COLOR projects 5

The user manual

Inhaltsverzeichnis

Activation:

Upon starting **COLOR projects 5** for the first time, you will be prompted to activate the program. Proceed as follows:

Install **COLOR projects 5** 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.
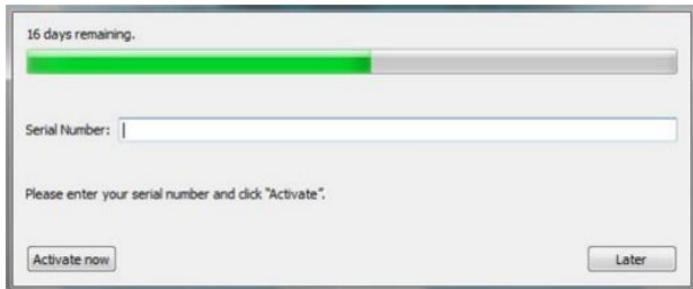
Finally, click on the "Activate" button. The software has now been successfully activated!

Note: COLOR projects 5 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".

1. What´s New?

Color projects 5 offers many new features. Here is an overview of some of the most important developments:

- ✓ New filter Plug-ins for Adobe® Photoshop (all versions from PS CS6 to CC 2015.5).

- ✓ With **26 new Presets** Color projects 5 has now a total of 160 presets. On top of that there is a preset browser for all presets.

- ✓ The **interface design** has been completely revised and now supports work with 4K monitors

- ✓ One can now choose the **font sizes** for menus and titles.

- ✓ A **hot key list** as well as a list of loadable camera RAW formats were embedded in the program

- ✓ The **GPS coordinates** of a photo allow you to directly see where the photo was shot in Open-Streetmaps.

- ✓ There is support for **eight extra colour spaces** (D65)

The **Raw-module** has also several new functions:

Category "FX" with 8 extra effects
Light diffraction correction in the area of colours
dynamic brightness
Trapez distortion
Colour dynamic

✓ New: comparison of function in **preset browser**

✓ What´s really practical: **the optimisation assistant** with different choices of opacity

✓ The absolutely novelty in Color: **film grain**-module with adjustable ISO number, six different film grain forms, masking the film grain and fractal film grain.

✓ Many new effects and functions you can find in the **selective drawing module**

Increasing contrast
Reducing contrast
Blending in the original image
Mask production in optional brightness/ colour
Smoothing Brush
Soft focus effect, reduction, increase on masks
optional mask colour
automatic adaption of masks from selective drawings onto the distortioncorrection in RAW - module

✓ **Composing modus** with free downloadable pictures in four levels in the selective drawing module

✓ New photographic film emulations

✓ Color projects 5 has now **18 new post-processing effects (145 now in total):**

Dissolving	Optimisation of the structure
Mist & Fog reduction	Logarithmic gradation of the colour channel
Denoising optimisation	Colour correction
Colour dynamic	Abstract painting
Film grain - Analogue	Kaleidoscope
Film grain - Fractal	Light drawing
Logarithmic gradation	Ornament
Optimising the focus	Brush marks
Restoring the highlights	Water reflection

- ✓ Extra: **56 course pre-settings** for the selective processing all post-processing effects

- ✓ **Imagetapering with 71 style sheets** and new tools to help like the golden spiral, the golden cut and the third rule over helplines

- ✓ **Optimisation** of the post-processing engine.
- ✓ Two fold **speed increase** and more

2. Photos Done Quickly

You can obtain a finished image in just 4 clicks with **Color projects 5.**

1. Load Images

2. Post-Processing Preset Selection

3. Optimisation Assistant

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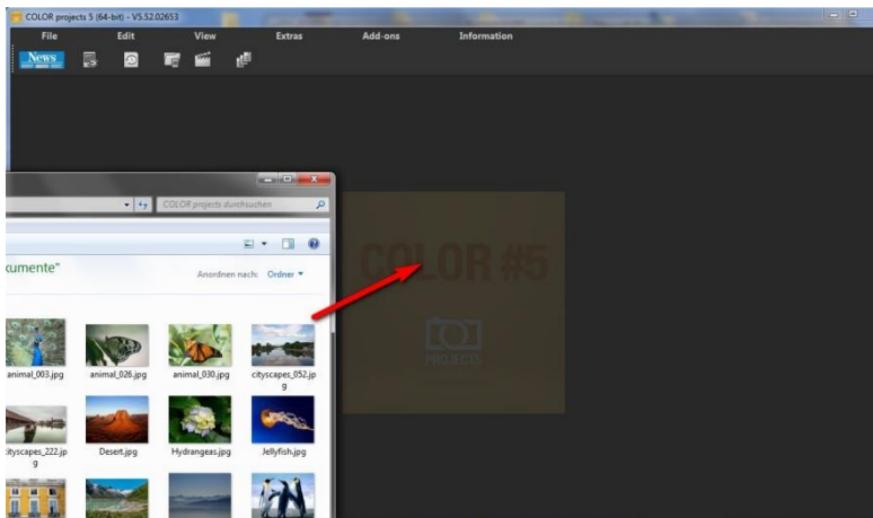
You can simply drag and drop your images or bracketing series onto the start screen

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 5** offers both options.

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 program.
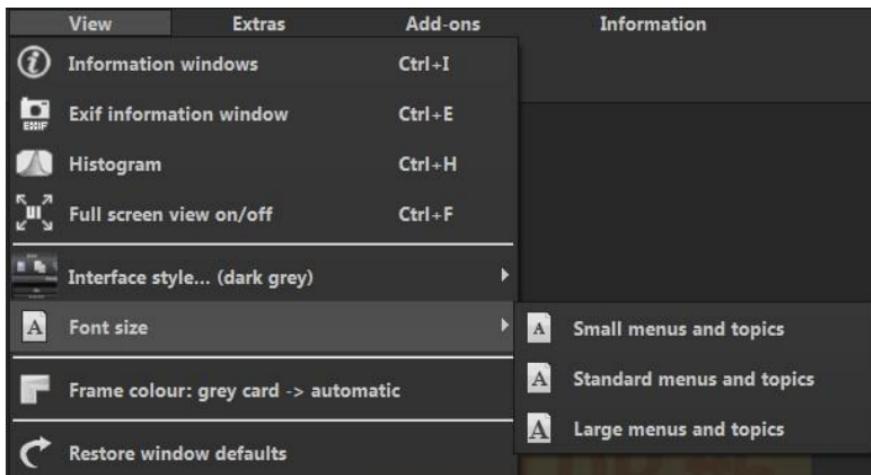
The font size can be adjusted to the run time of the program. **4K – monitors** gives you the option to enlarge the font size for better readability of the menu.
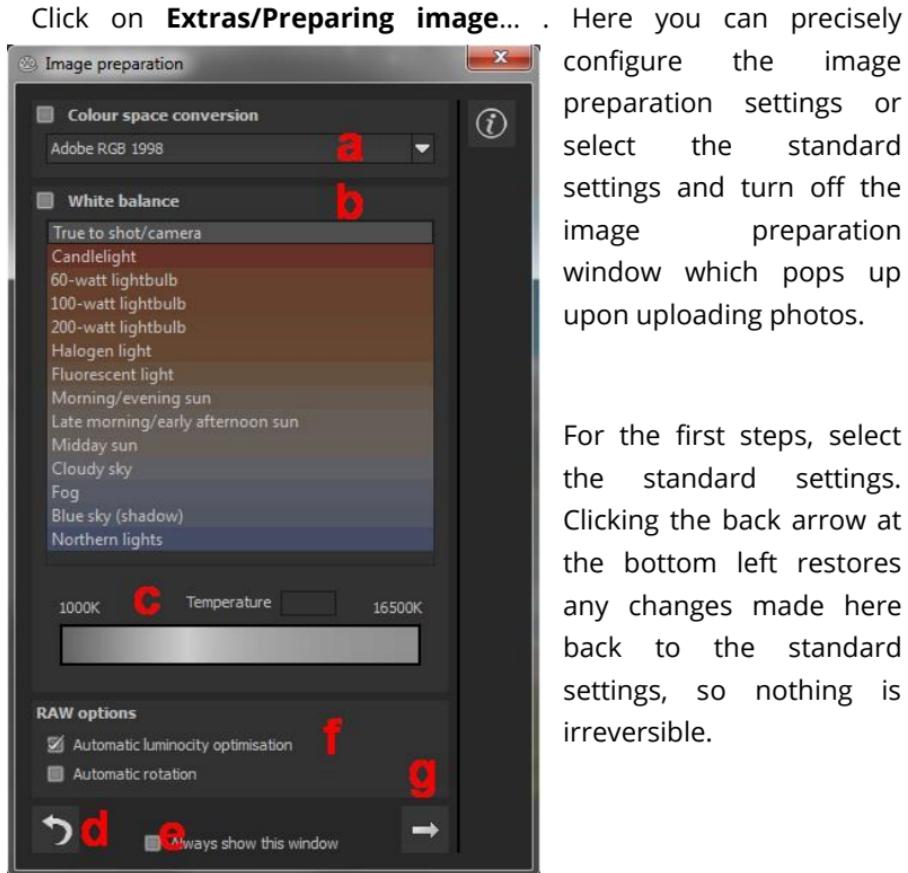
4. Importing Image Material

To load an image, simply drag and drop the images onto the start screen. Alternatively, you can also use the toolbar buttons or dropdown file menu.
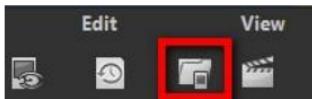

As soon as you have chosen a photograph and dragged and dropped it onto the start screen, the dialogue and image preparation will appear.

5. Optional: Image preperation

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.

Image preparation

☐ **Colour space conversion**
Adobe RGB 1998 **a** ▼

☐ **White balance** **b**

True to shot/camera
Candlelight
60-watt lightbulb
100-watt lightbulb
200-watt lightbulb
Halogen light
Fluorescent light
Morning/evening sun
Late morning/early afternoon sun
Midday sun
Cloudy sky
Fog
Blue sky (shadow)
Northern lights

1000K **c** Temperature 16500K

RAW options
☑ Automatic luminocity optimisation **f**
☐ Automatic rotation **g**

↺ **d** ☐ **e** Always show this window →

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. **Color projects 5** offers several new colour spaces (D65). **Standard illumination D65** is representative for a phase of natural daylight with the colour temperature 6500° Kelvin.
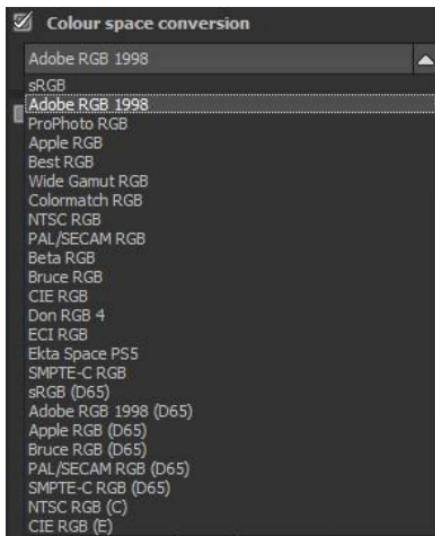
b. White balance: corrects colour casts that occur with shots taken, for example, in a warmly lit room. To start, leave this setting unchanged.

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

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

e. 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.

f. **RAW-options**: 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.

