NEAT PROJECTS **2**

User manual
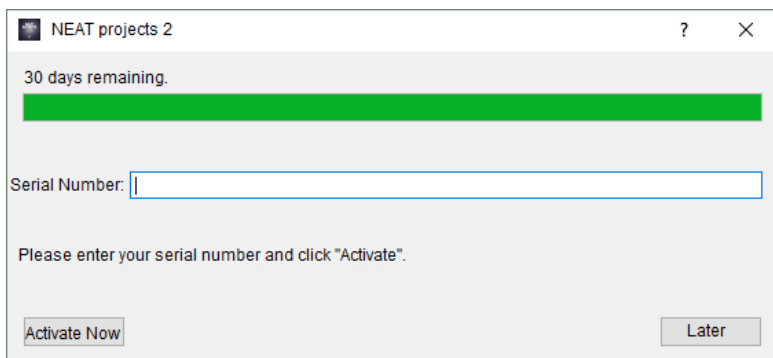
Contents

1. Installation und Registration

1.1 Activation

Activation Windows

Upon starting **NEAT projects 2** for the first time, you will be prompted to activate the program. Proceed as follows:

Install **NEAT projects 2** as described by the installation instructions.

Input your serial number. For the box version, this can be found on the accompanying booklet. If you have chosen to download the program, you will, have received the serial number by email directly following your purchase.

NEAT projects 2	?	×

30 days remaining.

Serial Number: |

Please enter your serial number and click "Activate".

Activate Now   Later

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

Activation Mac

Upon starting **NEAT projects 2** for the first time, you will be prompted to activate the program. Proceed as follows:

Install **NEAT projects 2** as described by the installation instructions.

Input your serial number. For the box version, this can be found on the accompanying booklet. If you have chosen to download the pro-

gram, you will, have received the serial number by email directly following your purchase.

Finally, click on the "Activate" button. The software has now been suc-cessfully activated!
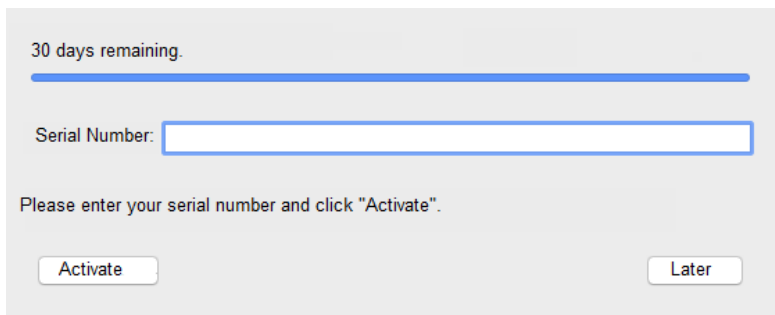
Note: NEAT projects 2 can be installed on up to two computers using the same serial number.

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

2. What´s new?

NEAT projects 2 offers many new features. Here is an overview of some of the most important developments:

- **2 new Motion Fusion Profiles:** remove motion (soft), re-move motion (very soft). For more information about the motion fusion profiles see chapter 10. Motion Algorithms.

- **Fusions-Profiles**: Create, save and load your own Motion Fusion Profiles.

- Upload up to 200 images

- **Presets and Additional Functions:** 11 new presets have been added in four different categories along with the Favorite System, Preset Combiner and the Gallery Function.

- **Variation Browser:** For Presets, the Optimisation Assistent, the Fusion Algorithms and Fusion-Profiles.

- **Exposure-Prediction:** New exposure correction processes for image sequences. This allows for the (limited) upload of bracketed series in the form of motion sequences. The optimization of the lights works out as many details as possible from the light areas of the original images.
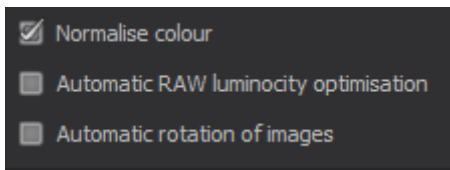
- **Significant Optimisation:** The Fusion Algorithm calculation has been accelerated by up to 40%. Automatic image rotation has been sped up by up to 50% and RAW image uploads by 30%.

- **Selective Drawing:** 4 Composing Levels and 48 Processing Methods (see chapter 11. Local Adjustments/ Selective Drawing)

- 1:1 Comparison Window

- **Granulation Module:** Natural Grain in 6 Forms and Fractal Grain.

- Intelligent Colour Space (SCA method)

- **RAW Module Expansions:** Graphic configuration of horizon correction, Category FX, create your own profile, adjustable display options along with the following effects:

- Normalise Lights/Shadows
- Colour Denoising
- Exposure
- Colour Gradient
- RGB-Exposure

- Print Final Image

- Clipboard

- Colour normalisation of input images

- **Scaling function for input images:** From 10 to 400%. The scaling calculation of new images is made based on the size of your screen. Small scaling adjustments can be useful when uploading your image to a webpage directly after editing.

- Interactive Contrast Optimisation in the Motion Fusion

- Note Function in the Undo-Timeline

- **Create Exposure Bracketing:** New mode „according to EV value"

New RAW-Formats:

- Apple iPhone 8 (*), iPhone 8 plus, iPhone X
- BlackMagic URSA Mini 4k, URSA Mini 4.6k, URSA Mini Pro 4.6k
- Canon CHDK hack PowerShot A410, A540, D10, ELPH 130 IS, ELPH 160 IS, SD750, SX100 IS, SX130 IS, SX160 IS, SX510 HS, SX10 IS, IXUS 900Ti
- Canon PowerShot G1 X Mark III, G9 X Mark II, EOS 6D Mark II, EOS 77D, EOS 200D, EOS 800D, EOS M6, EOS M100
- Casio EX-ZR4100/5100
- DJI Phantom4Pro/Pro+, Zenmuse X5, Zenmuse X5R
- FujiFilm S6500fd, GFX 50S, X100, X-A3, X-A5, X-A10, X-A20, X-E3, X-H1, X-T20
- GITUP GIT2P
- Hasselblad H6D-100c, A6D-100c
- Huawei P9 (EVA-L09/ AL00), Honor6a, Honor9, Mate10 (BLA-L29)
- Leica CL, M10, TL2
- LG V20 (F800K), VS995
- Nikon D850, D5600, D7500, Coolpix B700
- Olympus E-PL9, E-M10 Mark III, TG-5
- OnePlus One, A3303, A500
- Panasonic DMC-FZ45, DMC-FZ72, DC-FZ80/82, DC-G9 (std. res mode only), DC-GF10/GF90, DC-GH5, DC-GX800/850/GF9, DMC-LX1, DC-ZS70 (DC-TZ90/91/92, DC-T93), DC-TZ100/101/ZS100, DC-TZ200/ZS200
- PARROT Bebop 2, Bebop Drone

- Pentax KP
- PhaseOne IQ3 100MP Trichromatic
- Samsung Galaxy Nexus, Galaxy S3, S6 (SM-G920F), S7 Edge, S8 (SM-G950U)
- Sony A7R III, A9, DSC-RX0, DSC-RX10IV
- Yi M1
- YUNEEC CGO3, CGO3P
- Xiaoyi YIAC3 (Yi 4k)

3. Configuring the User Interface

Optional font size for Menus and titles

In the main menu of the program you will find in View → font size an option to customise the size of the letters in the menu as well as in the titles of the program.
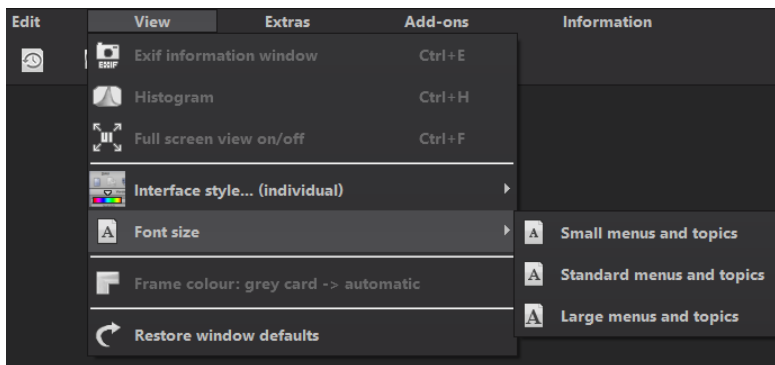
The font size can be adjusted to the run time of the program.

4K-monitors gives you the option to enlarge the font size for better readability of the menu.
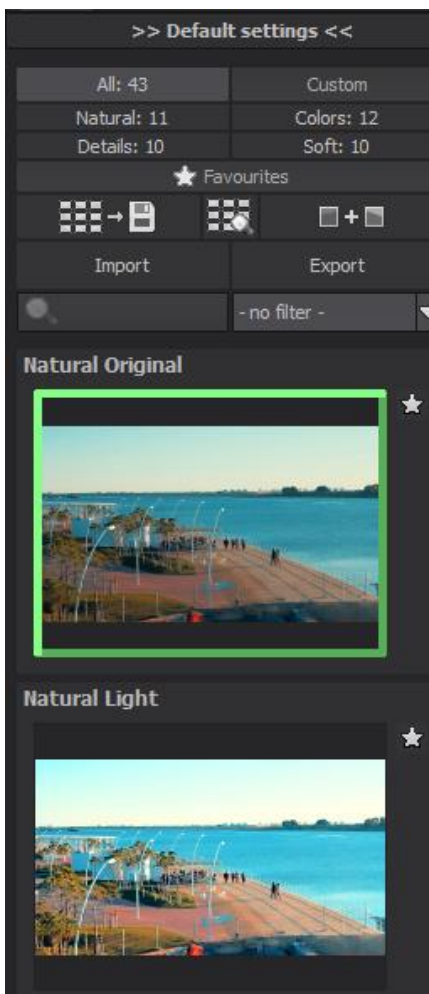
4. Photos Done Quickly

You can obtain a finished image in just 4 clicks with **NEAT projects 2**:

1. Load Stacking Sequence
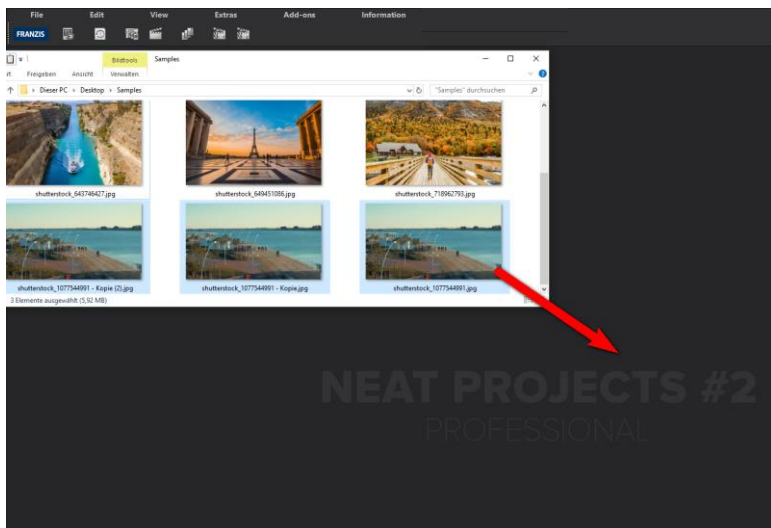
You can simply drag and drop your image sequences onto the start screen.

2. Post-Processing → Preset Selection

3. Optimisation Assistant

4. Select Image segment and Save, that´s it!

How to get the results you want, and fast – the individual image adaptions, the RAW module or the selective drawing allows you to go down your own creative route: **NEAT projects 2** offers both options.

At the top of the screen are the main menu as well as the menu bar. This menu bar contains the following functions (from left to right):
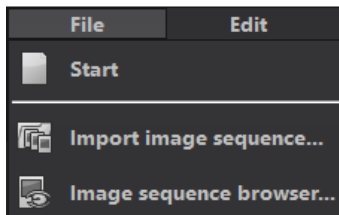
- o Image Sequence Browser
- o History Viewer
- o Import Image Sequence
- o Open Projects
- o Batch Processing
- o Load Sample 1
- o Load Sample 2

Optionally image data can also simply be „dropped" onto the screen by Drag & Drop. Then the image data is uploaded automatically.

5. Importing Image Material

You can also choose to upload images using the file menu. When attempting to upload only one or two images, a notification will appear stating that an image sequence must include three images or more in order for the program to successfully complete motion detection.

File	Edit
Start	
Import image sequence...	
Image sequence browser...	

> **Image Sequence Browser**

For a better overview of your image sequences you can use the image sequence browser before uploading your image sequences.

Click on the corresponding symbol in the task bar. A preview window will open. Choose by „quell folder" your image sequence folder.

NEAT projects 2 shows a preview image. Hover you mouse over the preview image to enlarge it.

The file type-filter is practical here, since one often has jpg rows and RAW images together in one folder. But if you type in RAW in the file type, only the RAW rows will be shown. You won´t have any doubles any more.

