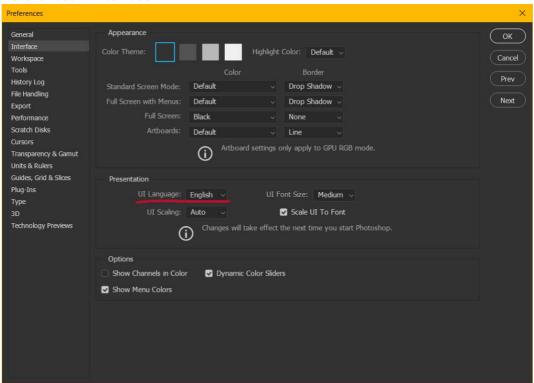
Hello there, thanks for buying with Saturn62!

Below is a quick User Manual to prepare, launching and fine adjusting of the **HDR OIL ART Photoshop Action**.

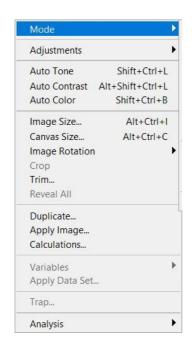
Here we go!

BACKGROUND

First, please make sure that you are using the English version of Photoshop. Please go to Edit – Preferences – Interface:

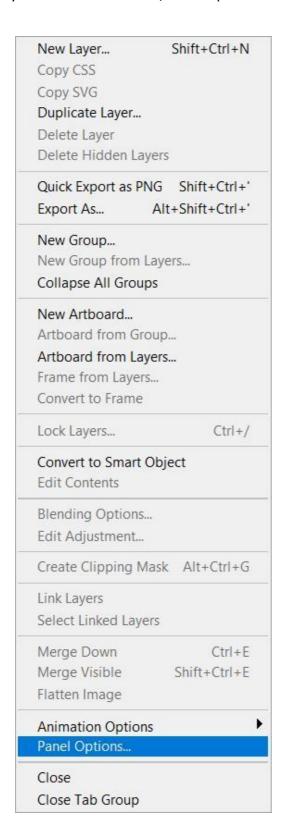


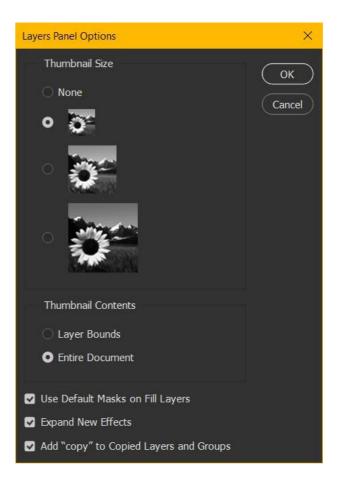
Secondly, set brush opacity and flow to 100%. Better to use original photos in 2500-4500 pixels. Now make sure that your image has an RGB format of 8 Bits/Channel.





Thirdly, for the next step please go to the Layers tab - Panel Options, to make sure that you have all of 3 marks/ticks as pictured on the window in the bottom:



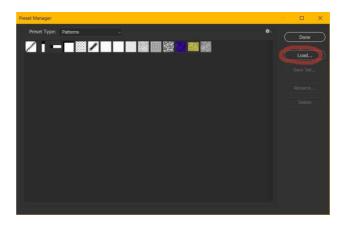


PREPARATION

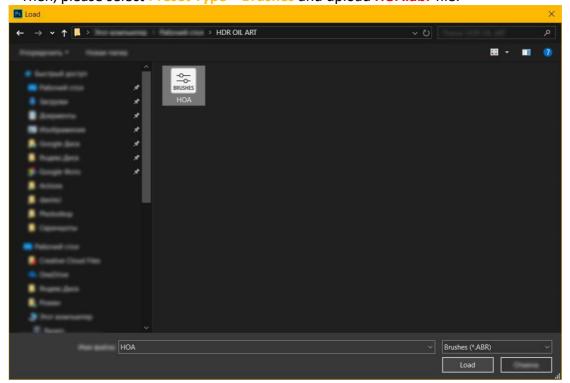
Please note: before using the action file, you need to upload the compulsory Patterns, Brushes and Tools presets into **Photoshop Preset Manager**. To do this, please go to the **Edit - Presets - Preset Manager** menu section. Please select **Preset Type - Patterns**. Press **Load** and select **HOA.pat** file to upload:



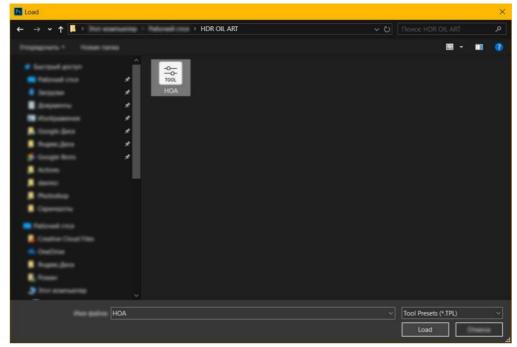




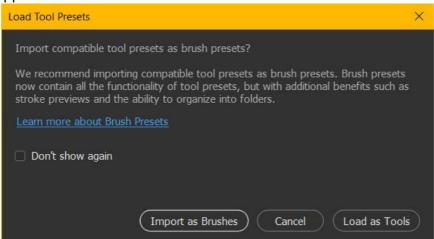
Then, please select Preset Type – Brushes and upload HOA.abr file:



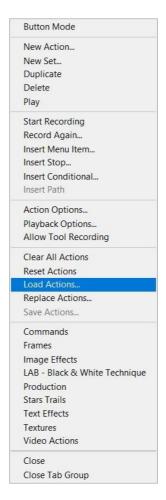
After that, please select Preset Type – Tool preset, press Load and select HOA.tpl file to upload:

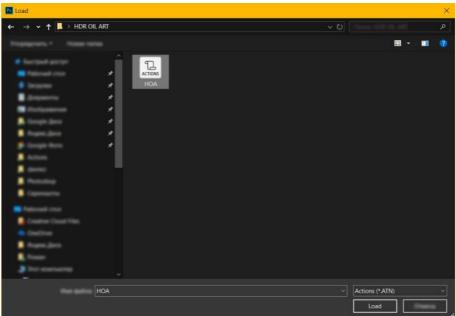


Please be aware, it is important: in Photoshop CC 2018 and above such window as follow can be appear:

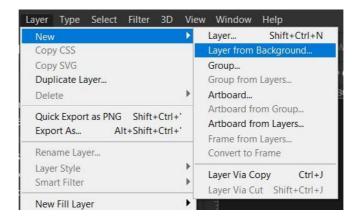


In this case, please choose 'Load as Tools' option as a correct and upload the HOA.tpl file. At the final, please go to the Window – Actions, click the three-line icon in the upper-right corner of the Actions panel, select Load Actions to upload the last HOA.atn action-file.



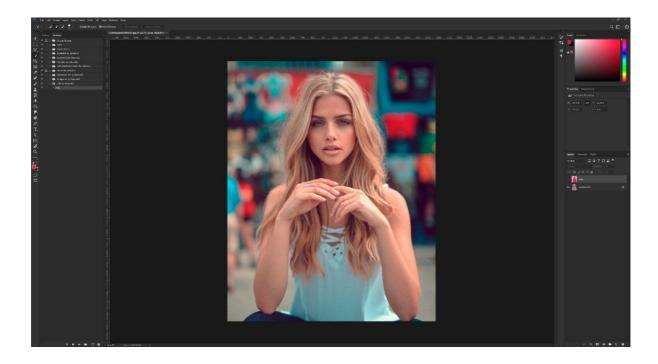


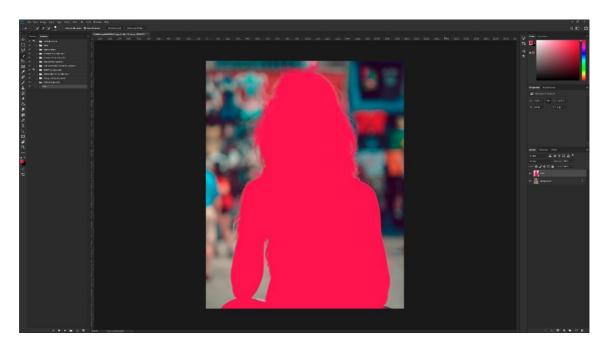
Firstly, please make sure, that there is one of locked 'Background' layer in the Layers panel. Please note: If you are using PNG image, you may have 'Layer 0' instead of required 'Background' layer. To fix this issue please go to the Layer menu and select 'New – Background from layer' as pictured below.

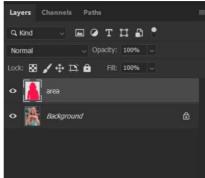


Please note that the product works correctly only with <u>original</u> images that have not been edited in the current working session. If you need to pre-edit the image, for example, resize it, please do it, save the result, close the file and then reopen it. Then start the action.

