SKIN TUNE™

User Guide

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Windows Installation

1.) Double-click on Installer.exe to run the setup program. If the installer can't find Photoshop, use the Choose button to locate Photoshop's Plug-ins folder. It is normally located in C:\Program Files\Adobe\Photoshop\Plug-Ins.

2.) Next time you use Photoshop, SkinTune will appear as a new menu item under Photoshop's Filter menu. Look for PhotoTune SkinTune.

System Requirements

SkinTune is a Photoshop plug-in, compatible with:

Photoshop 7 and CS, Photoshop Elements 2, Jasc PaintShop Pro, and Corel PhotoPaint.

Windows 98 to XP.

Minimum screen resolution of 800x600

24 bit RGB images. File types include Tiff, JPEG, Photoshop, BMP, and PICT.

Macintosh OSX Installation

1.) Move or copy SkinTune.8bf and the Skin-tone Libraries into Photoshop's Plug-ins folder located in the Applications Folder on your hard drive.

2.) Next time you use Photoshop, SkinTune will appear as a new menu item under Photoshop's Filter menu. Look for PhotoTune SkinTune.
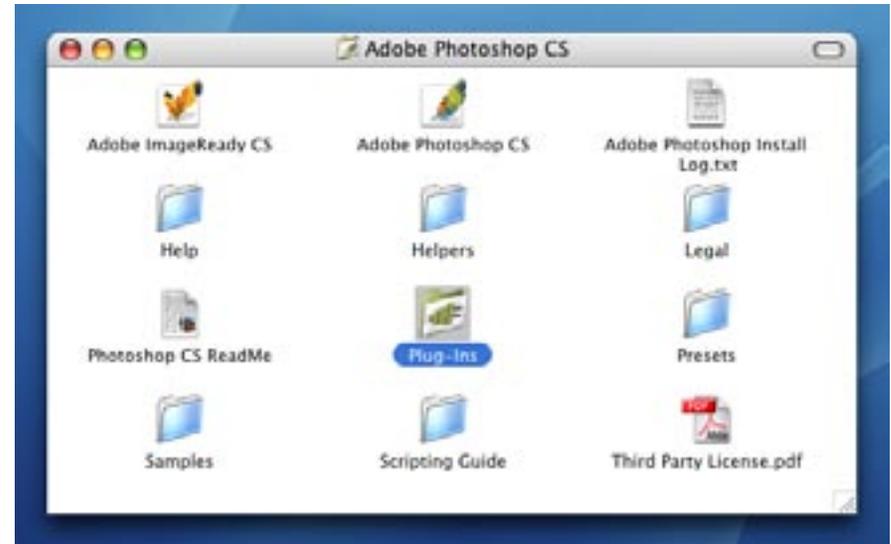
System Requirements

SkinTune is a Photoshop plug-in, compatible with:

Photoshop 7 and CS, or Photoshop Elements 2.

Mac OSX 10.2+.

Minimum screen resolution of 800x600

24 bit RGB images. File types include Tiff, JPEG, Photoshop, BMP, and PICT.

Serial Number

When you start SkinTune, a dialog box will appear giving you an opportunity to enter your serial number by clicking the Register button. Be sure to enter your name, company, and serial number to activate the program. Until a serial number is entered, SkinTune will be restricted to demo mode, which provides 20 sessions before timing out.

Skin Color Research

Correcting skin color is one of the most daunting, and time-consuming tasks professional photographers face every day. The problem is that the range of acceptable skin color is very, very limited, and it varies slightly for different races. Additionally, skin color is difficult to render and display on a computer monitor, so making accurate adjustments is almost impossible.

The skin color spectrum is less than 1% of all available colors.

We spent years studying skin color, and collecting thousands of sample images from around the world. Then, we took precise spectrophotometer measurements and compiled a complete reference database of acceptable colors. What we discovered is that skin color represents less than half of 1% of all available colors. So, it's no wonder that correction is such a difficult process, especially when Photoshop's tools were never designed to handle such a small range of colors.

Our next step was to construct complete libraries for different races, including African, Asian, European, Latin, and Middle Eastern. Each library contains between 45,000 and 70,000 colors made up of different combinations of hue, brightness, and saturation, based on the unique characteristics of each race.

