

THE OFFICIAL ON1 PHOTO RAW 2020 USER GUIDEBOOK



ON1 Photo RAW 2020

From A to Z

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PART 1: ON1 PHOTO RAW 2020 OVERVIEW



ON1 Photo RAW 2020 is a complete photo editor, built around a modern photo organizer and a sophisticated raw processing engine. Photo RAW lets you apply quick, non-destructive edits and stylized effects to your photos, and includes a sophisticated layers functionality for compositing images quickly and easily—while still preserving complete re-editability. You can also combine photos into beautiful panoramas, stunning HDR images, and perfectly focus-stacked photos with the click of a button. And, when you're done editing, you can perform industry-standard image enlargement on your photos—with full printing capabilities—and can easily share your images with friends and on social media.

ON1 Photo RAW 2020 incorporates a state-of-the-art raw processor, which lets you work in a fully non-destructive workflow: you can quickly import, sort and view raw photos in Browse, and finish them in the Edit module without having to worry about saving your edits. The next time you open your photo, all of your settings will be remembered, and you can easily change settings, add new ones, or start over from scratch, all without having to save additional versions of your photo. Photo RAW 2020 is even non-destructive when working with such non-raw formats as JPEG, Photoshop (PSD), PNG and TIFF.

If you have an existing raw editing and workflow app such as Adobe's Photoshop, Lightroom Classic CC, Photoshop Elements or Apple Photos, ON1 Photo RAW 2020 can also work as a plug-in to these apps, letting you perform advanced editing tasks on your photos, while preserving your traditional workflow.

Using the Help System

You can find and watch free video tutorials at the ON1 Photo RAW 2020 Product Training site, available at ON1.com. This is the best and quickest way to dig into the ON1 workflow and discover new techniques that will help you with your photo editing and organizing. There, you can search our Knowledge Base for frequently asked questions, common issues and more.

The Help menu in ON1 Photo RAW 2020 includes links to the training site, as well as our extensive library of video tutorials and more.

System Requirements

	MINIMUM	RECOMMENDED
OPERATING SYSTEM	macOS 10.12 through 10.15; Windows 7, 8 or 10 releases, 64-bit only	macOS 10.14 or 10.15; Windows 10 current releases, 64-bit only
PROCESSOR	Intel Core i5, Xeon or better processor	4-core Intel Core i5, Xeon or better processor
RAM	8 GB	16 GB
HARD DRIVE	1.5 GB for installation	1.5 GB for installation Fast (7200 RPM) or SSD drives
DISPLAY	OpenGL 3.3 compatible video card with 512 MB video RAM, 1280x720 resolution	OpenGL 4.2 compatible video card with 2 GB dedicated video RAM, 1920x1080 resolution
THIRD-PARTY APPS SUPPORTED (PLUG-IN)	Photoshop CS6; Photoshop Elements 14 Lightroom Classic 6; Apple Photos	Photoshop CC 2018; Photoshop Elements 2018 Lightroom Classic CC 2018; Apple Photos
OTHER	Internet connection for activation and auto update checking.	Internet connection for activation and auto update checking; Wacom tablet for pressure-sensitive input; hardware display calibration tool

Installation

To install ON1 Photo RAW 2020, double-click the installer icon and allow the installer to guide you. Before installing or updating, close any supported host applications, such as Adobe Photoshop, Photoshop Elements, Lightroom or Apple Photos, as well as any previous versions of ON1 products.

MACOS

The application is installed in the ON1 Photo RAW 2020 folder in the Applications folder.

All plug-in files for supported host applications (such as Adobe Photoshop, Lightroom, Photoshop Elements

or Apple Photos) found during the installation process will be installed automatically; a summary of installed plug-ins will be displayed at the end of installation.

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

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

WINDOWS

The application is installed in the ON1 Photo RAW 2020 folder in the \Program Files\ON1\ directory.

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

If a previous version of ON1's Photo RAW, 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 ON1 Photo RAW 2018 or 2019 on your computer, the installation process will move over any cataloged folders, albums, and metadata presets.

NOTE: The Smart Album feature in previous versions of Photo RAW has been replaced by the expanded Filters pane. During the upgrade process, any smart albums will be converted to static albums and custom filter presets. For more information, see [page 29](#) (Albums pane) and [page 31](#) (Filters pane).

Launching ON1 Photo RAW 2020

To launch Photo RAW 2020 as a standalone app, with access to all modules, follow these steps:

MACOS

1. Open your Finder.
2. Navigate to the Applications folder.
3. Navigate to the ON1 Photo RAW 2020 folder.
4. Double-click on the ON1 Photo RAW 2020 application icon.

You can add ON1 Photo RAW 2020 to your dock for easy access by clicking and holding the icon in the dock and selecting the Keep In Dock option. If you use Launchpad it can be found there as well.

WINDOWS 7

1. Go to your Start Menu.
2. Select the ON1 group.
3. Select ON1 Photo RAW 2020.
4. If you selected the “Add Icon to Desktop” option during installation you can also access ON1 Photo RAW 2020 from there.

WINDOWS 8.1 AND WINDOWS 10

1. Open the Start screen by pressing the Window key.
2. Select ON1 Photo RAW 2020.
3. If you selected the “Add Icon to Desktop” option during installation you can also access ON1 Photo RAW 2020 from there.

To launch ON1 Photo RAW 2020 from an external application, such as Adobe Photoshop or Lightroom, see the sections below for complete instructions.

Licensing and Registration

When you first launch ON1 Photo RAW 2020, the upper left side of the main window will have two buttons, Buy Now and Sign-In.

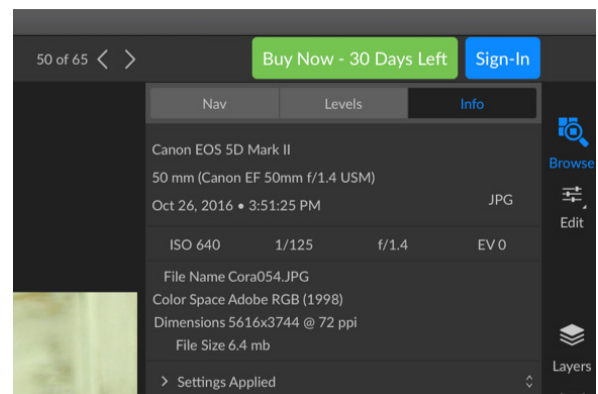
IF YOU HAVE PURCHASED ON1 PHOTO RAW 2020:

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

Your license lets you install ON1 Photo RAW 2020 on five computers. When you enter your ON1 account info, Photo RAW 2020 communicates with the ON1 activation server and registers your software for that computer.

If you wish to move your copy of Photo RAW from one registered computer to a new one, and you are not going to be using the older machine, it is best to sign out of the old computer first. Open Photo RAW and select Sign Out from the Help menu. This will deactivate Photo RAW 2020 on the current machine, and you can install and sign in on another machine.

You can log into your ON1 user account area (<https://www.on1.com/login/>) at any time to download the



When you first launch ON1 Photo RAW, sign in with your ON1 User ID (which you set up when you purchased the software) If you downloaded the app to try out, you can see how many days are left in your free trial.

software, see the number of computers you have registered, and make basic changes to your account information, including your email address, password, and notifications.

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

TRIAL VERSION

ON1 Photo RAW 2020 can also operate as a fully featured trial version for 30 days from when you first launch it. This gives you time to evaluate the product and see if it fits your needs. Each time you launch Photo RAW during the trial period, the Buy Now button will tell you how many days remain in the trial.

You can purchase ON1 Photo RAW 2020 at any time by clicking on the Buy Now button. Once you do that, click the Sign-In button the next time you launch the product and enter your ON1 account information. If your trial period has ended, Photo RAW will present you with an activation window when you launch the app. There, you can enter your ON1 account info to activate the app.

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 ON1 Photo RAW 2020. 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.

Uninstalling ON1 Photo RAW 2020

To uninstall ON1 Photo RAW 2020, follow these instructions:

First, deactivate your product: open ON1 Photo RAW 2020 and select Sign Out... from the Help menu. (This will allow you to transfer your license to another computer.)

MACOS

1. Go to the Applications/ON1 Photo RAW 2020/Documentation folder.
2. Double-click on the Remove ON1 Photo RAW 2020 application.

WINDOWS

1. Go to Control Panels.
2. Under Programs select Uninstall a program.
3. In the list that comes up select ON1 Photo RAW 2020 and then click on the Uninstall button.

Working with Files

ON1 Photo RAW 2020 can view and open the following file types, in RGB color mode, at either 8 or 16 bits per pixel:

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

When you wish to export or share images, Photo RAW can save files in PSD, PSB, TIFF, JPEG, and PNG format.

NOTE: ON1 Photo RAW 2020 can also view and catalog most standard video formats inside the Browse module. While you cannot play or edit video from within Photo RAW, you can perform file management tasks and edit metadata. Double-clicking on a video file in Photo RAW will launch the default video player for your computer.

FILE ACCESS WHEN USING ON1 PHOTO RAW 2020 AS A STANDALONE APPLICATION

When used as a standalone application, ON1 Photo RAW 2020 uses your camera manufacturer's raw format as the default format when editing your photos. ON1 Photo RAW 2020's non-destructive editing capabilities let you view your raw files—or any other supported file type from the list above—in Browse, and work on them in the Edit module without having to create any intermediary files. There are no multiple versions of images cluttering up your directory; ON1 Photo RAW 2020 remembers the edits you've made to your photos and applies them non-destructively to your original.

This means is that there is no need to “open” the files to edit them; you just work with them as desired, and ON1 Photo RAW 2020 will remember your edits as you travel across the modules, even when you are

working with a layered photo. You'll only need to save them in a different form when you wish to export or share them in non-raw formats, or when you wish to work with the Resize module.

FILE ACCESS WHEN USING PHOTO RAW 2020 AS A PLUG-IN

If you use ON1 Photo RAW 2020 as a plug-in from another image editing app (Lightroom, for example), we recommend using the Photoshop format (.PSD) as the exchange file format for maximum compatibility. If your saved file will be larger than 2GB, or more than 30,000 pixels on a side, your image will automatically be saved in the .PSB (or Large Document) format. This is a newer version of the PSD format designed for larger file sizes, and is fully compatible with Photo RAW.

ON1 Photo RAW 2020 Modules

ON1 Photo RAW 2020 has three modules: Browse, Edit, and Resize. Each module focuses on one task, giving you access to just what you need to get that task done. Browse handles file-management operations, Edit performs non-destructive pixel editing—in a layered workflow, if you choose—and Resize is used to enlarge images, largely for printing to large-format printers.

When used as a standalone application, Browse is the default module. It is used to navigate through your drives and cloud services to find images, as well as to import photos and perform specialized image-combination tasks (like creation of HDR images). In this mode, when you take an image from Browse to the Edit module, Photo RAW 2020 works in a non-destructive manner, preserving your edits as you work.

NOTE: Opening an image in Resize is destructive. Because the end result is a new, scaled file, usually intended for printing, Resize creates a PSD-based copy of the image and saves that to the same directory as your original image.

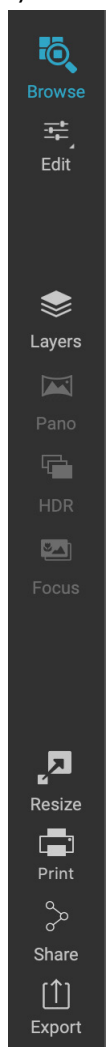
Within the Edit module are four tabs, Develop, Effects, Local Adjustments, and Portrait. Each tab has a specific area of functionality: Develop for basic editing, Effects for stylization, Local Adjustments for targeted editing of specific areas in your images, and Portrait for portrait retouching.

THE MODULE SELECTOR

The Module Selector is on the right side of the screen, visible at all times. At the top of the selector are icons for Browse and Edit. Clicking on one of those icons will take you to that module.

When you are working in Browse, the selector will also have four icons in the center that are intended for use when combining photos: Layers, Pano, HDR and Focus. (For more, see [“Combining Photos with Photo RAW” on page 133.](#))

At the bottom of the selector is the Resize icon, and icons for printing, sharing or exporting an image or group. (See [“Sharing” on page 176.](#))



Depending upon which module you are working in, and where you started—in standalone mode, or when you're using ON1 Photo RAW 2020 as a plug-in—some or all of the modules might be disabled, depending upon the following conditions:

- If you use Photo RAW as a standalone application, you can click on any module to go to that module.
- If you access Photo RAW from within Photoshop, Photoshop Elements, or Apple Photos, you will be working solely within the Edit module; the other modules will be disabled. You can move freely between the different tabs in Edit when in this mode, can create layers, and you can also print, share or export the current image from within Photo RAW.
- If you access Photo RAW from within Lightroom Classic CC, you will only be able to use the module chosen from within Lightroom: either the Edit module (including the Develop, Effects, Portrait, and Local Adjustments tabs), or Resize. You can, however, still print, export or share the current image.

NOTE: Browse is only accessible when using ON1 Photo RAW 2020 as a standalone app.

Using ON1 Photo RAW 2020 as a Raw Editor

ON1 Photo RAW 2020 is most powerful when used as a standalone application, independent of Photoshop, Lightroom or another editing application. Using it in this manner gives you access to all the modules and a complete raw-based workflow with non-destructive editing capabilities.

ON1 PHOTO RAW 2020 WORKFLOW

When used as a standalone photo editor, ON1 Photo RAW 2020 offers true non-destructive raw editing capabilities. This means you can view your images in the Browse module, open a raw file in any part of the Edit module and apply edits—including cropping, healing and local adjustments—and Photo RAW will always be working with your original file. At any point, you can go back to Develop, Effects, Local Adjustments or Portrait and change any or all settings you have made. What's more, when you're working with layers, Photo RAW will save your work in a non-destructive format as well, using a Photo RAW-specific 'onphoto' file format. This format retains all layer and editing information, and, when you wish to export a composited image for sharing or other uses, you can easily export it in any format supported by Photo RAW.

THE EDITING PIPELINE IN ON1 PHOTO RAW 2020

There are many editing operations you can make to a raw file (or other supported file format) with ON1 Photo RAW 2020, from broad global adjustments for exposure and color, to the application of effects, to cropping and retouching, the addition of local adjustments to sections of a photo. Because there has to be some structure of how edits are applied to a raw file, it might be helpful to understand the order in which edits are applied to a raw file. Whenever you view an edited image without additional layers, this is the order in which ON1 Photo RAW 2020 applies edits:

1. The base image is always at the bottom of the stack. This is your original, and you can always get back to that file.
2. Since retouching—operations like removing dust spots, editing blemishes or skin imperfections—is often the first thing many photographers do to their images, Photo RAW applies these operations first. This way, all subsequent edits will incorporate these changes.
3. Next are settings applied in the Develop tab. This includes the application of color profiles, global exposure, color correction, sharpening and noise reduction, but any adjustments made in the Transform pane.
4. Local adjustments made to an image are applied next.
5. Any Transform operations are applied after local adjustments.
6. Edits made in the Portrait tab are applied next.
7. Any filters applied in the Effects tab are applied last.
8. Text layers sit above the image stack.
9. Finally, any cropping or rotation information made to an image is applied to the file.

When working with multiple layers, steps 1 through 7 are applied for each layer, with the bottom layer at the bottom of the 'stack', and the topmost layer at the top. After all the layers' edits have been applied, Photo RAW adds any text, followed by cropping and rotation information, to complete the document pipeline.

You do not have to edit your photos in this order; this is just the way in which Photo RAW 2020 applies the edits you make to an image. You might find a dust spot, for example, only after changing exposure settings in Develop or applying a filter in Effects. You can then use the Perfect Eraser to remove the spot and continue with your editing, and Photo RAW 2020 will apply it at the proper place in the stack.

NOTE: While editors like ON1 Photo RAW and Lightroom can open and edit raw files, they are not compatible with one another. Any edits made to a raw file in one program will not be visible in the other. For best practices, you should generally choose one program to be your organizational/editing tool. If you would like to switch your primary editing tool from Lightroom to Photo RAW, see [“Moving Your Lightroom Catalog to Photo RAW 2019” on page 14](#).

Using ON1 Photo RAW 2020 with Adobe® Photoshop®

When you edit an image sent from Photoshop to ON1 Photo RAW 2020, you are editing Photoshop's currently selected layer. By default, Photo RAW makes a copy of the layer, so your original layer is saved, unless it is a Smart Object (see below). If you'd like to change this preference, see the Plug-Ins section of the Preferences window on [page 196](#).

ON1 Photo RAW 2020 is accessible from within Photoshop in two ways, from the File > Automate menu, and from the Filter > ON1 menu. From the Automate menu, you can access the Develop, Effects, and Portrait tabs of the Edit module, as well as the Resize module; from the Filter menu, you can access the Develop, Effects and Portrait tabs (Browse is not accessible from within Photoshop.)

There are two options for editing an image in ON1 Photo RAW 2020. Which method you choose depends upon whether you wish to be able to re-edit your image in Photo RAW.

EDITING A PHOTO FROM PHOTOSHOP WITHOUT PRESERVING CHANGES MADE IN PHOTO RAW

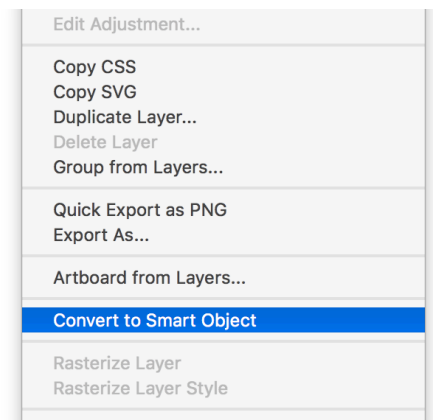
To use Photo RAW inside Photoshop, when you *do not wish so be able to re-edit your operations*, follow these steps:

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 the Edit module tab you would like to start in.
4. When you're finished editing your photo, click the Done button in ON1 Photo RAW 2020.

EDITING A PHOTO FROM PHOTOSHOP TO PRESERVE CHANGES MADE IN PHOTO RAW

To be able to re-edit your Photoshop images at a later point inside ON1 Photo RAW 2020, you will use Photoshop's Smart Object technology. To do this, follow these steps:

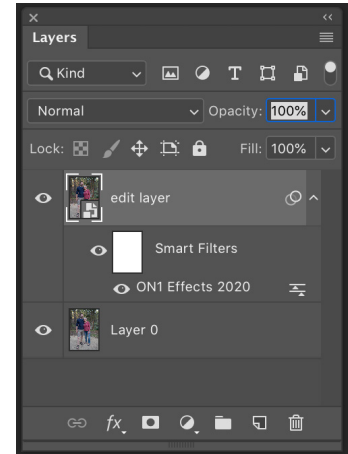
1. Open the image you want to work on in Photoshop.
2. Select the layer you want to work on.
3. Right-click on the layer and choose Convert to Smart Object.
4. From the Filter menu, select ON1 and then the tab that you would like to use.
5. When you're finished editing your photo, click the Done button in Photo RAW 2020.



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 Photo RAW 2020, double-click on the ON1 module name in the edited Smart Object layer in Photoshop. Photo RAW will then launch that module, and let you change your previous settings or make new ones.

NOTE: Smart Object re-editability is not possible when you add a layer to your photo in Photo RAW (in addition to the original, base layer). When you save your work, Photo RAW will flatten the image before it sends it back to Photoshop.



To re-edit a Photoshop layer in Photo RAW, double-click the module name in the Smart Filters section of the Layers palette.

Using ON1 Photo RAW 2020 with Adobe® Photoshop Elements®

When you edit an image sent from Photoshop Elements to ON1 Photo RAW 2020, you are editing Photoshop Elements' currently selected layer. By default, Photo RAW 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 ([page 196](#)).

ON1 Photo RAW 2020 is accessible from within Photoshop Elements in two ways, from the File > Automation Tools menu, or from the Filter > ON1 menu. From the Automate menu, you can access the Develop, Effects, and Portrait tabs of the Edit module, as well as the Resize module; from the Filter menu, you can access the Develop, Effects and Portrait tabs (Browse is not accessible from within Photoshop Elements.)

EDITING A PHOTO IN PHOTOSHOP ELEMENTS

To use Photo RAW 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 the Edit module tab you would like to start in.
4. When you're finished editing your photo, click the Done button in ON1 Photo RAW 2020.

NOTE: Photoshop Elements does not support Smart Objects, so all edits done inside ON1 Photo RAW 2020 are final, once you return to Elements.

Using ON1 Photo RAW 2020 with Adobe® Lightroom® Classic CC

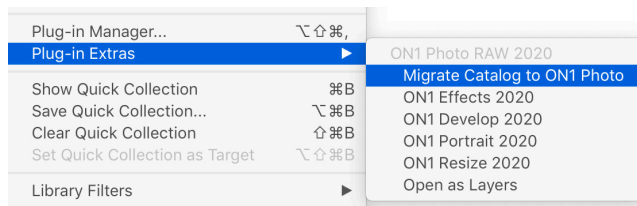
ON1 Photo RAW 2020 can be accessed from within Lightroom Classic CC, providing an integrated, round-trip workflow of your images.

NOTE: Lightroom is a raw editor similar to ON1 Photo RAW 2020; while both programs can open and edit raw files, they are not compatible with one another. Any edits made to a raw file in one program will not be visible in the other. For best practices, you should generally choose one program to be your organizational and raw editing tool. If you would like to use ON1 Photo as your primary raw editor, see [“Moving Your Lightroom Catalog to Photo RAW 2019” on page 14](#) for more information.

There are two primary ways to use ON1 Photo RAW 2020 with Lightroom, via the Plug-In Extras command in the File menu and the Edit In command in the Photo menu. Using the Photo > Edit In menu gives you quick access to the Edit module, while File > Plug-In Extras gives you access to the Edit and Resize modules, and lets you open multiple images inside Photo RAW as individual layers in the Edit module.

USING ‘PLUG-IN EXTRAS’

Accessing ON1 Photo RAW 2020 from the File > Plug-in Extras menu is the preferred way to access the app. It gives you access to all installed modules (except Browse) and has the most flexibility in how the files are handled. To edit an image in ON1 Photo RAW 2020, select the image in Lightroom, go the File menu and select the Plug-In Extras submenu, and choose the place you would like to start. What happens depends upon your selection:



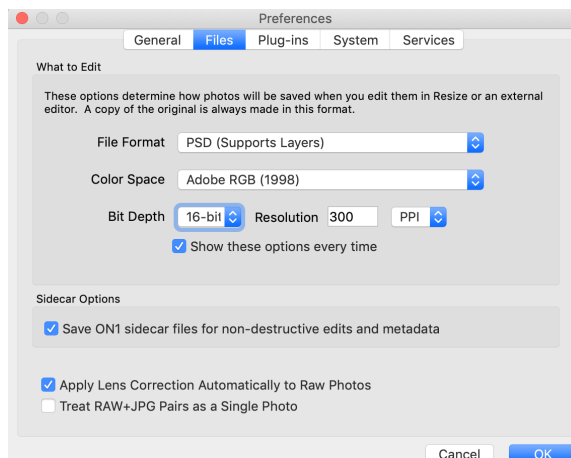
The Plug-In Extras submenu is found in Lightroom Classic's File menu.

- If you choose Effects, Develop, or Portrait, ON1 Photo RAW will open in that tab within the Edit module, but you can move between the other tabs during your editing session. You can also create layers during this process, but they will be flattened when you return to Lightroom.
- If you choose Resize, you can only work in that module.
- Choosing multiple files and selecting “Open as Layers” will create a layered document inside Photo RAW’s Edit module. Because layered documents inside Photo RAW cannot be read in other apps, Photo RAW will create a new layered, .onphoto file and save that to the original folder as the base layer images.

File Creation Characteristics When Using Plug-In Extras

When you access ON1 Photo RAW 2020 through the Plug-In Extras menu there are important file-handling options that are controlled in the Files tab of the Photo RAW Preferences window. These need to be configured in advance, based on your desired workflow. Once these are set, all images sent to Photo RAW 2020 via the Plug-In Extras submenu will use these characteristics:

- **File Format:** The file type drop-down menu determines what type of file will be created. The default is PSD, which maintains layers. You can also select JPG or TIFF, if you prefer those formats.
- **Color Space:** The color space drop-down menu determines what RGB working color space is used; Adobe RGB 1998, sRGB or ProPhoto RGB.
- **Bit Depth:** The bit-depth drop-down menu determines the bit depth, either 8 or 16 bits per pixel.
- **Resolution:** The resolution drop-down menu determines the resolution of the file.



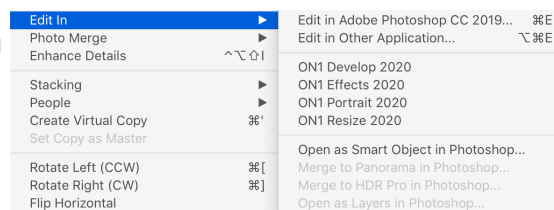
When sending a file from Lightroom to Photo RAW via Lightroom's Plug-In Extras menu, the edited file will be created according to your settings in the Files section of Photo RAW's Preferences window.

NOTE: ON1 Photo RAW 2020 does not support the Smart Photos format used in earlier versions of Photo RAW. If you wish to preserve re-editability of your images, you must either use Photo RAW in standalone mode, or use Smart Objects in Photoshop, as detailed on [“Using ON1 Photo RAW 2019 with Adobe Photoshop” on page 9](#).

USING ‘EDIT IN’ FROM LIGHTROOM

For quick editing of photos in Develop, Effects, Portrait or Resize, select your image in Lightroom, go to the Photo menu and select the Edit In submenu and choose the module you wish to work in. If you choose any of the Edit module tabs from the menu, you’ll be able to move between the other tabs during your editing session inside Photo RAW.

The editing conditions when using Photo > Edit in are the same as those when you use the File > Plug-In Extras. Any layered files created via this method will be flattened when you quit Photo RAW.

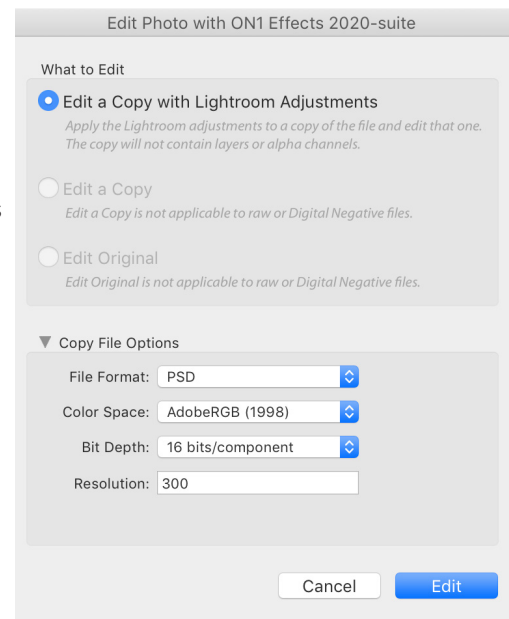


For quick editing of photos from Lightroom, you can choose Edit in from Lightroom's Photo menu.

File Creation Characteristics When Using Edit In

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 is not available if the photo being sent to ON1 Photo is a raw file.

You can also set the file type (TIFF, Photoshop or JPEG), the color space and bit depth for the resultant file.



Moving Your Lightroom Catalog to Photo RAW

If you are a Lightroom user and you wish to make ON1 Photo RAW your primary editing application, you can use our Lightroom Migration Assistant to transfer most of your catalog settings and metadata from Lightroom into Photo RAW. You can even—with a few caveats—transfer photos that have been edited in Lightroom so that they appear inside ON1 Photo with corresponding (non-destructive) edits applied to them. And, it does this without changing any of the original files in your Lightroom catalog, or the catalog itself. Instead, we use machine learning to migrate the actual Lightroom edits in a re-editable, non-destructive way.

NOTE: This tool is designed for one-time migration of catalogs, not continual syncing of changes. As such, the migration process can take a long time. You can continue to use Lightroom Classic and ON1 Photo RAW 2020 during the migration period. The migration process can also temporarily use a large amount of disk space on the drive (or drives) where you store your images. Make sure you have plenty of space before you begin.

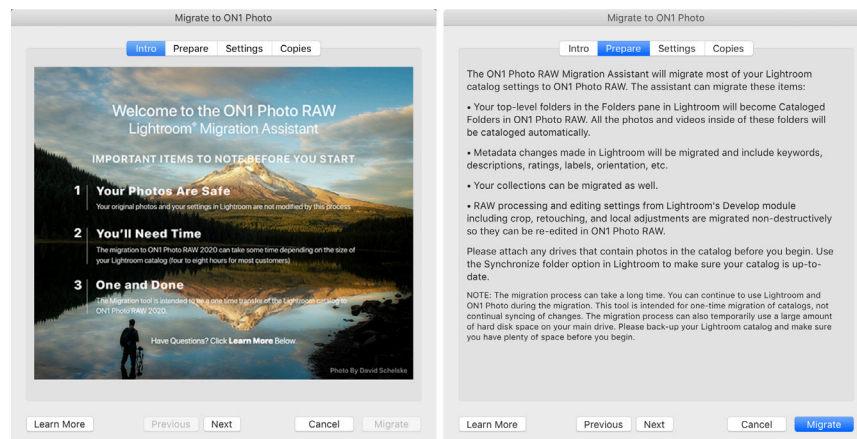
This tool performs the following tasks:

- Top-level folders in Lightroom's Folders pane become cataloged folders in Photo RAW. All the photos and videos in those folders will be cataloged automatically.
- Metadata changes made in Lightroom will be migrated, and include ratings, flags, keywords, descriptions, GPS data, color labels, orientation, and so forth.
- Standard Lightroom collections will be migrated as well. Any Lightroom smart collections, however, are not converted.

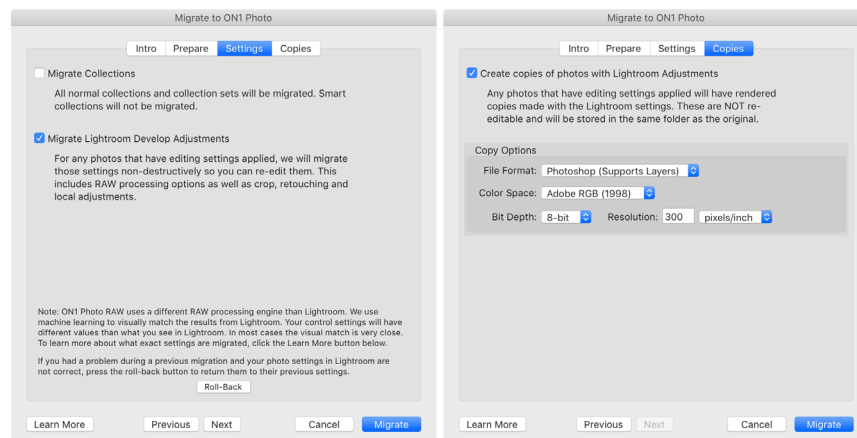
- Most raw processing and editing settings made inside Lightroom's Develop module are migrated non-destructively—and are editable—inside Photo RAW. These operations include crop, retouching, local adjustments, vignettes, noise reduction and sharpening, and more. (See “Which Lightroom Settings are migrated?” on page 17 for exact details of which settings are transferred and which ones are not.)

To migrate your catalog, open it inside Lightroom, and choose Migrate Catalog to ON1 Photo from File > Plug-In Extras. An assistant window will open up; the first and second tabs of the window have an introduction about the process. If you would like to see any additional up-to-date information on the Migration Assistant, click the Learn More button, which will take you to a help page on the ON1 website.

Click on the Next button when you're ready; this will take you to the Settings tab, where you can choose whether to have the Assistant transfer your standard Lightroom Collections (Smart Collections are not transferable) and any Develop adjustments made in Lightroom. Once you've made your selection, click on the Next button to go to the Copies tab.



The Intro and Prepare tabs give you information about the Lightroom Migration assistant. Click the Learn More button to go to the ON1 website for more detailed information about the process.



The Settings and Copies tab offer multiple options for the conversion operation.

NOTE: If you migrated your Lightroom catalog, and your photo settings in Lightroom are not correct, launch the Migration Assistant again, go to the Settings tab and click the Roll Back button at the bottom of the tab. This will return your Lightroom settings to the state before you started the Migration process. (Click the Cancel button when the roll-back procedure is complete.)

The Copies tab lets you export copies of any photos that have Develop adjustments made to them inside Lightroom into a new file that includes all of those edits. These copies are created based on the options chosen in the Copies tab, and include the following options:

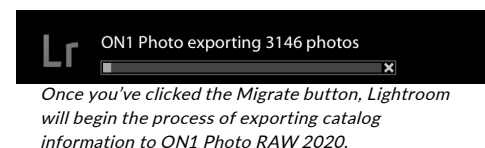
- **File Type:** The file type drop-down menu determines what type of file will be created. The default is PSD, which maintains layers. You can also select JPG or TIFF, if you prefer those formats and are not concerned about maintaining layers.
- **Color Space:** The color space drop-down menu determines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

When the Copies option is checked, any photo that has been edited inside Lightroom will have a new copy created and saved in same folder as the original image. Both images will be visible inside ON1 Photo RAW 2020 after the migration process is complete.

NOTE: Choosing the Create Copies option will create a copy of all photos that have any adjustment made to them, whether it is major or minor. This includes such things as automatic lens profiling or default noise reduction, which some people use as an import preset when bringing photos into Lightroom. We recommend examining your catalog, and determine how you wish best to proceed with the migration. In some cases, it might be more advantageous to use Lightroom's export dialog to selectively export edited photos into a new folder, and add them to ON1 Photo RAW as a new cataloged folder—or however you might wish to organize them inside ON1 Photo.

Once you have set your options in the Assistant window, click the Migrate button. Once initiated, the following steps happen:

1. Using the Photo RAW plug-in, small JPEG versions of all images in the catalog—which are used for comparison purposes during the migration—are exported to a temporary location, as are separate sidecar files that contain metadata (.on1) and edit information (.on1meta) for each image.
2. If you checked the Copies option, those images are also exported and saved to the same folder as the original.
3. When the process is complete from within Lightroom, Photo RAW will launch, and the Lightroom catalog's folders will show up as Cataloged Folders inside the Browse module's Folders pane. (The thumbnails for the images will initially be based on the temporary JPEGs exported in Step 1 above.)
4. In the background, Photo RAW will go through the cataloged folders and, using the information stored in the .on1meta files, will perform a conversion process to align edits between the Lightroom versions and the new ON1 Photo RAW version.
5. When viewing migrated catalog folders inside Browse, any image that has not yet been



converted will have a small 'LR' badge in the lower right corner of the thumbnail. Once Photo RAW has finished the conversion on that image, the badge will change to a small '+/-' badge.

6. As Photo RAW completes the conversion on each image, the temporary files are deleted, and the .on1 sidecar files are updated.

The process, which, as noted, can take quite some time, although you can continue work inside Photo RAW once the Lightroom export component has been completed. If you quit Photo RAW and restart it later, the app will continue to work in the background until all of the migrated images are translated into ON1 Photo RAW edits.

NOTE: Migrating the Lightroom Develop adjustments does not affect either the original photos or their settings inside the Lightroom catalog. What ON1 Photo RAW does is apply a 'translation' of the Develop settings of your Lightroom edits to Photo RAW's Develop settings, and saves those edits in an ON1-specific sidecar file. When you open a migrated photo inside the Edit module, you'll see ON1's approximation of the edits you made in Lightroom.

WHICH LIGHTROOM SETTINGS ARE MIGRATED?

Due to the complexities of moving editing settings from one raw development environment to another, not every setting in Lightroom is converted when you migrate your catalog. The following table lists key Lightroom features, if they're converted, along with some notes about the specific feature mentioned.

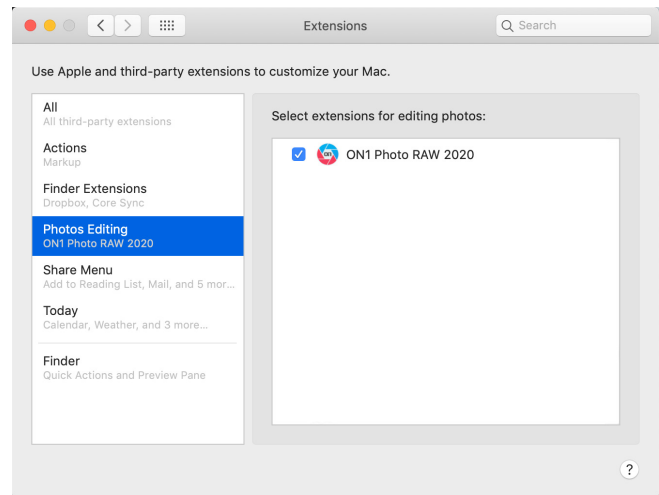
FEATURE	CONVERTED?	NOTES
Folders	Yes	All top-level Folders in Lightroom become top-level cataloged folders in Photo RAW.
Photos/Videos	Yes	All photos/videos in the cataloged folders are added. This may include some photos that are not cataloged in Lightroom. Photo RAW only migrates available photos and does not migrate photos from offline volumes.
Virtual Copies	Yes	Lightroom Virtual Copies become Versions inside Photo RAW.
Stacks	No	
Collections	Yes	All normal collections are migrated to albums. Collection sets become album sets. Smart collections are not migrated.
Crop	Yes	
Spot Removal	Yes	Spot Removal is migrated to the Clone Stamp when used in Clone mode. When used in Heal mode it is migrated to the Perfect Eraser. The results will not be a pixel perfect match but will generally remove the same spots with comparable results.
Basics	Yes	Camera Profiles are matched for Adobe® and Camera profiles. Other LUTs or custom profiles are not migrated. Clarity is called Structure in Photo RAW. Dehaze is called Haze and will look a bit different.
Black & White	Yes	

FEATURE	CONVERTED?	NOTES
Tone Curve	Yes	Parametric curve adjustments are not migrated, but point-based curves are.
HSL/Color	Yes	You will find this in the Color Adjustment filter in Effects.
Split Toning	Yes	You will find this in the Split Tone filter in Effects.
Detail	Yes	There are significant differences in the sharpening and noise reduction algorithms. We did our best to align them but they may require manual adjustments to taste before output.
Lens Correction	Yes	We will apply automatic lens correction if we have a matching lens profile. Manual distortion settings are not migrated.
Transform	No	Unfortunately, Lightroom's Transform function is very different and we couldn't find a practical way to migrate these settings. You can achieve similar results using the Transform pane in Develop in Photo RAW.
Effects	Yes	You will find these in the Vignette and Film Grain filters in Effects.
Camera Profiles	No	Profiles are proprietary to the developer of the raw engine.
Red Eye	No	You can reduce red-eye automatically in the Portrait module.
Graduated Filter	Yes	You will find these as adjustment layers in the Local module using the Adjustable Gradient. Range mask, Moiré and Defringe are not migrated at this time.
Radial Filter	Yes	You will find these as adjustment layers in the Local module using the Adjustable Gradient. Range mask, Moiré and Defringe are not migrated at this time.
Adjustment Brush	Yes	You will find these as adjustment layers in the Local module using the Adjustment Brush, including the Auto Mask function. Range mask, Moiré and Defringe are not migrated at this time.

Using ON1 Photo RAW 2020 with Apple® Photos

ON1 Photo RAW 2020 integrates tightly with Apple Photos (for MacOS only) and provides a seamless experience for enhancing your images.

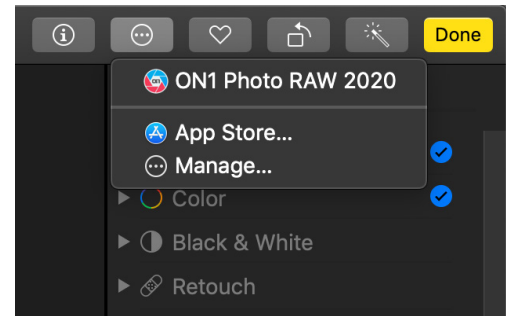
If you have Photos on your computer when you install ON1 Photo RAW 2020, the appropriate plug-in will be installed, but you will need to manually activate it in order to use it. To do so, go to Apple's System Preferences and click on the Extensions icon. In the Extensions pane, click on Photos, then check the ON1 Photo RAW 2020 option. This will let you send images from Apple Photos to Photo RAW 2020. (File Sharing must also be turned on in System Preferences for this to work.)



After installing ON1 Photo RAW 2020 on your Mac, you must turn the Photos extension on via Apple's Extensions System Preference.

To edit an image in ON1 Photo RAW 2020 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, at the bottom of the editing controls, you'll see an Extensions pop-up. Click that button, and choose ON1 Photo RAW 2020. (You can switch between all of the Edit tabs once your image is in Photo RAW.)



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 Photo RAW 2020.

NON-DESTRUCTIVE EDITING WITH APPLE PHOTOS

When you send an image from Apple Photos to Photo RAW, any settings you apply will be saved with the image, so that you can send the image back to Photo RAW with your edits intact, *as long as you do not subsequently edit that image inside Photos*. To re-edit an image processed inside Photo RAW, click on the image in Photos and follow the same three steps above. When your image is opened inside Photo RAW, 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 Photo RAW edits will be “baked in” to the image. You can send the image again to Photo RAW, but your original settings won't be visible.

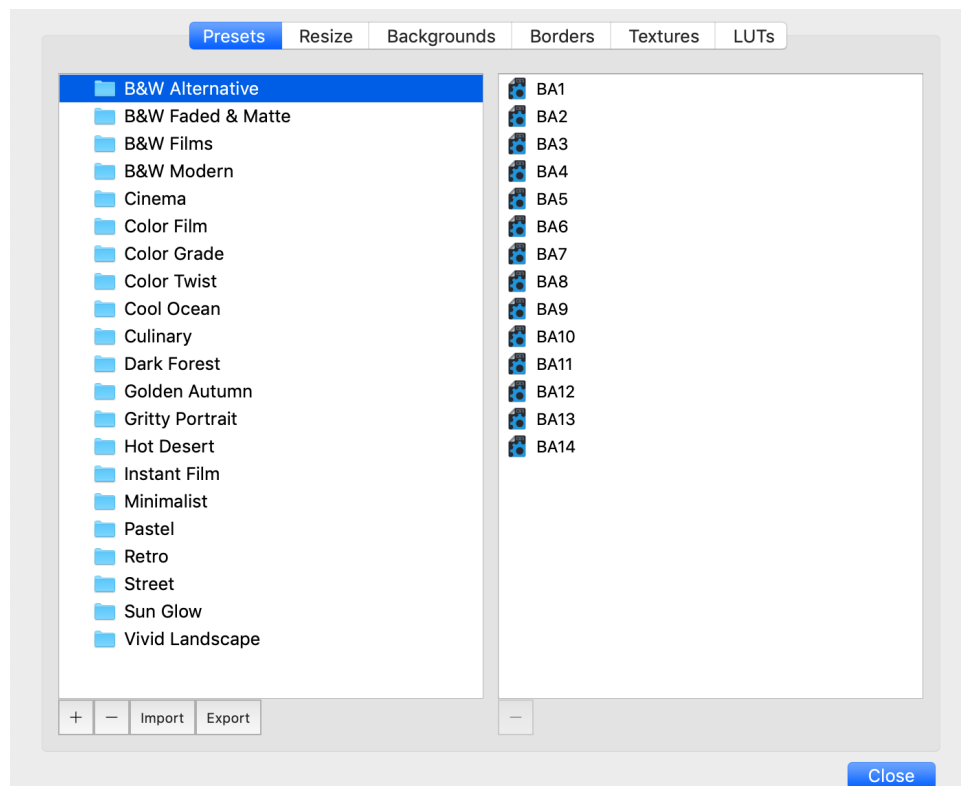
If you wish to keep your original Photo RAW edits, duplicate the image inside Photos (Image > Duplicate), which will create a new virtual copy of the file. You can then edit one of the versions in Photos, using the other one to preserve your Photo RAW edits.

Extras

ON1 Photo RAW 2020 supports a number of additional file types that can be used in various modules. These files are called Extras, and the file types include:

- Presets for use within the Edit module.
- Paper (type and size) presets for use within Resize.
- Backgrounds that can be imported and used with Photo RAW's Layers feature.
- Borders that can be imported and used in Layers and Effects.
- Textures that can be imported and used in Layers and Effects.
- Look-up tables (LUTs) for use with Effects' LUTs filter.

ON1 includes a number of extras in the product when you install Photo RAW, and you can create your own, or add extras downloaded from the ON1 website. You can use the Extras Manager to import and manage your own extras, creating categories for each type, and deleting extras that you no longer want.



The Extras Manager lets you import presets, textures, backgrounds, borders, and look-up tables (LUTs) for use with the different modules in ON1 Photo RAW 2020.

HOW TO IMPORT EXTRAS

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

1. Select the type of extras you wish to import from the list of tabs at the top (Presets, Resize, Backgrounds, Borders, Textures, LUTs) You can only import extras of one type at a time.
2. 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.

3. Select a category for your extras to live in. This is where you will be able to find it inside of the ON1 Photo RAW 2020. You can select from an existing category or create a new one.

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

Organizing Presets

The Presets tab of the Extras Manager gives you additional options for working with large groups of presets inside Develop and Effects. When you are using the Presets tab, you'll see '+' and '-' buttons, which let you add or delete categories to the list of your presets.

You can also add subfolders to any of the Presets categories, which can help organize and manage large collections of presets. You can use drag-and-drop to move existing categories into another, or you can add a category subfolder to an existing category by clicking on the category and then clicking on the '+' button in the Extras Manager window. (When you are importing presets, Photo RAW gives you the opportunity to add presets to any category folder or subfolder.)

In addition to the Import option, the Presets section of the Extras Manager will also let you export presets, for sharing with other users, or to save seldom used presets for archiving purposes. To export a complete category, click on the category in the list on the left side of the window and click on the Export button. This will export a folder that contains a single .ONpreset file, which includes all of the presets from that category. If you would like to export a single preset, click on the preset from the list on the right side of the window and click Export.

What Type of Images Can I Import as Extras?

Backgrounds and textures may be any image file that Photo RAW can open, including JPEG, TIFF, raw or Photoshop files. Border files must have a large central area that is transparent, so only files that support transparency, such as PNG, can be imported as borders. LUTs can be in either .3DL or .CUBE format.

NOTE: If you download an .ONPreset or .ONP file (for use with Develop or Effects), you can simply double-click on it to install it. For more information, see the Presets section of this guide, starting on [page 80](#).

USING EXTRAS WITH LAYERS IN THE EDIT MODULE

You can view and add extras to any open document in the Edit module by adding a new layer. Just click Layer > Add Layer from the File menu to open up a file browser window on-screen, where you can choose installed extras or any file from your computer. For more on this, see "[Working with Layers](#)" on [page 134](#).

USING EXTRAS IN EFFECTS

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

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

NOTE: More information on the Borders, Textures and LUTs filters can be found in the Effects section of this guide, on [page 111](#) (Borders), [page 117](#) (LUTs) and [page 121](#) (Textures).

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.

PART 2: ORGANIZING WITH BROWSE

ON1 Photo RAW 2020's Browse module is a powerful and incredibly fast photo browser and manager. It gives you one place to find, view and manage your images, no matter where they are located.

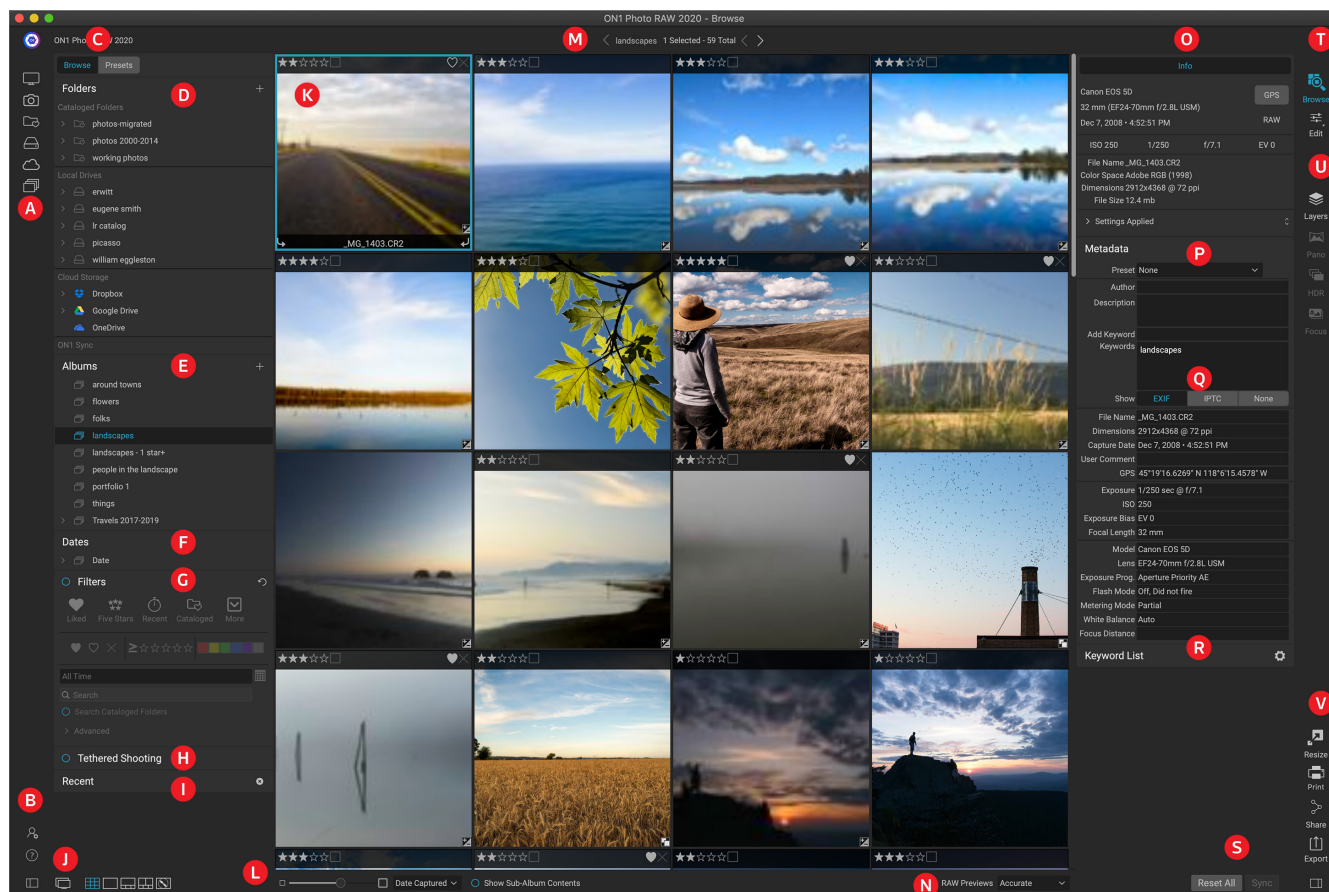
Browse is an ideal environment for performing quick sorts and edits after a shoot: You can import, then view, your photos immediately without having to wait for a long cataloging or preview-creation process. You can rate, add keywords and flags, even remove photos, all from within Browse.

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

Browse also lets you apply any ON1 Photo RAW 2020 editing presets from the Edit module directly to an image or group of images; and you can copy edits made on one photo and paste them onto another photo or even a group of photos.

Some of Browse's key features:

- Find your photos fast, wherever they are: local or network drives and cloud-based services.
- Import your photos from your camera, memory card or other device, quickly and easily.
- Add any metadata—from creator to keywords and GPS and much more—quickly to a photo or group of photos, and use metadata templates to apply often-used metadata information during the import process.
- Catalog important folders of photos, to get the fastest access to your most important photos across multiple sources, while still preserving your folder hierarchies and locations.
- View and cull photos from a shoot in the way that works best for you, in four different ways: Grid, Filmstrip, Detail and Compare views. In addition, use the Map view to see where you shot your photos, or add location information to photos without GPS metadata.
- Dual-display capability that lets you work more efficiently. See Grid view on one display, and Detail view on another, or use this mode to present photos on a TV or projector.
- Apply editing presets from the Edit module to a single image or a group of images, or sync existing edits from one image to a group.
- Build panoramas, high dynamic range (HDR) images directly from within Browse.
- Blend multiple photos at different focus distances to increase depth-of-field.
- Tethered Shooting mode lets you connect your Nikon or Canon camera and capture photos directly, with full manual camera support.
- Quickly find photos based on their creation date, or any combination of metadata information, including time of day, camera/lens type, file type and more.
- Create quick albums from a selection of photos, or use filters to create 'virtual' albums based on metadata.
- Copy, move, delete and rename files.
- Sort, flag, rate or color code your images.



ON1 Browse Main Screen Overview

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

The main components of Browse module include:

- A. **Short Cuts:** This palette contains shortcuts to your most common photo storage locations.
- B. **Preferences/Help icons:** Accesses the ON1 Help menu or Photo RAW's Preferences window.
- C. **Browse/Presets Panels:** Switch between the Browse panel and Presets by clicking on the tab.
- D. **Folders Pane:** Shows your cataloged folders, local disks and cloud sources.
- E. **Albums Pane:** This pane allows you to create albums or collections of images. Albums can be grouped into subfolders for easy organization.
- F. **Dates Pane:** Search for photos based on the capture date.
- G. **Filters Pane:** Search for photos in your library based on any metadata, and save your searches to find them later.
- H. **Tethered Shooting Pane:** This lets you connect your camera to your computer; you can capture images directly from the camera to ON1 Photo RAW.
- I. **Recent Pane:** This keeps track of recently opened files and folders.
- J. **View Selector:** (Icons from left) Open/close the Browse/Presets panel; toggle Dual Display Mode on and off; switch between Grid, Detail, Filmstrip, Compare and Map views.

- K. **Preview:** The window where you can view your images in thumbnail or detail view.
- L. **Thumbnail Size/Sort Options:** The slider adjusts the thumbnail size, while the Sort By pop-up adjusts sort order based on standard selection criteria, such as file name, date captured and more. (You can also create your own custom sort order.)
- M. **Breadcrumbs:** This shows the path of the selected image or folder in the Preview area, displaying the number of files and folders you are viewing.
- N. **Raw Preview Mode:** Lets you set how you would like to view photos in Detail mode. Fast will use embedded previews from the photos, while Accurate will generate a color-balanced preview.
- O. **Info Pane:** This section will give you detailed metadata about your image when available. (Also displays Navigator and Histogram panes when viewing in Filmstrip, Detail and Compare modes.)
- P. **Metadata Pane:** This pane will show your metadata for your selected image.
- Q. **EXIF/IPTC Info:** Displays additional detailed information about your selected file.
- R. **Keyword List:** List of all keywords in your image catalog.
- S. **Reset All/Sync:** These buttons let you synchronize the edit settings of one image on another (or group). Reset All removes all edit adjustments made in Edit from the selected image or group of images.
- T. **Module Selector:** Use this to switch to other modules inside ON1 Photo RAW 2020.
- U. **Panorama/HDR/Focus:** When multiple images are selected in Browse, use these buttons to create panoramas, high dynamic range (HDR) or focus-stacked images. (See [“Combining Photos with Photo RAW”](#) on page 133 for information on using these features.)
- V. **Export/Print/Share:** Shortcuts for exporting (Resize), printing and sharing selected photos. The bottom icon will open and close the Info pane.

Browse and Presets Panels

On the left side of the screen are two panels, Browse and Presets; clicking on the tab at the top of the screen will make that panel visible. You can hide the left panel completely by clicking on the Show/Hide Panel icons at the bottom left and right sides of the panel. (You can also use the Tab key to show and hide both panels simultaneously.)

BROWSE PANEL

The Browse panel consists of five panes—Folders, Albums, Dates, Filters, and Recent—which perform or display file-related activities, and one pane, Tethered Shooting, which is used to capture images from select Nikon or Canon cameras directly to your computer via a USB connection.

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

THE FOLDERS PANE

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

Cataloged Folders

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

Cataloged folders are also necessary when using the Filters feature to search for photos across multiple folders.

You can make any available folder a cataloged folder by clicking on the '+' button at the top of the Folders pane, or by dragging a folder from the Preview area onto the '+' button. The cataloging process is designed to work in the background, so it doesn't affect other work you do in any ON1 Photo RAW 2020 module.

While the app is cataloging a folder, you'll see a progress circle next to the folder name; once the folder has been cataloged, the circle will disappear.

When you add a cataloged folder, you will be prompted to choose the size of the previews that are generated during the cataloging process. The three thumbnail options are:

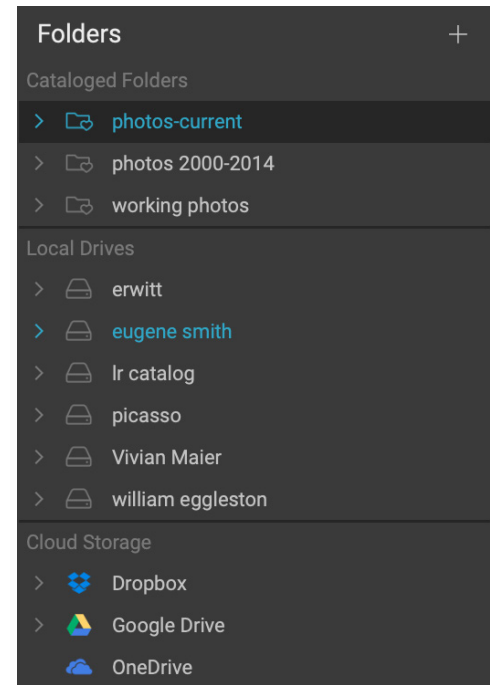
- **Standard**, which extracts the image metadata and EXIF thumbnail and creates a high-quality thumbnail and a fit-screen-sized preview.
- **Medium**, which extracts metadata, EXIF thumbnail and creates a high-quality thumbnail.
- **Minimal**, which extracts metadata and the EXIF thumbnail only.

For most purposes, you'll want to choose the default preview size, Standard, but if you are working with a system that has constrictions on disk space, or have a network connection to your cataloged folder, choose either Medium or Minimal.

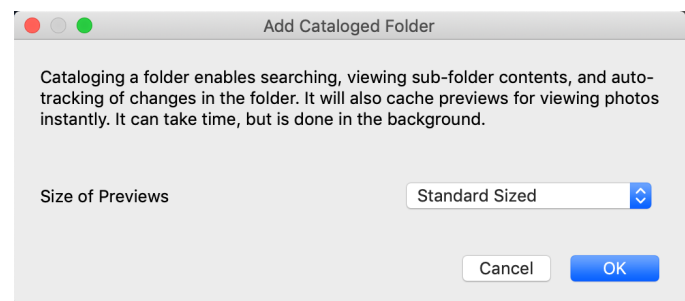
To remove a cataloged folder, right-click on the folder in the pane and choose Remove Cataloged Folder.

Local Drives

Browse automatically recognizes any disk (volume) inside or attached to your computer. This includes internal and external hard drives, optical drives, thumb drives, digital camera memory cards, digital



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



The default preview size for a cataloged folder is Standard, but if you're working on a system with limited disk space, or have a network connection to a cataloged folder, you might find that smaller preview sizes are a better option.

cameras, any devices that support USB Mass Storage, and network-attached services (including mapped volumes on Windows).

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

Cloud Storage Services

Browse supports cloud storage services from Dropbox, Google Drive, and Microsoft OneDrive. These services—when installed on your computer and other devices—keep local copies of your images on your computer, and Browse finds and monitors these locations automatically. If you edit an image stored in one of these locations they are automatically updated to the cloud.

