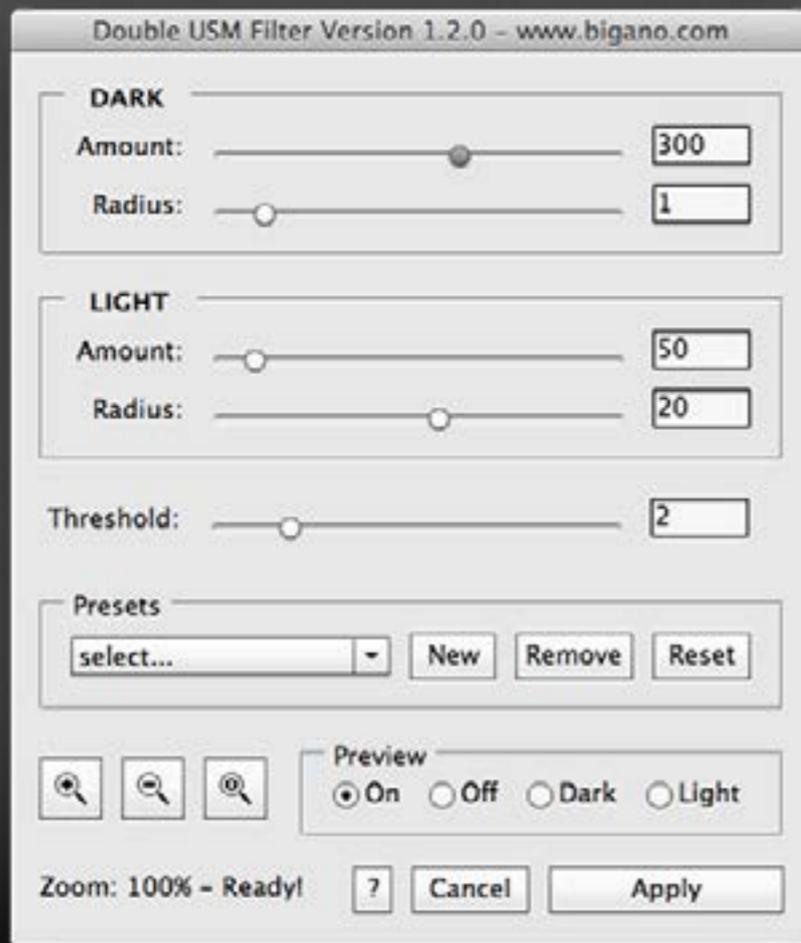


CC 2014 Ready



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DoubleUSM | Advanced Control of Dark and Light Halos

User Manual - Version 1.2 - June 2014



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Know-How Transfer – The Photography Knowledge Hub

A new platform by the same team who developed ALCE, formerly RBG Group or Bigano and associates.

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 here >](#)

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

*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 off-hand 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.*



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DoubleUSM User Manual - Index

