KNOW HOW TRANSFER
the photography knowledge hub

Double USM Filter Version 1.2.0 - www.bigano.com

DARK

Amount: 300

Radius: 1.5

LIGHT

Amount: 150

Radius: 0.7

Threshold: 0

Presets

select... | New | Remove | Reset

Preview
⦿ On ○ Off ○ Dark ○ Light

Zoom: 100% - Ready! | ? | Cancel | Apply
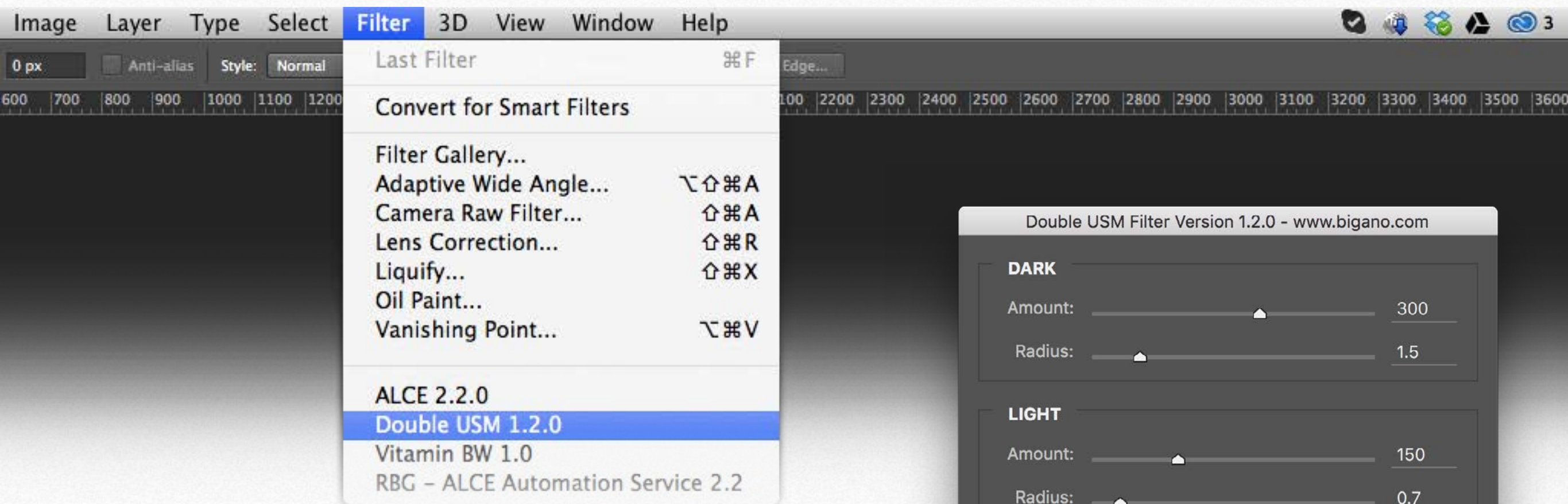
DoubleUSM | Advanced Control of Dark and Light Halos

User Manual - Version 1.2 - December 2016

2a. Install and Open DoubleUSM

To install copy the folder DoubleUSM in
Photoshop (your version /Presets/Scripts
Then restart Photoshop

Image   Layer   Type   Select   **Filter**   3D   View   Window   Help   3

| 0 px | Anti-alias | Style: | Normal | | Edge... |

Last Filter   ⌘F

Convert for Smart Filters

Filter Gallery...
Adaptive Wide Angle...   ⌥⇧⌘A
Camera Raw Filter...   ⇧⌘A
Lens Correction...   ⇧⌘R
Liquify...   ⇧⌘X
Oil Paint...
Vanishing Point...   ⌥⌘V

ALCE 2.2.0
Double USM 1.2.0
Vitamin BW 1.0
RBG – ALCE Automation Service 2.2

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select...   New   Remove   Reset