RAW options
☑ Automatic luminocity optimisation
☐ Automatic rotation
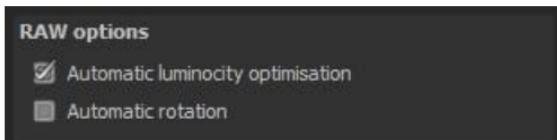
g. This **arrow** exits the image preparation and takes you to post-processing. ➡

6. Post-Processing: Presets
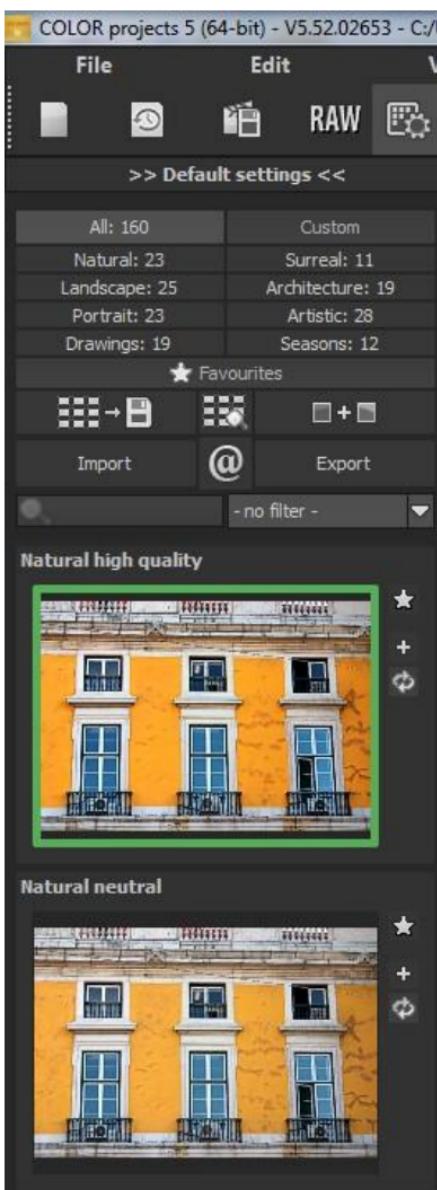
We are starting directly with post-processing after uploading the images. Here we can control the picture's tone mapping and edit the results with filters and effects.

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.

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Discover the wide variety of different looks by clicking on the 160 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 160 **COLOR projects 5** 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.
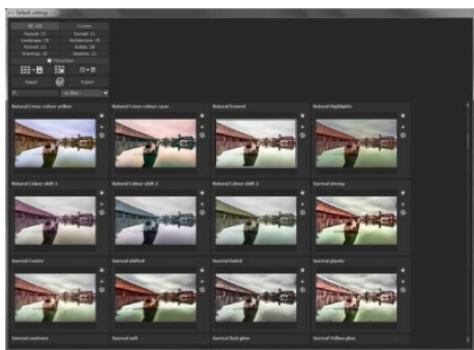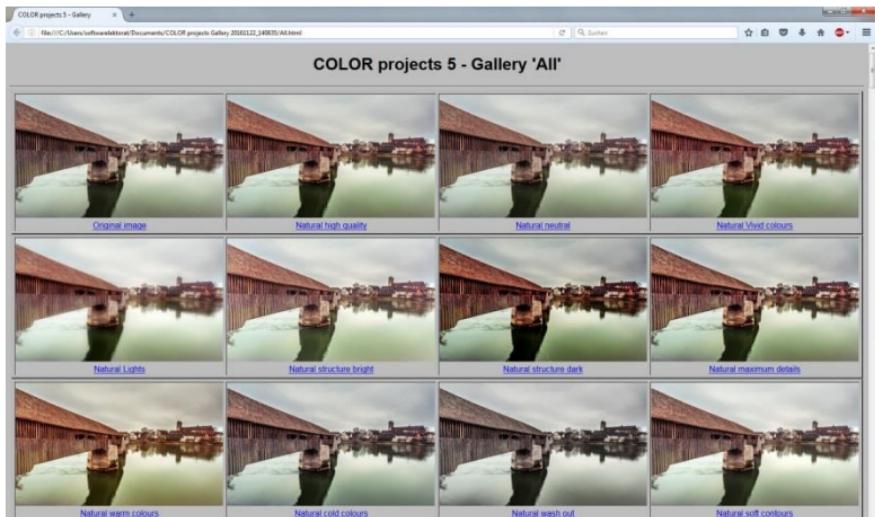
> **Preview Gallery**

Would you like to see all the previews for the loaded image or series? Click on the "All" category and then on the symbol.

COLOR projects 5 creates then a browser gallery with all the presets. For a bigger display click on the image.

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.

➢ **The Preset browser**

The variation browser allows you to choose from different versions of a function and is primarily operated with the mouse:

- **shifting the segment**: hold down the left mouse button, before moving the mouse
- **zooming in:** scroll up
- **zooming out:** scroll down
- **choosing the variant**: double left click on the image
- **setting a referent:** left click on the image
- **comparison with referent**: hold down the right mouse button over the image

The corresponding short cuts you can find under "menu information -> keyboard shortcuts"

Click on the symbol [symbol] and **Color projects 5** will show you the entire preview gallery of that **chosen category**. Zoom in now on the variant that you want to compare and set a reference image.
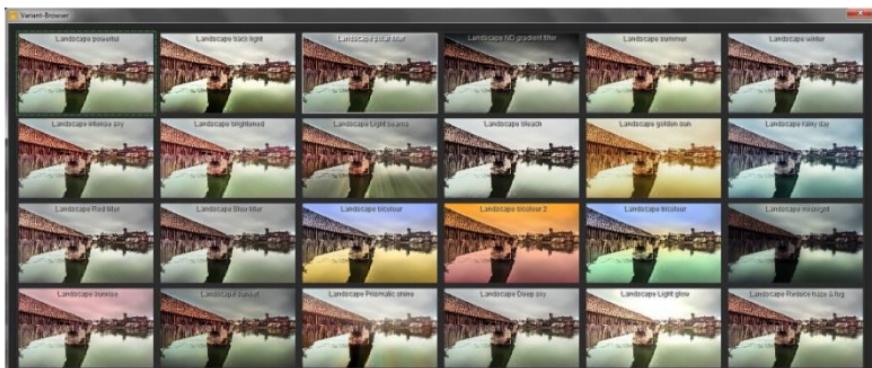

This reference image you will be able to put on any image **through a left click** of the mouse. You can fade in this reference image into the other image **by holding down the right mouse button.**
The border surrounding the image in a green dashed line shows you the reference image so that you can make the comparison.
In this way you can compare any two variants in the browser directly and visually.

Example: As a reference image you choose the variant "natural lively colors" and mark the image with a left mouse click. The green dashed line shows that you have chosen this image.
Now you look for a different preview image, in this case Preset "artistically vintage" has been chosen.

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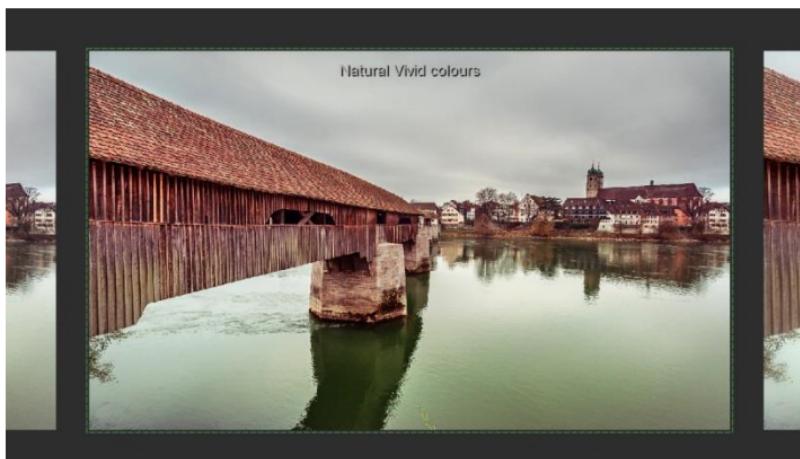
Here you can see the preset "artistic vintage" and "Duotone Rosé" in a direct comparison.

Right click on the preset "artistic vintage" and the reference preset will fade in. As soon as you let go of the mouse button, you will see the "naturally contrast" preset again. This is how you simply and purposefully compare looks with another before choosing the ones you like the best.

Selection of your desired variation:
With a double click you chose the variant. The relevant program settings will be carried out automatically.

Tip:
Your current choice will be automatically set as your reference image, when you open the window.

> **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?

All: 160	Custom
Natural: 23	Surreal: 11
Landscape: 25	Architecture: 19
Portrait: 23	Artistic: 28
Drawings: 19	Seasons: 12
⭐ Favourites: 2	
Import	Export
- no filter -	
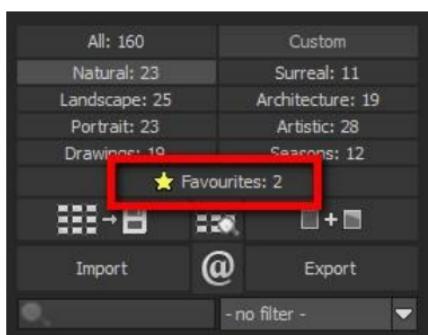
Click on the **top right star** in the preset window and add the setting to your favourites. By clicking the button, previews all of your favourite presets will be displayed.
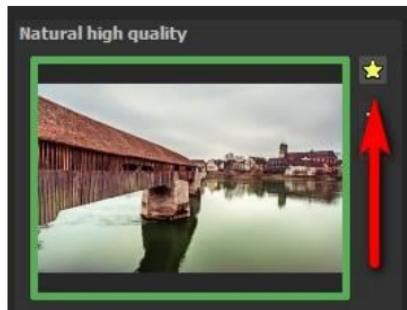
> **Comparison View**

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. If this option is deactivated then the changes will only be shown, when you click on

the "calculate anew" button.

> **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.

> "**Original resolution" symbol**

With this button you set the zoom factor back to its original resolution.

> "**Setting the zoom factor to screen size"**

With this symbol you set the zoom factor to the maximum possible screen size.

➢ **Border Pixel Display**

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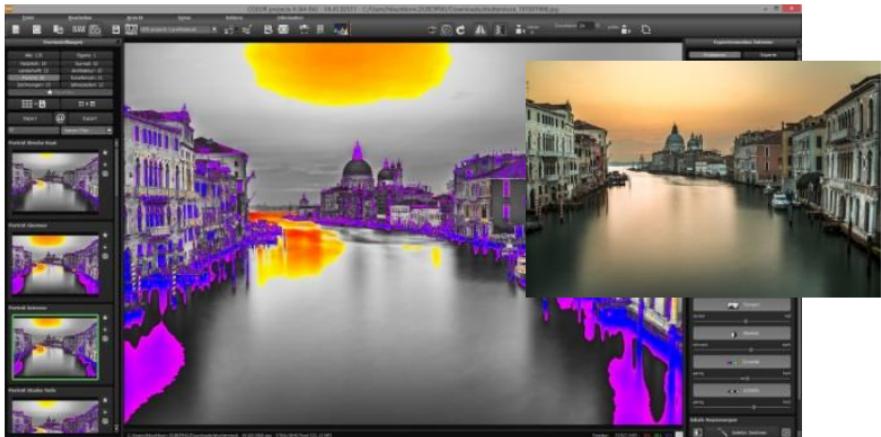
Depiction of border pixels in dark blue and orange tones

If you would want to brighten this image, you have to be careful of the orange border pixels. Light surfaces in the sky and on the water 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.

> ➤ **Import/Export of 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 "glow" into the search bar and only presets relating to "glow" will be shown.
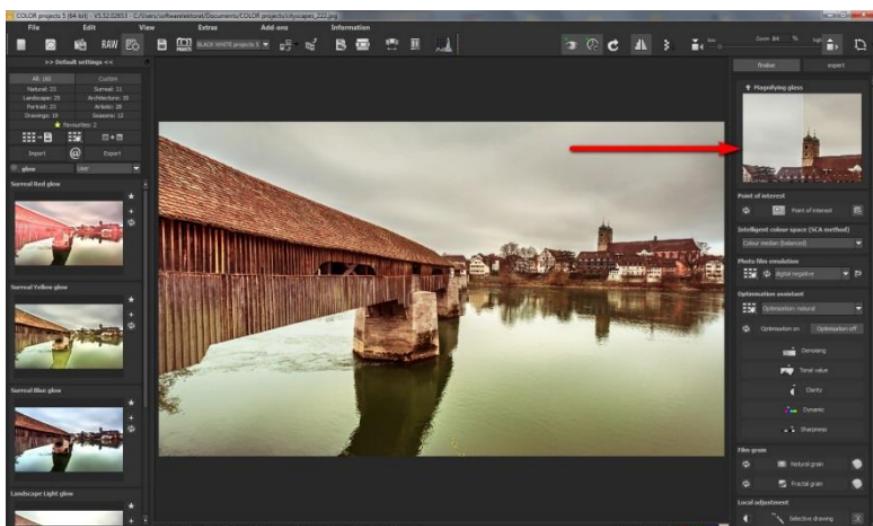
7. Post-Processing: Finalise

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.

