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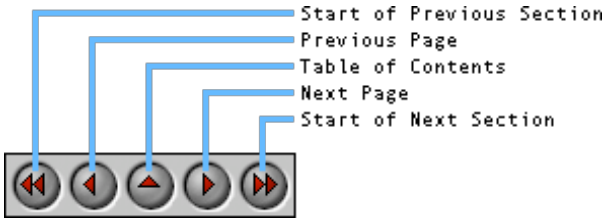
iCorrect® Portrait 1.5 User Guide

Contents

In addition to providing direct links from the table of contents above, we have also provided a small navigation control to allow you to select pages in the User Guide:



Note: This HTML User Guide is cross-platform. That is, if you view it with a browser running on a Windows computer, the User Guide describes the Windows version of iCorrect Portrait. Conversely, if you view it with a browser on a Macintosh, the Guide describes the Macintosh version. The differences are primarily related to the user interface appearance, but there are a few differences in the text also.

You are now running a **Macintosh** browser.

Note: All images in this User Guide have been prepared for viewing on an sRGB display, which is close to what is typically found on a PC. If your monitor is not set up to this standard, or if you are viewing on an LCD display, the colors in the images may appear to be a little off. Click here to adjust your monitor closer to the sRGB standard.

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1. Introduction

iCorrect Portrait is a color correction filter plug-in for Adobe Photoshop and other popular imaging programs. The iCorrect Portrait plug-in makes global color corrections based on:

- an automatic analysis of your image,
- analysis of certain reference or "memory" colors that you identify in your image,
- interactive dialog control settings, and
- Photoshop's color management setup.

Many of the tools and much of the philosophy behind iCorrect Portrait are the result of the observation that almost everyone knows what certain colors should look like. When an image is viewed, it is surprising how easily color errors are seen, even by people untrained in this discipline. For example, everyone knows that snow is white (neutral) and what skin should look like. If an image shows a person's face that is bright red, the observer knows that the color is wrong, even though he may never have seen the actual person in the image. These common reference or "memory" colors form the basis of iCorrect Portrait's approach to improving the color of an image.

In many production environments, color management, using ICC device profiles, is rapidly becoming the preferred method of producing color-accurate digital images. While this may be the best way to control color reproduction in many situations, it isn't always possible. There are large classes of digital images of unknown pedigree. It is not possible to use device profiles to relate the colors in these images to any device-independent reference because the profiles do not exist and cannot be made after the fact. For example, you may not have any information about how images on a stock photography CD-ROM were acquired. iCorrect Portrait can be used to quickly and easily correct uncalibrated images such as these, transforming them into a calibrated color space.

Very Important Photoshop Setup Information!

iCorrect Portrait will always correct the color of an image to Photoshop's currently selected RGB working space. Therefore, it is critical that you have Photoshop set up in a way that allows iCorrect Portrait to perform properly. Here is a checklist:

1. **Calibrate your monitor and load its profile as the system profile.**
   The manner in which you do this depends on both the platform you are on and the operating system version you are running. Your monitor profile affects the way in which colors are displayed in Photoshop, and also in iCorrect Portrait. If your monitor profile is bad, colors will not look right.

2. **Select a "normal" RGB working space in Photoshop.**

Normal working spaces are theoretical in nature and have certain "nice" properties, for example, a neutral color by definition has its red, green and blues values equal to each other.

3. **Never select your monitor profile as your RGB working space.**
   Monitor profiles generally do not have the "nice" properties discussed above that theoretical working spaces should have. Incidentally, Adobe also recommends against using your monitor profile as a working space.

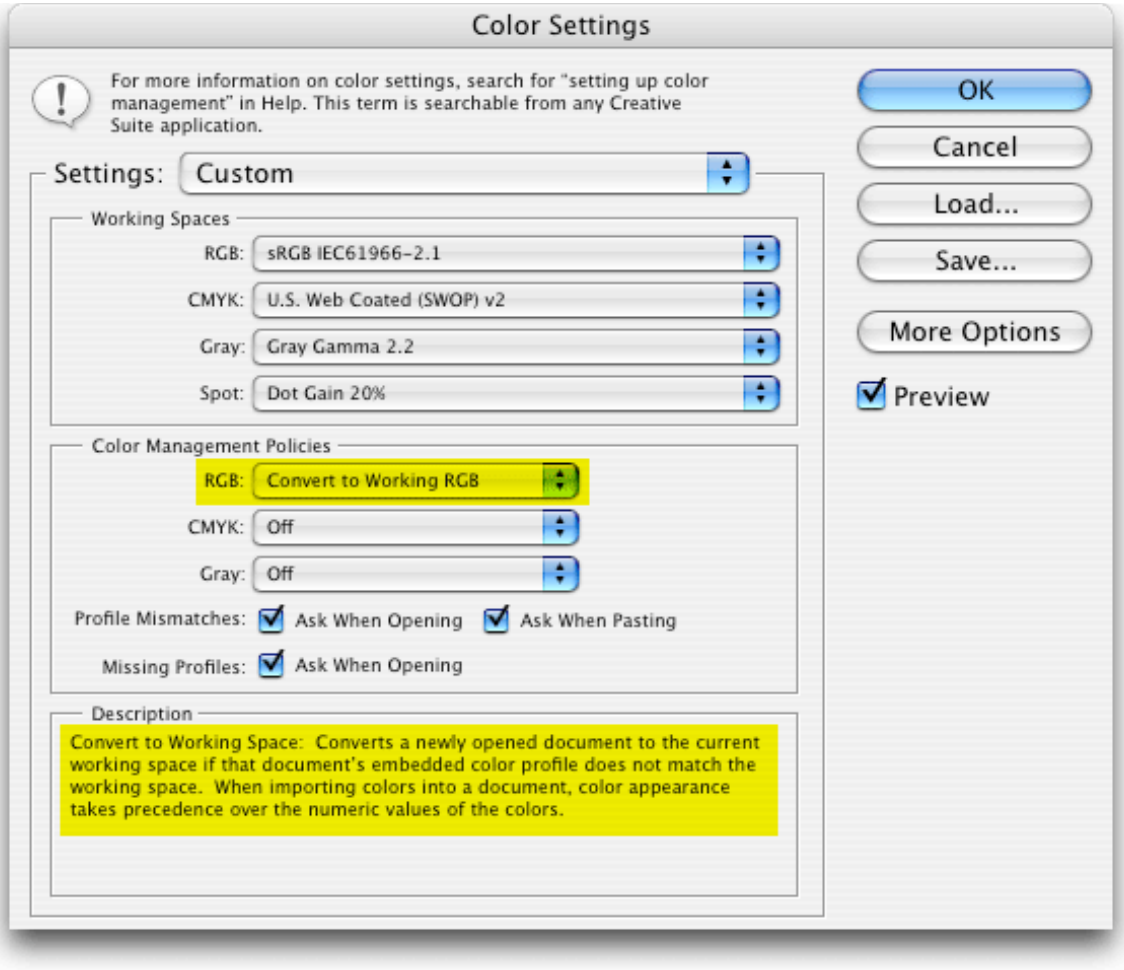
4. **If your image has an embedded profile, convert it to the working space before using iCorrect Portrait.**
   This may be done when the image is first opened, or it may be done with Photoshop's "Convert to Profile…" command.

5. **If your image has no embedded profile, assign the working space profile before using iCorrect Portrait.**
   This may be done when the image is first opened, or it may be done with Photoshop's "Assign Profile…" command.

Photoshop's working space is selected with its "Color Settings" dialog for versions 6, 7, CS and CS2, or with the "Color Settings / RGB Setup" dialog box with version 5 (also check the "Display Using Monitor Compensation" checkbox). If you are running an even earlier version of Photoshop, be sure that the settings in the Monitor Setup dialog box accurately describe your monitor.

Once you are properly set up, iCorrect Portrait will correct your image to Photoshop's working color space (Photoshop 5.0 and later) or to the color space defined by the Monitor Setup parameters (Photoshop version 4 and earlier).

Here is a suggested Color Settings set up that will help make sure your image properly ends up in the working space (shown for Photoshop CS2):



If you are using the plug-in with an application other than Photoshop, you should be aware that not all applications provide the same color management setup information that Photoshop provides. If iCorrect Portrait cannot get this information about color settings from your application, it will correct the image into a generic Trinitron monitor color space of gamma 1.8.

