COLOR projects 4

User Manual

Contents

1. Activation

Upon starting *COLOR projects 4* for the first time, you will be prompted to activate the program. Proceed as follows:

Install *COLOR projects 4* as described by the installation wizard.

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 have received the serial number by email directly following your purchase.
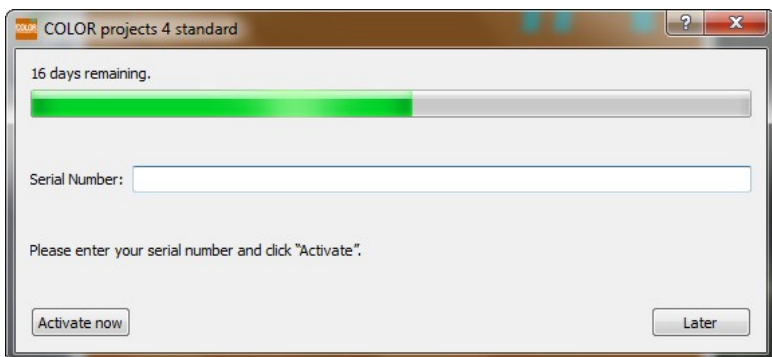
Finally, click on the "Activate" button. The software has now been successfully activated!

Note: *COLOR projects 4* can be installed on up to two computers using the same serial number.

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

2. What's New?

COLOR projects 4 offers many new features. Here is an overview of some of the most important developments:

- ✓ New plugin for Lightroom (all versions from LR3 to LR CC)
- ✓ Highlight: selective drawing tools for seven effects with intelligent automatic border recognition
- ✓ Additional selective editing for every post-processing effect
- ✓ A history browser shows all edited bracketing and projects, instantly selectable with a single click
- ✓ New browser for an interactive selection of photo film emulations and optimisations.
- ✓ The intelligent Optimisation Assistant can now be used for eight finely tuned optimisation variations, from natural to brilliant to low-key
- ✓ Two new preset categories « Drawings » and « Seasons »
- ✓ 43 different layer-blending modes for every post-processing effect
- ✓ Nine new effect and high-end tools for new creative possibilities from noise removal to mirroring to aura
- ✓ Local Adjustment: the chosen effects will only be applied to a specifically definable area, however fully displayed in the chosen section. This function is typically intended for very large, high-resolution photos
- ✓ 134 new and optimised presets with gallery functions
- ✓ Certain presets can now be saved in select categories

- ✓ RAW module: developments in black & white corrections and additional high-quality noise removal methods
- ✓ Customise program features - configure saving formats and automatic settings.
- ✓ Image tailoring with 71 format templates and new help tools like the golden spiral, the golden cut and the rule of thirds as guidelines
- ✓ Two-fold speed increase and more

3. Photos Done Quickly

You can obtain a finished image in just 4 clicks with **COLOR projects 4.**

1. Load Images

2. Post-Processing Preset Selection

3. Optimisation Assistant

4. Select Image Detail and Save
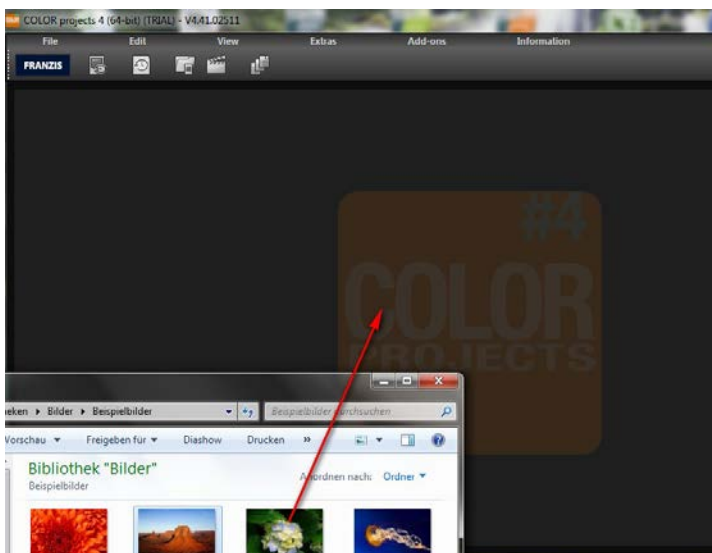
You can simply drag and drop your images onto the start screen

How to get the results you want, and fast - the elaborated presets and looks, individual image adaption and selected drawing allow you to also go the creative route. **COLOR projects 4** offers both options.

4. Importing Image Material

To load an image, simply drag and drop the images onto the start screen. Alternatively, you can also use the toolbar buttons or drop-down file menu.
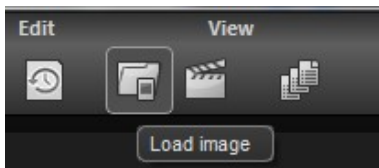
5. Optional: Image Preparation

Click on **Extras/Preparing image…** . Here you can precisely configure the image preparation settings or select the standard settings

and turn off the image preparation window which pops up upon uploading photos.

For the first steps, select the standard settings. Clicking the back arrow at the bottom left restores any changes made here back to the standard settings, so nothing is irreversible.
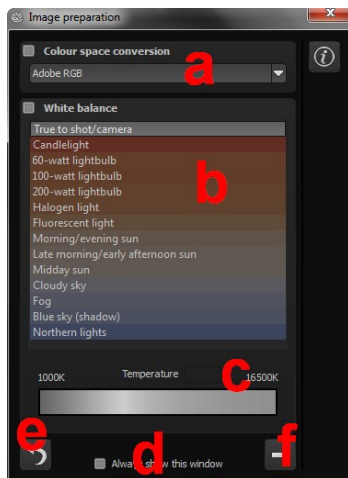
a. Colour space conversion: advanced users can choose a colour space here - for all other users, it is

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.
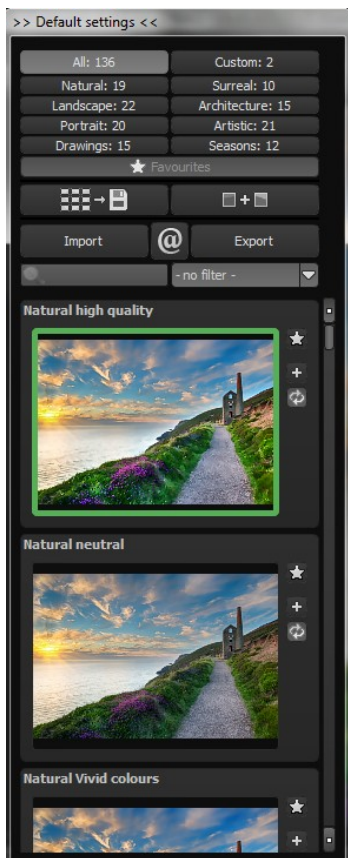
c. The colour temperature ranges from 1000K to 16500K, which makes for a powerful tool for establishing warm and cool moods.

d. The **checkbox** at the bottom edge of the window allows you to choose if you would like to have this window displayed when uploading images or not.

e. The **backwards arrow** returns all adjustments back to their initial values.

6. Post-Processing: Presets

>> Default settings <<

All: 136	Custom: 2
Natural: 19	Surreal: 10
Landscape: 22	Architecture: 15
Portrait: 20	Artistic: 21
Drawings: 15	Seasons: 12

★ Favourites

⌗⌗⌗→🖫   ☐ + ▣

Import   @   Export

- no filter -

Natural high quality

Natural neutral

Natural Vivid colours

A change from previous versions, we are starting directly with post-processing after uploading the images. Here we can control the picture's tone mapping and edit the results with filters and effects.

Left side of the post-processing screen: the presets show the breakdown of the live preview in categories - "All", "Natural", "Landscape", "Portrait", "Drawings", "Custom", "Surreal", "Architecture", "Artistic", and "Seasons" with the quantity of presets in the appropriate category.

To begin, we've chosen the "Natural high quality" preset. Clicking on the preview image applies the effect to the image in real time, which will then be displayed in the middle of the screen. Discover the wide variety of different looks by clicking on the 134 different presets. You will be amazed by the intriguing styles in the artistic section!

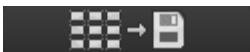*Image with "Landscape powerful" preset*


Image after applying the "Portrait Smoky" preset

All 134 **COLOR projects 4** presets at a single glance. The "Presets" section can be separated from the rest of the interface by clicking on the "Default settings" bar, which then allows you to adjust the size of the window as you like.

