

Hey everyone.

I have repeatedly been asked how i make my mannequin manips look like, well mannequins. My usual answer is that its too complex to describe. Well i'm about to give it a go.

First off i must point out is that most of the process is very individual to every single image and can not be generalised.

The first step is to pick the image to work with. You need one with good contrast. since we are going to make what is essentially a grayscale image we need to have a good difference between shadows and light/highlights. This is the reason why many home made images work less well.

Ok we got our image. Copy the background layer. Next step is to give the new layer the old fashion magazine treatment. u know what i mean. Retouch the shit out of it. Do away with every pimple and spot and anything else a plastic dummy would not have such as nipples and so on. Im not going to go into how here. If u need to learn this mosey over to YouTube and have a field day.

Now that the individual in the picture already don't look real in one sense we need to make it more plastic looking. to do this we start by duplicating the layer we been working on.

Maybe i should mention there is going to be a shit load of layers in this image. As an example the image here to the right is the layer list from mq 136. And in that one i didn't use that many.

Any way. on this new layer use the blur > surface blur tool. play with it until you are happy with the surface. The smaller features like mouth nose and things of that nature might get fussy or disappear. To fix this we and a layer mask and use a soft low opacity brush to bring them up from the lower layer. Now merge the blurred and the original layer. It might be an idea to work non destructively. As in duplicating the layers before merging them. that way u can back track if u make a mistake.

Now make the merged layer grayscale.

Next step is to take the grayscale layer and stick it in a group. add a layer mask to the group and mask away everything but the skin of the model. There are many ways if doing this so, yet again, Youtube is your friend.

Now we have a n image with a model with a very smooth but very gray complexion.

Duplicate the grayscale layer until you have 5 of them, 4 to work with and one in reserve if u bugger something up.

Below the gray layers we make a new one that we fill with a solid

color. As to the color its up to you. what ever general color you want your mannequin to have. Then i usually end and link a Hue/saturation layer to it to adjust the color and saturation as i go along, witch is almost always mandatory for it to look good.

Now comes the magic, and also the part that cannot be arbitrarily explained. Change the blend modes of the layers above the color and Hue/saturation adjustment layer to reflect the different shades of light and shadows to be found on and object. In most cases i use soft light at the bottom then multiply screen and Color Dodge at the top.

If u just stack these on top of one another it will look like, well like crap. so hide everything but the soft light and the multiply layers. now it should be really dark. But u need the multiply for the darker shadows and lines. So go into blending options and blend away the lighter most parts and only keep the very dark ones.

Now apply that the same process on the top most layers. With the exception that the topmost ones are light layers so you need to bend away the darker parts.

Now this is not a precise science so to speak. It takes a lot of fiddling and adjusting and sometimes a little blur or curves or levels ajustmentlers to make it look good. But that is basicly it. when u are done. Just go look for the separation points tutorial and apply.

Good luck

Now. Get get out of my head. It is getting crowded in here.