



ON1 NoNoise AI

From A to Z

The Official ON1 NoNoise AI User Guidebook

Version 2024

Photo © Hudson Henry

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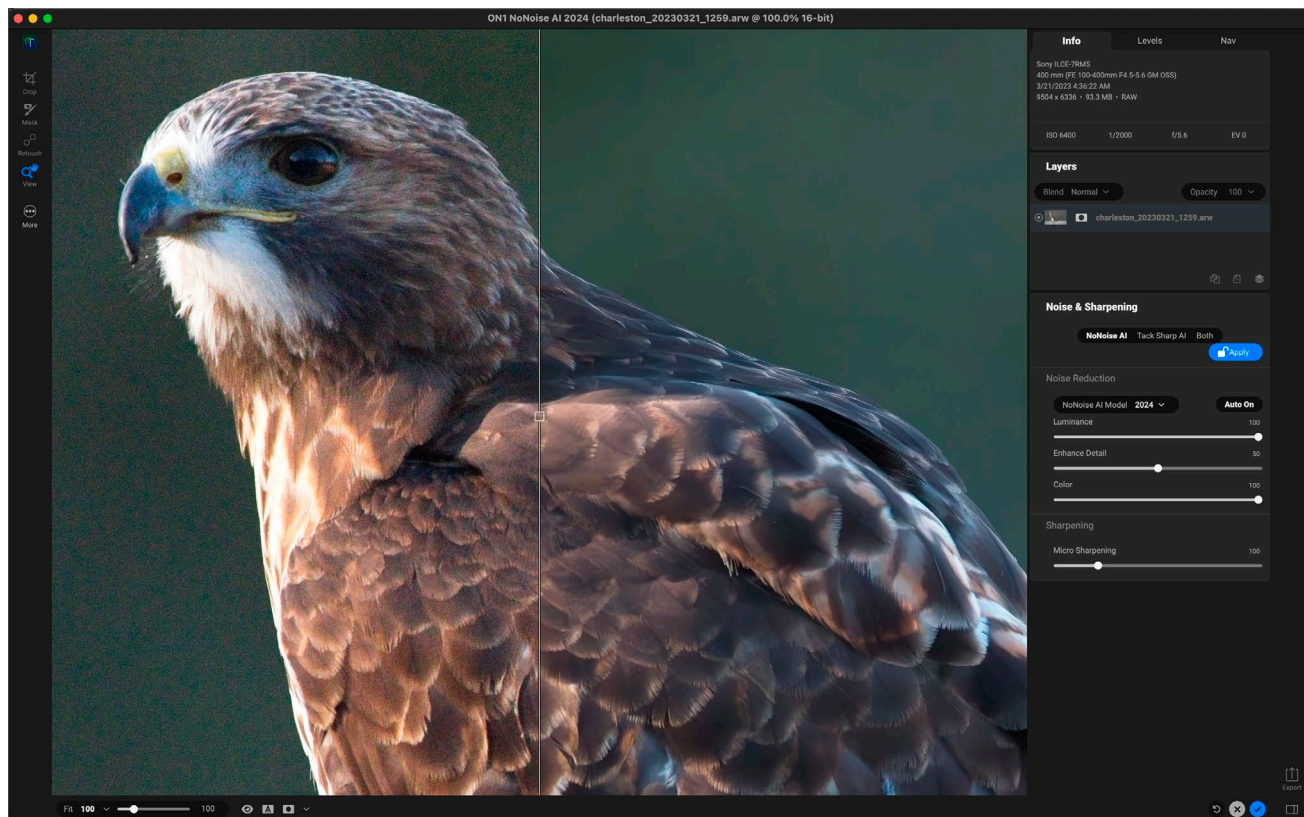
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PART 1: ON1 NONOISE AI OVERVIEW



ON1 NoNoise AI 2024 is an application and plugin that intelligently applies noise reduction and sharpening to your images. NoNoise leverages ON1's state-of-art, AI-based machine learning to remove luminance and color noise from photos, while still maintaining fine details. NoNoise is designed to be applied at the beginning of your editing workflow, and has been optimized for raw photos, supporting the raw file formats from more than 800 cameras released in the past 20 years.

NoNoise processes raw photos using ON1's raw engine, demosaicing each image from its raw data; it then determines the correct amount of noise reduction for your photo. You can set the general level of noise you like to apply – low, medium or high – and NoNoise AI will apply that baseline with every image you process, while still giving you full control to adjust the noise-reduction settings for each photo as desired.

Because noise reduction and sharpening go hand-in-hand, NoNoise includes ON1's exclusive progressive sharpening algorithm, which enhances sharpness based on the size of the details in the photo, without the halos and artifacts that other sharpening techniques can create. And, with ON1's new TackSharp AI technology, enhanced sharpening and deblurring is now part of NoNoise AI, making the app/plugin your single solution for removing noise and sharpening photos at the same time. TackSharp can detect and remove motion blur as well as save out-of-focus shots, making it an indispensable tool in your photo arsenal.

When you're done processing images in NoNoise AI, you can export them as industry-standard DNGs to preserve the complete color and tonal range of the original raw files, or you can save them in PSD, JPG, PNG and TIF formats.

NoNoise is designed to be an adjunct to your existing workflow. It can run as a standalone app, where you can process photos individually or in groups, and save them as processed DNGs for importing into your

editing app. You can also run NoNoise as plugin for Adobe Photoshop, Lightroom Classic, Photoshop Elements, Capture One, Affinity Photo, Corel Paint Shop Pro, or Apple Photos. And, when used with Lightroom or Capture One, you can batch process multiple images directly from the app.

Other features in NoNoise AI include:

- **Selective application of noise reduction and sharpening using Layers.** You can create multiple copies of your original image as separate layers and use NoNoise's masking tools to select areas where you wish to apply different levels of noise reduction and sharpening. It's perfect for those times when you wish to apply more aggressive noise reduction to areas like shadows, while preserving details in midtones and highlights.
- **Crop and retouching tools.** Crop your photos and remove dust spots and other imperfections directly from within NoNoise.
- **A full-function Export feature,** which lets you save images in all standard file formats, quickly and easily. You can save specific export options as a preset, and can export using multiple presets simultaneously.

NoNoise AI Workflow Recommendations

The advanced AI neural networks behind NoNoise AI work at the deep raw level. They are trained to detect and reduce the noise before the raw data is even converted to a photo, preventing noise from propagating further up in the image processing pipeline. As a result, NoNoise can clearly differentiate between what is noise and what are small details, helping to maintain sharper details and reduce false color.

Because NoNoise AI works best at the raw image level, we recommend that you process your images in NoNoise before you apply basic editing (exposure, color balance, etc.) or finish editing. Ideally, you want to work with the raw data as much as possible. Processing non-raw files, even high-resolution, 16-bit formats like PSD files or TIFFs, won't benefit as much from the noise-reduction capabilities in NoNoise as raw files will.

If you use Lightroom Classic or Capture One, you can send DNGs to NoNoise AI from within those apps, which lets you preserve the fidelity of the raw files. When using other editing apps, we recommend processing the original raw files in the standalone version of NoNoise AI, saving them as a DNG, and then opening (or importing) them into your editing app. Specific instructions on using NoNoise AI with other apps begins on [page 7](#).

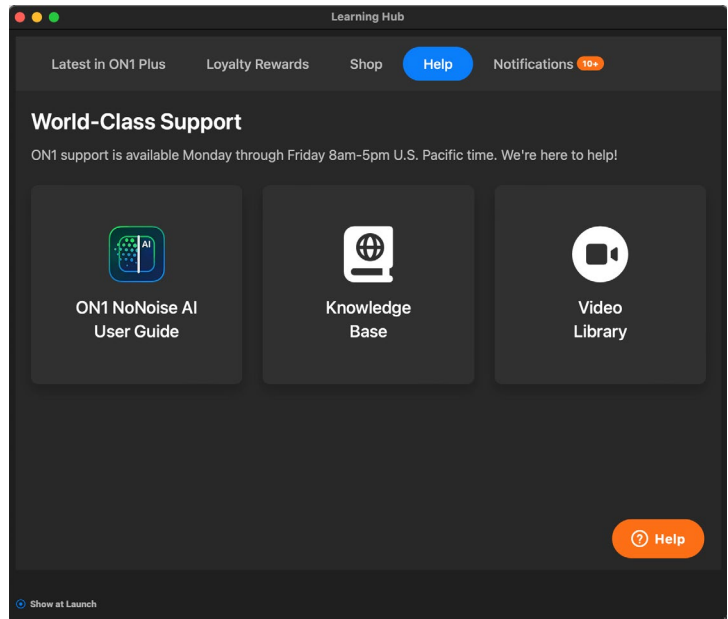
NOTE: When using NoNoise AI as your initial processor, make sure you turn off any noise-reduction settings inside your primary editing app.

Getting Help

You can find help documents for NoNoise AI in the Help section of the ON1 website (on1help.zendesk.com). There, you can search our Knowledge Base for frequently asked questions and more. Video tutorials for NoNoise can be found at on1.com/videos.

Inside ON1 NoNoise AI, you can use the Learning Hub to directly display videos for getting started with the app, search the ON1 online help system—including with and online chat assistant—and the ON1 Shop, where you can purchase add-ons and courses for ON1 NoNoise AI.

The Learning Hub is accessible via the Help menu or from the Help icon at the bottom of the left bumper panel.



The Learning Hub is available directly within ON1 NoNoise AI 2024, and includes links to videos (which can be played directly in the Hub), ON1's online help system, and the ON1 store.

System Requirements

	MINIMUM	RECOMMENDED
OPERATING SYSTEM	macOS 11 and above; Windows 10/11 (current maintenance releases, 64-bit only)	macOS 12 or Windows 11 (current maintenance releases, 64-bit only)
PROCESSOR	4-core Intel or AMD processor with 64-bit support, 2 GHz or faster with SSE 4.2 or later; Apple Silicon	8-core Intel or AMD processor with 64-bit support, 2 GHz or faster with SSE 4.2 or later; Apple Silicon
RAM	8 GB	16 GB or more
HARD DRIVE	1.5 GB for installation	1.5 GB for installation; SSD drive
DISPLAY	Windows: DirectX 12, DirectML, Vulkan 1.1, and OpenGL 4.2 compatible video card with 2GB VRAM, 1920x1080 resolution (at 100% scale factor) macOS: Metal, Vulkan 1.1, and OpenGL 4.2 compatible video card with 4GB VRAM, 1920x1080 resolution (at 100% scale factor)	Windows: DirectX 12, DirectML, Vulkan 1.1, and OpenGL 4.2 compatible video card with 8GB VRAM, 1920x1080 resolution (at 100% scale factor) macOS: Metal, Vulkan 1.1, and OpenGL 4.2 compatible video card with 8GB VRAM, 1920x1080 resolution (at 100% scale factor)
OPTIONAL APPLICATION INTEGRATION	Current versions for Photoshop CC; Photoshop Elements; Photoshop Lightroom Classic; Apple Photos; Affinity Photo; Corel Paint Shop Pro 2019 and above; Capture One	
INTERNET	A high-speed internet connection and active account for activation, auto-update checking, content downloads, and tutorials.	
SUPPORTED OPTIONS	Supports ICC/ICM profiles for camera input, display, soft-proofing, and printing. Hardware display calibration tool is recommended.	
LANGUAGES	English, German, Spanish, French, Japanese, Korean, Simplified Chinese, Russian, Portuguese, Italian, Dutch	

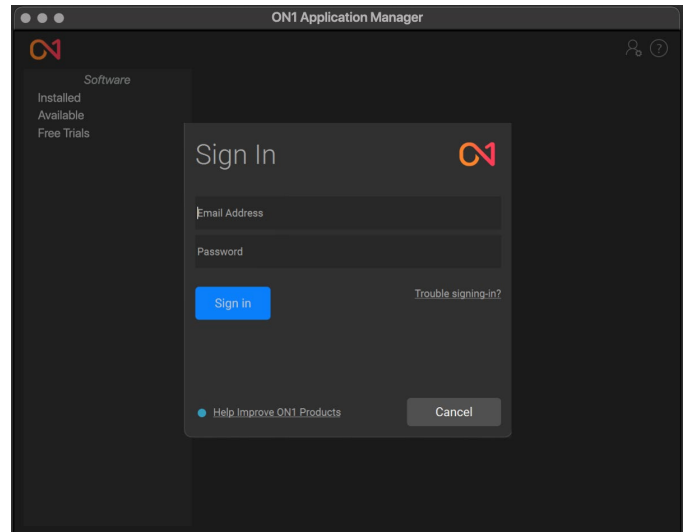
Installation

To install NoNoise AI, you must first download and install the ON1 Application Manager, which manages your ON1 applications and free trials. Once you've installed the Application Manager, double-click on the app icon. You will first be prompted to sign in to your ON1 account. The Application Manager will then communicate with the ON1 servers, and display any apps you already have installed, as well as any newer apps that are available for your account. To install NoNoise, choose Available from the list on the left side of the window, and click on the Install button for the ON1 NoNoise AI 2024 item. The Application Manager will install NoNoise in the proper location, and add it to the Installed section. From there, you can open the app. The first time you launch NoNoise AI, you'll need to sign in again to your ON1 account; after that you're software will be authenticated.

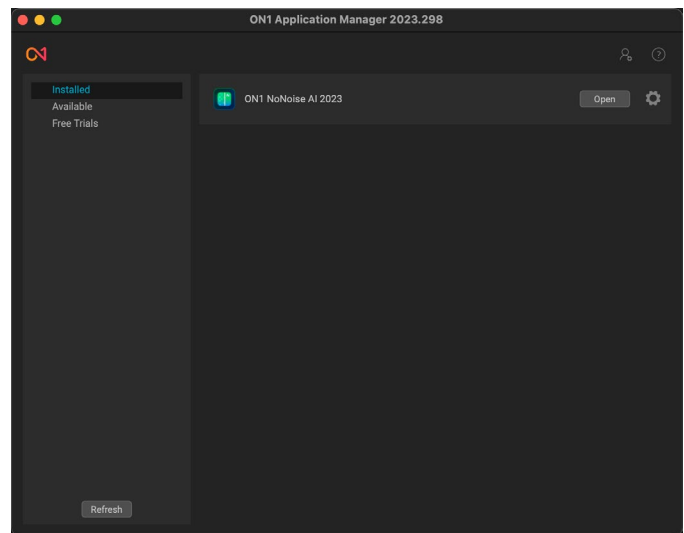
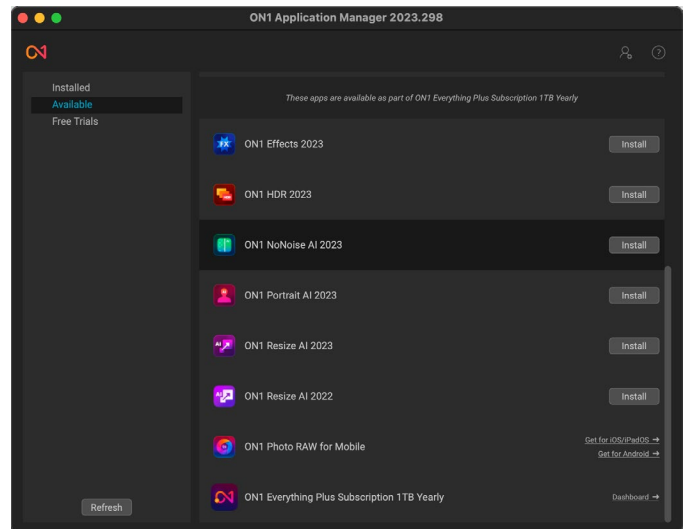
Your license lets you install NoNoise on two computers. When you enter your ON1 account info, ON1's activation server registers your software for that computer. If you wish to move your copy of NoNoise to a new computer, and you are not going to be using the older one, it is best to sign out of the old computer first. Open NoNoise and select Sign Out from the Help menu. This will deactivate NoNoise AI on the current machine, and you can install and sign in on another machine from the Application Manager.

FREE TRIAL VERSION

NoNoise AI can also operate as a fully featured trial version for 15 days from when you first launch it. This gives you time to evaluate the product and see if it fits your needs. To install NoNoise as a trial, click on the Free Trials label in the Application Manager, and click on the Install button. The Application Manager will display the number for days left in your trial; to purchase NoNoise, click on the Buy button in the Free Trials section, or the Buy Now button in the top right corner of the NoNoise window.



The Application Manager is used to install and manage your ON1 apps and plugins. The first time you launch it, you'll need to sign in with your ON1 account details.



When using the ON1 Application Manager, the Available section (shown top) will list all licensed apps and plugins associated with your account. You can install any of those apps by clicking on the Install button, after which they will be listed in the Installed section of the Manager.

MAC INSTALLATION LOCATION

On a Mac, the application is installed in the NoNoise AI folder in the Applications folder.

If a previous version of ON1's NoNoise, 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 INSTALLATION LOCATION

The application is installed in the NoNoise AI folder in the \Program Files\ON1\ directory. If a previous version of ON1's NoNoise, 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\.

UPGRADING FROM PREVIOUS VERSIONS

If you have earlier versions of NoNoise on your computer, the installation process will move over any presets.

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 NoNoise AI. You can change your participation later, just click the Help menu, then Help Improve ON1 Products.

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

Launching NoNoise AI as a Standalone App

MACOS

Open the Finder and navigate to the Applications folder. Open the ON1 NoNoise AI 2024 folder, and double-click on the ON1 NoNoise AI 2024 application icon. You can add ON1 NoNoise AI 2024 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.

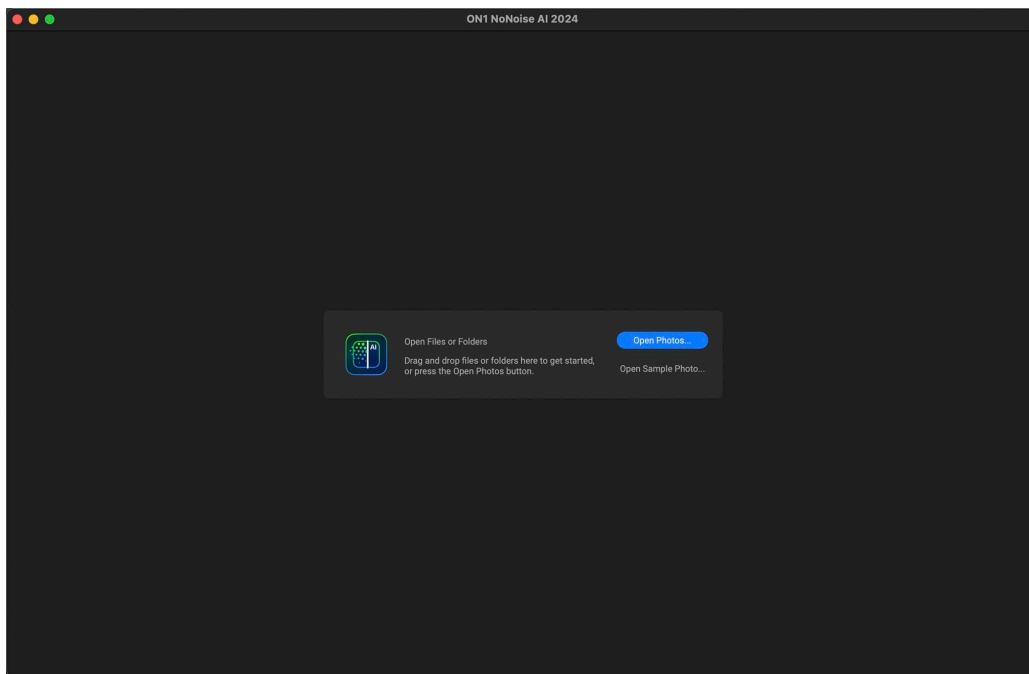
WINDOWS 10

Open the Start screen by pressing the Window key. Select ON1 NoNoise AI 2024.

If you selected the “Add Icon to Desktop” option during installation you can also access ON1 NoNoise AI 2024 from there.

NONOISE AI OPENING SCREEN

When you launch NoNoise as a standalone app, the main window will have a single button in the center of the screen: Open Photos. You can either drag images or folders into the window, or click the button to add images from your operating system’s file-selection window.



Once you’ve selected an image (or images), you’ll be presented with the primary editing window inside NoNoise. (See “Using NoNoise AI” on page 21 for more.)

Uninstalling ON1 NoNoise AI 2024

To uninstall NoNoise, first deactivate your product: open ON1 NoNoise AI 2024 and select Sign Out... from the Help menu. (This will allow you to transfer your license to another computer.) Then, follow the steps listed below, based on your operating system.

MACOS

Go to the Applications/ON1 NoNoise AI 2024/Documentation folder. Double-click on the Remove ON1 NoNoise AI 2024 application and follow the on-screen instructions.

WINDOWS

Go to Control Panels. Under Programs select Uninstall a program. In the list, select ON1 NoNoise AI 2024 and click on the Uninstall button.

Working with Files

NoNoise AI has been optimized to work with raw files (and DNG files) from all major camera manufacturers, and as such, is designed to be used before the intake process in your primary editing app. See [“NoNoise AI Workflow Recommendations” on page 2](#) for information.

For those times when you don't have the original raw file, NoNoise can view and open all of the following file types, in RGB color, at either 8 or 16 bits per pixel (where applicable):

- Photoshop (PSD)
- Photoshop Large Document (PSB)
- Tagged Image File Format (TIFF)
- Joint Photographic Experts Group (JPEG)
- Portable Network Graphic (PNG)
- High Efficiency Image Format (HEIC)

In standalone mode, when you are finished editing your photo in NoNoise AI, the app will prompt you to save your processed image as a DNG, PSD, PSB, TIFF, JPG or PNG. For the highest fidelity in your editing environment, you should use DNG as your primary format when saving or exporting raw images.

Using NoNoise AI with Adobe Photoshop

When you edit an image sent from Photoshop to NoNoise, you are editing Photoshop's currently selected layer. By default, NoNoise 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 on [page 83](#).

ON1 NoNoise 2024 is accessible from within Photoshop in two ways, from the File > Automate menu, and from the Filter > ON1 menu.

There are two additional options for editing an image in NoNoise: you can send the layer to NoNoise for one-time processing, or you can save the editing layer as a Smart Object in Photoshop, which will let you re-process the photo in NoNoise with your previous settings intact.

For optimal results when working with raw images in conjunction with Photoshop, you should process the raw files in the standalone version of NoNoise AI, export them as DNGs, and then open them in Photoshop. See [“NoNoise AI Workflow Recommendations” on page 2](#) for more information.

EDITING A PHOTO FROM PHOTOSHOP FOR FINAL EDITING

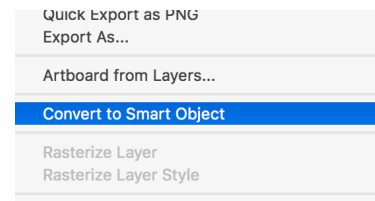
To use NoNoise inside Photoshop, when you *do not wish so be able to re-edit your operations*:

1. Open the image you want to work on in Photoshop.
2. Select the layer you want to work on. (Depending upon your Plug-Ins Preference, make a duplicate if you want to preserve the original layer (Layer > Duplicate))
3. From the Filter menu, select ON1 and then ON1 NoNoise 2024.
4. When you're finished editing your photo, click the Done button in NoNoise.

EDITING A PHOTO FROM PHOTOSHOP TO PRESERVE SETTINGS

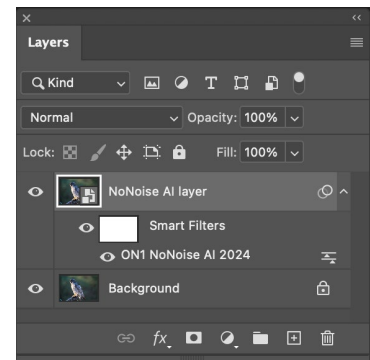
To be able to re-edit your Photoshop images at a later point inside NoNoise, you will use Photoshop's Smart Object technology:

1. Open the image you want to work on in Photoshop.
2. Select the layer you want to work on.
3. Right-click on the layer and choose Convert to Smart Object.
4. From the Filter menu, select ON1 and then NoNoise.
5. When you're finished editing your photo, click the Done button in NoNoise.



Right-clicking on a layer in Photoshop's Layers panel gives you the option to turn the layer into a Smart Object..

To re-edit your Smart Object layer again inside ON1 NoNoise 2024, double-click on the ON1 NoNoise item in the edited Smart Object layer in Photoshop (shown on the right). NoNoise will then launch and let you adjust your previous settings or make new ones.



Using NoNoise AI with Photoshop Elements

When you edit an image sent from Photoshop Elements to ON1 NoNoise 2024, you are editing Elements' currently selected layer. By default, NoNoise makes a copy of the layer, so your original layer is saved. If you'd like to change this preference, see the Plug-Ins section of the Preferences window on [page 83](#).

Photoshop Elements does not support Smart Objects, so all edits done inside ON1 NoNoise 2024 are final, once you return to Elements.

For optimal results when working with raw images in conjunction with Photoshop Elements, process the raw files in the standalone version of NoNoise AI, export them as DNGs, and then open them in Elements. See "[NoNoise AI Workflow Recommendations](#)" on [page 2](#) for more information.

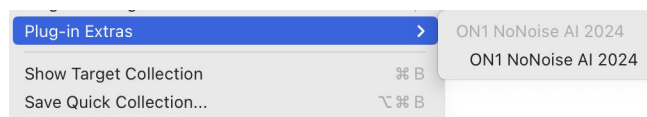
EDITING A PHOTO IN PHOTOSHOP ELEMENTS

To use NoNoise inside Photoshop Elements, follow these steps:

1. Open the image you want to work on in Photoshop Elements.
2. Select the layer you want to work on.
3. From the Filter menu, select ON1 and then ON1 NoNoise 2024.
4. When you're finished editing your photo, click the Done button in NoNoise.

Using NoNoise AI with Adobe Lightroom Classic

ON1 NoNoise AI can also be accessed from within Lightroom Classic CC, providing an integrated, round-trip workflow for applying noise reduction to a single image or a group of images. There are two primary ways to use NoNoise AI with Lightroom, via the Plug-In Extras command in the File menu, or by choosing Edit In from the Photo menu.



The preferred method for sending images from Lightroom Classic to NoNoise is via the File > Plug-in Extras submenu.

Using File > Plug-In Extras is the preferred method for working with raw images; because the file creation characteristics are driven by NoNoise, it gives you additional options for editing inside NoNoise AI, including:

Using File > Plug-In Extras is the preferred method for working with raw images; because the file creation characteristics are driven by NoNoise, it gives you additional options for editing inside NoNoise AI, including:

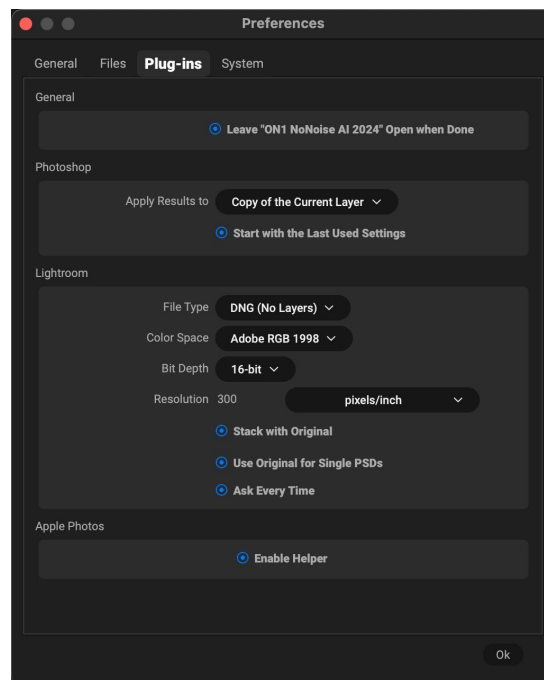
- The capability to send DNGs to NoNoise AI, letting you preserve the fidelity of the raw files as you apply noise reduction and sharpening.
- Batch processing of multiple images in NoNoise (see [page 11](#)).

USING PLUG-IN EXTRAS FROM WITHIN LIGHTROOM

When you access NoNoise AI through the Plug-in Extras menu, the file handling is controlled via the Lightroom section in the Plug-Ins tab of the NoNoise AI Preferences window. These options can be configured in advance, based on your workflow, and, depending upon how you set it up, can be changed as desired when working inside Lightroom.

The file export options include the following settings:

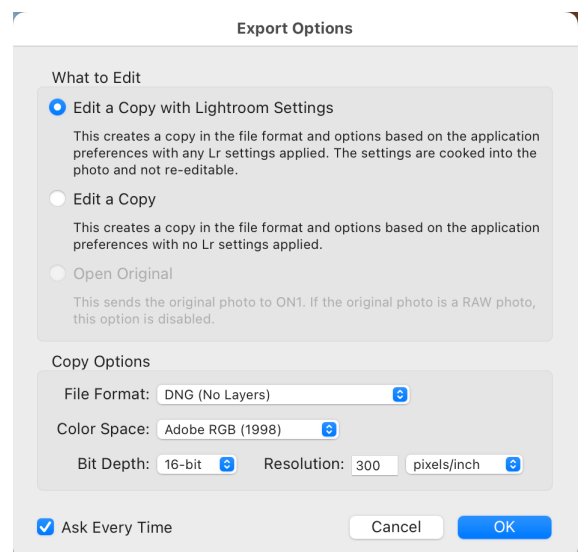
- **File Type:** This determines what type of file will be created. The default is DNG— NoNoise AI's optimal format—but you can also select PSD, JPG or TIFF.
- **Color Space:** The color space menu determines which working color space is used; Adobe RGB 1998, sRGB or ProPhoto RGB.



- **Bit Depth:** Sets the exported file's bit depth to either 8 or 16 bits per pixel.
- **Resolution:** Determines the resolution of the newly created file.
- **Stack with Original:** When enabled, the new image is stacked with the original image upon return to Lightroom from NoNoise AI.
- **Use Original for Single PSDs:** When enabled, if you select a single image in PSD format, the original file will be edited, rather than a copy.
- **Ask Every Time:** When checked, Lightroom will present these export copy options whenever you chose an item from Plug-In Extras . Turning this off will bypass the export window inside Lightroom, using these options..

NOTE: The Color Space, Bit Depth and Resolution options are not applicable when the export file type is set to DNG.

If you have the Ask Every Time option checked, you'll be presented with the Export Options window (shown on the right) inside Lightroom whenever you send an image to NoNoise. The Export Options window lets you adjust the file format, color space and bit depth as needed. If you find that you are using NoNoise's preferred file format of DNG every time, you can make sure that it is set in the Plug-ins Preferences tab and uncheck the Ask Every Time option. With that option, Lightroom will automatically send your selected images to NoNoise AI when you choose the option from the Plug-In Extras menu, bypassing the Export Options window.



