

Picture Instruments

WARPING WHEELS



Manual



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The Picture Instruments Warping Wheels are much more than an evolution of the classic Color Wheels (also known as 3-way color correction). In addition to the Look Generator, which automatically creates professional looks for your images, you can control the key elements of creative image editing with eight intuitive wheels.

Apply Plugin in After Effects, Premiere & FCPX

After a successful installation the plugin can be found under the Effects and can be applied to a clip like any other effect. After instantiation all of the plugins parameters are listed in the effect controls. To operate the software in a more familiar way we recommend using our own user interface. Although, for keyframe animation it may become necessary to fall back on the parameters in the list view.

Apply Plugin in Photoshop

After successful installation, the plugin can be found in the menu under Filter -> Picture Instruments. The plugin can be used as a smart filter so that the effect settings can be changed later.

Cross-Host Presets

1 A preset can be saved by typing a name into the field and then clicking on the disk symbol. Saved presets can be called up across hosts via the drop-down menu. A saved preset can be deleted immediately after loading via the trash can button.

Presets are stored in the following location:

Mac: /Users/Username/Picture Instruments/Plugin Presets/Warping Wheels

Windows: %appdata%/Picture Instruments/Plugin Presets/Warping Wheels

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LUT Export

- 1 Created looks can be saved as a Look Up Table using the LUT button.
2 Under Windows there is a dropdown menu for the LUT formats in the save dialog, under Mac the file extension can be changed manually from .cube to .3dl or vice versa.

Undo/Redo Buttons

- 2 If you were too fast when pushing the dice, the last generated looks are not lost. With the Undo and Redo buttons you can go back up to 10 steps and then of course go forward again.

Closing Warping Wheels

- If you want to apply the created look, you can simply close the plugin window.
- 3 If the settings or changes should not be applied to the image, the plugin can be closed via the X-button in the plugin's toolbar.

Reset

- 4 The circular arrow resets all settings. If you only want to reset individual settings you can do this by right-clicking on the respective control.

Before and after comparison

- 5 By clicking on the eye button all effects will be disabled.

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Automatic Look Generator

1 Via the dice, the plugin suggests a wide variety of looks for your footage. If the look is not yet in the right direction, you can always use the dice for further inspiration.

Joystick-like Controls in the Color Wheel

2 With the control in the middle of each color wheel, the respective area of brightness in your image will be tinted according to the color on the wheel. The more the controller is moved from the middle, the stronger the image will be tinted. While the Master Wheel affects the entire image, the three other color wheels for shadows, mids and highlights only affect the respective range of brightness in the image.

Global Brightness Control

3 Lightens or darkens the entire image. Hold the Shift key for fine adjustments.

Global Saturation

4 Saturates or desaturates the entire image. This function is applied after all other controls. Hold the Shift key for fine adjustments.

Range Control

3 Basically, each color wheel has its own associated sphere of influence anyway (shadows, mids and highlights). Through the Range Control, the range of responsibility of the respective color wheel can still be accurately adjusted. For example, you can set whether the shadow color wheel should be used to influence the deep shadows, the middle shadows or the slightly lighter shadows. The same principle applies also to the mids and highlights.

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Smoothness

1 This control can be used to adjust the size of the area of influence. A large value increases the radius on which the color wheel acts and a negative value decreases it.

Local Saturation

2 This slider can be used to control the saturation of the respective brightness areas separately. A negative value desaturates the image, positive values increase the saturation.

Greenery Wheel

3 This wheel is explicitly dedicated to the green tones in the image. Using the control, these can be changed in the direction of yellow-green, bright-green, irish-green or olive-green. The further the control is moved from the center, the stronger the tinting.

Sky Wheel

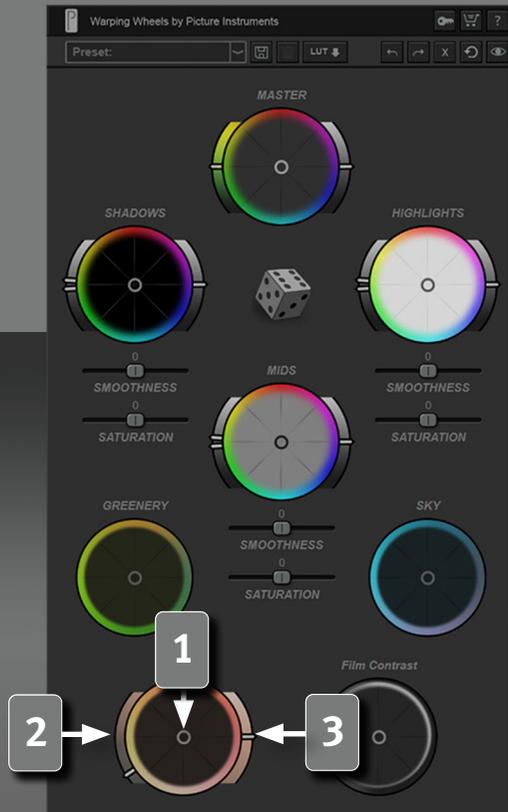
4 This wheel is explicitly dedicated to the blue tones in the image. It's a quick and intuitive way to adjust a blue sky. Whether it's bright turquoise, azure, navy blue, or a touch of purple, you'll have your sky edited quickly with the Sky wheel. The further the control is moved from the center, the stronger the tinting.