Preview
On   Off   Dark   Light

Zoom: 100% - Ready!   ?   Cancel   Apply

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.
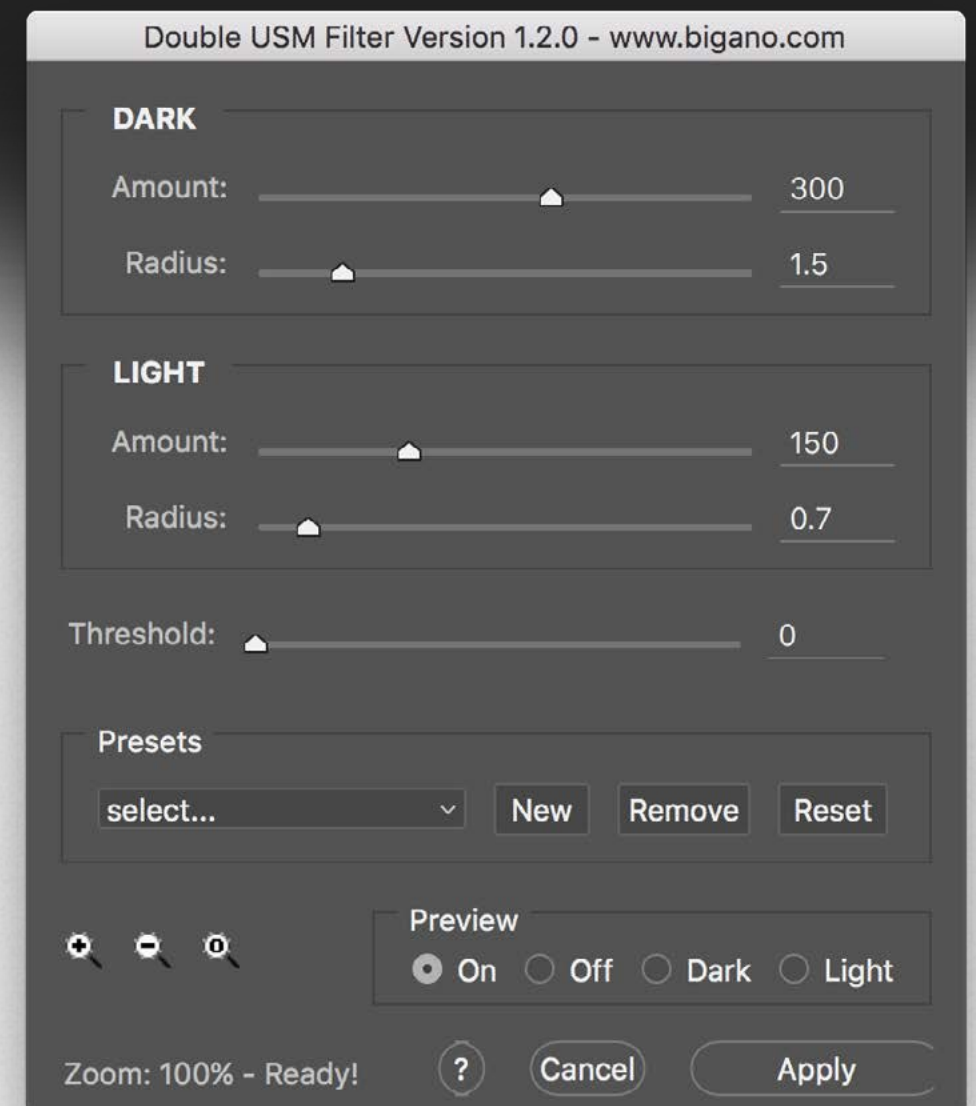
4. The DoubleUSM Interface

