SHARPEN PROJECTS 3
PROFESSIONAL
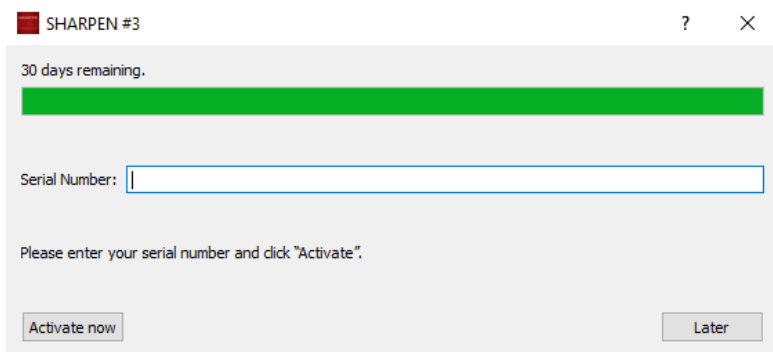
User manual

Content

1. Activation

Activation using Windows

Upon starting **SHARPEN projects 3** for the first time, you will be prompted to activate the program. Proceed as follows:

Install **SHARPEN projects 3** as described by the installation instructions.

Input your serial number. For the box version, this can be found on the accompanying booklet. If you have chosen to download the program, you will find the serial number in your customer account at www.franzis.de.

Finally, click on the "Activate" button. The software has now been successfully activated!

Activation using Mac

Upon starting **SHARPEN projects 3** for the first time, you will be prompted to activate the program. Proceed as follows:

Install **SHARPEN projects 3** as described by the installation instructions.

Input your serial number. For the box version, this can be found on the accompanying booklet. If you have chosen to download the program, you will find the serial number in your customer account at www.franzis.de.
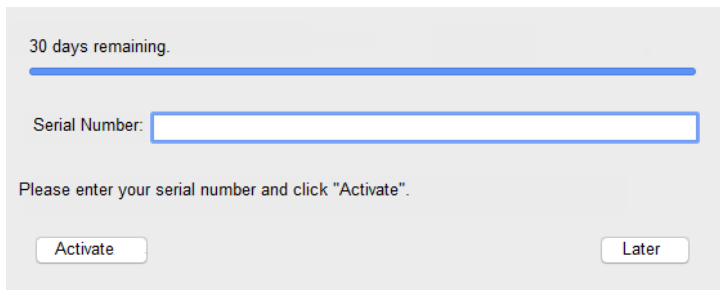
30 days remaining.

Serial Number: [   ]

Please enter your serial number and click "Activate".

[Activate]   [Later]

Finally, click on the "Activate" button. The software has now been successfully activated!

Note: SHARPEN projects 3 can be installed on up to two computers using the same serial number.

A second serial number is not required. When installing the program on a second device, simply enter the serial number again and press "Activate".

2. New Features

SHARPEN projects 3 offers many new features. Here is a summary of some of the most important developments:

- ✓ **New intelligent masking function:** Enables automatic selective sharpening while protecting specific image areas: Skin tones, sky blue, smooth areas, details, shadows, midtones and lights.

- ✓ **Oversampling Mode for all sharpness modes:** Oversampling mode "single" and "double" for finer and therefore more precise calculation of image sharpness.

- ✓ **Contour mode for blur reduction:** In addition to the brightness mode, a contour mode is now offered for blur reduction. In addition, there is also a function for automatically analysing the image and automatically selecting the correct mode for unsharpness reduction.

- ✓ **5 additional preparatory presets**

- ✓ **New „colour filter" module in selective drawing:** 8 different colour filters (red, orange, yellow, green-yellow, green, cyan, blue, violet)

- ✓ **Add-ons in selective drawing:**

  - Adjustable contrast and colour saturation of the composing-pictures
  - Bool'sche functions to combine masks

- Multiple UnDo & ReDo of the paintbrush-tool
- 18 new layer processing methods in HSV and HSL colour spectrums

✓ **Scaled saving of images**: A new sub-module in image cropping allows you to save images in a smaller size. This also includes around 30 templates for various platforms including Facebook, YouTube and Instagram as well as pixel-precise input of image formats.

✓ **Scaling of images when loading in the image preparation:** from 10% to 900% in 6 quality levels

✓ **Select a font:** Select one of the installed and compatible fonts according to your own personal preference. In addition to the font size, you now have the possibility to create an individual working space with your entire user interface displayed in the font of your choice.

✓ **Add-on to the scratch- and sensor-correction**: 5 new quality modes which search for corresponding areas automatically.

✓ **Additional external programs**: up to 12 external programs with configurable names.

✓ **Notes in the Undo-Timeline**

✓ **Image Preparation:** The RAW to Camera Display adjust-ment converts the RAW image during loading so that it comes as close as possible to the preview of the camera and the file preview.

Optimisations

- ☑ Adjustment: RAW to camera display
- ☑ Automatic RAW luminocity optimisation
- ☐ Automatic rotation of images

New Automations:

> ➢ Automatic File Save with or without cropping edits
> ➢ Automatic File Save in maximum resolution
> ➢ Automatic Grain Engine reset capabilities
> ➢ Information dialogues display on/off
> ➢ Automatic Denoise Optimisation on/off

New RAW-Formats:

> ➢ Apple iPhone 8(*), iPhone 8 plus, iPhone X
> ➢ BlackMagic URSA Mini 4k, URSA Mini 4.6k, URSA Mini Pro 4.6k
> ➢ Canon PowerShot A410, A480, A540, D10, ELPH 130 IS, ELPH 160 IS, SD750, SX100 IS,SX130 IS, SX160 IS, SX510 HS, SX10 IS, IXUS 900Ti, PowerShot G1 X Mark III, G9 X Mark II, EOS 6D Mark II, EOS 77D, EOS 200D, EOS 800D, EOS 2000D, EOS 4000D, EOS M6, EOS M100
> ➢ Casio EX-ZR4100/5100
> ➢ DJI Phantom4 Pro/Pro+, Zenmuse X5, Zenmuse X5R

- ➢ Eyedeas E1
- ➢ FujiFilm S6500fd, GFX 50S, GFX 50R, XF10, X100f, X-A3, X-A5, X-A10, X-A20, X-E3, X-H1, X-T3, X-T20, X-T100, DBP680
- ➢ GITUP GIT2P, G3 DUO (16:9 only)
- ➢ Hasselblad H6D-100c, A6D-100c
- ➢ Huawei P9 (EVA-L09/AL00), Honor6a, Honor9, Mate10 (BLA-L29)
- ➢ Kodak PIXPRO, AZ901
- ➢ Leica CL, M10, M10-D, M-10P, TL2
- ➢ LG V20 (F800K), VS995
- ➢ Nikon D850, D3500, D5600, D7500, Coolpix B700, Z6, Z7, P1000
- ➢ Olympus E-PL9, E-M10 Mark III, TG-5
- ➢ OnePlus One, A3303, A5000
- ➢ Panasonic DMC-FZ45, DMC-FZ72, DC-FZ80/82, DC-G9 (std. res mode only), DC-GF10/GF90, DC-GH5, DC-GX9, DC-GX800/850/GF9, DMC-LX1, DC-ZS70 (DC-TZ90/91/92, DC-T93), DC-TZ100/101/ZS100, DC-TZ200/ZS200, LX100M2
- ➢ PARROT Bebop 2, Bebop Drone
- ➢ Pentax KP, K1- II
- ➢ PhaseOne KP, K1- II
- ➢ Samsung Galaxy Nexus, Galaxy S3, S6 (SM-G920F), S7, S7 Edge, S8 (SM-G950U)
- ➢ Sony A7R III, A7 III, A9, DSC-RX0, DSC-RX10IV, HX95, HX99, RX100-VA, RX-100VI
- ➢ Yi M1
- ➢ YUNEEC CGO3, CGO3P
- ➢ Xiaoyi YIAC3 (YI 4k)

3. Configuring the User Interface

Optional font size for menus and titles

In the main menu of the program you will find in **View → Font size** an option to customise the size of the letters in the menu as well as in the titles of the programm.
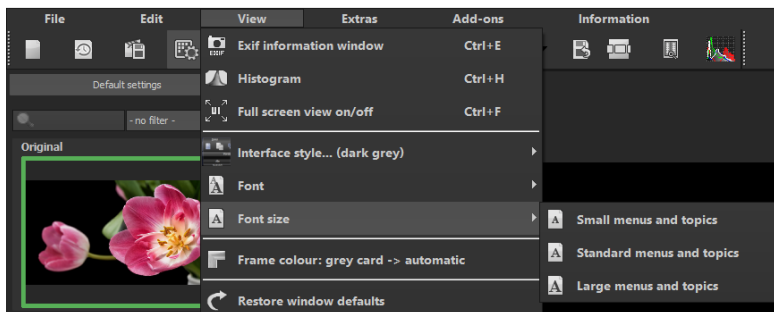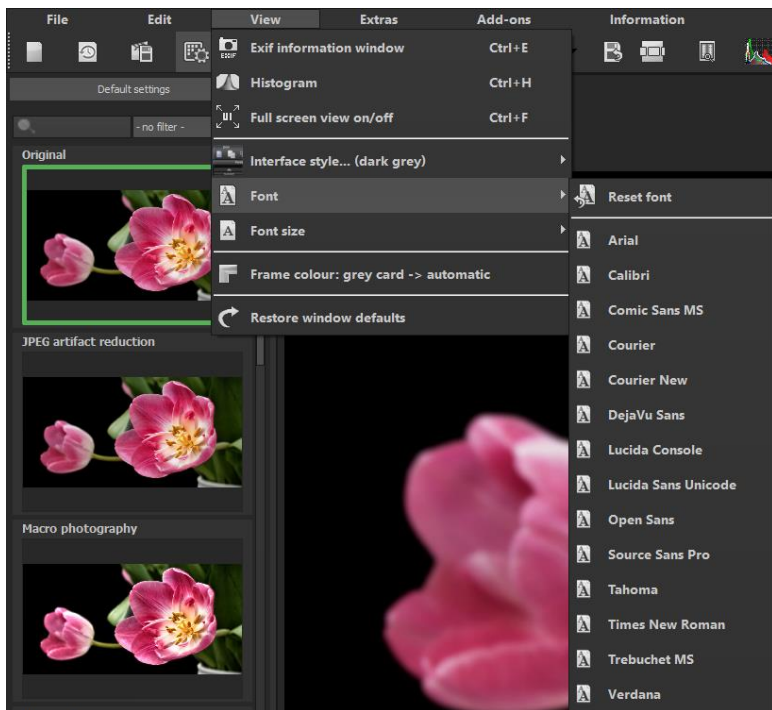

The font size can be adjusted to the run time of the program.

4K – monitors gives you the option to enlarge the font size for better readability of the menu.

Select a font

SHARPEN projects 3 offers you the opportunity to designate a suitable font of your preference. You will find a selection of the installed and compatible fonts in **View →Font**, simply pick your favourite.
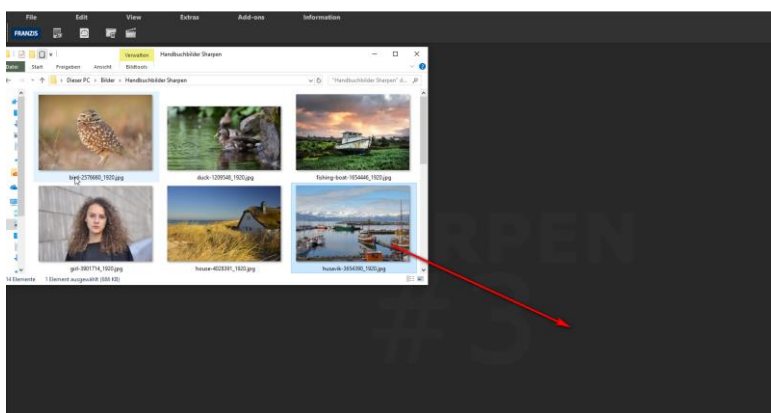
If you want to change the font back to standard select **View → Font → reset font.**

4. Photos Done Quickly

You can obtain a finished image in just 5 clicks **SHARPEN projects 3**:

1. Load Images

2. HDR Preparation

3. Post-Processing → Preset Selection

4. Click on "Set automatically"

5. Select Image Segment and Save, that´s it!

You can simply drag and drop your images or bracketing series onto the start screen.

This way you can reach your goal quickly - but you can also go the creative way with individual image adjustments or selective drawing: **SHARPEN projects 3** offers both variants.

At the top of the screen are the main menu as well as the menu bar. This menu bar contains the following functions (from left to right):

- o   Image data browser

- o   History viewer

- o   Upload image

- o   Open project

- o   Batch processing

Optionally, image data may also simply be „dropped" onto the screen by Drag & Drop. The image data is then uploaded automatically.

➢ **Ímage data browser**

  For a better overview of your bracketing series you can use the exposure bracketing browser before uploading your bracketing series.

