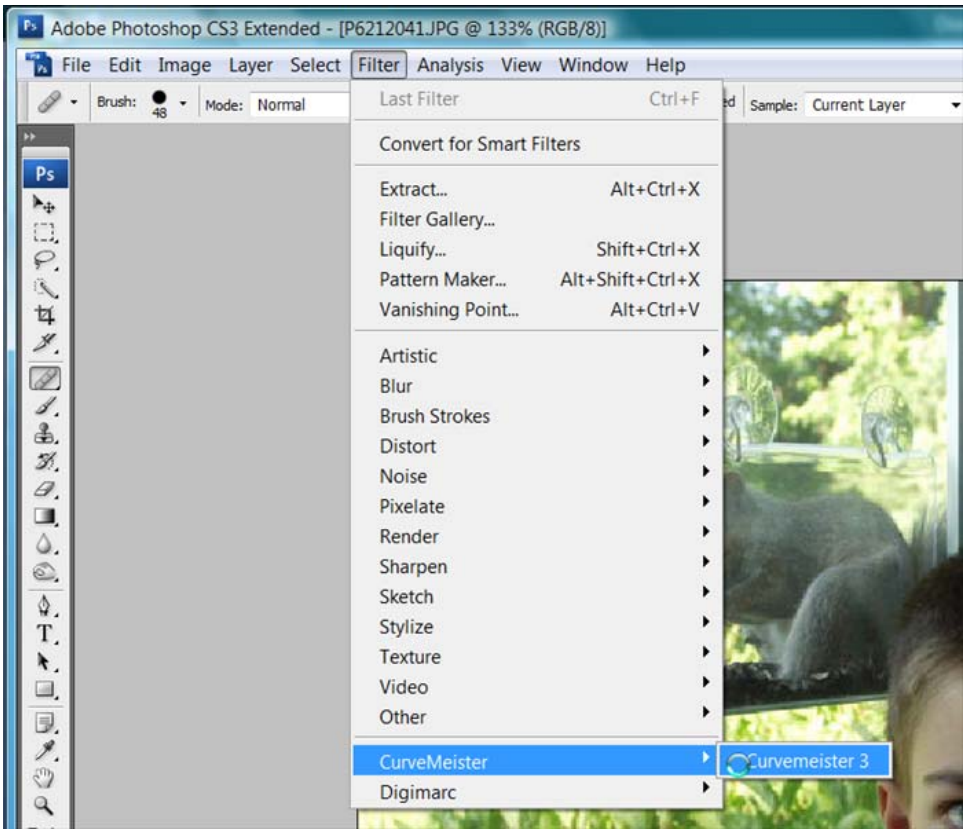
A Color Correction "By the Numbers" Walkthrough for Curvemeister Photoshop Plug-in

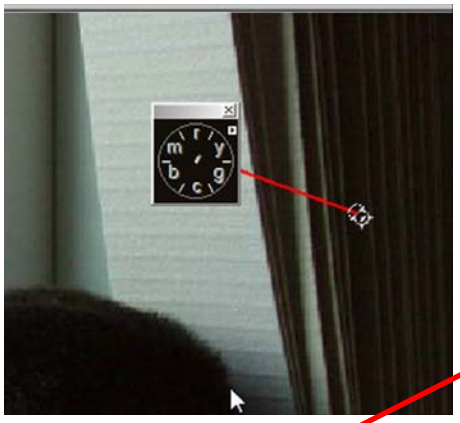
Assumptions:

1) You have a basic understanding of Photoshop Filters
2) You have installed the Curvemeister Photoshop Plug-in as either a demo or the retail product.
3) You have a basic understanding of color correction techniques and are looking for the next level in color correction beyond basic or automated tools.
   - Open an image in Photoshop.
   - From the Filters Menu select the Curvemeister 3 filter.

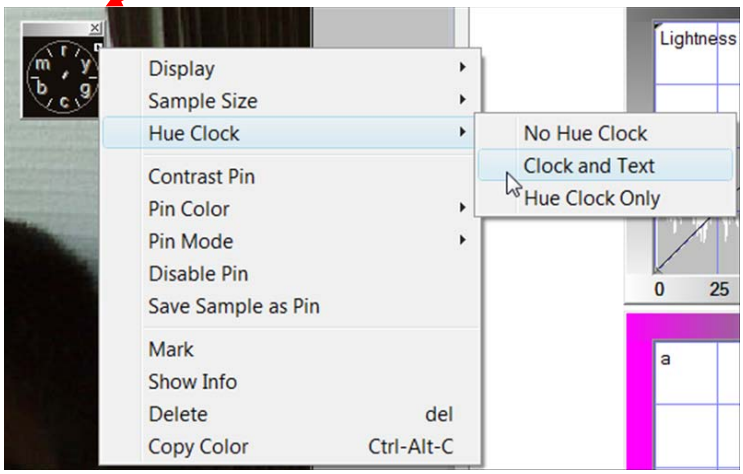


Your goals for this process are to control the shadow, highlight and a mid-tone. Preferably a neutral to correct the color, and contrast of your image. For this example we will be using RGB as the Color Space.

