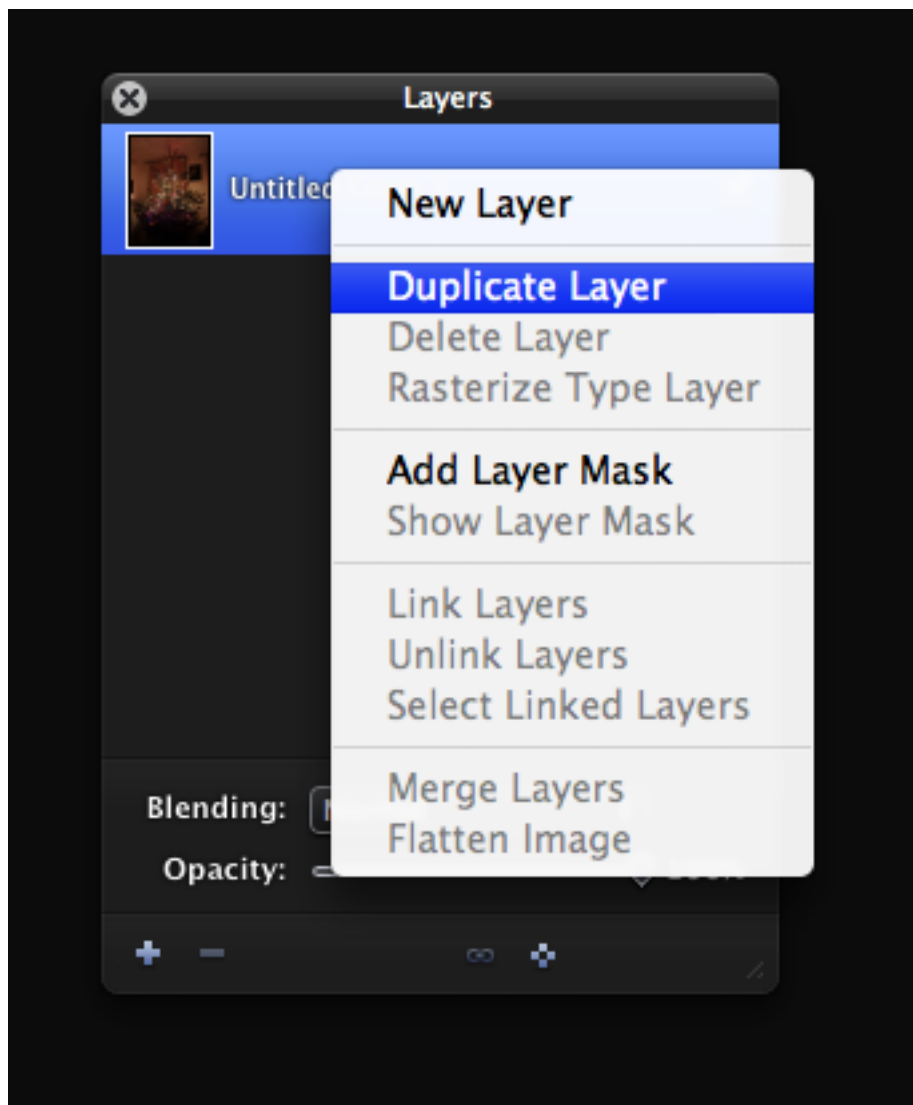# The Orton Effect (Pixelmator)

