



Perfect Layers

User Manual

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Welcome to Perfect Layers



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.

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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 filling 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 Layers 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 Layers, 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 Layers 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 Layers 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 Layers 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 Layers 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 Layers, 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 Layers/Documentation folder.
2. Double click on the Remove Perfect Layers application.

Windows

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

Licensing and Registration

Perfect Layers will operate as a trial version for 30 days from when it is installed. If you have purchased Perfect Layers, you will want to license it so you can continue to use it past the trial period. When you install Perfect Layers 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 Layers, a sticker on the information card will have the license code on it. Your license code allows you to install Perfect Layers on two computers. When you enter your license code, Perfect Layers 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 Layers from one activated computer to new computer you will need to deactivate it first. Deactivation is a simple process. Simply open Perfect Layers and select Deactivate from the Help menu. This will deactivate Perfect Layers 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 Layers 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 Layers 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 Layers 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](#).

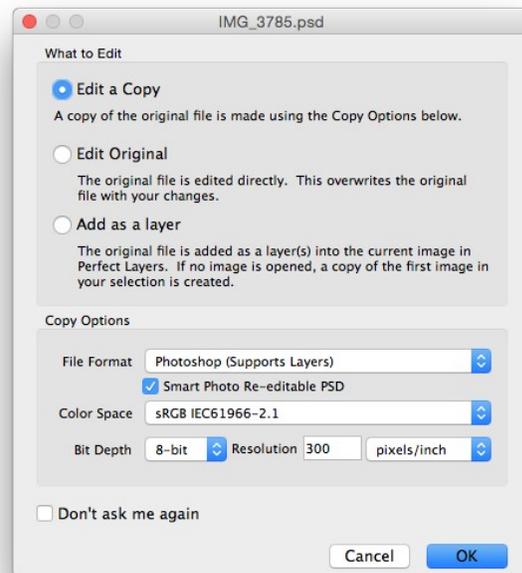
Opening Options

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 Layers 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 Layers 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 Layers folder.
4. Double click on the Perfect Layers application icon.

You can add Perfect Layers 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 Layers.

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

Windows 8

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

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

Using with Adobe® Photoshop®

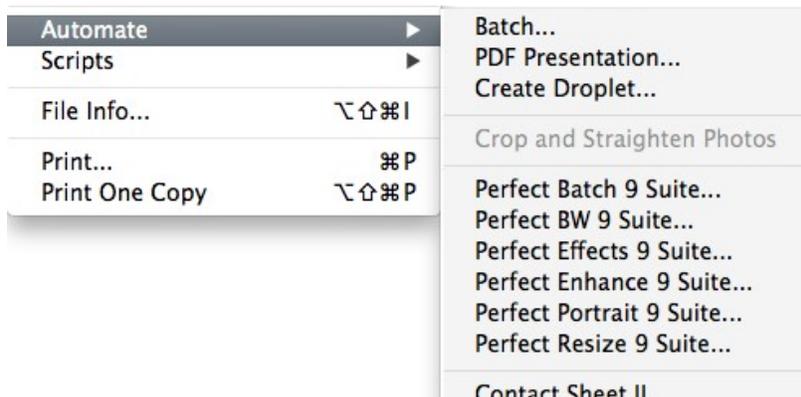


If you have the Premium Edition of Perfect Layers, you can access it as a plug-in through Adobe® Photoshop® or Photoshop® Elements®. This includes the onOne panel for Photoshop for fast access to plug-ins and their presets. As a Photoshop plug-in you can use modules in the Photoshop workflow. This includes 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 Layers and would like to use it inside of Photoshop, contact onOne Customer Service about upgrading to the Premium Edition.

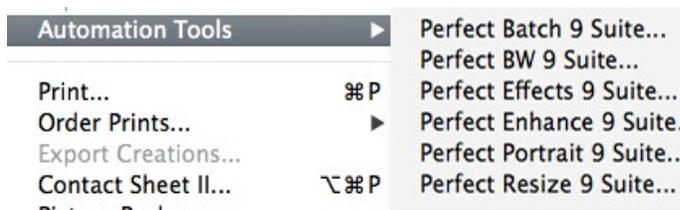
To use Perfect Layers inside of Adobe Photoshop follow these steps:

1. Open the image you want to work on.
2. Select the layer you want to work on. Generally Perfect Layers 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 Layers 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 Layers 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.

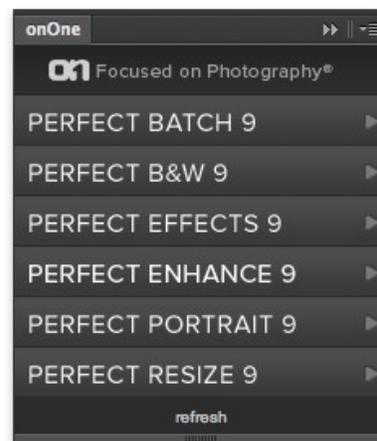
onOne Panel

Users of Adobe Photoshop can also access Perfect Layers as plug-ins using the onOne Extension Panel. This provides fast access to the Perfect Layers 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, simply 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 Layers be sure to access it from the File > Automate menu when recording.



Using with Adobe® Lightroom®



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

Perfect Layers 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 Layers with Lightroom.

Plug-In Extras

Perfect Layers 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 Layers 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.

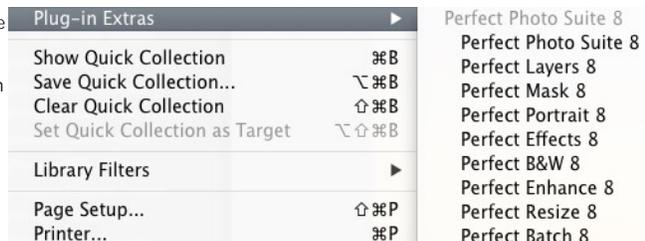
When you access Perfect Layers as a plug-in from Lightroom the module selector is only available for Perfect Layers or Perfect Mask. When you select one of these modules you can use as many modules as you desire during the same editing session. At the end of the editing session you must save and close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

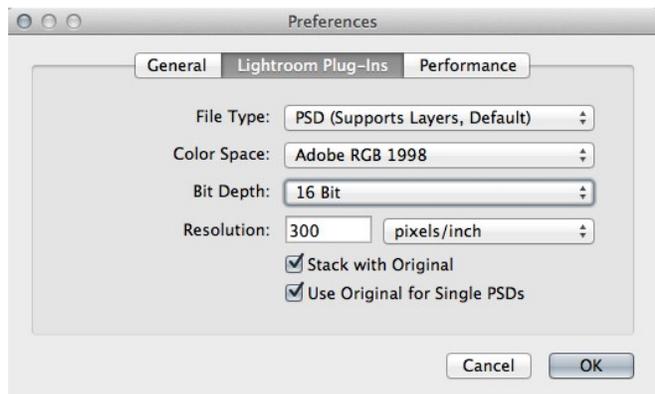
Color Space: The color space drop-down menu determines what RGB working color space is used: Adobe RGB 1998, sRGB or ProPhotoRGB.

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.

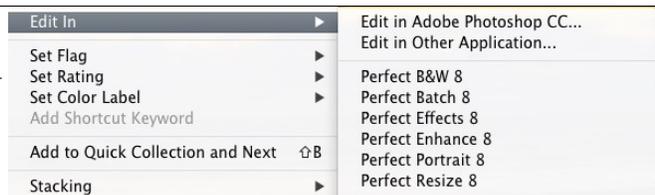
Stack with Original: When enabled, the new image is stacked with the original image, making it easier to organize.

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

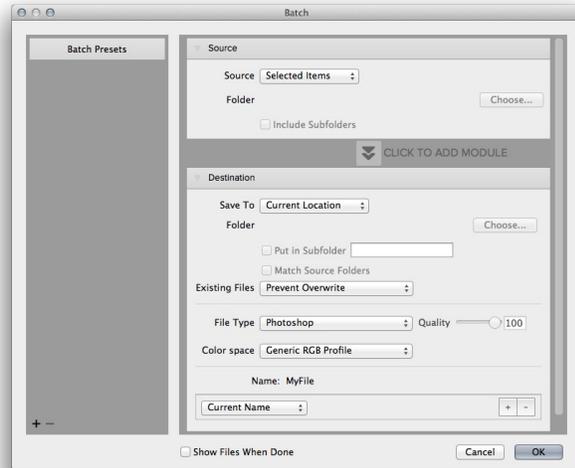
There are two ways to batch process multiple images in Lightroom with Perfect Layers.

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:

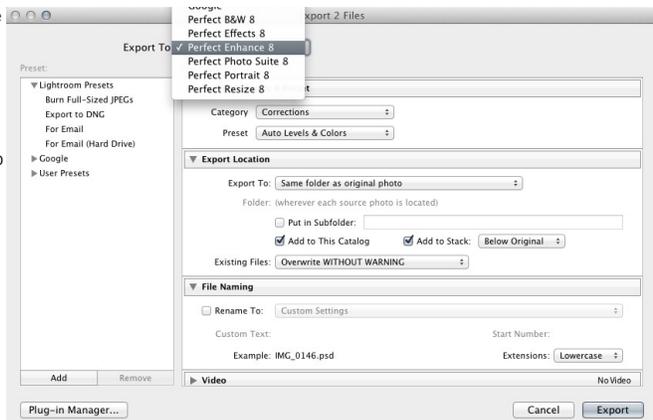
- Start with a selection of images from Lightroom or any folder you select.
- Batch process with a single module for simple jobs or create workflows where you string multiple modules together.
- Save workflows to use over and over.
- Pause on the first image to confirm your set-up, then automatically 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 Layers you can access Perfect Layers as a plug-in inside of Aperture. This provides an integrated, round-trip workflow.

