



ON1 Photo RAW 2017

User Guide

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Part 1: ON1 Photo RAW 2017 Overview



ON1 Photo RAW 2017 is a complete photo editor that includes:

- A super-fast Browse module that lets you quickly cull, tag and organize your photos;
- True non-destructive Raw editing capabilities in the Develop and Effects modules;
- Industry-standard image enlargement—with full print capabilities—in the Resize module;
- Layers, which lets you composite and blend images in a fully layered workflow.

Flexible workflow

ON1 Photo RAW 2017 incorporates a state-of-the-art Raw processor, which lets you work in a fully non-destructive workflow: you can quickly sort and view Raw photos in Browse, edit them in either the Develop or Effects modules without having to worry about saving your edits. The next time you edit your photo, all of your settings will be remembered, and you can easily change any settings, add new ones, or start over from scratch, all without having to save additional versions of your photo. Photo RAW is even non-destructive when working with such non-Raw formats as JPG, Photoshop (PSD), PNG and TIFF.

If you have an existing Raw editing and workflow app such as Adobe's Photoshop, Photoshop Elements or Lightroom or Apple Photos, ON1 Photo RAW can also work as a plug-in to these apps, letting you perform advanced editing tasks on your photos while preserving your traditional workflow. And, with ON1's optional Smart Photo technology—available when using Photo RAW as a plug-in for Lightroom and Photoshop, or when working with photos in

the Layers module—you can save your photo back to your primary app, and still be able to re-edit your photo later in Photo RAW with its settings intact: reopening a Smart Photo inside Photo RAW will display the image exactly as you left it previously.

Using the Help System

Find and watch free video tutorials at the ON1 Photo RAW 2017 Product Training site, available at ON1.com. This is the best and quickest way to dig into the ON1 workflow and discover new techniques that will help you with your photo editing and organizing. There, you can search our Knowledge Base for frequently asked questions, common issues and more.

System requirements

	Minimum	Recommended
Operating System	Mac OS 10.9, 10.10, 10.11, 10.12 Windows 7, Windows 8 or Windows 10 current maintenance releases, 64-bit only	Mac OS 10.11, 10.12 Windows 7, Windows 8 or Windows 10 current maintenance releases, 64-bit only
Processor	Intel Core 2 Duo, Xeon or better processor	Intel Core i5, Xeon or better processor
RAM	4 GB (8 GB when used as a Photoshop plug-in)	16 GB RAM
Hard Drive	1.5 GB for installation	1.5 GB for installation Fast 7200 RPM or SSD drives for optimal performance
Display	OpenGL 3.3 compatible video card with 512 MB video RAM, 1280x720 resolution	OpenGL 4.2 compatible video card with 1 GB dedicated video RAM, 1920x1080 resolution
Third-party apps supported (plug-in)	Photoshop CS6, CC (all versions) Photoshop Elements 13, 14, 15 Photoshop Lightroom 5, CC (all versions) Apple Photos	
Other	Internet connection for activation, auto update checking, content downloads and tutorials.	Internet connection for activation, auto update checking, content downloads and tutorials. Wacom tablet for pressure-sensitive input Hardware display calibration tool

Installation

To install ON1 Photo RAW 2017, double-click the installer icon and allow the installer to guide you.

Be sure to close any supported host applications such as Adobe Photoshop, Elements or Lightroom, as well as any previous versions of ON1 products before installing or updating.

Mac OS

The application is installed in the ON1 Photo RAW 2017 folder in the Applications folder.

All plug-in files for supported host applications (such as Adobe Photoshop, Lightroom, or Photoshop Elements) found during the installation process will be installed automatically. You will see a summary of installed plug-ins at the end of installation.

If a previous version of ON1's Perfect Photo 10 or Perfect Photo Suite is found, it will be maintained or replaced based on your preference during installation.

Support files are installed into /Library/Application Support/ and ~/Library/Application Support/ folders.

Windows

The application is installed in the ON1 Photo RAW 2017 directory in the ON1 directory in the Program Files directory.

All plug-in files for supported host applications (such as Adobe Photoshop, Lightroom, Photoshop Elements) found during the installation process will be installed automatically. You will see a summary of installed plug-ins at the end of installation.

If a previous version of ON1's Perfect Photo 10 or Perfect Photo Suite is found, it will be maintained or replaced based on your preference during installation.

Support files are installed into \ProgramData\ON1\ on Windows.

Launching ON1 Photo RAW

To launch Photo RAW as a standalone app, with access to all modules, follow these steps:

Mac OS

- Open your Finder.
- Navigate to the Applications folder.
- Navigate to the ON1 Photo RAW 2017 folder.
- Double click on the ON1 Photo RAW 2017 application icon.

You can add ON1 Photo RAW 2017 to your dock for easy access by clicking and holding the icon in the dock and selecting the Keep In Dock option. If you use Launchpad it can be found there as well.

Windows 7

- Go to your Start Menu.
- Select the ON1 group.
- Select ON1 Photo RAW 2017.
- If you selected the "Add Icon to Desktop" option during installation you can also access ON1 Photo RAW 2017 from there.

Windows 8.1 and Windows 10

- Open the Start screen by pressing the Window key.
- Select ON1 Photo RAW 2017.
- If you selected the “Add Icon to Desktop” option during installation you can also access ON1 Photo RAW 2017 from there.

To launch ON1 Photo RAW from an external application, such as Adobe Photoshop or Lightroom, see the sections below for complete instructions.

Licensing and registration

When you first launch ON1 Photo RAW, you will be presented with a window asking you to activate your software. In this window, you can either enter your ON1 account information (if you have purchased the app) or can start a free trial of the app.

If you have purchased ON1 Photo RAW 2017:

Fill in your ON1 account information (email and password) to register the app with us. (You should have set up an account when you purchased the software.) If the computer you are signing in with does not have access to the internet, you can manually register your software by clicking on the “No Internet connection” link in the license dialog.

Your license lets you install ON1 Photo RAW 2017 on five computers. When you enter your ON1 account info, Photo RAW communicates with the ON1 activation server and registers your software for that computer.

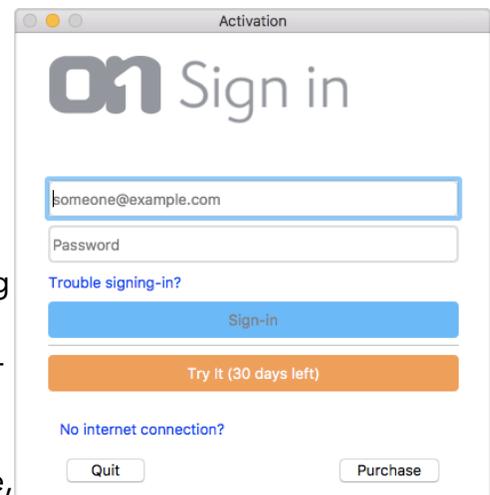
If you wish to move your copy of ON1 Photo RAW from one registered computer to a new one you will need to sign out first. Open Photo RAW and select Sign Out from the Help menu. This will turn off Photo RAW on the current machine, and you can install and sign in on another machine.

You can log into your ON1 user account area (<https://www.on1.com/login/>) at any time to download the software, see the number of computers you have registered, and make basic changes to your account information, including updating your email address, changing your password, and turning notifications on or off.

If you have issues related to installing or activating Photo RAW, please contact ON1’s customer support, which can be reached by clicking on the Support tab (<https://on1help.zendesk.com/hc/en-us>) on the main ON1 website.

Trial version

ON1 Photo RAW can also operate as a fully featured trial version for 30 days from when you first launch it. This gives you time to evaluate the product and see if it fits your needs. If you have downloaded Photo RAW to try it out, simply click on the Trial button in the Activation window. Each time you launch ON1 Photo RAW during the trial period, you will see the win-



If you have purchased ON1 Photo RAW, simply enter in your ON1 account info to register and activate it. If you would like to try the app free for 30 days, click the Try It button.

dow, which will tell you how many days remain in the trial.

You can purchase ON1 Photo RAW at any time from this window by clicking on the Purchase button. If you do that, just enter your ON1 account information the next time you launch the product and the activation window will no longer appear.

Product Improvement Program

We believe that the best products are made by listening to our customers. We use many methods to gather your ideas and feedback including: emails, surveys, direct conversations, market analysis and the Product Improvement Program. The Product Improvement Program is built into our software and gathers information about how our software is used. It is the most accurate way for us learn what features are important to you and how our products fit into your workflow.

Enrollment in the program is voluntary. When you participate, we collect basic information about how you use our programs and basic information about your computer. This information helps us learn what features are important to you and how we can make our software easier to use. No personal information is collected and you will not be contacted.

You can choose to participate in the Product Improvement Program the first time you launch an on1, Inc. product. You can change your participation later, just click the Help menu, then Help Improve ON1, Inc. Products.

To learn more about the Product Improvement Program, go to the Support area of the ON1.com website.

Uninstalling ON1 Photo RAW 2017

To uninstall ON1 Photo RAW 2017, follow these instructions:

First, deactivate your product: open ON1 Photo RAW and select Sign Out... from the Help menu. (This will allow you to transfer your license to another computer.)

Mac OS

Go to the Applications/ON1 Photo RAW 2017/Documentation folder.
Double click on the Remove ON1 Photo RAW 2017 application.

Windows

Go to Control Panels.

Under Programs select Uninstall a program.

In the list that comes up select ON1 Photo RAW 2017 and then click on the Uninstall button.

Working with Files

ON1 Photo RAW 2017 supports the opening and saving of the following file types, in RGB color mode, either 8 or 16 bits per pixel.

- Raw files from most major camera manufacturers (file extension varies by manufacturer)
- Digital Negative (DNG)
- Photoshop (PSD)
- Photoshop Large Document (PSB)
- Tagged Image File Format (TIFF)
- Joint Photographic Experts Group JPEG (JPEG)
- Portable Network Graphic (PNG)

File access when using Photo RAW as a standalone application (Browse)

When used as a standalone app with Browse as your starting module, ON1 Photo RAW 2017 uses your camera manufacturer's Raw format as the default format when editing your photos. ON1 Photo RAW's non-destructive editing capabilities let you view your Raw files—or any other supported file type listed above—in Browse, edit them in the Develop or Effects modules without having to create any intermediary files. There are no multiple versions of images cluttering up your directory; ON1 Photo RAW remembers the edits you've made to your photos in Develop and Effects and applies them non-destructively to your original.

This means is that there is no need to "open" the files to edit them in Develop or Effects; you just work with them as desired, and ON1 Photo RAW will remember your edits as you travel across the modules. You'll only need to save them in a different form when you wish to export or share them in non-Raw formats, or when you wish to work with the Layers or Resize modules.

File access when using Photo RAW as a standalone application (Layers)

When used as a standalone app with Layers as your default module, you lose the capability to work in a non-destructive editing environment, but you still get the benefits of the editing modules, as well as Layers' advanced layering and masking options. If you would like to preserve edits made in the Develop or Effects modules from within Layers, you can convert the image layer to a smart layer by right-clicking on the layer and choosing Convert to Smart Layer. (Smart layers are a layered version of Smart Photos—see below for more.)

For more on how to use this feature effectively, see the Layers section of this guide.

File access when using Photo RAW as a plug-in

If you use ON1 Photo RAW as a plug-in for another Raw editor (Lightroom, for example), using Photoshop-format (.PSD) files will maintain all the layers and layer masks you create in ON1 Photo RAW and are recommended as your main file format. Photoshop files may also be saved inside Photo RAW as a Smart Photo, which is an ON1-specific variant of the Photoshop format that allows you to re-edit your settings at a later date (see below). If your saved file will be larger than 2 GB or 30,000 pixels on a side, your image will automatically be saved in the .PSB (or Large Document) format. This is a newer version of the PSD format and still maintains all your layers and masks.

Smart Photos

A Smart Photo is a special ON1-specific version of the Photoshop (PSD) file format that saves your editing settings and masks from the Develop or Effects modules so you can go back and re-edit them later. Any settings you make, including masks and control points, are readjustable. Smart Photos are primarily used when you access ON1 Photo RAW from within Lightroom, or when you use Layers as your editing home. (Re-editability is available from within Photoshop when you use Photoshop's Smart Objects, as detailed in the *Working with Adobe Photoshop* section below.)

For complete information on how to create Smart Photos, see the Lightroom and Layers sections of this user guide.

Similar to Smart Objects in Photoshop, Smart Photos have certain limitations. You cannot use any tool that will change the original pixels, size or proportions such as the Crop or Transform tools. (This includes the retouching tools in Layers.) Smart Photo information is limited to the operations you can provide in the Develop and Effects modules.

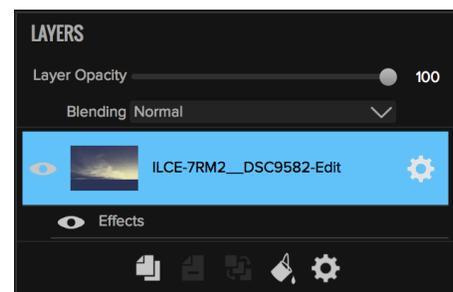
NOTE: Even though a Smart Photo is a variant of the Photoshop file format, Photoshop does not recognize the information ON1 Photo RAW uses to provide re-editing capability. If you open a Smart Photo inside Photoshop, you will be prompted to flatten the document. If you are sure you do not want to re-edit the photo inside Photo RAW, click OK; otherwise, cancel and make a copy of your photo before opening it inside Photoshop.

Re-Editing a Smart Photo

There are two ways to open and re-edit a Smart Photo depending on your product configuration, but both methods require that you open the Smart Photo first in Layers:

- If you are working in Browse, you can tell if a PSD photo is a Smart Photo by the gear symbol in the lower right corner of the image's thumbnail. To re-edit it, click on the photo, then choose Edit in ON1 Layers from the Edit menu.
- If you are using Lightroom, to send a Smart Photo to ON1 Photo RAW, Select ON1 Layers 2017 from the File > Plug-In Extras menu.

Once you have the Smart Photo inside Layers, you will see the modules you worked in underneath the main photo layer, which is represented as a Smart Layer. Double-clicking on the module name will launch either Develop or Effects, letting you view the previous edit settings, and letting you reset or make changes to the photo. Clicking Done inside the module will return you to Layers, where you can make any other adjustments to the photo, then save it back to Lightroom.



A Smart Photo opened in Layers has the modules used to edit the original file. Double-clicking on the module name (Effects, in this case) will launch that module and let you make any changes or additional edits.

ON1 Photo RAW 2017 Modules



ON1 Photo RAW 2017 has five modules: Browse, Develop, Effects, Resize and Layers. Each module focuses on one task, giving you access to just what you need to get that task done. Browse handles all file-management operations; Develop and Effects perform non-destructive pixel editing; Resize is used to enlarge images, largely for printing to large-format printers; and Layers is a complete, layered workflow tool for compositing images.

NOTE: If you used an earlier version of ON1 Photo or Perfect Photo Suite, the Black & White and Portrait modules have been incorporated into Effects.)

Starting modules in standalone mode

When used as a standalone application, Browse is the default module at first launch, it is used to navigate your drives and cloud services to find images to begin working with. If you wish to use ON1 Photo RAW in a non-destructive workflow with your Raw files, you should keep Browse as your default module.

If you prefer a layered workflow you can use the Layers module as the heart of your workflow; this is similar to using Adobe Photoshop. You can change the default startup module to Layers in ON1 Photo RAW's Preferences.

The Module Selector

The Module Selector is on the right side of the screen, visible at all times. Depending upon which module you are working in, and where you started—in standalone mode, or when you're using ON1 Photo RAW as a plug-in—some or all of the modules might be disabled, depending upon where you start from:

- If you use Photo RAW as a standalone, with either Browse or Layers, you can click on any module to go to that module.
- If you access Photo RAW as a Photoshop plug-in you see the Module Selector, but all of the modules will be disabled, with the exception of Develop and Effects: You can move freely between those modules.
- If you use Lightroom, which modules are visible depends upon the method in which you came from Lightroom. For more complete information, see the Working with Adobe Lightroom section below.

Using ON1 Photo RAW as a Raw editor

ON1 Photo RAW 2017 can be used as a standalone application without the need of Photoshop, Lightroom or another editing application. Using it in this manner gives you access to all the modules and a complete Raw-based workflow with non-destructive editing capabilities.

ON1 Photo RAW workflow, from Browse to Develop and Effects

When used as a standalone photo editor, ON1 Photo Raw offers true non-destructive Raw editing capabilities. This means you can view your images in the Browse module, open a Raw file in Develop or Effects and apply edits—including cropping, healing and local adjustments—and ON1 Photo RAW will always be working with your original Raw file. At any point, you can go back to Develop or Effects and change any or all settings you have made.

If you wish to export your photo, share it with online services, or add it to a layered document for compositing and editing in the Layers module, ON1 Photo RAW will apply your changes to a copy of the Raw file and let you save it in a number of popular file formats.

Understanding the Raw pipeline in ON1 Photo RAW

There are many editing operations you can make to a Raw file with ON1 Photo RAW, from broad global adjustments for exposure and color, the application of effects, to cropping, retouching and local adjustments on portions of a photo. Because there has to be some structure of how edits are applied to a Raw file, it might be helpful to understand the order in which edits are applied to a Raw file. Whenever you view an edited image in ON1 Photo RAW, this is how the image 'stack' is ordered:

- The Raw image is always at the bottom of the stack. This is your original, and you can always get back to that file.
- Since retouching—operations like removing dust spots, editing blemishes or skin imperfections—is often the first thing many photographers do to their images, ON1 Photo RAW applies any retouching first. This way, all subsequent edits will incorporate these changes.
- Following that, any cropping or transformations (rotating a photo, for example) are applied. Like everything else, these operations are re-editable.
- Next are settings applied in the Develop module. This includes global exposure, color correction, sharpening and noise reduction.
- Edits made in the Effects module are applied on top of the Develop settings.
- Any local adjustments made to an image are applied at the 'top' of the image-editing stack.

You don't have to edit your photos in this order; this is just the way in which Photo RAW applies the edits you make to an image. You might find a dust spot, for example, only after changing exposure settings in Develop or applying a filter in Effects. You can use the Perfect Eraser to remove the spot and continue with your editing, and Photo RAW will apply it at the proper place in the stack.

Note: While editors like ON1 Photo RAW, Lightroom, Photoshop and others can open and edit Raw files, they are not compatible with one another. Any edits made to a Raw file in one program will not be visible in the other. For best practices, you should generally choose one program to be your organizational and Raw editing tool.

Using ON1 Photo RAW with Adobe® Photoshop®

When you edit an image sent from Photoshop to ON1 Photo RAW, you are editing Photoshop's currently selected layer. By default, Photo RAW makes a copy of the layer, so your original layer is saved, unless it is a Smart Object (see below). If you'd like to change this preference, see the Plug-Ins section of the Preferences window.

ON1 Photo RAW 2017 is accessible from within Photoshop in two ways, from the File > Automate menu, and from the Filter > ON1 menu. From the Automate menu, you can access the Develop, Effects and Resize modules; from the Filter menu, you can access the Develop and Effects modules. (Browse, Layers and Export are not accessible from within Photoshop.)

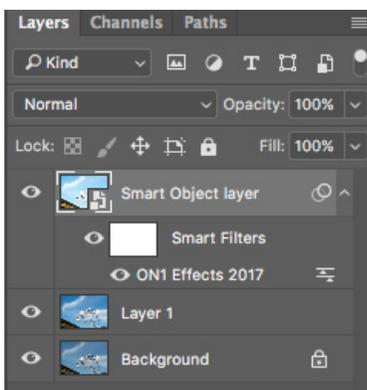
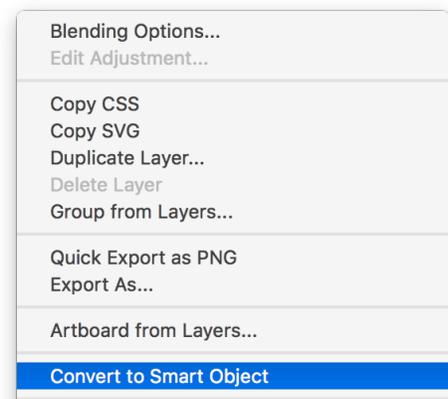
There are two options for editing an image in ON1 Photo RAW. Which method you choose depends upon whether you think you might wish to re-edit your image in ON1 Photo RAW.

To use ON1 Photo RAW 2017 inside of Photoshop without re-editability follow these steps:

- Open the image you want to work on in Photoshop.
- Select the layer you want to work on. Make a duplicate if you want to preserve the original layer (Layer > Duplicate).
- From the Filter menu, select ON1 and then the module you would like to use.
- When you're finished editing your photo, click the Done button in ON1 Photo RAW. The edited version of the layer will replace your originally selected layer.

If you would like to be able to re-edit your Photoshop images at a later point inside ON1 Photo RAW, follow these steps:

- Open the image you want to work on in Photoshop.
- Select the layer you want to work on.
- Right-click on the layer and choose Convert to Smart Object.
- From the Filter menu, select ON1 and then the module you would like to use.
- When you're finished editing your photo, click the Done button in Photo RAW.



To re-edit a Smart Object layer in Photo RAW, double-click on the ON1 module name in the layer.

To re-edit your Smart Object layer again inside ON1 Photo RAW, double-click on the ON1 module name in the edited layer in Photoshop. ON1 Photo RAW will then launch that module, and let you change your previous settings or make new ones.

Using ON1 Photo RAW with Adobe® Lightroom®

ON1 Photo RAW 2017 can be accessed from within Lightroom, providing an integrated, round-trip workflow of your images. All of the modules, with the exception of Browse, are accessible from within Lightroom.

Note: Lightroom is a Raw editor similar to ON1 Photo RAW 2017; while both programs can open and edit Raw files, they are not compatible with one another. Any edits made to a Raw file in one program will not be visible in the other. For best practices, you should generally choose one program to be your organizational and Raw editing tool.

There are two primary ways to use ON1 Photo RAW 2017 with Lightroom, via the Plug-In Extras command in the File menu and the Edit In command in the Photo menu. Using the Photo > Edit In menu gives you quick access to the Develop or Effects and Resize modules, while File > Plug-In Extras gives you access to those three modules, plus Layers and Export.

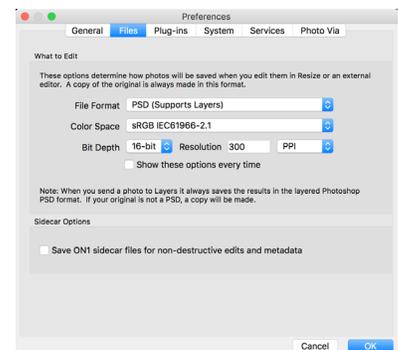
Using 'Plug-In Extras'

Accessing ON1 Photo RAW from the File > Plug-in Extras menu is the preferred way to access the app. It gives you access to all installed modules (except Browse) and has the most flexibility in how the files are handled. To edit an image in ON1 Photo RAW, select the image in Lightroom, go the File menu and select the Plug-In Extras sub-menu, and choose the module you would like to use. (If you use either Develop or Effects, you can move between the modules directly inside ON1 Photo RAW.)

File creation characteristics when using Plug-In Extras

When you use ON1 Photo RAW through the Plug-In Extras menu there are important file-handling options that are controlled in the ON1 Photo RAW Preferences dialog. These need to be configured in advance based on your desired workflow. Once these are set, all images sent to Photo RAW via the Plug-In Extras sub-menu will use these characteristics:

- **Save Photoshop Files As:** Controls how Photoshop files opened from Lightroom are saved, as smart photos or regular PSDs.
- **File Type:** The file type drop-down menu determines what type of file will be created. The default is PSD, which maintains layers. You can also select JPG or TIFF, if you prefer those formats and are not concerned about maintaining layers.
- **Color Space:** The color space drop-down menu determines what RGB working color space is used; Adobe RGB 1998, sRGB or ProPhoto RGB.
- **Bit Depth:** The bit-depth drop-down menu determines the bit depth, either 8-bit or 16-bit per pixel.
- **Resolution:** The resolution drop-down menu determines the resolution of the file.



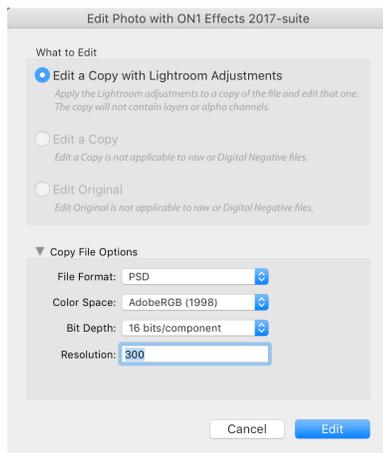
When sending a file from Lightroom to Photo RAW via Lightroom's Plug-In Extras menu, the edited file will be created according to your settings in the Files section of Photo RAW's Preferences window.

Selecting Multiple Images (Layers module only)

If you wish to open multiple Lightroom photos as individual layers in a single canvas in the Layers module, choose File > Plug-In Extras > Open as Layers in Layers. If you wish to open multiple photos as separate files in the Layers module, choose File > Plug-In Extras > ON1 Layers.

Using 'Edit In' from Lightroom

For quick editing of photos in Develop, Effects and Resize, select your image in Lightroom, go to the Photo menu and select the Edit In sub-menu and choose the module you wish to work in. (If you use either Develop or Effects, you can move between those two modules directly inside ON1 Photo RAW.)



File creation characteristics when using Edit In sub-menu

When you use the Photo > Edit In sub-menu, Lightroom will ask you each time how you wish to edit the selected image. You have three editing options—Edit a Copy with Lightroom Adjustments, Edit a Copy, or Edit Original (not available when editing Raw photos—and can set the file type (TIFF, Photoshop or JPEG), color space and bit depth for the resultant file. We suggest using the Photoshop format, which is required if you wish to create a Smart Photo for re-editing later.

Batch processing with Lightroom's Export and ON1 Resize

If you want to use the Resize module to enlarge a group of photos in Lightroom, you can batch-process the group through the Export menu in Lightroom:

- Select the images you wish to batch process.
- Go the Export under the File menu.
- At the top under the Export To drop-down, select ON1 Resize 2017.
- Complete the module specific options. If you wish to use an existing Resize pre-set, select the Category and Preset; otherwise, choose the Image Size option and adjust your settings accordingly.
- Set any other Lightroom-specific export settings you wish to use.
- Press the Export button.

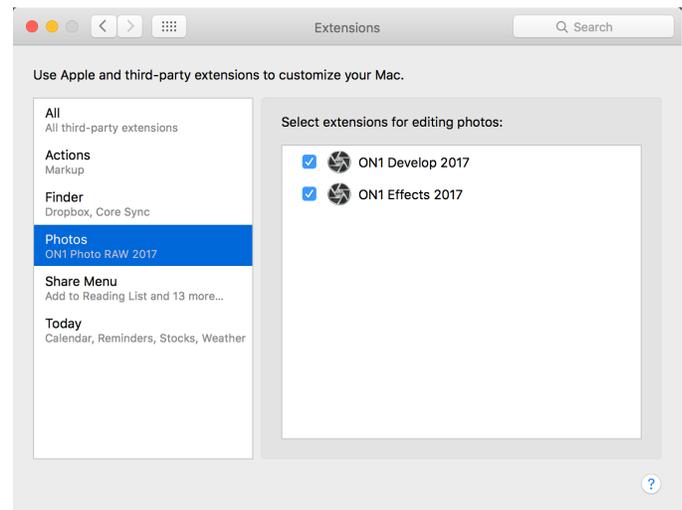
Note: You cannot save Lightroom export presets or use the Export with Previous option.

Using ON1 Photo RAW with Apple® Photos

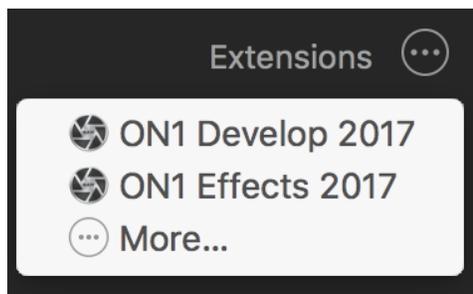
ON1 Photo RAW 2017 integrates tightly with Apple Photos (for Mac OS only) and provides a seamless experience for enhancing your images.

NOTE: The connection between Photo RAW and Photos does not include Smart Photo capability; any edits made inside Develop or Effects are final, although you can reset your photo to its original state inside Photos.

If you have Photos on your computer when you install ON1 Photo RAW, the appropriate plug-in will be installed, but you will need to manually activate it in order to use it. To do so, go to Apple's System Preferences and click on the Extensions icon. In the Extensions pane, click on Photos, then check the ON1 Develop 2017 and ON1 Effects 2017 boxes. This will let you send images from Apple Photos to Photo Raw.



After installing ON1 Photo RAW 2017 on your Mac, you must turn the Photos extension on via Apple's Extensions System Preference.



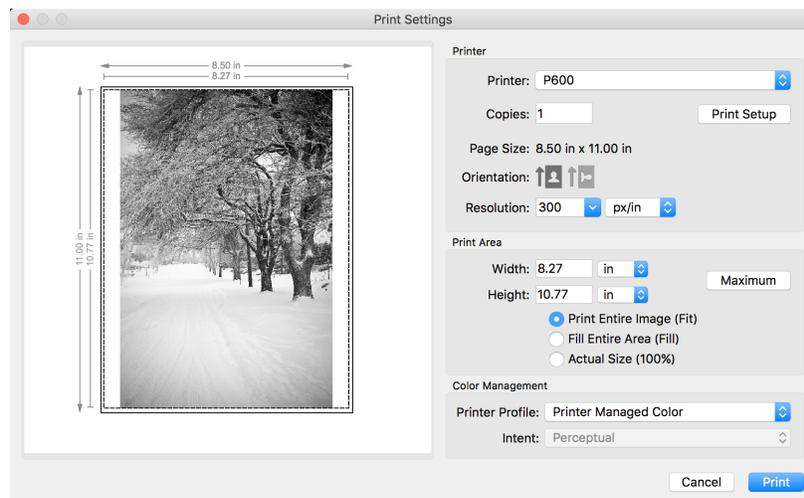
Click the pop-up menu next to the Extensions label, and you'll see the options for sending your photo to either Develop or Effects.

To edit an image in ON1 Photo RAW 2017 follow these steps:

- Select the image you wish to edit in Photos.
- Click on the Edit button.
- On the right side of the window, at the bottom of the editing controls, you'll see an Extensions pop-up. Click on that button, and choose the module you wish to edit.

Printing

ON1 Photo RAW 2017 has full printing capabilities built directly into the product, and you can print your photos from any module, using the Print command from the File menu.



To print an image, follow these steps:

- Select Print from the File menu.
- Select your printer from the Printer pop-up.
- Press the Print Setup button to adjust printer specific options such as paper size and type and printer specific color management options.
- Adjust the number of copies, orientation and output resolution.
- In the Print Area section set the area to fit, fill or actual size. The preview on the left shows the paper size and margins as well as the print area and how the image will fit or fill the print area. (When using Fill Entire Area, you can move the photo around the print area box.)
- Select the output Printer Profile and Rendering Intent to properly adjust the photos colors to your printer and paper combination. You may also select the Printer Managed Color option to let your printer driver manage the color instead.

TIP: If you have already cropped and sized your image to your desired print area size, simply set the width and height to match in the Print Area section.

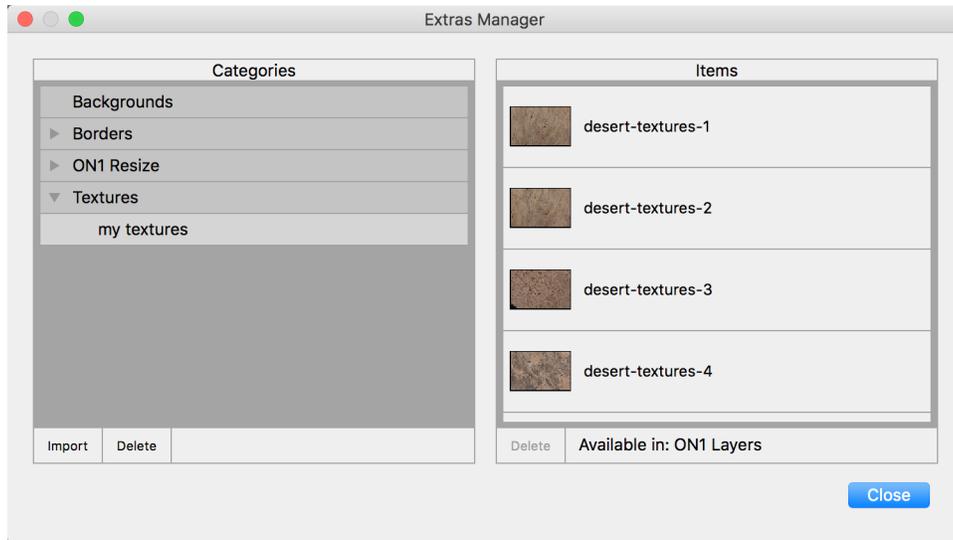
Extras

ON1 Photo RAW 2017 supports a number of additional file types that can be used in various modules, called Extras. These file types include:

- Backgrounds that can be imported and used in Layers.
- Borders than can be imported and used in Layers and Effects.
- Textures that can be imported and used in Layers and Effects.

ON1 includes a number of extras in the product when you install ON1 Photo RAW, and you can create your own, or add extras downloaded from the ON1 website. You can use the Ex-

tras Manager to import and manage your own extras, creating categories for each extra type, and deleting user-added extras that you no longer want.



The Extras Manager lets you import textures, backgrounds and borders for use in Effects and Layers.

How to Import Extras

To import backgrounds, textures and borders, choose Manage Extras from the File menu in Browse and Layers, then follow these steps:

- Select the type of extras you wish to import in the left column (Backgrounds, Borders, etc.) You can only import extras of one type at a time.
- Click on the Import button in the footer of the left column. A Finder or Explorer Window will appear where you can select the files to import. If you want to import an entire folder, click into the folder then select the first file, then shift-click on the last file. Click import when you selection is complete.
- Select a category for your extras to live in. This is where you will be able to find it inside of the ON1 Photo RAW 2017. You can select from an existing category or create a new one.

When your extras have been imported you will see them in the Extras Manager in the category you selected, in the type of extra they belong to.

What Type of Images Can I Import as Extras?

Backgrounds and textures may be any image file that ON1 Photo RAW 2017 can open including JPEG, TIFF, Raw or Photoshop files. Border files must have a large central area that is transparent, so only files that support transparency, such as PNG, can be imported as borders.

NOTE: Presets are managed separately inside the Develop and Effects modules, and if you download an .ONP (preset) file, you can simply double-click on it to install it. For more information, check the Develop and Effects sections of this user guide.

Using Extras in Layers

Click on the Extras tab of the left column mini-browser. You will see top-level folders for ON1 Extras and User Extras. Inside of these will be sub-folders for Backgrounds, Borders and Tex-

tures. You can double-click on an extra to add it to your current image, just use the “Add as a Layer” option when asked how you want to open the file.

When working with extras, you can perform the following:

- You can use the transform tool to size and position the extra on your image.
- Use the Layers pane to change the order, opacity and blending mode.
- Use the Masking Brush and Masking Bug to selectively apply the extra.
- Use the Perfect Eraser to remove distractions from the extra if needed.
- If you save your file as a layered PSD file, you can always re-open the file again and have access to all of the layers and masks for further editing.

Using Extras in Effects

You can access certain extras—borders and textures—inside of Effects. To use them follow these steps:

- Open an image into Effects.
- In the Filter Options pane, select either the Borders or Textures filter type.
- From the Category pop-up, select a category you have imported. User-added extras categories will appear at the bottom of the category list.
- From the Texture or Borders pop-up select a texture or border from the category you selected.

Note: More information on the Borders and Textures filters can be found in the Effects section of this user guide.

How to Delete Extras

You can remove imported extras using the Extras Manager. Follow these steps:

- Open the Extras Manager in Browse or Layers (File > Extras Manager).
- Click on the extras type that contains the content you wish to remove. This will display categories within that extras type.
- To delete an entire category, select in the left column and click on Delete button in the footer of the left column.
- To delete individual extras, select them in the right column and click on the Delete button in the footer of the right column.

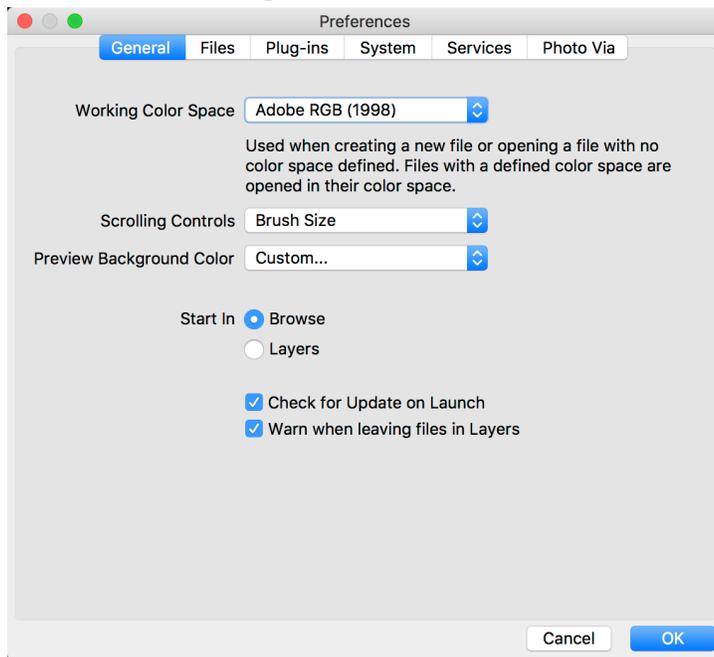
Deleting extras is permanent and can not be undone.

Preferences

ON1 Photo RAW 2017 has a number of system-wide settings that you can set via the Preferences window. To access Preferences, either click on the gear icon at the lower left side of the screen, or choose Preferences from the ON1 Photo RAW 2017 menu (Mac OS) or the Edit menu in Windows.

The Preferences window has six tabs: General, Files, Plug-Ins, System, Services, Photo Via. The settings in each tab are described below.

General Settings



Working Color Space

When a new file is created or file is opened and has no color profile associated with it, this is the assumed color profile for the image. Images that come from plug-ins or have tagged or embedded profiles will use the associated profile instead.

Scrolling Controls

Lets you select how the mouse scroll wheel or scrolling gesture works. The options are:

- None: Default.
- Preview Zoom: Adjusts the zoom of the preview window. Scrolling up increases the zoom, scrolling down decreases the zoom.
- Preview Pan: Pans the image, like using the pan tool or navigator. It is important that the panning is comfortable, not too fast or slow or jerky.
- Brush Size: Adjusts the size of the current tool if relevant, such as a brush tool.

Preview Background Color

You may select the color of the background behind the preview image. The default color is black. There is options for black, white, light gray, dark gray and custom. The custom option has a color picker where you can select your own background color.

Start In

Determines which module will open at launch. Browse is the default.

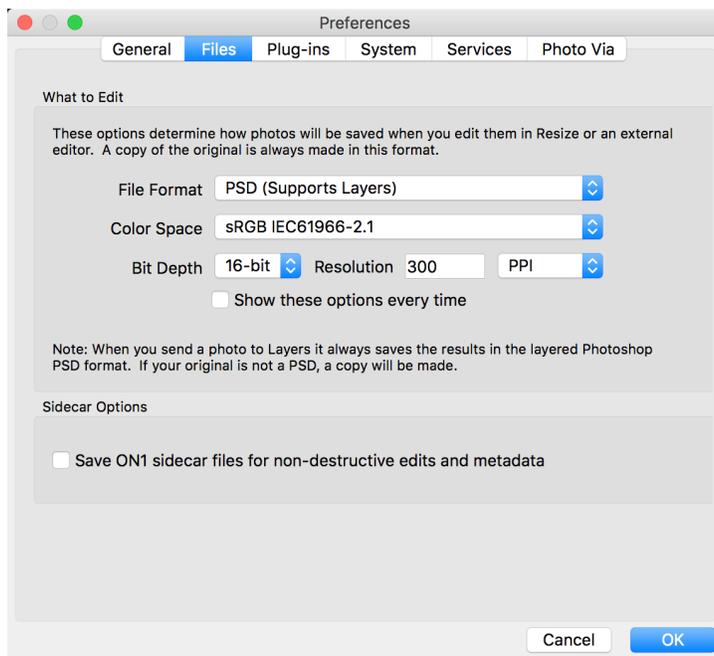
Check for Update on Launch

Enabled by default, the product will communicate with ON1 server at launch and if an update is available it will prompt you to download or skip.

