

HDR projects 3 professional

USER MANUAL



System Requirements

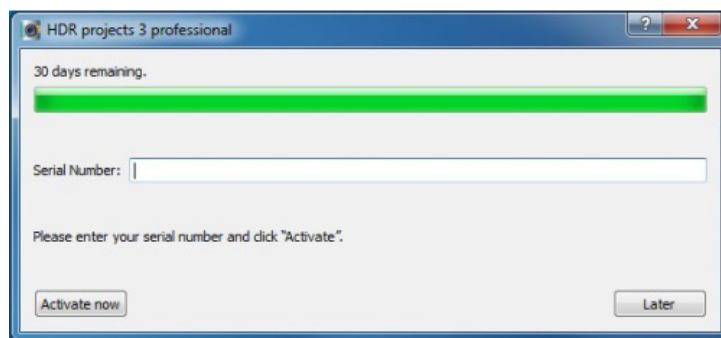
Windows 10/8.1/8/7, 32/64 bit, Dual Core Processor, 2 GB RAM, 2 GB HDD, Screen Resolution 1280 x 1024 Pixels, Graphic Card: DirectX-8-compatible, 128 MB, 32 bit colour depth

Mac OS X (10.7 and higher), 64 bit, Intel Processor/G5, 2 GB RAM, 2 GB HDD, Screen Resolution 1280 x 1024 Pixels

Internet connection required for software activation.

Installation on Windows

The start screen for the installation will normally be automatically displayed. If the auto-start function of your CD/ DVD drive is deactivated, open the start screen manually by going to My Computer, double clicking on the CD/DVD drive symbol and then the .exe file to start.



Choose German, English or French as setup language and follow the installation assistant's instructions.



During the installation, you will be asked if you would like to install the Adobe® Photoshop plug-in. If you agree to this, you can use **HDR projects 3 professional** as a plug-in for Adobe® Photoshop. Alternatively, the plug-ins can also be manually copied into the Adobe® Photoshop plug-in folder. Select the plug-in entry folder in the CD start menu to open it.

Installation on Mac

Load your CD into your CD/DVD drive and open the installation menu through the desktop.

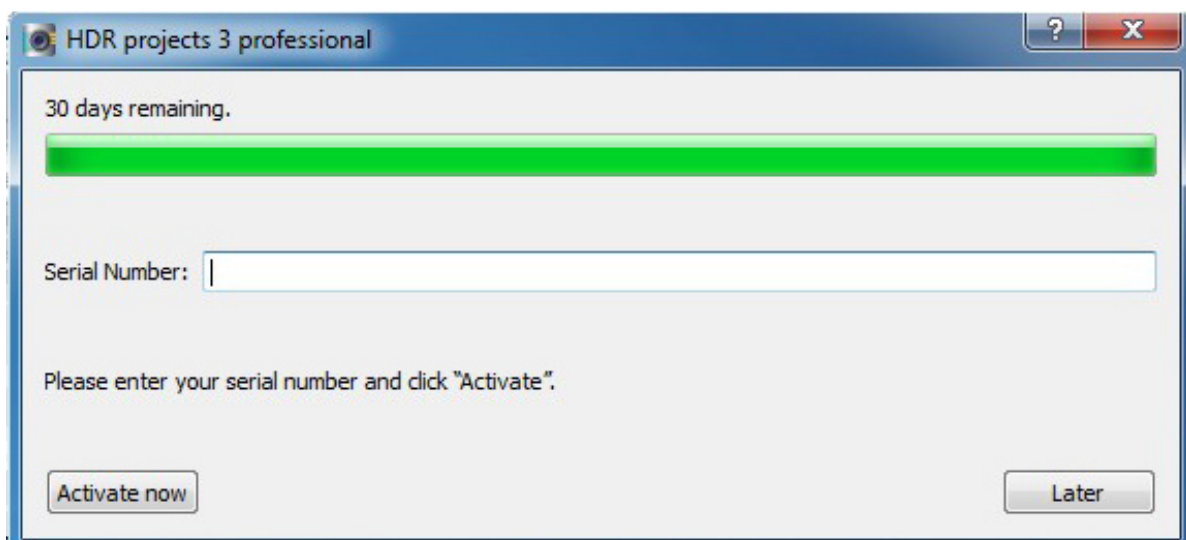
Drag the **HDR projects 3 professional** file into the program link. To use the Adobe® Photoshop plug-ins, open the Adobe® Photoshop plug-ins folder and copy the appropriate plug-ins into your Photoshop plug-ins folder.

You can now use **HDR projects 3 professional** to edit your photos!

Registration

Upon opening **HDR projects 3 professional** for the first time you will be requested to register the program. Proceed according to the following:

1. Install **HDR projects 3 professional** as described.
2. Input the serial number. For the box version, this can be found in the accompanying booklet. If you have the downloadable version, the serial number will have been sent to you by email directly after the purchase.



3. Finally, click on the “*Activate now*” button. The software has now been successfully activated.

Note: Using the same serial number, *HDR projects 3 professional* can be installed on up to two computers.