Custom Tools

Understanding skin color was only half the battle. It was obvious that we also needed to create specialized tools designed specifically for skin color adjustment. One thing you'll notice with SkinTune is that all the adjustments are totally independent, so adjusting brightness, as an example, has no effect on hue or saturation. This is important because an adjustment of as little as 1% can easily result in an out-of-gamut skin color.

Most people don't realize that you can't adjust brightness in Photoshop Levels or Curves without altering hue. That is OK under most circumstances, but not with skin color where hue is the most critical component in achieving accurate results.

Finally, we needed to find a way to increase the precision of SkinTune to provide maximum control over the skin color spectrum. Our tools are twice as precise as Photoshop so you can make very subtle adjustments and achieve life-like results. As you can tell, we worked hard to make your job easy.

Our Heritage

Like all of our award-winning programs for professional photographers, SkinTune has a unique and elegant interface. Corrections are fast, easy, and mistake-free. With SkinTune added to Photoshop, you can spend more time behind a camera, taking photos, and less time in front of a computer, fixing photos.

Welcome To SkinTune

If you're a fashion, portrait, or wedding photographer, you know first-hand how difficult it is to correct skin color. You tweak, adjust, and experiment with Curves, but the slightest alteration can cause an unwanted color shift.

With SkinTune, all you do is open an image in Photoshop, select PhotoTune SkinTune from the Filter menu, click to select a color, and SkinTune automatically corrects your image. After SkinTune does its magic, you're free to fine-tune the results by adjusting hue, brightness, and saturation.

Interface Design

After you click to select a flesh tone, SkinTune displays your Original image alongside the Current corrected image. A complete set of tools lets you fine-tune and perfect the results.

National Origin Pop-Up

Skin-tone Libraries for African, Asian, European, Latin, and Middle Eastern are available under the pop-up menu. Each library contains more than 45,000 different skin colors.

Percentage Radio Buttons

SkinTune adjusts your image to the nearest acceptable color in the chosen library, based on your click point. The 50% option cuts the adjustment in half, while 25% reduces the adjustment in half, again.

Saturation Slider

To start, saturation matches the click point of your original image. Adjusting saturation will not effect color or brightness.

Snapshot

The Snapshot command lets you make a temporary copy of the Current preview, along with a record of your corrections. That way, you can compare different results, and experiment with different alterations without losing your prior changes.

