PORTRAITURE 2
PLUG-IN

USER'S GUIDE

BY IMAGENOMIC

2009

Portraiture 2 Plug-in User's Guide

Updated August 10, 2009

Contact Imagenomic at http://www.imagenomic.com/contact

Copyright © 2004-2009 Imagenomic, LLC. All rights reserved.

Portraiture Plug-in for Lightroom uses the FreeImage open source image library. See http://freeimage.sourceforge.net for details. FreeImage is used under the FIPL, version 1.0 (http://freeimage.sourceforge.net/freeimage-license.txt).

Portraiture Plug-in for Lightroom uses the Little CMS library. See http://www.littlecms.com/ for details. Little CMS is used under the MIT License Agreement (http://www.opensource.org/licenses/mit-license.php).

TABLE OF CONTENTS

INTRODUCTION

Simply put, Portraiture helps you portray people the way people wish to portray themselves. The wrinkles around smiling eyes convey…the dark circles might convey something else. Portraiture helps keep and signify the true features of the portrait while smoothing and neutralizing the trivial blemishes and imperfections of human appearance (but not of human nature).

Portraiture eliminates the tedious manual labor of selective masking and pixel-by-pixel treatments to help you achieve excellence in portrait retouching. It intelligently smoothens and removes imperfections while preserving skin texture and other important portrait details such as hair, eyebrows, eyelashes etc.

For finer control, you can specify the smoothening degree for different detail sizes and across skin tones using a powerful masking tool as well as adjust the sharpness, warmth, brightness and contrast. You can also quickly produce a "glamour" and other stylized effects.

Portraiture's controls are simple and easy-to-use, enabling a truly intuitive workflow. It comes with pre-defined presets for one-click effects and, as with all Imagenomic plug-ins, you can capture your own signature workflow in a custom preset tailored to your specific requirements and photographic portfolio.

TECHNICAL SUPPORT

Technical support is available via Imagenomic's website at
http://www.imagenomic.com/support

THIS PAGE IS MOSTLY BLANK

INSTALLATION

- ▪ REQUIREMENTS

- ▪ INSTALLING LICENSE KEY

- ▪ RUNNING PORTRAITURE PLUG-IN

REQUIREMENTS

Portraiture Plug-In works with both 8-bit and 16-bit images and is compatible with Adobe Photoshop CS2/CS3/CS4, Adobe Photoshop Elements 4/5/6/7, Adobe Lightroom 2 and Apple Aperture 2.1.

The following are the minimum system requirements:

- Microsoft Windows® XP/Vista
- 1GB free RAM
- 100MB free hard drive space
- 1280x800 screen resolution

- Mac OS X 10.4.x /10.5.x
- 1GB free RAM
- 100MB free hard drive space
- 1280x800 screen resolution

RUNNING PORTRAITURE PLUG-IN

Running from Photoshop

For Adobe Photoshop and Adobe Photoshop Elements click on the Filter menu and select Imagenomic > Portraiture
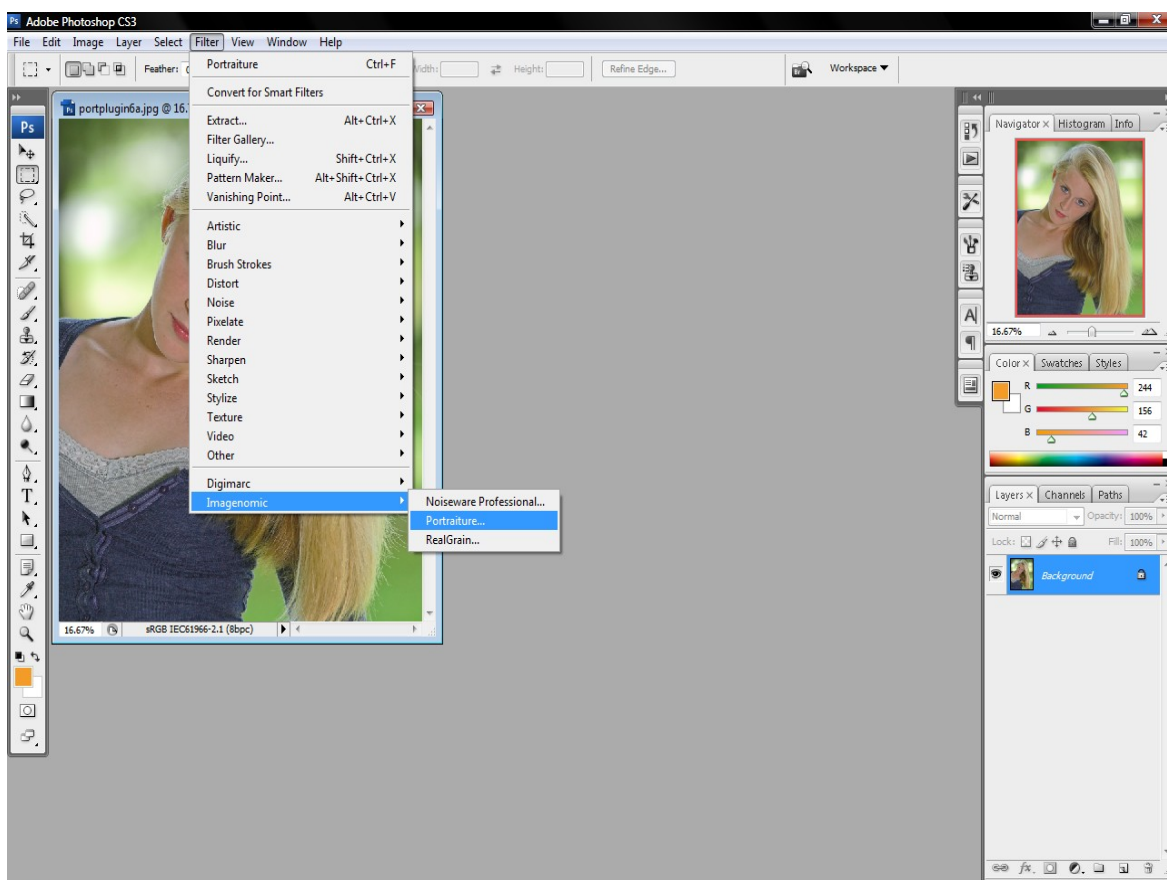

Figure 1: Running Portraiture Pug-in from Adobe Photoshop CS3

Running from Aperture

To run the plug-in from Aperture, right-click on the image and select Edit With ->Portraiture Plug-in...
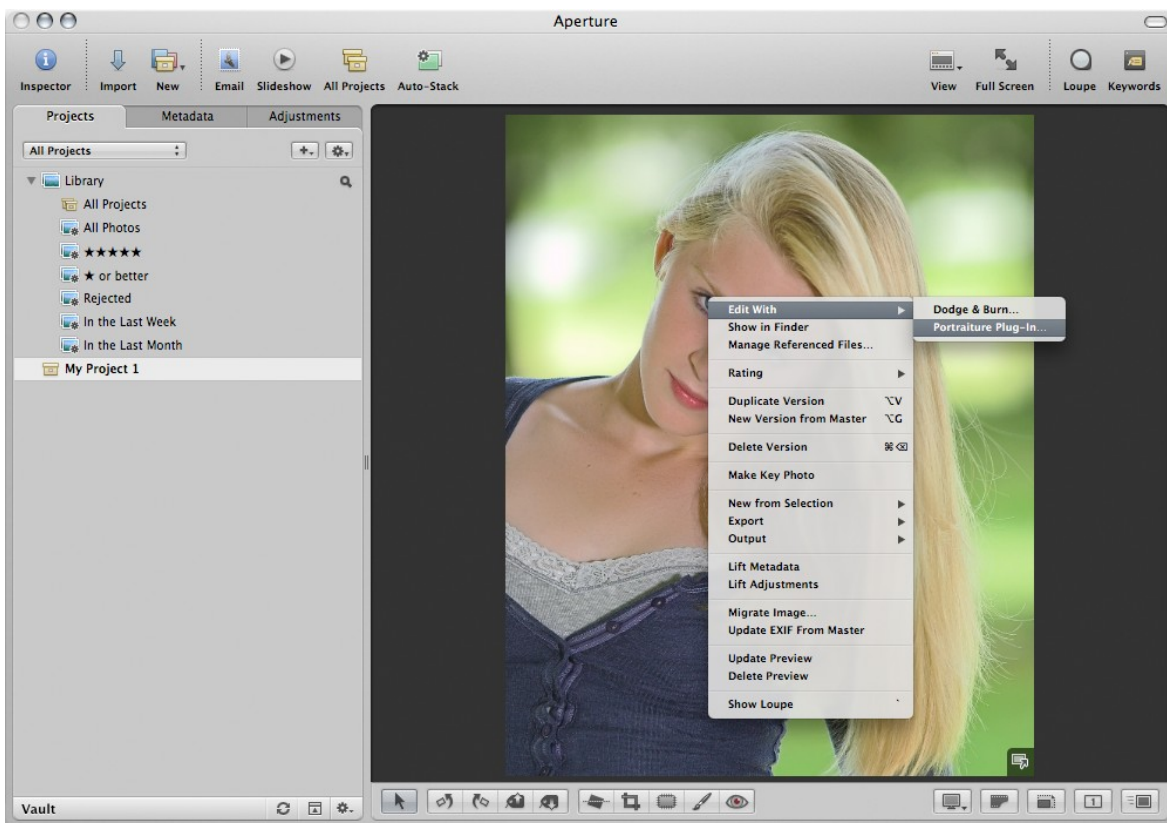

