



Perfect Effects

User Manual

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Welcome to Perfect Effects

Bring out the "WOW" in your images with the transformative power of Perfect Effects 9. Its extensive library of one-click presets, adjustable filters, and powerful tools make it easy to bring out the best in your image. Get stunning results instantly or take complete creative control as you add subtle to striking enhancement to your image, create a vision that you have in your mind's eye, or immerse yourself in freeform creativity. With Perfect Effects 9, you can do it all.



Introduction

This introductory chapter includes general helpful information about how to use this help system, how to contact onOne Software, how to install and access the software, etc. It covers many of the foundation topics that you will need to understand to get started.

Pages in this Section

- Using the Help System
- Contacting onOne Software
- Additional Help
- System Requirements
- Installation
- Licensing and Registration
- Opening Files
- Smart Photos
- Module Selector
- Using as Standalone
- Using with Adobe Photoshop
- Using with Adobe Lightroom
- Using with Apple Aperture
- Using with Other Applications
- Printing
- Managing Extras
- Preferences

Using the Help System

This user guide is html based and readable in most web browsers. On the left side, you will see a table of contents that make it easy to find the section you are looking for. The table of contents is hyperlinked and will take you to the specified section by clicking on them. The main body of the page will show you the content you have requested. Use the scroll-bar at the right to scroll down for additional content. You may see hyperlinks in the body text. They will be blue and underlined. Clicking on one of these hyperlinks will take you to more relevant information.

You use the same forward and back buttons in your browser to navigate this user guide as you would a regular web page. You can even bookmark pages so you can find them quickly later.

If you don't see what you are looking for in the table of contents, try the search field at the upper right. You can type in what you are looking for and an index of pages will be created automatically that contain your search term.

Printing the Manual

You can print individual pages by pressing the Print button at the top of the page. A complete printable PDF version of this user guide is available in the [user guide section](#) of the onOne website. This version may be downloaded and viewed when you do not have an internet connection. The PDF version may also be installed on your tablet or eReader device for viewing off our computer.

Contacting onOne Software

At onOne Software, we value our customers and offer a variety of ways to be contacted.

- Visit our company website at:
www.on1.com
- For technical support please visit:
www.on1.com/support



on1, Inc.

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Additional Help



Technical Support
Contact technical support at www.on1.com/support or by filing out a [request form](#).



Knowledge Base
Search the [Knowledge Base](#) for common issues, tips & tricks, and compatibility questions.



Frequently Asked Questions
Check the list of [Hot Topics](#) on the onOne web site. This covers the most frequently asked questions.



Video Tutorials
Visit the onOne University for free [online video tutorials](#) and archived webinars. Many users find these to be the best and fastest way to get started and learn new techniques.

System Requirements

	Minimum	Recommended
Operating System	Mac OS X 10.8, 10.9, 10.10 Windows Windows 7 or Windows 8 current maintenance releases, 64 bit only	Mac OSX 10.9, 10.10 Windows Windows 7 or Windows 8 current maintenance releases, 64 bit
Processor	Intel Core 2 Duo, Xeon or better processor(s)	Quad-core Intel Core i5, Xeon or better processors(s)
RAM	8 GB RAM	8+ GB RAM
Hard Drive	1 GB for installation	1 GB for installation Fast 7200 RPM or SSD drives 10% of boot volume should be free for scratch disk
Display	OpenGL 2.0 compatible video card with 256 MB dedicated video RAM, 1280x720 resolution	OpenGL 4.0 compatible video card with 1GB dedicated video RAM, 1920x1080 resolution
Optional Application Integration	Photoshop CS6, CC, CC 2014 Photoshop Elements 11, 12, 13 Photoshop Lightroom 4, 5, 6 Apple Aperture 3.6	Photoshop CC, CC 2014 Photoshop Elements 12, 13 Photoshop Lightroom 5, 6
Other	Internet connection for activation, auto update checking, content downloads and tutorials.	Wacom tablet for pressure sensitive input Hardware display calibration tool

About Windows Video Cards

If you are using Perfect Effects from a Windows based computer, it is important that you have the latest drivers for your video card installed to get the best performance. Check with your video card manufactures website for the latest drivers. Be sure your video card is OpenGL 2 compliant and has 256MB or more of dedicated VRAM. Many integrated video cards on low-end laptops may not meet these requirements.

Installation

To install Perfect Effects, double click the installer icon and allow the installer to guide you. You may have downloaded the installer from the on1, Inc. website or it may be on a DVD if you elected for a physical shipment.



You should close any supported host applications such as Photoshop, Lightroom or Aperture as well as any standalone versions of onOne products before installing or updating.

Mac OS X

- The application is installed in the Perfect Effects folder in the Applications folder.
- All plug-in files for supported host applications (such as Photoshop, Lightroom, Aperture, and Photoshop Elements) found during the installation process will be installed automatically. You will see a summary of installed plug-ins at the end of installation.
- If a previous versions of Perfect Effects is found, it will be maintained or replaced based on your preference during installation.
- Support files are installed into /Library/Application Support/ and ~/Library/Application Support/ folder.

Windows

- The application is installed in the Perfect Effects directory in the onOne Software directory in the Program Files directory.
- All plug-in files for supported host applications (such as Photoshop, Lightroom, Aperture, and Photoshop Elements) found during the installation process will be installed automatically. You will see a summary of installed plug-ins at the end of installation.
- If a previous versions of Perfect Effects is found, it will be maintained or replaced based on your preference during installation.
- Support files are installed into \ProgramData\onOne Software\.

Uninstalling

To uninstall Perfect Effects, follow these instructions.



You should deactivate your product before uninstalling. This will allow you to transfer your license to another computer.

Mac OSX

1. Go to the Applications/Perfect Effects/Documentation folder.
2. Double click on the Remove Perfect Effects application.

Windows

1. Go to Control Panels.
2. Under Programs select Uninstall a program.
3. In the list that comes up select Perfect Effects and then click on the Uninstall button.

Licensing and Registration

Perfect Effects will operate as a trial version for 30 days from when it is installed. If you have purchased Perfect Effects, you will want to license it so you can continue to use it past the trial period. When you install Perfect Effects it will prompt you to license it. Simply click on the license button and enter your license code. Your license code can be found in your order confirmation email if you purchased the download version directly from on1, Inc. If you purchased a physical copy of Perfect Effects, a sticker on the information card will have the license code on it. Your license code allows you to install Perfect Effects on two computers. When you enter your license code, Perfect Effects communicates with the on1, Inc. activation server and will activate your software. Your software must be licensed and activated to function past the trial period. If the computer you are activating does not have access to the internet, you can manually activate your software by following the manual activation instructions in the license dialog.

If you wish to move your copy of Perfect Effects from one activated computer to new computer you will need to deactivate it first. Deactivation is a simple process. Simply open Perfect Effects and select Deactivate from the Help menu. This will deactivate Perfect Effects on the current machine, allowing you to install and activate it on another machine.

If you lose your activation code, have your computer stolen and can not deactivate it, need to install on more than two computers or have other activation issues please contact on1, Inc. customer by visiting the [support section of the on1, Inc. website](#).

Product Improvement Program

We believe that the best products are made by listening to our customers. We use many methods to gather your ideas and feedback including: emails, surveys, direct conversations, market analysis and the Product Improvement Program. The Product Improvement Program is built into our software and gathers information about how our software is used. It is the most accurate way for us learn what features are important to you and how our products fit into your workflow.

Enrollment in the program is voluntary. When you participate, we collect basic information about how you use our programs and basic information about your computer. This information helps us learn what features are important to you and how we can make our software easier to use. No personal information is collected and you will not be contacted.

You can choose to participate in the Product Improvement Program the first time you launch an on1, Inc. product. You can change your participation later, just click the Help menu, then Help Improve on1, Inc. Products.

You can learn more about the Product Improvement Program [here](#).

Opening Files

Supported File Types

Perfect Effects uses the Photoshop (PSD) file format as its default file type. The Photoshop file format is a commonly supported, publicly documented file format that is also the standard file for Adobe Photoshop. It is also supported by Photoshop Elements, Lightroom, Aperture and many other image editing applications. It supports multilayered images and layer masks making it the perfect format for durable, adjustable imaging. Perfect Effects also supports the opening and saving of the following file types, in RGB either 8 or 16-bits per pixel.

- Photoshop (PSD)
- Photoshop Large Document (PSB)
- Tagged Image File Format TIFF (TIF)
- Joint Photographic Experts Group JPEG (JPG)
- Portable Network Graphic (PNG)
- Camera Raw files from over 200 digital cameras

Photoshop PSD files will maintain all the layers and layer masks you create in Perfect Effects and are recommended as your main file format. Photoshop files may also be saved as a [Smart Photo](#), which is an onOne specific variant of the Photoshop format that allows you to re-edit your settings at a later date. If your saved file will be larger than 2 GB or 30,000 pixels on a side, your image will automatically be saved in the .PSB or Large Document format. This is a newer version of the PSD file format and still maintains all your layers and masks.

You can use the Edit a Copy or Save As command to save flattened TIF and JPG files or PNG files with transparency. Camera raw files can only be opened, not saved directly. They must be saved as another file type.

Opening Files

You may open an existing file in several ways depending on which product you are using.

	Open Command in the File Menu	Open via Perfect Browse	Drop on the Application Icon	Plug-in from Adobe Photoshop	Plug-in from Adobe Lightroom	Plug-in from Apple Aperture
Perfect Photo Suite	Yes	Yes	Yes	Yes	Yes	Yes
Perfect Browse	Yes	Yes	Yes			
Perfect Layers	Yes		Yes		Yes	Yes
Premium Editions of: Perfect B&W Perfect Effects Perfect Enhance Perfect Portrait Perfect Resize	Yes		Yes	Yes	Yes	Yes
Perfect Effects Free	Yes		Yes	Yes	Yes	Yes
Basic Editions of: Perfect B&W Perfect Effects Perfect Enhance Perfect Portrait Perfect Resize	Yes		Yes			



When opening an existing PSD file that has been editing in Photoshop it may contain unsupported layer types such as text layers, adjustment layers, etc. you will see a warning. You can still open a flattened version of the image if this happens. You can [learn more here](#).

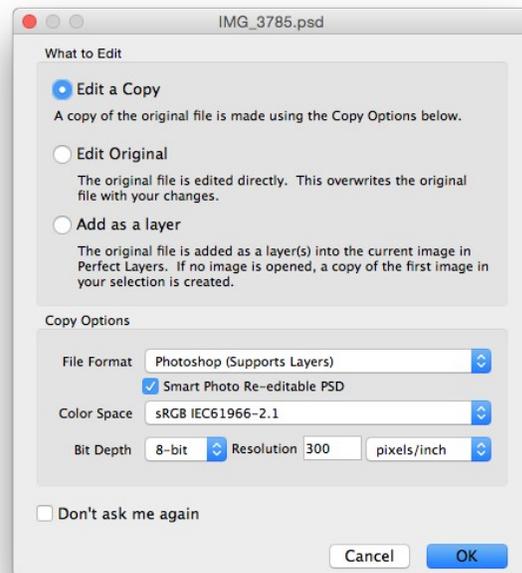
Opening Options

When you open a file(s) you will be presented with the dialog to the right. It allows you to choose to work on the original file, a copy, or to stack the files together as layers.

- **Edit a Copy:** A copy of the original file is made using the Copy Options below and saved in the same folder as the original.
- **Edit Original:** The original file is edited directly. This overwrites the original file with your changes. This option is disabled for Raw or read-only files.
- **Add as a Layer:** The original file is added as a layer(s) into the current image in Perfect Layers. If no image is opened, a copy of the first image in your selection is created.

If you select to open a copy, you can control the file type, color space, bit-depth and resolution. If you have multiple files selected, they will all be handled the same way.

Checking the "Don't ask me again" box will bypass this dialogue box in the future and use the current options selected the next time you open an image.



Smart Photos

Smart Photos are a special PSD format that allows you to save your settings and masks from each module that you use so you can go back and re-edit them later. Any settings you make, including masks and control points, are readjustable later.

Creating a Smart Photo

To create a Smart Photo, select the Smart Photo checkbox in the Edit What dialog when you open an image. If you access Perfect Effects as a plug-in from Lightroom or Aperture you have the choice each time you send a Photoshop file. You can also convert a layer in Perfect Layers to a Smart Layer, which converts the image to a Smart Photo, if you have Perfect Layers.

Re-Editing a Smart Photo

There are several ways to open and re-edit a Smart Photo depending on your product configuration:

- If you have the Perfect Photo Suite you can re-edit a Smart Photo by double-clicking on the module entry in the Smart Photo History pane in Perfect Browse or the Layers pane in Perfect Layers or just click on the module in the module selector.
- If you have a standalone application like Perfect Effects, Perfect B&W, Perfect Portrait or Perfect Enhance, simply open the image and your settings will be reloaded automatically.



Similar to Smart Objects in Photoshop, Smart Photos have certain limitations. You cannot use any tool that will change the original pixels, such as crop or transform. This includes the retouching tools in Perfect Layers, however you can use them in Portrait and Enhance. You cannot change the image size or proportions either, so no crop or Resize.

Module Selector



The Module Selector is a feature of the full Perfect Photo Suite only.

The Perfect Photos Suite is a complete photo editor. It uses a modular approach, allowing each module to focus on one task. This makes accomplishing the task easier by removing unnecessary tools and giving access to just what you need to get the task done. When used as a standalone application, Perfect Browse is the default module upon first launch, it is used to navigate your drives and cloud services to find images to begin working. In the Preferences you may change the default startup module to Perfect Layers. If you prefer a layered workflow you can use the Layers module as the heart of your workflow, similar to using Adobe Photoshop. Depending on how you access the Perfect Photo Suite you may never notice Browse or Layers.

The Module Selector

If you access the Perfect Photo Suite as a standalone application you will start in Browse or Layers module.

When you are ready to edit an image you will select the module you wish to use from the Module Selector in the upper right corner of the main window. You can easily switch between modules by clicking on another in the Module Selector. This allows you to perform multiple tasks during the same editing session.

This is the module selector from the Perfect Photo Suite. It contains all of the available modules that onOne Software makes. If you have purchased a single product, you will only see that product module and Perfect Layers in your module selector.

If you access the Perfect Photo Suite as a Photoshop Plug-in you see the Module Selector, but it will be disabled, you can only use one module at a time through Photoshop. The Module Selector will also be disabled if you use the following modules through Lightroom or Aperture:

- Perfect Portrait
- Perfect Effects
- Perfect B&W
- Perfect Enhance
- Perfect Resize

When you access these modules, you use them on their own and then return back to Lightroom or Aperture directly. Your file will be saved and closed automatically.



If you want to have access to all your modules during an editing session from Lightroom or Aperture, select the Perfect Photo Suite or Perfect Layers plug-in. This will start you in Perfect Layers and the Module Selector will be visible, allowing you to access all of the installed modules.

Using as Standalone

Perfect Effects can be used as a standalone application without the need of Photoshop, Lightroom or other host application. To launch it follow these steps:

Mac OS X

1. Open your Hard Drive.
2. Navigate to the Applications folder.
3. Navigate to the Perfect Effects folder.
4. Double click on the Perfect Effects application icon.

You can add Perfect Effects to your dock for easy access by clicking and holding the icon in the dock, then select the Keep In Dock option. If you use Launchpad it can be found there as well.

Windows 7

1. Go to your Start Menu.
2. Select the onOne Software group.
3. Select Perfect Effects.

If you selected the "Add Icon to Desktop" option during installation you can also access Perfect Effects from there.

Windows 8

1. Open the Start screen by pressing the Window key.
2. Select Perfect Effects.

If you selected the "Add Icon to Desktop" option during installation you can also access Perfect Effects from there.

Using with Adobe® Photoshop®

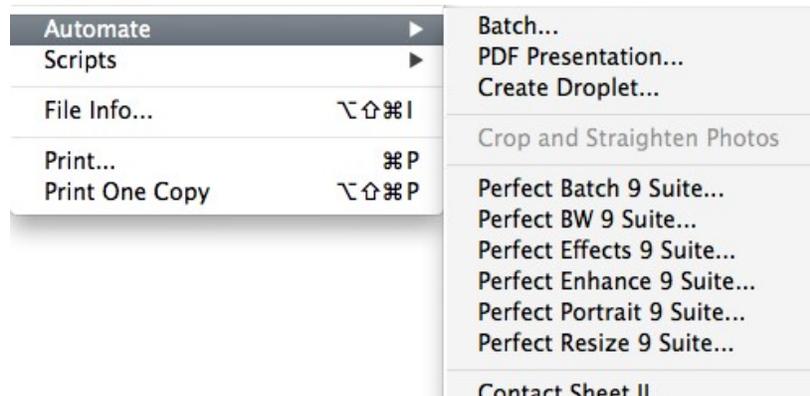


If you have the Premium Edition of Perfect Effects, you can access it as a plug-in through Adobe® Photoshop® or Photoshop® Elements®. This includes the onOne panel for Photoshop for fast access to plug-ins and their presets. As a Photoshop plug-in you can use modules in the Photoshop workflow. This includes using selections and masks as well as Smart Objects and Smart Filters. You can also record actions for automating and batch processing.

If you do not have the Premium Edition of Perfect Effects and would like to use it inside of Photoshop, contact onOne Customer Service about upgrading to the Premium Edition.

To use Perfect Effects inside of Adobe Photoshop follow these steps:

1. Open the image you want to work on.
2. Select the layer you want to work on. Generally Perfect Effects works on a copy of your selected layer, not the entire image.
3. From the File menu, select Automate, and then the module you would like to use.



To use Perfect Effects inside of Adobe Photoshop Elements, follow these steps:

1. Open the image you want to work on.
2. Select the layer you want to work on. Generally Perfect Effects works on a copy of your selected layer, not the entire image.
3. From the File menu, select Automation Tools, and then the module you would like to use.



Perfect Layers and Browse are not accessible from Adobe Photoshop or Photoshop Elements.

onOne Panel

Users of Adobe Photoshop can also access Perfect Effects as plug-ins using the onOne Extension Panel. This provides fast access to the Perfect Effects and its presets. To access the onOne panel, go the Window > Extensions menu in Photoshop and select **onOne**.

The onOne panel behaves just like any other panel in Photoshop. It can be minimized or nested with other panels. To access a module, simple double-click on it. To use a preset, single click on the module name. A menu of available presets will be displayed. Simply double-click on one to apply it to your selected layer.



If you wish to record actions using Perfect Effects be sure to access it from the File > Automate menu when recording.



Using with Adobe® Lightroom®



If you have the Premium Edition of Perfect Effects you can access Perfect Effects as a plug-in inside of Lightroom. This provides an integrated, round-trip workflow.

Perfect Effects is the perfect companion for Adobe Photoshop Lightroom. It integrates tightly with it and provides a seamless experience for enhancing your images. There are several ways to use Perfect Effects with Lightroom.

Plug-In Extras

Perfect Effects can be accessed from the File > Plug-in Extras menu. This is the preferred way to access it. It gives you access to all installed modules and has the most flexibility in how the files are handled. To edit an image in Perfect Effects follow these steps.

1. Select the image in Lightroom.
2. Go the File menu and select the Plug-In Extras flyout.
3. Select the module you would like to use.