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2. Installation

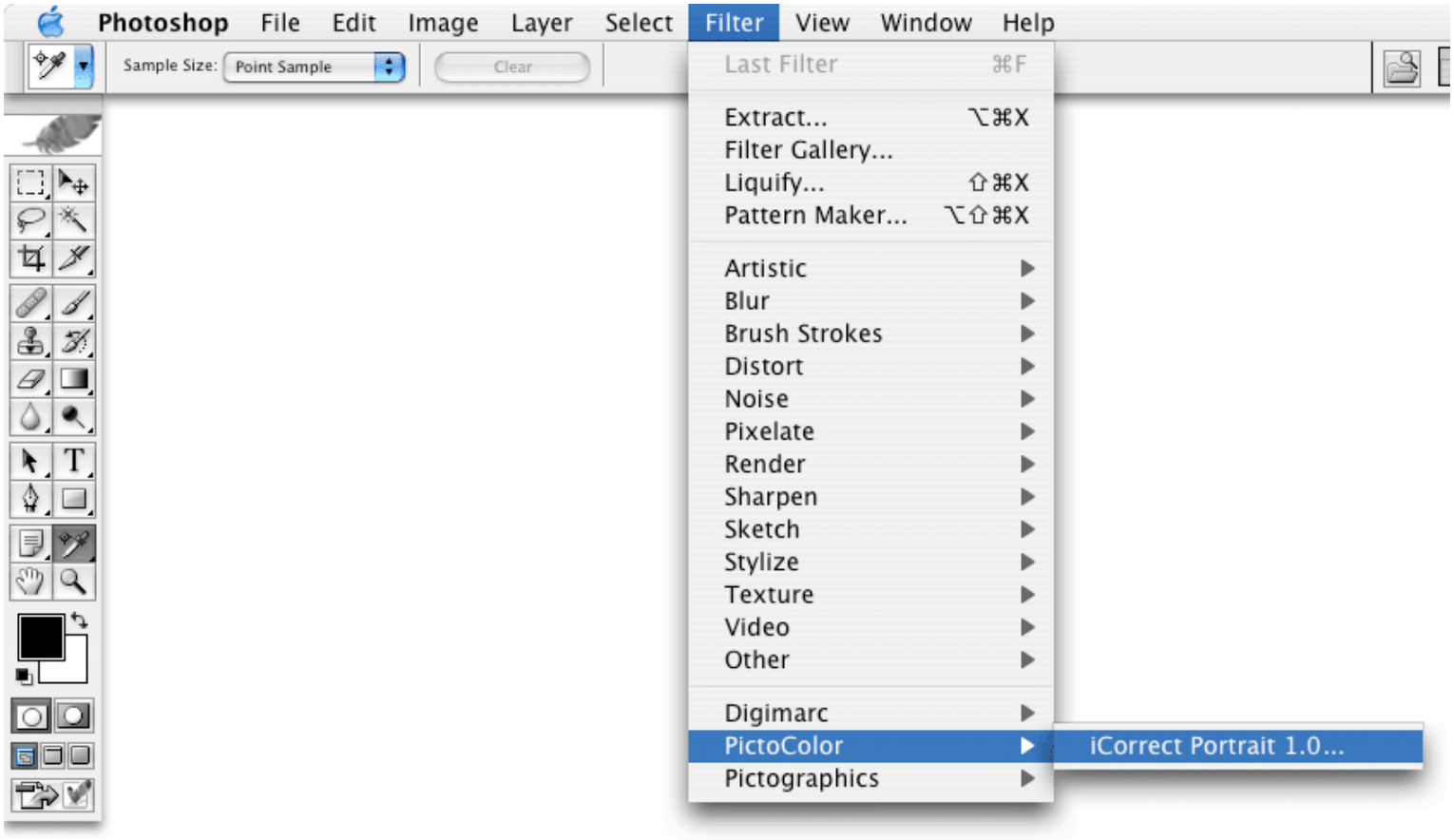
iCorrect Portrait is a plug-in. That means it cannot be run on your computer by itself. Instead, it must be run from within another program (called a *host* program) that has been specifically designed to support Adobe Photoshop Filter plug-ins. Because of the somewhat unusual characteristics of plug-in software, the installation process involves two steps:

Running the Installer Program • The installer places the plug-in and its support files onto your hard drive.

Copying the Plug-in File • The plug-in file created in the above step must then be copied (or installed) into the host program.

Detailed installation instructions may be found online here.

Once the plug-in has been properly installed, it may be used by launching Photoshop, opening an RGB image, and then selecting
Filter > PictoColor > iCorrect Portrait 1.0…



If your image has more than one layer, only the active layer will be used by iCorrect Portrait.

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3. Getting Started

This section contains miscellaneous overview information that will help you get the very most out of iCorrect Portrait.

- **Getting Help** • Here you will learn about the various help resources available to you for iCorrect Portrait.
- **Color Correction** • This is an overview of the color correction process.
- **Preview Image** • This page explains how to use the Preview image for viewing, zooming and scrolling.
- **More Controls** • The remainder of iCorrect Portrait's general controls are discussed here.
- **Preferences** • Here is a description of iCorrect Portrait's preferences which affect initial control settings, window size and user feedback.

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3a. Getting Started: Getting Help

In addition to this **User Guide**, help is available from several other sources:

1. **Built-in Help** may be found by clicking on iCorrect Portrait's Help buttons:

   

   The Help button in each window displays information about the controls currently displayed in that window.

2. Our **Frequently Asked Questions** site contains answers to many common problems. You will find this at www.pictocolor.com/faq/.

3. **Technical Support** is available via e-mail at Contact Us.

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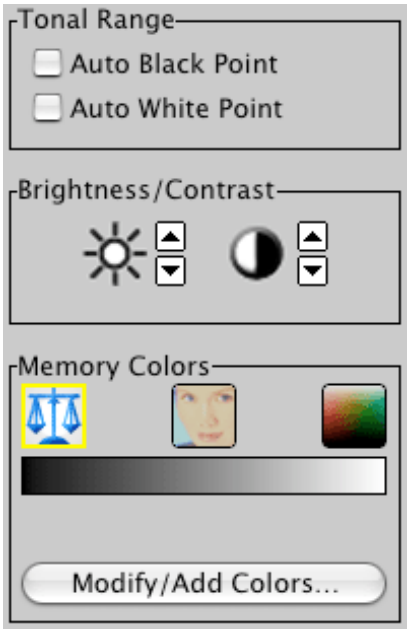
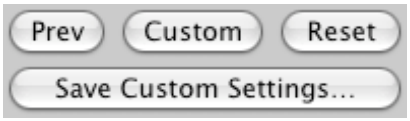
3b. Getting Started: Color Correction

Color correction is accomplished with the tools in the upper right portion of iCorrect Portrait's main window:



These controls allow you to correct the range of tones in the image, the overall brightness and contrast, and the appearance of certain *memory colors* in your image, such as neutrals, skin tones, and custom colors that are important to you. These controls are all described in detail in the next section of this User Guide.

There is also a group of buttons in the lower right portion of the window that allow you to set all of the color correction parameters at once:



These controls are described further on the More Controls page of the User Guide.

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3c. Getting Started: Preview Image

The left side of the iCorrect Portrait window is used to display the preview image. The Preview checkbox is used to control whether the preview image is displayed before or after edits:

Initially, the checkbox is checked, and the preview image displays the effects of the current color corrections. To compare this corrected image with the original image, you can move the iCorrect Portrait window aside to uncover the original image in Photoshop, or more conveniently, you may uncheck the Preview checkbox to display the uncorrected image within the iCorrect Portrait's own window. You may find it useful to check and uncheck the Preview image checkbox, watching the preview image toggle back and forth between the corrected and uncorrected versions.

Zooming may be used to magnify the preview image to a 1:1 pixel view. If you hold down the **Option** key, the Zoom In cursor will be displayed in the middle of a Zoom box, representing the area to be enlarged:

To display the new view, drag the center of the Zoom box over the image area you wish to magnify, then click on the mouse. If the Zoom In cursor does not appear, that means that the image you are editing is small enough to entirely fit in the Preview panel at 1:1. You can zoom back out to the original view by again holding down the **Option** key and clicking anywhere in the image area.

