NATURE projects

User Manual

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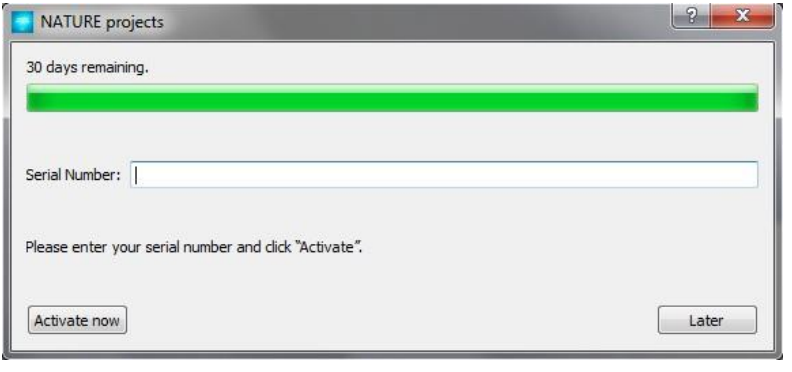
1. Activation

Activation using Windows

After opening **Nature projects** for the first time, you will be prompted to activate the program. Complete this by following the steps described below:

Install **Nature projects** as described in the installation guide.

Enter a serial number. If you have purchased the box version, this can be found in the accompanying information booklet. For customers who have purchased downloadable versions of the software, the serial number was sent to your registered email address immediately after the purchase.



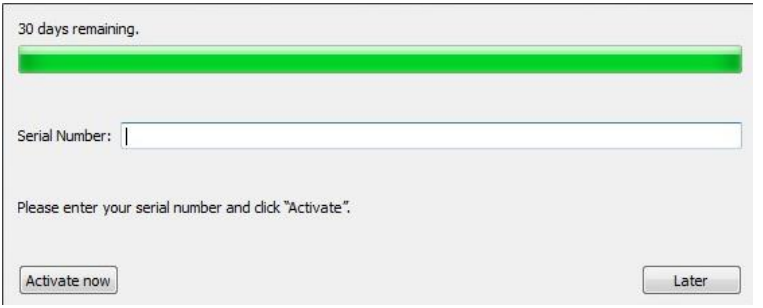
Click on the “Activate now”-button. You have now successfully activated the software!

Activation using Mac

After opening **Nature projects** for the first time, you will be prompted to activate the program. Complete this by following the steps described below:

Install **Nature projects** as described in the installation guide.

Enter a serial number. If you have purchased the box version, this can be found in the accompanying information booklet. For customers who have purchased downloadable versions of the software, the serial number was sent to your registered email address immediately after the purchase.



Click on the “Activate” button. You have now successfully activated the software!

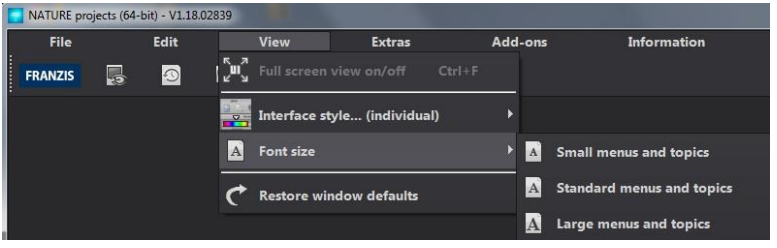
NOTE: You can use your serial number to install NATURE projects on up to two different computers.

No second serial number is needed. Simply enter your first serial number during installation on your second computer. Following entry, click on “Activate”.

2. User Interface Configuration

Adjustable Font Size for Menus and Headings

Provided in the program's main menu under View -> Font Size, this option lets you customize the font size of menu texts as well as in-program headings.



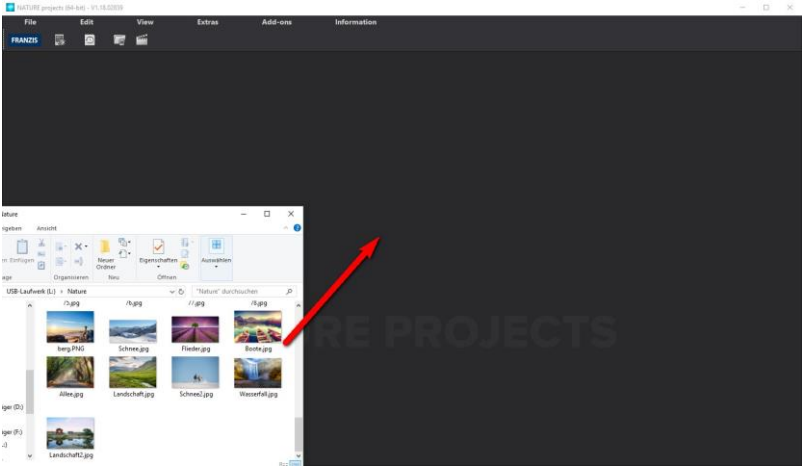
Font size settings can be adjusted directly at program runtime.

Users working on **4K monitors** have the possibility to improve menu legibility by increasing the font size.

3. Finished Image Edits in No Time

Five clicks in **NATURE projects** and you're done:

1. Upload Images



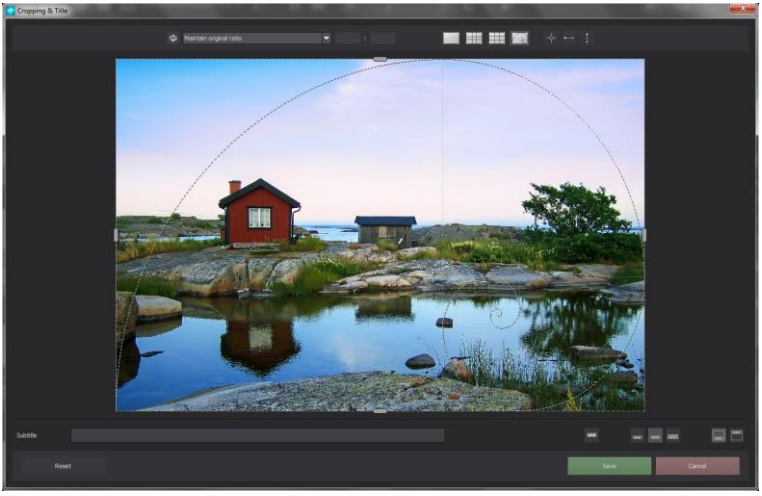
Simply drag and drop your images onto the program interface.

2. Post-Processing → Select Preset

3. Configure Optimization Assistant

4. Create a random weather condition

5. Crop the image, save and you're done!



Just like that and you're finished editing in no time – *or* go the creative route with individual image adjustments, the RAW Module or selective painting:

NATURE projects offers the necessary tools for both.

Located at the top of your screen is the main menu along with the toolbar. The toolbar contains the following functions:

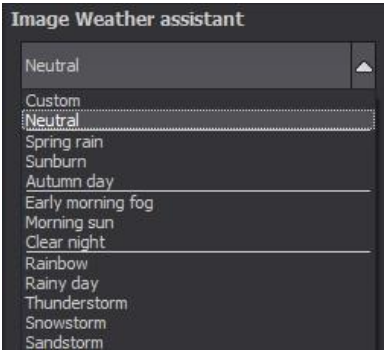
- Image Data Browser
- History Viewer
- Load Image
- Open Project

Images can be "dropped" onto the screen using a quick drag-and-drop. These images are then automatically uploaded.

4. Image Weather Assistant Module

Use the Image Weather Assistant to combine various weather conditions and give your image an entirely new look.

You can select from a range of various weather conditions such as “Spring Rain”, “Clear Night”, “Snowstorm”, etc..



Here’s an example: The original image is a normal landscape photograph.

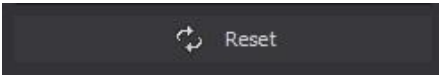
The changes made in the Image Weather Assistant create a variety of new moods:

Night:

Thunderstorm:

Morning Sun:

With the button located underneath, reverse any changes made in the Image Weather Assistant.



Go in and adjust the weather by hand using any of the seven slide controls. Select from Fall or Spring, dull or sunny days or between day and night.

The seven slide controls at the bottom offer additional setting control for: Horizon, Sun, Snow, Rain, Rainbow, Lightning, Moon and Stars.

Note: Depending on the weather condition selected, not all symbols may be activated at the same time. Adjust the top-most slide control to activate the symbols for additional settings.

- **1. Horizon:** Determine the height of the horizon by activating the Position Pipette and clicking on the preferred point within your image.

- **2. Sun:** The Position Pipette enables you to position the sun within your photograph. Activate the lens reflection or sunbeam effects and adjust their size, intensity and length.

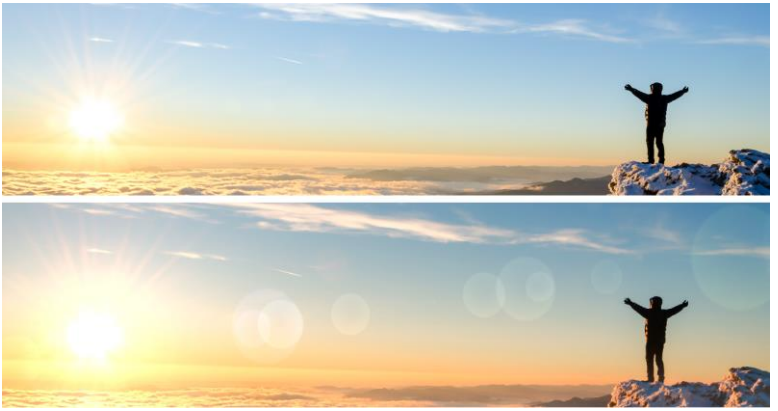
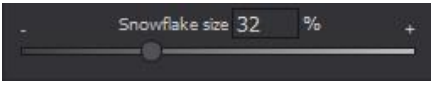
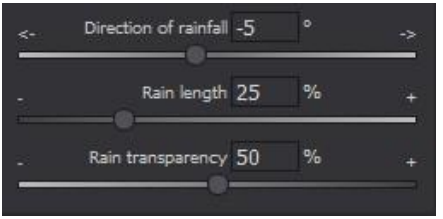


Image before and after applying the adjustments to the sun settings

- **3. Snow:** Decide how large to make your snowflakes.

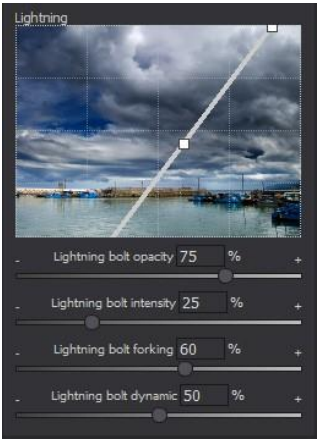


- **4. Rain:** Here you can determine the rain's direction, length and level of transparency.



- **5. Rainbow:** Position the rainbow in your image with the help of the Pipette tool . You can also make adjustments to the rainbow's radius and width within the settings.

- **6. Lightning**: Determine lightning opacity, intensity, distribution and dynamics. Lightning Distribution specifies how much electrical energy disintegrates into smaller branches and how much remains concentrated in the main branch. Lightning Dynamics controls the linearity of the lightning strike. Adjust the position of the small boxes shown in the thumbnail to change the length or positioning of the lightning bolt.



- **7. Moon and Stars:** Activate or deactivate (show/hide) the moon using the settings at the top. Position the moon in your image using the pipette . Specify the size, lunar phase and aura of your moon using the slide controls below. The lunar phases range from a waxing to a waning moon. In addition, the size and density (quantity) of stars can be specified within the settings.

The large button situated between the plus and minus symbols generates a random weather condition. If you're having trouble deciding on a weather condition or just want to see a recommendation, this function will put you on the track. Clicking on the plus or minus symbols will either intensify or reduce the effect the of the weather condition.

The "Copy Image Result to Original" function set the current image as the new original image just as if you had been using this image from the start. Use this function to save on computing time while working on projects with lots of added effects. This enables you to apply special effects such as Lightning, Rainbow and Moon to your images multiple times.

5. Uploading Image Material

Upload your image by simply dragging and dropping your image into the program window. You can upload images from the File Menu.

- **Image Browser**

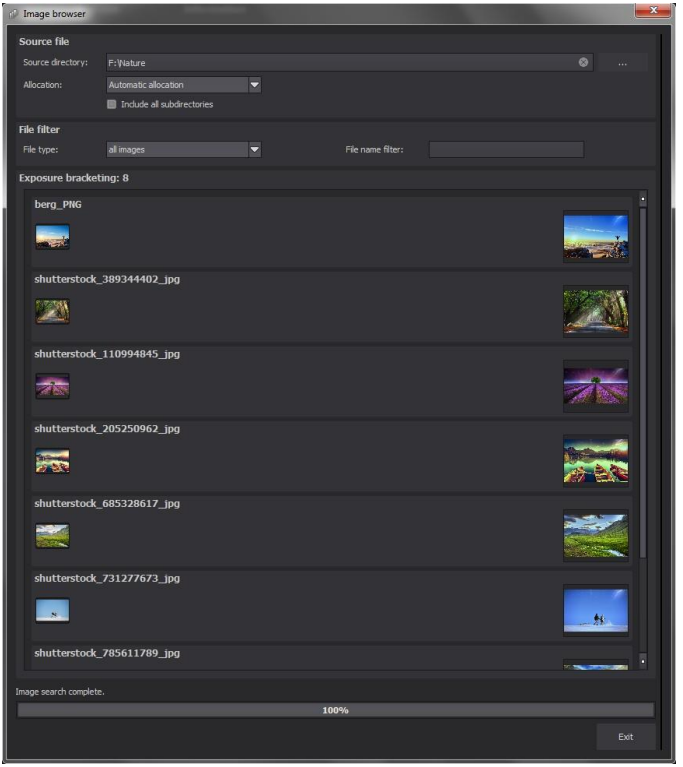
Use the image browser for a better overview of your images before uploading.

Click on the Image Browser symbol in the menu bar. This will open the preview window. Select your image folder as the “Source Folder”.

