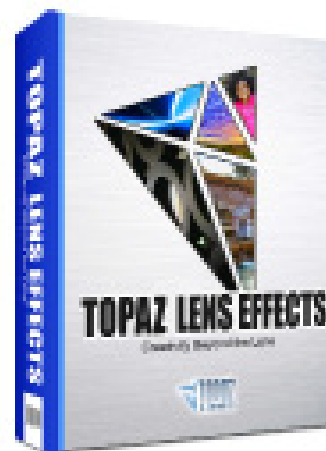


# Topaz Lens Effects

## User Manual



Create a variety of looks and styles using the most diverse collection of virtual tools, designed specifically for enhancing your images with lens, filter and specialty camera effects.



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Topaz Lens Effects is a Photoshop plug-in, which means it won't run by itself and requires a compatible host program.

## To Install

1. Close Photoshop or other image editing program if you are using it.
2. Double-click on the Topaz Lens Effects folder to access the installer, and then follow the on-screen instructions.



Mac Dmg



Windows exe

3. Your Topaz Lens Effects plug-in will automatically be installed in your Photoshop plug-ins folder.
4. After the installation, you will need to enter your license or trial key.

### **Important for Mac Users:**

After installation, Topaz Lens Effects will be installed in the following folder: “**Macintosh HD** -> Library -> Application Support -> Topaz Labs -> Lens Effects”.

If your Photoshop is installed in a customized location, you will need to manually create a shortcut (alias) link inside folder “<Photoshop install folder> -> Plug-ins” that links to “**Macintosh HD** -> Library -> Application Support -> Topaz Labs -> Lens Effects -> Plug-ins”.

## Entering Your Key

Entering your trial key allows you to save your projects and print them during your evaluation period. Entering your license key allows you do the same, except without any time limitations.

1. Start by opening up an image in Photoshop.
2. Go to Filters -> Topaz Labs -> Lens Effects -> Menu -> Enter key.
3. You can then copy and paste or type your key in.

**Important:** To install the product on a second computer, you will need to download Topaz Lens Effects and then enter your same license key.

## Host-Specific Installation

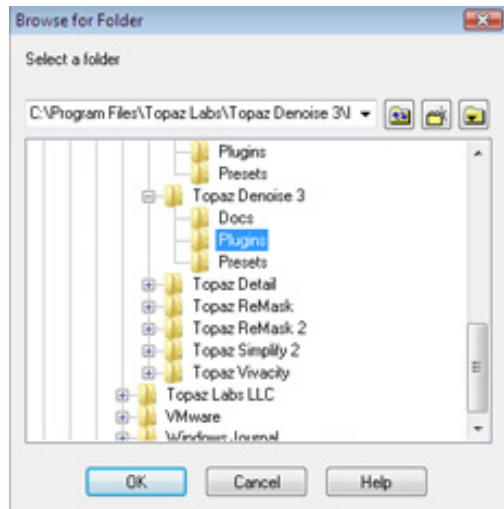
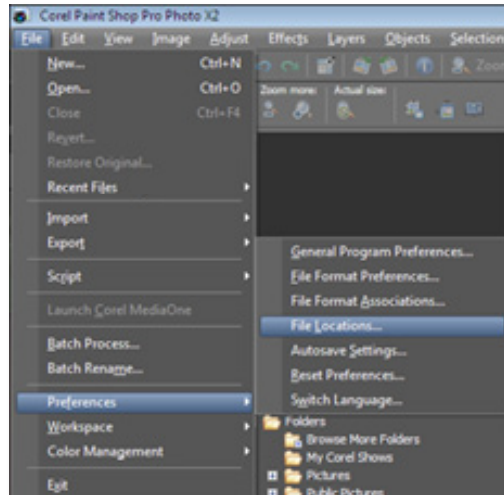
Topaz Lens Effects is also compatible with Lightroom, Aperture and iPhoto. To use Lens Effects in any of these programs you will need to download and install the free Topaz Fusion Express compatibility add on. You can get it online at: [www.topazlabs.com/downloads](http://www.topazlabs.com/downloads)

In Windows, Topaz Lens Effects is supported by most host applications that support Photoshop plug-ins. This includes Paint Shop Pro, Photo Impact and Irfanview, although there are additional host programs that may also support Topaz Lens Effects.

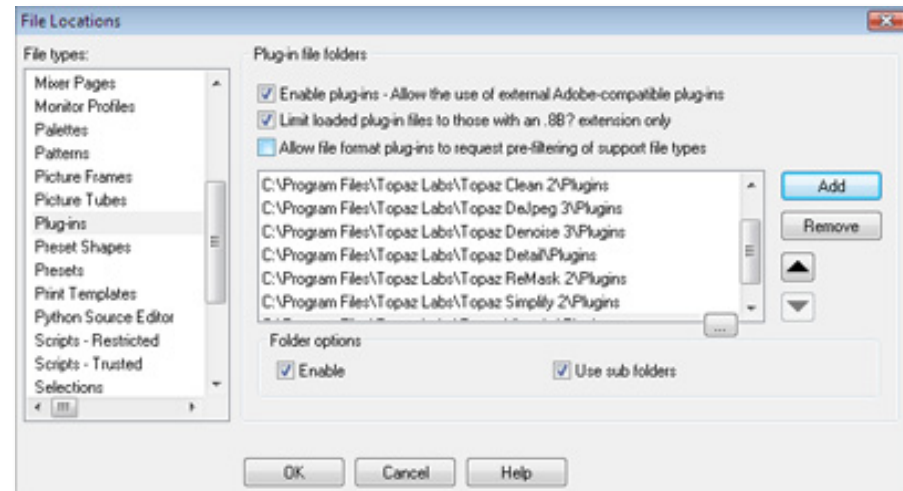
To install Lens Effects in either Paint Shop Pro, Photo Impact, or Irfanview first download Topaz Lens Effects to the default location. Then, to configure it into each program, follow the host-specific instructions on the next page.

## How to install Topaz Lens Effects in Paintshop Pro

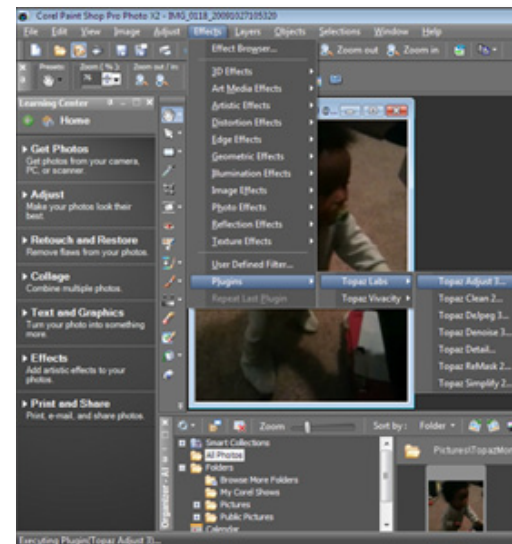
1. First launch PaintShop Pro / Photo Impact.
2. Go to Menu file -> Preferences -> File Locations. Select "Plug-ins" from the "File Types" list and click "Add".



3. Choose C:\Program Files\Topaz Labs\Topaz Lens Effects plug-ins and click "OK".

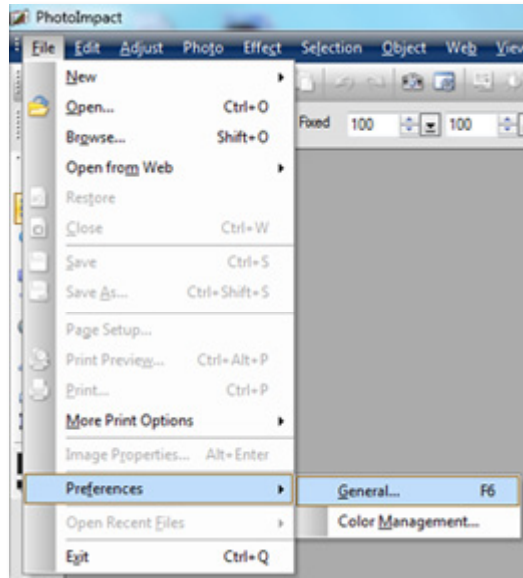


4. Topaz Lens Effects is now available to use. Simply go to Effects -> Plug-ins and select "Lens Effects".

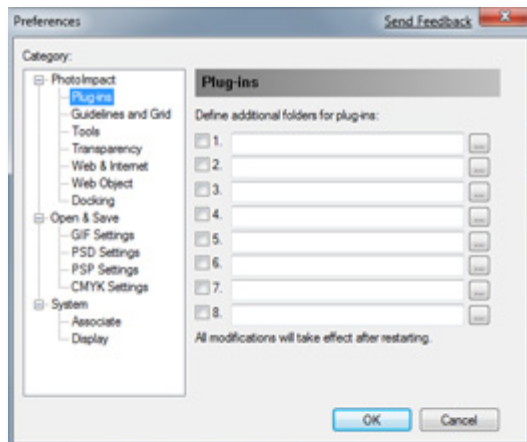


### How to install Topaz Lens Effects in Photo Impact

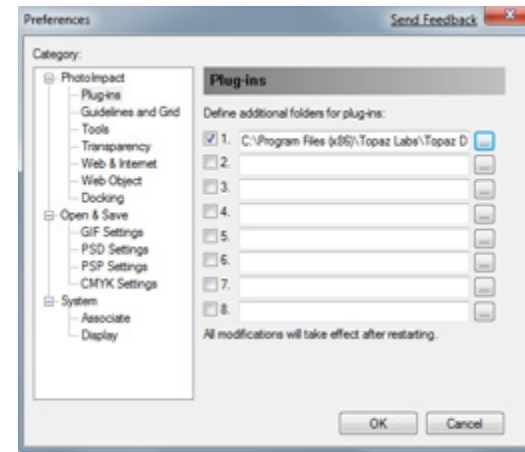
1. First launch Photo Impact.
2. Go to File -> Preferences -> General or use shortcut key F6.



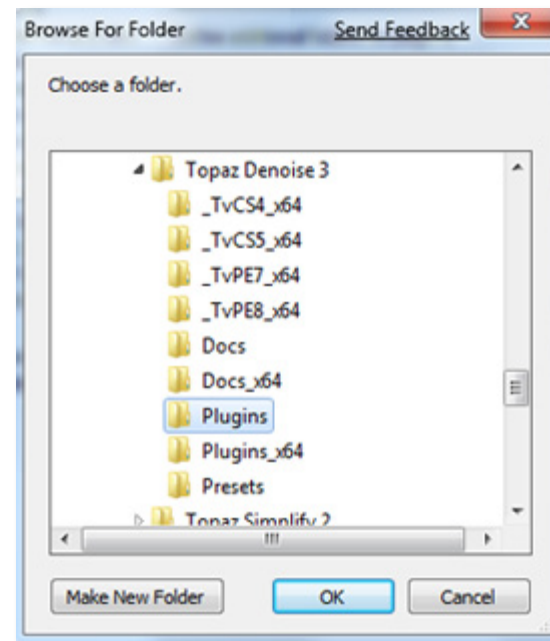
3. Select Plug-ins from the Categories list.



Then click on the ... button and browse to find the Lens Effects plug-in folder located in: C:\Program Files\Topaz Labs\Topaz Lens Effects plug-ins and click "OK".



4. Restart Photo Impact. Go to Menu -> Effect to access the plug-in.

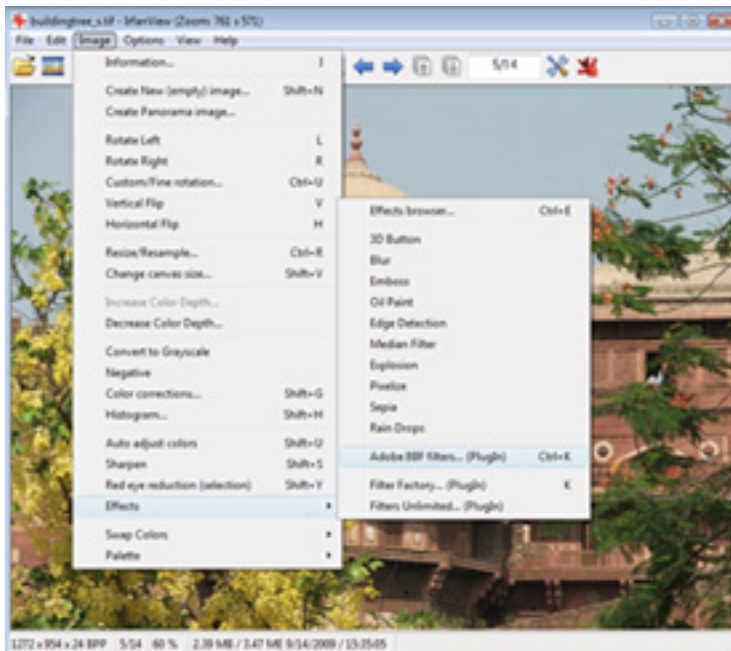


## How to install Topaz Lens Effects in Irfanview

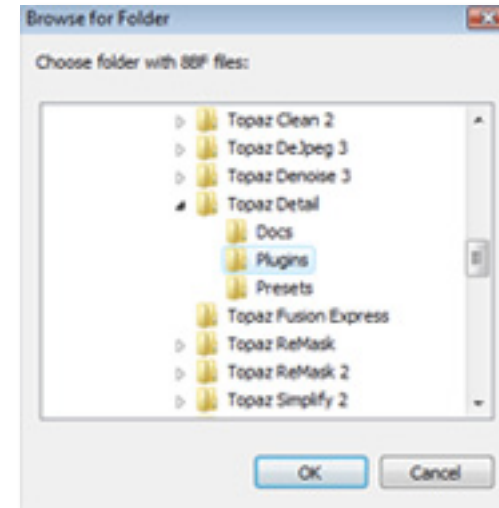
1. Make sure that you have downloaded and installed the 8bf plug-in add-on, available on the Irfanview webpage. (<http://www.software.com/irfanview-plugin>)



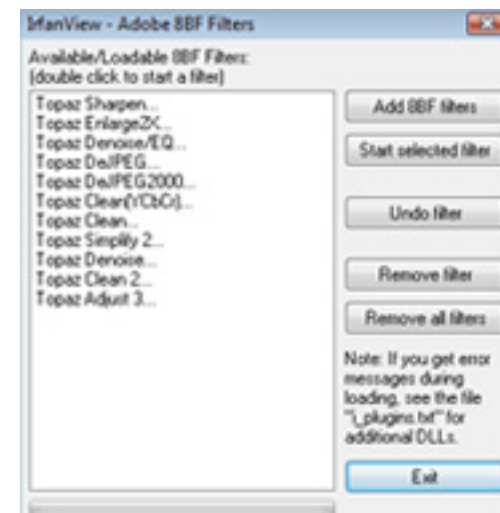
2. Open Irfanview and go to Image -> Effects -> Adobe 8BF filters.



3. In the screen that pops up, select "Add 8BF filters" and navigate to the C:\Program Files\Topaz Labs\Topaz Lens Effects\Plug-ins folder and click "OK". You will then see "Topaz Lens Effects" in the Available/Loadable 8BF Filters section.



4. To use Topaz Lens Effects in the future, simply go to Image -> Effects> Adobe 8BF filters again and select "Topaz Lens Effects".



# Uninstalling

To uninstall Topaz Lens Effects follow these instructions:

## Mac

1. Quit Photoshop (or other editing program).
2. Navigate to the Topaz Labs support files and frames located at: Macintosh HD -> Library -> Application Support -> Topaz Labs.
3. Locate the Topaz Lens Effects file and move it to the trash. You will need to enter your system password to OK this change.
4. Navigate to your Photoshop plug-ins folder located at: Applications -> Photoshop -> Plug-ins
5. Locate any leftover Topaz Lens Effects files and move it to the trash.

## Windows XP\*

1. Quit Photoshop (or other editing program).
2. Click on the Start Menu and select Control Panel.
3. Double-click on Add / Remove programs.
4. Select Topaz Lens Effects and click remove.

## Windows Vista\*

1. Quit Photoshop (or other editing program).

2. Click on the Start Menu and select Control Panel.
3. Select Programs, then Uninstall a Program.
4. Select Topaz Lens Effects and click remove.

## Windows 7\*

1. Quit Photoshop (or other editing program).
2. Click on the Start Menu and select Control Panel -> Programs -> Programs and Features.
3. Select Topaz Lens Effects and click uninstall.

\*Please note that if you also have the 64-bit version of Lens Effects installed, then you will need to first uninstall this version before you can uninstall the regular version.



Before - Old School Haze



After - Old School Haze

## Topaz Lens Effects

### About Topaz Lens Effects

Topaz Lens Effects allows you to easily achieve the look of speciality cameras, filters and lenses without the need for additional, expensive equipment or longer Photoshop processing times.

Some of the popular effects you can achieve with Lens Effects include blurred backgrounds, miniatures, old school camera style and more.



Before - Pinhole Effect



After - Pinhole Effect

With Topaz Lens Effects, you can achieve a variety of camera, lens and filter effects and adjustments such as:

- Bokeh
- Single Tone
- Graduated Color
- Creative Blur
- Dual Focus
- Streaks
- FishEye
- Vignette
- Dual Tone
- Graduated Neutral Density
- Motion Blur
- UV/Haze
- Diffusion
- Toy Camera

### The Primary Functions of Topaz Lens Effects Include:

1. Simulate realistic lens, filter & specialty camera effects
2. Change and emphasize focal point in your image
3. Create and adjust depth of field in images
4. Minimize distracting backgrounds and other elements by selectively applying bokeh and vignettes
5. Balance, enhance and subtract color
6. Add creative effects like motion blur and distortion

Visit the Lens Effects Gallery to see more examples:  
<http://gallery.topazlabs.com/keyword/lenseffects>

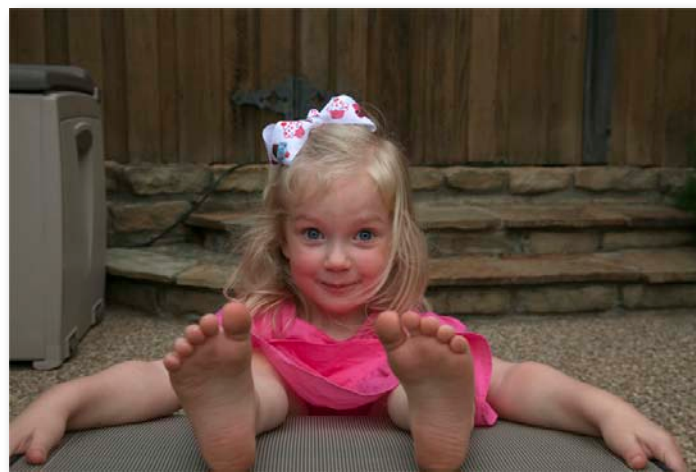
## Lens Effects Features

1. **Smart Brush.** Use for easy selective adjustments.
2. **Apply button.** Stack effects and presets.
3. **Split Screen.** Use the 2-screen split view for easy before and after comparison.
4. **Effect Center.** Single-click ability for selecting effect center.
5. **Click to position.** Click anywhere on slider to jump to that adjustment value.
6. **Style user interface.** Select from a light or dark color scheme.
7. **Auto Updater.** Get software updates instantly.
8. **Snap / Recall buttons.** Save up to 99 snapshot settings for comparison.
9. **Undo / Redo buttons.**
10. **Collapsible side panels.** Expand and collapse the preset panel and the tool panel for an adjustable workspace.
11. **Collapsible tabs.** Open and close the parameter tabs as you need them.
12. **Preset Enable / Disable option.** Option to enable or disable the preset preview processing at program startup.
13. **Presets Layout.** New preset format with single preset preview window.
14. **Preset Navigation.** Use the up / down arrow keys to navigate the preset list and display the selected

preset thumbnail (in preset preview window). Use the return (Enter) key to apply the currently selected preset.

15. **Enable / Disable Tool Tips.** Option to enable or disable the pop up tool tips.

16. **Quick Slider Reset.** Double click on the slider name to reset default slider values.



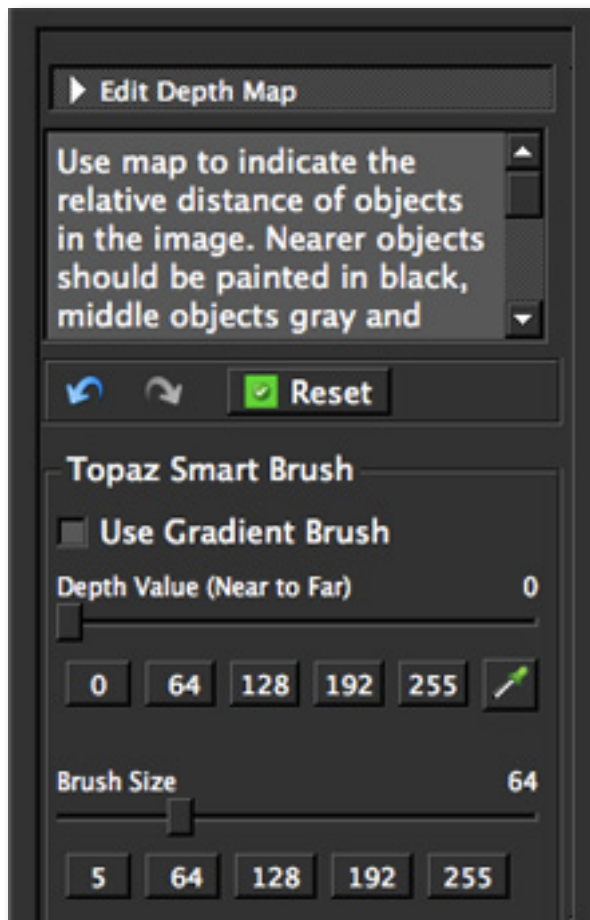
Before - Bokeh Selective



After - Bokeh Selective

## NEW: Smart Brush

Topaz Lens Effects includes new smart brush technology. The smart brush, used to create depth-maps, is designed to help you easily and effectively achieve selective adjustments during your workflow. This tool can be used in brush mode or gradient mode.



When creating bokeh effects you will use the Smart Brush to create depth maps - allowing you to select any focal point within your image and put the emphasis where you want it.

Use the depth map feature to indicate the relative distance of objects in the image. Nearer objects should be painted in black, middle objects gray and farthest should be painted white. Several tones of gray may be used to indicate relative distances.

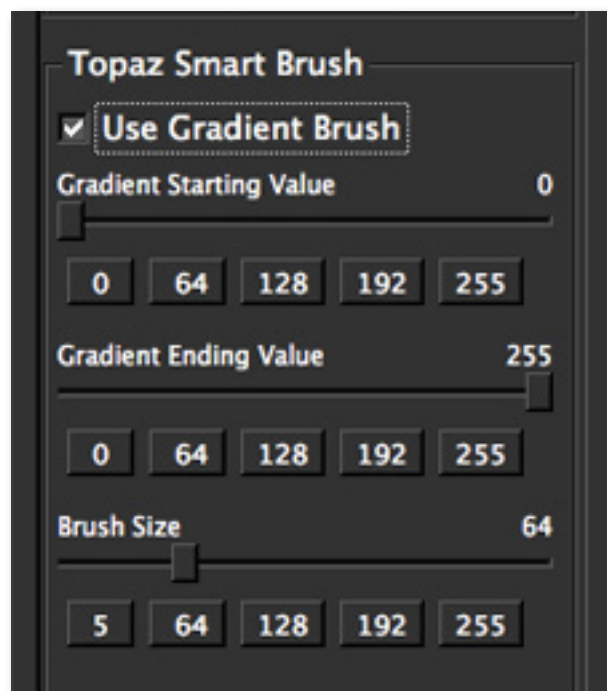


Original Image



Depth-Map (brush mode)

The Gradient Brush tool allows you to easily create smooth gradients in the Depth Map by simply brushing (click and drag) on the Depth Map.



## Using the Smart Brush

When using the Smart Brush feature it is best to first create gradient. After that you can make more defined selections in your image.

To use the gradient feature, you will need to select your starting and ending values. The values range from 0-255 (near to far respectively). You can set the values using the default buttons or by moving the

appropriate slider accordingly. Once your values are set you can set your brush size - using the selection buttons or the slider. Then go ahead and draw your gradient across your image.

## Refining Your Depth Map Selections

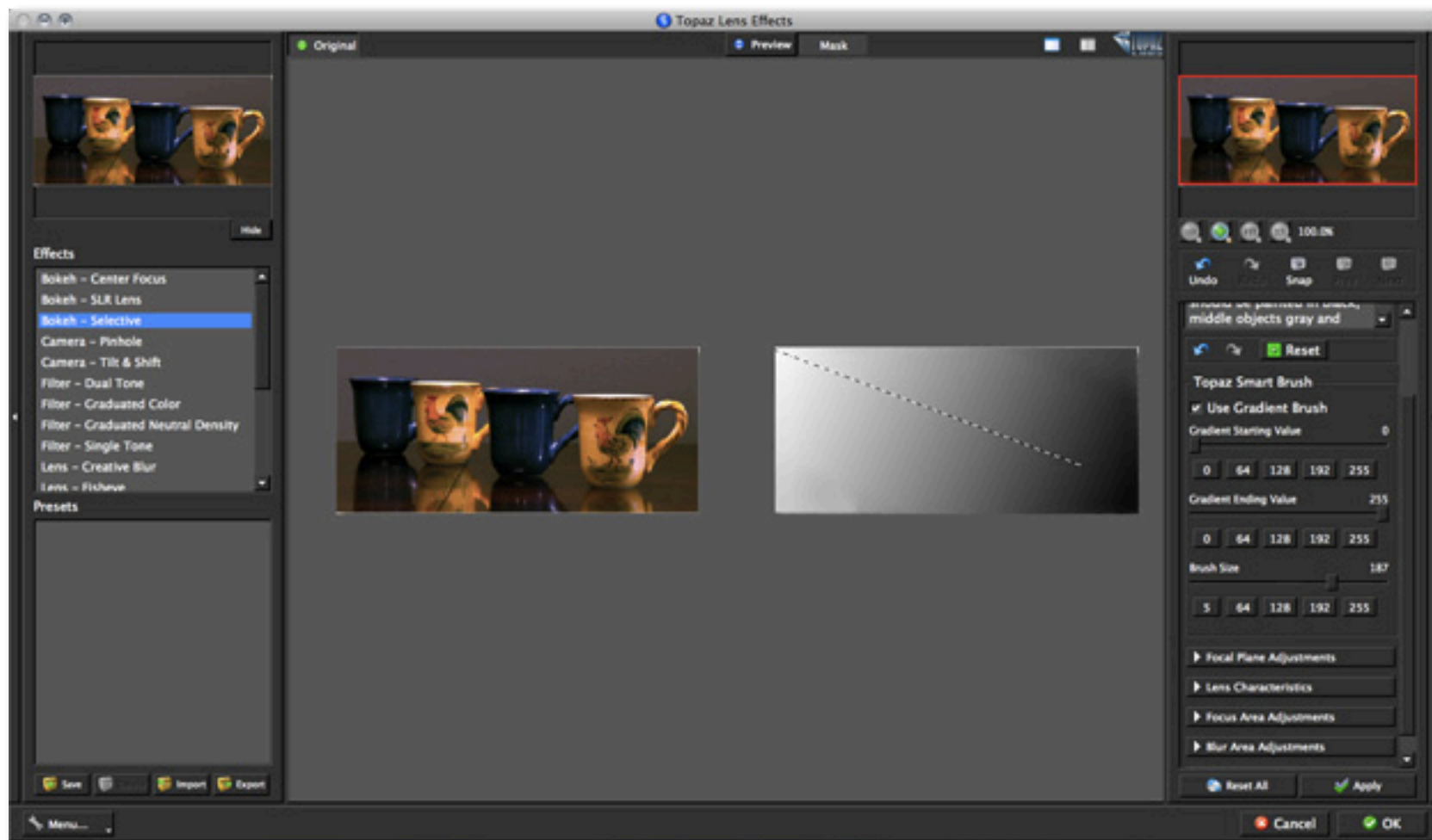
If you switch back to the Brush mode (uncheck the Use Gradient Brush box) this will allow you to access the grayscale color picker.

This tool makes it easy to pick the depth value based on the adjacent region's depth value, eliminating the guessing game in both picking a desired depth value and in selecting the focus area based on the Depth value.

So, in short, if you want to paint an area in a certain tone, use the picker-tool (dropper icon) to click on the area, the correct depth-value will be selected.

The depth map feature is accessible when you choose Bokeh SLR or Bokeh Selective from the Effects menu.

# New Features



# New Features



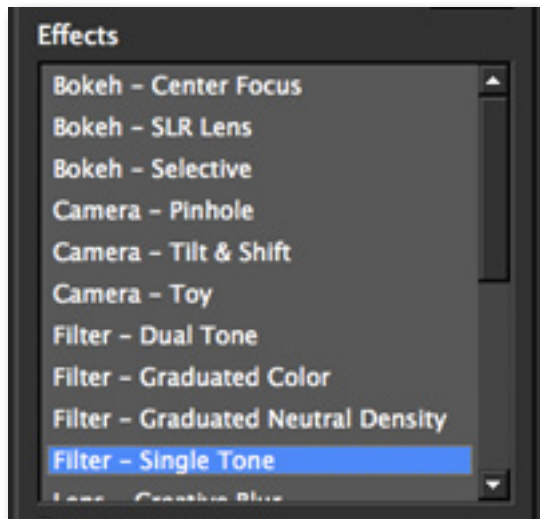
# New Features



## NEW: Effects Menu

Lens Effects introduces a new category called Effects which helps to manage your presets - there's over 120 presets included in Topaz Lens Effects.

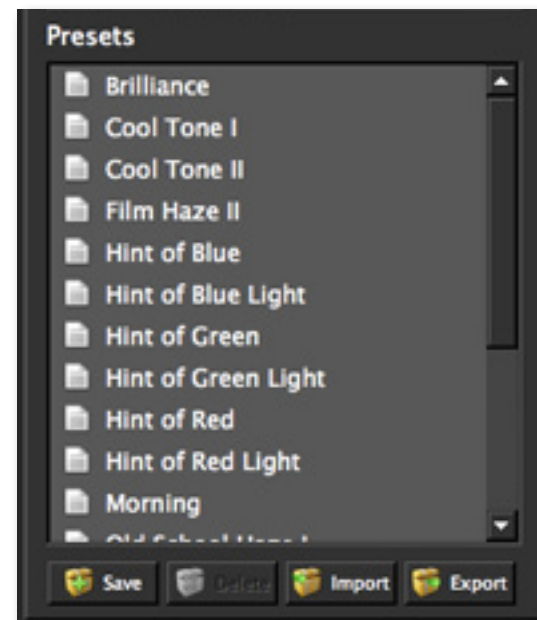
Each Effect features a set of its own presets that can be applied to your image. During your workflow you can select the type of effect that you want and then choose from one of the included presets in that category.



Each Effect also features its own set of tools. So as you switch between effects, you will notice that the tools in your tool panel (on the right side of your program interface) will also change accordingly.

As in the other Topaz programs, you also have a presets panel. You can create and save your own presets. You also have the ability to export and import presets - allowing you to share with your friends.

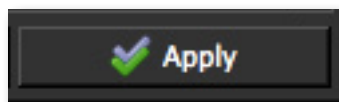
\* Default presets that come with the program can not be deleted.



Effects can Not be added. However, you are able to create new presets and add them to any of the default effects listed in the Effects Menu.

## NEW: Apply Button

Lens Effects features a new Apply button which allows you to stack multiple effects and presets during the same workflow.



Original Image

Using the new Apply button is simple and helps speed up your overall workflow. Here's a quick workflow to show you how it works.



After Bokeh Adjustment

For this example we used the Bokeh - Selective effect first, to blur the background a bit, then clicked the Apply button to save this adjustment.

Once you click Apply it can Not be undone.

Next, we went to the Filter - Dual Tone Effect in the Effects menu and selected the Cool to Warm I preset .

You can add and apply as many effects and presets as you'd like. Once you are satisfied with the changes, click "OK" to process the image and return to Photoshop.

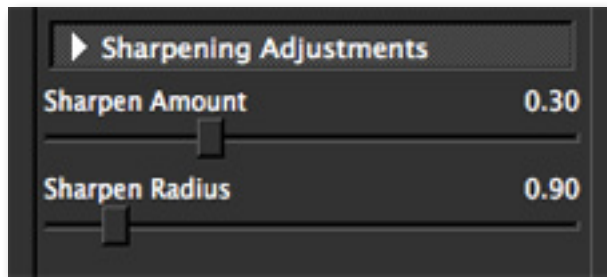


After Filter Adjustment

## NEW: Enhanced Sharpening

Lens Effects includes an updated sharpening tool that features a stronger more powerful algorithm that renders crisp, clear sharpening capabilities.

Some of the Effects include Sharpening parameters. Or you have the option of selectively adding sharpening to your images use the xF Sharpening feature found in the Effects Menu.