Figure 2: Running Portraiture Pug-in from Apple Aperture

Running from Lighroom

To run the plug-in from Aperture, right-click on the image and select Edit In
->Imagenomic Portraiture.
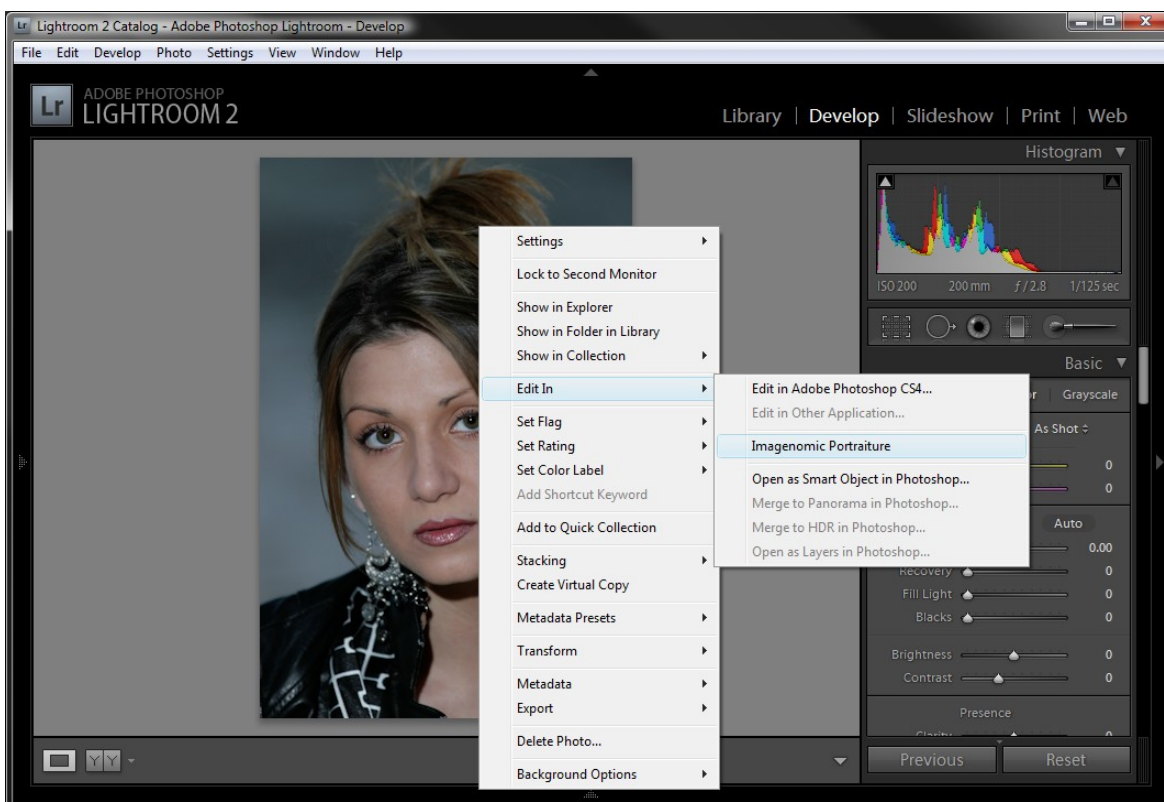
Figure 3: Running Portraiture Pug-in from Adobe Lightroom

11

INSTALLING LICENSE KEY

To install the license key open the "About Portraiture" window by clicking on the "About" button and click on the "Install License" button. The "License Key Installation" window will show where you can enter your license information.
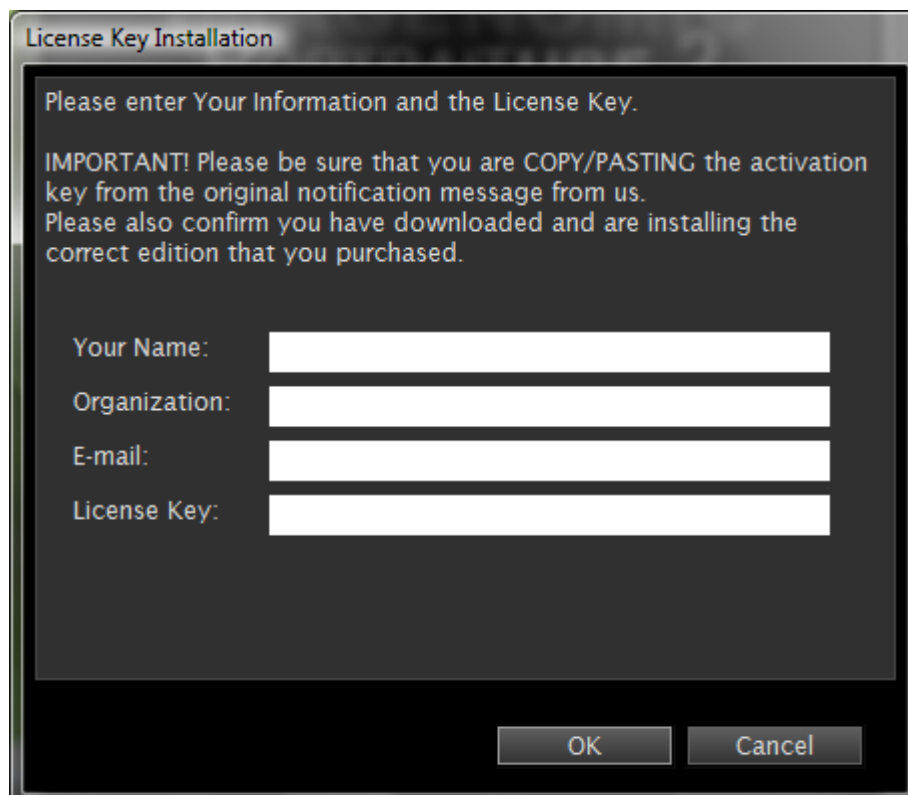

Figure 4: License key installation window

KEY FEATURES

- DETAIL SMOOTHING

- SKIN TONES MASK

- ENHANCEMENTS

DETAIL SMOOTHING

Portraiture smooths and softens an image by removing artifacts and preserving skin texture and other important image details such as hair, eyebrows, eyelashes etc. You can specify the smoothing degree for different detail sizes – fine, medium and large. Portrait size can also be specified or automatically detected based on the image dimensions.

SKIN TONES MASK

Portraiture features a powerful skin tone masking tool to allow for a fine smoothening control across all skin tones which are present in the image.

ENHANCEMENTS

Portraiture provides several controls to further enhance your portraits. You can adjust the sharpness, softness, warmth, brightness and contrast.

BASIC USE

- DEFAULT PRESET

- USING PRESETS

- PREVIEW AND CONTROLS

USING DEFAULT PRESET

When you start Portraiture Plug-in for the first time, the filter is set to the "Default" setting. The main preview window will automatically display a copy of your image processed at the "Default" setting. The "Default" setting resets all control settings to their respective zero (0) or other default position. You can further adjust it using the many controls. You can examine the result, which will be automatically rendered in the preview area by using the zoom, split-screen and panning tools as well as compare your processed image with the original by using click (and hold) with the left mouse button in the preview area.

Figure 5: Portraiture at the "Default" setting

Using Predefined Presets

In addition to the "Default" setting, Portraiture provides ten predefined setting presets fine-tuned for various effects. For example, for specifying skin smoothing level, you would use the respective presets such as "Smoothing: Normal", "Smoothing: Medium" or "Smoothing: High".

Portraiture also provides additional special effect presets such as "Glamour", "Enhance Tones", "High Key" and "Low Key". These out-of-box presets can serve as a starting point for arriving at the desired results - you can further fine-tune the settings by operating the corresponding sliders. Generally on start-up Portraiture will default to the last used filter settings.
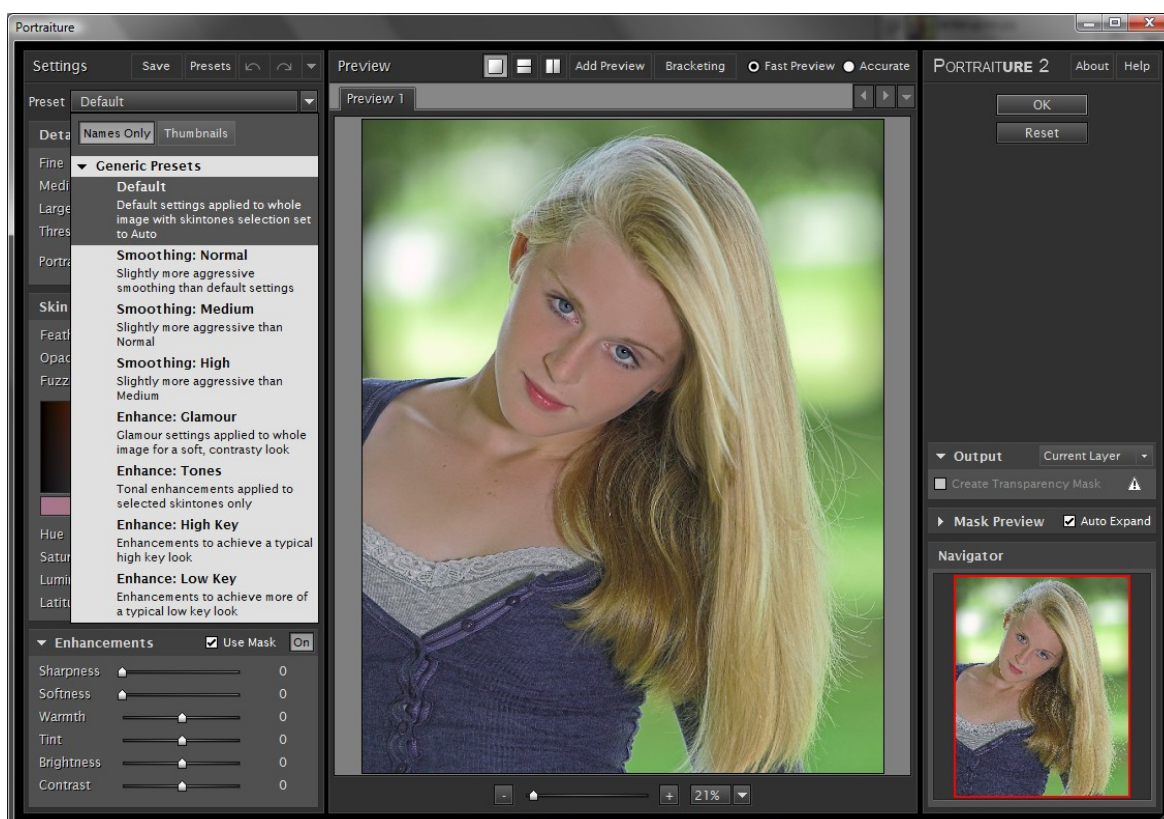