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

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

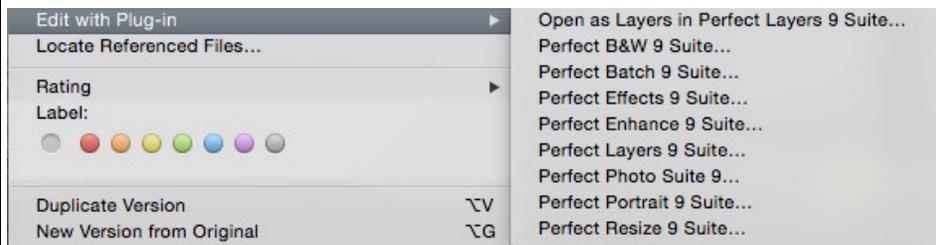
When you access Perfect Layers as a plug-in from Aperture the module selector is only available for Perfect Layers or Perfect Mask. When you select one of these modules you can use as many modules as you desire during the same editing session. At the end of the editing session you must save and close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



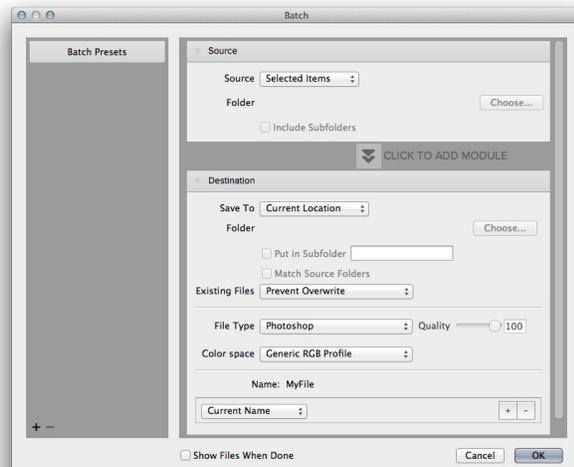
The file type, bit-depth and color space of the image is determined by the preferences in Aperture for external editors. Perfect Layers will maintain the file type, either PSD or TIF automatically to support compatibility with plug-ins from other manufacturers. Keep in mind only PSD files store re-editable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

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.



Using with Other Applications

You can use Perfect Layers 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 Layers setting the file type to send to it. It is best to use PSD files if supported. Below are the instructions for configuring iPhoto.

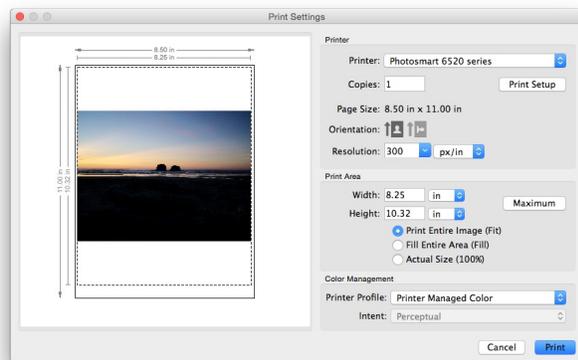
1. Open the Preferences dialog, from the iPhoto menu.
2. Click on the Advanced tab.
3. From the Edit Photos: pop-up select the In Application... option (note if you have ever selected another external editor, it may be listed here instead.)
4. From the Choose dialog that appears, navigate the the Perfect Layers 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?

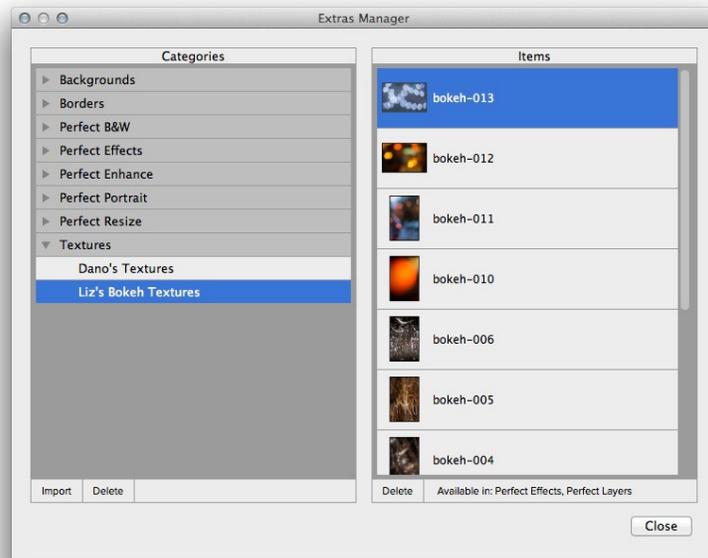
The Extras Manager lets you import and manage your own Extras content. Extras are:

- 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 Layers. 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 Layers 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.

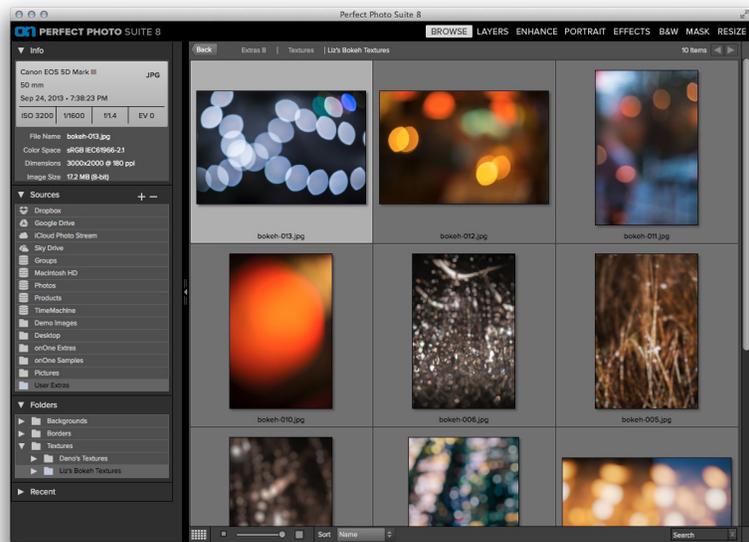


If you have a .ONPreset file that you have downloaded from the onOne Software website, simply double-click on it to install it. There is no need to import it through the Extras Manager.

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 Layers) 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.

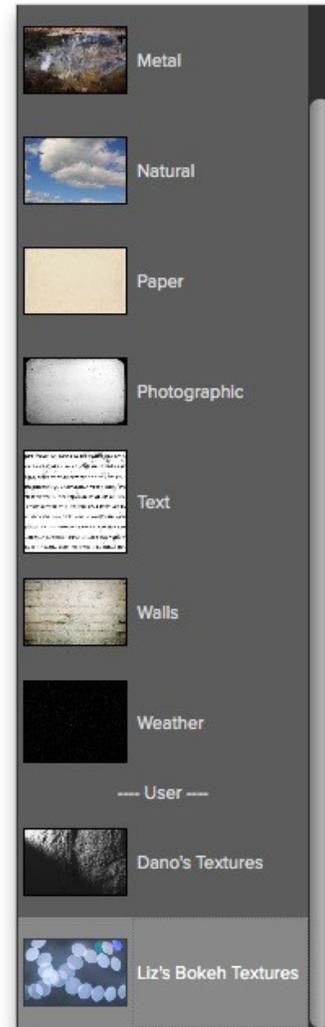
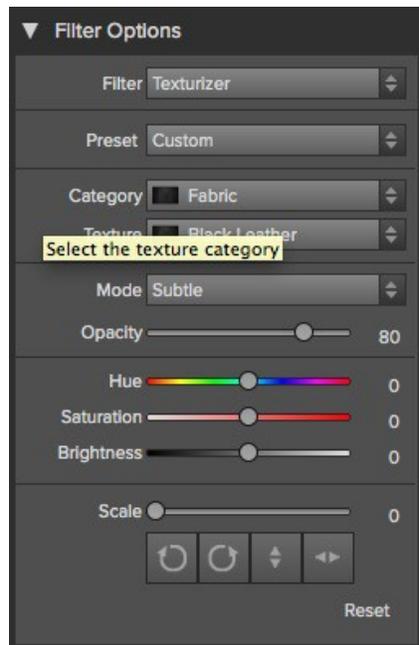
If you save your file as a layered PSD file, you can always re-open the file again and have access to all of the layers and masks for further editing.



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



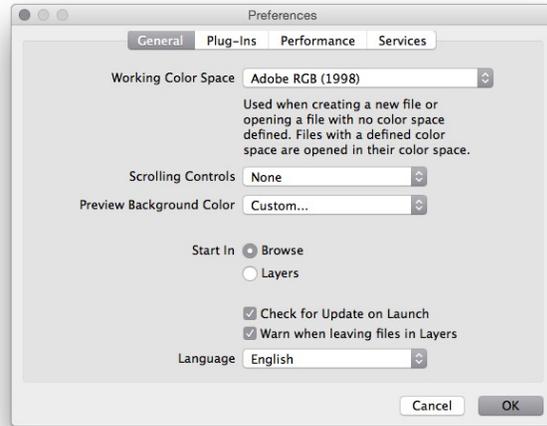
Note: This page refers to the Preferences dialog for the Perfect Photo Suite. If you have an individual product not all of the options detailed below may be available.

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

The preferences contain the following controls:

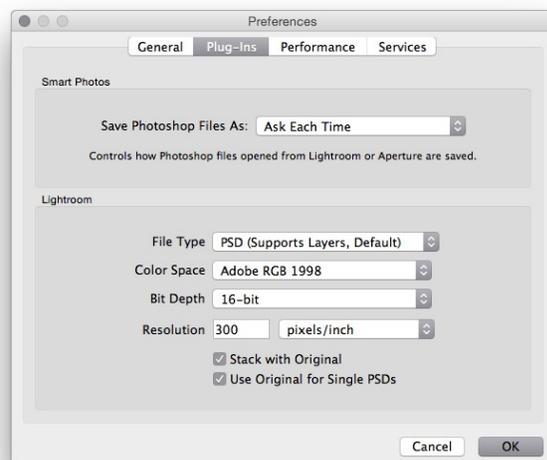
General Settings

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.



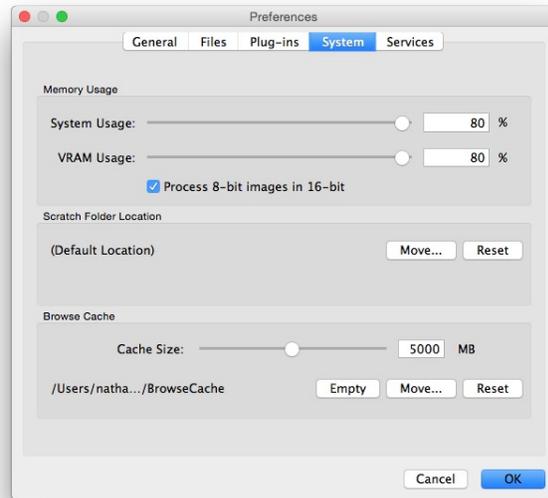
Plug-ins

1. **Smart Photos Save PSD Files As:** When you send a PSD to Perfect Layers 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.



