

# **LandscapePro User Manual**

Version 1.4

Anthropics Technology Ltd

[www.landscapepro.pics](http://www.landscapepro.pics)

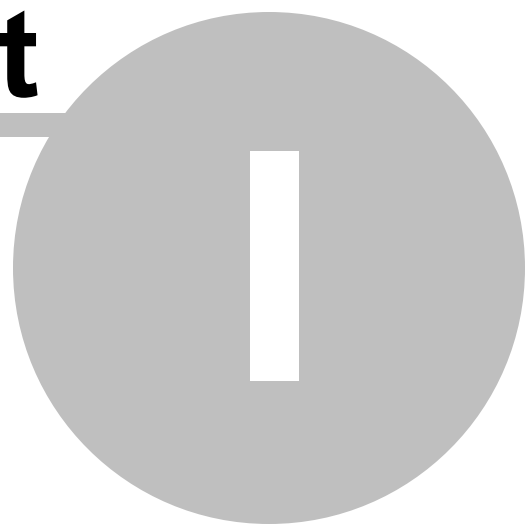


# Table of Contents

<b>Part I Getting Started</b>	<b>6</b>
1 Quick Start Guide .....	7
2 Top Tips For Best Results.....	8
3 LandscapePro Editions.....	10
<b>Part II Step By Step Guide</b>	<b>14</b>
1 Open An Image.....	14
2 Add & Edit Areas.....	15
3 Enhance Image.....	16
4 Plug-in Mode.....	18
<b>Part III Reference</b>	<b>22</b>
1 Side Panel Reference.....	22
Add & Edit Areas .....	23
Selection Editing Tools .....	23
Global Presets .....	24
Whole Picture .....	24
Style .....	26
Depth .....	27
Sky .....	28
Lighting .....	29
Fixes .....	31
Presets .....	31
2 Dialogs Reference.....	31
Save Image Options .....	31
Settings .....	32
General Settings.....	33
Language .....	33
Color (Studio only).....	33
3 Plug-in Installation Guide.....	34
4 Third Party Credits.....	35
5 Supported File Types.....	39
6 Keyboard Shortcuts.....	40
<b>Index</b>	<b>43</b>



**Part**



# 1 Getting Started

## [Introduction](#)

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LandscapePro is the easiest and fastest way to re-touch landscape photos, allowing you to achieve professional results in minutes.

With intelligent controls that adapt to the features in your photo, LandscapePro allows you to get dramatic results with your landscapes.

The software will guide you through the process of enhancing a landscape photo and is designed to be easy to pick up, with instructions appearing in green boxes when relevant to you. Most users should be able to use the software without ever requiring this manual. If you prefer to watch demonstrations of how to use the software, take a look at the online [Video Tutorials](#). Also, for answers to technical questions there is also an online [FAQ](#).

LandscapePro is available in two [editions](#) <sup>10</sup>, Standard and Studio. Both editions are covered by this manual.

LandscapePro is available for Windows and Mac computers.

## [Getting Started](#)

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Take a look at the [Quick Start Guide](#) <sup>7</sup> to see a quick overview of how to use LandscapePro.

The [Step By Step Guide](#) <sup>14</sup> provides more detailed information about each step.

If you need further help, please visit [www.landscapepro.pics/support](http://www.landscapepro.pics/support) where you see the latest FAQ, and access our support ticket system. The support ticket system lets you send a question to our support staff. Create a support ticket, and log back in to see your reply.

## 1.1 Quick Start Guide

When you open LandscapePro, you will get the Home screen.

To begin working on a Landscape image, click on the Open Image button. This will let you browse to the image you want to work on. Alternatively, drag an image onto LandscapePro or use the Open With... command from your computer's file browser.

First, drag the labels from the sidebar on to different parts of the image. For example drag the Sky label to any sky you see in the image.

After pressing Continue, areas of the image will be automatically selected and you can fix them using the [Selection Editing Tools](#) <sup>[23]</sup>.

After pressing Continue again you can optionally adjust the Horizon.

Finally, you will be able to edit the image. Adding labels is optional, and you still get a smaller list of tools for image editing with no labels added.

### Enhancing the image

At the top of the controls panel there are buttons for returning to the Home screen, Save, Undo, Redo, and Show Original.

Underneath these you will have the controls for working on the image in the Side Panel down the left hand side.

The controls are:

[Add & Edit Areas](#) <sup>[23]</sup> - if you need to return and change a selected area.

[Global Presets](#) <sup>[24]</sup> - presets that affect all of the other sections. For example a Global Preset could change the sky, the lighting and the ground. Global Presets have no sliders of their own as they are just presets to change the rest of the sections.

[Whole Picture](#) <sup>[24]</sup> - for making overall picture adjustments such as exposure or contrast.

[Style or B&W, Bokeh, Vignette](#) <sup>[26]</sup> - for adding Vignettes, making images, Black and White or Sepia, and adjusting Depth of Field.

[Depth](#) <sup>[27]</sup> - For adjusting colors depending on their distance from the camera. For instance you can choose to brighten objects in the mid distance while darkening nearby and far away objects to draw the viewer's attention.

Any labels you applied to your image will appear with their own set of Sliders and Presets below. e.g. Water, Mountain, Building, Ground, Grass, Plant, Tree, Object, Person, Animal, Rock, Metal, Sand. Areas labeled [Sky](#) <sup>[28]</sup> have a different set of controls.

Unlabeled - for making adjustments to any areas that remain unlabeled, i.e. areas that are not colored in the Add & Edit Areas section.

[Lighting](#) <sup>[29]</sup> - for making a range of adjustments to the lighting of the whole image.

[Fixes](#) <sup>[31]</sup> - Sliders to remove noise (speckling) and to straighten the horizon and fix lines that should be

vertical.

## 1.2 Top Tips For Best Results

If you just read one page in this manual, make it this one to get the best results out of LandscapePro.



### Don't label more areas than you need

The most common problem in using the software is to label more things than is necessary. You only need to label something if:

- + You want to adjust it separately from the rest of the scene
- + It is large and you want to use the depth map

All pixels that are not labeled can be adjusted using the sliders in the unlabeled section, to get them to match the rest of the scene's contrast, color balance etc. that you may have set in the other sections.

### Make sure the areas are accurately defined when they need to be

Areas need to be accurately defined if you are making dramatic changes to them, for instance replacing a sky. For subtle changes not getting the edge precisely will be much less noticeable.

It is best to roughly make your area selections, and return to the Add & Edit Areas selection at a later stage only if necessary.

### Don't push the sliders up too far

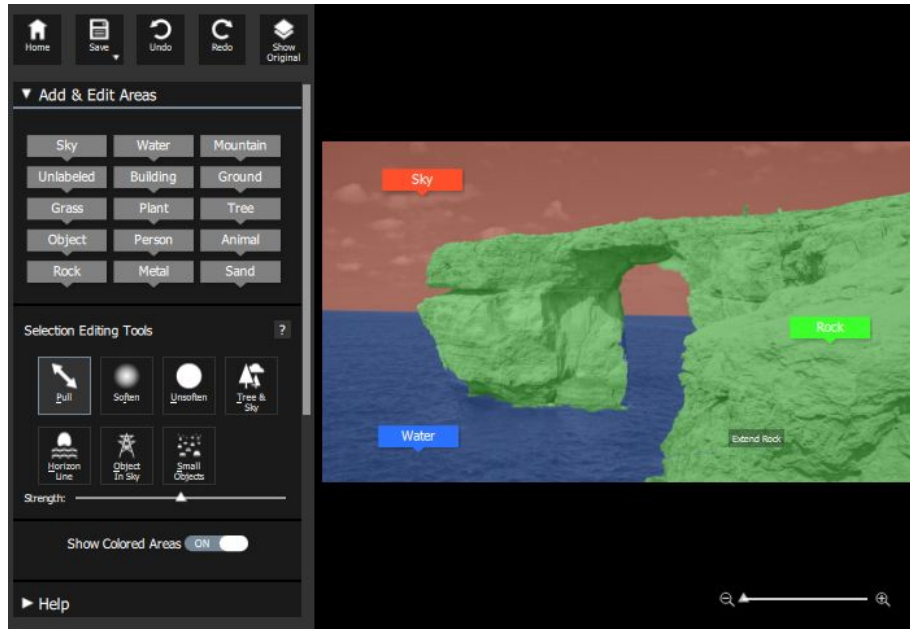
Often, you can greatly improve a picture with fairly subtle changes.