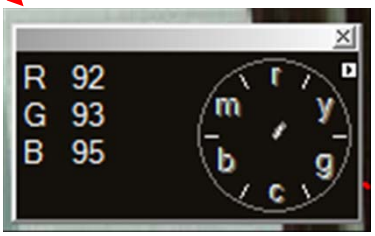
- Begin by setting hue clocks on the image for a shadow area, a highlight area and a mid-tone possibly neutral area.
  - In CM you can create hue clocks by Alt-clicking on your image where you want to set the sample point.



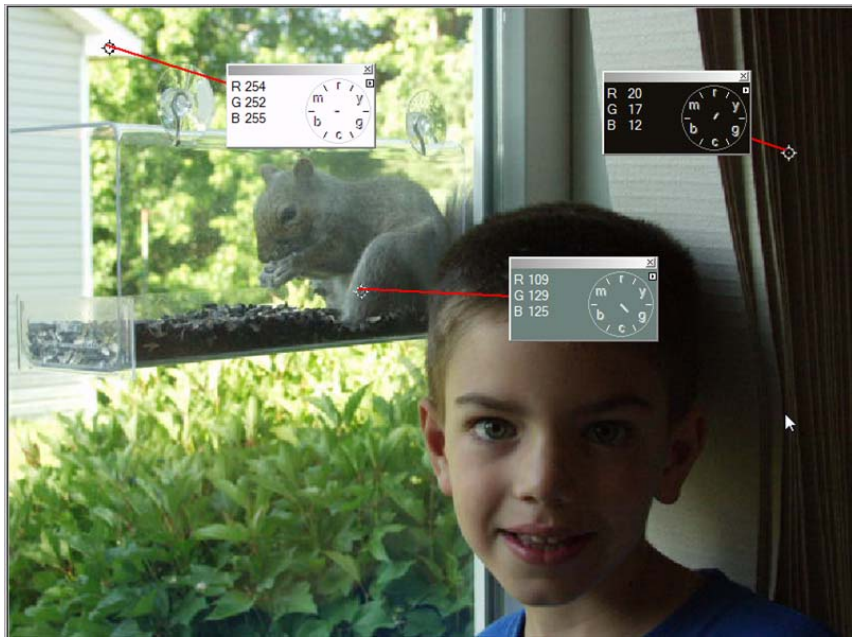
When you alt-click you will create a default hue clock that shows the color and the saturation of the sample. You need to modify it by clicking on the arrow in the top right corner.



Select the hue clock and text option from the hue clock sub menu. Your hue clock will look like the one shown below.



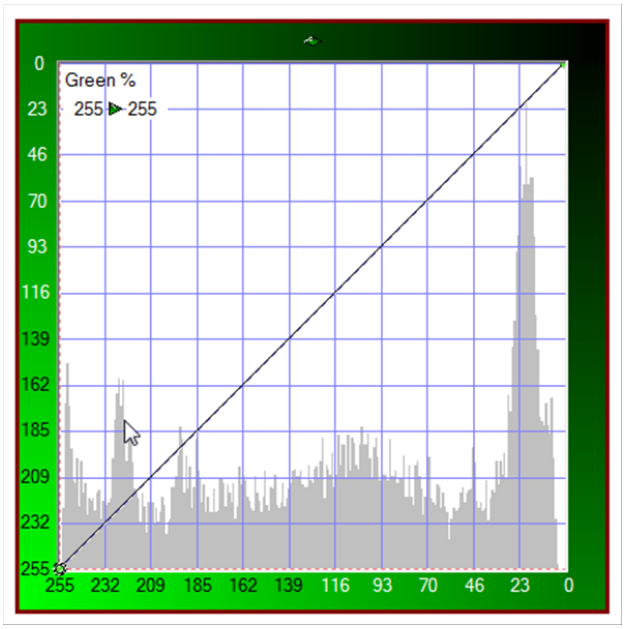
- Repeat this process for the highlight and mid-tone areas of the image.



- We will start with the highlight.