For extended detail and sharpening control be sure to check out Topaz Detail and Topaz InFocus:  
[www.topazlabs.com/products](http://www.topazlabs.com/products)



Before Topaz - xF Add Sharpening



After Topaz - xF Add Sharpening

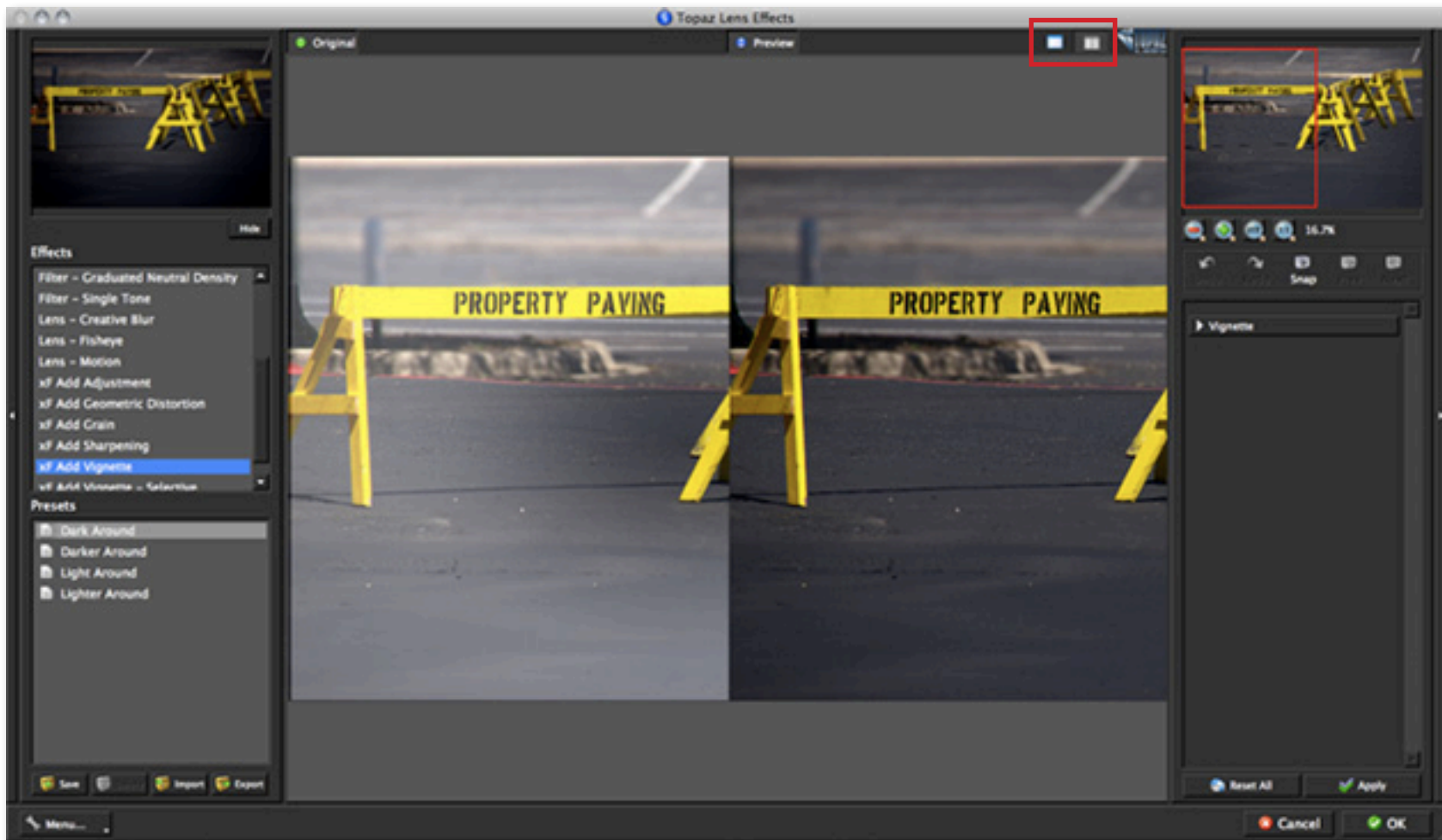
## NEW: Split Screen View

Lens Effects features a 2-screen split view option for easy before and after comparison.



Use the single screen button to see the full image preview.  
Use the 2-split button to see before and after comparison.

Use the preview navigator (top right of interface) to pan the preview or drag the images around in the preview.

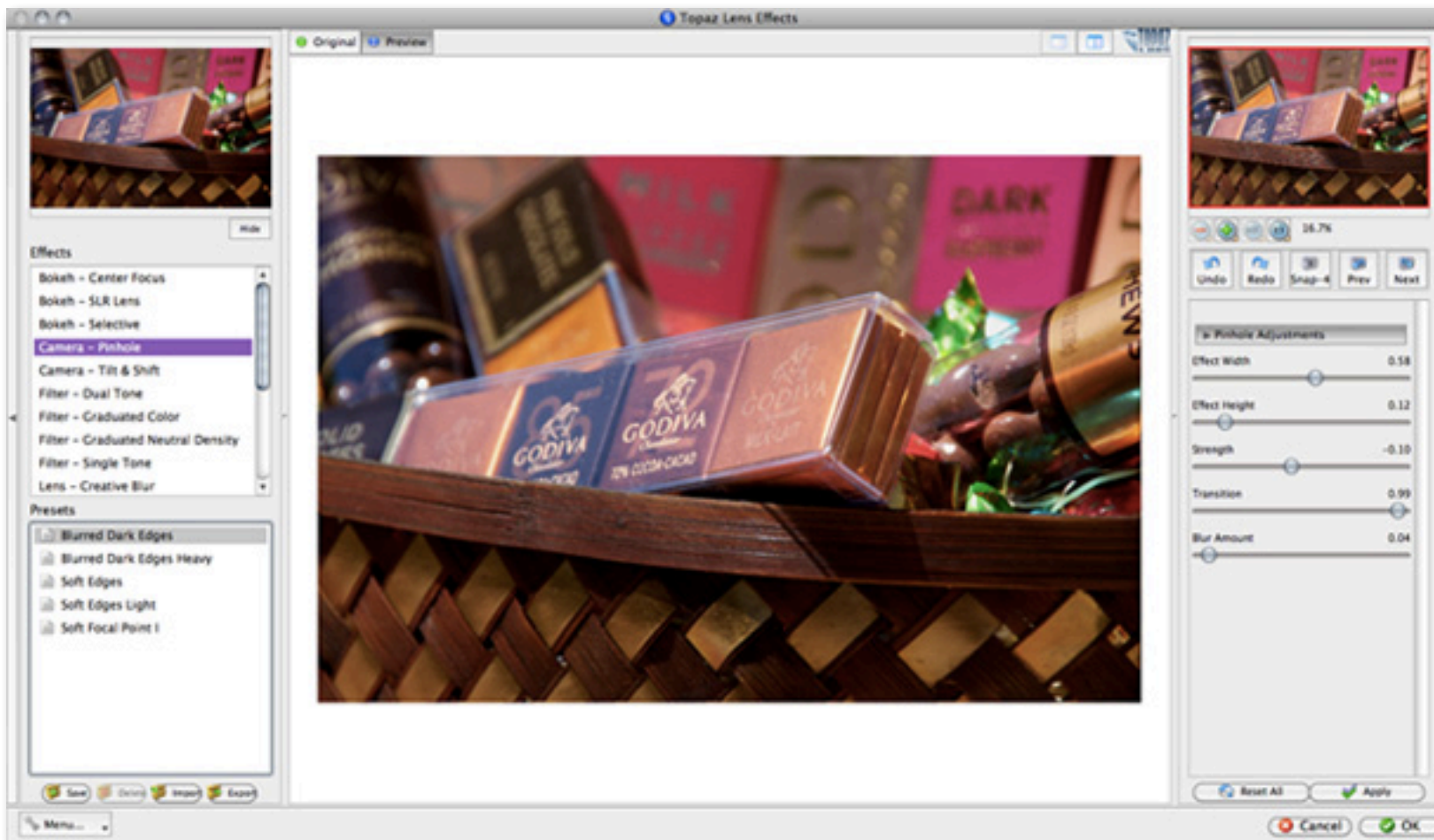


## NEW: Interface Style

By default, Lens Effects uses the darker Topaz Style interface. However, you have the option in your Lens Effects preferences menu to change to a lighter color scheme. Simply go to Menu -> Preferences from within the Lens Effects program and uncheck the “Use Topaz Style” box.

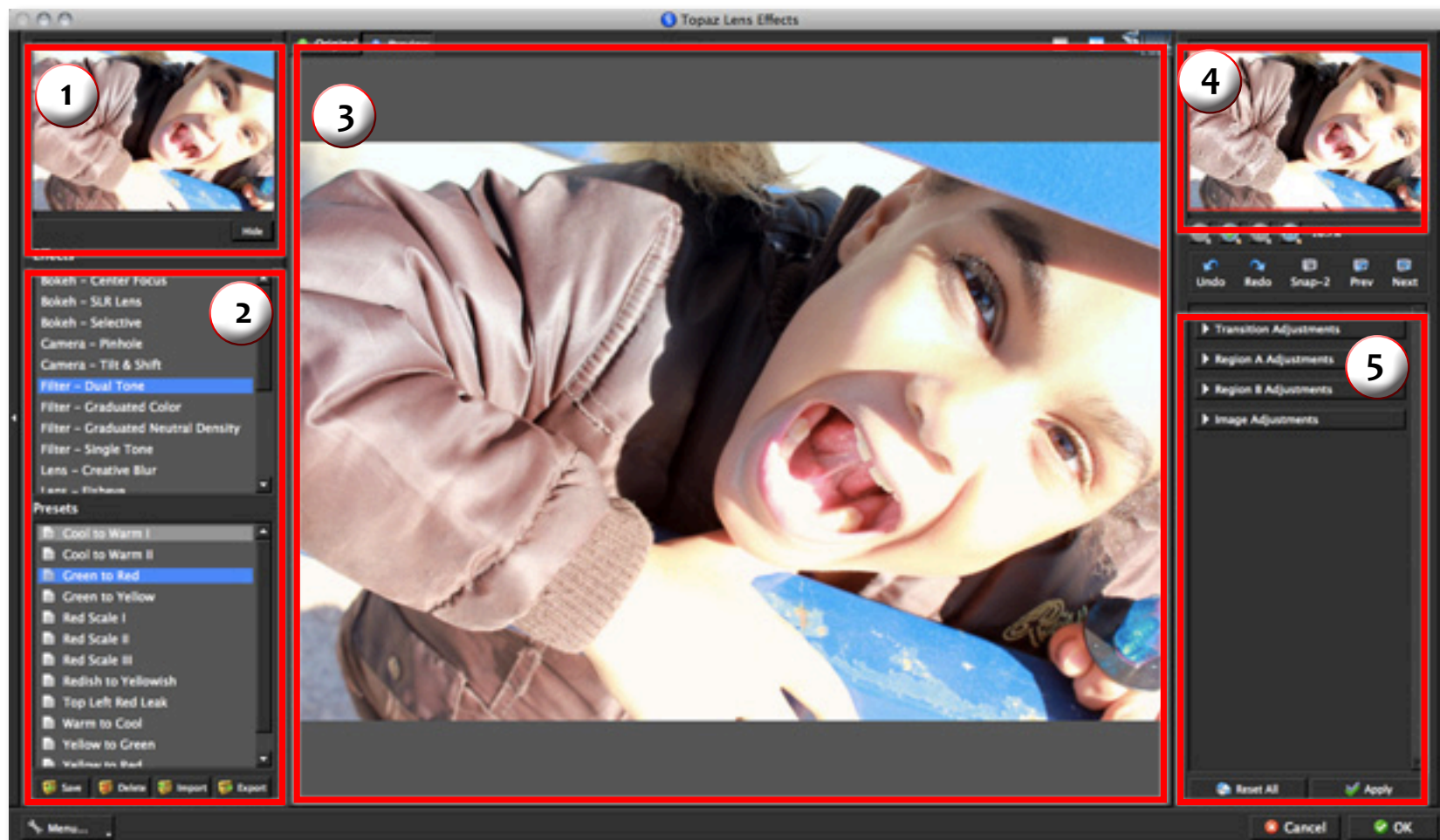
The next time you restart Lens Effects your program will feature the lighter-colored interface.

Go to Menu -> Preferences and check the “Use Topaz Style” box and restart Lens Effects to re-enable the darker color scheme.



## Interface (Main View)

Although the Topaz Lens Effects interface may look intimidating at first glance, don't worry: it's actually quite simple and easy to use. You'll soon be a pro after experimenting with it for a bit. In order to make sense of the function of each of the various controls, we have divided the interface into a few sections:



**1. Presets/Effects Preview**  
Displays previews of the included presets & effects.


**2. Presets Panel**  
Provides "snapshots" of pre-defined effects.

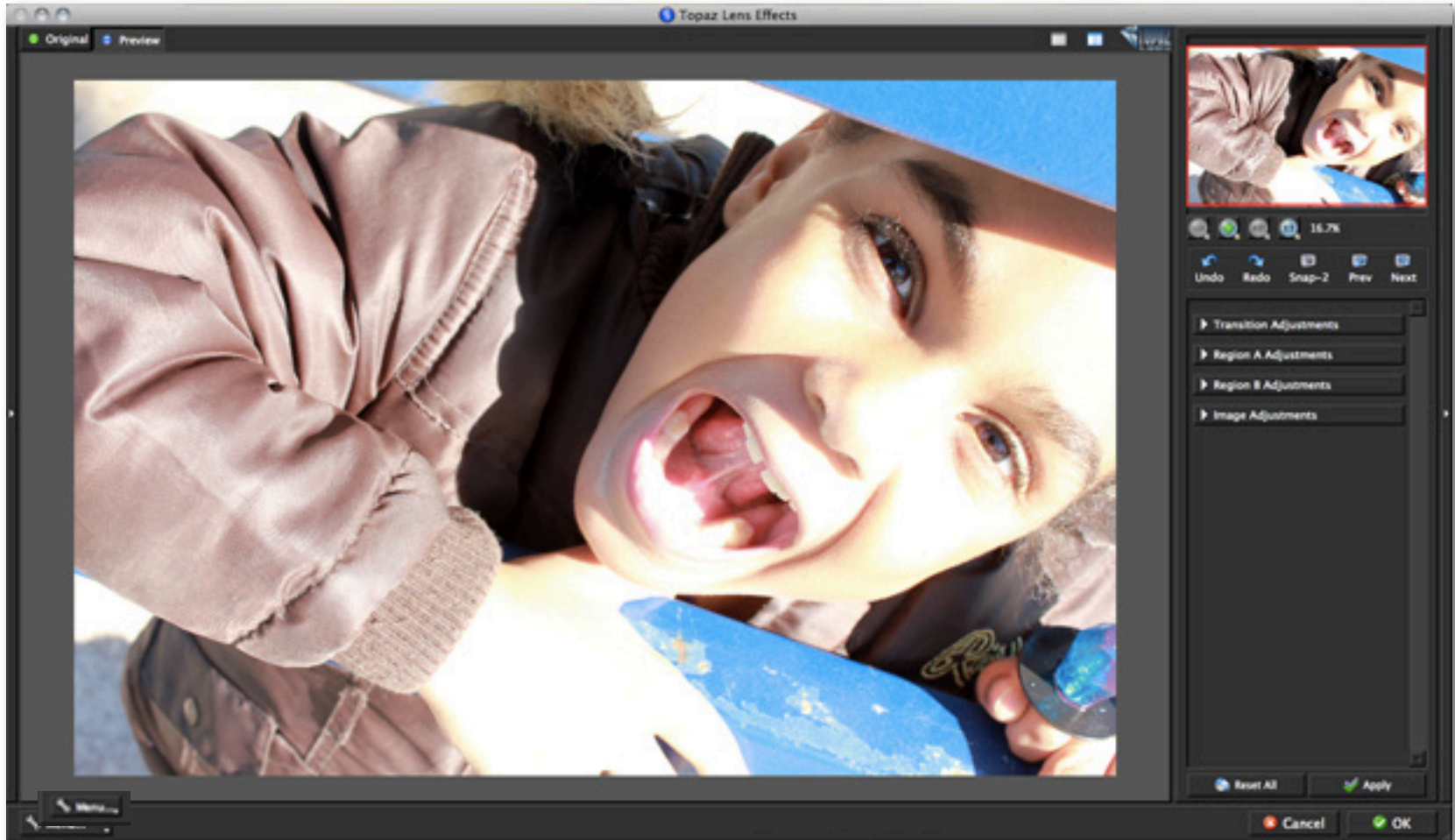
**3. Preview Window**  
Displays the preview of the original and adjusted image.

**4. Preview Navigator**  
Displays the region of the preview image you are currently focused on.

**5. Settings & Parameters**  
Controls the editing using sliders to adjust the various effects.

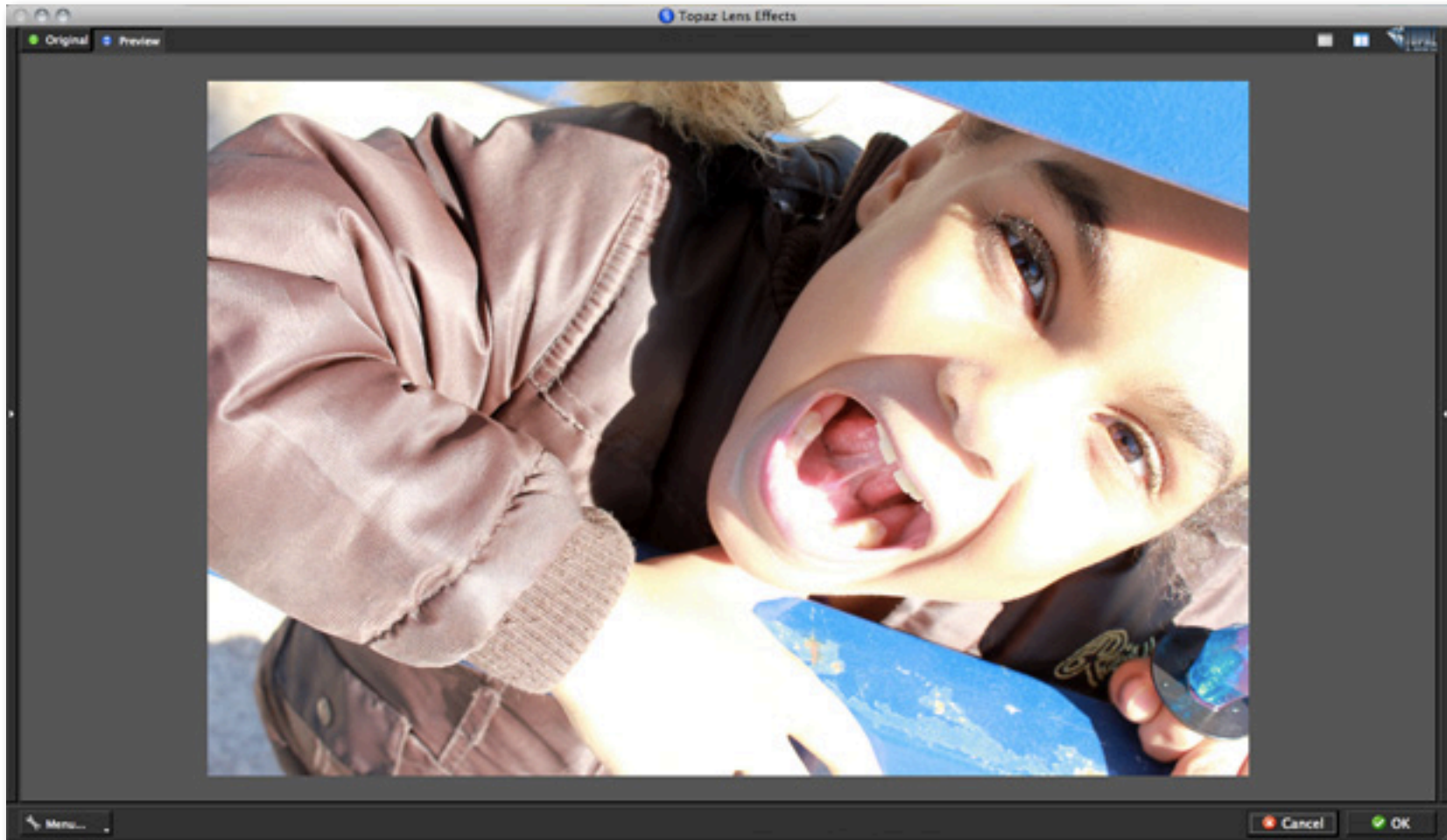
## Interface (Tool Panel View)

Use the small white arrows to expand and collapse the preset panel. You can click the white arrow  or grab the edge of the panel and drag it in or out - note that tool selections will change depending on which effect is selected.



## Interface (No Panel View)

Use the small white arrows to expand and collapse the preset and tool panels. You can click the white arrows or grab the edge of the panels and drag them in or out.

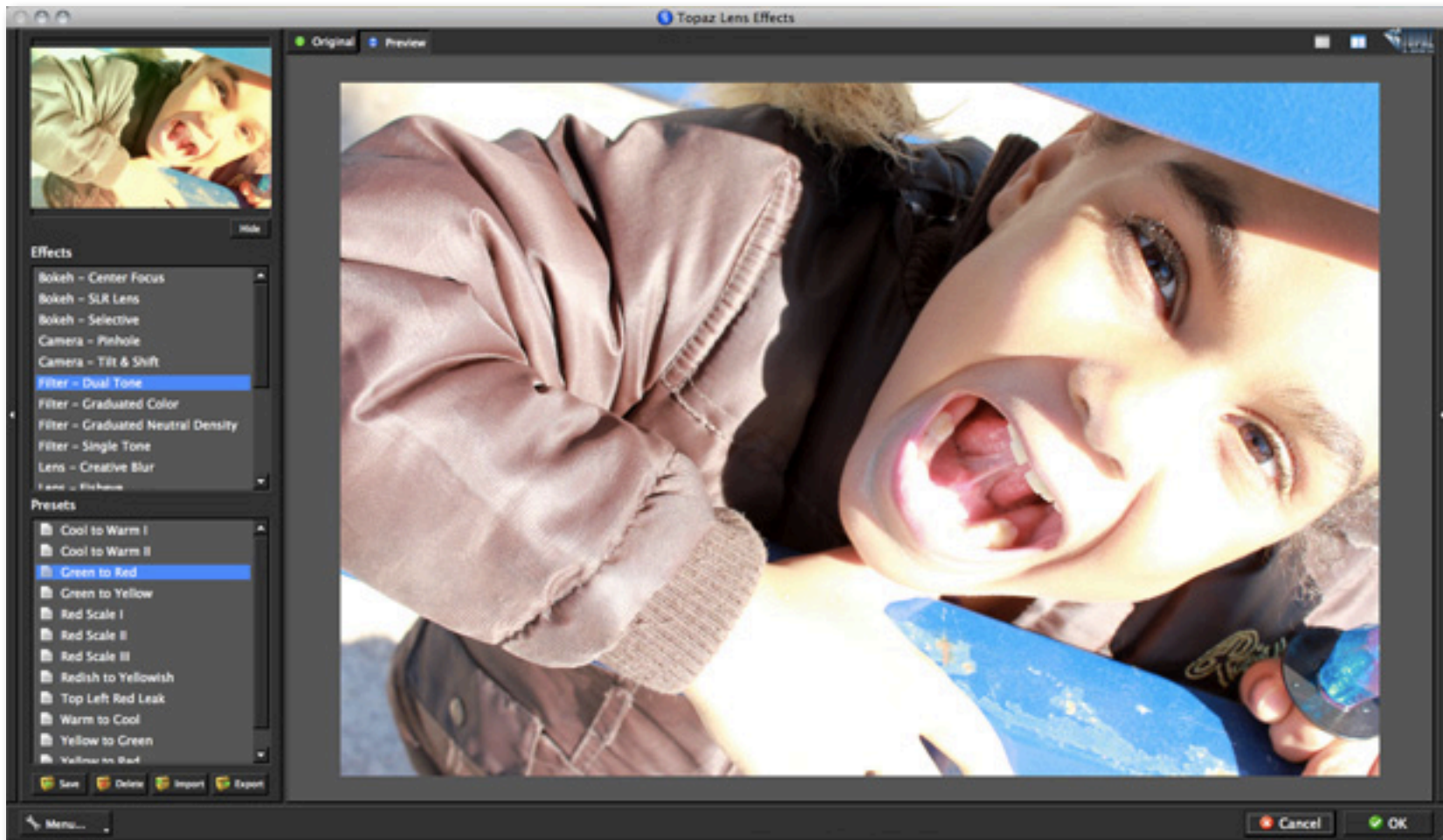


## Interface (Preset Panel View)

Use the small white arrows to expand and collapse the tool panel. You can click the white arrow



or grab the

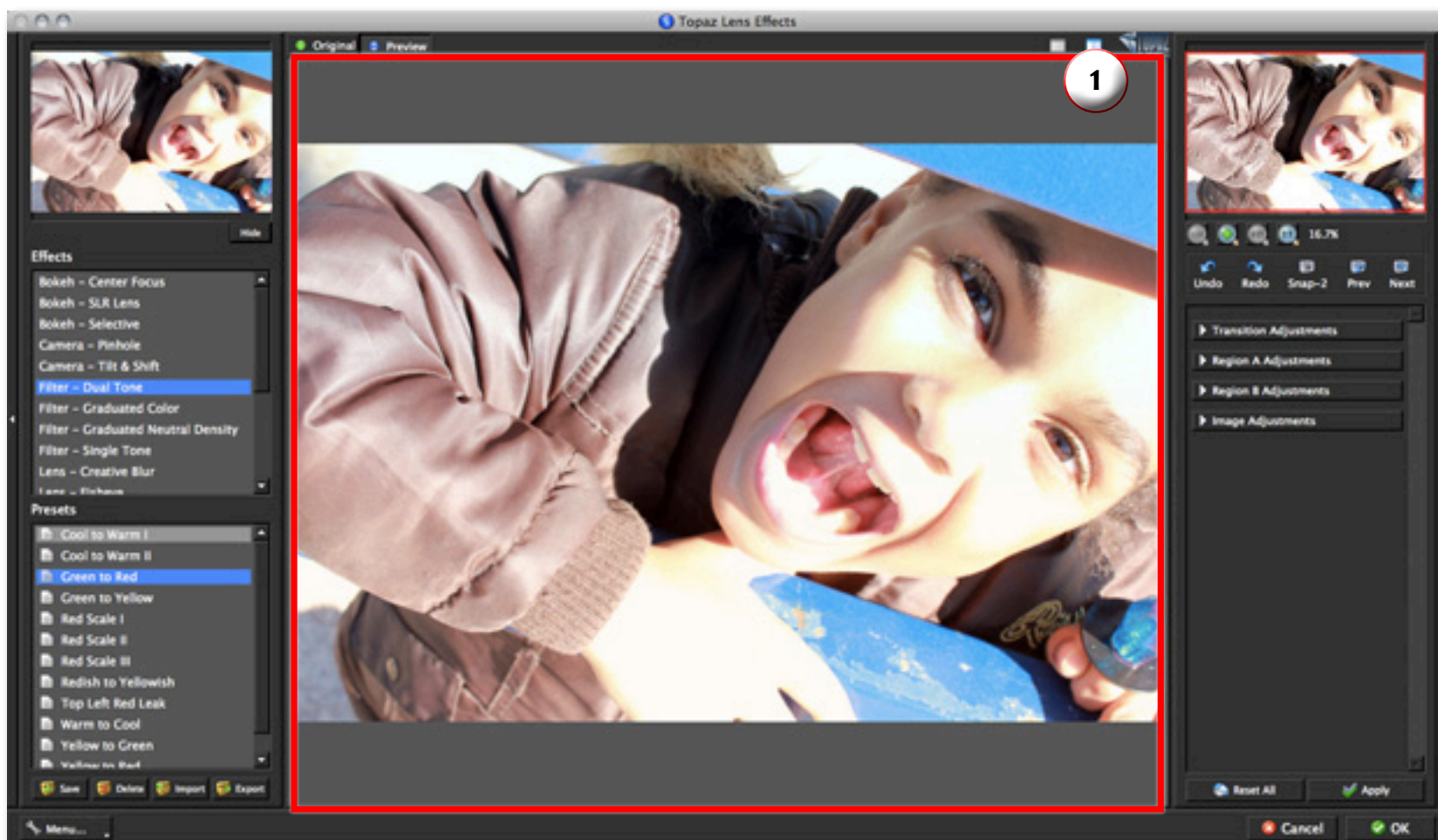


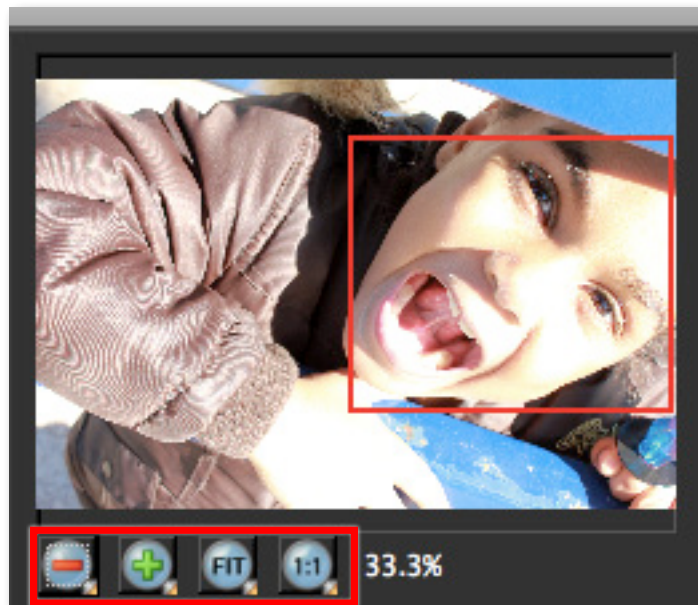
## Preview Section

The Preview section is the main window that is centered in the Lens Effects interface. The preview section shows you the original image and the processed preview of the image. Click on the image in the preview window (or use the Original and Preview buttons) to switch between the Original and Preview tabs and compare the filtered and un-filtered images.

To pan the preview image, click and hold the left mouse button on the preview image and drag it around. When you let go of the mouse button, the new portion of the image will be processed and the result will be displayed.

You can also use SPACE bar or your numbered shortcut keys “1” and “2” to switch back and forth between your filtered and unfiltered image in the preview window.





You can zoom in or out of the preview image by clicking the “+”, or “-” buttons below the preview image. You can also resize the window as well by dragging the bottom right corner in and out.

The “Fit” button will fit the entire image into the preview window.

The “100%” button will zoom to 100% view.

If zoomed below 100% the preview image will be internally resized in order to speed up preview updating.

Use Lens Effect’s creative enhancement presets to enhance the focal point in your image.



The “Ctrl +” and “Ctrl -” keys zoom in and out of the image, just like in Photoshop.

You can use the arrow keys to adjust the value of the slider that is currently selected.

A complete list of the shortcut keys can be found in the Shortcut Keys section later in this manual.

Photoshop and other host software support many Image Modes, such as Grayscale, RGB, LAB, CMYK, etc. Images can also be 8, 16, or 32 bits per channel. Topaz Lens Effects supports both 8 bits per channel and 16 bits per channel. Lens Effects supports RGB mode only. To work on black-and-white images, first convert them to RGB mode.

## Effects & Presets

Effects & Presets are a great way to speed up and simplify the whole process of using Topaz Lens Effects. Effects & Presets are set previews with previously defined settings that you can recall and reapply at any time.

We've included some default effects and presets for you and, although they won't work for every single photograph, they serve as excellent starting points for customized tweaking.

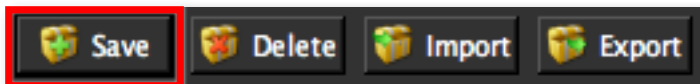
### Applying Effects & Presets

Applying a default Effect and preset is easy and intuitive. Simply clicking on a preset will change all the settings in Topaz Lens Effects to match those in the selected preset.

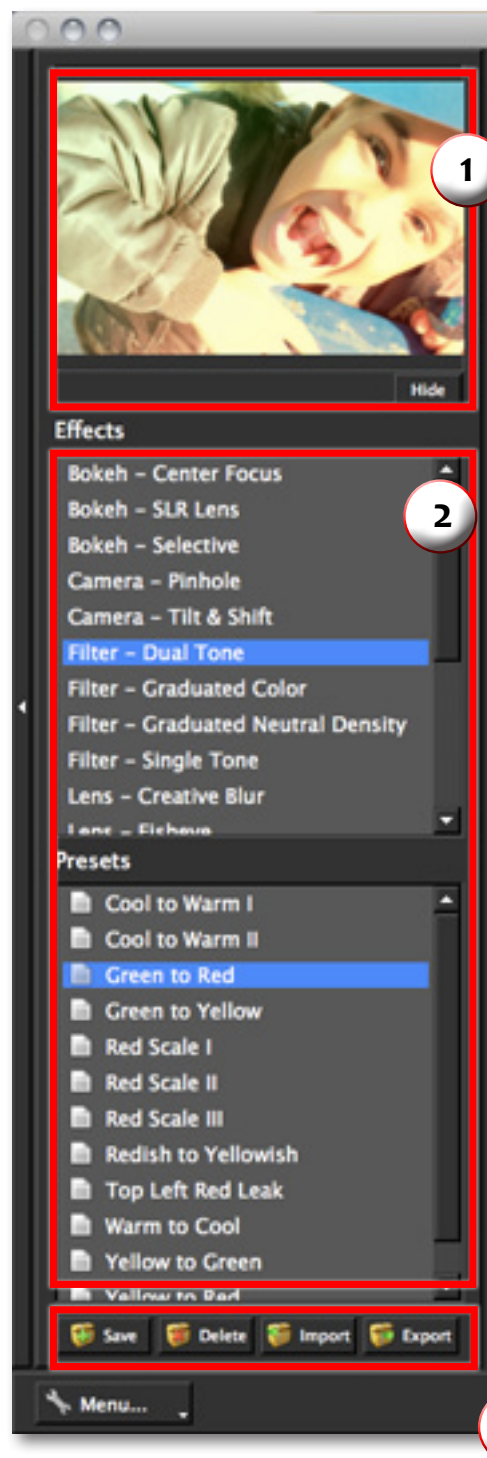
To get the exact results you want, you may still want to go through the tabs and tweak the parameters.

### Adding Presets

Sometimes it's convenient to be able to define presets and save your settings for later use. To do this, first adjust the Topaz Lens Effects parameters until you're satisfied with the result. Then, click on "Save".



Remember that you can easily expand or collapse the presets panel by clicking on the small white arrow on the edge of the panel or by grabbing the panel edge and dragging it in or out.



## Work Area

### 1. Presets Preview

The removable preview window displays preset previews. Click Hide / Show to expand or collapse the preset preview window at anytime during your workflow.

### 2. Effects & Presets List

Lists all of the saved presets available for use.

### 3. Preset Options

The preset options allow you to save your presets, delete presets (default presents cannot be deleted), import new presets and export your saved presets to share with your friends.

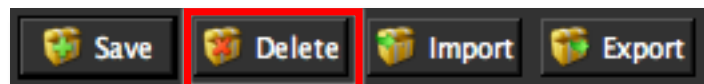
Next, enter a preset name, select the type of image that it is good for and then enter a description and click “OK”. You can also select a second image category type that the preset is good for.

Note that if the name you’ve entered is the same as a preset you’ve already defined then you will be asked if overwrite the previous one.

Your preset will be automatically saved as a new file with a “.tpp” extension in the Topaz Lens Effects Presets menu and the preview is automatically generated. To apply it later, just click it like any other preset.

