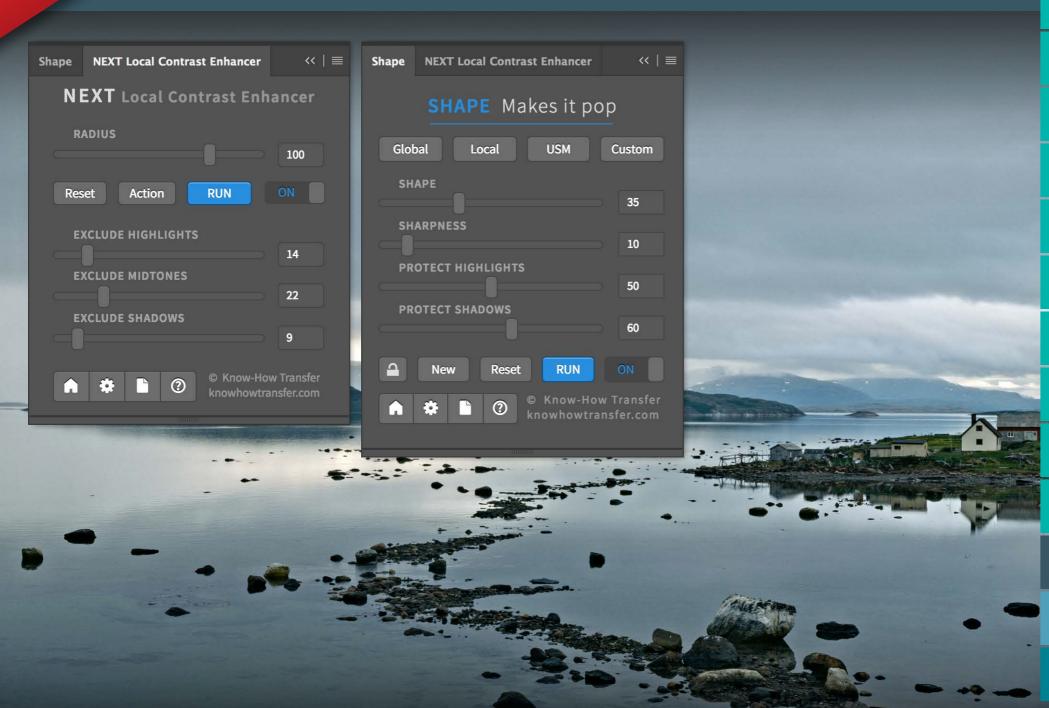


# **KNOW HOW TRANSFER**

the photography knowledge hub





**Quick-Start** 

**Shape behavior** 

**Next-Like** 

Halos

Landscape

**Architecture** 

**Portrait** 

**Street Photo** 

Food

**Product** 

**Product Page** 

**Try Shape** 

**Buy Shape** 

Contrast Enancement | Next & Shape compared

Interactive Booklet with all used setting - April 2020

#### How to use this booklet

#### 1. Download the pdf

Save it by clicking on the download icon in the top right corner and save it in your download folder.

A higher resolution version is available for download.

### 2. Open the pdf with Acrobat Reader

Mac users can watch it using "Preview"

#### 3. Wiew the pdf in full screen mode

Menu View/Full Screen Mode or command +L, or control + L

#### 4. Compare versions using the index buttons

You can directly compare the different versions, using the green index buttons.

#### 5. Browse pages using the arrows or swipe

Desktop:

Go back & forth using the left/right arrows to watch the before-after examples.

Devices:

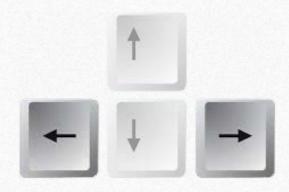
Swipe right and left to watch the before-after examples.

Any page displays the panel's settings used.

No further retouches applied unless specified.







#### Aim of this booklet

#### **Comparing Next & Shape**

The two plugins are different in terms of behavior, color engine, and algorithm. With some subjects the delivers the same result, as you can see in the section "Next-Like."

There are small differences as Shape is a bit more brilliant, but Next preserves the detail more in the shadows, especially at low radii. However, this shadow preserving often delivers a fake "HDR" style look. To understand what we mean compare the Next 20 to Shape Local+ version in the "Street Photo" section.

#### 1. What's more in Shape

SHAPE allowed us to add key functions that were difficult, if not impossible, to implement in NEXT.

We designed SHAPE using NEXT as a starting point, and improve it in five areas.

- 1. Introducing the multiple contrast mode.
- 2. Fixing the halos issue.
- 3. Adding a sharpening slider.
- 4. Adding Color boost control.
- 5. Allowing full customization.

### Fixing the halos issue

Shape once for all fixed the more significant weakness of ALCE and Next, the halos.

There is a dedicated section about the Halos Issue, but you can halos fixed, virtually in all examples. No more noisy manual corrections through layer mask!





Next and Shape. Same enhancement, but no halos in Shape version below

## How to get out the most of this booklet

#### **Quick-Start**

### **About the luminosity**

In general Next and Shape generate a file with the same luminosity. The exception is the norvegian fjord in the landscape section where the original used for Shape was lightened with an approximate gamma 1.2 correction.

### How to read the comparison files

Shape Global and Shape Local are obtained just applying the preset. The panel view is just a reminder.

When you see for instance Shape Local + it means that the preset version has been modified, for instance adding Sharpness.

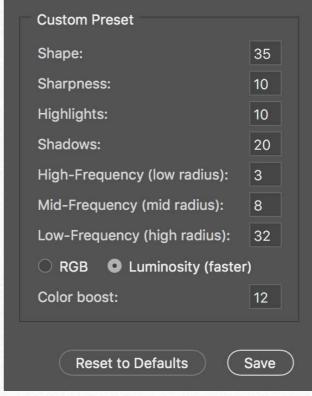
You can see the used values in the panel picture.

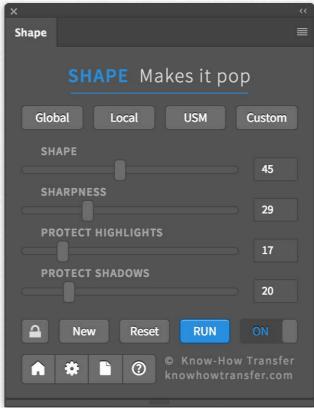
When we used custom versions you can find the preference window and the panel with the used settings.

#### **Try Shape at home**

Please download the Shape trial version and the sample files package to touch vith your hand.

We also raccommend to watch the "Introducing Shape" video





A detailed explanation is available for any example.
No retouch, no masking.

Download links

**Try Shape** 

Sample files

**Shape Manual** 

Watch the new videos

**Next Vs Shape** 

**Introducing Shape** 

## Understand and customize the behavior of Shape

A brief guide to understand and customize the behavior of Shape.

#### 1. No preset

If you don't load any preset and just using the "Shape" or "Sharpness" sliders, the pluging will use the combination of frequency bands settings defined in the customizable Advanced Options settings.

By default the values are 3/50/200

#### 2. Global

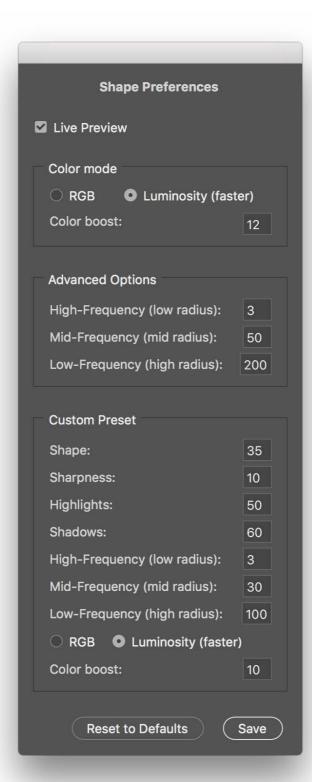
A combination of frequency bands settings (High, Medium and Low) enhancing Global Contrast focusing on mid-tones.

#### 3. Local

A combination of frequency bands settings (High, Medium and Low) enhancing Local Contrast, similarly to NEXT in radius ranges 50/100.

#### **4. USM**

A special combination of frequency bands settings. In this case Shape works as a powerful sharpness enhancer. Te "Color boost" value is = 0.



#### 5. Custom

The "Custom" preset is customizable in "
Preference in the "Custom Preset" section
and allows you to set:

- 1. The starting "Shape" slider value.
- 2. The starting "Sharpness" slider value.
- 3. The starting "Highlights Protection" value.
- 4. The starting "Shadows Protection" value.
- 5. The color mode: "RGB" or "Luminosity".
- 6. The "Color Boost" value (only for "Luminosity" option).
- 7. The High, Mid and Low-Frequency values.

Watch "Introducing Shape"

## Start from NEXT look and then improve the result

A brief guide to start from the most common effect you can get with NEXT. You will be able to improve it by far by using Shape's extra tools as Sharpness, Color Boost and more.

#### 1. NEXT radius 50/100 approx.

Use the "Local" preset button.

#### 2. NEXT radius 20/50 approx.

Two ways to work.

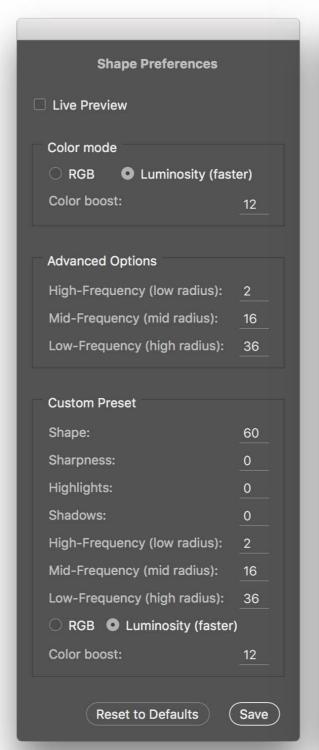
- 1. Set the High, Mid and Low-Frequency values in the "Advanced Options" without loading a preset and tweaking the sliders manually.
- 2. Set the "Custom Preset High, Mid and Low-Frequency values and load the "Custom" preset to start.

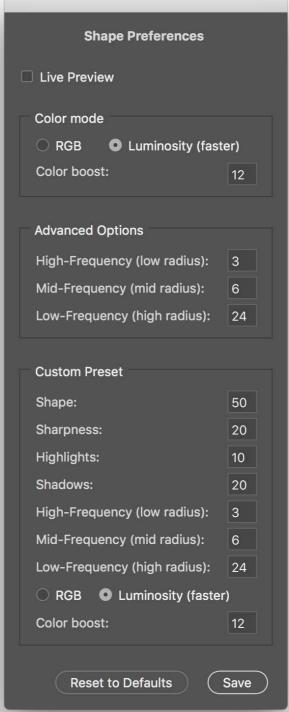
  Now, you can tweak all the sliders manually.

  Use the settings as shown in the figure on the left.

#### 3. NEXT radius 20 and lower approx.

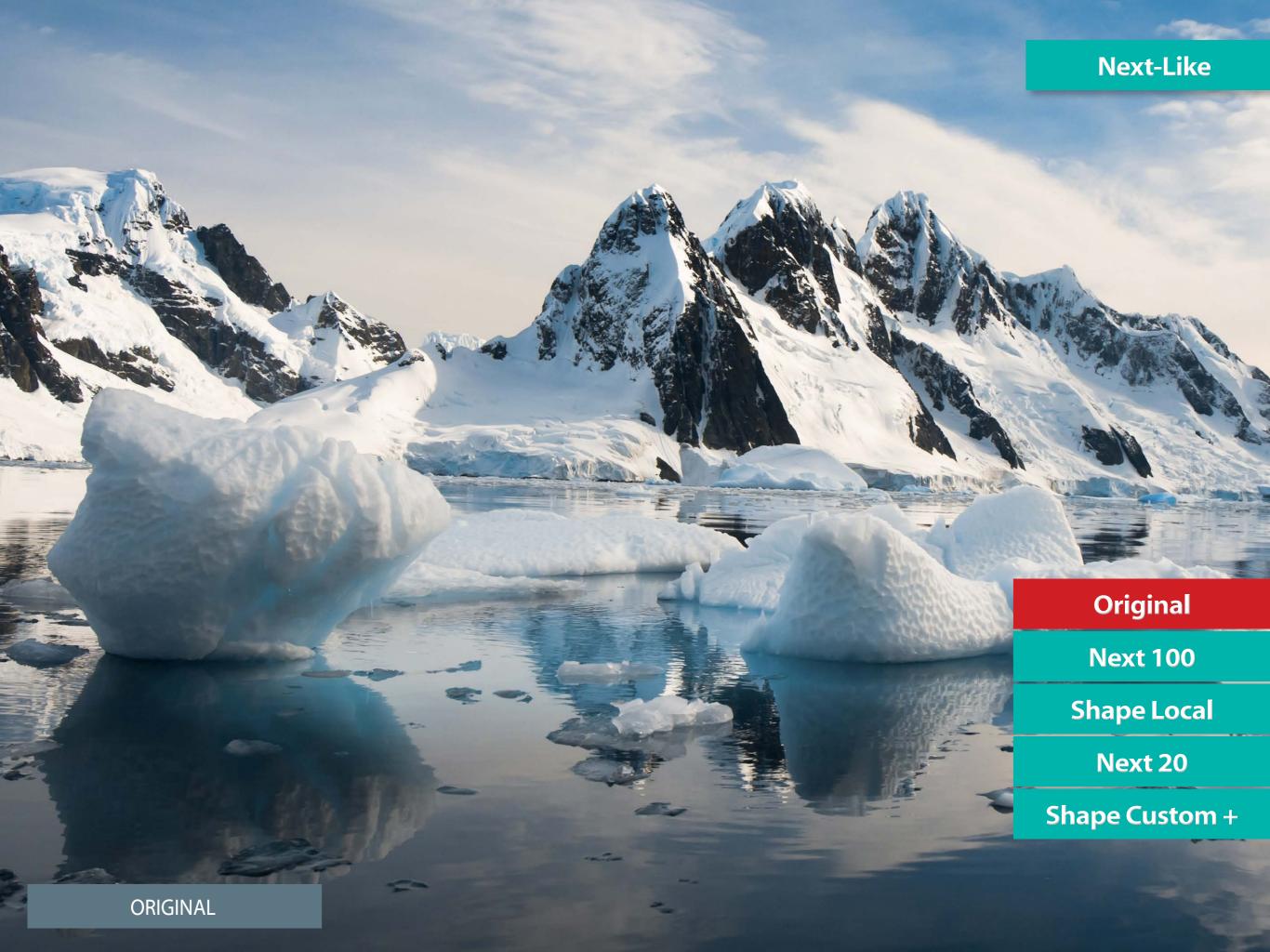
Same as above, but using settings shown in the figure on the left.