- The hue clock tells us some very important information. The RGB values are shown and these are the numbers we will be using to make our corrections.
- There is a clock face with the color wheel represented. This helps us to visually see where the color is shifted.
- The red line connects our hue clock to the sample point.

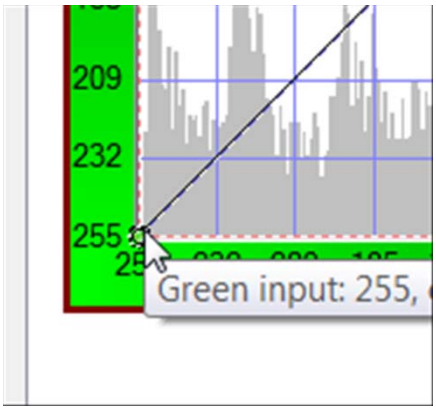
- The information shown tells us that we have a slight color shift to the image in the highlights because the numbers are not all 255 or pure white.
- We will need to make a slight adjustment to the highlight parts of the R and G curves to adjust these values to be the same as the B value.
- Taking the G channel first:



The Highlight side of the curve is on the lower left.

When you click on the corner your cursor will change to a 4 point arrow.

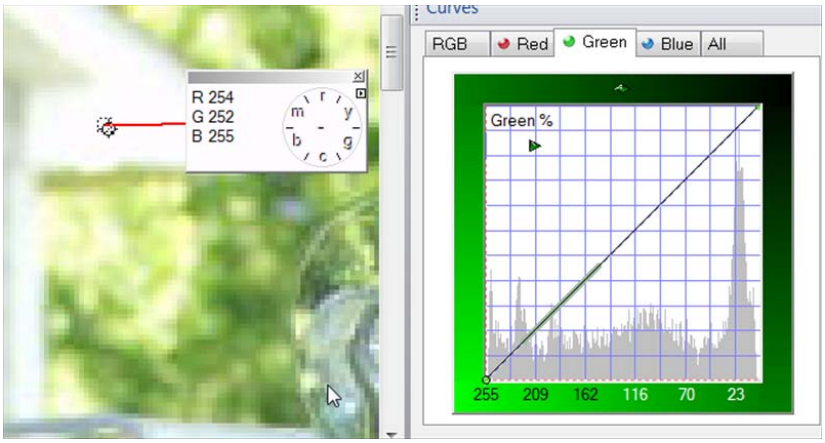
Also notice the numbers in the upper Left corner. You can move them by single clicking on them if they are in your way.



Clicking on the corner sets an active control point on the curve and begins the adjustment.

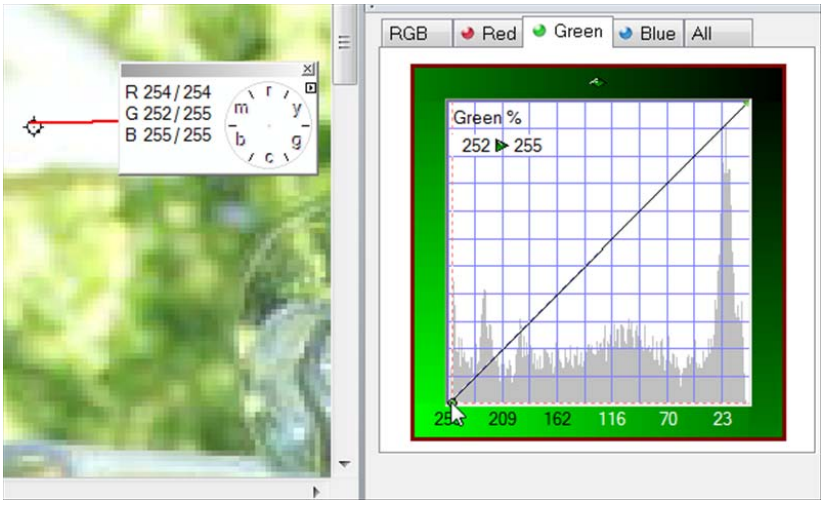
We will drag this point directly to the right and not up. This will change the value of the Green highlight in RGB.

