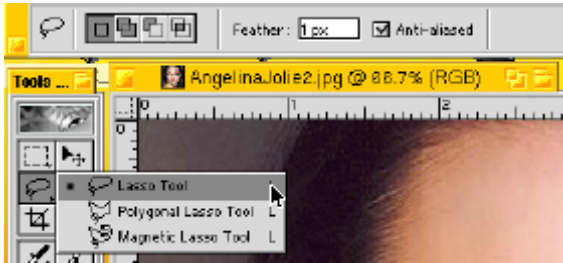


Open the file *AngelinaJolie2.jpg* and select the lasso tool. Notice you have a choice of three. We will start with the first one. Have your feathering set to 1 pixel and the first box checked off in the options section. (see below)



Zoom in on the lips, I usually like to work at about 200%. Now, click and drag the lasso, the very tip of the rope is the point. Follow the contour of her lip (screen 1). Turn your mouse pad horizontal and see how far you can get with one stroke. If you can't get the entire lip in one stroke then hold the *shift* key down before you let up on the mouse (screen 2), this also changes your option box:



Now, when you click and drag some more this will be added to your selection.

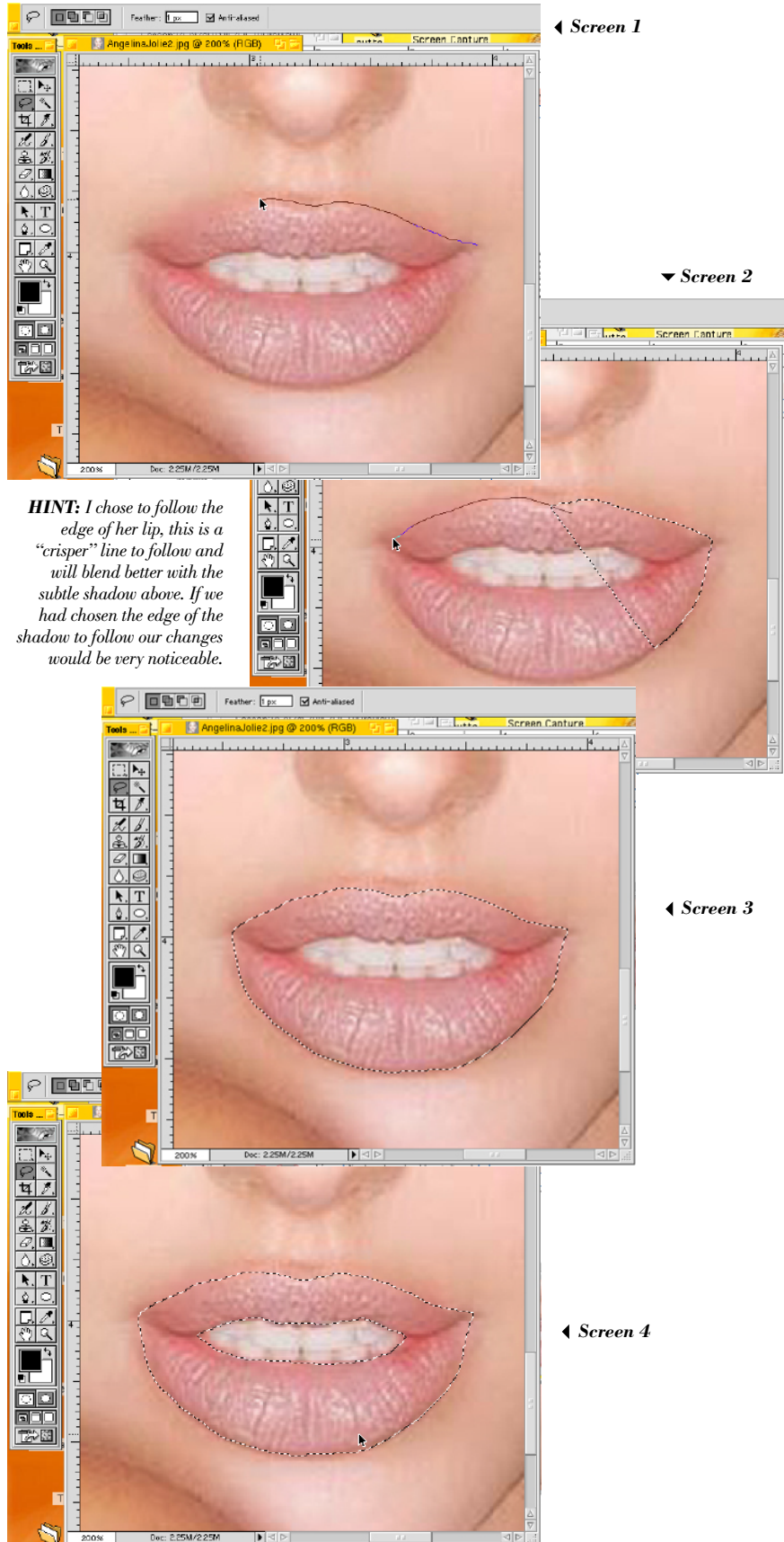
It may take awhile and a bit of getting used to, but you will get the hang of drawing with the mouse. Also, very important, make sure your mouse balls are clean...lol. But really the ball guides are easy to clean and will make it smoother to draw with, I attached a separate .pdf file that tells you how to clean it.