Warn when leaving files in Layers

Enabled by default. If you have unsaved files open in Layers and want to close the program a warning dialog will appear with the options to Save & Close, Cancel or OK (close without saving).

Files



The Files tab is used to determine what file type ON1 Photo RAW will create when opening a file in Resize, or as a plug-in from an external application, or when creating copies to send to an external editor from within Browse.

What to Edit

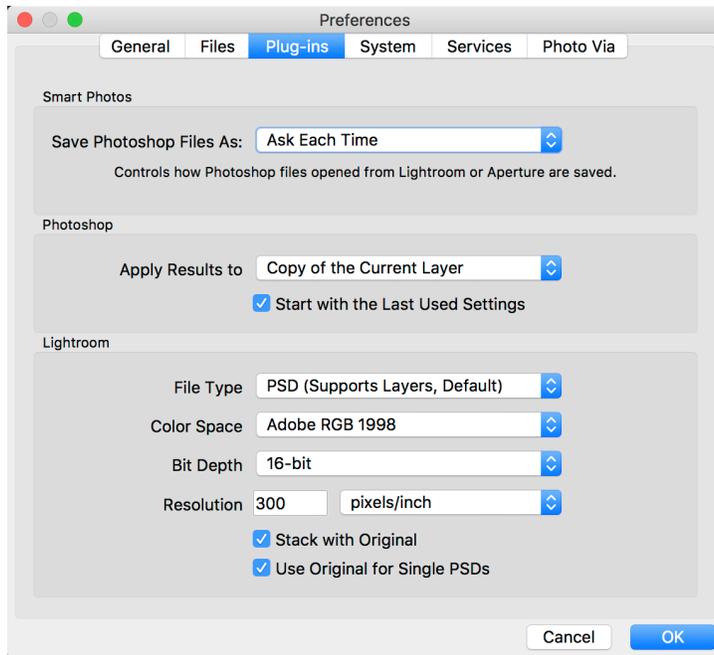
There are five options in the What to Edit section of the Files tab:

- **File Format:** Sets the file type you wish to create: PSD, TIFF, or JPEG. If you wish to use a layered workflow, you must choose PSD.
- **Color Space:** Sets the default color space when opening a copy of a file; the list includes Adobe RGB 1998, Apple RGB (Mac OS), sRGB, ProPhoto RGB, or Color-Match RGB. You can also import your own color profile, if you choose.
- **Bit Depth:** Sets the bit depth for the file when opening a copy of a file.
- **Resolution:** Sets the resolution when opening a copy of a file.
- **Show these options every time:** If you do not wish to use a predefined set of file characteristics for opening photos from Lightroom or Photoshop, click this box.

Sidecar Options

Click this box if you wish ON1 Photo RAW to create ON1-specific 'sidecar' files when you are editing images in Develop or Effects. This is helpful if you are using the same image library with multiple computers (on an external hard drive, for example), and want your edits to be visible on each machine.

Plug-Ins



The Plug-Ins tab is specific to using ON1 Photo RAW as a plug-in for Photoshop or Lightroom, and lets you set up certain conditions when opening files from these apps.

Smart Photos

- **Save PSD Files As:** When you send a PSD file type to Photo RAW via Lightroom you can save the file as a Normal Photo or a Smart Photo, or have Photo RAW ask your preference every time you open a file from within Lightroom.

Photoshop

- **Apply Results to:** When editing in Photoshop you can choose to have your effect added to a copy of your current layer or to the current layer. You can also choose to start with the last used settings when launching ON1 Photo.

Lightroom

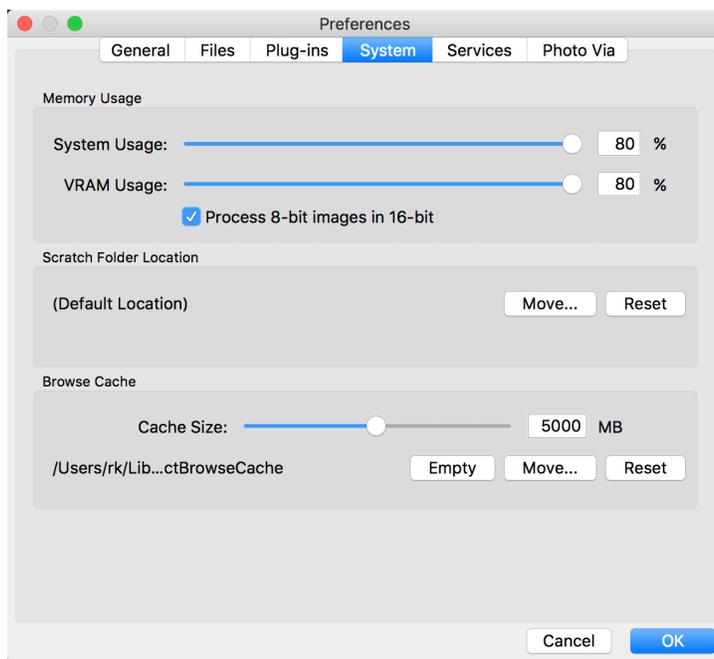
As shown in the Working with Lightroom section above, this preference lets you choose the specific options for files opened via the Plug-In Extras menu in Lightroom:

- **Save Photoshop Files As:** Controls how Photoshop files opened from Lightroom are saved, as smart photos or regular PSDs.
- **File Type:** The file type drop-down menu determines what type of file will be created. The default is PSD, which maintains layers. You can also select JPG or TIFF if you prefer those formats and are not concerned about maintaining layers. The last

option is same as source, which maintains the file type of the original file, except for Lightroom Raw files, which are saved as PSDs.

- **Color Space:** Determines what RGB working color space is used; Adobe RGB 1998, sRGB or ProPhoto RGB.
- **Bit Depth:** Sets the file bit depth, either 8-bit or 16-bit per pixel.
- **Resolution:** The resolution drop-down menu determines the resolution of the file.
- **Stack with Original:** When enabled, the new image is stacked with the original image, making it easier to organize.
- **Use Original for Single PSDs:** When enabled, if you select a single PSD file, it will be edited directly, rather than having a copy made.

System



The System tab is where you change the performance-related characteristics of Photo RAW.

Memory Usage

- **System Usage:** Specifies the amount of system memory (RAM) that is used by the application. The default is 80%.
- **VRAM Usage:** Specifies the amount of video memory (VRAM) that is used by the application. The default 80%.
- **Process 8-bit images as 16-bit:** When enabled, 8-bit images are handled in a 16-bit space to reduce processing artifacts. This is recommended unless you have a computer with low memory.

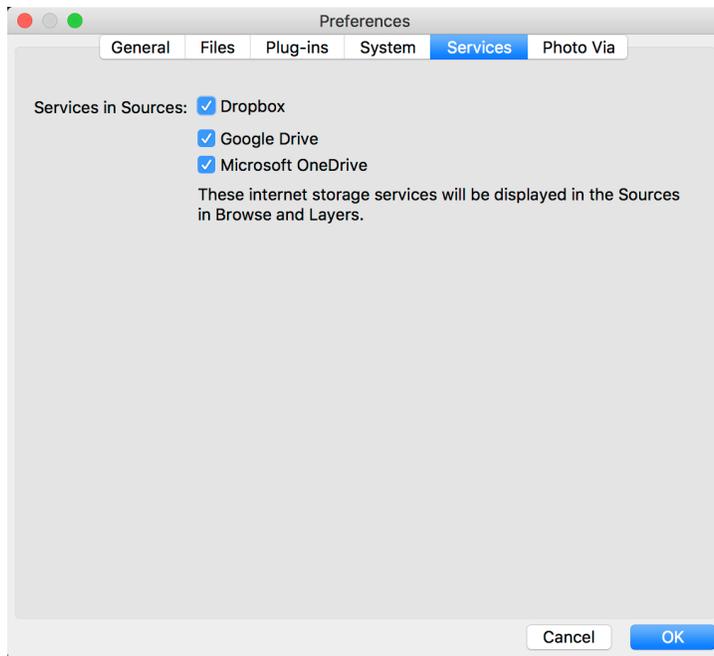
Scratch Folder Location

This setting lets you move or reset your memory cache. This is helpful if you have a small SSD drive as your system drive, or wish to use a faster external drive as a cache. This information is purged each time you quit the application.

Browse Cache

ON1 Photo RAW stores thumbnails previews on disk so that the next time you browse a folder it loads much faster. This setting lets you adjust the memory cache size or amount of information stored, empty the cache, move it to another location, or reset it if you are having issues with Browse.

Services



This tab controls which online storage services are displayed in the Sources pane in Browse and Layers. Currently, ON1 Photo RAW 2017 supports Dropbox, Google Drive, and Microsoft OneDrive. Photo RAW will automatically add any of the services if finds them on your computer during the installation process, but if you add (or remove) any of these services later, use this tab to manage them.

Photo Via

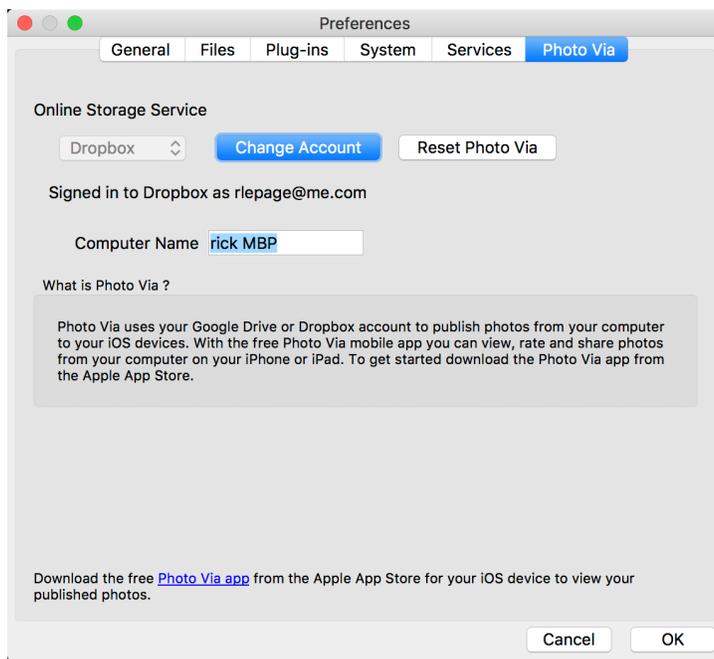


Photo Via uses your Dropbox or Google Drive account to publish photos from your computer to your iOS devices. (Published photos are visible via the Photo Via app, available for free in the iOS App Store.) To configure Photo Via on your computer, choose the service you wish to use—Dropbox or Google—and sign in via the button in this tab.

Further information about Photo Via is available elsewhere in this guide, and on the ON1 website.

ON1 Photo RAW 2017 Keyboard Shortcuts

Basic Commands

Cut
Copy
Paste
Undo
Redo
Print
Browse Folder
Select All
Select None
Deselect
Quick Export
Rotate 90° Clockwise
Rotate 90° Counter Clockwise
Search Text
Navigate Browser Selection

Mac OS

Command X
Command C
Command V
Command Z
Command Shift Z
Command P
Command B
Command A
Command D
/
Command Shift S
Command]
Command [
Command F
Arrow keys

Windows

Control X
Control C
Control V
Control Z
Control Shift Z
Control P
Control B
Control A
Control D
/
Control Shift S
Control]
Control [
Control F
Arrow keys

Panel Commands

Show/Hide Browser (Left) Panel
Show/Hide Control (Right) Panel
Show/Hide All Panels
Show Navigator/Histogram/Info
Folders Pane
Albums Pane
Filters Pane
Recent Pane
Info Pane
Metadata Pane
Enable Filters

Mac OS

Command Left Arrow
Command Right Arrow
Tab
Command 1
Command 2
Command 3
Command 4
Command 5
Command 6
Command 7
Command L

Windows

Control Left Arrow
Control Right Arrow
Tab
Control 1
Control 2
Control 3
Control 4
Control 5
Control 6
Control 7
Control L

Tool & Editing Commands	Mac OS	Windows
Crop Tool	C	C
Local Adjustment Brush	K	K
Adjustable Gradient	Shift K	Shift K
Refine Brush	N	N
Perfect Eraser	Q	Q
Retouch Brush	R	R
Masking Brush	B	B
Masking Bug	M	M
Zoom Tool	Z	Z
Brush Size] (<i>larger</i>) [(<i>smaller</i>)] (<i>larger</i>) [(<i>smaller</i>)
Brush Feather	Shift] (<i>softer</i>) Shift [(<i>harder</i>)	Shift] (<i>softer</i>) Shift [(<i>harder</i>)
Brush Opacity	Option] (<i>higher</i>) Option [(<i>lower</i>) Option number keys 1-0 (10% to 100%)	Option] (<i>higher</i>) Option [(<i>lower</i>) Option number keys 1-0 (10% to 100%)
Toggle Perfect Brush	Command R	Control R
Toggle Tool Mode	X	X
Temporarily Select Hand Tool	Hold Spacebar	Hold Spacebar
Temporarily Toggle Tool Mode	Hold Option	Hold Control
Invert Mask	Command I	Control I
Show Mask	O	O
Show Mask	Control M	Control M
Show Clipping	Option J	Alt J
Temporarily Toggle Clipping View	J	J
Copy Settings	Command Shift C	Control Shift C
Paste Settings	Command Shift V	Control Shift V
Sync Settings	Command Option S	Control Option S
Reset All Settings	Command Shift R	Control Shift R
Rate Photos (Browse)	Number keys 1-5 (1 to 5 stars) ` (backquote key) no stars	Number keys 1-5 (1 to 5 stars) ` (backquote key) no stars
Set Color Labels (Browse)	Number keys 6-0 (red, yellow, green, blue, purple)	Number keys 6-0 (red, yellow, green, blue, purple)
Set Likes (Browse)	P (like) U (clear like) X (dislike)	P (like) U (clear like) X (dislike)
Delete Photo (Browse)	Delete	Delete

View Commands

Toggle Preview
Zoom In
Zoom Out
View Actual Pixels
Fit to Screen
Full Screen Mode
Detail View
Filmstrip View
Thumbnail View
Increase Thumbnail Size
Decrease Thumbnail Size
Preview Area Compare
Show Quick View Browser
Go From Grid to Detail (Browse)
Go from Fit to 100% View

Mac OS

\
Command +
Command -
Command Option 0
Command 0
Command Control F
E
F
G
+
-
Command Y
Option Up Arrow
Spacebar
Spacebar

Windows

\
Control +
Control -
Control Alt 0
Control 0
F11
E
F
G
+
-
Control Y
Option Up Arrow
Spacebar
Spacebar

Part 2: ON1 Browse

ON1 Photo RAW's Browse module is a powerful and incredibly fast photo browser and manager. It gives you one place to find, view and manage your images, no matter where they are located.

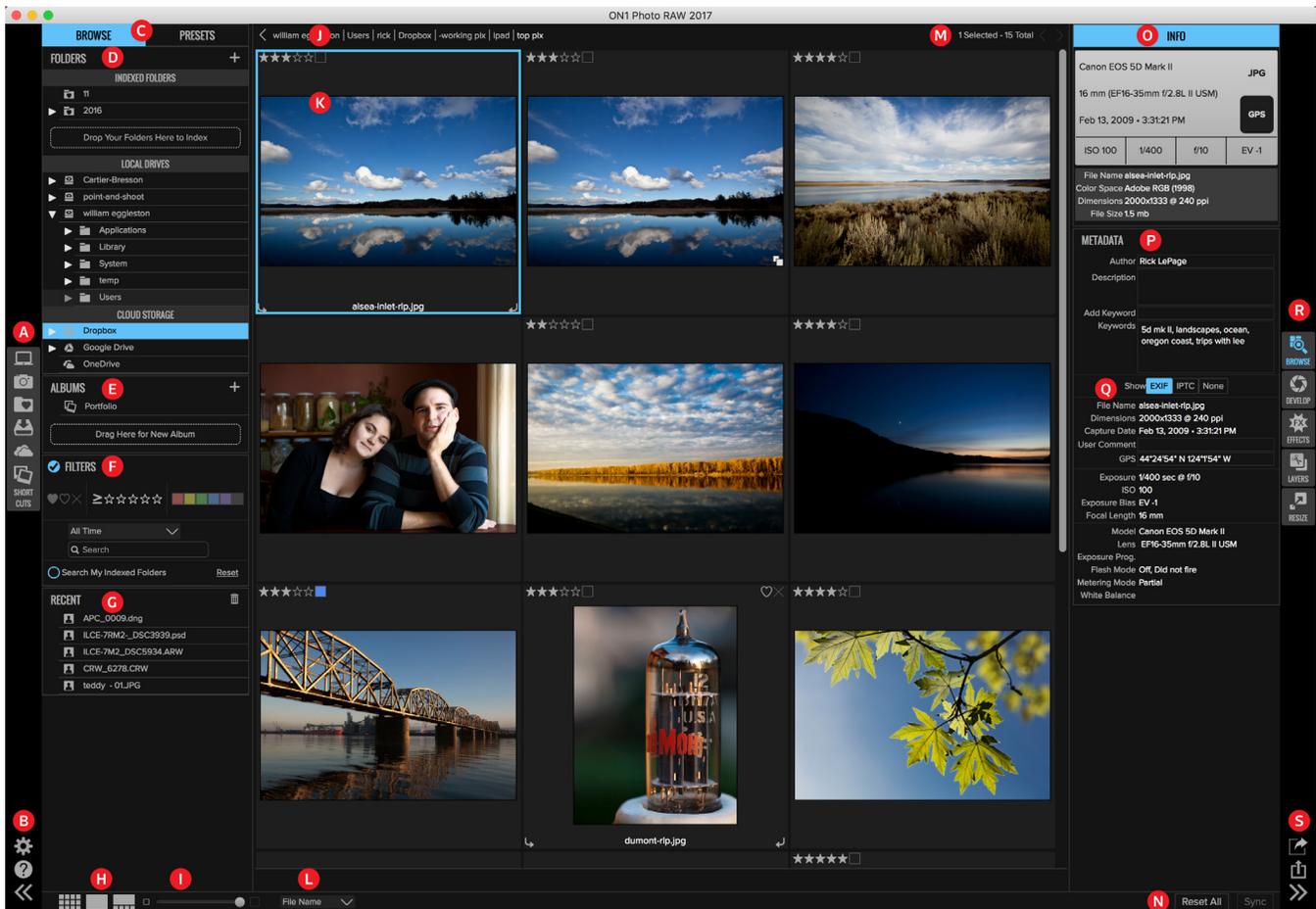
Browse doesn't store your photos in a database, so you don't have to worry about cataloging your images in order to view and edit them. This makes Browse an ideal environment for performing quick sorts and edits after a shoot: You can view your images immediately without having to wait for a long cataloging or preview-creation process.

But Browse also has a sophisticated indexing system built in, designed to let you get access to your favorite folders of images in a jiffy; just add a folder to the Indexed Folder pane, and it will index your photos in the background wherever they reside, giving you increased search capabilities and even faster access to your most important photos.

Browse also lets you apply any ON1 Photo RAW editing presets from the Develop and Effects modules directly to an image or group of images; you can also copy edits made on one photo and paste them onto a single photo or a group of photos.

Some of Browse's key features:

- Find your photos fast, wherever they are: local drives, network drives, or online storage services (Dropbox, Google Drive, Microsoft OneDrive)
- Index most-used folders of photos to get even faster access to your most important photos across multiple sources, while still preserving your folder hierarchies and locations.
- Multiple ways to view images: grid, filmstrip, and detail views
- Apply editing presets from Develop and Effects a single image or a group of images, or sync existing edits from one image to a group.
- Create quick albums from a selection of photos, or add simple and more-complicated smart albums across your entire library
- Copy, move, delete and rename files
- Sort, flag, rate or color code your images.



The Browse Workspace

The Browse module has three main sections: the Browse/Presets panel on the left side of the screen, the Preview window in the center, and the Photo Info panel on the right side.

The main components of Browse module include:

- A Short Cuts: This palette contains shortcuts to your most common photo storage locations.
- B Preferences/Help icons: Accesses the ON1 Help menu or ON1 Photo RAW preferences.
- C Browse/Presets Panels: Switch between the Browse panel and Presets by clicking on the tab.
- D Folders Pane: Shows your indexed folders, local disks and cloud sources.
- E Albums Pane: This pane allows you to create albums or collections of images.
- F Filters Pane: This pane allows you to sort and search your images and your favorites.
- G Recent Pane: This keeps track of recently opened files and folders.
- H View Selector: Switches between grid, detail and filmstrip views.
- I Thumbnail size: This slider adjusts the thumbnail size.
- J Breadcrumbs: This shows the path of the selected image or folder in the Preview area.
- K Preview: The window where you can view your images in thumbnail or detail view.
- L Sort: This pop up adjusts sort order based on standard selection criteria, such as file name, date captured and more.
- M Image Counter: This will display the number of files and folders you are viewing.
- N Reset All/Sync: These buttons let you synchronize the edit settings of one image on another (or group). Reset All removes all edit adjustments made in Develop and Effects from the selected image or group of images.

- O Info Pane: This section will give you detailed metadata about your image when available. (Also displays Navigator and Histogram panes when viewing in Filmstrip mode.)
- P Metadata Pane: This pane will show your metadata for your selected image.
- Q EXIF/IPTC Info Panes: This will give you more detailed information about your selected file.
- R Export/Share: Shortcuts for exporting (Resize) and sharing selected photos.
- S Module Selector: Use this to switch to other modules inside ON1 Photo RAW 2017

Browse and Presets Panels

On the left side of the screen are two panels, Browse and Presets; clicking on the tab at the top of the screen will make that panel visible. You can hide the left panel completely by clicking on the double arrows at the bottom of the panel.

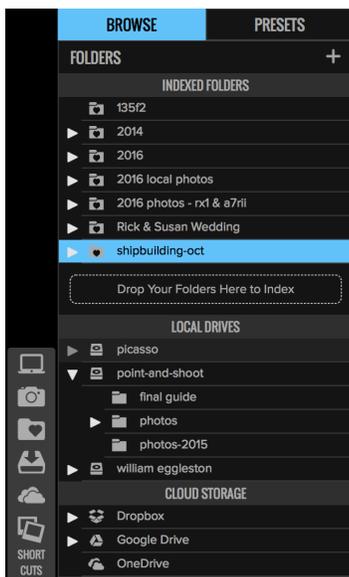
Browse Panel

The Browse panel consists of four panes—Folders, Albums, Filters, and Recent—all of which perform or display file-related activities.

TIP: Each pane can be collapsed, by clicking in the pane's title bar (a Hide/Show link is visible when you move your cursor over the title bar, but the entire title bar is clickable).

Folders

The Folders Pane is where you look for your photos. It contains a list of all disk drives, mounted drives, server shares and cloud storage services on your computer. The Folders Pane has three components, Indexed Folders, Local Drives, and Cloud Storage; clicking on an item in any of these sections will display the contents of that folder in the Preview area.



The Folders pane is broken into three categories: indexed, Local Drives, and Cloud Storage

Indexed Folders

An indexed folder is a shortcut for your favorite or most-used folders of photos. A folder designated as indexed is cached in the background to improve the speed of loading those folders (and subfolders) and their photos, making it ideal for portfolios, your best photos, or your primary library of photos.

Indexed folders are also necessary for the following Browse features:

- For the creation of Smart Albums (see Albums, below);
- For syncing photos to iOS devices with Photo Via;
- When using the Filters feature to search for photos across multiple folders.

You can make any available folder an indexed folder by clicking on the '+' button at the top of the Folders pane, or by dragging a folder from the Preview area onto the 'Drop...' button at the bottom of the Indexed Folders section. The indexing process is designed to work in the background, so it doesn't affect other work you do in any

ON1 Photo RAW module. To remove an indexed folder, right-click on the folder name in the pane and choose “Remove Indexed Folder.”

Local Drives

Browse automatically recognizes any disk (volume) inside or attached to your computer. This includes internal and external hard drives, optical drives, thumb drives, digital camera memory cards, digital cameras, any devices that support USB Mass Storage, and network-attached services (including mapped volumes on Windows).

Disks appear in the Folders pane under the Local Drives section with a hard drive icon next to them. Keep in mind that some disks, (like optical drives) are often read-only. You will be able to open a copy of a photo, but will be prompted to save the image to a new location.

Cloud Storage Services

Browse supports several common cloud storage services including Dropbox, Google Drive, Microsoft and OneDrive. All of these services keep local copies of your images on your computer, and Browse finds and monitors these locations automatically. If you edit an image stored in one of these locations they are automatically updated to the cloud.

During the installation process, ON1 Photo RAW automatically looks for the default installation locations for these services. If you do not have one of these services installed, or you have it installed to a non-standard location you will be asked to install or locate the folder when you click on the source. You can hide services you don't use in the Preferences.

Navigating Sources

To view the contents of any folder in the Folders pane, click on the triangle next to the folder name. This will display the photos and subfolders within the selected folder inside the Preview area. To view the contents of a subfolder, either click on the subfolder inside the Folders pane, or double-click on it in the Preview area. (You can use the breadcrumbs bar at the top of the Preview area to navigate back to the top of your folder system.)

Using Short Cuts

The Short Cuts selector on the left side of the Browse panel is designed to take you to six specific locations and display their contents in the Preview window. From top to bottom, the icons represent your Desktop, your Pictures folder, indexed folders, local drives, cloud sources, and albums.

Short cuts can be very useful when you have the Browse panel hidden to maximize viewing in the Preview window.



Managing Files and Folders in Browse

Deleting a folder

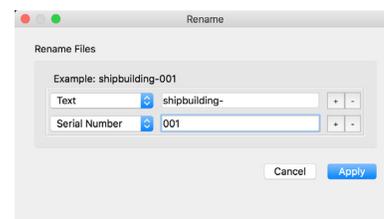
To delete a file or folder in the Preview area, simply click on it and press the Delete key or select 'Delete' from the right-click contextual menu.

Confirm that you wish to move the file to the trash. If you have multiple files and or folders selected it will move them all to the trash. If you make a mistake you can use the Undo command, although some files or folders, like those on a network volume, must be deleted immediately and cannot be undone.

Renaming a file or folder

You can rename a file or folder by selecting it, then choose 'Rename' from the right-click contextual menu.

If you select multiple files or folders you can batch rename them as well. You have the option to use any combination of the current filename, custom text and serial numbers.



Creating a New Folder

You can create a new folder from the right-click contextual menu in the preview area or selecting Add Subfolder in the Edit menu. This will create a new folder inside the selected folder.

Copying and Moving files and folders

You can copy and move files and folders in the ways you are accustomed to on your computer. You can select files and folders and use the Edit > Copy command to copy them to the clipboard and then Edit > Paste to paste them to new location, inside or outside of Browse. You can use this to copy a file or folder from one place to another or to attach an image to an email for example.

You can also use the familiar drag-and-drop functions to copy or move files and folders. Dragging and dropping a file or folder will move it if it is on the same drive or copy it to another drive. You can drag and drop in and out of Browse module.

NOTE: Due to the non-destructive nature of ON1 Photo RAW's workflow, copying a photo and pasting it outside of ON1 Photo RAW will paste the original file. If you have edited it in Develop or Effects and wish to incorporate those changes, use the Export or Quick Export commands to get a version of the photo with your edits.

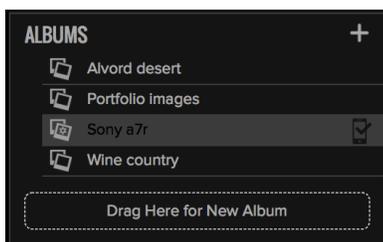
Show in Finder/Show in Explorer

To view a file or folder in the Finder (Mac OS) or Explorer (Windows), right-click on an image or folder in the Preview area and choose Show in Finder or Show in Explorer from the pop-up menu.

Albums

ON1 Photo RAW's Albums feature lets you organize or keep track of photos on a project, event or even a broader category like a portfolio. Regular albums are created by selecting images manually and adding them to a new (or existing album) by dragging and dropping photos on the pane.

If you want to create albums that populate automatically based on criteria such as date, camera type, rating or more, you can use the Smart Albums feature.



Creating an Album

Click the + icon in the pane and choose Create Album... from the pop-up menu. (You can also create an album by selecting photos and dragging them into the designated area at the bottom of the Albums pane.)

Adding photos to an existing Album

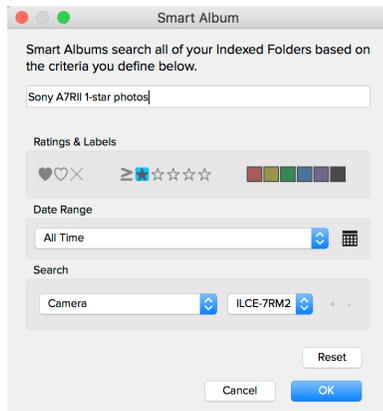
There are multiple ways to add photos:

- Dragging and dropping a photo on the album name in the pane.
- Selecting a photo or group of photos, right-clicking on the current photo and choosing Add to Album from the pop-up menu.
- Choosing Album > Add to Album and picking the destination album from the menu.
- You can also copy a photo and paste it into an album: click on a photo, choose Edit > Copy, then click on the album in the Albums pane, and choose Edit > Paste.

Creating a Smart Album

Click the + icon and choose Create Smart Album... from the pop-up menu. A dialog box will appear, letting you choose the criteria for your album. These include:

- **Ratings & Labels:** Set the criteria for the album with like and dislike, star ratings and/or color labels.



- **Date Range:** Choose the time period in which the other criteria is eligible.
- **Search:** Create a custom search query based on metadata.

You can edit the Smart Album later by right clicking on the Smart Album in the pane and choosing Edit.

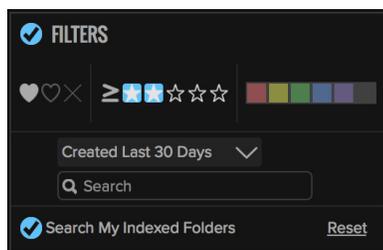
NOTE: Smart Albums will only search for photos residing in indexed folders.

Delete an Album

To delete any album or smart album, just right-click on the album name and choose Delete.

Filters

The Filters pane allows you to find just the photos you want in your current folder or album. It will search for any photos that match the criteria you set. Photos must match ALL of the set



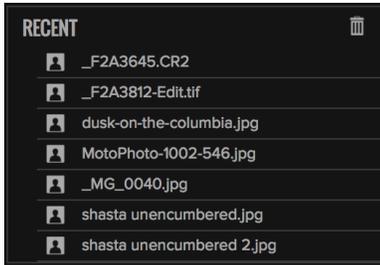
criteria to be found. To use the Filter pane follow these steps:

- Make sure you have the folder of images you are interested in viewing selected in the Folders pane.
 - Click the Filters check mark to turn filtering on.
 - Set your filter criteria.
- You can filter your photos using the following options:
- Liked (represented by a heart filled in), disliked (X) or not set (empty heart). Click on the icon to turn that setting on.
 - Star ratings from zero to five. Click on the greater than or equal symbol to the left of the stars to get a pop-up menu that lets you set the filter to show the exact number of stars, greater than or equal to the number of stars, or less than or equal the number of stars.

- Color labels.
- Date range: There are several preset relative date ranges or you can set your own defined date range by clicking on the pull-down menu.
- Text search: You can type into the search field to find images that contain the text in the filename, metadata, keywords or description.
- Search My Indexed Folders: This setting will apply the filter to all of your indexed folders.

Recent

The Recent Pane keeps track of recently opened files or manually browsed folders. Files are listed in order of last opened. If you have not opened any files this pane will be empty. You



can quickly access your most recent files in this pane by clicking on the one you want and it will appear in your main preview window. Keep in mind the Recent pane only shows files you have opened directly from within ON1 Photo RAW 2017, not files you have sent to ON1 Photo RAW 2017 from Lightroom, Photoshop, Photoshop Elements or Apple Photos.

You can clear the recent file list by pressing the trash can icon in the pane's title bar.

Preview area

The Preview window is the largest part of the Browse workspace. Here, you can view folders of images in either thumbnail or detail view, based on the folders, albums or filters you have chosen via the Browse panel. There are three main views in the Preview window:

- Thumbnail, which displays a grid of thumbnails of your images. This view also displays folders, letting you go up and down a folder hierarchy quickly.
- Detail, which you get by double-clicking on a thumbnail. You can view this image in either 'fit to window' view, or can zoom in to see more detail.
- Filmstrip, which displays a strip of images from a folder or album at the bottom of the screen. The currently selected image displays in the preview area above the strip, and you can use the arrow keys to move through the folder, or click on an image in the filmstrip to view it in the preview area.

Working in Thumbnail View

The Thumbnail area is the largest part of the main window and it is responsible for displaying thumbnails of folders and images you have selected using the Folder Pane.

- Use the breadcrumbs to quickly return to the root or click "back" to return one folder.
- Select your image while in thumbnail view and choose module to open.
- Change the viewing mode between thumbnail, filmstrip and detail view.
- Adjust the size of the thumbnails using the slider at the bottom of the screen or use "-/+ " keys on your keyboard.
- Sort the thumbnails by filename or date using the pull-down menu.

- Check on show sub-folder contents when you want to view all folders (indexed folders only).
- When Previewing images at full screen you can move to the next image by using the arrows.

Persistent Thumbnail Cache

When you go through a folder of photos, Browse caches thumbnails and preview images as well as extracted metadata. This will make it faster the second time a user browses a folder. It also stores user-added or adjusted metadata such as ratings, labels, keywords, captions, rotation and GPS data, among others.

You can adjust the size of the cache and change the storage location of the cache in the Performance tab in ON1 Photo RAW's Preferences window.

Working in Detail View

In Detail View you can see a full-screen version of your photo. By default when you go to Detail View, your images will be displayed in fit mode, so you can see the entire image. However you can click on the image to zoom in to 100% or actual pixels. This is useful for judging small details and sharpness. Single-clicking on a image that is magnified will return back to fit mode. You can click and drag a magnified image to look around. Your zoom mode is maintained as you move from image to image so you can compare the same spot in several frames.

In the Navigator pane you can reposition the preview and change the magnification amount.

In the footer of Detail view you can view and adjust the Like, Star Rating and Color label for the current image.

Working in Filmstrip View

Filmstrip view is much like Detail view, presenting a large version of your currently selected image in the preview area (with all the viewing controls that are available in Detail view), and displaying other photos from the current folder in a strip of thumbnails at the bottom of the screen. The photos are sorted by the current sort order, which can be change via the Sort pop-up above the strip.

The current image will be represented by a blue rectangle in the filmstrip, and you can use the Left and Right arrow keys to move from photo to photo, or you can scroll with your mouse and click on a photo to display it in the preview.

When you're using Filmstrip view, the Navigator and Histogram panes are visible at the top of the Photo Panel.



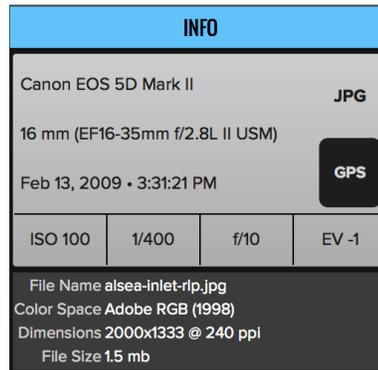
The Photo Panel

The panel on the right side of the screen contains information relative to the currently selected image in the Preview area.

Info Pane

The Info Pane displays common metadata for the currently selected image in a large, easy-to-read format. This metadata includes:

- Camera make and model
- Lens focal length
- Capture date and time
- File type
- GPS
- ISO
- Shutter speed
- Aperture
- Exposure compensation
- Filename
- Color space
- Image dimensions and resolution
- File size



If any of the metadata fields are unavailable they will be left blank.

GPS Metadata

If your image has GPS metadata embedded in it, the GPS button will appear in the Info pane. Clicking on this button will open the default web browser to Google Maps and navigate to the location where the image was taken.

The Navigator Pane (Filmstrip View only)



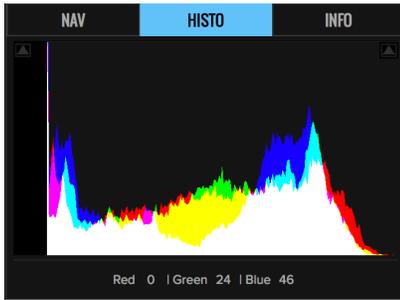
This gives you a thumbnail view of your image. The white square region marks the image area that is visible in the preview pane. You can pan your image by clicking and dragging inside the square.

At the bottom of the Navigator pane are several zoom buttons representing percentage zoom views (100%, 50% and 25%). Click on one of the buttons to change the view.

Fit zooms to fit the current canvas size, while 100 zooms to 100%, displaying the actual pixels.

The Histogram Pane (Filmstrip View only)

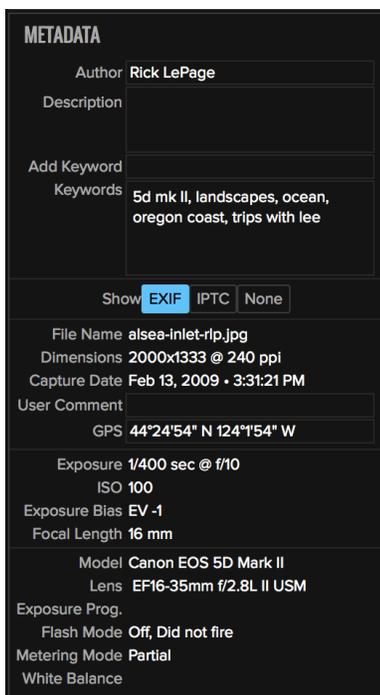
This gives you a color chart of the shadow, midtone and highlight areas based on the image RGB values. This is useful to show areas within the image that may be clipping. Clipping is when your image contains pure blacks or white and can signify loss of highlight or shadow detail.



The left side of the histogram represents the shadows, while the right represents the highlights. At the top of each end is a triangle. If the triangle is lit, there is clipping on that side of the histogram. If you click on the arrows, you will activate the clipping overlay on your image, which displays the areas that are clipped. Those areas with a blue overlay are pure black, while the areas with the red overlay are pure white. You can turn the clipping view off again by clicking on one of the triangles. You can also temporarily enable clipping view by holding down the J key at any time. The clipping view is useful when you are making adjustments to the brightness and contrast of your image.

The Histogram pane also displays the RGB values under the cursor at the bottom of the pane.

Metadata Pane



The Metadata pane provides more complete metadata about your photo, and lets you add your own metadata elements, such as copyright and contact information, keywords and photo descriptions. You can also view the complete EXIF data embedded in a photo by your camera, and add (or modify) comments and GPS coordinates to an image or group of images. ON1 Photo RAW also supports the industry-standard IPTC metadata standard, which offers much more detailed metadata information and is used by journalists and stock photographers to catalog and tag photos.

To go back and forth between the EXIF and IPTC fields in the Metadata pane, just click on the label in the pane. You can change the metadata in multiple images at the same time by selecting them all, then changing one or multiple fields in the pane.

Embedding Metadata

Metadata you add in Browse is stored in industry-standard XMP sidecar files for Raw files. This facilitates the transfer of metadata to any application that supports XMP. When you edit an image, create a copy of an image for editing or use the 'Send to' command, the metadata is embedded into the file automatically (with the exception of camera RAW files). You can manually embed your metadata into images using the embed metadata command from the Photos menu. This will open each image you have selected, update the metadata and re-save it. This is supported for TIF, PSD, PSB and JPG files. Camera Raw and PNG files do not support direct embedding of metadata.

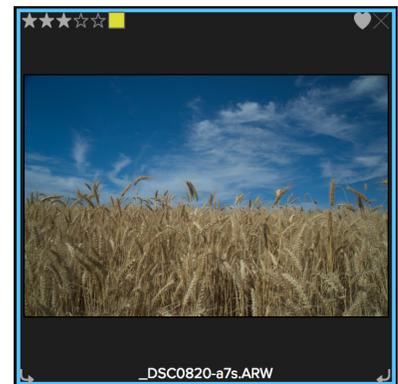
Editing photos in Browse

While most of ON1 Photo RAW 2017's image-editing power is found within the Develop and Effects modules, you can perform many editing tasks on photos inside Browse. This includes changing metadata, labels and ratings, but you can also apply presets to an image or group of images, and can even copy Develop/Effects settings from one photo and paste them onto other photos directly within Browse.

