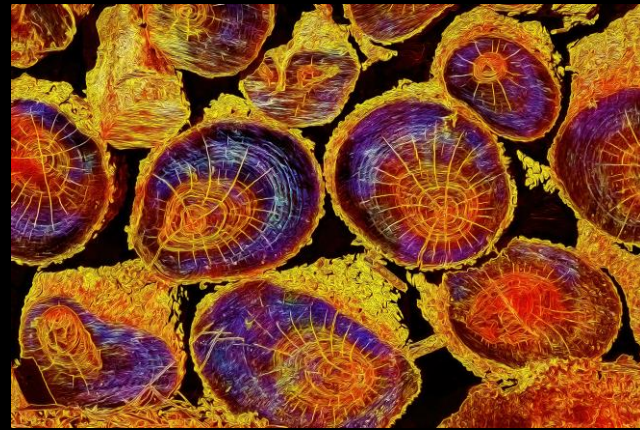
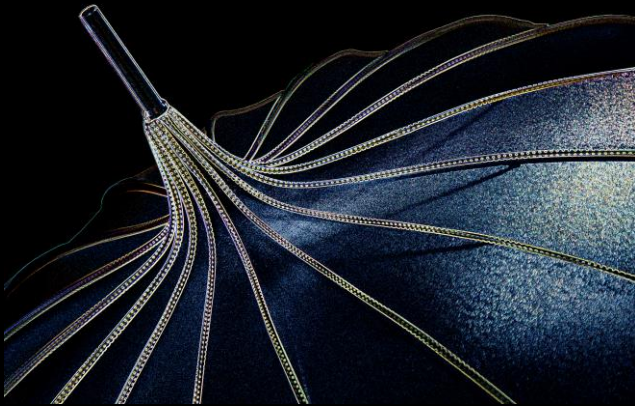




Fun with Photoshop's Flexible Filters



Gert van Ommering

Sierra Camera Club Program - 1 December 2022

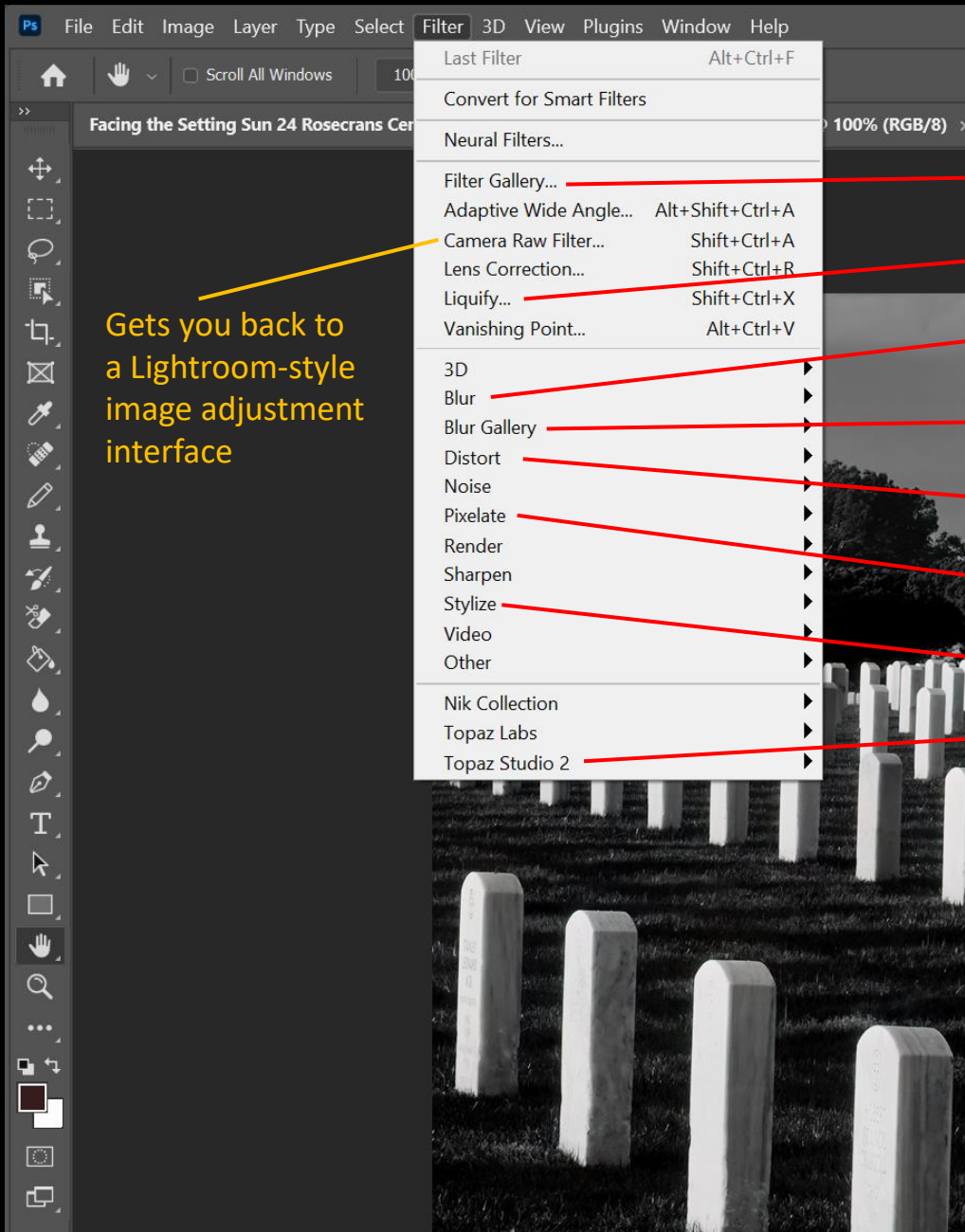
Topics

- Context
 - Why do this?
 - What I will focus on
- Overview of Filters and Menus
 - Focused on the more dramatic and radical ones
 - What are their options
 - What do they do
- Guidelines woven in
 - Suitable starting images, though it depends
 - Experiment with the filters and their adjustment sliders
 - Combine multiple filters plus Photoshop's other image adjustments
 - Play and try stuff to find your favorite filters and sweet spots
- Some examples and the tools I have used

Context

- Upsides of playing with complex filters
 - Creative use of filters and compositing can lead to unique images that are not likely to be duplicated
 - It's fun to experiment and explore while learning new skills
- Downsides
 - Results can be fairly radical and/or abstract
 - Unlikely to win awards - but possible in creative categories, judge willing
 - Too often judges will say: "Where am I supposed to look?" "What is the subject?" "What is the story?" instead of going for the overall impression
- I will point out creative filters that mostly are beyond "one-click"
 - Anybody can do "one click"
 - I.e., you should experiment with the sliders and alternative modes and filters in various combinations
- To get interesting results
 - I'm identifying the filters with the most transformative results
 - Use various filters and settings in various combinations
 - Start with images that have strong color contrast and/or strong patterns, and are not overly complex
- Keep playing to get surprising and unique images

