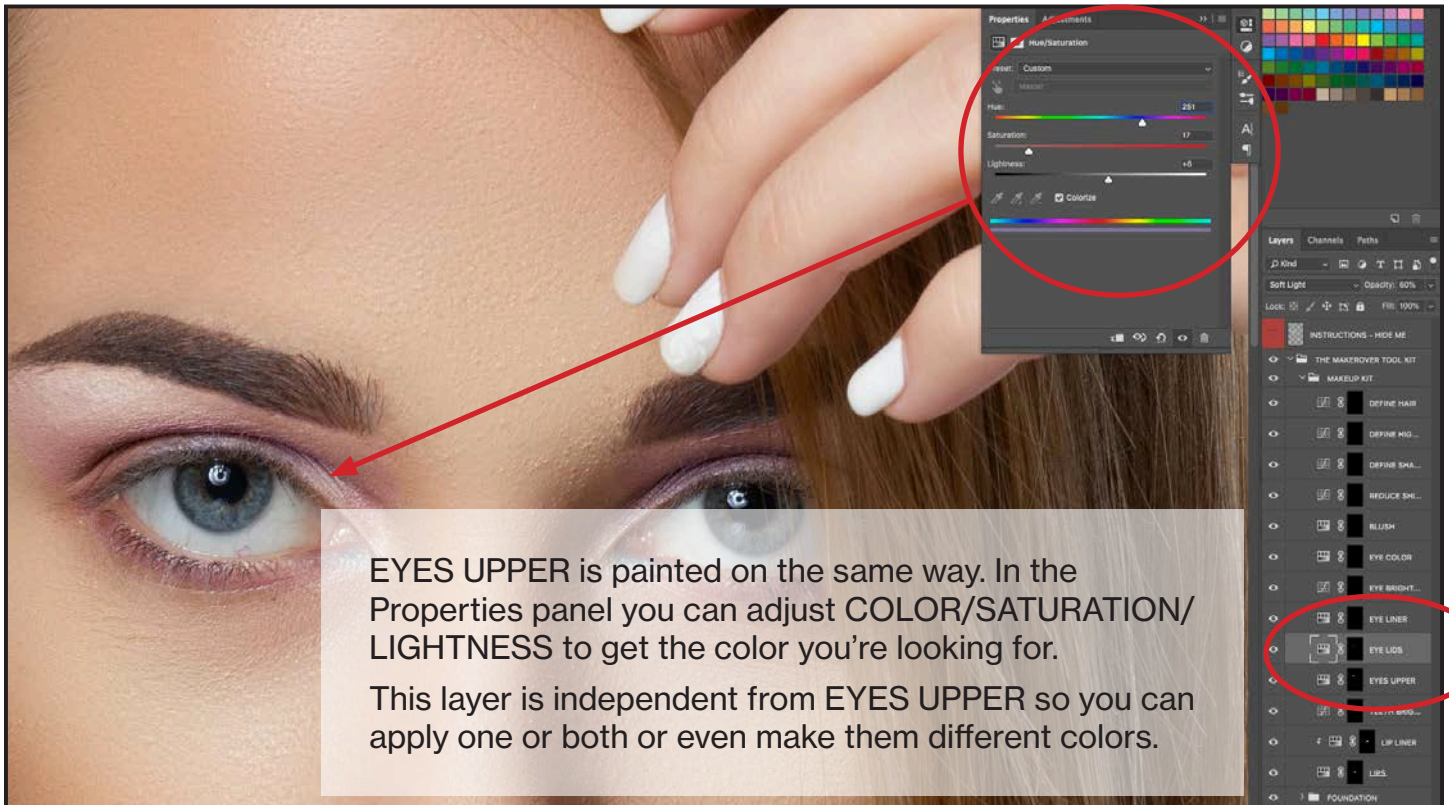
6. LIPS.

Using the paint brush (set to white), paint around the lips. In the Properties panel you can adjust COLOR/SATURATION/ LIGHTNESS to get the color you're looking for.

REFERENCE: By selecting the Layer Mask we can see the area painted for the LIPS.