Exporting Single Images to NoNoise

To send a single photo to NoNoise for processing, select it in Lightroom and choose Edit in from the Plug-In Extras submenu. The Export Options includes three choices for sending the photo:

- **Edit a Copy with Lightroom Adjustments**, which makes a copy of the file that includes any edits you have made in the photo;
- **Edit a Copy**, which copies the original photo without any changes made in Lightroom; or
- **Edit Original**, which is unavailable as an option.

NOTE: The What to Edit options are only applicable when sending PSD, TIFF or JPG files to NoNoise from Lightroom. When sending DNGs to NoNoise, no Lightroom edits are incorporated, regardless of the options selected.

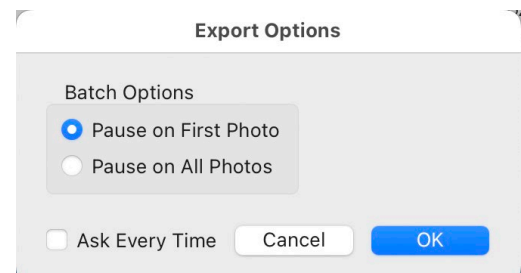
Clicking OK will send the image to NoNoise AI in the chosen format. When you have finished with your processing, click Done. NoNoise will then apply all of the edits, save the file in the format you've chosen,

and return you to Lightroom. If you have added settings in Lightroom to the original photos, those edits will not appear automatically in the new DNG file. You can use Lightroom's Copy and Paste Settings options or Sync settings to apply the edited image's settings to the NoNoise-processed DNG.

Batch-processing Multiple Images from Lightroom in NoNoise

You can also process multiple images in ON1 NoNoise AI via Lightroom. Select the images you wish to work with in Lightroom's Library module and choose Edit in ON1 NoNoise AI 2024 from the Plug-In Extras submenu. The Export Options window will open with two batch options:

- **Pause on First Photo:** Use this option when you wish to apply *the exact same editing operations* to a group of photos. This option will open the first selected image inside NoNoise. There, perform any processing options, including Details settings, retouching operations, and cropping. When you have finished with your edits, click Done. NoNoise will then apply all of the edits to each image in the group, and return you to Lightroom.
- **Pause on All Photos:** This option lets you sequentially edit the images in the batch. NoNoise will open each image in the destination tab, where you can edit it as desired. When you are finished editing with one photo, click Done, and NoNoise will save that photo and open the next one, with the previous photo's NoNoise settings applied. (You can reset any or all of those settings as desired.) When you have finished editing the last photo in the group, clicking Done will save the image, close NoNoise and return you to Lightroom.



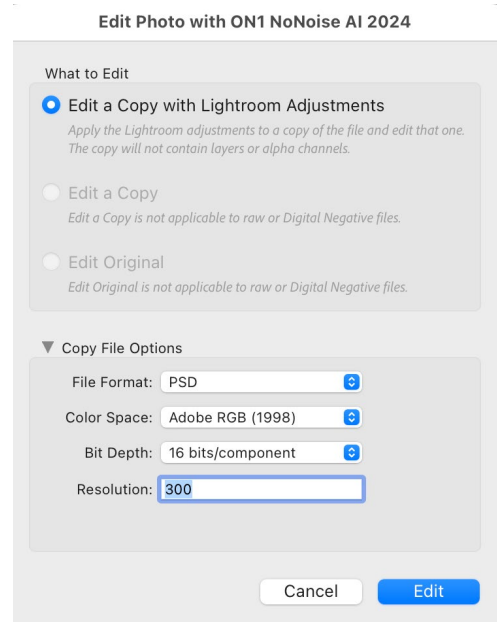
The Batch Options window comes up when you wish to send a group of photos from Lightroom to ON1 NoNoise AI for processing. (If you have the Ask Every Time option set in NoNoise's Preferences, this will be displayed as a section in the Export Options window.)

USING 'EDIT IN' FROM LIGHTROOM

When using the Edit In > ON1 NoNoise AI 2024 submenu from Lightroom's Photo menu, you are using Lightroom's external editor system to control the characteristics of the edited file, and, as such are limited to PSD, JPG and TIFF.

When you use the Photo > Edit In submenu, 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**, which makes a copy of the file that includes any edits you have made in the photo;
- **Edit a Copy**, which copies the original photo without any changes made in Lightroom; or
- **Edit Original**, which sends the original version of the photo to NoNoise, unless the photo is a raw file, in which case the option will be unavailable.



In Copy File Options, you set the type (TIFF, PSD, JPEG), the color space and bit depth for the resultant file.

When you have set your options and click the Edit button, Lightroom will create a new file (or send the original) and launch NoNoise. When you're finished, click the Done button to save your changes, close NoNoise, and return the file to Lightroom. To return to Lightroom without saving your edits, click Cancel.

NOTE: For optimal results when working with raw images, it is best to process files in NoNoise AI as DNGs via the Plug-In Extras menu option. This option gives you better color and tonal fidelity, and batch processing options. See [“NoNoise AI Workflow Recommendations”](#) on page 2 for more information.

Using NoNoise AI with Capture One

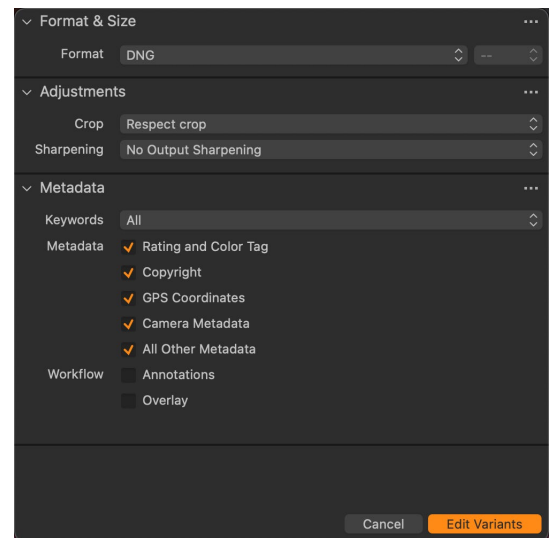
Similarly to Lightroom, Capture One can process either single images or a group of images inside NoNoise AI, and can export those images as DNGs. When you edit images sent from Capture One to ON1 NoNoise AI, Capture One creates a variant of each photo for processing in NoNoise.

To edit a single image inside Capture One:

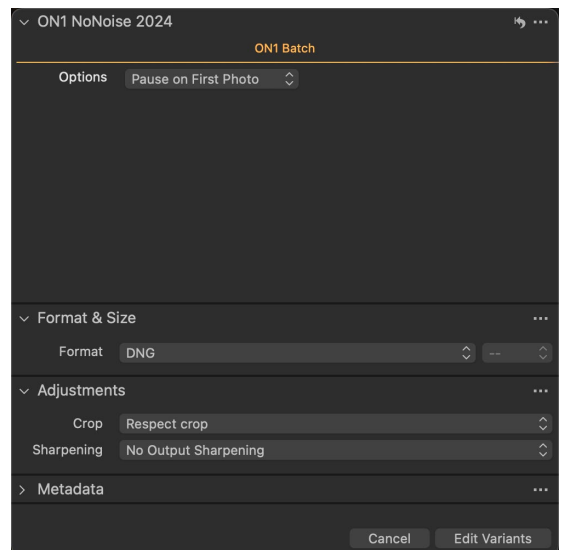
1. In Capture One, open and select the photo you wish to open in NoNoise.
2. From the Image menu, select Image > Edit With > ON1 NoNoise 2024.
3. Choose the file characteristics you wish to use in NoNoise—use DNG for the best results—and click the Edit Variants button to launch ON1 NoNoise AI.
4. When you're finished processing your photo, click the Done button in NoNoise AI. Your photo will be saved in the selected format and returned to Capture One.

Processing multiple images inside Capture One is nearly identical; you select the images you want to work on, and select Image > Edit With > ON1 NoNoise 2024. The export window in Capture One will now have an additional tab at the top, ON1 Batch. There are two batch options:

- **Pause on First Photo:** Use this option when you wish to apply *the exact same editing operations* to a group of photos. This option will open the first selected image inside NoNoise. There, perform any processing options, including Details settings, retouching operations, and



When editing a single image from within Capture One, you only need to select the file format (DNG is recommended) and click Edit Variants.



Batch processing multiple images inside Capture One gives you a new export tab, which lets you choose one of two processing options inside NoNoise AI.

cropping. When you have finished with your edits, click Done. NoNoise will then apply all of the edits to each image in the group, and return you to Capture One.

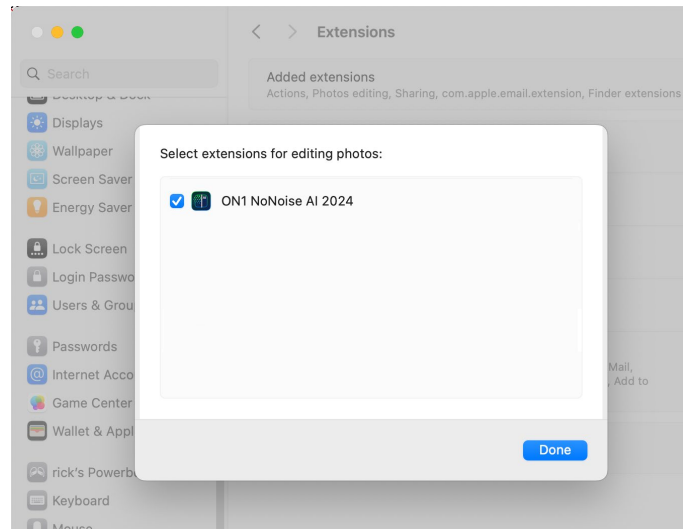
- **Pause on All Photos:** This option lets you sequentially edit the images in the batch. NoNoise will open each image in the main window, where you can process it as desired. When you are finished editing with one photo, click Done, and NoNoise will save that photo and open the next one, with the previous photo's NoNoise settings applied. (You can reset any or all of those settings as desired.) When you have finished editing the last photo in the group, clicking Done will save the image, close NoNoise and return you to Capture One.

When using either the single-image or the batch method, after you've returned to Capture One, your processed images will be visible in the current collection. As is the case with other editing apps, you should make sure that you are not applying any additional noise reduction inside Capture One.

Using NoNoise AI with Apple Photos

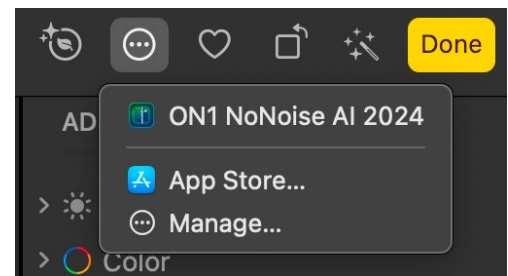
ON1 NoNoise AI 2024 integrates with Apple Photos (for MacOS only) and provides a seamless experience for enhancing your images. If you wish to edit raw photos in NoNoise, they must not have been edited inside Photos; otherwise, a JPG will be sent to NoNoise.

If you have Photos on your computer when you install ON1 NoNoise AI 2024, the appropriate plugin 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 (right), click on Photos, then check the ON1 NoNoise AI 2024 option. This will let you send images from Apple Photos to NoNoise AI 2024. (File Sharing must also be turned on in System Preferences for this to work.)



To edit an image in ON1 NoNoise AI 2024 follow these steps:

1. Select the image you wish to edit in Photos.
2. Click on the Edit button.
3. On the right side of the window, in the editing controls, you'll see an Extensions pop-up. Click that button, and choose ON1 NoNoise AI 2024.
4. Click Done in NoNoise to return to Photos.



In Apple Photos, click the pop-up menu next to the Extensions label when editing a photo and you'll see the options for sending your photo to NoNoise AI 2024.

NON-DESTRUCTIVE EDITING WITH APPLE PHOTOS

When you send an image from Apple Photos to NoNoise AI, any settings you apply will be saved with the image, so that you can send the image back to NoNoise AI with your edits intact, *as long as you do not*

subsequently edit that image inside Photos. To re-edit an image processed inside NoNoise AI, click on the image in Photos and follow the same three steps above. When your image is opened inside NoNoise AI, you will see all of the changes you made in your previous session.

Once you make any editing changes to your image inside Photos, your NoNoise AI edits will be “baked in” to the image. Sending the image again to NoNoise AI will re-apply new noise-reduction settings, which is not recommended.

If you wish to keep your original NoNoise AI edits, duplicate the image inside Photos (Image > Duplicate), which will create a new virtual copy of the file. You can then edit one of the versions in Photos, using the other one to preserve your NoNoise AI edits.

Using NoNoise AI with Corel PaintShop Pro

When you send an image sent from Corel PaintShop Pro (Windows-only) to ON1 NoNoise AI, you are sending PaintShop Pro’s currently selected layer. To use NoNoise inside PaintShop Pro, follow these steps:

1. Open the image you want to work on in PaintShop Pro.
2. Select the layer you want to work on.
3. From the NoNoise menu, select Plugins > ON1 > ON1 NoNoise AI 2024.
4. When you’re finished editing your photo, click the Done button in NoNoise.

PaintShop Pro does not support nondestructive editing with NoNoise AI; if you would like to work on a copy, before you send the photo to NoNoise, right-click on the PaintShop layer and choose Duplicate.

NOTE: For optimal results when working with raw images in conjunction with PaintShop Pro, you should process the raw files in the standalone version of NoNoise AI, export them as DNGs, and then open them in PaintShop Pro. See [“NoNoise AI Workflow Recommendations” on page 2](#) for more information.

Using NoNoise AI with Affinity Photo

ON1 NoNoise AI can be accessed from within Affinity Photo, providing an integrated, round-trip workflow of your images on both MacOS and Windows. To use NoNoise AI as a plugin to Affinity Photo, you must first activate the plugin from within Affinity Photo.

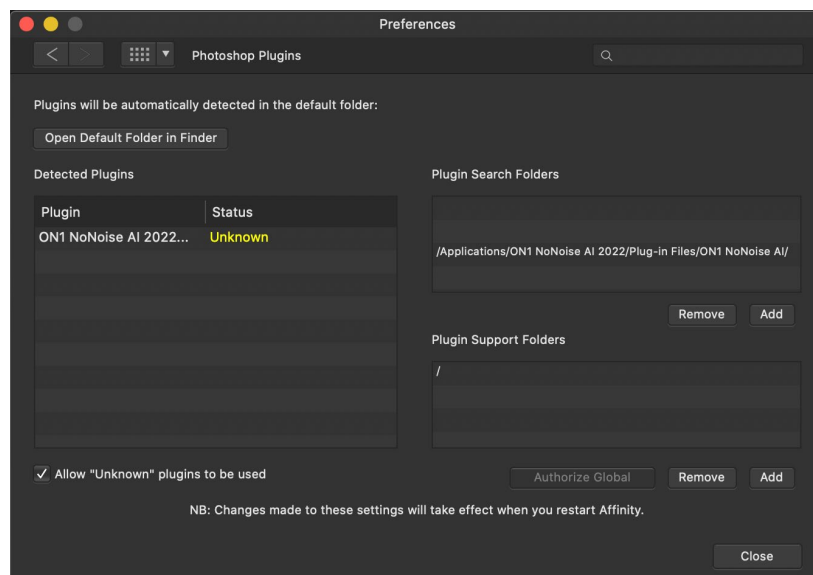
ACTIVATING NONOISE FOR USE WITH AFFINITY PHOTO (WINDOWS)

1. To setup NoNoise AI as a plugin on Windows, go first to Edit > Preferences and click on the Photoshop Plugins icon.
2. Check the ‘Allow “unknown” plugins to be used’ box at the bottom of the screen.
3. When you click on the Close button, Affinity Photo will prompt you to restart the app. When you do this, you should now see NoNoise AI listed in the Detected Plugins section of the Photoshop Plugins preferences.

ACTIVATING NONOISE AI FOR USE WITH AFFINITY PHOTO (MACOS)

Setting Affinity Photo up for MacOS is nearly identical to the Windows activation; there is one additional step.

1. Go first to Preferences, located in the Affinity Photo menu on the top left. Click on the Photoshop Plugins icon.
2. Check the 'Allow "unknown" plugins to be used' box at the bottom of the screen.
3. Click on the Authorize Global button at the bottom of the window. MacOS will present you with a dialog box that shows the root folder of your system. Click on the Authorize button in this box.
4. (This step is only needed if you have the App Store version of Affinity Photo.) Click on the Add button underneath the Plugin Search Folders area, and navigate to Applications/ON1 NoNoise AI 2024/Plug-in Files/ON1 NoNoise AI 2024.plugin. Click OK.
5. When you click on the Close button, Affinity Photo will prompt you to restart the app. When you do this, you should now see NoNoise AI listed in the Detected Plugins section of the Photoshop Plugins preferences.



EDITING A PHOTO IN NONOISE AI FROM WITHIN AFFINITY PHOTO

When you edit an image sent from Affinity Photo to ON1 NoNoise AI, you are editing Affinity Photo's currently selected layer. To use NoNoise inside Affinity Photo, follow these steps:

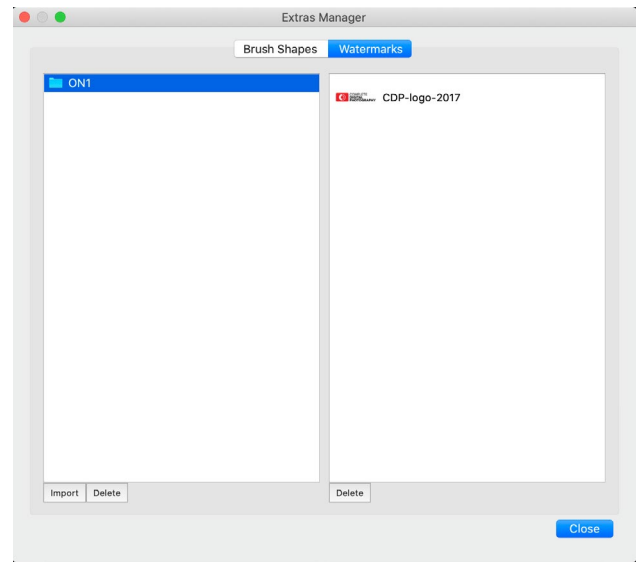
1. Open the image you want to work on in Affinity Photo.
2. Select the layer you want to work on.
3. From the NoNoise menu, select Filters > Plugins > ON1 > ON1 NoNoise AI 2024.
4. When you're finished editing your photo, click the Done button in NoNoise.

NOTE: For optimal results when working with raw images in conjunction with Affinity Photo, you should process the raw files in the standalone version of NoNoise AI, export them as DNGs, and then open them in Affinity Photo. See [“NoNoise AI Workflow Recommendations”](#) on page 2 for more information.

Extras

ON1 NoNoise supports two additional file types that can be used within the app. These files, called Extras, include the following:

- **Brush shapes**, which are generally black-and-white TIF files. You can also import custom brushes saved in the Adobe Brush Preset format (.abr). These brushes are can be selected and used while retouching with the Masking Brush in NoNoise’s Layers mode (see [page 58](#)).
- **Watermarks**, image files (transparent PNGs) that can be used with the Watermark pane of NoNoise AI’s Export function (see [“Using graphics-based watermarks”](#) on page 47).



The Extras Manager

To manage these files, choose Manage Extras from the File menu. To import either a brush shape or a watermark file, click on the label at the top of the window, then click on the Import button in the footer of the left column. A dialog box will appear where you can select the files to import. If you want to import an entire folder, open the folder, select the first file, then shift-click on the last file. Click Import when your selection is complete. Then, select a category for your extras to live, which is where you will be able to find it inside NoNoise. You can select from an existing category or create a new one.

HOW TO DELETE EXTRAS

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

1. Open the Extras Manager in any module (File > Manage Extras).
2. Click on the extras type that contains the content you wish to remove. This will display categories within that type.
3. To delete an entire category, select in the left column and click on the Delete button in the footer of the left column.
4. To delete individual extras, select them in the right column and click on the Delete (‘-’ in the Presets tab) button in the footer of the right column.

Deleting extras is permanent and cannot be undone.

Customizing NoNoise AI

NoNoise AI has a number of parameters you can change within the app, including the creation of custom keyboard shortcuts; setting the interface's font size; customization of various panes; and how the app works with a mouse scroll wheel.

KEYBOARD SHORTCUTS

You can customize ON1 NoNoise AI 2024's hotkeys via the Keyboard Shortcuts window. This window lets you view and change the shortcuts for any tool, tool option or menu item inside NoNoise. You can assign shortcuts to items that don't yet have a shortcut, build multiple sets of shortcuts as preset styles, and create a summary of your shortcuts that can be viewed in any web browser.

To view or change the app's hotkeys, choose Keyboard Shortcuts from the Edit menu. By default, NoNoise's shortcuts will be displayed, organized hierarchically by the following groups:

- **Tools**, for the 13 tools available in NoNoise.
- **Tool Options**, for the brush and mask options available in any masking tool's Options Bar.
- **Menu**, for all of NoNoise's menu items.



You open each group by clicking on the triangle to the left of the group name, or you can use the search field at the top of the Keyboard Shortcuts window to search for a command in any of the groups.

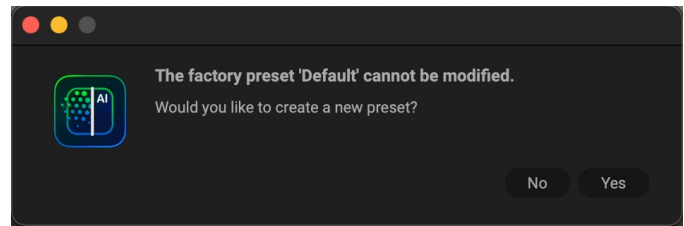
Each command that has an assigned key will display that key in the Shortcut column. The Shortcut field will be empty for any command that doesn't have an assigned key, and any field with a grayed-out shortcut means that you cannot modify that command's keys.

NOTE: Some keyboard shortcuts cannot be changed. These include menu commands used by the operating system (Cut, Copy, Paste). Also, you can't use the Escape, Return/Enter, or Delete keys as a shortcut.

Modifying hotkeys

The Default preset style's hotkeys cannot be modified, but you can create your own set of shortcuts by double-clicking on any command you wish to add or change. You'll be asked if you want to create a new preset. Clicking Yes will let you name the new preset, and NoNoise will make a duplicate of the Default set.

At this point, you can change any existing hotkeys—or add your own shortcuts for commands that don't have them—by double-clicking in the Shortcut field for that command. The field will be highlighted, and you can press the key or key combination you wish to use. If that key is used by another command, a dialog will come up, informing you of that, and giving you the option of either keeping the existing hotkey/command combination, or changing it to the new command.

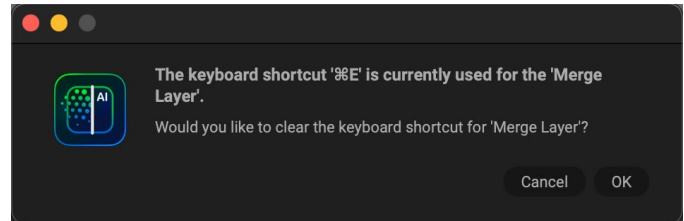


When you add or change a hotkey the first time, ON1 NoNoise AI will prompt you to create a new preset style, which makes a duplicate of the Default preset. You can switch between preset styles—including back to NoNoise's Default set—by using the pop-up menu at the top of the Keyboard Shortcuts window.

When you change a default shortcut to a new key combination—even for commands and options that didn't initially have a shortcut—a Reset arrow will appear to the right of the Shortcut field. Clicking the icon will reset the command to its original state, from the Default preset style.

To delete a shortcut, double-click in the Shortcut field and press the Delete key.

The Summarize button at the top of the Keyboard Shortcuts window will create an HTML table of the current set. You'll be asked where to save the file, and double-clicking on it will open that table in your default web browser, where you can view or print the list.



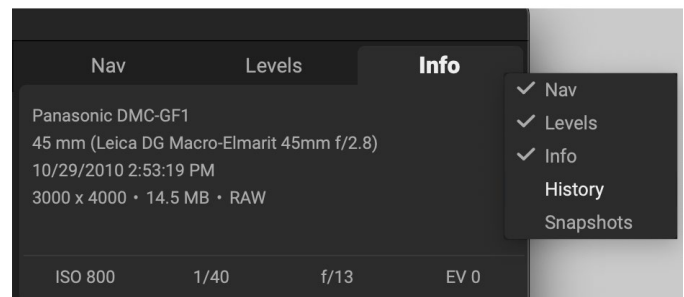
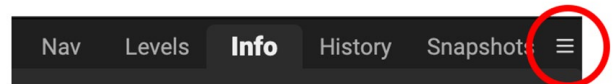
If you try to add a shortcut key combination that is already in use, ON1 NoNoise AI will let you know, and give you the option of keeping (Cancel) or removing (OK) the other command/shortcut.

You can return to the original NoNoise shortcuts by clicking on the pop-up menu at the top of the Keyboard Shortcuts window, and choosing Default from the list of preset styles. That menu can also be used to create a new preset or to delete an existing one that you created. The Default preset cannot be removed, however.

CUSTOMIZING THE DISPLAY AND ORDER OF TABS AND PANES

You can show or hide and rearrange certain aspects of NoNoise's interface via the Tab option pop-up menu, which is found in the primary photo information panes at the top of the right panel in the app, or in the Properties window (or pane).

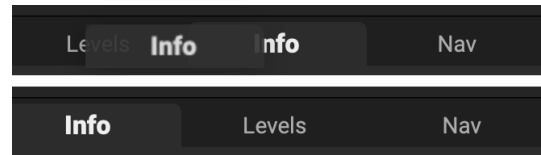
To view the menu, hover over the end of the top pane in the panel, which will display the Tab options icon, represented by three, evenly spaced vertical lines. Clicking on the icon will display a list of the separate panes that make up the group. By default, all five panes (Nav, Levels, Info, History and Snapshots) are displayed. Selecting any of the items in that list will hide that pane. To restore a hidden pane, go to the Tab options menu and select it again.



The Tab options pop-up menu is displayed when you hover over the end of the top pane in NoNoise (circled in red, top). Clicking on the icon will display a pop-up of the separate panes; selecting one of the items in the list will remove (or add) that item from the pane.

In addition to showing and hiding certain panes, you can also rearrange the order of the visible tabs in the group. Click and hold the mouse on a tab you wish to move and slide it right or left to reorder the tab.

NoNoise's Properties feature has a similar Tab option icon that lets you hide one of the tabs (Blending or Masking) from view. This icon is visible in either of the Properties display options: window or pane in the right panel.

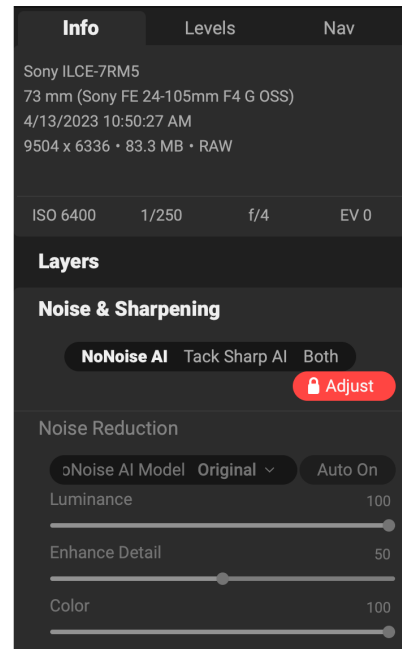
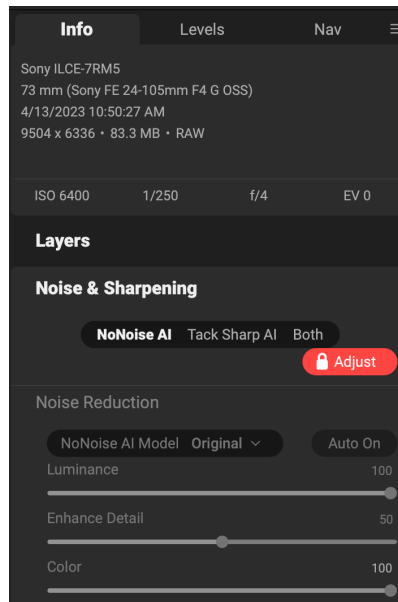
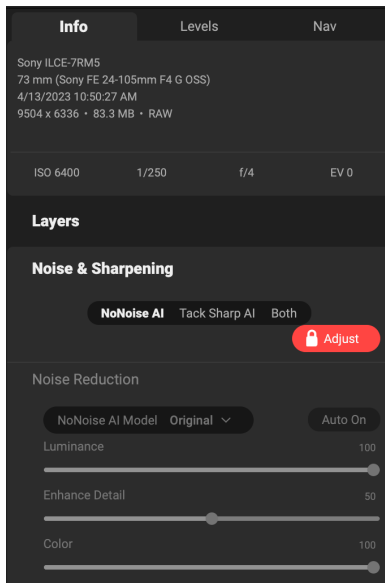


Reordering the top panes is easy: click and hold the mouse on a tab you wish to move, and drag right or left (top). When you let go of the mouse button, the tabs will be in a new order.

NOTE: For information on the panes at the top of the right-hand panel, see [“NoNoise AI Photo Information Panes”](#) on page 38. The Properties window is discussed in detail starting on page 73.

CHANGING THE FONT SIZE

By default, NoNoise AI prioritizes the main workspace to focus on photos, using a small font size to display panel names, labels, file names any other basic text. You can adjust the default font size to one of three settings, Small, Medium or Large, by choosing the General tab of NoNoise's Preferences window. Select the option from the Font Size pop-up, and restart NoNoise to have the effect take place.



USING A SCROLL WHEEL

When you are using ON1 NoNoise 2024 with a mouse that has a scroll wheel, there are number of different options available throughout the app, on both Mac and Windows.