Figure 6: Portraiture predefined setting presets
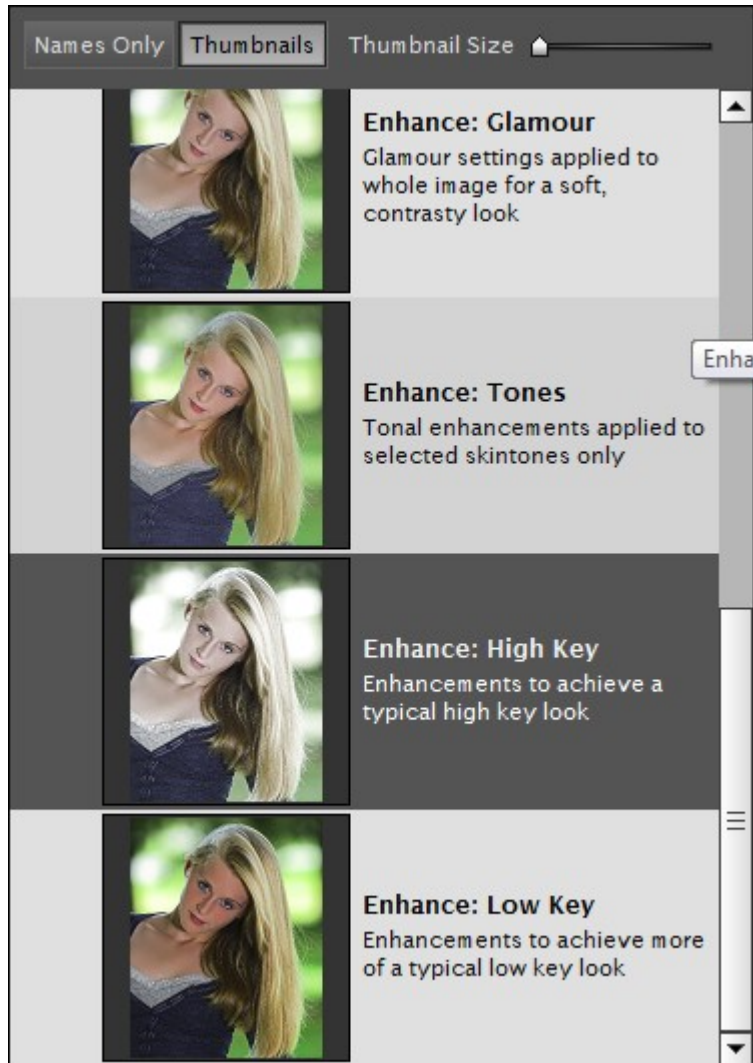
Preset Thumbnail View

Figure 7: Preset thumbnail view

Preset drop-down tree also provides additional "Thumbnail" view. This mode will render the image thumbnail in real-time to show Presets' preview before it is applied.

FILTER PREVIEW

The preview window displays a processed copy of the image. Portraiture updates the visible part of this preview in real-time when you apply a filter setting or modify any individual parameter. Once the filtering operation is completed you can click (and hold) on the processed image with the left mouse button to view the original image or to use panning. To zoom, you can use the [-]/[+] buttons located under the preview window. The zoom value can vary from 10% to 800%. When zooming out, the processing speed can degrade as the preview will have to handle larger number of pixels. To speed up the preview update, you can choose "Fast Preview" which may slightly affect the preview accuracy. Choosing "Accurate" will show the exact result of the final processing.

In addition you can view the image in a horizontal or vertical split mode with original (top or left window section) and processed (bottom or right window section) copies both visible in the main window area. Analogous to the single view mode, you can click to pan or to see the original image.
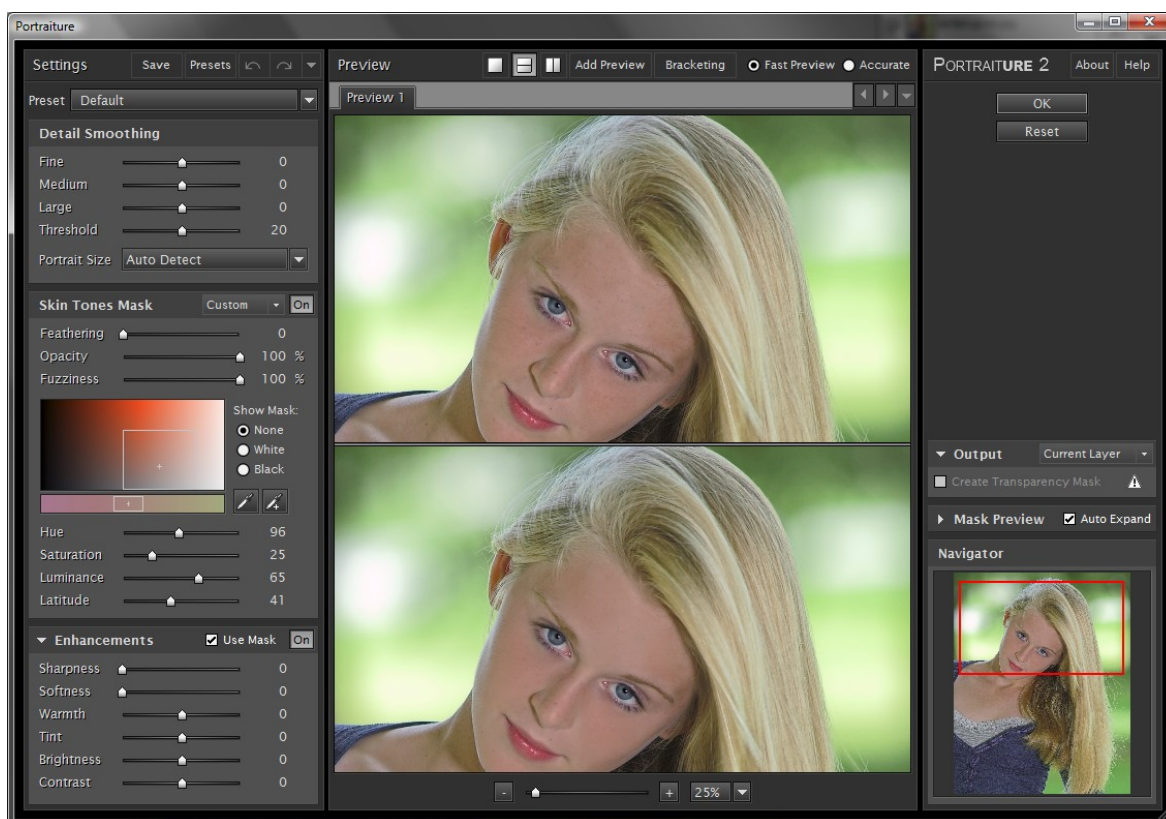

Figure 8: Filter Preview in vertical split mode zoomed at 25%

Preview window navigation controls

In addition to mouse panning, you can use the mouse wheel to scroll vertically and Ctrl-wheel to scroll horizontally. You can also zoom using the Alt-Wheel. Zoom-in can be also activated with Ctrl-click and zoom-out with Alt-click. Right-click on the preview image area will display a context pop-up menu with zoom, display mode and tool selection.