7. LIP LINER.

LIP LINER is painted on the same way as LIPS. Just paint around the edge of the lips to add a slightly darker accent around the edges. This is controlled by a Clipping Mask to prevent the lip line from being painted outside of the lips.

REFERENCE: By selecting the Layer Mask we can see the area painted for the LIP LINER.

8. EYES UPPER.

EYES UPPER is painted on the same way. In the Properties panel you can adjust COLOR/SATURATION/LIGHTNESS to get the color you're looking for.

Toggling foreground/background colors will allow you to shape this area to create different eye shadow effects.

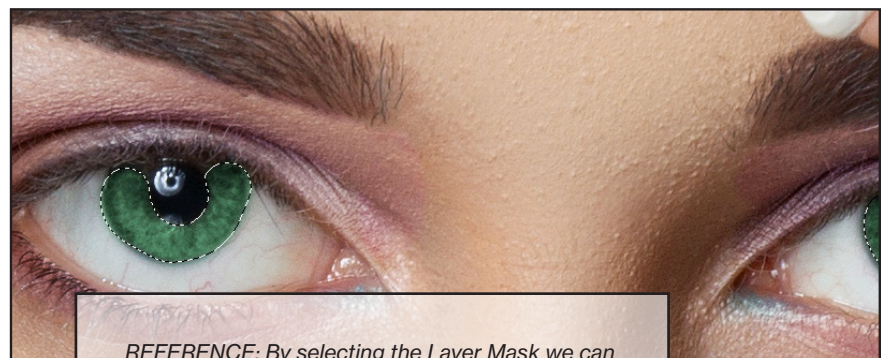*REFERENCE: By selecting the Layer Mask we can see the area painted for the EYES UPPER.*
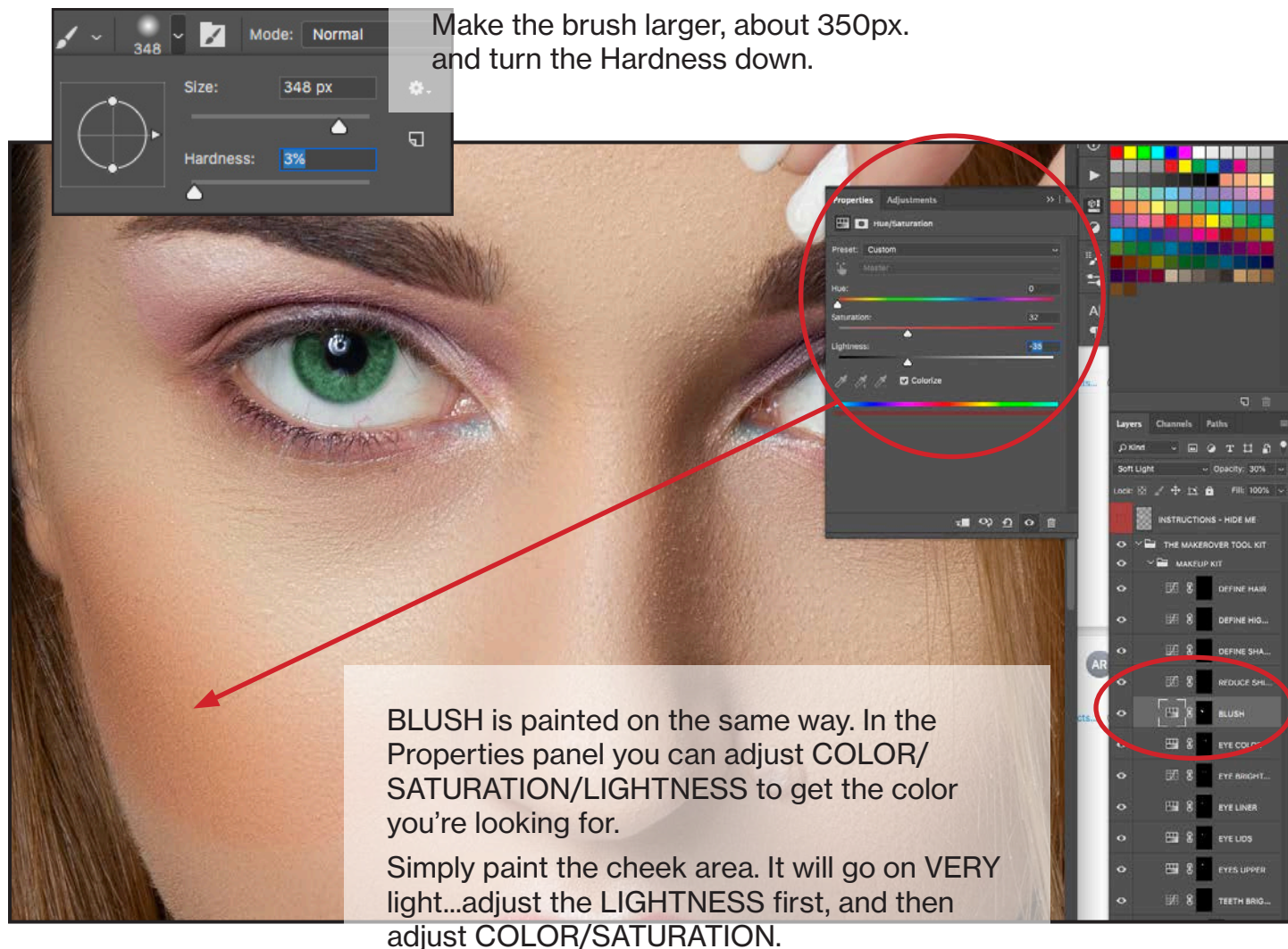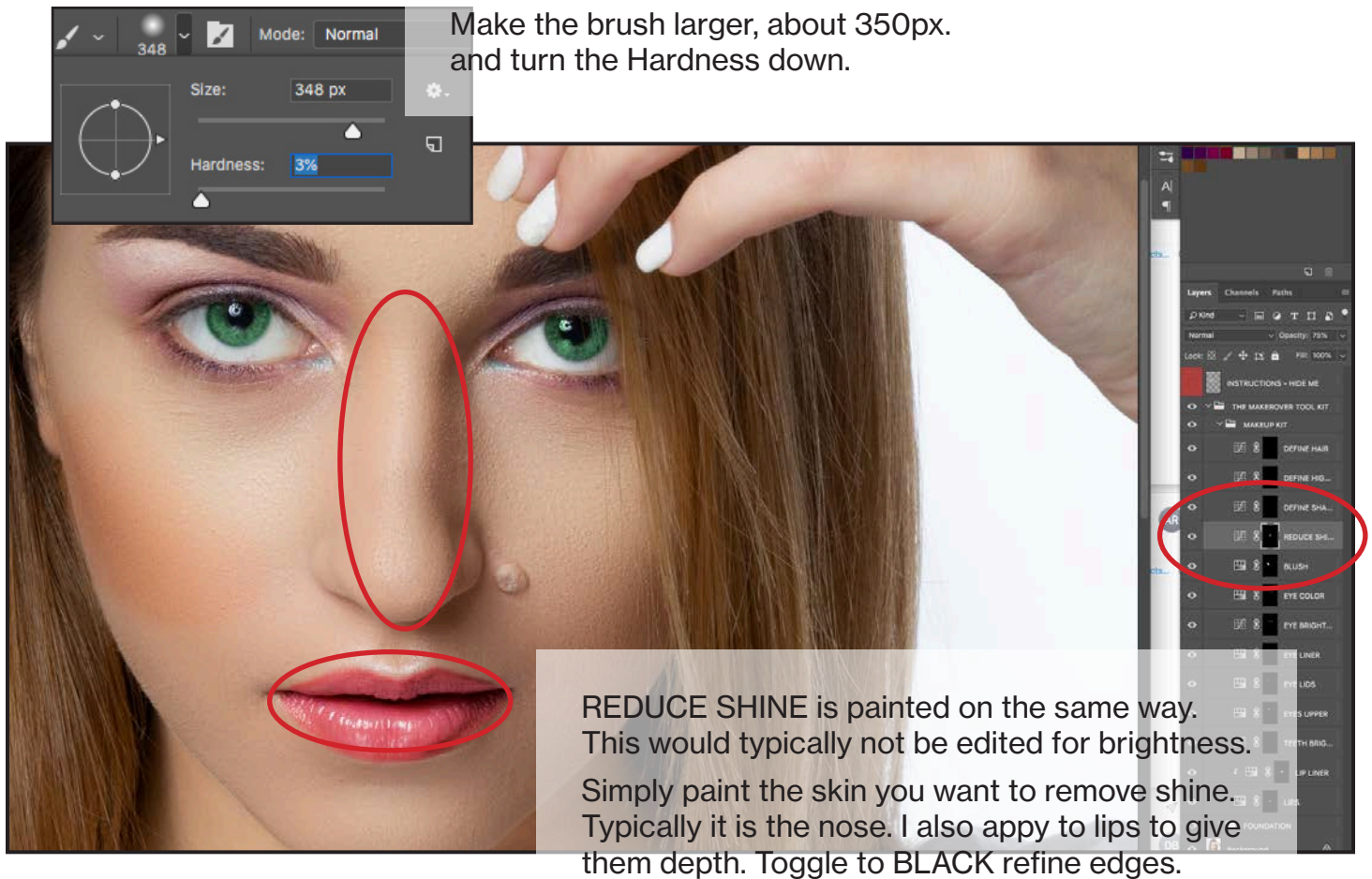
9. EYE LIDS.