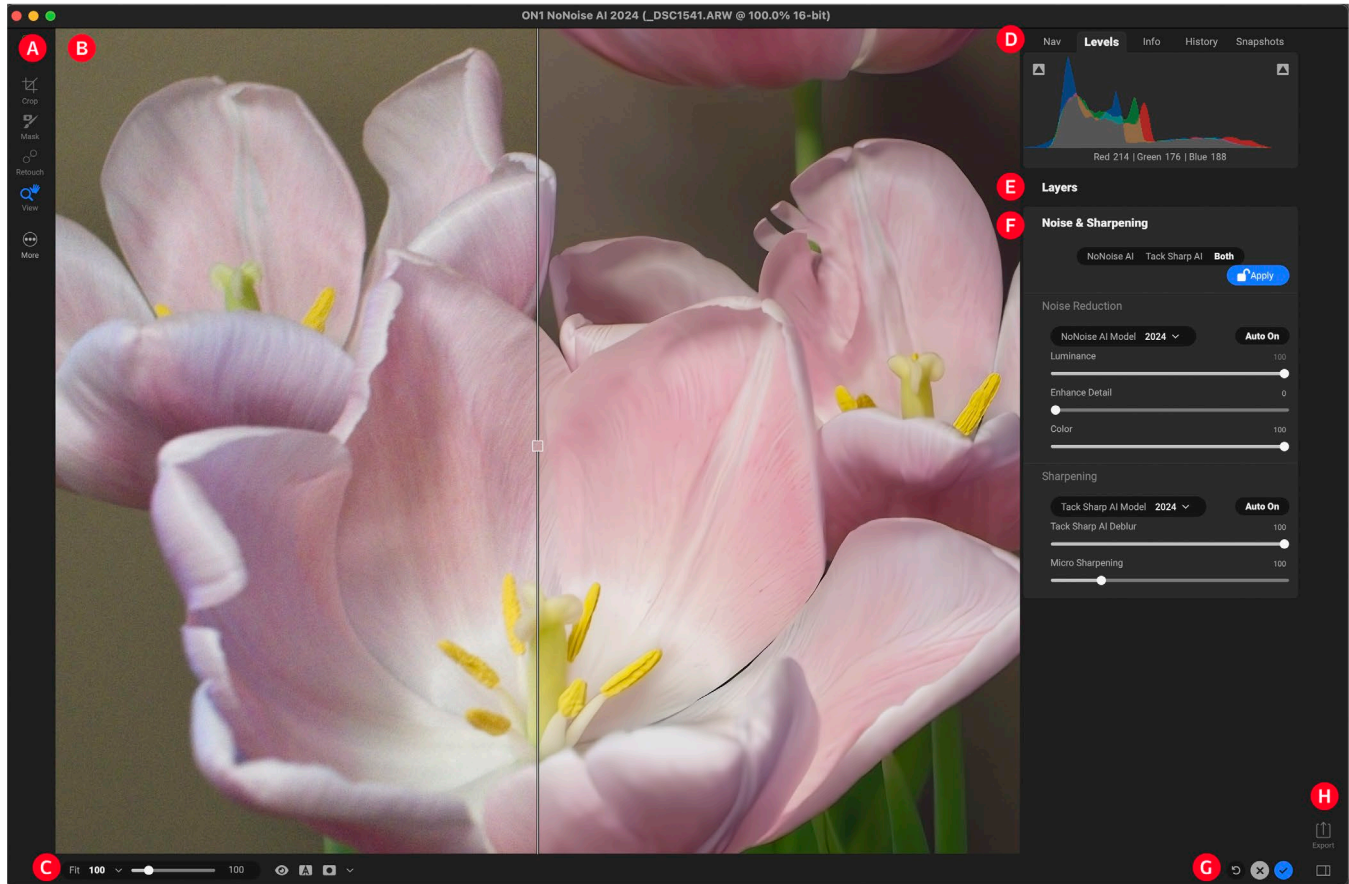
Throughout NoNoise, the scroll wheel has the following general options:

- Using the scroll wheel will pan up and down in the current window. In Browse's Thumbnail view, it will scroll the window. In most other views, using the scroll wheel with the cursor over the preview area will pan the image on screen up and down. Holding the Shift key down and scrolling will pan left or right.
- Hold Option (Mac) or Control (Windows) with the scroll wheel to zoom in or out of an image.

In the Edit module, when working with any tool that has a brush size and feather option, press Command-Option (Mac) or Control-Alt (Windows) and scroll to change the brush size. To change the feather, press Option-Shift (Mac) or Alt-Shift (Windows).

NOTE: If you only want the scroll wheel to change brush size, turn on the "Only Adjust Brush Size with Scroll Wheel" option in NoNoise's General Preferences tab. See [page 81](#).

PART 2: USING ON1 NONOISE AI



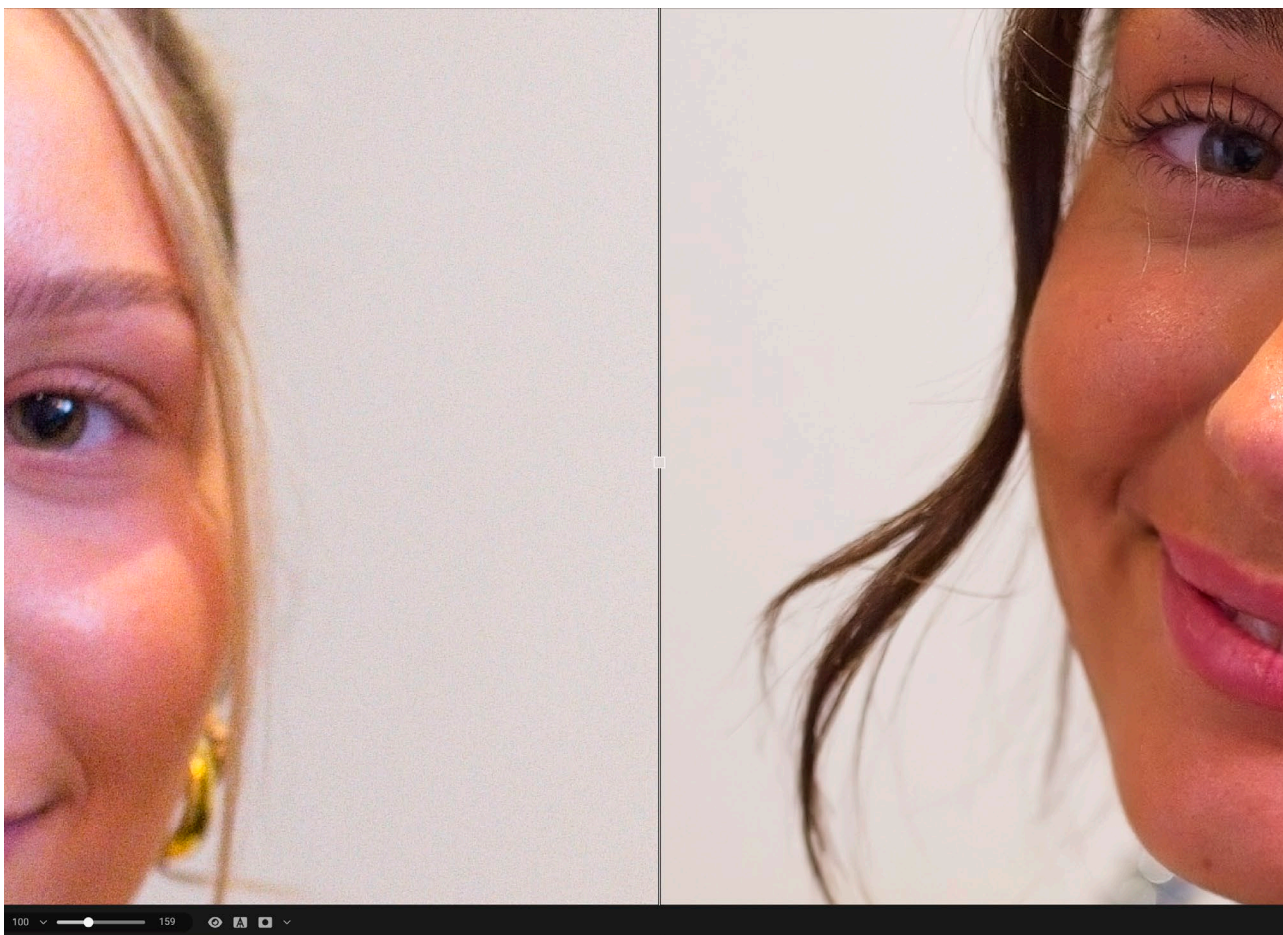
Above is an overview of the primary NoNoise AI window with an image open for processing (see [page 22](#) for a view of the window when working with multiple images):

- A. **Tool Well:** Tools for cropping, retouching, creating masks, and for adjusting the view level.
- B. **Preview Window:** Displays the current photo in detail view.
- C. **Preview option toggles:** Magnification slider for current image, compare (before/after) mode, show/hide mask, preview on or off (displays original version). Drop-down menu at the right has mask overlay options.
- D. **Photo Information pane:** Navigator, Levels (histogram), Info, History and Snapshots panes.
- E. **Layers pane:** Add, edit and manage layers here.
- F. **Noise & Sharpening:** NoNoise AI's pane for applying noise reduction and sharpening to an image. There are three options: applying NoNoise AI only, applying TackSharp AI only, or applying both.
- G. **Reset bar:** Reset all resets all settings), Cancel (cancels all settings and returns to opening screen or host app), Done (finishes operation).
- H. **Export/Close Panel:** Top icon presents the Export window for exporting the current photo or photos. Bottom icon opens and closes the right panel.

Detailed descriptions of the elements in the NoNoise AI processing window start on [page 30](#).

Opening a Photo inside NoNoise AI

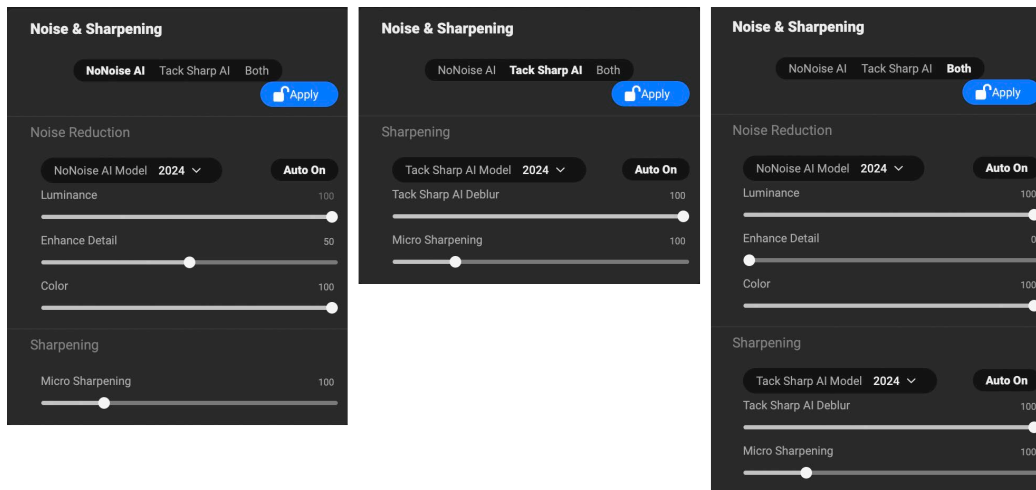
When you open a raw file inside NoNoise AI, it analyzes your image and applies ON1's AI-driven noise-reduction technology, based on the contents of the image. NoNoise initially presents your image at 100% view, with a split screen displaying your original raw on the left side, and the denoised version on the right. NoNoise automatically selects the Hand tool when this happens, so you can drag the image around the preview area to look at specific areas of interest. The center slider can be moved left or right, displaying more (left) or less (right) of the image with the current noise-reduction settings applied, and you can also zoom further into (or out of) the image by adjusting the Zoom setting at the top of the window.



When you open a raw image for processing inside NoNoise AI, the app will apply initial noise reduction based on the contents of the image and your noise-reduction preferences (High, Medium or Low). The image will be displayed at 100%, with a preview slider that can be dragged left or right; the original image is on the left side of the slider, while the right side displays the denoised image with the current settings in the NoNoise AI tab.

NOTE: When you send a raw file to NoNoise AI from a raw editor like Lightroom or Capture One, you will not see any edits that have been made to your photos in those applications.

Inside The Noise & Sharpening Pane



NoNoise AI's Noise & Sharpening pane has three options; NoNoise AI (left), which only applies ON1's AI-based noise reduction to your photo; TackSharp AI (middle), which only applies ON1's focus-enhancement and sharpening technologies. The Both tab (left) lets you apply both NoNoise and TackSharp to an image at the same time.

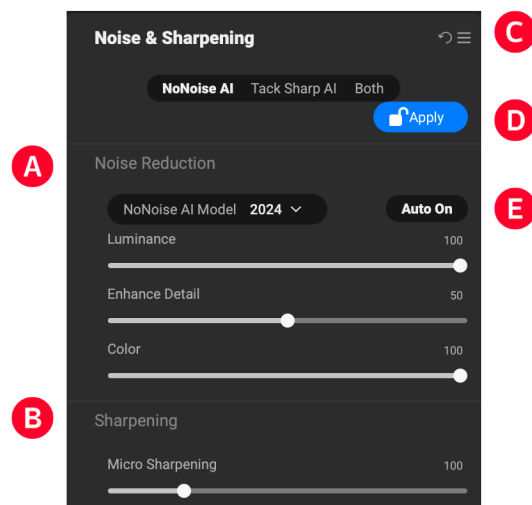
The Noise & Sharpening pane incorporates the two adjustments that often compete with each other when working on a photo, and that generally need to be balanced in order to achieve satisfactory results in your edits. There are three options for noise reduction and sharpening in the pane, split into tabs:

- **NoNoise AI**, which uses AI-based machine learning to remove luminance and color noise from photos shot at higher ISOs.
- **TackSharp AI**, another AI-based tool, designed to deblur or sharpen soft photos.
- **Both**, which includes the NoNoise AI and TackSharp AI tabs, letting you apply AI-based noise reduction and focus-sharpening applications at the same time.

WORKING IN THE NONOISE AI TAB

NoNoise AI automatically applies noise reduction based on the contents of your image and your preferred level of reduction, but you can adjust the amount of noise reduction and detail preservation—as well as add sharpening—to your taste, by adjusting the sliders in the Noise & Sharpening pane. The controls consist of two primary sections in the main section of the pane, and an action area on the top right side of the pane:

- A. **Noise Reduction:** This section adjusts the amount of Luminance (brightness) and Color noise reduction on the current image. Enhance Detail works to preserve details that would have been lost in traditional noise-reduction processes. Color is always set to 100, but the amount of Luminance reduction is set based on the image contents and your Auto settings level (see below). The NoNoise AI Model pop-up offers three options: 2024, the preferred setting for raw files; Original, which was NoNoise's first noise-reduction algorithm,



and is provided for backward compatibility reasons; and High Detail, which is optimized for non-raw files.

- B. **Sharpening:** This adjusts the amount of sharpening applied to the processed image. The sole slider, Micro Sharpening, enhances small details in your image.
- C. **Reset:** The top button resets the tab to its default state. Click this if you would like to reset any changes you've made here.
- D. **Apply/Adjust:** This button has two states: Apply (blue) and Adjust (red). Apply is the default state when you open the image: NoNoise has applied noise reduction, and you can fine tune the settings as you'd like. When you're done, clicking the Apply will 'lock' your settings in, changing the state to Adjust. To re-edit your settings, click Adjust, and the button will revert to Apply, with the current settings available.
- E. **Auto On/Off:** When you have applied NoNoise to an image with the default reductions settings, this button will read Auto On. If you adjust the Luminance slider, the button will change to Auto Off, meaning that the slider has been adjusted from the auto value. Clicking the button in this state will return the Luminance setting to its original value.

NoNoise's Default Noise-Reduction Settings

We know that noise reduction is as much about personal taste as it is about technology. Some people prefer a light touch, while others like a much more processed result. In NoNoise AI's General Preferences tab, you can configure NoNoise AI to use one of three automatic noise-reduction settings—Low, Medium or High—when you click on the NoNoise AI tab (or Both). This setting only affects the Luminance slider; the Color slider's default is always set to 100, the Enhance Detail's default setting is 50, and the Sharpening Amount is 20.

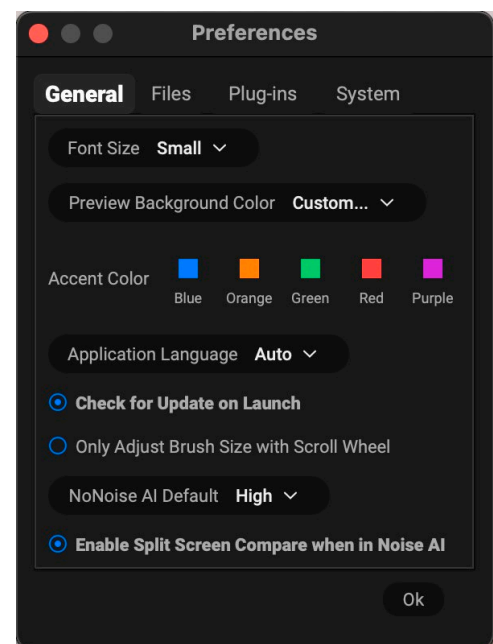
The default Auto setting is High, but you can change it to Medium or Low in the General tab of NoNoise AI's Preferences window; choose the desired setting in the NoNoise AI Default pop-up at the bottom of the window.

Our recommendation would be to play around with a group of representative images from your library, looking at the types of noise reduction that work best for you, and change your setting to the range that you like best.

Fine Tuning the Image

Work the Noise Reduction section of the NoNoise AI pane first, if you need to. When thinking about adjusting the noise reduction amounts, detail enhancement and sharpening, use the Preview window at a zoom level that lets you see the important details, and use the Hand tool to move you around the image. Then, work with the Luminance and Enhance Detail sliders to zero in on the best look.

A good methodology, especially as you are getting to know the app and its settings, is to set the Luminance, Detail Enhancement, and Sharpening all to zero. Then start by adjusting the Luminance slider up, examining an area that has both detail and smooth areas. Adjust the Luminance until you see the desired amount of noise reduction in the smooth areas. Depending on your tastes, this will usually be in the 80 to 100 range.



The General Preferences pane has an option to configure NoNoise AI's automatic noise-reduction settings—to Low, Medium or High—based on your taste. The default is High.

Next, increase the Enhance Detail slider until you have the desired amount of enhancement. Values between 20 and 50 are common. High amounts on this slider may bring back some noise in the smooth regions, so you may need to balance how much you use by comparing high-detail and low-detail areas.

Last, adjust the Sharpening Amount in the same fashion as the Enhance Detail slider. Values between 20 and 50 generally give the best results.

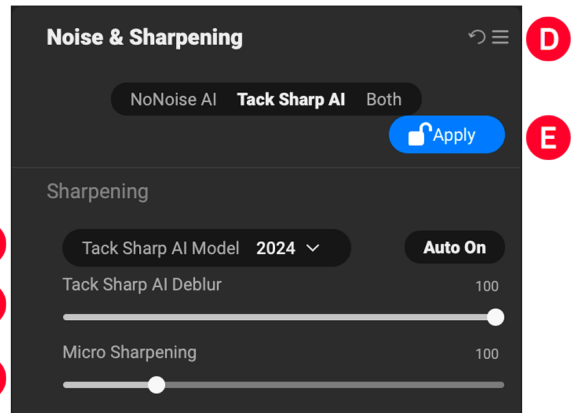
When you're done with NoNoise AI, click the Apply button to lock the settings.

NOTE: Because NoNoise AI works best at the raw image level, we recommend that you process your images in NoNoise before you apply basic editing (exposure, color balance, etc.) or finish editing. Ideally, you want to work with the raw data as much as possible. Use the High Detail option (in the Method pop-up) when processing non-raw files, even high-resolution, 16-bit formats like PSD files or TIFFs.

USING THE TACKSHARP AI TAB

The TackSharp AI tab is much simpler than the NoNoise AI tab, consisting of a method selection option and two sliders:

- A. The **TackSharp AI Model** has two options: 2024, which is the (default) preferred setting, and Original, which was NoNoise's first sharpening algorithm.
- B. The **Tack Sharp AI Deblur** slider is designed to enhance focus and reduce motion blur. The default setting is 100; in most cases, you shouldn't have to touch the slider, but feel free to do so if you feel that the sharpening is too aggressive.



- C. The **Micro Sharpening** slider is identical to the one found in the NoNoise AI pane. It is designed to enhance the small details in your image. This slider defaults to 100; as you adjust the slider, zoom in to an area with small details, like hair or feathers, and pay attention to the effect. A little bit can go a long way.
- D. **Reset:** The top button resets the tab to its default state.
- E. **Apply/Adjust:** This button has two states: Apply (blue) and Adjust (red). Apply is the default state when you open the tab. When you're done, clicking the Apply will 'lock' your settings in, changing the state to Adjust. To re-edit your settings, click Adjust, and the button will revert to Apply, with the current settings available.



When you open a raw image for processing inside TackSharp AI, the image will be displayed at 100%, with a preview slider that can be dragged left or right; the original image is on the left side of the slider, while the right side displays the sharpened image with the current settings in the TackSharp AI tab.

USING NONOISE AI AND TACKSHARP AI TOGETHER

The Both tab in the Noise & Sharpening pane is designed for those times when the lack of sharpness and increased noise are an issue in a photo. By applying both NoNoise and TackSharp technologies to your image simultaneously, you can work to achieve the right balance between the two.

When working in the Both tab, the only difference you'll find is that the Micro Sharpening slider is listed in the TackSharp section of the tab and is not available in the NoNoise section. Otherwise, the Both tab functions identically to the individual tabs.

SAVING YOUR WORK

When you're done with the Noise & Sharpening pane, click the Apply button to lock the settings. Then, perform any cropping or retouching that you'd like to apply to the image. When you have finished your adjustments, click the Done button. What happens next depends upon whether you are using NoNoise as a plugin, or as a standalone app:

- When used as a plugin, NoNoise will close and return the processed file to the host editing app, in the format specified by that app.
- When used in standalone mode, NoNoise will display a Save Photo dialog box, where you can save the processed image as a DNG, or in any of NoNoise AI's supported file formats, if you prefer. After saving, you will be returned to NoNoise's startup window.

Resetting an Image or Canceling Processing Entirely

If you perform a group of changes to an image, and wish to start fresh, you can click the Reset All button at the bottom of the screen. This will remove all adjustments—noise reduction, cropping, and retouching—from the image and return you to its initial state, with the default Auto noise-reduction settings applied.

If you wish to cancel your session entirely, click the Cancel button, which will take you back to the NoNoise AI startup window (when working in standalone mode) or to the host app (when used as a plugin).

Processing Single Images Inside NoNoise AI

Processing an image inside NoNoise AI follows a straightforward path:

1. Open your image for processing, whether as a plugin from another app, or when using NoNoise as a standalone app.
2. By default, NoNoise AI analyzes the image and applies noise reduction only, based your preferences (see [“NoNoise's Default Noise-Reduction Settings”](#) on page 24), and presents the Preview window, with a before/after split-screen view.
3. At this point, you can choose to switch from the NoNoise AI tab to either the TackSharp AI or Both tabs, based upon what you wish to achieve with the current photo.
4. Adjust the appropriate sliders, as desired.
5. Click the Apply button in the Noise & Sharpening pane to lock the Details setting.
6. At this point, you can perform any cropping or retouching operations, or create a new layer

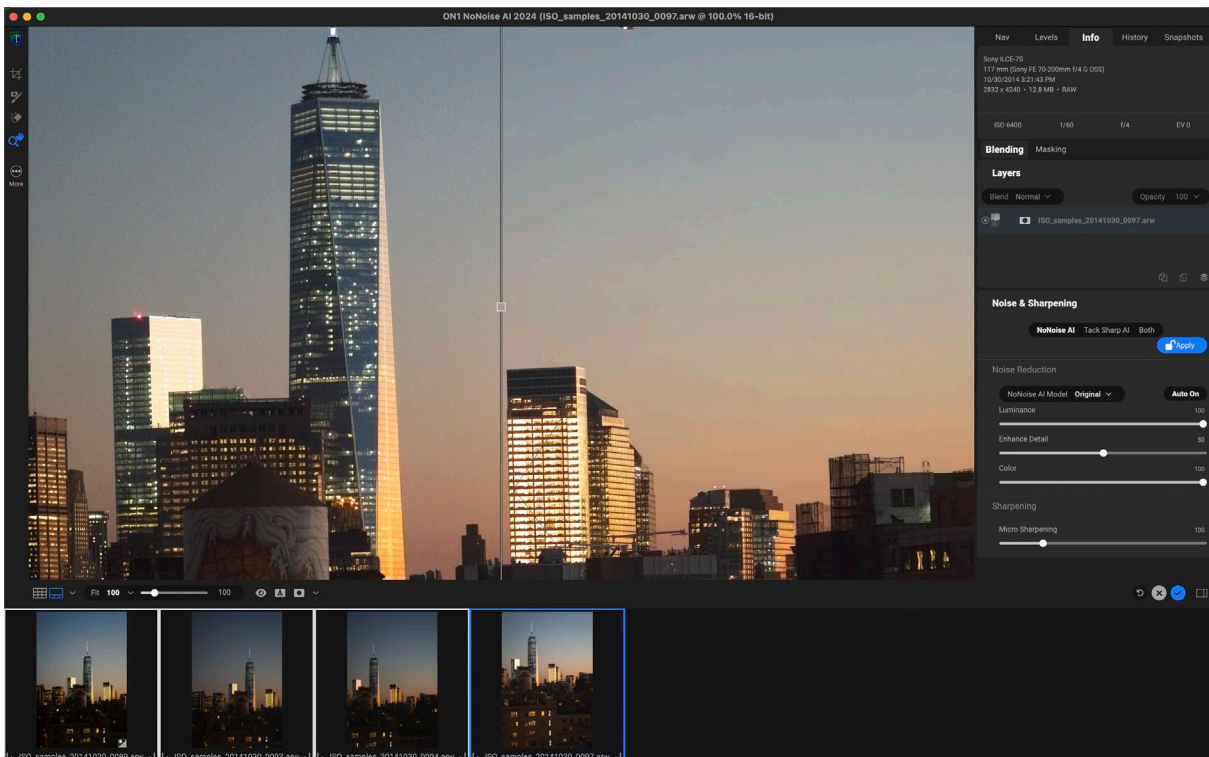
and apply different noise reduction and sharpening operations (see “Working with Layers” on page 53).

When you’ve completed your editing tasks, click Done. When using NoNoise AI as a plugin, your file will be saved in the intended file format, and you will be returned to the originating editor. When using NoNoise AI as a standalone app, it will prompt you to save the file in a format of your choice and return you to the startup screen.

Processing multiple images in standalone mode

When you’re using NoNoise as a standalone app you have the capability to process more than one image in a session, and have options to sync your settings from one image to another (or to all of them). The basic workflow is essentially the same as the steps described in the single-image mode detailed on page 22, with a few slight differences.

In this mode, a filmstrip view is presented at the bottom of the main window, containing all of the images that are open. The currently selected image is shown with a dark blue outline—or the accent color set in the General Preferences window—around it in the strip, as shown below.



When working with multiple images, a filmstrip is visible, showing the set of images being worked on. The current image is represented here with the dark blue outline. You can move from image to image, applying individual settings to each image, or you can sync the settings from one image to another or all in the group. If there is an image that you don’t wish to have saved (a reject, perhaps), Command-click (Mac) or Control-click (Windows) on it to deselect it. When NoNoise AI exports the group, it will not export that image.

In this mode, you can use NoNoise in the manner that works best for you:

- If you want to process each image individually, apply your settings, retouching and cropping to the current image; when you’ve completed that, click the next image in the filmstrip and process that image. Keep working in this manner until you’re finished, and then click Done.

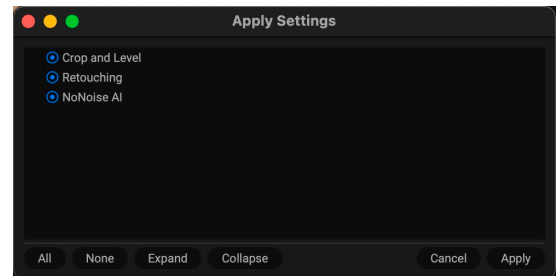
- If you want to process one image as a representative (base) for the entire group and apply those settings to all the images, apply your Details settings, retouching and cropping to the selected image. Then, select the other images in the group and click the Sync button to synchronize all of the NoNoise AI adjustments across the group. When all of the adjustments have been applied, click Done.

NOTE: When using NoNoise AI in batch mode as a plugin to Lightroom or Capture One, you still work with a single image at a time, in the same manner discussed starting on [page 22](#). Depending upon the option chosen in Lightroom or Capture One, clicking Done either saves the current image and opens the next image in the batch, or applies the same NoNoise settings to all of the items in the batch. For more details on this process, see [page 11](#) (Lightroom) or [page 1](#) (Capture One).

SYNCING IMAGES

When you click the Sync button, NoNoise AI will open the Apply Settings window, which lets you apply any of three settings across the group of selected images: NoNoise AI, Crop and Level and Retouching. The NoNoise option will always be checked (with the blue circle filled); the other two options will only be available if you made any of those adjustments to the base image.

Clicking the Apply button will apply the checked options to each image in the group: all of the settings in the Noise & Sharpening pane, any crop, and retouching items. If you wish to bypass the Apply Settings window, and apply all of the base image's edits and NoNoise processing to the images in the group, choose Sync All Settings from the Settings menu.



The Apply Settings window. The NoNoise AI setting will always be available (and checked); the other two options will be grayed out unless you preformed that action on the base image.

SAVING YOUR PROCESSED IMAGES

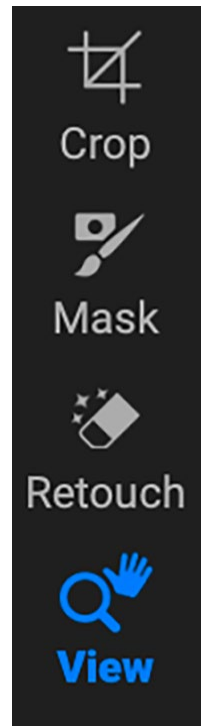
When you have processed all of the files in the selection—either on an image-by-image basis or by syncing the images—and click Done, NoNoise AI will open the Export window. There you can choose an export preset (or create your own) and destination for the processed images. NoNoise AI will then return you to the startup window. (See “[Exporting Images](#)” on [page 42](#) for information on using the Export feature in NoNoise.)

NOTE: If you have images in your group that you do not wish to have processed, before clicking Done, deselect the images by Command-clicking (Mac) or Control-clicking (Windows) on them in the filmstrip. When NoNoise AI exports the group, it will bypass any deselected images.

