KNOW HOW TRANSFER
the photography knowledge hub

Double USM 2

DARK AMOUNT
450

DARK RADIUS
1,5

DARK THRESHOLD
0

LIGHT AMOUNT
300

LIGHT RADIUS
1

LIGHT THRESHOLD
0

Traditional USM   +   −

HIGHLIGHTS PROTECTION
50

MIDTONES PROTECTION
25

SHADOWS PROTECTION
0

Light   Dark   Both   ON

Reset   RUN

Double USM 2 | Sharpen dark and light halos separately

User Manual - Version 2.0 - February 2017

What's New in Double USM 2

Recently, thanks to the know-how achieved developing plug-ins as Wow!, Mask Equalizer and Next, we set out to make this outstanding product even better by improving on some of Double USM weaknesses and adding extra features.

It's faster, much faster

Double USM 2 is 6 to 8-time faster that means to be able to try several values combinations.

Masking

Double USM added a brand new masking option.
You can progressively mask (exclude) the USM values on highlights, midtones or shadows.

Separate threshold for dark and light halos

The previous version allowed to set a unique threshold value. Now you can tweak it according to your settings.

32bit / Quad-Core Processing

Double USM 1 was a script, Double USM 2 is a plug-in.
It means that it uses its engine working in 32bit without color quantization and stretching the local histogram much better.

Compatibility

Double USM 2 - Current Pug-in Version
Photoshop CC and above
MAC OSX 10.7 Lion and above
WIN 10 and above (64bit only)
Double USM 1 - Filter/Script Version
Photoshop CS5 and above
MAC OSX 10.7 Lion and above
WIN 10 and above (64bit only)

Read More

Install Double USM 2

The install files are downloadable from the download email links or logging in your "My Account" page
You can download the dedicated installer or the folder documentation that contains the user manuals in additional languages and extra contents as actions or test files.

Download 1: Double USM 2 for MAC
Download 2: Double USM 2 for WIN
Download 3: Double USM 2 Documentation

Right click and open to install

MAC users that have the security preference tab checked on "Allow apps downloaded from "Mac Apps Store" will receive an alert that this app is not downloaded from Apple Mac Store. OK and proceed to install.

WIN users will be asked "Do you want to allow this app from an unknown publisher to make changes to your PC?
Ok and proceed to install.

Right click and open to uninstall

Same procedure using the Uninstall,app button

Additional step for pre-CC 2014 users

We mean the first version of. CC, released in 2013.
2014 and later are OK.
To complete the installation please go to the FAQ page

Compatibility

Photoshop CC and above
MAC OSX 10.7 Lion and above
WIN 10 and above (64bit only)

Install Tutorial

Quick Start Tutorial

Double USM 2 - Sharpen separately light and dark halos

Watch the Quick Start Tutorial

Open Double USM 2 from Photoshop / Window / Extensions

Open Double USM

Photoshop/Window/Extension/NEXT Local Contrast Enhancer

Do NOT Double USM

Photoshop/Filter/Know-How Transfer/NEXT Local Contrast Enhancer
This menu item is only for internal use.

The Double USM 2 Panel

Dark Control

Set Amount, Radius and Threshold for Dark Halos Unsharp Mask

Light Control

Set Amount, Radius, and Threshold for Dark Halos Unsharp Mask

Presets

You may start from two built-in presets, add (+) or delete (-) custom ones.
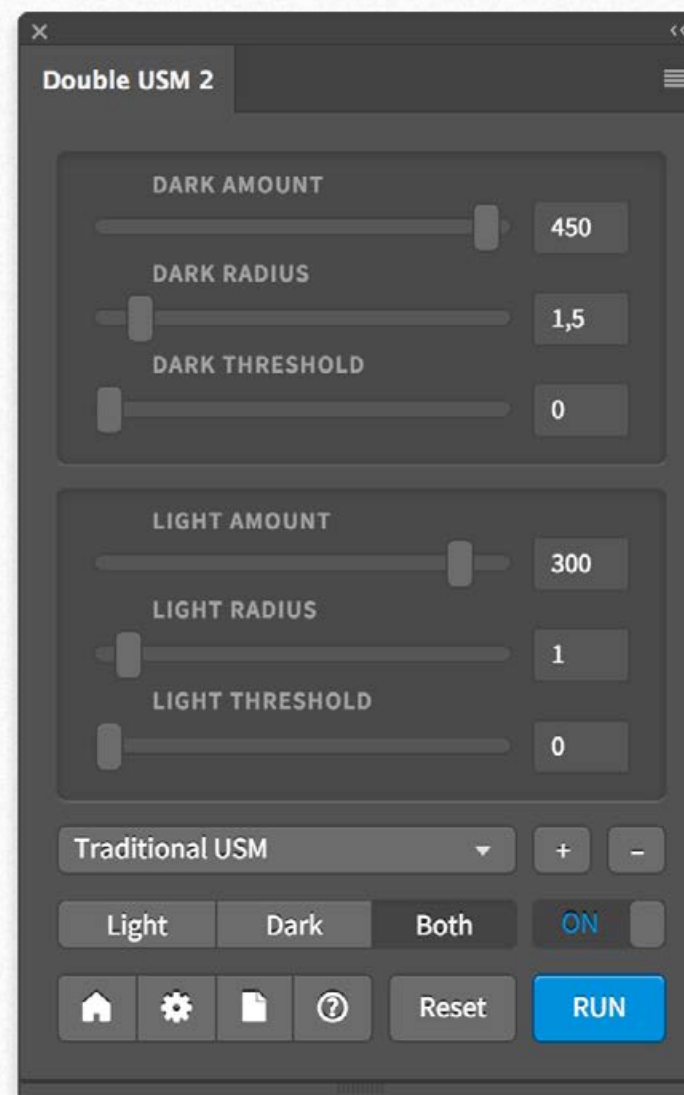
Tone Range Protection