EYES UPPER is painted on the same way. In the Properties panel you can adjust COLOR/SATURATION/LIGHTNESS to get the color you're looking for.

This layer is independent from EYES UPPER so you can apply one or both or even make them different colors.

REFERENCE: By selecting the Layer Mask we can see the area painted for the EYE LIDS.

EYE LINER is painted on the same way. This would typically not be edited for color.

Simply paint around the edge of the eyes with a small brush...about 20px. and use the BLACK to thin it further.

REFERENCE: By selecting the Layer Mask we can see the area painted for the EYE LINER.

EYE BRIGHTEN is painted on the same way. This would typically not be edited for brightness.

Simply paint the eye, eye color also if you want, to brighten the eye. Toggle to BLACK and erase the pupil (see reference).

REFERENCE: By selecting the Layer Mask we can see the area painted for the EYE BRIGHTEN.

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EYE COLOR is painted on the same way. In the Properties panel you can adjust COLOR/SATURATION/LIGHTNESS to get the color you're looking for.

Simply paint the eye color to change the color of the eye. Toggle to BLACK and erase the pupil (see reference).

REFERENCE: By selecting the Layer Mask we can see the area painted for the EYE COLOR.

13. BLUSH.

Make the brush larger, about 350px. and turn the Hardness down.

BLUSH is painted on the same way. In the Properties panel you can adjust COLOR/SATURATION/LIGHTNESS to get the color you're looking for.

Simply paint the cheek area. It will go on VERY light...adjust the LIGHTNESS first, and then adjust COLOR/SATURATION.

REFERENCE: By selecting the Layer Mask we can see the area painted for the BLUSH.