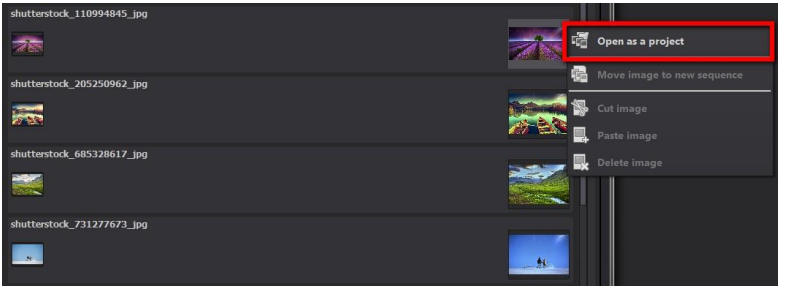
NATURE projects will then display an image preview. Glide your mouse over the image preview to enlarge it.

Useful here is the File Type Filter. JPG series are often stored together with RAW images in the same folder: Enter RAW in the File Type field and only RAW images are displayed without duplicates.

The search for images is completed at 100%.



Now you can upload your selected image. Right-click your preferred image and select “Open as a Project”. Double-clicking the image will open the image in Preview.



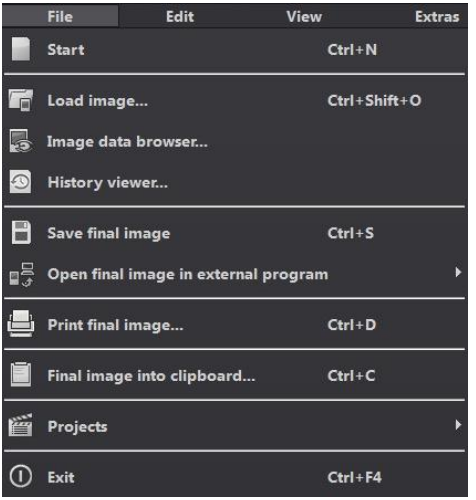
NATURE projects uploads your image just as with the simply drag-and-drop. Now we can begin with Post-Processing.

6. Menu Bar

6.1 File

File → Homepage

When you are finished editing an image or would like to close your current image, clicking on **Homepage** (or **Ctrl + N**) will close the current image.



File → Load Image

To open an image, click on **Upload Exposure Bracket** (or **Ctrl + Shift + O**) to search for the image you would like to edit.

File → Image Browser

Select your bracket folder from within the “Source Folder”. **NATURE projects** immediately starts its calculation and provides an image preview. It is from here that you can then upload your preferred image.

File → History Viewer

Clicking here will provide you with an overview of your separate images and projects allowing you to choose between them. Double-clicking on images or projects will open these.

File → Save Final Image

If you are satisfied with your editing results and wish like to save your image, click on **Save Final Image** (or **Ctrl + S**)

File → Open Final Image in External Program

If you would like to continue editing your current image in another program, you don't even need to leave **NATURE projects**. For this, simply click on **Open Final Image in External Program**.

File → Print Final Image

Click here to print the image result. The image is automatically correctly scaled to and centred on the print medium.

File → Post Result Image to the Clipboard

The current image is posted to the clipboard from which it can be seamlessly inserted into other programs.

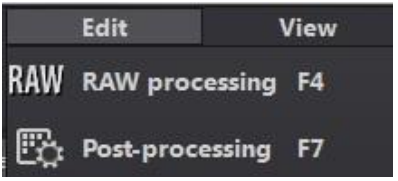
File → Projects

If you have already begun editing a project in **NATURE projects** and would like to continue working on it, open the file by clicking **Projects**.

File → Quit

Click on **Quit** (or **Ctrl + F4**) to close **NATURE projects**.

6.2 Edit



Edit → RAW-Development

Whenever you want to easily edit a photo, simply click on **RAW Development** to do things like alter colours in a photo or distort the image (please see 15. RAW Image Editing).

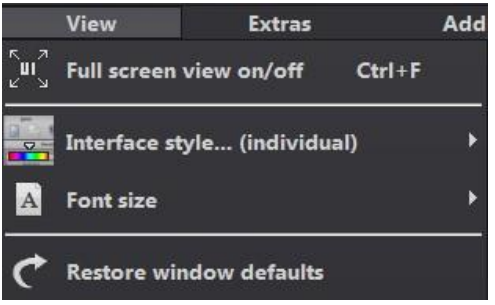
Edit → Post-Processing

Once you have uploaded an image you are officially in Post-Processing.

6.3 View

View → Full Screen View On/Off

If you ever feel distracted by the task bar, toggle between a normal and full-screen view by clicking on **Full Screen Mode On/Off**.



View → Interface Style... (Individual)

Click on **Interface Style** will allow you to alter the colour scheme in NATURE projects. The current colour scheme selected is displayed in brackets.

View → Font Size

Adjust font size levels for menus and headers between small, medium or large.

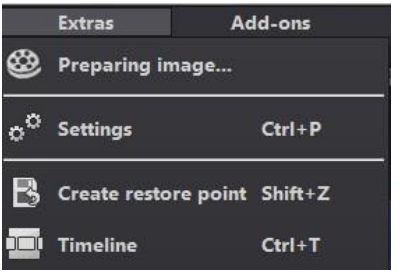
View → Window Reset

Returns the current window to its original size.

6.4 Extras

Extras → Preparing Image

Here you can prepare your image prior to entering Post Processing (please see 7. Image Preparation).



Extras → Settings (Ctrl + P)

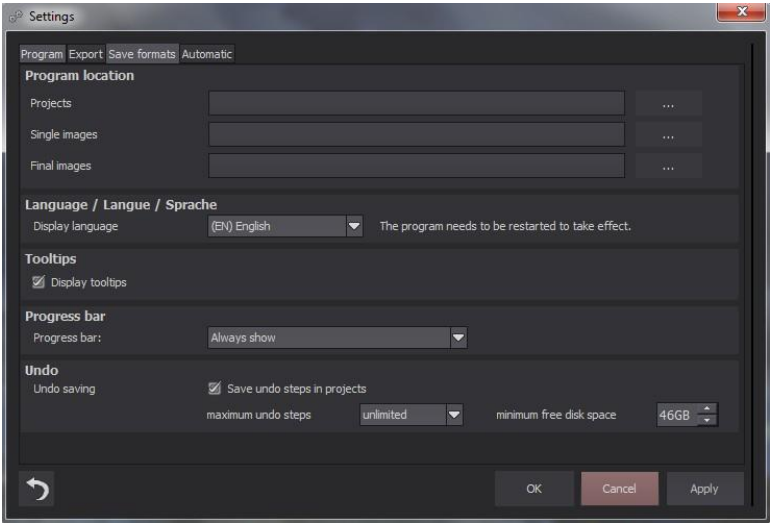
Here you will find the various configuration options available in **NATURE projects** for adjustment to your personal preferences.

Program: Program Paths

Here you can designate project, image and final image file save storage locations.

Program: Language

Here you can change the **NATURE projects** program language to German, English or French.



Program: GPU Acceleration

Here you can either activate or deactivate accelerated computing speed using the graphics card.

Program: Tooltips

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

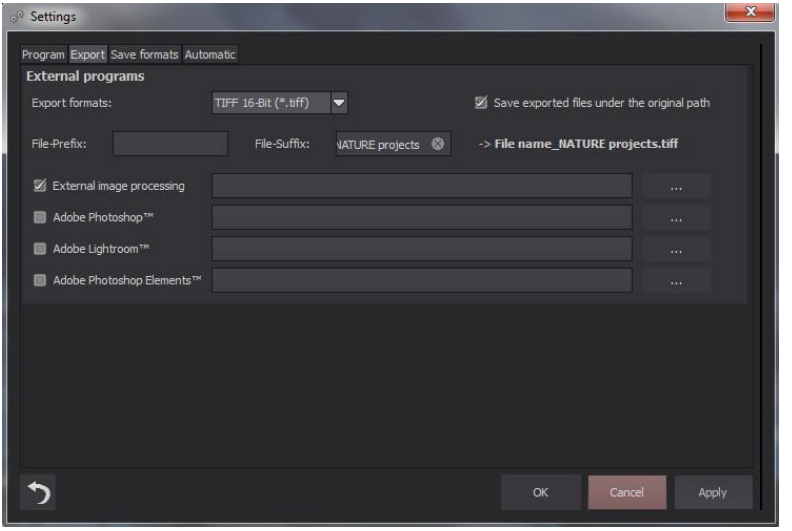
Program: Progress Bar

When creating effects in **NATURE projects,** the program helps to visualize the progress of this computation using the Progress Display. Here you can decide when and whether to display the Progress Display.

Program: Undo

With the option **Save Undo Steps in Projects**, you can save all undo levels within the project file. These are then fully restored upon loading. This results in the creation of noticeably larger project files. Set a limit for the maximum number of **Undo Steps** (1, 5, 10, 20 or 50). If you do not wish to set a maximum limit on undo layers, select “unlimited”. **Minimum free disk space** specifies the amount of free disk space that will not be taken up for saving undo layers. This guarantees the proper functioning of your operating system. The default amount takes up 10% of hard disk capacity and can be increased or decreased according to your preferences.

Export

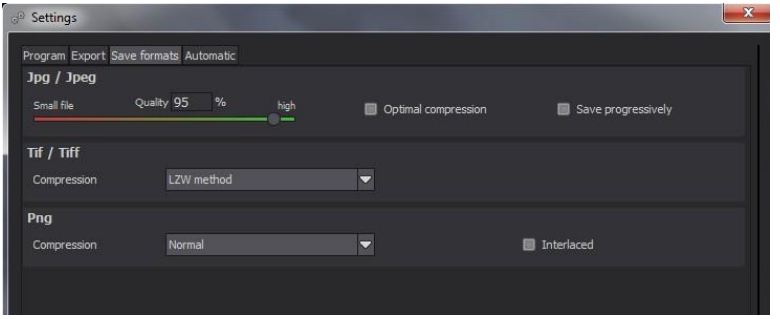


External Programs

Here you specify which export format is used for exporting **NATURE projects** images to external programs. You can also designate which programs are to be used for external program editing.

Navigate to and select the folder to which the application has been installed.

File Save Formats



Jpg

Jpg or Jpeg is the most widely used and well-known image file format for cameras and editing software. Here you can adjust image quality and carry out file compression. High- quality compressed images look better but take up more storage space.

Tif

Here you can choose between a number of compression procedures used to compress Tif files.

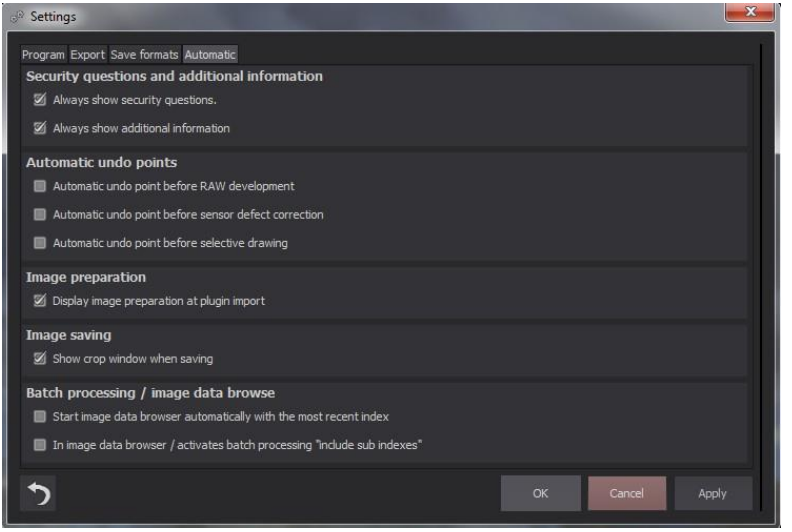
Png

Png is especially popular for graphics and digital visualization. Here you can choose from a variety of compression processes.

Automatic Functions

Confirmation Windows and Additional Information

Here you decide whether or not to continue to display confirmation windows or additional information.



Automatic Undo Points

Automatically creates an undo-point prior to RAW development, sensor error correction and selective painting. This creates an initial starting-point for your project directly after loading the image which you can return to at any point during the editing process.

Image Preparation

If a checkmark is left in the „Display Image Preparation at Plugin Import“ checkbox, the image preparation window will show when images are exported using a plug-in (e.g. from Photoshop). Remove the checkmark if you do not want this window to appear following each upload.

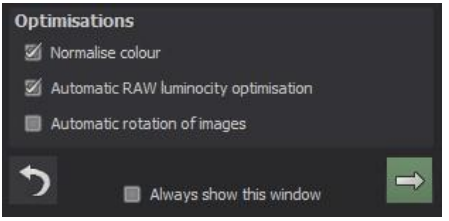


Image Saving

Activating this option will display the cropping window prior to saving the image.

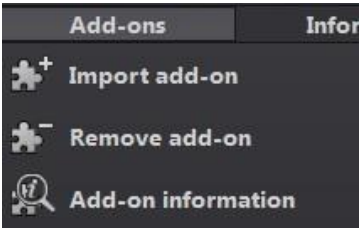
Extras → Save Undo Point (Shift + Z)

Use the **Save Undo Point (**or **Shift + Z)** function to save your image in its current state (without saving to the file) and continue working. You can always return to the last saved version of your image at any time.

Extras → Timeline (Ctrl + T)

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

6.5 Add-ons



Addons → Import Add-on

With the help of Add-ons, you can now not only import Presets into **NATURE projects** but also integrate new Post Processing modules, giving your Presets an entirely new look.

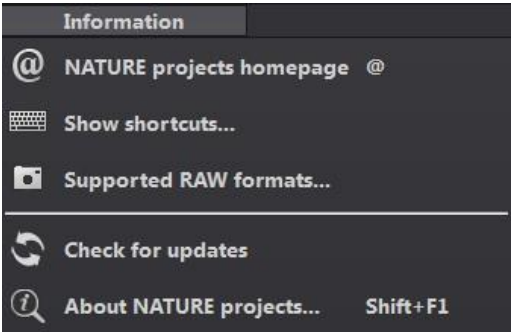
Addons → Remove Add-on

Remove an add-on using this button.

