



## Color Effects

### Exposure

Exposure lightens or darkens your whole photo.

Using Exposure will create the effect of over- or underexposing your photo, and therefore is best for strong lightening or darkening. Overexposing your photo will brighten it until the lightest area of your photo is all white; underexposing it will darken it until the darkest area is all black. Be aware that using exposure will cause you to lose detail in the brightest or darkest areas. To avoid this, try using Midtone Brightness instead.

### Midtone Brightness

Midtone brightness lightens or darkens the middle tones of your photo while having relatively effect on the brightest and darkest tones.



Adjusting the midtone brightness effectively changes the slope of the transition between dark and light areas, without modifying these extremes. If the exposure of your photo is right, this is the best effect for lightening or darkening the image, since it will not lose any image fidelity when used moderately.

## Saturation, Brightness, Contrast

Saturation, Brightness, and Contrast are the three basic color controls.

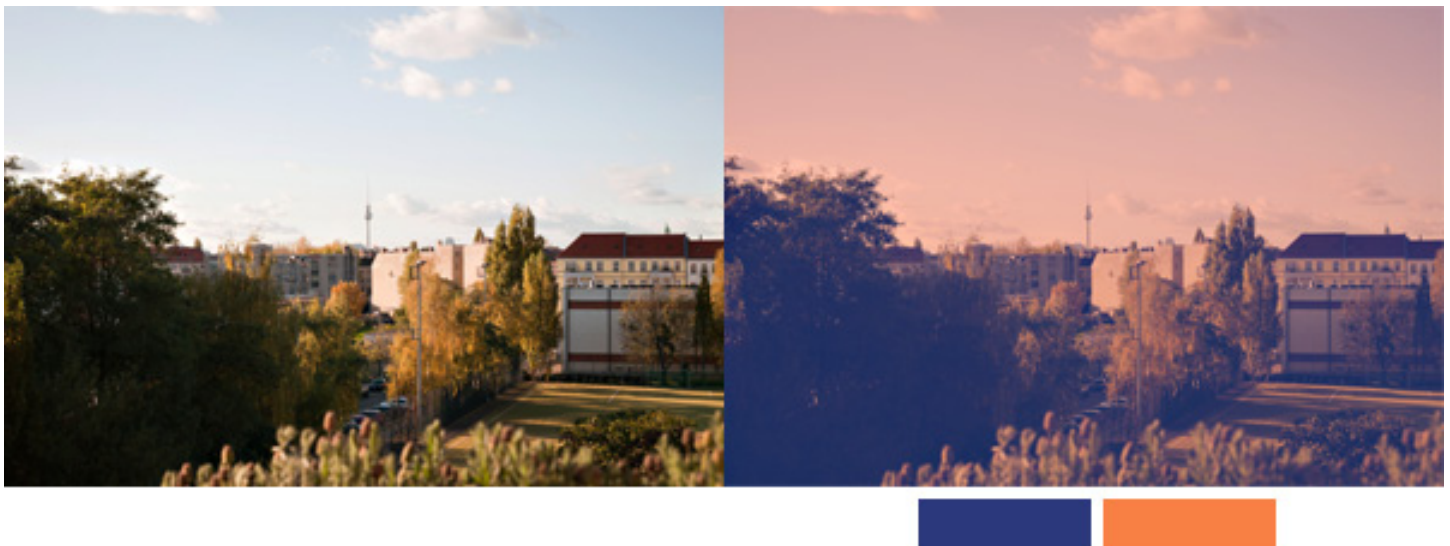
Increasing Saturation makes the colors in your photo more intense, and decreasing it makes them closer to greyscale. When the exposure of your photo is not directly balanced, increasing the contrast will emphasize the light or dark areas. Use Brightness (which brightens or darkens the whole image without limit) to adjust for extremes when changing the Contrast.

## Tint

Tint overlays a color on the photo; it's like adding color in the print process of a physical photo.

Depending on the Blending Mode you use with tint, you will get very different effects; we recommend checking out Multiply, Screen, and Overlay. Using the opacity with Tint is also very important. Tint is particularly helpful for certain vintage effects; for more photographic effects, use Color Filter.

## Duotone



Duotone is like black and white, except that you choose the two tones used.

The photo's black areas are replaced by the Dark Color and the white areas are replaced by the Light Color. Tones in between the extremes are gradually mixed between these two colors.

