**Pushing Color**

Using the Liquify filter gives more dimension, texture, and depth to your digital painting.

1. **File > Open a photograph of a flower. Simply the flower:**

Image > Adjustments > Desaturate

Layer > Duplicate Layer

Image > Adjustments > Invert

Change Blending Mode from Normal to Color Dodge

Filter > Other > Minimum > 2 Px

 ****

**2.** **Layer > New > Layer and Select the brush and colors you want to use for your painting.** For colors, I chose a soft pink hue for the background, deep violet purple, lavender, and bright purple for the center of the flower that I simply created long brush lines without worrying too much about where the color was bleeding. Then, I used three shades of yellow from soft to bright for the outer edge. I added a white and pink edged tip for the petal on the left. I also feathered the edges of the purple center of the petals for a natural appearance.

**3.** **I added a few muted shades of plum in with the soft pink at the bottom right corner. I also added soft yellow tip to the largest petal.**



**4. Next use the Liquify filter, select Filter > Liquify.** For the first filter, I use the warp tool and push the color from the outside into the center to create distinct movement and lines.

**Here’s a quick look at the tools available in Liquify:**

* **Forward Warp Tool ** Pushes pixels forward as you drag.
* **Reconstruct** **Tool ** Fully or partially reverses the changes you’ve made.
* **Twirl Clockwise** **Tool ** Rotates pixels clockwise as you hold down the mouse button or drag.
* **Pucker Tool ** Moves pixels toward the center of the brush area as you hold down the mouse button or drag.
* **Bloat**  **Tool ** Moves pixels away from the center of the brush area as you hold down the mouse button or drag.
* **Push Tool**  Moves pixels perpendicularly to the stroke direction. Drag to move pixels to the left, and Alt-drag to move pixels to the right.
* **Mirror Tool**  Copies pixels to the brush area. Drag to reflect the area perpendicular to the direction of the stroke (to the left of or below the stroke). Alt-drag to reflect the area in the direction opposite to that of the stroke (for example, the area above a downward stroke). Use overlapping strokes to create an effect similar to a reflection in water.
* **Turbulence** **Tool ** Smoothly scrambles pixels and creates fire, clouds, waves, and similar effects. To adjust the smoothness, drag the Turbulent Jitter pop-up slider in the Tool Options section, or enter a value between 1 and 100 in the text box. Higher values increase smoothness.

**Use All 8 tools!!!**



**5. I select Filter and then choose “Artistic” and “Watercolor” to add depth.** (You may not see the difference until you do it in your own painting or download this image and enlarge it to see the texture added.

**6. I added various shades of green brush strokes around the upper right corner.** I added deeper orange color near the tip of a couple of the petals. Next, I selected “Filter” and “Liquify” again using the clockwise tool to create an interesting center, pushed more color in different directions within the flower.

 

**7. To complete this simple painting for the tutorial I added dots, a raindrop element in the far left and the smudge tool to soften some of the edges.**



**8. Same final painting — however, changed the “Hue” to darken the color to show more blue purple instead of violet.** I show this so you can see that you can alter an image just by working with “Adjustments”.