

Power Retouche

correct lens-distortion
sharpen without artefacts ... & more...

Photo-retouching plug-ins

How to do refined color correction with our Photoshop plug-in

Hue and color correction in photo software has never been easier than with our Photoshop plug-in. You can control the RGB color channels as well as rotate the entire color wheel for removing color cast, adjusting hues or changing background color. Target any brightness-range or color-range and use the softness slider to seamlessly integrate your retouch into the photo.

- **Windows** version is for all versions of Photoshop, Elements, Fireworks, Paint Shop Pro, Corel Draw, Illustrator and other software that supports Photoshop plug-ins. See [list](#).
- **Mac** version is for all versions of Photoshop and Elements and all OS versions.



Color Corrector plug-in - Tutorial

Benefits of the plug-in

- Edit individual color channels (red, green, blue) to adjust hue
- Edit brightness and saturation
- Change all the photos colors the same degree - rotate the photos color circle
- Select and edit any range of color hues - like background color, etc.
- Restrict the selected colors to any brightness-range

The Color Correction plug-in works with these image modes (Windows and Mac)...
8 & 16 bit / channel: RGB, CMYK

Color Correction controls

This is the Color Corrector plug-ins control panel (Windows). Click the image to enlarge. The control panel and preview area can be changed by dragging the edges.

- The filter has five sets of controls:
1. **change hue** (red, green, blue, spectrum shift)
 2. **adjustment** (Brightness and saturation)
 3. **brightness-range** - select light or dark etc.
 4. **color-range** - which colors to change
 5. **Graduated effect**



Examples - remove color cast in shadows or on teeth



The Color Correction plug-in is ideal for subtle color corrections where the effect must be targeted at a specific range and softly integrated into the whole. Right side is filtered.



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Example**Color-correcting reflected lights in shadows**

Without color-correction



With color-correction



Here we targeted the reflected lights on the girls face and changed them to the warm shades of light reflected from sand and water. First we used color-range to include only reds and magenta. Then we used brightness-range to exclude the bright colors. We shifted the entire spectrum 20 degrees, but did not want to change the shadows completely. So we set the target to the lightest value of the brightness-range (165) and the softness to 80%.

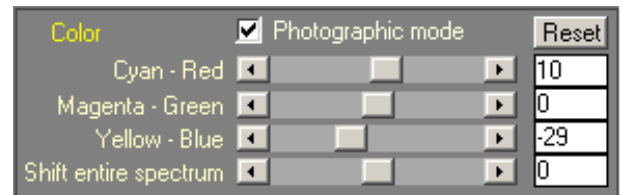
The Color Change control set**Color change****Change with the RGB channels**

The first three sliders either raise or lower the specific color content of the hue being edited. They control the RGB (Red, Green, Blue) channels of the image, so removing a color will appear as an increase of its complementary. The complementary colors are...

Cyan - Red
Magenta - Green
Yellow - Blue

Regarding cyan, magenta and yellow in an RGB image. If you want to make dark colors any of these three, you will probably have to raise the two others. F.ex. to make a dark color cyan, you have to raise green and blue rather than lower red.

Photographic mode. When this is selected the changes will integrate naturally into the image.

**Shift entire spectrum**

This will change each and every color the same amount by shifting its placement in the color-circle. It ranges from -180 to 180 degrees, so you can change a color to its complementary color. It is very useful for removing color cast locally. We used it to remove the purple cast in the girls face above. In combination with the color-range and brightness-range you can easily change background colors.

If you have a blue and rotate the wheel 90° it will become green or purple (depending on the direction), a green will become yellow or blue and so forth. Rotate a blue 180° it becomes yellow - as we did in the example where we targeted the blue sky and left the trees unchanged. Please see the example of its practical use above, where we used it to change the tone of the girls face.



Color adjustment

Brightness & Saturation

These two sliders let you adjust brightness and saturation.