Starting here…

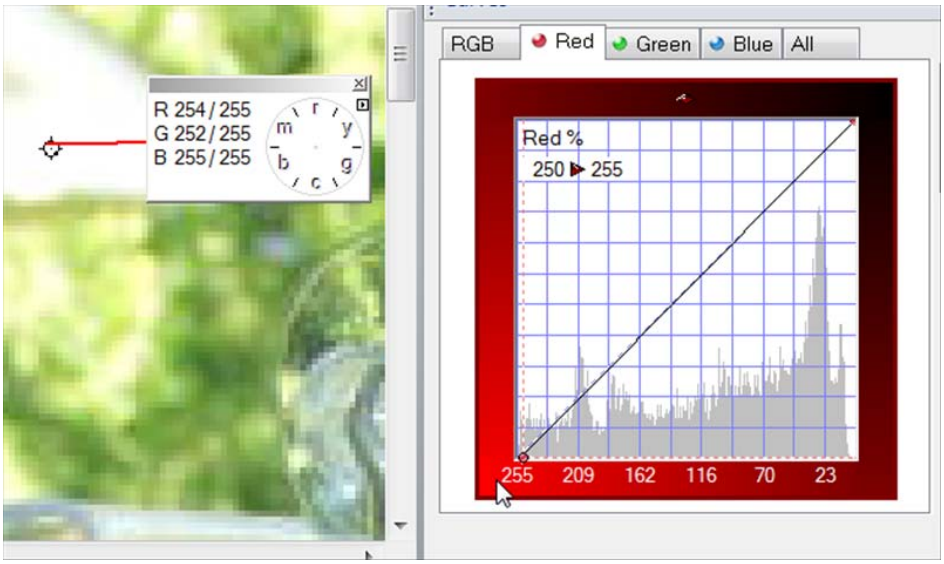


AND….

Ending here…Note the Numbers have changed…you now have the original value/new value listed

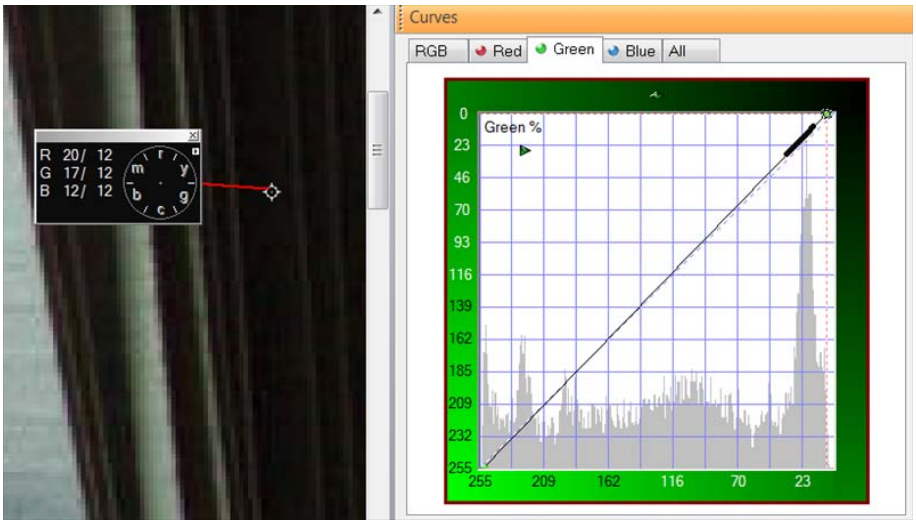


Repeat the process on the R channel. All of the values should be the same to have a pure white highlight.

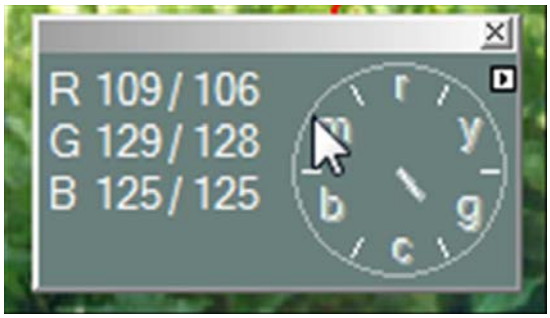


Next we repeat this for the shadows:

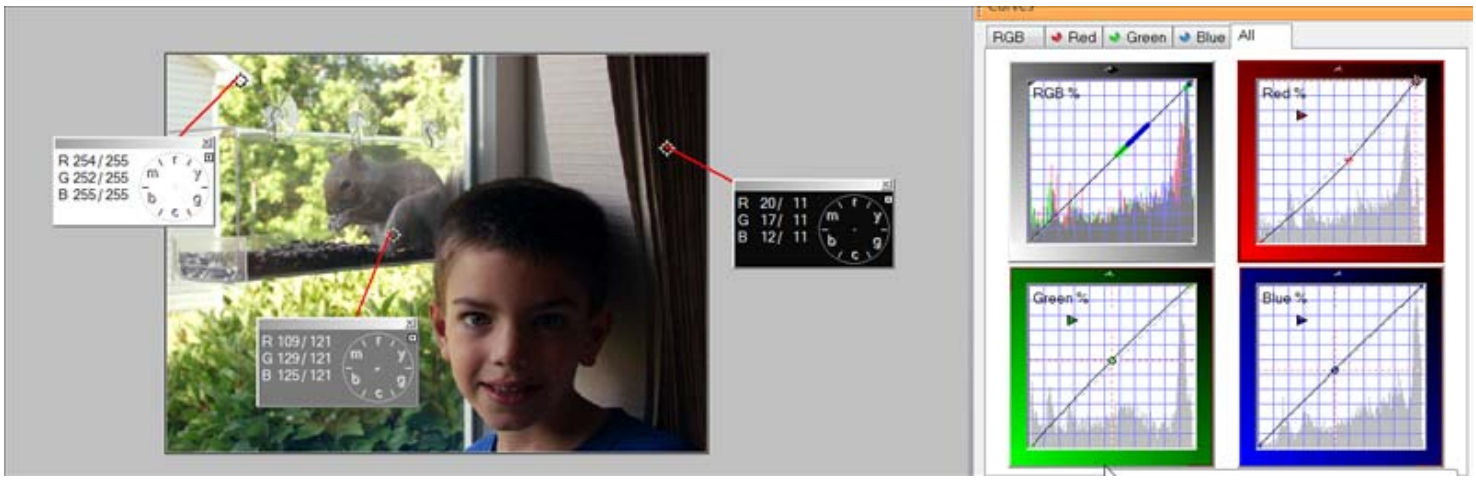
Red and Green Corrected…. Note that the Arm of the hue clock is reduced in length to a dot. And all of the numbers are equal.



- Now lets move on to the mid-tones.
- To find the neutral from you need to find the average for the values of the three channels. In this image you need to find the average of 109 + 129 + 125 = 363 then 363/3 = 121



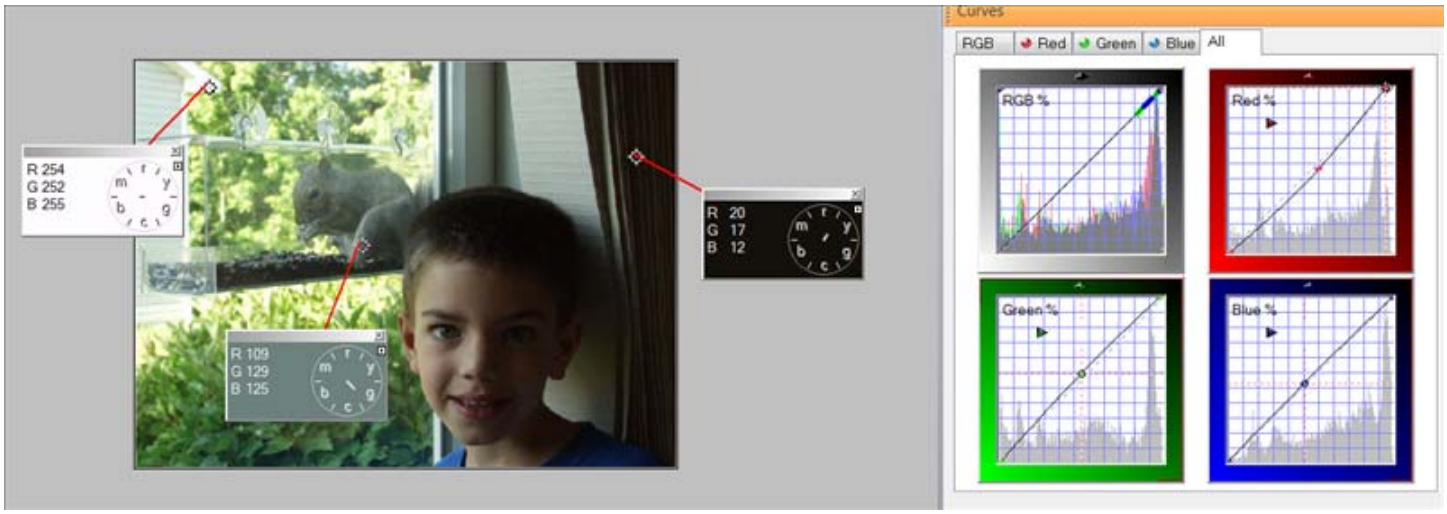
- You will need to set all three values to 121 by moving the values for each color to the new value 121 near the center of each curve.



FINAL COLOR CORRECTION

For comparison:

ORIGINAL COLOR:



Final adjustments to the composite RGB curve can now be made to improve shadow and highlight details.