Push the sliders up just far enough to get the results you want.

If you go too far, the result can look unnatural or faked.

If you are making more dramatic changes to your image you will need to spend more time defining the areas.



## Depth Map

LandscapePro uses your areas to calculate a depth map. The depth map is used for [Lighting](#)<sup>[29]</sup>, [Depth Of Field](#)<sup>[26]</sup> and [Depth](#)<sup>[27]</sup> sections. To get these sections working as well as possible, tall objects must be labeled. LandscapePro uses where you placed the horizon line to work out which objects are tall by looking at which go higher than the horizon. If you are looking *down* on a scene, sometimes placing the horizon line lower than it should be can get better results because tall objects might not reach the horizon.

## Cloud Replacements

Replacing skies requires an accurate sky selection. Many of the [selection editing tools](#)<sup>[23]</sup> can be used to improve the selection. In addition the sky edge slider in the sky section can be used to nudge the sky selection edge in and out.

The bottom of the sky area is used to work out bottom of the replacement clouds should be. If you find that the clouds on the horizon are too large, it's possible there are some pixels of sky selected lower down.

## Adjustment order

The adjustments in the Side Panel are applied to your image from bottom to top as in Photoshop (i.e. Whole Picture is the last to be applied). Some of the sliders, particularly the style sliders at the top of each section, can react differently depending on what happens lower down the chain, which means some sliders can occasionally have unexpected results when style sliders are active in sections further up.

If you find that the sliders are too slow, try temporarily turning off adjustments above the ones you are working on.

### Session Files

If you want to save your work and come back to it later, you can save a session file. Just choose to save a .lp file in the save dialog. If you load a .lp file in again, all your selections and slider values are restored.

## 1.3 LandscapePro Editions

LandscapePro comes in two editions, Standard and Studio . The Standard edition is intended for more casual users or amateur photographers. The Studio edition is intended for enthusiast or professional users.

This manual covers both editions, with features that are only available in the Studio edition indicated like this:

Studio Edition Only 

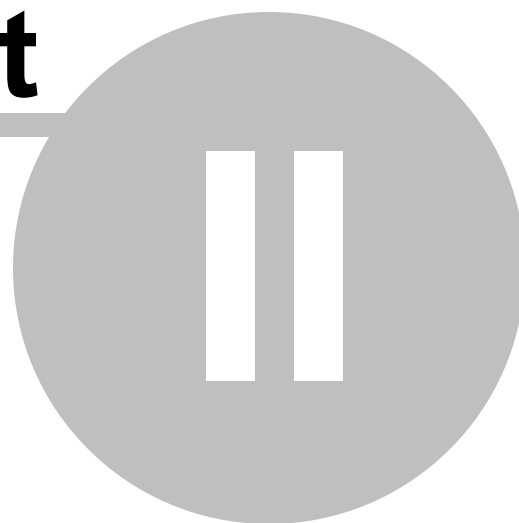
The following table shows the main features of LandscapePro, and which editions they are in.

Standard	Studio	
✓	✓	Intelligent editing for landscapes
✓	✓	Automatic area selection
✓	✓	Unique controls that adapt to your photo
✓	✓	Picture controls
✓	✓	Free online support
✓	✓	Read and write JPEG and TIFF format images
✓	✓	64 bit has no limit on image size
✓	✓	Works standalone
✗	✓	Read camera RAW and Adobe DNG format
✗	✓	Read & write TIFFs containing 16 bits per color sample
✗	✓	Supports conversion between different color spaces

×	✓	Supports setting monitor and working color spaces
×	✓	Support for JPEG and TIFF embedded color profiles
×	✓	Available as a Photoshop plug-in
×	✓	Available as a Photoshop Elements plug-in
×	✓	Available as a Lightroom plug-in



**Part**



## 2 Step By Step Guide

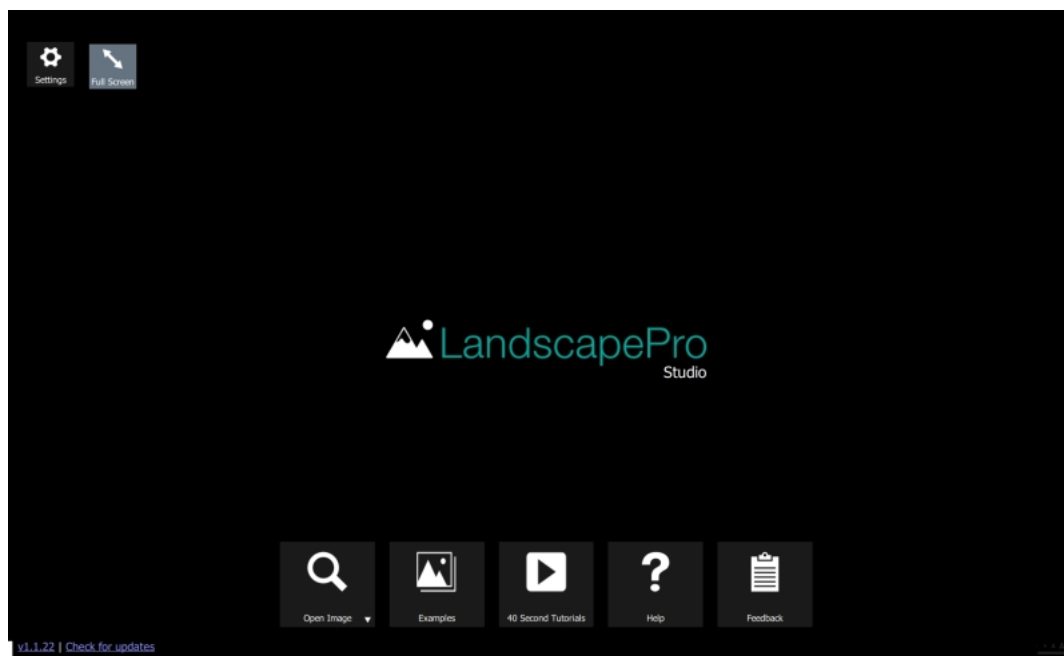
This section of the manual describes the various stages that you may need to go through when you use LandscapePro.

### 2.1 Open An Image

#### [The LandscapePro Home screen](#)

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When you run LandscapePro, it begins with the welcome screen:



On the Home screen you will see buttons to Open an Image, Examples you can work with, 40 Second Tutorial videos to watch, Help on using the software, and how to provide Feedback on the software.

#### [Open a single image](#)

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To begin working on a landscape image, click on the Open Image button.

The Open Image window will open: browse to the image you want to work on and select.

