Frequency Separation

videos
https://www.youtube.com/watch?v=3JEHbZhN2_Q
https://www.youtube.com/watch?v=ldhG9fmgC7o

1. duplicate background layer two times
2. new layer order: texture (for pours and blemishes) / color (for color and tone) / original
3. color layer: filter —> gaussian blur (enough to smooth texture)
4. texture layer: image —> apply image
   1. apply image:
      1. layer: blur layer (below)
      2. channel: rgb
      3. blending: subtract
      4. scale: 2
      5. offset: 128
5. blend texture layer with linear light
6. retouch color layer:
      - select problem areas with lasso tool, add additional gaussian blur
      OR
      - select problem areas and replace using the patch tool
7. retouch texture layer:
      - using the clone stamp
      OR
      - select problem areas and replace using the patch tool
8. airbrush (optional)
      - add new blank layer between the texture and color layers
      - use picker to select a light area of skin
      - use paint brush to paint that color
      - adjust with layer opacity