Addons → Add-on Information

Here you are provided with a display of all information regarding Add-ons currently in use.

6.6 Information



Information → NATURE projects – Homepage

Click here to navigate to the **NATURE projects** homepage.

Information → Show Keyboard Shortcuts...

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

Information → Supported RAW Formats

A list of all cameras for which RAW files are supported and can be opened in **NATURE projects**.

Information → Update Check

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

Information → About NATURE projects (Shift + F1)

Information about the current version, 3rd party software and **NATURE projects** credits.

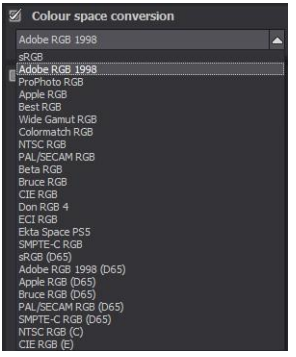
7. Image Preparation

Here you can precisely configure the image preparation settings:

For the first steps, select the default setting. Changes can always be reversed by clicking on the backwards-pointing arrow (bottom left): There are no irreversible mistakes.

a. **Scaling:** When uploading bracketed series, images can be scaled from 25% up to 400% using any one of the 6 different scaling processes available. As a general rule: The further down these are in the list, the better the image quality and longer the computation time.

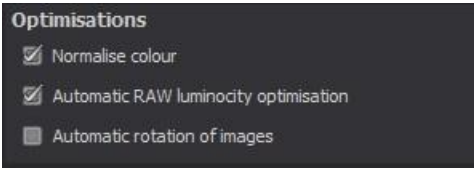
b. **Colour Space Conversion:** Advanced users can select a colour space here – beginners are recommended not to activate this option as to avoid incorrect colour output. **NATURE projects** now offers a new colour spectrum (D65). **Standard Light D65** is representative of a phase of natural daylight possessing the colour temperature 6500° Kelvin.



c. The **White Balance** corrects colour casts caused by the warm lighting of a room present when the photograph was taken. Leave this checkbox unchecked at the start.

d. With this slide control, you can already begin to adjust the **Colour Temperature** upon loading your image. Recommended here is leaving the setting at “Default” and the making adjustments to the colour temperature later within the Post Processing settings.

e. **Optimisations:** Use the **Normalise Colour** option to automatically remove pre-existing colour casts present in RAW images. This function ensures that shadows appear black and lights appear white. The **Automatic RAW Luminosity Optimization** function can be activated for RAW file uploads in the RAW options section. Camera RAW formats often do not make use of all potential tone values. Automatic RAW Luminosity Optimization compensates for this by enhancing the tonal values resulting in the creation of a more comprehensive histogram for each RAW image. If the checkbox beside **Automatic Rotation of Images** is filled, images are corrected according to the orientation present in their Exif data.



8. Post-Processing: Presets

We enter Post Processing directly after loading the images. Edit your results by applying filters or effects to your images.

Left Side of the Post Processing Screen:

Upon entering post processing, you will notice that the filter „Balanced" has been selected. Click on the preview images and the effects are applied to the images in real-time. displayed in the middle of the screen.

NATURE projects isn't about image looks, but preliminary presets. 12 different effects make your image lighter, darker, more vivid in colour, etc.

Image with the Preset „Light“.

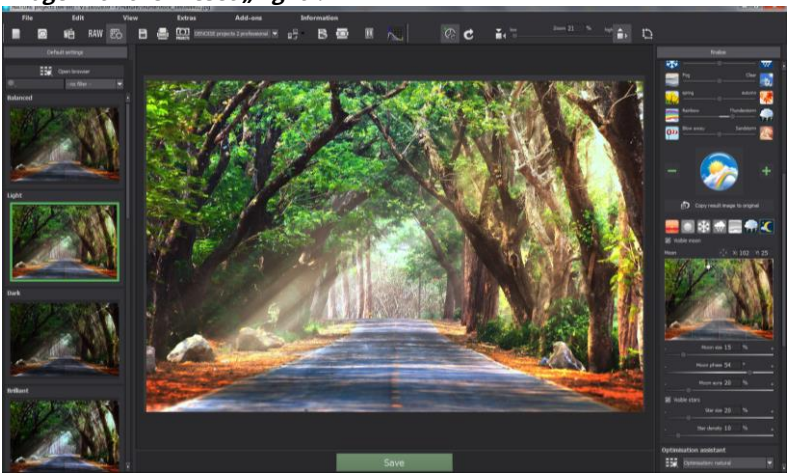
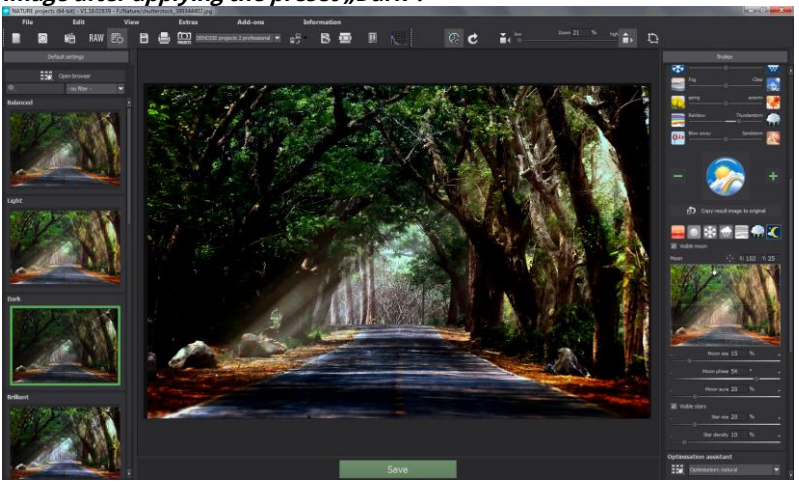


Image after applying the preset „Dark“.



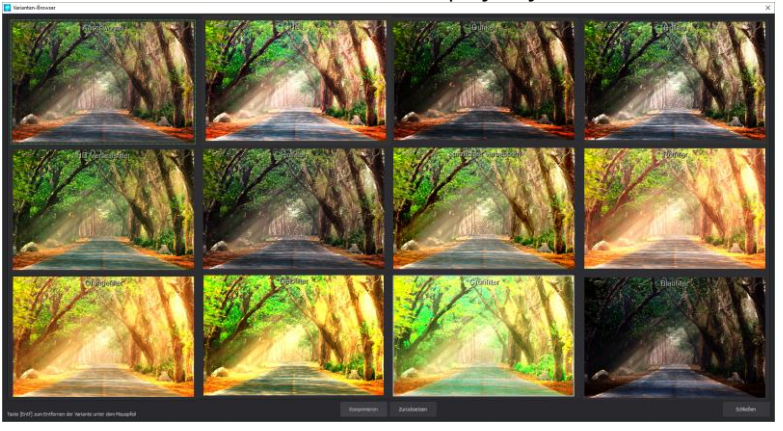
All 12 **NATURE projects** preset at a glance – easily undock the „Default Settings“ bar and adjust its size accordingly.

➢ **The Variant Browser**

The Variant Browser provides a visualization of an array of various function variants and is primarily controlled using the mouse:

- **Move the Screen:** Hold down the left mouse button and move your cursor
- **Zoom in:** Mouse wheel upwards
- **Zoom out:** Mouse wheel downwards
- **Select Variant:** Double left click the desired image
- **Set as reference:** Simple left click of an image
- **Compare with reference:** Hold the right mouse button over an image

The list of corresponding keyboard shortcuts can be accessed in the menu „Menu Information -> Display Keyboard Shortcuts”.



Click on the corresponding symbol and **NATURE projects** displays all preview images for a selected category. Zoom in on the variant you wish to compare and designate it as a reference image.

Select any image as a reference simply by left-clicking an image. Display this reference by holding down the right mouse button over a different image. The green dotted line - - - outlining the border denotes the reference image selected for use in the comparison.
This allows you to make a direct visual comparison of two separate variants within the browser.

Example: Select the variant „Light“ as a reference image by left-clicking the image. The green dotted line indicates this selection.

Now select a different preview image. For our example, the preset „Dark“ has been chosen.

Now **right-click** the preset „Green Filter“ to display the reference preset. Once the mouse button is released, the “Green Filter” preset reappears. Use this function for the targeted selection and comparison of various image looks.

Selecting your preferred Variant:
Select the variant you wish to use with a double-click. The program settings are applied automatically.

Tip:
Your current selection is automatically set as the reference image upon opening the browser.

Remove a Variant:
If you would like to remove a variant, hover your cursor over the variant and press the [Del] key. Now click the “Compress” button. If you wish to display deleted variants again, click on „Reset“.

- **Create Restore Point**

The Create Restore Point function can be used to save your work at particular stages during editing, display these along the timeline and return to any point of your choosing.

- **Timeline**

The Timeline lets you view and access all saved restore points throughout your project.

- **Compare Window**

Activate Left/ Right Comparison

Activate Top / Bottom Comparison

Activate Top-Left / Bottom-Right Comparison

Activate Bottom-Left/ Top-Right Comparison

Swaps „Before“ and „After“ in the Compare Window

Activate/deactivate Luminance Display.

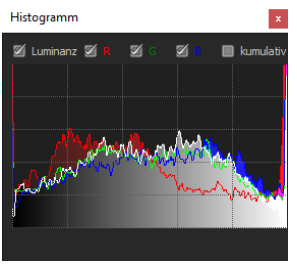
Switch between the three different Luminance Display modes: „Two Selective Areas for Shadow and Light“, „From Area 1 to Area 2“ and „Outside of Area 1 and 2“.

Slide the two luminance areas values from 0% (black) to 100% (white) along the luminance bar.

You can also dock the Compare Window to the left and right side panels underneath „Default Settings“ or „Finalise“.

Want to compare with the original image? Simply right-click on the middle of the image for a display of the before/after result. This ensures complete control throughout each stage of editing at all times. The Compare Window provides a more in-depth overview with selectable areas and luminance display.

➢ Histogram



The Histogram displays the distribution of tonal values within your image. The cumulative Histogram shows how elements of colour and luminance are distributed throughout your photo. A flat cumulative histogram represents a brighter image; a bulge in the curve indicates a much darker image. The Histogram can be enlarged by clicking on it.

- **Real-time Calculation**

With this option activated, all changes made to the default settings are immediately applied to the image allowing you to view the immediate effects of your changes. If this option is left deactivated, changes are only displayed after clicking the “Recalculate“ button:

- **The „Original Resolution View“ Symbol**

This button sets the zoom factor to original resolution.

- **„Set Zoom to Monitor Size“**

This symbol sets the zoom factor to the maximum possible screen size.

- **Filter Presets**

Find presets much quicker by entering “filter” in the Filter Search Window to the left. Only those select filters which feature the string “filter” are displayed – that is, presets with Pole Filter, Gradient Filter or Red Filter included in their name. This vastly simplifies your search.

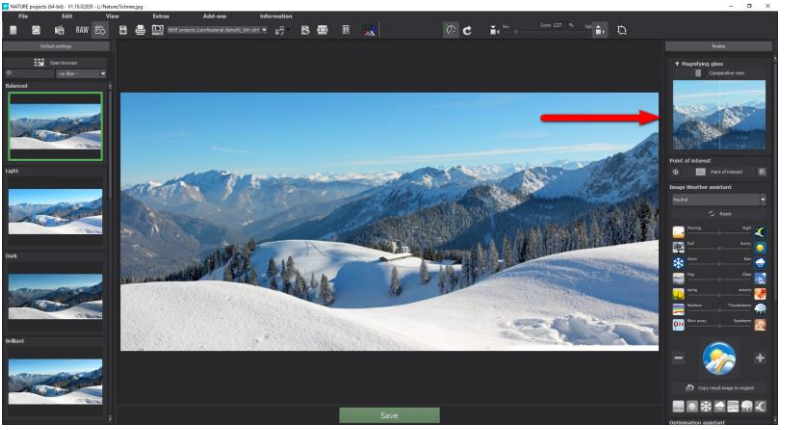
Default settings
Open browser
filter
User
ND gradient filter
Polar filter
Red filter
Orange filter

9. Post-Processing: Finalise

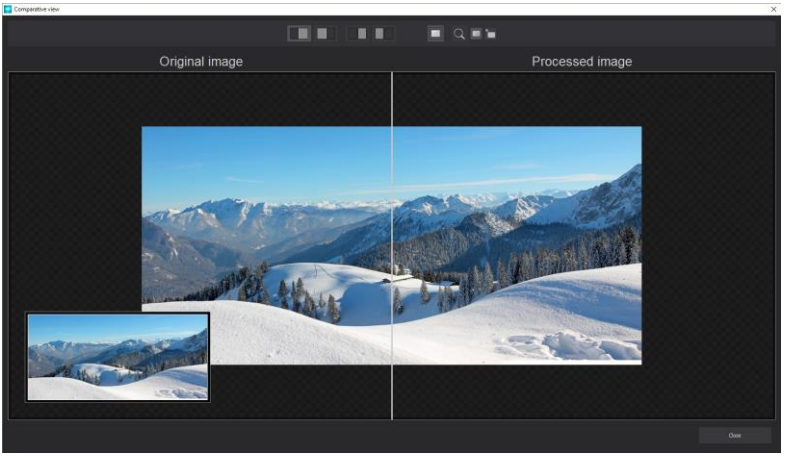
Thus far, we've dealt with the first essential element of Post Processing. Now it's time to get to the fine-tuning (tools on the right side of the screen under „Finalise").

➢ Magnifying Glass

On the right side (all the way at the top) of the Post Processing menu you will find the 1:1 Magnifying Glass. This tool shows the area surrounding your cursor in a 1:1 pixel display of this section within your image.



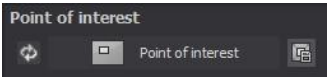
Click on the „Comparative View" button to display the recently implemented compare window. This provides a side-by-side view of your edited image alongside the original. Examine the comparison in greater detail by with the magnifying glass.



Fix the magnifying glass on a particular region of your image simply by pressing the „L“ key while moving your cursor across the image. Release the fixed region by pressing the L-key once more.

