



# APERTURE EDIT GUIDE

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APERTUREEDIT *works as an Aperture Edit filter...*

APERTUREEDIT works only on Mac Leopard within Apple Aperture 2.1

APERTUREEDIT capabilities are described in this Manual.

### *The ApertureEdit line*

APERTUREEDIT is one of the many modules available inside ApertureEdit. You might want to try the other modules available and purchase the ones you like and need or get the full bundle for maximum power:

- **ApertureEdit DeNoise.** To remove noise on one or a set of images.
- **ApertureEdit ReFocus.** To refocus on one or a set of images.
- **ApertureEdit AutoSmooth.** To beautify skins on one or a set of images.
- **ApertureEdit FixLens.** To correct lens distortions on one or a set of images.
- **ApertureEdit Fractals.** To add a fractal effect on one or a set of images.
- **ApertureEdit Grids.** For all kind of grid distortions on one or a set of images.
- **ApertureEdit Lights.** For more of 500 light effects to apply on one or a set of images.
- **ApertureEdit Surface.** For more of 300 new surfaces to apply on one or a set of images.
- **ApertureEdit Tools.** For more of 150 effects, film grain, BW conversion, channel mixer, vignettes, and much more to apply on one or a set of images.
- **ApertureEdit ClassicFrames.** For more of 100 classy frames to apply
- **ApertureEdit MagicFrames.** For more of 1700 frames/edges to apply on one or a set of images

### *The Human Software Product line*

Human Software offers you a full family of plug-ins & applications tuned for a lot of your designing and prepress needs; Please read our catalog enclosed for details or give us a call, or check out our web site at [www.humansoftware.com](http://www.humansoftware.com).

### **Human Software Photoshop Plug-Ins**

- **SQUIZZ!** Rgb/Cmyk plug-in filter : Just brush for outrageous image distortion., the Grid for precise distort, ....
  - **PhotoSpray!** Rgb plug-in filter : Just brush and you have a natural brush to add any kind of leaves, flowers, trees... A beautiful way to finish a job.
  - **Textissimo** Rgb plug-in filter : You have more than 700 Text effects, tune your channels and your action to your heart desires.
  - **PhotoSurface** to add natural media to all Your Images...
  - **AutoMask** to create mask just by brushing over the image...
  - **AutoCorrect** to enhance in just one click all your images...
  - **XFile** for advanced Image resizing includinf=g carve resizing...
  - **Select** plug-in filter lets you apply high-end RGB/CMYK Color Correction without masking and offers sophisticated color editing features such as the Gradation and the unique Selective color correction on up to 24 channels
  - **ClassicFrames** plug-in filter that will add beautiful classic frames.wood/gold.etc...
- And many more...

## GETTING STARTED...

### *About this Manual ...*

This manual describes APERTUREEDIT main features and how you can use this edit plug-in...

- 1/ How to Install APERTUREEDIT onto your system.
- 2/ A description of the Tools available
- 3/ How to use the default Library and build up your own library of effects...
- 4/ A Step By Step Tutorial that guides you through the making of one effect.
- 5/ How to create the final rendering of your effect within Apple Aperture.

### *Hardware Requirements*

To work with APERTUREEDIT, you need the same hardware as the one you currently use with Apple Aperture™. 2.1

### **ApertureEdit an Aperture plug-in edit**

In order for **ApertureEdit** plug-in edit to appear in the Image Menu you need:

- 1/ To install **ApertureEdit** (see how to install)
- 2/ Relaunch Aperture and access the ImageEdit/HumanSoftware list, launch ApertureEdit
- 3/ Start and register your plug-in

## INSTALLING...

*To install successfully APERTUREEDIT on your Mac OS X system, follow carefully these steps and the instructions appearing on your screen.*

From your CD-ROM or download

- 1- Launch ApertureEdit\_HSC\_All and follow the step by step instructions
- 2- The installer will install 2 main items :
  - 2.1- the plug-in within /Library/ApplicationSupport/Aperture/Plug-Ins
  - 2.2- the related resources within /Library/ApplicationSupport/HumanSoftware
- 3- When the install is done, launch Aperture, select one image, and go to Images/Edit With/HumanSoftware ApertureEdit



*Only one copy of the program APERTUREEDIT is authorized for one single CPU. For more licenses, contact us about getting multiple licenses.*

**STARTING...**

**Launch** HUMANSOFT APERTUREEDIT ...

- 1- Launch your Apple Aperture
- 2- Select one image, go to Images>Edit With>HumanSoftware ApertureEdit



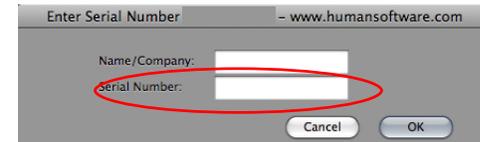
The ApertureEdit main dialog box opens. You will notice a set of buttons that will open the different modules of ApertureEdit.

**IMPORTANT NOTE :**

**If you purchased the whole ApertureEdit collection your serial number will activate all the modules. If you purchased only one, click on the related button to activate the purchased module! You might want to contact us to activate other modules at [apertureedit@humansoftware.com](mailto:apertureedit@humansoftware.com)**

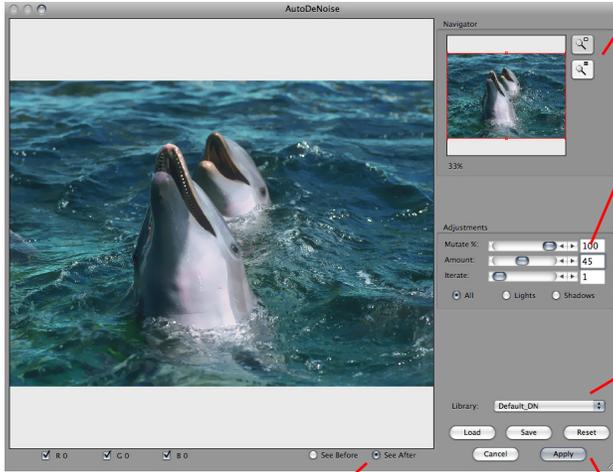


- 3- Click on one of the buttons the first time the activation dialog opens



### APERTUREEDIT DENOISE

As soon as you have personalized your APERTUREEDIT DeNOISE, you get the AutoDeNoise Dialog Box :



**Navigator**, simply drag the sub rectangle or resize a corner to pan and zoom on your Image. Click on Full Page, to see the Full Image again.

**Parameters**  
A Set of 3 sliders provide all kind of fine tuning of the effect  
Lights/Dark/All will perform the effect only on light areas or dark areas or everywhere

**Save/Recall** Save or Recall a corrective lens.  
Save inside the 'DeNoiseEffect' folder that is within the 'Library/ApplicationSupport/HumanSoftware' folder. The next time you launch DeNoise you will be able to load it from the Presets popup .

**RGB** Color/Coordinates readings    **Before/After** See Before/After Distortion

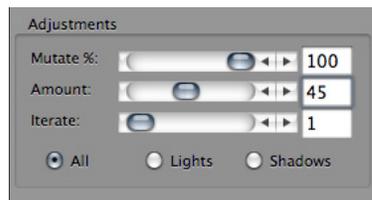
**Apply** Will Apply the DeNoise effect and return to ApertureEdit main dialog. So you can save or adjust more your changes.  
**Cancel** Return to main, no validation

## SMART DENOISING

Noise varies by frequency, color, and brightness, and it is different for every type of camera and scanner, AutoDeNoise through a very simple set of sliders lets you achieve amazing results.

AutoDeNoise uses a very powerful denoising technique to remove unwanted grain or noise.

AutoDeNoise is fully interactive with a set of sliders or numerical entries, a user will smoothen surface of RGB or RGB16b images.



**Mutate** Apply the effect, 0 only the background image before correction will show, at 100 a DeNoise at Full strength according to the current setting will show. In between values is a blend between full strength and no effect.

**Amount** Strength of the denoising effect. You might compare this value as a radius in case of a Gaussian blur. A value over 70 will provide large amount of denoising

**Iterate** Number of times the algorithm will perform the denoising. Sometimes you might want a lower amount value and a high number of iteration. The higher the number of iteration is, the more processing time it will take.

### Blending Modes

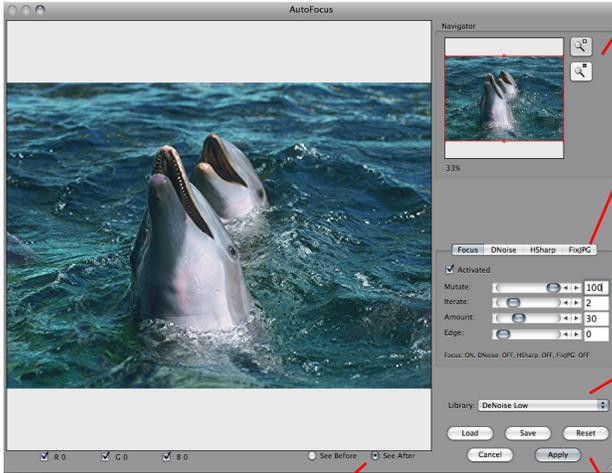
**Lights** blends the original and denoises by choosing which is lighter. Where the denoised image is darker, the result will be like the original

**Dark** blends the original and denoises by choosing which is darker. Where the denoised image is lighter, the result will be like the original

**All** performs the effect everywhere according to the mutate slider

## APERTUREEDIT AUTOFOCUS

As soon as you have personalized your APERTUREEDIT AUTOFOCUS, you get the Main Dialog Box :



**Navigator**, simply drag the sub rectangle or resize a corner to pan and zoom on your Image. Click on Full Page, to see the Full Image again.

### Focus/DNoise/HSharp/FixJPG

The checkbox will activate the effect. Click on the name and select any one of those options, a new set of sliders lets you fine-tune the effect.

### Save/Recall

Save or Recall a corrective lens. Save inside the 'AutoFocusEffect' folder that is within the 'Library/ApplicationSupport/HumanSoftware' folder. The next time you launch AutoFocus you will be able to load it from the Presets popup .

**RGB** Color/Coordinates readings **Before/After** See Before/After Focusing

**Apply** Will Apply the AutoFocus effect and return to ApertureEdit main dialog. So you can save or adjust more your changes.

**Cancel** Return to the host, no validation

## FOCUS

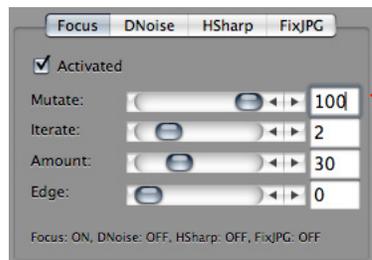
So often you are getting a blurred image because of an out-of-focus optics or a camera motion.

You think the picture is lost because the information is all blurred... not true anymore! Auto 'Focus' uses a very powerful deconvolution tool that will reclaim the data that has been spread out.

In scientific terms, blurring is usually the result of a convolution, a deconvolution will reverse the process, this is exactly what AutoFocus 'Focus' is doing.

AutoFocus 'Focus' is fully interactive with a set of sliders or numerical entries, a user will correct the blur of RGB images.

Very often sharpening or refocusing will add noise to the picture... AutoFocus, refocusing can be used in a one single step with the very powerful built-in AutoFocus 'DeNoise' tool. All parameters may be fine tuned and saved, then used over and over again on different images.



**Mutate** Apply the effect, 0 only the background image before correction will show, at 100 a AutoFocus at Full strength according to the current setting will show. In between values is a blend between full strength and no effect.

**Iterate** Apply the same setting multiple times, this will repeat the ReFocus effect. The more iterations, the longer it takes.

**Amount** Strength of the DFocus Effect, the higher the value, the more deconvolution is achieved, large values may create noise, It is recommended to combine 'Focus' with a 'DNoise' effect.

**Edge** Detect edges, the higher the number, the more sensitivity to edges within the image.

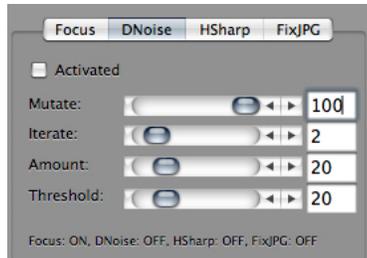
Conventional UnsharpMasking will not achieve what AutoFocus 'Focus' tool can achieve. With UnsharpMasking you will get a grainy image, halos around the edge, and will not recover any detail.