For the next step, please go to the Layers panel to create a new layer with name 'area'. Thirdly, please paint/highlight the particular area that you want to emphasize. This can be done by using the **Quick Selection Tool** (W key) and **Select and Mask** menu section. Please note: the 'area' layer should be active.

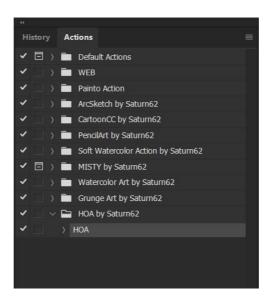




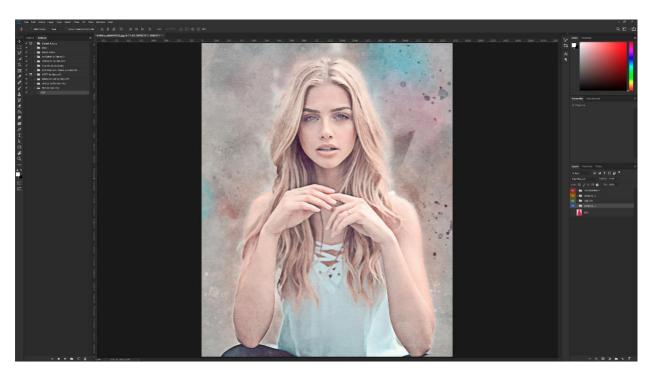


NOW PLAY THE ACTION

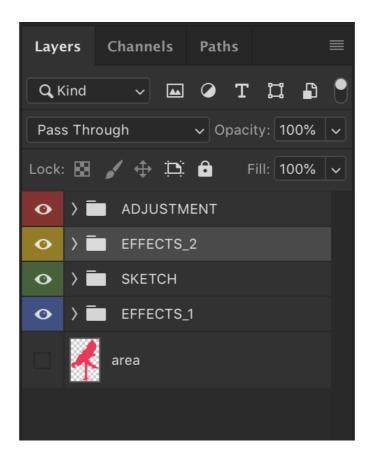
1. Please select 'HOA' and push Play selection button in the Actions section.



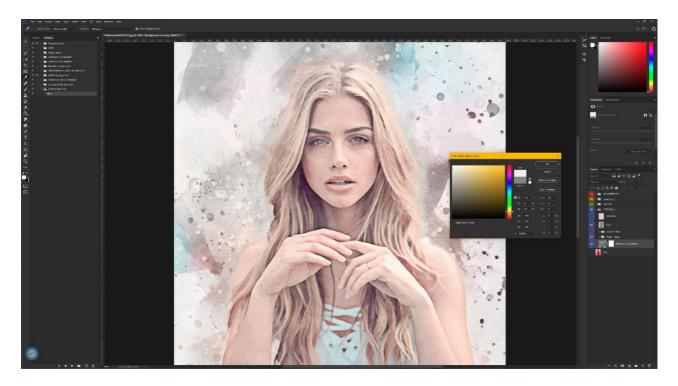
2. Wait about 1-2 minutes during the Action script processing.



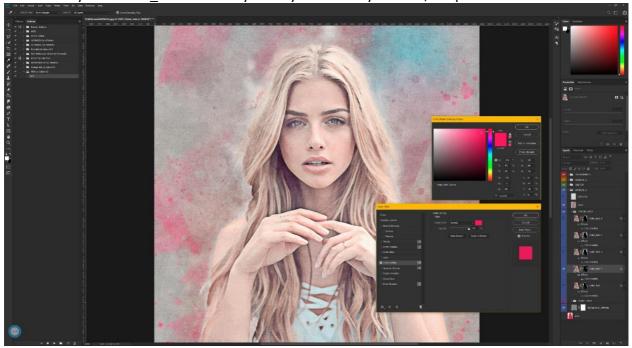




In the Layers panel there are 4 groups of layers. The 'EFFECTS_1' group contains scratches, coloring, paint halo, color halo and main background color layer. 'Background_coloring' sets the basic color tone of the image background. You can change it to any other.