Masks (removes) Double USM effect in Highlights, Midtones and Shadows

Preview/Selective Apply Row

Both shows up the full setting.
Light de-activates the dark halos
Dark de-activates the light halos
ON/OFF shows/hidden the preview
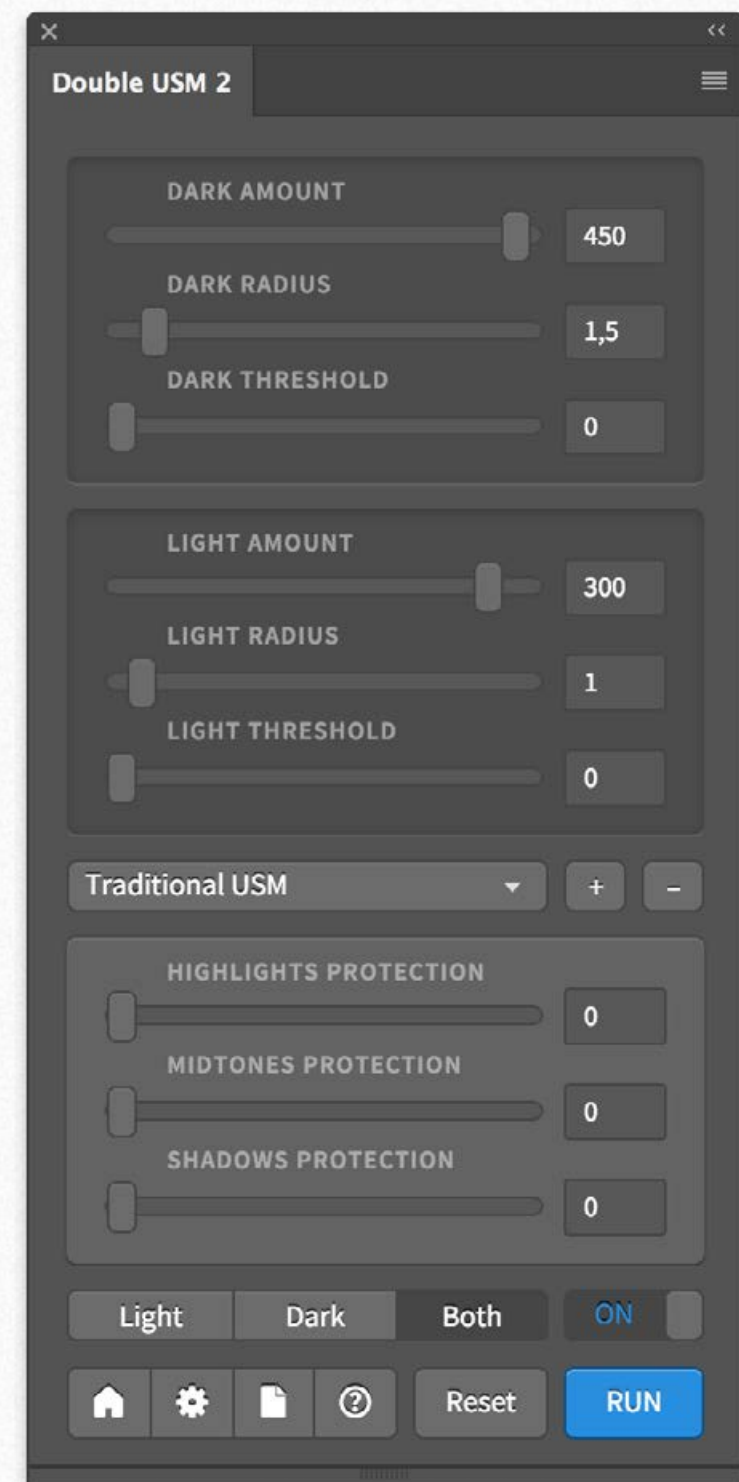
RUN / Reset

RUN applies the effect. Reset set to 0.

*Pull this small handle
to open the panel in full mode*

Links and info buttons

Go to Double USM page, preferences, user manual, version number.
The preferences tab is empty is going to be implemented in a future version.

The Presets

To start you can try the two basic presets: Traditional and HiRaLoAm that can be applied on light halos, dark halos or both.
You can also create custom presets or customize the existing for a specific output (the web, printers, etc.)

Set your custom values then press + to create a new preset.

Save a New Preset.
Name it - you'll find it in the preset list.

My Cool Preset

Cancel   OK

Delete Preset
Are you sure you want to remove this preset?

No   Yes

Select a custom preset then press - to delete it.