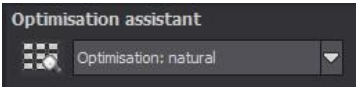
Click within the magnified image region to toggle between the display options „Split Before/After Comparison“ and „Direct Before/After Comparison“.

- **Point of Interest**



Activating „Point of Interest“ will make it so that edits made to your image are only applied to specifically defined regions of your photograph – effects are displayed in full resolution for these areas; remaining regions are excluded. This function proves especially useful for very large photos at high resolutions, e.g. panorama photos.

- **Optimisation Assistant**



The optimisation assistant is an efficient tool for creating fascinating editing results quickly and easily.

With the default setting is activated, enter correction values for **Denoising, Tonal Value, Clarity, Dynamic** and **Sharpness** by adjusting the slide controls for level intensity. Changes are applied in real-time.

The optimization assistant is intelligent: It remembers the edits you make and applies the correction values using to the next image in the same manner – this time adjusted to fit the new theme of your photograph.

The assistant can be deactivated if you care to edit your photos without the Image Assistant. To reset the values the assistant has „learned“ so far, click on

Additionally, you can give the assistant optimization templates formed on the basis of a specific image style: Select from the presets „natural“, „naturally cool“, „naturally warm“, „soft“, „fine “ „brilliant“, „intense“, „sober colours“, „colourful“, „High Key“ , „Low-Key“ and „Low-Key colourful“.

➢ Optimisation Assistant: Opacity Slide Control

Opacity is turned on automatically once there is at least one optimisation active.

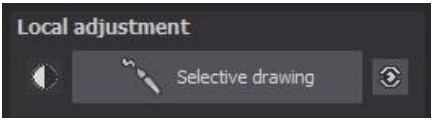
The opacity affects the results of each image optimising effect as well as the optimisation default settings.

Tip:

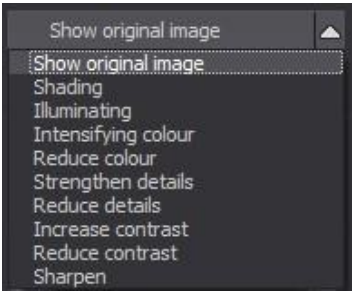
Try setting the optimisation preset to „High-Key“ with the opacity level of around 40-60%.

Professional Tip: Keep in mind that the optimisation templates set forth by the presets and the optimisation assistant combine: If you choose the preset „Dark“ and the optimisation “naturally cool”, the result will be a dark image with a cool colour mood. This is no problem at all. Change the optimisation to „natural“ to restore the normal look of the preset. You can also quickly switch between intense, saturated and high-key/low-key looks and gather new creative ideas.

10.Local Adjustments/Selective Painting



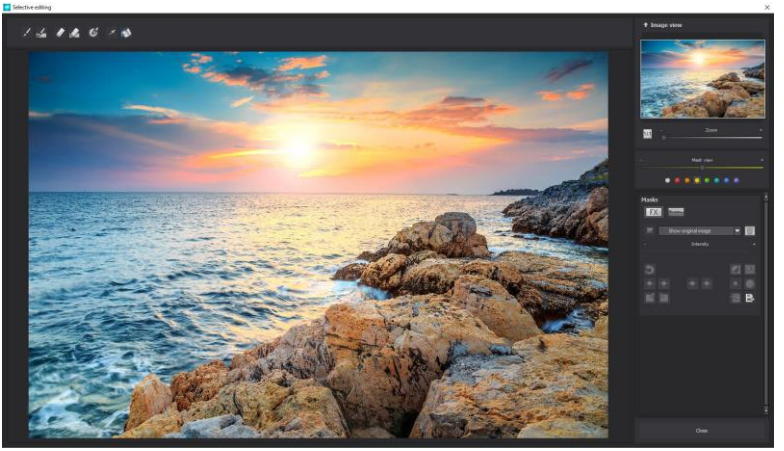
The selective drawing tool in **NATURE projects** deserves special consideration. This tool enables the user to selectively edit specific image regions without the trouble involved with manually creating complicated masks as common in other image editing programs. **NATURE projects** has been equipped with a recently developed intelligent edge recognition algorithm able to automatically detect edges, lines, borders and variance in brightness within the image while in selective drawing mode. This algorithm then saves the regions you've selected with your cursor as a mask. These easy-to-create yet precise masks serve as the basis for 10 useful image improvements: „Show Original Image", „Shading", „Illuminating", „Intensify Colour", „Reduce Colour", „Strengthen Details", „Reduce Details" und „Sharpen" etc.



These masks can even be saved as their own image files for further use in other image editing programs.

How the whole thing works is best explained using an example: Open the selective drawing window (Post-Processing/Finalise – bottom right). Serving as our image example is a single RAW file, a photo of a rocky coast. The colour details in the image have already been thoroughly developed.

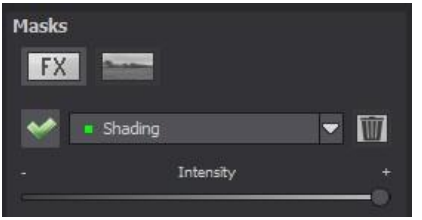
Now we would like to slightly darken the rocks without taking away from the morning atmosphere within the picture – the water and sky should remain untouched.



➢ **Finished Image Edits in no time with Selective Painting**

1. Select Editing Objective

Select „Shading“ . Ensure that the mask function selected is activated with the display of the green checkmark next to the function.



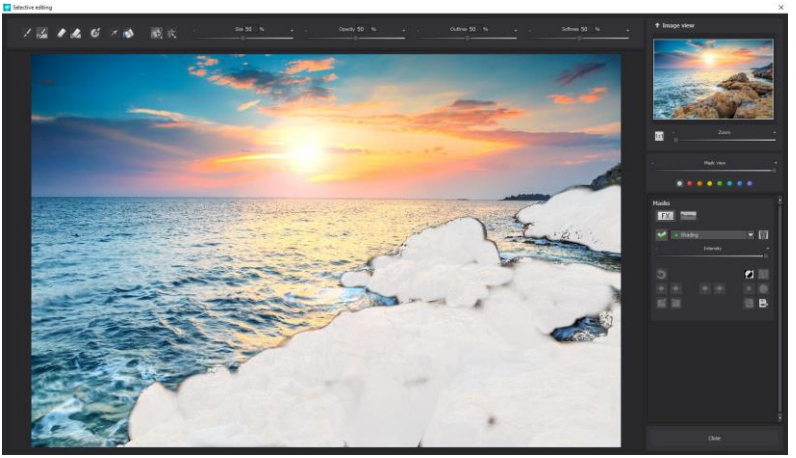
2. Activate Drawing Mode

3. Activate Fill Mode for all brush functions

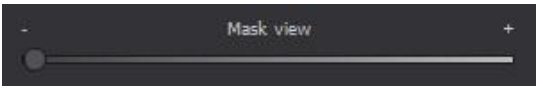
4. Glide your mouse over the contours within the image without clicking the mouse button. The brush size is clearly displayed and may be adjusted accordingly.

5. Pay attention to the mask display. The objects displayed white are those for which the system has successfully detected borders. Now draw along the edges of your chosen object while holding down the right mouse button until the entire object has been selected.

NOTE: What you see now is the effect and the overlaying mask.



6. Once you have finished making the selection, hide the mask by dragging the slide control for mask display to the left or by pressing the “M” key on your keyboard.



7. Notice the effect in the brightness of the rocks – initially chosen as an editing objective was “Shading”. Now adjust the intensity of the effect by moving the slide control in either direction (+ / -) depending on the desired level of intensity. Finished: The rocks are brighter while the sky, beach and water have remained untouched.

8. Click on “Close”. You are returned to Post Processing and the selective edits are applied.

Notice how much darker the rocks appear on the right side displaying the image

following selective correction. The sky and sea have the same exact tonal values as before.

9. Use your quickly created mask for an additional effect: Return to Selective Drawing mode. The mask just created has been preserved.

10. Click on and copy to the mask to clipboard. Change the mask to „Sharpen“ and insert it from the clipboard by clicking on the button. Now you've only sharpened the rocks; other sections of the image remain untouched.

11. Each selective effect created can be either activated or deactivated using the green checkmark.

12. Edge intensity varies from photograph to photograph. The default settings are usually enough to get the job done. However, from time to time it may be necessary to make adjustments to the contours and softness in order to achieve desired results.

13. If you happen to draw outside the lines despite using edge recognition, use the eraser to make corrections. If you only wish to erase small areas, use the Eraser with Limitation. With opacity set to 50%, this means you can only erase 50% of the mask no matter how often the eraser is used on that select area of the image. Drawing Mode with Limitation functions in the same manner: Any changes made with the tool will not exceed the opacity level specified in the limitation.

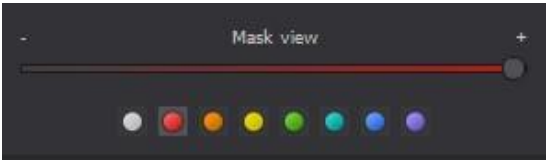
14. If you would like to mask everything within an image except for a small object, the best way to go about doing this is to mask the small object and then reverse the mask. To do this, click on .

Professional Tip: You have two types of fill modes at your disposal for filling masks. When should you use which? The "Normal" Fill Mode was used in our example covering masking large areas. This is also the fill mode recommended for use on sky and water.

Functions and Capabilities in Selective Drawing

- **Selectable Mask Colour**

Select a colour for the mask display and brush from the selection.



Display of your selected colour is updated in real-time.

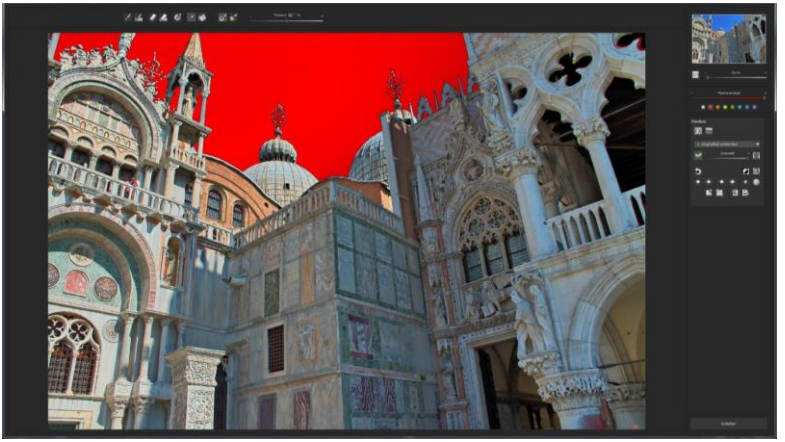
- **Selective Drawing - Creating a Mask**

Masks can also be created using specific colour tones or levels of brightness.

Activate (Create mask) mode with button **(1)** and you find yourself in the „Create Mask from Colour Tone“ mode **(2)**. If you wish to create a mask using brightness levels within the image, choose button **(3)**.

The Tolerance Slide Control determines how sharp (low value) or how soft (high value) mask pixels are calculated.

While in (Create mask) mode, the cursor turns into a pipette and the image colour/brightness level underneath your cursor determines how the image is masked.



In the example above, we can see how a mask (red mask display) has been created using the colour tone of the sky.

Tip:

If you would like to incorporate multiple colour tones into one mask, simply click on each of the colour tones one after the other within the image using the pipette tool. Each click of a colour tone adds this to the mask.

- **Selective Drawing – Smoothing Brush**

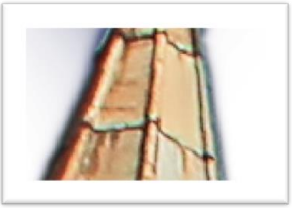
The Smoothing Brush (1) allows you to smooth certain areas of the current mask.

In order to soften a certain area even more, simply run the Smoothing Brush over this section of the image repeatedly.

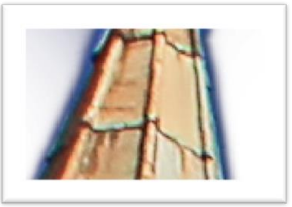
- **Global Mask Functions**

In the Global Mask Functions section, you will find an array of special processing modes.

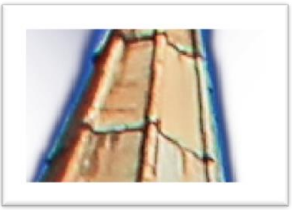
1. Minimize entire mask outline



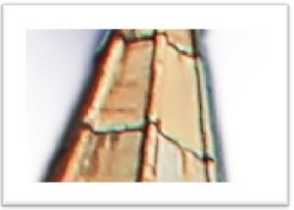
becomes



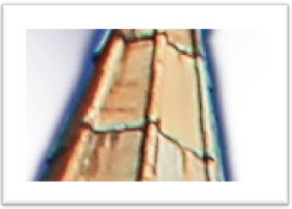
2. Enlarge entire mask outline



becomes



3. Smooth entire mask

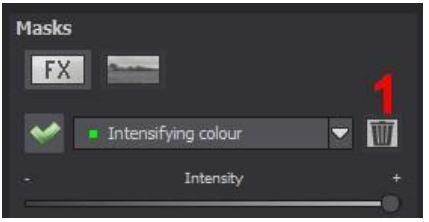


becomes

For each of the global functions you will find two buttons – the left button applies the function with lesser intensity and the right button with greater intensity.

- **Resetting the Function of a Mask**

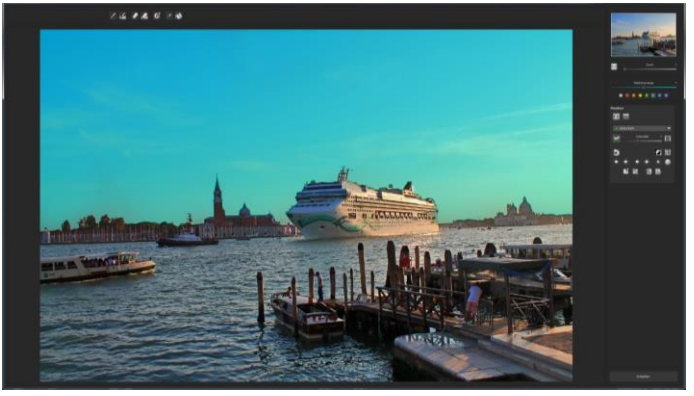
Each mask can be reset to default values without affecting other active masks. This is done by clicking the trash button (1).