## DENOISE

High speed film grain, bad lighting conditions, scanner/digital camera CCD noise, image enlargement, sharpening, all those factors may produce Noise.

AutoFocus 'DeNoise' is very powerful because it preserves edges on the image, most denoising tool will blur edges (try a simple median filter to see this behaviour). With AutoFocus 'DeNoise', fine details will be kept, corners and edges will remain intact. Simply add a noise to the AutoFocus chart and see for yourself the result.

It is usually good to introduce a little of denoise to diminish the grain effect created after a refocusing.



**Mutate** Apply the effect, 0 only the background image before correction will show, at 100 a AutoFocus at Full strength according to the current setting will show. In between values is a blend between full strength and no effect.

**Iterate** Apply the same setting multiple times, this will repeat the ReFocus effect. The more iterations, the longer it takes.

**Amount** Strength of the DeNoise Effect: the higher the value, the more noise removal is achieved, large values may posterize the image..

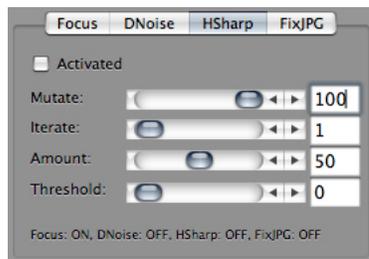
**Threshold** Detect contrast, with large values only very contrasted spots will be removed

## HIGH SHARPENING

UnSharpMaking tool enhance edges, but the USM tool has problems, and the main is that it also increases any noise present in the picture and create bad halo effects. Noisy photographs will suffer the most but also any picture slightly out of focus that you need to sharpen.

AutoFocus 'HSharp' uses an advanced mathematical technique to perform sharpening.

AutoFocus 'HSharp' lets you sharpen RGB photos without increasing noise, damaging edges. A set of sliders gives you lot of controls such as the amount of sharpening, strength of the effect or tolerance around the edge... An instant Before and AfterPreView lets you see the result at any scale. AutoFocus 'HSharp' can be used in combination of the 'Focus' and 'DeNoise' tool. Any combination may be saved and used over and over again on different images.



**Mutate** Apply the effect, 0 only the background image before correction will show, 100 the HSharp at Full strength according to the current setting will show. In between values is a blend between full strength and no effect

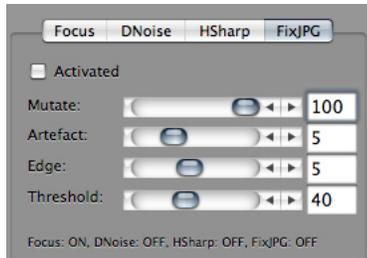
**Iterate** Apply the same setting multiple times, this will repeat the ReFocus effect. The more iterations, the longer it takes.

**Amount** Strength of the HSharp Effect: the higher the value, the more sharpening is achieved, large values may add noise and change tonal values of the image..

**Threshold** Detect tone difference within the image. For large-number the sharpening will happen only on edges.

## FIX JPG Artefacts

FIX JPEG repairs over-compressed JPEGs. It will remove blocky compression artifacts while retaining detail. Repairs can be made to an entire image or as needed to smaller selections. JPEG repair can be used to repurpose Web graphics and replace lost originals.



**Mutate** Apply the effect, 0 only the background image before correction will show, 100 the FixJPG at Full strength according to the current setting will show. In between values is a blend between full strength and no effect

**Artefacts** For a highly compressed image enter a large Artefact value.

**Edge** Detect edges, the higher the number, the more sensitivity to edges within the image..

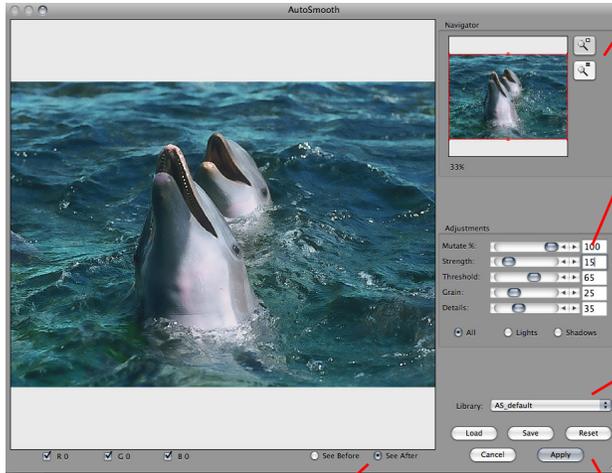
**Threshold** Detect contrast, the higher the number only low contrasted areas will be blurred and edges kept.

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## APERTUREEDIT AUTOSMOOTH

As soon as you have personalized your APERTUREEDIT AUTOSMOOTH, you get the Main Dialog Box :



**Navigator**, simply drag the sub rectangle or resize a corner to pan and zoom on your Image. Click on Full Page, to see the Full Image again.

### Adjustments

A Set of 5 sliders provide all kind of fine tuning of the effect  
Lights/Dark/All will perform the effect only on light areas or dark areas or everywhere

**Save/Recall** Save or Recall a corrective lens.

Save inside the 'AutoSmoothEffects' folder that is within the 'Library/ApplicationSupport/HumanSoftware' folder. The next time you launch AutoSmooth you will be able to load it from the Presets popup .

RGB Color/Coordinates readings    **Before/After** See Before/After Smoothing

**Apply** Will Apply the smoothing effect and return to ApertureEdit main dialog. So you can save or adjust more your changes.

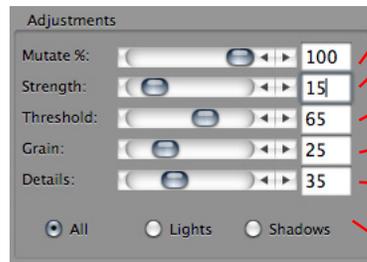
**Cancel** Return to the host, no validation

## SMART SMOOTHING

Most of the skin are imperfect. It is very difficult and time consuming to airbrush a skin to give a glamorous look. Sometimes it is even impossible to keep the details and shapes.

Auto 'Smooth' uses a very powerful smart smoothing technique to perform this digital makeover.

AutoSmooth is fully interactive with a set of sliders or numerical entries, a user will smoothen surface of RGB images.



**Mutate** Apply the effect, 0 only the background image before correction will show, at 100 a Smoothen at Full strength according to the current setting will show. In between values is a blend between full strength and no effect.

**Strength** Strength of the smoothing effect. You might compare this value as a radius in case of a Gaussian blur. A value over 50 will provide large amount of smoothing the higher the value the longer the processing time

**Threshold** Detect edges, the higher the number, the less sensitivity to edges within the image. A low threshold value with a low strength might be used efficiently for denoising an image

**Grain** To be used in combination with the 'Details' slider to give back texture and shape to the image. A low value will pick up only fine details and bring back texture to your image

**Details** To be used in combination with the 'Grain' slider. This slider will reshape the highlight/shadows according to the existing Grain/Texture of your image. Too high of a value may cause an oversharpening effect.

### Blending Modes

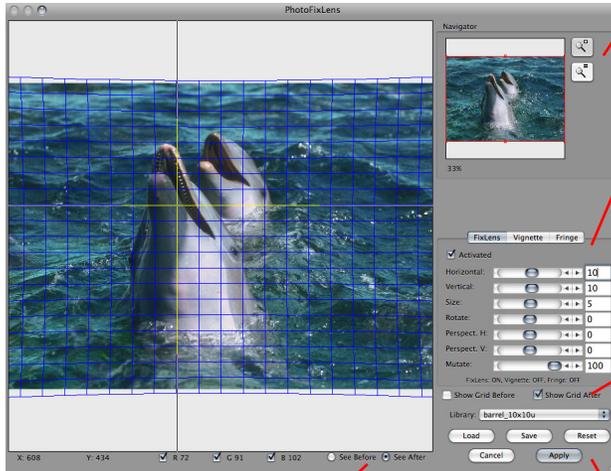
**Lights** blends the original and smoothes by choosing which is lighter. Where the smoothed image is darker, the result will be like the original

**Dark** blends the original and smoothes by choosing which is darker. Where the smoothed image is lighter, the result will be like the original

**All** performs the effect everywhere according to the mutate slider

## APERTUREEDIT FIXLENS

As soon as you have personalized your APERTUREEDIT FIXLENS, you get the Main Dialog Box :



**Navigator**, simply drag the sub rectangle or resize a corner to pan and zoom on your Image. Click on Full Page, to see the Full Image again.

### Curvature Controls

Adjust Distortion/Vignetting and Fringing, see next page for details

**Grid Before/Corrective** Show a Grid before lens correction and/or after

**Save/Recall** Save or Recall a corrective lens. Save inside the 'LensEffect' folder that is within the 'Library/ApplicationSupport/HumanSoftware' folder. The next time you launch FixLens you will be able to load it from the Presets popup .

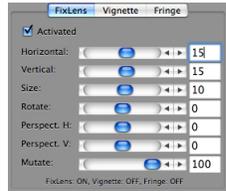
**Apply** Will Apply the corrective lens and return to ApertureEdit main dialog. So you can save or adjust more your changes.

**Cancel** Return to the host, no validation

**RGB** Color/Coordinates readings **Before/After** See Before/After Distortion

## Curvature Controls...

You have 3 sets of controls...



### Correct Distortion

**Horizontal/Vertical** A value between -100 and 100 changes the curvature of the corrective lens

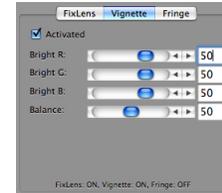
**Size** To enlarge the corrective lens

**Rotate** Rotate the corrective Lens

**PerspH** Give a Perspective effect horizontally

**PerspV** Give a Perspective effect vertically

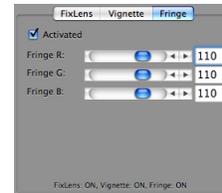
**Mutate** Gives extra adjustment to the lens (A mutate of 0 is like showing the before Image)



### Correct Vignetting

A value between -100 and 100 changes the brightness independently per channel on the edge of the lens.

Balance from 0 to 100 controls the spread of the vignetting, the higher the value the bigger the spread



### Correct Fringe

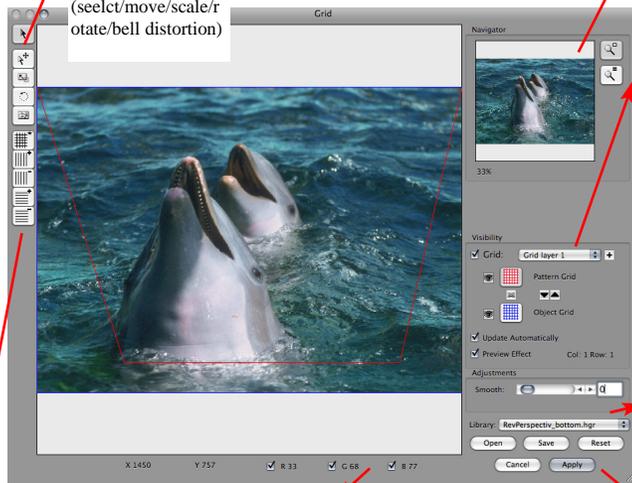
A value between 80% to 120% to adjust the spacing in between planes

## APERTUREEDIT GRIDS

As soon as you have personalized your APERTUREEDIT GRIDS, you get the Main Dialog Box :

### Grid Controls

Controls the way the grid is modified (select/move/scale/rotate/bell distortion)



### Add Delete Intersections

Lets you add/delete rows/columns on the grids.

RGB Color/Coordinates readings

**Navigator**, simply drag the sub rectangle or resize a corner to pan and zoom on your Image. Click on Full Page, to see the Full Image again.

### Grid Layers

Multiple layer of grids can be applied on the same image. Each set of grid will perform a different distortion.

**Pattern/Object Grid** ApertureEdit Grids works with an input grid (pattern grid), that is related to an output grid (object grid). You can see/work on one or the other. The grid shown in red is the origin grid, that one in blue is the target.