### Deleting Presets

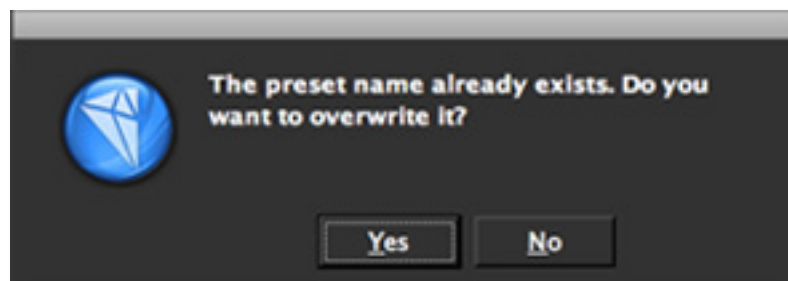
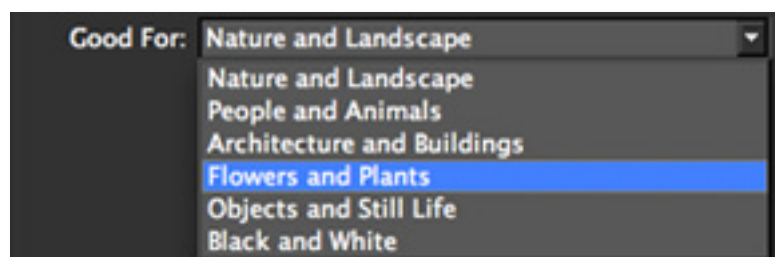
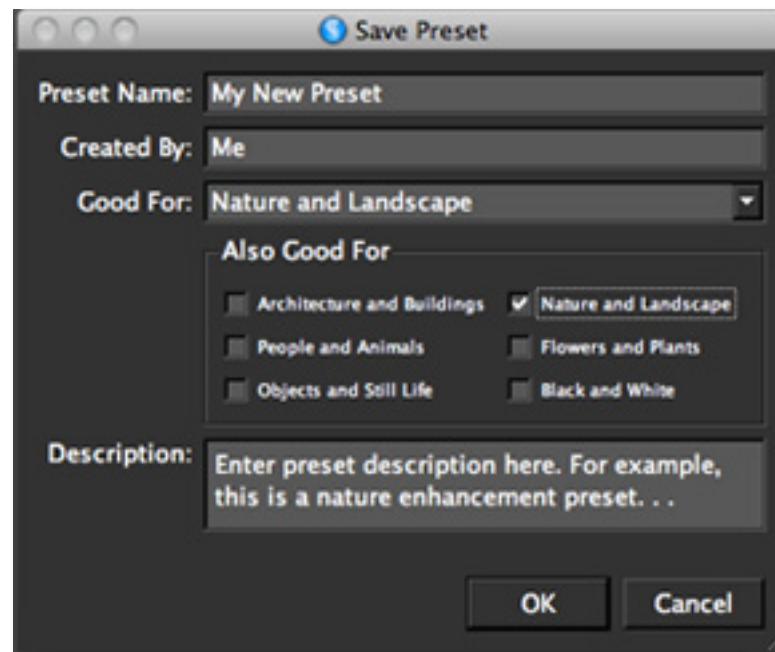
If you’d like to delete a preset, use the Delete option with your desired preset selected.



**Please Note:** Default presents cannot be overridden or deleted. Once you delete a preset it or overwrite it, it cannot be retrieved.

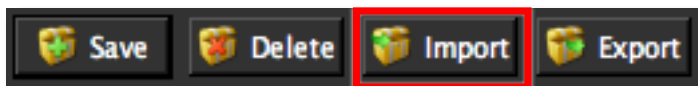
Saved presets are located in the Topaz Lens Effects “Presets” folder:  
C:\Program Files\Topaz Labs \ Topaz Lens Effects \ Presets unless you’ve opted to install Topaz Lens Effects into a different directory.

Mac users have this folder at: HD / Library / ApplicationSupport / TopazLabs / Lens Effects / Presets.

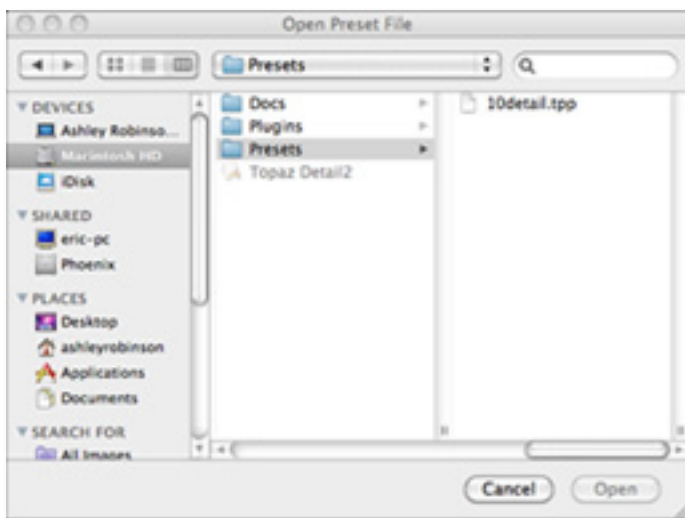


## Importing Presets

To import a preset file, click the “Import” button.



This will open up a “Browse” box to import a saved preset from your computer into Topaz Lens Effects. This is useful if you have downloaded a preset file that you’d like to use.



## Sharing Presets

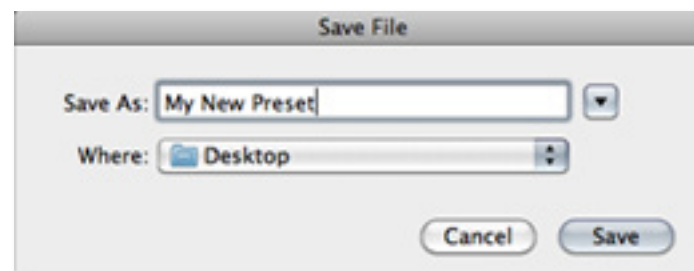
Feel free to share your saved presets by emailing them to your friends and having them put it into their Topaz Lens Effects Presets folder.

## Exporting Presets

To export the preset file to a certain location, click “Export”.



Name your preset and save it to your desktop or other specified location that you have reserved for saved presets.



You can then share this preset file with others who may then import it.

Visit the [Topaz Labs Blog](#) which features the latest Photography, software and design information including tutorials, videos, and thoughts about both Topaz and non-Topaz topics.

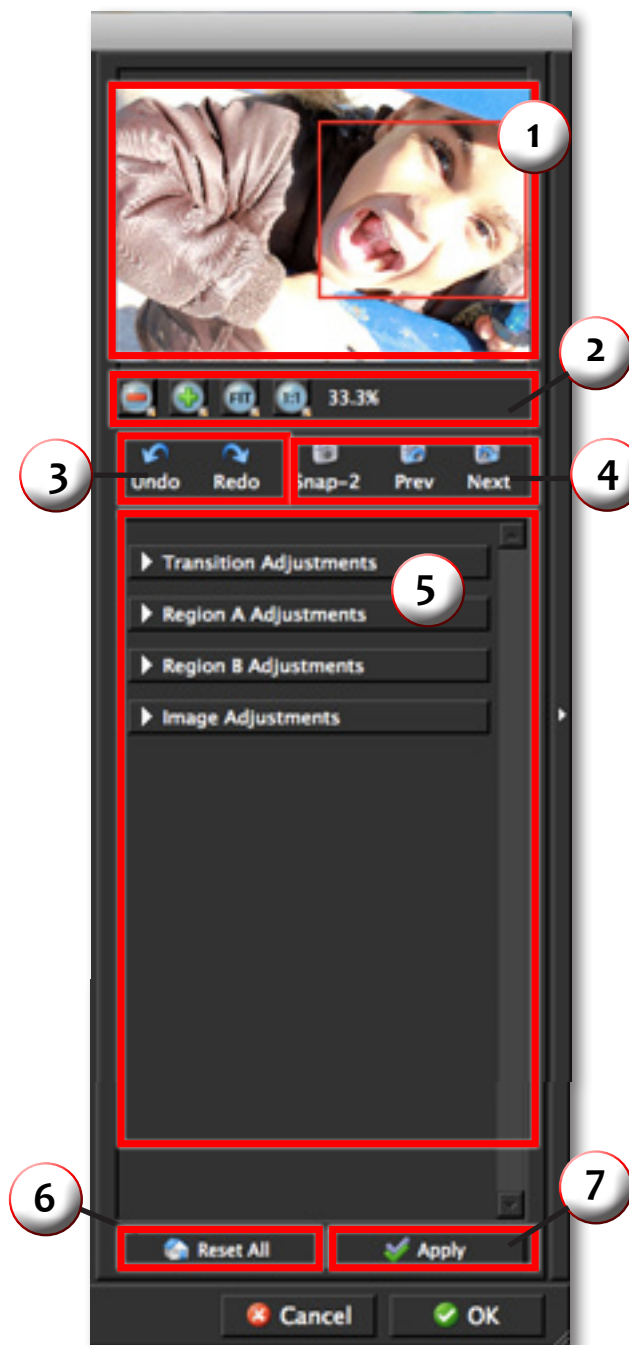
## Tools

You will use the various tools in the tool panel during your workflow to make your image adjustments.

1. Preview Navigator - Displays the region of the preview image you are currently focused on.
2. Zoom Buttons - Use the zoom buttons to zoom in and out of your image. Or you can also set your image to fit the preview window or to view it at 100%.
3. Undo and Redo buttons - move back and forward through previous adjustments.
4. Snap and Recall buttons. Save up to 99 snapshot settings for comparison.
5. Sliders and Parameters - Controls the editing process using sliders to adjust the various effects.
6. Reset All. Reset all of the sliders values back to the default value.
7. Apply. Used to stack the effects and presets you want to apply to your image (during the same workflow).

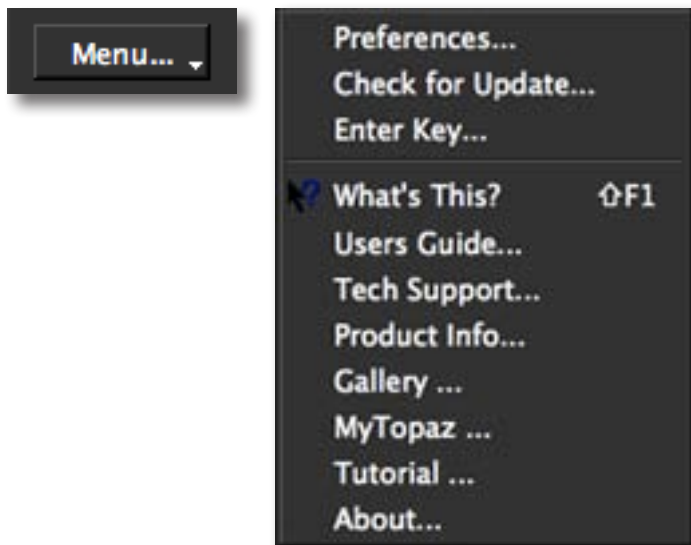
Have more questions about Topaz Lens Effects or any of the other Topaz software programs?

Check out the new Topaz Knowledge Base online at:  
[www.topazlabs.com/support/kb](http://www.topazlabs.com/support/kb)



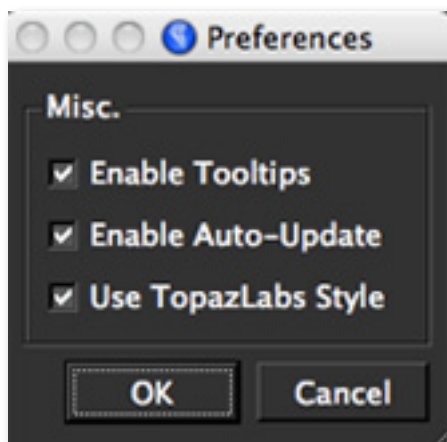
## Menu

You can access Topaz Lens Effects' menu by clicking on the "Menu..." button at the bottom of the interface.



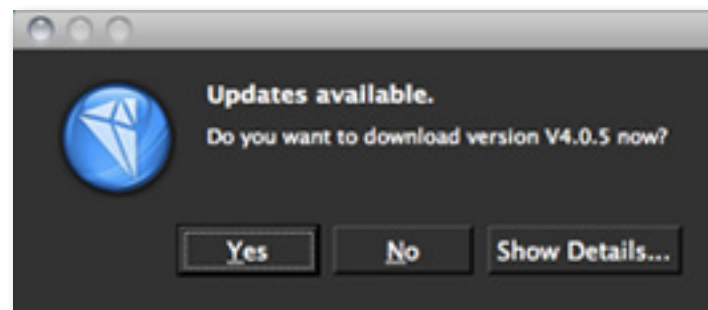
## Preferences

Select this to enable or disable the program tool tips or the Auto-Update feature. You can also change your interface color scheme to a lighter/darker appearance.

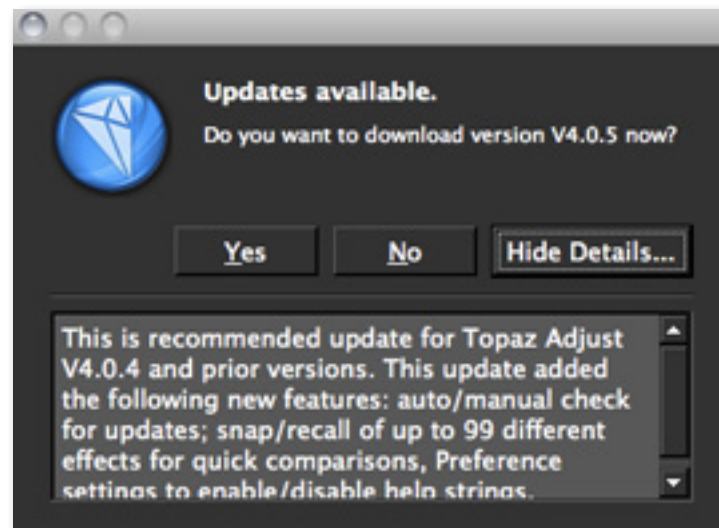


## Check for Updates

Checks for available Topaz Lens Effects updates.

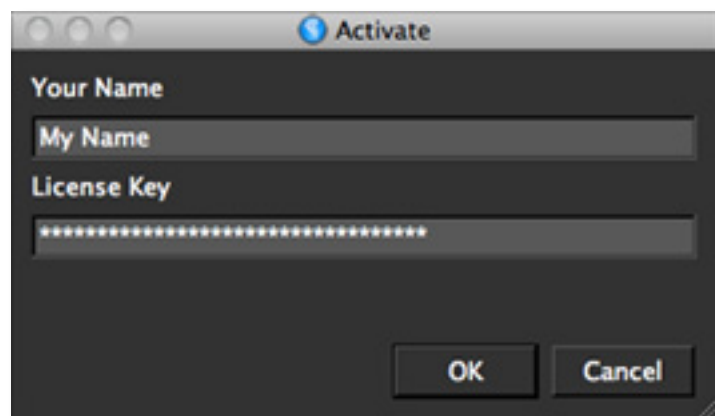


Click the Show Details button to get find out what's included in the update before you install.



**Enter Key**

Select this to enter your trial or purchased license key.

**What's This?**

Select this (or click F1) then click on a feature in the Lens Effects interface to learn more about it.

**Users Guide**

Select it to pull up this user guide.

**Tech Support**

Brings you to the Topaz Labs support page where you can request assistance from our support specialists, contact our customer service team, retrieve lost license keys, or browse through our Knowledge Base.

**Product Info**

Select this to go to the Topaz Lens Effects web page to learn more about the Topaz Lens Effects plug-in.

**Gallery**

Select this to open up your Internet browser and go to the Topaz Lens Effects image gallery to see other user images enhanced with Topaz Lens Effects.

**MyTopaz**

Brings you to the Topaz community where you can connect and interact with other Topaz users. Here you can also participate in discussions and contests, and share your favorite Topaz images.

**Tutorials**

Brings you to the Topaz Lens Effects tutorials page where you can access a variety of helpful video and text tutorials. You can also submit tutorials that you created here as well.

**About**

Select this to see what version of Lens Effects you currently have.

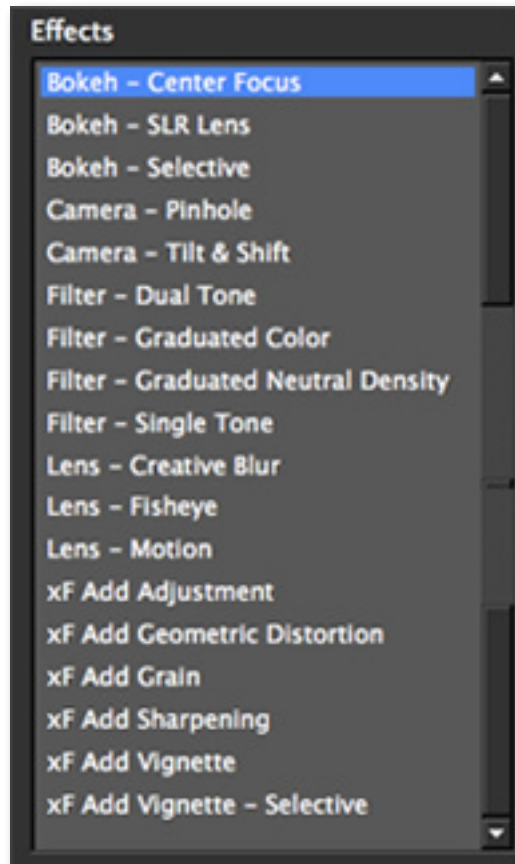


To connect with other Topaz users, participate in Topaz contests and to see the latest tips, tricks and tutorials sign up for the new Topaz Forum online at:  
[www.topazlabs.com/forum](http://www.topazlabs.com/forum)

# Settings & Parameters

## Effects & Presets

Topaz Lens Effects has 18 Effects and over 100 presets to help you achieve optimal image results.



Need to reset your slider values?

Simply double-click on the slider name above the slider control to instantly reset the slider value to 0.



Before Topaz



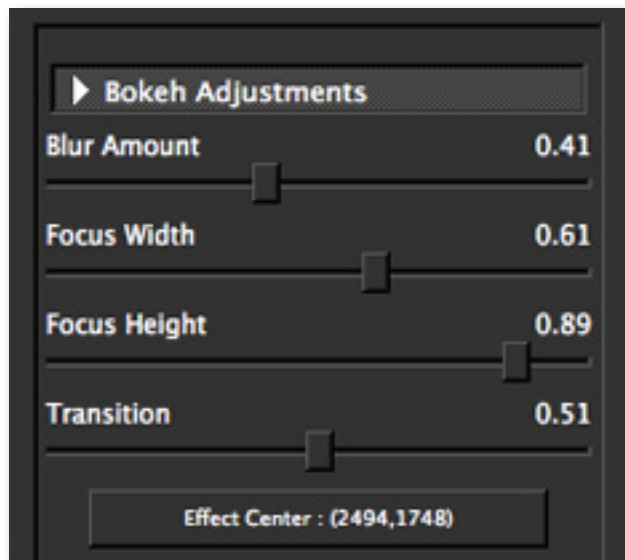
After Topaz

## Bokeh - Center Focus

The Bokeh - Center Focus Effect allows you to quickly blur your background using a 1-click foreground focal-point selection. This effect includes default presets and two adjustment tabs: Bokeh Adjustments and Lens Characteristics for the fastest, most effective workflow.

### Bokeh Adjustments

This parameter allows you to create and control the amount and transition of the blur effect.



#### Blur Amount

Determines the amount of blur applied to image. The higher the value the heavier the blur.



#### Focus Width

Adjusts the horizontal span of the applied blur (from the Effect Center). A higher value will include more focused area from the Effect Center.

#### Focus Height

Adjusts the vertical span of the applied blur (from the Effect Center). A higher value will include more focused area from the Effect Center.

#### Transition

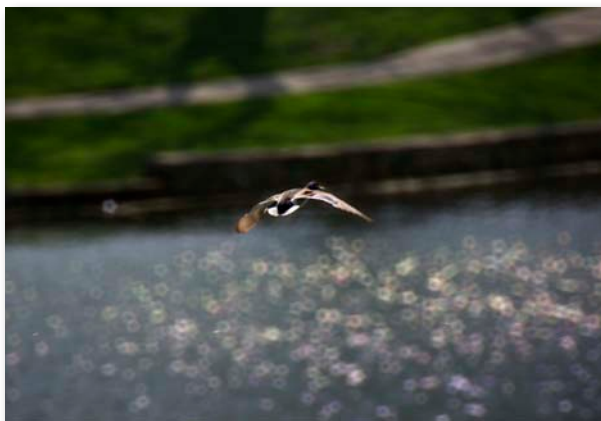
Determines the hardness of the transition between the blurred (out-of-focus) background and the focused foreground. The higher the value the softer the transition will be.

#### Effect Center

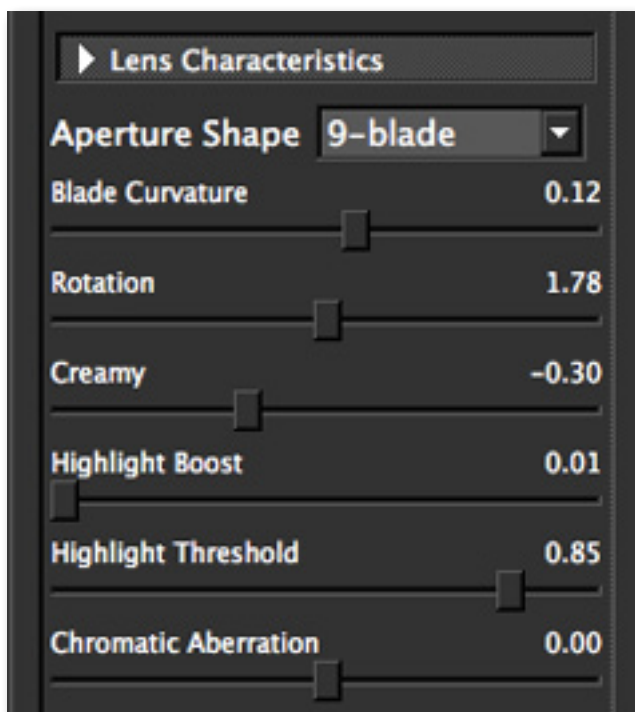
1-click center focal-point selection.

## Lens Characteristics

This parameter allows you to adjust how the blur area is rendered and enhance the highlights.



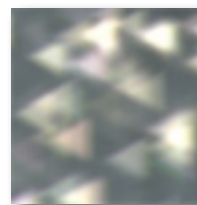
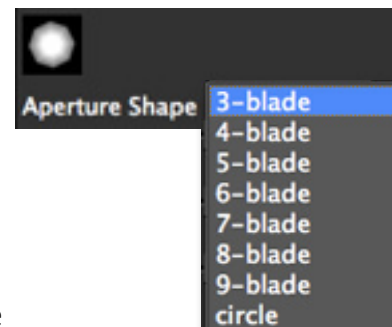
Chromatic Aberration - light & cool



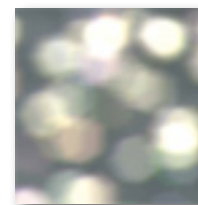
# Settings & Parameters

## Aperture Shape

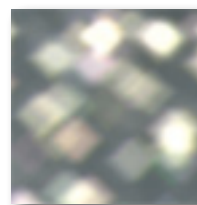
The Aperture Shape gives you the ability to change the shapes of the highlights in your blurred background. Use this to set the number of blades in the selected Aperture shape, which controls the out-of-focus highlights. The higher the blade setting the more rounded the highlights will be.



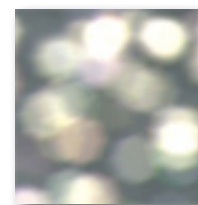
3-blade



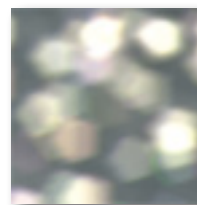
7-blade



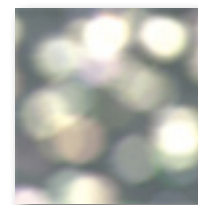
4-blade



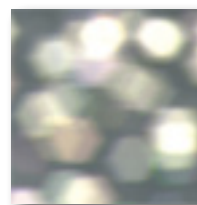
8-blade



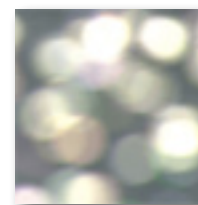
5-blade



9-blade



6-blade



circle

# Settings & Parameters

## Blade Curvature

Determines the curvature of the aperture blades. A higher setting produces a smoother more rounded shape - this offers more variation and flexibility with the appearance of the 8 different Aperture shapes.

## Rotation

Rotates the selected aperture shape.

## Creamy

Determines the smoothness of the blur and fill of the highlights in your image.

## Highlight Boost

Increases the highlights in the image and correlates to the Highlight Threshold slider. Use this parameter to make the highlights more apparent.

## Highlight Threshold

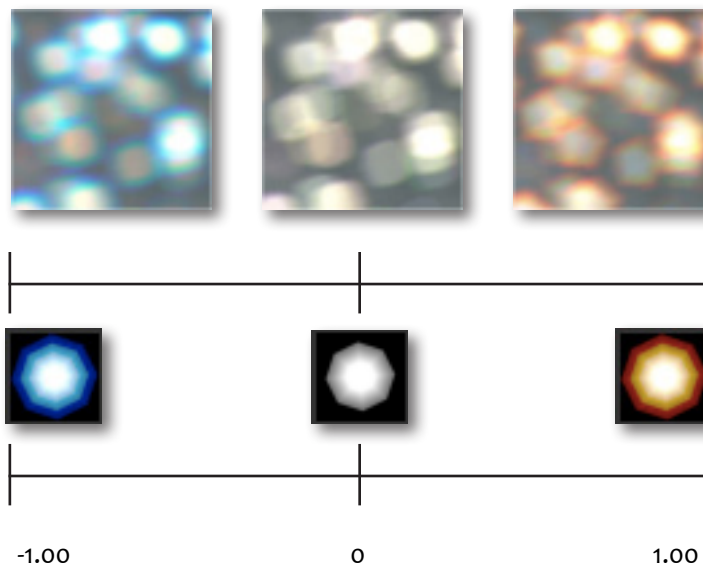
The highlight threshold slider helps determine which highlights are affected by the highlight boost slider. The lower the threshold slider the more highlights that will be affected.

Tip: The Highlight Boost and Highlight Threshold sliders will only affect the background blur.

## Chromatic Aberration

The Chromatic Aberration slider allows you to change the color fringes around the edges of the highlights (aperture shapes) that separate dark and bright points in your image.

The higher you set the Chromatic Aberration slider, the warmer the color fringe will be. The lower you set the Chromatic Aberration slider, the cooler the color fringe will be.



Tip: The highlights in your blurred area are adjustable. You can easily make them perfectly solid, hallow or anywhere in between. Just adjust the creamy slider to change the amount of fill in the highlights.

# Settings & Parameters

## Bokeh - SLR Lens

The Bokeh - SLR Lens Effect. This effect includes default presets that simulate various camera lenses and settings. This effect includes default presets and three adjustment tabs: Edit Depth Map, Focal Plane Position and Lens Characteristics.

### Edit Depth Map (Topaz Smart Brush)

This parameter allows you to create depth maps. Use the Smart Brush to identify relative distance of near to far objects - making it easy to select any focal point within your image and put the emphasis where you want it.



#### Depth Value

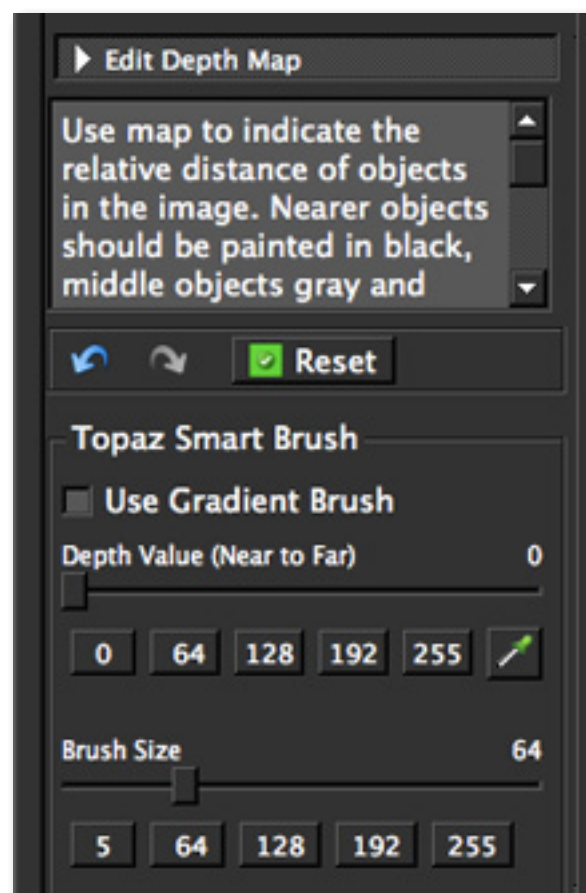
Paints image depth, using shades of black, white and gray. The higher the value the further away it will be. The lower the value the closer it is considered. Selects relative distance for the depth map.

#### Brush Size

Determines the size of the brush.

#### Brush Smoothness

Determines the edge smoothness of your brush strokes.

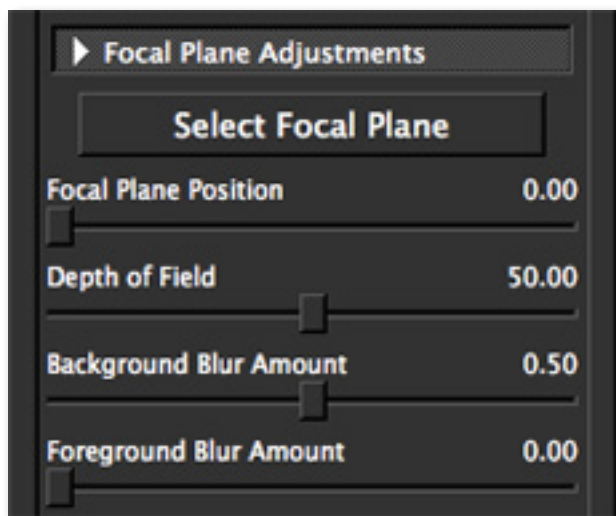


Nearer objects should be painted in black, middle objects gray and farthest should be painted white. Several tones of gray may be used to indicate relative distances. TIP: Remember the 'Depth Value' used to paint area(s) you want to be in-focus, later in 'Focal Plane Adjustments' set the 'Focal Plane Position' slider to that value.

# Settings & Parameters

## Focal Plane Adjustments

This parameter allows you to adjust which part of the image you want to be in focus - similar to focusing a camera.



### Select Focal Plane

1-click Focal Plane positioning - or you can use the Focal Plane Slider underneath.

### Focal Plane Position

Provides control for focal placement. It is like using the focusing ring on a lens to change the area of focus.

### Depth of Field

Increases or decreases the depth of field before/after the point of focus. Similar to changing the aperture of a lens (f/1.4, f/8, f/16 etc)

## Foreground Blur Amount

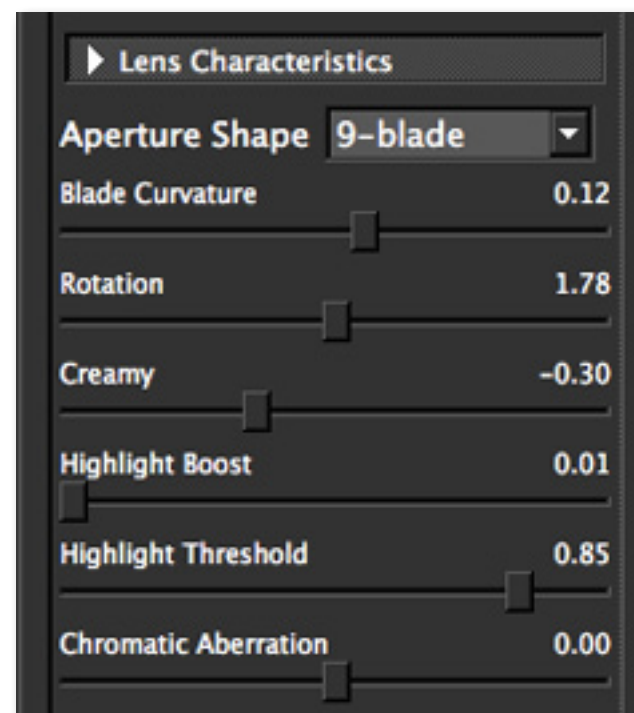
Determines the amount of blur applied to the foreground.

## Background Blur Amount

Determines the amount of blur applied to the background.

## Lens Characteristics

This parameter allows you to adjust how the blur area is rendered.



# Settings & Parameters

**Aperture Shape**

Sets the number of blades in the selected Aperture shape, which controls the out-of-focus highlights. The higher the blade setting the more rounded the highlights will be.

**Blade Curvature**

Determines the curvature of the aperture blades. A higher setting produces a smoother more rounded shape.

**Rotation**

Rotates the selected aperture shape.

**Creamy**

Determines the smoothness of the blur.

**Highlight Boost**

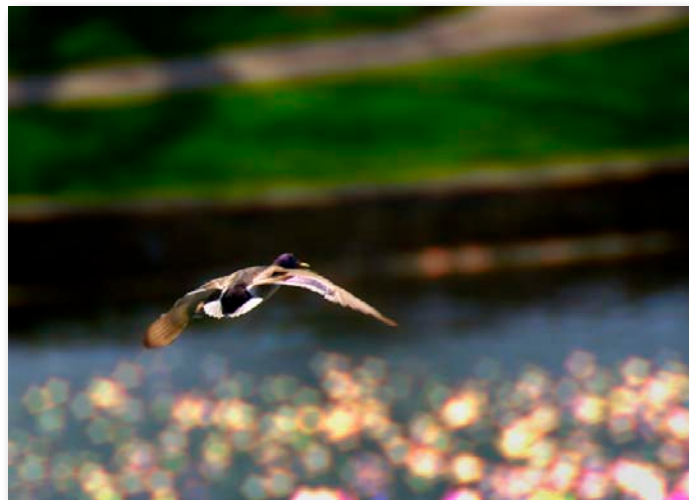
Increases the highlights in the image.

**Highlight Threshold**

Determines the span of elements affected by the highlight boost slider. A larger threshold allows more elements to be affected.

**Chromatic Aberration**

The Chromatic Aberration slider allows you to change the color fringes around the edges of the highlights (aperture shapes) that separate dark and bright points in your image.