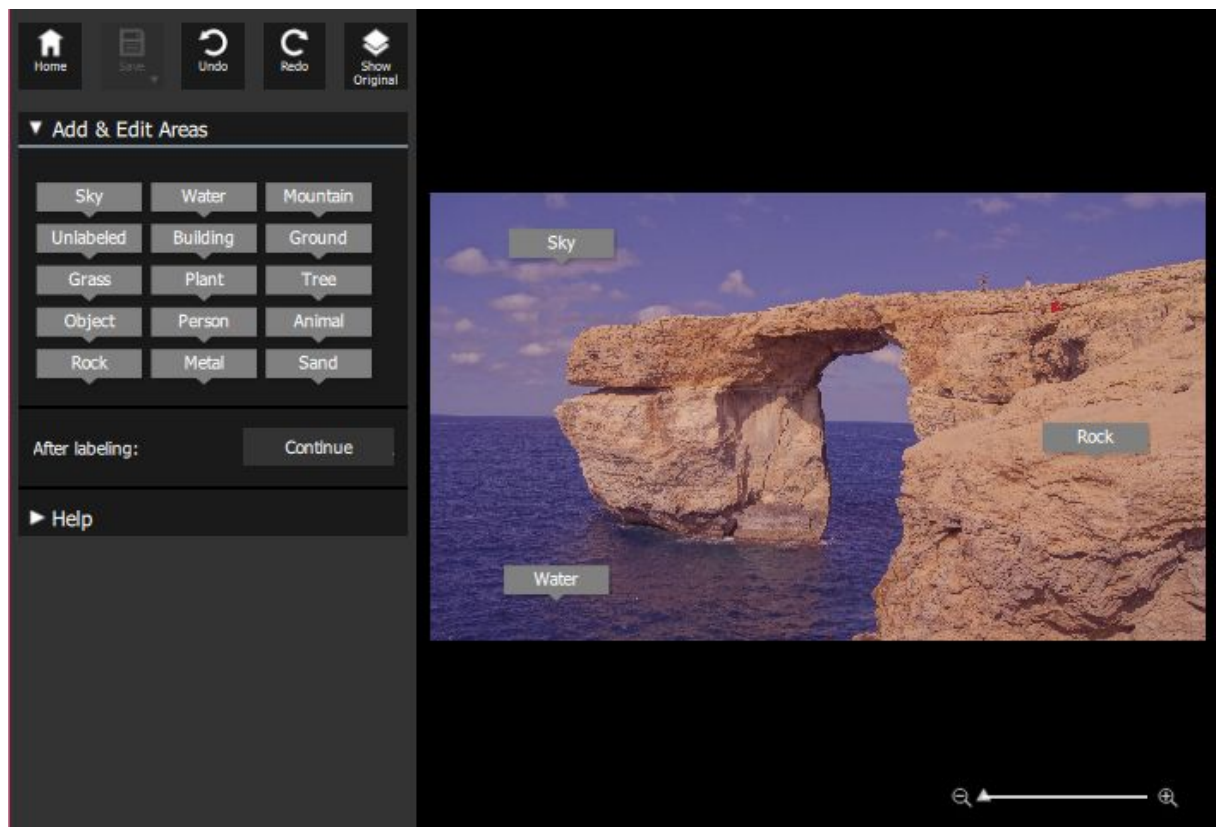
#### [Image types that LandscapePro can open](#)

391

## 2.2 Add & Edit Areas

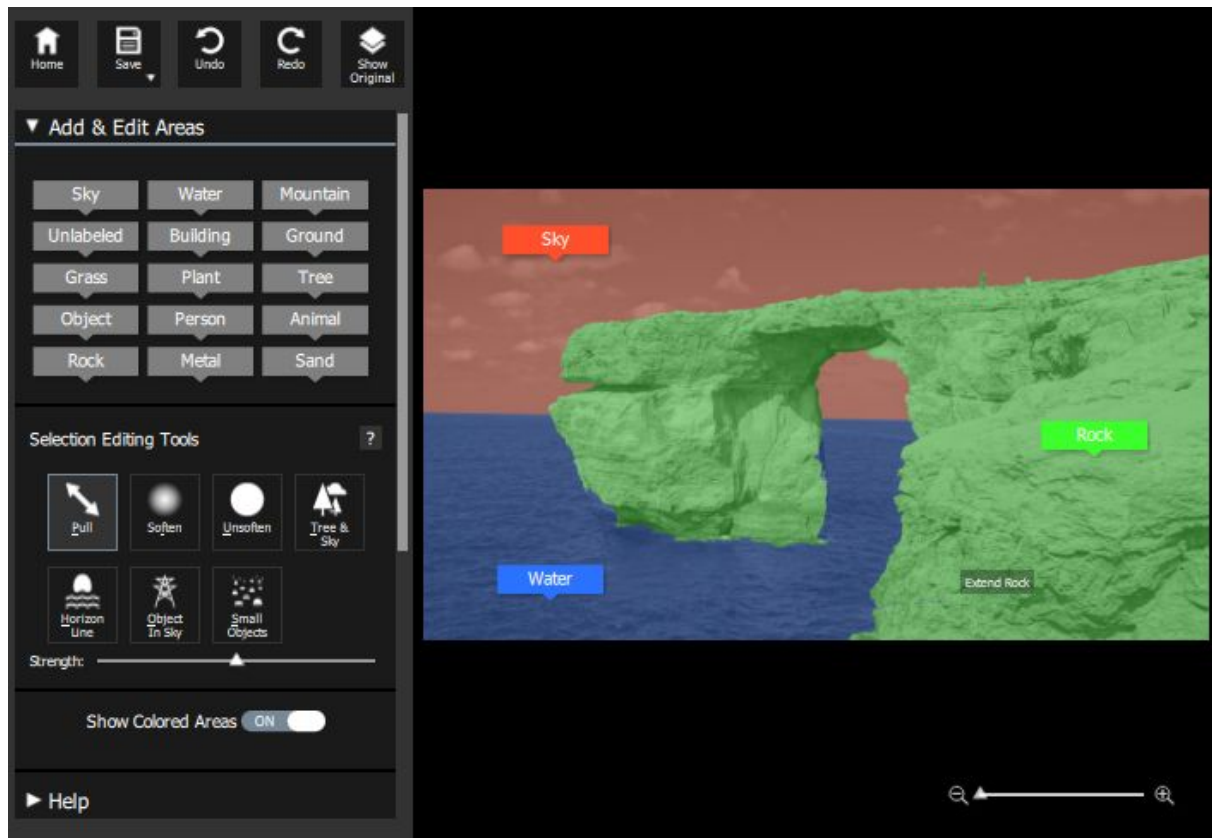
### Adding Areas

After opening an image you can label different areas of the image such as Sky and Rock by dragging the labels from the left hand side of the screen onto the image.



### Editing Areas

When you have finished labeling areas, press continue and the areas you have chosen will be expanded automatically and highlighted in different colors. These areas can be edited by clicking the mouse and dragging the regions. Try it to see how this works. You don't need to be too accurate, and you can always come back to this stage later if needed.



Choose different [Selection Editing Tools](#) <sup>231</sup> to correct the labelled areas.

Press Continue when finished.

### [Adjust Horizon](#)

The next stage is to adjust the horizon in the image by clicking and moving the mouse up and down. If there is no horizon this step can be ignored. Press Continue to move on to [Enhance Image](#) <sup>161</sup>

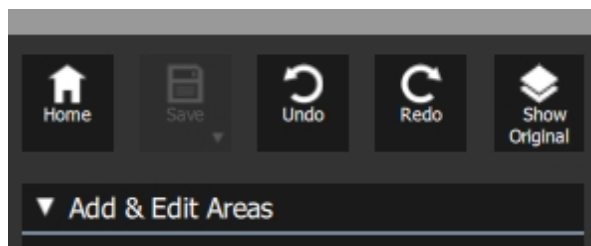
## 2.3 Enhance Image

After you have opened an image and the areas have been identified, the horizon has been adjusted if required, then you are ready to start enhancing the image.