Duotone can be used conservatively—for example, making the dark color a dark brown and the light color a light yellow to create the impression of a faded black & white photo—or more adventurously—say, by making the Dark Color white and the Light Color black to create a negative image. Duotone is very powerful, and experimenting with it can create very interesting and unexpected results.

## Color Filter

Color Filter works similarly to using a physical color filter on your camera—that is, putting a colored piece of glass in front of the lens.

Any saturated color works great with the Color Filter, however there are two classic usages: Use yellow to orange to make your photo warmer, or use cyan to blue to make it colder.

## Color Gradient

Color gradient overlays the photo with a color gradient instead of a color, but otherwise works like Tint.

The basis of the Color Gradient effect is—you guessed it—a color gradient, but using the blending modes gives very different effects. opacity is also very important with this effect.

A classic usage of the Color Gradient effect is a vertical gradient from blue on top to orange on bottom to give a landscape photo with a horizon a more blue sky and a warmer landscape.

## Black & White

Black and white uses a special gradation curve to convert to black & white, mimicking the qualities of film. The lightness may be changed with the Midpoint Balance parameter.

Midpoint Balance, which has a similar effect to Midtone Brightness, is especially helpful and should be carefully adjusted for each photo. Use Black & White together with Grain, Vignette, and Border to create the look of classic black & white prints.

## Crossprocessing

Crossprocessing mimics the effect of color film developed with the wrong kind of chemicals.

Crossprocessing has become very popular, especially with film shot in plastic toy cameras. As a result, it looks most authentic when used in combination with corner blur, vignette, and a soft glow.



## Gaussian Blur

Gaussian Blur blurs your photo. Use the Radius to increase or decrease the intensity of the blur.

Toy cameras often have plastic lenses that are not as sharp as your digital photos. Using Gaussian Blur can help to make your photos look more like film shots with these cameras. Also, bad lenses are not as sharp in the corners as they are in the center of the image. Use the Strong Vignette or Vignette Blending Mask to simulate these characteristics.

## Motion Blur

Motion Blur simulates blur along an axis. Use the Radius to increase or decrease the intensity of the blur and Angle to set the direction of the blur.

Motion Blur is one way to simulate camera shake, also known as smear. This can be used creatively with blending modes and blending masks to produce very interesting effects.

## Zoom Blur

Zoom Blur is very similar a Motion Blur, but from the center of the image outwards.

Experiment with different blending modes and especially blending masks. Constraining this effect to the corners of the image can be very effective in emphasizing the object in the center of the image.



## Sharpen

Sharpen makes edges in the image stronger. The larger the radius, the larger sharpen makes those edges; the higher the intensity, the more strongly the edges are brought out.

The Sharpen effect used with higher radius and lower intensity can create the strong local contrast of



high ISO film. This is especially effective when simulating black & white film. You'll also want to add strong Grain when simulating high ISO film.

## Glow

Glow adds a glow effect to your photos. Use Radius to increase the size of the glow, and intensity to change the strength.

Glow imitates what happens when your lens gets fogged from moisture, or—in older lenses—from fungus. Lower intensity will add just a bit of a halo, and higher intensity will create effects similar to fog.



## Vignette

Vignette darkens the corners of your photo. Use size to change the reach of the corners, and roundness to change from oval (fitting the image) to quadratic (exact simulation of lens vignetting) shape.

Change the Blending Mode to “Overlay” if you don't want to darken light sources like lamps, stars, or the sun in the corners. Strong light sources overwhelm lens vignetting, so this Blending Mode looks more realistic when used with corner light sources. However, in most other cases the Blending Mode “Multiply” will be easier to control.



# Creative Effects

## Grain

Grain adds film-like grain to your photo. Use Grain Size to control the fineness of the grain.

While Grain actually decreases the quality of the image, it's a good way to make your image look less digital and more like film. Grain works well with Black & White, Vignette, Sharpen, and Gaussian Blur.