**Preview Effect** See Before/After Distortion

**Smooth** Adjust the smoothness within the grids

**Save/Recall** Save or Recall a distortion grid. Save inside the 'GridEffects' folder that is within the 'Library/ApplicationSupport/HumanSoftware' folder. The next time you launch Grids you will be able to load it from the Presets popup .

**Apply** Will Apply the distortion and return to ApertureEdit main dialog. So you can save or adjust more your changes.

**Cancel** Return to the host, no validation

### Grid Controls...

At any time you can use the keyboard :

- Control A to select all intersections
- Control B to delete all intersections
- Control Z to undo

### Grid Adjustments

On the left the grid creation tools :

1		<b>1-Select</b> Click one intersection point on the grid to select
2		<b>2-Move</b> Move the selected grid points. If you click and drag on a non selected point you can still move it
3		<b>3-Scale</b> Resize the selected grid points.
4		<b>4-Rotate</b> Rotate the selected grid points.
5		<b>5-Distort</b> Distort the grid. Can be linear, the distortion happens in a straight line, or follow a bell shape for curvature distort.
6		
7		
8		
9		
10		

**Grid Creation**

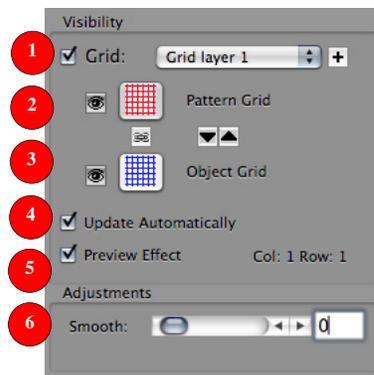
**6-3Points Create** Give the number of row/columns you wish. Click on the image 3 points and create the enclosing parallelogram.

**7-Add Column** Click anywhere to add a column

**8-Delete Column** Click intersection to delete a column

**9-Add Row** Click anywhere to add a row

**10-Delete Row** Click intersection to delete a row



### 1-Grid Layers

ApertureEdit Grid feature multiple distortion grids. Simply click the '+' sign to create a new layer of grid, then modify. The popup will list all the layer, checkbox on the left to activate/deactivate.

### 2-Pattern Grid

See/Activate for interactive adjustments

### 3-ObjectGrid

See/Activate for interactive adjustments

### 4-Constant computation

For each adjustment you do

### 5-Preview Effect

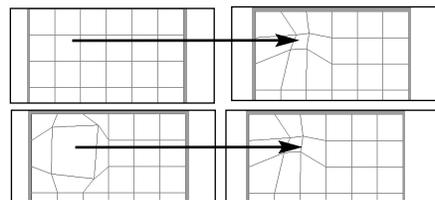
Shows the before and after

### 6-Smoothness

Lets you create a smooth grid with less points. Automatically a curve is compu-

### Pattern/Object Grids : How it works...

When you are distorting the grid with the ObjectGrid option selected, you are distorting a mesh of rectangles. Now, just imagine than instead of distorting rectangles, you start with an other Grid (Pattern Grid) and then you match each point of this Pattern Grid by a corresponding point in the Object Grid.



Pattern Grid

Object Grid

## APERTUREEDIT MAGICFRAMES

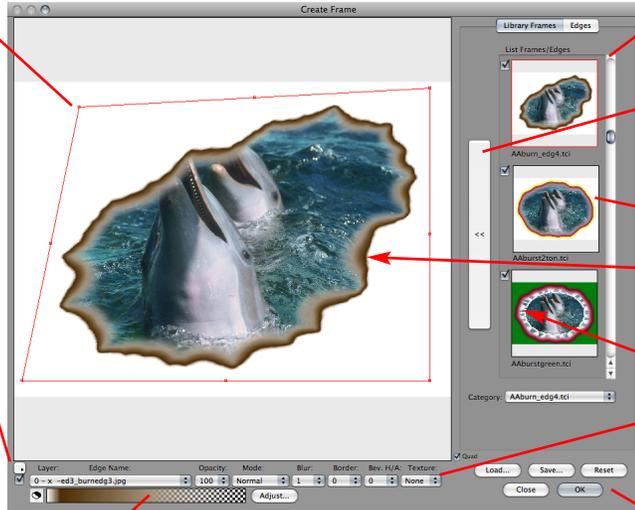
As soon as you have personalized your APERTUREEDIT MAGIC-FRAMES, you get the Main Dialog Box :

Adjust Quad... the frame may be moved/sized/rotated :

- \* hold SHIFT to scale the frame
- \* click outside and drag to rotate
- \* hold COMMAND and drag the corners to have a distorted area

A set of options for manipulation layers and edges :

- \* insert before
- \* insert one edge after
- \* move one layer level toward another
- \* replace current edge by the one selected, only the edge is changing
- \* delete current layer
- \* Reset only the parameters of the current layer (opacity...)
- \* Reset the vignetting of the default layer
- \* Reset the distortion of the current layer to none\*
- \* Save all layers
- \* Recall all layers
- \* Clear all layers



Adjust the vignette that goes through the edge on the current layer



Scroll to see the Edgesor Effects available.

Select one edge or one effect you wish to see, then click the '<<' button. If it is an edge, it will show on your top layer, if it is an effect, it will replace the current effect.

Check the radio button 'Edges', preview 3 edges and click on '<<' to recall the selected edge in a layer.

Check the radio button 'Library', preview 3 effects and click on '<<' to recall the previously saved effect.

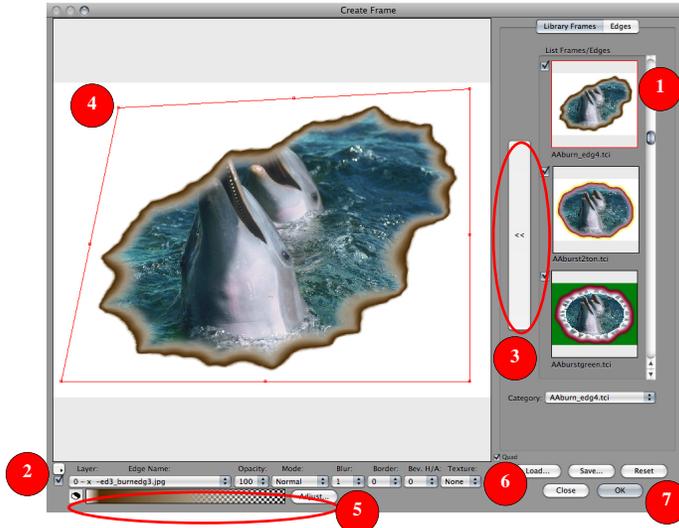
A set of popups lets you adjust opacity, combine mode, blurring of the edge, outline creation, bevel or texture loading

Library of CombImage Effects (Library/Application Support/HumanSoftware/CombIma folder)

Save/Recall If you save inside the 'CombIma' folder located inside the 'Library/Application Support/HumanSoftware' your setting will be automatically added to the library

When All adjustments are made, click OK to apply the effect

## Step by Step



- 1- Select an edge out of the library
- 2- You can combine up to 64 layers of edges... for each layer, opacity, blurriness, size of edge, bevel, vignettes or texture can be adjusted
- 3- Click on '<<<' to make the selected edge as the current layer
- 4- You can move (click and move inside the quadrilateral), rotate (click and move outside the quadrilateral), resize (press the SHIFT key and scale with the cursor), apply a distortion (press the COMMAND key and move a corner with the cursor)

5- Click on the vignette bar or 'Adjust' to create a vignette effect according to the gray levels of the edge.



6- If saved inside the Library/Application Support/HumanSoftware/Comblma folder, the effect will be listed in the library popup. You can click Recall or check the radio button 'Library', preview one effect and click on '<<<' to recall.

7- Click OK, you are back in the 'Adjust Effects' dialog box, simply check the action to activate it.

## APERTUREEDIT CLASSICFRAMES

Channels within most imaging software above the basic RedGreenBlue are usually used as Masks or Stencil, you convert a channel to a selection and limit your effect to the selection.

You can build new channels, do operation within channels, and use these channels to limit effects...If you are a master you can get wild ChannelOperation effects... This sounds good but it is cumbersome. With Photoshop when you get one nice 'CHOP' effect, it is usually after multiple actions which have to be done sequentially, one mistake... and you have to do it all over again!... We do not speak about getting variations!

ClassicFrames lets you build and edit again many raster operation, including channel creation, copy, masking, gradient, image loading etc... You need to adjust one parameter...easy, change it and preview... ClassicFrames is a Master for Variations and Channel Operations.

Why ClassicFrames is so simple?  
To simplify your work we have made a library of over 300 gorgeous effect, simply pick one and apply!

### **ClassicFrames foundation : ClassicFrames manipulates different entities...**

#### A- Channels

In RGB Red, Green, Blue are channels above them you may have up to 28 other channels. The more channels you use, the more memory you need. ClassicFrames takes advantage of the fourth channel you may have on top of your RGB image as a new mask channel.

#### B- Images -File formats ClassicFrames supports ...

ClassicFrames also manipulates images and supports the following formats:

- TIFF RGB
- Adobe Photoshop RGB

#### - JPEG

Images may be resized, they may also be used in a pattern, so they will automatically repeat over the page or within the limit of one channel. To use one Image, you simply need to load it. The image will come through a mask like a layer on top of the other effects you have done before.

#### D- Actions on Images

ClassicFrames offers many different raster actions. As you work with ClassicFrames, add an action to the list... and preview virtually the effect. Some actions allow you to make adjustments - for example, if you need to offset a channel, you will adjust the amount in the X and Y directions-. To adjust one action, click the Tune Effects button, select the Offset action, adjust the parameters by sliding the bars. Hit preview and get the new effect. More sophisticated adjustments can be accessed when the Adjust button becomes highlighted.

#### E- Channels are Stencils

Any action may go through another channel (like a selection). The effect can be INTERNAL to another channel, EXTERNAL to another channel, or OFF(everywhere). In the INT or EXT case the gray values are used as a blend amount of your current action on the current background. The action happens also within a Limit (a rectangle), the limit rectangle can be adjusted by dragging or resizing on the preview box. Here a list of the different actions available:

### **ClassicFrames Library**

ClassicFrames comes with a library of more than 100 different effects. The full classicframes collection is made of 10 volumes for 1000 frames.

## APERTUREEDIT CLASSICFRAMES

As soon as you have personalized your CLASSICFRAMES, you get the Main Dialog Box :



**Apply** To validate the Effect you achieved and send it to the host application.

**Cancel** Return to Aperture, no validation

**Tune Layer** CLASSICFRAMES supports an unlimited number of layers. One effect may be applied on one layer. You may create any path you wish on one layer. Click TuneLayer and add/delete/move/copy/save/recall new layers.

**Compare Effect** Click 'Comp Effect', the 'Comp Effect' dialog box lets you compare side by side up to 4 effects.

**Load Effect** Click 'Load Effect', the 'Load Effect' dialog box lets you scroll and select a new effect you will be able to preview and apply to your current path on the current active layer.

**Tune Effect** Click 'Tune Effect', the 'Tune Effect' dialog box lets you see how the effect is done, you can modify it, you may also create a new effect and save it.

## CLASSICFRAMES Basics

### How it works?

CLASSICFRAMES lets you apply a collection of unique frames on top of your existing image

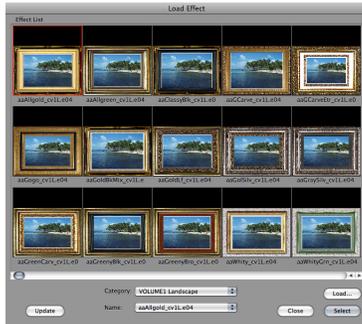
1- Layers... CLASSICFRAMES starts with Layers, on one Layer you can apply one effect or one edge. You may have up to 64 different layers.

2- Frames... CLASSICFRAMES offers a very sophisticated set of powerful frames. One frame per layer. Those frames or patterns are built around a set of actions. ClassicFrames provides at least 20 different basic actions you can combine on up to 20 different alpha channels.

You may modify a frame, or create and add a new frame to the library.

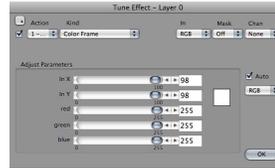
### The Library

Click on 'LoadEffect' you access the 'ClassicEffects' folder and the set of effects available.