The Filter Menu Dropdown



Gets you back to a Lightroom-style image adjustment interface

Worthwhile filters for creative effects

Various paint, graphic effects, textures

Smear/distortion brush

Radial, motion and smart blur

Iris, path and spin blur

Multiple fun effects – more later

Crystallize

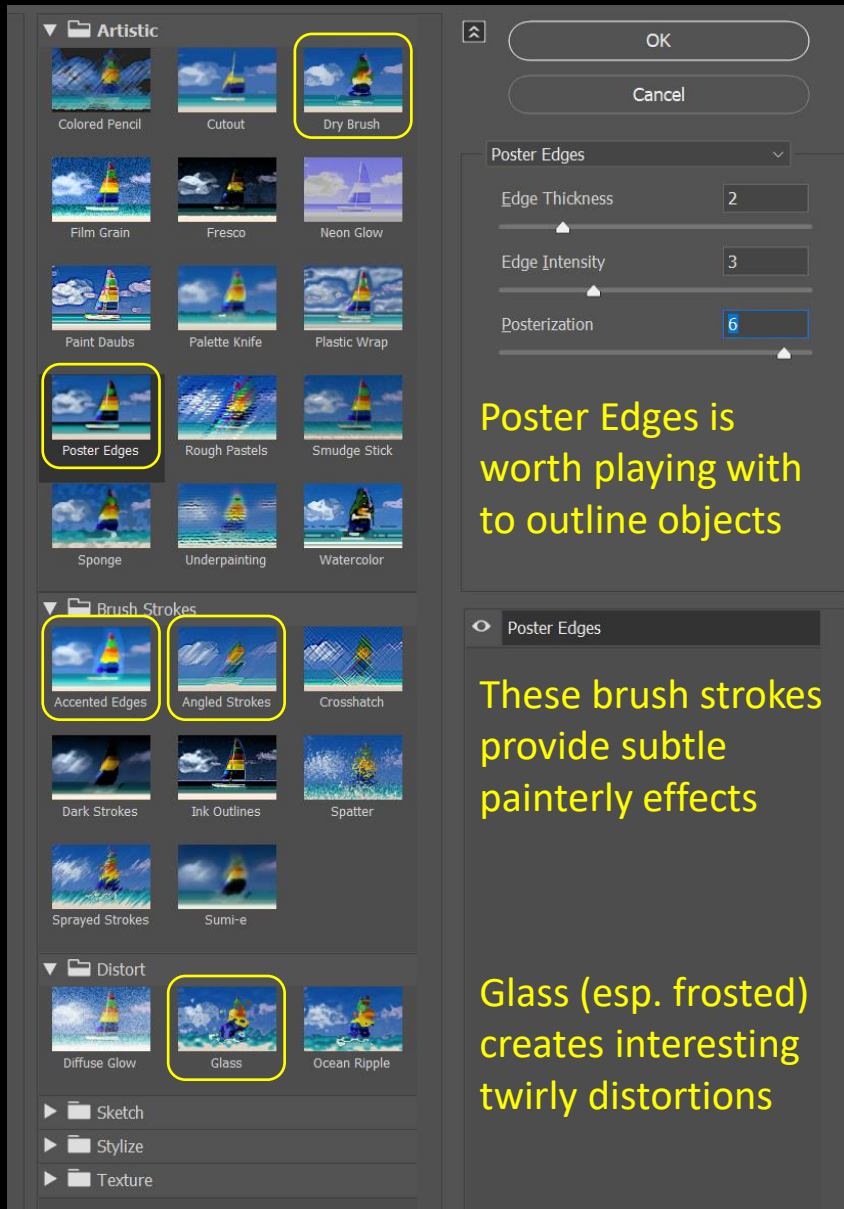
Multiple fun effects – more later

If you have it – a fair number of usable creative filters and “looks”