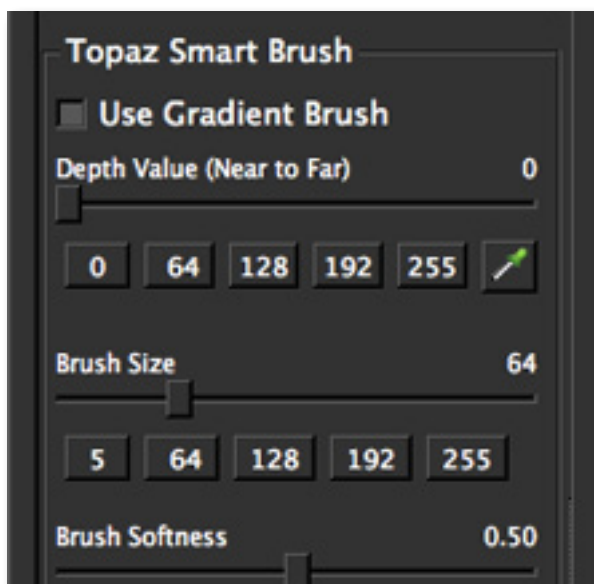
Chromatic Aberration - strong & warm

## Bokeh - Selective

The Bokeh - Selective Effect offers the most control over your foreground and background selections.

### Edit Depth Map (Topaz Smart Brush)

This parameter allows you to create depth maps. Use the Smart Brush to identify relative distance of near to far objects - making it easy to select any focal point within your image and put the emphasis where you want it.



#### Depth Value

Paints image depth, using shades of black, white and gray. The higher the value the further away it will be. The lower the value the closer it is considered. Selects relative distance for the depth map.

# Settings & Parameters

#### Brush Size

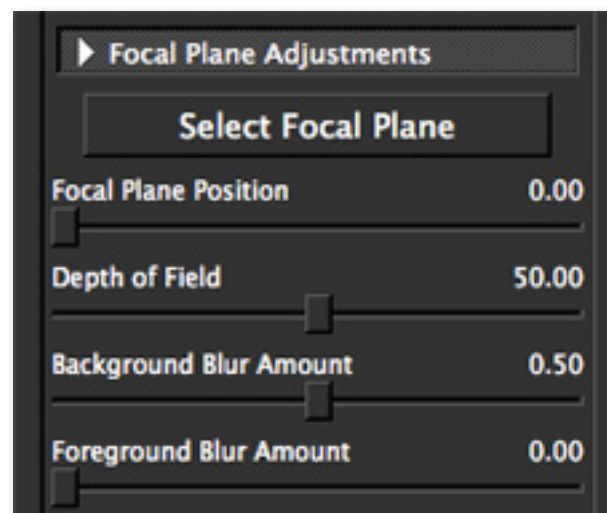
Determines the size of the brush.

#### Brush Smoothness

Determines the edge smoothness of your brush strokes.

### Focal Plane Adjustments

This parameter allows you to adjust which part of the image you want to be in focus - similar to focusing a camera.



#### Focal Plane Position (button/slider)

Provides control for focal placement. It is like using the focusing ring on a lens to change the area of focus.

#### Depth of Field

Increases or decreases the depth of field before/after the point of focus. Similar to changing the aperture of a lens (f/1.4, f/8, f/16 etc)

**Foreground Blur Amount**

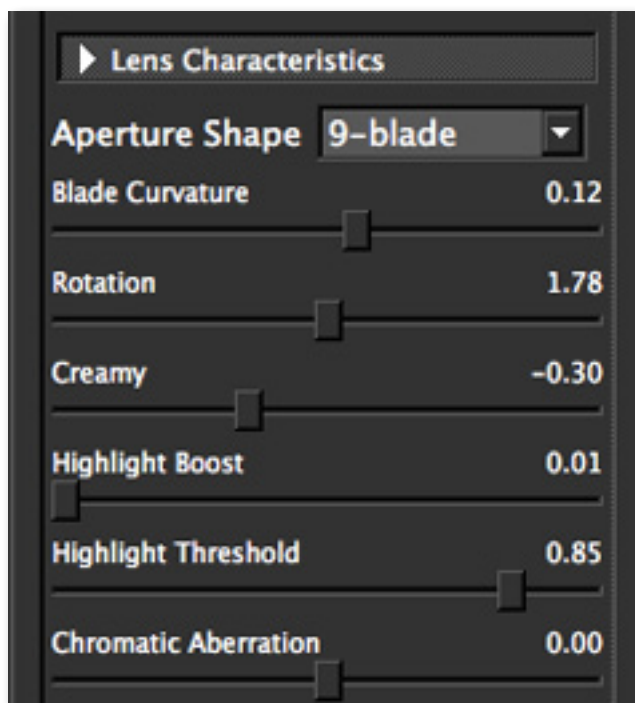
Determines the amount of blur applied to the foreground.

**Background Blur Amount**

Determines the amount of blur applied to the background.

**Lens Characteristics**

This parameter allows you to adjust how the blur area is rendered.



# Settings & Parameters

**Aperture Shape**

Sets the number of blades in the selected Aperture shape, which controls the out-of-focus highlights. The higher the blade setting the more rounded the highlights will be.

**Blade Curvature**

Determines the curvature of the aperture blades. A higher setting produces a smoother more rounded shape.

**Rotation**

Rotates the selected aperture shape.

**Creamy**

Determines the smoothness of the blur.

**Highlight Boost**

Increases the highlights in the image.

**Highlight Threshold**

Determines the span of elements affected by the highlight boost slider. A larger threshold allows more elements to be affected.

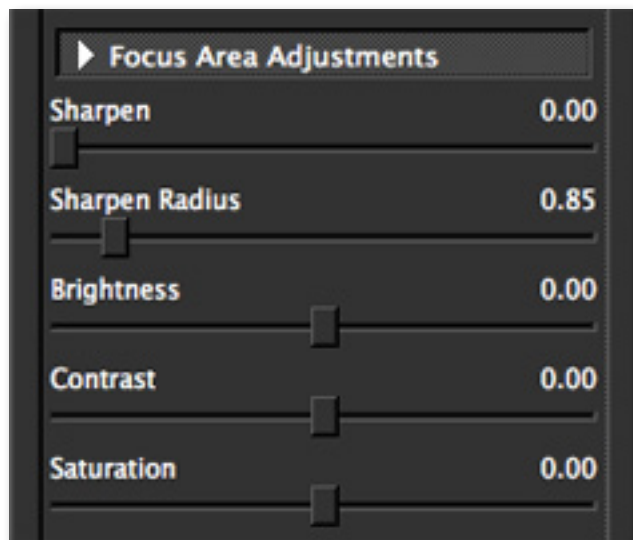
**Chromatic Aberration**

The Chromatic Aberration slider allows you to change the color fringes around the edges of the highlights (aperture shapes) that separate dark and bright points in your image.

# Settings & Parameters

## Focus Area Adjustments

Use this parameter to make adjustments to the focus area.



### Sharpen

Intensifies the sharpness of your image and correlates directly to the Sharpness Radius slider.

### Sharpen Radius

This parameter correlates to the Sharpness slider and should be used sparingly. If extra sharpness in an image is needed, slowly increase this slider until the best results are achieved.

### Brightness

Standard brightness adjustment parameter. Increasing this parameter increases the focus area brightness of the image.

### Contrast

Adjusts definition between areas of light and dark to add more depth.

### Saturation

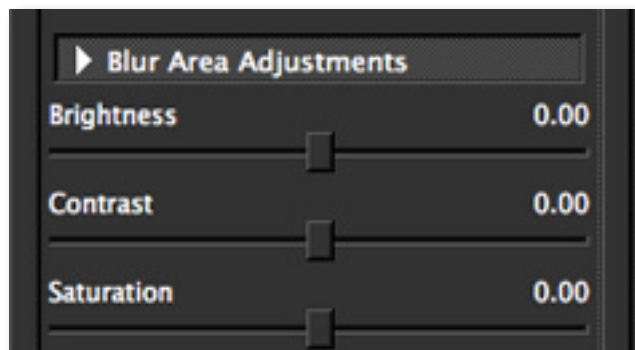
Standard parameter to increase or decrease the focus area saturation (richness and brightness) of the image.



After Topaz

## Blur Area Adjustments

Use this parameter to make adjustments to the blur area.



### Brightness

Standard brightness adjustment parameter. Increasing this parameter increases the blur area brightness of the image.

### Contrast

Adjusts definition between areas of light and dark to add more depth.

### Saturation

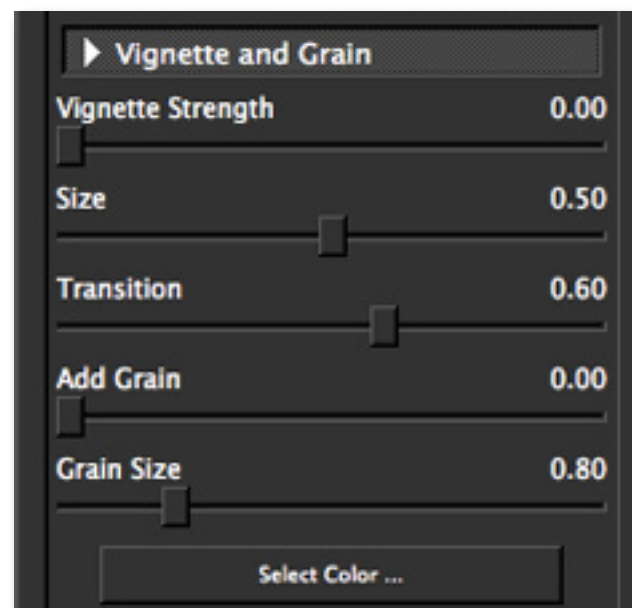
Standard parameter to increase or decrease the blur area saturation (richness and brightness ) of the image.

The basic tools for brightness, contrast and saturation are included for convenience. For extended control over tone and color in your images, you can use the tools and presets found in Topaz Adjust or Topaz Detail.

# Settings & Parameters

## Vignette and Grain

Use this parameter to add vignette and grain effects to your image.



### Vignette Strength

Controls how heavily the vignette is applied to your image. A higher value will produce a darker vignette, whereas a smaller value will produce a lighter, more opaque vignette.

### Size

Controls the size of the applied vignette. A higher value will expand the width of the vignette towards the edges of your image. A smaller value will contract the vignette inward to the center of your image.

**Transition**

Determines the hardness of the transition between the blurred (out-of-focus) background and the focused foreground. The higher the value the softer the transition will be.

**Add Grain**

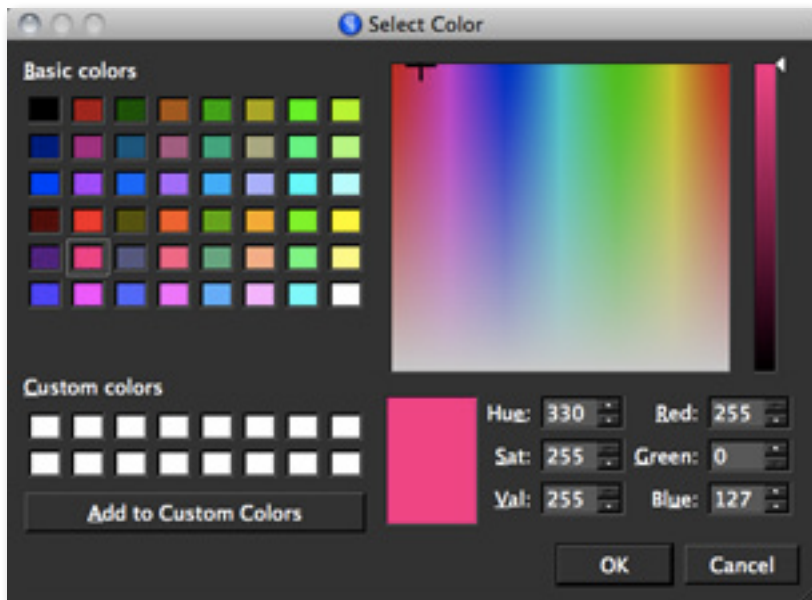
Adds film-like grain to the image for a lightly textured and natural look. Correlates directly to the Grain Size slider.

**Grain Size**

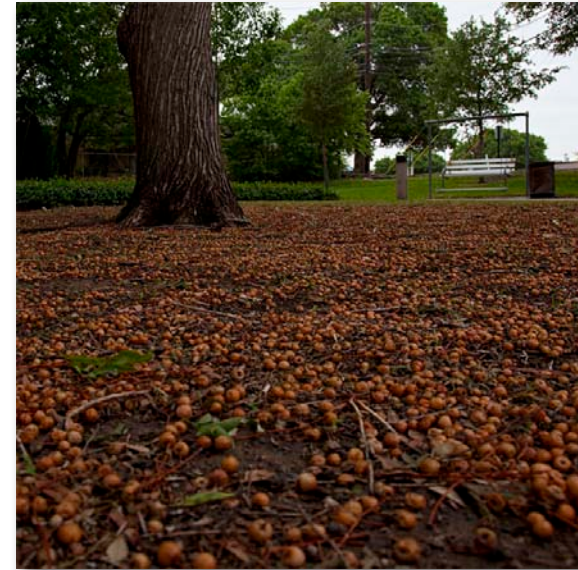
This parameter correlates to the Add Grain slider. It determines the size of the added grain.

**Select Color**

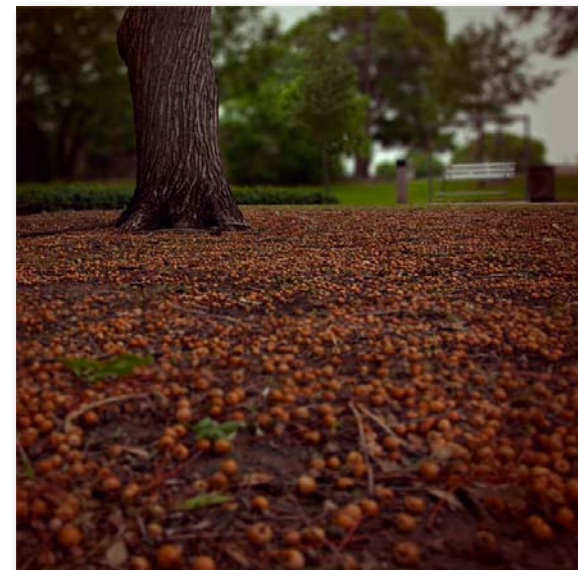
Allows you to select the color of the added vignette.



# Settings & Parameters



Before - Rust-colored Vignette



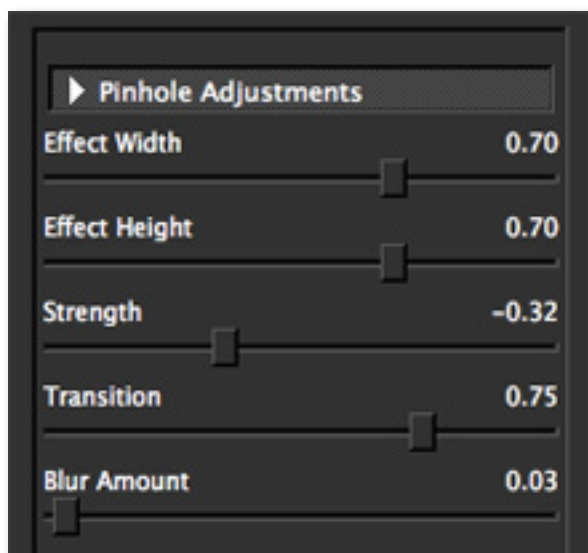
After - Rust-colored Vignette

## Camera - Pinhole

The Camera - Pinhole effect allows you to create effects similar to those you would achieve using a Pinhole camera. This effect includes default presets and one adjustment tab.

### Pinhole Adjustments

Creates and controls the intensity of the applied pinhole effect in the image.



# Settings & Parameters

### Effect Width

Adjusts the horizontal span of the blur effect from center point. A higher value will include more focused area from the Effect Center.

### Effect Height

Adjusts the vertical span of the blur effect from center point. A higher value will include more focused area from the Effect Center.

### Strength

Controls how heavily the pinhole effect is applied to your image. A higher value will produce lighter edges whereas a lower value will produce darker edges.

### Transition

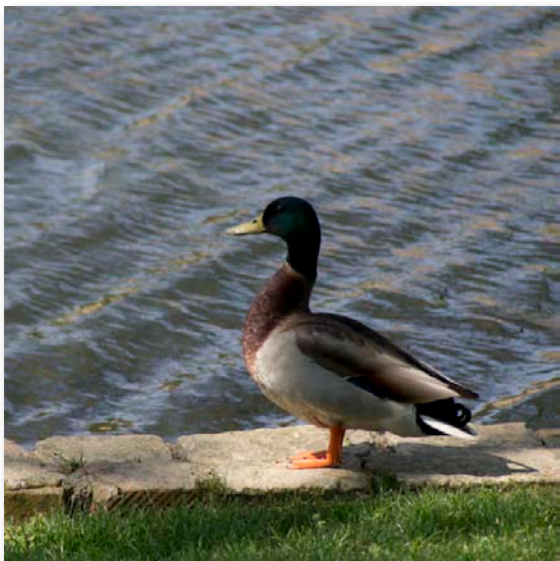
Determines the hardness of the transition between the blurred (out-of-focus) background and the focused foreground. The higher the value the softer the transition will be.

### Blur Amount

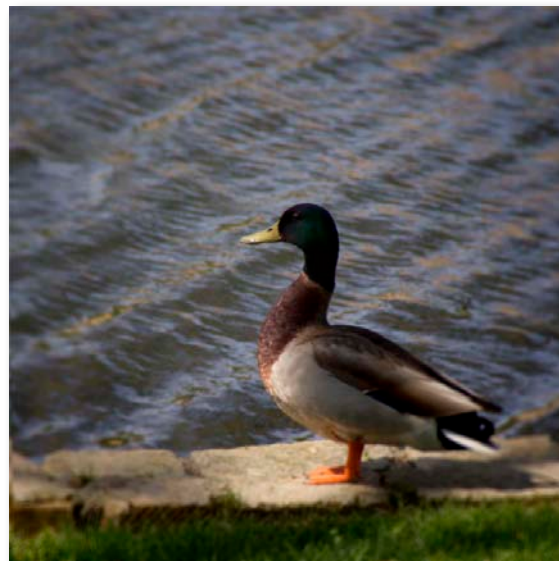
Determines the amount of blur to be applied.

The pinhole camera effect is a very fun and popular effect. Pinhole cameras are cheap (often home-made) cameras that do not have lenses. Instead, there is a small hole which lets in light through the narrow viewfield thus creating the pinhole effect. Pinhole images are also known for being somewhat grainy and having darker edges.

# Settings & Parameters



Before - Pinhole



After - Pinhole

## Camera - Tilt & Shift

The Camera - Tilt & Shift effect creates a selective focus effect similar to the one achievable with a tilt-shift lens or camera. This is used in the creation of miniatures.



Before - Tilt Shift

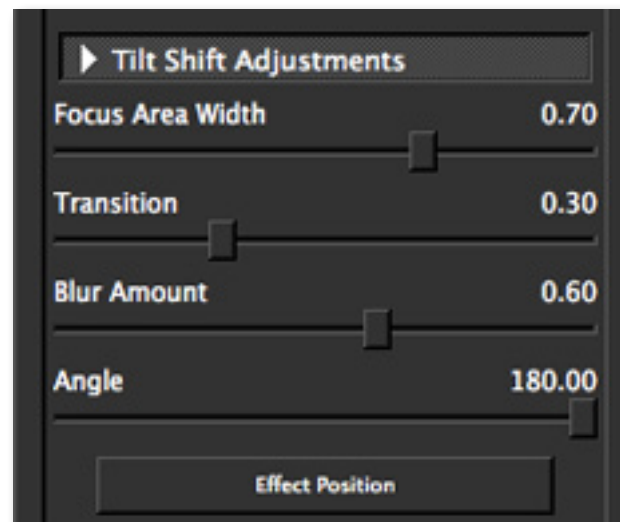


After - Tilt Shift

# Settings & Parameters

## Tilt Shift Adjustments

Simulates the tilt-shift effect and gives you control over how and where the effect is applied in your image.



### Focus Area Width

Adjusts the horizontal span of the blur effect from center point. A higher value will include more focused area from the Effect Position. This parameter correlates to the angle parameter.

### Transition

Determines the hardness of the transition between the blurred (out-of-focus) background and the focused foreground. The higher the value the softer the transition will be.

### Blur Amount

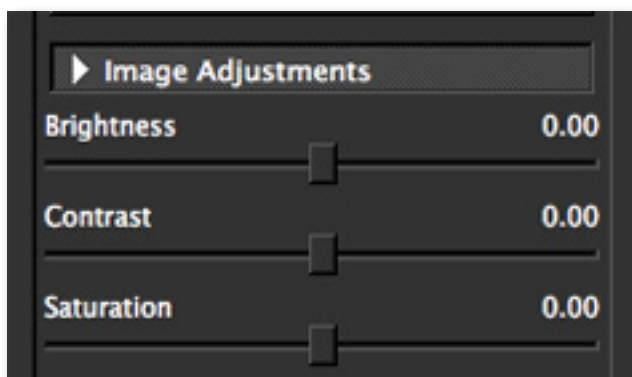
Determines the amount of blur to be applied.

**Angle**

This parameter correlates to the Focus Area Width slider. It sets the angle the blur of the focus area width is generated.

**Effect Position**

1-click selection used to set the center (most focused) point of the effect.

**Image Adjustments****Brightness**

Standard brightness adjustment parameter. Increasing this parameter increases the overall brightness of the image.

**Contrast**

Adjusts definition between areas of light and dark to add more depth.

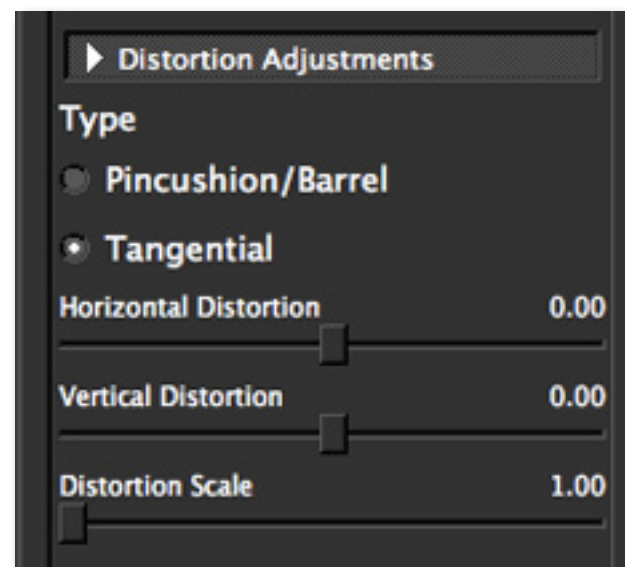
# Settings & Parameters

**Saturation**

Standard parameter to increase or decrease the overall saturation (richness and brightness ) of the image.

**Distortion Adjustments**

This allows you to apply and control distortion in your image.



When creating the miniature effect, be sure to use an image that has an elevated viewpoint - this works better to create the miniature scene effect.

Also, once you have created the tilt-shift effect, be sure to bump up your saturation to complete the toy miniature look in your image.

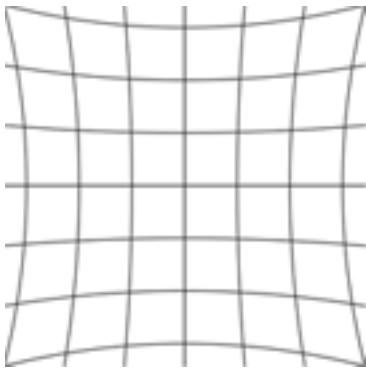
# Settings & Parameters

## Type

Sets the type of distortion you want to apply to the image.

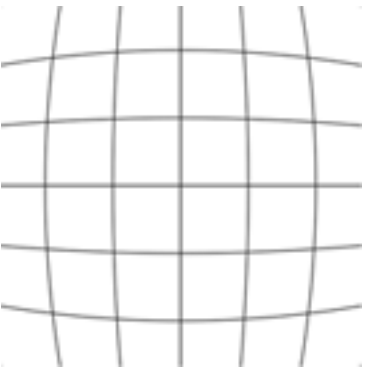
### Pincusion / Barrel

With the pincushion distortion, lines are bowed inward towards the center of your image.



Pincushion Distortion

With the Barrel distortion, lines are rounded outward from the center of your image - similar to a fisheye effect.



Barrel Distortion

### Tangential

Tangential is a decentering distortion that pulls your image lines away (parallel) from the image center.



Tangential Distortion



After - Barrel Distortion

# Settings & Parameters

## Horizontal Distortion

Controls the horizontal image distortion. A lower value will pull and stretch your image more to the right (from the Effect Position, set in the Tilt-shift tab). A higher value will pull and stretch your image more to the left.

When used in conjunction with Pincushion/Barrel, this slider will evenly pull both sides of your image outward (from the Effect Position) when increased or push both sides inward towards when decreased.

When used in conjunction with Tangential, your image will be pulled (from the Effect Position) outward or inward.

## Vertical Distortion

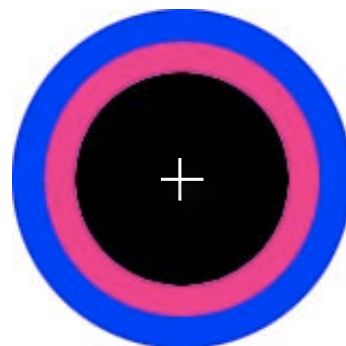
Controls the vertical image distortion. A lower value will pull your image upward (from the Effect Position, set in the Tilt-shift tab). A higher value will pull your image downward.

When used in conjunction with Pincushion/Barrel, this slider will pull the top and bottom of your image outward (from the Effect Position) when increased or push the top and bottom inward (towards the Effect Position, set in the Tilt-shift tab) when decreased.

When used in conjunction with Tangential, this slider will pull the bottom of your image downward (from the Effect Position) when decreased and upward when increased.

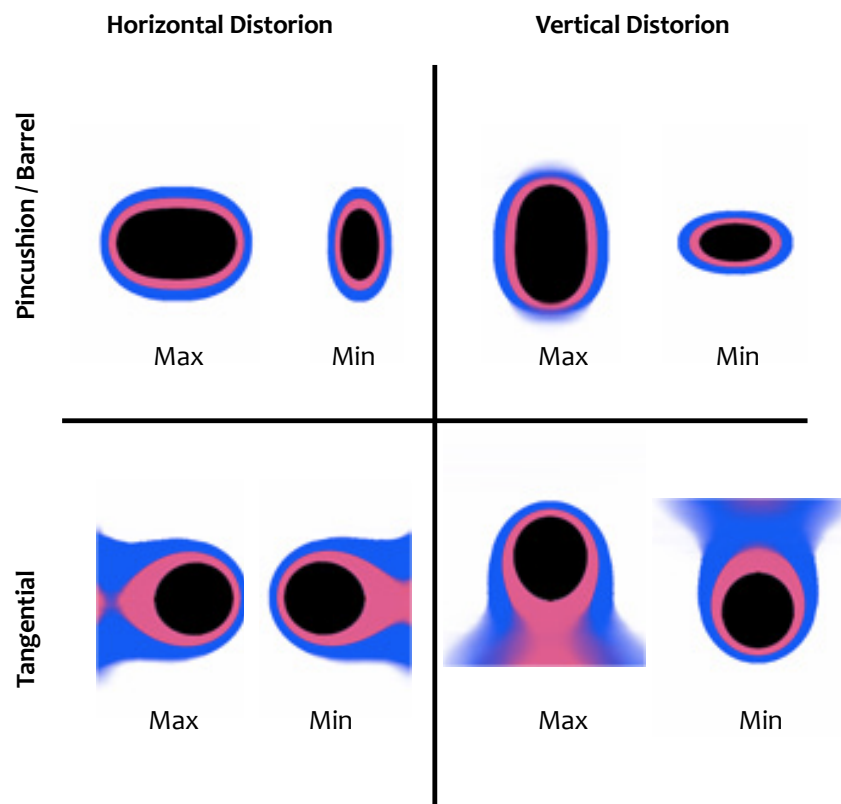
## Distortion Scale

Image magnification distortion. A higher value will increase the magnification.



This example image has the Effect Position set center point. The rendered distortion effects directly correlate with the Effect position.

See how the two types of distortion: Pincushion/Barrel and Tangential are affected when their distortion values are increased and decreased.

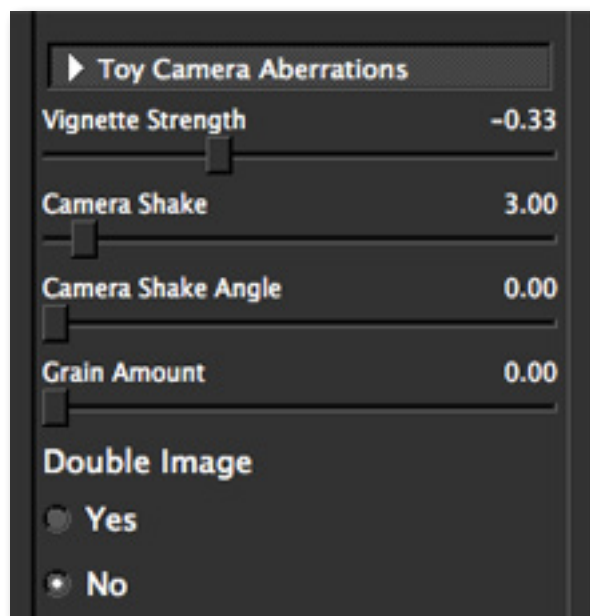


## Camera - Toy

The Camera - Toy simulates characteristics like those seen with Holga and Diana cameras. Typical characteristics that can occur include: light leaks, chromatic aberration, heavy vignetting, blur and other distortions. This is a creative and artistic type of photography.

### Toy Camera Aberrations

This tab allows you to apply and control the distortions and aberrations that make the toy camera-like effects so unique.



# Settings & Parameters

### Vignette Strength

Controls how heavily the vignette is applied to your image. A higher value will produce a darker vignette, whereas a smaller value will produce a lighter, more opaque vignette.

### Vignette Center

1-click center point selection for placement of your vignette. The vignette will be applied around this center-selection.

### Camera Shake

Applies motion blur (in the form of camera shake) to the image. A higher value will produce a more blurred effect.

### Camera Shake Angle

Determines the angle of the applied camera shake.

### Grain Amount

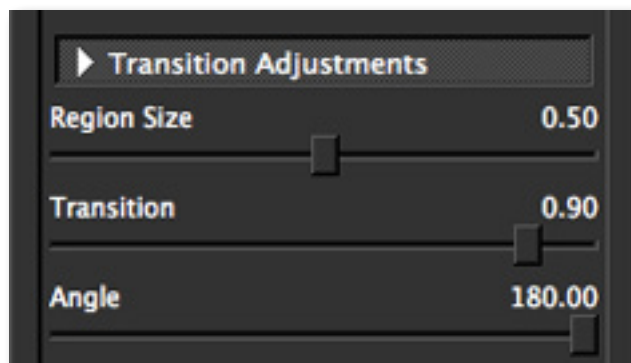
Determines the amount of grain added to the image.

### Double Image

Enabling this feature will create a double of your image within the image.

## Placement Adjustments

This allows you to apply and control distortion in your image.



### Region Size

Allows you to set the span of regions “A” and “B” in your image. A setting of 0 means that the entire image is considered region A. As you increase this parameter you decrease the span of region A and increase the span of region B.

### Transition

Controls the transition between Region A and Region B. The higher the value the softer (and more blended) the transition will be.

### Angle

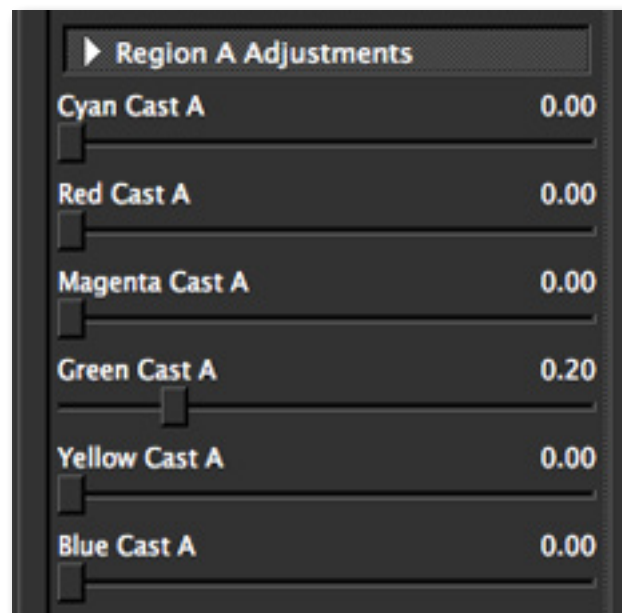
Adjust the angle of the split between the two color tones. You can adjust the angle from 0 to 180 degrees.

Tip: There is no right or wrong way to apply the toy camera enhancements. What makes toy camera images so fun is that each is different and unique. So have fun!

# Settings & Parameters

## Region A Adjustments

Controls the amount of color enhanced in each color tone for Region A of your image.



### Cyan Cast A

Controls the Cyan color tones.

### Red Cast A

Controls the Red color tones.

### Magenta Cast A

Controls the Magenta color tones.

### Green Cast A

Controls the Green color tones.

**Yellow Cast A**

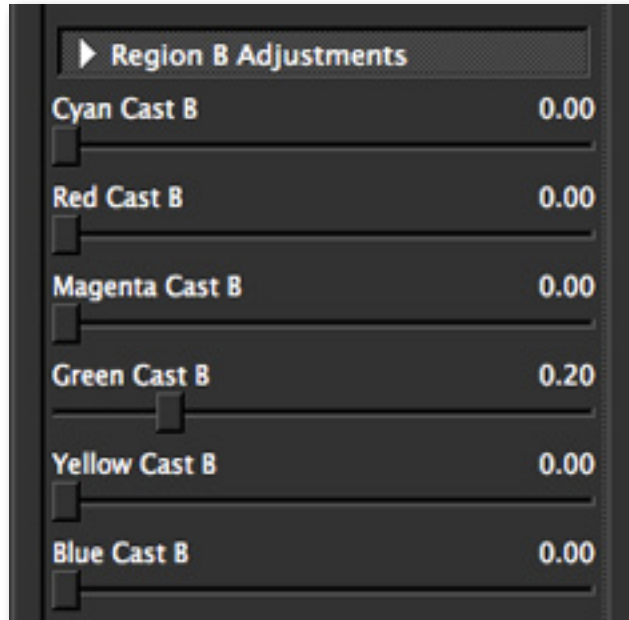
Controls the Yellow color tones.

**Blue Cast A**

Controls the Blue color tones.

**Region B Adjustments**

Controls the amount of color enhanced in each color tone for Region B of your image.

**Cyan Cast B**

Controls the Cyan color.

**Red Cast B**

Controls the Red color.

# Settings & Parameters

**Magenta Cast B**

Controls the Magenta color.

**Green Cast B**

Controls the Green color tones.

