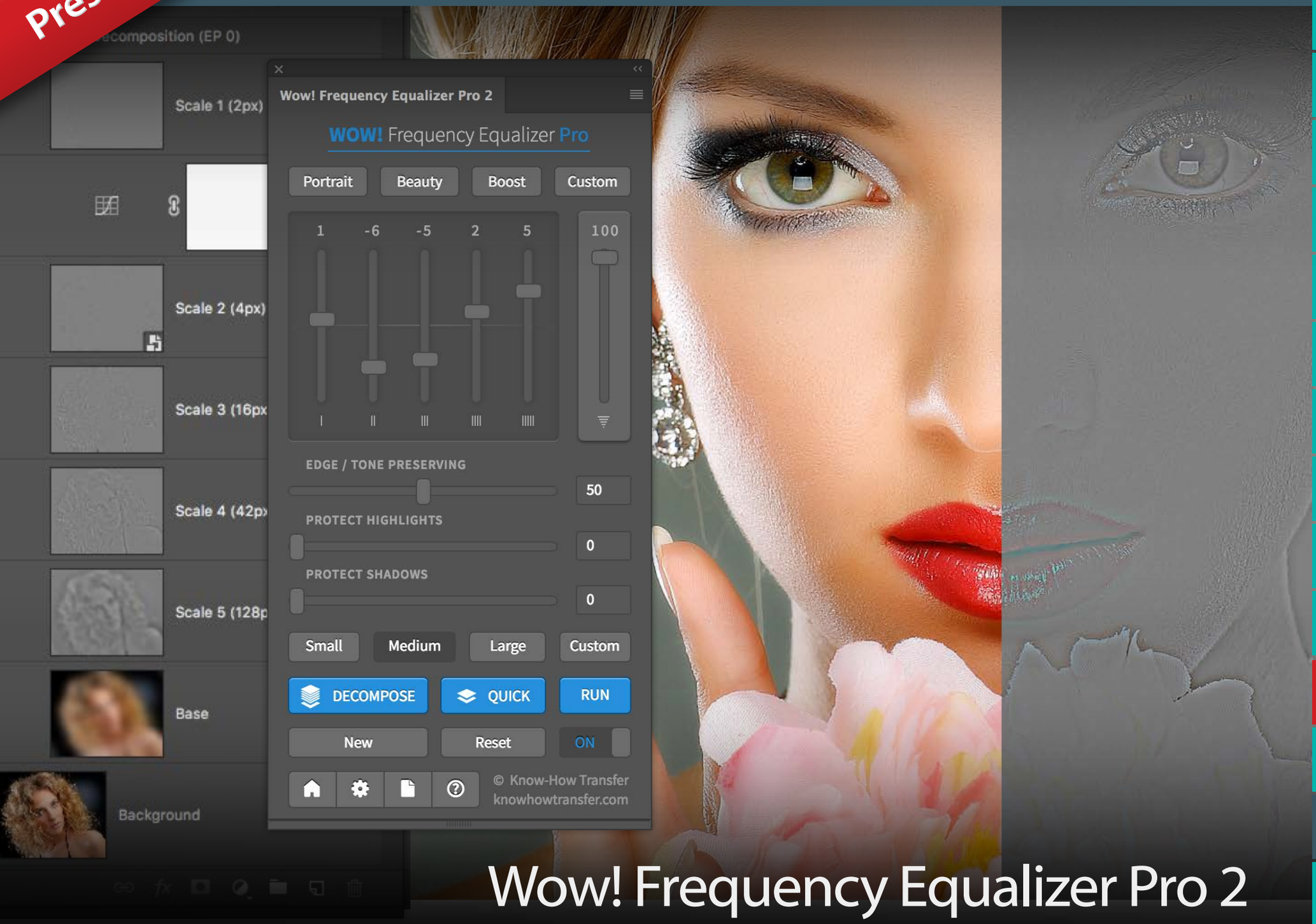
Edge and Tone Preserving Tool

KNOW HOW TRANSFER

the photography knowledge hub



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Wow! Frequency Equalizer Pro 2

User Manual - Version 2.5.0 - March 2020

What's new in Wow Pro 2.5

Quick Start

We have been working on Wow! 2 in the last months capitalizing the know-how achieved developing plug-ins like Shape and others.
We set out to develop this new outstanding tool by improving performance and all existing features and adding more features to improve user experience and speed up the workflow. We invested a lot of resources in the user interface and all functions are now customizable.

This new 2.5 release is 30% to 50% faster and the installer is compatible with OS Catalina.

Edge and tone preserving

A new exciting exclusive core feature of Wow! Frequency Equalizer. It magically improves edges and overall tone, protecting highlights and shadows. It allows pushing the frequency sliders further.

Shadows and highlight protection

An alternate tool to protect independently highlights and shadows. It works by creating a layer mask. This protection works differently from Tone Preserving. You can easily compare both options by using the "New" button.

Color Boost and two color engines

With the default "Luminosity" engine, you can now fully control the saturation. This setting is independent of presets.
As an alternative, you can use the "RGB" engine.

Adaptive and customizable frequency range

You can now adapt the frequency range to the file size. You can choose Low (up to 16MP), Medium (16 to 32 MP) and Large (32MP onward). A custom frequency button is also available for advanced customization or special effects.

Quick decompose

"Quick" is a single frequency two-layers decomposition for a quick final retouch after the application with sliders.
The value of the radius affects the kind of detail you will get, so it's customizable.

Tooltip, version button, new layer naming

We added many functions to improve the user experience. Among them tooltips help when mousing over, a "New" button to create and compare versions and full layer naming.

Install Wow! Pro 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: Wow! Frequency Equalizer Pro 2 for MAC
Download 2: Wow! Frequency Equalizer Pro 2 for WIN
Download 3: Documentation and extras

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)

Open Wow! Pro 2

Quick Start

Photoshop/Window/Extension/WOW! Frequency Equalizer Pro 2

Do NOT open Wow! Pro 2

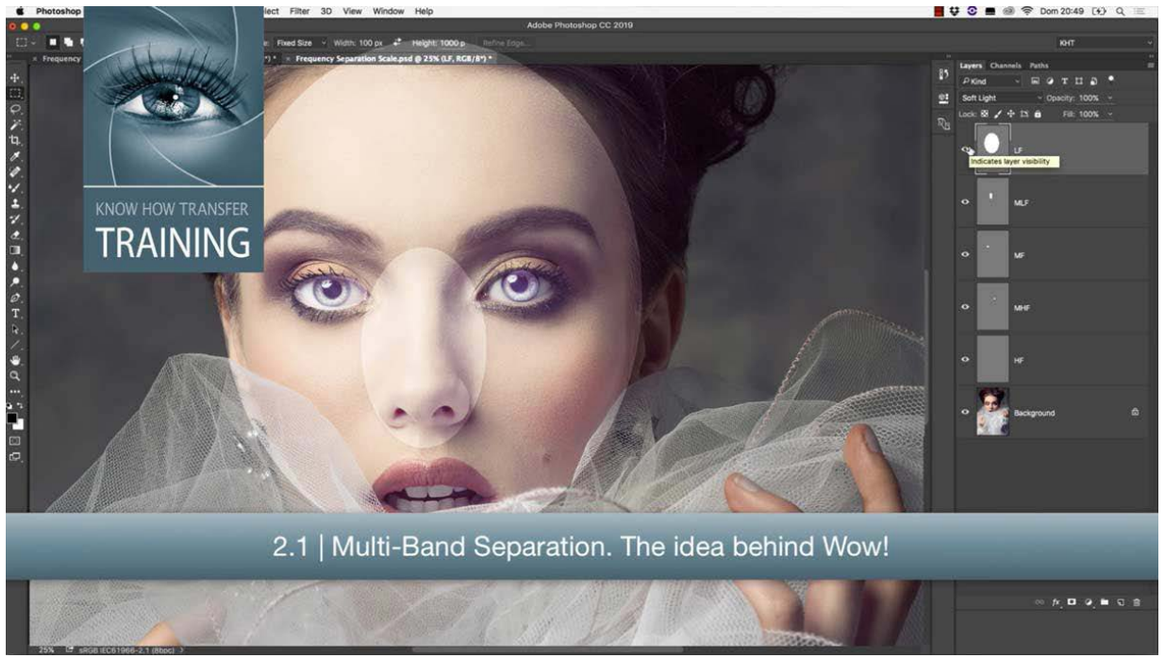
Photoshop/Filter/Know-How Transfer/Wow! Frequency Equalizer 2.0.0
This is only for internal use.

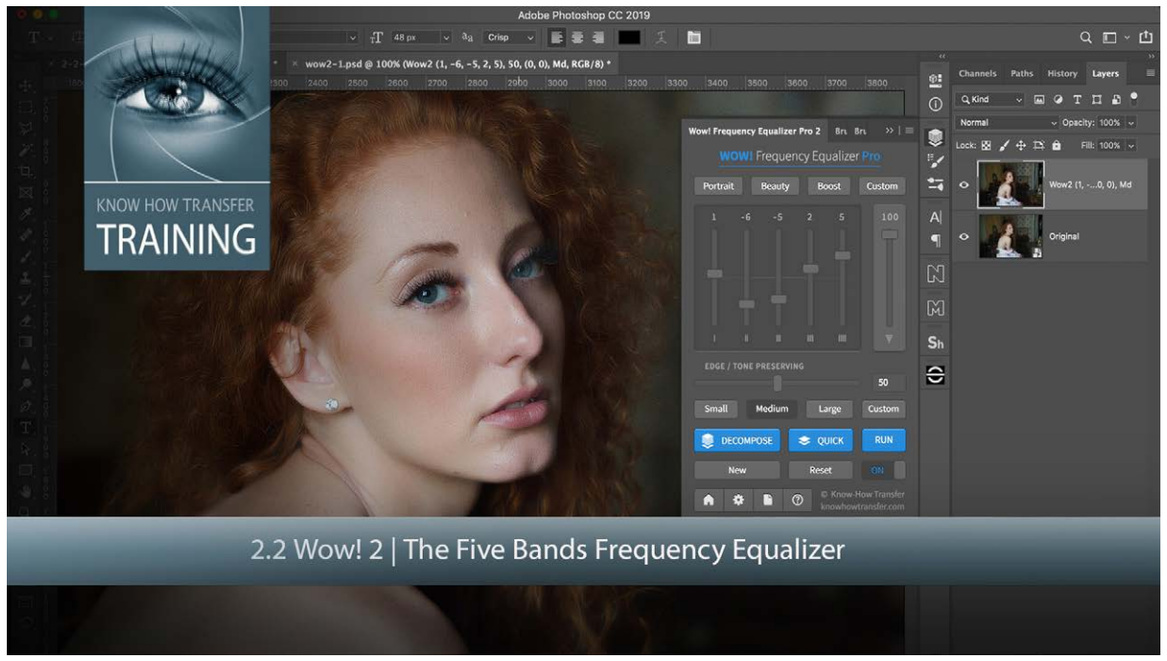
Tutorials

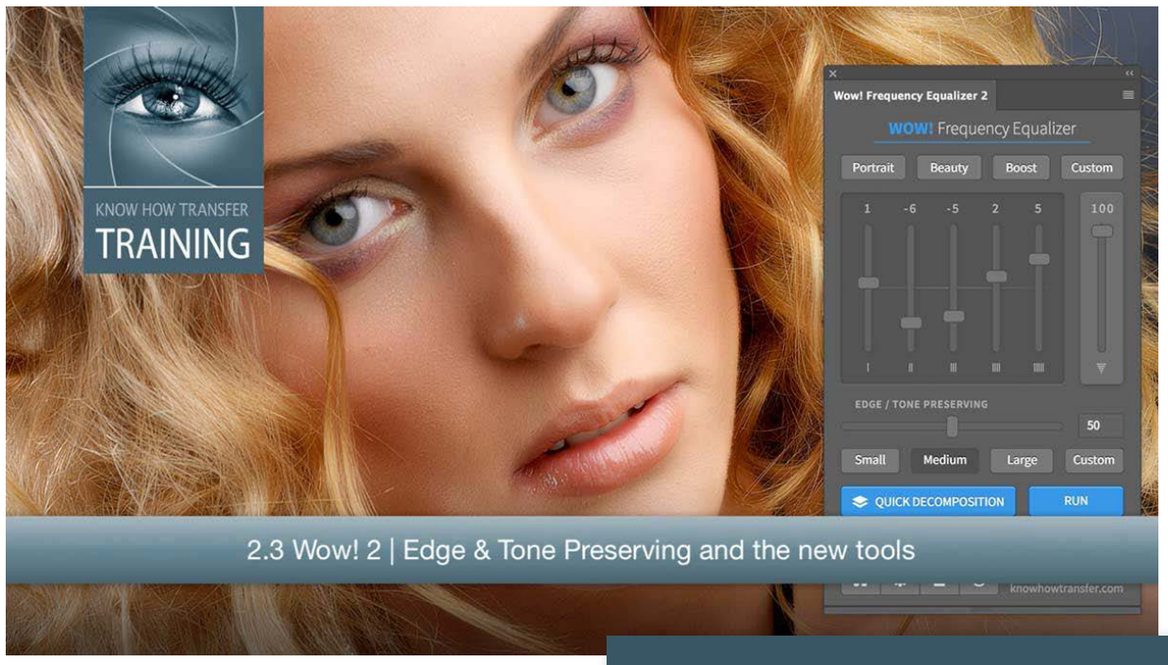
Tutorials

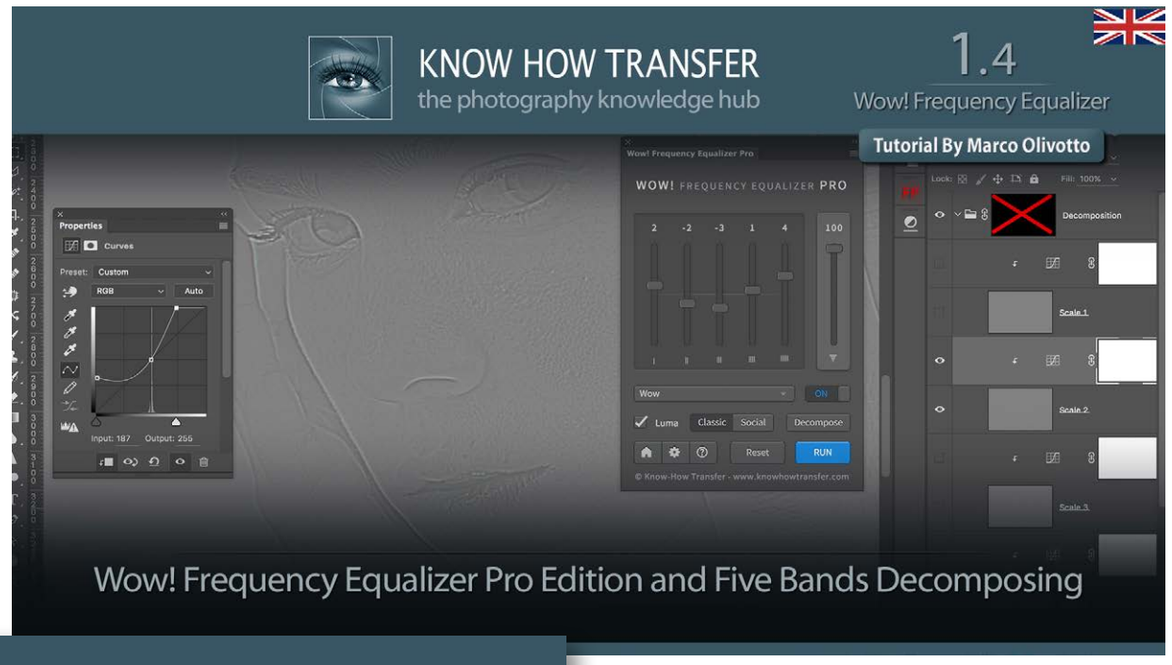
The first three tutorials are valid for all the Wow! range.

The fourth focuses on the features of Wow! Pro edition: Click or tap on the images to watch the videos.









Go to Wow! Tutorial Page

The Wow! Pro 2 panel

Quickstart presets

"Portrait," "Beauty," and "Boost" (Landscape, Architecture, Real Estate, Product). "Custom" customizable in the Preferences/Custom Preset.

Frequency bands sliders

The sliders correspond to five spatial frequency bands; left to right, high frequencies which become progressively lower. Detail is on the left, shape is on the right. Each slider can be either boost or cut: a boost increases the contrast in that frequency, a cut smooths it.
The last on the right is the opacity slider.

Decompose

Turns each frequency into its pixel layer for a more precise frequency based retouching.

Quick - Single frequency decompose

Two-layers decomposition for a quick final retouch after the application with sliders.

Run

Applies Wow! when the Live View is off.

Footer Buttons

- Links to Wow! Homepage.
- Opens the Preferences tab
- Opens the user manual
- Shows the version number.

The Panel

Edge and Tone Preserving

The new wonder of Wow! It dramatically improves edges and compensates the tones, allowing you to push the sliders further.

Protect Highlighs and Shadows

If not use Edge Preserving or it's not enough, you can further protect Highlights and Shadows. In this case, a layer mask will be created.

Frequency range buttons

According to the image size, tick the dedicated button. Small is up to16MP. Medium 16 to 32. Large is 32MP upwards.

New - Version button

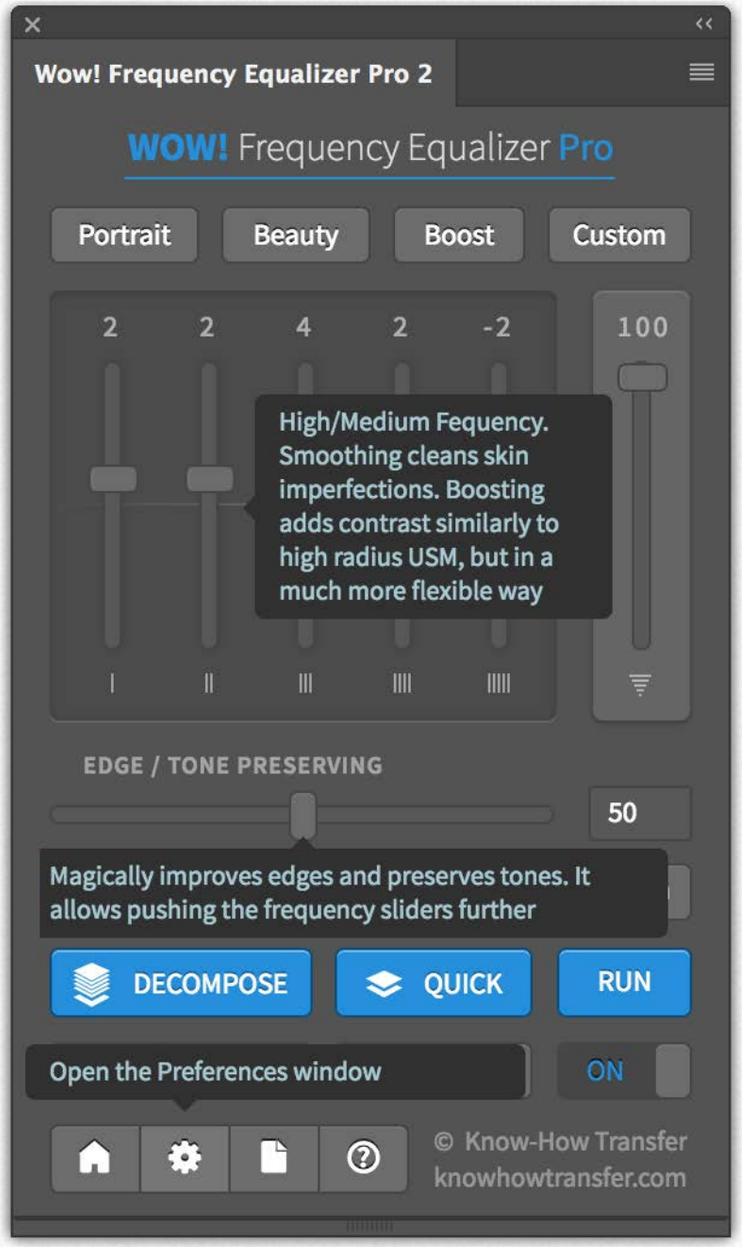
Generally Wow! replaces overwriting any previous version. With "New" a new version is created. A crucial function to compare different settings.

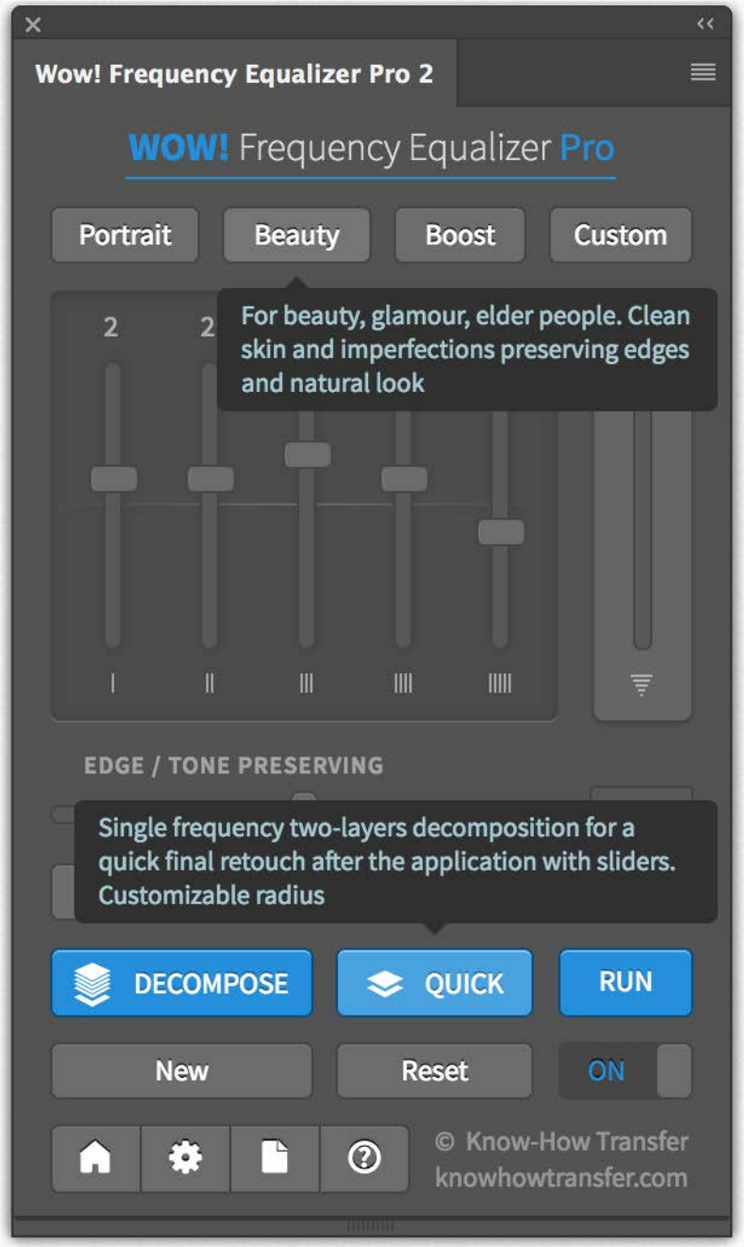
Reset - On/Off

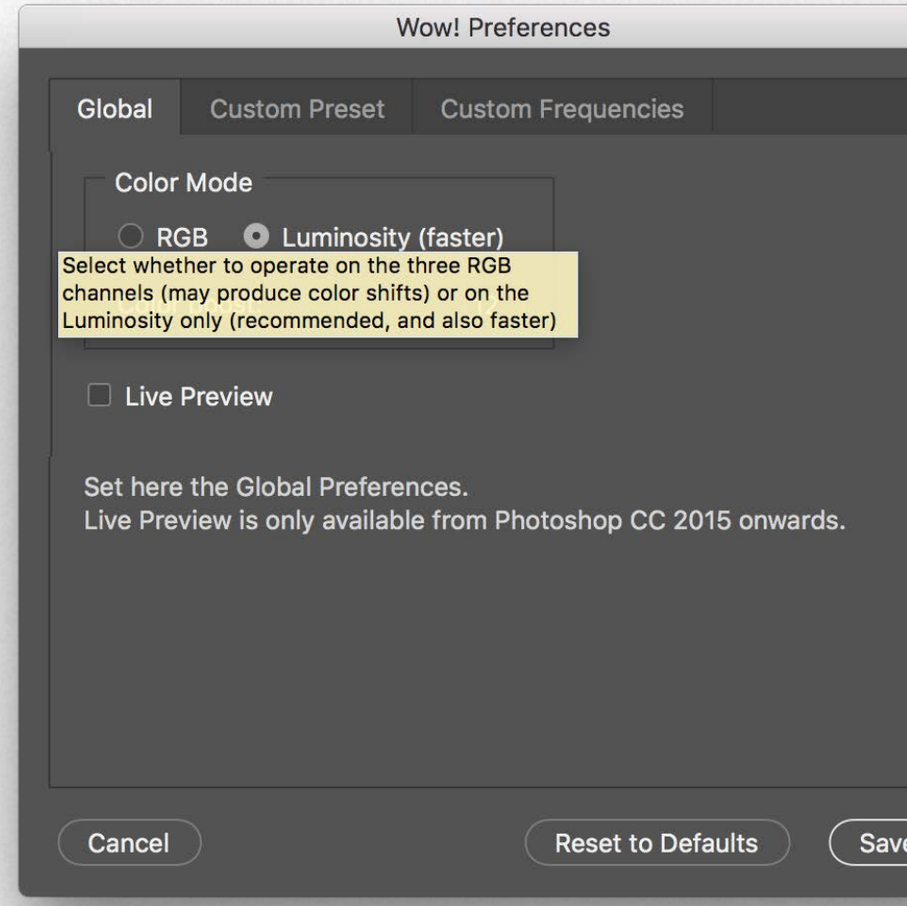
Reset resets all values to 0
ON/OFF Shows the before/after

Tooltips

Starting from this release, we added tooltips help.
Mouse over the cursors or buttons to get help.