- For those highlighted, the most fun, creative filters are indicated

- Those not highlighted have essentially no “creative” filter content

Filter Gallery – just a few are worthwhile



Artistic

Colored Pencil Cutout Dry Brush

Film Grain Fresco Neon Glow

Paint Daubs Palette Knife Plastic Wrap

Poster Edges Rough Pastels Smudge Stick

Sponge Underpainting Watercolor

Brush Strokes

Accented Edges Angled Strokes Crosshatch

Dark Strokes Ink Outlines Spatter

Sprayed Strokes Sumi-e

Distort

Diffuse Glow Glass Ocean Ripple

Sketch

Stylize

Texture

OK

Cancel

Poster Edges

Edge Thickness 2

Edge Intensity 3

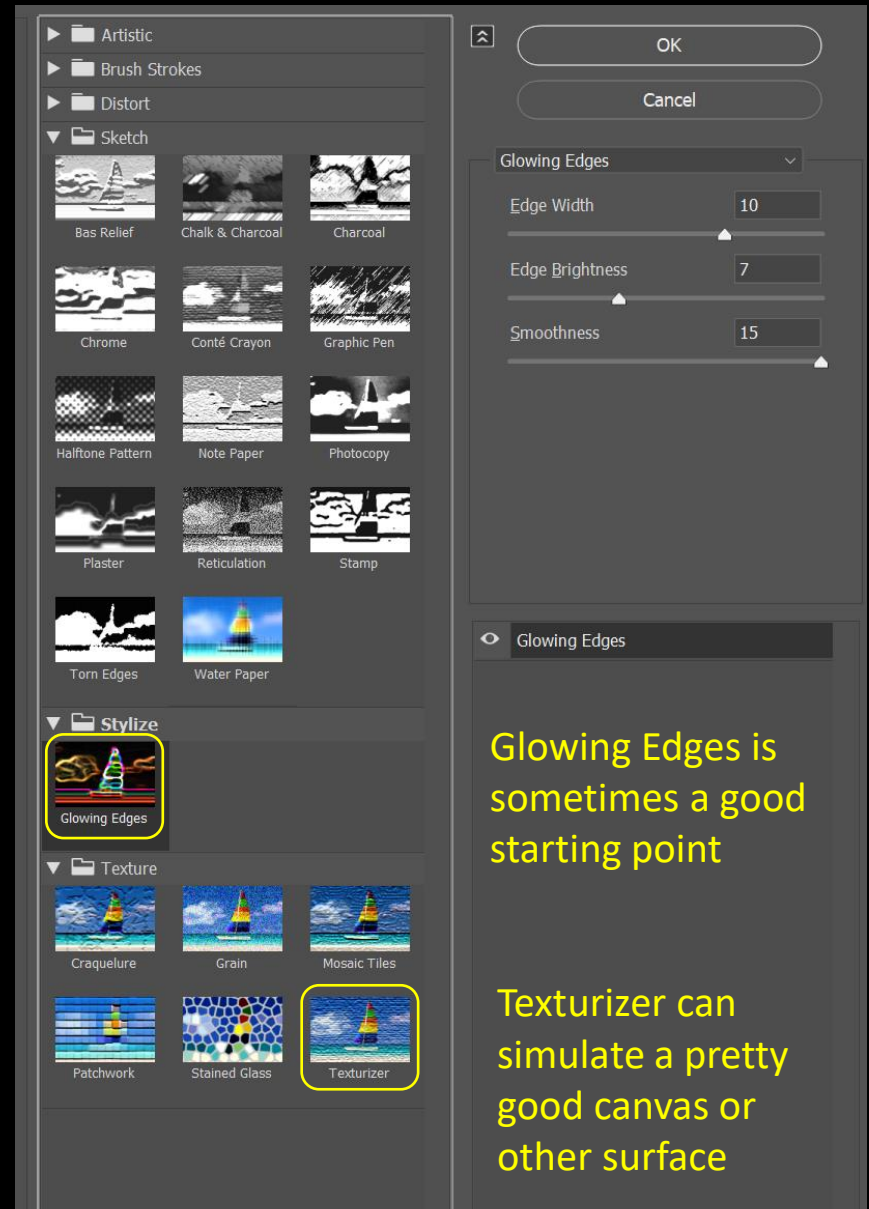
Posterization 6

Poster Edges

Poster Edges is worth playing with to outline objects

These brush strokes provide subtle painterly effects

Glass (esp. frosted) creates interesting twirly distortions



Artistic

Brush Strokes

Distort

Sketch

Bas Relief Chalk & Charcoal Charcoal

Chrome Conté Crayon Graphic Pen

Halftone Pattern Note Paper Photocopy

Plaster Reticulation Stamp

Torn Edges Water Paper

Stylize

Glowing Edges

Texture

Craquelure Grain Mosaic Tiles

Patchwork Stained Glass Texturizer

OK

Cancel

Glowing Edges

Edge Width 10

Edge Brightness 7

Smoothness 15

Glowing Edges

Glowing Edges is sometimes a good starting point

Texturizer can simulate a pretty good canvas or other surface

You definitely need to play with the sliders for each filter and get a feel for how they interact and affect the outcome – often the extremes give very poor results

Liquify

- Manual smear/distortion brush with a slew of settings
- For most purposes you only need to adjust Size and Pressure
- The “Rate” slider lets you twirl, pinch or expand a part of the image
- “Pin Edges” keeps image edges from being dragged inward

Liquify (37 West Sacramento.jpg @ 27.5%)

Properties

Brush Tool Options

Size: 600 Density: 100

Pressure: 100 Rate: 100

Stylus Pressure Pin Edges

Face-Aware Liquify

Load Mesh Options

Load Mesh... Load Last Mesh Save Mesh...

Mask Options

None Mask All Invert All

View Options

Show Guides Show Face Overlay

Show Image Show Mesh

Mesh Size: Medium

Mesh Color: Gray

Show Mask

Mask Color: Red

Show Backdrop

Use: All Layers

Mode: In Front

Opacity: 50

Brush Reconstruct Options

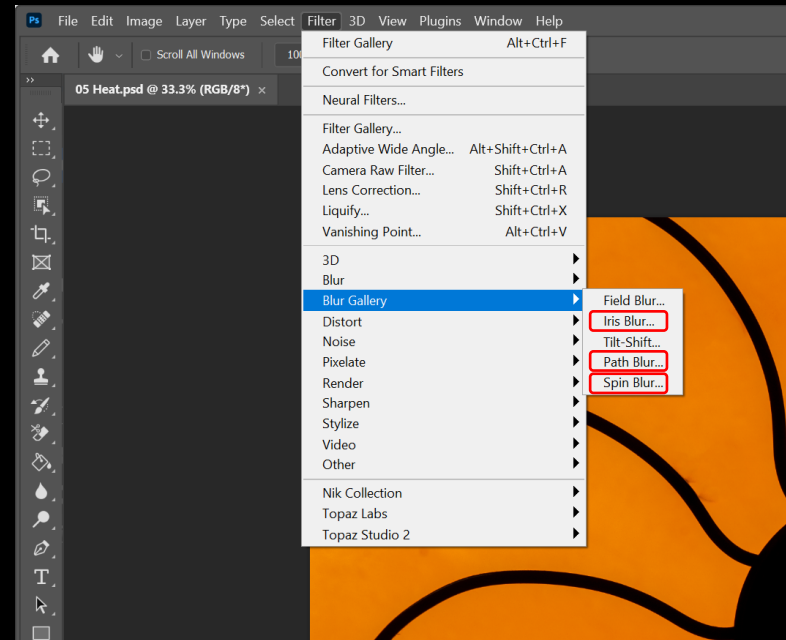
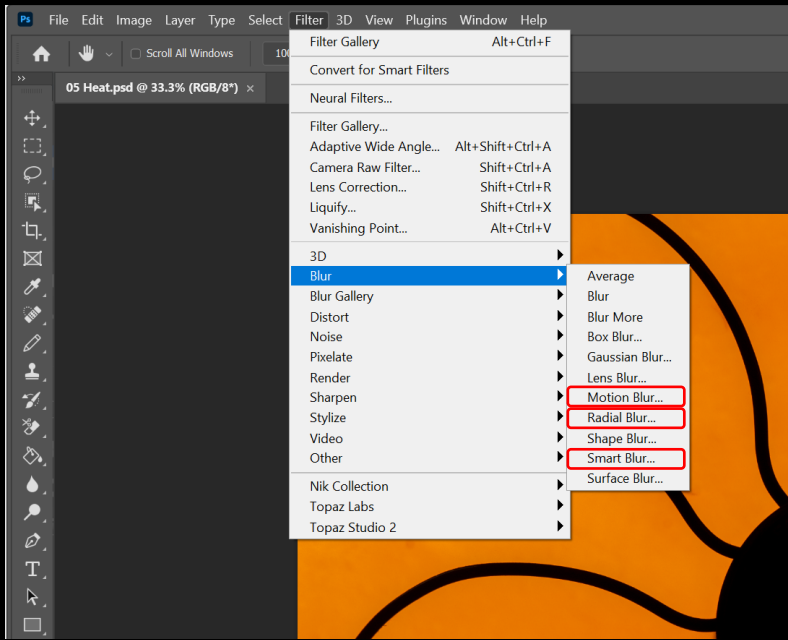
Reconstruct... Restore All

Preview

Cancel OK

Try the tools on the left and play with the sliders to get a feel for how they work and affect the outcome