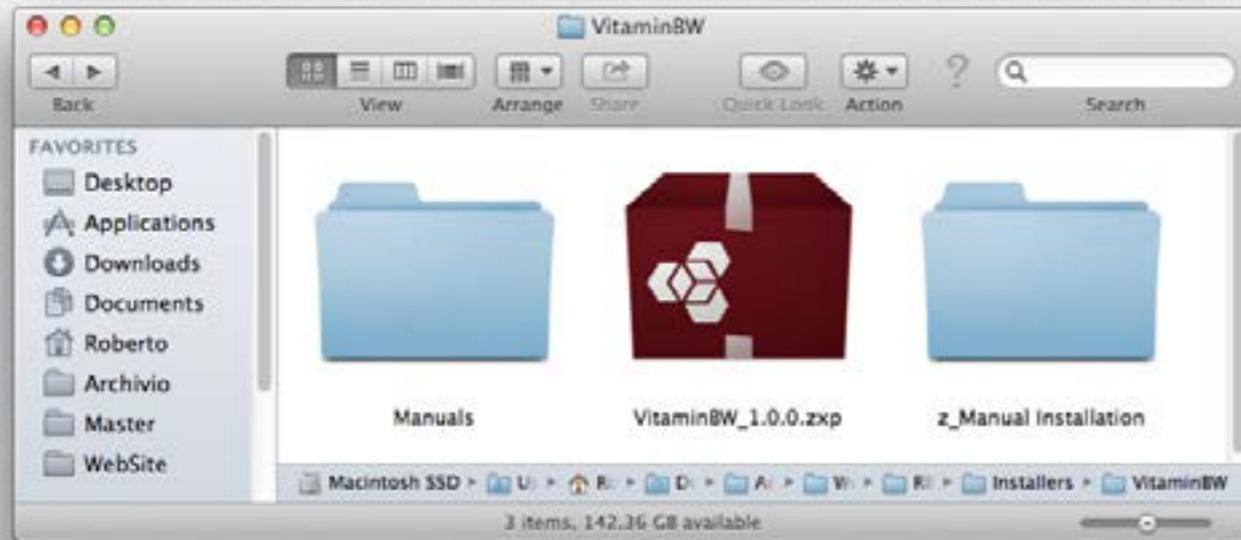


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DoubleUSM is an application developed by Davide Barranca

1. Unzip the Downloaded Folder

This is what the downloaded folder contains



The install file valid for CC 2014, CC, CS6 and CS5, WIN and MAC is the DoubleUSM_1.2.zxp file.

A second folder contains the manuals, at the moment available in english and italian.

The third folder contains the files to install manually in case something goes wrong with auto install.

We do hope that this manual may support all your needs.

For further information visit the [DoubleUSM page](#) >

or write to

support@knowhowtransfer.com

Copy and paste this link to email it to a different device

http://www.knowhowtransfer.com/download/manuals/doubleusm_manual_en.pdf

2a. Install and Open DoubleUSM

MAC users simply double click on the DoubleUSM_1.2.zxp file.

WIN users must run Adobe Extension Manager as an administrator (right click and choose “Run as an administrator” option). Then install from the up right corner of this application, locating the path in which your DoubleUSM_1.2.zxp file lays.

The application on CC must be installed with Adobe Extension Manager CC, CS6 with AEM CS6 and CS5 on AEM CS5.



Accept the disclaimer.

Now AEM will alert you that the “developer of the application” is unknown. Please trust in us. We know him. The reason why is that the verification system used by Adobe cause the expiration of the installed application. This means that without any apparent reason or notification your installed application will no longer work. So please accept and proceed.

If you should have an older version of DoubleUSM, AEM will ask you to remove it. Ok! It's done. All this procedure is the same independently if you are installing on CC, CS6 or on CS5. Now you can open Photoshop. DoubleUSM works like a Filter and it is located in the Photoshop/Filter/Double USM 1.2.0 menu.

2b. Optional manual installation

If, for any reason the auto-install should not work, you can install DoubleUSM manually following this instructions.

1. Quit Photoshop
2. Open the manual install folder and copy the folder “DoubleUSM” an all his contents in this locations:

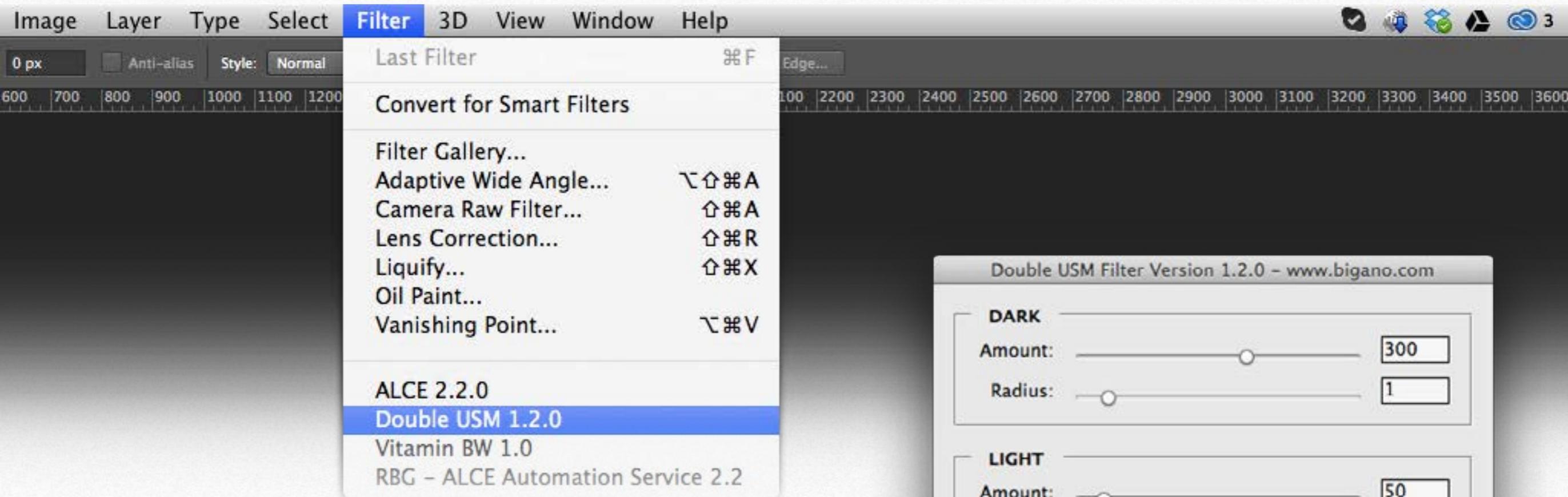


CS5: Applications/Photoshop CS5/Presets/Scripts/
CS6: Applications/Photoshop CS6/Presets/Scripts/
CC : Applications/Photoshop CC/Presets/Scripts/



64 bit CS5: C:\Program Files\Adobe\Adobe Photoshop CS5\Presets\Scripts
64 bit CS6: C:\Program Files\Adobe\Adobe Photoshop CS6\Presets\Scripts
64 bit CC: C:\Program Files\Adobe\Adobe Photoshop CC\Presets\Scripts
32 bit CS5: C:\Program Files (x86)\Adobe\Adobe Photoshop CS5\Presets\Scripts
32 bit CS6: C:\Program Files (x86)\Adobe\Adobe Photoshop CS6\Presets\Scripts
32 bit CC: C:\Program Files (x86)\Adobe\Adobe Photoshop CC\Presets\Scripts
CC 2014: C:\Program Files\Adobe\Adobe Photoshop CC 2014\Presets\Scripts