Scrolling a zoomed image is done by holding down the **Control** key while dragging on the Preview image. The "hand" cursor indicates that scrolling will occur:

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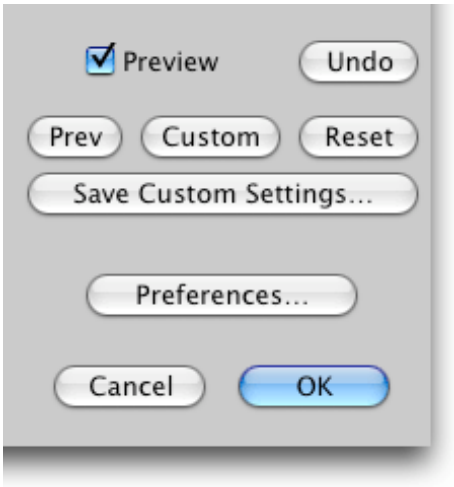
3d. Getting Started: More Controls

In the lower right corner of the window is a cluster of items:



The **Preview** checkbox is used to control whether the preview image is displayed before or after color correction, as described on the previous page.

Clicking the **Undo** button will undo the last correction that was made, whether it resulted from clicking a checkbox, clicking a button, or sampling a pixel for memory color correction.

Clicking the **Prev** button will set all color correction parameters (including any custom memory color definitions) to the values that were used on the previous image.

Clicking the **Custom** button will set all color correction parameters (including any custom memory color definitions) to the values that were loaded with the **Load Custom Settings...** button in the Preferences window. If custom settings have not been loaded yet, a window will appear asking you to identify a custom settings file to use.

Shortcut Tip: You can load custom settings and immediately apply them by holding down the **Option** key while clicking the **Custom** button. This is equivalent to opening the Preferences window, clicking the Load Custom Settings button, selecting a custom settings file, clicking OK to return to the main iCorrect Portrait window, and then clicking the Custom button.

You can save the current color correction parameters in a custom settings file at any time, using the **Save Custom**

Settings... button.

Clicking the **Reset** button will set all color correction parameters to values that effectively turn the color correction off completely. Note that unlike the Prev and Custom buttons, the Reset button does not change the current memory color definitions.

Clicking the **Preferences...** button will open the Preferences window.

If you click **Cancel**, the iCorrect Portrait window will close, leaving the image unmodified.

If you click **OK**, the iCorrect Portrait window will close, and the color correction will be applied to the image.

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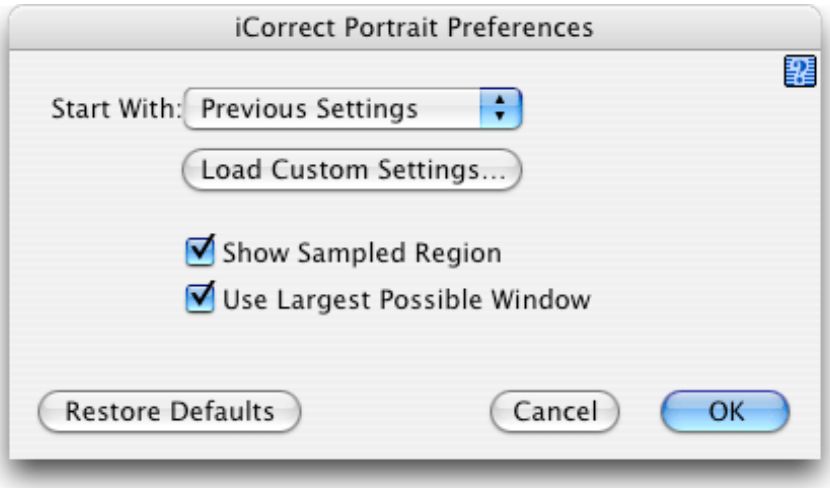
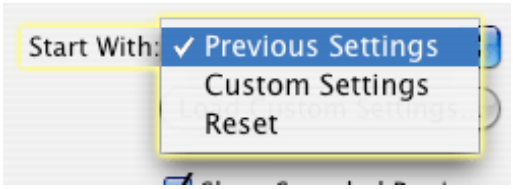
3e. Getting Started: Preferences

Clicking the Preferences… button

will display the Preferences dialog box:

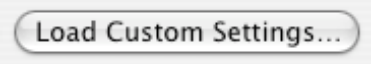


The **Start With** menu establishes how iCorrect Portrait will determine its starting color correction settings:

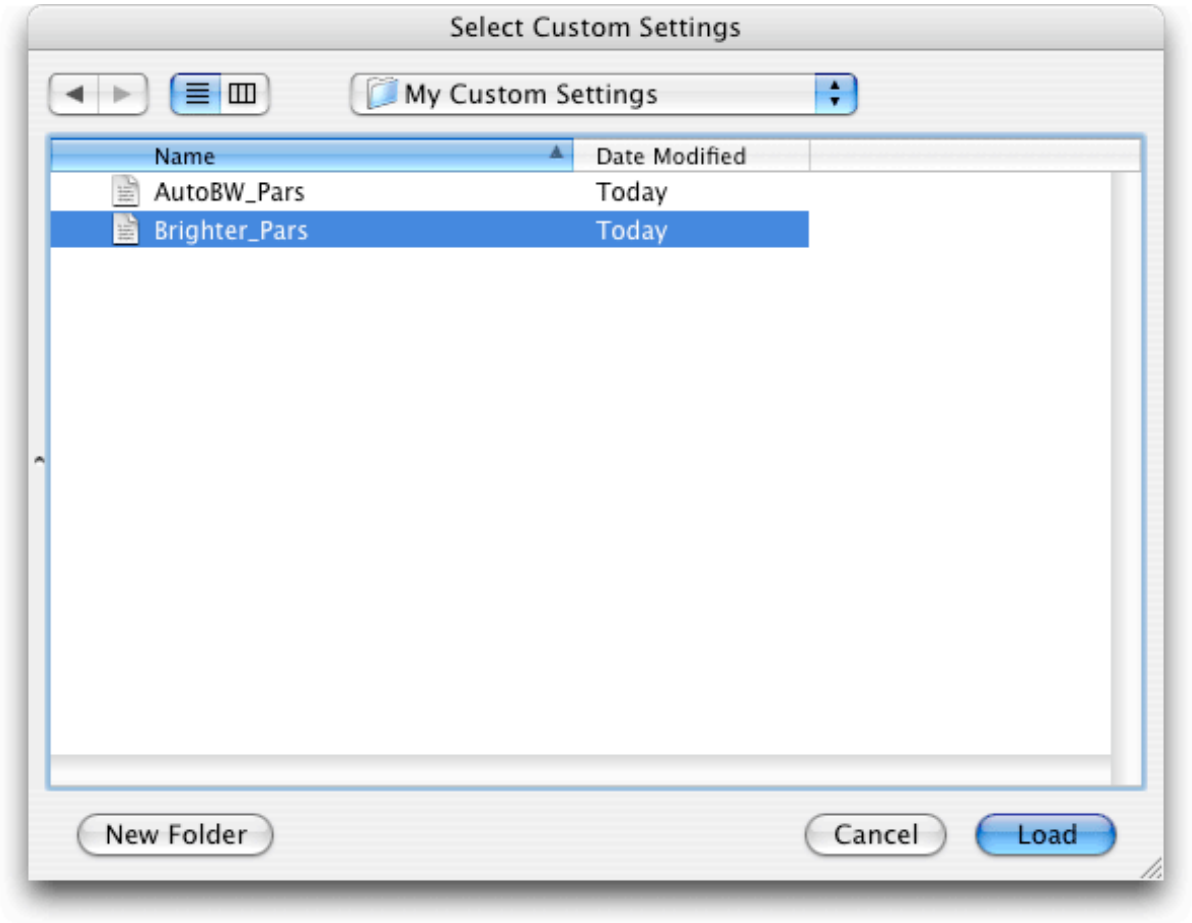


If you start with **Previous Settings**, then the settings for the color correction tools are recalled from the previous image that was corrected. If you start with **Custom Settings**, then the custom settings that have been loaded with **Load Custom Settings** are used. If you start with **Reset**, all color correction controls will be set to values that do not change the image (i.e. "null" values).

The **Load Custom Settings...** button is used to load the settings that will be applied when the Start with Custom Settings preference has been selected, and when the Custom button in the main iCorrect Portrait window is clicked.