➢ **The magnifying glass**

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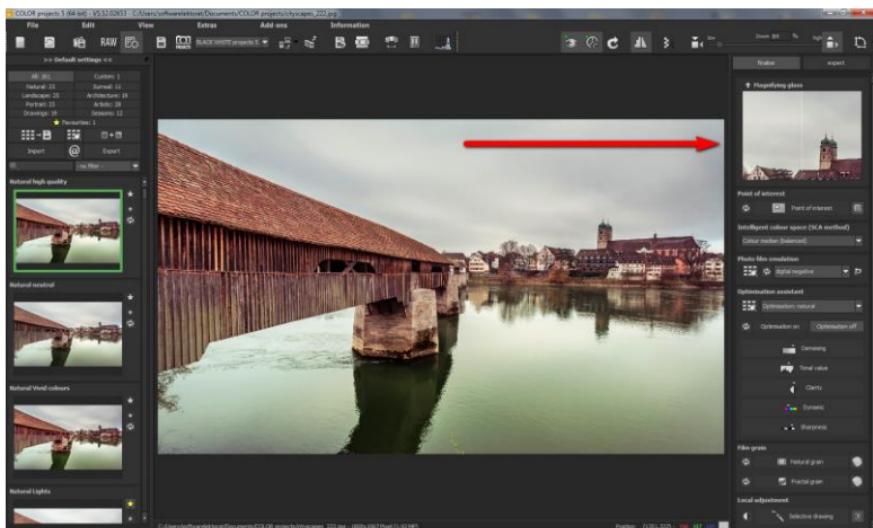
To keep the magnifying glass on a specific point, press down on the "L" key, while you move the mouse over the screen.
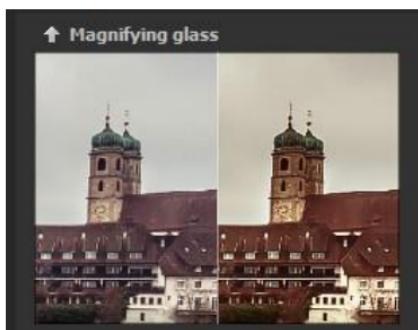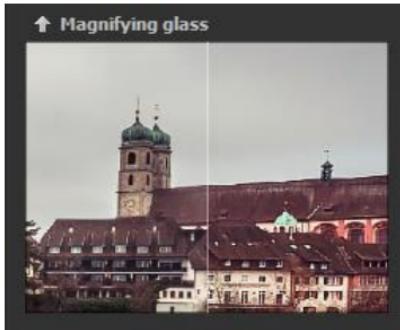
Click into the image area of the magnifying glass, to change between the display modus "divided before/after comparison" and "direct before/after comparison".

To free the fixated area of the magnifying glass, press down on the "L" key once more.
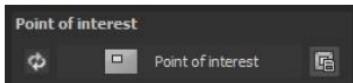
> **Point of Interest**

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)**

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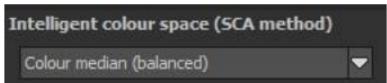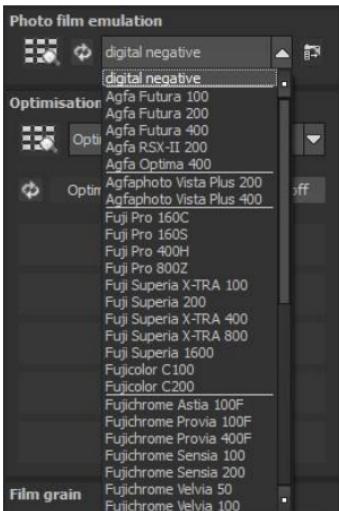
Tip: With "Supersampling" you will get exceptional details and saturated colours

> ➤ **Film emulation and preview browser**

COLOR projects 5 has come up with a photo film emulation engine that projects film-looks of the legendary days of analogue film onto your digital photos.

In this version you will find 10 new fantastic photo film emulations:

Fuji Velvia 50	Kodak Professional Ektar 100
FUJI Fujicolor C100	Kodak 100 Extra Colour
FUJI Fujicolor C200	ROLLEI CHROME CR 200
AGFAPHOTO Vista Plus 200	ROLLEI Crossbird
AGFAPHOTO Vista Plus 400	ROLLEI Nightbird

Rummage through a box of old photos – it´s worth it!
Select a type of film and its specific colour characteristics as well as the grain and contrast film effects, to apply to your picture
Since the grain of a photo is a very specific characteristic, one is able to adapt the strength of the grain via a controller. 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 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

➢ **The opacity regulator of the optimisation assistant**

The opacity regulator in the optimisation assistant activates itself automatically as soon as one optimisation is activated. The opacity regulator works on every effect that optimises the image as well as the optimising pre-settings.

Pro Tip: Remember that the preset specifications and Optimisation Assistant are added together. If you select the "landscape powerful" 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 "landscape powerful" again. On the other hand, you can compile new creative ideas and jump between intense, unsaturated and high and low key looks lightning fast**.**

➢ **Granulation module**

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.
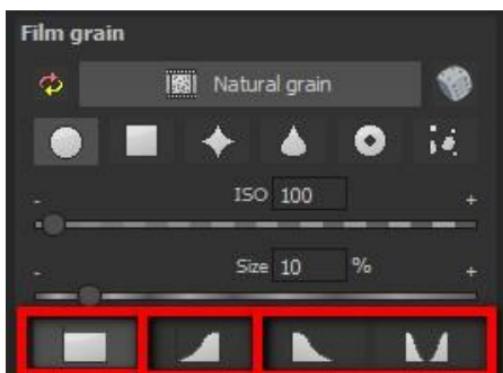
- **Size**.
The maximum size of a simulated grain.

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

Here the Masking has only been set for the lights. This way they receive a natural granulation, while at the same time the sky is spared.

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

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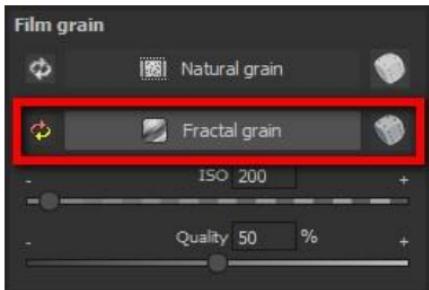
Fractal grain simulates a large scale irregularity, which is created through the storing and deterioration of photo material. Therefor the following parameters are at your disposal:

- **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 therefore a whole new look.

> **Scratch and Sensor Errors**
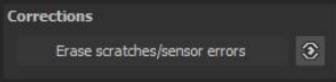
Micro-contrast enhancement used in photography unfortunately shows every unwanted sensor imperfection that every photographer, despite internal camera sensor cleaning, knows and dreads. Don't stress - just eliminate them! With the easy to apply correction function from **COLOR projects 5**, it can even 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.

Circled in red are the sensor spots in the original photograph.

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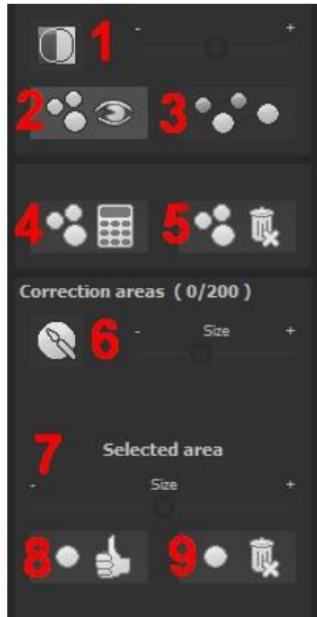
The sensor spot corrector marks all of the patches and determines a source within the image that can be used as a substitute.
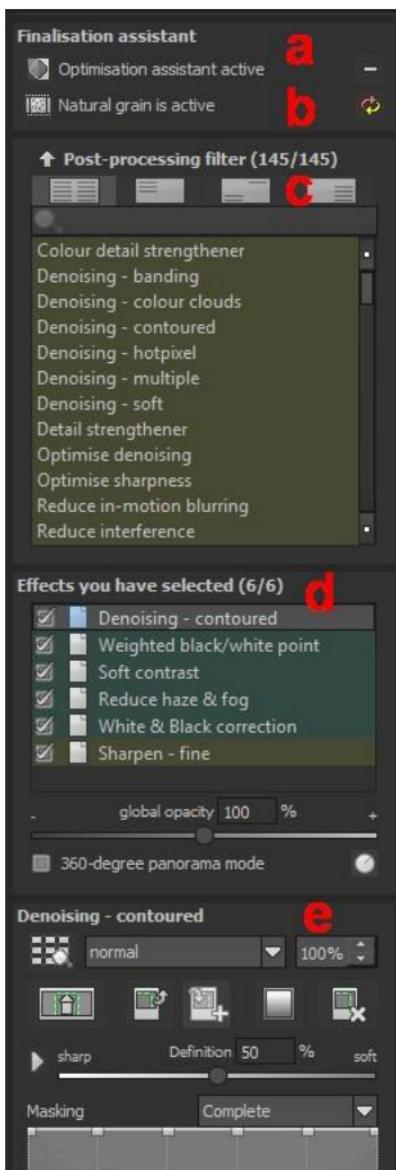

The sensor spot corrector was successful.

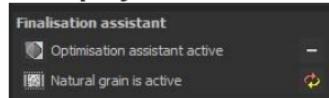➢ **Post-processing Expert Mode**

| finalise | expert |

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) **Display natural grain** active or reset
c) **Post-Processing Effects** (total 145)
d) **Selected Effects** (made up of the preset and your chosen post-processing effects)
e) **Settings for Selected Effects**

Finalisation assistant a
● Optimisation assistant active —
▨ Natural grain is active b ↻

↑ Post-processing filter (145/145) c

Colour detail strengthener
Denoising - banding
Denoising - colour clouds
Denoising - contoured
Denoising - hotpixel
Denoising - multiple
Denoising - soft
Detail strengthener
Optimise denoising
Optimise sharpness
Reduce in-motion blurring
Reduce interference

Effects you have selected (6/6) d

☑ Denoising - contoured
☑ Weighted black/white point
☑ Soft contrast
☑ Reduce haze & fog
☑ White & Black correction
☑ Sharpen - fine

global opacity 100 %

▨ 360-degree panorama mode ◉

Denoising - contoured e
▤ normal ▼ 100% ⇅

sharp Definition 50 % soft

Masking Complete ▼

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) Display natural grain

Here you have the opportunity to see whether grain was added and whether you want to reset the adjustments you have made or not.

c) Post-Processing Effects (145)

The list includes 145 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
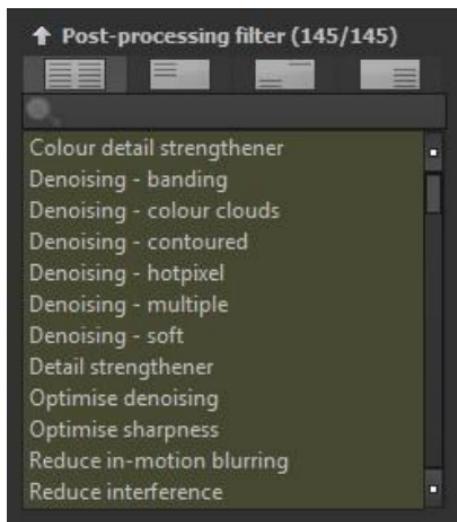
Tip: If you are looking for a certain effect and know its name or part thereof, you can save time by using the search bar.

