onOne software

PhotoTune™ 2

User Guide

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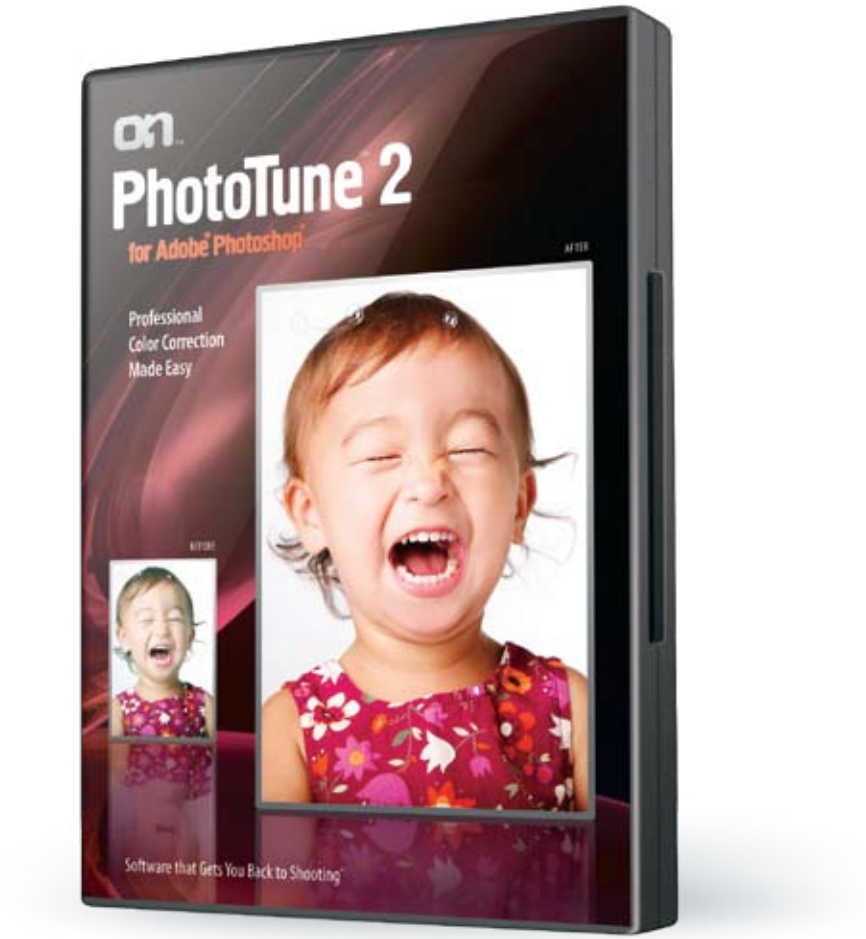
Welcome to PhotoTune

PhotoTune gives you expert color without having to understand color theory or the complex controls in Photoshop. PhotoTune's twin modules help you color correct your images using two different methods. First is ColorTune, If you have ever been to the eye doctor you already know how to use it. Simply compare and click on the best image to correct your color, contrast and brightness in one simple screen. No need for complicated dials, just pick which image looks best. Second is SkinTune, specially designed for correcting skin color. Just click on a skin tone and it automatically color corrects your image based on years of research and thousands of samples of skin color. Advanced users still have access to fine-tune controls for color cast removal, brightness, contrast, dynamic range and saturation. You can even create presets that you can use over and over again.



ColorTune

There are several parameters that need to be adjusted to enhance and image, either to make it true to life or a more pleasing rendition. These include brightness and contrast (tonality) and color. To adjust these parameters in Photoshop requires several dialogs and an advanced knowledge of color theory. This is far beyond what many photographers, casual or professional know how to do. ColorTune is a designed to make correcting images a breeze. Rather than having a series of complicated sliders and dials, you simply compare two images side by side and pick the best looking one. This patented step by step process will correct the contrast, brightness and color of an image in just a few clicks by guiding you through the proper steps. Advanced users still have access to manual controls even advanced highlight and shadow tools. Plus its easy to save settings so they can be applied again to a group of similar images.

SkinTune

Human skin color occupies less than half of one percent of all visible colors, yet its easy to see when someone's skin color is incorrect in a photograph. Correcting it on the other hand can be very difficult. Identifying the color cast and making the delicate adjustments needed takes a steady hand and a trained eye. With SkinTune, we have made this process faster and easier. We have combined years of research and thousands of skin color samples with a fine-tune controls designed just for correcting skin. Simply start by clicking on the subjects skin and SkinTune automatically removes the color cast and leaves you with specialized tools to correct brightness, contrast, saturation as well as fine-tune color with the extra precision needed for correcting skin.

System Requirements

Macintosh

- *Mac OS X 10.4.10 or higher*
- *1GHz or faster G4, G5 or Intel Core Processor(s)*
- *512 MB minimum application RAM*
- *100 MB of available hard disk space*
- *Adobe Photoshop CS2 (9.0.2), CS3, Elements 4.0.1 or higher*
- *Internet Connection & Adobe Flash 9 Player*
- *Adobe Acrobat Reader 6 or higher*

Windows

- *Windows XP, Vista or higher.*
- *1GHz or faster Pentium 4 Processor(s) or equivalent*
- *512 MB of application RAM*
- *100 MB of available hard disk space*
- *Adobe Photoshop CS2, CS3, Elements 5.0 or higher*
- *Internet Connection & Adobe Flash 9 Player*
- *Adobe Acrobat Reader 6 or higher*

PhotoTune will only install and function with Adobe Photoshop or Photoshop Elements and will not function with other applications that support the Adobe Photoshop Plug-in architecture.

Installation

To install onOne PhotoTune 2, select install PhotoTune from the product CD or download.

Macintosh

- *The installer installs all necessary files into all supported versions of Photoshop and Photoshop Elements.*
- *If more than one copy of the same version of Photoshop is found, PhotoTune 2 will be installed in all of them.*
- *PhotoTune 2 is installed into the "Plug-Ins" folder inside of the :Applications:Adobe Photoshop folder.*

The PhotoTune 2 Preferences files on the Macintosh are created in the installing user's `:Library:Preferences` directory.

Any other required files will be installed in Applications directory.

Windows

- *PhotoTune 2 is installed into any supported version of Photoshop or Photoshop Elements.*
- *PhotoTune 2 is installed into the "Plug-Ins" folder in Photoshop.*

All other required files are installed in the PhotoTune 2 directory in your Program Files directory.

Registration

It is important to register your copy of onOne PhotoTune 2 so we can provide you with the best possible service. Registered users of onOne PhotoTune 2 are eligible for technical support, free updates and information regarding new versions and products, discounts and special offers on new products. The Registration application will launch automatically after you install PhotoTune 2 and will guide you through the registration process.

Your serial number is located on a sticker inside the PhotoTune CD case or in your email receipt. You will need to enter that number to personalize your copy of PhotoTune 2.

Technical Support

Technical Support is available directly through the onOne Software web site. Please fill out an online support form at *http://www.onOnesoftware.com/support.html* for the quickest response. See the contact page at the beginning of the guide for additional contact information.