At 100% the search for images is finished.
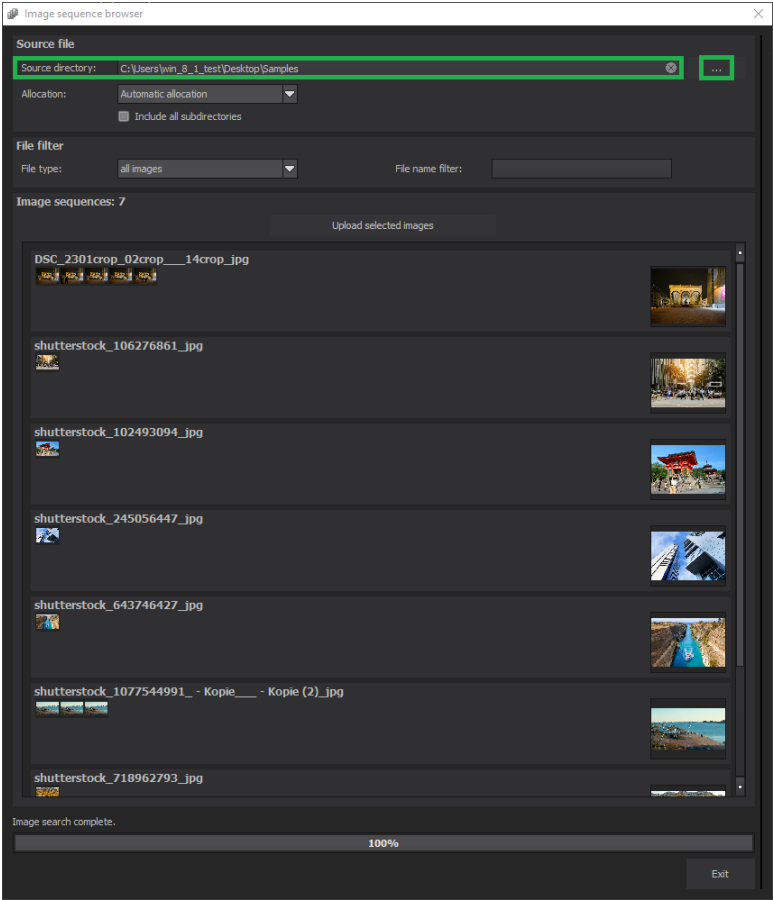
From this point on you will be able to upload the desired image sequence Click on the desired row with a right mouse click and chose in the context menu "open as project". Alternatively, double-clicking the image in Preview will also open the image.
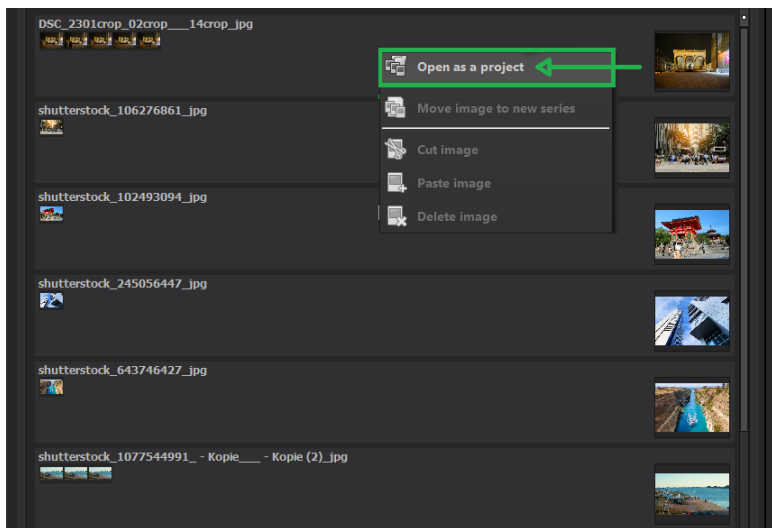
NEAT projects 2 uploads the images of the desired sequence and just like the simple Drag & Drop of the images on the desktop we start now with the image preparation.

6. Menu Bar

6.1 File

File	Edit	View	E>
📄 **Start**			Ctrl+N
🗂 Import image sequence...			Ctrl+O
🖼 Image sequence browser...			
🕘 History viewer...			
💾 Save final image			Ctrl+S
🖥 Open final image in external program			▸
🗂 Create exposure bracketing...			
🖨 Print final image...			Ctrl+D
📋 Final image into clipboard...			Ctrl+C
🎬 Projects			▸
⏻ Exit			Ctrl+F4

File → Start

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

File → Import Image Sequence...

In order to open an image, click on **Import image sequence** (or **Ctrl + Shift + O**) ... to search for the sequence you would like to edit.

File → Image Sequence Browser...

Select your sequence folder from within the "Source-Folder". **NEAT projects 2** immediately begins its calculation process and automatically gathers the best photos from your sequence. From here you can then upload your preferred image sequence.

File → History Viewer ...

Clicking here will provide you with an overview of your separate projects and allow you to choose between them.
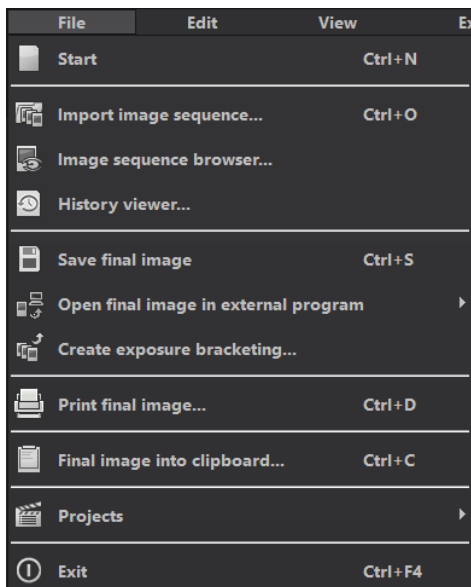
File →Save Final Image ...

If you are content with your editing results and would 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 **NEAT projects 2.** For this, simply click on **Open Final Image in External Program.**

File →Create Exposure Bracketing ...

Click here to create an exposure bracketing from your image. You can choose between three, five, seven, nine or eleven exposures.

File →Print Final Image...

Click here to print your final image. The image is automatically and correctly scaled to the print medium.

File →Final Image Into Clipboard...

The final image is posted to the clipboard. You can then seamlessly insert it into other programs.

File →Projects

If you've already begun a project in **NEAT projects 2** and would like to continue editing, open the file by clicking on **Projects**.

File → Exit

Click on **Exit** (or **Ctrl + F4**) to close **NEAT projects 2.**

6.2 Edit

Edit →Edit Image Sequence

NEAT projects 2 utilizes a complex process to filter out all accurately exposed pixels and combine them into one image.

Edit →Edit Weightings

The Weight Painter is a tool used for manually editing individual images in a series (see 13. Edit Weighting)

Edit → Post-Processing

Once you have edited or removed noise from an image, you find yourself in Post-Processing Mode.

Edit	View
RAW RAW processing	F4
Edit image sequence	F5
Edit weightings	F6
Post-processing	F7

6.3 View

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

View →EXIF Information Window

This window shows you (if available) all image file EXIF information such as location, camera type, exposure duration and capture time.

View →Histogram

The histogram provides you with a consolidated overview of the Light Distribution Information present within your photo. This makes it easy to recognize if your photo is over/ underexposed.

View →Full Screen View On/Off

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

View →Interface-Style.. (individual)

Clicking on **Interface Style...** will allow you to alter the colour scheme for **NEAT projects 2** The colour scheme you have currently selected will appear in brackets.

View →Font Size ...

Change the font size levels for menus and headlines between small, medium and large.

View →Frame Colour: Gray Cart →automatic

If you click on **Frame Colour: Gray Cart → automatic**, the program will set the your image's average colour value as the frame colour.

View →Restore Window defaults

Returns the current window to it´s original size.

6.4 Extras

Extras → Preparing Image ...

Here you can begin to prepare your images prior to post-processing (see chapter 7. Image Preparation).

Extras →Benchmark

If you would like to know how quickly your PC can remove noise from your images, Benchmark is the function to choose. The pro-

grams will render five different images in real-time and provides you with an evaluation on a five-star scale.

Extras → Settings... (Ctrl + P)

Here you will find the various configuration options adaptable to your unique preferences offered in **NEAT projects 2.**
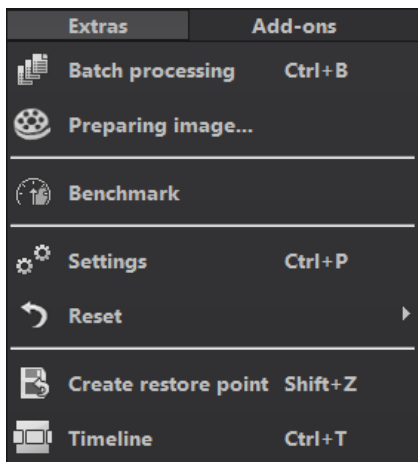
Program: Program Location

Here you can determine in which folder projects, exposure bracketing/ photo series, final images and default settings will be saved.
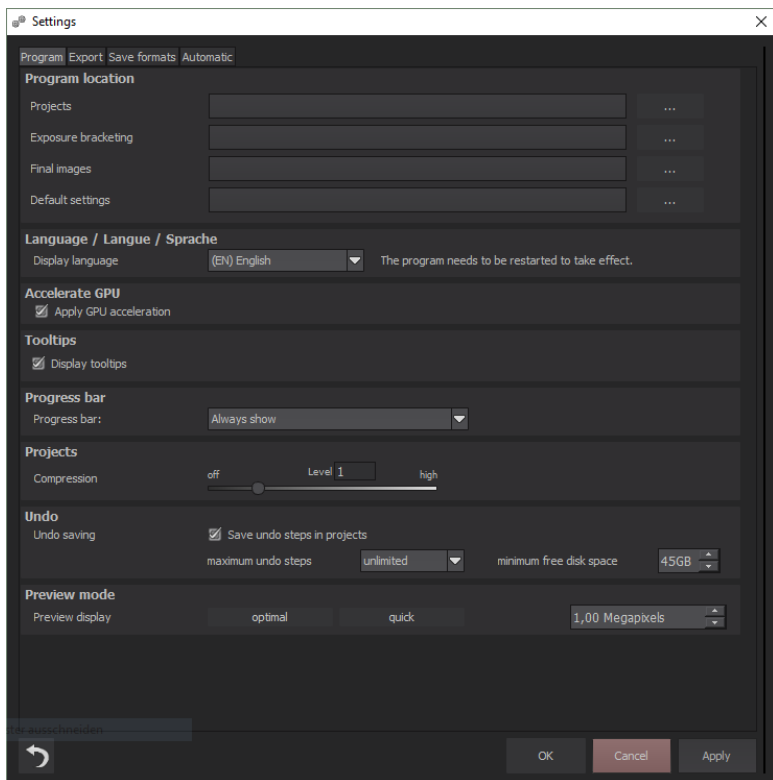
Program: Language

Here you can convert **NEAT projects 2** to be in German, English or French.

Program: Accelerate GPU

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

Program: Tooltips

When you hover for a longer period of time over a specific tool or menu point with your mouse, a text will appear explaining the function of that tool. This is called Tooltip. Here you can deactivate Tooltip.

Program: Progress Bar

While the processing of effects in **NEAT projects 2,** the progress will be displayed with the help of a progress bar. Here you can adjust, when and if the progress bar should be displayed.

Program: Projects

With the compression level you decide how much storage space is required for your projects or in other words how fast you want your projects to be stored. A lower level saves the projects faster, a higher level reduces the amount of storage space you have on your hard disc.

Program: Undo

With the option "**save undo steps in projects**", you can save all undo steps within the project file. The undo-steps will then be completely reproduced when the file is opened. This creates though a significantly larger project file. Set the **maximum** number of **undo steps** (1, 5, 10, 20 or 50). If you don´t want to set a maximum, select "unlimited". The **minimum free disk space** shows what amount of free space on your hard drive will never be used by undo steps. This ensures the safe running of your operating software. By default, this is set to 10% of your hard disk capacity, but you also can increase or decrease it.

Program: Preview Mode

In preview mode you can choose between the modes "optimal" and "quick". Is the "optimal"-mode active, the preview size is adapted to the size of the original image. It guarantees you maximum preview quality. Is the "quick"-mode active, the preview size is adapted to half that of the original image. This

guarantees you the highest possible speed in preview mode. Moreover, you can set the size of your preview area in megapixels if you have not selected optimal or quick mode). Select a high value if you have a very fast computer.
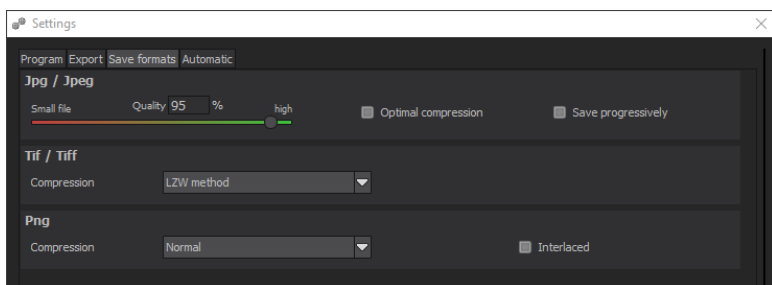
Export
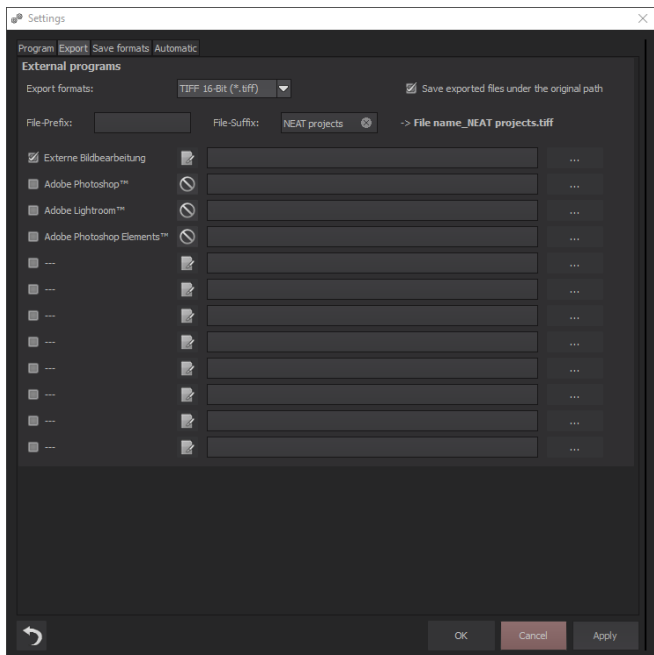
External Programs

Here you can choose in which format **NEAT projects 2** will export images to external programs. You can specify as well which programs should be used for external image editing.