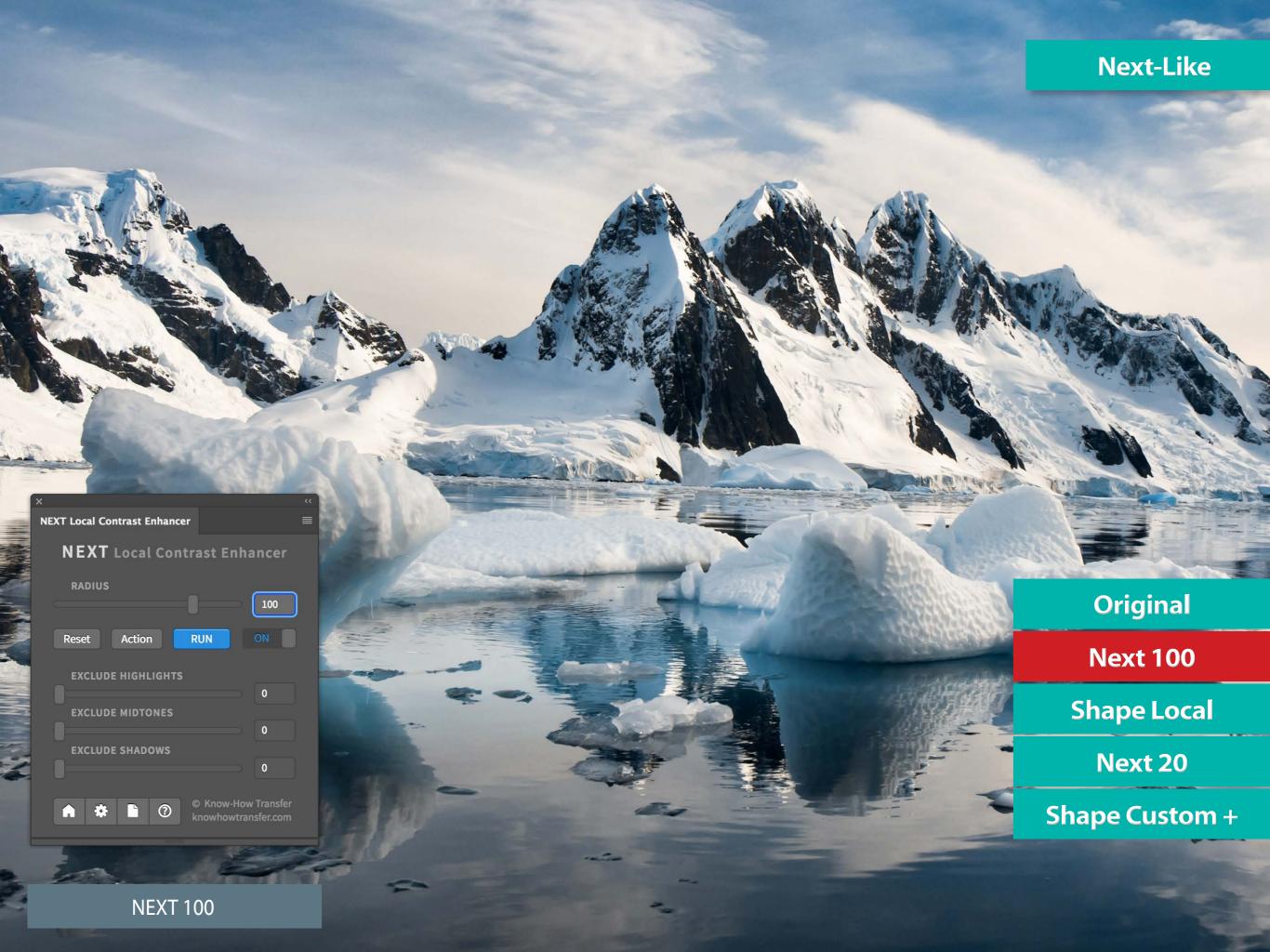


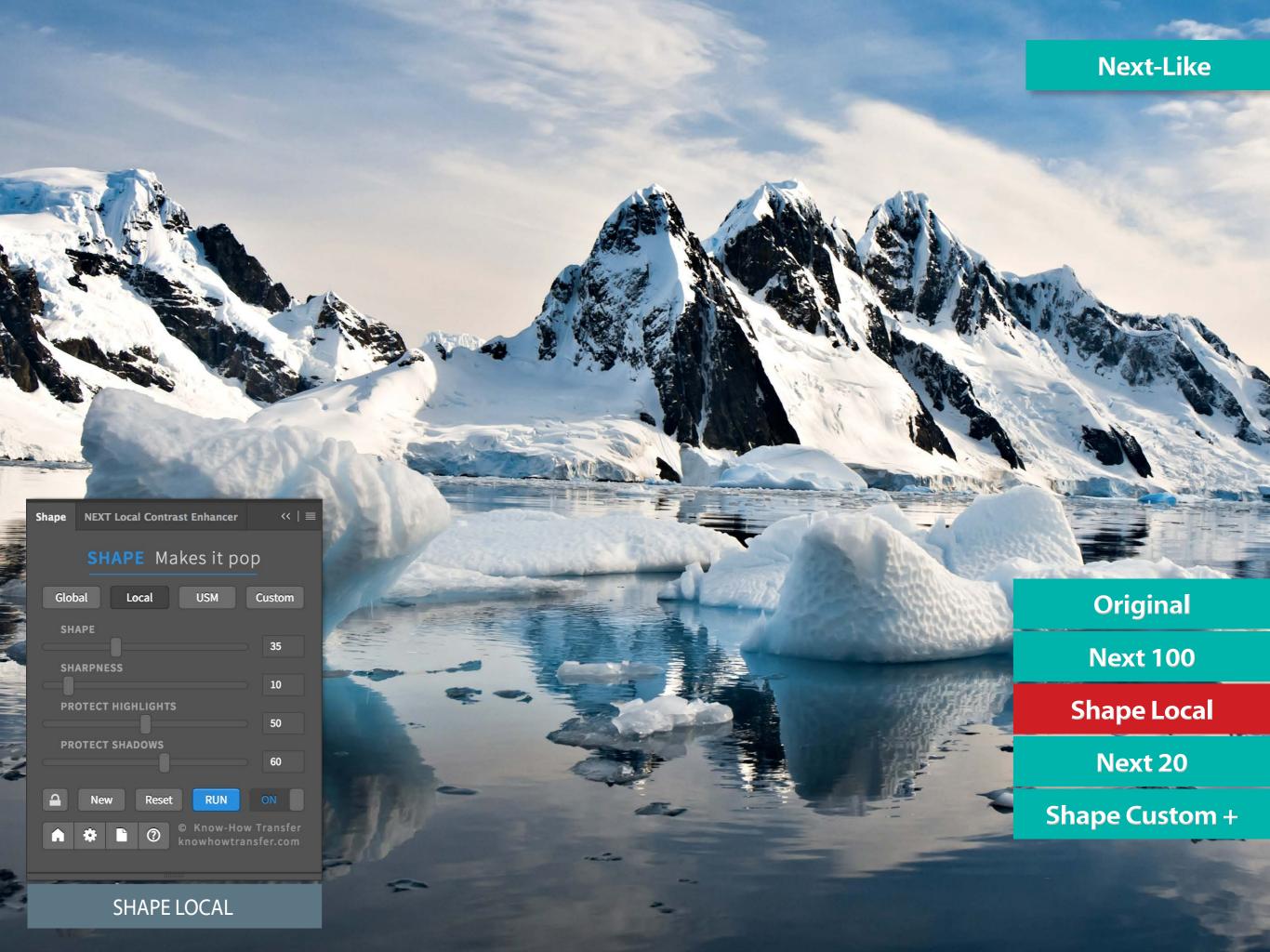


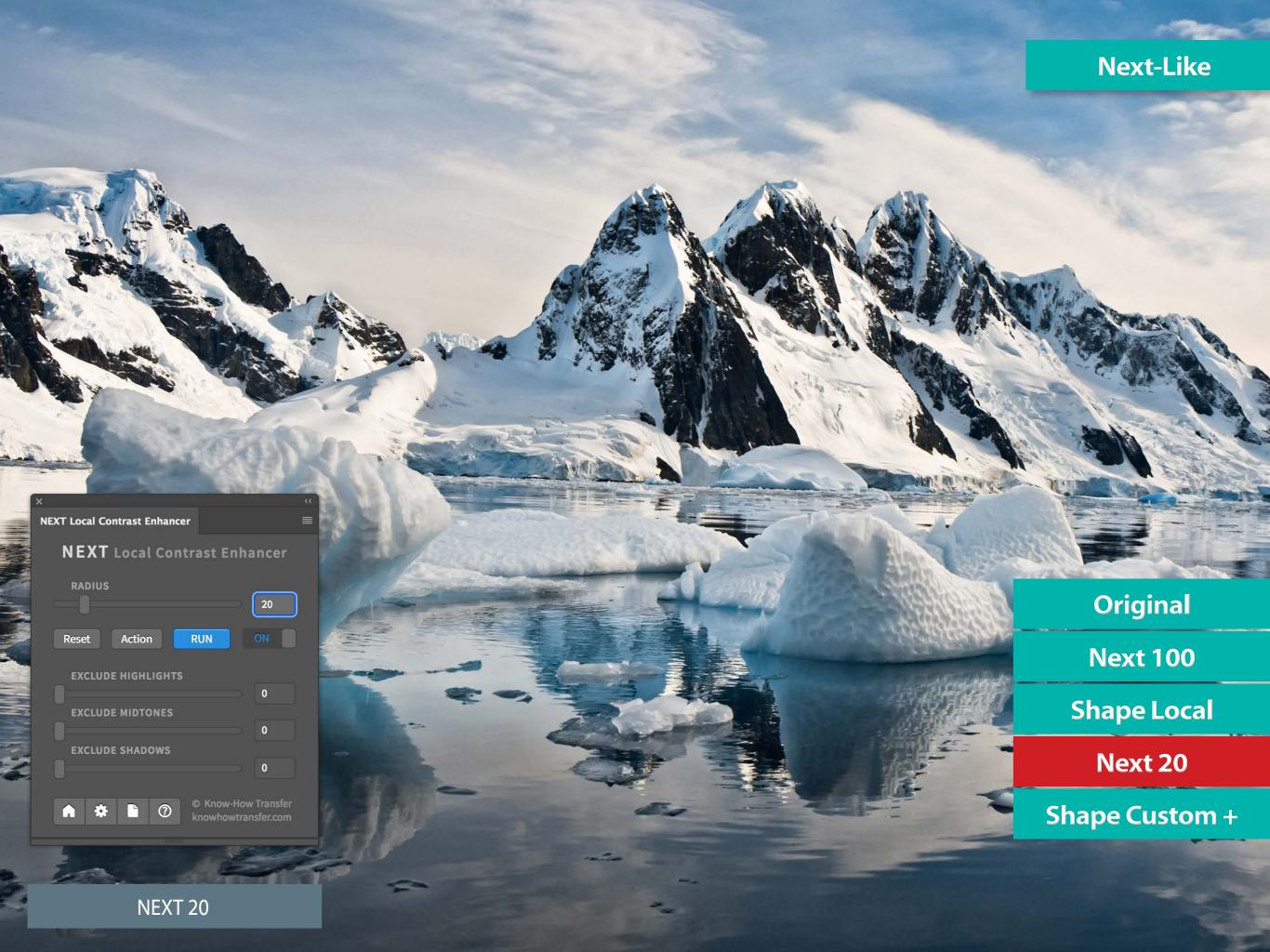
**NEXT radius 50** 

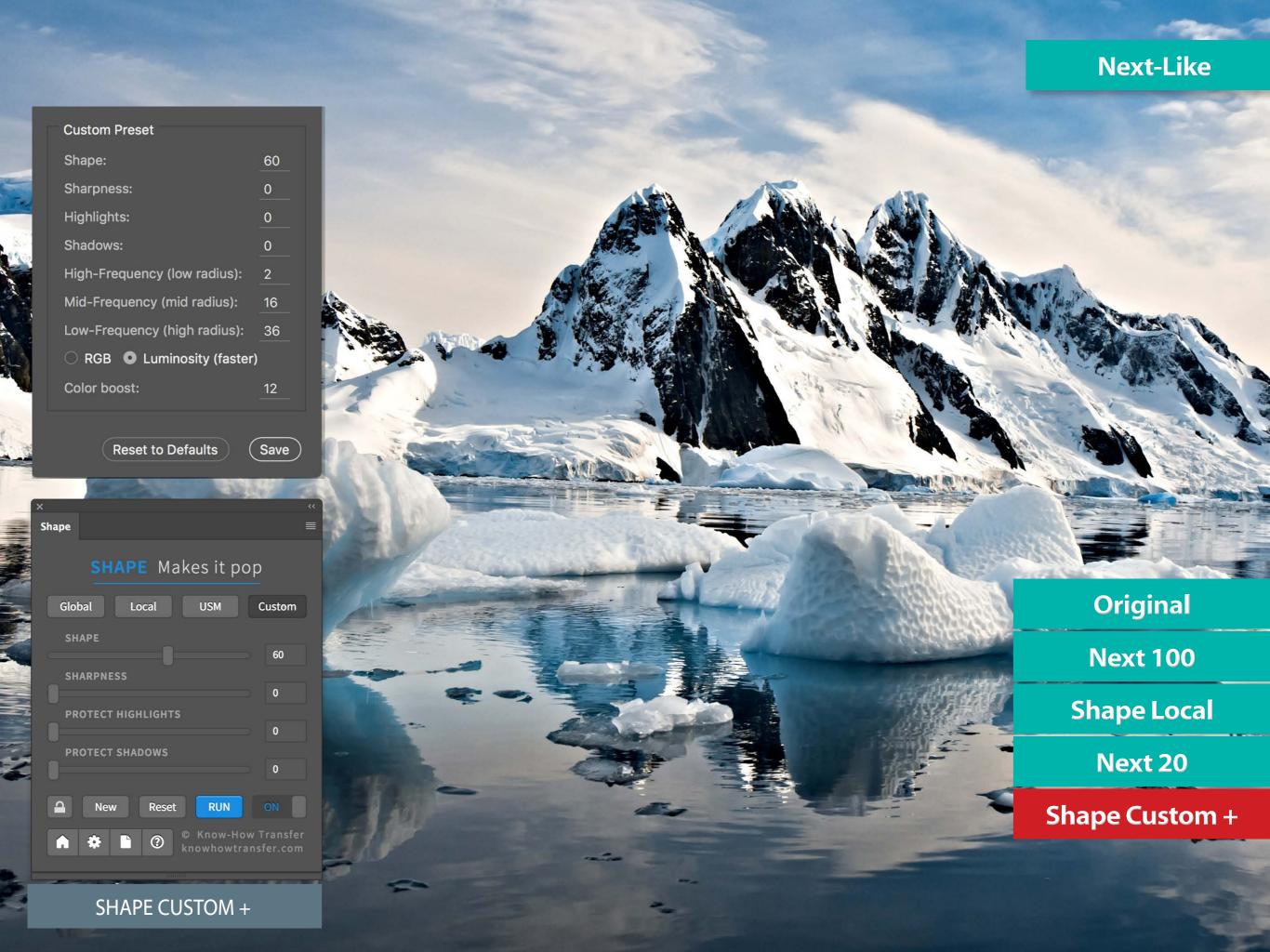