### The Effects

Click on 'Tune Effects' you will be able to modify or create a new effect.



A frame is made with a sequence of actions. With CLASSICFRAMES you access all the building blocks. You can combine as many basic actions as you want, and modify the parameters of those actions.



### CLASSICFRAMES Load Effects

ClassicFrames comes with more than 100 unique handcrafted frames per volume. Those effects are resident within the 'Library/Application Support/HumanSoftware/ClassicEffects' folder within your plug-in folder. Do not change any folder name or do not move them or ClassicFrames may not work properly anymore.

Click on the LoadEffects button, the following dialog box opens:



- 1- The frames are classified per category... scroll to check them, click on one to select. Press the Select button to load.
- 2- The frame you have selected will be applied on the current set of paths of the current layer. You can change it anytime you wish.

**Recall...** The standard file open menu box comes up. You can load an effect by file name (extension .e04). You find the ClassicFrames Effects in the folder Library/Application Support/HumanSoftware/ClassicEffects.

**Update...** If you have added or deleted effects, you may want to click on update to refresh the ClassicEffect list. This update may take time, it depends upon the speed of your CD or hard drive and the number of effects.

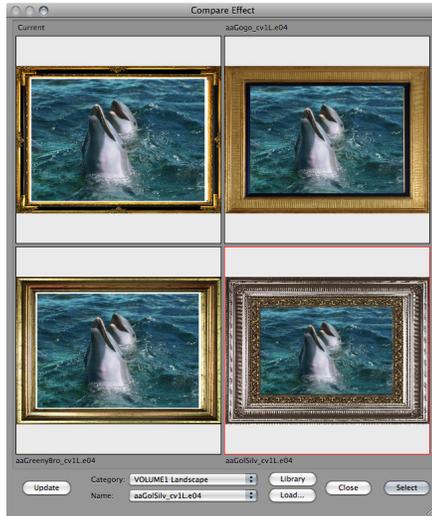
### More Frames

Be sure to check out our website from time to time [WWW.HUMANSOFTWARE.COM](http://WWW.HUMANSOFTWARE.COM) for newly released effects to complete your library!

## CLASSICFRAMES Compare Effects

ClassicFrames comes with more than 100 unique handcrafted frames per volume. Those effects are resident within the 'Library/Application Support/HumanSoftware/ClassicEffects' folder within your plug-in folder. Do not change any folder name or do not move them or ClassicFrames may not work properly anymore.

Click on the CompareEffects button, the following dialog box opens:



This enables you to select one frame by comparing up to 4 side by side. Simply select one of the rectangles. Scroll the effect names to preview the effects

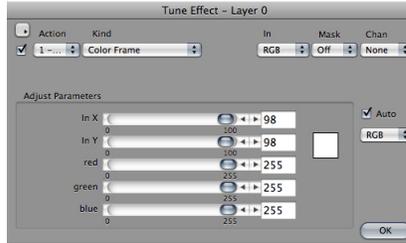
**Library...** To recall an effect scrolling through the library or by name

**Update...** If you have added or deleted effects, you may want to click on update to refresh the ClassicEffect list. This update may take time, it depends upon the speed of your CD or hard drive and the number of effects.

## CLASSICFRAMES Tune Effects

This section is for more advanced users. We invite you to check out how the effect you have selected is made. When you feel more confident you can tune it or even create new ones. It is fun and very rewarding.

- 1- Load an Effect (Load Effect button)
- 2- Click on the TuneEffect button, the following dialog box opens:



### Tuning an Effect

- 3- Click on the effect pop-up menu, you will get the list of basic actions which is building the current effect. You can easily select one of the steps and modify some parameters to change dramatically your current effect
- 4- Click on Preview to see the result of your changes in the main dialog box.

### Adjust Options

- The checkbox on the left of the effect line, activate or deactivate the current action.
- The arrow on the upper-right corner lets you build, modify, save or recall an effect.

Options	Insert Before	the current action
Insert Before	<b>Insert After</b>	the current action
Insert After	<b>Move</b>	an action before or after another one
Move	<b>Delete</b>	the current action
Delete	<b>Save</b>	the current effect (full list of actions)
Save	<b>Recall</b>	a new effect (perform the load effect)
Recall	<b>Clear</b>	the current effect (full list of actions)
Clear		

### Action:

This pop-up menu details the list of actions making up the effect.

### Kind:

This provides the list of all the actions available (see on page 22, the list of all the actions available). Depending on which action you select more adjustments are provided. An additional 'More' button may appear to provide extra dialog control box. (for example : Load Texture/Image)

### From/In Channel:

Some actions work with a 'From' and an 'In' channel. For example 'Copy' requires a 'From' channel and a 'In' channel. (i.e Copy From Channel 4 In Channel 5). Some other action requires only an 'In' channel (i.e. Blur In Channel 5).

### Mask:

An action works through a selection. The grayscale levels of a channel may be used as a selection. INTerior/EXTerior/OFF control the way the grayscale levels affect the action

- INT: 100% of the action INTernal to the 100% black area
- EXT: 100% of the action EXTernal to the 100% black area
- OFF: selection not activated.

## Basic Actions

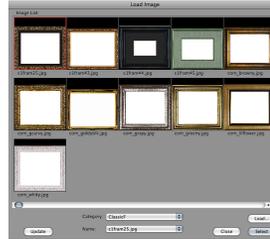
Here a list of the basic actions you can do with CLASSICFRAMES. The sequence, number and nature of the operations combined together concur to make up the various frames...

Most of the actions provided are self explicit!

- **Copy.** To copy a channel to another
- **Add.** To add a channel to another
- **Subtract.** To subtract a channel to another
- **Multiply.** To multiply one channel to another
- **Maximum.** Get the maximum value within a radius.
- **Minimum.** Get the minimum value within a radius.
- **Difference.** Compute the difference between the in channel and the to channel, put the result in the To channel
- **Blur.** Gaussian Blur within a radius, used a lot inside all the shadows effect.
- **Emboss.** Radius, height, angle are different parameters available for adjustment
- **Offset.** To move the content of a channel by a specified amount of pixels (X and Y adjustments)
- **HueSaturationLightness.** will act only in the RGB channel. Click on the color boxes, an eyedropper lets you pick a color sample out of the main window, adjust the slide bars to get a new value.
- **LUT.** LookUpTable adjustment will control highlights, midtones, shadows of the selected channel
- **Invert.** Invert the full channel (negative effect)
- **Fill.** Fill the current channel with a color, you may adjust the opacity of the fill.
- **Posterize.** Adjust the number of levels
- **Black point.** Click on the black eyedropper button, then with the eyedropper pick a color on the main window, everything above this tint will become black.
- **White point.** Click on the white eyedropper button, then with the

eyedropper pick a color on the main window, everything below this tint will become white.

- **Adjust Brightness.** Slide the bar to lighten or darken the current channel(s).
- **Adjust Contrast.** Slide the bar and give more contrast to the current channel(s)
- **Load Image.** Prompts for an image to be loaded. The 'Adjust' button activated, click on it to load another image



- **Load Texture.** Prompts for an image to step and repeat. The 'Adjust' button activated, click on it to load another image. The slide bars define the size of the basic repeat cell!
  - **Displace with.** Prompt for an image to be loaded. This image is used as a displacement map. This means that the Gray values gives an amount of displacement (Gray 128 for no displacement, below 128 for negative, above 128 for positive). The 'Adjust' button activates, click on it to load another displacement map.
- We are providing a library of seamless displacement tiles (Library/Application Support/HumanSoftware/Tiles/Displace).
- **Displace.** Use another existing channel as a displacement map.
  - **Transform.** You can resize/rotate the image
  - **ColorFrame.** This will create a frame of the color you have specified around your current image, you can control the width and height of the border.

- **ImageFrame.** Prompts for a frame to come in the Limit box. The 'Adjust' button activated, click on it to load another image. This will create a frame using the image you have specified around your current image, you can control the width and height of the border. Portrait should be used for portrait sized images and landscape for landscaped sized images.

- **PatternFrame.** This will create a frame with the pattern you have specified around your current image, you can control the width and height of the pattern.

- **RoundFrame.** This feature will let you curve a moulding following an ellipse around your image. ClassicFrames volume 5 and 6 come with a collection of such mouldings.

- **Wind.** Gives a wind effect, you may adjust its length, angle and randomness.

- **Shadow.** Creates a shadow, you can specify a radius, an opacity, the horizontal and vertical offset. You may have a vignette following the shadow (see 'Adjust Vignette dialog box' below)

- **ColorWave.** Creates a gradient in channel(s). You can adjust the angle. The 'Adjust' button is active and open the Adjust vignette dialog...--The rainbow palette to pick a color from

-The pattern palette to pick an opacity from

-The gradient palette to drop a color

-The gradient opacity palette to drop an opacity color.



Move the arrow to limit the length of the gradient, pick a color and drop it in between. You can move the left-right arrows to define a new set of limit.

A set of keyboard shortcuts are available :

COMMAND C to cut a gradient

COMMAND V to paste it (somewhere else)

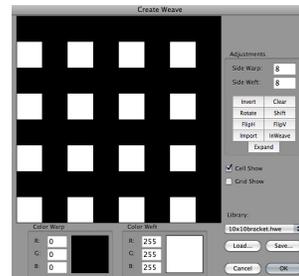
COMMAND I to invert a gradient

COMMAND Z to undo

- **Gradient from.** Creates a gradient. It takes into account the gray values of the From channel and convert each level to the corresponding color in the vignette. Each vignette is 255 colors long so there is a direct correspondence! The Opacity of the vignette is also taken into account. This action is very powerful and used in many of the effects provided in the library.

When you select this action, the 'Adjust' button activates, click on it to open the 'Adjust Vignette' dialog.

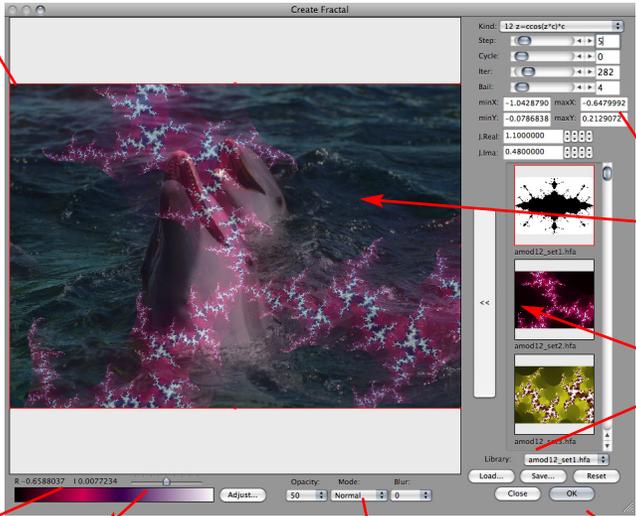
- **Frame Weave.** Applies a weave on the image, the Create Weave dialog box lets you select an existing weave or create a new weave. All weaves are located inside the 'Library/Application Support/HumanSoftware/Weave' folder



### APERTUREEDIT FRACTALS

As soon as you have personalized your APERTUREEDIT PHOTO-FRACT, you get the Main Dialog Box :

Adjust Quad... Simply draw a rectangle on part of the fractal you wish to see  
\* hold SHIFT to zoom in/out the fractal  
\* hold CONTROL and drag the rectangle to pan



Scroll to see all the basic formulas available.



Different adjustments for the fractal, number of iteration, bail out, stepping and cycling to adjust the color

Adjust the Julia Point of the fractal. You can click on the little scrollers to adjust the decimals. You can also click only once on the fractal image and this will define a new Julia coordinates

Check the radio button 'Library', preview 3 effects, select one and click on '<<' to recall the fractal.