Light, Dark or Both preview

You may apply any combination of USM values only on light halos, only on dark halos or both.
For technical and speed reason the exclusion of dark and light halos is not visualized in the panel values but only in the preview.
To let you better understand, if you select Light, Double USM will not create dark halos. The result will be the same than the panel N.2
f you select Dark, Double USM will not create light halos. The result will be the same than the panel N.3
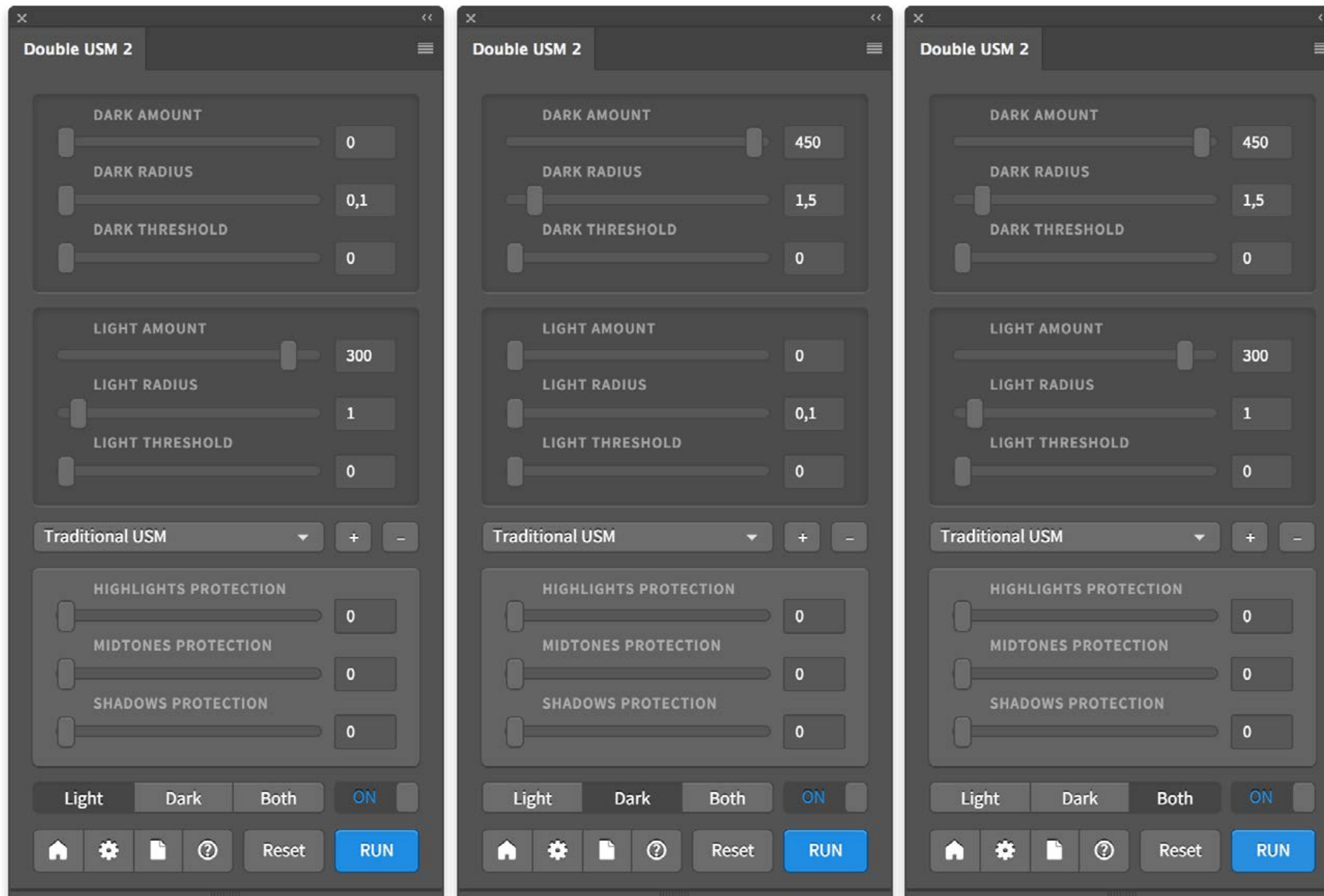
Traditional USM
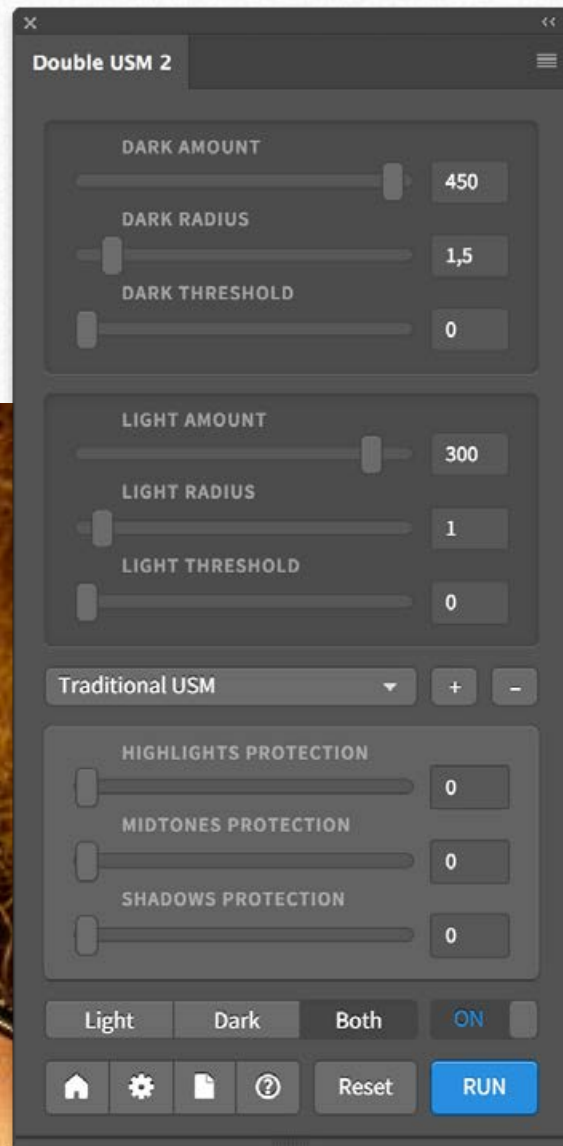
Traditional sharpening is aimed at the improvement of fine detail (small features). To reach this goal is better to get bigger dark halos (Radius) and stronger effect (Amount) than Light Halos. This is needed because Light Halos are more disturbing and give the impression of oversharpening; they need to be toned down somehow.