1. Dark

Allows you to select the Amount and Radius for the dark halos
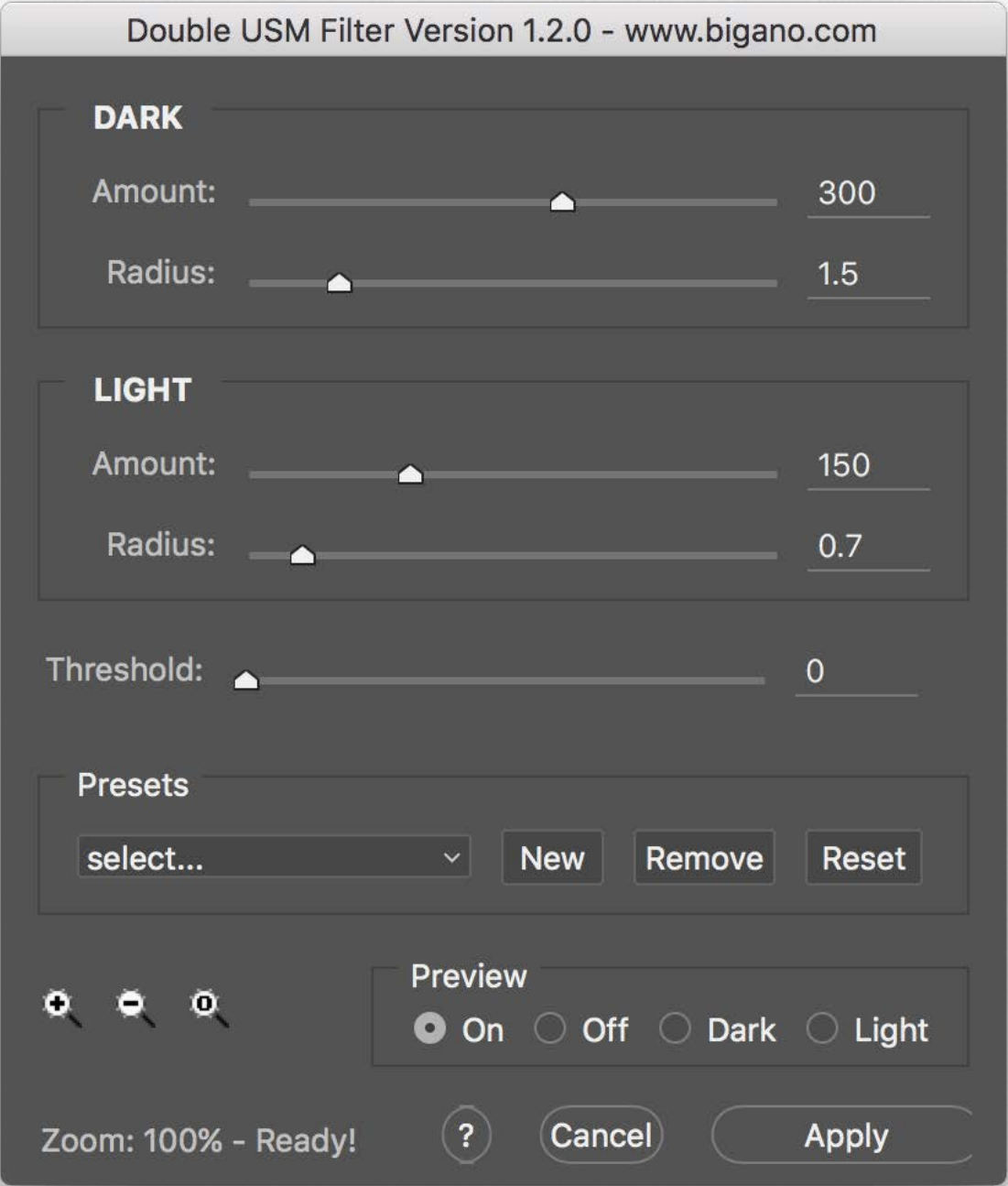
2. Light