Ranges

Brightness range

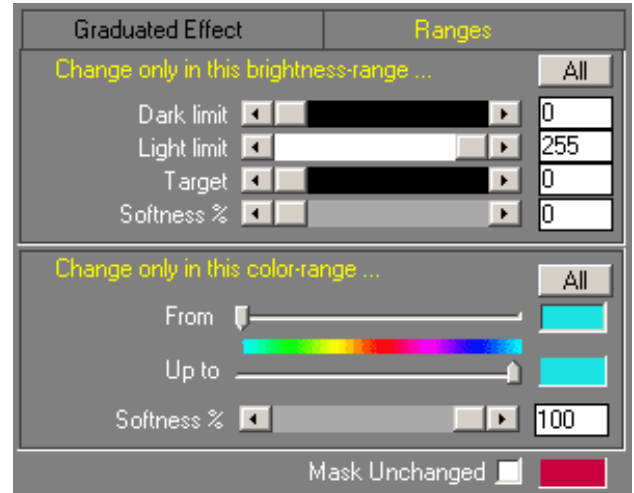
Dark limit - colors darker than this sliders value will not be changed.

Light limit - colors lighter than this sliders value will not be changed.

Target - colors with this degree of lightness will be changed the most (but if the softness-slider is set to 0 all will be changed equally).

Softness - 100% will force the color changes to be applied at full force only to colors that match the target value in brightness. The effect will diminish the further a given color is from the target value in brightness. When set to 0% all colors that are between the dark limit and the light limit will be changed at full force. Settings less than 100% narrow the range that gets changed at full force and widens the effect of the fade-out range. So 100% will softly integrate any changes.

This set of controls are very useful if you want to only change background color or edit the hue of a shadow.



Color range

Colors to the right of the **From** slider and to the left of the **Up to** slider will be changed. You can place the top slider to the right of the lower one to include both blues and green (f.ex). **All** will set the sliders to include all colors.

These range controls are also good for targeting background colors for single editing. In the example below we targeted the blue background color of the sky.

Mask unchanged

When you check the Mask Unchanged checkbox all colors outside the limits set by the brightness-range and color-range will be colored with a monochrome color. In this case it is red, but you can change the color by clicking in the colored rectangle.

This is the before and after image. We simply reduced brightness to deepen the overexposed sky. We did not change the color -- so in this case you could have done the same with the brightness editor plug-in.

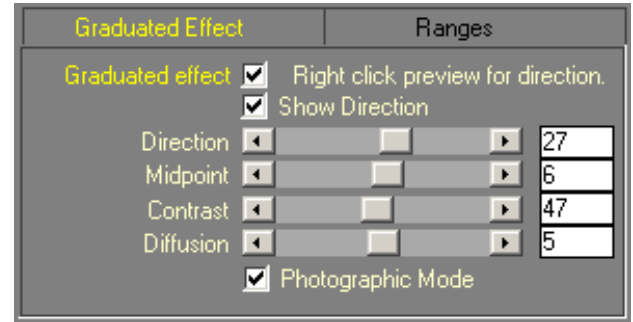


Tip

First set the color-range and brightness-range (or vice-versa). Then do the general color-correction and afterwards decide how to set the softness and target. Finally tune the color-correction.

Graduated effect

These controls are common for many of the Power Retouche plug-ins. Using graduated effect will cause the filter to apply it's filtering at full strength in one side of the image and then fade the effect out towards the other side. You can change direction by right clicking the preview. Midpoint will shift the balance between how large an area will be filtered at full strength and how much will have a faded out effect. Contrast will change the acceleration and spread of the fade-out.



In this example we applied a graduated effect to the top left corner. By shifting spectrum towards purple we created more contrast to the green grass and removed the greenish colorcast.



Histogram, Anti-posterization and Color values

Histogram

These controls are common to most of the Power Retouche plug-ins. The displayed histogram will be for the area in the preview. You can choose between individual color channels, all color channels or luminance.

Anti-posterization

Anti-posterization should be set as low as possible. In most cases leave it off (at 0) in order to speed up processing time.

Pixel data

The color picker allows you to pick a point (pixel) in the preview and get some interesting data about it. The d-values tell how much the pixel is changed in percent. L tells the luminance value (brightness) of the pixel.