Traditional USM setting is: Dark 450/1.5/0 - Light 300/1/0
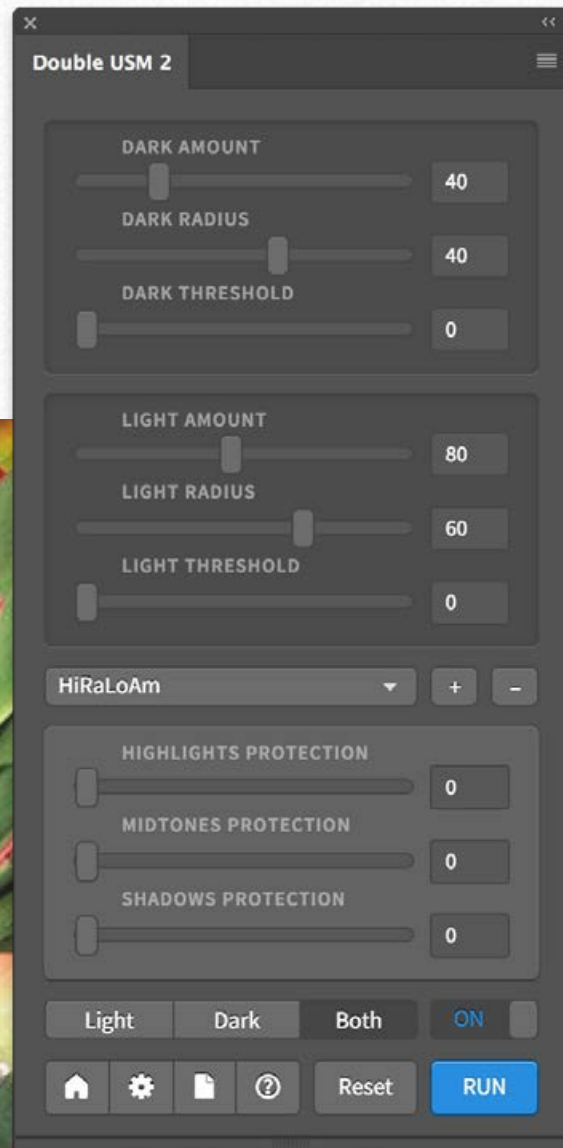
HiRaLoam USM

HiRaLoAm sharpening adds a 3D look at your images enhancing the shape of the subjects. "HiRaLoAm" stands for **Hi**gh Radius, **Lo**w **Am**ount. Bigger radii (unusually broad) at low Amounts (lower than 100%) sculpt the subject and add shape.

HiRaLoam USM setting is: Dark 40/40/0 - Light 80/60/0

The basics of unsharp mask

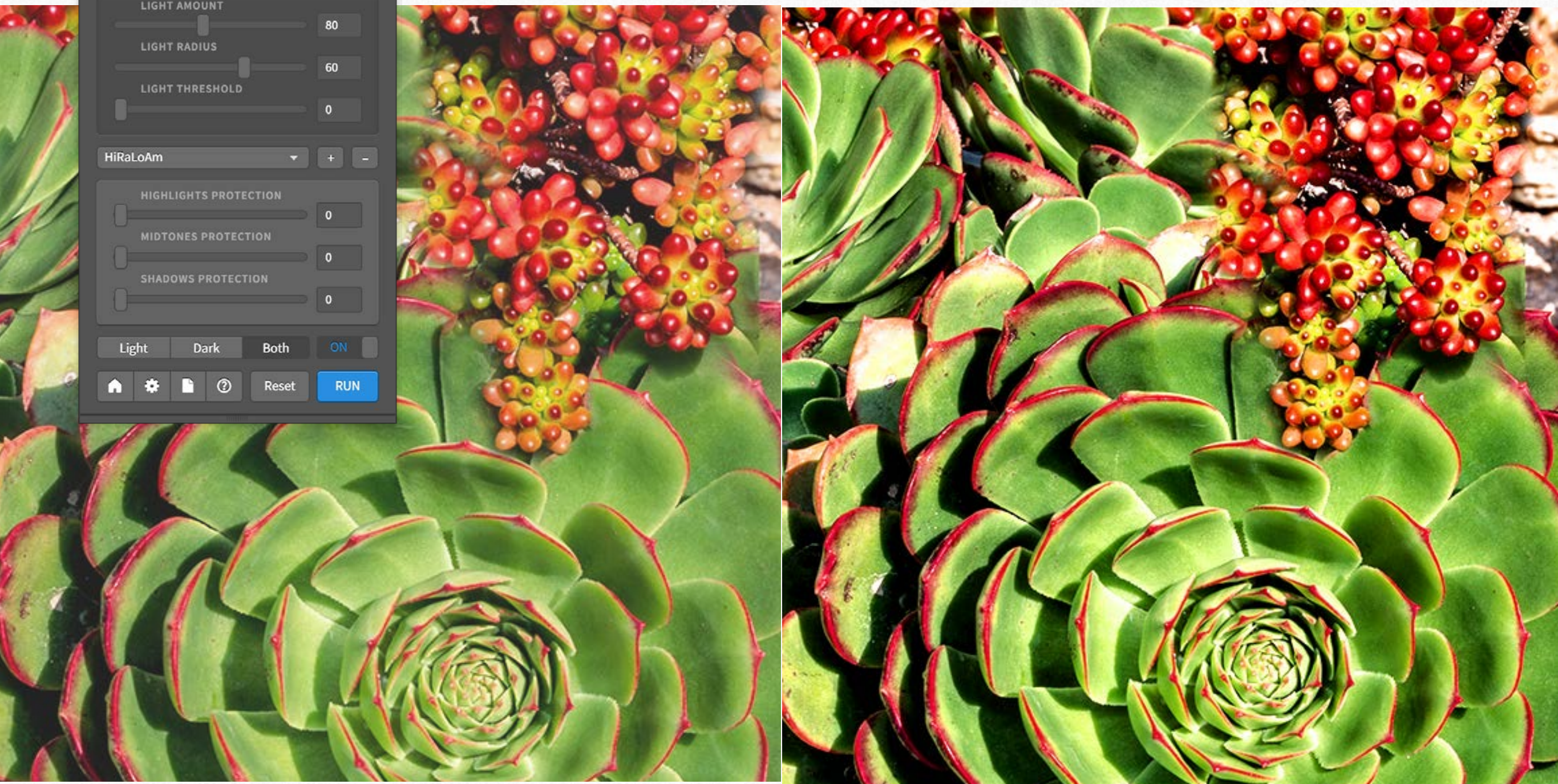Despite its name, Unsharp Mask is used to increase the perception of sharpness in an image and to get a sharper print in offset or fine art prints. However, the "un-sharp" term to name an action that makes an image more-sharp, has a reason why.