The Original and Current Pop-up menus under the preview images control Snapshot functions.
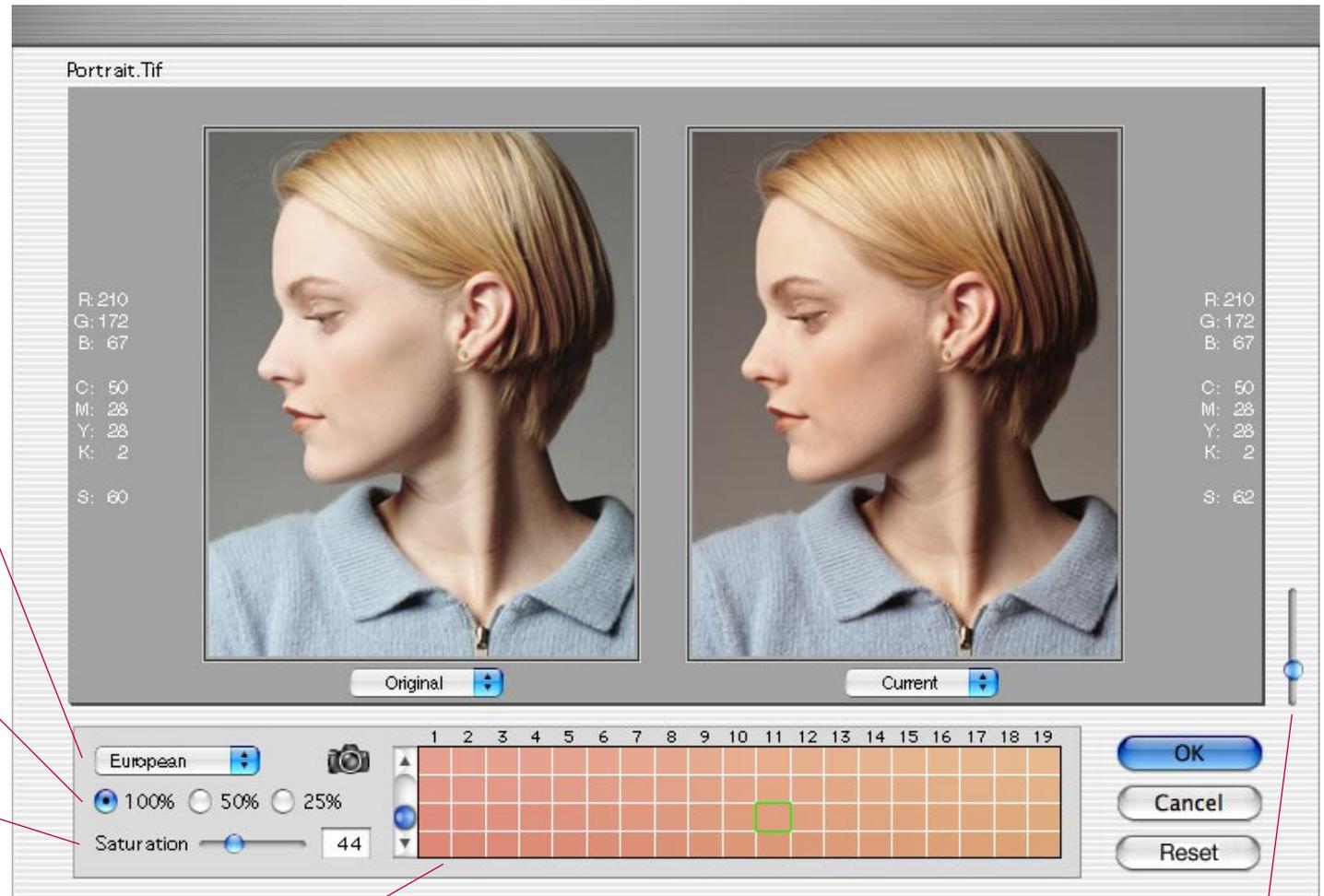
Color Swatches

SkinTune displays a set of colors that can be used to adjust the Current image. The active color is highlighted with a green outline. Click on a different color to choose a new target color.

The color swatches are arranged in rows with different brightness levels, while columns contain different color variants or hues.

Brightness Slider

The scroll bar at the end of the color swatches controls brightness. Scroll up for lighter colors and down for darker colors. Adjusting brightness will not effect hue or saturation.

Reset Button

The Reset button reverts to the original correction which was applied when you clicked to select a skin-tone.

Zoom Slider

To begin, the image is always reduced to fit. The vertical Zoom slider lets you increase or decrease the size of the preview images.

Pan Tool

If the image is cropped, you can reposition it using the pan tool.

Macintosh - Option Click and drag

Windows - Control Click and drag.
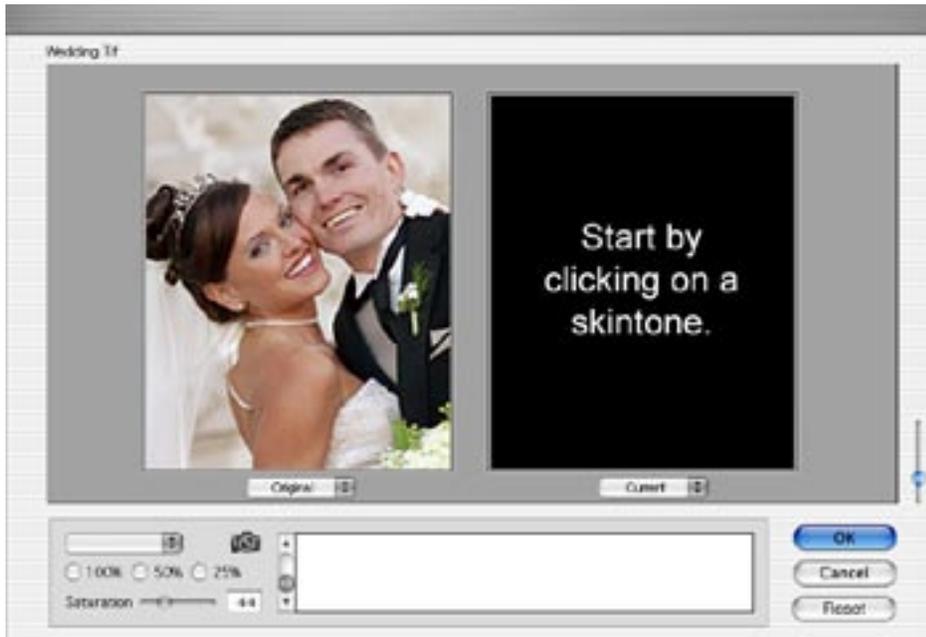
Start The Correction Process