Compact and extended mode

Drag the bottom to expand

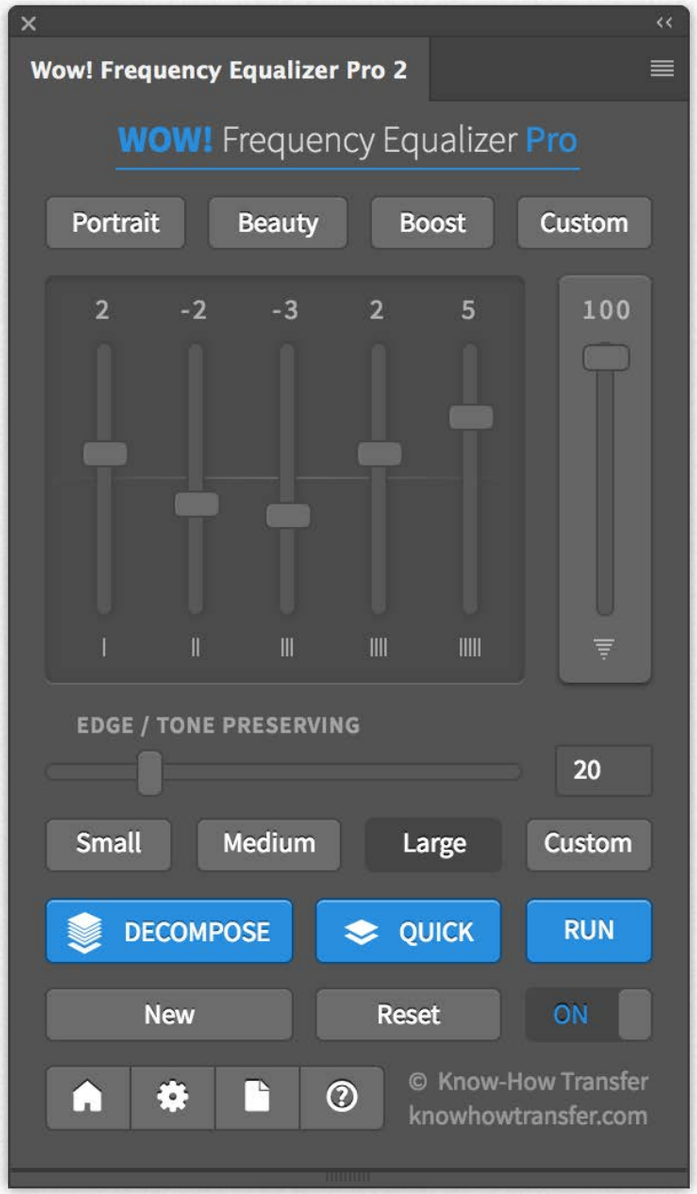
On the left the panel in a compact mode revealing the essential functions,

On the right the panel in an extended mode exposing the Highlights and Shadows sliders.
You will need the two protect sliders if you don't use Edge and Tone Preserving or when further protection is required.

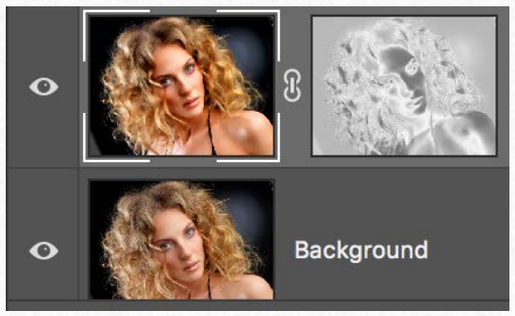
Edge & Tone vs. protect sliders

Both tools protect highlights and shadows. However, they work differently.

We encourage you to try both options and compare them. You can easily get two versions by using the "New" button



Use this small handle to expand or contract the panel

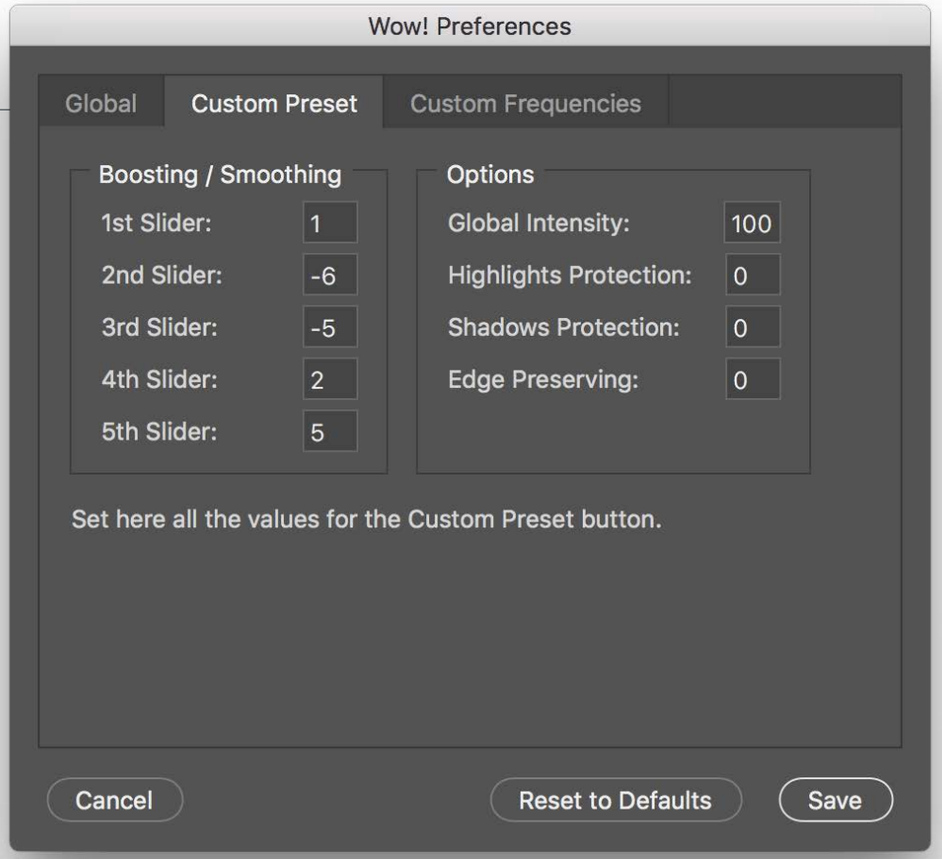


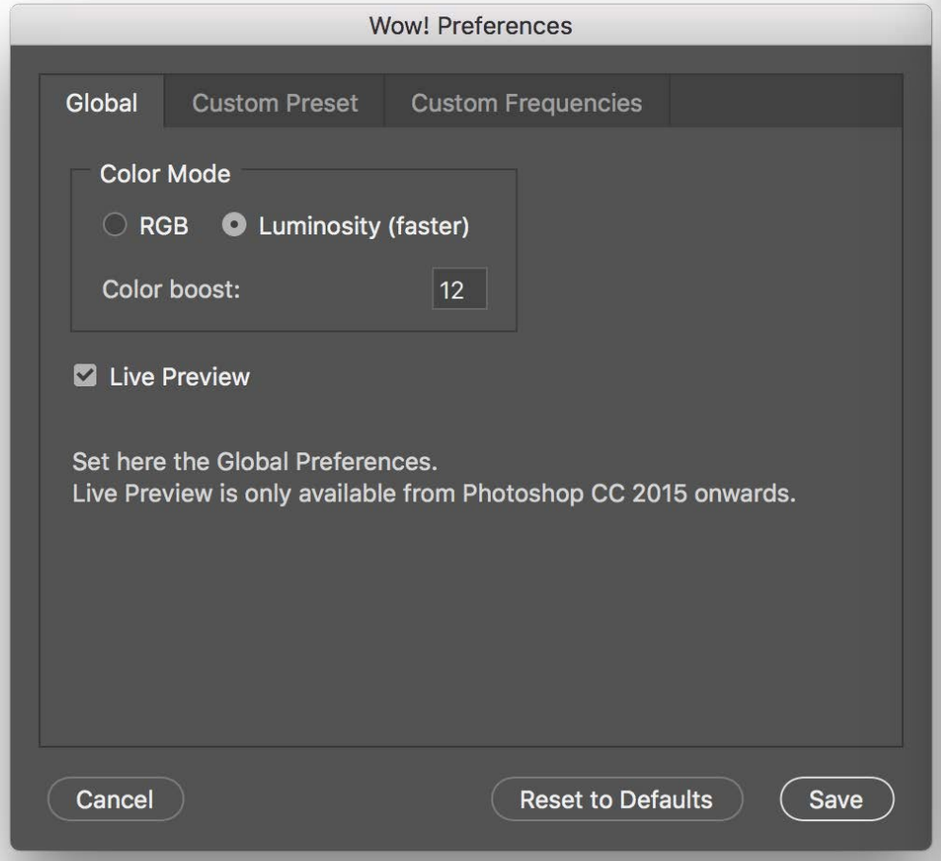
An example of the mask generated by using the " Protect" sliders

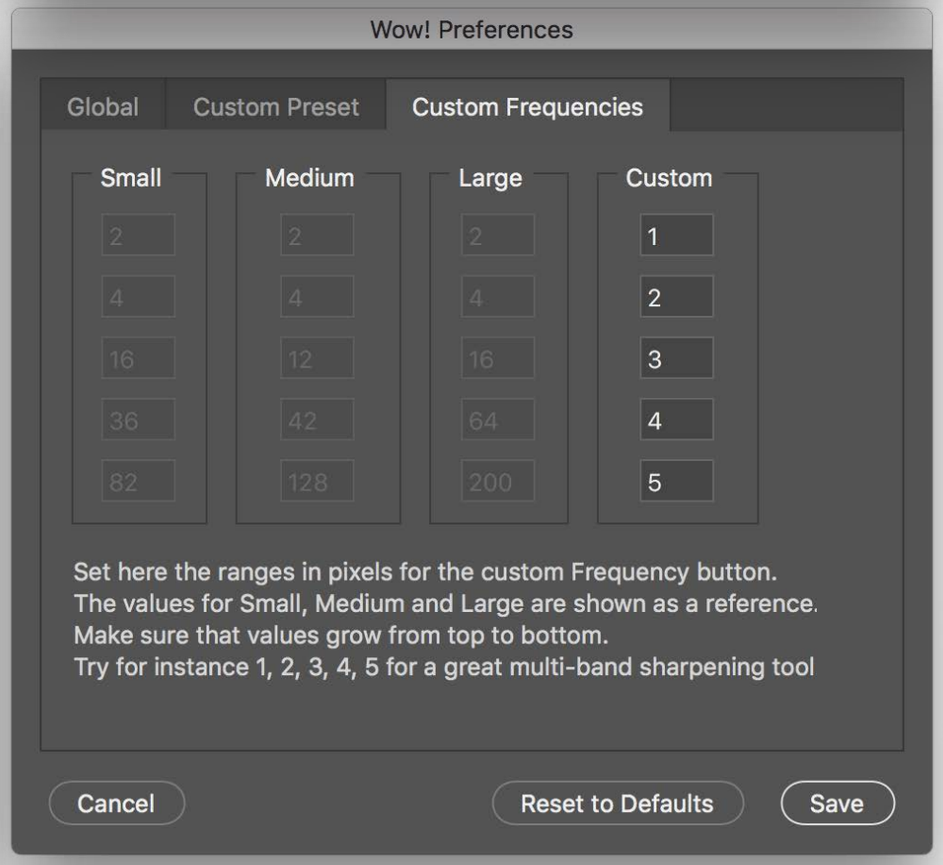
The Preferences Tab

Global

Use this tab to set the general settings.
Color Mode: RGB or Luminosity (default)
Color boost available only in luminosity mode.
Live Preview (default), applies Wow! at any change.
Un-check it to change many sliders or settings
and then apply Wow! in one go using “RUN.”







The Panel

Custom Preset

Use this tab to create your custom preset. You can customize the sliders’ range, Global Intensity, Highlights and Shadows Protection, and Edge and Tone Preserving.

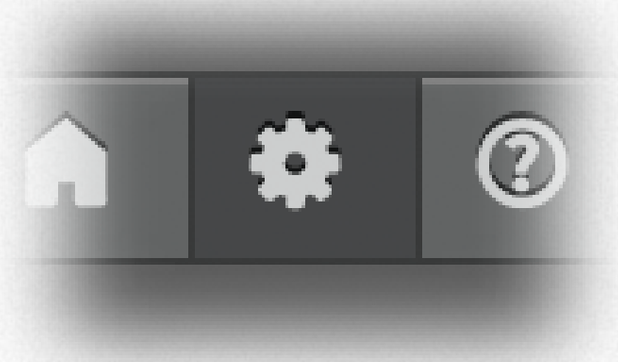
Apply this preset from the top custom button.

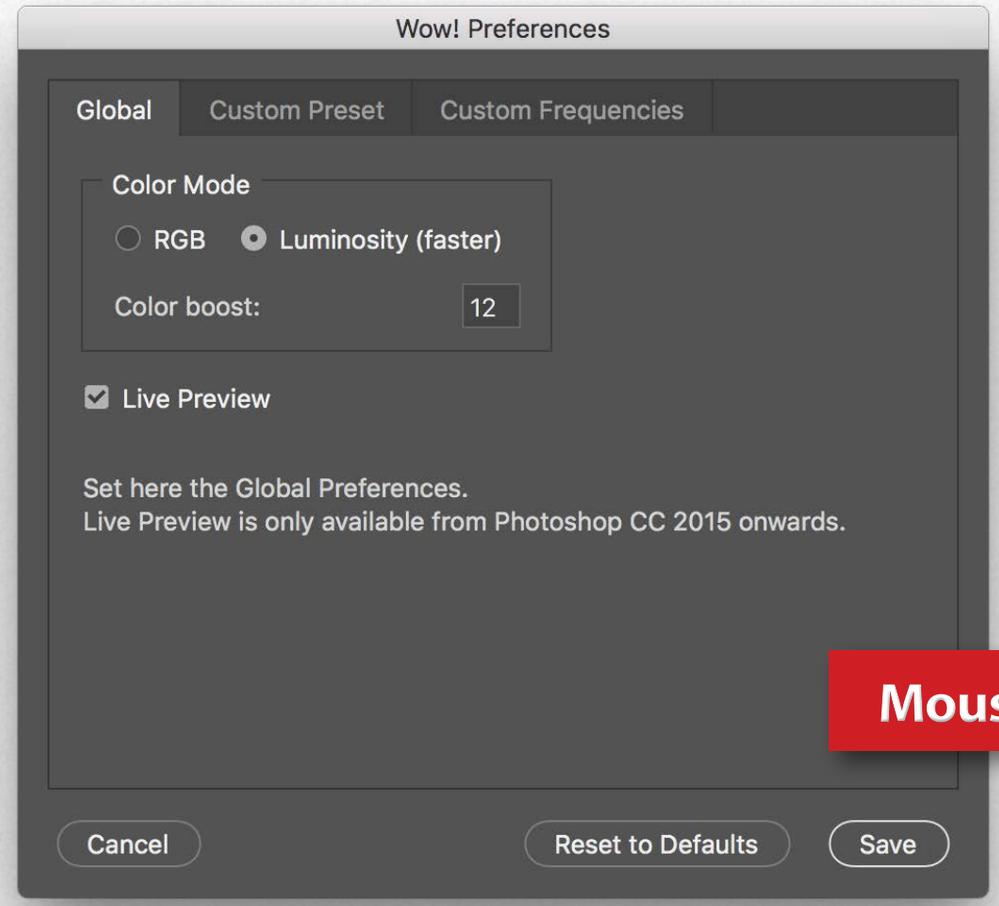
Custom Frequencies

Use this tab to create your custom frequency range.
The values for Small, Medium and Large are shown as a reference and are not editable.
Values must grow from top to bottom.

Apply this frequency range from the middle custom button.

Live Preview ON vs OFF





Live Preview ON

It's the default setting.
Any time you will move a slider or tick a button or a preset, Wow! will update the existing Wow! layer.
This option is convenient and immediate.

Live Preview OFF

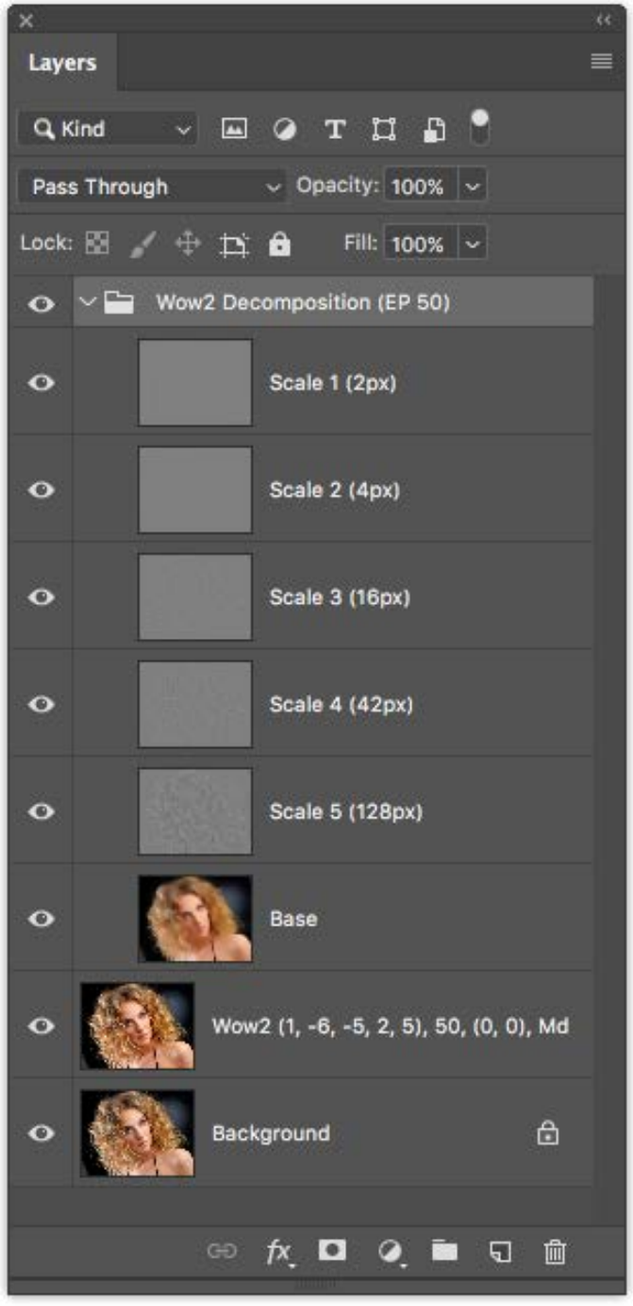
To work in manual preview mode uncheck the Live Preview box in the Preferences/Global Tab. You can access to Preferences by ticking the geared icon in the panel footer.
Use this option if you are working on huge files or you want to tweak several sliders or option an apply them in one go. Tick "RUN" to apply the new setting replacing the previous one.
To get a new version tick "NEW" first and then "RUN."

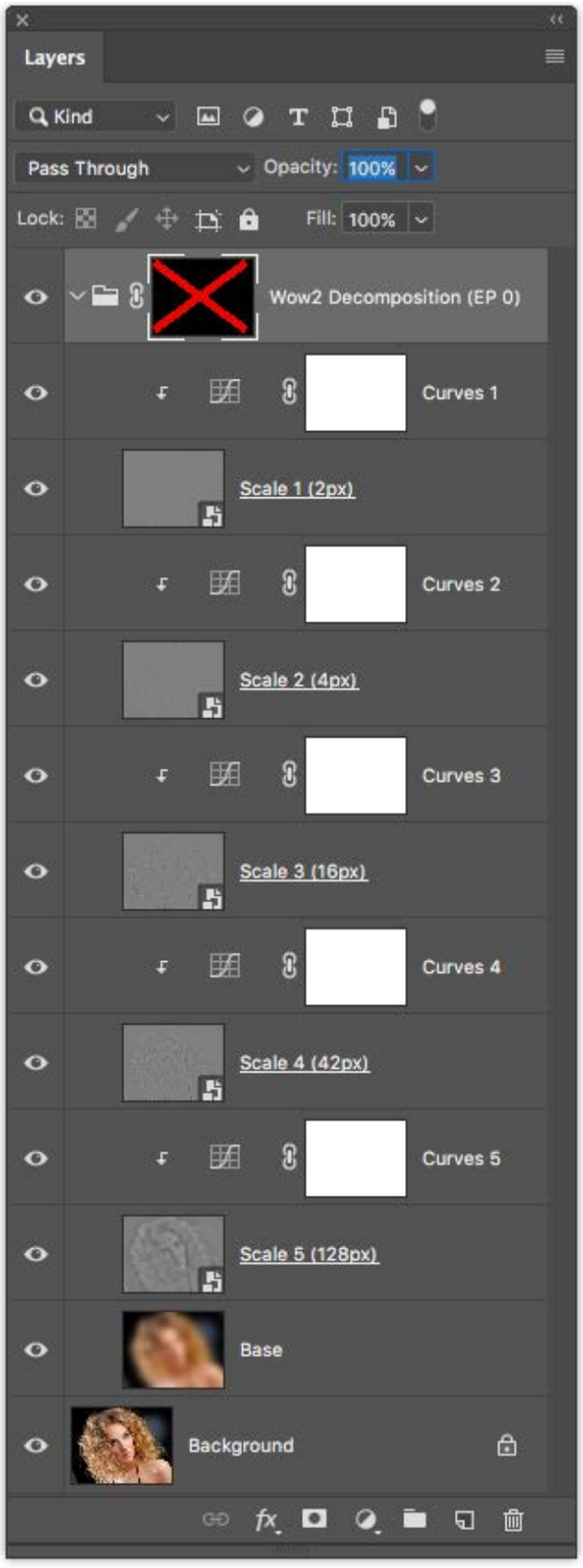
Mouse over to get Tooltips Help

The Decompose tool

The new Decompose button is a core feature of Wow! Frequency Equalizer Pro 2.