A quick guide to adding the Orton Effect to an image using Pixelmator. The instructions are general enough that they should be usable with Photoshop or the GIMP too.
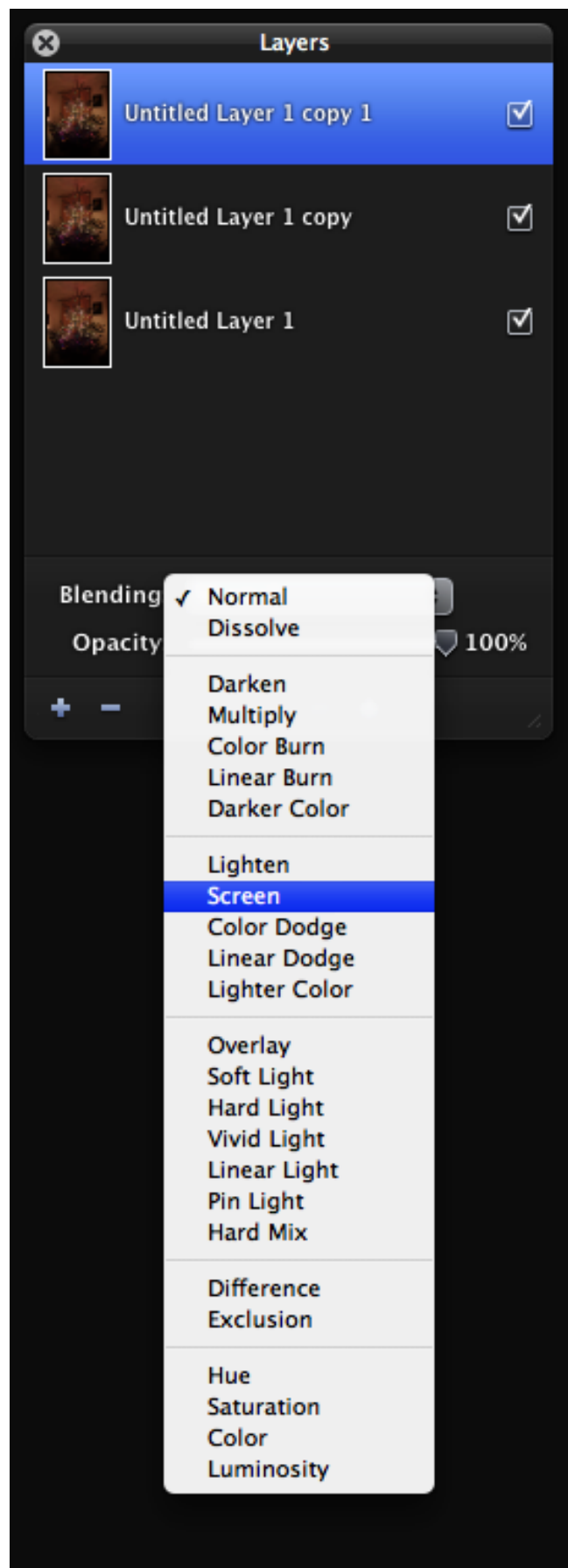
Open Image in Pixelmator