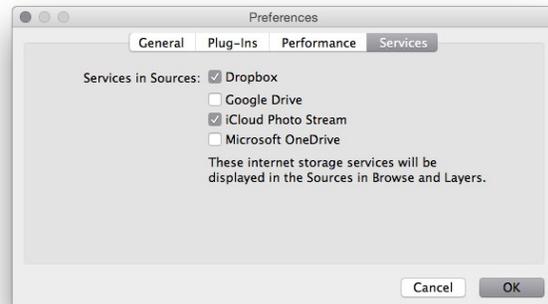
Performance Settings

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 Layers



Perfect Layers provides the benefits of a layered workflow without the need for Adobe Photoshop. It can also act as the hub of your workflow in Perfect Layers if you are familiar with the Photoshop and Plug-in workflow. It can be used for:

- The opening and saving of files.
- Merging multiple files into a single layered file.
- Combining the best parts of several images together using layers and masks.
- Selecting the layer you would like to work on in other modules.

If you access the suite via Adobe Photoshop you won't see Perfect Layers.

On its own, Perfect Layers is incredibly useful, especially if you don't own Adobe Photoshop. It is the fast and easy way to a layered workflow. Use it to change skies, composite multiple images together or retouch portraits.

Some of the features:

- Combine multiple images into a layered Photoshop-compatible file.
- Adjust layer size, position, blending mode and opacity.
- Use the built-in layer masks and masking tools to blend multiple layers together.
- Use the Retouch Brush to remove blemishes and dust spots.

With Perfect Layers, multiple images can be merged as separate layer of a single new file. Then you can easily reorder and position each layer; As well as change blending modes and opacity. In addition, you can selectively blend, or mask layers together using the Masking Brush and Masking Bug. Perfect Layers saves its work as native layered Photoshop files so users can open them directly with Photoshop for additional editing.

Getting Started

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

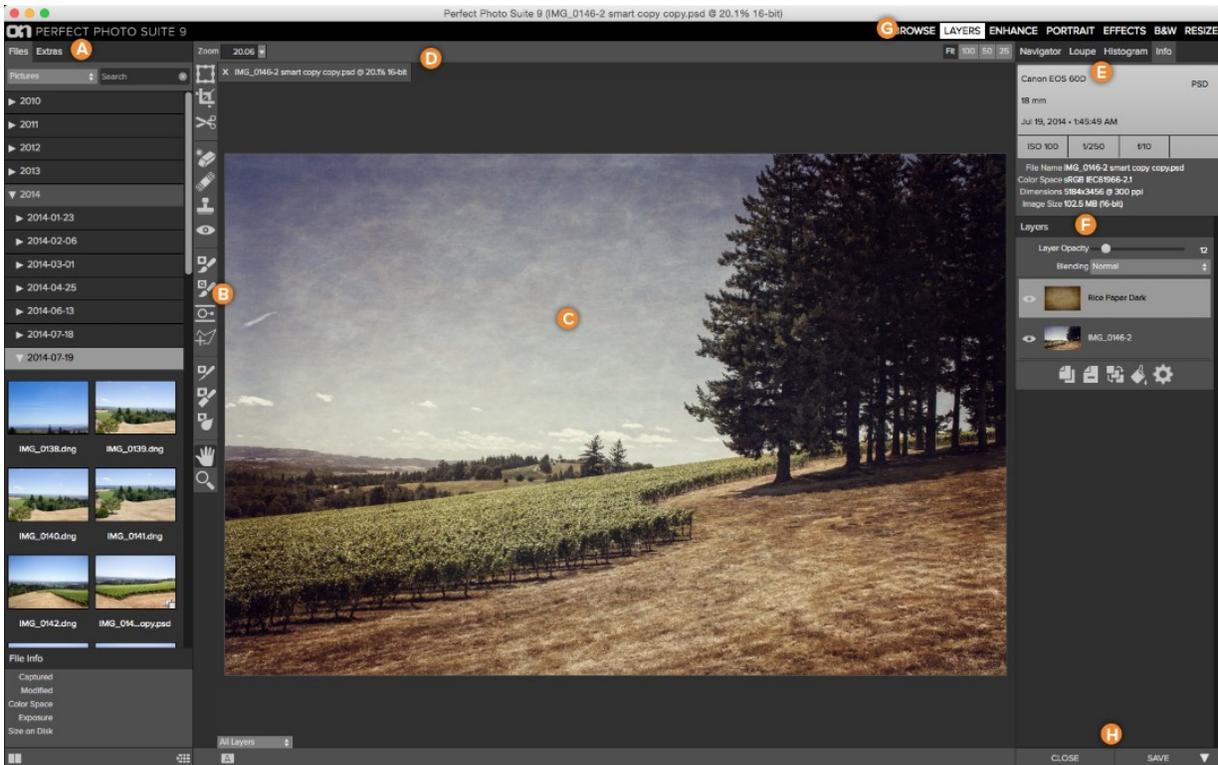


Pages in this Section
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[Perfect Layers Tool Well](#)
[Navigating the Preview](#)
[Navigator, Loupe, Histogram and Info](#)
[Preview Window Modes](#)
[Using the File Browser](#)

Perfect Layers Workspace

Perfect Layers provides you with an easy-to-use work space for editing your photos. Below is an overview of the main sections.

The Main Window:



The main window sections of Perfect Layers:

- A. Browser Section: This is located on the left side of the window. It is where you browse and select your images.
- 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. Tool Options Bar: This strip above the preview window contains the options for the selected tool.
- E. Navigator, Loupe Histogram and Info Pane: This pane will access navigational, loupe, histogram features as well as file information.
- F. Layers Pane: This is where you control the layer order and apply blending modes.
- G. Module Selector: This is where you select other modules to work in.
- H. Close & Save Buttons: This is one way to save or close the current image.

Perfect Layers Tool Well

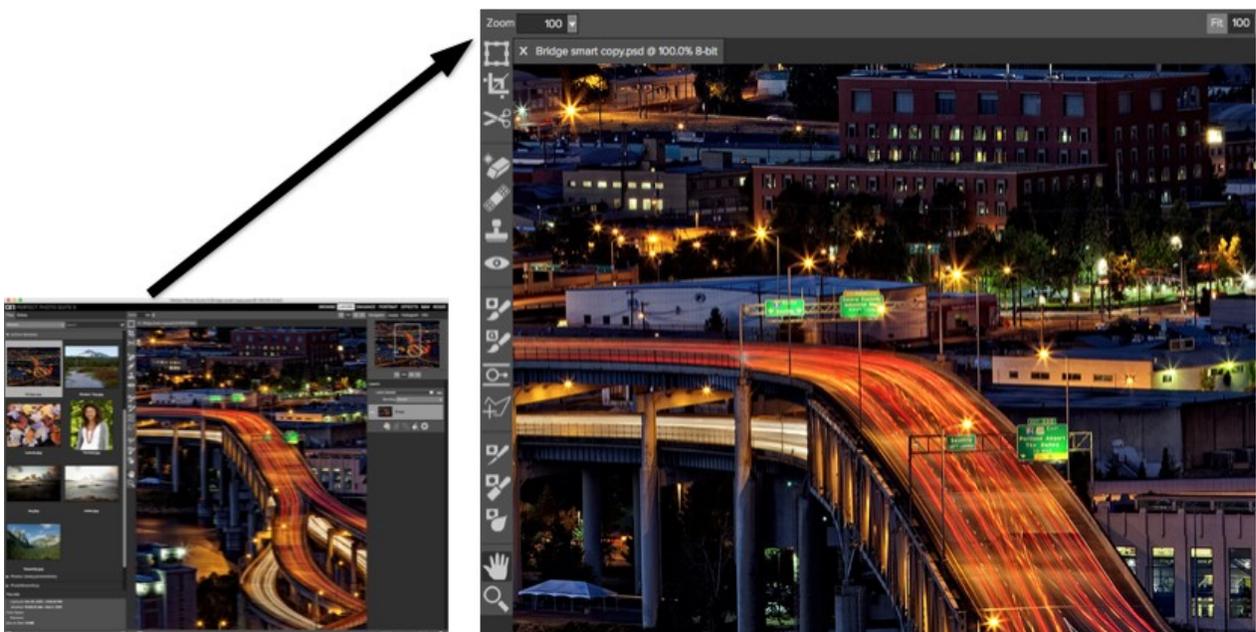
There are fifteen different tools in the tool well.

More details about each tool are covered in the following chapters, click on a tool title to learn how to use it.

	Transform Tool	This moves and changes the size and rotation of your layer.
	Crop Tool	This crops your image.
	Trim Tool	This trims a single layer.
	Perfect Eraser	This uses content aware technology to remove unwanted objects.
	Retouch Brush	This retouches small imperfections.
	Clone Stamp	This tool paints over an area from a sample of another area.
	Red Eye Tool	This tool reduces red eye.
	Masking Brush	This masks areas using brush strokes to expose underlying layers.
	Quick Mask Tool	This tool masks out large similar areas quickly.
	Masking Bug	This masks areas using gradients to expose underlying layers.
	Line Mask Tool	This tool is for creating linear masks.
	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.
	Pan Tool	This tool repositions your image within the preview window.
	Zoom Tool	This tool changes the magnification in the preview window.

Navigating the Preview

Perfect Layers 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.

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.

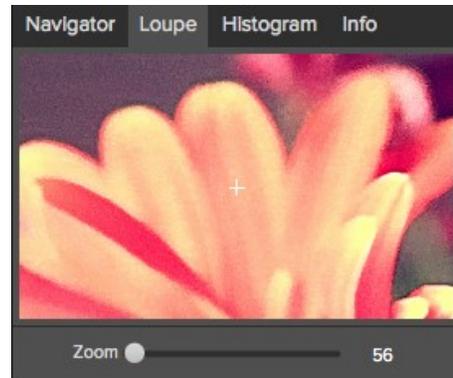
- FIT: Zooms to fit the current canvas size. This allows you to see your entire image.
- 100: Zooms to 100% or actual pixels. This is best for judging small details.
- 50: Zooms to 50%
- 25: Zooms to 25%



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.