**NEXT radius 20 and lower** 

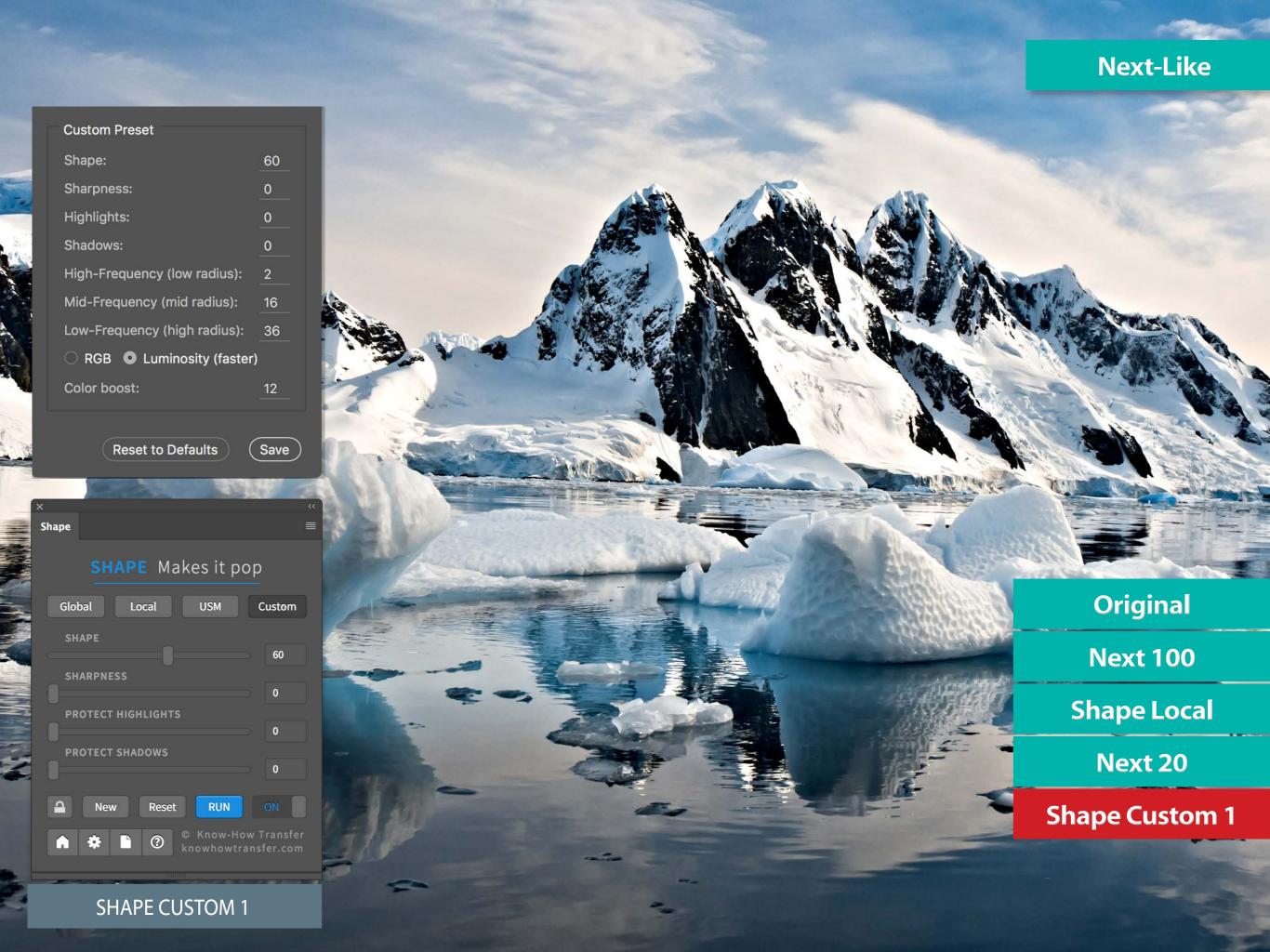










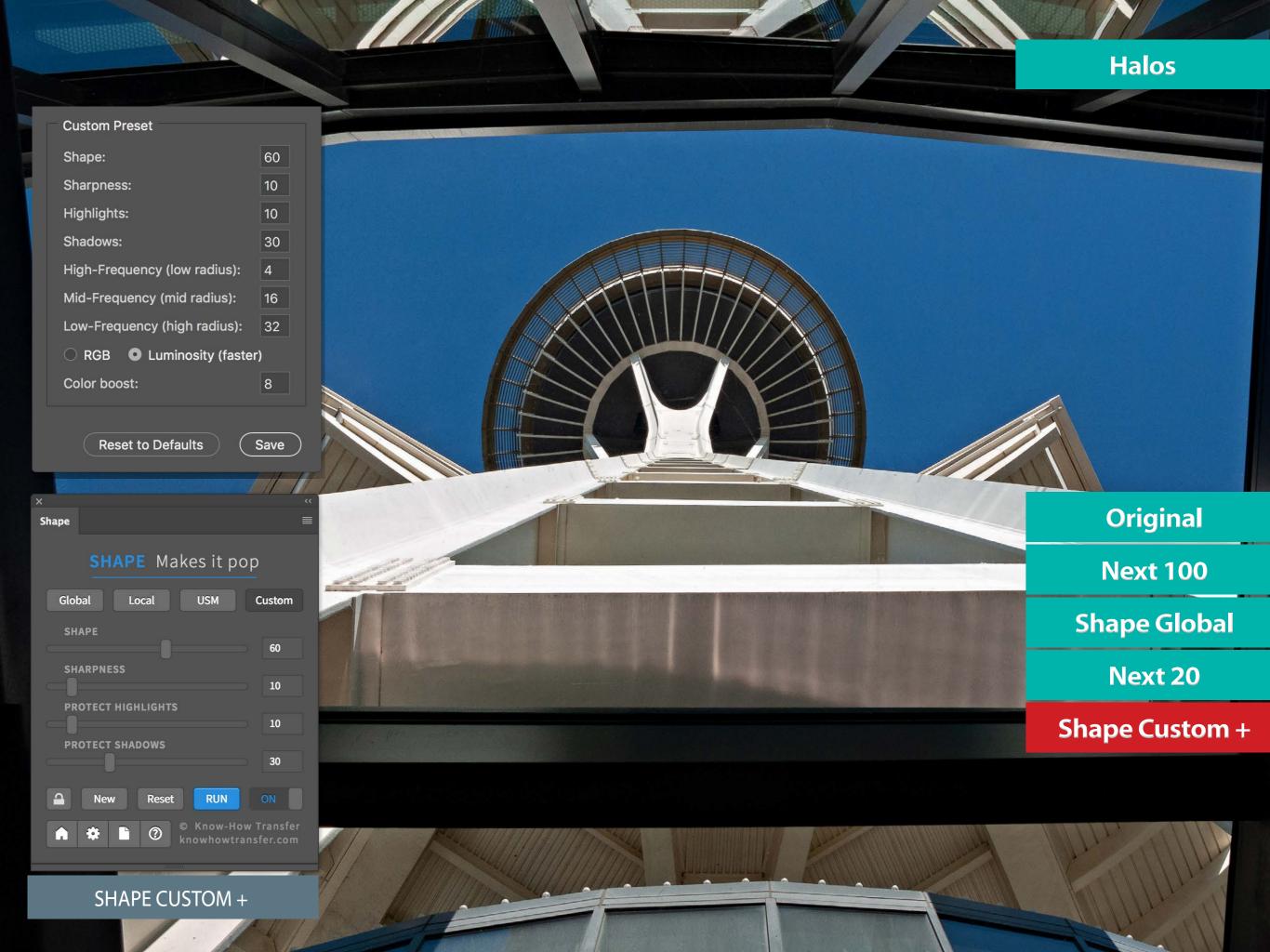


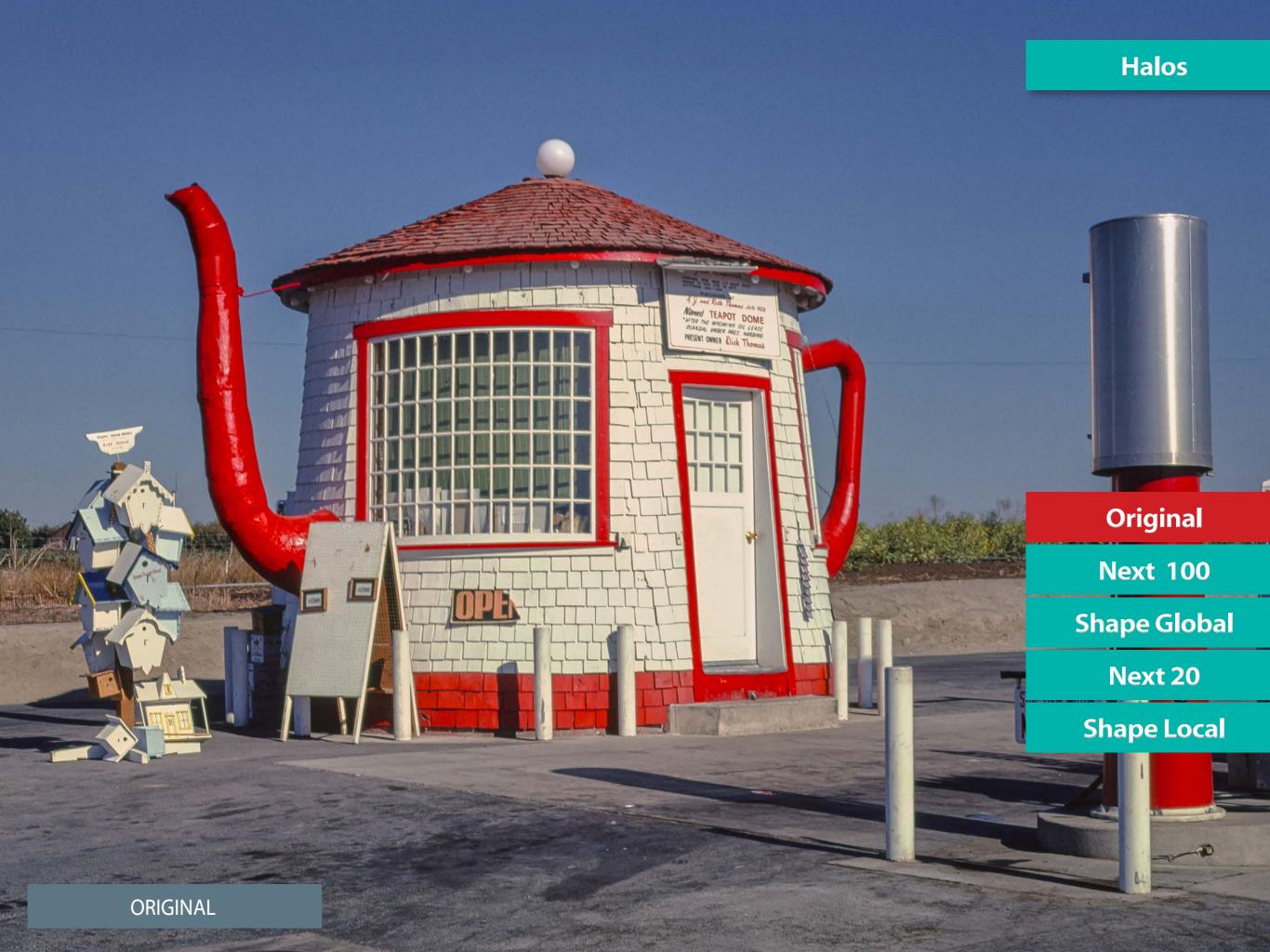


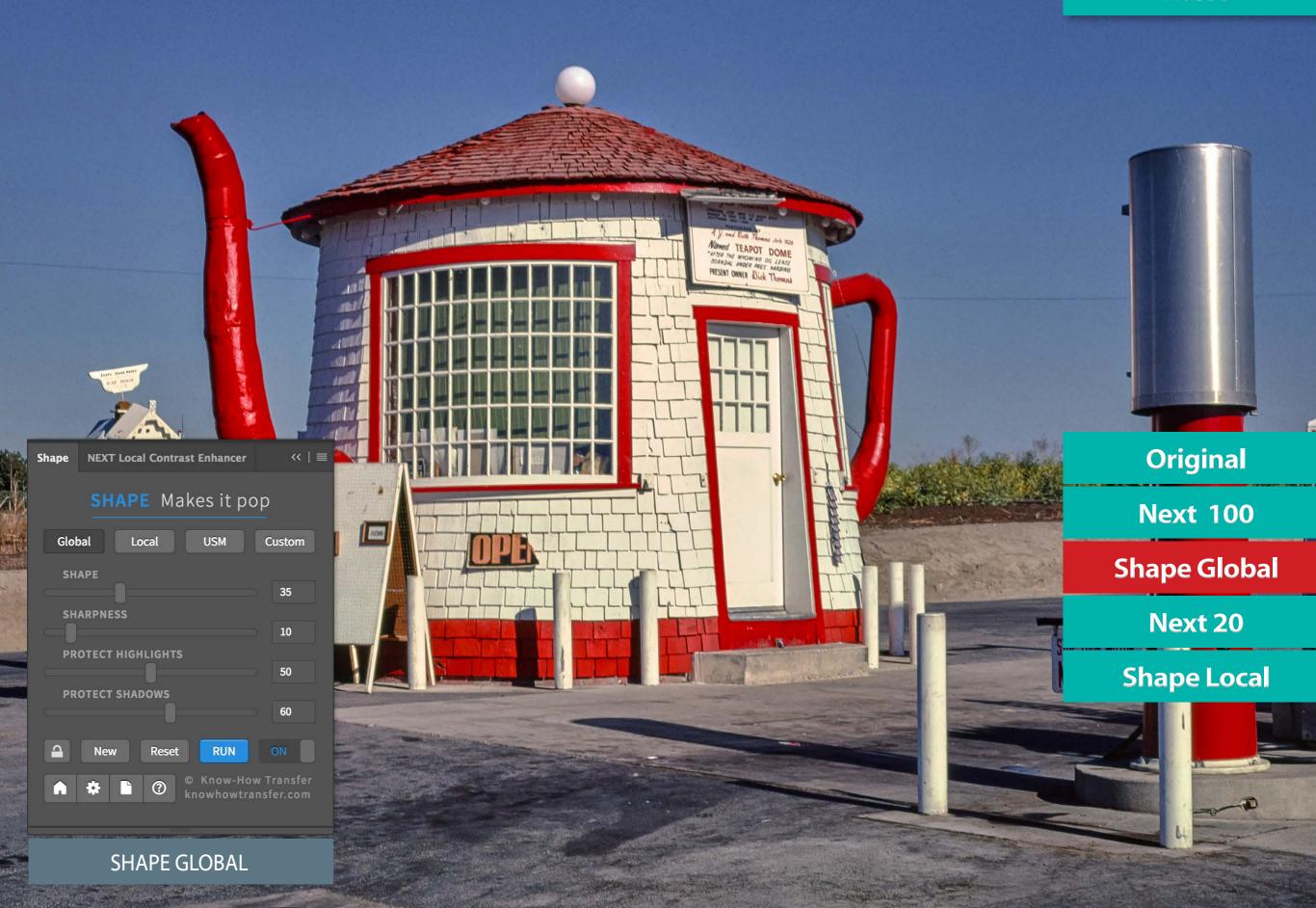