Open your chosen image in Pixelmator. We only need one pallet for this effect, the Layers Pallet. If you have other pallets open you can close them to save space, and if you don't have the Layers pallet visible you can show it by pressing cmd+3.
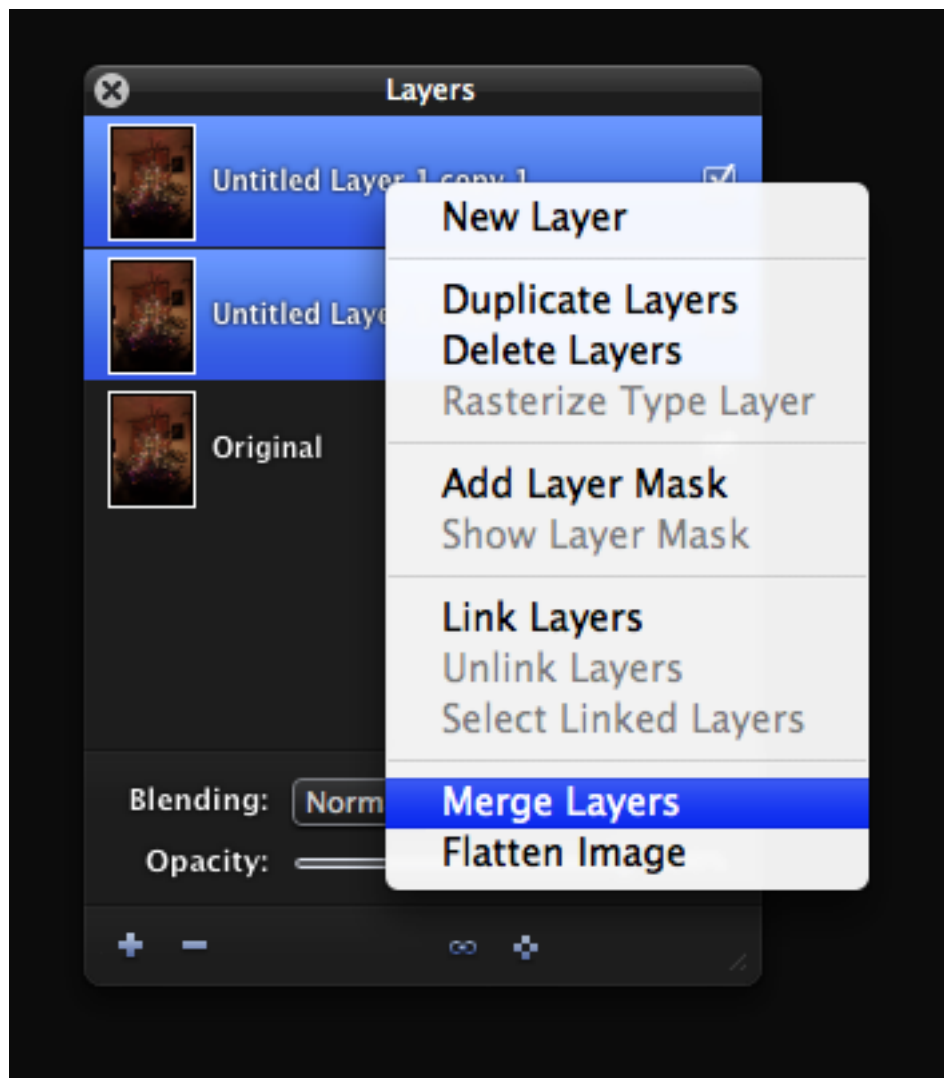
Duplicate the Base Layer Twice

Duplicate the base layer twice by right-clicking on it and choosing Duplicate Layer.

Set the Blending Mode of the top Layer to 'Screen'

