

NICHOLE VAN'S URBAN ACTION SET OVERVIEW

This document provides an overview of the Urban Action and Textures Set and the actions it contains. As usual, all my actions load multiple layers that will allow you to customize and tweak the look of the action after it has run, giving you that perfect result every time.

Please note that some of these action should be run on an already edited photo, while others take your photo from start to finish.

THE URBAN ACTION AND TEXTURE SET

This set contains the following 16 actions and 15 custom designed high-res jpeg textures. My textures are so much more than just a photo. I take time to build up my textures layer upon layer to create that perfect look.

ACTION	PURPOSE
Gentle Blues Tint	This action adds blueish tint to any photo. It should be run on a photo that has already been edited.
Soft Gold Tint	This action adds golden tint to any photo. It should be run on a photo that has already been edited.
Green Acid Tint	This action adds strong green tint to any photo. It should be run on a photo that has already been edited.
Subtle Cross Process	This action will completely edit your photo, giving it the slightly blue/green cast and high contrast of a cross processed photo. This action should be run on a photo straight out of camera.
Basic Cross Process	This action will completely edit your photo, giving it a stronger blue/green cast and high contrast of a cross processed photo. This action should be run on a photo straight out of camera.
Fake Tilt Shift	This action will recreate the blur that occurs when using a tilt-shift lens in portrait photography. The action will allow you to tightly control the location and amount of blur that any one part of your photo receives.

Fake Tilt Shift + BW Texture	This action will recreate the blur that occurs when using a tilt-shift lens in portrait photography. The action will allow you to tightly control the location and amount of blur that any one part of your photo receives. Then this action will allow you to integrate a BW texture into your photo.
Fake Tilt Shift + Color Texture	This action will recreate the blur that occurs when using a tilt-shift lens in portrait photography. The action will allow you to tightly control the location and amount of blur that any one part of your photo receives. Then this action will allow you to integrate a color texture into your photo.
Insert BW Texture	This action adds a chosen BW texture file to your image without adding any other effects.
Insert Color Texture	This action adds a chosen color texture file to your image without adding any other effects. The action will allow you to control the contrast, hue and color intensity of the texture as it runs.
Add Film Grain	This action adds film grain to your image.
Edge Vignette	This action adds and adjustable vignette to the edges of your photo.
Edge Fade	This adjustable action fades the edges of your photo into an antique tone. Try this action in combination with the Edge Vignette action for a unique edge effect.
Change to Strong Texture	This action should be run after running one of the above actions. This action makes the texture layer of your photo more pronounced.
Change to Light Texture	This action should be run after running one of the above actions. This action makes the texture layer of your photo softer and less noticeable.
Revert to Normal Texture	This action should be run after running one of the above actions. This action reverts the texture layer to its default settings.

General Tips for Using the Actions

I've designed these actions to be highly adjustable from beginning to end. You tweak the actions as prompted as they run. For a detailed step-by-step discussion of how to run and manipulate the action, please see my Urban Action tutorial. When the action is finished, you can adjust the layers to create the look the you want.

TWEAKING YOUR PHOTO

After running the action and having all the layers loaded, you can then fine tune the look of the layers to suit your taste. You do this by

1. Adjusting the opacity of the layers
2. Painting/brushing back through the layers.

Adjusting Opacity

You adjust the amount of the layer you see by sliding the opacity of each layer. See circled area in Figure 3. This increases or decreases the amount that the layer “shows” in the image. This is a great way to quickly make a photo lighter or darker or less saturated, etc. In the example below, I am adjusting the opacity of the Color Saturation layer. For a more detailed example of tweaking the layers, see my Urban Actions tutorial.