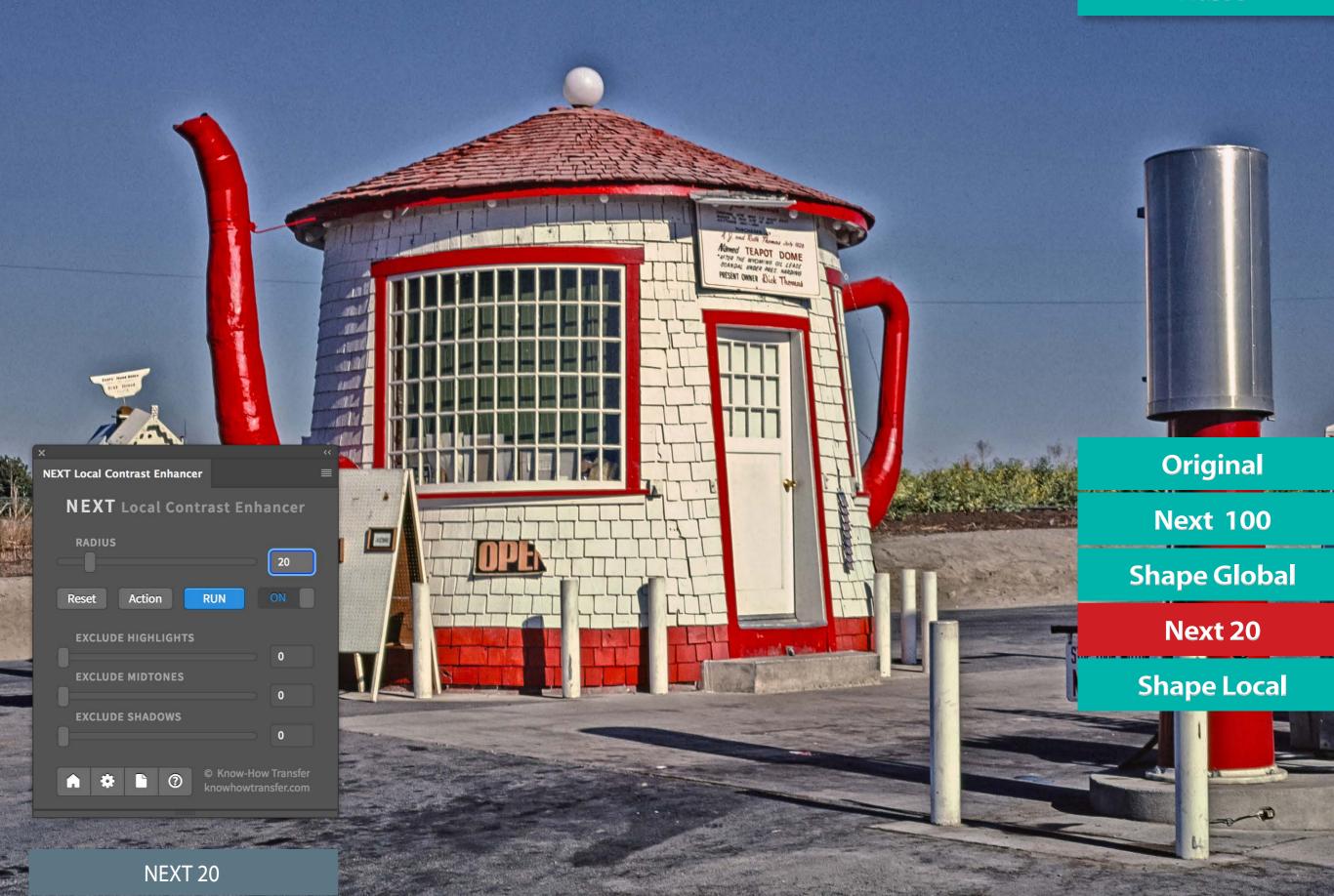


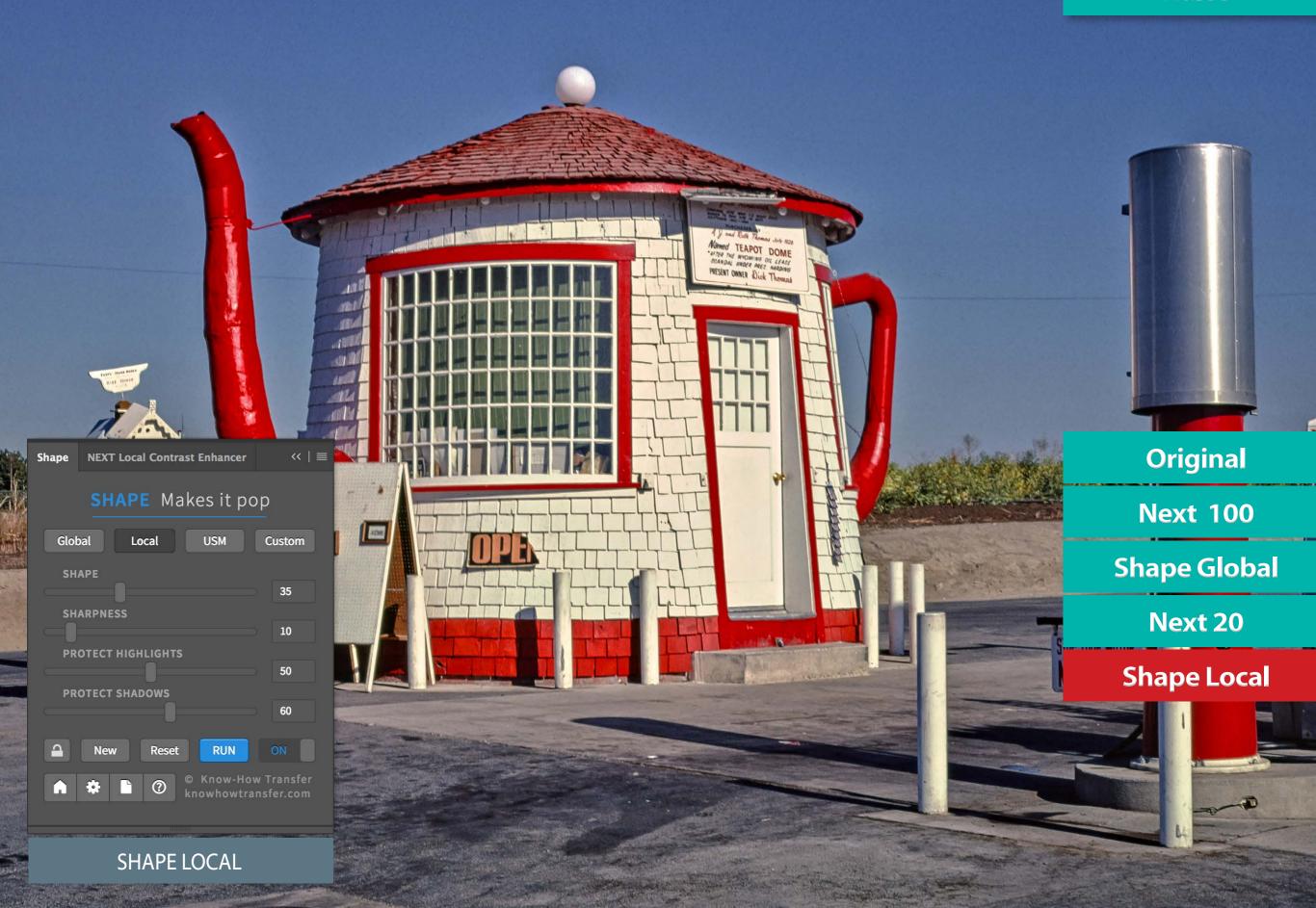






## Halos

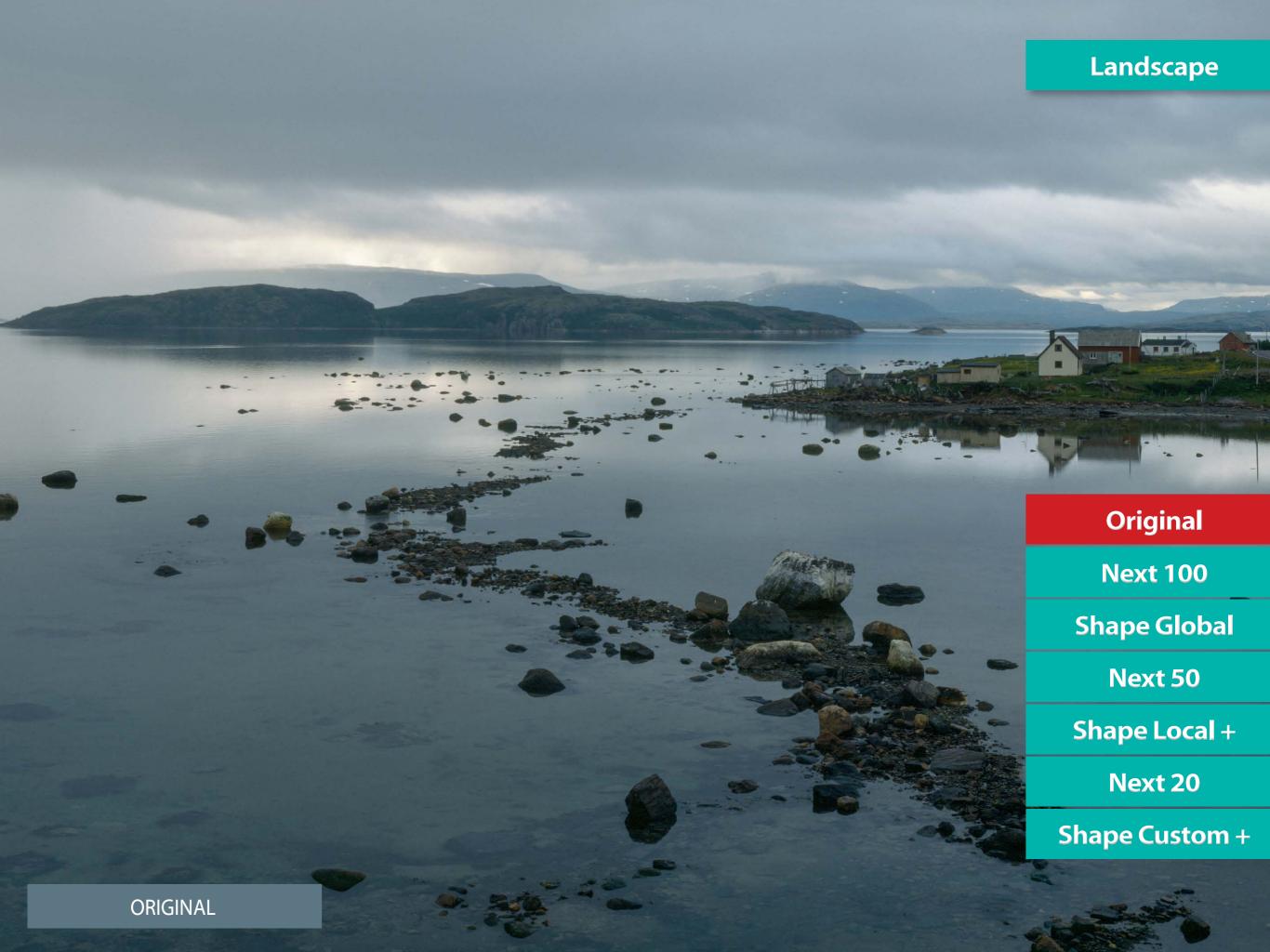


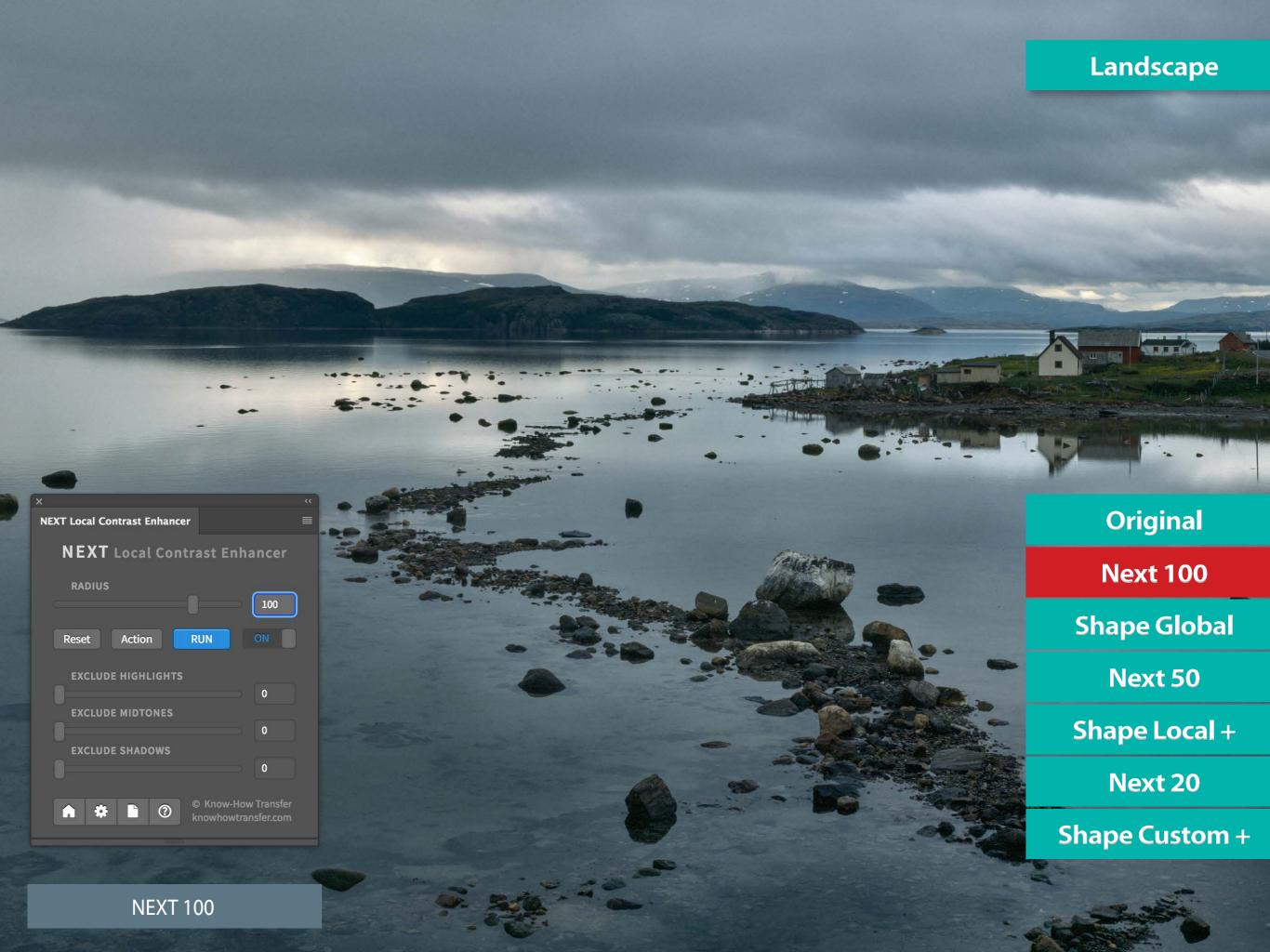


