

Duotoning, Sepia Toning, Colour Popping and Simulated Hand Colouring

Duotoning:

1. Start with a monochrome image created using one of Terri Thorpe's methods or as you prefer.
2. Convert the image to greyscale if you haven't already done so – Image – Mode – Grayscale.
3. To apply duotone go to Image, Mode, Duotone. A dialogue box will appear with the last duotone used in place. To access others click on Load and select Duotones and then Pantone Duotones - from the resulting list chose one to suit. Note the first in each colour list gives the strongest colour and the last the weakest. Double click on your chosen duotone to select (it will preview in the image) – experiment until you are happy with the effect. Click ok in the Duotone dialogue box.
4. It's that simple – I find that I sometimes need to adjust the levels to give the image a bit more punch when I have applied a duotone. You can try this but it's down to personal preference.

Sepia Toning:

1. Start with a full colour RGB image.
2. From Layer select new adjustment layer, Hue/Saturation and desaturate partially try -70 but this is according to your personal choice (you can modify later by double clicking on the Adjustment Icon in the layer in the layer palette.
3. To “pop” a colour element click on the layer mask on the Hue/Sat layer to select it. Put foreground and background to black and white (click on small black and white icon above foreground/background colours on tool box) select the brush tool and change opacity to 50% (you will see the box to do this in the bar at the top) . You can use other opacities but start with 50% to see the effect. Paint (on the mask) the areas you want to “pop” – they should not “show through”.
4. To add a Sepia tone:
 - a. Add a new layer – Layer – New.
 - b. Right click on the mask in Hue/Sat layer and click on Add Layer Mask to Selection. This will add a mask with marching ants to your image.
 - c. Now select the new layer created in step a. and click on the mask Icon at the bottom of the layer palette (it's the rectangle with the circle in the middle) – this will add your mask to the new layer and ensure your popped colour survives the next step.
 - d. Select the New layer (not the mask). Double click on foreground colour and pick a suitable sepia colour. Try R= 166, G= 112, B=35 for example. Go to Edit – Fill, ensure foreground is selected and ok.

- e. Now take the opacity of the layer down – try around 30%. Change the blend mode to overlay.

All values can be adjusted to get the effect you want – the beauty of the technique is that everything is controllable and adjustable.

Hand Colouring:

1. For this you need a monochrome image which is still RGB – see Terri Thorpe's Conversions to Black and White.
2. Add a new layer – Layer - New
3. Change blending mode to Overlay.
4. Select Brush Tool and size brush to requirements. Double click on Foreground colour and choose your paint colour. (Note values for repeat applications. Use brush at say 50% opacity but experiment to suit yourself.
5. Paint with the brush on the layer created at 2.
6. Repeat for different colours. You can reduce the opacity of the layer if you wish. You can put different colours on different layers for extra controllability

NB this technique is also totally controllable – these effects work best when used with a light touch although single splashes of strong colour can be very effective.

David Robinson ARPS