

COLOR projects 6 professional

User manual

Contents

1. Activation	4
2. What's New?	5
3. Photos Done Quickly	8
4. Configuring the User-Interface	9
5. Importing Image Material	10
6. Menu Bar	11
6.1 File.....	11
6.2 Edit	13
6.3 View.....	13
6.4 Extras	15
6.5 Add-ons	23
6.6 Information.....	24
7. Optional: Image Preparation	25
8. Post-Processing: Presets.....	28
9. Post-Processing: Finalisation.....	40
10. Local Adjustments/Selective Drawing	48
11. Composing Mode	59
12. Texture Mode	62
13. Removal of Scratch and Sensor Errors	67
14. Post-Processing: Expert Mode	70
15. Workflow.....	83
16. Selecting and Saving Sections of Images	86
17. RAW-Processing	88

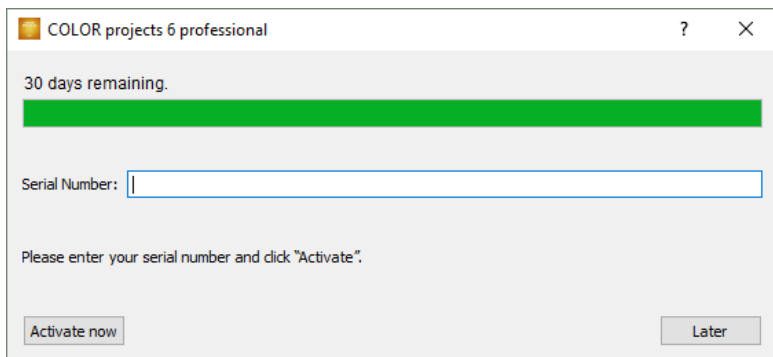
18. Batch Processing	95
19. Via GPS coordinates directly to Open-StreetMaps	98
20. Plug-in Installation.....	99
21. Keyboard Shortcuts	110
22. Integrated List of supported RAW Formats	115

1. Activation

Upon starting **COLOR projects 6 professional** for the first time, you will be prompted to activate the program. Proceed as follows:

Install **COLOR projects 6 professional** as described in the installation instructions.

Enter 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.

The screenshot shows a window titled "COLOR projects 6 professional" with a question mark icon and a close button. Inside the window, it says "30 days remaining." above a green progress bar. Below the bar is a text input field labeled "Serial Number:". Underneath the field is the instruction "Please enter your serial number and click 'Activate'." At the bottom, there are two buttons: "Activate now" on the left and "Later" on the right.

COLOR projects 6 professional

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!

Note: **COLOR projects 6 professional** can be installed on up to two computers using the same serial number.

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

2. What's New?

COLOR projects 6 professional offers a variety of new features. Here is an overview of some of the most important developments:

- ✓ With **48 new presets**, **COLOR projects 6 professional** now has a total of 208 presets. Three new preset categories have also been added:
 - The category „photo-style“ with the styles “vintage”, “halftone” and “poster”
 - The category „light FX“ with the styles „lightframe“ and „light incidence“
 - The category „kirilian“ with a simulation of the "aura-photography"

- ✓ **New effect category** for intelligent and automatic masking of post-processing effects: **Smart mask filter** with 13 different masks (see chapter 14).

- ✓ **23 new layer processing methods:**
 - Add, add limited, add difference, deep shadows, bright lights.
 - 9 HSL methods: HSL stands for Hue, Saturation and Lightness.
 - 9 HSV Methoden: HSV stands vor Hue, Saturation and Value.

You can use the layer processing methods to determine how the effect layer is calculated (see chapter 14).

- ✓ **Enhancements in Image Cropping:** New are the center mode and a display of the crop size in pixels.

- ✓ The new SCA method offers "supersampling contour protection" in the intelligent color space (see chapter 9).

- ✓ **New in Selective Drawing:**
 - **New effects:** Correct red eye, beauty
 - All layer processing methods in composing
 - **New module: Textures and materials:** Textures can be transferred to the image with the selective brush in 16 layers from 64 supplied textures (see chapter 12).

- ✓ **New in the RAW Module**
 - Graphic configuration of horizon correction
 - Create own profiles
 - Adjustable display options
 - **7 new effects:**
 - Normalise Lights/Shadows
 - Colour Denoising
 - Exposure
 - Normalise Shadows
 - Normalise Lights
 - RGB-Exposure
 - Colour gradient

- ✓ **1:1 Comparison Window** with 4 comparison modes:
 - Divided left/right, divided right/left
 - Side by side left/right, side by side right/left
 - Zoom function

- ✓ **Extension of the external programs:** Up to 12 external programs are now available. In addition, the names of the external programs are configurable.

- **COLOR projects 6 professional** has now **22 new Post-Processing effects (total 181):**

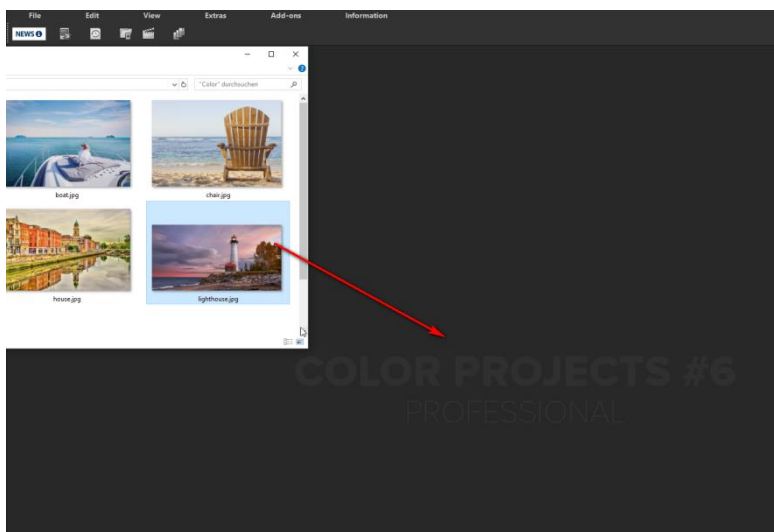
• Dilate	• Dithering Floyd-Steinberg
• Erode	• Offset
• Exposure	• Normalise
• Chromatic correction (CA)	• Normalise RGB
• Horizontal soft focus	• Vertical soft focus
• Kirilian glow	• Kirilian soft focus
• Light bokeh	• Exposure errors
• Fireworks	• Light effects
• Light frame	• Light spot
• Bubbles	• Soap bubbles
• Under Water	• Wave distortion

- ✓ The **scaling function** when loading images now ranges from 10 to 900%. The calculation of the new image size is calculated on the basis of the image area. For example, small scaling is useful if you want to upload your image directly after editing on the internet.
- ✓ Print final image
- ✓ Clipboard
- ✓ New function: Copy result image to original
- ✓ New in image preparation:
 - Colour normalisation of input images
 - Adjustment to camera display
- ✓ Note Function in the Undo-Timeline (see chapter 15)
- ✓ **Create Exposure Bracketing:** New mode „according to EV value“
- ✓ **New optimisation methods** in the drop-down menu of the optimisation assistant: naturally cool , naturally warm, colourful and Low key colourful

3. Photos Done Quickly

Four clicks in **COLOR projects 6 professional** and you're done:

1. Load image
2. Post-Processing: Preset selection
3. Optimisation Assistant: Fine adjustment
4. Crop image, save and you are done!



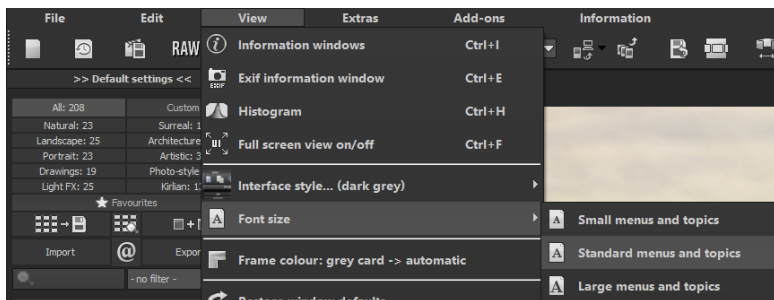
Simply drag and drop your images onto the start screen.

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: **COLOR projects 6 professional** offers the necessary tools for both.

4. Configuring the User-Interface

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.

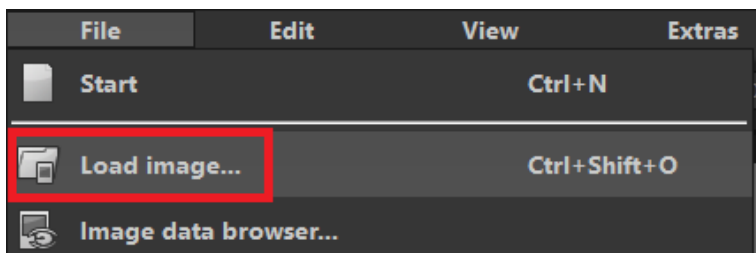


Font size settings can be adjusted directly at program runtime.

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

5. Importing Image Material

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




6. Menu Bar

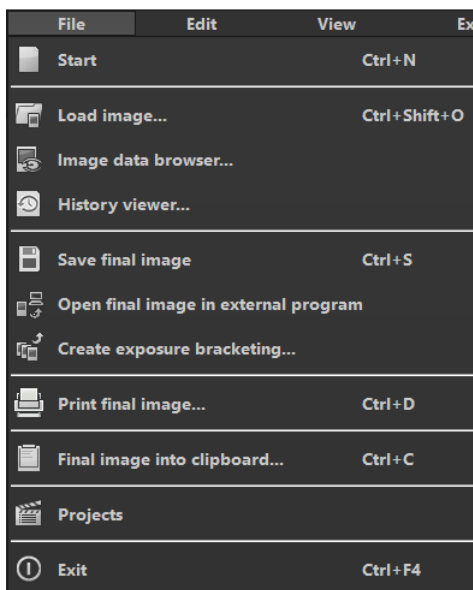
6.1 File

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 currently displayed image.

File → Load Image... 

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



File → Image Data Browser... 

Select your image folder from within the “Source-Folder”. **COLOR projects 6 professional** immediately begins its calculation process and shows a preview image. From here you can then upload your preferred image.

File → History Viewer ... 

Clicking here will provide you with an overview of your separate projects and allow you to choose between them. Double-click on the images or projects that you want to open.

File → Save Final Image ... 

If you are satisfied 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 **COLOR projects 6 professional**. Therefore, 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. Furthermore four options for the latitude and two different processes are available. The process "Exposure value" is new.

File → Print Final Image ...



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

File → Copy 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 **COLOR projects 6 professional** and would like to continue editing, open the file by clicking on **Projects**.

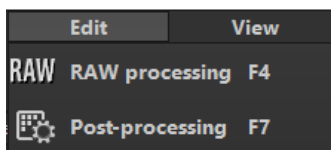
File → Exit



Click on **Exit** (or **Ctrl + F4**) to close **COLOR projects 6 professional**.

6.2 Edit

Edit → RAW Processing



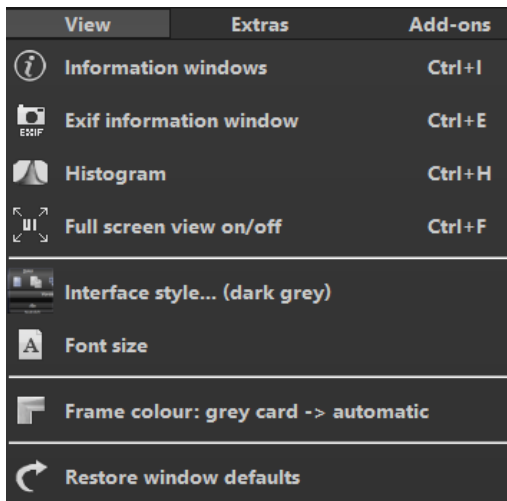
Whenever you want to easily edit a photo, simply click on RAW processing to do things like alter colours in the photo or distort the image (please see 17. RAW Processing).

Edit → Post-Processing



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

6.3 View



View → Information Window



This window displays all image information regarding the preset settings.

View → EXIF Information Window

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

View → Histogram

The histogram shows you concisely the information of the brightness control in the photo, so you can quickly recognize whether your photo is under- or overexposed.

View → Full Screen View On/Off

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

View → Interface-Style... (dark grey)

Clicking on **Interface Style...** will allow you to alter the colour scheme for **COLOR projects 6 professional**. 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: Grey Cart → automatic

If you click on **Frame Colour: Grey Cart → automatic**, the program will set the average colour from your image as the frame colour.


View → Restore Window defaults 

Returns the current window to its original size.

6.4 Extras

Extras → Batch Processing 


Batch processing in **COLOR projects 6 professional** enables the automatic processing of multiple image sequences.

Extras → Preparing Image... 

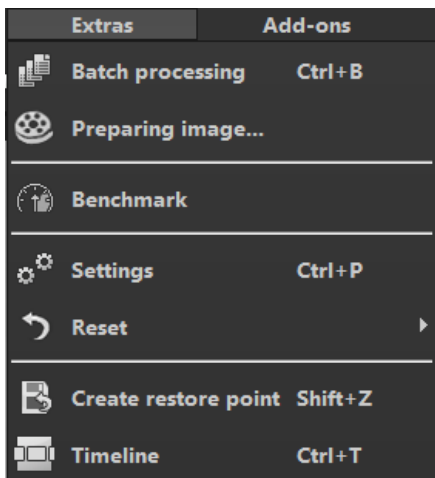
Here you can begin to prepare your images prior to post-processing (see chapter 7. Optional: Image Preparation).

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 programs 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 **COLOR projects 6 professional**.

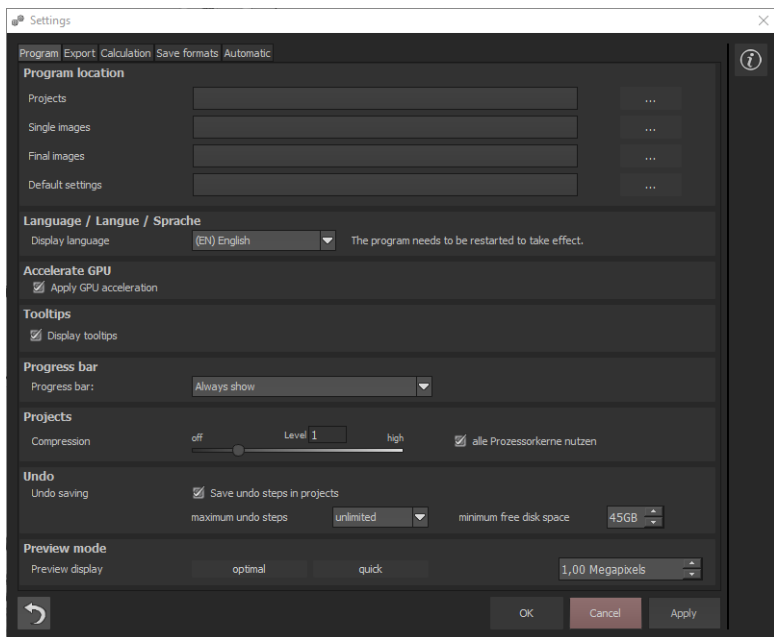


Program: Location

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 change **COLOR projects 6 professional** program language to either German, English or French.



Program: Accelerate GPU

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

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 or tool. This is called Tooltip. Tooltips can also be deactivated here if preferred.

Program: Progress Bar

While the processing of effects in **COLOR projects 6 professional**, the progress will be displayed with the help of a progress bar. Here you can decide when and whether to display the progress bar.

Program: Projects

When selecting the compression level, you are deciding how much storage space will be allocated for each of your projects. In other words, you are deciding on how quickly the storage is performed. A lower level saves the projects faster, a higher level reduces the amount of storage space available on your hard disc.

Program: Undo

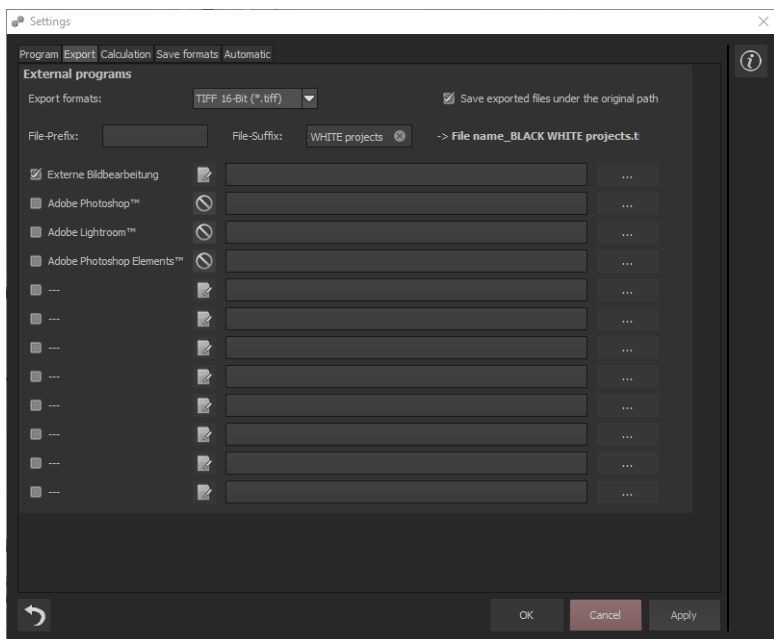
With the option "**save undo steps in projects**", you can save all **undo steps** within the project file. The undo-steps will then be completely reproduced when the file is opened. This creates a significantly larger project file. Set the maximum number of undo steps (1, 5, 10, 20 or 50). If you do not wish to set a maximum, select "unlimited". The **minimum free disk space** specifies the amount of free space on your hard drive that will not be taken up by saving undo steps. This ensures the proper functioning of your operating software. By default, this is set to 10% of your hard disk capacity but can be increased or decreased accordingly.