➢ **Preview Gallery**

Would you like to see all the previews for the loaded image or series? Click on the "All" category.
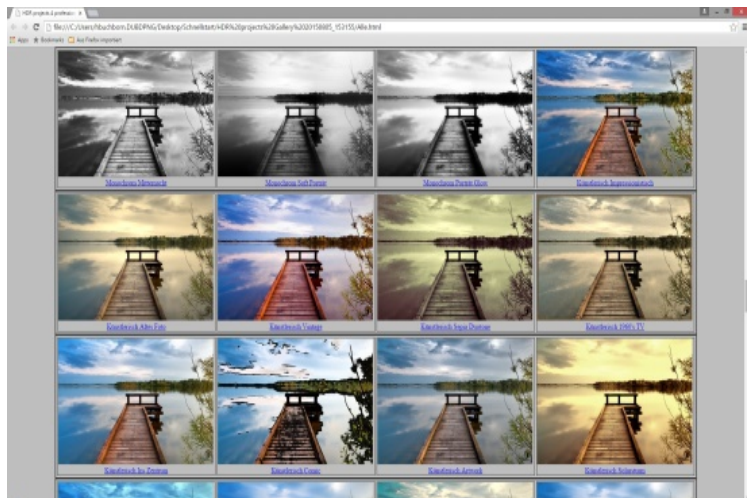
This very practical feature is reminiscent of good old contact sheets. You can create proofs to assess how the image with your favourite presets would look when printed.

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➢ **Comparison View**

Do you want a comparison to the 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.
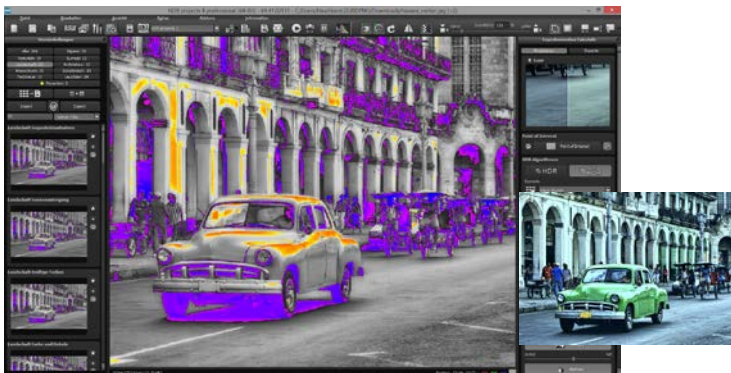
Depiction of border pixels in dark blue and orange tones

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

> **Combine Presets**

`□ + □`

To merge two looks together use the "Combine default presets" 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!

> **Name Favourites**

Have you found certain presets that you love and instantly want to have handy? Click on the top right star in the preset window and add the

setting to your favourites. By clicking the button, previews all of your favourite presets will be displayed.
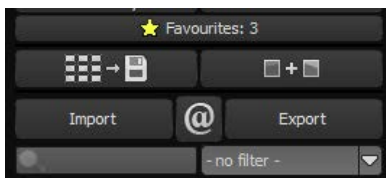
> **Import/Export from Presets**

Presets from earlier versions can be easily imported. Do you want to exchange all of your presets with a friend or just secure all of your treasures? Use the practical export function.

> ➢ **Filter Presets**

Locating presets can be difficult when you have imported presets or created many additional looks. For example, enter "blue" into the search bar and only presets relating to "blue" will be shown.
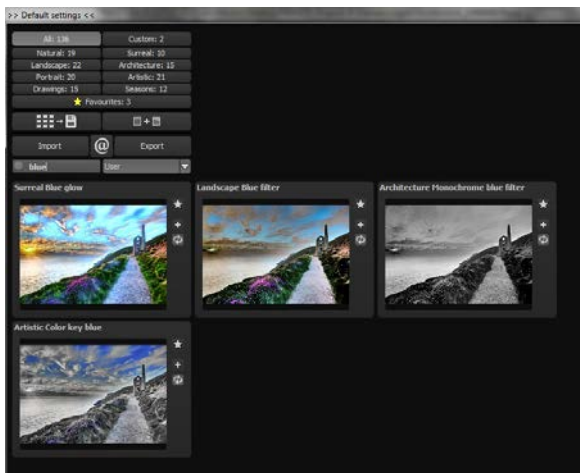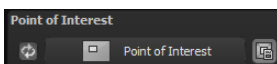
# 7. Post-Processing: Finalise

finalise

Now that we have understood the most important part of post-processing, let's go onto fine-tuning, which can be found on the right side of the screen under "Finalise". These features are intended to only to be used to edit pictures further after selecting a preset.

➢ **Point of Interest**   Point of Interest

Activated "Point of Interest" renders the current editing only to a specially defined area of the image. The effects will be applied in their full form, however only visible in the specified spots, the rest of the image will be left unaffected. This effect is intended for very large, high-resolution photos, for example panorama pictures.

➢ **Intelligent Colour Space (SCA Processing)**

Intelligent colour space (SCA method)

Colour median (balanced)
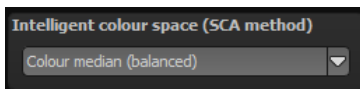
This menu offers you options for optimal colour detail gradation of your tone mapping results. Selecting SCA processing (Smart Colourspace Adaptation) demonstrates differences in the details of more saturated colours.

Tip: With "Supersampling" you will get exceptional details and saturated colours!

> ➤ **Film Emulation and Preview Browser**

COLOR projects 4 includes film looks from the legendary days of analogue film, thanks to its film emulation engine.

Rummage through a box of old photos - it's worth it! Select a type of film and its specific colour characteristics, such as grain and contrast film effects, to apply to your picture. You can regulate the intensity of individual features as well as the overall effect of a film look.
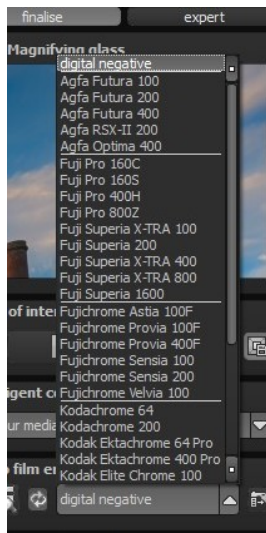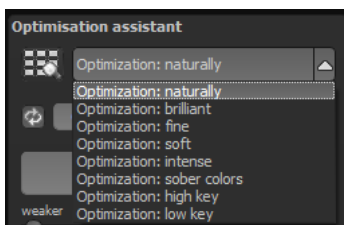
> ➤ **Optimisation Assistant**
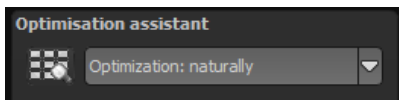
The optimisation assistant is a very efficient tool for fast, fascinating results. When the preset is activated, denoising, tonal value, clarity, dynamic and sharpness settings can all be adjusted by sliding the control to the left or right. The result can be seen live. The optimisation assistant is intelligent; it remembers the values you entered, and applies the same settings to the next image in the same way, but tuning the result to the new motif.
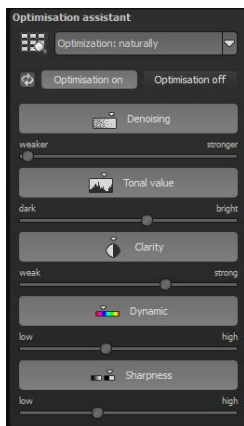
If you would like to edit without the assistant, you can simply turn it

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off. If you would like to turn off the values that have been "learned"

so far, click on the

Additionally, the assistant can be given optimising specifications for an entire image style: choose between natural, brilliant, fine, soft, intense, sober colours, high key and low key.

Pro Tip: Remember that the preset specifications and Optimisation Assistant are added together. If you select the "Surreal powerful colours" preset and the "Intense" optimisation, you will get strong, saturated colours and dramatic contrast. Not to worry, you can quickly change back to the "Natural" optimisation and have the familiar look of the "Surreal powerful colours" again. On the other hand, you can compile new creative ideas and jump between intense, unsaturated and high and low key looks lightning fast.