Before contacting support please check the onOne website for frequently asked questions, how-to videos and troubleshooting tips.

When contacting technical support, please be at your computer and have the following information available:

- *Your serial number*
- *Your computer configuration*
- *Your question or a description of the difficulty you're experiencing - what specifically occurs and when*

Take note of any displayed error numbers or messages and any other information you think may be relevant.

Welcome To ColorTune

ColorTune is designed for photographers, artists and graphic designers who want great looking images, but would rather not sit in front of a computer all day. Since the advent of digital imaging, we all spend too much time fixing photos, and not enough time taking photos. That just doesn't seem right, so we work hard everyday to solve that problem. ColorTune is our solution.

It Works Like An Eye Exam

ColorTune is a Photoshop Plug-in that works like an eye exam to figure out precisely what is wrong with your photo and how to fix it. During each step of the Wizard process, you are presented with two preview images that have been altered in different ways. All you do is pick the better image from each pair. ColorTune instantly and scientifically analyzes your feedback to determine exactly what you want. In about 20 seconds, ColorTune produces a corrected image, which you can fine-tune in full 8 bit or 16 bit precision.

ColorTune takes care of all your correction needs, including dynamic range, exposure, saturation, and color balance. There's even a great highlight and shadow feature built right in.

It doesn't matter if you're a color expert or a Photoshop novice, ColorTune will save you a lot of time and effort. No longer will you have to jump from one feature to another, tweaking and experimenting in hopes of finding the perfect correction.

High Tech Made Easy

ColorTune looks easy, because it is easy, but don't be fooled by that friendly exterior. Under the hood, ColorTune is an extremely complex, sophisticated, and ingenious software tool. Ponder this, ColorTune's Color Wizard contains thousands of different color correction combinations. And, it finds the best single solution in less then 20 seconds.

It's About Time & Quality

If you spend an average of 10 minutes fixing an image with Photoshop's Curves, Levels, Color Balance, Hue & Saturation, and Highlights & Shadows, it'll take you 16 hours to color correct 100 images. With ColorTune, you'll be done in less than one hour.

We understand that quality is just as important as saving time. That's why you'll appreciate all the extra effort that went into our advanced color technology. ColorTune offers you the best of both worlds; great looking images in a fraction of the time normally associated with color correction in Photoshop.

Stay Focused On Photography

At some point, photography became your passion. Then, the computer and software, which was supposed to make your life easier, became an annoying bottleneck. With ColorTune, you'll have lots of extra time to pursue your passion. Welcome back to photography!

Wizard Panel

There are two different panels in ColorTune. The Color Wizard, shown here, automatically appears when you open an image.

The Wizard works like an eye exam by displaying a series of six side-by-side preview images with different effects applied to each preview. All you do is choose the better preview of each pair by clicking on the image of your choice. Continue choosing the better preview until all six steps are complete.

- Your original image will not be shown during the Wizard process.
- A preview must be selected on each step. You can not skip any steps.
- Each response gives ColorTune a clue to what you want. After six steps, ColorTune switches to the Fine-Tune Panel and displays a corrected image next to the original.

Progress Bar

The progress bar shows the status of the Wizard, and it can be used for navigation.

Red Icons represent steps that have been completed.

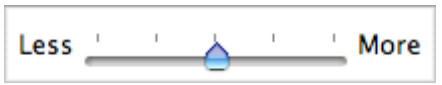
Green Icon indicates the active current step.

Blue Icons are for upcoming steps.

Back Button. You may return to a previous step by clicking on any of the red buttons to the left of the active green icon.

Restart Button. To restart the Wizard process, click on the first red button (far left) on the progress bar.

End Button. To stop the Wizard and switch to the Fine-Tune panel, click the end button, or the Fine-Tune button.



Wizard Slider

The slider lets you increase or decrease the amount of alteration used during each step.

Zoom Slider

When you open ColorTune, your image is reduced to fit. Moving the Zoom slider handle up increases the image size, while down reduces the size.

Tools

Arrow for selecting previews.

Hand for panning the image.

Camera to make a Snapshot.

Six Steps To Better Color

ColorTune is a patented color correction system that quickly and easily fixes an image's dynamic range, exposure, and color balance. Color is by far the most difficult and important aspect of the correction process. A combination of six colors (R, G, B, C, M, Y) can be used to color balance an image and remove an unwanted color cast. That equates to a staggering 16.7 million color possibilities. The job of the Color Wizard is to evaluate your feedback and eliminate color parameters from consideration until only two candidates remain. Next, the Wizard determines the final parameter, and determines an appropriate amount. The Wizard will dramatically speed up the correction process.

Like an eye exam, your response to each step determines the direction of all subsequent steps. The first step is used to set dynamic range. Step 2 adjusts the brightness. And, the final four steps determine a color correction. More steps are required in the color section due to the complexity of color balance. Since the step-by-step process follows the same sequence each time, the more you use ColorTune, the more proficient you'll become.

Here's our best advice for making appropriate choices for each step:

- Relax and have fun, ColorTune will do most of the work for you.
- Don't over-analyze. Your first impression is usually your best choice.
- Choose vibrant, pleasing colors. A flat, dull appearance is usually a bad sign.
- Consider the overall appearance first, and then check important areas like a face, or an area that should be a neutral gray.
- Move the slider up and down to help decide which preview is better.

The Best Color Results

The Wizard records information on Step 1, Step 2, and Step 6. So, make sure you set the proper amount on these steps. This fact should influence the way you use the Wizard. Steps 3-5 are preliminary steps used to find the best color parameter. Since the amounts are not recorded on these steps, you don't need to spend too much time adjusting the slider. The key is to use a slider setting that aides in your decision making process. Then, set the slider for the proper amount on the last step (step 6).

The 6-step Wizard will assure that you work with a set of transformations that are non-opposing. It is the most direct and efficient means of color correction ever devised. After correcting a few images, you'll gain a profound appreciation for ColorTune and the results that you are able to obtain. You'll wonder how you ever lived without it.

Sound Effect

Between each step of the Wizard process, there is a horizontal image wipe and a sound effect for added user feedback.