### [Viewing the result](#)

You can always flip the enhanced ("after") image back to the original ("before") image to see the changes by pressing and holding the Enter key, or by pressing the **Show Original** button at the top of the controls panel.





### Important things to check

You can always go back to the Add & Edit Areas by clicking on the section again.

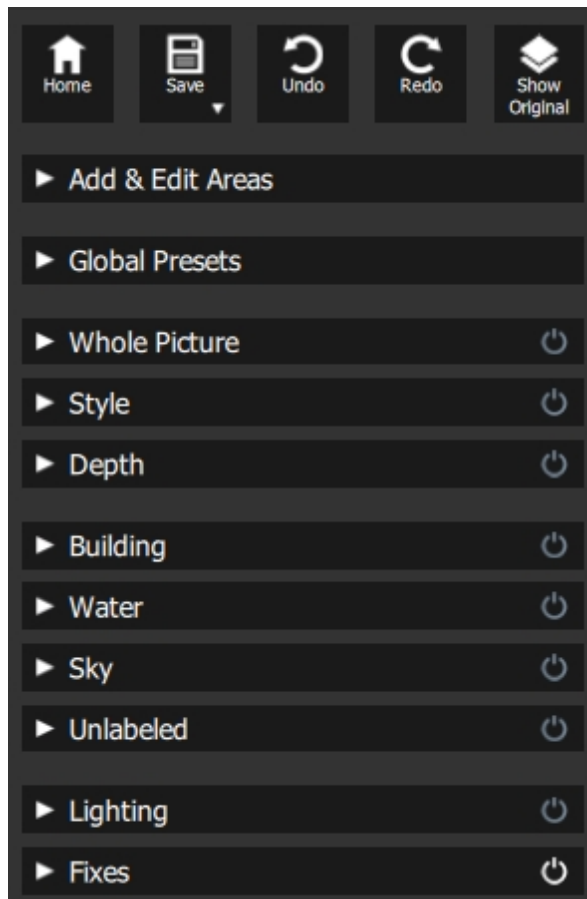
### Changing the result

When you first begin editing, there are no adjustments made to your image.

You can change how the image is enhanced by moving the sliders in each section on the [Side panel](#)<sup>[22]</sup>.

The sliders are grouped into sections that control various aspects of the image. When you first enter this stage, all sections are closed. Sections can be opened or closed by clicking on their title button. This has a small triangle pointing down if the section is open, or right if the section is closed.

In every section there are a set of presets which will set some or all of the sliders to pre-defined values to get a particular effect. You can go through these to see some of the types of enhancement possible for your photo.



### *Controls panel*

Some or all of the labels will appear in the controls panel, depending on what areas have been added in the identifying areas process.

### [Saving the result](#)

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The Save button at the top of the control panel lets you save the image and choose the name and file type to save it as.

If you would like to save all the settings so that you can reload your image and continue adjusting the sliders, select to save the image as a .lp image. This saves the original image, all the area selections, and all the sliders values into a proprietary ".lp" file.

## 2.4 Plug-in Mode

### [Using the LandscapePro Plug-in](#)

#### [Studio Edition Only](#) <sup>101</sup>

The Studio edition of LandscapePro can enter a "plug-in mode". This is intended for use when LandscapePro has been launched by another application (such as Photoshop) to enhance an image that is being managed by the other application. LandscapePro then behaves like a plug-in to the other application.

After the plug-in has been successfully installed as outlined in the [Plug-in Installation Guide](#) <sup>341</sup>, you will be able to use LandscapePro as a plug-in in any of the supported photo editing applications.

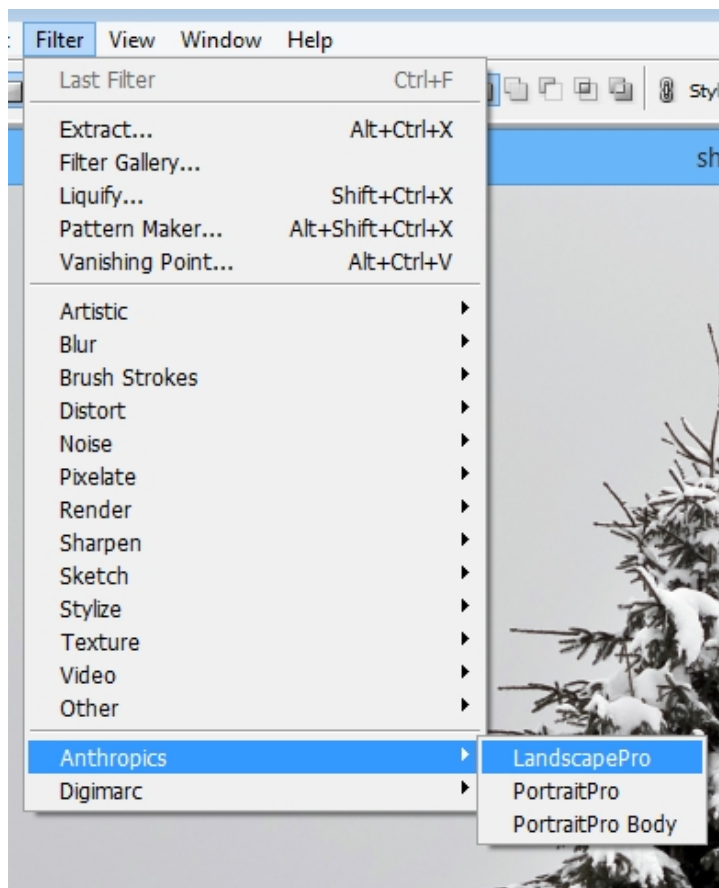
When LandscapePro is run as a plug-in from another application, the image or layer in the other application will automatically be loaded into LandscapePro where you can enhance the image in the usual way. Once you are happy with your results, press the **Save and Close** button on the toolbar. This will close LandscapePro and return the enhanced image to the original application.

### [Using LandscapePro from Photoshop](#)

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When the plug-in has been installed, LandscapePro will appear as a filter in Photoshop. In the Photoshop *Filter* menu, you will find a sub-menu called *Anthropics*, and in that you will find *LandscapePro*.

The LandscapePro filter works like other Photoshop filters in that it is applied to the current selection (or the whole area if there is no selection) on the current layer. When you select the filter, the image being filtered will automatically be opened in LandscapePro.