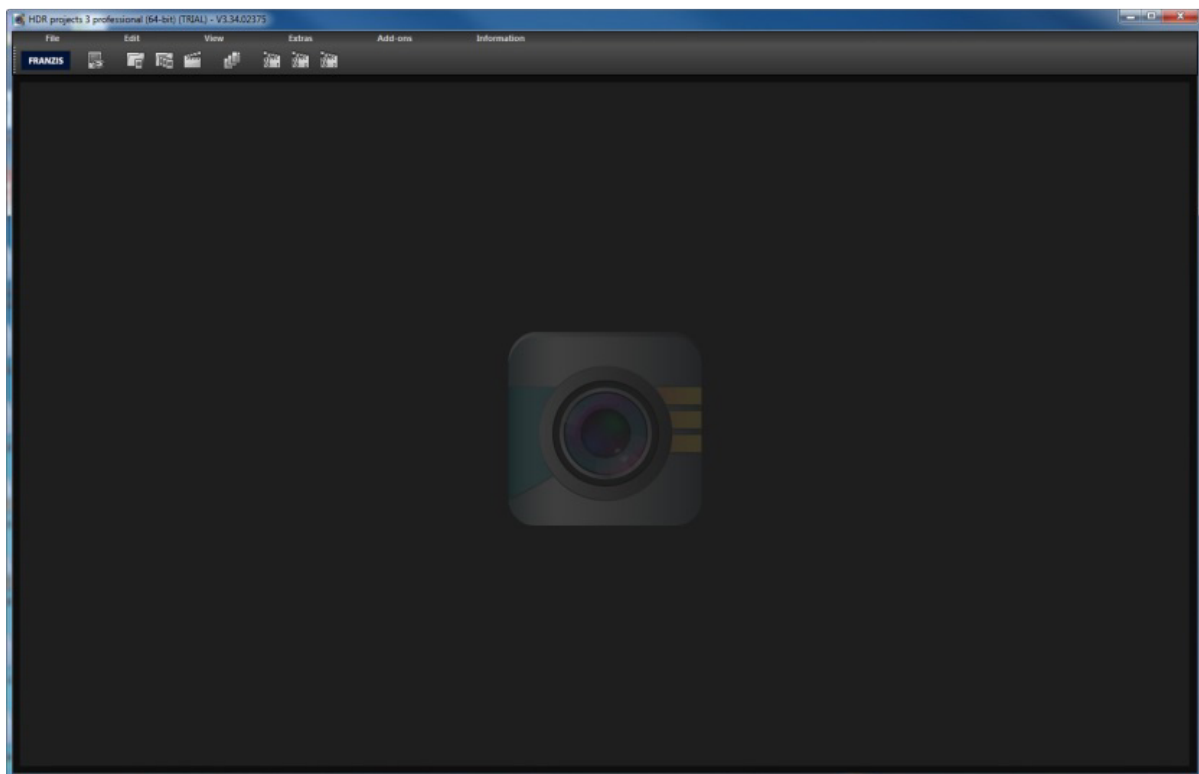
A second serial number is not necessary. For an additional installation on a different computer, enter the serial number and then click on “*Activate now*”.

Quick Guide

The information on the following pages should enable you to start working with the software immediately. You will learn how to edit an image step by step.

The Title Screen

On the title screen you can find the tools for searching and loading images and loading existing projects.



From left to right:

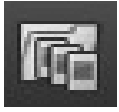


Image data browser

This tool allows you to search through folders for images. A preview of the images found will be displayed and you can import them directly by right-clicking on them and using the context menu that pops up.



Load single images and exposure series



Use this buttons to load images or exposure series directly. All common image formats, camera RAW formats and HDR image formats are supported.



Open project

You can load existing projects by clicking on this button.



Batch processing

Click on this button to go to batch processing. Here you can process several images automatically.

Load example projects 1-3



With one of these three buttons you can open and work on a photo series in order to familiarize yourself with the program, without having to load your own photo series.

Drag & Drop Functions

The software has a powerful drag and drop function that can decide, depending on the file that you drop into the program window, what to do with the file:

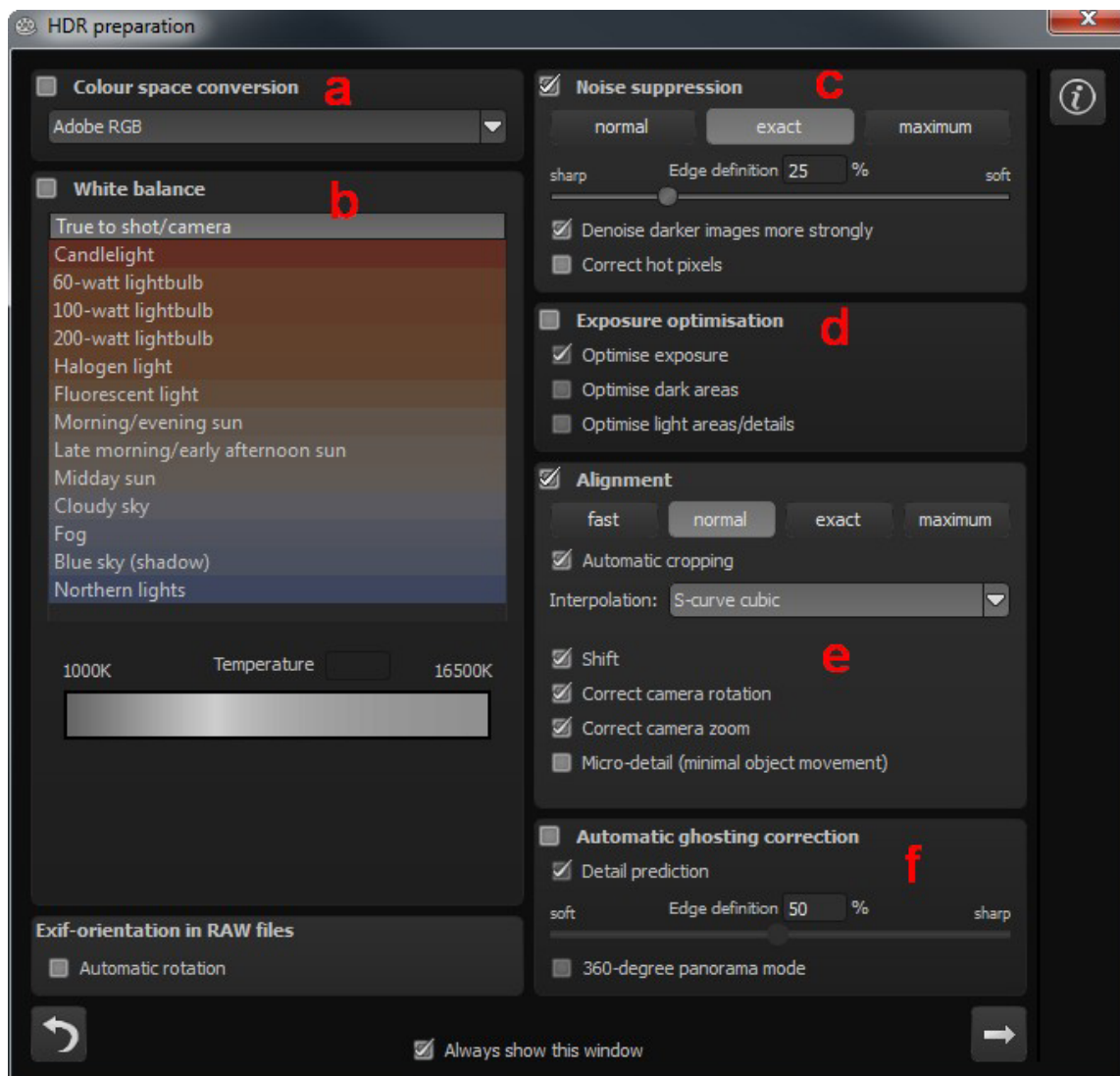
- Single images will be loaded directly
- Folders will open the image browser
- Project files will be opened directly
- Addons (.praddon) will be detected and imported automatically