Ratings, Labels and Likes

Using a standard rating and label system, it is fast to sort and cull your favorites from the throw-away shots. Browse offers three ways, aside from keywords and subfolders, to mark and group similar images. All of these methods may be set several ways: from the Photo menu, the right-click contextual menu, clicking the badges on the image thumbnail or in the footer of Image view. There are also keyboard shortcuts associated with each classification option.

- **Star ratings:** Set from zero to five stars. Photographers often use five stars for their favorite images and one star for images they don't want to keep, but you can use this system in whatever way works best for you. You can adjust the rating using the 1 through 5 keys on the keyboard. You can also clear the stars on any image with the ` (backquote or grave) key.
- **Color labels:** There are five color labels as well. Color labels are a great way to mark sub-sets of images for special handling. You can set the color ratings by pressing the following keys: 6 (red), 7 (yellow), 8 (blue), 9 (green), 0 (purple).
- **Likes:** The most common need for photographers is to mark their favorite images and the ones they want to delete. This is best accomplished with the Like classification. There are three options, Like (icon with a filled-in heart), Dislike ('X' icon) and Not Set (empty heart). By default, images are in the Not Set category until you change them. You can set your Liked images with the P keyboard shortcut, your Dislikes with the X key and clear the settings with the U key.



An example of a photo in Thumbnail view with a ratings, color and favorite attached.

Both star ratings and color labels are industry standards. When you use these tools, the settings are stored in the metadata and will be available in other photo editors and managers, like Lightroom. Likes are proprietary and will only appear in ON1 Photo RAW.

Applying Presets

ON1 Photo RAW has a preset system that lets you save your complete editing settings from the Develop and Effects modules. These presets are available in Browse, so you can apply your favorite presets quickly and easily to a photo or a group of photos.

To apply a preset to an image, click on the Presets panel. There you will see any built-in presets supplied by ON1, as well as any presets you might have created or installed yourself.

The panel is divided into categories, like Architecture, Landscape, Portraits, and more. Clicking on a category name will open it and display any presets within that category, each with a tiny thumbnail showing your selected image with that preset applied to it.

If you'd like to see a larger representation of what your selected photo will look like, click on the Quick View Browser icon in the preset category's title bar. That will display an overlay over the entire Photo RAW interface with all of the presets in that category.

To apply a preset to a photo, simply click on the preset in either the Category preset browser or in Quick View Browser mode. Presets applied in Browse are not cumulative; after you've applied one preset, clicking on another preset will remove the previous one and apply the new one. (If you have applied edits in either Develop or Effects, those modules' settings will be erased if the preset has settings in those modules.)

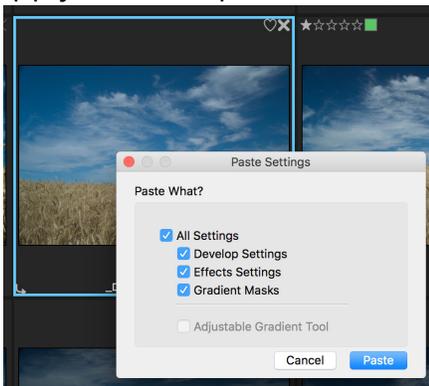
Because ON1 Photo RAW is non-destructive, going to either the Develop or Effects modules will display all of the settings applied by the preset. Once in those modules, you can adjust the settings, switch to another preset, or make any other editing changes.

To remove a preset from a photo, click on the photo and choose Reset All Settings from the Settings menu. You can also remove individual settings made in either the Develop or Effects modules, if you prefer.

(To find out more about how to create and edit presets, see Page 60.)

Copying settings and synchronizing edits

In addition to applying presets, you can copy all of the existing edits to a photo and paste them onto other images directly in the Browse module. This includes most things you can apply in Develop or Effects, with the exception of retouching, brush masks, and cropping.



The Copy and Paste Settings options let you copy most Develop and Effects adjustments from one photo and apply them to another photo (or group) inside Browse, without requiring presets, or even having to go to the editing modules.

To copy the edit settings for an image, click on the edited file and choose Settings > Copy Settings. To apply that setting to another image, click on the new image and choose Settings > Paste Settings. A window will appear, giving you the option of applying all of the edits on the original photo, or you can select which module's edits—with gradient masks or gradient tools, if used—you wish to paste into the new photo. (You can also select a group of photos and paste the edit settings onto the group.)

The flexibility of the Paste Settings is useful, especially if you wish to selectively apply settings to an image or group of images. However, if you want quickly to apply all of an image's edits—with applied gradient masks or tools as well—you can use the Sync command to synchronize the settings from a source image to another image or group of images.

To do this, select the edited image that you want to use as your source. Then, holding down the Shift key (if you are selecting an image or group that is contiguous with the source) or the Command (Mac) or Control (Windows) key and click on the image(s) that you wish to apply the source file's edits. Your selection should have the source image highlighted in blue, and the target images highlighted in gray. If that is correct, simply click on the Sync button at the bottom right of the Preview area, or choose Sync Settings from the Settings menu.

Resetting edits in Browse

Any edits you have made with ON1 Photo RAW 2017 can be completely reset from within the Browse module. This includes photos you might have pasted or synchronized settings onto inside Browse, or edits made within the Develop and Effects modules.

The Settings menu offers four options for erasing edits made to a photo:

- **Reset All Settings:** This removes all the applied settings you made to a photo in the Develop/Effects modules. (This is the only setting that removes local adjustments made to a photo.)
- **Reset Develop Settings:** Removes only the settings applied in the Develop module.
- **Reset Effects Settings:** Removes only the settings applied in the Effects module.
- **Reset All Retouching Tools:** Resets any retouching applied in either the Develop or Effects modules.

You can undo any of these changes immediately after making them; otherwise resetting with the appropriate option will permanently reset the image.

Send to

ON1 Browse lets you send images you are viewing to other applications for editing. This is done via the Send to option, which is available from the right-click contextual menu or the Edit menu. ON1 Browse automatically detects the following common photo managers or editors and lists the latest installed version:

- Adobe Photoshop
- Adobe Photoshop Lightroom
- Adobe Photoshop Elements
- Apple Photos

You can set up any application you want to send your photos to. Simply select the Send to Other Application option. Then select the application you want to send your photos to. The application will be remembered and listed with your other Send to options. (For example, if you use an email client you can add it to easily email photos.)

When you send an image to another application, you will be presented with the Edit in dialog box from ON1 Photo RAW. There you'll have the option to send either the edited photo or the original, unedited image. If you choose to send a copy, you'll have options for choosing the file type, color space, bit depth and resolution. If you use the same set of options every time, you can check the "Don't ask me again" box in the window, and you won't be prompted again. (To change this setting, go to the File pane in Photo RAW's Preferences.)



Photo Via

If you use either the Dropbox or Google Drive cloud service, you can sync your photos between ON1 Photo RAW 2017 and your iOS device with our companion app Photo Via. You can organize a portfolio of your images for viewing on your iPhone or iPad, and can rate your

images and have the ratings reapplied to the library on your computer.

To get started, click **Configure Photo Via** from the **Photo Via** menu bar in **Browse**. If you already use **Dropbox** or **Google Drive**, choose the appropriate service, sign in, and give your computer a name. (If you do not have an existing account, **Dropbox** and **Google** offer free storage plans with 2GB and 15GB of data, respectively.)

To Publish Photos to Photo Via

On your Mac or Windows computer:

- Create an album or smart album
- Right-click on the album name in the **Album** pane and choose **Publish to Photo Via**.

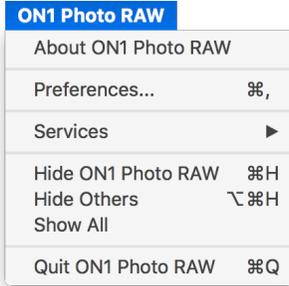
You can also right-click on any indexed folder and choose **Publish to Photo Via**.

Getting Photo Via on your iOS Device

On your iOS device:

- Open the **App Store** on your iOS device
- Search "Photo Via"
- Install
- Sign in using the same credentials you supplied with the Desktop configuration.

Browse menus

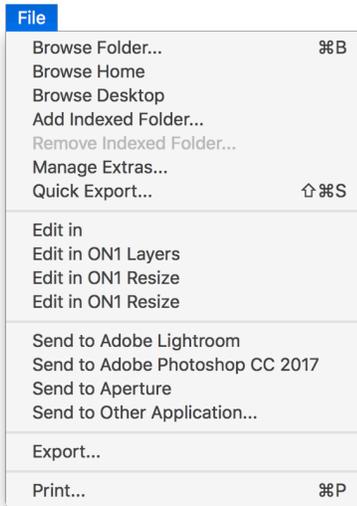


ON1 Photo RAW (Mac OS Only)

About ON1 Photo: Opens the about box, displays your version number. (This is in the Help menu on Windows)

Preferences: Opens the preferences dialog. (In the Edit menu on Windows)

Quit ON1 Photo RAW: Quits ON1 Photo RAW.



File Menu

Browse Folder: Opens the browse dialog where you can select which folder you would like to browse.

Browse Home: Navigates to your home Pictures folder.

Browse Desktop: Navigates to your desktop.

Add Indexed Folder: Lets you choose a folder to add to the Indexed Folders section of the Folders pane.

Remove Indexed Folder: Removes the selected folder from the Indexed Folders pane.

Manage Extras: Opens the Extras Manager where you can import and manage extras like Borders, Backgrounds, Textures and Presets.

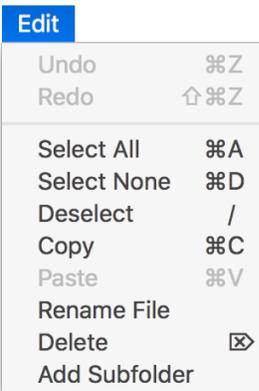
Quick Export: Saves the current image in Photoshop, TIFF, JPEG or PNG format.

Edit in (list): Launches the selected module with the currently selected image.

Send to (list): Sends your image to the selected application in the list.

Export: Opens the export side panel.

Print: Opens up the print dialog box.



Edit Menu

Undo: Removes the last file operation.

Redo: Redoes the undo operation. This is only available if the last thing you did was an undo.

Select All: Selects all the images in the current folder.

Select None: Deselects all the images in the current folder.

Deselect: Deselects the current item.

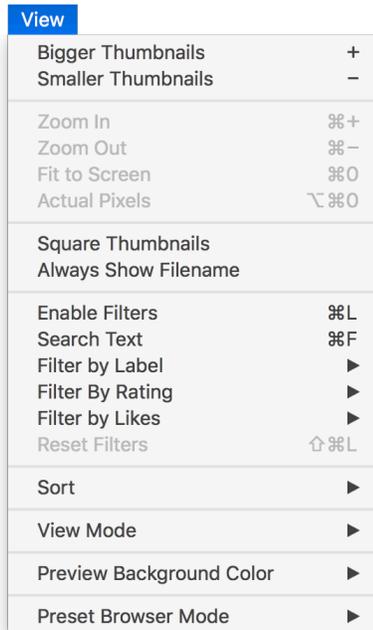
Copy: Copies the currently selected items.

Paste: Pastes the items in the clipboard to the current location.

Rename: Renames the selected file or folder.

Delete: Moves the selected files and/or folders to the trash.

Add Subfolder: Adds a new empty subfolder inside the current selected folder.



View Menu

Smaller Thumbnails: Decreases the size of thumbnails.

Bigger Thumbnails: Increases the size of the thumbnails.

Square Thumbnails: Changes your thumbs to square.

Always Show Filename: Keeps the file name on at all times.

Enable Filters: Enables/Disables filter pane.

Search Text: Places the cursor in the Filters search box.

Filter by Label: Filters images by color.

Filter by Rating: Filters images by star rating.

Filter by Likes: Filters images by likes/dislikes.

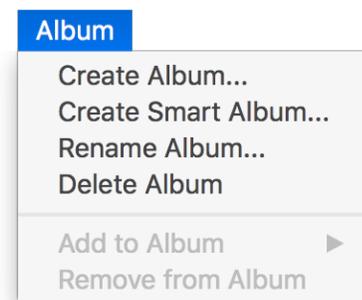
Reset Filters: Resets your filters.

Sort: Sort by filename or date.

View Mode: Select from thumbnail or detail view.

Preview Background Color: Change the preview background color.

Preset Browser Mode: Sets the Preset panel browser view to 1, 2 or 3 columns.



Album Menu

Create Album: Creates a new Album.

Create Smart Album: Creates a new Smart Album.

Rename Album: Renames selected Album.

Delete Album: Deletes selected Album.

Add to Album: Add selected photos to available Albums.

Remove from album: Removes selected photo(s) from Album.

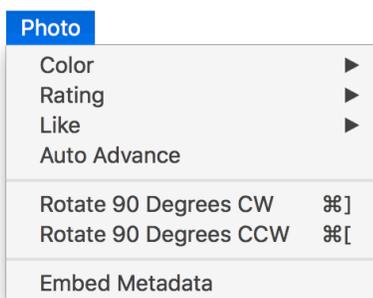


Photo Menu

Color: Sets the color rating of a photo (None, Red, Yellow, Green, Red, Purple)

Rating: Sets star rating (0 to 5 stars)

Like: Sets a photo to Like, Reject or Not Set

Auto Advance: When checked, any color, rating or like setting applied to a photo will save it for that photo, then move on to the following photo.

Rotate 90 Degrees CW: Rotates an image clockwise by 90°

Rotate 90 Degrees CCW: Rotates an image counterclockwise by 90°

Embed Metadata: Stores adjusted metadata to a selected file. (Only applicable to certain file formats.)

Settings

Reset All Settings	⇧ ⌘ R
Reset Develop Settings	
Reset Effects Settings	
Reset All Retouching Tools	
Copy Settings	⇧ ⌘ C
Paste Settings...	⇧ ⌘ V
Sync Settings	⌘ ⌘ S
Save Settings as Preset...	
Update Preset with Current Settings...	
Rename Preset...	
Delete Preset	
Export Preset...	
Import Preset...	
Get More Presets...	

Settings Menu

Reset All Settings: Resets all the applied settings on a photo.

Reset Develop Settings: Resets only the settings applied in the Develop module.

Reset Effects Settings: Resets only the settings applied in the Effects module.

Reset All Retouching Tools: Resets any retouching applied in the Develop or Effects modules.

Copy Settings: Copies all of the settings (Develop, Effects, retouching) applied to a photo.

Paste Settings: Pastes the copied settings (with options)

Save Settings as Preset: Saves the editing settings of the selected photo as a preset.

Update Preset with Current Settings: If an image with a preset has had some settings changed, this lets you update the preset with the new settings.

Rename Preset: Renames a preset.

Delete Preset: Deletes a preset.

Export Preset: Exports a preset as an ON1 preset file.

Import Preset: Imports ON1 preset files.

Get More Presets: Goes to ON1.com's Photo Presets page.

Photo Via

Configure Photo Via...
Pause Publishing

Photo Via

Configure Photo Via: Sets up Photo Via sharing services in the Preferences window.

Pause Publishing: Lets you pause the publishing of photos to Photo Via service.

Window

Minimize	
Zoom	
Full Screen Mode	⇧ ⌘ F
Folders	⌘ 2
Albums	⌘ 3
Filters	⌘ 4
Recent	⌘ 5
Info	⌘ 6
Metadata	⌘ 7
✓ Show Browse Panel	⌘ ←
✓ Show Photo Panel	⌘ →
Hide Panels	→

Window Menu

Minimize: Minimizes ON1 Photo RAW 2017.

Zoom: Zooms your window.

Full Screen Mode: Enters or exits full-screen mode.

Folders: Opens and closes the folders pane.

Albums: Opens and closes the album pane.

Filters: Opens and closes the filters pane.

Recent: Opens and closes the recent pane.

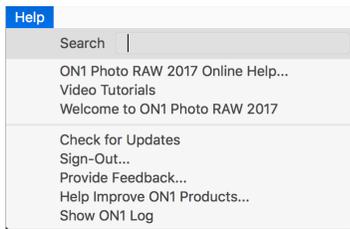
Info: Open and closes the info pane.

Metadata: Open and closes the metadata pane.

Show Browse Panel: Hides or reveals the left Browse Panel.

Show Photo Panel: Hides or reveals the right Photo Panel.

Hide Panels: Hides or reveals both the left and the right panels.



Help

Search: Searches the menu options (Mac OS only).

ON1 Photo RAW 2017 Online Help: Opens ON1.com support page in your default web browser.

Video Tutorials: Opens ON1.com product training page in your default web browser.

Welcome to ON1 Photo RAW 2017: Displays the Welcome window.

Check for Updates: Checks with the ON1 update server to see if you are running the current version. If there is a newer version, you will be notified and be walked through the update process.

Sign-In: Uses your ON1 account login information to authenticate your copy of ON1 Photo RAW 2017. (Sign-out will remove an existing authentication.)

Provide Feedback: Opens the default web browser and navigates to the feedback page of the ON1 website.

About ON1 Develop (Windows Only): Opens the about box with the version number and license code displayed.

Help Improve ON1 Products: Opens the Improve ON1 Products dialog.

Show ON1 Log: Diagnostic tool that can help ON1 support when you're having issues with ON1 Photo RAW 2017.

Part 3: ON1 Develop

The core of ON1 Photo RAW 2017's photo-editing power is found in the twin modules of Develop and Effects. These modules share many common filters and tools, and were designed to let you work seamlessly on all of your pixel-editing tasks, from making basic tonal changes to your photos, to more complicated effects-based adjustments with masks and selections.

Develop is the module for performing basic global editing operations—adjusting tone and color, removing noise, sharpening and more. It is the perfect place to begin editing your photos, especially if you are using ON1 Photo RAW as a standalone editor.

Effects (discussed in Part 4) has some of the same adjustment types as Develop, but it has more filters, sophisticated masking tools for applying effects to specific areas of your images, and a full range of blend modes to adjust your photos exactly as you like.

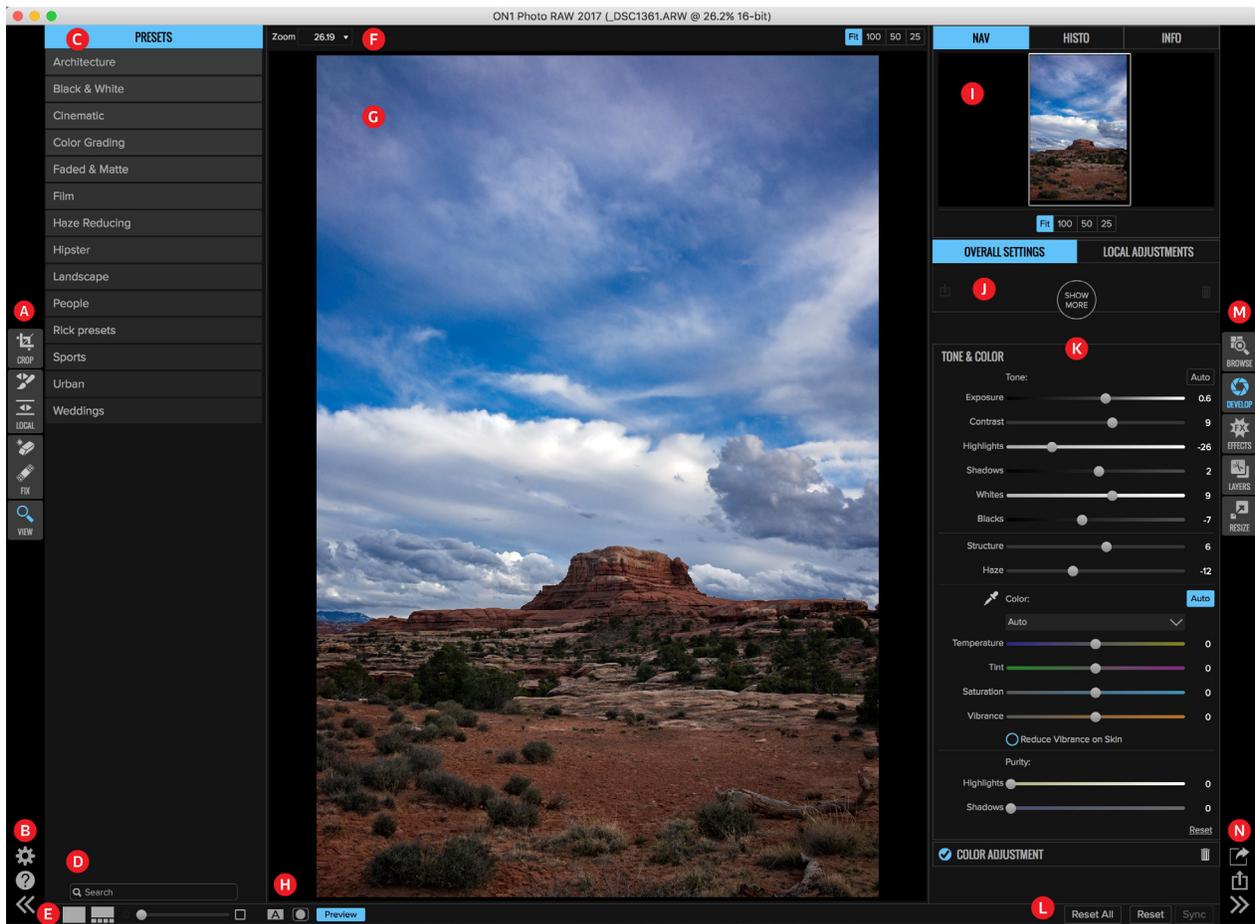
Develop and Effects also share a Local Adjustment panel that lets you apply basic edits to parts of your photos, with either a gradient mask or a local adjustment brush. These adjustments include settings like exposure, highlights and shadows, contrast, detail, and more.

Switching between Develop and Effects is as simple as clicking on the appropriate module in the Module Selector. While you work on an image, all of your settings in each module are saved while you edit. If you use Photo RAW as your Raw editor of choice (in conjunction with Browse) all edits you make to an image are preserved non-destructively, and you can go back to any image at any time and make changes or corrections to it.

NOTE: If you use an external editor such as Lightroom or Adobe Photoshop as your primary Raw editor, you can use Smart Photos or Smart Objects (in Photoshop) to preserve edits made in ON1 Photo RAW. See Pages 10-12 of this guide for a description of the editing process with these apps.

To help you save time and help you create the looks that you love best, ON1 Photo RAW also includes a robust preset system that lets you save settings made in either or both of the editing modules—along with local adjustments and masks—for applying to other photos. Editing presets can be applied in Develop or Effects, as well as in Browse, and, like all other elements of Photo RAW, are re-editable.

In addition to creating and using presets, you can copy and paste the Develop and Effects settings from one file to another, or alternatively, synchronize the edits on one photo to a group of photos. These operations can all be performed in any of the editing modules, as well as in Browse, adding to ON1 Photo RAW's extreme flexibility.



The Develop Main Screen Overview

ON1 Develop provides you with an easy-to-use work space for editing your photos. Below is an overview of the main sections.

The main window sections of ON1 Develop:

- A. Tool well: tools for working within Develop
- B. Preferences/Help: Shortcuts to app preferences and help.
- C. Preset panel: List of all installed presets (by category) for use in Develop and Effects
- D. Search: Searches presets (by name).
- E. Preview Window options: Detail view, Filmstrip view, magnification slider for current image.
- F. Tool Options bar: Options and settings for currently selected tool.
- G. Preview Window: displays the current photo in detail view.
- H. Preview option toggles: compare (before/after) mode, show/hide mask, turn preview on or off.
- I. Photo Information pane: navigator, histogram and general photo information
- J. Settings/Local Adjustments panes: clicking tab switches between local and global adjustment panes.
- K. Overall Settings pane: Where your tone, color and associated Develop settings reside.
- L. Reset bar: Reset all (Develop and Effects settings), Reset (Develop-only settings), sync settings with previously edited photo (only in Filmstrip view)
- M. Module selector: Switches between modules (if you are editing a photo as a plug-in, some modules might be disabled).
- N. Export/Share: Shortcuts for exporting and sharing selected photos.

Tools



There are six tools available to you when you're working in ON1 Develop:

Crop Tool: Trim the and resize the image to your desired size.

Adjustment Brush: Paints in or out local adjustments.

Adjustable Gradient: Applies a selective gradient in local adjustment mode.

Perfect Eraser: Removes distractions like signs and power lines.

Retouch Brush: Removes blemishes like dust spots and acne.

Zoom Tool: Adjusts the magnification of the image in the Preview area.

To access a tool, simply click on the tool. When selected, the cursor will change, and you will see a set of options for the tool in the Tool Options bar above the Preview window.

Navigating the Preview Window

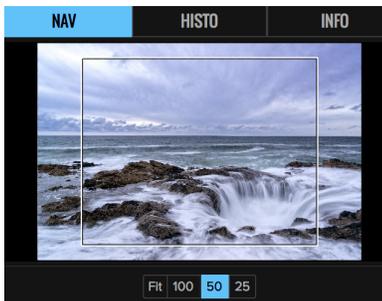
ON1 Photo RAW provides several ways to navigate and view your image in the Preview window:

- By default, your image is presented in Fit view, which displays your entire image within the preview area, and the Zoom tool is selected. Clicking on the image with the Zoom tool will zoom in to 100%, and the cursor will change to the Hand tool. You can move around your image by clicking and dragging in the preview area. Clicking once will take you back to Fit view.
- You can also zoom in and out via the View menu and the Navigator pane. The Navigator pane displays a bounding box around the area currently on-screen, and you can reposition what is displayed in the preview area by clicking and dragging the box around the pane. Clicking on one of the buttons at the bottom of the Navigator pane will automatically zoom to Fit, 100%, 50% or 25% views. (The buttons are also viewable in the tool options bar when the Zoom tool is selected.)
- When the preview zoom is larger than the viewable area, holding down the spacebar will display the Hand tool if any editing tool is selected. Clicking and dragging while holding the spacebar will reposition your image at the current view level.

Navigator, Histogram and Info panes

At the top of the control panel on the right of the main window are the Navigator, Histogram, and Info panes. It contains three useful tools for inspecting and viewing details of your image.

The Navigator Pane

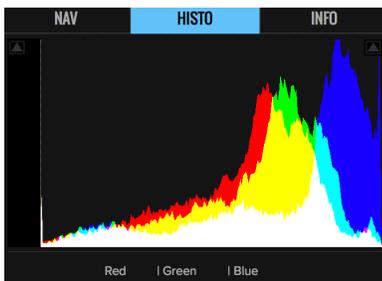


This gives you a thumbnail view of your image. The white square region marks the image area that is visible in the preview pane. You can pan your image by clicking and dragging inside the square.

At the bottom of the Navigator pane are several zoom buttons representing percentage zoom views (100%, 50% and 25%). Click on one of the buttons to change the view.

Fit zooms to fit the current canvas size, while 100 zooms to 100%, displaying the actual pixels.

The Histogram Pane



This gives you a color chart of the shadow, midtone and highlight areas based on the image RGB values. This is useful to show areas within the image that may be clipping. Clipping is when your image contains pure blacks or white and can signify loss of highlight or shadow detail.

The left side of the histogram represents the shadows, while the right represents the highlights. At the top of each end is a triangle. If the triangle is lit, there is clipping on that side of the

histogram. If you click on the arrows, you will activate the clipping overlay on your image, which displays the areas that are clipped. Those areas with a blue overlay are pure black, while the areas with the red overlay are pure white. You can turn the clipping view off again by clicking on one of the triangles. You can also temporarily enable clipping view by holding down the J key at any time. The clipping view is useful when you are making adjusts to the brightness and contrast of your image.

The Histogram pane also displays the RGB values under the cursor at the bottom of the pane.

Info Pane



The Info Pane displays common metadata for the currently selected image in a large, easy-to-read format. This metadata includes camera make and model; lens focal length; capture date and time; file type; GPS location data; ISO setting; shutter speed; aperture; and exposure compensation.

The Info pane also displays file-specific data, including name, color space, image dimensions and resolution.

If any of the metadata fields are unavailable they will be left blank.

Develop Adjustment Panes

To edit your images, the Develop module has 11 adjustment panes found in the Overall Settings panel. Unlike the Effects module, which lets you stack filters in any order, the Develop module's adjustments are applied in the following order:

- Tone & Color
- Curves
- Color Adjustment
- Black & White
- Split Tone
- Skin Retouching
- Glow
- Sharpening
- Noise Reduction
- Transform
- Vignette

Working with panes

By default, the Tone & Color pane resides at the top of the stack, and is not removable; the remaining 10 panes can be applied (or not) depending upon what you need to do with your photo. To use a pane, simply click on the Show More button above the Tone & Color pane, and click the adjustment you would like to add to the stack. Clicking on the checkmark will turn that pane on or off, which can be helpful if you want to see the effect in the context of other edits you have made. If you don't like the effect, click on the trash can icon in the pane's title bar to get rid of it. The Reset button at the bottom of each pane will reset that pane's settings to their default.

TIP: Each pane can be collapsed, by clicking in the pane's title bar (a Hide/Show link is visible when you move your cursor over the title bar, but the entire title bar is clickable).

If you don't want to have to scroll up and down the Settings panel when you have a lot of open panes, go to the Window menu and choose Solo Mode. This will leave only the current pane open, and will hide all the other panes. Clicking on another pane will open that one and collapse the previous one.

Styles

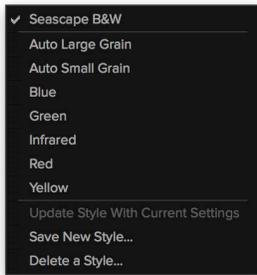
Most of the panes in Develop have a set of built-in styles in the top part of the pane. Styles are like preset adjustments for a pane: they provide a group of settings to help you get started in the pane, or to apply a specific effect.



Styles for the Split Tone pane

You use a style by clicking on the style's icon in the pane, and then can adjust the sliders as desired to get the right effect for your photo.

You can save your own settings as a style. Simply click on the More icon on the far right side of the styles list for that pane, then choose Save New Style from the pop-up. Name your

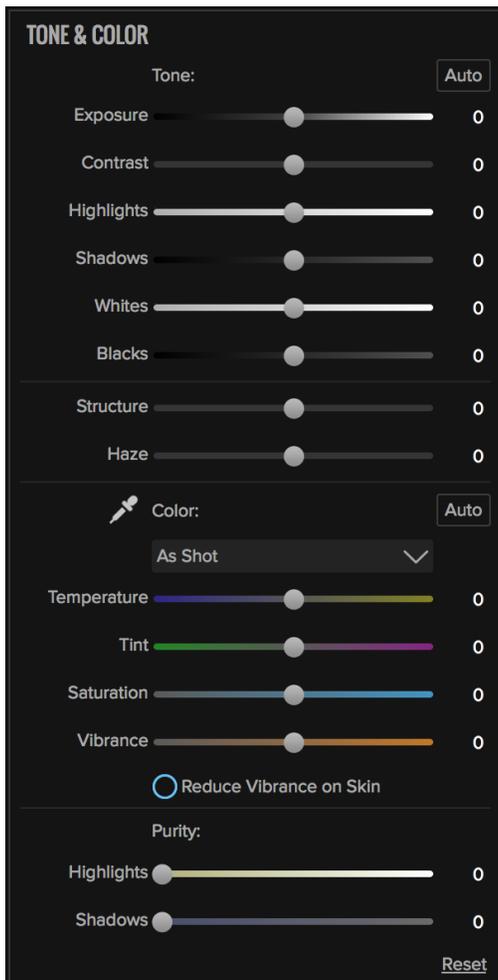


style, and it will then be added to the top of the More menu. To apply a saved style, choose the style from the More pop-up menu. To adjust the settings for a saved style, apply it, make any changes you would like to the sliders or other options, then click on the More pop-up and choose Update Style with Current Settings from the menu.

The More styles pop-up, with saved user style (top).

Tone & Color

This pane adjusts the tonal and color characteristics of an image, letting you correct and enhance exposure, contrast, detail and color. It is split into two sections, Tone and Color.



Tone

The Tone sliders control the global tonality, or brightness and contrast of the image. You can adjust each of the following:

Auto Button: The auto button adjusts all of the primary tone settings to balance the histogram.

Exposure: Adjusting this slider to the right will lighten your image. Adjusting to the left will darken your image.

Contrast: Increase or decrease the contrast in your image.

Highlights: Darkens the highlights, recovering detail.

Shadows: Lightens the shadows, revealing details.

Whites: Adjusts the white point, adding or removing contrast in the highlights.

Blacks: Adjusts the black point, adding or removing contrast in the shadows.

Structure: Adjusts the detail in your image by changing the local contrast.

Haze: When moved to the left, this will remove haze or fog from your photos; adjusting it to the right will enhance fog or haze.

Color

The Color sliders control the Temperature, Tint and Vibrance. They are used to remove a color cast and enhance the color of the image. The settings in this section of the Tone & Color pane include:

Auto Button: The auto button attempts to detect and remove a color cast. It makes adjustments to the Temperature and Tint sliders.

Gray Dropper: Used to remove a color cast of an image. Click the icon to activate, then click on an area in the image that should be gray.

White Balance presets: This pop-up lets you change the white balance according to common color temperatures (As Shot, Auto, Daylight, Cloudy, Shade, Tungsten, Florescent, Flash, Custom). The default is As Shot, which is the color temperature that the camera recorded when you took the photo.

Temperature: This slider shifts the color either cooler (blue) or warmer (yellow).

Tint: Shifts the color either green or magenta.

Saturation: Increases or decreases the saturation of your image.

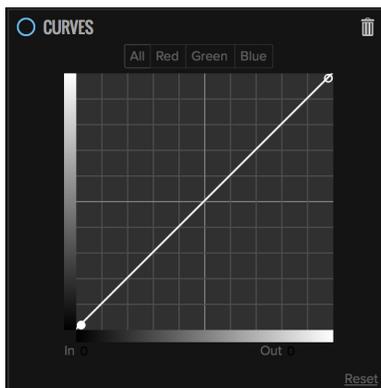
Vibrance: Increases or decreases the color of muted tones, leaving more saturated colors alone.

Reduce Vibrance on Skin: When turned on, adjustments made with Vibrance slider are reduced on skin colored areas. This allows you to increase the vibrance of clothing and the background without adversely affecting the skin color.

Purity – Highlights: Reduces the saturation in the highlights.

Purity – Shadows: Reduces the saturation in the shadows.

Curves



The Curves pane is a powerful, advanced tool for adjusting contrast and color in your image. The buttons at the top of the pane let you adjust the composite RGB channel, or you can adjust the individual Red, Green or Blue channels independently.

In the main part of the pane, the left side of the X-axis represents the dark tones in your image, while the right side represents the light tones. By clicking on the line at the center of the pane and dragging it up or down, you adjust those specific tones making them lighter or darker. (It is often helpful to keep an eye on the Histogram when making adjustments with Curves.)

Color Adjustment



This pane lets you adjust specific ranges of color in your photos. The styles at the top of the pane are designed to help enhance specific scene types (Foliage, Fall, Desert, Sky).

In the pane underneath are color swatches for eight colors: red, orange, yellow, green, aqua, blue, purple and magenta. Clicking on one of the colors will let you adjust the hue, saturation and brightness of the selected color range. Other settings in the pane include:

Range: This slider lets you narrow or widen the range of the selected color.

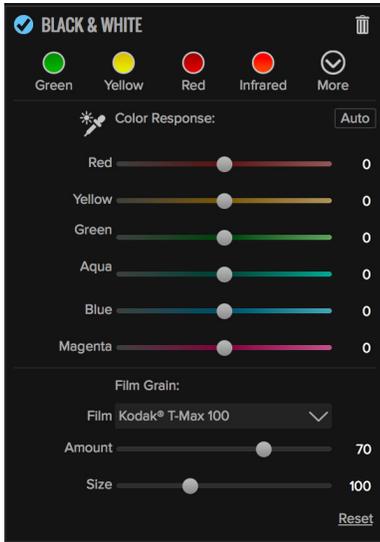
Hue: Changes the hue for the selected color range.

Saturation: Adjusts the saturation of the selected color range.

Brightness: Adjusts the brightness of the selected color range.

You can also use the pane's Targeted Dropper tool to click on a section of your photo and adjust the hue, saturation or brightness dynamically. To do this, click on the tool and choose which parameter you would like to adjust. Then click in your image on a color you would like to adjust and drag the cursor to the left or right to decrease or increase the effect.

Black & White



This pane is used to turn a color image into a monochromatic image. The styles at the top of the pane represent different filter types often applied to an image, while the Auto button selects optimal mix of the Color Response sliders.

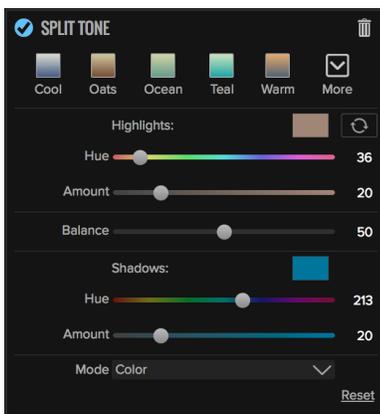
To manipulate the tones manually, move the color range sliders to the right (increasing brightness) or the left (decreasing).

To change the tones directly inside a photo, choose the Color Response tool in the pane. It works like the Targeted Dropper in the Color Adjustment pane: click on it to select the tool, then click and drag in the image to increase or decrease the brightness of the selected color range.

To add film grain to your photo, choose from the drop-down list of popular black and white films. The Amount slider controls the strength of the effect, while the Size slider adjusts the scale of the grain.

NOTE: The Black & White filter in ON1 Effects has more options for toning, tuning and creating a monochrome image, as well as the full masking capabilities of the Effects module.

Split Tone



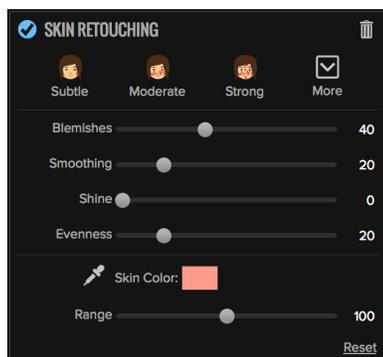
This filter applies a duotone-style effect by using a gradient map that tints the dark and light portions of the image in different hues. This can be used to age an image and give it an antique or vintage look, as well as for cinematic, color-grading looks. The styles section has a selection of popular split-tone effects, and you can create your own by manipulating the sliders to choose a map for the highlight and shadow colors.

To use the pane, you can use the Hue slider in each of the sections to choose the colors you want for highlights and shadows. The Amount slider controls the strength of the color, and Balance sets the balance between the shadow and highlight

colors, letting you make one of the colors more dominant.

The Mode pop-up sets the blending mode for the split tone. The options you can choose from are Normal (no blending), Color, Lighten, Darken, Multiply or Screen.

Skin Retouching



The Skin Retouching pane is used to reduce blemishes, smooth skin and reduce shine on skin. The styles at the top of the pane represent a range of adjustments, from subtle to strong, and the More pop-up menu has a number of additional styles for you to choose from, depending upon your image. Other settings include:

Blemishes: Adjusts the strength of acne, pores and fine lines.

Smoothing: Adjusts the strength of smoothing similar to make-up foundation.

Shine: Reduces the amount of the skin shine.

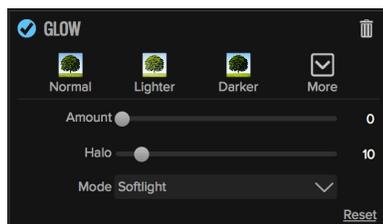
Evenness: Adjusts how consistent the skin color is across the entire face. It is great for correcting highlights that may be too yellow, shadows that may be too green or reducing redness in noses and ears.

Skin Color: Use the Color Dropper icon to select the skin color. Click the icon to activate it and single click again on the color of the skin in the image.

Color Well: This will display the color you have chosen with the Color Dropper. Clicking on the well will let you choose a different color to represent the skin.

Range: Adjusts the precision of the color selected.

Glow



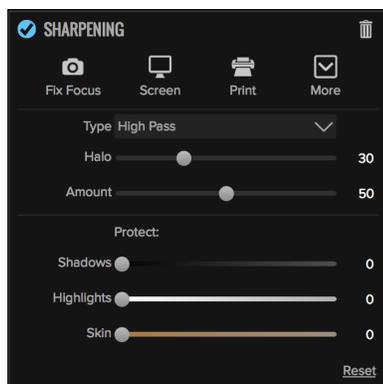
This pane adds a soft-focus glow to the image. The styles section and the More pop-up include a number of different glow types. Adjustable settings for the Glow pane include:

Amount: Controls the overall glow strength.