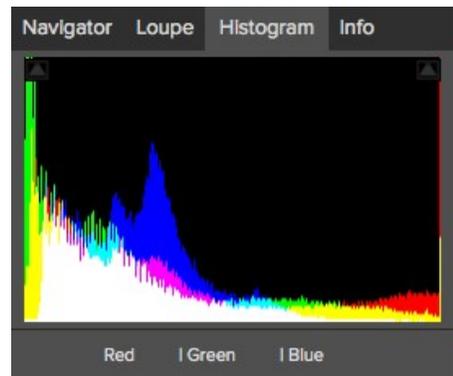


The Histogram Pane

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 adjustments 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.



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.

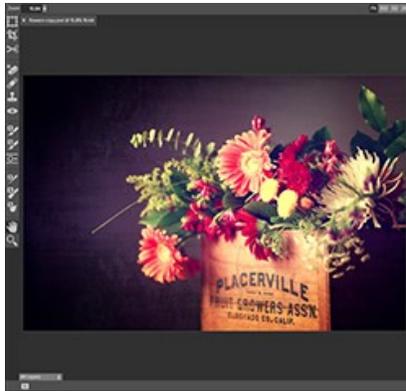


The Info panel is not visible when you access a Module as a Photoshop plug-in.

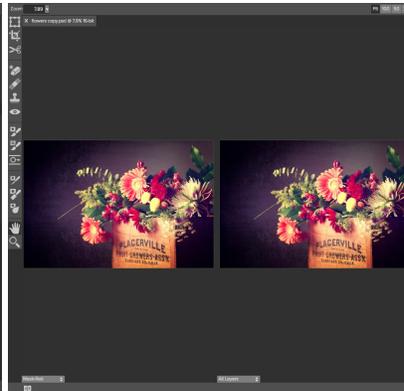


Preview Window Modes

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.



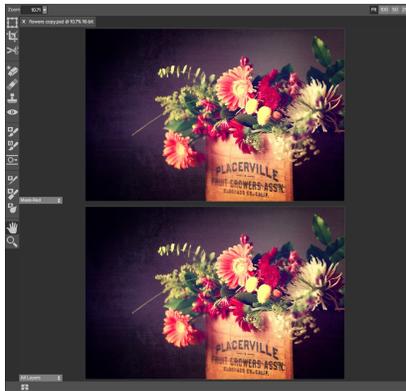
Single Mode Screen.



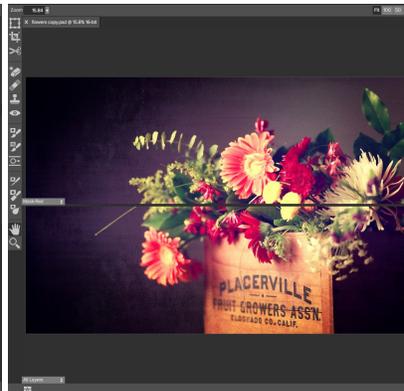
Left-Right Screen.



Left-Right Split Screen.



Top-Bottom Screen.



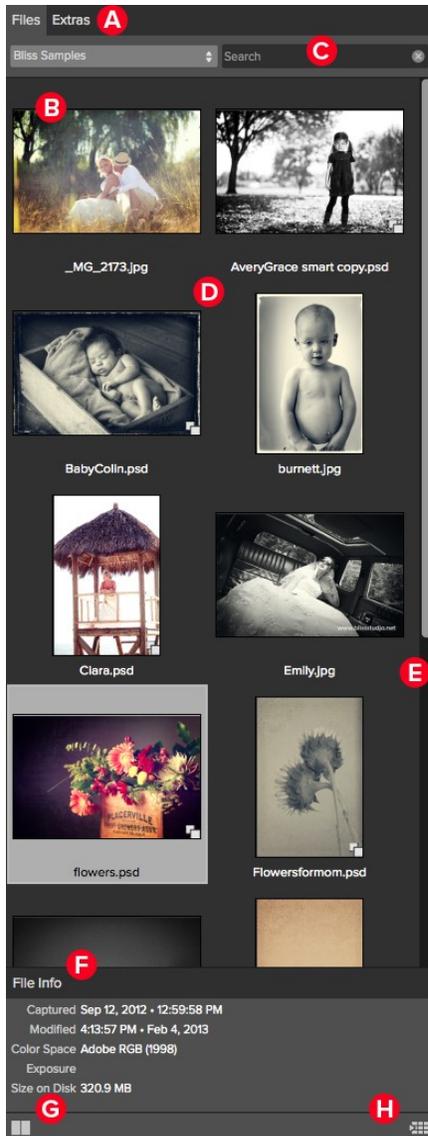
Top-Bottom Split Screen.

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 the File Browser

Built into Perfect Layers is a file browser, located in the left panel. You can use it to browse your images as well as content you download from the onOne website. Below is a description of the controls in the file browser.



A. Browser Tabs: This switches between the File tab and the Extras tab. The Extras tab displays the included backgrounds, borders and textures.

B. Folder Tree: This drop-down menu displays the folder paths above the folder you are browsing. You can use this to quickly navigate up the folder tree. The currently selected root folder is displayed here as well.

C. Search Field: Use the search field to locate files in the current sub-folder.

D. Image Thumbnails: Images are displayed as thumbnails and will have the filename and extension listed below 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. File Info: This window will show captured and modified dates, color space, exposure settings and size on disk if applicable.

G. Browser Modes: These icons control the browser views. One column, two column, three column or list view.

H. Quick View Browser Button: Press this button to open the current folder in the Quick View Browser.

Browsing a Folder

- You can select which folder to browse by selecting a folder in the drop down menu under Files.
- The last folder you browsed will be remembered and displayed automatically.

Navigating the Browser

- To open a sub-folder, click on it. To close it, click on it again.
- Only one top-level folder can be open at a time.
- Double-clicking on a folder sets it to the root folder and its name will appear in the folder tree drop-down.
- The selected item, either a folder or file, 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 folders using the command (control on Windows) up and down arrows.
- You can select multiple files by holding down the shift key.



You cannot move or delete files from the File Browser.

Opening Files from the Browser

- You can open an image in the browser by double-clicking it. If you already have an image open you will be prompted to either merge the selected file as a new layer or to open it as a new file.
- If you have multiple images selected, you can open them as layers using the Open Selected from Browser command in the File menu.

Searching for Files

- To search for files in the currently selected folder, 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

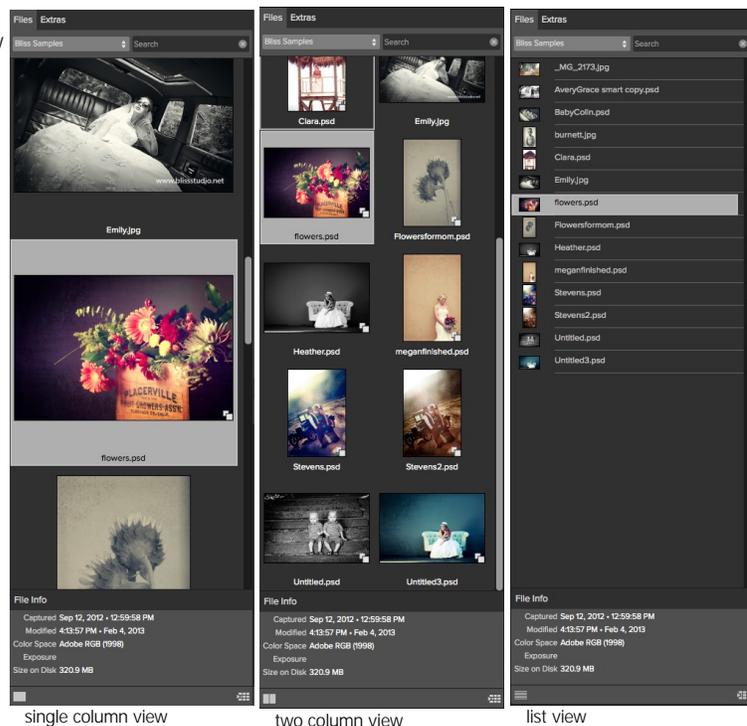
- To view a larger preview on an image, enable the Show Browser Pop-up in the View menu.
- When you mouse over a thumbnail, a larger preview will be displayed in a pop-up window.

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.



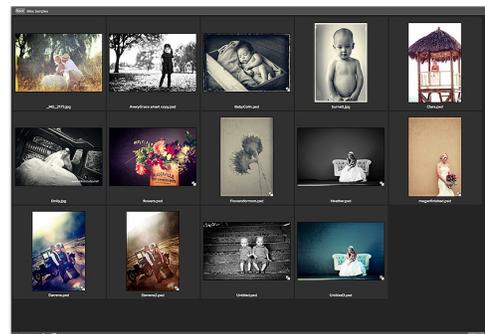
Extras Tab

- The Extras tab displays add-on content including backgrounds, borders and textures.
- When you download content packs from the onOne website they are automatically installed in the Extras tab.

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 filter 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 Perfect Layers

This section covers the complete use of Perfect Layers. It includes how to use each tool and control as well as information on preferences and menu options.

Pages in this Section

[Creating a New File and Adding Layers](#)

[Adjusting Canvas Size](#)

[Working with Layers](#)

[Menus](#)

[Keyboard Shortcuts](#)



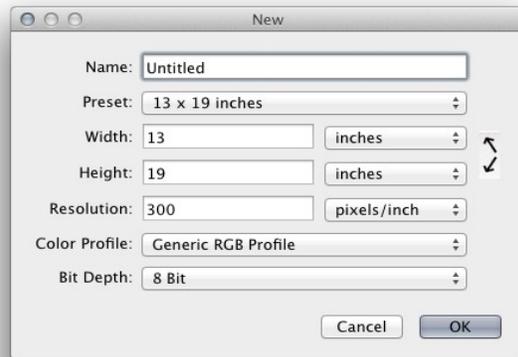
Creating a New File and Adding Layers

You can create a new file in several ways.

1. Create a new, empty file from the File > New menu. The New Image dialog is presented, see the image to the right. From the New Image dialog, you have the following options.