HDR Preparation

The HDR preparation dialog will open as soon as an image or a bracketing series has been selected or dragged and dropped into the program.

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. Colour space conversion: advanced users can choose a colour space here - for all other users, it is recommended to not make any adjustments, to avoid incorrect colour rendering later.

b. White balance: corrects colour casts that occur with shots taken, for example, in a warmly lit room. To start, leave this setting unchanged.

c. Denoise: these buttons allow you to select the precision of the noise removal, and the slider regulates the degree of the sharpness for the edges. Here dark images can undergo significant noise removal and have hot pixels (light spots caused by the camera's sensor in dark situations) eliminated.

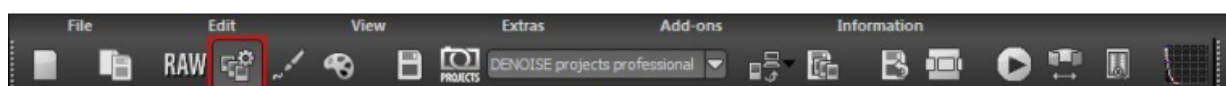
d. Exposure optimisation: can be chosen if an image in a bracketing series is improperly lit and/or blurry, and must therefore be supplemented by the program. With a dark bracketing series, it is recommended to use the “Optimise dark areas” function to remove any colour casts. Light areas and details can also be optimised for bright bracketing series.

e. Alignment: here you can influence how the individual images of the series are congruently positioned on top of one another. The subtlest movement of an object, unintentional zooming or rotating of the camera can be considered. In the majority of cases, the default settings often lead to the preferred result.

f. Automatic ghosting correction: **HDR projects 3 professional** uses a precise ghosting removal to filter out subjects and people moving within the bracketing series. Without correction the people or vehicles in the final image would appear half transparent several times and create a complete jumble.

HDR Creation

Editing the exposure bracketing is the first step towards an impressive HDR final image. In order to go to this area, select „Edit exposure bracketing“ in the upper toolbar.

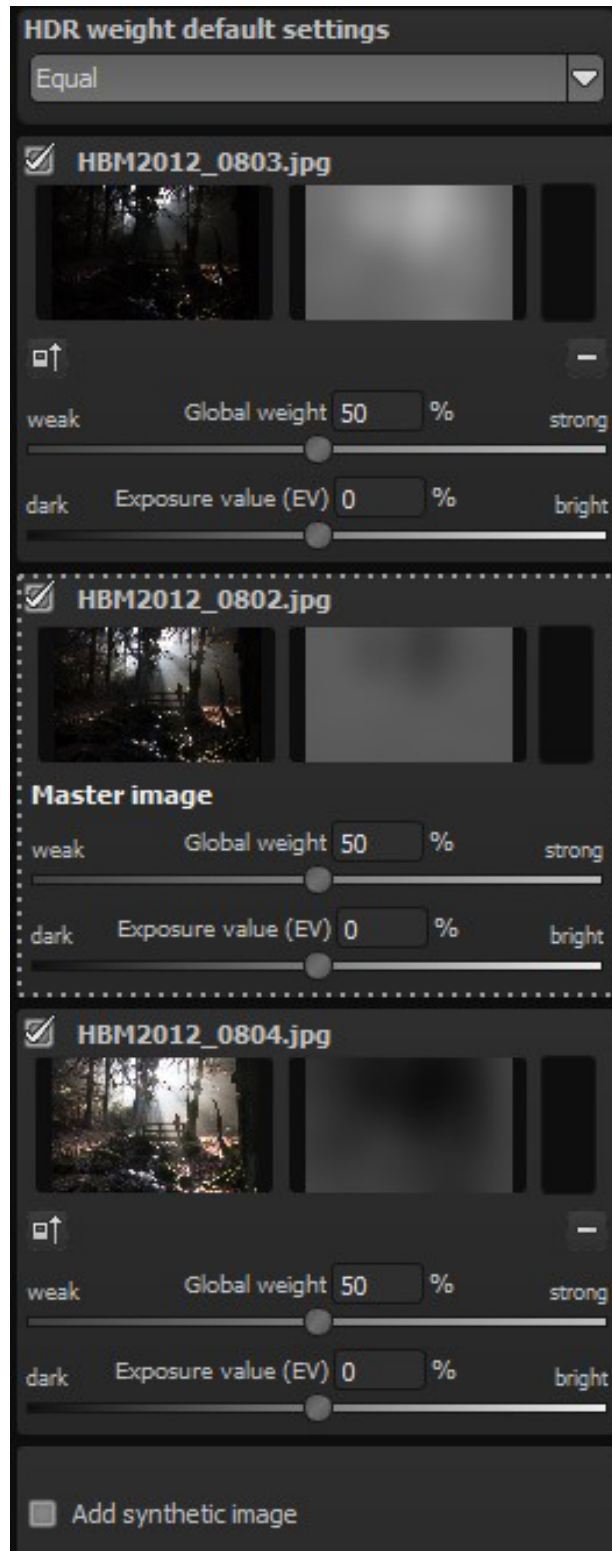


Exposure Bracketing

To the left of the exposure bracketing, you can see the whole exposure bracketing with each image and a weighting mask created by the HDR algorithm being displayed.