You will be asked to locate the file that contains the Custom Settings that you want to load.



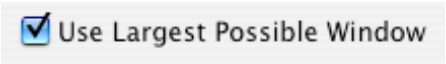
Custom Settings files are saved using the **Save Custom Settings...** button in the main iCorrect Portrait window. Any number of custom settings files can be saved.

Shortcut Tip: In iCorrect Portrait's main window, you can load custom settings and immediately apply them by holding down the **Option** key while clicking the **Custom** button. This is equivalent to opening the Preferences window, clicking the Load Custom Settings button, selecting a custom settings file, clicking OK to return to the main window, and then clicking the Custom button.

When the **Show Sampled Region** checkbox is checked, a brief visual feedback is given of the actual pixels sampled when you click on the image:

This is discussed in more detail in the section describing the Memory Colors. This "flashing" gives you some feedback about what is happening during color correction. If you find this distracting, simply turn the option off by unchecking the checkbox.

The **Use Largest Possible Window** checkbox indicates how the iCorrect Portrait window will be sized *the next time the plug-in is run*.



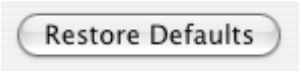
A bit of explanation is needed here. Unlike a normal stand-alone application, it is not possible for a plug-in to have a window that may be resized while the plug-in is actually running. So in order to provide a different window size, you must indicate how this should be done *next time*.

Moreover, note that the larger you make the window, the more memory the plug-in needs. So the name of the game is trading window size against available memory. Let's see how this is done.

If the Use Largest Possible Window checkbox is **unchecked**, the iCorrect Portrait window will be a fixed size that will fit on a display that meets iCorrect Portrait's minimum system display requirements (800 × 600 pixels).

If the Use Largest Possible Window checkbox is **checked**, the iCorrect Portrait window will be the largest size that will fit on your display. If under this setup, there is not enough memory for the plug-in to run, the window size will be made just enough smaller so that it will run.

Finally, the **Restore Defaults** button will set all preferences in the window to the factory default values, that is, the values that were present when iCorrect Portrait was first installed.



The **OK** button in the Preferences window must be clicked in order for the new settings to take effect.

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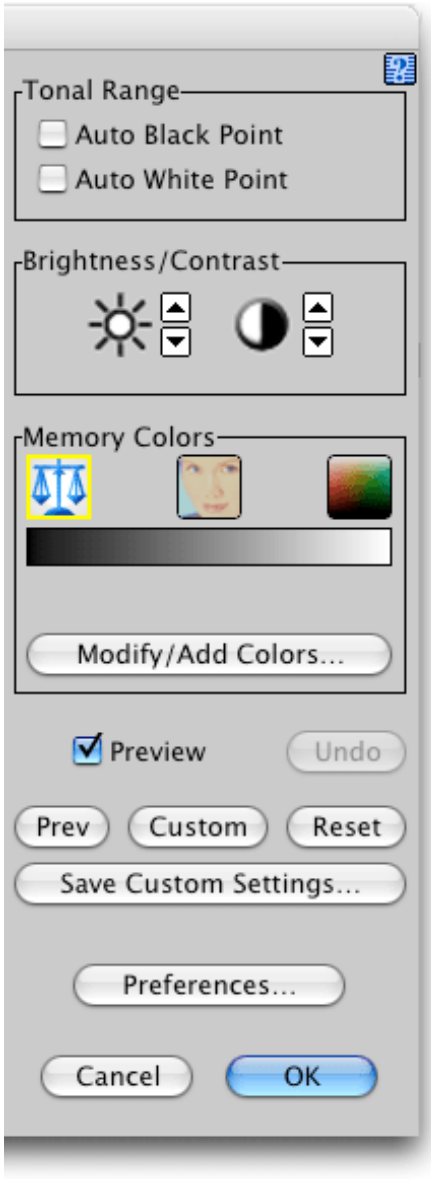
4. Color Correction

Color correction is accomplished with the tools found along the right side of iCorrect Portrait's main window. At the top is a grouping titled *Tonal Range*. Beneath this is a second grouping titled *Brightness/Contrast*. Beneath this is a third grouping titled *Memory Colors*. At the bottom there are a few miscellaneous controls that were described in the Getting Started section of the User Guide.



We will be learning how to use these controls in the pages that follow, but here is a brief overview:

Tonal Range • These controls are used to affect the tone range of the image, making dark colors darker, and bright colors brighter.

Brightness and Contrast • These controls are used to increase or decrease the brightness and contrast of the image.

Memory Colors • These controls are used to correct the image using any special "memory" colors that might be present, such as neutrals or skin tones. When you click the **Modify/Add Colors...** button, additional controls will be displayed, allowing you to define your own memory colors.

Tip: Although you may use these color correction tools in any way you wish, we have found that they work best when used in "top-down" order. That is, use the tools in the order they appear in the tool panel starting at the top with the Auto Black and White Point, then progressing to the Brightness and Contrast controls, and finally moving on to the Memory Color controls. Within the Memory Colors, correct neutral colors first.

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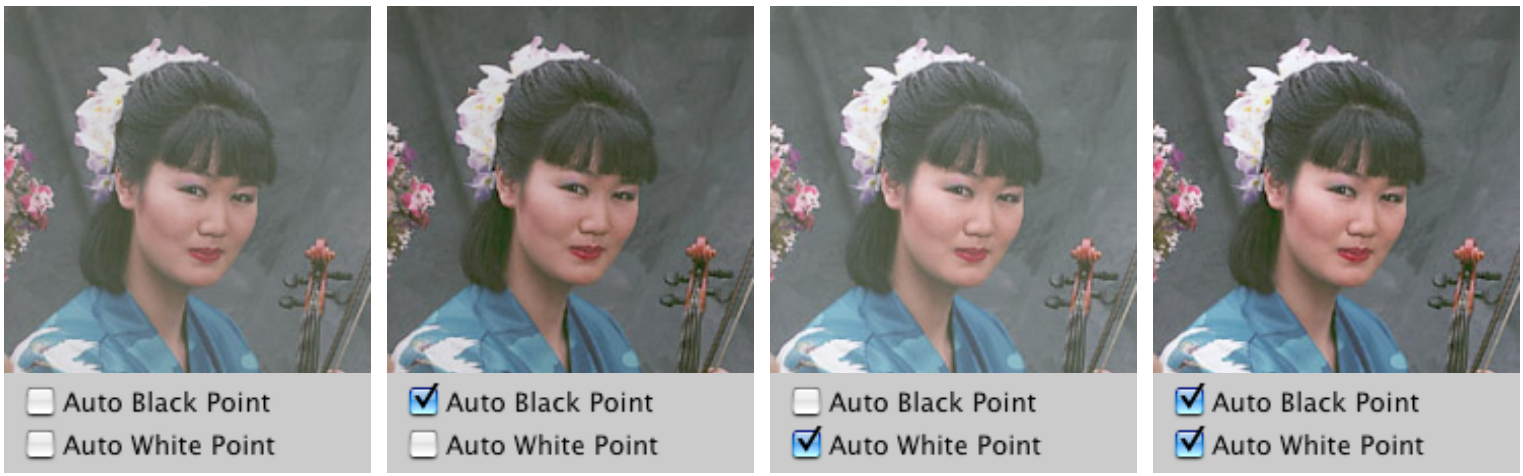
4a. Color Correction: Tonal Range

Auto Black and White Point Checkboxes

The Auto Black and White Point checkboxes control the *range* of tones in your image. They generally stretch the range of tones so that it has richer dark colors and cleaner light colors. Checking the Auto Black Point checkbox will pull dark colors darker, while leaving light colors mostly unaffected. The Auto White Point checkbox does a similar thing to the light colors, namely, it pulls light colors lighter while not significantly affecting the dark colors. By enabling both checkboxes, you get both effects at once: darker darks and lighter lights.

Here is an illustration showing all possible combinations of these two checkboxes:



You will usually want to have both checkboxes in their checked states. Exceptions to this rule are rare, since the analysis algorithm is quite sophisticated and automatically accounts for images that do not have any colors in them that are supposed to be pure black or pure white.

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4b. Color Correction: Brightness and Contrast

Brightness Buttons

You may adjust the overall brightness of the image by clicking on the up and down arrow buttons. Each click will change the brightness by five units within the range of -100 (very dark) to +100 (very light).