**Yellow Cast B**

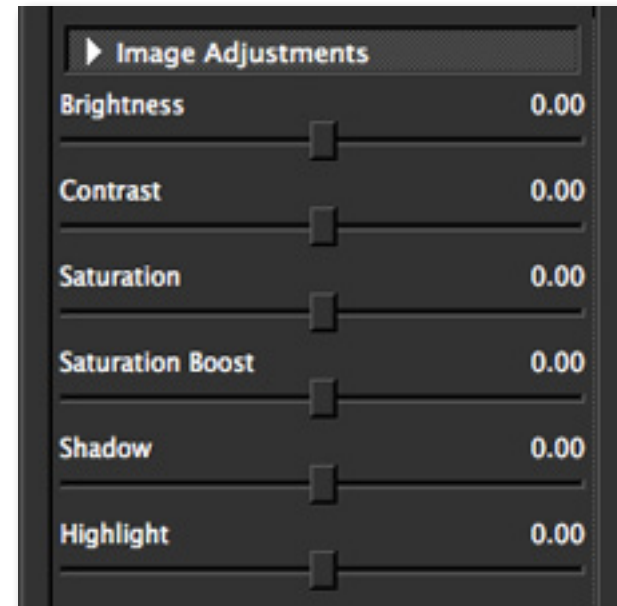
Controls the Yellow color tones.

**Blue Cast B**

Controls the Blue color tones.

**Image Adjustments**

Make basic adjustments to your images brightness, contrast and saturation.



**Brightness**

Standard brightness adjustment parameter. Increasing this parameter increases the overall brightness of the image.

**Contrast**

Adjusts definition between areas of light and dark to add more depth.

**Saturation**

Standard parameter to increase or decrease the overall saturation (richness and brightness ) of the image.

**Saturation Boost**

Increase or decrease the saturation of less saturated colors in an image.

**Shadow**

Adjusts the shadows in an image. Decreasing this parameter will make shadow areas darker. Increasing this parameter will make shadow areas lighter by opening them up and revealing previously obscured detail in those shadow areas.

**Highlight**

Adjusts the highlights in an image. Increasing this parameter increases the highlights in an image.

Tip: There is no right or wrong way to apply the toy camera enhancements. What makes toy camera images so fun is that each is different and unique. So have fun!

# Settings & Parameters



Before - Toy Camera



After - Toy Camera

# Settings & Parameters

## Camera - Diffusion

The Camera - Diffusion simulates characteristics like those seen with Diffusion filters, which help soften and spread out light. Diffusion filters can also help create a hazy or dream-like effect.

### Diffusion Adjustments

Controls how the diffusion is applied to the image.



#### Softness

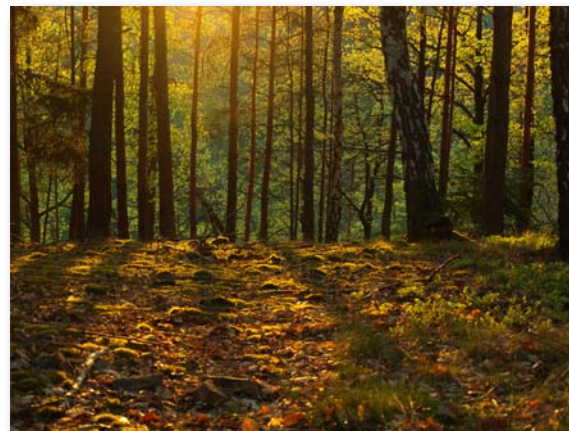
Adjusts the softness of the image. Increasing this parameter will make the image appear to have a softer focus.

#### Diffusion

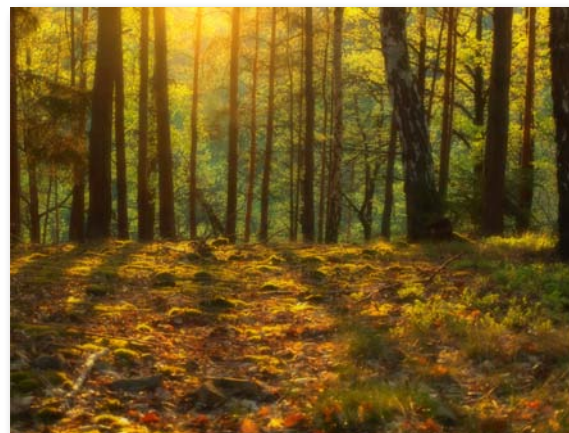
The diffusion slider controls how much the light is diffused in the image. This can give the image a nice inner glow - traditionally used for portraits to soften/smooth the skin, especially on females.

#### Edge Transition

The Edge Transition slider controls how quickly one area on tone transitions into the next. This will help to further control/enhance the exact look of diffusion you would like for your image.



Before - Diffusion



After - Diffusion

Important: If the softness slider is set to 0 (zero) then the other two sliders will not have any affect on the image. You must increase the Softness slider in order for the Diffusion and Edge Transition sliders to work.

## Filter - Dual Tone

Create color tone effects similar to that achieved with color filters. You select the colors and then determine the intensity, transition and angle.



Before - Dual Tone



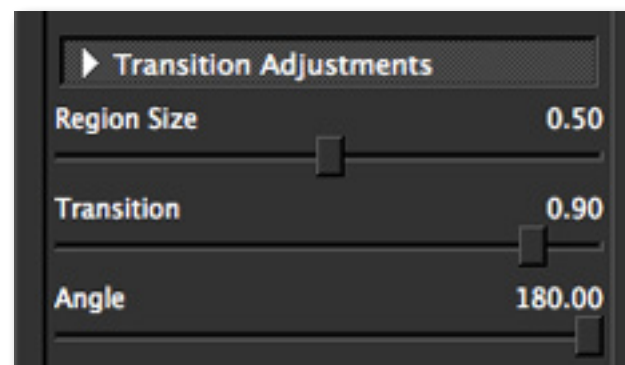
After - Dual Tone

**Tip: Working with the Angle Parameter**  
A value of 90 will render an even vertical split.  
A value of 180 will render an even horizontal split.

# Settings & Parameters

## Transition Adjustments

Sets the direction and span of each region, and controls the transition between the two color tones.



## Region Size

Allows you to set the span of regions “A” and “B” in your image. A setting of 0 means that the entire image is considered region A.



As you increase this parameter you decrease the span of region A and increase the span of region B.



# Settings & Parameters

## Transition

Controls the transition between Region A and Region B. The higher the value the softer (and more blended) the transition will be.



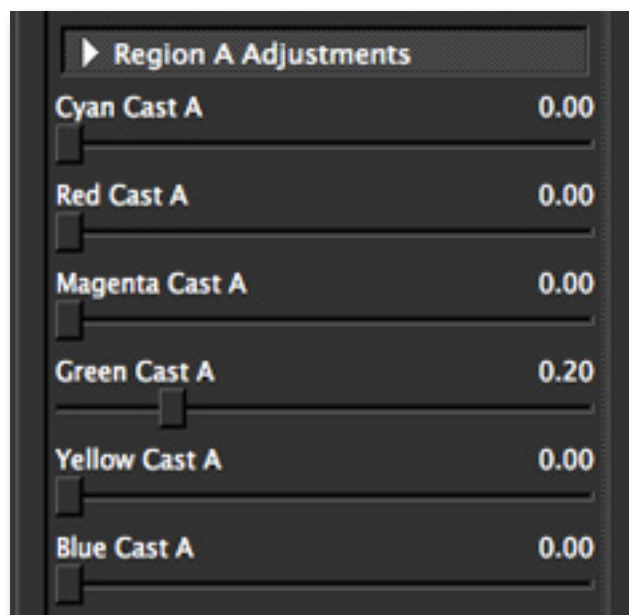
## Angle

Adjust the angle of the split between the two color tones. You can adjust the angle from 0 to 180 degrees.



## Region A Adjustments

Controls the amount of color enhanced in each color tone for Region A of your image.



### Cyan Cast A

Controls the Cyan color tones.

### Red Cast A

Controls the Red color tones.

### Magenta Cast A

Controls the Magenta color tones.

### Green Cast A

Controls the Green color tones.

# Settings & Parameters

## Yellow Cast A

Controls the Yellow color tones.

## Blue Cast A

Controls the Blue color tones.

## Region B Adjustments

Controls the amount of color enhanced in each color tone for Region B of your image.



### Cyan Cast B

Controls the Cyan color.

### Red Cast B

Controls the Red color.

**Magenta Cast B**

Controls the Magenta color.

**Green Cast B**

Controls the Green color tones.

**Yellow Cast B**

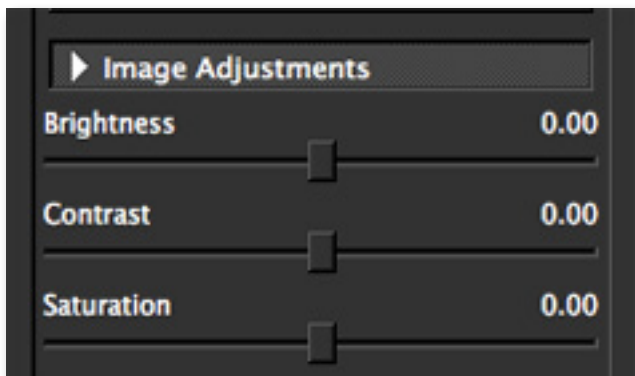
Controls the Yellow color tones.

**Blue Cast B**

Controls the Blue color tones.

**Image Adjustments**

Make basic adjustments to your images brightness, contrast and saturation.

**Brightness**

Standard brightness adjustment parameter. Increasing this parameter increases the overall brightness of the image.

# Settings & Parameters

**Contrast**

Adjusts definition between areas of light and dark to add more depth.

**Saturation**

Standard parameter to increase or decrease the overall saturation (richness and brightness ) of the image.



Before - Dual Tone



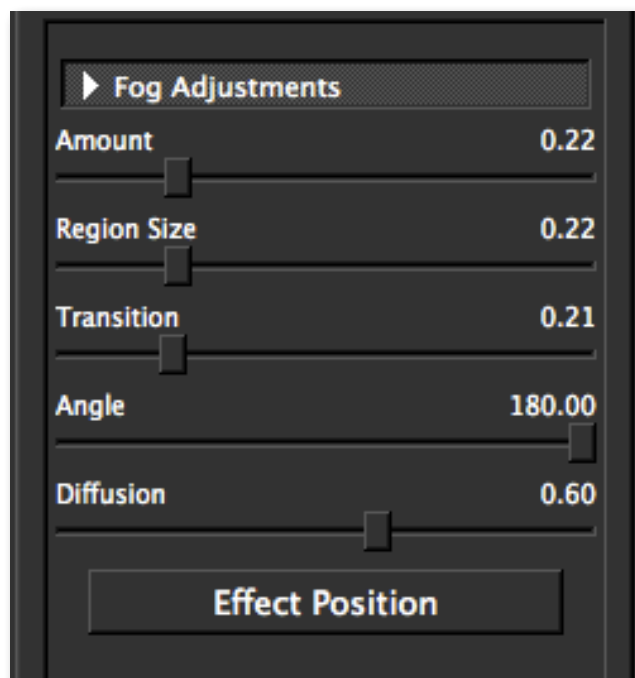
After - Dual Tone

## Filter - Fog

This filter simulates a physical fog filter and graduated fog filter.

### Fog Filter Adjustments

Controls the characteristics of your added fog effects.



# Settings & Parameters

### Amount

Controls how strong (or thick) the fog effect is. The higher the value the more fog that is applied.

### Region Size

Determines the size or span of the fog effect. The higher the setting the more area that the applied fog will cover over throughout your image.

### Transition

Controls the transition between the fog effect and the original photo. The higher the value the softer the transition will be.

### Angle

Determines the angle of the fog horizon.

### Diffusion

Controls how much soft focus effects is applied to the effected region and helps to create realistic fog.

### Effect Position

1-click selection used to set the center (most focused) point of the effect.

Adding a Fog effect will allow you to give your image a creative feel that is hazy, dreamy or even mystical.

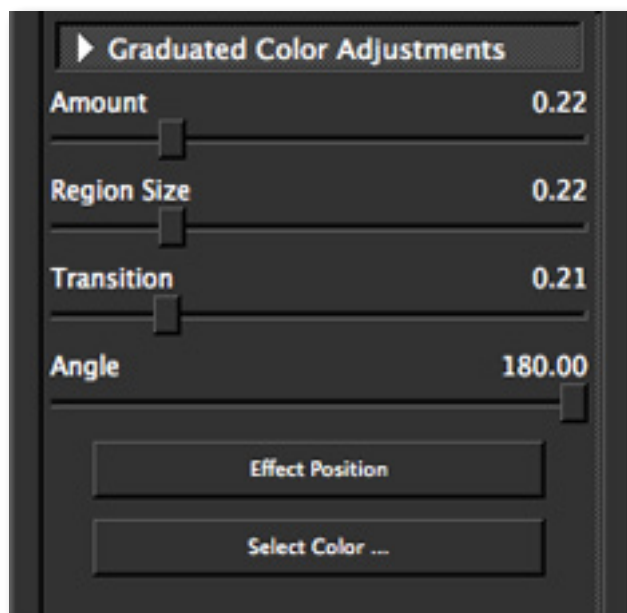
# Settings & Parameters

## Filter - Graduated Color

Creates an effect similar to that of a graduated color filter, which blends a color into a portion of an image using a gradual transition.

### Graduated Color Adjustments

Adjust the amount of graduated region.



#### Amount

Determines the intensity (opacity) of the applied color. As this slider is decreased the opacity of the color will also decrease.

#### Region Size

Determines how much of your image is affected by the added color.

#### Transition

Controls the transition between your image and the graduated color added.

#### Angle

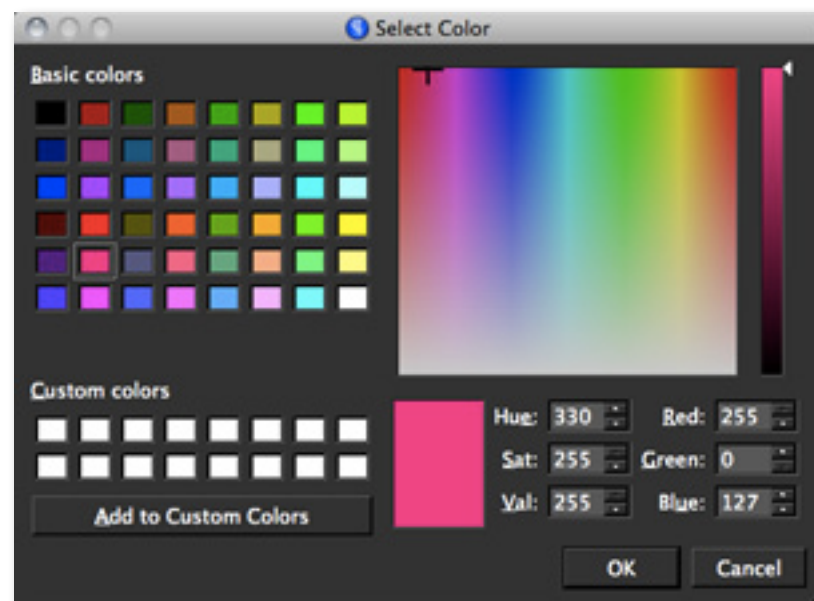
Adjust the angle of the applied color tone. You can adjust the angle from 0 to 180 degrees.

#### Effect Position

1-click selection used to set the placement for the color effect to be applied.

#### Select Color

Allows you to select the color to be added.

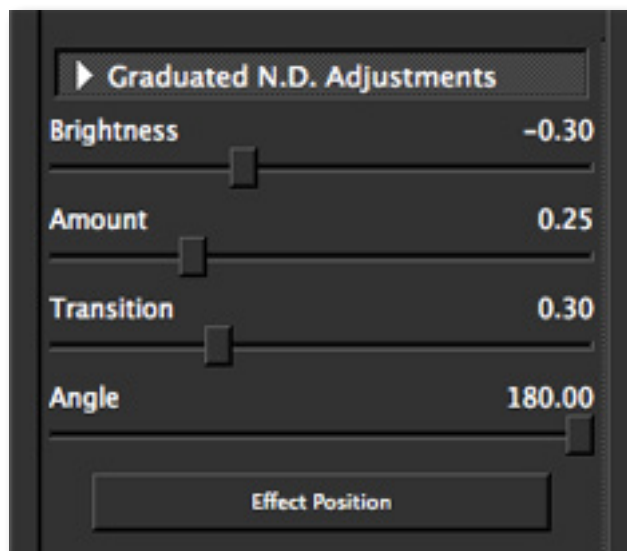


# Settings & Parameters

## Filter - Graduated N.D.

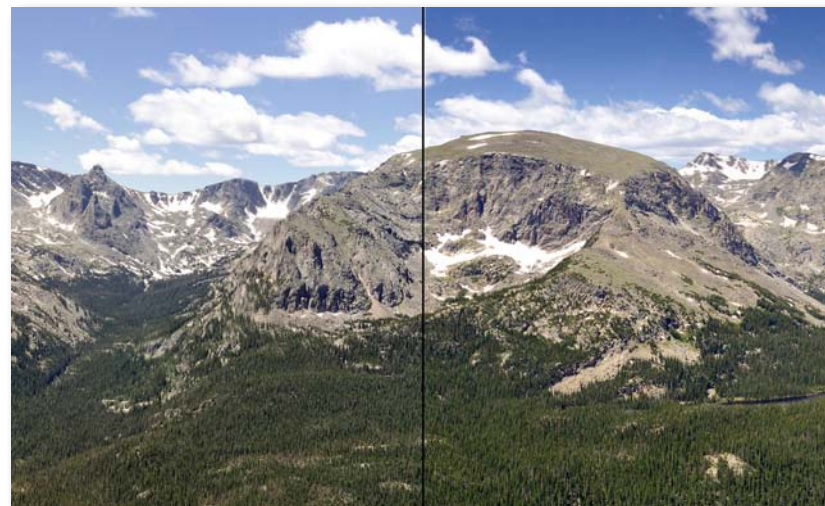
Creates an effect similar to that of graduated neutral density filters, which are used for exposure balance, depth-of-field control and controlling overly bright, washed out images. They are great for balancing out bright skies against darker foregrounds.

### Graduated Neutral Density Adjustments



#### Brightness

Standard brightness adjustment parameter. Decreasing acts like the filter, allowing less light in that specific area.



Before - Neutral Density

After - Neutral Density

#### Amount

How much of your image is covered by that decrease in brightness.

#### Transition

Controls the transition between your image and the graduated shade added.

#### Angle

Adjust the angle of the applied effect. You can adjust the angle from 0 to 180 degrees.

#### Effect Position

1-click selection used to set the placement for the effect to be applied.

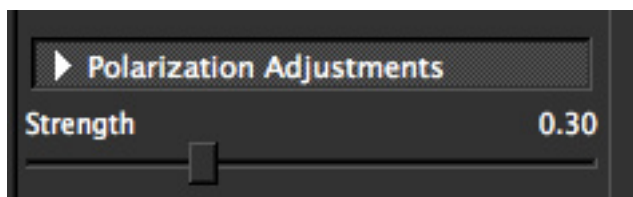
# Settings & Parameters

## Filter - Polarization

Creates an effect similar to that of circular polarizer by darkening the sky, reducing reflections in water and reducing shine in foliage. Another characteristic of the polarizer is that it can also increase saturation.

### Polarization Adjustments

Adjusts the effects of the polarization applied to the image.



### Strength

Determines the intensity of the polarizing effect. The higher the value the more stronger the effect and the richer the saturation will be.

In just one step, you can easily enhance the look of your and balance of images without owning a polarizing filter.



Before - Polarization



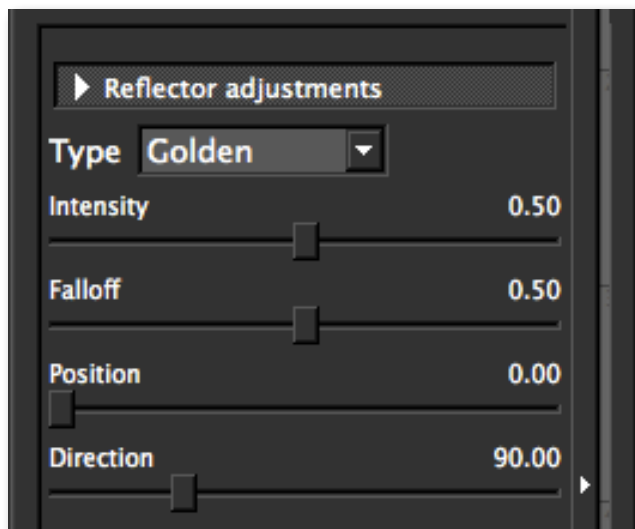
After - Polarization

## Filter - Reflector

Simulates a traditional gold or silver reflector, used to redirect light towards a given subject or scene.

### Reflector Adjustments

Controls the type, amount and position of the applied light boost in your image.



Want to learn more about the types of filters and how they can help improve and enhance your images? Sign up for a webinar at: [www.topazlabs.com/webinars](http://www.topazlabs.com/webinars)

# Settings & Parameters

### Type

Select a gold or silver reflector effect.



Type - Gold and adds a warm light to the shadows.

Type - Silver adds a more neutral light.

### Strength

Controls how strong the reflector effect is.

### Transition

Controls the transition between the reflector effect and the original photo.

### Position

Determines the size of the reflector effect.

### Direction

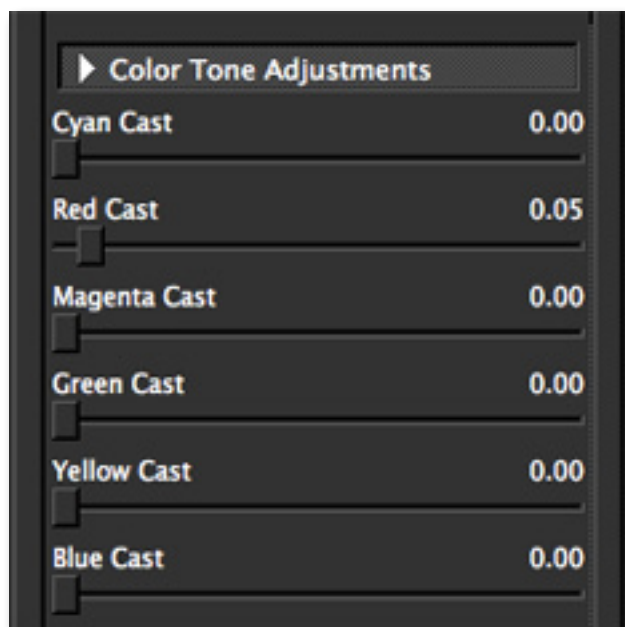
Determines the angle of the reflector effect.

# Settings & Parameters

## Filter - Single Tone

The Single Tone effect is similar to using a color filter on your camera. It adds shades of any color to an image.

### Color Tone Adjustments



#### Cyan Cast

Controls the Cyan color.

#### Red Cast

Controls the Red color.

#### Magenta Cast

Controls the Magenta color.

#### Green Cast

Controls the Green color tones.

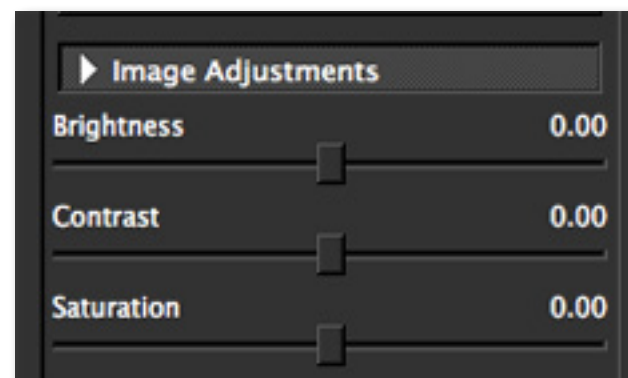
#### Yellow Cast

Controls the Yellow color tones.

#### Blue Cast

Controls the Blue color tones.

### Image Adjustments



#### Brightness

Standard brightness adjustment parameter. Increasing this parameter increases the overall brightness of the image.

#### Contrast

Adjusts definition between areas of light and dark to add more depth.

#### Saturation

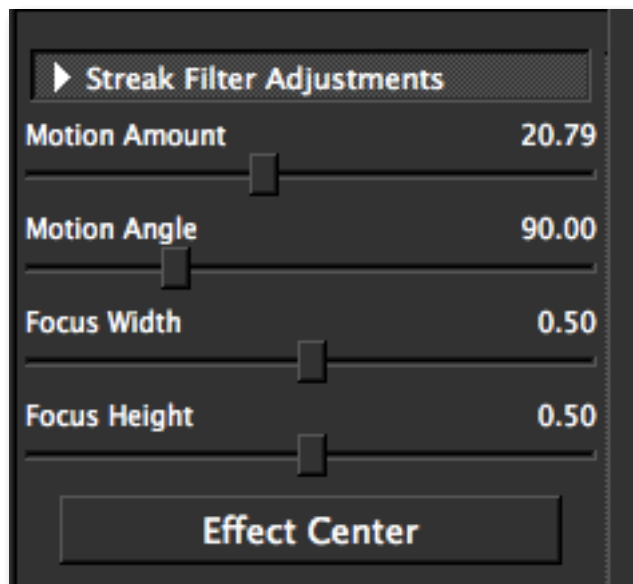
Standard parameter to increase or decrease the overall saturation (richness and brightness) of the image.

## Filter - Streak

The Filter - Streak option creates motion in an image for a streaked or creative blur type of effect. It can also produce a ghost-like effect.

### Streak Filter Adjustments

Sets the amount of diffusion applied to image.



#### Motion Amount

Determines the amount of motion movement applied to the image.

#### Motion Angle

Adjust the angle of the applied applied motion. You can adjust the angle from 0 to 360 degrees.

# Settings & Parameters

#### Focus Width

Adjusts the horizontal span of the applied blur (from the Effect Center). A higher value will include more focused area from the Effect Center.

#### Focus Height

Adjusts the vertical span of the applied blur (from the Effect Center). A higher value will include more focused area from the Effect Center.

#### Effect Center

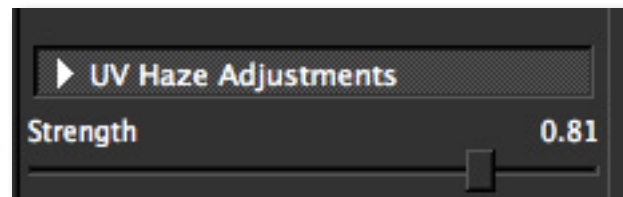
1-click center-point selection.

## Filter - UV/Haze

The Filter - UV/Haze allows you to reduce UV and eliminate haze from your image by emulating the characteristics of a UV/Haze filter.

### UV/Haze Adjust

Controls the UV/Haze adjustments made to the image.



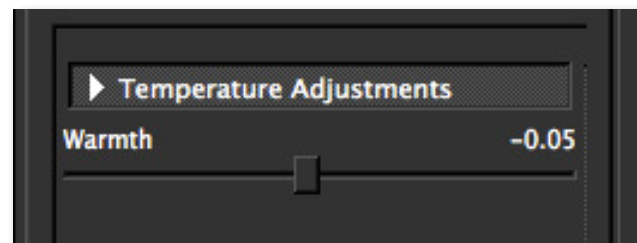
#### Strength

Determines how much UV / Haze reduction is applied to an image.

# Settings & Parameters

## Filter - Warmth

The Filter - Warmth option control the temperature of your image by giving it a warm or cool tint. Moving the slider towards 1 will add a warmer temperature and moving the slider towards -1 will add a cooler temperature.



Cooler



Original Image



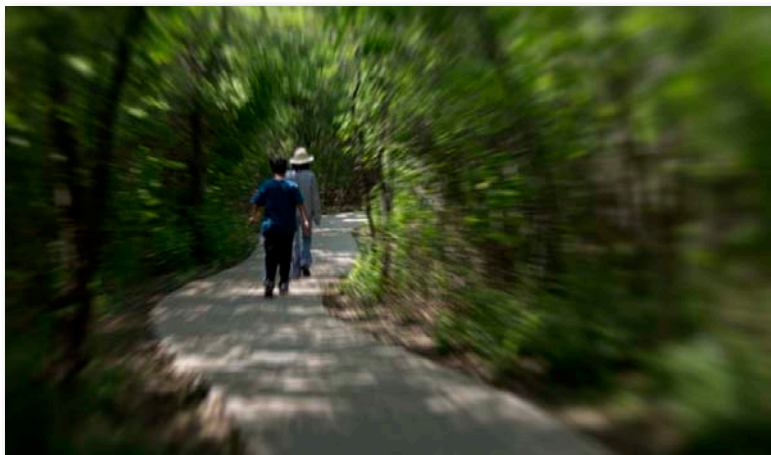
Warmer

## Lens - Creative Blur

Creates fun, selective blur effects.



Before - Creative Blur

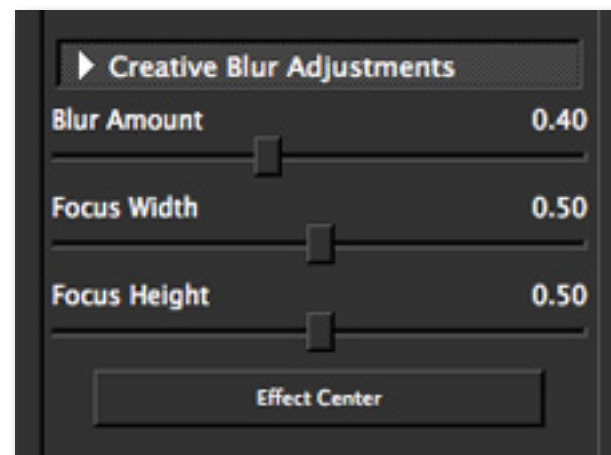


After - Creative Blur

# Settings & Parameters

## Create Blur Adjustments

These parameters are used to set and control the focus area and blur amount.



### Blur Amount

Determines the amount of blur to be applied.

### Focus Width

Adjusts the horizontal span of the applied blur (from the Effect Center). A higher value will include more focused area from the Effect Center.

### Focus Height

Adjusts the vertical span of the applied blur (from the Effect Center). A higher value will include more focused area from the Effect Center.

### Effect Position

1-click selection used to set the placement for the blur effect to be applied.

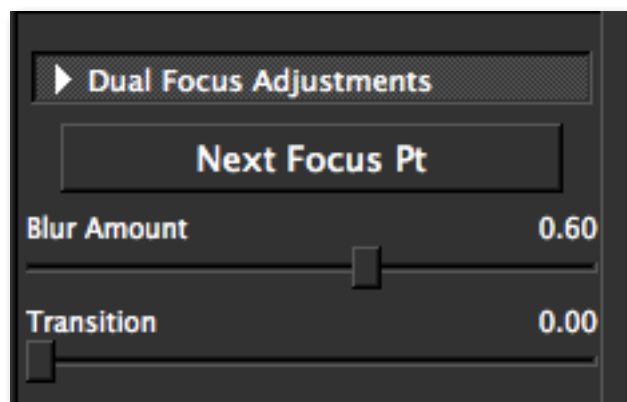
# Settings & Parameters

## Lens - Dual Focus

The Lens - Dual Focus option allows you to select two focus points within an image, while blurring everything else.

### Dual Focus Adjustment

This is where you will select the two focus points and apply common adjustments.



### Focus Point

This 1-click button allows you to select your two focus points within your image. Click on the Focus Point button to activate the crosshairs then you can click anywhere on your image to select it as the focus point. To set the second focal point, simply click on the focus point button again to reactivate the crosshairs and then select the second focus point in your image. You can change focus points at any time by repeating these steps.

### Blur Amount

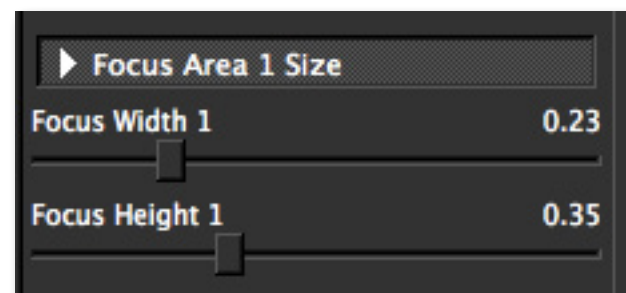
Determines the amount of blur applied to image. The higher the value the heavier the blur.

### Transition

Determines the transition between the blur and the two focus points in your image.

### Focus Area 1 Size

Allows you to control the size of your first focus area.



### Focus Width 1

Adjusts the horizontal span of the focus area. A higher value will include more focused area and a smaller value will have less focused area.

### Focus Height 1

Adjusts the vertical span of the focus area. A higher value will include more focused area and a smaller value will have less focused area.

# Settings & Parameters

## Focus Area 2 Size

Allows you to control the size of your second focus area.



### Focus Width 2

Adjusts the horizontal span of the focus area. A higher value will include more focused area and a smaller value will have less focused area.

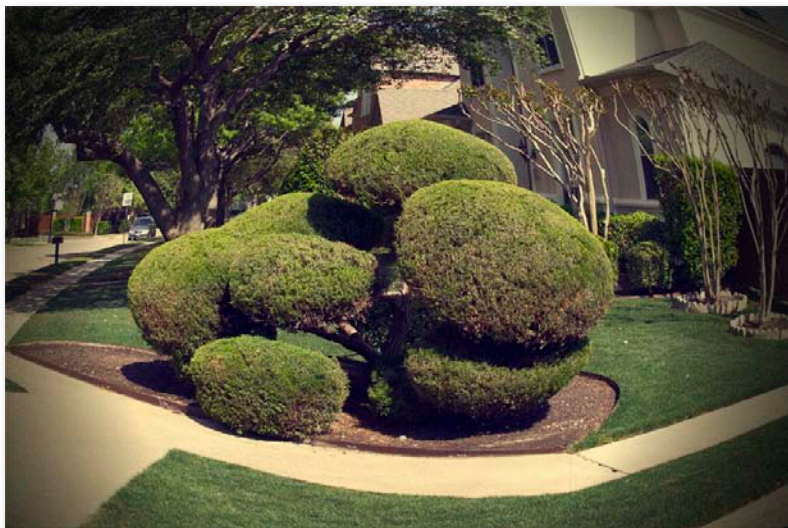
### Focus Height 2

Adjusts the vertical span of the focus area. A higher value will include more focused area and a smaller value will have less focused area.



## Lens - Fisheye

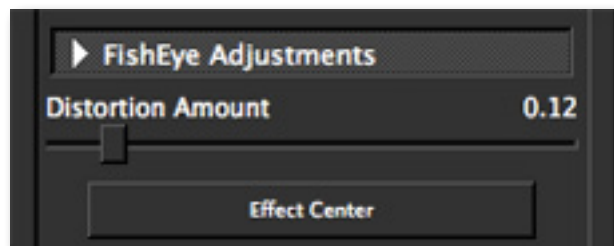
Creates fun effects similar to that of a fisheye lens.



