

Creating a Sketch Effect

Method 1

1. Select an image and press ctrl+j to copy it
2. Create an HSL adjustment layer and desaturate top image
3. Change blend mode to Colour dodge then press ctrl+I to invert image
4. Create Gaussian blur live filter and adjust

Method 2

1. Select an image and copy it twice
2. Use a black and white adjustment layer on the top layer
3. Brighten image by adjusting individual colours
4. Merge layers
5. Use the Detect edge filter and then ctrl+I to invert image
6. Using a low opacity white brush you can further adjust the image
7. If you apply a gaussian blur to second layer and adjust the blend mode you can add colour.

Method 3

This is a slightly more complex method but enables much greater control

1. Select an image and a textured background as 2 distinct layers
2. Copy the image and label the top one invert and the middle one normal
3. Select the invert layer and press CTRL+I
4. Create a levels adjustment layer on top of the invert layer
5. Create a black & White layer on top of adjustment layer
6. Create a live filter layer [Gaussian Blur] and drag it so it becomes a 'child' of the invert layer
7. Select all layers except the bottom texture layer and group them by pressing CTRL+G
8. Select the invert layer and change the blend mode to Colour Dodge [blank page]
9. Select the group layer and change the blend mode to linear burn [texture layer]
10. Adjust Gaussian blur to reveal the sketch*
11. Adjust the colour blends on the black and white page*
12. Adjust the levels to thicken lines or remove texture*
13. Flatten image to export as jpeg

- Make sure you click on the thumbnail image on the layer to re-open the adjustment dialogue box