Tip: For finer control, hold down the Option key while clicking the button. This will cause the brightness to change by single units.

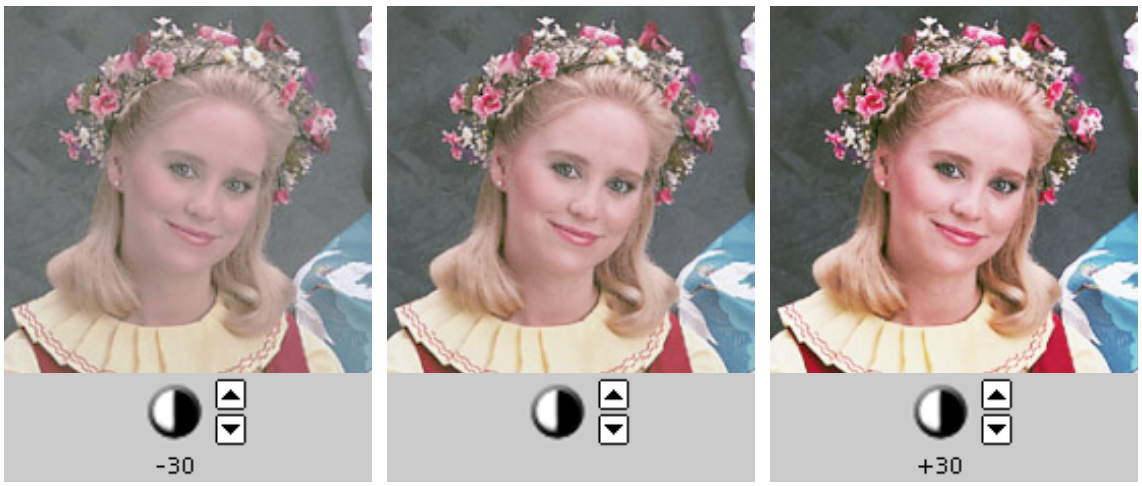
Here is an example of what the Brightness control does:

Contrast Buttons

In a similar fashion, you may adjust the Contrast of your image with the corresponding Contrast controls.

Tip: For finer control, hold down the Option key while clicking the button. This will cause the contrast to change by single units.

Here are some examples of how the Contrast control works:



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4c. Color Correction: Memory Colors

Color correcting with memory colors is surprisingly powerful and easy. The basic idea is that you first select a memory color, and then click on objects of that color in your image. iCorrect Portrait has two built-in memory color definitions: Neutrals and Skin. You may add your own custom colors to this set and you may also adjust these built-in color definitions to better suit your personal taste (this will be described in the next section).

The three buttons at the top of the Memory Colors panel are used to switch between the two built in colors and any custom colors that you have defined:

The three buttons change appearance depending on which is active. The first button, a scale representing color balance, is used to correct Neutrals. The second button, a face, is used to correct Skin tones. The third button, a gradient, is used to correct any Custom memory colors that you have added via the Modify/Add Colors... button. The button that is currently active (most recently selected) is outlined in yellow. When the Custom button has been selected, a pop-up menu also appears, listing all of the custom colors you have defined. Use the pop-up menu to specify which of your custom colors you want to correct.

It is usually best to start with Neutrals:

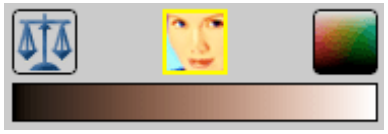
After activating the Neutrals button, you simply point and click on objects in the image that you know should be neutral, that is, gray. If you stop and think about it, most images have built-in grayscales, hidden in the objects in the scene. Here are some examples of common neutral objects: paper, clothing, automobile tires, teeth, eyes (whites and pupils), clouds, white painted objects like houses or cars, black painted objects, asphalt, tree bark, snow and many others. Often, a single neutral object will have many tones, due to illumination variations. For example, the folds in a white shirt will show many different tones of the base white fabric.

Tip: If you can, click on areas that have different *brightness levels* of the selected memory color (e.g. dark, medium and light representative samples).

Our sample image has a neutral background, and we can assume that the center musician's hair is black and that the flowers are white. After clicking on these objects, we see that the color balance has been significantly improved.

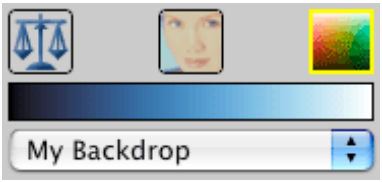
If you make a mistake while clicking, just use the Undo button to back up.

Next, we can correct skin tones in a similar fashion. Click on the Skin button and then click on several skin samples:



Tip: As you click on areas in your image, you should try to mark on relatively *large areas* of representative color. For example, when marking skin tones it is better to mark on a smooth section of a forehead, neck or chin than on a highly made up cheekbone, a bright highlight resulting from a flash, or a small area between the eyes.

Finally, if you have defined any custom colors that need correction, click on the third memory color button:



A pop-up menu will list the custom colors that have been defined. Use it to select the color you wish to correct and then click on several samples in the image.

As you become more familiar with iCorrect Portrait, you may find it easier to switch between memory colors with ⌘ 1 for Neutrals, ⌘ 2 for Skin, ⌘ 3 for the first Custom color, etc.

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4d. Color Correction: Defining Memory Colors

A very powerful feature of iCorrect Portrait is its ability to accept and use custom memory color definitions.

Each memory color is defined by three parameters that specify the way that you want that color to look after correction:

Hue

Hue is specified as an angle between 0 and 359 degrees, where 0 is magenta, and as the angle increases, the hue gradually changes to red, then orange, yellow, green, cyan, blue and back to magenta. Note that these hue angles are specified by international CIE color standards and will not correspond to hue angles you might encounter in the HSB color system used by Photoshop.

Chroma

Chroma is a value between 0 and 100 describing the amount of saturation a color has. Neutral colors (black, white, gray) have zero chroma. Vivid colors have high chroma. Again, chroma is specified by CIE standards and does not correspond to the saturation value of the HSB color model used by Photoshop.

ΔHue

This parameter is a value between 10 and -10 that controls the way that the hue changes between dark and light tones. A value of zero means that the hue will be the same in light colors as in dark colors. A negative value means that the hue angle will decrease as lightness increases (and increase as lightness decreases), and a positive value means that the hue angle will increase as lightness increases (and decrease as lightness decreases).

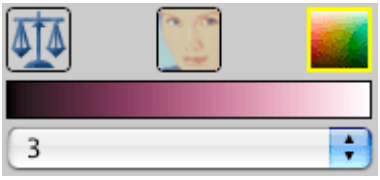
When you click on the **Modify/Add Colors...** button, some new controls will be displayed. In this section we'll learn about different ways to use those controls:

- **Creating New Definitions** to add colors that are important to you.
- **Modifying Existing Definitions** to suit your own personal preferences.
- **Restoring Definitions** for the built-in colors to the factory default settings.
- **Saving and Loading Definitions** for use at a later time.
- **Deleting Definitions** that you no longer need in order to make room for new ones.

Creating New Memory Color Definitions

The custom memory color pop-up menu can contain up to eight color definitions, allowing you to create definitions that are important to you in general, or even for a particular project. Some good examples might be the creation of memory color definitions for your backdrops, a team uniform color, or for sky or foliage.

Begin by selecting the Custom memory color button. Then select an empty location from the Memory Colors pop-up menu. (If you haven't defined any custom colors yet, this will be done for you.) A new color will be created, with a default name and definition. The shaded color scale that appears below the menu shows the different tones of this memory color definition, from dark to light.