After - FishEye Effect

### FishEye Adjustments

Simulates the fisheye effect using tools to determine distortion amount and origination.



# Settings & Parameters

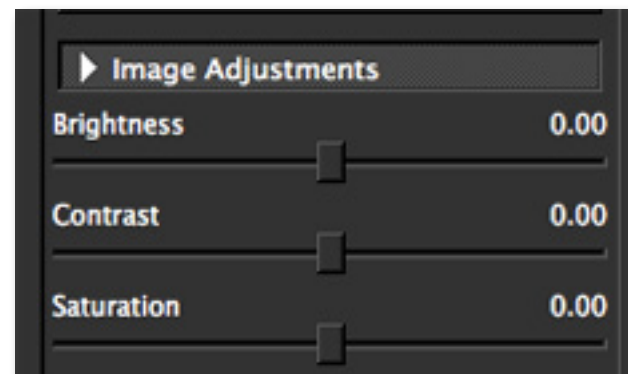
### Distortion Amount

Determines the amount of distortion added to the image. The higher the value the more distorted the image will be.

### Effect Center

1-click center focal-point selection.

### Image Adjustments



### Brightness

Standard brightness adjustment parameter. Increasing this parameter increases the overall brightness of the image.

### Contrast

Adjusts definition between areas of light and dark to add more depth.

### Saturation

Standard parameter to increase or decrease the overall saturation (richness and brightness ) of the image.

## Lens - Motion

Creates a motion blur effect that will give your image movement and a sense of speed.



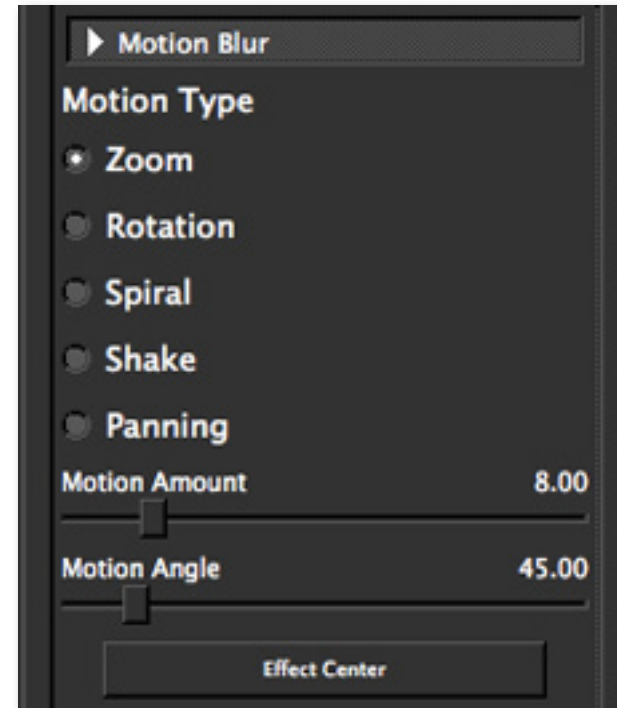
Before - Motion



After - Motion

# Settings & Parameters

## Motion Blur



### Motion Type

Sets the type of motion that is applied.

### Motion Amount

Determines the amount of motion movement applied to the image.

### Motion Angle

Adjust the angle of the applied applied motion. You can adjust the angle from 0 to 360 degrees.

### Effect Center

1-click center focal-point selection.

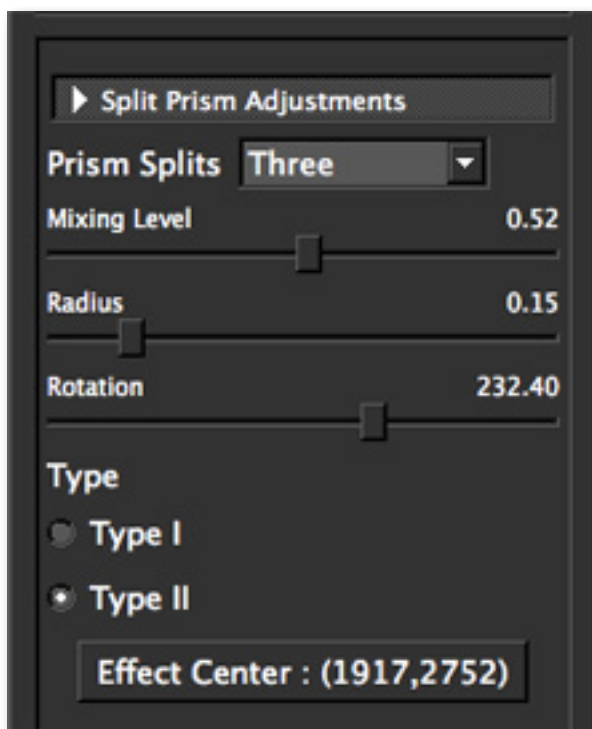
# Settings & Parameters

## Lens - Split Prism

Creates a prism effect that allows you to slice your image up and split or stack those slices.

### Split Prism Adjustments

Provides adjustments for creating the split prism effects.



### Prism Splits

Sets the amount of splits your image is broken into.

### Mixing Level

Blends the transition between the slices/splits.

### Radius

Adjusts the span of each split. The higher the radius the longer the span - making each slice wider and less in number. The lower the number the smaller the span (width) of each slice and the more slices there are.

### Rotation

Rotates the position of each slice.

### Type

Type I is stack effect

Type II is split effect

### Effect Center

1-click center-point selection.



Before Split Prism



After Split Prism

## xF Options

The xF effect options allow you to individual add additional effects to your image. When adding multiple effects you will want to click the “Apply” button to save those changes before moving on and adding more.

## xF - Add Adjustment

### Image Adjustments



# Settings & Parameters

### Brightness

Standard brightness adjustment parameter. Increasing this parameter increases the overall brightness of the image.

### Contrast

Adjusts definition between areas of light and dark to add more depth.

### Saturation

Standard parameter to increase or decrease the overall saturation (richness and brightness ) of the image.

### Saturation Boost

Increase or decrease the saturation of less saturated colors in an image.

### Shadow

Adjusts the shadows in an image. Decreasing this parameter will make shadow areas darker. Increasing this parameter will make shadow areas lighter by opening them up and revealing previously obscured detail in those shadow areas.

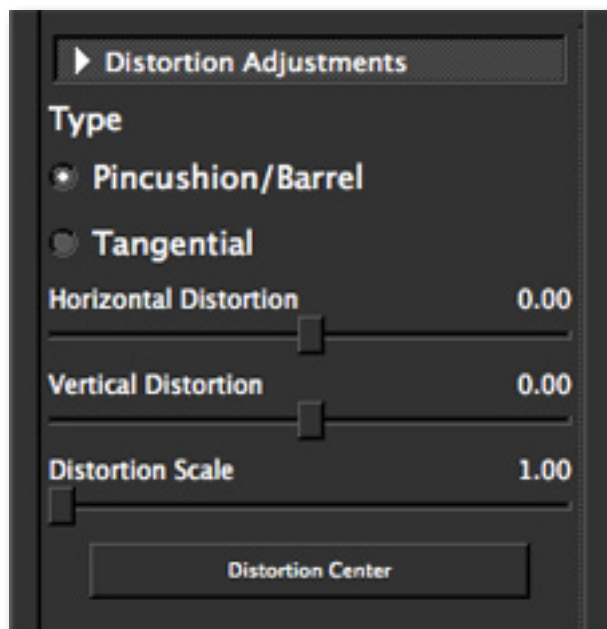
### Highlight

Adjusts the highlights in an image. Increasing this parameter increases the highlights in an image.

When adding additional effects and presets, keep in mind that once you click “Apply” you can not undo that applied change. Be sure to use the Snap / Recall features to compare changes before applying.

## xF - Add Geometric Distortion

### Distortion Adjustments



#### Type

Sets the type of distortion you want to apply to the image.

#### Horizontal Distortion

Controls the horizontal image distortion. A lower value will pull and stretch your image more to the right (from the Effect Position, set in the Tilt-shift tab). A higher value will pull and stretch your image more to the left.

When used in conjunction with Pincushion/Barrel, this slider will evenly pull both sides of your image outward (from the Effect Position) when increased or push both sides inward towards when decreased.

When used in conjunction with Tangential, your image will be pulled (from the Effect Position) outward or inward.

#### Vertical Distortion

Controls the vertical image distortion. A lower value will pull your image upward (from the Effect Position, set in the Tilt-shift tab). A higher value will pull your image downward.

When used in conjunction with Pincushion/Barrel, this slider will pull the top and bottom of your image outward (from the Effect Position) when increased or push the top and bottom inward (towards the Effect Position, set in the Tilt-shift tab) when decreased.

When used in conjunction with Tangential, this slider will pull the bottom of your image downward (from the Effect Position) when decreased and upward when increased.

#### Distortion Scale

Image magnification distortion. A higher value will increase the magnification.

#### Distortion Center

1-click center distortion selection.

## xF - Add Grain

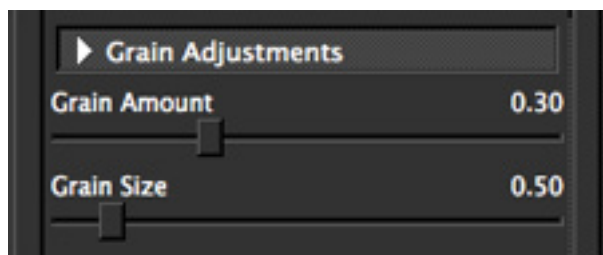
This effect allows you to apply additional grain to your image.



Without Grain

With Grain

### Grain Adjustments



#### Add Grain

Adds film-like grain to the image for a lightly textured and natural look. Correlates directly to the Grain Size slider.

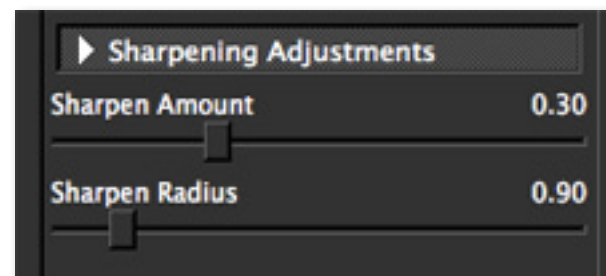
#### Grain Size

This parameter correlates to the Add Grain slider. It determines the size of the added grain.

# Settings & Parameters

## xF - Add Sharpening

This effect allows you to add additional sharpening to your image.



### Sharpening Adjustments

Controls the amount of sharpening to be applied.

#### Sharpen

Intensifies the sharpness of your image and correlates directly to the Sharpness Radius slider.

#### Sharpen Radius

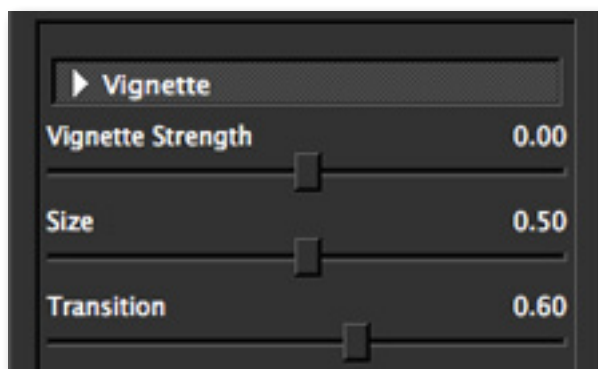
This parameter correlates to the Sharpness slider and should be used sparingly. If extra sharpness in an image is needed, slowly increase this slider until the best results are achieved.

Tip: Adding grain into your image can give it additional texture to make it look more natural.

## xF - Add Vignette

This effect allows you to add a basic vignette to your image.

### Vignette



#### Vignette Strength

Controls how heavily the vignette is applied to your image. A higher value will produce a darker vignette, whereas a smaller value will produce a lighter, more opaque vignette

#### Size

Controls the size of the applied vignette. A higher value will expand the width of the vignette towards the edges of your image. A smaller value will contract the vignette inward to the center of your image.

#### Transition

Determines the hardness of the transition between the blurred (out-of-focus) background and the focused foreground. The higher the value the softer the transition will be.

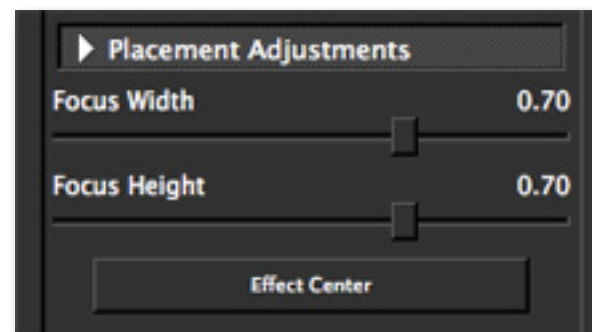
# Settings & Parameters

## xF - Add Vignette - Selective

This effect allows gives you more control over added vignette effects.

### Placement Adjustments

Allows you to determine the exact location and span of your applied vignette.



#### Focus Width

Adjusts the horizontal span of the applied blur (from the Effect Center). A higher value will include more focused area from the Effect Center.

#### Focus Height

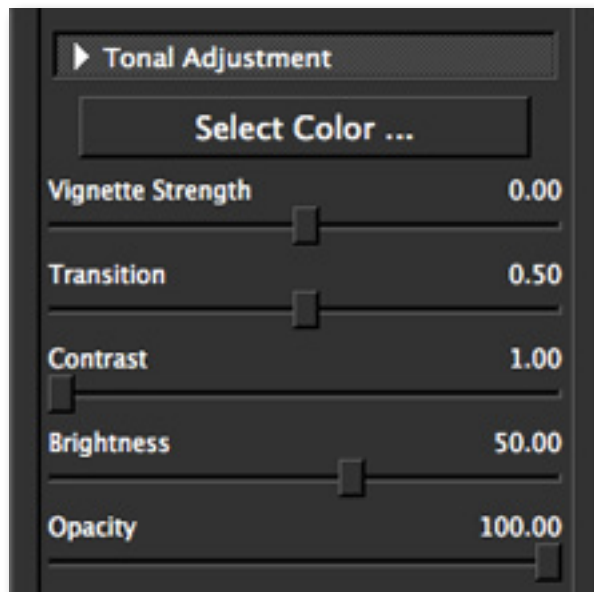
Adjusts the vertical span of the applied blur (from the Effect Center). A higher value will include more focused area from the Effect Center.

#### Effect Center

1-click center focal-point selection.

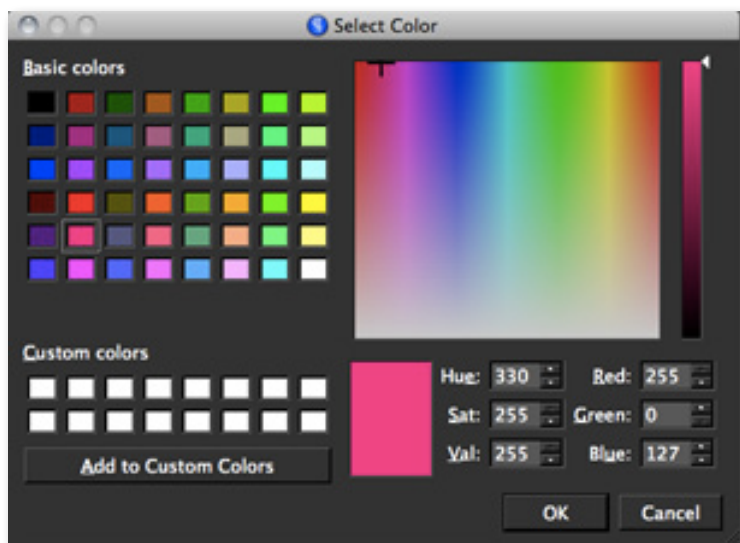
# Settings & Parameters

## Tonal Adjustments



### Select Color

Allows you to select the color of the vignette.



### Vignette Tone

Determines the strength of the vignette.

### Transition

Controls the transition between your image and the Vignette. A lower value will render a harder more prominent transition, whereas a higher value renders a smoother, more subtle transition.

### Contrast

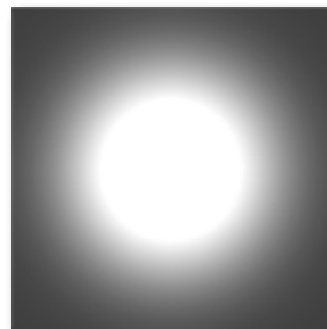
Adjusts definition between areas of light and dark to add more depth.

### Brightness

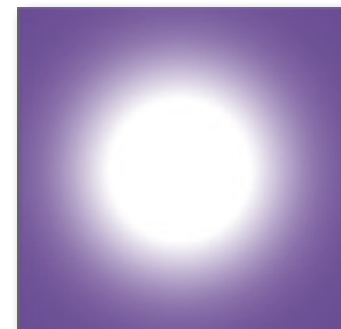
Standard brightness adjustment parameter. Increasing this parameter increases the overall brightness of the image.

### Opacity

Determines the strength of the applied vignette. A lower value will render more transparency in the vignette.



Basic Vignette



Color Vignette

Examples above show you what a basic vignette looks like (without the image). It's applied over your image to draw attention inward towards the selected center.

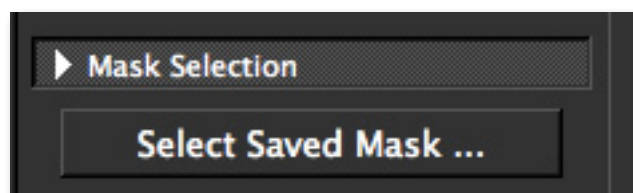
# Settings & Parameters

## xF - Add Vignette - Use Saved Mask

This effect allows you to select a pre-existing mask to add to your image as a vignette.

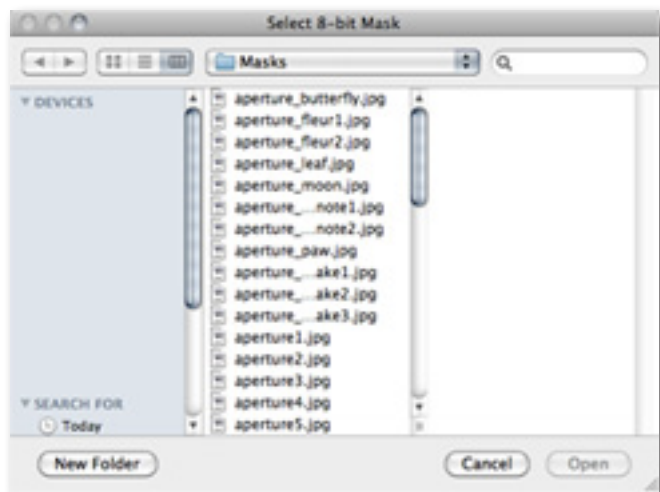
### Mask Selection

This is where you will select/load your mask.



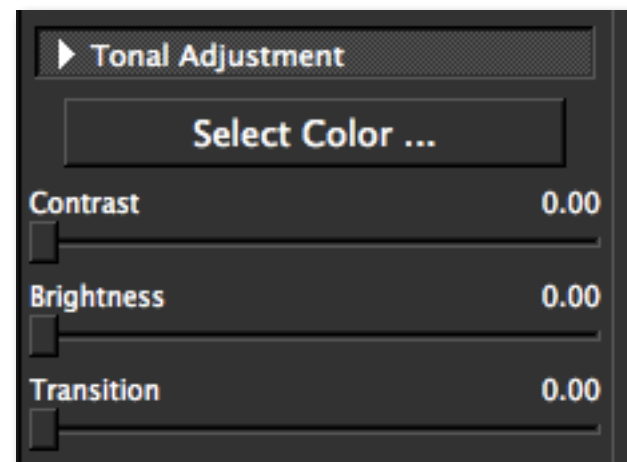
### Select Saved Mask

Click this button to load a mask from your saved files.



## Tonal Adjustment

This is where you will fine tune how the mask/vignette selection is applied to your image.



### Select A Color

Allows you to select a vignette color to apply.

### Contrast

Adjust the contrast of the vignette mask.

### Brightness

Controls the brightness of the applied vignette mask. A higher value will make it brighter, giving it a more opaque look.

### Transition

Determines the hardness of the transition between the image and the applied vignette mask. The higher the value the softer the transition will be.

## Sample Project #1

In this project, we will walk you through a quick Bokeh example workflow to help you get acquainted with the tools and setup of the new Topaz Lens Effects. This example will use the Bokeh - Center Focus Effect, which is the quickest and most basic way to create the bokeh effect in your image.



Before Topaz Lens Effects

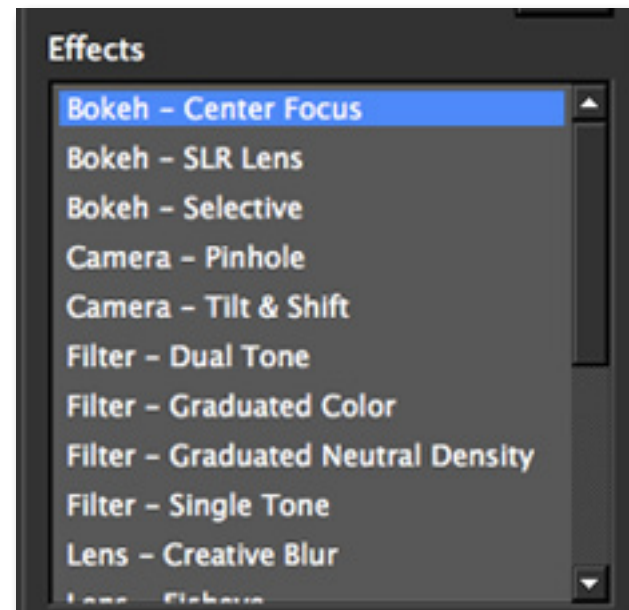


After Topaz Lens Effects

1. Open your image in Photoshop (or another compatible host program) and go to Filters -> Topaz Labs -> Lens Effects.
2. Once your image loads, use the zoom tools to zoom in on a specific part of your image. Then you can click on the preview and drag it around until you find an area that you like.

When first getting into Topaz Lens Effects you may want to explore all of the effects and their associated presets before jumping into the workflow. This will give you a better idea of the various effects that you can create.

3. Go to your Effects / Presets panel on the left side of the screen and select Bokeh - Center Focus from the Effects Menu.



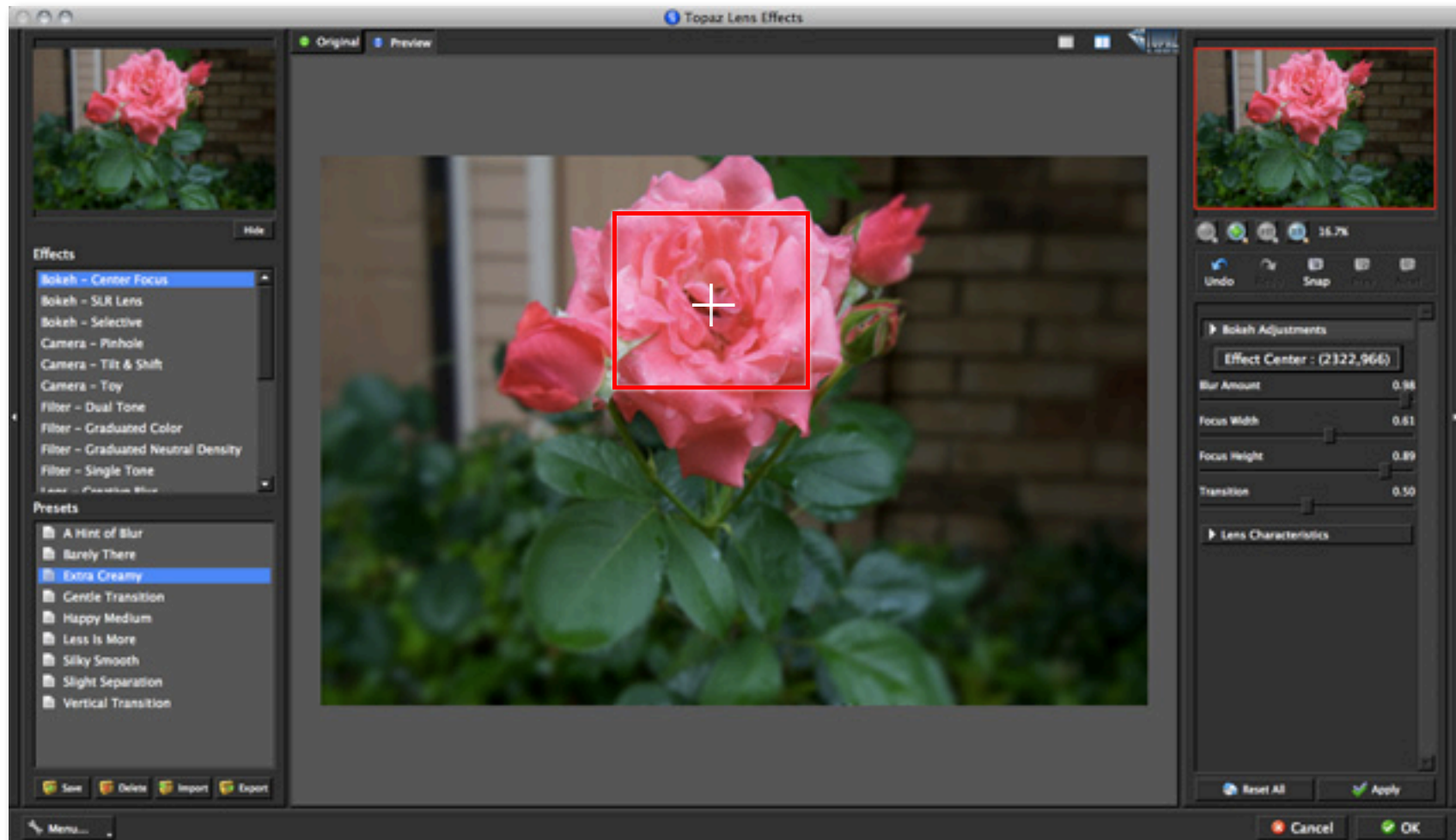
You will notice in the Presets menu (below Effects) that the default bokeh presets pop up, and that the tools in your tools panel on the right side of your screen also change accordingly.

4. Select a preset and click on it to apply. Be sure to scroll through each preset to see which one will work as a good starting point for your image. (Don't worry if your subject looks out of focus...we will change that next.



You are welcome to select any preset you'd like...or you can skip the presets and work solely with the sliders. For this image we selected the Extra Creamy preset. Again, don't worry if your focal point is effected by the blur. We will correct that in the Bokeh Adjustments tab by setting the Effect Center.

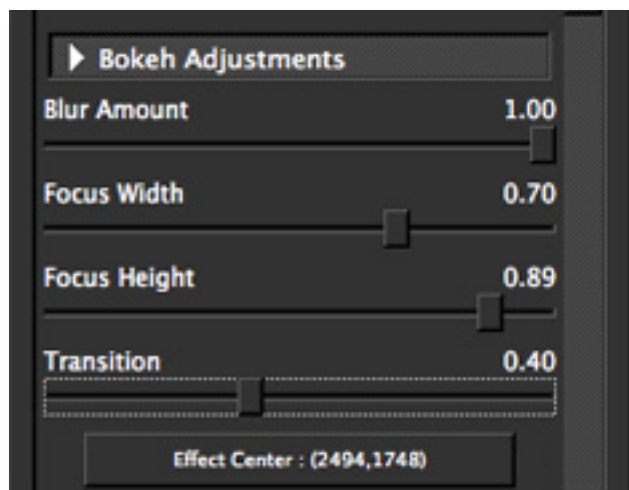
5. Go to the Bokeh Adjustments and click on the Effect Center button. You will see a small plus sign that will allow you to click on your image in the preview window to set the effect center - your applied blur should shift after resetting the Effect Center. We clicked right in the center of the rose.



6. Adjust the blur slider to apply the desired amount of blur to your image.

7. Adjust the Focus Width and Focus Height sliders. These sliders adjust the horizontal and vertical span (respectively) of the applied blur in your image. A higher value will include more focused area (from your Effect Center) whereas a smaller value will include less focus and more blur.

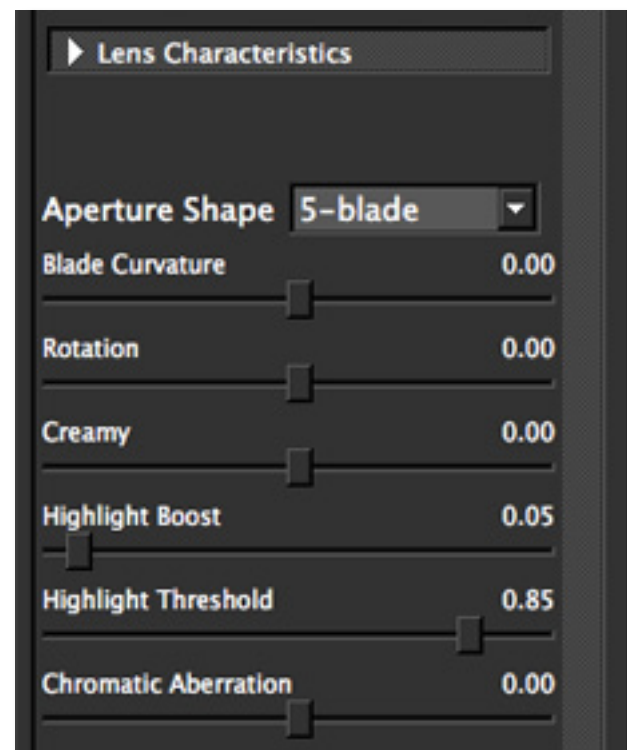
8. Adjust the Transition slider to change the hardness of the transition between the in-focus and out-of-focus areas of your image. A smaller value will give your a harder, more visible transition. A higher value will give you a softer more diffused transition.



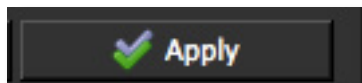
You can change the center focus in your image at anytime by clicking the Effect Center button and then selecting the desired area on your image.

Be sure to use the Original and Preview buttons to see your before and after for comparison. You can also use the spacebar shortcut key.

9. Go to the Lens Characteristics tab. Here you can make changes to the aperture shape and rotation of the bokeh highlights in your image. You can also adjust the intensity of the highlights and control chromatic aberration cast from those highlights.

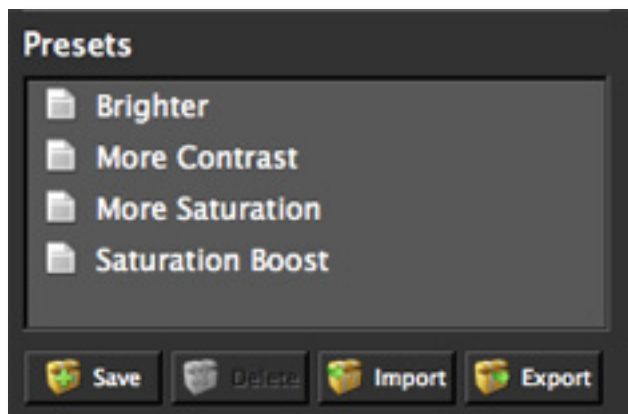


Once you are happy with your Bokeh Adjustments and Lens Characteristic Adjustments you can either click OK to process your image or you can click Apply to add more effects.

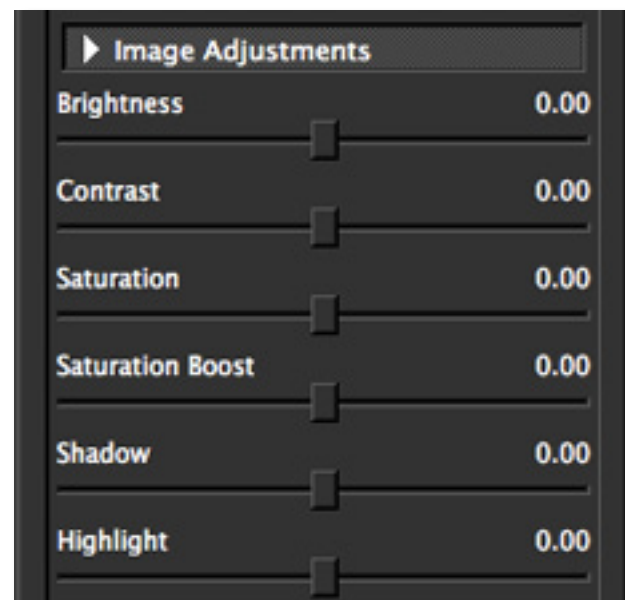


So, for example, you may want to boost the saturation in your image just a bit. Go ahead and click the Apply button. You will see the progress bar at the bottom of the screen move as your changes are being processed.

After that, go back to your Effects menu and select the xF - Add Adjustment option. This will bring up some default presets for additional enhancements you can add. You can go to your Image Adjustments tab on the right side of the interface to have more control and manually adjust the additional image adjustments to be added.



xF stands for additional function. You can add these effects to your image and stack them any way you'd like using the "Apply" button.



After making your adjustments here in the Add Adjustment option, you can click "Apply" to save these changes and then add more.

Or if you are completely finished with your image and are happy with your adjustments you can click OK and watch your image transform.

In the final image, you can see how the applied bokeh blurs the bottom and edges of the image, moving inward towards the rose.



Before Topaz Lens Effects



After Topaz Lens Effects

## Sample Project #2

In this project, we will walk you through an example workflow that uses the Bokeh - Selective effect to demonstrate the use of the smart brush for creating a depth map.