In this technique, the increasing of sharpness is obtained blurring a positive copy of the image and combining it with a negative copy of the original.

The resulting final version is sharper, or less blurry if you prefer than the original. USM, if correctly applied, improving texture and detail.
So, through a blurring you get a sharper image.

The UnSharp Mask - USM filter boosts the image's perceived sharpness by creating artificial dark and light halos, created around the borders.

Since its first appearance USM hasn't changed: you're allowed to control Radius (how thick ha-los are) and Amount (how strong halos are), besides Threshold.
.
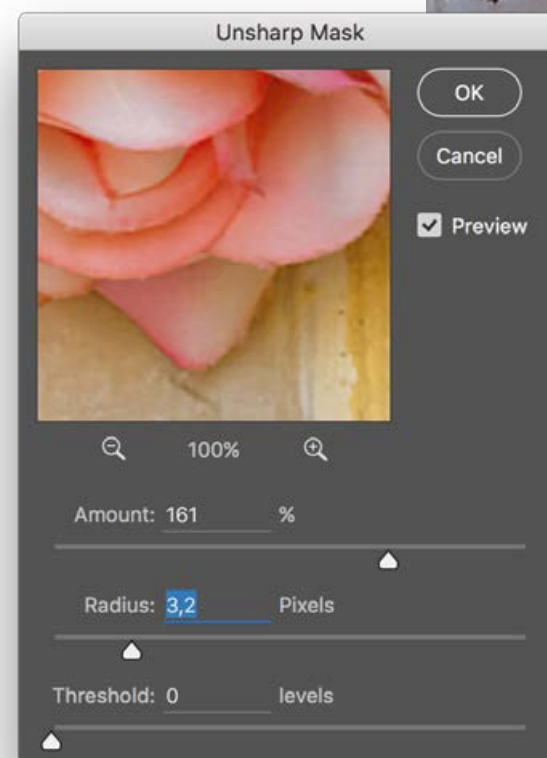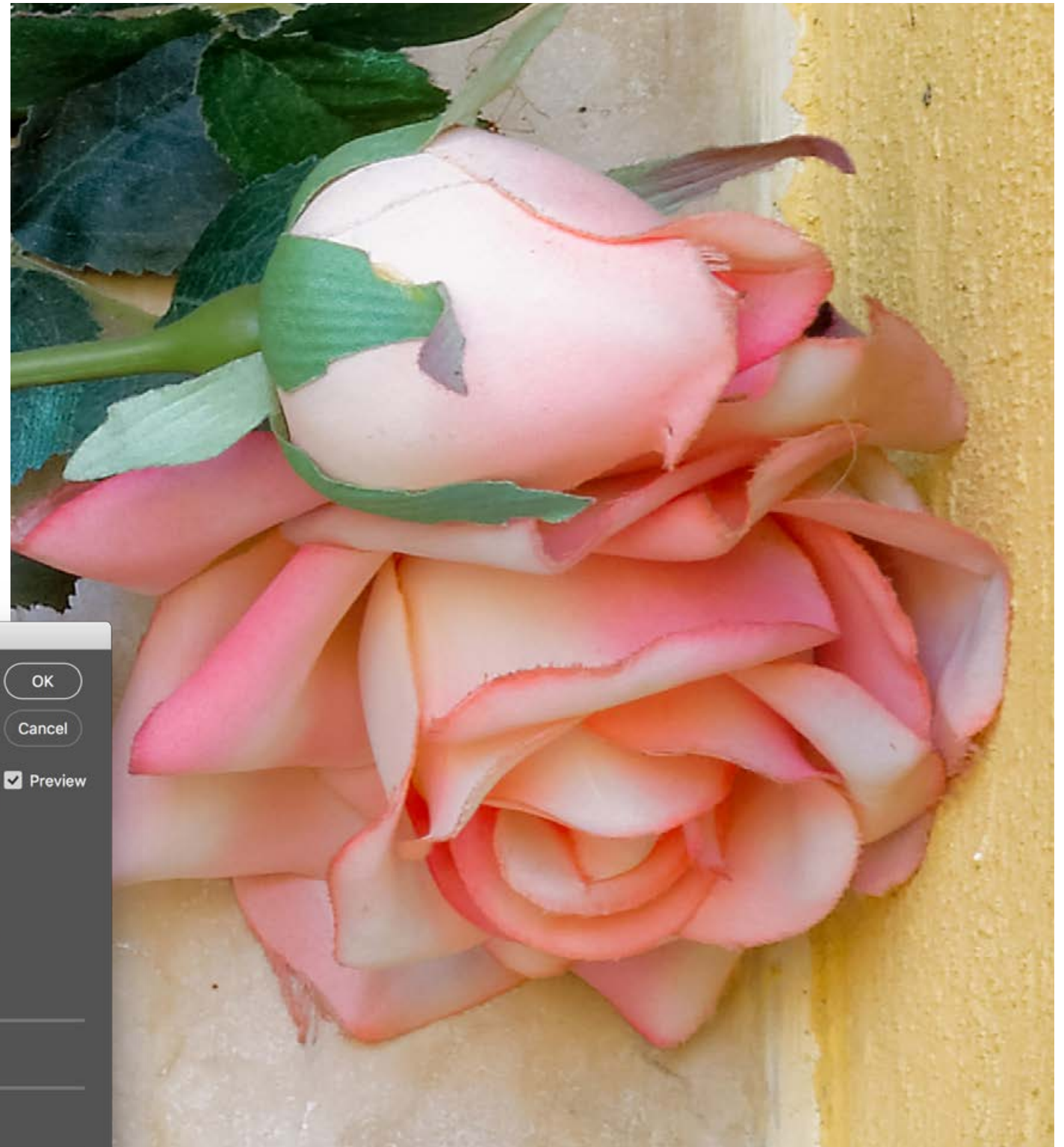
About dark and light halos

The "detail effect" that Unsharp Mask filter is creating out of nowhere is made with halos that appear along "borders." Let's call borders where areas of different luminosity meet.
Dark halos are created on the darker area's border; light halos are created on the lighter area's border.