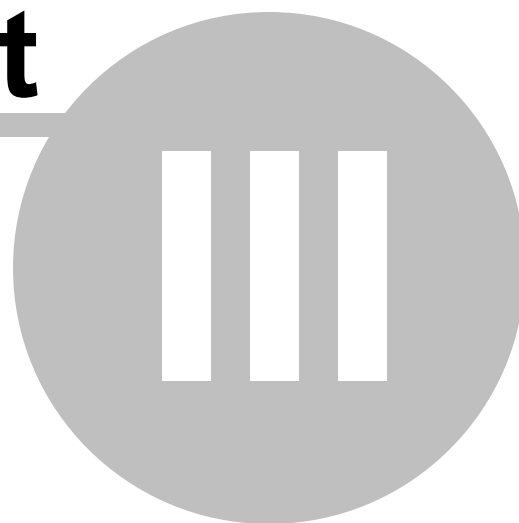


*Plug-in Location: Filter > Anthropics > LandscapePro*



# Part

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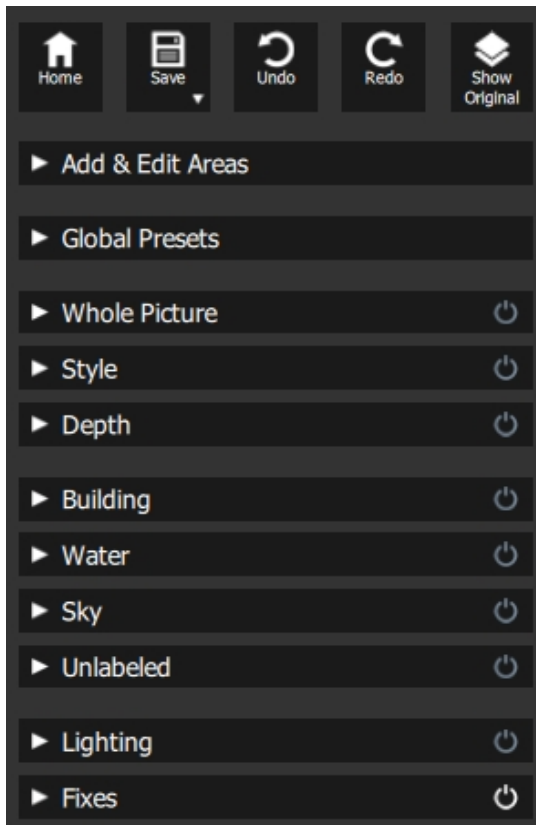


## 3 Reference

### 3.1 Side Panel Reference

This section describes the main controls available when you are enhancing an image.

#### [Enhance Image Controls Overview](#)



*Controls panel*

#### [Viewing the controls](#)

The main sections in the controls panel (on the right in the screen-shot above) can be opened or closed by clicking on the buttons in the header of each section. These buttons have a small triangle next to them which points down if the section is open, or to the right if the section is closed.

Each section has a button on the right hand side, which is white if there are any active sliders, and gray if there are no active sliders. You can click on this button to temporarily disable a section and click again to enable it.

A section is only displayed if it is needed. For example if there are no buildings in the picture then the Building section will not be shown.

#### [Docking and Undocking the controls](#)

You can undock and move the controls by dragging the gray rectangle at the top of the controls, then the control panel can be made longer or shorter by dragging the bottom edge of the control panel. You can re-dock the

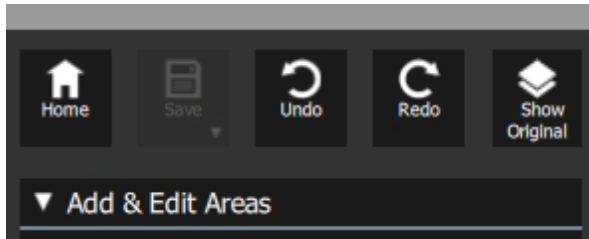
control panel on the left or right by dragging it all the way over to the left or right.

#### [Flipping between the enhanced and original image](#)

You can press the Enter key at any time to switch the enhanced image view to show the original image. The original image is only shown while you hold down the enter key.

This lets you flip between the enhanced and original image which is a great way to see the changes.

Alternatively, you can click and hold the mouse button down on the button that says **Show Original**.



### 3.1.1 Add & Edit Areas

One into the main part of the application to make changes to your image, selecting this option brings up the previous section dealing with labeling and selecting areas of the picture.

This section is divided into two parts, the [Add & Edit Areas](#) <sup>[15]</sup> at the top and the [Selection Editing Tools](#) <sup>[23]</sup> underneath.

### 3.1.2 Selection Editing Tools

The Selection editing tools are available under the Add & Edit Areas section. The selection editing tools are used to adjust the areas where the enhancements are made. LandscapePro will automatically select the areas that have been labeled, but depending on the picture it may not always get these areas exactly right. The selection editing tools are provided to let you manually fix these areas. A lot of the editing tools are shown in the online [Video Tutorials](#).

The selection editing tools are "smart" tools, in that they will automatically detect the edges of regions.

#### [Pull selection tool](#)

This is the main tool for editing selections. You can simply use it to extend a selection from one place to another. The tool will automatically find edges. If it makes a mistake you can press Ctrl + Z to undo. The faster you drag, the larger the area it expands into. You can also change how large an area is selected by adjusting the Strength slider. If you select something by accident, you can undo and try again slower or with a lower strength. Alternatively, you can drag from another area in order to push a selection back if it has gone too far.

#### [Locking areas](#)

Because when you drag it selects areas all the way along where you drag, it's impossible to select disconnected areas. However, if you click on a label, you can *Lock* it, which means you select that area anywhere in the image until you click again to unlock.

### Soften and Unsoften tools

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The soften tool softens the selection edge (not the image itself). This is useful if you have soft edges to objects because they are out of focus, for instance. If you find you have softened a selection edge too much, you can unsoften with the unsoften tool. The Radius slider affects how much the selection is softened. Repeatedly softening an edge can also progressively make a selection edge softer.

### Tree and Sky tool

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The Tree & Sky selection tool is available once you have dragged in both a Tree and Sky label. The tool is used to automatically find and label areas of the image as either tree or sky. If you drag over a complex area where trees are silhouetted against the sky, the trees will be automatically labeled tree and the sky automatically labeled sky. The area it looks for tree and sky is determined automatically, but will tend to search in larger areas if you are dragging quickly. It is important to have good sky selections if you are doing dramatic changes to the sky.

### Horizon line tool

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The Horizon line tool allows you to quickly separate sky from water and ground. Once the horizon line is set, no pixel below it will be labeled ground and no pixels above it will be labeled water. The horizon line is also used in the lighting calculations and in the straightening tool in the Fixes section.

### Object in Sky tool

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The Object in Sky tool works similarly to the Tree and Sky tool. Instead of un-mixing Trees from Sky it automatically un-labels objects silhouetted against the sky when you scribble over them. It is important to have good sky selections if you are doing dramatic changes to the sky.

### Small Objects tool

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Use the Small Objects tool to un-label areas that appear within another selection. This can be used as a brush for un-labeling. It will smartly find objects so you don't need to be accurate. It is often used to unlabel small objects that might be scattered over a larger area. For instance if you wanted to recolor the sand on a beach to be a bright color, but there were lots of dark rocks on the beach, you could use the Small Objects tool to quickly deselect the rocks so they are not recolored.

## 3.1.3 Global Presets

Contains a selection of standard [presets](#) <sup>[31]</sup> for one click changes. These are presets that affect all of the other sections. For example a Global Preset could change the sky, the lighting and the ground. Global Presets have no sliders of their own as they are presets to change the rest of the sections.

## 3.1.4 Whole Picture

Shows a tab for [Presets](#) <sup>[31]</sup> of changes made to the whole picture, and a tab for adjusting sliders to change the whole picture.

### Main sliders

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The first set of sliders are for quickly tweaking the overall brightness and colors in the image.



**Top (Style) Slider** - The first slider allows you to apply an overall color, brightness and contrast *style* to the whole image. The dropdown box on the left lets you choose from different color, brightness and contrast styles. For instance, improver will detect what type of landscape you have and intelligently improve it. Other options let you apply the colors and shades of sunset or dusk for instance.

**Style Contrast** - This slider bellow lets you tweak how much change there is to the brightness and contrast from the style slider without affecting the colors. When it is at 0, only the hue and saturation of the pixels will be changed, when it is at 1 the brightness of the pixels will be changed to the maximum amount specified by the style slider.