  Click on the corresponding symbol in the task bar. A preview window will open. Chose by „quell folder" your exposure bracketing browser folder.
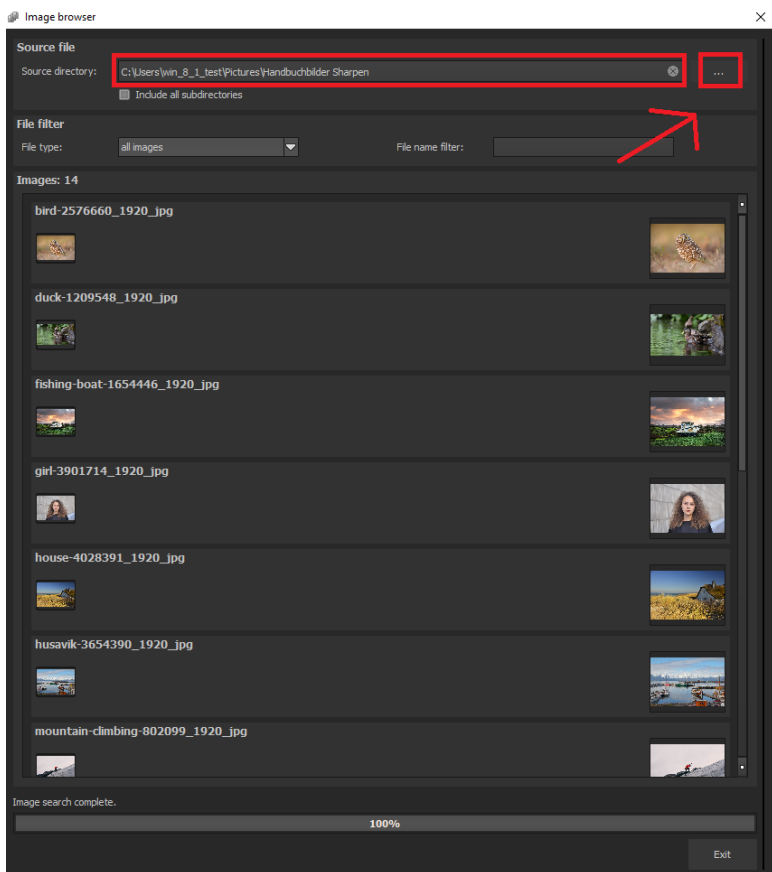
SHARPEN projects 3 starts immediately with the calculation, fitting automatically the right images together as well as showing a preview image. If you go across the image with the mouse, the image will automatically enlarge itself.

The file type-filter is practical here, since one often has jpg rows and RAW images together in one folder. But if you type in RAW in the file

type, only the RAW rows will be shown. You won´t have any doubles any more.

At 100% the search for images is finished.

From this point on you will be able to upload the desired bracketing series. Click on the desired row with a right mouse click and chose in the context menu "open as project".
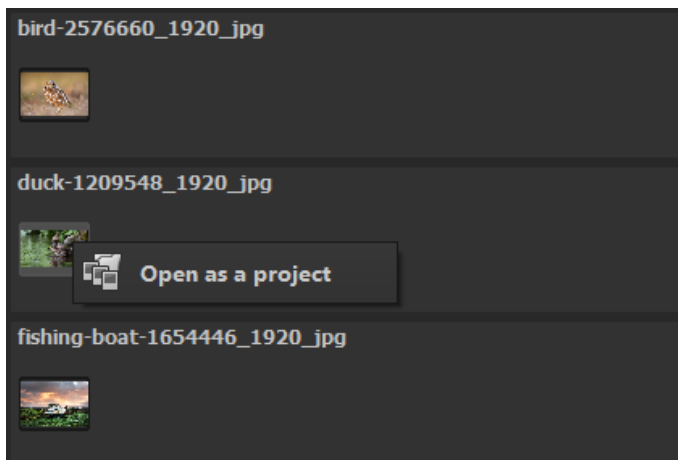
SHARPEN projects 3 uploads the images of the desired row and just like the simple Drag &Drop of the images on the desktop we start now with Post-Processing.

5. The Work Area

As soon as an image file was uploaded into the program, the work area will open.
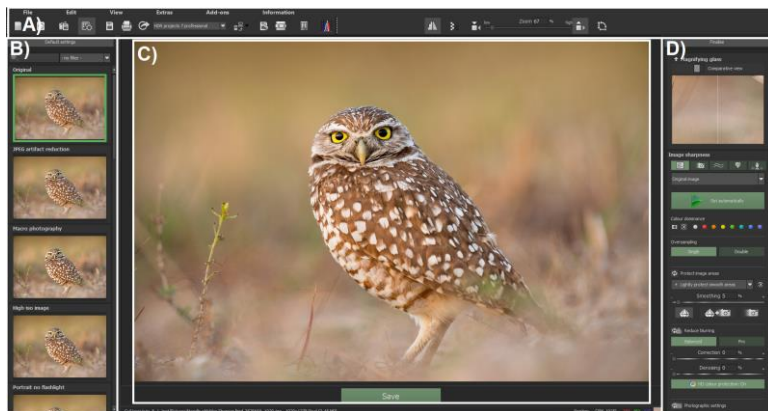
This area is divided into four main sections:

- A) Menu and toolbar (top)
- B) Presets: image suggestions for the photo (left)
- C) Image area (centre)
- D) Denoising and export mode (right)

The areas A), B) und D) can be taken out of the interface and attached to a different area or dropped into a different display.

In area a) simply click on the dotted line on the very left of the bar, then hold down the mouse button to pull.
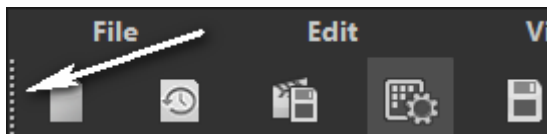
The areas B) und D) can be dragged away from the above areas via clicking and holding down the mouse button.
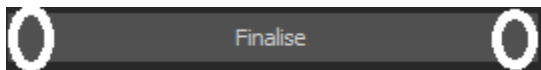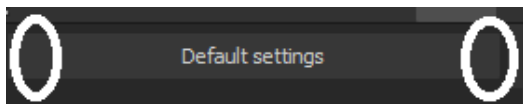
To reset the work area to its original state, choose in the menu **view** and then **reset screen**.

6. Menu bar

File	Edit	View	Extras
Start			Ctrl+N
Upload image...			Ctrl+Shift+O
Image data browser...			
History viewer...			
Save final image			Ctrl+S
Open final image in external program			▸
Print final image...			Ctrl+D
Final image into clipboard...			Ctrl+C
Projects			▸
Exit			Ctrl+F4

6.1 File

File → Start ▢

When you are finished with the editing of an image or you want to close the current image, simply click on **Start** (or **Ctrg + N**) to close.

File → Upload Image

To open an image click on **upload image** (or **Ctrg + Shift + O**) to find the edited images.
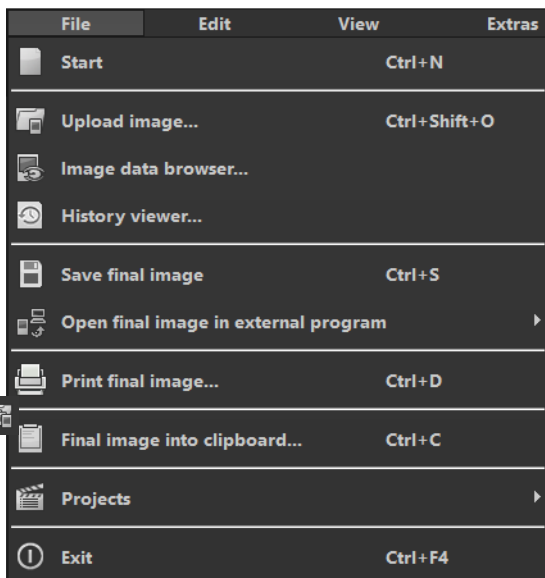
File → Image Data Browser

Here you can display all of the images in a folder. With one click on the switch "include all subdirectories", you activate the recursive search for all the image data in the specified source folder.

File → History Viewer

Click here to receive an overview of your projects so that you can choose between them. If you want to open an image, just double click on it.

File → Save Final Image

When you are happy with the image and you want to save it, simply click on **save final image** (or **Ctrg + S).**

File → Open Final Image in External Program 🖼

If you want to edit the current image in a different image editing program, you will not have to leave **SHARPEN projects 3**. Simply click on open final image in external program.

File → Print Final Image 🖨

Click here if you want to print the current image. The image will be automatically centralised and the print medium scaled to size.

File → Final Image into Clipboard 📋

The current image will be copied into the clipboard. You can add the image to other programs as well.
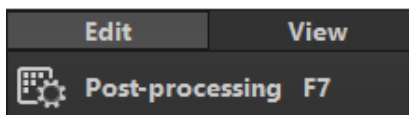
File → Projects 🎬

If you have already started a project **SHARPEN projects 3** and you want to continue to work on the project, open this file by clicking on projects...

File → Exit ⓘ

Click on exit (or Ctrg + F4) to close **SHARPEN projects 3.**

6.2 Edit

Edit	View
🖳 **Post-processing F7**	

Edit → Post-Processing 🖼

As soon as you have edited an image or removed the noise, you will find yourself in the post-processing mode.

6.3 View

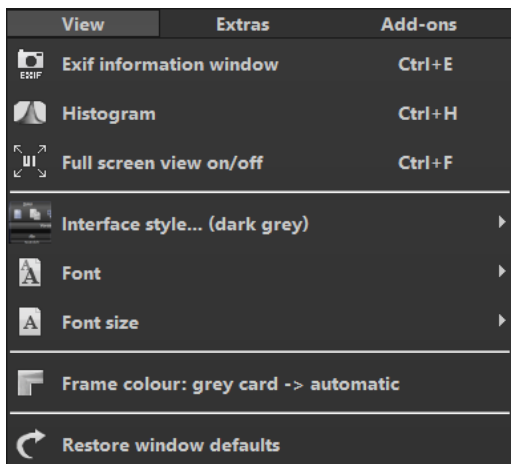View → EXIF Information Window

Shows you (if available) all EXIF information of an image file e.g. place, camera type, exposure time and time.

View → Histogram

The histogram shows you compactly the **information of exposure distribution** in a photograph. That way you can quickly identify if a photo is over- or underexposed.

View → Full Screen View On/Off

If you feel like you are being distracted by the task bar, you can simply click on **full screen view on/off** to switch into full screen.

View	Extras	Add-ons
Exif information window		Ctrl+E
Histogram		Ctrl+H
Full screen view on/off		Ctrl+F
Interface style... (dark grey)		▶
Font		▶
Font size		▶
Frame colour: grey card -> automatic		
Restore window defaults		

View → Interface Style… (dark grey)

You can change the colour scheme of **SHARPEN projects 3** by clicking on **Inteface-Style**. The currently used colour scheme will be displayed in brackets.

View → Font

Choose your individual font from all compatible and loaded fonts. **SHARPEN projects 3** now displays the entire interface in the font you have selected.

View → Font Size

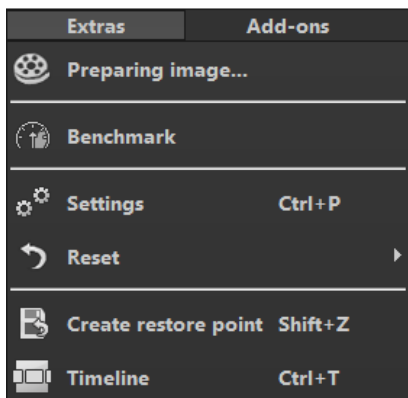You can change the size of the font between small, standard and large.

View → Frame Colour: Grey Card → automatic

When you click on **frame colour: grey card** → **automatic**, the program will take the average frame colour of your image and will use it as your frame.

View → Restore Window Defaults

Resets the current window back to its original size.

6.4 Extras

Extras	Add-ons
🎞 Preparing image...	
🕹 Benchmark	
⚙ Settings	Ctrl+P
↩ Reset	▶
🗎 Create restore point	Shift+Z
▭ Timeline	Ctrl+T

Extras → Benchmark 🕹

If you would like to test how quickly your PC can remove noise from your images, **Benchmark** is the function to choose. The programs will render five different images in real-time and provides you with an evaluation on a five-star scale.

Here the text size can be scaled in 4 sizes.

Extras → Settings (Ctrl + P) ⚙

Hier finden Sie viele verschiedene Einstellungsmöglichkeiten **SHARPEN projects 3** nach Ihren Vorstellungen anzupassen.

Program: Program Location

Here you can determine to which folder to save your projects, exposure bracketing/ photo series, final images and default settings.

Program: Language

Here you can change the **SHARPEN projects 3** program language to either German, English or French

Program: Accelerate GPU

Here you can choose to either activate or deactivate graphic card computing speed acceleration.

Program: Tooltips

Hovering your cursor long enough over specific tools or menu options will prompt the display of a short text offering an explanation of the function or tool. This is called Tooltip. Tooltips can also be deactivated here if preferred.

Program: Progress Bar

During of effects in **SHARPEN projects 3,** processing will be displayed with the help of a progress bar. Here you can decide when and whether to display the progress bar.
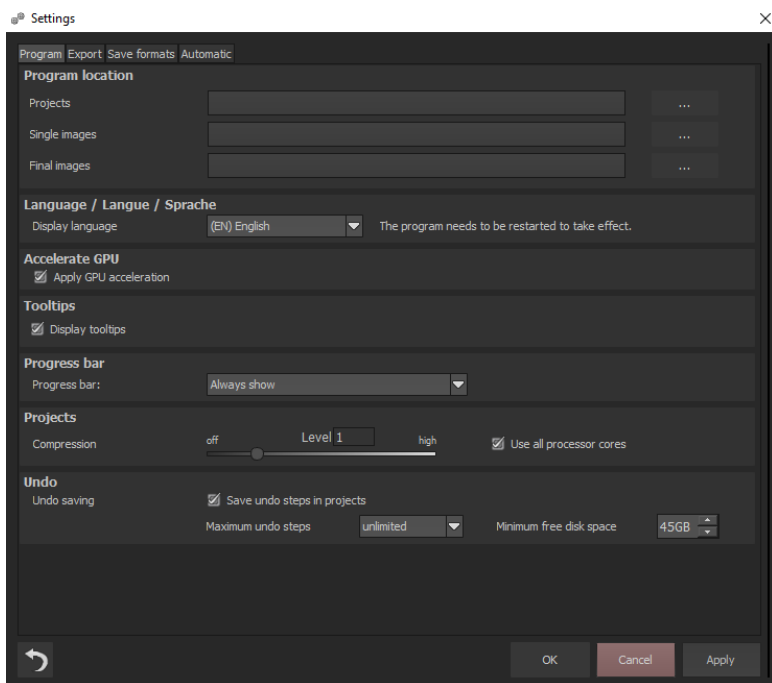
Program: Projects

When selecting the compression level, you are deciding how much storage space will be allocated for each one of your projects. At the same time, you are also deciding on how quickly the storage is performed. A lower level saves the projects faster, a higher level reduces the amount of storage space available on your hard disc.