During the installation process, ON1 Photo RAW 2020 automatically looks for the default installation locations for these services. If you do not have one of these services installed, or you have it installed to a non-standard location you will be asked to install or locate the folder when you click on the source. You can hide services you don't use in the Preferences.

Navigating Sources

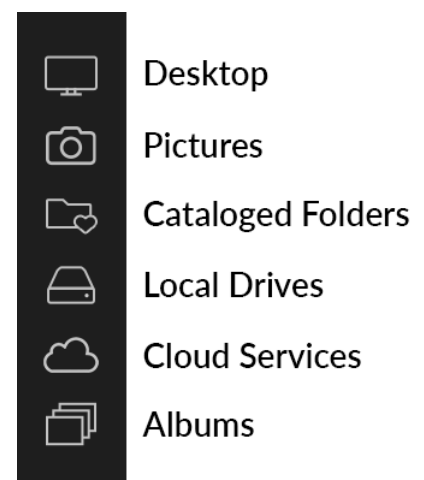
To view the contents of any folder in the Folders pane, click on the triangle next to the folder name. This will display the photos and subfolders within the selected folder inside the Preview area. To view the contents of a subfolder, either click on the subfolder inside the Folders pane, or double-click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

Using Shortcuts

The Shortcuts selector on the left side of the Browse panel is designed to take you to six specific locations and display their contents in the Preview window. From top to bottom, the icons represent your Desktop, your Pictures folder, cataloged folders, local drives, cloud sources, and albums. Clicking on one of the icons will change the view of the Preview window to the selected short cut.

By default, the Pictures shortcut uses your My Pictures folder (Windows) or Pictures (Mac). You can change the default location in the General section of the Preferences window (see [“General Settings” on page 194](#)).

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



MANAGING FILES AND FOLDERS IN BROWSE

Deleting a folder

To delete a file or folder, click on it and press the Delete key or right-click and select 'Delete' from the contextual menu. Then, confirm that you wish to move the file to the trash. If you have multiple files and or folders selected it will move them all to the trash. If you make a mistake you can use the Undo command,

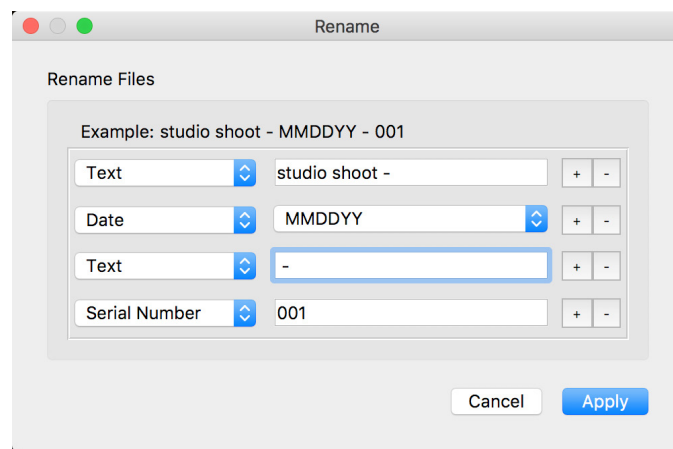
although some files or folders, like those on a network volume, must be deleted immediately and cannot be undone.

Renaming a file or folder

You can rename a file or folder by selecting it, then choosing 'Rename File' from the right-click contextual menu. This will display a simple window where you can type in a new name for your image.

If you select multiple files, choosing the Rename Files from the contextual menu will give you additional options for the batch creation of new filenames. There are four choices:

- **Current filename**, which uses the file's original name as part of the new name.
- **Text**, which lets you add any static text—a location, shoot name, etc.—to the filename.
- **Serial number**, which lets you sequence a group of images, starting with a specific number. You can use leading zeros to preserve filename sort order, and, you can start with any number.
- **Date**, will automatically grab the image's capture date and apply it to your new filename in any one of 12 different date formats.



The Rename dialog lets you create complex filenames for a group of images.

You can use any of the four fields, in any order and amount you wish; click on the '+' button to add a new field, and the '-' button to remove one. As you work on your naming, a sample filename is displayed at the top of the window. Once you have your order set, click the Apply button to run the operation.

Creating a New Folder

You can create a new folder from the right-click contextual menu in the preview area or selecting Add Subfolder in the Edit menu. This will create a new folder inside the selected folder; if you have files selected in the preview area, you also will get the option to move or copy the selected images into the new folder.

Copying and Moving files and folders

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

You can also use the familiar drag-and-drop functions to copy or move files and folders. Dragging and

dropping a file or folder will move it if it is on the same drive or copy it to another drive. You can drag and drop in and out of Browse module.

NOTE: Due to the non-destructive nature of Photo RAW 2020's workflow, copying a photo and pasting it outside of Photo RAW will paste the original file. If you wish to incorporate any Edit module changes, use the Export or Quick Export commands to get a version of the photo with your edits.

Show in Finder/Show in Explorer

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

Changing a Folder's Thumbnail Preview

By default, Photo RAW chooses an image from a folder to use as the preview thumbnail for that folder. To change this, double-click on the folder icon and select a photo you would like to use as the thumbnail. Right-click on the photo and choose Set Folder Preview from the pop-up menu.

ALBUMS PANE

ON1 Photo RAW 2020's Albums feature lets you organize or keep track of photos on a project, event or even a broader category like a portfolio. Albums are created by selecting images manually and adding them to a new (or existing album) by dragging and dropping photos onto the pane. You can also nest albums together to help manage your collections.

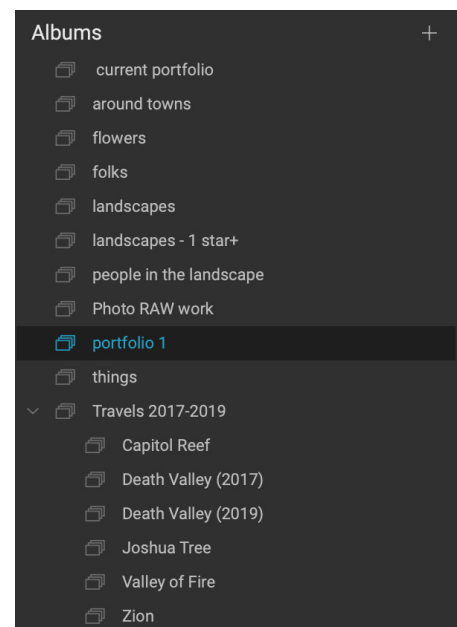
Creating an Album

Click the '+' icon in the pane and choose Create Album... from the pop-up menu. You can also create an album by selecting photos and dragging them onto the '+' icon in the Albums pane.

Adding Photos to an Existing Album

There are multiple ways to add photos:

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



Removing Photos from an Album

To remove a photo (or photos) from an album, select them in the album, then choose Remove from Album

from the Album menu, or right-click on the photo and choose Remove from Album from the pop-up menu.

Delete an Album

To delete an album, right-click on the album name and choose Delete.

NOTE: The Smart Albums feature found in previous versions of Photo RAW has been removed in ON1 Photo RAW 2020. The expanded Filters pane lets you find and save collections of photos that populate automatically based on specific criteria—date, camera type, or more. The Photo RAW 2020 installer will convert any previous smart albums into both static albums in the Albums pane, and saved styles in the Filters menu. See “[Filters Pane](#)” on [page 31](#) for more.

Changing the Album Thumbnail Preview

To change the preview thumbnail of a nested album, double-click on the album name and select a photo you would like to use for the preview. Right-click on the photo and choose Set Album Preview from the pop-up menu.

Nesting Albums

To create a set of nested albums, first create a blank album by clicking on the + icon in the Albums pane. You can easily add sub-albums to that new master album set by dragging and dropping the desired albums onto the new one in the Albums pane. When you click on the master album, Browse will display the albums that are part of that collection in the Preview area in a folder-style view. Double-clicking on an album icon



When you click on a nested album set, Browse displays the sub-albums. Double-clicking on a sub-album will open that album. If you wish to view all of the images in a nested album set, click the Show Sub-album Contents button at the bottom of the Browse window.

will display the contents of that album. To view all the images in a master album set, click on the “Show Sub-Album Contents” button at the bottom of the Browse window.

NOTE: If you drag an album onto an existing album that already contains images, you will see the top-level album’s images at the root level, along with any sub-albums.

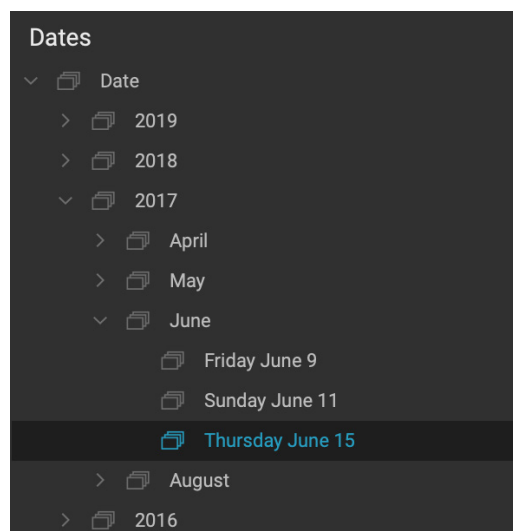
To move a sub-album from a master album to the top Albums level, drag and drop it out of the master, or right-click on the sub-album name and choose Move to Top.

DATES PANE

Photo RAW’s Dates pane offers a quick way to look for cataloged images based on when they were taken. Using a simple timeline interface, you can drill down into your photo library by year, month and day. It makes searching for things like birthday and holiday photos a snap.

Opening the Dates pane, you’ll see a list of years, with the current year at the top (only years that have photos taken during them will be present in the list). Clicking on a year will show you all of the photos taken during that year. Clicking on the triangle to the left of the year will display a list of all the months that have photos in them, and you can keep drilling down to the day level. Clicking on any level—year, month, day—will show all photos taken during that period.

The Dates pane works only with your cataloged folders.

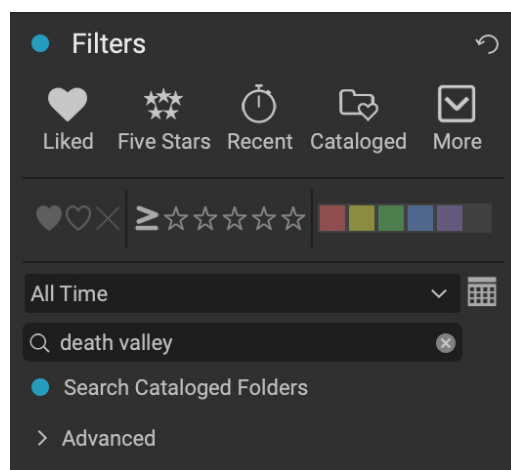


FILTERS PANE

The Filters pane is designed to help you find photos in your photo library, based on a variety of criteria specific to photos and the metadata embedded in them. You can filter based on likes, labels and star ratings, date, keywords, and nearly any piece of metadata, from camera body and lens to aperture, ISO settings, time of day, and much more.

Filters are flexible in where they search: they can be applied to the current folder view or album, or they can search your cataloged folders. You can also save any filter as a preset style, so you can use it again in the future.

The pane has two modes: Simple and Advanced. In Simple mode, you can filter based on likes, star ratings, color labels, time, or basic text strings; all of the selections in this mode will match ALL of the chosen criteria to be found.



The simple Filters view lets you quickly search your current folder view, album or cataloged folders on flags, ratings, labels, time and text.

The Advanced option lets you find photos based on nearly every possible metadata type or textual information associated with a photo, and you can set the filter to match all or any of the chosen criteria.

Using the Filters pane

To use the Filters pane, go to the folder of images (or an album) that you wish to filter on, click the button to the left of the Filters label and set your criteria. If you want to filter based upon your cataloged folders, just click the 'Search Cataloged Folders' option in the pane. (To turn the pane off, just click the Filters button again.)

At the top of the Filters pane is a set of common preset styles: Liked (any photo with the Like flag set), Five Stars, Recent (shot in the past 30 days), and Cataloged. Clicking on any one of these will run that filter on your cataloged folders. Clicking on the More icon at the far right of the pane will give you a list of preset and user-defined styles, where you can choose additional filtering criteria or save the current filter as a new style (or update it, if you are using one of the existing filters).

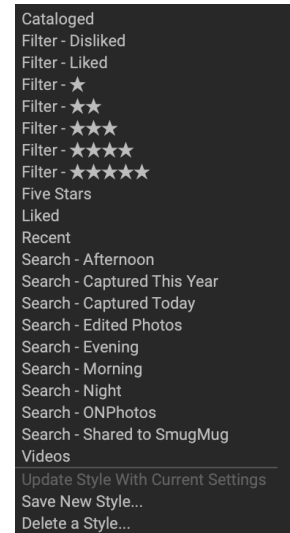
Below the styles are additional options for performing a quick filter operation:

- **Flags:** Liked (represented by a heart filled in), disliked (X) or not set (empty heart). Click on the icon to turn that setting on.
- **Star ratings from zero to five:** Click on the greater than or equal symbol to the left of the stars to get a pop-up menu that lets you set the filter to show the exact number of stars, greater than or equal to the number of stars, or less than or equal the number of stars.
- **Color labels:** Clicking on the color will find all photos that have that label applied to them; you can select multiple color labels by clicking on additional colors.
- **Date range:** There are several preset relative date ranges in the pop-up menu. You can also set your own date range by choosing Custom from the pop-up menu, or by clicking on the calendar icon to the right of the pop-up.
- **Text search:** You can type into the search field to find images that contain the text in the filename, metadata, keywords or description.
- **Search Cataloged Folders:** This setting will apply the filter to all of your cataloged folders.

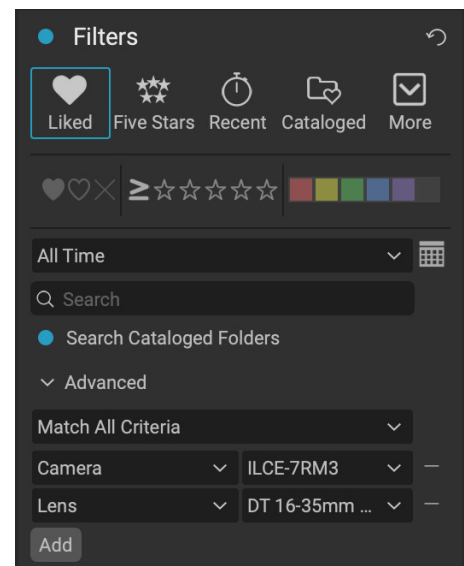
Remember that choosing these any of these options will filter photos based on all of the options chosen (i.e. 3 stars AND the Red color label). To filter with additional options, or to filter based on any criteria (i.e. 3 stars or the Red color label), click on the Advanced triangle.

Using Advanced filtering options

The Advanced section of the Filters pane lets you add more discrete search options, choose multiple conditions to search upon, and set those options to filter on any or all of the criteria selected. Create an advanced filter by clicking on the advanced triangle and



In addition to the four preset styles at the top of the pane, there are others accessible via the More pop-up.



The Advanced section in the Filters pane lets you choose from nearly every metadata type. Here, the filter will find all photos created with a Sony A7RIII camera and a 16-35mm lens.

choose either Match All Criteria or Match Any Criteria from the pop-up menu directly under the Advanced tab.

By default, the pop-up underneath the Match menu is set to Everything, with an empty text box to the right of the option. If you would like to narrow the filter to more precise metadata, click on the pop-up menu and choose one of the advanced options from the list. These options range from camera metadata (Camera, Lens, Focal Length, Aperture, Shutter Speed, and ISO), to descriptive metadata (Keyword, Author, Description); to image-specific information (File Path, File Type, Orientation, Height in Pixels, Width in Pixels); to object type (Version, Original, Video). One other filter, Time of Day, lets you select images based on the time they were taken; you can choose Morning, Afternoon, Evening, or Night.

Once you've selected a filter, click on field to the right of the filter and enter (or select) the information upon which you wish to filter. Many of the advanced filtering options have pre-populated data taken from indexed metadata in your library, while others let you enter text into the selection field. (The Everything filter looks for text in all of the metadata associated with your photos.)

To choose additional filtering options, click on the Add button at the bottom of the Filter pane, and choose another criterion from the pop-up.

Saving and modifying filters

If you find yourself using the same filter operation over and over, you can save it as a style. Just create the filter and choose Save New Style from the More pop-up menu at the top of the pane and give the style a descriptive name. It will now appear at the bottom of the More menu. To delete a user style, choose Delete Style from the More pop-up and select the style you wish to remove. (You can only delete styles you generated, not the default set installed with Photo RAW.)

You can also update an existing style with changes made to the filter, whether it is one of the default filters or one of your own. To do this, select the desired filter in the pane, make the changes you wish, and select Update Style with Current Settings.

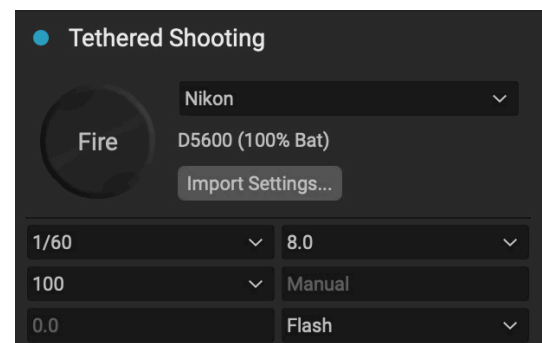
For example, you might want to change the Captured This Year filter to only filter on photos with 1 star or more. Choose the filter from the pop-up, then click on the 1-star icon, and update the style.

TETHERED SHOOTING

The Tethered Shooting pane lets you remotely control a camera connected to your computer via USB, and capture images from the camera to your computer. Tethered shooting is used for shooting and saving images in a studio setting, displaying your images immediately on your computer's display. It is an excellent way to make adjustments to lighting and composition in the studio.

To get started with tethered shooting, connect your camera to your computer with the appropriate USB cable (your camera's manual should have information on the cable required, if the camera didn't come with one). Turn the camera on, then, in the Tethered Shooting pane, turn the pane on by clicking the button to the left of the pane's name.

Photo RAW will search for a connected camera and, if found, it will open the Import window. In the panel

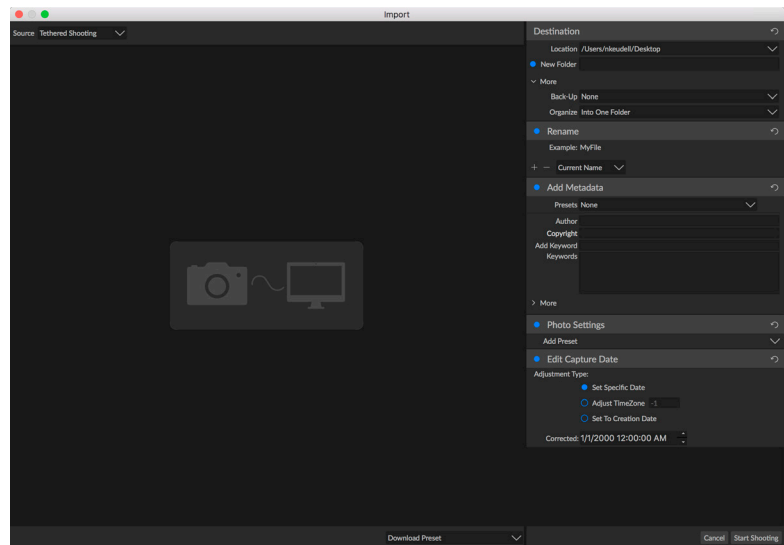


on the right of that window, you can choose a number of options for saving your tethered shots, including file name and location, metadata, any Develop or Effects settings, and time adjustments. The file naming portion of the Import Settings window is based upon the Batch Rename feature, described on [page 28](#). (See “[Importing Photos into Browse](#)” on [page 48](#) for an explanation of panes in the Import window.)

Once you have chosen your tethered import settings, click the Start Shooting button at the bottom right of the Import window, which will close the window. The Tethered Shooting pane will now have the model of your camera selected, with the current shot settings in the table at the bottom of the pane. The settings are, from left to right and top to bottom, shutter speed, aperture, ISO, camera shooting mode (Manual, Aperture/Shutter Priority), exposure compensation, and white balance. Any setting that has a drop-down will let you change that setting.

Clicking the Fire button in the pane will take a shot with the current camera settings, and will save it to the location you chose in the Import Settings window. If you’re in Grid View, the image will appear at the beginning of the end of the thumbnail grid, depending upon how your sort order is set up. If you’re in Detail or Filmstrip view, the tethered image will appear in the Preview area.

When you are finished with a shoot, turn the Tethered Shooting pane off by clicking the button next to the pane’s title, turn your camera off, and disconnect it from your computer.



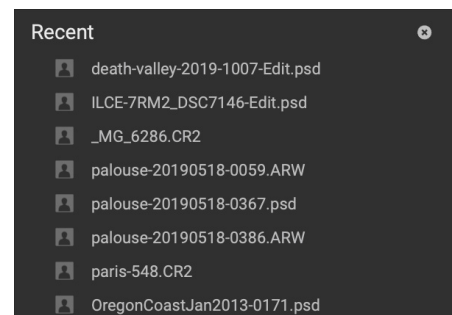
When you turn the Tethered Shooting pane on—or click on the Import Settings button in the pane—you’ll see the Import window, where you can set the location to save tethered shots, rename them, add metadata and more.

NOTE: ON1 Photo RAW 2020’s Tethered Shooting feature currently supports most Canon and Nikon digital SLR cameras. Check ON1’s support website (on1help.zendesk.com) for additional camera models.

RECENT

The Recent pane keeps track of recently opened files or manually browsed folders. Files are listed in order of last opened. You can access your most recent files in this pane by clicking on the one you want and it will appear in your main preview window. The Recent pane only shows files you have opened from within Browse, not files you have opened from Lightroom, Photoshop, Elements or Apple Photos.

You can clear the recent list by pressing the ‘x’ icon in the title bar.



Working in the Preview Area

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

- **Grid**, which displays a grid of thumbnails of your images. This view also displays folders, letting you go up and down a folder hierarchy quickly.
- **Detail**, which you get by double-clicking on a thumbnail. You can view this image in either ‘fit to window’ view, or can zoom in to see more detail.
- **Filmstrip**, which displays a strip of images from a folder or album at the bottom of the screen. The currently selected image displays in the preview area above the strip; use the arrow keys to move through the folder, or click on an image in the filmstrip to view it in the preview area.
- **Compare**, which lets you view a group of photos in separate panes inside the preview area. You can zoom in on one or all of the selection, and lock the panning so that, as you move around one photo, the others move with it. Using Compare, you can quickly find the best images in a sequence, whether it be for composition, sharpness, facial expressions or more.
- **Map**, which can be used to display locations for photos that have GPS-based location data, or to search for locations that can then be applied to a photo or group of photos.

You can change the viewing mode between the different views by clicking on the view selector at the bottom of the window, or by using the keyboard shortcuts (G, F, C, E, and M respectively).

Fast Preview mode

Sometimes, when you get back to your computer after a shoot, you want to be able to go through a large number of photos quickly, looking for your best shots. ON1 Photo RAW’s Fast Preview mode lets you do just that. Simply choose Fast from the RAW Previews pop-up at the bottom of the Browse window, and you can jump from photo to photo quickly with minimal lag between shots.

If you are more concerned about color accuracy than speedy previews, select Accurate from the RAW Previews pop-up. ON1 Photo RAW will generate a full-resolution preview of your photo, using the photo’s embedded color profile. This will take a few seconds, depending upon the size of the raw file you’re working with, but you will get a better sense of the actual color in the photo.

Persistent Thumbnail Cache

When you go through a folder of photos, Browse caches thumbnails and preview images as well as extracted metadata. This will make it faster the second time a user browses a folder. It also stores user-added or adjusted metadata such as ratings, labels, keywords, captions, rotation and GPS data, among others. (You can adjust the size of the cache and change the storage location of the cache in the Performance tab in ON1 Photo RAW 2020’s Preferences window.)

FOCUS AND CLIPPING VIEWS

When you’re viewing photos with an eye toward selecting the best images in a group for editing, you generally want to look at issues with both exposure and sharpness. To help you with this, Photo RAW offers two viewing aids that are available in both the Browse and Edit modules: Clipping and Focus Mask

overlays. In the Browse module, you can display these overlays in Detail, Filmstrip and Compare modes; in the Edit module, the overlays can be displayed in any of the tabs.

Clipping

Clipping occurs when the shadow and highlight tones in an image are suddenly cut off to completely white or black, rather than fading smoothly. (Large expanses of white pixels in a photo are often referred to as 'blown' highlights, and can be quite distracting to a viewer.) One of the benefits of shooting in raw format is that, while many photos will have areas of pure white or black when originally viewed on-screen, there is still recoverable data in the raw image. The Clipping overlay can help determine how big a problem you might have with a photo, and how easy (or difficult) it will be to fix.

To display the Clipping overlay temporarily, press the J key; to turn it on permanently as you move from photo to photo, choose View > Show Clipping, or press Alt (Windows) or Option (Mac) J on your keyboard.

The Clipping view overlay displays the areas that have either pure white or pure black in them. Those areas with a bright blue overlay indicate pure black pixels, while the areas with the bright red overlay indicate pure white pixels.



Clipping view displays pure white pixels with a bright red overlay, and pure black pixels with a bright blue overlay.

Focus Mask

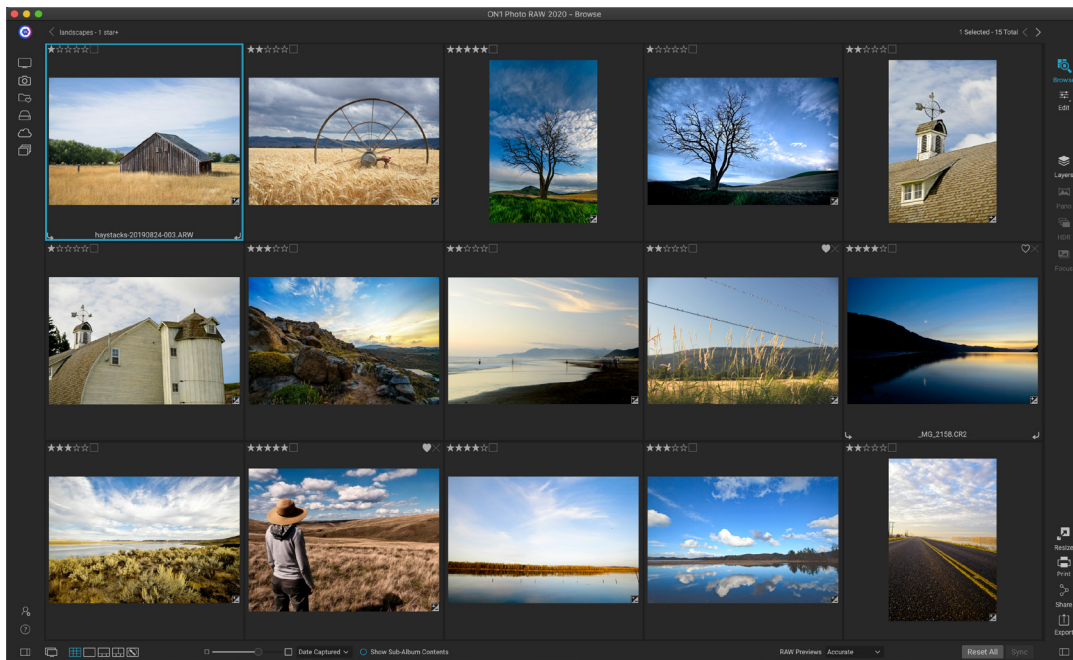
It can often be difficult to view the sharpness in a photo without zooming in to 100% or more, and if you have a lot of photos from a shoot, it can be a bit tedious to check focus at that level. Luckily, Photo RAW's Focus Mask overlay can help winnow your shots down to the sharpest ones.

To turn on Focus Mask, choose View > Show Focus Mask, or press Shift-Alt/Option J. The sharpest areas in your image will be represented by a bright green overlay. As you move from photo to photo in a folder, you'll be able to tell whether you have an acceptable level of sharpness where you need it by the strength of the overlay. The mask will continue to be displayed even as you zoom in on a photo.



The Focus Mask option displays areas of sharpness with a bright green overlay.

WORKING IN GRID VIEW



Grid view, with the side panels hidden.

Grid view displays thumbnails of folders and images you have selected using the Folder or Albums panes. There are many operations you can perform from inside Grid view, including:

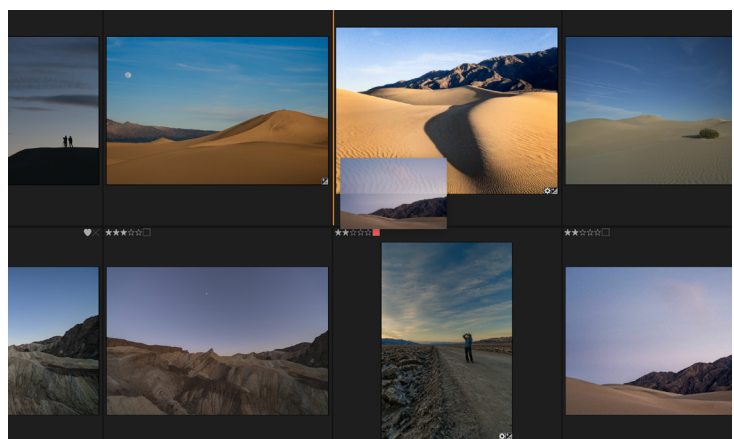
- Use the breadcrumbs to navigate (the '<' button goes up one folder).
- Select your image while in Grid view and open the photo in one of the editing tabs.
- Adjust the size of the thumbnails using the slider at the bottom of the screen or use “-/+" keys on your keyboard.
- Check Show Sub-Folder Contents when you want to view the contents of all sub-folders (this only works when you are viewing cataloged folders).

Sorting photos in Grid view

When working in Grid view, you can sort the thumbnails in a number of different ways by choosing the Sort By pop-up at the bottom of the window. The sorting options include: date captured or modified; color label; file name, type, or size; and rating.

You can also create a custom sort order by dragging thumbnails inside the grid window; click and drag the thumbnail so that the outline sits between two images, and let go.

Once you change the order of images this way, the Sort pop-up will change to Custom, and Photo RAW will remember the sort order for that folder until you change it. (Custom sorting also works—and the custom order remembered—when you're viewing albums.)



To reorder a photo in Grid view, drag it between the two photos where you want it to be placed.

At the bottom of the Sort pop-up are settings for sorting the view in ascending or descending order; selecting one of the options will rearrange the view accordingly. If you have a custom sort order, choosing these options will change the view in the opposite order.

WORKING IN DETAIL VIEW

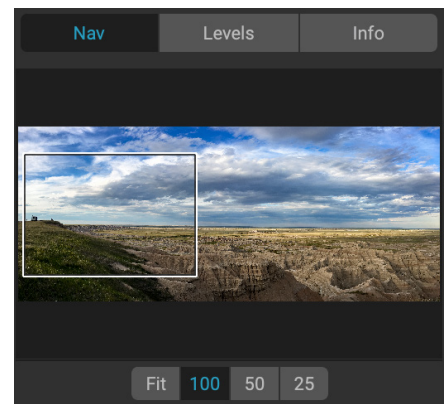


In Detail view, you can zoom to 100% to check small details and sharpness in a photo, view its histogram, and even apply a preset, all without having to leave Browse.

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

In the Navigator pane you can reposition the preview and change the magnification amount. (You can also view and adjust the rating and flag labels for the current image.)

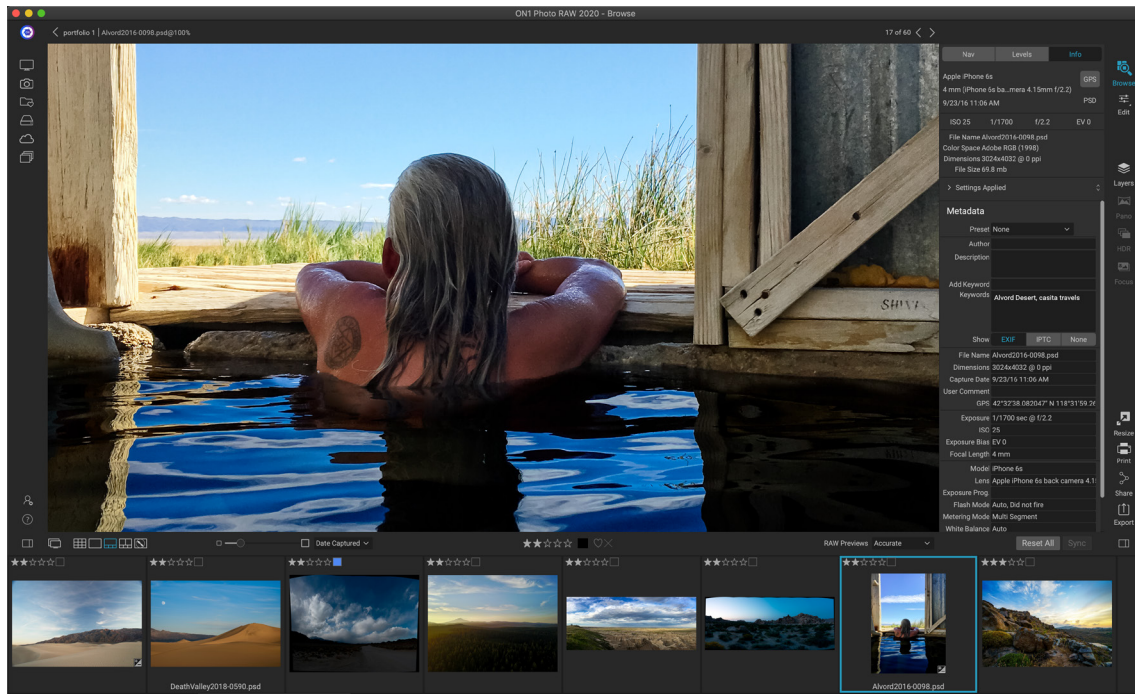
When working in Detail view, you can move to the next image by using the arrow keys on your keyboard.



When viewing a photo at 100%, you'll see a box around the current view. To move around the current image, you can click and drag inside the view, or click and drag the box in the Nav pane.

WORKING IN FILMSTRIP VIEW

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



Filmstrip view is similar to Detail view, but displays a strip of photos from the current folder (or album). You can easily move to another photo by using the right and left arrow keys, or by scrolling and clicking with your mouse.

The current image is represented by a blue rectangle in the filmstrip, and you can use the arrow keys to move from photo to photo, or you can scroll with your mouse and click on a photo to display it in the preview. (You can also rate and flag images inside this view.)

NOTE: Filmstrip view is also available inside the Edit module, and you can apply rating/flagging to your photos there as well. The same keyboard shortcuts for rating in Browse work in the Edit module.

WORKING IN COMPARE VIEW

Compare mode is for those times when you shoot a sequence of photos of the same type of scene—a portrait session, a wedding, a landscape series, for example—and wish to narrow that group down to find your best ones. With Compare, you can select a group of photos, view them side-by-side to check composition, zoom in simultaneously to check focus, and rate your favorites and remove the rejects.

To use Compare mode, you can choose one of two methods:

- Select a group of images you wish to compare in either Grid or Filmstrip view. To select a group of contiguous photos (ones next to each other in order), simply click on the first one you wish to compare, then hold down the Shift key and click on the last photo. If you want to

add noncontiguous photos, click on the first photo, then use the Command (Mac) or Control (Windows) key and click on each subsequent photo you wish to compare. When you have your selected photos, press the C key, or click on the Compare icon in the View Selector at the bottom left of the Browse window.

- You can also select photos directly in Compare mode: press the C key or click on the Compare icon in the View Selector at the bottom left of the Browse window. In the strip at the bottom of the window, you can select the photos in the same manner as the first option, by clicking on the first photo in a sequence, and Shift-clicking on the last, or by using the Command (Mac) or Control (Windows) key to select noncontiguous photos from a group.



Compare mode displays selected photos as panes inside the preview area. The photo highlighted with a blue box is the current selection. Clicking in that pane will zoom the photo; if the Lock pan/zoom box is checked (above the filmstrip), then all of the compared photos will zoom with it.

When you enter Compare, you will see your selected photos in a grid in the Preview area, fit to show the entire photo. The currently selected photo will have a blue box around it, while the other items in the selection will have a light gray box around them. You can switch the primary selection by using the arrow keys on your keyboard, or by clicking inside the pane you wish to make primary.

If you click once inside the current selection, the photo will zoom in to show greater detail; if you click and hold the mouse button down, you can pan across or down your photo, so you can check for things like detail, sharpness or facial expressions. (Clicking a second time inside the pane will reduce the photo to fit all of it in the pane.)

To see the detail across the group of selected photos, click on the Lock pan/zoom dot above the filmstrip. Now, when you click on an area inside the primary photo, all of the photos will zoom simultaneously to the same location of your click. And, if you click and drag inside the primary photo, all of the selected photos will pan along with the primary. To pan one photo—which can be useful if the field of view was different than the rest—click on that photo to make it the primary selection, then hold down the Shift key and click and drag inside that pane. If you do this and wish to get back to the original zoom position, click on the

Sync button next to the Lock pan/zoom setting, and it will reset the zoom view to the same place in each compared photo.

Use the spacebar if at you want to zoom between fit and 100% on the selected photo in the grid. Toggling the spacebar between views does not “lock” and will not sync with other photos even if Lock is turned on.

If you wish to remove a photo from the group, select it (by clicking on it or by pressing the left or right arrow keys) and press the / (slash) key on your keyboard. The photo will be removed from the Compare window, and the remaining photos will resize to best fill the available space in the window. (You can also add additional photos to the Compare window by using the selection techniques mentioned above.)



Zooming into a photo, and panning to the common areas of concern, you can easily determine which photo is sharp enough for your needs.

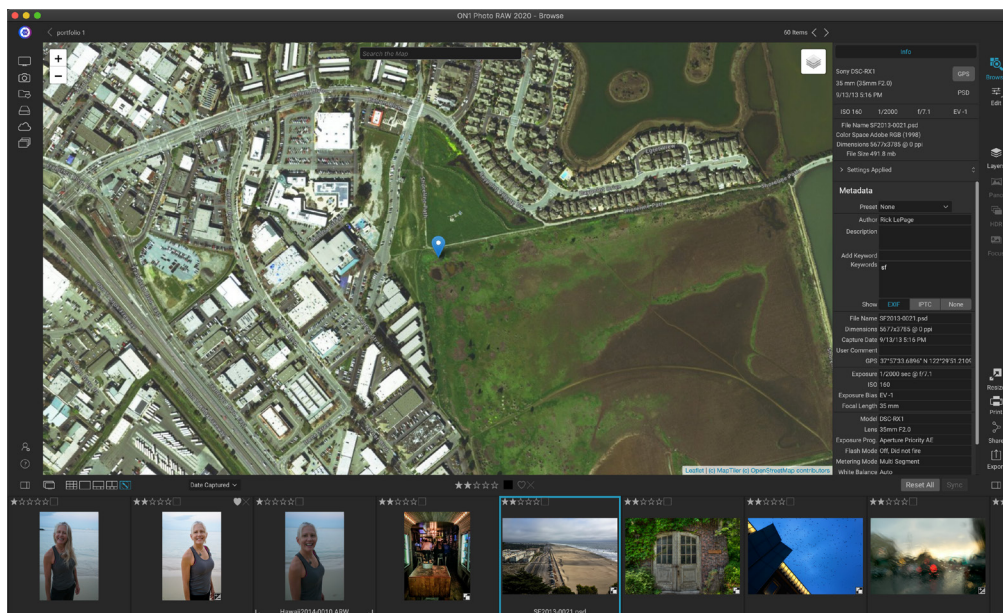
When using Compare, you can rate or flag a photo, apply a preset and add other metadata. These

functions will only be applied to the primary selected photo (outlined in blue). There are two exceptions:

- Using the Sync settings button on the far right side of the Browse window, underneath the Info pane. Clicking on that will sync all of the Edit settings between the primary selection and all of the items being compared.
- Using the Create Album or Add to Album commands from the Albums menu: this adds all of the currently selected photos to either the new album (when you check the Add Selected Items button) or to the chosen album. This feature can be helpful when you have a group of images that you would like to keep for a client or to further segment a series.

WORKING IN MAP VIEW

Photo RAW's Map view provides a simple mechanism to add GPS information to a photo, by searching for a place on a web-based map, or to view the location of a photo that already has location information embedded in its metadata. An internet connection is required to add or view map data.



The Map display has three controls: the icon in the upper right corner of the map lets you switch between Street and Satellite views; the search area lets you look for a place (cities, counties, roads); and the controls on the upper left let you zoom in or out of the current map view. To move around the current view, click and drag inside the window.

The filmstrip at the bottom of the window displays other photos in the current folder. To move between photos you can use the left and right arrow keys, or you can use the mouse to select a new photo.

To view the location of any GPS-tagged photo on a map, select the photo and click on the Map view icon at the bottom of the main Browse window.

To add location data to a photo, select the photo and click on the Map view icon at the bottom of the screen. There you can search for a location via the search bar. Once you have the desired area, you can right-click anywhere on the map to add a location pin for that photo. If you would like to choose a different point, right-click on the map again. Adding a pin will enter that position in the GPS field of the Metadata panel.

Currently, Map view lets you add location data to a single photo at a time. If you wish to add GPS data to multiple photos, you can select the next photo via the filmstrip, and right-click in the map to add the location point. Alternatively, you can copy the location of a tagged photo from the Metadata pane's GPS field, select the images you wish to have tagged, and paste the information into those images' GPS field.

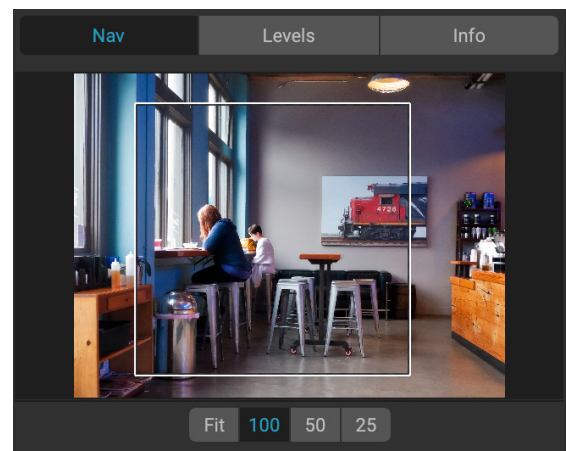
The Photo Panel

The panel on the right side of the screen contains information relative to the currently selected image in the Preview area, and includes three sections: Nav, Levels, and Info.

THE NAVIGATOR PANE (DETAIL AND FILMSTRIP VIEWS ONLY)

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

At the bottom of the Navigator pane are several zoom buttons representing percentage zoom views (100%, 50% and 25%). Click on one of the buttons to change the view. Fit zooms to fit the current canvas size, while 100 zooms to 100%, displaying the actual pixels.



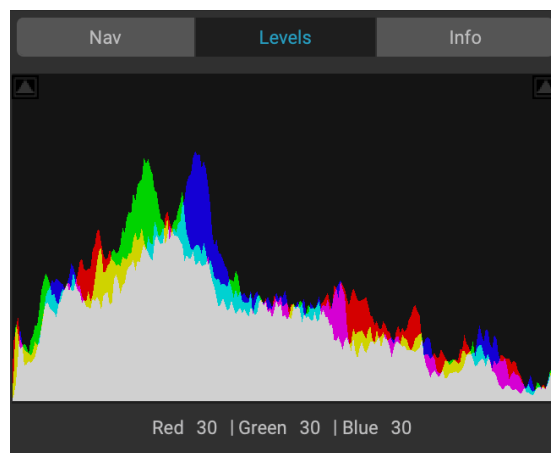
The Navigator pane.

THE LEVELS PANE (DETAIL AND FILMSTRIP VIEWS ONLY)

This pane gives you a color chart of the shadow, midtone and highlight areas based on an image's 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 arrows, you will activate the clipping overlay on your image, which displays the areas that are clipped. Those areas with a blue overlay are pure black, while the areas with the red overlay are pure white. You can turn the clipping view off again by clicking on one of the triangles. You can also temporarily enable clipping view by holding down the J key at any time. (Clipping can be turned on or off permanently by pressing Alt (Windows) or Option (Mac) and the J key.) The clipping view is useful when you are making adjustments to the brightness and contrast of your image.

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



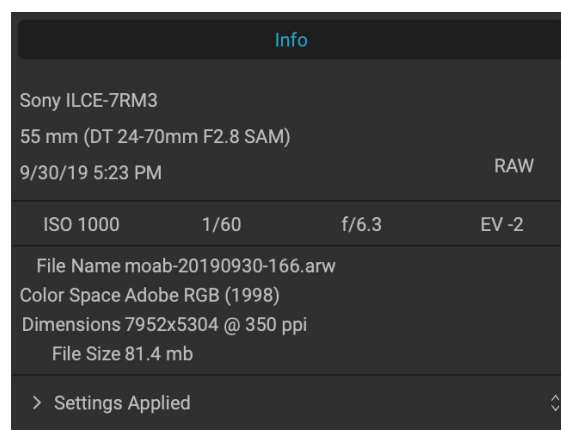
The Levels pane.

INFO PANE (ALL VIEWS)

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

- Camera make and model
- Lens focal length
- Capture date and time
- File type
- GPS
- ISO
- Shutter speed
- Aperture
- Exposure compensation
- Filename
- Color space
- Image dimensions and resolution
- File size
- Any settings applied inside the Edit module

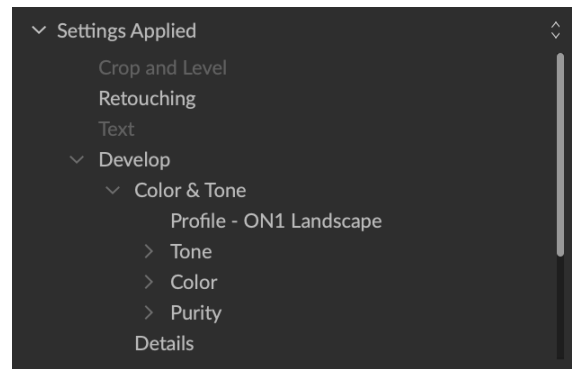
If any of the metadata fields are unavailable they will be left blank.



The Info pane. with the Settings Applied option hidden. Clicking on the arrow to the left of the label will display specific adjustments made in the Edit module.

Settings Applied

At the bottom of the Info pane is a section that shows all of the operations from the Edit module that have been applied to the current image. Clicking on the right arrow to the left of the label will display a list of every tab in the Edit module, as well as primary adjustment options, including cropping, retouching and text operations. If an image has had any adjustments made to it, that section of the Settings Applied area will be represented in white type, and you can drill down further into the Develop, Effects, Portrait, and Local Adjustment tabs to see which adjustments were made to an image. (On an image that has had no adjustments, all of the settings will be grayed out.)



The Settings Applied section of the Info pane gives you a quick window into which adjustments were made to an image in the Edit module. Click the right arrow to open the section and view the individual edits. Double-click on any item in the list to take you to that setting.

Double-clicking on any of the available items inside the Settings Applied area will jump to that setting inside the Edit module, where you can adjust it easily.

GPS Metadata

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

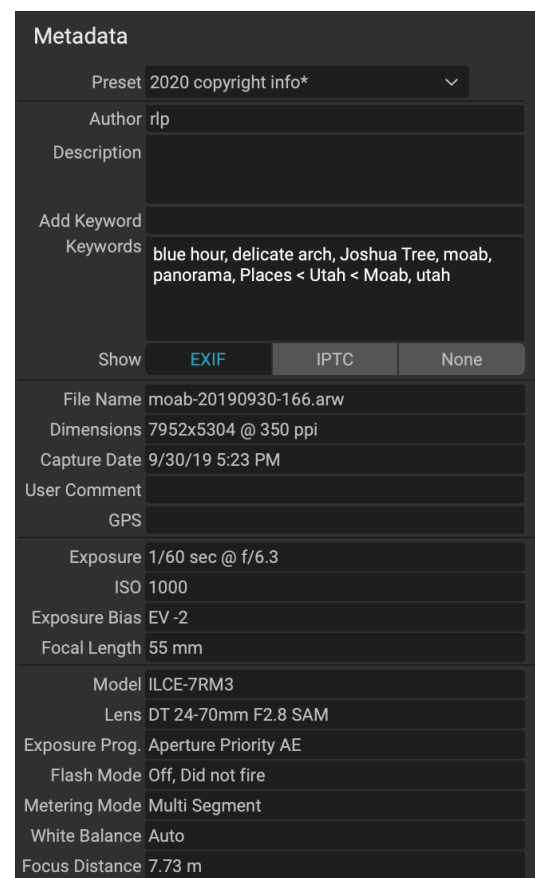
METADATA PANE

The Metadata pane displays more complete metadata about a photo than the Info pane, and lets you add your own metadata elements, such as author, copyright, contact information, keywords and photo descriptions.

You can also view the full set of EXIF data embedded in a photo by your camera, and add (or modify) comments and GPS coordinates to an image or group of images. ON1 Photo RAW 2020 also supports the industry-standard IPTC metadata standard, which offers much more detailed metadata information and is used by journalists and stock photographers to catalog and tag photos.

When you enter text into any of these fields in the Metadata pane, Photo RAW will add that information to the currently selected image (or images).

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

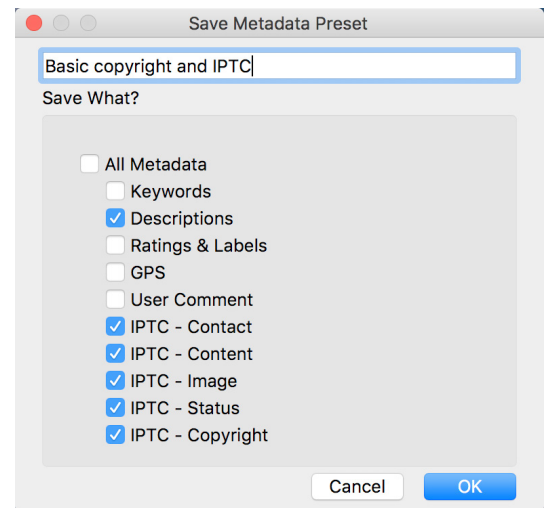


Metadata templates

With ON1 Photo RAW, you can create metadata templates that apply common information to your images, data such as copyright, author, contact information, your website and more. These preset templates can be accessed in the Metadata pane, as well as via the Import feature (see [“Importing Photos into Browse” on page 48](#)).

Saving a metadata template is easy: you can either go to an image that has the basic metadata items you wish to use, or you can select an image without metadata and add your common items to the Metadata pane. Once you have the metadata set, click on the Preset drop-down menu at the top of the pane and choose Save New Preset. The Save Preset dialog will appear on-screen, and you can choose which metadata fields you wish to save as part of the template. For example, while you might wish to save the copyright and contact information as part of your preset, you might not want to apply keyword, GPS or description data to a group of images.

You can update a metadata template by selecting the preset in the pane, then changing the appropriate fields as desired, and then choosing Update Preset with Current Settings from the Preset drop-down. To delete a metadata preset, first choose the preset from the drop-down menu, then choose Delete Preset from the menu.



The Save Metadata Preset dialog lets you choose which metadata fields get saved to a preset from the currently selected image.

Embedding Metadata

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

Reading Metadata

Sometimes, when you've been sharing raw images across machines or with others, the metadata information might get 'lost,' or is different than your original metadata. In these instances, choose Read Metadata from the Photo menu, which will grab the metadata from the file or the XMP file (for raw files).

KEYWORD LIST PANE

As you add cataloged folders or browse through folders of non-cataloged photos inside ON1 Photo RAW 2020, any keywords you have added—to any photo—are stored in an internal database. That list of keywords is visible in the Keyword List pane, and from there, you can search for established keywords and display those photos from your cataloged folders, manage the keyword list, and apply keywords to new images. And, to help manage your keywords, Photo RAW 2020 will also let you create subcategories of keywords (see “Using hierarchical keywords with Photo RAW” on page 47).

If you double-click on a keyword in the list, Photo RAW will search your cataloged folders for that keyword, and display the results in the Preview window. In this search, Photo RAW is actually performing a search in the Filters pane, so you can refine your search there, if you wish to add additional filter criteria. (If you would like to search the current folder only, uncheck the Search Cataloged Folders option in the Filters pane.)

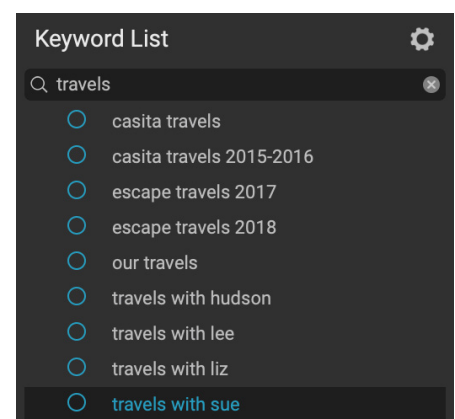
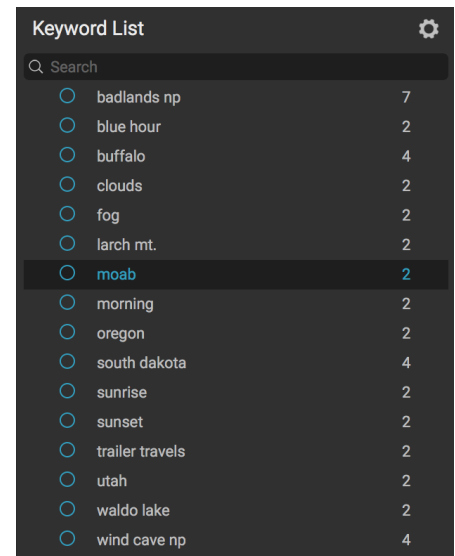
You can also assign keywords to an image (or group of images) selected in any of Browse’s views. Simply click on the button to the left of a keyword, and Photo RAW will apply that keyword to the currently selected image or images.

Right-clicking on a keyword gives you a pop-up menu with a list of options you can perform:

- **Assign Keyword to Selected Photos:** adds that keyword to the current selection.
- **Remove Keyword from Selected Photos:** removes that keyword from the selection
- **Add Keyword:** Lets you create a new keyword, with the option to save that keyword as a subcategory of the currently selected keyword.
- **Edit Keyword:** lets you rename the selected keyword, and applies the new keyword to all of the cataloged and known photos that used it.
- **Delete Keyword:** Removes that keyword from the cataloged and known photos that use it.
- **Find Cataloged Photos with Keyword:** Displays (in grid view) all of the photos in your cataloged folders that use the selected keyword.

Refining the Keyword List

Because the list of keywords can be extremely long, you can use the pane’s search field to look for keywords: as you start to type in the field, Photo RAW will display a list of keywords that contain the letters you’ve typed. Once you’ve narrowed your search, you can select a keyword from the list (shown, right), and perform any keyword operations detailed in the previous section.



Using hierarchical keywords with Photo RAW

In addition to standard keywords, ON1 Photo RAW 2020 also supports the creation and use of hierarchical keywords. This option lets you “nest” keywords within a top-level keyword, which can be helpful to manage and categorize keywords.

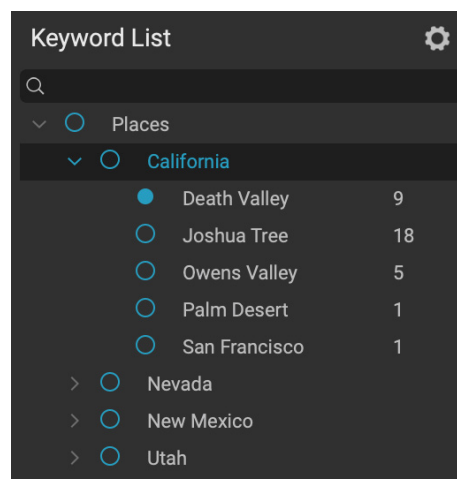
For example, you might want to use a master keyword for states that you’ve visited—“California,” “Nevada,” “Oregon,” etc.—and use sub-keywords for places within the state, like “Death Valley,” “Joshua Tree,” “Valley of Fire” and others.

Hierarchical keywords are displayed in the Keyword pane with a small right arrow to the left of the top-level keyword. Clicking on the arrow will display the sub-keywords for that master, with the number of images with that keyword on the right side. As is the case with standard (i.e. non-hierarchical) keywords, you can double-click on any of the nested keywords to show all of the photos in your cataloged folders that use that keyword.

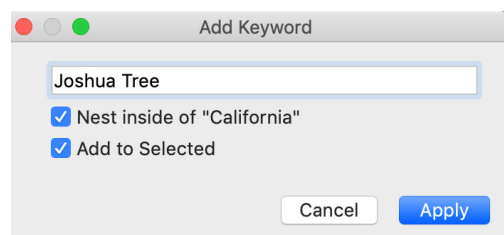
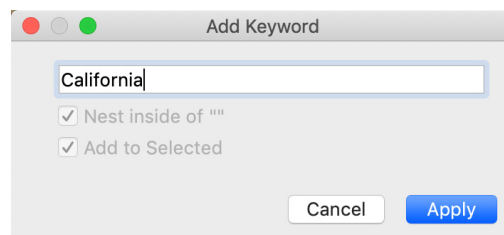
To create a keyword hierarchy, first create your master keyword by clicking on the gear icon at the top of the Keyword List pane and choosing Add Keyword. Enter the name of the top-level keyword and click Apply. (If you have photos selected, and don’t want to add the new keyword to those images, uncheck the “Add to Selected” box before clicking Apply.)

To create a new nested keyword, right-click on the master keyword and choose Add Keyword from the pop-up. The dialog box should now give you a check box to nest the new keyword inside the top-level keyword, as well as to add the new keyword to any selected photos.

If you wish to create new hierarchies from existing keywords, it is best to first create your master keyword, as shown on the right, and then drag any existing keywords onto that master.