NAVIGATOR WINDOW

The Navigator window allows for navigating the image by dragging the red square cursor or by clicking on a different area of the image. The corresponding area of the image is then displayed in the main preview window.
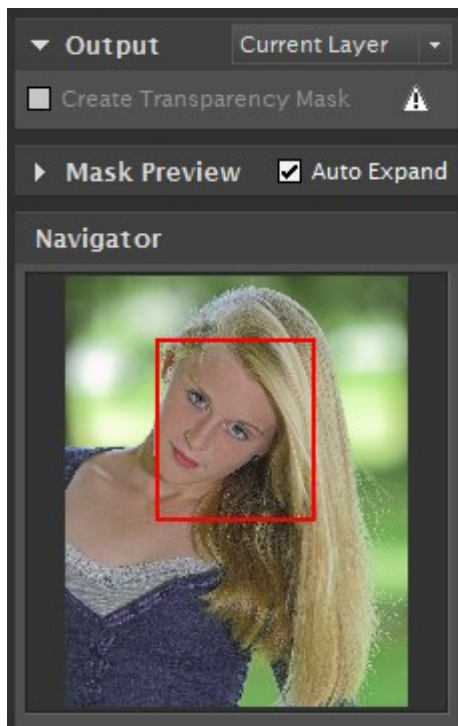

Figure 9: Navigator window and Preview Mode

ADVANCED USE

- FINE-TUNING PORTRAITURE

- MULTIPLE PREVIEWS AND BRACKETING

- DETAIL SMOOTHING

- SKIN TONES MASKING

- ENHANCEMENT CONTROLS

- PHOTOSHOP ACTION AND SCRIPTING SUPPORT

- KEYBOARD AND MOUSE CONTROLS

FINE-TUNING PORTRAITURE

Filter controls

Portraiture filter control sets provide a wide range of fine-tuning depending on the specific image requirements. In addition to the default and other presets that come predefined with Portraiture, you can adjust any of the controls to fine-tune your custom filter configuration for the desired results. The controls are grouped into three functional sets – "Detail Smoothing", "Skin Tones Mask" and "Enhancements" controls - to enable intuitive and effective processing. Each set is explained in more detail in the following sections.

Detail Smoothing

Portraiture smooths and softens an image by removing artifacts while preserving skin texture and other important image details such as hair, eyebrows, eyelashes etc. To achieve the desired result, you can adjust the smoothing degree for different detail sizes – fine, medium and large. Also, the details to be smoothened are determined by the threshold value: the higher the threshold value, the higher degree of image details that will be smoothened.
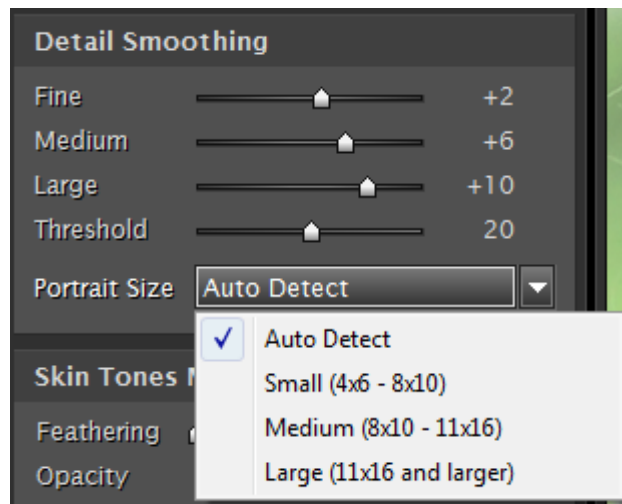

Figure 10: Detail Smoothing controls

Depending on the "Portrait Size" Portraiture adjusts the smoothening parameters to achieve the most visually compelling result. Portrait size can be automatically detected based on the image dimensions – roughly Small for less than 4MPixels, Medium for between 4MPixels and 10MPixels, and Large for over 10MPixels; or, alternatively, you can manually select the portrait size.

If manually selected, the "Small (4x6-5x7)" setting should be used if the image is already resized for small print (4X6 or 5X7), web or screen view. The "Medium (8x10-11x16)" and "Large (11x16 and larger)" should be used if the image is already resized for printing 8x10 (or similar size prints), or for larger print sizes.

The smoothing degree can be controlled separately by spatial characteristic of the image details (*Fine, Medium and Large*).

Skin Tones Mask

Enabling Skin Tones Mask

Portraiture provides a powerful skin tone masking tool to allow for a fine smoothening control across all skin tones present in the image when the respective check-box is selected.

The Mask allows to apply the smoothening only to the skin areas of the portrait thus ensuring against unnecessary smoothening of other parts of the image.
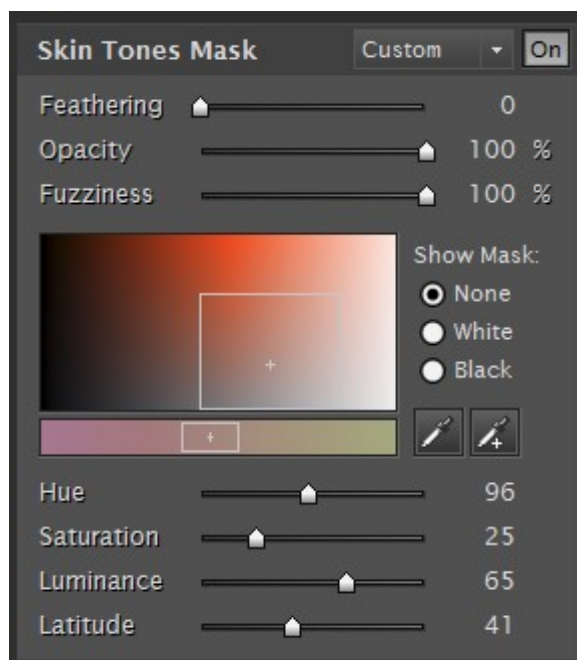

Figure 11: Skin Tones Mask controls

Auto-Mask

What makes Portraiture's masking tool truly unique is its built-in Auto-Mask feature. It is a nifty skin tone detection algorithm that employs sophisticated color and tonal analysis and intelligence to recognize the skin tone range of the image automatically and, accordingly, to create an optimal skin tones mask for a particular image.

Auto-mask becomes especially handy when batch processing. Because it can create the masks automatically based on each image's unique skin tone range, each image will be treated individually during the batch process; this is quite an efficient workflow technique when you choose applying detail smoothening only to skin tones to a large number of images.

Auto-Mask helps you quickly discover most of the skin tone range of the image and, if the resulting mask is not satisfactory, you can manually fine-tune it to ensure optimal results, providing unmatched precision and productivity.

Auto-Mask is activated by default whenever the "Apply Detail Smoothing to Skin Tones Only " option is checked. You can choose between two settings for this control: "New From Image" which will generate an auto-mask based on the current image, or "Last Used" to re-use the mask that was generated earlier and used last. The Auto-Mask is essentially a default starting point when processing a particular image as determined by the skin tone detection algorithm when you select "New From Image" or by "Last Used" mask. The Auto-mask can be always fine-tuned or overridden by manually adjusting the masking controls.

Manual Mask

For manual mask definition and fine-tuning, Portraiture provides two Color Picker tools, a Pick Mask Color and an Expand Mask Color for defining the Mask's tone and color range based on the skin tones of the image as represented by the selected pixel. When using either of these tools, you can view the selected pixel parameters displayed on the right-hand side of the plug-in window indicating whether the selected tone is within the Skin Tone range.

When the Pick Mask Color is used the mask range is determined by the single pixel. When the Expand Mask Color is used each, subsequent selected tone values are combined with the current mask to produce a new tone range.

The resulting mask range is shown in the Skin Tone Range monitor on the left-hand side of the plug-in window. You can operate the respective controls on the monitor itself or the sliders underneath it in order to set the Hue, Saturation and Luminance of the desired Skin Tone Range. The Latitude value determines the width of the mask range around the adjusted and/or selected tone. In other words the latitude value determines the sensitivity of the mask vis-a-vis the selected skin color value.
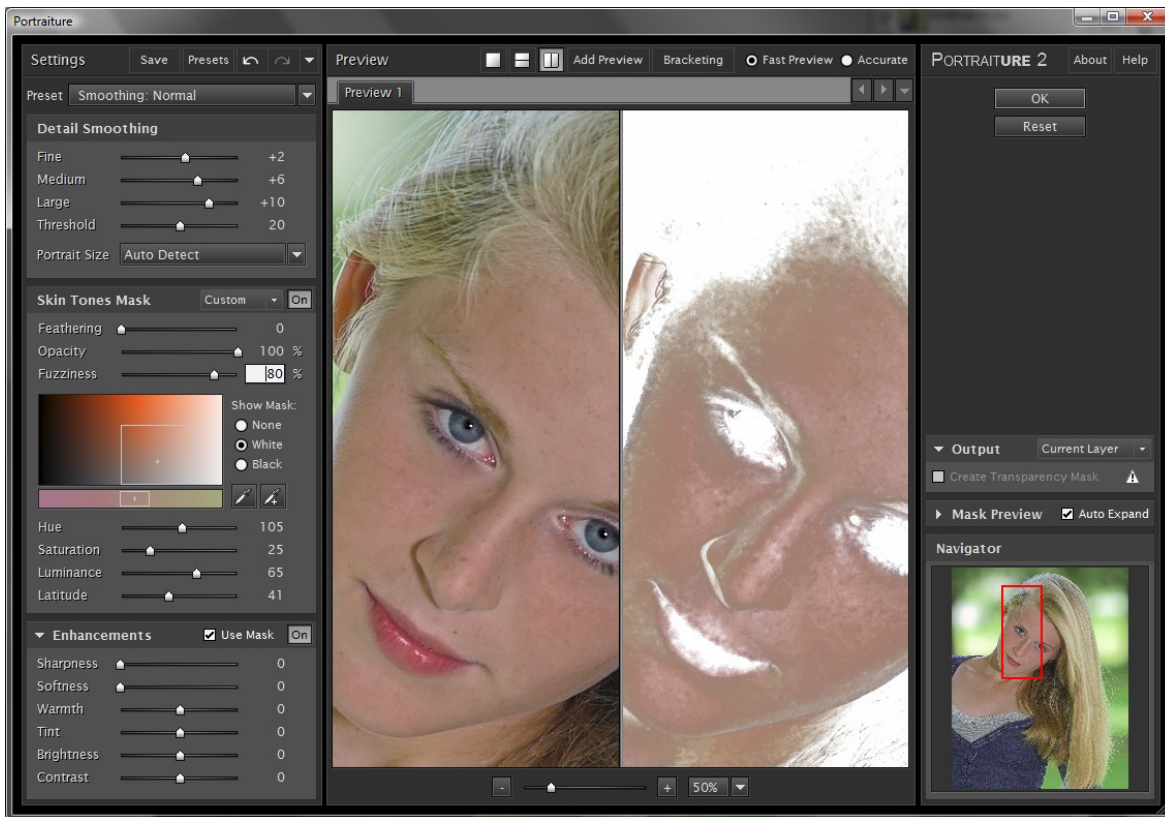
Figure 12: Skin Tones Mask Preview

You can view the resulting mask on white or black background by choosing the respective radio-box.