Layers

Untitled Layer 1 copy 1 ☑

Untitled Layer 1 copy ☑

Untitled Layer 1 ☑

Blending ✓ Normal
Dissolve

Opacity 100%

Darken
Multiply
Color Burn
Linear Burn
Darker Color

Lighten
Screen
Color Dodge
Linear Dodge
Lighter Color

Overlay
Soft Light
Hard Light
Vivid Light
Linear Light
Pin Light
Hard Mix

Difference
Exclusion
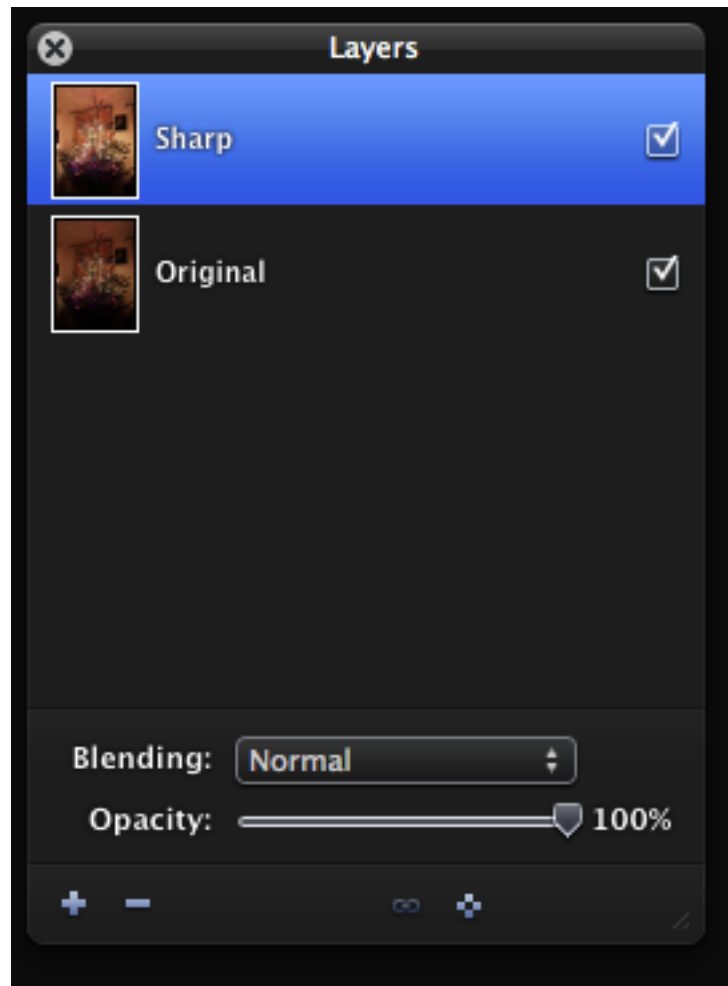
Hue
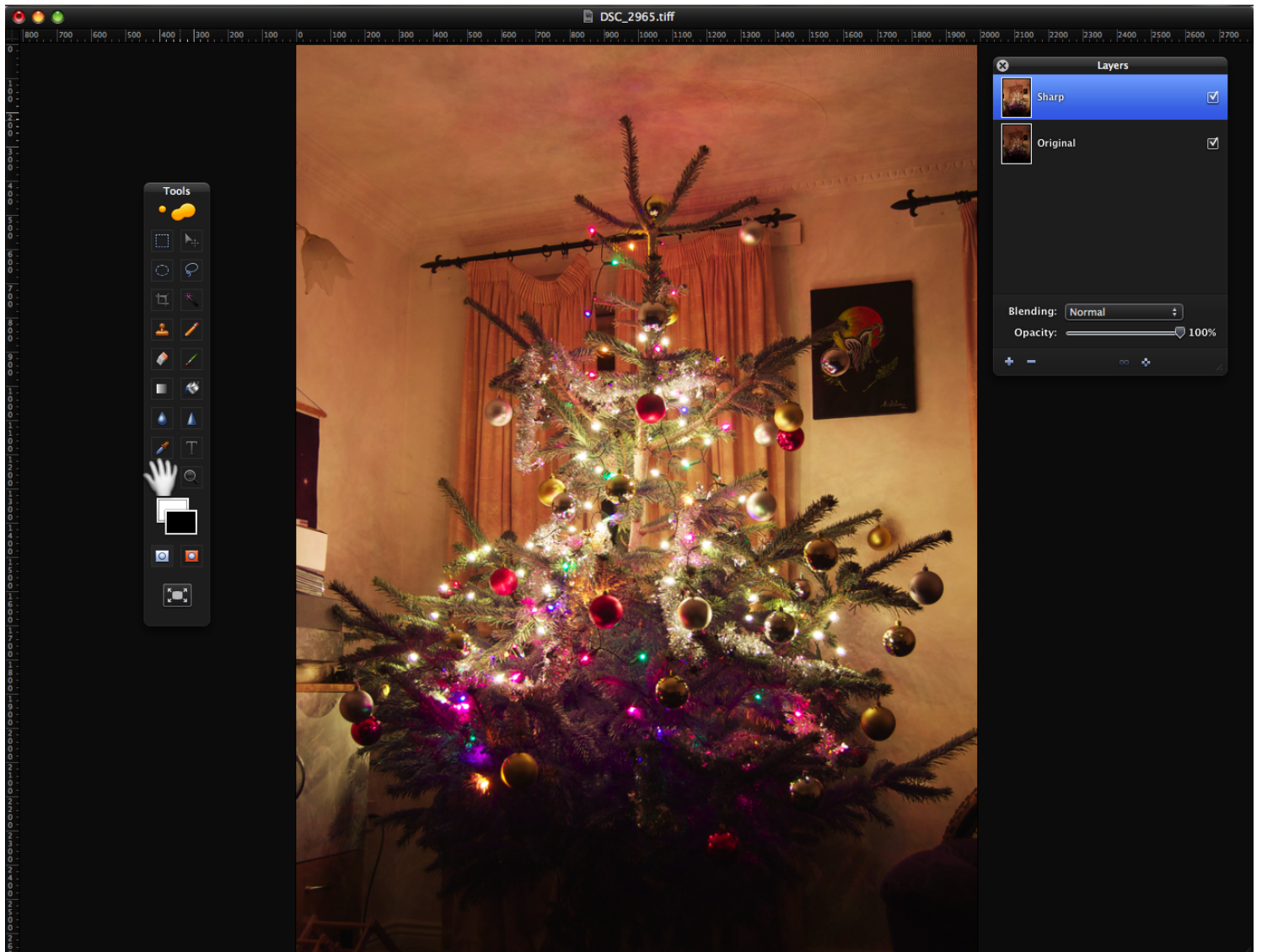Saturation
Color
Luminosity