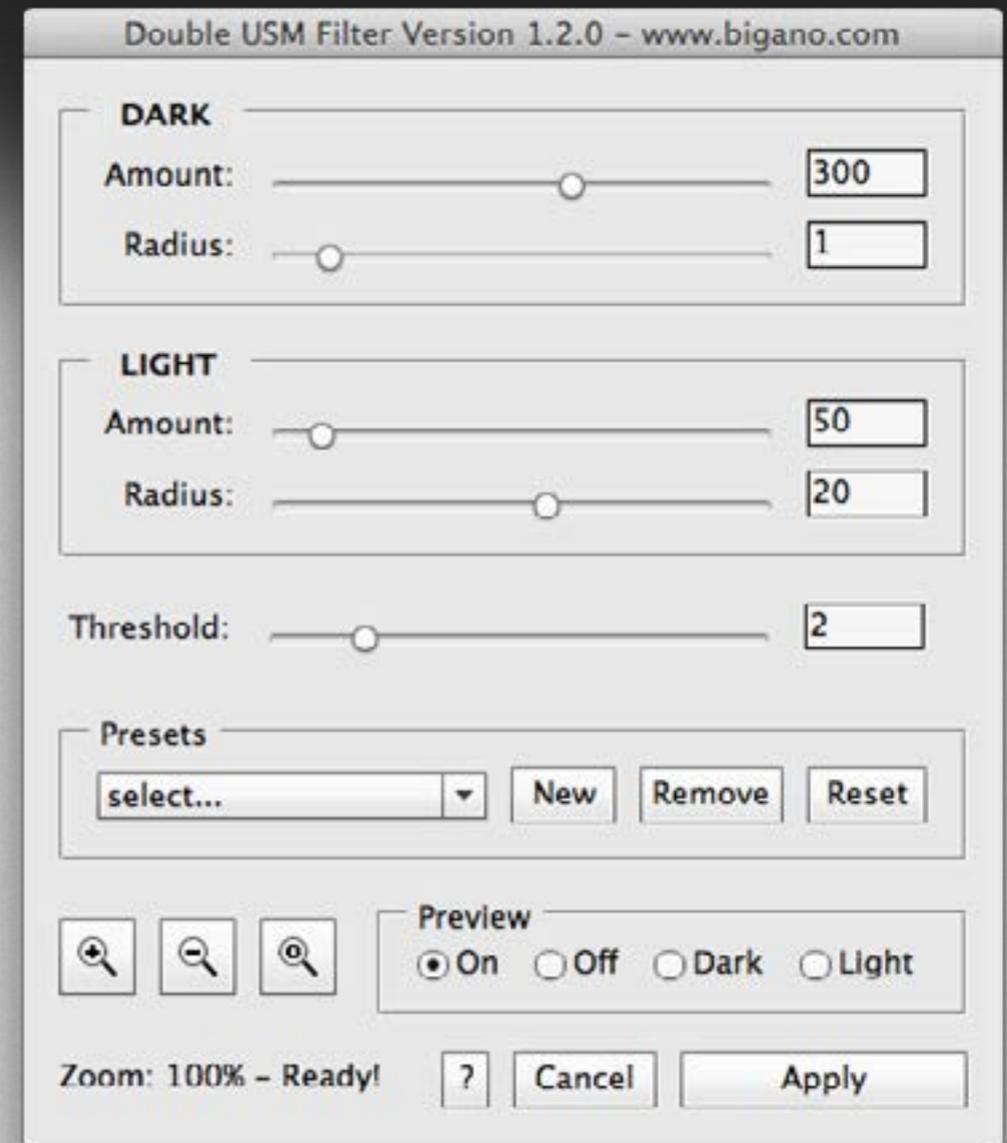
3. Where to find DoubleUSM within Photoshop



Open DoubleUSM: Menu Filter/Double USM 1.2.0

You can access the filter selecting Filter/Double USM 1.2 0.

Tip: If you have just installed the extension and don't see it, quit and restart Photoshop.