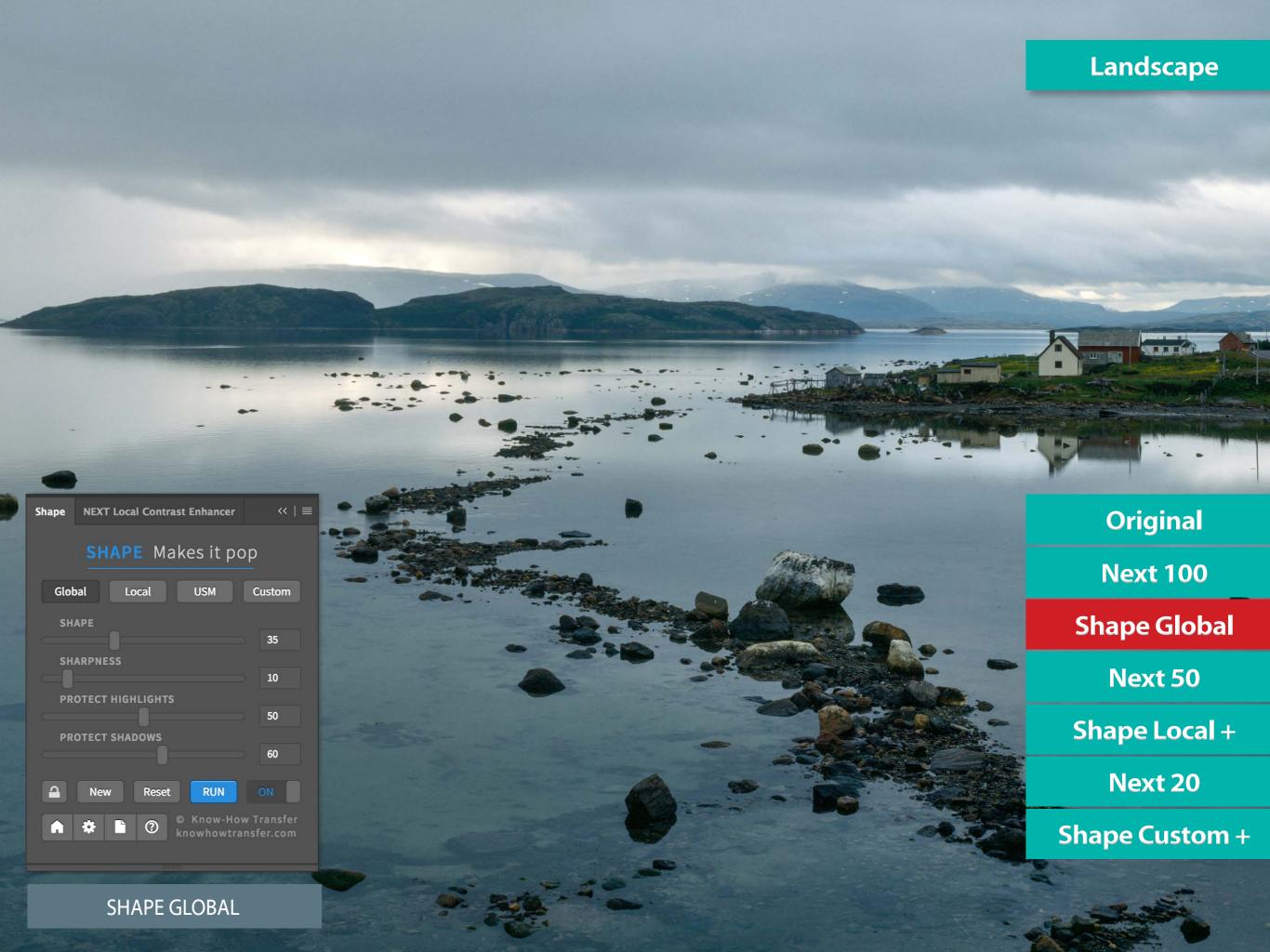


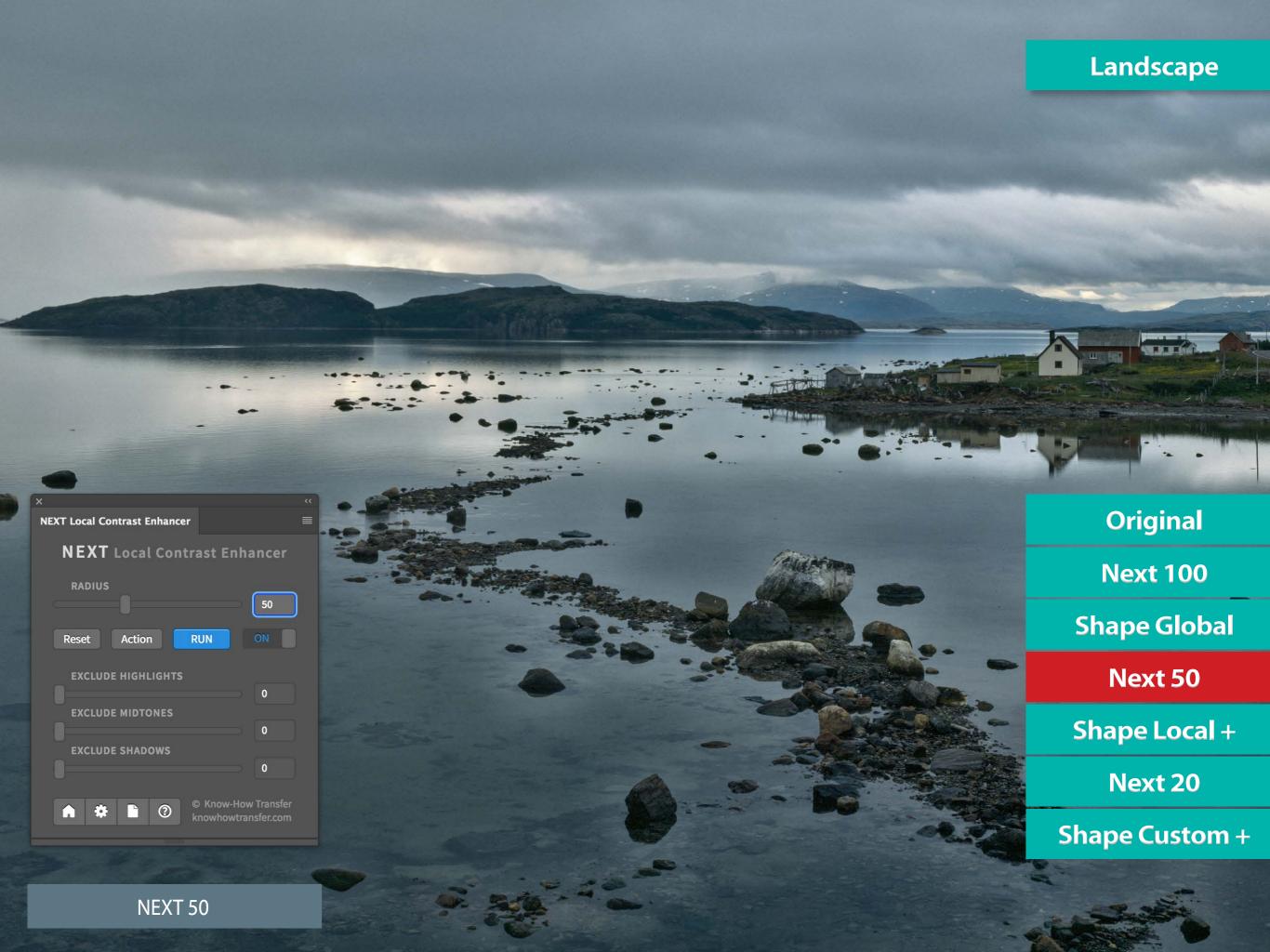


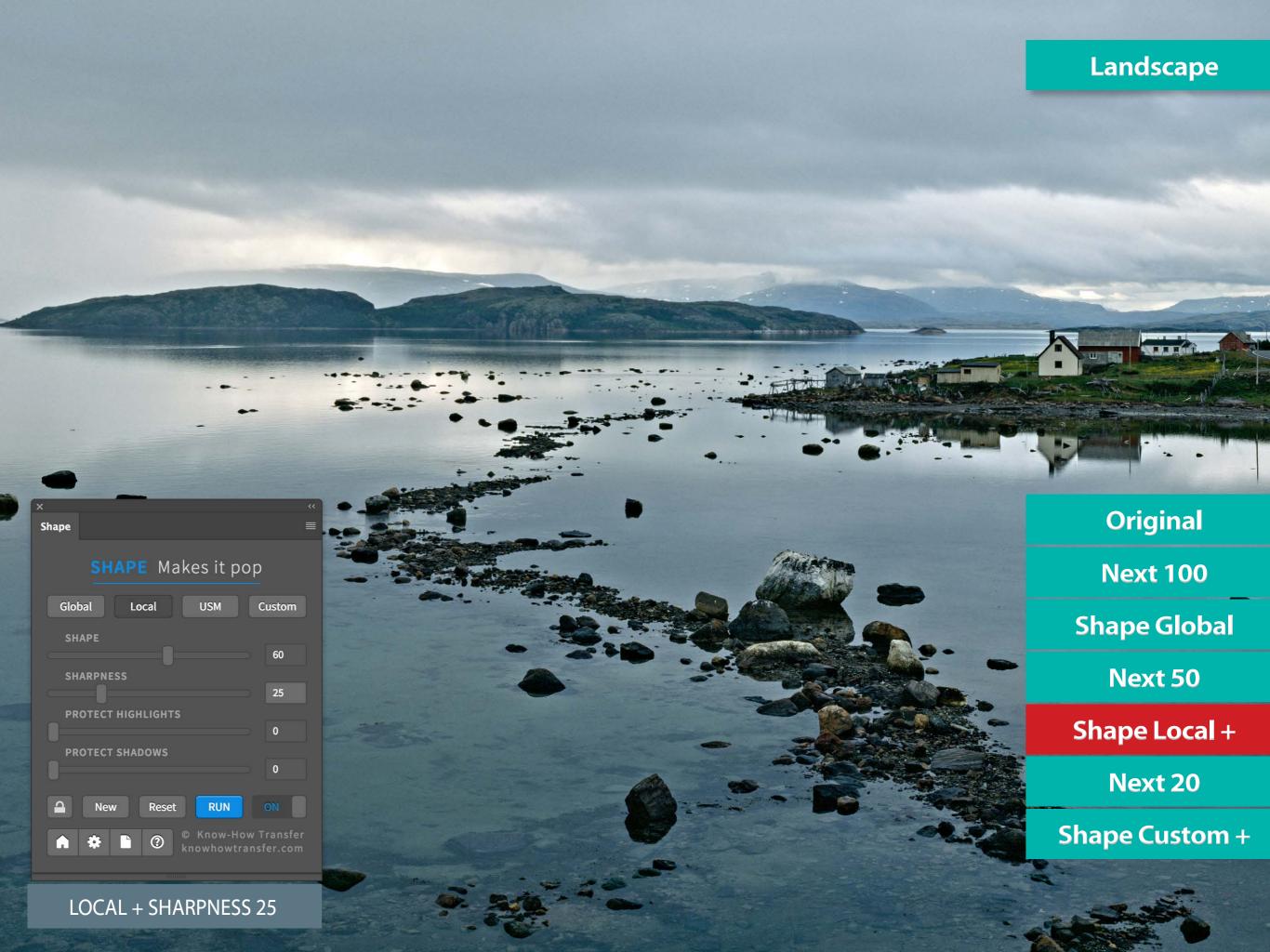


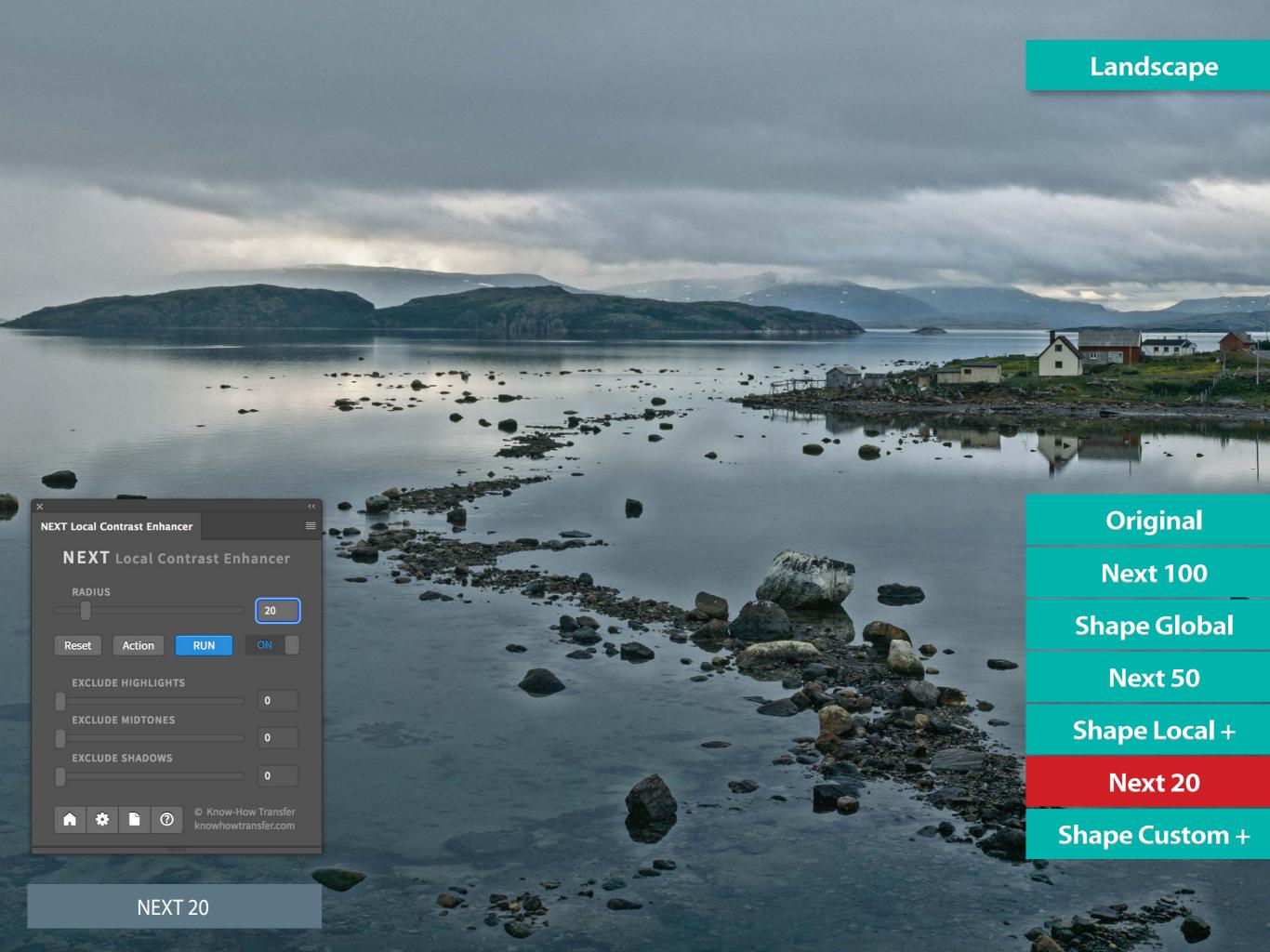


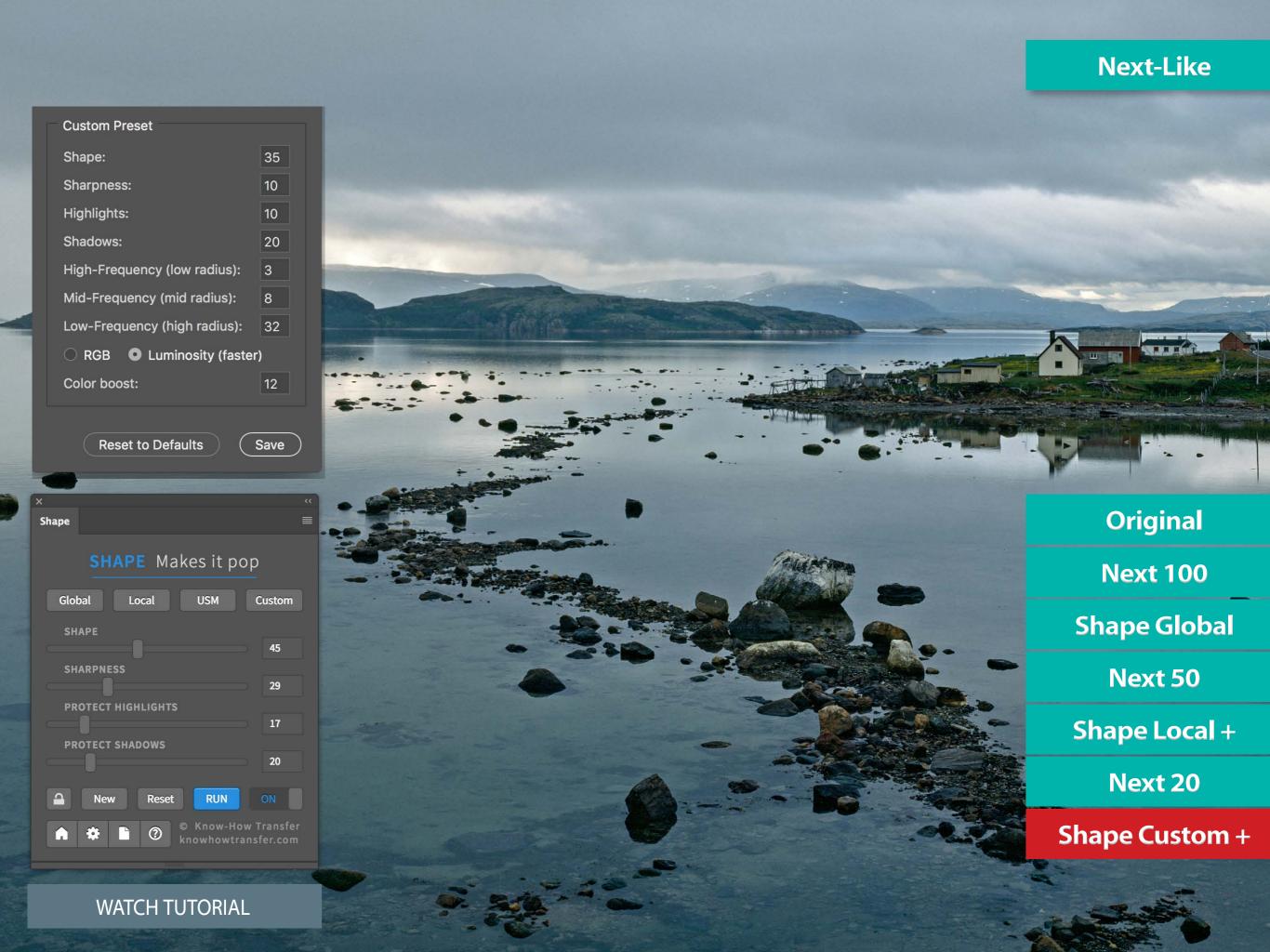










