

Ronny's Dual Method Skin Fixer, v2

Designed for Photoshop CS2 and CS3, this action utilizes two methods of skin fix, Degrunging and Surface Blur with darken and lighten modes.

The steps are as follows:

1. Healing and Cloning. The major blemishes should be fixed at this stage so they won't be visible in the texture layer.
2. Interactively create the Degrunge layer which is made from Inverse High Pass and Gaussean Blur layers.
3. Interactively adjust Filter Gallery texturizer and High Pass filter for texture.
4. Paint on a mask to apply Surface Blur.
5. Tweak the layers and group opacities.

Ronny credits Kent Christiansen and John McAssey for their help.