

## About the Airbrush Actionset

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Because I'm primarily a graphic designer, not an illustrator, I've always marvelled at people who could do airbrush effects. These are very hard and time consuming to achieve manually, so I developed an action which should make the process easier. As far as I know this action is unique, because I've never encountered something similar during my searches. The was the main reason to write one myself.

#### What will the action do:

- It gives the user detailed step-by-step instructions and tips how to achieve an airbrush effect. These tips are built on weeks of trying to recreate an airbrushed look.
- It is not a one click run stop action. The user is given the possibility to choose his own colors and can influence the effect in many ways. As the action does not flatten the layers, the layers and blending modes can be changed to get the specific look you're after.
- With some added creativity and fine-tuning from the user, airbrush effects which are very realistic can be achieved..

#### The actionset consists of:

Two actions which should be use in the specific order they come/

- One will build layers out of selections of alpha channels which will be the base for the effect
- The second will add an intricate noise mask, which is typical for airbrush effects

#### Usage tips:

- If your first attempts give you more of a posterized effect, increase the blur.. You can also experiment with higher or lower blur radius on different layers. Because airbrush is a spray effect, the colour edges will never be hard, but more like gradient overflowing. It's best to judge the effect at 100 % view. The actions are best used on the final desired output size.
- This is not the usual click play stop action. It lays out the steps which are needed for airbrush effects, but it leaves room for creative input. It's virtually impossible to make an action with fixed settings for this kind of effect because the settings are highly dependable on the type of image and the dpi you are using. As I mostly design for web I did mine on 72 dpi.
- Initially, it's beste to start with only two or three colours that highly contrast in brightness, until you get the hang of it. Then you can use more colours. That's why I do not flatten the layers, to give as much creative freedom as possible. This way you can also change the position of the layers in the stack or add extra blur on some layers, if needed.
- To finish at the end, you can also for instance choose to accentuate the lips, eyes, ears, whatever by adding a transparent layer above the layer on which you want to accentuate something, choosing a color and using a soft edge brush and put the layer on which you are painting in 'color' or 'multiply' mode.
- When you use the second action it's best to do this on the final size of your image otherwise the spray effect is partially lost due to bicubic interpolation.