4. The DoubleUSM Interface

1. Dark

Allows you to select the Amount and Radius for the dark halos

2. Light

Allows you to select the Amount and Radius for the light halos

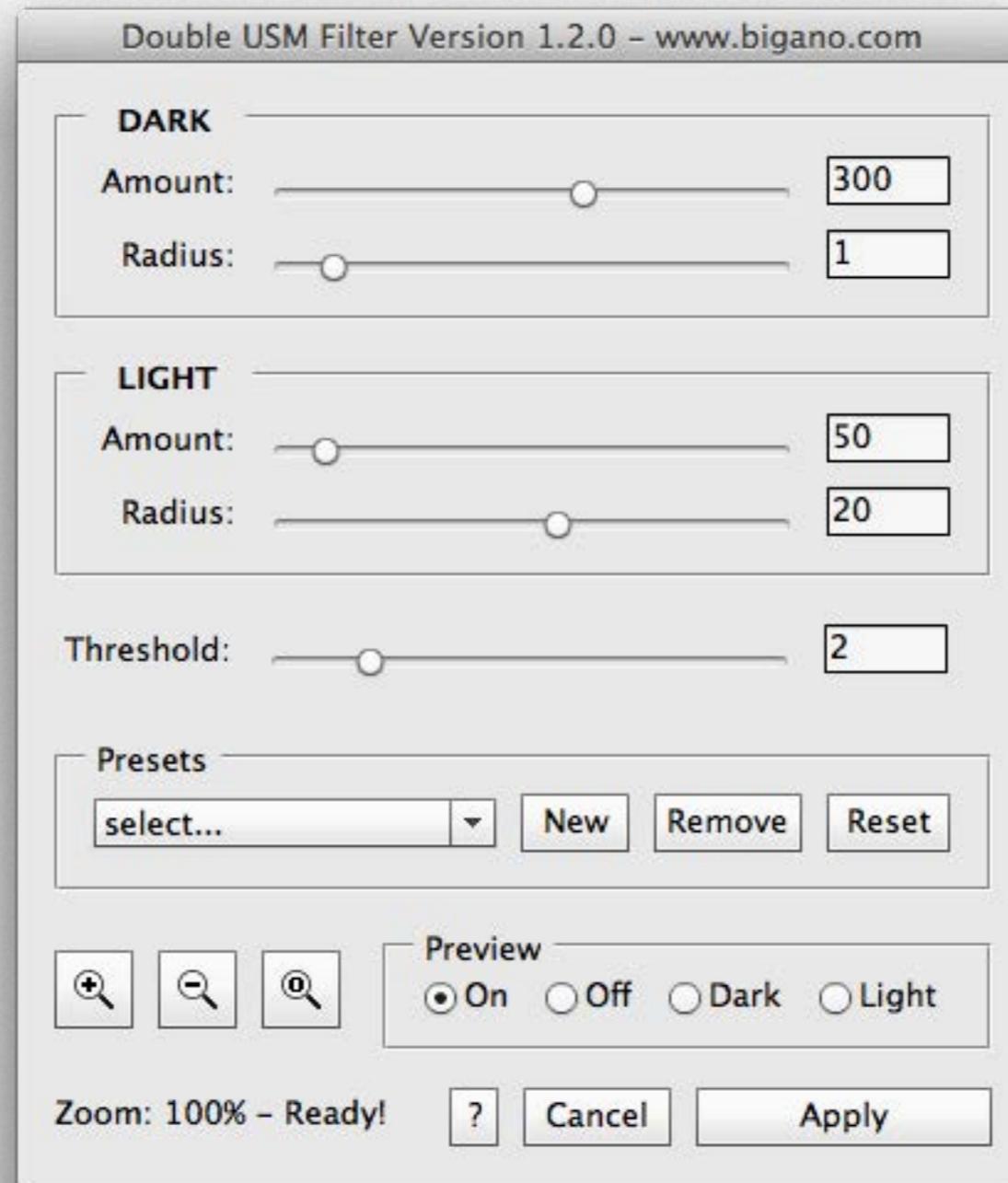
3. Treshold

Common Treshold control for both dark and light halos

4. Zoom controls

Zoom in, out or 100%.

Shows current zoom level and Busy/Ready status



Tip: you can move the sliders or type directly inside the boxes the values for Amount, Radius and Treshold you want. Due to scripting limitations panning is available only for Mac CS5 and CS6.