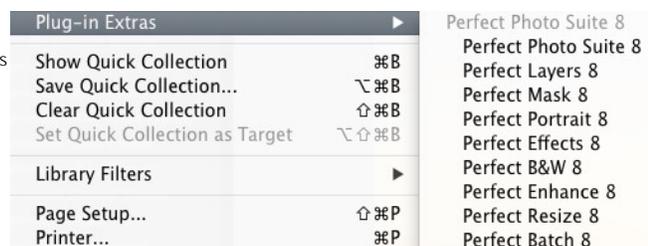
When you access Perfect Effects as a plug-in from Lightroom the module selector is only available for Perfect Layers or Perfect Mask. When you select one of these modules you can use as many modules as you desire during the same editing session. At the end of the editing session you must save and close the image from the Perfect Layers module.

When you select a module other than Perfect Layers or Perfect Mask your image will be sent to it directly and when you press Apply, the image is saved and closed automatically and you are returned back to Lightroom.

Selecting Multiple Images

If you have multiple images selected, the behavior varies depending on which modules you select.

- Perfect Layers or Perfect Mask: Each file will be opened in its own tab. Then you may access any modules available in the Module Selector.
- All other plug-ins: Each image is opened in turn and you may adjust the settings on an image by image basis.



Lightroom Plug-in Preferences

When you use Perfect Effects through the Plug-In Extras menu there are important file handling options that are controlled in the Preferences dialog of the Perfect Layers module. These need to be configured in advance based on your desired workflow.

File Type: The file type drop-down menu determines what type of file will be created. The default is PSD, which maintains layers. You can also select JPG or TIF if you prefer those formats and are not concerned about maintaining layers. The last option is same as source, which maintains the file type of the original file, except for Camera raw files which are saved as PSD.

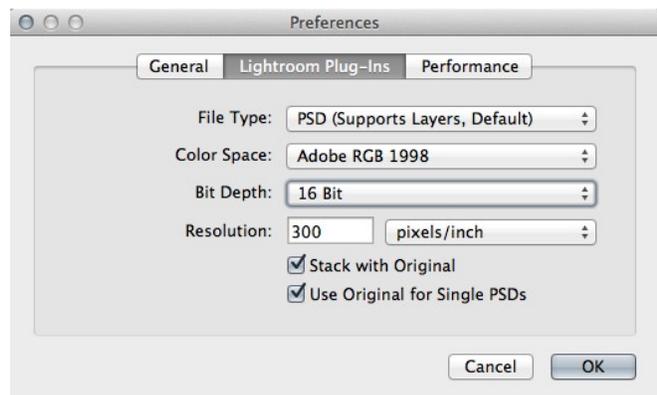
Color Space: The color space drop-down menu determines what RGB working color space is used: Adobe RGB 1998, sRGB or ProPhotoRGB.

Bit Depth: The bit-depth drop-down menu determines the bit depth, either 8-bit or 16-bit per pixel.

Resolution: The resolution drop-down menu determines the resolution of the file.

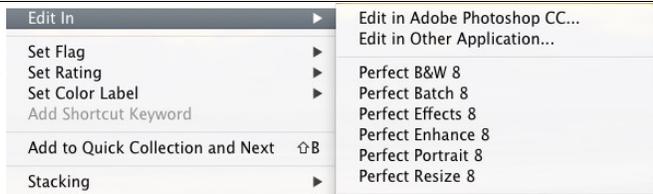
Stack with Original: When enabled, the new image is stacked with the original image, making it easier to organize.

Use Original for Single PSDs: When enabled, if you select a single PSD file, it will be edited directly, rather than having a copy made.



External Editor

You can also access modules as external editors for all modules except Perfect Layers or Perfect Mask. You can access them from the Edit In... contextual menu. These behave similarly to the plug-ins in the Plug-In Extras menu but ignore the preferences set in Perfect Layers. Instead you have the option to control a subset of these options each time you access a module, in the same way you do when you access Photoshop or any other external editor.



Batch Processing

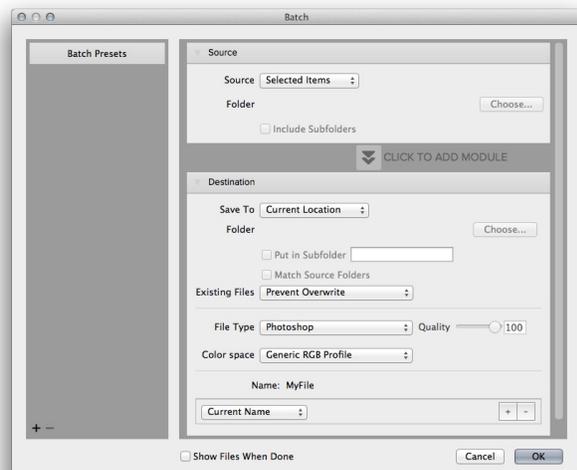
There are two ways to batch process multiple images in Lightroom with Perfect Effects.

Perfect Batch

Perfect Batch is the preferred way to batch process. You start with a selection of images in Lightroom or folder on disk, then batch-process them with multiple modules at the same time to solve complex workflows. For example a portrait photographer can prepare images for a sales session by retouching every face, adding their stylized look and output small JPGs with their logo watermark, all in the same batch process. You can access Perfect Batch from the File > Plug-In Extras menu in Lightroom. You can learn more about using in the Perfect Batch section of this user guide.

Key batch processing features include:

- Start with a selection of images from Lightroom or any folder you select.
- Batch process with a single module for simple jobs or create workflows where you string multiple modules together.
- Save workflows to use over and over.
- Pause on the first image to confirm your set-up, then automatically process the rest to match.
- Add a visual watermark, like your logo, to every image.
- Edit files in place or create new files with different size, name or file type.



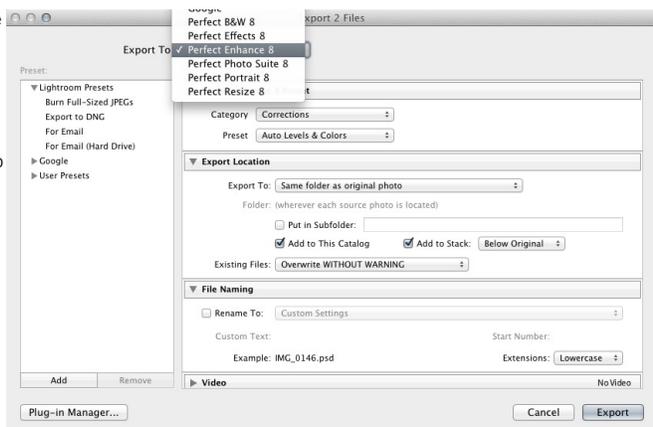
Lightroom Export

You can also batch process with a single module through the Export menu in Lightroom. This is useful if you need to remove metadata or are more comfortable with Lightroom's Export. Batch processing through Export is driven by presets, so you need to create a preset that accomplishes the work you desire first.

1. Select the images you wish to batch process.
2. Go the Export under the File menu.
3. At the top under the Export to drop-down, select the module to use.
4. Complete the module specific options below. These will start with the preset, followed by options for selecting the export location, file naming, file size, etc.
5. Press the export button.



You cannot save Lightroom export presets or use the Export with Previous option.



Using with Apple® Aperture®



If you have the Premium Edition of Perfect Effects you can access Perfect Effects as a plug-in inside of Aperture. This provides an integrated, round-trip workflow.

Perfect Effects integrates tightly with Apple Aperture and provides a seamless experience for enhancing your images.

Perfect Effects can be accessed from the Photo > Edit with Plug-In menu. To edit an image in Perfect Effects follow these steps.

1. Select the image in Aperture.
2. Go the Photo menu and select the Edit with Plug-In flyout.
3. Select the module you would like to use.

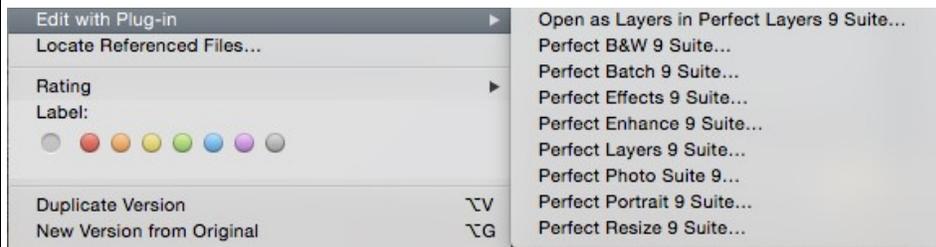
When you access Perfect Effects as a plug-in from Aperture the module selector is only available for Perfect Layers or Perfect Mask. When you select one of these modules you can use as many modules as you desire during the same editing session. At the end of the editing session you must save and close the image from the Perfect Layers module.

When you select a module other than Perfect Layers or Perfect Mask your image will be sent to it directly and when you press Apply, the image is saved and closed automatically and you are returned back to Aperture.

Selecting Multiple Images

If you have multiple images selected, the behavior varies depending on which modules you select.

- Perfect Layers or Perfect Mask: Multiple images will be opened in separate tabs.
- All other plug-ins: Each image will open in a series so you can adjust the settings on each image.



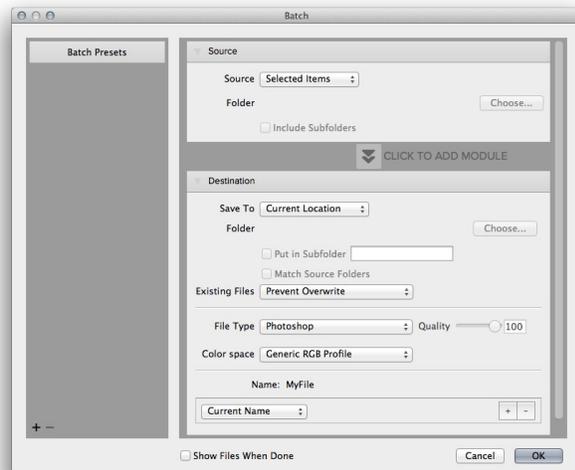
The file type, bit-depth and color space of the image is determined by the preferences in Aperture for external editors. Perfect Effects will maintain the file type, either PSD or TIF automatically to support compatibility with plug-ins from other manufacturers. Keep in mind only PSD files store re-editable layers and mask.

Batch Processing

Perfect Batch is the preferred way to batch process. You start with a selection of images in Aperture or folder on disk, then batch-process them with multiple modules at the same time to solve complex workflows. For example a portrait photographer can prepare images for a sales session by retouching every face, adding their stylized look and output small JPGs with their logo watermark, all in the same batch process. You can access Perfect Batch from the Photo > Edit with Plug-in menu in Lightroom. You can learn more about using in the Perfect Batch section of this user guide.

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- Start with a selection of images from Lightroom or any folder you select.
- Batch process with a single module for simple jobs or create workflows where you string multiple modules together.
- Save workflows to use over and over.
- Pause on the first image to confirm your set-up, then automatically process the rest to match.
- Add a visual watermark, like your logo, to every image.
- Edit files in place or create new files with different size, name or file type.



Using with Other Applications

You can use Perfect Effects as an external editor with many other workflow applications such as Adobe Bridge or Apple iPhoto. First check the application user guide to see if it supports external editors. It should detail how to configure the host application to use an external editor. Generally this will include selecting Perfect Effects setting the file type to send to it. It is best to use PSD files if supported. Below are the instructions for configuring iPhoto.

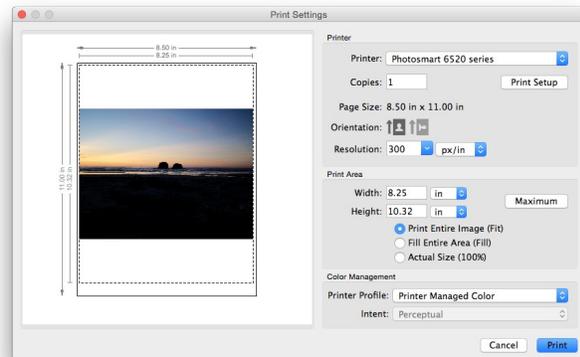
1. Open the Preferences dialog, from the iPhoto menu.
2. Click on the Advanced tab.
3. From the Edit Photos: pop-up select the In Application... option (note if you have ever selected another external editor, it may be listed here instead.)
4. From the Choose dialog that appears, navigate the the Perfect Effects folder, inside the Applications folder and select [Product Name].
5. In the RAW Photos: option, uncheck the Use RAW when using external editor option, and check the Save edits as 16-bit TIFF files option .



Printing

You can print your photos to your printer using the Print function.

1. Select Print from the File menu.
2. Select your printer from the Printer pop-up.
3. Press the Print Setup button to adjust printer specific options such as paper size and type and printer specific color management options.
4. Adjust the number of copies, orientation and output resolution.
5. In the Print Area section set the area you would like to fill with image. The preview on the left shows the paper size and margins as well as the print area and how the image will fit or fill the print area.
6. Select the output Printer Profile and Rendering Intent to properly adjust the photos colors to your printer and paper combination. You may also select the Printer Managed Color option to let your printer driver manage the color instead.



Tip: If you have already cropped and sized your image to your desired print area size, simply set the width and height to match in the Print Area section.

Managing Extras

What are Extras?

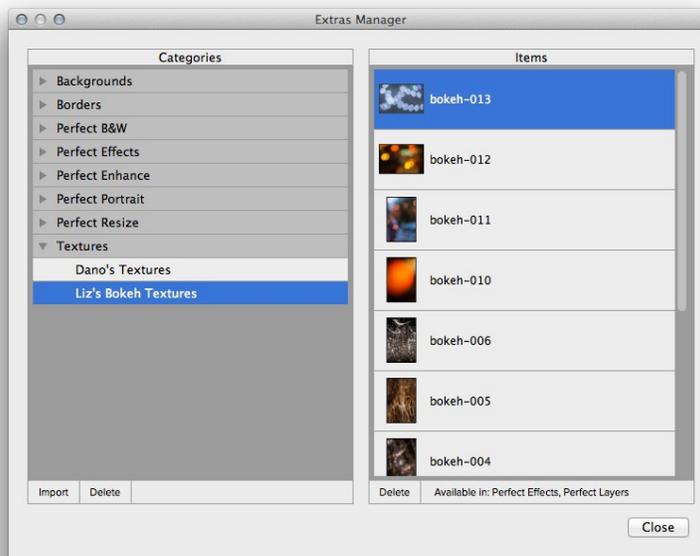
The Extras Manager lets you import and manage your own Extras content. Extras are:

- Backgrounds that can be imported and used in Perfect Layers.
- Borders that can be imported and used in Perfect Layers, Perfect Effects and Perfect B&W.
- Textures that can be imported and used in Perfect Layers and Perfect Effects.
- Presets for Perfect B&W, Perfect Effects, Perfect Enhance, Perfect Portrait and Perfect Resize.

Extras can be content that you download from the onOne website or content that you create on your own.

The Extras manager lets you create categories for each Extra type, import files as extras and delete user-added extras you no longer want.

You can access the Extras Manager from the File menu in Browse and Perfect Layers or the Preset menu in modules that use presets.



How to Import Extras

Importing extras is simple. Start by opening the Extras Manager then follow these steps.

1. Select the type of extras you wish to import in the left column (Backgrounds, Borders, etc.) You can only import extras of one type at a time.
2. Click on the Import button in the footer of the left column. A Finder or Explorer Window will appear where you can select the files to import. If you want to import an entire folder, click into the folder then select the first file, then shift-click on the last file. Click import when your selection is complete.
3. Select a category for your extras to live in. This is where you will be able to find it inside of the Perfect Effects. You can select from an existing category or create a new one.

When your extras have been imported you will see them in the Extras Manager in the category you selected, in the type of extra they belong to.

What Type of Images Can I Import as Extras?

Backgrounds and Textures may be any image file that Perfect Effects can open including jpg, tif, raw or psd files. Border files must have a large central area that is transparent. This means that only files that support transparency like png can be imported as borders.

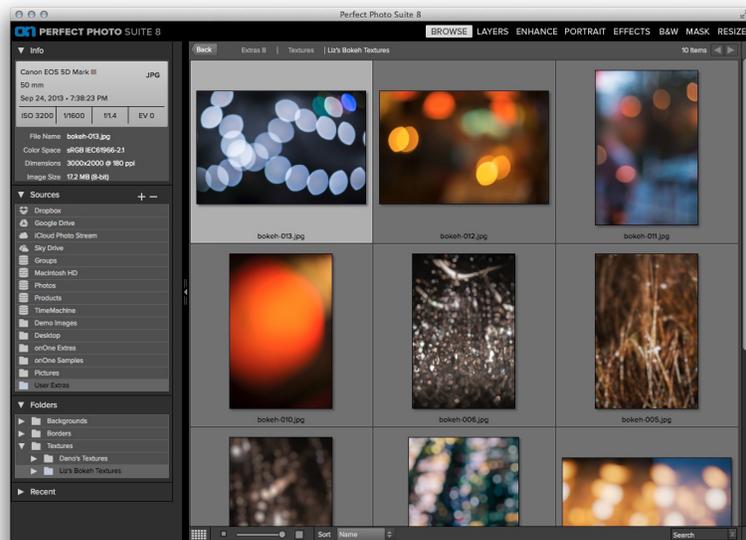


If you have a .ONPreset file that you have downloaded from the onOne Software website, simply double-click on it to install it. There is no need to import it through the Extras Manager.

Browsing Extras

You can browse and open Extras from the Browse module. In the Sources pane there are sources for onOne Extras (extras that are provided by onOne when you installed Perfect Effects) and User Extras where you can browse and open extras you have installed.

Inside each source folder are folders for the Backgrounds, Borders and Textures. You can open these as layers into Perfect Layers to add them to an image or layout you are working on.



Using Extras in Perfect Layers

Browsing extras in Perfect Layers is similar to the Browse module. Click on the Extras tab of the left column mini-browser. You will see top-level folders for onOne Extras and User Extras. Inside of these will be sub-folders for Backgrounds, Borders and Textures. You can double-click on an extra to add it to your current image, just use the "Add as a Layer" option when asked how you want to open the file.

- Then you can use the transform tool to size and position the extra on your image.
- Use the Layers pane to change the order, opacity and blending mode.
- Use the Masking Brush and Masking Bug to selectively apply the extra.
- Use the Perfect Eraser to remove distractions from the extra if needed.

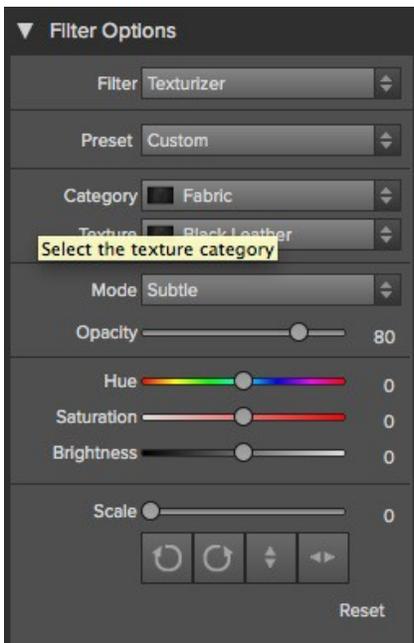
If you save your file as a layered PSD file, you can always re-open the file again and have access to all of the layers and masks for further editing.



How to use in a Module

You can access certain extras, like borders and textures, inside of modules like Perfect Effects and Perfect B&W. To use them follow these steps:

1. Open an image into Perfect Effects.
2. In the Filter Options pane, select the correct filter type, either Borders or Texturizer.
3. From the Category pop-up, select a category you have imported. User added extras categories appear at the bottom of the category list.
4. From the Texture pop-up select a texture from the category you selected.



How to Delete Extras

You can remove imported extras using the Extras Manager. Follow these steps:

1. Open the Extras Manager.
2. Click on the extras type that contains the content you wish to remove. This will display categories within that extras type.
3. To delete an entire category, select in the left column and click on Delete button in the footer of the left column.
4. To delete individual extras, select them in the right column and click on the Delete button in the footer of the right column.