While the sliders let you easily boost or smooth each frequency range, you can now explicitly turn each frequency into its pixel layer (five of them are created in a stack, plus a base layer) for a better and more precise frequency based retouching.You can paint, clone and heal on the particular frequency layer that contains the features you need to target, with high precision, giving you unprecedented control over the retouching process.
Get even more by installing Wow! Pro 2 dedicated actions.
Download the actions here.





Advanced Decompose Actions

The first action adds a curve adjustment layer to any layer. The curves are in blending mode “luminosity,” clipped to the layers and the middle point is on 128.

The second action in addition to the curves, transform the pixel layers advanced objects. In both cases, a deactivated black mask is added to the group to create skin masks.
Read more on the next page.

What are these actions for

Wow! Pro Decompose Add Curve adds a curve adjustment layer to the five scale layers. These curves are in blending mode “luminosity” to avoid color shift, and the middle point is set on 128.
Using these curves, you will be able to smooth or sharpen specific frequencies.

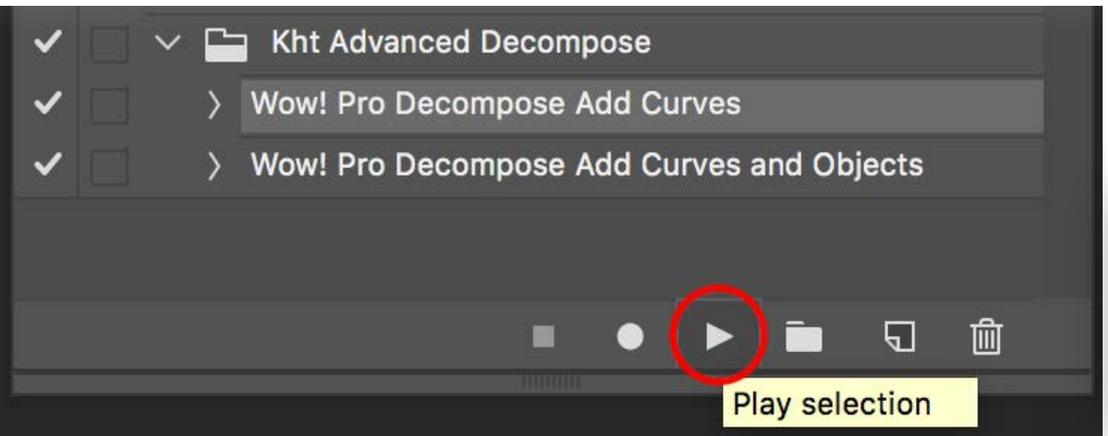
Wow! Pro Decompose Add Curve and Objects works as the previous action but also transform the Scale layers in Advanced Objects for a non-destructive retouch.

Where to find and how to install the actions

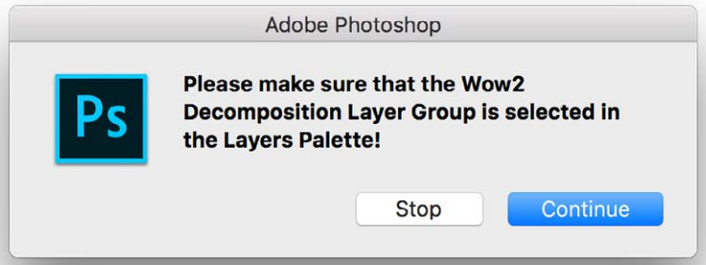
In the downloaded folder, along with installer, you will find “Advanced Decompose Action” folder, which includes “**Kht Advanced Decompose.atn**“ file.
To install these actions just double click on the .atn file and, if requested, choose to open it with Photoshop. You can also choose “Load Actions” from the Action panel’s menu in Photoshop, and locate the .atn file to install.

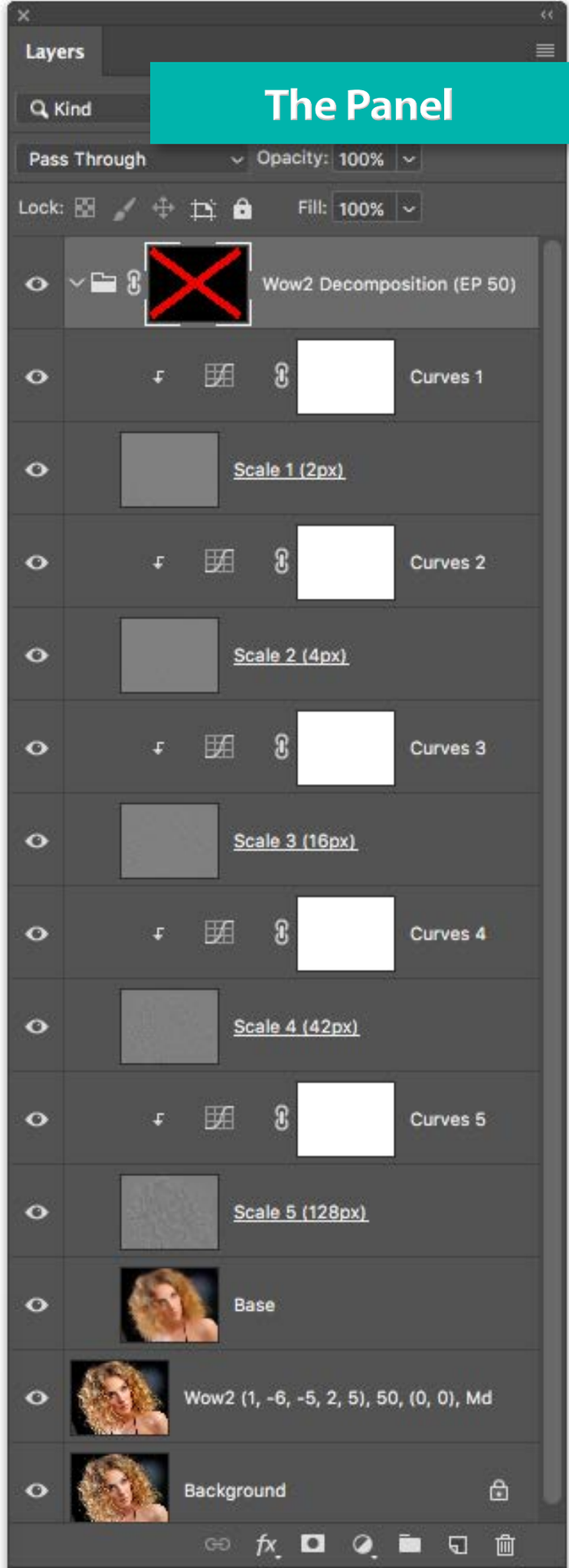
How to launch the actions

1. Press the “Decompose Button” in the Wow! Pro Panel and create the scale layers.
2. Open from the Window menu the Actions Panel, select one of the two actions and launch it clicking on the small triangle.



Tip: before launching the actions, mask sure that Wow2 Decomposition Group is selected in the layer palette.





Decomposing options

Decompose from original

To decompose starting from the original just launch Decompose and start working on the scale layers from scratch.

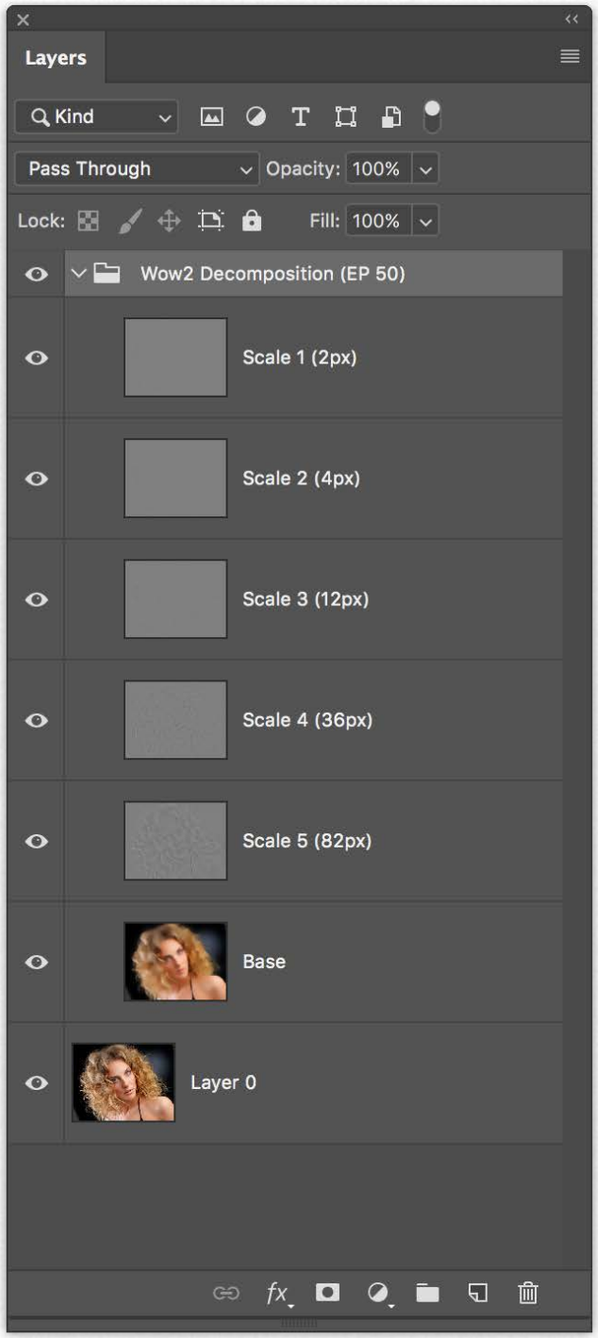
Decompose from the Wow! layer

We suggest to Decompose after the application of Wow! to refine the result. This second option will save you a lot of additional post-production.

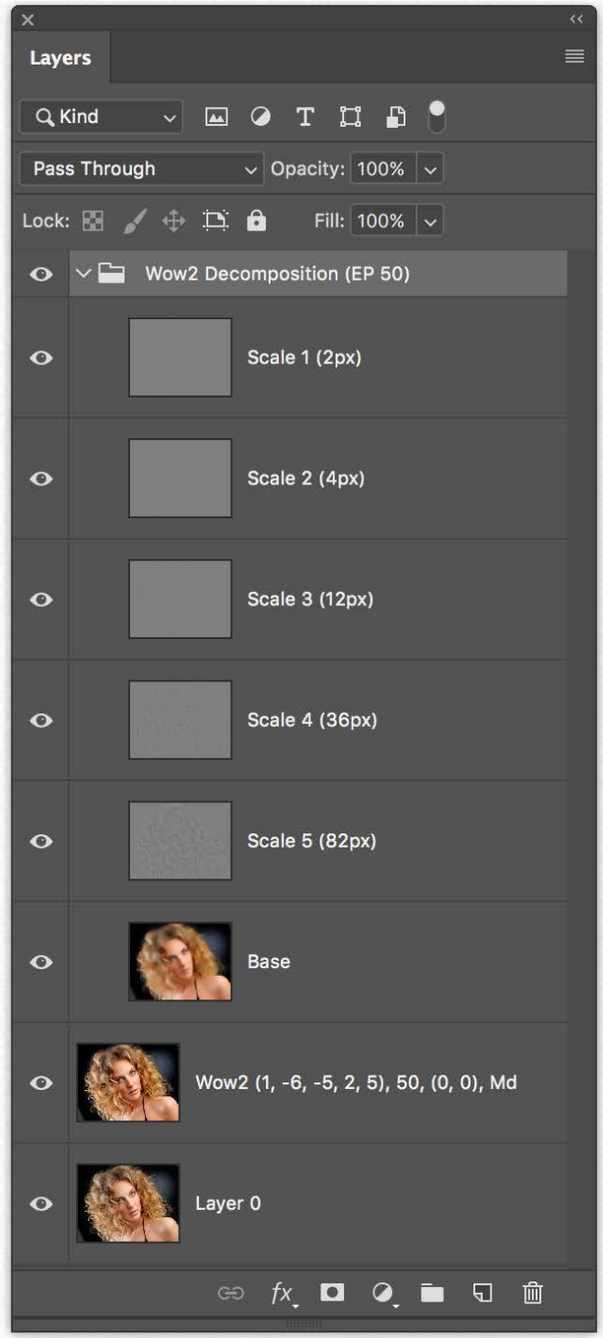
Work at 16bit

We do recommend to work at 16bit.
Are you working with an 8bit file? Convert it at 16bit. As a result, the stacked group will be exactly like the original and you will not get color shifts or banding.
8bit color range has no colors enough to reproduce the very subtle range of the scale layers correctly.

Learn More



The pyramid decomposed starting from the original.

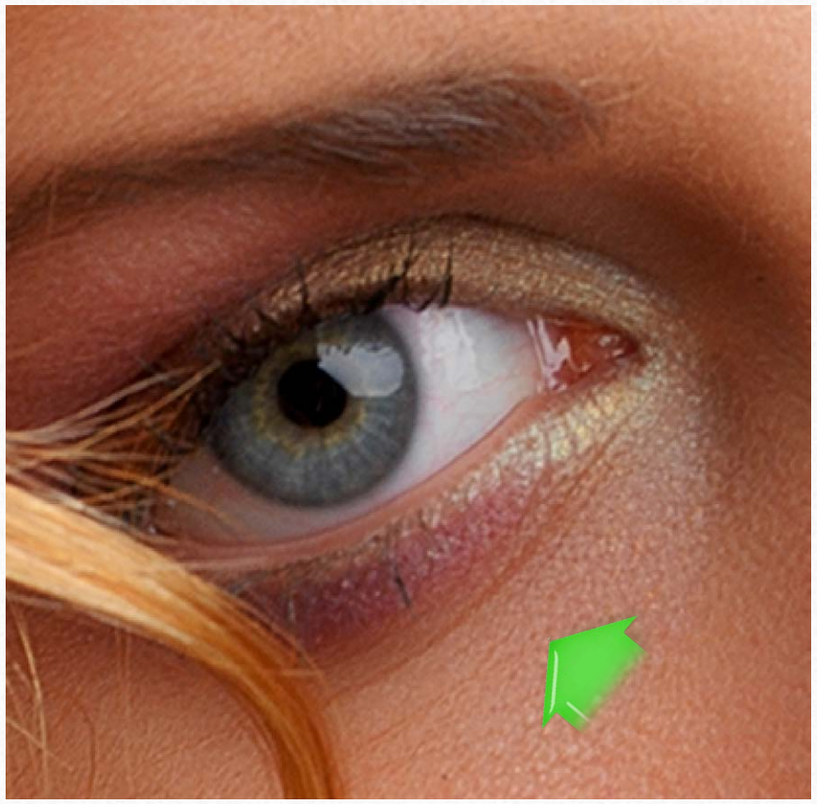


The pyramid decomposed after the application of Wow!

Quick. Single-frequency two layers decomposing

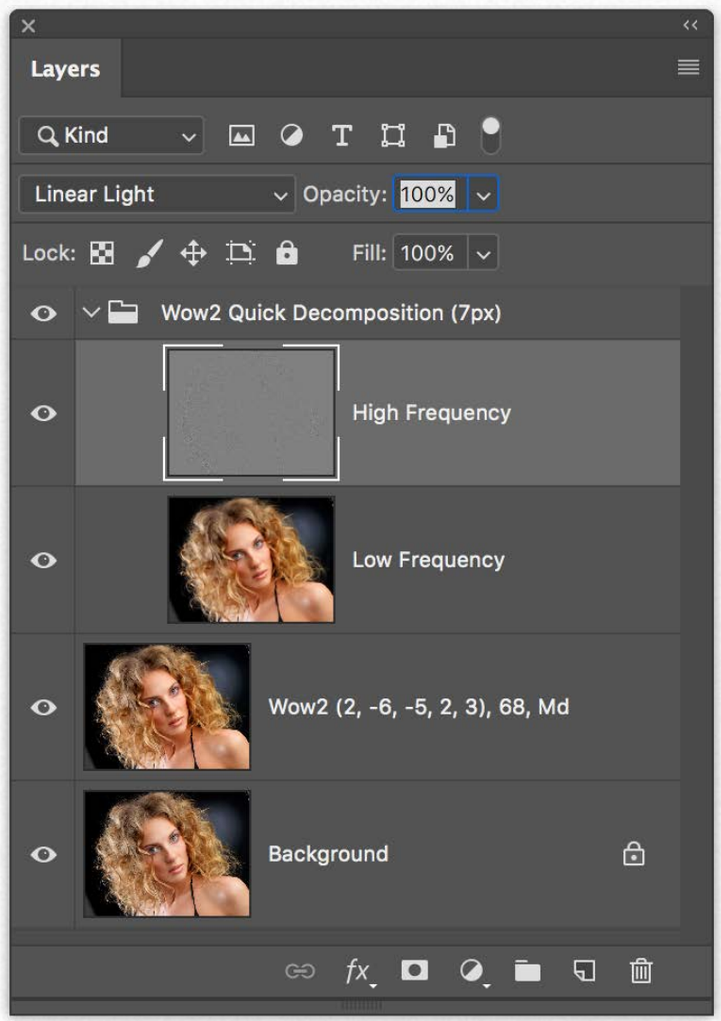
Wow!, especially if you used Beauty preset, will clean most of the skin imperfection. Maybe some persist, like for example the wrinkles under the eye in the image below. No problem! We designed the “Quick Decomposition” tool for a quick final retouch AFTER the application of Wow!
How does it work? Just tick the dedicated button. A dialog box will open asking you which radius you want to use (by default it’s 6).

Wow! will create a stack of two layers, “High Frequency” containing the detail and “Low Frequency” containing shape and color.
Now you will be able to retouch the imperfections in the detail layer without artifacts and color shift. Quick and clean!
Doesn’t matter which PS tool you will use to retouch, but remember to select “Use this layer only” option.



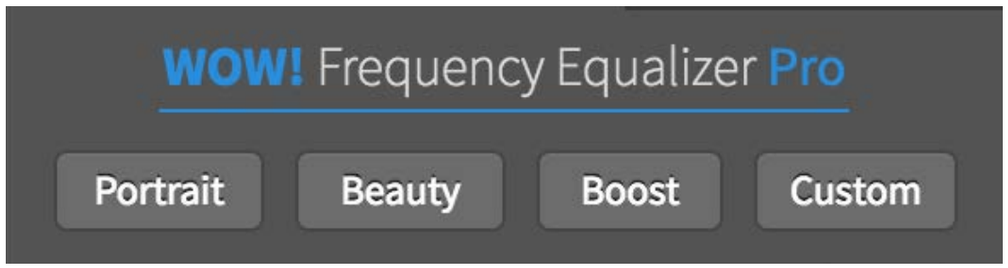
An example of wrinkles retouch with a natural look.
Easy, quick and clean! No artifacts or color shifts.

On the right the layer window of this example.
1. Original.
2. The Wow! layer (preset “Beauty”.
3. The Quick Decompose folder with High and Low Frequency layers



The sliders presets

On the top of Wow! 2 panel you will find four quick access preset buttons including a custom one.
They are an excellent starting point to tweak the frequencies and the powerful Edge and Tone Preserving.
For as regards protection compare the effect of Edge and Tone and Highlights, and Shadows Protect.
If you liked a preset of Wow! 1, you will find the values below. Input the numbers in the Custom Preset without Edge Preserving.



Portrait

Sliders (+2, -2, -3, +1, +4) 100% EP 50 Protect (0. 0)
The starting point to get what we call “The Wow! Factor”, ”the magic combination of sharpening and smoothing that helps you add shape and personality to your images. Similar to the previous version “Wow”! preset.

Beauty

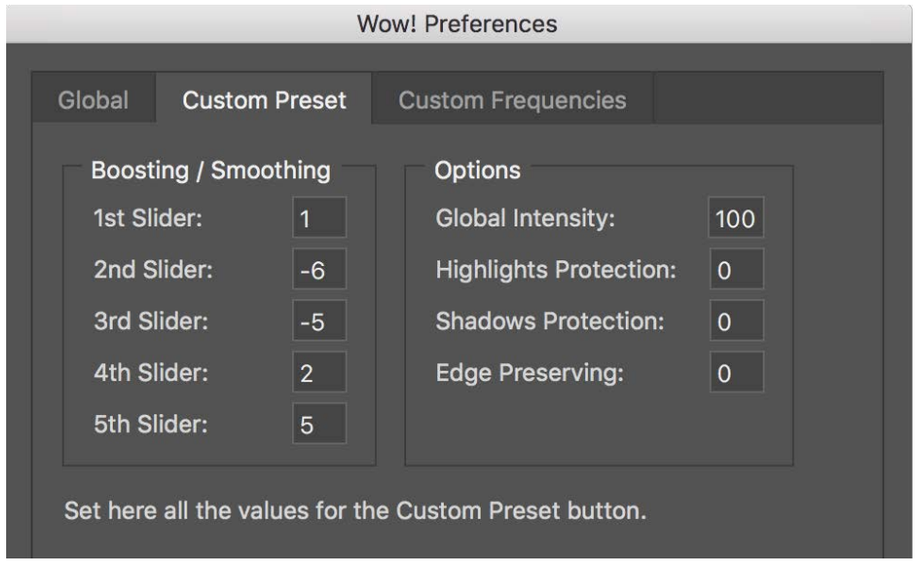
Sliders (1, -6, -5, 2, 5), EP 50, Protect (0, 0)
A stronger Wow! toning for beauty, glamour, fashion, boudoir.
Edge and Tone preserve edges and protects tones.

Boost

Sliders (2, 2, 4, 2, -2), 50, (0, 0)
A great starting point for landscape, architecture, product.
Add contrast shape, and sharpness.

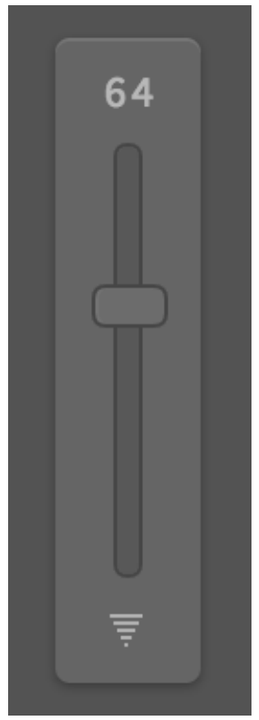
Custom

Fully customizable by the user in the Preferences/Custom Preset Tab.
Live View, Color Mode, and Color Boost must be set separately in the Global tab.



Wow! 1 Presets

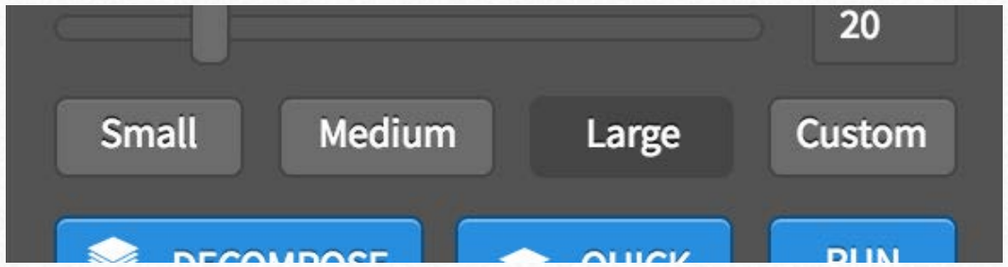
Wow! [+2, -2, -3, +1, +4] 100%
Gentle [+2, -1, -2, -3, +6] 100%
Skin: [-5, -6, -3, +1, 0] 100%
Enhanced Black Control: [+2, -1, -2, +5, -2] 100%
Boost: [+2, 0, 0, +3, +6] 100%
Landscape: [+3, +1, 0, +2, +3] 100%



You may reduce the effect by using the opacity/intensity slider or by reducing the opacity of the Wow! layer.