As the great Dan Margulis Dan Margulis has demonstrated, Light Halos tend to be visually more disturbing and need to be toned down - both in their intensity (Amount) and in their thickness (Radius). Unfortunately, the traditional Photoshop unsharp mask filter doesn't allow you to control them separately which is exactly what Double USM is here for.

Double USM 2 splits the Unsharp Mask filter into its core components (Dark and Light halos) and lets you customize their Amount, Radius, and Threshold separately.
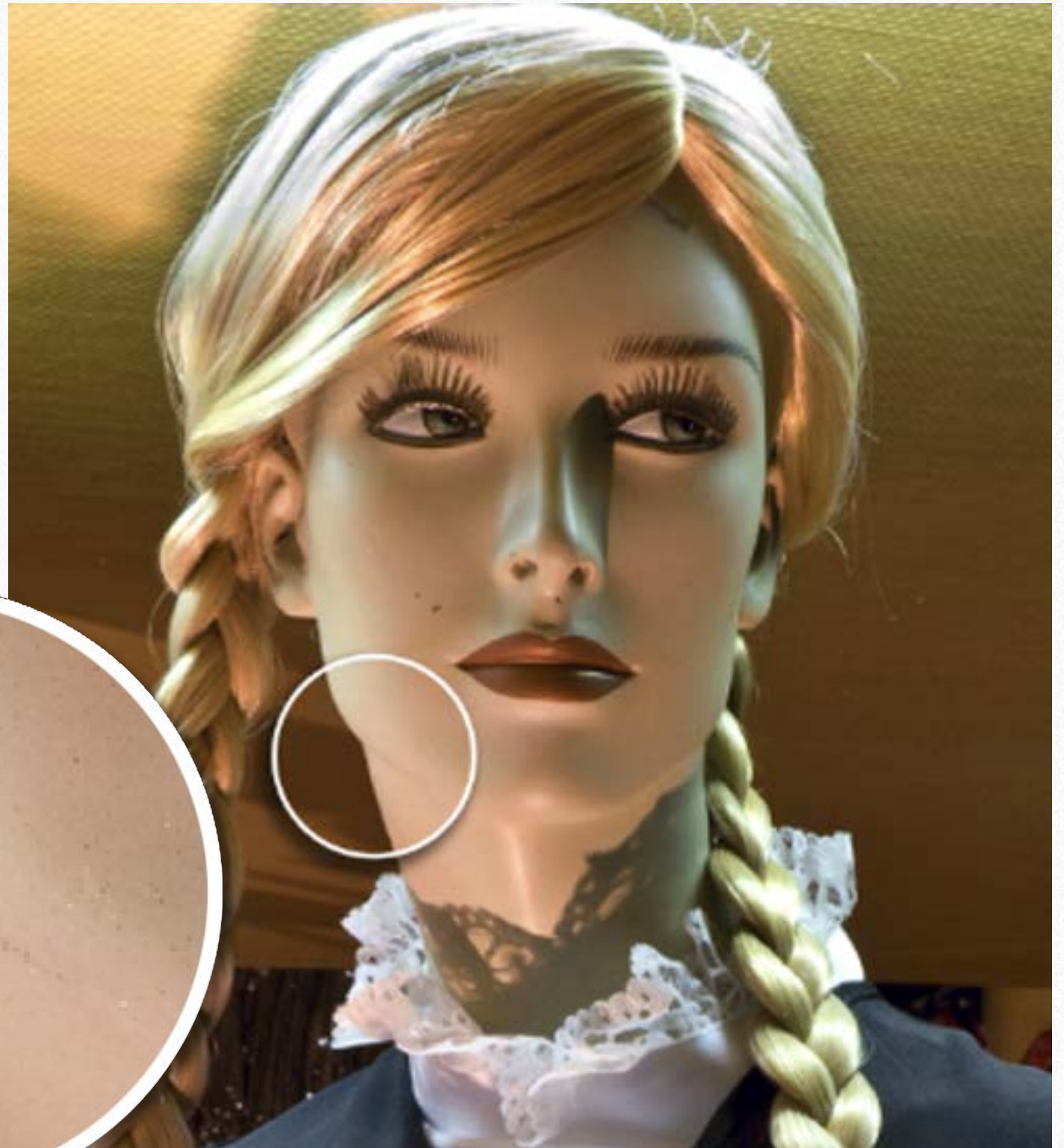
Masking Sliders

Exclude highlights, midtones or shadows

Double USM 2 has three built-in masking sliders. They are hidden when you open the panel in compact mode.
These sliders progressively mask (exclude) USM on highlights, midtones, and shadows. They work on luminosity ranges and are NOT related to dark and light halos.