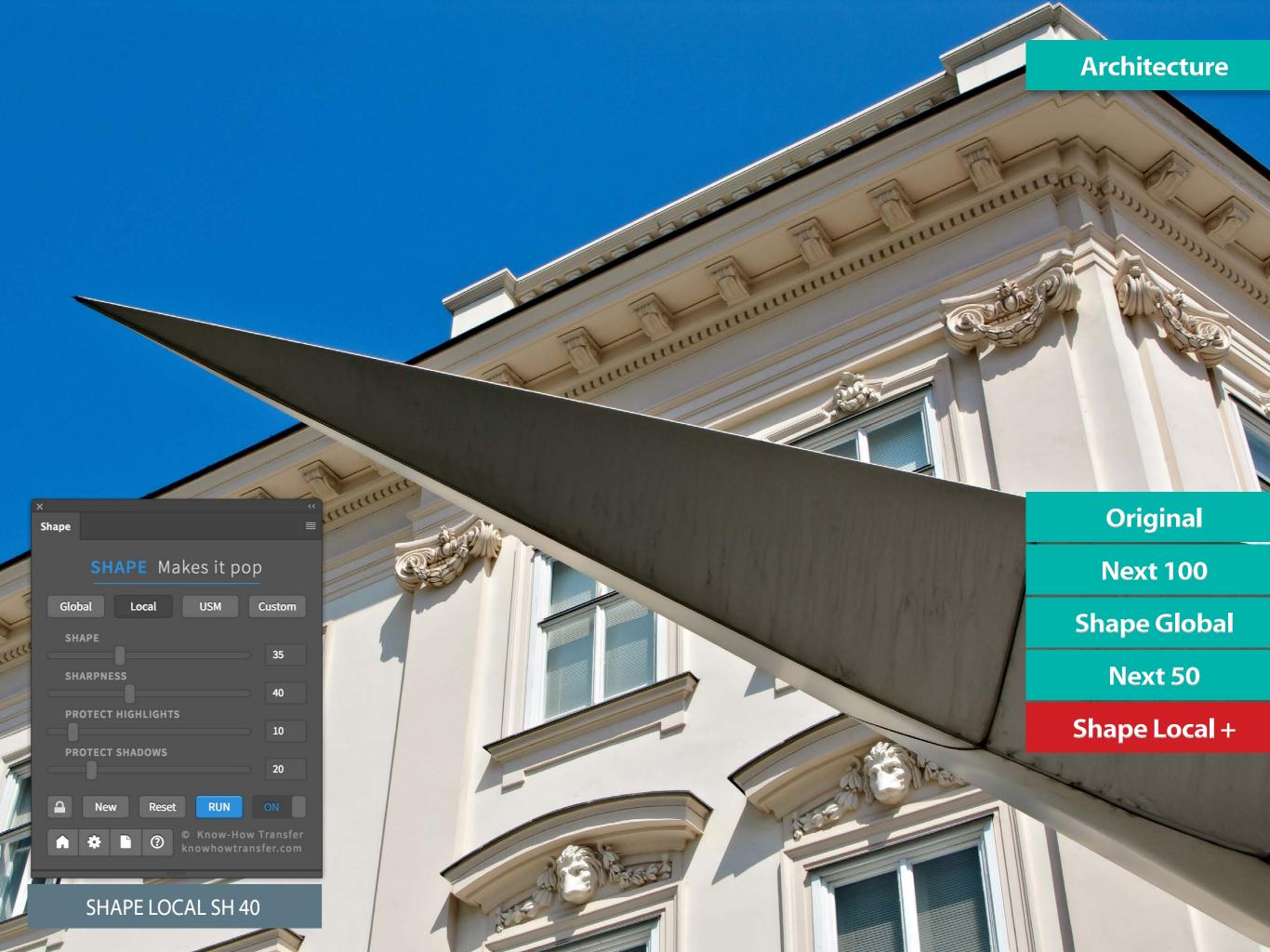


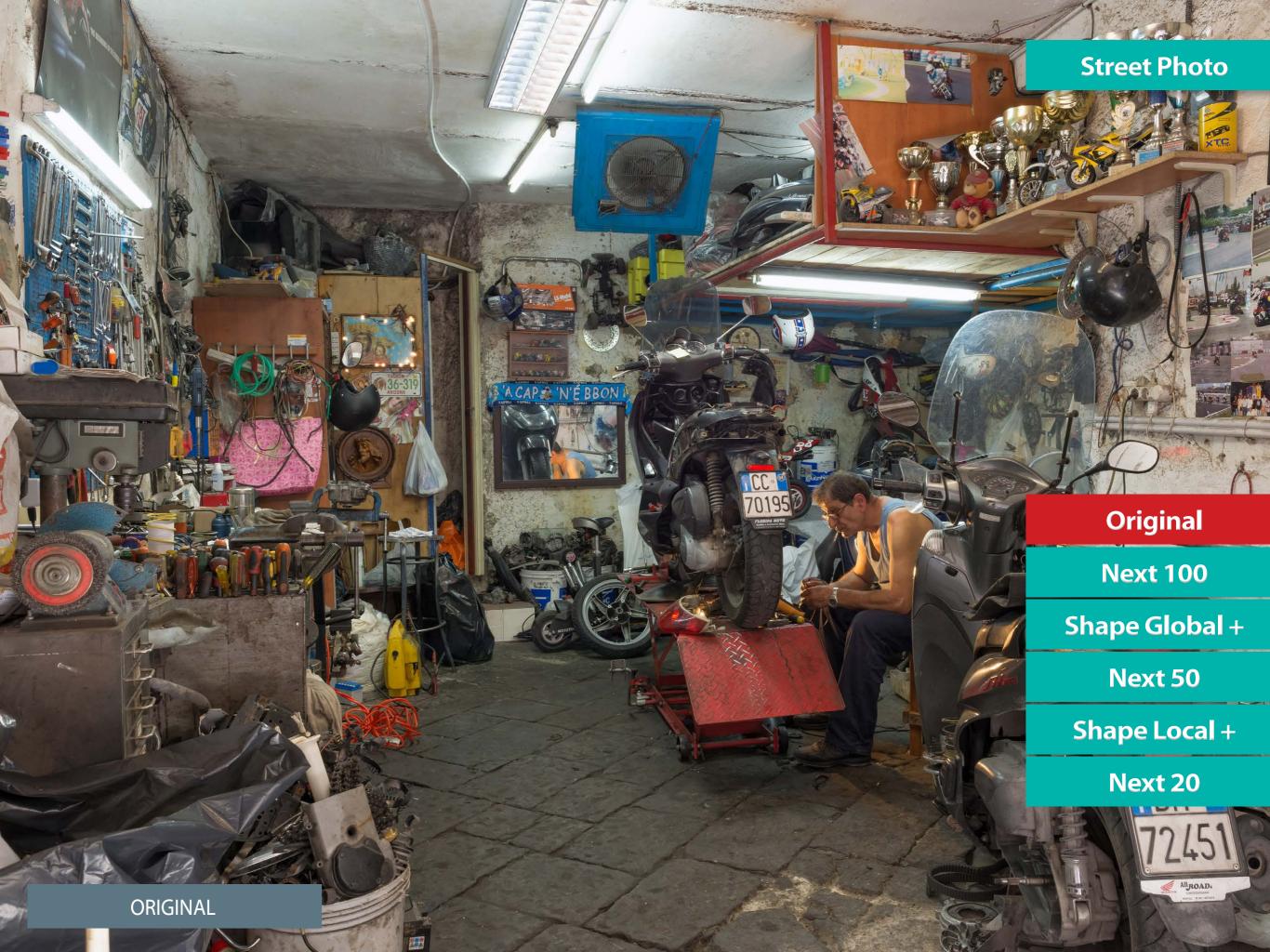


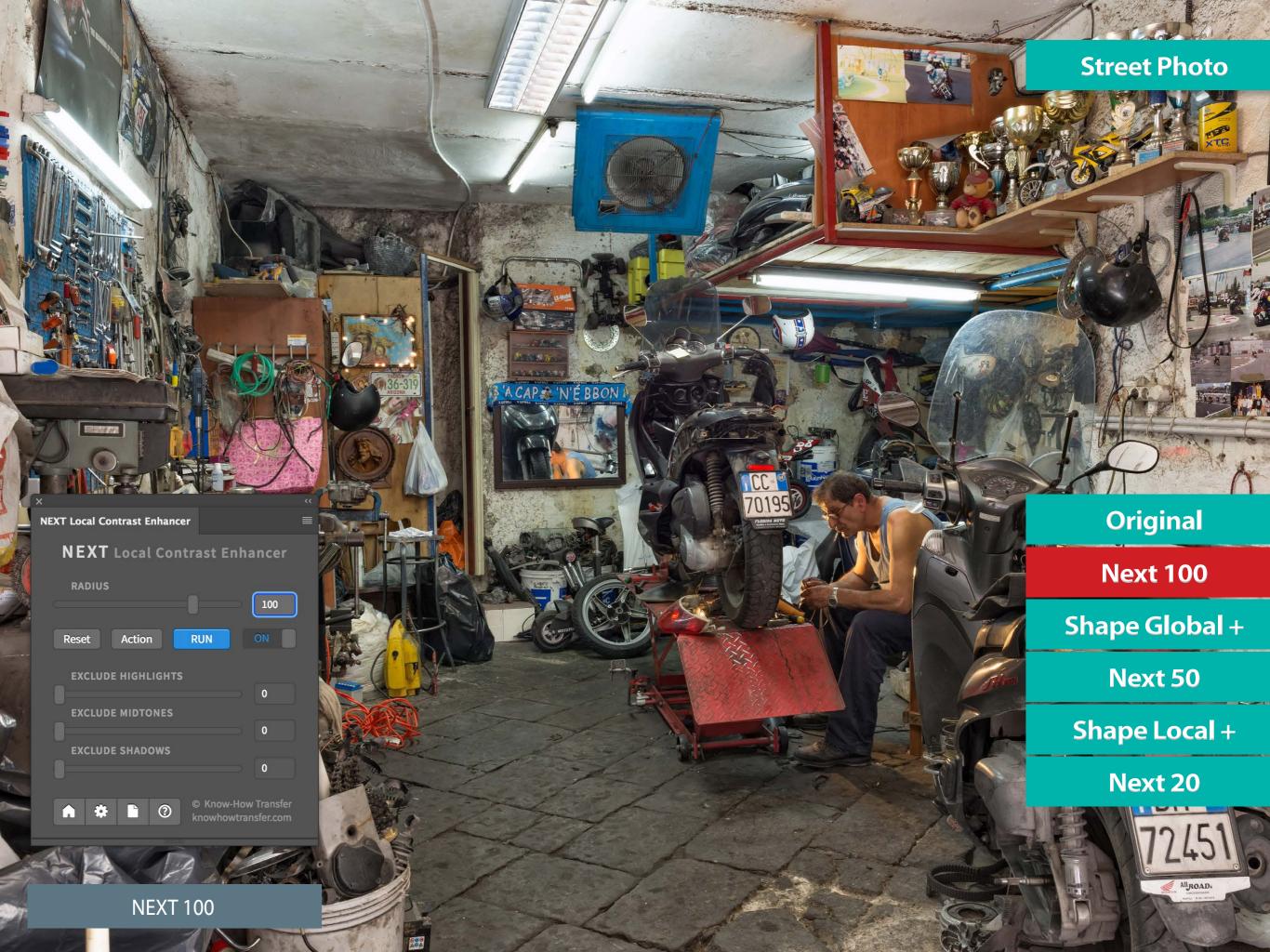


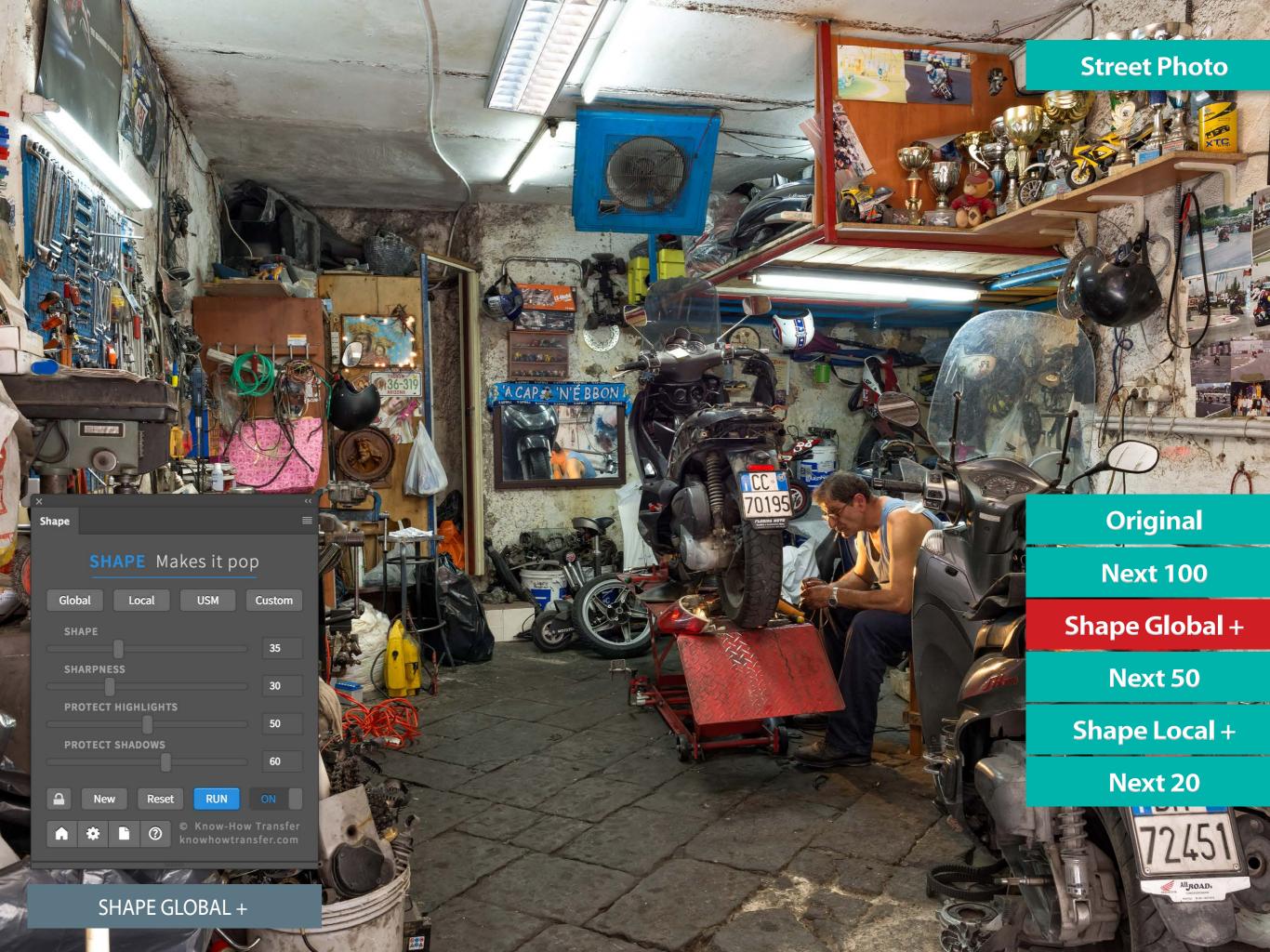


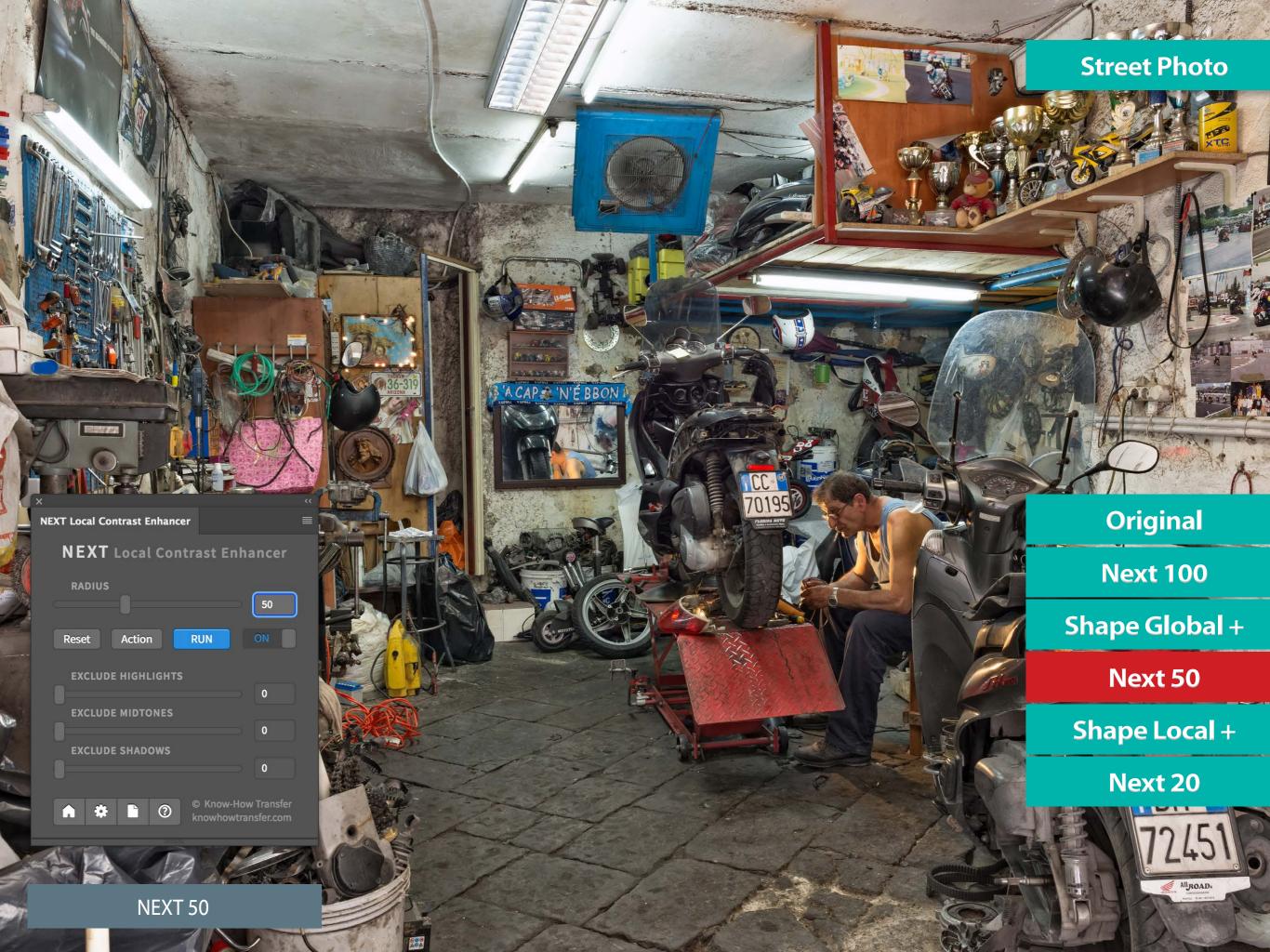