Halo: Sets the radius of the glow effect, creating a fuzziness to your image's edges.

Mode: Lets you set the blending mode for the glow effect.

Sharpening

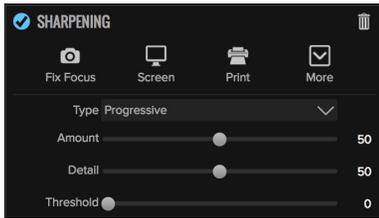


Sharpening pane, High Pass option.

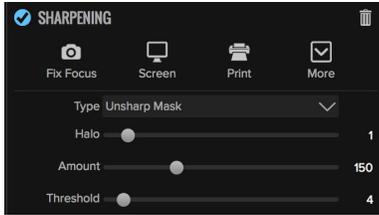
This pane helps add sharpness to your photos, to compensate for a moving subject or a slightly out-of-focus camera, or for an illustrative effect. ON1 Photo RAW offers three algorithms for sharpening, High-Pass, Progressive and Unsharp Mask. Which one you use depends upon the image or your personal preferences. The styles section and the More pop-up have a wide range of sharpening styles—using all three methods—to help you get started.

Type: Chooses the sharpening method. Each sharpening method has its own set of sliders.

Amount (all types): Controls the overall strength of the sharpening for each sharpening type.



Sharpening pane, Progressive option.



Sharpening pane, Unsharp Mask option.

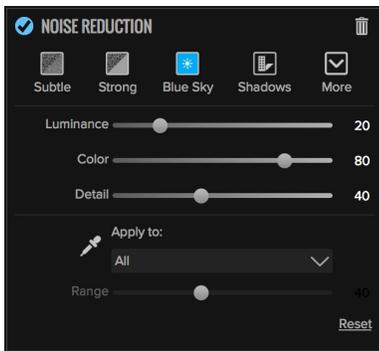
Halo (Unsharp Mask, High Pass): Sets the radius of the sharpening effect. Smaller amounts keep fine detail, while larger amounts can exaggerate edge detail.

Threshold (Unsharp Mask, Progressive): Controls the sharpening effect based on contrast in your photo. Larger settings means that smoother areas do not get sharpened.

Detail (Progressive): Controls sharpening in small details.

The Protect section protects highlight, and shadow areas and skin tones from having sharpening applied.

Noise Reduction



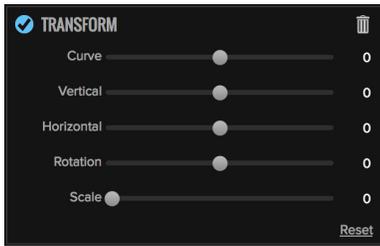
Use this pane to reduce luminance and color noise, while maintaining image detail. The styles section includes a number of different noise reduction options, based on the type of image you're working on.

Luminance: Adjusts the overall strength of the noise reduction applied to the luminance or detail of the image. Hold down the Alt/Option key to see just the luminance while adjusting this slider.

Color: Controls the amount of noise reduction applied just to the color or chroma of the image.
Detail: Controls how much edge detail is protected. Hold down the Alt/Option key to see the edge mask while adjusting this slider.

Apply to: Allows you to limit the noise reduction to just a portion of the image based on color or brightness values. Options include highlights, shadows and midtones, as well as color ranges. To set a custom color range, click the Dropper icon and click on a color area that has the noise you wish to remove. Use the Range slider to adjust the range or fuzziness of the color range to apply the noise reduction to.

Transform



Transform applies distortion and perspective correction to your image, and offers rotation (separate from the Crop tool) and scaling options as well. You can use these settings to make small adjustments to perspective or distortion.

Curve: Adds or removes pincushion or barrel distortion, common with wide-angle lenses.

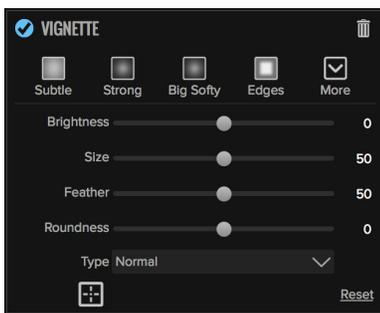
Vertical: Adjusts the vertical perspective.

Horizontal: Adjusts the horizontal perspective.

Rotation: Rotates the canvas up to 45° clockwise or counterclockwise.

Scale: Scales your image up from the center, to 100%.

Vignette



The Vignette pane creates flexible vignettes which focus a viewer's eye toward the center of the image by darkening the edges of the frame. The buttons at the top of the pane let you quickly apply a vignette and then customize the look with the advanced controls. Styles apply common vignette types.

Brightness: Controls how light or dark the vignette is.

Size: Controls the size of the vignette.

Feather: Controls the hardness of the edge of the vignette.

Roundness: Controls the shape of the vignette from square to round.

Type: This drop-down menu lets you select a normal, subtle or soft vignette effect.

The Center Tool at the bottom of the pane lets you to select the center point of the vignette. Click on the tool icon to activate and then click on the area in the image you wish to make the center of your vignette.

Develop tools

Crop Tool

This tool lets you crop your image, and is fully non-destructive inside Develop and Effects when you are using Photo RAW as a standalone app.

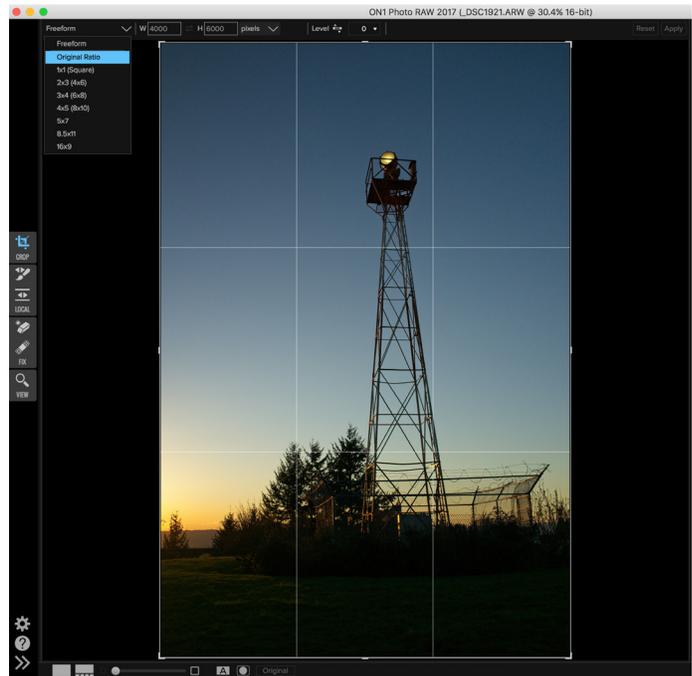
NOTE: The Crop tool is disabled when you use Photo RAW as a plug-in; you should use the host app to crop your photos. When used inside Layers or Resize, the Crop tool is destructive.

To crop an image, select the Crop tool from the tool well. If desired, select any preset crop ratio you would like to use from the Options bar; the default is Freeform, which lets you crop in whatever size or ratio you would like. Adjust the corner handles of the crop tool overlay to get the area you wish. (The area outside the crop box appears darkened for guidance.) You can resize and move the image inside the crop box. When you are satisfied with your settings, press the Apply button in the Options bar or press Enter.

To move the image inside the crop box, simply click and drag inside the box. You can also nudge the image using the arrow keys on your keyboard.

To resize the crop box, click and drag on any of the handles. Clicking on a corner handle allows you to adjust two sides at the same time; clicking on a side handle allows you to adjust that side. If you hold the Shift key down while adjusting the size, the box's proportions are maintained. To rotate the crop box, move outside a corner until the tool changes to rotate.

To straighten an image, you can use the Leveling Tool, which is found in the Tool Options bar when the Crop Tool is active. Click on it, and drag the tool across an element in your image that should be level.



The Crop interface, with the Crop Preset pop-up open.



Crop Tool Options bar:

Preset pop-up: Lets you choose from Freeform or constrained preset ratios

Width: Sets the width of the crop box.

Swap Dimensions: Swaps the width and height. Handy for rotating the crop box.

Height: Sets the height of the crop box.

Leveling Tool: Click and drag this tool across an element in your image that should be level.

Angle: See and adjust the angle of rotation.

Reset: Resets the crop area to the size of your original photo.

Apply: Applies the crop.

Adjustment Brush / Adjustable Gradient tools

For information on the Adjustment Brush and Adjustable Gradient tools, see the Local Adjustments section on Page 57.

Perfect Eraser

The Perfect Eraser can be used to remove distracting elements and blemishes from your image. It uses a content-aware algorithm that replaces the pixels with a natural-looking result within the boundaries that are painted.

Using the tool is easy: click on it in the tool well, and paint over the area you wish to remove. Make sure you cover the entire area. A red overlay appears where you paint. If the first attempt does not give you a perfect result, simply paint over it again and it will improve with each pass. You can also fine tune the area after applying the Perfect Eraser by using the Retouch Brush (see below).

The default brush size for the Perfect Eraser is 125 pixels; you can make this bigger or smaller by clicking on the Brush Size in the Tool Options bar, or by pressing the right or left bracket keys on your keyboard. The maximum brush size is 500 pixels.

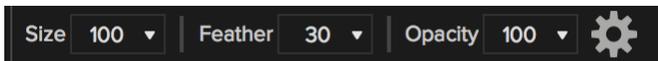
If you have a Wacom pressure-sensitive tablet, select the Pressure Adjusts Size button in the Tool Options bar.

Retouch Brush

Use the Retouch Brush to remove small imperfections like dust or blemishes.

Just dab the brush on areas that contain spots or other imperfections, such as acne, sensor dust, power lines and more. The tool looks at the neighboring areas in your image and fills in the brushed area with an area of similar color and texture.

It is best to use the smallest brush size possible and to work by dabbing rather than making large brush strokes. If you dab with the Retouch Brush and don't like the results, use the Undo command and try using a smaller brush or vary your brush stroke and try again. The Retouch Brush is also great for retouching skin.



Retouch Brush Options bar:

Brush Size: This adjusts the overall size of the brush.

Brush Feather: This adjusts the hardness of the brush. It works best to use a feather larger than 50 to blend and look natural.

Brush Opacity: This adjusts how strong the retouching is. Use 100% to completely remove an imperfection. Use a lower opacity to soften them.

Pressure Adjusts Size: If you have a Wacom pressure sensitive tablet, you can adjust the size of the brush according to the pressure. Click on the button to activate the Wacom sensitivity controls.

Zoom Tool

This tool, which is the default tool selected when you open an image in Develop, adjusts the magnification of the image in the Preview window. With the Zoom tool selected, click in the

Preview window to zoom in and center the image at the location clicked.

You can also double-click the Zoom tool in the tool well to set the image to 1:1 (or 100%) magnification view, which shows every pixel. This is best when examining small details.

Local Adjustments

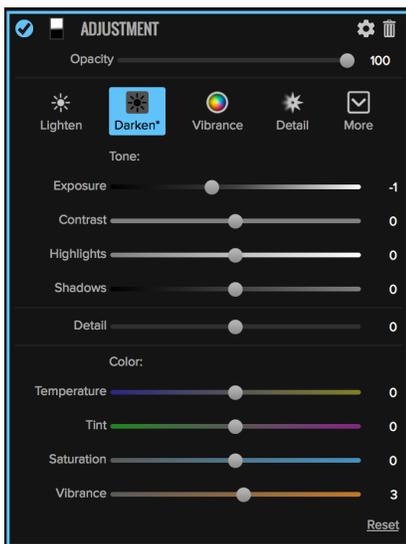
In addition to the primary adjustment panes, you can make local adjustments to portions of an image in ON1 Photo RAW 2017. You can apply these adjustments using either the Adjustment Brush or the Adjustable Gradient, and you can create as many local adjustments as you need on an image. Local adjustments can be used to apply a gradient filter to darken a sky, for example, or to add a more complicated vignette to an image.

Operations you can perform with local adjustments include tone (exposure, contrast, highlights and shadows, detail) and color (white balance, saturation and vibrance). Each adjustment pane can have completely different settings and work on different parts of your image.

Local adjustments are shared between the Develop and Effects modules; you can create a local adjustment while working in Develop, switch to Effects, and when you click on the Local Adjustments panel, your settings will be intact.

Adjustment pane

Local adjustments are controlled from the Adjustment pane. To create one, click on the Local Adjustments tab and choose Add Layer. This creates a new Adjustment pane. This pane includes the following options:



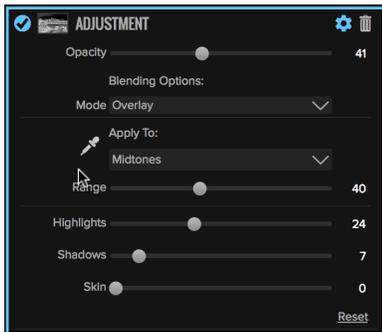
Adjustment panes let you adjust basic tone and color settings on the parts of the image you choose. You can also set the opacity of the adjustment, as well as apply advanced blending options (accessed via the gear menu).

Opacity: Sets the opacity of the adjustment. Since local adjustments are at the top of the image stack, this lets you tune an adjustment after you've applied other edits to a photo. (See Page 9 for more.)

Styles: The pane has a number of canned styles for you to start with, including ones for lightening or darkening, adding vibrance, fixing teeth or red eye, and many more. (You can also save your own styles via the More pop-up menu.)

The main section of the Adjustment pane has a subset of options found in the Tone & Color pane in the Overall Settings panel: Exposure, Contrast, Highlights, Shadows, Detail, and Color Temperature, Tint, Saturation and Vibrance. These controls work the same way inside the Local Adjustments panel. One difference is that, since a local adjustment is actually a layer that sits on top of your global adjustments, ON1 Photo RAW provides you with a number of blending options for each adjustment. Blending modes determine how the selected layer blend with the items below it in the image stack.

Click on the Blending Options gear icon at the top of the Adjustment pane to drop down the Blending Options. The blending option controls are:
Blending Options: A pop-up list of blending modes. There are 24 common blending modes available in the list, including Normal, Lighten, Darken, Screen, Multiply, Soft Light, Hard Light, Overlay and Color.



The Adjustment pane's Blending controls give you extensive options for applying local adjustments to targeted tonal and color ranges in an image.

Apply To: This lets you apply the blending mode to a specific color or tonal range. The options are; All (the default), Highlights, Midtones, Shadows, Reds, Greens, Blues, Magentas, Cyans, Yellows, Flesh Colors, Vivid Colors and Neutrals. (You can also manually choose a color range by selecting the Dropper Tool in the pane and clicking on a color in your image.)

When you choose one of the options in this menu, the adjustment is only applied to that part of the image that is based on the lightness, hue, or saturation range specified. The Range slider expands or contracts the selected option, and the Highlights, Shadows, and Skin sliders protect those settings from your adjustments.

NOTE: How to apply blending modes, which ones to use, and when to use them, are beyond the scope of this guide. PhotoshopCafe.com has a free tutorial on blending modes, which can be found here: <http://bit.ly/2hlfX5h>

Local Adjustment tools

There are two tools specifically designed to create local adjustments, the Adjustment Brush and the Adjustable Gradient:

Adjustment Brush

The Adjustment Brush works like a standard paint brush tool, with adjustable sizes and feathering, and settings for opacity. You can paint an adjustment in or out via the Mode pop-up in the Tool Options bar, and adjust the size and feathering of the brush via the bar or with the bracket keys on your keyboard. What makes the Adjustment Brush powerful is when it is used with the Perfect Brush option, represented by the icon in the Tool Options bar.

The Perfect Brush option incorporates a color-based, self-masking technology to help create precise selections and masks. When you turn the Perfect Brush option on, the Adjustment Brush collects the colors under the center of the brush and applies the effect only to those colors. This protects the adjustment from being applied across edges. A great example of using the Perfect Brush option would be if you wanted to darken the sky in an image, but didn't want to darken a group of mountains on the horizon.



The Threshold slider will allow you to control the balance between keep and drop colors, based on the area you are working on. For example you may want the Perfect Brush to be very precise and only paint away very similar colors, other times you want it to paint away a broad range of colors in the same neighborhood.

The Transition slider controls the feather of the Perfect Brush based on color. To create a soft edge, increase the transition. To create a harder edge you need to decrease the transition.

Tip: You can turn the Perfect Brush on and off using the Command-r keyboard shortcut (Control-r on Windows). You can also temporarily lock the color to remove by holding down the Control key (Windows) or the Command key (Mac). This is useful when brushing through areas with a lot of openings like tree branches.

Adjustable Gradient Tool

The Gradient Adjustment tool is very similar to the Masking Bug found in Effects. It lets you create a linear or radial gradient mask across part of your image. The gradient mask goes from dark to light in tone, applying more of the adjustment where the gradient is lighter, and less of the adjustment where the gradient's tone is dark. The most common use of gradient masks is to darken the sky in an image, while preserving the brightness of the foreground, similar to using a gradient filter on your camera lens.

To apply a standard gradient to a local adjustment, click on the tool, then click in the image roughly where you wish the effect to be. You'll see the outline of the gradient, which is called a bug. You can use the handles on the bug to move your gradient around, increase or decrease the length of the gradient, or rotate it.

You can change the gradient shape via the Tool Options bar: in addition to the standard dark-to-light horizontal gradient, you can also create a circular gradient and a reflected gradient, which is like the horizontal gradient, but goes from black (no effect) at the outer edges to white (full effect) in the center.

TIP: To see the mask created by the Gradient Adjustment tool, and the range of black to white tonality, choose Show Mask from the View menu. You can choose either a red overlay, which presents the mask over your image, or grayscale, which just shows the mask as black to white tones. These views can be helpful in understanding how these gradients work.



Adjustable Gradient Tool Options Bar:

Preset: The preset pop-up includes several common ways to use the Gradient Adjustment tool (top down, bottom up, left and right, and circular vignettes), and changes the current bug (if there is one) to match the preset.

Shape: The shape pop-up controls the shape of the bug. In addition to the standard Gradient and the Reflected Gradient, there are two radial shapes: Center, which puts the light tones at the center and the dark tones on the outside of the mask, and Edges, which sets the gradient in the opposite direction.

Opacity: Sets the maximum opacity or density of the mask.

Add: Adds a new gradient using the current settings.

Delete: Deletes the current gradient.

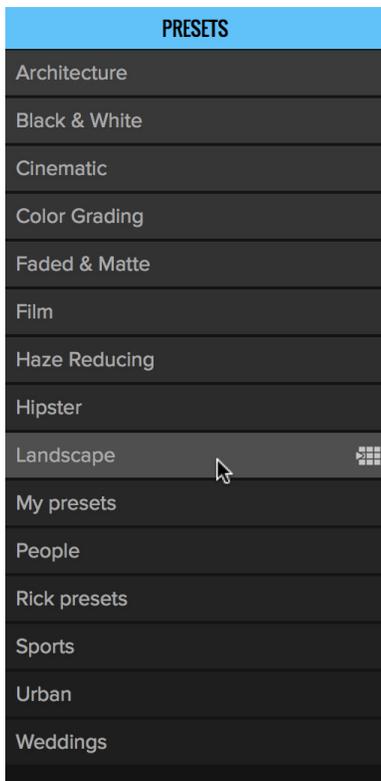
Reset: Resets the mask on the layer completely. This removes all gradients and clears any brushing that has been done.

Manipulating a linear gradient mask

Once you've added a gradient to an image, you can modify it easily by accessing the following parts of the gradient overlay:

- To move a gradient, click on the big circle at the center of the gradient and drag.
- To resize a radial gradient, click and drag on the solid line.
- To adjust the feather (hardness) of the mask, click and drag along the dashed line.
- To rotate the mask, click the smaller circle near the gradient center and drag.

Presets



Presets panel, in its default (closed) view. As you hover over a category, the Quick View Browser icon appears on the left side of the category's name.

Presets are a fast and easy way to get consistent results when editing a group of images, as well as help you hone your own photographic look. Presets are stored “recipes” that include a set of Develop and Effects adjustments, and can easily be applied to one or 100 images with ease.

ON1 Photo RAW comes with more than 200 built-in presets, in more than a dozen categories, ranging from landscapes to portraits, color grading, film looks and much more. You can also create your own presets, or import presets from other ON1 users and photographers.

Presets do not store crop settings, retouching information, or masks created with brush tools. Masks created with Effects' Masking Bug, or with the Adjustable Gradient Tool in the Local Adjustments panel, can be stored in a preset, however.

Using a Preset

To apply a preset to an image, click on the Presets panel. There you will see any built-in presets supplied by ON1—ordered by category—as well as any presets you might have created or installed yourself. Clicking on a category name will open it and display any presets within that category, each with a tiny thumbnail showing your selected image with that preset applied to it.

If you'd like to see a larger representation of what your selected photo will look like with a category's presets, click on the Quick View Browser icon in the category's title bar. That will display a window over the entire Photo RAW interface with all of the presets in that category. (Press the Escape key to close the Quick View Browser.)

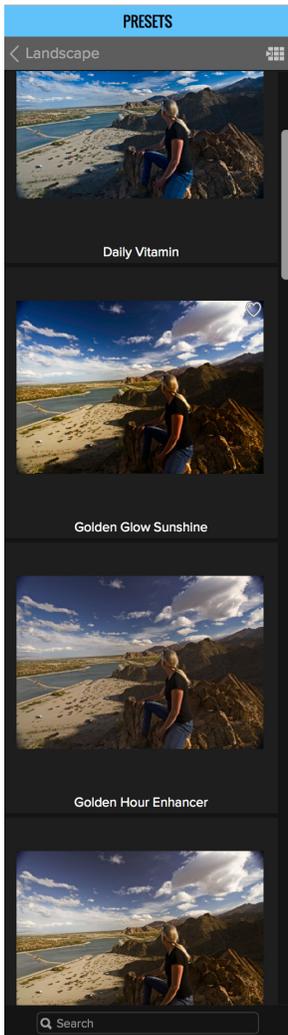
TIP: To change the size of the thumbnails in the Presets panel, select the Browser Mode option from the View menu and choose One, Two or Three Column View.

To apply a preset to a photo, simply click on the preset in either the Category min-browser or in the Quick View mode. Presets are not cumulative; after you've applied one preset, clicking on another preset will remove the previous one and apply the new one.

Once you've applied a preset, you can still make changes to any of the panes and settings, add or remove adjustments, switch to another preset, perform any retouching or more.

If you don't like a preset, clicking on another one will replace the settings of the previous preset with the settings of the new preset. To remove a preset entirely from an image, choose one of the reset options from the Settings menu, or remove the individual settings from the appropriate panes in Develop and Effects. (The latter approach is recommended if you have created masks or local adjustments that you wish to preserve.)

TIP: If you hover over a preset's thumbnail in the browser, you'll see a heart icon. Clicking this will fill the heart in and add that style to your Favorites. This category resides at the top of the Presets panel, and contains the presets you have selected as a favorite. To remove a favorite, open the Favorites, and click again on the heart icon.



The Landscape category, set to 1-column preview. To apply a preset, just click on it in this view.

Saving a Preset

Once you have a group of edited settings that you wish to save, go to the Settings menu and select Save Preset. The New Preset dialog will appear, with options for which module's settings you wish to save, naming the preset, and adding it to an existing or new category. If you've applied a preset to an image, and update any of the edit settings (or add or remove adjustments), you can update the preset with the new settings by choosing Update Preset with Current Settings from the Settings menu. This will only change the preset in your app; any images that had the old version of the preset will keep those settings unless you reapply the preset.

Deleting a Preset

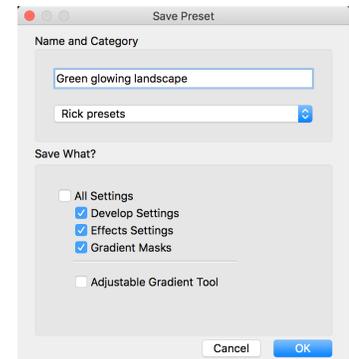
You can remove a preset if you no longer want to have access to it. To remove a preset, follow these steps:

- Select the preset you wish to remove in the Preset panel.
- Select Delete Preset from the Settings menu.

Importing & Sharing Presets

You can import presets you have downloaded from the ON1 website or other source. Some files will be individual presets, while others might include more than one preset, and might be known as preset "packs."

A preset will have an '.ONP' extension, while a preset pack has an 'ON-Preset' extension; all you need to do is double-click on the file—or choose Import Preset from the Settings menu—and Photo RAW will ask you to pick a category

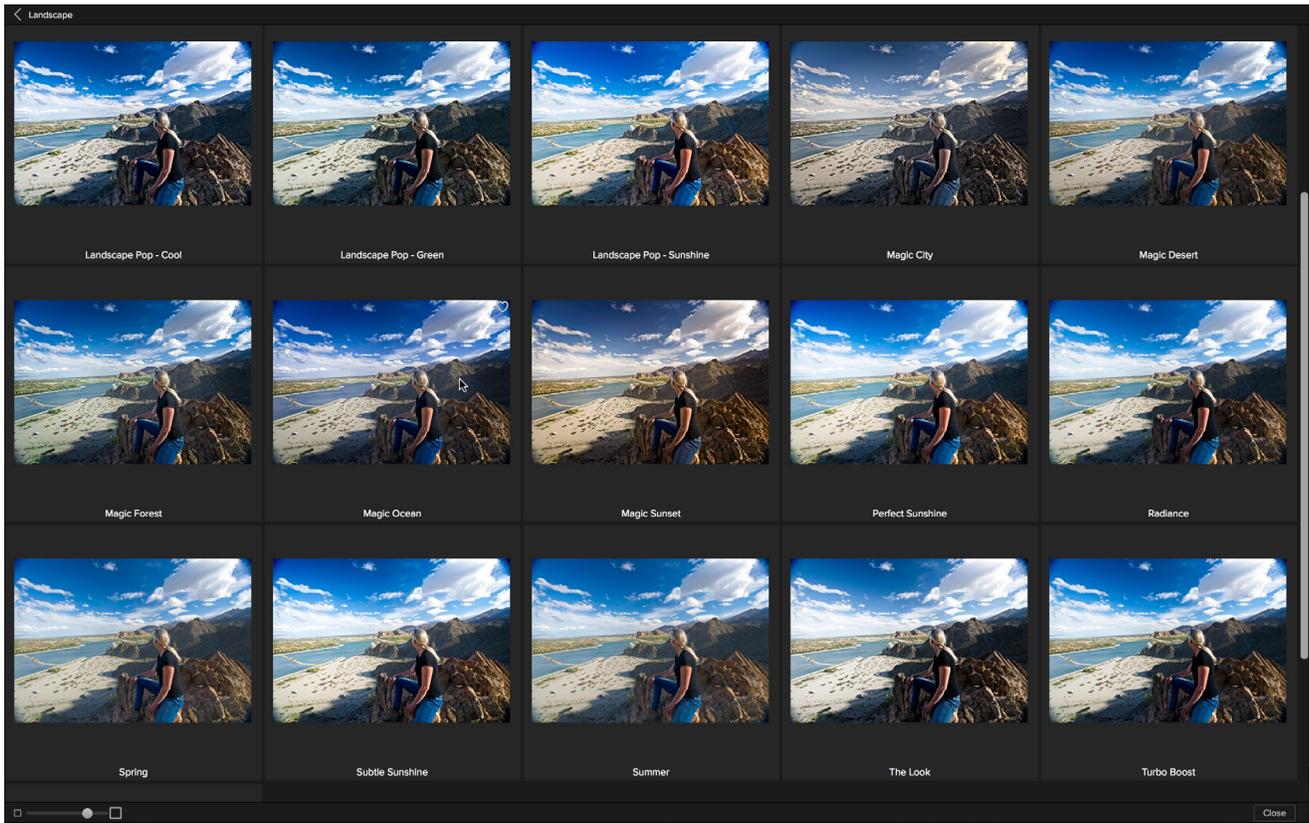


With the Save Preset dialog box, you can save your Develop and Effects settings, and any gradient masks and Local Adjustment settings that used the Adjustable Gradient tool.

where you wish to place the preset or pack, and it will copy the preset(s) into the app. (You can delete the downloaded files, if desired.)

To export a preset, click on it and choose Export preset from the Settings menu.

TIP: Many preset management options can also be performed by clicking on a preset in the Preset panel and right-clicking on the preset. This is helpful if you want to update, export or rename a preset without applying it to an image in Develop or Effects.



Clicking on the Quick View Browser icon in the Panels pane (or choosing *Open Quick View Browser* from the *Window* menu) will open a full-screen representation of that category's presets, giving you a larger representation of how that preset will look when applied to your image.

Part 4: ON1 Effects

If Develop is the base from which you start editing your photos, Effects is the finishing school. With more than 20 filters that can be stacked in any order, with extensive blending and masking options, Effects lets you create stunning, pro-level photos with ease. And, since it is built upon ON1 Photo RAW's non-destructive editing engine, you can go from Browse to Develop to Effects and back again, preserving your edits, masks and more without having to worry about saving multiple versions of your files.

NOTE: If you use an external editor such as Lightroom or Adobe Photoshop as your primary Raw editor, you can use Smart Photos (via Lightroom) or Smart Objects (in Photoshop) to preserve edits made in ON1 Photo RAW. See Pages 10-12 of this guide for a description of the editing process with these apps.

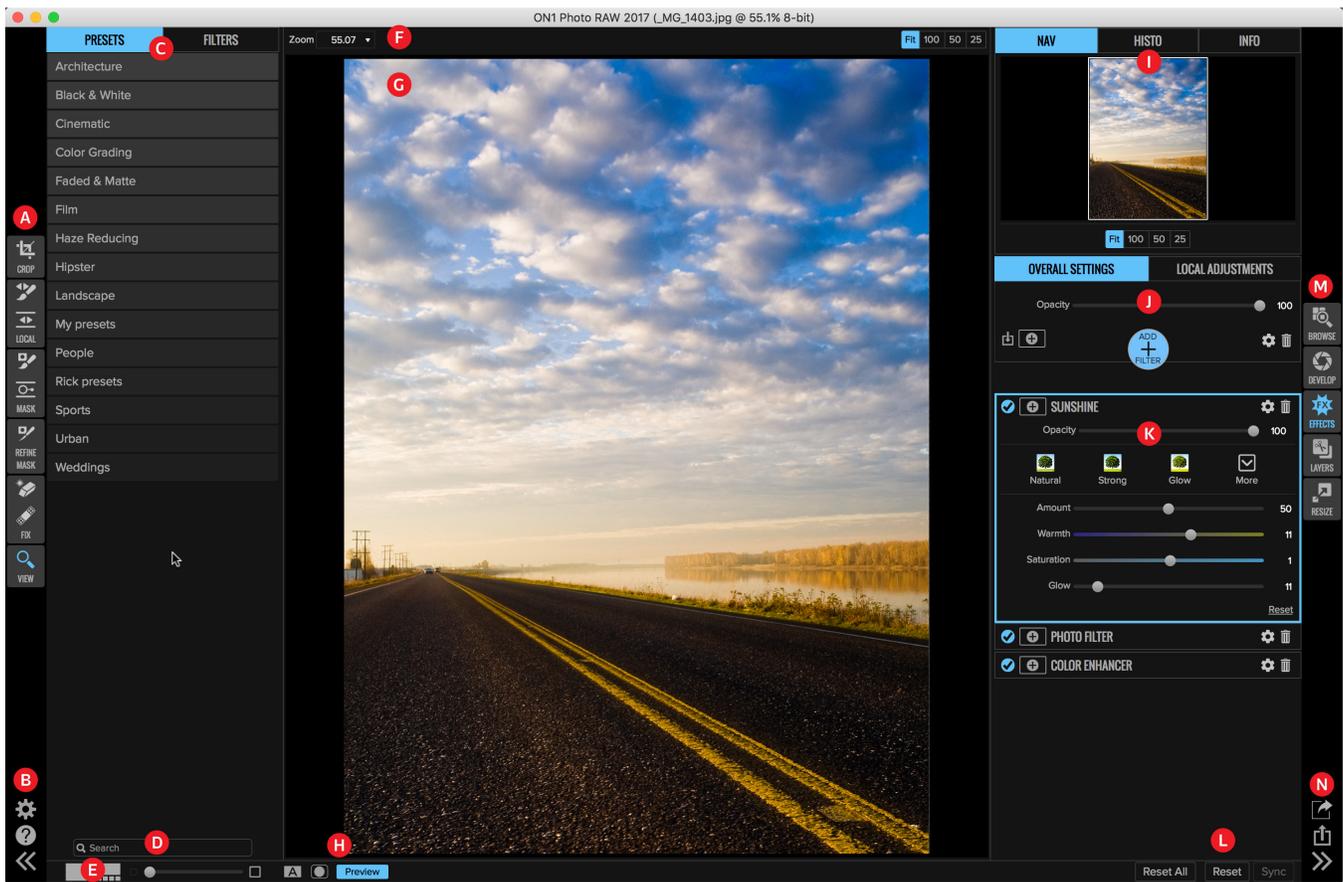
While Develop and Effects share some tools and even some adjustment types, Effects is much more customizable in how adjustments—called filters in Effects—are applied. The editing stack inside Develop is fixed, while the stack in Effects is extremely flexible. Here are just a few of the things you can do with an image in Effects:

- You can add filters in any order (even multiple instances of the same filter).
- Move filters up and down in the stack.
- Add blending options to all or some of the filters and set the opacity of each filter individually.
- Create complex masks for each filter you add, letting you selectively apply a filter to specific portions of an image. (Effects includes more tools for creating masks and selections than Develop.)

Because Effects and Develop are so tightly integrated with one another, you can move back and forth between the two modules without any worries—edits you make in one module are preserved in the other. Presets can be saved (and applied) using any edits you make in either or both modules, and can include gradient and adjustable gradient masks. (See Page 60 for more on presets.)

Effects also shares the Local Adjustments panel with Develop; any local adjustments made while you were working in Develop will be visible and available inside Effects, and vice versa. (See Page 57 for information on how to use local adjustments.)

In addition to creating and using presets, you can copy and paste the Develop and Effects settings from one file to another, or alternatively, synchronize the edits on one photo to a group of photos. These operations can all be performed in any of the editing modules, as well as in Browse, adding to ON1 Photo RAW's extreme flexibility.



ON1 Effects Main Screen Overview

- A. Tool Well: tools for working within Effects
- B. Preferences/Help: Shortcuts to app preferences and help.
- C. Presets/Filters Panels: Switch between list of installed presets (by category) or list of all filters available inside Effects. Clicking tab switches between panels. Clicking on an item in the list applies that preset or filter style to your image.
- D. Search: Searches presets or filter styles (by name).
- E. Preview Window Options: switch between detail view or filmstrip view; magnification slider adjusts zoom for current image.
- F. Tool Options bar: Options and settings for currently selected tool.
- G. Preview Window: displays the current photo in detail view.
- H. Preview Option toggles: compare (before/after) mode, show/hide mask, turn preview on or off.
- I. Photo Information pane: navigator, histogram and general photo information
- J. Overall Settings/Local Adjustments panes: clicking tab switches between filter stack and local adjustment panels.
- K. Filter Stack: Where you add filters to apply to your photo. Click the Add Filter button at the top of the stack to add filters.
- L. Reset bar: Reset all (Develop and Effects settings), Reset (Develop-only settings), sync settings with previously edited photo (only in Filmstrip view)
- M. Module Selector: Switches between modules (if you are editing a photo as a plug-in, some modules might be disabled).
- N. Export/Share: Shortcuts for exporting and sharing selected photos.

Tools



Effects has nine tools available for you when you are working on a photo:

Crop Tool: Trims an image to your desired size or ratio.

Adjustment Brush: Paints in or out local adjustments.

Adjustable Gradient: Applies a selective gradient in local adjustment mode.

Masking Brush: Mask large similar areas quickly. (Includes Perfect Brush option.)

Masking Bug: Applies a selective gradient as a mask in any filter (or to the entire stack).

Refine Brush: Lets you refine an existing mask's edges, to help mask difficult areas, such as hair.

Perfect Eraser: Removes distractions like signs and power lines.

Retouch Brush: Removes blemishes like dust spots and acne. (Includes Perfect Brush option.)

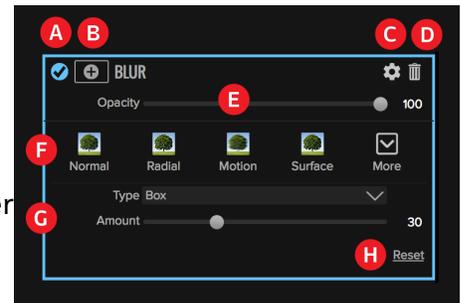
Zoom Tool: Adjusts the magnification of the image in the Preview area.

To access a tool, simply click on the tool. When selected, the cursor will change, and you will see a set of options for the tool in the Tool Options bar above the Preview window.

Filters

Filters are the building blocks of Effects' editing power. Each filter is an adjustment type, much like the basic adjustment panes inside Develop, but Effects filters have much more functionality than the basic panes inside Develop. Each filter is like a movable, editable layer over the base image you are working on. You can use Effects' masking tools to apply a filter to only part of an image and can change the blending mode (and opacity of the filter) to alter the way the filter interacts with those above and below it in the stack.

The Effects module has 23 filter types, found in the Overall Settings panel (they are also accessible via the Filters pane on the left side of the window). Unlike Develop, you can apply filters in any order, and you can have more than one instance of a filter in the stack. (This can be helpful when you are creating complicated masks on an image and wish to apply a filter differently in parts of the image.)

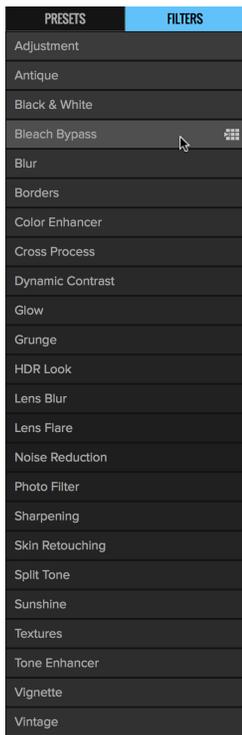


Contents of a filter pane (Blur filter shown):

- A. Checkmark turns filter on or off.
- B. Show/Hide Mask
- C. Blending mode options
- D. Deletes filter from the stack.
- E. Sets opacity of the filter.
- F. Styles pane for quickly applying filter presets.
- G. Settings area for adjusting a filter's settings. (Settings dependent upon the filter chosen.)
- H. Resets filter settings to its default state; does not reset masks.

Applying filters with the Filter Browser

Much like the Presets panel found in the Browse, Develop and Effects modules, Effects has a Filter panel that lets you browse all of the filters inside Effects, and display previews of those filters with the available styles for that filter. To choose the Filters panel, click on the Filters tab. A list of the filters will appear, and clicking on a filter will display thumbnails of your image with that filter's available styles. To choose one, click on the style, and Effects will



The Filter Browser has a list of all the filters available in Effects. Clicking on a filter will display thumbnails of the filter's styles using your image.

add that filter to the Overall Settings pane. Note that this will replace the currently selected filter in the stack; to add a new one on top of the stack, click the Add Filter button in the Overall Settings panel, then choose a filter from the list.

TIP: If you hover over a filter style's thumbnail in the browser, you'll see a heart icon. Clicking the icon will fill the heart in and add that style to your Favorites category. This category resides at the top of the filter list, and contains all filter styles you have selected as a favorite. To remove a favorite, open the Favorites category, and click again in the heart icon.

If you'd like to see a larger representation of what your selected photo will look like with a filter's styles, click on the Quick View Browser icon in the category's title bar. That will display a window over the entire Photo RAW interface with all of the presets in that category. (Press the Escape key to close the Quick View Browser.)

TIP: To change the size of the thumbnails in the Presets panel, select the Browser Mode option from the View menu and choose One, Two or Three Column View.

To apply a filter style to a photo, simply click on the style in either the Filter Browser or in the Quick View Browser.

Searching for filter styles inside the Filter Browser

To search for styles inside the Filter Browser, type in the name you're looking for in the search field. The search results appear in a new sub-folder called search results, which will be selected automatically.

Working with filter panes

By default, the filter stack is empty, although, if you have applied a preset in Browse or Develop that uses filters from Effects, you will see those filters in the stack. To add a filter, simply click on the Add Filter button at the top of the stack, and click the filter pane you would like to add to the stack. Clicking on the checkmark will turn that pane on or off, which can be helpful if you want to see the effect in the context of other edits you have made. If you don't like the effect, click on the trash can icon in the pane's title bar to get rid of it. The Reset button at the bottom of each pane will reset that pane's settings to their default.