Here you can exclude images from the calculation, change the global weight or the lighting and re-sort the image sequence.

You can add synthetic images to the exposure bracketing that are always created from the *master image*.



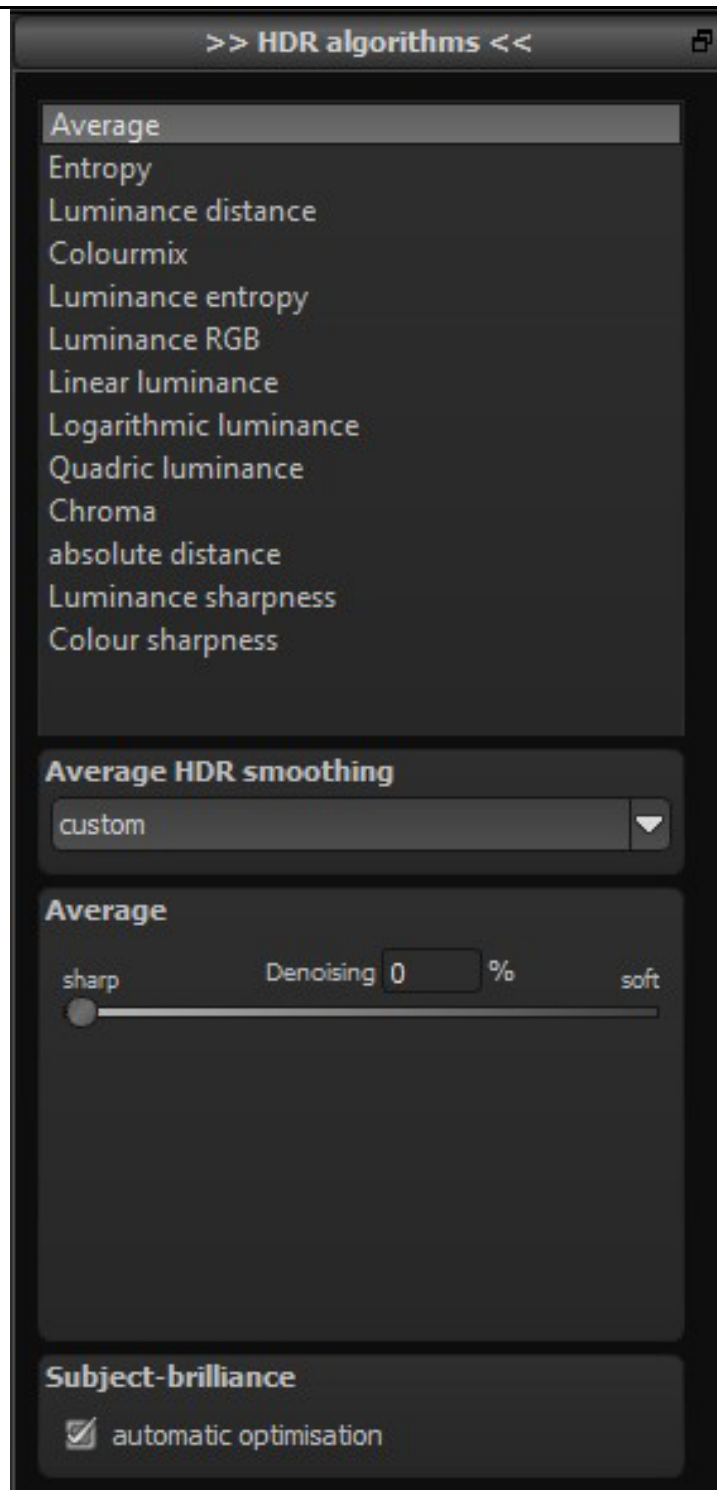
HDR Algorithms

HDR projects 3 professional offers 13 different HDR calculation methods (algorithms) which you can find in the upper right of the screen.

The algorithm “Average” creates the simple average of your image sequence and lets you compare image sharpness without determining the luminance per pixel.

Don’t get hung up on the technical terminology. Just go ahead and try the different algorithms by clicking on them, and decide which one best suits your image.

Below the algorithms you have the parameter area for every selected algorithm. There are also tooltips here next to the controls, which will give you more useful information.



Denoising:

Denoising directly affects the HDR image and indicates its strength in a percentage. A value of 0% leads to no pixels with noise being deleted; while a high value will denoise the HDR image strongly. The latter automatically leads to an image with less sharpness.

Smoothing:

Smoothing influences the weighting matrixes that emerge from the HDR algorithms. It indicates the smoothing of images depending on image resolution in a percentage. A value of 50% means that the weight matrixes will be smoothed over with an expansion of 50% of the resolution using a Gaussian blur.

Night/Daytime:

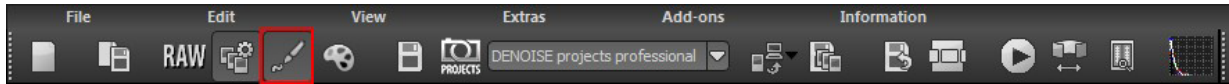
With this option you can adjust the HDR algorithm to an image taken at night or during the day. Move the control panel to the left (night) if your exposure bracketing is closer to an image taken at night; move it to the right (day) if it is more like an image taken during the day.