Blur Filter Groups



- **Motion Blur**

- Blur background behind an object to suggest speed



- **Radial Blur**

- Circular spin on part/all of the image



- **Smart Blur**

- Smart but useless



- **Iris Blur**

- Blur radially beyond a selected radius



- **Path Blur**

- Speed blur on part or all of the image



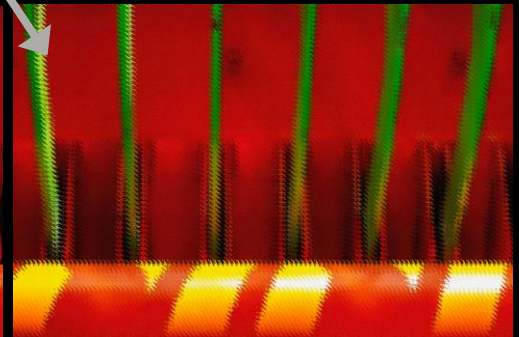
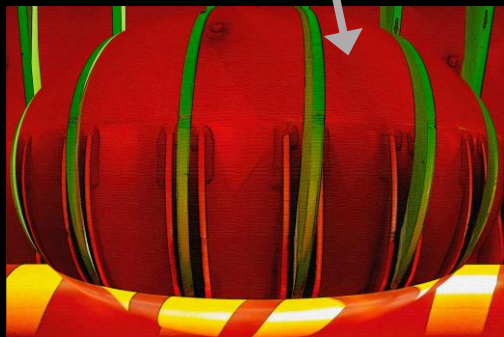
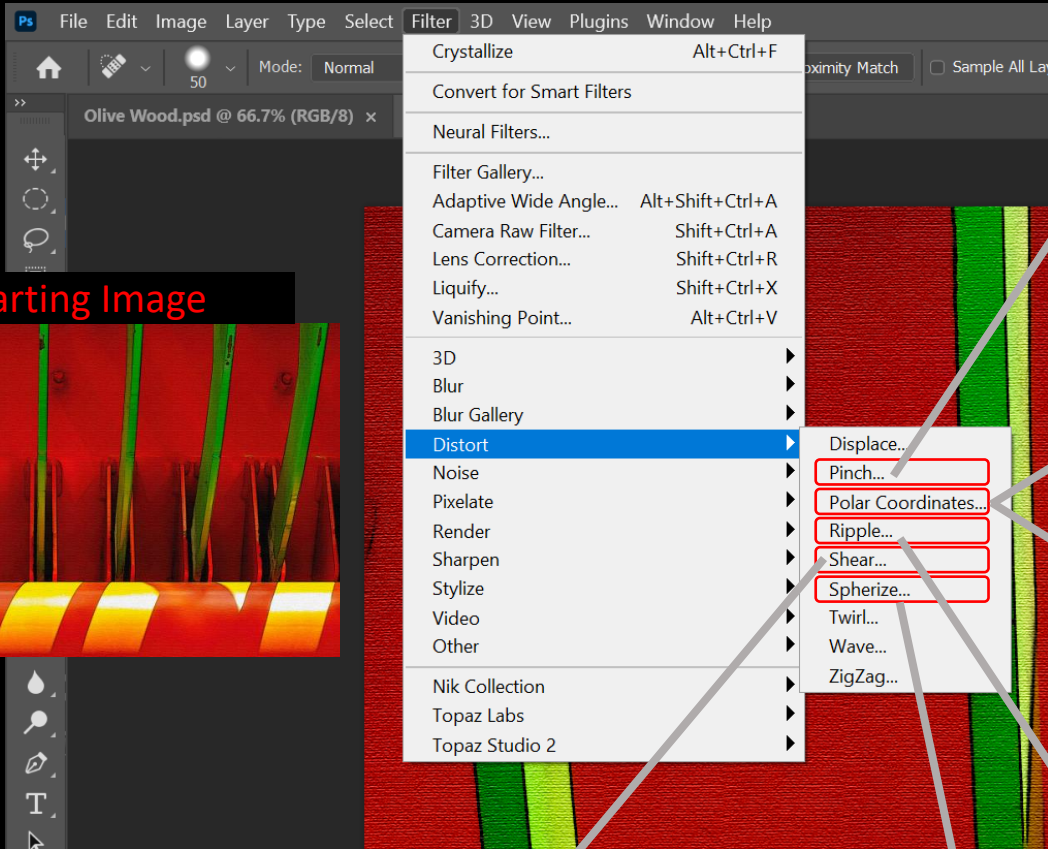
- **Spin Blur**

- Circular or elliptical spin



Distort Filter Group - 1

- Options with adjustments only in degree



Distort Filter Group - 2

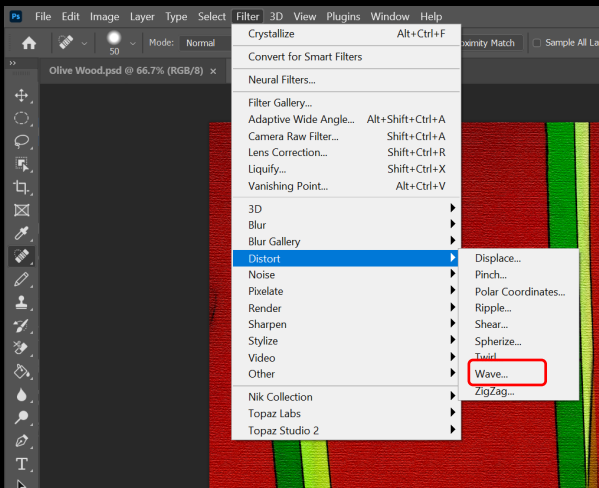
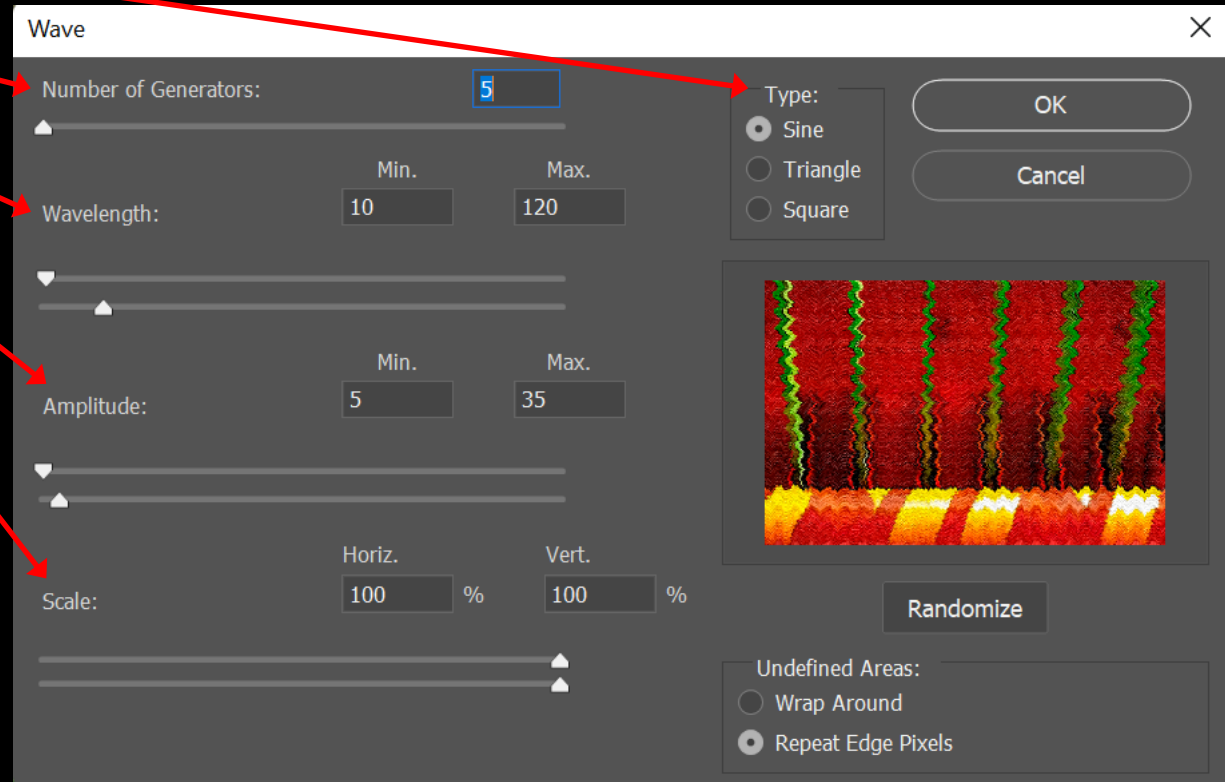
- Options with more radical and multiple sliders