To move a filter up or down in the stack, click on the pane's title bar and drag it up or down. A heavy white line will appear between panes as you drag; simply let go of the mouse at the location you wish the filter to go.

TIP: Each pane can be collapsed, by clicking in the pane's title bar (a Hide/Show link is visible when you move your cursor over the title bar, but the entire title bar is clickable).

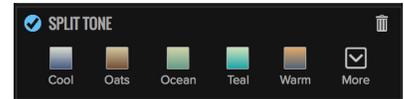
If you don't want to have to scroll up and down the filter stack when you have a lot of open panes, go to the Window menu and choose Solo Mode. This will leave only

the current pane open, and will hide all the other panes. Clicking on another pane will open that one and collapse the previous one.

Styles

Most of the panes in Effects have a set of built-in styles in the top part of the pane. Styles are like preset adjustments for a pane: they provide a group of settings to help you get started in the pane, or to apply a specific effect.

You use a style by clicking on the style's icon in the pane, and then can adjust the sliders as desired to get the right effect for your photo.



Styles for the Split Tone pane

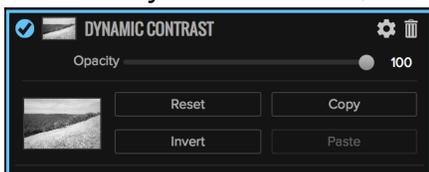
You can save your own settings as a style. Simply click on the More icon on the far right side of the styles list for that pane, then choose Save New Style from the pop-up. Name your style, and it will then be added to the top of the More menu. To apply a saved style, choose the style from the More pop-up menu. To adjust the settings for a saved style, apply it, make any changes you would like to the sliders or other options, then right-click on the More pop-up and choose Update Style with Current Settings from the menu.

NOTE: It can be easy to confuse presets and filters, but filters are individual adjustments (as are the adjustment pane options inside Develop). Presets are a composite of all saved adjustments (and some masks) made across both the Develop and Effects modules. For more on presets, see Page 60.

Filter Masks

Every filter has a mask associated with it, which lets you apply that filter's effect to specific areas of an image, using the Masking Brush and Masking Bug tools. By default, the mask is white, which means that the effect is visible in every area of the image. Using the Masking Brush, for example, you can 'paint out' the effect in areas that you wish not to be affected by the filter. Alternatively, you can invert a filter's mask and choose to 'paint in' the filter where you would like it to be.

When you add a filter, the mask is technically hidden. You can add one by either selecting



Clicking on the Show Mask icon will display the current mask (if there is one) and give options for resetting, inverting and copying and pasting the mask.

and using one of the two masking tools, or by clicking the Show/Hide Mask icon in the title bar of the filter pane (this icon will initially be represented with a plus sign in the middle of it). When you add a mask in either way, the contents of the Show Mask icon will represent the mask on that filter layer.

Once you have a mask on a filter layer, you can manipulate it by expanding the Show Mask section of the pane, where you will have options for inverting the mask, copying it and resetting it. Because it can sometimes be helpful to use the same mask on different filters, you can copy the contents of a mask from one filter and paste it onto the mask of another filter. If you have a mask copied to the clipboard, the Paste option will be active in the Show Mask pane.

Effects has two options for viewing the contents of a mask: you can choose to view a mask as either a red overlay on top of your image, or you can choose to see only the mask itself,

represented as grayscale. These options are available from the Mask menu; select Show Mask to see the mask, while the View Mode option lets you switch between the two modes.

NOTE: There is one other mask type you can create in Effects, called a Luminosity Mask. This mask uses the brightness (or luminance) values in your image to create a mask that includes either all the dark tones or the light tones (if you invert the mask). To add one of these masks, choose Create Luminosity Mask from the Mask menu.

For more detailed information on how to create masks, see the Masking Tools section on Page 82.

Deleting a Filter

You remove a filter by selecting it and pressing the trash icon to the right of the filter's pane.

Filter Opacity

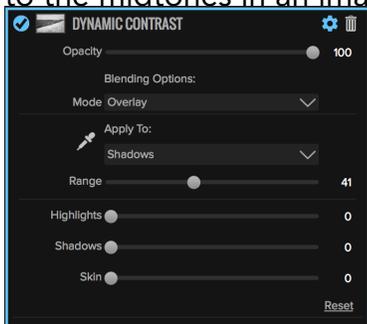
Every filter has an opacity setting, which effectively adjusts the strength of the filter. The Opacity slider, which is found at the top of each filter's pane, ranges from 0 (no effect) to 100 (full effect). What this means is that at 100, all of the filter is applied to the image in the stack. At 50, the filter strength is half, and the effect is much less strong. Playing with a filter's opacity can often help soften an effect in a way that you wouldn't be able to get otherwise.

For example, if you add a Black & White filter to an image, but would like a faded, muted color effect, simply reduce the opacity of that filter. The more you reduce the opacity, the less effect the Black & White will have.

By default, when you add a filter, the opacity will be set to 100. You can create presets, however, with whatever opacity you wish for a given filter.

Blending Modes

In addition to opacity, you have one other very powerful option for adjusting the strength and effect of a filter: blending modes. Blend modes determine how a filter interacts with the filters below it in the image stack. Blend modes can darken or lighten an image, depending upon the mode chosen, while others adjust contrast or color. ON1 Photo RAW's blend modes also let you apply a blend mode to specific colors or tones in your image, making them a very useful tool for precision editing of your images. You can apply sharpening, for example, only to the midtones in an image, which can be very helpful in a landscape image.



Clicking the gear icon in a filter's title bar will open the Blending Options section of the pane.

To see the blending modes, click on the Blending Options gear icon at the top of a filter's pane. The Blending Options area will drop down from the top of the panel. The blending option controls are:

Blending Options: A pop-up list of blending modes. There are 24 common blending modes available in the list, including Normal, Lighten, Darken, Screen, Multiply, Soft Light, Hard Light, Overlay and Color.

Apply To: This lets you apply the blending mode to a specific color or tonal range. The options are; All (the default), Highlights, Midtones, Shadows, Reds, Greens, Blues, Magentas,

Cyans, Yellows, Flesh Colors, Vivid Colors and Neutrals. (You can also manually choose a color

range by selecting the Dropper Tool in the pane and clicking on a color in your image.)

When you choose one of the options in this menu, the adjustment is only applied to that part of the image that is based on the lightness, hue, or saturation range specified. The Range slider expands or contracts the selected option, and the Highlights, Shadows, and Skin sliders protect those settings from your adjustments.

NOTE: How to apply blending modes, which ones to use, and when to use them, are beyond the scope of this guide. PhotoshopCafe.com has a free tutorial on blending modes, which can be found here: <http://bit.ly/2hlfX5h>

Master Opacity, Blending and Mask options

Effects also has master opacity and master blend mode options for the entire image stack, and includes a Master mask option. The Master Opacity slider, found at the top of the Overall Settings panel, controls the strength of the composite filter stack against the original image—if you haven't performed any Develop operations on it—or against the image as it was edited inside Develop.

The Master Blend Mode options can be accessed via the gear icon at the top of the Overall Settings panel. It has the same controls as the blending options in the individual filter panes, and, like Master Opacity, what it blends the filter stack with depends upon what edits you have made on your image in Develop.

To create a Master mask, click on the mask icon next to the Save Preset icon in the Overall Settings panel. This mask works on the entire effects stack, letting you selectively add (or remove) an entire effect on a photo.

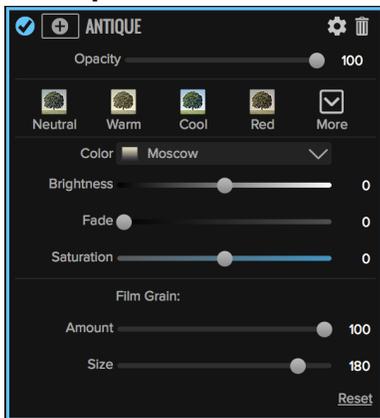
NOTE: For more on the image stack and how ON1 Photo RAW applies edits and settings to your image during a session, see "Understanding the Raw pipeline in ON1 Photo RAW" on Page 9.

Filter Types

Effects has 23 filter types available for you to use inside ON1 Photo RAW. Each filter has a set of styles in the top row, providing a range of popular or useful options for using that filter. You can also save your own preset styles by clicking the More pop-up at the end of the Styles row.

NOTE: A few of the filters in Effects—Black & White, Noise Reduction, Sharpening, Split Tone, Glow, Color Response—are based upon the same algorithms as the adjustment panes inside Develop. If you apply an adjustment pane in Develop, and then add the same filter in Effects, you are in effect adding the filter a second time, at a different place in the image pipeline. While there are times when you might wish to do this, you can sometimes exaggerate an effect in a way that might not be beneficial to your image.

Antique



The Antique filter gives your image an aged look; unlike the Vintage filter, this filter focuses more on a monochromatic or hand colored look.

Color: Drop-down menu displays a list of color options that are similar in tone to the Split Tone filter, providing a duotone-style effect.

Brightness: Adjusts the overall brightness of the image.

Fade: Adds a white fill to the image, giving the illusion of a faded photograph.

Saturation: Adjusts the color saturation. Moving the slider to the left decreases the saturation; moving it to the right increases it.

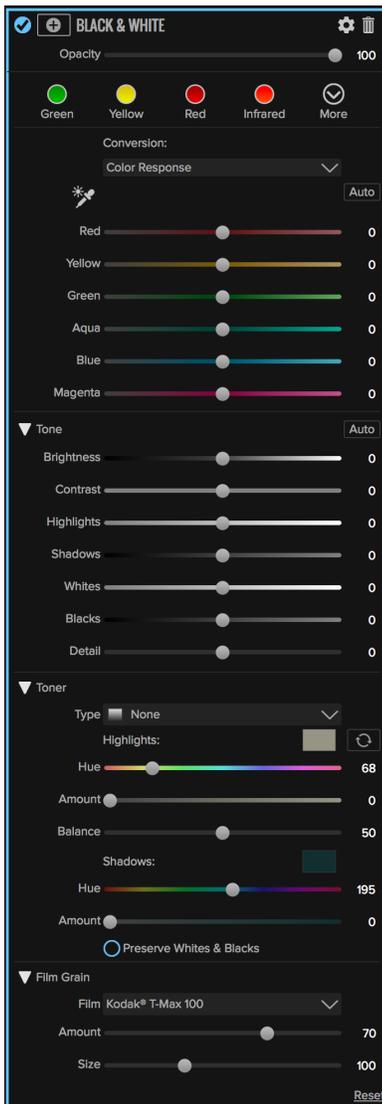
Film Grain: Amount controls the strength and size dictates how large the grain appears.

Black & White

This pane is used to turn a color image into a monochromatic image, and, while it shares some of the same settings as the Black & White pane in Develop, you'll find additional toning features in Effects.

The styles at the top of the pane represent different filter types often applied to an image, while the Auto button selects the black and white points of your image automatically. To manipulate the tones manually, move the color range sliders to the right (increasing brightness) or the left (decreasing). Alternatively, you can choose the Channel Mixer option from the Conversion pop-up, and use the slider to choose a look that accentuates the color tones you are most interested in.

To change the tones directly inside a photo, choose the Color Response tool in the pane: click on it to select the tool, then click and drag in the image to increase or decrease the brightness of the selected color range.



Tone

The Tone section of the Black & White pane is similar to the one in the Tone & Color pane in Develop: you can adjust brightness, contrast, highlights and shadows, whites and blacks, and detail directly within the filter pane.

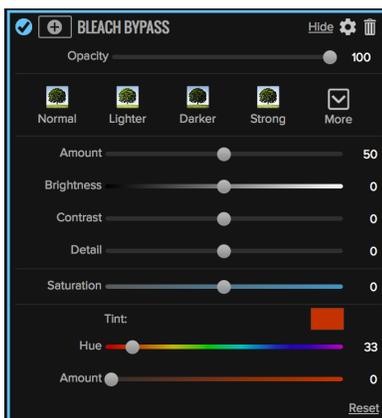
Toner

The Toner section of the filter is designed to approximate many traditional and popular darkroom-based paper toners, from sepia tones to platinum, selenium, coffee and more. You can choose from more than 20 toning options via the Type pop-up menu, and adjust the combination of paper (which is represented by the Highlights section of the pane) and silver (represented by the Shadows). To tune your options, you can adjust the Hue or Amount of each setting, and use the Swap tones icon (next to the Highlights color well) to swap the highlights and shadows colors. The Preserve Whites and Blacks keeps the pure whites and blacks neutral instead of taking on the color of the toner.

Film Grain

The last section of the Black & White pane is Film Grain, which, like the Toner section, is designed to add a classic film grain look to your photos. To add film grain, choose from the drop-down list of popular black and white films. The Amount slider controls the strength of the effect, while the Size slider adjusts the scale of the grain.

Bleach Bypass



This filter is based upon an old color film processing technique where the bleaching step was skipped. It reduces the saturation and increases the contrast.

Amount: Controls the strength or amount of the bleach bypass appearance.

Brightness: Adjusts the overall brightness of the image.

Contrast: Increases or decreases the global contrast.

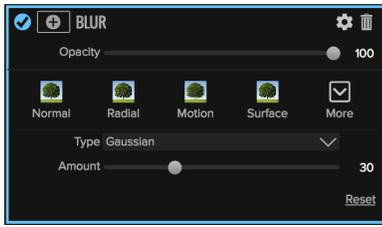
Detail: Enhances the details by increasing the micro contrast.

Saturation: Adjusts the underlying saturation.

Tint: Choose a new color by clicking in the color icon or by using the Hue slider.

Amount: Adjusts the strength of the tint.

Blur



The blur filter contains five options for adding blur to your images: Gaussian, Motion, Radial, Surface and Box. Each blur type has its own look:

Gaussian: This is a simple Gaussian blur applied to your image. It has one slider, Amount, which controls the strength of the blur by adjusting the radius.

Motion: A motion blur adds the appearance of movement.

The Amount slider controls the strength of the blur, and Distance controls the blur relative to area between the subject and camera. Angle sets the angle of the blur, while the Smoothing slider softens the lines created by the motion.

Radial: These blurs are circular, zooming out from a central point.

The Amount slider controls the overall strength of the blur. Quality controls how noisy or grainy the blur is, with 1 being grainy and 100 being smooth. Smoothing softens the lines created by the motion.

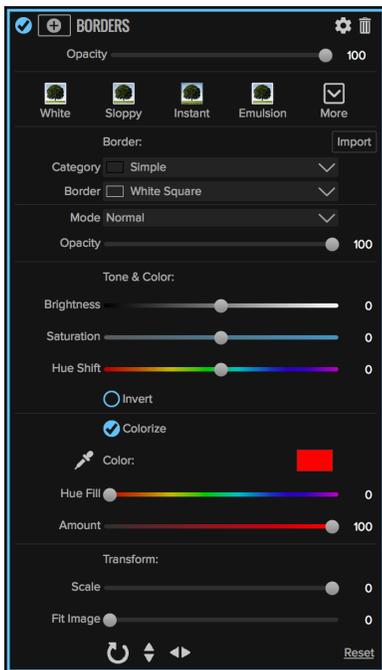
The Radial blur type also includes a center spot selector at the bottom of the pane. Click on the spot selector icon and then click on the part of the image you want to make the center of the blur.

Surface: These blurs tend to maintain edges but add blur to the details. This blur type can give you a “simplified” effect. The Amount slider controls the strength of the blur, while Threshold sets how similar colors are grouped.

Box: A Box blur is similar in concept to a Gaussian blur, but it bases the blur on contrasting edges. Box blurs tend to retain edges a bit more clearly than Gaussian blurs.

NOTE: Do not use the Opacity slider when trying to reduce the strength of a blur; use the amount sliders instead.

Borders



ON1 Photo RAW has a large collection of pre-made borders and edges that you can add to your photos. These borders range from classic film borders to viewfinders to artistic effects to emulsion transfers and many more.

The Borders filter also has an extensive set of controls for manipulating the size, color, and blending mode of the borders you choose.

You can also import your own borders, either directly into the Borders filter pane, or via the Extras Manager (available in Browse). Border files need to be a standard PNG file type with a large central transparent area

NOTE: See the Overview on Page 14 about how to use the Extras Manager to import borders (and other extras), as well as more information on preparing files for Borders and Textures.

The Category and Border pop-ups at the top of the pane are used to select the border

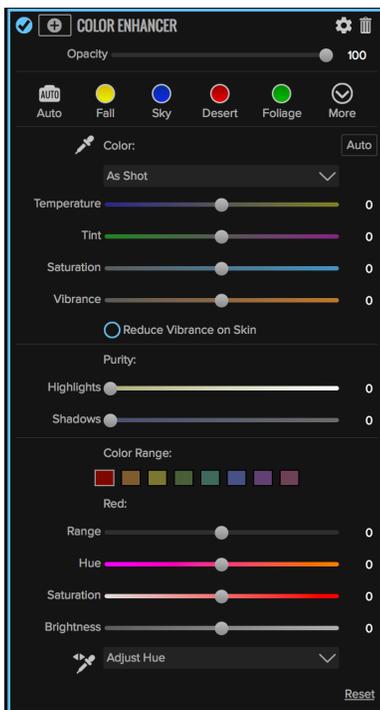
category and the specific borders within each category. There are 8 built-in categories, sorted by type. Any user-imported borders will also appear in this list.

Once you have chosen a border to add, you can adjust its blending mode and opacity, and, if the border has color, you can adjust its hue, saturation and brightness. Alternatively, if the border is black or white, you can colorize it.

The Transform section at the bottom of the Borders pane lets you scale the border up or down in size, to help you get the look you're after, and the Fit Image slider adjusts the size of the image under the border.

You can rotate or flip the currently selected border by clicking the buttons at the bottom of the screen.

Color Enhancer



The Color Enhancer is designed to give you complete control over color manipulation in your image, whether it is on a globally across your entire image, or by adjusting different color ranges. (It is a combination of the Color section of the Tone & Color pane and the Color Adjustment pane in Develop.)

The styles at the top of the pane are designed to help enhance specific scene types (Foliage, Fall, Desert, Sky). To adjust global color in an image, work in the Color section of the top half of the filter pane; to work with individual color ranges, use the Color Range section at the bottom of the pane.

Color

The Color sliders in the top half of the pane control Temperature, Tint and Vibrance. They are used to remove a color cast and enhance the color of the image. The settings in this section of the Tone & Color pane include:

Auto Button: The auto button attempts to detect and remove a color cast. It makes adjustments to the Temperature and Tint sliders.

Gray Dropper: Used to remove a color cast of an image. Click the icon to activate, then click on an area in the image that should be gray. The sliders will automatically adjust according to the sample you have selected.

White Balance presets: This pop-up lets you change the white balance according to common color temperatures (As Shot, Auto, Daylight, Cloudy, Shade, Tungsten, Florescent, Flash, Custom). The default is As Shot, which is the color temperature that the camera recorded when you took the photo.

Temperature: This slider shifts the color either cooler (blue) or warmer (yellow).

Tint: Shifts the color either green or magenta.

Saturation: Increases or decreases the saturation of your image.

Vibrance: Increases or decreases the color of muted tones, leaving more saturated colors alone.

Reduce Vibrance on Skin: When turned on, adjustments made with Vibrance slider are re-

duced on skin colored areas. This allows you to increase the vibrance of clothing and the background without adversely affecting the skin color.

Purity – Highlights: Reduces the saturation in the highlights.

Purity – Shadows: Reduces the saturation in the shadows.

Color Range

In the Color Range section of the pane are swatches for eight colors: red, orange, yellow, green, aqua, blue, purple and magenta. Clicking on one of the colors will let you adjust the hue, saturation and brightness of the selected color range. Other settings in the pane include:

Range: This slider lets you narrow or widen the range of the selected color.

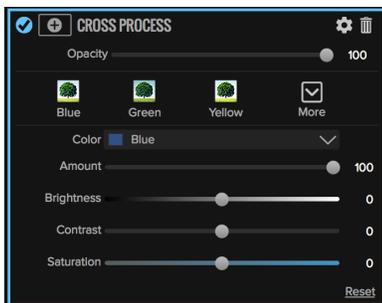
Hue: Changes the hue for the selected color range.

Saturation: Adjusts the saturation of the selected color range.

Brightness: Adjusts the brightness of the selected color range.

You can also use the pane's Targeted Dropper tool to click on a section of your photo and adjust the hue, saturation or brightness dynamically. To do this, click on the tool and choose which parameter you would like to adjust. Then click in your image on a color you would like to adjust and drag the cursor to the left or right to decrease or increase the effect.

Cross Process



This filter simulates the effect of processing film deliberately with the incorrect chemistry. It creates unnatural colors and high contrast.

Color: A drop-down list of cross-processing types (Blue, Green, Yellow, with Strong options).

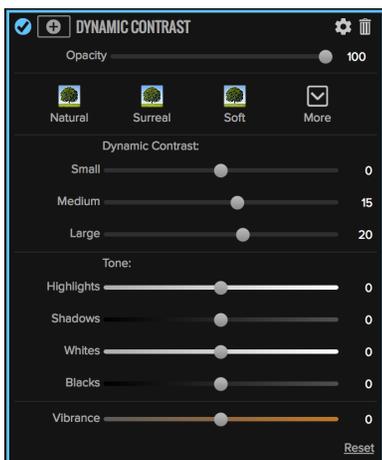
Amount: Controls the overall strength of the filter.

Brightness: Adjusts the overall brightness.

Contrast: Adjusts the overall contrast.

Saturation: Adjusts the underlining saturation.

Dynamic Contrast



Dynamic contrast adds clarity—also known as tonal contrast—to your image, making it pop. It can be a strong effect, so it is often combined with masks to help lessen the effect in certain areas of an image (clouds in a sky, for example, often look surreal with too much Dynamic Contrast applied to them).

The top portion of the pane lets you adjust the contrast in areas of small, medium and large detail; moving the slider to the left decreases the contrast in those areas, while moving the sliders to the right increases them.

Because adjusting the contrast in extreme ways can affect the tonal qualities of your image the bottom section of the Dynamic Contrast pane lets you make adjustments to the highlights and shadows to recover detail, while adjusting the contrast in the white and black areas, and increasing vibrance.

Glow



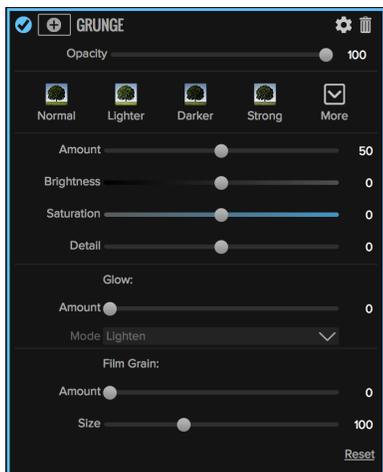
This pane adds a soft-focus glow to the image. The styles section and the More pop-up include a number of different glow types. Adjustable settings for the Glow pane include:

Amount: Controls the overall glow strength.

Halo: Sets the radius of the glow effect, creating a fuzziness to your image's edges.

Mode: Lets you set the blending mode for the glow effect.

Grunge



This filter is used to add a dirty or grungy look to your image. Settings in this pane include:

Amount: Adjusts the overall strength of the grunge.

Brightness: Adjusts the overall brightness of the image.

Saturation: Adjusts the underlying saturation.

Detail: Adjusts the amount of detail.

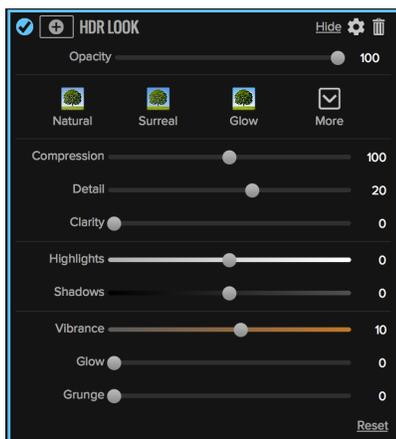
Glow Amount: Adds a glow to the grunge.

Mode: Lets you choose the blending mode for the glow effect.

Film Grain Amount: Adds film grain to the image.

Film Grain Size: Controls the grain size.

HDR Look



This filter recreates the HDR style of tone mapping, with accentuated edges and sharpening. This one, like dynamic contrast, often benefit from masking or blend modes. Settings for this filter include:

Compression: Compresses the tone to reveal highlight and shadow detail.

Detail: Increases the local contrast of details and edges in your image.

Clarity: Increases the global contrast.

Highlights: Recovers detail in the highlights.

Shadows: Recovers detail in the shadows.

Vibrance: Adjusts the vibrance of muted colors.

Glow: Adds a bright glow.

Grunge: Adds a dark gritty look.

Lens Blur



This filter creates a blur, based on a camera lens such as a tilt-shift or a shallow depth of field look. You can use the Masking Bug gradient tool to adjust the amount of blur through your image, or brush in or out the effect where you want it. The filters settings include:

Amount: Adjusts the overall strength of the blur.

Optic Quality: Controls the aperture shape in the inner and outer feather.

Sides: Sets the number of blades in the lens aperture, which changes the shape of the bokeh.

Curvature: Sets the curvature of the aperture blades.

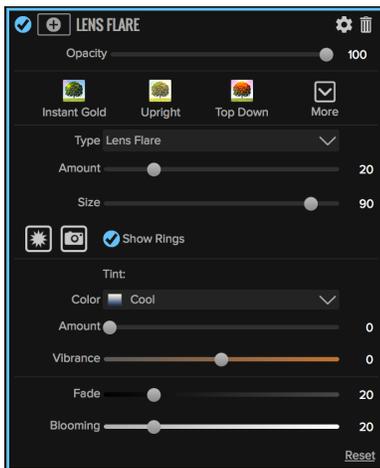
Blooming: Adjusts the highlight bokeh.

Brightness: Controls the overall brightness of the blur.

Contrast: Controls the contrast of the blurred areas.

Noise: Adds simulated film grain to the blurred areas.

Lens Flare



The Lens Flare filter is used to create or enhance images shot into the sun. It reduces contrast, shifts color and renders a realistic lens flare.

Type: Sets the style, either lens flare or sun spot.

Amount: Adjusts the overall strength of the effect.

Size: Controls the size of the effect.

Light Source Tool: Click and drag with this tool to set the location of the light source. This can be off the image canvas, to give the effect of light coming in from outside the camera point of view.

Camera Position Tool: Click and drag with this tool to set the location of the camera. This changes the shape of the lens flare. This can also be off the canvas.

Show Rings: Shows or hides round aperture shaped artifacts in the lens flare.

Color: Select a vintage color look.

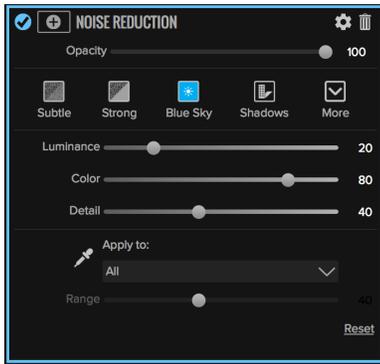
Amount: Control the amount of the vintage color look.

Vibrance: Add vibrance to the underlying image.

Fade: Decreases the shadow density by brightening the shadows. Adds a matte or faded look to your image.

Blooming: Adjusts the highlight bokeh.

Noise Reduction



Use this pane to reduce luminance and color noise, while maintaining image detail. The styles section includes a number of different noise reduction options, based on the type of image you're working on.

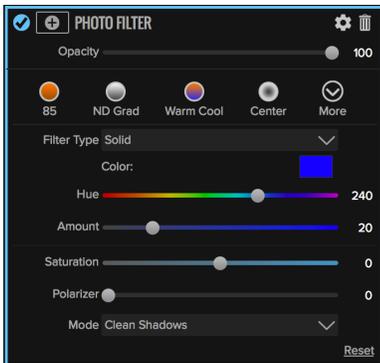
Luminance: Adjusts the overall strength of the noise reduction applied to the luminance or detail of the image. Hold down the Alt/Option key to see just the luminance while adjusting this slider.

Color: Controls the amount of noise reduction applied just to the color or chroma of the image.

Detail: Controls how much edge detail is protected. Hold down the Alt/Option key to see the edge mask while adjusting this slider.

Apply to: Allows you to limit the noise reduction to just a portion of the image based on color or brightness values. Options include highlights, shadows and midtones, as well as color ranges. To set a custom color range, click the Dropper icon and click on a color area that has the noise you wish to remove. Use the Range slider to adjust the range or fuzziness of the color range to apply the noise reduction to.

Photo Filter



This filter recreates traditional, solid color lens filters used for warming and cooling effects, as well as gradient, bi-color and center-spot filters. You choose the filter type from the pop-up menu at the top of the pane, then adjust the settings to your liking. Each type offers different options for selecting a filter color (or colors, in the case of the Bi-Color type), adding saturation or polarization, and more.

The Solid option includes a section for choosing the single color you wish the filter to be, and an Amount slider for how strong you want the effect. The Polarizer slider adds a polarization effect, which can sometimes help clear haze or enhance the blues and greens in an image.

The Bi-Color and Graduated filter options let you choose filter color (or colors), feather for the filter transition, and a direction for the effect.

The Center type works much like the Graduated option, with the difference being that the filter radiates from the center of your image, and you can choose the center to be either clear or colored.

Sharpening



This pane helps add sharpness to your photos, to compensate for a moving subject or a slightly out-of-focus camera, or for an illustrative effect. ON1 Photo RAW offers three algorithms for sharpening, High-Pass, Progressive and Unsharp Mask. Which one you use depends upon the image or your personal preferences. The styles section and the More pop-up have a wide range of sharpening styles—using all three methods—to help you get started.

Type: Chooses the sharpening method. Each sharpening method has its own set of sliders.

Amount (all types): Controls the overall strength of the sharpening for each sharpening type.

Halo (Unsharp Mask, High Pass): Sets the radius of the sharpening effect. Smaller amounts keep fine detail, while larger amounts can exaggerate edge detail.

Threshold (Unsharp Mask, Progressive): Controls the sharpening effect based on contrast in your photo. Larger settings means that smoother areas do not get sharpened.

Detail (Progressive only): Controls sharpening in small details.

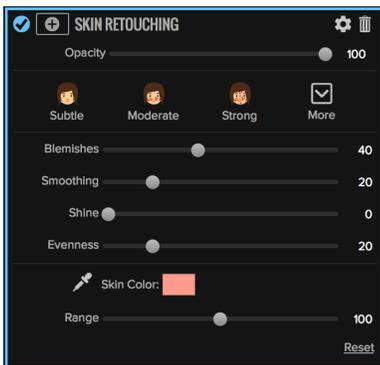
The Protect section protects highlight, and shadow areas and skin tones from having sharpening applied.

Shadows: Controls the amount of sharpening applied to shadow areas.

Highlights: Controls the amount of sharpening applied to highlight areas.

Skin: Controls the amount of sharpening applied to skin tones.

Skin Retouching



The Skin Retouching pane is used to reduce blemishes, smooth skin and reduce shine on skin. The styles at the top of the pane represent a range of adjustments, from subtle to strong, and the More pop-up menu has a number of additional styles for you to choose from, depending upon your image. Other settings include:

Blemishes: Adjusts the strength of acne, pores and fine lines.

Smoothing: Adjusts the strength of smoothing similar to make-up foundation.

Shine: Adjusts the strength of the skin shine.

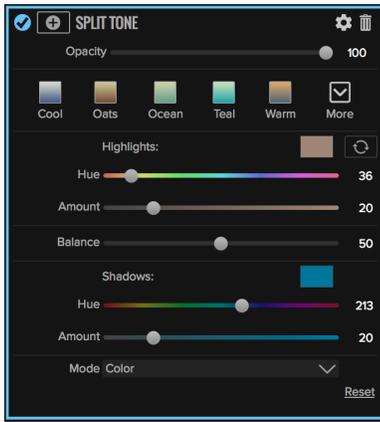
Evenness: Adjusts how consistent the skin color is across the entire face. It is great for correcting highlights that may be too yellow, shadows that may be too green or reducing redness in noses and ears.

Skin Color: Use the Color Dropper icon to select the skin color. Click the icon to activate it and single click again on the color of the skin in the image.

Color Well: This will display the color you have chosen with the Color Dropper. Clicking on the well will let you choose a different color to represent the skin.

Range: Adjusts the precision of the color selected.

Split Tone

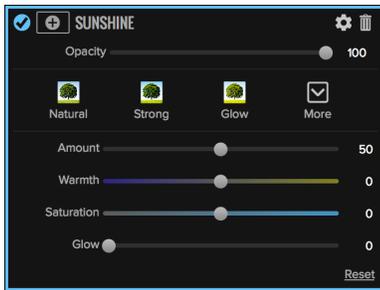


This filter applies a duotone-style effect by using a gradient map that tints the dark and light portions of the image in different hues. This can be used to age an image and give it an antique or vintage look. The styles section has a selection of popular split-tone effects, and you can create your own by manipulating the sliders to choose a map for the highlight and shadow colors.

To use the pane, you can use the Hue slider in each of the sections to choose the colors you want for highlights and shadows. The Amount slider controls the strength of the color, and Balance sets the balance between the shadow and highlight colors, letting you make one of the colors more dominant.

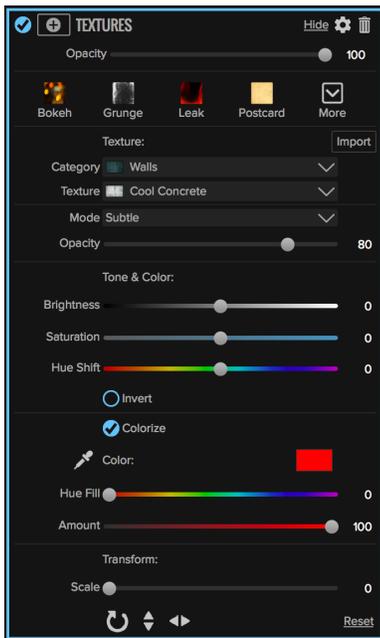
The Mode pop-up sets the blending mode for the split tone. The options you can choose from are Normal (no blending), Color, Lighten, Darken, Multiply or Screen.

Sunshine



This filter increases the appearance of sunshine. It makes a flat cloudy day more vivid. The controls are fairly straightforward, including adjustments for the strength (Amount), warmth and saturation. You can use the Glow slider to add a bright glow to your image.

Textures



The Textures filter places a texture over the image to add a stylized look and is similar to the Borders filter in scope and functionality. ON1 Photo RAW comes with an extensive set of textures that you can add to your photos, ranging from fabric, metal, stone, text and more. You can also import your own textures directly into the Borders filter pane, or via the Extras Manager (available in Browse). Texture files can be almost any image format (JPEG, TIFF, Raw or Photoshop).

NOTE: See the Overview on Page 14 about how to use the Extras Manager to import textures (and other extras), as well as more information on preparing files for Borders and Textures.

When loading a texture file, it will be rotated automatically to match the orientation of your image. You can override this with the rotate and flip tools, and use the Transform option to scale the texture's size over your image.

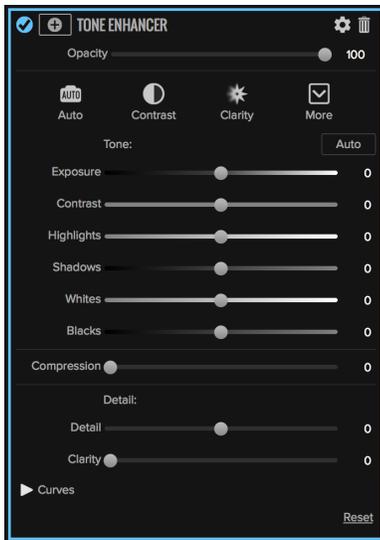
The Textures pane has Category and Texture pop-ups at the top of the pane, used to help you narrow your texture search. There are nine texture categories, sorted by type, and any

user-imported textures will also appear in this list.

Once you have chosen a texture, you can adjust its blending mode and opacity, and, if the texture has color, you can adjust its hue, saturation and brightness. Alternatively, if the texture is black or white, you can colorize it by clicking on the Colorize button in the bottom half of the pane.

The Transform section at the bottom of the pane lets you scale the texture up or down in size. You can also rotate or flip the texture by clicking the buttons at the bottom of the screen, which can be helpful to achieve the look you desire.

Tone Enhancer



The Tone Enhancer controls the brightness and contrast, or tone, of the image and lets you recover detail in the highlights and shadows, and adjust the white or black point. It offers similar controls to the Tone section of Develop's Tone & Color pane, and also includes a curves dialog if you wish to fine tune your image in that manner.

Auto Button: The auto button sets the white and black points automatically, adjusting all of the primary tone settings to balance the histogram.

Exposure: Adjusting this slider to the right will lighten your image. Adjusting to the left will darken your image.

Contrast: Increase or decrease the contrast in your image.

Highlights: Darkens the highlights, recovering detail.

Shadows: Lightens the shadows, revealing details.

Whites: Adjusts the white point, adding or removing contrast in the highlights.

Blacks: Adjusts the black point, adding or removing contrast in the shadows.

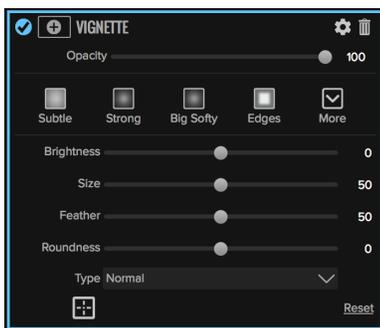
Compression: Compresses the tone to reveal highlight and shadow detail.

Detail: Increases the local contrast in the image.

Clarity: Enhances large edges to add clarity.

Curves: The curves dialog is a powerful, advanced tool for adjusting contrast and color. (See the section on Curves in the Develop section, on Page 50 for more on how to adjust the curves.)

Vignette



The Vignette pane creates flexible vignettes which focus a viewer's eye toward the center of the image by darkening the edges of the frame. The buttons at the top of the pane let you quickly apply a vignette and then customize the look with the advanced controls. Styles apply common vignette types.

Brightness: Controls how light or dark the vignette is.

Size: Controls the size of the vignette.

Feather: Controls the hardness of the edge of the vignette.

Roundness: Controls the shape of the vignette from square to

round.

Type: This drop-down menu lets you select a normal, subtle or soft vignette effect.

The Center Tool at the bottom of the pane lets you to select the center point of the vignette. Click on the tool icon to activate and then click on the area in the image you wish to make the center of your vignette.

Vintage



The Vintage filter is for adding an aged, vintage look reminiscent of films and papers from the mid-to-late 20th Century.

Color: A drop-down menu of various color styles to apply to your image.

Amount: Controls the overall strength of the filter.

Saturation: Adjusts the saturation of the original image.

Film Grain Amount: Adds film grain to the image.

Film Grain Size: Controls the grain size.

Effects Tools

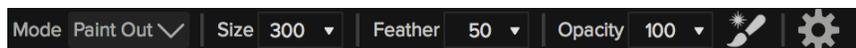
Effects and Develop share four tools between them: the Crop tool, the Perfect Eraser, Retouch Brush, and the Zoom Tool. The Crop tool remembers any crop you made in the Develop module, so if you are editing an image and want to reset the crop, simply click on the Crop tool in Effects and you will see your existing crop.

NOTE: To see the options for all of these shared tools, as well as the Local Adjustment tools, please see Page 57 in the Develop section of the user guide.

The unique tools inside Effects are related to the creation and refinement of masks. The Masking Brush lets you brush a mask in or out on a filter's mask layer, and lets you use ON1's Perfect Brush technology to create very precise masks. The Masking Bug is very much like the Adjustable Gradient tool in the Local Adjustments panel, providing three types of gradient masks to apply selectively to your images. And lastly, the Refine Brush helps improve the transition between the edge of your masks and the unmasked areas, giving you more realistic looking masks. The operation of these tools is described below.

Masking Brush

The Masking Brush is one of two tools in Effects for masking filters. When you select the Masking Brush, your cursor changes to look like two concentric circles, one representing the inner hard edge of the brush, and soft outer, feathered edge of the brush. At the center of the brush is either a plus or minus. The plus means that you are painting "in" a filter's effect, while minus means the brush mode is set to paint out.



Masking Brush Tool Options

Paint Mode: The paint mode controls if you are painting out (hiding the effect) or painting in (restoring the effect). You can tell your current mode by looking at the plus or minus icon in the center of the brush. If the icon is minus, you are painting out, and if the icon is a plus, you are painting in. You can change the mode in the Tool Options bar, or by pressing the X key, or by holding down the option (alt) key temporarily.