How sliders work

The sliders create a selection of highlights, midtones or shadows. These masks are similar to the corresponding presets of Mask Equalizer. 0 is no effect, 100 is the full effect.
Moving the sliders you will not change the shape of the selection, but the opacity of the internal mask.
The great advantage of these sliders is that you can balance USM and masking in one go.
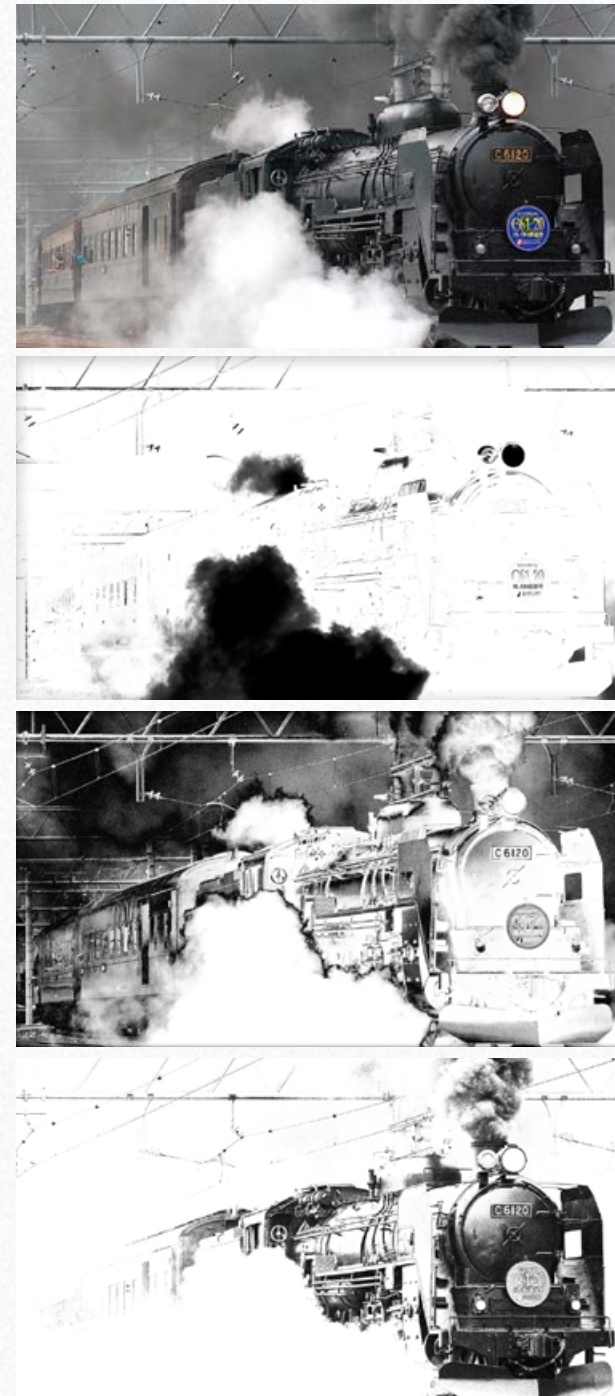
Masking with Mask Equalizer

For a further control or to get a separate layer mask, you should use Mask Equalizer, also available in a convenient bundle.

About Mask Equalizer

Quick rescue page

Additional step for pre-CC 2014 users

We mean the first version of CC, released in 2013. 2014 and later are OK.
Move the in folder**com.knowhowtransfer.doubleusm**
 from CEP to CEPServiceManager4 folder

This below is the path for WIN
C:\Program Files (x86)\Common Files\Adobe\CEP\extensions\
C:\Program Files (x86)\Common Files\Adobe\CEPServiceManager4\extensions\

This below is the path for MAC
Macintosh HD/Library/Application Support/Adobe/CEP/extensions
Macintosh HD/Library/Application Support/Adobe/ CEPServiceManager4/extensions/

If you don' t see the folder **CEPServiceManager4** create it manually and inside create
a folder named **extensions**. Please type them as they are. Names are case-sensitive.

Still have problems?

Go to FAQ page

Update the current version or download again

Check if a newer release is available

Here where you can check the latest version number
1. At the bottom of the product page
2. In the FAQ page under Version and Compatibility
3. In the purchase page

Download the latest version of the application

To download the latest version;
1. Go to your My Account Page
2. Log-in using your username and your password. If you don't
remember it, please use the password recovery service.

Once inside you can:
1. Download the latest version of the purchased applications.
2. Edit your personal details, password and email address included.
3 You can of course also add our freeware or buy new products.
In this case, once completed the payment go back to your
"My account page" and download the app just purchased.
.

Downloadable items

1. MAC installer, as a DNG
2. WIN installer, as an EXE
3. Documentation (and eventually extras), as a zip.

Check Version

My Account Page

Download Manual

About Know-How Transfer
The Photography Knowledge Hub

Everyone dealing with photography and digital imaging will find a unique mix of instructional and how-to content here. We offer applications specifically designed by photographers for photographers, as well as effective tutorials and free resources. Our mission is to create a community, a Central Hub of Photography Knowledge, where photographers can exchange experiences, share information and grow their skills. Read more about our team.

Many of our team come from the school of the great Dan Margulis and still have a very special relationship with him. We are pleased to report here what he wrote about this group in his famous post "La Dolce Vita - An era ends":

Watch the About Us Video

La Dolce Vita. An Era Ends
By Dan Margulis

They say that Italians get emotional at times like this, and that Italians love beautiful things. I admit to feeling a bit Italian myself as I write this. I *have* developed an emotional attachment to the country, no doubt. And the relationships I have entered into with several of my students in that country have evolved into something, well, profoundly loving. The old joke has it that in heaven, all lovers are Italian. Right offhand I can think of a couple of exceptions to this generality, but there is no need to go off-topic.

The truth is that it is a land of love and great beauty, made all the more beautiful professionally by seeing the new and sophisticated imaging algorithms being developed by Davide with Marco Olivotto, and by seeing how Alessandro, Daniele Di Stanio, Tiziano Fruet and others have brought first-class color instruction into a country where it was rarely found previously.