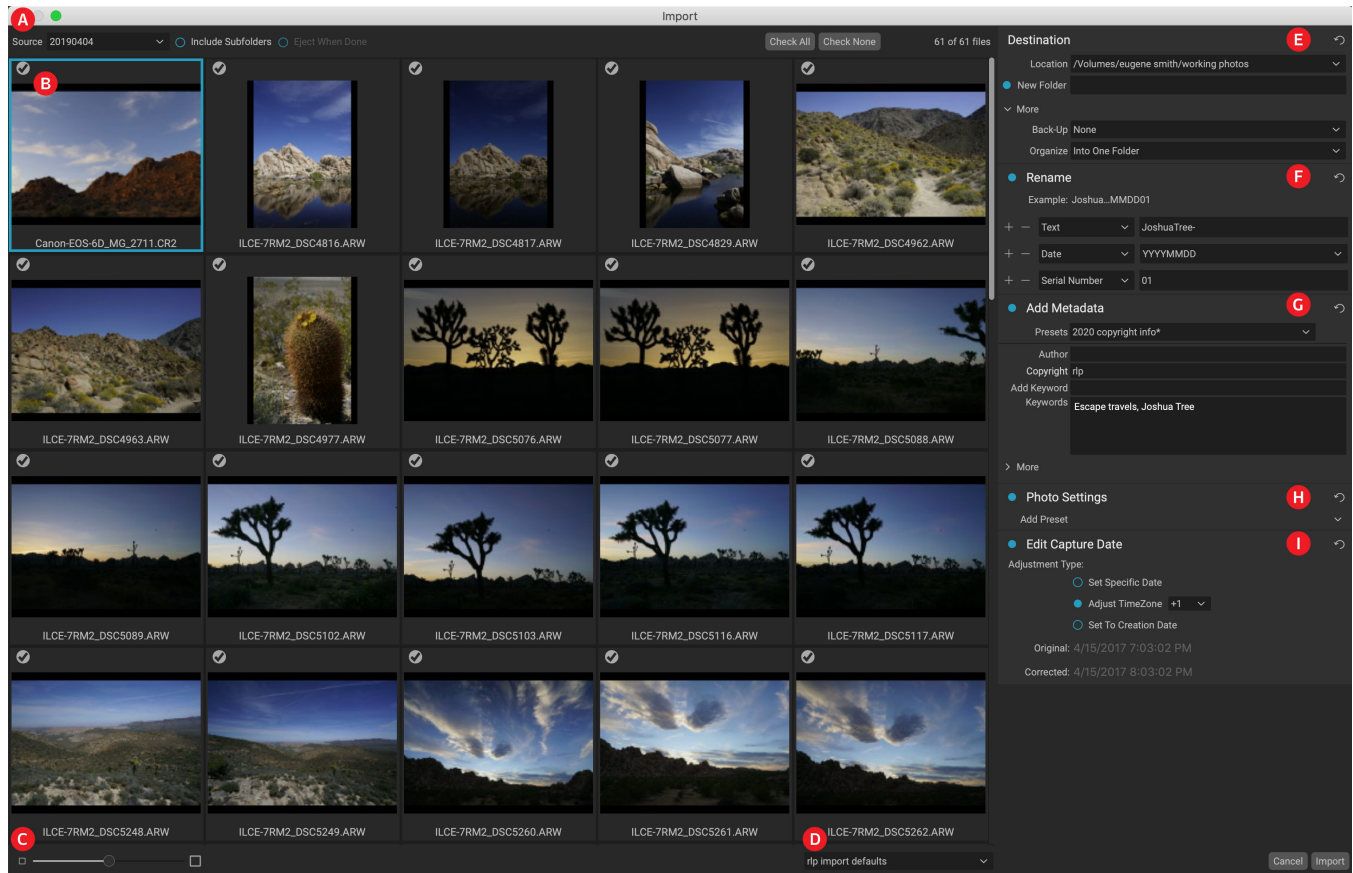
Hierarchical keywords can help with keyword management, and are extremely useful when you wish to use primary and secondary categories for such image categories as locations, people, types of shoots, and so on.



To create a hierarchical keyword set, create the top-level keyword by choosing Add Keyword from the Keyword List pop-up. Then, right-click the top-level keyword and choose Add Keyword. There, you will have the option to nest the new keyword inside the top-level keyword.

Importing Photos into Browse

ON1 Photo RAW's Import function lets you quickly grab photos directly from your camera, memory card, phone, tablet, or other source location (like a portable hard drive loaded with images from the field).



To import photos, connect your camera, card or other device and choose Import from Browse's File menu. The Import window opens, with the following options:

- A. **Import Options Bar:** Lets you choose the source (camera, memory card, or other device), if Photo RAW should search through subfolders on the source, and whether to eject the device after importing. You can also choose options for selecting all photos or none of them.
- B. **Preview window:** Displays the images to be imported. By default, all photos are included for import; click the check mark in the upper left corner of any image to remove it from the import process.
- C. **Thumbnail size:** Adjusts the size of the thumbnails in the preview area.
- D. **Preset selector:** Applies an import preset—which can include any of the settings from the import panel on the right—to the currently selected images.
- E. **Destination:** This pane sets the location of the imported images, backup location—if you wish to have a copy of your photos saved as a backup to another location—and the organization of imported files (into a single folder, or into folders organized by month or by month and day).
- F. **Rename:** This pane lets you rename the imported files, with options for custom text, serialization, and by date. (This pane uses the same fields found in the Rename Files dialog; see [“Renaming a file or folder”](#) on page 28 for more.)

- G. **Add Metadata:** Lets you add assorted metadata to the imported images, ranging from keywords, copyright information and more. To access the complete IPTC metadata fields, click the More drop-down; you can also add GPS coordinates and a description via this section of the pane. You can use existing metadata presets (or create your own in this window) to apply consistent metadata across multiple imports; simply enter the data you wish to include and choose Save New Preset from the Preset menu in the pane. (See [“Metadata templates” on page 23](#) for more on metadata presets.)
- H. **Photo Settings:** This pane lets you apply any Edit module presets to the imported images. (These settings are not permanent; you can adjust or reset the adjustments via the Settings menu. See [“Presets” on page 80](#) for more.)
- I. **Edit Capture Date:** Use this pane when you wish to change the capture date of imported images. The Adjust Time Zone setting can be helpful if you forget to change your camera’s clock when you travel across multiple time zones.

Once you have adjusted your import settings and selected the images for import, click on the Import button to perform the operation. While your photos are being imported, you’ll see a progress bar displayed in the lower right side of the Browse window. If your import location is a cataloged folder, the new images will be indexed automatically in the background.

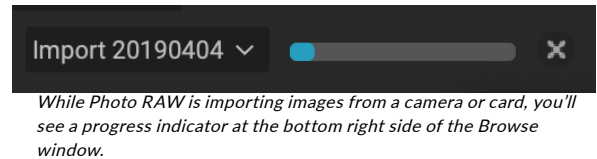


Photo RAW makes it easy to save often-used import settings—things like copyright information and other metadata, file-naming conventions, import locations and more—as a preset. To save an import preset, adjust the information and settings in any of the panes on the right of the Import window, then choose Save New Preset from the pop-up menu. Thereafter, when you choose the preset from the pop-up, it will apply those saved settings to the current import job. If you wish to change a setting for an existing preset, select the preset, make your changes in the panels and choose Update Existing Preset from the preset selector’s pop-up menu.

NOTE: Import presets are different from the metadata preset templates in the Metadata pane, in that they can use all of the panes inside the Import window. An import preset can include metadata presets; simply choose the metadata template you wish to have as part of the import preset before you save it.

Photo RAW remembers the last-used import preset when you choose Import from the File menu.

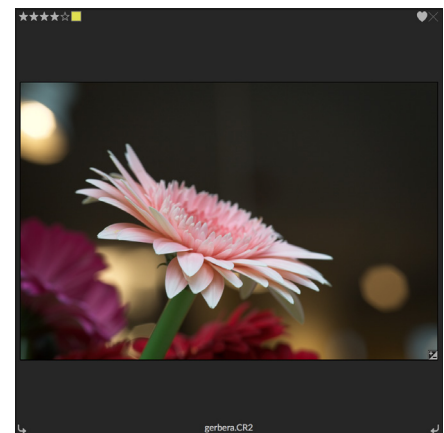
Editing Photos in Browse

While most of ON1 Photo RAW 2020's image-editing power is found within the Edit module, you can perform many editing tasks on photos inside Browse. This includes changing metadata, labels and ratings, but you can also apply presets to an image or group of images, and can even copy Develop/Effects settings from one photo and paste them onto other photos directly within Browse.

RATINGS, LABELS AND LIKES

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

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



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

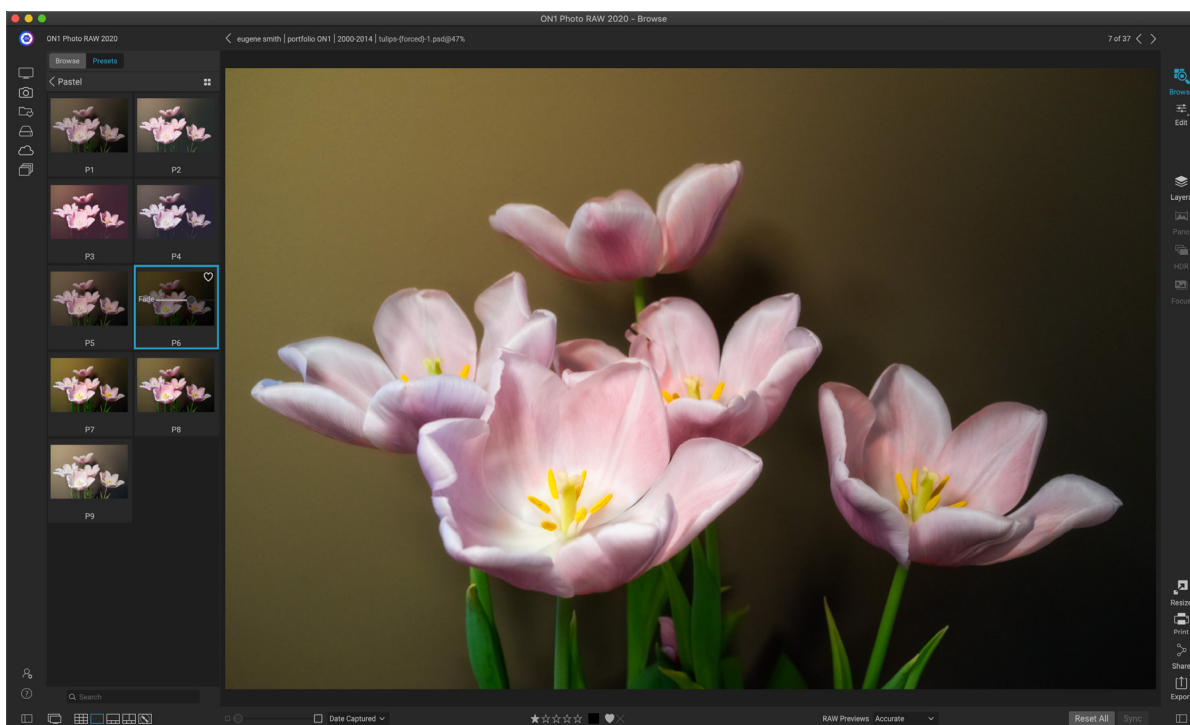
Both star ratings and color labels are industry standards. When you use these tools, the settings are stored in the metadata and will be available in other photo editors and managers, like Lightroom. (Likes are proprietary and will only appear in ON1 Photo RAW 2020.)

Use Auto Advance when culling your photos

ON1 Photo RAW's Auto Advance feature was designed to help you rank a group of images quickly: with Auto Advance turned on, when you apply a rating, color label or flag to an current image, Photo RAW will make the change and automatically move to the next image.

Auto Advance can be turned on or off via the Photo menu.

APPLYING EDIT MODULE PRESETS IN BROWSE



You can easily add a preset to any photo (or group of photos) in Browse, in any Preview mode (Grid, Detail, Filmstrip or Compare). Just click on the Presets tab, navigate to the category you wish to use, and click on the preset thumbnail to apply. If you don't like the look, you can Undo, or choose another preset. You can also use the fade slider to reduce the amount of the effect.

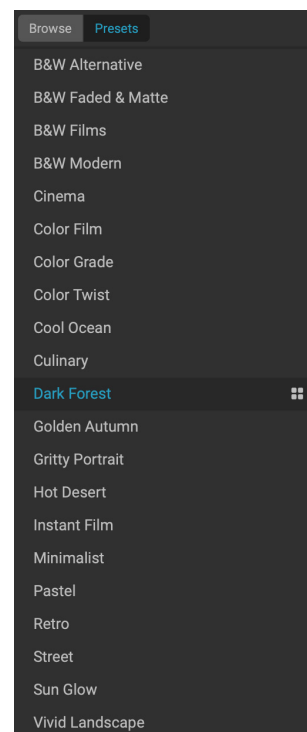
ON1 Photo RAW 2020 has a preset system that lets you save your complete settings from the Edit module. These presets are always available in Browse, so you can apply your favorite presets quickly and easily to a photo or a group of photos.

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

If you'd like to see a larger representation of what your selected photo will look like, click on the Quick View Browser icon in the preset category's title bar. That will display an overlay over the entire Photo 2019 interface with all of the presets in that category.

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

Because Photo RAW is non-destructive, going to any of the Edit module tabs will display all of the settings applied by the preset. Once in Edit, you can adjust the settings, switch preset, or make any other editing changes.

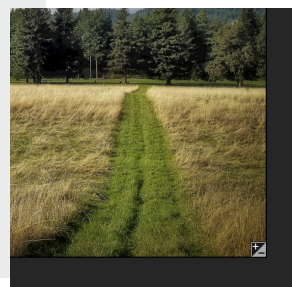


The Presets panel has a broad range of preset types, all of which can be applied in the Browse module.

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

(For more detailed information about how to create and edit presets, see “Presets” on page 80.)

NOTE: If a photo has had a preset applied in Browse, or has otherwise been edited in one of Photo RAW’s editing tabs, you will see a small badge with a ‘+/-’ icon in the lower-right corner of the thumbnail. These badges are visible in the Grid, Filmstrip and Compare views. (See the image on the right for detail.)



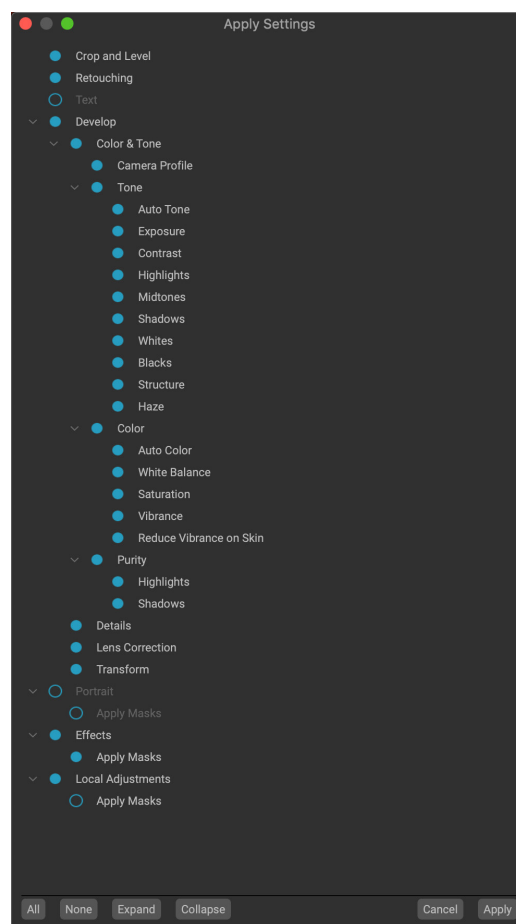
COPYING SETTINGS AND SYNCHRONIZING EDITS

In addition to applying presets, you can copy all of the existing edits made in one photo and paste them directly onto other images in the Browse module. This includes every editing operation you can perform in the Edit module. There are two primary methods for doing this—Copy/Paste and Sync—but they achieve the same end goal: it’s more a matter of preference in which operation you choose.

To copy the edit settings from an image, click on the source file and choose Settings > Copy Settings. Then, click on the new image and choose Settings > Paste Settings. A window will appear, giving you the option of applying any or all of the edits on the original photo, or you can select which edits—everything from individual settings in Develop’s Tone and Color pane, to masks, cropping, and text if used—you wish to paste into the new photo. (You can also select a group of photos and paste the edit settings onto the group.)

The Copy/Paste Settings commands can be useful when you wish to paste settings across a number of photos in different folders. As long as your Browse session is active, Photo RAW will remember the last copied settings, and you can paste them onto other photos as you wish.

With the Sync Settings command, select the image you want to use as your source. Then, holding down the Shift key (if you are selecting an image or group that is contiguous with the source), or the Command (Mac) or Control (Windows) key, and click on the image(s) that you wish to apply the source file’s edits. Your selection should have the source image highlighted in blue, and the target images highlighted in gray. If that is correct, click on the Sync button at the bottom of the Preview area, or choose Sync Settings from the Settings menu. The Apply Settings window will open, and you can follow the same procedure to synchronize your edits.



In the Apply Settings window—accessible from either Paste Settings or Sync Settings—you can apply nearly all Edit module operations to another image or group of images. Filled circles to the left of a setting mean that the setting will be applied; click the circle if you don’t wish that setting to be applied.

Sync All Settings

If you're sure that you want to sync everything from a source photo to another photo or group of photos, the Settings > Sync All Settings command will let you bypass the Apply Settings window. Select your source and destination photos and select the command. Note that all settings—including cropping, text and masks—in the source image will get synced.

RESETTING EDITS IN BROWSE

Any edits you have made with ON1 Photo RAW 2020 can be completely reset from within the Browse module. This includes photos you might have pasted or synchronized settings onto inside Browse, or anything done within the Edit module.

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

- **Reset All Settings:** This removes all adjustments made to a photo in the Edit module. (This option can also be accessed from the Reset All button at the bottom of the Browse window.)
- **Reset Develop Settings:** Removes only the settings applied in the Develop tab.
- **Reset Effects Settings:** Removes only the settings applied in the Effects tab.
- **Reset Portrait Settings:** Removes only the settings applied in the Portrait tab.
- **Reset All Retouching Tools:** Resets any retouching applied anywhere in the Edit module.
- **Reset Local Adjustments:** Removes all local adjustment layers.
- **Reset Crop:** Returns the image to its original, uncropped size.
- **Reset Text:** Removes any text blocks.

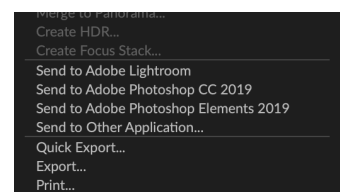
You can undo any of these changes immediately after making them; otherwise resetting with the appropriate option will permanently reset the image.

NOTE: The Reset settings options—as well as the Copy/Paste and Sync options—are not available when you are working with layered photos in Browse. You can, however, Copy and Paste settings between layers in the Edit module.

SEND TO

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

- Adobe Photoshop
- Adobe Photoshop Lightroom
- Adobe Photoshop Elements



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

When you send an image to another application, you will be presented with the Edit in dialog box from ON1 Photo RAW 2020. There you'll have the option to send either the edited photo or the original, unedited image. If you choose to send a copy, you'll have options for choosing the file type, color space, bit depth and resolution. If you use the same set of options every time, you can check the "Don't ask me again" box in the window, and you won't be prompted again. (To change this setting, go to the Files tab in Photo RAW's Preferences.)



The Edit In dialog, with the Copy Options section expanded.

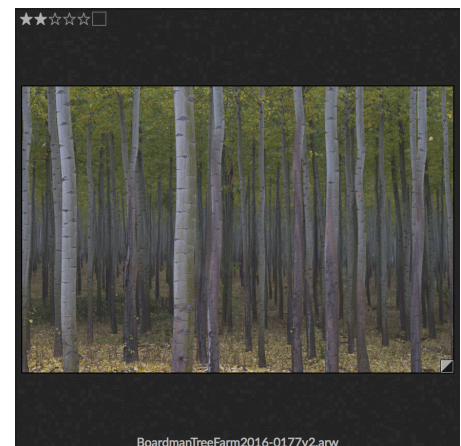
VERSIONS

ON1 Photo RAW's Versions feature lets you create a 'virtual' copy of an image, which you can edit in a completely different manner than the original file, but without actually duplicating the image. This lets you easily try different preset treatments, crops, and retouching operations on a copy of the same image without having to lose any work—or see your disk space increase.

Creating a version is easy: in any of Browse's view modes, choosing Create Version from the Settings menu (or choosing Command-' or Control-') will create a new version of the currently selected (or viewed) photo. A copy of the image will be created next to the existing one in your library, with a 'v1' added to the filename. (Additional versions will be numbered sequentially.)

A version acts like most images inside Photo RAW. You can open it in any of the Edit module tabs; crop or make any adjustments with all of Photo RAW's tools and filters; and you can edit its metadata independently of the original. You can even export a versioned photo or use it in Resize (Photo RAW creates a rendered file in those instances). You can not create a version of an .onphoto file that has layers in it, however. You must first flatten the image inside the Edit module. (See ["Working with Layers" on page 134](#) for more.)

In Grid view, versioned photos will have a small square badge split into light and dark triangles.



A versioned photo will have a 'v1' (or higher) attached to the end of the filename, and a small badge, split into dark and light triangles, in the lower right corner of the thumbnail.

Using ON1 Photo RAW 2020 with two displays

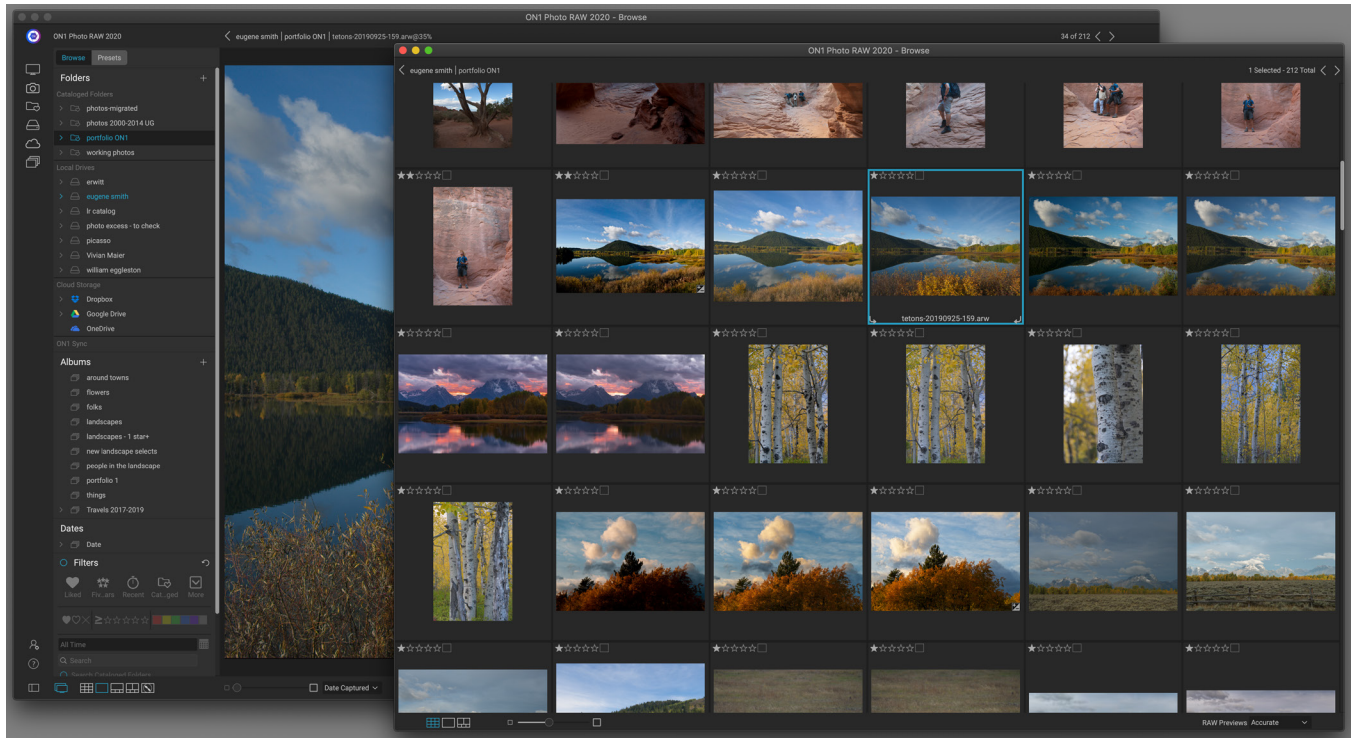


Photo RAW's Dual Mode lets you open a new browser-style window, which can be placed on a second display, or be used to present on a TV or projector.

You can use Photo RAW's Dual Mode feature to display a second copy of your photos in an added browser-style window. Here, you can view folders of images as thumbnails, and navigate through them, while displaying the full-size images in the primary window. This can help your productivity when you have an additional monitor connected to your computer, reducing the need to switch between Grid and Detail, Filmstrip or Compare view. It can also be useful when you wish to present photos on a projector or TV, and don't want to display the entire Photo RAW application window.

Dual Mode works in both the Browse and Edit modules. In Browse mode, you can choose how you wish the second window to act, either displaying in Grid view, with the primary window working in the three other view modes (Detail, Filmstrip or Compare), or vice versa. As you navigate images in the Grid, the other window will display the currently selected image.

When working in the Edit module, the second window works solely in Grid view, displaying thumbnails of the current folder. If you click on another image in the grid, that image will now be presented in the main Edit window.

TURNING DUAL MODE ON

To use this feature, go to the Window menu and chose Dual Mode > Show, or click on the Dual Mode icon at the bottom left side of the main window. The first time you use Dual Mode, the second window will open on your primary display. Simply drag the window to your secondary display, and from that point on, Photo RAW will remember the location of the second window. (When the window is placed in the second display, you can choose Dual Mode > Full Screen Mode from the window menu to have the window fill the entire screen.)

The icons at the bottom of the secondary window are a subset of the main Photo RAW application window: in Browse, you will see options for Grid, Detail and Compare views; in Edit, only the Grid view icon will be visible. The Size slider can change the size of thumbnails (in Grid view) or the zoom level (in Detail and Compare view).

NOTE: If you are working in Dual Mode and click on the Resize button in the module selector, Photo RAW will close the second window.

PART 3: WORKING IN THE EDIT MODULE

ON1 Photo RAW 2020's photo-editing power is found in the Edit module, which consists of four distinct editing functions, separated into tabs:

- **Develop** is where you perform basic, global editing operations—adjusting tone and color, removing noise, sharpening and more. It is the perfect place to begin editing your photos, especially if you are using Photo RAW as a standalone editor.
- **Effects** is the stylization center of Photo RAW, with 30 filters—offering such operations as black and white conversion, HDR stylizing, glows, sharpening, color enhancement and more—that can be stacked in any order, all with extensive blending and masking options.
- **Portrait** is designed for retouching faces. It can automatically find faces, apply smoothing, reduce blemishes, and brighten eyes and teeth.
- **Local Adjustments** are designed to apply basic, targeted edits to parts of your photos, letting you perform traditional photo-editing tasks—like dodging and burning—with ease.

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

Photo RAW 2020's Edit module also includes a Layers pane, which lets you stack multiple images together to achieve sophisticated composites that aren't available in many standalone photo editors. And, because the Edit module is entirely non-destructive when you use Photo RAW as a standalone app, you can re-edit your compositions without worry. (See [“Working with Layers” on page 134](#) for more.)

When using Photo RAW as a plug-in from Lightroom Classic or Photoshop Elements, you can still move from tab to tab in the Edit module (and use the Layers functionality), but your photos will not be re-editable once you leave Photo RAW.

NOTE: If you're using ON1 as a plug-in with Photoshop Smart Objects ([page 10](#)) or with Apple Photos ([page 19](#)), your work will be re-editable, as long as you don't add additional layers.

To help you save time and create the looks that you love best, ON1 Photo RAW 2020 also includes a robust preset system that lets you save settings made in any of the editing tabs—including local adjustments and masks—for applying to other photos. Editing presets can be applied in the Edit module, and in Browse, and, like all other elements of Photo RAW 2020, are re-editable. (Presets are discussed in detail on [page 80](#).)

In addition to creating and using presets, you can copy and paste the Edit module settings from one file to another, or alternatively, synchronize the edits on one photo to a group of photos. These operations can all be performed in any of the editing modules, as well as in Browse, adding to ON1 Photo RAW 2020's extreme flexibility. (See [“Copying settings and synchronizing edits” on page 85](#) and [“Applying Edit Module Presets in Browse” on page 50](#).)

ON1 Edit Main Screen Overview

Edit provides you with an easy-to-use work space for editing your photos. Below is an overview of the main window sections of the Edit module:



- A. **Tool well:** Tools for working within the Edit module.
- B. **Preferences/Help:** Shortcuts to app preferences and help.
- C. **Preset panel:** List of all installed presets (by category). When working in the Effects tab, a Filters panel is visible as well.
- D. **Search:** Searches presets (and filters, when working in Effects) by name.
- E. **Window options:** (from left to right) Open/close the Presets panel; toggle Dual Display Mode on/off; switch between Detail and Filmstrip views (Filmstrip shown).
- F. **Preview Window:** Displays the current photo in detail view.
- G. **Preview option toggles:** Magnification slider for current image, compare (before/after) mode, show/hide mask, turn soft proofing and preview on or off.
- H. **Tool Options bar:** Options and settings for currently selected tool.
- I. **Photo Information pane:** Navigator, levels (histogram) and general photo information.
- J. **Layers pane:** Add, edit and manage layers here.
- K. **Edit tabs:** Tabs for accessing the Develop, Effects, Portrait, Local Adjustments. Clicking on each tab brings up the settings for that tab.

- L. **Reset bar:** Reset all (all Edit module settings), Reset (resets the current tab's settings), Sync settings with previously edited photo (when in Filmstrip view)
- M. **Module selector:** Switches between Browse and Edit modules (if you are editing a photo as a plug-in, the Browse icon will be disabled).
- N. **Output:** Shortcuts for switching to the Resize module (disabled when accessing Photo RAW as a plug-in), as well as for printing, exporting and sharing the current photo.

The look of the Edit module in ON1 Photo RAW 2020 is similar to that of Browse, with slight variations that are specific to photo-editing tasks. The left side of the window contains a tool well with Edit-specific tools, and a Presets pane (when using the Effects tab, you will also see a Filters tab alongside Presets).

The right side of the screen contains the same panes at the top—Navigator, Levels/Histogram and Info—as well as a History pane, the Layers panel, and tabs for the four editing areas inside Edit: Develop, Effects, Portrait and Local. Clicking on a tab will bring up the options and settings for that area. When viewing images, you can work in either Detail or Filmstrip view, both of which work the same as they do in Browse (See [“Working in the Preview Area” on page 35](#) for more).

Photo RAW provides several ways to navigate and view your image in the Edit module's Preview window:

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

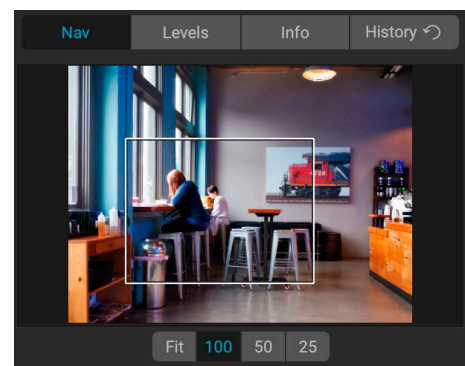
Navigator, Levels, Info and History Panes

At the top of the control panel on the right of the main window are the Navigator, Histogram, Info and History panes. These tools can be useful for inspecting and viewing details of your image, as well as for looking at all of the Edit module adjustments made during a session.

THE NAVIGATOR PANE

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

At the bottom of the Navigator pane are several zoom buttons representing percentage zoom views (100%, 50% and 25%). Click on one of the buttons to change the view. Fit zooms to fit the current canvas size, while 100 zooms to 100%, displaying the actual pixels.

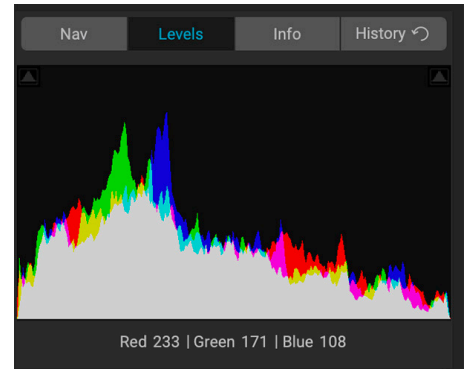


THE LEVELS PANE

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 arrows, you will activate the clipping overlay on your image, which displays the areas that are clipped. Those areas with a blue overlay are pure black, while the areas with the red overlay are pure white. You can turn the clipping view off again by clicking on one of the triangles. You can also temporarily enable clipping view by holding down the J key at any time. The clipping view is useful when you are making adjusts to the brightness and contrast of your image. (See [“Focus and Clipping views” on page 35](#), for more information about using the clipping view.)

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



THE INFO PANE

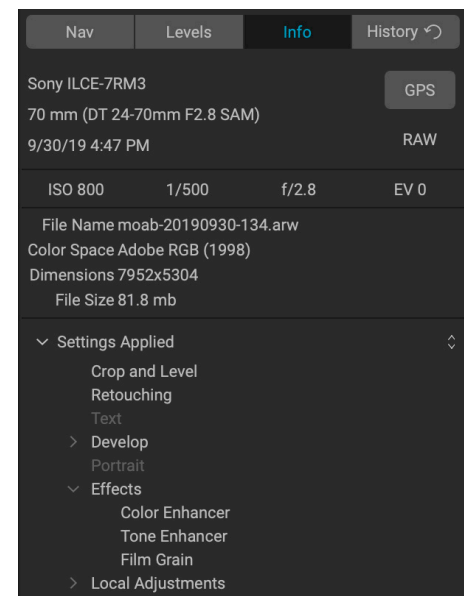
The Info pane displays metadata for the current image in an easy-to-read format. This metadata includes camera make and model; lens focal length; capture date and time; file type; GPS location data; ISO setting; shutter speed; aperture; and exposure compensation.

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

Settings Applied

At the bottom of the Info pane is a section that shows all of the operations from the Edit module that have been applied to the current image. Clicking on the right arrow to the left of the label will display a list of every tab in the Edit module, as well as primary adjustment options, including cropping, retouching and text operations. If an image has had any adjustments made to it, that section of the Settings Applied area will be represented in white type, and you can use the arrows to the left of the label to drill down further into the Develop, Effects, Portrait, and Local Adjustment tabs to see which adjustments were made to an image. (On an image that has had no adjustments, all of the settings will be grayed out.)

Double-clicking on any of the available items inside the Settings Applied area will take you to that specific setting inside the Edit module, where you can make any desired changes.



GPS Metadata

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

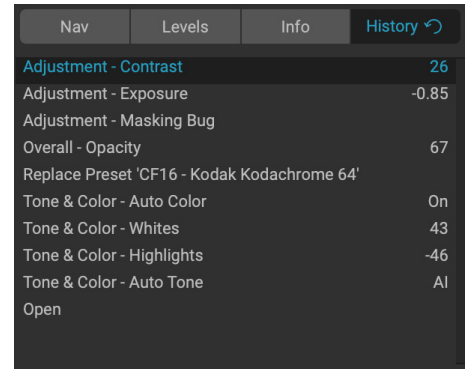
THE HISTORY PANE

ON1 Photo RAW 2020 has a robust Undo capability, which is helpful when you wish to back up a few steps during the editing process. When you want to go back further, it can be tedious to keep pressing Command/Control-Z. That's where the history pane can be extremely useful. It displays every adjustment made during an editing session. From the History pane, you can scroll through your edits, all the way back to the state of your photo when you opened it for editing.

As you work, the History pane tracks all of your edits—even when working with layered files—adding each change you make to the top of the pane. History displays not only the adjustment, but in many cases will display the settings of sliders in the various panes and filters.

You can scroll through the list, and, if you click on an item, Photo RAW 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 Edit 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 designed to help you refine and understand the edits you made during an editing session; it not saved once you finish editing a photo. If you go back to Browse, open another image for editing from the Filmstrip, or switch to Resize, the History pane resets.

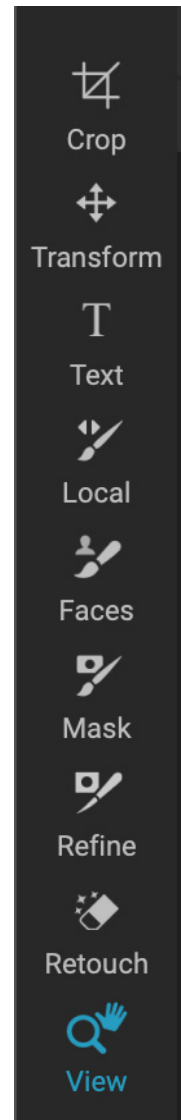


TIP: If you click on an item in the History pane, and you wish to step up or down in the adjustment history from that point, you can use the Undo/Redo commands to quickly go through the list. If you are happy with your edits, click back on the top item in the History pane to preserve the state of the photo.

The Tool Well

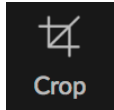
The Edit module has 16 tools available for you when you are working on a photo, and are accessible via the Tool well on the left side of the screen. Some tools—Transform (Move), Crop, Text, Faces, and View—are self-contained within the tool icons. Others are nested within a tool group—Local, Mask, Refine, and Fix—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. *Shortcut key: C*
- **Transform (Move) Tool:** Moves and changes the size and rotation of your layer. *Shortcut key: V*
- **Text Tool:** Adds text blocks to your document. *Shortcut key: T*
- **Adjustment Brush (Local group):** Paints in or out local adjustments. *Shortcut key: K*
- **Adjustable Gradient (Local group):** Applies a selective gradient in local adjustment mode. *Shortcut key: Shift+K*
- **Faces (Portrait) Tool:** Finds faces in the current image, and opens the Portrait tab, where you can paint skin in or out to fine-tune each face's mask. *Shortcut key: Shift-I*
- **Masking Brush (Mask group):** Mask large similar areas quickly. (Includes Perfect Brush option.) *Shortcut key: B*
- **Masking Bug (Mask group):** Applies a selective gradient as a mask in any filter (or to the entire stack). *Shortcut key: M*
- **AI Quick Mask Tool (Mask group):** Create high-quality masks with only a few strokes as guidance. *Shortcut key: W*
- **Refine Brush (Refine group):** Lets you refine an existing mask's edges, to help mask difficult areas, such as hair. *Shortcut key: N*
- **Chisel Tool (Refine group):** Removes fringes from the edge of a mask. *Shortcut key: Shift-K*
- **Blur Tool (Refine group):** Blurs the edges of a masked area to help it blend more naturally. *Shortcut key: L*
- **Perfect Eraser (Fix group):** Removes distractions like signs and power lines. *Shortcut key: Q*
- **Retouch Brush (Fix group):** Removes blemishes like dust spots and acne. (Includes Perfect Brush option.) *Shortcut key: R*
- **Clone Stamp (Fix group):** Paints over an area from a sample of 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*



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.

CROP TOOL



This tool lets you crop your image, and is fully non-destructive when you are using ON1 Photo RAW 2020 as a standalone app.

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

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

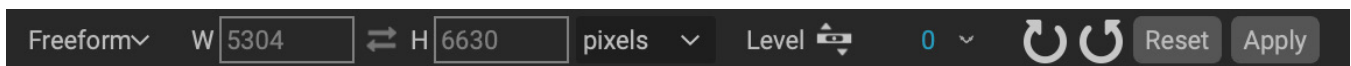
To straighten an image, you can use the Leveling Tool, which is found in the Tool Options bar when the Crop Tool is active. Click on it, and drag the tool across an element in your image that should be level.



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

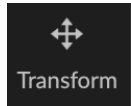
NOTE: The Crop tool is disabled when you use Photo RAW as a plug-in; you should use the host application to crop your photos. Also, when used inside Resize, the Crop tool is destructive.

Crop Tool Options Bar:



- **Preset pop-up:** Lets you choose from Freeform or constrained preset ratios
- **Width:** Sets the width of the crop box.
- **Swap Dimensions:** Swaps the width and height. Handy for rotating the crop box.
- **Height:** Sets the height of the crop box.
- **Leveling Tool:** Click and drag this tool across an element in your image that should be level.
- **Angle:** See and adjust the angle of rotation.
- **Reset:** Resets the crop area to the size of your original photo.
- **Apply:** Applies the crop.

TRANSFORM (MOVE) TOOL



The Transform tool is used to manipulate the contents of a layer, and works even if the only layer you have is the base photo layer. A layer may be repositioned, sized or rotated using the Transform Tool. When the tool is selected, handles will appear on the edges of the selected layer. You use these handles to manipulate the image. When you are done, click the Apply button in the Tool Options bar.

The Transform tool is layer-dependent, and each document layer can have its own transform operations. It is useful when compositing photos, or applying backgrounds and textures in a multi-layered file.

NOTE: The Transform tool is disabled when using Photo RAW as a plug-in.

Repositioning a Layer

To reposition a layer, simply click and drag inside the transform box. You can also use the keyboard arrow keys to nudge a layer one pixel in any direction.

Resizing a Layer

To resize a layer, click and drag on any of the transform handles. Clicking on a corner handle allows you to adjust two sides simultaneously. Clicking on a side handle allows you to adjust that side. If you hold the shift key down while adjusting the size, the proportions of the layer are maintained. If you hold down the Option (MacOS) or Alt (Windows) key while resizing, your image will resize from the center instead of from the edge. You can hold down Shift-Option (or Shift-Alt) to resize proportionally from the center.

You can type in the size you desire in the Tool Options bar (see below) in the width and height fields. You can also size a layer to fill the canvas automatically by pressing the Fill button in the Options Bar.

Rotating a Layer

To rotate a layer, move the Transform Tool just outside a corner transform handle. Notice that the tool cursor changes to a rotate cursor. Now click and drag to rotate the layer. You can also use the opt (alt) left and right arrow keys to rotate a layer when the transform tool is selected. To rotate the layer quickly in 90 degree increments, you can use the rotate left and rotate right buttons in the Tool Options bar.

Flipping a Layer

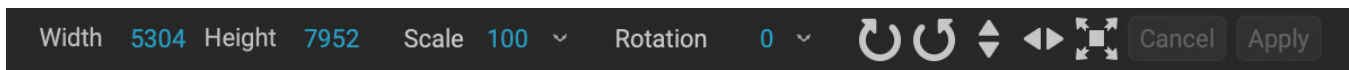
You can flip a layer either horizontally or vertically by pressing the flip buttons in the Tool Options bar.

When you have completed your transforms you need to commit the changes. You can do this by pressing the Apply button that appears in the Tool Options bar or by pressing the Enter key. You can cancel a transform by pressing the Cancel button in the Tool Options bar or by pressing the Escape key.

Restoring a Layer After a Move

The Reset All command inside the Edit module will not reset transforms made with the Move tool. To reset your layer to its original, non-transformed state, click the Move tool and adjust any rotation you might have made, as well as any flip operations. Then choose the Fit to Canvas button.

Transform Tool Options Bar



- **Width:** Changes the width of the layer, in pixels.
- **Height:** Changes the height of the layer, in pixels.
- **Scale:** Proportionally scales the layer, in percentage.
- **Rotation:** Rotates the layer, by degrees.
- **Rotate Left/Right buttons:** Rotates the layer 90° clockwise or counterclockwise.
- **Flip Horizontal/Vertical buttons:** Flips the horizontal or vertical axis.
- **Fill Canvas button:** Scales the layer contents to fit the document size.

TEXT TOOL



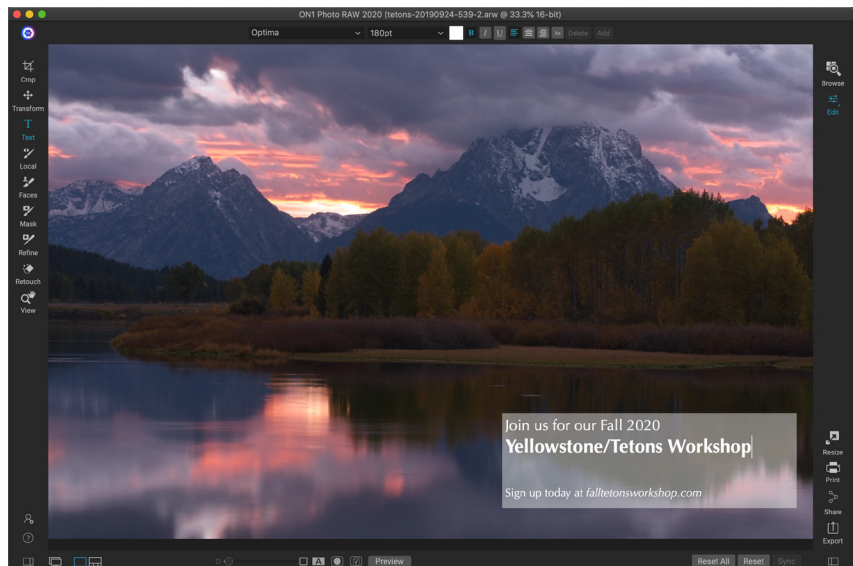
The Text tool lets you add multiple blocks of text to your photo or composite, for everything from simple watermarks to more complicated text-based layouts. Within each block you have complete control over the font, type size, line spacing, letter spacing, color and alignment of the text. You can also add a background fill color and can set the opacity of each text block and background.

To add a text block, click the Text tool, and then the Add button in the Tool Options bar. A new text block will be added, with placeholder text selected. You can start typing, or first choose the font, sizing and other options you wish to use in that block. To add another text block, click the Add button again.

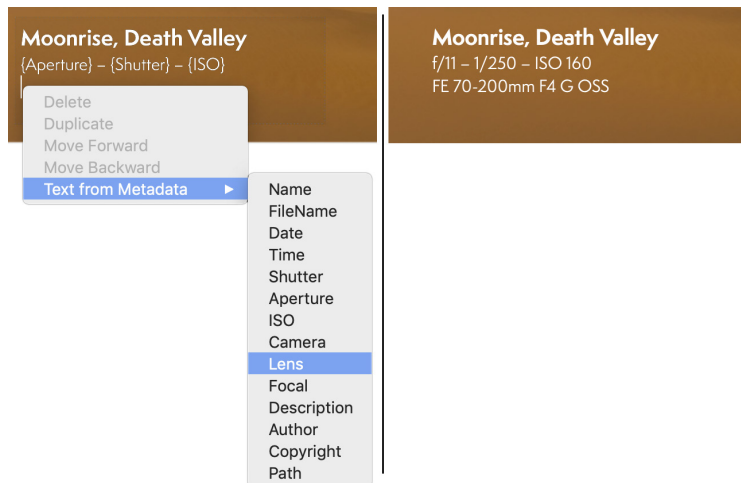
To edit an existing text block, choose the Text tool, and double-click in the block you wish to edit, then make your changes. If you would like to remove an existing block, click on the block with the Text tool and choose Delete from the Options bar.

Photo RAW will remember the last settings you used, which can be helpful if you like to use a specific font and size—in text for a watermark, for example.

The Text tool also lets you add metadata from the current photo into a text block. To do this, create a text block and right-click inside the block. The Text from Metadata submenu contains a list of embeddable metadata items (see screenshots on the following page). You can add multiple items from the list, style them, and even add items to different text blocks. When you're done adding metadata, click outside the block to see the final text.

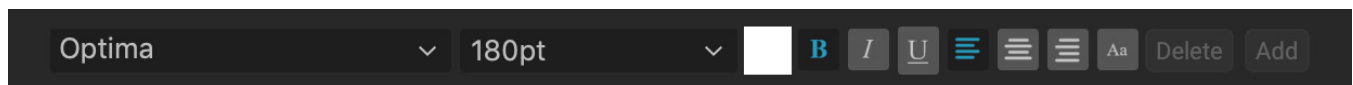


The Text tool lets you add multiple text blocks to a document, with full character-level control of font, size and styles.

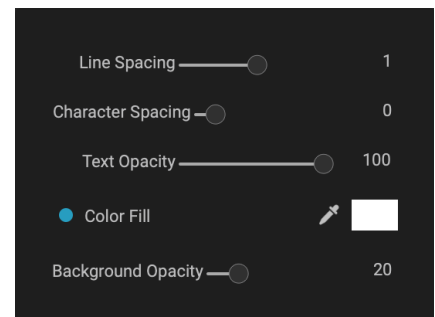


To add specific metadata types to a text block, right-click in the block, and choose from the Text from Metadata submenu (left). When you're done adding metadata items, click outside the block to see the embedded text (right).

Text Tool Options Bar



- **Font pop-up:** Displays a list of available fonts on your system. Click to select the font you wish to use.
- **Size pop-up:** Sets the font size for the block (or selected text).
- **Color:** Lets you select a color for the selected text or block.
- **Style:** Lets you apply Bold, Italic or Underline styling to the selected text or block.
- **Alignment:** Set the selected text to align left, or center.
- **Text Options:** Additional options for the text block, including line and character spacing, color fill for the background, and separate opacity controls for both the text and the background (right).
- **Delete:** Deletes the currently selected text block.
- **Add:** Adds a new text block.



The Text Options menu includes settings for line and character spacing, background color, and text and background opacity.

NOTE: The Text tool can be used to add text-based watermarks to a photo, but Photo RAW's Export feature also lets you apply a graphic watermark to exported photos. See [“Export” on page 165](#) for more information.

ADJUSTMENT BRUSH (LOCAL GROUP)

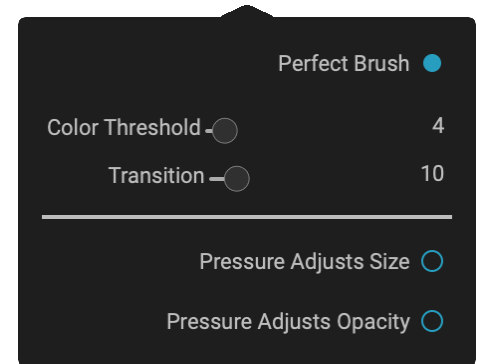


The Adjustment Brush, which works within the Local Adjustments tab, works like a standard brush tool, with adjustable sizes, feathering and opacity. You can paint an adjustment in or out via the Mode pop-up in the Tool Options bar, and adjust the size and feathering of the brush via the bar or with the bracket keys on your keyboard. The Adjustment Brush is especially powerful when used with the Perfect Brush option, represented by its icon at the right of the

Tool Options bar.

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

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

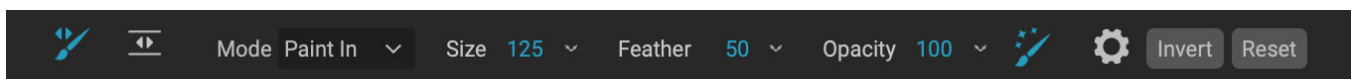


Perfect Brush options.

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

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

Adjustment Brush Tool Options



- **Paint Mode:** The paint mode controls if you are painting out (hiding the effect) or painting in (restoring the effect). You can tell your current mode by looking at the plus or minus icon in the center of the brush. If the icon is minus, you are painting out, and if the icon is a plus, you are painting in. You can change the mode in the Tool Options bar, or by pressing the X key, or by holding down the Option (Mac) or Alt (Windows) key temporarily.
- **Brush Size:** You can control the size of the brush using the Size pop-up. Use a small brush at high magnification for precise work, and a large brush at fit to screen for general work. You can control the size of the brush several ways:

- Use the Size pop-up in the Tool Options bar.
 - Use the left and right bracket keys: ‘ [‘ and ‘] ’ .
 - Use your mouse’s scroll wheel (this option can be set in ON1 Photo RAW 2020’s Preferences window).
 - Use your Wacom pressure-sensitive tablet.
- **Feather:** You control the amount of feathering—or hardness—of the brush by using the Feather pop-up in the Tool Options bar. The feather has a range from 1 to 100 percent. Use a small feather at high magnification for precise, hard-edged work and a large, soft-edged brush in Fit to screen mode for general work. You can visually see your feather by watching the outer concentric circle of the brush tool. In addition to the Feather pop-up, you can adjust the size of the feather by holding down the Shift key and pressing the right or left bracket keys on your keyboard.
- **Opacity:** You can control the opacity, or strength of the brush with the Opacity pop-up in the Tool Options bar. The opacity has a range from 1 to 100 percent. You use a high opacity to paint quickly and hide large areas. You use a lower opacity for blending areas together or for subtle work. You can control the size of the brush several ways:
 - Use the Opacity pop-up in the Tool Options bar.
 - Press the Option (Mac) or Alt (Windows) key on your keyboard and press one of the number keys. Each number represents an opacity percentage from 10% (1) to 90% (9); 0 represents no opacity.
 - Use your Wacom pressure-sensitive tablet.

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

- **Perfect Brush:** The Perfect Brush option incorporates a color-based, self-masking technology to help create precise selections and masks. When you turn the option on—by clicking on the Perfect Brush icon in the Tool Options bar—the Masking Brush collects the colors under the center of the brush and applies the effect only to those colors. This protects the adjustment from being applied across edges, such as tree branches. Further settings for the Perfect Brush can be found by clicking on the gear icon in the Tool Options bar. There, you can set the following options:
 - **Color Threshold:** This option lets you control the balance between keep and drop colors, based on the area you are working on. For example, you may want the Perfect Brush to be very precise and only paint away very similar colors, while at other times you want it to paint away a broad range of colors in the same neighborhood.
 - **Transition:** This slider controls the feather of the Perfect Brush based on color. To create a soft edge, increase the transition. To create a harder edge, decrease the transition amount.

Wacom Support

ON1 Photo supports pressure-sensitive tablets from Wacom with the Adjustment Brush. When you use the Masking Brush you can enable pressure sensitive controls for the brush size, brush opacity, or both simultaneously. To turn this support on, click on the gear icon in the Tool Options bar. You can activate pressure sensitivity for both size and opacity by clicking the appropriate buttons in the drop-down menu.

Detailed information on using Local Adjustments in ON1 Photo RAW 2020 starts on [page 129](#).

ADJUSTABLE GRADIENT TOOL (LOCAL GROUP)

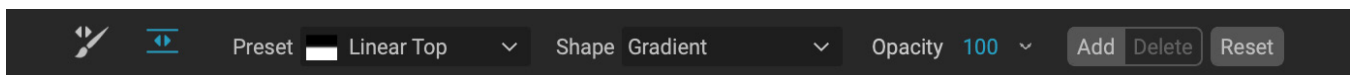


The Gradient Adjustment tool is very similar to the Masking Bug, but it is solely for use within the Local Adjustments tab. It lets you create a linear or radial gradient mask across part of your image. The gradient mask goes from dark to light in tone, applying more of the adjustment where the gradient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

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

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

Adjustable Gradient Tool Options Bar:



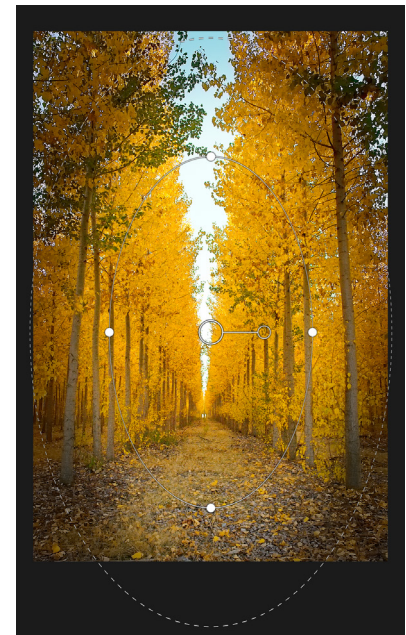
- **Preset:** The preset pop-up includes several common ways to use the Gradient Adjustment tool (top down, bottom up, left and right, and circular vignettes), and changes the current bug (if there is one) to match the preset.
- **Shape:** The shape pop-up controls the shape of the bug. In addition to the standard Gradient and the Reflected Gradient, there are two radial shapes: Center, which puts the light tones at the center and the dark tones on the outside of the mask, and Edges, which sets the gradient in the opposite direction.
- **Opacity:** Sets the maximum opacity or density of the mask.
- **Add:** Adds a new gradient using the current settings.
- **Delete:** Deletes the current gradient.
- **Reset:** Resets the mask on the layer completely. This removes all gradients and clears any brushing that has been done.

Manipulating Gradient Masks

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

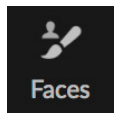
- To move a gradient, click on the big circle at the center of the gradient and drag.
- To resize a radial gradient, click and drag on the solid line.
- To adjust the feather (hardness) of the mask, click and drag along the dashed line.
- To rotate the mask, click the smaller circle near the gradient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

Detailed information on using Local Adjustments in ON1 Photo RAW 2020 starts on [page 129](#).



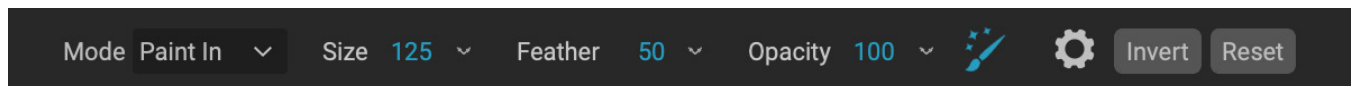
The Edges gradient shape lets you create such masking effects as customized, adjustable vignettes.

PORTRAIT (FACES) TOOL



Clicking on the Faces icon will open the Portrait tab, and search the photo for faces. Any faces it finds will be added to the tab as separate panes. When a face is selected, the tool works in a manner similar to the Masking Brush (see below); it lets you paint the face's mask—the skin, in case of Portrait—in or out. More information on using Portrait starts on [page 124](#).

Portrait Tool Options



- **Paint Mode:** The paint mode controls if you are painting out (removing areas that aren't skin) or painting in (adding areas of skin). You can tell your current mode by looking at the plus or minus icon in the center of the brush. If the icon is minus, you are painting out, and if the icon is a plus, you are painting in. You can change the mode in the Tool Options bar, or by pressing the X key, or by holding down the option (alt) key temporarily.
- **Brush Size:** You can control the size of the brush using the Size pop-up. Use a small brush at high magnification for precise work, and a large brush at fit to screen for general work. You can control the size of the brush several ways:
 - Use the Size pop-up in the Tool Options bar.
 - Use the left and right bracket keys: ' [' and '] ' .
 - Use your mouse's scroll wheel (this option can be set in ON1 Photo RAW 2020's Preferences window).
 - Use your Wacom pressure-sensitive tablet.
- **Feather:** You control the amount of feathering—or hardness—of the brush by using the Feather pop-up in the Tool Options bar. The feather has a range from 1 to 100 percent. Use a small feather at high magnification for precise, hard-edged work and a large, soft-edged brush in Fit to screen mode for general work. You can visually see your feather by watching the outer concentric circle of the brush tool. In addition to the Feather pop-up, you can adjust the

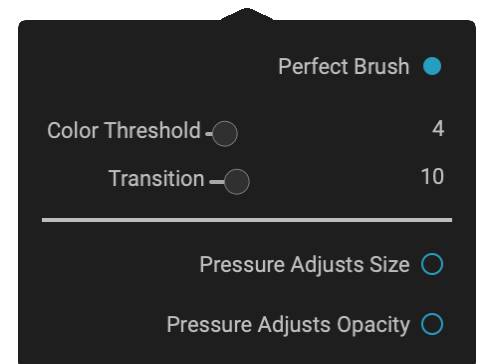
size of the feather by holding down the Shift key and pressing the right or left bracket keys on your keyboard.

- **Opacity:** You can control the opacity, or strength of the brush with the Opacity pop-up in the Tool Options bar. The opacity has a range from 1 to 100 percent. You use a high opacity to paint quickly and hide large areas. You use a lower opacity for blending areas together or for subtle work. You can control the size of the brush several ways:
 - Use the Opacity pop-up in the Tool Options bar.
 - Press the option (MacOS) or alt (Windows) key on your keyboard and press one of the number keys. Each number represents an opacity percentage from 10% (1) to 90% (9); 0 represents no opacity.
 - Use your Wacom pressure-sensitive tablet.

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

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

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



Perfect Brush options.

- **Color Threshold:** This option lets you control the balance between keep and drop colors, based on the area you are working on. For example, you may want the Perfect Brush to be very precise and only paint away very similar colors, while at other times you want it to paint away a broad range of colors in the same neighborhood.
- **Transition:** This slider controls the feather of the Perfect Brush based on color. To create a soft edge, increase the transition. To create a harder edge, decrease the transition amount.