Deleting extras is permanent and can not be undone!

Preferences



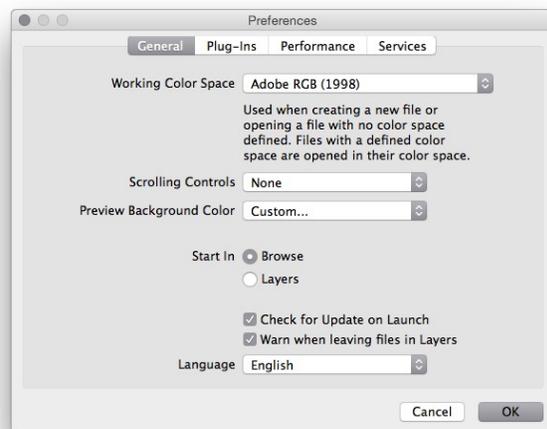
Note: This page refers to the Preferences dialog for the Perfect Photo Suite. If you have an individual product not all of the options detailed below may be available.

The preferences dialog contains general application settings. The preferences are accessed from the Perfect Effects menu on Mac or the Edit menu on Windows.

The preferences contain the following controls:

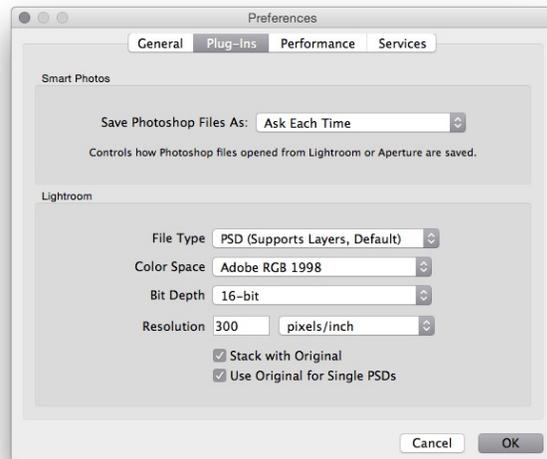
General Settings

1. **Working Color Space:** When a new file is created or file is opened and has no color profile associated with it, this is the assumed color profile for the image. Images that come from plug-ins or have tagged or embedded profiles will use the associated profile instead.
2. **Scrolling Controls:** Lets you select how the mouse scroll wheel or scrolling gesture works. The options are:
 1. **None:** Default
 2. **Preview Zoom:** Adjusts the zoom of the preview window. Scrolling up increases the zoom, scrolling down decreases the zoom. It is important that the zooming is comfortable, not too fast or slow or jerky.
 3. **Preview Pan:** Pans the image, like using the pan tool or navigator. It is important that the panning is comfortable, not too fast or slow or jerky.
 4. **Brush Size:** Adjusts the size of the current tool if relevant, such as a brush tool.
3. **Preview Background Color:** You may select the color of the background behind the preview image. The default color is black. There should be options for black, white, light gray, dark gray and custom... The custom option a color picker where you can select your own background color
4. **Start In:** Determines which module will open at launch. Browse is the default.
5. **Check of Updates on Launch:** Enabled by default, the product will communicate with onOne server at launch and if an update is available it will prompt you to download, or skip.
6. **Warn when leaving files in Layers:** Enabled by default, if you have unsaved files open in Layers and want to close the program a warning dialog will appear with the options to Save & Close, Cancel, or OK which will close without saving.
7. **Language:** Select which language the app user interface is presented in. Usually this is determined automatically but the locale of the operating system but can be manually set.



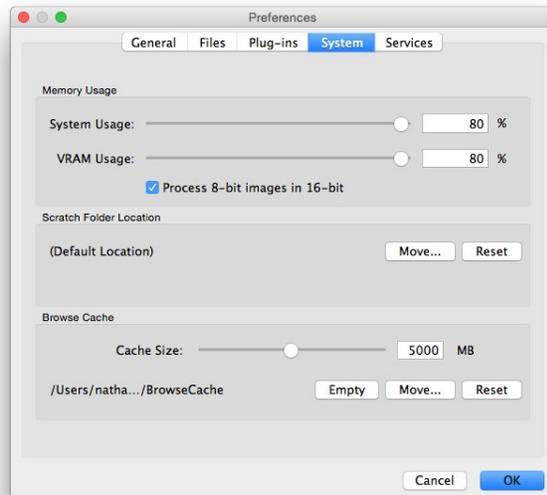
Plug-ins

1. **Smart Photos Save PSD Files As:** When you send a PSD to Perfect Effects via a plug-in from Lightroom or Aperture you can choose between saving the file as a normal photo or a [Smart Photo](#).
2. **File Type:** Specifies four options. PSD (Supports Layers, Defaults Setting. Same as Source (PSD for Raw). TIFF (No Layers). JPEG (No Layers).
3. **Color Space:** Specifies the color space to use when processing copies from Lightroom. This is similar to the working color space pop-up in the general preferences tab, however there are only the three options supported by Lightroom: sRGB, Adobe RGB 1998 and ProPhotoRGB.
4. **Bit Depth:** Sets the bit depth for the copies created by Lightroom, the options are 8 and 16-bit.
5. **Resolution:** Sets the resolution of copies created by Lightroom.
6. **Stack with Original:** Enabled by default, copies created by Lightroom are stacked with their original or source image.
7. **Use Original for Single PSDs:** Enabled by default. If your selection is a single PSD file, the original PSD is opened rather than creating a copy.



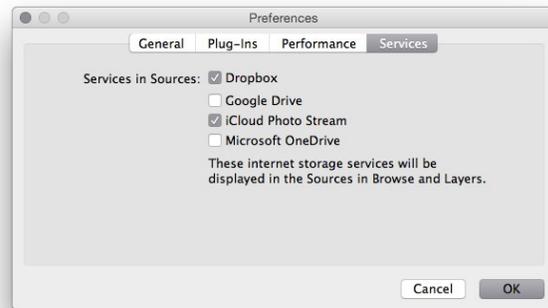
Performance Settings

1. **Memory Usage:** Specifies the amount of system memory (RAM) that is used by the application. The default is 80%.
2. **VRAM Usage:** Specifies the amount of video memory (VRAM) that is used by the application. The default 80%.
3. **Process 8-bit images as 16-bit:** When enabled, 8-bit images are handled in a 16-bit space to reduce processing artifacts. This is recommended unless you have a computer with low memory.
4. **Scratch Folder Location:** Allows you to move or reset your memory cache. This is helpful if you have a small SSD drive as your system drive. This information is purged after each time you quit the application.
5. **Browse Cache:** Stores thumbnails previews on disk so that the next time you browse a folder it loads much faster. Here you can adjust the memory cache size or amount of information stored, empty, move, and or reset.



Services

1. **Services in Sources:** Control which online storage services are displayed in the Sources pane in Perfect Browse.



Perfect Effects

Perfect Effects gives photographers a fast and powerful way to create images with impact.

It includes an updated library of professional quality photographic filters that can be previewed live on your image before being applied. Live previews are shown in full screen so you can see your image at its best. You'll enjoy the ability to stack multiple filters together to create your own unique look.

Perfect Effects takes the idea of stacking filters further with updated blending options that provide better control over how effects are combined. These advanced tools include blending modes options and the ability to limit filters to specific color or tonal ranges of an image.



Getting Started

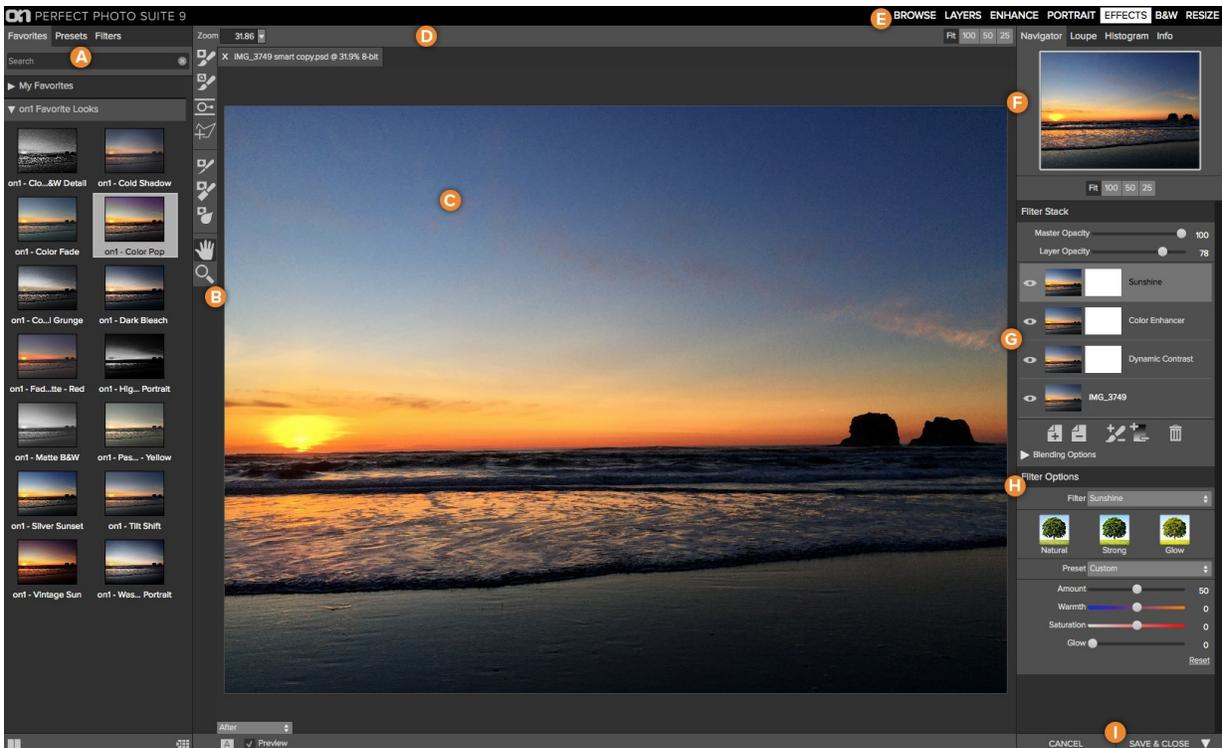
This getting started section will give you the basics of using Perfect Effects. If you have never used Perfect Effects before this is a good place to start. You can also watch the [getting started video tutorial](#). For detailed information on steps and controls mentioned in the getting started section see the Using Perfect Effects section instead.

When to use Perfect Effects

The broad range of effects in Perfect Effects makes it useful at many steps in the digital workflow. For example, the filters in the Brightness, Contrast and Color Correction categories may be used early in the workflow for correcting the color and tone of an image. While filters in many categories are designed for a more artistic effect, it may be used in the middle of the process as well. Finally, Perfect Effects has several filters designed for sharpening in the Sharpening category that should be applied as the last step before printing.

User Interface

Perfect Effects Main Window:



- A. Effects Browser: This library of filters is located on the left side of the window for easy browsing.
- B. Tool Well: This is where the tools are located.
- C. Preview Window: This is the main section where you preview and work on images.
- D. Tools Option Bar: This is where information and options about each tool is set.
- E. Module Selector: This is where you choose which software module to open.
- F. Navigator, Loupe and Histogram Pane: This pane will access the Navigational, Loupe and Histogram features.
- G. Filter Stack: This is where you view and stack filters.
- H. Filter Options: This is where you access the filter options pane.
- I. Cancel/Apply Buttons: This is where you cancel or apply an action.

The Perfect Effects Tool Well

There are four different tools in the Perfect Effects tool well. More details about each tool will be covered in the next chapters.



- Masking Brush** This masks out filters using brush strokes to expose underlying filter layers.
- Quick Mask Tool** This tool masks out large similar areas quickly.
- Masking Bug** This tool lets you mask out the layer to expose the original underlying image.
- Line Mask Tool** This tool is good for linear strait masking.
- Refine Brush** This tool refines the mask intersections to cleanly mask difficult areas like hair.
- Chisel Mask Tool** This tool moves the edge of the mask slightly to remove fringes.
- Blur Mask Tool** This tool softens the mask slightly to blend more naturally.
- Hand Tool** This tool drags your image within the preview window when it's larger than the viewable area.
- Zoom Tool** This tool changes the magnification in the preview window.

Navigator, Loupe, Histogram and Info

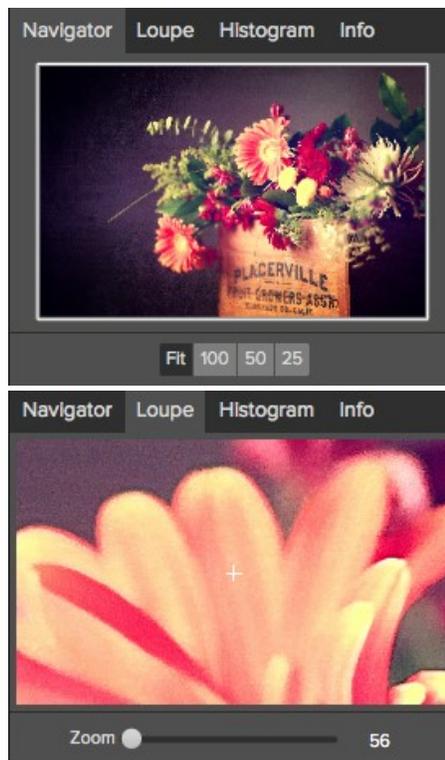
At the top of the control panel on the right of the main window is the Navigator | Loupe | Histogram | Info panes. It contains four useful tools for inspecting and viewing details of your image.

The Navigator Pane

This gives you a birds-eye view of your image. The blue square region marks the image area that is visible in the preview pane. You can pan your image by clicking and dragging inside the blue region.

At the bottom of the Navigator pane are several Zoom presets. Click on a Zoom preset to activate.

- FIT: Zooms to fit the current canvas size. This allows you to see your entire image.
- 100: Zooms to 100% or actual pixels. This is best for judging small details.
- 50: Zooms to 50%
- 25: Zooms to 25%



The Loupe Pane

This gives you a magnified view of the section of the preview under the cursor. This allows you to view the quality of your results while maintaining a complete view of your image.

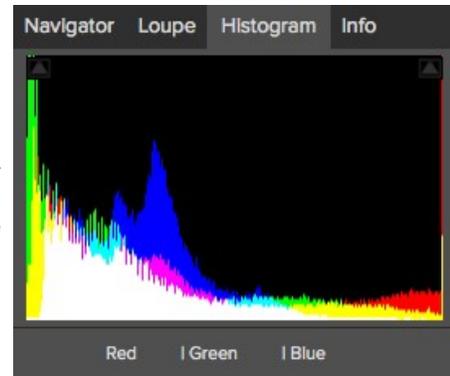
At the bottom of the Loupe Pane is a sliding for adjusting the zoom level.

The Histogram Pane

This gives you a color chart of the shadow, mid-tone and highlight areas based on the image RGB values. This is useful to show areas within the image that may be clipping. Clipping is when your image contains pure blacks or white and can signify loss of highlight or shadow detail.

The left side of the histogram represents the shadows, while the right represents the highlights. At the top of each end is a triangle. If the triangle is lit, there is clipping on that side of the histogram. If you click on the arrows, you will activate the clipping overlay on your image. The areas of your image with a blue overlay are pure black, while the areas with the red overlay are pure white. You can turn the clipping view off again by clicking on one of the triangles. You can also temporarily enable clipping view by holding down the J key at any time. The clipping view is useful when you are making adjusts to the brightness and contrast of your image.

The Histogram pane also displays the RGB values under the cursor at the bottom of the pane.



Clipping View



The Info Pane

The info pane will display important metadata about your file including:

- Camera type
- File type
- Focal length and lens information
- Date and time captured
- Exposure information
 - ISO
 - Shutter Speed
 - Aperture
 - Exposure Value
- Filename
- Color Space
- Dimensions
- File Size and Bit Depth

If your camera allows for GPS the GPS button will be viewable and you can click on it to get the GPS coordinates for where the image was taken. This feature only works if you have GPS enabled on your camera or mobile device. Otherwise you will not see the GPS button.

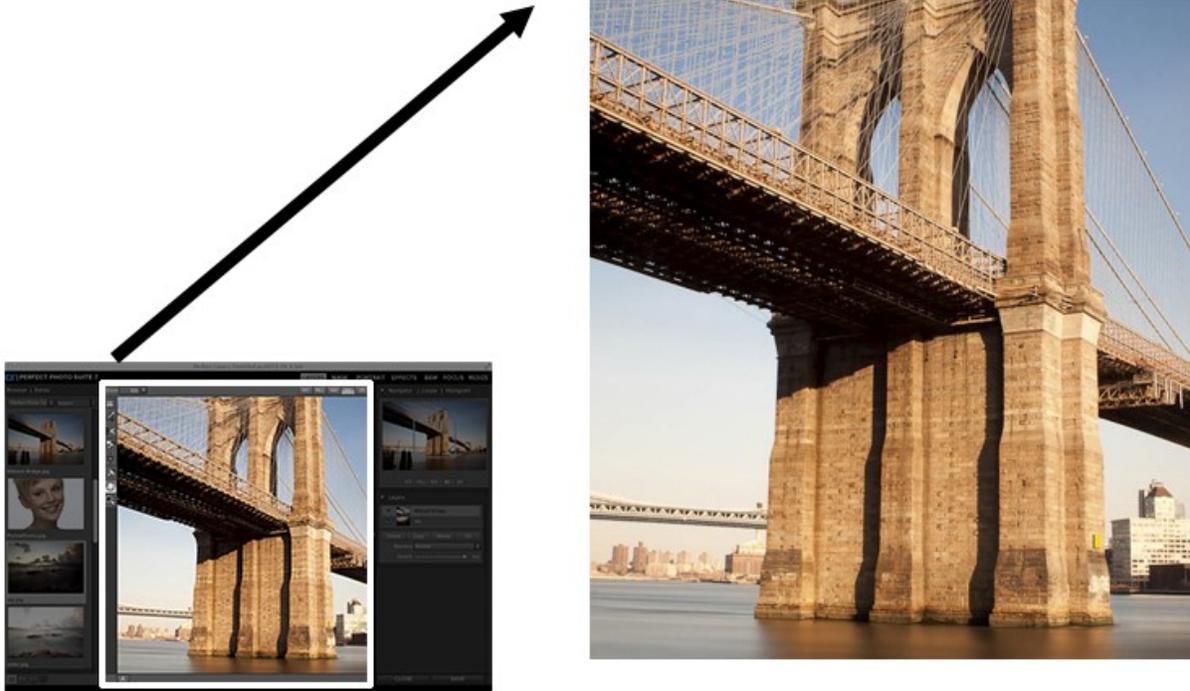


The Info panel is not visible when you access Perfect Effects as a Photoshop plug-in.

Navigator Loupe Histogram Info			
Canon EOS 5D Mark II			PSD
200 mm			GPS
May 7, 2012 - 9:12:22 AM			
ISO 100	1/320	f/2.8	EV -0
File Name _MG_5214 copy.psd			
Color Space sRGB IEC61966-2.1			
Dimensions 5616x3744			
Image Size 120.3 MB (16-bit)			

Navigating the Preview

Perfect Effects provides several ways to navigate and view your image in the Preview window.



The Preview Window above is the main section where you preview and work on images.



Hand Tool

The Hand tool is used to position the image within the Preview window, whenever the preview zoom is larger than the viewable area.

To pan (scroll) in the Preview window:

- Select the Hand Tool and drag the image until you locate the area you wish to view.
- With any other tool selected, hold down the spacebar while you drag the image in the window.