Library of Fractal Effects (Library/ApplicationSupport/HumanSoftware/Fractals) folder

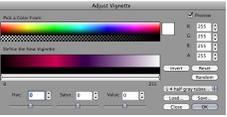
Save/Recall If you save inside the 'Fractals' folder located inside the

'Library/ApplicationSupport/HumanSoftware/Fractals'

Reset/Last Reset to the default fractal, depending on the kind selected. Last will call back the fractal you had just previous to a modification (like an undo)

When All adjustments are made, click OK to apply the effect

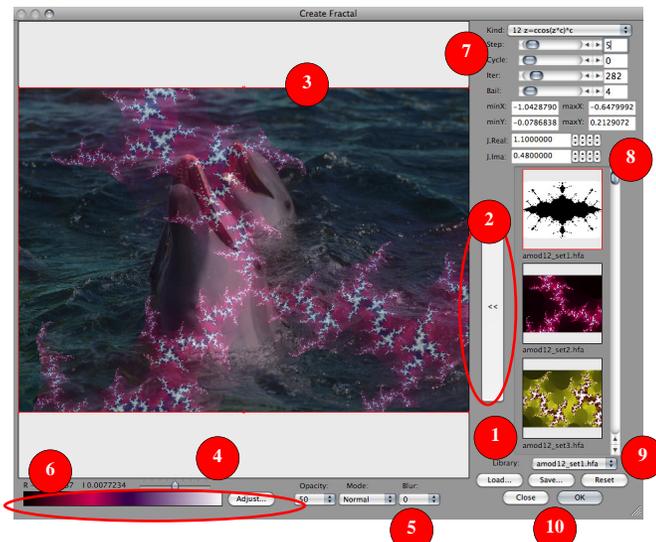
Adjust the vignette that goes through the fractal currently selected



A slider lets you zoom in (slide to the right, zoom out, slide to the left)

A set of popups lets you adjust opacity, combine mode, blurring of the effect

## Step by Step



- 1- Select a fractal out of the library
- 2- Click on '<<' to make the selected fractal as the current effect
- 3- You can zoom (create a rectangle on the current fractal), resize (press the SHIFT key and scale with the cursor), mov (press the CONTROL key and drag with the cursor)
- 4- A slider lets you zoom in (slide to the right, zoom out, slide to the left)

5- You can adjust, opacity, blurriness, or how you combine the fractal

6- Click on the vignette bar or 'Adjust' to create a vignette effect according to the gray levels of the fractal.



7- Different adjustments for the fractal, kind, number of iteration, bail out, stepping and cycling to adjust the color

8- Adjust the Julia Point of the fractal. You can click on the little arrows above or under to adjust the decimals. You can also click only once on the fractal and this will define a new Julia coordinates.

9- If saved inside the Library/ApplicationSupport/ HumanSoftware/Fractal, the effect will be listed in the library popup. You can click Recall or check the radio button 'Library', preview one effect and click on '<<' to recall.

Click on Last, will undo your last change.

10- Click OK, you are back in the 'Adjust Effects' dialog box, simply check the action to activate it.

## APERTUREEDIT LIGHTS

Channels within most imaging software above the basic RedGreenBlue are usually used as Masks or Stencil, you convert a channel to a selection and limit your effect to the selection.

You can build new channels, do operation within channels, and use these channels to limit effects...If you are a master you can get wild CHannelOPeration effects... This sounds good but it is very complicated!

As a master you are also a designer and getting the right effects is the key of your daily work. With Photoshop when you get one nice 'CHOP' effect, it is usually after multiple actions which have to be done sequentially, one mistake... and you have to do it all over again!... We do not speak about getting variations!

PhotoLights lets you build and edit again many raster operation, including channel creation, copy, masking, gradient, image loading etc... You need to adjust one parameter...easy, change it and preview... Photolight is a Master for Variations and Channel Operations.

Why PhotoLights is so simple?

To simplify your work we have made a library of over 500 gorgeous effect, simply pick one and apply!

### **PhotoLights foundation : PhotoLights manipulates different entities...**

#### A- Channels

In RGB Red, Green, Blue are channels above them you may have up to 28 other channels. The more channels you use, the more memory you need. Photolight takes advantage of the fourth channel you may have on top of your RGB image as a new mask channel.

#### B- Images -File formats Photolight supports ...

Photolight also manipulates images and supports the following formats:

- TIFF RGB

- Adobe Photoshop RGB

- PostScript EPS/DCS RGB Raster only

- JPEG

Images may be resized, they may also be used in a pattern, so they will automatically repeat over the page or within the limit of one channel. To use one Image, you simply need to load it. The image will come through a mask like a layer on top of the other effects you have done before.

#### C- Paths,...

With PhotoLights everything is live and may be updated anytime. A path or vector is used to fill the main RGB channels or any other channel. The Fill Path operation is one action. Change the path and apply the Fill Path again you have a new effect.

Within PhotoLights it is easy to create your own paths.

#### D- Actions on Images

PhotoLights offers many different raster actions. As you work with Photolight, add an action to the list... and preview virtually the effect. Some actions allow you to make adjustments - for example, if you need to offset a channel, you will adjust the amount in the X and Y directions-. To adjust one action, click the Tune Effects button, select the Offset action, adjust the parameters by sliding the bars. Hit preview and get the new effect. More sophisticated adjustments can be accessed when the Adjust button becomes highlighted.

### E- Channels are Stencils

Any action may go through another channel (like a selection). The effect can be INternal to another channel, EXTernal to another channel, or OFF(everywhere). In the INT or EXT case the gray values are used as a blend amount of your current action on the current background.

The action happens also within a Limit (a rectangle), the limit rectangle can be adjusted by dragging or resizing on the preview box.

Here a list of the different actions available:

- Copy one channel to another
- Add one channel to another
- Subtract one channel to another
- Multiply one channel to another
- Maximum value (radius adjustment)
- Minimum value (radius adjustment)
- Gaussian Blur
- Emboss
- Offset (X and Y adjustments)
- HueSaturationLightness
- LookUpTable adjustment
- Invert values
- Posterize & Threshold effect
- Black & White point
- Brightness and Contrast adjustments
- Noise
- Load Image (in RGB)
- Load a Texture
- Displace using another channel
- Displace using a MapFile
- ColorMatrix
- Wind
- Load a Path
- Outline
- Shadow
- Sinus Wave
- Circ Wave

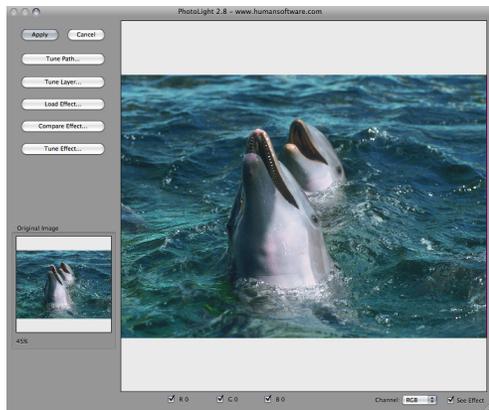
### PhotoLights Library

PhotoLights comes with a library of more than 500 different effect. Visit our web site at [WWW.HUMANSOFTWARE.COM](http://WWW.HUMANSOFTWARE.COM) for future releases offering more effects...

Our library is a collection of effects you can render again and again, variations may be built with new Vector, Graphic, Image, Color, etc...

## APERTUREEDIT LIGHTS

As soon as you have personalized your PHOTOLIGHTS, you get the Main Dialog Box :



**Apply** To validate the Effect you achieved and send it to the host application.

**Cancel** Return to the host, no validation

**Tune Layer** PHOTOLIGHTS supports an unlimited number of layers. One effect may be applied on one layer. You may create any path you wish on one layer. Click TuneLayer and add/delete/move/copy/save/recall new layers.

**Tune Path** By default you can see the Paths toolbox with all the drawing tools available.

**Compare Effect** Click 'Comp Effect', the 'Comp Effect' dialog box lets you compare side by side up to 4 effects.

**Load Effect** Click 'Load Effect', the 'Load Effect' dialog box lets you scroll and select a new effect you will be able to preview and apply to your current path on the current active layer.

**Tune Effect** Click 'Tune Effect', the 'Tune Effect' dialog box lets you see how the effect is done, you can modify it, you may also create a new effect and save it.

## PHOTOLIGHTS Basics

### How it works?

PHOTLIGHTS works like a drawing or an illustration package, on top of each path you can apply a collection of unique effects that provides shadows/bevels/neons/moss/fire/ice effects and much more.

1- Layers... PHOTLIGHTS starts with Layers, on one Layer you can create as many paths as you want. Only one effect will be applied on one layer.

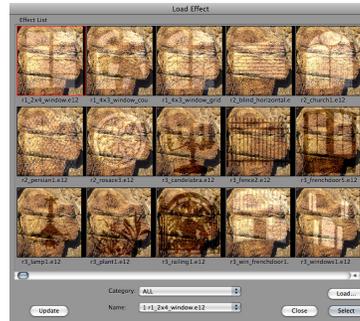
2- Paths... PHOTLIGHTS is a drawing application, you will find all the paths tools you need... Bezier curves, Draw Ellipses/Circles/Rectangles/Polygons/Stars. A set of tools lets you move/duplicate/resize/rotate/step&repeat/warp any path.

3- Effects... PHOTLIGHTS offers a very sophisticated set of powerful effects. One effect per layer. Those effects are built around a set of actions. PHOTLIGHTS provides at least 20 different basic actions you can combine on up to 20 different alpha channels.

You may modify an effect, or create and add a new effect to the library.

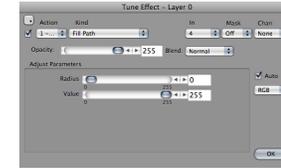
### The Library

Click on 'LoadEffect' you access the 'LightEffects' folder and the set of effects available.

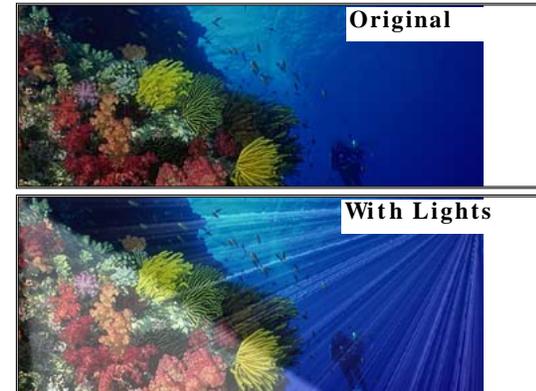


### The Effects

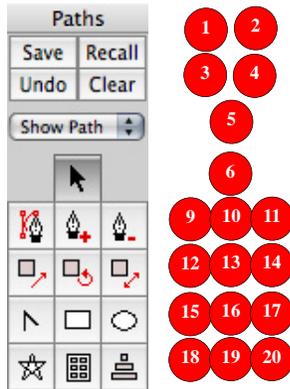
Click on 'Tune Effects' you will be able to modify or create a new effect.



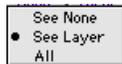
An effect is made with a sequence of actions. With PHOTOLIGHTS you access all the building blocks. You can combine as many basic actions as you want, and modify the parameters of those actions. These actions work on channels, but they have been also designed to work around or inside paths!



## PHOTOLIGHTS Paths Tools



- 1- Save a set of Paths/Text
- 2- Recall a set of Paths/Text
- 3- Undo the last Path Action (Command Z)
- 4- Clear all Paths/Text (Delete key)
- 5- Popup Menu



None: No Path shown  
 Layer: Show Paths of the current layer  
 All: Show Paths across layers

- 6- Select/Deselect a Path (Command A = Select All)

## 9- Bezier Path creation

10- Remove a point on a path Click on the construction point to delete

11- Add a point on a path. Click on a path to add a construction point.

12- Move all selected Paths/Text. Press the Command key you are in Select mode.

13- Rotate all selected Paths/Text. Press the Command key you are in Select mode. The rotation pivot is the center of all the selected objects. Press the Command key you are in Select mode.

14- Resize all selected Paths/Text. Press the Command key you are in Select mode. The resize pivot is the center of all the selected objects. Press the Command key you are in Select mode.

15- Convert a smooth point to a corner point

16- Create a rectangle/rounded rectangle. Constrain to a square press the SHIFT key.

17- Create an ellipse. Constrain to a circle press the SHIFT key.

18- Create a star or a polygon.

19- Create a frame of X and Y subdivisions

20- Step&Repeat (Move/Resize/Rotate)

### PHOTOLIGHTS Drawing Tools



Selection Tool.

- Deselected path: click on the path will select
- Selected path: click on the path will deselect
- Hit SHIFT key and click on path, will select multiple
- Drag a rectangle around objects will select them
- Command A will select all paths of the current layer.