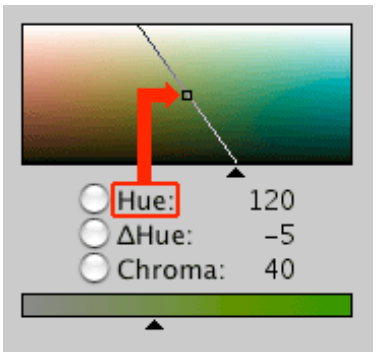


Begin by editing the *Name* field (only the first 19 characters are used):

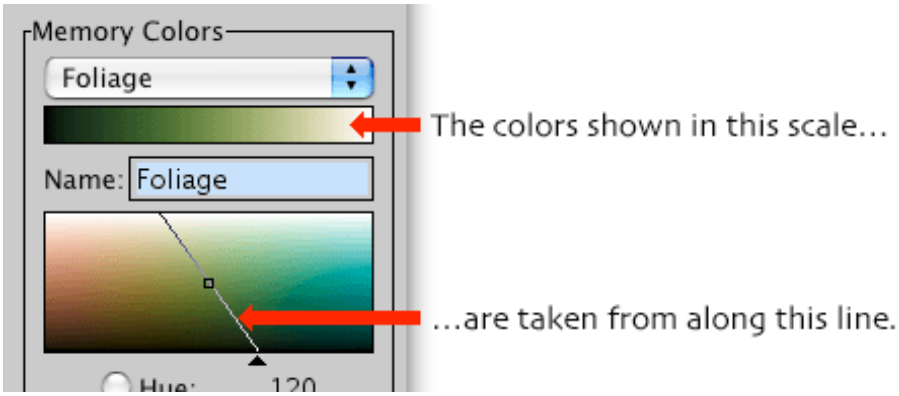
From here, the color parameters for the definition may be arrived at by any of several means, as discussed below.

Modification

You can use the three interactive "handles" to modify the default color definition to come up with the desired color:



We will call these handles the **Hue** handle, the **ΔHue** handle and the **Chroma** handle. The line that is drawn on the colored area shows those colors that are part of the desired color definition of this memory color:

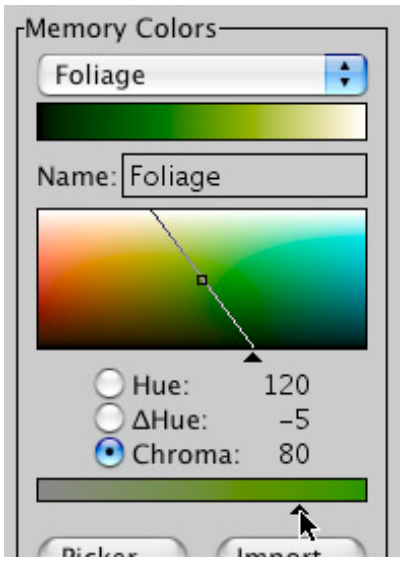


Tip: In the discussions below, we will learn about adjusting these three handles. Normally, you will not see the visual effect of a change until you release the mouse button after moving a slider. However, if you hold down the Option key while moving any of these handles, you will get immediate visual feedback, before the mouse button

is released. There is a substantial amount of computation needed to do this, so you may find the response to be too sluggish for your liking.

• Chroma Adjustment

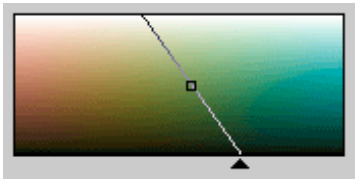
The maximum saturation of the memory color definition is controlled by moving the Chroma handle to the right to increase, or to the left to decrease the chroma:



• Hue Adjustment

Similarly, the base hue of the memory color may be adjusted by moving the Hue handle to the left or right (remember that the Hue handle is the small square that appears in the center of the colored panel):

Hue Handle

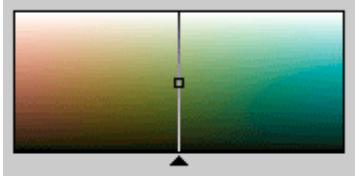


After releasing the Hue handle, the entire entire hue panel (the handle and the colors behind it) is scrolled so that the Hue handle is once again centered. This allows you to move it a second or third time if necessary, to reach the hue that you want (not all hues are shown at once).

• ΔHue Adjustment

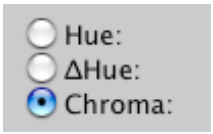
The ΔHue handle is used to control the slope of the line:

ΔHue Handle



When this line is vertical, then all shades of the memory color will be given the same hue. By tilting this line one direction or the other, you may give lighter and darker tones of this color slightly different hues. For example, our studies have shown that foliage is typically more yellow in light greens and more cyan in dark greens. That type of hue shift is specified by using a value for ΔHue of -5 (that is, non-zero).

Tip: You may find it easier or more convenient to control the handles with the keyboard instead of the mouse. To do this, click one of the radio buttons to indicate which of the parameters you wish to control. Then you may use the **right and left arrow keys** to increase or decrease the value of the corresponding handle.



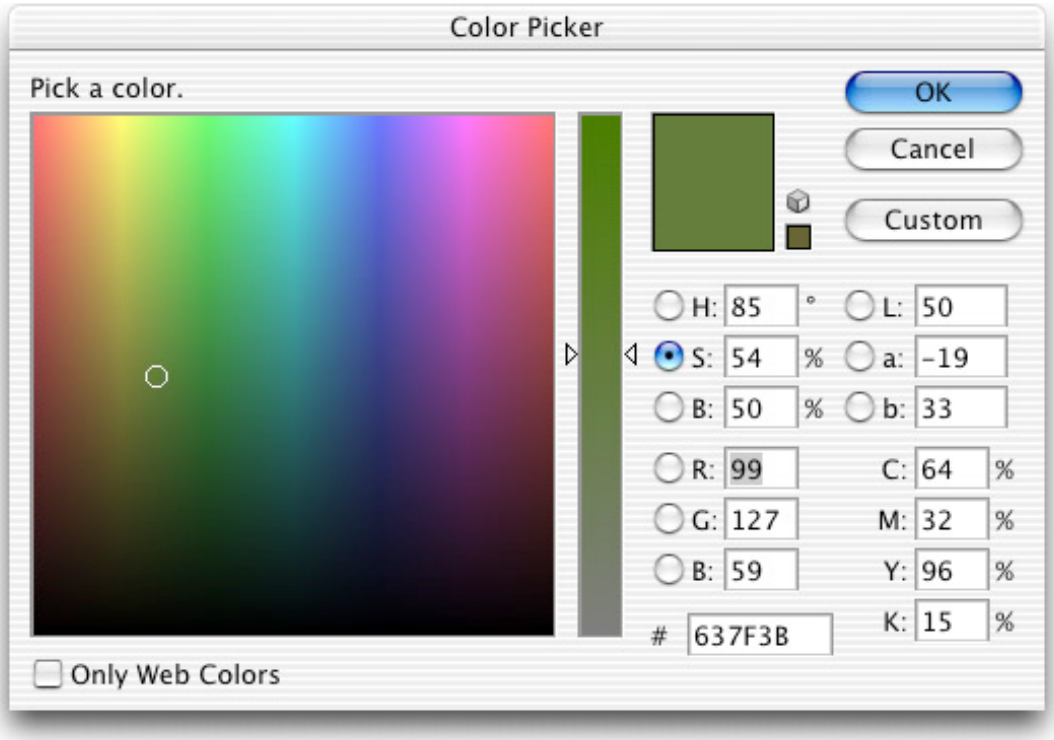
Depending on the situation, there are other ways to create memory colors that might be easier, quicker or more accurate.

Selecting from the Preview Image

One of the easiest methods of creating a memory color is also one of the most useful. In an application such as school portait photography, you may have a set of portraits that were all taken against the same background, but show differences in the background from one image to the next. You can open the image that you like the best, select the iCorrect Portrait plug-in, and click the **Modify/Add Colors...** button. Select the memory color from the pop-up that you want to define as the background color. Then just click on the background of the preview image. You can take up to five samples this way, and each will contribute to the memory color definition. It usually isn't necessary to make many samples though, since each time you click, similiar colors in adjoining areas of the image are also sampled. A new memory color will be created, based on your favorite background, which can then be used to correct the backgrounds in the other images.

Using the Color Picker

If you click the "Picker…" button, a color picker will appear which you may use to select a color:



Note that the appearance of the color picker will depend on your choice for *Color Picker* in Photoshop's General Preferences. iCorrect Portrait will analyze the color you picked and from it, produce the necessary color definition parameters. You may further modify these settings if you wish, in the manner described earlier.

Importing a Color Measurement File

This is strictly for advanced users. It requires access to a colorimeter or spectrophotometer.

If you have access to a colorimeter or spectrophotometer, you may measure samples of a desired color, enter these measurements into a text file and then import the text file into iCorrect Portrait.

The text file may be created with any word processor capable of saving a plain, unformatted text (ASCII) file. TextEdit (OS X) or SimpleText (OS 9 and earlier) are suitable applications for this purpose. Your measuring instrument may also be able to save its measurements as a text file. The format of this text file is described here.