Program: Preview Mode

In preview mode you can choose between the modes "optimal" and "quick". If the "optimal" mode is activated, the preview size is adjusted to the available

space in the image area. You get maximum quality in preview mode. If the "quick" mode is activated, the preview size is always adjusted to half the available space in the image area. You get optimal speed in preview mode.

You can also set the size of the preview exposure bracket in megapixels (unless you have selected the automatic 1:1 or 2:1 pixel mode). Choose a high value if you have a very fast working system.



External Programs

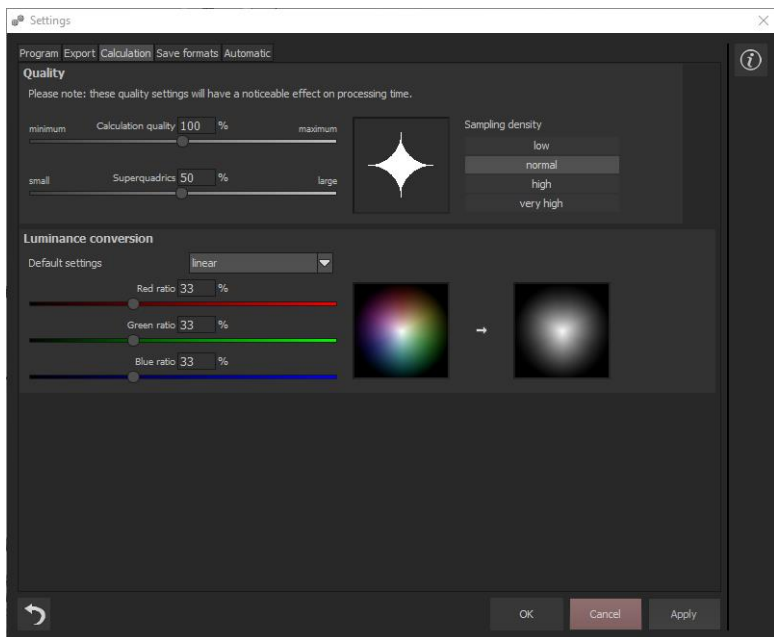
Here you can choose in which format **COLOR projects 6 professional** will export images to external programs. You can specify which programs should be used for external image editing.

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

Calculation

Quality

The **calculation quality** sets the size of the area around a pixel to which a given algorithm is applied during calculations. The word **superquadrics** describes geometrical forms (in this case, a 2D surface area) with a special outline. This form is then mapped to the area to which a given algorithm is applied. This means that around each pixel, only the pixels which fall within the superquadric shape are included in the calculation (displayed as a white area). To select the maximum calculation quality for your images, move the slide to the far right. Remember that this will noticeably increase processing time.



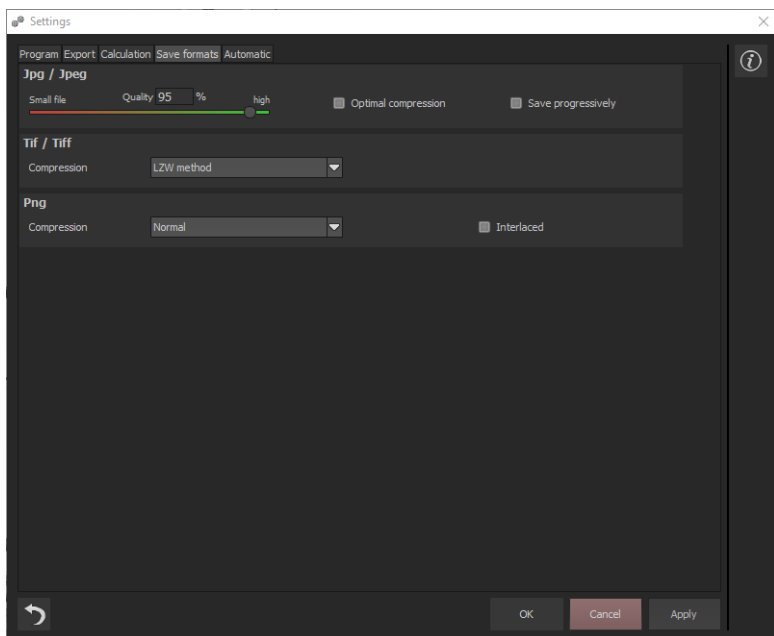
Luminance conversion

This allows you to determine which colour portion is weighted how strongly when converting to a brightness (luminance). You can select the three "usual" standards in the preferences. Alternatively, you can also determine the colour

weights directly using the sliders. For these sliders, the sum of the three colour components must always be 100%.

The display of the two colour circles helps you to estimate how your set value affects different colours. The left circle represents the original colours and the right circle the brightness converted with your values.

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.

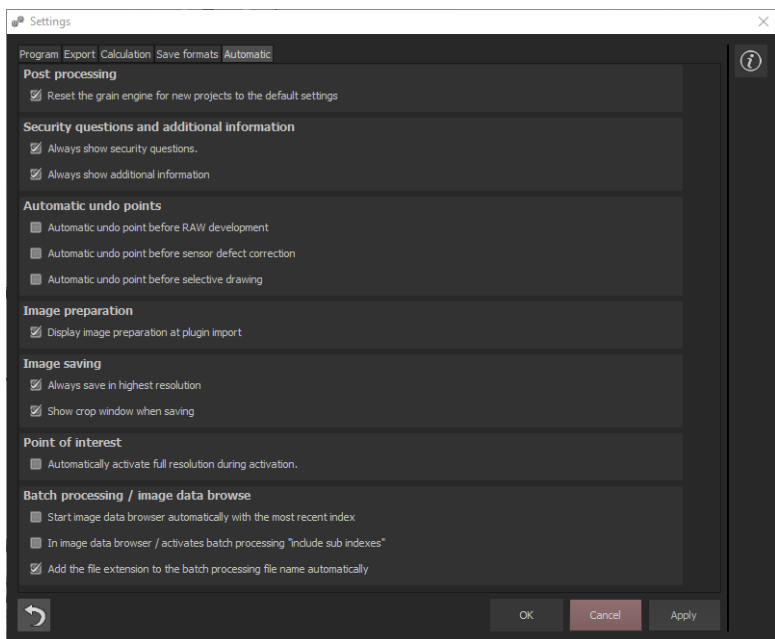
Tif

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

Png

You can select one of four compression levels for 16-bit-Png images.

Automatic



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.

Automatic: Security Questions and Additional Information

Here you can choose whether or not to display security questions or additional information.

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: Point of Interest

Automatically activates the full resolution of the image during activation.

Automatic: Batch processing/ image data browser

Here you can activate the automatic loading with the last used directory when opening the image data browser. You also activate the automatic inclusion of subdirectories in the image data browser and batch processing.

You can also prevent files from being overwritten by automatically adding the original file extension (e.g. jpg, tif,...) for the file name created in batch processing.

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.

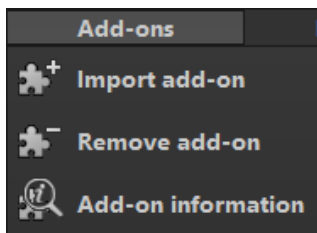
Extras → Timeline (Ctrl + T) 

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 **COLOR projects 6 professional** but also integrate new post-processing modules that may be necessary for a new preset look.



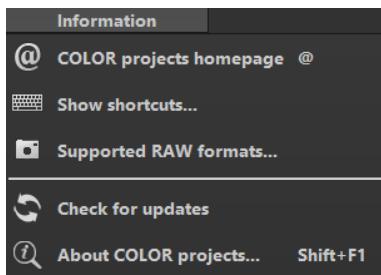
Add-ons → Remove Add-on 

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 → BLACK WHITE projects – Homepage 

Click here to navigate to the **COLOR projects 6 professional** homepage.

Information → Show Shortcuts... 

Here you will find all keyboard shortcuts available in **COLOR projects 6 professional**.

Information → Supported RAW Formats... 

A list of all cameras whose RAW Files are able to be opened in **COLOR projects 6 professional**.

Information → Check For Updates ... 

This checks online if a new version of the software is available.

Information → About BLACK WHITE projects... (Shift + F1) 

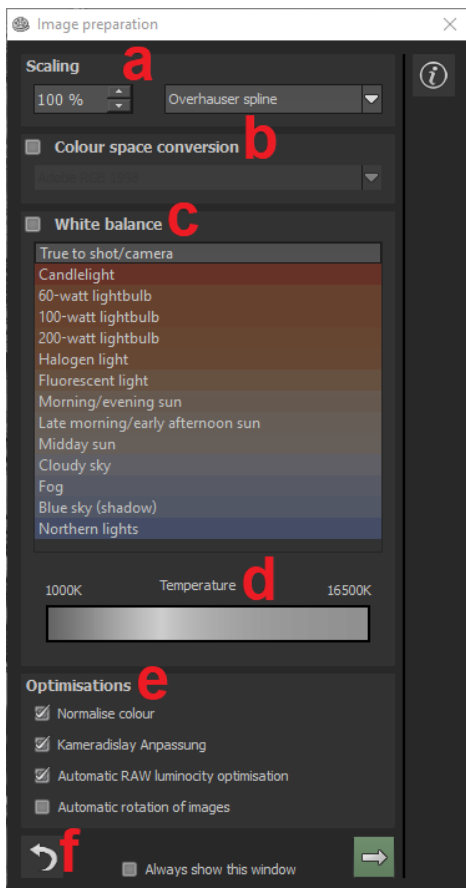
Information about the current version, 3rd-Party Software and Credits from **BLACK&WHITE projects**.

7. Optional: Image Preparation

Click on **Extras/ image preparation....** Here you can precisely configure the program's settings or leave the default settings and suppress the window when loading the images.

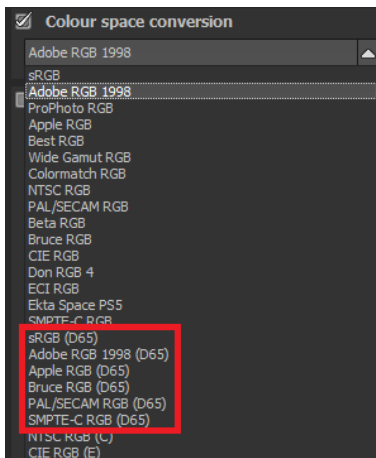
For the first steps, please use the standard settings. These default settings can be re-stored with the arrow at the bottom left. So nothing can be irretrievably adjusted.

- 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. For these, the following applies: The lower they are in the list, the better the quality and the longer the calculation 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 **COLOR projects 6 professional** 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.



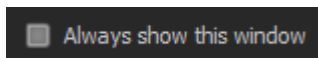
- c. White balance** corrects colour casts that occur with shots taken, for example, in a warmly lit room. To start, leave this setting unchanged.
- d.** The **colour temperature** can be adjusted from 1000K to 16500K – a powerful tool to conjure up warm or cool picture moods.
- e. Optimisations:** The **Colour Normalisation** automatically removes color casts already present in the RAW file. This ensures that shadows within your image remain dark and lights stay bright. The **RAW to Camera Display Alignment** function determines automatic alignment when a RAW image is loaded. This converts the RAW image during the loading process so that it comes as close as possible to the preview of the camera and the file preview. **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 Brilliance Optimisation compensates for this by enhancing 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.

- f. Use the **reverse arrow** to reset all changes back to the original value.

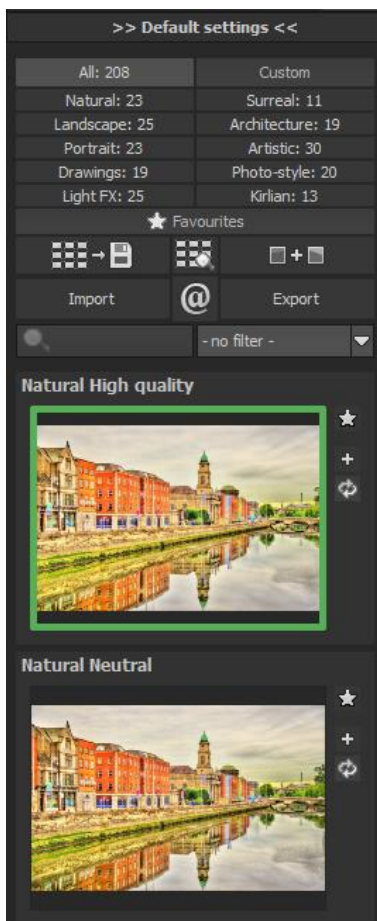


Check the option „Always show this window“ and the Image Preparation window will automatically open upon starting the program.



Use the **arrow**  to leave the image preparation and switch to post-processing mode.

8. Post-Processing: Presets



After loading the images, the program takes us directly into post-processing mode. Here we select the appropriate preset for the photo and optionally edit the results with filters and effects.

Left side of the post-processing screen:

The presets show the breakdown of the live preview in categories – „All“, „Natural“, „Landscape“, „Portrait“, „Toning“, „Light FX“, „Custom“, „Surreal“, „Architecture“, „Artistic“, „FX“, „Photo-style“ and „Kirilian“ with the quantity of presets in the appropriate category. The new presets in this version are: „Light FX“, „Photo-style“ and „Kirilian“.

To begin, the preset „Naturally High Quality“ is selected. By clicking on the preview image, the effects are calculated in real time and displayed in the middle of the screen.

Discover the wide variety of different looks by clicking on the 208 different presets. You will be amazed by the intriguing styles in the artistic section!



Image with „Natural Vivid colours“ preset.



Image after applying the „Light FX Light frame 4 “ preset.

All 208 **COLOR projects 6 professional** presets at a single glance. The bar “default settings” can be easily detached and adjusted 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 click on the symbol.

Now **COLOR projects 6 professional** constructs a browser gallery with all the presets. For a larger display, move the scroll wheel of the mouse. If you want to apply a preset, simply click on the preview image. This way you can also create a preview view for each category.



This very practical feature is reminiscent of good old contact sheets. You can create proofs to assess how the image with your favourite presets would look when printed.


➤ **The Variation Browser**

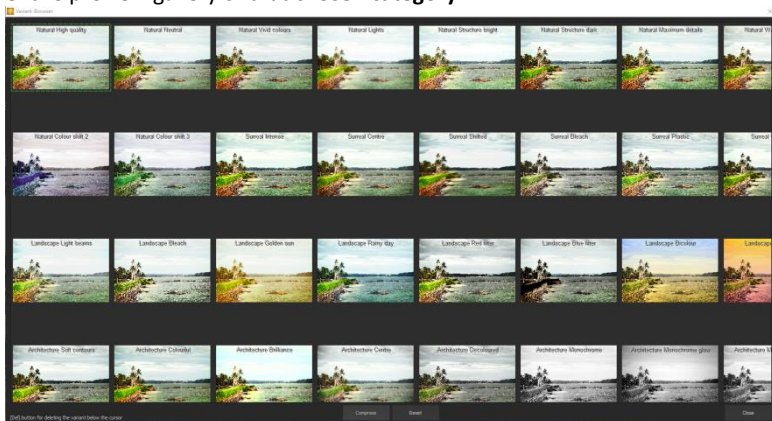
The variation browser allows you to choose from different versions of a function and is primarily operated with the mouse:

- **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 shortcuts can be found under „Menu Information → show shortcuts...“.

Click on the symbol  and **COLOR projects 6 professional** will show you the entire preview gallery of that **chosen category**.



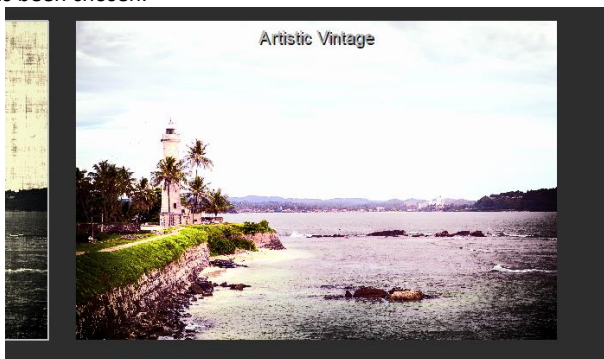
Zoom in on the variant that you want to compare and set a reference image.

You will be able to put this reference image 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 Vivid Colours” 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 „Artistic Vintage“ has been chosen.