- **Name:** Presets the name of the image.
- **Preset:** Lists a range of preset image dimensions for common print sizes.
- **Width:** Sets the width. There is a drop-down menu that includes inches, cm and pixels.
- **Height:** The same as the width, just for setting the height.
- **Swap Dimensions button:** Pressing this button will swap the current width and height.
- **Resolution:** Sets the resolution of the image.
- **Color Space:** Sets the color space (icc profile) of the image. The default is set based on the user preferences. Only RGB color space profiles are available.
- **Bit Depth:** Sets the bit depth of the image, either 8-bit or 16-bit.

1. Merge one or more images together using the Add Layer from File command.
2. Merge one or more images together using the Lightroom or Aperture plug-ins or external editor option.
3. Dragging one or more images onto the Perfect Layers icon.



Adding Layers from Files

You may add images (flat or layered) as layers into an open file by:

1. Using the Add Layer from File command from the File menu.
2. Opening a file from the Browser or the Browse module and choosing the Add as a layer option.



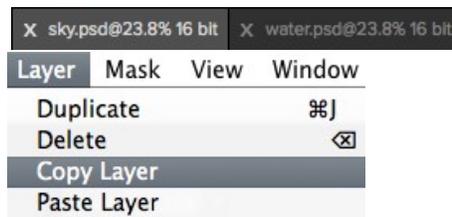
Working with Tabs

Each photo you open in Perfect Layers is contained in its own tab. The tabs for each photo appears at the top of the interface. Close a tab by clicking on the "X" icon.

How do I combine two tabs in to one?

In Tab 1 choose Layer > Copy Layer. Click to switch to Tab 2 and choose Layer > Paste Layer.

Close a by clicking "X".



Adjusting Canvas Size

The canvas size, or image size is the aperture through which you view the layers. An image may have layers that are larger than the canvas size and are partially hidden by the canvas size aperture.

1. When creating a new empty file from the [File > New dialog](#), an arbitrary size is set by you. When creating a new image, you have the option to set the resolution.
2. When creating a new PSD file by merging other files together using the Add Layer from File command, the source image that has the largest pixel dimensions will become the bottom most layer and will set the canvas size. The canvas size is adjustable by the user.
3. When opening an existing PSD file, the canvas size is already set. The canvas size is adjustable by the user by accessing the Canvas Size dialog from the Edit menu.

Layer image data outside the canvas area is maintained.



Adjusting the Canvas Size

1. In the top section, Current Size, it displays the current canvas size and is non-editable.
2. Below the Current Size is the New Size section. It displays the current width and height and is editable.
 - There is a drop-down menu with options for pixels, inches and cm.
 - There are width and height fields where you can adjust the canvas size.
 - The canvas size dialog does not interpolate (resize all the layers at the same time). This is the same as the image size dialog box in Photoshop when the resize image option is disabled.
 - There is a lock proportions toggle that locks the width and height proportions together. Adjusting the width will change the height proportionally. This option is on by default.
 - At the top of the new size section is a pop-up called Set To.

The values in the pop-up are: Current Layer, All Layers and Custom.

- When a user selects the current layer option, the width, and height are set to the size of the currently selected layer(s).
- If the user selects all layers, the width and height are set to the union of all the layers, making all the pixels on all layers visible in the canvas.
- If the user selects one of the layer size options and then manually overrides them, the pop-up changes to custom.

Working with Layers

The concept of a layers and a layered workflow is the key benefit of Perfect Layers. Having the ability to create composites of multiple layers is the most powerful tool in a photographer's arsenal and is the heart of many photographers workflows. This feature is lacking in Lightroom and Aperture and requires photographers to purchase Photoshop which is expensive and cumbersome to learn.

Articles in this Section

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[Transforming Layers](#)
[Crop Tool](#)
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[Perfect Eraser](#)
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[Clone Stamp](#)
[Red-Eye Tool](#)
[Using the Masking Tools](#)

The Layers Pane

Layers are listed in the Layers Pane, located in the right column. It lists the layers and contains the controls to adjust them.

Layer Visibility

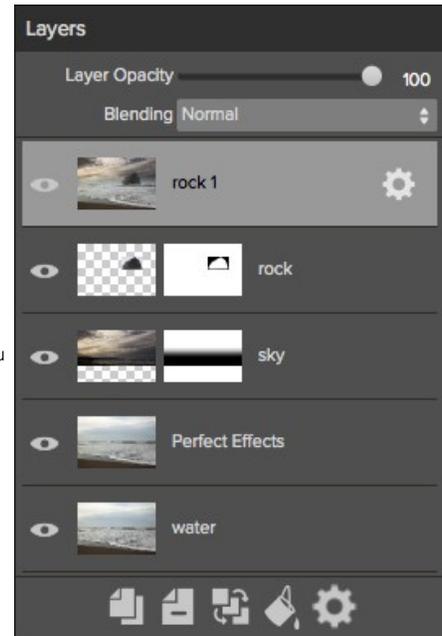
You may change the visibility of a layer (hide it) by pressing the eye icon to the left of the layer thumbnail. This will hide a layer without deleting it. You can hide all layers except the current layer by holding the option (Mac OS X) or alt (Windows) key when clicking on the eye icon. This is especially useful for viewing the bottom most layer, which in some cases is the original image. This acts like a before and after preview.

Changing Layer Order

You may change the order of layers by dragging and dropping layers into the order you prefer. You may select multiple layers at the same time by holding down the command (Mac OS X) or control (Windows) key while clicking.

Renaming Layers

You can rename a layer by double-clicking on it. The name turns into an editable field. Type in your preferred name and press enter. When merging files together the layer name is the name of the source image. This is a useful verification of the source image.



Deleting a Layer

You may delete a layer by selecting the layer, then pressing the Delete button . You may also use the Delete key on your keyboard.

Duplicating a Layer

You may duplicate or copy the current layer by pressing the Copy button . You may also use the command (Mac OS X) or control (Windows) + J keyboard shortcut.

Merging Layers

You may merge layers by selecting them and then pressing the Merge button . You may also use the command (Mac OS X) or control (Windows) + E keyboard shortcut.

Creating Color Fill Layers

Color Fill Layers are new layers filled with a solid color. They are useful for altering the color and tone of the image. To create a Color Fill Layer, press the Fill button . You can learn more about using [Color Fill Layers](#) here.

Convert to a Smart Layer

You can convert any layer into a Smart Layer, if the image is a Smart Photo. This allows you to re-edit any settings you add to a layer in modules like Perfect Effects.

Changing Blending Modes

Blending modes determine how the selected layer blend with the layer(s) below it. The default blending mode is normal. This maintains the full opacity of the upper layer. Perfect Layers also supports many other blending modes which can be used to alter the brightness, contrast and color of the image by combining either a copy of the underlying layer or a Color Fill Layer.

Changing Opacity

The opacity slider controls how opaque, or how strong the selected layer is. The default is 100%. At lower settings, the layer will blend with the layer(s) under it. Altering the blending mode and opacity of a layer can create a wide range of color and tone effects.

Layer Masks

If you use any of the masking tools, a layer mask will be created automatically. A layer mask appears as grayscale thumbnail next to the layer icon. There is no need to select the layer mask to work on it, invert it, or reset it. Think of it as always selected with the layer. You can also copy and paste Layer Masks from the Layers menu or by dragging and dropping them from layer to layer.

Transforming Layers



Transform Tool: The Transform Tool is located at the top of the tool well. It is used to manipulate the image and layers.

A layer may be repositioned, sized or rotated using the Transform Tool. When the Transform Tool is selected, transform handles will appear on the edges of the selected layer. You use these transform handles to manipulate the image. You can only transform one layer at a time.

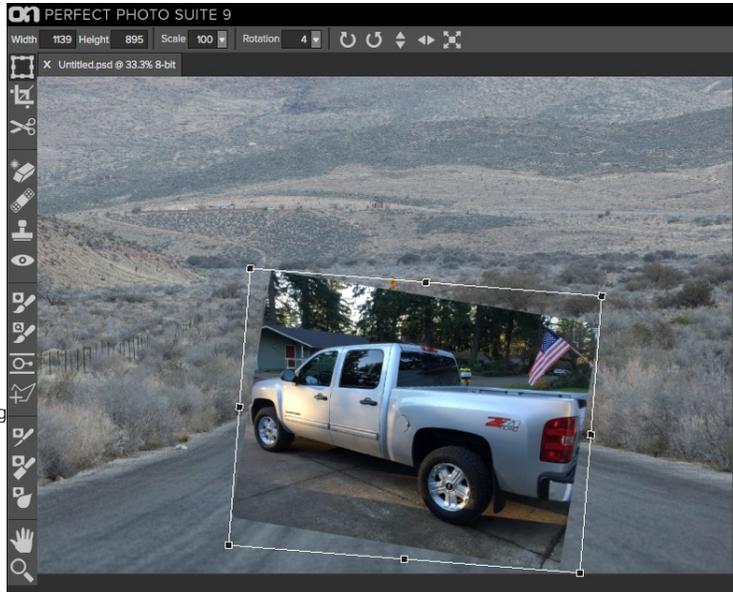
Repositioning a Layer

To reposition a layer, simply click and drag inside the transform box. You can also use the keyboard arrow keys to nudge a layer one pixel in any direction.

Resizing a Layer

To resize a layer, click and drag on any of the transform handles. Clicking on a corner handle allows you to adjust two sides simultaneously. Clicking on a side handle allows you to adjust that side. If you hold the shift key down while adjusting the size, the proportions of the layer are maintained. If you hold down the option (Mac OS X) or alt (Windows) key while resizing your image will resize from the center instead of from the edge. You can hold down both the shift and option or alt simultaneously to resize, proportionally from the center.

You can also type in the size you desire in the Tool Options Bar (see below) in the width and height fields. You can also size a layer to fill the canvas automatically by pressing the Fill button in the Inspector.



The Tool Options Bar



Rotating a Layer

To rotate a layer, move the Transform Tool near but just outside a corner transform handle. Notice that the tool cursor changes to a rotate cursor. Now click and drag to rotate the layer. You can also use the opt (alt) left and right arrow keys to rotate a layer when the transform tool is selected. To rotate the layer quickly in 90 degree increments, you can use the rotate left and rotate right buttons in the Tool Options Bar.

Flipping a Layer

You can flip a layer either horizontally or vertically by pressing the flip buttons in the Tool Options Bar.