Halo adjustment:

This option deals with a typical problem of HDR creation: the creation of Halo effects (HDR shadows). In the image on the left you can see a minor adjustment—visible halos appear at the transition to the sky. The image on the right has a halo adjustment of 85% which lets all halo effects disappear.

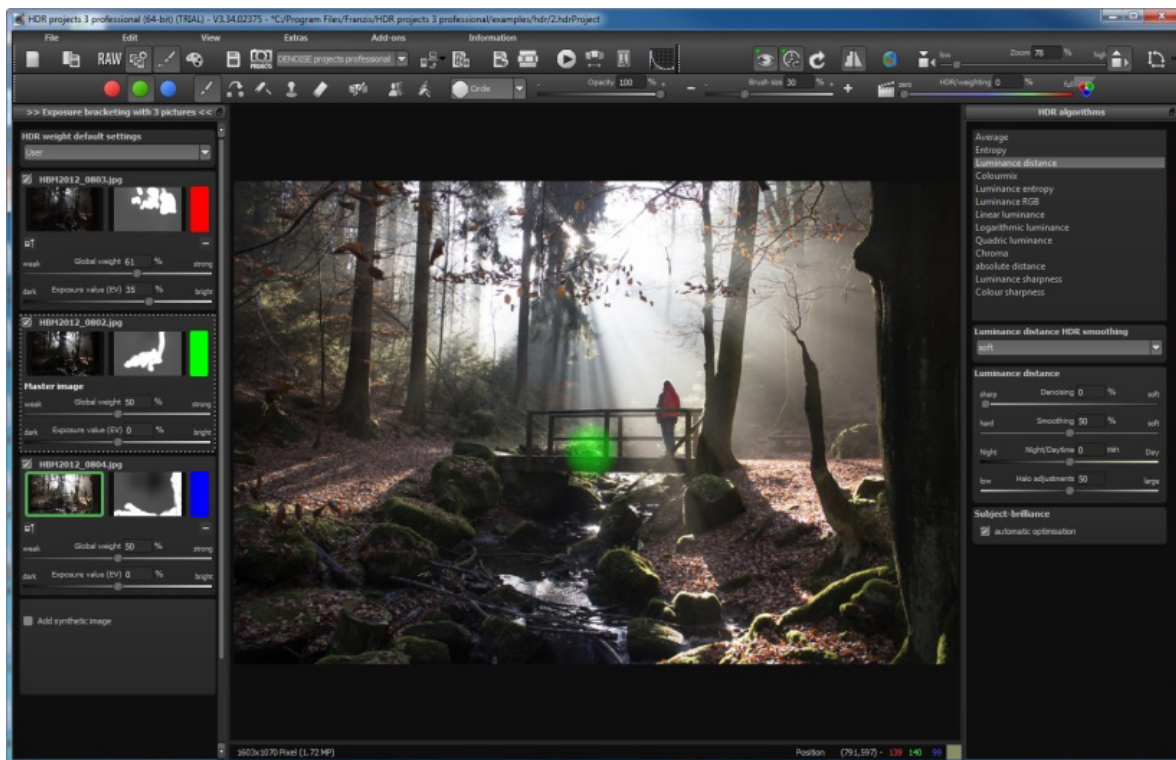
HDR Painter

Activate the button „Edit weightings” (brush icon) in the upper toolbar to open the HDR painter for area retouching.



If you have activated area retouching, a colour display of your exposure bracketing will be shown.

In our example, the exposure bracketing consists of three images that were assigned to the colours red, green and blue. These colours indicate which image area has been created from which image.

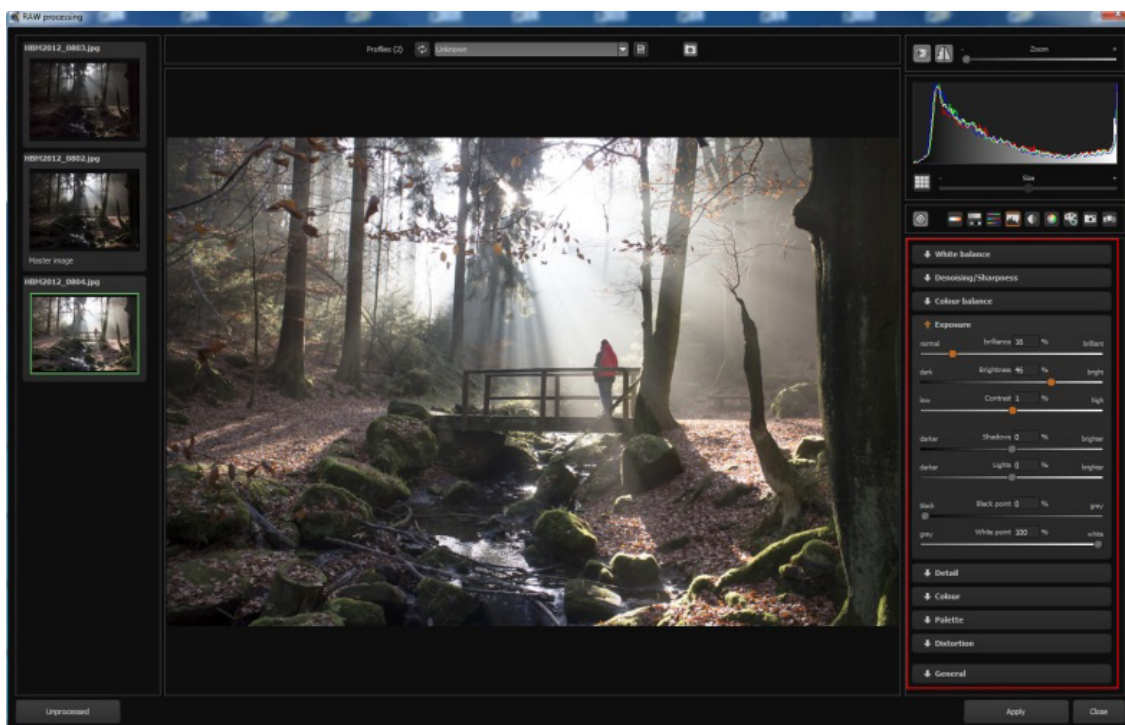


In order to manually change the weighting for a certain area, for example from the blue (background) image, which means that only the background image will be used during the calculation of the HDR fusion, select the blue colour from the retouching toolbar, the “Increase weighting” tool and the stance (in order to decrease the weighting of all the other images).