The Opacity control sets the degree of the masking with respect to the remaining areas of the image outside of the mask range. For example, 100% opacity value will not apply any of the smoothening to the areas of the image that are not within the mask range while 0% setting will ignore the mask completely.

The Fuzziness control allows for refining the mask selection by narrowing down the color selected range.

The Feathering control smooths the mask edges to provide a more uniform mask shape.

Mask Preview

When using either color picker tools, the real-time Mask Preview window will expand on the right side of the dialog. It will show what the mask would be before changing the actual mask.

The "Auto Expand" check box controls whether to show and hide the preview window automatically when picker tools are selected, or manually, by clicking on the small rectangle icon.
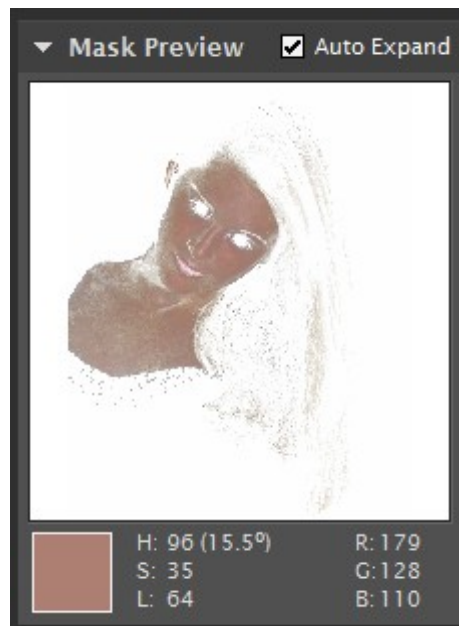

Figure 13: Real-time mask preview

Output options

Portraiture also allows for the outputting of only the masked range of the image when the respective "Create Transparency Mask" check-box on the right-hand side of the plug-in window is selected. This feature requires that Portraiture is running on the layer with available transparency channel. Alternatively, if the "New Layer" option is selected, Portraiture will generate a new layer and then will apply the filter on the newly created layer.
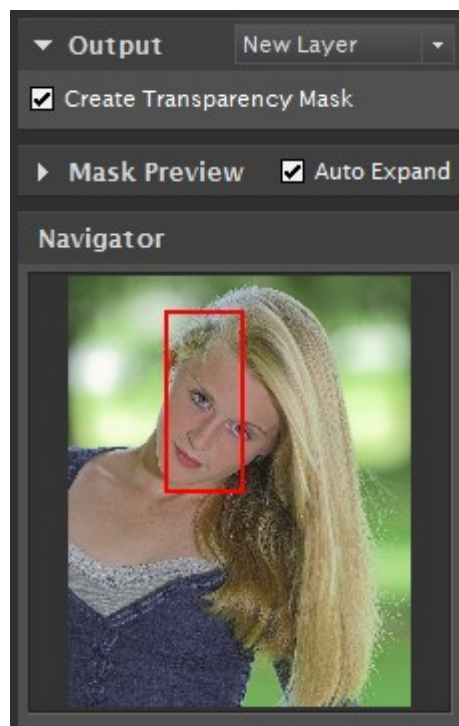

Figure 14: Mask Output options

Enhancements

Portraiture provides several controls to further enhance your portraits. You can adjust the sharpness, warmth, brightness and contrast, as well as soften to produce a glamour effect.

The combination of brightness and contrast controls allow for adjusting the brightness and contrast without over blowing highlights or over darkening the shadows.

The warmth control adjusts the skin color saturation to emulate different skin tones from pale to tan.

The Tint control changes the hue of skin color tones towards reds (negative) or yellows (positive).

When "Use Mask" check-box is selected, all enhancements (except for Sharpness and Softness) are applied only to the area selected by the Skin Tones Mask.

Saving settings to create new filter presets

You can create your own custom presets by clicking the "Save Settings" button. You can choose to save the custom settings from each or any combination of the three control sets. Custom Presets can be saved in Groups (e.g. For specific clients or assignments) and can be annotated with additional details.
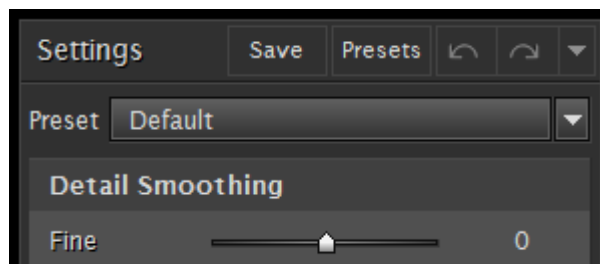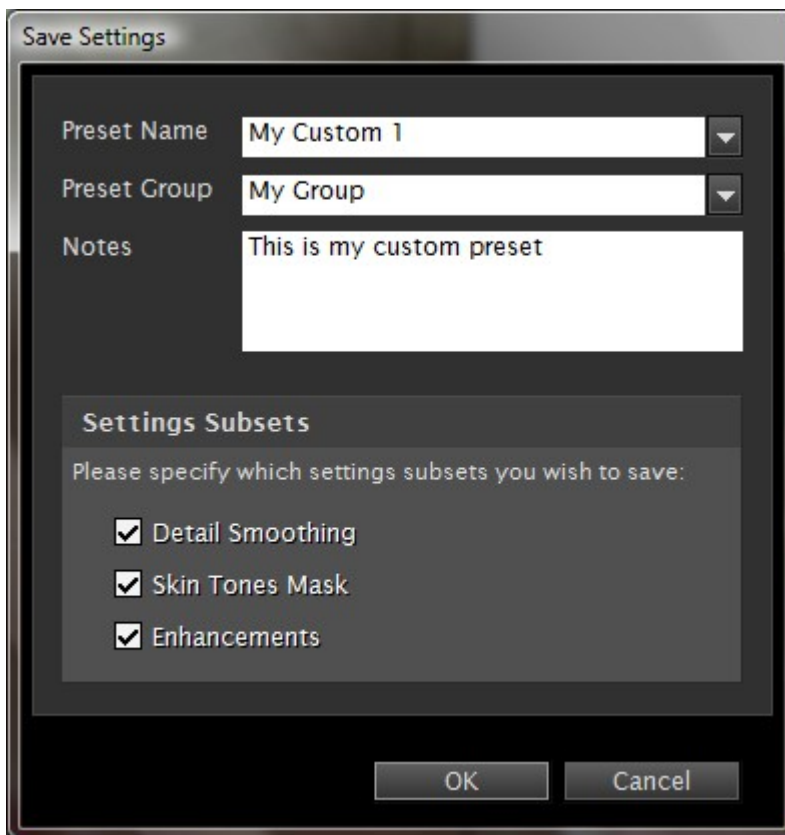

Figure 15: Save, Presets, Undo and Redo buttons

Figure 16: Save Filter Settings Window

Managing Presets

The Preset Manager window, which is accessible by clicking on the "Presets" button to the right of the "Save" button, allows for the renaming, deleting and exporting/importing of presets. The location for saving presets can also be designated, e.g. In a specific folder on a local drive or on a network drive for sharing between multiple users.
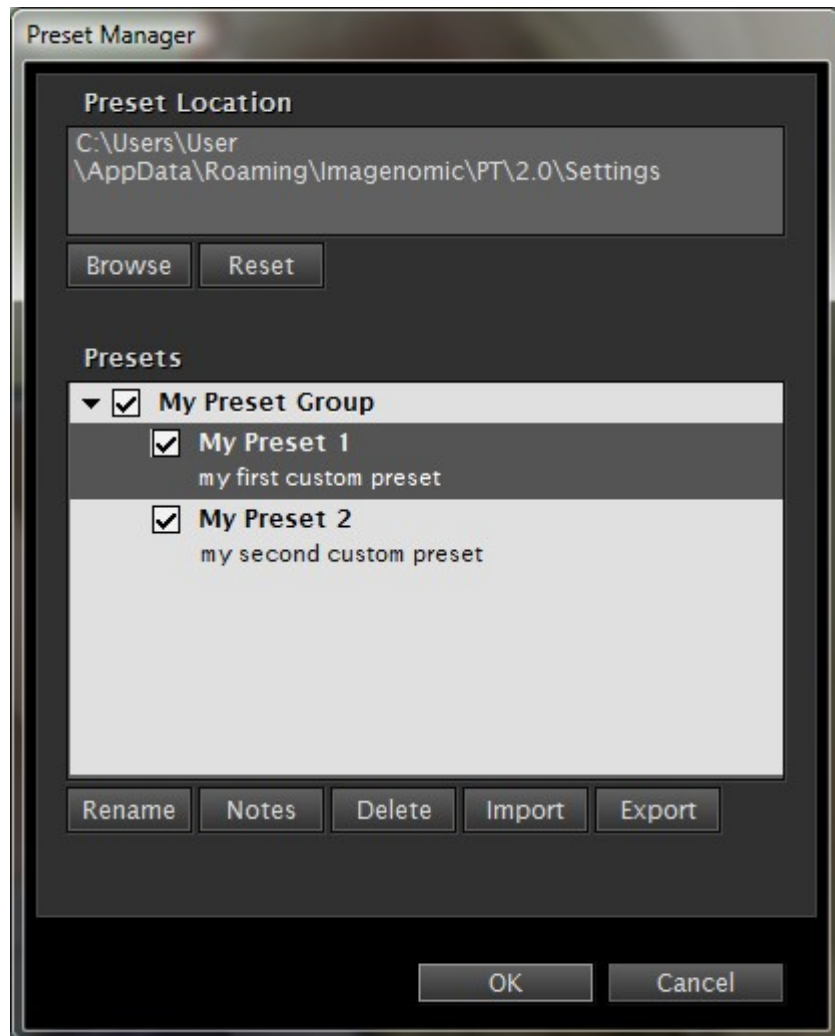
Figure 17: Preset Manager