When you have completed your transforms you need to commit the changes. You can do this by pressing the Apply button that appears in the Tool Options Bar or by pressing the enter key. You can cancel a transform by pressing the Cancel button in the Tool Options Bar or by pressing the escape key.

Crop Tool



Crop Tool: This is used to crop and resize the entire image. The crop tool removes any pixels outside a crop box and changes the canvas size at the same time. To crop the image, select the Crop Tool from the tool well. Then adjust the corner handles of the crop tool overlay. The area outside the crop box appears darkened for guidance. You can resize and move the image inside the crop box. When you are satisfied with your settings, press the Apply button in the Tool Options Bar or press enter.

Moving the Image: To move the image inside the crop box, simply click and drag inside the box. You can also nudge the image using the arrow keys on your keyboard.

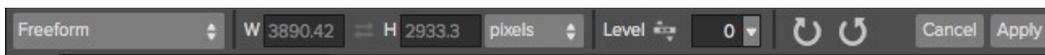
Resizing a Crop Box: To resize the Crop Box, click and drag on any of the resize handles. Clicking on a corner handle allows you to adjust two sides at the same time. Clicking on a side handle allows you to adjust that side. If you hold the shift key down while adjusting the size, the proportions of the box are maintained. To rotate the crop box, move outside a corner until the tool changes to rotate. You can also set the aspect ratio or size of the crop box in the tool options bar.



The Crop tool is not available when using a Smart Photo.



Crop Tool Options

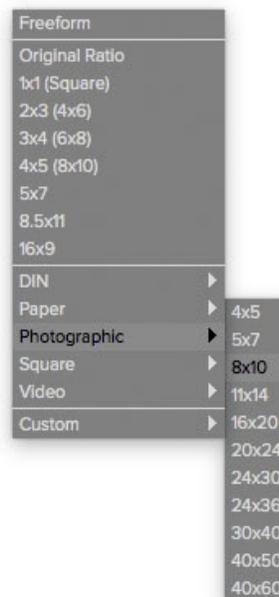


- **Preset pop-up:** Pop-up controls the crop tool mode as well as aspect ratio and document size presets.
- **Width:** Sets the width of the crop box.
- **Swap Dimensions:** Swaps the width and height. Handy for rotating the crop box.
- **Height:** Sets the height of the crop box.
- **Units:** Determines the unit of measure: Pixels, inches, centimeters, etc.
- **Leveling Tool:** Click and drag this tool across an element in your image that should be level.
- **Angle:** See and adjust the angle of rotation.
- **Rotate:** Rotates the image 90 degrees.
- **Cancel:** Resets the crop tool.
- **Apply:** Applies the crop and resizes your photo.

Crop Tool Modes

The Crop Tool works in three modes:

- **Freeform:** In this mode you can adjust the crop box any way you like. The image will not be resized. Any area outside the crop box will be trimmed off. Use this mode if you just want to change the shape or recompose your image for general use.
- **Aspect Ratio:** You can lock the crop box to an aspect ratio. This makes sure the crop box shape doesn't change, just the size. Use this option to trim existing pixels while maintaining a ratio without resizing the image.
- **Document Size Presets:** Document Size Presets allow you to crop and resize your image at the same time. If you know your intent is to print the image at a certain size you can crop and resize the image at the same time. Many common sizes are included plus you can create your own.



Leveling the Image



The Crop Tool has a special Leveling Tool for automatically adjusting your image to be level.

1. Select the Crop Tool.
2. Select the Leveling Tool from the Crop Tool Options Bar. Your cursor will change to the Leveling Tool.
3. Click and drag a line across your image that should be level, either horizontally or vertically. When you release the mouse the image will be adjusted automatically to the correct angle.



Trimming Layers



Trim Tool: The trim tool is used to trim or crop a layer. It removes any pixels outside of a crop-style box for the current layer.

Using the Trim Tool

To trim a layer, select the Trim Tool from the tool well. It looks like a pair of scissors. Then drag a box over the area you wish to keep on the selected layer. The area outside the trim box appears darkened for guidance. You can resize and move the trim box. When you are satisfied with your settings, press the Apply button in the Tool Options Bar.

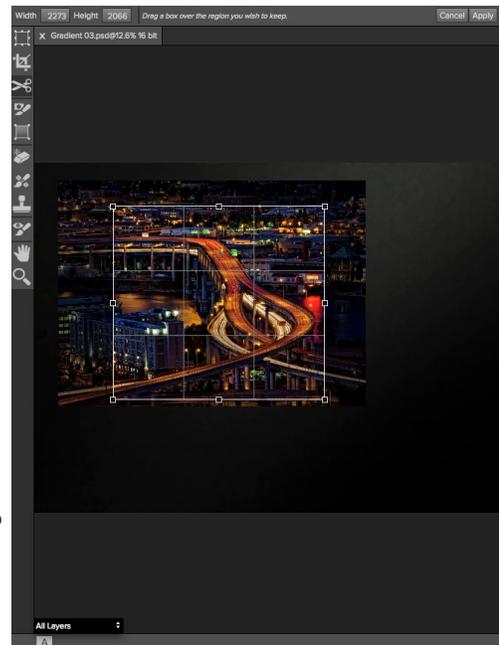
Moving the Trim Box

To move the Trim Box simply click and drag inside the box. You can also nudge the box using the arrow keys on your keyboard.

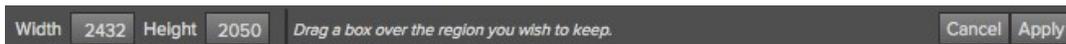
Resizing a Trim Box

To resize the Trim Box, click and drag on any of the resize handles. Clicking on a corner handle allows you to adjust two sides simultaneously. Clicking on a side handle allows you to adjust that side. If you hold the shift key down while adjusting the size, the proportions of the box are maintained. You cannot rotate a Trim Box. You can manually enter the size of the trim box in pixels using the width and height fields in the Tool Options Bar (see below).

When you have completed your adjustments, you need to commit the changes. You can do this by pressing the Apply button that appears in the Tool Options Bar or by pressing the enter key. You can cancel a transform by pressing the Cancel button in the Tool Options Bar or by pressing the escape key.



The Trim Tool Options Bar



Using Color Fill Layers

Color Fill Layers provide fast, re-editable ways to alter the brightness, contrast and color of your image. Color Fill Layers leverage the power of layers, blending modes, and opacity. Color Fill Layers are simply layers filled with a solid color. However by changing the color, blending mode, and opacity along with Perfect Layer's masking tools you can do the following:

- Create a burn or dodge layer to selectively lighten or darken the image.
- Convert the image to black and white.
- Tint the image any color.
- Add a vignette.
- Simulate photographic filters like warming and cooling.
- Create darkroom looks like sepia toner.

Creating Color Fill Layer

To create a Color Fill Layer, press the Fill button in the Layers Pane or use the New Color Fill Layer command from the Layers menu. The Color Fill Layer dialog will appear. With this dialog you can select a preset or manually adjust the color, blending mode, and opacity of the Color Fill Layer.

1. **Preset:** This pop-up list contains presets for many common filter effects. Select a preset from the menu to preview it on your image.
2. **Fill Color:** This is a color well that displays the current color. You may press the color well to open a color picker dialog. Selecting new colors in the color well will be previewed in realtime on the image.
3. **Blending Mode:** This option sets the blending mode for the layer. You can always change this later from the Layers pane.
4. **Opacity:** This slider sets the opacity for the layer. You can think of this as a strength slider for the effect. You can always change this later from the Layers pane.

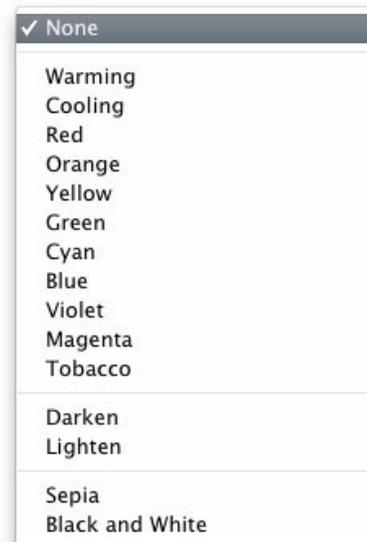
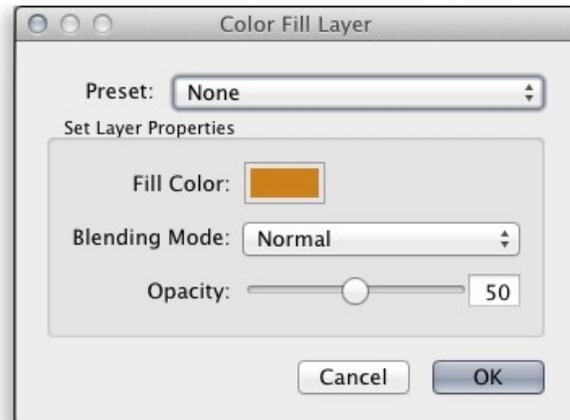
Editing a Color Fill Layer

You can edit an existing Color Fill Layer by using the Edit Color Fill Layer option from the Layers menu. It will reopen the Color Fill Layer dialog where you can adjust the settings.

Color Fill Layers work similar to a regular layer. You can move, resize, rotate, trim, delete and duplicate them.

Masking a Color Fill Layer

You can mask, or selectively apply a Color Fill Layer using any of the masking tools in Perfect Layers, similar to any other layer. To learn how to mask a layer, see the [Masking Layers](#) section.



Perfect Eraser



The Perfect Eraser can be used to remove distracting elements and blemishes from your image.

How it Works

The Perfect Eraser employs a content aware algorithm that replaces the pixels with a natural and plausible result within the boundaries that are painted.



Using the Perfect Eraser

Activate the tool by selecting it in the Tool-Well. Simply paint over the area you wish to remove. Make sure you cover the entire area. A red overlay appears where you paint. You can adjust the size of the brush using the Tool Options bar.

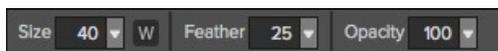
If the first attempt does not give you a perfect result, simply paint over it again and it will improve with each pass. You can also fine tune the area after using the Retouch Brush.