The frequencies presets

Wow! is file-size sensitive. It means that it's effect vary according to the file size (to learn more go to the next page). As for why we added three frequencies buttons to fit Small files (up to 16MP), Medium (16 to 32MP), Large (32MP onwards).
Use this suggestion as a rule of thumb, but compare the results using different frequency presets with the same file.
Often it's a matter of taste.



Small

The optimal frequency range for files up to 16MB

Medium

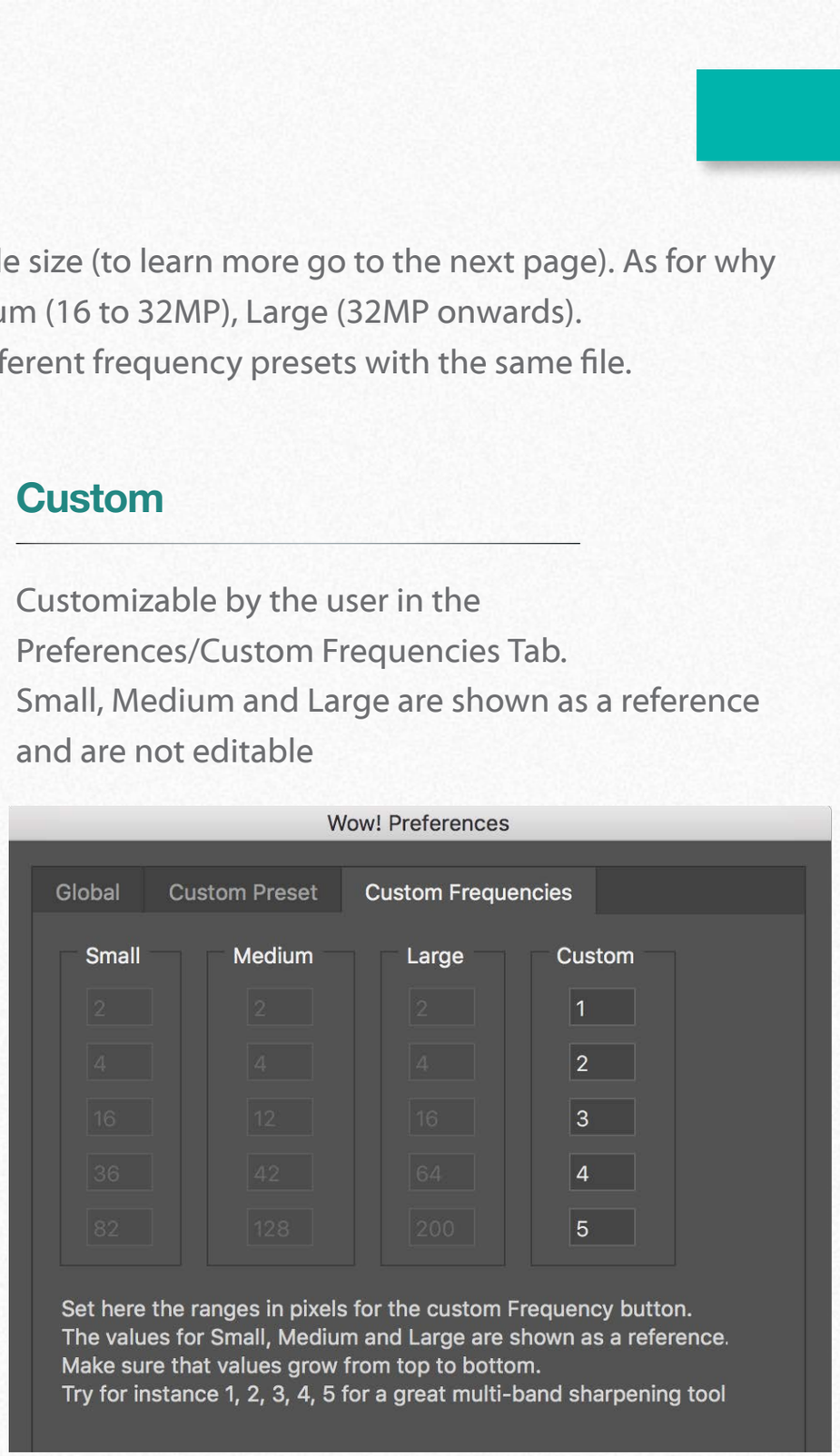
The optimal frequency range for files from 16 to 32MB.

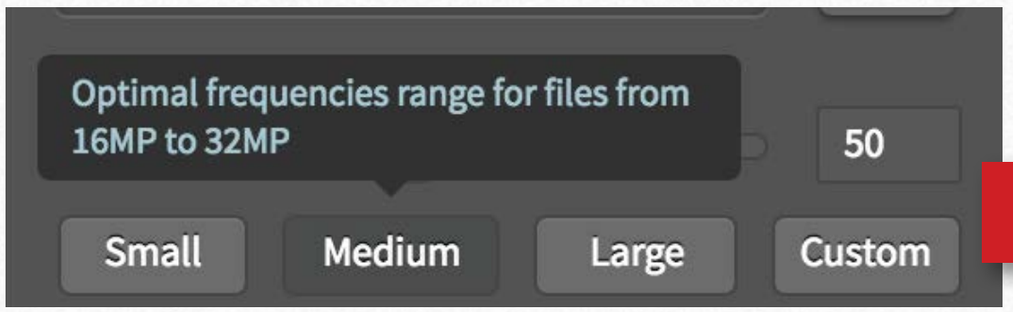
Large

The ptimal frequency range for files from 32MB onward.

Custom

Customizable by the user in the Preferences/Custom Frequencies Tab.
Small, Medium and Large are shown as a reference and are not editable

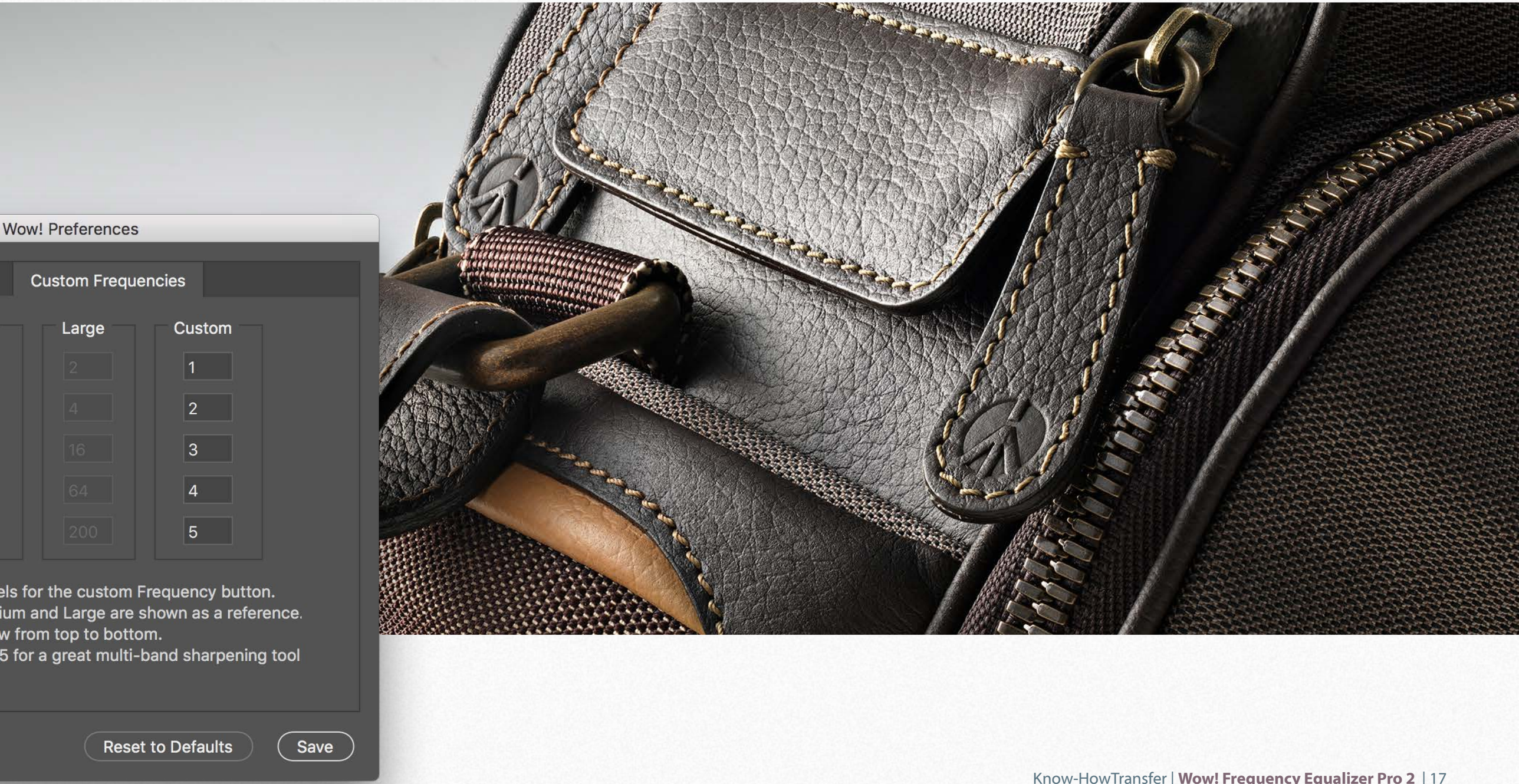




Mouse over to get Tooltips Help

An example of advanced use of frequencies customization

You can customize the frequencies to get particular results.
For instance, try to go in the Preferences/Custom Frequencies and input 1,2,3,4,5. Or 1,2,3,5,8 for a wider range USM.
Select the option “Custom” (frequency), and you have now a powerful and exclusive multi-band sharpening tool.



Wow! is file sensitive

It is essential to understand that the presets are only a starting point, and the result may vary in an impressive way with different subjects and at the different file size. Below you can see a comparison with the same values applied at 1000px or 3000px. To bypass this issue, we created three frequency ranges dedicated to Small, Medium and Large size. Of course, this is a starting point.
We do recommend to compare different frequency ranges using the “NewButton.”

Preset “Boost.” For landscape, architecture, products

Start with “Boost” preset to discover a different way to use Wow! Start with this preset, then play with the sliders to understand how they work. Remember: detail is on the left, shape is on the right. The intermediate bands work on intermediate scales.
A single step application does not obtain the example below. In the next pages, we’ll show you some before-after samples of what you can get with a one-step application of the preset “Boost” and an alternate technique using decomposed layers.

GO BACK AND FORTH
USING THE ARROW KEYS
TO COMPARE THE VERSIONS

Boosting

GO BACK AND FORTH
USING THE ARROW KEYS
TO COMPARE THE VERSIONS

Boosting

SHARPER WITH
NO ARTIFACTS

BETTER AND MORE
DETAILED WHITES

BETTER AND MORE
DETAILED BLACKS

PRESET BOOST
COLOR BOOST 12

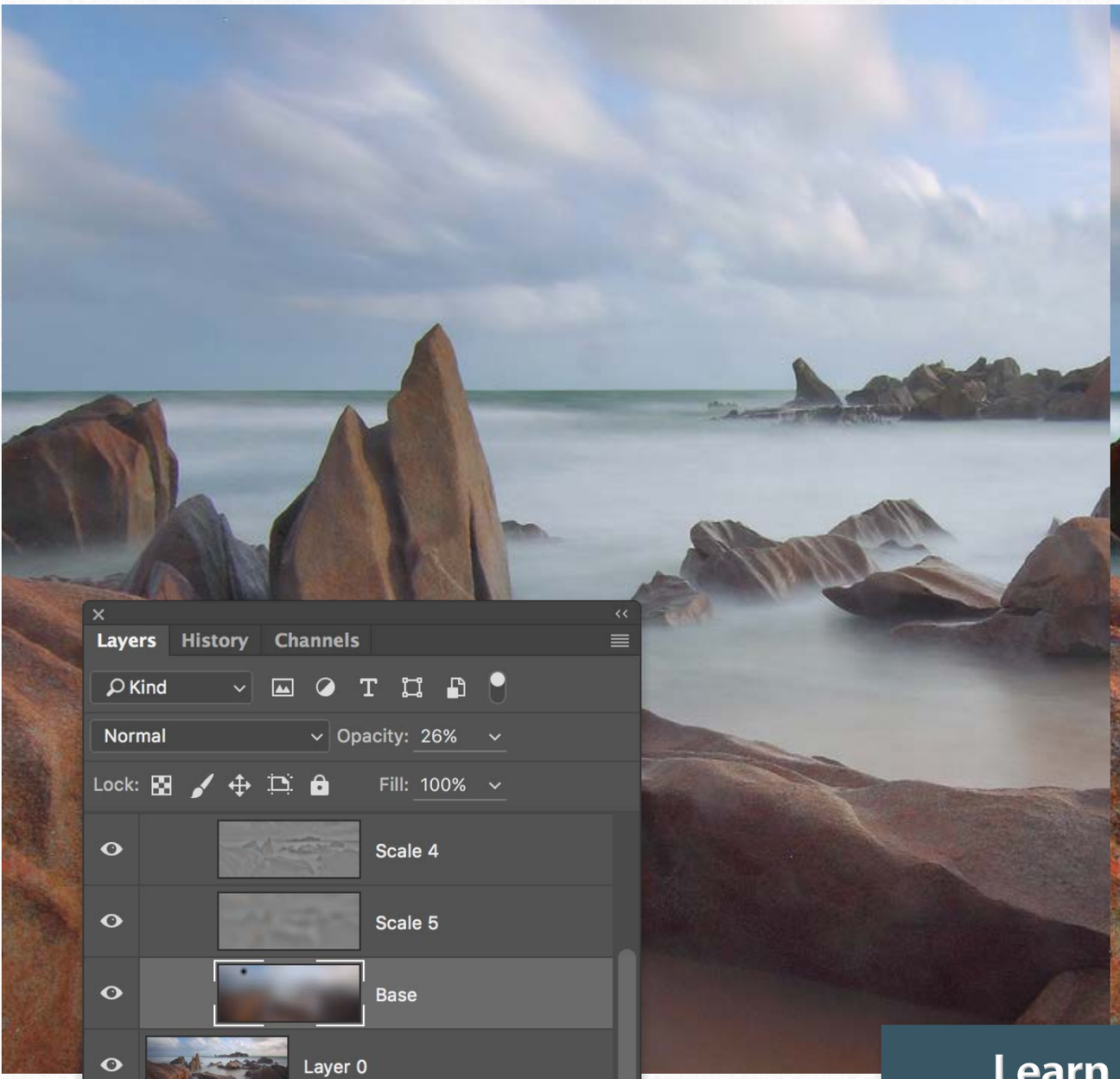
NO FURTHER
RETOUCH

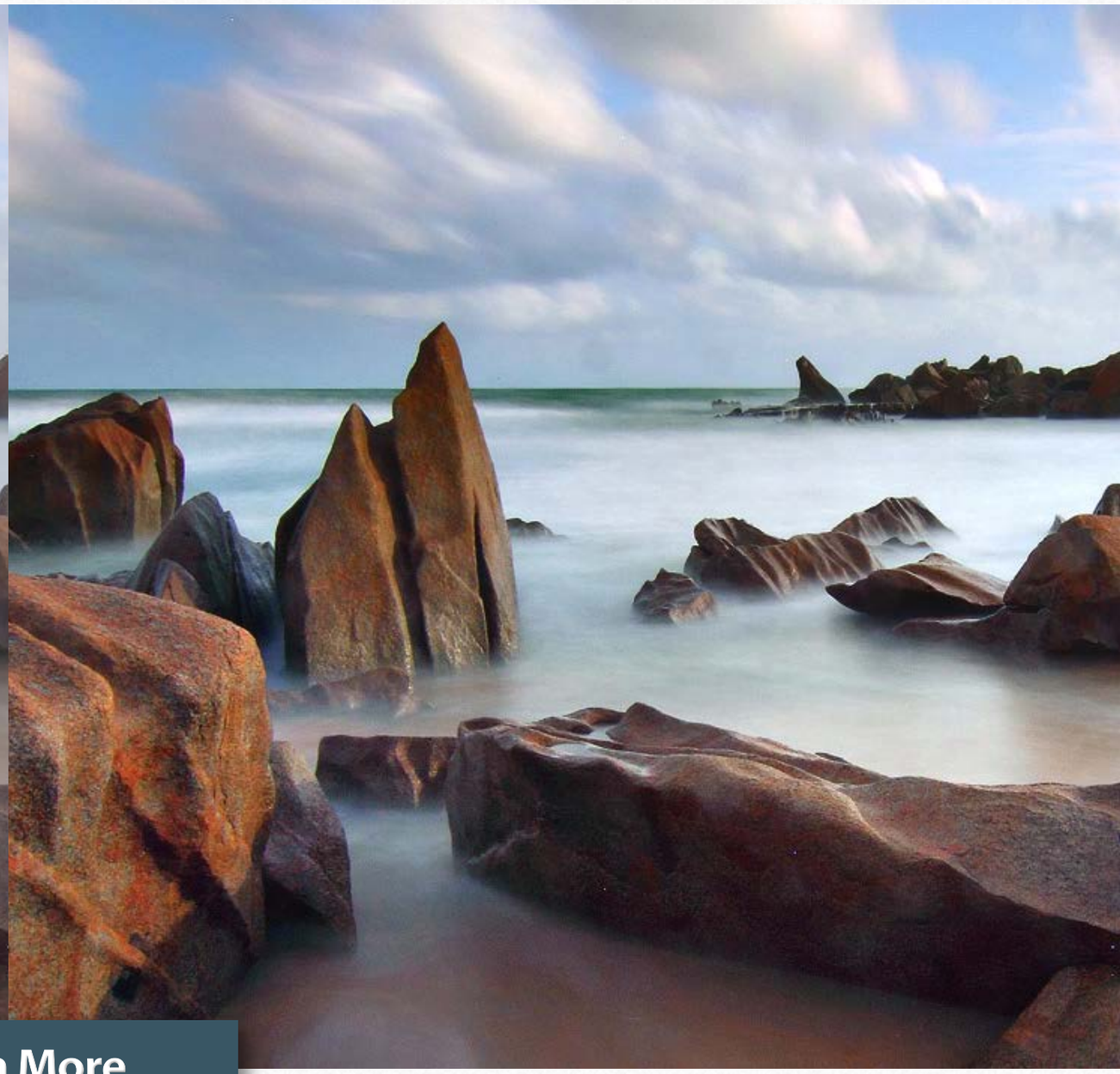
IMPROVED COLOR

BETTER SHAPE AND
MICROCONTAST

A non-conventional use of decomposed layers

To get this result simply reset the sliders to 0 and launch the Decompose. Then reduce the opacity of the Base layer from 100% to 26%.
If you lose detail in the blacks, slightly lower the opacity of the Scale 5 layer or, in some cases, scale 4.
This technique adds contrast and local contrast without losing saturation and without halos with a pleasant and natural look.
You can also get a mask separately by using the protect sliders and drag it on the decompose group.



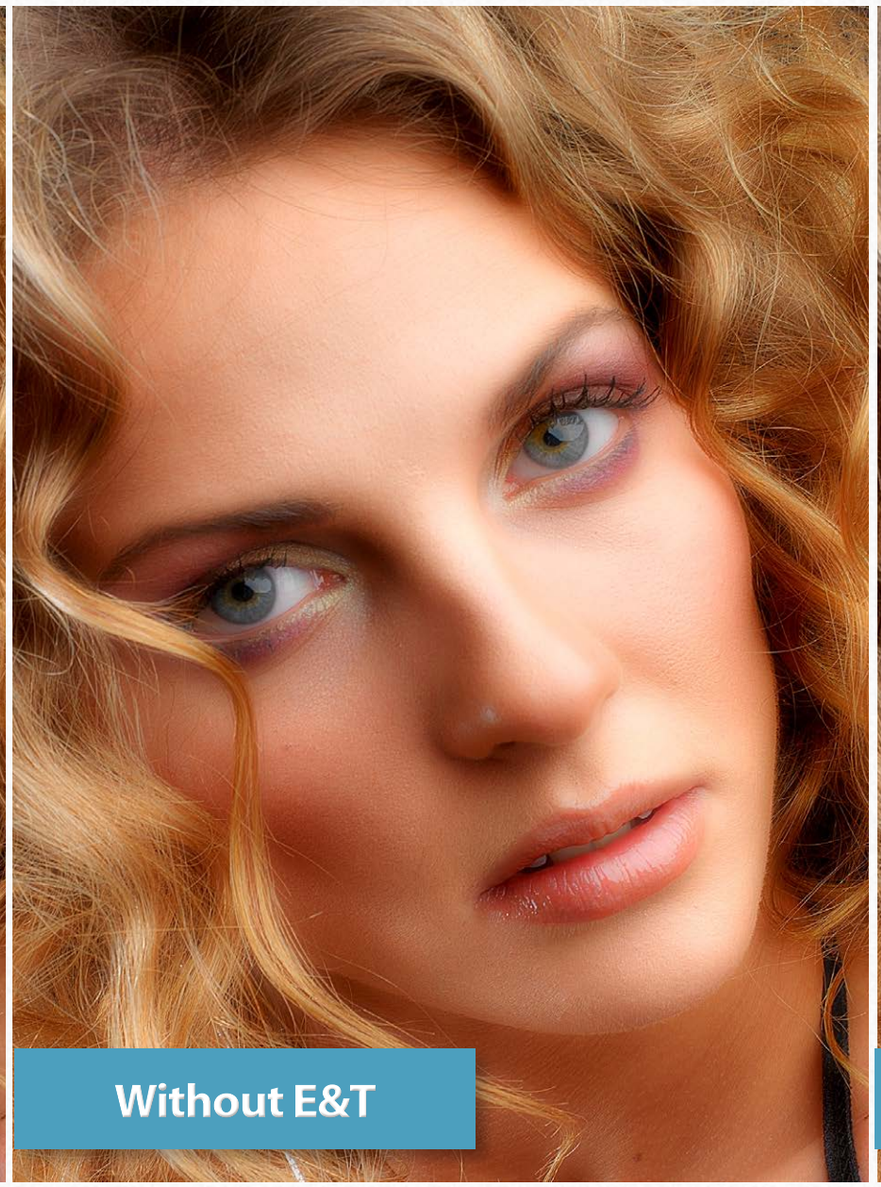


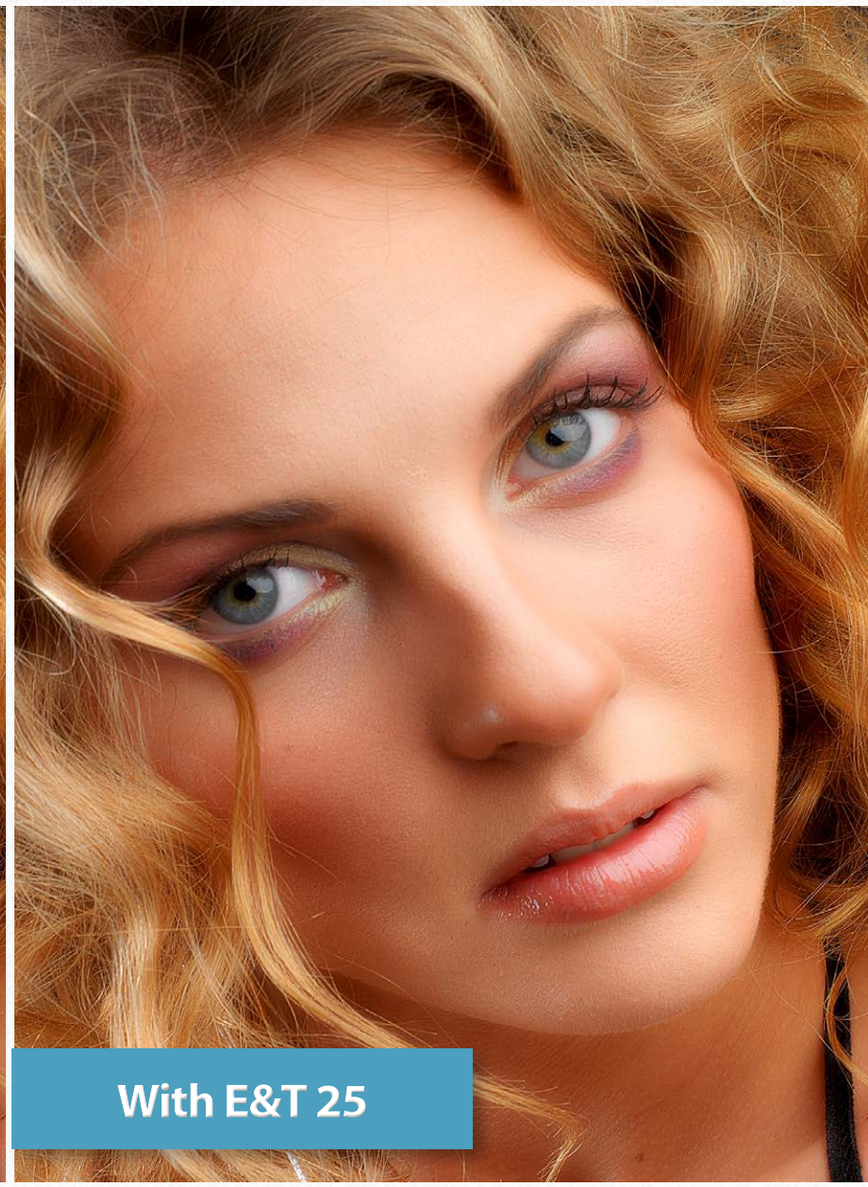
Learn More

Edge and Tone preserving

Edge & Tone

This new core feature magically improves edges and improves tones by protecting in a very particular way lighter and darker areas.
Allows you to push the parameters further without worry to lose details. Usually, the optimal value ranges from 20 to 50.
Below the original, preset “Beauty,” preset “Beauty” with Edge and Tone Preserving 25. No retouch. No tricks. See the next page also.