Program: Undo

With the option "**save undo steps in projects**", you can save all undo steps within the project file. The undo-steps will then be completely reproduced when the file is opened. This creates a significantly larger project file. Set the

maximum number of **undo steps** (1, 5, 10, 20 or 50). If you do not wish to set a maximum, select "unlimited".

The **minimum free disk space** specifies the amount of free space on your hard drive that will not be taken up by saving undo steps. This ensures the proper functioning of your operating software. By default, this is set to 10% of your hard disk capacity but can be increased or decreased accordingly.
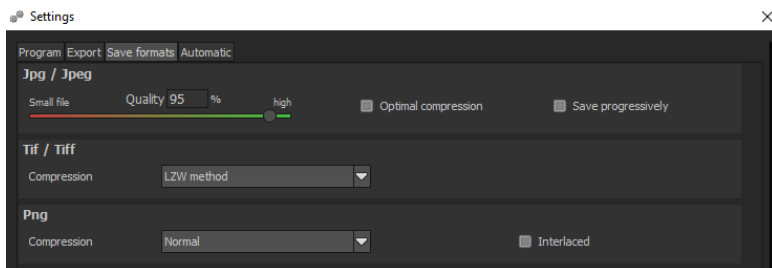
Export

Externe Programme

Here you can choose in which format **SHARPEN projects 3** will export images to external programs. You can specify as well which programs should be used for external image editing.

Navigate to the file in which the function is installed and select it.

Save Formats

Jpg

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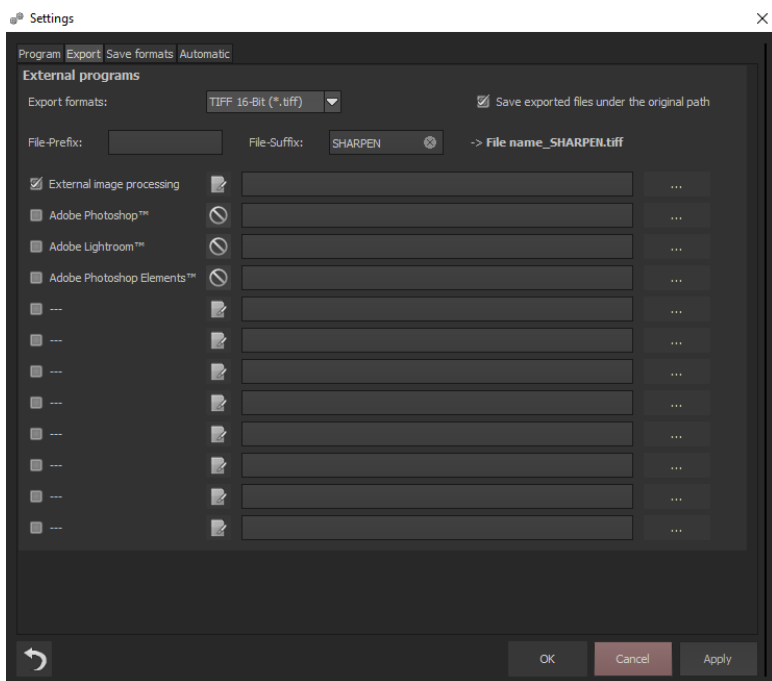
Jpg or Jpeg is the most common and popular format for most cameras and image editing programs. Here you can control the quality as well as optimally compress the image. Compressed images with high quality look better but do require more storage space.

Tif

Here you can choose between different compression methods for your Tif files.

Png

Png is popular for its graphics and digital visualisation. Here you can choose between a number of compression methods.

Automatic

Automatic: Sharpness Settings

Here you can activate or deactivate the automatic reset of the quality settings for sharpening, such as HD colour protection, a Pro mode or also the Sharpness colour dominance. You can also set Auto Reset to protect image areas when loading a new image. If you want to use image area protection in batch processing, disable this setting.

Automatic: Post Processing

Post-processing automatically sets the corn engine back to its original settings with every newly started project. To use a fixed corn value in batch processing, set this the program and then deactivate this option.

Automatic: Security Questions and Additional Information

Here you can choose whether or not to display security questions or additional information.
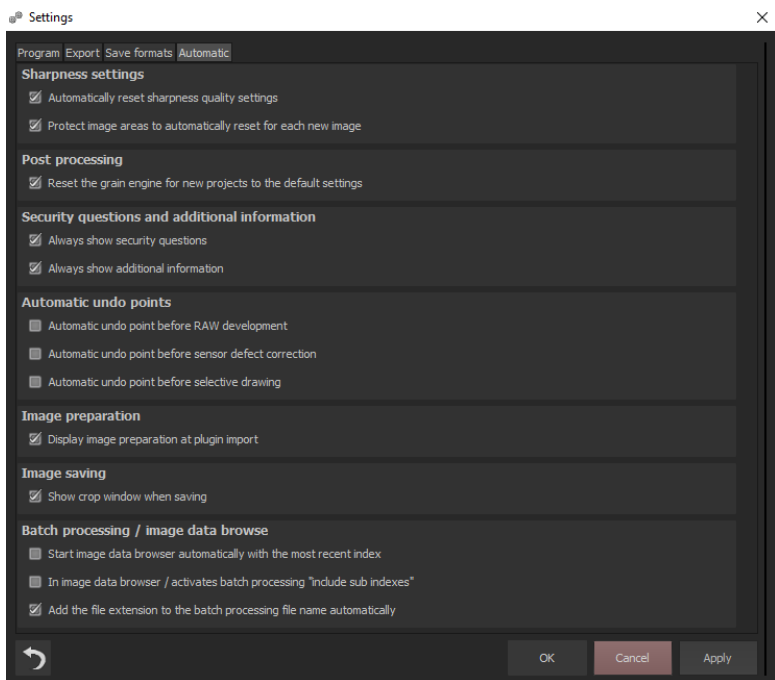
Automatic: Automatic Undo Points

Creates an automatic Undo-Point before RAW development, sensor correction or selective drawing. This creates a definitive starting point after uploading the image.

Automatic: Image Preparation

Displays the image preparation window when images are exported over a Plug-in.

Automatic: Image Saving

Activate the option "always save in highest resolution" and the processed image will automatically be saved in full resolution, even if the preview mode

is active. Activate the option "show crop window when saving" and the crop window will automatically be displayed before image saving.

Automatic: Batch Processing / Image Date browse

Here you can activate the automatic loading with the last used directory when opening the image data browser. You also activate the automatic inclusion of subdirectories in the image data browser and batch processing.

You can also prevent files from being overwritten by automatically adding the original file extension (e.g. jpg, tif,...) for the file name created in batch processing.

Extras → Reset

This returns the current user interface to its original size.

Extras → Create Restore point (Shift + Z)

If you would like to save your image in its current state and continue editing without initiating a file-save, simply select the option **Create Restore Point** or (**Shift + Z**). This allows you to return to the last saved state of your image at any time.

Extras → Timeline (Ctrl + T)

Click on the **Timeline** or (**Ctrl + T**) to display all saved Undo-Points.

6.5 Addons

Add-ons → Import Add-on

With the help of Add-ons, you can now not only import Presets into **SHARPEN projects 3** but also integrate new Post Processing Modules that gives your Presets with an entirely new look.
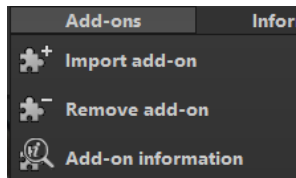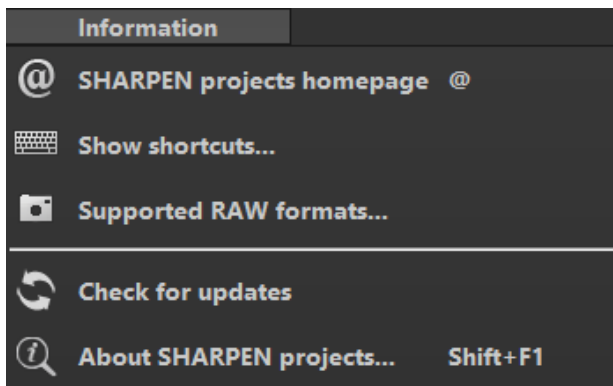
Add-ons → Remove Add-on 🧩

This button lets you remove add-ons.

Add-ons → Addon Information 🔍

Here you are provided with a display of all information regarding currently active Add-ons

6.6 Information

Information → SHARPEN projects – Homepage @

Click here to navigate to the in **SHARPEN projects 3** homepage.

Information → Show Shortcuts… ⌨

Here you will find all keyboard shortcuts available in **SHARPEN projects 3.**

Information → Supported RAW Formats … 📷

A list of all cameras whose RAW Files are able to be opened in in **SHARPEN projects 3.**

Information → Check For Updates ...

This checks online whether newer versions of the software are available for download.

Information → About SHARPEN projects (Shift + F1)

Information about the current version, 3rd-Party Software and Credits from **SHARPEN projects 3**.
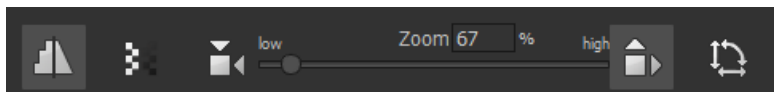
7. Toolbar

This area of the tool bar divides itself into two separate areas. The left tool bar shows the different control functions of the program while the right shows the image view functions.
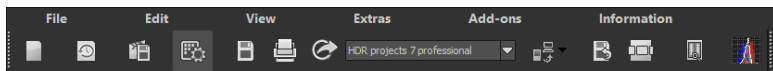
The functions (from left to right) of this toolbar are:

▢ Startpage

▣ History viewer

▦ Save project

▦ Post-processing

▢ Save final image

🖨 Print final image

↗ Transfers the current image to the selected application of the product family

▦ Open final image in external program

▣ Create restore point

▣ Timeline

▣ Compare View

▨ Histogram

The functions of this toolbar (from left to right) are:

▲▌ High-quality display

Activate this option to see the preview image in high-resolution. If the preview is set at 100%, there will be no difference. If you zoom in on a section of the photo however, there is a noticeable difference in quality.

▒ Border pixel display

The border pixel display helps to reveal areas that tend towards maximal light and dark values that is to white and black. Dark border pixels are depicted by blue/purple and light pixels by orange/ yellow.
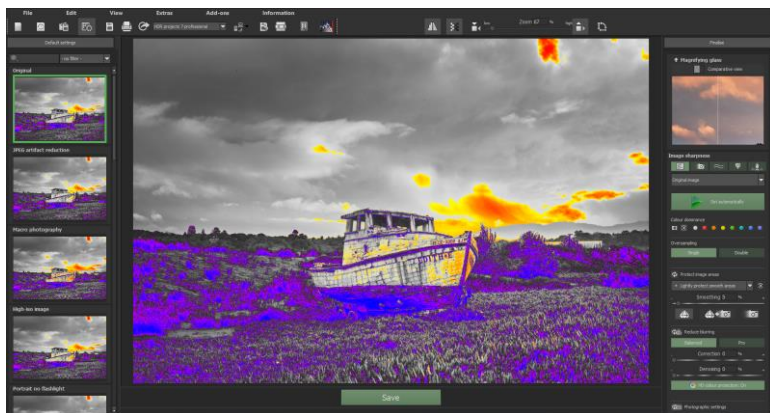
Depiction of border pixels in orange and purple tones.

If you would want to brighten this image, you have to be careful of the orange border pixels: Light surfaces on the car and the walls should not become too white, in order to avoid losing detail. In tech-

nical terms, these patches are called "burned highlights". The border pixel view helps to find these critical image areas.

Original resolution view

Zoom to monitor size

Additional functions:

Crop image data

Horizontal mirroring of the images
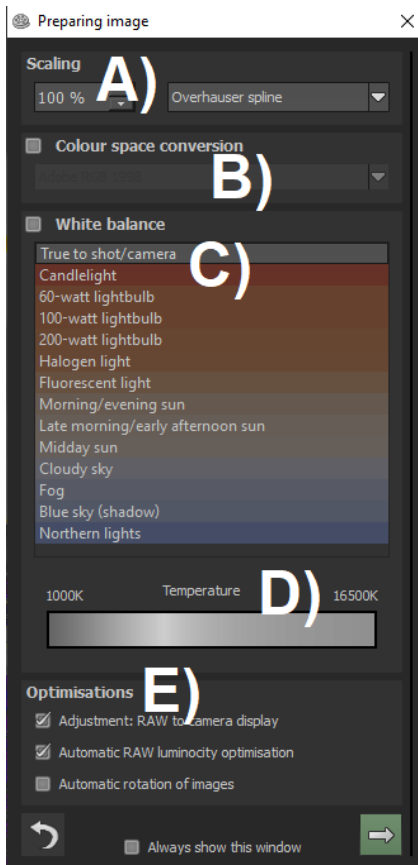
Vertical mirroring of the images

Rotate the image 90 degrees anti-clockwise

Rotate the image 90 degrees clockwise

8. Image Preparation

Here you can precisely configure the program's settings. For the first steps, please use the standard settings. These default settings can be restored with the arrow at the bottom left. Nothing can be irretrievably adjusted.