Merge the Top Two Layers

Select both of the top two layers (by holding down shift as you click), then right-click on one of the selected layeres and choose 'Merge Layers'.
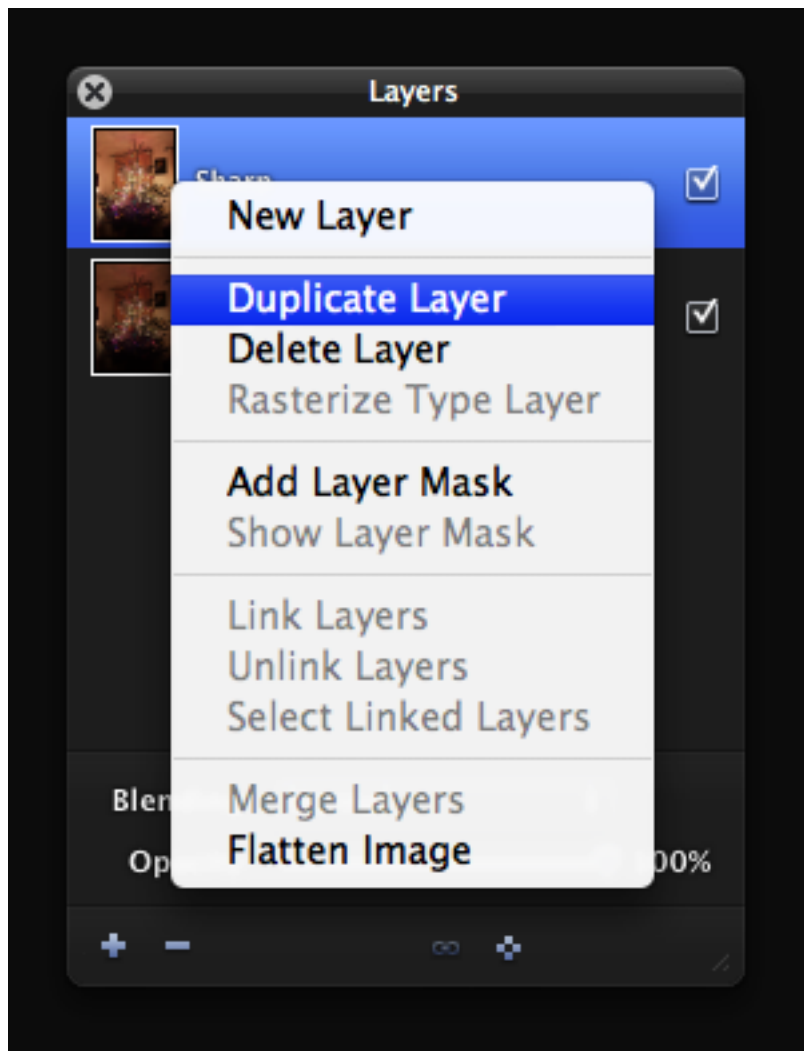
Rename the Layers