Double-click the Hand tool in the Toolbar to set the image to a magnification that fits completely in the current window size.



Zoom Tool

The Zoom tool changes the magnification of the image in the Preview window.

With the Zoom tool selected:

- Click in the Preview window to zoom in and center the image at the location clicked.
- Click and drag in the Preview window to draw a rectangular, the screen fills with the area within the rectangle when you release the mouse.
- Hold the Option key (Mac) or Alt key (Win) and click to zoom out.



Double-click the Zoom tool in the Toolbar to set the image to 1:1 or 100% magnification, showing every pixel. This is best when examining small details.

Preview Window Modes

The preview window has several modes including; single image, side-by-side (horizontal or vertical) and split-screen (horizontal or vertical) versions of an image. This allows you to compare layers side-by-side or to view a layer mask and the layer side-by-side. At the bottom left of the Preview Window is a button that toggles and shows the current Preview Mode. You can also change the mode from the View menu.



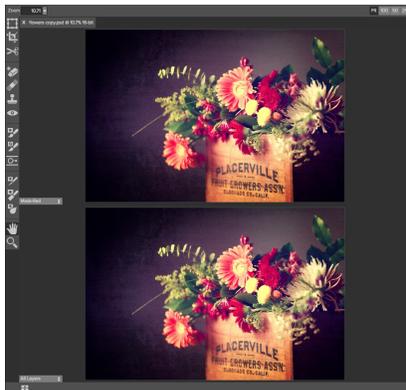
Single Mode Screen.



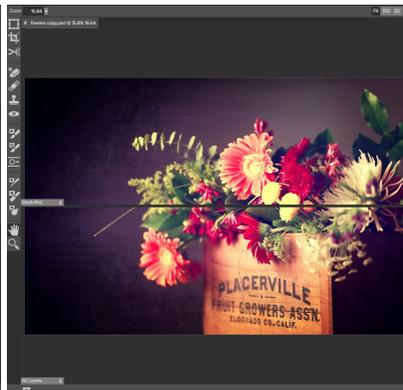
Left-Right Screen.



Left-Right Split Screen.



Top-Bottom Screen.



Top-Bottom Split Screen.

Tip: You can use the keyboard shortcuts below to quickly switch view modes. Items in parenthesis are for Windows.

- Command (Control) L:** Change the preview mode to Left/Right.
- Command-Option (Control-Alt) L:** Change the preview mode to Left/Right Split screen.
- Command (Control) T:** Change the preview mode to Top/Bottom.
- Command-Option (Control-Alt) T:** Change the preview mode to Top/Bottom Split screen.
- Command (Control) Y:** Change the view mode to single image.

Using Perfect Effects

Perfect Effects is designed to work in steps by adding and adjusting multiple effects on top of each other. If you are a photographer, think of this like adding filters over your camera's lens. First, you would add a polarizer to increase the contrast. Next you would add a graduated neutral density filter to darken the sky and perhaps add a vignette lens hood to darken the edges. This same concept is what drives Perfect Effects, except you have many more filters and more flexibility and control.

Perfect Effects provides several ways to work depending on your skill level. It works for beginners through advanced users. Below are example workflows for different levels.

Beginner

A new user can simply click on a filter and apply it. This is the easiest way to get started.

1. Start by opening an image into Perfect Effects.
2. On the left side you will see the Browser with a list of categories. Click on a category to open up a series of filters. You will now see your image with a different filter applied.
3. Simply click on the filter you like and press the Apply button.

Intermediate

An intermediate user may try stacking filters and adjusting their strength.

1. Start by opening an image into Perfect Effects.
2. Add a filter from the Browser, adjust its strength with the sliders in the Filter Options pane.
3. Add another filter layer by pressing the Add button in the Filter Stack pane, then select a new filter from the library.
4. Continue to add filters and adjust their settings.
5. When you have created a filter stack you like, press the Apply button.

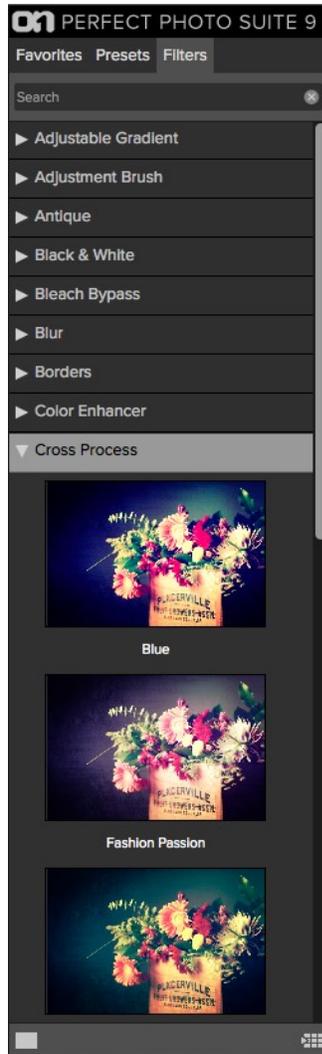
Advanced

An advanced user may stack multiple filters, adjust the strength, blending options, filter options and use the masking tools to selectively apply filters.

1. Start by opening an image into Perfect Effects.
2. Add a filter from the Browser.
3. Adjust the filter options in the Filter Options pane. This pane contains controls relevant to the selected filter.
4. Use the blending options to control the blending mode. You can also control which color or tonal ranges are affected.
5. Continue adding effect filters, adjusting the filter options and blending options to achieve the desired look.
6. Use the masking tools to selectively apply each filter layer by painting them in or out or applying a filter as a gradient or vignette.
7. When you have created a filter stack you like, press the Apply button. You can also save a stack as a preset so it can be used again later.

Browsing Filters and Presets

Built into Perfect Effects is a browser, located in the left panel. You can use it to browse the factory supplied filters, presets you have created or downloaded from the onOne website or for marking and finding your favorites. Below is a description of the controls in the browser.



- A. Browser Tabs:** This switches between filters, presets and favorites.
- B. Search Field:** Use the search field to locate files in the current sub-folder. Simply start to type and your results will appear in a new sub-folder called search results while you type.
- C. Filter Categories:** This will list the different filter categories for you to choose from.
- D. Image File:** A thumbnail of the image is displayed and will have the filter applied to it.
- E. Resize Handle:** On the right edge is a resize handle that you can drag to change the size of the browser or close it.
- F. Browser Modes:** These icons control the browser views. One column, two column, three column or list view.
- G. Quick View Browser Button:** Press this button to open the current folder in the Quick View Browser.

Browser Tabs

The Browser is divided into three tabs: Filters, Presets and Favorites.

- **Filters:** The Filters tab contains the factory Filters provided by onOne Software.
- **Presets:** When save your own presets, or install presets from the onOne website, they will be located here.
- **Favorites:** When you click on the favorite flag on a filter or preset, in any tab, it is added to the Favorites tab automatically. This makes it fast to find the filters and presets you use most frequently.

Navigating the Browser

- To open a category, click on it. To close it, click on it again.
- Only one top-level folder can be open at a time.
- The selected item, either a category, filter or preset, will have a light silver box around it.
- You can use the up and down arrow keys to change your selection in the browser.
- You can open or close categories using the command (control on Windows) up and down arrows.



You cannot move or delete presets from the browser.

Selecting a Filter or Preset to Use

- To activate a filter or preset on your image, simply click on it.

Searching

- To search for filters or presets in the current browser tab, type in the name of the file in the search field.
- The search results appear in a new sub-folder called search results, which will be selected automatically.
- You can clear the search field by pressing the x at the right end of the search field.

Browser Pop-Up

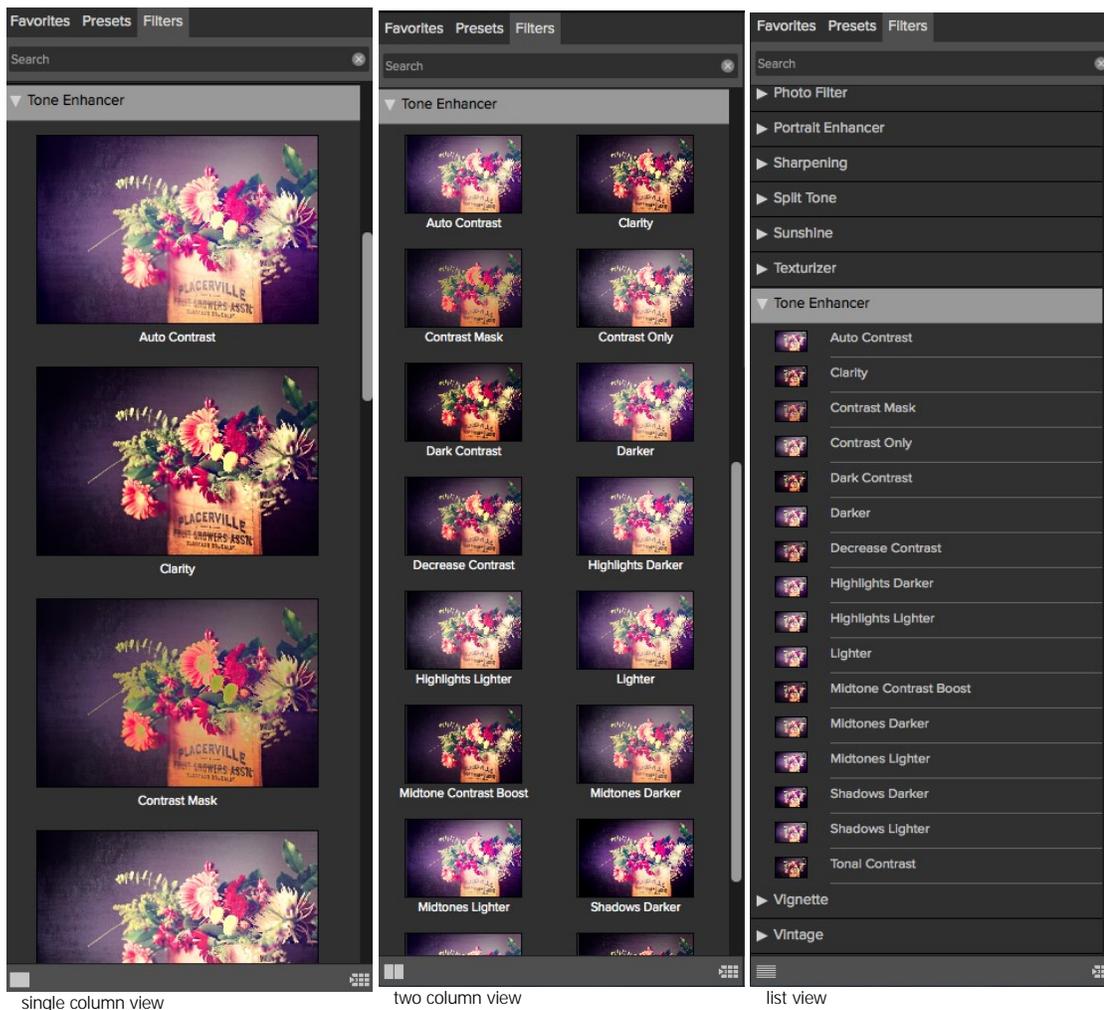
- To view a larger preview on a filter or preset, enable the Show Browser Pop-up in the View menu.
- When you mouse over a thumbnail, a larger preview will be displayed in a pop-up window.

Resizing and Closing the Browser

- The browser can be resized by dragging the resize handle on the right margin of the browser.
- The browser can be closed or reopened by clicking on the resize handle or using the cmd (control on Windows) left and right arrow keys.

Browser Modes

The browser offers four viewing modes. Three that display thumbnails in columns and one list view. The browser modes are selected using the browser mode icons at the bottom of the browser.



Quick View Browser

The Quick View Browser adds an elegant full-screen view of your images, filters and presets. Whether you are looking for the right image or the right look, the Quick View Browser will make fast work of the problem. Just press the Quick View Browser button (or the option (alt) right arrow keyboard shortcut) and you will see the full array of options to choose from. You can visually navigate categories, then dive into them to find just the right look.

- Browse folders and images quickly to find the right one to work on.
- View all your filters or preset categories at one time, then dive into them to find the perfect look with an effortless, tablet feel.
- Variable thumbnail sizes gives you a few large previews or many small ones depending on your screen size and content.
- Back button and breadcrumbs make it easy to navigate a complex folder structure.
- Use your keyboard arrow keys to navigate
- Press the return key to select an item or open a folder.
- Use the command or control left arrow to go up a folder level.

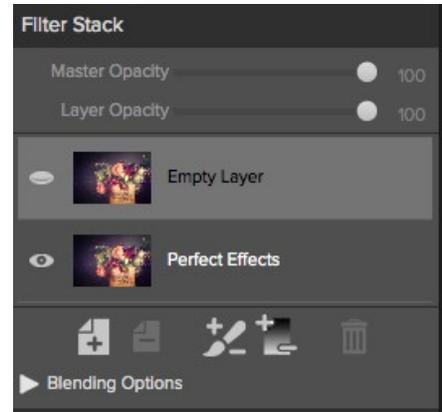


Using the Filter Stack

The **Filter Stack** is a list of all **Filters** and **presets** added to an image.

When you add a **Filter** to your image, it will appear on the current **Filter Layer** in the **Filters Stack** pane. The **Stack** works similar to the **Layers** or **History** palettes in **Photoshop**. At the bottom of the **Filters Stack** is your original image. Each **Filter** you select in the **Library** will replace the **Filter** on the currently selected **Filter Layer**.

You can create as many **Filter Layers** as needed.



You move forward and backward in time by selecting different **Filter Layers** in the **Stack**.

For example, if you had a **Filter Stack** with the original and three **Filter Layers** applied, you could go back to the first **Filter** by selecting it in the **Filters Stack**. The second and third **Filter Layers** will appear disabled and your preview will show only the results of the original with the first **Filter Layer** applied. You can then click on the third **Filter Layer**, the most recently applied, and the second and third **Filters** will appear active again and the preview will show the results of all three **Filters**. The results of each **Filter Layer** in **Perfect Effects** are cumulative, so the results of the first **Filter** are passed to the second **Filter** and so forth.

It is best to work with **Perfect Effects** in a step-by-step process, knowing that the results from each step are the starting point for the next **Filter**. This means that when selecting the **Filters** to apply, think about the workflow order you use.

It is best to make color and tonal adjustments first, followed by special **Filters** and finish with final touches such as vignettes and sharpening. Thinking of the proper steps to add **Filters** in **Perfect Effects** will give you better and faster results.

Changing the Current Filter

When you start in Perfect Effects, there will be an empty Filter Layer on top of your original. Your original is at the bottom of the Filter Stack. To add a Filter to the empty Filter Layer, select it first, then click on an Filter thumbnail in the Filters Browser. You can change the Filter in a Filter Layer by clicking a different Filter thumbnail in the Filter Library.

Adding Filters

To add another Filter Layer so you can stack multiple Filters, click the Add button at the bottom of the Filters Stack. This creates a new empty Filter Layer. Then select another Filter from the Filter Browser.

You can also double-click on a Filter in the Filter Browser to place it in the current Filter Layer and add a new empty Filter Layer above it.

Hiding Filters

A Filter may be temporarily hidden or revealed by pressing the Eye icon next to the Filter in the Stack. When you hide a Filter, you are not removing it from the Stack. You can reveal it again anytime. Keep in mind that hiding a Filter in the middle of the Stack may take a moment to re-render and update your preview.

Changing Filter Order

Filters may be reordered in the Stack by clicking and dragging them into the desired position. Reordering Filters can have a huge difference on the results of the image. Reordering Filters will cause the Stack to re-render which may take a few moments.

Deleting an Filter

You remove a Filter by selecting it and pressing the Delete button at the bottom of the Filters Stack or by pressing the delete key on your keyboard.



Tip: You can clear all the Filters from the Frame Stack at once by option (alt on Windows) clicking on the delete button.

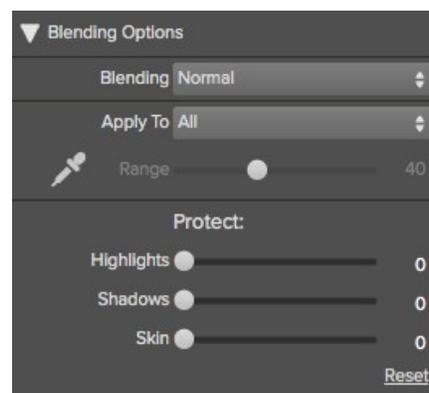
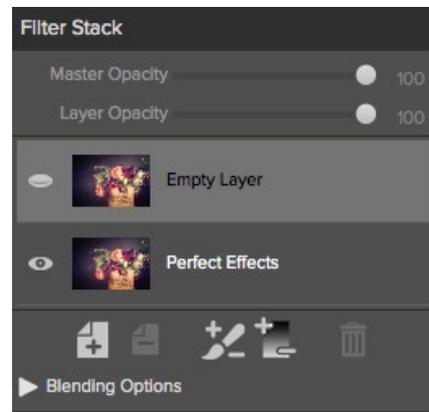
Adjusting the Opacity

The Layer Opacity slider controls how the selected Filter blends with the previous Filter or the original image. You adjust the opacity for any Filter by selecting it and then adjusting the layer opacity slider. Adjusting the opacity slider effectively adjusts the strength of a Filter. For example, if you add a black and white conversion Filter, sliding the layer opacity down will reveal some of the color from the previous state. Usually, the opacity slider will be set to 100% when you add a Filter, however with some Filters like vignettes and soft focus Filters, it may be automatically set at 50%.

Adjusting the layer opacity slider to greater than 50% will make the Filter stronger, while adjusting it to less than 50% will make the Filter weaker.

Blending Options

Clicking on the Blending Options arrow will drop down the Blending Options. This window offers advanced blending options between Filters.



The blending options controls are:

Blending: A pop-up list of blending modes. The list includes normal, lighten, darken, screen, multiply, softlight, hardlight, overlay and color.

Apply Filter To: A pop-up list of color or tonal ranges will appear, only one may be selected. The options are: all, highlights, midtones, shadows, reds, greens, blues, magentas, cyans, yellows, flesh colors, vivid colors and neutrals. This applied Filter creates a selection based on the lightness, hue, or saturation range specified. There is a Fuzziness slider associated with this control that adjusts the hardness or precision of the selection. The range is zero to 100.

Custom: Select the Dropper tool and click on the image to sample a custom color range.

Protect: The protect sliders are used to remove a Filter from a specific color or tonal range. The sliders are: highlights, shadows and skin. The selection created should be feathered and appear natural. The default for these sliders is zero; the range is zero to 64. The range for Flesh Colors is zero to 100.

Reset: This resets all settings to the original default settings.

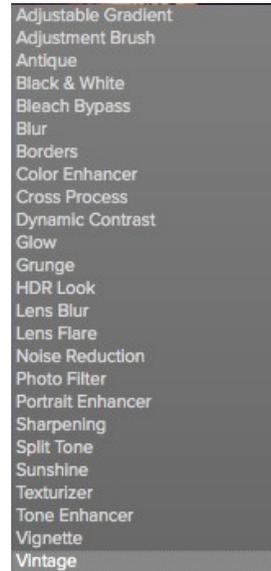
Using Filters

Perfect Effects has its own image-processing engine. This allows you to control the settings for many filters down to the smallest detail.