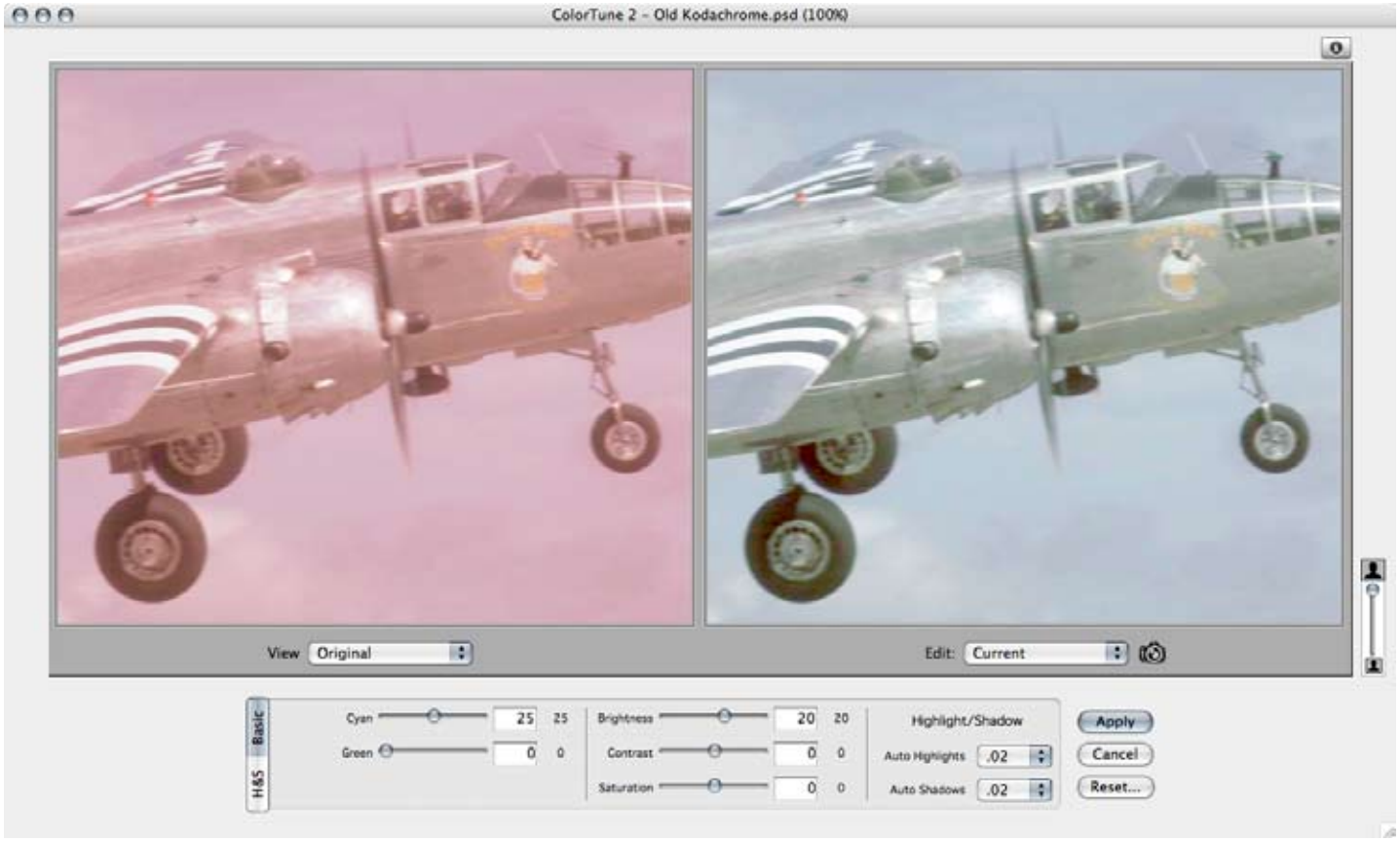
If you want, you can turn the sound effect off:

1. Start ColorTune.
2. Click the "i" button in the top right corner of the ColorTune window.
3. From the pop-up menu select "Turn Sound Off."

This will change the default, so the sound effect will remain off unless you turn it back on.

Fine-Tune Panel

The Fine-Tune Panel appears after the Wizard process is complete. It displays the Original image along side the Current corrected image, and provides a complete set of tools to help you fine-tune and perfect the results.



Basic Sliders

Basic sliders contain adjustment controls for color, brightness, contrast, and saturation. Color and brightness are set to the amount determined by the Wizard. Only two colors sliders are provided because adjusting more than two colors is counterproductive.

Highlight & Shadow Tab

Tab buttons at the left end of the slider box let you switch between Basic sliders and Highlight & Shadow (H&S) sliders.

ColorTune's H&S adjustments offer more control than similar features in Photoshop, by allowing you lighten and darken, as well as change color in these critical areas.

Reset Button

Clicking the Reset button opens a dialog box containing five different options that can be used to restart the Wizard process, or reset the sliders in a number of ways. The options are:

1. Restart ColorTune.
2. Reset to Wizard amounts.
3. Reset amounts to last saved.
4. Use 3 complementary color sliders.

Snapshot

The Snapshot button lets you make a temporary copy of the Current preview, along with a record of your corrections. You can make a maximum of 4 Snapshots on the Fine-Tune Panel, along with a single Wizard Snapshot.

Snapshots are a handy feature that let you compare different results, and experiment with different alterations without losing your prior changes.

The pop-up menus under each preview image control Snapshot displays.

Highlight/Shadow Points

Many digital images have a flat appearance due to a compressed dynamic range. This happens when pixel values don't extend to the maximum range from 0-255, like on a hazy or cloudy day. Highlight/Shadow converts the lightest pixels to white, the darkest pixels to black, and remaps all the pixels in between.

Fine-Tune Panel

The Fine-Tune panel contains a complete set of sliders and tools for adjusting and fine-tuning your image.

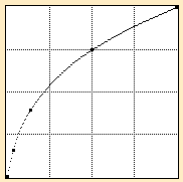
First Color Slider

The first color slider is set with the color and amount that was determined by the Wizard. The Wizard is accurate within 2-3%, so when fine-tuning, you can usually stay within this range. The Color sliders have a maximum range of 0 to 50.

If you experimented with different values, and want to reset the sliders to the Wizard amount, just click on the Reset button, and choose “Reset to Wizard amounts”, or choose “Wizard Snapshot” from the Edit pop-up menu.

Second Color Slider

A second slider displays the second color parameter, which was determined during the Wizard. The default amount is set to 0%, because a second color is usually not required. If it is needed, the value will normally be less than half the amount used for the first color slider.



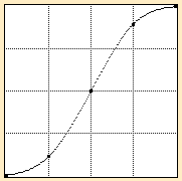
Color and brightness adjustments use an exclusive curve adjustment, as shown here. This method is designed to prevent data loss. The largest change occurs in midtone and shadow areas that contain the highest levels of saturation, with a less pronounced effect in the highlight areas.

Brightness

The Brightness amount is determined by the Wizard. Again, the amount may need to be adjusted up or down slightly. The Wizard provides a maximum brightness change of 50%, but this can be increased to 100% with the Fine-Tune slider. The Wizard is accurate within 4-5%, so when fine-tuning, you can usually stay within this range.

Contrast

The contrast slider uses a custom S-curve that increases highlights, while decreasing shadows. An S-curve is the preferred method of professionals. The available range is -50% to +50%, in 1% increments.



ColorTune’s Contrast uses a custom S-curve adjustment, with highlights moving in the opposite direction of shadows. This method is designed to prevent data loss. On most images, you’ll find that a 1-5% increase will provide the necessary “snap” to improve contrast.

PRO Saturation Algorithm

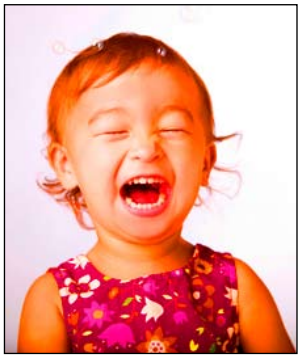
Saturation is used to adjust the color intensity of an image. Most of the time, the Color Wizard will correct saturation by achieving proper color balance. If you need to fine-tune saturation, the slider has a range of -100% to +100%.