14. REDUCE SHINE.
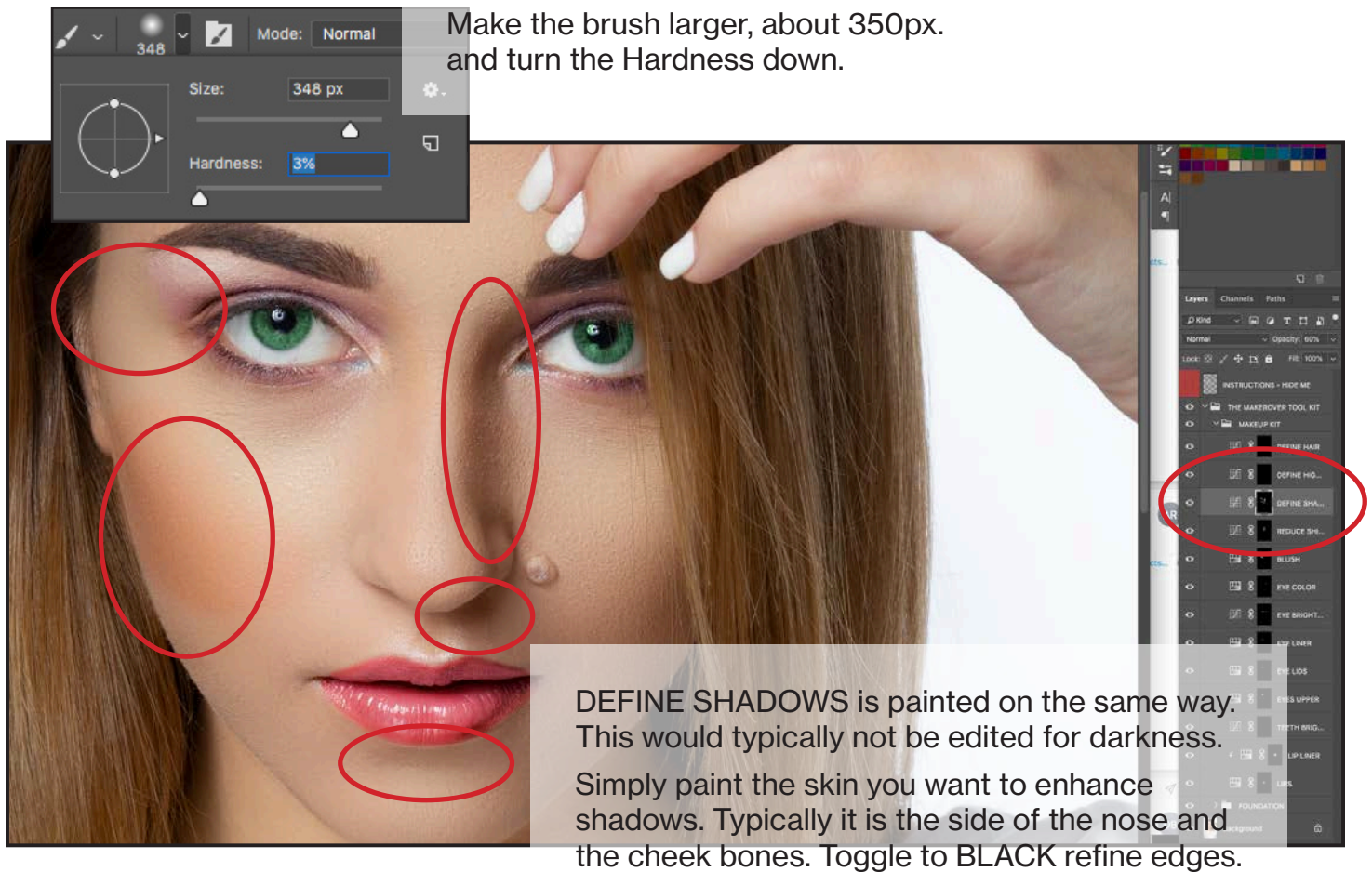
Make the brush larger, about 350px. and turn the Hardness down.

REDUCE SHINE is painted on the same way. This would typically not be edited for brightness.

Simply paint the skin you want to remove shine. Typically it is the nose. I also appy to lips to give them depth. Toggle to BLACK refine edges.