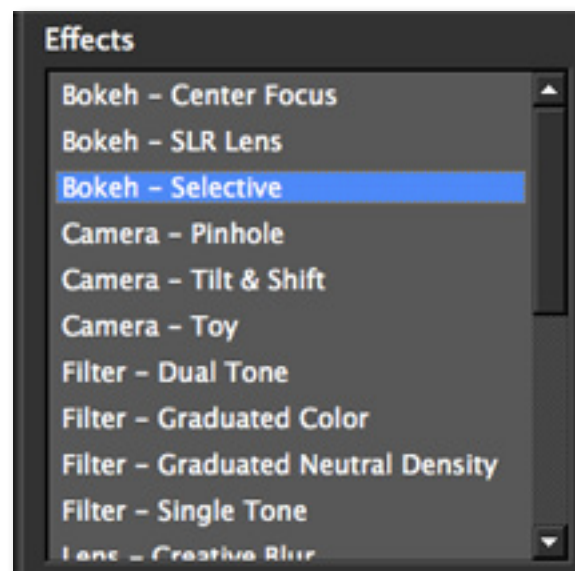


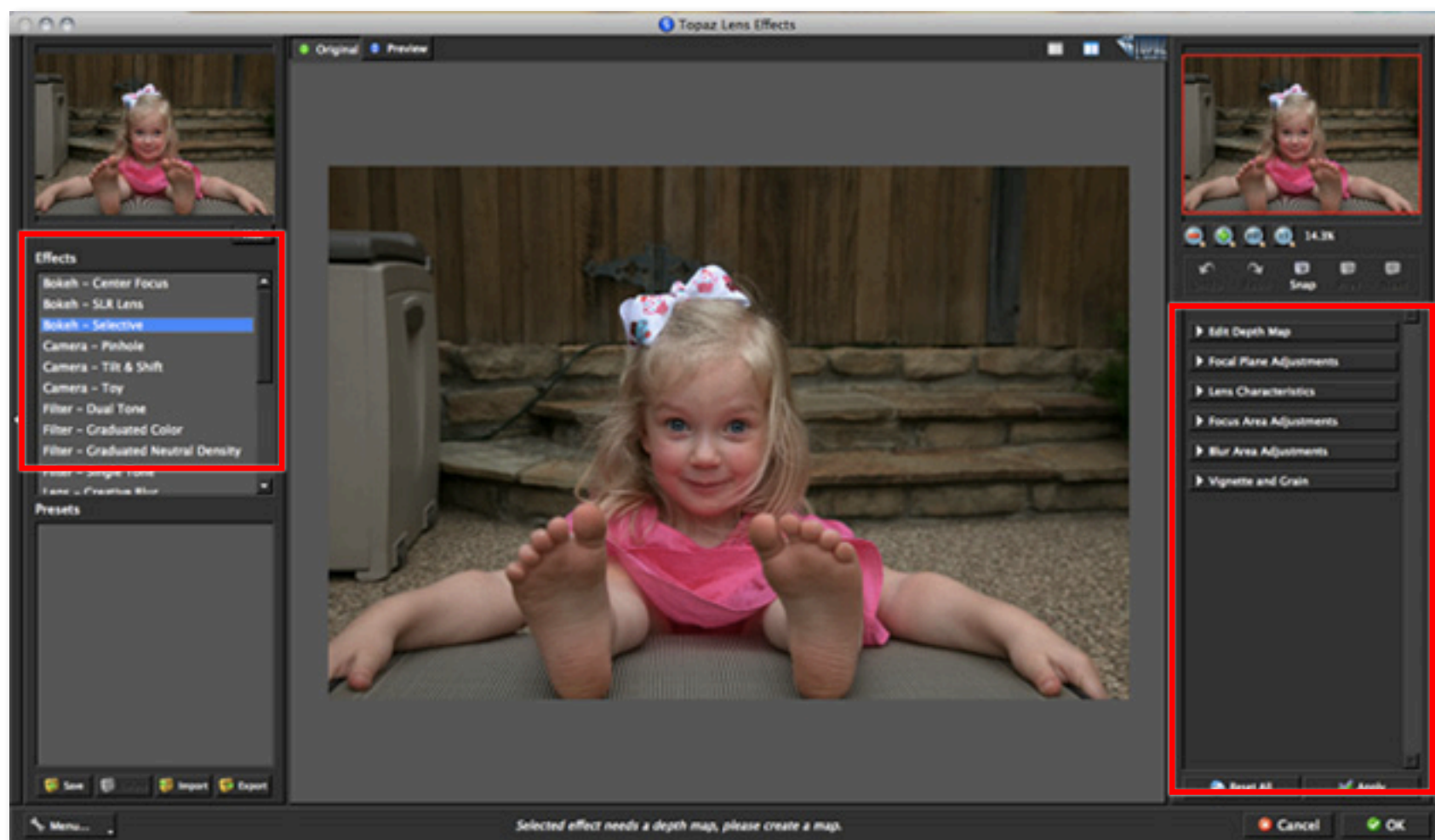
Before Topaz Lens Effects



After Topaz Lens Effects

1. Open your image in Photoshop (or another compatible host program) and go to Filters -> Topaz Labs -> Lens Effects.
2. Once your image loads, use the zoom tools to zoom in on a specific part of your image. Then you can click on the preview and drag it around until you find an area that you like.
3. Go to your Effects / Presets panel on the left side of the screen and select Bokeh - Selective from the Effects Menu.



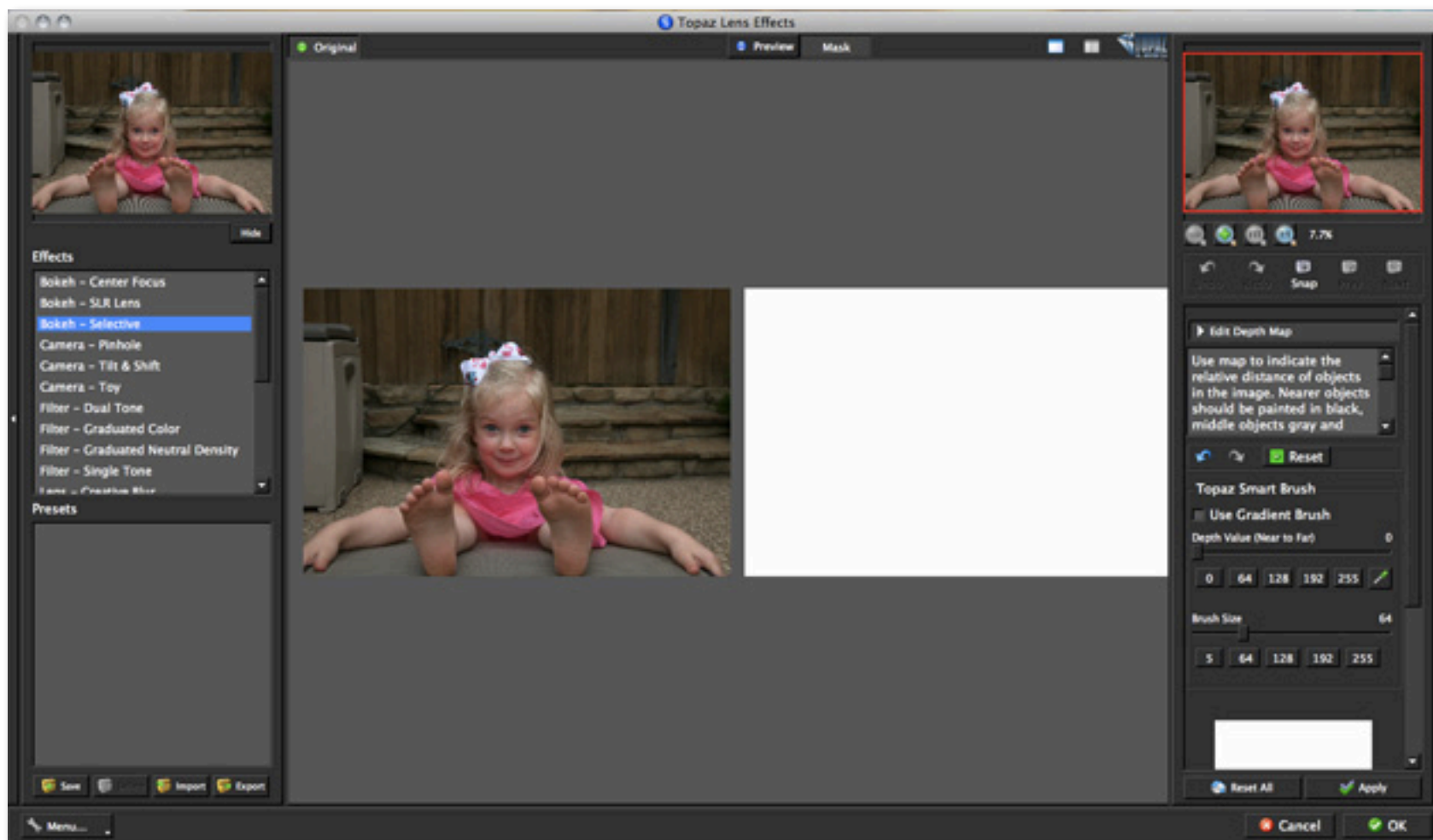


4. Your first steps will be in the Edit Depth Map tab. This will automatically open up the split screen view, which will help you visually when creating the depth map.

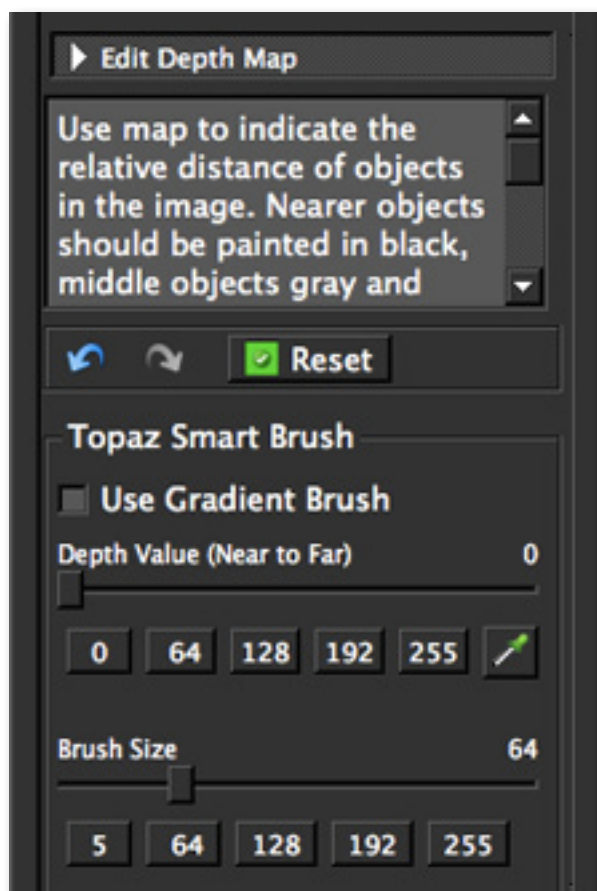
When your mask preview loads there may be a partial depth map outline that loads with it. You can tweak it,

to complete the depth map, or you can start over.

5. (To start over) Go ahead and set your Depth Value slider to 255 (either by dragging the slider or by clicking the 255 button) and then click on the Reset button that has the green icon next to it. This will reset the depth map and fill it with white.



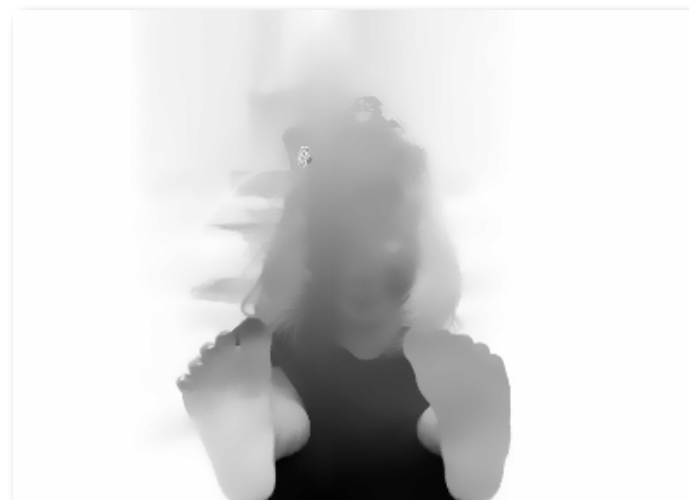
6. The first thing will be to create the depth map. Click on the Use Gradient Brush checkbox to enable it.
7. Then set your depth values near to far, where black (value 0) represents the nearest point and white (value 255) represents the furthest point.



The black portion of your image will be the most focused part of your image and will taper into the blur or white portion of your image.

You will be able to control the look and intensity of the blur and transition using the other tabs once you have finished the depth map creation.

For this image, we want the girl's face to be the most focused part and the brick area behind her to be out of focus.

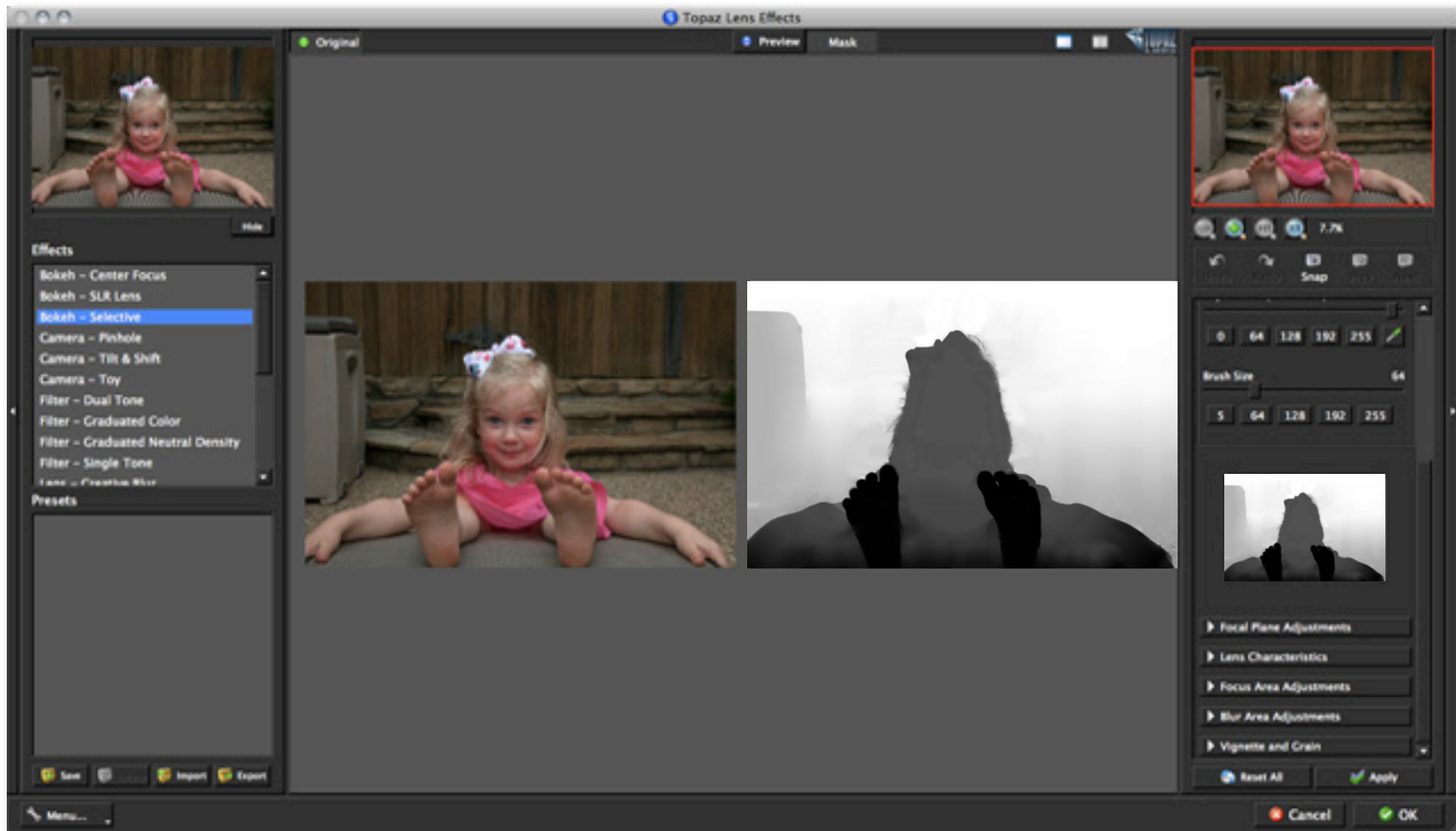


Example of a gradient depth map in progress

Tip: Larger the brush size, more it will affect the adjacent areas. Smaller the brush size, more strokes it will need. So pick brush size and brush softness based on the need.

8. We will click at the bottom of the image and drag our cursor up to the top of the image to create the gradient. You may find that you need to do more than one stroke to create the optimal gradient for your image.

9. Switching back to the Smart Brush tool (by unchecking the Use Gradient Brush) we will set the Depth value to 0, select a small brush size and paint in her feet. As you make brush strokes the map will automatically help fill in corresponding sections.

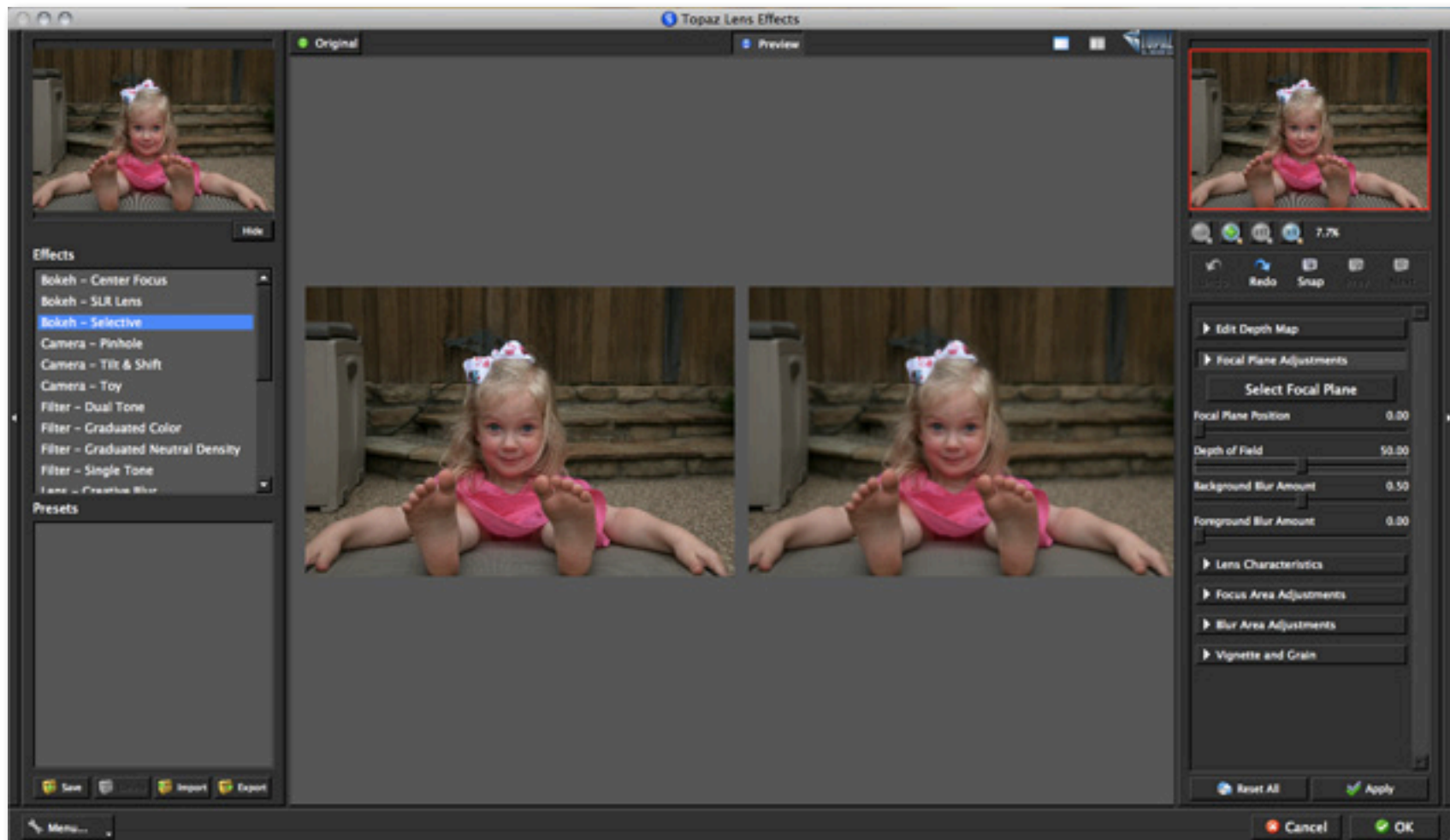


10. If you notice certain parts of your image that are not properly filled then you can fill those areas using your brush tool. For example, the girls head here could use a small touch up.

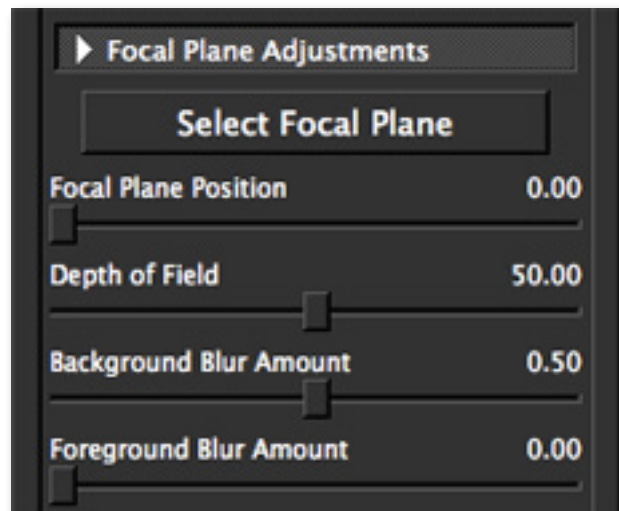
11. Select the green eye dropper tool - this will allow you to click anywhere on the image to select that color value.

12. We will click in the middle of the girls face to select the gray color value and then set our brush size and brush it in. Fill free to do this in any necessary areas and switch back to the gradient tool if needed.

13. Once the depth map is complete we can move on to add the blur effect and adjust our focal point. Click on the Focal Plane Adjustments tab - this will automatically adjust your preview window.



Here in the Focal Plane Adjustments is where our depth map work comes to life. Here we will make selections as to what part of the image we want to be infocus - similar to focusing a camera.



14. First, we will set the Focal Plane Position. You can do this using the Select Focal Plane Button (easiest way) or by adjusting the Focal Plane Position slider (more incremental flexibility).

Our Focal Plane Position was set on the girl's face.

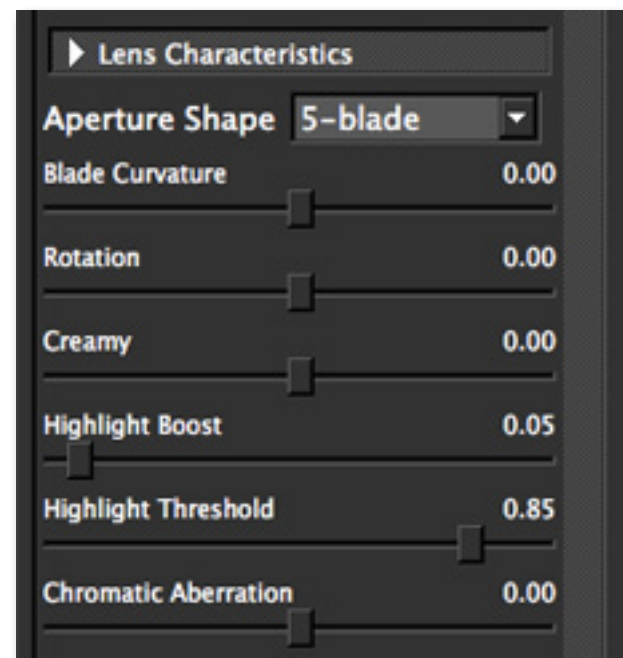
15. Next, you will need to set your depth of field - this is similar to changing the aperture of a lens. For this image we used a high depth of field setting.

16. Adjust the Background and Foreground Amounts. For most images you will want to set your Foreground Blur Amount to zero - so that your foreground is in-focus.

17. Slowly increase the Background Blur Amount until you are satisfied with the amount of blur in your image.

18. We will work our way down each adjustment tab. For this image the only adjustments made in the Lens Characteristics tab was to increase the creamy slider. This offers a smoother blur effect.

If your image has highlights in the background then you can adjust the other parameters in this tab to enhance those highlights. See pages 33 and 34 for details.

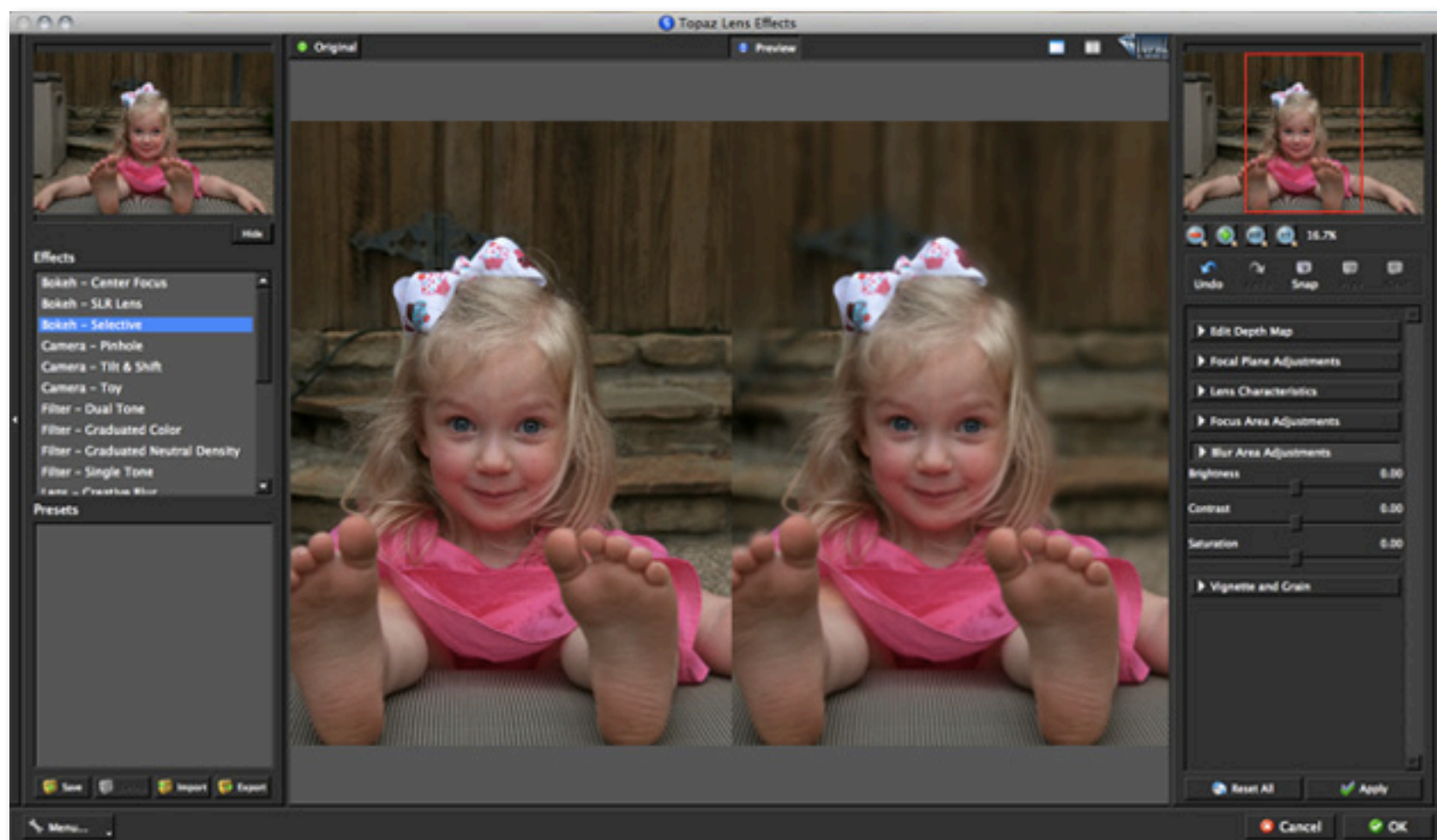


19. In the Focus Area Adjustments we slightly increased all of the parameters to help our focal point, the young girl, stand out more from the background.

20. In the Blur Area Adjustments we slightly decreased the brightness slider, and slightly increased the contrast and saturation sliders.

21. If desired, using the Vignette and Grain tab, you can add a vignette to darken the edges and draw more attention inward.

Increase the grain slider to add grain which will give the image just a little texture to make it look more natural. And that's it! You can click OK to process your image.





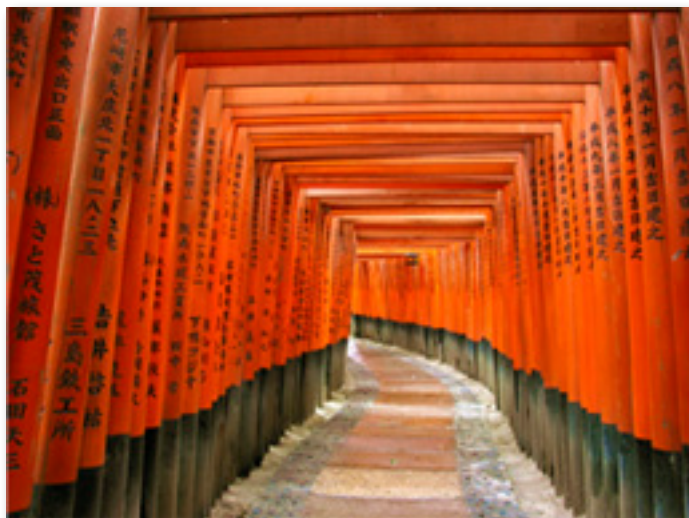
Before Topaz Lens Effects



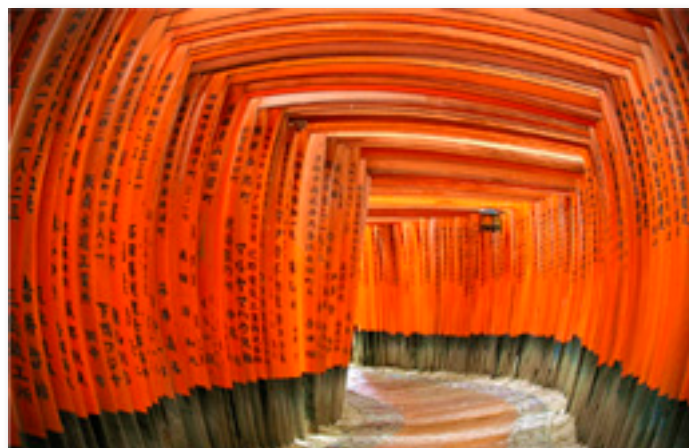
After Topaz Lens Effects

## Sample Project #3

In this project, we will walk you through a quick example workflow to show you how to create neat FishEye Effects using the effects and presets in Lens Effects.



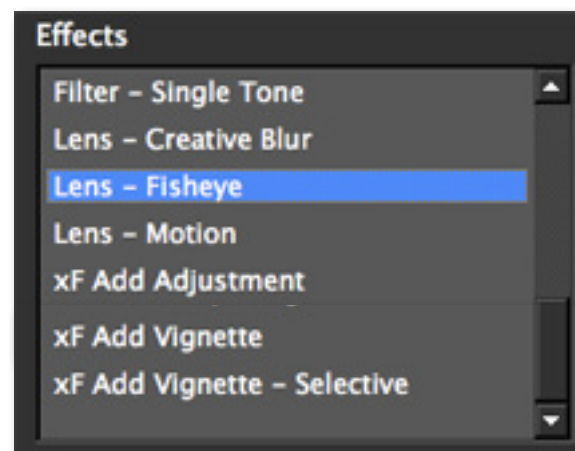
Before Topaz Lens Effects



After Topaz Lens Effects

When creating this image we also used the new “Apply” feature to add sharpening and vignette effects. After the FishEye effect is created, we will show you how to add on additional adjustments as well.

1. Open your image in Photoshop (or another compatible host program) and go to Filters -> Topaz Labs -> Lens Effects.
2. Once your image loads, use the zoom tools to zoom in on a specific part of your image. Then you can click on the preview and drag it around until you find an area that you like.
3. Go to your Effects / Presets panel on the left side of the screen and select FishEye from the Effects Menu.



When first getting into Topaz Lens Effects you may want to explore all of the effects and their associated presets before jumping into the workflow. This will give you a better idea of the various effects that you can create.

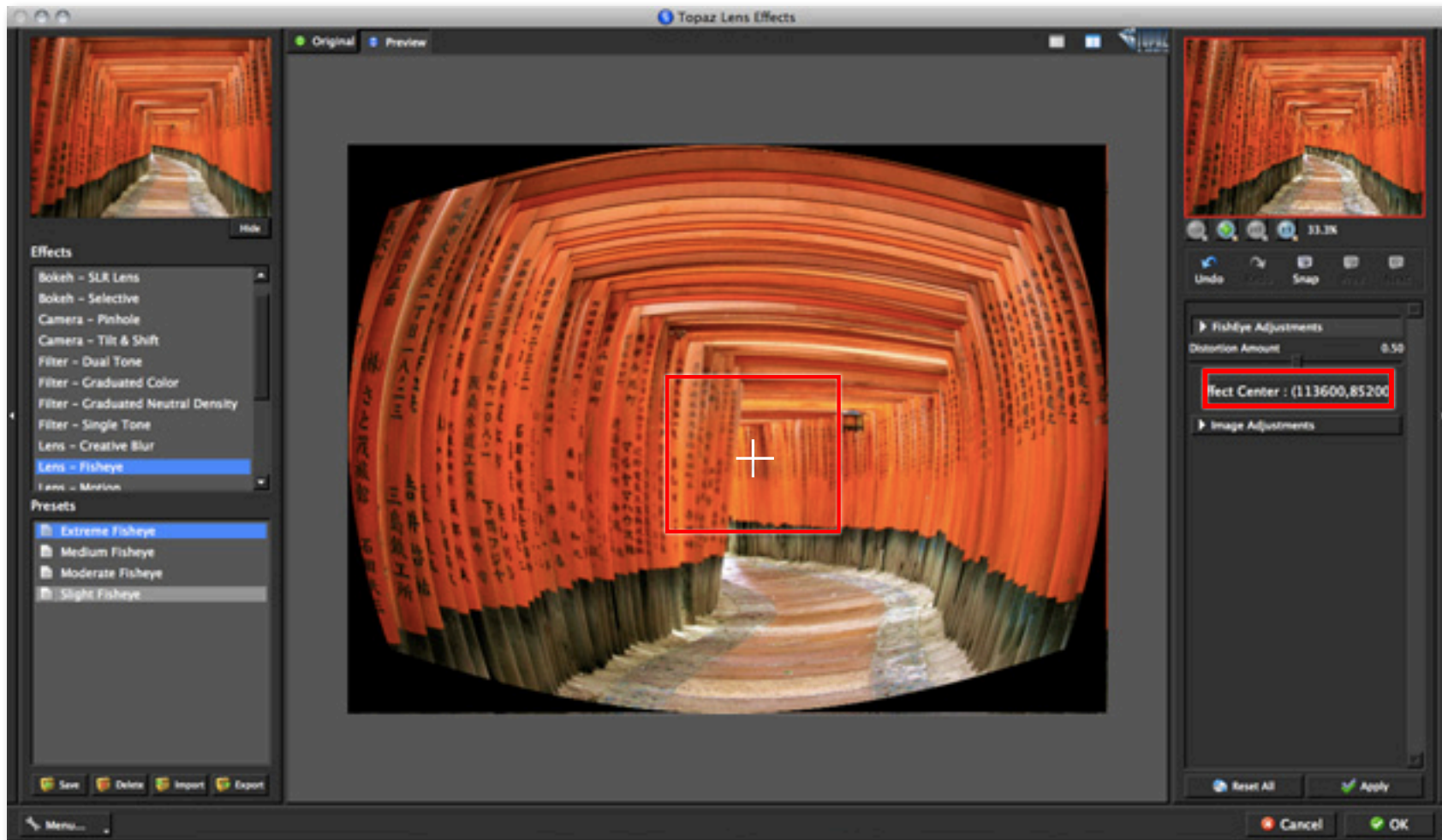
You will notice in the Presets menu (below Effects) that the default fisheye presets pop up, and that the tools in your tools panel on the right side of your screen also change accordingly.