After clicking the Mask Reset button a confirmation window will appear in order to prevent the accidental deletion of important work.

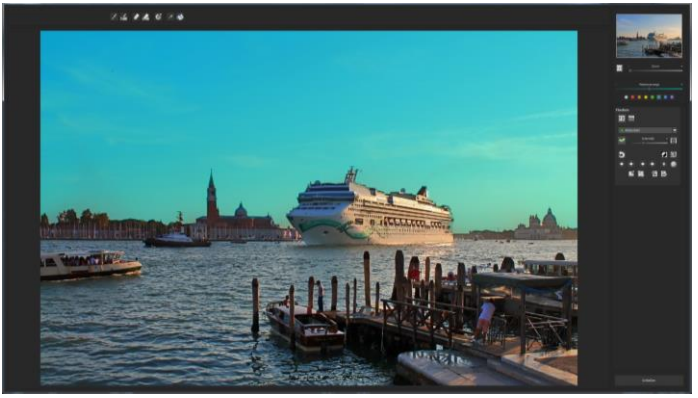
- **Automatic Mask Adjustment to RAW Module Distortion Correction**

Selective Drawing and the RAW Module operate in conjunction. This includes the RAW Module's Distortion Correction which can be automatically applied to all of your drawn masks.



In the example above, we have an image in which the sky has already been masked.

When additional corrections are made to the horizon from within the RAW Module, the mask created for the image is automatically adjusted to the distortion correction.



11.Composing Mode

Composing Mode within Selective Drawing allows you to add **up to four layers** of additional images to your current project.

Switch to Composing Mode by activating the „Composing“ button (1).

From the selection (2), choose which composing layers you would like to edit.

Use button (3) to activate the currently selected mask and button (4) to load any image of your choosing as a new layer.

You can upload RAW, Jpg, Tiff, as well as a variety of additional image file formats.

Underneath the image display you will find the Parameter Area, the beginning of which is marked by the two buttons for the following functions:

(5) Multiple Applications

If the layer of the image is scaled smaller than the image you are currently working on, use this option to extend the image outwards (up, down, left, right).

(6) Set Aspect Ratio

Since the aspect ratios of upload images often differ from that of your current image, this function allows you to define the aspect ratio for the uploaded layer in order to retain its proportions.

(7) Horizontal Flip

This function can be used to flip the image layer horizontally. This allows you to more precisely adapt the layer to the current image without having to switch between layers.

(8) Vertical Flip

This function can be used to flip the image layer vertically. This allows you to more precisely adapt the layer to the current image without having to switch between layers.

(9) Parameter Slide Controls

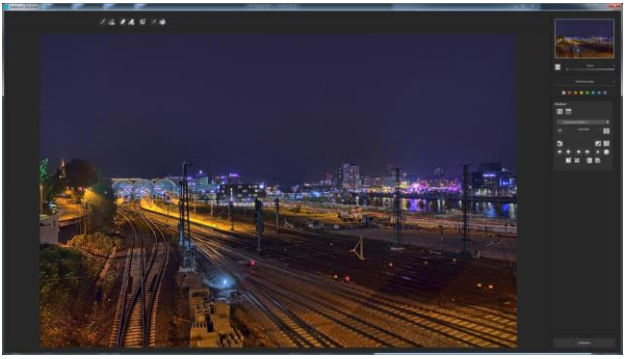
Aspect Ratio: If the aspect ratio hasn't been defined using button (6), you can always also make resizing adjustments by hand.

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

Slide Horizontally: Move the layer image left or right.

Slide Vertically: Move the layer image up or down.

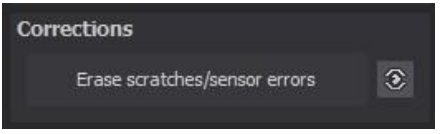
Exposure: Exposure levels in your current image may not always correspond with the exposure in layer image. This function can be used to conveniently adjust the image exposure for a certain layer.



A night shot with a very vibrant sky…

…can be transformed into a real eyecatcher within minutes using Composing.

12. Remove Scratch/Sensor Errors



This easy-to-use correction function from **NATURE projects** helps you remove unwanted sensor errors. This process may also turn out to be a good deal of fun!

Professional Tip: The intelligent Correction Function isn't only capable of erasing sensor errors but can also be used to eliminate other distracting objects in your photograph - popular vacation spots were never free of beachgoers so fast!

Stamp errors directly out of your photograph – the program will automatically replace these areas with visually similar segments from elsewhere in the image.

The sensor errors in this photograph have been circled red.

For making corrections, proceed as follows:

Select the Brush Tool from **(6)** and click on the spot within the image you wish to correct. Following your selection, a dotted circle will appear next to your cursor serving as a source.

Move this circle to any position within the image you wish to serve as the source for the first correction marker. The designated position is then improved using this source selection.

Display the sensor errors beforehand using the Contrast View button **(1)**. These appear brighter within the image.

Display or hide image improvements using button **(2)**. Corrections are applied even when hidden and primarily serve as an overview for before/after comparisons.

Select multiple correction areas by clicking on the brush symbol **(6)** and adding new area(s).

Use button **(3)** to show/hide correction area targets.

Button **(5)** deletes all corrections made.

Section **(7)** is used to adjust the size of the selected correction areas.

You have the additional option to execute an automatic search for the best correction source area within the image. For this, click the button **(8)**.

Button **(4)** is used to apply the appropriate changes to correction areas placed in automatic mode using button **(8)**.

Use button **(9)** to delete the selected correction area.

During Sensor Error Correction, the software highlights errors and determines which similar segments of the image serve best to replace the error spots.

Sensor Error Correction has been successful.

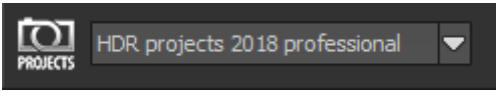
13. Workflow

➢ Continue Editing your Project in External Programs

NATURE projects offers interfaces to external programs. After successfully completing your initial edits, this lets you continue to make further changes in another image editing program of your choice.

➢ Open Projects in other Projects Programs

Click on the Projects symbol in the menu bar to open your image in another Projects Series program. From the programs already installed on your computer, select which program you want to open your image in from the drop-down selection to the right.

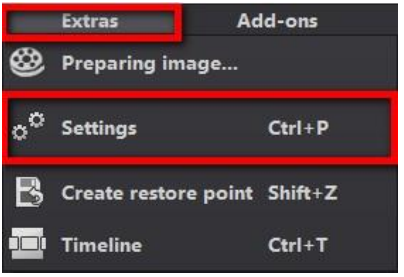


➢ Open Projects in other Photo Editing Programs

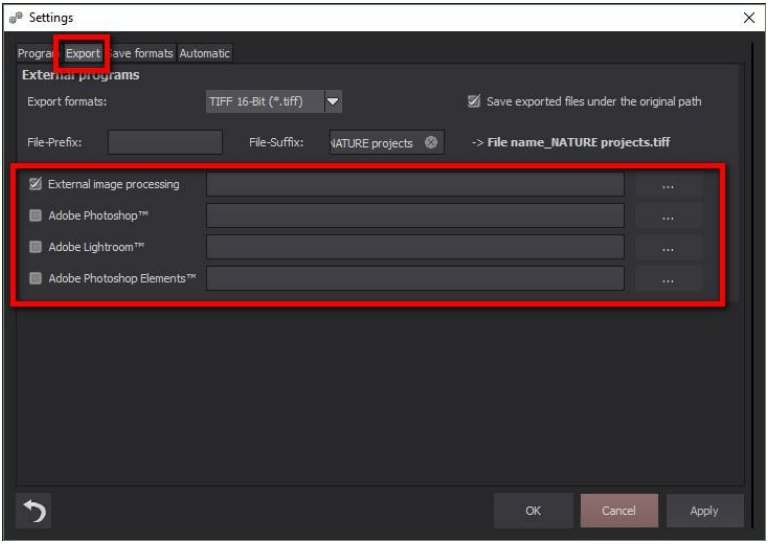
To open your image directly in another photo editing program such as Adobe Photoshop, click on the symbol highlighted below and choose a program from the list.

You can also enter editing program path in the settings beforehand.

Click on „Extras“ within the menu bar and select „Settings“ from the context menu:



Next, click on the tab labelled „Export“. Here you can designate file save locations for external editing programs.



➢ Working with the Timeline and Restore Points

This option can also be found in the menu tab at the top of your screen:

Clicking the „Create Restore Point“ button lets you create a temporary save point for all currently active settings. This way, you can always return to any previous editing stage of your choice while saving as many restore points as you need. These save points are displayed along the Timeline allowing for quick and easy access to any editing stage with a simple click of the mouse:

This function is especially useful for testing the outcomes of additional effects and settings on your image. Just create a restore point and continue editing. If you would like to return to a save point, click on the symbol within the Timeline. Use the button to add your own notes as a header.

14. Selecting and Saving Sections of Images

Save final images also using buttons found within the toolbar, from the file menu or the appropriate keyboard shortcut (Ctrl+S).

➢ Cropping and Title

Upon initiating a save command, the Cropping and Title window will open. If you do not wish to crop or add subtitles to the image, click on “Save”.

In the above section of your screen you will find a collection of practical layout and composition tools for adding the finishing touches to your image.

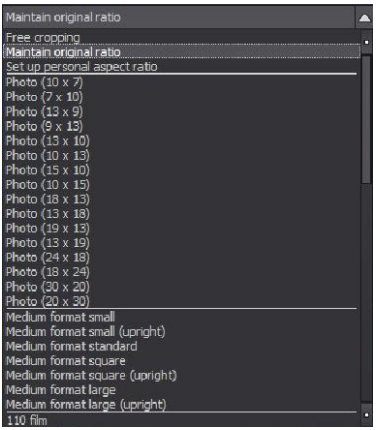
Determine the aspect ratio and display helplines such as the Rule of Thirds, Golden Ratio and the Golden Spiral. Also useful is the display of the Centre Marker accessed using this button

The final image is displayed at the centre of screen. Select the save region by adjusting the corners or sides.

Enter captions in the section below. Specify the font size, background as well as the position of the text within the image.

The font size is automatically adjusted to the select aspect ratio.

Free crop your image, maintain the original aspect ratio or enter your own dimensions. You can also select from any of the available 71 format templates.



Please note that for a chosen aspect ratio of 13 x 18, the dimensions of the final image are not equal to 13 x 18 cm, rather the image is saved in a ratio of 13 x 18.

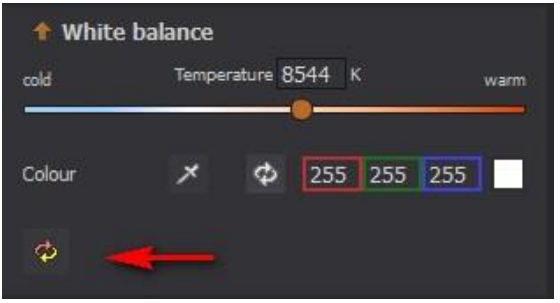
Once you have cropped and added subtitles to your image, confirm these changes with the „Save“ button to continue to the next window where you can specify a file save format and enter a save name.

15. RAW Image Editing

Process and edit raw image data using the integrated RAW Module complete with a comprehensive collection of editing tools such as Denoise/Sharpen, Exposure, Colour, Details as well as Distortion Correction.

Category Reset

Each category can be returned to its default settings using the Reset Button (bottom left) without effecting additional category settings.



The RAW Module: Essential Functions Overview

White Balance: Here you can adjust the colour temperature within your image. Use the Pipette tool to sample the white balance directly from the photograph.

Denoising/Sharpness: This setting controls noise properties and image sharpness levels. Make changes to the image quality and various noise types such as Chromatic Noise, Banding and Hot Pixels.

Colour Balance: The focus here lies Colour Balance and Colour Correction. Alter the general colour mood and neutralise colour balance – these adjustments add the final touch to professional colour correction.

Exposure: Make changes to the Shadows, Lights, Contrast and Brilliance in your image. Make individual adjustments to brightness levels adapted to your specific image focus.

Detail: Changes made to Clarity and Micro-Details are further divided into adjustments in Shadows, Lights and Middle Tones.

Colour: These colour settings control luminosity levels in lights and shadows. Also use these to counteract unwanted chromatic aberrations.

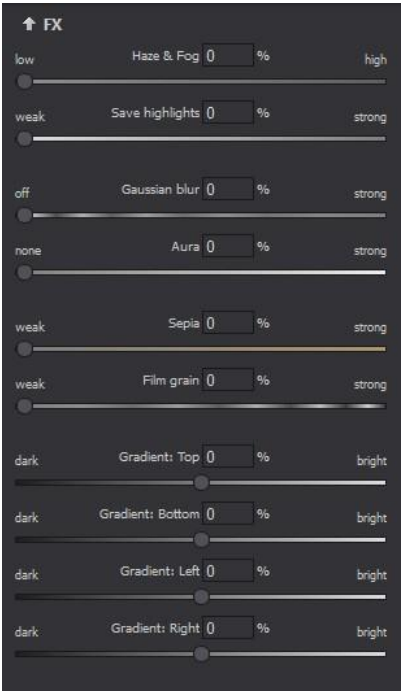
Light diffraction enables the precise removal of chromatic aberrations of a specific colour. This involves the inverse calculation of object curvature of a selected colour channel.

Palette: Adjust saturation levels of individual colours using the Palette.

Distortion: This setting deserves a closer look. With this mighty tool you can straighten the horizon, correct camera rotations and lens errors. Crop out uneven edges with „Autofit“.

Helpline grids can be displayed in grid-form or transparently to suit your specific needs. This way, you retain maximum oversight when correcting image distortions.