The Tool Well

NoNoise AI has 14 tools available for you when you are working on a photo, and are accessible via the Tool Well on the left side of the screen. Some tools—Crop, and View—are self-contained within the tool icons. Others are nested within a tool group—Mask, Refine, and Retouch—and are accessible via the Tool Options bar at the top of the screen when you click on one of those tool icons:

- **Crop Tool:** Trims an image to your desired size or ratio; includes a content-aware fill option. *Shortcut key: C*
- **Masking Brush (Mask group):** Mask large similar areas quickly. (Includes Perfect Brush option.) *Shortcut key: B*
- **Gradient Mask (Mask group):** Applies a selective gradient as a mask in any filter (or to the entire stack). *Shortcut key: M*
- **Quick Mask AI Brush (Mask group):** Similar in operation to the Super Select AI tool, this tool generates masks by clicking on regions in a photo. *Shortcut key: W*
- **Quick Mask Brush (Mask group):** Create high-quality masks with only a few strokes as guidance. *Shortcut key: Command-Option-Shift W (Mac); Control-alt-Shift W (Windows)*
- **Line Mask Tool (Mask group):** Create masks using straight lines, with the capability to add curves and adjust mask points on the fly. *Shortcut key: Shift-P*
- **Refine Brush (Mask group):** Lets you refine an existing mask's edges, to help mask difficult areas, such as hair. *Shortcut key: N*
- **Chisel Brush (Mask group):** Removes fringes from the edge of a mask. *Shortcut key: Shift-H*
- **Blur Brush (Mask group):** Blurs the edges of a masked area to help it blend more naturally. *Shortcut key: L*
- **Healing Brush (Retouch group):** Non-destructively removes distractions from a photo using content-aware fill technology. *Shortcut key: Q*
- **Perfect Eraser (Retouch group):** Removes distractions like signs and power lines. *Shortcut key: Shift-Q*
- **Retouch Brush (Retouch group):** Removes blemishes like dust spots and acne. (Includes Perfect Brush option.) *Shortcut key: R*
- **Clone Stamp (Retouch group):** Paints over an area from another area. *Shortcut key: Shift-S*
- **View Tool:** Adjusts the magnification of the image in the Preview area, and lets you move around the Preview window. *Shortcut key: Z*

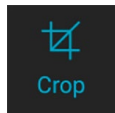


NOTE: Because masking is only applicable when using NoNoise with Layers, information on using the tools in the Mask and Refine groups—and masking in general—is in the Layers section, starting on [page 53](#).

To access a tool, simply click on the tool, or use the shortcut key attached to 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

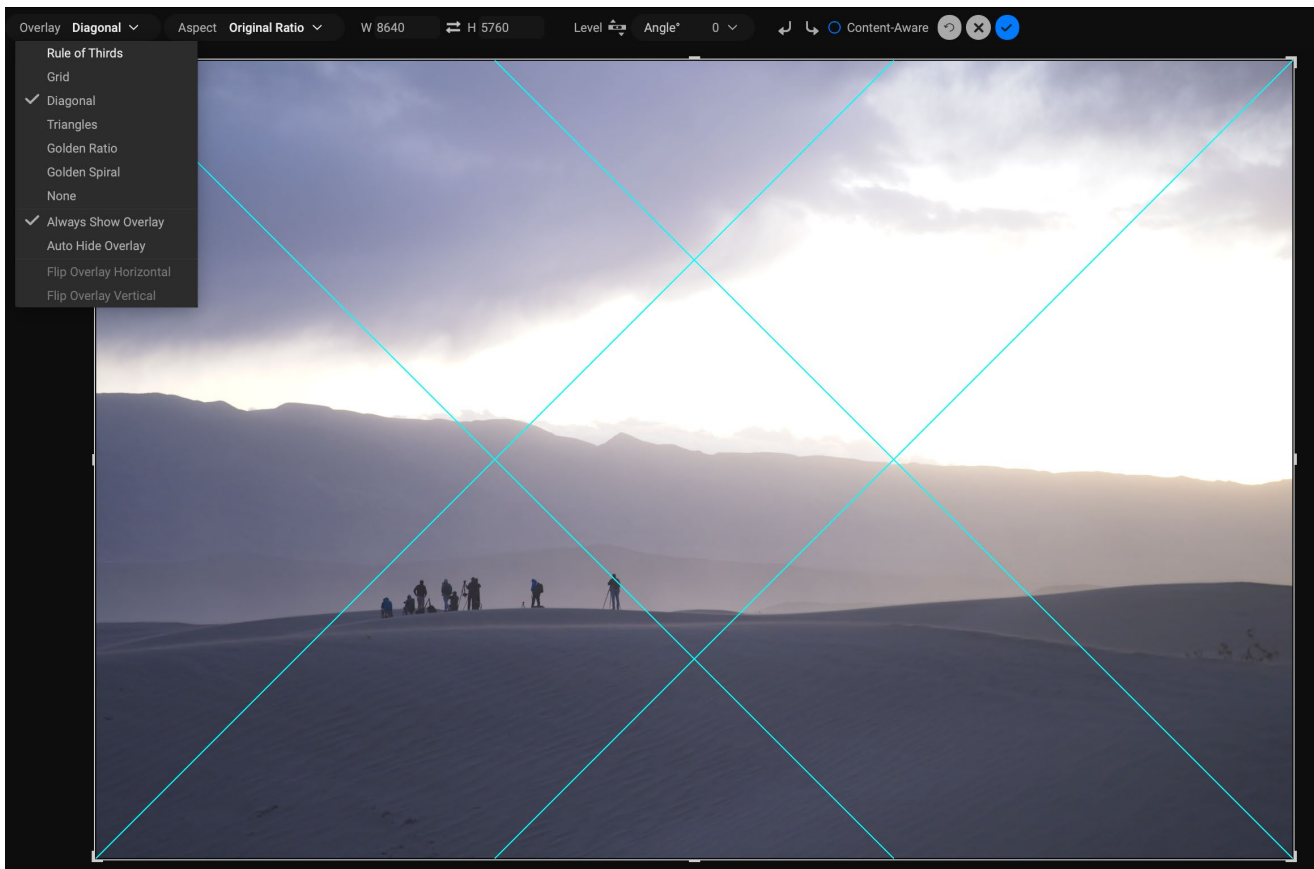
window. If the selected tool is part of a tool group, you will see the other tools in that group, on the left side of the Tool Options bar. Information on the Crop and Retouch tools starts on the following page.

CROP TOOL



This tool lets you crop your image, and is re-editable while you are using NoNoise AI. It also has a content-aware option that lets you expand the photo canvas, filling the edges of a photo's frame with realistic detail.

To crop an image without content-aware fill, select the Crop tool from the Tool Well, which will display the crop overlay. 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. Choosing a preset size (like 4x6) will display the crop overlay at that chosen aspect ratio.



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

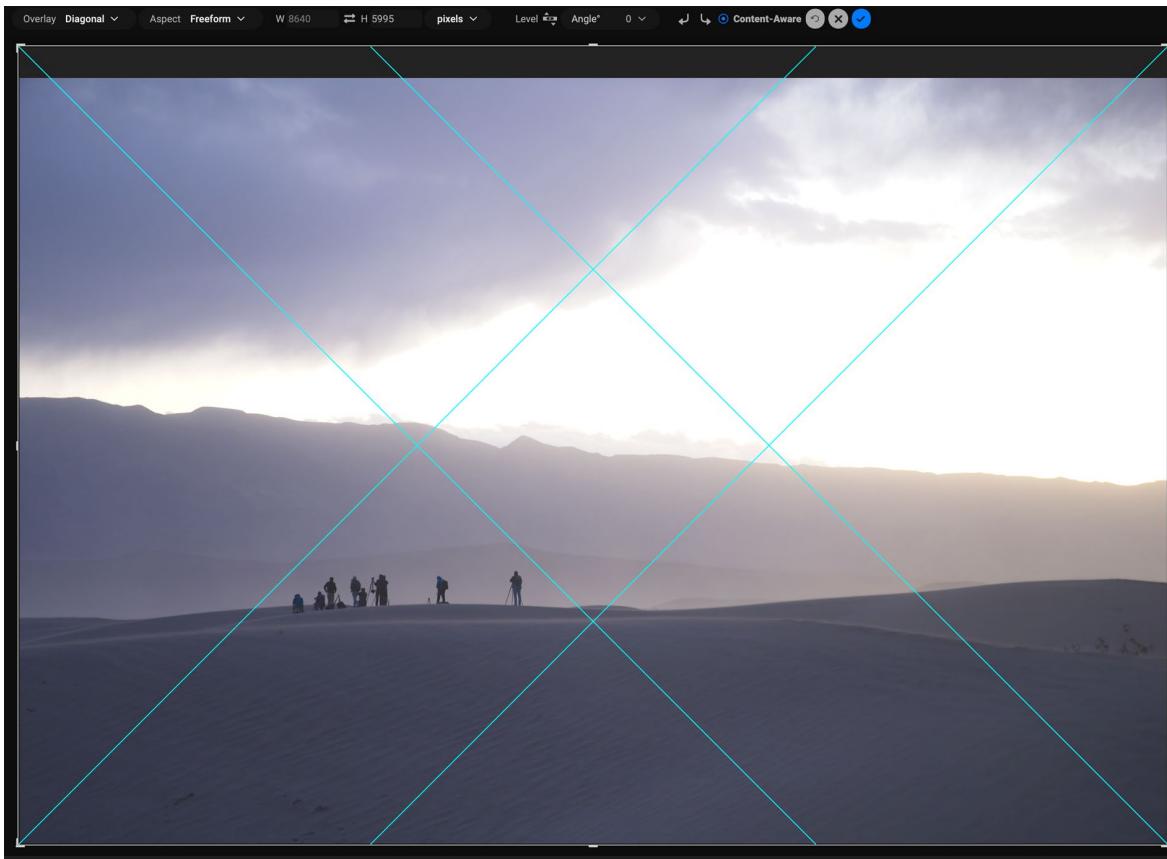
Adjust the corner handles of the crop tool overlay to get the area you wish. (The area outside the crop box appears darkened for guidance.) You can resize and move the image inside the crop box. When you are satisfied with your settings, press the Apply button in the Options bar or press Enter.

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.

Content-aware cropping

The content-aware feature lets you extend the crop beyond the edges of the frame. To use this, click the Content-Aware option in the Tool Options bar, and move the crop handle past the desired edge. When you click Apply, NoNoise will fill the expanded area with detail based on the content along the existing edge.



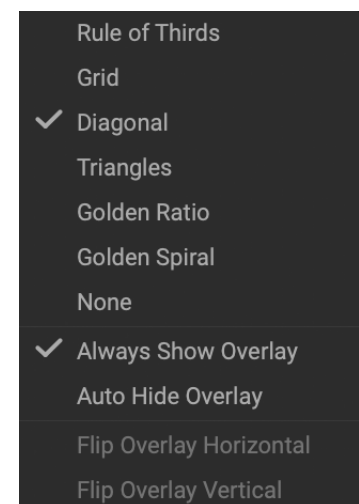
When you select the Content-Aware option in the Tool Options bar, you can extend the canvas beyond the boundaries of the existing photo. Clicking Apply will fill the area based on the characteristics of the edges in the photo.

Crop overlays

When you select the Crop tool, NoNoise has the option to display guidelines as an overlay on top of your photo. These overlays can be used as compositional aids for cropping. NoNoise includes a number of overlays that you can display during a crop session, and they can be accessed from the overlay pop-up menu in the Tool Options bar when the Crop tool is active. There are seven options – Rule of Thirds, Grid, Diagonal, Triangles, Golden Ratio, Golden Spiral, and None – and you can easily go back and forth between them as desired while cropping.

In addition to overlay type, there are two other sets of options in the pop-up menu:

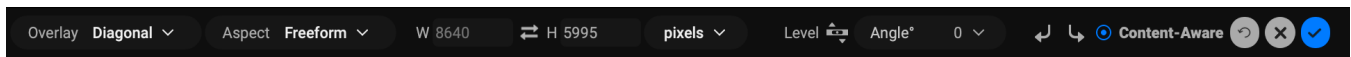
- You can choose to have the overlay displayed all the time during a crop session, or to have NoNoise only display the overlay when your cursor is in the preview area of the workspace.



The Crop Overlay pop-up includes seven options for setting and displaying overlays.

- When working with the Triangles or the Golden Spiral overlays, the Flip Overlay options will be visible, letting you flip the orientation of the overlays horizontally (Golden Spiral only) or vertically (Golden Spiral and Triangles).

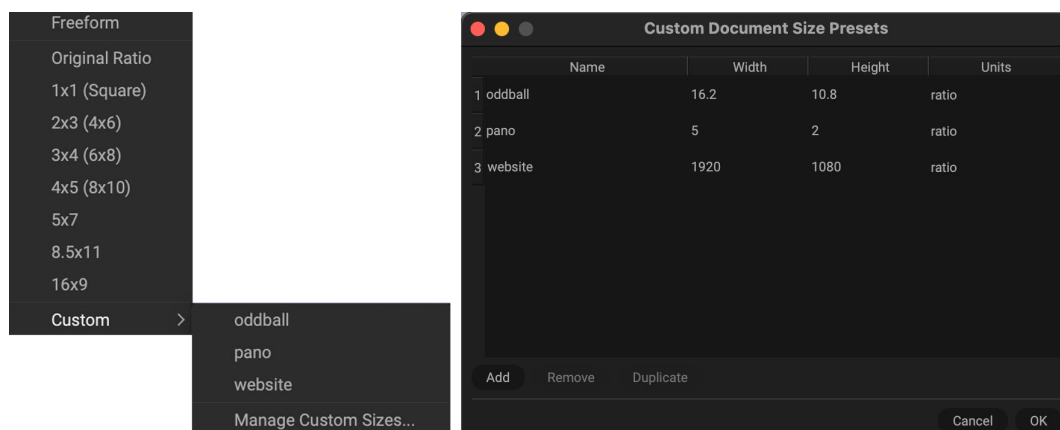
Crop Tool Options Bar



- **Overlay pop-up:** Selects a crop overlay, sets overlay visibility, and flips the overlay.
- **Preset pop-up:** Lets you choose from Freeform, constrained or custom 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.
- **Rotation tools:** Rotates the photo 90° clockwise or counterclockwise.
- **Reset:** Resets the crop area to the size of your original photo.
- **Cancel:** Cancels the crop application and returns you to where you previously were in the Edit module.
- **Apply:** Applies the crop.
- **Content-Aware:** When clicked, will expand the canvas size, filling the edges of the photo with new detail, based on the area next to the expanded space.

Creating custom crop sizes

In addition to the preset crop ratios provided, you can create your own custom crop sizes. The bottom of the crop preset pop-up menu has a Custom submenu, which lists all of your custom ratios. To add a size, choose Manage Custom Sizes from the submenu. To add a new ratio, click the Add button, then enter a name, and the width and height ratio you wish to create (the units will always be “ratio” when you create a custom preset for the Crop tool). You can add as many as you’d like and click OK. The new crop ratios will appear in the Custom submenu.



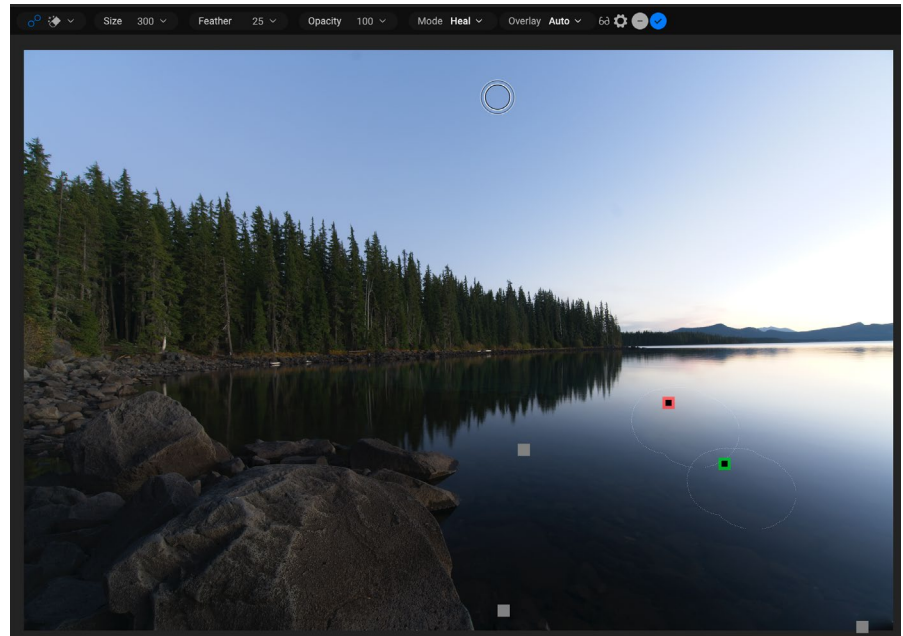
The bottom of the preset pop-up (above left) has a list of custom crop ratios that you can use in addition to the preset ratios. You can create your own presets via the Manage Custom Sizes submenu option, which opens the Custom Document Size Presets window (above right).

HEALING BRUSH (RETOUCH GROUP)



The Healing Brush is a tool for removing distractions like dust spots, power lines and unwanted people from your photos, using sophisticated content-aware fill technology. Like the other retouching tools, you can apply the brush to multiple portions of an image. Unlike the other tools, however, the Healing Brush is fully non-destructive: each area you apply the brush to is individually editable (and removable).

To use the brush, paint over a distraction and a matching area of your photo will be blended on top to replace it, using content-aware technology. You'll see two circular markers: red, which is the area that has been removed, and green, which is the area that was used to fill the source. Each marker is movable by clicking and dragging; sometimes, you'll want to try a different area to match to your source. Non-active markers will be displayed as gray squares until you click on them. (Press the Delete key to remove the current area.)



Areas that use the Healing Brush will be displayed as a gray marker. Clicking on a specific marker will display the source and area used to fill the source. You can then readjust its placement, or delete the area.

The Healing Brush has four modes, Heal, Stamp, Copy and Move. Each mode has a different approach:

- **Heal** mode applies content-aware matching from a nearby area to mask the object or area being painted out.
- **Stamp** mode acts like the Clone Stamp tool (see [page 37](#)), applying the actual pixels from the area used to mask the object out; unlike that tool, however, this option is non-destructive.
- **Copy** mode is similar to the Heal mode, except that it makes a copy of the brushed area or object instead of masking it out.
- **Move** mode is similar to Copy mode, except that it masks the brushed area and moves the original area to a new location.

Healing Brush modes cannot be changed once they have been applied; if you wish to change the application in an area, you must select the old marker, choose Delete from the Tool Options bar, set the new mode, and re-brush the chosen area.

Healing Brush Options

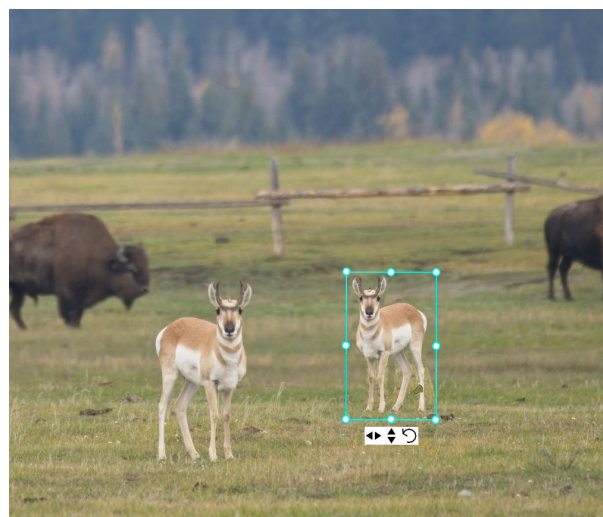
Size 300 ▾ Feather 25 ▾ Opacity 100 ▾ Mode Heal ▾ Overlay Auto ▾ 63 ⚙️ - ✓

- **Brush Size:** Adjusts the overall size of the brush.
- **Brush Feather:** Adjusts the hardness of the brush.
- **Brush Opacity:** This adjusts how strong the retouching is. Use 100% to completely remove an imperfection. Use a lower opacity to soften it.
- **Mode:** sets the type of healing that will be applied when brushing – Heal (content-aware), Stamp (pixel-exact), Copy (content-aware) or Move (content-aware).
- **Overlay:** Sets the display of the markers designating retouched areas. Auto displays all the markers in the photo, with the current marker highlighted in red and green, and the others as gray. Selected will only display the current marker (in red and green); the other markers will only be visible as you move over the photo with your mouse.
- **Visualize Dust:** Changes the view to a high-contrast overlay, to help view sensor dust spots more easily.
- **Pressure Adjusts Size (gear icon):** If you have a pressure-sensitive tablet, you can adjust the size of the brush according to the pressure. Click the button to activate.

Transforming retouched areas

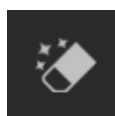
As noted, all applications of the Healing Brush are non-destructive, meaning that you can adjust the source and destination areas for each marker, and you can delete markers by clicking on the appropriate marker and choosing Delete from the Tool Options bar (or by pressing the Delete key).

You can also transform individual destination markers in a photo by holding down the Option/Alt key (Mac/Windows) and hovering over the area. When you do this, a box will appear over the currently selected destination marker. You can resize the selection by adjusting the handles on the box; to resize proportionally, hold down the Shift key. You can also rotate the selection by clicking outside the box and pressing the mouse key, or you can flip the selected area vertically or horizontally by clicking the icons underneath the box.



When you hold down the Option or Alt key and hover over the currently selected Healing Brush marker, a box appears, which lets you adjust the size, rotation and orientation of the marker. When used in conjunction with the Healing Brush's Copy or Move modes, you can easily duplicate and transform individual subjects within your frame, as shown by the copy of the pronghorn above..

PERFECT ERASER (RETOUCH GROUP)

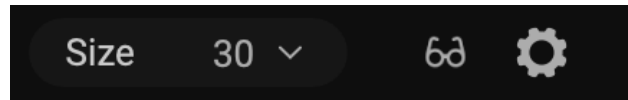


The Perfect Eraser can be used to remove distracting elements and blemishes from your image. It uses a content-aware algorithm that replaces the pixels with a natural-looking result within the boundaries that are painted.

Using the tool is easy: paint over the area you wish to remove and release the mouse, making sure you

cover the entire area. A red overlay appears where you paint. If the first attempt does not give you a perfect result, paint over it again. You can also fine tune the area after applying the tool by using the Retouch Brush (see below).

Perfect Eraser Options



The Perfect Eraser's Tool Options bar consists of three options; brush size, a dust-spot overlay, and pressure-sensitive tablet support.

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.

The Visualize Dust item displays a high-contrast overlay to help find and eliminate sensor dust spots.

If you have a pressure-sensitive tablet, select the Pressure Adjusts Size item, which is in the gear icon. The gear icon also includes a Legacy option, which is solely used to preserve compatibility with previous versions of Photo RAW.

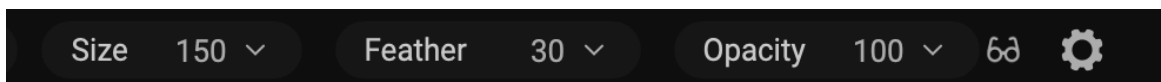
RETOUCH BRUSH (RETOUCH GROUP)



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



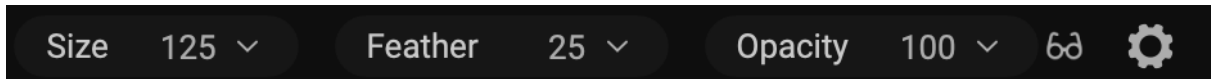
- **Brush Size:** This adjusts the overall size of the brush.
- **Brush Feather:** This adjusts the hardness of the brush. It works best to use a feather larger than 50 to blend and look natural.
- **Brush Opacity:** This adjusts how strong the retouching is. Use 100% to completely remove an imperfection. Use a lower opacity to soften them.
- **Visualize Dust:** Changes the view to a high-contrast overlay, to help view sensor dust spots.
- **Pressure Adjusts Size (gear icon):** Click on the button to activate the sensitivity controls for your pressure-sensitive tablet.

CLONE STAMP (RETOUCH GROUP)



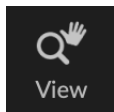
Use the Clone Stamp tool to replace an area of a photo with an area from a different part. Hold down Option (Mac) or Alt (Windows) and click the area you want to clone from. Then click and drag on the area you want to clone over and it will clone from the point you selected.

Clone Stamp Tool Options:



- **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 pressure-sensitive tablet, you can adjust the size of the brush according to the pressure. Click the button to activate.

VIEW (ZOOM) TOOL



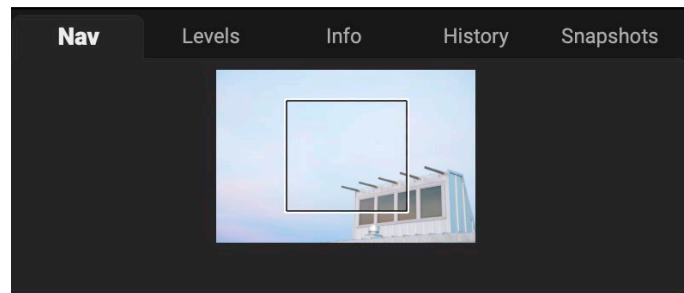
This tool, which is the default tool selected when you open an image, adjusts the magnification of the image in the Preview window. With the Zoom tool selected, click in the Preview window to zoom in and center the image at the location clicked. Hold down the Option/Alt key to display the Hand tool, which lets you pan around the magnified image. 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.

NoNoise AI Photo Information Panes

THE NAVIGATOR PANE

The Navigator pane presents 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. (When adjusting the noise reduction and sharpening options in the Detail pane, it is recommended that you zoom in to at least 100%.)

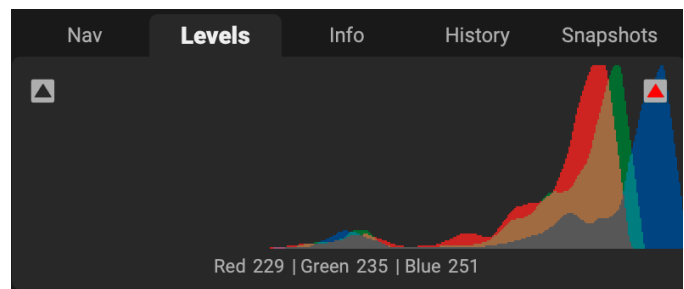


THE LEVELS PANE

This gives you a color chart of the shadow, midtone and highlight areas based on the image RGB values (commonly known as a histogram). 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 triangles, you will activate the clipping overlay on your image, displaying 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.

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



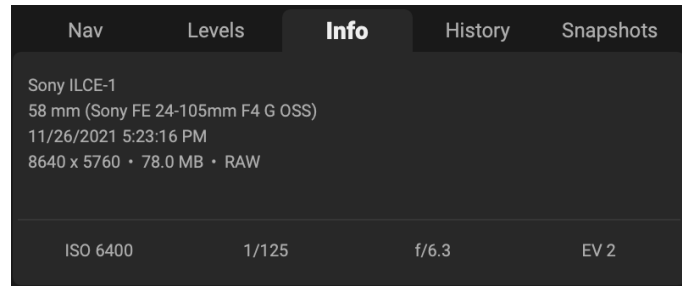
NOTE: You can also use your mouse's scroll wheel to pan and zoom inside your photos. See ["Using NoNoise with a Scroll Wheel"](#) on page 20 for specifics.

THE INFO PANE

The Info pane displays metadata for the current image in an easy-to-read format. This metadata includes camera make and model; lens focal length; capture date and time; file type; ISO setting; shutter speed; aperture; and exposure compensation.

The Info pane also displays file-specific data, including name, and image dimensions. If any of the metadata fields are unavailable they will be left blank.

The Settings Applied section at the bottom of the Info pane is shows the operations that have been applied to the current image. The Crop and Retouching items will be grayed out unless you have performed those options during your editing session.



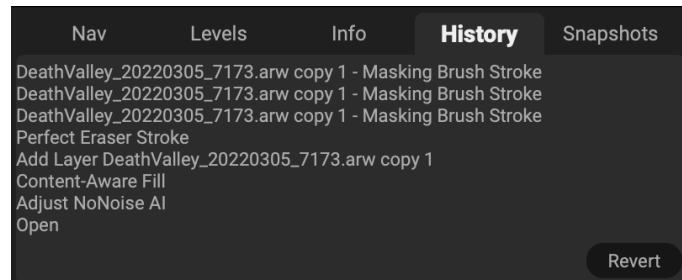
THE HISTORY PANE

The History pane tracks every adjustment made during each image's editing session. You can use the History pane to walk back through your edits, all the way back to the state of your photo when you opened it for editing.

You can scroll through the list, and, if you click on an item, NoNoise will “roll back” your edits to the spot you clicked. You can click up and down

in the list, and, as long as you don't make any changes, the entire history is preserved. If you roll back to an edit and make a change, the History pane “resets” from that point on, losing any of the edits you made after the point you rolled back.

The History feature is not saved once you finish editing a photo.



THE SNAPSHOTS PANE

The Snapshots function lets you save a photo's editing “state” at any point in the editing process, so that it can be returned to at a later time. When you create a snapshot, it saves all of the current photo's edits as they are in that moment. Once saved, you can get back to that state in the editing process at any time by clicking on the snapshot's name in the pane. You can also create multiple snapshots and move from state to state by clicking on the appropriate snapshot in the list.

NOTE: Snapshots are only available when working with NoNoise AI in standalone mode. When using NoNoise as a plugin from other editors, snapshots are not saved.

Snapshot basics

The top of the Snapshot pane for each photo will always have an item called “Original,” which is the original state of the photo as it was first opened in NoNoise.

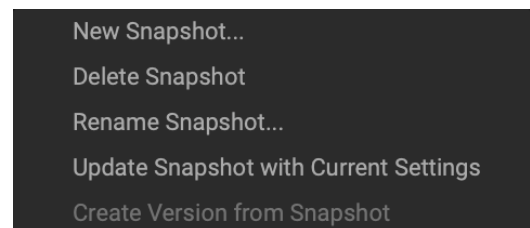
To create your own snapshot, go to the Snapshots tab and click the New Snapshot button. A window will open asking you to name the snapshot; by default, it will be the current date and time, but you can enter any descriptive text you would like. There is no limit to the number of snapshots you can create.

When you wish to return to the editing state defined by a specific snapshot, click that item in the Snapshots pane. You can also move from snapshot to snapshot, which can be helpful for comparing edits. To then get back to where you were at before you clicked a snapshot, choose Undo, or, if you’ve applied a number of edits from that snapshot state forward, you can use the History pane to roll back to the pre-snapshot state. (Alternatively, you could create a new placeholder snapshot, which would preserve that state, and return to it later.)

Managing snapshots

There are a few snapshot-management options available, which can be called up by right-clicking on any item in the Snapshots pane. These options include:

- **New Snapshot:** creates a new snapshot with the current editing state.
- **Delete Snapshot:** removes the snapshot permanently from the pane.
- **Rename Snapshot:** renames the snapshot.
- **Update Snapshot with Current Settings:** saves the current editing state to the selected snapshot, overwriting the previously saved state.
- **Create Version from Snapshot:** *not applicable in NoNoise AI.*



Right-clicking on an item in the Snapshots pane gives you a list of management options for that snapshot.