6. Presets

Save your own presets or pick up one from the default list

6. Preview

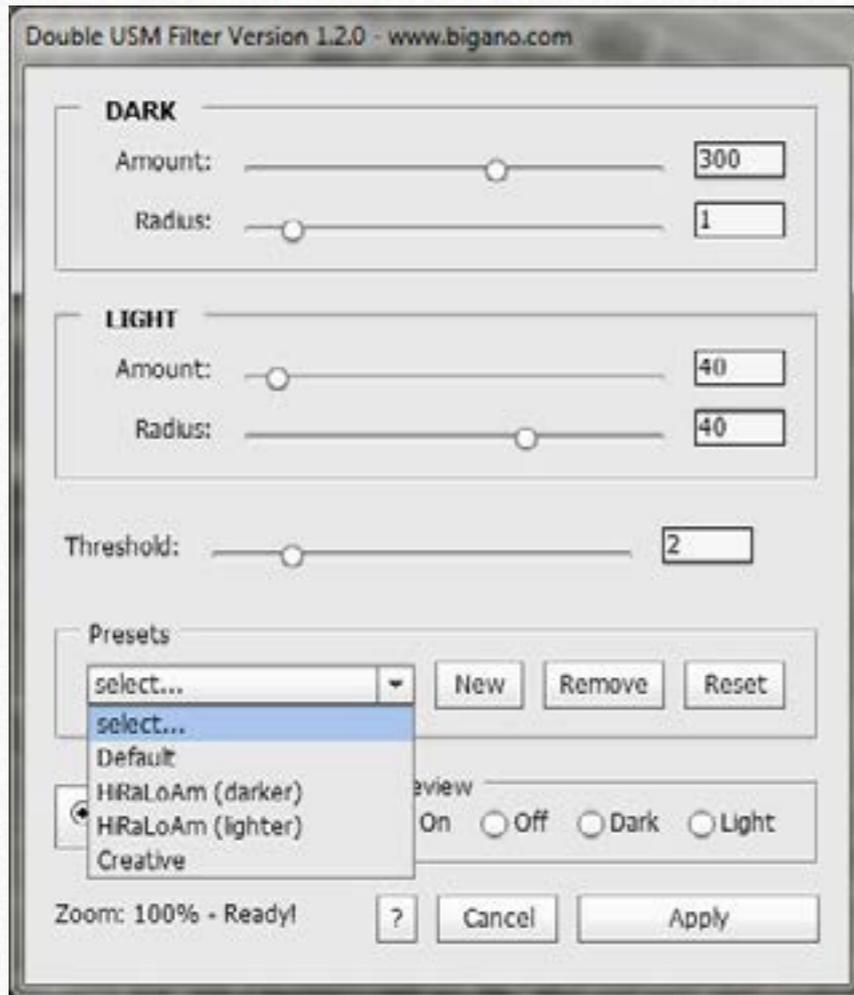
Let you review both halos (On), dark and light only (Dark/Light), or switch off the effect (Off)

7. Confirmation buttons

Cancel or apply the effect.

"?" opens the manual

5. Preset



The latest release of Double USM allows you to choose from four different preset (Default, HiRaLoAm (darker), HiRaLoAm (lighter) and Creative) or to create your own.

If you are used to work images that are roughly the same size in pixel (maybe they came from the same camera) or you postproduce your images for a specific output (web, printers etc) this is a really useful feature. Once you crafted the perfect values for your workflow just save them as a preset and recall with a simple click.

To do this simply choose Amount and Radius for both Dark and Light halos and a Treshold and then click on "New". "Remove" lets you delete a preset you don't use anymore (you can delete the default ones) and "Reset" deletes all but the default presets.

Remember it is nearly impossible to find a combination af values that works nicely with ev-ery picture: depending on the file size, the dimension of the details you want to enhance and other issues like noise or the different outputs that can occurs, you probably need to change your set of values from time to time.

That said, we found this presets extremely well balanced for common situations, you can use them as they are or as a starting base to try and experiment on your own.