Film-Contrast Wheel

5 The control in the center can be used to add cinematic contrast to the image. On the left side of the wheel you will find the flatter contrast settings and on the right side contrast enhancements that are adjusted to different brightness ranges in the image depending on the angle on the wheel.

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Protect Skin Tones and edit them Separately



Skin Tones

Skin tones have an important role in color grading. In many cases, a tint which appears good on the overall picture can appear very unnatural in combination with the human skin. Therefore, we have dedicated a section to the skin tones to protect them from the tint of the color wheels and to adjust them separately if necessary.

1 Via the control in the center, the skin color can be intuitively adjusted in all directions independently of the color wheels. The further the control is moved from the center, the stronger the influence on the skin tones.

2 This control protects the skin tones from the influence of the color wheels. Up to slider values of 50% the pure skin tones are protected. Depending on lighting the skin can show highlights, which sometimes can belong (if you determine the exact value) to the neutral tones. With settings over 50% a few ranges of brightness in the neutral tones are protected from the color wheels too.

3 Positive values for skin tone brightness make the skin shine brighter, negative values make it appear darker.



The skin tone controls make working with masks superfluous in many cases. The better the quality of the source material, the better the result.

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Supporting Color Profiles in the Plugin

In Adobe After Effects, Photoshop and Final Cut Pro X the plugin displays the image converted into the working color space (if selected) according to the color profile which is included. Unfortunately Adobe Premiere does not support color profiles.

Licence

1 Behind the button with the key symbol you will find the license text as well as the activation dialog to activate your license.

Buy

2 The shopping cart icon takes you to the product page, where you can find more information about the product and where the plugin can be purchased (in case you do not have a license yet).

Help

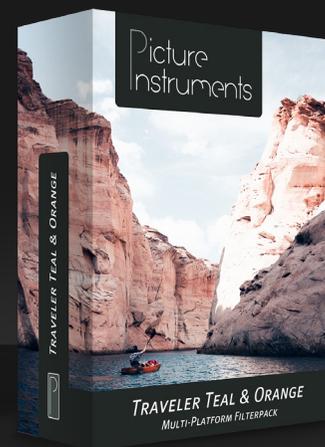
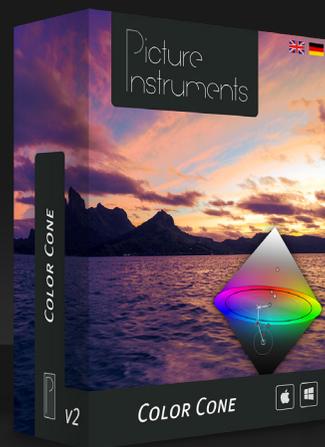
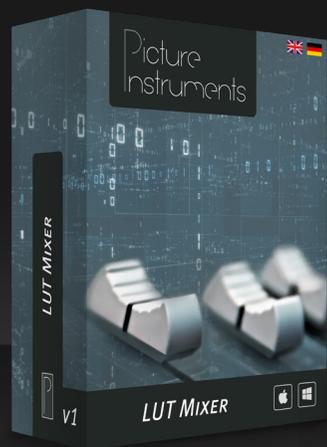
3 This button takes you to the video tutorial page, where you can also see this manual linked.



Color Warp Technology

Some of you may ask themselves why we called our plugin „Warping Wheels“. When we created our product Color Cone we also invented our very own Picture Instruments Color Warp technology which can be used to very smoothly bend colors in the color space. This greatly reduces compression artefacts such as block formation or banding. Since the increased use of smartphone pics and videos as well as mini-gimbals and drones lead to more and more heavily compressed footage we think it's a very important step to create our algorithms in such a way that they amplify the sometimes inevitable compression artefacts during post-processing as little as possible.

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www.picture-instruments.com