OUTLINE & GRADIENT PHOTOSHOP ACTION - USER GUIDE
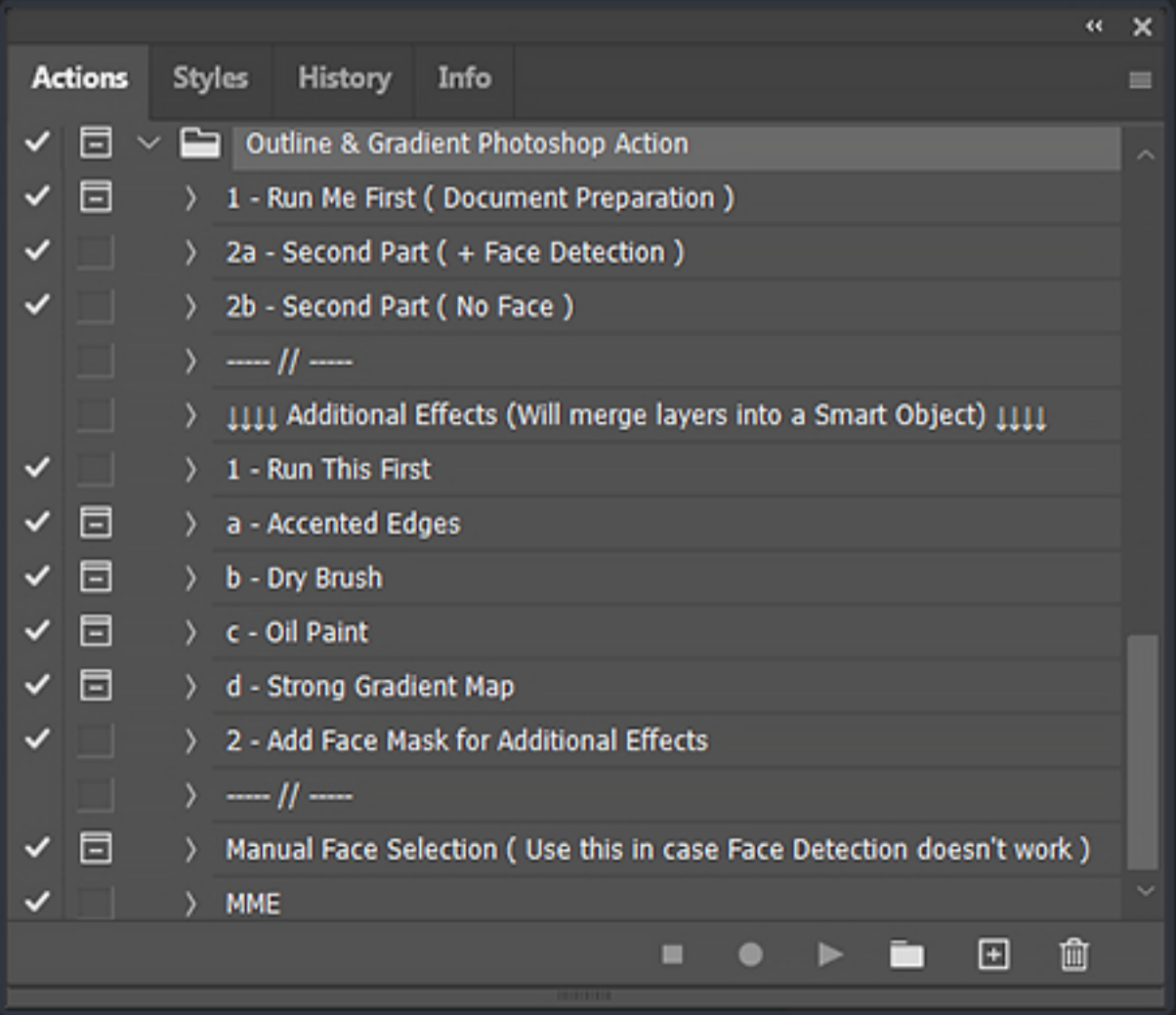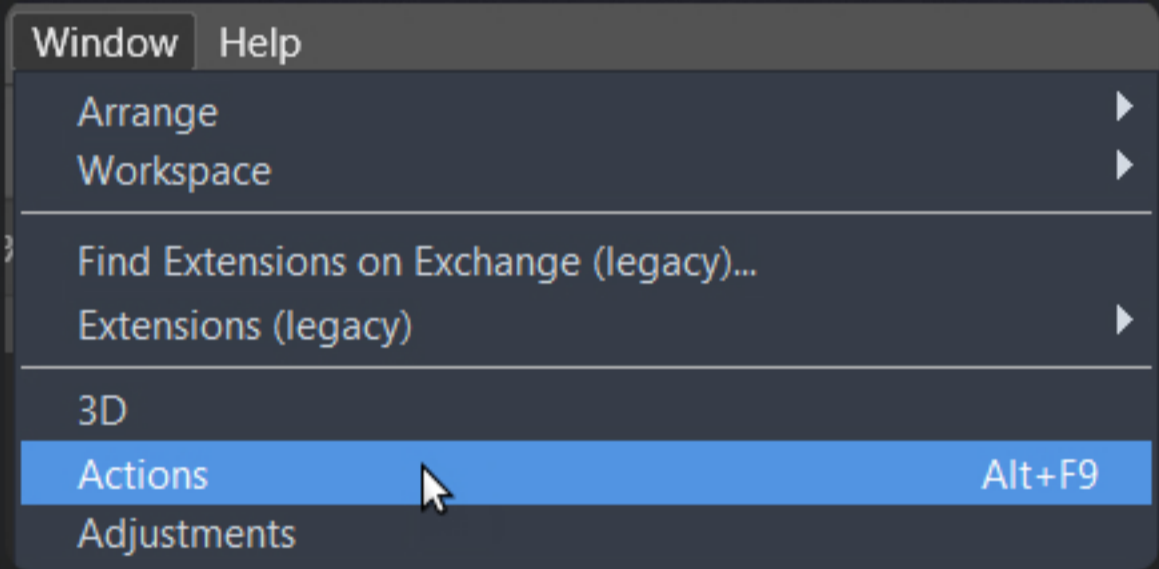
How to install:

Double-click on each of the files. All three are necessery.

- Outline and Gradient Photo Effect - User Guide.pdf
- Outline and Gradient Photoshop Action.atn
- VegaGradients01.grd
- VegaPatterns01.pat

Accessing the Action Panel:

Open your image with Photoshop and then go to Window > Actions to open the Actions panel.

Window	Help	
Arrange		▶
Workspace		▶
Find Extensions on Exchange (legacy)...		
Extensions (legacy)		▶
3D		
Actions		Alt+F9
Adjustments		

Actions | Styles | History | Info

- Outline & Gradient Photoshop Action
  - 1 - Run Me First (Document Preparation)
  - 2a - Second Part (+ Face Detection)
  - 2b - Second Part (No Face)
  - ----- // -----
  - ↓↓↓↓ Additional Effects (Will merge layers into a Smart Object) ↓↓↓↓
  - 1 - Run This First
  - a - Accented Edges
  - b - Dry Brush
  - c - Oil Paint
  - d - Strong Gradient Map
  - 2 - Add Face Mask for Additional Effects
  - ----- // -----
  - Manual Face Selection (Use this in case Face Detection doesn't work)
  - MME

Understanding the Actions:

When you open the Actions panel, you will see many actions inside the "Outline & Gradient Photoshop Effect"

1 - Run Me First (Document Preparation):
This is the first thing you have to run when you want to apply the Outline & Gradient effect. Always start with this action and make sure to have the image on which you want to apply the effect selected on the Layers panel. This action will ask you to pick the Brush tool (B) and paint over the foreground object. That is necesary to separate the background from the rest. You can use any tool to help you with that, as long as you paint with a 100% opaque color the selected area. Make sure to paint it on the "Foreground Object(s)" layer.