There are 25 Filters that do all the work in Perfect Effects. Stacking and blending these filters will create different effects. These filters are accessed in the Filter Options pane or the Browser

The Filters are:

- Adjustable Gradient
- Adjustment Brush
- Antique
- Black and White
- Bleach Bypass
- Blur
- Borders
- Color Enhancer
- Cross Process
- Dynamic Contrast
- Glow
- Grunge
- HDR Look
- Lens Blur
- Lens Flare
- Noise Reduction
- Photo Filter
- Portrait Enhancer
- Sharpening
- Split Tone
- Sunshine
- Texturizer
- Tone Enhancer
- Vignette
- Vintage

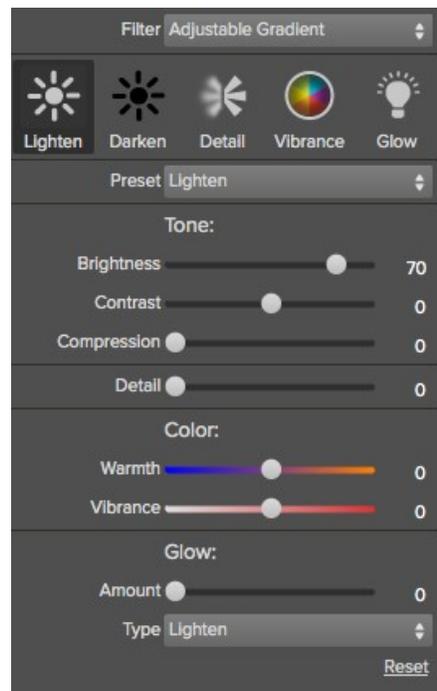


Adjustable Gradient

Adjustable Gradient makes it fast to add common adjustments to a portion of the image. Adding the Adjustable Gradient will automatically activate the Masking Bug. This is used when you want to apply a custom filter to a particular area of an image.

- **Preset Icons:** Shortcuts to the most popular presets.
- **Presets:** Pop-up that lists all built-in presets for the filter.
- **Brightness:** Adjusts the overall brightness of the image.
- **Contrast:** Adjusts the overall contrast of the image.
- **Compression:** Compresses the tonal scale to reveal highlights and detail.
- **Detail:** Enhances the details by increasing the micro contrast.
- **Warmth:** Makes the image warmer or cooler.
- **Vibrance:** Controls the vibrance or how saturated the colors appear.
- **Glow:** Adjusts the image glow.
- **Type:** Sets the style or blending for the glow.

Reset will return the settings to the default.



Adjustment Brush

The Adjustment Brush filter lets you paint-in common adjustments just where you need them.

- **Preset Icons:** Shortcuts to the most popular presets.
- **Presets:** Pop-up that lists all built-in presets for the filter.
- **Brightness:** Adjusts the overall brightness of the image.
- **Contrast:** Adjusts the overall contrast of the image.
- **Compression:** Compresses the tonal scale to reveal highlights and detail.
- **Detail:** Enhances the details by increasing the micro contrast.
- **Warmth:** Makes the image warmer or cooler.
- **Vibrance:** Controls the vibrance or how saturated the colors appear.
- **Glow:** Adjusts the image glow.
- **Type:** Sets the style or blending for the glow.

Reset will return the settings to the default.



When you add an Adjustment Brush, nothing appears on your image until you paint it where you want it.

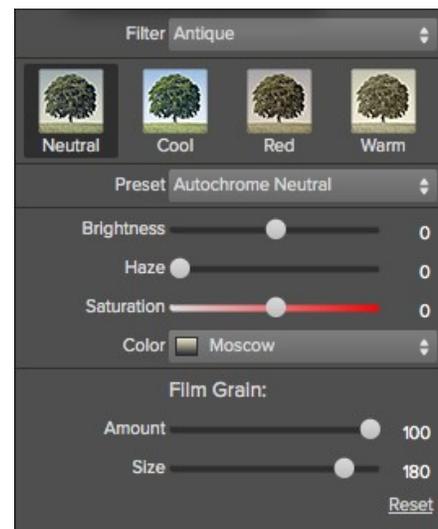


Antique

To give your image an aged look, older than the vintage filter, monochromatic or hand colored.

- **Preset Icons:** Shortcuts to the most popular presets.
- **Presets:** Pop-up that lists all built-in presets for the filter.
- **Brightness:** Adjusts the overall brightness of the image.
- **Haze:** Adds haze or white fill to the image.
- **Saturation:** Adjusts the color saturation.
- **Color:** Drop down menu displays a list of color options similar to the duotone filter.
- **Film Grain:** Amount controls the strength and size dictates how large the grain appears.

Reset will return the settings to the default.

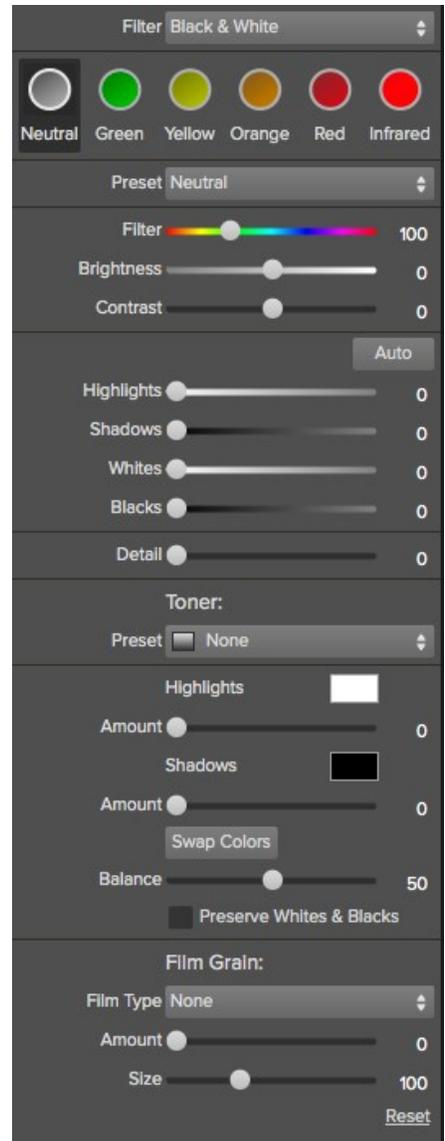


Black and White

The black and white effect is used to turn a color image into a monochromatic image.

- **Preset:** A preset menu drop down full of popular looks.
- **Filter:** Simulates placing a colored filter over your lens when photographing with black and white film. It works like a channel mixer, choosing the percentage of each channel to use.
- **Brightness:** Adjusts the overall brightness of the image.
- **Contrast:** Adjusts the overall contrast of the image.
- **Auto:** Selects the Black and White points automatically.
- **Highlights:** This slider darkens the highlights recovering detail.
- **Shadows:** This slider lightens the shadows revealing detail.
- **Whites:** This slider adds more contrast to the whites.
- **Blacks:** Adds more contrast to the blacks.
- **Detail:** Enhances the fine details.
- **Toner:** A drop-down list of darkroom toners which add a subtle color tint to the image.
- **Highlights:** Click on the color square to select the highlight toner color. The Amount slider controls the strength of the toner color on the highlights.
- **Shadows:** Click on the color square to select the shadow toner color. The Amount slider controls the strength of the toner color on the shadows.
- **Swap Colors:** Pressing this button swaps the highlight and shadow colors.
- **Preserve Whites and Blacks:** When on, this checkbox keeps the pure whites and blacks neutral instead of taking on the color of the toner.
- **Film Grain:** A drop-down list of Film Grains from popular black and white films. Amount slider is for controlling the strength. Size slider adjusts the scale of the grain.

Reset will return the settings to the default.

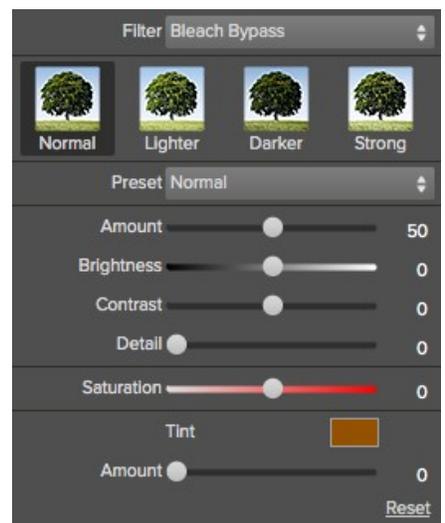


Bleach Bypass

An old color processing technique when the bleaching step was skipped. It reduces the saturation and increases the contrast.

- **Preset Icons:** Shortcuts to the most popular presets.
- **Presets:** Pop-up that lists all built-in presets for the filter.
- **Amount:** Controls the strength or amount of the bleach bypass appearance.
- **Brightness:** Adjusts the overall brightness of the image.
- **Contrast:** Increases or decreases the global contrast.
- **Detail:** Enhances the details by increasing the micro contrast.
- **Saturation:** Adjusts the underlying saturation.
- **Tint:** Choose a new color by clicking in the color icon.
- **Amount:** Adjusts the strength of the tint.

Reset will return the settings to the default.

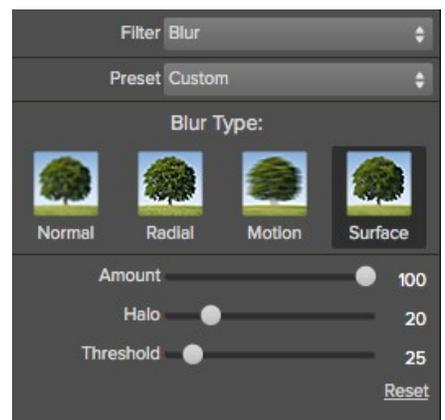
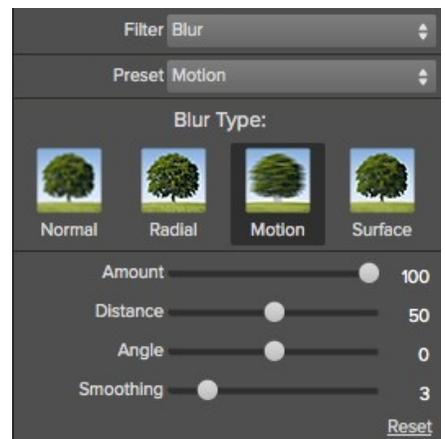
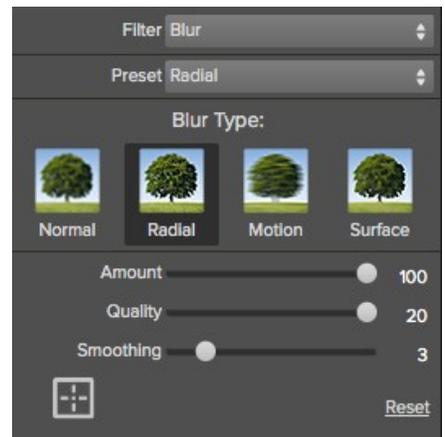
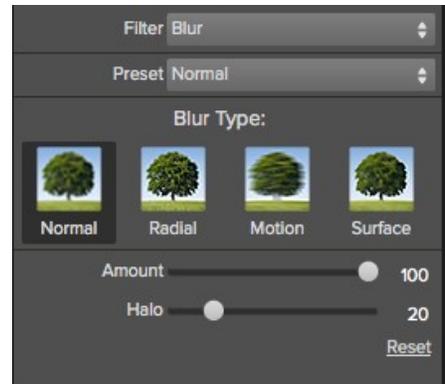


Blur

The blur filter contains four options for blurring the image. These options are Normal, Radial, Motion and Surface. Each Type of blur has its own individual sliders. Use the Preset drop down menu or click on the Type Icon to select the blur.

- Normal:** A gaussian blur applied to the entire image. Amount slider controls the strength of the blur. Halo slider controls the fuzziness of the radius.
- Radial:** A zoom from center style. Amount controls the strength of the blur. Quality controls how noisy or the graininess of the blur. Smoothing softens the lines created by the motion. The Radial option also includes a center spot selector. Activate the spot selector by clicking on the icon and then click on the part of the image you want to make the center of the radial blur.
- Motion:** A motion look to make the object or camera appear to be moving. Amount controls the strength of the blur. Distance controls the blur relative to area between the subject and camera. Angle sets the angle of the blur. Smoothing softens the lines created by the motion.
 - *The Shake preset is a motion type.
- Surface:** Simply maintains the edges but adds blur to the details. Amount slider controls the strength of the blur. Halo slider controls the fuzziness of the radius. Threshold sets how similar colors are grouped.

Reset will return the settings to the default.

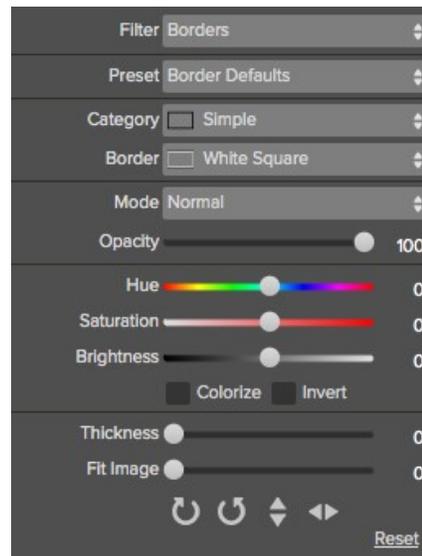


Borders

Adds authentic looking borders.

- **Preset:** Drop down menu of popular borders.
- **Category:** Sets the category.
- **Border:** Selects which border to add.
- **Mode:** Sets the blending mode for the border.
- **Opacity:** Sets the strength or opacity.
- **Hue:** Sets the hue of the border.
- **Saturation:** Sets the saturation of the border.
- **Brightness:** Sets the brightness of the border.
- **Colorize:** When checked will allow users to adjust the Border color by using the Hue, Saturation, and Brightness sliders.
- **Invert:** Inverts the colorize options.
- **Thickness:** Sets the thickness of the border.
- **Fit Image:** Adjusts the size of the image under the border.
- **Button icons (right to left):** Rotate clockwise 90 degrees, rotate counterclockwise 90 degrees, flip vertically, flip horizontally.

Reset will return the settings to the default.

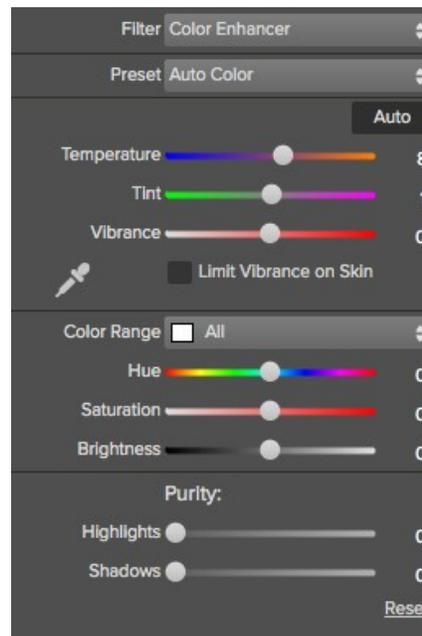


Color Enhancer

The color enhancer can be used to control the saturation or vibrancy of colors in the image. This can be done on a global basis (All) or per a range of colors.

- **Presets:** Pop-up that lists all built-in presets for the filter.
- **Auto:** Detects and removes a color cast.
- **Temperature:** Adjusts the warmth of the image.
- **Tint:** Shifts the hue between green and magenta.
- **Vibrance:** Adjusts the vibrance of muted colors.
- **Gray dropper:** Manually select a gray area to set the temperature and tint sliders automatically.
- **Limit Vibrance on Skin box:** When checked will protect flesh tones.
- **Color Range:** Selects which color range to adjust.
- **Hue:** Changes the hue for the selected color range.
- **Saturation:** Adjusts the saturation of the selected color range.
- **Brightness:** Adjusts the brightness of the selected color range.
- **Purity - Highlights:** Reduces the saturation in the highlights.
- **Purity - Shadows:** Reduces the saturation in the shadows.

Reset will return the settings to the default.

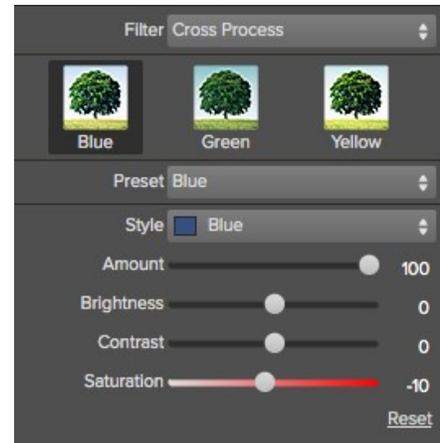


Cross Process

This filter simulates processing film deliberately with the incorrect chemistry. This process will create unnatural colors and high contrast.

- **Preset Icons:** Quick automation of popular cross processes.
- **Presets:** A drop-down menu with a selection of cross process presets.
- **Styles:** A drop down list of all color styles.
- **Amount:** Controls the overall strength of the filter.
- **Brightness:** Adjusts the overall brightness.
- **Contrast:** Adjusts the overall contrast.
- **Saturation:** Adjusts the underlining saturation.

Reset will return the settings to the default.

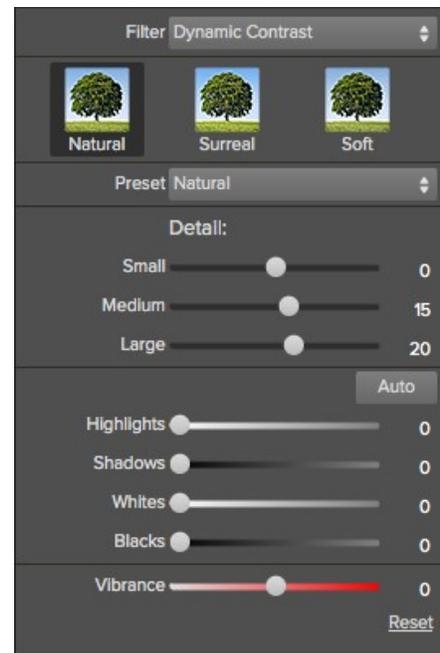


Dynamic Contrast

Dynamic contrast adds clarity or tonal contrast to your image making the image pop.

- **Preset Icons:** Presets for quick adjustments.
- **Preset:** A drop-down menu with a fill list of dynamic contrast presets.
- **Detail Small:** Adjusts contrast in small areas.
- **Detail Medium:** Adjusts contrast in medium areas.
- **Detail Large:** Adjusts the contrast in large areas.
- **Auto:** Sets the black and white points automatically.
- **Highlights:** Recovers detail in the highlights.
- **Shadows:** Recovers detail in the shadows.
- **Whites:** Increases the white contrast.
- **Blacks:** Increases the black contrast.
- **Vibrance:** Adjusts the vibrance of muted colors.

Reset will return the settings to the default.

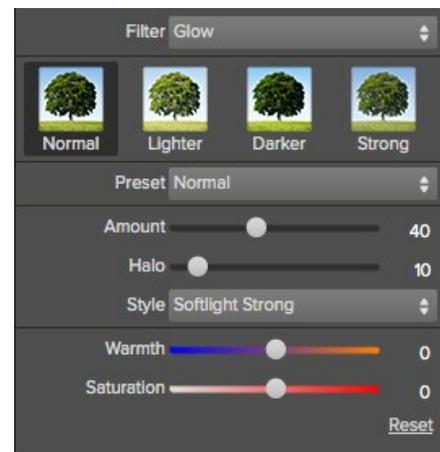


Glow

This filter adds a soft focus glow to the image.

- **Preset Icons:** Presets for quick adjustments.
- **Preset:** A drop-down menu with a list of glow presets.
- **Amount:** Controls the overall strength of the glow.
- **Halo:** Sets the fuzziness or radius of the glow.
- **Style:** A drop-down menu to set the style or blending.
- **Warmth:** Controls the temperature of the glow.
- **Saturation:** Adjusts the saturation of the image.