To begin, open an image in Photoshop, and then choose PhotoTune SkinTune from Photoshop's Filter menu.

A single image is displayed in the left preview area. All the tools are grayed out and inaccessible. Only the Zoom slider and image panning can be used at this time.

The first step is to use your mouse to select a flesh tone in the original image. After you click, a contextual menu appears listing the available skin-tone libraries, based on national origin. Choose a library.

African
Asian
European
Latin
Middle Eastern

Note: See page 7 for more information regarding the selection process.

Once you make a skin-tone and library selection, several things happen:

1. The selected skin-tone area is marked with a box.

2. The corrected Current image is displayed on the right.

3. The tools become active.

4. The color swatches are displayed.

5. The RGB, CMYK, Saturation, and Brightness values for the selected skin-tone area are displayed to the side of the Original and Current images.
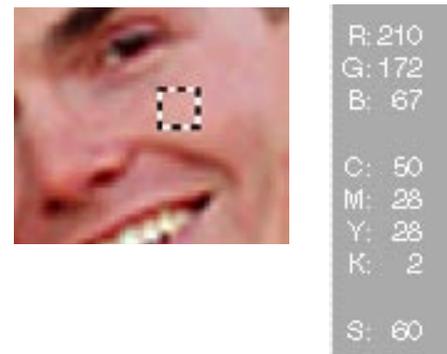
Preliminary Photoshop Corrections

SkinTune is designed to make precise skin color adjustments, and is not intended for major changes.

Before using SkinTune, you should use Photoshop to set the dynamic range, and make any major changes to get in the ballpark.

DO NOT use Photoshop to alter Hue or Saturation. SkinTune will handle those functions for you.

Click Points

Your flesh tone selection is an important first step in achieving good results. Here are some things to consider:

1. Select a mid-tone color. Choose an area that is a good representation of the average color, brightness, and saturation of the image.

2. Avoid shadows and highlights.

3. Avoid facial hair and make-up.

4. The program takes a 7x7 pixel average based on your click point, so choose a smooth, uniform area.

5. At any time, you may select a new click-point, which will reset the results.

Checking Your Selection

After you make a selection, check to make sure you are within range.

1. Use the numeric readouts to compare the original and current values. The Current red, brightness, and saturation values should be about the same as the original.

2. Click an area that puts the saturation and brightness sliders towards the middle and not at the ends. So, on an overall light image choose a darker area, and on a dark image choose a lighter area. That way you will avoid the boundaries of the library and make the correction a midtone adjustment. Whenever you are near the edge or maximum, whether in Photoshop Curves or SkinTune, the adjustment will be restricted and provide less quality.