A) **Scaling:** When bracketed series are uploaded, the images can be scaled from 25% up to 900% using any one of 6 different available Scaling Processes.

B) **Colour space conversion:** Advanced users can choose a colour space here - for all other users, it is recommended to not make any adjustments in order to avoid incorrect colour rendering later. **SHARPEN projects 3** offers several new colour spaces (D65). The **standard illuminant D65** is representative for a phase of natural daylight with the colour temperature of 6500° Kelvin.
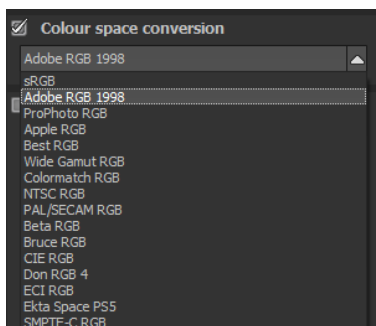
C) **White balance** corrects colour casts that occur with shots taken in shooting environments such as warmly lit rooms. To start, leave this setting unchanged.

D) With this regulator one can adjust the **colour temperature** when you´re already uploading. It is advised that you leave the setting on "default" and to regulate the colour temperature later in post-processing.

E) **Optimisations:** During loading the **Adjustment: RAW to camera display** converts the RAW picture so that it's almost the same as the camera preview as well as the file preview. The **automatic brilliance optimisation** for RAW files can be activated in image preparation under RAW options. Frequently it is with camera RAW formats that the image data will not use all tonal values that are available. The automatic brilliance optimisation compensates this with the uploaded RAW images by amplifying the tonal values so that a meaningful utilised histogram is created for every camera RAW image.

Optimisations

☑ Adjustment: RAW to camera display

☑ Automatic RAW luminocity optimisation

☐ Automatic rotation of images

9. Post-Processing

As in the previous version, we start post-processing directly after loading the images. Here we select a preset on the left side and edit the result with the functions on the right side of the user interface.
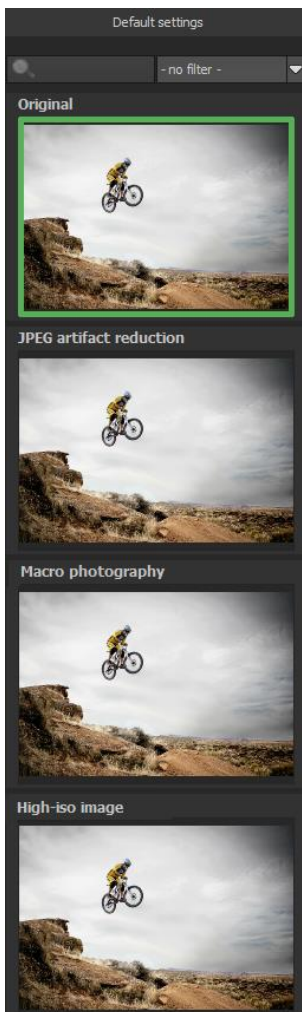
9.1 Presets

Left side of the post-processing screen:

Here you can choose between 17 different presets.

At the beginning the preset "Original" is selected. By clicking on the thumbnails, the effects are calculated in real time and displayed in the center of the screen.

Image with „Sport photography" preset

All 17 **SHARPEN projects 3** presets at a single glance. The bar "default settings" you can detach easily and adjust to the desired size.

9.2 Magnifiying Glass and Comparison View
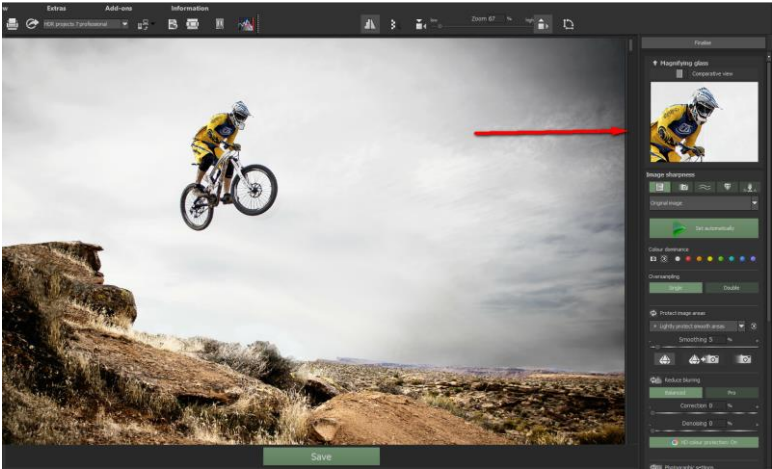
On the right-hand side (at the very top) in Post-processing you will find the 1:1 magnifying glass. The magnifying glass shows you the area under the mouse in a 1:1 pixel view.
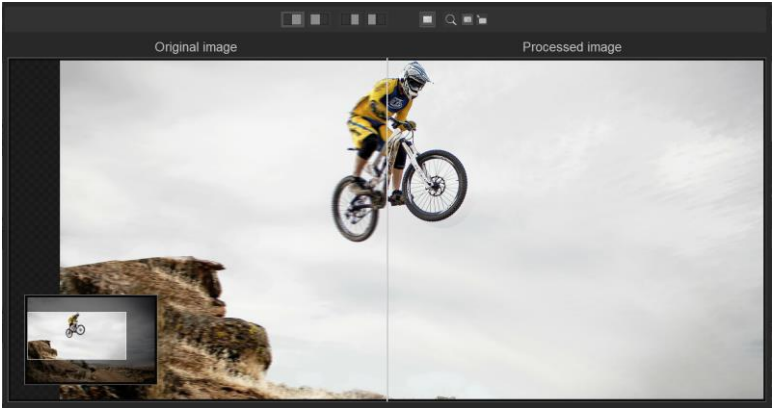
When clicking on the magnifying glass, the new compare window will appear. This compares your edited image and the original image. It

simultaneously gives you the opportunity to examine the comparison through the magnifier display.

To keep the magnifying glass on a specific point, press down on the "L" key, while you move the mouse over the screen.
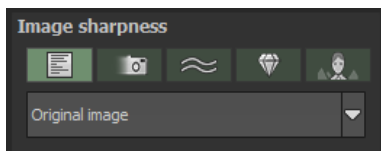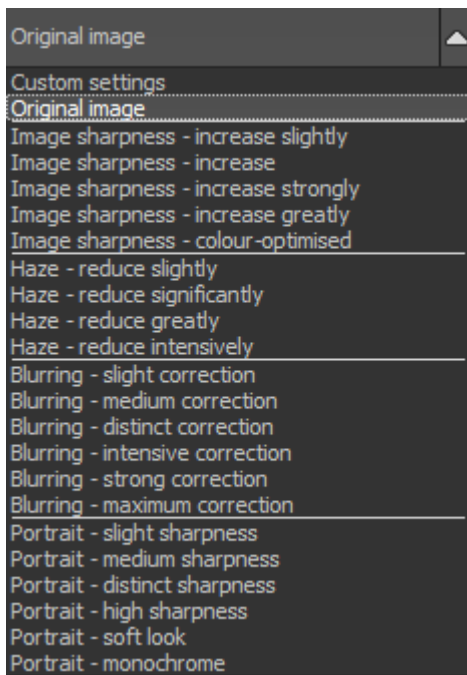
.
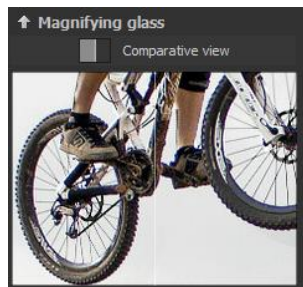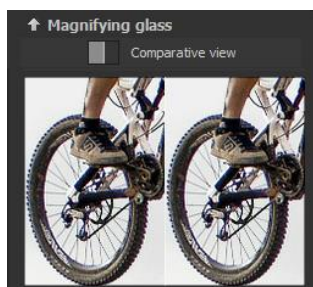
Click into the image area of the magnifying glass, to change between the display modus "divided before/after comparison" and "direct before/after comparison".

To unlock the locked area, press the L button again..

9.3 Adjust Sharpness

The image sharpness area on the right side of the screen is divided into the following categories:

41

Original image ▲

Custom settings
Original image
Image sharpness - increase slightly
Image sharpness - increase
Image sharpness - increase strongly
Image sharpness - increase greatly
Image sharpness - colour-optimised
Haze - reduce slightly
Haze - reduce significantly
Haze - reduce greatly
Haze - reduce intensively
Blurring - slight correction
Blurring - medium correction
Blurring - distinct correction
Blurring - intensive correction
Blurring - strong correction
Blurring - maximum correction
Portrait - slight sharpness
Portrait - medium sharpness
Portrait - distinct sharpness
Portrait - high sharpness
Portrait - soft look
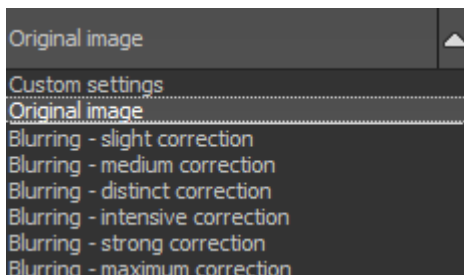Portrait - monochrome

> ➢ **All Presets** 🗐

Select the "All Presets" category to display all of the available presets in the below drop-down menu, and to select a fitting option. Click „Set automatically" to automatically select the optimal preset.

Before and after comparison following automatic processing with the "All Presets" category

> ➢ **Blurring** 📷

Select this category if your original image is blurry. The drop down list contains a variety of sub-categories to specifically adjust the shake corrector. Click „Set automatically" to automatically select the optimal shake preset.
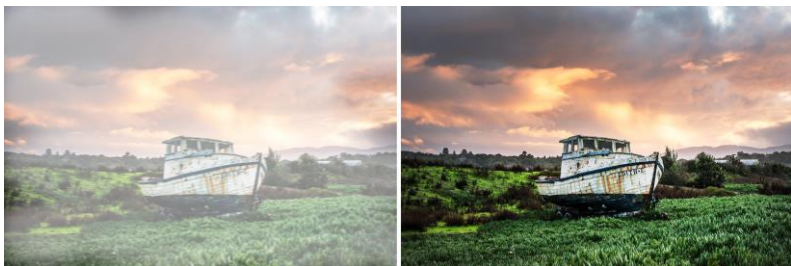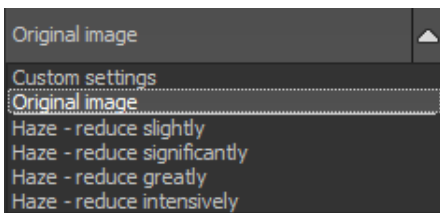
Original image ▲
Custom settings
Original image
Blurring - slight correction
Blurring - medium correction
Blurring - distinct correction
Blurring - intensive correction
Blurring - strong correction
Blurring - maximum correction

Before and after comparison following automatic processing with the „Blur-ring" category.

> ➢ **Haze & Fog**

If haze and fog interfere in your original image this function is the right choice. The drop down list contains a variety of sub-categories to specifically set the haze or fog reduction. Click „Set automatically" to automatically select the optimal haze/ fog preset.


Original image ▲
Custom settings
Original image
Haze - reduce slightly
Haze - reduce significantly
Haze - reduce greatly
Haze - reduce intensively

Before and after comparison following automatic processing with the "Haze & Fog" category

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> ➢ **General image sharpness** 🔷

If you aren't faced with a specific problem like haze & fog or shake, you can adjust the general image sharpness, the "General Image

Sharpness" option is the way to go.

Use the options found in the drop down menu to choose the criteria for how, and to what degree of intensity, the image should be

Original image ▲
Custom settings
Original image
Image sharpness - increase slightly
Image sharpness - increase
Image sharpness - increase strongly
Image sharpness - increase greatly
Image sharpness - colour-optimised

sharpened. Click „Set automatically" to automatically select the optimal overall sharpness preset.
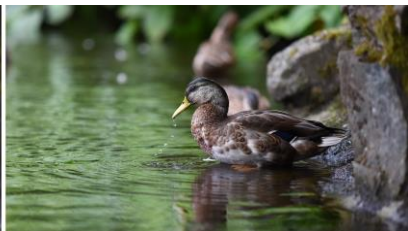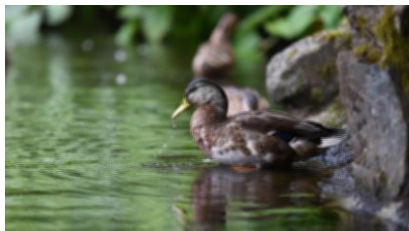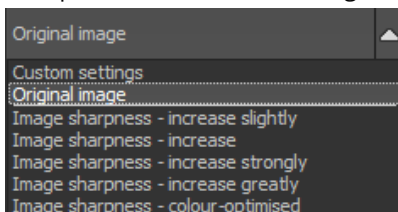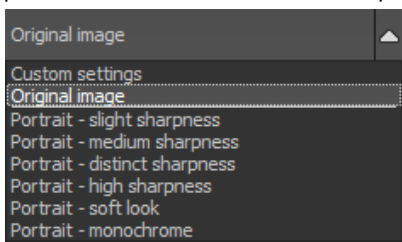

Before and after comparison following automatic processing with the "General Image Sharpness" category

> ➢ **Portrait** 👤

If you are working with a portrait needing a bit of sharpening, select this category. Further sharpness presets can be found in the drop

down menu. Here you can choose the sharpness intensity. There is a „soft look", for blurring effects and a black & white

Original image ▲
Custom settings
Original image
Portrait - slight sharpness
Portrait - medium sharpness
Portrait - distinct sharpness
Portrait - high sharpness
Portrait - soft look
Portrait - monochrome

effect. Click „Set automatically" to automatically select the optimal portrait preset.