It's a good idea to do some house-keeping at this stage and re-name our layers. To rename a layer double-click on its name. The bottom layer should be re-named to 'Original', and the top one to 'Sharp'. The bottom layer will not actually be used in the effect, it's there to make the process non-destructive so we can always get back to the orignal image.
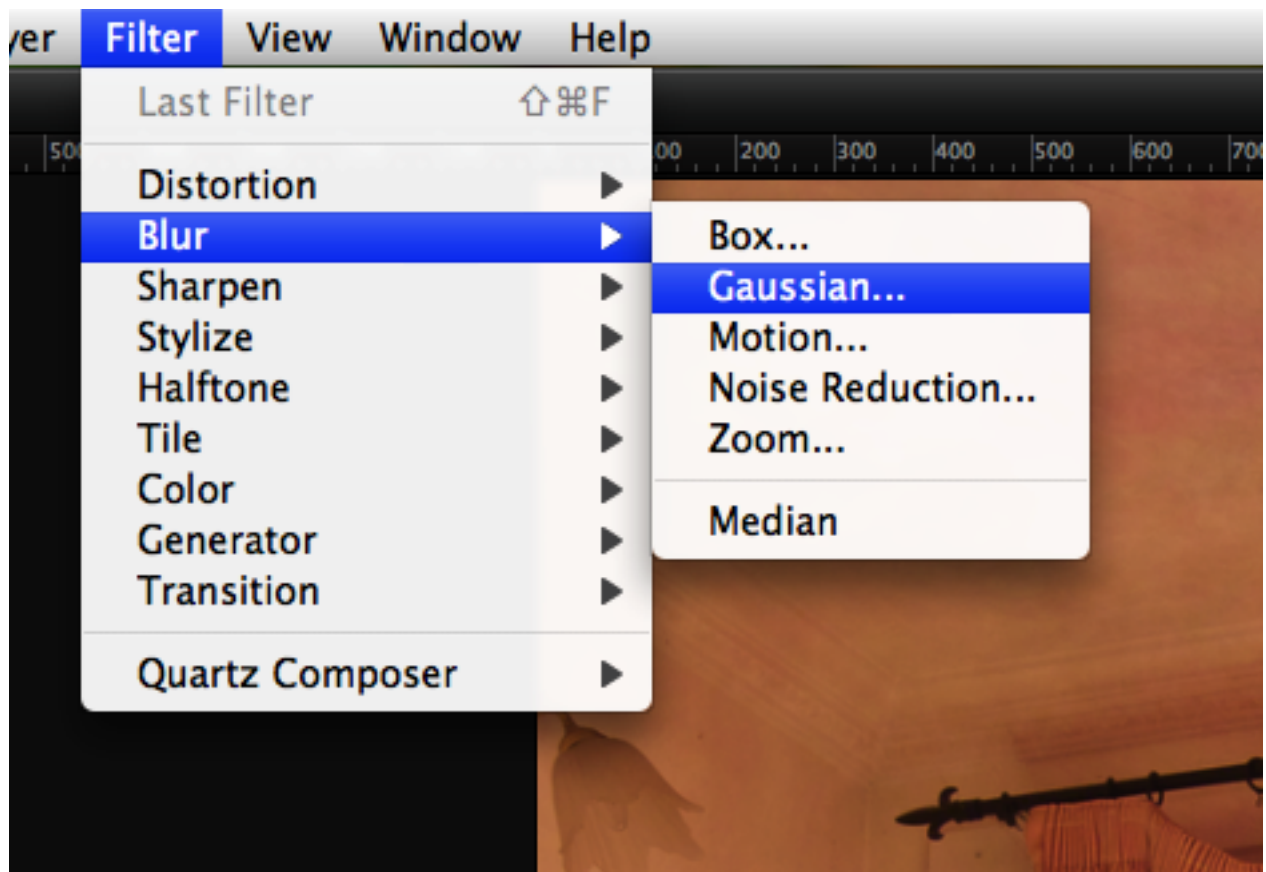
You Should Now Have Somehting Like This