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

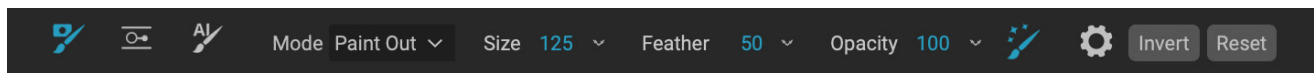
ON1 Photo supports pressure-sensitive tablets from Wacom with the Portrait tool. When you use the tool, you can enable pressure-sensitive controls for the brush size, brush opacity, or both simultaneously. To turn this support on, click on the gear icon in the Tool Options bar. You can activate pressure sensitivity for both size and opacity by clicking the appropriate buttons in the drop-down menu.

MASKING BRUSH (MASK GROUP)



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

Masking Brush Tool Options



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

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

- **Brush Size:** You can control the size of the brush using the Size pop-up. Use a small brush at high magnification for precise work, and a large brush at fit to screen for general work. You can control the size of the brush several ways:
 - Use the Size pop-up in the Tool Options bar.
 - Use the left and right bracket keys: ‘ [’ and ‘] ’ .
 - Use your mouse’s scroll wheel (this option can be set in ON1 Photo RAW 2020’s Preferences window).
 - Use your Wacom pressure-sensitive tablet.
- **Feather:** You control the amount of feathering—or hardness—of the brush by using the Feather pop-up in the Tool Options bar. The feather has a range from 1 to 100 percent. Use a small feather at high magnification for precise, hard-edged work and a large, soft-edged brush in Fit to screen mode for general work. You can visually see your feather by watching the outer concentric circle of the brush tool. In addition to the Feather pop-up, you can adjust the size of the feather by holding down the Shift key and pressing the right or left bracket keys on your keyboard.

- **Opacity:** You can control the opacity, or strength of the brush with the Opacity pop-up in the Tool Options bar. The opacity has a range from 1 to 100 percent. You use a high opacity to paint quickly and hide large areas. You use a lower opacity for blending areas together or for subtle work. You can control the size of the brush several ways:
 - Use the Opacity pop-up in the Tool Options bar.
 - Press the option (MacOS) or alt (Windows) key on your keyboard and press one of the number keys. Each number represents an opacity percentage from 10% (1) to 90% (9); 0 represents no opacity.
 - Use your Wacom pressure-sensitive tablet.

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

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



Perfect Brush options.

- **Color Threshold:** This option lets you control the balance between keep and drop colors, based on the area you are working on. For example, you may want the Perfect Brush to be very precise and only paint away very similar colors, while at other times you want it to paint away a broad range of colors in the same neighborhood.
- **Transition:** This slider controls the feather of the Perfect Brush based on color. To create a soft edge, increase the transition. To create a harder edge, decrease the transition amount.

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

ON1 Photo supports pressure-sensitive tablets from Wacom with the Masking Brush. When you use the Masking Brush you can enable pressure sensitive controls for the brush size, brush opacity, or both simultaneously. To turn this support on, click on the gear icon in the Tool Options bar. You can activate pressure sensitivity for both size and opacity by clicking the appropriate buttons in the drop-down menu.

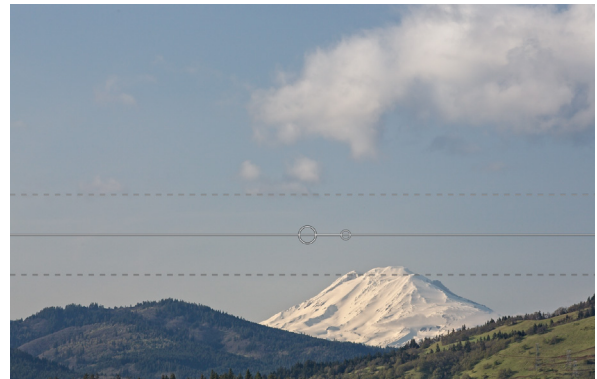
MASKING BUG (MASK GROUP)



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

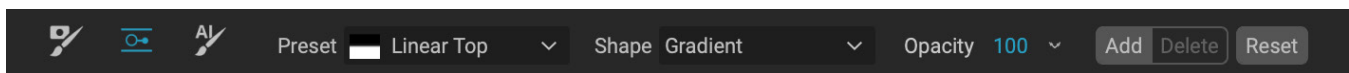
To apply a standard gradient to a filter, click on the Masking Bug in the Tool well, then click in the image roughly where you wish the gradient to go. You'll see the outline of the gradient, which is called a bug. You can use the handles on the bug to move your gradient around, increase or decrease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

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



In this image, a Dynamic Contrast filter has been applied in Effects. To keep the effect out of the clouds, a Masking Bug has been added.

Masking Bug Tool Options Bar:



- **Preset:** The preset pop-up includes several common ways to use the tool (linear top down, linear bottom up, left and right, and circular vignettes), and changes the current bug (if there is one) to match the preset.
- **Shape:** The shape pop-up controls the shape of the bug. In addition to the standard Gradient and the Reflected Gradient, there are two radial shapes: Center, which puts the light tones at the center and the dark tones on the outside of the mask, and Edges, which sets the gradient in the opposite direction.
- **Opacity:** Sets the maximum opacity or density of the mask.
- **Add:** Adds a new gradient using the current settings.
- **Delete:** Deletes the current gradient.
- **Reset:** Resets the mask on the layer completely. This removes all gradients and clears any brushing that has been done.

Manipulating a 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.



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.

Working with Multiple Masking Bugs

You can have up to six Masking Bugs per layer. Each bug is re-editable when you're using Photo RAW as a standalone app, or when you use Smart Filters option from within Photoshop (see [“Using ON1 Photo RAW 2019 with Adobe Photoshop” on page 9](#) for more).

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

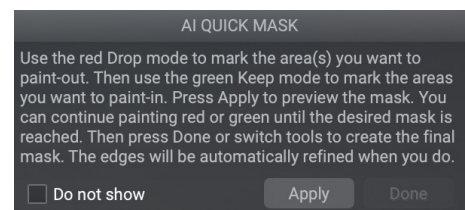
Only one Masking Bug may be adjusted at a time. You will see the overlay controls for the active bug while your mouse is over the preview area. Inactive bugs are marked with a small circle; to select an inactive bug clicking on this small circle marker.

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

AI QUICK MASK TOOL (MASK GROUP)



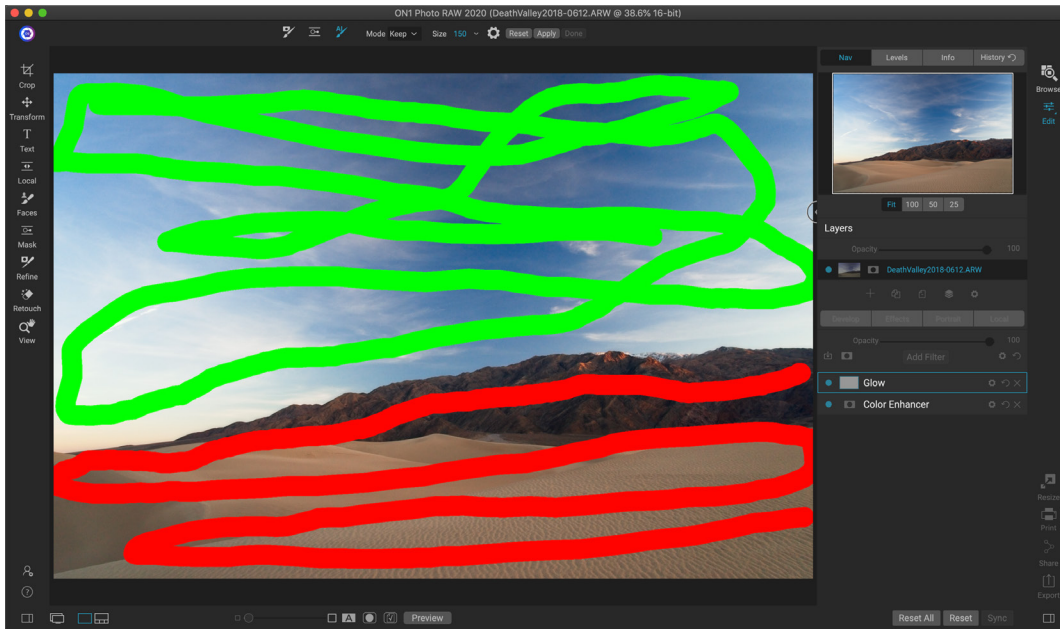
Powered by machine learning, the new AI Quick Mask tool can create high-quality masks with just a few strokes as guidance. To use it, just mark areas you want to keep in green and areas you want to drop in red. Then using its artificial intelligence it analyses the color, tone and texture of the marked 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 quickly.



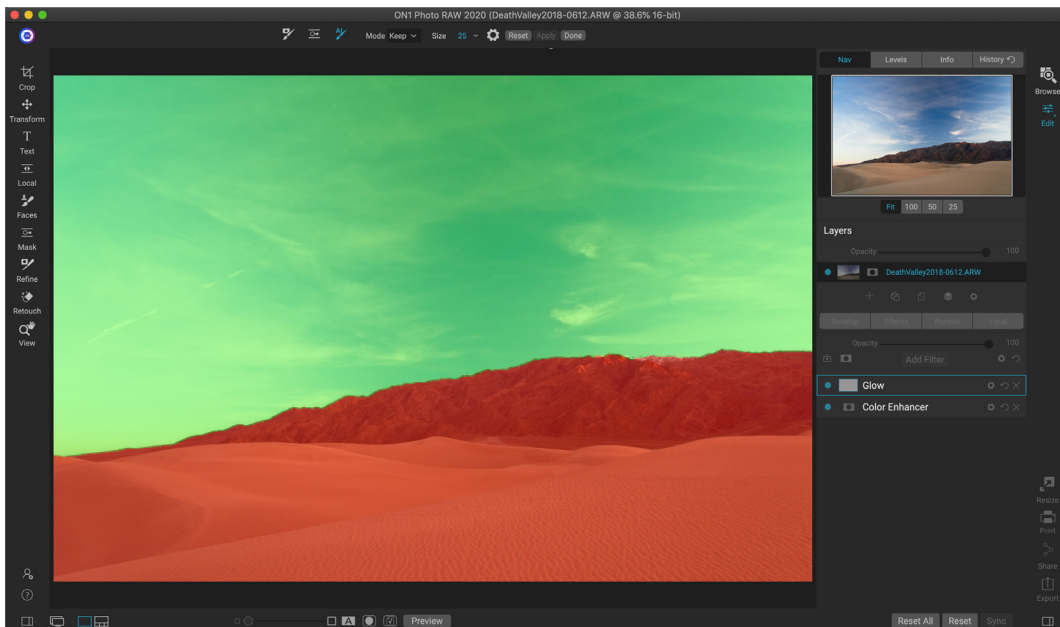
When you first open the AI Quick Mask tool, you'll see a window—called the HUD—that includes instructions for using the tool.

Here are the steps you need to follow to use the AI Quick Mask Tool:

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.



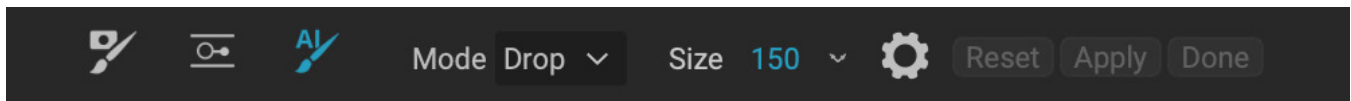
2. Now press the Apply button in either the Tool Options bar or the AI Quick Mask HUD. This will generate a temporary mask to preview the results. Areas that are filled with red will be masked out, areas in green will remain. Keep in mind the edges will appear rough at this point and will be smoothed 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 AI 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 ON1 Photo RAW switches to the Refine Mask tool, which you can use over difficult, semi-transparent areas—like tree branches—if necessary.

NOTE: The AI Quick Mask tool resets any existing mask on a layer or filter.

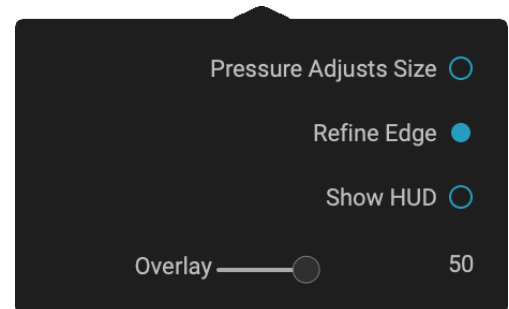
AI Quick Mask Tool Options Bar



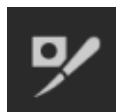
- **Mode:** This controls keeping (painting green) or dropping (painting red). Green areas are protected in your mask, and are the areas of a layer or filter that will remain. The areas marked in red will be removed or masked. In your layer these areas will become transparent. On a filter in Effects, these areas will have the filter's effect removed.
You can tell your current mode by looking at the plus or minus icon in the center of the AI Quick Mask brush. If the icon is minus, you are painting drop (red) areas; if the icon is a plus, you are painting keep (green) areas. You can change the mode in the Tool Options bar, or by pressing the Shift-X key, or by holding down the Option (Alt) key temporarily.
- **Brush Size:** You can control the size of the brush using the Size pop-up. Use a small brush at high magnification for precise work, and a large brush at fit to screen for general work. You can control the size of the brush several ways:
 - Use the Size pop-up in the Tool Options bar.
 - Use the left and right bracket keys: ' [' and '] '.
 - Use your mouse's scroll wheel (this option can be set in Photo RAW's Preferences).
 - Use your Wacom pressure-sensitive tablet.

Further settings for the AI Quick Mask tool 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:** This applies the Refine Mask Brush automatically to the edge of the resulting mask, creating a more natural transition. This is on by default and recommend for most photos.
- **Show HUD:** This displays the AI Quick Mask HUD dialog (shown on [page 75](#)), 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 setting is 50.



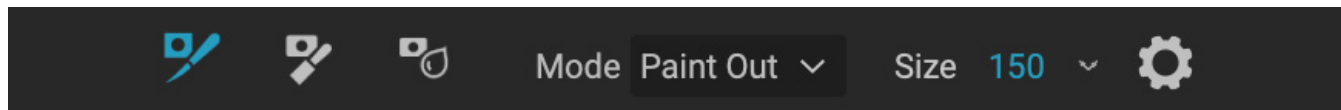
REFINE BRUSH (REFINE GROUP)



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

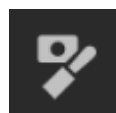
To use the Refine Brush, select the tool in the Options bar and paint along the edges where you would like the mask to be refined. The brush strokes are displayed as a red overlay, and when you let up off the mouse button, Photo RAW will work to make making the mask edge more defined, improving the overall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

Refine Brush Tool Options



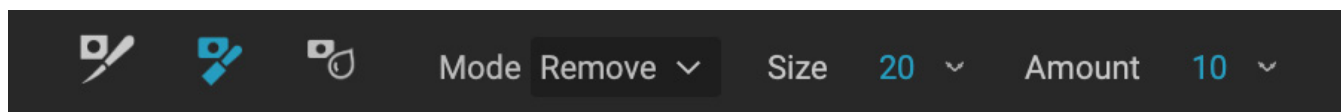
- **Mode:** Controls the refinement mode, either Paint Out, which always refines to remove from the mask, Paint In, which always refines to add to the mask, or Auto, which does both at the same time. Paint Out is recommended in most cases.
- **Size:** This slider adjusts the size of the brush. Select a brush size that is just larger than the intersection of the subject and background. Avoid using oversized brushes it will take longer to process and may yield lower quality results.
- **Pressure Adjusts Size (gear icon):** If you have a Wacom tablet you can control the size of the brush with pressure when this setting is turned on.

CHISEL MASK TOOL (REFINE GROUP)



The Chisel tool, accessible via the Refine Tool Options, bar 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.

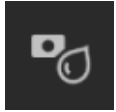
Chisel Mask Tool Options



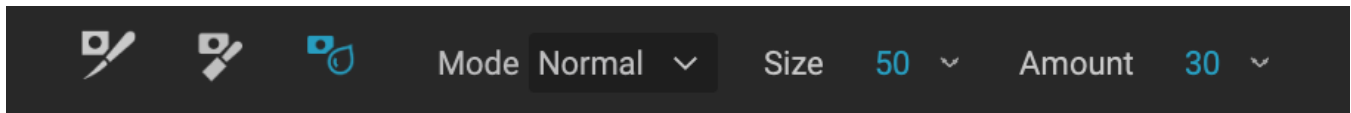
- **Mode:** Select remove or add
- **Size:** Adjusts the size of the chisel tool. Feel free to use a large chisel to make brushing fast. The size of the chisel does not affect how much is chiseled off.
- **Amount:** Controls the amount of pixels that will be removed or added during each stroke.

TIP: Double-click on the Chisel tool icon to apply the chisel to the entire mask.

BLUR MASK TOOL (REFINE GROUP)



The Blur Mask tool 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 Mask Tool 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 tool icon applies the blur to the entire mask.

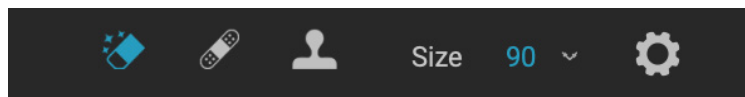
PERFECT ERASER (FIX GROUP)



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, 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 and it will improve with each pass. 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 two options; brush size, and Wacom 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. If you have a Wacom pressure-sensitive tablet, select the Pressure Adjusts Size button in the Options bar.

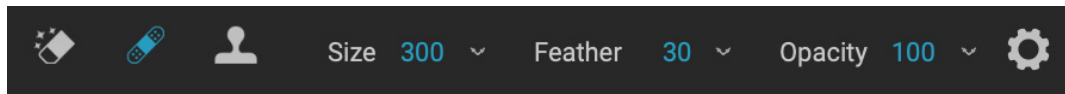
RETOUCH BRUSH (FIX GROUP)



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.

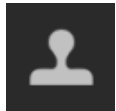
It is best to use the smallest brush size possible and to work by dabbing rather than making large brush strokes. If you dab with the Retouch Brush and don't like the results, use the Undo command and try using a smaller brush or vary your brush stroke and try again. The Retouch Brush is also great for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

Retouch Brush Options



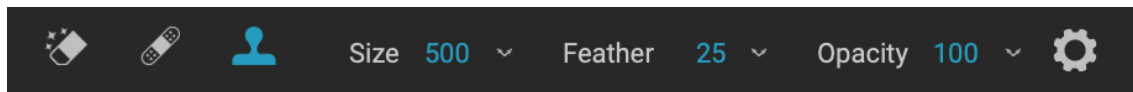
- **Brush Size:** This adjusts the overall size of the brush.
- **Brush Feather:** This adjusts the hardness of the brush. It works best to use a feather larger than 50 to blend and look natural.
- **Brush Opacity:** This adjusts how strong the retouching is. Use 100% to completely remove an imperfection. Use a lower opacity to soften them.
- **Pressure Adjusts Size:** Click on the button to activate the Wacom sensitivity controls.

CLONE STAMP (FIX GROUP)



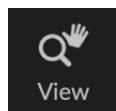
Use the Clone Stamp tool to replace an area of a photo with an area from a different part. Hold down Option (Mac) or Alt (Windows) and click the area you want to clone from. Then click and drag on the area you want to clone over and it will clone from the point you selected.

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

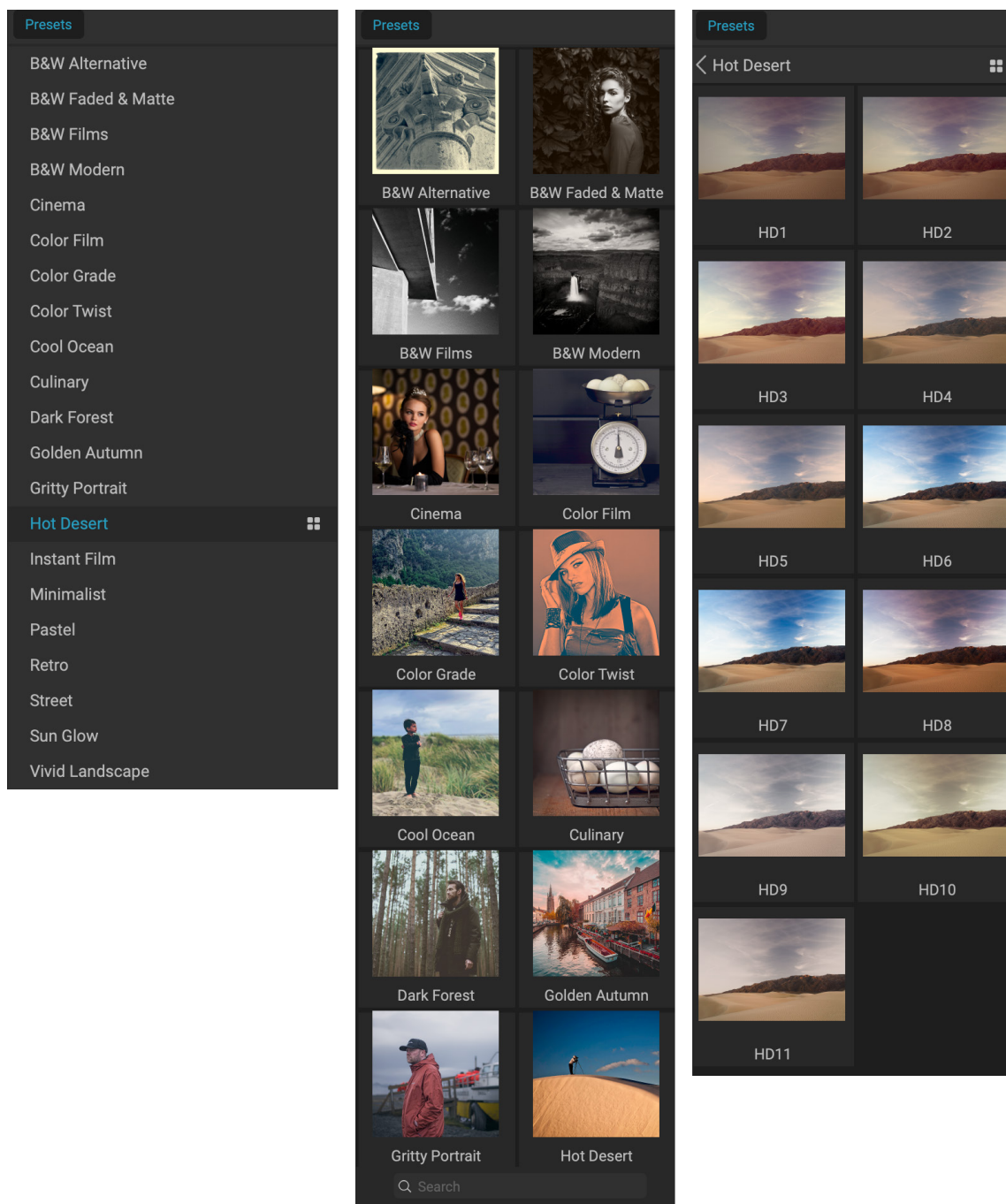
VIEW (ZOOM) TOOL



This tool, which is the default tool selected when you open an image in the Edit module, 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.

Presets

Presets are stored “recipes” that include sets of Edit module adjustments, and can be applied to one or 100 images with ease, in Browse or Edit. Presets are a fast way to get consistent results when editing a group of images, helping you hone your own look. You can also easily create your own presets.



Three different views of the Preset panel. On the left is the List view, in the center is Thumbnail view; these views display the categories of presets. (The view options can be set in the View > Preset Browser submenu.) On the far right is an expanded category, displaying the various presets, with a thumbnail of the current image with the preset applied. From there, you can apply a preset to the current image.

As you hover over a category, the Quick View Browser icon appears on the left side of the category's name. (Hot Desert is shown above in the preset category list.) Clicking on that icon will open a full-screen window showing your photo with that category's presets applied to it. (See the following page for a screen shot of the Quick View Browser.

Photo RAW lets you create your own custom presets and categories, and you can also create subcategories of presets. (See “Organizing Presets” on page 21 for more.)

ON1 Photo RAW 2020 comes with more than 200 built-in presets, in more than a dozen categories, ranging from landscapes to portraits, color grading, film looks and much more. You can create your own presets, or import presets from other ON1 users and photographers.

You can create presets that apply Develop adjustments, Effects settings, Portrait operations and local adjustments that use the Adjustable Gradient tool, and any combination of these.

Presets can also store crop settings and retouching information, as well as masks created with brush tools, Effects' Masking Bug, and the Adjustable Gradient Tool in the Local Adjustments panel. If you apply a preset that contains these options, you should check to make sure that you have the desired result; if not, you can reset the various individual operations via the Settings menu.

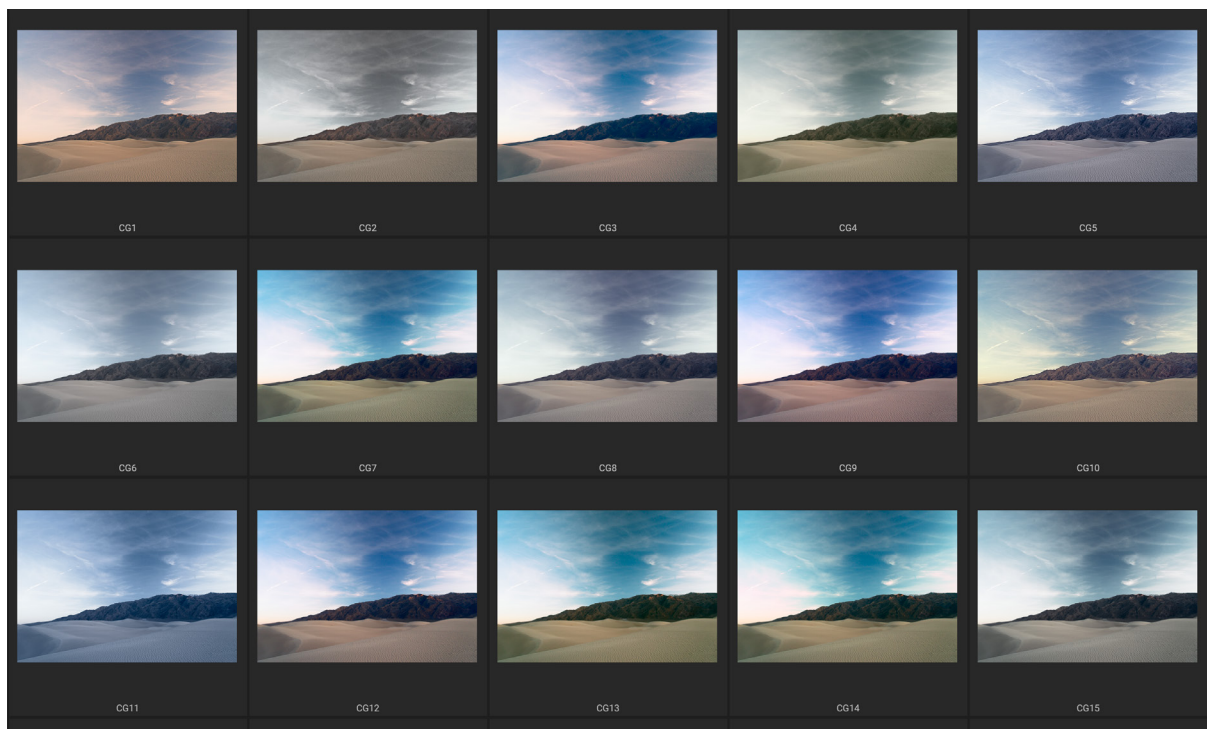
APPLYING PRESETS

To apply a preset to an image, click on the Presets panel. There you will see any built-in presets supplied by ON1—ordered by category—as well as any presets you might have created or installed yourself. Clicking on a category name will open it and display any presets within that category, with a tiny thumbnail showing your selected image with that preset applied to it. To change the size of the thumbnails in the Presets panel, select the Browser Mode option from the View menu and choose One, Two or Three Column View.

Golden Autumn

A preset with the Quick View Browser icon shown.

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



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

To apply a preset to a photo, click on the preset in the mini-browser or in the Quick View Browser. Presets are not cumulative; clicking on another preset will remove the previous one and apply the new one.

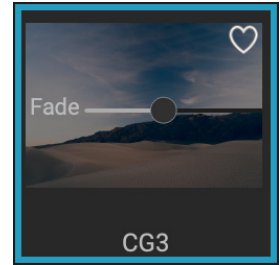
Once you've applied a preset, you can reduce its overall effect by hovering over the chosen preset. There,

you will see a Fade slider, where you can lower the opacity of any Effects filters applied with the preset. (Develop, Portrait, and local adjustments are not reduced.)

After you have applied a preset, you can still make changes to any of the settings—in Develop, Effects, and Local Adjustments—add or remove adjustments, switch to another preset, perform any retouching or more.

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

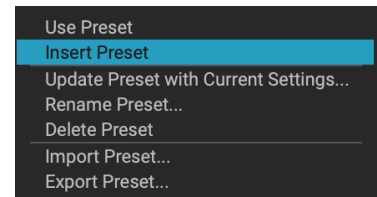
You can save a preset as a favorite by hovering over its thumbnail in the browser, and clicking on the heart icon. This will add that preset to a Favorites category that resides at the top of the Presets panel. To remove a favorite, click again on the heart icon.



The Fade slider reduces the opacity of Effects filters applied with a preset. To find it, just hover over the applied preset in the Presets pane.

Inserting Presets (Effects tab only)

When you click on a preset, Photo RAW's default behavior is to remove any existing adjustments and apply the newly chosen preset to your photo. Sometimes, however, you would like to add a preset on top of your adjustments. To do this, open the Presets pane, right-click on the preset you wish to add, and choose Insert Preset from the pop-up menu. This will add the preset's filters above the currently selected filter pane and will preserve any edits you made in the Develop or Local Adjustment tabs.



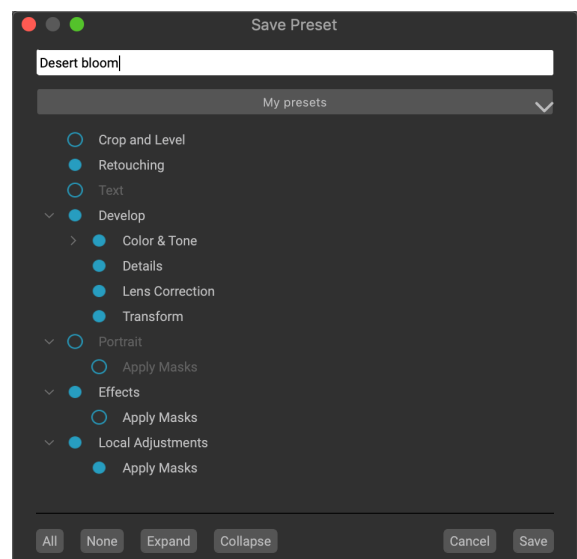
The Insert Preset option is only available when working in the Effects tab.

Inserting a preset will only add that preset's Effects filters to your currently edited photo. Develop adjustments and local adjustment layers will not be added.

CREATING YOUR OWN PRESETS

Once you have a group of edited settings that you wish to save, go to the Settings menu and select Save Preset. The Save Preset dialog will appear, with options for which module's settings you wish to save, naming the preset, and adding it to an existing or new category. Nearly all of the Edit module settings can be saved as a preset, including cropping, retouching, text blocks and masks.

If you have applied a preset to an image, and subsequently updated any of the edit settings (or add or remove adjustments), you can update the preset with the new settings by choosing Update Preset with Current Settings from the Settings menu. This will only change the preset in your app; any images that had the old version of the preset will keep those settings unless you reapply the preset. (You can also update a preset by right-clicking on the preset in the Preset Browser.)



The Save Preset window is similar to the Sync Settings window (see "Copying settings and synchronizing edits" on page 52), and includes all of the operations possible in the Edit module, with the exception of layer operations. Filled circles to the left of a setting mean that the setting will be saved in the preset; click the circle if you don't wish that setting to be saved.

If you would like to create a new preset category—which will be added to the Presets panel throughout ON1 Photo—choose Add New Category from the category pop-up.

MANAGING PRESETS AND CATEGORIES

You can perform a variety of operations on presets and preset categories, including importing and exporting presets (individually or by category), deleting individual presets, and hiding categories.

Importing & Exporting Presets

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

A preset will have an ‘.ONP’ extension, while a preset pack has an ‘ONPreset’ extension; all you need to do is double-click on the file—or choose Import Preset from the Settings menu—and Photo RAW 2020 will ask you to pick a category where you wish to place the preset or pack, and it will copy the presets into the app. You can delete the downloaded files, if desired.

To export an individual preset, click on it and choose Export preset from the Settings menu. You can also export an entire category of presets, via the category preset menu (shown below).

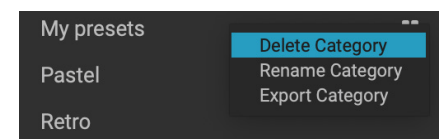
Deleting presets

To remove a preset if you no longer want to have access to it, select the preset you wish to remove in the Preset panel, and choose Delete Preset from the Settings menu. You can also right-click on an individual preset and click Delete Preset from the pop-up menu.

You can delete any preset, including the presets that came pre-installed with ON1 Photo. If you think you might wish to save a preset, export it first, then delete it.

Managing categories

In addition to creating your own preset categories, which get displayed in the Presets pane, you can also perform other operations on categories, including deleting, renaming or exporting. These options are all available via the Preset Category pop-up menu, which is available when you hold right-click on a category name:



Right-click on a preset category to get the category pop-up menu.

- To remove a category—and its presets—from the Presets panel, choose Delete Category from the pop-up.
- Choose Rename category if you wish to change the name of the category.
- To export a category and all of the presets within it as an ONPreset pack, choose Export Category from the pop-up menu.

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

Nesting presets

To help manage large groups of presets, Photo RAW's Extras Manager lets you nest preset categories. See [“Organizing Presets” on page 21](#) for details on how to create and manage preset category subfolders.

Copying settings and synchronizing edits

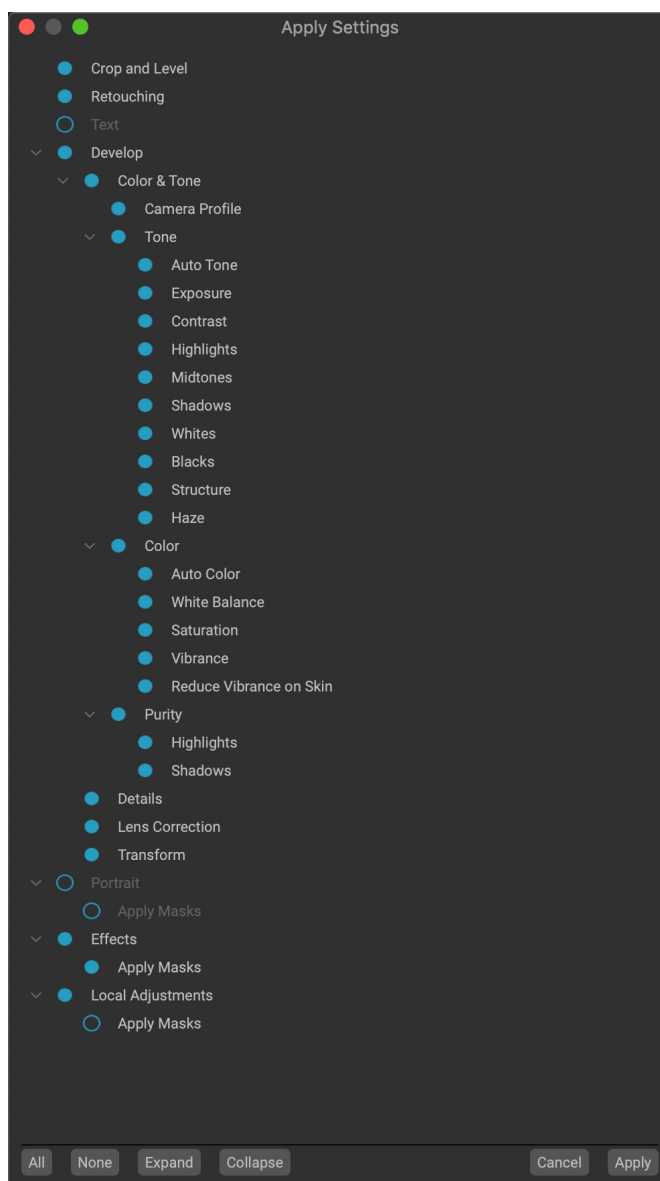
In addition to applying presets, you can copy all of the existing edits—of any operation you can perform in the Edit module—made in one photo and paste them directly onto other images. There are two primary methods for doing this—Copy/Paste and Sync—but they achieve the same end goal: it's more a matter of preference in which operation you choose.

To copy the edit settings from an image, click on the source file and choose Settings > Copy Settings. Then, click on the new image and choose Settings > Paste Settings. A window will appear, giving you the option of applying any or all of the edits on the original photo, or you can select which edits—everything from individual settings in Develop's Tone and Color pane, to masks, cropping, and text if used—you wish to paste into the new photo. (You can also select a group of photos and paste the edit settings onto the group.)

The Copy/Paste Settings commands can be useful when you wish to paste settings across a number of photos in different folders. As long as your Edit session is active, Photo RAW will remember the last copied settings, and you can paste them onto other photos as you wish.

With the Sync Settings command, select the image you want to use as your source. Then, holding down the Shift key (if you are selecting an image or group that is contiguous with the source), or the Command (Mac) or Control (Windows) key, and click on the image(s) that you wish to apply the source file's edits. Your selection should have the source image highlighted in blue, and the target images highlighted in gray. If that is correct, click on the Sync button at the bottom of the Preview area, or choose Sync Settings from the Settings menu. The Apply Settings window will open, and you can follow the same procedure to synchronize your edits.

If you're sure that you want to sync everything from a source photo to another photo or group



In the Apply Settings window—accessible from either Paste Settings or Sync Settings—you can apply nearly all Edit module operations to another image or group of images. Filled circles to the left of a setting mean that the setting will be applied; click the circle if you don't wish that setting to be applied.

of photos, the Settings > Sync All Settings command will let you bypass the Apply Settings window. Select your source and destination photos and select the command. Note that all settings—including cropping, text and masks—in the source image will get synced.

RESETTING EDITS

Any edits you have made with ON1 Photo RAW 2020 can be completely reset from within the Edit module. This includes photos you might have pasted or synchronized settings onto inside Browse, or anything done within the Edit module.

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

- **Reset All Settings:** This removes all adjustments made to a photo in the Edit module. (This option can also be accessed from the Reset All button at the bottom right of the Browse and Edit windows.)
- **Reset Develop Settings:** Removes only the settings applied in the Develop tab.
- **Reset Effects Settings:** Removes only the settings applied in the Effects tab.
- **Reset Portrait Settings:** Removes only the settings applied in the Portrait tab.
- **Reset All Retouching Tools:** Resets any retouching applied anywhere in the Edit module.
- **Reset Local Adjustments:** Removes all local adjustment layers.
- **Reset Crop:** Returns the image to its original, uncropped size.
- **Reset Text:** Removes any text blocks.

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

NOTE: When working in the Edit module, the Reset, Copy/Paste and Sync settings work on the currently selected layer.

Soft Proofing

ON1 Photo RAW's soft proofing feature lets you see how a photo will look when printed, using the color profiles that get installed with your printer. Soft proofing helps you determine where there might be issues when you print, so that you can adjust your tone, color and effects to give you a print that is closer to your editing vision.

Normally, when you're viewing an image in Photo RAW, you are viewing it through the lens of your monitor's display profile. The color gamut of your computer's display is wider than that of most photo printers, which means that some colors you are able to view on-screen are not reproducible when you print. When this happens, the color profile conversion that happens in the print engine will cause substitutions of colors that the printer cannot print to the closest color that it can. This means that your image could have subtle (or broad) shifts in color, especially in certain color ranges.

Soft proofing is turned on via the View menu, or by clicking on the soft proofing icon to the left of the Preview button at the bottom of the main Photo RAW window. You soft-proof various paper types by choosing an installed printer profile from the Profiles submenu. The image will change to approximate the color of the paper you're profiling. You can also turn on an overlay that will display out-of-gamut colors.

The primary soft-proofing options are available underneath the Enable Soft Proofing item in the View menu. The options are as follows:

- **Gamut warning:** When checked, this displays colors in the image (via a red overlay) that don't correspond to the current printer profile being soft proofed.
- **Profiles:** The Profiles submenu lists the currently available printer profiles. Choosing one will change the on-screen display to use that profile. You can also import profiles via this submenu.
- **Intent:** Photo RAW offers two different rendering "intents" when soft proofing, which are



These three screen shots show the results of soft proofing options, as viewed in the Edit module. The top image is with soft proofing off (and is using the display color profile). The middle image is with soft proofing turned on, and using a printer profile for Epson's Exhibition Matte Paper. The bottom image has the Gamut warning turned on; out of gamut colors are highlighted by the bright red overlay.

used to convert the color from display to print. Perceptual shrinks the color gamut during the conversion, which works to preserve the relationship between colors in the image. The other intent type, Relative, only converts colors that are outside the current color gamut, but this can sometimes cause two colors, one in gamut, and one outside, to be identical after conversion.

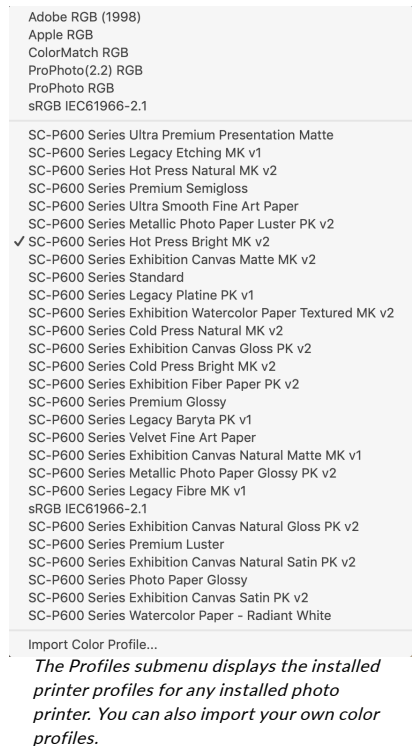
Neither rendering intent is perfect or desired; it often is a matter of the makeup of the image, your editing intent, the paper being printed on, and so forth. Often, you'll want to switch back and forth between Relative and Perceptual, seeing which gives you a better print.

- **Simulate Paper and Ink:** Turning this setting on will cause Photo RAW to use the white point for the chosen paper type (instead of the white point of your monitor), and the paper's actual black density (instead of the display's black point). If you're trying to match a print, you will usually want this setting turned on.

Adjusting images with soft proofing is often a bit of trial and error.

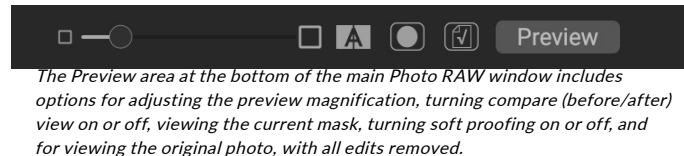
It's easy to get caught up in eliminating out-of-gamut colors, but most modern photo printers—both home printers and online print services—do a pretty good job of properly approximating colors.

The biggest thing you want to be looking for when viewing a soft proof is tone, contrast and color accuracy between screen and print. When using a home printer, use test prints to hone in on the right mix of Edit module adjustments. Photo RAW's Versions feature can be extremely helpful when you're tweaking settings to get a print just right (see [page 54](#) for more on working with Versions).



Other Edit Module Preview Options

In addition to soft proofing, ON1 Photo RAW 2020 offers a few other previewing options in the Edit module, which can be found in the previewing section at the bottom of the Photo RAW window. With these options, you can compare the before and after views of a photo—in either split-screen or full-screen views—see the current mask, and turn soft proofing on or off.



CHANGING THE MAGNIFICATION VIEW

Photo RAW includes various options for zooming in or out of a photo while you're working on it. In addition to the Zoom tool and the Navigation pane (see [page 80](#) and [page 59](#), respectively), you can change the zoom view by moving the magnification slider. You can either click on the control and slide it to the right to zoom in and to the left to zoom out, or you can click on the boxes at the ends of the slider.

BEFORE/AFTER PREVIEWS

As you work in the Edit module, it can be helpful to see how individual edits—via items in the different edit tabs—affect your photo, as well as to see the cumulative changes made to the original image. The Edit module's Compare mode displays a side-by-side view of your photo, with the original version on the left, the edited version on the right. There is a movable slider in the middle of the screen, which lets you view more or less of each view; click on the box at the center of the slider and drag it to the left (to view more of the edited image) or to the right (to view more of the original). While working in Compare view, you can use the magnification slider to zoom in or out of the image, which can be useful when you wish to see the effects of your edits on smaller sections of your photo.



Edit's Compare view displays a before/after view of your current photo, with a movable slider for expanding and contracting the different views.

You can also view your original image full-screen by clicking the Preview button at the far right of the previewing toolbar. When you click this button, the original photo is displayed with a “Preview Off” overlay. To return to your edited version, click the Preview button again. (You can also use the backslash key—‘\’—to show and hide the full-screen preview.)

SHOW/HIDE MASK

ON1 Photo RAW 2020 has extensive masking capabilities throughout the Edit module. While you're in the process of creating a mask, you have two options for displaying the contents of a current mask:

- As a transparent red overlay, where the masked sections of your photo are shown in red.
- As a grayscale mask, where you do not see the photo, but see only the mask. Masked areas are shown in shades of gray, with pure black meaning that those pixels are completely masked. Gray values (from 1% to 99%) represent the opacity of the those pixels relative to the mask, and areas of pure white are not masked.

The overlays can be set in the Mask menu's View Mode submenu while you are working in the Edit module. You can also, via this option, show the mask as a red overlay only when you are brushing a mask.

You can toggle the current mask view by clicking on the Show Mask icon in the previewing toolbar, or by pressing the O key.



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.

For more information on the varying aspects of masking in ON1 Photo RAW 2020, check the respective masking tools earlier in this chapter, as well as the [“Filter Masks”](#) on page 104.

FOCUS AND CLIPPING VIEWS

Two additional previewing tools that can be quite powerful aids when you are editing photos are the Clipping and Focus Mask overlays. These options can be displayed in any of the Edit module tabs (as well as in the Browse module).

Clipping

Clipping occurs when the shadow and highlight tones in an image are suddenly cut off to completely white or black, rather than fading smoothly. (Large expanses of white pixels in a photo are often referred to as ‘blown’ highlights, and can be quite distracting to a viewer.) One of the benefits of shooting in raw format is that, while many photos will have areas of pure white or black when originally viewed on-screen, there is still recoverable data in the raw image. The Clipping overlay can help determine how big a problem you might have with a photo, and how easy (or difficult) it will be to fix.

To display the Clipping overlay temporarily, press the J key; to turn it on permanently as you move from photo to photo, choose View > Show Clipping, or press Alt (Windows) or Option (Mac) J on your keyboard.

The Clipping view overlay displays the areas that have either pure white or pure black in them. Those areas with a bright blue overlay indicate pure black pixels, while the areas with the bright red overlay indicate pure white pixels.



Clipping view displays pure white pixels with a bright red overlay, and pure black pixels with a bright blue overlay.

Focus Mask

It can often be difficult to view the sharpness in a photo without zooming in to 100% or more, and if you have a lot of photos from a shoot, it can be a bit tedious to check focus at that level. Luckily, Photo RAW's Focus Mask overlay can help winnow your shots down to the sharpest ones.

To turn on Focus Mask, choose View > Show Focus Mask, or press Shift-Alt-J (Windows) or Shift-Option-J (Mac). The sharpest areas in your image will be represented by a bright green overlay. As you move from photo to photo in a folder, you'll be able to tell whether you have an acceptable level of sharpness where you need it by the strength of the overlay. The mask will continue to be displayed even as you zoom in on a photo.



The Focus Mask option displays areas of sharpness with a bright green overlay.

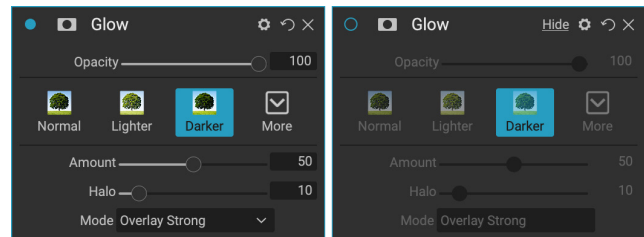
Showing or Hiding Edit Module Adjustments

You can also show or hide many individual adjustments made throughout the Edit module. Most of the panels in the Develop, Effects, Portrait and Local tabs have a Show/Hide control in the upper left-hand corner of the panel. You can make your adjustments, and can click the control to turn the effect on or off.

That this option is not solely for previewing an effect; if the adjustment is turned off, it will not be present in the edited image. This can be helpful if you're trying different filters in Effects, for example, and you want to see if one looks better than another, or if you wish to see if it truly helps the photo or not. To turn the adjustment back on, click on the Show/Hide control so that the circle is filled.

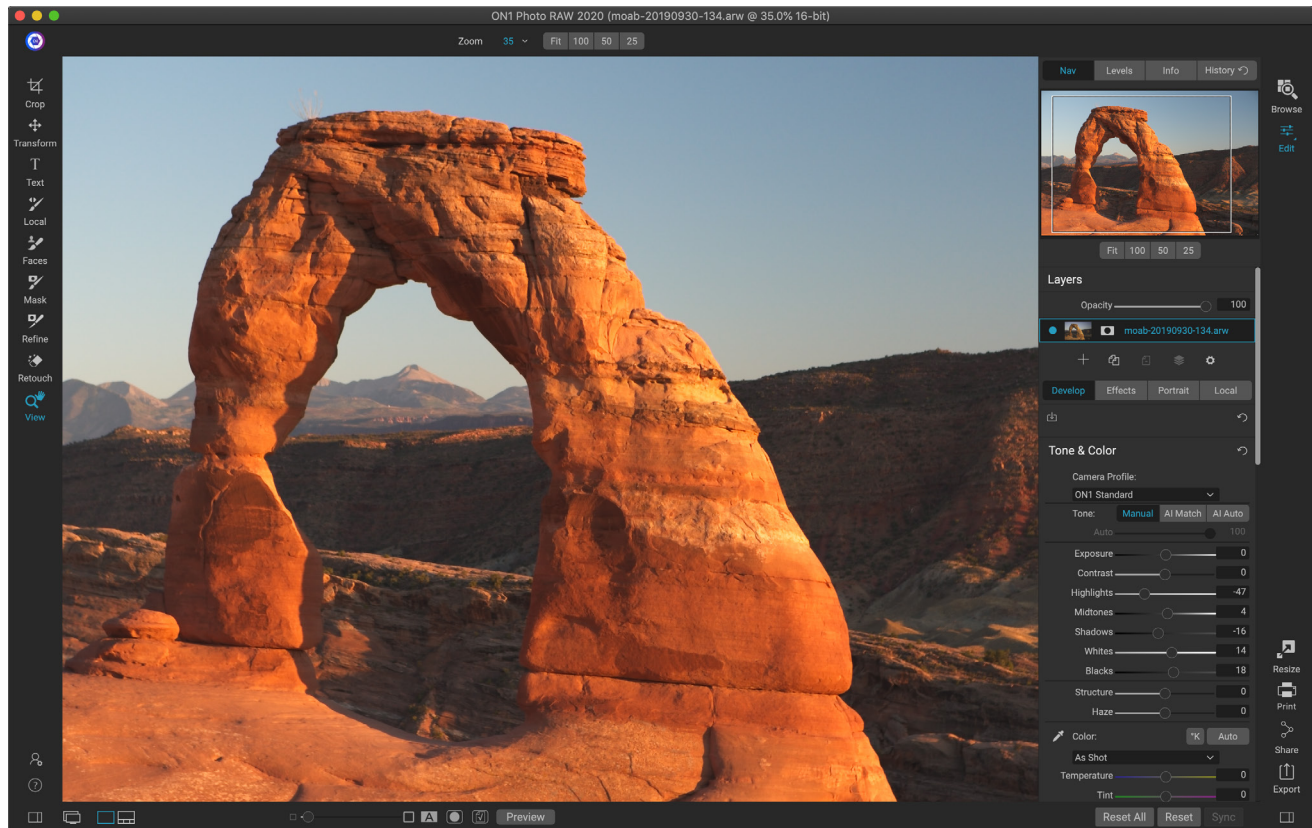
The only adjustment inside the Edit module that cannot be turned off in this way is the Tone & Color panel in the Develop module. If you wish to view your photo without those adjustments, you need to press the Reset icon, which is represented by '⌂' at the top right side of the panel.

For a complete description of the controls in most Edit module panels, see [“Filter Overview”](#) on page 101.



To turn an effect or other adjustment off, click on the Show/Hide control in the upper left of an adjustment's panel. If the control's circle is empty, that effect is not implemented. Clicking the control will turn it back on.

BASIC EDITING WITH ON1 DEVELOP



Develop is the module for performing basic global editing operations—adjusting tone and color, removing noise, sharpening and applying transforms to a photo. It is the perfect place to begin editing your photos, especially if you are using ON1 Photo RAW 2020 as a standalone editor. And, with the full non-destructive editing capabilities of Photo RAW, you can return at any time to Develop and adjust your edits.

Develop Adjustment Panes

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

1. Tone & Color
2. Details
3. Lens Correction
4. Transform

WORKING WITH PANES

The Tone & Color pane is at the top of the stack, followed by the Details, Lens Correction and Transform panes. These panes are not removable from the stack, although you do not have to apply any of these operations to a photo. The remaining panes can be applied based upon what you wish to do with your photo. Clicking on the button to the left of the pane's name will turn that pane on or off, which can be

helpful if you want to see the effect in the context of other edits you have made. The Reset button—designated by the circular arrow icon at the top right of each pane—will reset that pane’s settings to their default state.

TIP: Each pane can be collapsed, by clicking in the pane’s title bar (a Hide/Show link is visible when you move your cursor over the bar, but the entire title bar is clickable). If you don’t want to have to scroll up and down the Settings panel when you have a lot of open panes, choose Solo Mode from the Window menu. This will leave only the current pane open, and will hide all the other panes. Clicking on another pane will open that one and collapse the previous one.

TONE & COLOR

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

Camera Profile

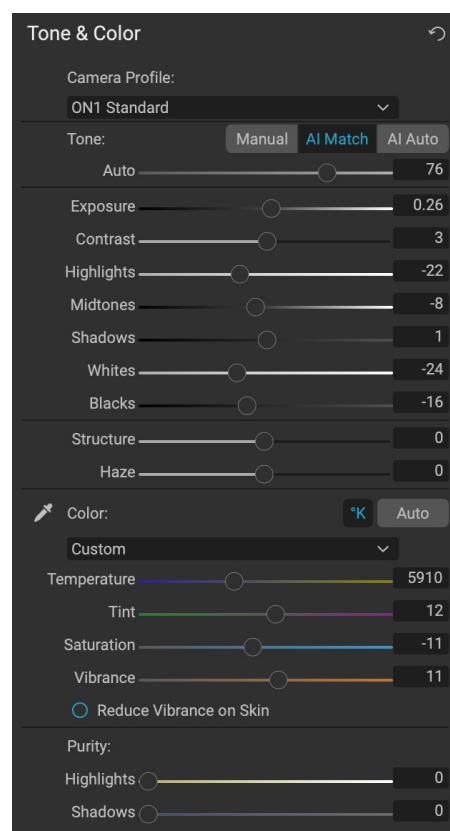
Camera profiles apply alternative interpretations of the raw data in an image based upon different genre types or intents. The pop-up menu displays Photo RAW’s built-in profiles: ON1 Standard, Landscape, Portrait, Vivid and Neutral. If your camera has its own embedded profiles, you will see those profiles in the list as well, and you can also import your own custom camera profiles using Photo RAW, and X-Rite’s ColorChecker and ColorChecker Camera Calibration software. (See [page 98](#) for more information on how to create and import custom camera profiles into Photo RAW.)

Photo RAW’s camera profiles are non-destructive, and work independently of any changes you make to tone or color.

Tone

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

- **Manual, AI Match and AI Auto buttons:** The AI Match button uses artificial intelligence technology to automatically adjust the controls in the Tone panel to closely match your photo as you saw it on the back of your camera’s display. The AI Auto button performs an automatic tone adjustment on your photo using a proprietary ON1 algorithm. If you don’t use either of these options, or if you make subsequent adjustments, the Manual button will be highlighted.
- **Auto Tone slider:** This option is only available when using the AI Match or the AI Auto option. Using this slider will let you ‘fade’ the effect of those options.
- **Exposure:** Adjusting this slider to the right will lighten your image. Adjusting to the left will darken your image.



- **Contrast:** Increase or decrease the contrast in your image.
- **Highlights:** Darkens the highlights, recovering detail.
- **Shadows:** Lightens the shadows, revealing details.
- **Whites:** Adjusts the white point, adding or removing contrast in the highlights.
- **Blacks:** Adjusts the black point, adding or removing contrast in the shadows.
- **Structure:** Adjusts the detail in your image by changing the local contrast.
- **Haze:** When moved to the left, this will remove haze or fog from your photos; moving it right will enhance fog or haze.

NOTE: The AI Match and AI Auto buttons only affect the tone and saturation of your image; they don't adjust the white balance. If you wish to change the white balance, use the Auto button in the Color section of the panel, or adjust the Temperature and Tint sliders as desired, as described below.

Color

The Color sliders control the Temperature, Tint and Vibrance. They are used to remove a color cast and enhance the color of the image. By default, when working with raw (or DNG) files, the color temperature is measured in degrees Kelvin (°K), which gives you a larger and more accurate range to make adjustments.

The settings in this section of the Tone & Color pane include:

- **Auto Button:** The auto button attempts to detect and remove a color cast. It makes adjustments to the Temperature and Tint sliders.
- **Gray Dropper:** Used to remove a color cast of an image. Click the icon to activate, then click on an area in the image that should be gray.
- **White Balance presets:** This pop-up lets you change the white balance according to common color temperatures (As Shot, Auto, Daylight, Cloudy, Shade, Tungsten, Florescent, Flash, Custom). The default is As Shot, which is the color temperature that the camera recorded when you took the photo.
- **Temperature:** This slider shifts the color either cooler (blue) or warmer (yellow). When editing a raw file, the °K button will be blue, which means that the temperature is measured in degrees Kelvin. Clicking the button will change the slider to a relative color ramp. (The Kelvin ramp is only available when working with raw photos; other formats use the relative slider.)
- **Tint:** Shifts the color either green or magenta.
- **Saturation:** Increases or decreases the saturation of your image.
- **Vibrance:** Increases/decreases the color of muted tones, leaving more saturated colors alone.
- **Reduce Vibrance on Skin:** When turned on, adjustments made with Vibrance slider are reduced on skin colored areas. This allows you to increase the vibrance of clothing and the background without adversely affecting the skin color.
- **Purity – Highlights:** Reduces the saturation in the highlights.
- **Purity – Shadows:** Reduces the saturation in the shadows.

DETAILS

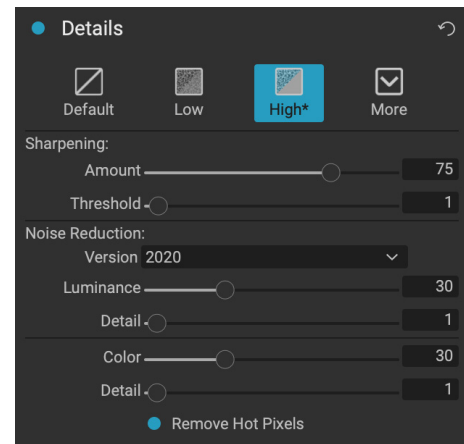
The Details pane incorporates sharpening and noise reduction, two adjustments that often compete with each other when working on a photo. We've added them together into a single pane to help you achieve the right balance between sharpness and noise during your initial photo editing.