> **Scratch and Sensor Errors**
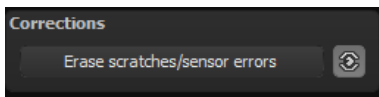
Micro-contrast enhancement used in photography unfortunately shows every unwanted sensor imperfection that every photographer, despite internal camera sensor cleaning, knows and dreads. Don't stress - just eliminate them! With the easy to apply correction function from *COLOR projects 4*, it can even be fun.

Pro Tip: 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.

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. Even when 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.

(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.
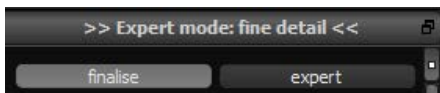

The sensor spots are circled in red

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


Successful sensor spot correction.

➤ **Post-Processing Expert Mode**

The Post-Processing expert mode can be found on the right side of the screen. Here you can configure all post-processing, try new effects, adjust a selected preset or construct a completely new preset to meet your desires.


Overview of the Tools:

a) Display Finalisation Assistant as active/not active b) Post-Processing Effects

c) Selected Effects

d) Settings for Selected Effects
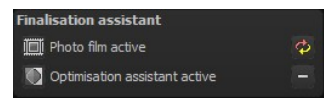
➤ **a) Display Finalisation Assistant**

It's worth it to take a moment to see if the changes were made to the settings for the film engine or the optimisation assistant. This way you can check for any unwanted doubled effects.
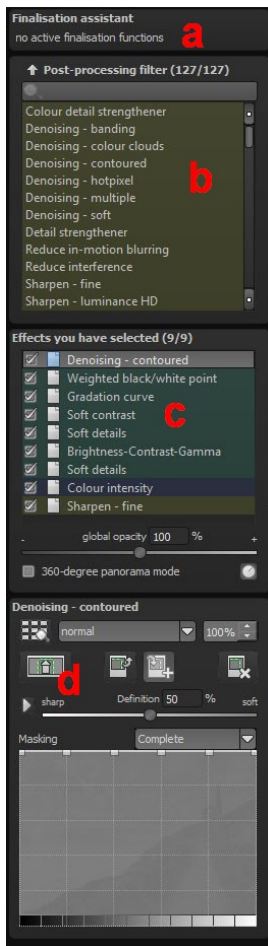
> ➢ **b) Post-Processing Effects (127)**

The list includes 127 different post-processing effects that can be freely applied and combined.

The effects are divided into six categories, each with a corresponding background colour.
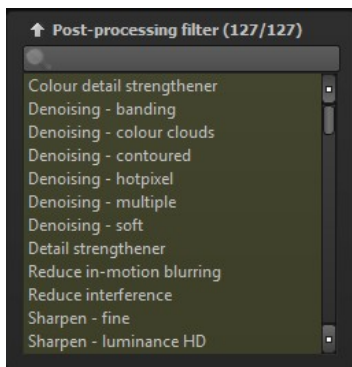

Yellow: border effects

Green: geometric effects

Turquoise: exposure effects

Blue: colour effects

Purple: diffusing effects

Pink: artistic effects

Tip: If you are looking for a certain effect and know its name or part thereof, you can save time by using the search bar.

When you are applying new post-processing effects, check to see if the optimising assistant is active. If it is, please remember that effects will act differently, and sometimes more extreme. When constructing or enhancing a preset, it is best to turn it off. (Button above post processing).

Overview of Post-Processing filters (127)

Colour detail Strengthener	Brightness-Contrast-Gamma	Colour gradient	Soft focus – keep details
Denoising – banding	Continous tone shading	Colour intensity	Warp
Denoising – colour clouds	Dynamic brightness	Colour light/shadow	Artistic detail strengthener
Denoising – contoured	Exposure centre	Colour palette	Baroque painting
Denoising – hotpixel	Expose outlines to light	Colour temperature	Brush painting
Denoising – multiple	Gradation curve	Colours-Saturation-Exposure	Bubble Tea
Denoising – soft	Greyscale conversion	Display original image	Coloured pencil drawing
Detail strengthener	Histogram balance	Expose colours	Comci style
Reduce in-motion blurring	Light tuning	Fade	Crayon painting
Reduce interference	Manual black/white point	Gamma correction colour channel	Cubify
Sharpen – fine	Peripheral light distribution	Manual RGB points	Fog
Sharpen – luminance HD	Soft contrast	Manual white balance	Foil and film
Smooth sky	Soft details	Mix colour channels	Isolate shade
Adjust horizon	Structure – cracks	Negative	Frame
Airbag distortion	Structure – linen	Photo reflector	Hatching
Correct perspective	Structure – metal	polar filter	Isolate shade
Glass panel	Structure – paper	Red-eye removal	Lens flare
Horizontal mirroring	Structure – puzzle	Reduce chromatic aberrations	Light glow
Lens correction	Structure – textile	Season	Miniature world
Magnet	Structure – waves	Time of day	Painting
Reduce image area	Veiling glare	Weighted colour channels	Pencil drawing
Rotation and zoom	Vignetting	Aura	Polygons
Twirl	Weighted black/white point	Directional blurring	Pop art
Vertical mirroring	White & Black correction	Focus	Posterize
Add film grain	Add a colour tone	Gaussian blur	Psychedelic
Adjust light/shadow	Adjust colours	Glamour lighting	Rain
Automatic black/white point	Automatic local white balance	Intense radiance	Remove shade
Balance local contrast	Balance local colour contrast	Liquefaction	Snow
Blach & white	C64 colours	Neon glow	Soft relief
Bleach bypass	Colour balance	Radial soft focus	Solarise
Brightness control	Colour channel gradation curves	Smooth colour channel	Wax image
Brightness progression	Colour filter	Smooth colour tone	

➢ **c) Select Effects**

Have you found an effect that you would like to try out? Simply double click on it in the post-processing effect list.

The effect will now be shown in the block below called "Effects you have selected".

The block of selected effects is the heart of the tone mapping and post-processing area. It includes all of the post-processing effects and the settings for each individual effect.

The filters in the example are automatically applied one after the other to the image and lead to the result tone mapping image.

- To temporarily deactivate an effect, simply click on the box beside the effect's name and remove the checkmark.

- Double clicking on an effect re-moves it from the list.

- Effects can be sorted at will by dragging and dropping them up or down the list.
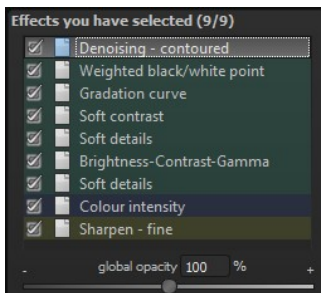
Tip: The order of the effects within the list can have a substantial effect on the resulting image. It's worth playing with!

Activate the 360° panorama mode in the bot-tom left box to prepare your images for a per-fect panorama stitching. The images will be optimised, so that no borders can be seen when the panorama is assembled.

The context menu for the effects you have selected has numerous functions that allow you to activate, deactivate, move or duplicated effects.
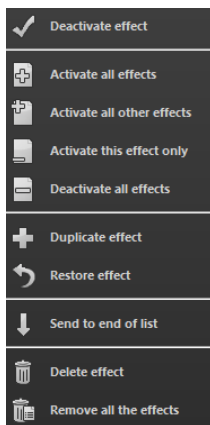
➢ **d) Settings for Selected Effects**

Settings for the selected effects can be found directly below the block for the effects you have selected. The parameters for the cur-rently selected effects will always be shown here.

The available settings and options change depending on the effect you click on. There are sliders, gradation and mask curves, colours and pipettes etc. Alternatively, a numerical value can be entered into the box above the slider.

In the example, we see the parameters for "Colour Balance", which consists of three controls for balance: cyan-red, magenta-green and yellow-blue. Sliding the controls instantly adjusts the image. The adjustments will be immediately portrayed in the result image. You will also see a colour flow within the controls, which will give you a direct indication of how the new value will affect the photo.
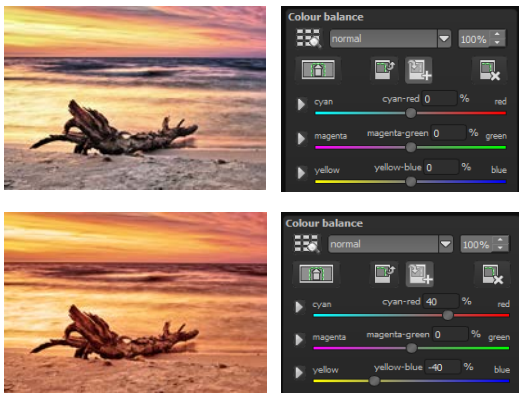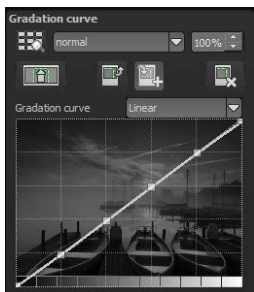

Adjusting the cyan-red and yellow-blue values creates a significantly warmer feeling for the image.