Post-processing filter (145/145)

|		
Colour detail strengthener	Dynamic brightness	Colour intensity
Denoising - banding	Expose centre	Colour light/shadow
Denoising - colour clouds	Expose outlines to light	Colour palette
Denoising - contoured	Film grain - analogue	Colour temperature
Denoising - hotpixel	Film grain - digital	Colours-Saturation-Exposure
Denoising - multiple	Film grain - fractal	Correct colour tone
Denoising - soft	Gradation curve	Display original image
Detail strengthener	Gradation curve (Log)	Expose colours
Optimise denoising	Greyscale conversion	Fade
Optimise sharpness	Histogram balance	Gamma correction colour channel
Reduce in-motion blurring	Light tuning	Manual RGB points
Reduce interference	Manual black/white point	Manual white balance
Sharpen - fine	Optimise structure	Reduce chromatic aberrations
Sharpen - luminance HD	Peripheral light distribution	Season
Smooth sky	Reduce haze & fog	Sepia tones
Adjust horizon	Restore highlights	Time of day
Airbag distortion	Soft contrast	Weighted colour channels
Correct perspective	Soft details	Aura
Dissolve	Structure - cracks	Directional blurring
Glass panel	Structure - linen	Focus
Horizontal mirroring	Structure - metal	Gaussian blur
Lens correction	Structure - paper	Glamour lighting
Magnet	Structure - puzzle	Intense radiance
Reduce image area	Structure - textile	Liquefaction
Rotation and zoom	Veiling glare	Neon glow
Twirl	Vignetting	Radial soft focus
Vertical mirroring	Weighted black/white point	Smooth colour channel
Adjust light/shadow	White & Black correction	Smooth colour tone
Automatic black/white point	Add a colour tone	Soft focus - keep details
Balance local contrast	Adjust colours	Warp
Black & white	Automatic local white balance	Abstract painting
Bleach bypass	Balance local colour contrast	Artistic detail strengthener
Brightness control	C64 colours	Baroque painting
Brightness progression	Colour balance	Brush painting
Brightness-Contrast-Gamma	Colour channel gradation (Log)	Brush strokes
Continous tone shading	Colour channel gradation curves	Bubble tea
	Colour filter	Coloured pencil drawing
	Colour gradient	Comic style
		Crayon painting
		Cubify
		Fog

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).

d) 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 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 edited result 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 removes it from the list.

- Effects can be sorted at will by dragging and dropping them up or down the list.
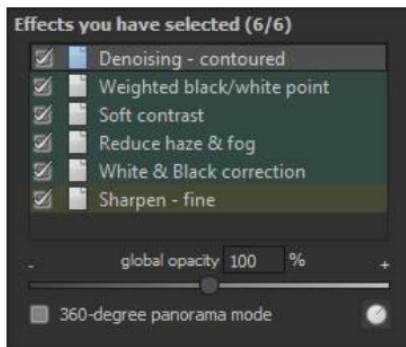
Tip:

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 bottom left box to prepare your images for a perfect 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.

e) 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 **currently 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.

The example shows the parameters for the "colour balance" effect, which consist of slide controls for cyan red, magenta green and yellow-blue. Moving the rulers adjusts creates changes that will be immediately displayed in your final image. The ruler's overflow in colour gives you a direct indication of how the new value will affect your image.

The adjustment of cyan red and yellow-blue values allow for a clearly warmer colour reproduction of 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.


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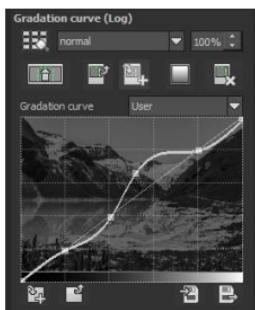
Here you will find in the top right hand-side a box with several different pre-settings. In this example the pre-setting "bright lights" has been chosen.

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".

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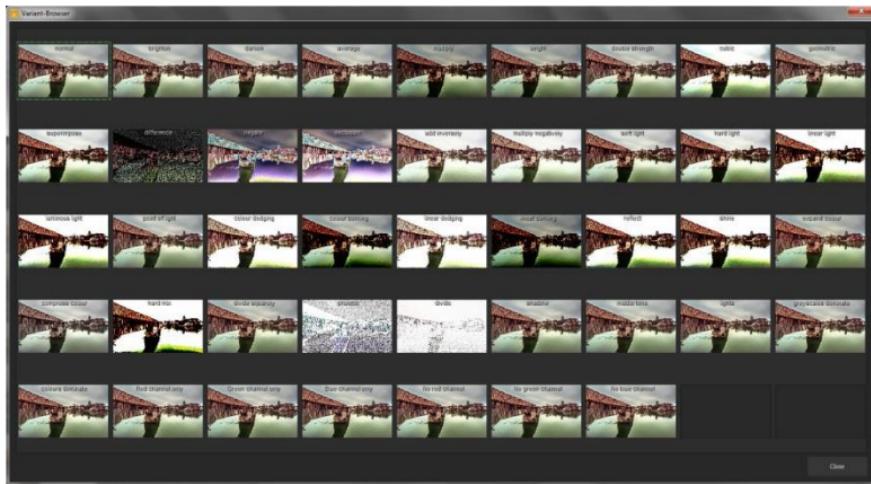
The application of different layer processing methods on a single effect leads to completely different results.

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 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.

This example precisely shows the "colour intensity" effect applied to only the selected area. Since 93% rounding has been selected, the section 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.

➢ **Selective editing – gradient module**

You can choose from every post-processing effect in the area of selective editing a course (gradient) of 56 premade models with a single click.

To activate the desired post-processing effect from your chosen effects, click in the underlying parameter area on the gradient-slider.
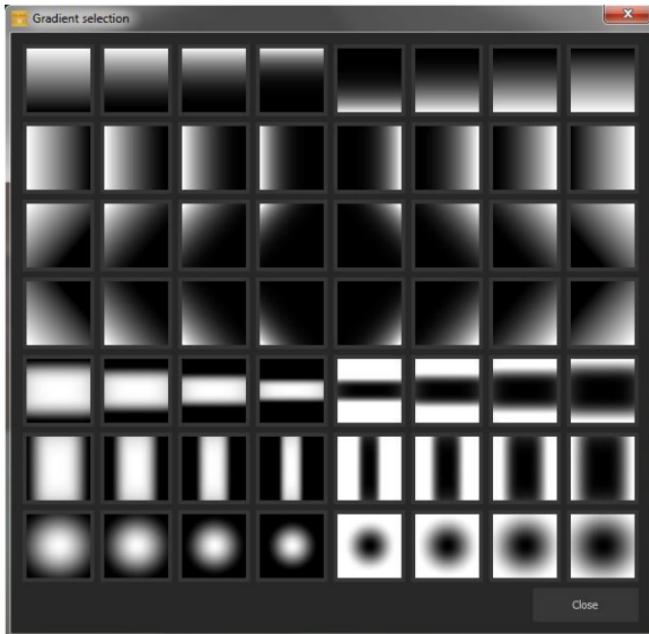
A window will open with different types of gradients. From there choose with a left click your desired type of gradient.

Tip: When you choose a gradient model then the selected areas (that may be already available in the currently chosen effects) will be copied onto clipboard. You will be able to transfer it back again by using the controller.

➢ **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, without having to retrace the selection again.

This button deletes all selected areas of 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 will reset the preset back to its initial state. Careful: All of the modifications applied up to this point will be undone!
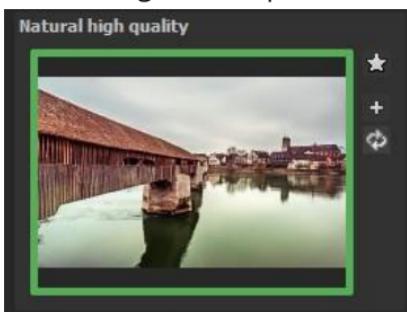
Clicking ✚ saves all of the changes in a new preset. A dialog box will open where you can enter a new name for your preset or confirm the suggested one. The system will name it "Copy".

The preset will be saved and moved to the "Custom" presets category.
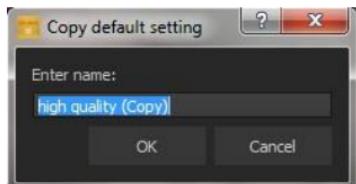
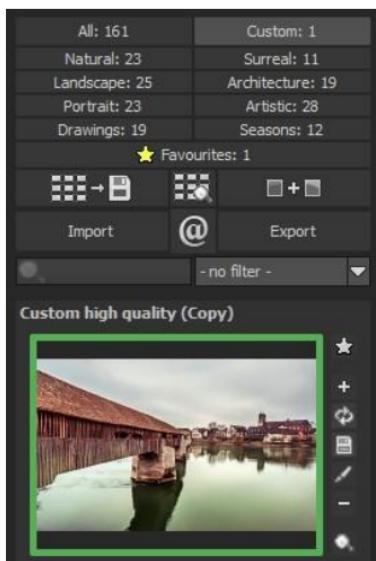The new preset has been additionally generated and the starting preset is preserved.

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"**, 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.
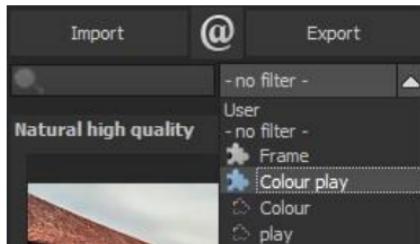
The filter drop down menu to the right already contains "**Colour play**" and you can simply select it from the entered search filters

8. Local Adjustments and Selective Drawings

The new highlight tool from **COLOR projects 5** deserves very special attention. Firstly, this tool selectively edits chosen areas without complicated masks done by hand, like other photo editing programs. **COLOR projects 5** 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 8 important image enhancements: "Shading", "Illuminating", "Back to previous colour", "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.
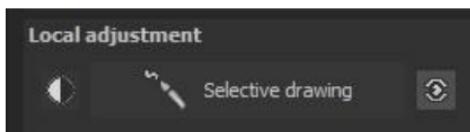
It's easiest to see how the whole thing works through an example image. First, let's open the selective drawing window (post-processing/finalise - bottom right). As example image a single RAW file of a typical flower motif will be used. In this case we want to have the flower petals a lighter shade so that you can differentiate them more easily from the dark leaves.
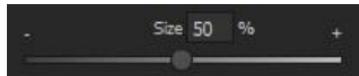
1)   Select editing objective
For this case, select "Illuminating". Make sure that the selected mask function is activated and the green checkmark is showing.
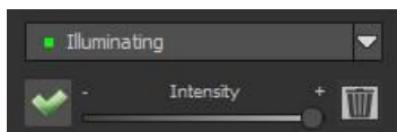

2)   Activate drawing mode

3)   Activate filling mode

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

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.
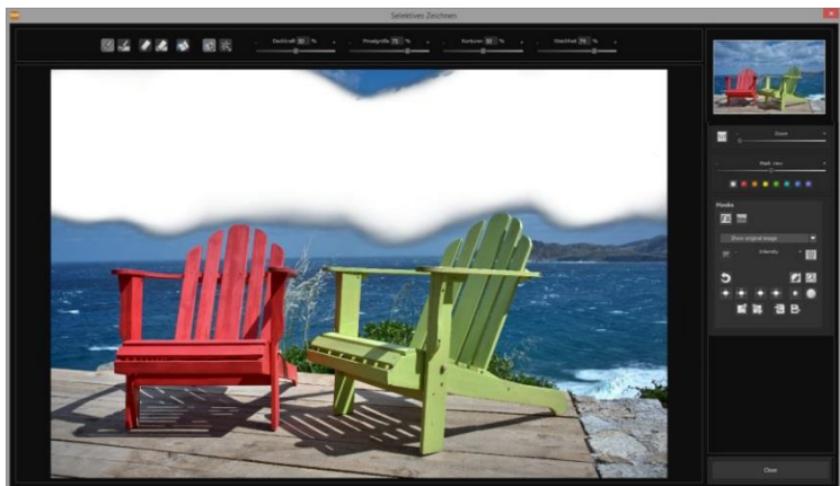
6) Once fully selected, blend the mask out by moving the mask intensity control to the left.
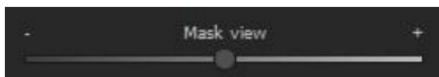
7) Now you only see the effect, that is, the brighter clouds - our objective was "Illuminating". Now you can adjust the intensity of the effect by sliding the control towards the + or -, according to your preferred strength.