Our exclusive saturation algorithm evaluates every pixel’s saturation value before making an adjustment.

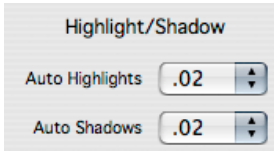
Check the samples below. It clearly shows that ColorTune does a better job than Photoshop at adjusting saturation. Notice how intelligently ColorTune handles neutral areas, like grays and blacks. Each pixel is adjusted independently, instead of globally to avoid over-processing.

Original image

ColorTune Saturation



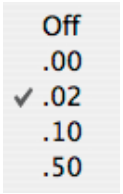
Photoshop Saturation

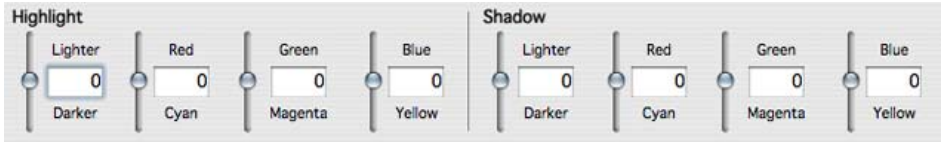


Highlight/Shadow Points

Many digital images have a flat appearance due to a compressed dynamic range. This happens when pixel values don't extend to the maximum range from 0-255. The Highlight/Shadow control converts the lightest pixel to white, the darkest pixels to black, and remaps all the pixels in between. A percentage of pixels on each end of the spectrum are clipped to insure a proper result. Clipped pixels are converted to black or white. The clipping amount is adjustable by selecting one of the five preset clipping amounts in the Highlight Clip and Shadow Clip pop-up menus. You should use the smallest amount possible to avoid excessive data loss, and an overly contrasty appearance.

Pop-up choices are:





Highlight and Shadow Adjustment Tab

Tab buttons at the left end of the slider box let you switch between Basic sliders and Highlight & Shadow (H&S) sliders.

Sometimes an image requires special attention in the shadow or highlight areas. A good example would be to darken and add blue to the sky. Or, remove a color to make the shadows more neutral.

ColorTune's Highlight and Shadow (H&S) adjustments isolate the tonal regions very precisely to insure that transitional areas have a smooth and flawless gradation. We spent months fine-tuning and testing our results to make your job easy.

Reset Button

The Reset button gives you four options:

1. Restart ColorTune.

This option restarts ColorTune. Step 1 is displayed, and the entire process starts over from the beginning, just like starting a new session. Any changes made to the image will be lost.

2. Reset to Wizard amounts.

ColorTune's Color Wizard produces a brightness setting, a color setting, and a Dynamic Range setting. This Reset option resets those items to the amounts that were established during the Wizard process. Any other alterations you've made will be retained.

3. Reset amounts to lasted saved.

This reset option reverts all items to the amounts that were established during the Wizard process. So, any alterations you've made will be removed.

4. Use 3 complementary color sliders.

This option displays three pairs of complementary color sliders instead of ColorTune's default of two. The previous two slider amounts are retained. The slider pairs are:

Cyan/Red, Magenta/Green, and Yellow/Blue

16 Bit Support

Most high-end digital cameras now feature a RAW image format in addition to JPEG. RAW, as the name implies, is the raw file with no camera processing like sharpening, white balance, or color adjustment. Another advantage of RAW is more pixel data with 16 bits of information per channel rather than 8 bit. Standard 8 bit provides 256 levels of data for each of the three channels in RGB. This equates to 16.7 million different colors. 16 bit increases each channel's data to from 256 to over 65,000 levels. 16 bit helps prevent image degradation during manipulation and color correction.

At start-up, ColorTune will automatically recognize 8 or 16 bit images and process them accordingly.

Window Resizing

To resize the ColorTune window, just click and drag the bottom right hand corner of the window with your mouse to resize the window. The standard close, maximize, and minimize buttons are also available at the top of the window.

Using The Snapshot Function

The 6-step Wizard automatically makes a Snapshot at the conclusion of the Wizard process. If you manually take a Snapshot during the Wizard process, it will replace the automatic Wizard Snapshot. The Wizard Snapshot is recorded in the pop-up menus under the preview images on the Fine-Tune Panel.

The Snapshot button (camera) on the Fine-Tune Panel, is located under the right-hand preview image. You can record up to four Snapshots in addition to the Wizard Snapshot. After that, you will be prompted to replace a Snapshot whenever you make a new Snapshot.

A Snapshot makes a temporary copy of any state of the image, and lets you work from that point forward. In this way, you can experiment, or compare different effects while retaining a copy of your previous edits.

For example, you can make changes and tweak colors, take a snapshot, and then display and compare different versions side-by-side. Then, take another Snapshot any time you have made an improvement, so you can recover your work easily. Just select a Snapshot from right-hand pop-up menu to recall the previous saved version.

The "View" and "Edit" pop-up menus, located under the preview images, are used to control and manage the Snapshot functions. When a Snapshot is selected from the right-hand pop-up menu, the sliders are updated to reflect the adjustments saved with the Snapshot. Only the right-hand preview can be edited. Displaying Snapshots in the left-hand preview are for display purposes only.

The pop-up menus contain the following items:

Left Menu	Right Menu
Original	Current
Wizard Snapshot	Wizard Snapshot
Snaphot 1-4	Snapshot 1-4
	Save History...
	Load History...

Managing Snapshots

Every time you make a Snapshot, it is listed in both pop-up menus located under the preview images. You can use the pop-up menus to display any combination of Snapshots you'd like. Only the preview image on the right can be edited and altered with the sliders. Whenever a Snapshot is displayed on the right, the sliders are updated to show the recorded adjustments that were saved with the Snapshot. You could load Snapshots on both the left and right, so you can compare two images side-by-side while you make changes.

If you make changes to a Snapshot, and then switch to a different Snapshot, ColorTune will ask if you want to save the changes before you switch.

If you want to make a new Snapshot, and you've used up your allotment of 4 Snapshots, ColorTune will ask you which of the current Snapshots you want to replace.

Typical Workflow

Like everything in ColorTune, Snapshot is designed to speed up the correction process. Snapshot is a safety net that lets you continue experiment with different combinations without losing your previous edits. Take a Snapshot whenever you want to preserve a set of correction parameters so you can continue experimenting with impunity. Here's a typical workflow using Snapshot:

1. After the Wizard, a Snapshot is automatically taken (Wizard Snapshot).
2. Fine-Tune the results obtained by the Wizard.
3. Take a Snapshot to record your adjustments.
4. Then experiment some more, and make another Snapshot.
5. Use the pop-up menus to compare different Snapshots.
6. Save History if you want to reuse your changes on a future image, or click

OK to process the changes shown in the right-hand preview.