To next page

Original

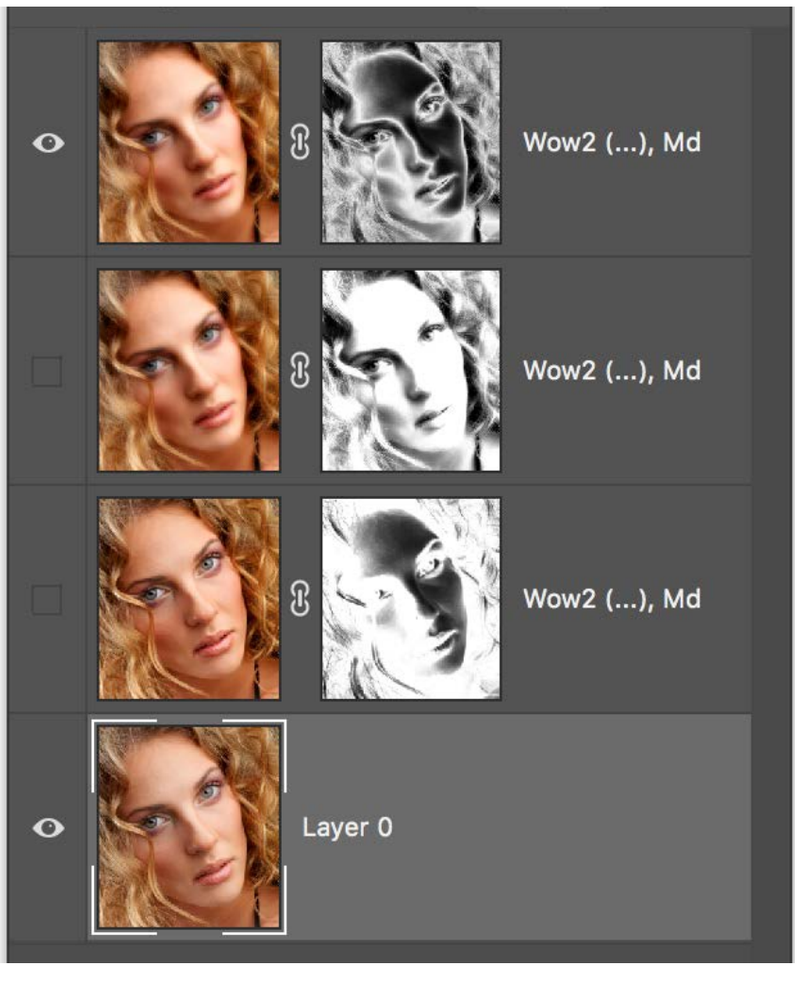
no Edge & Tone

Edge & Tone 25

Protect Highlight and Shadows

If you don't like the edge enhancer effect of Edge & Tone preserving you may try the Protect Sliders.
It works creating a layer mask that of course, you can edit.
As you see, they work differently.

Below three masks:
Highlights 100, Shadows 100, H+S 100.



Edge & Tone 50

H+S Protect 100

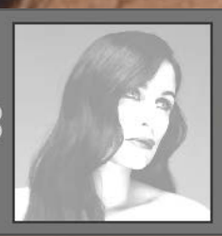
GO BACK AND FORTH
USING THE ARROW KEYS
TO COMPARE THE VERSIONS

Before/after

ORIGINAL

PRESET BEAUTY
COLOR BOOST 12
SHADOWS 52

NO RETOUCH



Wow2 (2, -7, -6, 2, 5), 50, (0, 52), Md

GO BACK AND FORTH
USING THE ARROW KEYS
TO COMPARE THE VERSIONS

Before/after

ORIGINAL

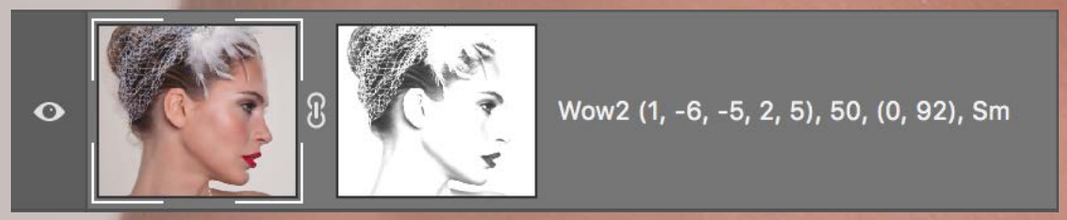
GO BACK AND FORTH
USING THE ARROW KEYS
TO COMPARE THE VERSIONS

Before/after

PRESET BEAUTY
COLOR BOOST 12
SHADOWS 92

NO RETOUCH

GREAT JOB IN
THE TRANSITIONS
BETWEEN FACE
AND WHITE
BACKGROUND



GO BACK AND FORTH
USING THE ARROW KEYS
TO COMPARE THE VERSIONS

Before/after

ORIGINAL

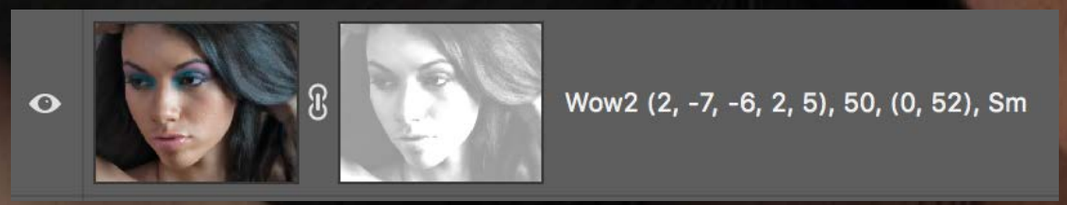
GO BACK AND FORTH
USING THE ARROW KEYS
TO COMPARE THE VERSIONS

Before/after

PRESET BEAUTY
COLOR BOOST 12
SHADOWS 52

NO RETOUCH

A SINGLE STEP
OF WOW! HAS
FIXED 80% OF THE
IMPERFECTIONS



GO BACK AND FORTH
USING THE ARROW KEYS
TO COMPARE THE VERSIONS

Before/after

ORIGINAL

GO BACK AND FORTH
USING THE ARROW KEYS
TO COMPARE THE VERSIONS

Before/after

PRESET BOOST+
COLOR BOOST 30
TO IMPROVE THE
TREES

NO RETOUCH

Wow2 (2, 2, 4, 2, 3), 50, (0, 0), Lg

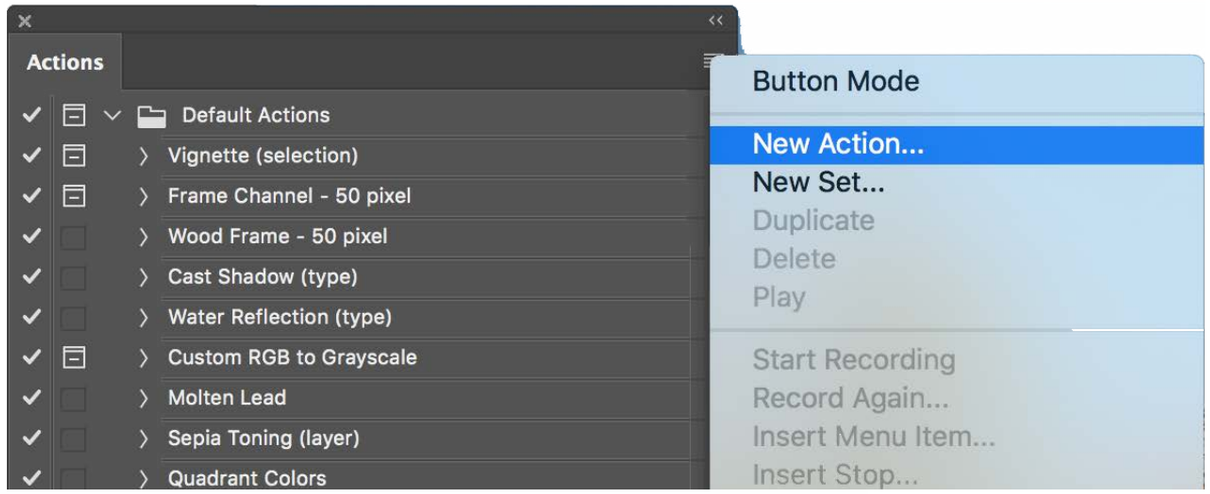
How to add Wow! 2 to a Photoshop action

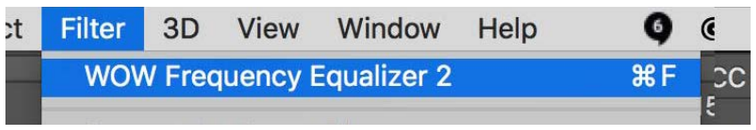
Wow! in a PS action

Step by step

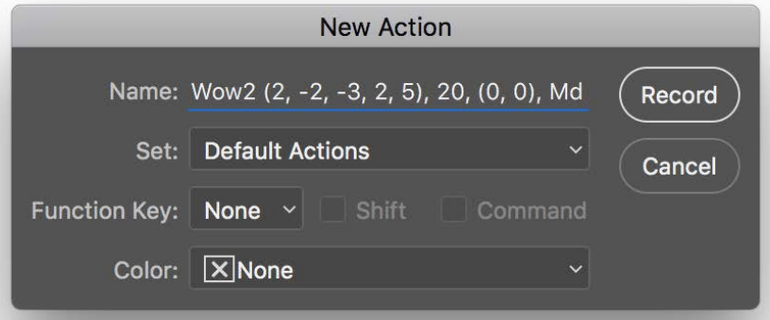
Follow this procedure.

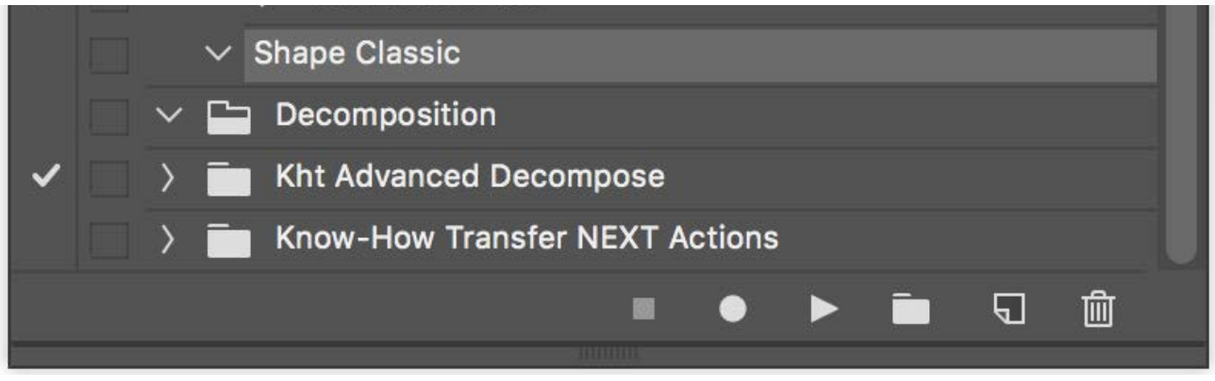
1. Find your preferred settings, including frequencies customization, color mode, and saturation.
2. Copy the Wow! layer name.
3. Check in the Preferences tab the saturation (Color Boost) value used.
4. Open the Action tab from Window/Action menu
5. From the top right submenu, choose “New Action.”
6. Paste to rename the action like the last setting.
7. Add Wow! 2 to the action recalling the last filter
 Filter/Wow! Frequency Equalizer 2

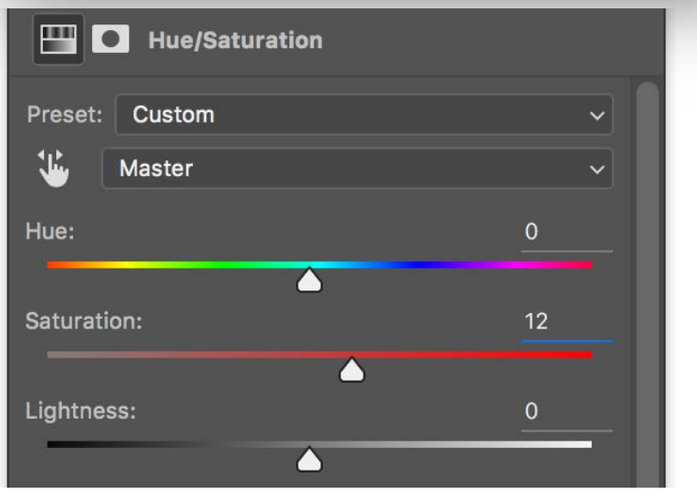




8. Open/Image/Adjustment/Hue-Saturation use the same setting just used by Wow! 2. (I.e., 12)
9. Stop recording by ticking the red dot.



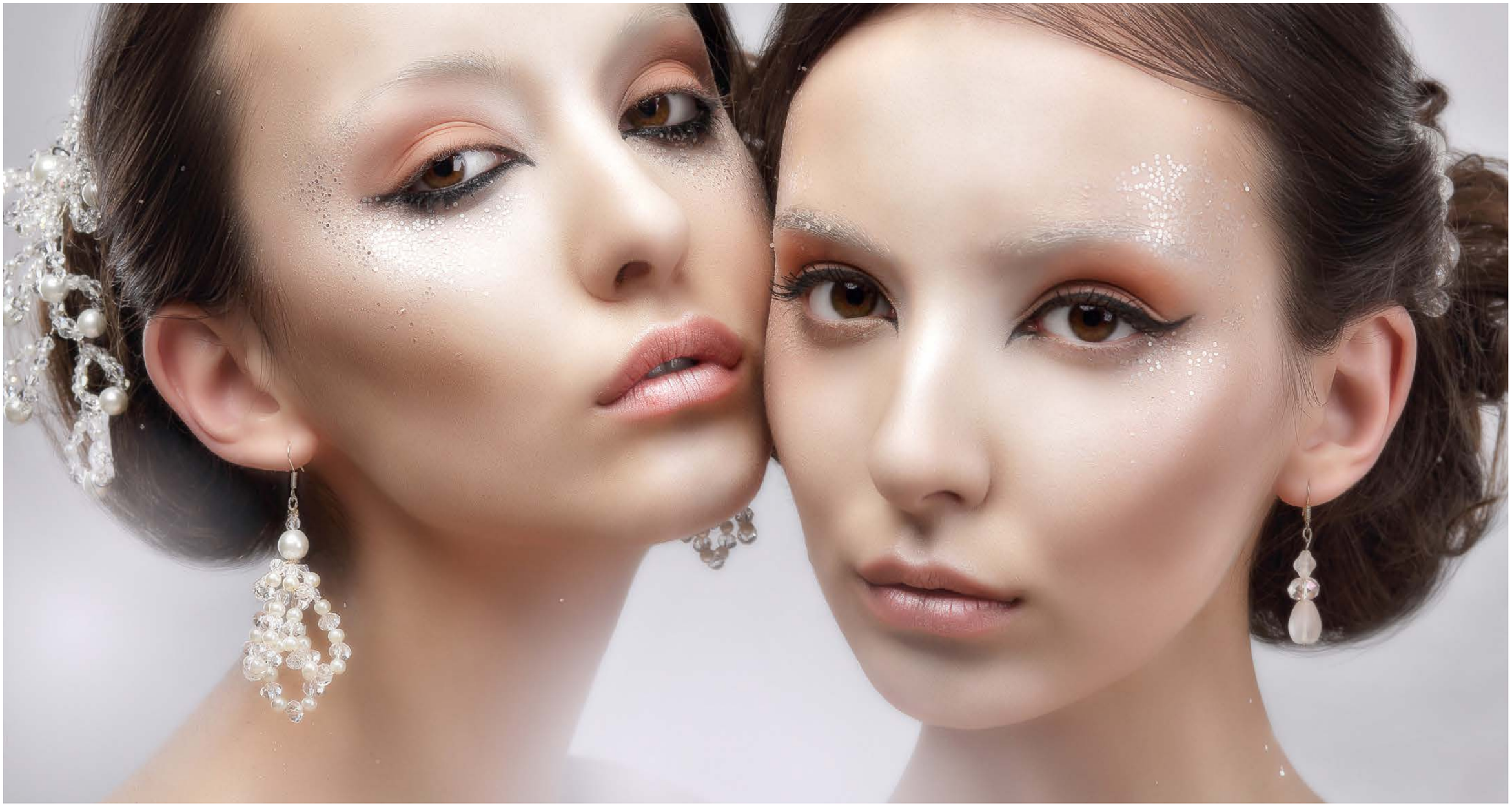




Select the action from the list, and then launch it by using the white arrow. You can also add the Wow! step in a more complex PS action.

The “Wow Factor”

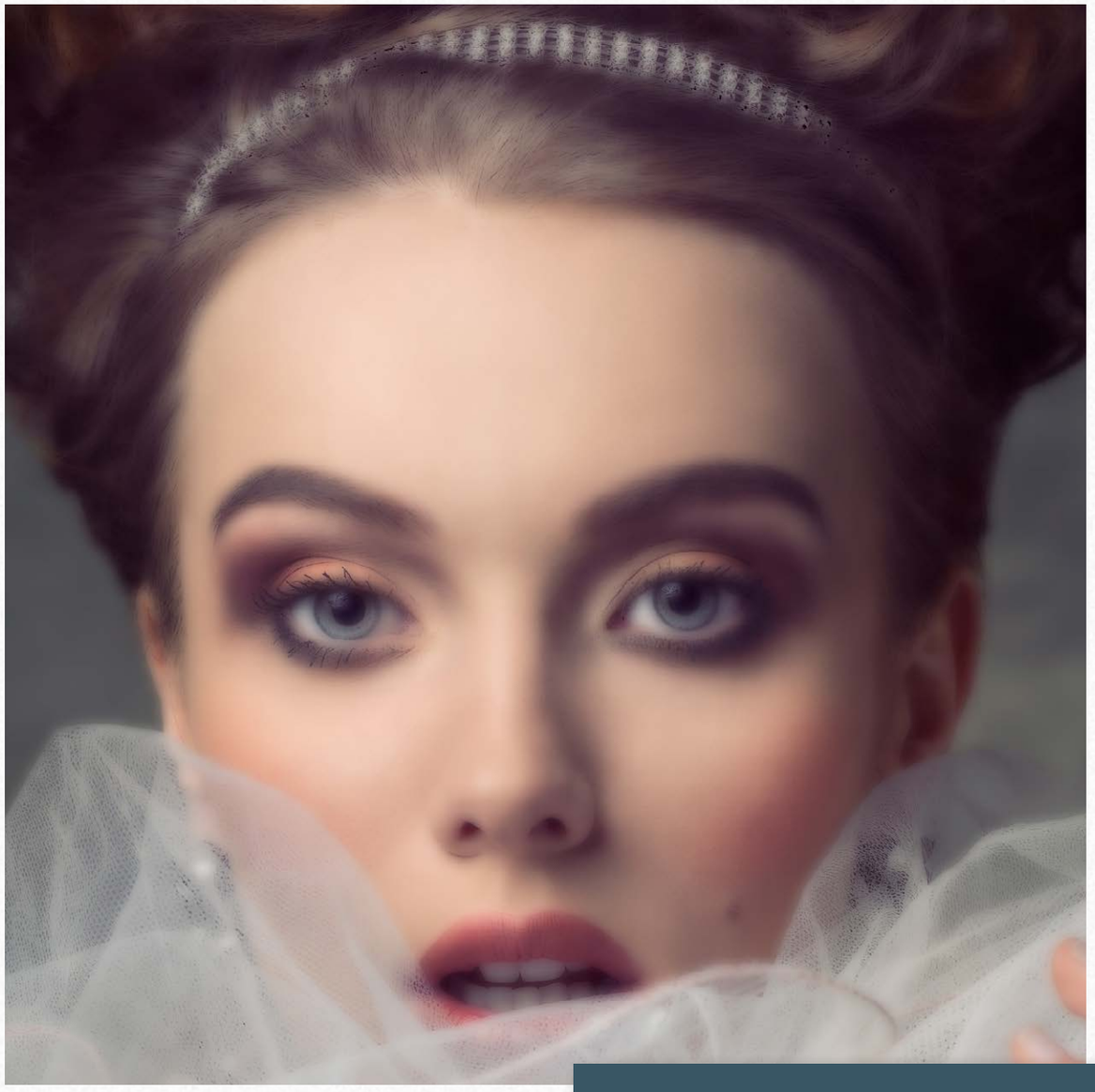
Some call it “Glossy Glow”, some “Smooth Pop”. We call it the “The Wow Factor” that magical combination of sharpening and smoothing that adds style, image sharpness, and three-dimensionality together with incredibly smooth transitions and very pleasant skin tones. Wow! doesn’t only minimize blemishes, but with simply one step, it improves the image’s overall tone, smoothness, and brilliance, while enhancing detailed textures like hair, eyelashes, lips, fabrics, jewelry and more.