Here you can see the presets "Naturally Vivid Colours" and "Artistic Vintage" in direct comparison.

Right click on the preset „Artistic Vintage“ and the reference preset will fade in. As soon as you let go of the mouse button, you will see the „Artistic Vintage“ 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 adjustment of 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

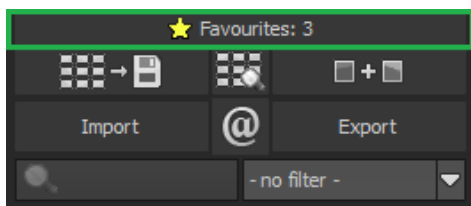


Locating presets can be difficult when you have imported presets or created many additional looks. For example, enter “filter” into the search bar and only presets relating to “filter” will be shown, for example “Gradient filter” or “Colours Red filter”. This makes the search a lot easier.

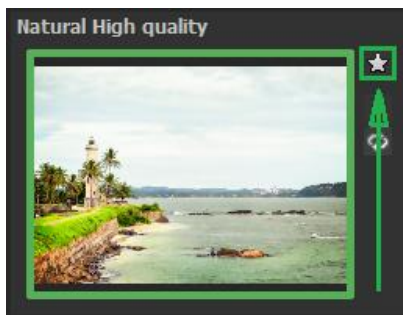
➤ Name Favourites



Have you found presets that you particularly like and that you always 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.



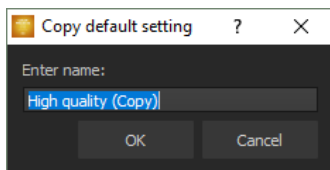
➤ Custom Presets

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

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

Clicking  saves all of the changes in a new preset.

A dialog box will open where you can enter a new name for your preset or confirm the suggested one. The system will name it "Copy".



The preset will be saved and moved to the "Custom" presets category. The new preset has been additionally generated and the starting preset is preserved. You can also never overwrite a default preset!

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

Here we can find our first custom preset.

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



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



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



Reset the most recently changed settings for the newest preset.



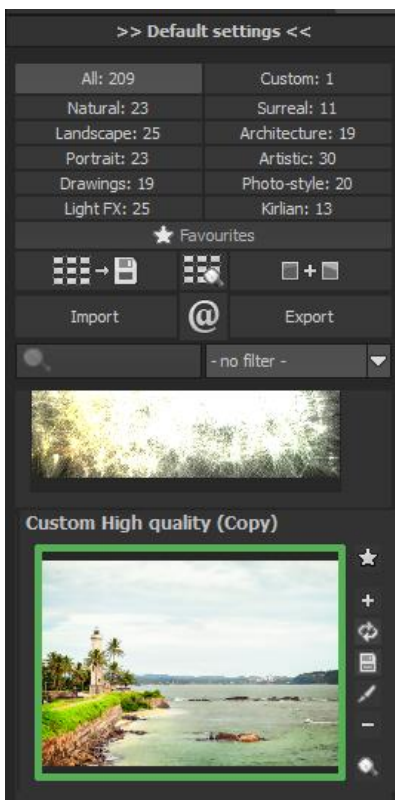
You have readjusted once again? No problem. Save the changes with the disk symbol.



Change the preset's name.



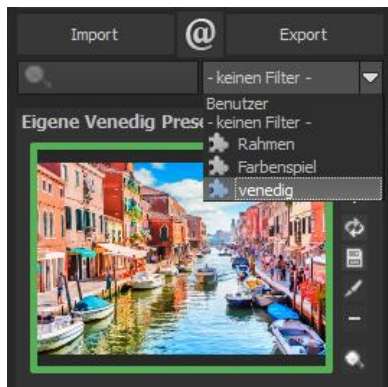
You can also delete your custom preset entirely.





Use this to enter a search filter. For example, enter the search filter „venedig“, and subsequently type the term into the search filter bar directly under “Import”. All presets with this search filter will be displayed.

You can enter the names of places you’ve holidayed and all of the presets that you used for those specific holiday photos will then be easy to find and to apply to other pictures.



The filter drop down menu to the right already contains „venedig“ and you can simply select it from the entered search filters.

➤ **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.

➤ **Panorama View**











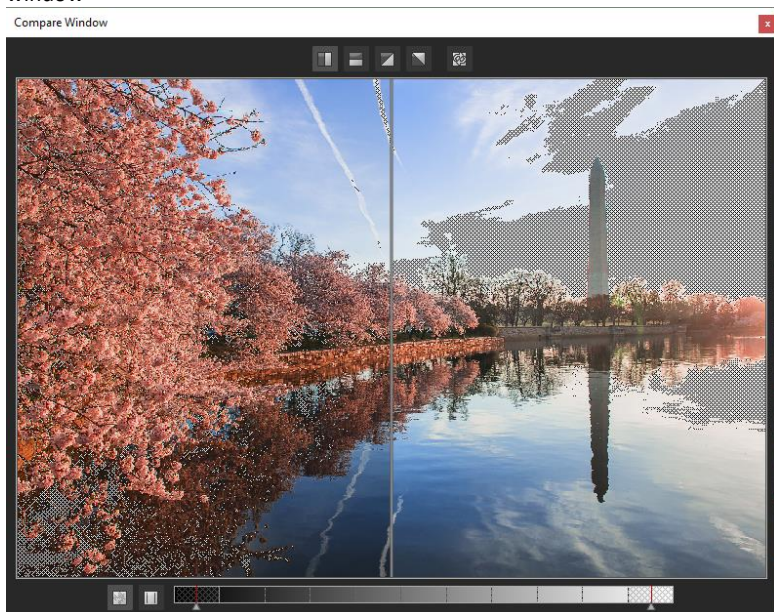
Panorama View enables you to take an even closer look at your image by displaying it as a panorama image.

➤ **Comparison View**



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.

-  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 comparison 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 area2” and outside of area 1 and 2”
-  Switches between colour and black-and-white view in the comparison window



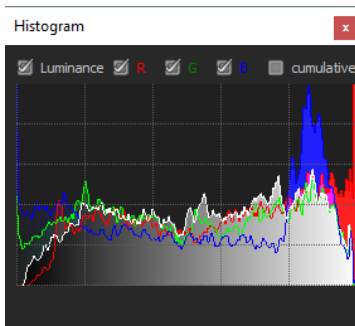
Move the two luminance areas within the luminance bar from 0% (black) to 100% (white).



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




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. A right click on the large display closes the histogram and the preview window appears.



If 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.



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 “recalculate”: 



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/purple and light pixels by red/orange/yellow.



Depiction of border pixels in blue/purple and red/orange/yellow tones.

If you like 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.

➤ **Symbol „Original Resolution Setting“**

Use this button to set the zoom factor to 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.

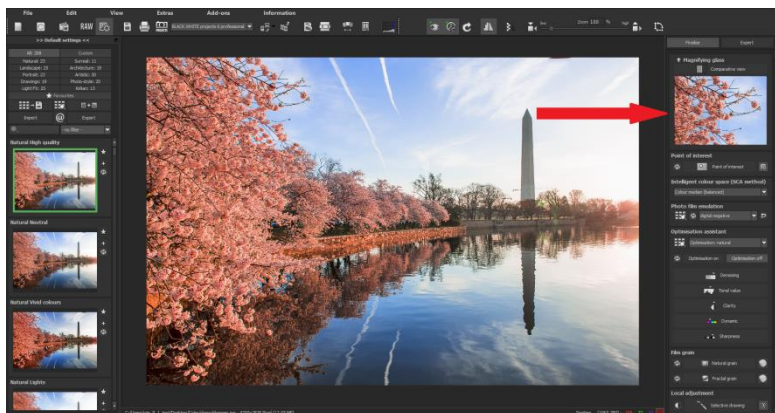
9. Post-Processing: Finalisation

finalise

Now that we have understood the most important part of post-processing, let's continue onto fine-tuning, which can be found on the right side of the screen under "Finalise". All these procedures are optional and can only be used if the images are to be further processed after a preset has been selected.

➤ The Magnifying Glass

On the right-hand side (at the very top) in Post-processing you will find the 1:1 magnifying glass. The magnifying glass shows you the area under the mouse in a 1:1 pixel view.



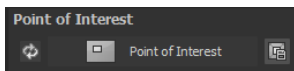
To keep the magnifying glass on a specific point, press down on the "L" key, while you move the mouse over the screen.



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

To free the fixated area of the magnifying glass, press down on the “L” key once more.

➤ Point of Interest

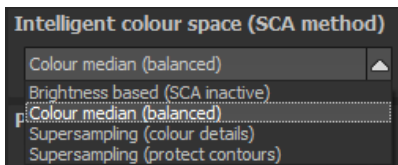


Activated “Point of Interest” renders the current editing only to a specially defined area of the image. The effects will be applied in their full form, however only visible in the specified spots, the rest of the image will be left unaffected. This effect is intended for very large, high-resolution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

➤ New: Intelligent Colour Space (SCA method)

In this new drop-down menu, you make the decision for the optimal colour detail gradations of your image. The choice of the SCA (Smart Colourspace Adaption) method shows differences in the details of saturated colours. With increased calculation time, better detail structures are created in the colours.

Tip: In Supersampling mode you get rich colours with unique colour details!



➤ Photo film emulation

COLOR projects 6 professional has come up with a photofilm emulation engine that projects film-looks of the legendary days of analogue film onto your digital photos.

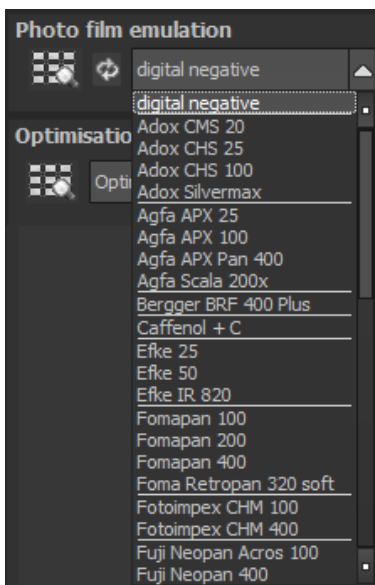
After you have decided on an emulation, the current motif and all presets are converted to an approximation of this photo film.

In this version you will find 47 new fantastic photofilm emulations:

Rummage through a box of old photos – it's worth it! Select a type of film and its specific colour characteristics as well as the grain and contrast film effects, to apply to your picture. Since the **grain** of a photo is a very specific characteristic, one is able to adapt the strength of the grain via a controller. You can regulate the intensity of individual features as well as the **overall effect** of a film look.

Tip: A double-click resets the photo film emulations to their default values.

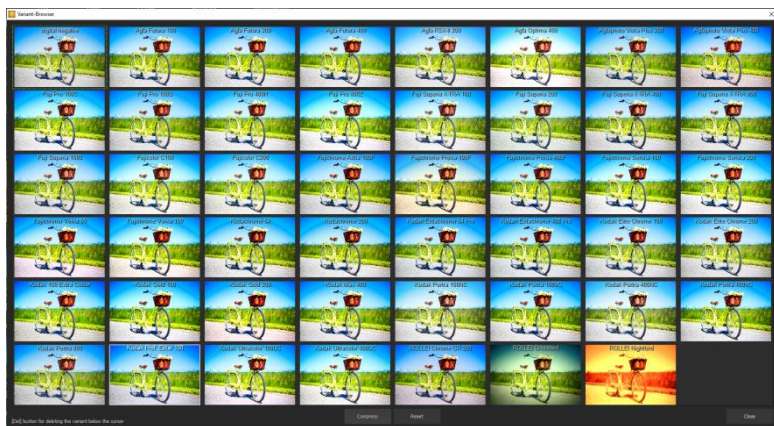
Alternatively, you can also click on these arrow keys:



➤ Photofilm Browser



Activate the photofilm browser and select a suitable photofilm by double-clicking on the respective image. The photofilm browser works like the variant browser (see chapter 8).

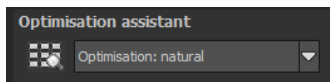


➤ Calculate photofilm emulation first



If this mode is active, the photofilm emulation will be calculated on the source image before calculating the selected effects.


➤ Optimisation Assistant



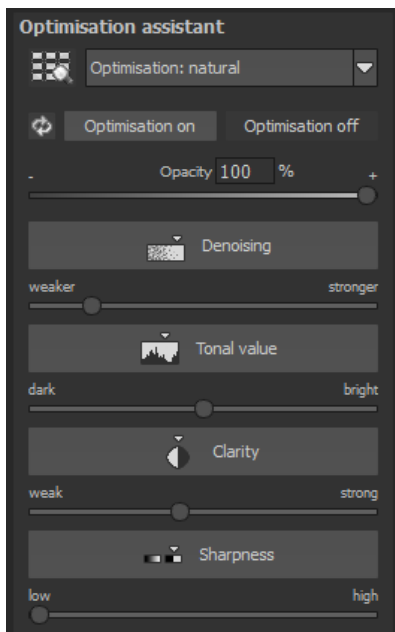
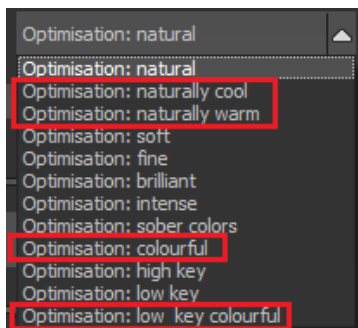
The optimisation assistant is a very efficient tool for fast, fascinating results.

When the preset is activated, **denoising**, **tonal value**, **clarity**, **dynamic** and **sharpness** settings can all be adjusted by sliding the control to the left or right. The result can be seen live.

The optimisation assistant is intelligent; it remembers the values you've previously entered and applies the same settings to the next image in the same way, but adapting 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 „natural“, „naturally cool“, „naturally warm“, „soft“, „fine“, „brilliant“, „intense“, „sober colours“, „colourful“, „high-Key“, „low-Key“ and „low-Key colourful“. The new methods are marked in red:

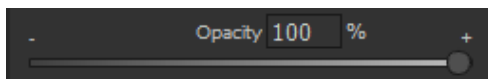


➤ **Optimisation Assistant Browser**



Select a suitable optimisation preset by double-clicking on an image.

➤ **The Opacity Regulator of the Optimisation Assistant**



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

Pro Tip: Keep in mind that the presets and the optimisation assistant add up: If you select the Preset "Landscape Powerful" and the Preset "Intense", you will get highly saturated colours and large differences in contrast. That's no problem, you can quickly switch to "natural" optimization and restore the familiar look of the "Powerful Landscape" preset. On the other hand, you can switch back and forth between intensive, desaturated and high-key/low-key looks at lightning speed and thus collect new creative ideas.

Tip:

Set the optimisation presetting to "High-Key" and adjust the opacity slide control to a value between 40-60%.

➤ **Granulation module**

1. 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.

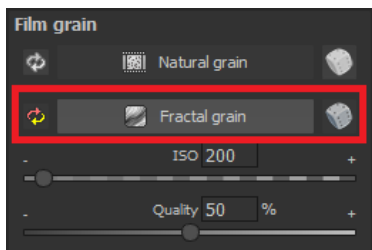


Lights & Shadows: Both receive natural film grain.



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

2. 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

Determines the accuracy of the calculation (number of iterations for the fractal algorithm) of the fractal granulation.

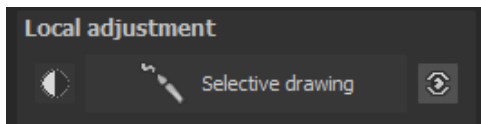
In the granulation module there is no singular best setting, since the ideal grain size, form and quality is 100% dependant on the motif. Here you can try out different things and find new creative paths.



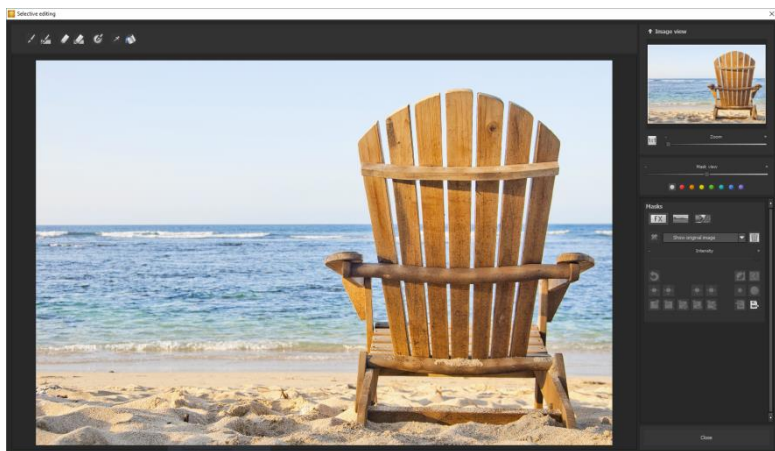
A Click on the button creates a new random distribution of grain and therefore a whole new look.