NOTE: The individual Nav, Levels, Info, History and Snapshot panes can be hidden from view and rearranged. See [“Customizing the display and order of Tabs and Panes 1”](#) on page 18 for more.

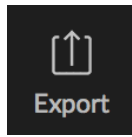
Resetting edits

The Settings menu offers four options for resetting aspects of your editing session with an image:

- **Reset All Settings:** This removes all adjustments made to a photo. (This option can also be accessed from the Reset All button at the bottom right of the main NoNoise window.)
- **Reset NoNoise AI Settings:** Resets the Noise & Sharpening panel to its original state.
- **Reset All Retouching Tools:** Resets any retouching applied.
- **Reset Crop:** Returns the image to its original, uncropped size.

NOTE: The Reset settings work on the currently selected layer, not on the file. If you are using Layers to selectively apply NoNoise in different parts of an image, you must reset each layer individually.

PART 3: EXPORTING IMAGES

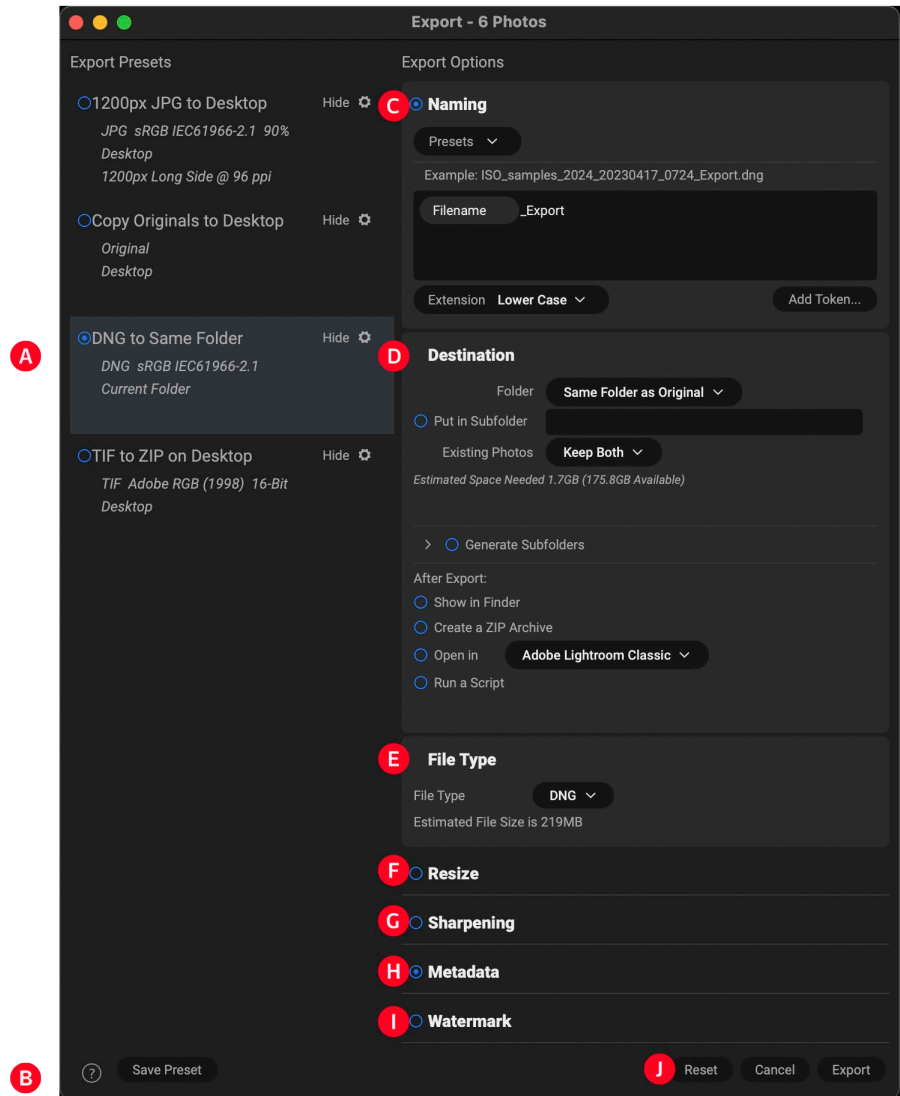


When you're working with multiple images in standalone mode and you click Done, NoNoise AI will present the Export window, which saves all of the files in that group based on select export criteria you can customize. When working with single images, you can get to the Export window by clicking on the

More icon underneath the Tool Well on the left bumper panel.

The Export window is separated into two panels: Export Presets and Export Options. The Options panel contains specific types of options—file renaming, destination folders, file type and more—that you can use when you are exporting images from NoNoise. If you find that you are using a specific set of options all the time for your workflow, you can create a preset and apply that whenever you use Export.

The Export window is as shown below. Note that not all export options—Resize, Sharpening, Metadata, and Watermark—are applicable for the standard, DNG-based NoNoise workflow, but are presented here for completeness (they do work if you wish to export versions of your images in other file formats, however):



- A. **Currently Selected Preset:** The current preset (if used), will be represented with a selection box around it, and the filled circle to the left of the preset name means that it will be used when the Export button is pressed. To use the Export Options panel without any preset applied, click at the bottom of the Presets panel, outside any of the presets in the list.
- B. **Save Preset:** Lets you save the current set of export options as a preset.
- C. **Naming:** Renames the exported file based on criteria added to the rename box in the panel.
- D. **Destination:** Lets you set the destination of the exported files. *(required)*
- E. **File Type:** Sets the file type for each exported file. *(required)*

- F. **Resize:** Adjusts the size for each image. *(Not available when exporting DNGs.)*
- G. **Sharpening:** Applies sharpening to the exported images. *(Not available when exporting DNGs.)*
- H. **Metadata:** Adds/removes metadata from the export. *(Not available when exporting DNGs.)*
- I. **Watermark:** Lets you add a text or graphic watermark to an exported image. *(Not available when exporting DNGs.)*
- J. **Export/Cancel:** Starts the exporting, or cancels it and returns you to NoNoise AI.

Primary NoNoise AI Export Options

The Naming, Destination, and File Type export options are the primary panes you'll work with when exporting from NoNoise AI. Of these, only Destination and File Type are required. The Naming pane lets you rename the images being exported, which can be helpful when you wish to add a shoot name or specific image metadata to the file name during the export process.

NAMING

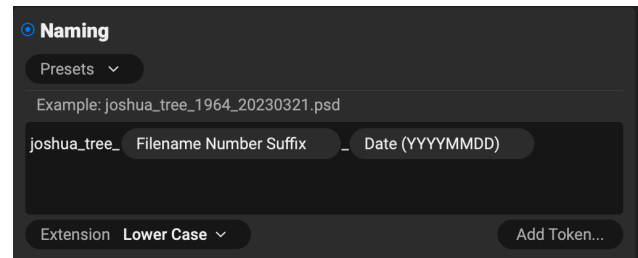
The Naming pane gives you extensive options for creating customized filenames using tokens in the entry box inside the panel, as well as with custom text entered directly into the entry box. You can use any combination of tokens and text in the entry box, and the Example label directly above the box will display what your new filename will look like, using the first item in the export group.

To use this feature, click the control circle to the left of the label in the panel. Add any custom text, or click the Add Token pop-up menu to add tokens based on information associated with the image, including filename data, date and time information, and associated metadata. There are four submenus in the Add Token menu:

- **Filename**, which includes options for using the original filename, number suffix (taken from the image as recorded by the camera) and enclosing folder name.
- **Date/Time**, date (year, month, day) and time data that can be combined in various ways.
- **Sequence**, for batch processing of images.
- **Metadata**, which lets you add specific EXIF and IPTC metadata to the filename.

To build a rename sequence using tokens, click on the Add Token button, and choose the appropriate token from the pop-up menu. The token will be added as a shaded item in the text field, and the Example item above the text field will show a sample of a renamed file using the current set of tokens and custom text. To change an existing token, click on the down arrow on the right of the token, which will display the full set of tokens. To delete a token, double-click on it and press the Delete key.

Custom text can be added anywhere in the entry field. You can click the cursor at the beginning or end of a token (or in between tokens) and add spaces, dashes, underscores and any other text you wish to be included in each renamed file. Each change you make will be updated automatically in the Example label.



You have extensive controls for renaming an exported group of images from NoNoise, including text (here denoting the shoot location), the number of the file (as saved by the camera), the year it was shot, and a sequence number.

The Presets pop-up menu at the top of the Rename window includes a set of common token combinations that you can use as a starting point. You can also create your own batch-rename presets: build the rename options you wish, and choose Save New Preset from the bottom of the Presets menu. You can also update an existing preset and delete presets from this menu.

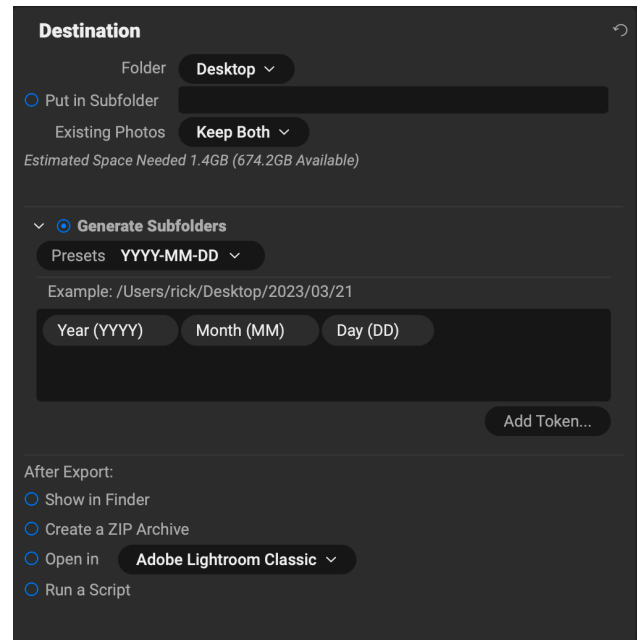
Because the Rename process is not undoable, make sure you use the Example field to check that your text and token combinations give you the filenames you expect for your batch process, and adjust as needed. When you're sure, click Apply, and NoNoise will rename all of the files.

NOTE: A complete list of the tokens used in the Rename window, with explanations, can be found starting on [page 50](#).

DESTINATION

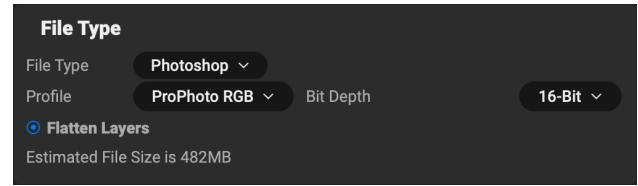
The Destination pane is where you set the desired location for the exported images. At minimum, a destination folder is required, but the pane has a number of additional options for tuning the location:

- The **Folder** pop-up lets you choose the same folder as the original images, another specific folder, or, you can set it to ask for a destination every time, which is helpful when you're using an export preset.
- Checking the **Put in Subfolder** option will create a new folder—specified by what you enter into the option's text field—and will place the exported files in that folder.
- The **Existing Photos** pop-up is for those times when there might be a naming conflict within the destination folder. Replace will overwrite the file with the new one being exported, Skip will leave the destination file alone and not export the new file, and Keep Both will add a number '1' to the end of the filename of the exported file, preserving both files.
- **Generate Subfolders** will further subdivide the export based on the exported file's metadata, creating subfolders as necessary—or, if the folders exist, placing the exported file into the appropriate subfolder. This is often used when people wish to store images in a year/month/day file structure, or some similar metadata-driven scheme, and are working with a large number of files.
- **After Export** lets you determine what to do when NoNoise AI completes the exporting process. Options include displaying the image location in the MacOS Finder or Windows Explorer, to create a ZIP archive of the exported group, to open in another editing application, or to run a script.



FILE TYPE

Like Destination, File Type is the other required element for using the Export feature, and NoNoise AI can export in DNG, PSD, TIFF, JPG and PNG formats. With the exception of DNG, each file format has options that you can set in the pane.



With the exception of DNG and PNG, each file format has specific options in the pane:

- **Original** includes options for embedding metadata and saving an ON1 sidecar file with the exported images.
- **JPEG** includes options for JPEG quality and for attaching a color profile.
- **Photoshop** includes options for attaching a color profile, bit depth, and whether to flatten any layers in the original image.
- **TIFF** includes options for image compression (none, LZW or ZIP), attaching a color profile, bit depth, and to preserve transparency.
- As noted above, **DNG** and **PNG** have no additional options.

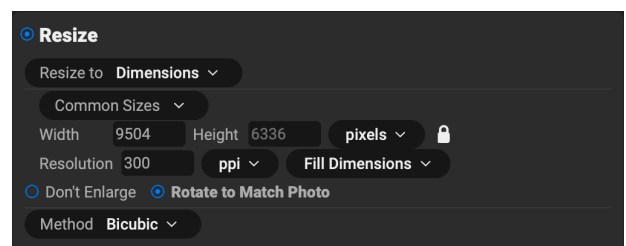
As noted in “[NoNoise AI Workflow Recommendations](#)” on page 2, the optimal export format for NoNoise AI is DNG, which provides the best tonal and color fidelity to the original raw file. After that, 16-bit PSD and TIF files are the best option for editing.

Secondary Export Options

The other Export panes, Resize, Sharpening, Metadata and Watermark, are designed for those times when you wish to export versions of your images in other file formats. Because you can export files using more than one preset, you can do things like export DNGs for full edits in your chosen workflow app, and JPGs for instances like sharing on social media, performing light editing in other apps, and more. (See “[Exporting and Export Presets](#)” on page 49 for details on using presets.)

RESIZE

The Resize pane lets you adjust the finished dimensions of the exported photos, using the patented Genuine Fractals technology found in ON1 Resize. It has seven options for export: Dimensions, Long and Short Edge, Width and Height, Megapixels and Percentage. Each option has a different range of settings, and all have a setting for resolution (in pixels per inch, or ppi), as well as a Don't Enlarge option, which, when set, will not upscale a file past its native image dimensions (but will still export the file).



The Resize pane, with the Dimensions option open.

The **Dimensions** option is the most complex of the six Resize options, letting you set the exact pixel dimensions of the exported files, in terms of width and height. This option is best for when you are exporting single images, when all of your exported files have the same aspect ratio and orientation, or when you wish to fit the exported images to an exact size.

The Common Sizes pop-up menu at the top of the pane options lets you set the final dimensions to any of a broad array of common paper, photographic ratio, square and video formats. You can also create your own specific sizes for re-use via this menu.

Click the lock icon to resize the images proportionally as you enter either the width or the height, or, if you wish to fit the images to an exact width and height, click the lock icon to turn it off. If an exported image doesn't exactly fit the dimensions you set for Width and Height, Export will do one of two things, depending upon whether you have Fit in Dimensions or Fill Dimensions set in the pop-up to the right of the Resolution box.

- **Fit in Dimensions** fit the exported file inside the boundaries of the width and height settings.
- **Fill in Dimensions** zoom the exported image to completely fill the boundaries of the width and height settings, essentially cropping the exported image. If the image's aspect ratio is different from the width and height settings, the image will be filled from the center.

The Dimensions options include one more setting, Rotate to Match Photo, which, when checked, will rotate an exported photo to maximize its orientation. For example, if you exported a group of images to fit a landscape orientation (longer width than height), any image that was in portrait orientation (longer height than width) would be rotated during export.

The remaining options in the Resize pane include:

Long Edge and **Short Edge** 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 photos, enter the dimension, and Export will resize your images proportionally based on the chosen setting.

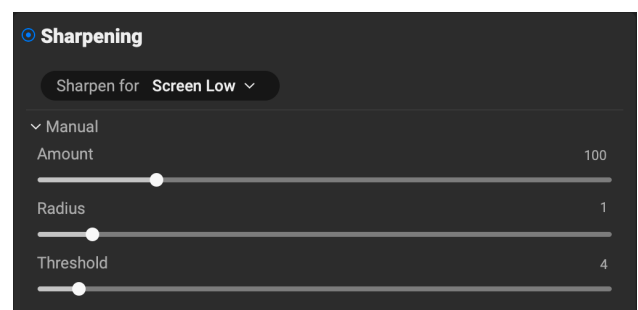
Width and **Height** will resize all of the images proportionally to the width or height defined, regardless of orientation. Exporting photos with different orientation will result in the width or height of every image being the same, depending upon the setting chosen.

Megapixels will export images to a specific megapixel count, while **Percentage** will enlarge or reduce the size of the exported images. Percentages below 100 will reduce the image, while those above 100 will enlarge the image.

SHARPENING

The Sharpening pane has two modes, Sharpen For and Manual. The Sharpen For pop-up menu lets you choose from six options, based upon your final intent. There are four options designed for print output, Glossy Paper High and Low, and Matte High and Low, and two option for display output (for social media or online sharing), Screen High and Low.

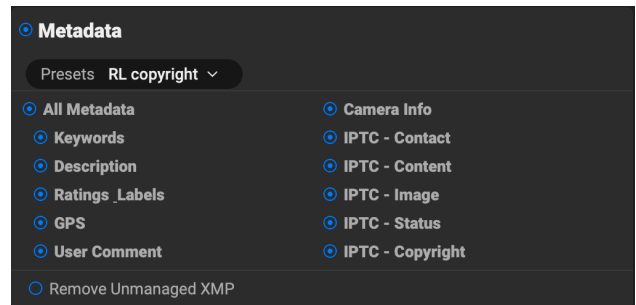
The Manual setting provides a bit more control over the output sharpening, letting you adjust the Amount (overall strength), Radius (detail) and Threshold (masks out areas that shouldn't be sharpened based on contrast).



METADATA

The Metadata pane lets you set which pieces of metadata are exported—or not exported—with the images in the export set. You can choose to export all Metadata or by clicking the control circle to the right of the All Metadata label. If you click that label off, you can then select which metadata items you wish to save by clicking the appropriate label.

When checked, the Remove Unmanaged XMP button only exports metadata that ON1 recognizes as standard metadata fields; any unmanaged image metadata from other apps will not be included.



WATERMARK

The Watermark pane adds either text- or graphics-based watermarks to an image, with options for size and positioning, opacity, font type, and more. You can import your own logos and save either watermark type as a preset for frequent use.

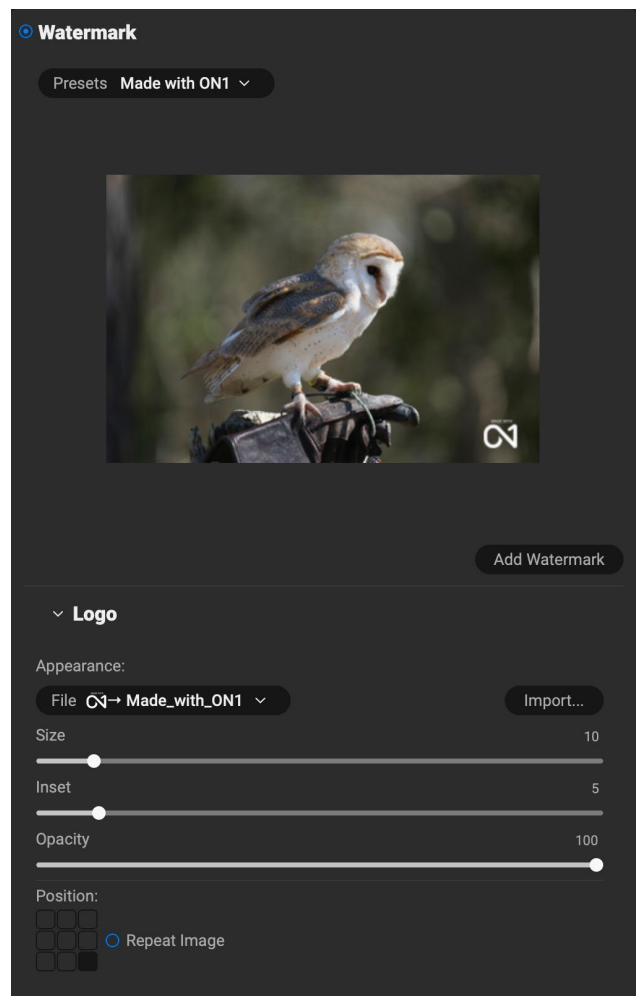
The Watermark pane also gives you a representation of your chosen watermark (on the first image in your export group), so you can adjust the parameters of the watermark precisely.

To create a new watermark, turn on the pane by clicking on the control circle to the right of the label. Choose either a preset from the Presets menu or click on the Add Watermark button in the lower right of the pane and choose either Text or Logo from the pop-up menu. Once you've selected a type, the bottom of the pane will open with settings for the chosen option. If you change your mind, click the Cancel button to the right of the Logo or Text labels.

Using graphics-based watermarks

The Logo section of the Watermark pane lets you use either watermark files imported via the Extras Manager (see [page 16](#)), which will be displayed in the File pop-up at the top of the Logo section, or by clicking on the Import button to the right of the menu (which will add them to the menu).

Use the Position grid at the bottom of the pane to place your watermark, and use the Size and Inset sliders to move it within the area chosen. The Opacity slider adjusts the transparency of the watermark on the final image.



The Repeat Image button will repeat the logo graphic rightward across the image from the location chosen in the Position grid. If you wish to repeat the watermark across the entire image, choose one of the sections on the left side of the Position grid.

When working with graphics-based watermarks, make sure your watermark file is sufficiently large for your usage. For example, if you want it to appear 2 inches wide on a 300-ppi image, your watermark needs to be at least 600 pixels wide. Or if you want it to appear across an entire photo—such as when posting to social media—it needs to be the same size as what you are exporting for the web, typically over 1000 pixels. Using a watermark file that is too small will create a pixelated watermark appearance. And, because most watermarks are overlays on top of an image, these files are usually PNGs with areas of transparency, although JPGs can also be used, depending on the logo.

Using text-based watermarks

When creating text-based watermarks, the Text section of the pane has an entry box for your watermark text, a font selection area, and the same Appearance and Position options found in the Logo section.

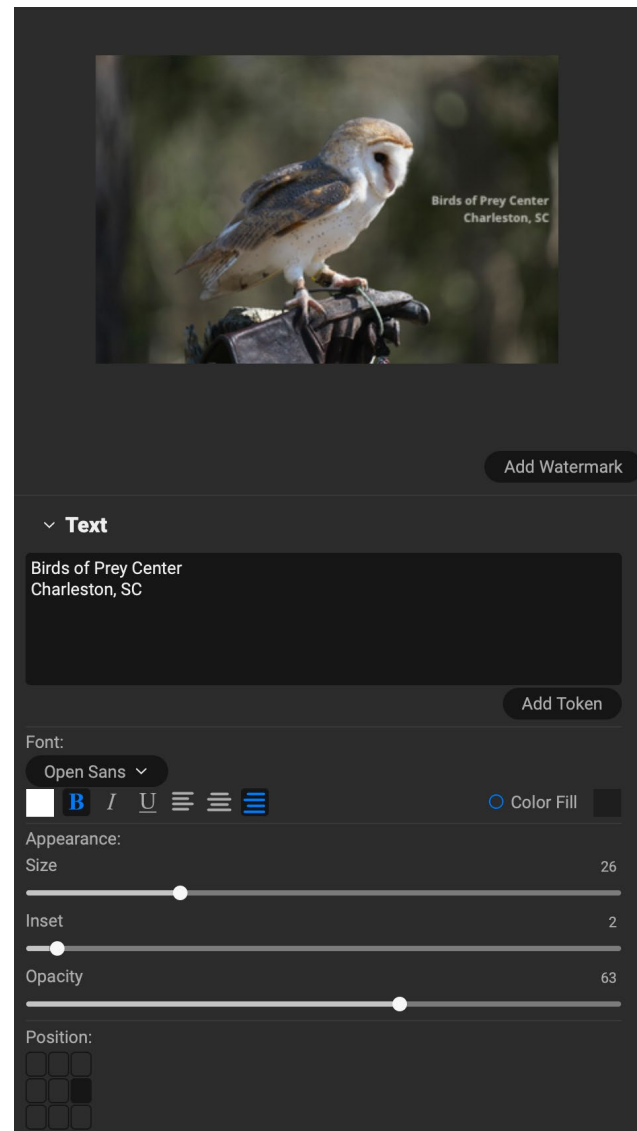
The text entry box can contain multiple lines of custom text, and has the same token-based naming options found in the Naming pane (discussed on [page 50](#)), which can be helpful when exporting informational slides or for other data-driven uses.

You can set the font from the pop-up menu, and the font color by clicking the swatch on the left side underneath the font name. The text style can be set to bold, italic or underline, and the alignment to left, center or right. If you'd like to add a background color to the text box, turn on the Color Fill button on the right side of the pane.

Use the Position grid at the bottom of the pane to place your watermark, and use the Size and Inset sliders to move it within the area chosen. The Opacity slider adjusts the transparency of the watermark on the final image.

Saving watermark presets

Both watermark types can be saved as a preset for re-use later. To save a preset, adjust your Logo or Text settings as desired, and choose Save New Preset from the Presets menu. If you wish to adjust an existing preset at a later time—with a new logo file, for example—choose the appropriate preset from the Presets menu, make your changes, and choose Update Preset with Current Settings from the Presets menu. You can also rename and delete watermark presets from this menu.



With text-based watermarks, you can not only create simple, single-line watermarks showcasing your business, but you can also create data-driven watermarks (using tokens) for presentations and the like.

Exporting and Export Presets

The Export window has been designed to offer as much or as little complexity as you would like. At its simplest, you can set the Destination and the File Type to your desired settings, leave all of the other panes alone, and click Export. NoNoise AI will remember your last Export setting—including anything you did in the Naming pane—the next time you export, so you don't have to worry about which settings need to be set, and which ones don't. You can use the Show/Hide buttons in the title bar of each pane to display only those settings you want to see.

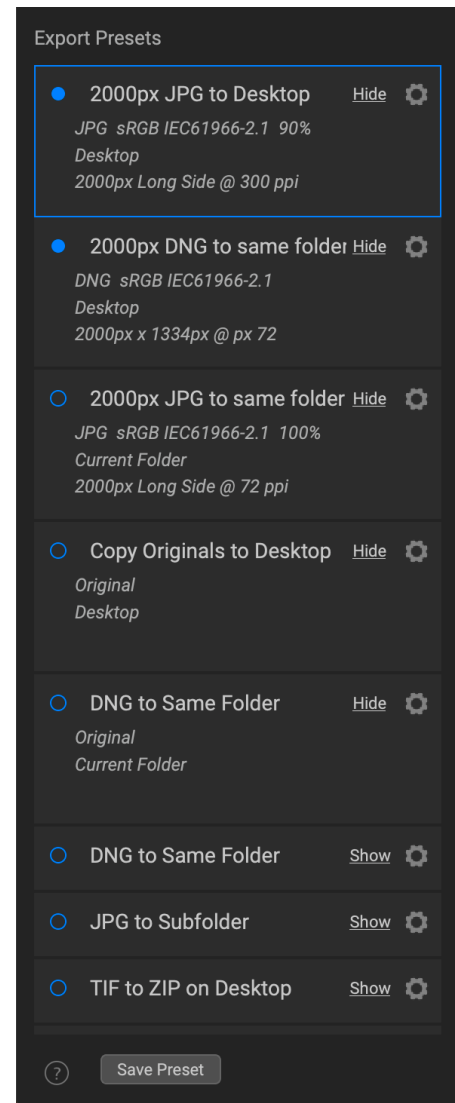
Once you have your settings the way you'd like, you can save them as a preset by clicking the Save Preset option in the Preset panel on the left. Then, when you click that item in the Preset panel, the Export Options will be set to the specifications of that preset.

The Export Presets panel will display a list of the currently available presets. If you have selected a preset, it will have a selection box (in the app's accent color) around it, and if the control circle is filled, the preset is on, meaning that clicking the Export button will export using that preset.

By default, each preset will have two lines of explanatory text underneath the preset name, displaying the file type—DNG, PSD, TIFF—and the Destination information. This can be helpful when you're scanning presets for a specific destination, but you can also collapse the preset to it's title by clicking the Hide button in the title bar.

Other notes about presets:

- While the batch-export process is designed for when you're using NoNoise AI in standalone mode, you can export an individual image directly from NoNoise at any time while you're processing it. Just click the Export icon in the main window.
- If you click on a preset and change the settings in the various panes in the Export Options panel, those changed options will become part of the new preset.
- It is possible to export more than one preset at a time. Every preset in the Presets panel that has the control circle set to On (filled) will be included in the export operation. This might be helpful to create backups on another disk, for example, or to build proxy versions for use while the original is being edited.

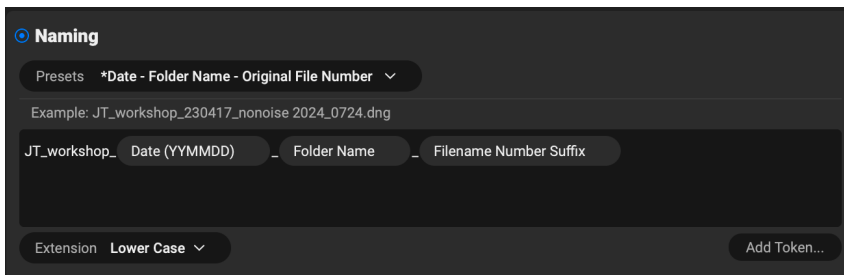


All presets include an informational view that lists the export file type and the destination folder. If you don't wish to see that, click the Hide button to collapse the view to just the preset title.

About Export's File-Naming Tokens

When using the Naming option in the Export window, NoNoise includes a broad set of tokens that you can use as part of the strings to build complex file names, in conjunction with any custom text you wish to enter. These tokens draw on image metadata, including filenames, dates taken, and EXIF and IPTC metadata fields, and can be used in any number of combinations.

To build a rename sequence using tokens, click on the Add Token button, and choose the appropriate item from the pop-up menu. The token will be added as a shaded item in the text field, and the Example item above the text field will show a sample of



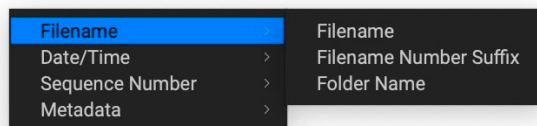
a renamed file using the current set of tokens and custom text. To change an existing token, click on the down arrow on the right of the token, which will display the full set of tokens. To delete a token, double-click on it and press the Delete key.

Custom text can be added anywhere in the entry field. You can click the cursor at the beginning or end of a token (or in-between tokens) and add spaces, dashes, underscores and any other text you wish to be included in each renamed file.

There are four categories of tokens, each with their own set of options: Filename, Date/Time, Sequence, and Metadata. A description of each is listed below.