2a - Second Part (+ Face Detection):
This is the action you have to run if the image you are working with have any face(s) in it. The Action will automatically find and select the face(s) for a better result. Don't run this action with images that have no face(s) in it.

2b - Second Part (No Face):
This is the action that you run when you want to apply the effect to objects. Don't use this action with images that have face(s) in it.
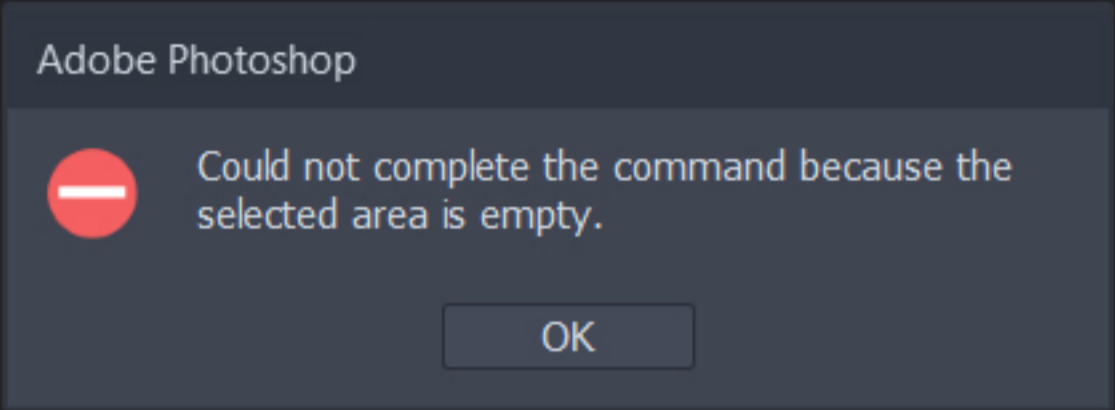
Now we have tha additional Effects

1 - Run This First:
Always run this action first when you want to apply any additional effect. This action wil merge some layers into one smart object.

After that, choose only one additional effect and run it (a, b, c or d).

2- Add Face Mask fo additional Effects:
Run this after applying an additional effect if your image have face(s) in it.

Manual Face Selecion:

Sometimes when you run "2a - Second part (+ Face Detection)", the automatic process of face detection will fail (rare event). You will get an error when that happens:

Adobe Photoshop

🚫 Could not complete the command because the selected area is empty.

[OK]

To solve this problem, I included the "Manual Face Selection" action that you can see at the bottom of the Actions panel. To run this action, first delete the "Face Base" and "Base 2" layers, then run the action. You will be asked to pick the Brush tool and paint over the eyes, nose and mouth. Paint it with the Soft Round brush with 0% Hardness and 100% opacity. After that, run the "MME" action.

The Layers:

On the right you can see all the layers you will get after running the main actions.

There are four Gradient Map Layers. The "Gradient Map Base" is disabled by default, but you can enable or disable any layer you want. To edit these Gradient Maps, double-click it's thumbnail in the Layers panel.

I included many premade Gradients with this Actions. You will see them when you enter to edit the Gradient Maps. Remember that you can create your own Gradients.

I recommend using the same Gradient in the "Gradient Map Edges" and "Gradient Map Edge Background" layers.

To understand what each layer does, I recommend disabling and enabling each one of them.

Some layers have effects applied to them. You can enable or disable them as you like.

Just remember that these actions are tools, and you have to interact with it and find some configuration that you like. Everything in the layers panel is editable, have fun.

Layers

Kind

Normal | Opacity: 100%

Lock: | Fill: 100%

- Selection Layers
- Gradient Map Edge Background
- Edges Background
- Gradient Map Edges
- Edges
- Gradient Map Base
- Base Foreground
  - Smart Filters
    - Surface Blur
- Gradient Map Background
- Background Light
- Pattern Layer
  - Effects
    - Pattern Overlay
- Base Background
  - Smart Filters
    - Levels