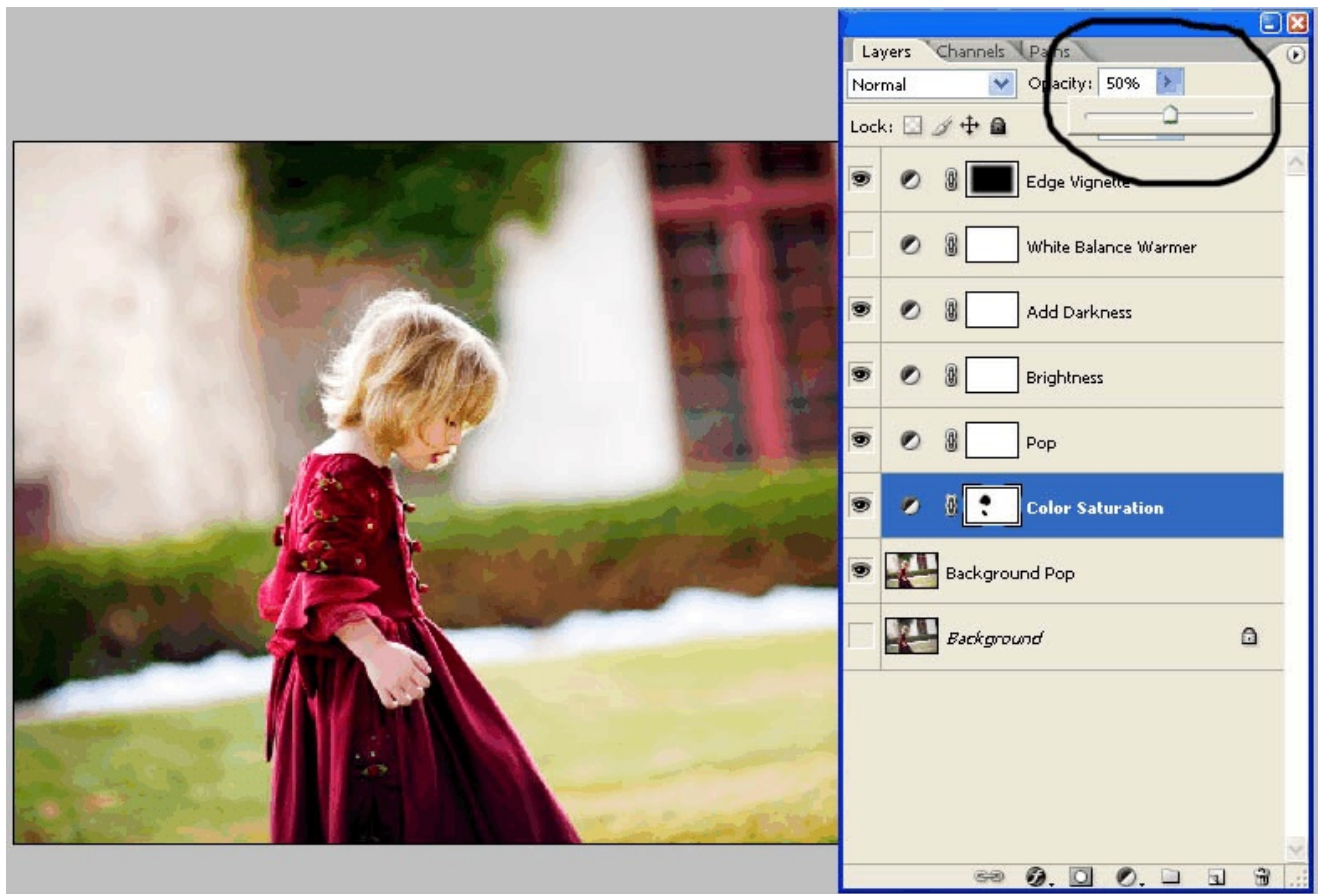


Figure 3: Adjusting the opacity of the layers.

Masking or Erasing through a Layer

If you don't want to apply the layer effect to the entire photo, you can remove parts of the layer from the photo. This is called masking or erasing through a layer. The layers of my actions are set up to allow you to mask or erase through the layers. In my opinion, this is one of **the** most useful photoshop tricks you will ever learn!

To do this, you

- select your brush tool (See Figure 4, A) and
- adjust the opacity of the brush to around 50% (See Figure 4, B).
- Right click with your mouse on the photo and the brush menu will appear.
- Make sure that your brush hardness is pushed completely to the left (See Figure 4, C). This will give you a nice, soft edge to the brush.
- In the same drop down box, you can adjust the brush size as well.
- Make sure that black is your foreground color in the Tools Palette (See Figure 4, D). If black is not there, press D on your keyboard and that should reset the brushes, placing black on top.
- Select the layer you want to mask or erase through.
- Then brush over the area where you want to remove the effects of that layer. So for example, in Figure 4, I felt like her face was a little dark. So I selected the Dark Moody Adjustment layer and gently brushed her face to remove it slightly from the layer. This lightened her face.
- You can tell that a part of the layer has been removed by looking at the layer mask box (See Figure 4, E). The gray area in the box indicates a place where the layer has been removed.