Before and after comparison following automatic processing with the "Portrait" category

Automatic Processing:

The "Set automatically" button automatically modifies the currently loaded image.
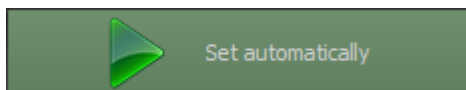
The automatic processing analyses the existing image material and looks for suitable presets based on the selected category.

The photo will be processed immediately and the automatically adjusted result will be instantly displayed.

Automatic sharpness before and after comparison

We recommend to always use the automatic first, and then to modify the sharpness settings (see 9.3) as well as the photographic settings as desired.

Sharpness Colour dominance:

The sharpness colour space is a special feature **of SHARPEN projects 3**. It is used to specialise the image sharpening processes in a selectable colour space.

- The front camera symbol is used to adjust the algorithms to the average colour of the motif.

- With the eye symbol, settings are used which correspond most closely to the colour perception of the human eye.

- The following eight coloured buttons ensure that the sharpness procedures treat the selected hue with increased accuracy and thus produce a finer image sharpness.

Oversampling:

The oversampling level defines the number of calculation steps in which image sharpness is calculated. The more steps you select, the finer and more precise the generated image sharpness.

Note: The calculation time increases accordingly with the number of steps.

Protect image areas:

In the drop-down menu, you can select one of 16 different presets to protect certain areas of the image when calculating sharpness. The presets are divided into "skin tones", "sky blue", "smooth areas", "details", "shadows", "mid-tones" and "lights".

Example: For example, if the blue sky is grained by sharpening the image, simply select "Protect sky blue" to prevent sharpening of the blue sky areas.
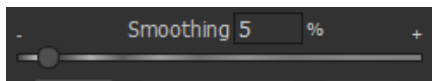
The eye symbol next to the drop-down menu shows you the masking in the image. Light areas are sharpened more than dark ones.

With the slider "Smoothing" you can adjust how smooth the masking of the image sharpness will be. The symbols below determine the effect of the masking:

|	
	Masking only affects the sharpness settings. The photographic settings affect the entire image.
	Masking affects both the sharpness settings and the photographic settings.
	Masking only affects the photographic settings. Sharpness settings affect the entire image.

Click on the arrow symbol to reset the mask area.

Reduce blurring:

You can choose be-
tween two different
modes. The **balanced mode** is a compromise between calculation time and the quality of the blur reduction and therefore offers good and fast results. The **Pro mode** increases the quality and requires three to four times more calculation time than the balanced mode.
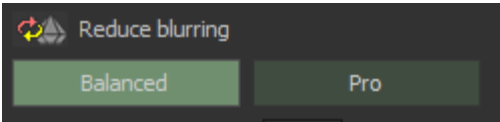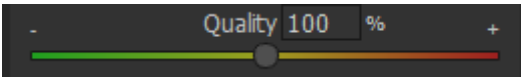
Use the correction slider to select the amount of shake correction.
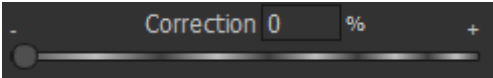
Use the second slider to select the radius of the shake. A high value corrects large-surface camera shake, but also requires additional calculation time.
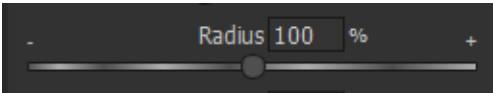
The higher you set the quality the more detailed blurs will be cor-
rected and the more calculation time will be required.

The fineness indicates whether the shake correction should focus more on the large or the fine areas. The higher you set this value, the finer the correction will be and the longer the calculation will take.
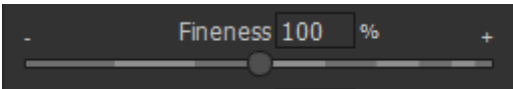
Camera shake correction increases image noise. The amplified noise can be counteracted with this control.
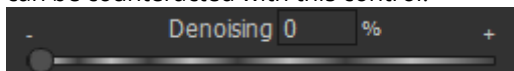
HD colour protection:
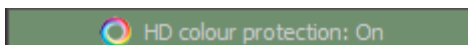
If you have objects in your image that are particularly different in colour from others, you can activate the HD colour protection and thus ensure that the colour and the colour edges are calculated specifically and produce a much better result image.

HD colour protection is an extension of the camera shake correction process. Particular importance is attached to the exact preservation of the colours in the image. This function requires additional calculation time.
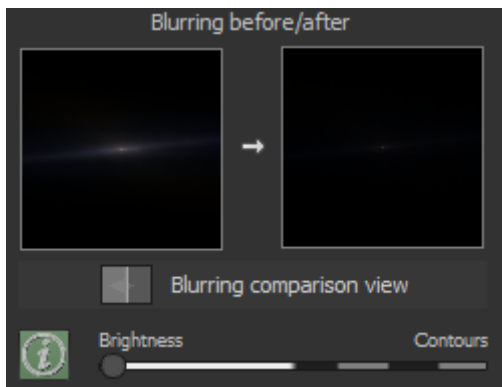
Example:

The colour drawing at the edge of the sign has become more realistic.

Blurring comparison view:

With the Point of Spread Function (PSF) comparison view, you can compare the distribution of blur of a single pixel in your original image and your sharpened result image. The larger the bright area in the left image, i.e. "before", the more blur was found in the image.

Conversely, the smaller the area in the right image, i.e. "after", the better the blur correction worked. In the best case an almost single bright pixel should be visible in the middle of the display.

Example: On the left side you can see a distribution from the bottom left to the top right around the central point. This means that there is a blurriness in the direction of the top right. This could have possibly resulted for example from a camera shake in the top right direction.

With the slider "Brightness/Contours" you can switch between the brightness mode and the contour mode as basis for the calculation of the blur distribution.

The info icon next to it starts the contour analysis of your image and sets the brightness mode or the contour mode for the blur reduction depending on the result. You can change this setting later if you do not like the result of the automatic setting.

If you click on Blurring comparison view, a new window opens in which you can directly compare the before and after sharpness. In

the toolbar at the top, you can select different view modes to display the sharpness.

Displays the original image on the left and the processed image on the right.

Displays the processed image on the left and the original image on the right.

Displays the same image section for the original image on the left and the processed image on the right respectively.

Displays the same image section for the processed image on the left and the original image on the right respectively.

Activates/ deactivates the preview. Click on the preview to shift the main view to the clicked section.

Activates/ deactivates zoom view on the mouse cursor.

Puts the zoomed view in centered mode.

Puts the zoomed view in non-centered mode.

Photographic settings:

The photographic settings allow you to make additional image adjustments in the following areas:

- **Haze and fog:** Reduces the haze and fog in an image. The further right you move the control, the higher reduction in haze/fog.

Note*:* If you are working with Jpeg images, artefacts will be created that are already contained in the Jpeg file.

- **Brilliance:** The motive brilliance strengthens the depth effect in an image.

- **Brightness:** Change the brightness of an image to fit your wishes.

- **Colour:** Control the colour strength from a little bit of colour (control left) to a lot of colour (control right).

- **Structure:** Change the design of the structure in the image. To smoothen the structure, move the control to the left, to strengthen the structure move the control to the right.
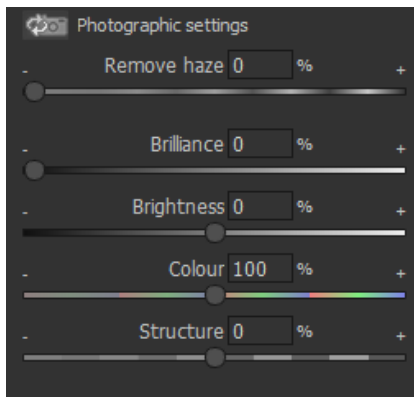
If you have an image with a lot of mist or fog, these settings can be taken over by the automatic in the category mist & fog.

In the following image the meadow with the flowers is hardly distinguishable and even the colour is almost hidden completely away by the mist. After the editing in the photographic settings, this meadow is far easier to see and the colours come out better as well.

Note: If you are not satisfied with the automatic setting, you can adjust the controls until you are satisfied with the result.

Before and after comparison of the automatic haze & fog corrector

10. Granulation

a) Natural grain

In natural grain the different levels of photographic paper are simulated, which creates a natural irregularity.

These following parameters are therefore at your disposal:

- **Form**

Choose here from six different variants.
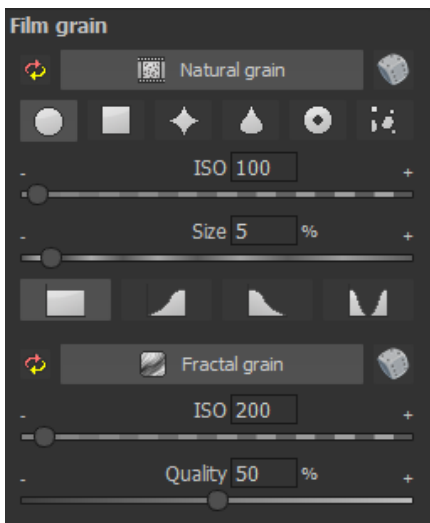

- **ISO-Number**

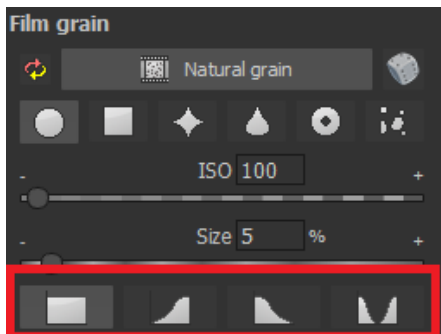The preset value conforms to the average „restless value" on a naturally grey surface.

- **Size**

The maximum size of the simulated grain.

- **Masking**

Gives you the opportunity to calculate the granulation in all different types of daylight or alternatively in light, shade or shade and light.

 A Click on the button creates a new random distribution of grain and therefore a whole new look.

b) Fractal grain
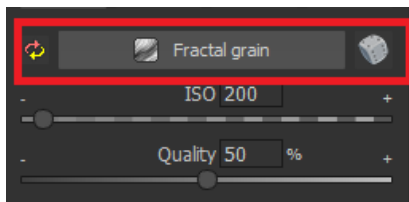
Fractal grain simulates a large-scale irregularity, which is created through the storing and deterioration of photo material. For this, you have the following parameters at your disposal:

-   **ISO-Number**

The preset value conforms to the average "restless value" of a naturally grey surface.

-   **Quality**

Determines the accuracy of the calculation (number of iterations for the fractal algorithm) of the fractal granulation.

In the granulation module there is no singular best setting, since the ideal grain size, form and quality is 100% dependant on the motif. Here you can try out different things and find new creative paths.

 A Click on the button creates a new random distribution of grain and grants your image a whole new look.

11. Local Adjustments and Selective Drawing
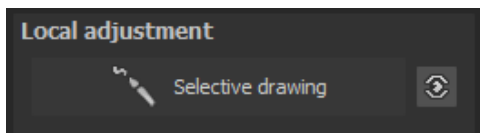
The highlight tool from **SHARPEN projects 3** deserves very special attention. Firstly, this tool selectively edits chosen areas without complicated masks done by hand, like other photo editing programs. **SHARPEN projects 3** includes a completely newly developed intelligent border recognition algorithm, that independently identifies borders, lines, differentiations and light differences in drawing mode. The boundaries of the area that the mouse skimmed over are saved as a mask. These easily and precisely set masks serve as the basis for eleven important image enhancements: "Correct red eye",

"Beauty", "Shading", "Illuminating", "Intensifying Colour", "Reduce Colour", "Strengthen Details", "Reduce Details" and "Increase contrast",...

These masks can even be saved as a separate image file and used in other image processing programs.