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

Save formats

Jpg

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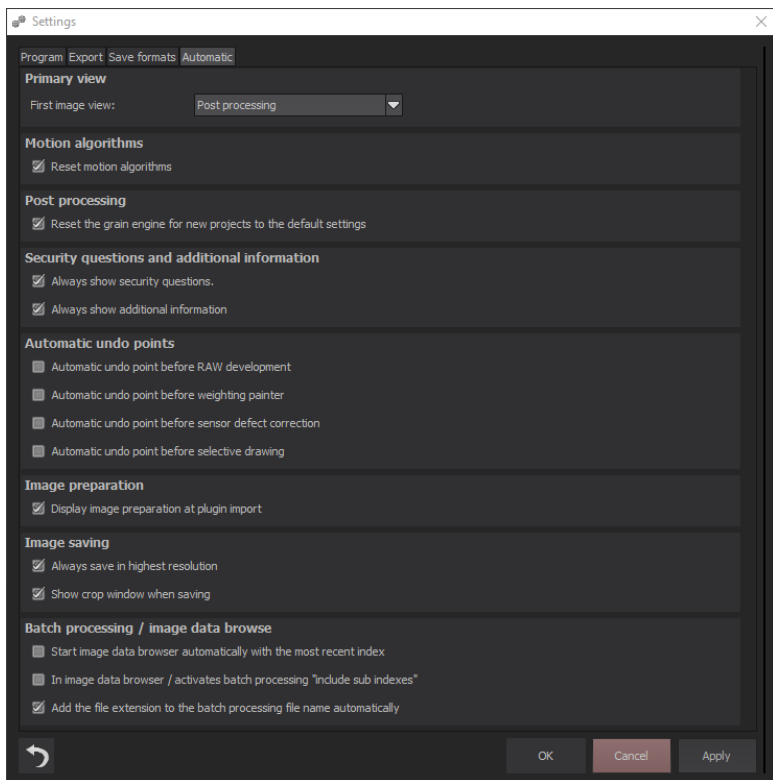
Tif

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

Png

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

Automatic: Primary View

Select whether the software should start in the post-processing or directly in the motion analysis after uploading image files.

Automatic: Motion Algorithms

Here you can activate the resetting of the motion algorithms when opening a new sequence.

Automatic: Post Processing

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

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Automatic: Security Questions and Additional Information

Here you can choose if you want security questions or additional information to be displayed or not.

Automatic: Automatic Undo Points

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

Automatic: Image Preparation

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

Automatic: Image Saving

Activate the option "always save in highest resolution" and the processed image will automatically be saved in full resolution, even if the preview mode is active. Activate the option "show crop window when saving" and the crop window will automatically be displayed before image saving.

Automatic: Batch Processing/ Image Data Browser

You can activate the automatic loading of the image data browser, when opened, with the last used folder. It is also possible to use instead, the automatic inclusion of subfolders in the image data browser with batch processing. Also all the files that have been created for batch processing can be added to the original file extensions (e.g. jpg, tif...) to avoid overwriting.

Extras → Reset

This returns the current user interface to its original size.

Extras → Create Restore Point (Shift + Z)

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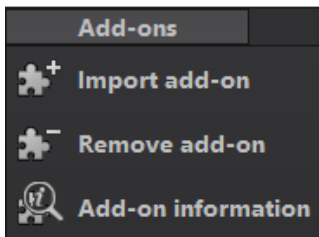
Extras → Timeline (Ctrl + T)

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

6.5 Add-ons

Add-ons → Import Add-on

With the help of Add-ons, you can now not only import Presets into **NEAT projects 2** but also integrate new Post Processing Modules that provide your Presets with an entirely new look.

Add-ons → Remove Add-on

This button lets you remove add-ons.

Add-ons → Add-on Information

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

6.6 Information

Information → NEAT projects
– Homepage   @

Click here to navigate to the
NEAT projects 2 homepage.

Information	
@	NEAT projects homepage @
⌨	Show shortcuts...
📷	Supported RAW formats...
↻	Check for updates
🔍	About NEAT projects... Shift+F1

Information → Show
Shortcuts …   ⌨

Here you will find all keyboard
shortcuts available in **NEAT projects 2.**

Information → Supported RAW Formats …   📷

A list of all cameras whose RAW Files are able to be opened in **NEAT projects 2.**

Information → Check For Updates ↻

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

Information → About NEAT projects (Shift + F1)   🔍

Information about the current version, 3rd-Party Software and Credits from **NEAT projects 2**.
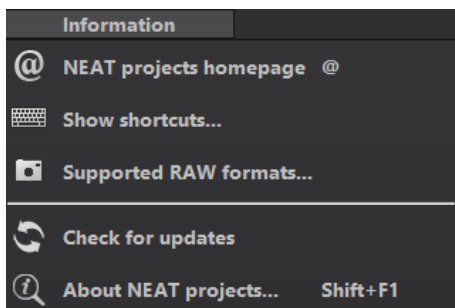
7. Image Preparation

Here you can precisely configure the program's settings.

For the first steps, please use the standard settings. These default settings can be restored with the arrow at the bottom left. Nothing can be irretrievably adjusted.
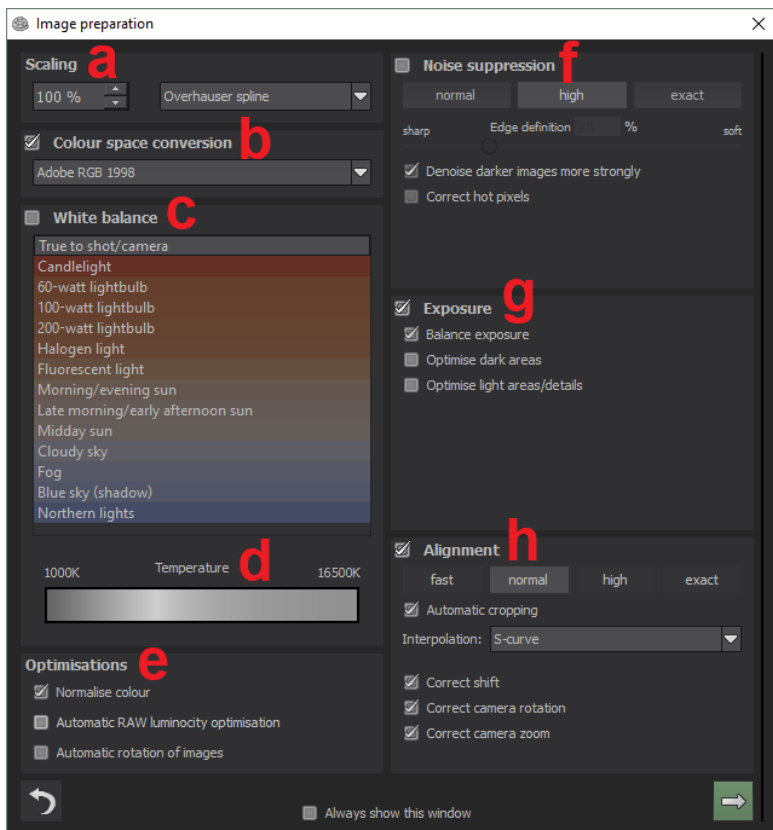
a. **Scaling:** Upon uploading a bracketed series, images can be scaled anywhere from 25% to 400% using any one of the 6 available scaling processes. Tip: The further towards the bottom the procedure is found within the list, the better the quality and the longer the computation time.

b. **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. **NEAT projects 2** offers several new colour spaces (D65). The **standard illuminant D65** is representative for a phase of natural daylight with the colour temperature of 6500° Kelvin.
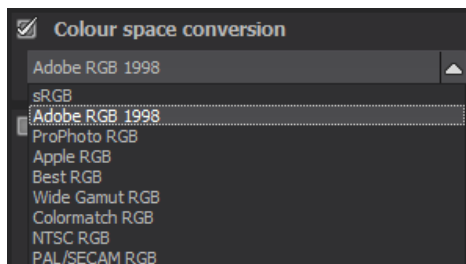
c. **White balance** corrects colour casts that occur with shots taken, for example, in a warmly lit room. To start, leave this setting unchanged.

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

e. **Optimisations:** The **Colour Normalisation** option auto-matically removes colour spots present in RAW image files. This ensures that shadows within your image remain dark and lights stay bright. **Automatic Brilliance Optimisation** 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 tonal val-ues, resulting in the creation of a more comprehensive his-togram for each RAW image. If the checkbox beside **Auto-matic Rotation of Images** is filled, images are corrected according to the orientation present in their Exif data.

Optimisations

☑ Normalise colour

☐ Automatic RAW luminocity optimisation

☐ Automatic rotation of images
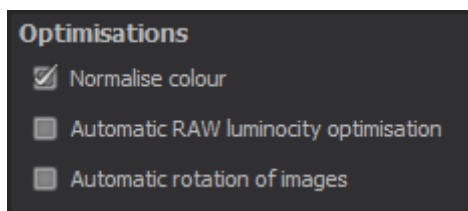
f. **Noise suppression:** these buttons allow you to select the precision of the noise removal, and the slider regulates the degree of the sharpness for the edges. Here dark images can undergo significant noise removal and have hot pixels (light spots caused by the camera's sensor in dark situa-tions) eliminated.

g. **Exposure** can be used for editing images within an expo-sure bracket which have been incorrectly exposed and/or appear out of focus. Recommended for use when working with darker exposure brackets is the Shadow Optimisation Function. This function can be applied to easily eliminate

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colour casts and further enhance lighter areas and details in bright exposure brackets.

h.   **Alignment:** here you can influence how the individual images of the series are congruently positioned on top of one another. The subtlest movement of an object, unintentional zooming or rotating of the camera can be considered. In the majority of cases, the default settings often lead to the preferred result. The automatic cropping function corrects empty areas at the edges of your images.

Check the option „Always Display this Window" and the Image Preparation window will automatically open upon starting the program.

☐ Always show this window
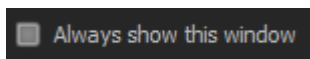
8. Post-Processing: Presets
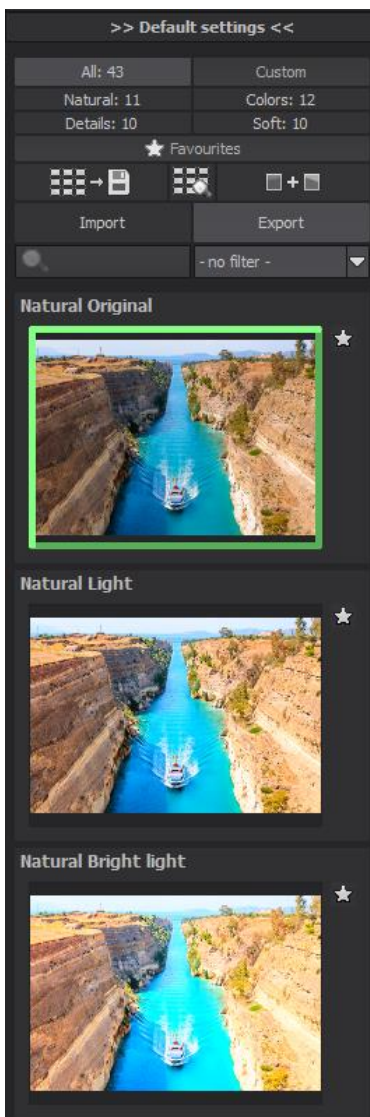
We shall start after uploading of images directly in post-processing. Here we edit the results with filters and effects.

Left side of the post-processing screen:

The presets show the breakdown of the live preview in categories – "Natural", "Colors", "Details" und "Soft" with the quantity of presets in the appropriate category.

To begin, we've chosen the "Natural Original" 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.

NEAT projects 2 professional isn't about image looks, but preliminary presets. 43 different effects make your image lighter, darker, more vivid in colour, and so on.

Image with „Natural Bright Light".