Sharpening

The sharpening section of the Details pane is designed to help visually sharpen an image based on its initial state from your camera—for example, to bring back some sharpness that might have been lost. It has two basic controls: Amount and Threshold. Amount controls the strength of the sharpening applied, while Threshold reduces sharpening in areas of low detail via a threshold mask.

If you hold down the Option (Mac) or Alt (Windows) key as you adjust the Amount slider ON1 Photo will display your photo in grayscale, which can make it easier to view the degree of sharpening you're applying.

With the Threshold slider, a setting of 0 means that the sharpening amount gets applied to every pixel. As you increase the amount, it focuses the sharpening only where there is a difference between neighboring pixels. To help you determine which edges are sharpened, you can use the same Option/Alt key trick mentioned above. In this view, as you adjust the Threshold slider, everything that is white will get sharpening applied to it; everything displayed as black will not have sharpening applied.



NOTE: When you are adjusting the sharpening or the noise in a photo, it is best to be working at 100% view. To do this, you can click on the 100 button in the Navigator pane, choose View Actual Pixels from the View menu, or press Command-Option-0 (Mac) or Control-Alt-0 (Windows) on your keyboard.

Noise Reduction

The Noise Reduction section reduces luminance and color noise, while maintaining image detail. By default, ON1 Photo applies a small amount of noise reduction on your photo, based on the camera type used. You can then further refine both luminance and color noise, as defined below:

- **Luminance:** Adjusts the overall strength of the noise reduction applied to the luminance or detail of the image. Hold down the Alt/Option key to see just the luminance while adjusting this slider.
- **Color:** Controls the amount of noise reduction applied just to the color noise or chroma, of the image.
- **Detail:** Controls how much edge detail is protected. Hold down the Alt/Option key to see the edge mask while adjusting this slider.
- **Remove Hot Pixels:** If you have any individual, blown-out pixels in your image, turning this setting on will remove them, changing that pixel's color to one that blends in with the surrounding pixels. This setting can also be helpful in reducing noise in long exposures.

The Details pane is intended to adjust the base-level sharpening and noise reduction of a photo. If you wish to apply further sharpening for printing or other output uses, you can add more targeted sharpening and noise reduction in the Effects tab, or the Resize module, if you wish to sharpen for output.

NOTE: ON1 Photo RAW 2020 uses an improved noise reduction engine, which is available via the Version pop-up in the Details panel. In order to provide editing compatibility, photos that have been edited in previous versions will default to the 2017 noise reduction model, while new photos that are edited in ON1 Photo RAW 2020 will default to the new model. You can change any image to the other model via the Version pop-up.

Styles

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

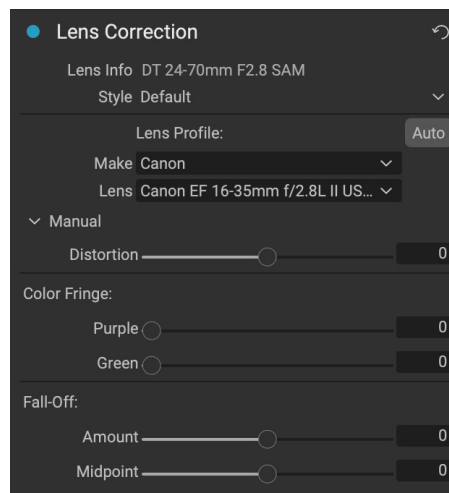
You use a style by clicking on the style's icon in the pane, and then can adjust the sliders as desired to get the right effect for your photo.

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

LENS CORRECTION

The Lens Correction pane detects the lens used in a photo (from its metadata), and searches ON1 Photo's internal lens database for an appropriate profile. If found, the profile will be applied automatically, reducing distortion, chromatic aberration and peripheral fall-off.

NOTE: Lens profiles can only be applied to raw photos that are opened via Browse. If you use Photo RAW as a plug-in, lens profiles will not have any effect on your photo, although adjustments made in the Manual section of the pane will get applied to your final photo.



If Photo RAW doesn't have a built-in profile for your lens—or you wish to apply further correction to a photo—you can make manual adjustments by clicking on the Manual triangle. There, you can adjust either pincushion (where lines in a photo curve inward) or barrel (lines curve outward) distortion by moving the slider to the right or the left. The Manual section also can help remove any purple or green color fringing that might occur along edges, and can reduce the light fall-off (vignetting) that can occur at the outer edges of a lens.

TIP: If you have a lens that isn't in the profile database, open a typical photo shot with that lens, and adjust the Manual settings in the Lens Correction pane to fix any lens abnormalities. Save these settings as a style by clicking on the Style pop-up and choosing Save New Style. When you open additional photos shot with that lens, choose that Style from the Style pop-up.

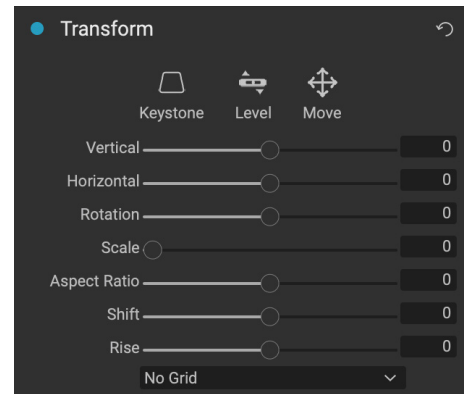
A list of the currently supported lens profiles can be found on the ON1 support website, via [this link](#).

TRANSFORM

Transform applies distortion and perspective correction to your image, and offers rotation and scaling options as well. You can use these settings to make small adjustments to perspective or distortion.

The three icons at the top of the pane let you apply specific transforms to the current photo:

- **Keystone** lets you project your image as if it were on an angled surface. This type of effect is often used to help adjust the perspective in architectural photos. Selecting the Keystone option will give you a box with four handles at the corners. You can extend the handles in any direction. Once you're done, click on the Apply button at the center of the keystone box.
- **Level** works in a similar fashion to the one found in the Crop tool (found on [page 65](#)). Select the tool and click and drag across an element in your image that should be level.
- **Move** lets you adjust the image's position on the canvas. Click and drag to reposition.



Keystoning can be helpful when you want to adjust the perspective in a photo; just adjust the four corners to align with an object that should have parallel lines, like a window or door, then click the Apply button. The Transform pane doesn't apply a crop when you apply a transformation; you'll need to use the Crop tool to do that.

In addition to the above tools, the following options will apply specific transform operations:

- **Vertical:** Adjusts the vertical perspective.
- **Horizontal:** Adjusts the horizontal perspective.
- **Rotation:** Rotates the canvas up to 45° clockwise or counterclockwise.
- **Scale:** Scales your image up from the center, to 100%.
- **Aspect Ratio:** Stretches your image horizontally (moving the slider to the left) or vertically (to the right).
- **Shift:** Translates the image left or right.
- **Rise:** Translates the image up or down.

The Grid pop-up menu at the bottom of the Transform pane lets you displays a grid overlay while you are

adjusting the pane's sliders. The default for the pane is No Grid, but you can also choose between 10% (large), 5% (medium) or 1% (fine) grid settings.

The Transform tool works best most of the time in small amounts. It's not necessarily going to fix a photo with an extreme perspective, but it can often help with slight adjustments, especially if you fine-tune them with some of the Transform panel's other controls or the Manual section of the Lens Correction panel. In addition, the tool does not apply a crop after an operation; if you are happy with the transform results, use the Crop tool to finish your work.



The Transform pane's Keystone option can help with perspective issues in a photo. Clicking the Keystone icon gives you a box that you can use to align the four corners of an object that should have parallel lines (above left). Once you have the edges of the object aligned, click the Apply button in the center to create the transform, and apply a crop as necessary. (Sometimes, you'll find that using the manual section of the Lens Correction pane can help reduce some of the distortion that the Keystone operation can create.)

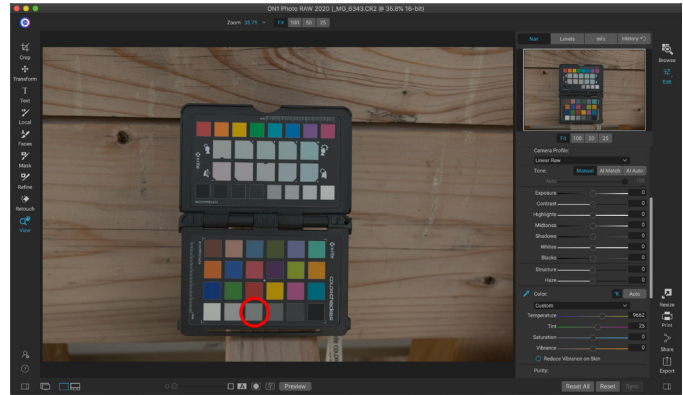
CREATING AND ADDING CUSTOM CAMERA PROFILES

As noted in the section on the Tone & Color panel ([page 93](#)), you can create your own custom camera profiles and import them into Photo RAW. Custom camera profiles can help improve the fidelity of color reproduction in your photos, and for some photographers, this can be a useful tool.

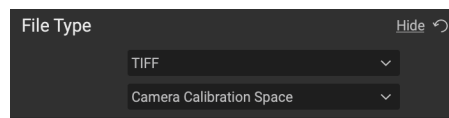
To build a new profile, you'll require a color profiling target and special software that creates the profile. ON1 worked with X-Rite Inc. during the development process to create a workflow that helps ease this process and ensure consistent results when building camera profiles. In addition to ON1 Photo RAW 2020, you'll need a reference target, such as one of the ColorChecker series, and X-Rite's ColorChecker Camera Calibration app.

The process for creating a custom profile is as follows:

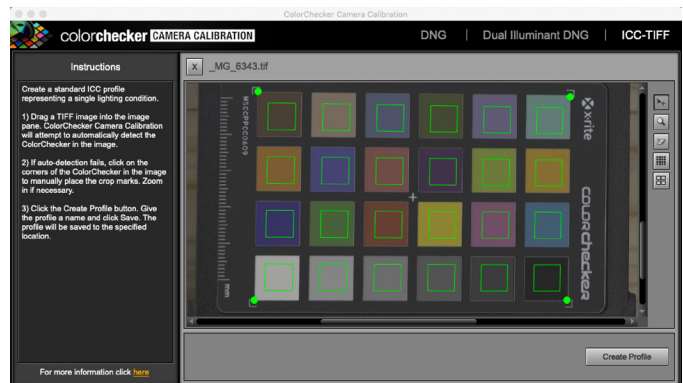
- Turn off automatic white balance on your camera; set it to the lighting conditions—daylight, tungsten, flash, fluorescent—in which you are shooting the target.
- Place the color reference target in the center of your scene, with even light. Take the photo.
- Open the photo in Photo RAW's Develop tab.
- In the Camera Profile section of the Tone & Color panel, choose the Linear Raw profile from the pop-up.
- Click on the dropper icon in the Color section of the Tone & Color panel (see [page 94](#)), and click on one of the light gray patches in the target. This will neutralize the image.
- Using the Export feature, export your photo as a TIFF, selecting the Camera Calibration color space from the pop-up under the file type option. (See [page 165](#) if you need help with exporting photos from Photo RAW.)
- Using X-Rite's ColorChecker Camera Calibration software, open the exported TIFF file. The app should find and align the target; if so, click the Create Profile button, and save the exported profile. If it doesn't find the target, follow the guidelines in the software to help improve your chances with a new photo.
- In Photo RAW, go to the Develop module with a photo created with the camera you profiled. In the Tone & Color panel, click on the Import Profile item in the Camera Profile pop-up menu. Find the exported profile and choose Open. Your profile is now installed.



When you open the photo with the color target, set the camera profile to Linear Raw, and use the gray dropper to neutralize the photo, by clicking on one of the light gray targets (circled, above).



When exporting your neutralized target, set the file type to TIFF, and the color space to Camera Calibration Space.



Using X-Rite's ColorChecker Camera Calibration app, you can open the exported TIFF file, and create your own custom camera profile. Then, import the profile via the Camera Profile pop-up in Develop to use it with any photos taken with that camera.

NOTE: You can find the different ColorChecker options on the X-Rite website at xritephoto.com/camerasolutions.

STYLIZING WITH ON1 EFFECTS



If Develop is the base from which you start editing your photos, Effects is the finishing school. With 30 filters that can be stacked in any order, and with extensive blending and masking options, Effects lets you create stunning, pro-level photos with ease. And, since it is built upon ON1 Photo RAW 2020's non-destructive editing engine, you can go from Browse to Develop to Effects and back again, preserving your edits, masks and more without having to worry about saving multiple versions of your files.

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

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

In addition to creating and using presets, you can copy and paste Edit module settings from one file to another, or alternatively, synchronize the edits on one photo to a group of photos. These operations can all be performed in any of the editing modules, as well as in Browse, adding to ON1 Photo RAW 2020's extreme flexibility. (See [“Copying settings and synchronizing edits”](#) on page 52 for details on how to copy edits between photos.)

Filters

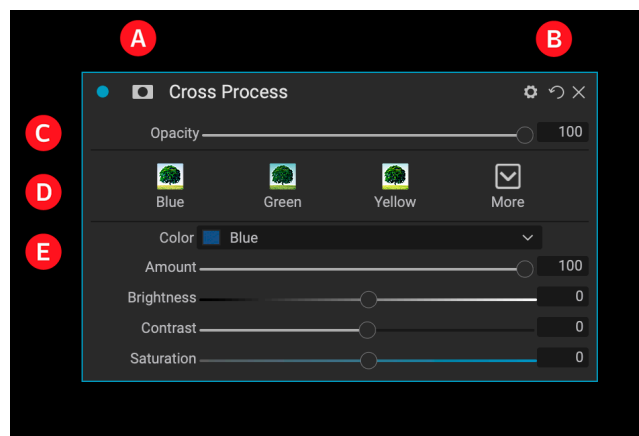
Filters are the building blocks of Effects' editing power. Each filter is an adjustment type, much like the basic adjustment panes inside Develop, but Effects filters have much more functionality than the Develop panes. Each filter is like a movable, editable layer over the base image you are working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

The Effects tab has 30 filter types, added either by the Add Filter button found at the top of the Effects tab, or via the Filters pane on the left side of the window. You can apply filters in any order, and you can have more than one instance of a filter in the stack. (This can be helpful when you are creating complicated masks on an image and wish to apply the same filter differently in parts of the photo.)

FILTER OVERVIEW

Each filter pane has a different set of adjustment options and controls, but every filter pane has the same five sections:

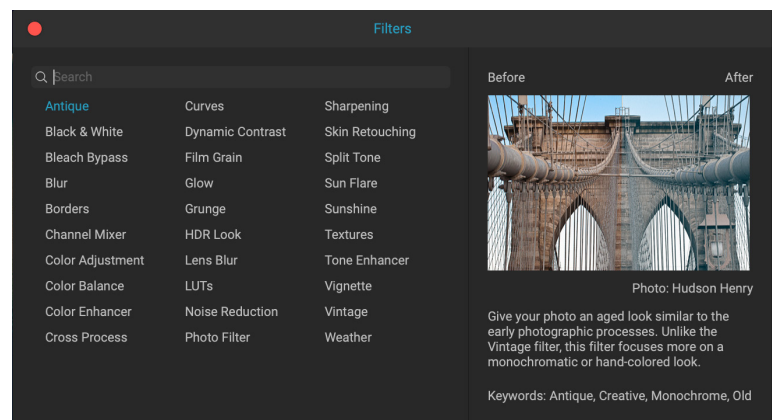
- A. Filter on/off button (left); Show/Hide Mask (right)
- B. Displays blending mode options (left); Resets filter (middle); Deletes filter from the stack (right).
- C. Filter opacity setting.
- D. Styles pane for filter presets.
- E. Control area for adjusting that filter's specific settings (dependent upon the filter chosen).



Overview of a filter—in this case, the Cross Process filter—inside Effects.

APPLYING FILTERS WITH THE ADD FILTER BUTTON

If you click the Add Filter button at the top of the Effects tab, the Filters window opens up, with a list of all 30 filters. If you run your cursor over a filter name, the right side of the window will have a small before/after thumbnail, a short description, and a list of keywords that relate to that filter. To add a filter, click once on the filter name, and it will add it to the stack, above the current filter. If there aren't any filters in the stack, the new filter will be at the top of the stack. You can click and drag the title bar in any filter to move it up or down in the stack.



The Filters window opens when you click on the Add Filter button at the top of the Effects tab.

If you're not sure what you might looking for, you can search for filters using keywords, like "monochrome," "contrast," "sharpening," and so forth. Photo RAW will then narrow down the search to those filters that match your search terms.

APPLYING FILTERS WITH THE FILTER BROWSER

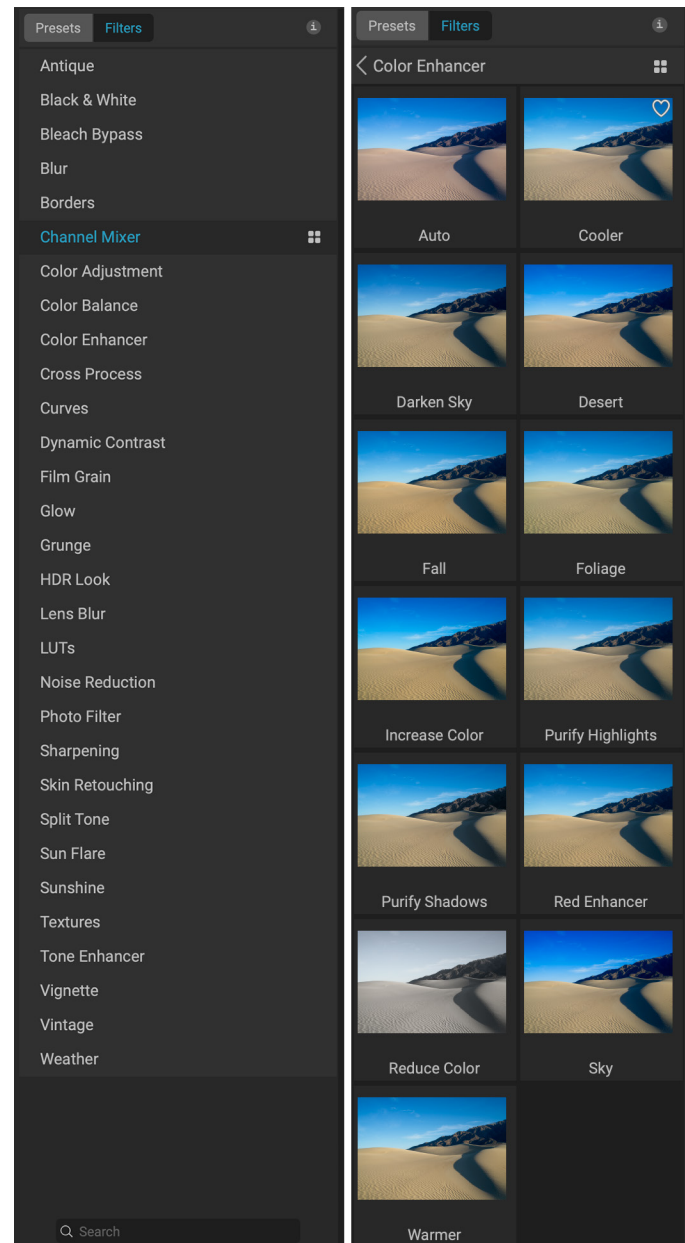
In addition to the Presets panel found throughout the Browse and Edit modules, Effects has an additional Filter panel on the left side of the screen. This panel lets you browse all of the filters inside Effects, and display previews of the available styles for that filter.

To choose the Filters panel, click on the Filters tab. A list of the filters will appear, and clicking on a filter will display thumbnails of your image with that filter's available styles. To choose one, click on the style, and Effects will add that filter to the Overall Settings pane. Note that this will replace the currently selected filter in the stack; to add a new one on top of the stack, click the Add Filter button at the top of the Effects tab on the right, then choose a filter from the list. (You can also click and drag the title bar of any filter and move it up or down in the stack.)

If you'd like to see a larger representation of what your selected photo will look like with a filter's styles, click on the Quick View Browser icon in the category's title bar. That will display a window over the entire Photo 2019 interface with all of the presets in that category. (Press the Escape key to close the Quick View Browser.)

To change the size of the thumbnails in the filter styles panel, select the Browser Mode option from the View menu and choose One, Two or Three Column Thumbnail View. (If you choose Thumbnail from the Browser Mode submenu, the Filters and Presets panels will display as thumbnails.)

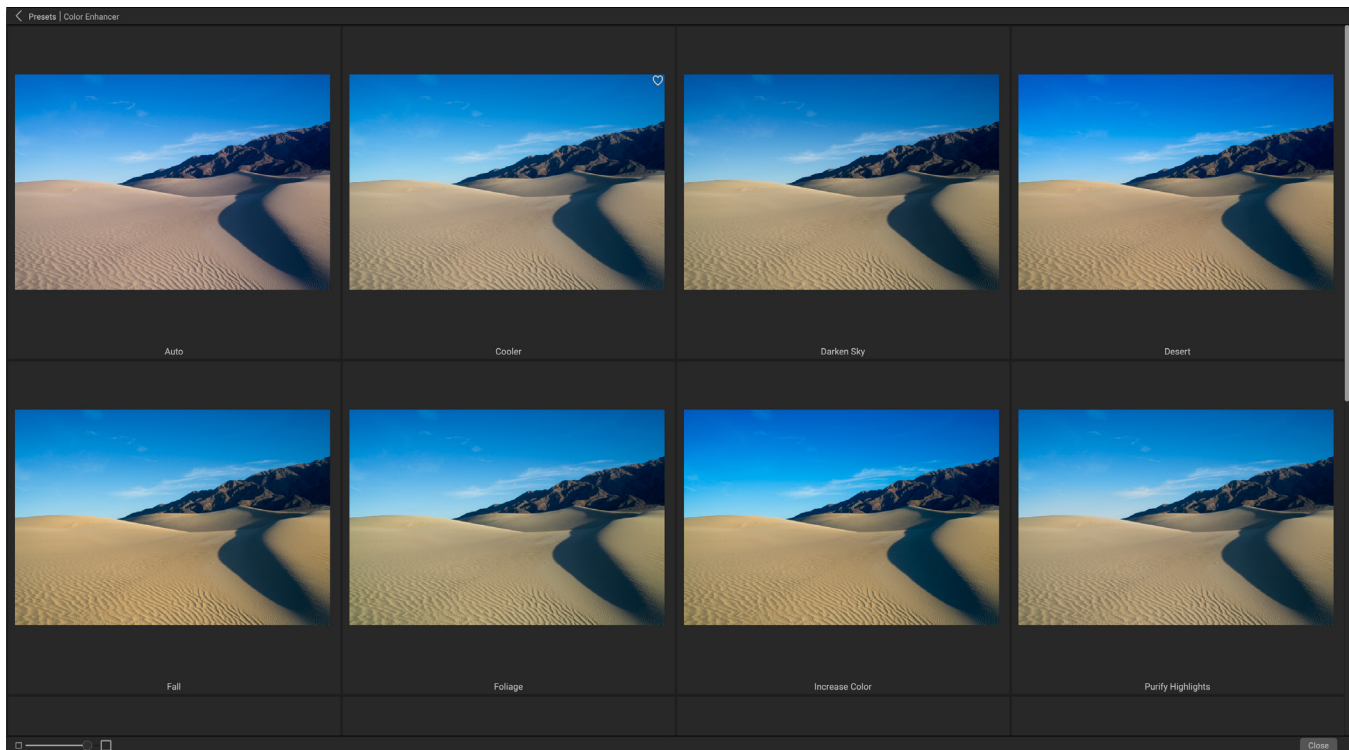
If you'd like help with what the different filter operations do, click on the Info button at the top right of the panel. With that button checked, when you hover over a filter, Photo RAW will display a small pop-up window containing the same description (with before/after thumbnail) found in the Add Filter window. Click the Info button again to turn off this display.



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

Color Enhancer

When you hover over a filter in the list, the Quick View Browser icon is displayed to the left of the filter name.



The Filter panel's Quick View Browser option works identically to the one for the Presets panel: click on the icon to the right of the filter name, and Photo RAW will display the current photo with that filter's styles applied.

Searching for filter styles inside the Filter Browser

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

Saving filter styles as favorites

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

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

WORKING WITH FILTER PANES

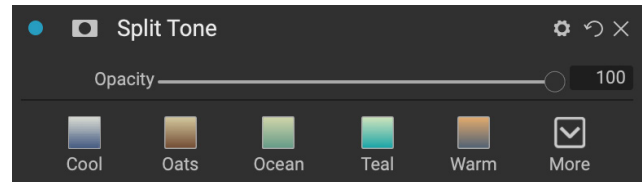
By default, the filter stack is empty, although, if you have applied a preset that uses filters from Effects, you will see those filters in the stack. Clicking on the button in the top left corner of the filter pane will turn that effect on or off, which can be helpful if you want to see the effect in the context of other edits you have made. If you don't like the effect, click on the 'X' icon in the pane's title bar to get rid of it. The Reset button, which is next to the Delete button, represented by '↺', will reset that pane's settings to their default.

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

TIP: Each pane can be collapsed, by clicking in the pane's title bar (a Hide/Show link is visible when you move your cursor over the title bar, but the entire title bar is clickable). If you don't want to have to scroll up and down the filter stack when you have a lot of open panes, go to the Window menu and choose Solo Mode. This will leave the current pane open, and will hide all the other panes. Clicking on another pane will open that one and collapse the previous one.

STYLES

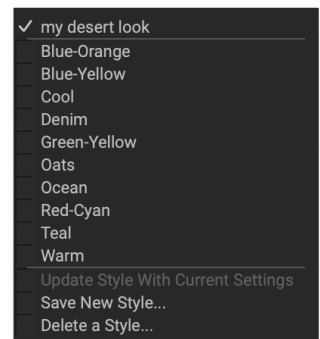
All of the Effects filters have a set of built-in styles in the top part of the pane. Styles are like preset adjustments for a pane: they provide a group of settings to help you get started in the pane, or to apply a specific effect.



Styles for the Split Tone filter.

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

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



Saved styles appear at the top of the More menu.

FILTER MASKS

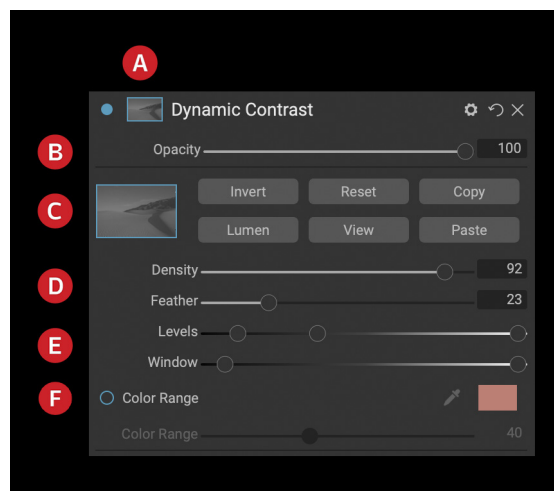
Every filter (and local adjustment) has a mask associated with it, which lets you apply that filter's effect to specific areas of an image, using the Masking Brush (or the Local Adjustment Brush and Gradient, when working in the Local tab) and Masking Bug tools. By default, the mask is white, which means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

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

Photo RAW has two 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. These options are available from the Mask menu; select Show Mask to see the mask, while the View Mode option lets you switch between the two modes. (Photo RAW will remember the previous settings.)

The Mask section of any effect or local adjustment has the following contents, as shown below (using the Dynamic Contrast filter as an example):

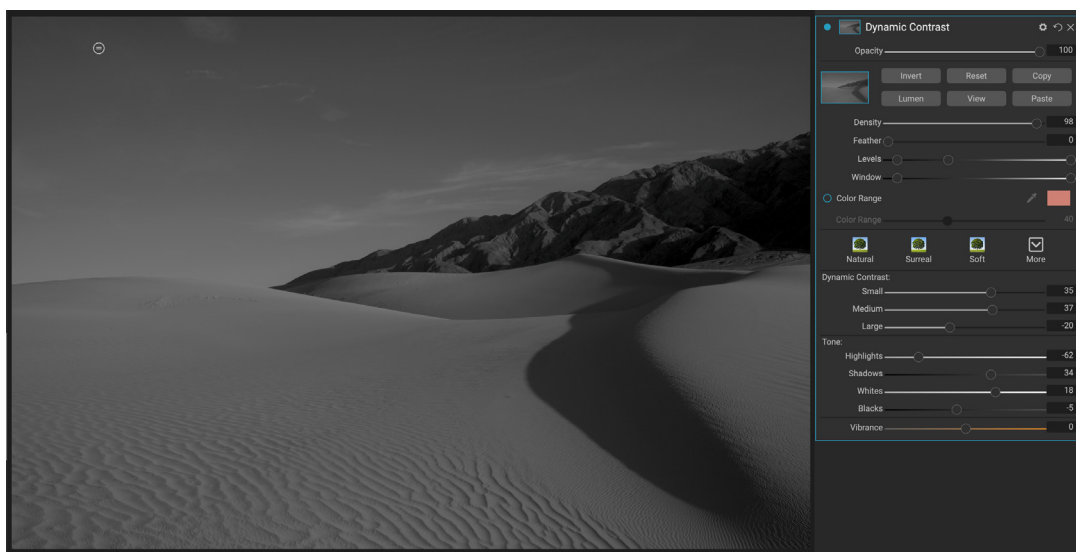
- A. The Show/Hide Mask icon, which displays the contents of the current mask. The default mask contents are white when you add an effect, and black when you add a local adjustment layer.
- B. Sets the overall opacity of the mask.
- C. Larger display of the current mask, with buttons to invert, reset, copy, paste, and view/hide the mask contents. The Lumen button creates a luminosity mask of the image.
- D. Density adjusts the overall mask density from black (100) to white (0). Feather blurs the mask.
- E. The Levels and Window settings let you adjust the black and white points of the mask, fine tuning them in different ways.
- F. The Color Range option lets you choose a color (selected via the dropper tool), and make or tune the mask based on the range of the color selected.



Overview of the Mask Options section of a filter pane in Effects, showing a luminosity mask. Mask Options is also applicable when working in the Local Adjustments tab, or on a layer in the Layers pane.

Luminosity Masks

A luminosity mask is a specialized mask type you can create anywhere you can create a mask inside Photo RAW. This mask uses the brightness (or luminance) values in your image to let you target specific tonal ranges with an effect (or to hide the effect from those tones). It is ideal for subtle enhancements to very specific areas of an image.



A photo with the luminosity mask displayed in Grayscale mode (set using the settings from the Mask menu's View Mask option). Viewing the mask can help greatly when refining a luminosity mask via the Density, Feather, Levels and Window controls.

To add one of these masks, click on the Lumen button in the Mask options area or choose Create Luminosity Mask from the Mask menu. If you view the mask, you will see that it looks like a black-and-white version of your image. With a luminosity mask, your effect will be applied in an increasing amount depending upon the brightness value of the pixel underneath: if the pixel is black, none of the effect will be

applied; if it is white, it will be entirely applied; for all other tones, the effect will get applied as a percentage of the pixel's brightness, from 0 (white) to 100 (black).

You can use the Levels or Window controls to further target tones with your luminosity mask. The Levels setting lets you set the black (left triangle) and white (right) points of the mask, with the midpoint, or gamma, setting being adjusted by the middle triangle. This lets you refine the mask to focus on narrow bands of luminance values in an image; for example, if you wanted to focus an effect on the midtones, bringing the white and black points into the middle of the Levels slider, and adjusting the midpoint, will help achieve this much quicker than you could with the Masking Brush.

The Window slider is similar to the Levels slider, in that it works like a black point slider from both sides. When you move the right and left triangles, all of the tonal ranges outside the points will be black, leaving those areas affected that are within the 'window' of the mask. For example, if you wanted only the shadows in your image to have an effect, you would move the right slider over towards the left by about two-thirds.

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 will be selected, higher numbers mean that more.

Masking tips

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

- You can use multiple masking tools to create and modify masks. For example, you can start with a luminosity mask, adjust the tonal range of the mask with the Levels or Window sliders, and then further refine your mask with the Masking Brush or Masking Bug. A luminosity mask always overrides the current mask, however, so you should start there.
- 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.
- Because it can sometimes be helpful to use the same mask on different filters, use the Copy button to grab the contents of a mask from one filter and the Paste button to paste that onto the mask of another filter.

DELETING A FILTER

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

FILTER OPACITY

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

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

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

BLENDING MODES

In addition to opacity, you have one other very powerful option for adjusting the strength and effect of a filter: blending modes. Blend modes determine how a filter interacts with the filters below it in the image stack. Blend modes can darken or lighten an image, depending upon the mode chosen, while others adjust contrast or color. ON1 Photo RAW 2020'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.

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

- **Blending Options:** A pop-up list of blending modes. There are 24 common blending modes available in the list, including Normal, Lighten, Darken, Screen, Multiply, Soft Light, Hard Light, Overlay and Color.
- **Apply To:** This lets you apply the blending mode to a specific color or tonal range. The options are; All (the default), Highlights, Midtones, Shadows, Reds, Greens, Blues, Magentas, Cyans, Yellows, Flesh Colors, Vivid Colors and Neutrals. (You can also manually choose a color range by selecting the Dropper Tool in the pane and clicking on a color in your image.)

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

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 ON1 Photo RAW 2020, 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 PHOTO'S 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
ADJUSTS BASED ON COMPARISON	Pin Light
	Hard Mix
	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.

MASTER OPACITY, BLENDING AND MASK OPTIONS

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

The Master Blend Mode options can be accessed via the gear icon at the top of the Edit tab. It has the same controls as the blending options in the individual filter panes.

To create a Master mask, click on the mask icon next to the Save Preset icon in the Edit tab. This mask works on the entire effects stack, letting you selectively add or remove an entire effect.

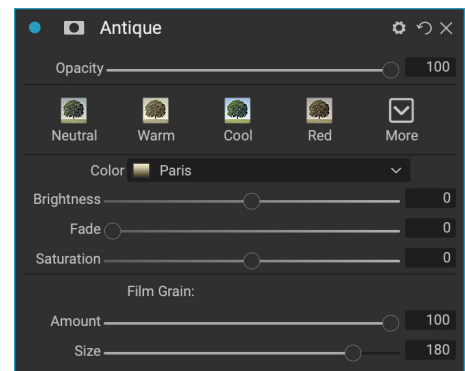
Filter Types

Effects has 30 filter types available for you to use inside ON1 Photo RAW 2020. Each filter has a set of styles in the top row, providing a range of popular or useful options for using that filter. You can also save your own preset styles by clicking the More pop-up at the end of the Styles row.

ANTIQUE

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

- **Color:** Displays a list of color options that are similar in tone to the Split Tone filter, providing a duotone-style effect.
- **Brightness:** Adjusts the overall brightness of the image.
- **Fade:** Adds a white fill to the image, giving the illusion of a faded photograph.
- **Saturation:** Adjusts the color saturation. Moving the slider to the left decreases the saturation; moving it to the right increases it.
- **Film Grain:** Amount controls the strength and size dictates how large the grain appears.



BLACK & WHITE

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

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

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

Tone

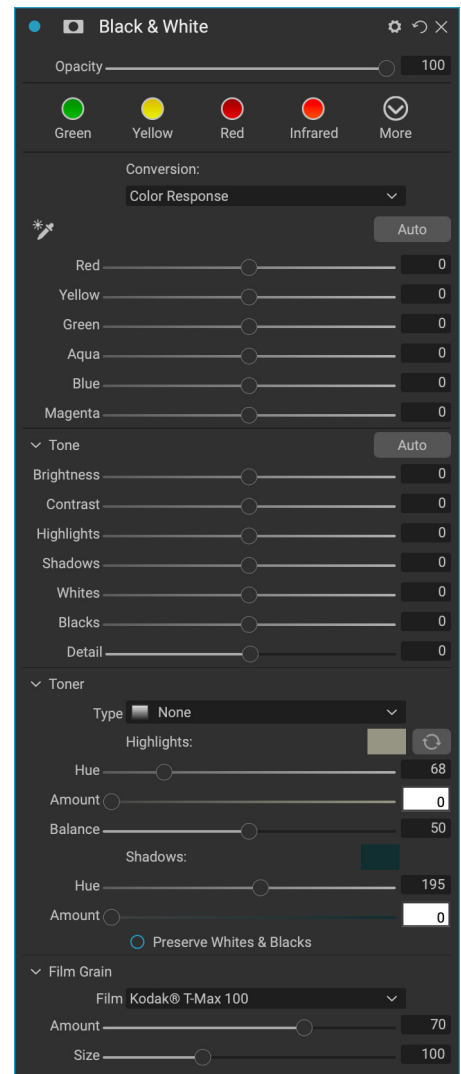
The Tone section of the Black & White pane is similar to the one in the Tone & Color pane in Develop: you can adjust brightness, contrast, highlights and shadows, whites and blacks, and detail directly within the filter pane.

Toner

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

Film Grain

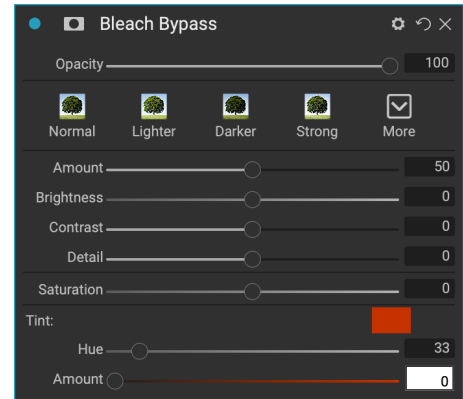
The last section of the Black & White pane is Film Grain, which, like the Toner section, is designed to add a classic film grain look to your photos. To add film grain, choose from the drop-down list of popular black and white films. The Amount slider controls the strength of the effect, while the Size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



BLEACH BYPASS

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

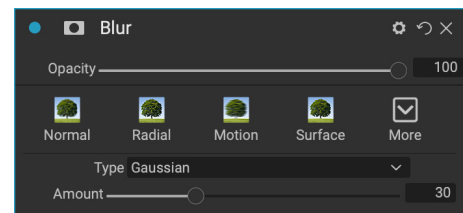
- **Amount:** Controls the strength or amount of the bleach bypass appearance.
- **Brightness:** Adjusts the overall brightness of the image.
- **Contrast:** Increases or decreases the global contrast.
- **Detail:** Enhances the details by increasing the micro contrast.
- **Saturation:** Adjusts the underlying saturation.
- **Tint:** Choose a new color by clicking in the color icon or by using the Hue slider.
- **Amount:** Adjusts the strength of the tint.



BLUR

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

- **Gaussian:** This is a simple Gaussian blur applied to your image. It has one slider, Amount, which controls the strength of the blur by adjusting the radius.
- **Motion:** A motion blur adds the appearance of movement.
 - The Amount slider controls the strength of the blur, and Distance controls the blur relative to area between the subject and camera. Angle sets the angle of the blur, while the Smoothing slider softens the lines created by the motion.
- **Radial:** These blurs are circular, zooming out from a central point.
 - Amount controls the strength of the blur. Quality controls how noisy the blur is, with 1 being grainy and 100 smooth. Smoothing softens the lines created by the motion.
 - The Radial blur type includes a center spot selector at the bottom of the pane. Click on the icon, then click on the part of the image you want to make the center of the blur.
- **Surface:** These blurs tend to maintain edges but add blur to the details. This blur type can give you a “simplified” effect. The Amount slider controls the strength of the blur, while Threshold sets how similar colors are grouped.
- **Box:** A Box blur is similar in concept to a Gaussian blur, but it bases the blur on contrasting edges. Box blurs tend to retain edges a bit more clearly than Gaussian blurs.



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

BORDERS

ON1 Photo RAW 2020 has a large collection of pre-made borders and edges that you can add to your photos. These borders range from classic film borders to viewfinders to artistic effects to emulsion transfers and many more.

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

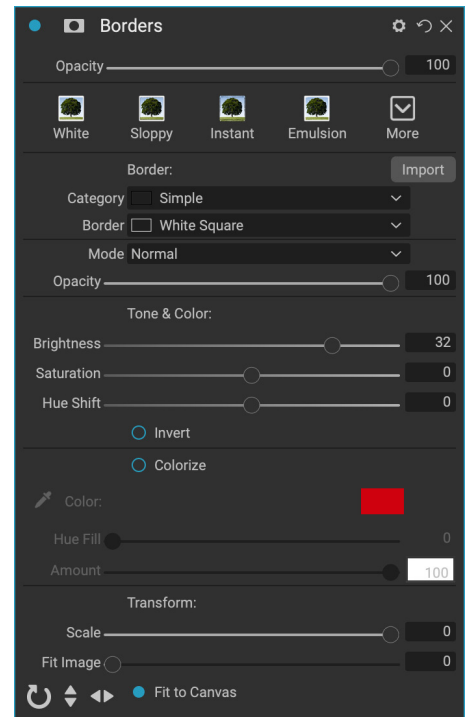
You can also import your own borders, either directly into the Borders filter pane, or via the Extras Manager (available in Browse). Border files need to be a standard PNG file type with a large central transparent area

The Category and Border pop-ups at the top of the pane are used to select the border category and the specific borders within each category. There are 8 built-in categories, sorted by type. Any user-imported borders will also appear in this list.

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

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

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

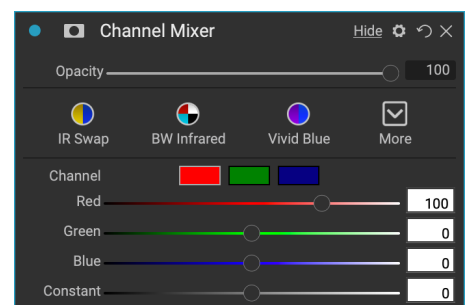


NOTE: See “Extras” on page 20 for information on how to use the Extras Manager to import borders, textures and other extras, along with additional information for preparing files for the Borders and Textures filters.

CHANNEL MIXER

The Channel Mixer filter adjusts the intensity and color of the individual red, green and blue channels in a photo. You can use it for black and white conversions, channel swapping for infrared shots, or to shift entire color ranges.

Click on the channel icons to select a specific channel, and use the Red, Green and Blue sliders to increase or decrease the pixel values for that channel. The Constant slider affects the luminosity of the currently selected channel.

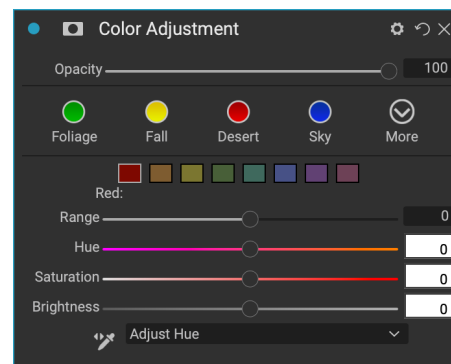


COLOR ADJUSTMENT

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

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

- **Range:** This slider lets you narrow or widen the range of the selected color.
- **Hue:** Changes the hue for the selected color range.
- **Saturation:** Adjusts the saturation of the selected color range.
- **Brightness:** Adjusts the brightness of the selected color range.

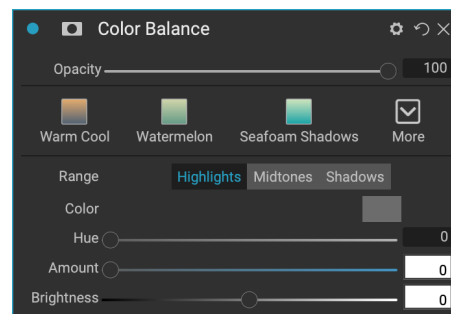


You can also use the pane's Targeted Dropper tool to adjust the hue, saturation or brightness dynamically. To do this, click on the tool and choose which parameter you would like to adjust. Then click in your image on a color you would like to adjust and drag the cursor to the left or right to decrease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

COLOR BALANCE

This filter lets you adjust the colors in a photo's highlights, midtones and shadows tones. This can be useful when you wish to color grade a photo, remove color casts from shadows or highlights, or to create duotone- or tritone-style images.

To use the pane, click on the tone you wish to adjust (Highlights, Midtones, Shadows) and raise the Amount slider. After that, use the Hue and Brightness controls to adjust the look you wish to achieve. The Color patch, which will originally be represented as 18% gray, will change to represent the combination of all three sliders for that tone.



COLOR ENHANCER

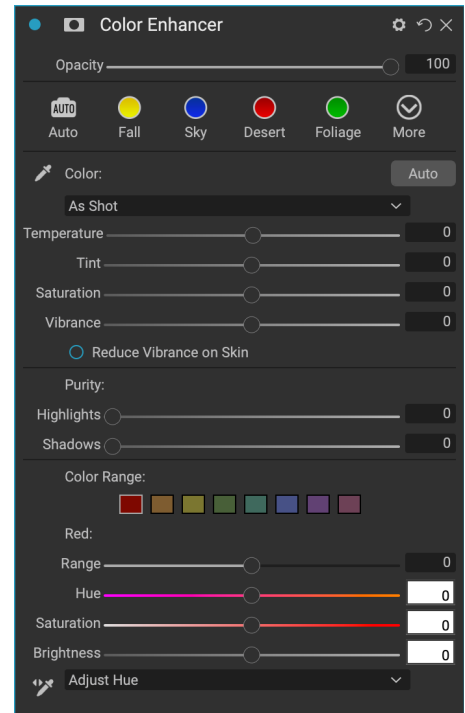
The Color Enhancer is designed to give you complete control over color manipulation in your image, whether it is on a globally across your entire image, or by adjusting different color ranges.

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

Color

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

- **Auto Button:** The auto button attempts to detect and remove a color cast. It makes adjustments to the Temperature and Tint sliders.
- **Gray Dropper:** Used to remove a color cast of an image. Click the icon to activate, then click on an area in the image that should be gray. The sliders will automatically adjust according to the sample you have selected.
- **White Balance:** This pop-up lets you change the white balance according to common color temperatures (As Shot, Auto, Daylight, Cloudy, Shade, Tungsten, Florescent, Flash, Custom). The default is As Shot, the color temperature that the camera recorded when you took the photo.
- **Temperature:** This slider shifts the color either cooler (blue) or warmer (yellow).
- **Tint:** Shifts the color either green or magenta.
- **Saturation:** Increases or decreases the saturation of your image.
- **Vibrance:** Increases or decreases the color of muted tones, leaving more saturated colors alone.
- **Reduce Vibrance on Skin:** When turned on, adjustments made with Vibrance slider are reduced on skin colored areas. This allows you to increase the vibrance of clothing and the background without adversely affecting the skin color.
- **Purity - Highlights:** Reduces the saturation in the highlights.
- **Purity - Shadows:** Reduces the saturation in the shadows.



Color Range

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

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

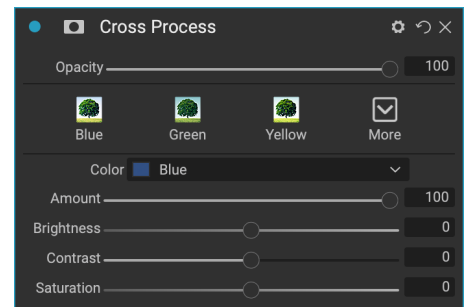
- **Hue:** Changes the hue for the selected color range.
- **Saturation:** Adjusts the saturation of the selected color range.
- **Brightness:** Adjusts the brightness of the selected color range.

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

CROSS PROCESS

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

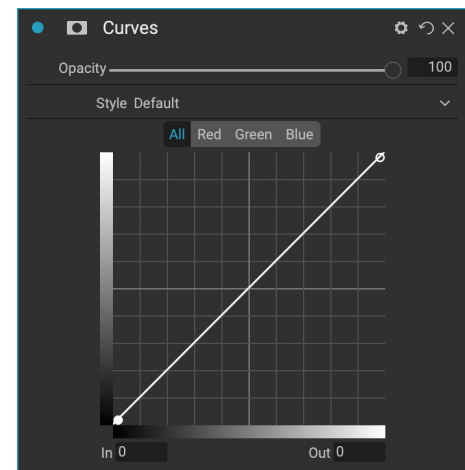
- **Color:** A drop-down list of cross-processing types (Blue, Green, Yellow, with Strong options).
- **Amount:** Controls the overall strength of the filter.
- **Brightness:** Adjusts the overall brightness.
- **Contrast:** Adjusts the overall contrast.
- **Saturation:** Adjusts the underlining saturation.



CURVES

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

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

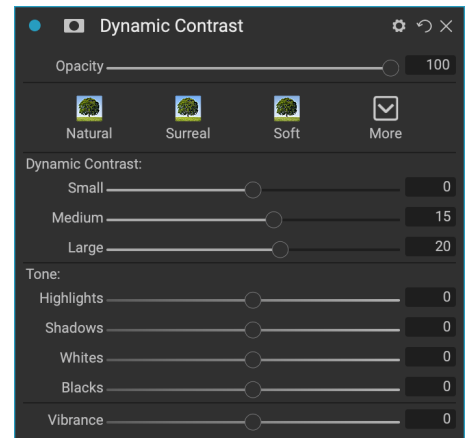


DYNAMIC CONTRAST

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

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

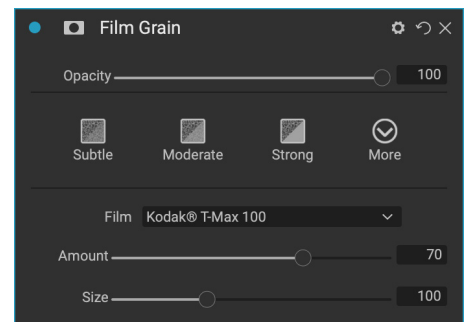
Because adjusting the contrast in extreme ways can affect an image's tonal qualities, the bottom section of the pane lets you make adjustments to the highlights and shadows to recover detail, in the white and black areas, and increase vibrance.



FILM GRAIN

The Film Grain filter is designed to add a classic film grain look to your photos. It operates identically to the section found in the Black & White filter, but lets you add grain without having to convert your photos to black and white.

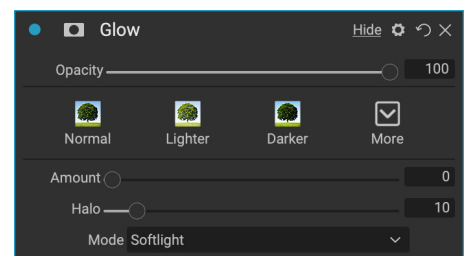
To add grain, choose from the drop-down list of popular black and white films. The Amount slider controls the strength of the effect, while the Size slider adjusts the scale of the grain.



GLOW

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

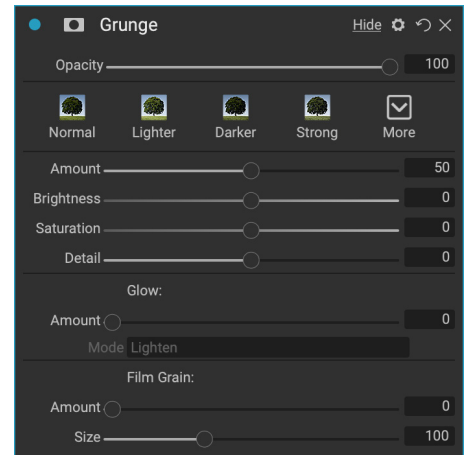
- **Amount:** Controls the overall glow strength.
- **Halo:** Sets the radius of the glow effect, creating a fuzziness to your image's edges.
- **Mode:** Lets you set the blending mode for the glow effect.



GRUNGE

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

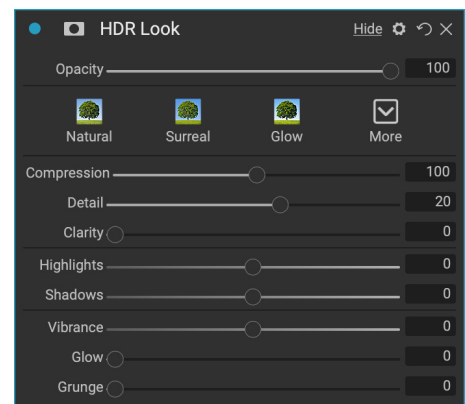
- **Amount:** Adjusts the overall strength of the grunge.
- **Brightness:** Adjusts the overall brightness of the image.
- **Saturation:** Adjusts the underlying saturation.
- **Detail:** Adjusts the amount of detail.
- **Glow Amount:** Adds a glow to the grunge.
- **Mode:** Selects the glow blending mode.
- **Film Grain Amount:** Adds film grain to the image.
- **Film Grain Size:** Controls the grain size.



HDR LOOK

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

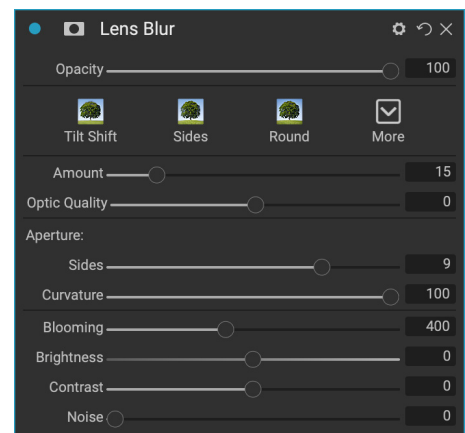
- **Compression:** Compresses the tone to reveal highlight and shadow detail.
- **Detail:** Increases the local contrast of details and edges.
- **Clarity:** Increases the global contrast.
- **Highlights:** Recovers detail in the highlights.
- **Shadows:** Recovers detail in the shadows.
- **Vibrance:** Adjusts the vibrance of muted colors.
- **Glow:** Adds a bright glow.
- **Grunge:** Adds a dark gritty look.



LENS BLUR

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

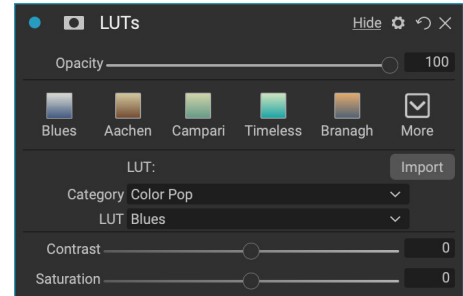
- **Amount:** Adjusts the overall strength of the blur.
- **Optic Quality:** Controls the aperture shape in the inner and outer feather.
- **Sides:** Sets the number of blades in the lens aperture, which changes the shape of the bokeh.
- **Curvature:** Sets the curvature of the aperture blades.
- **Blooming:** Adjusts the highlight bokeh.



- **Brightness:** Controls the overall brightness of the blur.
- **Contrast:** Controls the contrast of the blurred areas.
- **Noise:** Adds simulated film grain to the blurred areas.

LUTS

The LUTs filter applies a color look-up table (LUT) to transform the underlying color of an image. LUTs were first used with video applications to provide color-grading (and other) effects to film, and they are increasingly popular in still photography. The Styles section has a few default effects you can apply, and you can also import your own LUTs, by clicking the Import button inside the filter. (Photo RAW can import common LUT file formats, including .3DL and .CUBE file types.)

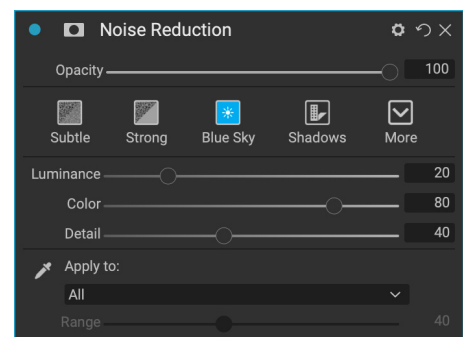


- **Category:** This pop-up menu lets you choose from one of the pre-installed LUT categories, or any categories you have imported into Photo RAW.
- **LUT:** Displays the available LUTs within the chosen category.
- **Contrast:** Lets you adjust the underlying contrast.
- **Saturation:** Adds or reduces saturation.

NOTE: See “Extras” on page 20 for information on how to use the Extras Manager to import LUTs into Photo RAW.

NOISE REDUCTION

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



- **Luminance:** Adjusts the overall strength of the noise reduction applied to the luminance or detail of the image. Hold down the Alt/Option key to see just the luminance while adjusting this slider.
- **Color:** Controls the amount of noise reduction applied just to the color or chroma of the image.
- **Detail:** Controls how much edge detail is protected. Hold down the Alt/Option key to see the edge mask while adjusting this slider.
- **Apply to:** Allows you to limit the noise reduction to just a portion of the image based on color or brightness values. Options include highlights, shadows and midtones, as well as color ranges. To set a custom color range, click the Dropper icon and click on a color area that has the noise you wish to remove. Use the Range slider to adjust the range or fuzziness of the color range to apply the noise reduction to.

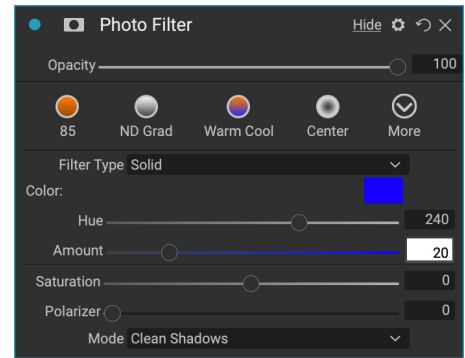
PHOTO FILTER

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

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

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

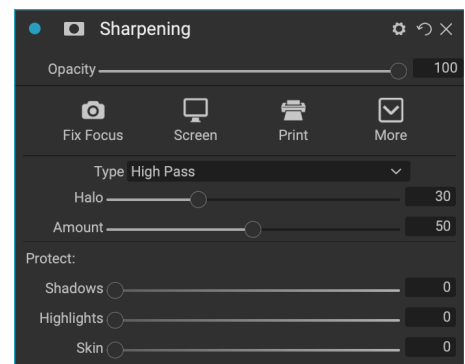
The Center type works much like the Graduated option, with the difference being that the filter radiates from the center of your image, and you can choose the center to be either clear or colored.



SHARPENING

This pane helps add sharpness to your photos, to compensate for a moving subject or a slightly out-of-focus camera, or for an illustrative effect. ON1 Photo RAW 2020 offers three algorithms for sharpening, High-Pass, Progressive and Unsharp Mask. Which one you use depends upon the image or your personal preferences. The styles section and the More pop-up have a wide range of sharpening styles to help you get started.

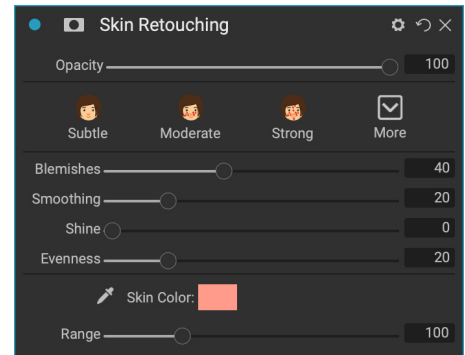
- **Type:** Chooses the sharpening method. Each sharpening method has its own set of sliders.
- **Amount (all types):** Controls the overall strength of the sharpening for each sharpening type.
- **Halo (Unsharp Mask, High Pass):** Sets the radius of the sharpening effect. Smaller amounts keep fine detail, while larger amounts can exaggerate edge detail.
- **Threshold (Unsharp Mask, Progressive):** Controls the sharpening effect based on contrast in your photo. Larger settings means that smoother areas do not get sharpened.
- **Detail (Progressive only):** Controls sharpening in small details.
- The **Protect** section protects highlight, and shadow areas and skin tones from having sharpening applied.