**Hi/Low Key** - When set to 1, it will turn the image into a high key image, with generally bright colors and good contrast. When set to -1 it will turn the image into a low key image with generally dark colors and extreme contrast. At 0 it has no effect.

**Auto White Balance** - Automatically fix color cast in images.

**Auto Levels** - Automatically fix color cast and lack of contrast in image.

**Flatten Histogram** - Recover detail in image highlights, or blacked out shadows.

**Exposure Recovery** - Fixes over exposed areas, if there are any.

**Exposure** - Adjusts the exposure of all the image.

**Fill Light** - Used to brighten, especially in underexposed areas.

**Blacks** - Darkens the blacks in the area to make the image more punchy.

## Color

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**Vibrance** - Increases the intensity of colorful areas while grayer areas are changed less.

**Saturation** - Increases or decreases the intensity of all the colors in the image.

**Colorfulness** - Makes an image more colorful by increasing the intensity and range of colors.

## Presence

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**Contrast** - Adjusts the amount of difference between the light and dark area in the image.

**Dehaze** - Slide up to remove haze from the image and slider down to add haze. N.B. This slider works on the whole image at once as if the haze was all close up. If you have added labels to the image then there is another Dehaze slider in the Sky section that adds or removes haze from the sky and landscape dependent on depth from the camera to get more realistic results as if the haze were sitting in the landscape.

## Manual White Balance

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**Temperature** - Sliding to the right warms the image, making it more red, sliding to the left cools the image

making it bluer.

**Tint** - Adjusts the tint of the image. Sliding to the right makes the image greener, to the left, more magenta.

#### [Reset Section and Save Sliders](#)

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Clicking the Reset Section will set all the sliders in the section to zero making the section have no effect.

Save Preset opens a box to name a preset. Type a preset name then press OK to save a preset. The preset stores all the slider values and drop down choices.

This will then be available to you now and when you next open the software to use again.

### 3.1.5 Style

Contains a tab with Presets and a tab with sliders.

#### [Depth of Field](#)

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**Radius** - Adjusts the radius of the defocusing affect. Larger values blur more. When the radius is at 0, there is no effect and the other sliders are hidden.

**Focus Distance** - Sets the distance at which the image appears focused - Near ground, mid ground or far ground.

**Sharp Range** - Adjusts how far away from the Focus Distance areas become blurry.

#### [Black & White and Sepia](#)

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**Opacity** - Increases the strength of the black and white effect. When the strength is on 0, there is no effect and the other sliders are hidden. Increasing it to 1 reduces the strength of the colors. When at 1, the image is Black and White.

**Exclude** - Excludes one area of the picture from the Black & White or Sepia adjustment. For example, leaving one building in color and the remainder Black& White.

**Blacks** - Blocks of color to adjust the shade of the Blacks in the image. When a block is selected, additional sliders appear to adjust the exact color selected.

**Midtones** - Blocks of color to adjust the shade of the Mid tones in the image. When a block is selected, additional sliders appear to adjust the exact color selected.

**Whites** - Blocks of color to adjust the shade of the Whites in the image. When a block is selected, additional sliders appear to adjust the exact color selected.

#### [Vignette](#)

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**Opacity** - Adjusts the intensity of the vignette. When at 0 there is no effect and the other sliders are hidden.

**Radius** - Adjusts the size of the vignette around the image.

**Outer Color** - Blocks of color to adjust the color of the vignette in the image. When a block is selected, additional sliders appear to adjust the exact color selected.

#### [Reset Section and Save Sliders](#)

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Clicking the Reset Section will set all the sliders in the Building heading to zero.

Save Preset opens a box to name a preset, and will save the Preset as the position that the sliders are currently in.

This will then be available to you now and when you next open the software, it will still be there for you to use again.

### 3.1.6 Depth

Shows a tab for Presets of changes made to the whole picture, and a tab for adjusting sliders that adjust the whole picture.

**Opacity** - adjusts how much the sliders affect the image. When the opacity is 0 there is no effect and the rest of the controls are hidden.

**Mid Distance Slider** - Adjusts where the Mid Distance applies.

**Near** - Blocks of color to adjust the color of the near ground in the image. When a block is selected, additional sliders appear to adjust the exact color selected.

**Mid** - Blocks of color to adjust the color of the mid ground in the image. When a block is selected, additional sliders appear to adjust the exact color selected.

**Far** - Blocks of color to adjust the color of the far ground in the image. When a block is selected, additional sliders appear to adjust the exact color selected.

#### [Reset Section and Save Sliders](#)

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Clicking the Reset Section will set all the sliders in the Building heading to zero.

Save Preset opens a box to name a preset, and will save the Preset as the position that the sliders are currently in.

This will then be available to you now and when you next open the software, it will still be there for you to use again.

### 3.1.7 Sky

When you have dropped a sky label into your picture, a Sky section will appear to let you edit the pixels marked sky.

#### [Separate clouds from atmosphere](#)

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LandscapePro allows you to edit the sky in two different modes: either as a whole or by separating the clouds from the atmosphere. If this option is turned on, LandscapePro will try and separate the clouds from the blue behind them and allow you to edit them separately.

#### [When Separate clouds from atmosphere is OFF](#)

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##### **Sky**

The sky controls are visible if you have turned off Separate clouds from atmosphere.

**Copy to Image** - Ensures any change you make to the colors of the sky is reflected in the rest of the picture. This is important because the sky is the light source for the scene and if they don't match, then the sky can look fake.

**Sky Edge** - Expand or contract the edge of the sky selection. This is especially important if you have made dramatic changes to the sky. Zoom in to the image to see the effect.

**Dehaze** - Adds or removes the amount of haze appearing in the atmosphere from the sky.

**Replace with** - Replaces the sky with a new picture. In this mode the entire sky is replaced with a new picture. You can press "Add.." to add your own sky.

##### **Sky Colors**

**Top (style) slider** - This offers a choice of different sky color and contrast *styles* by clicking on the dropdown box. The slider increases or decreases the effect.

**Style Contrast** - When turned up to 1, the brightness and contrast of each pixel in the sky is changed to reflect the style. When at 0 only the color of the pixels changes.

**Exposure** - Adjusts the Exposure of the sky and the clouds.

**Contrast** - Adjusts the Contrast of the sky and the clouds.

#### [When Separate clouds from atmosphere is ON](#)

---

##### **Atmosphere**

The atmosphere controls are visible if you have turned on Separate clouds from atmosphere. They allow you to edit the atmosphere behind the clouds. As the clouds are generally see through you will often be able to see the change in atmosphere through the clouds.

**Copy to Image** - Ensures any change you make to the colors of the sky is reflected in the rest of the picture. This is important because the sky is the light source for the scene and if they don't match, then the sky can look fake

**Exposure** - Adjusts the Exposure of the atmosphere.

**Temperature** - Sliding to the right warms the atmosphere, making it more red, sliding to the left cools the atmosphere making it bluer.

**Tint** - Adjusts the tint of the atmosphere. Sliding to the right makes it greener, to the left, more magenta..

**Sky Edge** - Expand or contract the edge of the sky selection. This is especially important if you have made dramatic changes to the sky. Zoom in to the image to see the effect.

**Dehaze** - Adds or removes the amount of haze appearing in the atmosphere from the sky.

### Clouds

**Replace with** - Allows you to replace the clouds in the sky while keeping the atmosphere fixed. It does this by separating the clouds from the sky and applying the separated clouds to your atmosphere. If this doesn't work, try turning off Separate clouds from atmosphere. You can press "Add..." to add your own.

**Cloud Density** - Slider allows you to adjust the density of the clouds. Increasing it makes the clouds more opaque. This can be a good way to get better contrast between the clouds and atmosphere.