8) Done! The selected areas have been brightened, while rest of the image has not been touched

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

On the right you can clearly see brighter clouds that have been through the selective procedure. The foreground and the ocean continue to have the same tonal values as previously.

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

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

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.

Outlines 50 %   Softness 50 %

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.
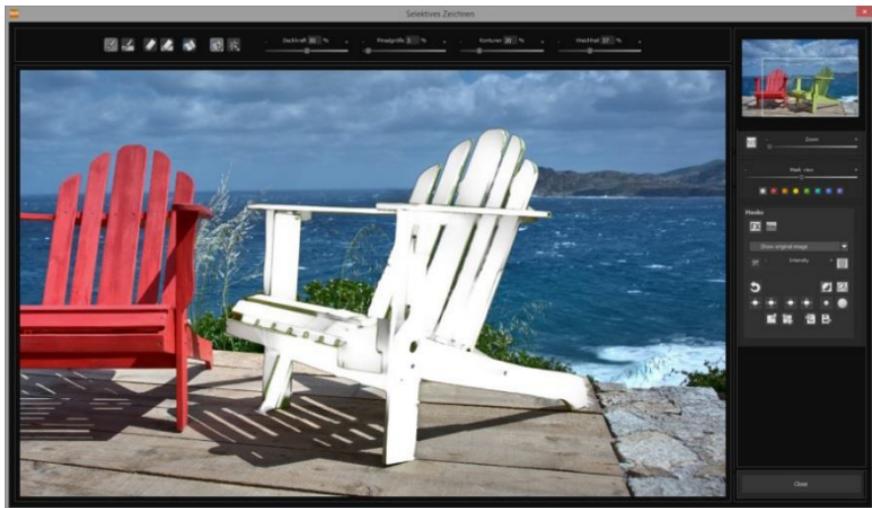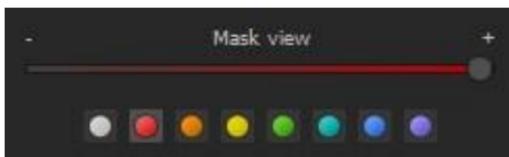
With the ray filling mode you will be able to mask chairs perfectly, while the sky and ground areas remain untouched.

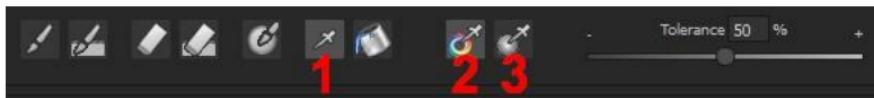**New in COLOR projects 5:**

> **Optional mask colours**

Choose 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 out of 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.
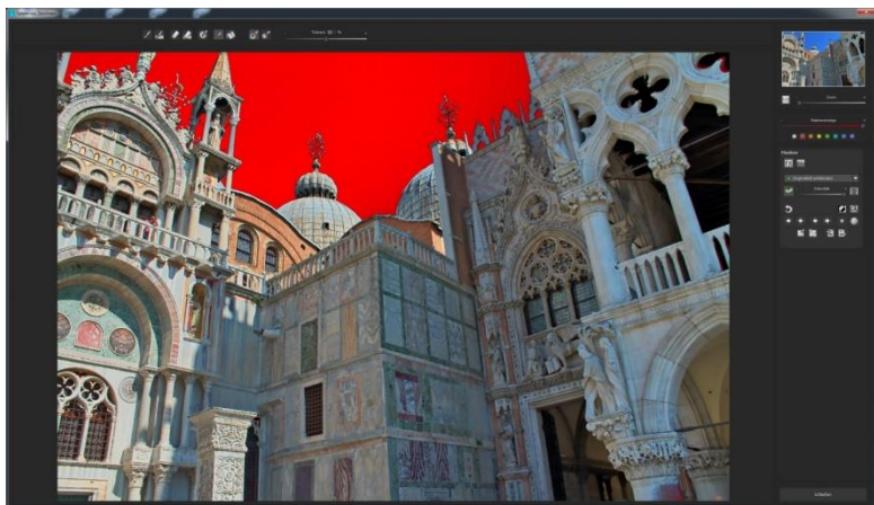
In the above example we can see how a red mask has been created for the sky

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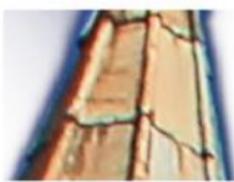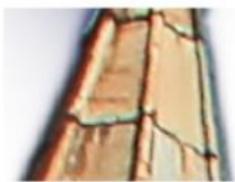The smoothing brush (1) gives you the opportunity to draw selective areas of the mask softly.

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 are several special modes that one can use directly.
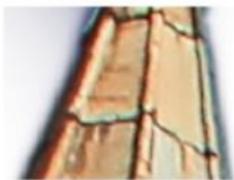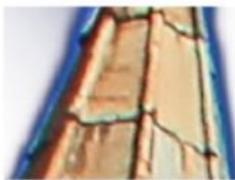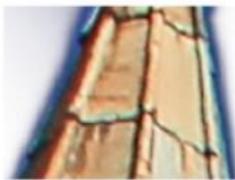
1. Reducing the entire mask outline

 becomes

2. Increasing the entire mask outline

 becomes

3. 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.

> ➢ **Adaptation of automatic masks onto the "Distortioncorrection" of the RAW module**

Selective drawing works directly with the RAW module. This includes the "Distortioncorrection" that is part of the RAW module and that is applied completely automatically on several drawn masks.

In the example we have an image, where the sky has already been masked.
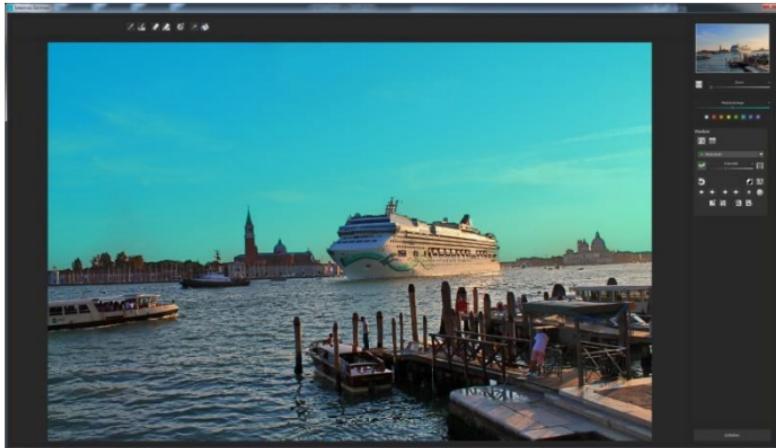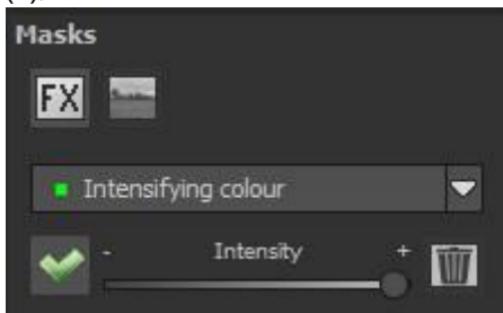

When we now subsequently correct in the RAW module the horizon within the image, then the drawn mask will automatically adjust itself to the "Distortioncorrection".
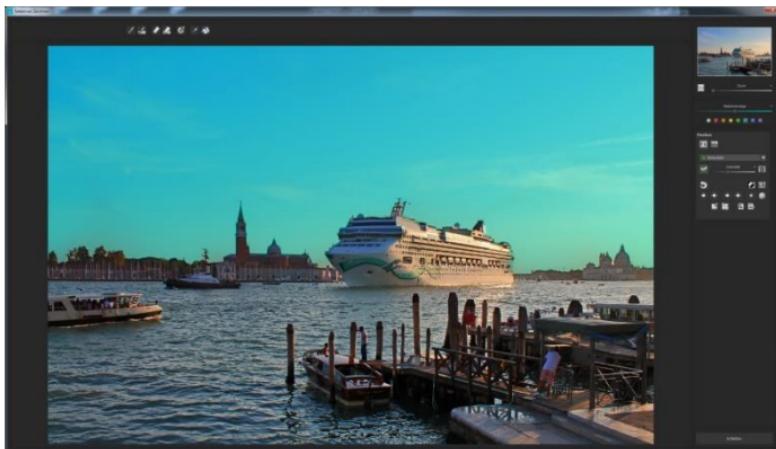
> ➢ **To reset the function of a mask**

Every mask can without any influence on the other masks be reset to its original state. You simply click on the waste paper basket button (1).

After clicking on the button a security query will follow, so that no important work can be lost by accident.

9. Composing-Modus

In the Composing modus of selective drawing you have the opportunity to build up to **4 levels** 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).

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(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) 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 to light: Regularly the light from your current image does not match with the exposure of your other image levels. Here you can adapt the exposure and darken or brighten the images however you want, so that they match.
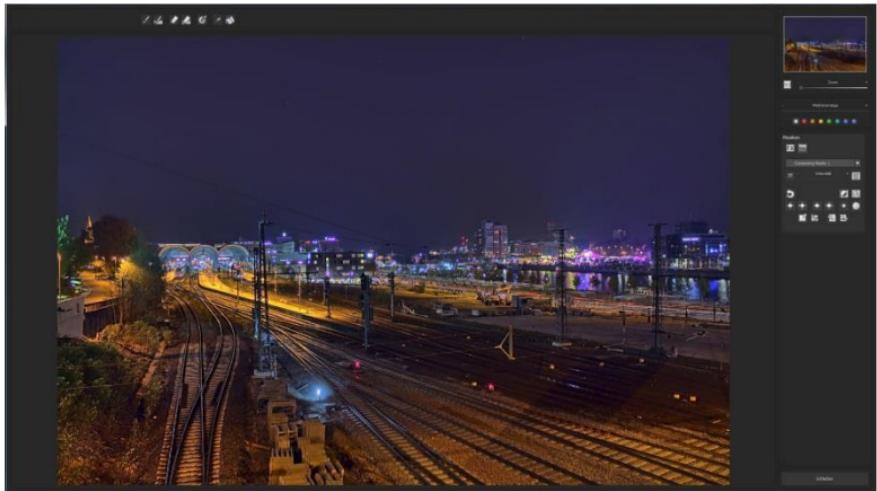
A not very exciting photograph of the night sky…..
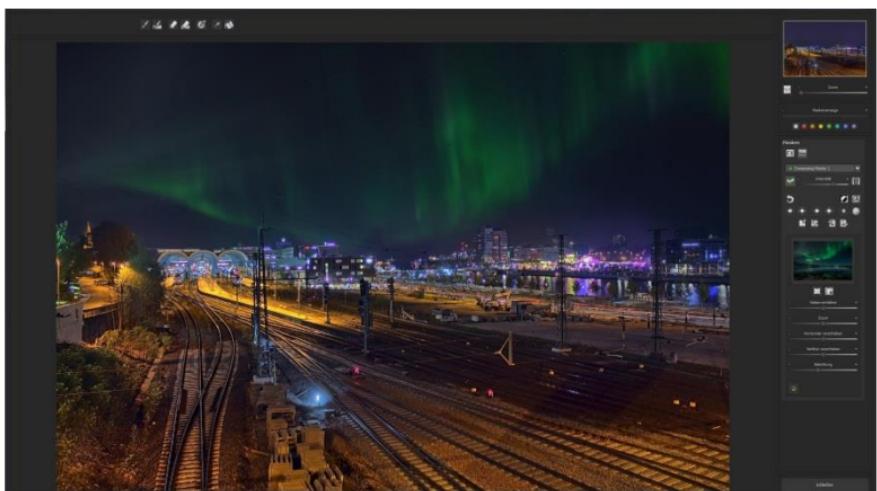
….can with the help of the composing mode be transformed into an eye catcher in less than a minute.