REFERENCE: By selecting the Layer Mask we can see the area painted for the REDUCE SHINE.
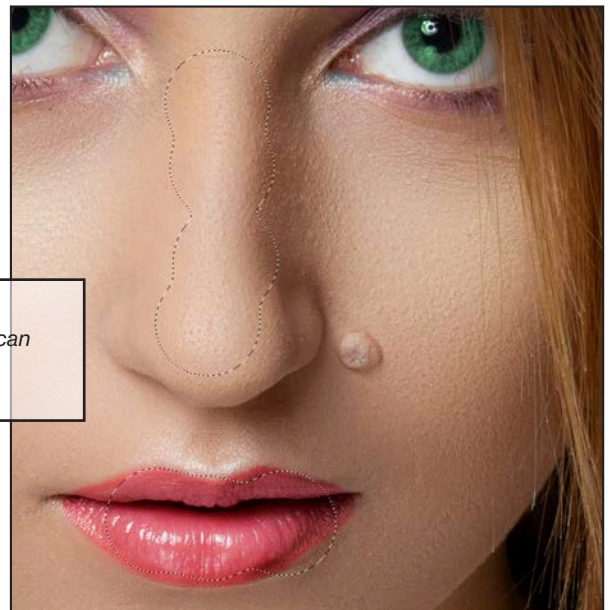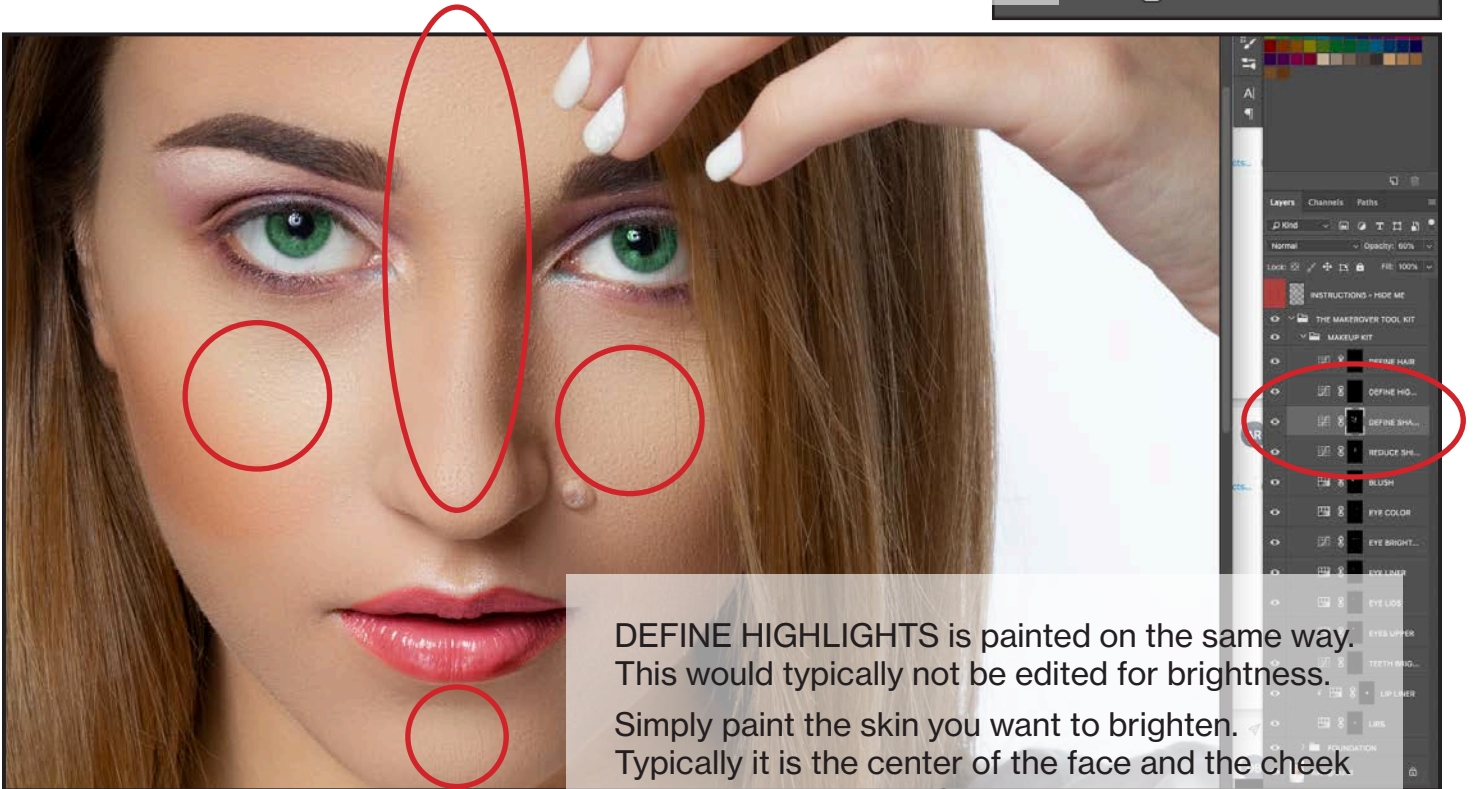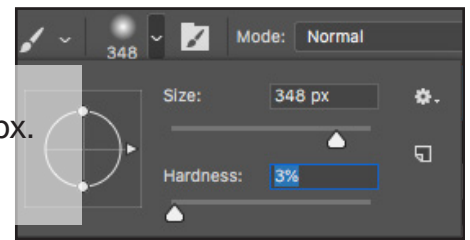
15. DEFINE SHADOWS.