The first line of the file must contain a keyword indicating the type of color measurements contained in the file. This keyword must be one of the following:

- **`XYZ`** CIEXYZ with XYZ in the nominal range of 0.0 to 1.0
- **`XYZ100`** CIEXYZ with XYZ in the nominal range of 0.0 to 100.0
- **`xyY`** with Y in the nominal range of 0.0 to 1.0
- **`xyY100`** with Y in the nominal range of 0.0 to 100.0
- **`Lab`** CIELAB color measurement
- **`LCHab`** for LCH based on Lab
- **`Luv`** CIELUV
- **`LCHuv`** for LCH based on Luv

These keywords are case sensitive, and must not contain any extra characters on the line, such as "space" characters. The remainder of the file will contain the color measurements, one color measurement per line, and of

the form indicated by the keyword. Please note that all measurements must be made relative to the CIE D50 reference white and the CIE 2° standard observer. In addition, the three components of each color measurement must be separated from each other by one or more spaces or tabs. Here is an example of a measurement file containing three CIELAB measurements:

```
Lab
73.12 12.34  -8.98
55.80 21.19 -17.34
29.11 15.78 -10.65
```

An error will be reported if this file format is not followed.

To use this measurement file in iCorrect Portrait, click the Import… button and then select the text file.

iCorrect Portrait will analyze the color measurements and find the best color definition parameters for it.

The name of the measurement file is used to name the memory color, but as always, you may change the name if you wish.

Modifying Memory Color Definitions

You can modify any of your previously defined memory colors, as well as the two built-in memory colors, Neutrals and Skin. Just select the color you want to modify and then use the tools as described above.

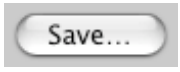
Tip: If you made any color corrections using this particular memory color before entering the Memory Color definition panel, you will see the effect of the memory color definition adjustment in the image preview pane. This may help you decide what adjustments are most appropriate.

Restoring Memory Color Definitions

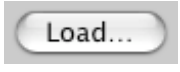
If you have modified the Neutral or Skin definition, you can restore the built-in factory default definition by clicking the Neutral or Skin button and then clicking the **Restore** button:

Saving and Loading Memory Color Definitions

You can save any memory color definition to a file by clicking the Save… button:



Click the Load… button to read a memory color definition from one of these files:



The currently selected memory color will be replaced with the one read from the file.

The Save and Load features allow you to manage larger sets of memory colors, for example if you have different definitions made for different jobs.

Deleting a Memory Color Definition

To remove a custom memory color definition that you no longer need, select it from the pop-up menu and then click the Clear button:

The name and definition will be removed, and the corresponding item in the pop-up menu will also be cleared. You normally wouldn't want to remove a color that you are using to correct an image, but if you had already used the color to make color correction marks in your image, those marks will be removed when you clear the color. Note that the Clear button does not appear when the built-in Neutral or Skin tone definition is selected, so it is impossible to remove the two built-in colors.

When you have adjusted the memory color definitions to your liking, clicking the "Save" button at the bottom of the panel will cause iCorrect Portrait to use the new definitions for color correction in the main iCorrect Portrait window. Clicking the Cancel button will restore the original parameters (*all* memory color settings) to the values they had when the Memory Color definition window was entered.

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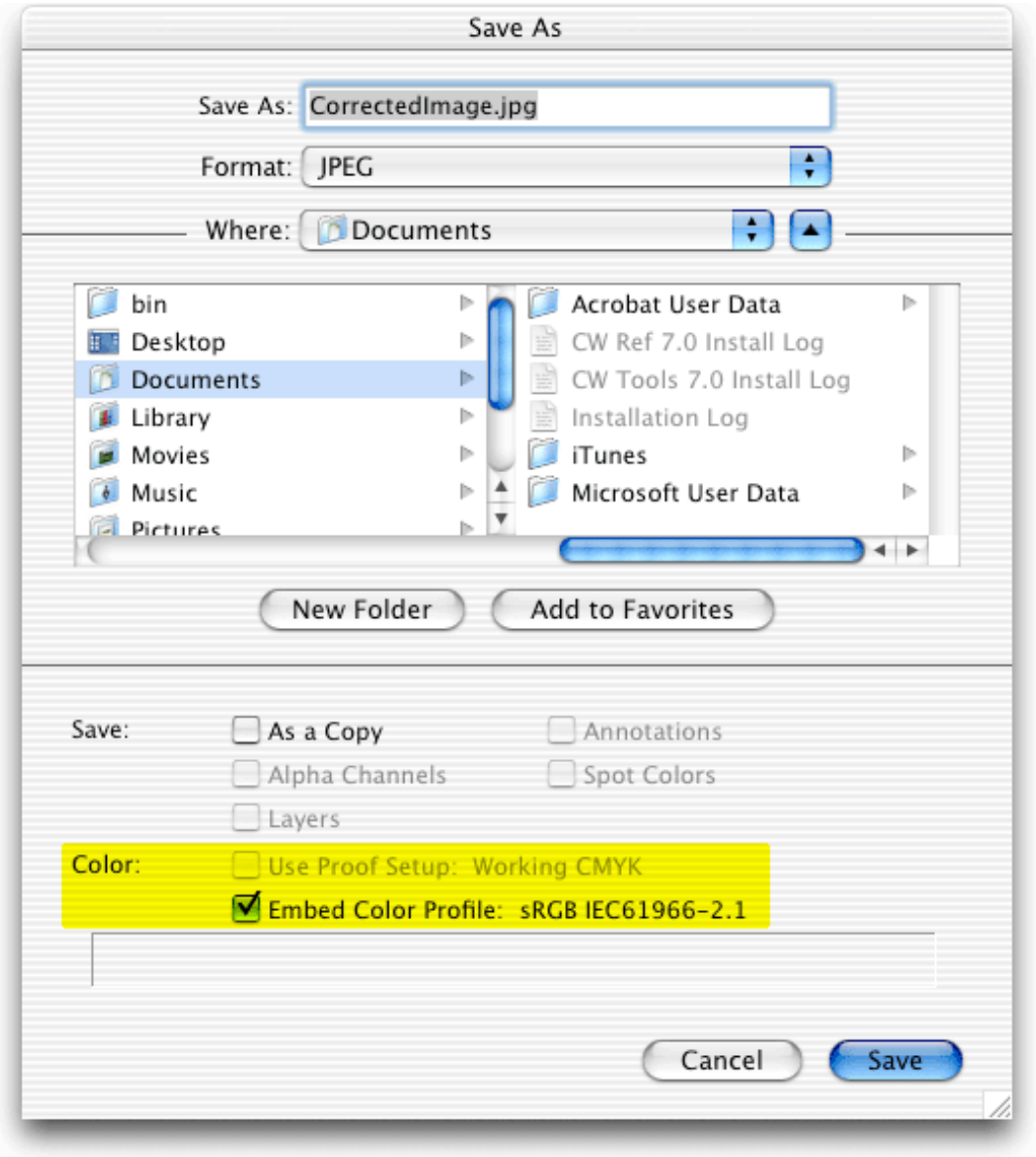
5. Finishing Up

When you have completed the color corrections, click on the OK button to apply the correction to your original image in Photoshop. Clicking the Cancel button will leave your original image unchanged.

If you will be using the image in a color managed workflow, you should embed the current working space profile when saving the image from Photoshop:



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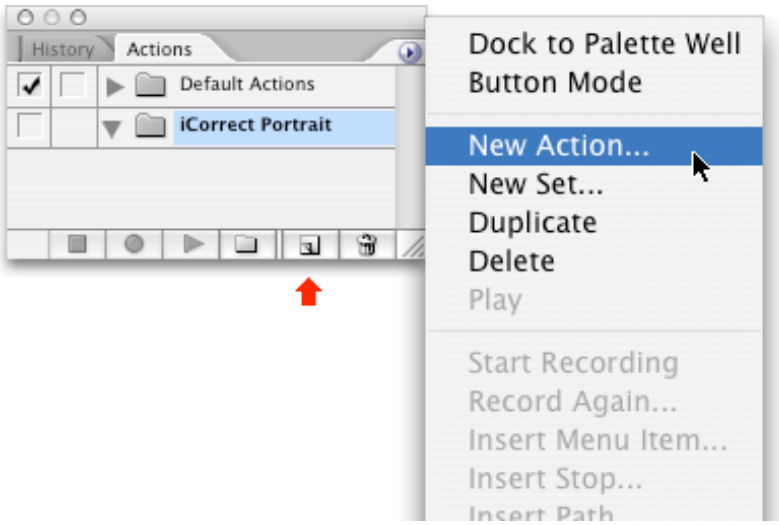
6. Automating iCorrect Portrait

When combined with Photoshop *Actions*, iCorrect Portrait may be used in very productive workflows. Photoshop's *Batch* and *Droplets* both build upon the concept of the Action, so we will look more closely at the processes of recording and playing Actions.