Image after applying the „Natural Deep Shadows" preset.
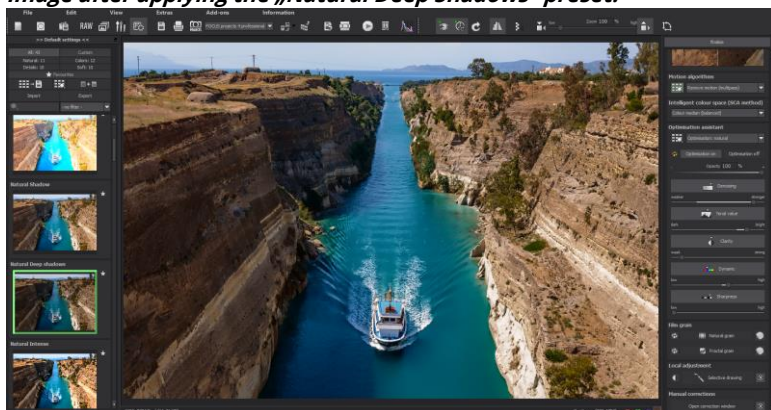
All 43 **NEAT projects 2** presets at a single glance. The bar "preset-tings" you can detach easily and adjust to the desired size.

> **Preview Gallery**

Would you like to see all the previews for the loaded image or series? Open up the category "all" and then subsequently click on the symbol.

NEAT projects 2 constructs then a browser gallery with all the presets. For a larger display click on the picture.
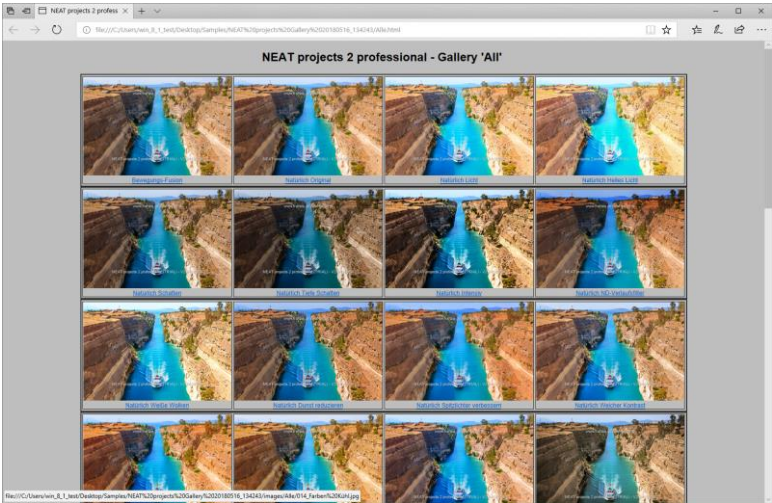
This very practical feature is reminiscent of good old contact sheets. You can create proofs to assess how the image with your favourite presets would look when printed.

> **The Variation 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 🠖 short cuts".
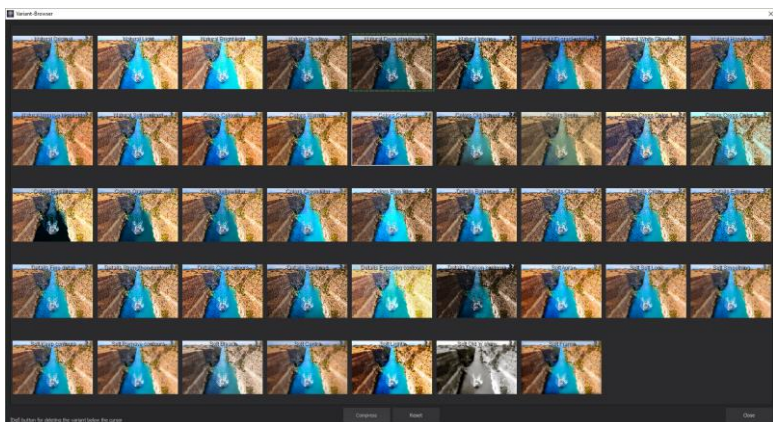
Click on the symbol and **NEAT projects 2** will show you the entire preview gallery of that chosen category. Zoom in now on the variant that you want to compare and set a reference image. This reference image you will be able to put on any image **through a left click** of the mouse. You can fade in 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 Original" 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 "Natural Shadow" has been chosen.

Right click on the preset "Colors Intense" and the reference preset will fade in. As soon as you let go of the mouse button, you will see the "Colors Intense" 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, when you open the window, be automatically set as your reference image.

Deleting of a variation:
If you want to delete a variation, move the cursor over it and click the [Del] button. After that, click on the "compress" button. If you want to display the deleted variations again click on "reset".

Compress	Reset

➤ **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!

➤ **Import/Export of Presets**

Import	@	Export

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.
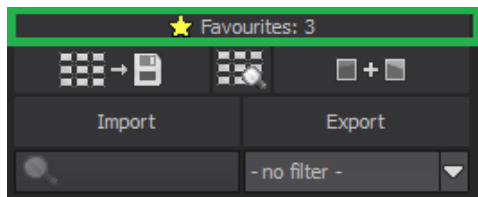
➢ **Filter Presets**

Locating presets can be difficult when you have imported presets or created many additional looks. For example, enter "filter" into the search bar and only presets relating to "filter" will be shown, for example "Gradient filter" or "Colors Red filter". This makes the search a lot easier.
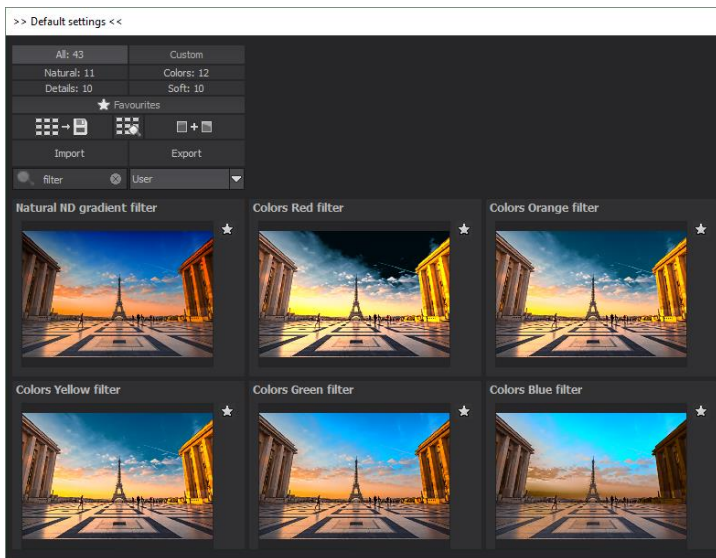
➢ **Name Favourites** ⭐

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

add the setting to your favourites. By clicking the button, previews all of your favourite presets will be displayed.

> **Save Undo-Point**

With the Save Undo-Point Function you can save your edits to an image at different intervals and later view these in the Timeline and pick up where you left off.

> **Timeline**

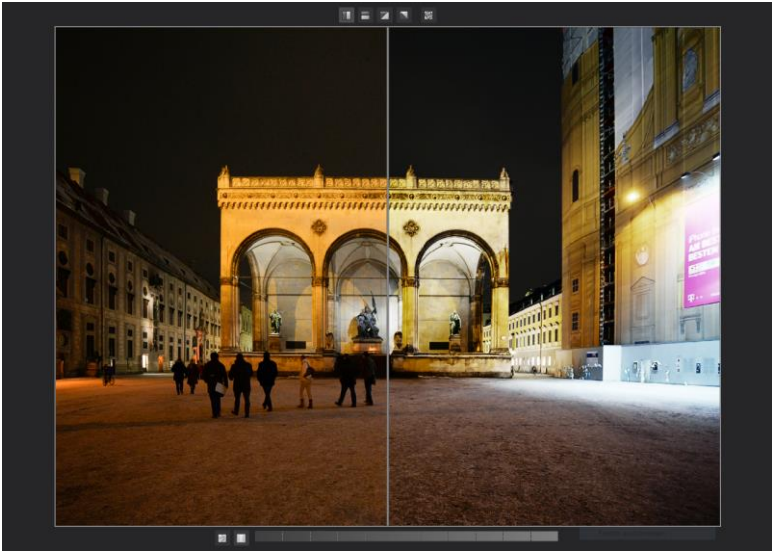In the Timeline you can view and directly access all saved Undo-Points.

> **Image Sequence View**

With the image sequence view you can see all sequences of your image at one glance.
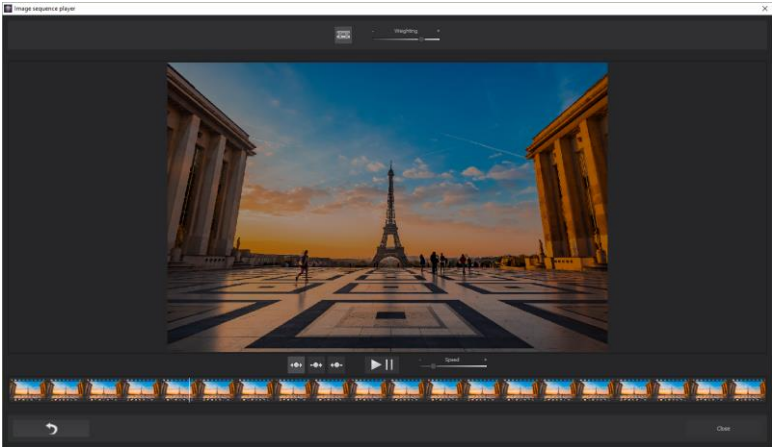
➢ **Comparison View**

 Activates the left/right comparison

 Activates the above/below comparison

 Activates the upper left/ lower right comparison

 Activates the lower right/upper left comparison

 Switches before and after in the compare window

 Activates or deactivates the luminance display

 Switch between 3 different modes for the luminance display: "two selective areas for shadows and light areas", "from area 1 to area 2" and "outside of area 1 and 2".

Move the two luminance areas within the luminance bar from 0% (black) to 100% (white).

You can also dock the comparison view onto the sidebars below "default settings" or "finalise".

Do you want a comparison to the original image? 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.

> **Histogram**

The Histogram shows the distribution of tonal values within your image. The cumulative histogram shows how colour and luminance elements are distributed across the
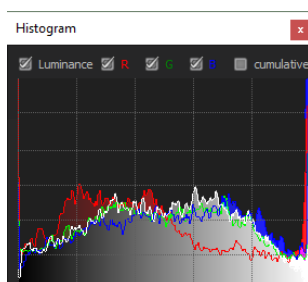
image. A flat cumulative histogram shows a brighter image; a bulge in the curve indicates a much darker image. You can receive a large display by clicking on the histogram.

➢ **Preview Mode**

Is this option is activated your original image is displayed in a smaller version. If you switch it off, all calculations will be carried out in full-size images. Please note that deactivation takes more time to process in the preview mode.

➢ **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 you will only see the outcome of your adjustments when you click the button "calculate afresh":

➢ **High-Quality Display**

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

➢ **Border Pixel Display**

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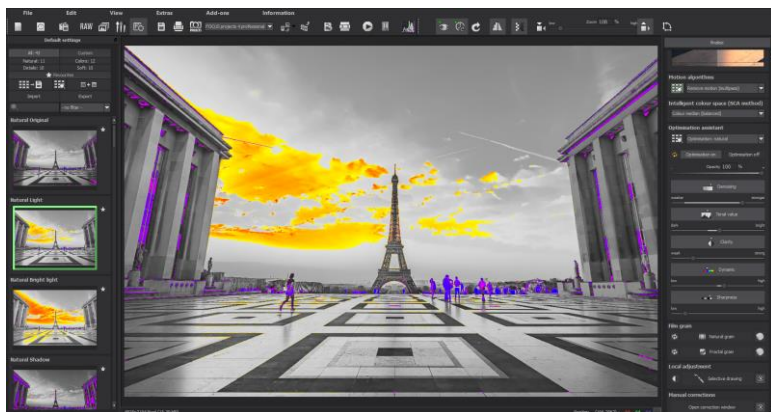
Depiction of border pixels in purple and orange tones.

If you would want to brighten this image, you have to be careful of the orange border pixels. Light surfaces on the car and the walls should not become too white, in order to avoid losing detail. In technical terms, these patches are called "burned highlights". The border pixel view helps to find these critical image areas

➢ **Motion-Map**

The Motion Map provides you with a colour display visual representation of all movements detected within your uploaded image sequence at a glance. Areas of the image containing a significant amount of motion will be depicted as yellow/red while portions with less motion will be marked blue/purple. Areas with less motion are displayed in green.

Tip: Check out the motion map every time to get a quick overall impression of the image's movement.

> ➢ **Symbol „Original Resolution Setting"**

With this pushbutton you will set the zoom factor on the original resolution.

> ➢ **„Increase the Zoom factor to the screen size"**

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

9. Post-Processing: Finalisation

Now that we have under-
stood 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".
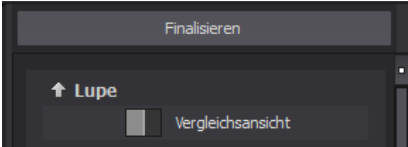
> ➢ **The Magnifying Glass**

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.