Bezier Curve Creation

Create a path, with corner point and smooth points. Hit the SHIFT key will construct a polygonal shape (straight lines)



Delete Points

Click on the point you wish to delete.



Add Point(s)

Click on the path will add a point, click and drag will create a smooth point (with handles)



Move Path(s)

Drag, all selected paths will move. Press the Command key, you switch to selection mode. Arrows move by one pixel increment.



Rotate Path(s)

Drag, all selected paths will rotate. The pivot point is the center of all selected paths. Press the Command key, you switch to selection mode.



Resize Path(s)

Drag, all selected paths will resize. The pivot point is the center of all selected paths. For maximum accuracy drag from a corner. A short click will reset the pivot point.



Convert Smooth Point to a Corner Point

Click on the point you wish to convert.



Create a Rectangle

- A Dialog box opens and gives you several options.
- Click OK then drag to create the rectangle.
- Press SHIFT while dragging constrain to a square.



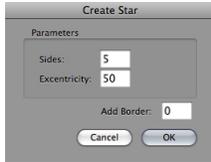
Create an Ellipse

- A Dialog box opens and gives you several options.
- Click OK then drag to create the ellipse.
- Press SHIFT while dragging constrain to a circle.



### Create a Star/Polygon

- A Dialog box opens and gives you several options. Specify the number of corners, if you want a border.

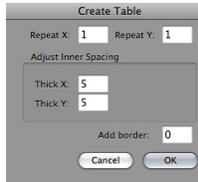


- Click OK then drag to create the star.



### Create a Frame

- A Dialog box opens and gives you several options. Specify the number of repeat in the horizontal or vertical direction.



- Click OK then drag to create the enclosing frame



### Step and repeat



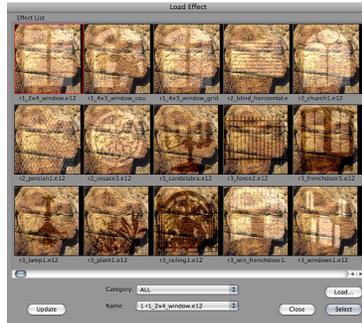
- A Dialog box opens and gives you several options. Specify the kind of repeat you wish (linear/resize/rotate)

- Click OK, then click to perform the repeat. In Linear Mode, a click and drag will give the length between two repeats.

## PHOTOLIGHTS Load Effects

PhotoLights comes with more than 500 effects. Those effects are resident within the 'Library/Application Support/HumanSoftware/LightEffects' folder within your plug-in folder. Do not change any folder name or do not move them or PhotoLights may not work properly anymore.

Click on the LoadEffects button, the following dialog box opens:



- 1- The effects are classified per category... scroll to check them, click on one to select. Press the Select button to load.
- 2- The effect you have selected will be applied on the current set of paths of the current layer. You can change it anytime you wish.

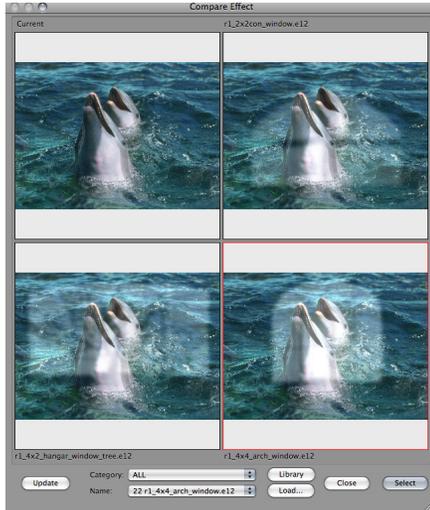
**Recall...** The standard file open menu box comes up. You can load an effect by file name (extension .eff). You find the Photolight Effects in the folder Library/Application Support/HumanSoftware/LightEffects.

**Update...** If you have added or deleted effects, you may want to click on update to refresh the LightEffect list. This update may take time, it depends upon the speed of your CD or hard drive and the number of effects.

## PHOTOLIGHTS Compare Effects

Photolights comes with more than 500 effects. Those effects are resident within the 'Library/Application Support/HumanSoftware/LightEffects' folder within your plug-in folder. Do not change any folder name or do not move them or PhotoLights may not work properly anymore.

Click on the CompareEffects button, the following dialog box opens:



This enables you to select one effect by comparing up to 4 side by side. Simply select one of the rectangles. Scroll the effect names to preview the effects

**Library...** To recall an effect scrolling through the library or by name

**Update...** If you have added or deleted effects, you may want to click on update to refresh the LightEffect list. This update may take time, it depends upon the speed of your CD or hard drive and the number of effects.

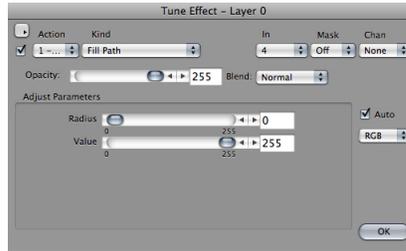
### More Effects

Be sure to check out our website from time to time [WWW.HUMAN-SOFTWARE.COM](http://WWW.HUMAN-SOFTWARE.COM) for newly released effects to complete your library!

## PHOTOLIGHTS Tune Effects

This section is for more advanced users. We invite you to check out how the effect you have selected is made. When you feel more confident you can tune it or even create new ones. It is fun and very rewarding.

- 1- Load an Effect (Load Effect button)
- 2- Click on the TuneEffect button, the following dialog box opens:



### Tuning an Effect

- 3- Click on the effect pop-up menu, you will get the list of basic actions which is building the current effect. You can easily select one of the steps and modify some parameters to change dramatically your current effect
- 4- Click on Preview to see the result of your changes in the main dialog box.

### Adjust Options

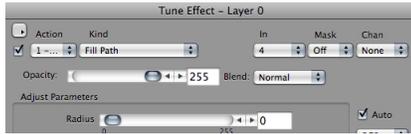
- The checkbox on the left of the effect line, activate or deactivate the current action.
- The arrow on the upper-right corner lets you build, modify, save or recall an effect.



**Insert Before**  
**Insert After**  
**Move**  
**Delete**  
**Save**  
**Recall**  
**Clear**

the current action  
 the current action  
 an action before or after another one  
 the current action  
 the current effect (full list of actions)  
 a new effect (perform the load effect)  
 the current effect (full list of actions)

## Adjust Tools Dialog Box



### Action:

This pop-up menu details the list of actions making up the effect.

### Kind:

This provides the list of all the actions available (see on page 10, the list of all the actions available). Depending on which action you select more adjustments are provided. An additional 'Adjust' button may appear to provide extra dialog control box. (for example : Gradient/ColorWave/ColorMatrix)

### From/In Channel:

Some actions work with a 'From' and an 'In' channel. For example 'Copy' requires a 'From' channel and a 'In' channel. (i.e Copy From Channel 4 In Channel 5). Some other action requires only an 'In' channel (i.e. Blur In Channel 5).

### Mask:

An action works through a selection. The grayscale levels of a channel may be used as a selection. INTerior/EXTerior/OFF control the way the grayscale levels affect the action

-INT: 100% of the action INTernal to the 100% black area

-EXT: 100% of the action EXTernal to the 100% black area

-OFF: selection not activated.

## Basic Actions

Here a list of the basic actions you can do with PHOTOLIGHTS. The sequence, number and nature of the operations combined together concur to make up the various text effect...

Most of the actions provided are self explicit!

- **Copy.** To copy a channel to another
- **Add.** To add a channel to another
- **Subtract.** To subtract a channel to another
- **Multiply.** To multiply one channel to another
- **Maximum.** Get the maximum value within a radius. Useful to make Fat Type.
- **Minimum.** Get the minimum value within a radius. Useful to make Thin Type.
- **Difference.** Compute the difference between the in channel and the channel, put the result in the To channel
- **Blur.** Gaussian Blur within a radius, used a lot inside all the shadows effect.
- **Emboss.** Radius, height, angle are different parameters available for adjustment
- **Offset.** To move the content of a channel by a specified amount of pixels (X and Y adjustments)
- **HueSaturationLightness.** will act only in the RGB channel. Click on the color boxes, an eyedropper lets you pick a color sample out of the main window, adjust the slide bars to get a new value.
- **LUT.** LookUpTable adjustment will control highlights, midtones, shadows of the selected channel
- **Invert.** Invert the full channel (negative effect)
- **Fill.** Fill the current channel with a color, you may adjust the opacity of the fill.
- **Posterize.** Adjust the number of levels
- **Black point.** Click on the black eyedropper button, then with the eyedropper pick a color on the main window, everything above this tint will become black.

- **White point.** Click on the white eyedropper button, then with the eyedropper pick a color on the main window, everything below this tint will become white.

- **Adjust Brightness.** Slide the bar to lighten or darken the current channel(s).

- **Adjust Contrast.** Slide the bar and give more contrast to the current channel(s)

- **Load Image.** Prompts for an image to be loaded. The 'Adjust' button activates, click on it to load another image

*You will find a library of 400 blinds ( inside the folder Library/Application Support/HumanSoftware/Blinds)*

- **Load Texture.** Prompts for an image to step and repeat. The 'Adjust' button activates, click on it to load another image. The slide bars define the size of the basic repeat cell!

- **Displace with.** Prompt for an image to be loaded. This image is used as a displacement map. This means that the Gray values gives an amount of displacement (Gray 128 for no displacement, below 128 for negative, above 128 for positive). The 'More' button activates, click on it to load another displacement map.

We are providing a library of seamless displacement tiles ( inside the folder *Library/Application Support/HumanSoftware/Tiles/Displace*).

- **Displace.** Use another existing channel as a displacement map.

- **Load Path.** If you save a path, you may call it in the course of an effect, this will clear the existing one.

- **Fill Path.** Fill the current path with a tint. Usually you have your title which is filled with a white color inside a black channel. You may always starting by Fill Path in Channel 4. This is because the channel 4 is special and may be already full of information...

*NOTE: Radius 0, already gives a very smooth anti-aliased fill, you may not need to go above.*

- **Wind.** Gives a wind effect, you may adjust its length, angle and randomness.

- **ColorMatrix.** Creates a matrix of color inside the current channel(s). The 'Adjust' button activates, click on it to open a new dialog box. Select a shape, and click inside the grid to create a new matrix. Adjust Hue, Saturation, Value.

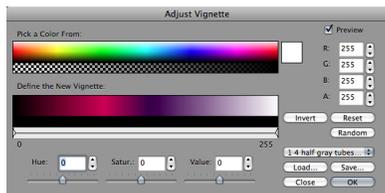
*NOTE: This action can be used to create beautiful noise effects.*

- **Outline.** Creates a stroke of size radius, all around the path.

- **Shadow.** Creates a shadow, you can specify a radius, an opacity, the horizontal and vertical offset. You may have a vignette following the shadow (see 'Adjust Vignette dialog box' below)

- **ColorWave.** Creates a gradient in channel(s). You can adjust the angle.

The "Adjust" button is active and open the Adjust vignette dia-



log...---The rainbow palette to pick a color from

-The pattern palette to pick an opacity from

-The gradient palette to drop a color

-The gradient opacity palette to drop an opacity color.

Move the arrow to limit the length of the gradient, pick a color and drop it in between. You can move the left-right arrows to define a new set of limit.

A set of keyboard shortcuts are available :

COMMAND C to cut a gradient

COMMAND V to paste it (somewhere else)

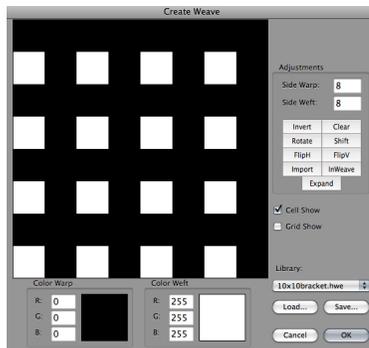
COMMAND I to invert a gradient

COMMAND Z to undo

- **Gradient from.** Creates a gradient. It takes into account the gray values of the From channel and convert each level to the corresponding color in the vignette. Each vignette is 255 colors long so there is a direct correspondence! The Opacity of the vignette is also taken into account. This action is very powerful and used in many of the effects provided in the library.