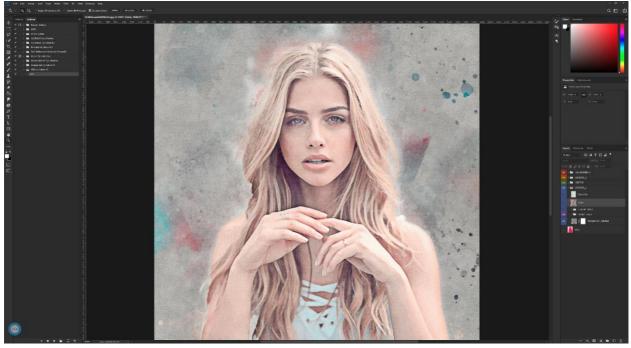


'Paint_halo' and 'Color_halo' groups are paint stains around our subject, these layers are very important for a stunning effect. 'Paint_halo' uses basic image colors and contains 5 different layers. 'Color_halo' uses any color you want. By default, it's pink:

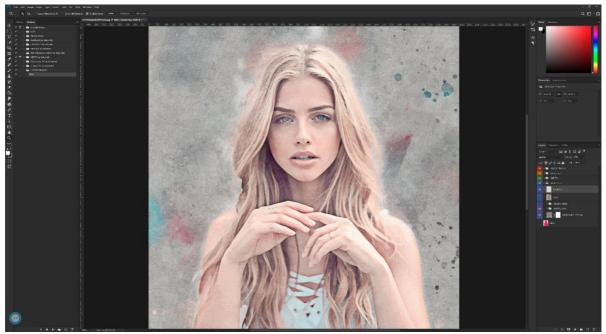


To change color, double click on active layer effect Color overlay.

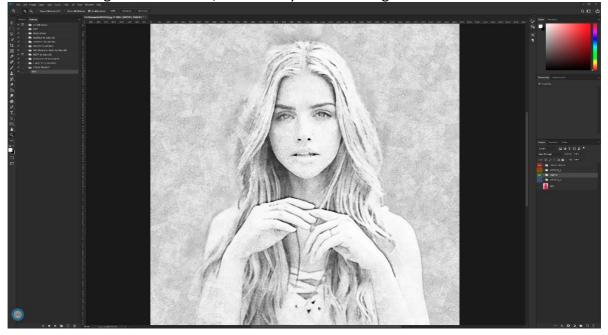
'Color' layer tints the main background of the image a bit to reduce the possible color imbalance, just a bit. Without it:



And the 'Scratches' layer adds more grunge effect.



The 'SKETCH' group contains pencil sketch, on top of which are applied main color effects. It also contains many layers, working with. You can switch it to 'on' & 'off' or customize some of them to get the best look, exact that you are looking for.

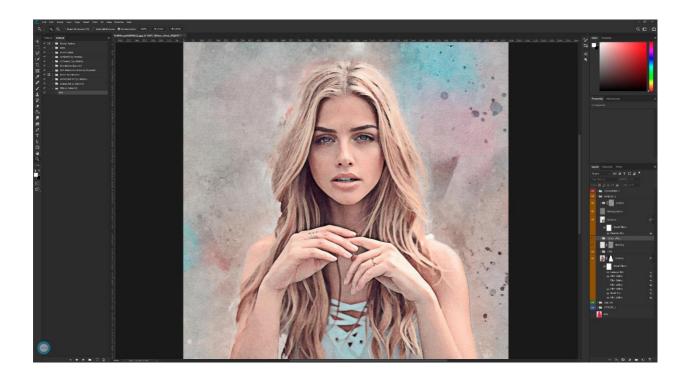


'Drawing' layer overlays primary colors onto the sketch. If your image is rather small, you can deactivate filters #2 and #3 to make picture sharper.

'HDR' group adds more depth to image.

'Hatching' layer places diagonal lines on the dark areas of the image. It's good for technical and design pictures.

'Water_effect' imitates the absorption of paint in the canvas. The image becomes brighter, the colors are made less saturated. In some cases, it's better to deactivate this group. Without:



'Contours' layer is just a set of contours :-). If you like more contrast edges, you can change blending mode of 'Contours' layer to Linear Burn and increase opacity of the layer. 'Canvas' adds a real canvas texture over whole image.

'Crackles' give to the image the effect of the old canvas of the Renaissance.

The 'ADJUSTMENT' group allows you to easily edit the exposure, brightness and contrast of the image, add a gradient map or solid color on it.

CONCLUSION

I hope that my quick HDR OIL ART Action tutorial was useful to you. If something is still not clear for you, please watch the video tutorial.

Thank you again for your purchase!

Warmly,

Your Saturn62.