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

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DARK

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LIGHT

Amount: 150

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Presets

select...   New   Remove   Reset

Preview
◉ On   ○ Off   ○ Dark   ○ Light

Zoom: 100% - Ready!   ?   Cancel   Apply

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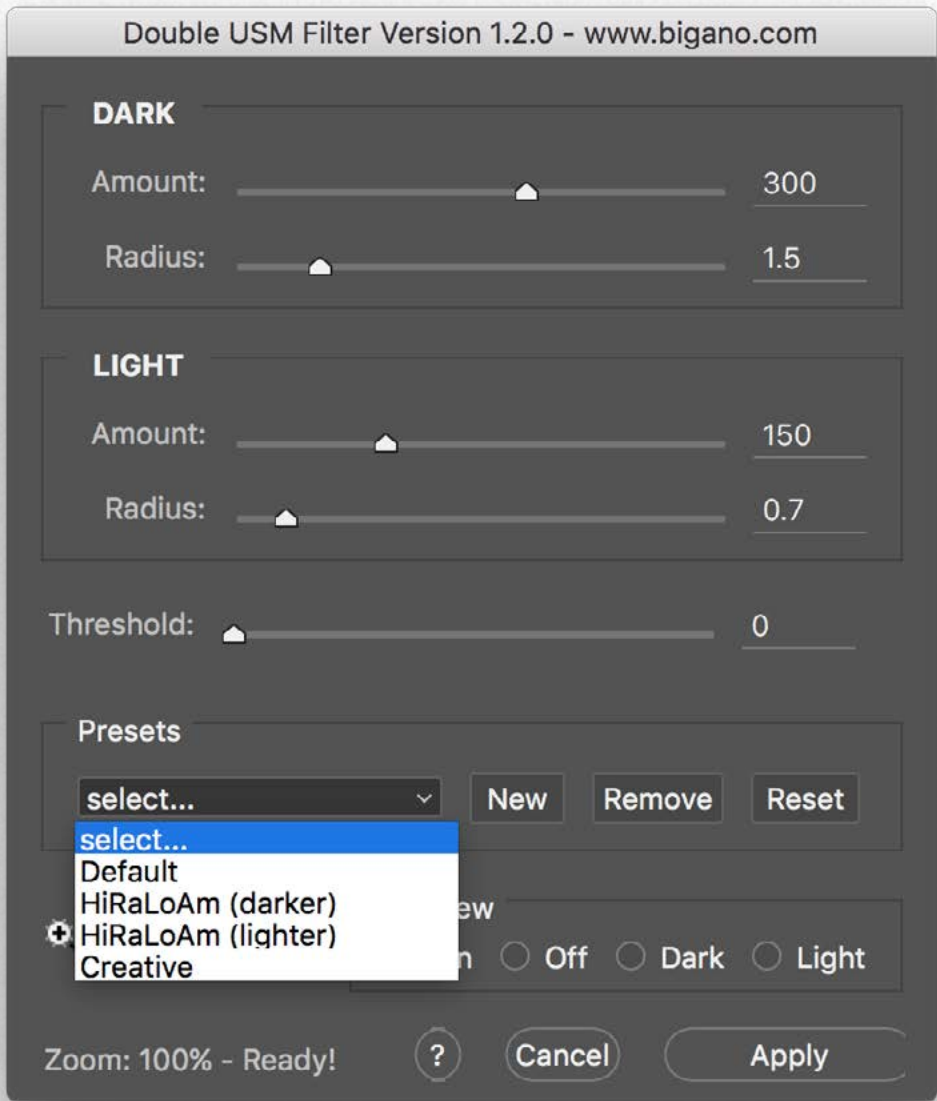
Double USM allows you to choose from four different preset (Default, HiRaLoAm (darker), HiRaLoAm (lighter) and Creative) or to create your own.

If you are used to work on images that are roughly the same size in pixel (maybe they came from the same camera), or you post produce your images for a specific output (the 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 just choose Amount and Radius for both Dark and Light halos and a Threshold 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 of values that works nicely with every 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 occur, you probably need to change your set of values from time to time.

That said, we found this presets extremely well balanced for standard 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 value affects your images take a look at the following examples.
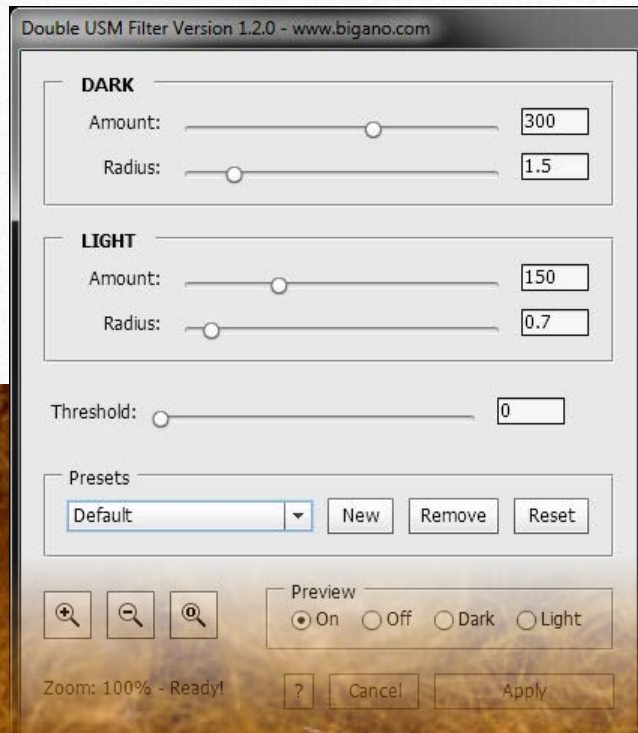
6. Halos