Retouch Brush



Retouch Brush: Use the Retouch Brush to remove small imperfections like dust or blemishes. Just dab the retouch brush on spots like acne, dust spots, power lines, etc. It looks at the neighboring areas and fills in the brush with similar color and texture. It is best to use the smallest brush size possible and to work by dabbing rather than making large brush strokes. If you dab with the Retouch Brush and don't like the results, use the undo command and try using a smaller brush or vary your brush stroke and try again. The Retouch Brush is perfect for retouching skin.

You can control the Retouch Brush using the Tool Options Bar:



- **Brush Size:** This adjusts the overall size of the brush.
- **Brush Feather:** This adjusts the hardness of the brush. It works best to use a feather larger than 50 to blend and look natural.
- **Brush Opacity:** This adjusts how strong the retouching is. Use 100% to completely remove an imperfection. Use a lower opacity to soften them.
- **W:** If you have a Wacom pressure sensitive tablet, you can adjust the size of the brush according to the pressure. Click on the "W" in the box to activate the Wacom sensitivity controls.



Clone Stamp



Clone Stamp: Use this tool for replacing an area of the image with a sample area from a different part of the image.

This will allow you to select an area to clone. Hold down the option (Mac) or alt key (Win) and click the area you want to clone from.

Then click and drag on the area you want to clone over and it will clone from the point you selected.

You can adjust the size of brush, feather and opacity just as you would with the regular brush. This just gives you more control over the area you want to retouch.

Tool Options Bar



Red-Eye Tool



Red-Eye Tool: To instantly reduce red-eye.



The Red-Eye Tool is the perfect tool for eliminating or reducing red eye in your images. It's a simple one-click stamp that will immediately take care of red eye.

You start by selecting the red eye brush in your Tool-Well. Next adjust your brush size to be as close to the same size as the red eye you are wanting to remove. Then place the brush right over the eye and click once to remove.

The Protect Skin toggle reduces the tools affect on skin colored areas. It is on by default. If the red-eye reduction is not strong enough, try toggling this off.



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 Layers 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.

Luminosity Mask

A luminosity Mask is based on specific tones derived from the image. Great for blending layers selectively based on the brightness of the image.

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

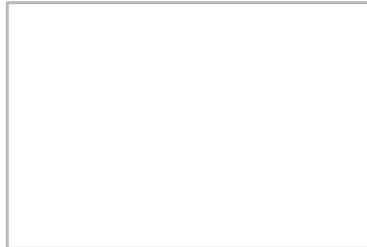


- **Before:** Shows the original image with no effects applied.
- **After:** Shows the image with the current effect stack applied.
- **Previous Effect:** Shows the previous effect results so you can compare just your current effect.
- **Mask-Red:** Shows the mask of the current effect layer in a red 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.

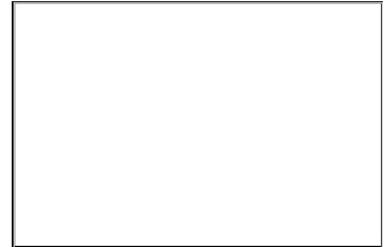


Mask View allows you to view the mask for each effect layer that you have created with the Masking Brush and Masking Bug. You can view the mask in several modes, which are accessible from the Masking menu or from the Mask View drop-down in the bottom left of each preview pane. Below are examples of the 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.

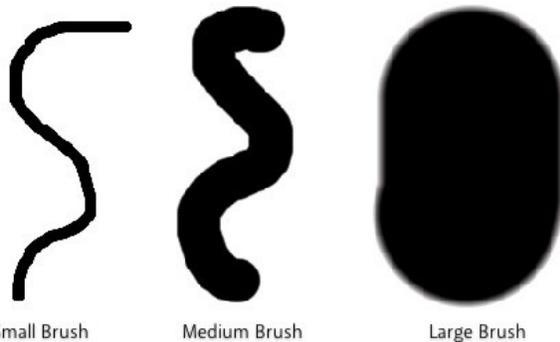
Erase Brush Strokes

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.



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:

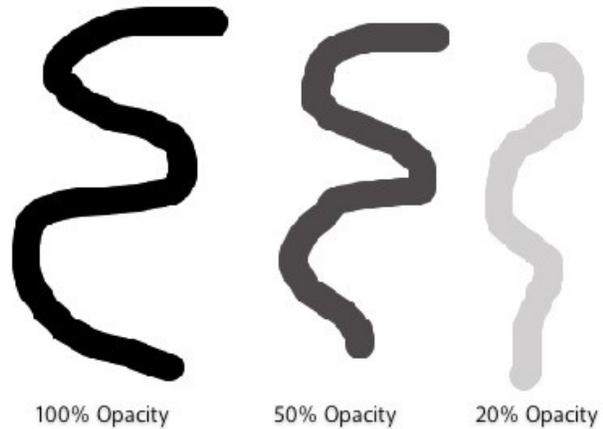
- Use the Feather pop-up in the Tool Options Bar.
- Use the shift + left and right bracket keys ([]).



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.

**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.

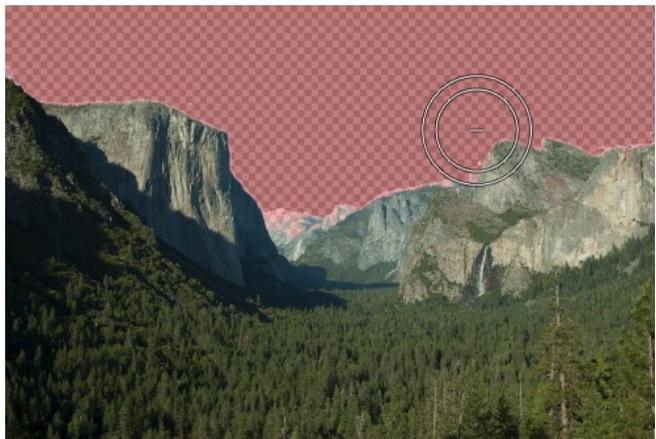
The harder you press; the greater the size or opacity will get. You can set the maximum value you want to use the Brush Size and Opacity sliders. To the right you can see examples of how pressure sensitivity can be used to control the Masking Brush.

**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.

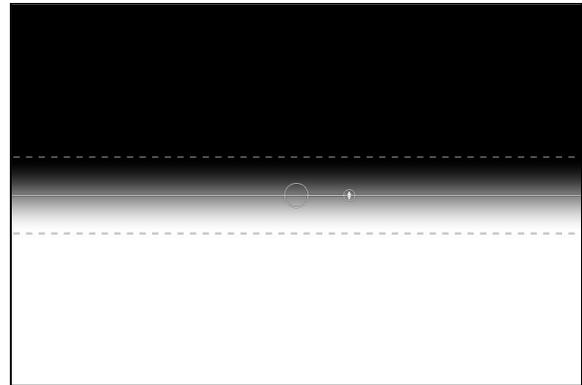
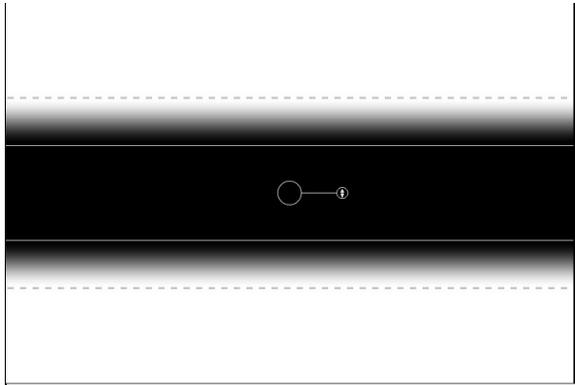
Adjusting the Masking Bug

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.

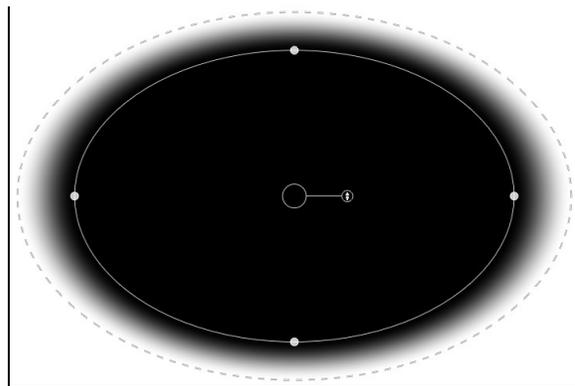
- **Move:** Click the large circle and drag.
- **Size:** Adjust the size of the masking bug by using the solid line
- **Feather:** Use the dashed line to adjust the feather or hardness of the mask.
- **Rotate:** The handle of the center circle will rotate the mask.

Reflected Gradient

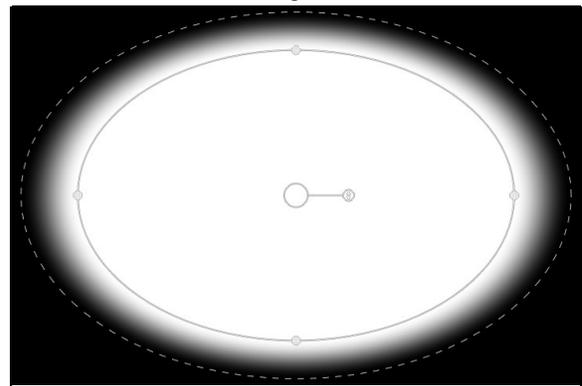
Gradient



Center



Edges

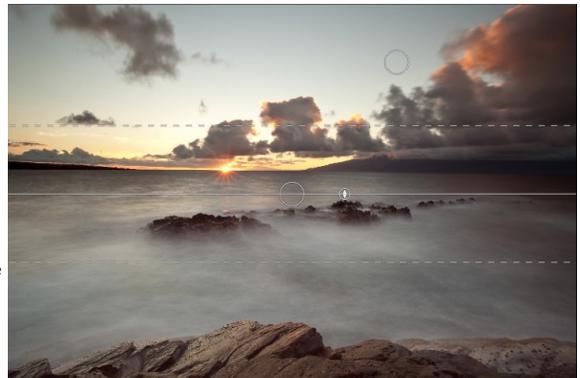


Working with Multiple Masking Bugs

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 Remove Feather 0

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



Refining Masks

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

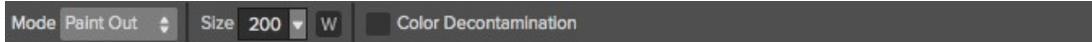


Refine Brush: This tool cleans up intricate areas and the borders between the Keep and Drop Brush.