With this technique you can change and edit your HDR image as you wish, delete moving objects (ghosting) or assign certain areas to your desired exposure.

RAW Module

The RAW module is a RAW processor integrated into the program. Simply click on the RAW symbol in the tool list to access this function.

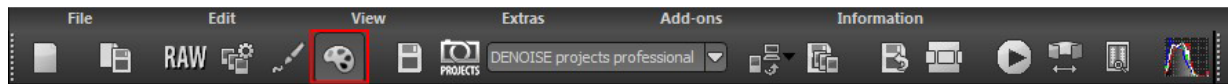


There are 9 different adjustment options in this module:

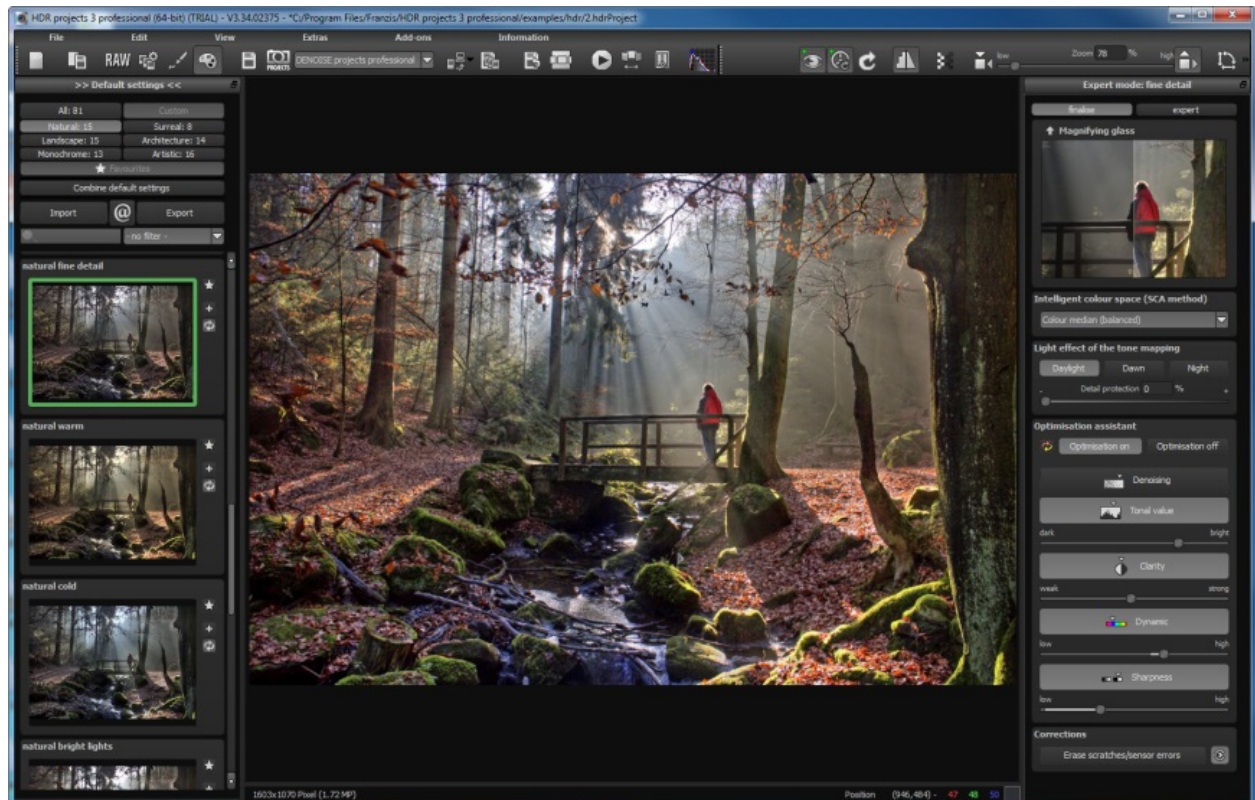
- White balance
- Denoising & Sharpness
- Colour Balance
- Exposure
- Detail
- Colour
- Palette
- Distortion
- General

Note: Editing is equally as possible with JPEG and TIF files.

Post Processing



As soon as you have loaded an image or a project into the software the image editing area will be displayed. Here you can configure all the settings for individual image processing.



Left side of the post-processing screen: the presets show the breakdown of the live preview in categories - “All”, “Natural”, “Landscape”, “Monochrome”, “Surreal”, “Architecture” and “Artistic” with the quantity of presets in the appropriate category.

Selecting Default Settings

On the left of the main screen you can find the settings and control functions.

The import/export area underneath lets you import or export default settings. You can trade as many default settings as you like with your friends and colleagues.

By left-clicking on the preview of a default setting you can open the image in the middle of the screen for the main processing.

Comparison View



Do you want a comparison to the HDR image without tone mapping? Simply right click on the middle of the image to see the before/after result. A quick check on the editing process is available at any time. For an extensive overview with selectable areas and luminance display, click on the symbol bar.

Preview Mode



When this option is activated, the result image will appear as a small preview size. If this option is deactivated, the picture will appear in its true size. Please note that processing the preview can take longer when this feature is deactivated.

Real Time Processing



When activated, all of the changes that you have made to the preset settings will be immediately applied to the image and you will see the outcome of your adjustments directly.