The image shows a Photoshop interface with the Filter menu open. The 'Distort' group is expanded, showing options: Displace..., Pinch..., Polar Coordinates..., Ripple..., Shear..., Spherize..., Twirl..., Wave..., and ZigZag... The 'Twirl...', 'Wave...', and 'ZigZag...' options are highlighted with red boxes. Arrows point from these boxes to three examples of the resulting distorted images. The top-left image is labeled 'Starting Image' and shows a vertical wooden post with a red and yellow striped band. The top-right image shows the result of the 'Twirl' filter, with the image rotated around a central point. The middle-right image shows the result of the 'Wave' filter, with the image distorted into a wavy, undulating pattern. The bottom-left image shows the result of the 'ZigZag' filter, with the image distorted into a zigzag pattern.

Distort – Wave Filter

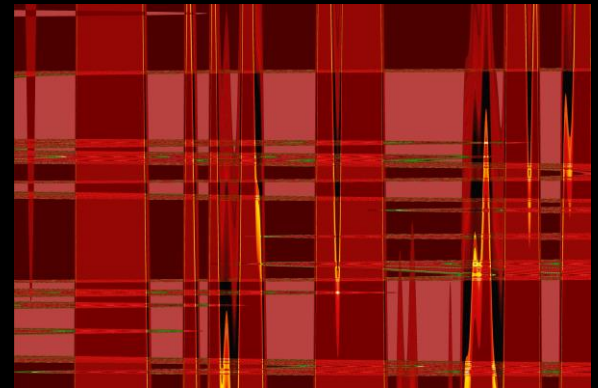
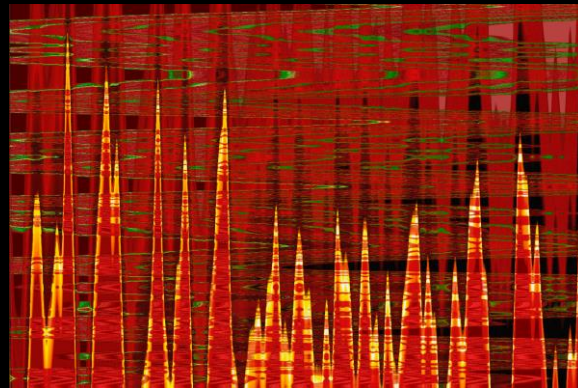
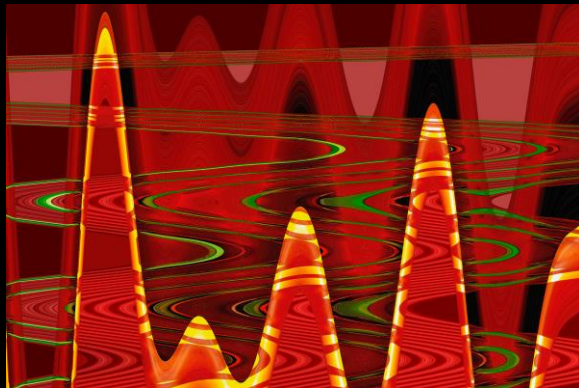
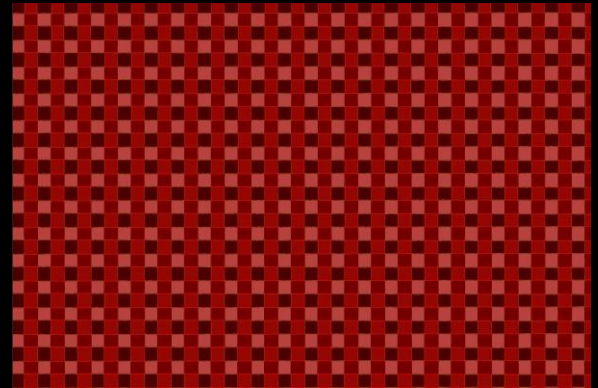
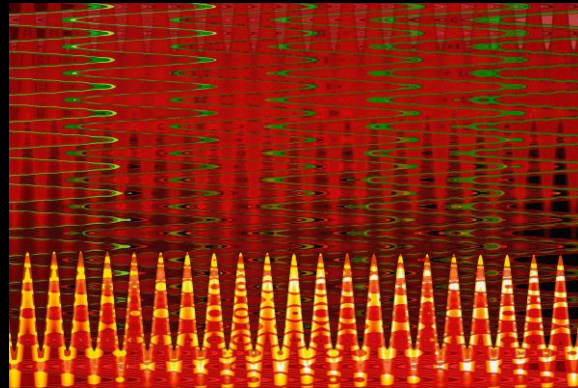
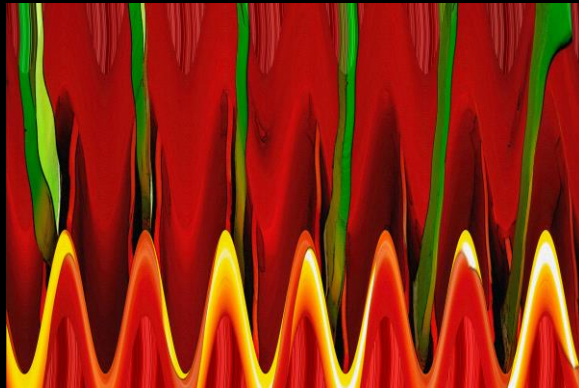
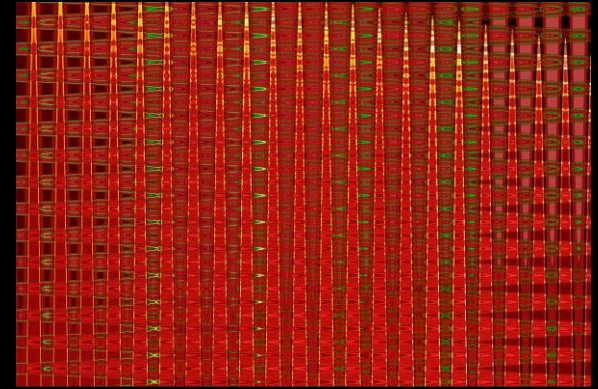
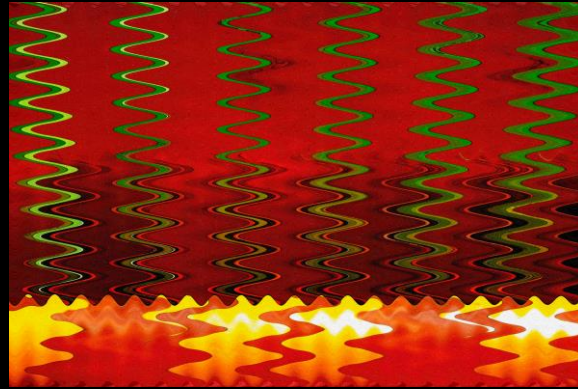
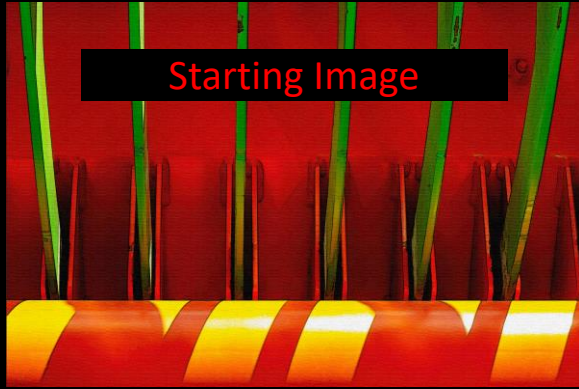
- The Wave filter has multiple sliders controlling distortion