10. Local Adjustments/Selective Drawing

The highlight tool from **COLOR projects 6 professional** deserves very special attention. Firstly, this tool selectively edits chosen areas without complicated masks done by hand, like other photo editing programs. **COLOR projects 6 professional** includes a 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 has skimmed over are saved as a mask. These easily and precisely set masks serve as the basis for twelve important image enhancements: „Show original image“, „Correct red eye“, „Beauty“, „Shading“, „Illuminating“, „Intensifying colour“, „Reduce colour“, „Strengthen details“, „Reduce details“, „Increase contrast“, „Reduce contrast“ and „Sharpen“. These masks can even be saved as a separate image file and used in other photo editing programs.

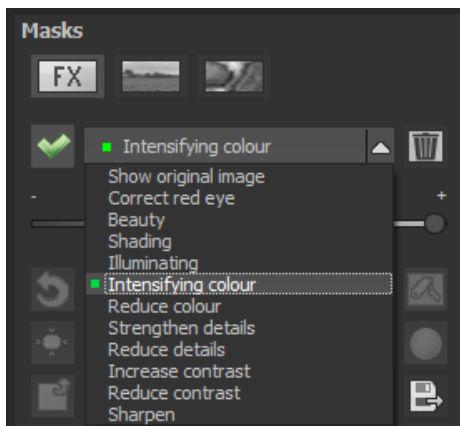


How it all works is probably easiest to explain with an example. Open the selective drawing window (post-processing, finalise - bottom right). Our example is a single RAW file. The picture's colour details are already well edited. Now we want to intensify the colours of the sky above the chair so that the scene doesn't look so sparse anymore. The chair, the sea and the beach should not change their colours.



1. Select editing objective

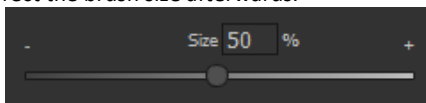
For this case, select “Intensifying colour”. Make sure that the selected mask function is activated and the green checkmark is showing.



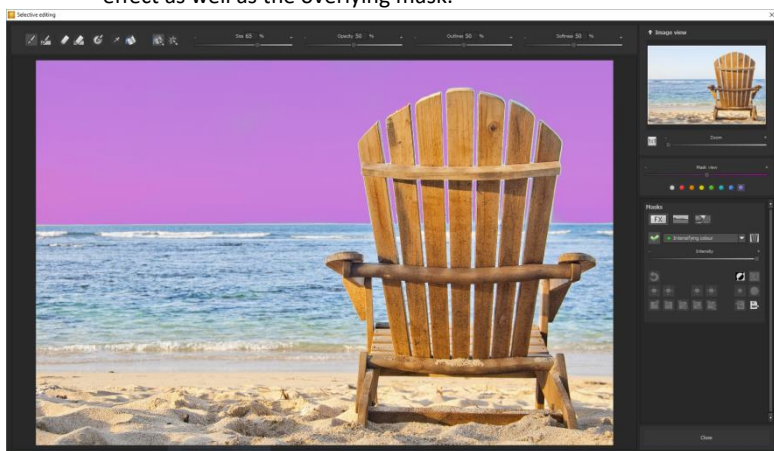
2. Activate drawing mode

3. Activate filling mode

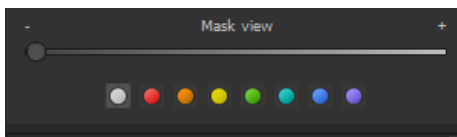
- Run the mouse over the contours without clicking. You can decide and correct the brush size afterwards.



- Now look at the mask display. The object where the borders were automatically recognised is now displayed in purple. 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.



- Once fully selected, blend the mask out by moving the mask intensity control to the left.





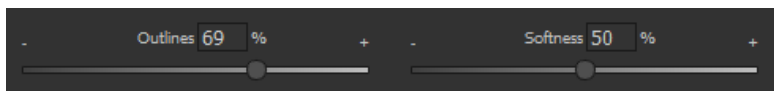
- You will now see only the effect that is coloured balloons – our objective was “Intensifying colour”. Now you can adjust the intensity of the effect by sliding the control towards the + or -, according to your preferred strength.

8. Done! The sky is more colourful while the chair, the sea and the beach are untouched by the change.
9. Click on “Close”. You will be returned to post-processing and the selective change will be applied.




On the right you can clearly see a more colour intensive sky after the selective correction. The foreground and sea still have the same tonal values.


10. Use your quickly made mask for a further effect. Go back to the selective drawing. Our selective mask has remained. Click on  and copy the mask to the clipboard. Switch the mask to “Shading” and use the  to paste the mask back again. Now you have only darkened the sky; other parts of the image were remain untouched.
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 fix it with the eraser . If you only want to remove a small section, use the eraser with limitation. When set to 50%, you can only remove 50% of the mask, regardless of how much you erase. The limited drawing mode works in the same way, and only draws at a certain opacity.

14. If you want to mask the entire image except for a small object, it is a good idea to mask only the small object and then reverse the mask

by clicking on the .

Pro Tip: You have two filling modes to choose from when you want to fill a mask. When do you use which mask? We used the normal fill mode  as in our example for a large surface, which is also preferred for water and sky areas.

Ray filling mode  is very precise and favoured for smaller objects, geometric forms or subjects with straight lines, like here in our example with the chair.

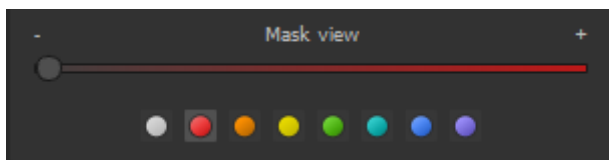




Ray filling mode allows you to mask the chair perfectly while keeping the sky and ground surfaces untouched.

➤ Optional Mask Colours

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



➤ Selective Drawing – Creating Masks

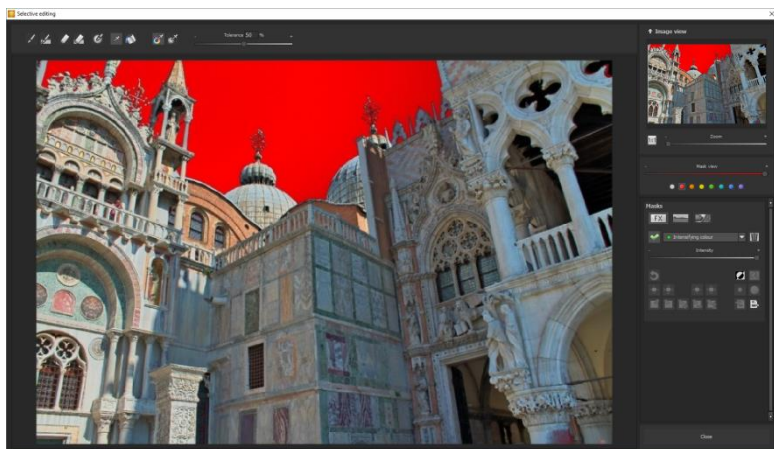
Masks can also be created from a colour or brightness.



With the button **(1)** you activate the “Create Mask” modus. You will find yourself in the standard mode “Create Mask out of Colour” **(2)**. If you want to create the mask out of a brightness, choose the **(3)** button.

The tolerance controller decides, how sharp (smaller value) or soft (higher value) the created mask will be.

While 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

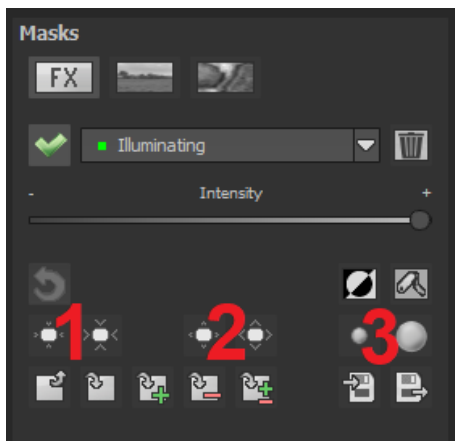
The smoothing brush **(1)** gives you the opportunity to draw selective areas of the mask softly.



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.



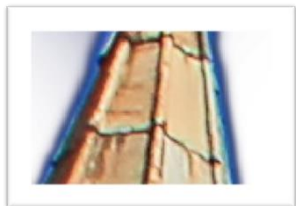
1. Reducing the entire mask outline



becomes



2. Increasing the entire mask outline



becomes



3. Soft-focus effect on the entire mask



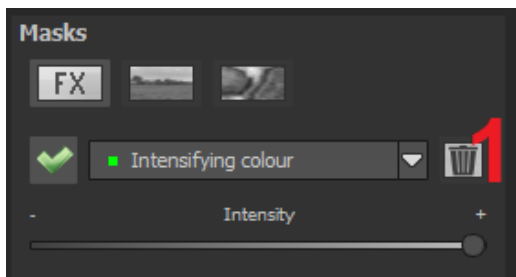
becomes



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.

➤ 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).

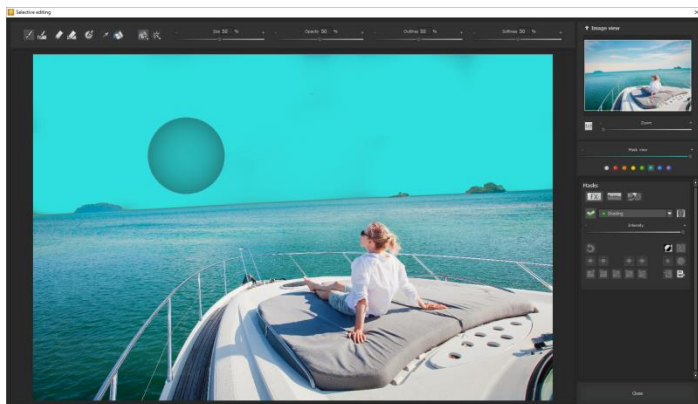


After clicking on the button a security query will follow, so that no important work can be lost by accident.

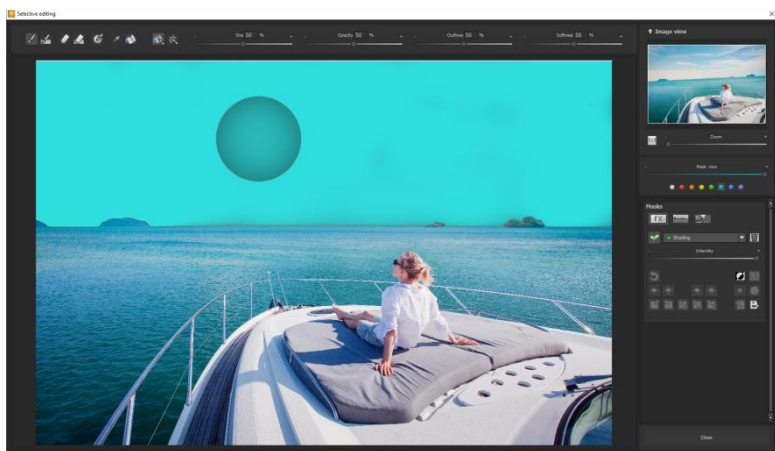
➤ Adaption of automatic Masks onto the „Distortion correction“ of the RAW module

Selective drawing works directly with the RAW module. This includes the “Distortion correction” that is part of the RAW module and that is applied completely automatically on several drawn masks.

Here is an example 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 “Distortion correction”.



11.Composing Mode



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 modulus, click on the “composing” button (1).

From the list of choices (2) you can choose with which composing level you want to work with.

With the button (3) you activate the currently chosen mask. Now you can through a click on the frame of the image (4) upload any image you wish to create the next level.

You can use RAW images, Jpg, Tiff as well as several other image formats.

Underneath the display screen you will find the parameter area that begins with two buttons with the following functions:

(5) Multiple Application

Reduce the size of the image on a different level than the one that you're currently working on. With this option you will be able to stretch the reduced image outwards (up, down, left, right).

(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 of the current image without having to make changes to the image layer.

(9) The Control-Parameter

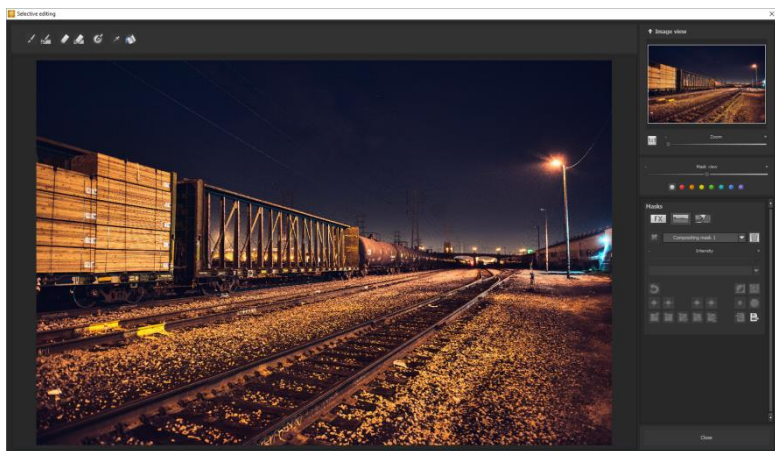
Width-to-height ratio: If the width-to-height ratio isn't fixed with the button (6), you will be able to change the width-to-height ratio however you desire.

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

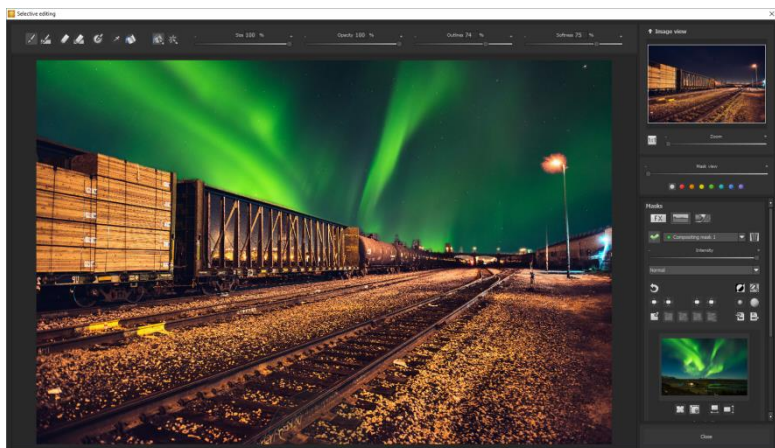
Shifting horizontally: Move the image level to the left or right.

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

Exposure to light: Exposure levels in your current image may not always match those of the image level. Here you can adapt the exposure and darken or brighten the images however you want until they match.

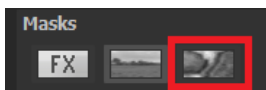


A night image with a not very fascinating night sky...



.... can be transformed into an eyecatcher within one minute with the help of composing.

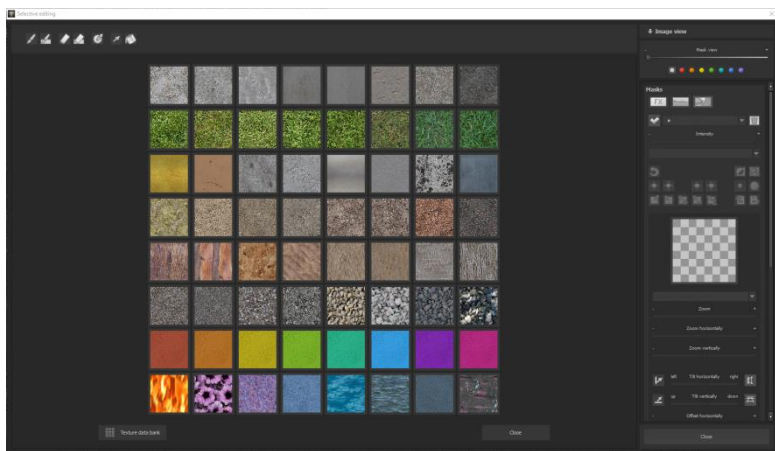
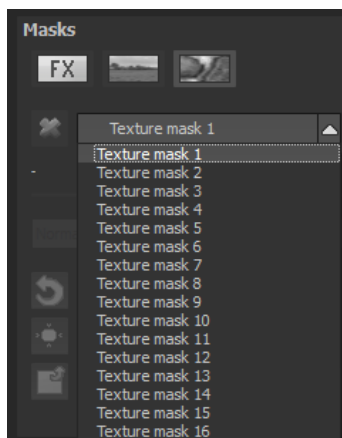
12. Texture Mode



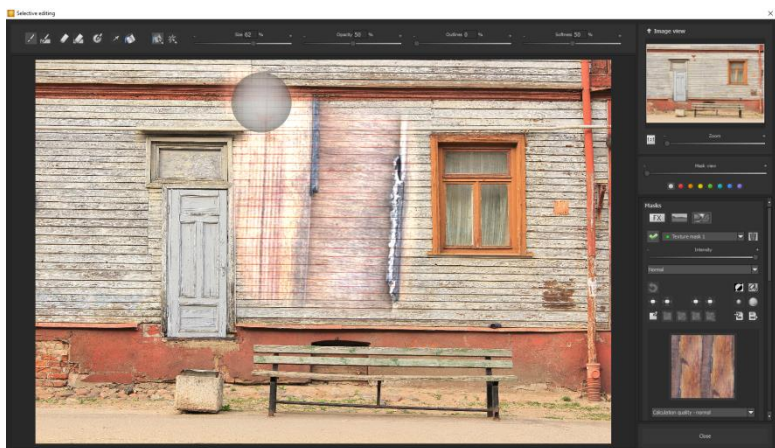
The new module in Selective Drawing from **COLOR projects 6 professional** gives you the possibility to add various textures and materials to your images. Clicking on the symbol to the right will display the texture selection.