When clicking on the magnifying glass the new compare window will
appear, which compares your edited image and the original image. It
simultaneously gives you the opportunity to examine the compari-
son through the magnifier display.

To keep the magnifying glass on a specific point, press down on the "L" key, while you move the mouse over the screen. To free the fixated area of the magnifying glass, press down on the "L" key once more.

Click into the image area of the magnifying glass, to change between the display modus "divided before/after comparison" and "direct before/after comparison".

➢ **Intelligent Colour Space (SCA Method)**
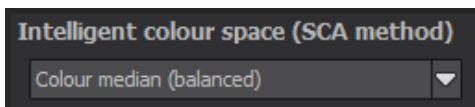
The SCA method (Smart Colorspace Adaption) activates the intelligent colour space in all calculations oft the software and creates higher detail structures in the colours while increasing calculation times. Select one of the methods and decide where you want to put your preference.

Tip: With "Supersampling" you will get exceptional details and saturated colours and stark color variations around contrast edges.

➢ **Optimisation Assistent**
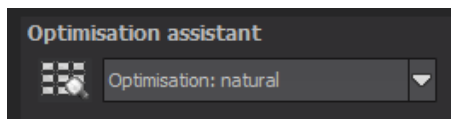
The optimisation assistant is a very efficient tool for fast, fascinating results.

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.
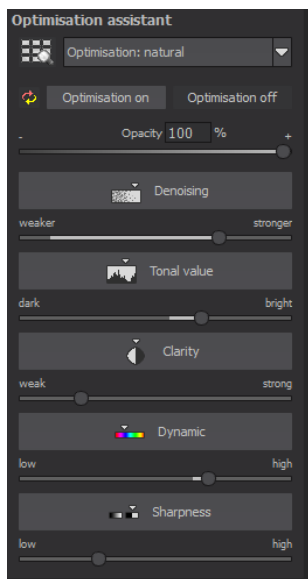
The optimisation assistant is intelligent; it remembers the values you entered, and applies the same settings to the next image in the same way, but tuning the result to the new motif.

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 button.

Additionally, the assistant can be given optimising specifications for an entire image style: choose between "naturally cool", "naturally warm", "soft", "fine" "brillant", "intense", "muted colors", "Multicolor", "High-Key" , "Low-Key" und "Low-Key Multicolor".
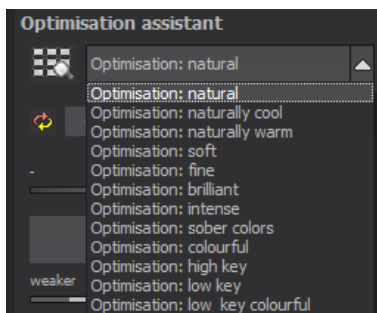
> ### ➢ **The Opacity Regulator of the Optimisation Assistant**

The opacity regulator in the optimisation assistant acti-vates itself automatically as soon as one optimisation is activated. The opacity regula-tor works on every effect that optimises the image as well as the optimising presettings.
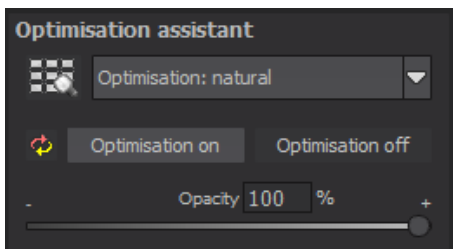
Tip:

Put the optimisation presetting in "High-Key" and chose an opacity regulator between 40-60%.

Pro Tip: Remember that the preset specifications and Optimisation Assistant are added together. If you select the "Natural Shadow"

preset and the „naturally cool" optimisation, you will get a darker image with a cooler colour mood. Not to worry, you can quickly change back to the "Natural" optimisation and have the familiar look of the preset 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**

Natural grain

In natural grain the different levels of photographic paper are simulated, which creates a natural irregularity. These following parameters are therefore at your disposal:

- **Form**

Choose here from six different variants.

- **ISO-Number**
The preset value conforms to the average "restless value" on a naturally grey surface.

- **Size**
The maximum size of the simulated granulation.

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

Complete: all brightness values receive natural film grain.

Lights: the lights receive natural film grain.

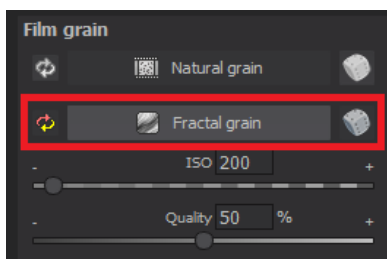Shadow: the shadows receive natural film grain.

Lights & Shadows: Both receive natural film grain.

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

Fractal Grain

Fractal grain simulates a large scale irregularity, which is created through the storing and deterioration of photo material.

Therefore the following parameters are at your disposal:

- **ISO-Number**
- The preset value conforms to the average "restless value" of a naturally grey surface.

- **Quality**

Bestimmt die Berechnungsgenauigkeit (die Anzahl der Iterationen für den fraktalen Algorithmus) des fraktalen Korns.

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.

10. Motion Algorithms

Choose from any of the eleven Motion Recognition algorithms and compare their effects in Post Processing.**Tip**: Double-clicking sets an algorithm back to its standard value.

Motion algorithms

Remove motion (multipass)

Remove motion (multipass)
Long-time exposure
Remove motion (multipass)
Remove motion (brightness)
Remove motion (colour)
Remove motion (matrix)
Remove motion (soft)
Remove motion (very soft)
Add motion
Add motion (dark)
Add motion (light)
Add motion (color)

Long-time exposure: This process determines the average for every pixel in a shot to simulate a type of long exposure.
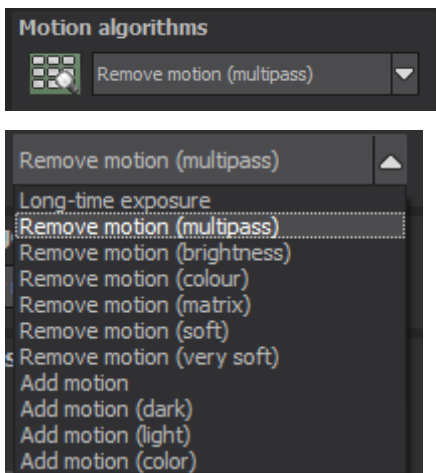
Before using the algorithm:

After using the algorithm:
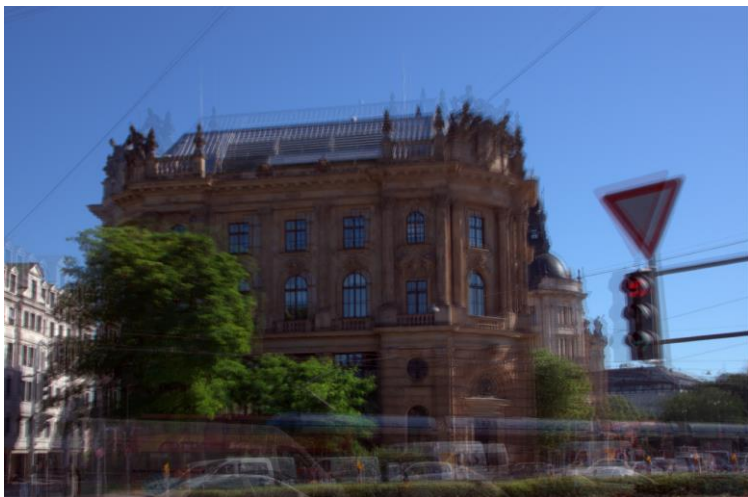
Remove Motion (Multipass): The motion is determined through a flexible median mask based on colour channels and brightness of individual pixels. Since this process is well suited to most image sequences, it has been set as the standard.

Before using the algorithm:

After using the algorithm:
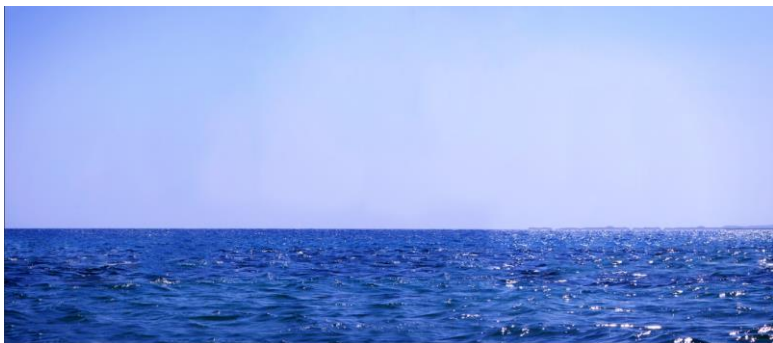
Remove Motion (Brightness): Pixel brightness is the single component of this calculation, which makes it appropriate for black & white sequences.

Before using the algorithm:

After using the algorithm:

Remove Motion (Colur): This technique is exclusively based on pixel colour and is best suited to particularly colourful sequences.

Before using the algorithm:

After using the algorithm:
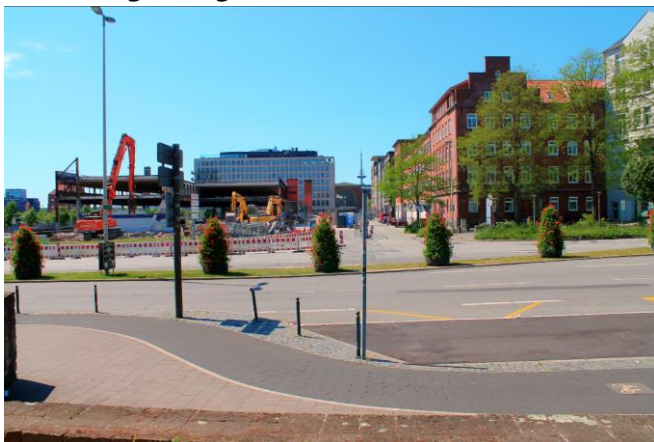
Remove Motion (Matrix): The matrix process uses a congruence matrix rather than a median mask allowing it to identify fine movements and differentiating it from other algorithms.

Before using the algorithm:

After using the algorithm:

Remove Motion (Soft): The moving objects are removed by means of median calculation, which is most suitable for images with water surfaces or running water.

Before using the algorithm:

After using the algorithm:

Remove Motion (Very Soft): The moving objects are removed by means of a standard deviation calculation, which is most suitable for images with moving clouds.

Add Motion: The opposite of motion removal. All motion in the sequence will be determined and added based on pixel brightness.

Add Motion (Dark): Accentuates every from of dark motion and adds them up.

Before using the algorithm:

After using the algorithm:

Add Motion (Light): Accentuates every form of light motion and adds them up.

Before using the algorithm:

After using the algorithm:

Add Motion (Color): Accentuates all types of color-intensive movement and summates progress.

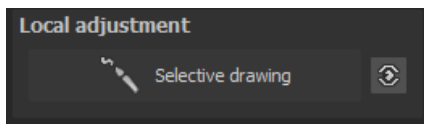**Before using the algorithm:**
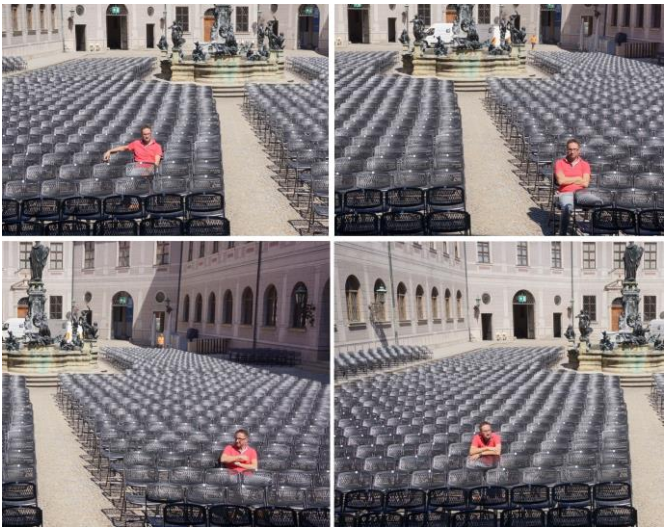
After using the algorithm:


> **Motion Algorithm Browser**

Activate the motion algorithm browser and select a suitable algorithm by double-clicking on an image.

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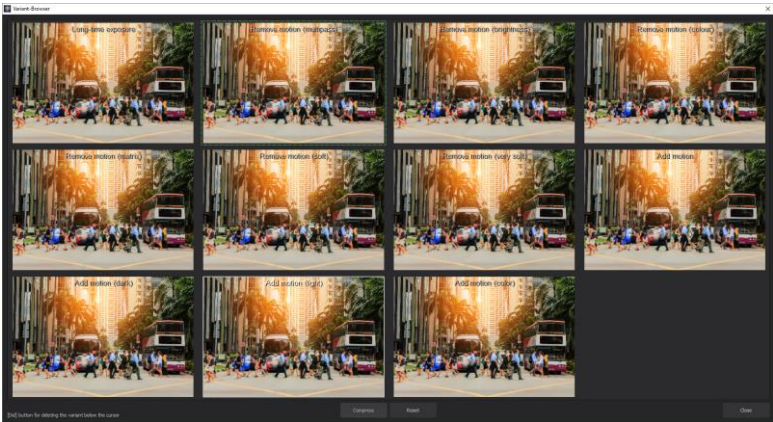
# 11. Local Adjustments/ Selective Drawing

The selective drawing tool from **NEAT projects 2** deserves very special attention. Firstly, this tool selectively edits chosen areas without complicated masks done by hand, like other photo editing programs. **NEAT projects 2** 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 10 important image enhancements: "Show original image", "Shading", "Illuminating", "Intensifying colour", "Reduce Colour", "Strengthen Details", "Reduce Details" und "Sharpen", etc. ...
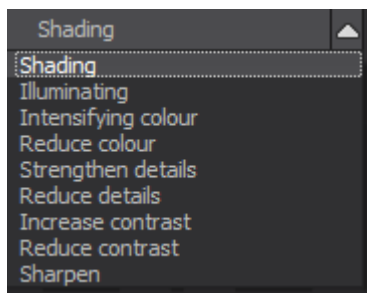
These masks can even be saved as it´s own image file and used in other photo editing programs.