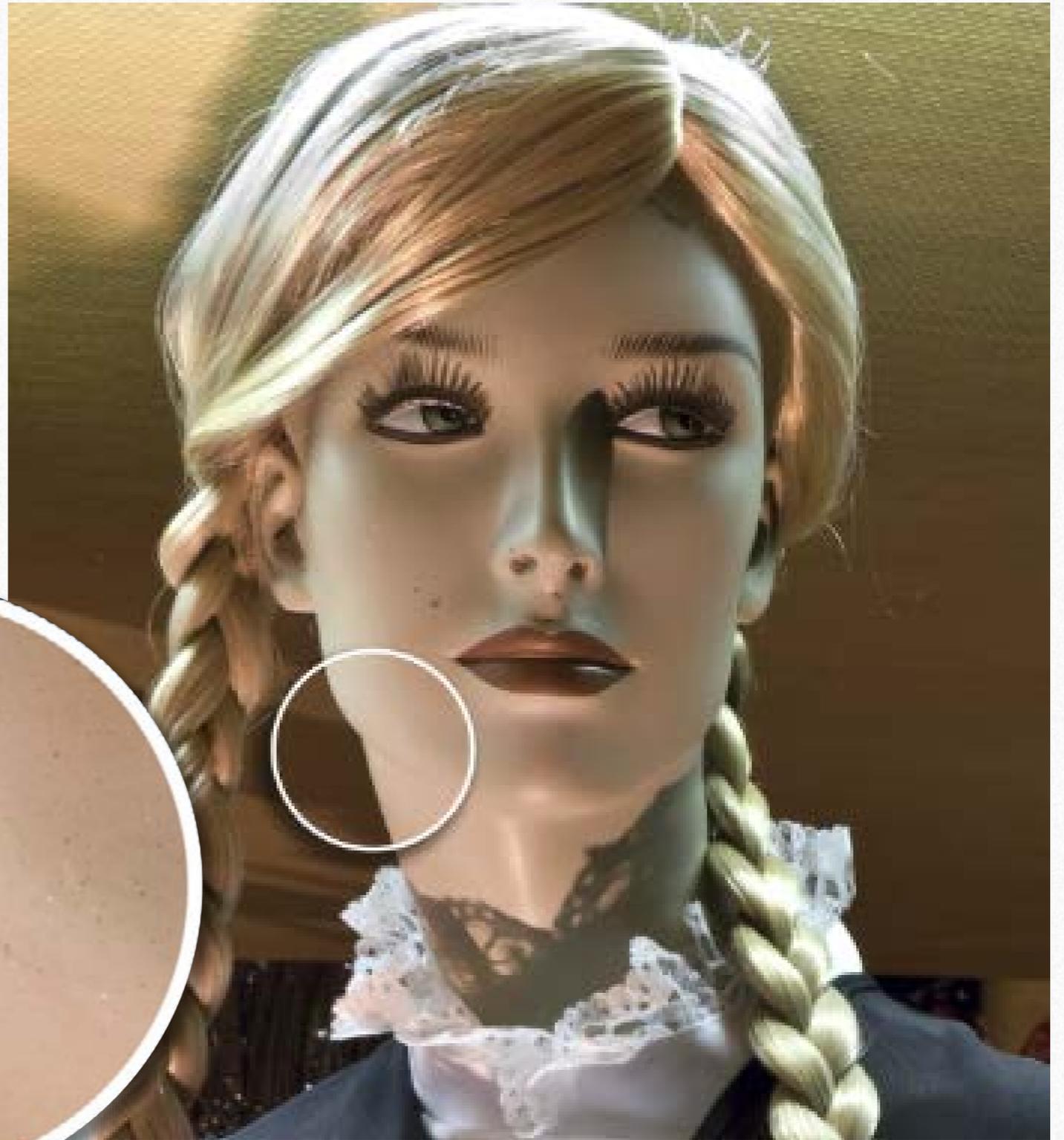
To better understand how this values affects your images take a look at the following examples.

6. Halos

Double USM is a Photoshop script that splits the Unsharp Mask filter into its basic components (Dark and Light halos) and let you customize their Amount and Radius separately.

The apparent detail 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.

Traditional Unsharp Mask filter doesn’t allow you to control them separately (Amount and Radius) - which is exactly what Double USM is here for.



7a. Examples - Traditional Sharpening (Preset: Default)



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.

Default Values Preset "Default": D (300, 1.5), L (150, 0.7), T (0) as example below. Optimized for offset print. Reduce layer's opacity at 70% for digital printers, or at 50% for internet and monitor display.



7b. Examples - HiRaLoAm Sharpening (Preset: HiRaLoAm Darker/Lighter)



HiRaLoAm sharpening add a 3D look at your images enhancing the shape of the subjects. "HiRaLoAm" stands for High Radius, Low Amount. Bigger radii (unusually wide) at low Amounts (lower than 100%) sculpt the subject and add shape.

Default Values Preset "Hirhaloam Darker" : D (50, 50), L (30, 30), T (2) "Lighter": D (30, 30), L (50, 50), T (2) as example below - The difference when printed is much more evident.



7c. Examples - Mixed Sharpening (Preset: Creative)



A mixed sharpening routine takes the best of both worlds. It uses Low Radius and High Amount for Dark Halos (as in traditional) to boost fine detail combined with High Radius and Low Amount (as in HiRaLoAm) for Light Halos to add shape.