FILENAME

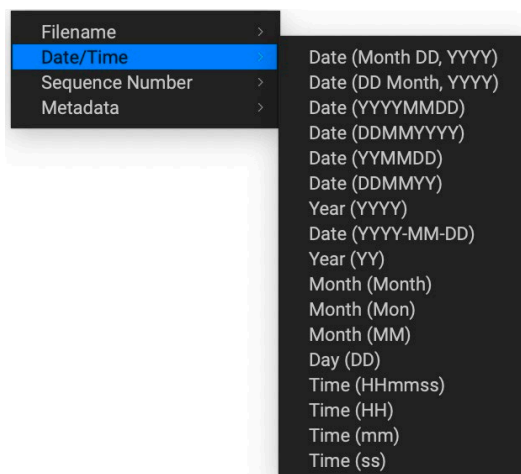
The Filename tokens use information from the filename or the enclosing folder that the file resides in. There are three options, Filename, which adds the current filename of the file being worked on; Filename Number Suffix, which takes the index (shot) number from the original raw file, if available; and Folder Name, which grabs the name of the folder in which the renamed (or imported) file resides.



DATE/TIME

This submenu consists of 17 combinations of date and time data, as taken from the image's metadata. There are prebuilt date and time combinations (20220104, for example, for a year-month-date token) in the list, or you can build your own combinations out of the subtokens listed in this menu.

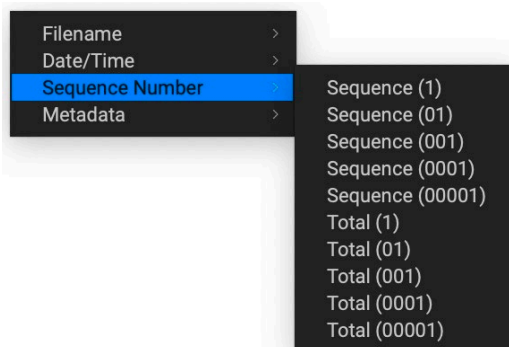
Year data can be presented in either 4- or 2-digit numbers, and Month data can be presented in month number, full name, or 3-letter abbreviations.



SEQUENCE NUMBER

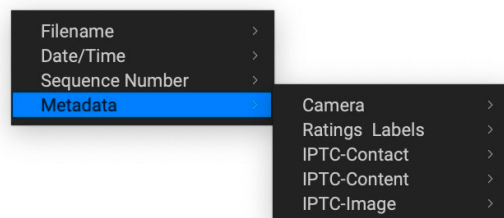
The Sequence Number tokens come into play when exporting, importing or renaming a group of image files. There are essentially two tokens here, Sequence and Total, with options for padding zeros into each item. Sequence will take the group of images being worked on and, starting with the first item in the selection, will start at 1 and increment by one as each image is processed. The Total token will always be a single number—the number of items in the group being processed.

The combination of Sequence and Total tokens lets you create strings like *'filename_07 of 22'* as part of the new filename.



METADATA

This submenu has five items, each with its own submenu. All of the items create the chosen token based on the embedded metadata for each image being renamed, imported or exported. The specific text pulled from the Camera and IPTC tokens will be visible in the Metadata pane's EXIF (for camera-specific data) and IPTC (for IPTC data) tabs. The Ratings and Labels tokens are taken from any you have applied in NoNoise.



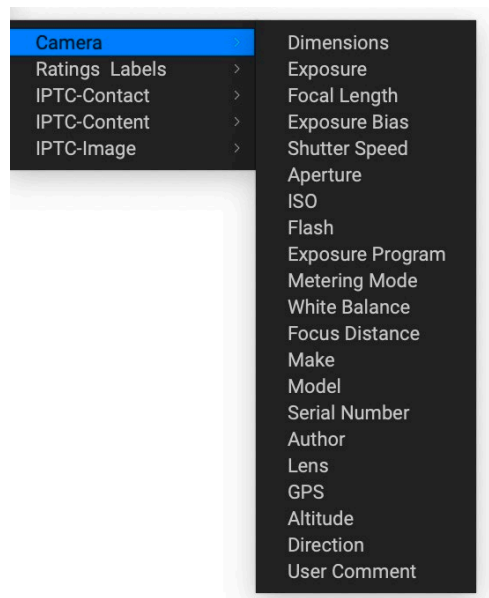
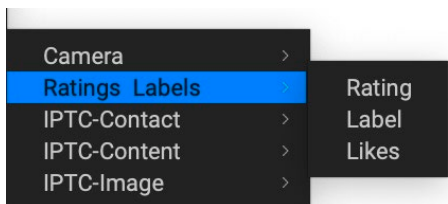
NOTE: If there is no information in the specified Metadata token, it will be ignored during processing.

Camera

The Camera submenu includes 21 items, all of which are directly taken from an image's EXIF data. Not all cameras capture all of the items listed, but most of them save essential items like exposure information, focal length and more.

Ratings and Labels

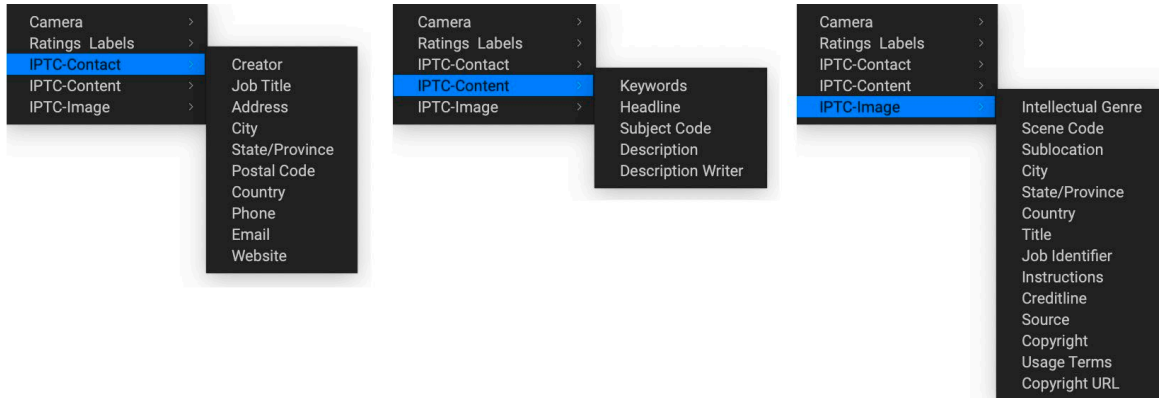
The three tokens in the Ratings and Labels submenu (shown below) pull information from any rating, label and like information stored with images opened in NoNoise.



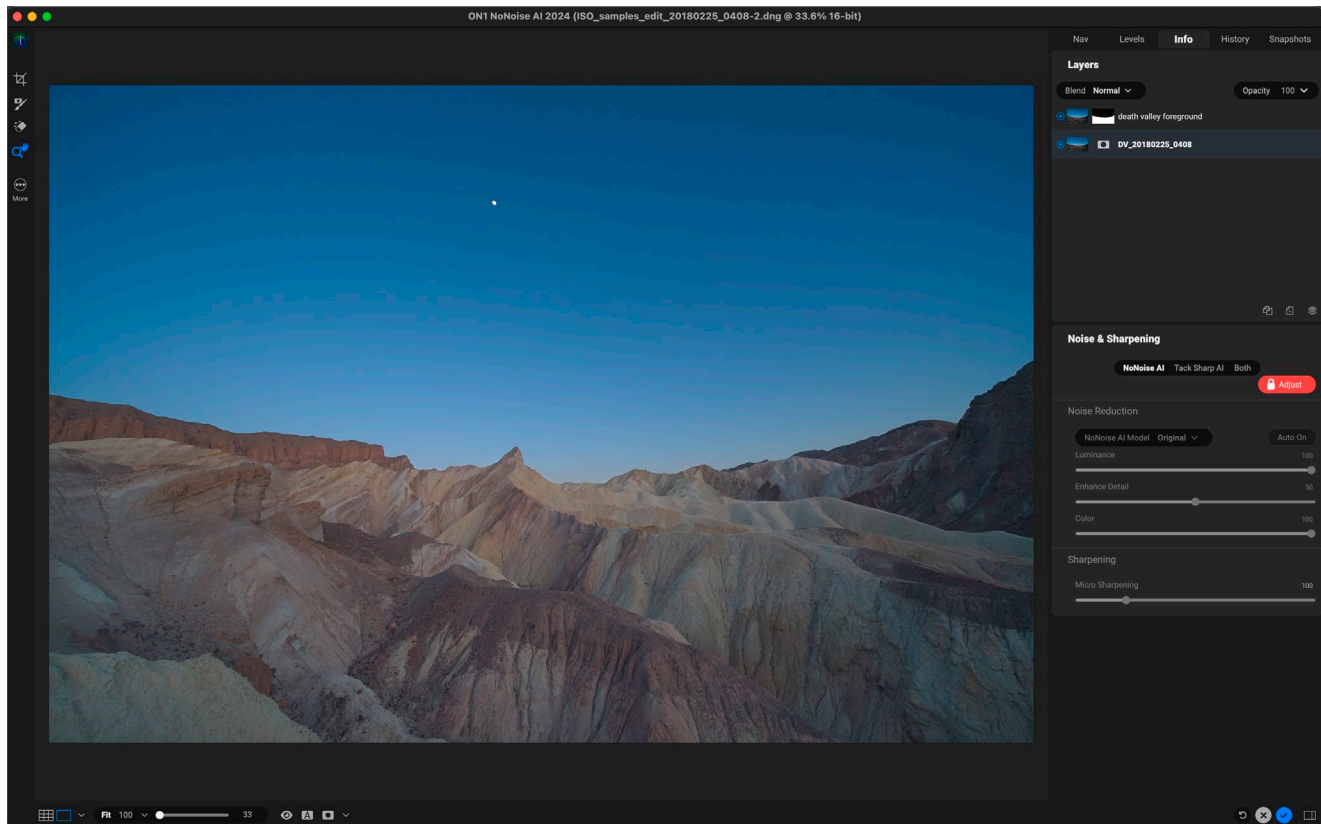
The Rating token will add the number of stars an image is rated, while the Label token will add any color label information (red, yellow, green, blue, purple), and the Likes token will add Liked, Not Set, or Disliked to the image name.

IPTC Metadata Tokens

IPTC (International Press Telecommunications Council) is an industry-standard metadata format, and offers much more detailed metadata information than EXIF. It historically has been used by journalists and stock photographers to catalog and tag photos, as well as add copyright information, captions, and other data. There are nearly 30 different tokens in the IPTC metadata submenus, which are divided into Contact, Content, and Image. You can use these tokens if you know that an imported file has stored IPTC Metadata information.



PART 4: WORKING WITH LAYERS



The Layers feature inside ON1 NoNoise AI 2024 lets you selectively apply noise reduction and sharpening settings selectively to different areas of an image, using layer masks. For example, you could create a layer that applied NoNoise settings to the sky in an image, while another layer applied different settings to the foreground.

ON1 NoNoise AI's Layers functionality—available in both standalone and plug-in modes—lets you use masking techniques to apply separate noise reduction and sharpening settings to different parts of an image. For example, you might wish to apply stronger noise reduction to the shadow areas of a photo, while applying less to a sky. Or, you might want to apply extra sharpening to an area with detail, but have no sharpening at all in smooth areas. By using a combination of NoNoise's masking tools and layers, you can easily paint Noise & Sharpening settings in or out of portions of your images.

Sample NoNoise Workflow with Layers

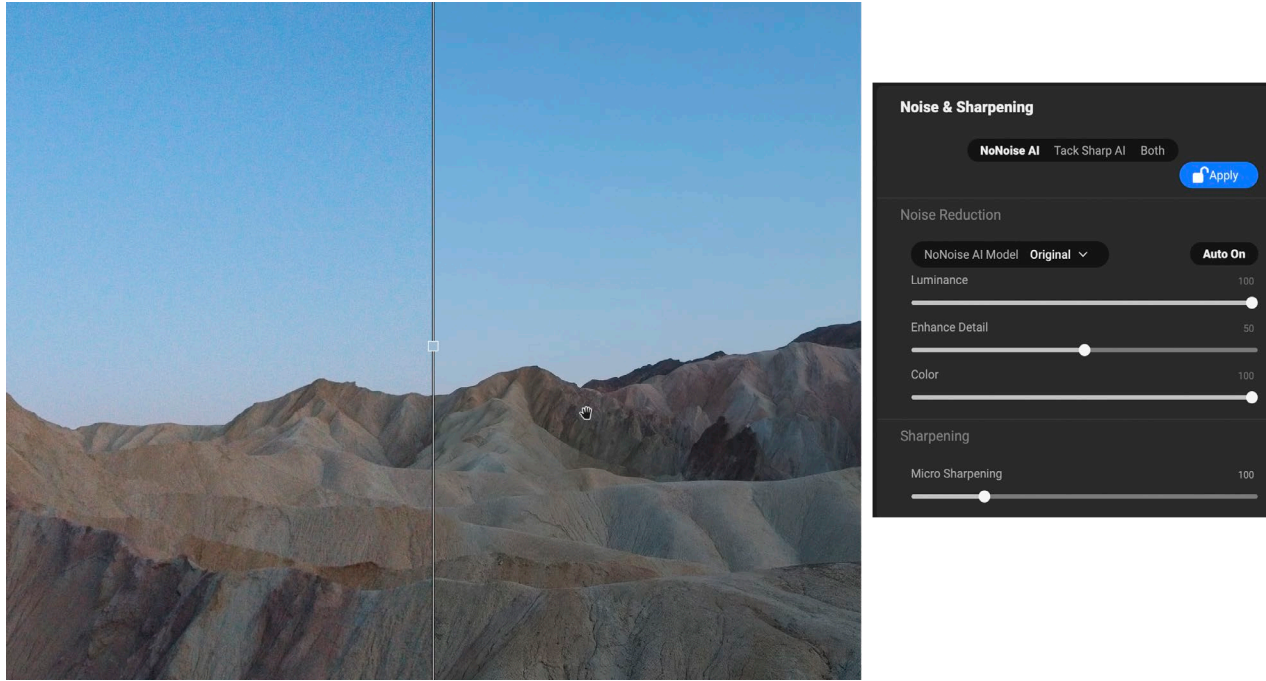
When thinking about selectively applying noise reduction in a single image, it is usually because you have two very different areas in an image, each of which require slightly different treatments. By using layers and masks to separate the two sections, you can easily apply NoNoise's advanced noise-reduction technology at different levels, providing better tonal range in your raw image, before you start working in your chosen photo editor.

To achieve this, you create a copy of the original photo as a separate layer, and then use NoNoise's masking tools to paint in (or out) different settings. When you are finished, NoNoise AI merges the layers in the file into a finished DNG, using the Details settings you created for each layer.

What follows is a typical workflow, using the image shown at the top of this page.

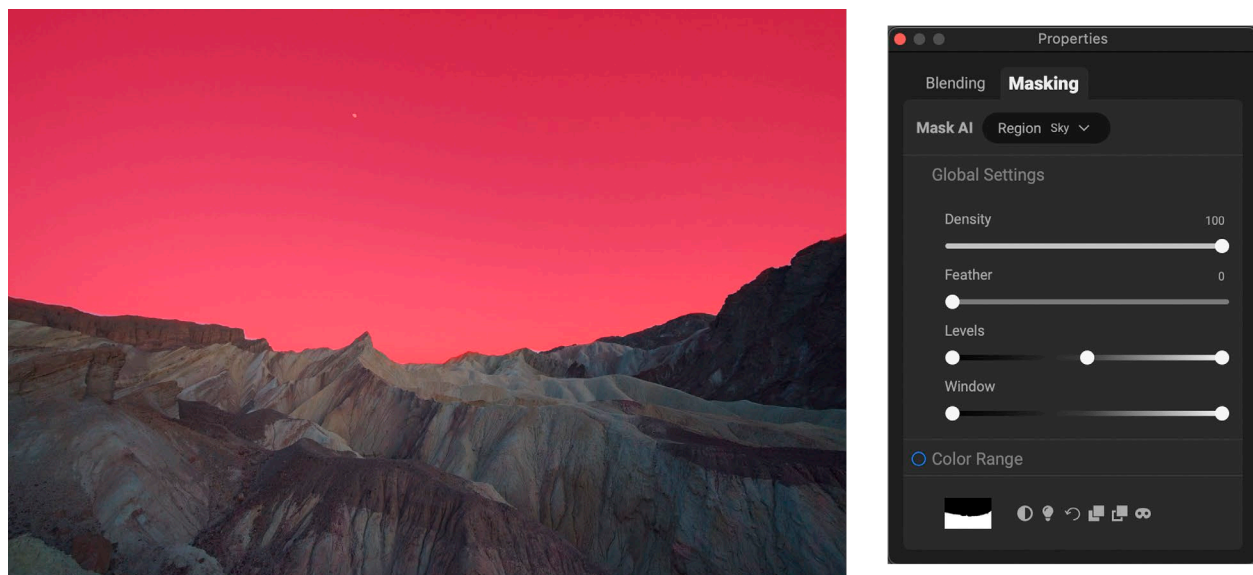
Once you've opened an image that requires selective application of noise reduction, perform the basic steps as outlined in "Processing Single Images Inside NoNoise AI" on page 22. Make your adjustments, focusing on one of the sections that you wish to selectively apply NoNoise AI.

In the image below, we want the foreground hills to show a bit more detail, but we don't want to get sharpening artifacts in the sky. So, as we work with the first adjustments in the Details pane, we pay attention to the hills, moving the sliders to let the tiny details pop a bit.



In the initial layer, we'll pay attention to the sky. We won't worry about the foreground rocks, which are a bit soft. We'll use a separate layer to paint in TackSharp settings.

Once you have your first layer set the way you like it, choose Duplicate Layer from the Layer menu. This gives you a copy of the first layer, including that layer's Details settings. Next, using the appropriate masking tools, you'll create the mask, in essence 'removing' some of the image's pixels from that layer.

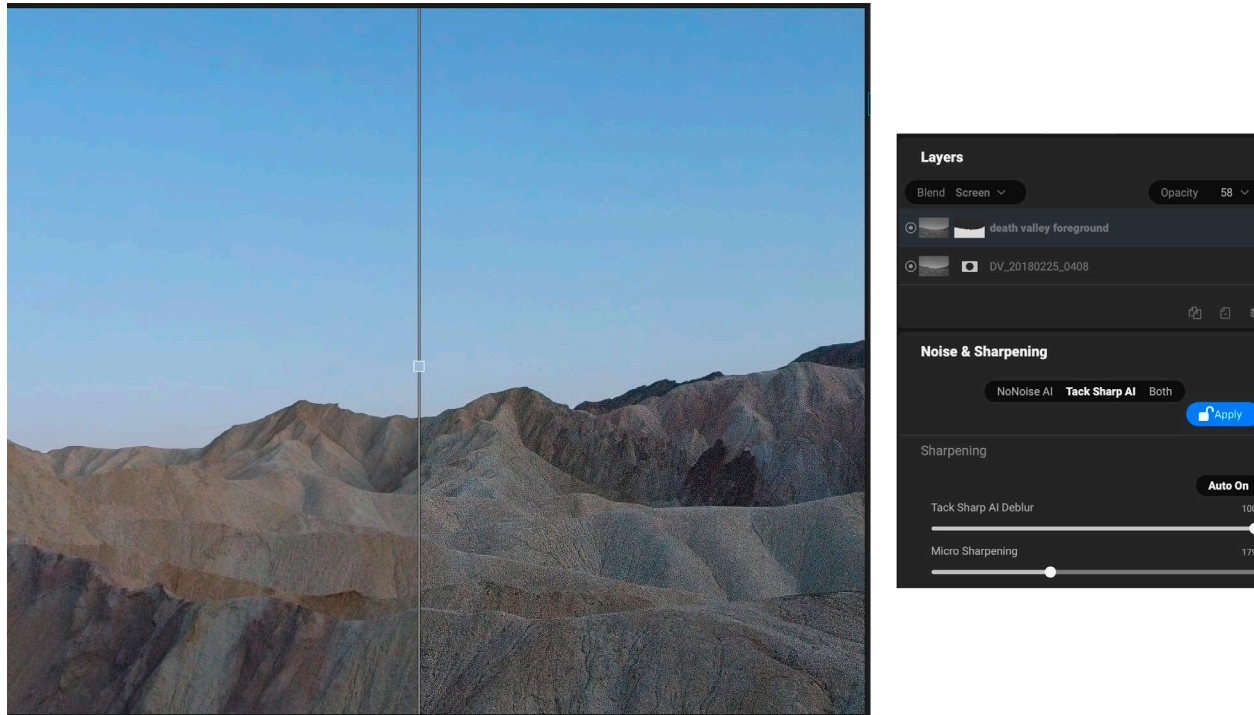


Using the AI Quick Mask tool, we masked out the sky—shown here using the View Mask option, which displays a red overlay—so that our TackSharp adjustments will only apply to the sky.

For this image, we've used NoNoise's AI Quick Mask tool to separate the sky from the foreground. In essence, we've masked the foreground out of this layer, which means that the bottom layer's Details settings—which were adjusted based on the foreground—show through the combined image.

Now, any Details adjustments we make on this layer will only affect the sky, as shown below.

We can still fine-tune each layer's settings, and even adjust the masks, if necessary. Once we're happy with the results, clicking the Done button in NoNoise AI will merge the settings from the two layers into the exported DNG file, giving us a fine-tuned final image, ready for editing in our app of choice.



With our layer only targeting the rocks, we can now apply TackSharp AI to that area, which won't touch the masked sky.

The rest of this chapter will walk you through the specifics of both the Layers pane, the masking tools, and tips for achieving the best masks.

Working with the Layers Pane

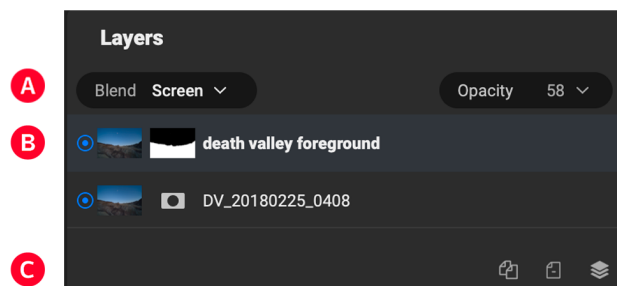
The Layers pane has three sections:

A. Layer Blending Mode and Opacity:

Changes the blending mode, and reduces the opacity of the currently selected layer.

B. Layers: All of the layers in your document are listed here, with a thumbnail of the layer contents and the layer mask (if there is one); the currently selected layer has a bold name.

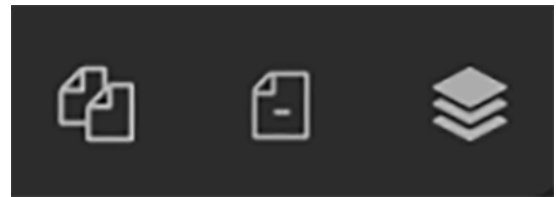
C. Layer Tools: The toolbar at the bottom of the Layers pane includes buttons for performing basic layer operations (described in more detail below).



A layer's visibility can be turned on or off by clicking the button to the left of the layer thumbnail. When turned off, the layer has no effect on the composite image.

LAYER PANE TOOLBAR

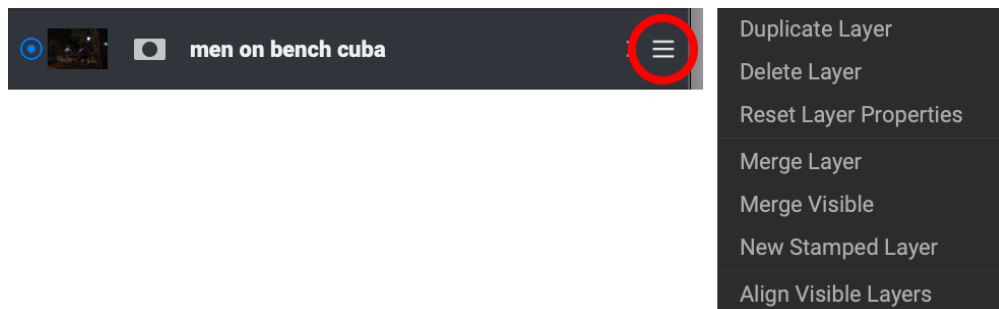
The layer commands in NoNoise can be accessed via the Layers menu and a pop-up menu that you get when you right-click on any layer, or choose the Pane options pop-up menu on the far right of the layer name. The toolbar at the bottom of the Layers pane, however, contains the basic commands you need when working with layers. From left, the icons represent:



- **Duplicate Layer:** Makes a duplicate of the current layer.
- **Delete Layer:** Deletes the currently selected layer.
- **Merge Layer:** Merges the currently selected layer with the one directly beneath it in the Layers stack.

Other layer commands, available via the Layer menu or pop-up, include:

- **Reset Layer Properties:** Deletes any layer masks you have made to the current layer. To reset Details settings on a layer, click the Reset Layer button at the bottom right of the main window.
- **Merge Visible:** Merges all of the visible layers—ones with the layer visibility status set to on—in a file into a single composite layer, with all of the merged layers' effect applied.
- **New Stamped Layer:** When you have the top layer in the stack selected, this option will create a new composite layer at the top of the stack, with all of the layers' effect applied.
- **Align Visible Layers:** This will align the visible layers, based on the content of the layers. *(Not really applicable in NoNoise AI, since your layers will essentially be copies of one another.)*



The Pane options pop-up menu is available when you hover over the far right of a layer's title.

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. Blend modes are changed via the Blending tab of the Properties window. See [“Blending Modes” on page 74](#) for detailed information on this feature.

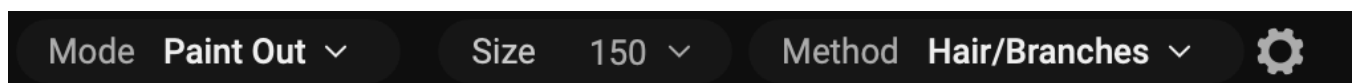
Layer Masks

If you use any of the masking tools, a layer mask will be created automatically. Clicking on the layer's mask icon will display mask options, and you can use all of NoNoise's masking tools to create or modify layer masks, including the Mask AI feature (see "Masking control options" on page 71). You can also copy and paste layer masks via the Mask options section or via the Mask menu. See "Masking Basics" on page 70 for more on using NoNoise's masking tools.

Masking Tools

ACCESSING AND USING TOOLS

To access a tool, click on the tool or use the shortcut key. 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. If the selected tool is part of a tool group, you will see the other tools in that group, on the left side of the Tool Options bar.



Each tool in NoNoise has an Options Bar, where you can adjust the settings for that tool. Shown here are the options for the Refine Brush.

ADJUSTING TOOL SIZING PARAMETERS

When using any of the tools that have Size and Feather options, you have multiple ways to adjust those parameters:

- In the Options Bar for each of those tools, you can use the slider in the Size and Feather fields to increase or decrease the amount.
- You can use the left and right bracket keys on your keyboard – ‘ [’ and ‘] ’ – to adjust the size; additionally, hold down the Shift key to adjust the feather.
- You can also use your mouse's scroll wheel. Press Command-Option (Mac) or Control-Alt (Windows) and scroll to change the brush size. To change the feather, press Option-Shift (Mac) or Alt-Shift (Windows).
- You can also use your pressure-sensitive tablet, if you have one. Settings to turn that option on will be found in the Tool Options bar's Gear menu for the tool.

NOTE: More information about the different ways that you can use your mouse's scroll wheel can be found on [page 20](#).

MASKING BRUSH (MASK GROUP)



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” that layer’s adjustments, while minus means the brush mode is set to paint out.

Masking Brush Tool Options



The first icon is for the Masking Brush Options. Clicking on that displays a pop-up menu that contains all of the options available for the tool (see [page 59](#) for more). The five remaining items in the options bar are the most common tasks used with the Masking Brush, and include:

- **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.
- **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.
- **Opacity:** This controls the transparency of the brush, and ranges 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 also control the opacity with a pressure-sensitive tablet, or by pressing Option (Mac) or Alt (Windows) and one of the number keys on your keyboard. Each number represents an opacity percentage from 10% (1) to 100% (0).

TIP: Think of the opacity as the shade of gray you are painting onto your mask. White in a mask represents 100% of an effect and black (0%) represents no effect, and opacity settings in between will show a percentage of the effect.

- **Paint Mode:** There are two modes, Paint and Erase, and they control whether you are painting in (restoring the effect) or painting out (hiding the effect), respectively. 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 (Erase), and if the icon is a plus, you are painting in (Paint). You can change the mode in the Tool Options bar, by pressing the X key, or by holding down the Option (Mac) or Alt (Windows) key temporarily.

To invert the mask (turn it from black to white), in order to paint a filter’s effect into your image choose Invert Mask from the Mask Properties window.

- **Perfect Brush:** The Perfect Brush incorporates an automatic edge-detection technology to help create precise selections and masks. When you turn the option on—by clicking on the Perfect Brush icon in the Options bar—the Masking Brush collects the colors under the center of the brush and applies the effect only to those colors.



Perfect Brush icon.

Masking Brush Options menu

The Masking Brush Options pop-up menu has six sections, Styles, Properties, Shape, Perfect Brush, Manual Spacing and Pressure:

The Style pop-up lets you save the current brush state for use at another time. Selecting a saved item from the menu will open that saved brush's characteristics.

The properties section mirrors the Size, Feather, and Opacity options in the main tool options bar, as well as the current Paint Mode setting. Two additional options are also available, Flow and Angle:

- **Flow:** The rate at which the brush is applied, up to the Opacity setting. With a low flow number, as you brush back and forth, the brush color will build up to the Opacity setting. At 100, the brush stroke is applied at the Opacity setting.
- **Angle:** This sets the angle of the current brush shape. For the default, round brush shape, this setting has no effect; it is more useful when working with custom brush shapes (see below). You can also rotate the brush shape by pressing Shift-Option (Mac) or Shift-Control (Windows) and the left or right bracket keys ('[' or ']').