10. Workflow

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

COLOR projects 5 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.
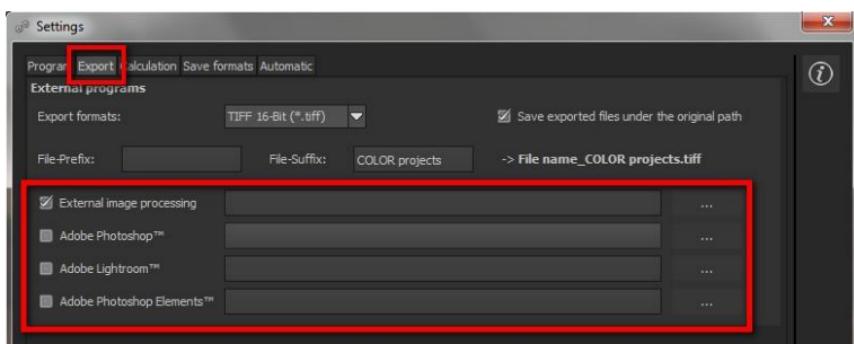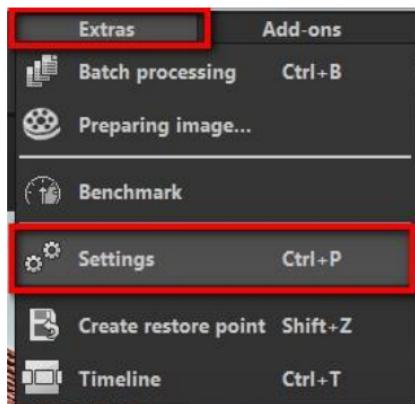
> **Open in other photo-editing programs**

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.

Extras	Add-ons
Batch processing	Ctrl+B
Preparing image...	
Benchmark	
Settings	Ctrl+P
Create restore point	Shift+Z
Timeline	Ctrl+T

➢ **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:

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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 symbol in the timeline.

11. 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. Practical is also the new photo centre display that you can obtain 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 the image yourself 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.
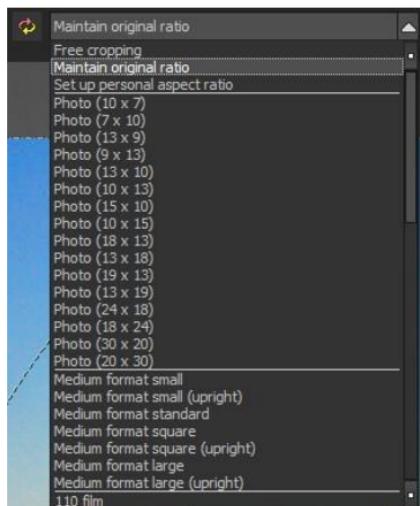
As soon as the image has been cropped and captioned, confirm the save and the following window will prompt you to select a file format and name your file.

12. 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.
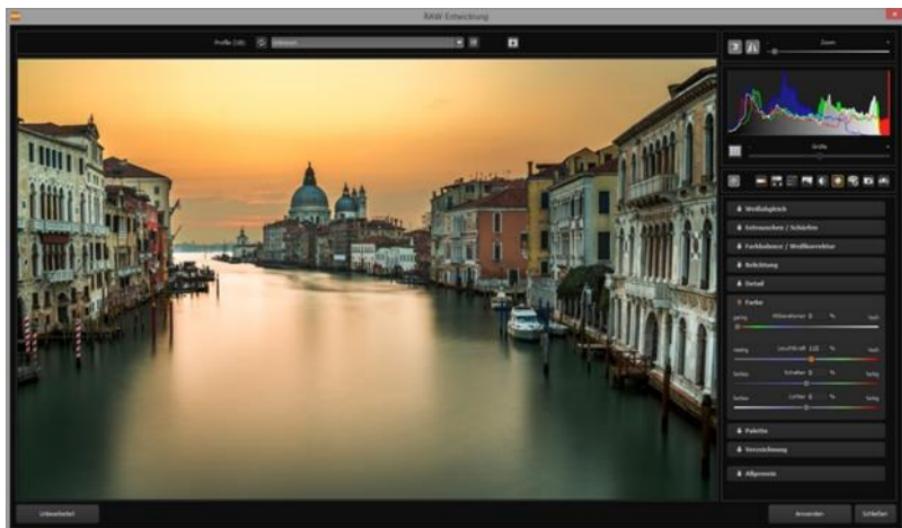
Interfering chromatic aberration can be easily removed in the "colour" category.

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. With the new dynamic exposure you can adapt the brightness to the contents of the image.

Detail: Fine-tune clarity and micro-details with lights, shadows and midtones.

Colour: These colour settings are all about the luminosity of lights and shadows. You can even reduce the presence of unwanted chromatic aberrations.
New is differentiating chromatic aberrations by colours:

Green light diffraction
**Blue light diffraction**
Red light diffraction

The light diffraction corrector removes chromatic aberrations of a certain colour. Thereby **a lens curve** will be calculated backwards on top of the colour channel. Dabei wird eine Objektivkrümmung rückwärts auf dem ausgewählten Farbkanal gerechnet.

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. The reference grid can be adapted in the distance between the grids as well as in its transparency. This is how you will always have the maximum overview when you are correcting your settings.
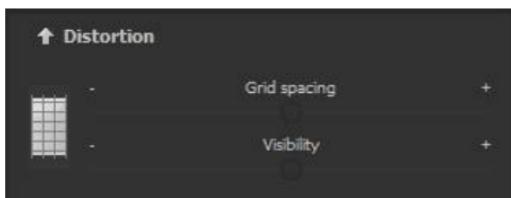
New: Category FX

This category includes a several new special effects like a mist & fog correction, saving spotlights, sepia and film grains as well as different **gradients**.

Pro Tip
When you take a landscape shot, shift the controller to "Gradient top**"** to a dark tone and create in that way a neutral thick (ND) – process filter.

General:
Activate the "360° panorama mode" to optimise matching edges of images in a panorama series. If you have conducted the settings in RAW mode, click on "apply".
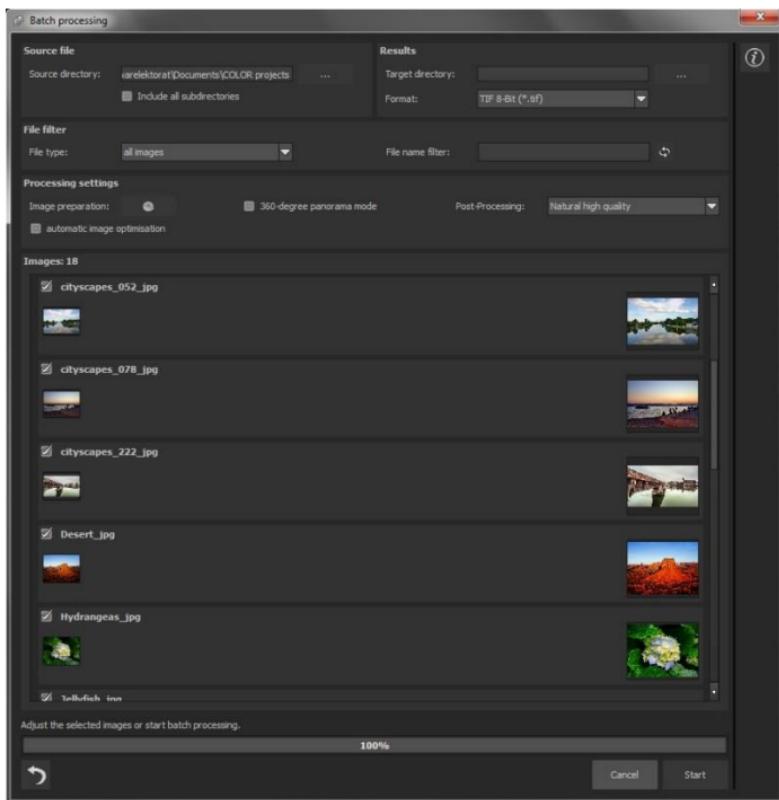Save your settings as a camera profile to save time in the future. This can be reset at any time.
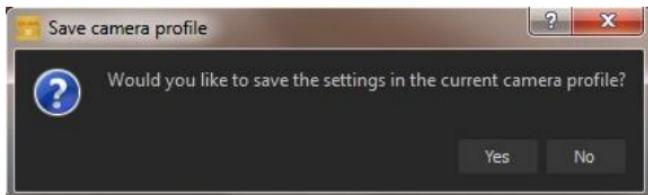

13. Batch processing

COLOR projects 5'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.**
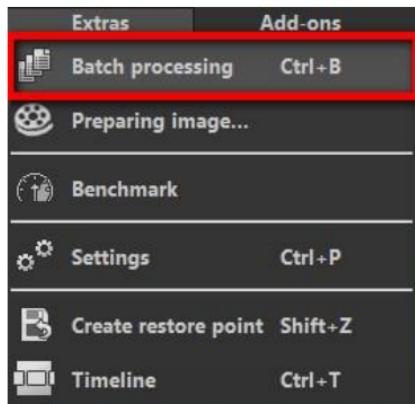
Note: Remember that looking through folders with several subfolders can require a lot of time. That's why selecting "C:\" is not recommended

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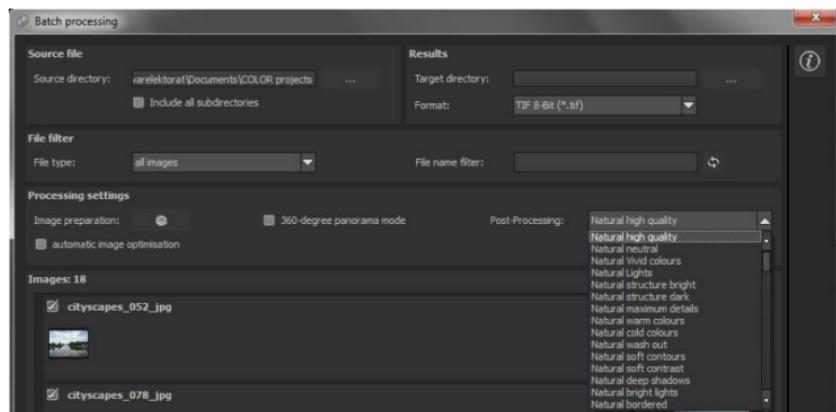
> **Format**: You can choose from five different formats to save your resulting images. In form of .jpg and .tif, there are two 8 -bit formats and two 16-bit formats, as well as one png format. JPG images are always the highest quality and TIF files are saved uncompressed and without defects.

> **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.

14. Via GPS coordinates directly to OpenStreetMaps

New: If the GPS coordinates are in your Exif-files (Menu -> Exif information), then you will be able to locate the place where the photo was shot when you click on the button "Open GPS coordinates via Browser". You will see the place the photo was shot in www.OpenStreetMaps.org.
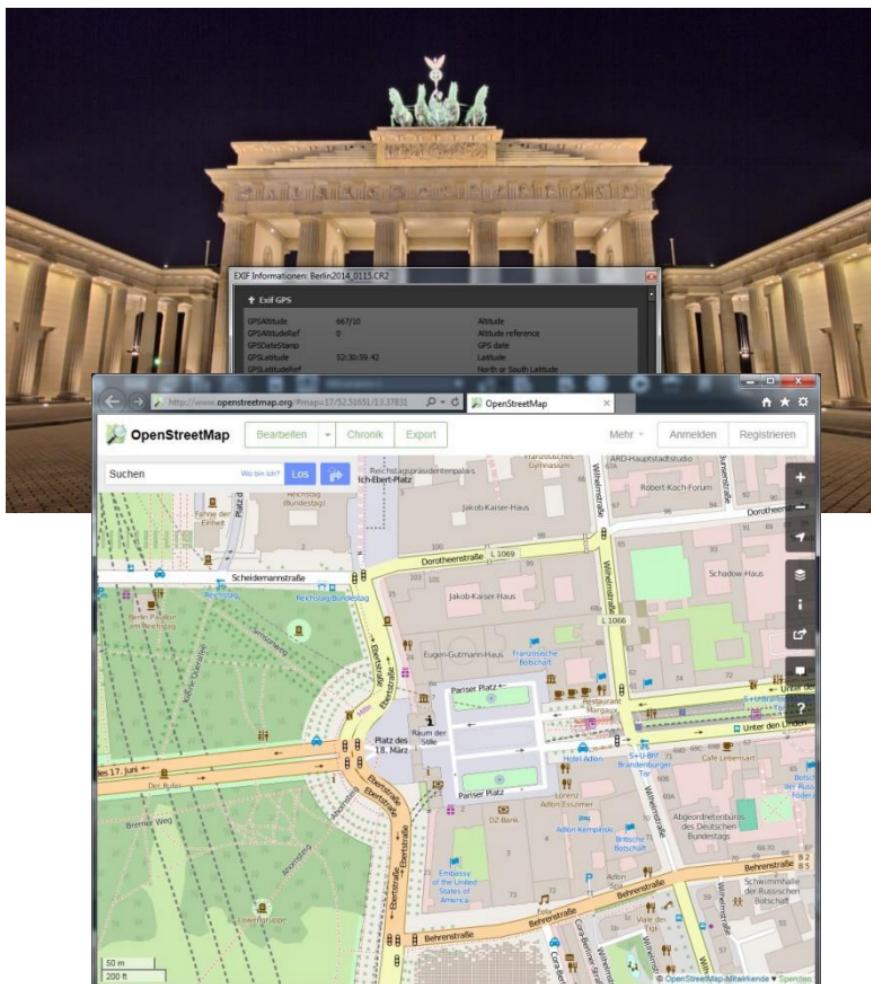
15. Add-ons

With help from add-ons, you can not only import presets from **COLOR projects 5**, but also entire post-processing modules can be integrated, which can be necessary to create new preset looks.