Here you can find the 64 different textures you have at your disposal. These can be applied to your image on up to 16 different layers.

Clicking on the **Zoom Field** will show all 64 different textures at a glance and allow to choose between them.

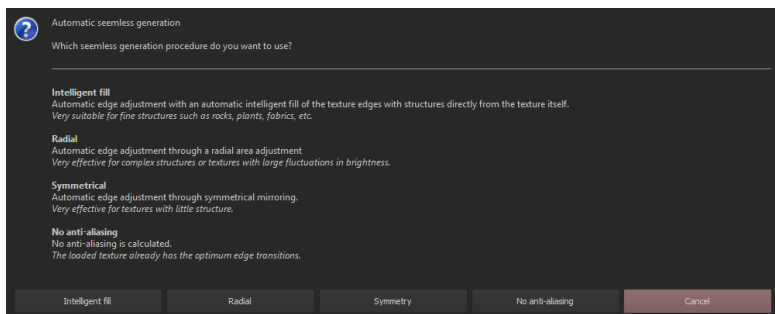





For this, simply click on your preferred texture and use the Selective Paint-brush to apply it to your image.



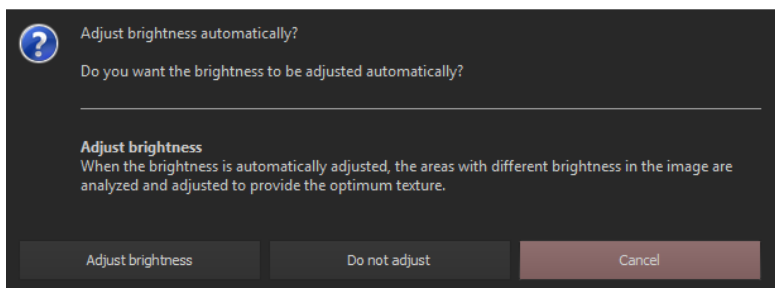
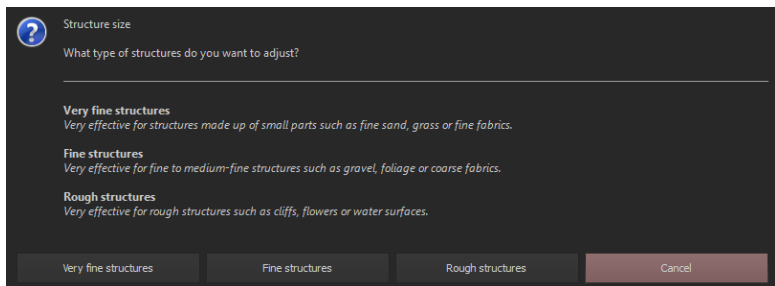
In the Menu at the right of your screen you are given the possibility to further adjust your chosen textures according to various parameters. The editing possibilities available here include options such as Brightness, Contrast, Zoom, Reflected Light, Image Structure, Distortion and Colour Variation.


In addition to these, Selective Drawing also includes a module for creating your own textures using your own individual design. Here you can choose between four different automatic edge alignment procedures.




To open the module, move the mouse over a texture until this plus symbol  appears. This opens the additional functions. Click on , to load an image file and convert it to a square texture. To save a texture as an image file, click . After you have decided on an edge adjustment, either a selection

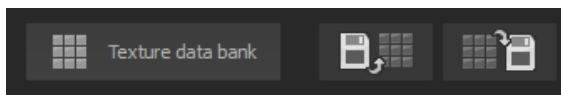
for the adjustment of the structure size or for the adjustment of the brightness opens.





Save mask: Click on  to save the current mask as an image file.

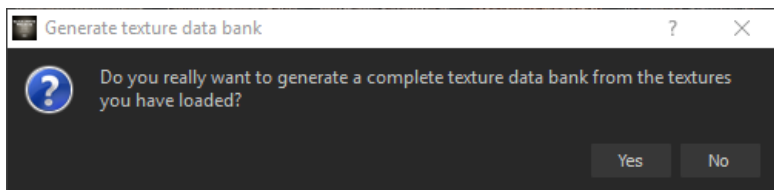
Load image file as mask: Click on  to load an image file into the current mask. The resolution of the loaded image file is automatically adjusted to the resolution of the current mask.

It is also possible to import or export textures from the texture database. Click on the corresponding button and choose between import and export of the textures.



Note: By resetting the database, you can return to the supplied textures at any time.

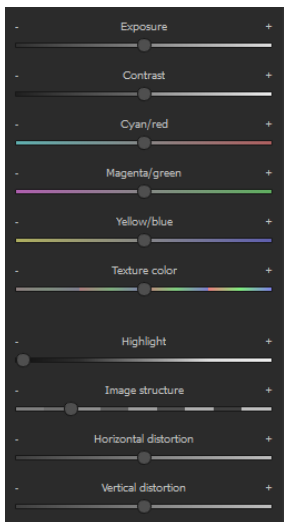
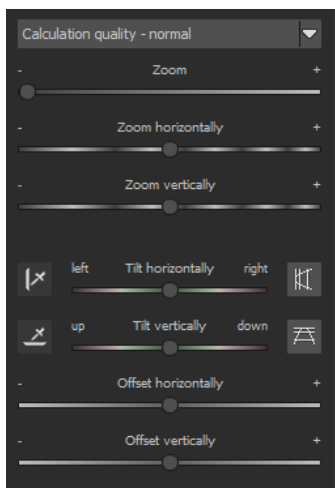
Click on  to reset the texture database to the state of the installation. If you click on  a complete texture database is created from the textures you have loaded.



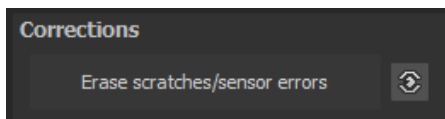
Note: The textures you have not loaded are created by blending the surrounding textures around the respective texture.



Use the sliders on the left to adjust the textures.



13. Removal of Scratch and Sensor Errors



Modern photography unfortunately shows with high contrasts and many details every unwanted sensor contamination, which every photographer knows and fears despite camera-internal sensor cleaning. Don't worry - just remove it! With the easy to use correction function of **COLOR projects 6 professional** this can even be really fun.

Pro Tip: This intelligent correction doesn't only remove sensor spots, but other disturbing things too - a deserted beach has never been so easy to produce.

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. Post-Processing: Expert Mode



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

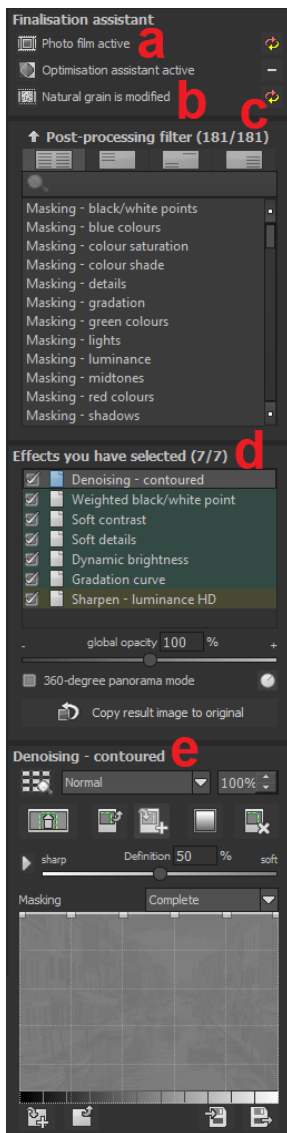
Overview of the Tools:

- a) **Display finalisation assistant or optimisation assistant active/inactive**
- b) **Display natural grain/ fractal grain active or reset**
- c) **Filter (from 181)**
- d) **Selected effects** (resulting from the preset + your additionally selected post-processing effects)
- e) **Parameters of the selected effects**

to a) display finalisation assistant

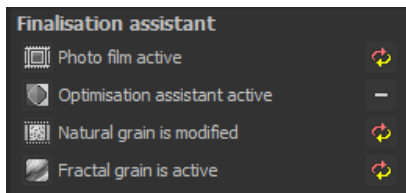
Here, it is worth taking a look at whether one has made changes to the settings of the photo film engine, the optimisation assistant, the spectral sensitivity, the grain module or the colour toning. Thus, it is easy to find undesired effect duplications.

to b) display natural grain/ fractal grain



Here you have an overview whether grain was added, with the option to reset the setting here.

to c) filter (181)



The post-processing effects list contains 181 different post-processing effects that can be applied in any combination.

The effects are divided into six categories that are highlighted in colour:

Yellow: Edge effects

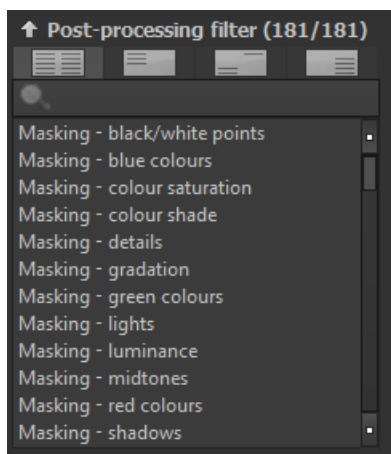
Green: Geometric effects

Cyan: Exposure Effects

Blue: Colour effects

Violet: Blur effects

Pink: Artistic Effects



Tip: If you're looking for an effect and know the name or part of the name, you can make things easier by using the search box to find and display the effect.

If you're applying new post-processing effects, check if the optimisation assistant is active. If yes, please keep in mind that effects with the optimisation assistant work differently, sometimes much more extreme. Switch it off to create or extend a preset (button above post-processing Effects).

↑ Post-processing filter (181/181)		
Masking - black/white points	Soft contrast	Radial soft focus
Masking - blue colours	Soft details	Smooth colour channel
Masking - colour saturation	Structure - cracks	Smooth colour tone
Masking - colour shade	Structure - linen	Soft focus - keep details
Masking - details	Structure - metal	Vertical soft focus
Masking - gradation	Structure - paper	Warp
Masking - green colours	Structure - puzzle	Abstract painting
Masking - lights	Structure - textile	Artistic detail strengthener
Masking - luminance	Structure - waves	Baroque painting
Masking - midtones	Veiling glare	Brush painting
Masking - red colours	Vignetting	Brush strokes
Masking - shadows	Weighted black/white point	Bubble tea
Masking- smooth areas	White & Black correction	Bubbles
Remove masking	Add a colour tone	Coloured pencil drawing
Colour detail strengthener	Adjust colours	Comic style
Denoising - banding	Automatic local white balance	Crayon painting
Denoising - colour clouds	Balance local colour contrast	Cubify
Denoising - contoured	C64 colours	Exposure errors
Denoising - hotpixel	Chromatic correction (CA)	Fireworks
Denoising - multiple	Colour balance	Fog
Denoising - soft	Colour channel gradation (Log)	Foil and film
Detail strengthener	Colour channel gradation curves	Frame
Dilate	Colour dynamics	Hatching
Dithering - Floyd-Steinberg	Colour filter	Isolate shade
Erode	Colour gradient	Kaleidoscope
Optimise denoising	Colour intensity	Lens flare
Optimise sharpness	Colour light/shadow	Light drawing
Reduce in-motion blurring	Colour palette	Light effects
Reduce interference	Colour temperature	Light frame
Sharpen - fine	Colours-Saturation-Exposure	Light glow
Sharpen - luminance HD	Correct colour tone	Light spot
Smooth sky	Display original image	Miniature world
Adjust horizon	Expose colours	Ornament
Airbag distortion	Fade	Painting
Correct perspective	Gamma correction colour channel	Pencil drawing
Dissolve	Manual RGB points	Polygons
Glass panel	Manual white balance	Pop art
Horizontal mirroring	Mix colour channels	Posterize
Lens correction	Negative	Psychedelic
Magnet	Normalise (RGB)	Rain
Offset	Photo reflector	Remove shade
Reduce image area	polar filter	Snow
Rotation and zoom	Red-eye removal	Soap bubbles
Twirl	Reduce chromatic aberrations	Soft relief
Vertical mirroring	Season	Solarise
Adjust light/shadow	Sepia tones	Underwater
Automatic black/white point	Time of day	Water mirroring
Balance local contrast	Weighted colour channels	Wave distortion
Film grain - fractal	Aura	Wax image
Gradation curve	Directional blurring	
Gradation curve (Log)	Focus	
Greyscale conversion	Gaussian blur	
Histogram balance	Glamour lighting	
Light tuning	Horizontal soft focus	
Manual black/white point	Intense radiance	
Normalise	Kirlian glow	
Optimise structure	Kirlian soft focus	
Peripheral light distribution	Light bokeh	
Reduce haze + fog	Liquefaction	
Restore highlights	Neon glow	

to d) selected effects

Once you've found an effect you want to try, simply double-click it in the list of post-processing effects.

Now the effect will be displayed in the block below - "Selected Effects".

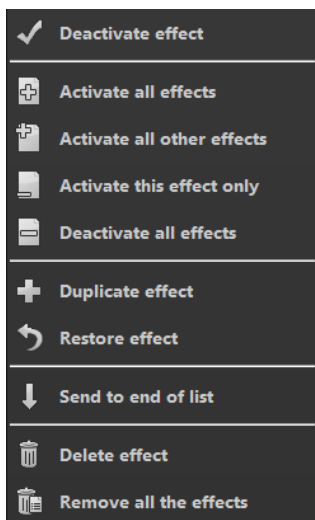
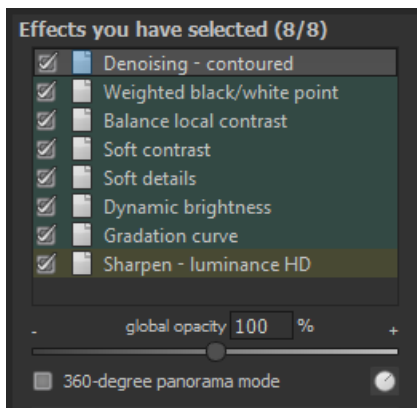
The block of selected filters is the core of the Post-Processing section. Here you can manage the entire image post-processing as well as the parameters of the individual effects.

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

- To temporarily deactivate an effect, simply click on the checkbox in front of the effect name and un-check it.
- Double-click an effect to remove it from the list.
- To rearrange effects within the list as desired, you can move them up or down using drag & drop.

Tip: The order of the effects within the list can have a significant influence on your result image. It's worth trying it out.

Activate the 360-degree panorama mode in the box at the bottom left if you want to prepare images for perfect panorama stitching. The effects are then optimized in such a way that no borders can appear when the individual images are joined together.

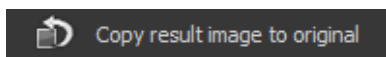


The list of selected effects contains a context menu with numerous functions that you can use to activate, deactivate, move or duplicate effects.

New: Smart Mask Filters

COLOR projects 6 professional calculates from top to bottom for the selected effects. This means that the order of the effects within the list can have a significant influence on your result image. For example, if you activate the "Mask Lights" effect, all subsequent effects will only affect the lights in your image.

Below the display for selected effects there is also the "Copy result image to original" function. This sets the current event image as a new original image, as if you had loaded this event image. Use this function to save calculation time for many effects.

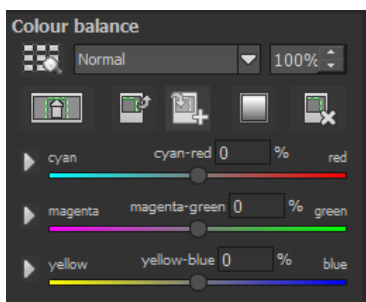


to e) parameters of the selected effects

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

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

The example shows the parameters for the "colour balance" effect, consisting of three controls for the balance: Cyan-Red, Magenta-Green and Yellow-Blue. By moving the slider, you make a change that is immediately displayed in the result image.



In addition, you will see a colour overflow inside the slider, giving you a direct indication of how the new value will affect the image.



Image without adjustment of cyan-red and yellow-blue values.



The adjustment of the cyan-red and yellow-blue values results in a significantly warmer colour rendering of the image.

➤ **Example Mask Curves:**

This curve regulates the intensity of the effect for particular bright areas of the image. When you pull a point downwards, pixels with this brightness will be impacted less by this specific effect, and vice versa.

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




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



Before/After Comparison

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

Another very effective way to set effect parameters is the real-time preview.


A "Play" button  is located to the left of each slider in the parameter area. If you click on this button, the value range of the corresponding value will run forward and backward one time. If you have found a setting that suits you, simply press the "ESC" key and the value will be accepted immediately.