> ➢ **Example Mask Curves**

This curve regulates the intensity of the effect for particular bright areas of the image.

When you pull a point downwards, pixels with this brightness will be impacted less by this specific effect, and vice versa.

For the gradation curve in this example, it means that the lights in the picture will be brightened, and the dark areas will exempted in order to create a striking contrast. This is how mask curves give you the opportunity to selectively influence images.

During the editing, the preview behind the mask curve immediately shows the effect's intensity from black (no effect) to white (full effect).
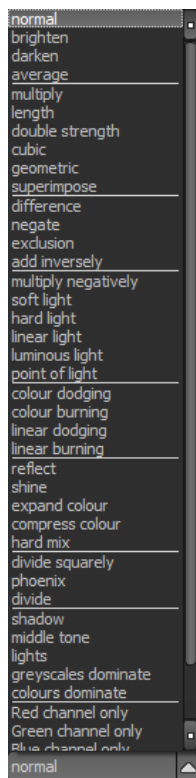
➢ **Layer Processing Methods**

These features determine the way that an applied effect appears on a layer. Effects can thus be enhanced or reduced, and looks can even be completely changed, which opens up a plethora of opportunities to play with. To apply processing methods, click on the drop down menu beginning with "Normal".

So that you don't have to try out every single effect, we have a layer mode browser.
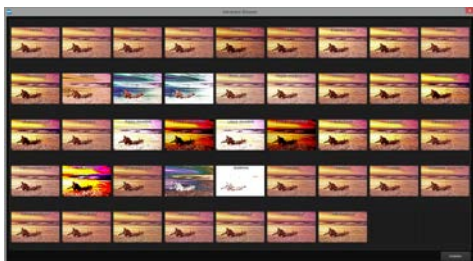
With just one click, you have an overview of all of the processing methods and can comfortably choose which method fits the effect best. Give it a try! The effects that you can generate with

normal
brighten
darken
average
multiply
length
double strength
cubic
geometric
superimpose
difference
negate
exclusion
add inversely
multiply negatively
soft light
hard light
linear light
luminous light
point of light
colour dodging
colour burning
linear dodging
linear burning
reflect
shine
expand colour
compress colour
hard mix
divide squarely
phoenix
divide
shadow
middle tone
lights
greyscales dominate
colours dominate
Red channel only
Green channel only
Blue channel only
normal

layer processing methods are astounding!

> **Selective Editing**

For every single one of the 127 post-processing effects it is possible to apply the selected effect to only a certain area.

Furthermore, specified areas of an image can be influenced at different intensities by different effects.

The selective editing can be controlled in the parameter area of each effect and you can open the accompanying window with the button at the far left.

At the bottom of this window there are three blocks with six, three and two buttons.

The example clearly shows that the "Colour Intensity" effect has only been applied to the selected section. Since the edge definition is only set to 95%, this area is almost rectangular.

6 Block: add, remove, duplicate, flip and delete the selected areas

3 Block: various display modes for the resulting intensity of the effect

2 Block: choice of selected surfaces, very practical if the specified areas are very small or overlapping

You can add up to 32 amplifying (positive) or reducing (negative) areas for the current effect. The size and position can be determined directly in the image, optionally in the corners or on the sides of the area.

The roundness of the rectangle as well as the sharpness and severity of the selected area can be adjusted with the three controls at the top of the window.

The result will always be instantly displayed upon releasing the mouse button.

> ➢ **Overview of Certain Keyboard Shortcuts**

Cursor Buttons: move the current, active, selected area

Ctrl/Alt + Cursor: fast movement of the current, active, selected area

1,2,3: switch the display mode

Delete: deletes the current, active, selected area

Esc: closes the window

Upon closing the window, the chosen effect will only be applied to the selected area and displayed in the middle of the screen.

You can transfer other effects to the selected area with the "Copy"

and "Paste" buttons [image], without having to retrace the
selection again.

[image] This button deletes all selected areas for the active filter, of
course with a confirmation prompt first.

> **Custom Presets**

One thing is certain, regardless of which settings you have changed,
if you have applied additional filters or adjusted a filter's settings, the
selected preset has been modified and to the right of the preview
image is the following symbol:

Clicking [image] will reset the preset
back to its initial state. Careful:
All of the modifications applied
up to this point will be undone!

Clicking [image] saves all of the
changes in a new preset. A dia-
log box will open where you can

enter a new name for your preset or confirm the suggested one. The
system will name it "Copy".
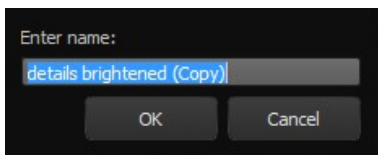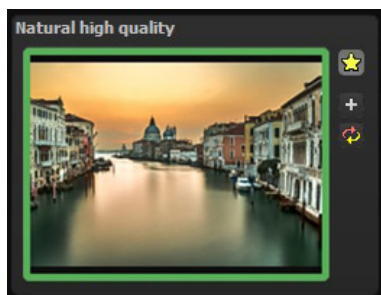
The preset will be saved and moved to the "Custom" presets category. The new preset has been additionally generated and the starting preset is preserved. You can also never overwrite a default preset!

Let's switch now to the "Custom" preset category.

Here we can find our first custom preset.

There are a few new symbols to the right of the preview image:

⭐ Is this the favourite preset that you have made? Mark it to find it right away next time!

➕ Have you changed this preset and don't want to lose this new look? Then create a new one!

🔄 Reset the most recently changed settings for the newest preset.

💾 You have readjusted once again? No problem. Save the changes with the disk symbol.

✏️ Change the preset's name.

➖ You can also delete your custom preset entirely.

🔍 Use this to enter a search filter. For example, enter the search filter "colour play", and subsequently type the term into the search filter bar directly under "Import". All presets with this search filter will be displayed. You can enter the names of places you've holidayed and all of the presets that you used for those specific holiday photos will then be easy to find and to apply to other pictures. The filter drop down menu to the right already contains "colour play", and you can simply select it from the entered search filters.
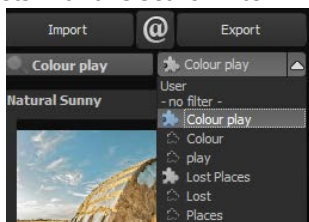
8. Local Adjustments and Selective Drawing

The new highlight tool from *COLOR projects 4* deserves very special attention. Firstly, this tool selectively edits chosen areas without complicated masks done by hand, like other photo editing programs. *COLOR projects 4* 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 seven important image enhancements: "Shading", "Illuminating", "Intensifying Colour", "Reduce Colour", "Strengthen Details", "Reduce Details" and "Sharpen". A mask can even be saved as its own image file and used in other photo editing programs.
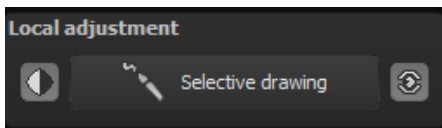

It's easiest to see how the whole thing works through an example image. First, let's open the selective drawing window (post-processing/finalise - bottom right). Our example is a single RAW file of a typical holiday shot. The image's colour information has already been well edited and balanced. Now we want to brighten the clouds above the chairs, so that the scene doesn't look as menacing and to avoid pulling focus from the primary subject. The chairs should not be brightened, so as keep their intense colours.

1. Select editing objective

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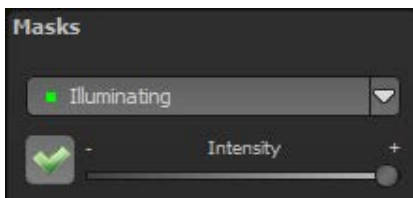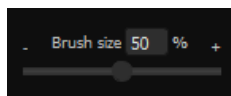

2. Activate drawing mode

3. Activate filling mode

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

wards.