Reset will return the settings to the default.

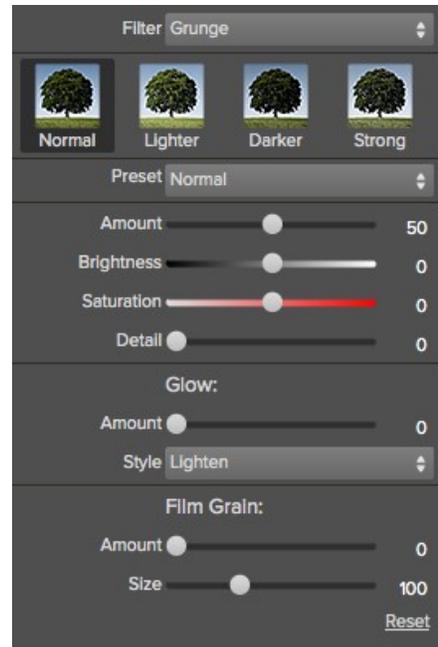


Grunge

This filter is used to add a dirty or grungy look to your image. Its great for urban exploration or even senior portraits.

- **Preset Icons:** Presets for quick adjustments.
- **Preset:** A drop-down menu with a list of grunge presets.
- **Amount:** Adjusts the overall strength of the grunge.
- **Brightness:** Adjusts the overall brightness of the image.
- **Saturation:** Adjusts the underlying saturation.
- **Detail:** Adjusts the amount of detail.
- **Glow Amount:** Adds a glow to the grunge.
- **Glow Style:** A drop-down of glow styles or blending.
- **Film Grain Amount:** Adds film grain to the image.
- **Film Grain Size:** Controls the grain size.

Reset will return the settings to the default.

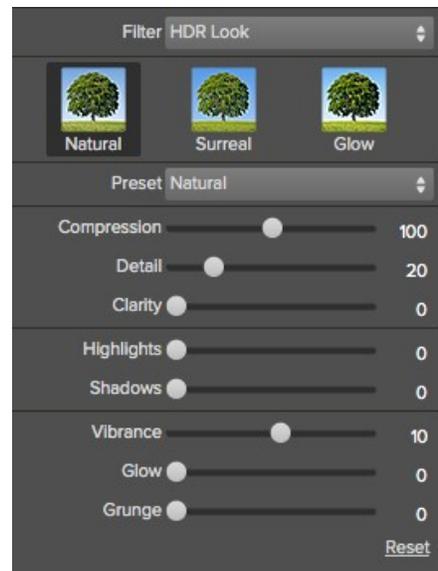


HDR Look

This filter recreates the HDR style of tone mapping.

- **Preset Icons:** Presets for a quick adjustment.
- **Preset:** A drop-down menu with a list of HDR presets.
- **Compression:** Compresses the tone to reveal highlight and shadow detail.
- **Detail:** Increases the local contrast.
- **Clarity:** Increases the global contrast.
- **Highlights:** Recovers detail in the highlights.
- **Shadows:** Recovers detail in the shadows.
- **Vibrance:** Adjusts the vibrance of muted colors.
- **Glow:** Adds a bright glow.
- **Grunge:** Adds a dark gritty look.

Reset will return the settings to the default.

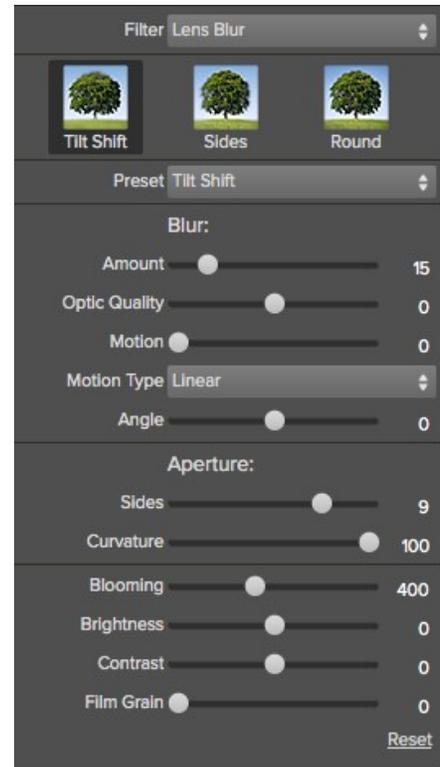


Lens Blur

This filter is the replacement for FocalPoint. It creates a blur, based on a camera lens such as a tilt-shift or a shallow depth of field look.

- **Preset Icons:** Presets for a quick adjustment.
- **Amount:** Adjusts the overall strength of the blur.
- **Optic Quality:** Controls the aperture shape in the inner and outer feather.
- **Motion:** Adds motion to the blur.
- **Motion Type:** A drop-down for selecting a motion type.
- **Angle:** Sets the direction of the motion blur.
- **Sides:** Sets the number of blades in the lens aperture changing the shape of the bokeh.
- **Curvature:** Sets the curvature of the aperture blades.
- **Blooming:** Adjusts the highlight bokeh.
- **Brightness:** Controls the overall brightness of the blur.
- **Contrast:** Controls the contrast of the blurred areas.
- **Film Grain:** Adds simulated film grain to the blurred areas.

Reset will return the settings to the default.

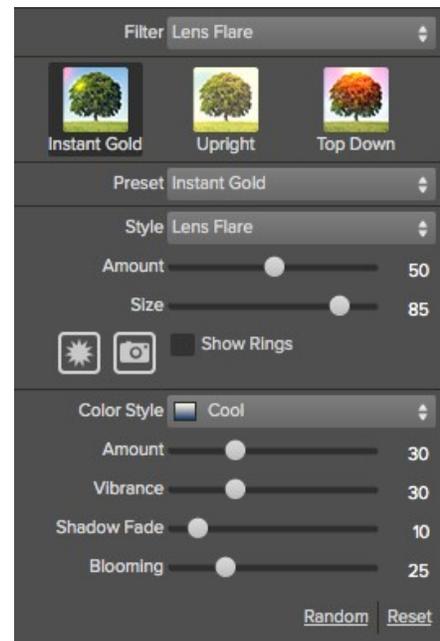


Lens Flare

The Lens Flare filter is used to create or enhance images shot into the sun. It reduces contrast, shifts color and renders a realistic lens flare.

- **Preset Icons:** Presets for a quick adjustment.
- **Style:** Sets the style, either lens flare or sun spot.
- **Amount:** Adjusts the overall strength of the effect.
- **Size:** Controls the size of the effect.
- **Light Source Tool:** Click and drag with this tool to set the location of the light source. This can be off the image.
- **Camera Position Tool:** Click and drag with this tool to set the location of the camera. This changes the shape of the lens flare. This can be off the image.
- **Show Rings:** Shows or hides round aperture shaped artifacts in the lens flare.
- **Color Style:** Select a vintage color look.
- **Amount:** Control the amount of the vintage color look.
- **Vibrance:** Add vibrance to the underlying image.
- **Shadow Fade:** Decreases the shadow density by brightening the shadows. Adds a matte or faded look.
- **Blooming:** Adjusts the highlight bokeh.

Random will set all the properties randomly. Reset will return the settings to the default.



Noise Reduction

The noise reduction filter is used to reduce both luminance and color noise while maintaining image detail.

- **Preset Icons:** Presets for a quick adjustment.
- **Luminance:** Adjusts the overall strength of the noise reduction applied to the luminance or detail of the image. Hold down the alt key to see just the luminance while adjusting this slider.
- **Color:** Controls the amount of noise reduction applied just to the color or chroma of the image.
- **Detail:** Controls how much edge detail is protected. Hold down the alt key to see the edge mask while adjusting this slider.
- **Automatically Zoom to 1:1:** It is important that you view your image at 100% or 1:1 when adjusting noise reduction controls. This automatically zooms in for you.
- **Apply to:** Allows you to limit the noise reduction to just a portion of the image based on color or brightness.
- **Dropper:** Sets a custom color range to apply the noise reduction to.
- **Range:** Adjusts the range or fuzziness of the color range to apply the noise reduction to.

Reset will return the settings to the default.

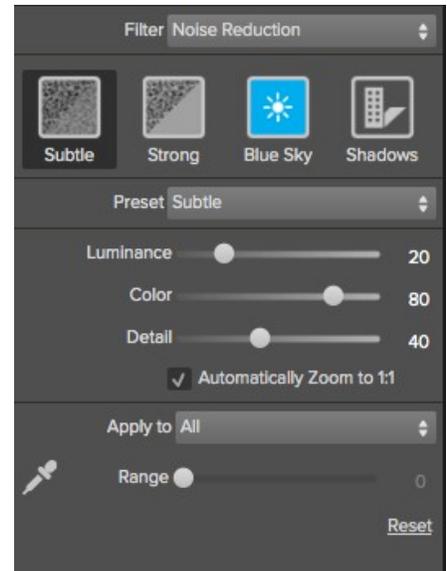


Photo Filter

This filter recreates solid color filters like warming and cooling. It also creates gradient filters like neutral density and bicolor filters. Bicolor filters are different colors on each side of a divide. Each filter offers different options.

Below are examples of these types of filters.



Here are the filter options:

- **Filter:** A drop-down menu with filter presets.
- **Filter Icons:** Sets the filter type; Solid, graduated, bi-color or center.
- **Colors:** Color wells for setting the filter color.
- **Strength:** Sets the strength or opacity of the filter.
- **Saturation:** Adjusts the saturation of the underlying image.
- **Position:** These are controls for adjusting the position, rotation and transition (hardness).
- **Mode:** Sets the blending mode.

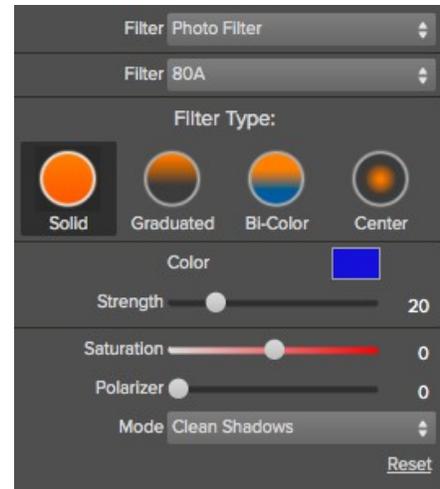
Graduated and Bi-Color

- **Presets:** Selects the filter position on the image.
- **Distance:** Adjusts the edge of the filter position.
- **Rotation:** Adjusts the filter rotation or angle.
- **Transition:** Adjusts the hardness of the feather.

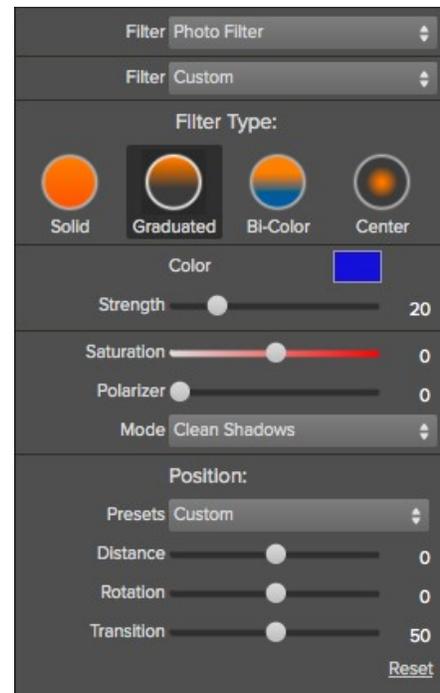
Center

- **Transition:** Adjusts the hardness of the feather.
- **Size:** Adjusts the size of the center spot.
- **In/Out:** Inverts the filter.

Reset will return the settings to the default.



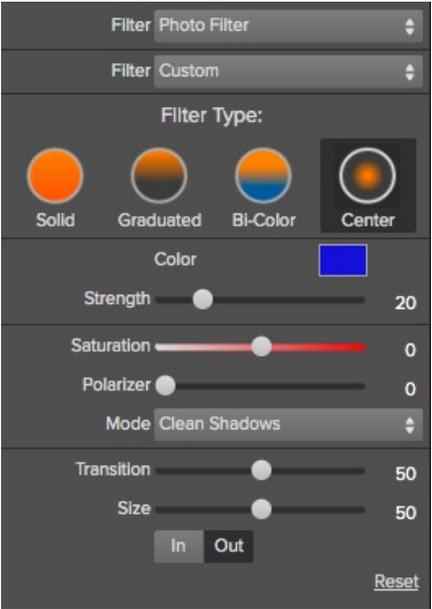
Graduated



Bi-Color



Center

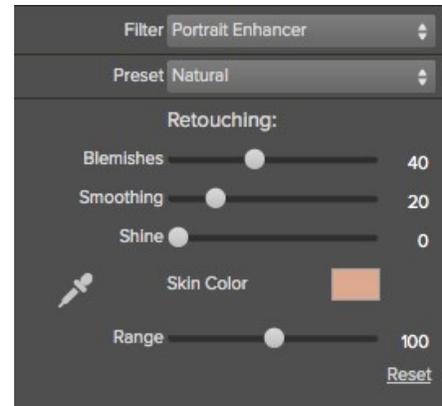


Portrait Enhancer

The Portrait Enhancer is used to reduce blemishes, smooth skin and reduce shine on skin.

- **Preset:** Presets for quick adjustments.
- **Blemishes:** Adjusts the strength of acne, pores and fine lines.
- **Smoothing:** Adjusts the strength of smoothing similar to makeup foundation.
- **Shine:** Adjusts the strength of the skin shine.
- **Skin Color:** Use the Color Dropper icon to select the skin color. Click the icon to activate it and single click again on the color of the skin in the image.
- **Color Well:** This will display the color you have chosen, if you click on the box it will bring up a color picker.
- **Range:** Adjusts the precision of the color selected.

Reset will return the settings to the default.

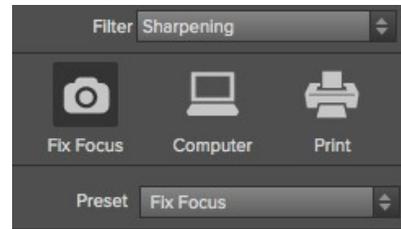


Sharpening

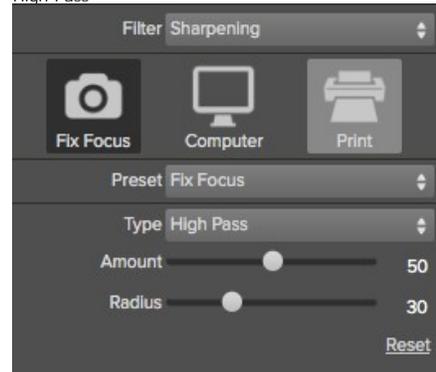
The sharpening filter adds a touch of sharpness to compensate for a moving subject, out of focus camera or for an illustrative effect.

- **Preset Icons:** Presets for quick adjustments.
- **Preset:** A drop-down menu of Presets.
- **Type:** A drop-down menu of the sharpening types. High-Pass, Progressive and Unsharp Mask. Each sharpening method has its own set of sliders.
- **Amount:** Controls the overall strength of the sharpening.
- **Radius:** Sets the radius of the sharpening.
- **Detail:** Controls the small details.
- **Protection:** Protects tonal areas such as skies.

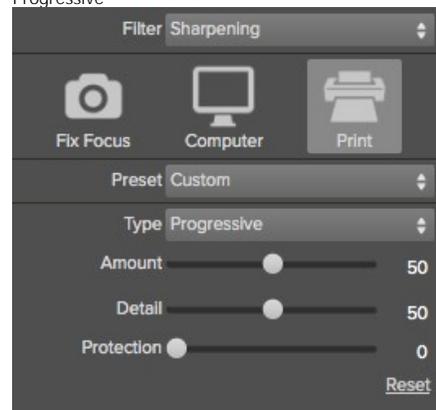
Reset will return the settings to the default.



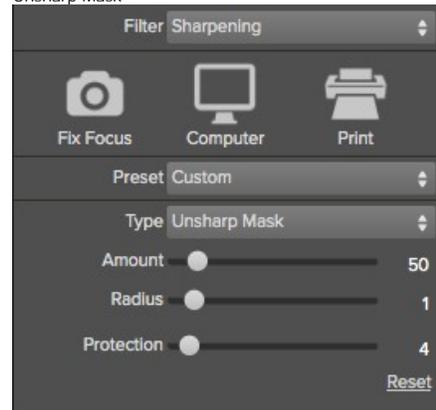
High-Pass



Progressive



Unsharp Mask

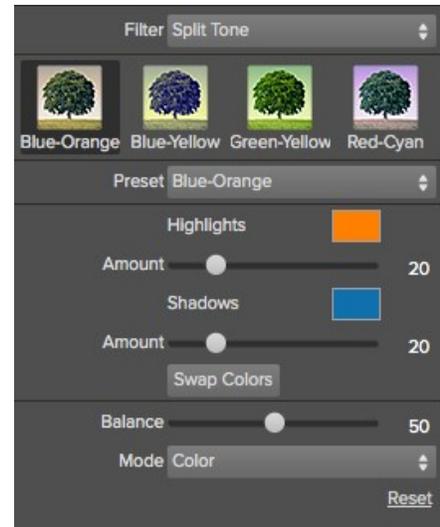


Split Tone

This filter was formally known as Duotone. It is a gradient map that tints the dark and light portions of the image in different hues. This is used to age an image and give it an antique or vintage look.

- **Preset Icons:** Preset for quick adjustments.
- **Preset:** A drop-down menu of all Split Tone presets.
- **Highlights Color:** Use the Color Well icon to launch the color picker.
- **Highlights Amount:** Controls the strength of the color selected on the highlights.
- **Shadows Color:** Use the Color Well icon to launch the color picker.
- **Shadows Amount:** Controls the strength of the color selected on the shadows.
- **Swap Colors:** Swaps the Highlight and Shadow colors.
- **Balance:** Adjusts the balance between the shadow and highlight colors.
- **Mode:** Sets the blending mode for the split tone.

Reset will return the settings to the default.

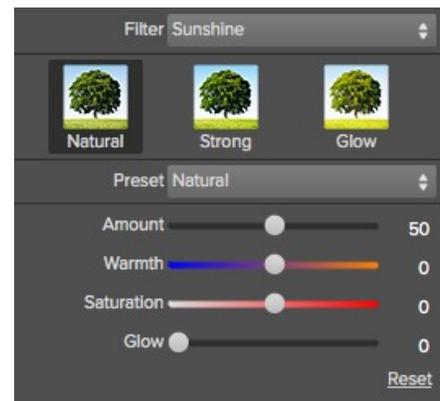


Sunshine

This Filter increases the appearance of sunshine. It makes a flat cloudy day more vivid.

- **Preset Icons:** Presets for quick adjustments.
- **Preset:** A drop-down menu of all the Sunshine presets.
- **Amount:** Controls the overall strength of the Sunshine.
- **Warmth:** Adjusts the temperature.
- **Saturation:** Adjusts the the vibrance or saturation.
- **Glow:** Adds a bright glow to the image.

Reset will return all the settings to the default.