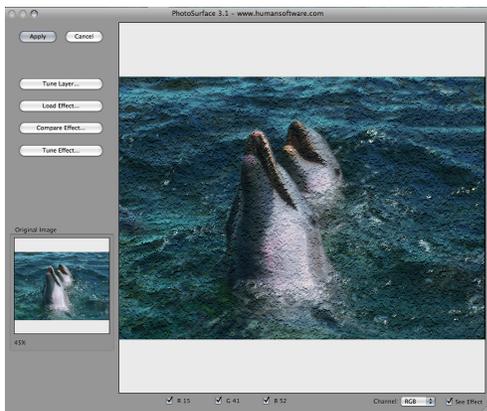
When you select this action, the 'Adjust' button activates, click on it to open the 'Adjust Vignette' dialog.

- **Weave.** Applies a weave on the image, the Create Weave dialog box lets you select an existing weave or create a new weave. All weaves are located inside the 'Library/Application Support/HumanSoftware/Weave' folder



## APERTUREEDIT PHOTOSURFACE

As soon as you have personalized your PHOTOSURFACE, you get the Main Dialog Box :



**Apply** To validate the Effect you achieved and send it to the host application.

**Cancel** Return to Aperture, no validation

**Tune Layer** PHOTOSURFACE supports an unlimited number of layers. One effect may be applied on one layer. You may create any path you wish on one layer. Click TuneLayer and add/delete/move/copy/save/recall new layers.

**Compare Effect** Click 'Comp Effect', the 'Comp Effect' dialog box lets you compare side by side up to 4 effects.

**Load Effect** Click 'Load Effect', the 'Load Effect' dialog box lets you scroll and select a new effect you will be able to preview and apply to your current path on the current active layer.

**Tune Effect** Click 'Tune Effect', the 'Tune Effect' dialog box lets you see how the effect is done, you can modify it, you may also create a new effect and save it.

## PHOTOSURFACE Basics

### How it works?

PHOTOSURFACE lets you add special textures to your photos. Those textures are using seamless tiles (JPEG files).

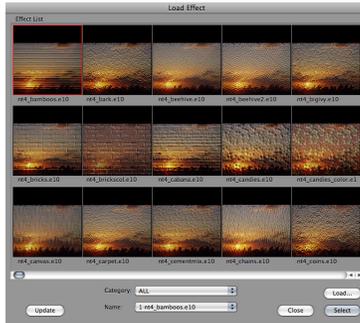
1- Layers... PHOTOSURFACE starts with Layers, on one Layer you can create one frame or one effect. Only one effect or frame will be applied on one layer.

2- Channels...PHOTOSURFACE is making use of the RGB channels, and more than 20 channels considered as masks. In other words the channel will limit the effect.

2- Effects... PHOTOSURFACE offers two main powerful basic actions : 'Load Texture' and 'Change Surface'. One effect per layer. Those effects are built around a set of actions.You may modify an effect, or create and add a new effect to the library.

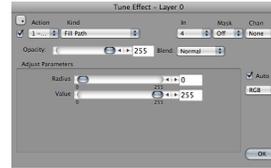
### The Library

Click on 'LoadEffect' you access the 'SurfaceEffects' folder and the set of effects available.

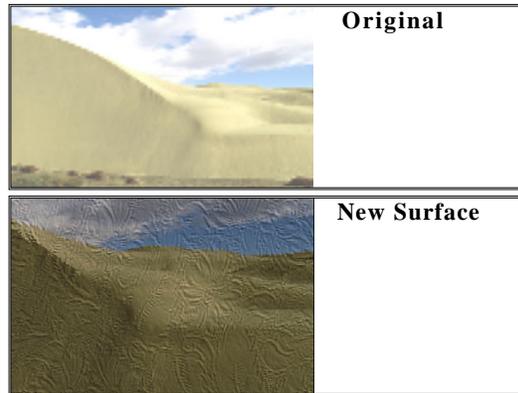


### The Effects

Click on 'Tune Effects' you will be able to modify or create a new effect.



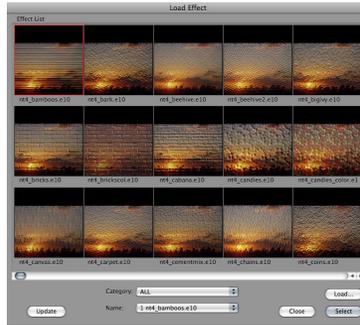
An effect is made with a sequence of actions. PHOTOSURFACE offers the building blocks : LoadTexture, Change Surface. You can combine as many basic actions as you want, and modify the parameters of those actions. You can tune or create new effects, variations are infinite!



### PHOTOSURFACE Load Effects

PhotoSurface comes with more than 300 effects. Those effects are resident within the 'Library/Application Support/HumanSoftware/SurfaceEffects' folder within your plug-in folder. Do not change any folder name or do not move them or PhotoSurface may not work properly anymore.

Click on the LoadEffects button, the following dialog box opens:



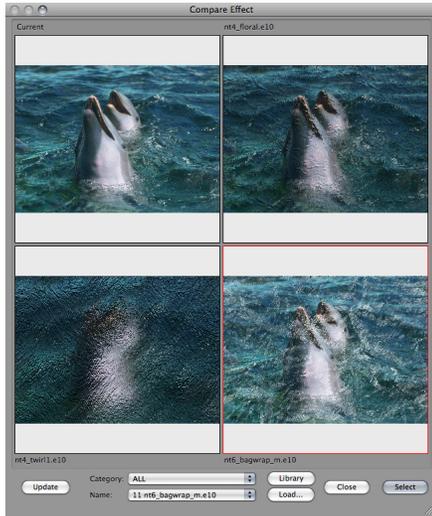
- 1- The effects are classified per category... scroll to check them, click on one to select. Press the Select button to load.
- 2- The effect you have selected will be applied on the current set of paths of the current layer. You can change it anytime you wish.

- Recall...** The standard file open menu box comes up. You can load an effect by file name (extension .e10). You find the PhotoSurface Effects in the folder Library/Application Support/HumanSoftware/SurfaceEffects.
- Update...** If you have added or deleted effects, you may want to click on update to refresh the SurfaceEffect list. This update may take time, it depends upon the speed of your CD or hard drive and the number of effects.

## PHOTOSURFACE Compare Effects

PhotoSurface comes with more than 300 effects. Those effects are resident within the 'Library/Application Support/HumanSoftware/SurfaceEffects' folder within your plug-in folder. Do not change any folder name or do not move them or PhotoSurface may not work properly anymore.

Click on the CompareEffects button, the following dialog box opens:



This enables you to select one effect by comparing up to 4 side by side. Simply select one of the rectangles. Scroll the effect names to preview the effects

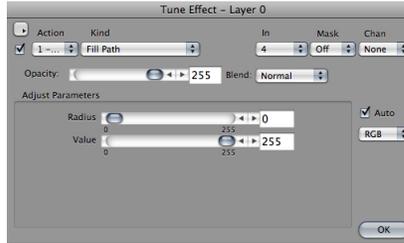
**Library...** To recall an effect scrolling through the library or by name

**Update...** If you have added or deleted effects, you may want to click on update to refresh the SurfaceEffect list. This update may take time, it depends upon the speed of your CD or hard drive and the number of effects.

## PHOTOSURFACE Tune Effects

This section is for more advanced users. We invite you to check out how the effect you have selected is made. When you feel more confident you can tune it or even create new ones. It is fun and very rewarding.

- 1- Load an Effect (Load Effect button)
- 2- Click on the TuneEffect button, the following dialog box opens:



### Tuning an Effect

- 3- Click on the effect pop-up menu, you will get the list of basic actions which is building the current effect. You can easily select one of the steps and modify some parameters to change dramatically your current effect
- 4- Click on Preview to see the result of your changes in the main dialog box.

### Adjust Options

- The checkbox on the left of the effect line, activate or deactivate the current action.
- The arrow on the upper-right corner lets you build, modify, save or recall an effect.

✓ Options	<b>Insert Before</b>	the current action
Insert Before	<b>Insert After</b>	the current action
Insert After	<b>Move</b>	an action before or after another one
Move	<b>Delete</b>	the current action
Delete	<b>Save</b>	the current effect (full list of actions)
Save	<b>Recall</b>	a new effect (perform the load effect)
Recall	<b>Clear</b>	the current effect (full list of actions)
Clear		

### Action:

This pop-up menu details the list of actions making up the effect.

### Kind:

This provides the list of all the actions available (see on page 22, the list of all the actions available). Depending on which action you select more adjustments are provided. An additional 'More' button may appear to provide extra dialog control box. (for example : Load Texture/Resurface)

### From/In Channel:

Some actions work with a 'From' and an 'In' channel. For example 'Copy' requires a 'From' channel and a 'In' channel. (i.e Copy From Channel 4 In Channel 5). Some other action requires only an 'In' channel (i.e. Blur In Channel 5).

### Mask:

An action works through a selection. The grayscale levels of a channel may be used as a selection. INTerior/EXTerior/OFF control the way the grayscale levels affect the action

- INT: 100% of the action INTernal to the 100% black area
- EXT: 100% of the action EXTernal to the 100% black area
- OFF: selection not activated.

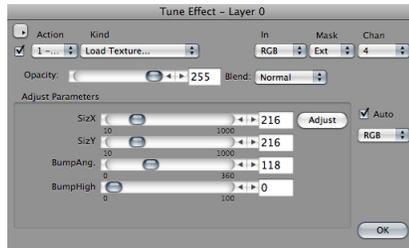
## Basic Actions

Here a list of the basic actions you can do with PHOTOSURFACE. The sequence, number and nature of the operations combined together concur to make up the various effects :

- 1- Load Texture: Step&Repeat an Image in RGB/Channel
- 2- Adjust Lightness&Contrast
- 3- Fill with a color in RGB/Channel according to an alpha channel
- 4- Change Surface: Give a New Surface/Grain to the Image

### Load Texture

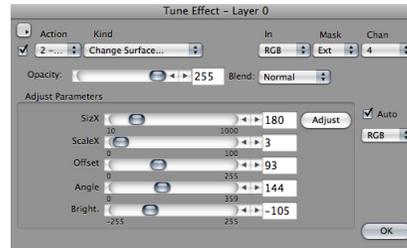
If you choose to use LoadTexture, you are first prompted to browse for one image. Siz X and SizY sliders will let you adjust the number of step&repeat in each direction, the opacity or strength of the image.



### Change Surface

If you choose to use Change Surface, you are first prompted to browse for one image. Inside the folder 'Library/Application Support/HumanSoftware/SurfaceTiles' you will find many different seamless tiles and textures

- Siz X..will let you adjust the number of step&repeat in each direction
- Scale X.. provide a displacement to the underlying image, this displacement is adapted to the texture you apply
- Offset.. will compensate the decrease/increase of brightness of the resulting image.
- Angle..will control the direction of the texture/surface you do apply on the underlying image
- Bright..adjust the shadow/light area of the texture that is resurfacing the underlying image.



## APERTUREEDIT TOOLBOX

Here a list of the different actions available. They can be used individually or in combination...