NOTE: If you would like to invert the mask (turn it from black to white), in order to paint a filter's effect into your image, select the Masking Brush tool, then choose Invert Mask from the Mask menu.

Brush Size: You can control the size of the brush using the Size pop-up. Use a small brush at high magnification for precise work, and a large brush at fit to screen for general work. You can control the size of the brush several ways:

- Use the Size pop-up in the Tool Options bar.
- Use the left and right bracket keys: ' [' and '] ' .
- Use your mouse's scroll wheel (this option can be set in ON1 Photo RAW's Preferences window).
- Use your Wacom pressure-sensitive tablet.

Feather: You control the amount of feathering—or hardness—of the brush by using the Feather pop-up in the Tool Options bar. The feather has a range from 1 to 100 percent. Use a small feather at high magnification for precise, hard-edged work and a large, soft-edged brush in Fit to screen mode for general work. You can visually see your feather by watching the outer concentric circle of the brush tool. In addition to the Feather pop-up, you can adjust the size of the feather by holding down the Shift key and pressing the right or left bracket keys on your keyboard.

Opacity: You can control the opacity, or strength of the brush with the Opacity pop-up in the Tool Options bar. The opacity has a range from 1 to 100 percent. You use a high opacity to paint quickly and hide large areas. You use a lower opacity for blending areas together or for subtle work. You can control the size of the brush several ways:

- Use the Opacity pop-up in the Tool Options bar.
- Press the option (Mac OS) or alt (Windows) key on your keyboard and press one of the number keys. Each number represents an opacity percentage from 10% (1) to 90% (9); 0 represents no opacity.
- Use your Wacom pressure-sensitive tablet.

TIP: Think of the opacity as the shade of gray you are painting onto your mask. While white in a mask represents 100% of an effect showing and black represents no effect showing, all opacity settings in between will show a percentage of the effect. This can be very useful when you wish to blend masks in a realistic manner.

Perfect Brush: The Perfect Brush option incorporates a color-based, self-masking technology to help create precise selections and masks. When you turn the Perfect Brush option on—by clicking on the Perfect Brush icon in the Tool Options bar—the Masking Brush collects the colors under the center of the brush and applies the effect only to those colors. This protects the adjustment from being applied across edges, such as tree branches.



Further settings for the Perfect Brush can be found by clicking on the gear icon in the Tool Options bar. There, you can set the following options:

Color Threshold: This option lets you control the balance between keep and drop colors, based on the area you are working on. For example, you may want the Perfect Brush to be very precise and only paint away very similar colors, while at other times you want it to paint away a broad range of colors in the same neighborhood.

Transition: This slider controls the feather of the Perfect Brush based on color. To create a soft edge, increase the transition. To create a harder edge, decrease the transition amount.

TIP: You can turn the Perfect Brush on and off using the Command- (Mac OS) or Control-r (Windows) keyboard shortcut. You can also temporarily lock the color to remove by holding down the Control key or the Command key. This can be useful when brushing through areas with a lot of openings like tree branches.

Wacom support

ON1 Photo supports pressure-sensitive tablets from Wacom with the Masking Brush. When you use the Masking Brush you can enable pressure sensitive controls for the brush size, brush opacity, or both simultaneously. To turn this support on, click on the gear icon in the

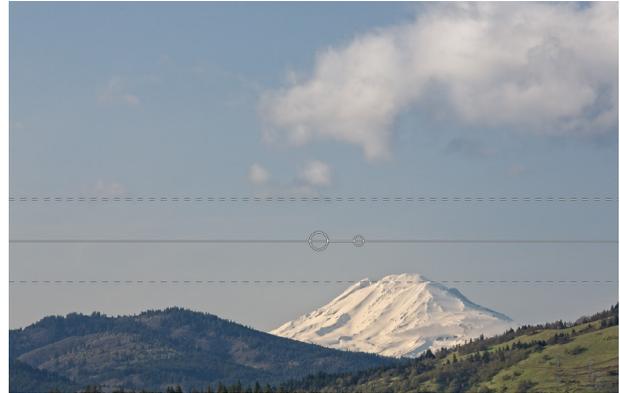
Tool Options bar. You can activate pressure sensitivity for both size and opacity by clicking the appropriate buttons in the drop-down menu.

Masking Bug

The Masking Bug is used for blending layers by creating radial, gradient and reflected gradient mask shapes quickly. It works in a similar manner to the Adjustable Gradient tool in the Local Adjustments pane. The mask goes from dark to light in tone, applying more of the adjustment where the gradient is lighter, and less of the adjustment where the gradient's tone is dark. The most common use of gradient masks is to darken the sky in an image, while preserving the brightness of the foreground, similar to using a gradient filter on your camera lens.

To apply a standard gradient to a filter, click on the Masking Bug in the tool well, then click in the image roughly where you wish the gradient to go. You'll see the outline of the gradient, which is called a bug. You can use the handles on the bug to move your gradient around, increase or decrease the length of the gradient, or rotate it.

You can change the gradient shape via the Tool Options bar: in addition to the standard dark-to-light horizontal gradient, you can also create a circular gradient and a reflected gradient, which is like the horizontal gradient, but goes from black (no effect) at the outer edges to white (full effect) in the center.



In this image, a Dynamic Contrast filter has been applied, with a Masking Bug added, to keep the filter's effect out of the clouds.

***TIP:** To see the mask created by the Masking Bug, and the range of black to white tonality, choose Show Mask from the View menu. You can choose either a red overlay, which presents the mask over your image, or grayscale, which just shows the mask as black to white tones.*

Masking Bug Tool Options Bar:



Preset: The preset pop-up includes several common ways to use the tool (top down, bottom up, left and right, and circular vignettes), and changes the current bug (if there is one) to match the preset.

Shape: The shape pop-up controls the shape of the bug. In addition to the standard Gradient and the Reflected Gradient, there are two radial shapes: Center, which puts the light tones at the center and the dark tones on the outside of the mask, and Edges, which sets the gradient in the opposite direction.

Opacity: Sets the maximum opacity or density of the mask.

Add: Adds a new gradient using the current settings.

Delete: Deletes the current gradient.

Reset: Resets the mask on the layer completely. This removes all gradients and clears any brushing that has been done.

Manipulating a linear gradient mask

Once you've added a gradient to an image, you can modify it easily by accessing the following parts of the gradient overlay:

To move a gradient, click on the large circle at the center of the gradient and drag.

To resize a radial gradient, click and drag on the solid line.

To adjust the feather (or hardness) of the mask, click and drag along the dashed line.

To rotate the mask, click on the smaller circle near the center of the gradient and drag.

Working with multiple Masking Bugs

You can have up to six Masking Bugs per layer. Each bug is re-editable when you're using ON1 Photo RAW as a standalone app, or when you use Smart Filters (Photoshop) or Smart Photos (Lightroom).

To add another Masking Bug, press the Add button or click outside of the current bug while the Masking Bug tool is selected.

Only one Masking Bug may be adjusted at a time. You will see the overlay controls for the active bug while your mouse is over the preview area. Inactive bugs are marked with a small circle; to select an inactive bug clicking on this small circle marker.

Masking Bugs are subtractive. Each bug hides more and more of the current layer. When Masking Bugs overlay each other they may hide more of the layer too. You can always use the Masking Brush to over-ride and paint areas back in hidden by the Masking Bugs.

Refine Brush

This tool cleans up intricate areas and the borders along a mask, and is helpful for cleaning up a mask created with the Masking Brush. For example, when you wish to apply an effect to a subject, and there are areas such as hair, or tree branches that are difficult to remove with the Masking Brush.

To use the Refine Brush, you select the tool and paint along the edges where you would like the mask to be refined. The brush strokes are displayed as a red overlay, and when you let up off the mouse button, ON1 Photo RAW will work to make making the mask edge more defined, improving the overall mask.

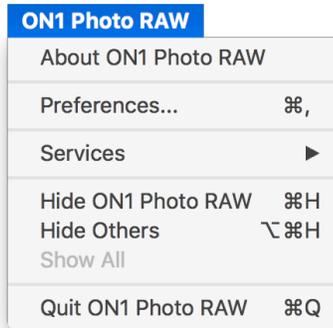
Refine Brush Tool Options

Mode: Controls the refinement mode, either Paint Out, which always refines to remove from the mask, Paint In, which always refines to add to the mask, or Auto, which does both at the same time. Paint out is recommended in most cases.

Size: This slider adjusts the size of the brush. Select a brush size that is just larger than the intersection of the subject and background. Avoid using oversized brushes it will take longer to process and may yield lower quality results.

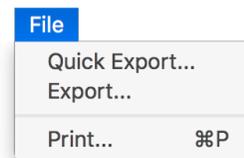
Pressure Adjusts Size (gear icon): If you have a Wacom tablet you can control the size of the brush with pressure when this setting is turned on.

Develop & Effects Menus



ON1 Photo RAW (Mac OS Only)

About ON1 Photo Raw: Opens the About box and displays your version number. (This is in the Help menu on Windows)
Preferences: Opens the preferences dialog. (In the Edit menu on Windows)
Quit ON1 Photo RAW: Quits ON1 Photo RAW.



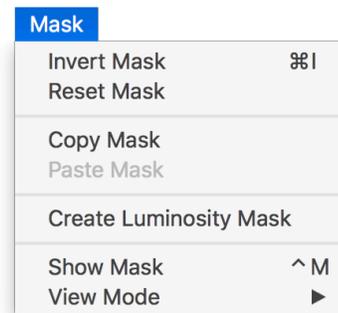
File Menu

Quick Export: Saves the current image in Photoshop, TIFF, JPEG or PNG format.
Export: Opens the export side panel.
Print: Opens up the print dialog box.



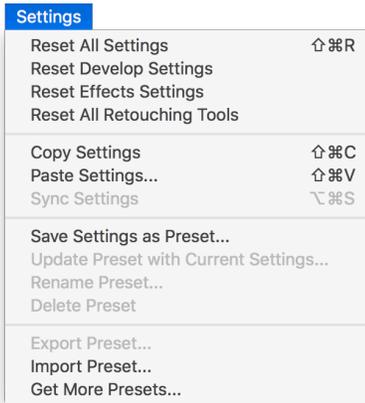
Edit Menu

Undo: Removes the last file operation.
Redo: Redoes the undo operation. This is only available if the last thing you did was an undo.
Cut: Cuts the currently selected item.
Copy: Copies the currently selected item.
Paste: Pastes (copies) the items in the clipboard to the current location.
Preferences (Windows): Opens the Preferences dialog.



Mask Menu

Invert Mask: Inverts the mask, what was hidden is revealed and vice versa.
Reset Mask: Resets the mask to plain white.
Copy Mask: Copies the mask.
Paste Mask: Pastes the mask.
Create Luminosity Mask: Creates a luminosity layer mask based off of a photo's black or white tonal values.
Show Mask: Displays the current mask either as a red overlay or as grayscale.
View Mode: Sets the Show Mask mode to either red overlay or grayscale.



Settings Menu

Reset All Settings: Resets all the applied settings on a photo.

Reset Develop Settings: Resets only the settings applied in the Develop module.

Reset Effects Settings: Resets only the settings applied in the Effects module.

Reset All Retouching Tools: Resets any retouching applied in the Develop or Effects modules.

Copy Settings: Copies all of the settings (Develop, Effects, retouching) applied to a photo.

Paste Settings: Pastes the copied settings (with options)

Save Settings as Preset: Saves the editing settings of the selected photo as a preset.

Update Preset with Current Settings: If an image with a preset has had some settings changed, this lets you update the preset with the new settings.

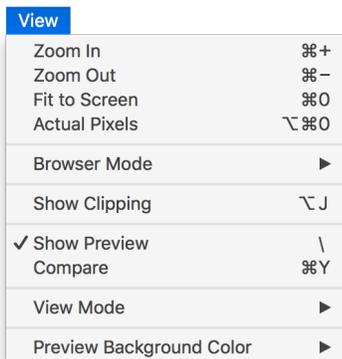
Rename Preset: Renames a preset.

Delete Preset: Deletes a preset.

Export Preset: Exports a preset as an ON1 preset (.onp) file.

Import Preset: Imports ON1 preset (.onp) files.

Get More Presets: Goes to the ON1 website's Photo Presets page.



View Menu

Zoom In: Zooms the preview window in one increment. This will make the preview image larger.

Zoom Out: Zooms the preview window out one increment. This will make the preview images smaller.

Fit to Screen: This sets the preview image so that the entire image is on screen at once. Think of this as an overview of the entire image. This is the setting you will use most of the time.

Actual Pixels: This sets the preview image so that it zooms to actual pixels or 1:1 also called 100%. This setting allows you to see every pixel in the image. This is useful when making precision adjustments.

Browser Mode: Sets the Preset panel browser view to 1, 2 or 3 columns.

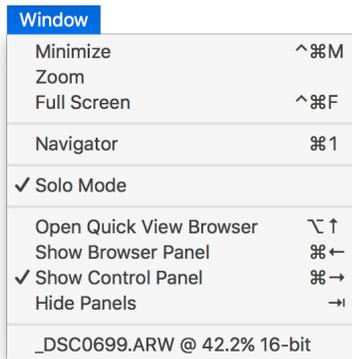
Show Clipping: Shows the clipping overlay view, displaying the pure white or black pixels in the current image.

Show Preview: Toggle to enable or disable the preview.

Compare: Displays a split-screen view of the current image, with the Before view on the left side of the preview area.

View Mode: Toggles between Filmstrip and Detail view.

Preview Background Color: Lets you set the background color options.



Window

Minimize: Minimizes your screen.

Zoom: Zooms your window to full-size (doesn't hide menu bar).

Full Screen: Toggles to and from full-screen mode (hides menu bar).

Navigator: Hides or shows the Navigator, Loupe, Histogram and Info pane.

Solo Mode: When enabled, this feature keeps only one control pane open at a time.

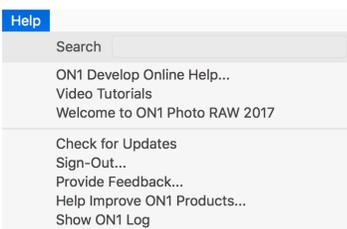
Open Quick View Browser: Opens the Quick View Browser overlay for the currently selected preset category.

Show Browser Panel: Hides or shows the Browser Panel.

Show Control Panel: Hides or shows the Control Panel.

Hide Panels: Hides or shows all Panels.

Document Name: Shows the name, zoom level and bit depth of the open image.



Help

Search: Searches the menu options (Mac OS only).

ON1 Develop Online Help: Opens ON1.com support page in your default web browser.

Video Tutorials: Opens ON1.com product training page in your default web browser.

Welcome to ON1 Photo RAW 2017: Displays the Welcome window.

Check for Updates: Checks with the ON1 update server to see if you are running the current version. If there is a newer version, you will be notified and be walked through the update process.

Sign-In: Uses your ON1 account login information to authenticate your copy of ON1 Photo RAW 2017. (Sign-out will remove an existing authentication.)

Provide Feedback: Opens the default web browser and navigates to the feedback page of the ON1 website.

About ON1 Develop (Windows Only): Opens the about box with the version number and license code displayed.

Help Improve ON1 Products: Opens the Improve ON1 Products dialog.

Show ON1 Log: Diagnostic tool that can help ON1 support when you're having issues with ON1 Photo RAW 2017.

Part 5: ON1 Resize

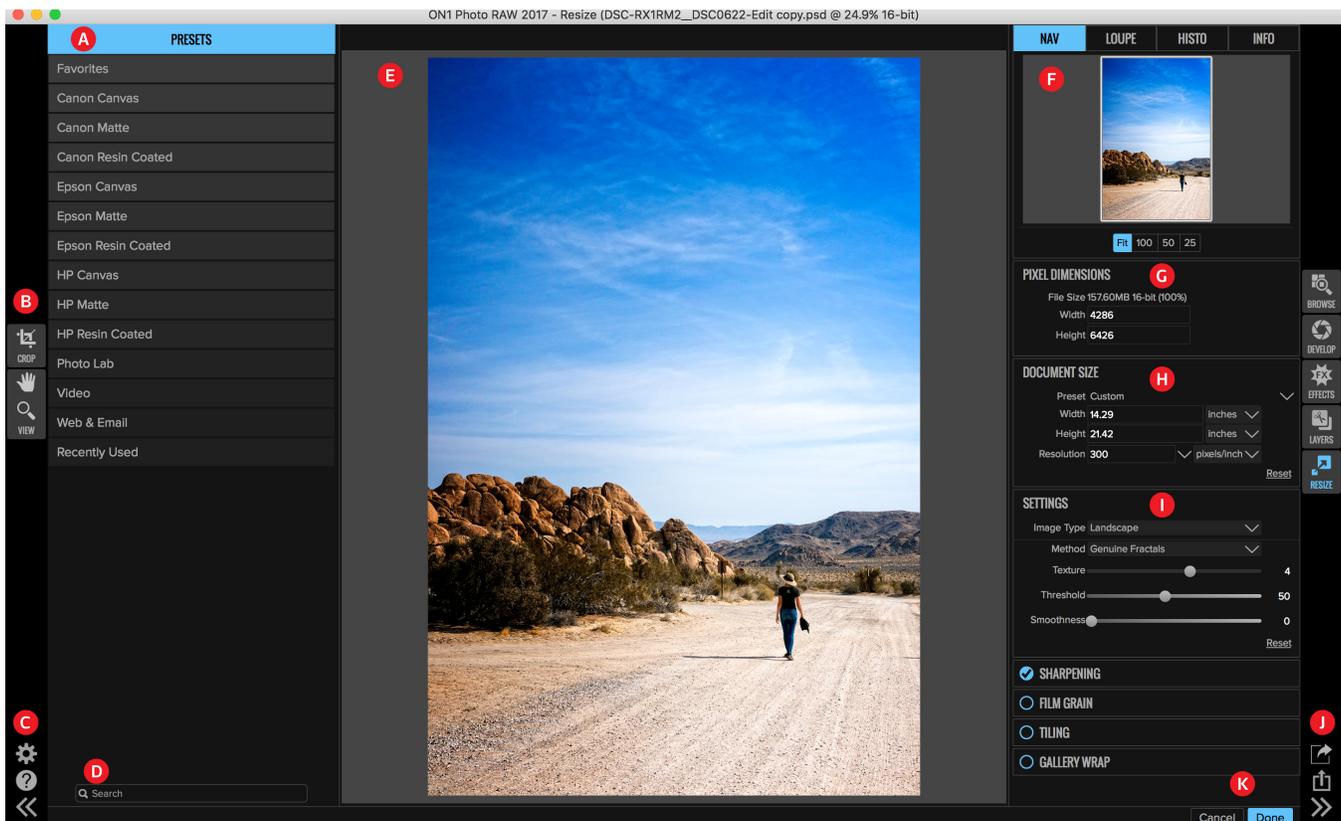
ON1 Resize lets you get the highest quality photo enlargements, using the patented, industry-standard Genuine Fractals algorithms to enlarge photos without the loss of sharpness or detail. It includes the following features:

- Complete control over adjustment size and resolution
- Crop and level
- Sharpening
- Multiple resize algorithms let you get the highest quality results with any subject matter
- Add film grain
- Crop to common preset sizes for different paper and screen sizes
- Add gallery wrap wings for printing on canvas
- Divide an image into tiles for printing mosaics or murals
- Crop, resize, and print all in one place without having to create a new file
- Hundreds of presets to create the desired size print and adjust options for your printer and paper combination

When Should I Use ON1 Resize?

ON1 Resize should be used as one of the last steps in your workflow before printing. The power of ON1 Resize is in the concept of resolution on demand. You can work with a modest size file, which makes your editing faster and takes less hard drive space and memory. Then when you are ready to output your file, you resize it with ON1 Resize to the desired size and sharpen it for output. This means you don't have to keep multiple versions of a file at different print sizes; you just create what you need on-the-fly. ON1 Resize also supports layered Photoshop files so you can maintain all your layers in the entire process.

NOTE: A much fuller discussion of resolution and print size can be found in the "How Big Can I Print?" and "How Much Resolution Do I Need?" sections at the end of this chapter, starting on Page 100.



The Resize Workspace

ON1 Resize provides you with an easy-to-use work area for editing your photos. Below is an overview of the main sections.

The main sections of Resize module include:

- A. Presets: This panel is located on the left side of the window and is where you view a Library of presets.
- B. Tool Well: This is where the tools are located.
- C. Settings/Help: This is where you can access preferences and help.
- D. Search: This is where you can search for presets.
- E. Preview Window: This is the main section where you preview and work on images.
- F. Navigator/Loupe/Histogram/Info Pane: This pane gives you access to each of the four areas.
- G. Pixel Dimensions: This is where you can view the pixel dimensions of your image.
- H. Document Size: This is where you access your document size.
- I. Control Panes: You can access settings, sharpening, film grain, tiling and gallery wrap from these panes.
- J. Export/Share: This is where you can export or share your image.
- K. Save/Close: Buttons to save and/or close your image.

Navigating the Preview

The Preview Window above is the main section where you preview and work on images. Resize includes two tools for navigating this window, the Zoom and Hand tools.

Hand Tool

The Hand tool is used to position the image within the Preview window, whenever the preview zoom is larger than the viewable area.

To pan (scroll) in the Preview window:

- Select the Hand Tool and drag the image until you locate the area you wish to view.
- With any other tool selected, hold down the spacebar while you drag the image in the window.
- Double-click the Hand tool in the Tool well to set the image to a magnification that fits completely in the current window size.

Zoom Tool

The Zoom tool changes the magnification of the image in the Preview window.

With the Zoom tool selected:

- Click in the Preview window to zoom in and center the image at the location clicked.
- Click and drag in the Preview window to draw a rectangular, the screen fills with the area within the rectangle when you release the mouse.
- Hold the Option key (Mac) or Alt key (Win) and click to zoom out.
- Double-click the Zoom tool in the Toolbar to set the image to 1:1 or 100% magnification, showing every pixel. This is best when examining small details.

Navigator, Loupe, Histogram and Info

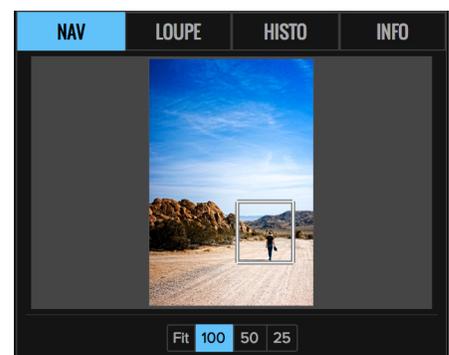
At the top of the control panel on the right of the main window are the Navigator, Loupe, Histogram, and Info panes. These four panes can be useful for inspecting and viewing details in your image.

The Navigator Pane

This gives you a birds-eye view of your image. The white square region marks the image area that is visible in the preview pane. You can pan your image by clicking and dragging inside the white region.

At the bottom of the Navigator pane are several Zoom presets. Click on a Zoom preset to activate.

- FIT: Zooms to fit the current canvas size.
- 100: Zooms to 100% or actual pixels.
- 50: Zooms to 50%
- 25: Zooms to 25%



The Navigator pane

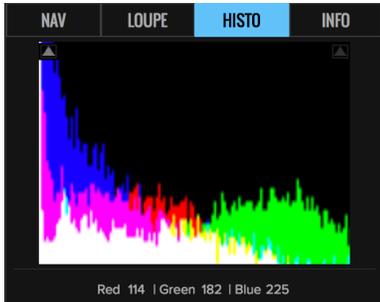
The Loupe Pane



This gives you a magnified view of the section of the preview under the cursor. This allows you to view the quality of your results while maintaining a complete view of your image.

At the bottom of the Loupe Pane is a sliding for adjusting the zoom level.

The Histogram Pane



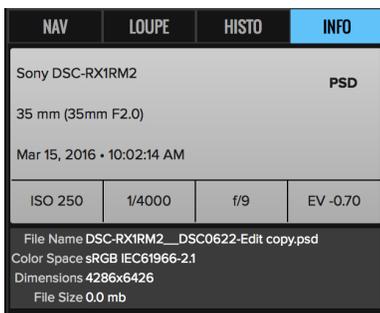
This gives you a color chart of the shadow, mid-tone and high-light areas based on the image RGB values. This is useful to show areas within the image that may be clipping. Clipping is when your image contains pure blacks or white and can signify loss of highlight or shadow detail.

The left side of the histogram represents the shadows, while the right represents the highlights. At the top of each end is a triangle. If the triangle is lit, there is clipping on that side of the histogram. If you click on the arrows, you will activate the clipping overlay on your image. The areas of your image with a blue overlay are pure black, while the areas with the red overlay are pure white. You can turn the clipping view off again by clicking on one of the triangles. You can also temporarily enable clipping view by holding down the J key at any time. The clipping view is useful when you are making adjusts to the brightness and contrast of your image.

The Histogram pane also displays the RGB values under the cursor at the bottom of the pane.

The Info Pane

The info pane will display important metadata about your file including:



- Camera type
- File type
- Focal length and lens information
- Date and time captured
- Exposure information
- ISO
- Shutter Speed
- Aperture
- Exposure Value
- Filename
- Color Space
- Dimensions
- File Size

If your camera allows for GPS the GPS button will be viewable and you can click on it to get the GPS coordinates for where the image was taken. This feature only works if you have GPS enabled on your camera or mobile device. Otherwise you will not see the GPS button.

Crop Tool

The Crop tool is used to crop and resize the entire image. Unlike the non-destructive Crop tool in Develop and Effects, Resize's Crop tool removes any pixels outside a crop box and changes the canvas size at the same time.

To crop the image, select the Crop Tool from the tool well. Then adjust the corner handles of the crop tool overlay. The area outside the crop box appears darkened for guidance. You can resize and move the image inside the crop box. When you are satisfied with your settings, press the Apply button in the Tool Options Bar or press enter.

Working with the Crop tool overlay

Moving the Image: To move the image inside the crop box, simply click and drag inside the box. You can also nudge the image using the arrow keys on your keyboard.

Resizing a Crop Box: To resize the Crop Box, click and drag on any of the resize handles. Clicking on a corner handle allows you to adjust two sides at the same time. Clicking on a side handle allows you to adjust that side. If you hold the shift key down while adjusting the size, the proportions of the box are maintained. To rotate the crop box, move outside a corner until the tool changes to rotate. You can also set the aspect ratio or size of the crop box in the Tool Options bar.



Crop Overlay

NOTE: The Crop tool is not available when using a Smart Photo, or when you are using ON1 Photo RAW as a plug-in from Photoshop, Lightroom or Apple Photos.



Crop Tool Options Bar

Preset pop-up: Pop-up controls the crop tool mode as well as aspect ratio and document size presets.

Width: Sets the width of the crop box.

Swap Dimensions: Swaps the width and height. Handy for rotating the crop box.

Height: Sets the height of the crop box.

Units: Determines the unit of measure: Pixels, inches, centimeters, etc.

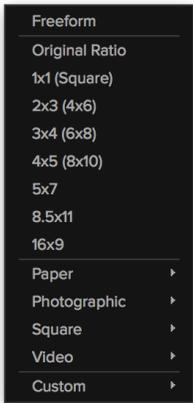
Leveling Tool: Click and drag this tool across an element in your image that should be level.

Angle: See and adjust the angle of rotation.

Rotate: Rotates the image 90 degrees.

Cancel: Resets the crop tool.

Apply: Applies the crop and resizes your photo.



Crop Tool modes, accessed via the Presets pop-up in the Tool Options bar.

Crop Tool Modes

The Crop Tool works in three modes, which are all accessible via the Preset pop-up in the Tool Options bar:

Freeform: In this mode you can adjust the crop box any way you like. The image will not be resized. Any area outside the crop box will be trimmed off. Use this mode if you just want to change the shape or recompose your image for general use.

Aspect Ratio: You can lock the crop box to an aspect ratio. This makes sure the crop box shape doesn't change, just the size. Use this option to trim existing pixels while maintaining a ratio without resizing the image.

Document Size Presets: Document Size Presets allow you to crop and resize your image at the same time. If you know your intent is to print the image at a certain size you can crop and resize the image at the same time. Many common sizes are included plus you can create your own.

Leveling the Image

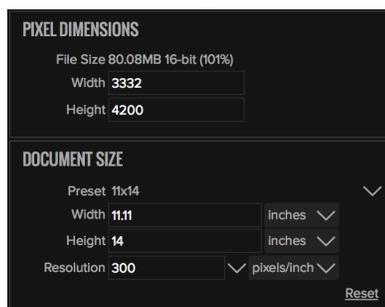
The Crop Tool has a special Leveling Tool for automatically rotating your image to be level. To access it, first select the Crop tool, then perform the following:

- Select the Leveling Tool from the Crop Tool Options Bar. Your cursor will change to the Leveling Tool.
- Click and drag a line across your image that should be level, either horizontally or vertically. When you release the mouse the image will be rotated automatically to the correct angle.

Adjusting the Image Size

In ON1 Resize, you can adjust your image size using either the Document Size pane or the Crop Tool Options Bar. The information in these areas are interrelated and locked together. Adjusting the values in either pane will lead to changes in the other pane.

In the Document Size pane it displays the current desired Document Size or the original image size if you have not adjusted anything. You can simply type into the Width or Height fields to change the Document Size.



Keep in mind that the Width and Height fields are locked together to maintain the photo proportions. Changing the width will change the height proportionally. Resize does not support non-proportional scaling. If you would like to change the proportions of the image it requires cropping, so use the crop tool.

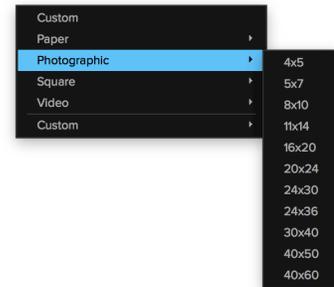
NOTE: If you need to stretch a photo non-proportionally, use the Transform tool in the Layers module.

The Document Size Presets make it easy to crop and resize your photo at the same time. Simply select one to set the width and height automatically. This also selects the Crop Tool so you can adjust the document size to fit your photo. You also control your resolution, known as pixels per inch or dots per inch. This is important to adjust based on your output device.

The Pixel Dimensions pane displays the flattened, uncompressed image size in pixels as well as the file size, bit-depth and scaling factor.

Using Document Size Presets

Document size presets allows you to crop and resize your image simultaneously. Often, when you are using ON1 Resize it is to create a file for print output at a known common size. In these cases, using a Document Size Preset can be the fastest way to set your Document Size and crop your image to the needed proportions.



Follow these instructions to use a Document Size Preset:

- Select your desired size from the Document Size preset pull-down in the Document Size pane, or Crop Tool Options Bar. You will see that the Document Size fields will be completed automatically for you and that a crop box is drawn on your image matching the proportions of the document size preset that you selected.
- If needed, select the rotate crop box to rotate your crop box to the proper orientation. It will automatically rotate to match the orientation of your image, but if you want to crop differently you may need to rotate it.
- Now, you can use the crop tool to reposition and change the size of the crop box so that it contains just the image area that you want. Note that the crop box proportions and Document Size are locked so that you will always have the finished document size that you requested.
- Adjust your resolution to what is needed for your output device. If you are unsure what to select, use the resolution drop-down menu for common settings.

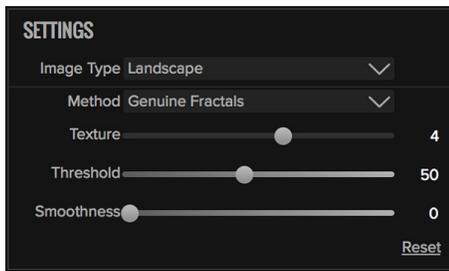
Resize comes with many commonly used print, paper and video document size presets but you can also create your own:

- Select your image and launch Resize.
- From the Document Size Preset pull-down, select Custom > Manage Custom Sizes.
- Click on the Add button.
- Double-click on the highlighted untitled name and name your preset.
- Double-click on the width and height and fill in the proper values.
- Click on the units and select the proper unit.
- Click on the OK button.

TIP: If you select the incorrect Document Size Preset you can change it by selecting a different one. If you do not wish to use a Document Size Preset after you have selected one you can press the Reset button in the Document Size pane or the Cancel button in the Crop Tool Options Bar.

TIP: The lock crop option locks the proportions and document size settings for the given crop. This is enabled by default when you use a Document Size Preset.

Settings pane



The Settings pane contains the controls for selecting the resizing method, or algorithm and its settings. Every image is different and selecting the correct settings here can improve the quality of the results. To help you get started, try one of the presets in the Image Type drop-down menu. This pop-up contains presets that adjust the settings for Amount and Threshold automatically.

Method

The Method drop-down selects the method, or algorithm, used to resize the image. The options are:

- **Genuine Fractals:** This is the classic, patented, fractal-based algorithm that has made Perfect Resize the standard for over a decade.
- **ON1 Resize Portrait:** This is a new variation on the Genuine Fractals algorithm designed for portrait images. It is slightly softer and does a better job representing skin and hair textures.

Texture controls

When you select the Genuine Fractals method there are several other controls—Texture, Threshold, and Smoothness—that tune the resizing algorithm based on the image. These all have to deal with the texture of the image. If you were to analyze an image from a detail perspective you could break it into three categories: Edges, Continuous Tone and Textures.

Edges are the sharp details that define the edges of the subject in your image. It's paramount that these be maintained in order for your enlargement to maintain quality.

Continuous tone areas—like skin or skies—are mostly solid or graduated color. These resize easily as there is little detail in these areas.

Texture, in Resize's nomenclature, are the areas that fall between these two. They are areas that still contain detail but are not sharp edges. These are things like the surface of rocks, tree bark, fabric, animal fur, etc. The amount of detail in these texture areas can have a large impact on the perceived sharpness and quality of an image.

With ON1 Resize you can control the key algorithm variables that effect these areas. And, you can use presets for different image types and subject matters that help you get the best results in reproducing these textured areas.

Here's how to think of the sliders in the Settings pane, as you adjust the look of an image:

- **Texture:** This controls the amount of detail in flat, non-edge areas of an image. If your image contains lots of small detail that does not have defined edges (many organic patterns like leaves, rock, bark; or man-made patterns like fabric) it may be good to increase the amount to a setting of 4 or 5. Settings beyond 5 will often introduce a bumpy noise pattern which is undesirable unless your original image was from scanned film. Settings lower than the default 3 are useful for images with large areas of continuous tone that have no appreciable detail (sand, snow, sky) but have hard edged foreground subjects such as landscape images, architecture or portraiture.

- **Threshold:** This controls the amount of hard edge detail that is enhanced. The default setting is 25. Decreasing the threshold will focus the algorithms only on edge information. This may be useful for portraiture or for reducing noise in your image. Settings higher than 25 will increase the amount of small detail in flatter areas of the image. Settings as high as 100 are useful for highly detailed images such as hair or feathers. Higher threshold settings will also make ON1 Resize process faster. A good way to start adjusting these controls is by setting the threshold to 100 and then move the amount up until the image is too noisy (bumpy) and then reduce the threshold to smooth out the noise in continuous tone areas. For detailed images with no little or no continuous tone, you might try the amount at 4 and the threshold at 100. For portrait images or images with significant JPG artifacts you should try an amount of 2-3 and threshold of 25 or lower.
- **Smoothness:** The smoothness slider is used to reduce artifacts along hard curved edges. Use the lowest setting needed.

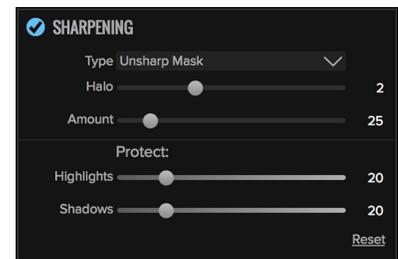
TIP: Always make sure your zoom is set to 100% or 1:1 when adjusting the controls in the Texture Control Pane.

Sharpening pane

The Sharpening pane contains the controls to add additional sharpness to your image.

ON1 Resize features three sharpening methods:

- **Unsharp Mask:** Good for general sharpening. Similar to Photoshop's Unsharp Mask function. Resize's sharpening is different in that it is only applied to the luminance of the image, to prevent color artifacts.
- **High Pass:** High Pass sharpening is helpful when the original image is not sharp.
- **Progressive:** Similar to Unsharp Mask, except it sharpens different amounts depending on the size of the details in the image. Small details are enhanced more than large ones.

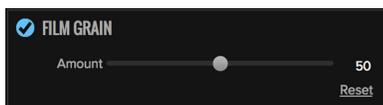


Using the Sharpening controls can save you the workflow step of adding additional Sharpening before printing and can help compensate for loss of sharpness due to dot gain from your printer. Sharpening should only be applied at the end of your workflow just before printing. If you plan to do additional retouching or compositing work after resizing your image, you should disable the Sharpening controls.

To sharpen your image for output, use these steps after you have adjusted the Document Size pane controls:

- Zoom in on your image to 1:1. You can do this easily by using the 1:1 Zoom preset located in the Navigator pane.
- Enable the Sharpening controls by toggling the on/off control in the Sharpening pane title bar.
- Select the sharpening method that will provide the best results for your image. You may need to experiment to determine this.
- Adjust the amount slider to determine the amount of sharpening desired.
- Use the Highlight and Shadow sliders to limit the sharpening from being applied to the darkest and lightest areas of the image which can prevent sharpening of noise.

Film Grain pane



The Film Grain setting controls the amount of simulated Film Grain (noise) to your image. Adding a modest amount of grain can make your image appear sharper visually and can help hide

imperfections (such as JPG artifacts).

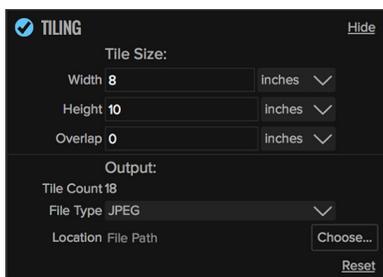
Adding film grain can be especially useful for monochrome images, and should be added just before printing. If you need to do other retouching or compositing work in Photoshop or Layers after resizing your image, you should disable the Film Grain controls in Resize.

To add Film Grain to your image follow these steps:

- Zoom in on your image to 1:1. You can do this easily by using the 1:1 Zoom preset located in the Navigator pane.
- Enable the Film Grain controls by toggling the on/off control in the Film Grain pane title bar.
- Adjust the slider up or down until the desired amount of Film Grain is added.

You can preview just the effect of the Film Grain by toggling the on/off control in the pane's title bar.

Tiling pane



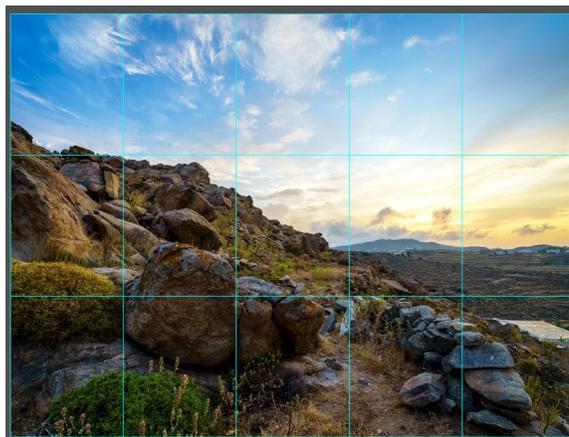
The tiling feature in Resize divides an enlargement into smaller pieces so that the image can be printed on a smaller printer.

For example, you might want to create a mural that is 8 feet tall by 12 feet wide, but your printer can only print 24-inch wide strips. With the tiling feature you could automatically create four separate files that are 24 inches wide and 8 feet tall, to create your mural in sections.

With the tiling feature all you do is specify the size of paper you have to print on and if you would like the pages to overlap. Then ON1 Resize will resize your image and section it down into the individual tiles.

To use the Tiling pane, follow these instructions:

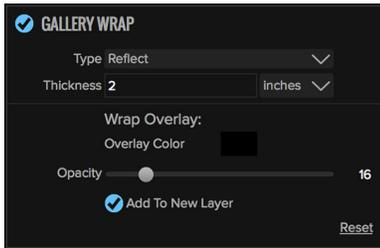
- Turn Tiling on by toggling the on/off switch in the pane header.
- Set the Width and Height fields to the size and orientation of paper that you wish to print on, or you can select the number of rows and columns instead.
- Set the Overlap size. The overlap makes each tile overlap so you can tape multiple panels together and corrects for printer margins if you are not printing borderless.
- Set the file type for the newly created files for each tile.
- Set the destination folder for the new files. Each file will be named with the original filename and the tile indicated in the filename.



The Tiling Preview Overlay.