How it all works is probably easiest to explain with an example. Open the selective drawing window (post-processing, finalise - bottom right). Our example is a single RAW file of a rocky coast. The picture's colour details are already well edited. Now we want to slightly darken the rocks without taking away the morning mood; the sky and water should not be darkened.
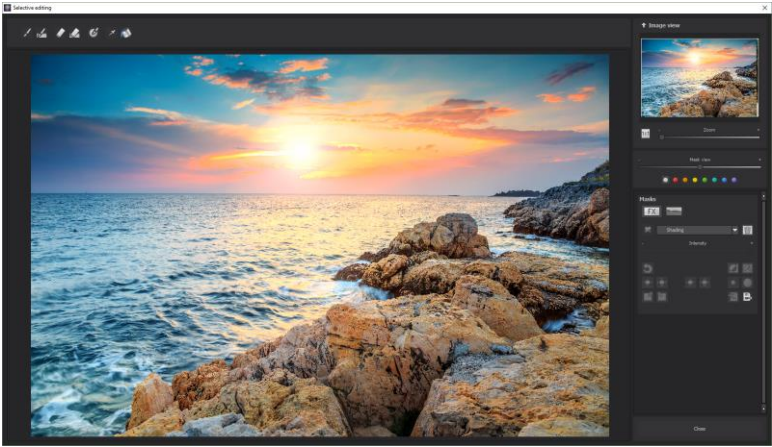
> ➢ **Quickly finalize your image with Selective Painting**

1. Select editing objective

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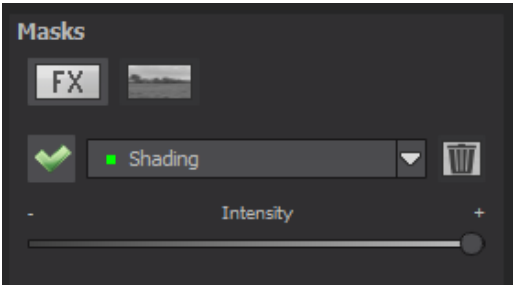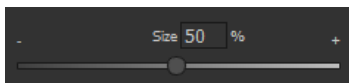

2. Activate drawing mode

3. Activate filling mode

4. Run the mouse over the contours without clicking. You

   can decide and correct the brush size afterwards.

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.
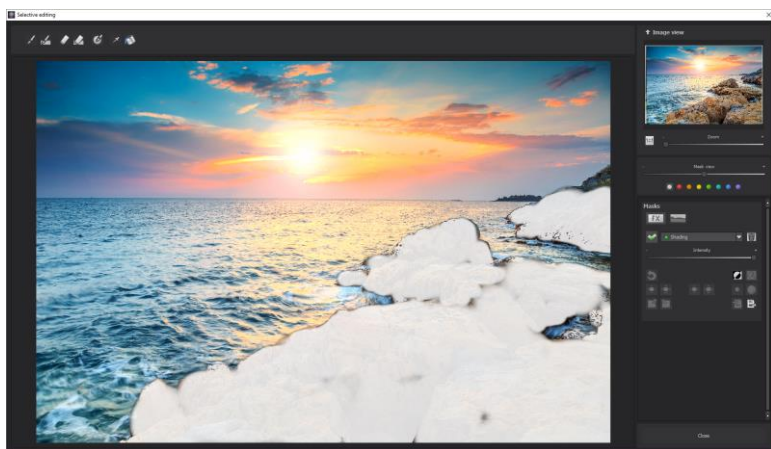
6. Once fully selected, blend the mask out by moving the mask intensity control to the left or clicking the key „M".
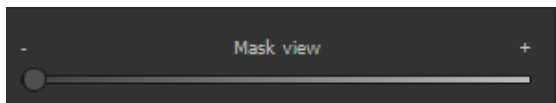
7. You will now see only the effect that is darjer rocks - our objective was "Shading". Now you can adjust the intensity of the effect by sliding the control towards the + or -, according to your preferred strength. Done: The Rocks are darker while the sky and water remain untouched by the editing.

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


The rocks on the right are significantly brighter after the selective correction. The sky and sea still have the same tone values as before.

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

10. Click on ⬛ 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.
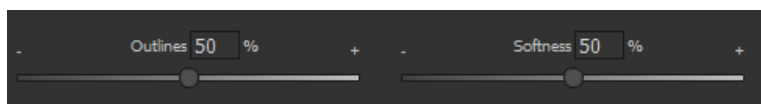
13. Have you drawn outside of the lines, despite the border recognition? You can easily remove it with the eraser. If you only want to remove a small section, use the eraser with limitation. When set to 50%, you can only remove 50% of the mask, regardless of how much you erase. The limited drawing mode 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

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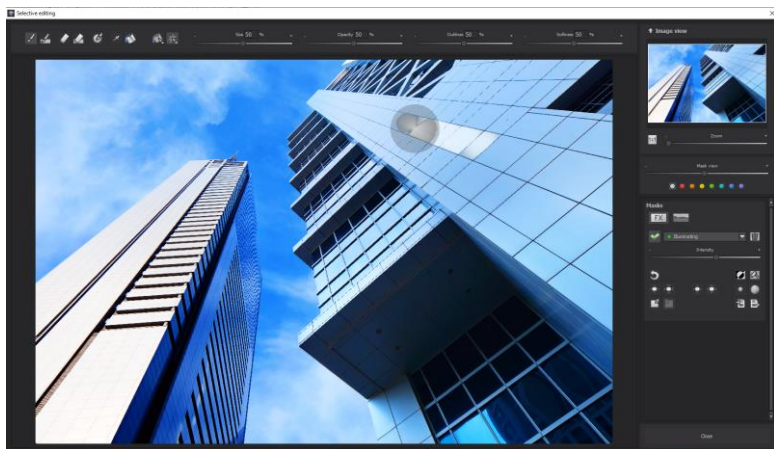
With ray filling mode you can mask just the walls of the skyscraper while the window surfaces are not selected.

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.

Functions and Possibilities in Selective Drawing

- **Optional Mask Colours**

Choose for the presentation of the mask as well as the brush one of the ready-made colours.
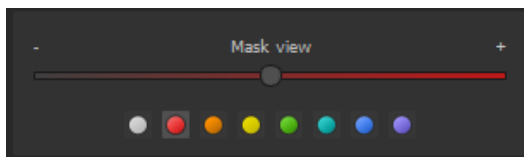
The display will be immediately adjusted to your desired colour.

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- **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.
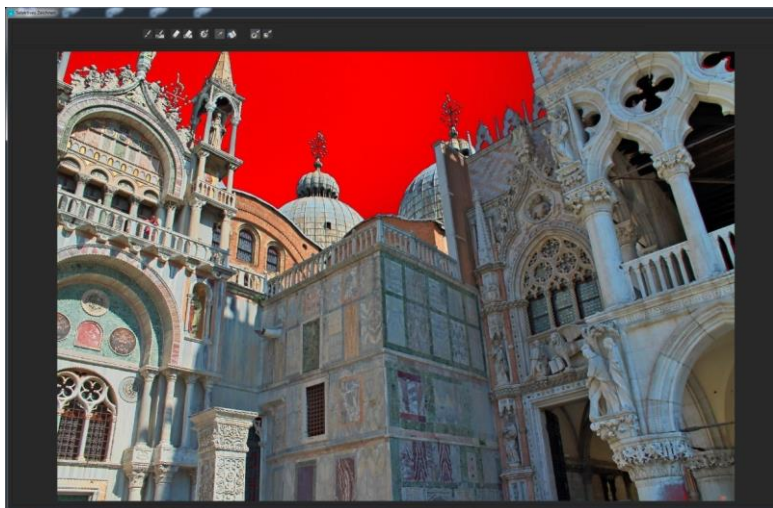
In the above example we can see how a red mask has been created for the sky.

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.
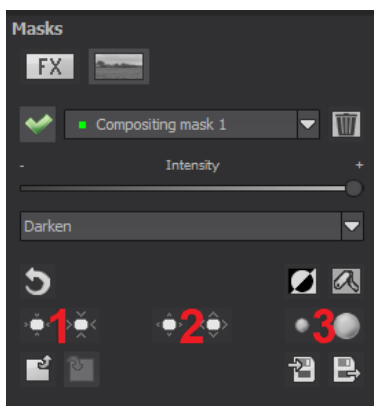
1. Reducing the entire mask outline

 becomes

2. Increasing the entire mask outline
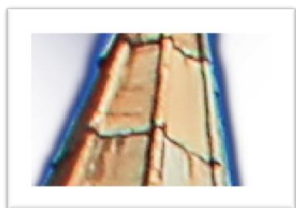
 becomes

3. Soft-focus effect on the entire mask
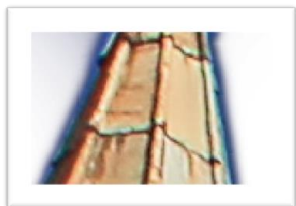
 becomes

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.

- **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 button **(1).**
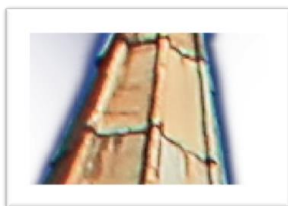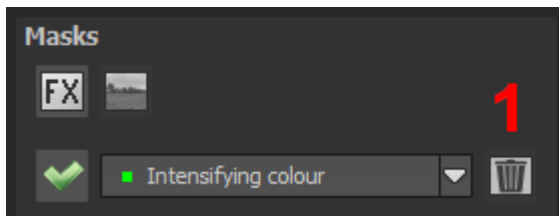

After clicking on the button a security query will follow, so that no im-portant work can be lost by accident.

- **Adaptation of automatic masks onto the "Distortioncor-rection" 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.
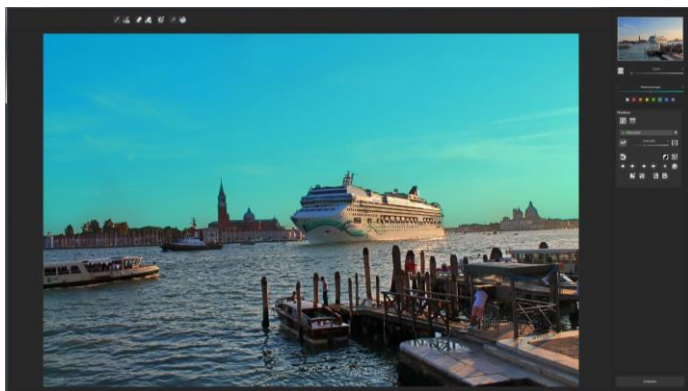
In the example we have an image, where the sky has already been masked.

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".
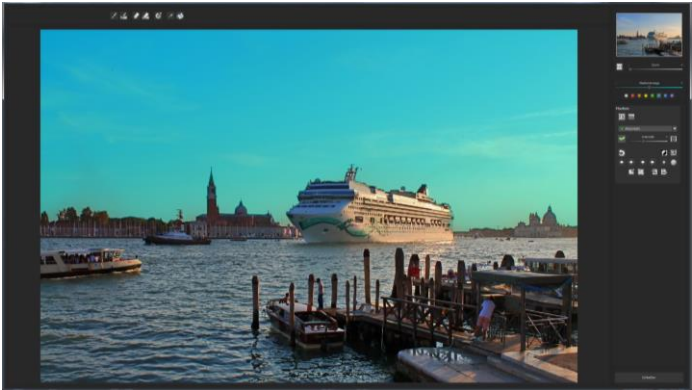
12. Composing Mode

I In the Composing mode 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 out-wards (up, down, left, right).

(6) Determine the Width-to-Height Ratio

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

(7) Horizontal Reflection

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

(8) Vertical Reflection

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

(9) The Control-Parameter

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

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

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

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

Exposure 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.
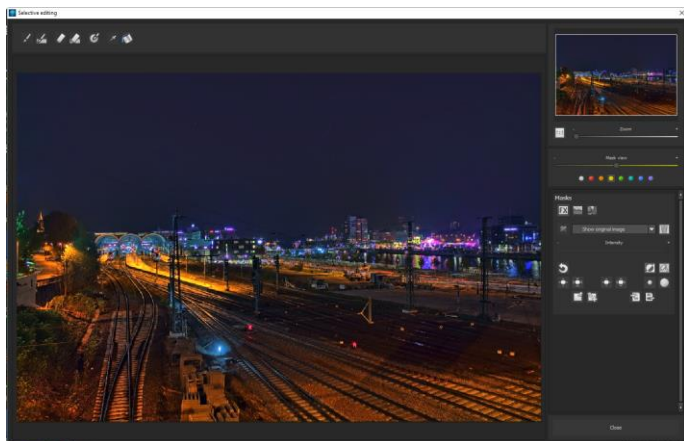
A night image with a not very fascinating night sky…

…you can change within a minute with the help of composing into an eyecatcher.