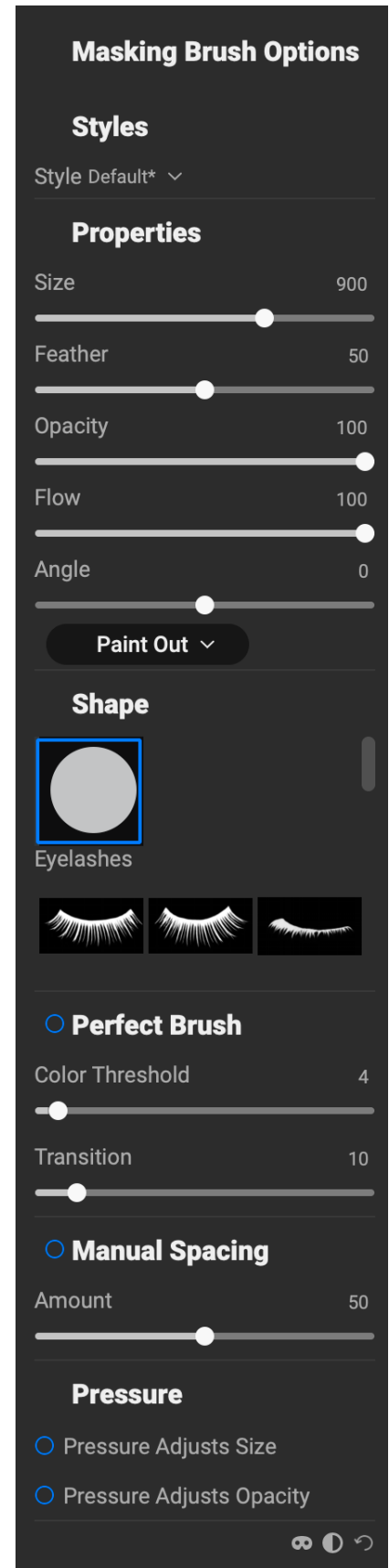
The Shape menu displays a list of all custom brush shapes in your library. The top item in the list is the default, round brush, which is the standard brush for working with masks. Custom brush shapes are not really applicable in NoNoise's limited editing capabilities.

You can tune the Perfect Brush settings via the Threshold and Transition 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.

When checked, this sets the spacing of the brush tip as you apply a stroke.

NoNoise supports pressure-sensitive tablets with 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.

GRADIENT MASK

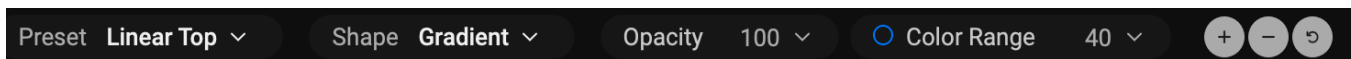


The Gradient Mask is used for blending masks and layers by creating radial, gradient and reflected gradient mask shapes. It works in a similar manner to the Adjustable Gradient tool in the Local Adjustments pane. The mask goes from dark to light in tone, applying more of the adjustment where the gradient 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, or to adjust the effect of a filter mask in Effects.

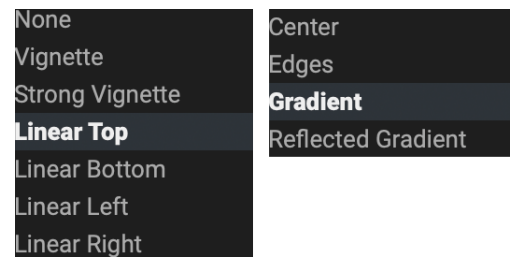
To apply a standard gradient to a filter in Effects, a local adjustment, or a layer, click on the Gradient Mask in the Tool well, then click in the image roughly where you wish the gradient to go. You'll see the outline of the gradient, which is called a bug. You can use the handles on the bug to move your gradient around, increase or decrease the length of the gradient, or rotate it. You can also create (and delete) multiple masking bugs.

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.

Gradient Mask Tool Options



- **Preset:** The preset pop-up includes six settings for the bug's mask (vignette, strong vignette, top down, bottom up, and linear left and right), 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 density of the mask.
- **Color Range:** When enabled, this detects the color under the gradient and applies the mask to only that color range. The higher the number, the wider the range of color that is selected.
- **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.

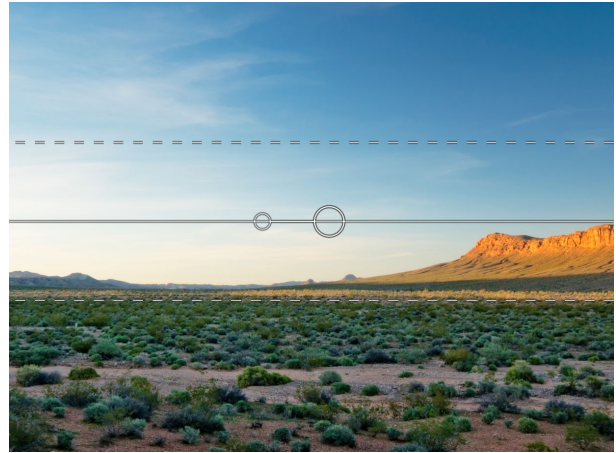


The Preset (left) and the Shape (right) options for the Gradient Mask tool.

Manipulating a 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 it up or down.



Working with multiple masking bugs

You can have up to six masking bugs per layer. Each bug is re-editable. To add another masking bug, press the Add button or click outside of the current bug while the Gradient Mask 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 override and paint back in areas hidden by the masking bugs.

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.

QUICK MASK AI BRUSH



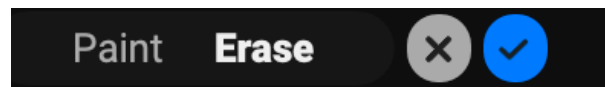
The Quick Mask AI brush is an AI-based selection tool that automatically selects regions in a photo when you hover over them with your cursor. It is intended to create selections for the current layer in your document. In this way, you can apply noise-reduction, sharpening or deblurring operations to specific areas in a photo. As with all of the masking tools, you should have at least two layers in your document; if you have only a single layer, the masking operation will remove the masked pixels from your photo.

To use the Quick Mask brush, first duplicate your layer, select the tool, and move your cursor over the photo. As you move around the photo, NoNoise AI will display the various regions in your photo as red overlays; clicking on a region will create a selection and change the overlay for that area from red to blue. If there are additional regions you wish to select, hover over the new area and click. To remove a selection, click on it a second time.

The Quick Mask AI Options bar has two options: Paint or Erase. Paint will apply the final adjustment to the selection you created with the tool, while Erase will apply the adjustment to the areas to the inverse of the selection (i.e. the areas that *have not* been selected). Clicking the checkmark button will create the mask and select the Refine Brush so you can fine-tune the mask.

While the masks created by the Quick Mask tool are generated automatically, they function like any other mask created in NoNoise AI. This means you can use the other masking tools to adjust and refine the finished masks. This also includes the Mask Control options found in the Masking tab of the Properties window (see “Masking Basics” on page 70 and “Masking control options” on page 71).

Quick Mask AI Brush Options bar



- **Mode Selector:** Paint means that the mask will be applied to the selection; Erase means that the adjustment or filter will be applied to all areas in a photo except for the selection.
- **Cancel:** Cancels the operation, deselecting the tool and selecting the Zoom tool.
- **Done:** Creates the mask and selects the Refine brush.

QUICK MASK BRUSH



Powered by machine learning, the Quick Mask brush creates high-quality masks with just a few strokes. To use it, you paint areas you want to keep in green and areas you want to drop in red. NoNoise AI analyses the color, tone and texture of the marked regions to learn what you want to make out and then automatically finds the edges and creates the mask for you. Use it with layers to replace skies or with filters to selectively apply them.

To use it on a layer, select the layer and follow these steps:

1. First, you need to give the tool guidance as to what you want to keep and drop. This is done by loosely painting over the regions in your photo. There is no need to precisely paint the entire photo: just a few representative strokes of red and green are all that are needed. Paint with Drop mode—which is the default brushing mode—over the portions of your image that you want to remove. These brushstrokes will appear in red. Then change the tool’s mode to

Keep (via the Tool Options bar, or by holding the Option/Alt key) and paint over the areas you want to keep. These strokes will show up as green.



2. Now press the Apply button in either the Tool Options bar or the Original Quick Mask HUD. This will generate a temporary mask to preview the results. Areas that are filled with red will be masked out, areas in green will remain. Keep in mind the edges will appear rough at this point and will be smoothed out when you generate the final mask.

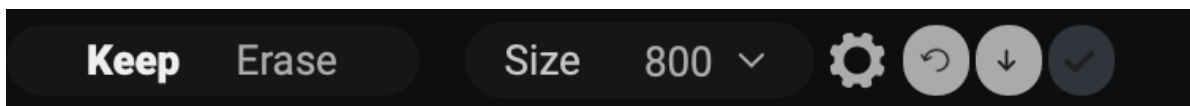


3. If the preview results look good, press the Done button in the Tool Options bar or the Original Quick Mask HUD. If there are areas that are incorrect, you can continue to improve the results by adding more Keep and Drop strokes. Press Apply each time to preview the improved results. When you press Done, the edges are refined with high precision and NoNoise switches to the Refine Mask tool.



Once you click on the Done button, NoNoise will create the finished mask (shown here as a red overlay), applied to the current filter. You can manipulate the mask further with any of the refine mask tools.

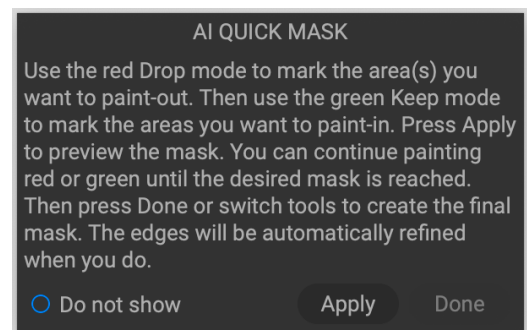
Quick Mask Brush Options Bar



- **Mode Selector:** Paint means that the mask will be applied to the selection; Erase means that the adjustment or filter will be applied to all areas in a photo except for the selection.
- **Brush Size:** Controls the size of the brush. Use a small brush at high magnification for precise work, and a large brush at fit to screen for general work.

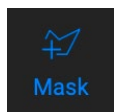
Further settings for the Quick Mask brush can be found by clicking on the gear icon in the Tool Options bar. There, you can set the following options (shown right):

- **Pressure Adjusts Size:** This option lets you control the size of the brush using a pressure sensitive tablet. The harder you press, the larger the brush becomes up to the current setting of the size slider.
- **Refine Edge:** Applies the Refine Mask brush automatically to the edge of the resulting mask, creating a more natural transition. This the default and is recommended for most photos.
- **Show HUD:** This displays the Quick Mask Brush's HUD dialog, which provides guidance on how to use the tool.
- **Overlay:** Sets the transparency of the red and green mask overlays on top of your image. A setting of 100 displays only the mask; the default is 50.



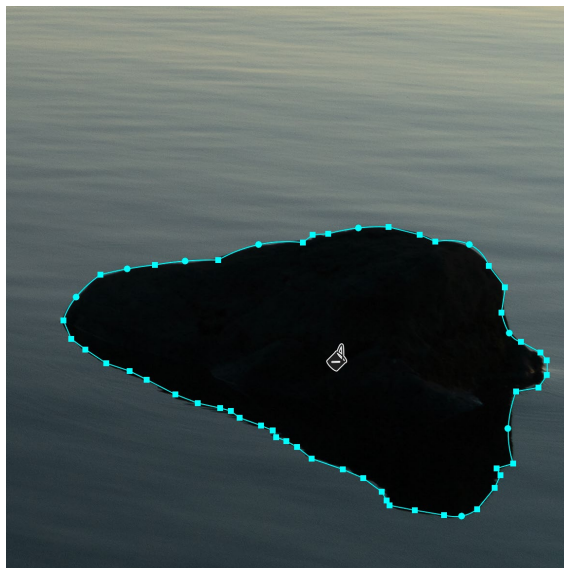
The Quick Mask Brush HUD gives displays instructions for using the tool. You can turn the HUD off via the Gear menu in the tool options bar.

LINE MASK TOOL



The Line Mask tool lets you create masks by drawing straight lines in your image, with the added flexibility of letting you adjust each individual line segment into curves to better fit the object you want to mask. Masks created with this tool are re-editable, can be copied and pasted like any other mask inside NoNoise, and you can have multiple Line Mask selections for each mask.

To start, you click and drag along the outline of the area you wish to mask. Clicking your mouse button (or with a pen and tablet) adds a point to the line; you can continue to click along the edges of your desired selection, and the tool will add points along the way. These points will be represented by a small square. When you're finished, hover your cursor over the first point and click on it to close the path created by the tool. This will close the selection and change the cursor to a paint bucket icon; click inside the area and NoNoise will create and display the mask.



When you complete the mask area by clicking on the original point, the cursor will change to a paint bucket icon. Clicking in the area will generate the mask..

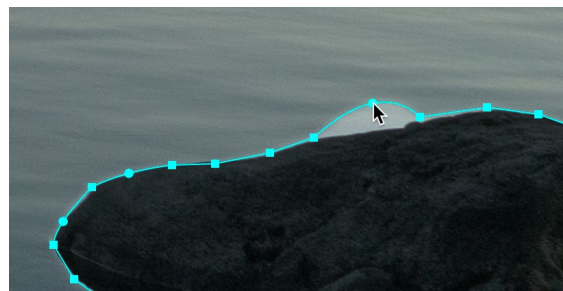
Once you've closed the mask, you can adjust the feather and opacity of the mask, and you can further adjust the points on the line in the following ways:

- You can click on any point in the selection and move it by dragging it.
- If you hover (or click) on a point, you'll see a circle appear between that point and the previous point on the line. This circle can be dragged in all directions to curve the line to better fit the object you are masking.
- Add a point by holding down the Shift key and clicking on the line.
- You can delete any point by right-clicking on it and choosing Delete Point from the pop-up.
- You can delete the entire mask by choosing Delete Line Mask from the pop-up menu.

While you're creating the mask, the curve option is always available for the current point; move the cursor back over the line before the point and the circle will appear. You can then drag the curve in or out, and when you're done, move the cursor and click on the next place you wish to add a point.

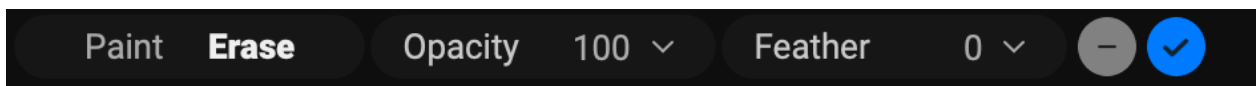
When you've made your adjustments to the selection, you can click the Done button in the Tool Options bar to quit the tool, or you can create another mask.

To re-edit the mask at a later time, select the filter, layer, or adjustment layer that has the mask attached to it and choose the Line Mask tool. When you move your cursor over the area that contains the mask, the mask's outline will appear in light blue. Click anywhere on the outline, and the mask's points — both square and circle — will appear, and you can adjust it as you see fit, even the Opacity and Feather settings.



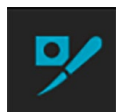
The curve option—visible when you hover over a point in the selection—lets you fine tune the line to make it better fit the object you're masking. (Shown here exaggerated for effect.)

Line Mask Tool Options Bar



- **Mode Selector:** Paint means that the mask will be applied to the selection; Erase means that the adjustment or filter will be applied to all areas in a photo except for the selection.
- **Opacity:** Controls the opacity, or transparency of the finished mask, from 1 to 100 percent. At 100 percent, all of the effect will be displayed in the mask area; as the opacity level drops, more of the layer underneath the mask will be visible.
- **Feather:** Controls the hardness of the mask edge. The feather has a range from 1 to 100; 1 being a hard edge across the boundaries of the mask, 100 being a soft, wide edge that 'feathers' the transition between the masked and unmasked boundaries.
- **Delete:** Removes the currently selected line mask.
- **Done:** Saves the current line masks and closes the tool, returning NoNoise AI to the View Tool.

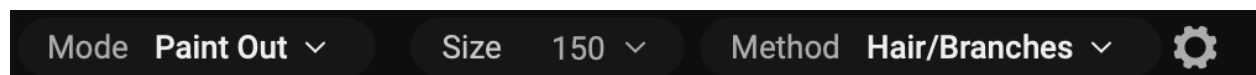
REFINE BRUSH



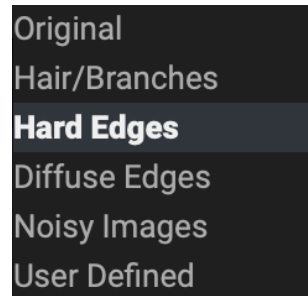
This tool can be used to clean up intricate areas and the borders along a mask. It is helpful for cleaning up a mask created with the Masking Brush, the Quick Mask AI brush, or other masking tools, or for creating a new mask entirely.

When you paint with the Refine Brush, the brush strokes are displayed as a red overlay, and when you let up off the mouse button, NoNoise will work to give the mask edge better definition.

Refine Brush Tool Options



- **Mode:** Controls the refinement mode, either Paint Out, which refines to remove from the mask, Paint In, which refines to add to the mask, or Auto, which determines the best way to refine the mask edge. Paint Out is recommended in most cases.
- **Size:** This 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. You can use your mouse's scroll wheel to adjust the size of the brush as well (see "Using NoNoise with a Scroll Wheel" on page 20). The Refine Brush's maximum size is 500 pixels.
- **Method:** Lets you choose the refinement algorithm and settings based on the subject of the masked area. There are five method types, plus a user-defined setting that is created when you adjust any of the individual parameters found in the Gear menu:
 - **Original:** Uses the refinement algorithm found in earlier versions (referred to as Mode 1 in the gear menu).
 - **Hair/Branches:** Optimized for fine detail, like hair, branches and other subjects.

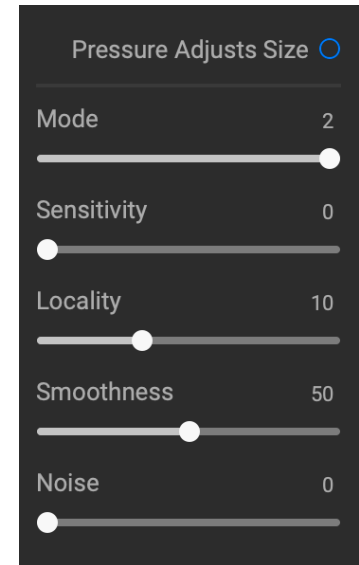


The Method pop-up.

- **Hard Edges:** Best method for refining masks with distinct edges between masked and unmasked areas.
- **Diffuse Edges:** Works best on areas where edge detail is not as well-defined.
- **Noisy Images:** Works well on photos that have higher degrees of noise in them.

The Gear menu includes a setting for controlling the size of the Refine Brush with pressure. It also can be used to adjust any of the refine methods in the Method menu. The parameters include:

- **Mode (1 or 2):** As noted above, Mode 1 is the Refine Brush algorithm used in previous NoNoise versions; it remains useful in many masking situations. Mode 2 uses the new (2023) version of the Refine algorithm.
- **Sensitivity (0-100):** Refers to the edge sensitivity; low for diffuse edges, high for hard edges. *(Works only with Mode 2)*
- **Locality (0-30):** This parameter varies the search for similar scene materials; higher values expand the search zone along the brush edges. *(Mode 2 only)*
- **Smoothness (0-100):** Represents post-processing smoothing of the refine results. Higher numbers mean smoother edges. *(Mode 2 only)*
- **Noise (0-100):** This is a post-processing-based noise filter; use higher values with noisier images. *(Works with both Mode 1 and 2)*



When you change any of the parameters in the Gear menu, those results will be applied to the User Defined settings, and will be saved until you change them again. In general, however, most of your masking refinement work with the Refine Brush should be found in one of the five primary Method options.

Working with the Refine Brush

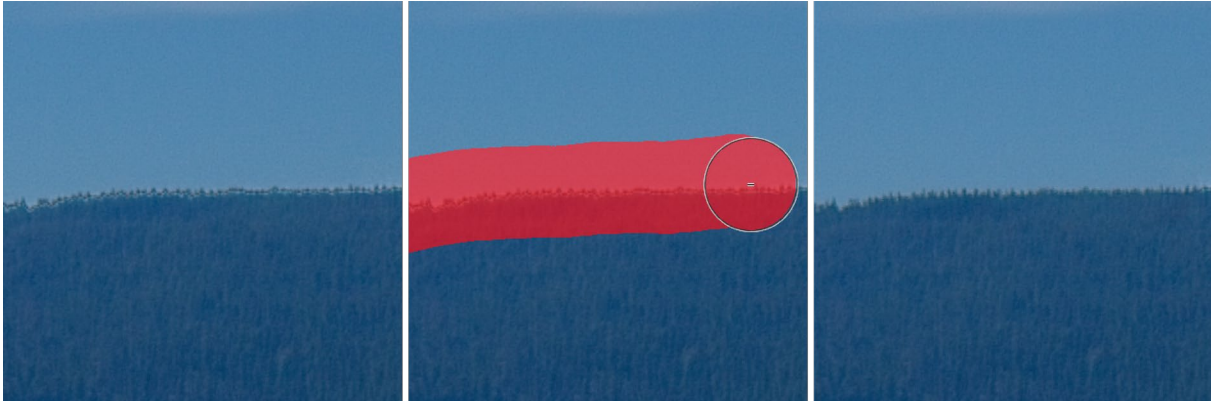
One of the biggest issues with masks is the transitions between edges, or in areas where one of the primary masking tools will miss some fine detail. You'll notice these transitions when you apply an effect or adjustment to a masked area, and there will be halos on the mask edges, or areas where the effect should be applied, but isn't. The Refine Brush, and, on occasion, the Chisel and Blur tools, can be used to help you fine-tune your masks and better transitions, ultimately creating more realistic masks.

The Refine Brush is often the first place you'll want to go when working with masks that could use some tuning. Some of the most common operations include:

- You can paint along the edges of a mask that might have areas where the mask isn't complete, or where the transitions between masked and unmasked areas could be smoother.
- You can paint over large areas of a masked area where there might be fine edges that could use further refinement, like trees or hair.
- You can also "encircle" an area in a photo where you wish to add to or subtract from a mask, or even create a new mask altogether.

For simple areas where you wish to refine an edge that has some halos or is otherwise a bit less than ideal,

set the brush size a bit larger than the area you wish to tune set the appropriate method, and brush over the edge. This is shown in the enlarged area below.



In the photo above, a local adjustment on the sky, masked with Mask AI, left some ugly halos along a treeline. Using the Refine Brush, set to the Diffuse Edges method, smoothed the transition properly, making for a better mask. (Effect exaggerated for demonstration purposes.)

With tree branches, hair and other areas of fine detail, you can paint over the entire area that you wish the mask to refine, as shown in the following graphic.



The Refine Brush is a great choice for adjusting masks with fine details that are often obscured when building masks with some of the primary masking tools. In the screen shots above, you can see the mask of a tree generated automatically with the Mask AI pop-up in a local adjustment layer (left). The tree's interior branches are completely masked. Selecting the Refine Brush, with the Method set to Hair/Branches, we've painted broad strokes in and around the area where the branches are (center). NoNoise then refines the mask so that the branches are properly masked against the sky, making for a much more realistic mask.

The Refine Brush's "encircling method" lets you add to or subtract from an existing mask, or you can use it to create your own mask. To do this, use the brush to draw an outline around the object you wish to select and mask. What happens next depends upon what your intent is, and whether there is already a mask in the local adjustment or Effects filter you are currently working with:

- If there is a mask already created, and you wish to remove the stroked area, choose Paint Out before applying the brush. If you wish to add to the existing mask, choose Paint In.
- If there is no mask already present in the adjustment or filter, using the Refine Brush and drawing around an object or area will create a mask of the encircled space.

For more information about masking inside NoNoise, see "[Masking Basics](#)" on page 70.



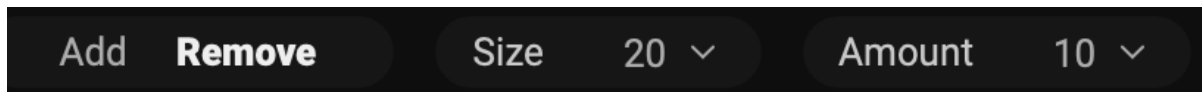
The encircling method.

CHISEL BRUSH



The Chisel brush works to remove fringes or halos along the hard edges of a mask; just click and drag along the edges of a mask you wish to refine. 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, and, because it only works on the edges, you don't have to be too careful when using it.

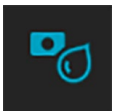
Chisel Brush Options



- **Mode:** Select remove or add from the mask edge
- **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 stroke.

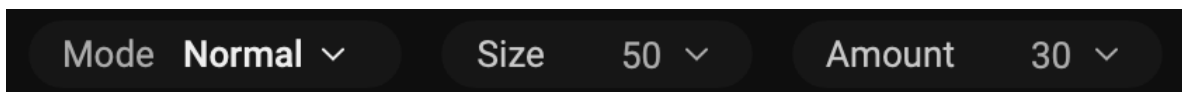
TIP: Double-clicking on the Chisel icon applies the chisel to the entire mask.

BLUR BRUSH



The Blur brush softens edges of the mask where you paint; all you need to do is run the tool over the edges you wish to blur. Softening the edges on blurred or semi-transparent subjects like hair can make them blend with a new background in a more realistic manner.

Blur Brush Options



- **Mode:** Remove/Add/Normal lets you adjust what part of the mask edge to blur. Remove blurs and lightens the mask, Add blurs and darkens the mask, 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 a low amount to maintain detail.

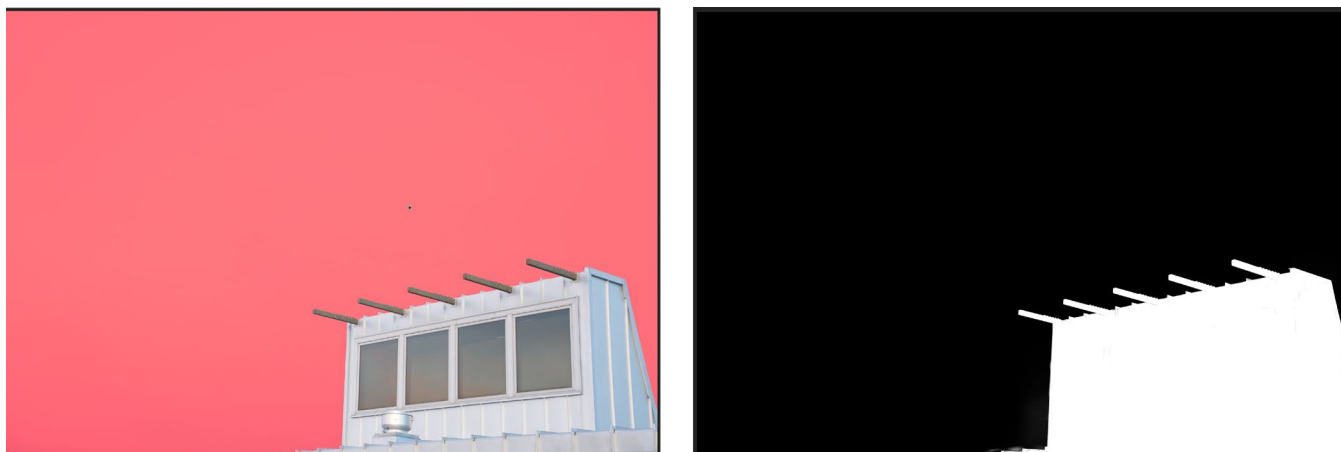
TIP: Double-clicking on the Blur icon applies the blur to the entire mask.

Masking Basics

Every layer in NoNoise AI can have a mask associated with it, letting you apply different noise reduction and sharpening settings on a layer-by-layer basis.

At its simplest level, a mask shows or hides the pixels on a layer. Masks have no color: they are grayscale, and the tones range from pure white to pure black. A mask that is completely white displays the entirety of the layer's pixels, a mask that is completely black hides those pixels, and the pixels from the layer beneath it show through instead. (A common way to remember it is via the phrase “**black conceals, white reveals.**”) Shades of gray are in effect the opacity of the mask. Darker shades reduce the effect, lighter shades let more of it through.

The beauty of the masks is that you can paint with black, white or any shade in between, so you can “mask” portions of your photo so that they will not have that effect—or will have a reduced effect. You can also copy masks from one layer and paste them into another. You can view your masks, either as a red overlay or as the grayscale version of the actual mask, which can be helpful when you wish to look at the edges of mask.



The two options for viewing a mask are with a red overlay (left), which shows the masked areas in red, and a grayscale mask (right), which shows only the mask, in a range of tones from white (not masked) to black (completely masked). Tones in gray represent varying percentages of the mask's opacity.

Creating masks can be as simple as using the Mask AI pop-up in the Masking Control Options—or the AI Quick Mask tool—to select an area of a photo automatically. You can also use the Original Quick Mask to pick areas of a photo to be selected, or you can use using multiple tools and masking functions to generate precise selections.

THE MASKING TOOLS AND VIEW OPTIONS

Inside ON1 NoNoise AI 2024, there are five tools used to create masks: the Masking Brush, the Gradient Mask, the Quick Mask AI Brush, the Quick Mask Brush and the Line Mask tool. The Quick Mask AI Brush—along with the Mask AI tool the Masking Control Options section (see [page 71](#))—generate masks automatically, based on known regions in your photos.

You can use the Masking Brush, Masking Bug and Line Mask tool cumulatively, meaning that you can add to or subtract from the current mask. However, if you select the Quick Mask AI or Original Quick Mask brushes, they will replace any existing masks on that pane or layer.

The Refine group of tools—Blur, Chisel and Refine—are designed to help work with edges and halos that can crop up when you have areas of strong contrast between a masked area and an unmasked one.

When you add a layer, the mask is technically hidden. You can create a mask by either using one of the masking tools, or by clicking the Show/Hide Mask icon in the layer, to the left of the layer name. The contents of the Show Mask icon will represent the mask on that layer.

NoNoise has two primary options for viewing the contents of a mask: either as a red overlay on top of your image (the default) or a view only of the mask itself, represented as grayscale. You can turn the mask overlay on and off by pressing the 'O' key on your keyboard.

The grayscale view can be helpful when checking edges, or when refining some of the advanced masking controls. These mask view 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. You can also only display the red overlay when you are brushing with the Masking Brush. (NoNoise will remember the previous settings.)

When you're viewing a mask in either overlay or grayscale modes, you have access to all of the tools in NoNoise AI. You can zoom in, to view the mask in greater detail, you can use the Refine masking tools to adjust the fine edges of your mask, or you can use any of the other the masking options described below.