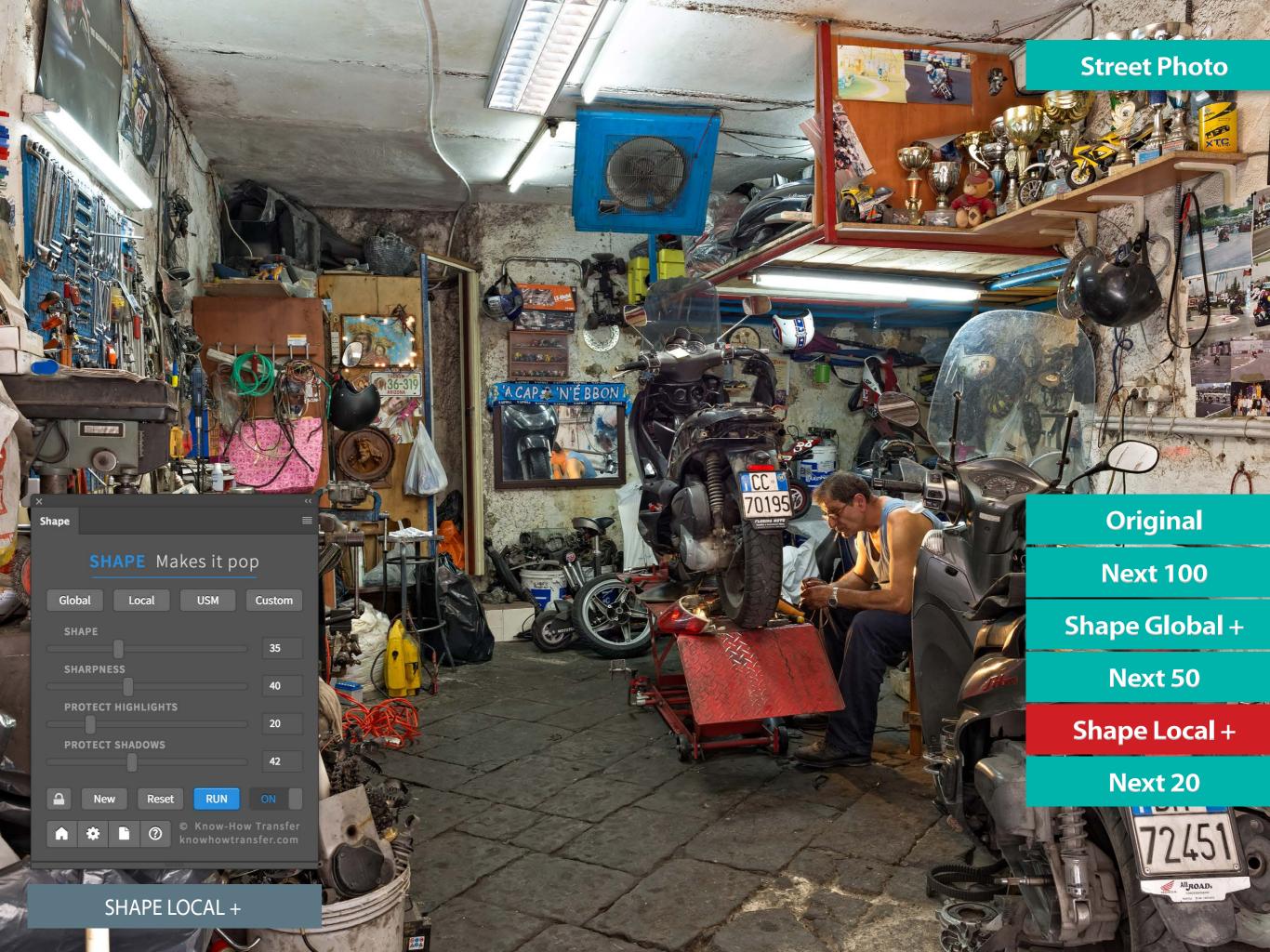


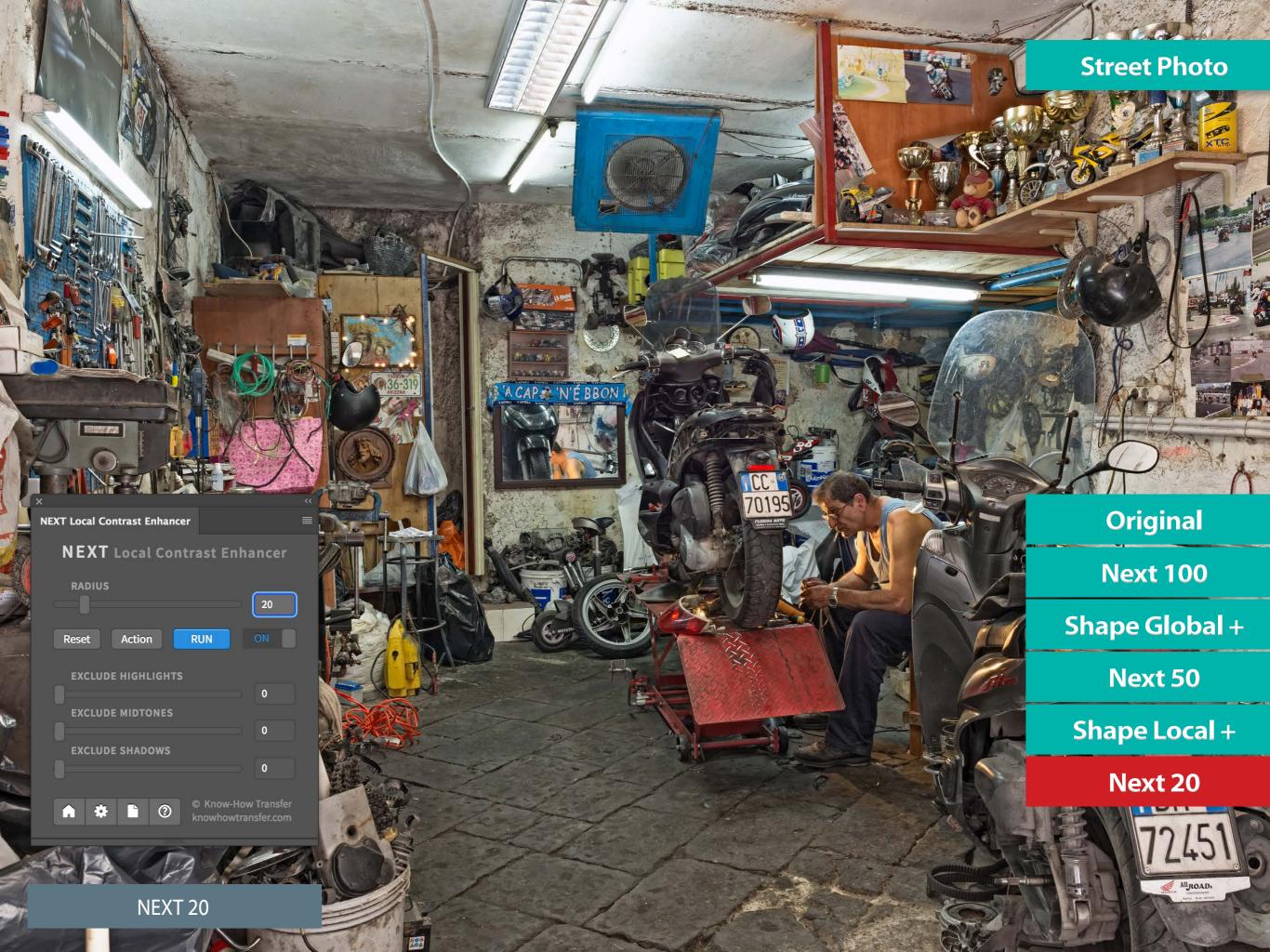














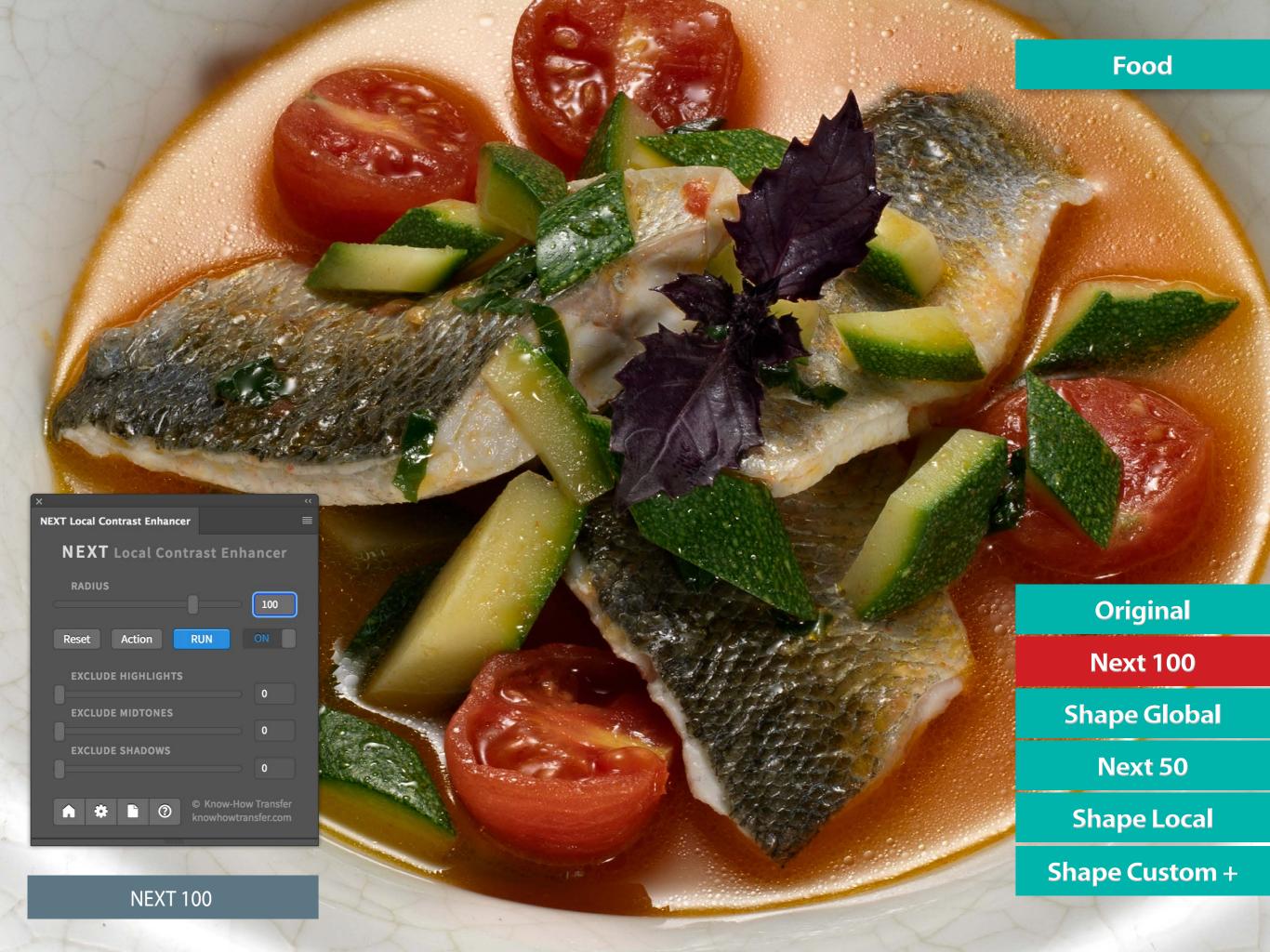


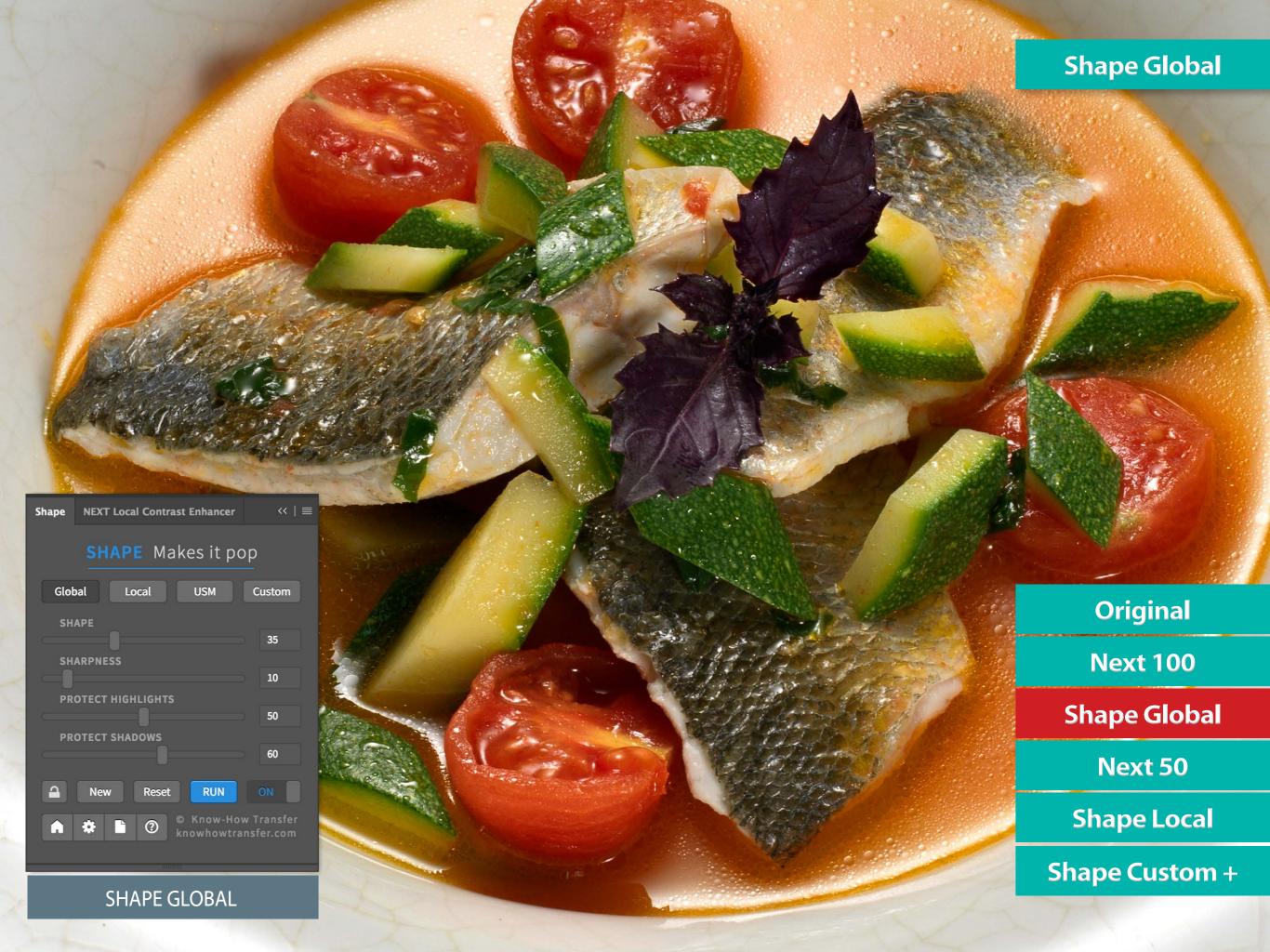