Double USM is a Photoshop script that splits the Unsharp Mask filter into its core components (Dark and Light halos) and lets 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
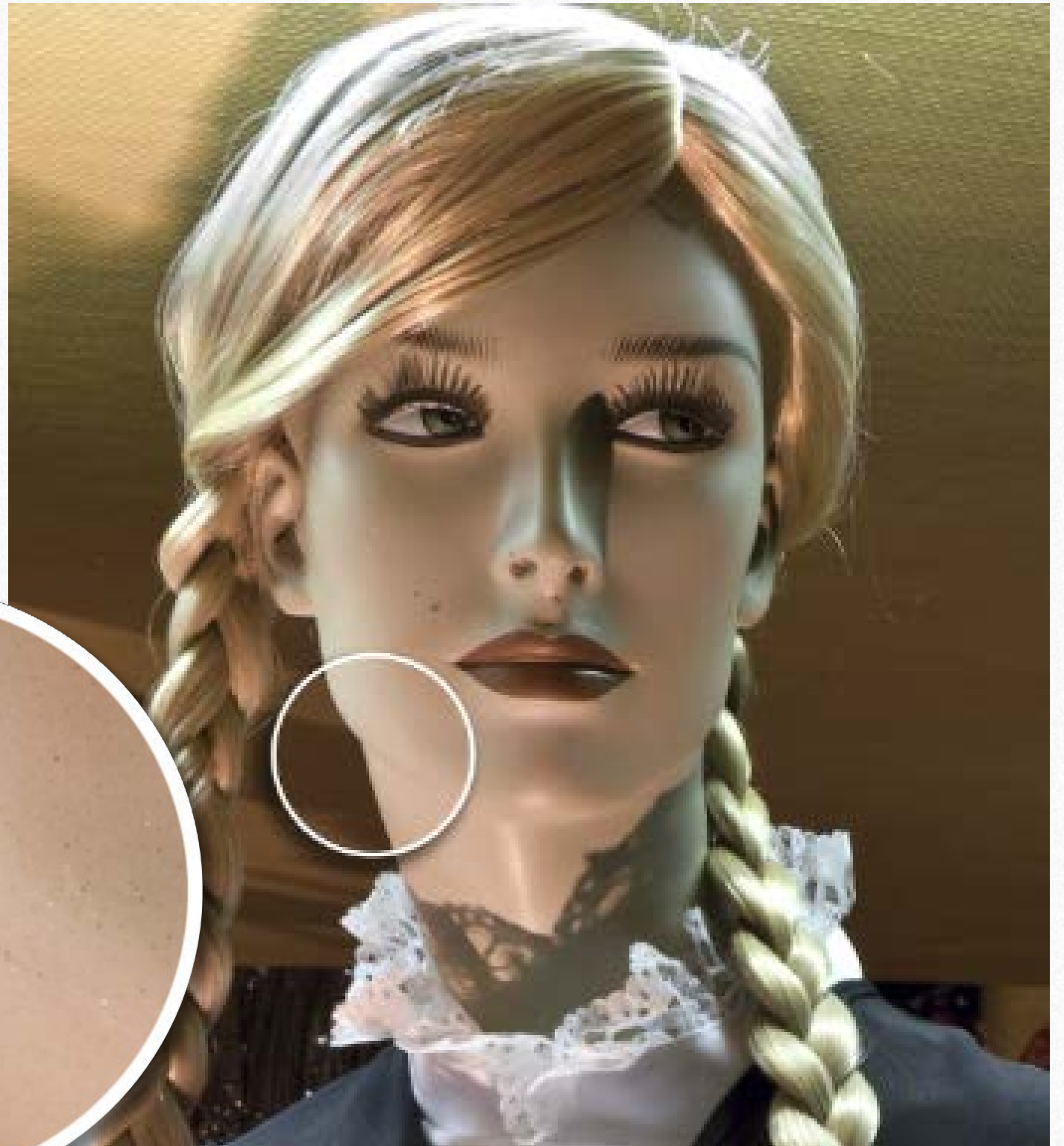
7a. Examples - Traditional Sharpening (Preset: Default)