Next, understand that your selection is just the beginning. It provides a hue range, and an average correction based on thousands of skintone samples. The
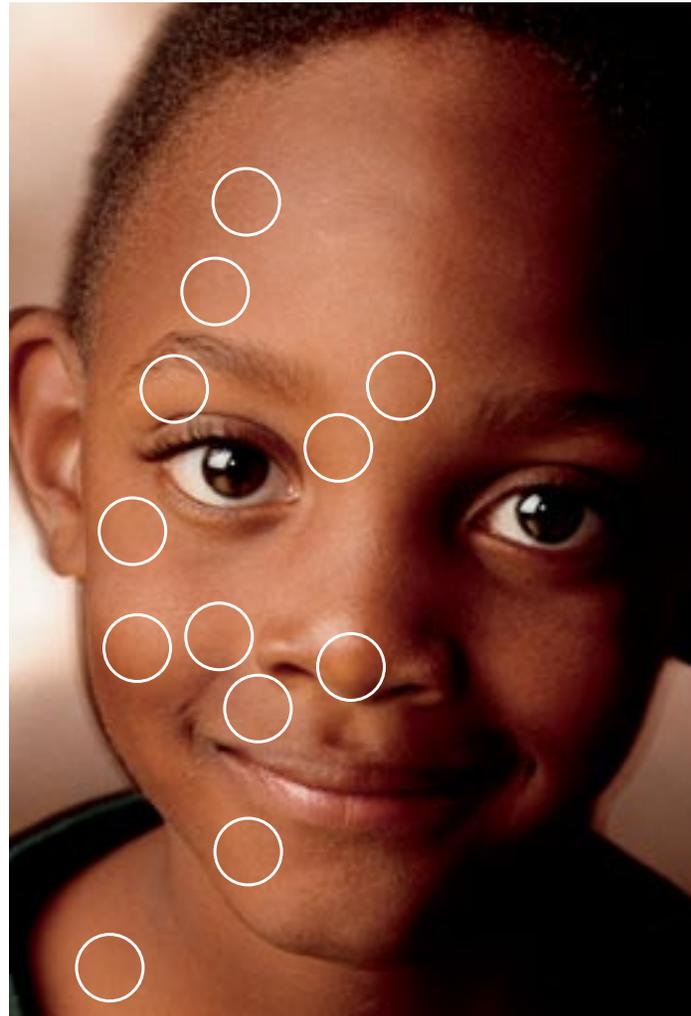
hue range is displayed on the color swatches from left to right. The current target color is highlighted, but you can click to select a new target color. Again, stay away from the right and left edges, as these hues are almost out of the flesh tone spectrum.

The available spectrum for skin is very, very, limited, so an adjustment as little as 2-5% can send you out of range. SkinTune's hue adjustment offers twice the precision of Photoshop.

Also, SkinTune brightness is for minor changes. It does something that can not be done in Photoshop. SkinTune brightness does not alter Hue or Saturation. Since skin color is hue critical, this is a must. You should make major brightness changes before using SkinTune.

Color Swatches

After choosing a flesh tone, SkinTune automatically adjusts the Current preview image so that the click-point matches the nearest acceptable flesh tone in the library. SkinTune color swatches can be used to adjust the result.

The highlighted square is the target color used to adjust the Current preview. If you select a different color swatch, it becomes the new target color and is highlighted to indicate the change.

1. The color or hue can be fine-tuned by selecting a color to the right or left of the target color.

2. To lighten the image, choose a color that is above the target color, and to darken the image choose a color below the target color. The scroll bar can also be used to change the brightness.

Lighter — Hue — Darker
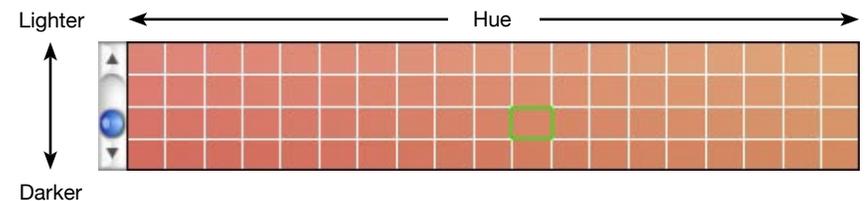
National Origin Pop-up menu.

The pop-up contains choices for African, Asian, European, Hispanic, and Middle Eastern. Each item has its own library. This is initially set with the Contextual menu, which appears after making a skin-tone selection.

Choosing a different item from the National Origin pop-up will reset the correction process. The Current image, color swatches, target color, and saturation slider will be reset, and any alterations you made will be ignored.

Percentage Radio Buttons

SkinTune adjusts your image to the nearest acceptable color in the chosen library, based on your click point. The 50% option cuts the adjustment in half, while 25% reduces the adjustment in half, again.

Saturation Slider

Saturation can be increased or decreased with the slider. To begin, the saturation matches the click-point in your original image. So, if you adjust saturation, and later want to return to the previous amount, just set the slider to match the densitometer reading located to the left of the original image.