4. Select a preset and click on it to apply. Be sure to scroll through each preset to see which one will work as a good starting point for your image. (Don't worry if your focus is not where you want it...we will change that next.

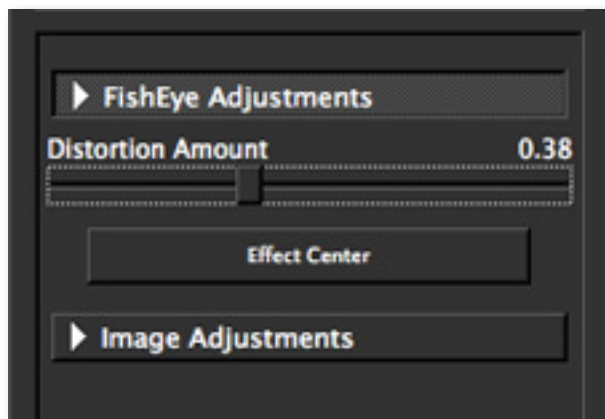


You are welcome to select any preset you'd like...or you can skip the presets and work solely with the sliders. For this example we selected the Extreme FishEye preset, however we will be lowering the effects of it slightly.

5. Go to the Fisheye Adjustments and click on the Effect Center button. You will see a small plus sign that will allow you to click on your image in the preview window to set the effect center - your applied effect should shift after resetting the Effect Center.



6. Adjust distortion amount to change the intensity of the effect. The higher the value the more distorted the image will be and the more rounded it will appear. For this example we slightly lowered the Distortion Amount slider to lessen the effect.

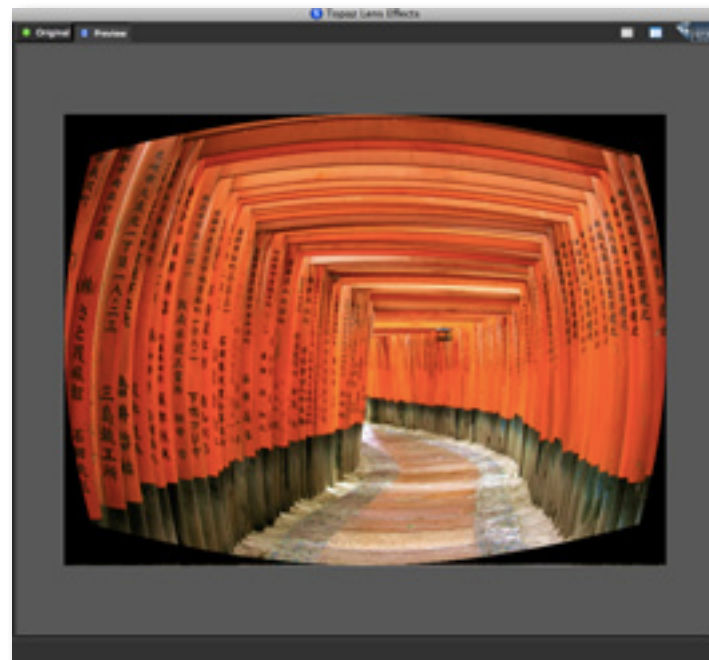
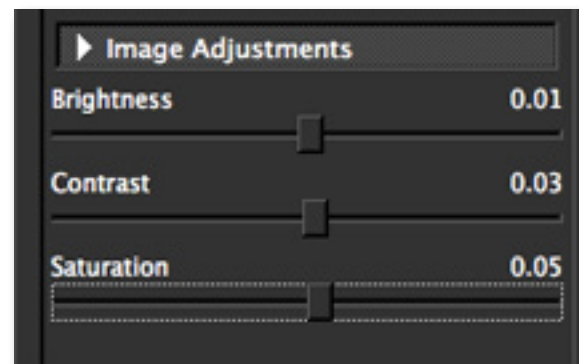


Use the Original and Preview tabs (or the spacebar shortcut key) to compare the before and after preview of your image. You can also change to the split view preview using the split view buttons at the top right of your Lens Effects interface.

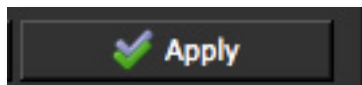
Once you are happy with your adjustments in FishEye Adjustments you can move on to the Image Adjustments tab.

Don't worry about the black border that appears around the fisheye effect. We will show you how to remove that in Photoshop afterwards.

7. The Image adjustments tab allows you to adjust brightness, contrast and saturation in your image. Each slider was slightly increased for this image.

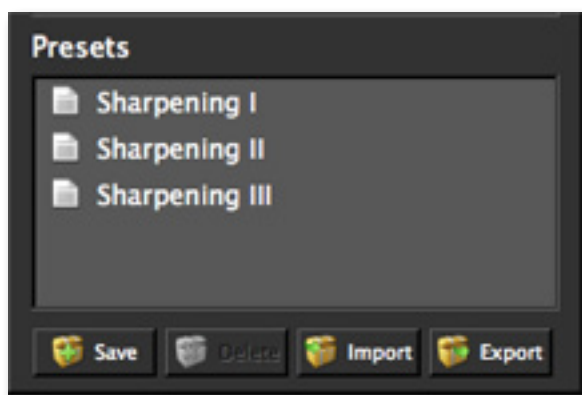


8. Once you are happy with your FishEye Adjustments and Image Adjustments you can either click OK to process your image (and save it back to Photoshop or your other host program) or you can click Apply to add more effects.



9. So, we are going to continue on by adding some sharpening and vignette effects. Go ahead and click the Apply button. You will see the progress bar at the bottom of the screen move as your changes are being processed.

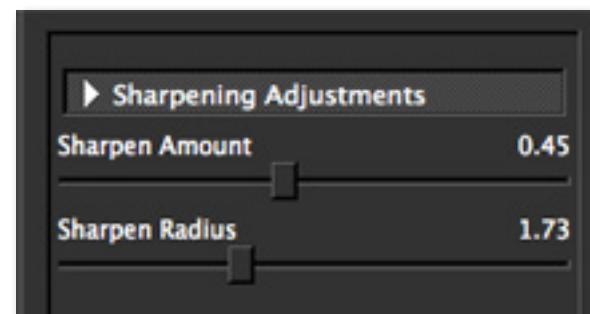
10. After that, go back to your Effects menu and select the xF - Add Sharpening option. This will bring up some default presets for a few sharpening options that you can easily add.



xF stands for additional function. You can add these effects to your image and stack them any way you'd like using the "Apply" button.

Sharpening is going to help bring out lines and text that extends down the corridor.

11. Next, You can go to your Sharpening Adjustments tab on the right side of the interface to have more control and manually adjust the Sharpen Amount and Sharpen Radius sliders.



For this image we simply added the Sharpening III preset and did Not make any additional adjustments, however you are welcome to manually adjust the sliders to meet your image needs - just be sure not to over-sharpen your image.

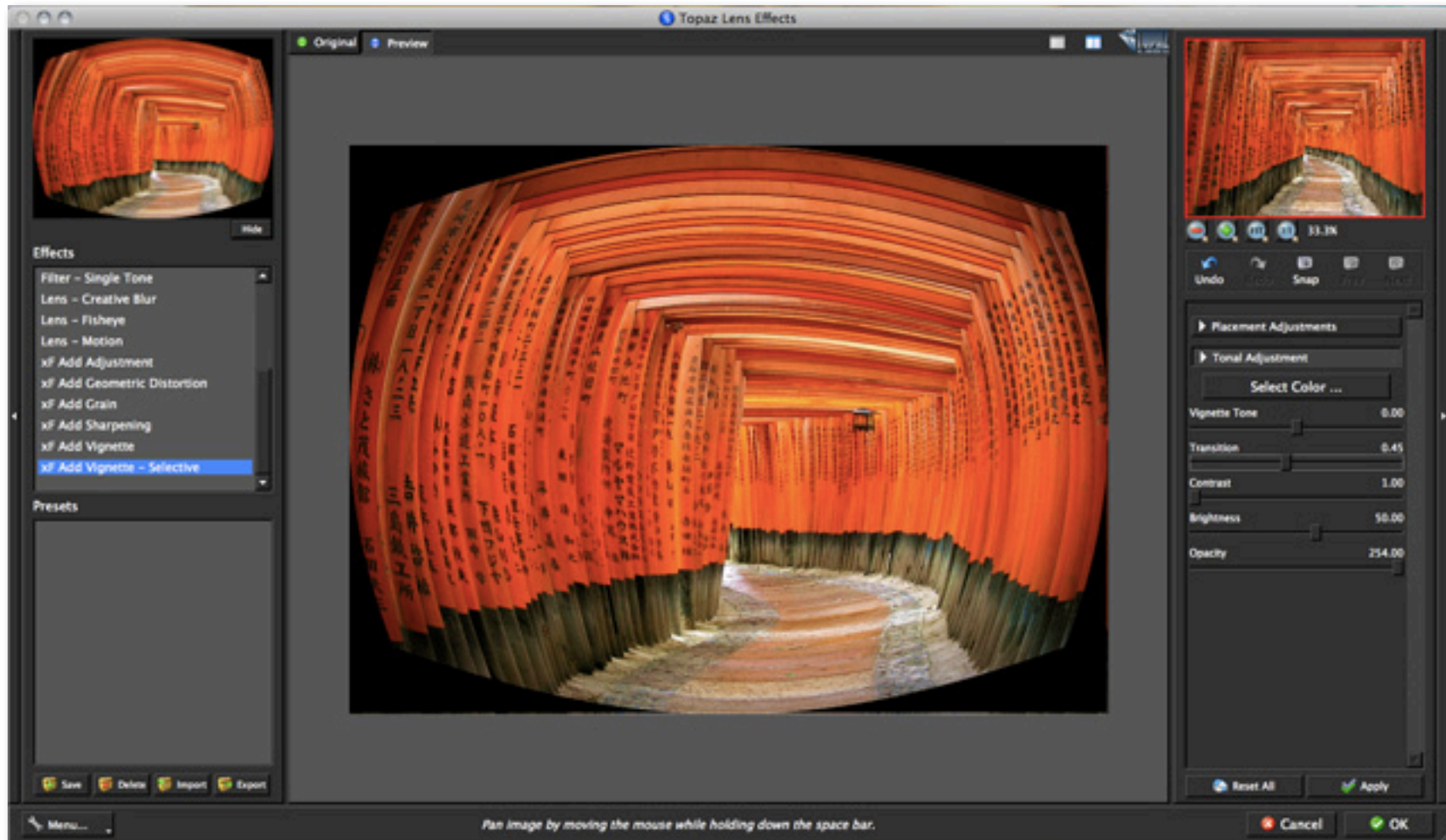
12. After making your adjustments here in the Add Adjustment option, you can click "Apply" to save these changes and then add more.

Or if you are completely finished with your image and are happy with your adjustments you can click OK and watch your image transform.

Since we will also be adding a vignette effect to this image, we will click "Apply" to save the sharpening adjustments and then move on.

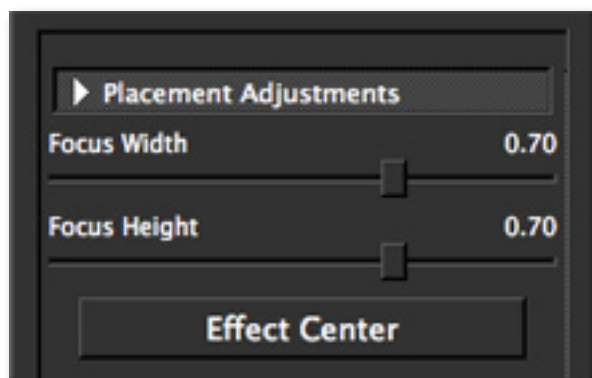
13. After that, go back to your Effects menu and select the xF - Add Vignette - Selective option. This vignette option gives you maximum flexibility over how your vignette is applied.

The vignette feature is going to darken the edges a little bit and help draw attention to the center of the image and down the corridor.



After selecting the xF - Vignette Selective effect, go to your tool tabs on the right side of the interface to have more control and manually adjust how the vignette is applied to your image.

14. Click the Effect Center button and then click on your focus point in your image that you want to center the vignette around.



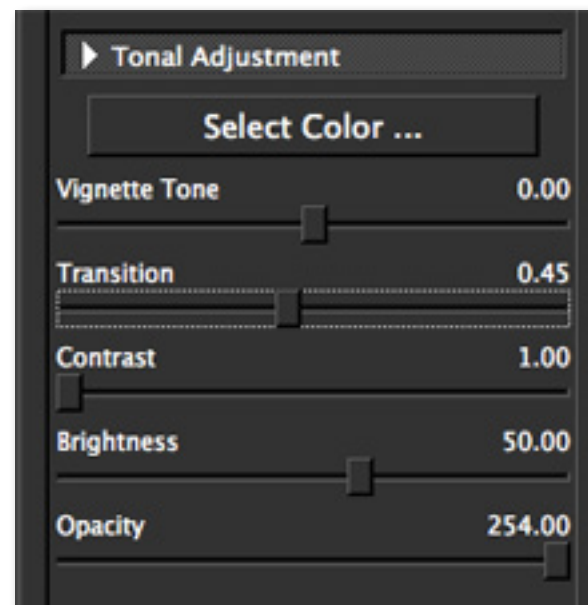
15. Use the Placement Adjustments tab to determine how the vignette is placed in your image.

The Focus Width will adjust the horizontal span of the vignette from your selected effect center, and your Focus Height will adjust the span vertically from the effect center. Keep in mind that a higher value will include more focused area from the Effect Center.

Once the vignette placement is set we can then adjust the intensity of the applied vignette using the Tonal Adjustment tab.

Using a higher Vignette Tone will make your vignette lighter. A lower tone will make the vignette tone darker.

The Tonal Adjustments allow you to determine the visibility of the applied vignette and how it transitions into your image.

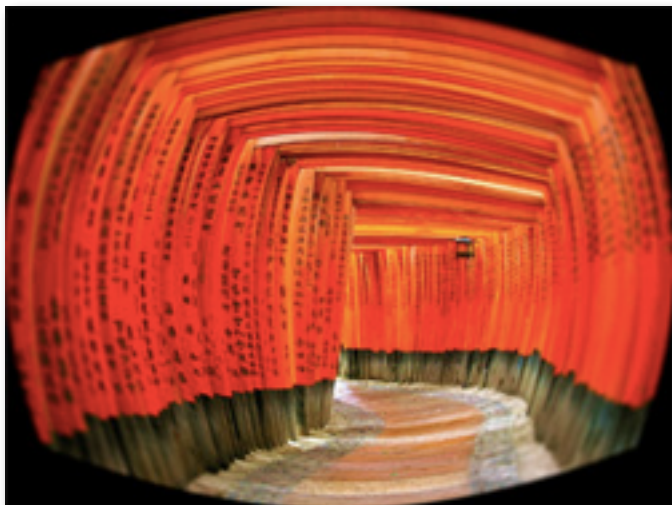


We applied a very subtle vignette to this image, which helps to gently draw the eye inward and down the corridor. You are welcome to tweak the vignette effect to your liking. You can also make the vignette color by clicking the "Select Color" button and choosing a color tone.

After making your adjustments you can click "Apply" to save these changes and then add more. Or if you are completely finished with your image and are happy with your adjustments you can click OK and watch your image transform. We're finished, so we will click "OK" and process the final image.

### Cropping the FishEye Result

Once your image has processed and is returned back to Photoshop (or your other image editing program) you will notice that it still has a black border.



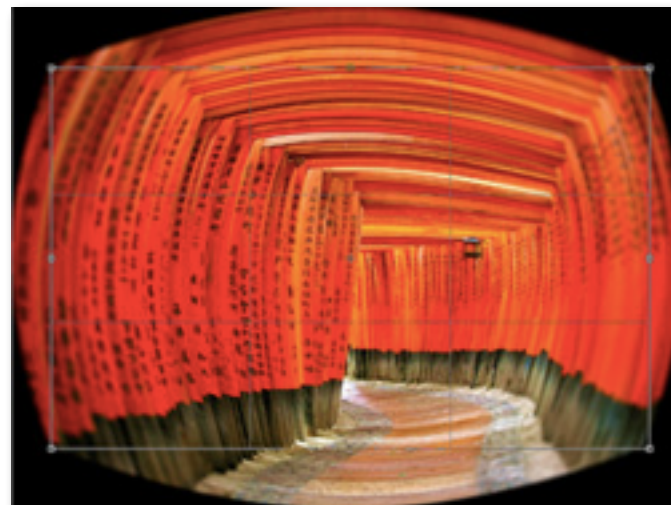
After FishEye Effect

We are going to show you two ways that you can easily get rid of it and just focus in on the applied effect.

Go to your Photoshop tool palette and select the Crop tool. Draw your crop frame from corner to corner, inside of the fisheye effect, and then hit the “enter” key to apply the cut.

Another way to do this (without cutting the image) would be to select your marquee tool from your tool palette to make the square selection. Then use your shortcut keys CMD+C (Mac) or CTRL+C (Windows) to copy the selection and then paste it on a new layer

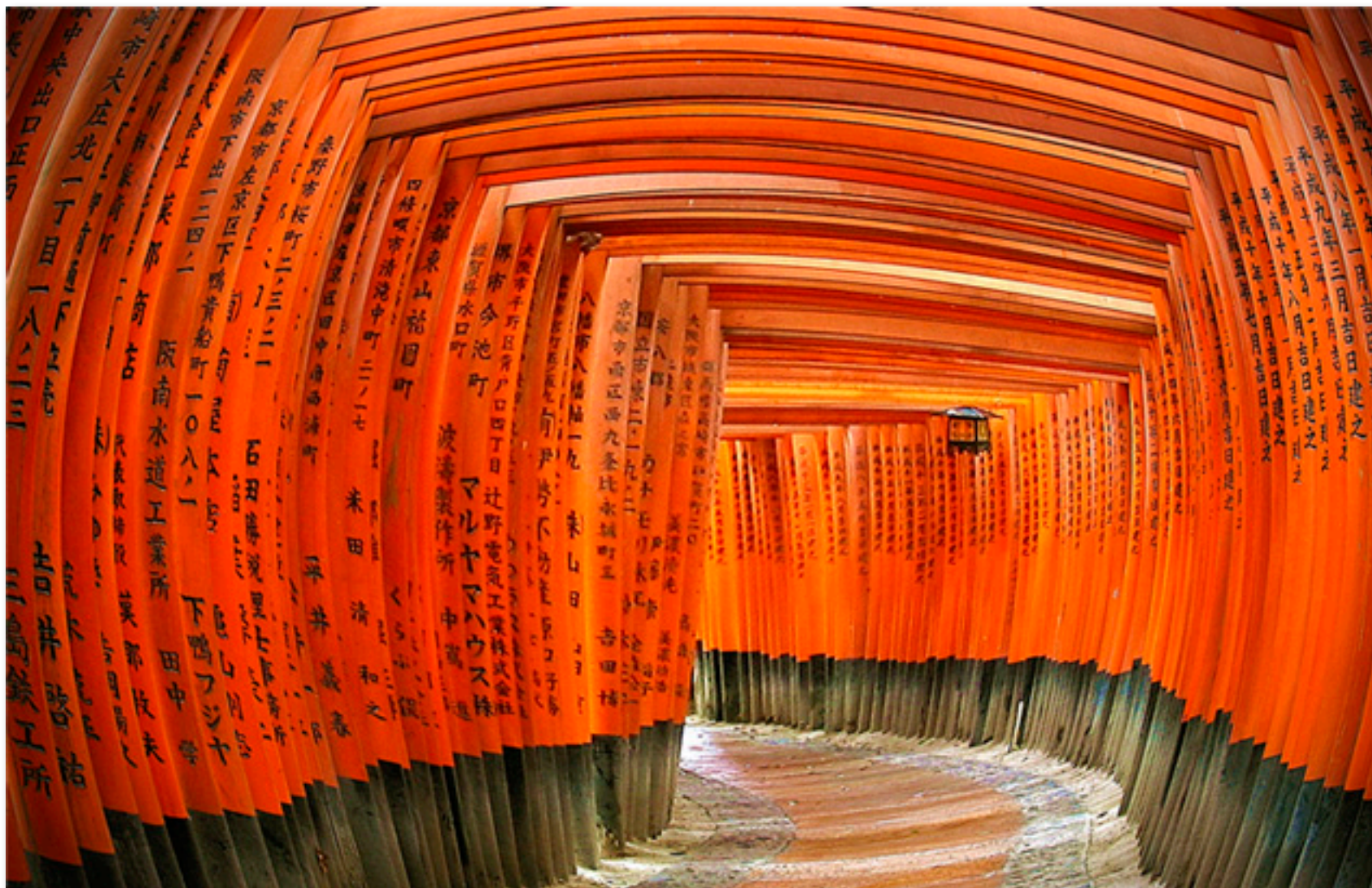
using shortcut keys CMD+V (Mac) or CTRL+V (Windows). If using the copy and paste technique then be sure to hide any original layers underneath the copied image layer in your layers palette.



After Photoshop Crop



Before Topaz Lens Effects



After Topaz Lens Effects

**Achromatic** - Without color.

**Adjustment Layer** – A layer that allows you to adjust the look of an original image without making it permanent. With adjustment layers you can make various changes to a layer without damaging it and go back and readjust it at anytime.

**Algorithm** - Any bit of code or programming that defines a process.

**Aperture** - the opening formed by the blades of the iris in the lens that light passes through.

**Barrel Distortion** - type of image distortion that occurs when the position of the camera lens is at its widest angle. This tends to create a rounded or curved-looking effect.

**Blur** - Make or become unclear or less distinct.

**Bokeh** - A word, of Japanese origin, used to describe the out-of-focus (blurred) elements in an image.

**Brightness** - The degree to which a color sample appears to reflect light.

**Chroma** - Purity or intensity of color. The difference of a color against the brightness of another color that **appears white under similar viewing conditions.**

**Chromatic Aberration** - A type of image distortion that usually appears as a rainbow on the edge of objects towards the outside of an image. Occurs when light rays passing through a lens focus at different points, depending on the light wavelength.

**Color** - The human perceptual response to different wavelengths of light impinging on the photo receptors in the retina.

**Color Cast** - Tint or light hint of colour evenly covering an image - typically an unwanted side effect. It is usually most visible in light or medium density neutral tones.

**Color Profile** - defines the range of colors that can appear in a digital photo.

**Contrast** - The difference between light and dark values.

**Depth of Field (DOF)** - The amount of distance between the nearest and farthest objects that appear in acceptably sharp focus in a photograph. Depth of field depends on the lens opening, the focal length of the lens, and the distance from the lens to the subject.

**Desaturate** - Decreasing the intensity of a color (hue).

**Distortion** - Optically, where straight lines are not rendered perfectly straight in a focused image. The two types of “distortion” are barrel and pincushion.

**Download** - The process of transmitting or transferring data from one device to another.

**Export** - Outbound data transfer in a format that can be used by other programs.

**FishEye** - An ultra-wide angle lens which purposely introduces barrel distortion so straight lines near the edges of the frame appear to curve out.

**Filters** - Transparent lens attachments used to change the color, or other characteristics, of an image.

**Focal Plane** - The area of the camera where the lens focuses on the film.

**Focal point** - The point on the optical axis where light rays form a sharp image of a subject. An ideal lens would allow light rays to reflect from a subject, travel through the optical axis and converge to a point after they pass through the lens.

**Focal Length** - The distance from the optical center of a lens to the image plane when the lens is focused to infinity.

**Grain** - Lightly-speckled noise that is used to apply a more natural look to an image.

#### **Geometric Distortion** -

**HDR** (High Dynamic Range) - Allows a greater dynamic range of luminances between the lightest and darkest areas of an image than standard digital imaging techniques or photographic methods. This wider dynamic range allows HDR images to more accurately represent the wide range of intensity levels found in real scenes, ranging from direct sunlight to faint starlight.

**Hightlights** - The bright to white range of tones in an image.

**Hue** - One of the main properties of a color, described with names such as “red”, “yellow”, etc.

**Import** - Inbound data transfer into a file or document.

**Neutral Density Filter** - A dark, color-neutral filter used to control the amount of light reaching the film.

**Opacity** - The amount of transparency a layer has.

**Pan and Zoom** - A useful function that allows users to magnify the captured image in the preview and then, by using the cursor, to move or pan around the image. Typically Pan and Zoom allows users to magnify the image 2x or 4x time. By magnifying the images and zeroing in on a specific section, you can see details not visible when the entire image is sized to fit the preview.

**Parameter** - A numerical or other measurable factor forming one of a set that defines a system or sets the conditions of its operation.

**Photo-editing or Imaging software** - Programs in which you can alter your photos and / or create digital images. Depending on the software, you can improve exposure, color and other attributes of your picture, paint on it, add type, apply special effects, remove noise, resize it, combine it with other pictures, prepare it for e-mail or posting on the web, output it to a printer, or do any number of other manipulations or edits.

**Plane** - An imaginary line or field which lies perpendicular to the optical axis.

**Plug-in** - A computing feature with the ability to be added to a system to give extra features or functions.

**Preset** - A pre-defined combination of parameters and settings that is saved into a folder within Topaz Lens

Effects. Topaz provides default presets. A preview of each preset can be seen in the preset preview window located at the top left hand side of the interface above the preset list.

**Preview**- Shows the processed preview of the image.

**RAW image** - An image file format that contains untouched, “raw” pixel information straight from the digital camera’s sensor. It has yet to translate the information in each pixel into the full color information, so this format offers more control over how the final JPEG or TIFF image is generated.

**Refine** – Improve (something) by making small changes to make it more subtle and accurate.

**RGB** - Red, Green, Blue. The color model that is used in digital cameras and by computer monitors.

**Saturation** - The difference of intensity within a specific hue.

**Selective Focus** - Use of limited depth of field to focus sharply on a specific object in a scene, while other parts are clearly out-of-focus.

**Shadow** - A dark area or shape produced by a body coming between the rays of light and a surface.

**Sharpness** - The clarity of detail in a photo.

**Smoothing** - To make a surface more regular or consistent; free from perceptible projections, lumps, or indentations.

**Tone** - The degree of lightness or darkness.

**Vignette**- A fall-off or blockage in brightness at the edges of an image.

**Wide-Angle Lens** - A lens that has a shorter focal length and a wider field of view (includes more subject area) than a normal lens.

**“I need a Topaz Lens Effects trial key.”**

Visit <http://www.topazlabs.com/downloads> for a trial key. Please check your Spam folder because your Spam filter sometimes filters out the automated email.

If you need more time to evaluate, please contact us at: [www.topazlabs.com/support](http://www.topazlabs.com/support) for an extended trial key.

**“I can’t find Topaz Lens Effects in the Photoshop Filters menu.”**

If you’re using Windows:

1. Go to C: \ Program Files \ Topaz Labs \ Topaz Lens Effects \ Plugins. Right click the file “tlenseffects” (it’s an 8bf file) and click “Copy”.
2. Go to your Photoshop Plug-Ins folder, usually located at C: \ Program Files \ Adobe \ Adobe Photoshop CSx \ Plug-Ins. First, delete anything that is currently there that has to do with Topaz Lens Effects This includes any folder that might be labeled “Topaz Lens Effects” or any tlenseffects.8bf file. After doing that, right-click on any empty space and click “Paste”.
3. Quit and restart Photoshop and Topaz Lens Effects will appear in your Filters menu.

If you’re using Mac:

1. Go to /Library/Application Support/Topaz Labs/LensEffects/Plugins and right-click Topaz\_Lenseffects.plugin. Click “Copy”.
2. Go to Applications/Adobe Photoshop CSx/Plug-Ins (or wherever your Photoshop Plug-Ins folder is located). Delete any current reference to Topaz Lens Effects. Afterwards, right-click any

empty spot and paste the Topaz\_Lenseffects.plugin file into the Photoshop Plug-Ins folder.

3. Quit and restart Photoshop and Topaz Lens Effects will appear in your Filters menu.

**“Do you have any other Lens Effects tutorials?”**

Yes, please see pages 79, 86 and 96 of this Topaz Lens Effects user guide, and also visit: <http://www.topazlabs.com/tutorials/lenseffects>

**“I do not have Photoshop, will Lens Effects work with my Elements, Aperture, Lightroom, iPhoto Paint Shop Pro, Photo Impact or Irfanview?”**

Yes, you can use Topaz Lens Effects with any of the above host programs. However, to use Lens Effects in Aperture, Lightroom or iPhoto, you will need to download the free Topaz Fusion Express plug-in. For more information please visit: [www.topazlabs.com/fusion](http://www.topazlabs.com/fusion)

**“What are the limitations of the trial version of your software?”**

The only limit on the trial versions of the Topaz plug-ins is time. The free trial versions are designed to enable you to experience the full functionality of our plug-ins for a 30-day trial period. After the trial period is up, you will only be able to use the Topaz software by purchasing it. You will then receive a license key to activate the plug-in, and the trial version will automatically become the full version with no time limitations.

**“If I use the 30-day trial version will I need to uninstall the trial version before I upgrade to a full version?”**

No, the Topaz trial software is designed to be unlocked to become the full version simply by entering a license key. The full license key will be e-mailed to you immediately after you purchase the software.

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**“Where do I enter my key?”**

To enter your key please open an image in Photoshop. Go to Filter -> Topaz Labs -> Lens Effects. Once the program opens go to Menu -> Enter Key. Then copy & paste or type in your license key and then select OK.

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**“I had Topaz Lens Effects as a trial, then I purchased. How do I enter my new license key?”**

You can enter your new license key by opening up an image in Photoshop and go to Filter -> Topaz Labs -> Lens Effects -> Menu -> Enter Key. Please remove the trial key and enter your new purchased license key, then select OK and you are all set.

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**“My Topaz Lens Effects key doesn’t work!”**

There are a couple of reasons why Topaz Lens Effects might think your key is invalid.

First, make sure that your key is in the proper format. It’ll be in the format “xxxxxx-xxxxxx-xxxxxx-xxxxxx-xxxxxx” and will be all numbers in 30 digits in five groups of six (no letters).

Second, make sure that as you’re entering the key

# Frequently Asked Questions

there is nothing in the space beforehand. This means clicking, pressing Ctrl-A, and hitting delete to make sure that absolutely nothing is in that field before you paste in the key.

If it doesn’t work when you copy and paste, try typing it out, and vice versa.

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**My Topaz filters are grayed out in the filter menu.**

Please make sure that you are using a 8-bit or 16-bit image that is in RGB color mode. Also, if your project includes adjustment layers please make sure that you are not on an adjustment layer. You will need to select the image layer. This will allow you to access your Topaz programs.

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**I have a question not listed here.**

Please visit our knowledge base online at:  
<http://www.topazlabs.com/support/kb/>

If you are not able to find the answer there then contact our support specialists online at: [www.topazlabs.com/support](http://www.topazlabs.com/support) or e-mail customer support at: [help@topazlabs.com](mailto:help@topazlabs.com)

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## Connect with Topaz



Check out our new **Forum** and our **blog** for tutorials, tips and updates from Topaz Labs!



Follow us on Twitter for notifications of recent news and easily get in touch with us whenever you feel like it!



Find us on our Facebook page and network with other Topaz users!



Participate in the entirely user-led Topaz Flickr group for a helpful and highly active community for Topaz Photoshop plug-ins!



Subscribe to our YouTube channel to keep up with any newly released product video tutorials!

## Contact Information

### Topaz Labs LLC

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Suite 103  
Dallas, TX 75244

### Technical Support

Visit: <http://topazlabs.com/support/>

Email: [help@topazlabs.com](mailto:help@topazlabs.com)

### For more information

[info@topazlabs.com](mailto:info@topazlabs.com)

Topaz Labs LLC, a privately owned company in Dallas, Texas, focuses on developing advanced video and image enhancement technology. With today's widespread use of digital still cameras, digital video cameras, and HDTV, the need for high-quality digital images and videos has greatly increased. Topaz Labs' mission is to bring practical state-of-the-art image and video enhancement technology to both professionals and consumers.

## Be sure to check out the complete line up of Topaz products.

### Image Plug-ins



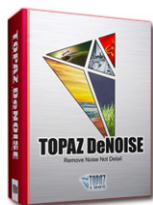
Ultimate control over image exposure, detail, and color gives you the power to make your photos pop.



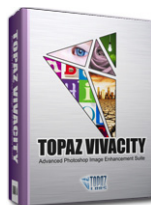
Advanced JPEG artifact reduction filters eliminate JPEG compression artifacts while preserving image detail like never before.



3 levels of intricate and specific detail enhancement for naturally enhanced images with no halos.



Advanced noise reduction filters noise while maximizing and retaining image detail simply and effortlessly.



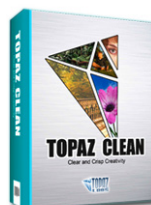
Specializes in overall image improvement. Features sharpening, reconstructing, enlarging, high-quality noise removal and JPEG artifact damage tools.



Remove unwanted backgrounds from your digital images quickly and easily with the new Topaz ReMask.



Takes any of your regular photos and effortlessly turn them into beautiful works of art.



Specializes in creating crisp and stylized images. Also features extensive smoothing capabilities.



Bring the power of Topaz to your Aperture, iPhoto and Lightroom workflow with the new Fusion Express plug-in.

### Video Plug-ins



Increase video quality with this suite of video enhancement filters utilizing super-resolution technology.



Easily and efficiently capture video frames and significantly increase their quality and resolution with this stand-alone Windows application.

Go to <http://www.topazlabs.com/downloads> to get your 30-day free trial!