How it all works is probably easiest to explain with an example. Open the selective drawing window (post-processing, finalise - bottom right). Our example is a single RAW file of a mountaineer. The picture's colour details are already well edited. Now we want to make the rock a little darker without darkening the rest of the picture.
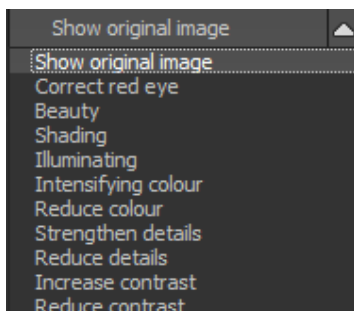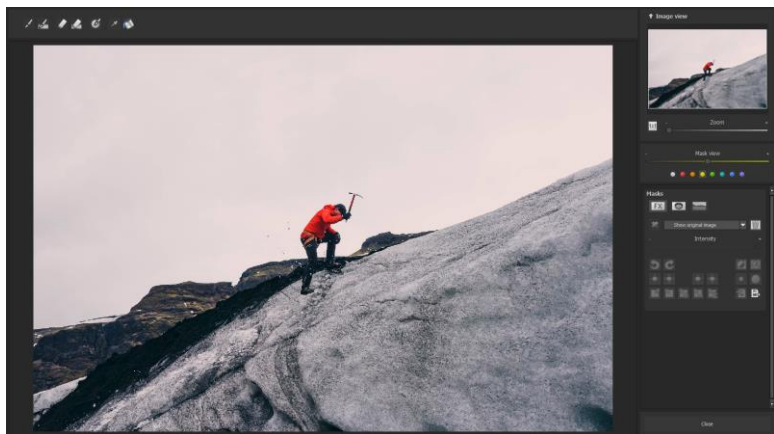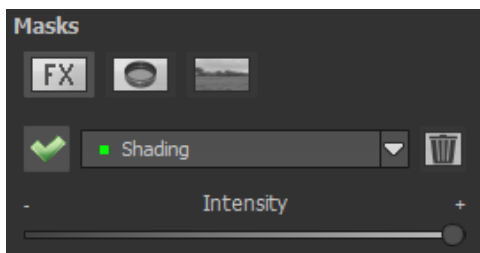
> ➢ **Quickly finalise your image with Selective Drawing**

1. Select editing objective

For this case, select "Shading". Make sure that the selected mask function is activated and the green checkmark is showing.
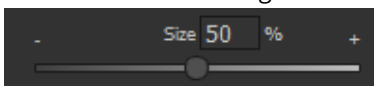

2. Activate drawing mode

3. Activate filling mode

4. Run the mouse over the contours without clicking. You can decide and correct the brush size afterwards.

   | - | Size 50 % | + |

5. Now look at the mask display. The object where the borders were automatically recognised is now depicted. Click and hold, and then trace your mouse along the edges of your chosen object until it is completely selected. Attention! In the blink of an eye we will see the effect as well as the over-lying mask.
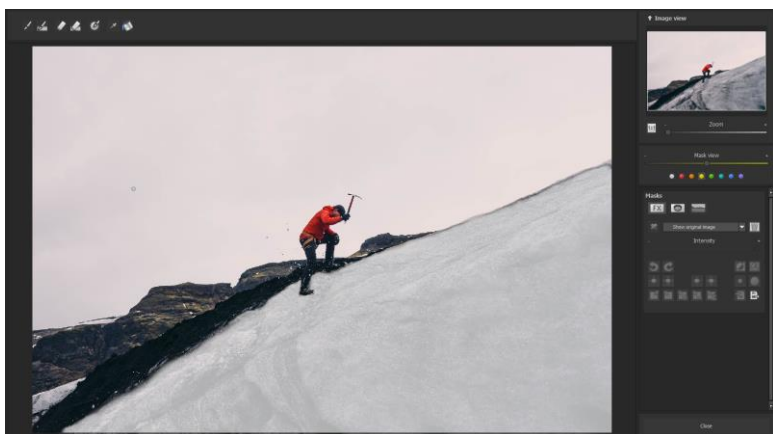

6. Once fully selected, blend the mask out by moving the mask intensity control to the left.

   | - | Mask view | + |
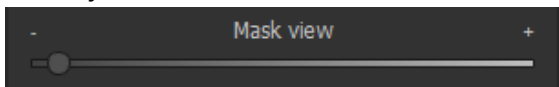
7. You will now see only the effect, that is darker rocks - our objective was "Shading". Now you can adjust the intensity of

the effect by sliding the control towards the + or -, according to your preferred strength. Done: the rocks are darker while the rest of the image remains untouched.

8. Click on "Close". You will be returned to post-processing and the selective change will be applied.
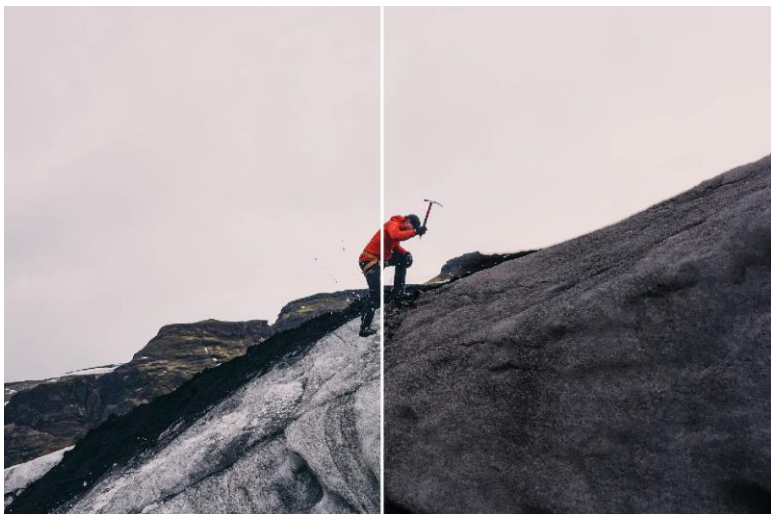
On the right you can clearly see the darker rocks after the selective correction. The rest has the same tonal values as before.

9. Use your quickly made mask for a further effect. Go back to the selective drawing. Our selective mask has remained.

10. Click on ![icon] and copy the mask to the clipboard. Switch the mask to "Sharpen" and use the ![icon] to paste the mask back again. Now you have sharpened just the rocks, and the other parts of the image were not influenced.

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11. Every selectively applied effect can be activated and deactivated with the green checkmarks.

12. Borders have different intensities in every image. Presets normally do just fine, but sometimes it is necessary to adjust the contour and sharpness settings in order to reach perfect fine-tuned results.
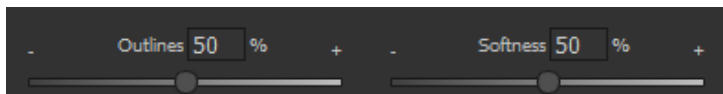
13. Have you drawn outside of the lines, despite the border recognition? You can easily remove it with the eraser . If you only want to remove a small section, use the eraser with limitation. When set to 50%, you can only remove 50% of the mask, regardless of how much you erase. The limited drawing mode works in the same way, and only draws at a certain opacity.

14. If you want to mask the entire image except for a small object, it is a good idea to mask only the small object and then reverse the mask by clicking on the

Pro Tip: You have two filling modes to choose from when you want to fill a mask. When do you use which mask? We used the normal fill mode as in our example for a large surface, which is also preferred for water and sky areas

Ray filling mode is very precise and favoured for smaller objects, geometric forms or subjects with straight lines, like in our example here.
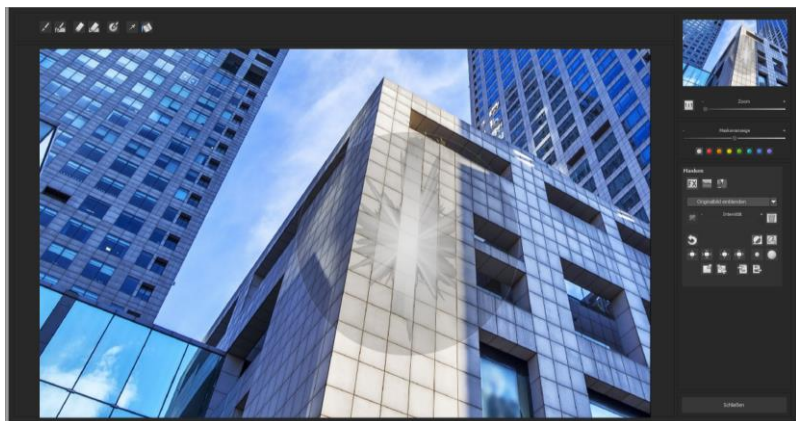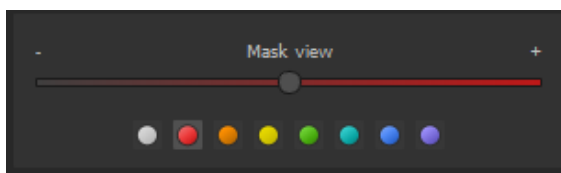
With ray filling mode you can mask just the walls of the skyscraper while the window surfaces are not selected.

Functions and Possibilities in Selective Drawing

- **Optional Mask Colours**

Designate a colour for the presentation of the mask as well as the brush one of the ready-made colours.

The display will be immediately adjusted to your desired colour.

- **Selective Drawing – Creating Masks**

Masks can also be created from a colour or brightness.

With the button **(1)** you activate the "Create Mask" modus. You will find yourself in the standard mode "Create Mask out of Colour"**(2)**. If you want to create the mask from a brightness, chose the **(3)** button.

The tolerance controller decides, how sharp (smaller value) or soft (higher value) the created mask will be.

While you are in the "create mask" mode your mouse pointer will turn into a pipette. The colour or brightness in which your mouse pointer is set, will determine the type of mask being created.
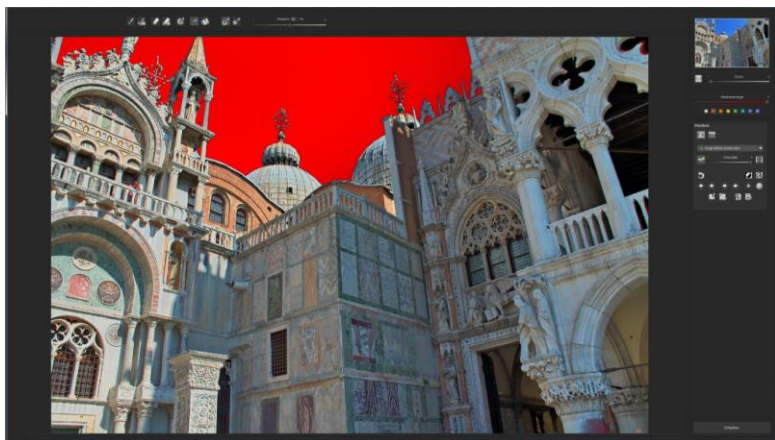
In the above example we can see how a red mask has been created for the sky.

Tip: If you want to combine several colours in one mask, simply click on the desired colours after each other with the pipette on the screen. The current colour will with every click be added to the current mask.

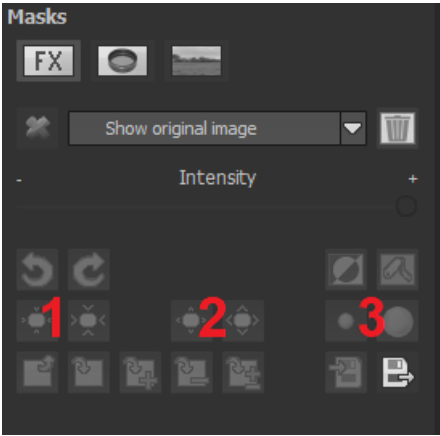- **Selective Drawing – Smoothing Brush**

The smoothing brush (1) gives you the opportunity to draw selective areas of the mask softly.

To draw an area even softer, just go over the same area with the smoothing brush several times.

- **Global Mask Functions**

In the area of global mask functions you will find several special modes that you can use directly.

1. Reducing the entire mask outline

 becomes

1. Increasing the entire mask outline

 becomes

2. Soft-focus effect on the entire mask

 becomes

With global functions there are two buttons – the left button fulfils the function with a lower effect while the one on the right with a bigger effect.

- **Multiple Undo and Redo for Brush Functions**

Click once or several times on the left arrow to go back one or several brush strokes or on the right arrow to jump forward one or several brush strokes.

- **Reset the Function of a Mask**

Every mask can without any influence on the other masks be reset to its original state. You simply click on the waste paper button **(1).**
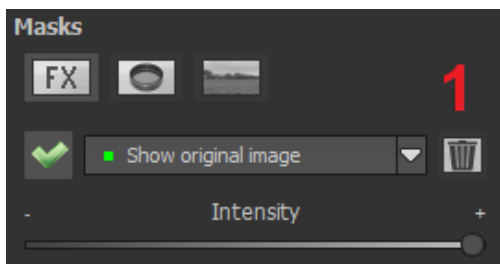
After clicking on the button a security query will follow, so that no important work can be lost by accident.

- **Colour Filter in Selective Drawing**

Besides of the effect masks you will find the field of colour filter masks. Click on the dropdown menu to choose one of the following filter: red, orange, yellow, yellow-green, green, cyan, blue and violet.
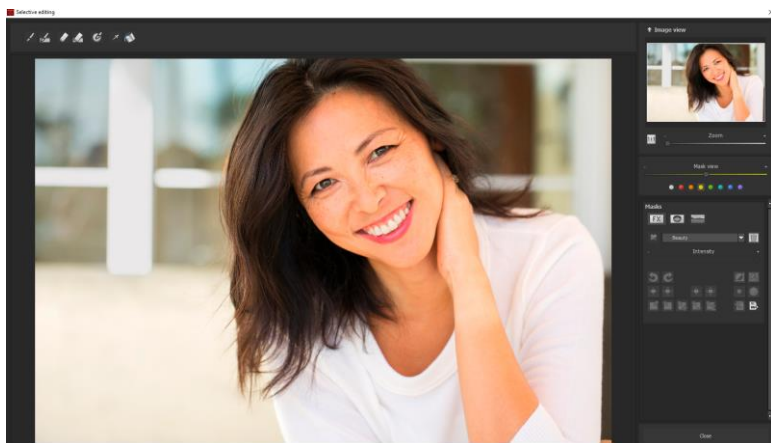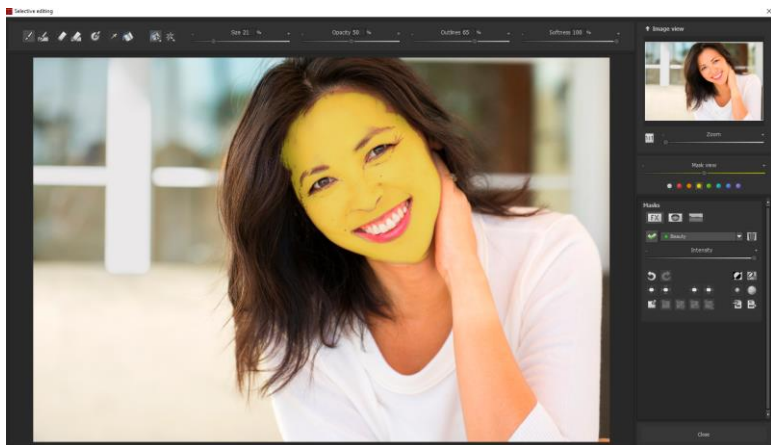

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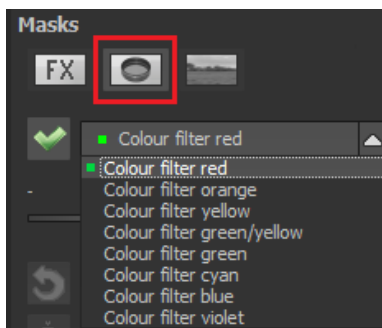
Beauty:

This is how you smooth the skin of people in three easy steps.
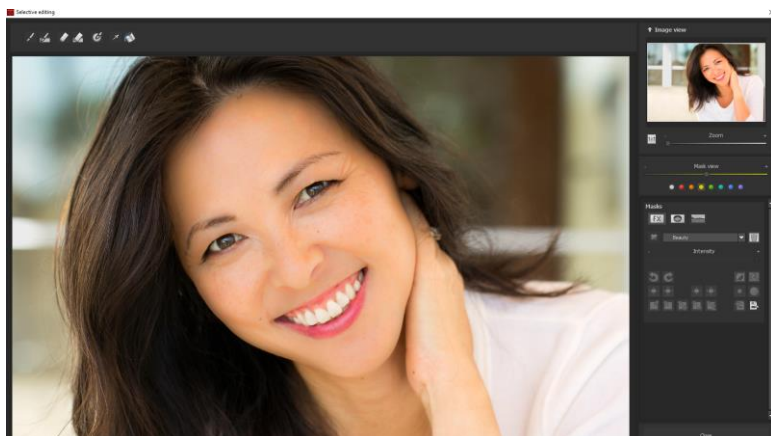
Step 1:

Choose the mask "beauty" in selective drawing mode.