When the slider is adjusted, both the image and the color swatches are immediately updated to reflect the new Saturation value.

Brightness Slider

The scroll bar at the end of the color swatches controls brightness. Scroll up to lighten the image and down to darken the image. To begin, the brightness matches the click-point in your original image.
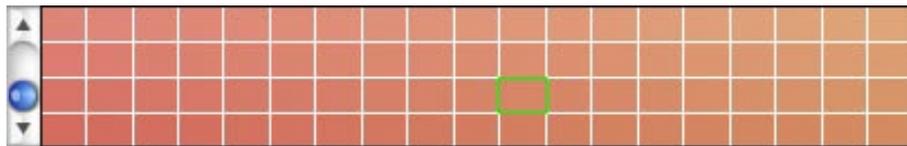
Target Color

The Target color is used to adjust the Current image. It is highlighted with a green border.

You can alter the Target color by changing the saturation or brightness, and you can click on a different color swatch to make it the Target Color. Different Hues are arranged horizontally, with warmer colors to the left and cooler to the right.
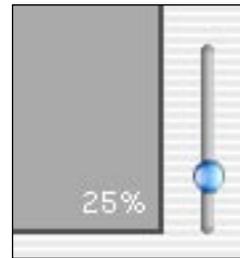
Zoom Slider

To the right of the image area, you'll find a vertical Zoom slider, which can be used to increase or decrease the size of the preview images. When the slider is activated, the zoom percentage is displayed in the corner of the image area.

Moving the slider handle up increases the image size, while down reduces the size.

You can NOT freely adjust the image size. The slider jumps to the next available percentage, which is determined by Photoshop.

When you open an image in SkinTune, the image is always reduced to fit in the available image area.

Hand Tool

Most images appear full-frame in SkinTune, unless the image has been enlarged with the zoom slider or if the image is excessively tall or wide, as with panoramic images. In these cases, the image display is cropped, and only the center portion of the image is in view. Once you make a skin-tone selection, zooming will use your click-point as the center.

You may reposition the image by using the hand tool, which is accessed with a keyboard shortcut.

Macintosh: Option Click and drag.

Windows: Control Click and drag.

Reset Button

When you click on the Reset button, SkinTune reverts to the previous settings that were present when you last clicked on an image with the eye dropper tool.

The correction process starts over whenever you use the eye dropper tool to select a flesh tone.

Furthermore, when two images are displayed, you may click on either preview image. You may also click and drag the selection rectangle to a new location.

Snapshot

The Snapshot command lets you make a temporary copy (or snapshot) of any state of the Current image. A snapshot lets you work from that version forward, while retaining the information used to create the Snapshot. In this way, you can experiment, or compare different effects.

For example, you can take a snapshot, and then tweak amounts to compare different results. Then, take another Snapshot any time you have made an improvement, and continue experimenting. With snapshots, you can recover your work easily. If you're not satisfied with your changes, you can select the snapshot to undo all the steps which were made after the Snapshot. Use Revert To Snapshot to reload the Snapshot adjustments.

The "Original" and "Current" pop-up menus, located under the image previews, are used to control the Snapshot process.

A camera icon, located on the Tool Palette allows you to take a Snapshot. You can also use the "Take Snapshot" option located in the Current pop-up menu.

By clicking the camera icon, the Current, right-hand image preview is recorded as a Snapshot, along with its adjustments. The Snapshot preview is displayed on the left, where the Original preview was located. At this point, the Snapshot and Current are duplicates. The Current image can be adjusted as normal. Each new Snapshot is handled in this way.

There is always a Snapshot. A Snapshot survives a reset, or OK (Apply).

If you've taken a Snapshot, it is saved when the image is processed (OK), so when you reopen SkinTune to color correct a new image, the Snapshot from the previous session is available.

The pop-up menus contain the following items:

Left Menu	Right Menu
Original	Current
Snapshot	Take Snapshot
	Revert To Snapshot
	Save History...
	Load History...

Revert to Snapshot

There is only one Snapshot and one Current preview. If you want to switch from the Current to the Snapshot, use the pop-up menu item "Revert To Snapshot".