## Texture

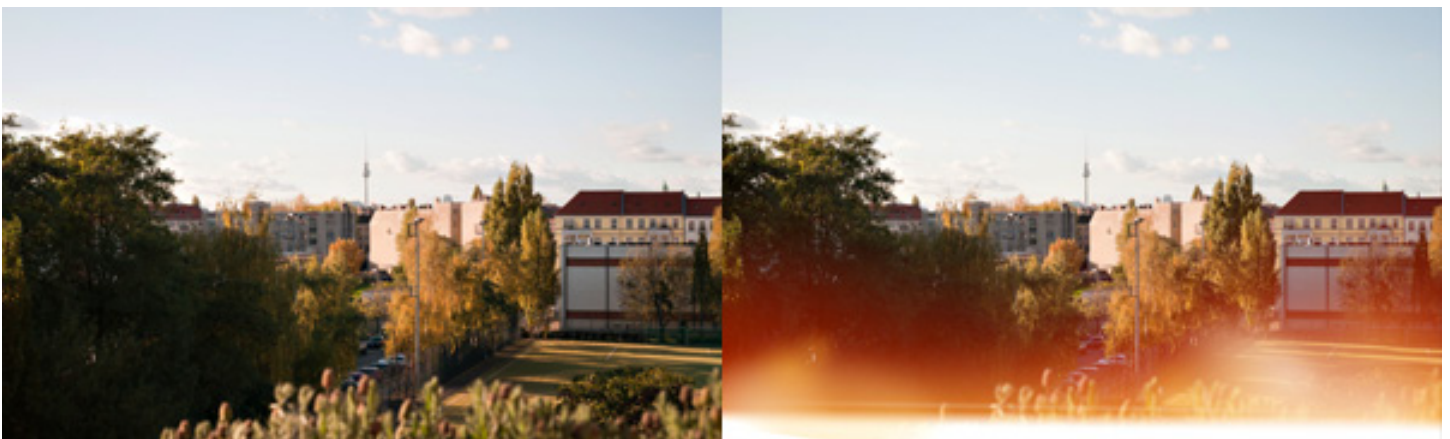
Texture allows you to apply structures and surfaces to your photo. Use the Texture button to select from various textures, adjust Saturation and Contrast with the sliders, or invert and flip the textures with the checkboxes.

Textures are great for adding mood to a photo. With this effect it is especially important to try different blending modes and opacity. Also, adjusting the Contrast is very important for getting the right results with some blending modes and textures.



## Lightleak

Lightleak is the effect that light leaks in your camera body have on physical film. Use the Texture button to choose from various lightleak textures.



This effect has become very popular with plastic toy cameras. The only realistic Blending Mode is Screen blending. When used with other effects, keep in mind that it should be applied at the end of the effect chain. For example, when used in combination with Vignette, the Vignetting effect of the lens is always trumped by the light leak that comes from a not perfectly sealed camera body.

## Frame

Adds a frame to your photo. A frame only affects the inside of the border, but leaves the outside shape of your photo completely intact. Use the Frame button to choose from various frames.

The only useful Blending Mode with Frame is Multiply, but changing the opacity is also handy.

## Border

Adds one of several distinctive borders to your photo. Use the Border button to choose from various borders.

Depending on the chosen border, this effect can cover up part of the photo in the edge areas. To avoid losing those edge areas, use the Scaling effect to slightly reduce the size of the photo and fit it into the Border.



## Rounded Edges

Rounded edges adds a black frame with inside rounded edges to your photo. Change the corner radius and border size to adapt the frame to your liking.

Depending on the chosen border size, this effect can cover up part of the photo in the edge areas. To avoid losing those edge areas, use the Scaling effect to slightly reduce the size of the photo and fit it into the black frame.



## Barrel Distortion

Barrel Distortion adds either barrel or pincushion distortion to your photo, depending on the setting of the intensity slider. Use the radius slider to change the curvature of the distortion.

Older or toy camera lenses often show extensive barrel or pincushion distortion. Use this effect to simulate the effect of these lenses. In case of pincushion distortion, use the Scaling effect to get rid of the resulting border area, or pair Barrel Distortion with a border.

## Rotation

Rotation rotates your image, according to the setting of the Rotation slider.

This is an effect that can create great experimental results. Try using different opacity and blending masks.

## Scaling

Scaling resizes your photo.

Apart from using this in conjunction with Border, Rounded Edges, and Barrel Distortion, this is an effect that can create great experimental results. In this case, try using different opacity and blending masks.

## Halftone

Halftone adds the halftone printing effect to your photo. Use the various settings to change the appearance of the effect.

This is an effect that can create great experimental results. Try using different opacity and blending modes, and experiment with the settings.





## Pixelate

Pixelate renders your photo with larger pixels, depending on the setting of the Block Size slider.

This effects needs to be fine-tuned to each particular photo. To increase the optical effect of the pixelation try adding the Sharpen effect.

## Scanlines

Scanlines will add scanlines to your photo. The scanlines will vary in thickness according to the tone of what's being below this effect.

Overlaid on an image, this will create the effect of a CCTV screen. Additionally, Scanlines can be used for various special effects and experimental results.