### Clouds Colors

**Top (style) slider** - Separately changes the colors of the clouds. - Slider adjusts the amount of change in the color.

**Style Contrast** - When turned up to 1, the brightness and contrast of each pixel in the clouds are changed to reflect the style. When at 0 only the color of the pixels changes.

**Exposure** - Adjusts the exposure of the clouds.

**Contrast** - Adjusts the contrast of the clouds.

### [Reset Section and Save Sliders](#)

---

Clicking the Reset Section will set all the sliders in the Building heading to zero.

Save Preset opens a box to name a preset, and will save the Preset as the position that the sliders are currently in.

This will then be available to you now and when you next open the software, it will still be there for you to use again.

## 3.1.8 Lighting

When the Lighting section is opened and the Strength is not 0, there are two extra tools that open on the image.

One is the directional light and this is shown by a Sun shape which can be dragged around the image to adjust the direction of the light.

The other works like the extend areas tool and appears like a hand drawn arrow, and will drag the light from the place where you first click, across the area where you then drag the tool.

This is to help make the areas of lighting the same where they should be the same, for instance, on one

surface at the same angle.

The lighting section contains a tab with Presets and a tab with sliders.

Adjusting the Strength slider opens up the other options.

The options are:

#### [Lighting color](#)

---

**Shadows** - Opens up the blocks of colors for the shadows and the sliders to adjust to exactly the color that you want.

**Highlights** - Opens up the blocks of colors for the Highlights and the sliders to adjust to exactly the color that you want.

#### [Cloud Shadows](#)

---

Cloud shadows are shadows cast by the sun onto the ground. These can be used to make a flat landscape more interesting.

**Shadow Type** - A drop down to select different patterns of clouds to cast onto the ground.

**Shadow scale** - Allows you to increase or decrease the amount of shadows cast onto the ground. When it is 0, then this has no effect.

**Angle** - Rotate the shadows cast onto the ground.

#### [Buildings](#)

---

This section only appears when you have dragged a building label onto the picture.

**Relight as facade** - Button to adjust the lighting so that all buildings are lit as if they were vertical flat planes. Turn on or off.

#### [Soften Lighting](#)

---

This gives you a slider for each section that decreases the lighting in each of the areas.

#### [Lighting Texture](#)

---

This gives you a slider for each section that allows you to change the roughness of each area. Rougher areas will bring out more texture, especially when the light is glancing.

#### [Reset Section and Save Sliders](#)

---

Clicking the Reset Section will set all the sliders in the Building heading to zero.

Save Preset opens a box to name a preset, and will save the Preset as the position that the sliders are

currently in.

This will then be available to you now and when you next open the software, it will still be there for you to use again.

### 3.1.9 Fixes

**De-Noise** - This slider can help to reduce the graininess in your image often caused by lower quality images, or too high ISO being used.

The Straighten button has either On or Off and will show lines on your image marking the horizontal and vertical lines.

When switched on, the lines will move to line up both lines in your image, so horizons become level, and buildings become straight.

### 3.1.10 Presets

Under each section you have a sliders tab and a Presets tab.

Under the Presets Tab you have a selection of pre - made styles that you may wish to use on your image.

In order to make your own presets, adjust the sliders in the section to the position that you require.

At the bottom of each section are the buttons for Reset Section, and Save Preset.

Clicking Save Preset opens a box to type a name and clicking OK will save it as a Preset in that section. Clicking Cancel will exit the Save Preset box.

## 3.2 Dialogs Reference

This section describes the dialogs in LandscapePro.

<a href="#">Save Image Options</a> <sup>32</sup>	Options when saving image as JPEG, TIFF
<a href="#">General Settings</a> <sup>33</sup>	Settings that control various parts of LandscapePro

### 3.2.1 Save Image Options

When you save an image using the Save button on the Controls Panel, the Save Image Options dialog will appear.

This lets you select whether you want to save the image as a JPEG, TIFF, or save the session as an LP file.

### JPEG Image Format

If you select JPEG, you can control the quality of the image saved. The advantage of choosing a lower quality is that the file size can be much smaller. JPEG is usually the best option if you don't plan to do any more editing of the image after you have saved it.

### TIFF Image Format

Saving an image as a TIFF will usually result in a larger file than saving it as a JPEG. However, TIFF stores the exact image, there is never any loss in quality. This is the best option if you plan to open the image to edit further in another image editor.

TIFF images can be stored either uncompressed or losslessly compressed. The recommended setting is for compressed, because the only reason for not selecting this would be if you wanted to open the TIFF file in another application that did not support compressed TIFFs (although it is unlikely any modern software would not support this format).

### LP Session File

Saving the session as an .lp file means you can move on to edit a new image, or quit Landscape Pro and run it at a later time and then load the session file back to continue enhancing the image.

### Bits Per Color Sample setting

#### Studio Edition Only


TIFFs can store either 8 or 16 bits per color sample (which is 24 or 48 bits per pixel respectively). If you can see artefacts such as banding in the enhanced image, this can usually be fixed by using 16 bits per color sample instead of 8. However, using 16 bits per color samples will generally double the file size compared with 8. Also, not all programs can read images with 16 bits per color sample.

### Save button after the first save

When the save button has been used the first time to save an image or a session, then pressing it again will simply repeat the same save again without displaying the file dialog. This provides a quick way to keep saving what you currently are seeing before making more changes. To see the file dialog again, which lets you choose a new filename, press and hold the save button and release the cursor on "save as".

## 3.2.2 Settings

To bring up this dialog, return to the Home Screen with the Home button.

<a href="#">General</a> 	General Settings
Language	Change the interface to a different language
Color (Studio Only)	Color Settings



### 3.2.2.1 General Settings

To bring up this dialog, return to the Home screen and click the Settings button in the top left hand corner.

The settings available under the General tab are:

---

#### Show tips as you use LandscapePro

Unchecking the box turns off the tips, so you will no longer be prompted with tips on how to use LandscapePro.

---

#### Load 16 bit images as 8 bit then reprocess as 16 bit on Save ( Off: Slow)

Checking the box will save you some time on loading images if you only have small adjustments to make to your images.

---

#### Auto Plugin Mode

If this is checked, LandscapePro will enter [plug-in mode](#)<sup>18</sup> if a path is specified on the command line when launching the application.

Check the box to use the Studio version as a Plugin. Uncheck the box if you regularly open images directly in LandscapePro.

---

#### Send anonymous usage data to improve LandscapePro

Allow your software to collect data anonymously and send it to Anthropics to help improve the software.

---

#### Jpeg Compression Setting. Higher is better quality.

Adjust the amount of compression when saving a jpg image. Smaller values produce smaller files, higher values produce larger, but better looking files.

---

#### Maximum image display size

If you have problems loading very large images into the software, they might be too large for your graphics card to display. If that's the case you can lower this value. It will only affect what you see in the software, images will still be saved at the original size.

### 3.2.2.2 Language

Choose the language you prefer for the application interface. By default the automatic option is selected where the language is chosen from the operating system.

### 3.2.2.3 Color (Studio only)

Color management helps to ensure that the colors you see on your monitor are as close to how they should appear as possible.

In addition, you can configure what working color profile LandscapePro Studio uses internally. This affects the

*color gamut*, which is the range of colors that can be represented.

For maximum speed, select the "High Performance Display" option. This allows LandscapePro Studio to optimize the use of color profiles for the screen when being used interactively. Regardless of this setting, your chosen working profile will be used when saving files.