Recording iCorrect Portrait Into An Action

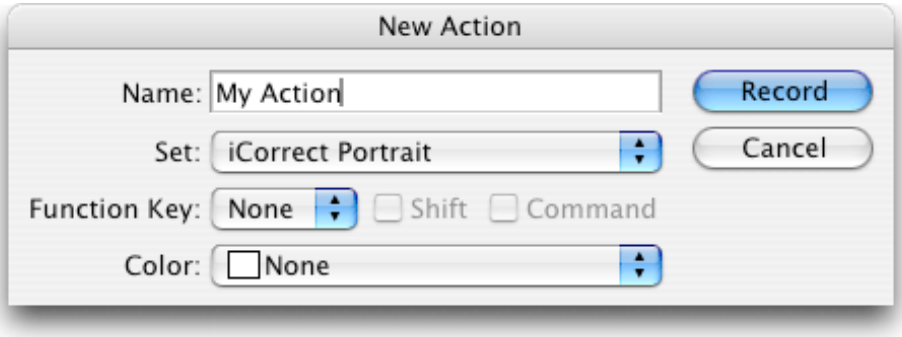
1. Create a New Action

Select *New Action…* from the Actions palette menu (or use the icon indicated by the red arrow):



2. Start Recording

Give your action a name and click the Record button.

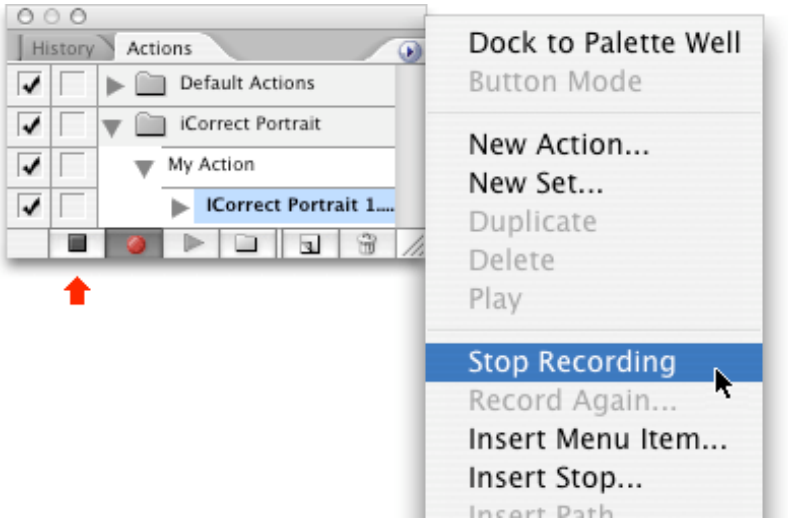


3. Run iCorrect Portrait

Run the iCorrect Portrait plug-in, performing whatever color correction you want.

4. Stop Recording

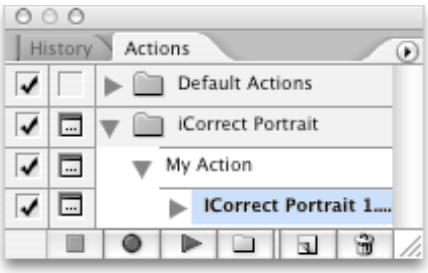
Stop recording the action by selecting "Stop Recording" from the Action palette menu:



Playing An iCorrect Portrait Action

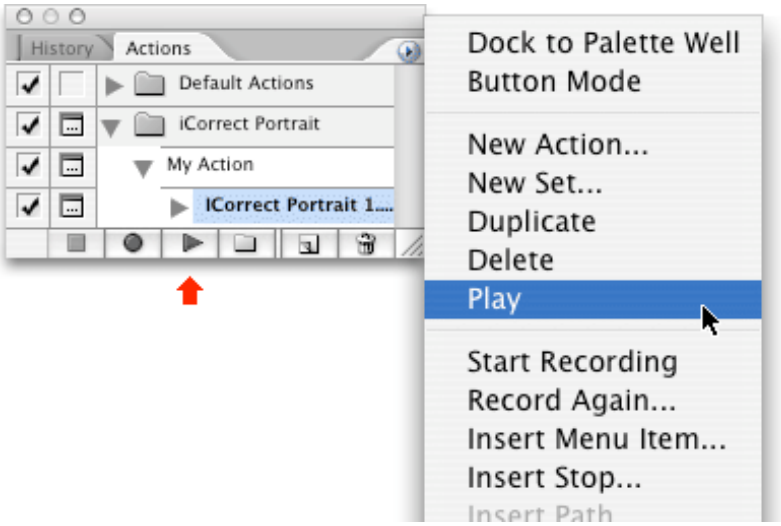
1. Set the Desired Modal Control

Enable or disable the modal control for the action. When enabled, iCorrect Portrait's window will appear when the action is run, causing it to pause for user interaction. When disabled, iCorrect Portrait will run without a window and without pausing.

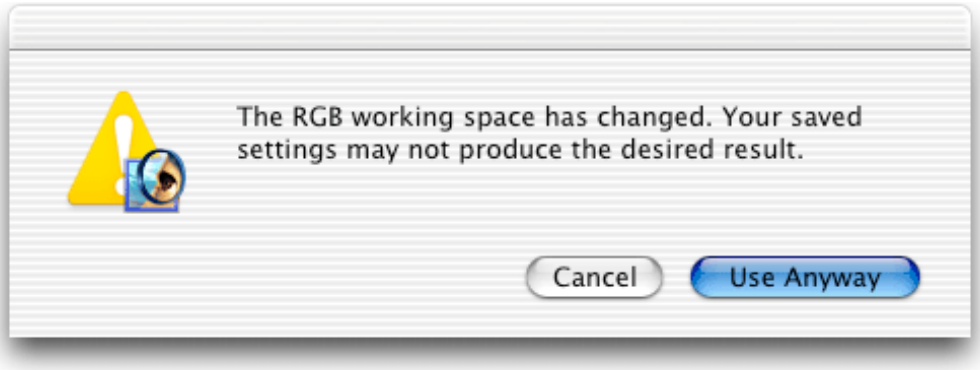


2. Play the Action

Select "Play" from the Action palette menu:



Note: The behavior of iCorrect Portrait depends upon the RGB working space selection. If you **play** an iCorrect Portrait action when the current working space is different from the working space that was in effect when the action was **recorded**, then the color correction behavior will be different. In such cases where the behavior may be different because of a working space change, iCorrect Portrait will issue a warning, allowing you to decide if you want to proceed or not:



How iCorrect Portrait Behaves When Played As An Action

All of iCorrect Portrait's settings *and preferences* are recorded into the action. When the action is played back, all

of this recorded information is used by iCorrect Portrait, causing iCorrect Portrait's current settings and preferences to be overwritten. So playing a recorded action may also change your preferences.

If you leave your "Start With" preference set to "Previous Settings" when the action is recorded, then the color correction that was most recently used will be applied to every image. Similarly, if you leave your "Start With" preference set to "Custom Settings" when the action is recorded, then that color correction will be applied to every image.

If the Auto Black Point or Auto White Point is checked in the selected starting settings (whether from Previous or Custom settings), then each time you play back the action, the image is intelligently analyzed and the black and white point correction is adapted to the content of the image. This means that each image will likely get a different color correction from the same recorded action.

If you leave your "Start With" preference set to "Reset" when the action is recorded, then no correction will be applied by iCorrect Portrait. This is not useful unless the modal control for the Action is enabled. That is, if the Action is being used as a convenient way to open the iCorrect Portrait window, it may be desirable to start with the unmodified image. However, if the Action runs iCorrect Portrait without a window, it will have no effect.

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