

is a skill that can take years to master, so it's no wonder that we're happy to accept people as they are in photos - and memby so. But when a piece of software comes around the corner, like this one by Reallusion, it is incredible to witness just how easy it is to netouch and reshape people, and importantly mot make a mess of it in the process.

FaceFilter3 divides a portrait up into sections, so you're able to edit eyes, mouth, teeth and hair separately. But it doesn't stop there with this software; there are options to ifft and reshape bone structure, be it lifting or thinning the nose, or shrinking the size of the chin or jaw line. You name it, there really isn't much that Reallusion's FaceFilter can't do to a person's face!

Join us as we take a look at the stages of editing inside this software's inviting interface.

From improving eyes to making the face appear rounder or slimmer, there's plenty to get stuck into. Also, there are options for editing all the little facial muscles that we have but didn't know were there. After using FaceFilter3 you'll realise how easy it is to enhance a portrait quickly. Exploring all the little sub-menus and settings that change every part of the face also proves to be a highly addictive process.

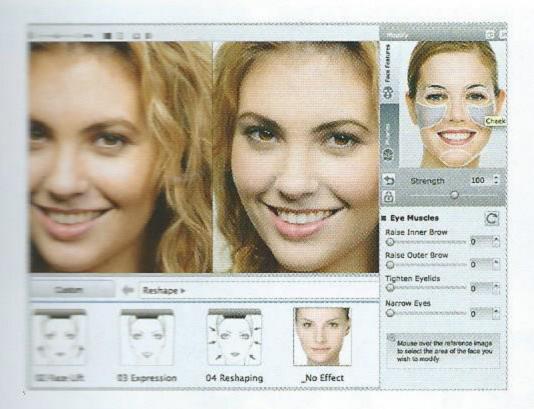
We also focus on some of the finer points of using FaceFilter3, such as applying blusher and choosing the best colour to match the model's complexion. In case you were wondering how to get hold of your own copy of FaceFilter3, there's a trial available at www.reallusion.com, so you can try out these steps on your own photo. We used the PRO version of the software (approx £48/\$80), but you can get the Standard version for approx £18/\$30.

Transform faces Edit features and apply make-up



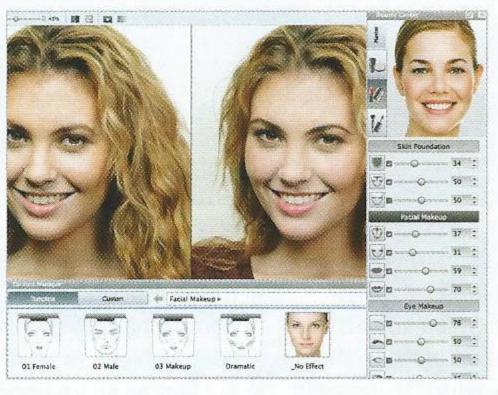
Import and fit

Import an image into FaceFilter3 and boost the Fill Light adjustment to lighten skin tones if required. Click on the Fitting tab along the top and position points over facial features like the eyes and nose.



Reshape the features

Head into Reshape mode and cycle between Muscles and Face Features next to the preview, on which you can select areas to reshape. Raise the chin and cheeks, and elongate the mouth and nose.



Apply make-up

Click on the Makeover tab and hit OK. Cycle through the Skin, Facial and Eye options and tick them to apply. Click on the thumbnails next to the sliders to change the colour of eyebrows and other features.



Add fun effects

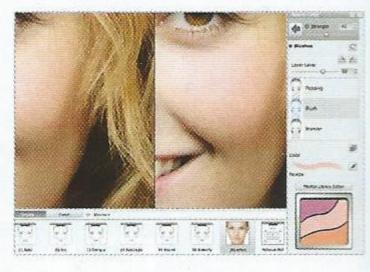
Add a vignette and adjust colour and rexposure in Effect once you've finished retouching. To reset any unwanted changes, click on the circular arrow in the panel on the right.

How to apply blusher in FaceFilter3



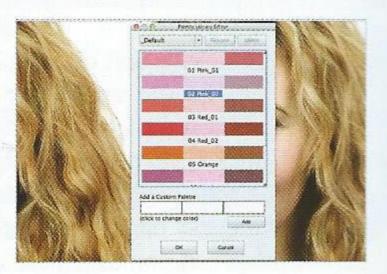
Digital blusher

When working in the Makeover section and in the Beauty Center, blusher can be added to cheeks using the second option under the Facial Makeup section. Click the Blushes box to edit its colour.



Edit colours

The Strength box needs to be ticked before editing. Colours can be assigned to three levels: Bronzer, Blush and Popping. Select a colour for each and define the Layer Level for each one.



Select colour palette

To change the combination of colours for the blusher, click on the Palette Library Editor. Colours are arranged in sets of three. Pick one and hit OK to use them on your image.



Export your image

This Export tab will let you save the image and choose the size of the final image. Keep the options Makeover, Reshape and Effect ticked and hit the Export button at the bottom of the Modify panel.