Save History and Load History

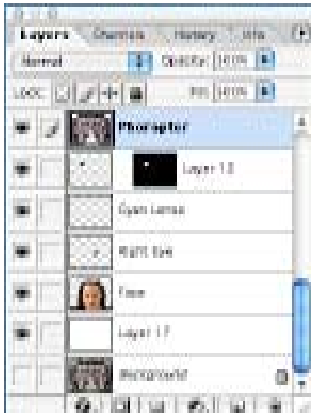
Snapshots are a temporary record of your image adjustments. But, you can permanently save an unlimited number of Snapshots to disk. To save on your hard disk, choose the Save History option in the Current pop-up menu, and specify a name and location for the file. Use the Load History option to open a previously saved setting. Load History will overwrite and become the Current preview. Then, you can edit the Current image using all of the tools on the Fine-Tune Panel.

Using ColorTune With Photoshop

To use ColorTune on selected areas

1. Choose any of Photoshop's selection tools and select a portion of the image.

2. Open ColorTune, and make changes as you normally would. The corrections will only be applied to the selected areas.



Photoshop Layers

Photoshop lets you place artwork on separate layers to make the construction of composite images easy. ColorTune is designed to work with Photoshop layers, so you can color correct individual elements separately.

To use ColorTune with layers

1. Display the Layers palette (choose Window>Layers).

2. To activate a layer and work on its contents, click on the appropriate layer name listed in the Layers palette. The layer is highlighted to show that it has been selected. Then, open ColorTune.

3. To work on a portion of one layer, select the layer as described above and use a selection tool to select a portion of that layer. Next, open
ColorTune. The adjustments will be applied to the selected area.

Batch Processing

ColorTune supports Photoshop's Action Palette, so multiple images can be processed automatically, with ColorTune's functions.

Using Photoshop's Actions

1. From within Photoshop's Action Palette, start a new Action.

2. Photoshop will record every step, including ColorTune functions, so they can be replayed on an image or a batch of images automatically.

3. To replay the action on a single image, select the action in the action palette, and select "play."

To replay the action on multiple images, choose Automate>Batch from Photoshop's File menu. A dialog lets you select an action, choose a folder of images to process, and set other parameters for opening, closing, and saving files.

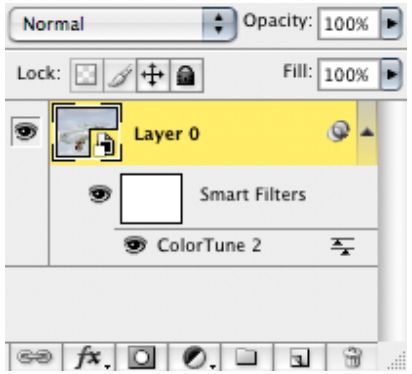
Fade

ColorTune supports Photoshop's Fade command, which is located in the Edit menu. This allows you to reduce the effect of ColorTune's last adjustment from 0-100%. The Fade command is similar to changing the layer opacity in Photoshop's Layer Palette.

Last Filter

ColorTune supports Photoshop's Last Filter command located at the top of the Filter menu. This lets you replay ColorTune's last correction on other images. The menu item is available until you use a different filter.

Photoshop CS3 Smart Filters



Smart Filters is a great new Photoshop CS3 feature that essentially let plug-ins work like Adjustment Layers. ColorTune is compatible with CS3 Smart Filters, so adjustments can be recorded as a separate layer, and you can double-click the layer to edit ColorTune's alterations. This means you can use ColorTune to perform nondestructively editing when used on a Smart Object.

Smart Filters are stored as layer effects in the Layers palette and can be readjusted at any time, working from the original image data contained in the Smart Object. Add, adjust, and remove filters from an image without having to resave the image or start over to preserve quality. Nondestructive Smart Filters allow you to visualize changes without altering original pixel data.

To use Smart Filters:

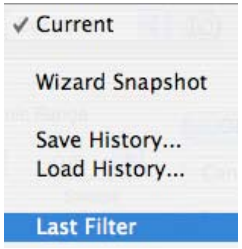
1. First change the image layer to a Smart Object. In the Layer menu or Layer Palette options, choose Smart Object > Convert to Smart Object.

2. Then use ColorTune to color correct the image.

3. To edit the ColorTune Smart Filter, double-click the layer.

4. When ColorTune opens, switch to the Fine-Tune panel and select Last Filter from the Edit pop-up menu under the right-hand preview image.

If you are not using the Smart Filter feature, Last Filter will apply the same change that was made during the previous ColorTune session.

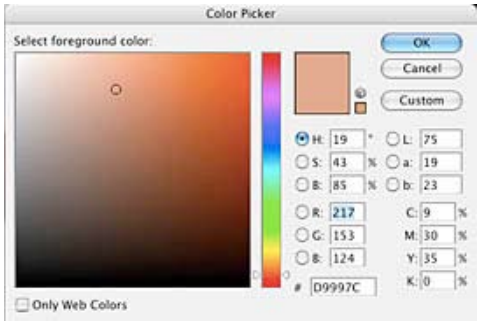


Welcome To SkinTune

If you're a fashion, portrait, or wedding photographer, you know first-hand how difficult it is to correct skin color. You tweak, adjust, and experiment with Curves, but the slightest alteration can cause an unwanted color shift.

With SkinTune, all you do is open an image in Photoshop, select PhotoTune SkinTune from the Filter menu, click to select a color, and SkinTune automatically corrects your image. After SkinTune does its magic, you're free to fine-tune the results by adjusting hue, brightness, contrast, saturation, and dynamic range.

Skin Color Research



The skin color spectrum is less than 1% of all available colors.

Correcting skin color is one of the most daunting, and time-consuming tasks professional photographers face every day. The problem is that the range of acceptable skin color is very, very limited, and it varies slightly for different races.

We spent years studying skin color, and collecting thousands of sample images from around the world. Then, we took precise spectrophotometer measurements and compiled a complete reference database of acceptable colors. What we discovered is that skin color represents less than half of 1% of all available colors. So, it's no wonder that correction is such a difficult process.

Our next step was to construct complete libraries for different races, including African, Asian, Caucasian, Latin, and Middle Eastern. Each library contains between 120,000 and 150,000 colors made up of different combinations of hue, brightness, and saturation, based on the unique characteristics of each race.

Custom Tools

Understanding skin color was only half the battle. It was obvious that we also needed to create specialized tools designed specifically for skin color adjustment. One thing you'll notice with SkinTune is that all the adjustments are totally independent, so adjusting brightness, as an example, has no effect on hue or saturation. This is important because an adjustment of as little as 1% can easily result in an unwanted result.

Most people don't realize that you can't adjust brightness in Photoshop Levels or Curves without altering hue. That is okay under most circumstances, but not with skin color where hue is the most critical component in achieving accurate results.

Finally, we needed to find a way to increase the precision of SkinTune to provide maximum control over the skin color spectrum. Our tools are twice as precise as Photoshop so you can make very subtle adjustments and achieve life-like results. As you can tell, we worked hard to make your job easy.

Our Heritage

Like all of our award-winning programs for professional photographers, SkinTune has a unique and elegant interface. Corrections are fast, easy, and mistake-free. With SkinTune added to Photoshop, you can spend more time behind a camera, taking photos, and less time in front of a computer, fixing photos.

Quick Start

1. To begin, open an image in Photoshop, and then choose PhotoTune SkinTune from Photoshop's Filter menu.

   SkinTune can open 8 bit and 16 bit RGB files.