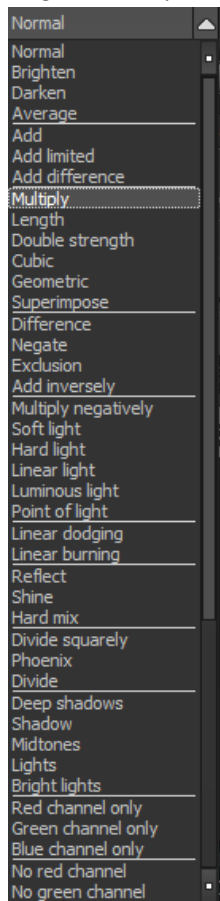
➤ Layer Processing Methods

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

New methods are: Add, add limited, add difference, deep shadows, bright lights, 9 HSV methods and 9 HSL methods.

Next to the drop-down menu you will find a percentage display that you can use to adjust the opacity.

So that you don't have to try out every single effect, we have a layer mode browser: 





The application of different layer processing methods results in completely different results for a single effect.

With just one click, you have an overview of all of the processing methods and can comfortably choose which method fits the effect best. Give it a try! The effects that you can generate with layer processing methods are astounding!



Selective Editing:

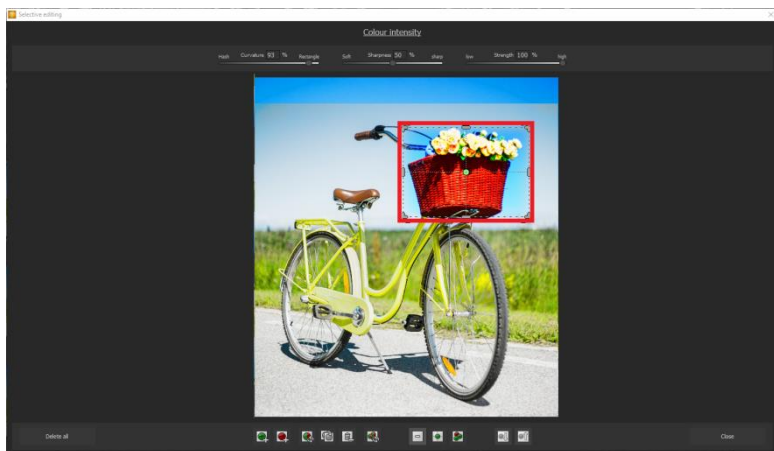


For every single one of the 181 post-processing effects it is possible to apply the selected effect to only a certain area.

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

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

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



The example clearly shows that the „colour intensity“ effect has only been applied to the selected section. Since the edge definition is only set to 93%, this area is almost rectangular.



Adds a positive selective area. A positive selective area declares that the current effect should be applied to the selected area.



Adds a negative selective area. A negative selective area declares that the current effect should NOT be applied to the selected area.



Inverts the currently selected area.



Creates a duplicate of the currently selected area.



Deletes the currently selected area.



Inverts all selective areas.



Deactivates the display of selective areas.



Displays single selective areas. Selected effects will be stronger in bright areas.



Displays **all** selective areas. Selected effects will be stronger in bright areas.



Selects the next selective area.



Selects the previous selective area.

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

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

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

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

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

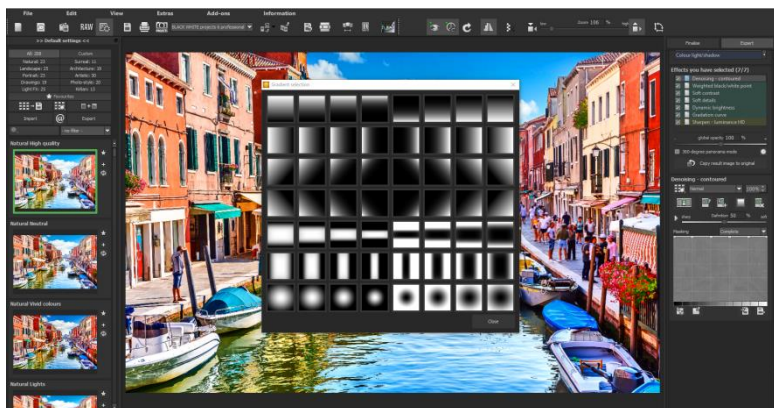
The result will always be instantly displayed upon releasing the mouse button.

➤ **Selective Editing – Gradient Module**

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

To activate the desired post-processing effect from your chosen effects, click in the underlying parameter area on the gradient- slider.

A window will open with different types of gradients. From there choose with a left click your desired type of gradient.



Note 1: The gradient templates that are selected are always applied to the currently selected effect. Thus the mask has a completely different effect if you set the same mask to "Sharpen Fine" or to "light tuning".

Note 2: If you select a gradient template, the selective areas that may already exist in the currently selected effect are copied to the clipboard and can be retrieved using the Paste button.

➤ Overview of important keyboard shortcuts:

Cursor buttons: move the current, active, selected area


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

1,2,3: switch the display mode

Del: deletes the current, active, selected area

ESC: closes the window

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

You can transfer other effects to the selected area with the “Copy” and “Paste” buttons  without having to retrace the selection again.



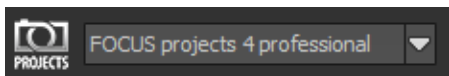
This button deletes all selected areas of the active filter, of course with a confirmation prompt first.

15. Workflow

➤ Edit final image further in an external program

COLOR projects 6 professional offers interaction with 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 in other projects programs



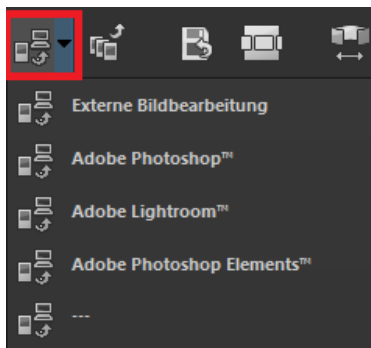
Click on the “Projects” symbol in the toolbar to open the image in a different program from the projects series. Use the drop-down menu beside the symbol to choose one of the programs that you already have installed on your computer.

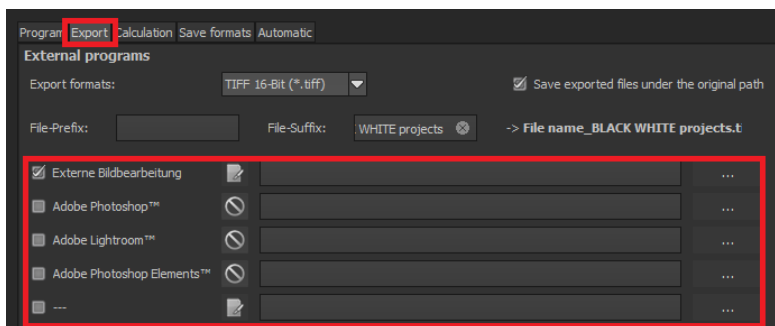
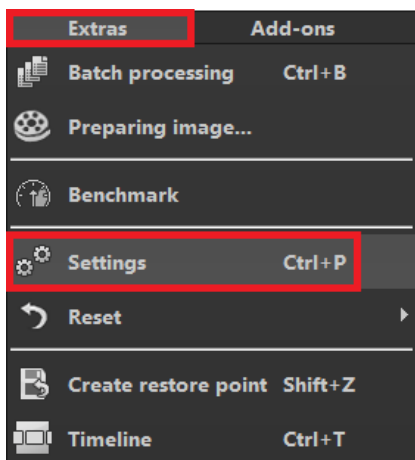
➤ Open in other photo-editing programs

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

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

Next, click on the “Export” tab. You can enter the name of a photo editing program here and save it for later as well.



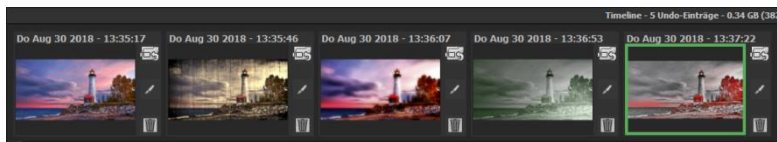




➤ Work with a Timeline and Restore Points

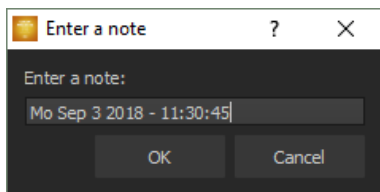
This option can be found in the symbol bar at the top of the screen:



“Create Restore Point” saves an in-between point of the current settings. You can now always return to this stage of your editing. You can save as many editing restore points as you like. The timeline displays the restore points and makes it possible to call up any phase with just a single click:



This function is especially useful for testing the outcomes of additional effects and settings on your image. 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. Click on  and you can add a note as a headline.



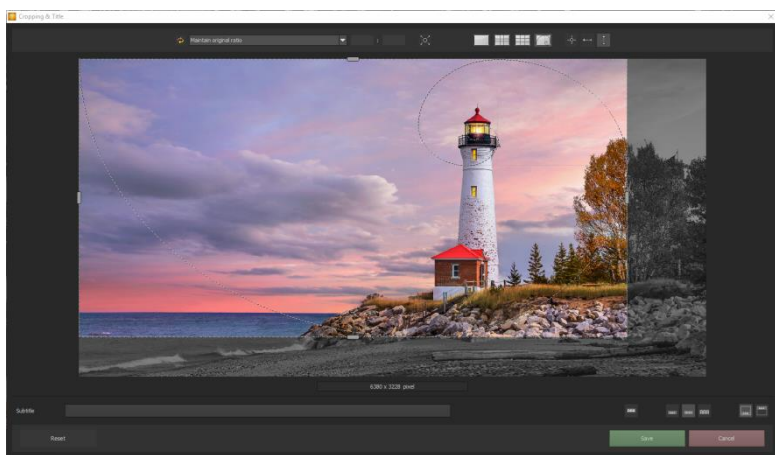
16. Selecting and Saving Sections of Images




Save final images using the buttons in the toolbar, from the file menu or use the corresponding keyboard shortcut (Ctrl + S).

➤ Cropping and Captions

As soon as you have initiated a file save, the cropping and caption window will open. If you do not wish to crop or add a caption to your image, click on continue.



At the top of your screen you will find 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 .

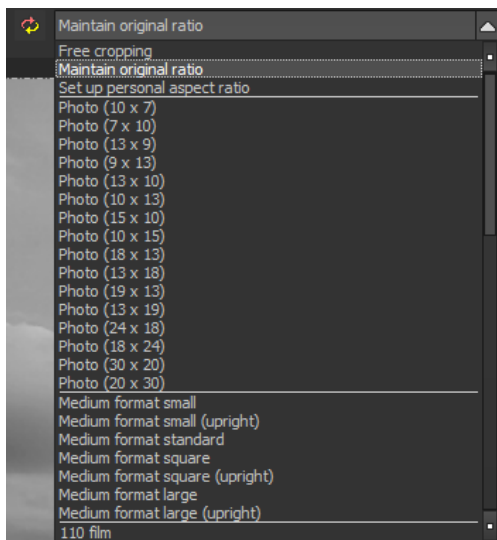
The centre of the window shows your final image. Fix the area to be saved by adjusting the corners and borders of the photo.

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-hand or make use one of the 71 provided formats.

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

As soon as the image has been cropped and captioned, confirm the save and the following window will prompt you to select a file format and name your file.

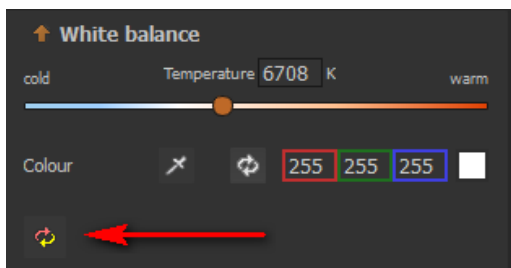
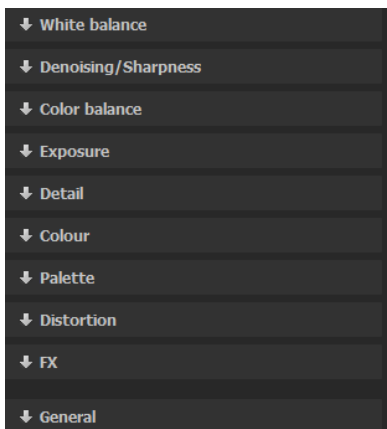


17. RAW-Processing RAW

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

Resetting the category

Every category can through a click on the reset-button (bottom left) be reset to its original state without influencing the settings of the other categories.

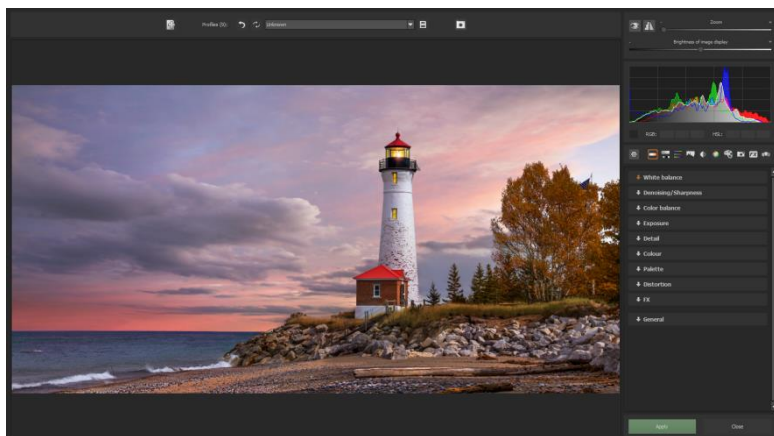


An overview of the most important RAW functions:

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

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

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



Exposure: Influence lights, shadows, contrast and brightness in the final image. With the new dynamic brightness, you can adapt the light to the contents of each image individually.

Detail: Fine-tune clarity and micro-details with lights, shadows and mid-tones. The clarity regulates the overall strength of the local contrasts. The microdetails, i.e. the fine structures in the image data, can be adjusted from low to high.

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



These light diffraction corrections allow you to purposefully remove the chromatic aberrations of a certain colour. Thereby a lens curve will be calculated backwards on top of the colour channel. You have the choice between: "**light diffraction green**", "**light diffraction blue**" and "**light diffraction red**".

Palate: Adjust the saturation of individual colours.

Distortion: Take a closer look. These mighty tools can straighten out the horizon, correct camera angles and lens errors. Use "Autofit" to automatically trim any awkward borders. You can also use the two sliders at the top to fade in guides and adjust their size and visibility. By clicking on the rectangle on the left, you can show guide lines.

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



Peripheral light correction: Helps correcting the vignetting that might occur with some lenses.

Lens correction: Corrects the curvature of the lens.

Horizon: Rotates the image to correct the horizon.

Vertical: Tilts the image to the left or to the right.

Horizontal: Tilts the image to the front or the rear.

Zoom: Zoom into the image to avoid empty areas that might have been created by the lens distortion correction.

Trapezoid left/ right: With the vertical trapezoid distortion, the image can be distorted either at the left or right hand image border in order to adjust the perspective.

Trapezoid top/ bottom: With the horizontal trapezoid distortion, the image can be distorted at the top or bottom image border in order to adjust the perspective.

Stretch left/ right: With this stretch feature the image can be extended horizontally starting either from the left or right image border.

Stretch top/ bottom: With this stretch feature the image can be extended horizontally, starting either from the top or bottom image border.

Aspect: Change the aspect ratio of your image data.

Shift left/ right: Shift your image data to the left or to the right.

Shift top/ bottom: Shift your image data up or down.

FX:

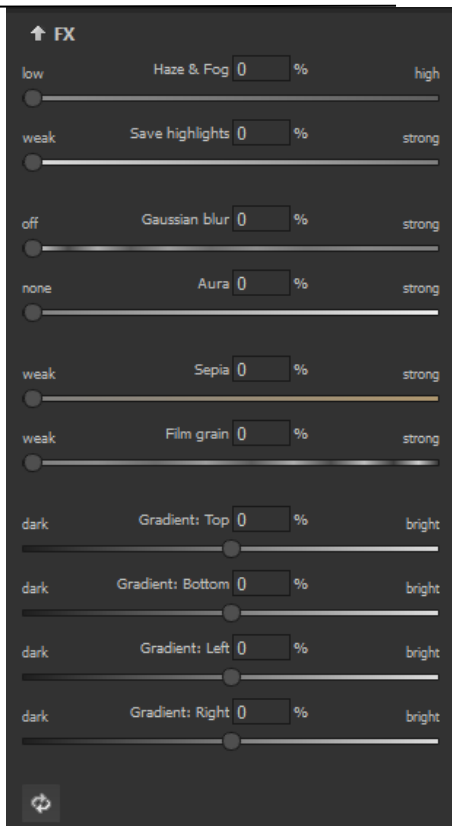
This category includes a several new special effects like a mist & fog correction, save highlights, sepia and film grains as well as different gradients.

Pro Tip:

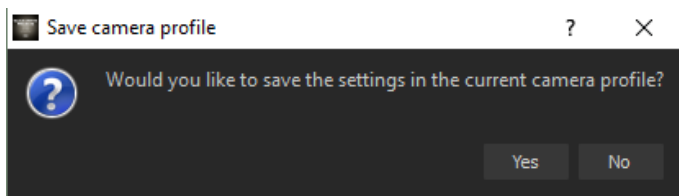
When you take a landscape shot, shift the controller to “Gradient top” to a dark tone to create a neutral thick (ND) – process filter.