Step 2: Choose through repeated clicking the area that should be edited. Don´t worry the yellow colour marking will disappear later and only serves as visualising the process.

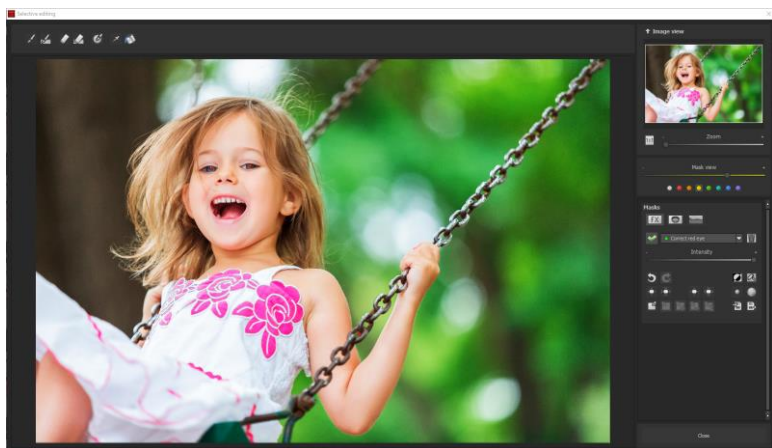**Step 3: Click on "close" to apply the chosen mask on the photo.**
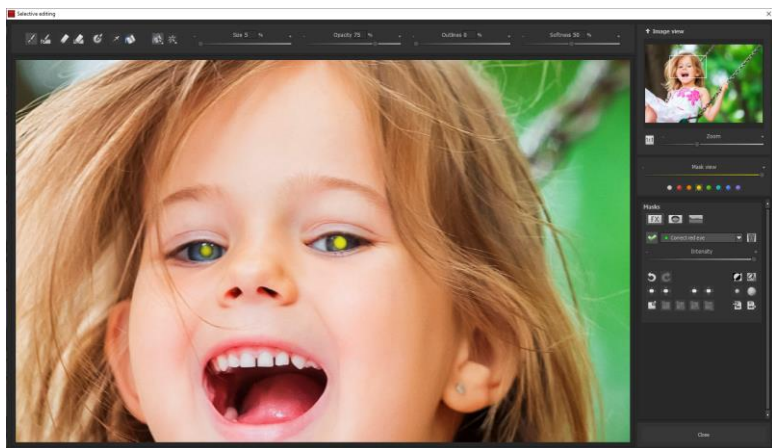
Correct red eye:

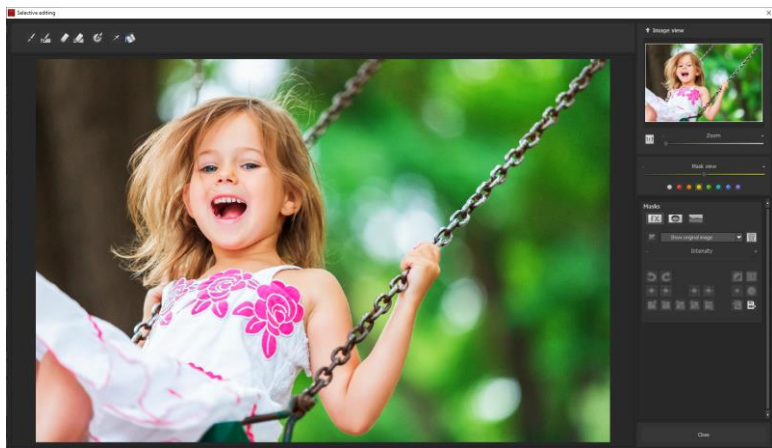**This is how you remove red eyes in three easy steps.**

Step 1:

Choose the mask "correct red eyes" in selective drawing mode.
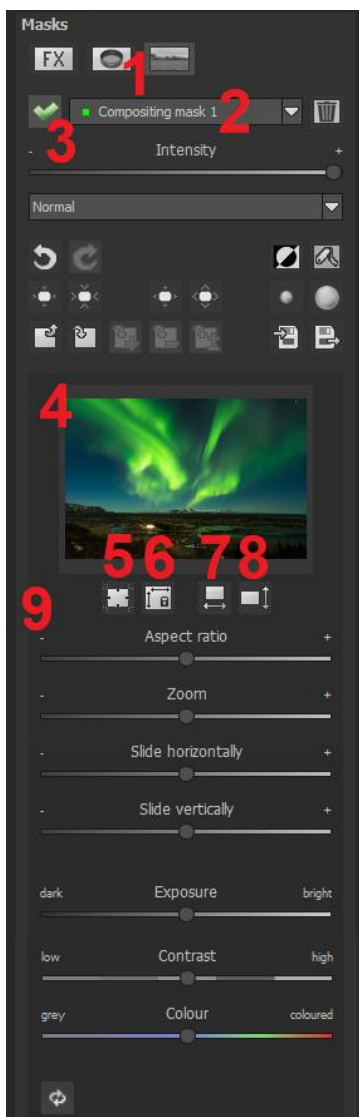
Step 2: Choose the red pupils with the paintbrush.

Step 3: Click on "close" to apply the chosen mask on the photo.

12. Composing Mode

In the Composing mode of selective drawing you have the ability to build up to **4 layers** of images into your current motif.

To switch into the composing modus, click on the "composing" button **(1).**

From the list of choices **(2)** you can choose with which composing level you want to work with.

With the button **(3)** you activate the currently chosen mask. Now you can through a click on the frame of the image **(4)** upload any image you wish to create the next level.

You can use RAW images, Jpg, Tiff as well as several other image formats.

Underneath the display screen you will find the parameter area that begins with two buttons with the following functions:

(5) Multiple application

Reduce the size of the image on a different level than the one that you´re currently working on. With

this option you will be able to stretch the reduced image outwards (up, down, left, right).

(6) Determine the width-to-height ratio

This function allows you to determine the width-to-height ratio of the uploaded levels, since the width-to-height ratio in an uploaded image level can differentiate from the current image you´re working on. This preserves the proportion of the levels.

(7) Horizontal Reflection

This function allows the image layer to be mirrored horizontally. This enables more precise adjustment to the current image without having to make changes to the image layer.

(8) Vertical Reflection

This function allows the image layer to be mirrored vertically. This enables more precise adjustment to the current image without having to make changes to the image layer.

(9) The Control-parameter

Width-to-height ratio: If the width-to-height ratio isn´t fixed with the button **(6),** you will be able to change the width-to-height ratio however you desire.

Zoom: Choose the size of that image level by zooming in or out

**Shifting horizontally**: Move the image level to the left or right

Shifting vertically: Move the image of that level up or down.

Exposure: Since it can often happen that the exposure of your current image does not match the exposure of any layer image, you can easily adjust the exposure of the layer image here and darken or brighten it as desired.

NEW: Using the **Contrast** and **Colour** sliders, you can further adjust your compounding image next to the exposure, so that it blends in even better with your original image and the overall image looks even more realistic.
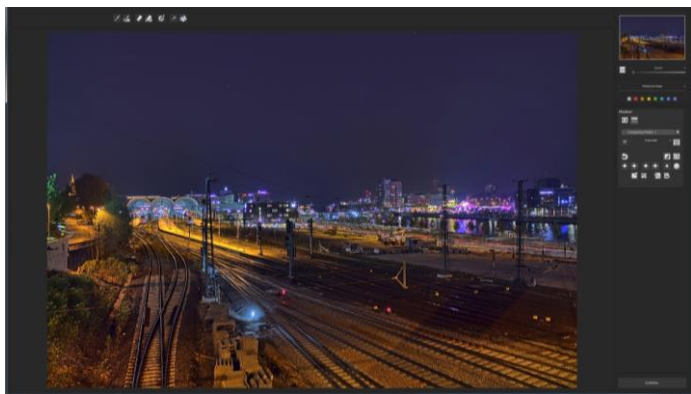
A night image with a not very fascinating night sky…
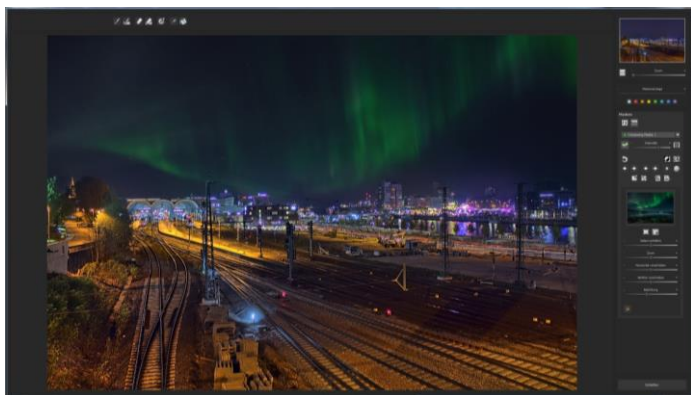
….you can change within a minute with the help of composing into an eyecatcher.

13. Removal of Scratch and Sensor Errors

Corrections

Erase scratches/sensor errors

Micro-contrast enhancement used in photography unfortunately shows every unwanted sensor imperfection that every photographer, despite internal camera sensor cleaning, knows and dreads. Don't stress - just eliminate them! With the easy to apply correction function from **SHARPEN projects 3**, it can even be fun.

Pro Tipp: This intelligent correction doesn't only remove sensor spots, but other disturbing things too - a deserted beach has never been so easy to produce.

Lightly mark defects in your motif – the program will automatically substitute these areas with other appropriate parts of the image.

The sensor spots are circled in red

Here's how to go about correcting:

Select the brush tool under **(6)** and click on the point of the image that you would like to correct. A circle will appear beside it that will serve as a source.

Move this circle to a place on the image that can act as a source for the first marking. The selected area will then be improved based on the source.

Prior to this, you can reveal sensor spots, which will appear as a bright patch in the image, with **(1)**.

(2) Allows you to expose or hide the fixed areas. The corrections are still active, even if they have been blended in. Hiding is solely to enable a before and after comparison.

You can select multiple areas to correct by simply clicking on the brush symbol **(6)** and adding another point.

The button marked **(3)** can blend the targeted corrections in and out, which also controls clarity.

NEW: Under the quality **(10)** tab, a dropdown menu including five new quality modes allowing you to automatically search for corresponding areas will open. With the different quality levels you can scale how the automatic search proceeds.
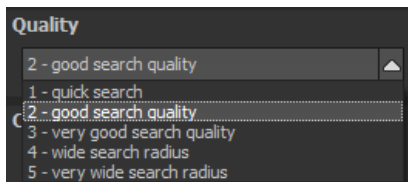
Note: This search quality is used for all of the following search area settings.

(5) Deletes the added corrections.

The section marked **(7)** controls the size of the area that is to be corrected.

You also have the option to automatically search for the best source area for the improvement. Click on the **(8)** button.

Button **(4)** calculates the appropriate correction spots for all of the points automatically set using **(8)**.
All currently selected corrections can be deleted with the **(9)** button.

The sensor spot corrector marks all of the patches and determines a source within the image that can be used as a substi-

*tute.*

Successful sensor spot correction.

14. Workflow

> ➢ **Edit final image further in an external program**

SHARPEN projects 3 offers interaction with external programs. This way you can take a successful result to another photo editing program and continue there.

> ➢ **Open in other projects programs**

Click on the "Projects" symbol in the toolbar to open the image in a different program from the *projects* series. Use the drop-down menu beside the symbol to choose one of the programs that you already have installed on your computer.

HDR projects 7 professional ▼
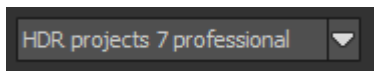
> ➢ **Open in other photo-editing programs**

To directly open the image in another photo editing program, such as Adobe Photoshop, click on the corresponding button in the symbol bar.