The FX Category:



Contained in this category are special effects such as Haze and Fog, Save Highlights, Sepia, Film Grain as well as a number of additional brightness gradients.

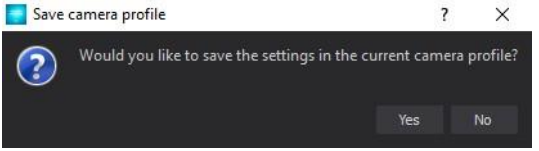
Professional Tip:

Set the slide control „Gradient Top“ to a dark value in order to create a neutral density (ND) filter.

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.

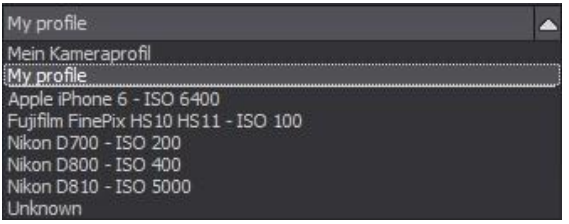
Once finished making changes in RAW Mode, click on “Apply“.

Saving your image edits in camera profiles for future work can save loads of time. The saved profile can be deactivated or reset at any time.

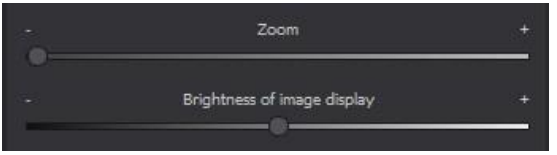


Add your own Camera Profile

You have the additional possibility of adding your own camera profile. For this, click on . Personal camera profiles can be given their own name and possess all the same capabilities as camera profiles created automatically. If you wish to delete or rename an existing camera profile, right-click on the camera profile from within the drop-down profile selection.



Zoom and Brightness



At the top right you will find the slide controls for Zoom and Brightness of Image Display.

Note: With the Brightness of Image Display slide control you are only adjusting the brightness of the program display screen and not that of the image itself.

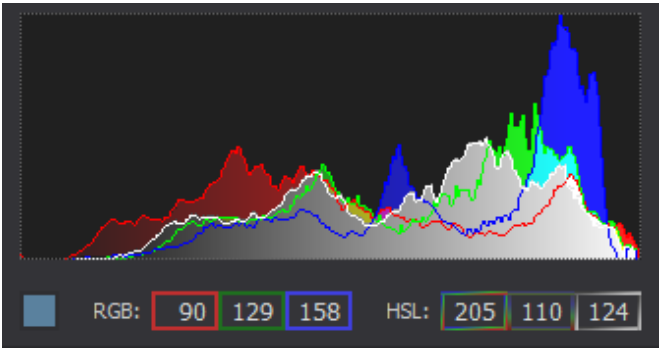
Histogram

The Histogram can be found underneath the slide controls.

RGB: Display of image RGB values at your cursor's location within the image.

HSL: Display of image HSL values at your cursor's location within the image.

Note: HSL stands for Hue, Saturation and Lightness.



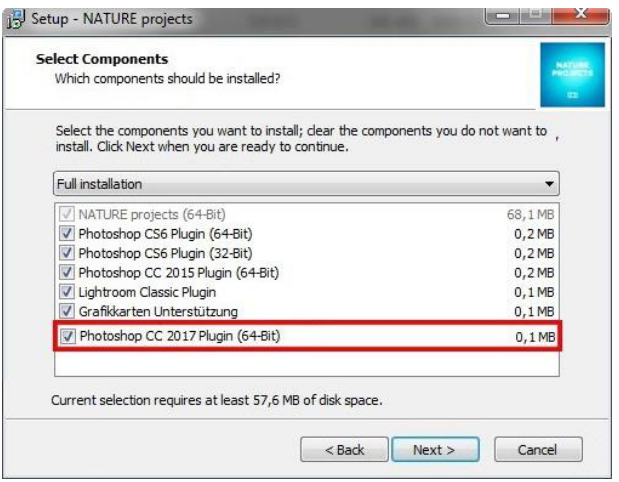
16. Using Plug-ins

NATURE projects offers the capability of using the software together with an added Filter Plug-in for Adobe Photoshop. Current Photoshop versions are automatically recognized by **NATURE projects** during installation on Windows and the Plug-ins installed and saved to the corresponding plug-in folders. Older versions of Photoshop may require manual plug-in installation.

If you have either purchased the downloadable version of the software or misplayed lost your CD-ROM, download plug-ins directly from www.projects-software.de/plugins.

16.1 Using Photoshop Plug-ins on Windows

The following window will appear during **NATURE projects** installation:

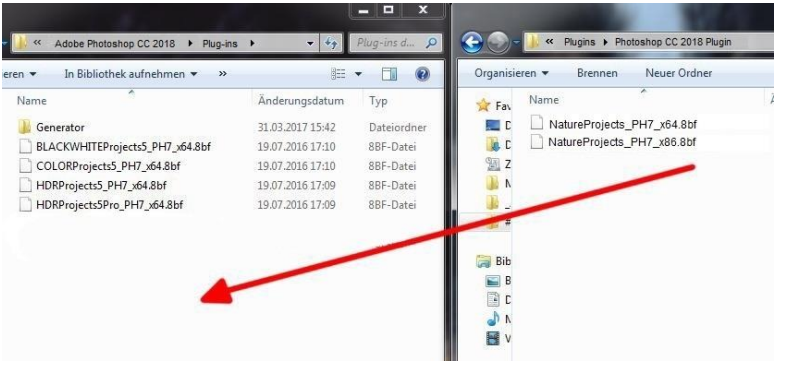


Choose the Photoshop version from the list for which you would like to install the **NATURE projects** Plug-in. Click “Continue” and follow the further installation instructions. The plug-ins are then automatically installed.

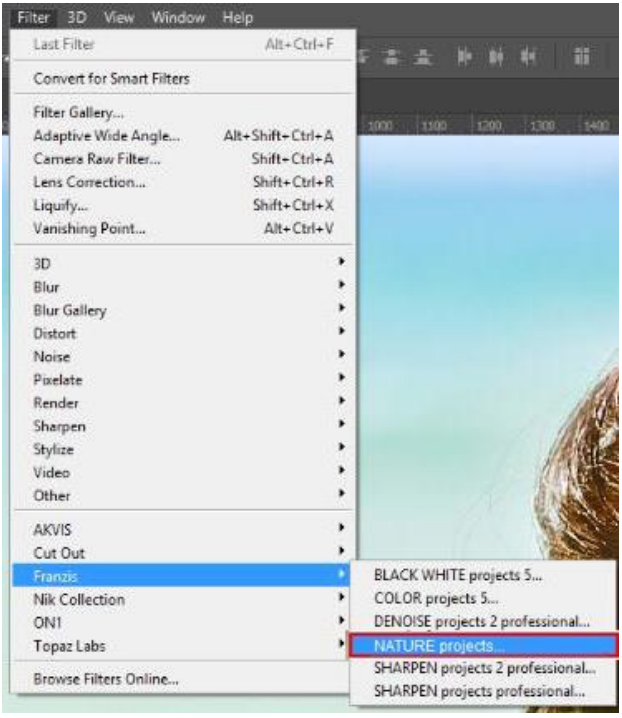
Please note: When using older Windows systems, it can be that not all plug-ins are automatically installed. Should this occur, simply copy the preferred plug-in directly into the current Photoshop version folder as shown in the picture below. If you are using an older version of Photoshop, simply copy the plug-in nearest to the bottom.

Example: Photoshop CS6 users should copy the plug-in for Photoshop CS6 and not Photoshop CC 2014. In this case: CC 2017. The corresponding plug-in can be found on the CD-ROM under “Plugins”. Users in possession of a download version of the software can find these under C:/Programs/Franzis/NATURE projects.

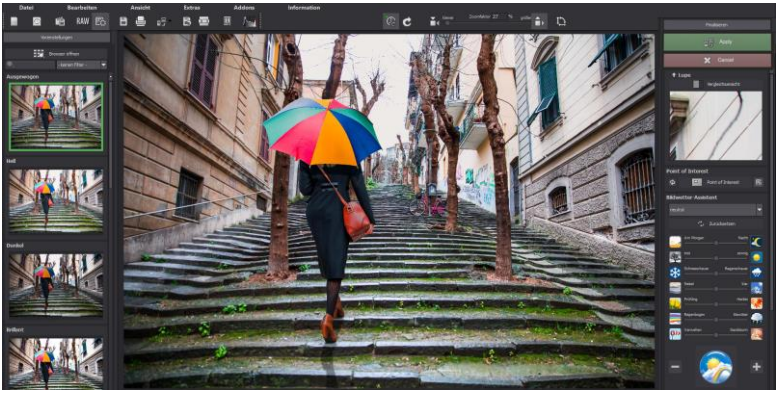
The folder can be found under **C:\Programs\Adobe\Adobe Photoshop CC 2018\Plug-ins**



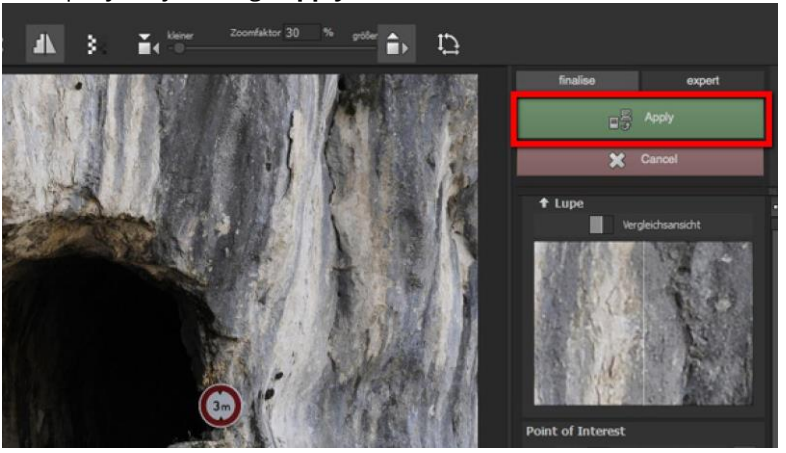
Plug-ins can also be installed at a later point in time. **Please install Photoshop before attempting to install the plug-ins!** Following plug-in installation, please reopen Photoshop.
In Photoshop under the menu tab “Filters”, you will find the selection option **FRANZIS.** All plug-ins from the projects collection can be found listed here.



Click on **NATURE projects**. The image opened and edited in Photoshop will now be opened in **NATURE projects**.



The program has now entered Photoshop Filter plug-in Mode. You can edit the photo in **NATURE projects** just as usual. Once finished editing, you can send the finished version back to its original Photoshop layer by clicking **"Apply"**.

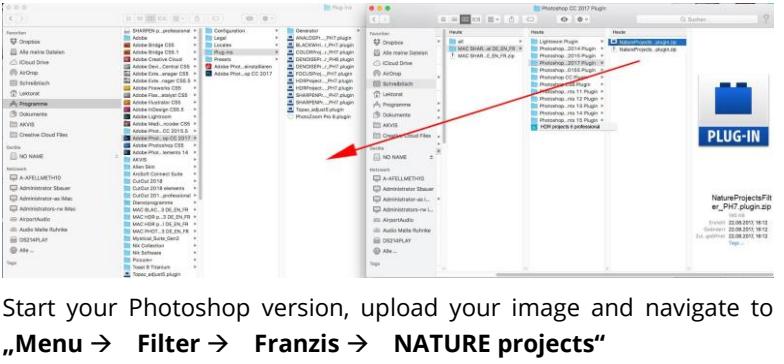


The **"Cancel"** button closes the Filter plug-in without returning the changes made to the image to the Photoshop layer. Changes made in **NATURE projects** are therefore discarded.
The Projects program in use then closes – an action strictly required by Photoshop.

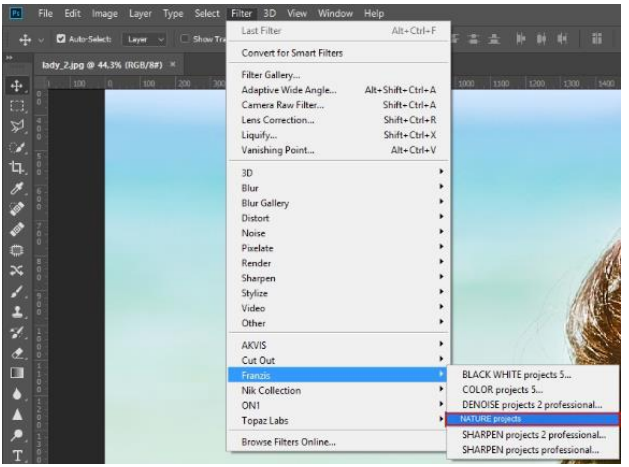
16.2 Using the Photoshop Plug-in - MAC OS X

The Plug-ins can be found located within the „Plug-ins“ folder on the start screen. Select the folder corresponding to your current Photoshop version (CS6 is chosen in the following example). Double-click the .zip file to unpack the Plug-in.

Next, transfer the unpacked plug-in **NatureProjectsFilter_PH6.plugin** (PH7 for more recent Photoshop versions) using a drag-and-drop into the plug-in folder for your Photoshop version. In most cases this is labelled “plug-ins”:



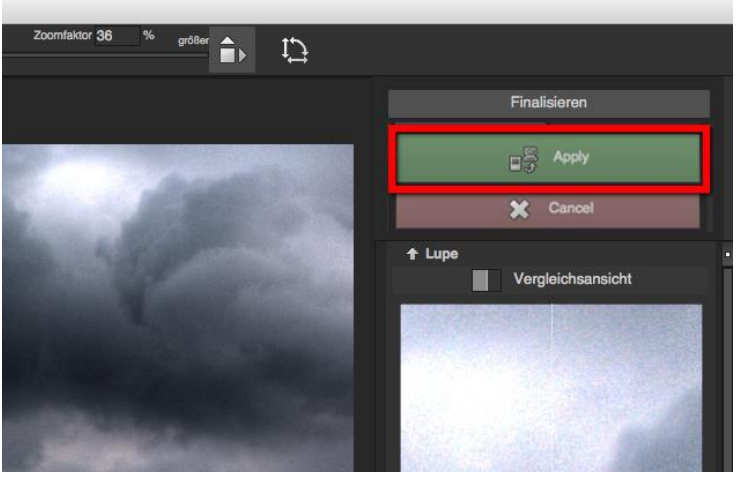
Start your Photoshop version, upload your image and navigate to **„Menu → Filter → Franzis → NATURE projects“**



Click to open the plug-in and the image is opened in **NATURE projects**.