Default Values Preset "Creative" : D (300, 1), L (40, 40), T (2)

Example below: D (300, 1), L (50, 20), T (2) - Optimized for offset print. Reduce Double USM layer's opacity at 70% for digital printers, or at 50% for internet and monitor display.





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8. Version History

Version 1.2.0 (Aug 2013)

NEW: Presets management.

Version 1.1.0 (Jun 2013)

NEW: Photoshop CC support.

FIX: Potential issue when adjustment layers' mask auto-creation is disabled.

CHANGE: Panning removed in CC due to a change in the Photoshop's ExtendScript implementation.

Version 1.0.1 (Mar 2013)

NEW: Windows version (due to a scripting limitation on PC platforms, panning is not enabled).

NEW: Double USM remembers last used parameters.

FIX: Selecting a layer which has a mask now outputs correct results.

CHANGE: Replaced the Fit-on-Screen button with 100% Zoom.

Version 1.0.0 (Jan 2013)

- Split control of both Amount/Radius for Dark and Light Halos in the UnSharpMask filter.
- RGB / CMYK / Lab / Grayscale images, 8bit and 16bit.
- Action friendly (you can record Double USM into an Action and apply it in batch later)
- Previews: dark + light halos, light only, dark only, off.
- Zoom and Pan
- Quickstart PDF Guide installed in the user's Documents/cs-extensions/Double USM folder



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9. FAQ

For any question about purchasing, installing and trouble shooting please visit our dedicated FAQ page at the following address:

<http://www.knowhowtransfer.com/doubleusm/faq>



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10. Links and Credits

DoubleUSM © knowhowtransfer/bigano.srl/Davide Barranca
DoubleUSM is developed by Davide Barranca
This manual is designed by Marco Diodato

DoubleUSM Page >
Buy DoubleUSM here >
Store Home Page >
Products RBG Home Page >
bigano.com >

this manual download link

http://www.knowhowtransfer.com/download/manuals/doubleusm_manual_en.pdf



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11. A brief Presentation of our Products

ALCE - Advanced Local Contrast Enhancer >

An easy-to-use and powerful Photoshop tool to effectively improve and finely tune the local contrast of an image. His smart algorithm avoids the clipping issues typical of methods like shadows/highlights. **Buy >**

Double USM - Advanced Control of Dark and Light Halos >

A sharpening tool working separately on Dark and Light halo's components of an image. With a double set of sliders and his high quality preview, Double USM fills the gap. For traditional, hiraloam or creative mixed sharpening. **Buy >**

PS Projects - Files Manager for Photoshop >

PS Projects is a script that lets you create, load and modify Project files – i.e. collections of images in any format, from any folder in your hard drive as file references, that for some reason you might need to open in Photoshop often. **Buy >**

VitaminBW - Single and Triple Tone Black&White Converter >

An original approach to B&W Conversion with a very clean and simple interface. Get easily the best possible B&W conversions. Simply press the "Single Tone" or the "Triple Tone" button to be quickly introduced to advanced conversion techniques. **Buy >**

Channels Power Tool - Advanced Mask Editing >

Easily get a preview of all available channels. Create masks from the channels. Use the powerful Apply Image option to precisely recover the details of your files. CPT will enhance your color control precision and productivity. **Buy >**

False Profile - Tonal range control with low or high gamma >

A Photoshop extension to automate the assignment of false RGB profiles. It brings new features and refinements to the process of assigning false profiles. Works in conjunction with the Dan Margulis' PPW Tools. **Get Free >**

Floating Adjustments - Restores the old floating window >

Restores the Adjustment Layers' bigger, floating windows look and behavior which was the norm back in CS3. It allows the creation of 10 Adjustment kinds as big, floating windows, and the modifications of existing adj. layers. **Get Free >**

Hasselblad 3F 16bit Raw Scan Service >

3F is a file similar to a raw file, but scanned from an analog original. We will scan your film with the Hasselblad hi-end scanners. Send us your originals from a 35mm to a 13x18cm/5x7", color or black and white, negative or positive.

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