   When SkinTune opens, a single image is displayed in the left preview area. All the tools are grayed out and inaccessible. Only the Zoom slider and image panning can be used at this time.

2. The first step is to use your mouse to select a flesh tone in the original image. After you click, a contextual menu appears listing the available skin color libraries. Choose a library.

   After selecting a library, a new Current image is displayed, and all the tools are active and ready to use.

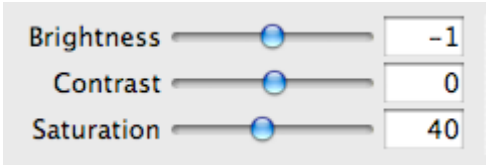
3. You can randomly correct the image using any tool, but the suggested sequence (below) can help produce better results in less time:

   A. First, adjust the Hue by clicking on different color swatches.

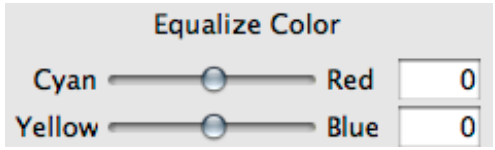
   

   B. Then, adjust the Brightness slider until you are pleased with the results.

   C. Next, work on Saturation.

   D. Finally, use the Equalize Color sliders to fine-tune the skin color.

Interface Design

After you click to select a flesh tone, SkinTune displays your Original image alongside the Current corrected image. A complete set of tools lets you fine-tune and perfect the results.

Color Swatches

SkinTune displays a set of colors that can be used to adjust the Current image. The active color is highlighted with a blue outline. Click on a different color to choose a new target color.

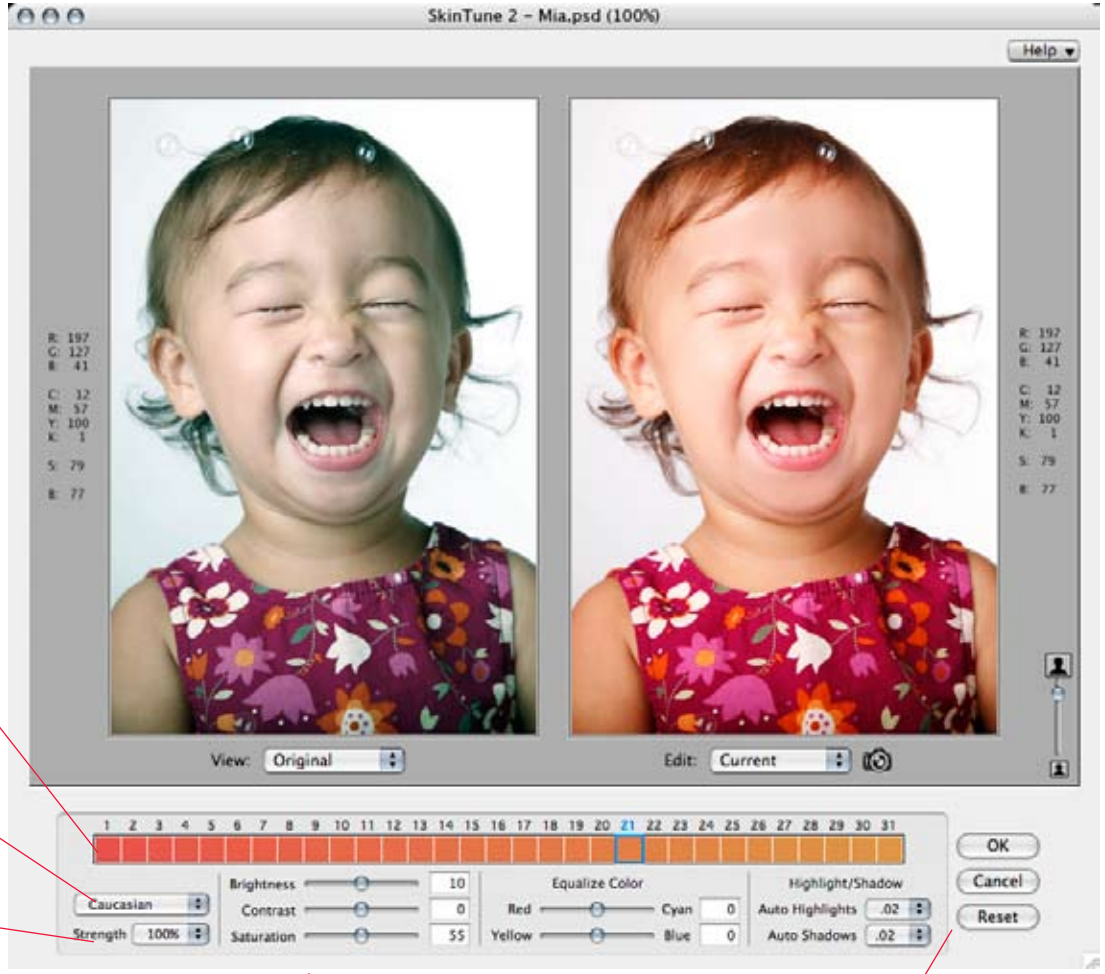
The color swatches contain different color variants or hues with warm colors to the left and cool colors to the right. Equalize sliders adjust

Ethnicity Pop-up Menu

Skin color Libraries for African, Asian, Caucasian, Latin, Middle Eastern, and All are available under the pop-up menu. Each library contains more than 120,000 skin colors.

Percentage Pop-up Menu

SkinTune adjusts your image to the nearest target color in the chosen library, based on your click point. The 50% option cuts the adjustment in half, while 25% reduces the adjustment in half, again. 0% is also available.



Snapshot

The Snapshot command lets you make a temporary copy of the Current preview, along with a record of your corrections. That way, you can compare different results, and experiment with different alterations without losing your prior changes.

The Original and Current Pop-up menus under the preview images control Snapshot functions.

Brightness Slider

The brightness slider uses a custom midtone curve that lightens or darkens the image without data loss. The midtones are affected more than the highlight and shadow regions.

Contrast Slider

The contrast slider uses a custom S-curve that increases highlights, while decreasing shadows.

Saturation Slider

To start, saturation matches the click point of your original image. Adjusting saturation will not effect color or brightness.

Equalize Color

To the right of the main sliders are the Equalize Color sliders. These sliders can be used to fine-tune the skin color.

Zoom Slider

To begin, the image is always reduced to fit. The vertical Zoom slider lets you increase or decrease the size of the preview images.

Pan Tool

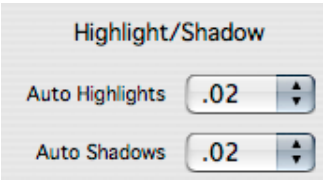
If the image is cropped, you can reposition it using the pan tool. Just place your mouse over the right-hand preview image, then click and drag.

16 Bit Support

Most high-end digital cameras now feature RAW image format in addition to JPEG. RAW, as the name implies, is the raw file with no camera processing like sharpening, white balance, or color adjustment. Another advantage of RAW is more pixel data with 16 bits of information per channel rather than 8 bit. Standard 8 bit provides 256 levels of data for each of the three channels in RGB. This equates to 16.7 million different colors. 16 bit increases each channel's data to from 256 to over 65,000 levels. 16 bit helps prevent image degradation during manipulation and color correction.