- Copy one channel to another
- Add one channel to another
- Subtract one channel to another
- Multiply one channel to another
- Maximum value (radius adjustment)
- Minimum value (radius adjustment)
- Invert
- Fill
- Gaussian Blur
- Emboss
- LookUpTable adjustment
- BlackWhite Point
- Posterize & Threshold effect
- Brightness and Contrast adjustments
- HueSaturationLightness
- Adjust RGB values
- Offset (X and Y adjustments)
- Displace using another channel
- Displace using a MapFile
- ColorMatrix
- Load Image (in RGB)
- Load a Texture
- DeInterlace
- ChannelMixer
- Noise
- Color Wave
- Circular Wave
- Wind
- Shadow
- Outline
- FindEdge
- Transform

- Flip
- Weave
- Sinus Wave
- Texture Gen
- Twirl
- Blur Radial
- Blur Motion
- Save Buffer
- Recall Buffer
- Mosaic
- BW conversion
- Film Grain

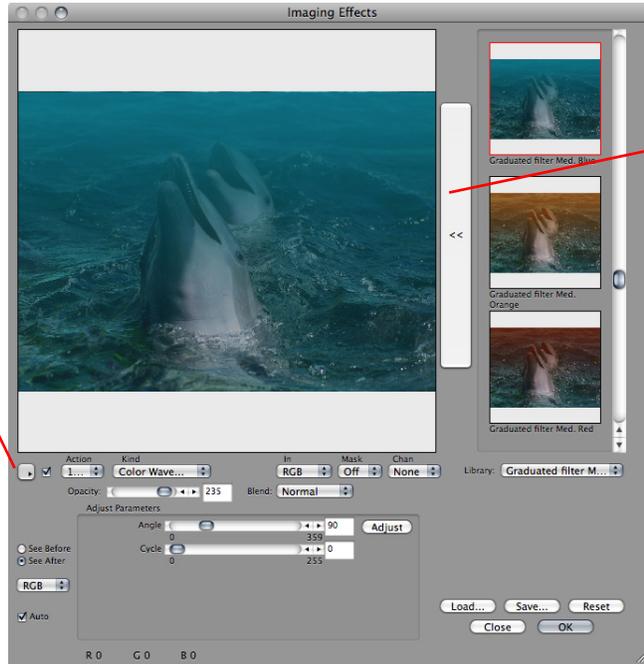
### ApertureEdit Tools Library

ApertureEdit Tools comes with a library of more than 150 different effects. Visit our web site at [WWW.HUMANSOFTWARE.COM](http://WWW.HUMANSOFTWARE.COM) for future releases offering more effects...

Our library is a collection of effects you can render again and again, variations may be built with new Image, Color, etc...

## APERTUREEDIT TOOLBOX

As soon as you have personalized your ApertureEdit TOOLS, you get the Main Dialog Box :



- Insert action before current one.
- Insert action after current one.
- Move action
- Delete current action
- Save list of actions
- Recall a new list of actions
- Clear all actions

### See Before and After

**RGB** See the channels individually

**Auto** if unchecked, the effect is not computed

**RGB** color coordinates

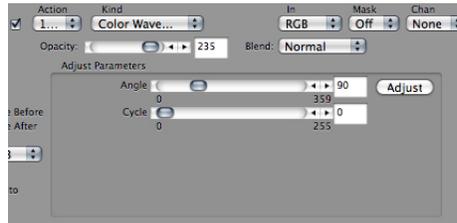
Click to activate the selected action.

**Effect List** Scroll over the list of effects. They are stored inside /Library/Application Support/HumanSoftware/ToolEffects **Library** List the different effects previously created, you can scroll and preview quickly the final result

**OK** To validate the Effect you achieved and send it to the ApertureEdit main window.

**Close** No validation

### Adjust Tools Dialog Box



#### Action:

This pop-up menu details the list of actions making up the effect.

#### Kind:

This provides the list of all the actions available (see on page 10, the list of all the actions available). Depending on which action you select more adjustments are provided. An additional 'Adjust' button may appear to provide extra dialog control box. (for example ChannelMixer)

#### From/In Channel:

Some actions work with a 'From' and an 'In' channel. For example 'Copy' requires a 'From' channel and a 'In' channel. (i.e Copy From Channel 4 In Channel 5). Some other action requires only an 'In' channel (i.e. Blur In Channel 5).

#### Mask:

An action works through a selection. The grayscale levels of a channel may be used as a selection. INTERior/EXTERior/OFF control the way the grayscale levels affect the action

-INT: 100% of the action INternal to the 100% black area

-EXT: 100% of the action EXternal to the 100% black area

-OFF: selection not activated.

## Basic Actions

Here a list of the basic actions you can do with ApertureEdit TOOLS. The sequence, number and nature of the operations combined together concur to make up the various photo effects...

Most of the actions provided are self explicit!

- **Copy.** To copy a channel to another
- **Add.** To add a channel to another
- **Subtract.** To subtract a channel to another
- **Multiply.** To multiply one channel to another
- **Maximum.** Get the maximum value within a radius. Useful to make Fat Type.
- **Minimum.** Get the minimum value within a radius. Useful to make Thin Type.
- **Difference.** Compute the difference between the in channel and the to channel, put the result in the To channel
- **Invert.** Invert the full channel (negative effect)
- **Fill.** Fill the current channel with a color.
- **Blur.** Gaussian Blur within a radius, used a lot inside all the shadows effect.
- **Emboss.** Radius, height, angle are different parameters available for adjustment
- **Adjust Brightness.** Slide the bar to lighten or darken the current channel(s).
- **Adjust Contrast.** Slide the bar and give more contrast to the current channel(s).
- **Black White point.** Adjust the black/white point of the image
- **HueSaturationLightness.** will act only in the RGB channel. adjust the slide bars to get a new value.
- **Adjust RGB.** increase decrease values in the RGB channels.
- **Offset.** To move the content of a channel by a specified amount of pixels (X and Y adjustments)
- **LUT.** LookUpTable adjustment will control highlights, midtones,

shadows of the selected channel.

- **Displace with.** Prompt for an image to come in the Limit box. This image is used as a displacement map. This means that the Gray values gives an amount of displacement (Gray 128 for no displacement, below 128 for negative, above 128 for positive). The 'Adjust' button activates, click on it to load another displacement map. A few seamless displacement tiles inside the folder *Library/Application Support/HumanSoftware/Tiles/Displace*.
- **Displace.** Use another existing channel as a displacement map.
- **Posterize.** Adjust the number of levels
- **DeInterlace** Remove odd or even row of pixels through duplication or interpolation (for video frames)
- **Noise.** Add different kind of noise to an image.
- **ColorWave.** Creates a gradient in channel(s). You can adjust the angle.

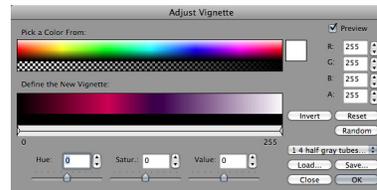
The 'Adjust' button is active and open the Adjust vignette dialog...--The rainbow palette to pick a color from

-The pattern palette to pick an opacity from

-The gradient palette to drop a color

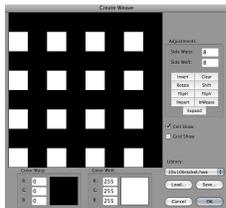
-The gradient opacity palette to drop an opacity color.

Move the arrow to limit the length of the gradient, pick a color and drop it in between. You can move the left-right arrows to define a new set of limit.



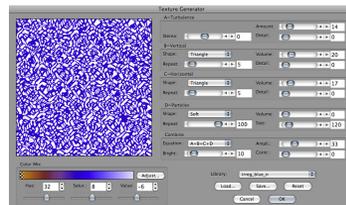
- **CircularWave.** Same Gradient than ColorWave but in a circular vignette

- **Load Image.** Prompts for an image to be loaded. The 'Adjust' button activates, click on it to load another image
  - **Load Texture.** Prompts for an image to step and repeat. The 'Adjust' button activates, click on it to load another image. The slide bars define the size of the basic repeat cell!
  - **Wind.** Gives a wind effect, adjust its length, angle and randomness.
  - **Outline.** Creates a stroke of size radius, all around the path.
  - **FindEdge** Detect edges on the image.
  - **Shadow.** Creates a shadow, you can specify a radius, an opacity, the horizontal and vertical offset. You may have a vignette following the shadow (see 'ColorWave dialog box' above)
  - **ColorMatrix.** Creates a matrix of color inside the current channel(s). The 'Adjust' button activates, click on it to open a new dialog box. Select a shape, and click inside the grid to create a new matrix. Adjust Hue, Saturation, Value.
- NOTE: This action can be used to create beautiful noise effects.*
- **Transform** To rotate/scale/offset RGB or individual channels.
  - **Flip** To flip RGB or individual channels
  - **Gradient from.** Creates a gradient. It takes into account the gray values of the From channel and convert each level to the corresponding color in the vignette. Each vignette is 255 colors long so there is a direct correspondence! The Opacity of the vignette is also taken into account. This action is very powerful and used in many of the effects provided in the library. When you select this action, the 'Adjust' button activates, click on it to open the 'Adjust Vignette' dialog.
  - **Weave.** Applies a weave on the image, the Create Weave dialog box



lets you select an existing weave or create a new weave. All weaves are located inside the 'Library/ApplicationSupport/HumanSoftware/Weave'

- **Sinus Wave.** Apply a sinusoidal distortion effect
- **Texture Gen.** Create a mathematical texture pattern



- **Color Range.** Click on the picture to collect a color. This color will be converted to another one, within a specified range. This action is very efficient to remove green or blue backgrounds.
- **Twirl** action on an image.
- **Blur Radial.** Perform a radial kind of blurring, can be circular or zoomed.
- **Blur Motion.** Blur according to a distance and angle.
- **Save/Recall Buffer.** This action lets you bufferize the image at the current state, so you can perform other action and recall the buffer in a subsequent step. You can have up to 64 buffers at once.
- **Mosaic.** Duplicate Pixels
- **BW conversion.** Powerful BlackWhite conversion tool, You can filter according to an RGB value, change the strength and contrast and reapply a new hue and saturation. Works perfect for BW or DuoTone images
- **Film Grain.** Control coarseness of the grain, where you do want the grain to be in percentage (highlight/midtone/shadow) and the saturation of the grain. You can reproduce all type of film grain with this simple action.

- **Channel Mixer.** This action lets you combine channel thru mathematical equation.

A neutral equation is when :

Output Red= 100% Input Red+ 0% Input Green+ 0% Input Blue

Output Green= 0% Input Red+ 100% Input Green+ 0% Input Blue

Output Blue= 0% Input Red+ 0% Input Green+ 100% Input Blue

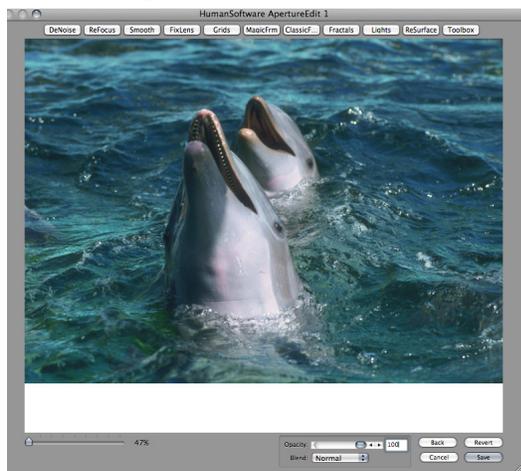


You can also enter negative percentage, or use Delta for offset colors.

### APERTUREEDIT MAIN DIALOG

When you apply the effect, you are back to the main ApertureEdit dialog. Here you can check at the pixel level the rendered image. You can fade the effect or apply a blending mode a la Photoshop.

If you wish to apply another filter, you can do it at this point. Make sure that you have bought and registered the module, if not you will get a registration alert message.

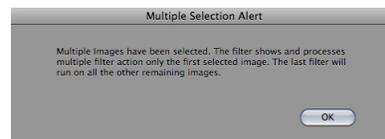


Click on Save to finalize the image and go back to Aperture

### APERTUREEDIT TOOLS Multiple Selection

If you select within Apple Aperture multiple images. ApertureEdit will work and preview the last one you have selected.

When it comes to the final rendering, you get the following alert message and ApertureEdit will process all the images you have selected. This is very handy if you want to apply the same modification to a batch of images.



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**TroubleShooting*****Q : Where is my serial number?***

A : If you have bought your copy, it is coming with the software (usually it is a sticker on the CD jewel case), or you should have received it within an e-mail (download)

***Q : I try the serial number it is not working?***

A : Where does it come from? make sure the letters are in CAPS mode. (the serial number is case sensitive)

***Q: I have a trial version, i wish to activate it?***

A: Contact us at [apertureedit@humansoftware.com](mailto:apertureedit@humansoftware.com) to buy your license, we will activate your copy.

***Q: I am click on DNoise / Focus / Smooth / FixLens / MFram / CFram / Fractals / Grids / Surface / Tools button and i gat an activation message?***

A: If you purchase only one module of ApertureEdit. You will activate only this module, for other activations license must be purchased. Contact us at [apertureedit@humansoftware.com](mailto:apertureedit@humansoftware.com) to buy your license, we will activate your copy.

***Q: I have other technical questions?***

A: Go to our web site [www.humansoftware.com](http://www.humansoftware.com) you have a support web page for all your questions

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