If necessary, go through the settings to show the path to the program. Click on "Extras" in the menu and select "Settings" in the drop-down menu:

External image processing

Adobe Photoshop™

Adobe Lightroom™

Adobe Photoshop Elements™
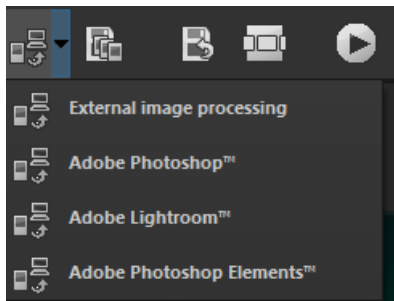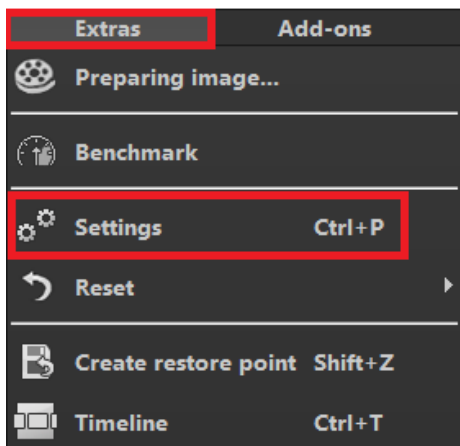
Next, click on the "Export" tab. You can enter the name of a photo editing program here, and save it for later as well.

With the exception of Adobe, you have the option to rename the external editors. The name you assign will be displayed in the Quick Export menu in the toolbar of the main screen.
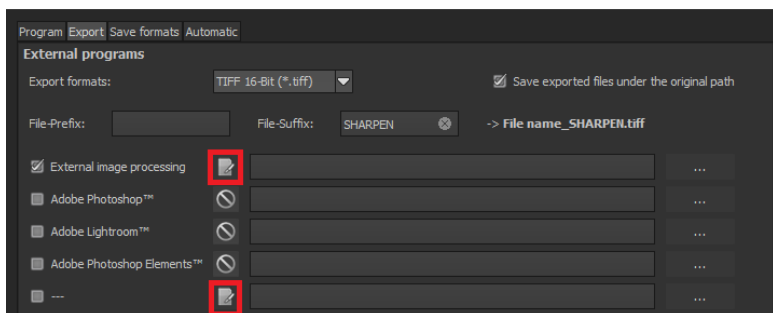
> ➢ **Work with a Timeline and Restore Points**

This option can be found in the symbol bar at the top edge of the screen:

"Create Restore Point" saves a virtual snapshot of the current settings. You can now always return to this stage of your editing. You can save as many editing restore points as you like. The timeline displays the restore points and makes it possible to call up any phase of the editing process with just a single click:

This function is especially useful when, for example, you are satisfied with an image, yet want to continue trying out different settings and effects. Simply set a restore point and carry on editing your picture. If you want to go back, simply click on your restore point in the timeline.

If you click on you can add your own note as a heading.

15. Selecting and Saving Sections of Images

To save a final image, click on the button in the toolbar, go through the file menu or use the corresponding keyboard shortcut (Ctrl+S).

➢ **Cropping and captions**

As soon as you have initiated a file save, the cropping and caption window will open. If you would not like to crop or add a caption to your image, click continue.
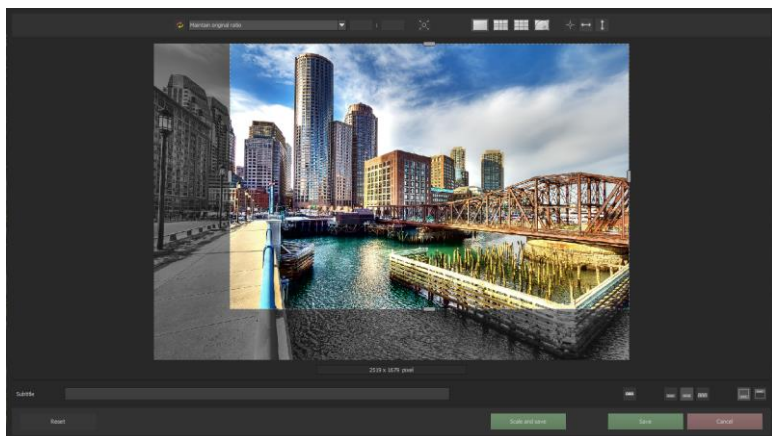
At the top are several practical aids for perfect image composition and cropping.

You can set the aspect ratio and activate guidelines like the rule of thirds, the golden section or the golden spiral. The new photo centre display is also quite practical which you can access by simply clicking on this button.

The centre of the window shows your final image. Fix the area to be saved by adjusting the corners and borders of the photo.

At the bottom is an option to enter a caption. You can determine the size, position and background for the text.

The size of the text will be automatically coordinated to the final cropping.

You can either crop by hand or use one of the 71 provided formats.

Please note: If you choose the cropping ratio 13 x 18, for example, the final image will not be saved as 13 x 18 cm, rather as a ratio of 13 to 18.
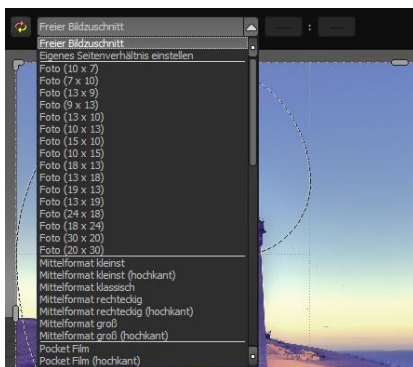
You will also find the "Scale and Save" button at the bottom. With this option you can choose between 30 different templates for various online platforms such as Facebook, Instagram, YouTube, etc. or simply specify your own scaling values (scaling in percent and resolution in pixels).
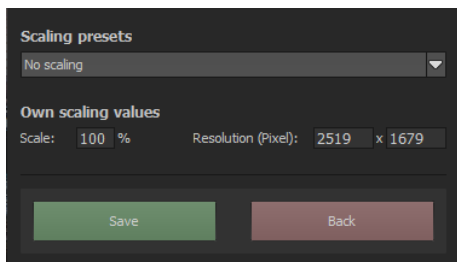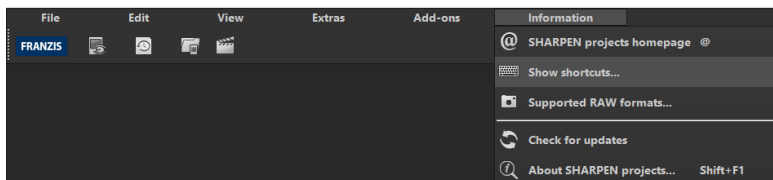
As soon as the image has been cropped and captioned, confirm the save and the following window will prompt you to select a file format and name your file.
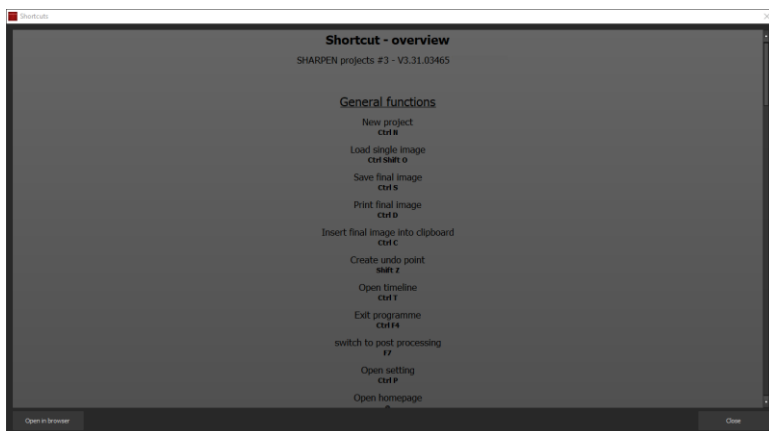
16. Keyboard Shortcuts

Overview of the integrated Keyboard shortcuts

In the main menu in the area of **information** you will find an over-view of all available keyboard shortcuts.

Click on this item to open the overview:

In the overview you will be able to scroll through the different areas, where you can take shortcuts.

General:

Windows	Apple	
Ctrl N	cmd N	New project
Ctrl Shift O	cmd Shift O	Upload single image
Ctrl S	cmd S	Save result image
Ctrl D	cmd D	Print result image
Shift Z	Shift Z	Create restore point
Ctrl T	cmd T	Open timeline
Ctrl F4	cmd F4	Leave program
F7	F7	Show post-processing view
Ctrl P	cmd P	Open settings
@		Show product homepage
Shift F1	Shift F1	Open about window
Ctrl E	cmd E	Show exif information
Ctrl H	cmd H	Show/ hide histogram
Ctrl F	cmd F	Open/ close full screen

Image Functions:

Windows	Apple	
Ctrl +	cmd +	Zoom in
Ctrl -	cmd -	Zoom out
Ctrl 0	cmd 0	Adjust image to view
Ctrl 1	cmd 0	Zoom to 100%
R	R	Real-time mode on/off
L	L	Lock radar window (lock)

RAW Developing:

Windows	Apple	
Ctrl +	cmd +	Zoom in

Ctrl -	cmd +	Zoom out

Progress Browser:

Windows	Apple	
Image upwards	Image upwards	A page back
Image downwards	Image downwards	A page forward
Pos1 key	Pos1 key	To the beginning
End key	End key	To the end
Cursor left	Cursor left	Last entry
Cursor right	Cursor right	Next entry

Selective Drawing:

Windows	Apple	
Ctrl +	Ctrl +	Zoom in
Ctrl -	Ctrl -	Zoom out
Ctrl 0	cmd 0	100% View/ switch adjustments
A	A	Activate pencil
Shift A	Shift A	Activate pencil with limit
S	S	Activate rubber
Shift S	Shift S	Activate rubber with limit
W	W	Activate soft focus brush
E	E	Activate image mask creator
D	D	Activate fill mode
F	F	Activate brush fill mode
R	R	Activate brush streak mode
1	1	Reduce brush size
2	2	Increase brush size
3	3	Reduce opacity
4	4	Increase opacity

5	5	Soften outline recognition
6	6	Sharpen outline recognition
7	7	Reduce blur
8	8	Increase blur
Ctrl Z	cmd Z	One step back
M, Shift M	M, Shift M	Mask display on/off

Scratch/ Sensor Spot Removal:

Windows	**Apple**	
Ctrl +	cmd +	Zoom in
Ctrl -	cmd -	Zoom out
Cursor left, Shift Cursor left, Ctrl Cursor left region left		Shift active correction
Cursor right, Shift Cursor right, Ctrl Cursor right		Shift active correction region right
Cursor upwards, Shift Cursor upwards, Ctrl Cursor upwards		Shift active correction region up-upwards
Cursor downwards, Shift Cursor downwards region down-		Shift active correction
Ctrl Cursor downwards		wards
Image upwards	Image upwards	Select previous correction region
Image downwards	Image downwards	Select next correction region
C	C	Activate all correction regions
N	N	Set new correction region
Delete key	Delete key	Delete correction region
+	+	Enlarge active correction region
-	-	Minimize active correction region

Image Cropping:

Cursor left, Shift Cursor left, Ctrl Cursor left	Shift cropping region to the left
Cursor right, Shift Cursor right, Ctrl Cursor	Shift cropping region to the right

right

|	
Cursor upwards, Shift Curser upwards, Ctrl Cursor upwards	Shift cropping region upwards
Cursor downwards, Shift Cursor downwards, Ctrl Cursor downwards	Shift cropping region downwards

17.Integrated List of supported RAW Formats

In the main menu in the area **information** you will find an integrated list of supporting camera RAW-formats sorted by manufacturer.
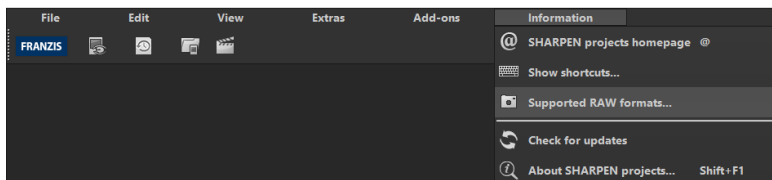
If you chose this menu item a camera RAW-format window will open.
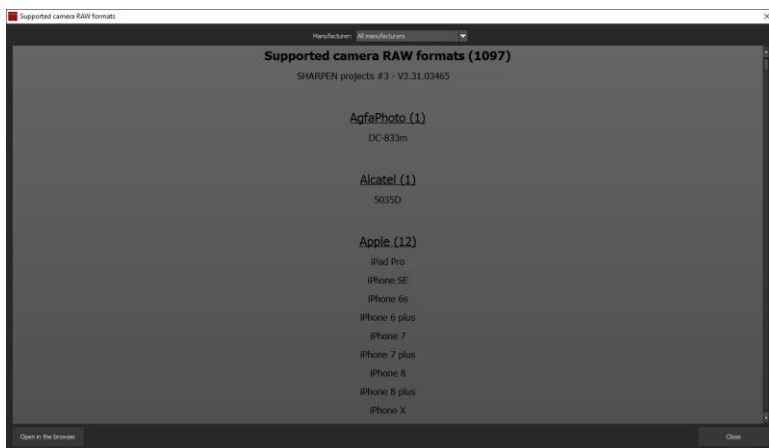
In the top area of the window you will find a selection of choices, with which you will be able to filter the list for singular camera manufacturers. This way you will find your camera faster.

To have constant access to the supporting camera RAW- formats via a separate window, you can use the function „open in browser"(window bottom left), which will show the list in a standard browser. You will also be able to print the supporting RAW-formats from there.

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