1. Extract the zipped files that you received with the download e.g. **Prest-Collection-Color-projects-Seasons.zip**

2. Open your **COLOR projects 5**

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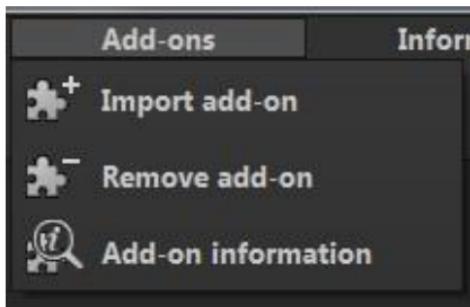
4. Select **Photo projects Seasons (20)** in the following dialog window, open it with a double-click and select the **PHOTO_Seasons.praddon**. Then click "Open".

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 5** and load an image. Select Menu -> Add-ons -> Add-ons Information, and confirm that your filter package was successfully activated.

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

8. Here only the new, recently imported presets are displayed.
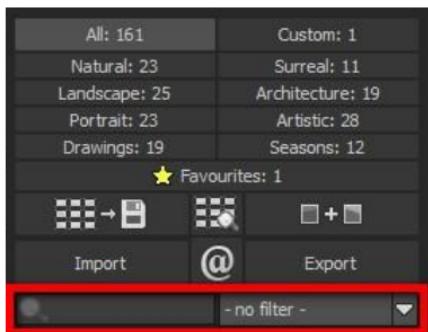
9. Click the arrow to open the dropdown menu and select "Seasons". Now exclusively the new presets will appear on the left display box.

10. If you would prefer to not filter the presets, the new presets can be found in the "Colour play" category.
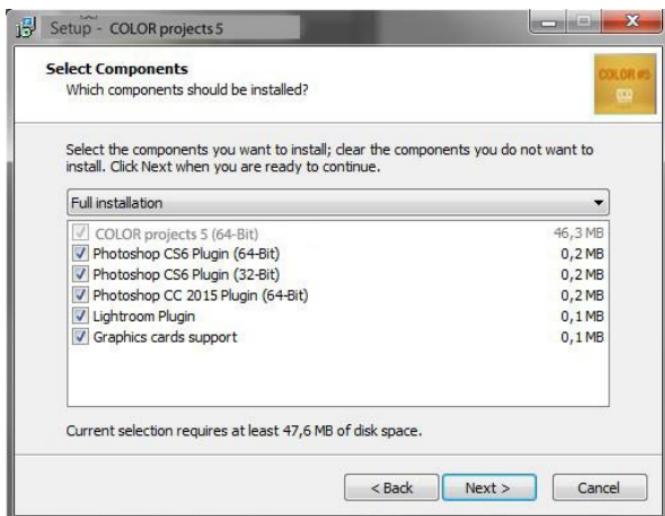
16. Plug-In Installation

COLOR projects 5 can also be used as a plug-in for Adobe® Photoshop. Newer versions of Photoshop are automatically detected by **COLOR projects 5** 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**

> ➢ **Installation of Adobe Photoshop & Adobe Photoshop Elements**

The following window will appear when installing **COLOR projects 5**:

Select the version of Photoshop where you would like to install the **COLOR projects 5** plug-in. Click on "next" and follow the instructions from the installation assistant. The plug-ins will then be automatically installed.

You can conduct the installation of the Plug-In at a later point as well. **Please install Photoshop before the project Plug-ins!** After the installation of the Plug-Ins, you can open Photoshop again.

In Photoshop you will find under menu item "**Filter"** the entry **Franzis**. Here you will find all of the listed Plug-Ins.
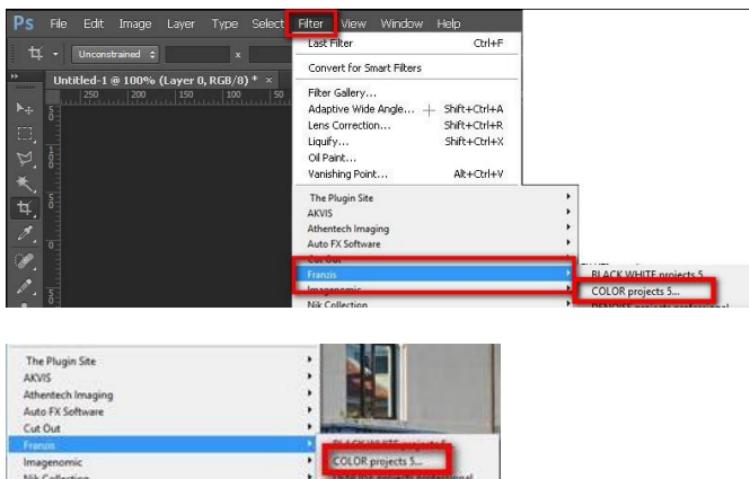
Click on **COLOR projects 5**. The image that you have opened and edited in Photoshop will now be opened in **COLOR projects 5**.

Now you will find the program in Photoshop Filter-Plugin mode. You will be able to edit the image as you´re used to in **COLOR projects 5.**

When you´re finished editing the image you can send the image directly back to Photoshop by clicking on the button "**apply**".

With the button "**discard**" you finish the filter Plug-in, without sending the changes that you have done to the image back to the Photoshop level.

The editing that you have done in **COLOR projects 5** will be discarded. The project program will then automatically close itself. This mechanism is conducted by Adobe Photoshop and cannot be stopped.

> ➢ **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 **COLORProjects5Filter_PH6.plugin** (PH7 with other Photoshop versions) to the plug-in folder for your version of Photoshop, which is normally labelled as "plug-ins".

Start up your version of Photoshop, load an image and navigate to
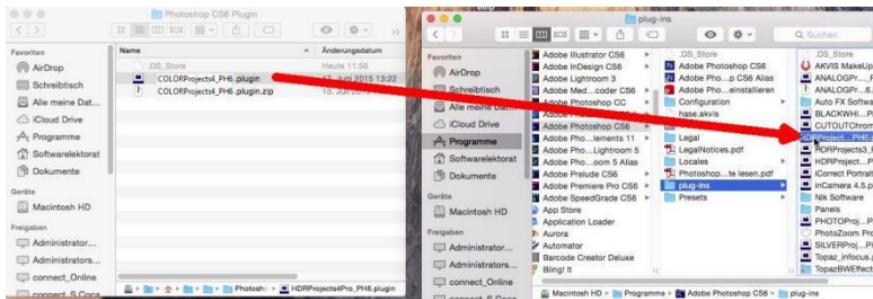
"**Menu -> Filter -> Franzis-> COLOR projects 5**".
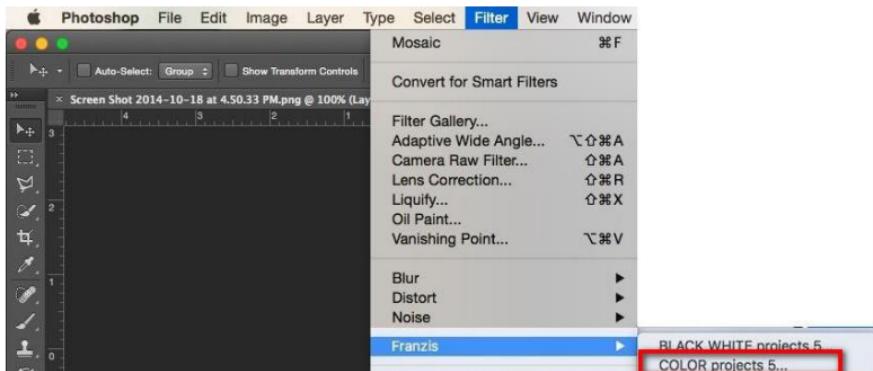
With a click you start the Plug-In. The image will now be opened in **COLOR projects 5.**

Now you will find the program in Photoshop Filter-Plugin mode. You will be able to edit the image as you´re used to in **COLOR projects 5.**

When you´re finished editing the image you can send the image directly back to Photoshop by clicking on the button "**apply**"**.**

With the button "**discard**" you finish the filter Plug-in, without sending the changes that you have done to the image back to the Photoshop level.

The editing that you have done in **COLOR projects 5** will be discarded.

The project program will then automatically close itself. This mechanism is conducted by Adobe Photoshop and cannot be stopped.

> ➢ **Adobe Lightroom Plug-ins with Windows**
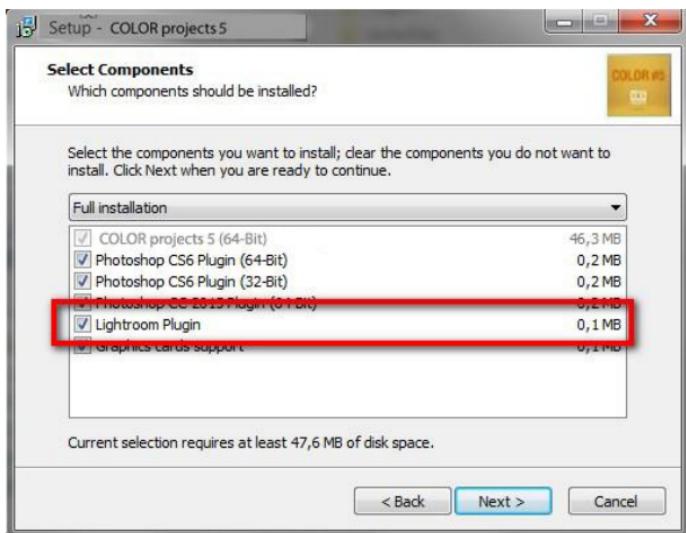
Start the installation program and check in the component selection if "Lightroom Plugin" has been chosen. Copy the plug-in folder "Lightroom Plug-in" from your CD-ROM.