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. In the blink of an eye we will see the effect as well as the overlying mask.
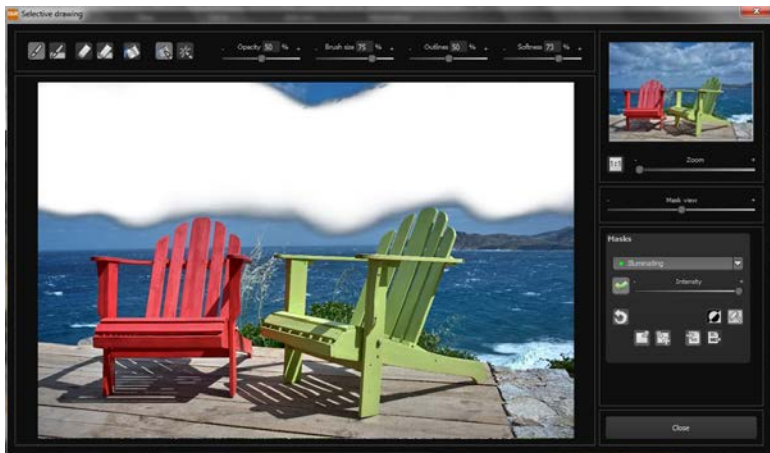
6. Once fully selected, blend the mask out by moving the mask intensity control to the left.
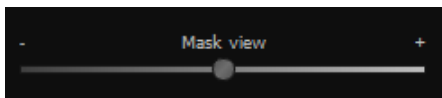
7. Now we only see the effect, that is, brighter clouds - our objective was "Illuminating". Now you can adjust the intensity of the effect by sliding the control towards the + or -, according to your preferred strength. Done! The clouds are bright-

er while the chairs and the water remain untouched by the change.

8. Click on "Close". You will be returned to post-processing and the selective change will be applied.

On the right we see noticeably brighter clouds after the selective correction. The foreground and see still have 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. 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.

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

11. 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.
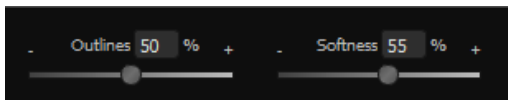
12. Have you drawn outside of the lines, despite the border recognition? You can easily remove it with the eraser.
If you only want to remove a small section, use the eraser with limitation. When set to 50%, you can only remove 50% of the mask, regardless of how much you erase. The limited drawing mode works in the same way, and only draws at a certain opacity.

13. 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.

*You can perfectly mask the chairs with the radiant mode, while the sky and ground remain untouched.*

9. Workflow

Edit final image further in an external program

COLOR projects 4 offers interaction with external programs. That way you can take a successful image result to another photo editing program and continue there.

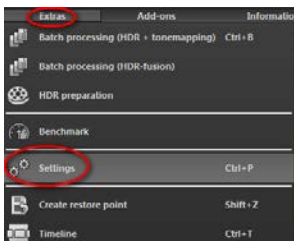> ➢ **Open in other *projects* programs**

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.
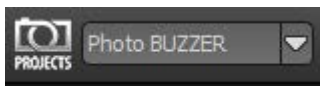
> ➢ **Open in other photo-editing programs**

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:

Next, click on the "Export" tab. You can enter the name of a photo editing program here, and save it for later as well.
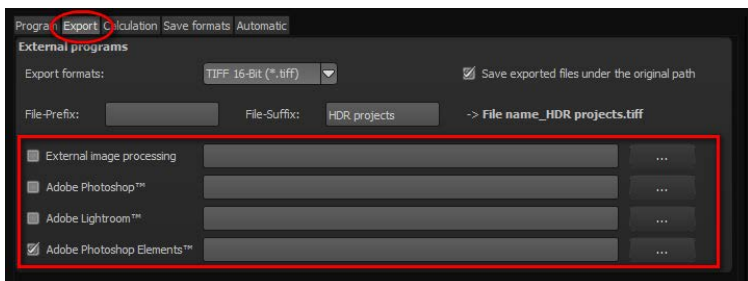
> ➢ **Work with a timeline and restore points**

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

"Create Restore Point" saves an in-between point 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 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.
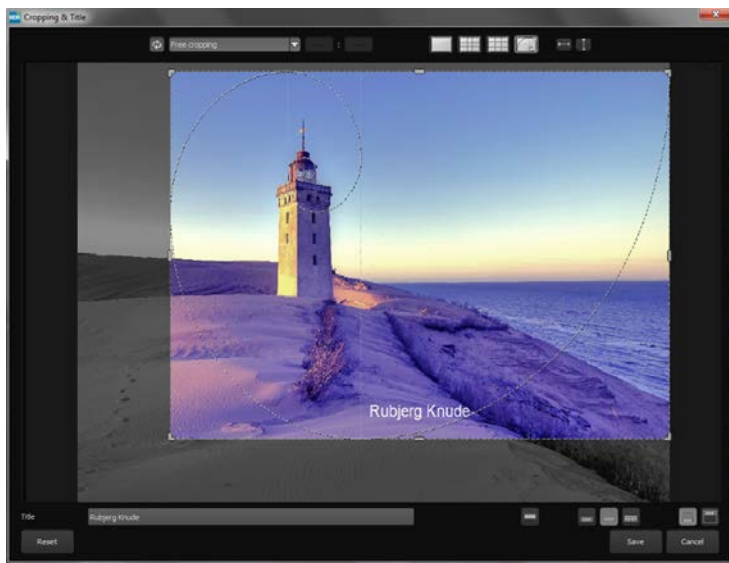
10. Selecting and Saving Sections of Images

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 to save a file, the cropping and caption window will open.

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 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 free-handedly or use one of the 71 provided formats.

Please note: If you choose the cropping, e.g. 13 x 18, the final image will not be saved as 13 x 18 cm, rather as a ratio of 13 to 18.
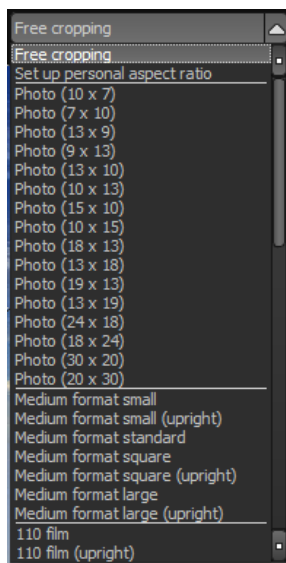
As soon as the image has been cropped and captioned, confirm the save and the following window will prompt you to select a file format and name your file.

11. RAW Processing   RAW

You can upload and edit RAW image data with the integrated RAW mode. Numerous tools are available to you here, such as denoising/sharpen, exposure, colour, detail and powerful distortion capabilities.

Interfering chromatic aberration can be easily removed in the "colour" category

An overview of the most important RAW functions:

White balance:

Here you can regulate the colour temperature. Use the pipette to select a white balancing colour directly from the image.

Denoising/sharpness:

This feature regulates the image's noise and sharpness. Control the quality and different types of noise such as colour noise, banding or hot pixels.

Colour balance/white balance:

Here it's all about colour and black/white correction. Modify the general colour mood and neutralise white and black - the icing on the cake for professional colour correction.

Exposure:

Influence lights, shadows, contrast and brightness in the final image.

Detail:

Fine-tune clarity and micro-details with lights, shadows and mid-tones.

Colour:

These colour settings are all about the luminosity of lights and shadows. You can even reduce the presence of unwanted chromatic aberrations.
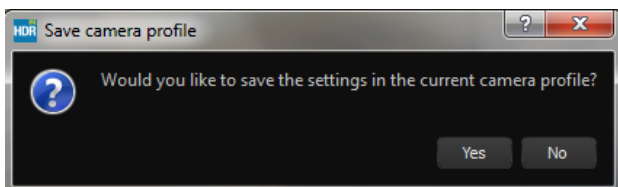
Palate:

Adjust the saturation of individual colours.

Distortion:

Take a closer look. These mighty tools can straighten out the horizon, correct camera angles and lens errors. Use "Autofit" to automatically trim any awkward borders.
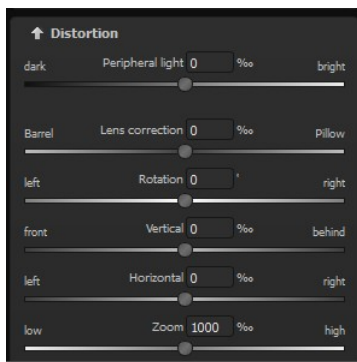

General:

Activate the "360° panorama mode" to optimise matching edges of images in a panorama series.

Save your settings as a camera profile to save time in the future. This can be reset at any time.