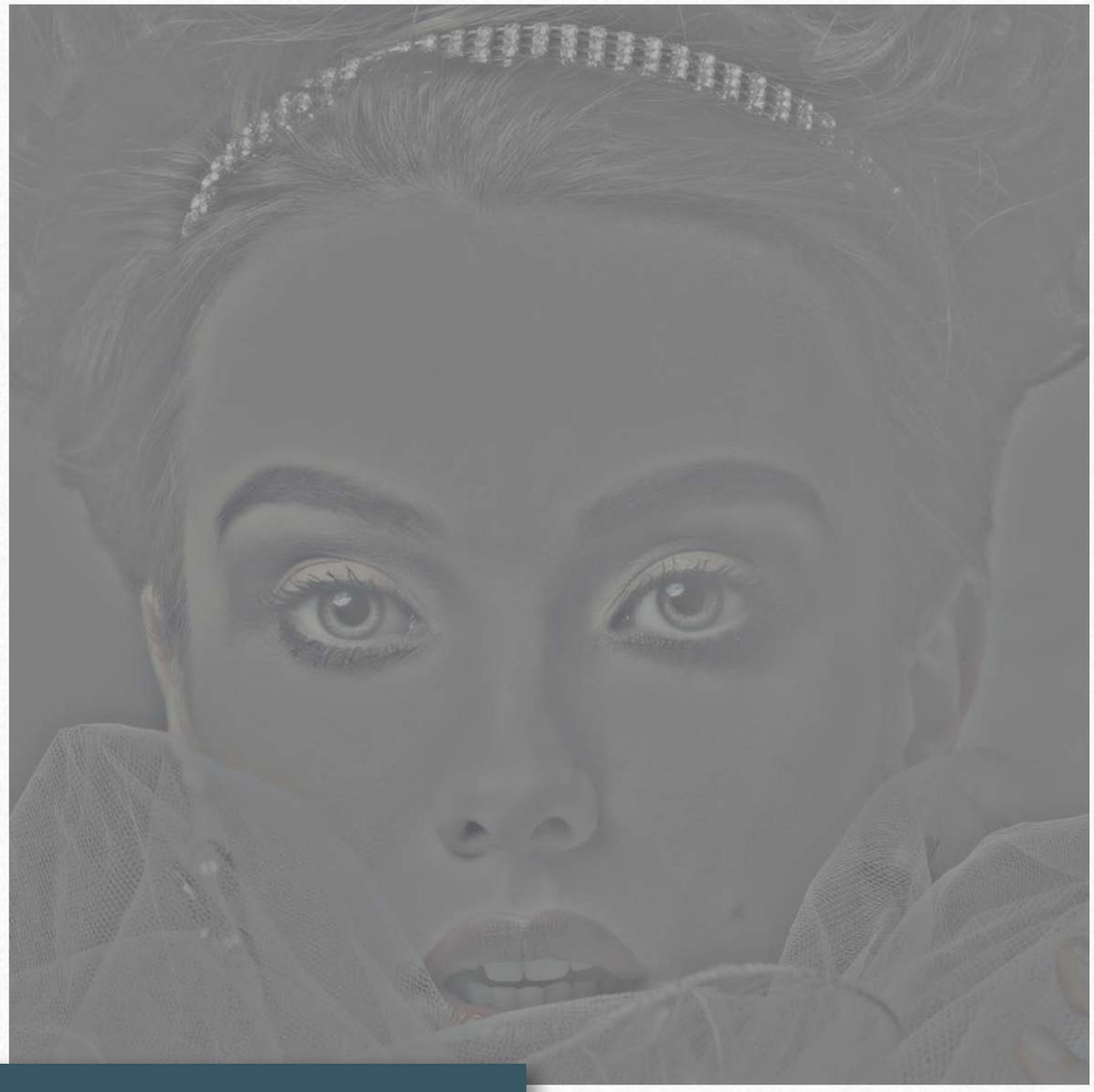


Better dark and low contrast areas with a better printability
Clean and supersharp edges enhancing details
Sharper and more detailed eyelashes
Smooth transitions with very pleasant skin tones
Better teeth surface, nice lips, enhanced glittering

What is frequency separation. The basics of Wow!

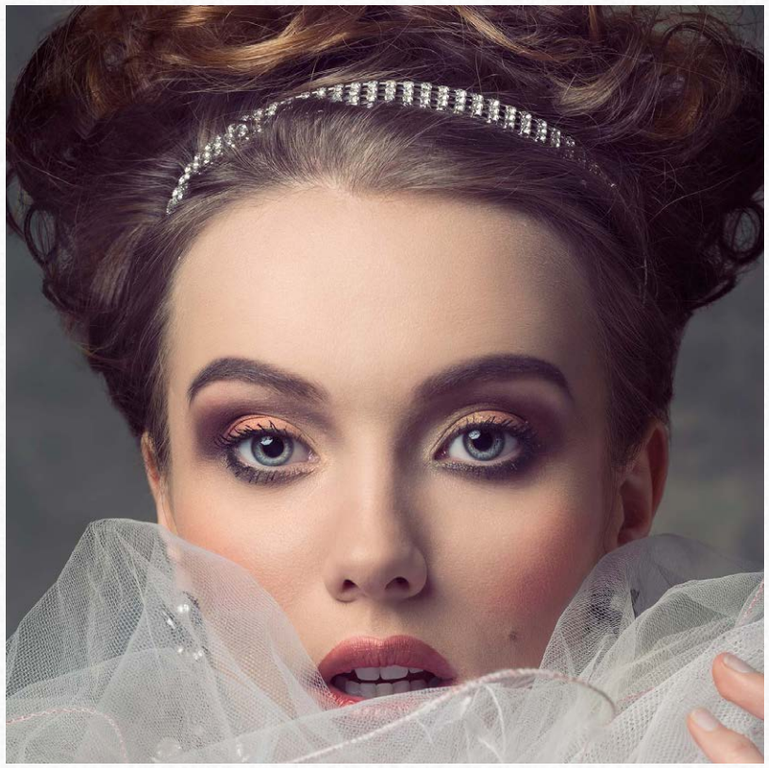
Usually one encounter (spatial) frequency separation for the first time in the field of beauty retouch, but this technique is much more versatile. To put it as easily as possible, it is a technique which separates the texture of an image from its shape creating two layers, one storing color and luminosity information and the other one, with a bizarre look, storing the detail.
Read the next pages or watch the video.

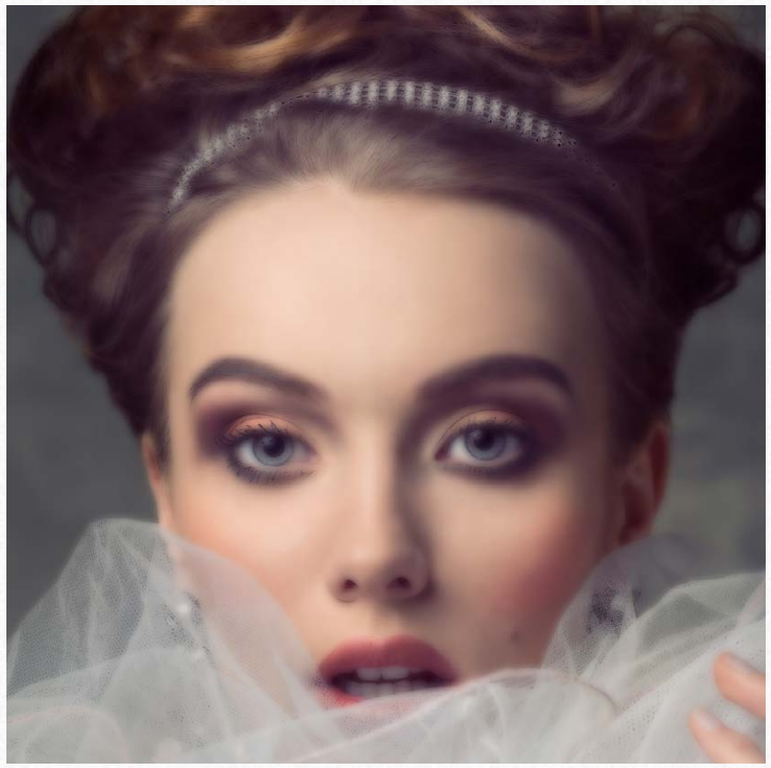


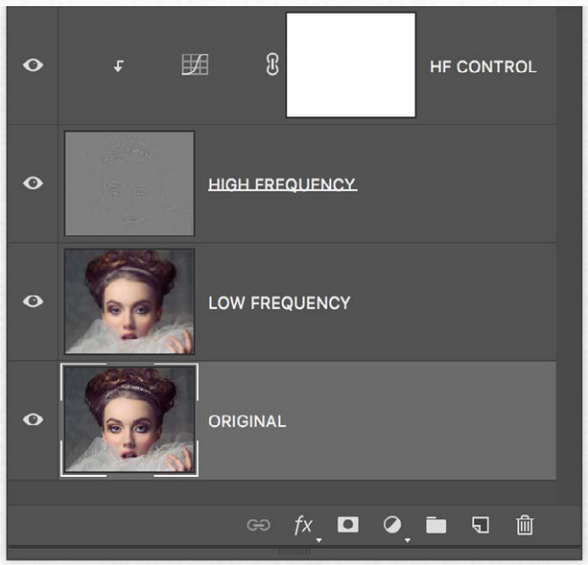


Watch the Frequency Separation Video

We have seen that basically on a given frequency two layers are created: a LOW-FREQUENCY layer (blurred) and a HIGH-FREQUENCY layer (detail). The two layers together provide the same result of the original. So, why create this two layers?
The reason is that increasing or decreasing the contrast of the detail layer the image becomes sharper or smoother.

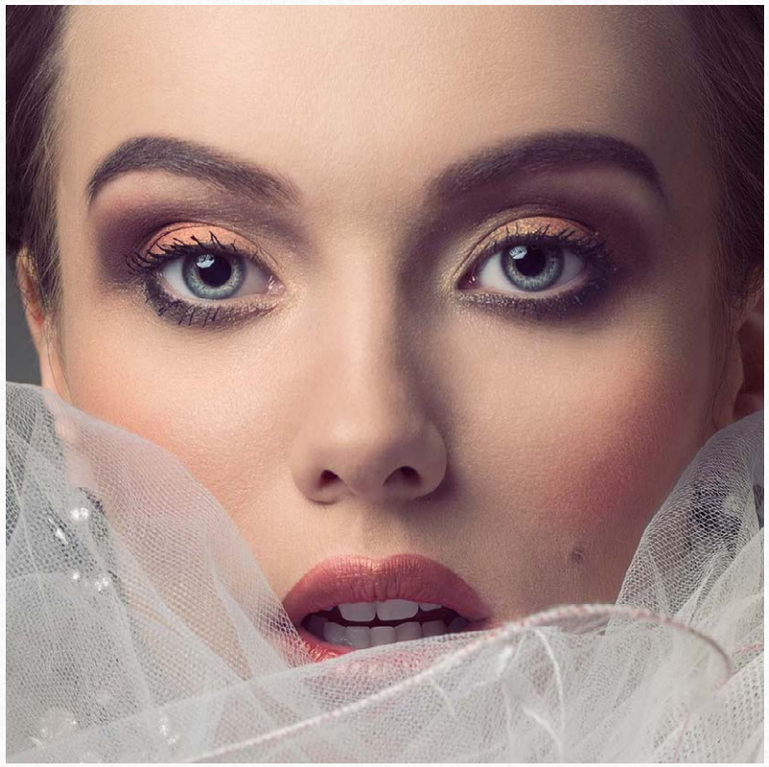


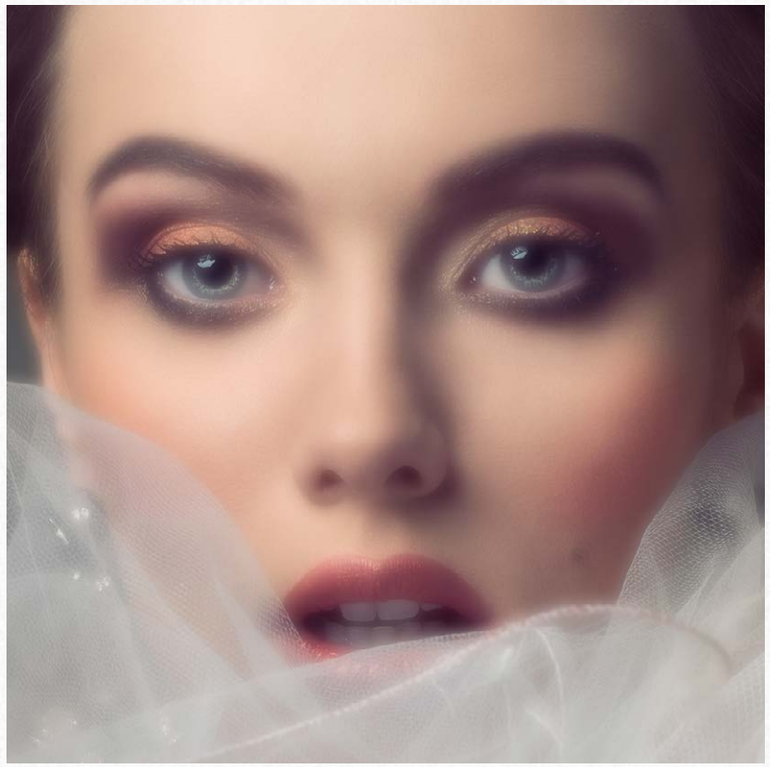


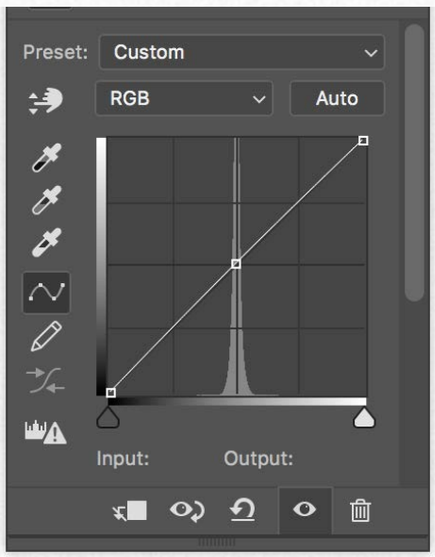


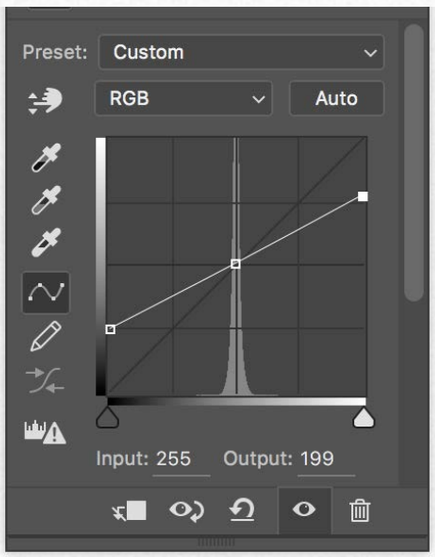
Left to right the original, the low-frequency layer that looks blurred and then a strange image that contains the detail.
On the left, the stack of the two layers, plus an HQ control curve clipped to the detail layer.
The two layers together create an image that is exactly like the original.
With this setting, a curve with less contrast smoothes the image, with more contrast sharpen it.
Go to the next page to read more.

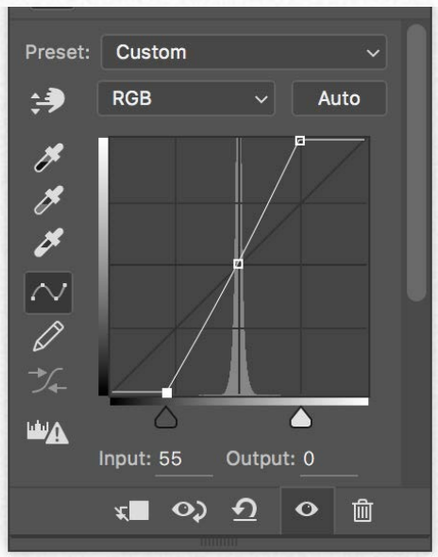
How shown before, flatter curve smooths the image; steeper curve sharp the image. Ok! But what is this for?
What you have seen here is what happens at a single frequency. Wow! does the same job acting with layers on five frequencies.
The result is that you will be able to smooth precise frequencies, i.e., where the skin imperfections are, and sharpen other frequencies.
In the Wow! panel, moving the sliders downward you will smooth the image, pushing them upwards you will boost the image





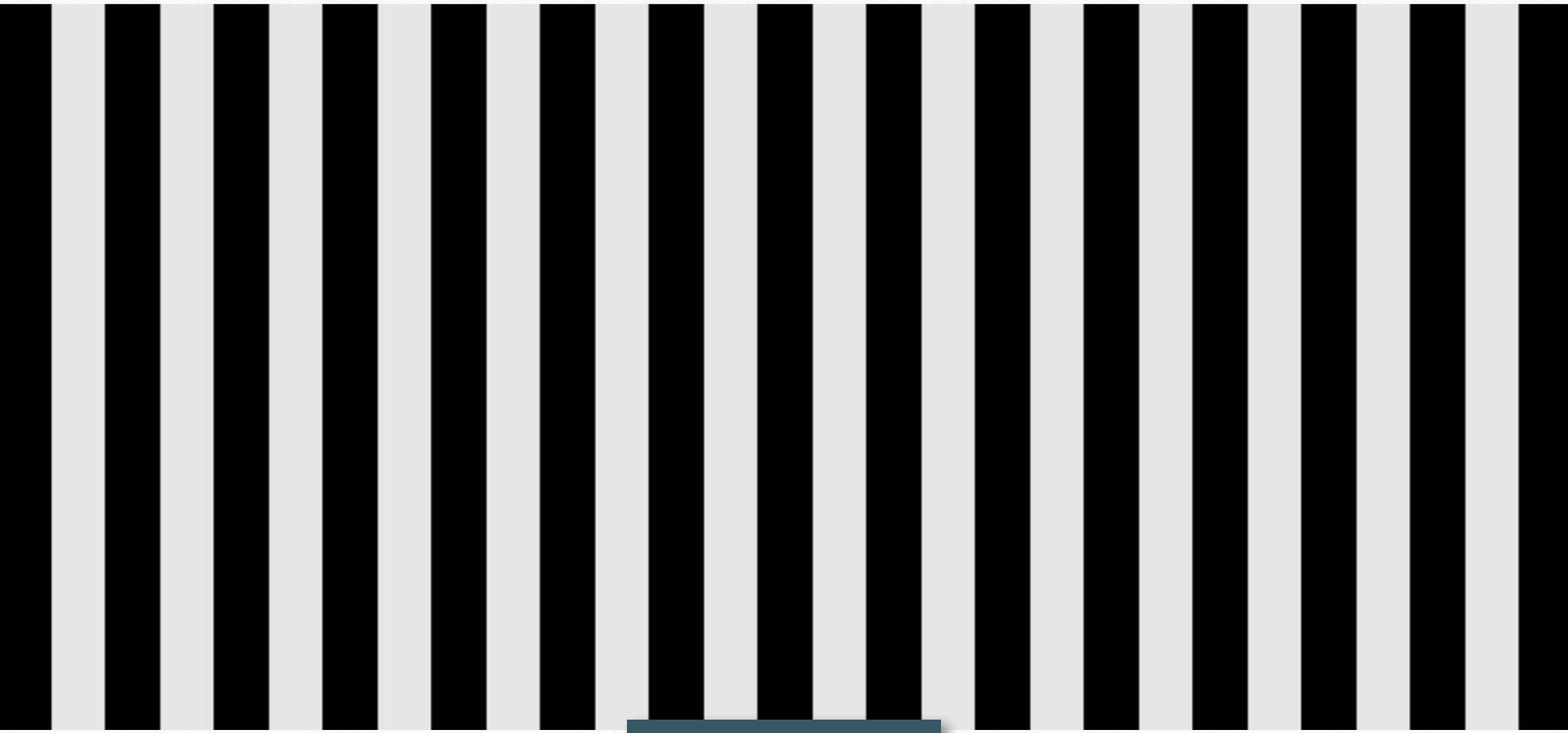






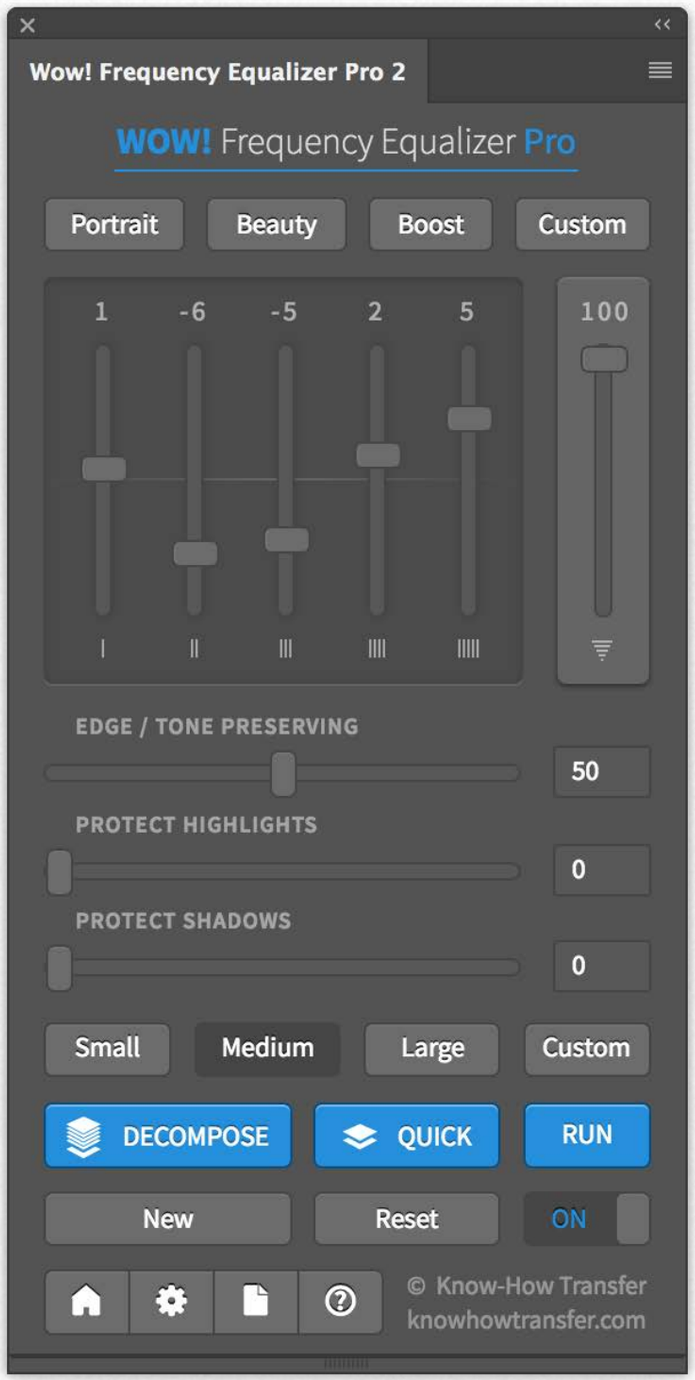
Spatial Frequency Separation in Theory

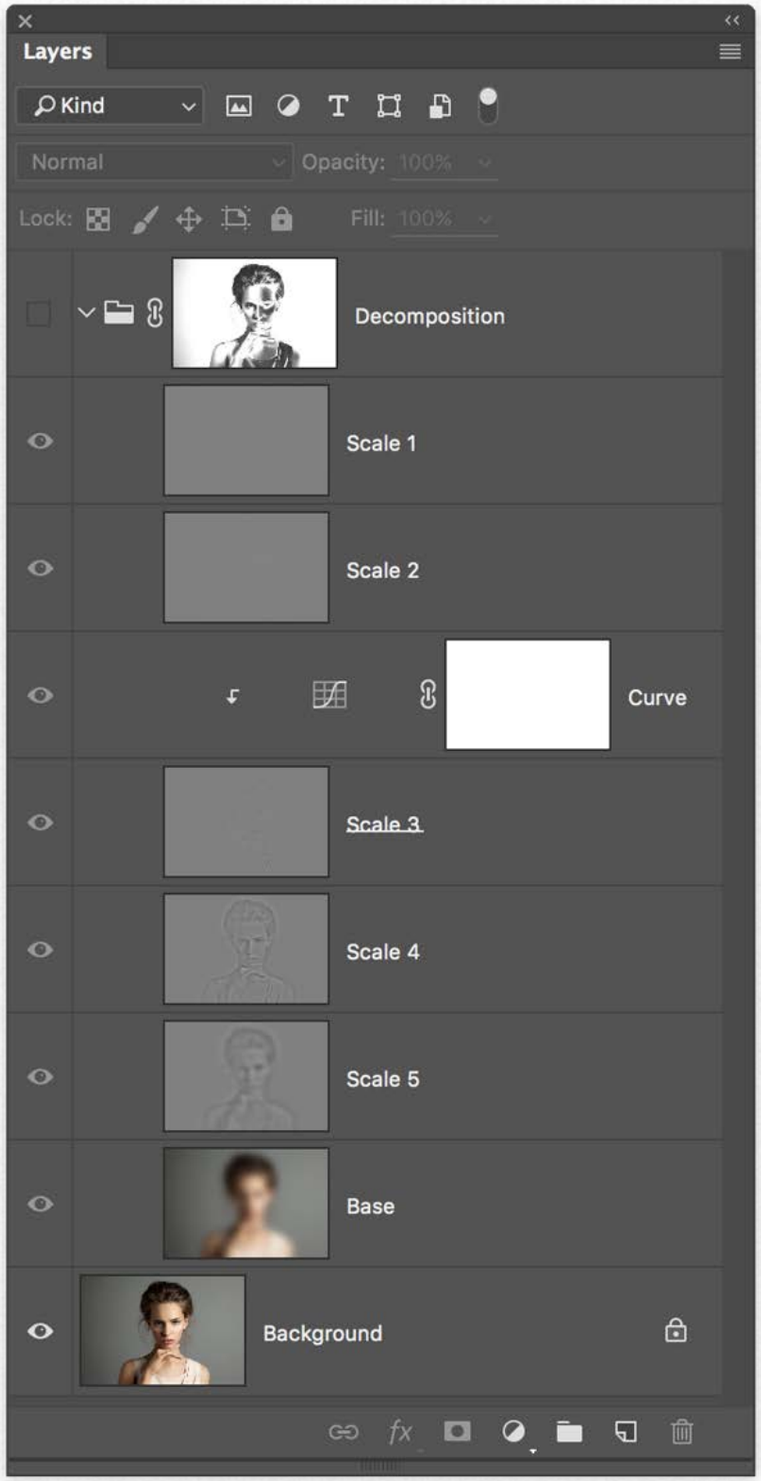
Not enough? If you want to learn even more about frequency separation, you can read this interesting post by Marco Olivotto.