The program is now in Photoshop Filter Plug-in mode. Edit your photo as usual in **NATURE projects**.

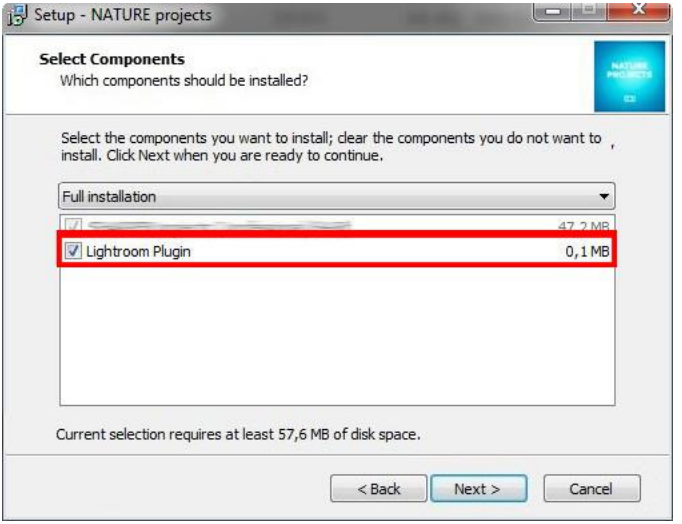
Afterwards, click the **“Apply”** button to send the finished photo back to the Photoshop source layer.



With **„Cancel“** you can quit the filter plug-in without sending your changes back to the Photoshop layer. These edits are not saved in **NATURE projects**.

The Projects program in use then closes – an action strictly required by Photoshop.

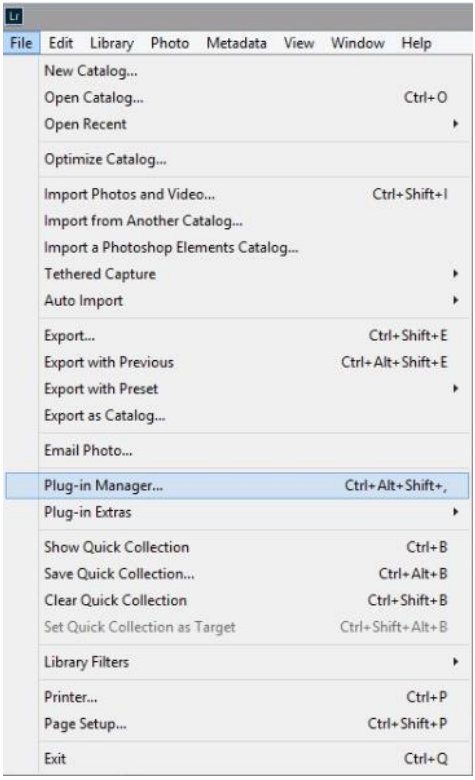
16.3 Using the Adobe Lightroom Plug-in - Windows

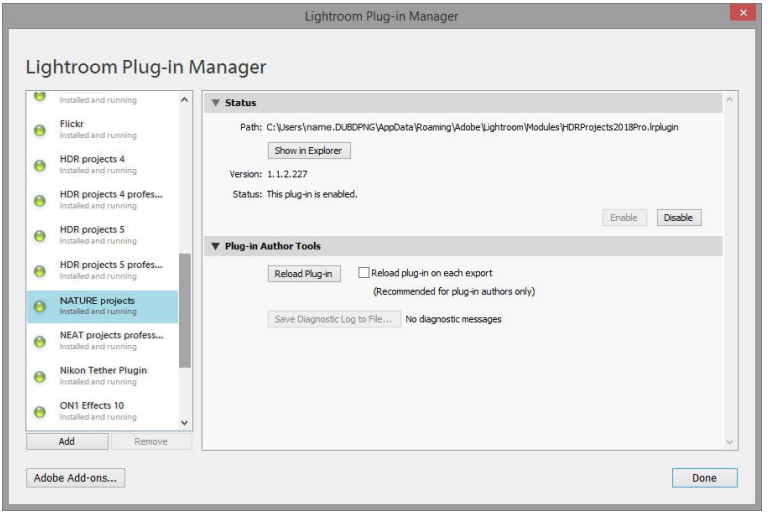


Start the installation program while ensuring that component **„Lightroom Plugin“** has been selected.

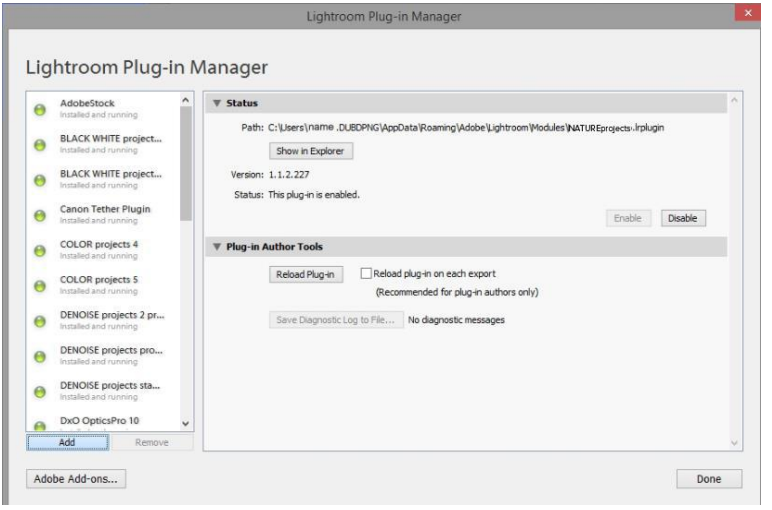
Should you not have the CD on hand, download the plug-in from **www.projects-software.de/plugins**

The Lightroom version will then open. Start Lightroom and navigate from „**File → Plug-in Manager** “ in order to check whether the Plug-in is activated.

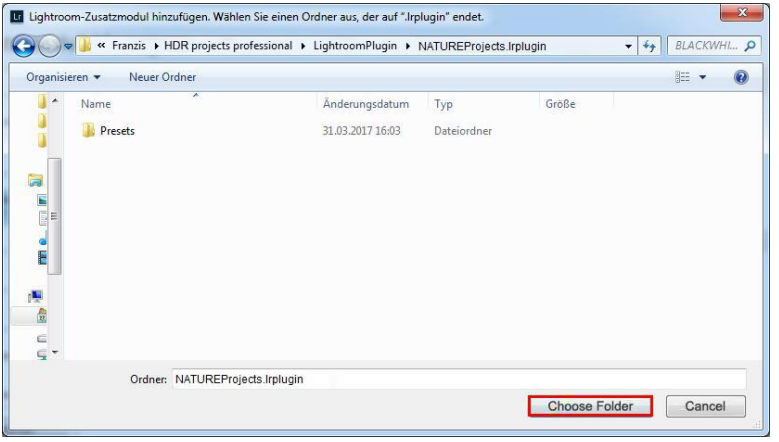

Lr
File Edit Library Photo Metadata View Window Help
New Catalog...
Open Catalog... Ctrl+O
Open Recent
Optimize Catalog...
Import Photos and Video... Ctrl+Shift+I
Import from Another Catalog...
Import a Photoshop Elements Catalog...
Tethered Capture
Auto Import
Export... Ctrl+Shift+E
Export with Previous Ctrl+Alt+Shift+E
Export with Preset
Export as Catalog...
Email Photo...
Plug-in Manager... Ctrl+Alt+Shift+,
Plug-in Extras
Show Quick Collection Ctrl+B
Save Quick Collection... Ctrl+Alt+B
Clear Quick Collection Ctrl+Shift+B
Set Quick Collection as Target Ctrl+Shift+Alt+B
Library Filters
Printer... Ctrl+P
Page Setup... Ctrl+Shift+P
Exit Ctrl+Q



Should this not be the case, you have the additional possibility of manually installing the Lightroom Plug-in. To begin, click on the „**Add**“ option found in the Plug-in Manager.



To do this, locate the Lightroom folder containing the Plug-in NATUREProjects.lrplugin

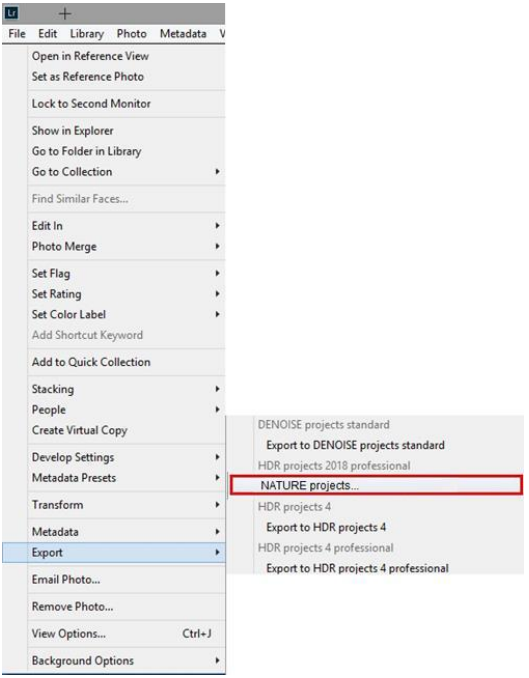


Once inside the NATUREProjects.lrplugin folder, click „Select Folder“ to install the Plug-in for Lightroom.

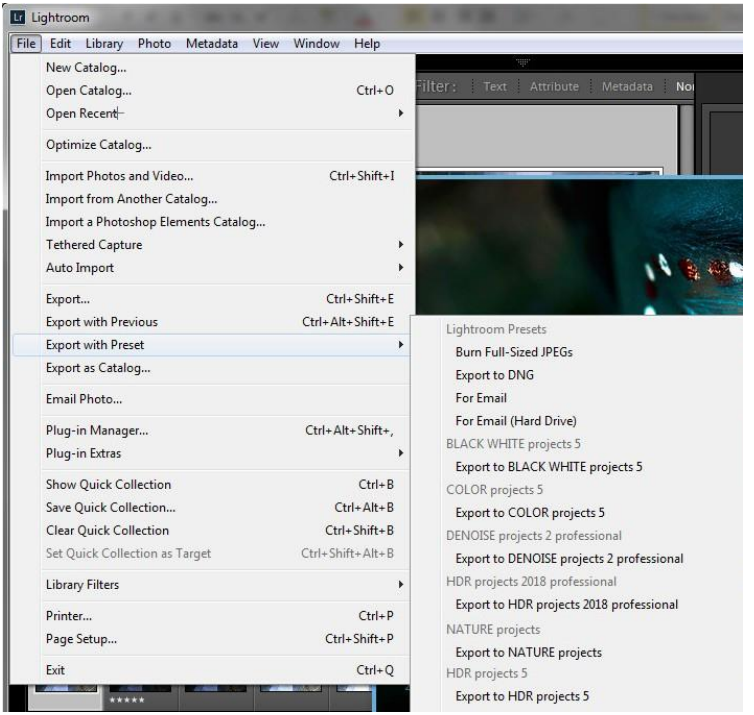
Lightroom: **NATURE projects**: Installing and running.

Select a bracketed series within your Lightroom library.

Right-click the highlighted images and select the option „**Export → Export to NATURE projects“.**



Or: Select „**File → Export with Preset → Export to NATURE projects“.**



16.4 Using the Adobe Lightroom Plug-in - MAC OS X

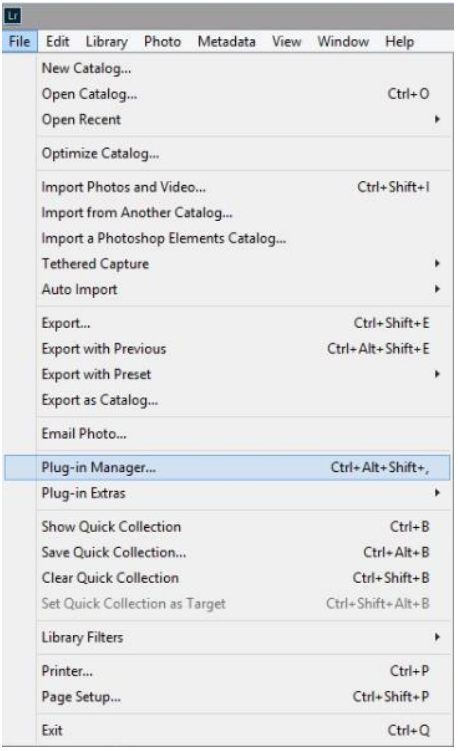
The plug-in for Adobe Lightroom is not installed automatically when using MAC OS X. Follow the steps below to add it to Lightroom:

Install **NATURE projects** to the program folder on your Mac.

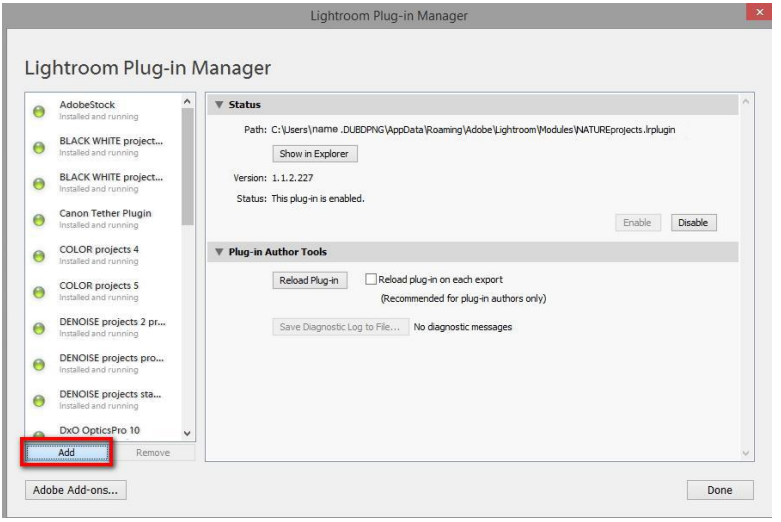
Copy the Plug-in ZIP from the folder "**Lightroom Plugin**" where your presets are also stored on the CD:

„**User/*Username*/ NATURE projects**".