SKIN RETOUCHING

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

- **Blemishes:** Adjusts the strength of acne, pores and fine lines.
- **Smoothing:** Adjusts the strength of smoothing similar to makeup foundation.
- **Shine:** Adjusts the strength of the skin shine.
- **Evenness:** Adjusts skin color consistency across the entire face. It is great for correcting overly yellow highlights, shadows that may be green or reducing redness in noses and ears.
- **Skin Color:** Use the Color Dropper icon to select the skin color. Click the icon to activate it and single click again on the color of the skin in the image.
- **Color Well:** This will display the color you have chosen with the Color Dropper. Clicking on the well will let you choose a different color to represent the skin.
- **Range:** Adjusts the precision of the color selected.

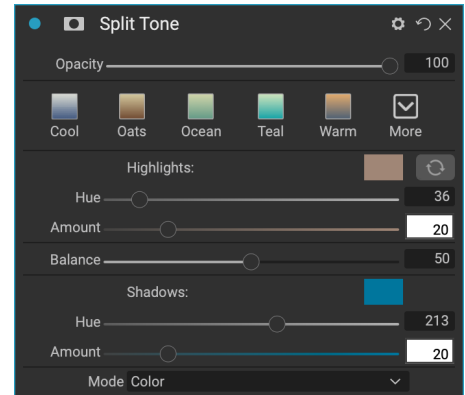


SPLIT TONE

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

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

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



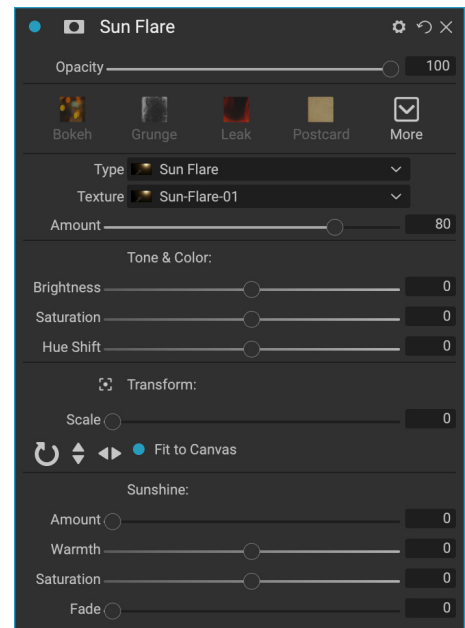
SUN FLARE

This filter adds realistic-looking sun flares, sun stars and bokeh overlays to a photo. You can resize, move and adjust the tone and color of the effect, and can also add toning similar to the standalone Sunshine filter. The Type pop-up lets you choose between the three options (bokeh, flare or star), and the Texture menu displays a range of options for the chosen type.

The Tone & Color section of the filter lets you adjust the brightness, saturation and hue of the current texture.

To move the position of the texture, click the icon next to the Transform label, then click and drag on the overlay to the desired spot. You can use the Scale slider to enlarge the overlay, and you can rotate or flip it by clicking on the icons to the left of the Fit to Canvas button.

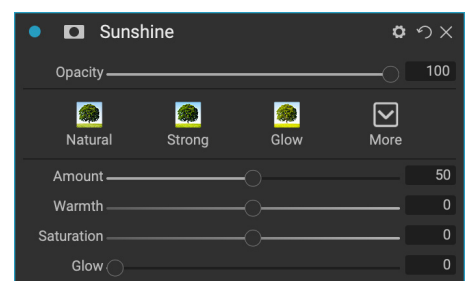
The bottom of the Sun Flare pane includes a version of the Sunshine filter, letting you adjust the warmth and saturation of the overall effect. The Fade slider gives a matte look to the final effect.



NOTE: The Sun Flare replaces the Lens Flare filter found in earlier versions of Photo RAW. If you have an older photo that used the Lens Flare filter—or if you have a preset that used the filter—the pane will show up when you open the Effects tab. You just won't be able to add the pane from the Filters list to new images.

SUNSHINE

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



TEXTURES

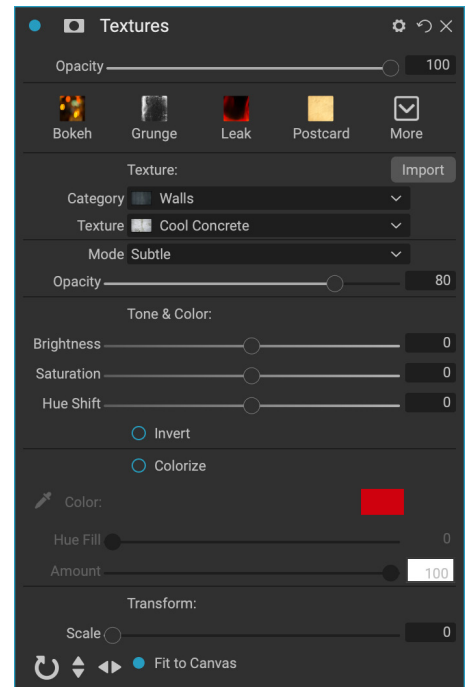
The Textures filter places a texture over the image to add a stylized look and is similar to the Borders filter in scope and functionality. ON1 Photo RAW 2020 comes with an extensive set of textures that you can add to your photos, ranging from fabric, metal, stone, text and more. You can also import your own textures directly into the Borders filter pane, or via the Extras Manager (available in Browse). Texture files can be almost any image format (JPEG, TIFF, Raw or Photoshop).

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

The Textures pane has Category and Texture pop-ups at the top of the pane, used to help you narrow your texture search. There are nine texture categories, sorted by type, and any user-imported textures will also appear in this list.

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

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

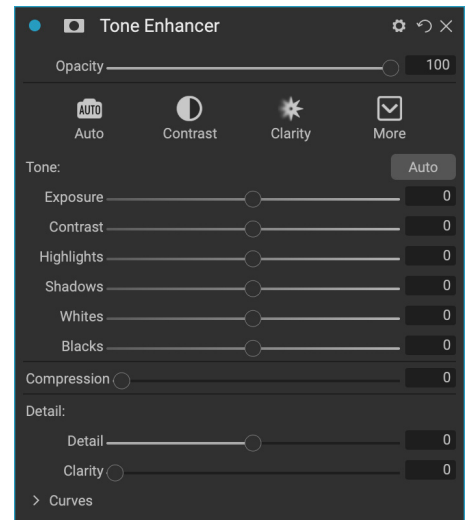


NOTE: See [“Extras” on page 20](#) for information on how to use the Extras Manager to import textures (and other extras), along with additional information for preparing files for Borders and Textures.

TONE ENHANCER

The Tone Enhancer controls the brightness and contrast, or tone, of the image and lets you recover detail in the highlights and shadows, and adjust the white or black point. It offers similar controls to the Tone section of the Tone & Color pane, and also includes a curves dialog.

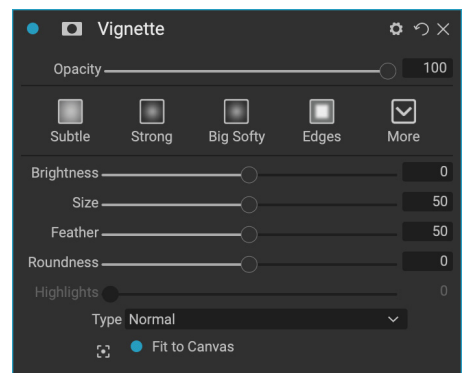
- **Auto Button:** The auto button sets the white and black points automatically, adjusting all of the primary tone settings to balance the histogram.
- **Exposure:** Adjusting this slider to the right will lighten your image. Adjusting to the left will darken your image.
- **Contrast:** Increase or decrease the contrast.
- **Highlights:** Darkens the highlights, recovering detail.
- **Shadows:** Lightens the shadows, revealing details.
- **Whites:** Adjusts the white point, adding or removing contrast in the highlights.
- **Blacks:** Adjusts the black point, adding or removing contrast in the shadows.
- **Compression:** Compresses the tone to reveal highlight and shadow detail.
- **Detail:** Increases the local contrast in the image.
- **Clarity:** Enhances large edges to add clarity.
- **Curves:** The curves dialog is a powerful, advanced tool for adjusting contrast and color. (See the section on Curves in the Develop section, on page , for more on adjust the curves.)



VIGNETTE

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

- **Brightness:** Controls how light or dark the vignette is.
- **Size:** Controls the size of the vignette.
- **Feather:** Controls the hardness of the edge of the vignette.
- **Roundness:** Controls the shape of the vignette from square to round.
- **Type:** This drop-down menu lets you select a Normal, Subtle, or Soft vignette effect. The Priority option will let you preserve highlights (using the Tone & Color pane in Develop or the Tone Enhancer filter in Effects) when applying the vignette.

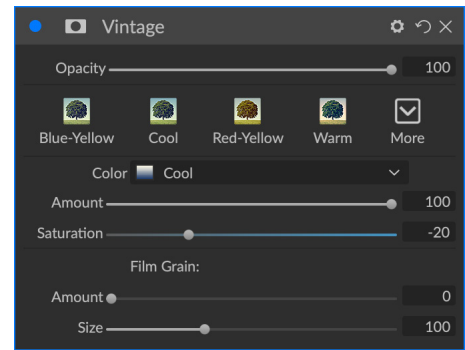


The Center Tool at the bottom left of the pane lets you to select the center point of the vignette. Click on the tool icon to activate and then click on the area in the image you wish to make the center of your vignette.

VINTAGE

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

- **Color:** A drop-down menu of various color styles to apply to your image.
- **Amount:** Controls the overall strength of the filter.
- **Saturation:** Adjusts the saturation of the original image.
- **Film Grain Amount:** Adds film grain to the image.
- **Film Grain Size:** Controls the grain size.

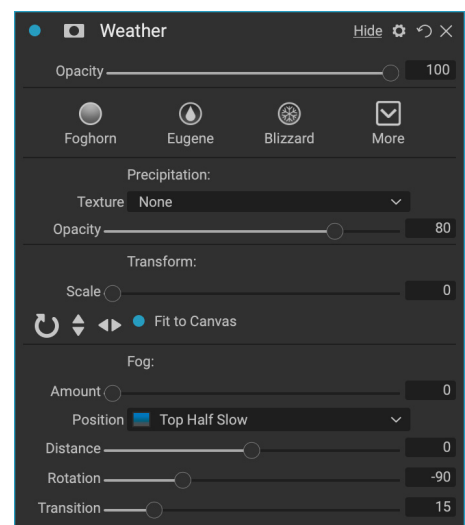


WEATHER

This filter adds weather-inspired overlays to a photo. The Precipitation section at the top lets you add rain or snow overlays, by choosing a type from the Texture pop-up menu. You can adjust the opacity of the effect, and can scale, flip or rotate the overlay via the Transform section of the panel.

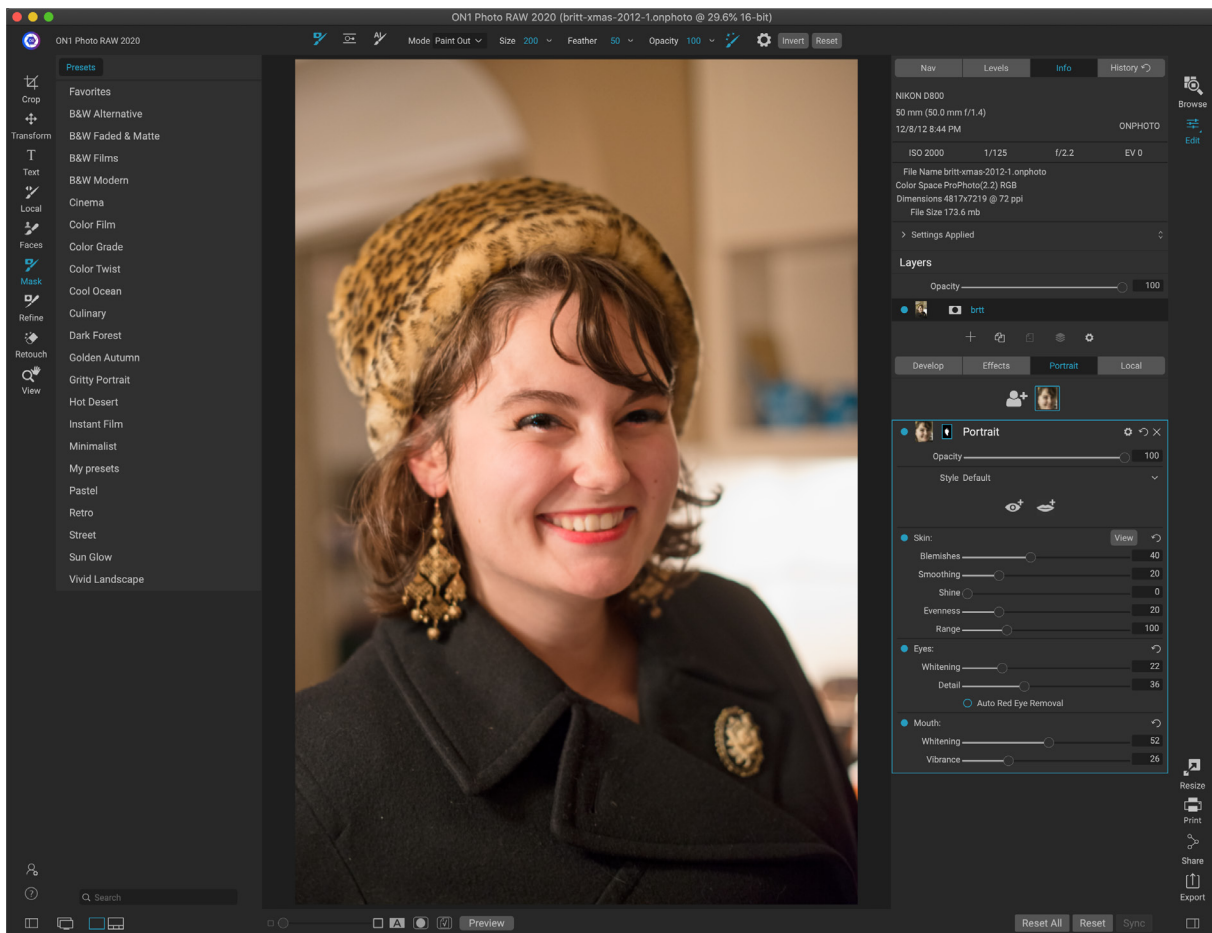
You can also add fog effects to a photo. To turn this effect on, raise the Amount slider in the Fog section at the bottom of the pane. The Position pop-up menu includes a number of gradients for applying the effect (choose All to apply the effect to the entire image). Choose the one that is the best starting place for your photo.

The Distance and Transition sliders act upon the gradient, letting you choose the intensity and length of the Position gradient, while the Rotation slider lets you adjust the angle.



RETOUCHING WITH PORTRAIT

The Portrait tab in ON1 Photo RAW 2020 helps you retouch faces quickly and naturally. Portrait automatically detects each face in your photo and can retouch and smooth skin as well as brighten and sharpen eyes and whiten teeth all at once, with no brushing required.



Portrait consists of a single masking tool—used to paint skin in or out, if necessary—and a Portrait pane that contains settings for adjusting the skin, eyes and mouth in a face. Each face in your photo has its own filter pane, so you can adjust each face on an individual basis.

The Portrait pane—shown on the following page—includes the following items:

- A. **Face selection:** This includes the Add Face button and any faces found (or added) in your photo. Clicking on the face will select that face's portrait layer (if it already exists), or will create one.
- B. **Face and mask icons:** The first icon is a small representation of that pane's face, to help with identification in photos that have many faces in them. The mask is for that person's face. It has the same masking options as other parts of Photo RAW, but, in general, you will only paint skin in or out on that mask.
- C. **Blending options, Reset and Delete:** These icons are for changing the blend mode, to reset the pane to its original state, or to delete that portrait layer altogether.
- D. **Opacity:** Sets the overall opacity of the pane's settings.

- E. **Style:** Pop-up list of preset settings for that pane. Photo RAW includes a number of styles, and you can save your own styles in that list. (See “[Styles](#)” on page 104 for more.)
- F. **Eye and Mouth tools:** Clicking these buttons will walk you through the creation of eye and mouth masks for that pane’s face.

The bottom part of the Portrait pane includes three sections: Skin, Eyes and Mouth. Each section has an on-off button to the left of the label, which can be helpful if you don’t need to retouch the skin or the eyes, for example. The Skin section settings include:

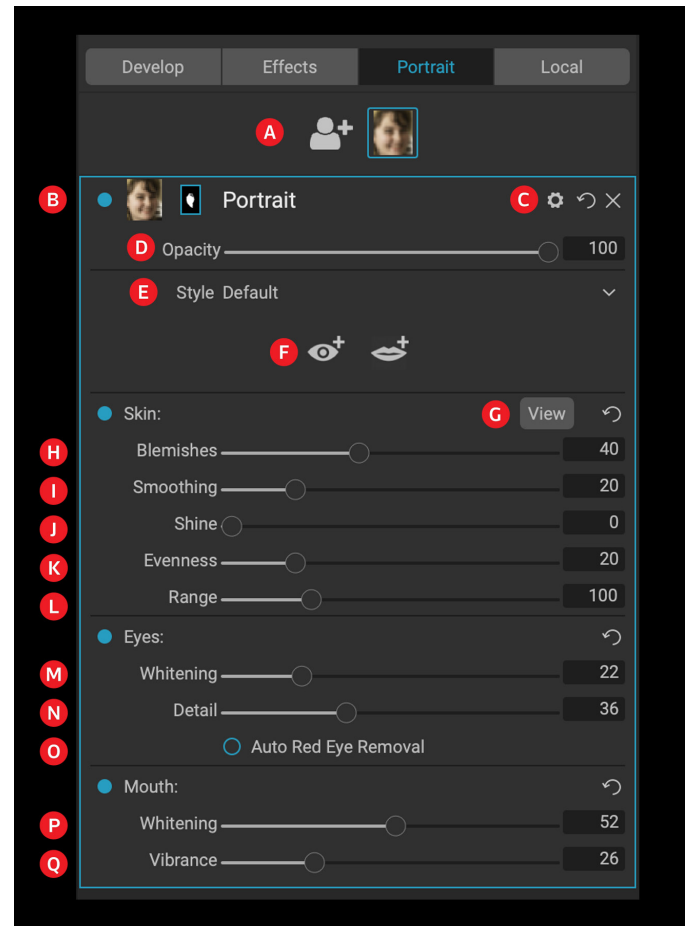
- G. **View button:** Shows/hides the current face’s mask.
- H. **Blemishes:** Adjusts the strength of acne, pores and fine lines.
- I. **Smoothing:** Adjusts the strength of smoothing (similar to makeup foundation).
- J. **Shine:** Adjusts the strength of the skin shine.
- K. **Evenness:** Adjusts how consistent the skin color is across the entire face. It is great for correcting highlights that may be too yellow, shadows that may be too green or reducing redness in noses and ears.
- L. **Range:** Adjusts the precision of the color selected.

The Eyes section has three settings:

- M. **Whitening:** Whitens the eyes.
- N. **Detail:** Adds sharpness to the pupils.
- O. **Auto Red-Eye Removal:** Clicking this button will apply red-eye removal to the eyes.

The Mouth section has two settings

- P. **Whitening:** Whitens the teeth.
- Q. **Vibrance:** Increases the color in the lips.



Although the Portrait tab has a single dedicated tool and pane, it is ideally suited for portrait retouching.

WORKING IN PORTRAIT

You have a number of ways to get started in Portrait. You can select a photo in Browse and choose Edit in Portrait from the File menu. Or, if you’re already in the Edit module, click on the Faces tool in the Tool well or on the Portrait tab. Photo RAW will then load Portrait and search for faces. Each face it finds will be added as an icon at the top of the tab. Clicking a face in that group will open that face’s portrait layer.

NOTE: Portrait uses sophisticated technology to find faces, but it's not always perfect. If Portrait doesn't find a face in your photo, click the Add Face button at the top of the Portrait tab. Then, position and size the box around the face you wish to add. When you click OK in the Add Face overlay, its Portrait pane will be selected. If a 'ghost' face (something Photo RAW thought was a face but isn't) is created, you can simply delete that pane from the list.

Portrait Workflow

The general workflow for working with a portrait filter layer is as follows:

- Adjust the Skin section to work with blemishes, smoothness and other settings.
- Perform any retouching operations with the Fix tools, if necessary.
- Add eyes and mouth, if desired.
- Adjust the face's mask, if necessary.

To work on a face, just click that face's icon at the top of the tab. That face's portrait layer will be selected,



Click on the Eye tool in the Portrait pane and Photo RAW will walk you through the process of adding eye points to your face. Click on each pupil to build the eye mask, then adjust the points to cover the eyes.



Clicking on the Mouth tool will walk you through a process similar to that of the Eye tool. You click on the corners of the mouth, and Photo RAW will build a mask. You can then rearrange and move the points to fit the contours of the mouth and teeth.

and a general mask of the face will be created. By default, none of the filter's settings will be turned on. If you wish to adjust the skin, click the on button in the Skin section of the pane. It's often best to zoom in to view the face, to get a more accurate sense of the different adjustments. Making broad movements of the different sliders can give you an idea of how the setting gets applied, but be careful in making adjustments too strong, which can give your models a plastic look.

If you have portions of the face that need specific retouching needs, you can use the Perfect Eraser, Retouch Brush or the Clone Stamp to make those changes. (See [page 79](#) for information on the tools in the Fix group.)

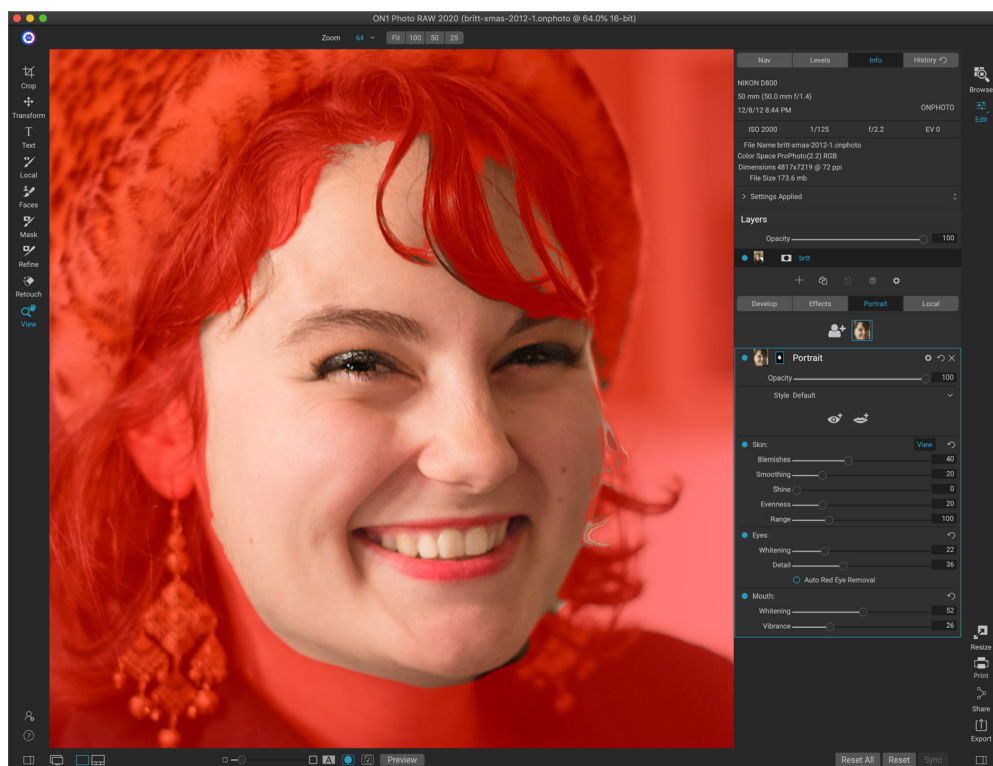
The Eye and Mouth tools are used to enhance those portions of the face, and work best when you are

zoomed in on the face you're working on. Clicking on the Eye tool will present you with a point-selection tool. Just on the center of each eye, and Photo RAW will add an overlay for each eye. Use the handles on each overlay to resize or move the boundaries of the overlay, and adjust the settings in the Eyes section of the pane to increase the whiteness of the eyes, or the sharpness of the pupils.

TIP: If you have only a single eye visible in your face, just click on that eye, then click the OK button in the small instructional dialog that is on-screen.

To add a mouth, click on the Mouth tool. By default, Photo RAW will create an overlay that includes visible teeth; if not, click on the Include Teeth button to turn it off. Next, click on the corners of the mouth in your face. An overlay similar to the one generated by the Eye tool will be created. There you can adjust the overlay to follow the contours of the mouth, lips and teeth, and then use the settings in the Mouth section to adjust the whiteness of the teeth or the vibrance of the lips.

The last thing to do is adjust the face's mask to fine-tune your retouching. When building a face mask, Photo RAW looks closely for the general contours of the face, but doesn't include other skin. You might want to smooth some skin under the chin or on the neck, or you might want to paint out some areas—hair over the forehead—from the mask, so that they won't be softened. You can use the Faces tool in the Tool well to adjust the mask, and can also use the Refine, Chisel and Blur masking tools to create finer masks.



Fine-tune your retouching by painting skin in or out on your model as necessary with the Faces tool. To view the mask, click the View button in the Portrait pane, or choose View Mask from the Mask menu. You can use all of ON1 Photo RAW 2020's mask-refinement tools and healing tools to finish the retouching process.

Once you've completed working on a face, you can click on the next face in your photo, or move on to other tabs in the Edit module. Thanks to Photo RAW's non-destructive workflow, you can come back at any point to adjust or enhance your portraits.

When working with multiple faces in a photo, you can name each Portrait layer individually by double-clicking on the word 'Portrait' in the layer's title bar. Each layer has its own separate controls and mask, and you can easily move from face to face by just clicking on the appropriate pane.



Photo RAW's Portrait tab makes it a breeze to retouch multiple faces in a photo. Each person has their own portrait layer, with separate mask and retouching settings, and you can easily move from face to face by clicking on the appropriate layer in the Portrait pane. You can also rename each portrait layer by double-clicking on the title.

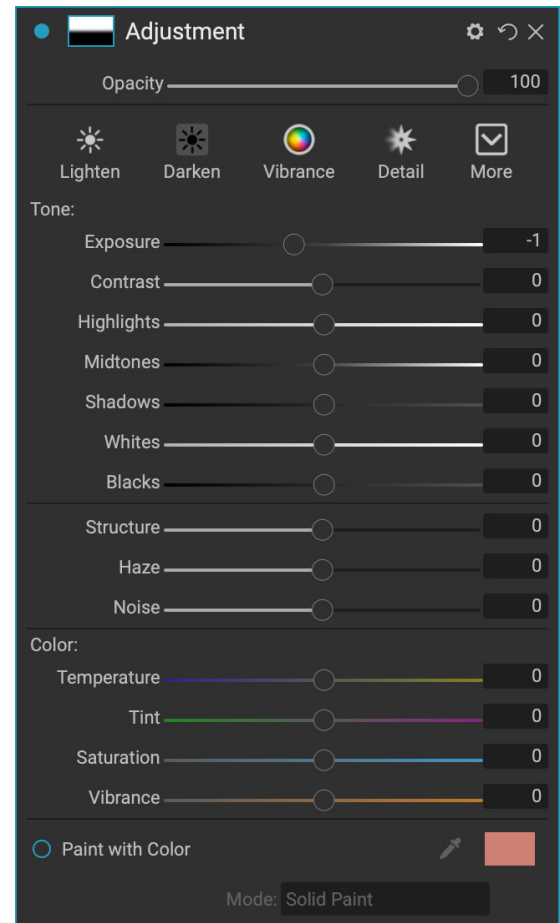
LOCAL ADJUSTMENTS

You can easily make local adjustments to portions of an image in ON1 Photo RAW 2020. You can apply these adjustments using either the Adjustment Brush or the Adjustable Gradient (or both, if desired). You can create as many local adjustments as you need on an image (by clicking on the Add Layer button at the top of the Local Adjustments section).

Local adjustments can be used to apply a gradient filter to darken a sky, for example, or to add a more complicated vignette to an image. Local adjustments are in essence a mask that is applied to a portion of your image, and you can manipulate those masks in powerful ways with both the blending modes and the luminosity options in the Local tabs.

Operations you can perform with local adjustments include tone (exposure, contrast, highlights and shadows, detail), color (white balance, saturation and vibrance) and detail (structure and noise). Each local adjustment layer can have completely different settings and work on different parts of your image. You can also use local adjustments to paint with color over part of a photo, to perform specialized tasks such as skin retouching or to replace the color of an object.

Like the rest of the Edit module, local adjustments are independent from the Develop, Effects and Portrait tabs; you can create a local adjustment while working in Develop, switch to Effects, and when you click on the Local tab, your local adjustments remain intact.



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

TIP: You can name each adjustment layer by double-clicking on the word 'Adjustment' in the pane. This can be helpful when you have a lot of adjustment layers and wish to remember which adjustment did what.

LOCAL TAB

To create a local adjustment, click on the Local tab. If there are no local adjustment layers present, Photo RAW will add one. If you want to add additional adjustment layers, click the Add Layer button. The top of each adjustment layer includes the following options:

- **Opacity:** Sets the opacity of the adjustment.
- **Styles:** The pane has a number of canned styles for you to start with, including ones for

lightening or darkening (dodging and burning), adding vibrance, fixing teeth or red eye, and many more. (You can also save your own styles via the More pop-up menu.)

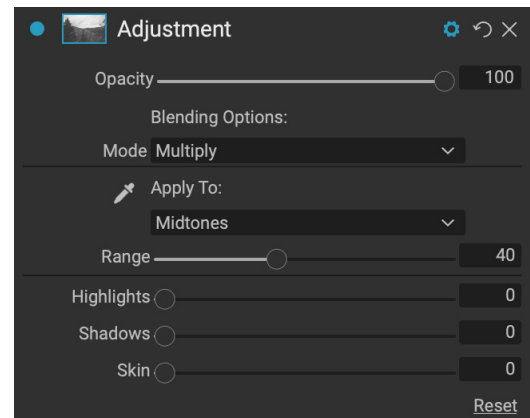
The main section of the Local tab has all of the same options found in the Tone & Color pane in the Develop tab: Exposure, Contrast, Highlights, Shadows, Detail, and Color Temperature, Tint, Saturation and Vibrance. In addition to those settings, the local adjustment pane includes a Noise slider, designed to help reduce noise on a targeted level (most often seen in the shadows).

These controls work the same way inside the Local Adjustments panel. One difference is that, since a local adjustment is actually a layer that sits on top of your global adjustments, ON1 Photo RAW 2020 provides you with a number of blending options for each adjustment. Blending modes determine how the selected layer blend with the items below it in the image stack.

Click on the Blending Options gear icon at the top of the Local tab to drop down the Blending Options. The blending option controls are:

- **Blending Options:** A pop-up list of blending modes. There are 24 common blending modes available in the list, including Normal, Lighten, Darken, Screen, Multiply, Soft Light, Hard Light, Overlay and Color.
- **Apply To:** This lets you apply the blending mode to a specific color or tonal range. The options are; All (the default), Highlights, Midtones, Shadows, Reds, Greens, Blues, Magentas, Cyans, Yellows, Flesh Colors, Vivid Colors and Neutrals. (You can also manually choose a color range by selecting the Dropper Tool in the pane and clicking on a color in your image.)

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



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

About blending modes

At their basic level, blend modes determine how the pixels on one layer interact with the layers below it. With 24 blend modes in ON1 Photo RAW 2020, 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.

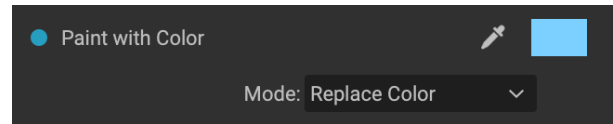
Normal is the most widely used: it simply applies the effect to all of the pixels in the adjustment (or effect), assuming the layer opacity is 100%.

The other modes apply different levels of that category's effect using various mathematical formulas, and sometimes it can be hard to know 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. (See ["Blending Modes" on page 107](#) for more information.)

Painting with Color

The Paint with Color option at the bottom of the local adjustment panel lets you use the Local Adjustment brush to select a color and paint it into your image. It is designed for two situations: when you wish to apply softening (or evening out) to portions of an image by blending existing color, and to replace the color of an existing object.

The Paint with Color section has three options, Solid Paint, Replace Color, and Classic, and a color swatch for the chosen color. You can choose a color from your image by clicking on the eyedropper icon, or you can click on the swatch and choose a color from the system color picker.



Solid Paint will paint over anything you brush with the chosen color; think of it as painting with a Normal blending mode. Replace Color will replace the hue, but not the luminosity, of the color you are brushing over; it is essentially painting with a Color blend mode, in which whites are preserved.

The Solid Paint option is an ideal skin softening tool; use the eyedropper to select a middle tone section of skin, and, using a low opacity setting on your brush, you can paint over parts of the skin with the brush.

WORKING WITH LOCAL ADJUSTMENTS

When adding a local adjustment layer, click on the tool you wish to use in the Tool Options bar at the top of the window. The Adjustment Brush is perfect for working with specific subjects or areas in an image: a person or primary object that you wish to brighten, shadow areas that you wish to darken, and more. It works in the same manner as the regular Masking Brush: you set the paint mode (in or out), brush size, feather and opacity, and brush in the areas you wish to paint an effect in or out.

The Adjustable Gradient is designed to apply a gradient mask over a section of an image: most commonly to darken a sky, for example. Because the local adjustment tools are for working on a mask, you have all of the masking and blending options you have throughout Photo RAW, and you can use one or both tools—in addition to the Refine, Chisel and Blur Mask tools—to refine your adjustment mask as desired.

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

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

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

Manipulating a Linear Gradient Mask

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

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



When working with local adjustment masks, all of the tools in the Refine group—the Refine Mask, and the Chisel and Blur tools—can be used to help give you create smoother and more realistic masks.

Other masking options

Every local adjustment has its own mask, and it uses the same masking options and controls found in Effects and Layers. To access the mask, click on the mask icon in the title bar of the local adjustment layer. There you can copy and paste masks, create luminosity masks, and create masks based on color ranges. For specific details on how to work with these masking options, see [“Filter Masks” on page 104](#).

PART 4: COMBINING PHOTOS WITH ON1 PHOTO RAW 2020

For many photographers, editing in post-production doesn't just mean working on a single image at a time. When shooting out in the field they might capture multiple shots of a scene, to blend them later to achieve a greater dynamic range, to create expansive panoramas, or to build a perfectly focused scene from front to back. Or, they might be interested in creating sophisticated composites that can only be created within a layered workflow. For those photographers, ON1 Photo RAW 2020 includes a full set of combination tools to help them achieve their photographic vision with ease:

- **Layers:** Photo RAW's Edit module offers a full layered workflow, letting you create collages, perfectly blended composites from multiple images, and much more.
- **Panorama:** The Panorama feature can create amazing, expansive views of a scene from two to 25 photos blending them together into a seamless whole. It can even create great panos from a handheld set of shots.
- **HDR:** This feature takes a group of photos shot at different exposure values and blends them to create photos that include a wider range of tones—from deep shadows to bright highlights—than can be achieved with a single shot.
- **Focus Stacking:** Like the HDR feature, Focus Stacking takes multiple shots of the same scene, each shot with a different focus point, and blends them together into a perfectly focused final result.

As is the case with all of the editing functionality in ON1 Photo RAW 2020, these features work non-destructively. Your original photos are not changed, and the resultant, blended photos have all the re-editability found throughout Photo RAW.



Layers



Pano



HDR

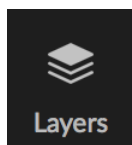


Focus

WORKING WITH LAYERS



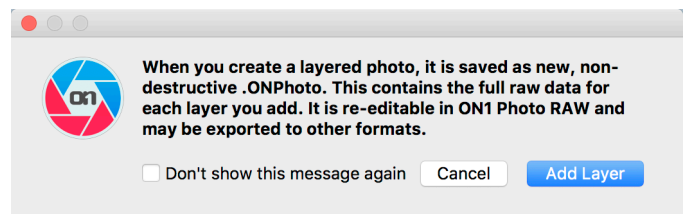
The Layers feature inside ON1 Photo RAW 2020 is fully non-destructive. This means you can use all of the Edit module's tools, tabs and filters, along with layer-independent masking capabilities, and still preserve your original photos and can come back at any time to further enhance your creations.



The Layers functionality inside ON1 Photo RAW 2020's Edit module lets you create quick composites, blend multiple images together, paint in new skies or backgrounds, align layers based on their content, and much more. And, because Layers is tightly integrated within the Edit module, all of your work remains re-editable at all times: you can go back and add, change or update any setting made inside the Edit module, on any layer.

You can combine multiple photos or copies of the same photo as layers. Each layer can be moved, sized and masked on its own. But more than that, each layer has its own non-destructive settings—just like any photo in Photo RAW, all the way back to the original raw data. That means you can use all of Photo RAW's editing features—basic exposure changes, camera profiles, portrait retouching, Effects filters and more—as part of a layered photo.

When you add a layer to a photo, Photo RAW automatically creates a new document with an .onphoto extension, leaving your original photo intact. This document type, which is visible inside Browse, contains all the layer information and non-destructive editing operations made inside Photo RAW.



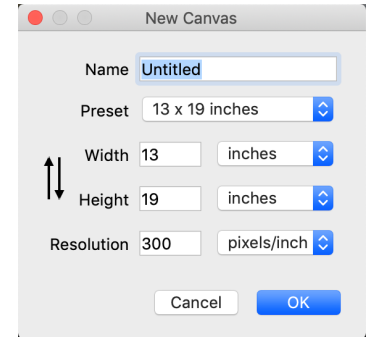
Layers can be as simple as copies of the current photo, to apply more complex adjustments to portions of an image than you could with local adjustments. You can also add other documents as a layer inside the

current document, for replacing skies or other backgrounds, for adding textures, or for when you wish to create complex collages. Photo RAW supports up to 14 layers in a document.

Once you have added a layer, the entire Edit module is available for that layer. When you click on a layer, you can add any adjustment from the four edit tabs, create masks, and more. You can use the Transform tool to move, rotate, and scale the contents of a layer independently from the complete document. (Because the Crop tool works at the document level, you can't crop individual layers.)

CREATING AN EMPTY LAYERED FILE

You can also start with a blank canvas, in either the Browse or Edit modules. Choosing New Canvas from the File menu opens a dialog box for creating a new file at whichever custom size you choose. When you click OK, Photo RAW creates a new .onphoto file with a single, transparent layer in it. You can then use any of the options detailed below to add photos and other extras to the file. (You can change the size of an existing canvas by choosing Canvas Size from the File menu inside the Edit module.)



The New Canvas menu item is available in both the Browse and Edit modules.

OPENING A LAYERED PHOTOSHOP FILE

ON1 Photo RAW 2020 can open most layered Photoshop files in the Edit module. What happens depends upon the composition and type of layers in the document:

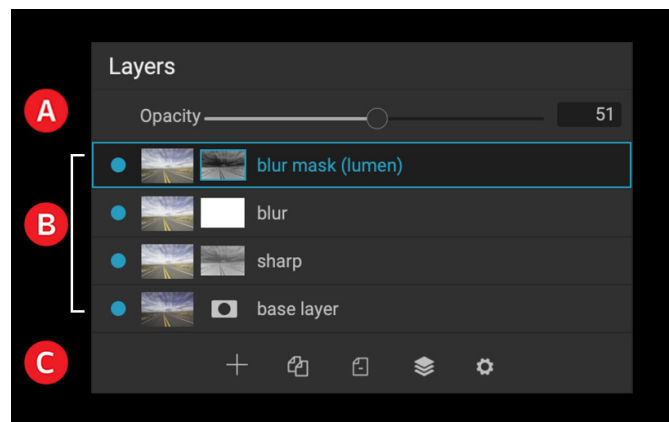
- If the layered document has basic Photoshop layers and masks, Photo RAW will open the document inside Edit, with each layer and mask visible in the Layers pane.
- If the Photoshop file has specialty layers—smart objects, text layers, layer styles— Photo RAW will flatten the visible layers and let you work on a composite.

In either case, Photo RAW will convert the file to an .onphoto file, preserving your previous document.

WORKING WITH THE LAYERS PANE

The Layers pane is fairly straightforward, with three sections:

- Layer Opacity:** Reflects the opacity of the currently selected layer.
- 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 an colored outline around it (based on the Accent Color chosen in the System Preferences' General tab). You can rename a layer by double-clicking on the title.
- Layer Tools:** The toolbar at the bottom of the Layers pane includes buttons

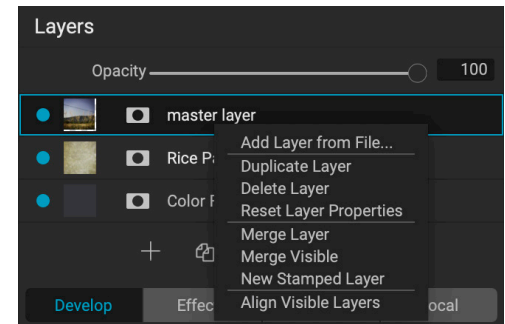


The Layers pane in Photo RAW. This photo has four active layers.

for (from left to right) adding a layer, duplicating the current layer, deleting the current layer, merging layers, and setting a layer's blending options.

Accessing Layer Commands

Most of the layer commands in Photo RAW can be accessed via the Layers menu, the toolbar at the bottom of the Layers pane, and a pop-up menu that you get when you right-click on any layer.



Right-clicking on a layer brings up a list of available Layers operations.

Layer Visibility

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.

Changing Opacity

The opacity slider controls how opaque or how strong the selected layer is. The default is 100%. At lower settings, the layer will blend with the layer(s) under it. Altering the blending mode and opacity of a layer can create a wide range of color and tone effects.

Changing the Layer Order

You may change the order of layers by dragging and dropping layers into the order you prefer.

Renaming Layers

You can rename a layer by double-clicking on it. The name turns into an editable field. Type in your preferred name and press Enter.

Deleting a Layer

You may delete a layer by selecting the layer, then choosing Delete Layer from the main Layer or pop-up menus, or by pressing the Delete button in the toolbar.

Resetting layer mask and transform operations

Choosing Reset Layer Properties from either the Layers menu or the pop-up will delete any layer masks or transform operations you made to the current layer. To reset any Develop, Effects, or Portrait settings or local adjustments made to a layer, click the Reset Layer button at the bottom right of the main Edit module window.

Duplicating a Layer

You may duplicate or copy the current layer by pressing the Duplicate Layer button in the pane's toolbar, or by right-clicking on the layer and choosing Duplicate Layer from the pop-up menu.

Merging Layers

You can merge two layers together: by selecting the top layer (of the two) and clicking on the merge button in the Layers pane's toolbar, by right-clicking on the layers by selecting them and pressing the Merge button in the toolbar, or via the Layer menu or the layer pop-up menu. The merged layer will inherit the name of the top layer.

You can also merge all visible layers by choosing Merge Visible from the Layer menu or pop-up. The merged composite will use the name of the layer that was selected.

Creating Composites from Layers

Sometimes, you'll want to create a composite of all the layers in your file, maybe to perform some final finishing in Effects or Develop, or to preserve your current layer state (like a snapshot). To create a composite, choose Create Stamped Layer from either the Layer menu or the pop-up menu. All visible layers will be merged into a composite that is placed at the top of the Layer stack.

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. See [“Blending Modes” on page 107](#) for more detailed information on blend modes.

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 the standard Photo RAW mask options, and you can use all of the Edit module's masking tools to create or modify layer masks. You can also copy and paste layer masks—including masks from Effects filters—via the Mask options section or via the Mask menu. See [“Filter Masks” on page 104](#) and [“Masking Tools,” starting on page 72](#) for more on using Photo RAW's masking tools.

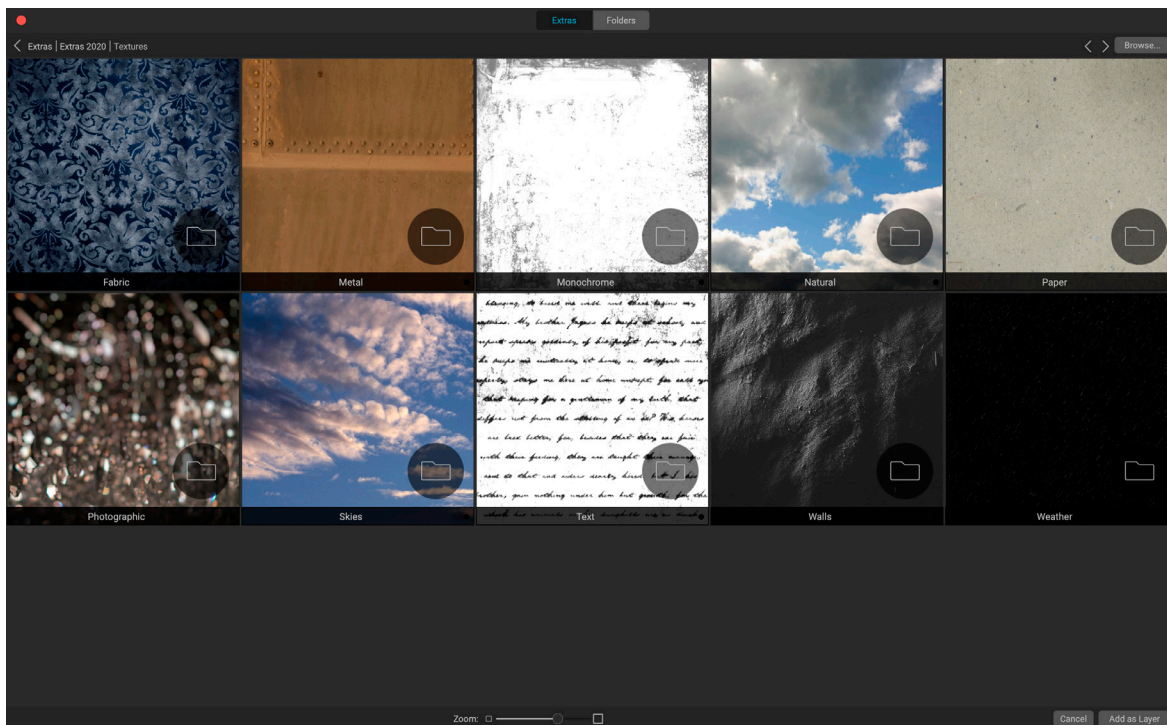
ADDING LAYERS TO AN EXISTING DOCUMENT

When you're working in the Edit module, you can add layers to a file by choosing Add Layer from File from either the Layer menu or the Layer pop-up menu. The Add File window will come up, letting you choose from the hundreds of built-in extras that ON1 ships with Photo RAW, or from any file that is accessible on your computer and is supported by Photo RAW (see [“Working with Files” on page 6](#)).

The default view for the Folders tab in this window is the location of the current document or image. You can navigate to any folder on your system via the Browse button in the upper right corner of the window: navigate to the folder you wish to browse, and click the Open button. The Add File window will now display the supported files. Just double-click on the one you wish to add.

The Extras tab in the Add Layer window automatically displays two folders, My Extras and ON1 Extras, each subdivided into three sub-folders: Backgrounds, Borders, and Textures. ON1 Photo RAW 2020 ships with more than 800 free images that you can add as a layer from the ON1 Extras folders. And, if you've added any of your own backgrounds, borders or textures to Photo RAW via the Extras Manager (see), these files will be visible via the My Extras folder.

Adding layers via Filmstrip view



When you choose Add Layer from File, a window appears with Extras and Folders tabs. The Extras tab contains backgrounds, textures (shown above) and borders supplied by ON1 with Photo RAW, as well as any extras you might have added via the Extras Manager. Clicking on the Folders tab (or the Browse button at the top right of the window) will let you browse your computer for photos and other supported files.

In addition to the Add Layer options detailed above, if you are in Filmstrip view inside the Edit module, you can also drag photos from the strip at the bottom of the screen into the main window. This will create a new layer with that photo on it. (See [“Working in Filmstrip View”](#) on page 39 for more.)

NOTE: If the file you add is larger or smaller than the pixel dimensions of the document, use the Transform tool to resize it as desired. If you wish to preserve the original aspect ratio of the placed file, use the Shift key to resize it proportionally.

USING THE TRANSFORM TOOL WITH LAYERS

Use the Transform tool at the top of the Toolbar to manipulate layers. A layer may be repositioned, sized or rotated using the tool. When selected, transform handles will appear on the edges of the selected layer. You use these transform handles to manipulate the image. You can only transform one layer at a time.

Repositioning a Layer

To reposition a layer, simply click and drag inside the transform box. You can also use the keyboard arrow keys to nudge a layer one pixel in any direction.

Resizing a Layer

To resize a layer, click and drag on any of the transform handles. Clicking on a corner handle allows you to adjust two sides simultaneously. Clicking on a side handle allows you to adjust that side. If you hold the shift key down while adjusting the size, the proportions of the layer are maintained. If you hold down the Option (MacOS) or Alt (Windows) key while resizing, your image will resize from the center instead of from the edge. You can hold down Shift-Option (or Shift-Alt) to resize proportionally from the center.

You can type in the size you desire in the Tool Options bar in the width and height fields. You can also size a layer to fill the canvas automatically by pressing the Fill button in the Inspector.

Rotating a Layer

To rotate a layer, move the Transform tool just outside a corner transform handle. Notice that the tool cursor changes to a rotate cursor. Now click and drag to rotate the layer. You can also use Option/Alt with the left or right arrow keys to rotate a layer when the Transform tool is selected. To rotate the layer quickly in 90 degree increments, you can use the rotate left and rotate right buttons in the Tool Options bar.

Flipping a Layer

You can flip a layer either horizontally or vertically by pressing the flip buttons in the Tool Options Bar.

When you have completed your transforms you need to commit the changes. You can do this by pressing the Apply button that appears in the Tool Options Bar or by pressing the Enter key. You can cancel a transform by pressing the Cancel button in the Tool Options Bar or by pressing the Escape key.

NOTE: For detailed specifics on the Transform tool's options, see [page 64](#).

ALIGNING LAYERS

One of Photo RAW's most advanced features is the ability to align multiple layers based on content. This can be a great aid when you've hand-held a group of shots, and want to blend portions of one image onto another, to use a better sky, for example.

To align layers, open them in the Layers pane, and choose Align Layers from the Layer menu or pop-up menu. Photo RAW will then analyze the contents of the layers, and aligns them to the one with the most commonality. When you look at the individual layers after aligning them, you'll see that some layers have been moved or rotated slightly to match the content.

An example of Photo RAW's layer alignment can be seen in the photos on the following page, which are handheld shots taken two days apart from the same location. The top photo is the base layer, shown after alignment, but with the second layer hidden.

The bottom photo shows the aligned layers, with a gradient mask blending the top part of the base layer with the bottom part of the other photo. Despite the fact that the photos were shot days apart, Photo RAW has aligned the photos almost perfectly.

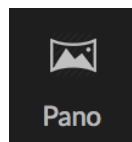


The base aligned layer.



The final aligned photos, blended together with a gradient mask from top to bottom.

STITCHING PANORAMAS



ON1 Photo RAW 2020 lets you quickly stitch multiple images together to create a panorama, directly from within the Browse module.

Panoramas are composite photos created from multiple individual frames of a scene. While they're often thought of as wide, narrow images, panoramas can be horizontal or vertical, wide or compact,. They give you a much higher quality final image, with added detail and a greater point of view. You can create a panorama in Photo RAW with as few as two images or more than 25.

To create a panorama with Photo RAW, go to Grid or Filmstrip view in Browse and select the images you wish to use for your merger, then click the Pano icon on the right side of the screen.

Photo RAW will then display the Create Panorama window, which has two components: the Preview area, which displays the merged panorama, and the Options panel, which lets you adjust the type (spherical or collage) and the edges of your panorama; choose an output size (either 100% or 50% of the stitched file dimensions); choose a module to open the panorama after merging, and add panoramic metadata.



ON1 Photo RAW's Create Panorama window displays the projected panorama, and includes options for the type of merger, cropping options, file size and adding panorama-specific metadata. You can also specify which Photo RAW module in which you wish to open the finished panorama.

With most landscape-oriented panoramas, you will want to use Auto or Spherical projection type, which merges the photos as if they were mapped on the inside of a sphere. The Collage projection type lays merged photos out flat (as opposed to mapping them on a curved surface), and is often called “scrapbook style.”

There are three cropping options available in the Edges pop-up menu: None, Crop and Warp to Fill.

- **None** will merge the panorama without cropping the finished image.
- **Crop** trims the edges of your panorama to fit the best rectangular crop.
- **Warp to Fill** uses ON1's content-aware fill technology to stretch the edges of your scene to fill as much of the entire frame as it can, giving you bigger cropped area.

Remember that no content-aware technology is perfect: If you use Warp to Fill option, make sure to check

Photo RAW Panorama Edge Options

These panoramas demonstrate the three different edge options available via the Create Panorama feature. The top panorama was set to None, the middle to Crop, and the bottom the Warp to Fill. Because the scene included skies and grasslands at the edges, the Warp to Fill was able to add enough pixels to fill out the top of the panoramic frame.



the edges of the frame after the panorama is built, making sure that there aren't any smudged areas or bad fills. (It often works best on scenes with skies and large vistas, and less so on scenes with lots of detail at the edges.)

The Open In section of the Options Bar lets you choose what to do when your panorama has been built. You can stay in Browse, or open your finished panorama in either the Develop or Effects tabs.

The Add Panoramic Metadata option, when checked, will take advantage of the exploration features found in panorama-aware websites—like Facebook and Google—and apps, letting users click and spin around your panorama in real time.

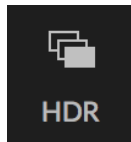
When you click Save, Photo RAW will build your panorama, blending the exposures as necessary, saving the resultant file as a PSD (or whatever file type you specified in the External Editor Preferences pane), and then opening it in the module of your choice (as determined by the Open In menu in the Options bar.)

TIPS FOR CREATING GREAT PANORAMAS

Creating panoramas can be a lot of fun, and can capture the grand vistas in a way that a single capture cannot. There are certain best practices that will help ensure you can create a great panorama:

- Use a tripod, and ensure that it—and your camera—are level throughout the entire arc of your scene.
- Lock your metering and your focus before you shoot: use the same aperture, shutter speed and ISO for all of the shots in your panorama.
- Overlap each shot by 50 percent, to give you plenty of data for which to build your final panorama.
- Once you've got your images in Photo RAW, perform basic edits on them in Develop and turn Lens Correction on. (Save styling for after your panorama has been merged.)

BLENDING HDR IMAGES



In addition to panoramas, ON1 Photo RAW 2020 has a second photo-merge feature: high dynamic range (HDR) photo creation. This feature lets you take multiple shots of a scene, at varying exposure levels—accurately capturing shadows, midtones and highlights in different frames across the series—and then blend them together to create a final image that has a much wider tonal range than a single shot could do.



To create an HDR image, go to the Grid or Filmstrip view in Browse and select the set of images that you wish to blend. Then click the HDR button underneath the module picker (or choose Create HDR from the File menu). You will then see the Create HDR window, which has the following options:

- A. The **Preview** window displays a rendition of your merged HDR image (and is resizable).
- B. The **Options bar** has settings for adjusting ghosting, choosing a default look, and which module you wish the resultant image to open in.
- C. The **Reference panel** includes the images used to build the HDR, with their exposure values relative to the base image. The image with the outline is the base version used for deghosting; the base image for exposure is represented by the lens aperture icon next to the checkmark.
- D. The **Tone & Color pane** from Develop (see [page 93](#)) and the **HDR Look** pane from Effects ([page 116](#)) are present to help you tune your image.
- E. **Save/Cancel buttons.**

Once the Create HDR window is open, you can use the various options to tune your image. You can adjust the base image: clicking on the different frames in the Reference panel will choose a different base image for deghosting; to select a different base exposure image, click on the small lens aperture icon in a different image of the series. (By default, Photo RAW chooses the image it felt was closest to the middle of the series for both exposure and deghosting.)

The Default Look options are also designed to help get you started, corresponding to style options in the Tone and HDR Look panes.

Natural and Surreal use those styles from the HDR Look pane, and the Natural Auto and Surreal Auto options also add the Auto Tone

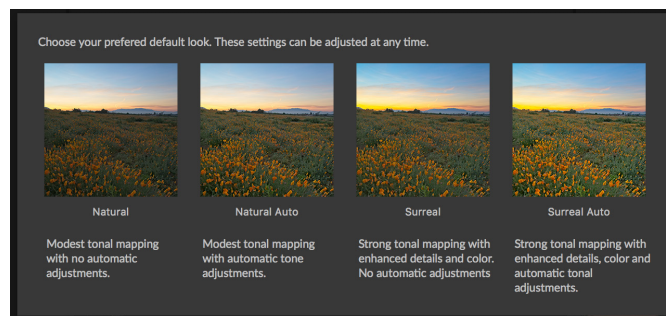
option from the Tone & Color pane. They are only designed to be a starting point: You can override any of the options by adjusting the settings in the two editing panes.

The deghosting section of the Options bar has options to blend portions of the frame that might have shifted during the image series (things such as clouds, flowing water or moving branches). Depending upon the amount of ghosting, you can choose from four levels of deghosting (or none). If you wish to see those areas in your image that will need deghosting applied to them, click the Show Ghosting button. Those areas that have ghosting issues will be shown with a red overlay. Depending upon how much movement there was in your scene, you can then choose the appropriate level of deghosting, or, in some instances, cancel and choose a different set of images to blend into an HDR.

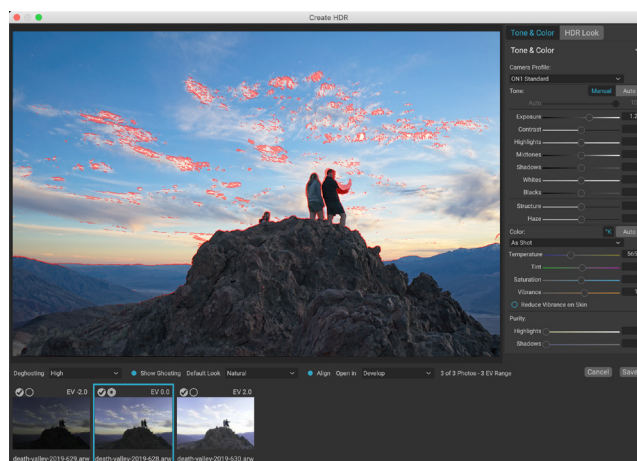
The Align button in the Options bar is on by default, which means that, during the HDR generation process, Photo RAW will attempt to automatically align the images, based on their contents. Turn the Align button off when the alignment process results in a bad composite, or when you don't want Photo RAW to align the images (when working with star photography, for example). With the Align feature off, Photo RAW will use the selected base image for the HDR process.

The Open In section of the Options Bar lets you choose what to do when your merged HDR file has been built. You can stay in Browse, or open your finished panorama in either the Develop or Effects tabs.