Professional plugins for Photoshop
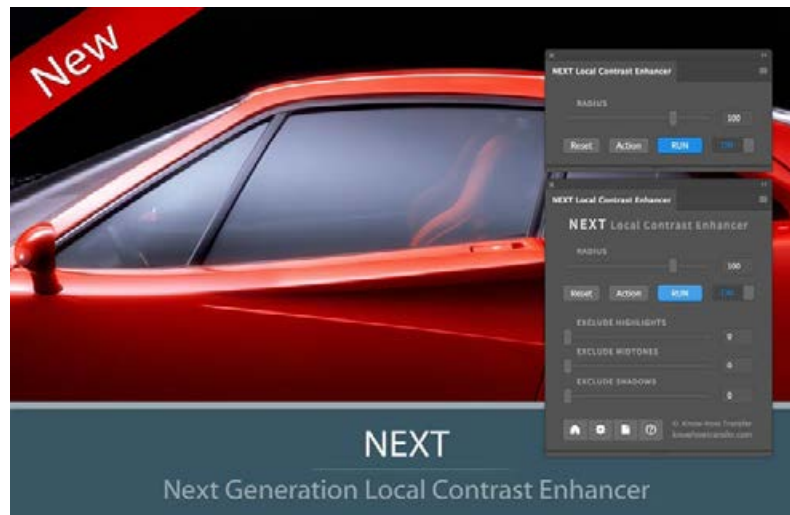
NEXT Local Contrast Enhancer

NEXT Local Contrast Enhancer. The Next Generation ALCE. Live preview, improved embedded halos suppress tool, three masking sliders, Quad-Core processing and 32bit computing, not available in Photoshop.
PS CC and above - MAC & WIN.

Buy €30 >

Wow! Frequency Equalizer Pro Edition

Same features of Wow! Classic plus the new Decomposition button You can now turn each frequency into its pixel layer for a better and more precise frequency based retouching.
PS CC and above - MAC & WIN.

Buy €40 >

Mask Equalizer - Create Masks from Multiple Tonal Ranges

Start from one preset and, with just one click, create a mask, modify it using sliders or manually create a custom one from scratch. Preview live both the mask or the image with the mask applied.
PS CC and Above - MAC & WIN.

Buy €30 >

VitaminBW - Single and Triple Tone Black&White Converter

An original approach to B&W Conversion with a very clean and simple interface. Just press the "Single Tone" or the "Triple Tone" button to be quickly introduced to advanced conversion techniques.
PS CS6 and above - MAC & WIN.

Buy €28 >

Wow! Frequency Equalizer Classic Edition

Boost and smooth an image in one step detail scales through five dedicated sliders. Positive values, which add detail or shape. Negative value removes detail and create great, soft transitions.
PS CS6 and Above - MAC & WIN

Buy €30 >

Channels Power Tool - Advanced Mask Editing

Easily get a preview or create masks out of all available channels. Use the powerful Apply Image option to precisely recover the details of your files. CPT will enhance your color control precision and productivity. PS PS CS5 and Above - MAC & WIN.

Buy €24 >

The Wow! Range. Classic, Pro, Social and Video Edition
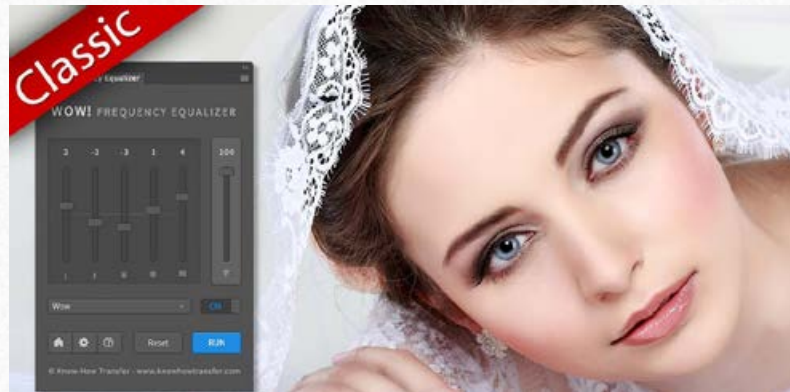
Wow! is an exclusive Photoshop extension that improves images with a magical combination of sharpening, shape and smoothing – we call this the "The Wow! Factor."
Wow! adds style, image sharpness, and three-dimensionality together with incredibly smooth transitions. Use our easy presets with just one button, or take full control with the high quality live preview to add and remove details by tweaking our five dedicated sliders.

There are four versions of Wow!, three for Photoshop and one for video.

Wow! Frequency Equalizer Classic Edition (Former Wow! Tonal Equalizer)

Our Premium Frequency separation Plugin. Five detail scales working independently with positive (add contrast sharpening and local contrast) and negative (remove contrast and smooth) values.
PS CS6 and above MAC & WIN.   **Buy €30>**

Wow! Frequency Equalizer Pro Edition

Same features of Wow! Classic plus the new Decomposition button You can now turn each frequency into its pixel layer for a better and more precise frequency based retouching.
Works with two different engines: Classic and Social
PS CC and above - MAC & WIN.   **Buy 40>**

Wow! Frequency Equalizer Social Edition

A miniaturized version of Wow! Clssic with a re-designed algorithm with shorter range sliders and dedicated presets optimized for sizes from 800 to 1500 px. **Works with files up to 1920×1920 px**
PS CC and above MAC & WIN.   **Buy 15>**

Wow! Frequency Equalizer Video Edition for Adobe Premiere and After Effects

Works with the same powerful engine of Wow! Classic. Same ease of use and tuning effect. Wow! generates an instant video preview and the export process his very fast. It's easy to use.
PS After Effects and Premiere CS6 and above - MAC & WIN.   **Buy €30>**

Specifications for all versions

Works on 8,16 and 32bit files - New wavelet based algorithm
Multi CPU accelerated. - 32bit color depth internal processing.

Wow! Home Page