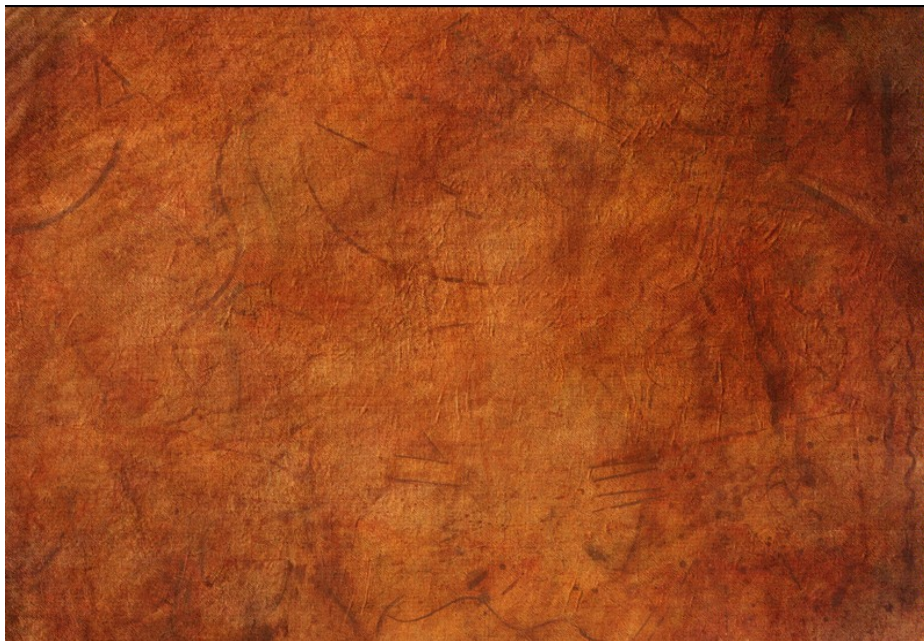# TEXTURING

For texturing I use the following method:
Texture + desaturate target (multiply mode) + mask + target layer.

Let me explain:

Open image as layer and add texture, open it as layer.

Duplicate the image and desaturated it (DL1), and apply a bit of brightness and contrast (brightness negative, positive contrast, equidistant values, levels (darken).

TEXTURING

Duplicate desaturated layer (DL2). Invert it. then we make with it a layer mask to extract the hair.
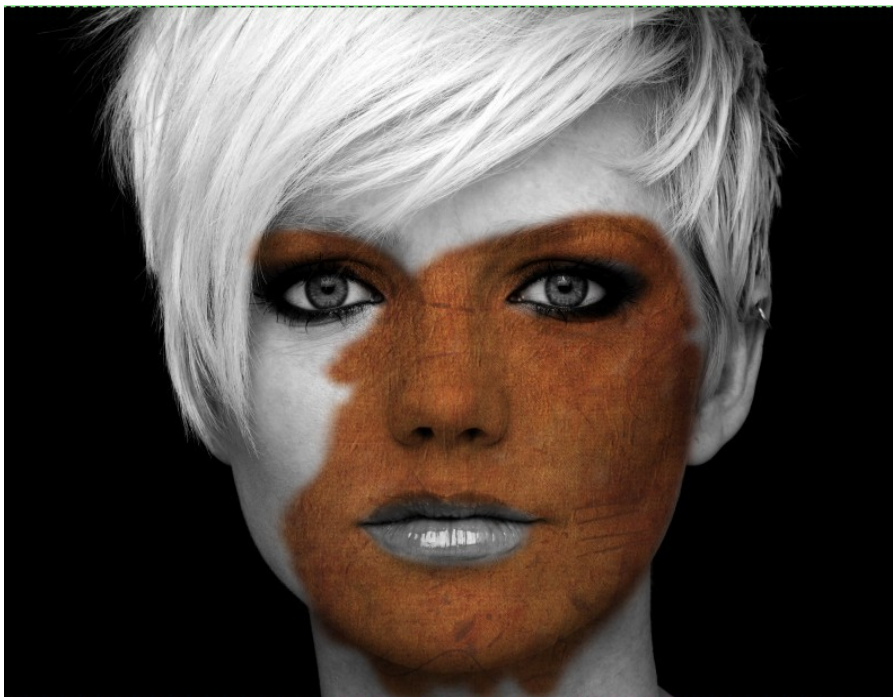
TEXTURING

Now we must hidden visibility of this layer and we must check that all layers are placed in this order (from bottom to top):

Image → DL1 → Texture → DL2 (hair layer mask)

Select Texture layer → Filters → Map → Displacement: default values and use DL1 as map.

Add layer mask, oppacity mode (black), to Texture layer. Set blend mode in Multiply and oppacity about 80 – 90 %. Paint with white over the face. Correct if it is neccesary.

Texturing

When it was finished, apply layer mask and merge down.

Now add, again, to this merged layer, a oppacity layer mask (black). Copy and paste DL2 (hair mask layer) on it.

The result must be:

With Dogde & Burn tool we can add lights and shadows, and with white color and a soft brush and low oppacity make corrections on hair.