Undo/Redo (History)

You can revert or re-apply the last settings used by clicking the "Undo..." and "Redo..." button controls next to the preset combo-box or by using CTRL+Z or CTRL+Y keyboard combinations respectively. These controls can be also accessed by right-clicking on a slider control.

Undo/Redo will apply to setting changes made at least half a second apart from each other.
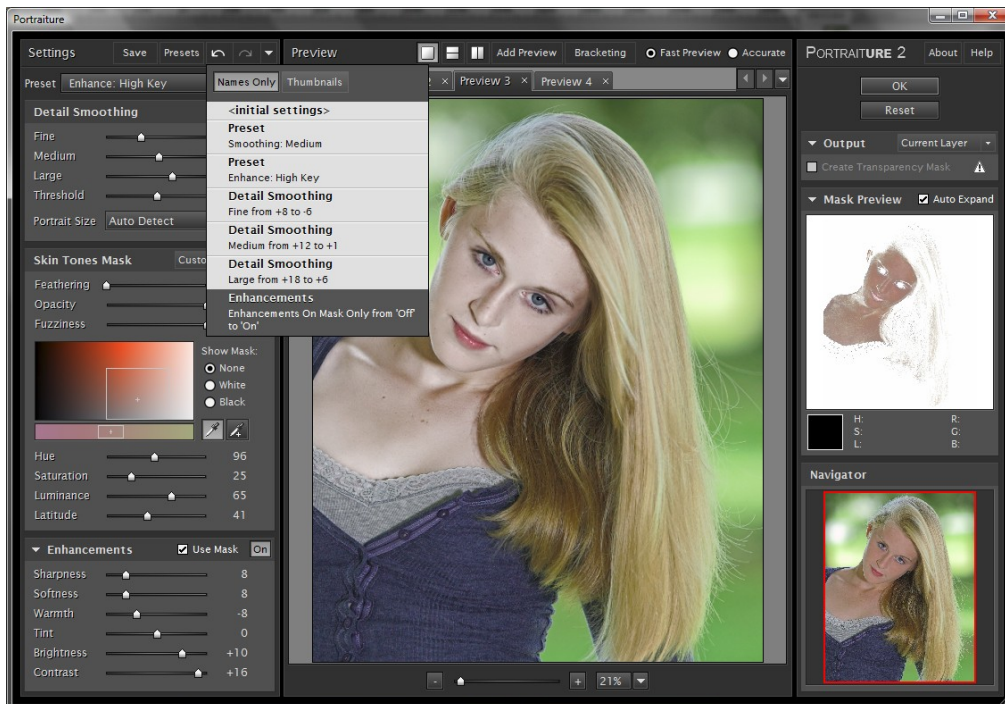
Figure 18: History drop-down list

History Preview

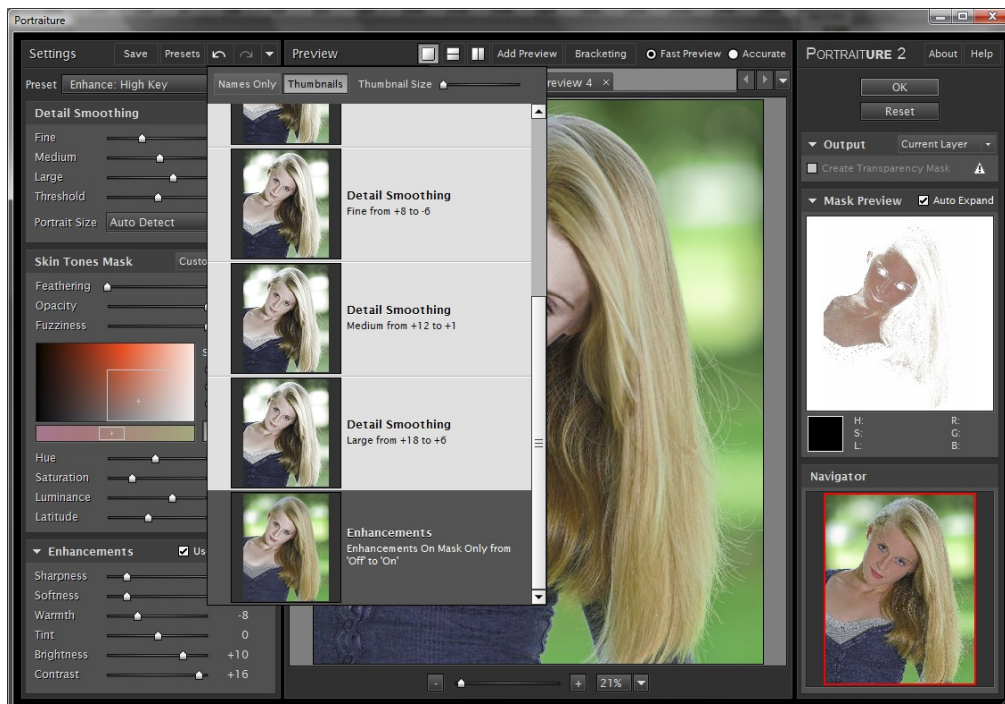Each recorded history state can be previewed as an individual thumbnail.

Figure 19: History thumbnail view

MULTIPLE PREVIEWS AND BRACKETING

Multiple Previews

The Portraiture preview feature provides a mechanism for opening multiple preview windows, up to 100 for the same image file. This allows you to compare different filter settings by simply switching between preview tabs. The filter settings will be automatically set to their respective values for each preview.

To create a preview, click on the "Add Preview" button. To close a preview, select "Close Preview" from the context popup menu and the current preview will be closed. You can also "Close Other Previews" which will close all other previews and keep only the current preview.
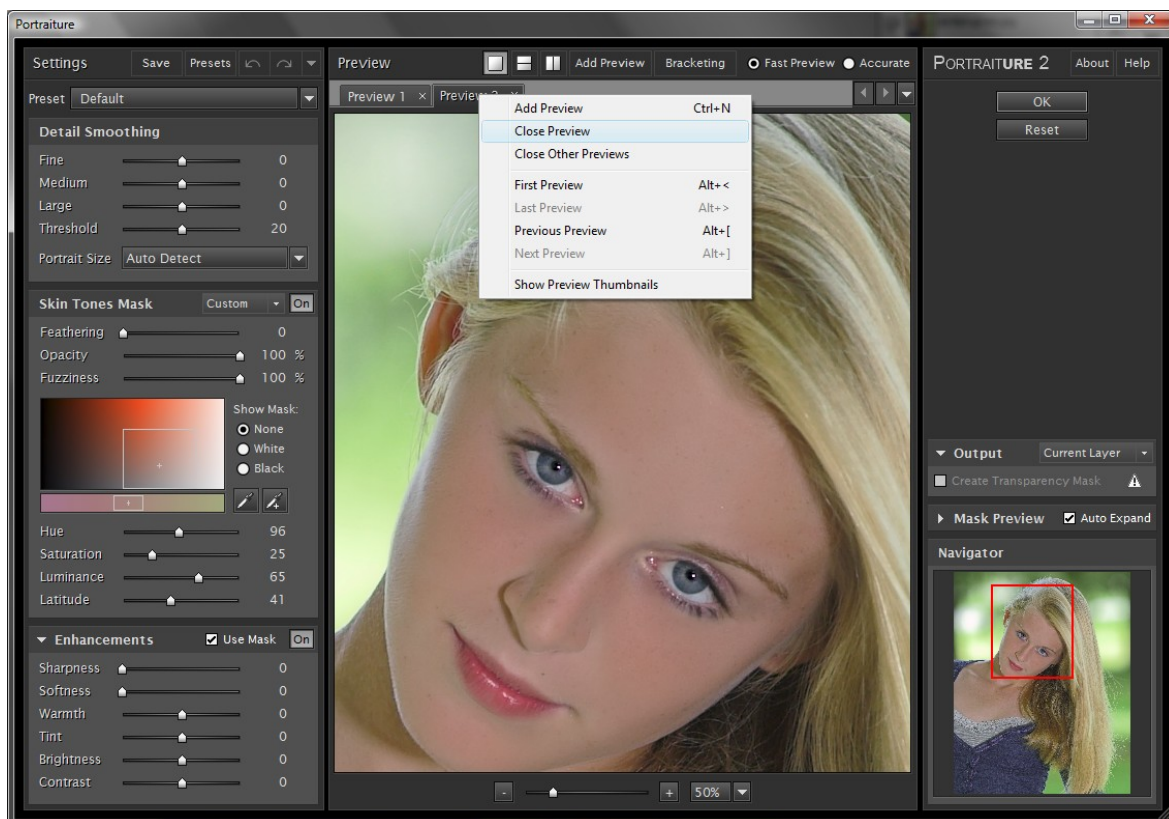

Figure 20: Preview popup menu

Bracketing

In addition to creating custom multiple previews, Portraiture provides an automated bracketing feature for quickly generating a series of previews for various filter settings. For each original setting, the bracketing creates the selected number of previews with the specified bracketing interval.