12. Batch Processing

COLOR projects 4's batch processing allows for automatic processing of multiple bracketing series. The function can be found in the drop-down menu for **"Extras"** in the menu bar.
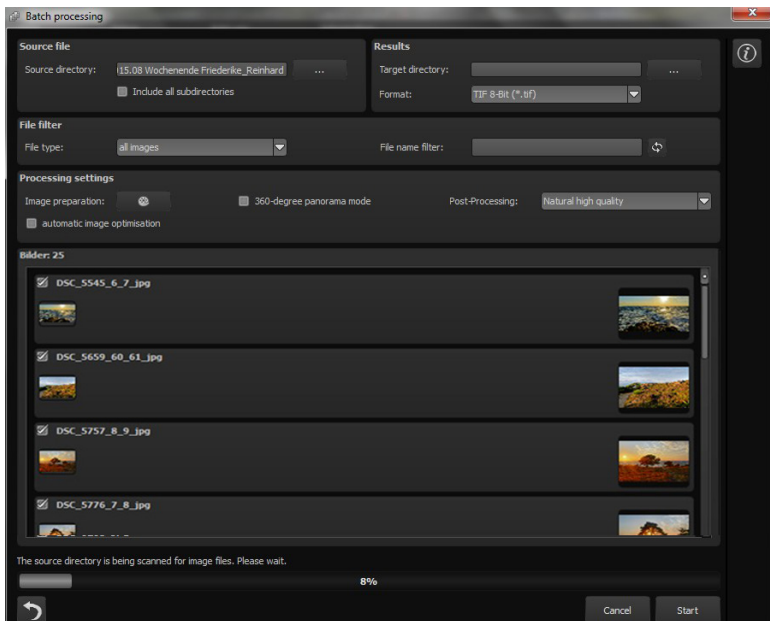
Note: Remember that looking through folders with several subfolders can require a lot of time. That's why selecting "C:\" is not recommended.

> ➢ **Results:** Here you can set where the resulting images of the batch processing will be saved. Select the corresponding folder with the "Target directory (. . .)" button or enter the name of the folder directly into the text box.

➜ **Format**: You can choose from five different formats to save your resulting images. In form of .jpg and .tif, there are two 8 -bit formats and two 16-bit formats, as well as one png format. JPG images are always the highest quality and TIF files are saved uncompressed and without defects.

➜ **Editing settings:** Choose which filters of the batch you would like to apply. From here you can also access image preparation and select presets to be administered to the image. If you would like to later assemble the edited images into a 360 Panorama, select panorama mode to eliminate exposure and contrast edges in the individual images.

Tip: It is better to select a preset from the "natural" or "landscape" categories if you have a large number of images to process at once. Extreme effects are better suited to individual images.

13. Add-ons

With help from add-ons, you can not only import presets, but entire post-processing modules can be integrated, which can be necessary to create new preset looks.

1. Extract the files from the downloaded zip folder: **Preset-Collection-Color-projects-Seasons.zip**

2. Open your *COLOR projects 4* version

3. Click on Menu → Add-ons → Import Add-on
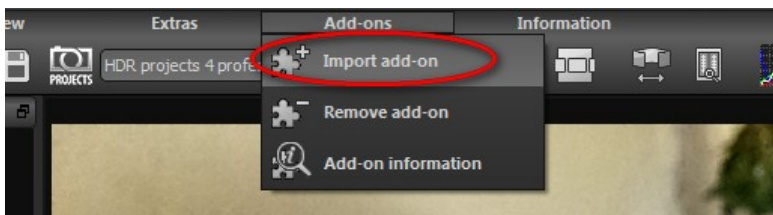
4. Select **PHOTO projects Seasons (20)** in the following dialog window, open it with a double-click and select the **PHOTO_Seasons.praddon**. Then click "Open".

5. The add-on will now be imported. A confirmation message will appear:
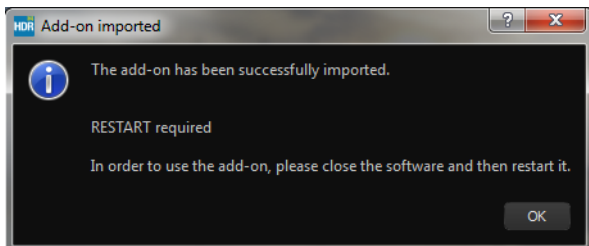
6. Please close and restart the program to be able to use the add-on with all of the other presets.

7. Open **COLOR projects 4** and load an image. Switch to post-processing mode (palate symbol). If you are the owner of **COLOR projects 4**, you will automatically be sent to post-processing mode. Select Menu → Add-ons → Add-ons Information, and confirm that your filter package was successfully activated.

8. Filter selection can be found on the left-hand side, directly under the import/export buttons.

Here only the new, recently imported presets are displayed.

9. Click the arrow to open the drop-down menu and select "Seasons". Now exclusively the new presets will appear on the left display box.
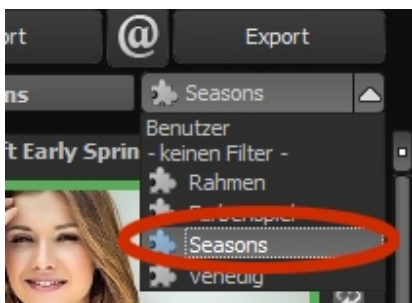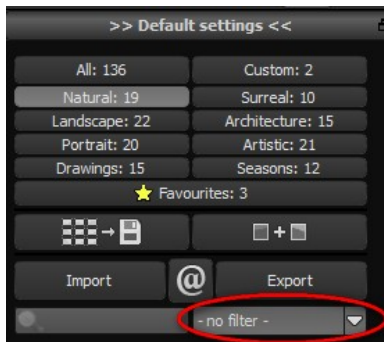
10. If you do not want to select a filter, the new presents can be found in the "landscape" category.
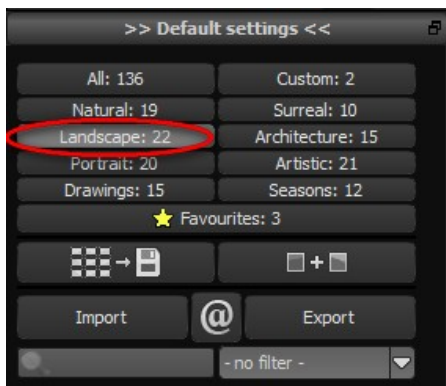
14. Plug-in Installation

COLOR projects 4 can also be used as a plug-in for Adobe® Photoshop. Newer versions of Photoshop are automatically detected by *COLOR projects 4* during installation and the plug-ins are installed in the respective plug-in folder. Older versions of Photoshop might require manual installation.
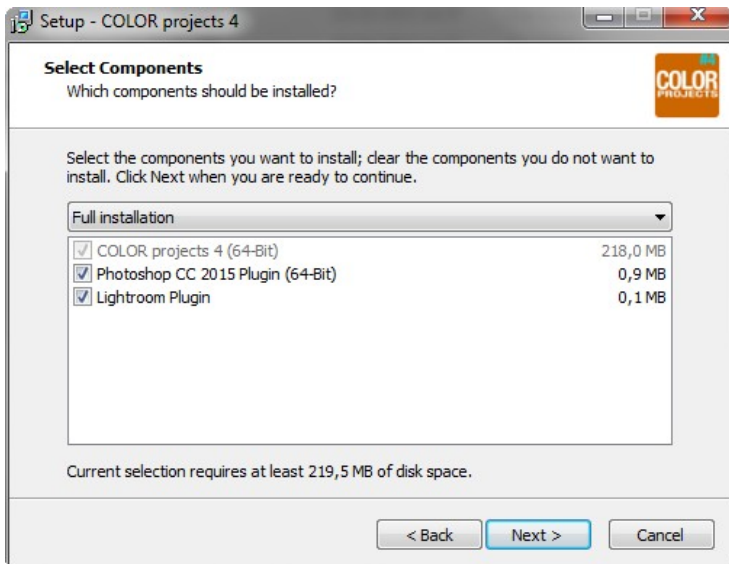
If you purchased your software as a download or if you have lost your CD, the plug-ins are also available for download at:

www.projects-software.com/plugins

Using plug-ins with Windows

Adobe Photoshop & Adobe Photoshop Elements

The following window will appear when installing *COLOR projects 4*:

Select the version of Photoshop where you would like to install the **COLOR projects 4** plug-in. Click on "next" and follow the instructions from the installation assistant. The plug-ins will then be automatically installed.