*Note:* this dialog is only available in the Studio editions of LandscapePro. The standard edition of LandscapePro works with Color Management turned off and 8 bits per color sample. What this means is that colors displayed on the screen may not be accurate, however color profiles are preserved which means that the images saved from LandscapePro will have the same color profiles as the images that were originally loaded. If using these images in other color managed programs the colors will look correct.

#### [An explanation of color management](#)

---

When color management is turned on, LandscapePro will ensure that the colors on the screen are correctly displayed according to the color profile specified in the image and your monitor profile. For the very best results, calibrate your monitor rather than using the profile that is provided by the manufacturer of the monitor.

For example, if you have a picture on your disk that you have saved with an sRGB profile and you also have the same picture saved with an Adobe (1998) profile, then they will be displayed with slightly different colors with color management turned off, but when color management is on they will look the same. In fact with color management on the two pictures could still look slightly different due to out of gamut colors being lost when the images were created, or rounding errors caused by the different color profile conversions in the process of displaying the images. However any changes would be very slight and normally not noticeable.

If you print a lot then a good rule of thumb is to use Adobe (1998) as your working profile, or if you mainly view images on your monitor then sRGB is more suitable. In either case it is best not to convert from one color profile to another without a reason, because during the conversion there may be colors that become out of gamut (i.e. they cannot be represented in the new color space) and so they will be lost, and also rounding errors could be introduced which would appear as color banding over smooth gradients in the image.

## 3.3 Plug-in Installation Guide

[Studio Edition Only](#) 

### [Installing the LandscapePro Photoshop Plug-in](#)

---

This is done by running the program PhotoshopPluginInstaller. You can find this in the installation folder for LandscapePro Studio, but the easiest way to run it is by running the installer for the LandscapePro Studio to re-install everything again, which includes the installer for the plug-in.

The plug-in installer will detect what version of Photoshop you have installed, and automatically find the Plug-Ins folder for you. However, if the correct place is not detected you can manually browse to the Plug-Ins folder of the Photoshop you want to use. Please make sure to check that the installation folder that LandscapePro Studio gives you is correct for the version of Photoshop that you want to use.

On a Mac, the Photoshop CC Plug-In directory is normally:

`\Applications\Adobe Photoshop CC\Plug-Ins`

For Windows, the Photoshop CC Plug-in folder is normally

C:\Program Files\Adobe\Adobe Photoshop CC\Plug-Ins

When launching Photoshop, make sure that you launch the Photoshop where you have installed the plug-in. If you launch a different Photoshop, that will not have the plug-in installed, and LandscapePro Studio won't show up in the menu.

Photoshop needs to be restarted before it will use a new plug-in. When the plug-in is installed, you can see it in Photoshop by selecting the Filter menu option. Look down the list of filters and at the end will an entry "Anthropics". Choose this and you will see it expand to show the LandscapePro Studio plug-in

---

### Re-installing plug-ins

If you did not install the plug-ins when LandscapePro was installed, perhaps because you did not have the other application already installed at that time, you can install the plug-in later.

This is done by running the program PhotoshopPluginInstaller. You can find this in the installation folder for LandscapePro Studio, but the easiest way to run it is by running the installer for the LandscapePro Studio to re-install everything again, which includes the installer for the plug-in.

---

### Troubleshooting

If the LandscapePro plug-in does not appear in Photoshop (or other compatible application), it may not have installed correctly. This can be caused by the plug-in being installed into the wrong folder.

## 3.4 Third Party Credits

LandscapePro uses a number of third-party libraries, which are acknowledged here. We offer our thanks to the authors for providing these valuable resources.

---

### dcraw

RAW image reading is provided by [dcraw](#).

Copyright 1997-2017 by Dave Coffin, dcoffin a cybercom o net

---

### tiffib

TIFF image reading and writing is provided by [libtiff](#).

Copyright (c) 1988-1997 Sam Leffler

Copyright (c) 1991-1997 Silicon Graphics, Inc.

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#### [jpeglib](#)

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JPEG image reading and writing is provided by [jpeglib](#).

This software is based in part on the work of the Independent JPEG Group.

This software is copyright (C) 1991-2011, Thomas G. Lane, Guido Vollbeding.

#### [pnglib](#)

---

PNG image reading and writing is provided by [pnglib](#).

#### [zlib](#)

---

Zlib compression support is provided by [zlib](#).

(C) 1995-2012 Jean-loup Gailly and Mark Adler

#### [Adobe DNG SDK](#)

---

DNG reading is provided by the Adobe DNG SDK.

Lossless JPEG code adapted from:

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### [Adobe XMP SDK](#)

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The Adobe XMP SDK is used by the Adobe DNG SDK

Copyright 2009 Adobe Systems Incorporated and others. All rights reserved. The original version of this source code may be found at <http://adobe.com>.

### [Icms library](#)

---

ICC color profile handling is provided by [Icms](#).

Little CMS

Copyright (c) 1998-2007 Marti Maria Saguer

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### [OpenCV](#)

---

Automatic feature finding makes use of the [OpenCV](#) library.

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### [Machine Learning Framework](#)

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A machine learning framework is provided by Darwin.

DARWIN: A FRAMEWORK FOR MACHINE LEARNING RESEARCH AND DEVELOPMENT

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### [Boost](#)

---

General classes are provided by [boost](#).

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### [Delaunay Triangulation](#)

A delaunay triangulation function is provided by Ken Clarkson, AT&T

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## 3.5 Supported File Types

LandscapePro can read and write the following types of files:

Type	Extension	Description
JPEG	.jpg; .jpeg	Image file type that uses lossy compression
TIFF	.tif; .tiff	Image file type that is uncompressed or uses loss-less compression Note: TIFF files containing images that have 16 bits per color sample (48 bits per pixel) are only supported in the Studio edition.
LP	.lp	Proprietary file type used by LandscapePro to store a session

### [Studio Edition](#)

In addition, LandscapePro Studio supports reading the following camera RAW files:

Manufacturer	Type
Adobe	.dng
ARRI	.ari
Canon	.crw; .cr2
Epson	.erf
Fuji	.raf
Imacon	.fff
Kodak	.tif; .kdc; .dcr
Mamiya	.mef; .mos
Minolta	.mrw
Nikon	.nef
Olympus	.orf
Panasonic	.raw; .rw2
Pentax	.ptx; .pef
Phase One	.tif; .iiq
Red	.r3d
QuickTake	.qtk
Sony	.arw; .srf; .sr2

## 3.6 Keyboard Shortcuts

LandscapePro provides the following keyboard shortcuts at the various stages of the application.

F1	Shows the built in help
CTRL+O	Opens a new picture
CTRL+S	Saves the picture



CTRL+Z	Undoes the last edit
CTRL+Y	Redoes the last undone edit
Arrow Keys	Pan the image
+/-	Zoom in and out
Page Up/Down	Scrolls up and down the side panel
[ and ]	Change the brush size where relevant
ENTER (while held)	Flips enhanced image view to show original image.
ESC	Exits the editing process, and goes back to the main screen.
SPACE BAR (while held)	Hold Space Bar and click and drag to pan whilst in Add & Edit Areas



# Index

## - B -

bits per sample 32

## - C -

color settings dialog 32

controls panel 22

## - D -

docking controls panel 22

## - E -

enhance image 16

## - F -

file extensions 39

file types 39

flipping between enhanced and original 22

## - G -

gender 14

## - I -

image orientation 14

introduction 6

## - J -

jpeg 31

## - K -

keyboard shortcuts 40

## - O -

open image 14

## - P -

Presets 16

## - Q -

quick start guide 7

## - R -

rotate image 14

## - S -

save image options 31

select gender 14

show original 22

start 6

## - T -

tiff 31