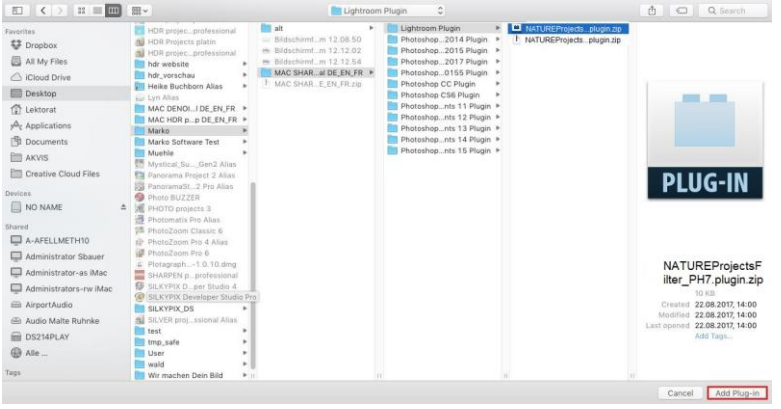
Start Lightroom and navigate to „**File → Plug-in Manager"**



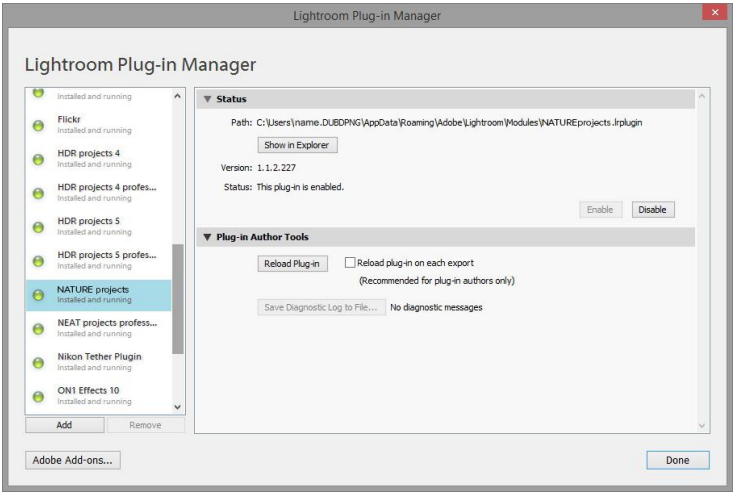
Click on “**Add**“ option within the Plugin Manager.



Select the corresponding Lightroom Plug-in from **NATURE projects** just copied to your Mac.



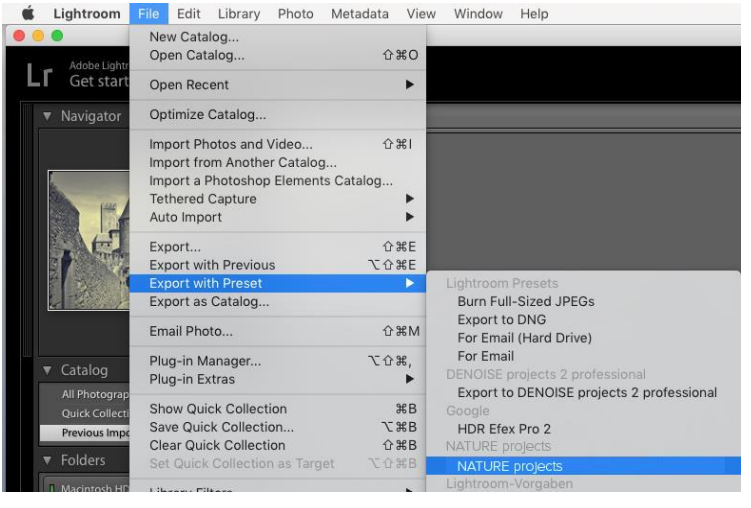
Should the Plug-in not immediately display the green active indicator, close and restart Lightroom.



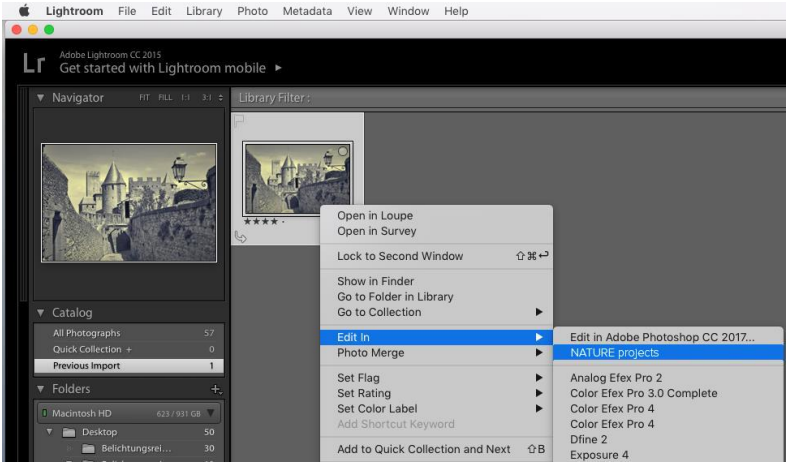
Now install and run the plug-in.

You can transfer your image from Lightroom to **NATURE projects** using one of a number of different methods.

„File → Export with Default → Export to NATURE projects“.



OR:

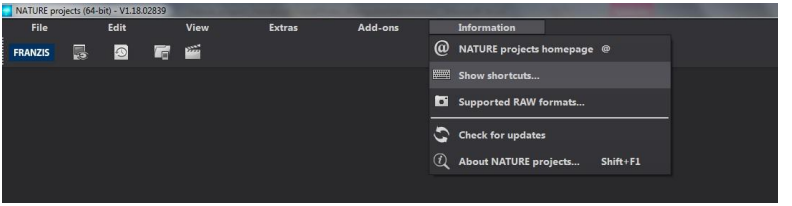


Right-click the highlighted image and select the option „**Export → Export to NATURE projects“.**

17. Keyboard Shortcuts

Integrated Keyboard Shortcuts - Overview

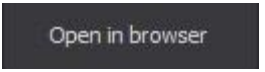
An overview of keyboard shortcuts can be found in the main menu under *Information*.



Click on the menu option to open the summary.

Within the shortcut summary, you can scroll through each section.

At the bottom left you will find the button „Open in Browser“. This saves the keyboard shortcuts as an html. file and opens these in your standard browser.



General:

Windows	**Apple**	
Ctrl N	cmd N	New Project
Ctrl Shift O	cmd Shift O	Upload Single Image
Ctrl O	cmd O	Upload Image Sequence/Bracketed Series
Ctrl S	cmd S	Save Image Result
Ctrl D	cmd D	Print Image Result
Shift Z	Shift Z	Create Undo-Point
Ctrl T	cmd T	Open Timeline
Ctrl F4	cmd F4	Quit Program
F4	F4	Open RAW Module
F7	F7	Switch to Post Processing
Ctrl P	cmd P	Open Settings
@	@	Access Homepage
Shift F1	Shift F1	Open About Dialogue
Ctrl H	cmd H	Show/Hide Histogram
Ctrl F	cmd F	Full Screen View

Image Display Functions:

Windows	**Apple**	
Ctrl+	cmd +	Zoom in
Ctrl -	cmd -	Zoom out
Ctrl 0	cmd 0	Fit Image to Screen
Ctrl 1	cmd 1	100% Display View
R	R	Real-time Mode on/off
L	L	Configure Radar Window (lock)

RAW Development:

Windows	**Apple**	
Ctrl +	cmd +	Zoom in
Ctrl -	cmd +	Zoom out

Progress Browser:

Windows	**Apple**	
Image up	Image up	Back one page
Image down	Image down	Forward one page
Pos1 key	Pos1 key	To the Beginning
End key	End key	To the End
Cursor left	Cursor left	Previous Item
Cursor right	Cursor right	Next Item

Variant Browser:

Windows	**Apple**	
Ctrl +	cmd +	Zoom in
Ctrl -	cmd -	Zoom out
Cursor left	Cursor left	Shift View to the Left
Cursor right	Cursor right	Shift View to the Right
Cursor upwards	Cursor upwards	Shift View Upwards
Cursor downwards	Cursor downwards	Shift View Downwards
Ctrl 0	cmd 0	Show All
Space Bar	Space Bar	Center View
Enter Key	Enter Key	Select Item
X	X	Compress View
Pos1 key	Pos1 key	Reset View

Sensitive Selective Painting:

Windows	**Apple**	
Ctrl +	cmd +	Zoom in
Ctrl -	cmd -	Zoom out
Ctrl O	cmd O	100% Display View/Adjust Fit
A	A	Activate Brush Tool
Shift A	Shift A	Activate Brush Tool with Limit
S	S	Activate Eraser Tool
Shift S	Shift S	Activate Eraser Tool with Limit
W	W	Activate Blur Tool

E	E	Activate Image Mask Creator
D	D	Activate Fill Mode
F	F	Activate Brush Fill Mode
R	R	Activate Brush Streak Mode
1	1	Reduce Brush Size
2	2	Increase Brush Size
3	3	Reduce Opacity
4	4	Increase Opacity
5	5	Soften Outline Recognition
6	6	Sharpen Outline Recognition
7	7	Reduce Blur
8	8	Increase Blur
Ctrl Z	cmd Z	Back One Step
M, Shift M	M, Shift M	Mask Display On/Off

Sratch and Sensory Error Correction:

Windows	**Apple**	
Ctrl +	cmd +	Zoom in
Ctrl -	cmd -	Zoom out
Cursor left, Shift Cursor left, Ctrl Cursor left		Move Active Correction Region left
Cursor right, Shift Cursor right, Ctrl Cursor right		Shift Active Correction Region right
Curser upwards, Shift Curser upwards, Ctrl Curser upwards		Shift Active Correction Region upwards
Cursor downwards, Shift Cursor downwards, Ctrl Cursor downwards		Shift Active Correction Region downwards
Image up	Image up	Select Previous Correction Region
Image down	Image down	Select Next Correction Region
C	C	Activate all Correction Regions
N	N	Set New Correction Region

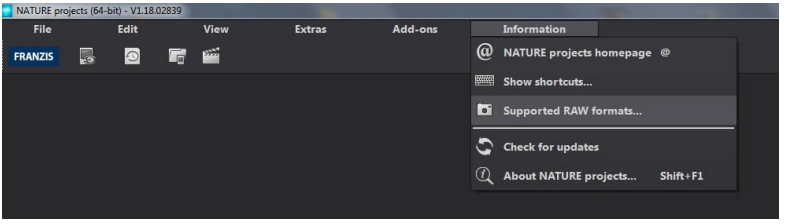
Del	Del	Delete Correction Region
+	+	Enlarge Active Correction Region
-	-	Minimize Active Correction Region

Image Cropping:

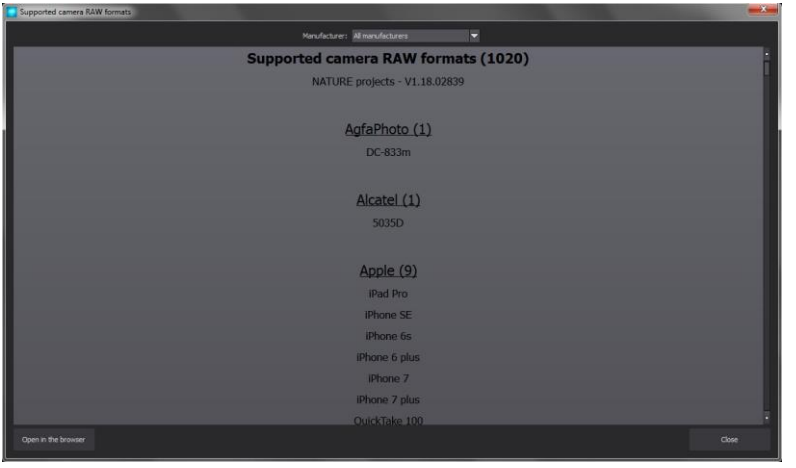
Cursor left, Shift Cursor left, Ctrl Cursor left	Shift Cropping Region to the left
Cursor right, Shift Cursor right, Ctrl Cursor right	Shift Cropping Region to the right
Cursor upwards, Shift Curser upwards, Ctrl Cursor upwards	Shift Cropping Region upwards
Cursor downwards, Shift Cursor downwards, Ctrl Cursor downwards	Shift Cropping Region downwards

18. Integrated List of Supported Camera RAW Formats

Located in the main menu under *Information* is an integrated list of supported camera RAW formats sorted by camera manufacturer.



Selecting this menu option will open the Camera RAW Formats Window.



At the top of the window you will find a drop-down selection for filtering the list according to camera manufacturer. This way you can find your camera much quicker.

If you would like to ensure access this list at any time by displaying it in an external window, use the function „Open in Browser“ to display the entire list in your standard internet browser or print it from there.

Hotline/Support

Contact the **FRANZIS Customer Service Team** for questions about installation, problems or disruptions concerning this software product.

E-Mail: support@franzis.de

Telephone (Monday - Friday 12-18:00): +49 (0)180 30 02 644
(0,09 EUR per Minute from German Landlines, mobile rates may vary)

Telefax: 0180 300 26 45 (0,09 EUR per Minute from German Landlines, mobile rates may vary)

FAQ/Webform: www.myfranzis.de

Please bear in mind that your inquiries can only be handled by the FRANZIS Customer Service Support Team. This allows us to continue making lasting improvements to our quality of service while answering your questions quickly and professionally.

Customer Service quick and easy:

Have important information concerning your PC system and product ready:

- Product Name
- Product-ISBN-Number (These can be found on the back side of the product packaging located above the bar code).
- Operating System of your PC
- Information about your PC's Configuration

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