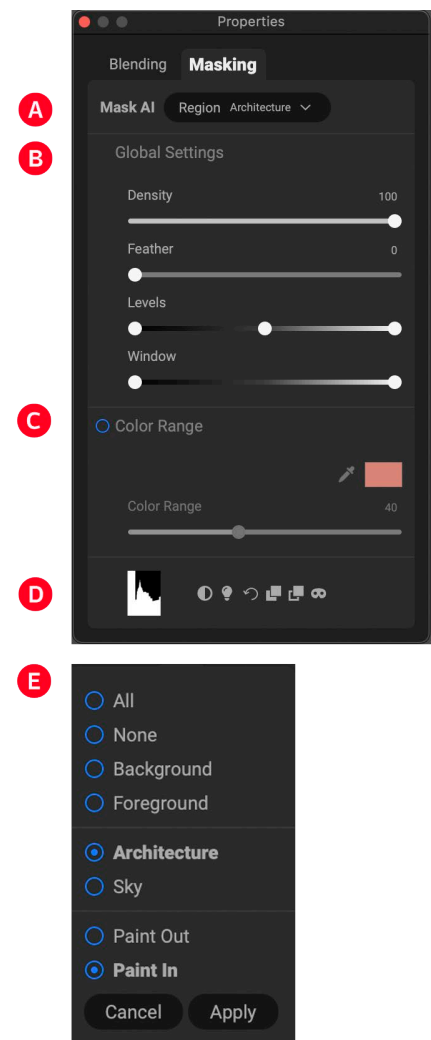
MASKING CONTROL OPTIONS

When you click on the Mask icon at the top of a pane or in a layer, NoNoise will open the Masking tab of the Properties window (see [page 73](#)), which displays a set of options for that specific mask. This section has the following contents, as shown:

- A. Mask AI pop-up (Effects and Local tabs only) for selecting an area based on region.
- B. The Global Settings section includes the following mask options: Density adjusts the overall density from black (100) to white (0); Feather blurs the mask; Levels and Window let you adjust the black and white points of the mask, fine tuning them in different ways.
- C. The Color Range option lets you choose a color and make or tune the mask based on the range of the color selected.
- D. View of the current mask, with options (from left to right) to invert the mask, create a luminosity mask, reset the mask, copy and paste the mask, and view or hide the mask overlay.
- E. The Mask AI pop-up, which displays the regions in the current photo. You can select multiple regions, and choose whether to have the mask painted in or out when applied. Once you select a region, click Apply to create the mask.

The buttons at the bottom portion of the Masking tab can be helpful when you're working with complex masks:

- **Invert** reverses the contents of the mask, swapping the tones.



- The **Reset** button erases the current mask, leaving it filled with white.
- The **Copy** and **Paste** buttons let you copy the current mask, to paste it into another filter, local adjustment or layer.
- The **View** button toggles the Mask View on and off.
- The **Lumen** button creates a luminosity mask of the image, which is a mask based solely on the brightness of each pixel in a photo. Darker tones will have a reduced effect of the current layer's settings, while lighter ones will let more of the effect through.

Color Range selections

The Color Range option lets you create a mask using a specific color, either one inside your image, or one via your system's color picker. To use this option, click the On button next to the Color Range section, and click the eyedropper tool to select a color inside your image that you wish to sample. You can then use the slider to expand or contract your mask based on that color: lower numbers means that fewer colors (related to the chosen color) will be selected, higher numbers mean a wider range of colors will be selected.

The Color Range option found in the Gradient masking tools can be controlled from the Mask Options section of the pane. When you add a gradient mask and click on the Color Range option in the Tool Options bar, the color chosen is sampled from the center of the gradient control, but you can open the Mask Options pane and sample a different color using the eyedropper. Note that if you do this, and move the masking bug, it will resample using the color from the center of the bug. The Color Range option found in the Masking Bug's Tool Options bar can be controlled from the Mask Options section of the pane. When you add a gradient mask and click on the Color Range option in the Tool Options bar, the color chosen is sampled from the center of the gradient control, but you can open the Mask Options pane and sample a different color using the eyedropper. Note that if you do this, and move the masking bug, it will resample using the color from the center of the bug.

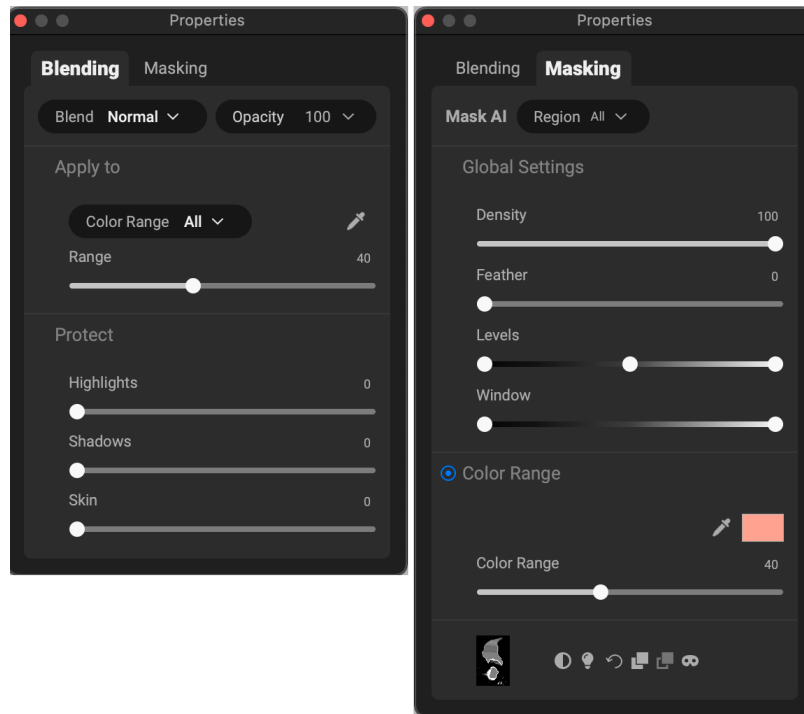
MASKING TIPS

Here are a few tips for working with the various options in the Mask pane:

- While the AI-based masking tools can be quite good when building selections, they aren't perfect. You should inspect your AI masks after applying them, and use the other masking tools, the refine mask tools or Mask Options to fine-tune your selections.
- Use the Feather slider to smooth transitions between masked and unmasked sections.
- Lowering the Density slider helps intensify an effect after you've created a mask. Think of it like a 'reverse fade': at the 100, all of your mask is viewable, at 0, the mask is entirely white.

The Properties Window

The Properties window is used for setting blending modes and masking options when working with Layers. By default it is configured to act as a pop-up window, but it can also be configured to act as a pane in NoNoise's right-side panel.

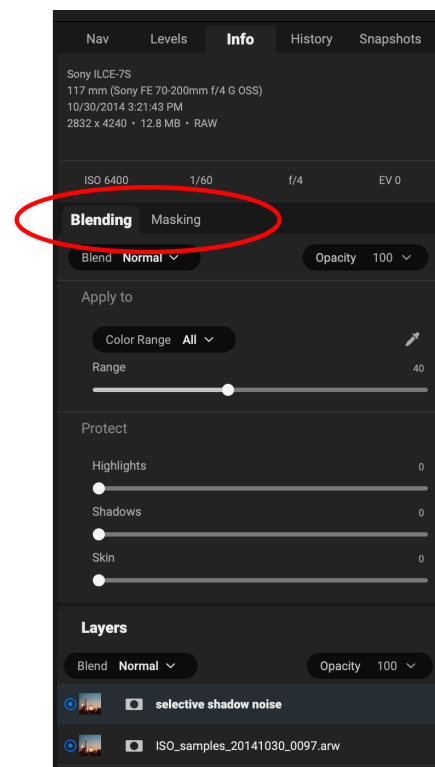


The Properties window is closed by default, but opens when you click on the blend mode icon or when you create or click on a mask. For information on using the blending modes, see [page 74](#); masking options are detailed on [page 71](#).

CONFIGURING THE PROPERTIES WINDOW

You can configure the Properties window's visibility in a number of ways, via the Windows > Properties submenu:

- The **Show** submenu option turns the pop-up window (or nested pane) on or off. When set to off, the pane will be hidden, but will reappear once a masking tool has been selected.
- The **Nest** submenu option relocates the Properties window to a pane in the left side of the window, above the Layers pane.
- The **Auto Collapse** option collapses either the window or pane to just the tab headings (Blending, Mask, Text). Positioning your mouse over any of the tabs displays the entire pane.



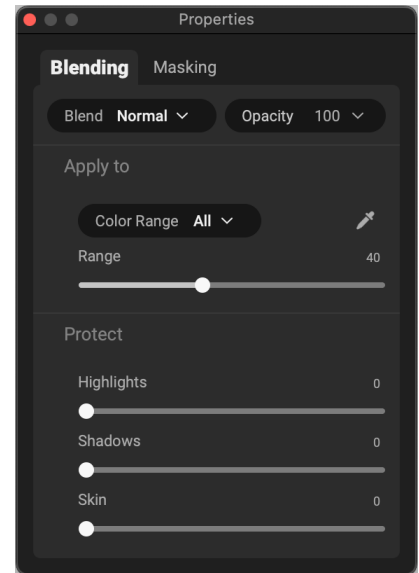
Properties can also be nested within the right panel.

Blending Modes

In addition to opacity, you have one other very powerful option for adjusting the strength and effect of a layer: blending modes. Blend modes determine how a layer interacts with the layers 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. NoNoise AI'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.

The basic blending modes are available at the top of the Layers pane, but if you want additional control, open the Properties window, where you will find the following options.

- **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.)
- The **Protect** sliders help protect highlight, and shadow areas and skin tones from the application of the blending mode.



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.

How blending modes work

At their basic level, blend modes determine how the pixels on one layer interact with the layers below it. With 24 blend modes in NoNoise AI, it might be difficult to know which ones to use in any given situation, but they can easily be grouped into Normal (the default mode) and five categories: Darken, Lighten, Contrast, Comparison, and Color/Luminosity.

Normal is the most widely used: it simply applies the effect to all of the pixels in the adjustment (or effect), assuming the layer opacity is 100%.

The other modes apply different levels of that category's effect using various mathematical formulas, and sometimes it can be hard to know

ON1 NONOISE AI BLEND MODES

	Normal
DARKENS	Darken
	Multiply
	Color Burn
	Linear Burn
	Darker Color
LIGHTENS	Lighten
	Screen
	Color Dodge
	Linear Dodge (Add)
	Lighter Color
ADDS CONTRAST	Overlay
	Soft Light
	Hard Light
	Vivid Light
	Linear Light
	Pin Light
	Hard Mix
ADJUSTS BASED ON COMPARISON	Difference
	Exclusion
AFFECTS COLOR OR BRIGHTNESS	Hue
	Saturation
	Color
	Luminosity

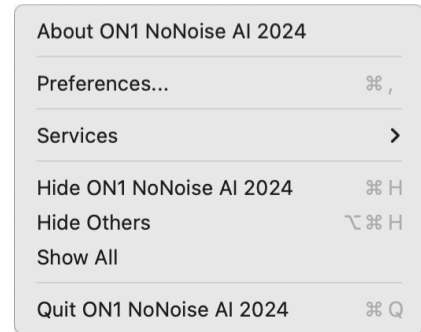
which mode will work best with what photo. Most often, when you know how you want to apply an effect —by darkening, for example—you'll need to perform a bit of experimentation with the different modes in that category to determine which mode works best.

PART 5:
ON1 NONOISE AI 2024 REFERENCE
MENUS AND PREFERENCES

Menus

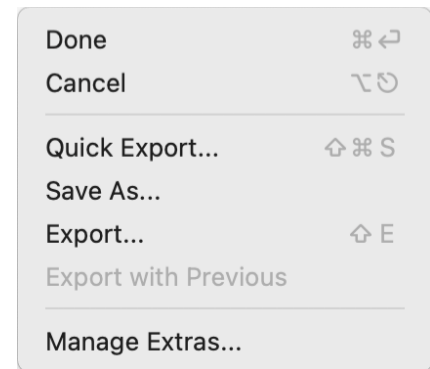
ON1 NoNoise AI (MacOS Only)

- **About ON1 NoNoise AI:** 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 NoNoise AI:** Quits ON1 NoNoise AI 2024.



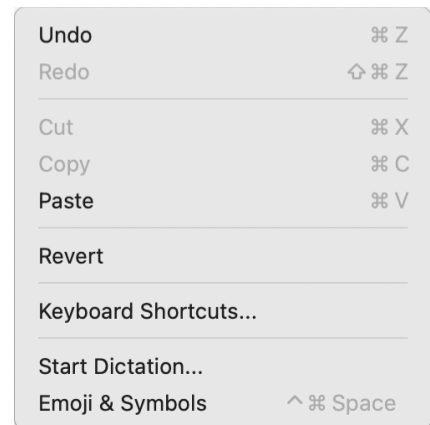
File Menu

- **Done:** Finishes the processing in the current window.
- **Cancel:** Cancels the current job.
- **Quick Export:** Saves the current image in Photoshop, TIFF, JPEG or PNG format.
- **Export:** Opens the export side panel.
- **Export with Previous:** Exports the current job automatically, using the last export settings.
- **Manage Extras:** Opens the Extras Manager (for importing and managing custom brush shapes and watermark files)



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.
- **Revert:** Reverts to the original state of the current photo.
- **Keyboard Shortcuts:** Lets you modify the keyboard shortcuts used by ON1 NoNoise AI.
- **Preferences (Windows):** Opens the Preferences dialog.



Layer Menu

- **Delete:** Deletes the currently selected layer.
- **Duplicate:** Duplicates the currently selected layer.
- **Reset Layer Properties:** Removes any applied layer masks or transforms to the current layer.
- **Merge Layer:** Merges the current layer with the one beneath it.
- **Merge Visible:** Merges all of the visible layers into a new, merged layer.
- **New Stamped Layer:** Merges the visible layers into a new, composite layer, leaving the visible layers intact.
- **Align Visible Layers:** Aligns visible layers based on their content.

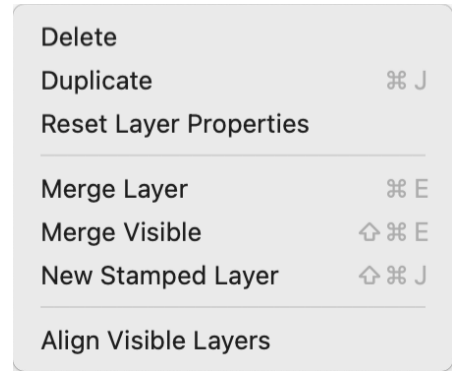
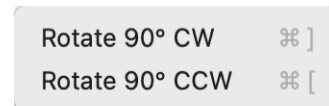


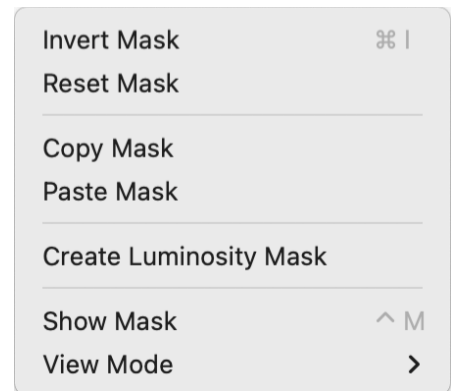
Photo Menu

- **Rotate 90 Degrees CW:** Rotates an image clockwise by 90°
- **Rotate 90 Degrees CCW:** Rotates an image counterclockwise by 90°



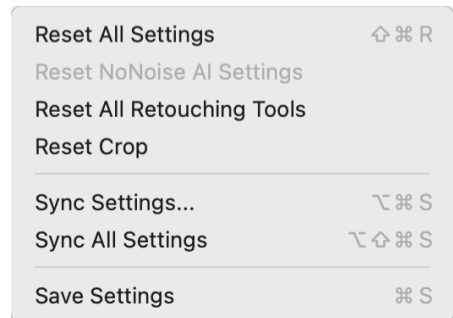
Mask Menu

- **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.



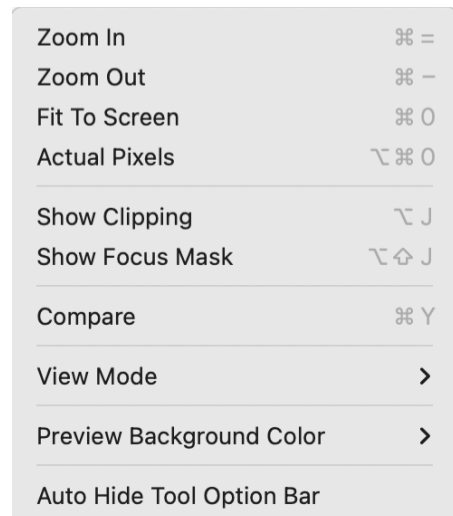
Settings Menu

- **Reset All Settings:** Resets all of NoNoise's settings on a photo.
- **Reset NoNoise AI Settings:** Resets any changes made to the Details pane and returns the image to its original state.
- **Reset All Retouching Tools:** Resets retouching applied in Edit.
- **Reset Crop:** Resets any cropping made to a photo.
- **Sync Settings:** When multiple images are being processed, will open the Apply Settings window to sync the settings from the base image to the other images in the selection.
- **Sync All Settings:** When multiple images are being processed, applies all of the base image's settings to the other images in the selection.
- **Save Settings:** Saves the current state of your edits, in case of crash.



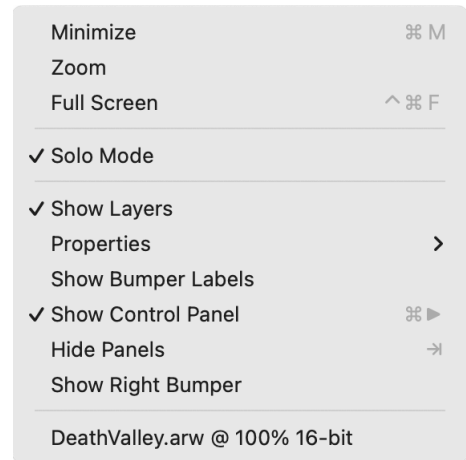
View Menu

- **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.
- **Show Focus Mask:** Displays a green overlay on those portions of the current image that are in focus.
- **Compare:** Displays an adjustable split-screen view of the current image, with the Before view on the left side of the preview area.
- **View Mode:** When multiple images are being processed, alternates between detail view and filmstrip view.
- **Preview Background Color:** Lets you set the background color options.
- **Auto Hide Tool Options Bar:** When checked, the Tool Options bar for each tool will be hidden on-screen, and becomes visible when you hover over the top of the main window.



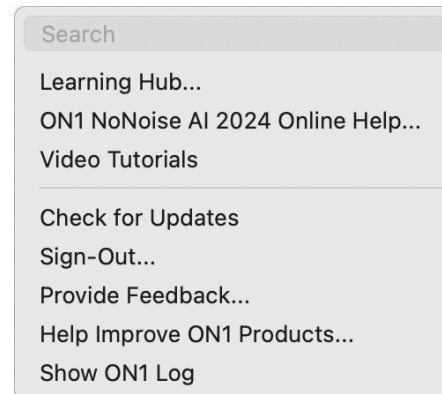
Window

- **Minimize:** Minimizes your screen.
- **Zoom:** Zooms your window to full-size.
- **Full Screen:** Toggles full-screen mode (hides menus).
- **Navigator:** Hides or shows the Navigator, Loupe, Histogram and Info pane.
- **Solo Mode:** Keeps only one pane open at a time.
- **Show Layers:** Completely hides/shows the Layers pane.
- **Show Bumper Labels:** Hides/reveals the text labels in the module selector.
- **Show Control Panel:** Hides/shows the right Control Panel.
- **Hide Panels:** Hides or shows all Panels.
- **Show Right Bumper:** Hides/reveals the right bumper, which contains the Export icon.
- **Document Name:** Shows the name, zoom level and bit depth of the open image.



Help

- **Search:** Searches the menu options (MacOS only).
- **Learning Hub:** Opens the Learning Hub inside ON1 NoNoise AI.
- **ON1 NoNoise AI 2024 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.
- **Getting Started:** Opens the initial NoNoise startup screens.
- **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/Sign-Out:** Uses your ON1 account login information to authenticate your copy of ON1 NoNoise AI 2024.
- **Provide Feedback:** Opens the default web browser and goes to the feedback page of the ON1 website.
- **About ON1 NoNoise AI (Windows Only):** Opens the about box with the version number 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 NoNoise AI 2024.



Preferences

NoNoise 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 NoNoise AI 2024 menu (MacOS) or the Edit menu in Windows. The Preferences window has four tabs—General, Files, Plug-ins, System—and are described below.

GENERAL SETTINGS

The General settings tab adjusts basic settings for the NoNoise workspace, including background color, scrolling controls, accent color, language and the default noise-reduction settings.

Font Size

Sets the size of the text in the basic NoNoise AI workspace (labels, panes and pop-up menus) to one of three general sizes: Small, Medium, Large. When changing the font size, you must quit and restart NoNoise AI for the new setting to take effect.

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.

Accent Color

Lets you choose the display color for highlighted items in the NoNoise interface.

Application Language

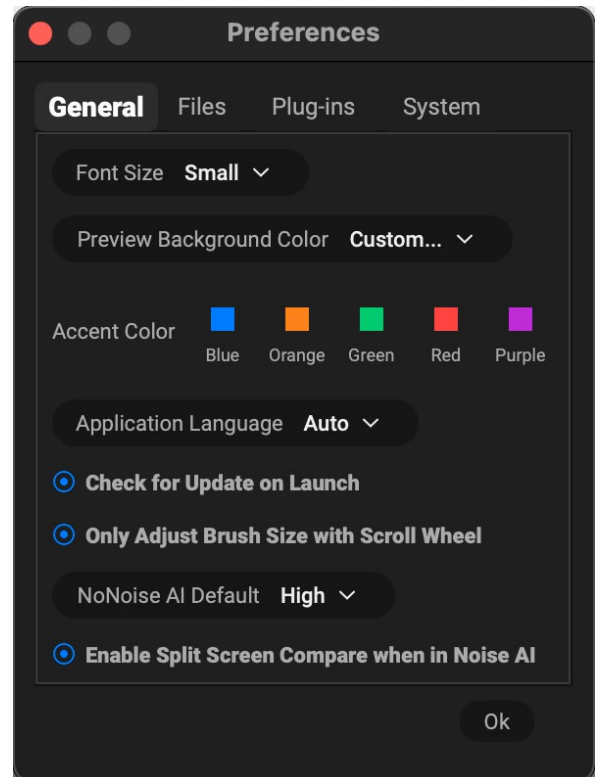
Lets you change the display language for NoNoise AI. Auto will use your system's default language.

Check for Update on Launch

Enabled by default, the product will communicate with ON1's software update server when you start ON1 Photo; if an update is available it will prompt you to download or skip.

Only Adjust Brush Size with Scroll Wheel

Turning on this option overrides NoNoise AI's default behavior, setting the app so that your mouse's scroll wheel will only change the size of a brush (when an appropriate tool is selected).



When not checked, NoNoise uses the scroll wheel to scroll, zoom, pan and adjust brush size and feathering, depending upon the modifier keys being pressed. See [page 20](#) for specifics on the default settings for scroll wheel options in NoNoise AI.

NoNoise AI Default

Adjusts the strength of NoNoise AI's default noise-reduction settings. (See [page 24](#).)

Enable Split Screen Compare when in NoNoise AI

Lets you set the default option for working in the NoNoise panel when opening an image. When checked, NoNoise will automatically switch to before/after Compare mode when you open a new photo. When unchecked, you must click on the Compare button at the bottom of the screen to turn on the before/after view.

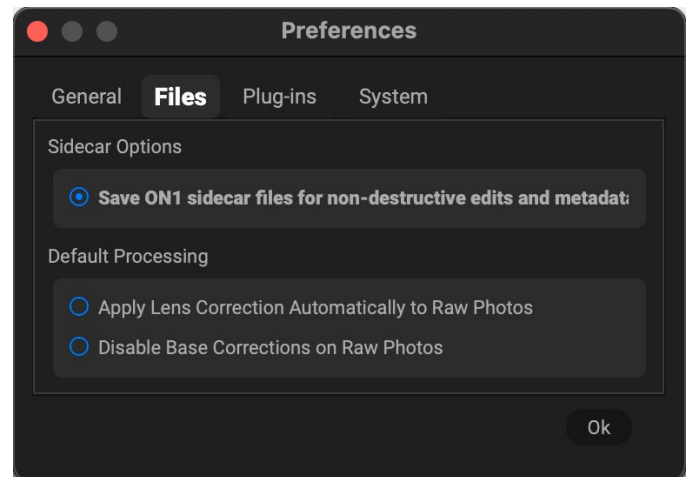
FILES

Sidecar Options

Click this box if you wish NoNoise to create ON1-specific 'sidecar' files when you are editing raw files in standalone mode. These files will contain any crop and retouching information performed on the original, as well as Noise & Sharpening pane details, and will reapply them if you reopen the file.

Default Processing

Apply Lens Correction Automatically will use lens correction information automatically on any raw photo opened in ON1 NoNoise AI. Choosing Disable Base Corrections on Raw Files will turn off the basic raw-file correction settings. This can be helpful for scientific/technical photography, time-lapse, and other specialized applications.



PLUG-INS

This tab is specific to using NoNoise as a plugin to Photoshop, Lightroom, and Apple Photos (macOS).

General

Checking the “Leave ‘ON1 NoNoise AI 2024’ open when done” will keep the app open after you’ve edited an image via a plugin.

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 NoNoise.

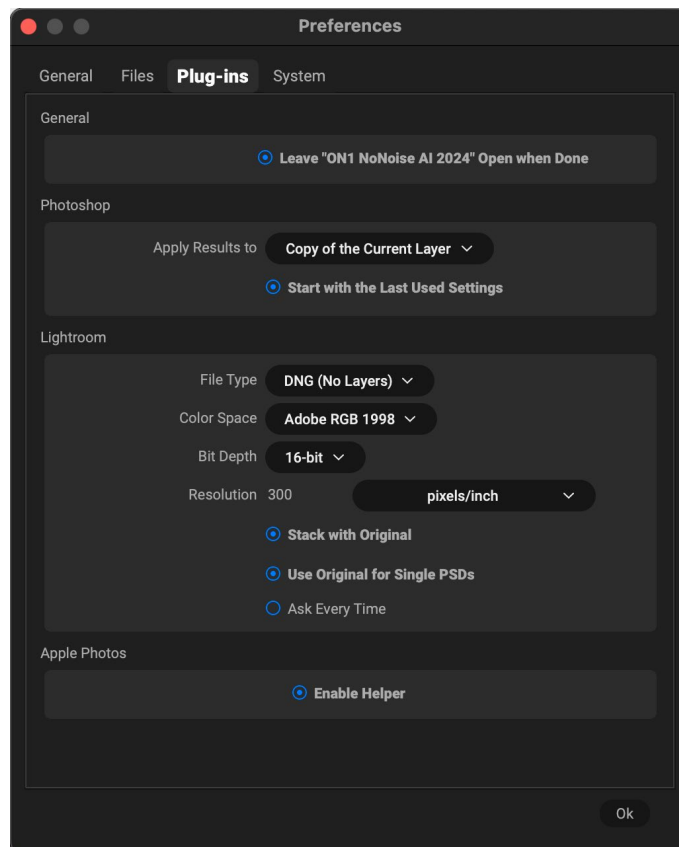
Lightroom

This preference sets specific options for files opened via the Plug-In Extras menu in Lightroom:

- **File Type:** This determines what type of file will be created. The default is DNG—the preferred format when processing raw files in NoNoise—but you can also select PSD, JPG or TIFF, if you prefer those formats. One other option, Same as Source, will edit the original file.
- **Color Space:** The color space menu determines which RGB working color space is used; Adobe RGB 1998, sRGB or ProPhoto RGB.
- **Bit Depth:** Sets the exported file’s bit depth to either 8 or 16 bits per pixel.
- **Resolution:** Determines the resolution of the newly created file.
- **Stack with Original:** When enabled, the new image is stacked with the original image upon return to Lightroom from NoNoise.
- **Use Original for Single PSDs:** When enabled, if you select a single image in PSD format, the original file will be edited, rather than having a copy made.
- **Ask Every Time:** When checked, Lightroom will present these export copy options whenever you chose an item from the Plug-In Extras submenu. Turning this option off will bypass the file-export window inside Lightroom, using the options set in Plug-In Preferences window.

Apple Photos (MacOS only)

The Enable Helper option works to ensure a smooth connection between Apple Photos and NoNoise AI. It should remain on by default.



SYSTEM

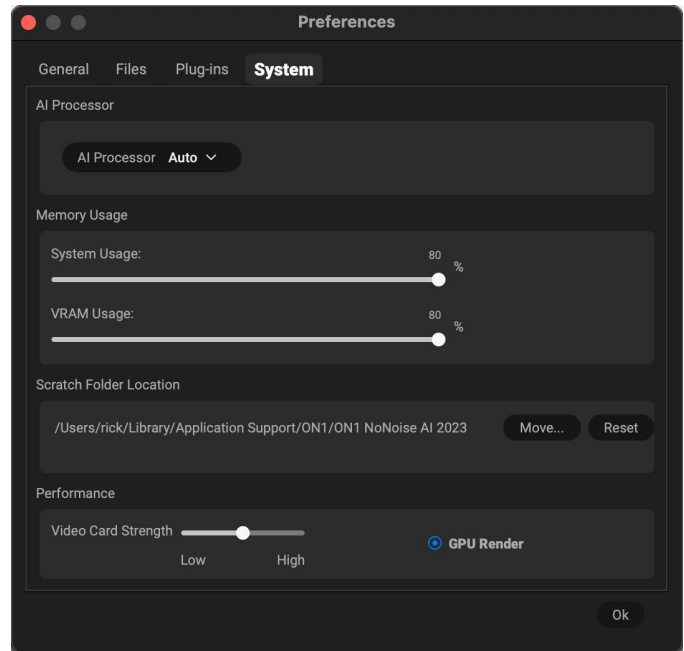
The System tab sets performance-related characteristics of NoNoise 2021.

AI processor

Sets the processing option for NoNoise's AI-based operations. By default, the option is set to Auto, which uses the best combination of system resources to process tasks. If you are noticing some performance issues with NoNoise, you can try setting the options to either your CPU or your graphics card.

Memory Usage

- **System Usage:** Specifies the amount of RAM that is used by the application. The maximum (default value) is 80%.
- **VRAM Usage:** Specifies the amount of video memory (VRAM) that is used by the application. The maximum (default) is 80%.



Scratch Folder Location

This setting lets you move or reset your memory cache, which helps speed editing operations while you're running NoNoise. This is helpful if your system drive has limited space and wish to use a faster external drive as a cache. This cache information is purged each time you quit the application.

Performance

The Performance section is designed to help you optimize NoNoise for your specific setup. The adjustments you can make are as follows:

- **Video Card Strength** balances updating the preview of the image and the movement of brushes and gradient tool overlays. If your brush is sticking try turning it down. If you have a high-end video card try turning it up for faster preview updating.
- **GPU Render** uses the GPU (video card) to render preset thumbnails, exporting, printing, sharing and caching. This can greatly improve performance. It is on by default for systems that support it. It may be disabled on lower-end GPUs.



ON1 NoNoise AI 2024 User Guide

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(Removed outdated reference to threshold sharpening setting.)

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