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13. Removal of Scratch and Sensor Errors

The Scratch and Sensor Error Correction function is a powerful tool used for improving those unsightly areas in your photographs.

Corrections

Erase scratches/sensor errors

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.

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

The sensor spots are circled in red

Here's how to go about correcting:

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

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

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

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

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

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

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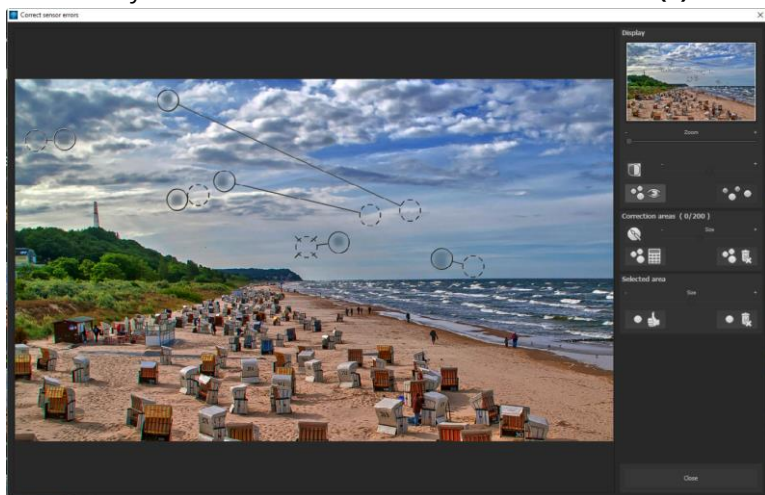
The sensor spot corrector marks all of the patches and determines a source within the image that can be used as a substitute.

Successful sensor spot correction.

14.Edit Weighting

In the „Edit Weightings" editing section, you have the ability to alter select regions of your photograph. Weight Painter is a tool to manually edit a final image by adjusting individual images in a series.

Exposure Series View (left): The individual images in a series are assigned the colours red, green and blue. . When 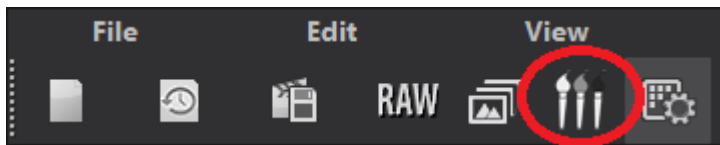the bracketing has more than 3 exposures, the master image will be set as green and the next active neighbouring images as red and blue. If you would now like to make changes to the weighting of a particular image, pay attention to the image's colour and choose the respective colour in the paint symbol bar. Tick on the top left of the image to exclude it from or include it in a set being calculated.
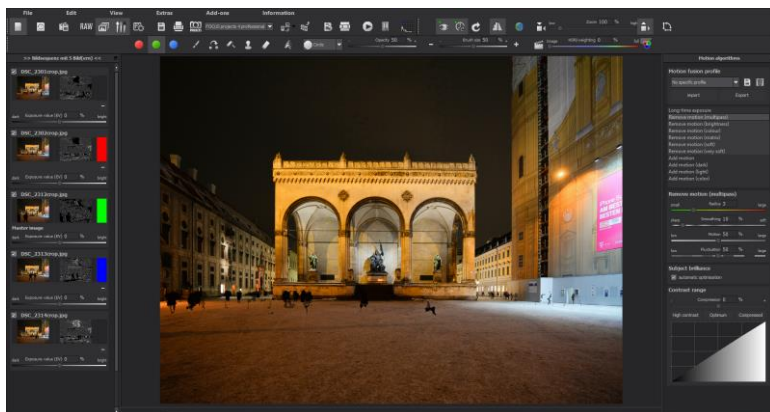
Exposure value (EV): The EV slider controls the brightness of an exposure bracketed image. 50% correspond to 1 EV.

To clarify: The brush does not mean that you paint colours goes onto the image, rather that you can adjust the weighting in certain areas of individual images.

Adjusted Weighting: After drawing, the adjusted weighting can be seen to the right of the individual image. The white drawn strokes mean that you have emphasised the selected area of the brighter image.

> **Important Tools of the Painter:**

Increase weighting   Draw on the selected area to enhance the weighting of this portion of the image.

Blurring   If you want soft transitions between corrected and original areas, trace the blurring function over the borders to soften the transitions.

Delete weighting   Delete the drawn weighting for the active image of the series.

Stamp   The stamping mode not only edits the weighting of the current image, but adjusts the weighting of all of the other exposures accordingly. For example, if you use the paint tool to increase the weighting of an area in one image, the weighting of that same section will be reduced in all of the other exposures to amplify the effect.
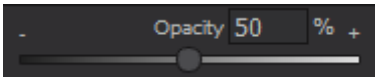
Reduce weighting ![eraser icon] Draw on the selected area to reduce the weighting of this portion of the image.
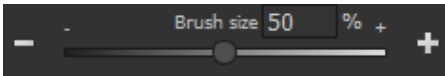
Delete all ![icon] Warning: This function deletes all of the drawn weightings and returns to the initial settings.

Brush form

| Circle ▼ |
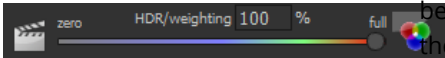
With numerous new brushes, you will find theright from for your selected area.

Opacity Adjust the opacity of the brush.

| - Opacity 50 % + |

Brush size Adjust the size of the brush.

| — - Brush size 50 % + ✚ |

HDR-image/ weighting:

| zero HDR/weighting 100 % full |

This function mixes the view be-tween the HDR image and the weighting. This is very effective for maintaining control while drawing.

> **Motion Fusion Profiles**

Use the Fusion Profiles to save parameter settings in motion algorithms for future application. Here you have the possibility to import or export one or more Focus Fusion Profiles.

Motion fusion profile

| No specific profile ▼ 🖫 🗑 |
| import | Export |
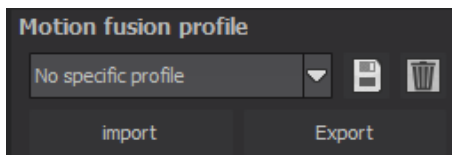
The current algorithm settings can be saved as a new profile which can then be given its own unique name. If you would like to delete an active profile from the database, click on the trash symbol.

➢ **Parameters: Remove Motion (Multipass)**

The parameters adjust the algorithms for the loaded image sequence.

The same controls are available for all motion processes, except for the Longtime Exposure, which does not have any settings.

Radius: The radius indicates the distance around a point to be inspected for motion. A small radius should be used for fine movements, for example tree-branches.

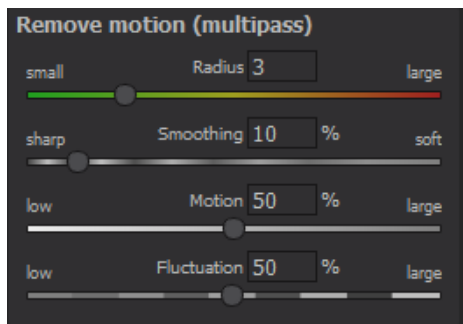**Smoothing**: Smoothing determines how intensely created movement masks are to be blurred before being assembled through the final image calculation. The higher the smoothing setting, the softer the transitions.

Motion: The movement or even the movement's intensity indicates how present a movement is in the sequence at hand. Select a high setting for sequences with lots of movement, for example at a fair with busy crowds.

Fluctuation: Use this function to set the difference in brightness between moving objects and the background.

Tip: Give different settings a try to find the best values for your sequence.

> **Subject Brillance**

Activate an intelligent degree of variation in tonal value by clicking the checkbox.
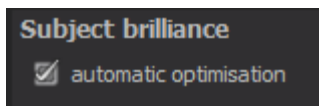
> **Contrast range**

The contrast range of an image is made up of the division between the brightest area of a photo for example a photo directly in the sun and the darkest area so in the shade areas of the image.

The brightest area of an image has a value of 5 (the value 1 would mean a white pixel in the image) and the darkest area in the HDR image has a value of 0.01.
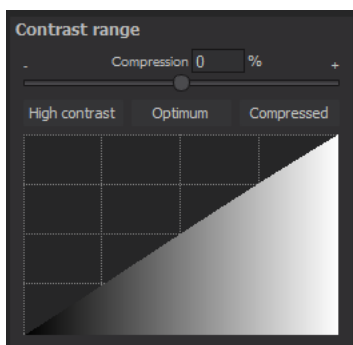
If one divides now 5 by 0.01 then the resulting contrast rage of 5/0.01 = 500. This means that the proportion between the brightest to the darkest area of the image is 500 to 1.

From this contrast range you can take inspiration from the area "contrast range".

The compression value shows how strong the compression of the HDR image brightness is in comparison to a non-manipulated macro image. Here it is 0%, since we haven't done any changes yet.

The compression value you can adjust as you wish to. A low value creates a higher contrast range in the macro image (the macro is being "stretched" in its brightness). A higher value creates a smaller contrast range (the macro is being "compressed" in its brightness).

Underneath the controller you will find three buttons, which control the automatic optimisation of the contrast range:

High-contrast: Creates a high-contrast image. Therefore an image with very deep shadows and very bright lights.

Optimal: Creates a well-balanced image.

Compressed: Creates a image with a small contrast range. This can be helpful with contrast rich bracketing series, since it helps to bring out further details in tone mapping.

As soon as you confirm the automatic modus you will be able to follow live, how the best values for your current HDR image is searched for.

Tip: This value is for every motion algorithm different. So it could be a good idea after the change of an algorithm to click on the desired automatic.

Under the automatic optimisation buttons you will find a curve display. This shows how much the brightness values of the image have been adapted in the contrast range optimisation of the program.

Curve display of the distribution of the brightness value:

High-contrast   Optimal   Compressed
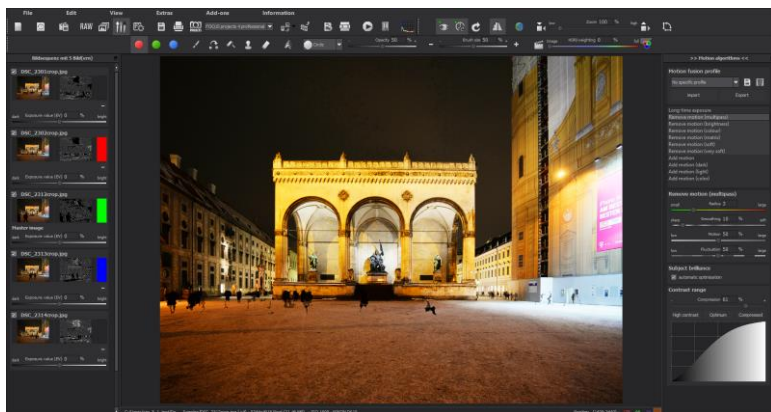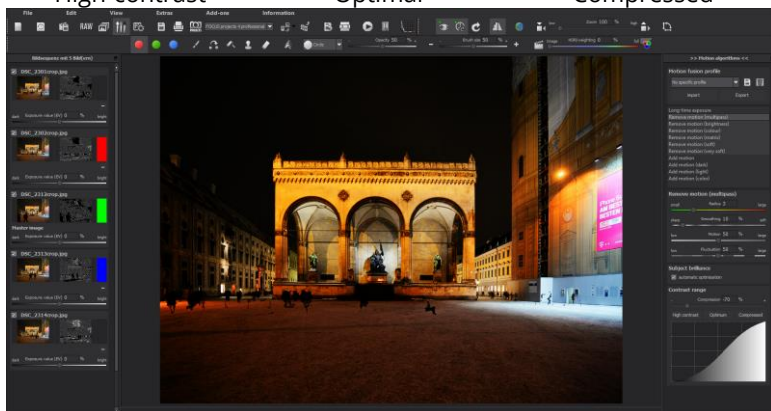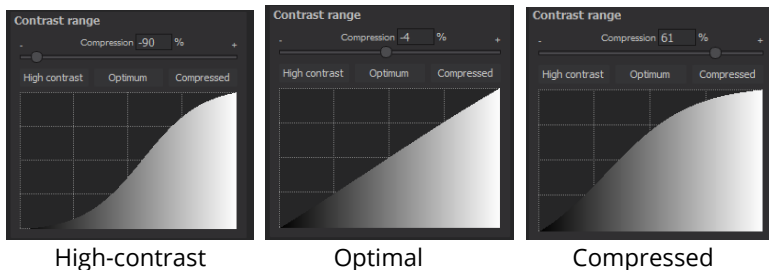
In the above example we see how the same HDR image with the optimisation "high-contrast" (above image) and the other with the optimisation "compressed" (bottom image) are handled.