At start-up, SkinTune will automatically recognize 8 or 16 bit images and process them accordingly.

Highlight/Shadow Points

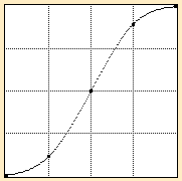


Many digital images have a flat appearance due to a compressed dynamic range. This happens when pixel values don't extend to the maximum range from 0-255. Highlight/Shadow Point converts the lightest pixel to white, the darkest pixels to black, and remaps all the pixels in between. A percentage of pixels on each end of the spectrum are clipped to insure a proper result. Clipped pixels are converted to black or white. The clipping amount is adjustable by selecting one of the five preset clipping amounts in the Highlight Clip and Shadow Clip pop-up menus. You should use the smallest amount possible to avoid excessive data loss, and an overly contrasty appearance.

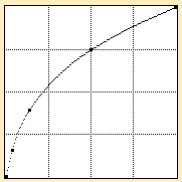
Note: Highlights on a face can become burned-out quickly, so use judicially.

Contrast

The contrast slider uses a custom S-curve that increases highlights, while decreasing shadows. An S-curve is the preferred method of professionals. The available range is -50% to +50%, in 1% increments.



SkinTune's Contrast uses a custom S-curve adjustment, with highlights moving in the opposite direction of shadows. This method is designed to prevent data loss. On most images, you'll find that a 1-5% increase will provide the necessary "snap" to improve contrast.



Color and brightness adjustments use an exclusive curve adjustment, as shown here. This method is designed to prevent data loss. The largest change occurs in midtone and shadow areas that contain the highest levels of saturation, with a less pronounced effect in the highlight areas.

Equalize Color

These sliders are used to fine-tune the color obtained from the Hue Swatches. Use these controls for fine adjustments.

Reset Button

When you click on the Reset button, SkinTune reverts to the original settings that were applied when you last clicked on the original image with the eye dropper tool.

All the adjustments you have made will be lost, unless you make a Snapshot or Save History before clicking reset.

Sound Effect

When you make a Snapshot, a camera shutter release sound is played.

If you want, you can turn the sound effect off:

1. Start SkinTune.
2. Click the "i"button at the top right corner of the window.
3. From the pop-up menu select "Turn off Sound."

This will change the default, so the sound effect will remain off unless you turn it back on.

Window Resizing

To resize the SkinTune window just click and drag the bottom right hand corner of the window with your mouse to resize the window. The standard close, maximize, and minimize buttons have also been added to the top of the window.

Click-Points

Your flesh tone selection is an important first step in achieving good results. Here are some things to consider:

1. Select a mid-tone color. Choose an area that is a good representation of the average color, brightness, and saturation of the image.

2. If the overall skin color in your image is too red, as an example, click on an area that contains this color cast so SkinTune can try to fix it.

3. Avoid shadows and highlights.

4. Avoid facial hair and make-up.

5. The program takes a 7x7 pixel average based on your click point, so choose a smooth, uniform area.

6. At any time, you may select a new click-point, which will reset the results.

Checking Your Selection

After you make a selection, check to make sure you are within range.

Based on your click-point selection, SkinTune finds the nearest acceptable skin color from the library. If the Current image comes up looking bad, it is an indication that your click-point fell outside the boundaries of the library. The solution is to click on a different area of the face until a more desirable Current image appears. See the section above regarding click-points.

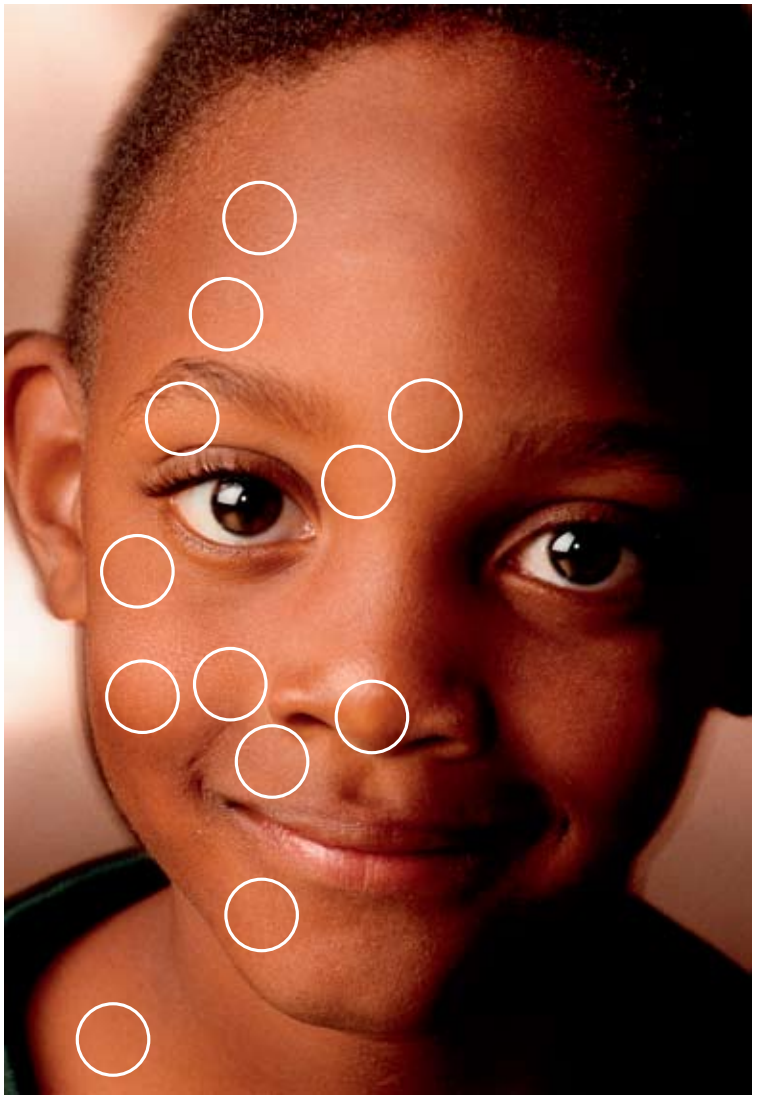
Be sure to click an area that puts the saturation and brightness sliders towards the middle of the slider instead of the ends. On an overall light image choose a darker area, and on a dark image choose a lighter area. That way you will avoid the boundaries of the library and make the correction a midtone adjustment. Whenever you are near the minimum or maximum values, whether in Photoshop features or with SkinTune, the adjustment range will be restricted and provide less quality.

Next, understand that your click-point selection is just the beginning of the correction process. This first step is required, because SkinTune needs a target point from the library to set all the sliders and parameters. The library data is used to control all the subsequent adjustments you make.

Your click-point selection is used to set Hue, Brightness, Saturation, and Equalize. When you adjust any of these, SkinTune refers to the specific data regarding the nationality. Each library is compiled from thousands of skin tone samples.