High-Quality Display



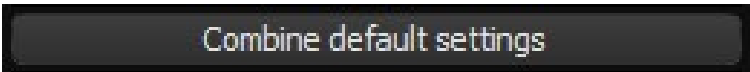
Activate this option to see the preview image in high-resolution. If the preview is set at 100%, there will be no difference. If you zoom in on a section of the photo however, there is a noticeable difference in quality.

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 and light pixels by orange.

Combine Presets



Combine default settings

To merge two looks together use the “Combine default settings” button directly under the categories. These new presets will be saved under "Custom". It’s that easy to expand your numerous options and accumulate new ideas!

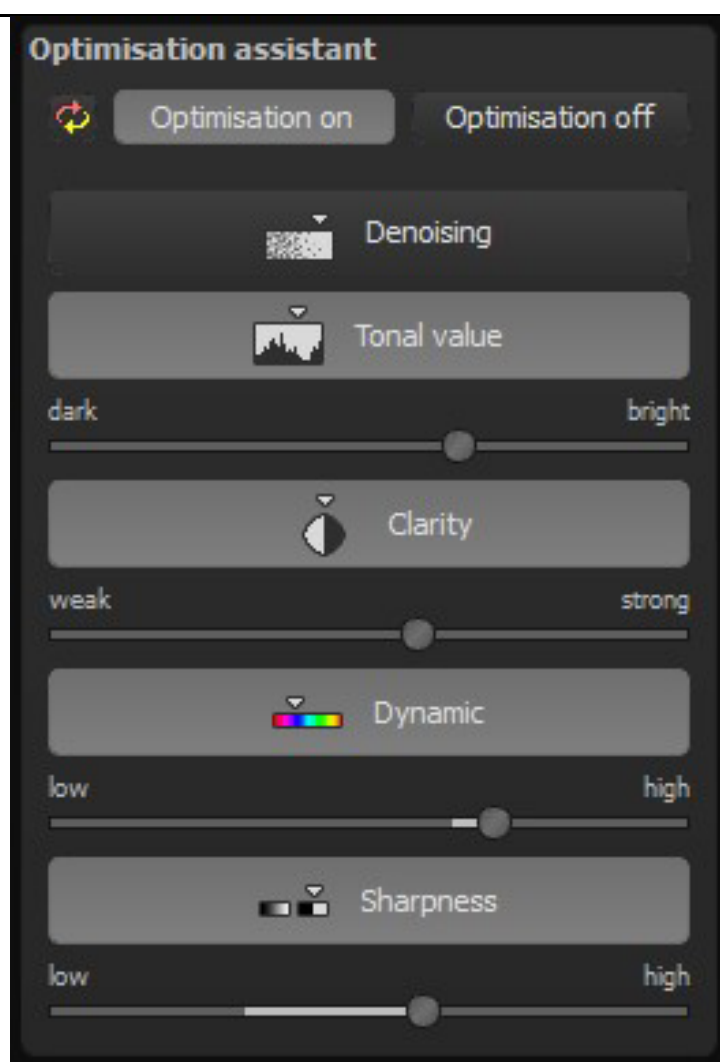
Optimisation Assistant

The optimisation assistant is a tool that remembers your preferences.

Values for optimized denoising, tonal values, clarity, dynamic and image sharpness will be automatically determined for the current focus stack. These values can also be changed later on.

If you save an image with a different setting, these values will be calculated into an individual trend that will be made available to you for the next stack. This trend will be indicated on the sliders by a bright area setting it apart from the calculated optimum.

In this way, the optimisation assistant evolves over time to your preferred image style.



Scratch & Sensor Errors Correction

Scratch and sensor errors correction can be found on the right hand side in the “Finalise” window, down at the bottom, with good reason. A scratch and sensor spot correction should always be the last task to be performed.



As soon as the correction has been activated, a new window will open. The work area is in the middle and the settings can be adjusted on the right side.

Expert Mode

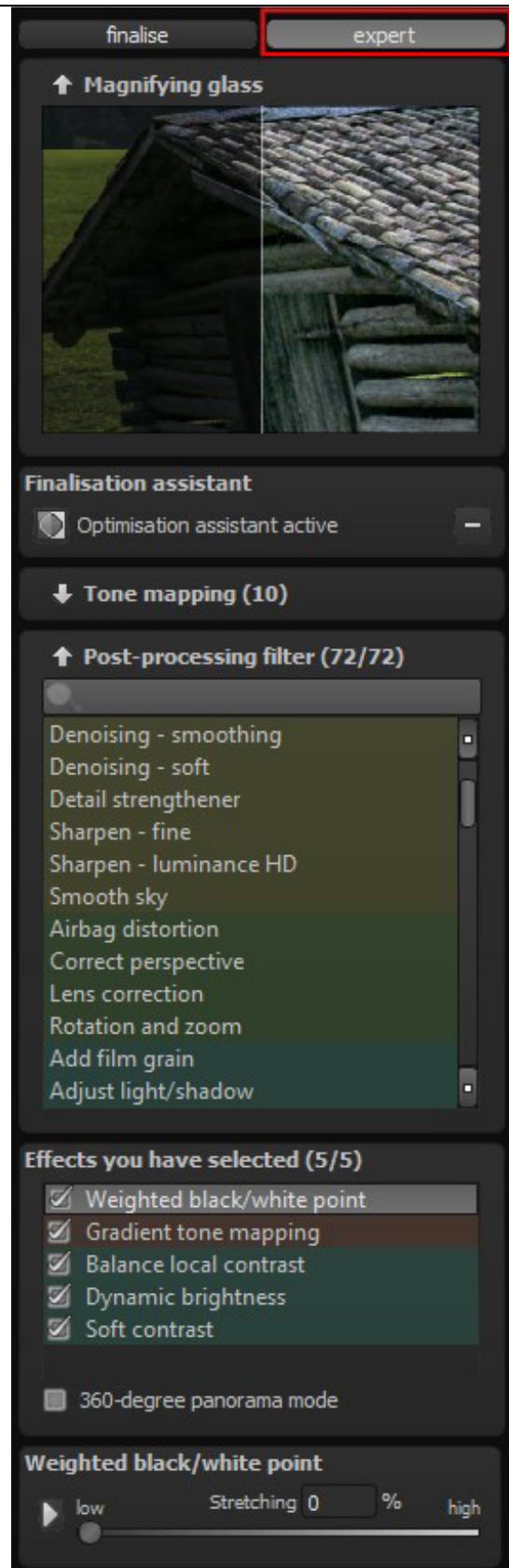
You can edit effects in different areas of the interface.