Make the brush larger, about 350px. and turn the Hardness down.

DEFINE SHADOWS is painted on the same way. This would typically not be edited for darkness.

Simply paint the skin you want to enhance shadows. Typically it is the side of the nose and the cheek bones. Toggle to BLACK refine edges.

REFERENCE: By selecting the Layer Mask we can see the area painted for the DEFINE SHADOWS.
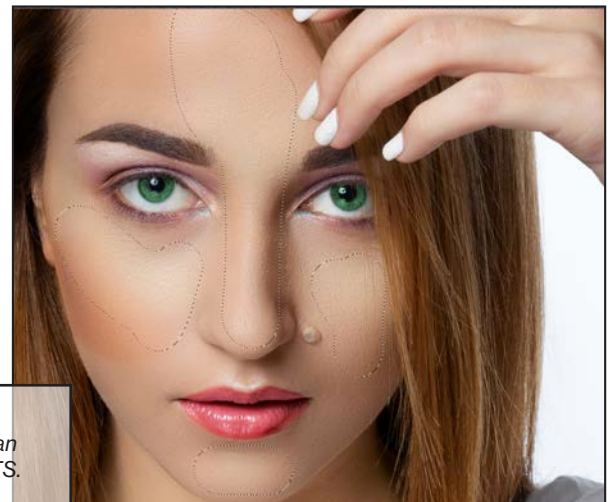
16. DEFINE HIGHLIGHTS.

Make the brush larger, about 350px. and turn the Hardness down.

DEFINE HIGHLIGHTS is painted on the same way. This would typically not be edited for brightness.
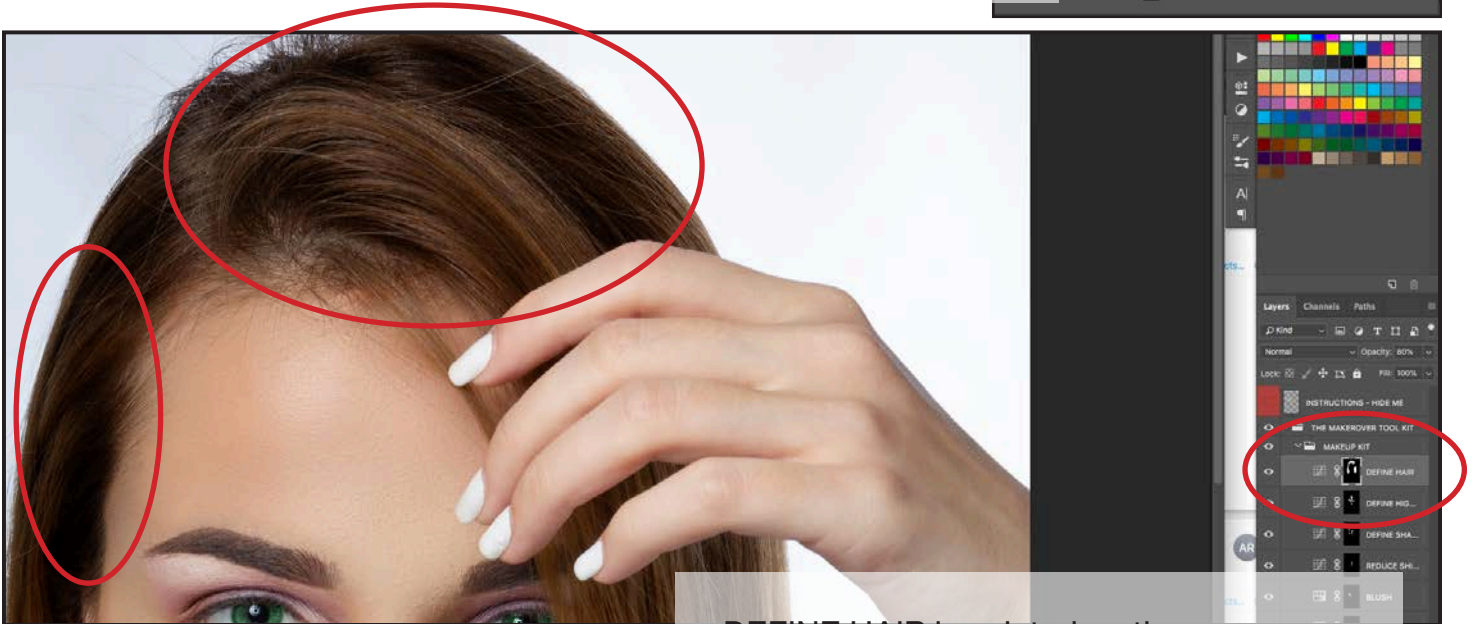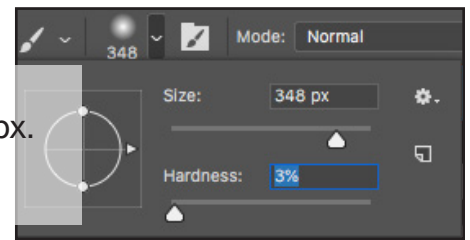
Simply paint the skin you want to brighten. Typically it is the center of the face and the cheek bones. Toggle to BLACK refine edges.