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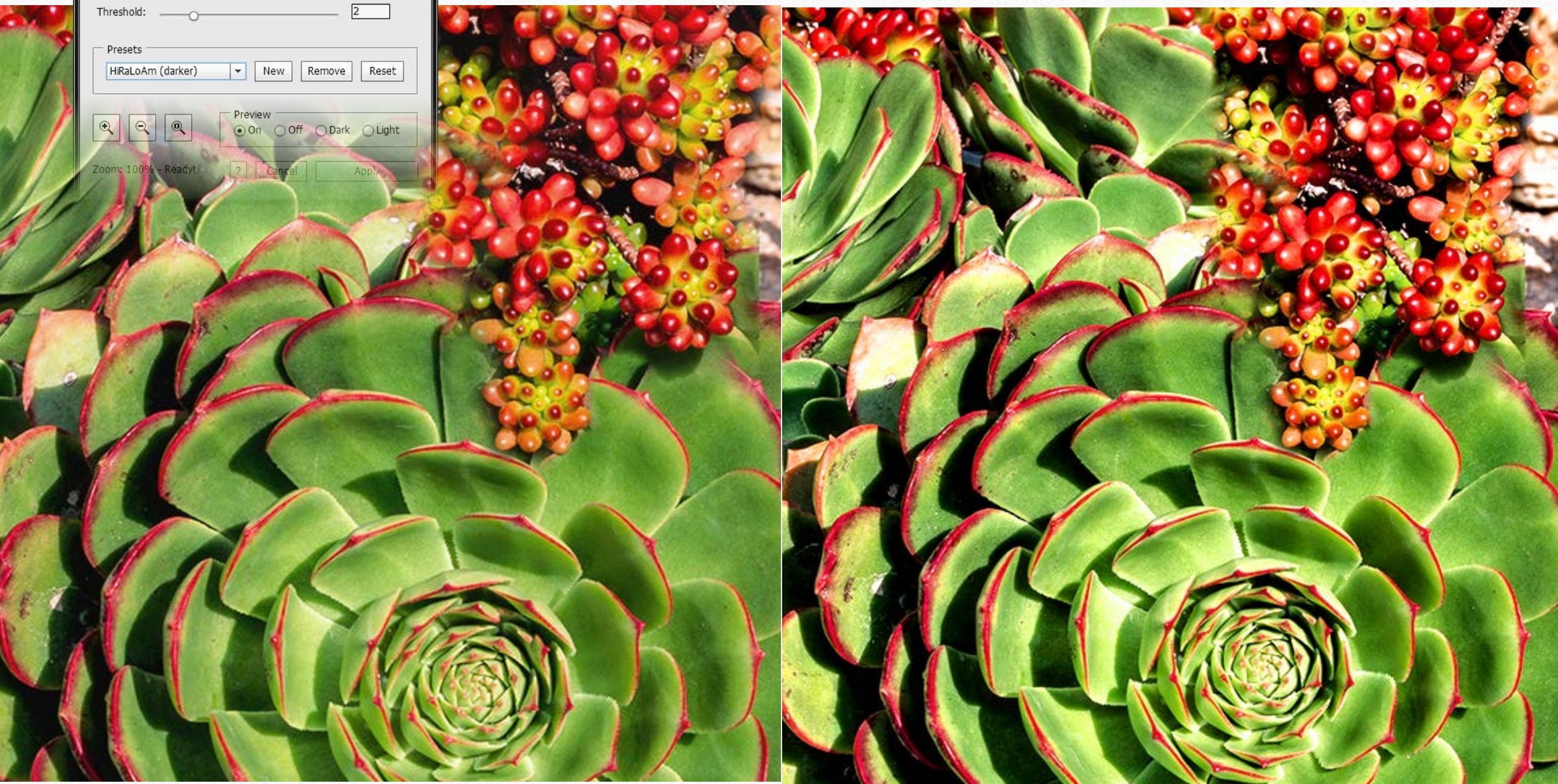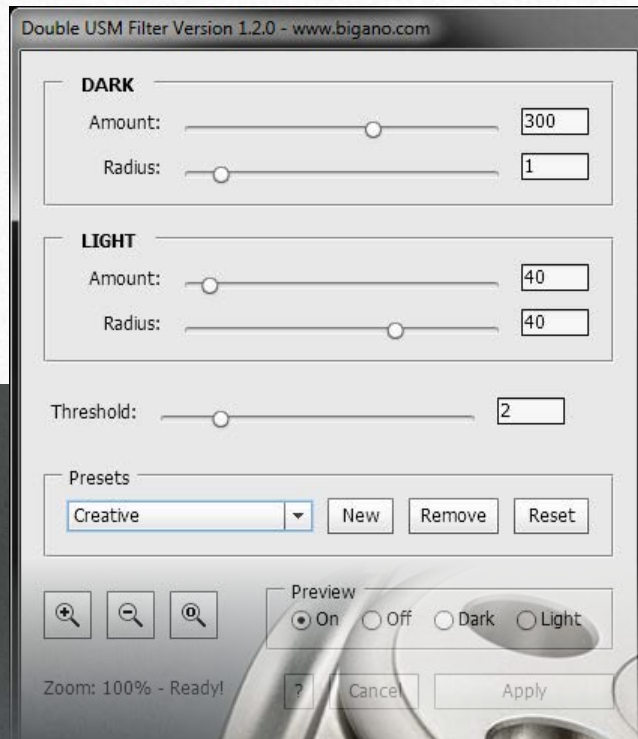
A mixed sharpening routine takes the best of both worlds. It uses Low Radius and High Amount for Dark Halos (as in traditional) to boost fine detail combined with High Radius and Low Amount (as in HiRaLoAm) for Light Halos to add shape.