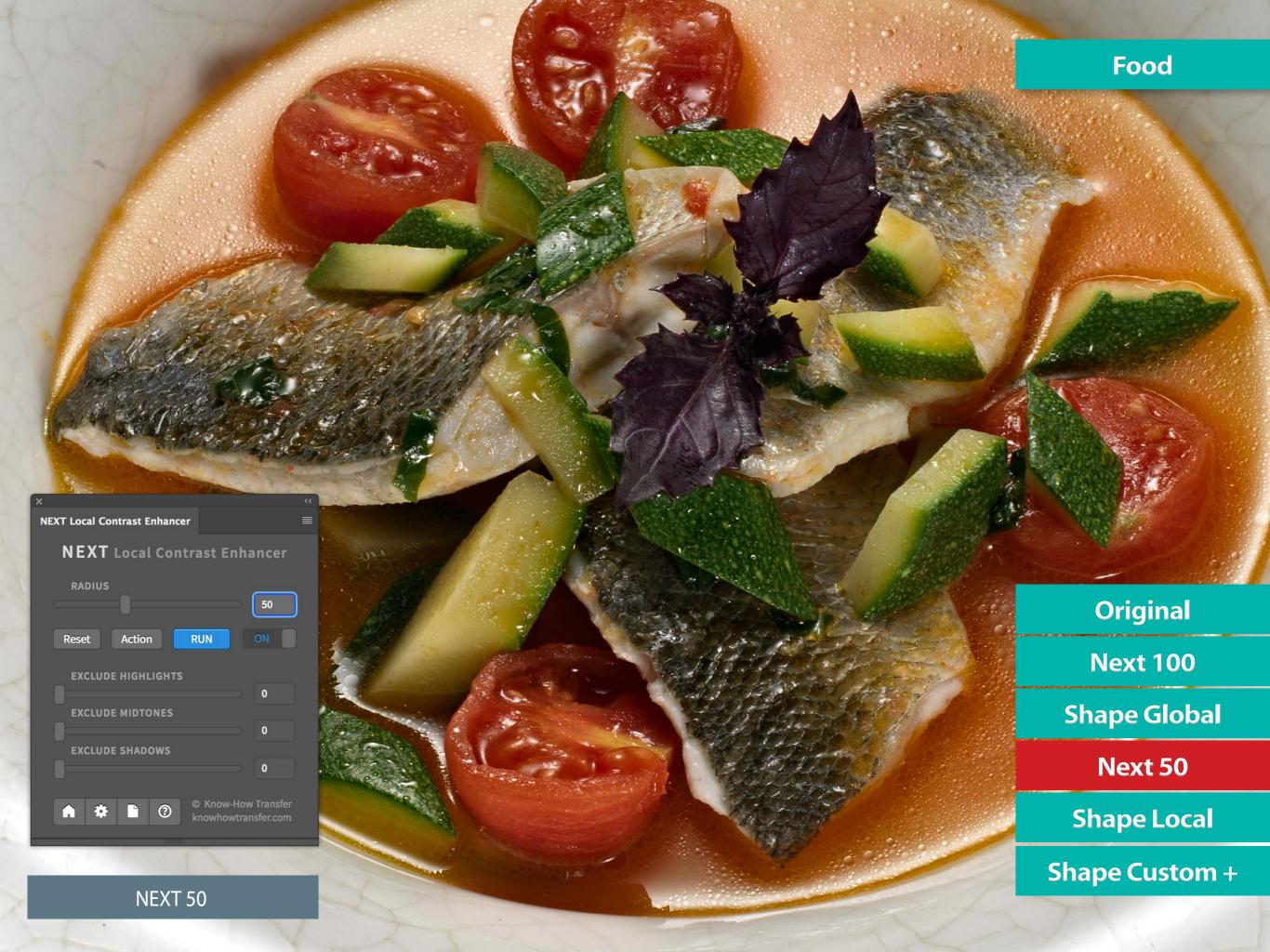


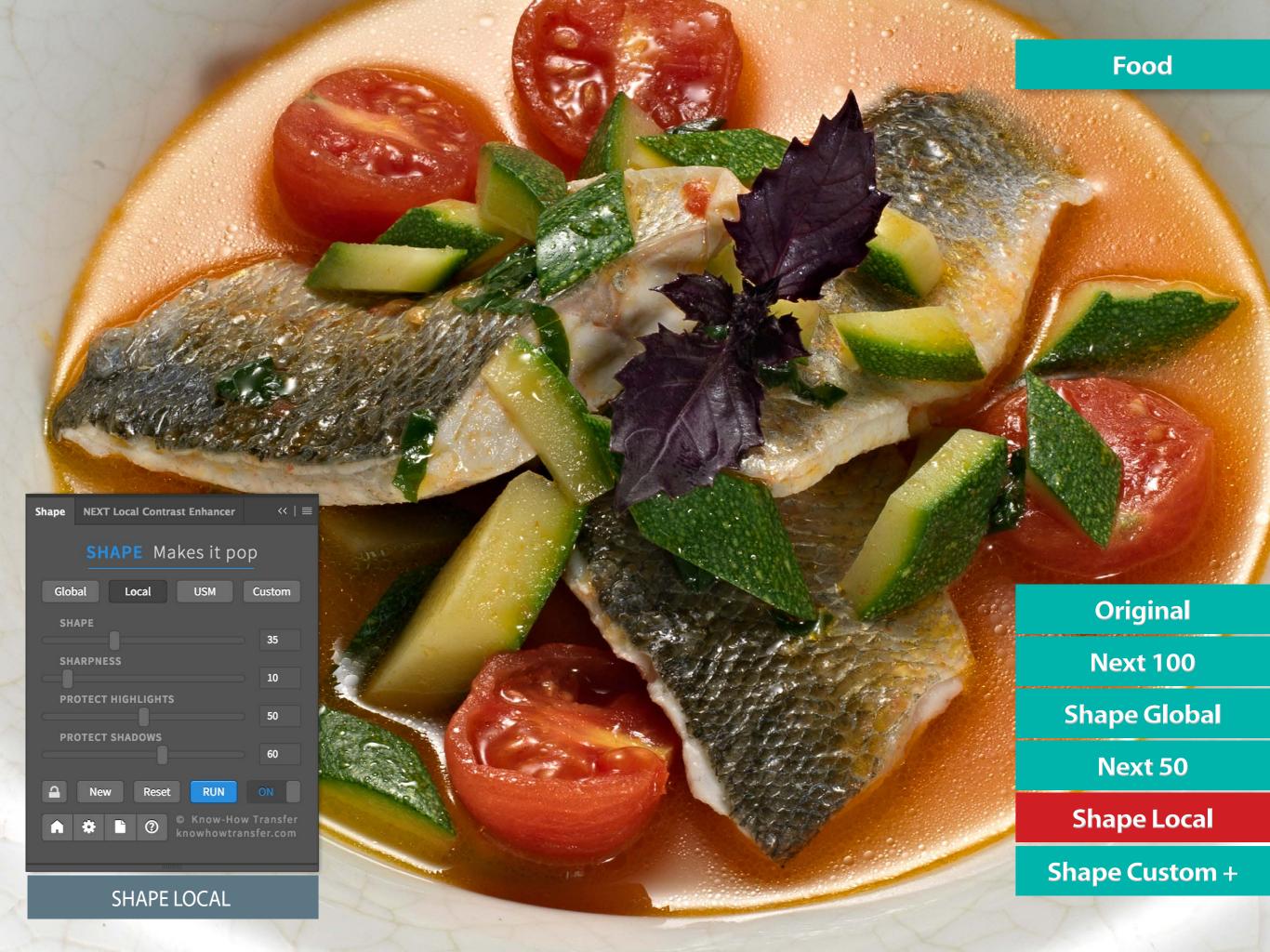


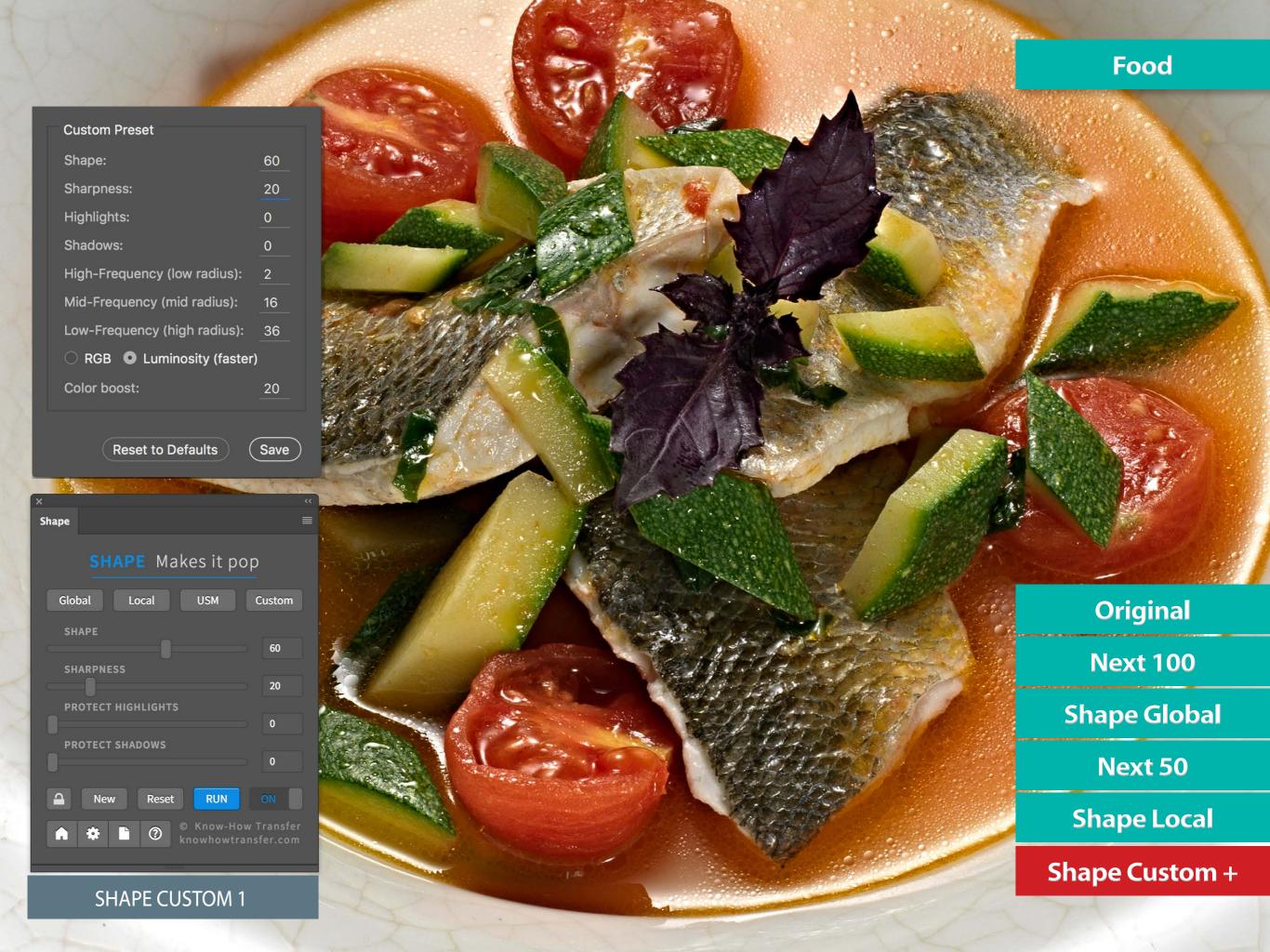
























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