Once you have the entire lip area selected, screen 3, we want to define the teeth. This is simply a subtraction of the area we were working in. So you can either hold down the *option* key or select the subtraction option box:



You will also notice a small - sign next to the lasso. Whatever you select now will be subtracted from the lips. Click and drag to select the teeth, this can be done in portions as well (screen 4).

Now that we have selected the entire lips and only the lips, copy them (*command c*) and paste them (*command v*) to a new layer. Because this area is still selected when you paste, it will be pasted in the exact same spot. Name this layer "lips". By putting your different elements on separate layers you get much more flexibility. And that is precisely why the layers are there.



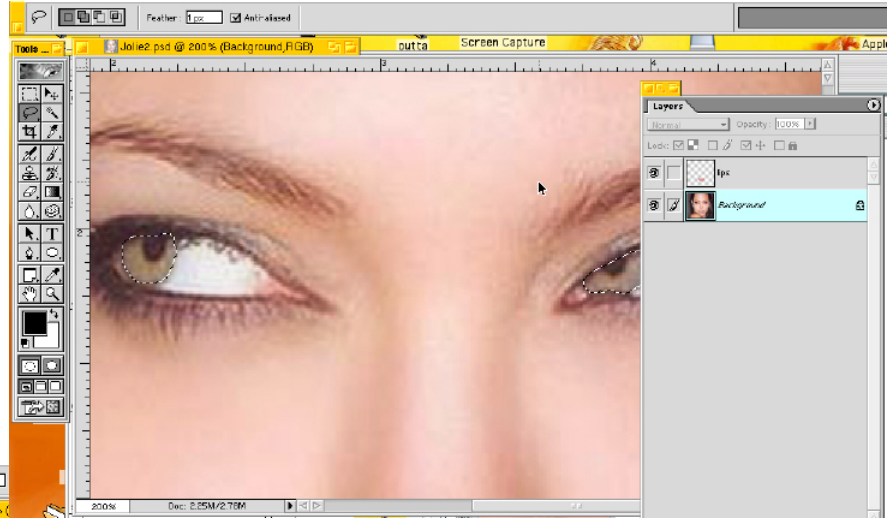
Now, be sure to save your work. If you haven't done so yet, save it as *Jolie2.psd*. To preserve it's layers the image must be saved as a photoshop document, which is what the *.psd* stand for.

Okay, we will want to select the eyeball of each eye. You can include the pupil because any color adjustments you make will not apply to black. *Screen 5* shows how the selected area should look. You can use the option box:

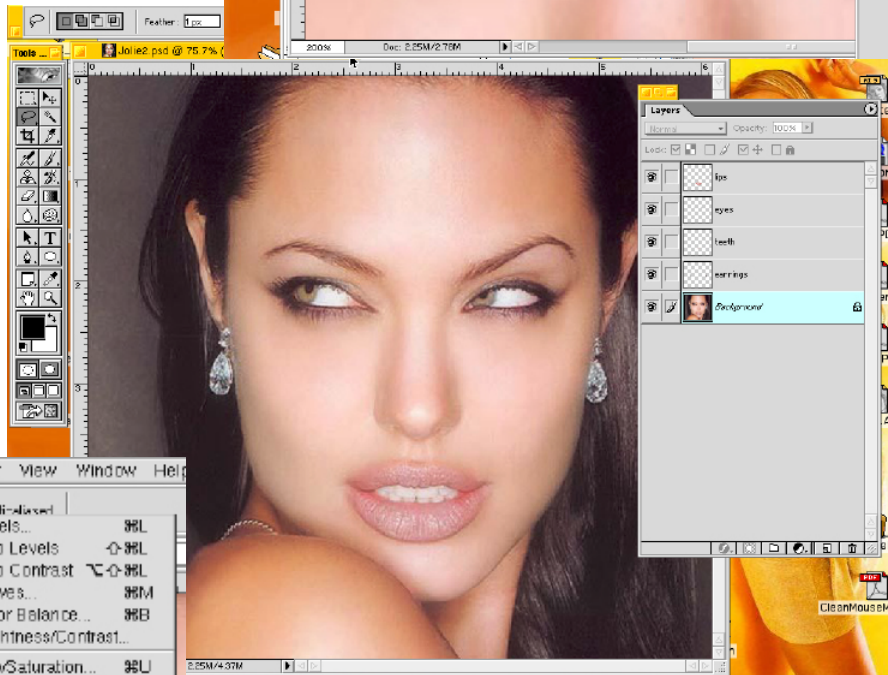


Or simply hold down the *shift* key to add the selection for the second eye. Do the same for the earrings and teeth. Always remember to go back to the *background* layer to make you selections. Then *copy* and *paste* each new element. Name every layer by double-clicking the layer with the *option* key held down. Once all of your layers are made and named it should look like *screen 6*.

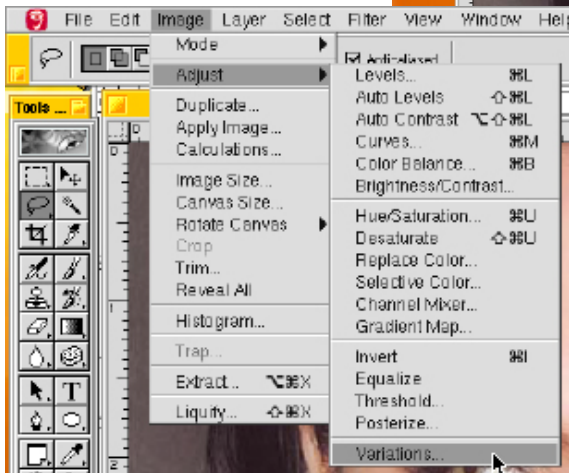
Now for the fun! Select each layer and use the variations palette which is located...



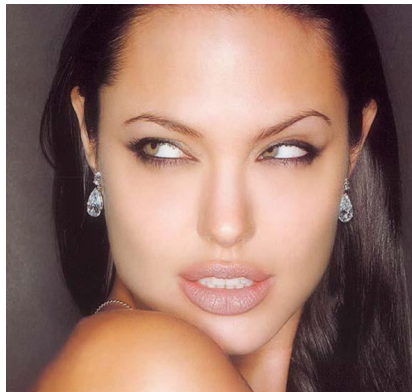
Screen 5 ▲



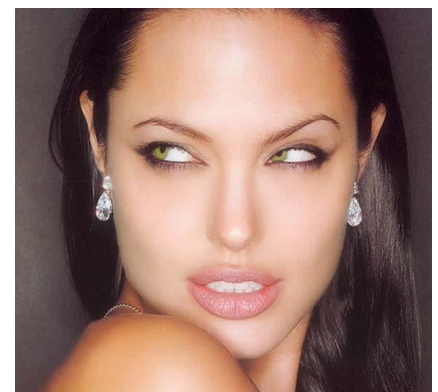
◀ Screen 6



This is a beautiful image to work with, so, my adjustments do not make much of a difference, your's may be more dramatic. I did soften the shadow on her nose, which tends to thin it out a bit. One thing we will address later on is the color difference between her face and the rest of her body. This is not uncommon. Many models tend to make-up their face with several layers, which in turn reflects light substantially different than skin without make-up.



Before



After

**NOTE:** The adjustments made here are very subtle. By changing your color variations you may come up with more dramatic results. Also, as you work with more images you will be making more adjustments to skin blemishes, hair frizzies, etc. The after images on those will be more significant.