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 the internet and monitor display.

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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 my-self 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 so-phisticated 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
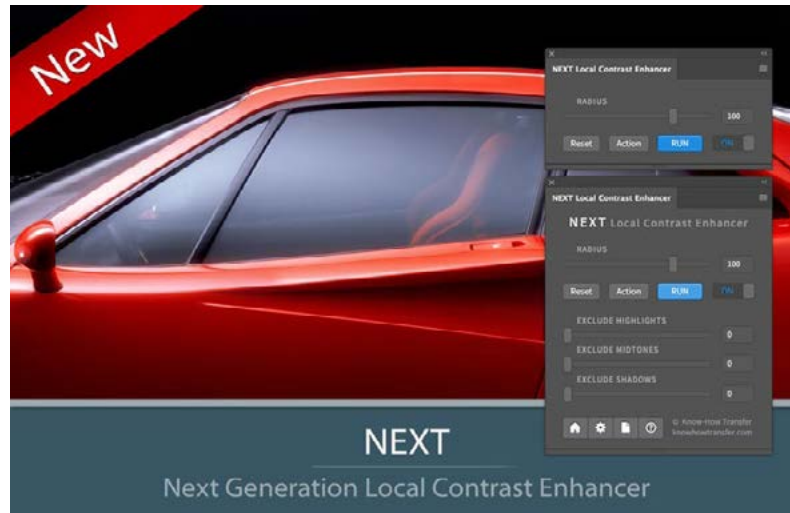
NEXT Local Contrast Enhancer