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.

If you have conducted the settings in RAW mode, click on “apply”.




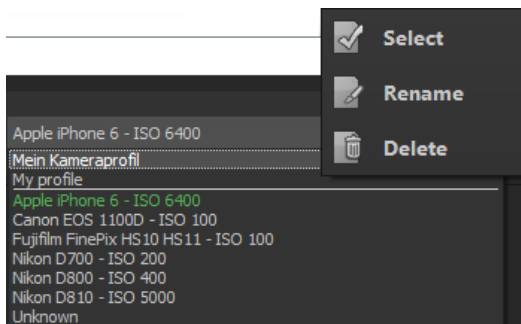
If you save your settings in the camera profile, you will save a lot of time for future photographs. The settings can be reversed at any time.



New: Individual Camera Profiles

You also have the possibility to create your own individual camera profile.

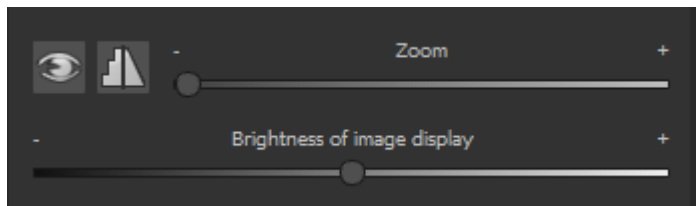
Therefore, click on . Individual camera profiles can be given their own name and contain all the same functions as profiles created automatically. If you would like to delete or rename your camera profile, click on the profile from within the dropdown options list with the right mouse button.



Zoom and Brightness

At the top right you will find the slide controls Zoom and Brightness for the 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. This allows you to see the effect of a noise reduction in dark areas, for example.



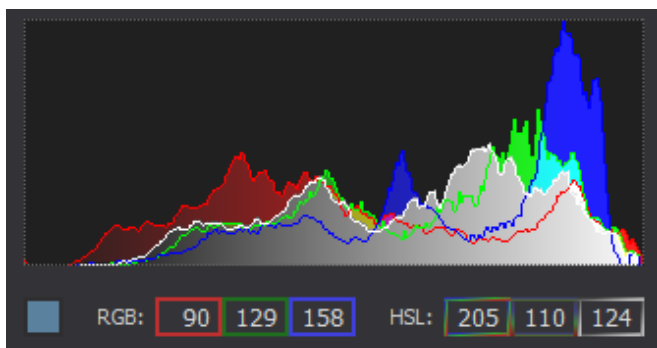
Histogram

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.



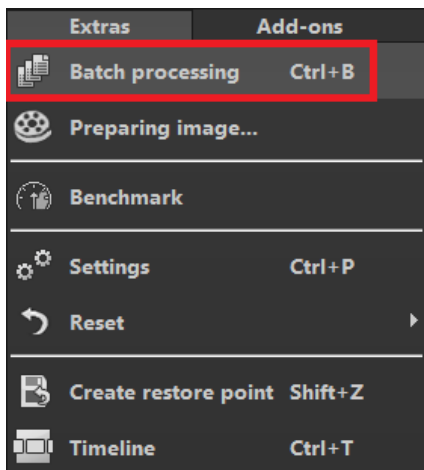
18. Batch Processing

COLOR projects 6 professional batch processing allows for automatic processing of multiple bracketing series. The function can be found in the drop-down menu for **Extras** in the **menu bar** or by clicking the corresponding symbol on the start screen.

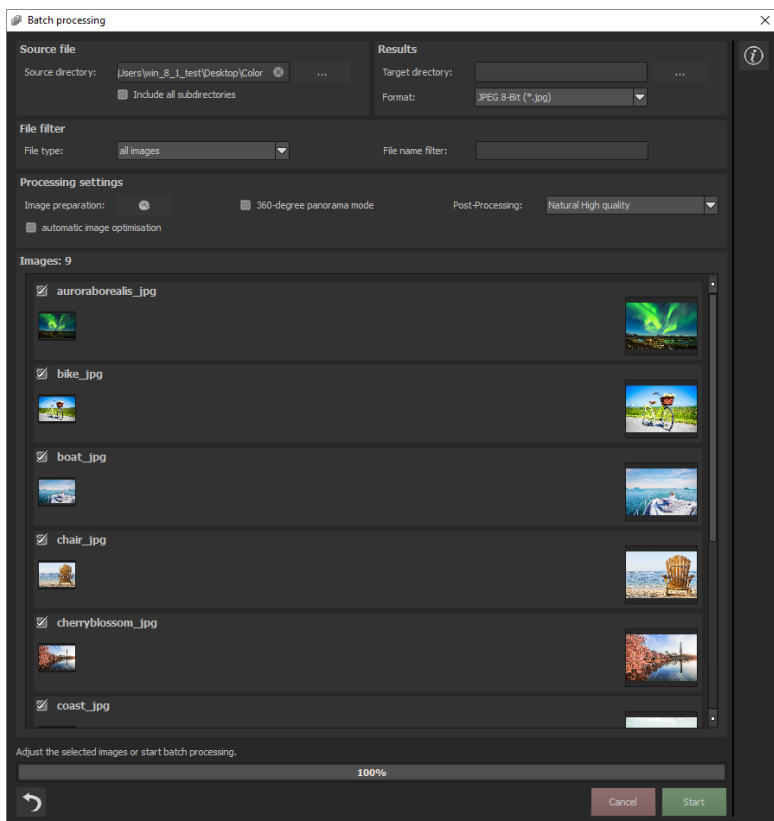
First, choose the source folder where the individual images and/or the bracketing series are located. These data can also be mixed, because the automatic exposure series recognition sorts them for you.

The “Include all subdirectories” checkbox not only searches through all of the selected folders, but also all subfolders and their further subfolders.

Note: Remember that looking through folders with several subfolders can require a lot of time. That’s why selecting “C:\” is not recommended.

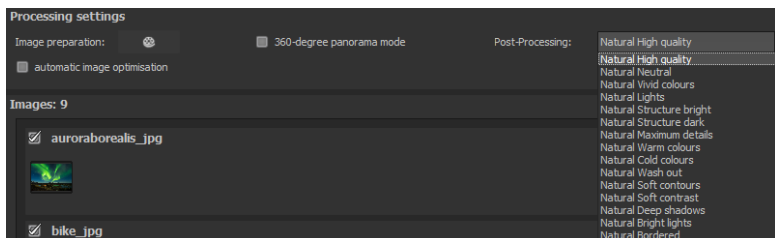


- **Target directory:** Here you determine where the result images of the batch processing are to be saved. Simply select the appropriate folder using the "Select destination folder (. . .)" button or enter the destination folder directly into the text field.
- **Format:** You can choose from five formats for the storage format of the result images from batch processing. With .jpg and .tif two 8-bit formats and two 16-bit formats as well as one PNG format are available. JPG images are always stored in the highest possible quality and TIF files are uncompressed and lossless.




- **Processing settings:** Here you define the filters with which the batch is to be processed: From here you can once again access the image preparation and select the preset with which the images are to be developed. You can also activate automatic image optimisation. If you later want to montage the processed images into a 360-degree panorama, select the panorama mode here, which eliminates exposure and contrast edges in the individual images. The presets contain all presets from the Post Processing area. It also contains all the presets you created yourself in the "(custom)" category. So you can cre-

ate a special preset before batch processing and then apply it to multiple bracketing series.

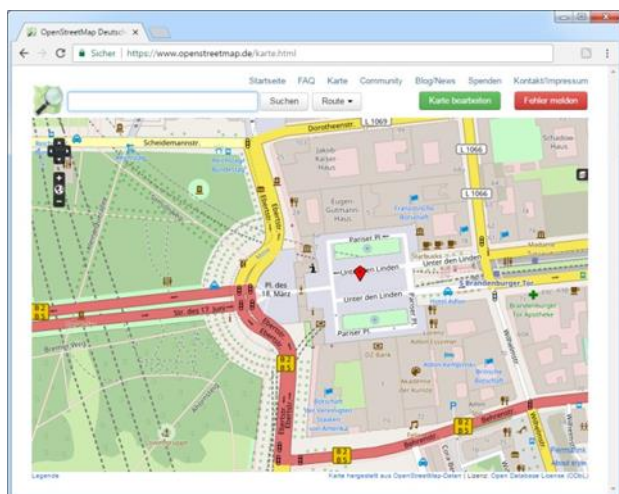
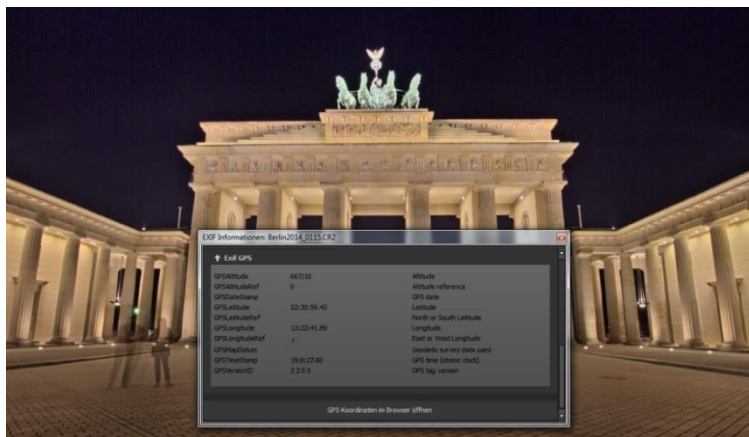


Tip: Rather choose a preset from the "Natural" or "Landscape" category if you want to develop a large number of images in one go. Extreme effects are better applied to single images.

Click on the arrow , to reset the batch processing settings to default values.

19. Via GPS coordinates directly to Open-StreetMaps

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

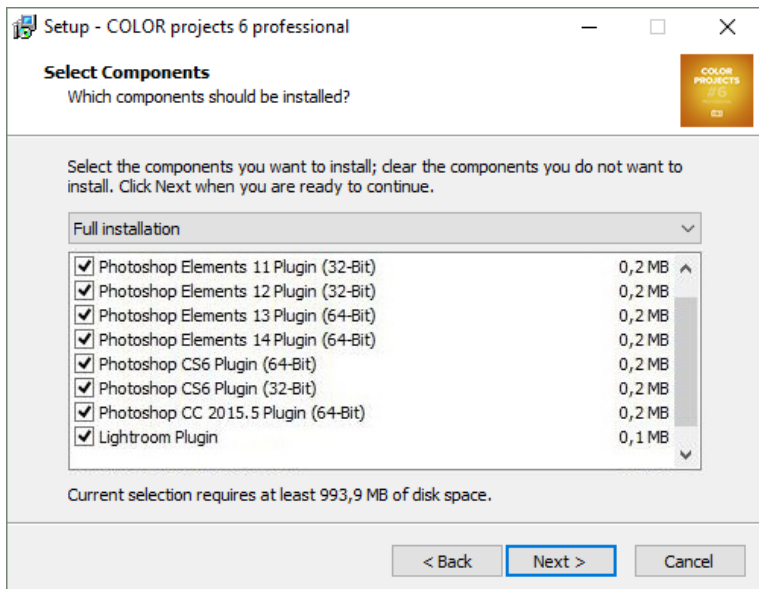


20. Plug-in Installation

COLOR projects 6 professional can also be used as a plug-in for Adobe® Photoshop. Newer versions of Photoshop are automatically detected by **COLOR projects 6 professional** during installation and the plug-ins are installed in the respective plug-in folder. Older versions of Photoshop might require manual installation.

➤ Installation in Adobe Photoshop & Photoshop Elements

The following window will appear when installing **COLOR projects 6 professional**:

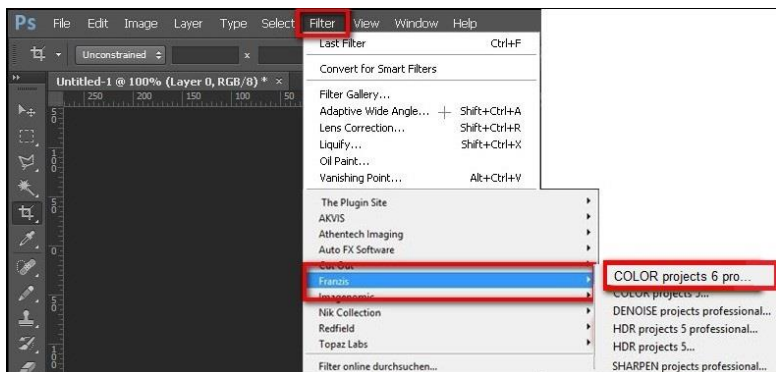


Select the version of Photoshop where you would like to install the **COLOR projects 6 professional** plug-in. Click on "next" and follow the instructions from the installation assistant. The plug-ins will then be automatically installed.

You can also install the plug-ins at a later point in time. **Please install Photoshop first, then the projects plug-ins!**

After installing the plug-ins please open Photoshop again.

In Photoshop you will find the entry **Franzis** under the menu item "Filter". All plug-ins of the projects series are listed here.

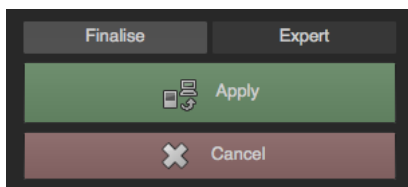


Click on **COLOR projects 6 professional**. The image opened and edited in Photoshop is opened in **COLOR projects 6 professional**.



Now you will find the program in Photoshop Filter-Plugin mode. You will be able to edit the image as you're used to in **COLOR projects 6 professional**.

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



With the button **"cancel"** you finish the filter Plug-in, without sending the changes that you have done to the image back to the Photoshop level. The editing that you have done in **COLOR projects 6 professional** will be discarded.

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

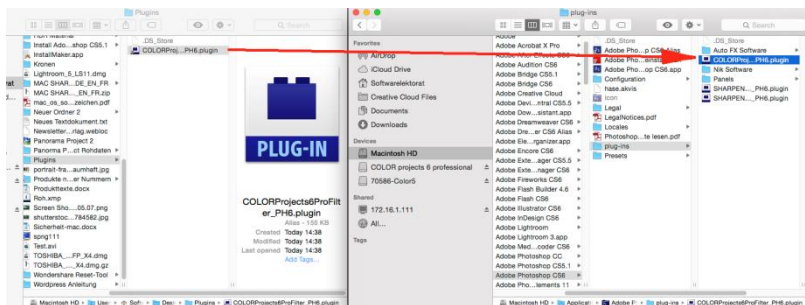
➤ Using Plug-ins with Mac OS X

Adobe Photoshop & Adobe Photoshop Elements

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

Next, drag & drop the plug-in **COLORProjectsFilter_PH6.plugin** (PH7 with other Photoshop versions) to the plug-in folder for your version of Photoshop, which is normally labelled as "plug-ins":

Start up your version of Photoshop, load an image and navigate to



„Menu → Filter → Franzis → COLOR projects 6 professional “

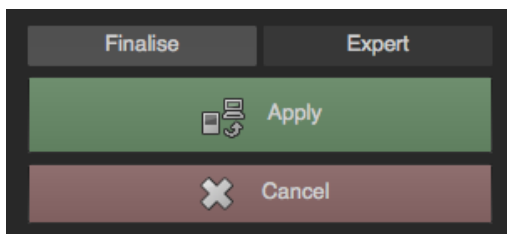


With a click you start the Plug-In. The image will now be opened in **COLOR projects 6 professional**.

Now you will find the program in Photoshop Filter-Plugin mode. You will be able to edit the image as you're used to in **COLOR projects 6 professional**.



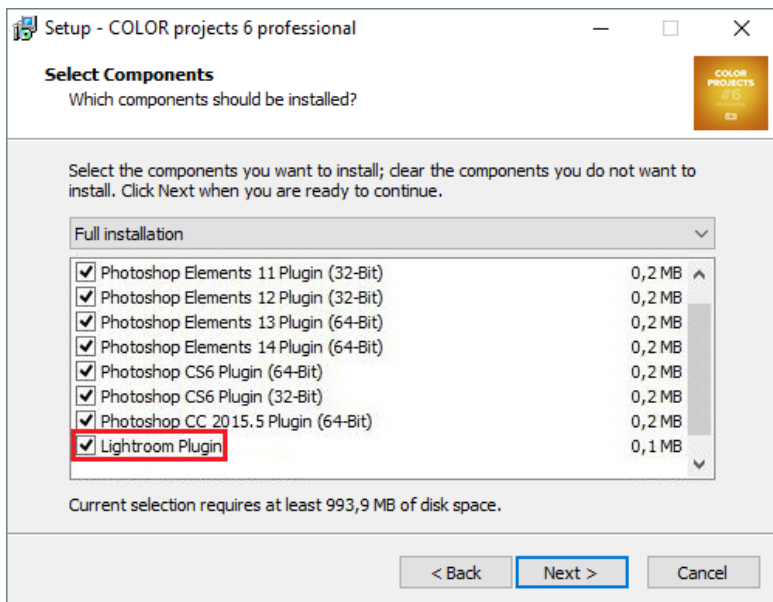
When you're finished editing the image you can send the image directly back to Photoshop by clicking on the button **"apply"**.