The hue range is displayed on the color swatches, with current target color highlighted. You can click to select a new target color. Again, stay away from the 4 or 5 color swatches located on the far right and left edges. These hues are only provide to give you a larger working range and they fall outside the actual skin color spectrum.

The available spectrum for skin is very, very, limited, so minor adjustments are usually all you need. SkinTune's hue adjustment offers twice the precision of Photoshop.



Using The Snapshot Function

The Snapshot button (camera) is located under the right-hand preview image. You can record up to four Snapshots of your work. After that, you will be prompted to replace a Snapshot whenever you make a new Snapshot.

A Snapshot makes a temporary copy of any state of the image, and lets you work from that point forward. In this way, you can experiment, or compare different effects while retaining a copy of your previous edits.

For example, you can make changes and tweak colors, take a snapshot, and then display and compare different versions side-by-side. Then, take another Snapshot any time you have made an improvement, so you can recover your work easily. Just select a Snapshot from right-hand pop-up menu to recall the previous saved version.

The "View" and "Edit" pop-up menus, located under the preview images, are used to control and manage the Snapshot functions. When a Snapshot is selected from the right-hand pop-up menu, the sliders are updated to reflect the adjustments saved with the Snapshot. Only the right-hand preview can be edited. Displaying a Snapshot in the left-hand preview is for display purposes only.

The pop-up menus contain the following items:

Left Menu	**Right Menu**
Original	Current
Wizard Snapshot	Wizard Snapshot
Snaphot 1-4	Snapshot 1-4
	Save History...
	Load History...

Managing Snapshots

Every time you make a Snapshot, it is listed in both pop-up menus located under the preview images. You can use the pop-up menus to display any combination of Snapshots you'd like. Only the preview image on the right can be edited and altered with the sliders. Whenever a Snapshot is displayed on the right, the sliders are updated to show the recorded adjustments that were saved with the Snapshot. You could load Snapshots on both the left and right, so you can compare two images side-by-side while you make changes.

If you make changes to a Snapshot, and then switch to a different Snapshot, SkinTune will ask if you want to save the changes before you switch.

If you want to make a new Snapshot, and you've used up your allotment of 4 Snapshots, SkinTune will ask you which of the current Snapshots you want to replace.

Typical Workflow

Like everything in SkinTune, Snapshot is designed to speed up the correction process. Snapshot is a safety net that lets you continue experiment with different combinations without losing your previous edits. Take a Snapshot whenever you want to preserve a set of correction parameters so you can continue experimenting with impunity. Here's a typical workflow using Snapshot:

1. Make your normal adjustments.
2. Take a Snapshot to record your adjustments.
3. Then experiment with other edits, and make another Snapshot.
4. Use the pop-up menus to compare different Snapshots.
5. Save History if you want to reuse your changes on a future image, or click OK to process the changes shown in the right-hand preview.

Save History and Load History

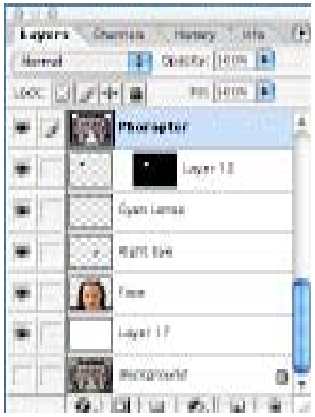
Snapshots are a temporary record of your image adjustments. But, you can permanently save an unlimited number of Snapshots to disk. To save on your hard disk, choose the Save History option in the Current pop-up menu, and specify a name and location for the file. Use the Load History option to open a previously saved setting. Load History will overwrite and become the Current preview. Then, you can edit the Current image using all of the tools in SkinTune.

Using SkinTune With Photoshop

To use SkinTune on selected areas

1. Choose any of Photoshop's selection tools and select a portion of the image. Often using a color range selection is useful for color correcting only the skin in SkinTune.

2. Open SkinTune, and make changes as you normally would. The corrections will only be applied to the selected areas.



Photoshop Layers

Photoshop lets you place artwork on separate layers to make the construction of composite images easy. SkinTune is designed to work with Photoshop layers, so you can color correct individual elements separately.

To use SkinTune with layers

1. Display the Layers palette (choose Window>Layers).

2. To activate a layer and work on its contents, click on the appropriate layer name listed in the Layers palette. The layer is highlighted to show that it has been selected. Then, open SkinTune.

3. To work on a portion of one layer, select the layer as described above and use a selection tool to select a portion of that layer. Next, open SkinTune. The adjustments will be applied to the selected area.

Batch Processing

SkinTune supports Photoshop's Action Palette, so multiple images can be processed automatically, with SkinTune's functions.

Using Photoshop's Actions

1. From within Photoshop's Action Palette, start a new Action.

2. Photoshop will record every step, including SkinTune functions, so they can be replayed on an image or a batch of images automatically.

3. To replay the action on a single image, select the action in the action palette, and select "play."

To replay the action on multiple images, choose Automate>Batch from Photoshop's File menu. A dialog lets you select an action, choose a folder of images to process, and set other parameters for opening, closing, and saving files.

Last Filter

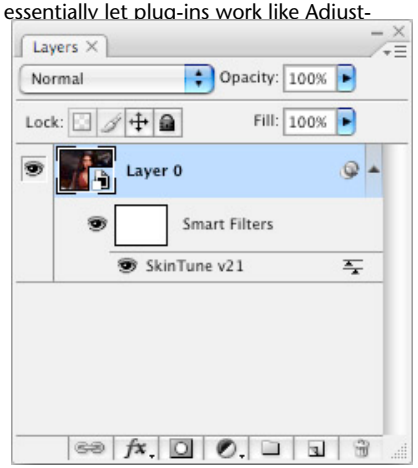
SkinTune supports Photoshop's Last Filter command located at the top of the Filter menu. This lets you replay SkinTune's last correction on other images. The menu item is available until you use a different filter.

Fade

SkinTune supports Photoshop's Fade command, which is located in the Edit menu. This allows you to reduce the effect of SkinTune's last adjustment from 0-100%. The Fade command is similar to changing the layer opacity in Photoshop's Layer Palette.

Photoshop CS3 Smart Filters

Smart Filters is a great new Photoshop CS3 feature that essentially let plug-ins work like Adjustment Layers. SkinTune is compatible with CS3 Smart Filters, so adjustments can be recorded as a separate layer, and you can double-click the layer to edit SkinTune's alterations. This means you can use SkinTune to perform nondestructively editing when used on a Smart Object.



Smart Filters are stored as layer effects in the Layers palette and can be readjusted at any time, working from the original image data contained in the Smart Object. Add,
adjust, and remove filters from an image without having to resave the image or start over to preserve quality. Nondestructive Smart Filters allow you to visualize changes without altering original pixel data.

To use Smart Filters:

1. First change the image layer to a Smart Object. In the Layer menu or Layer Palette options, choose Smart Object > Convert to Smart Object.

2. Then use SkinTune to color correct the image.

3. To edit the SkinTune Smart Filter, double-click the layer.

4. When SkinTune opens, select Last Filter from the Edit pop-up menu under the right-hand preview image.

If you are not using the Smart Filter feature, Last Filter will apply the same change that was made during the previous SkinTune session.