To bracket or to set up a bracketing preset, click on the "Bracketing" button. You can choose to replace already open previews or add the new previews to the existing tabs.
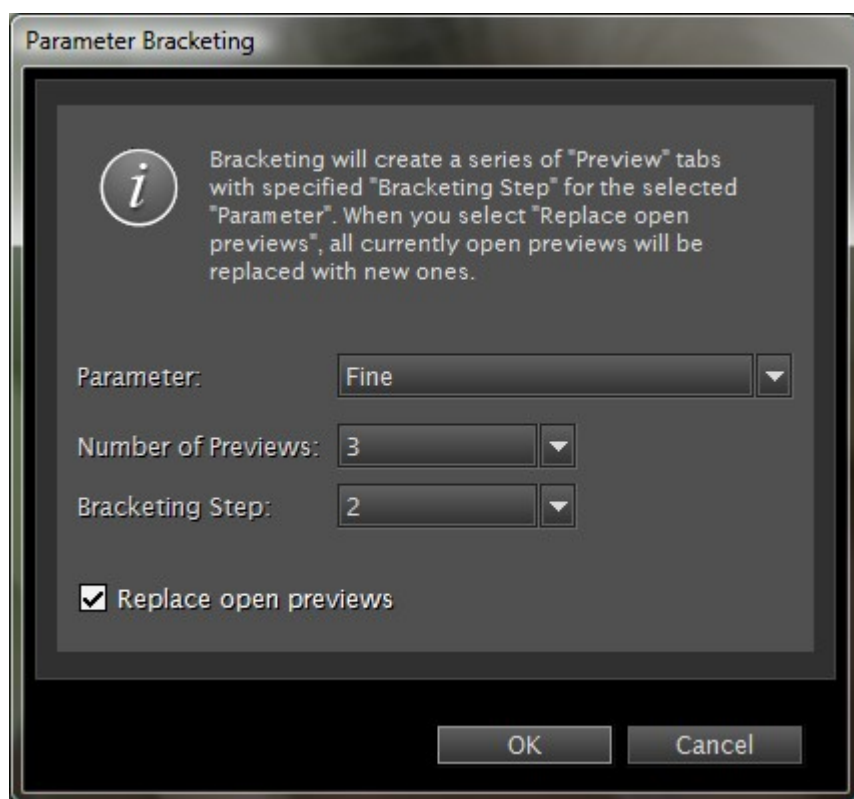

Figure 21: Parameter bracketing window

Once the preset is created, it will appear in the same menu selection. When using bracketing, you can view the name of the respective bracketing parameter and its absolute value on the preview tabs. A tab will also reflect custom changes made to the bracketing parameters values for a given preview. In addition, the mouse roll-over of any inactive preview tab will display a tool tip that will specify the parameter value differences relative to the parameter values of the currently open

preview. Bracketing can be also activated by right-clicking on the respective slider controls in the Filter section.
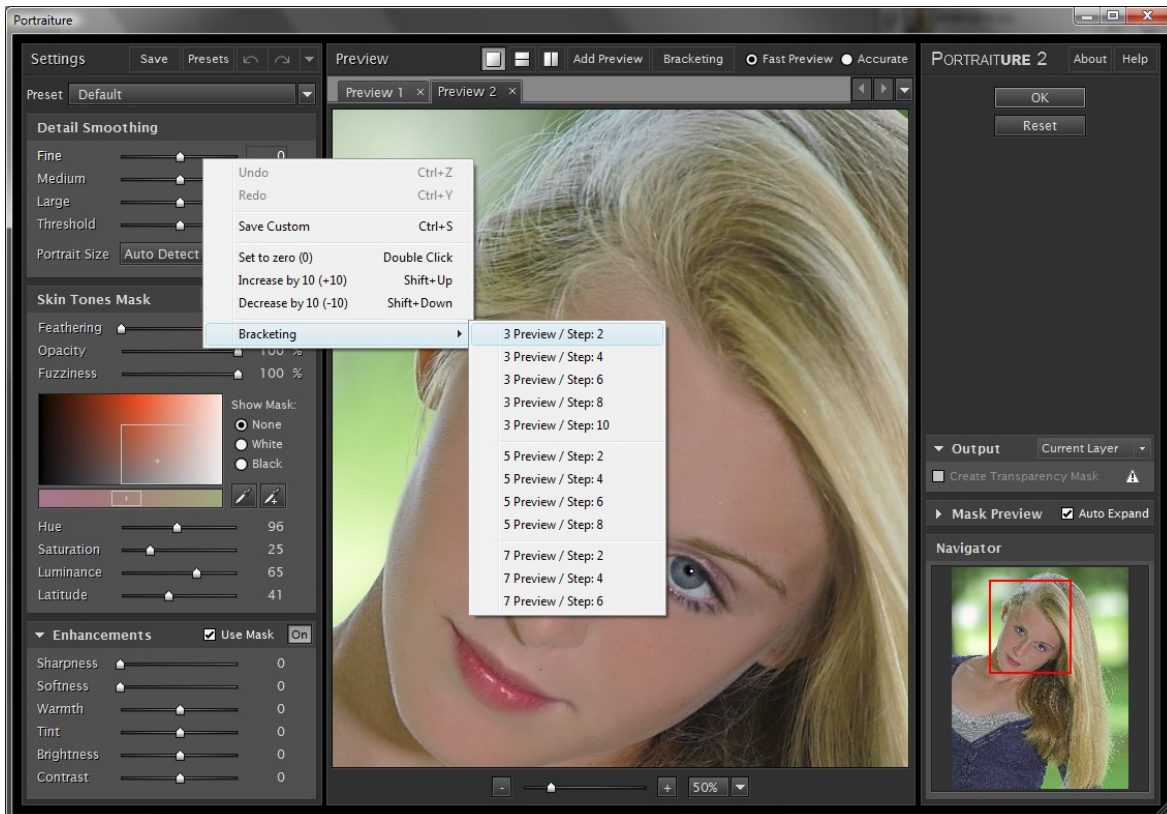

Figure 22: Bracketing Parameter Name and values in preview tabs and Right-click pop up menu with bracketing options
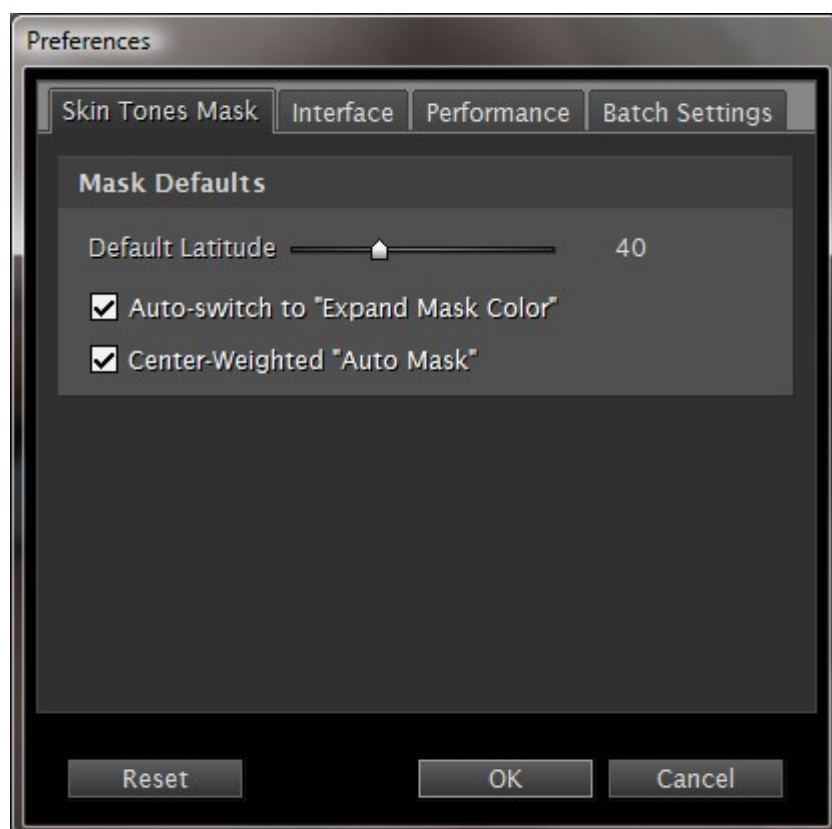
PREFERENCES

The Preferences window is accessible from the "About" window by clicking on the "Preferences" button. There are three sections - "Skin Tones Mask", "Interface" and "Performance".

