Photoshop Re-Touching Techniques

Fixing the Hue/Saturation on a specific point or person:

First, go to Adjustments Panel & click on Hue/Saturation. You can adjust at this point by clicking on hand in panel, then going to any point in pic, click & drag.

To focus on one face, person or point, click on the Masks tab next to Adjustments. Make sure your forecolor in the lower left tool panel is white. Then choose appropriate brush, and paint on the on spot. When finished, the mask should appear with a white spot. Click back to Adjustments with the Hue/Saturation and now correction should only appear on the masked spot!

Getting Color Correction in Entire Photo Thru Curves:

First, get eyedropper. Then click on point sample near brush area and pick 5 by 5 (will want bigger sample for bigger files). Also, make sure to click on All Layers, next to point sample. Go to point in pic requiring change. Hold shift key & click. This will bring up your histogram dialog box. Look at the RGB numbers. If you're trying to get a neutral color back, you need to adjust these levels to a similar number.

So, go to Adjustments panel & click on Curves. Select which color you want to adjust, click on the hand in the panel, then move eyedropper to same point in picture, click and drag. Watch the numbers. Do this for other colors, if necessary. This can help bring back neutral colors.

Fixing Really Bad Spots:

First create new layer and name it. Do any touch-ups needed with your healing tools, clone stamp, etc. Then, to make a BIG change, like fixing an eye or nose portion, you need to merge underlying layer: SO hit CMD + opt + shift + e

Then, select the portion you want to fix with rectangle tool. Click on create mask in the bottom of your layers panel. Turn other layers off so you can see it.

Next, hit CMD + t. Choose what flip you need (horizontal, vertical) and accept it. Using the moving tool, drag it into place. To blend it, make sure you're still in that layer, make sure you're forecolor is black, and pick a soft-edged brush. Paint the edges away.