Read this post

Five bands frequency separation





Five frequencies instead of one

We have seen how classic frequency separation works in a given frequency.

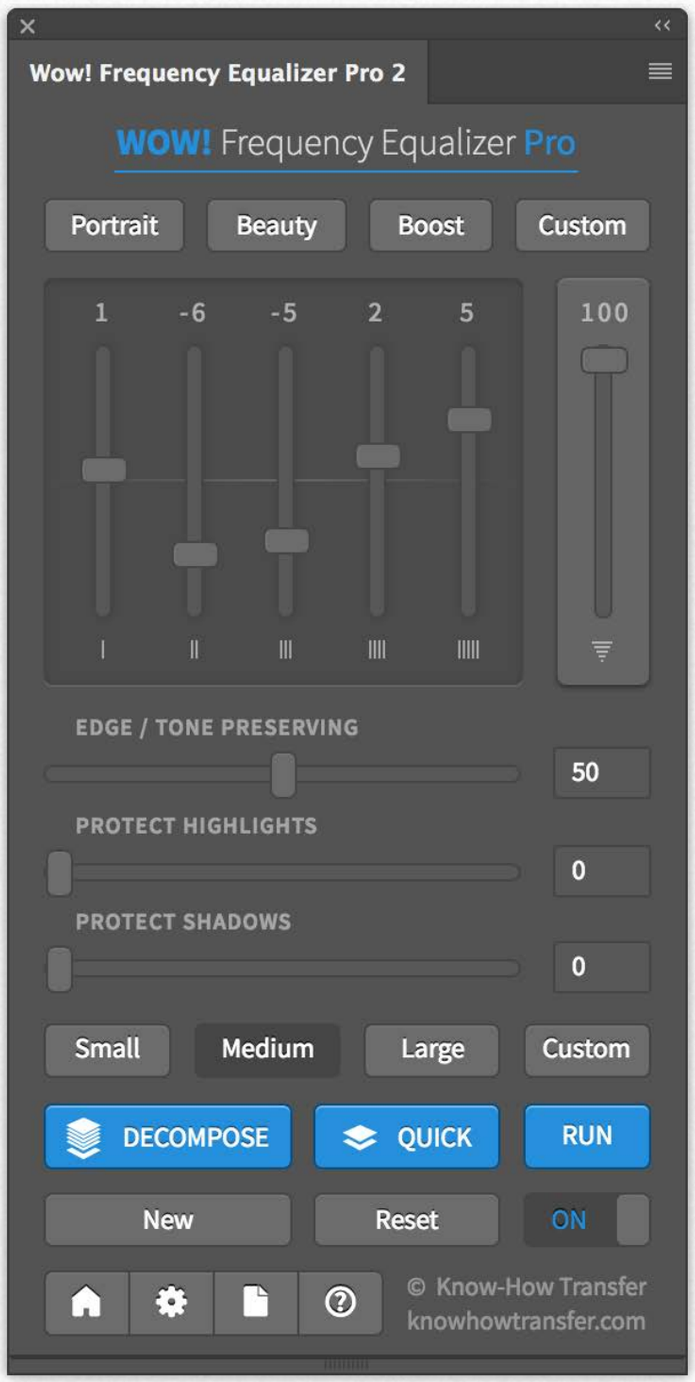
Using the same principle, Wow! Frequency Equalizer decomposes your image in five different frequency bands that you can manage in two ways.

1. Using sliders. In this case, the frequency separation is performed under the hood. Sliders allow you to boost or smooth any frequency band individually easily.

2. Using decomposed layers that you can modify using curves.

You can also paint, clone and heal on the exact frequency layer that contains the features you need to target, with high precision, giving you unprecedented control over the retouching process.

Five bands equalizer. How it works with sliders



We have seen how classic frequency separation works in a given frequency.

By using the same principle, Wow! Frequency Equalizer decomposes your image in five different frequency bands and allows you to quickly boost or smooth them individually; this complicated process is made easy by using the equalizer sliders.

This is possible because Wow! under the hood decomposes your images in five different frequency bands, but where are they? Well, they're hidden: you manipulate them using the sliders.

The sliders correspond to five spatial frequency bands. Left to right, the bands correspond to high frequencies which become progressively lower. If you prefer: detail is on the left, shape is on the right. The intermediate bands work on intermediate scales.

Each slider can be either boost or cut: a boost corresponds to an enhancement of a given band, a cut corresponds to a reduction. Sliders can be combined, of course, in whatever ratio.

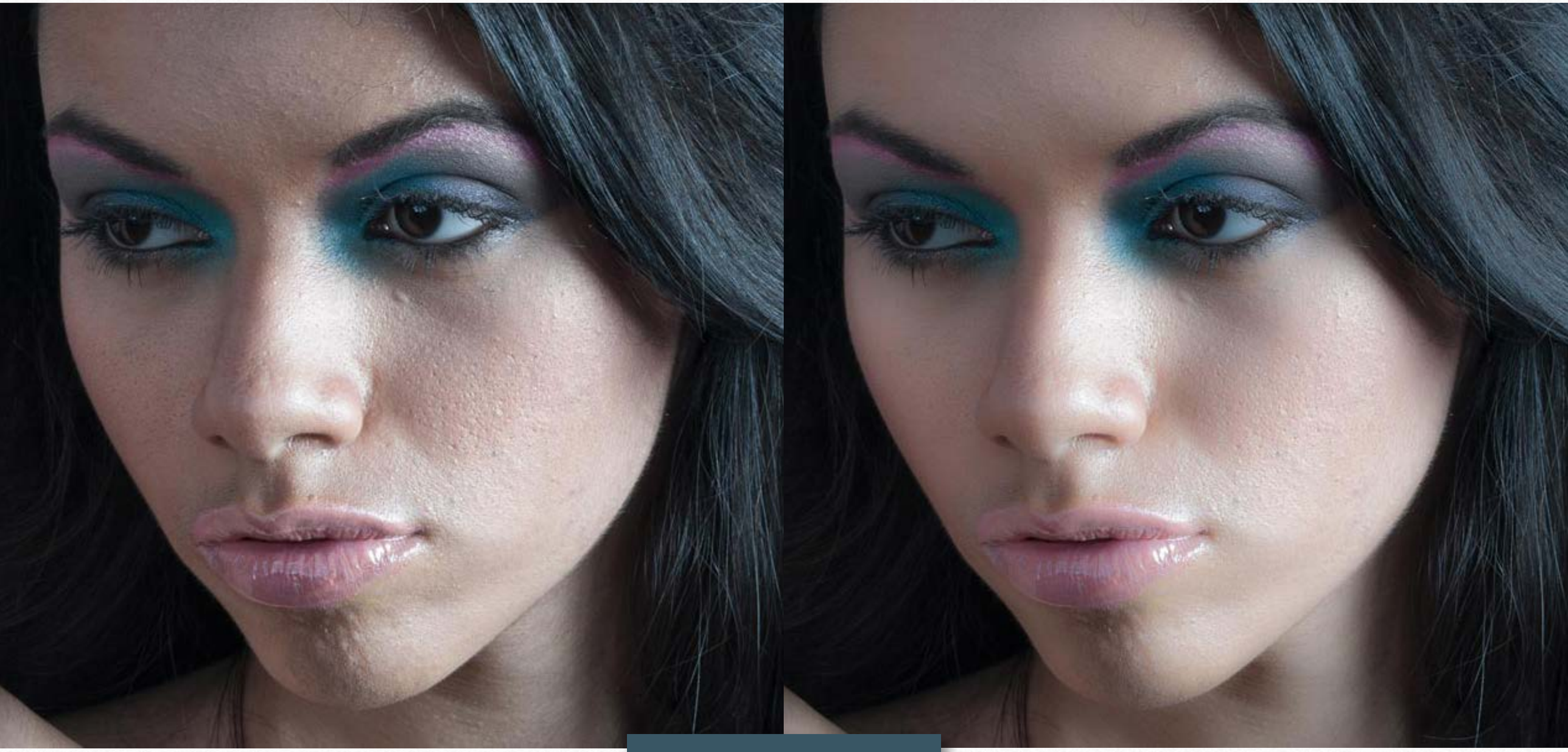
There are basically two ways you can go. The first: you start tweaking the sliders until you get a satisfactory result. The second: you start from one of the presets enclosed in Wow!

The image on the left shows the sliders setting with the preset Wow!

Learn More

An example using sliders

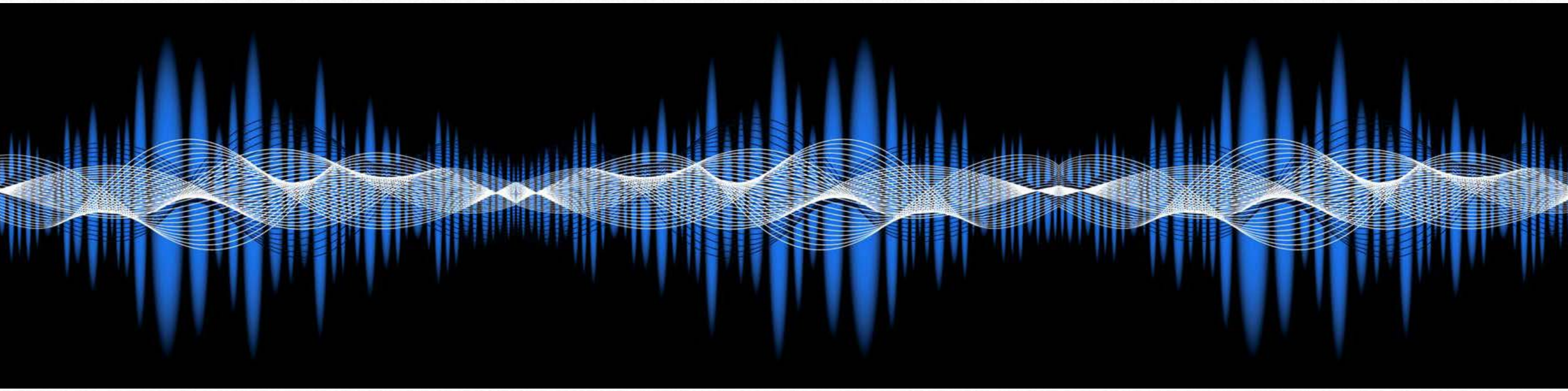
We have seen how versatile the manual, classic frequency separation is. Well, Wow!, just moving ONE slider does the same work with an immediate preview. Above an example of what Wow! can do in one go, just using the sliders. The final retouch will be now much more accessible.



Learn More

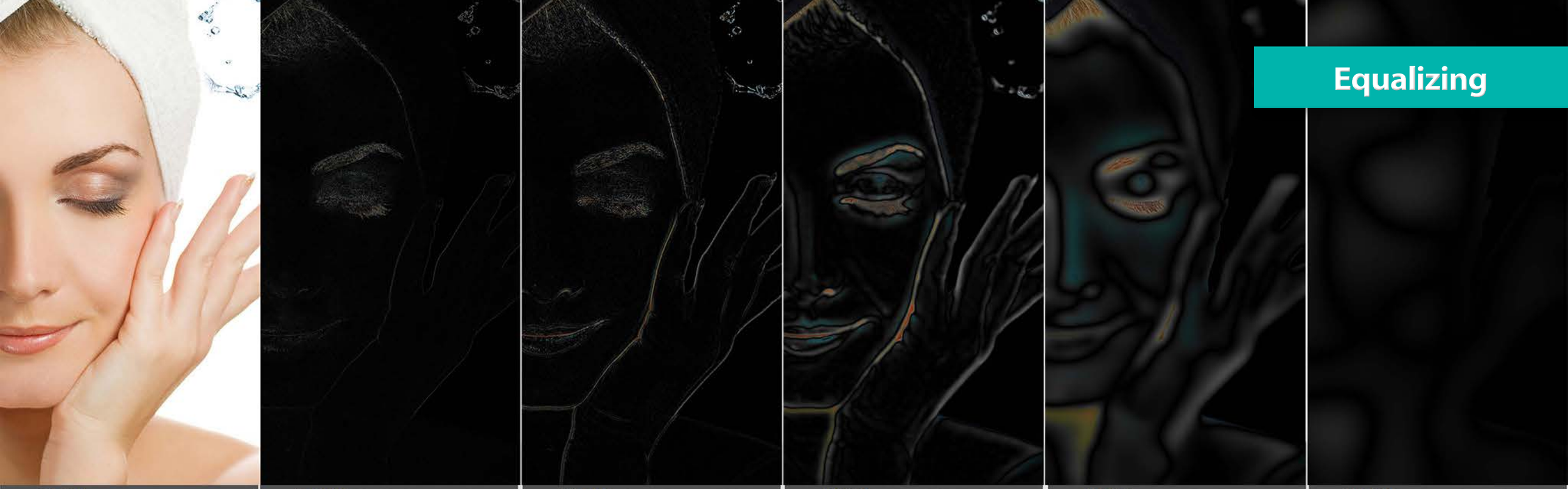
The equalizer

Similarly to music equalizer, Wow! allows you to control the tonal values, sharpness and local contrast of your file, working on the higher (thinner details), medium or low (large areas) frequencies.
You can modify positive or negative values. Use positive (upward) to add sharpness (with higher frequencies) or boost the local contrast (with lower frequencies). Use negative values moving the sliders downward. This will soften the image with a delightful result.
Wow! performs its best when mixing positive and negative values, adding a very personal and powerful look to your images, whether the subject is a person, a landscape or a product.

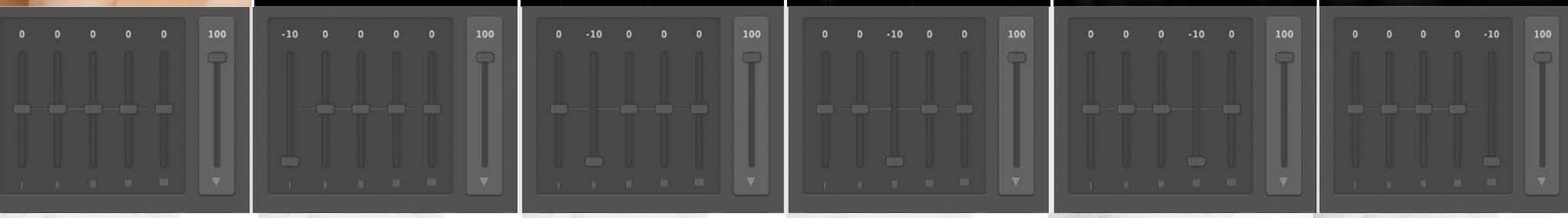


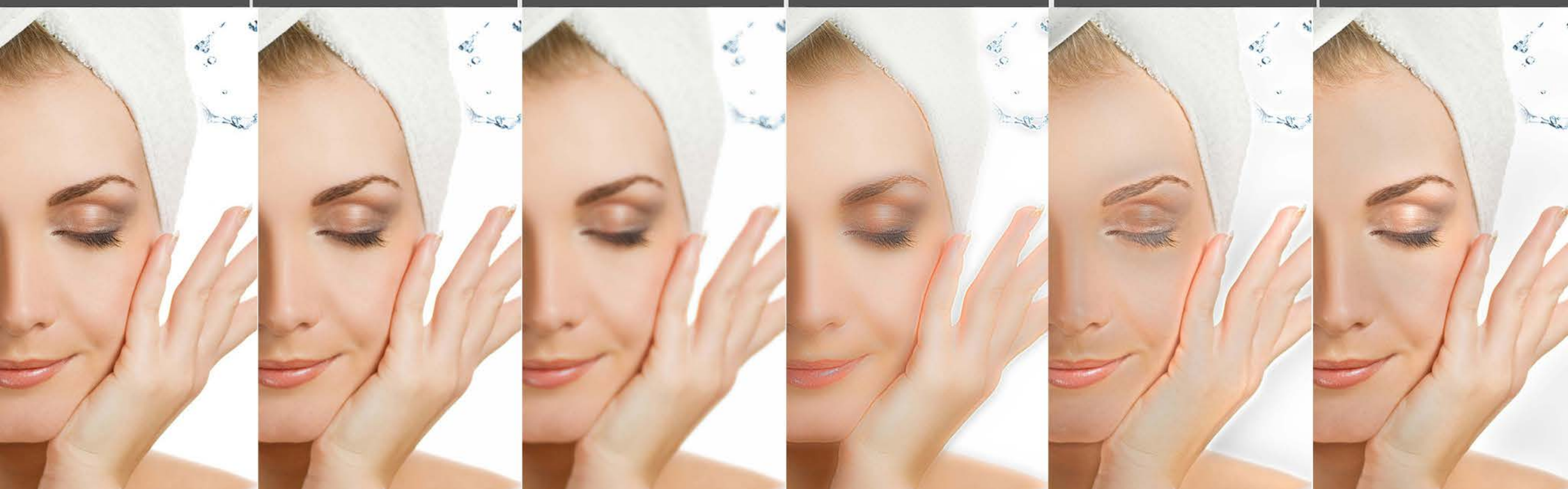
In the next two pages, you can see the comparison between the sliders sat at +10 or -10. The upper row illustrates the difference between the original layer and the Wow! one. The lower row the Wow! layers.
The first page deals with positive, the second with negative. As you can see the sliders on the left affect the finer details. Proceeding to the right the affected areas become progressively larger.

Equalizing

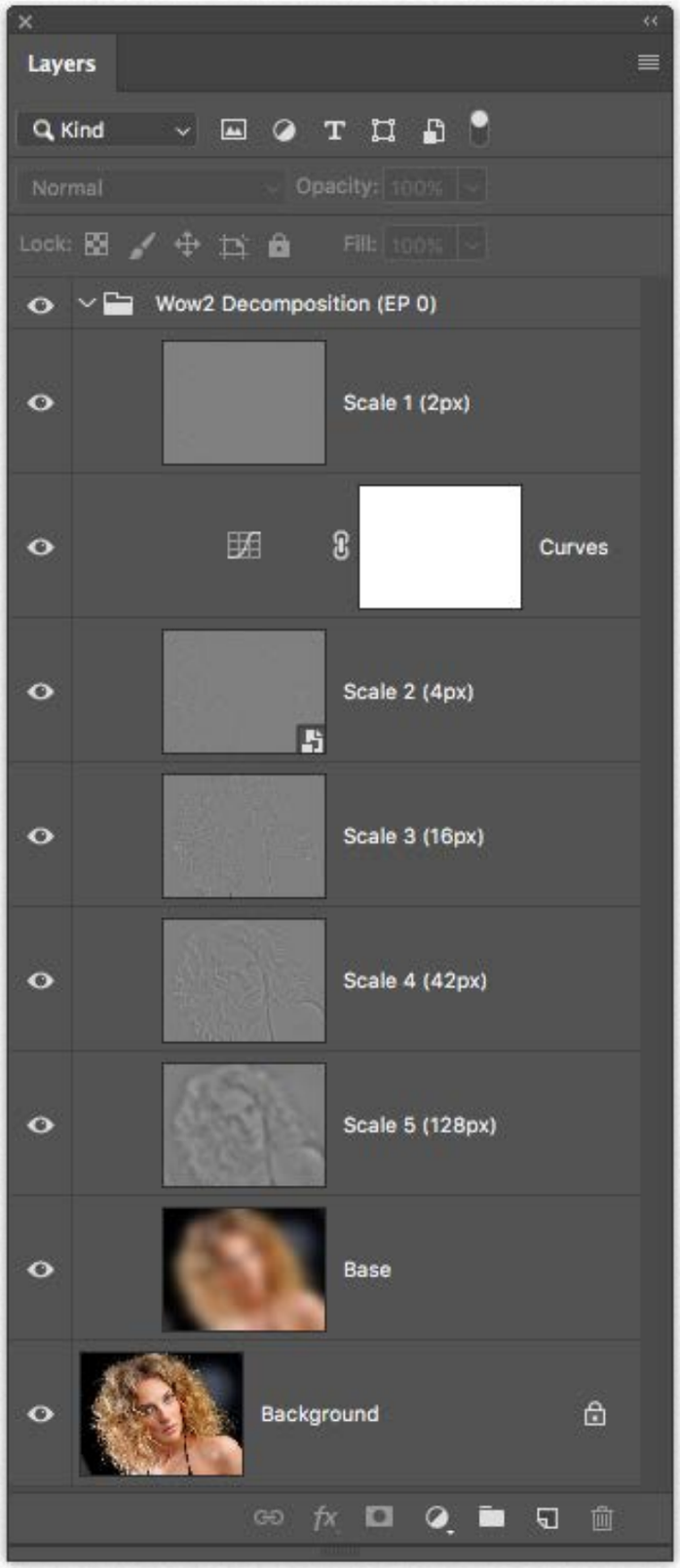

WOW! TONAL EQUALIZER
0 0 0 0 0 100
WOW! TONAL EQUALIZER
+10 0 0 0 0 100
WOW! TONAL EQUALIZER
0 +10 0 0 0 100
WOW! TONAL EQUALIZER
0 0 +10 0 0 100
WOW! TONAL EQUALIZER
0 0 0 +10 0 100
WOW! TONAL EQUALIZER
0 0 0 0 +10 100

Equalizing


0 0 0 0 0 100
-10 0 0 0 0 100
0 -10 0 0 0 100
0 0 -10 0 0 100
0 0 0 -10 0 100
0 0 0 0 -10 100



Five bands separation. How it works with decomposed layers



The Decompose button is an exclusive feature of

Wow! Frequency Equalizer Pro.

While the sliders let you easily boost or smooth each frequency range, you can now explicitly turn each frequency into its own pixel layer (five of them are created in a stack, plus a base layer) for a better and more precise frequency based retouching.

These are real layers that you can manipulate at will for a better and more specific frequency based retouching. You can paint, clone and heal on the very exact frequency layer that contains the features you need to target, with high precision, giving you unprecedented control over the retouching process.

If for instance, the layer named Scale 2 seems to be responsible for most of the skin blemishes, using the Clone Stamp tool on it sounds like a brilliant idea. This doesn't change the remaining frequencies so that every layer addresses a single and peculiar characteristic of the image. In the case shown here, we added a clipped curve to modify the contrast of Scale 3 and a layer mask on the Decomposition group.