When Revert To Snapshot is selected, the Snapshot is displayed in the right-hand window, and overwrites any edits that have been made to the Current preview since the Snapshot was created. The Snapshot becomes the Current preview. The tools are updated with the changes that were used to create the Snapshot. The Current preview can be edited as normal.

Save History and Load History

Only one Snapshot is remembered. An unlimited number of Snapshots can be made, but each new Snapshot overwrites the previous Snapshot. But, you can save an unlimited number of Snapshots to disk. To save to disk, choose the Save History option in the Current pop-up menu, and specify a name and location for the file. Use the Load History option to open and apply a previously saved setting. You can edit the Saved History using all of the tools on the Fine-Tune Panel.
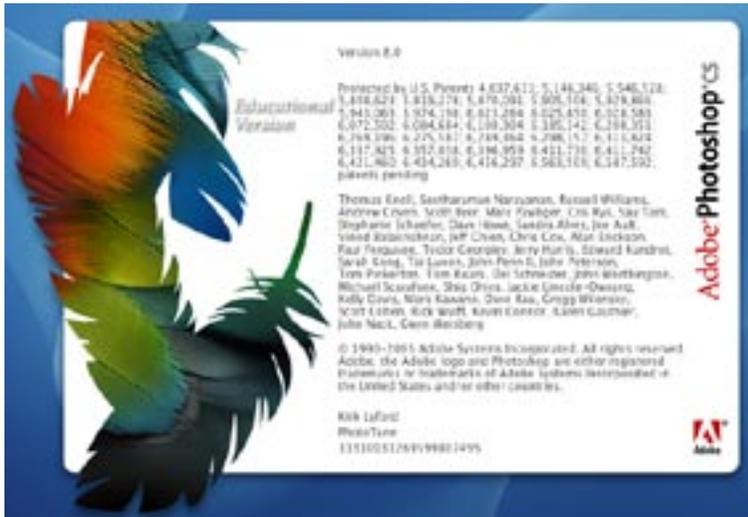
Using SkinTune With Photoshop
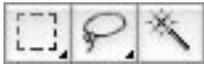
To use SkinTune on selected areas
1. Choose one of Photoshop's selection tools from the tool palette, and select a portion of the image.

2. Open SkinTune, and make changes as you normally would. The corrections will only be applied to the selected areas.
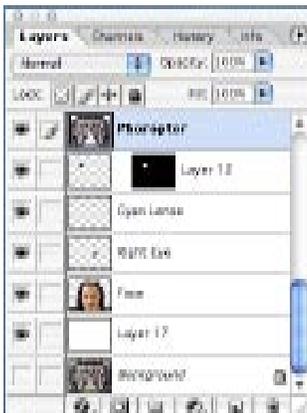
Photoshop Layers
Photoshop lets you place artwork on separate layers to make the construction of composite images easy. SkinTune is designed to work with Photoshop layers, so you can color correct individual elements separately.

To use SkinTune with layers
1. Display the layers palette (choose Window>Show Layers).

2. To activate a layer and work on its contents, click on the appropriate layer name listed in the Layers palette. The layer is highlighted to show that it has been selected. Then, open SkinTune.

3. To work on a portion of one layer, select the layer as described above and use a selection tool to select a portion of that layer. Next, open SkinTune. The adjustments will be applied to the selected area.

Batch Processing
SkinTune supports Photoshop's Action Palette, so multiple images can be processed automatically, with SkinTune's functions.

Using Photoshop's Actions
1. From within Photoshop's Action Palette, start a new Action.

2. Photoshop will record every step, including SkinTune functions, so they can be replayed on a batch of images automatically.

3. To replay the action on a single image, select the action in the action palette, and select "play".

To replay the action on multiple images, choose Automate>Batch from Photoshop's File menu. A dialog lets you select an action, choose a folder of images to process, and set other parameters for opening, closing, and saving files.

Last Filter
SkinTune supports Photoshop's Last Filter command located at the top of the Filter menu. This lets you replay SkinTune's last correction on other images. The menu item is available until you use a different filter.

Fade
SkinTune supports Photoshop's Fade command, located in the Edit menu. This allows you reduce the effect of the SkinTune's last adjustment from 0-100%. The Fade command is similar to changing the layer opacity in Photoshop's Layer Palette.