The preview will show cyan guide lines for each tile that will be created. The bottom of the Tiling pane will tell you how many tiles will be created.

Gallery Wrap



The Gallery Wrap feature is designed to help you print on canvas. When making enlargements for canvas it is common to wrap a portion of the image around wooden stretcher bars. These can be several inches thick and are used for mounting the canvas. These are commonly called gallery wraps. However, if the photographer had important detail near the edges of the image they may be lost in the wrapping process. The Gallery

Wrap feature in ON1 Resize automatically creates extended margins by reflecting or stretching the areas near the edge of the image allowing the photographer to create a gallery wrap without having to sacrifice any of the original image. The Gallery Wrap feature allows you to select the thickness of the canvas mounting bars and offers a variety of techniques for creating additional margins.

To use the Gallery Wrap feature follow these instructions:

- Turn on the Gallery Wrap feature by toggling the on/off switch in the pane header.
- Set the Thickness control to the amount of margins you would like to add. A good rule of thumb is the thickness of the stretcher bars, plus half an inch.
- Select the Type you would like to use.
- If you wish to add a color overlay to the gallery wrap wings set the color and opacity.

The Gallery Wrap feature has several settings for adding margins and adjusting the look of the wrap.

The Type pop-up has four options:

- **Reflect:** Copies an area equal to the thickness setting around your image, then flips each side and adds it as the margins. This is a good general purpose technique.
- **Reflect Soft:** Does the same as the Reflect method but softens the added margins.
- **Stretch:** The Stretch method takes a small area around the edge of the image and stretches it to add the margins.
- **Stretch Soft:** Does the same as stretch, but softens the added margins.

The Thickness slider controls how thick your canvas stretcher bars are. Two inches generally works well for most gallery wraps.

You can darken the wrap or add a solid color to the wrap area with the Overlay Color and Opacity sliders. (The Opacity's default is 0, which means that there is no color overlay added.)

The Add to New Layer option places the wrap wings on their own layer, rather than merging them with the image. This only applies when working via Layers or Photoshop in a layered workflow.



The Gallery Wrap overlay shows you what your wrap will look like with the chosen settings. Here, the Reflect Type option is chosen.

Presets

PRESETS
Favorites
Canon Canvas
Canon Matte
Canon Resin Coated
Epson Canvas
Epson Matte
Epson Resin Coated
HP Canvas
HP Matte
HP Resin Coated
My Presets
Photo Lab
Video
Web & Email
Recently Used

Resize has a preset system built into it, much like the one used by Develop and Effects, but which is designed to help you get very specific crops for a wide range of paper and printer types. These include settings for photo lab print sizes, and many Epson, Canon and HP large-format printers, with Matte, Resin Coated, and Canvas types.

In addition to being able to set document size and settings, and settings in any of the other panes, Resize presets always contain a Crop adjustment. What that means is that any time you apply a preset, Resize selects the Crop tool and places the crop overlay on top of your file. There, you can move the overlay to the appropriate crop area (or resize the crop) for your photo.

To apply a preset, choose the category you would like to use from the Presets panel. The category will expand to a list of the available presets for that group. Then, just click on the preset you want to apply.

Saving a Preset

Once you have your settings that you wish to save, go to the Preset menu and select Save Preset, and choose a category you would like to save it in. If you have applied a preset to an image and make adjustments to any of the settings in the left panel, you can update that preset with the new setting by choosing Update Preset with Current Settings from the View menu.

To delete a preset, right-click on the preset in the Presets Browser and choose Delete Preset.

Understanding Resize: How Big Can I Print?

People often ask how large a print can be made with ON1 Resize. If your original image is sharp, has good details and little noise, you could go as large as 1000% of the original size. 1000% is ten times the size of the original file. For example, an original file that is 8" x 10" could be resized to 80"x100". Viewing distance plays a big part of this. Standard viewing distances are two-times the diagonal of a print. For example, for an 8"x10" it would be about two feet away. An 80"x100" would be about 21 feet. That seems like a lot but that image is almost 7'x9'. Keep in mind that many photographers scrutinize their images closer than standard viewing distances.

Images are perceived in color, tonality and sharpness. Other interpolation techniques maintain color and tonality but sacrifice sharpness by "inflating" the image uniformly. The image still looks familiar but will not be crisp. Depending on the amount of interpolation, this can be severe and noticeable even at standard viewing distances. ON1 Resize maintains the color, tonality, and sharpness of an image at all sizes. It will always look the same when viewed at the proper distances.

It is unrealistic to assume that the fidelity when viewed at 100% will be the same for an 8x10 and an 80x100 created by ON1 Resize. ON1 Resize will maintain the edges which per-

ceptually make the image sharp, but it cannot create detail where there was none in the past. When the shutter is pressed, a finite amount of detail is captured. A good way to think about this is to look at an insect on a leaf. If you look at it with a magnifying glass, you will see more detail than you did than when looking at it with the naked eye. Now if you take a digital photograph of that same insect and look at it in the computer and zoom in past 100% you do not see any more detail. The information you see is limited by what the camera captured. ON1 Resize works the same way, it cannot create new detail but instead takes the finite amount of detail available and increase it in size.

ON1 Resize isn't magic. We have all watched *CSI*, where they take a security photo and enlarge the reflection in the victim's eye to see the killer, with results that look amazing. This is science fiction. You cannot create detail where there was none before. But if your original file has good detail and little noise, you will be able to make very good looking enlargements from your files. This is what ON1 Resize does better than any other software.

How Much Resolution Do I Need?

To answer this, you need to know two things:

- The size of the print you need to make.
- The resolution that your printer needs for best results.

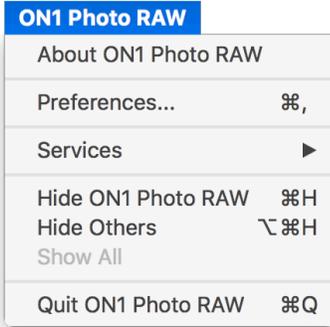
The size of the print is as large you would like. This may be limited by the size of your printer. Resolution is the density of the pixels for a given distance, usually measured in pixels or dots per inch. Most modern inkjet printers print anywhere from 1200 to 4800 dots per inch (what the printer manufacturers really mean is 1200-4800 droplets of ink per inch). Inkjet printers use many tiny round droplets of 4-12 ink colors to reproduce one square pixel in your image that could be one of any millions of colors. A common mistake is to set the resolution of the file to the resolution of the printer. In all but a few special printers this will lead to huge files that will not print well, if at all. The secret is that the human eye cannot see more than 250-300 pixels per inch. So the ideal resolution for your files should be close to this. Once you know the print size and resolution, it is easy to use ON1 Resize to resize your file to the desired output. Simply input the resolution and then either the print width or height. You'll see that the corresponding dimension is automatically filled in by ON1 Resize based on the proportions of your image.

Keep the proportions in mind because the proportions of film, digital camera sensors and paper can all be different. For example, most digital camera sensors are proportioned so that the height is two-thirds the width or 1:1.5; While the most common paper size, in the US, is the letter which is 8.5×11 inches or about 1:1.25. These kind of proportion mis-matches are common and require that the original image be cropped to fit the proportions of the paper size. If your image cannot be cropped without ruining the composition then you will need to adjust your print size to a longer dimension.

Resizing an image larger than the original size requires new pixels to be created. This process is called interpolation or resampling. There are many mathematical ways, called algorithms, to do this. The most common method used by many pixel editing applications is called bicubic interpolation. Bicubic along with its newer variants bicubic smoother and bicubic sharper work by averaging a small group of neighboring pixels to determine the color value of the new pixels to be added. While this technique is fast, it does not distinguish edges so there is a uniform loss of sharpness and detail across the image.

Resize's patented scaling algorithm is fundamentally different from bicubic or other interpolation methods. While other methods sample nearby pixels and decide new pixel values one by one, ON1 Resize uses a sampling technique called Fractal Scaling. Fractal Scaling samples nearby "blocks," square groups of pixels, and varying sizes, compares them to smaller versions of the original image and mosaics these patches together to create a larger version of the original. By doing this repeatedly, often the characteristics of the image like edges, smooth areas, and textures are reinforced for each larger version. Noise is de-emphasized and sharp details are maintained. All this number crunching may take a bit longer than the single pass interpolation methods like bicubic, but good things come to those who wait and the reward is far superior results.

Resize Menus

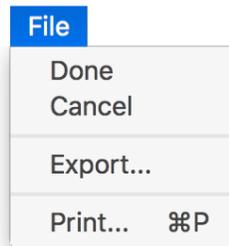


ON1 Photo RAW (Mac OS Only)

About ON1 Photo Raw: Opens the About box and displays your version number. (This is in the Help menu on Windows)

Preferences: Opens the preferences dialog. (In the Edit menu on Windows)

Quit ON1 Photo RAW: Quits ON1 Photo RAW.



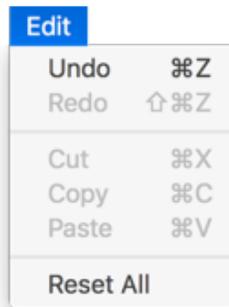
File Menu

Done: Saves the current image and returns to Browse (or external source).

Cancel: Cancels any Resize operations and returns to Browse (or external source).

Export: Calls up the Export pane.

Print: Opens up the print dialog box.



Edit Menu

Undo: Removes the last file operation.

Redo: Redoes the undo operation. This is only available if the last thing you did was an undo.

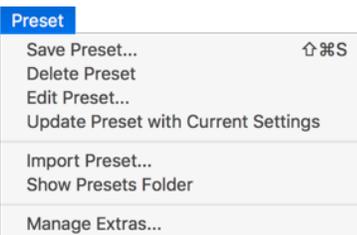
Cut: Cuts the currently selected item.

Copy: Copies the currently selected item.

Paste: Pastes (copies) the items in the clipboard to the current location.

Reset All: Resets all of the settings.

Preferences (Windows): Opens the Preferences dialog.



Preset Menu

Save Preset: Saves the current Resize settings as a preset.

Delete Preset: Deletes the currently selected preset.

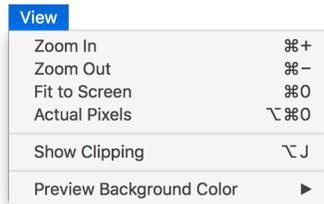
Edit Preset: Lets you rename a preset, choose a different category for it, and add metadata information (creator, description).

Update Preset with Current Settings: If an image with a preset applied has had some settings changed, this lets you update the preset to reflect those new settings.

Import Preset: Imports ON1 preset (.onp) files.

Show Presets: Opens the Presets folder on your computer.

Manage Extras: Opens the Extras Manager window.



View Menu

Zoom In: Zooms the preview window in one increment. This will make the preview image larger.

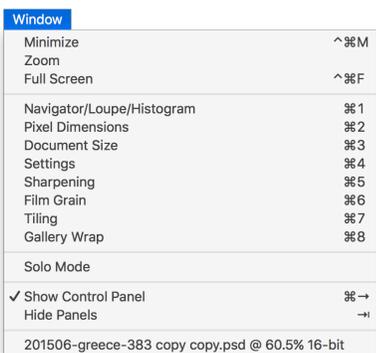
Zoom Out: Zooms the preview window out one increment. This will make the preview images smaller.

Fit to Screen: This sets the preview image so that the entire image is on screen at once. Think of this as an overview of the entire image. This is the setting you will use most of the time.

Actual Pixels: This sets the preview image so that it zooms to actual pixels or 1:1 also called 100%. This setting allows you to see every pixel in the image. This is useful when making precision adjustments.

Show Clipping: Shows the clipping overlay view, displaying the pure white or black pixels in the current image.

Preview Background Color: Lets you set the background color options.



Window

Minimize: Minimizes your screen.

Zoom: Zooms your window to full-size (doesn't hide menu bar).

Full Screen: Toggles to and from full-screen mode (hides menu bar).

Navigator/Loupe/Histogram: Hides or shows the Navigator, Loupe, Histogram and Info pane.

Pixel Dimensions: Opens or closes the Pixel Dimensions pane.

Document Size: Opens or closes the Document Size pane.

Settings: Opens or closes the Settings pane.

Sharpening: Opens or closes the Sharpening pane.

Film Grain: Opens or closes the Film Grain pane.

Tiling: Opens or closes the Tiling pane.

Gallery Wrap: Opens or closes the Gallery Wrap pane.

Solo Mode: When enabled, this feature keeps only one control pane open at a time.

Show Control Panel: Hides or shows the Control Panel.

Hide Panels: Hides or shows all Panels.

Document Name: Shows the name, zoom level and bit depth of the open image.



Help

Search: Searches the menu options (Mac OS only).

ON1 Photo Raw Online Help: Opens ON1.com support page in your default web browser.

Video Tutorials: Opens ON1.com product training page in your default web browser.

Welcome to ON1 Photo RAW 2017: Displays the Welcome window.

Check for Updates: Checks with the ON1 update server to see if you are running the current version. If there is a newer version, you will be notified and be walked through the update process.

Sign-In: Uses your ON1 account login information to authenticate your copy of ON1 Photo RAW 2017. (Sign-out will remove an existing authentication.)

Provide Feedback: Opens the default web browser and navigates to the feedback page of the ON1 website.

About ON1 Photo Raw (Windows Only): Opens the about box with the version number and license code displayed.

Help Improve ON1 Products: Opens the Improve ON1 Products dialog.

Show ON1 Log: Diagnostic tool that can help ON1 support when you're having issues with ON1 Photo RAW 2017.

Resize Keyboard Shortcuts

Action	Mac OS	Windows
Print	Command P	Control P
Undo	Command Z	Control Z
Redo	Command Shift Z	Control Shift Z
Cut	Command X	Control X
Copy	Command C	Control C
Paste	Command V	Control V
Save Preset	Command Shift S	Control Shift S
Open Selected Category	Right Arrow	Right Arrow
Close Selected Category	Left Arrow	Left Arrow
Zoom In	Command +	Control +
Zoom Out	Command -	Control-
Fit to Screen	Command 0	Command 0
Actual Pixels	Command Option 0	Control Alt 0
Show Clipping	Option J	Alt J
Navigator/Loupe/Histogram	Command 1	Control 1
Pixel Dimensions	Command 2	Control 2
Document Size	Command 3	Control 3
Settings	Command 4	Control 4
Sharpening	Command 5	Control 5
Film Grain	Command 6	Control 6
Tiling	Command 7	Control 7
Gallery Wrap	Command 8	Control 8
Show Browser Panel	Command Left Arrow	Control Left Arrow
Show Control Panel	Command Right Arrow	Control Right Arrow
Full Screen Mode	Command Control F	F11
Hand Tool	H	H
Zoom Tool	Z	Z
Crop Tool	C	C
Temporarily Select Hand tool	Hold Spacebar	Hold Spacebar
Rotate Crop Clockwise	Option Right Arrow	Alt Right Arrow
Rotate Crop Counter Clockwise	Option Left Arrow	Alt Left Arrow
Slow Nudge (selection)	Arrow keys	Arrow keys
Fast Nudge (selection)	Shift Arrow keys	Shift Arrow keys

Part 6: ON1 Export

Export is a special panel that is available throughout ON1 Photo RAW 2017. It is the engine for the export process, whether you're exporting final files from within Browse, Develop or Effects, or from within Resize. The Export pane gives you much of the power of Resize in a quick and easy to use panel, letting you export your photos with incredible flexibility, ease and control.

The Export pane is always available, from any module, as long as you have a photo selected (you can also batch export files selected as a group in Browse).

To open the panel, click on the Export icon in the lower right corner of the main Photo RAW window, or can choose Export from the File menu. Once selected, the Export panel opens on the right side of the Photo RAW window, letting you select a group of options as you prepare to export a photo. By default, the panel includes three panes, which are fairly straightforward in their operation: File Type, Location, and File Names. These are the minimum options needed to export a file, but you can also add the following panes to the panel, expanding your export controls: Photo Size, Watermark, Sharpening, Tiling and Gallery Wrap.

File Type

The File Type lets you choose what format you want your photo to be exported as, along with a color profile that you wish to assign to the exported file. The type options are Photoshop, Photoshop Large Document, JPEG, TIFF, and PNG.

Saving as JPEG lets you choose a Quality setting, with 100 being the highest.

Location

Click the Choose button to select a location, or click on the Save To pop-up for more options, including:

- Current Location will write the file to the same location as the original file.
- Roundtrip (this option is only available exporting through Adobe Lightroom) saves the file over the original and uses the same format, bit-depth, color space and name.

With regard to the other options in this pane, If Prevent Overwrite is selected the word 'copy' will be added to the file(s); otherwise it will overwrite your original image if the destination is set to Current Location. You can also have Photo RAW open the folder you exported your image to by choosing the Show in Finder (Mac OS) or Show in Explorer (Windows) option from the After Export menu.

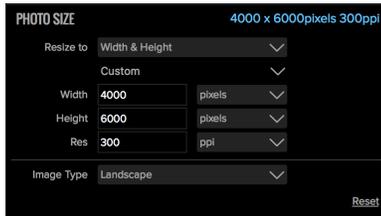


The Export panel lets you make simple exports, just by choosing an export file type, a location and a name, but you can also perform enlargements (using Resize's Genuine Fractals engine), add gallery wraps and watermarks, tiling and more.

File Names

This option may be used to rename the file name. The options include: Current Name, Text and Number. The field to the right allows you to enter a custom name. The plus and minus icons will allow you to add or remove naming elements. Current Name will use the source name without the file extension. Text is used for assigning a custom text string. Number creates an automatically incremented number, starting with the number input in the field. Reset will clear all current settings.

Photo Size



The Photo Size pane displays the original image size when you first open it. You can simply type into the Width or Height fields to change the document size, or you can choose from a variety of preset sizes by clicking on the pop-up menu underneath the Resize To pop-up.

NOTE: Export does not offer any options for cropping, and if you choose an aspect ratio that is different from that of your photo, on export, your photo will be cropped from the center point out to meet the new ratio. If you wish to crop to a different ratio, it is better to use Resize.

Keep in mind that the Width and Height fields are locked together to maintain the photos proportions. Changing the width will change the height proportionally. Export does not support non-proportional scaling. If you would like to change the proportions of the image it requires cropping.

The Long Edge and Short Edge options in the Photo Size pane are useful when you want to lock one edge to a specific length or width and don't care about the sizing of the other edge. Simply choose which option is the important one for your photo, enter the dimensions, and Export will resize your photo accordingly.

The units of measurement can be switched by clicking the down arrow. You also control your resolution in pixels per inch. Use this setting to optimize for your output device.

The Photo Size Presets make it easy to set the width/height of your image in a preset size. Use the drop down menu to select a preset size or choose custom to create your own.

The Image Type drop down provides a few options for resizing:

- General (ON1 Resize) uses the ON1 Resize algorithm also known as Genuine Fractals: This is the classic, patented, fractal-based algorithm that has made Perfect Resize the standard for over a decade.
- Low-Res JPG for enlarging low resolution JPEGs (this setting use the bicubic algorithm method).
- Portrait for resizing portraits protects skin tones from artifacts (uses bicubic algorithm method).
- Landscape is great for Landscape photos (uses ON1 Resize algorithm).
- High Detail is great for images with many small items (uses ON1 Resize algorithm).

Watermark



The Watermark module allows you to add an overlay to the image, most often used for your logo, signature or copyright. Watermarks generally need a transparent background, so make sure your watermark file is a PNG or PSD.

The module has the following options:

Choose: Click the Choose button to select the file you wish to use as your watermark.

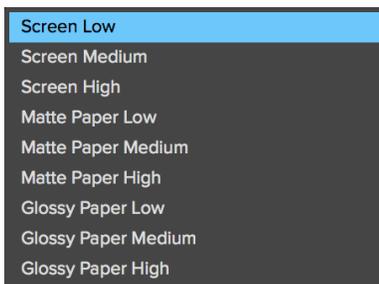
Size: This slider controls the size of the watermark file.

Inset: This will determine the percentage in which the file is inset from the edge.

Opacity: This sets the opacity of the watermark.

Location: This grid sets the location of the watermark. Click on the square of the location you desire.

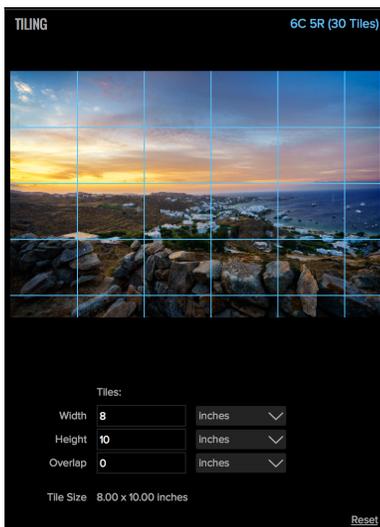
Sharpening



The Sharpening pane adds additional sharpness to your image, and are designed to be general options for either screen or print work. Using the Sharpening controls can save you the workflow step of adding additional sharpening before printing and can help compensate for loss of sharpness due to dot gain from your printer. Sharpening should only be applied at the end of your workflow just before printing. If you plan to do additional retouching or compositing work after resizing your image, you should disable the sharpening controls.

Tiling

The tiling feature in Export divides an enlargement into smaller pieces so that the image can be printed on a smaller printer.



For example, you might want to create a mural that is 8 feet tall by 12 feet wide, but your printer can only print 24-inch wide strips. With the tiling feature you could automatically create four separate files that are 24 inches wide and 8 feet tall, to create your mural in sections.

With the tiling feature all you do is specify the size of paper you have to print on and if you would like the pages to overlap. Then Export will resize your image and section it down into the individual tiles.

To use the Tiling pane, follow these instructions:

- Set the Width/Height fields to the size and orientation of paper you wish to print on, or select the number of rows and columns instead.

- Set the Overlap size. The overlap makes each tile overlap so you can tape multiple panels together and corrects for printer margins if you are not printing borderless. The preview will show cyan guide lines for each tile that will be created.

Gallery Wrap



The Gallery Wrap feature is designed to help you print on canvas. When making enlargements for canvas it is common to wrap a portion of the image around wooden stretcher bars. These are used for mounting the canvas. These are commonly called gallery wraps. However, if the photo has important detail near the edges of the image they may be lost in the wrapping process. The Gallery Wrap feature in ON1 Resize automatically creates extended margins by reflecting or stretching the areas near the edge of the image allowing the photographer to create a gallery wrap without having to sacrifice any of the original image. The Gallery Wrap feature allows you to select the thickness of the canvas mounting bars and offers a variety of techniques for creating additional margins.

To use the Gallery Wrap feature follow these instructions:

- Set the Thickness control to the amount of margins you would like to add. A good rule of thumb is the thickness of the stretcher bars, plus half an inch.
- Select the Type you would like to use.
- If you wish to add an overlay to the wrap wings, set the color and opacity.

The Gallery Wrap feature has several settings for adding margins and adjusting the look of the wrap. The Type pop-up has four options:

- **Reflect:** Copies an area equal to the thickness setting around your image, then flips each side and adds it as the margins. This is a good general purpose technique.
- **Reflect Soft:** Does the same as the Reflect method but softens the added margins.
- **Stretch:** The Stretch method takes a small area around the edge of the image and stretches it to add the margins.
- **Stretch Soft:** Does the same as stretch, but softens the added margins.

The Thickness slider controls how thick your canvas stretcher bars are. Two inches generally works well for most gallery wraps.

You can also darken the wrap or add a solid color to the wrap area with the Overlay Color and Opacity sliders.

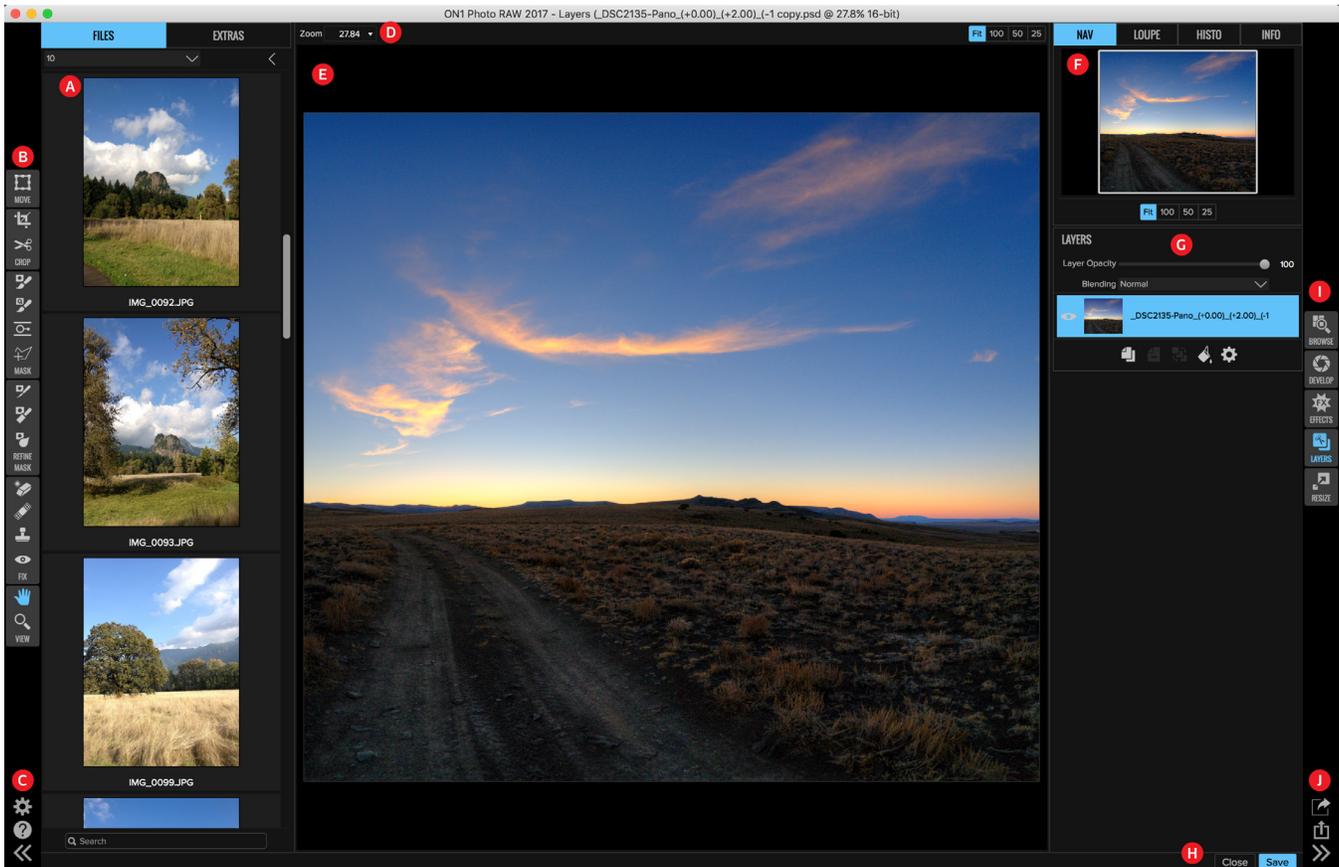
Export Presets

Presets remember all of the settings and details selected in the Export window pane. To save a group of settings as a preset, click the Save Preset button at the bottom of the panel. Give the preset a name, and it will appear in the Presets pop-up at the top of the Export panel.

NOTE: Unlike presets in other parts of ON1 Photo RAW, you can't export or import presets from the Export panel.

Part 7: ON1 Layers

Layers provides you with an easy-to-use workspace for editing your photos using a full-featured layered workflow. Because it is designed to be a compositing tool, it is important to note that Layers generally is a destructive environment, unlike the Browse-Develop-Effects workflow. You can use Layers' Smart Layers feature to re-edit a layer in Develop or Effects, however.



The Layers Workspace

Layers has a built-in file browser, a robust set of selection and transformation tools, all in a layered environment. The Browser panel is on the left side, the Preview window in the center, and the Layers panel on the right.

- A. Browser Section: This is where you browse and select your images to open.
- B. Tool Well: This is where the tools are located.
- C. Preferences/Help: Accesses ON1 Help menu or ON1 Photo RAW Preferences.
- D. Tool Options Bar: This strip above the preview window contains the options for the selected tool.
- E. Preview Window: This is the main section where you preview and work on images.
- F. Navigator, Loupe Histogram and Info Pane.
- G. Layers Pane: This is where you control the layer order and apply blending modes.
- H. Close & Save Buttons: This is one way to save or close the current image.
- I. Module Selector: Switches between ON1 Photo RAW's modules.
- J. Export/Sharing: Opens the Export panel/shows photo sharing options.

Layers Tools



There are sixteen different tools in the Layers tool well.

Move Tool	Moves and changes the size and rotation of your layer.
Crop Tool	Crops your image.
Trim Tool	Trims a single layer.
Mask Brush	Masks areas using brush strokes to expose underlying layers.
Quick Mask	Masks out large similar areas quickly.
Masking Bug	Masks areas using gradients to expose underlying layers.
Line Mask	This tool is for creating linear masks.
Refine Brush	Refines the mask to cleanly mask difficult areas like hair.
Chisel Mask	Moves the edge of the mask slightly to remove fringes.
Blur Mask	Softens the mask slightly to blend more naturally.
Perfect Eraser	Removes unwanted objects with this content-aware brush.
Retouch	Removes small imperfections.
Clone Stamp	Paints over an area from a sample of another area.
Red Eye	Reduces red eye.
Hand Tool	Repositions your image within the preview window.
Zoom Tool	Changes the magnification in the preview window.

Navigating the Preview

The Preview Window above is the main section where you preview and work on images. Resize includes two tools for navigating this window, the Zoom and Hand tools.

Hand Tool

The Hand tool is used to position the image within the Preview window, whenever the preview zoom is larger than the viewable area.

To pan (scroll) in the Preview window:

- Select the Hand Tool and drag the image until you locate the area you wish to view.
- With any other tool selected, hold down the spacebar while you drag the image in the window.
- Double-click the Hand tool in the tool well to set the image to a magnification that fits completely in the current window size.

Zoom Tool

The Zoom tool changes the magnification of the image in the Preview window.

With the Zoom tool selected:

- Click in the Preview window to zoom in, centering at the location clicked.

- Click and drag in the Preview window to draw a rectangular, the screen fills with the area within the rectangle when you release the mouse.
- Hold the Option key (Mac) or Alt key (Win) and click to zoom out.
- Double-click the Zoom tool in the Toolbar to set the image to 1:1 or 100% magnification, showing every pixel. This is best when examining small details.

Navigator, Loupe, Histogram and Info

At the top of the control panel on the right of the main window are the Navigator, Loupe, Histogram, and Info panes. These four panes can be useful for inspecting and viewing details in your image.

The Navigator Pane

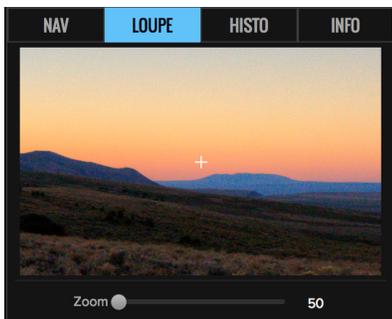
This gives you a birds-eye view of your image. The white square region marks the image area that is visible in the preview pane. You can pan your image by clicking and dragging inside the white region.



At the bottom of the Navigator pane are several Zoom presets. Click on a Zoom preset to activate.

- Fit: Zooms to fit the current canvas size.
- 100: Zooms to 100% or actual pixels.
- 50: Zooms to 50%
- 25: Zooms to 25%

The Loupe Pane

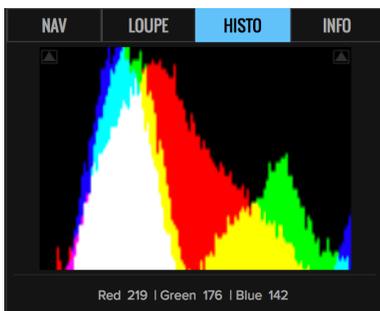


This gives you a magnified view of the section of the preview under the cursor. This allows you to view the quality of your results while maintaining a complete view of your image.

At the bottom of the Loupe Pane is a sliding for adjusting the zoom level.

The Histogram Pane

This gives you a color chart of the shadow, mid-tone and highlight areas based on the image RGB values. This is useful to show areas within the image that may be clipping. Clipping is when your image contains pure blacks or white and can signify loss of highlight or shadow detail.



The left side of the histogram represents the shadows, while the right represents the highlights. At the top of each end is a triangle. If the triangle is lit, there is clipping on that side of the histogram. If you click on the arrows, you will activate the clipping overlay on your image. The areas of your image with a blue overlay are pure black, while the areas with the red overlay are pure white. You can turn the clipping view off again by clicking

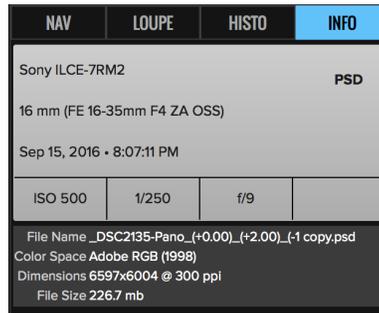
on one of the triangles. You can also temporarily enable clipping view by holding down the J key at any time. The clipping view is useful when you are making adjusts to the brightness and contrast of your image.

The Histogram pane also displays the RGB values under the cursor at the bottom of the pane.

The Info Pane

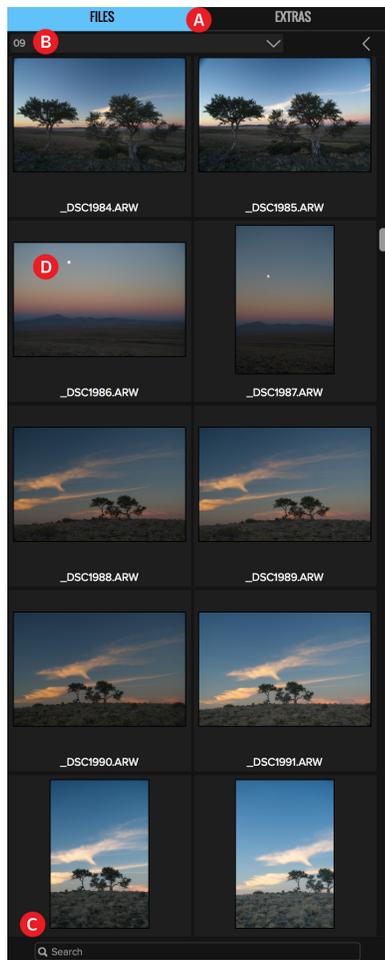
The info pane will display important metadata about your file including:

- Camera type
- File type
- Focal length and lens information
- Date and time captured
- Exposure information
- ISO
- Shutter Speed
- Aperture
- Exposure Value
- Filename
- Color Space
- Dimensions
- File Size and Bit Depth



If your camera allows for GPS the GPS button will be viewable and you can click on it to get the GPS coordinates for where the image was taken. This feature only works if you have GPS enabled on your camera or mobile device. Otherwise you will not see the GPS button.

Using the File Browser



The Browser Panel.

Built into Layers is a file browser, located in the left panel. You can use it to browse your images as well as content you download from the ON1 website. Below is a description of the controls in the file browser.

Layers Browser Panel Overview

A. Browser Tabs: This switches between the Files tab and the Extras tab. The Extras tab displays the included backgrounds, borders and textures.

B. Folder Tree: This drop-down menu displays the folder path of the folder you are browsing. You can use this to quickly navigate up the folder tree. The current selected root folder is displayed here as well.

C. Search Field: Use the search field to locate files in the current sub-folder.

D. Image Thumbnails: Images are displayed as thumbnails and will have the filename and extension listed below it.

Browsing a Folder

You can select which folder to browse by selecting a folder in the drop down menu under Files. The last folder you browsed will be remembered and displayed automatically.

Navigating the Browser

To open a sub-folder, click on it. To close it, click on it again. Only one top-level folder can be open at a time.

Double-clicking on a folder sets it to the root folder and its name will appear in the folder tree drop-down.

The selected item, either a folder or file, will have a blue box around it.

You can use the up and down arrow keys to change your selection in the browser.

You can open or close folders using the Command (Mac OS) or Control (Windows) up and down arrows.

You can select multiple files by holding down the Shift key.

Opening Files from the Browser

You can open an image in the browser by double-clicking it. If you already have an image open you will be prompted to either merge the selected file as a new layer or to open it as a new file. If you have multiple images selected, you can open them as layers using the Open Selected from Browser command in the File menu.

Searching for Files

To search for files in the currently selected folder, type in the name of the file in the search field. The search results appear in a new sub-folder called search results, which will be selected automatically. You can clear the search field by pressing the "x" at the right side of the search field.

Resizing and Closing the Browser

The browser can be resized by dragging the right side margin of the browser.

The browser can be closed or reopened by clicking on the arrows in the bottom corners or using the cmd (control on Windows) left and right arrow keys. You can also change the browser view by using the View > Browser, and choosing one, two or three column thumbnail views.

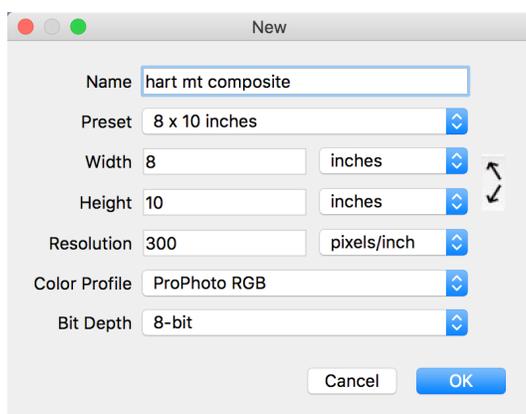
Extras Tab

The Extras tab displays add-on content including backgrounds, borders and textures.

When you download content packs from the ON1 website they are automatically installed in the Extras tab.

Creating a New File and Adding Layers

- You can create a new file in several ways.
- Merge one or more images together using the Add Layer from File command.
- Merge one or more images together using the Lightroom or Aperture plug-ins or external editor option.
- Dragging one or more images onto the ON1 Photo RAW application icon in the dock (Mac OS) or task bar (Windows).
- Create a new, empty file from the File > New menu. The New Image dialog is presented, see the image to the right. From the New Image dialog, you have the following options:



When creating a new file, you have the following options to choose from:

Name: The name of the image.

Preset: Lists a range of preset image dimensions for common print sizes.

Width: Sets the width, in inches, cm or pixels.

Height: Sets the height, in inches, cm or pixels.

Swap Dimensions button: Pressing this button will swap the current width and height.

Resolution: Sets the resolution in pixels/inch (or cm).

Color Space: Sets the RGB color space (ICC profile) of the image. (The default is set based in Preferences.)

Bit Depth: Sets the bit depth, 8-bit or 16-bit.

Adding Layers from Files

You may add images (flat or layered) as layers into an open file by:

- Using the Add Layer from File command from the File menu.
- Opening a file from the Browser or the Browse module and choosing the Add as a layer option.

Working with Tabs

Each photo you open in Layers is contained in its own tab. The tabs for each photo appears

at the top of the interface. Close a tab by clicking on the "X" icon.

To combine two tabs in to one, Choose Layer > Copy Layer in the first tab. Click to switch to the second tab and choose Layer > Paste Layer. Then close the first tab.

Canvas Size

The canvas size, or image size is the aperture through which you view the layers. An image may have layers that are larger than the canvas size and are partially hidden by the canvas size aperture.

- When creating a new empty file from the File > New dialog, an arbitrary size is set by you. When creating a new image, you have the option to set the resolution.
- When creating a new PSD file by merging other files together using the Add Layer from File command, the source image that has the largest pixel dimensions will become the bottom most layer and will set the canvas size. The canvas size is adjustable by the user.
- When opening an existing PSD file, the canvas size is already set. The canvas size is adjustable by the user by accessing the Canvas Size dialog from the Edit menu.

Layer image data outside the canvas area is maintained.

Adjusting the Canvas Size

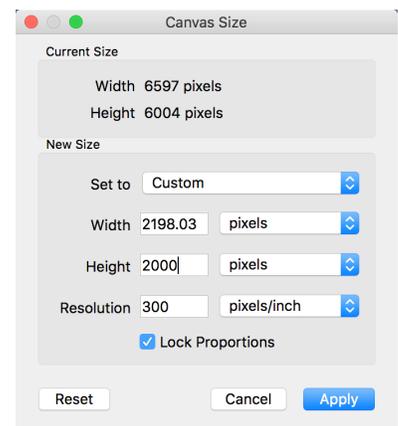
In the top section, current size, displays the current canvas size and is non-editable. Below the Current Size is the New Size section. It displays the current width and height and is editable.