Use sliders first and Decompose later

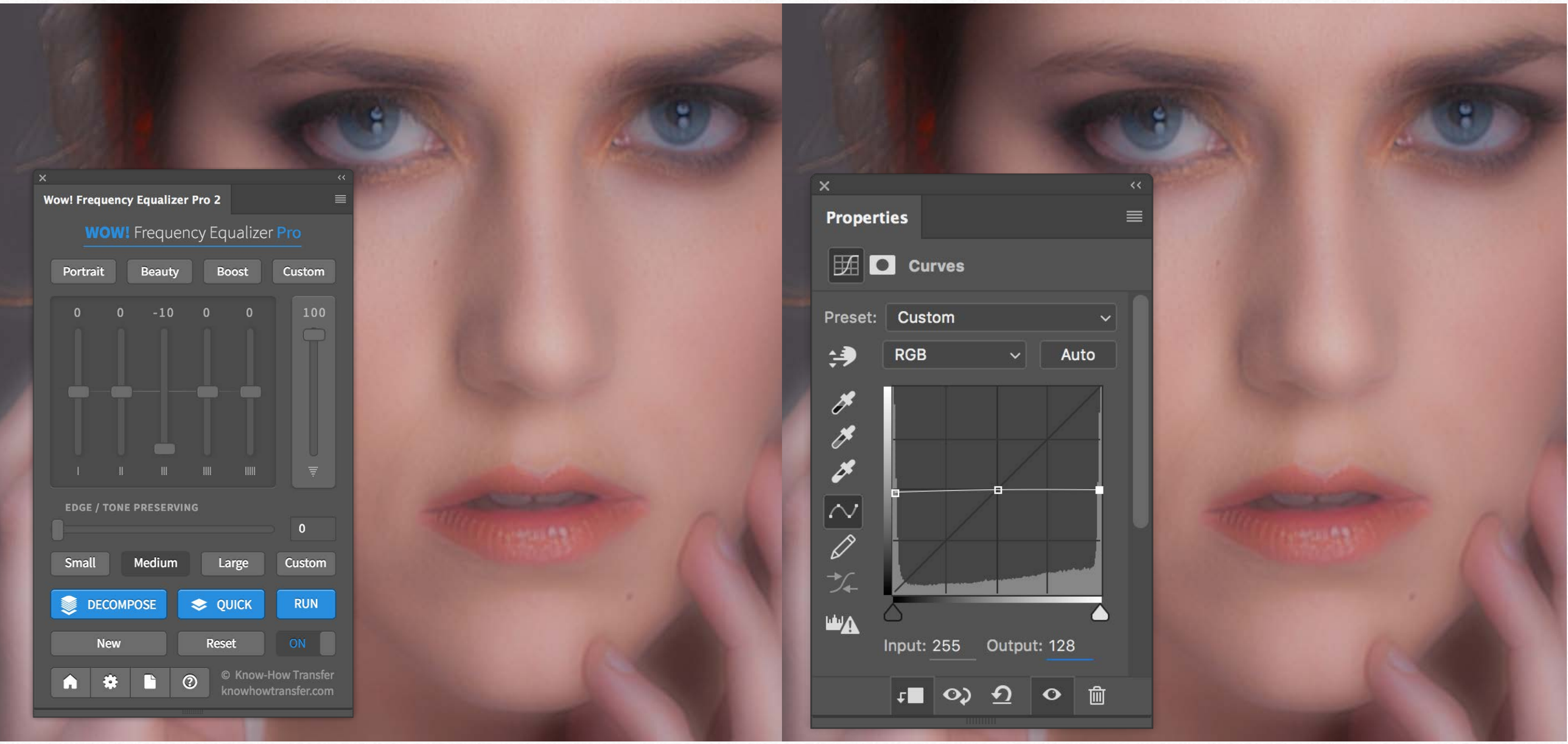
In general, we suggest applying Wow! using sliders first, then decompose and work on the pixel layers to refine the result and fix the remaining issues. You will get a better result and will save a lot of time.

An example using layers first and Decompose later

An example of a mixed workflow.
1. We applied first Wow! by using layers.
2. Then we launched Decompose and correct manually few remaining imperfections cloning on the scale layers. This procedure dramatically speed-up the retouch process and, at the same time, the result is more qualitative.

Sliders or decomposed layers, the same tonal result

No matter if you use sliders or decomposed layers. The tuning effect will be the same.
Here below on the left the effect of the middle slider set to 0. In the right one, we got the same result decomposing the image and applying a flat adjustment curve clipped on the scale3 layer in luminosity mode. Of course in the decomposed version you can additionally clone or heal the exact pixel scale layer that contains the imperfections.



What you can do with decomposed layers

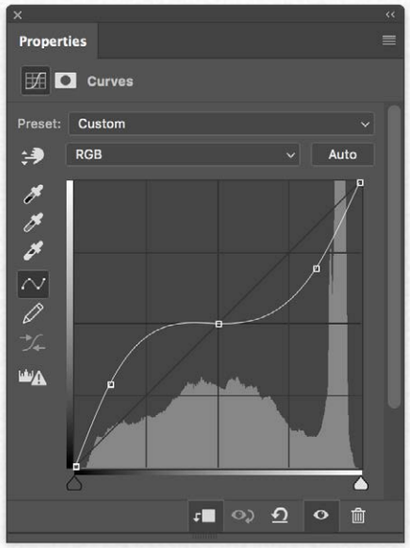
Ok. Now thanks to this exclusive option you have your image decomposed. But what is it for? What can you do with it in practice? Well, you can do a lot of things.
You can modify your image aspect in four different ways.

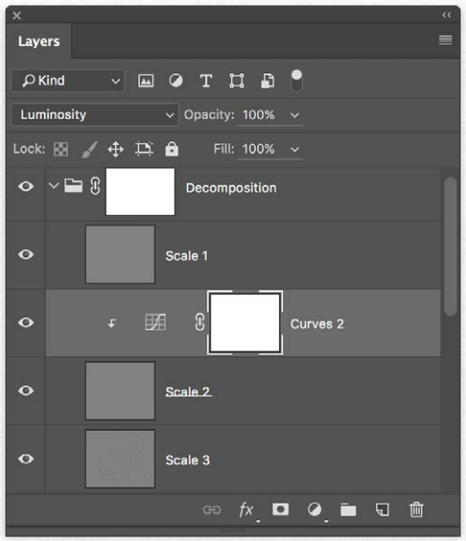
1. Frequency based retouching

Paint, clone and heal on the exact frequency layer that contains the features you need to target, with high precision, giving you unprecedented control over the retouching process.

2. Add or remove contrast using curves

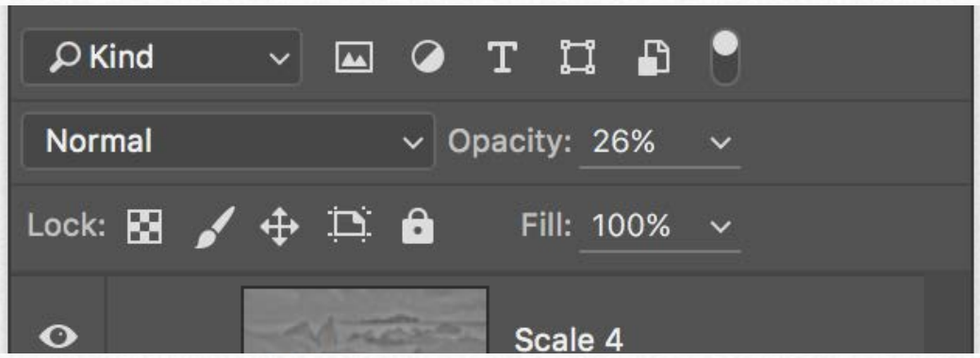
Modify the contrast of the Scale layers to add or remove contrast. Remember that you can add adjustment curves just launching the "Wow! Pro Decompose Add Curve". A flatter curve smooths the i mage; a steeper curve sharpens the image.





3. Sharpen or blur the image

Using a filter directly on the scale layer to blur or sharpen the scale layer. The filters will smooth or add contrast and detail to the image. The filters can be applied directly on the scale layers. To have a non-destructive process, you may launch the "Wow! Pro Decompose Add Curve and Objects" and apply the filter as a smart filter.



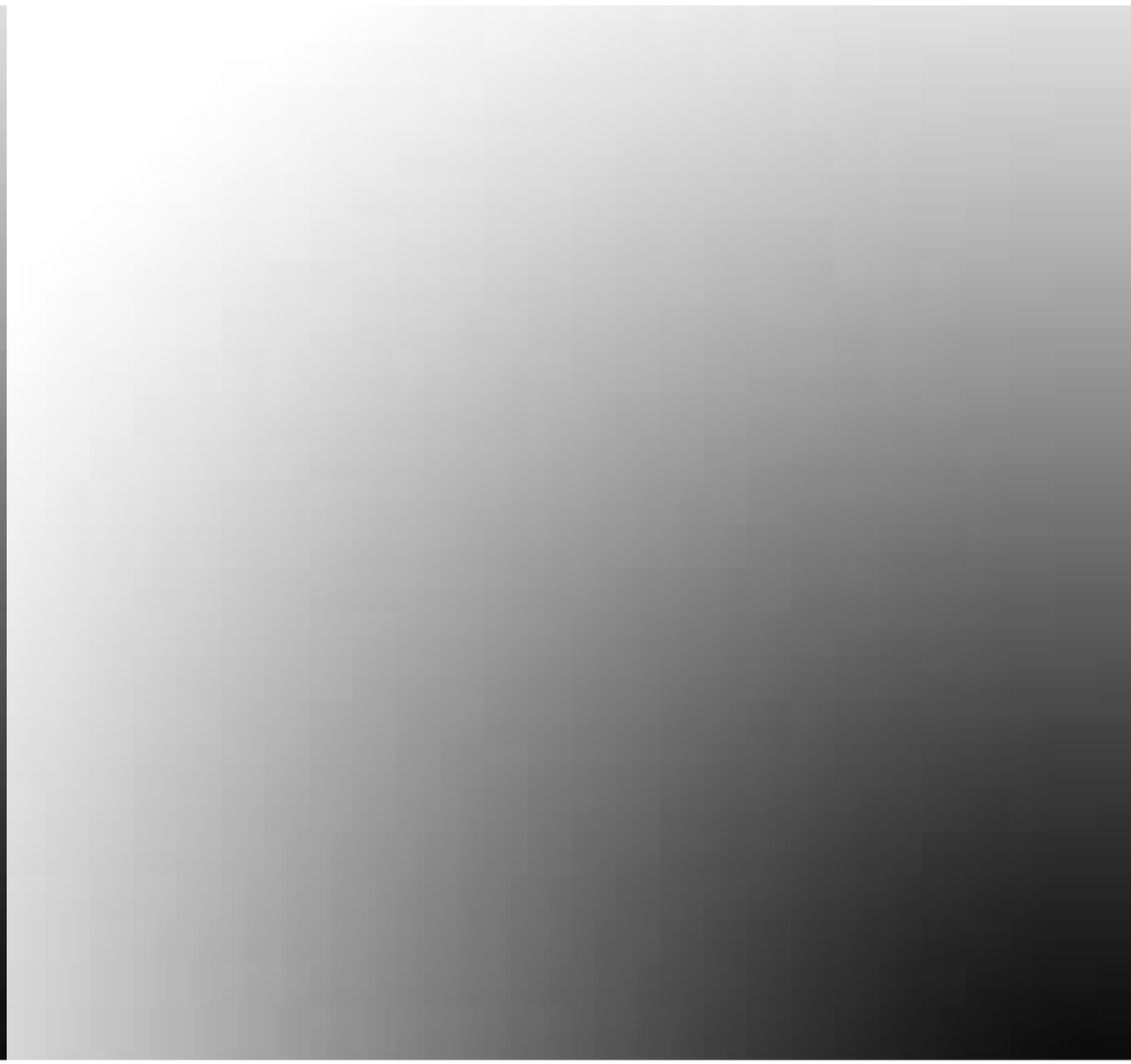
4. Add contrast, local contrast, or sharpness by reducing the layers opacity

With Wow! you can modify the opacity of the base or scale layers, and more precisely:
Base layer: you may increase the image contrast and local contrast by reducing its opacity.
Scale 4 and 5: reducing their opacity will decrease contrast and local contrast. Usually used in combination with the base layer opacity.
Scale 1 and 2 and 3: reducing their opacity will smooth the image.
Please go to dedicated pages and tutorials.

How to fix a possible issue decomposing 8bit files

It may happen that, working at 8bit, after decompose you will get some banding in subtle transitions, especially in neutral colors.
This happens because Wow! Internally works at 32bit, but Photoshop visualizes the complex pyramid of layers at 8bit and is not able to accurately describe the small difference between scale layers. In this case, before to apply Decompose converts in 16bit. This will fix the issue even if your native file is at 8bit. Once flattened the layers group is possible to convert again to 8bit. Please watch the comparison on the web page.

An 8bit file decomposed and visualized at 300% with a lot of banding

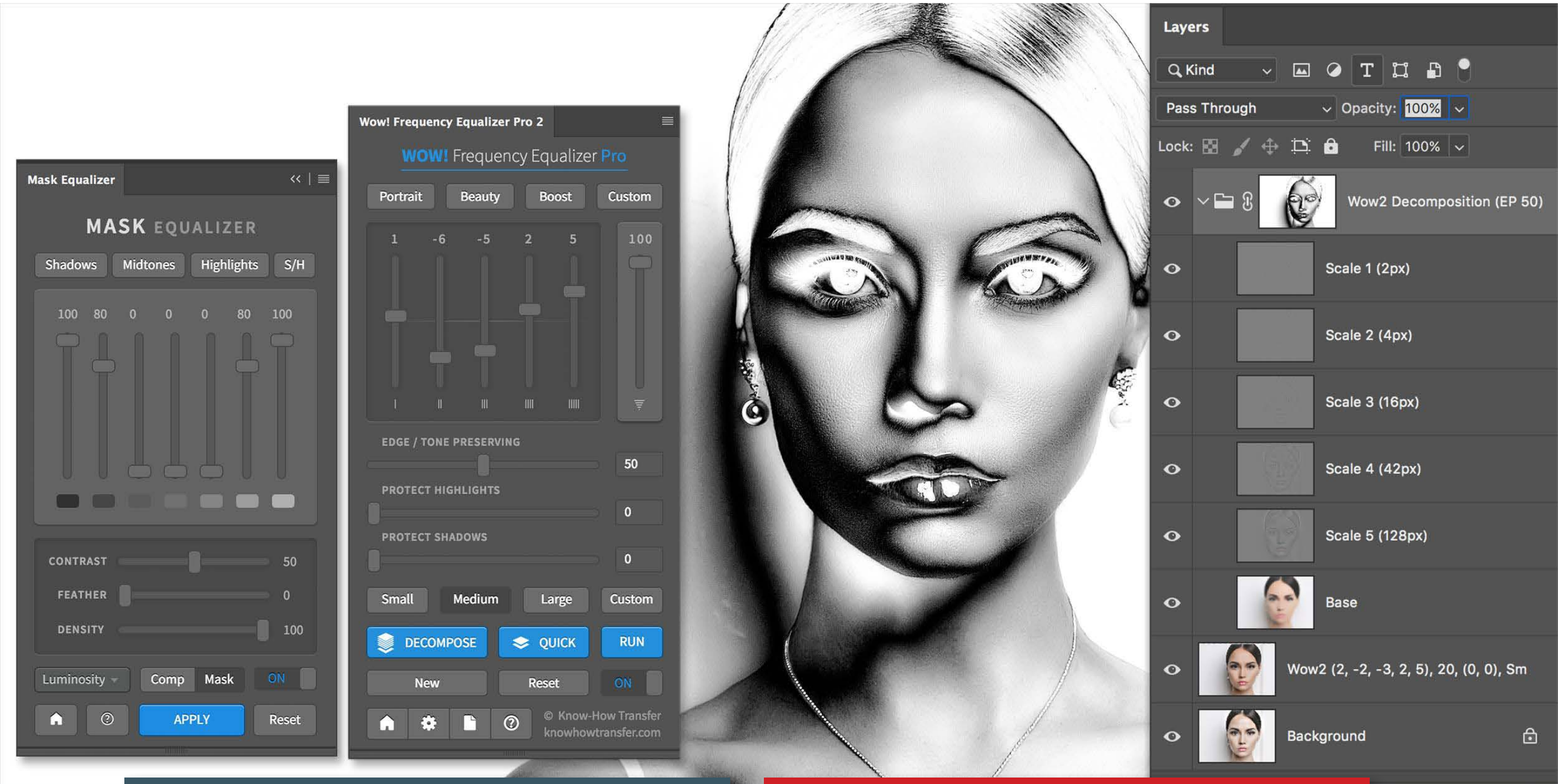


The same file converted to 16bit and decomposed with no banding

Wow! + Mask Equalizer. Two thoroughbreds working together

Wow! + Mask

We warmly suggest considering to add Mask Equalizer to your arsenal.
This plug-in that creates sophisticated luminosity masks with one click is entirely independent of Wow!, but it shines when they are used together. It also works with adjustment layers, advanced objects, and groups. A must-have tool.



Watch Mask Equalizer at work

Buy this Bundle

Wow! Frequency Equalizer Pro 2 - Quick Rescue Page

FAQ

Opening Wow! from the Filter menu nothing happens

The filter item is only for support use. Open Wow! Pro from Windows/Extensions menu

After install, there is no Wow! Pro in the Extensions list

1. You have not restarted Photoshop after the install
2. Check into PS/Preferences/Plug-ins if"Load Extensions Panels" is checked.
3. You are installing on Photoshop CS6 or older that are not compatible.
4. In WIN, you are working on 32bit. Wow! Pro only works on 64bit

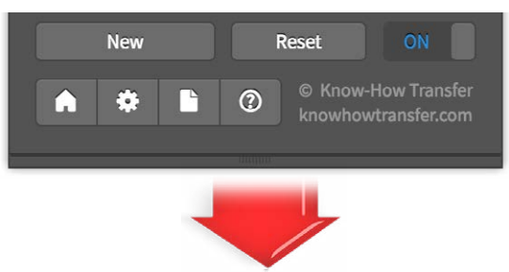
Uninstall Wow! Pro 2

Launch the installer and click on "Uninstall".
For Wow! 1, use the older installer and re-install the older version again.
In the same folder where the install .jsx file is located, a new file named uninstall.jsx file will be created. Relaunch it using the "Uninstall button".
All old files will be removed.

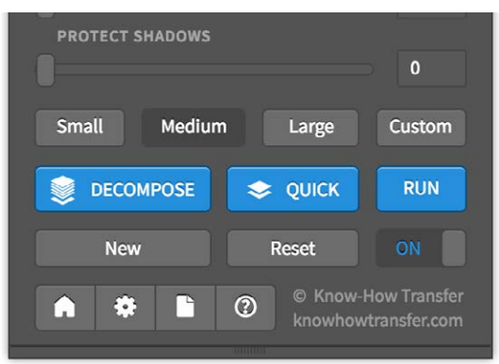
How can I add Wow! 2 in a Photoshop action?

Go to the dedicated page from the "Add Wow! in PS Action" green button in the manual cover.

The panel is smaller and doesn't show up the protect sliders



Use this small handle to expand or contract the panel



Where can I find the Advanced Actions?

The Actions are stored in the "Extra folder in your downloadable items list.
You can also download them here.

Launching the Advanced Action nothing happens

Launch "Decompose" first, then start the action.

Install 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.wowpro
from CEP to CEPServiceManager4 folder
Here below the paths for WIN
C:\Program Files (x86)\Common Files\Adobe\CEP\extensions\ C:\Program Files (x86)\Common Files\Adobe\CEPServiceManager4\extensions\
Here below the paths 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.

Decomposing I get banding.

You are working at 8 bit. Convert to 16bit.
You may get banding in subtle transitions, especially in neutral colors. It's because Wow! internally works at 32bit, but Photoshop visualizes the complex pyramid of layers at 8bit and is not able to accurately describe the small difference between scale layers.
More info at page 52 of the manual.

Still have problems?

Go to FAQ page

Update the current version or download again

Updates

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.

.

Check Version

My Account Page

Downloadable items

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

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the photography knowledge hub

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.

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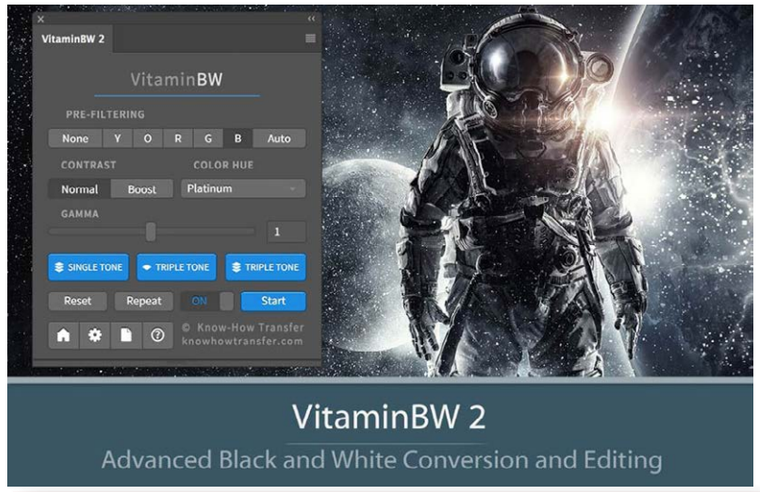

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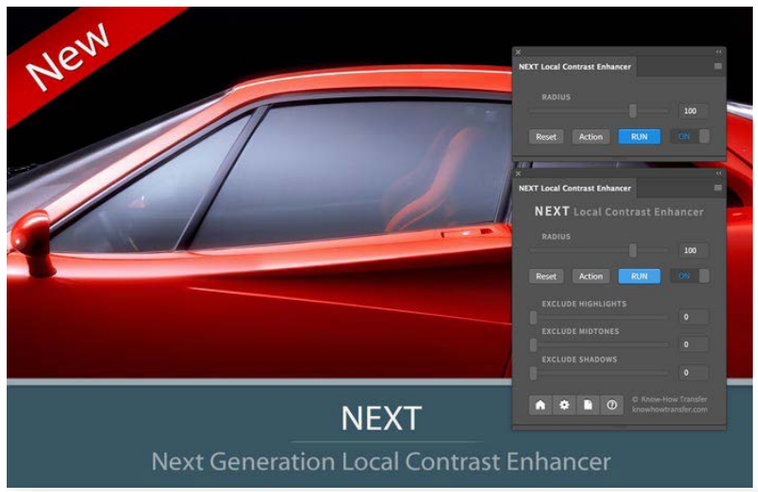

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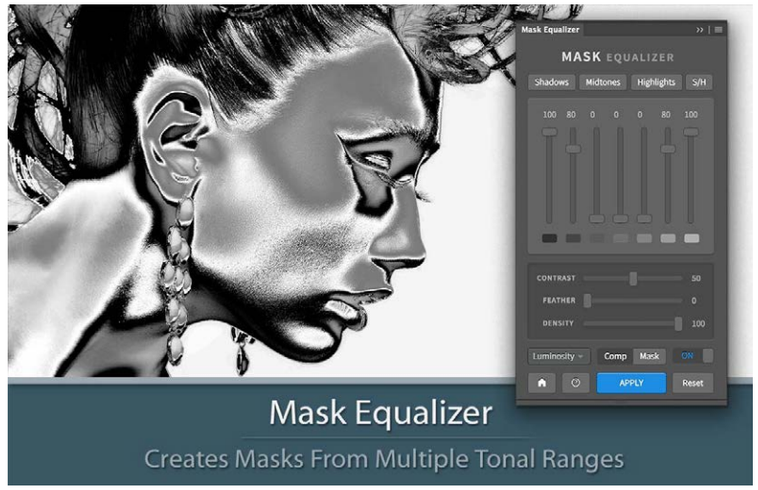

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GUI Panel Design by Davide Barranca

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