With the button **"cancel"** you finish the filter Plug-in, without sending the changes that you have done to the image back to the Photoshop level. The editing that you have done in **COLOR projects 6 professional** will be discarded.

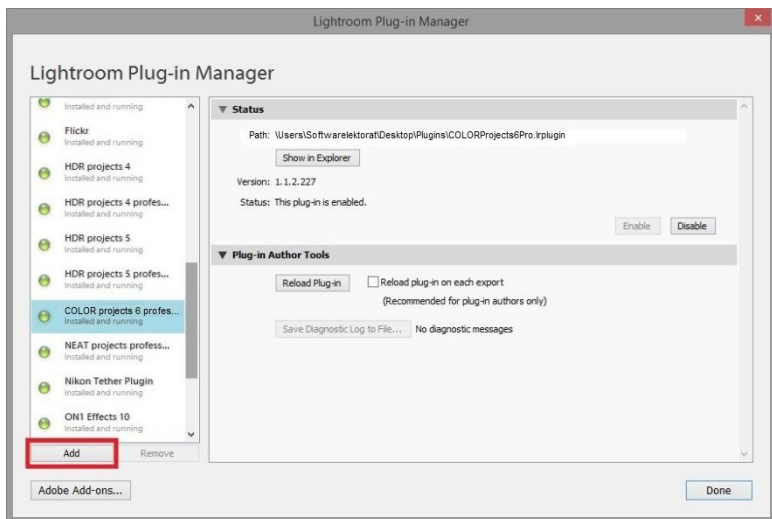
The project program will then automatically close itself. This mechanism is conducted by Adobe Photoshop and cannot be stopped.

➤ Using Adobe Lightroom Plug-ins - Windows



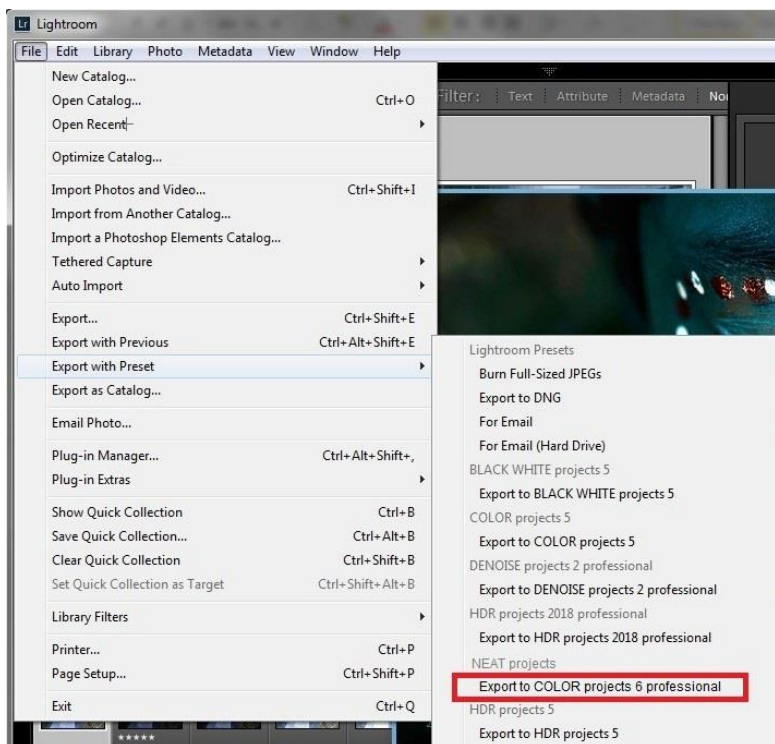
Start the installation program and check in the component selection if “Lightroom Plugin” has been chosen. Copy the plug-in folder “Lightroom Plug-in” from your CD-ROM.

Subsequently open your Lightroom version. Start Lightroom and navigate to “File→ Plug-in manager” to check if the plug-in has been activated.



LR: **COLOR projects 6 professional**: Installed and executed.

Mark a bracketing series in your lightroom library.



Right-click on the image directly in Lightroom and select „**Export → Export to COLOR projects 6 professional**“.

Or: Choose **File → Export with Preset → Export to COLOR projects 6 professional**“.

Using Adobe Lightroom Plug-ins - MAC OS X

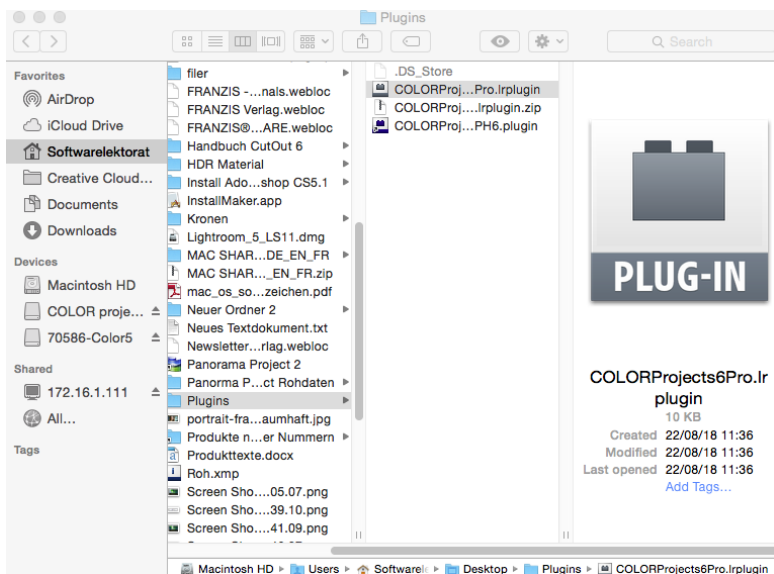
The Plug-In for Adobe Lightroom will not be automatically installed with MAC OS X. To integrate it into Lightroom, continue as follows:

Install **COLOR projects 6 professional** to the program link of your Mac.

Copy the plug-in .zip file from the “Lightroom Plug-in” folder on your CD-ROM. This was "packed" in a zip for safety's sake. Double click on the .zip file to extract the plug-in to a folder where you want it to be located.

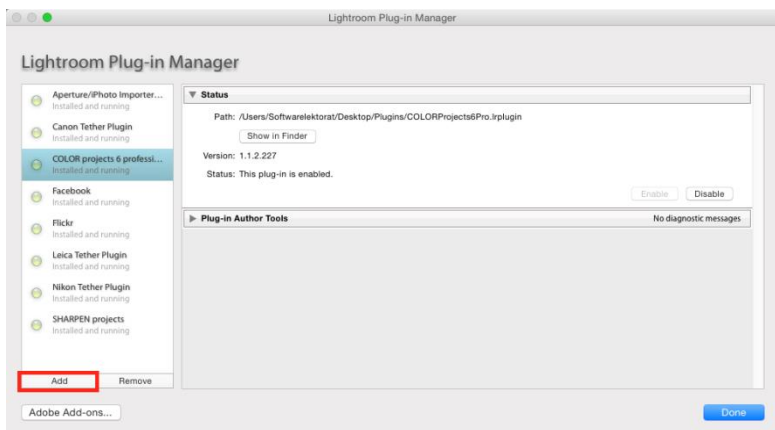
We recommend the folder where also your presets are stored:

„Users/Username/COLOR projects 6 professional “.



Start Lightroom und navigate to “File → Plug-in Manager”.

Click the “Add” button in the Lightroom Plug-In Manager.



Choose the relevant Lightroom-Plug-in of **COLOR projects 6 professional** that you have just copied to your computer, by navigating towards it.

If the Plug-in is not instantly marked with a green active dot, close Lightroom and start it again.

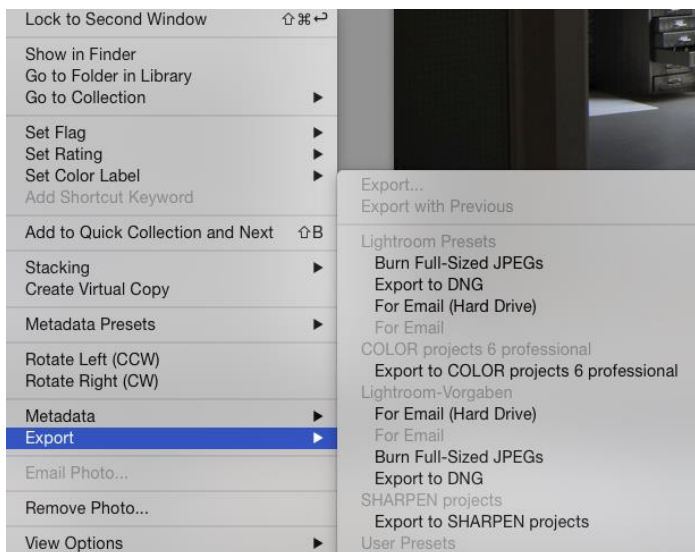
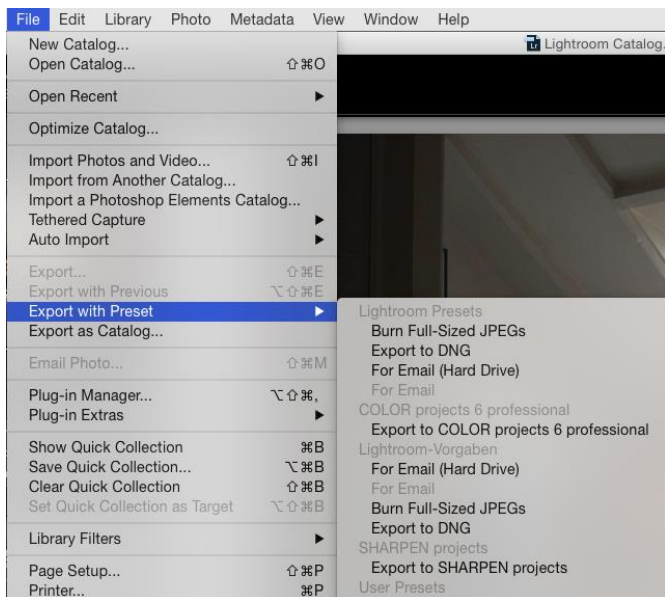
Now the Plug-In should be installed and be up and running.

You have now several options to get your image from Lightroom to an **COLOR projects 6 professional**:

„File → Export with Preset → Export to **COLOR projects 6 professional** “.

OR:

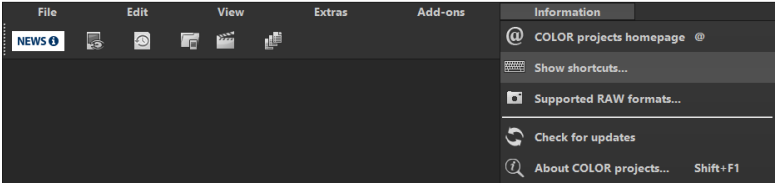
Right-click on the image directly in Lightroom and select „Export → Export to **COLOR projects 6 professional**“.



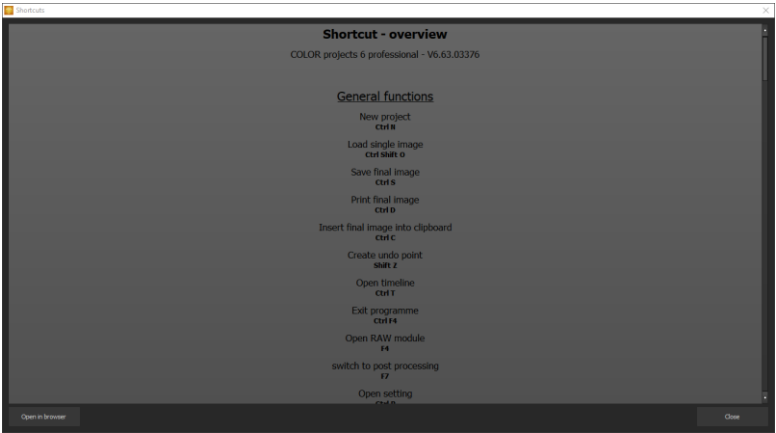
21. Keyboard Shortcuts

Overview of the integrated Keyboard shortcuts

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

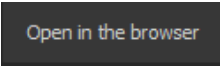


Click on this item to open the overview:



In the overview you will be able to scroll through the different areas where shortcuts are available.

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



General Functions:

Windows Apple

Ctrl N	cmd N	New Project
Ctrl O	cmd O	Load Single Image
Ctrl S	cmd S	Save Final Image
Ctrl D	cmd D	Print Final 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	Exit Programme
F4	F4	Open RAW Module
F7	F7	Switch to Post Processing
Ctrl P	cmd P	Open Setting
Ctrl B	Ctrl 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

RAW Development:

Windows

Apple

Ctrl +	cmd +	Zoom in
Ctrl -	cmd +	Zoom out

History Browser:

Windows

Page up
Page down
Home
End
Cursor left
Cursor right

Apple

Page up
Page down
Home
End
Cursor left
Cursor right

Previous Page
Next Page
To Start
To End
Previous Entry
Next Entry

Variation Browser:

Windows

Ctrl +
Ctrl -
Cursor left
Cursor right
Cursor up
Cursor down
Ctrl O
Space
S
Del
X
Home

Apple

cmd +
cmd -
Cursor left
Cursor right
Cursor up
Cursor down
cmd O
Space
S
Del
X
Home

Zoom in
Zoom out
Move View to the Left
Move View to the Right
Move View Up
Move View Down
Display All
Move View around Centre
Select Entry
Delete Entry
Compress View
Reset View

Sensitive Selective Drawing:

Windows

Ctrl +
Ctrl -
Ctrl O
A
Shift A
S
Shift S
W

Apple

cmd +
cmd -
cmd O
A
Shift A
S
Shift S
W

Zoom in
Zoom out
100% View/ Switch Fitting
Activate Brush
Activate Limited Brush
Activate Erasing Brush
Activate Limited Erasing Brush
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		Move Active Correction Area to the Left
Cursor left		
Cursor right, Shift Cursor right,		Move Active Correction Area to the Right
Ctrl Cursor right		
Cursor up, Shift Cursor up, Ctrl		Move Active Correction Area Up
Cursor up		
Cursor down, Shift Cursor down,		Move Active Correction Area Down
Ctrl Cursor 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

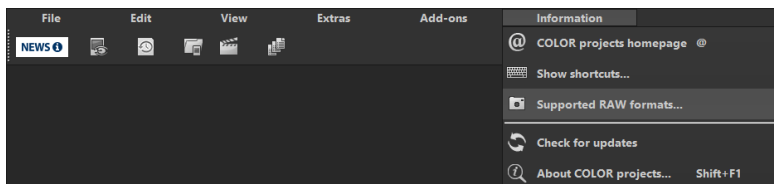
-	-	Reduce Active Correction Area
Selective Processing:		
Cursor left, Shift Cursor left, Ctrl		Move selective area to the left
Cursor left		
Cursor right, Shift Cursor right, Ctrl		Move selective area to the right
Cursor right		
Cursor up, Shift Cursor up, Ctrl		Move selective area up
Cursor up		
Cursor down, Shift Cursor down, Ctrl		Move selective area down
Cursor down		
Page up	Page up	Select previous selective area
Page down	Page down	Select next selective area
Del	Del	Delete active selective area
1	1	Do not display mask
2	2	Display mask of the active selective area
3	3	Display mask of all selective areas

Picture Cropping:

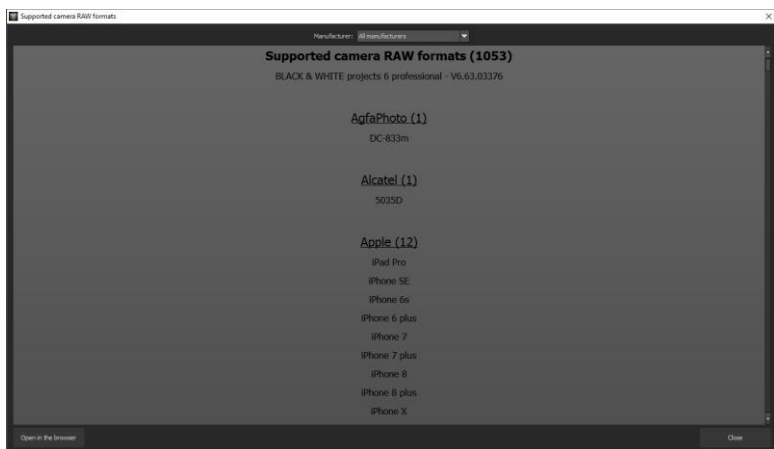
Cursor left, Shift Cursor left, Ctrl	Move Cropping Area to the Left
Cursor left	
Cursor right, Shift Cursor right, Ctrl	Move Cropping Area to the Right
Cursor right	
Cursor up, Shift Cursor up, Ctrl	Move Cropping Area Upwards
Cursor up	
Cursor down, Shift Cursor down, Ctrl	Move Cropping Area Downwards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

22. Integrated List of supported RAW Formats

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

Open in the browser

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)

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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