- Type
- Complexity
- Periodicity
- Magnitude
- Scale/direction

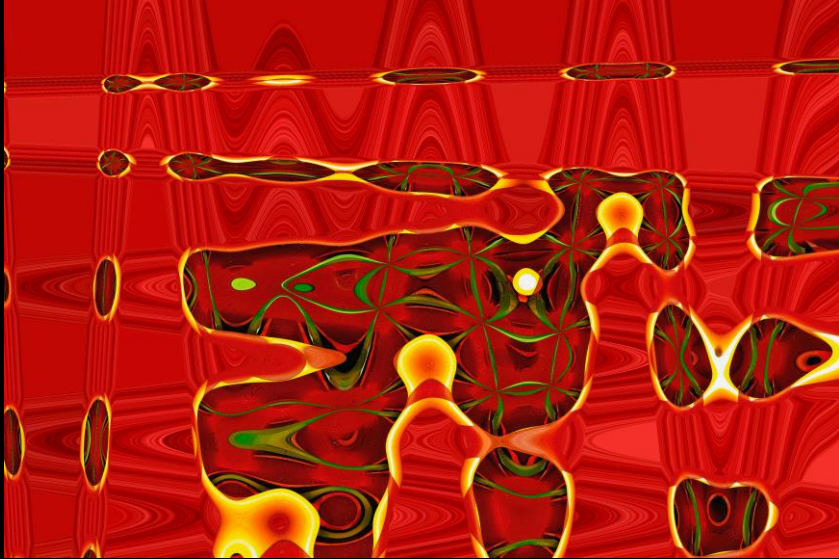


- Radically different results as you adjust the various functions in various combinations
- Everything from subtle to unrecognizable
- You will want to experiment with a range of adjustments to see what you like

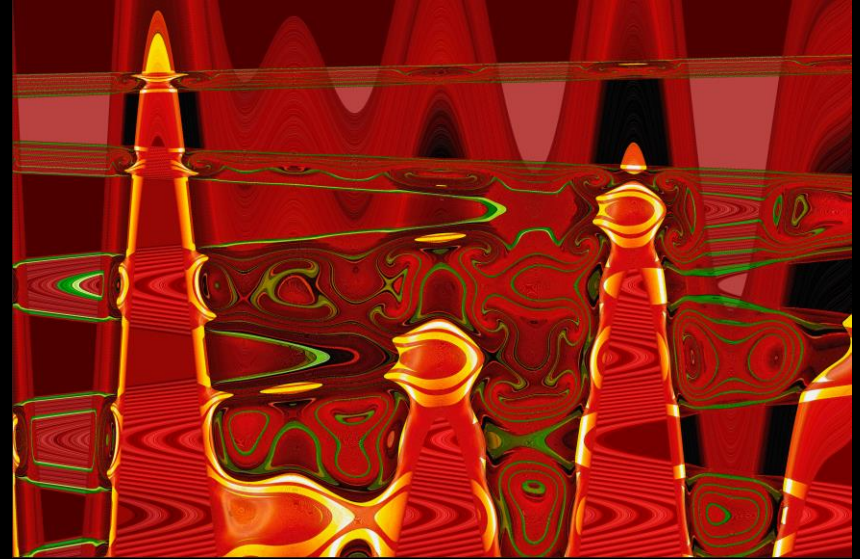
Distort - Some Wave Filter Results



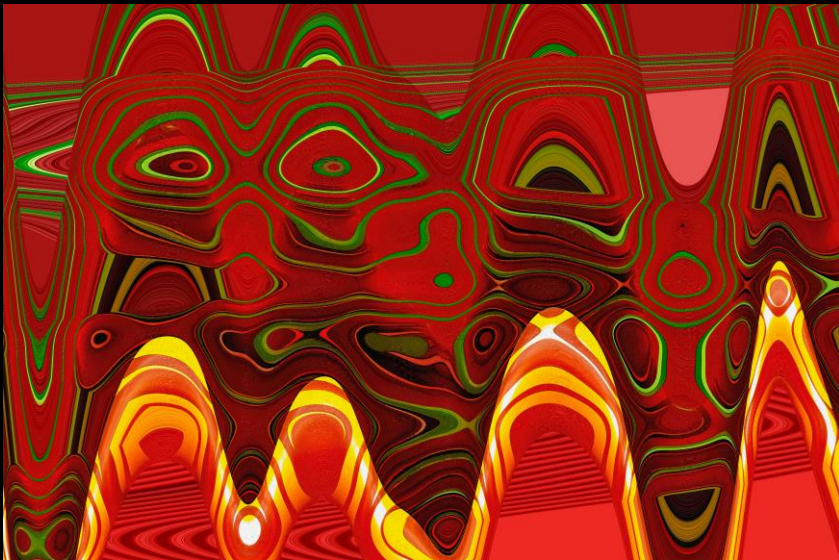
Combinations - endless possibilities as you slowly go insane