If your version of Photoshop is not automatically recognised, the following notification will appear:
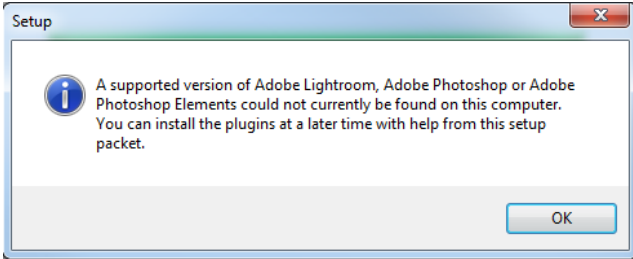

In this case, the plug-in must be manually copied into the "Photoshop Plug-in Folder". Click on "Open Plug-ins Folder" on the start screen. Windows Explorer will then open with all available Photoshop plug-ins.
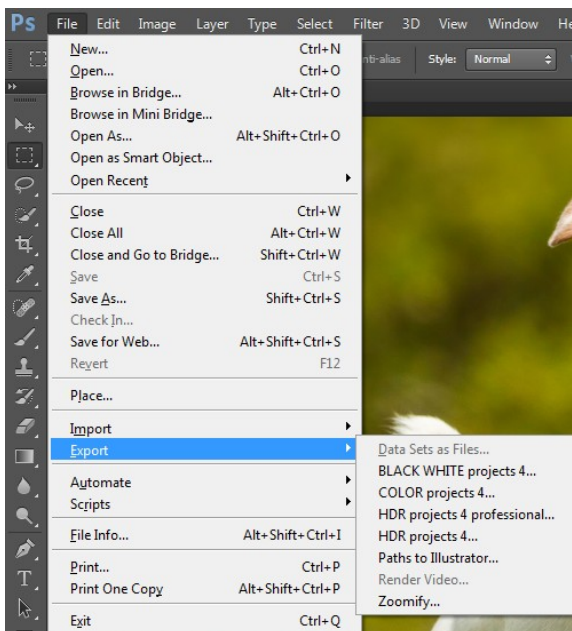
Open the folder for your version of Photoshop and drag & drop the plug-in found in this folder to the
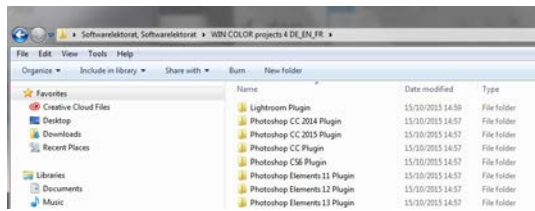
Photoshop plug-in folder, which normally can be found through "Programs → Adobe → Adobe Photoshop → Plug-ins". The plug-in can also be copy & pasted into the Photoshop plug-in folder.
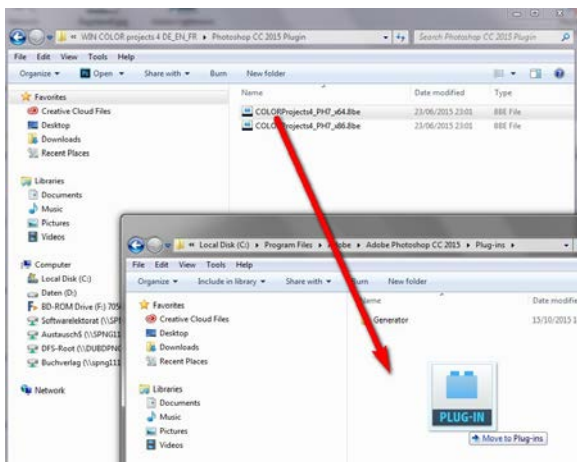
Finally, the plug-in can be found in Photoshop through "File → Export → COLOR projects 4".

Using plug-ins with Mac OS X

Adobe Photoshop & Adobe Photoshop Elements

Plug-ins can be found on the start screen in the "Plug-ins" folder. Select the appropriate folder for your version of Photoshop (we chose Photoshop CS6 for our example). Double click the .zip file to extract the plug-ins.

Next, drag & drop the plug-in to the plug-in folder for your version of Photoshop, which is normally labeled as "plug-ins":

Start up your version of Photoshop, load an image and navigate to "File → Export → COLOR projects 4". One click will start the plug-in. The image will now be opened in *COLOR projects 4*.

Adobe Lightroom with Windows

For Adobe Lightroom, it is often the case that plug-ins are not automatically installed. Continue as follows:

Copy the plug-in folder "Lightroom Plug-in" from your CD-ROM.

If you have no CD, the plug-in is also available for download at: www.projects-software.com/plugins

Paste the folder where you want it to be located.

We recommend the folder where also your presets are stored:

C:\Benutzer(Users)*username*\Color Projects 4.

Start Lightroom und navigate to "File" → "Plug-In Manager".
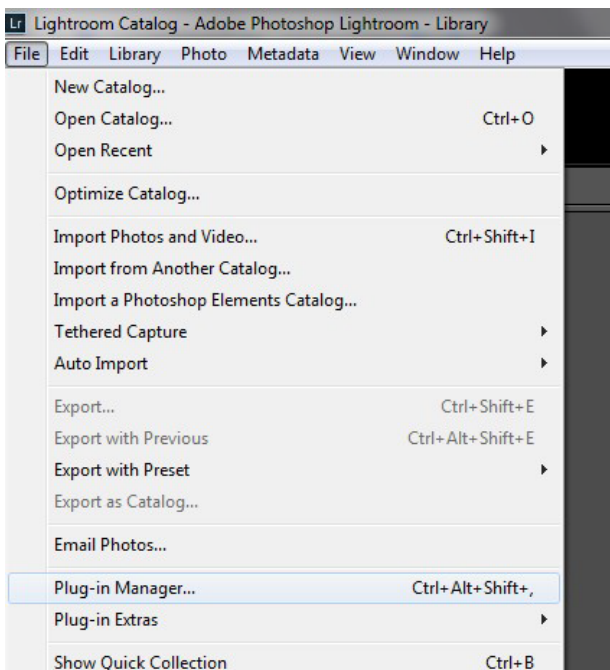
Click the "Add" button in the Lightroom Plug-In Manager.
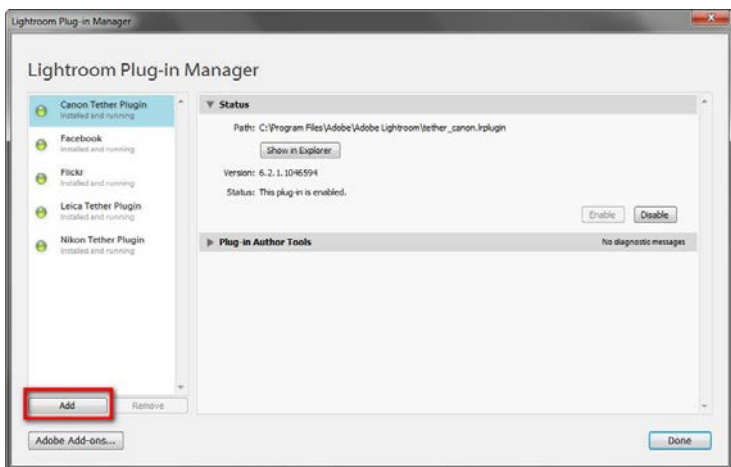
Navigate to the appropriate Lightroom plug-in for *COLOR projects 4* that you just added to your PC.

Click on "Select Folder" and then "Done".

In Lightroom, the plug-in can be found through "File → Export with Preset → Export to COLOR projects 4".

ALTERNATIVE:

Right-click on the image directly in Lightroom and select „Export →
Export to COLOR projects 4".

Adobe Lightroom with Mac

For Adobe Lightroom, the plug-in will not be automatically installed. Continue as follows:

Install *COLOR projects 4* to the program link of your Mac.

Copy the plug-in .zip file from the "Lightroom Plug-in" folder on your CD-ROM. Double click on the .zip file to extract the plug-in to a folder where you want it to be located.

We recommend the folder where also your presets are stored:

C:\Benutzer(Users)*username*\Color Projects 4.