Once you have your settings adjusted to the way you'd like them, you can click Save and Photo RAW will build your HDR, saving it in the .onphoto file format and opening it in the module of your choice. The beauty of Photo RAW's HDR engine is that any of the edits you make to your image in the Create HDR window are reflected in the Tone & Color pane in Develop and the HDR Look pane in Effects. Because ON1 Photo RAW is non-destructive, you can re-edit your HDR to fit your wishes. If you decide that you wish to use a different HDR Look style, or want to add additional effects to your photo, you simply open the image in the appropriate module and edit.

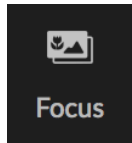


The first time you launch Photo RAW's HDR feature, you'll be presented with this window, showing the different HDR toning options found in the Create HDR window. Once you've built your HDR file, you can go into the Edit module and edit any of the settings, add other filters and more.



The Create HDR preview window, with the Show Ghosting option turned on. Areas that have ghosting issues will be shown with a red overlay.

FOCUS STACKING



When working in the field, achieving perfect focus in a photo from the foreground to the background can be difficult, if not impossible to achieve. With ON1 Photo RAW 2020's Focus Stacking feature, you can blend a series of photos taken at different focus distances, giving you more depth of field than any single photo. And, you can adjust the focus in real-time, just like changing the focus on your lenses. Think of it like HDR, but for focus instead of exposure.



Like the Panorama and HDR features, you generate a focus-stacked photo in the Browse module. Simply select the photos that you wish to blend and click on the Focus icon in the selector on the right side of the window. This will launch the Focus Stacking dialog, which has the following components:

- A. The resizable **Preview** window displays a rendition of your blended focus-stacked photo.
- B. The **Options bar** has settings for aligning photos; an option to create a final layered file (with masks); which module you wish the resultant image to open in; adjusting the depth of field; and for fixing problem areas between the base photos in similar areas.
- C. The **Reference panel** includes the images used to build the focus-stacked image, with their focus values (taken from the photo's metadata, if available). Clicking the check box on an image removes it from the focus operation.
- D. **Save/Cancel buttons.**

If there is focusing metadata in the source images, Photo RAW will display the sources from closest to furthest, with the focus distance listed, and the Preview window will show the suggested final photo. Photo RAW will automatically try to create the greatest amount of depth of field possible, but you can use the Depth of Field slider to constrict the depth of field in the blended result. For example, if you wanted less sharpness in the areas that are closer, move the left slider; for less sharpness in the distance, move the right slider in. To get back to the maximum focus, click on the Max button.

The Despeckle slider can be used when you have some movement in parts of a scene between your base images, such as movement of leaves in a stand of trees. Increasing the Despeckle amount can sometimes help in removing ghosted elements or distractions.

When you have the result you desire, click the Save button, and Photo RAW will blend your source photos together and create a new photo saved in the .onphoto format. Depending upon your choice in the Open In portion of the Focus Stacking window, the photo will open in Browse or the Develop or Effects tab. If you chose the Layered Results option, all of the separate images will be displayed in their own layer, with the layer masks attached.

Like all other image types inside Photo RAW, you can edit focus-stacked photos non-destructively in any of the Edit module tabs.

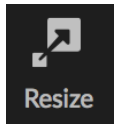
PART 5: OUTPUT AND SHARING

While editing and organizing your photos are probably the most important tasks you'll do on a regular basis inside ON1 Photo RAW 2020, there will be times when you want to “do something else” with your photos. Whether it's enlarging photos for high-quality prints, sharing your photos with others or on social media, or printing to your desktop printer, Photo RAW has all the functionality you'll need to get your photos where you want them to be.

In this section, you'll find detailed information on the following topics:

- **ON1 Resize:** The industry standard for image enlargement and printing.
- **Export:** The power of Resize in a quick and easy-to-use panel, letting you export your photos with flexibility, ease and control.
- **Print:** Print your photos in any size, as individual photos, or in contact sheet form.
- **Share:** A quick way to share your photos, including via SmugMug.
- **Send To:** Edit photos in other photo apps.

ON1 RESIZE



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

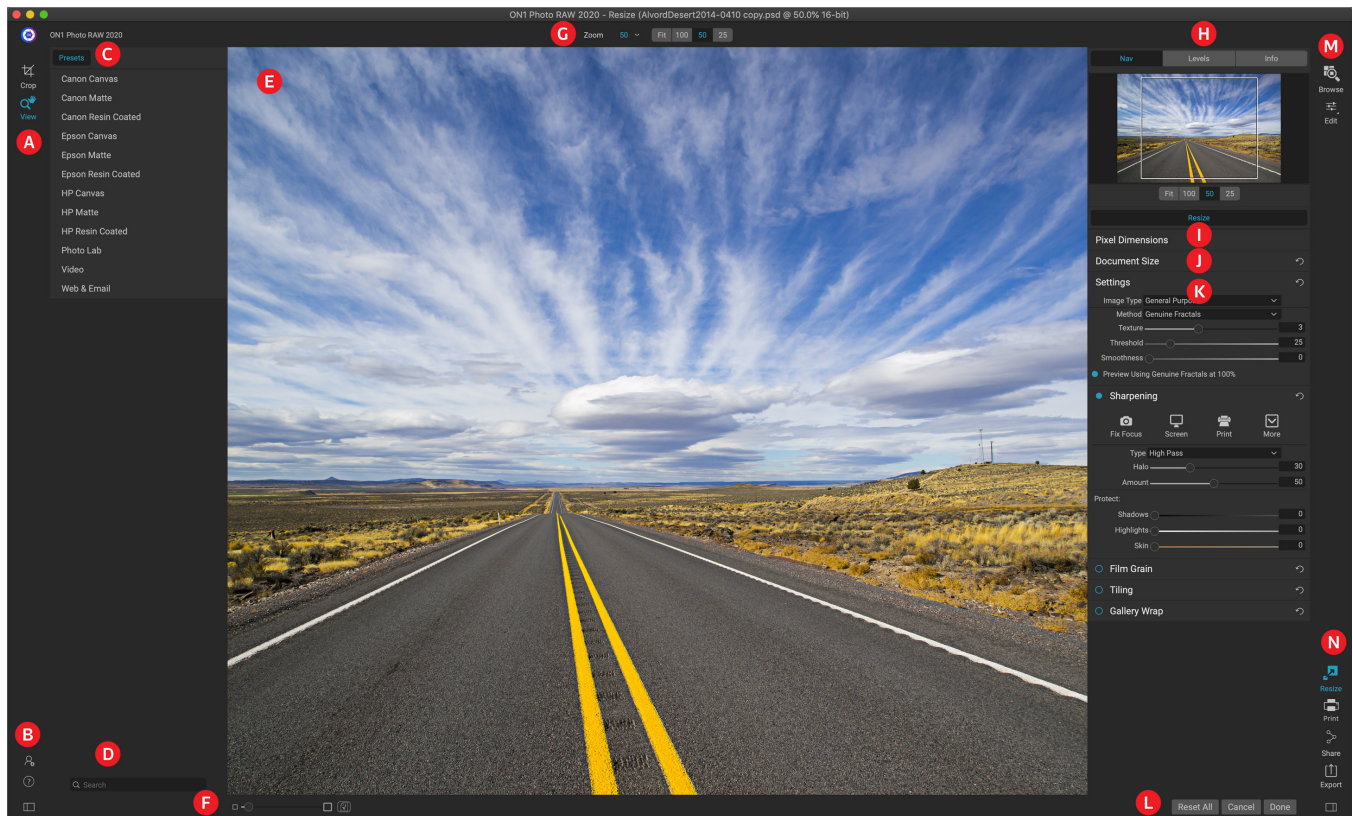
- Complete control over adjustment size and resolution
- Crop and level
- Sharpening
- Multiple resize algorithms let you get the highest quality results with any subject matter
- Add film grain
- Crop to common preset sizes for different paper and screen sizes
- Add gallery wrap wings for printing on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

When Should I Use ON1 Resize?

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

NOTE: A much fuller discussion of resolution and print size can be found in the “How Big Can I Print?” and “How Much Resolution Do I Need?” sections, starting on [page 163](#).

ON1 Resize Main Screen Overview



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

- A. **Tool Well:** This is where the tools are located.
- B. **Settings/Help:** This is where you can access preferences and help. The button at the bottom shows/hides the Presets pane.
- C. **Presets:** Contains a library of presets for different printers, paper types and print sizes.
- D. **Search:** This is where you can search for presets.
- E. **Preview Window:** This is the main section where you preview and work on images.
- F. **Zoom view/Soft Proofing:** The slider sets the zoom level; the icon turns soft proofing on or off.
- G. **Tool Options bar:** Lists options for the currently selected tool.
- H. **Navigator/Levels/Info Pane:** Navigator, levels (histogram) and general photo information.
- I. **Pixel Dimensions:** Displays the pixel dimensions of your image.
- J. **Document Size:** This is where you set the size of your resized photo.
- K. **Control Panes:** Access image settings, sharpening, film grain, tiling and gallery wrap options.
- L. **Cancel/Done:** Buttons to reset, cancel and/or close your image.
- M. **Module Selector:** Takes you to Browse or Edit.
- N. **Export/Share Buttons:** Export or share your image (separately from Resize).

Navigating the Preview Area

The Preview area is the main section where you preview and work on images. You can use the View tool for navigating this window.

This tool, which is the default tool selected when you open an image in the Resize module, 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 pan around the magnified image. You can also double-click the View 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, and when previewing the effects of Resize's sharpening on your photo.

NAVIGATOR, LEVELS AND INFO

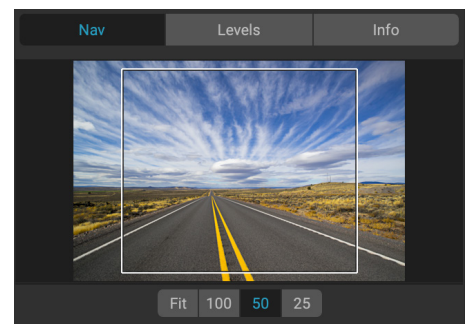
At the top of the control panel on the right of the main window are the Navigator, Loupe, Levels, and Info panes. These four panes can be useful for inspecting and viewing details in your image.

The Navigator Pane

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

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

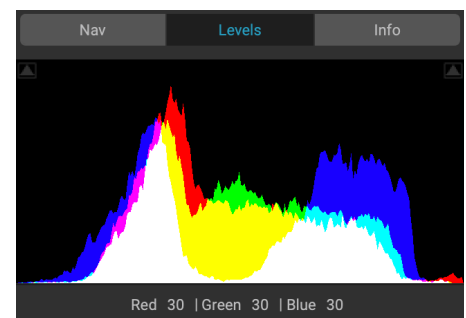
- **FIT:** Zooms to fit the current canvas size.
- **100:** Zooms to 100% or actual pixels.
- **50:** Zooms to 50%
- **25:** Zooms to 25%



The Levels Pane

This gives you a color chart of the shadow, mid-tone and highlight areas based on the image RGB values (often called 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 arrows, you will activate the clipping overlay on your image. The areas of your image with a blue overlay are pure black, while the areas with the red overlay are pure white. You can turn the clipping view off again by clicking on one of the triangles. You can also temporarily enable clipping view by holding down the J key at any time. The clipping view is useful when you are making adjusts to the brightness and contrast of your image.

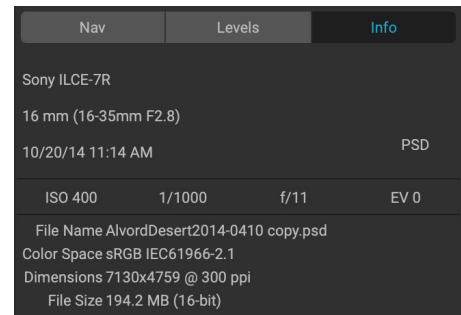


The Levels pane also displays the RGB values under the cursor at the bottom of the pane.

The Info Pane

The info pane displays important photo metadata, including:

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



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

CROP TOOL

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

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



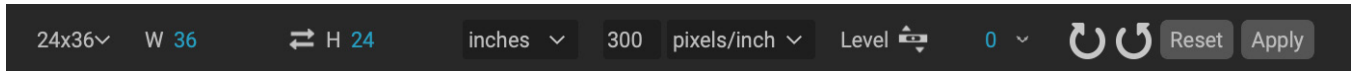
The Crop Overlay in Resize.

Working with the Crop Tool Overlay

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

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

Crop Tool Options Bar

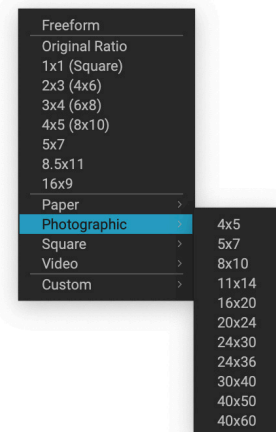


- **Preset pop-up:** Pop-up controls the crop tool mode as well as aspect ratio and document size presets.
- **Width:** Sets the width of the crop box.
- **Swap Dimensions:** Swaps the width and height. Handy for rotating the crop box.
- **Height:** Sets the height of the crop box.
- **Units:** Determines the unit of measure: Pixels, inches, centimeters, etc.
- **Leveling tool:** Click and drag this tool across an element in your image that should be level.
- **Angle:** See and adjust the angle of rotation.
- **Rotate:** Rotates the image 90 degrees.
- **Cancel:** Resets the crop tool.
- **Apply:** Applies the crop and resizes your photo.

Crop Tool Modes

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

- **Freeform:** In this mode you can adjust the crop box any way you like. The image will not be resized. Any area outside the crop box will be trimmed off. Use this mode if you just want to change the shape or recompose your image for general use.
- **Aspect Ratio:** You can lock the crop box to an aspect ratio. This makes sure the crop box shape doesn't change, just the size. Use this option to trim existing pixels while maintaining a ratio without resizing the image.
- **Document Size Presets:** These let you crop and resize your image at the same time. If you know your intent is to print the image at a certain size you can crop and resize the image at the same time. Many common sizes are included plus you can create your own.



The Crop tool preset pop-up includes options for nearly every aspect ration or print size.

Leveling the Image

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

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

ADJUSTING THE IMAGE SIZE

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

The Document Size pane displays the current desired Document Size, or the original size if you have not adjusted anything. Type into the Width or Height fields to change the Document Size.

The Width and Height fields are locked together to maintain the photo proportions. Changing the width will change the height proportionally. Resize does not support non-proportional scaling. If you would like to change the proportions of the image, use the Crop tool.

NOTE: If you need to stretch a photo non-proportionally, use the Transform pane in Develop. (See [page 57](#) for more.)

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

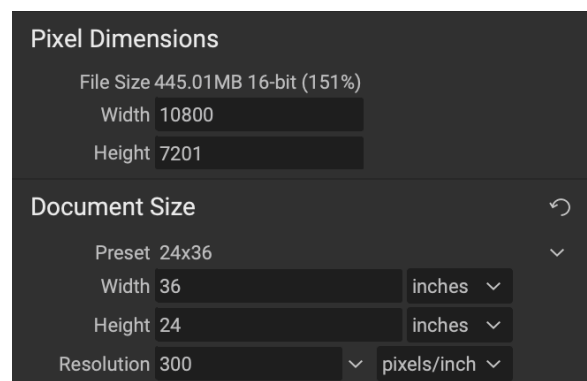
The Pixel Dimensions pane displays the image size in pixels, the file size, bit-depth and scaling factor.

Using Document Size Presets

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

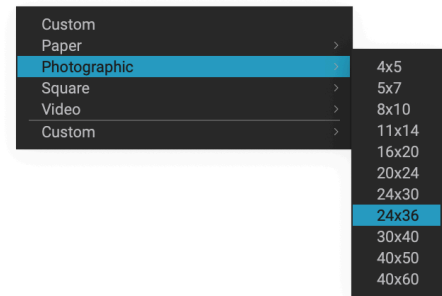
Follow these instructions to use a Document Size Preset:

1. Select your desired size from the Document Size preset pull-down in the Document Size pane, or Crop tool Options bar. You will see that the Document Size fields will be completed automatically for you and that a



crop box is drawn on your image matching the proportions of the document size preset that you selected.

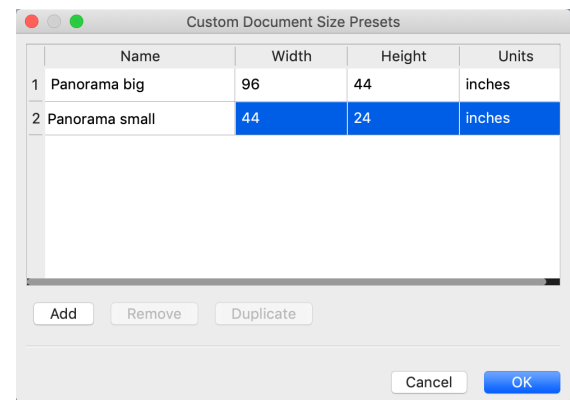
2. If needed, select the rotate crop box to rotate your crop box to the proper orientation. It will automatically rotate to match the orientation of your image, but if you want to crop differently you may need to rotate it.
3. You can use the Crop tool to reposition and change the size of the crop box so that it contains the image area that you want. Note that the crop box proportions and Document Size are locked so that you will always have the finished document size that you requested.
4. Adjust your resolution to what is needed for your output device. If you are unsure what to select, use the resolution drop-down menu for common settings.



The Photographic Document preset category contains many traditional print sizes.

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

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



You can easily create your own custom print size presets inside Photo RAW.

TIP: If you select the incorrect Document Size Preset you can change it by selecting a different one. If you do not wish to use a Document Size Preset after you have selected one you can press the Reset button in the Document Size pane or the Cancel button in the Crop tool options bar.

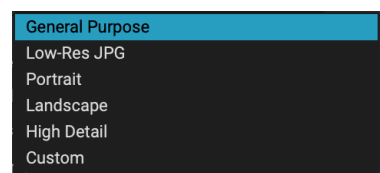
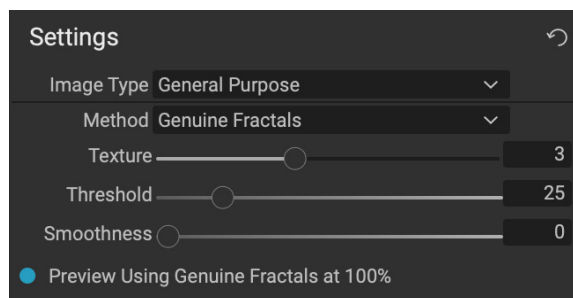
Also, the Lock Crop option locks the proportions and document size settings for the given crop. This is on by default when you use a Document Size Preset.

SETTINGS PANE

The Settings pane contains the controls for selecting the resizing method, or algorithm and its settings. Every image is different and selecting the correct settings here can improve the quality of the results.

Image Type

To help you get started, try one of the presets in the Image Type drop-down menu. This pop-up contains presets for different image categories (portraits, landscapes, etc.). Choosing one will adjust the settings for Texture, Threshold and Smoothness automatically.



Options for the Settings pane's Image Type menu.

Method

The Method drop-down selects the method, or algorithm, used to resize the image. The options are:

- **Genuine Fractals:** This is the classic, patented, fractal-based algorithm that has made Perfect Resize the standard for over a decade.
- **ON1 Resize Portrait:** This is a new variation on the Genuine Fractals algorithm designed for portrait images. It is slightly softer and does a better job representing skin and hair textures.

Texture Controls

When you select the Genuine Fractals method there are several other controls—Texture, Threshold, and Smoothness—that tune the resizing algorithm based on the image. These all have to deal with the texture of the image. If you were to analyze an image from a detail perspective you could break it into three categories: Edges, Continuous Tone and Textures.

Edges are the sharp details that define the edges of the subject in your image. It's paramount that these be maintained in order for your enlargement to maintain quality. Continuous tone areas—like skin or skies—are mostly solid or graduated color. These resize easily as there is little detail in these areas.

Texture, in Resize's nomenclature, are the areas that fall between these two. They are areas that still contain detail but are not sharp edges. These are things like the surface of rocks, tree bark, fabric, animal fur, etc. The amount of detail in these texture areas can have a large impact on the perceived sharpness and quality of an image.

With ON1 Resize you can control the key algorithm variables that effect these areas. And, you can use presets for different image types and subject matters that help you get the best results in reproducing these textured areas.

Here's how to think of the sliders in the Settings pane, as you adjust the look of an image:

- **Texture:** This controls the amount of detail in flat, non-edge areas of an image. If your image contains lots of small detail that does not have defined edges (many organic patterns like leaves, rock, bark; or man-made patterns like fabric) it may be good to increase the amount to a setting of 4 or 5. Settings beyond 5 will often introduce a bumpy noise pattern which

is undesirable unless your original image was from scanned film. Settings lower than the default 3 are useful for images with large areas of continuous tone that have no appreciable detail (sand, snow, sky) but have hard edged foreground subjects such as landscape images, architecture or portraiture.

- **Threshold:** This controls the amount of hard edge detail that is enhanced. The default setting is 25. Decreasing the threshold will focus the algorithms on edge information. This may be useful for portraiture or for reducing noise in your image. Settings higher than 25 will increase the amount of small detail in flatter areas of the image. Settings as high as 100 are useful for highly detailed images (hair or feathers). Higher threshold settings will also make ON1 Resize process faster. A good way to start adjusting these controls is by setting the threshold to 100 and then move the Amount up until the image is too noisy (bumpy) and then reduce the threshold to smooth out the noise in continuous tone areas. For detailed images with no little or no continuous tone, you might try the amount at 4 and the threshold at 100. For portrait images or images with JPEG artifacts you should try an amount of 2-3 and threshold of 25 or lower.
- **Smoothness:** The smoothness slider is used to reduce artifacts along hard curved edges. Use the lowest setting needed.

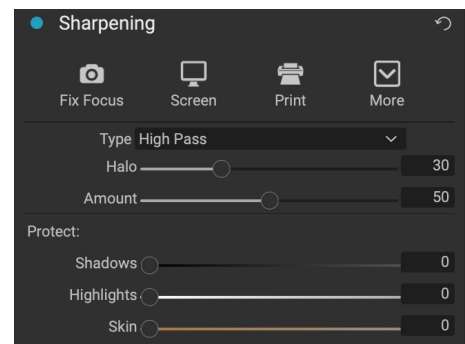
The last item in the Settings pane, **Preview Using Genuine Fractals at 100%**, will use that algorithm to preview quality at 100% zoom, so you can more accurately adjust the items in the settings pane, as well as controls in the Sharpening pane.

SHARPENING PANE

The Sharpening pane contains the controls to add additional sharpness to your image.

ON1 Resize features three sharpening methods:

- **Unsharp Mask:** Good for general sharpening. Similar to Photoshop's Unsharp Mask function. Resize's sharpening is different in that it is only applied to the luminance of the image, to prevent color artifacts.
- **High Pass:** High Pass sharpening is helpful when the original image is not sharp.
- **Progressive:** Similar to Unsharp Mask, except it sharpens different amounts depending on the size of the details in the image. Small details are enhanced more than large ones.



Using the Sharpening controls can save you the workflow step of adding additional Sharpening before printing and can help compensate for loss of sharpness due to dot gain from your printer. Sharpening should only be applied at the end of your workflow just before printing. If you plan to do additional retouching or compositing work after resizing your image, you should disable the Sharpening controls.

To sharpen your image for output, use these steps after you have adjusted the Document Size pane controls:

1. Zoom in on your image to 1:1. You can do this easily by using the 1:1 Zoom preset located in the Navigator pane.

2. Enable the Sharpening controls by toggling the on/off control in the pane's title bar.
3. Select the sharpening method that will provide the best results for your image. You may need to experiment to determine this.
4. Adjust the amount slider to determine the amount of sharpening desired.
5. Use the Highlight and Shadow sliders to limit the sharpening from being applied to the darkest and lightest areas of the image which can prevent sharpening of noise.

FILM GRAIN PANE

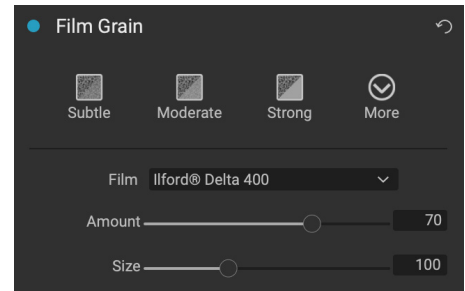
The Film Grain setting controls the amount of simulated Film Grain (noise) to your image. Adding a modest amount of grain can make your image appear sharper visually and can help hide imperfections (such as JPG artifacts).

Adding film grain can be especially useful for monochrome images, and should be added just before printing. If you need to do other retouching or compositing work in Photoshop or Layers after resizing your image, you should disable the Film Grain controls in Resize.

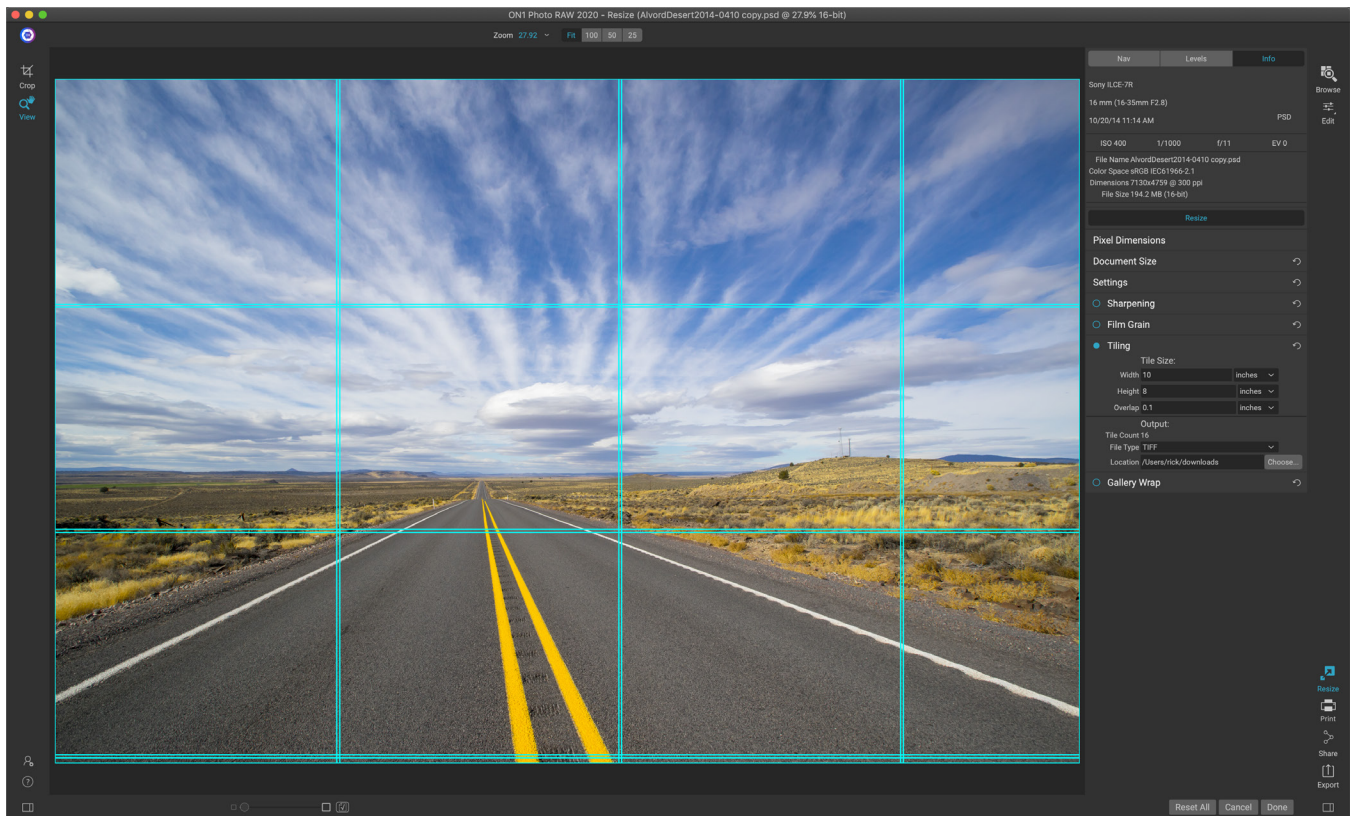
To add Film Grain to your image follow these steps:

1. Zoom in on your image to 1:1. You can do this easily by using the 1:1 Zoom preset located in the Navigator pane.
2. Enable the Film Grain controls by toggling the on/off control in the Film Grain pane title bar.
3. Adjust the slider up or down until the desired amount of Film Grain is added.

You can preview just the effect of the Film Grain by toggling the on/off control in the pane's title bar.



TILING PANE



When you want to print big, but lack the big printer, Resize's Tiling feature lets you create flexible, tiled prints on smaller paper sizes.

The tiling feature in Resize divides an enlargement into smaller pieces so that the image can be printed on a smaller printer. For example, you might want to create a mural that is 8 feet tall by 12 feet wide, but your printer can only print 24-inch wide strips. With the tiling feature you could automatically create four separate files that are 24 inches wide and 8 feet tall, to create your mural in sections.

With the tiling feature all you do is specify the size of paper you have to print on and if you would like the pages to overlap. Then ON1 Resize will resize your image and section it down into the individual tiles.

To use the Tiling pane:

1. Turn Tiling on by toggling the on/off switch in the pane header.
2. Set the Width and Height fields to the size and orientation of paper that you wish to print on, or you can select the number of rows and columns instead.
3. Set the Overlap size. The overlap makes each tile overlap so you can tape multiple panels together and corrects for printer margins if you are not printing borderless.
4. Set the file type for the newly created files for each tile.
5. Set the destination folder for the new files. Each file will be named with the original filename and the tile indicated in the filename.

The preview will show cyan guide lines for each tile that will be created. The bottom of the Tiling pane will tell you how many tiles will be created.

GALLERY WRAP



The Gallery Wrap feature lets you choose from four different wrap types, with adjustable thickness and opacity settings for the edges to be wrapped.

The Gallery Wrap feature is designed to help you print on canvas. When making enlargements for canvas it is common to wrap a portion of the image around wooden stretcher bars. These can be several inches thick and help mount the canvas. These are commonly called gallery wraps. However, if you had important detail near the edges of the image, it might be lost in the wrapping process. ON1 Resize's Gallery Wrap feature automatically creates extended margins by reflecting or stretching the areas near the edge of the image without having to sacrifice any of the original image. You can select the thickness of the mounting bars and use different options for creating additional margins.

To use the Gallery Wrap feature:

1. Turn on the Gallery Wrap feature by toggling the on/off switch in the pane's title bar.
2. Set the Thickness control to the amount of margins you would like to add. A good rule of thumb is to use the thickness of the stretcher bars, plus half an inch.
3. Select the Type you would like to use (see the list below for details on the different options).
4. If you wish to add a color overlay to the gallery wrap wings set the color and opacity.

The Gallery Wrap feature has several settings for adding margins and adjusting the look of the wrap:

- **Reflect:** Copies an area equal to the thickness setting around your image, then flips each side and adds it as the margins. This is a good general-purpose technique.
- **Reflect Soft:** Does the same as the Reflect method but softens the added margins.
- **Stretch:** The Stretch method takes a small area around the edge of the image and stretches it to add the margins.

- **Stretch Soft:** Does the same as stretch, but softens the added margins.

The Thickness slider controls how thick your canvas stretcher bars are. Two inches generally works well for most gallery wraps.

You can darken the wrap or add a solid color to the wrap area with the Overlay Color and Opacity sliders. (The Opacity's default is 0, which means that there is no color overlay added.)

The Add to New Layer option places the wrap wings on their own layer, rather than merging them with the image. This only applies when working via Layers or Photoshop in a layered workflow.

PRESETS

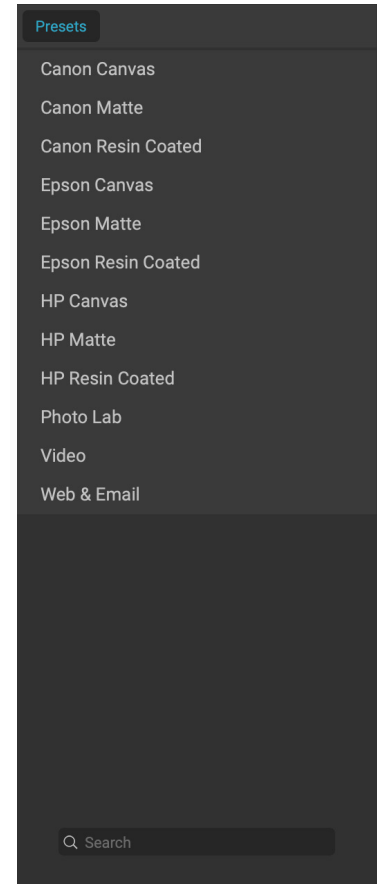
Resize has a preset system built into it, much like the one used by Develop and Effects, but which is designed to help you get very specific crops for a wide range of paper and printer types. These include settings for photo lab print sizes, and many Epson, Canon and HP large-format printers, with Matte, Resin Coated, and Canvas types.

In addition to being able to set document size and settings, and settings in any of the other panes, Resize presets always contain a Crop adjustment. What that means is that any time you apply a preset, Resize selects the Crop tool and places the crop overlay on top of your file. There, you can move the overlay to the appropriate crop area (or resize the crop) for your photo.

To apply a preset, choose the category you would like to use from the Presets panel. The category will expand to a list of the available presets for that group. Then, just click on the preset you want to apply.

Saving a Preset

Once you have your settings that you wish to save, go to the Preset menu and select Save Preset, and choose a category you would like to save it in. If you have applied a preset to an image and make adjustments to any of the settings in the left panel, you can update that preset with the new setting by choosing Update Preset with Current Settings from the Preset menu.



To delete a preset, right-click on the preset in the Presets Browser and choose Delete Preset.

NOTE: You can also import and delete Resize presets from within the Extras Manager. See [“Extras” on page 20](#) for more.

SOFT PROOFING IN RESIZE

ON1 Photo RAW's soft proofing feature lets you see how a photo will look when printed, using the color profiles that get installed with your printer. Soft proofing helps you determine where there might be issues when you print, so that you can adjust your tone, color and effects to give you a print that is closer to your editing vision.

Normally, when you're viewing an image in Photo RAW, you are viewing it through the lens of your monitor's display profile. The color gamut of your computer's display is wider than that of most photo printers, which means that some colors you are able to view on-screen are not reproducible when you print. When this happens, the color profile conversion that happens in the print engine will cause substitutions of colors that the printer cannot print to the closest color that it can. This means that your image could have subtle (or broad) shifts in color, especially in certain color ranges.

Soft proofing is turned on via the View menu, or by clicking on the soft proofing icon to the left of the Preview button at the bottom center of the main Resize window. The background of the main preview window will change to approximate the color of the paper you're profiling.

Additional soft proofing options are available underneath the Enable Soft Proofing command in the View menu. The options are as follows:

- **Gamut warning:** When checked, this displays colors in the image (via a red overlay) that don't correspond to the current printer profile being soft proofed.
- **Profiles:** The Profiles submenu lists the currently available printer profiles. Choosing one will change the on-screen display to use that profile.
- **Intent:** Photo RAW offers two different rendering "intents" when soft proofing, which are used to convert the color from display to print. Perceptual shrinks the color gamut during the conversion, which works to preserve the relationship between colors in the image. The other intent type, Relative, only converts colors that are outside the current color gamut, but this can



These three screen shots show the results of soft proofing options, as viewed in Resize. The top image is with soft proofing off (and is using the display color profile). The middle image is with soft proofing turned on, and using a printer profile for Epson's Exhibition Fiber Paper. The bottom image has the Gamut warning turned on; out of gamut colors are highlighted by the bright red overlay.

sometimes cause two colors, one in gamut, and one outside, to be identical after conversion.

Neither rendering intent is perfect or desired; it often is a matter of the makeup of the image, your editing intent, the paper being printed on, and so forth. Often, you'll want to switch back and forth between Relative and Perceptual, seeing which gives you a better print.

- **Simulate Paper and Ink:** Turning this setting on will cause Photo RAW to use the white point for the chosen paper type (instead of the white point of your monitor), and the paper's actual black density (instead of the display's black point). If you're trying to match a print, you will usually want this setting turned on.

Adjusting images with soft proofing is often a bit of trial and error. It's easy to get caught up in eliminating out-of-gamut colors, but most modern photo printers—both home printers and online print services—do a pretty good job of approximating colors properly.

NOTE: Since you can't edit the tones in your photo from within Resize, it's a good idea to perform a soft-proof check in the Edit module before taking an important image into Resize.

The biggest thing you want to be looking for when viewing a soft proof is tone, contrast and color accuracy between screen and print. When using a home printer, use test prints to hone in on the right mix of Edit module adjustments. Photo RAW's Versions feature can be extremely helpful when you're tweaking settings to get a print just right (see [page 54](#) for more on working with Versions).

UNDERSTANDING RESIZE: HOW BIG CAN I PRINT?

People often ask how large a print can be made with ON1 Resize. If your original image is sharp, has good details and little noise, you could go as large as 1000% of the original size. 1000% is ten times the size of the original file. For example, an original file that is 8" x 10" could be resized to 80"x100". Viewing distance plays a big part of this. Standard viewing distances are two-times the diagonal of a print. For example, for an 8"x10" it would be about two feet away. An 80"x100" would be about 21 feet. That seems like a lot but that image is almost 7'x9'. Keep in mind that many photographers scrutinize their images closer than standard viewing distances.

Images are perceived in color, tonality and sharpness. Other interpolation techniques maintain color and tonality but sacrifice sharpness by "inflating" the image uniformly. The image still looks familiar but will not be crisp. Depending on the amount of interpolation, this can be severe and noticeable even at standard viewing distances. ON1 Resize maintains the color, tonality, and sharpness of an image at all sizes. It will always look the same when viewed at the proper distances.

It is unrealistic to assume that the fidelity when viewed at 100% will be the same for an 8×10 and an 80×100 created by ON1 Resize. ON1 Resize will maintain the edges which perceptually make the image sharp, but it cannot create detail where there was none in the past. When the shutter is pressed, a finite amount of detail is captured. A good way to think about this is to look at an insect on a leaf. If you look at it with a magnifying glass, you will see more detail than you did than when looking at it with the naked eye. Now if you take a digital photograph of that same insect and look at it in the computer and zoom in past 100% you do not see any more detail. The information you see is limited by what the camera captured. ON1 Resize works the same way, it cannot create new detail but instead takes the finite amount of detail available and increase it in size.

ON1 Resize isn't magic. We have all watched *CSI*, where they take a security photo and enlarge the reflection in the victim's eye to see the killer, with results that look amazing. This is science fiction. You cannot create detail where there was none before. But if your original file has good detail and little noise, you will be able to make very good looking enlargements from your files. This is what ON1 Resize does better than any other software.

HOW MUCH RESOLUTION DO I NEED?

To answer this, you need to know two things:

1. The size of the print you need to make.
2. The resolution that your printer needs for best results.

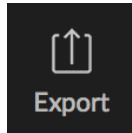
The size of the print is as large you would like. This may be limited by the size of your printer. Resolution is the density of the pixels for a given distance, usually measured in pixels or dots per inch. Most modern inkjet printers print anywhere from 1200 to 4800 dots per inch (what the printer manufacturers really mean is 1200-4800 droplets of ink per inch). Inkjet printers use many tiny round droplets of 4-12 ink colors to reproduce one square pixel in your image that could be one of any millions of colors. A common mistake is to set the resolution of the file to the resolution of the printer. In all but a few special printers this will lead to huge files that will not print well, if at all. The secret is that the human eye cannot see more than 250-300 pixels per inch. So the ideal resolution for your files should be close to this. Once you know the print size and resolution, it is easy to use ON1 Resize to resize your file to the desired output. Simply input the resolution and then either the print width or height. You'll see that the corresponding dimension is automatically filled in by ON1 Resize based on the proportions of your image.

Keep the proportions in mind because the proportions of film, digital camera sensors and paper can all be different. For example, most digital camera sensors are proportioned so that the height is two-thirds the width or 1:1.5; While the most common paper size, in the US, is the letter which is 8.5×11 inches or about 1:1.25. These kind of proportion mis-matches are common and require that the original image be cropped to fit the proportions of the paper size. If your image cannot be cropped without ruining the composition then you will need to adjust your print size to a longer dimension.

Resizing an image larger than the original size requires new pixels to be created. This process is called interpolation or resampling. There are many mathematical ways, called algorithms, to do this. The most common method used by many pixel editing applications is called bicubic interpolation. Bicubic along with its newer variants bicubic smoother and bicubic sharper work by averaging a small group of neighboring pixels to determine the color value of the new pixels to be added. While this technique is fast, it does not distinguish edges so there is a uniform loss of sharpness and detail across the image.

Resize's patented scaling algorithm is fundamentally different from bicubic or other interpolation methods. While other methods sample nearby pixels and decide new pixel values one by one, ON1 Resize uses a sampling technique called Fractal Scaling. Fractal Scaling samples nearby "blocks," square groups of pixels, and varying sizes, compares them to smaller versions of the original image and mosaics these patches together to create a larger version of the original. By doing this repeatedly, often the characteristics of the image like edges, smooth areas, and textures are reinforced for each larger version. Noise is de-emphasized and sharp details are maintained. All this number crunching may take a bit longer than the single pass interpolation methods like bicubic, but good things come to those who wait and the reward is far superior results.

EXPORT



Export is a special panel that is available throughout ON1 Photo RAW 2020. It's the engine for the export process, whether you're exporting final files from within Browse, Edit or even Resize. The Export pane gives you much of the power of Resize in an easy to use panel, letting you export your photos with incredible flexibility, ease and control.

The Export pane is always available, from any module, as long as you have a photo selected (you can also batch export files selected as a group in Browse).

To open the panel, click the Export icon in the lower right corner of the module selector, or choose Export from the File menu. Once selected, the Export panel opens on the right side of the Photo RAW window, letting you select a group of options as you prepare to export a photo. By default, the panel includes three active panes, which are fairly straightforward to use: File Type, Location, and Rename, which are all located at the bottom of the panel. These are the minimum options needed to export a file, but you can also add the following panes to the panel, expanding your export controls: Photo Size, Watermark, Sharpening, Tiling and Gallery Wrap.

FILE TYPE

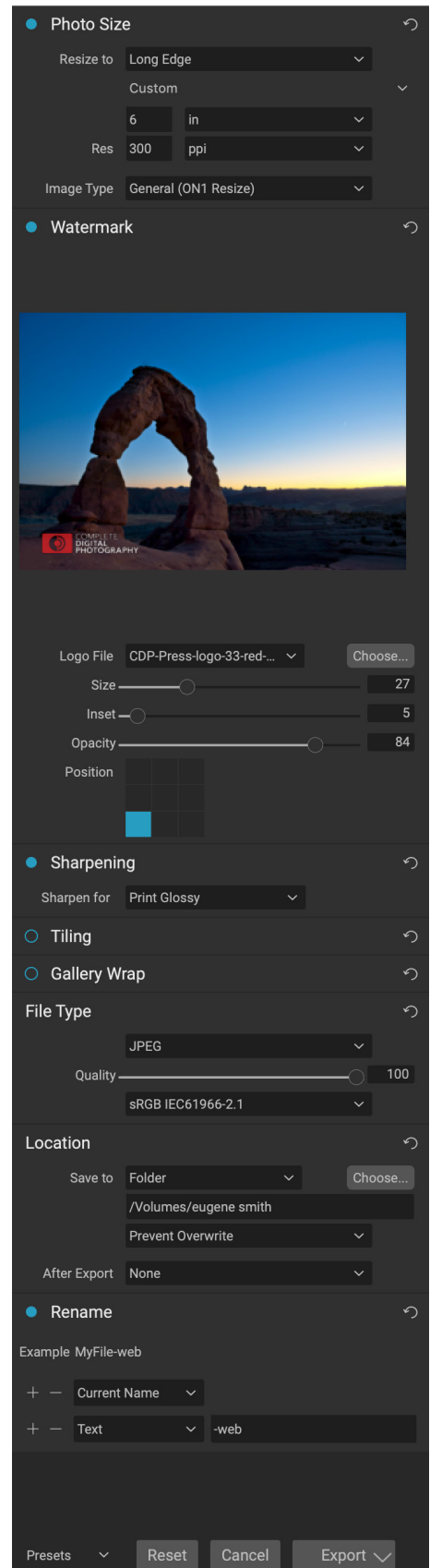
The File Type lets you choose what format you want your photo to be exported as, along with a color profile that you wish to assign to the exported file. The type options are Photoshop, Photoshop Large Document, JPEG, TIFF, and PNG.

Saving as JPEG lets you choose a Quality setting, with 100 being the highest.

LOCATION

Click the Choose button to select a location, or click on the Save To pop-up for more options, including:

- **Current Folder** will write the file to the same location as the original file.
- **Folder** lets you choose a location by pressing the Choose button
- **Round Trip** (only available when exporting through Adobe Lightroom) saves the file over the original and uses the same format, bit-depth, color space and name.



With regard to the other options in this pane, If Prevent Overwrite is selected the word 'copy' will be added to the file(s); otherwise it will overwrite your original image if the destination is set to Current Location. You can also have Photo RAW open the folder you exported your image to by choosing the Show in Finder (MacOS) or Show in Explorer (Windows) option from the After Export menu.

RENAME

This option may be used to rename the file name. The options include: Current Name, Text, Date and Number. The field to the right allows you to enter a custom name. The plus and minus icons will allow you to add or remove naming elements. Current Name will use the source name without the file extension. Text is used for assigning a custom text string. Date lets you add today's date in any one of 12 standard formats. Number creates an automatically incremented number, starting with the number input in the field. Reset will clear all current settings.

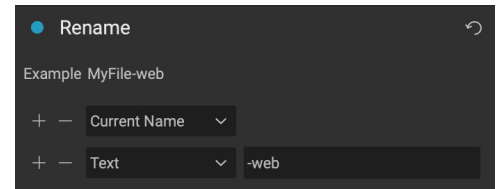
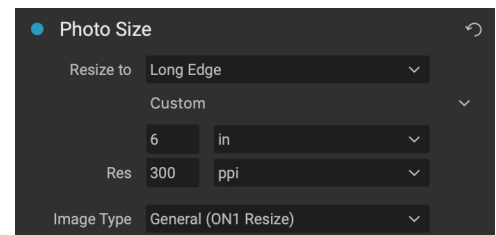


PHOTO SIZE

The Photo Size pane displays the original image size when you first open it. You can simply type into the Width or Height fields to change the document size, or you can choose from a variety of preset sizes—including standard photo paper sizes—by clicking on the pop-up menu underneath the Resize To pop-up.



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

The Long Edge and Short Edge options in the Photo Size pane are useful when you want to lock one edge to a specific length or width and don't care about the sizing of the other edge. Simply choose which option is the important one for your photo, enter the dimensions, and Export will resize your photo accordingly.

NOTE: Export does not offer any options for cropping, and if you choose an aspect ratio that is different from that of your photo, on export, your photo will be cropped from the center point out to meet the new ratio. If you wish to crop to a different ratio, it is better to use Resize.

The units of measurement can be switched by clicking the down arrow. You also control your resolution in pixels per inch. Use this setting to optimize for your output device.

The Photo Size presets make it easy to set the width/height of your image in a preset size. Use the drop down menu to select a preset size or choose custom to create your own.

The Image Type drop down provides a few options for resizing:

- **General (ON1 Resize)** uses the ON1 Resize algorithm also known as Genuine Fractals: This is the classic, patented, fractal-based algorithm that has made Perfect Resize the standard for

over a decade.

- **Low-Res JPG** is best for enlarging low resolution JPEGs (this setting use the bicubic algorithm method).
- **Portrait** works well for resizing portraits protects skin tones from artifacts (uses bicubic algorithm method).
- **Landscape** is great for Landscape photos (uses ON1 Resize algorithm).
- **High Detail** is great for images with many small items (uses ON1 Resize algorithm).

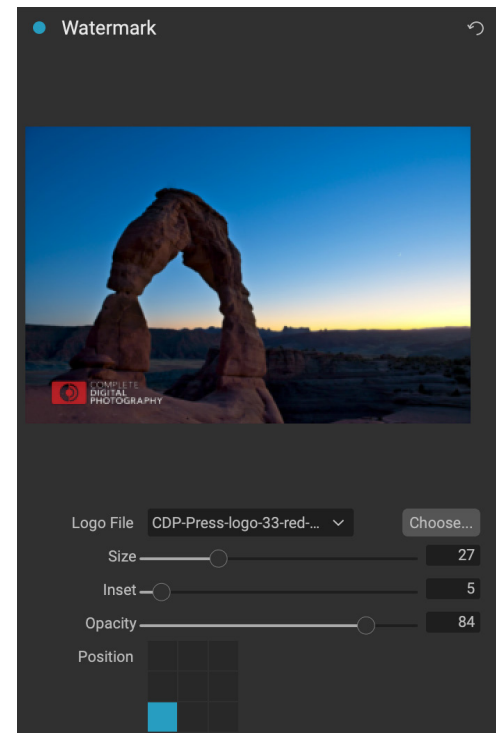
WATERMARK

The Watermark module allows you to add an overlay to the image, most often used for your logo, signature or copyright. Watermarks generally need a transparent background, so make sure your watermark file is a PNG or PSD.

The module has the following options:

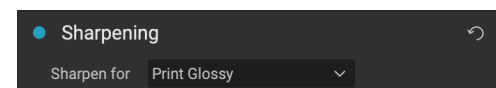
- **Choose:** Click the Choose button to select the file you wish to use as your watermark.
- **Size:** This slider controls the size of the watermark file.
- **Inset:** This will determine the percentage in which the file is inset from the edge, based on the Position (see below).
- **Opacity:** This sets the opacity of the watermark.
- **Position:** This grid sets the location of the watermark. Click on the square of the location you desire.

When working with 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.



SHARPENING

The Sharpening pane adds additional sharpness to your image, and are designed to be general options for screen or print work. Using these controls can save you the workflow step of adding additional sharpening before printing and can help compensate for loss of sharpness due to dot gain from your printer. Sharpening should only be applied at the end of your workflow, just before printing. If you plan to do additional retouching or compositing work after resizing your image, you should disable the sharpening controls.



TILING

The tiling feature in Export divides an enlargement into smaller pieces so that the image can be printed on a smaller printer.

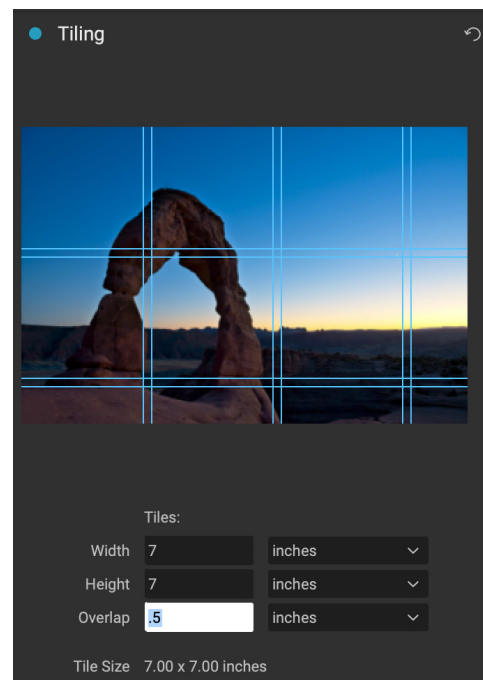
For example, you might want to create a mural that is 8 feet tall by 12 feet wide, but your printer can only print 24-inch wide strips. With the tiling feature you could automatically create four separate files that are 24 inches wide and 8 feet tall, to create your mural in sections.

With the tiling feature all you do is specify the size of paper you have to print on and if you would like the pages to overlap. Then Export will resize your image and section it down into the individual tiles.

To use the Tiling pane, follow these instructions:

1. Set the Width/Height fields to the size and orientation of paper you wish to print on, or select the number of rows and columns instead.
2. Set the Overlap size. The overlap makes each tile overlap so you can tape multiple panels together and corrects for printer margins if you are not printing borderless.

The preview will show cyan guide lines for each tile that will be created.

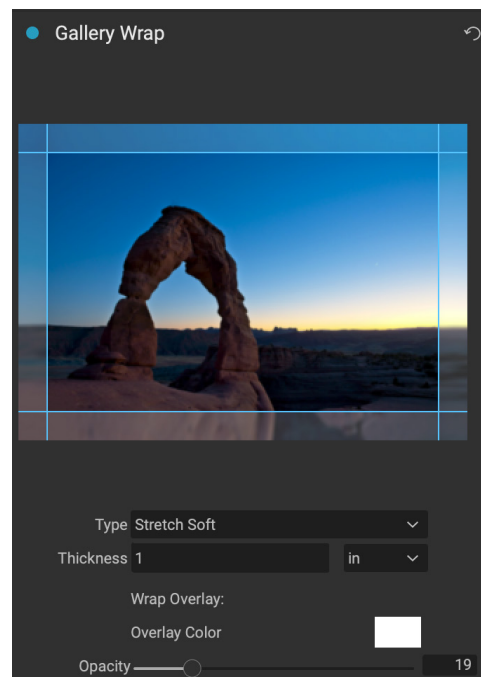


GALLERY WRAP

The Gallery Wrap feature is designed to help you print on canvas. When making enlargements for canvas it is common to wrap a portion of the image around wooden stretcher bars. These are used for mounting the canvas. These are commonly called gallery wraps. However, if the photo has important detail near the edges of the image they may be lost in the wrapping process. The Gallery Wrap feature in ON1 Resize automatically creates extended margins by reflecting or stretching the areas near the edge of the image allowing the photographer to create a gallery wrap without having to sacrifice any of the original image. The Gallery Wrap feature allows you to select the thickness of the canvas mounting bars and offers a variety of techniques for creating additional margins.

To use the Gallery Wrap feature follow these instructions:

1. Set the Thickness control to the amount of margins you would like to add. A good rule of thumb is the thickness of the stretcher bars, plus half an inch.
2. Select the Type you would like to use.
3. If you wish to add an overlay to the wrap wings, set the color and opacity.



The Gallery Wrap feature has several settings for adding margins and adjusting the look of the wrap. The Type pop-up has four options:

- **Reflect:** Copies an area equal to the thickness setting around your image, then flips each side and adds it as the margins. This is a good general purpose technique.
- **Reflect Soft:** Does the same as the Reflect method but softens the added margins.
- **Stretch:** The Stretch method takes a small area around the edge of the image and stretches it to add the margins.
- **Stretch Soft:** Does the same as stretch, but softens the added margins.

The Thickness slider controls how thick your canvas stretcher bars are. Two inches generally works well for most gallery wraps.

You can also darken the wrap or add a solid color to the wrap area with the Overlay Color and Opacity sliders.

EXPORT PRESETS

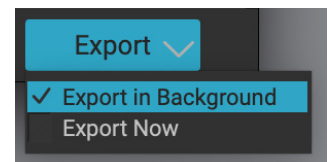
Presets remember all of the settings and details selected in the Export window pane. To save a group of settings as a preset, click the Save Preset button at the bottom of the panel. Give the preset a name, and it will appear in the Presets pop-up at the top of the Export panel.

NOTE: Unlike presets in other parts of ON1 Photo RAW 2020, you can't export or import presets from the Export panel.

EXPORTING OPTIONS

When your export settings have been set, you have two options for exporting, accessible via a pop-up in the Export button at the bottom of the pane:

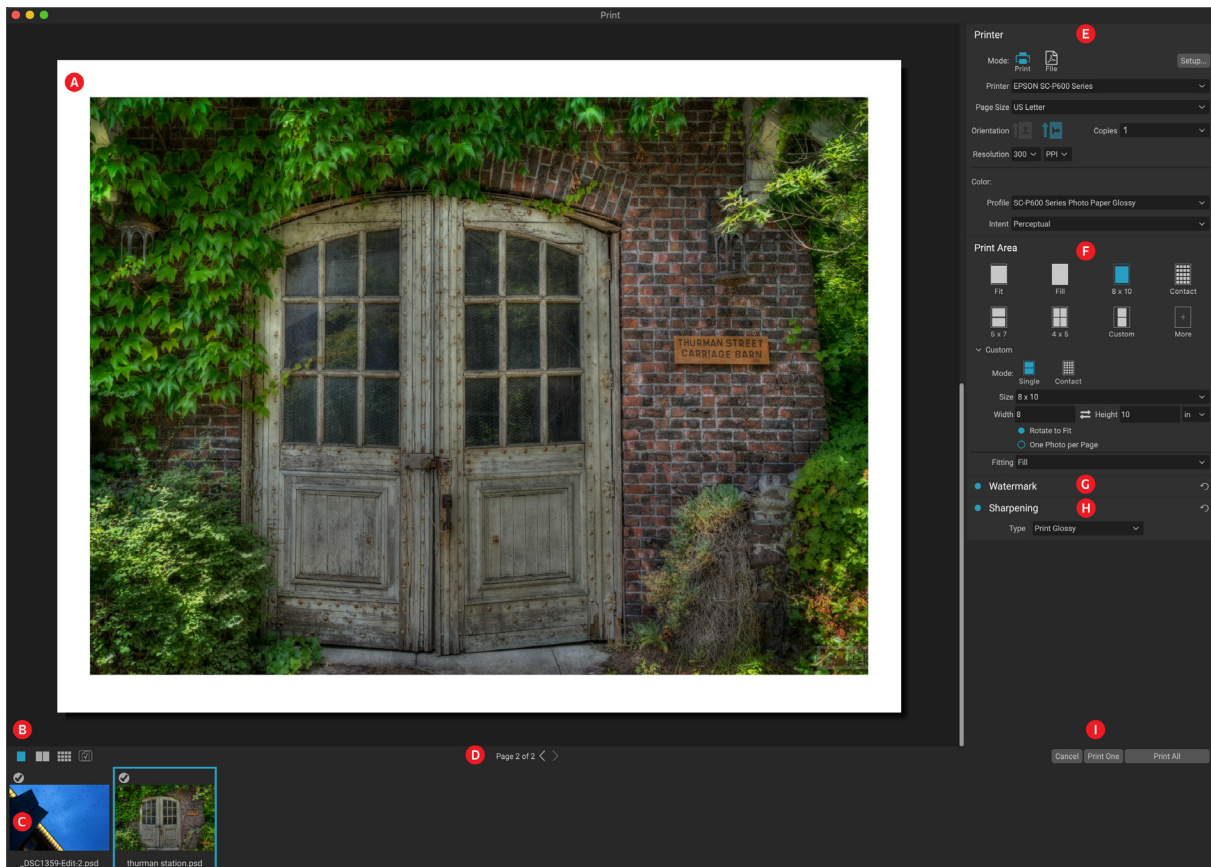
- **Export in the Background:** If you wish to keep working inside ON1 Photo RAW during the export process, choose this option. It will take more time, since not all of the app's processing power will be dedicated to the export operation.
- **Export Now:** Choose this if you wish the export process to happen more quickly. You won't be able to work inside Photo RAW until the exporting is done.



To get the options, press and hold your mouse button over the down arrow in the Export button at the bottom of the pane, then make your selection. If you just click the button without holding, the default is Export Now, although Photo RAW will remember your last setting if you change it.

PRINTING

ON1 Photo RAW 2020 has a flexible print engine that can print photos at any size. You can print photos individually; multiple photos package style, on a single piece of paper; and contact sheets for evaluating images. You can print from any module, even when using Photo RAW as a plug-in.