Polar Coordinates + Wave



Twirl + Wave



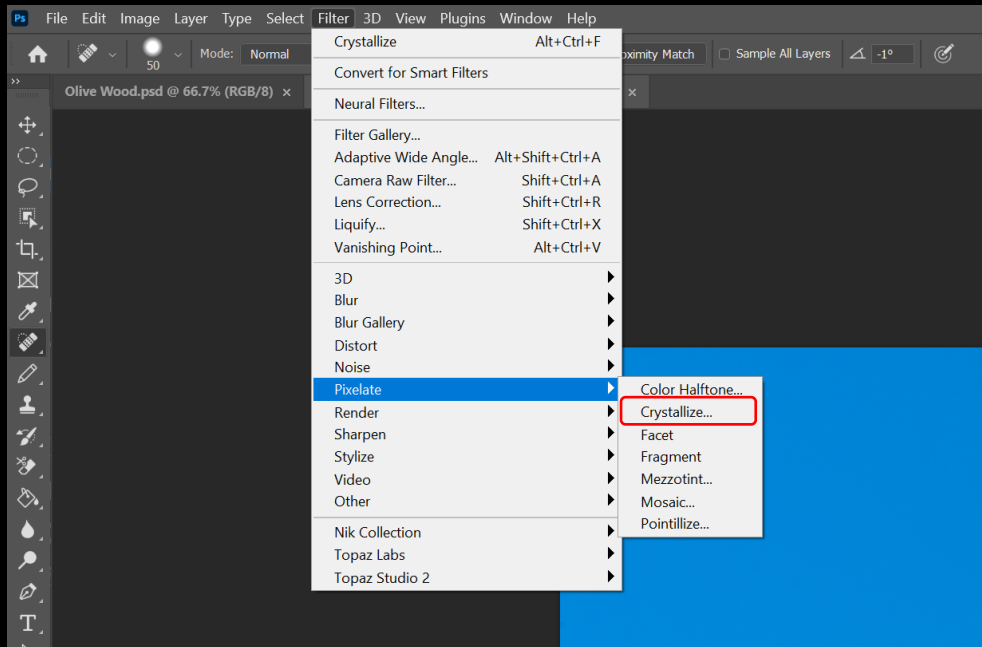
Shear + Wave



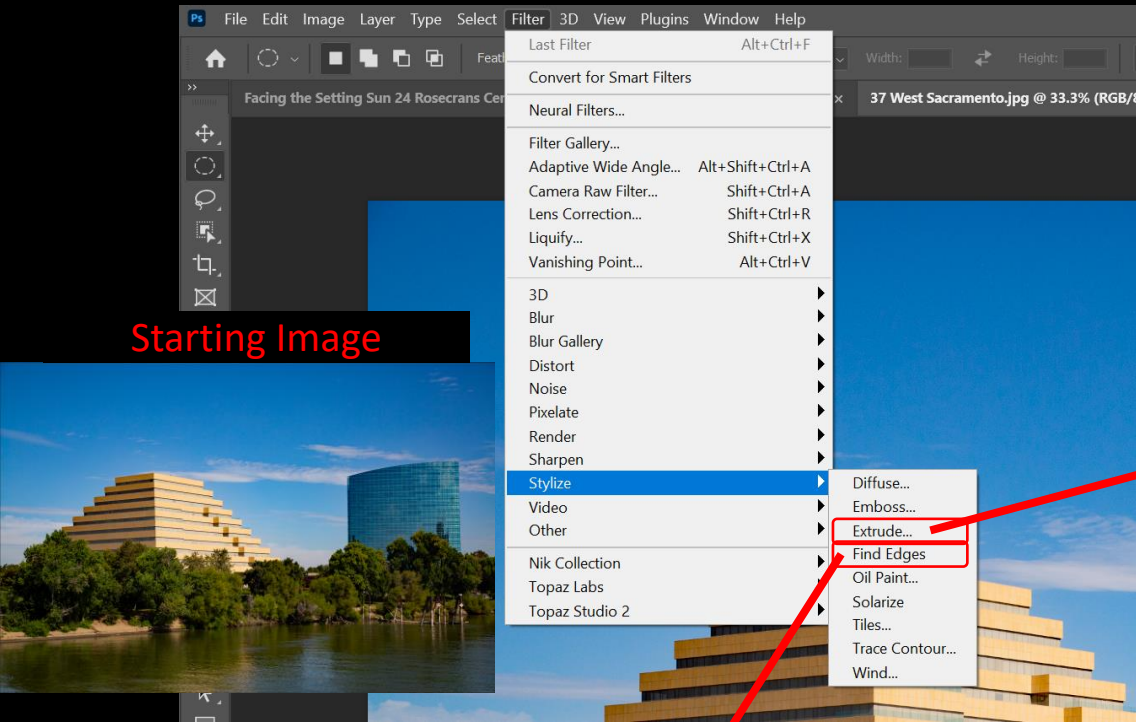
Shear + Wave + Shear + Polar Coordinates

Pixelate Filter Group - Crystallize

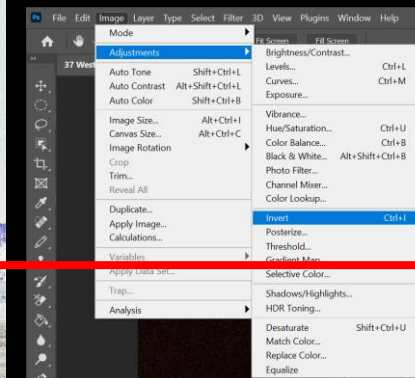
- Crystallize filter is the only semi-interesting one here
- Can adjust crystal size
- May be worthwhile in isolated cases
- Probably will not win you any awards on its own



Stylize Filter Group - 1

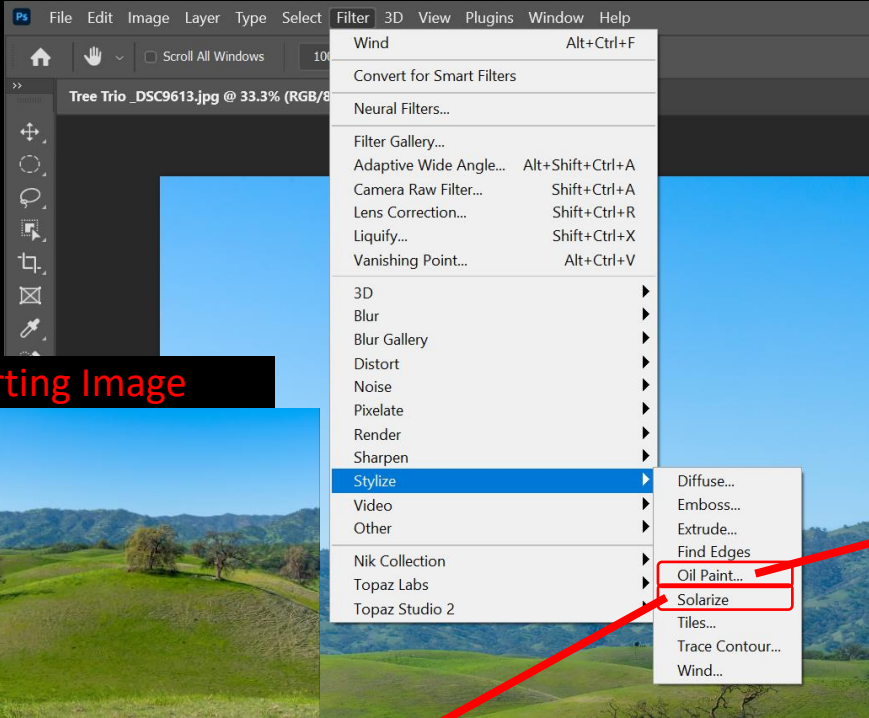


- Extrude gives a sort of exploding effect with control of the shape, size and depth of the cells - interesting if you don't overdo it