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: 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.

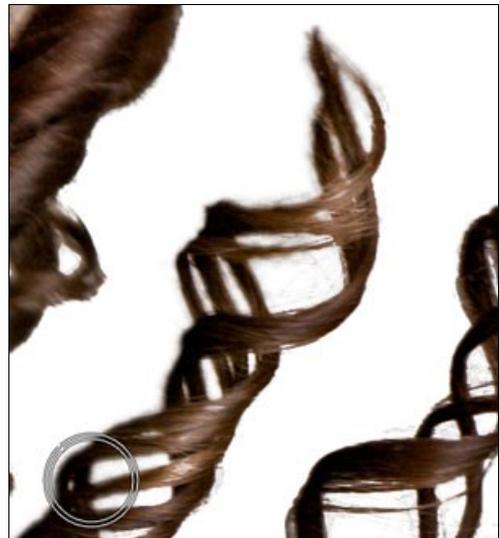
Amount: Controls the amount, or depth of the chisel. Use the lowest amount needed to maintain as much detail as possible.

Tip: You can double-click on the chisel tool icon in the tool well to apply the chisel to the entire image.



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



Mode: In/Out/Normal lets you adjust exactly what part of the mask edge to blur.

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.

Tip: You can double-click on the blur tool icon in the tool well to apply the blur to the entire image.



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.

Menus

Perfect Layers (Mac OS X Only)

About Perfect Layers: Opens the about box, displays your version number and activation code. (Help menu on Windows)

Preferences: Opens the preferences dialog. (Edit menu on Windows)

Quit: Quits.



File Menu

New: Opens the create new file dialog for creating a new file.

Open: Opens the open dialog for locating and opening an existing file.

Add Layer(s) from File: Opens the open dialog for locating files to merge into the current open file.

Open Selected from Browser: Opens the images selected in the browser.

Browse Folder: Fly-out sub-menu of sources to Browse. You can also opens the browse dialog where you can select which folder you would like to browse in a new browser tab.

Browse Extras: Switches the browser to the Extras tab where you can view and open website content.

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

Open Recent: Displays a list of recently opened files.

Close: Closes the current file. You will have the opportunity to save or not.

Close All: Closes all open files. You will have the opportunity to save or not.

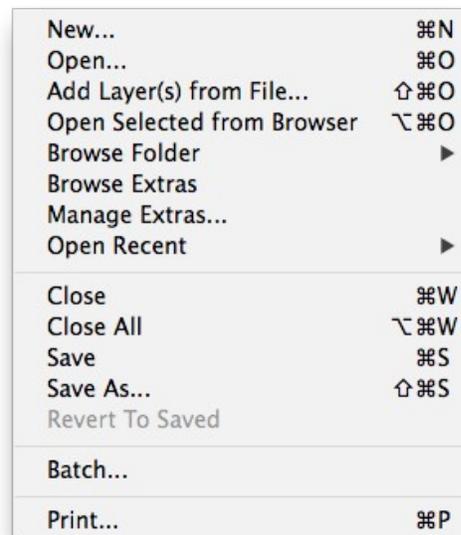
Save: Saves the current file.

Save As: Opens the Save As dialog where you can select the filename and location to save to.

Revert to Saved: Reopens the file without your changes.

Batch: Opens Perfect Batch window.

Print: Allows you to print your image.



Edit Menu

Undo: Undoes the last action.

Redo: Redoes the last undone action

Copy: Disabled.

Paste: Disabled.

Rename: Renames the selected file or folder in the browser tab.

Delete: Moves the selected file or folder in the browser tab to the trash.

Add Subfolder: Adds a new empty folder inside the selected folder in the browser tab.

Adjust Canvas Size: Opens the canvas size dialog where you can adjust the canvas size.



Layer Menu

Duplicate: Duplicates or copies the current layer.

Delete: Deletes the current layer.

Copy Layer: Copies the current layer into memory so you can paste it later.

Paste Layer: Pastes the layer in memory into a new layer in the current image.

Merge Layers: Merges the selected layers into a single layer.

Merge All: Merges all layers into a single layer.

New Stamped Layer: Creates a new layer above the current layer that contains a merged version of all the layers under it.

Hide Other Layers: Toggles the visibility off of all layers except the current one. Makes it easy to see just the current layer.

New Color Fill Layer: Adds a new color fill layer.

Edit Color Fill Layer: Opens the color fill layer dialog where you can set the properties of the selected color fill layer.

Convert to Smart Layer: Allows you to change your layer to a smart layer.



Masking Menu

Invert Mask: Inverts the mask. Visible areas become hidden and hidden areas become visible.

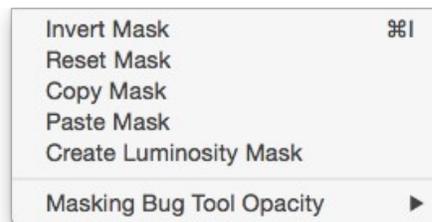
Reset Mask: Resets the mask to plain white.

Copy Mask: Copies the mask from the current layer.

Paste Mask: Pastes the mask in the clipboard to the mask on the current layer.

Create Luminosity Mask: Creates layer mask based off of the photos tonal values.

Masking Bug Tool Opacity: Sets the opacity of the Masking Bug tool cursor.



View Menu

Zoom In: Adjusts the preview zoom in one increment, makes the preview image larger.

Zoom Out: Adjusts the preview zoom out one increment, makes the preview image smaller.

Fit to Screen: Sets the zoom to fit the entire image on screen.

Actual Pixels: Sets the zoom to 100% or actual pixels.

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

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

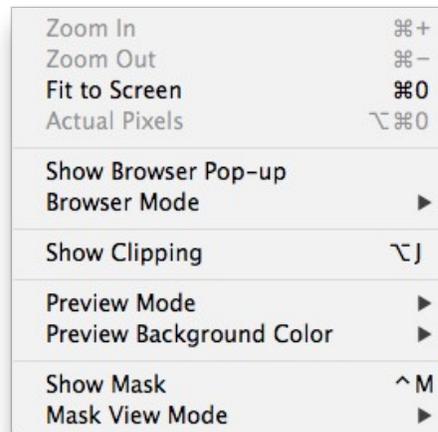
Show Clipping: Shows the clipping overlay view, which overrides the current mask view.

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 Menu

Navigator/Loupe/Histogram: Opens and closes the Navigator pane.

Layers: Opens and closes the Layers pane.

Open Quick View Browser: Opens the Quick View Browser window, displaying the contents of the current folder.

Show Browser Panel: Hides or shows the Control 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 Menu

Search: Searches the menus (Mac OSX only).

Perfect Layers 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 online Getting Started overlay.

Show Keyboard Shortcuts: Opens the keyboard shortcut inspector.

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

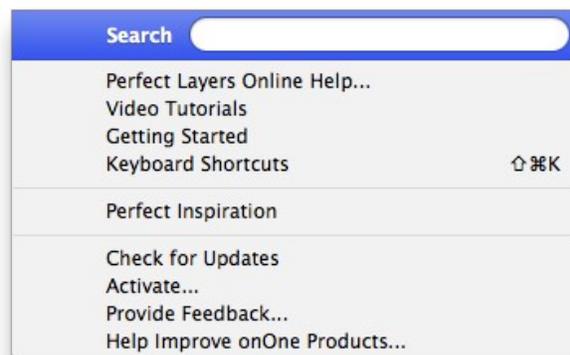
Check for Updates: Checks with the onOne update server to see if you are running the current version. If there is a newer version you will be notified and be walked through the update process.

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.

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



Keyboard Shortcuts

Action	Mac	Win
New File	cmd n	ctl n
Open	cmd o	ctl o
Add Layer(s) from File	cmd shift o	ctl shift o
Open Selected from Browser	cmd opt o	ctl alt o
Close	cmd w	ctl w
Save	cmd s	ctl s
Save As	cmd shift s	ctl shift s
Print	cmd p	ctl p
Exit	cmd q	ctl q
Undo	cmd z	ctl z
Redo	cmd shift z	ctl shift z
Copy	cmd c	ctl c
Paste	cmd v	ctl v
Delete File	delete	delete
Duplicate Layer	cmd j	ctl j
Merge Layers	cmd e	ctl e
Merge Visible	cmd shift e	ctl shift e
New Layer from Composite	cmd shift j	ctl shift j
Next Blend Mode	Shift +	Shift +
Previous Blend Mode	Shift -	Shift -

Layer Opacity	1 (10%) 2 (20%) 0 (100%) etc	1 (10%) 2 (20%) 0 (100%) etc
Paint in/ Paint Out	x	x
Invert Mask	cmd i	ctl i
Toggle Perfect Brush	cmd r	ctl r
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	opt 1 (10%) opt 2 (20%) opt 0 (100%) etc
Show/Hide Mask	o	o
Zoom In	cmd +	ctl +
Zoom Out	cmd -	ctl -
Fit to Screen	cmd 0	ctl 0
Actual Pixels	cmd opt 0	ctl alt 0
Next Browser View Mode	cmd b	ctl b
Navigate Browser Selection	Arrow Keys	Arrow Keys
Open Selected Sub-dir	Right Arrow	Right Arrow
Close Selected Sub-dir	Left Arrow	Left Arrow
Preview Modes -Single -Left/Right -Left/Right Shift -Top/Bottom -Top/Bottom Shift	cmd y cmd l cmd opt l cmd t cmd opt t	ctl y ctl l ctl opt l ctl t ctl alt t
Navigator	cmd 1	ctl 1
Layers	cmd 2	ctl 2
Open Quick View Browser	cmd up arrow	ctl up arrow
Keyboard Shortcuts	cmd shift k	ctl shift k
Transform Tool	v	v
Red Eye Tool	e	e
Crop Tool	c	c
Trim Tool	t	t
Masking Brush	b	b
Masking Bug	m	m
Quick Mask Tool	w	w
Refine Brush	f	f
Chisel Tool	k	k
Blur Tool	l	l
Perfect Eraser	q	q
Retouch Brush	r	r
Pan Tool	h	h
Zoom Tool	z	z
Rotate Crop Clockwise	opt right arrow	alt right arrow
Rotate Crop Counter Clockwise	opt right arrow	alt right arrow

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