You should now have two layers, once called 'Original' at the bottom, and one called 'Sharp' at the top. The image should now be signifficantly brighter than it was originally since applying the 'Screen' blend mode.
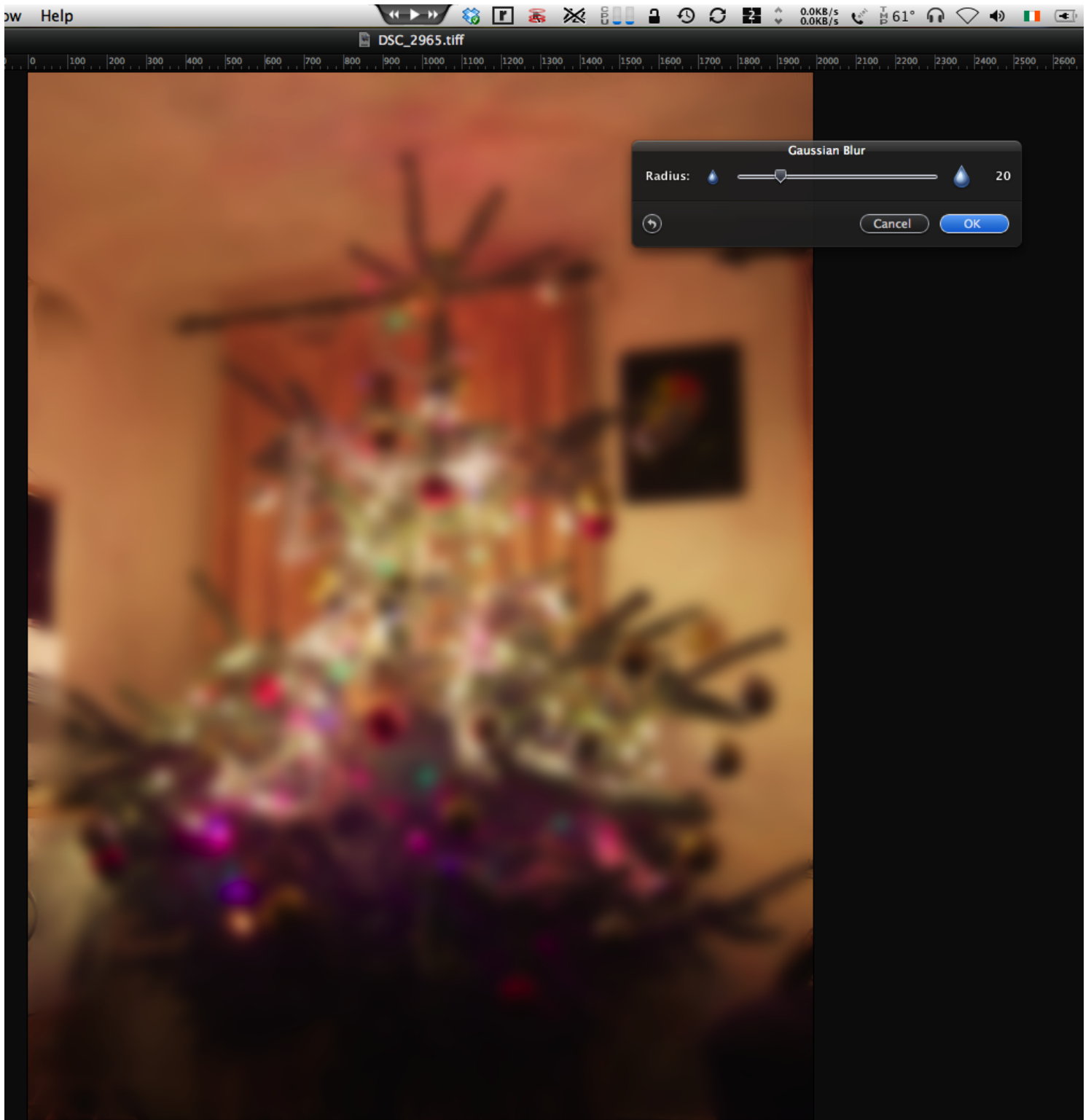
Select the top layer (now called Sharp), and duplicate it as before. Rename this new layer to 'Soft Focus' by double-clicking on the name.
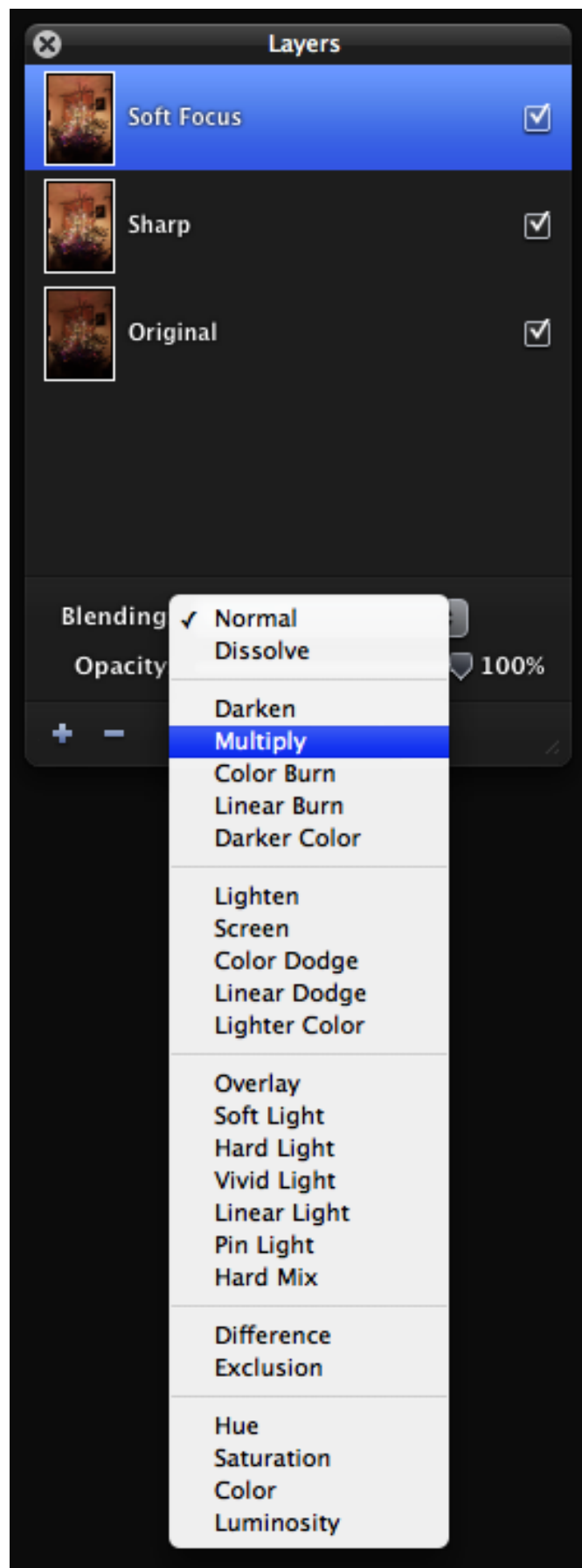
Add a Gaussian Blur

With the top layer selected (now called 'Soft Focus'), select a Gaussian Blur as shown above.

DSC_2965.tiff

Gaussian Blur

Radius: 20

Cancel   OK

Adjust the radius until you have an image that is out of focus enoguh that all detail is lost, but in focus enough that the rough shapes can be made out. The exact radius will depend on the resolution of your image. For my 6 mega pixel camera a radius of 20 works well. You should end up with an image like this. When you're happy with the radius, click 'OK'.

Set the Blend Mode of the 'Soft Focus' Layer to 'Multiply'

You Should now have an image that looks like this. You can save it out to what ever format you like, and if you want to retain a version with the Layer information intact do a 'Save As' and set the 'Format' to 'Pixelmator'.

For comparison, here is the original image again.