13. Workflow

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

NEAT projects 2 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.

FOCUS projects 4 professional ▼
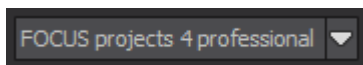
> ➢ **Open in other photo-editing programs**

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

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

Externe Bildbearbeitung

Adobe Photoshop™

Adobe Lightroom™

Adobe Photoshop Elements™
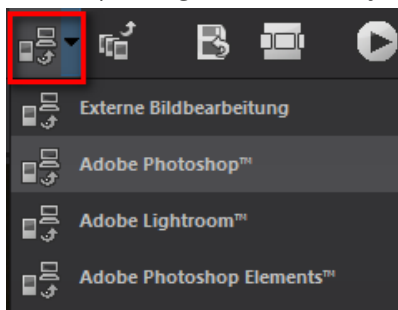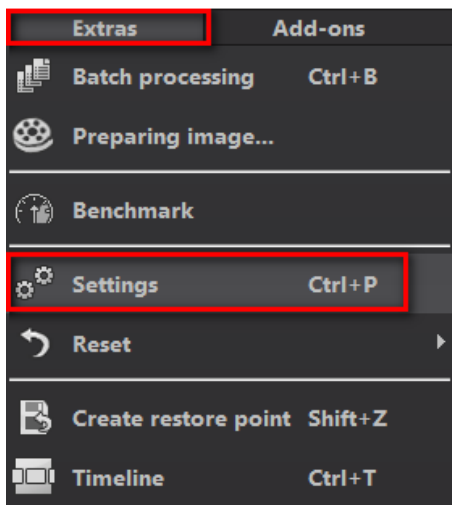
Next, click on the "Export" tab. You can enter the name of a photo editing program here, and save it for later as well.
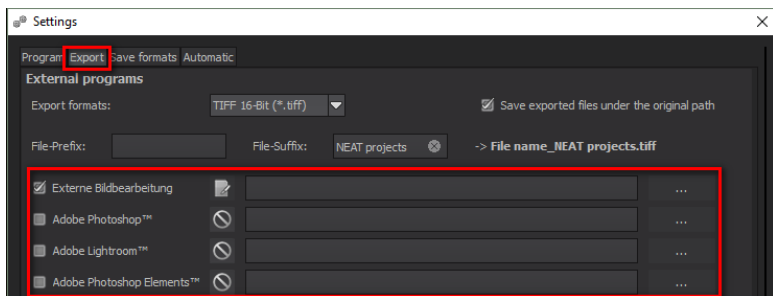
> ➢ **Work with a Timeline and Restore Points**

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 set-tings. You can now always return to this stage of your editing. You can save as many editing restore points as you like. The timeline displays the restore points and makes it possible to call up any phase with just a single click:

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

If you want to go back, simply click on your restore point 🔄 in the timeline. If you click on ✏️ you can add a note as a headline.

14. 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. If you would not like to crop or add a caption to your image, click on continue.
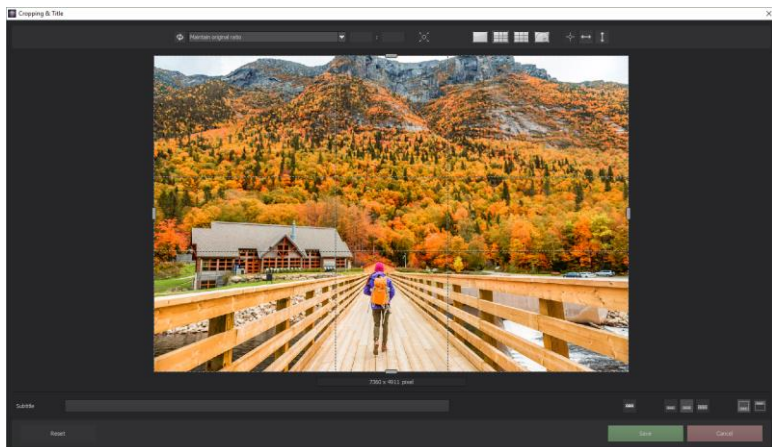
At the top are several practical aids for perfect image composition and cropping.

You can set the aspect ratio and activate guidelines like the rule of thirds, the golden section or the golden spiral. 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 free-handedly or use one of the 71 provided formats

Please note: If you choose the cropping, e.g. 13 x 18, the final image will not be saved as 13 x 18 cm, rather as a ratio of 13 to 18.

Maintain original ratio
Free cropping
Maintain original ratio
Set up personal aspect ratio
Photo (10 x 7)
Photo (7 x 10)
Photo (13 x 9)
Photo (9 x 13)
Photo (13 x 10)
Photo (10 x 13)
Photo (15 x 10)
Photo (10 x 15)
Photo (18 x 13)
Photo (13 x 18)
Photo (19 x 13)
Photo (13 x 19)
Photo (24 x 18)
Photo (18 x 24)
Photo (30 x 20)
Photo (20 x 30)
Medium format small
Medium format small (upright)
Medium format standard
Medium format square
Medium format square (upright)
Medium format large
Medium format large (upright)
110 film

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.

15. 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.
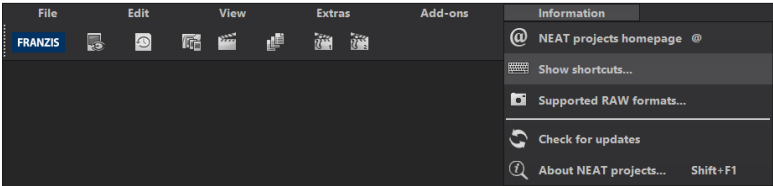
Click on this item to open the overwiew:
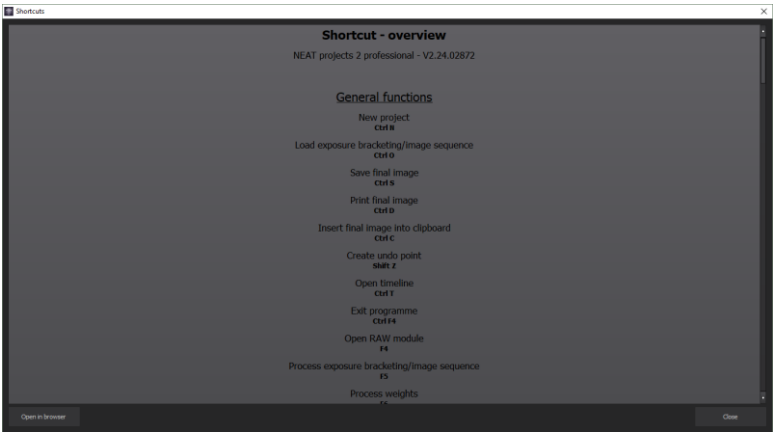
In the overview you will be able to scroll through the different areas, where you can take shortcuts.

At the bottom-left is the button "Open in browser". It saves the shortcuts as .html file and opens it in the default browser.

Open in browser
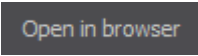
General:

Windows	Apple	
Ctrl N	cmd N	New Project
Ctrl O	cmd O	Load Exposure Bracketing/ Image Sequence
Ctrl S	cmd S	Save Image
Ctrl D	cmd D	Print Image
Ctrl C	cmd C	Insert Final Image Into Clipboard
Shift Z	Shift Z	Create Undo-Point
Ctrl T	cmd T	Open Timeline
Ctrl F4	cmd F4	Quit Program
F5	F5	Process Exposure Bracketing/ Image Sequence
F6	F6	Process Weights
F7	F7	Switch to Post Processing
Ctrl P	cmd P	Open Setting
Ctrl B	cmd B	Open Batch Processing
@		Open Homepage
Shift F1	Shift F1	Open About Dialogue
Ctrl E	cmd E	Display Exif Information
Ctrl H	cmd H	Display/ Hide Histogram
Ctrl F	cmd F	Display Full Image

Image Display Functions:

Windows	Apple	
Ctrl +	cmd +	Zoom in
Ctrl -	cmd -	Zoom out
Ctrl 0	cmd 0	Adapt to Screen
Ctrl 1	cmd 1	100% View
R	R	Real-time mode on/off
L	L	Lock Radar Window

History Browser:

Windows	Apple	
Page up	Page up	Previous Page
Page down	Page down	Next Page
Home	Home	To Start
End	End	To End
Cursor left	Cursor left	Previous Entry
Cursor right	Cursor right	Next Entry

Variation Browser:

Windows	Apple	
Ctrl +	cmd +	Zoom in
Ctrl -	cmd -	Zoom out
Cursor left	Cursor left	Move View to the Left
Cursor right	Cursor right	Move View to the Right
Cursor up	Cursor up	Move View Up
Cursor down	Cursor down	Move View Down
Ctrl 0	cmd 0	Display All
Space	Space	Move View around Centre
S	S	Select Entry
Del	Del	Delete Entry
X	X	Compress View
Home	Home	Reset View

Weight Painter:

1	1	Select Red for Drawing
2	2	Select Green for Drawing
3	3	Select Blue for Drawing
Ö	Ö	Increase Brush Size
#	#	Reduce Brush Size

Sensitive Selective Drawing:

Windows	Apple	
Ctrl +	cmd +	Zoom in
Ctrl -	cmd -	Zoom out
Ctrl O	cmd O	100% View/ Switch Fitting
A	A	Activate Brush
Shift A	Shift A	Activate Limited Brush
S	S	Activate Erasing Brush
Shift S	Shift S	Activate Limited Erasing Brush
W	W	Activate Soft-Focus Brush
E	E	Activate Mark Creation from the Image
D	D	Activate Filling Mode
F	F	Activate Filling Mode for the Brush
R	R	Activate Ray Mode for the Brush
1	1	Reduce Brush Size
2	2	Increase Brush Size
3	3	Reduce Opacity
4	4	Increase Opacity
5	5	Softer Contour Recognition
6	6	Sharper Contour Recognition
7	7	Reduce Softness
8	8	Increase Softness
Ctrl Z	cmd Z	Previous Step
M, Shift M	M, Shift M	Mask Display on/off

Scratch & Sensor Error Correction:

Windows	Apple	
Ctrl +	cmd +	Zoom in
Ctrl -	cmd -	Zoom out
Cursor left, Shift Cursor left, Ctrl Cursor left		Move Active Correction Area to the Left
Cursor right, Shift Cursor right,		Move Active Correction Area to the Right

Ctrl Cursor right

Cursor up, Shift Cursor up, Ctrl Cursor up		Move Active Correction Area Up
Cursor down, Shift Cursor down, Ctrl Cursor down		Move Active Correction Area Down
Page up	Page up	Select Previous Correction Area
Page down	Page down	Select Next Correction Area
C	C	Activate all Correction Areas
N	N	Set New Correction Area
Del	Del	Delete Active Correction Area
+	+	Increase Active Correction Area
-	-	Reduce Aktive Correction Area

Picture Cropping:

|	
Cursor left, Shift Cursor left, Ctrl Cursor left	Move Cropping Area to the Left
Cursor right, Shift Cursor right, Ctrl Cursor right	Move Cropping Area to the Right
Cursor up, Shift Cursor up, Ctrl Cursor up	Move Cropping Area Upwards
Cursor down, Shift Cursor down, Ctrl Cursor down	Move Cropping Area Downwards

16. Integrated list of supported RAW formats

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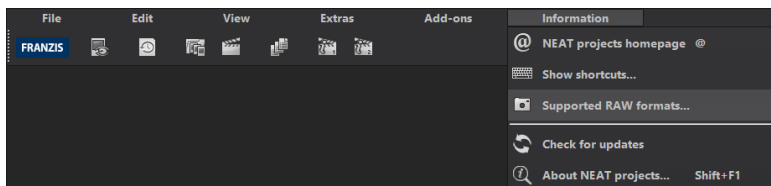
If you choose this menu item a camera RAW-format window will open.
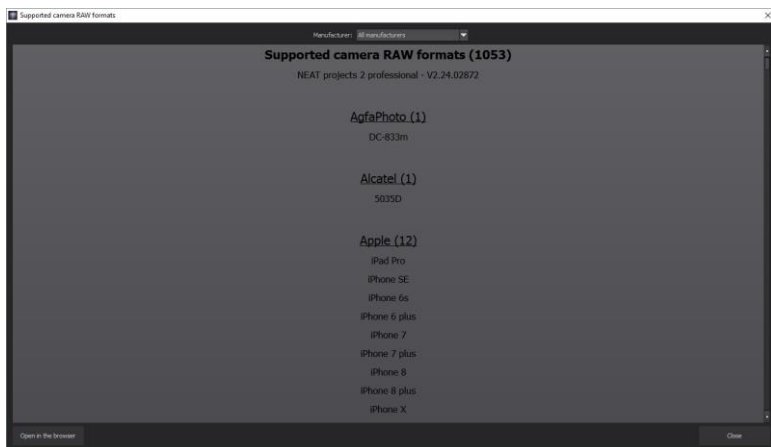
In the top area of the window you will find a selection of choices, with which you will be able to filter the list for singular camera manufacturers. This way you will find your camera faster.

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.

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 Landines, mobile rates may vary)

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

Please bear in mind that your inquiries can only be handled by the FRANZIS Customer Service Support Team. This is how we can continue to make lasting improvements in our service quality 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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