REFERENCE: By selecting the Layer Mask we can see the area painted for the DEFINE HIGHLIGHTS.

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17. DEFINE HAIR.

Make the brush larger, about 350px. and turn the Hardness down.

DEFINE HAIR is painted on the same way. This would typically not be edited. It creates a depth of highlights and shadows.

Simply paint the hair. Toggle to BLACK refine edges.

REFERENCE: By selecting the Layer Mask we can see the area painted for the DEFINE HAIR.

Done.

Before   After
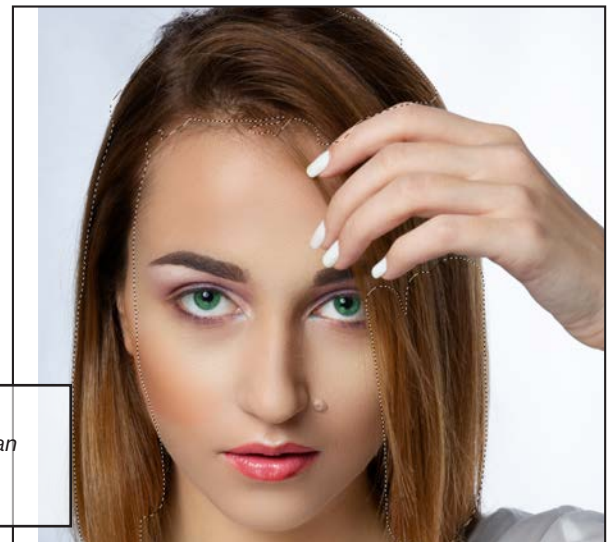
I know, I know...seems like a lot but once your doing it, it is really fast. Takes about 15 minutes to makeover a photo. But the results are totally worth it.

Some little tricks to try.

1

Use REDUCE SHINE under the jaw line and to accent the bottom of the cheek bones for a nice subtle depth.
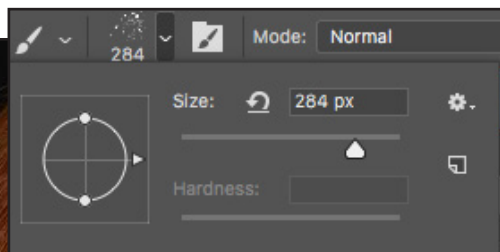
Some little tricks to try.

Use EYE LIDS, EYE UPPER, and BRIGHTEN TEETH to add an artistic effect. Use DEFINE HAIR on makup areas to apply shine...especially the lips.

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Some little tricks to try.

3

Size: 284 px

Mode: Normal

284

Hardness:

Use a Splatter Brush on the BLUSH layer to add freckles.

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Have fun.

Make sure to sign up for the newsletter because I will be doing video tutorials on more tricks.

Thanks.