At the top of the expert mode panel you can see a list of all the available post-processing filters. Double-clicking on one of them will add it to the end of the list of effects you have selected.

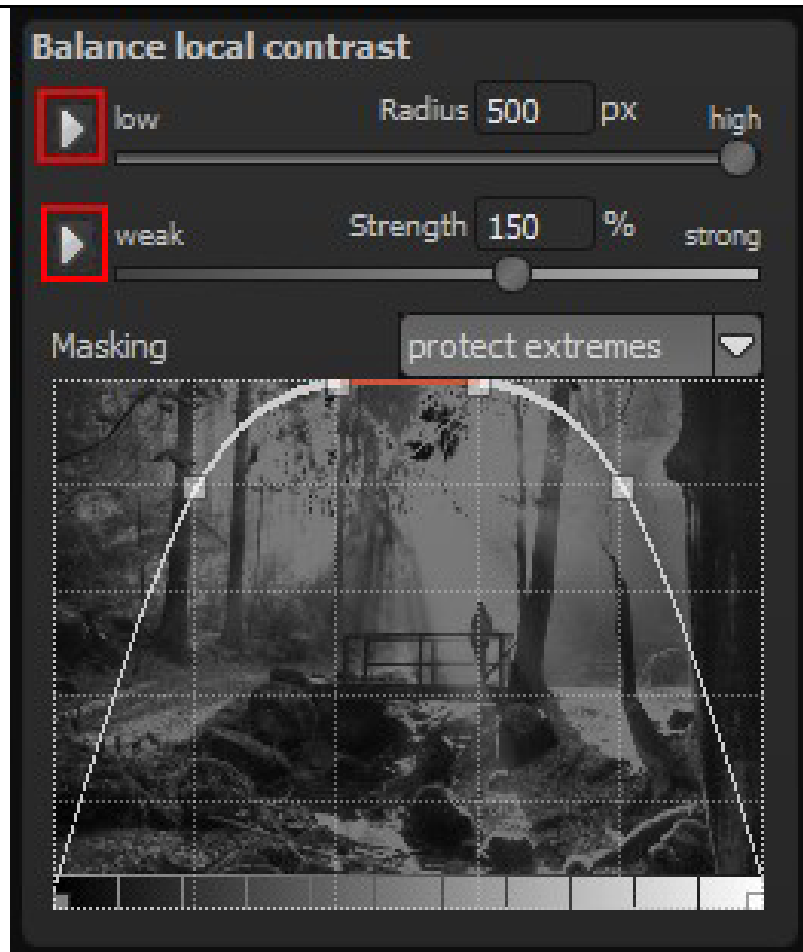
If you want to change the values of a single effect within the list, select the effect by left-clicking on it. You can now see an area with all the parameters for the effect you have chosen below the list of selected effects.

Here you can choose the settings for the processing method with the corresponding opacity, effect intensity, colours, positions and many more.

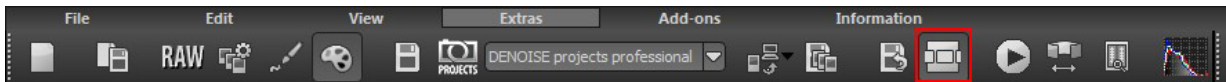
Please also note that you have a context menu available within the list of selected effects. In order to get the hang of these values you can either take a look at the tooltips, or just click on some default settings and see how the effects and their respective parameters change.



Another effective option for setting up parameters is the real-time preview. To the left of every slider in the parameter area you can find a „play” button. Clicking on it will make the respective slider go in one direction and then in the other. If you have found your desired setting this way, simply press “Esc” on your keyboard to apply this value to your image.



The Timeline



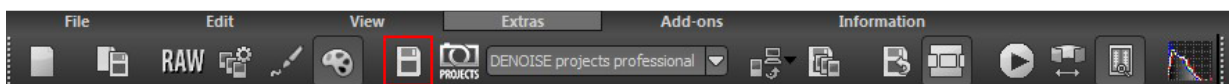
The timeline displays all of your currently available undo steps. Every time you create an undo step, an entry will be added to the timeline. You can jump to this undo step anytime you like by clicking on “Revert to restore point” (underneath every image in the timeline).

In addition, you can delete restore points from the timeline if you don’t need them anymore.

Note: Undo points save the whole project with all weightings and source images. Therefore, they take up a lot of space on your hard disk drive. Use them with care.

The same is true for saving projects, as the timeline will be saved with every save file that you create. (You can switch this function off in the options.)

Saving Final Images



You can save your final images either with the corresponding button in the toolbar on the upper left, by selecting “Save final image” in the File menu, or by using the respective hot key (Ctrl+S).

Hotline/Support

If you have questions regarding the installation, problems or errors of the software, please contact the FRANZIS customer support team.

E-Mail: support@franzis.de

Please understand that your questions can only be answered directly by FRANZIS customer support. This is to give us the opportunity to constantly enhance our customer service for you and to make sure that you receive only the most qualified answers to all of your questions as fast as possible.

This is how our customer support works best:

Please have the most important details about your computer and about our product at hand when you call our customer support. These include:

- Name of the product
- Product **ISBN (which you can find on the back of the packaging, above the easy to spot barcode).**
- Operating system of your computer
- Technical details of your PC including all your peripheral devices

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