The print window can be opened by clicking on the Print icon in the module selector, or by selecting the Print command from the File menu. It has the following components:

- A. **Preview:** Displays the photo or photos being printed.
- B. **View Selector:** Lets you view the photos being printed individually, in facing-page view, or in grid view. The icon on the far right turns soft proofing on and off.
- C. **Filmstrip:** Shows all of the photos that have been selected for printing, with check marks to turn printing on or off. (The Filmstrip is not visible when a single image has been selected for printing.)
- D. **Page view:** Displays the number of pages being printed, and lets you move from page to page.
- E. **Printer pane:** Contains options for output—printer or PDF—as well as printer, page setup, page size, number of copies, resolution, and printer profile and rendering intent.
- F. **Print Area pane:** Contains options for fitting and selecting the print image size.
- G. **Watermark pane:** For adding a watermark to printed photos.
- H. **Sharpening:** Options for sharpening during the print process.
- I. **Print/Cancel:** Print One (current image), Print All, or Cancel.

Printing Options

The four panes in the Print window—Printer, Print Area, Watermark, and Sharpening—each deal with a specific printing-related task.

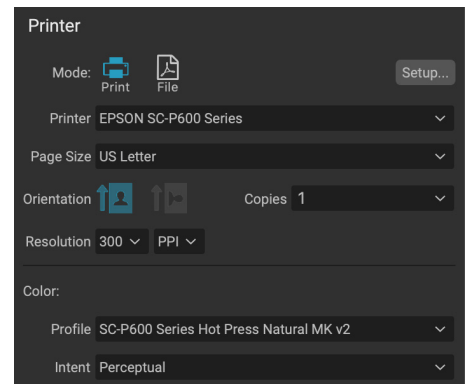
PRINTER PANE

The Printer pane is where you set the printer-specific features for your output. It has two modes, which are chosen by clicking on the icon at the top of the pane: Print, which lets you print to a connected printer, and File, which will print the selection to a PDF.

When choosing to output to a printer, you'll set the specifics of your printer, the paper size you wish to print to, the resolution, orientation, and the number of copies. When choosing resolution, make sure that you are printing at the printer's optimal resolution. Most photo printers, for example, work best with a file that has between 240 and 360 ppi. (Photo RAW will use its internal resampling engine to ensure that your photo is at the print resolution you choose.)

At the bottom of the pane is a section for choosing a printer-specific color profile; choose the media profile for the paper type you are printing to.

The rendering intent is related to the conversion of an image's colors to fit within the color range (or gamut) of the printer. The default intent, Perceptual, will change all of the colors in a photo proportionally to fit within the printer's range of colors. The other option, Relative Colorimetric will only change the colors out of the printer's gamut, to the closest in-gamut color. Depending upon the image, you might need to play with the intent settings, but Perceptual is usually the best place to start. (You can use Photo RAW's Soft Proofing feature to look at out-of-gamut colors in your photos. See [“Soft Proofing” on page 86](#) for more.)



The Printer pane sets printer-specific options for the current print job. You can also choose to render the print job to a PDF file.

NOTE: Photo RAW's Print feature will work with borderless printing options as well. Be sure to choose your printer's borderless options in the page setup pop-up. Different printers will have specific borderless settings, so check the manual to see how to turn borderless printing on.

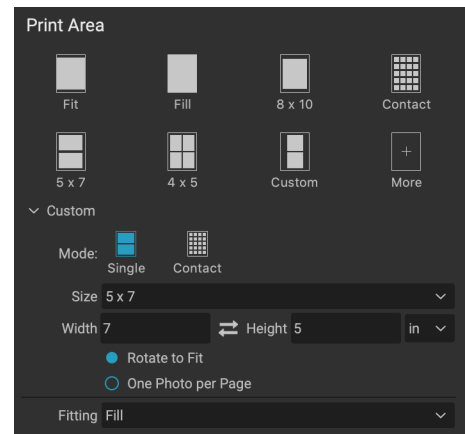
Printing to a file

In addition to sending images to a printer, you can also choose to export the current print job to a file. This can be helpful if you are submitting prints to an online service or to print remotely. To use this option, click on the File icon at the top of the pane. Photo RAW will ask you for a filename and a location to save the file. Choose a page size for the file from the Page Size pop-up, and adjust your print area settings. When you choose Print, Photo RAW will create a PDF of the photo (or photos) and save it with the name and destination you specified earlier.

PRINT AREA PANE

The Print Area pane is where you set the options for the size of the print, and how you wish your photos to be printed. You can also choose whether to print photos individually, package-style, or to create a contact sheet for evaluative purposes.

The top of the pane includes preset styles for either fitting the current photo inside the print size, or filling the entire print size; options for printing at common print sizes, including 8x10, 5x7, 4x6; and options for printing to a contact sheet. You can also create custom print sizes via the Custom section at the bottom of the pane; just set the width and height of the print size, and whether you wish to fit the image to the print size, or to fill the frame with it. If you would like to save this print size as a style, click on the More pop-up at the top of the pane, and choose Save as New Style from the menu. You'll then be able to recall that style from the More pop-up whenever you print.



The Print Area pane is for setting the actual print size of the photo or photos you are printing.

If you are printing multiple photos, Photo RAW will attempt to put as many photos at your chosen print size on the paper size as defined in the Printer pane. To print only one photo per page, click that option at the bottom of the Print Area pane.

Page size vs. print size

It's worth understanding the distinction between the page size and the print size. In some cases, the two will be identical. For example, if you wish to print on 4x6-inch photo paper, you would choose that option in the Printer pane's Page Size pop-up, and then 4x6 in the Print Area's Custom pop-up. Depending upon the aspect ratio of your photo, you then might need to choose Fit or Fill to get the proper crop. Fit does exactly what it sounds like: it will fit the entire photo within the bounds of the photo's dimensions, which means that there could be some extra white space around the final print. Fill will resize the photo to fill the dimensions of the chosen print size, centering the image.

In our example, a 4x6-inch print has an aspect ratio of 2:3. If the photo you are printing has that aspect ratio, then Fit and Fill do the exact same thing: the photo will fill the print area without any cropping.

For package printing, where you wish to generate multiple prints on a larger sheet of paper, you'll set the specific size paper you are printing to in the Printer pane, and then set the appropriate print size for each photo in the Print Area pane.

WATERMARK PANE

The Watermark pane adds an overlay to the printed image, and is most often used for your logo, signature or copyright. Watermarks generally need a transparent background, so make sure your watermark file is a PNG or PSD.

The module has the following options:

- **Choose:** Click the Choose button to select the file you wish to use as your watermark. Once you've added a watermark file, it will be saved to the Logo File pop-up.
- **Size:** This slider controls the size of the watermark file.
- **Inset:** This will determine the percentage in which the file is inset from the edge, based on the Position (see below).
- **Opacity:** This sets the opacity of the watermark.
- **Position:** This grid sets the location of the watermark. Click on the square of the location you desire.

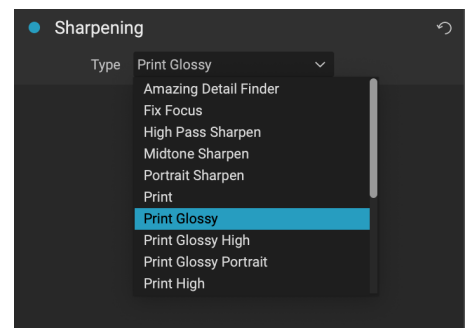
When working with watermarks, make sure your watermark file is sufficiently large for your usage. For example, if you want it to appear 2 inches wide on a 300-ppi image, your watermark needs to be at least 600 pixels wide. Otherwise, it could appear pixelated on the print.



SHARPENING PANE

In most cases, and depending upon the media type you print to—glossy papers often benefit from additional sharpening, for example—you'll need to add an additional sharpening step when printing. This is an additional level of sharpening beyond anything you might have applied in the Edit module.

The Sharpening pane lets you select a type of sharpening that will be applied to your photos during the printing process. The pop-up menu has a set of options for general sharpening, including ones for a standard print, glossy papers, details, high-pass sharpening, and many more. Depending upon the image, you might need to play with the settings here; performing test prints on small sections of a photo can often be quite helpful in determining the proper level of sharpening in a print.



Use the Sharpening pane to add additional sharpening to your printed image.

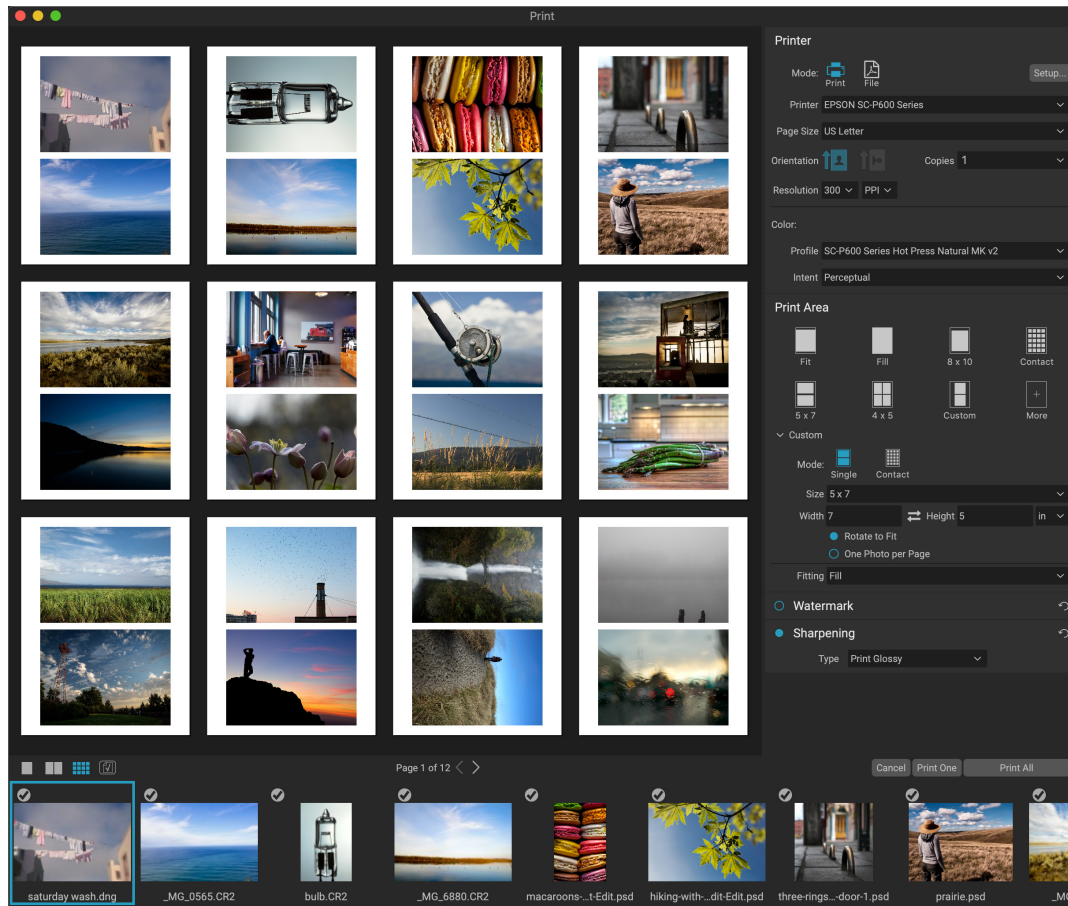
Basic printing with Photo RAW

Printing is available throughout the ON1 Photo RAW 2020 interface. If you are viewing a photo in either the Edit or Resize modules, or if you have an image selected in Browse's Grid or Detail views, clicking the Print icon will open the Print window with that image. There, you can set any of the options in the four panes on the right, and click the Print button to output your photo.

If you wish to get an on-screen proof of the final image before you print, using the chosen color profile for the media type you are using, click the soft proofing icon underneath the preview area.

PRINTING MULTIPLE PHOTOS

To print multiple photos—as a package or contact sheet—select the images you wish to print from the Grid or Filmstrip views (in Browse or Edit), and click the Print icon. The photos you've selected will be displayed in the filmstrip at the bottom of the window, and the preview area will display the current page (at the printer's page size) and print size settings. If you are printing a lot of photos at one time, you can flip from page to page via the Page View buttons under the preview. To see more pages, click on the Facing Pages or Show All Pages icons at the bottom left of the window.

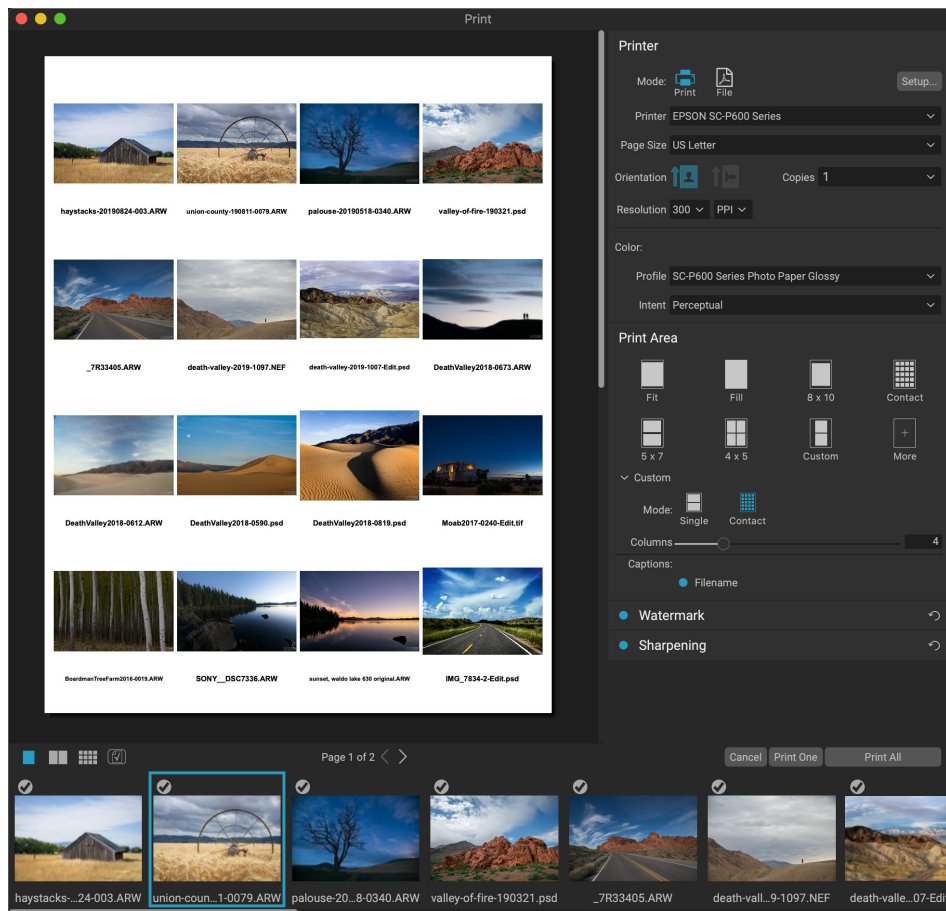


The Print feature gives you extensive options for printing multiple pages package style. Here, we have selected 24 photos to print at 5x7 inches on a letter-size sheet, on an Epson P600 printer. Clicking on the View All Pages button underneath the preview window, you can see all of the photos to be printed. Clicking Print One will print the currently selected page; clicking Print All will print the collection.

If you decide that you don't want to print a photo, click the checkmark for that photo in the filmstrip. To print all of the photos currently selected, click Print. If you would like to try a test print, with a single page, click on the Print One button, which will print the currently selected page, as found in the Page View listing.

Printing contact sheets

When you wish to evaluate a group of images but don't want to waste larger sheets of photo paper, use the Contact Sheet feature in the Print window. Select the photos you wish to print, set the paper size in the Printer pane, and click on the Contact icon in the Print Area pane.



The Contact Sheet option lets you evaluate a large group of photos in a high quality print, with captions.

When you switch from Package to Contact mode, you have two options, as found in the Custom section of the Print Area pane:

- **Columns:** lets you set the number of columns across the page width. The smaller the number of columns, the larger the individual cells.
- **Captions:** Currently, Photo RAW lets you add the filename as a caption underneath the printed photo. Click the button to the left of the label to turn this on or off. (We will be adding additional caption options in future releases.)

You can use the Page View controls underneath the preview area to move between pages, and, when you're ready to print, click the Print All button to print the contact sheets.

SHARING TO SMUGMUG



If you are a member of the SmugMug photo sharing and hosting service, ON1 Photo RAW 2020 offers an easy to use mechanism for posting one or multiple photos to the service. This is accessed via the Share menu, which is found throughout Photo RAW in the lower right section of the Module selector. On Windows, the Sharing button's pop-up contains only the SmugMug option; on MacOS, there are additional sharing options beyond SmugMug (see [page 177](#) for more information on these options).

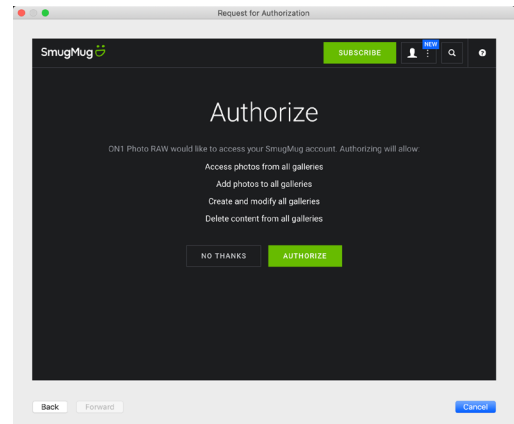
You can share a the currently selected photo or a group of photos by choosing SmugMug from the Sharing pop-up menu. The first time you access the service, you'll receive an authorization window inside Photo RAW; fill out your account information and password, and then click on the Authorize button.

Once authorized, you'll be presented with a window that lets you upload your photo or photos. The window contains a handful of options:

- Click the “Use photo metadata” control to include the photos’ metadata for use in the title, caption and keyword.
- The Gallery pop-up lets you add the photos to an existing gallery, or lets you create a new gallery.
- The Open Gallery link to the left of the pop-up will open the currently selected gallery in your default web browser.
- The Size pop-up has three options, full-size, and either 4000 or 2000 pixels (on the long side).

Once you have selected the appropriate options, click the Share button. Photo RAW will create high-quality JPEGs of the chosen photos and publish them to SmugMug.

More information about SmugMug can be found at smugmug.com.



The first time you share to SmugMug, you'll be asked to log in to your account, and verify that you want to let Photo RAW post to your galleries on the site.



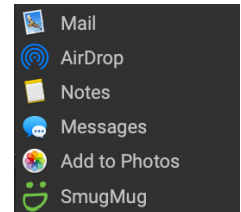
When you post to SmugMug from Photo RAW, you can include metadata, choose the gallery to you want the photos to go into, and the size of the uploaded photos.

OTHER SHARING OPTIONS (MACOS ONLY)



In addition to SmugMug publishing, the MacOS version of ON1 Photo RAW 2020 includes other photo-sharing options, including:

- **Mail:** Creates a new email message in Apple Mail with the shared photo.
- **AirDrop:** Uses Apple's AirDrop networking feature to share with local MacOS or iOS devices.
- **Notes:** Adds the shared photo to Apple's Notes app. You can choose to create a new note, or add the photo to an existing note.
- **Messages:** Shares photo to Apple's Messages app.
- **Add to Photos:** Adds the photo to Apple's Photos app.
- **SmugMug:** Post photos to the SmugMug service (see [page 176](#) for details).



All of the sharing options perform the same operation: Photo RAW exports a full-size JPEG of the selected photo and shares it with the selected target from the list.

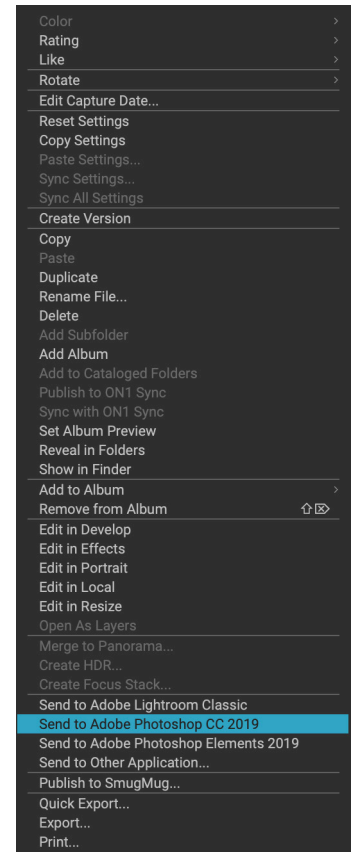
SEND TO OTHER APPLICATIONS

The Browse module inside ON1 Photo RAW 2020 can send images you are viewing to other applications for editing. This is done via the Send to option, which is available from the right-click contextual menu or the Edit menu. ON1 Browse automatically detects the following common photo managers or editors and lists the latest installed version:

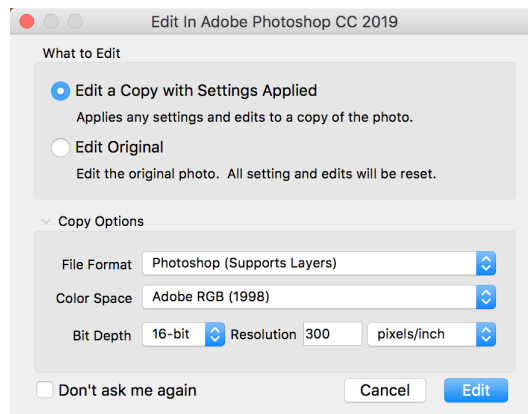
- Adobe Photoshop
- Adobe Photoshop Lightroom
- Adobe Photoshop Elements

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

When you send an image to another application, you will be presented with the Edit in dialog box from ON1 Photo RAW 2020. There you'll have the option to send either the edited photo or the original, unedited image. If you choose to send a copy, you'll have options for choosing the file type, color space, bit depth and resolution. If you use the same set of options every time, you can check the "Don't ask me again" box in the window, and you won't be prompted again. (To change this setting, go to the File pane in Photo RAW's Preferences.)



The Send To... section is available when you right-click on a photo inside Browse pop-up menu.



The Edit In dialog, with the Copy Options section expanded.

PART 6:
ON1 PHOTO RAW 2020 REFERENCE
MENUS, PREFERENCES, KEYBOARD SHORTCUTS

BROWSE MENUS

ON1 Photo RAW (MacOS Only)

- **About ON1 Photo:** Opens the about box, displays your version number. (This is in the Help menu on Windows)
- **Preferences:** Opens the preferences dialog. (In the Edit menu on Windows)
- **Quit ON1 Photo RAW:** Quits ON1 Photo RAW 2020.

ON1 Photo RAW 2020	
About ON1 Photo RAW 2020	
Preferences...	⌘,
Services	▶
Hide ON1 Photo RAW 2020	⌘H
Hide Others	⇧ ⌘H
Show All	
Quit ON1 Photo RAW 2020	⌘Q

File Menu

- **New Canvas:** Creates a new .onphoto file at the dimensions you choose and opens it in Layers.
- **Browse Folder:** Opens the browse dialog where you can select which folder you would like to browse.
- **Browse Home:** Navigates to your home Pictures folder.
- **Browse Desktop:** Navigates to your desktop.
- **Import:** Opens the Import window.
- **Add Cataloged Folder:** Lets you choose a folder to add to the Cataloged Folders section of the Folders pane.
- **Remove Cataloged Folder:** Removes the selected folder from the Cataloged Folders pane.
- **Manage Extras:** Opens the Extras Manager where you can import and manage extras like Borders, Backgrounds, Textures and Presets.
- **Quick Export:** Saves the current image in Photoshop, TIFF, JPEG or PNG format.
- **Open as Layers:** Opens the selected files as layers in the Edit module
- **Send to (list):** Sends your image to the selected application in the list.
- **Group RAW Plus JPG:** Stacks RAW and JPG pairs together, reducing clutter.
- **Merge to Panorama:** Takes the selected images and opens the Create Panorama window.
- **Create HDR:** Takes the selected images and opens the Create HDR window.
- **Create Focus Stack:** Takes the selected photos and opens the Focus Stack window.
- **Export:** Opens the Export side panel.
- **Print:** Opens up the print window.

File	
New Canvas...	⌘N
Browse Folder...	⌘B
Browse Home	
Browse Desktop	
Import...	
Add Cataloged Folder...	
Remove Cataloged Folder...	
Manage Extras...	
Quick Export...	⇧ ⌘S
Open as Layers	
Send to Adobe Lightroom Classic	
Send to Adobe Photoshop CC 2019	
Send to Adobe Photoshop Elements 2019	
Send to QuickTime Player	
Send to Other Application...	
Group RAW Plus JPG	
Merge to Panorama...	
Create HDR...	
Create Focus Stack...	
Export...	
Print...	⌘P

Edit Menu

- **Undo:** Removes the last file operation.
- **Redo:** Redoes the undo operation. This is only available if the last thing you did was an undo.
- **Select All:** Selects all the images in the current folder.
- **Select None:** Deselects all the images in the current folder.
- **Deselect:** Deselects the current item.
- **Copy:** Copies the currently selected items.
- **Paste:** Pastes the items in the clipboard to the current location.
- **Duplicate:** Makes a physical copy of the selected file, in the same location as the original.
- **Rename Files:** Renames the selected file or folder.
- **Delete:** Moves the selected files and/or folders to the trash.
- **Add Subfolder:** Adds a new empty subfolder inside the current selected folder.

Edit	
Undo	⌘Z
Redo	⇧⌘Z
Select All	⌘A
Select None	⌘D
Deselect	/
Copy	⌘C
Paste	⌘V
Duplicate	
Rename File...	
Delete	⌘⌫
Add Subfolder	

Album Menu

- **Create Album:** Creates a new Album.
- **Rename Album:** Renames selected Album.
- **Delete Album:** Deletes selected Album.
- **Add to Album:** Add selected photos to available Albums.
- **Remove from Album:** Removes selected photo(s) from Album.

Album	
Create Album...	
Rename Album...	
Delete Album	
Remove from Album	⇧⌘⌫

Photo Menu

- **Color:** Sets the color rating of a photo (None, Red, Yellow, Green, Red, Purple)
- **Rating:** Sets star rating (0 to 5 stars)
- **Like:** Sets a photo to Like, Reject or Not Set
- **Auto Advance:** When checked, any color, rating or like setting applied to a photo will save it for that photo, then move on to the following photo.
- **Rotate 90 Degrees CW:** Rotates an image clockwise by 90°
- **Rotate 90 Degrees CCW:** Rotates an image counterclockwise by 90°
- **Edit Capture Date:** Let's you adjust the date captured metadata, including a setting to take account for time zone changes.
- **Set Location from GPS Coordinates:** Looks up the place name information from the stored GPS coordinates and embeds it in the appropriate IPTC metadata fields.
- **Embed Metadata:** Stores adjusted metadata to the selected photo. (Only applicable to certain file formats.)
- **Read Metadata from Photo:** Reads the embedded metadata from a raw file, overwriting any data that might be in the XMP sidecar files. (Useful for times when the metadata appears out of sync with different apps.)
- **Save Metadata Preset:** Lets you save some or all of the current image's metadata fields as a preset.
- **Delete Metadata Preset:** Lets you delete a saved metadata preset.
- **Refresh Preview:** Rebuilds the preview of the selected images. (Helpful if there are issues that are causing an image to display incorrectly.)

Photo	
Color	►
Rating	►
Like	►
Auto Advance	
Rotate 90 Degrees CW	⌘]
Rotate 90 Degrees CCW	⌘[
Edit Capture Date...	
Set Location from GPS Coordinates	
Embed Metadata	
Read Metadata from Photo	
Save Metadata Preset...	
Delete Metadata Preset...	
Refresh Preview	

Settings Menu

- **Reset All Settings:** Resets all the applied settings on a photo.
- **Reset Develop Settings:** Resets only the settings applied in the Develop tab.
- **Reset Effects Settings:** Resets only the settings applied in the Effects tab.
- **Reset Portrait Settings:** Resets settings applied in Portrait.
- **Reset All Retouching Tools:** Resets any retouching applied in the Edit module.
- **Reset Local Adjustments:** Removes all local adjustments made to a photo.
- **Reset Crop:** Resets the current image's crop to its original state.
- **Reset Text:** Removes any text blocks from the current photo.
- **Copy Settings:** Copies all of the Edit module settings applied to a photo.
- **Paste Settings:** Pastes the copied settings (with options)
- **Sync Settings:** Selectively applies Edit settings from the primarily selected image (represented by the superselection) to the rest of the images in a selection (with options).
- **Sync All Settings:** Syncs all Edit module settings from the primarily selected photo to the rest of the images in a selection.
- **Create Version:** Makes a virtual copy of a photo, without duplicating the file on your hard drive.
- **Save Settings as Preset:** Saves the editing settings of the selected photo as a preset.
- **Update Preset with Current Settings:** If an image with a preset has had some settings changed, this lets you update the preset with the new settings.
- **Rename Preset:** Renames a preset.
- **Delete Preset:** Deletes a preset.
- **Export Preset:** Exports a preset as an ON1 preset file.
- **Import Preset:** Imports ON1 preset files.
- **Get More Presets:** Goes to ON1.com's Photo Presets page.

ON1 Sync (preview)

- **Enroll in Preview:** Displays an informational message about ON1's upcoming sync product, with a link to sign up for the public preview when available.

Settings

Reset All Settings ⌘R
Reset Develop Settings
Reset Effects Settings
Reset Portrait Settings
Reset All Retouching Tools
Reset Local Adjustments
Reset Crop
Reset Text

Copy Settings ⌘C
Paste Settings... ⌘V
Sync Settings... ⌘S
Sync All Settings ⌘⇧S

Create Version ⌘'

Save Settings as Preset...
Update Preset with Current Settings...
Rename Preset...
Delete Preset

Export Preset...
Import Preset...
Get More Presets...

ON1 Sync

Enroll in Preview

View Menu

- **Bigger Thumbnails:** Increases the size of the thumbnails in Grid view.
- **Smaller Thumbnails:** Decreases the size of thumbnails.
- **Zoom In:** Zooms into your image in Detail, Filmstrip or Compare view, displaying more detail.
- **Zoom Out:** Zooms out, fitting more of your image in the window.
- **Fit to Screen:** Resizes your image on-screen, to fit it entirely in the preview window.
- **Actual Pixels:** Zooms in to the 100% view of your image.
- **Square Thumbnails:** Changes your thumbs to square.
- **Always Show Filename:** Keeps the filename label turned on in the thumbnails while in Grid view.
- **Enable Filters:** Enables/Disables filter pane.
- **Search Text:** Places the cursor in the Filters search box.
- **Filter by Label:** Filters images by color.
- **Filter by Rating:** Filters images by star rating.
- **Filter by Likes:** Filters images by likes/dislikes.
- **Reset Filters:** Resets your filters.
- **Sort:** Sort by filename, date, rating, label and more.
- **Sort Subfolders at the Top:** When sorting, puts subfolders at the top of the grid.
- **Show Clipping:** Displays 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.
- **View Mode:** Select from Thumbnail (grid), Photo (detail), Filmstrip or Compare views.
- **Preview Background Color:** Change the preview background color.
- **Preset Browser Mode:** Sets the Preset panel browser view to 1, 2 or 3 columns.

View	
Bigger Thumbnails	+
Smaller Thumbnails	-
Zoom In	⌘+
Zoom Out	⌘-
Fit to Screen	⌘0
Actual Pixels	⌘⇧0
Square Thumbnails	
Always Show Filename	
Enable Filters	⌘L
Search Text	⌘F
Filter by Label	▶
Filter By Rating	▶
Filter by Likes	▶
Reset Filters	⇧⌘L
Sort	▶
Sort Subfolders at the Top	
Show Clipping	⌘J
Show Focus Mask	⌘⇧J
View Mode	▶
Preview Background Color	▶
Preset Browser	▶

Window Menu

- **Minimize:** Minimizes ON1 Photo RAW 2020.
- **Zoom:** Zooms your window.
- **Full Screen Mode:** Enters or exits full-screen mode.
- **Dual Mode:** Adds new browser window for use in a second display.
- **Folders:** Opens and hides the Folders pane.
- **Albums:** Opens and hides the Album pane.
- **Filters:** Opens and hides the Filters pane.
- **Tethered Shooting:** Opens and hides the tethered shooting pane.
- **Recent:** Opens and hides the Recent pane.
- **Info:** Open and hides the Info pane.
- **Metadata:** Open and hides the Metadata pane.
- **Keyword List:** Opens and hides the Keyword List pane.
- **Show Browse Panel:** Hides/reveals the Browse Panel.
- **Show Bumper Labels:** Hides/reveals the text labels in the module selector.
- **Show Photo Panel:** Hides/reveals the Photo Panel.
- **Hide Panels:** Hides/reveals both left and right panels.

Window

Minimize	
Zoom	
Full Screen Mode	⌘F
Dual Mode	▶
Folders	⌘2
Albums	⌘3
Filters	⌘4
Tethered Shooting	⌘5
Recent	⌘6
Info	⌘7
Metadata	⌘8
Keyword List	⌘9
✓ Show Bumper Labels	
✓ Show Browse Panel	⌘←
✓ Show Photo Panel	⌘→
Hide Panels	⇧⌘I

Help

- **Search:** Searches the menu options (MacOS only).
- **ON1 Photo RAW 2020 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 Photo RAW startup screens.
- **Check for Updates:** Checks the ON1 update server to see if you are running the current version; it notifies you about updates and will walk you through the update process.
- **Sign-In/Sign-Out:** Uses your ON1 account login information to authenticate your copy of ON1 Photo RAW 2020.
- **Provide Feedback:** Opens the default web browser and goes to the feedback page of the ON1 website.
- **About ON1 Photo RAW 2020 (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 Photo RAW 2020.

Help

Search	
ON1 Photo RAW 2020 Online Help...	
Video Tutorials	
Getting Started...	
Check for Updates	
Sign-Out...	
Provide Feedback...	
Help Improve ON1 Products...	
Show ON1 Log	

EDIT MENUS

ON1 Photo RAW (MacOS Only)

- **About ON1 Photo RAW:** Opens the About box and displays your version number. (This is in the Help menu on Windows)
- **Preferences:** Opens the preferences dialog. (In the Edit menu on Windows)
- **Quit ON1 Photo RAW:** Quits ON1 Photo RAW 2020.

ON1 Photo RAW 2020		
About ON1 Photo RAW 2020		
Preferences...	⌘,	
Services		▶
Hide ON1 Photo RAW 2020	⌘H	
Hide Others	⇧ ⌘H	
Show All		
Quit ON1 Photo RAW 2020	⌘Q	

File Menu

- **New Canvas:** Creates a new layered .onphoto file at the specified dimensions.
- **Canvas Size:** Lets you change the size of the current layered file.
- **Quick Export:** Saves the current image in Photoshop, TIFF, JPEG or PNG format.
- **Export:** Opens the export side panel.
- **Print:** Opens up the print dialog box.
- **Manage Extras:** Opens the Extras Manager window.

File		
New Canvas...	⌘N	
Canvas Size...	⇧ ⌘C	
Quick Export...	⇧ ⌘S	
Export...		
Print...	⌘P	
Manage Extras...		

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.
- **Delete:** Deletes the current image (Filmstrip mode only).
- **Revert:** Reverts to the original state of the current photo.
- **Preferences (Windows):** Opens the Preferences dialog.

Edit		
Undo	⌘Z	
Redo	⇧ ⌘Z	
Undo Delete		
Redo Delete		
Cut	⌘X	
Copy	⌘C	
Paste	⌘V	
Delete		
Revert		

Layer Menu

- **Add Layer from File:** Lets you add a new file to the current document as a layer.
- **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.

Layer	
Add Layer from File...	⇧ ⌘ O
Delete	
Duplicate	⌘ J
Reset Layer Properties	
Merge Layer	⌘ E
Merge Visible	⇧ ⌘ E
New Stamped Layer	⇧ ⌘ J
Align Visible Layers	

Photo Menu

- **Auto Advance:** When checked, any color, rating or like setting applied to a photo will save it for that photo, then move on to the following photo.
- **Rotate 90 Degrees CW:** Rotates an image clockwise by 90°
- **Rotate 90 Degrees CCW:** Rotates an image counterclockwise by 90°

Photo	
✓ Auto Advance	
Rotate 90 Degrees CW	⌘]
Rotate 90 Degrees CCW	⌘ [

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.

Mask	
Invert Mask	⌘ I
Reset Mask	
Copy Mask	
Paste Mask	
Create Luminosity Mask	
Show Mask	^ M
View Mode	▶

Settings Menu

- **Reset All Settings:** Resets all of the Edit module settings on a photo.
- **Reset Develop Settings:** Resets settings applied in Develop.
- **Reset Effects Settings:** Resets settings applied in Effects.
- **Reset Portrait Settings:** Resets settings applied in Portrait.
- **Reset All Retouching Tools:** Resets retouching applied in Edit.
- **Reset Local Adjustments:** Resets any local adjustments.
- **Reset Crop:** Resets any cropping made to a photo.
- **Reset Text:** Resets any text blocks made to a photo.
- **Copy Settings:** Copies all of the settings (Develop, Effects, retouching) applied to a photo.
- **Paste Settings:** Pastes the copied settings (with options)
- **Sync Settings:** Selectively applies the Edit module settings from the primarily selected image to the rest of the images in a selection.
- **Sync All Settings:** Applies all of the Edit module settings from the primarily selected image to the rest of the images in a selection.
- **Create Version:** Makes a virtual copy of a photo, without duplicating the file on your hard drive.
- **Save Settings as Preset:** Saves the editing settings of the selected photo as a preset.
- **Update Preset with Current Settings:** If an image with a preset has had some settings changed, this lets you update the preset with the new settings.
- **Rename Preset:** Renames a preset.
- **Delete Preset:** Deletes a preset.
- **Export Preset:** Exports a preset as an ON1 preset file.
- **Import Preset:** Imports ON1 preset files.
- **Get More Presets:** Goes to ON1's Photo Presets web page.

Settings	
Reset All Settings	⇧⌘R
Reset Develop Settings	
Reset Effects Settings	
Reset Portrait Settings	
Reset All Retouching Tools	
Reset Local Adjustments	
Reset Crop	
Reset Text	
Copy Settings	⇧⌘C
Paste Settings...	⇧⌘V
Sync Settings...	⇧⌘S
Sync All Settings	⇧⇧⌘S
Create Version	⌘'
Save Settings as Preset...	
Update Preset with Current Settings...	
Rename Preset...	
Delete Preset	
Export Preset...	
Import Preset...	
Get More Presets...	

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.
- **Preset Browser:** Sets the Preset panel browser view to 1, 2 or 3 columns.
- **Show Clipping:** Shows the clipping overlay view, displaying the pure white or black pixels in the current image.
- **Show Focus Mask:** Displays a green overlay on those portions of the current image that are in focus.
- **Show Preview:** Toggle to enable or disable the preview.
- **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:** Toggles between Filmstrip and Detail view.
- **Preview Background Color:** Lets you set the background color options.
- **Enable Soft Proofing:** Turns on soft proofing for the current image.
- **Gamut warning:** Displays colors that the printer can't reproduce with a red overlay.
- **Profiles:** Displays a list of installed printer and display profiles; choosing a profile will apply soft proofing for that profile's paper type.
- **Intent:** Lets you switch between perceptual or relative rendering intent for the current image.
- **Simulate Paper and Ink:** When turned on, Photo RAW will set the white point and black point of the display to account for that of the chosen profile.

View	
Zoom In	⌘+
Zoom Out	⌘-
Fit to Screen	⌘0
Actual Pixels	⌘⇧0
Preset Browser	▶
Show Clipping	⌘J
Show Focus Mask	⌘⇧J
✓ Show Preview	\
Compare	⌘Y
View Mode	▶
Preview Background Color	▶
Enable Soft Proofing	⌘S
✓ Gamut warning	
Profiles	▶
Intent	▶
✓ Simulate Paper and Ink	

Window

- **Minimize:** Minimizes your screen.
- **Zoom:** Zooms your window to full-size.
- **Full Screen:** Toggles full-screen mode (hides menus).
- **Dual Mode:** Turns on dual-display mode
- **Navigator:** Hides or shows the Navigator, Loupe, Histogram and Info pane.
- **Layers:** Collapses the Layers pane.
- **Solo Mode:** Keeps only one pane open at a time.
- **Show Layers:** Completely hides/shows the Layers pane.
- **Open Quick View Browser:** Opens the Quick View Browser overlay for the selected preset category.
- **Show Bumper Labels:** Hides/reveals the text labels in the module selector.
- **Show Browser Panel:** Hides/shows the Browser Panel.
- **Show Control Panel:** Hides/shows the Control Panel.
- **Hide Panels:** Hides or shows all Panels.
- **Document Name:** Shows the name, zoom level and bit depth of the open image.

Window	
Minimize	⌘M
Zoom	
Full Screen	⌘F
Dual Mode	▶
Navigator	⌘1
Layers	⌘2
Solo Mode	
✓ Show Layers	
Open Quick View Browser	⌘↑
Show Bumper Labels	
✓ Show Browser Panel	⌘←
✓ Show Control Panel	⌘→
Hide Panels	⇧⌘I
moab-20190930-132.arw @ 28.9% 16-bit	

Help

- **Search:** Searches the menu options (MacOS only).
- **ON1 Photo RAW 2020 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 Photo RAW 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 Photo RAW 2020.
- **Provide Feedback:** Opens the default web browser and goes to the feedback page of the ON1 website.
- **About ON1 Photo RAW (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 Photo RAW 2020.

Help	
Search	<input type="text"/>
ON1 Photo RAW 2020 Online Help...	
Video Tutorials	
Getting Started...	
Check for Updates	
Sign-Out...	
Provide Feedback...	
Help Improve ON1 Products...	
Show ON1 Log	

RESIZE MENUS

ON1 Photo RAW (MacOS Only)

- **About ON1 Photo RAW:** Opens the About box and displays your version number. (This is in the Help menu on Windows)
- **Preferences:** Opens the preferences dialog. (In the Edit menu on Windows)
- **Quit ON1 Photo RAW:** Quits ON1 Photo RAW 2020.

ON1 Photo RAW 2020	
About ON1 Photo RAW 2020	
Preferences...	⌘,
Services	▶
Hide ON1 Photo RAW 2020	⌘H
Hide Others	⇧⌘H
Show All	
Quit ON1 Photo RAW 2020	⌘Q

File Menu

- **Done:** Saves the current image and returns to Browse (or external source).
- **Cancel:** Cancels any Resize operations and returns to Browse (or external source).
- **Quick Export:** Saves the current image in Photoshop, TIFF, JPEG or PNG format
- **Export:** Calls up the Export pane.
- **Print:** Opens up the print dialog box.
- **Manage Extras:** Opens the Extras Manager window.

File	
Done	⌘↵
Cancel	⌘⌫
Quick Export...	
Export...	
Print...	⌘P
Manage Extras...	

Edit Menu

- **Undo:** Removes the last file operation.
- **Redo:** Redoes the undo operation.
- **Cut:** Cuts the currently selected item.
- **Copy:** Copies the currently selected item.
- **Paste:** Pastes the items in the clipboard.
- **Preferences (Windows):** Opens the Preferences dialog.

Edit	
Undo	⌘Z
Redo	⇧⌘Z
Cut	⌘X
Copy	⌘C
Paste	⌘V

Settings Menu

- **Reset all Settings:** Resets any settings made in Resize.
- **Reset Resize Settings:** Resets any changes made in the Settings pane.
- **Reset Crop:** Resets the crop.
- **Save Settings as Preset:** Saves the current Resize settings as a preset.
- **Update Preset with Current Settings:** If an image with a preset applied has had some settings changed, this lets you update the preset to reflect those new settings.
- **Rename Preset:** Renames the current preset.
- **Delete Preset:** Deletes the currently selected preset.
- **Export Preset:** Exports the current preset as an .onresize file.
- **Import Preset:** Imports ON1's Presets page in your web browser.

Settings	
Reset All Settings	⇧ ⌘ R
Reset Resize Settings	
Reset Crop	
Save Settings as Preset...	
Update Preset with Current Settings...	
Rename Preset...	
Delete Preset	
Export Preset...	
Import Preset...	
Get More Presets...	

View Menu

- **Zoom In:** Zooms the preview window in one increment. This will make the preview image larger.
- **Zoom Out:** Zooms the preview window out one increment. This will make the preview images smaller.
- **Fit to Screen:** This sets the preview image so that the entire image is on screen at once. Think of this as an overview of the entire image. This is the setting you will use most of the time.
- **Actual Pixels:** This sets the preview image so that it zooms to actual pixels or 1:1 also called 100%. This setting allows you to see every pixel in the image. This is useful when making precision adjustments.
- **Show Clipping:** Shows the clipping overlay view, displaying the pure white or black pixels in the current image.
- **Preview Background Color:** Lets you set the background color options.
- **Enable Soft Proofing:** Turns on soft proofing.
- **Gamut warning:** Displays colors that the printer can't reproduce with a red overlay.
- **Profiles:** Displays a list of installed printer and display profiles; selecting a profile will apply soft proofing for that profile.
- **Intent:** Lets you switch between perceptual or relative rendering intent for the current image.
- **Simulate Paper and Ink:** When turned on, Photo RAW will set the white point and black point of the display to account for that of the chosen profile.

View	
Zoom In	⌘ +
Zoom Out	⌘ -
Fit to Screen	⌘ 0
Actual Pixels	⇧ ⌘ 0
Show Clipping	⇧ ⌘ J
Preview Background Color	▶
Enable Soft Proofing	⇧ ⌘ S
✓ Gamut warning	
Profiles	▶
Intent	▶
✓ Simulate Paper and Ink	

Window

- **Minimize:** Minimizes your screen.
- **Zoom:** Zooms your window to full-size (doesn't hide menu bar).
- **Full Screen:** Toggles to and from full-screen mode (hides menu bar).
- **Navigator/Loupe/Histogram:** Hides or shows the Navigator, Loupe, Histogram (Levels) and Info pane.
- **Pixel Dimensions:** Opens or closes the Pixel Dimensions pane.
- **Document Size:** Opens or closes the Document Size pane.
- **Settings:** Opens or closes the Settings pane.
- **Sharpening:** Opens or closes the Sharpening pane.
- **Film Grain:** Opens or closes the Film Grain pane.
- **Tiling:** Opens or closes the Tiling pane.
- **Gallery Wrap:** Opens or closes the Gallery Wrap pane.
- **Solo Mode:** When enabled, this feature keeps only one control pane open at a time.
- **Show Control Panel:** Hides or shows the Control Panel.
- **Hide Panels:** Hides or shows all Panels.
- **Document Name:** Shows the name, zoom level and bit depth of the open image.

Window	
Minimize	⌘M
Zoom	
Full Screen	⌘F
Navigator/Loupe/Histogram	⌘1
Pixel Dimensions	⌘2
Document Size	⌘3
Settings	⌘4
Sharpening	⌘5
Film Grain	⌘6
Tiling	⌘7
Gallery Wrap	⌘8
Solo Mode	
✓ Show Control Panel	⌘→
Hide Panels	⇧⌘→
_DSC0820-a7s copy1.psd @ 51.7% 16-bit	

Help

- **Search:** Searches the menu options (MacOS only).
- **ON1 Photo RAW 2020 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 Photo RAW 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 Photo RAW 2020.
- **Provide Feedback:** Opens the default web browser and goes to the feedback page of the ON1 website.
- **About ON1 Photo RAW (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 Photo RAW 2020.

Help	
Search	<input type="text"/>
ON1 Photo RAW 2020 Online Help...	
Video Tutorials	
Getting Started...	
Check for Updates	
Sign-Out...	
Provide Feedback...	
Help Improve ON1 Products...	
Show ON1 Log	

PREFERENCES

ON1 Photo RAW 2020 has a number of system-wide settings that you can set via the Preferences window. To access Preferences, either click on the gear icon at the lower left side of the screen, or choose Preferences from the ON1 Photo RAW 2020 menu (MacOS) or the Edit menu in Windows.

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

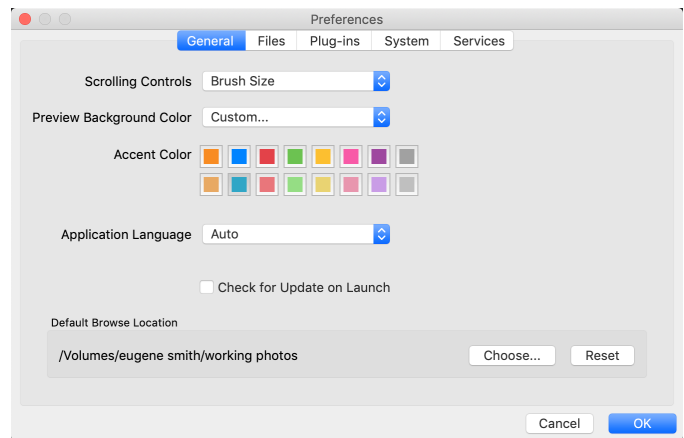
GENERAL SETTINGS

The General settings tab adjusts basic settings for the Photo RAW workspace, including background color, scrolling controls and more.

Scrolling Controls

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

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



Preview Background Color

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

Accent Color

Lets you choose the display color for highlighted items (folders, tabs, selections) in the Photo RAW interface.

Application Language

Lets you change the display language for ON1 Photo RAW 2020. Auto will use your system's default language (if available).

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.

Default Browse Location

By default, the Pictures short cut in Browse is either Pictures (Mac) or My Pictures (Windows). You can change that location via this setting.

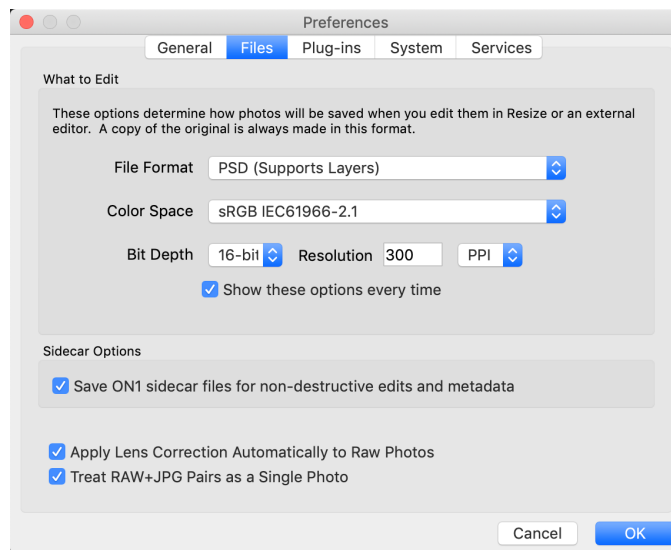
FILES

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

What to Edit

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

1. **File Format:** Sets the file type you wish to create: PSD, TIFF, or JPEG. If you wish to use a layered workflow, you must choose PSD.
2. **Color Space:** Sets the default color space when opening a copy of a file; the list includes Adobe RGB 1998, Apple RGB (MacOS), sRGB, ProPhoto RGB, or ColorMatch RGB. (If you imported a profile for use in the General preferences, it will also be available here.)
3. **Bit Depth:** Sets the bit depth for the file when opening a copy of a file.
4. **Resolution:** Sets the resolution when opening a copy of a file.
5. **Show these options every time:** If you do not wish to use a predefined set of file characteristics for opening photos from Lightroom or Photoshop, click this box.



Sidecar Options

Click this box if you wish ON1 Photo RAW 2020 to create ON1-specific 'sidecar' files when you are editing images. This is helpful if you are using the same image library with multiple computers (on an external hard drive, for example), and want your edits to be visible on each machine.

Apply Lens Correction Automatically

With this option on, ON1 Photo RAW will use the lens correction automatically on any raw photo when you view it in Detail, Filmstrip or Compare modes.

Treat RAW+JPG Pairs as a Single Photo

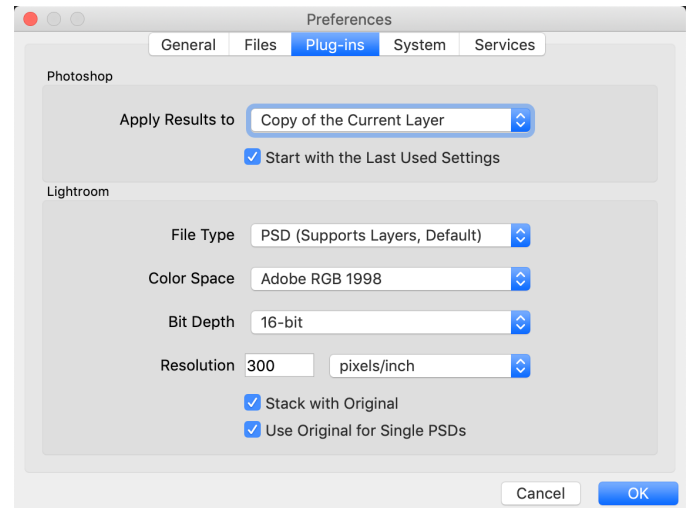
If you shoot RAW+JPG, you can use this option to 'stack' both photos inside Browse. (RAW+JPG pairs are shown with a small icon in the lower left corner of the thumbnail.)

PLUG-INS

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

Photoshop

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



Lightroom

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

- **Save Photoshop Files As:** Controls how Photoshop files opened from Lightroom are saved, as smart photos or regular PSDs.
- **File Type:** The file type drop-down menu determines what type of file will be created. The default is PSD, which maintains layers. You can also select JPG or TIFF if you prefer those formats and are not concerned about maintaining layers. The last option is same as source, which maintains the file type of the original file, except for Lightroom raw files, which are saved as PSDs.
- **Color Space:** Sets the working color space; Adobe RGB, sRGB or ProPhoto RGB.
- **Bit Depth:** Sets the file bit depth, either 8-bit or 16-bit per pixel.
- **Resolution:** The resolution drop-down menu determines the resolution of the file.
- **Stack with Original:** When enabled, the new image is stacked with the original image.
- **Use Original for Single PSDs:** When enabled, if you select a single PSD file, it will be edited directly, rather than having a copy made.

SYSTEM

The System tab displays performance-related characteristics of Photo RAW 2020.

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 Photo RAW. 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.

Browse Cache

ON1 Photo RAW 2020 stores thumbnails previews on disk so that the next time you browse a folder it loads much faster. This setting lets you adjust the memory cache size as well as empty the cache, move it to another location, or reset it if you are having issues with Browse.

TIP: If you have a small solid-state drive as your boot volume, you should move your cache to another drive, since the Browse cache can take up a lot of space when you are using cataloged folders.

Performance

The Performance section is designed to help you optimize Photo RAW 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.



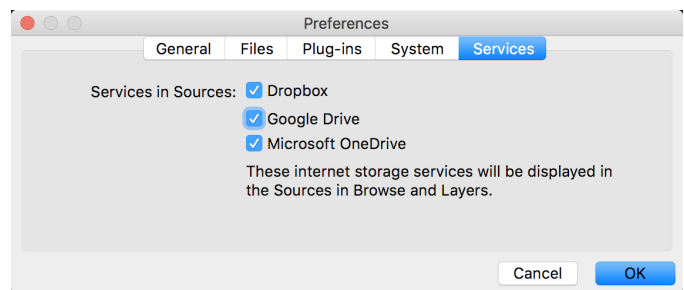
- **Fast Panning** reduces the preview quality (makes it less sharp) while panning the photo to improve performance of panning.
- **Fast Preview** reduces the preview quality (makes it less sharp) while painting or making other adjustments to improve paintbrush performance. This is off if you have a high-end video card.
- **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.

Lightroom Migration Cache

If you run into problems with the Lightroom Migration Assistant, you can clear the cache here. (See [“Moving Your Lightroom Catalog to Photo RAW”](#) on page 14.)

SERVICES

This tab controls which online storage services are displayed in the Sources pane in Browse and Layers. Currently, ON1 Photo RAW 2020 supports Dropbox, Google Drive, and Microsoft OneDrive. Photo RAW 2020 will automatically add any of the services if finds them on your computer during the installation process, but if you add (or remove) any of these services later, use this tab to manage them.





ON1 PHOTO RAW

Common Keyboard Hotkeys

	Windows	macOS
Change Modules/Tabs		
Browse		G
Develop		D
Effects		S
Portrait		I
Local Adjustments		A
Resize		Y
Preview Nagivation		
Zoom-in	^ +	⌘ +
Zoom-out	^ —	⌘ —
Fit to Screen	^ 0	⌘ 0
Zoom to 100% (1:1)	^ ⌘ 0	⌘ ⌘ 0
Pan Photo		hold space
View & Window Modes		
Grid View		G
Photo View		E
Filmstrip View		F
Compare View (Browse)		C
Fullscreen	n/a	⌘ ^ F
Hide Right Panel	^ →	⌘ →
Hide Left Panel	^ ←	⌘ ←
Hide Both Panels		→
Split-Screen Compare (Develop/Effects)	^ Y	⌘ Y
Preview and Masking Views		
Original View (Preview Off)		\
Show Mask		O
Show Clipping		hold J
Enable Soft Proof	⌘ S	⌘ S
Browse		
Change Thumbnail Size		+ / —
Browse a Folder	^ B	⌘ B
Select All	^ A	⌘ A
Select None	^ D	⌘ D
Deselect		/
Set Rating		1-5
Set Label		6-0
Dislike		X
Like		P
Clear Like/Dislike		U
Delete		⌫
Enable Filters	^ I	⌘ I
Search Text	^ F	⌘ F

	Windows	macOS
Presets		
Open Quick View Browser	⌘ ↑	⌘ ↑
Insert Preset	⌘ click	⌘ click
Photo Settings		
Rotate 90	^]	⌘]
Rotate -90	^ [⌘ [
Reset All Settings	⇧ ^ R	⇧ ⌘ R
Copy Settings	⇧ ^ C	⇧ ⌘ C
Paste Settings	⇧ ^ V	⇧ ⌘ V
Sync Settings	⇧ ⌘ S	⇧ ⌘ S
Create Version	^ '	⌘ '
Brushing		
Bigger Brush]
Smaller Brush		[
Increase Brush Opacity	⌘]	⌘]
Decrease Brush Opacity	⌘ [⌘ [
Increase Brush Feather		⇧]
Decrease Brush Feather		⇧ [
Set Brush Opacity	⌘ 1-0	⌘ 1-0
Toggle Perfect Brush	^ R	⌘ R
Hold Perfect Brush Color	hold ^	hold ⌘
Toggle Paint-in/Paint-out	⇧ X or hold	⌘ / ⌘
Invert Mask	^ i	⌘ i
Draw Straight Line		⇧ click
Misc		
Quick Export	⇧ ^ S	⇧ ⌘ S
Print	^ P	⌘ P
Undo	^ Z	⌘ Z
Redo	⇧ ^ Z	⇧ ⌘ Z
Quit	^ Q	⌘ Q
Tools		
Crop		c
Adjustment Brush		K
Adjustable Gradient		⇧ K
Perfect Eraser		Q
Retouch Brush		R
Clone Stamp		S
Masking Brush		B
Gradient Mask/Masking Bug		M
Refine Mask		N
Zoom/Pan		Z
Move/Transform		V
Text		T
Portrait		⇧ I
Chisel		H
Blur		L



ON1 Photo RAW 2020 User Guide

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