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.
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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.
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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.
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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.
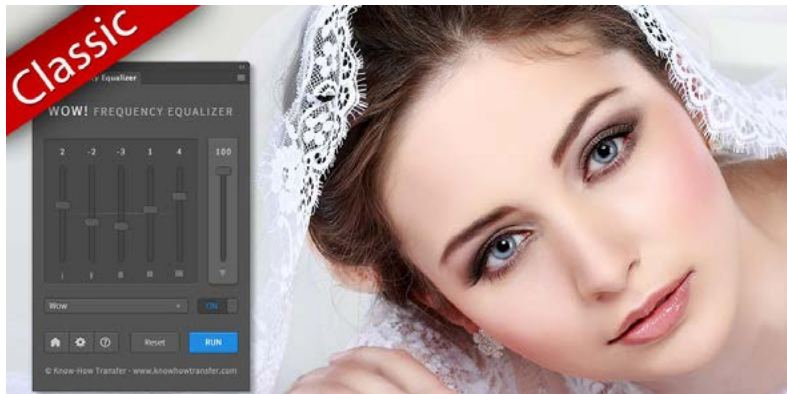PS CS6 and Above - MAC & WIN

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.

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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.
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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.
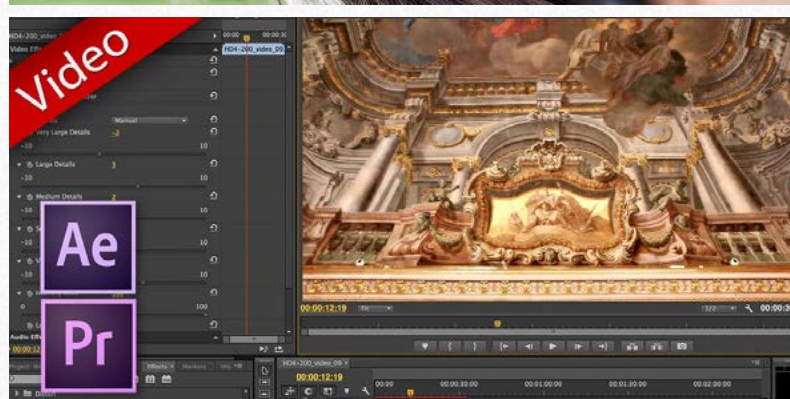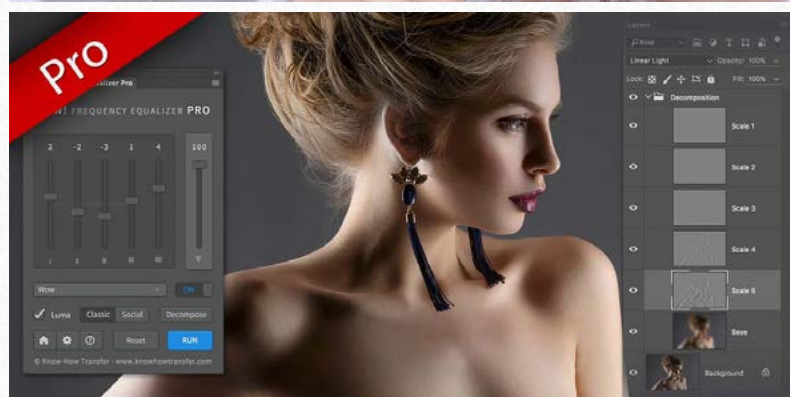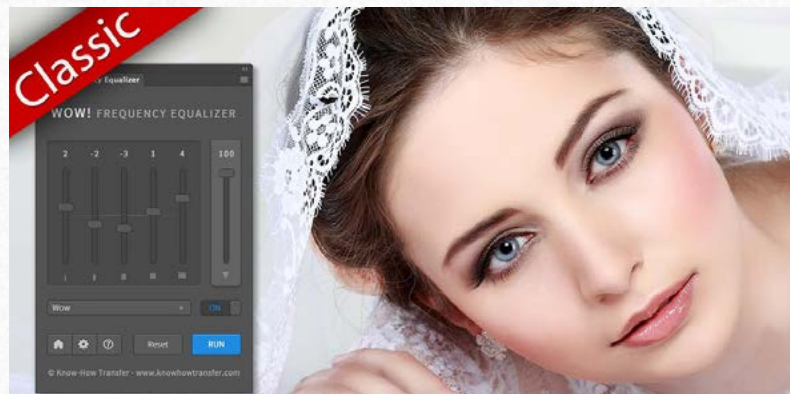*PS After Effects and Premiere CS6 and above - MAC & WIN.*   **Buy €30>**

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

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