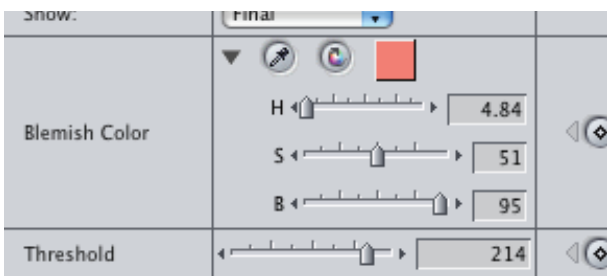


Digital CoverUp

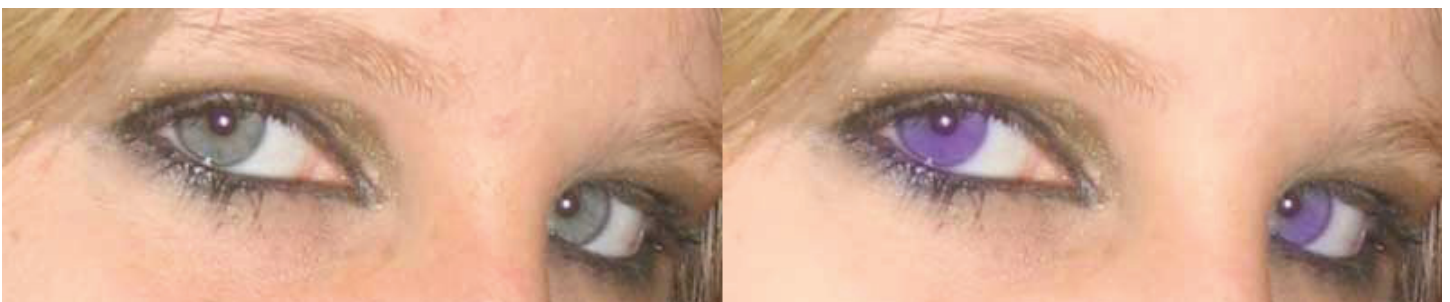
Digital Coverup is a sort of "Electronic Clearasil" - it's used for fixing blemishes. You first select the color of the blemish, then select the skin tone, and it colors the former to match the latter, along with smoothing if specified. The coverup keys on color, so the color of the blemish must be distinct enough from normal skintone for DCU to isolate it.



I think the best workflow with DCU is to use the eye dropper to select the "blemish" color, then switch to Show: Matte and use the controls to refine the mask. Switch back to "Final" and select the Skin Color, then adjust further. "Fill Blur" softens the fill, not the matte. Matte softening is handled by Edge Feather.



One problem I've encountered with Digital Coverup is matching areas you don't want to alter (like ending up with "flesh colored" lips, for instance). A technique I've found handy to combat this is to play with the Blemish Color sliders and the Threshold slider - sometimes you can alter the color enough that, even though it is no longer an exact match for the blemishes, it is further away from the lips (or other undesired region) color so doesn't pick them up. It can be a fiddly thing...



Digital Coverup can be used for changing the color of and/or smoothing anything you can isolate. It's been successfully used to change eye color, tone down the highlight on a shiny forehead, and change the color of a blanket from pink to blue. Need to make your grass greener?