The "Skin Tones Mask" section provides defaults for the mask color picker tools.

The "Center-Weighted "Auto Mask"" option indicates whether to use the entire image or only the center of the image for mask calculation. This option can be helpful for batch processing multiple portraits, creating more accurate skin tones masks.

The "Interface" section is for changing the foreground and background colors of the plugin dialog window.

The Performance section allows for the manual selection or automatic detection and use of multiple CPUs on the host system.
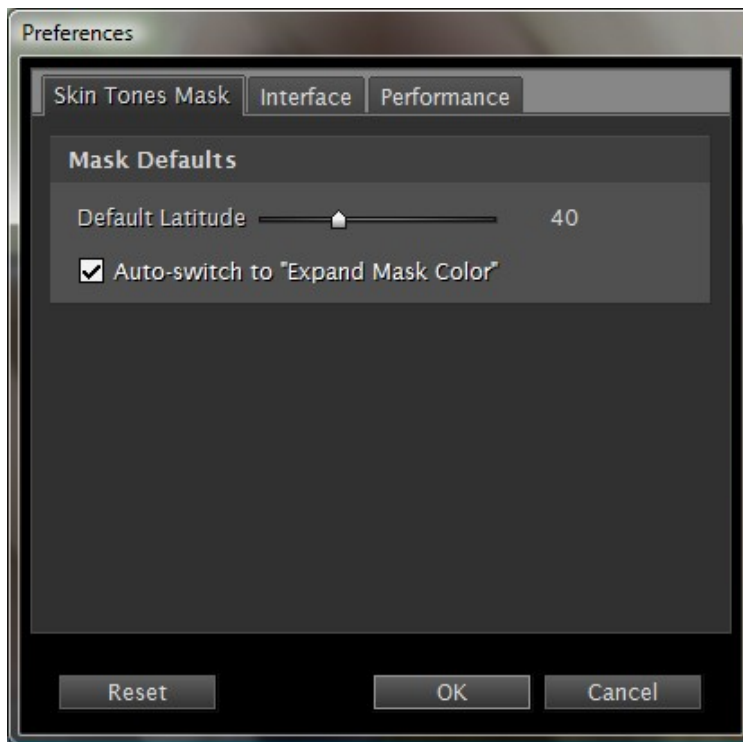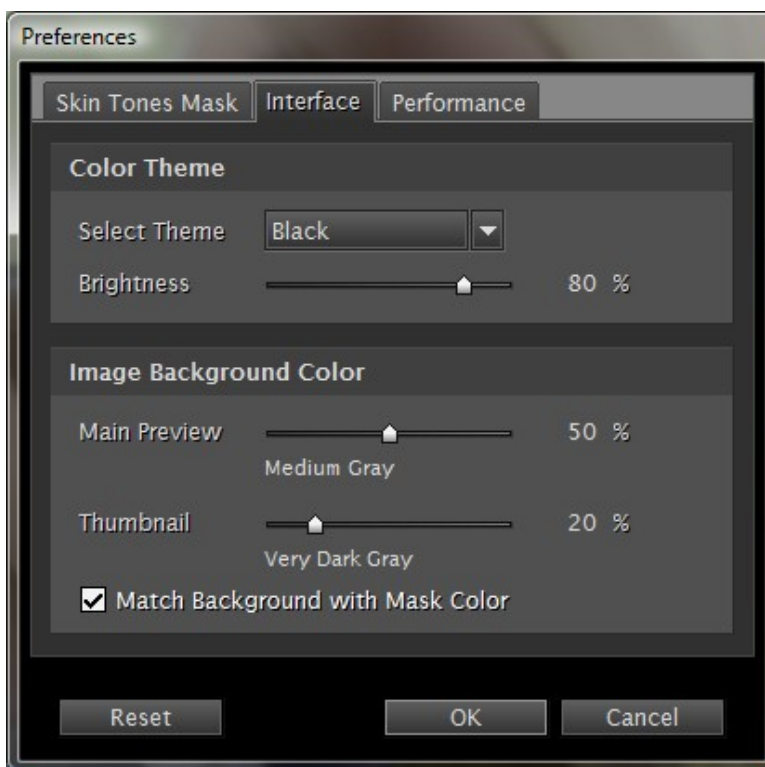
Figure 23: Skin Tones Mask options

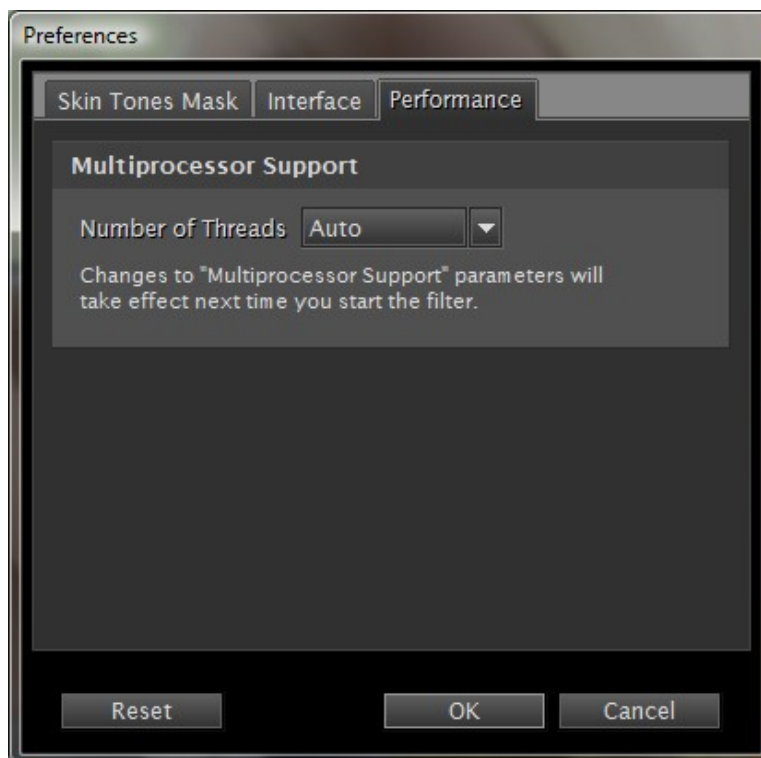*Figure 24: User Interface preferences*

Figure 25: Performance preferences

RESIZING PORTRAITURE PLUG-IN WINDOW

The Portraiture Plug-in window can be resized by dragging the lower-right corner of the window. You can adjust the size of the window to better fit your screen resolution and processor speed. You can click the "OK" button to remember the current size or "Cancel" to restore the previous size.

PHOTOSHOP ACTION AND SCRIPTING SUPPORT

Portraiture Plug-in provides full action and scripting support within Photoshop. The recorded actions contain all Portraiture Plug-in adjustable parameters including detail smoothing, skin tones mask, as well as enhancement controls.

MULTIPLE IMAGE EDITING WITH APERTURE AND LIGHTROOM

When multiple images are selected, you can navigate through them either by opening the drop-down list from the "Image" section, or by clicking Next/Prev buttons. If you do not open an images and change its filtering settings manually, the image will be processed using the last settings. And if you change the settings in one of the images, these settings will not affect the rest.

Figure 26: Multiple Image Editing with Aperture

KEYBOARD AND MOUSE CONTROLS

Section	Windows	Mac	Description
Preview window	Space+Click	Space+Click	Panning
	CTRL+Click	Command+Click	Zoom in
	ALT+Click	Option+Click	Zoom out
	Ctrl + Plus	Command +Plus	Zoom In
	Ctrl + Minus	Command +Minus	Zoom Out
	Ctrl + 0	Command +0	Zoom to 10%
	Ctrl+Alt + 0	Command +Option+0	Zoom to 100%
	Mouse wheel	Mouse wheel	Vertical scroll
	Ctrl+Mouse wheel	Command+Mouse wheel	Horizontal scroll
	Alt+Mouse wheel	Option+Mouse wheel	Zoom
	Right Click	Right Click	Context menu
	Ctrl+N	Command+N	New Preview
	Alt + [	Option + [	Previous Preview
	Alt +]	Option +]	Next Preview

Section	Windows	Mac	Description
	Alt + <	Option + <	First Preview
	Alt + >	Option + >	Last Preview
	Ctrl+Alt+F	Command+Option+F	Full Preview mode
	Ctrl+Alt+V	Command+Option+V	Vertical split preview mode
	Ctrl+Alt+H	Command+Option+R	Horizontal split preview
Sliders	Up/Down keys	Up/Down keys	Increase/Decrease by 1
	Shift+Up/Down keys	Shift+Up/Down keys	Increase/Decrease by 10
	Tab/Shift+Tab	Tab/Shift+Tab	Change sliders
	Right Click	Right Click	Context menu
	Mouse wheel	Mouse wheel	Increase/Decrease by 1
	Shift + Mouse wheel	Shift + Mouse wheel	Increase/Decrease by 10
	Double Click	Double Click	Set to zero (0)
	Ctrl+Z	Command+Z	Undo
	Ctrl+Y	Command+Y	Redo
	Ctrl+S	Command+S	Save Current Settings
Mask	Ctrl+Shift+N	Command+Shift+N	Hide Mask
	Ctrl+Shift+W	Command+Shift+W	Show Mask on White Matte
	Ctrl+Shift+B	Command+Shift+B	Show Mask on Black Matte
Plug-in window	Alt	Option	Switch Cancel and Reset