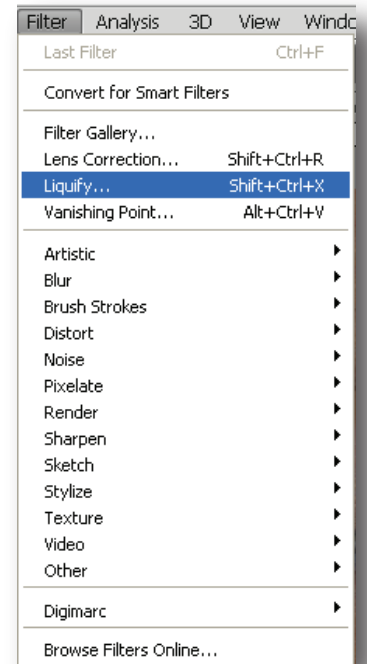


# Using the Liquify Filter

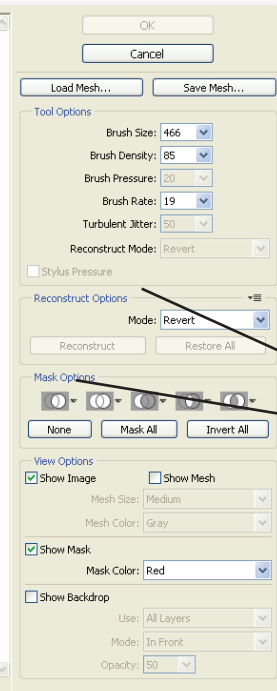
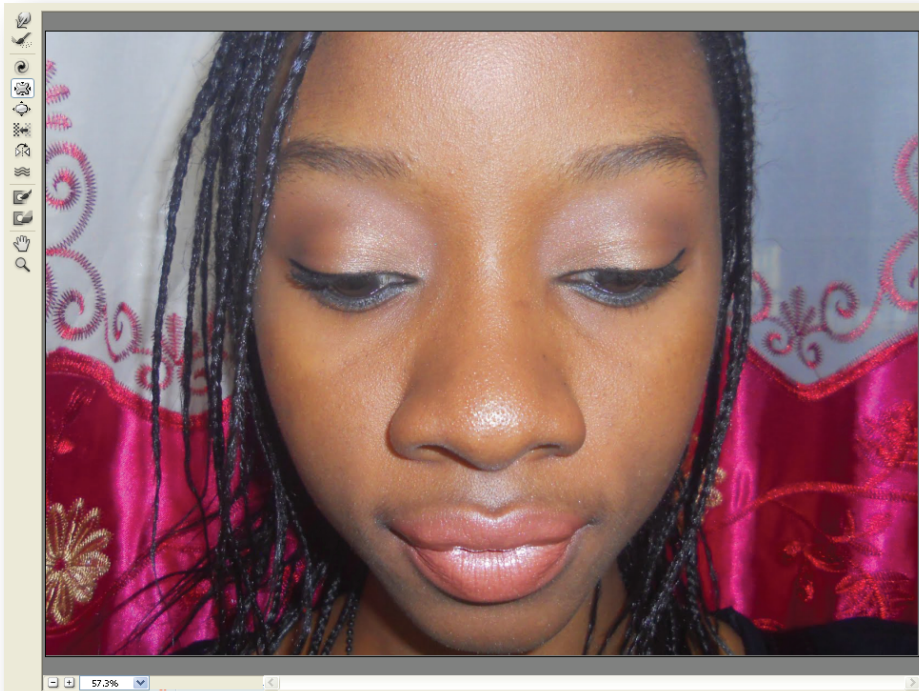
1. Open an image with an over or undersized item.
2. Choose Filter>Liquify.
3. In the Liquify dialog box the brush size and pressure can be adjusted. Changing the pressure affects how much each pull will move while the size changes the affected area. For tools that include a brush rate, this only changes the speed at which the tool works.
4. On the right left side of the window you will see tools to create different effects. The bloat tool will make things thicker while the pucker tool will squeeze them. The warp simply allows the edges to be drug.
5. Two other important tools are the masking tools. Freeze simply locks part of an image (which applies a color, usually red, over the frozen area) while the thaw tool unlocks parts that where frozen (removes the red). These are important for affecting only certain areas.
6. The last important item to know is the Reconstruct Tool. No matter how distorted the image gets, using the Reconstruct Tool or clicking the Reconstruct button will reconfigure the subject, making it look more natural and untouched. Most often this tool should be used to complete the touchup.
7. Give them a try. They can be very useful in different images.



Warp Tool  
Reconstruct Tool

Bloat Tool  
Pucker Tool

Freeze Mask Tool  
Thaw Mask Tool



Reconstructs the Edit  
Quickly Removes Masks