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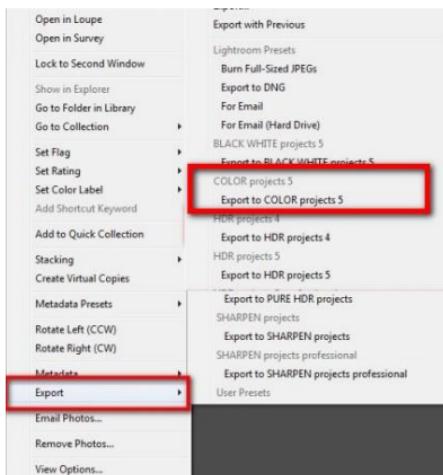**www.projects-software.com/plugins**

Subsequently open your Lightroom version. Start Lightroom and navigate to "File->Plug-In manager" to check if the plug-in has been activated.
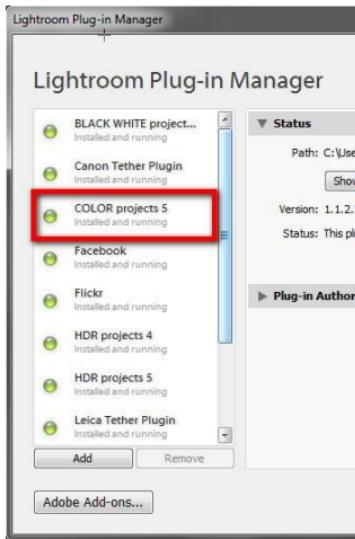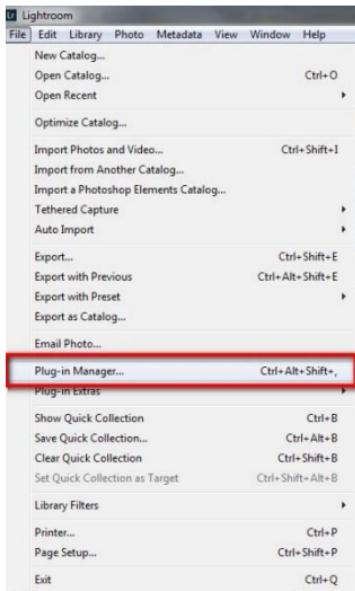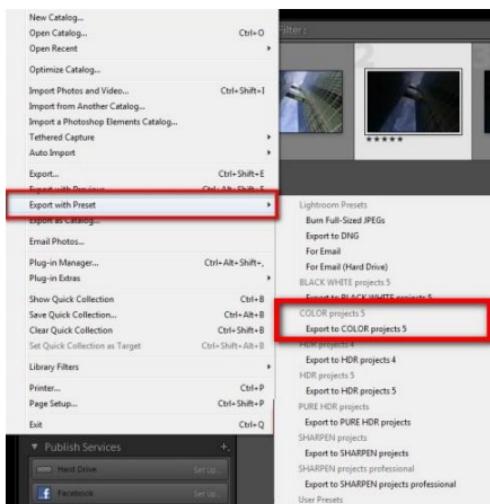
LR: **COLOR projects 5:** Installed and executed

Mark a bracketing series in your lightroom library. Right-click on the image directly in Lightroom and select "**Export -> Export to COLOR projects 5".**

Or: Choose "**File -> Export with Preset -> Export to COLOR projects 5**".

> ➢ **Adobe Lightroom Plug-Ins with Mac OS X**

The Plug-In for Adobe Lightroom will not be automatically installed with MAC OS X. To integrate it into Lightroom, continue as follows:

Install **COLOR projects 5** 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.
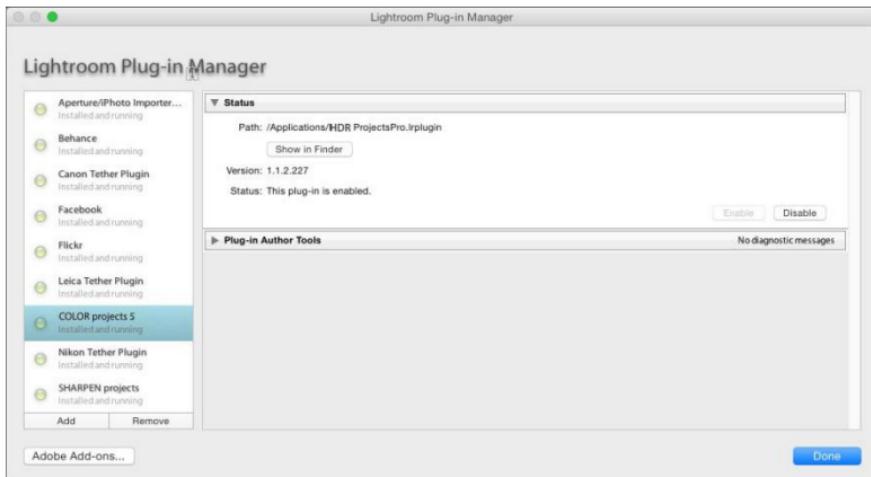
We recommend the folder where also your presets are stored:

"Benutzer(Users)/username/COLOR Projects 5".
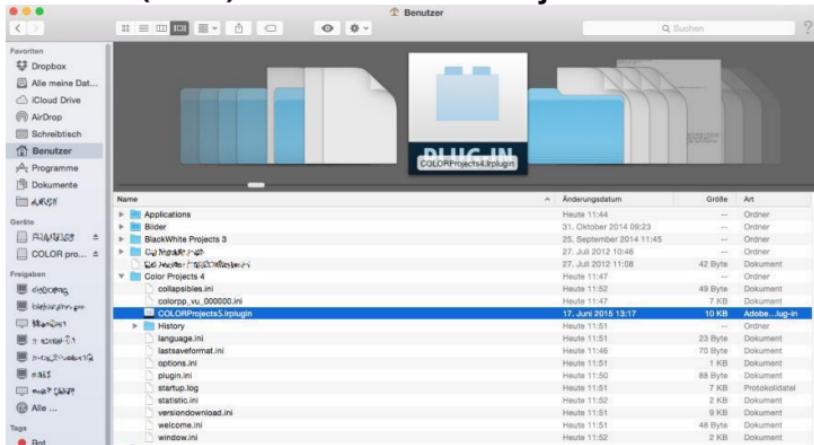
Start Lightroom und navigate to "File ->Plug-In Manager".

Click the "Add" button in the Lightroom Plug-In Manager.

Choose the relevant Lightroom-Plug-In of **COLOR projects 5** that you have just copied to your computer, by navigating towards it.

If the Plug-in is not instantly marked with a green active dot, close Lightroom and start it again.
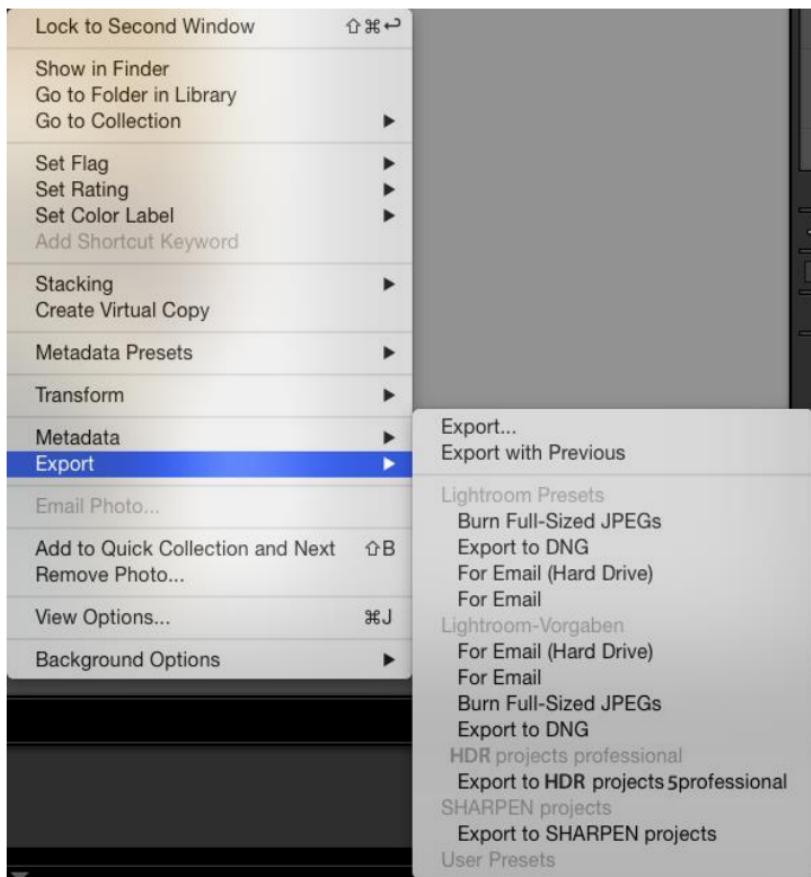Now the Plug-In should be installed and be up and running.

You have now several options to get your image from Lightroom to **COLOR projects 5.**
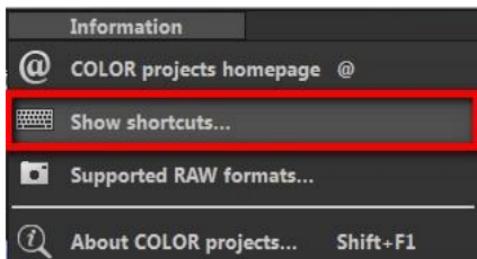**"File-> export with file-> export to COLOR projects 5".**
OR:

Right-click on the image directly in Lightroom and select „**Export -> Export to COLOR projects 5".**
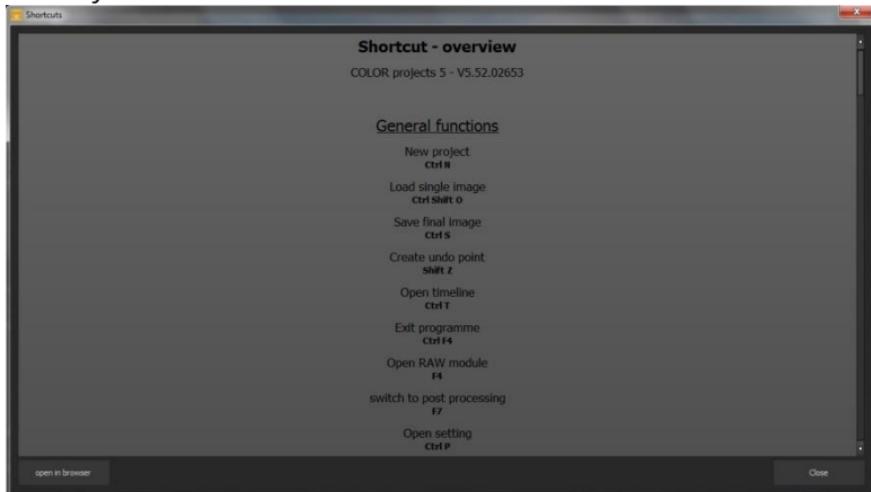
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17. Keyboard shortcuts

Overview of the integrated Keyboard shortcuts

In the main menu in the area of *information* you will find an overview 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.
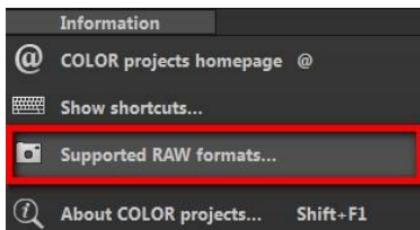

To have constant access to the overview via a separate window, you can use the function „open in browser"(window bottom left), which will show the list in a standard browser.
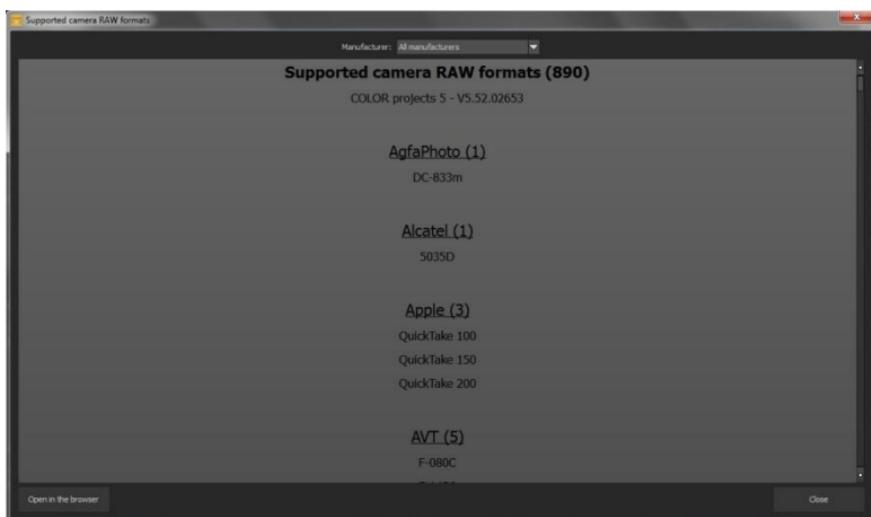You will also be able to print the keyboard shortcuts from there.

18. Integrated list of supporting camera 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.

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 bracketing's.

Support

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

Contact form: https://www.projects-software.com/

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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