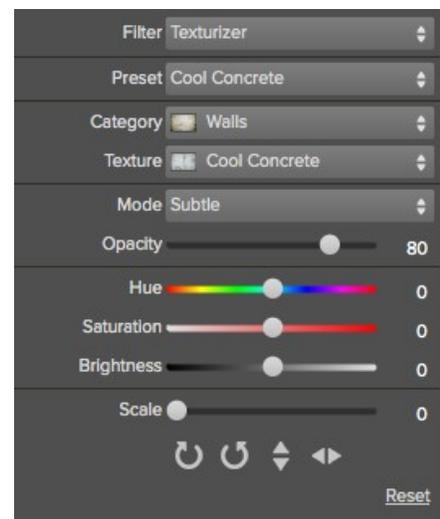


Texturizer

This filter places a texture over the image to add a stylized look. When loading a texture file, it will be rotated automatically to match the orientation of the destination image layer. The user can override the rotation with the rotate and flip tools.

- **Preset:** A drop-down menu of all the Texture presets.
- **Category:** Sets the category.
- **Texture:** Selects the specific texture type.
- **Mode:** Sets the blending mode for the texture.
- **Opacity:** Sets the strength or opacity.
- **Hue:** Adjusts the Hue of the texture.
- **Saturation:** Controls the saturation of the texture.
- **Brightness:** Adjusts the brightness of the texture.
- **Scale:** Changes the size of the texture.
- **Rotate & Flip Icons:** Rotates or flips the texture.

Reset will return all the setting to the default.

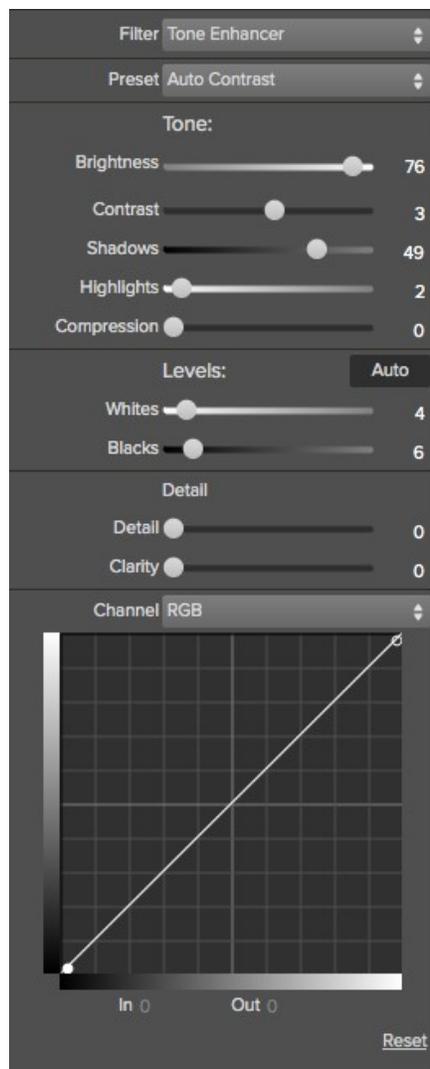


Tone Enhancer

The tone enhancer controls the brightness and contrast, or tone of the image.

- **Preset:** A drop-down menu of all the Tone Enhancer Presets.
- **Brightness:** Adjusts the global brightness.
- **Contrast:** Adjusts the global contrast.
- **Shadows:** Lightens the shadows to recover detail.
- **Highlights:** Darkens the highlights to recover overexposed areas.
- **Compression:** Compresses the tonal scale.
- **Auto:** When enabled, this sets the black and white clipping points automatically, improving the contrast range.
- **Whites:** Sets the white clipping amount.
- **Blacks:** Sets the black clipping amount.
- **Detail:** Increases the local contrast in the image.
- **Clarity:** Enhances large edges to add clarity.
- **Curves:** The curves dialog is a powerful, advanced tool for adjusting contrast and color.

Reset will return all the settings to the default.

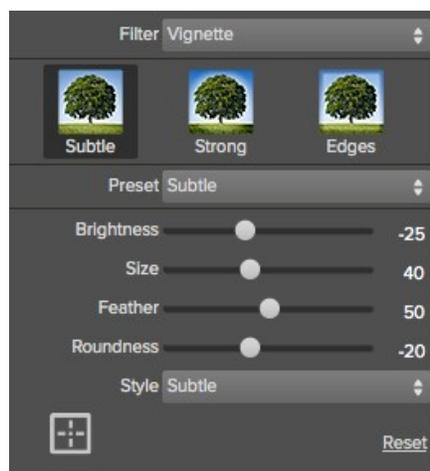


Vignette

The vignette control allows the user to darken or lighten the edges of the image.

- **Preset Icons:** Presets for quick adjustments.
- **Presets:** A drop-down menu of all the Vignette presets.
- **Brightness:** Controls how light or dark the vignette is.
- **Size:** Controls the size of the midpoint of the gradient.
- **Feather:** Controls the hardness of the edge of the vignette.
- **Roundness:** Controls the shape of the vignette square to round.
- **Style:** This drop down menu will allow you to select either a normal, subtle or soft vignette.
- **Center Tool:** This tool allows you to select the center point of the vignette. Click on the tool icon to activate and then click on the area in the image you wish to make the center.

Reset will return all the setting to the default.

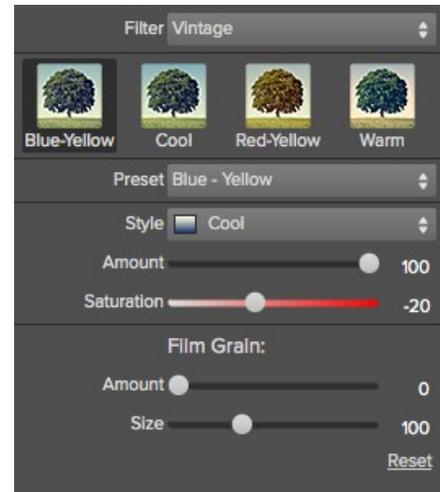


Vintage

The vintage filter is for adding an aged, vintage look reminiscent of films and papers for the late 20th Century.

- **Preset Icons:** Presets for quick adjustments.
- **Preset:** A drop-down menu of all the Vintage presets.
- **Style:** A drop-down menu of various color styles.
- **Amount:** Controls the overall strength.
- **Saturation:** Adjusts the saturation of the original image.
- **Film Grain Amount:** Adds film grain to the image.
- **Film Grain Size:** Controls the grain size.

Reset will return all the settings to the default.



Using the Masking Tools

Masking is a technique or technology used to solve many problems. Rarely is creating a mask the end goal of masking. You use masking to combine images and exposures, swap heads, replace skies and add effects to portions of an image.

Perfect Effects users can choose from a fleet of mask creation and refinement tools. This opens a whole new world of control and creative options. Using the masking tools is just like using a layer mask in Photoshop to hide or reveal a layer or filter in specific, user-defined areas of the image. The Masking tools even support pressure-sensitive Wacom tablets for the ultimate in control.

You can think of masking as painting with black paint on white paper.

A white mask reveals all the layer (or filter) that the mask is attached to. An all white mask is considered blank or empty and shows all the selected layer. As you use the masking tools, you are adding black paint (Paint-Out mode). Where you paint with black you are hiding the current layer, allowing the layers under it to show through. Think of it like cutting a hole in the mask. If you make a mistake, you can switch your paint color to white (Paint-In mode) and paint the layer back in like an eraser. When you paint you have more than just white or black, but any shade of gray in between depending on the opacity of the tool. Shades of gray partially hide the layer, blending the layers together.

Each layer in Perfect Layers or filter layer in Perfect Effects has a mask automatically added to it. This allows you blend each layer differently.

There are several global masking options that can be accessed from either the masking Tool Option Bar or the Masking Menu. They affect the entire mask on the selected filter layer.

Reset Mask

Resetting a mask returns it to all white. The entire layer is visible.

Invert Mask

Invert swaps the white for black and black for white. What was hidden is now revealed and vice-versa. Inverting a mask can be very useful. It allows you to paint a layer in, rather than out, which is handy if you only want to work with a small area.

Copy and Paste Mask

You can copy the mask from one layer to another. This is handy if you have painted a complex mask on one layer for an adjustment and you wish to use the same mask on another layer for a different adjustment. To copy or paste a mask, use the Copy Mask and Paste Mask commands from the Masking menu. You can even copy and paste masks between Perfect Layers and Perfect Effects.

Visual Results
Color boots from bottom layer blend through upper BW layer



Mask
White reveals
Black conceals



Upper Layer in BW



Bottom Layer in Color



Paint-In Effects

Some of the filters in Perfect Effects are designed to be painted-in. When you add them to your image, you will not see the image change, but the Masking Brush will be selected automatically. Simply paint where you would like the filter to be applied.

You can identify Paint-In filters by the paint-brush icon in the upper left corner of the thumbnail. Most of the Paint-In filters are located in the Basic Brushes category.

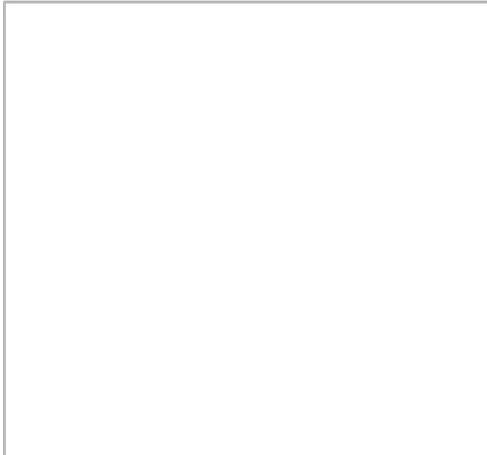


Mask Preview Modes

Mask preview modes allow you to view your mask in several ways.

The drop-down menu for Mask View Mode is located at the bottom of the Preview Window.

A close-up of the Mask View Modes



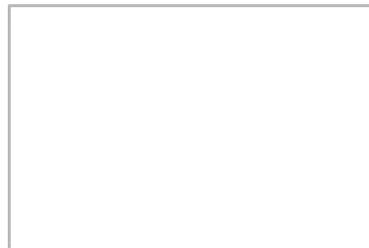
- **Before:** Shows the original image with no effects applied.
- **After:** Shows the image with the current effect stack applied.
- **Previous Effect:** Shows the previous effect results so you can compare just your current effect.
- **Mask-Red:** Shows the mask of the current effect layer in a red overlay.
- **Mask-White:** Shows the mask of the current effect layer in white.
- **Mask-Dark:** Shows the mask of the current effect layer in as a dark overlay.
- **Mask-Grayscale:** Shows the mask of the current effect layer in black and white.

□ □

Mask View allows you to view the mask for each effect layer that you have created with the Masking Brush and Masking Bug. You can view the mask in several modes, which are accessible from the Masking menu or from the Mask View drop-down in the bottom left of each preview pane. Below are examples of the different mask view modes. You can toggle the mask view on and off with the control (Mac OSX) or control (Windows) + M keyboard shortcut.

Mask-Red

The masked area appears as 50% red. This is similar to the Quick Mask view in Photoshop.



Mask-White

The masked area appears as solid white.



Mask-Dark

The masked area appears as 90% black.



Mask-Grayscale

The masked area appears as black. The unmasked areas appear as white. This is the same as viewing a layer mask in Photoshop.



Using the Masking Brush



The Masking Brush: The Masking Brush functions like a brush tool for masking layers.

The Masking Brush is one of two tools in Perfect Effects for masking filters. When you select the Masking Brush, your tool icon changes to a circle that represents the size of the brush. It may also appear as two concentric circles (see below), indicating the inner hard edge and outer soft edge of the brush if the feather control is set above zero. There is also either a plus or minus in the center of the brush. Minus means the brush mode is set to paint-out, plus means it is set to paint-in.



How to use the Masking Brush

To use the Masking Brush, select it in the tool well. Make sure you are on the effect you wish to hide. Then check your brush mode and confirm it is set to Paint-Out. You are ready to mask now, simply paint on the image in the areas you wish to hide. As you brush, you will see the underlying effect(s) appear. If you make a mistake while brushing you have several options to correct them:

- First you can use the Undo command from the edit menu. This will undo the last brush stroke you created.
- You can toggle the paint mode to Paint-In and brush over your mistake.

How to control the Masking Brush

The Masking Brush Tool Options Bar



Paint Mode

The paint mode controls if you are Painting-Out (hiding the effect) or Painting-In (restoring the effect). You can tell your current mode by looking at the plus or minus icon in the center of the brush. If the icon is minus, you are painting-out. If the icon is a plus, you are painting-in. You can change the mode in the Tool Options Bar, or by pressing the X key, or by holding down the option (alt) key temporarily.

Invert Mask

Invert swaps the hidden areas for the visible areas. What was hidden is now revealed and vice-versa. Inverting a mask can be very useful. It allows you to paint a layer in, rather than out, which is handy if you only want to work with a small area. You can invert the mask by pressing the Invert button in the Tool Options Bar.

Reset Mask

Resetting a mask reveals the entire layer it is associated with. You can reset the mask by pressing the Reset button in the Tool Options Bar.

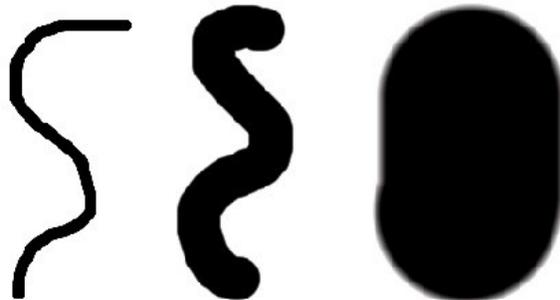
Erase Brush Strokes

This is a special mode used when retouching the mask created by a Masking Bug. It allows you to erase your brush strokes made with the Masking Brush while maintaining the mask from the Masking Bug.

Brush Size

You can control the size of the brush using the Size pop-up in the Tool Options Bar. You use a small brush at high magnification for precise work, and a large brush at fit to screen for general work. To the right, you can see examples of brush strokes at varying sizes. You can control the size of the brush several ways:

- Use the Size pop-up in the Tool Options Bar.
- Use the left and right bracket keys ([]).
- Use the mouse scroll wheel (preferences must be set to this).
- Use your Wacom pressure sensitive tablet.



Small Brush

Medium Brush

Large Brush

Feather

You control the amount of feathering or hardness of the brush by using the Feather pop-up in the Tool Options Bar. The feather has a range from 1 to 100 percent. You use a small feather at high magnification for precise, hard-edged work and a large, soft-edged brush at fit to screen for general work. You can visually see your feather by watching the outer concentric circle of the brush tool. To the right you can see examples of different feather options. You can control the size of the brush several ways:

- Use the Feather pop-up in the Tool Options Bar.
- Use the shift + left and right bracket keys ([]).



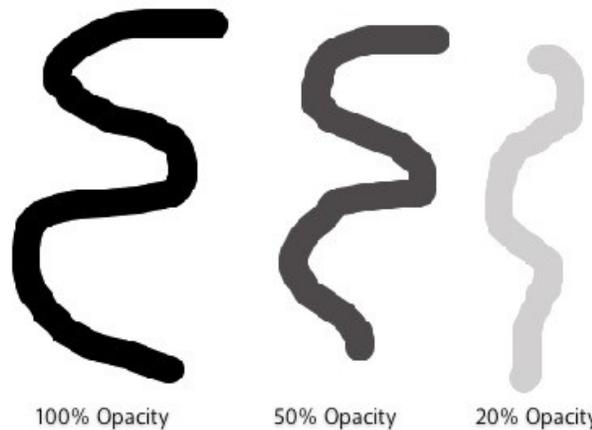
Without Feather

With Feather

Opacity

You can control the opacity, or strength of the brush with the Opacity pop-up in the Tool Options Bar. Think of the opacity as the shade of gray you are painting with. The opacity has a range from 1 to 100 percent. You use a high opacity to paint quickly and hide large areas. You use a lower opacity for blending areas together or for subtle work. To the right you can see examples of different opacity options. You can control the size of the brush several ways:

- Use the Opacity pop-up in the Tool Options Bar.
- Use the option (Mac OSX) or alt (Windows) + 0-9 keys.
- Use your Wacom pressure sensitive tablet.



100% Opacity

50% Opacity

20% Opacity

Wacom® Controls

Perfect Layers supports pressure sensitive Wacom tablets. When you use the Masking Brush you can enable pressure sensitive controls for the brush size, brush opacity, or both simultaneously. Click on the W button next to each control in the Tool Options Bar to activate the pressure sensitive controls.

The harder you press; the greater the size or opacity will get. You can set the maximum value you want to use the Brush Size and Opacity sliders. To the right you can see examples of how pressure sensitivity can be used to control the Masking Brush.



Wacom Controls Brush Size

Wacom Controls Brush Opacity

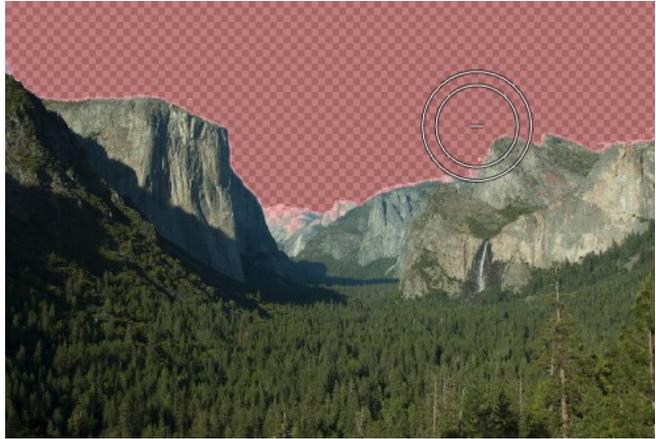
Wacom Controls Both

Perfect Brush

The Perfect Brush option enables a unique, color-based, self masking technology. When enabled, as you paint with the Masking Brush it collects the colors under the center of the brush and only masks those colors. This protects the mask from being applied across edges. A great example of using the Perfect Brush option would be to mask a sky along a horizon of mountains.



Tip: You can turn the Perfect Brush on and off using the command or control -r keyboard shortcut. You can also temporarily lock the color to remove by holding down the control key(win) or the command key(mac). This is useful when brushing through areas with a lot of openings like tree branches.



Quick Mask Tool



Quick Mask Tool: Used to mask large similar areas quickly.

The Quick Mask Tool is often the best place to start your masks. It automatically masks large similar areas without the need to brush over everything. You just need to brush loosely over what you want to mask to give it a hint. It then figures out the rest on its own.

To use the Quick Mask Tool follow these steps:

1. Select the Quick Mask Tool from the Tool-well.
2. Make sure the tool mode is set to Paint Out.
3. Loosely brush over the area you want to mask. This could be a background you want to remove or a sky or an area you want to remove an effect from. When you release the mouse button the area is automatically expanded and masked. In simple cases your work may be done.
4. Continue to brush over the area you want to mask in areas that were not automatically removed. You can also try the Grow button. Stop brushing when you get to difficult areas like hair.
5. Use the Refine Brush over difficult areas like hair to refine your mask.



Below are descriptions of the controls in the Quick Mask Tool Options Bar.



Mode: Controls whether you want to paint out (mask) or paint in (restore). Generally you will use the paint out mode.

Size: Sets the size of the tool.

Wacom Toggle: If you have a Wacom pressure sensitive tablet you can control certain parameters with pressure. Controls with a W icon next to them support this when they are turned on.

Box Tool: The box tool allows you to drag a box over your subject, then press return to remove anything outside the box.

Grow: Intelligently expands the mask to include more similar regions.

Invert: Inverts or flips the mask so that what was hidden is now revealed and vice versa.

Reset: Resets the mask to all white.

Box Mode

The Quick Mask Tool is generally used as brush but it has a second option called Box Mode. Box mode is perfect for when your subject is isolated and not touching the edges of your image. To enable Box Mode, select the Box tool in the tool options bar. Then drag a box over your subject. You can adjust the size and position of the box using the corner handles. Then hit the return key to automatically remove anything outside of the box and anything similar from inside the box.