The canvas size dialog does not interpolate (resize all the layers at the same time). This is the same as the image size dialog box in Photoshop when the resize image option is disabled.

There is a lock proportions toggle that locks the width and height proportions together. Adjusting the width will change the height proportionally. This option is on by default.

The Set To pop-up lets you set the size to the current layer, all layers or custom.

If you select the current layer option, the width and height are set to the size of the currently selected layer(s). If the user selects all layers, the width and height are set to the union of all the layers, making all the pixels on all layers visible in the canvas.

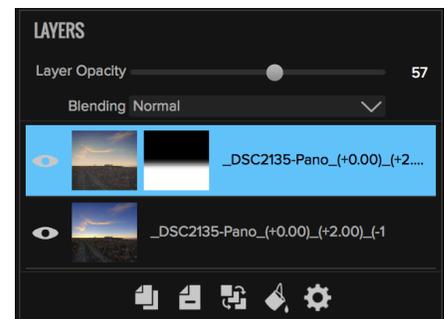


The Layers Pane

Layers are listed in the Layers Pane, along with the controls to adjust them.

Layer Visibility

You may change the visibility of a layer (hide it) by clicking the eye icon to the left of the layer thumbnail, which hides the layer without deleting it. You can hide all layers except the current layer by holding the Option (Mac OS) or Alt (Windows) key when clicking on the eye icon. This is useful for viewing the bottom most layer, which in some cases is the original image. This acts like a before and after preview.



Changing the Layer Order

You may change the order of layers by dragging and dropping layers into the order you prefer. You may select multiple layers at the same time by holding down the Command (Mac OS) or Control (Windows) key while clicking.

Renaming Layers

You can rename a layer by double-clicking on it. The name turns into an editable field. Type in your preferred name and press Enter. When merging files together the layer name is the name of the source image. This is a useful verification of the source image.

Deleting a Layer

You may delete a layer by selecting the layer, then pressing the Delete button . You may also use the Delete key on your keyboard or right click on the layer and choose Delete from the pop-up menu.

Duplicating a Layer

You may duplicate or copy the current layer by pressing the Copy button . You may also use the Command-J (Mac OS) or Control-J (Windows) keyboard shortcut or right click on layer>delete.

Merging Layers

You may merge layers by selecting them and then pressing the Merge button . You may also use the Command-E (Mac OS) or Control-E (Windows) keyboard shortcut or right-click on the layers and choose Merge Layers from the pop-up menu.

Creating Color Fill Layers

Color Fill Layers are new layers filled with a solid color. They are useful for altering the color and tone of the image. To create a Color Fill Layer, press the Paint Bucket icon at the bottom of the Layer stack, or right-click on a layer and choose New Color Fill Layer from the pop-up menu.

Convert to a Smart Layer

You can convert any layer into a Smart Layer, making the photo a Smart Photo. This allows you to re-edit any settings you add to a layer in modules like Effects.

NOTE: For more about Smart Photos, their uses and limitations, see Page 7.

Changing Blending Modes

Blending modes determine how the selected layer blend with the layer(s) below it. The default blending mode is Normal. This maintains the full opacity of the upper layer. Layers also supports many other blending modes which can be used to alter the brightness, contrast and color of the image by combining either a copy of the underlying layer or a Color Fill Layer.

Changing Opacity

The opacity slider controls how opaque or how strong the selected layer is. The default is 100%. At lower settings, the layer will blend with the layer(s) under it. Altering the blending

mode and opacity of a layer can create a wide range of color and tone effects.

Layer Masks

If you use any of the masking tools, a layer mask will be created automatically. A layer mask appears as white thumbnail next to the layer icon. There is no need to select the layer mask to work on it, invert it or reset it. Think of it as always selected with the layer. You can also copy and paste Layer Masks from the Layers menu or by dragging and dropping them from layer to layer.

Using Color Fill Layers

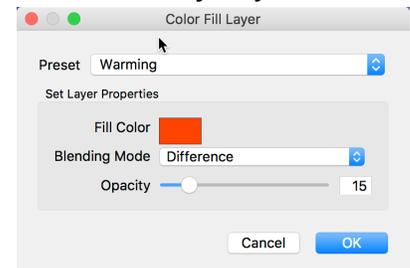
Color Fill Layers provide fast, re-editable ways to alter the brightness, contrast and color of your image. Color Fill Layers leverage the power of layers, blending modes and opacity. Color Fill Layers are simply layers filled with a solid color. However by changing the color, blending mode and opacity along with ON1 Layer's masking tools you can do the following:

- Create a burn or dodge layer to selectively lighten or darken the image.
- Convert the image to black and white.
- Tint the image any color.
- Add a vignette.
- Simulate photographic filters like warming and cooling.
- Create darkroom looks like sepia toner.

Creating Color Fill Layer

To create a Color Fill layer, press the Fill (Paint Bucket) button in the Layers pane. The Color Fill Layer dialog will appear. With this dialog you can select a preset or manually adjust the color, blending mode and opacity of the Color Fill layer:

- **Preset:** This pop-up list contains presets for many common filter effects. Select a preset from the menu to preview it on your image.
- **Fill Color:** This displays the current color. You may press the color box to open a color picker dialog. Selecting new colors in the color well will be previewed in real-time on the image.
- **Blending Mode:** This option sets the blending mode for the layer. You can always change this later from the Layers pane.
- **Opacity:** This slider sets the opacity for the layer. You can think of this as a strength slider for the effect. You can always change this later from the Layers pane.



Add Color Fill Layer dialog box

Editing a Color Fill Layer

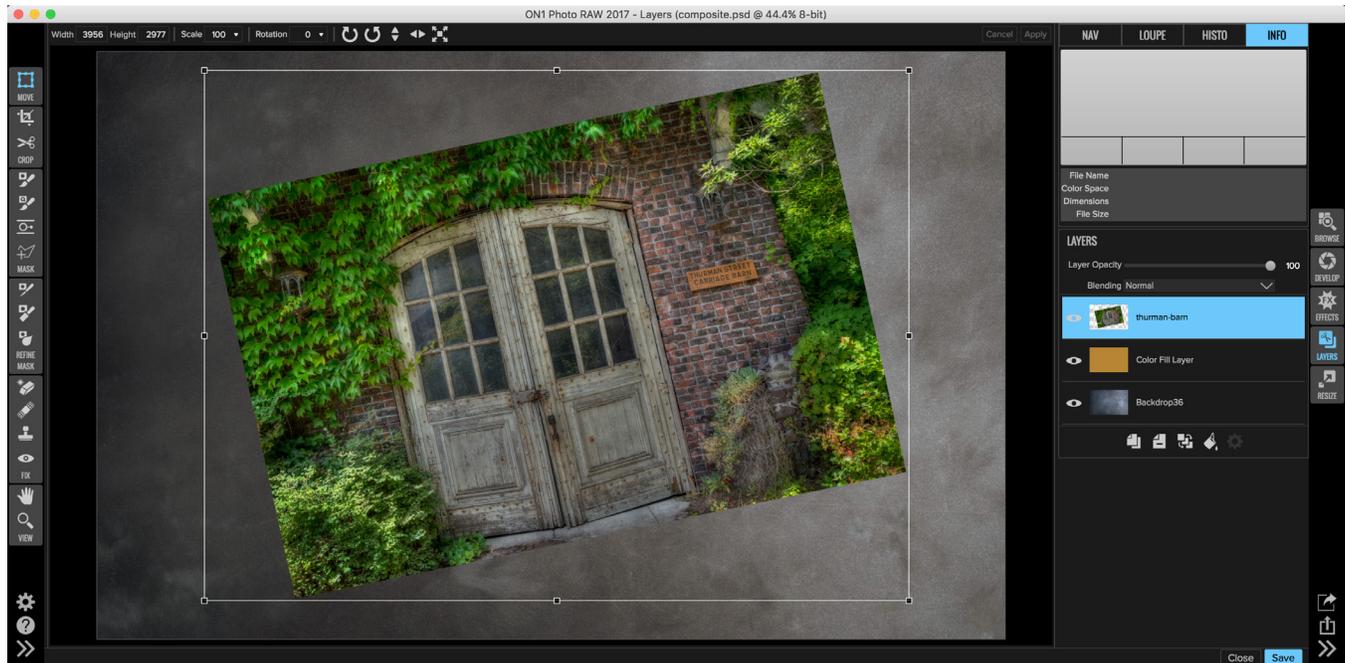
You can edit Color Fill layer by using the Edit Color Fill Layer option from the Layers menu. It will reopen the Color Fill Layer dialog where you can adjust the settings. Color Fill layers work similar to a regular layer. You can move, resize, rotate, trim, delete and duplicate them.

Masking a Color Fill Layer

You can mask, or selectively apply a Color Fill layer using any of the masking tools in Layers, similar to any other layer. To learn how to mask a layer, see the Masking Layers section.

Transform Tool

Use the Transform Tool at the top of the tool well to manipulate layers. A layer may be repositioned, sized or rotated using the Transform Tool. When the Transform Tool is selected, transform handles will appear on the edges of the selected layer. You use these transform handles to manipulate the image. You can only transform one layer at a time.



Repositioning a Layer

To reposition a layer, simply click and drag inside the transform box. You can also use the keyboard arrow keys to nudge a layer one pixel in any direction.

Resizing a Layer

To resize a layer, click and drag on any of the transform handles. Clicking on a corner handle allows you to adjust two sides simultaneously. Clicking on a side handle allows you to adjust that side. If you hold the shift key down while adjusting the size, the proportions of the layer are maintained. If you hold down the option (Mac OS X) or alt (Windows) key while resizing your image will resize from the center instead of from the edge. You can hold down both the shift and option or alt simultaneously to resize, proportionally from the center.

You can type in the size you desire in the Tool Options Bar (see below) in the width and height fields. You can also size a layer to fill the canvas automatically by pressing the Fill button in the Inspector.

Transform Tool Options Bar



Rotating a Layer

To rotate a layer, move the Transform Tool just outside a corner transform handle. Notice that the tool cursor changes to a rotate cursor. Now click and drag to rotate the layer. You

can also use the opt (alt) left and right arrow keys to rotate a layer when the transform tool is selected. To rotate the layer quickly in 90 degree increments, you can use the rotate left and rotate right buttons in the Tool Options Bar.

Flipping a Layer

You can flip a layer either horizontally or vertically by pressing the flip buttons in the Tool Options Bar.

When you have completed your transforms you need to commit the changes. You can do this by pressing the Apply button that appears in the Tool Options Bar or by pressing the Enter key. You can cancel a transform by pressing the Cancel button in the Tool Options Bar or by pressing the Escape key.

Crop Tool

This tool is used to crop and resize the entire image. The crop tool removes any pixels outside a crop box and changes the canvas size at the same time.

To crop the image, select the Crop Tool from the tool well. Then adjust the corner handles of the crop tool overlay. The area outside the crop box appears darkened for guidance. You can resize and move the image inside the crop box. When you are satisfied with your settings, press the Apply button in the Tool Options bar or press Enter.

To move the image inside the crop box, simply click and drag inside the box. You can also nudge the image using the arrow keys on your keyboard.

To resize the Crop Box, click and drag on any of the resize handles. Clicking on a corner handle allows you to adjust two sides at the same time. Clicking on a side handle allows you to adjust that side. If you hold the shift key down while adjusting the size, the proportions of the box are maintained. To rotate the crop box, move outside a corner until the tool changes to rotate. You can also set the aspect ratio or size of the crop box in the tool options bar.

NOTE: The Crop tool is not available when using a Smart Photo.

Crop Tool Options bar:



Preset pop-up: Controls the crop tool mode.

Width: Sets the width of the crop box.

Swap Dimensions: Swaps the width and height. Handy for rotating the crop box.

Height: Sets the height of the crop box.

Units: Determines the unit of measure: Pixels, inches, centimeters, etc.

Leveling Tool: Click and drag this tool across an element in your image that should be level.

Angle: See and adjust the angle of rotation.

Rotate: Rotates the image 90 degrees.

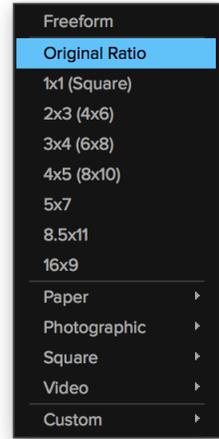
Cancel: Resets the crop tool.

Apply: Applies the crop and resizes your photo.

Crop Tool Modes

The Crop Tool works in three modes, freeform, to the aspect ratio of your photo, or to specific document sizes.

- **Freeform:** This is the default setting; it lets you resize the crop box to any orientation or size you prefer.
- **Aspect Ratio:** You can lock the crop box to an aspect ratio. This makes sure the crop box shape doesn't change, just the size. Use this option to trim existing pixels while maintaining a ratio without resizing the image.
- **Document Size Presets:** Document Size Presets allow you to crop and resize your image at the same time. If you know your intent is to print the image at a certain size you can crop and resize the image at the same time. Many common sizes are included plus you can create your own.



The Crop Tool can crop to one of three modes: freeform, to a specific ratio, or to specific paper sizes.

The Crop Tool also has a special Leveling Tool for straightening your photos:

- Select the Crop Tool.
- Select the Leveling Tool from the Crop Tool Options bar. Your cursor will change to the Leveling Tool.
- Click and drag a line across your image that should be level, either horizontally or vertically.
- When you release the mouse the image will be adjusted automatically to the correct angle.

Trim Tool

The Trim tool is used to trim or crop a layer. It removes any pixels outside of a crop-style box for the current layer.

To trim a layer, select the Trim tool from the tool well. It looks like a pair of scissors. Then drag a box over the area you wish to keep on the selected layer. The area outside the trim box appears darkened for guidance. You can resize and move the trim box. When you are satisfied with your settings, press the Apply button in the Tool Options bar.

To move the Trim Box simply click and drag inside the box. You can also nudge the box using the arrow keys on your keyboard.

To resize the Trim Box, click and drag on any of the resize handles. Clicking on a corner handle allows you to adjust two sides simultaneously. Clicking on a side handle allows you to adjust that side. If you hold the Shift key down while adjusting the size, the proportions of the box are maintained. You cannot rotate a Trim Box. You can manually enter the size of the trim box in pixels using the width and height fields in the Tool Options bar (see below).

When you have completed your adjustments, click the Apply button that appears in the Tool Options bar or by pressing the Enter key. You can cancel a transform by pressing the Cancel button in the Tool Options bar or by pressing the Escape key.

Trim Tool Options bar

Width: Shows current pixels of the trim area width.

Height: Shows the current pixels of the trim area height.

Perfect Eraser

The Perfect Eraser can be used to remove distracting elements and blemishes from your image. It uses a content-aware algorithm that replaces the pixels with a natural-looking result within the boundaries that are painted.

Using the tool is easy: click on it in the tool well, and paint over the area you wish to remove. Make sure you cover the entire area. A red overlay appears where you paint. If the first attempt does not give you a perfect result, simply paint over it again and it will improve with each pass. You can also fine tune the area after applying the Perfect Eraser by using the Retouch Brush (see below).

The default brush size for the Perfect Eraser is 125 pixels; you can make this bigger or smaller by clicking on the Brush Size in the Tool Options bar, or by pressing the right or left bracket keys on your keyboard. The maximum brush size is 500 pixels.

If you have a Wacom pressure-sensitive tablet, select the Pressure Adjusts Size button in the Tool Options bar.

Retouch Brush

Use the Retouch Brush to remove small imperfections like dust or blemishes.

Just dab the brush on areas that contain spots or other imperfections, such as acne, sensor dust, power lines and more. The tool looks at the neighboring areas in your image and fills in the brushed area with an area of similar color and texture.

It is best to use the smallest brush size possible and to work by dabbing rather than making large brush strokes. If you dab with the Retouch Brush and don't like the results, use the Undo command and try using a smaller brush or vary your brush stroke and try again. The Retouch Brush is also great for retouching skin.



Retouch Brush Options bar:

Brush Size: This adjusts the overall size of the brush.

Brush Feather: This adjusts the hardness of the brush. It works best to use a feather larger than 50 to blend and look natural.

Brush Opacity: This adjusts how strong the retouching is. Use 100% to completely remove an imperfection. Use a lower opacity to soften them.

Pressure Adjusts Size: If you have a Wacom pressure sensitive tablet, you can adjust the size of the brush according to the pressure. Click on the button to activate the Wacom sensitivity controls.

Clone Stamp

Use the Clone Stamp tool for replacing an area of the image with a sample area from a different part of the image. Hold down the Option (Mac OS) or Alt key (Windows) and click the

area you want to clone from. Then click and drag on the area you want to clone over and it will clone from the point you selected.



Clone Stamp Tool Options bar:

Brush Size: This adjusts the overall size of the brush.

Brush Feather: This adjusts the hardness of the brush. It works best to use a feather larger than 50 to blend and look natural.

Brush Opacity: This adjusts how strong the retouching is. Use 100% to completely remove an imperfection. Use a lower opacity to soften them.

Pressure Adjusts Size: If you have a Wacom pressure sensitive tablet, you can adjust the size of the brush according to the pressure. Click the button to activate.

Red-Eye Tool

The Red-Eye Tool is the perfect tool for eliminating or reducing red eye in your images. It's a simple one-click stamp that will immediately take care of red eye.

You start by selecting the brush in the tool well. Adjust your brush size to be as close to the same size as the red eye effect you are wanting to remove. Then place the brush right over the eye and click once to remove.

Red Eye Tool Options bar

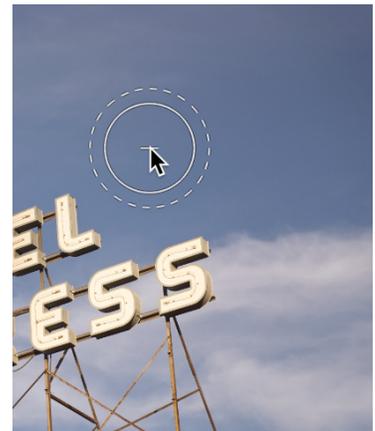
Size: Controls the size of the brush

Protect Skin: Protects from the effect leaking out to skin or flesh tones

Masking Brush

The Masking Brush is one of four tools in ON1 Layers designed to help layer masks. Layer masks by default are filled with white or black. If the mask is white, When you select the Masking Brush, your tool icon changes to a circle that represents the size of the brush. It may also appear as two concentric circles, indicating the inner hard edge and outer soft edge of the brush if the feather control is set above zero. There is also either a plus or minus in the center of the brush. Minus means the brush mode is set to paint-out, plus means it is set to paint-in.

To use the Masking Brush, select it in the tool well. Make sure you are on the effect you wish to hide. Then check your brush mode and confirm it is set to Paint Out. You are ready to mask now, simply paint on the image in the areas you wish to hide. As you brush, you will see the underlying layers appear. If you make a mistake while brushing there are two options to correct them: use the Undo command from the Edit menu, which will undo the last brush stroke you created, or toggle the paint mode to Paint In and brush over your mistake.



The Masking Brush consists of two concentric circles, representing the hardness of the brush (inner circle) and the soft feathered edge (outer circle).

Masking Brush Tool Options bar

Paint Mode: The paint mode controls if you are painting out (hiding the effect) or painting in (restoring the effect). You can tell your current mode by looking at the plus or minus icon in the center of the brush. If the icon is minus, you are painting out. If the icon is a plus, you are painting-in. You can change the mode in the Tool Options bar, or by pressing the X key, or by holding down the option (alt) key temporarily.

Invert Mask: Invert swaps the hidden areas for the visible areas. What was hidden is now revealed and vice-versa. Inverting a mask can be very useful. It allows you to paint a layer in, rather than out, which is handy if you only want to work with a small area. You can invert the mask by pressing the Invert button in the Tool Options bar.

Reset Mask: Resetting a mask reveals the entire layer it is associated with. You can reset the mask by pressing the Reset button in the Tool Options bar.

Erase Brush Strokes: This is a special mode used when retouching the mask created by a Masking Bug. It allows you to erase your brush strokes made with the Masking Brush while maintaining the mask from the Masking Bug.

Brush Size

You can control the size of the brush using the Size pop-up in the Tool Options bar. You use a small brush at high magnification for precise work and a large brush at fit to screen for general work. You can control the size of the brush several ways:

- Use the Size pop-up in the Tool Options bar.
- Use the left and right bracket keys ([]).
- Use the mouse scroll wheel (preferences must be set to this).
- Use your Wacom pressure sensitive tablet.

Feather

You control the amount of feathering or hardness of the brush by using the Feather pop-up in the Tool Options bar. The feather has a range from 1 to 100 percent. You use a small feather at high magnification for precise, hard-edged work and a large, soft-edged brush at fit to screen for general work. You can visually see your feather by watching the outer concentric circle of the brush tool. To the right you can see examples of different feather options. You can control the size of the brush several ways:

- Use the Feather pop-up in the Tool Options bar.
- Use the shift + left and right bracket keys ([]).

Opacity

You can control the opacity, or strength of the brush with the Opacity pop-up in the Tool Options bar. Think of the opacity as the shade of gray you are painting with. The opacity has a range from 1 to 100 percent. You use a high opacity to paint quickly and hide large areas. You use a lower opacity for blending areas together or for subtle work. To the right you can see examples of different opacity options. You can control the size of the brush several ways:

- Use the Opacity pop-up in the Tool Options bar.
- Use the option (Mac OSX) or alt (Windows) + 0-9 keys.
- Use your Wacom pressure sensitive tablet.

Perfect Brush

The Perfect Brush option incorporates a color-based, self-masking technology to help create precise selections and masks. When you turn the Perfect Brush option on—by clicking on the Perfect Brush icon in the Tool Options bar—the Masking Brush collects the colors under the center of the brush and applies the effect only to those colors. This protects the adjustment from being applied across edges, such as tree branches.

Further settings for the Perfect Brush can be found by clicking on the gear icon in the Tool Options bar. There, you can set the following options:

Color Threshold: This option lets you control the balance between keep and drop colors, based on the area you are working on. For example, you may want the Perfect Brush to be very precise and only paint away very similar colors, while at other times you want it to paint away a broad range of colors in the same neighborhood.

Transition: This slider controls the feather of the Perfect Brush based on color. To create a soft edge, increase the transition. To create a harder edge, decrease the transition amount.

TIP: You can turn the Perfect Brush on and off using the Command- (Mac OS) or Control-r (Windows) keyboard shortcut. You can also temporarily lock the color to remove by holding down the Control key or the Command key. This can be useful when brushing through areas with a lot of openings like tree branches.

Wacom Controls

ON1 Layers supports pressure sensitive Wacom tablets. When you use the Masking Brush you can enable pressure sensitive controls for the brush size, brush opacity, or both simultaneously. Click on the W button next to each control in the Tool Options bar to activate the pressure sensitive controls.

The harder you press; the greater the size or opacity will get. You can set the maximum value you want to use the Brush Size and Opacity sliders. To the right you can see examples of how pressure sensitivity can be used to control the Masking Brush.

TIP: Mask preview modes let you view your mask in either Grayscale or as a Red Overlay, which can be extremely helpful when working on complex masks. Turn the mask preview on by clicking the mask preview button located at the bottom of the screen. You can change the mask preview mode under View > Mask View Mode.

Quick Mask Tool

The Quick Mask Tool is often the best place to start your masks. It automatically masks large similar areas without the need to brush over everything. You just need to brush loosely over what you want to mask to give it a hint. It then figures out the rest on its own.

To use the Quick Mask Tool follow these steps:

- Select the Quick Mask Tool from the Tool well.
- Make sure the tool mode is set to Paint Out.
- Loosely brush over the area you want to mask. This could be a background you want to remove or a sky or an area you want to remove an effect from. When you

release the mouse button the area is automatically expanded and masked. In simple cases your work may be done.

- Continue to brush over the area you want to mask in (areas that were not automatically removed). You can also try the Grow button. Stop brushing when you get to difficult areas like hair.
- It is often helpful to switch to the Refine Brush and go over difficult areas—like hair—to refine your mask.



Quick Mask Tool Options bar

Mode: Controls whether you want to paint out (mask) or paint in (restore). Generally you will use the paint out mode.

Size: Sets the size of the tool.

Pressure Adjusts Size: If you have a Wacom pressure sensitive tablet you can control certain parameters with pressure.

Box Tool: The box tool allows you to drag a box over your subject, then press return to remove anything outside the box.

Grow: Intelligently expands the mask to include more similar regions.

Invert: Inverts or flips the mask so that what was hidden is now revealed and vice versa.

Reset: Resets the mask to all white.

Box Mode

The Quick Mask Tool is generally used as brush but it has a second option called Box Mode. This mode is perfect for when your subject is isolated and not touching the edges of your image. To enable Box Mode, select the Box tool in the Tool Options bar. Then drag a box over your subject. You can adjust the size and position of the box using the corner handles. Then hit the Return key to automatically remove anything outside of the box and anything similar from inside the box.

Masking Bug

This is used for blending layers by creating radial, gradient and reflected gradient mask shapes quickly.

Masking Bug Tool Options bar



Preset: The preset pop-up includes several common ways to use the Masking Bug. These presets change the current Masking Bug to match the preset.

Shape: The shape pop-up controls the shape of the Masking Bug. The shapes are center, edges, gradient and reflected gradient.

Opacity: Sets the maximum opacity or density of the mask.

Add: Adds a new Masking Bug using the current settings.

Delete: Deletes the current Masking Bug

Reset: Resets the mask on the layer completely. This removes all Masking Bugs and clears any brushing that has been done.

How to use the Masking Bug

Start by adding a Masking Bug to a layer by clicking on it or pressing the Add button. Then set the Mask View mode to Mask – Grayscale. This will let you see the Masking Bug in simple black and white.

Move: Click the large circle and drag.

Size: Adjust the size of the masking bug by using the solid line.

Feather: Use the dashed line to adjust the feather or hardness of the mask.

Rotate: The handle of the center circle will rotate the mask.

Working with Multiple Masking Bugs

You can use up to six Masking Bugs per layer. Each Masking Bug is re-editable until you hit Apply and save your image.

To add another Masking Bug, to create a complex mask shape, press the Add button or click outside of the current Masking Bug while the Masking Bug tool is selected.

Only one Masking Bug may be adjusted at a time. This is the active Masking Bug. You will see the overlay controls for the active Masking Bug while your mouse is over the preview area. Inactive Masking Bugs are marked with a small circle. You can select an inactive Masking Bug by clicking on the small circle marker.

Masking Bugs are subtractive. Each Masking Bug hides more and more of the current layer. When Masking Bugs overlay each other they may hide more of the layer too. You can always use the Masking Brush to over-ride and paint areas back in hidden by the Masking Bugs.

Line Mask Tool

The Line Mask tool creates linear masks that are made up of straight lines. They can include angles, but not curved lines. This tool is useful for masking geometric shapes like buildings and windows. For organic shapes like trees or ridgelines use the other masking tools.



Line Mask Tool Options bar

Mode: Add/Remove

Feather: Adjusts the feather of mask i.e. the hardness of the line transition from black to white.

Using the Line Mask Tool

- Begin by selecting the tool from the tool well. Choose a point on the photo to begin the Mask. It is recommended you begin a point that will be good to end the line. Essentially you will be creating mask using only linear lines to create a shape. When you close the shape by clicking on the first point a paint bucket will appear and you simply click to remove the inside or outside of the shape.
- Click once to establish the first point or anchor.
- Move the cursor to the next point and click again to establish another anchor. A straight line from the original anchor point to the second point will appear.

- Continue to set points and create lines to establish the shape of the mask. Close the mask snap by connect the last line to the original point. The crosshairs will display a circle to indicate you are at the original anchor point.
- A paint bucket icon will appear. Click once on either the inside or outside to remove or add.

Refining Masks

There are three tools in ON1 Photo RAW designed to help you refine, or clean up, a mask: the Refine Brush, the Chisel Mask tool, and the Blur Mask tool. You use these tools after you have created the bulk of your masking, but want to smooth rough edges.

Refine Brush

The Refine Brush is used to clean up the borders between a subject and background, as well as intricate areas like hair, lace, mesh and tree branches. Once you have removed the majority of the background with the Quick Mask Tool or Perfect Brush, paint the intersection of the subject and background with the Refine Brush to clean up the border. This will remove islands of background color and make the edge more defined.



Refine Brush Tool Options

Mode: Controls the refinement mode, either paint out, which always refines to remove, paint in, which always refines to restore or Auto which does both at the same time. Paint out is recommended in most cases.

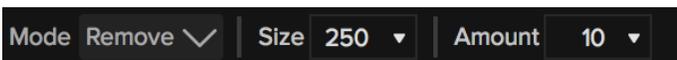
Size: This slider adjusts the size of the brush. Select a brush size that is just larger than the intersection of the subject and background. Avoid using oversized brushes it will take longer to process and may yield lower quality results.

Wacom Toggle: If you have a Wacom pressure sensitive tablet you can control certain parameters with pressure. Controls with a W icon next to them support this when they are turned on.

Color Decontamination: When enabled, colors from the drop regions are filtered out of the keep regions. This changes the colors of the pixels in the image. This is useful when the background you are trying to remove have a strong color such as green or blue screens.

Chisel Mask Tool

The Chisel tool works to remove fringes or halos along hard edges. Fringes are common when the background to be removed is brighter than the foreground. The chisel works like a chisel or plane in a wood shop. It removes just a sliver along the edges. The Chisel tool only works on the edges so you don't have to be too careful when using it.



Chisel Mask Tool Options

Mode: Select remove or add

Size: Adjusts the size of the chisel tool. Feel free to use a large chisel to make brushing fast.

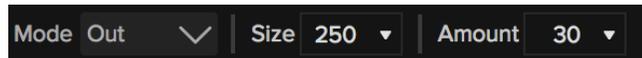
The size of the chisel does not affect how much is chiseled off.

Amount: Controls the amount of pixels that will be removed or added during each brush stroke.

TIP: You can double-click on the chisel tool icon in the tool well to apply the chisel to the entire image.

Blur Mask Tool

The Blur Mask tool softens edges of the mask where you paint. Softening the edges on blurred or semi-transparent subjects like hair can make them blend with a new background in a more realistic manner. Like the Chisel tool, the Blur tool only works on the edges in your masks.



Blur Mask Tool Options

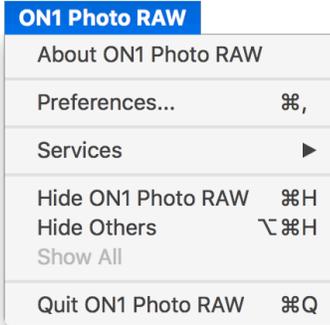
Mode: In/Out/Normal lets you adjust exactly what part of the mask edge to blur. In blurs and lightens the mask, Out blurs and darkens the mask, and Normal blurs both light and darks.

Size: Adjusts the size of the blur tool. Feel free to use a large size to make brushing fast. The size of the brush does not affect the blur amount.

Amount: Controls the amount of blur. Use the lowest amount needed to maintain as much detail as possible.

TIP: You can double-click on the blur tool icon in the tool well to apply the blur to the entire image

Layers Menus

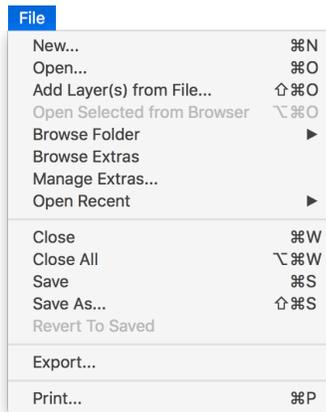


ON1 Photo RAW (Mac OS Only)

About ON1 Photo Raw: Opens the About box and displays your version number. (This is in the Help menu on Windows)

Preferences: Opens the preferences dialog. (In the Edit menu on Windows)

Quit ON1 Photo RAW: Quits ON1 Photo RAW.



File Menu

New: Creates a new file.

Open: Open an existing file.

Add Layer(s) from File: Open a file and add it as a layer to the currently open file in Layers.

Open Selected from Browser: Opens the images selected in the mini-browser.

Browse Folder: Fly-out sub-menu of sources to Browse. You can also opens the browse dialog where you can select which folder you would like to browse in a new browser tab.

Browse Extras: Switches the browser to the Extras tab where you can view and open pre-installed content.

Manage Extras: Opens the Extras Manager where you can import and manage extras like Borders, Backgrounds, Textures and Presets.

Open Recent: Displays a list of recently opened files.

Close: Closes the current file. You will have the opportunity to save or not.

Close All: Closes all open files. You will have the opportunity to save or not.

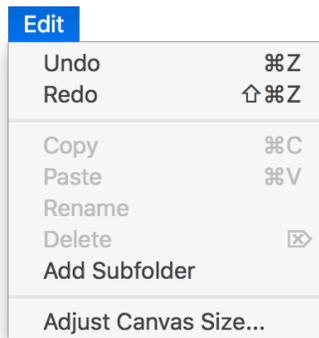
Save: Saves the current file.

Save As: Opens the Save As dialog where you can select the filename and location to save to.

Revert to Saved: Reopens the file without your changes.

Export: Opens the Export pane.

Print: Allows you to print your image.



Edit Menu

Undo: Removes the last file operation.

Redo: Redoes the undo operation. This is only available if the last thing you did was an undo.

Copy: Copies the currently selected item.

Paste: Pastes the items in the clipboard to the current location.

Rename: Renames the currently selected item in the Browser.

Delete: Deletes the currently selected item in the Browser.

Add Subfolder: Adds a subfolder inside the current folder in the Browser.

Adjust Canvas Size: Lets you enlarge the current document's canvas size.

Preferences (Windows): Opens the Preferences dialog.



Layer Menu

Duplicate: Duplicates or copies the current layer.

Delete: Deletes the current layer.

Copy Layer: Copies the current layer into memory so you can paste it later.

Copy Luminosity as Mask: Creates a luminosity mask from the current layer and copies it to the clipboard.

Paste Layer: Pastes the layer in memory into a new layer in the current image.

Merge Layers: Merges the selected layers into a single layer.

Merge All: Merges all layers into a single layer.

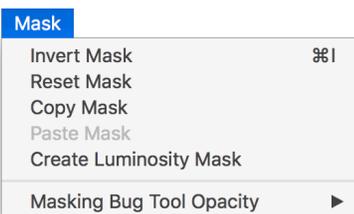
New Stamped Layer: Creates a new layer above the current layer that contains a merged version of all the layers under it.

Hide Other Layers: Toggles the visibility off of all layers except the current one. Makes it easy to see just the current layer.

New Color Fill Layer: Adds a new color fill layer.

Edit Color Fill Layer: Opens the color fill layer dialog where you can set the properties of the selected color fill layer.

Convert to Smart Layer: Allows you to change your layer to a smart layer.



Mask Menu

Invert Mask: Inverts the current mask.

Reset Mask: Resets the mask to plain white.

Copy Mask: Copies the mask.

Paste Mask: Pastes the mask.

Create Luminosity Mask: Creates a luminosity layer mask based off of a photo's black or white tonal values.

View	
Zoom In	⌘+
Zoom Out	⌘-
Fit to Screen	⌘0
Actual Pixels	⇧⌘0
Browser Mode	▶
Show Clipping	⇧⌘J
Preview Background Color	▶
Show Mask	⇧⌘M
Mask View Mode	▶

View Menu

Zoom In: Zooms the preview window in one increment. This will make the preview image larger.

Zoom Out: Zooms the preview window out one increment. This will make the preview images smaller.

Fit to Screen: This sets the preview image so that the entire image is on screen at once. Think of this as an overview of the entire image. This is the setting you will use most of the time.

Actual Pixels: This sets the preview image so that it zooms to actual pixels or 1:1 also called 100%. This setting allows you to see every pixel in the image. This is useful when making precision adjustments.

Show Clipping: Shows the clipping overlay view, displaying the pure white or black pixels in the current image.

Preview Background Color: Lets you set the background color options.

Show Mask: Displays the current mask either as a red overlay or as grayscale.

View Mode: Sets the Show Mask mode to either red overlay or grayscale.

Window	
Minimize	⇧⌘M
Zoom	
Full Screen	⇧⌘F
Navigator/Loupe/Histogram	⌘1
Layers	⌘2
✓ Show Browser Panel	⌘←
✓ Show Control Panel	⌘→
Hide Panels	⇧⌘H
anza-borrego-wildflowers-4 copy.psd	

Window

Minimize: Minimizes your screen.

Zoom: Zooms your window to full-size (doesn't hide menu bar).

Full Screen: Toggles full-screen mode (hides menu bar).

Navigator/Loupe/Histogram: Hides or shows the Navigator, Loupe, Histogram and Info pane.

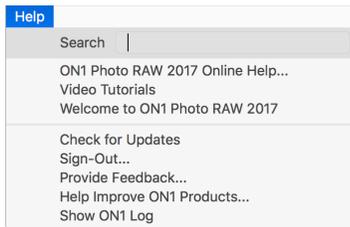
Layers: Opens and closes the Layers pane.

Show Browser Panel: Hides or shows the Control Panel.

Show Control Panel: Hides or shows the Control Panel.

Hide Panels: Hides or shows all Panels.

Document Name: Shows the name of the open image.



Help

Search: Searches the menu options (Mac OS only).

ON1 Photo RAW 2017 Online Help: Opens ON1.com support page in your default web browser.

Video Tutorials: Opens ON1.com product training page in your default web browser.

Welcome to ON1 Photo RAW 2017: Displays the Welcome window.

Check for Updates: Checks with the ON1 update server to see if you are running the current version. If there is a newer version, you will be notified and be walked through the update process.

Sign-In: Uses your ON1 account login information to authenticate your copy of ON1 Photo RAW 2017. (Sign-out will remove an existing authentication.)

Provide Feedback: Opens the default web browser and navigates to the feedback page of the ON1 website.

About ON1 Develop (Windows Only): Opens the about box with the version number and license code displayed.

Help Improve ON1 Products: Opens the Improve ON1 Products dialog.

Show ON1 Log: Diagnostic tool that can help ON1 support when you're having issues with ON1 Photo RAW 2017.

Layers Keyboard Shortcuts

	Command N	Control N
New File		
Open	Command O	Control O
Add Layer(s) from File	Command Shift O	Control Shift O
Open Selected from Browser	Command Option O	Control Alt O
Close	Command W	Control W
Save	Command S	Control S
Save As	Command Shift S	Control Shift S
Print	Command P	Control P
Quit	Command Q	Control Q
Undo	Command Z	Control Z
Redo	Command Shift Z	Control Shift Z
Copy	Command C	Control C
Paste	Command V	Control V
Delete File	Delete	Delete
Duplicate Layer	Command J	Control J
Merge Layers	Command E	Control E
Merge Visible	Command Shift E	Control Shift E
New Layer from Compo-site	Command Shift J	Control Shift J
Next Blend Mode	Shift +	Shift +
Previous Blend Mode	Shift -	Shift -
Layer Opacity	Number keys 1-0 (10% to 100%)	Number keys 1-0 (10% to 100%)
Brush Size] (<i>larger</i>) [(<i>smaller</i>)] (<i>larger</i>) [(<i>smaller</i>)
Brush Feather	Shift] (<i>softer</i>) Shift [(<i>harder</i>)	Shift] (<i>softer</i>) Shift [(<i>harder</i>)
Brush Opacity	Option] (<i>higher</i>) Option [(<i>lower</i>) Option number keys 1-0 (10% to 100%)	Option] (<i>higher</i>) Option [(<i>lower</i>) Option number keys 1-0 (10% to 100%)
Paint in/ Paint Out	X	X
Invert Mask	Command I	Control I
Toggle Perfect Brush	Command R	Control R
Show/Hide Mask	O	O
Zoom In	Command +	Control +
Zoom Out	Command -	Control -
Fit to Screen	Command 0	Control 0
Actual Pixels	Command Option 0	Control Alt 0

Next Browser View Mode	Command B	Control B
Navigate Browser Selection	Arrow Keys	Arrow Keys
Navigator	Command 1	Control 1
Layers	Command 2	Control 2
Transform Tool	V	V
Red Eye Tool	E	E
Crop Tool	C	C
Trim Tool	T	T
Masking Brush	B	B
Masking Bug	M	M
Quick Mask Tool	W	W
Refine Brush	F	F
Chisel Tool	K	K
Blur Tool	L	L
Perfect Eraser	Q	Q
Retouch Brush	R	R
Pan Tool	H	H
Zoom Tool	Z	Z
Rotate Crop Clockwise	Option Right Arrow	Alt Right Arrow
Rotate Crop Counter Clockwise	Option Left Arrow	Alt Left Arrow



ON1 Photo RAW 2017 User Guide

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