Start Lightroom und navigate to "File → Plug-In Manager".
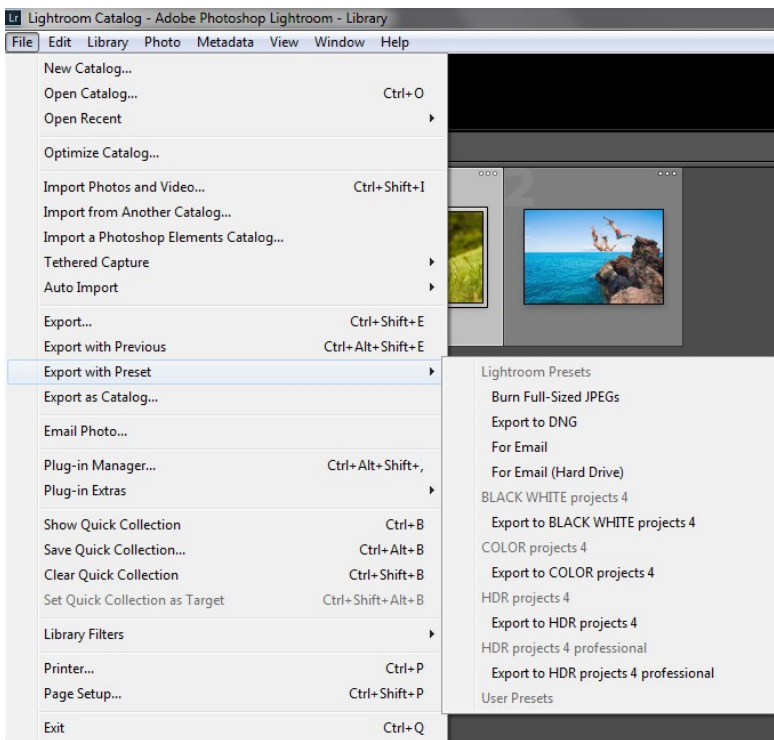
Click the "Add" button in the Lightroom Plug-In Manager.

Navigate to the appropriate Lightroom plug-in for *COLOR projects 4* that you just added to your PC.

Click on "Select Folder" and then "Done".

Sometimes it can be necessary to close Lightroom and then to re-start. Afterwards, the plug-in will be installed and activated.

There are more ways to export your image from Lightroom to *COLOR projects 4*:

„File → Export with Preset → Export to COLOR projects 4".

ALTERNATIVE:

Right-click on the image directly in Lightroom and select „Export → Export to COLOR projects 4".

15.Keyboard Shortcuts

Menu Functions:

Windows	Apple	
Ctrl + N	cmd + N	New project
Ctrl + Shift + O	cmd + Shift + O	Upload single image
Ctrl + O	cmd + O	Upload bracketing exposure series/image series
Ctrl + S	cmd + S	Save result
Ctrl + B	cmd + B	Open batch processing
Shift + Z	Shift + Z	Create restore point
Ctrl + Z	cmd + Z	Return to restore point
Ctrl + T	cmd + T	Show/hide timeline view
F4	F4	Open RAW mode
F5	F5	Edit exposure bracketing
F6	F6	Edit weightings (HDR painter)
F7	F7	Show post-processing view
Ctrl + E	cmd + E	Show exif information
Ctrl + H	cmd + H	Show/hide histogram
Ctrl + F	cmd + F	Open/close full screen
ESC	ESC	Close full screen
Ctrl + P	cmd + P	Open settings
Shift + F1	Shift + F1	Open window "About"
@	@	Show product homepage
Ctrl + F4	cmd + Q	Close application

Image Functions:

Windows	Apple	
Ctrl + Plus	cmd + Plus	Zoom in
Ctrl + Minus	cmd + Minus	Zoom out
Ctrl + 0	cmd + 0	Zoom to100%
L	L	Set magnified view
Double Click	Double Click	Switch between "Fit" and "1:1" views

RAW Developing:

Windows	Apple	
Ctrl + Plus	cmd + Plus	Zoom in
Ctrl + Minus	cmd + Minus	Zoom out

Selective Editing:

Windows	Apple	
Page Up	Page Up	Select next area
Page Down	Page Down	Select previous area
Cursor Left	Cursor Left	Move selected area 1 pixel to the left
Shift + Cursor Left	Shift + Cursor Left	Move selected area 5 pixel to the left
Ctrl + Cursor Left	cmd + Cusor-Left	Move selected area 10 pixel to the left
Cursor Right	Cursor Right	Move selected area 1 pixel to the right
Shift + Cursor Right	Shift + Cursor Right	Move selected area 5 pixel to the right
Ctrl + Cursor Right	cmd + Cursor Right	Move selected area 10 pixel to the right
Cursor-Up	Cursor-Up	Move selected area 1 pixel up
Shift + Cursor-Up	Shift + Cursor-Up	Move selected area 5 pixel up
Ctrl + Cursor-Up	cmd + Cursor-Up	Move selected area 10 pixel up
Cursor-Down	Cursor-Down	Move selected area 1 pixel down
Shift + Cursor-Down	Shift + Cursor-Down	Move selected area 5 pixel down

Ctrl + Cursor-Down	cmd + Cursor-Down	Move selected area 10 pixel down
Delete	Delete	Delete selected area
1	1	Show no effects
2	2	Show effects of selected areas
3	3	Show effects of all areas

Scratch/Sensor Spot Removal:

Windows	Apple	
N	N	Add new contour area
C	C	Activate/deactivate contour display
Page Up	Page Up	Select next contour area
Page Down	Page Down	Select previous contour area
Cursor Left	Cursor Left	Move selected area 1 pixel to the left
Shift + Cursor Left	Shift + Cursor Left	Move selected area 5 pixel to the left
Ctrl + Cursor Left	cmd + Cusor-Left	Move selected area 10 pixel to the left
Cursor Right	Cursor Right	Move selected area 1 pixel to the right
Shift + Cursor Right	Shift + Cursor Right	Move selected area 5 pixel to the right
Ctrl + Cursor Right	cmd + Cursor Right	Move selected area 10 pixel to the right
Cursor-Up	Cursor-Up	Move selected area 1 pixel up
Shift + Cursor-Up	Shift + Cursor-Up	Move selected area 5 pixel up
Ctrl + Cursor-Up	cmd + Cursor-Up	Move selected area 10 pixel up
Cursor-Down	Cursor-Down	Move selected area 1 pixel down
Delete	Delete	Delete selected contour area
Plus	Plus	Increase selected contour area
Minus	Minus	Reduce selected contour area
Ctrl + Plus	cmd + Plus	Zoom in
Ctrl + Minus	cmd + Minus	Zoom out

Selective Drawing:

Windows	Apple	
Ctrl + Plus	cmd + Plus	Zoom in
Ctrl + Minus	cmd + Minus	Zoom out
Ctrl + 0	cmd + 0	Original resolution
A	A	Activate drawing mode
Shift + A	Shift + A	Activate restricted drawing mode
S	S	Activate eraser
Shift + S	Shift + S	Activate restricted erase mode
D	D	Activate mask fill mode
F	F	Activate brush fill mode
R	R	Activate ray brush fill mode
Plus	Plus	Increase brush size
Minus	Minus	Reduce brush size
Ctrl + Z	cmd + Z	Undo last drawing action
M	M	Activate/deactivate mask view

History Viewer:

Windows	Apple	
Cursor Left	Cursor Left	Move to the previous image
Cursor Right	Cursor Right	Move to the next image
Page Up	Page Up	Move to the previous page (3 entries)
Page Down	Page Down	Move to the next page (3 entries)
Home	Home	Move to the start of the history
End	End	Move to the end of the history

Variant-Browser:

Windows	Apple	
Cursor Left	Cursor Left	Move an image to the left
Cursor Right	Cursor rechts	Move an image to the right
Cursor-Up	Cursor-Up	Move an image up
Cursor-Down	Cursor-Down	Move an image down
Ctrl + Plus	cmd + Plus	Zoom in
Ctrl + Minus	cmd + Minus	Zoom out
Ctrl + 0	cmd + 0	Zoom 100%
Space	Space	Center view
Enter/ Double Click	Return/ Double Click	Select and load entry

Photo credit:

Imagery provided by the members of the FRANZIS *projects* team and the programmers.

Special thanks to Mr. Falko Sieker for providing several exposure bracketing series and single images for testing purposes. The majority of the screen shots found in this user manual are results of Mr. Sieker's bracketings.

16. Support

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

Contact: http://www.projects-software.com/contact

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 computer including all your peripheral devices

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