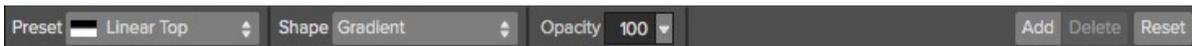
Using the Masking Bug



Masking Bug: This is used for blending layers by creating Radial, gradient, and reflected gradient mask shape quickly.

The Masking Bug is perfect for tasks like darkening skies, creating vignettes and graduated filters. Learning to use the Masking Bug is fast and easy. All the adjustments made with the Masking Bug are live and readjustable until you press apply.

Masking Bug Tool Options



The Tool Options Bar for the Masking Bug includes the options shown above and detailed here:

Preset: The preset pop-up includes several common ways to use the Masking Bug. These presets change the current Masking Bug to match the preset.

Shape: The shape pop-up controls the shape of the Masking Bug. The shapes are center, edges, gradient and reflected gradient.

Opacity: Sets the maximum opacity or density of the mask.

Add: Adds a new Masking Bug using the current settings.

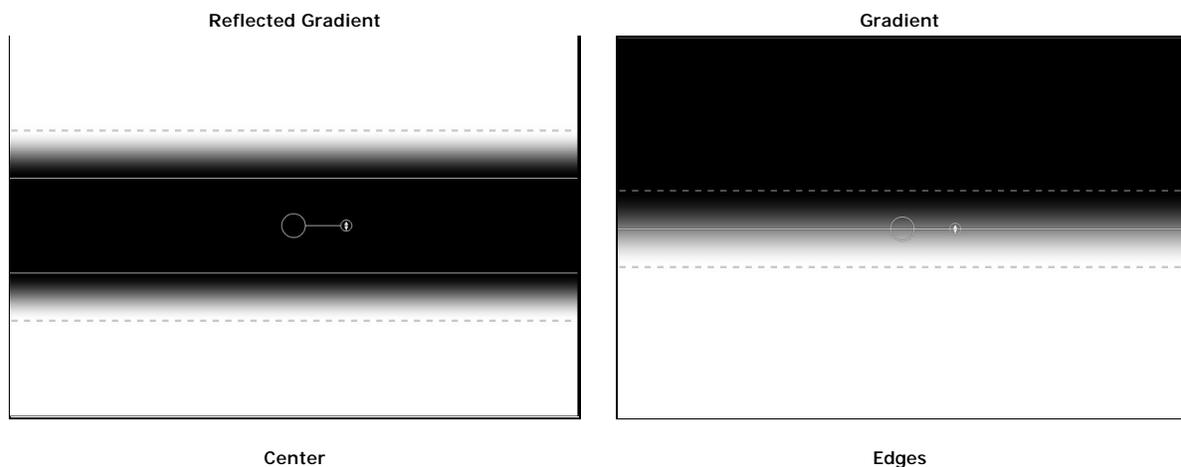
Delete: Deletes the current Masking Bug.

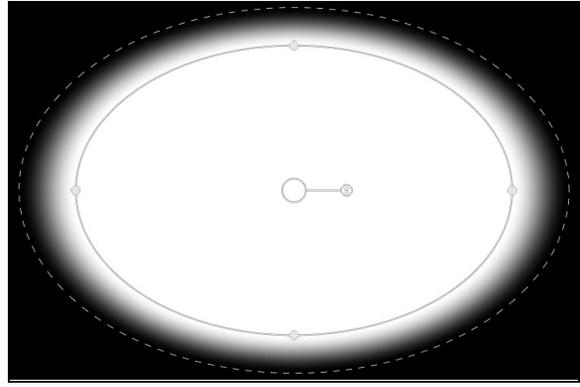
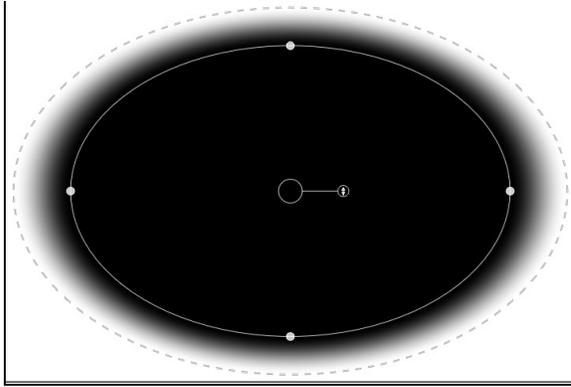
Reset: Resets the mask on the layer completely. This removes all Masking Bugs and clears and brushing that has been done.

Adjusting the Masking Bug

Start by adding a Masking Bug to a layer by clicking on it or pressing the Add button. Then set the Mask View mode to Mask - Grayscale. This will let you see the Masking Bug in simple black and white.

- **Move:** Click the large circle and drag.
- **Size:** Adjust the size of the masking bug by using the solid line.
- **Feather:** Use the dashed line to adjust the feather or hardness of the mask.
- **Rotate:** The handle of the center circle will rotate the mask.



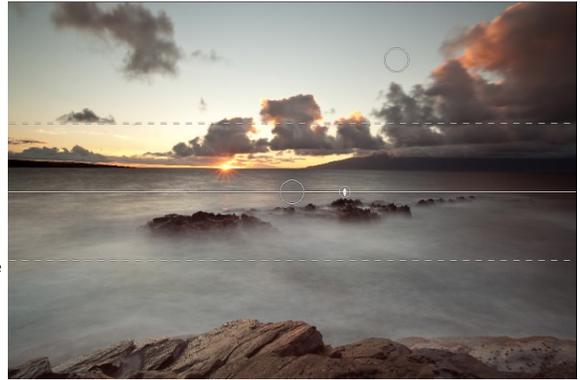


Working with Multiple Masking Bugs

You can use up to six Masking Bugs per layer. Each Masking Bug is re-editable until you hit Apply and save your image. To add another Masking Bug, to create a complex mask shape, press the Add button or click outside of the current Masking Bug while the Masking Bug tool is selected.

Only one Masking Bug may be adjusted at a time. This is the active Masking Bug. You will see the overlay controls for the active Masking Bug while your mouse is over the preview area. Inactive Masking Bugs are marked with a small circle. You can select an inactive Masking Bug by clicking on this small circle marker.

Masking Bugs are subtractive. Each Masking Bug hides more and more of the current layer. When Masking Bugs overlay each other they may hide more of the layer too. You can always use the Masking Brush to over-ride and paint areas back in hidden by the Masking Bugs.



Using the Line Mask Tool



Line Mask Tool: This tool is used to mask straight lines.

The line mask tool works great for creating linear masks that are straight sided and can include angles but not for curves.

Line Mask Tool Options



Mode: Add/Remove

Feather: Adjusts the feather of mask i.e. the hardness of the line transition from black to white.

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Refining Masks

There are several tools in Perfect Effects that may be used to refine or clean-up a mask.



Refine Brush: This tool cleans up intricate areas and the borders between the Keep and Drop Brush.

The Refine Brush is used to clean up the borders between the subject and background as well as intricate areas like hair, lace, mesh and tree branches. Once you have removed the majority of the background with the Quick Mask Tool or Perfect Brush, paint the intersection of the subject and background to refine the border. This will remove islands of background color and make the edge more defined.



Refine Brush Tool Options



Mode: Controls the refinement mode, either paint out, which always refines to remove, paint in, which always refines to restore or Auto which does both at the same time. Paint out is recommended in most cases.

Size: This slider adjusts the size of the brush. Select a brush size that is just larger than the intersection of the subject and background. Avoid using oversized brushes it will take longer to process and may yield lower quality results.

Wacom Toggle: If you have a Wacom pressure sensitive tablet you can control certain parameters with pressure. Controls with a W icon next to them support this when they are turned on.

Color Decontamination: When enabled, colors from the drop regions are filtered out of the keep regions. This changes the colors of the pixels in the image. This is useful when the background you are trying to remove have a strong color such as green or blue screens.



The Chisel Mask Tool: The Chisel tool is used for removing fringes or halos along hard edges.

Fringes are common when the background to be removed is brighter than the foreground. The chisel works like a chisel or plane in a wood shop. It removes just a sliver along the edges. The chisel tool only works on the edges so you don't have to be careful with it.



Chisel Mask Tool Options

Mode Remove ▾ Size 250 ▾ Amount 10 ▾

Mode: Select remove or restore.

Size: Adjusts the size of the chisel tool. Feel free to use a large chisel to make brushing fast. The size of the chisel does not affect how much is chiseled off.

Amount: Controls the amount, or depth of the chisel. Use the lowest amount needed to maintain as much detail as possible.



The Blur Mask Tool: Softens edges where you paint.

Softening the edges on blurred or semi-transparent subjects like hair can make them blend with a new background in a more realistic manner. The blur tool only works on the edges so you don't have to be careful with it



Blur Mask Tool Options

Size 250 ▾ Amount 30 ▾

Size: Adjusts the size of the blur tool. Feel free to use a large size to make brushing fast. The size of the brush does not affect the blur amount.

Amount: Controls the amount of blur. Use the lowest amount needed to maintain as much detail as possible.



Mode: Select remove or restore.

Size: Adjusts the size of the chisel tool. Feel free to use a large chisel to make brushing fast. The size of the chisel does not affect how much is chiseled off.

Amount: Controls the amount, or depth of the chisel. Use the lowest amount needed to maintain as much detail as possible.

Chisel Hardness: Adjusts how sharp the edge created by the chisel is. The higher the amount, the softer the edge.

Presets

Presets store all of the adjustments you make in Perfect Effects. Presets are a fast and easy way to get consistent results. You can save your own presets for batch processing or for simply reproducing your look when retouching.



Presets do not store masks created by tools other than the Masking Bug.

Using a Preset

Using a preset is simple, just click on it in the Preset Browser.

Saving a Preset

Saving a preset is simple. Once you have your settings that you wish to save, go to the Preset menu and select Save Preset.

The New Preset dialog will appear (shown to the right). There are several fields to complete including the preset name, the category, creator and description.

In the category pull-down you can select which existing category the preset should saved into. You can also create a new category this way by selecting new category from the bottom of the list.



You can edit a preset's name, creator or description by selecting it and then selecting Edit Preset Info from the Preset menu. If you want to edit the settings in a preset, load it into, make your adjustments and then re-save the preset with the same name and location.

Deleting a Preset

You can remove a preset if you no longer want to have access to it. To remove a preset, follow these steps:

1. Select the preset you wish to remove in the preset browser.
2. Select Delete Preset from the Preset menu.

Importing & Sharing Presets

You can import presets you have downloaded from the onOne website using these steps.

1. Download the preset pack from the onOne website. It should have a .ONPreset extension.
2. Double-click on the preset pack, it will install the presets into a category named the same as the preset pack.

That's it, next time you use Perfect Effects the new presets will be located in the My Presets tab, in a category named after the preset pack. You can delete the files you downloaded, they have been copied into Perfect Effects.

You can share presets like you would share any other file, such as email or posting them to a website. First you need to find the preset files. The easiest way it to open Perfect Effects then from the Preset menu select Show Presets Folder. A window will open and will display the presets folder. In the presets folder are sub-folders for your preset categories. Inside each sub-folder are the individual preset files. You can copy these presets to another computer, attach them to an email or post them on a website.

Menus

Perfect Effects

About Perfect Effects: Opens the about box. This dialog contains your serial number, version number and information on contacting onOne Software for support.

Preferences: Opens the preferences dialog.

Quit: Quits the application.

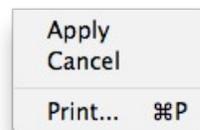


File

Save & Close: Applies the current effect Stack and options to your image and returns to the host application.

Cancel: Cancels Perfect Effects and returns back to the host application with no changes.

Print: This will allow you to print your image.



Edit

Undo: Reverses the last user action.

Redo: Reapplies the last user action if it has been undone.

Cut: Cuts the current text into the clipboard.

Copy: Copies the current text into the clipboard.

Paste: Pastes the content of the clipboard.

Reset All: Resets all the floating palette controls back to their default settings.

Preferences (Windows Only): Opens the Perfect Effects preferences dialog.



Mask

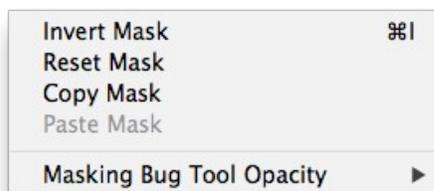
Invert Mask: Inverts the mask, what was hidden is revealed and vice versa.

Reset Mask: Resets the mask to plain white.

Copy Mask: Copies the mask.

Paste Mask: Pastes the mask.

Masking Bug Tool Opacity: Sets the opacity of the Masking Bug tool overlay. This has no effect on the image, just how obvious the Masking Bug tool is on screen.



Preset

Save Preset: Saves the current Effect Stack as a new preset.

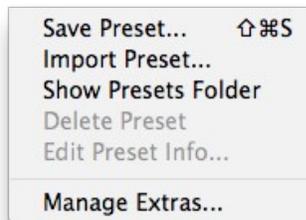
Import Preset: Opens the import preset dialog to help you import presets you have downloaded.

Show Presets Folder: Opens a Finder or Explorer window showing the presets folder.

Delete Preset: Deletes the current preset.

Edit Preset Info: Opens the preset dialog so you can edit the name, author or description information.

Manage Extras: Opens the Extras Manager where you can import and manage extras like Borders, Backgrounds, Textures and Presets.



View

Zoom In: Zooms the preview window in one increment. This will make the preview image larger.

Zoom Out: Zooms the preview window out one increment. This will make the preview image smaller.

Fit to Screen: This sets the preview image so that the entire image is on screen at once. Think of this as an overview of the entire image. This is the setting you will use most of the time.

Actual Pixels: This sets the preview image so that it zooms to actual pixels or 1:1 also called 100%. This setting allows you to see every pixel in the image. This is useful when making precision adjustments.

Show Browser Pop-up: Enables the browser pop-up window.

Select Filter Automatically: This will apply the first filter in each category automatically.

Browser Mode: Allows the user to select how the Browser Library displays the categories.

Show Clipping: Shows the clipping overlay view, which overrides the current mask view.

Show Preview: Toggle to enable or disable the preview.

Preview Mode: Allows the user to switch preview modes.

Preview Background Color: Toggles the background color options.

Show Mask: Allows the viewer to see the mask.

Mask View Mode: Allows the user to select the various mask modes.



Window

Navigator/Loupe/Histogram: Hides or shows the Navigator, Loupe/Histogram pane.

Filter Stack: Hides or shows the Filters Stack pane.

Filter Options: Hides or shows the Filter Options pane. Filter Options is only available in Advanced mode.

Open Quick View Browser: This toggles open your quick view browser.

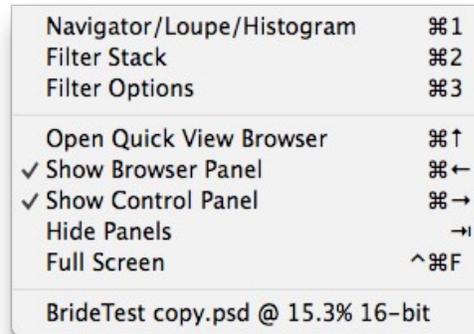
Show Browser Panel: Hides or shows the Browser Panel.

Show Control Panel: Hides or shows the Control Panel.

Hide Panels: Hides or shows all Panels.

Full Screen: Toggles to and from full screen mode.

Document Name: Shows the name, zoom level and bit depth of the open image.



Help

Search: Mac OSX only. Searches the menus options.

Perfect Effects Online Help: Opens this html Help in your default web browser.

Video Tutorials: Opens the online Video Tutorial in your default web browser.

Getting Started: Opens the getting started overlay.

Show Keyboard Shortcuts: Opens the keyboard shortcut inspector.

Perfect Inspiration: Takes you to the Perfect Inspiration web site.

Check for Updates: Checks with the onOne update server to see if you are running the current version. If there is a newer version you will be notified and be walked through the update process.

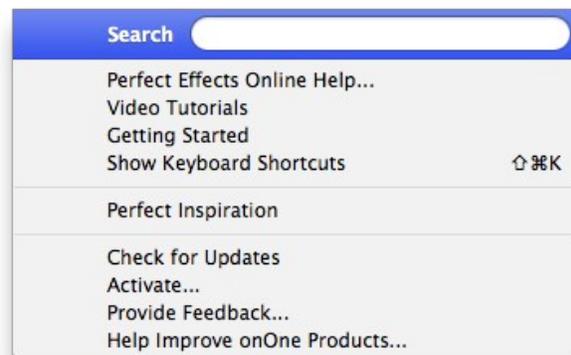
Deactivate: Opens the activation dialog. These are used to deactivate your software for moving it to another computer or for a return.

Registration: Opens the default web browser and navigates to the registration page of the onOne website.

Provide Feedback: Opens the default web browser and navigates to the feedback page of the onOne website.

About Perfect Effects (Windows Only): Opens the about box with the version number and license code displayed.

Help Improve onOne Products: Opens the Improve onOne Products dialog.



Keyboard Shortcuts

Perfect Effects has many keyboard short-cuts to make it faster to access common buttons and menu items. It also uses many of the keyboard shortcuts that Photoshop uses, making it intuitive to learn. Here is a list of the most commonly used keyboard shortcuts:

Action	Mac	Win
Print	cmd p	ctl p
Undo	cmd z	ctl z
Redo	cmd shift z	ctl shift z
Cut	cmd x	ctl x
Copy	cmd c	ctl c
Paste	cmd v	ctl v
Invert Mask	cmd i	ctl i
Save Preset	cmd shift s	ctl shift s
Next Browser View Mode	cmd b	ctl b
Navigate Browser Selection	Arrow Keys	Arrow Keys
Open Selected Category	Right Arrow	Right Arrow
Close Selected Category	Left Arrow	Left Arrow
Show Clipping	opt j	alt j
Preview Modes - Single Image - Left/Right - Left/Right Split - Top/Bottom - Top/Bottom Split	cmd Y cmd L cmd opt L cmd T cmd opt T	ctl Y ctl L ctl opt L ctl T ctl opt T
Show Mask	o	o
Navigator/Loupe/Histogram	cmd 1	ctl 1
Filter Stack	cmd 2	ctl 2
Filter Options	cmd 3	ctl 3
Show Browser Panel	cmd left arrow	ctl left arrow
Show Control Panel	cmd right arrow	ctl right arrow
Hide Panels	tab	tab
Fullscreen Mode	cmd ctl f	F11
Keyboard Shortcuts	cmd shift k	ctl shift k
Select Masking Brush	b	b
Select Masking Bug	m	m
Select Hand Tool	h	h
Select Zoom Tool	z	z
Zoom-In	cmd +	ctl +
Zoom-Out	cmd -	ctl -
Actual Pixels	cmd opt 0	ctl alt 0
Fit to Screen	cmd 0	ctl 0
Brush Size	larger] smaller [larger] smaller [
Brush Feather	softer shift] harder shift [softer shift] harder shift [
Brush Opacity	opt 1 (10%) opt 2 (20%) opt 0 (100%) etc or opt] opt [opt 1 (10%) opt 2 (20%) opt 0 (100%) etc or alt] alt [
Toggle Perfect Brush	cmd r	ctl r
Toggle Tool Mode	x	x
Temp Select Hand Tool	Hold Space	Hold Space
Temp Toggle Tool Mode	hold opt	hold ctl
Temp Toggle Clipping View	j	j
Show Preview	\	\

Show Quick View Browser	cmd up arrow	ctl up arrow
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