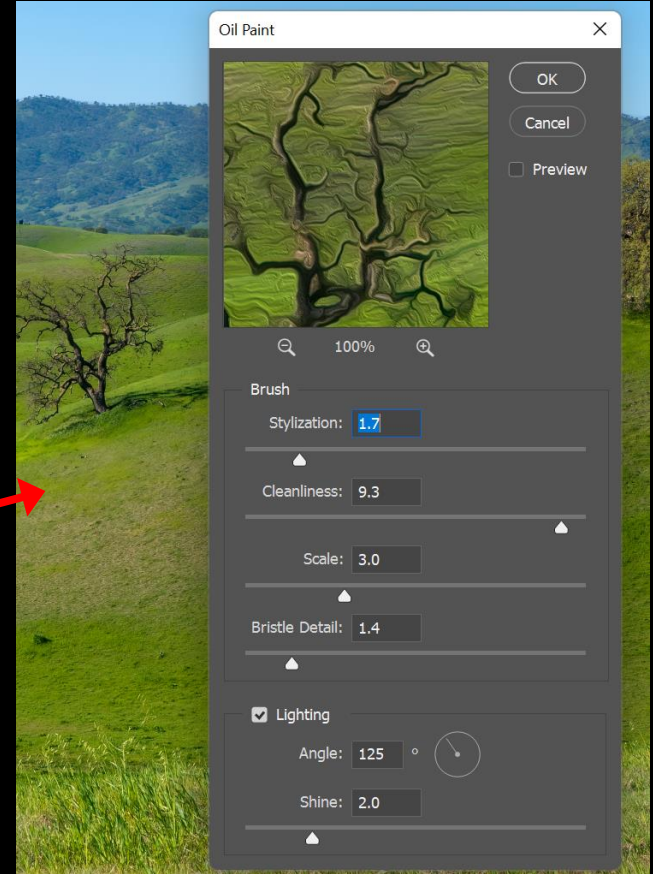


- Find Edges can provide an interesting starting point for further treatments, especially when inverted via the Image / Adjustments / Invert menu function

Stylize Filter Group - 2



Starting Image



- Oil Paint has a number of sliders to adjust the extent and prominence of the effect
- One way to make something of a nicely composed photo that lacks sharpness

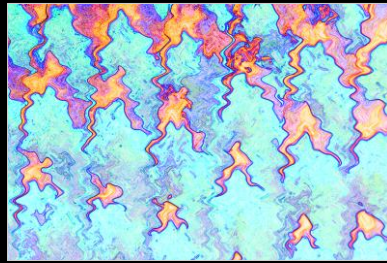


- Solarize seems useless, but from there you can get otherworldly looks by playing with hue, saturation, contrast and brightness

Oil Paint results with the settings on the previous page



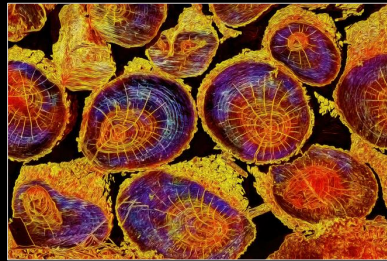
A few examples that I have had some
recognition and success with
in competitions and shows



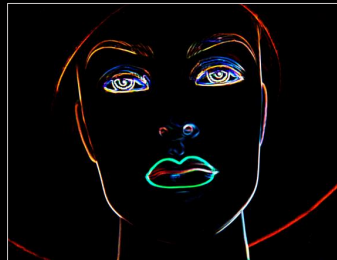
- Major color and contrast enhancement
- Find Edges, detail cleanup
- Color replacement
- Crop and clean



- Major color and contrast enhancement
- Crop to a color consistent scenario
- Enhance contrast and color, cleanup
- Twirl filters, minor liquefy, light poster edges
- Additional color enhancement



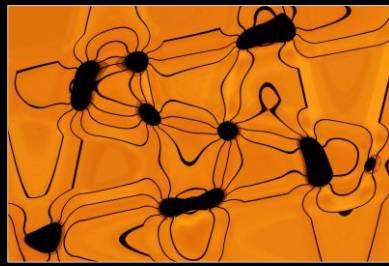
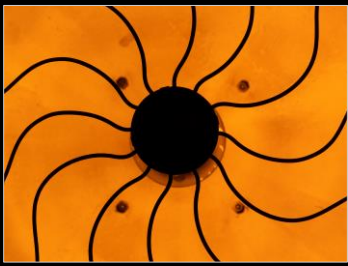
- Crop and contrast
- Invert color, hue and saturation changes
- Additional contrast
- Oil Paint filter for a fine twirly appearance
- Topaz DeNoise low-light sharpening



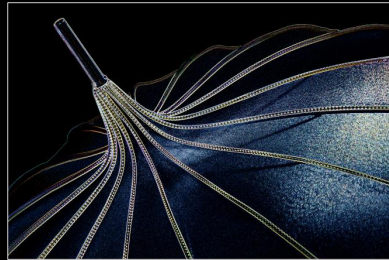
- Clone out lash and other details
- Increase contrast, vibrance and saturation
- Glowing Edges filter, crop
- Clean and clone out all distracting features
- Further enhance contrast and brightness



- Clone out and clean up distracting features, crop
- Modify background color
- Apply extrusion filter, pyramidal, small cell, large depth



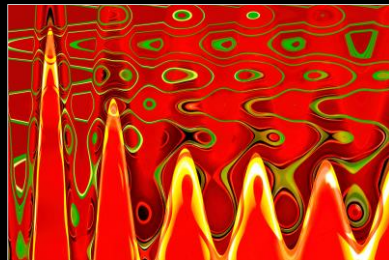
- Started with a simple image
- Clean up to make it yet simpler
- Apply low-level wave effect



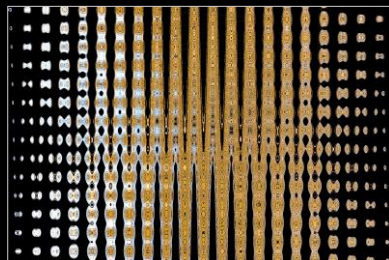
- Find Edges and invert
- Maximize contrast twice
- Bias color toward blue
- Extensive cleanup by cloning and healing
- Add further contrast



- Apply liquefy to background at different pressures, stroke lengths and directions to make a swirly, dreamy background
- Light liquefy on bed frame while leaving flowers largely untouched



- A relatively simple image with complementary colors
- Clean up potentially distracting detail, crop
- Increase vibrance and contrast, tweak hue
- Apply mid-level wave effects



- A fairly simple image with a repeating pattern
- Increase contrast
- Apply maximum wave effects with many generators and small amplitudes