Capture One Essentials

Week Two

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- Quick tool tab
  - Histogram
    - Make sure you can read a histogram.
    - As you move your cursor over an image the histogram will inform you where those pixels fall.
  - Base characteristics
    - The color profile of your camera. At the moment this will be the color reproduced by your camera. Later in class we will learn to measure the color our camera creates and build out a profile that reproduces the colors our cameras are missing.
    - By the way, with any adjustment tab, you can hold alt and click on the back arrow on the tab to see what the image looked like before the alteration you made using this tab.
  - Styles and presets
    - Presets
      - Presets are adjustments using only a single tool.
      - Make an adjustment with a tool and click on the three lines (looks like a hamburger) to save the adjustment as a preset.
      - Styles
        - Premade adjustments using one or more tools. These can be applied to as many images as you want.

- - - ○ Click on styles to lead them into the applied panel (some will override others).
    - ○ To create one, make a filled adjustment layer and then edit within.
    - ○ When you want to use one, right click on it and apply to a new layer.
  - Right click on any of these and you can apply to the effect or to a new layer. I would add to a new layer, which allows you to change the opacity of the effect.
  - I would also add the tool tab "style brushes" to create and use brushes of varying effects. Click on the brush and add the effect to areas of the photo as you desire.
  - To create a new brush, create a new empty adjustment layer, select the brush tool, create the effect you want and then click on the three dots next to the style brush tool and select "save style brush".
- ○ White balance
  - Wand tool will always do an auto adjustment of the given tool.
  - We can change white balance and then alter it by kelvin or tint. Only do this after you select the appropriate base characteristics.
  - You can also use the eyedropper tool to find a neutral gray, but this will be more accurate if the source is made to be photographic 17% gray.
- ○ Exposure editing
  - Exposure

- The wand tool doesn't tend to be accurate.
- You can adjust overall exposure. Note that double clicking a slider sets it back to its original position.
- Adjusts the exposure of the image.
    - Contrast
        - The difference between bright and dark areas. This is a global adjustment.
        - The levels tool will give you more nuance later. But it isn't defaulted inside the quick tab.
    - Brightness
        - Exposure biases highlight tones whereas brightness has no bias.
    - Saturation
        - The depth of the color tones, not their value.
- High dynamic range
    - Highlight slider to control highlights (brighter or darker).
    - Shadow slider to do the same with shadows. There is a reason these last two are in a "high dynamic range" subsection.
    - White slider makes the white areas whiter. Good for smoke or white shirts and to add some small contrast.
    - Black slider is very useful. Making black areas a little darker adds to depth and color saturation.
- Styles tool tab
    - We have examined base characteristics, styles, and presets already. This can be a fast place to find and adjust those.
    - This is also where the adjustments clipboard can be found.

- When you copy a set of edits you can drop out parts of the edit to apply to other images here.
- You can select all by clicking on the three dots.
- You can also add a particular style or preset here.
- Exposure tool tab
  - First, make sure to add the layers tab inside of this tool. We will explore why later. For now, know that adding adjustments within a layer makes them easier to control later on.
  - After the controls we have already explored, we will find clarity and dehaze.
    - Dehaze affects a larger area and boosts saturation more. However this might make smaller spaces less recognizable. I use it for the sky and for a small global adjustment.
    - Clarity affects smaller areas of contrast, good for adding structure to a subject.
  - Levels defines the highlight, midpoint, and shadow point of the image. You can adjust exposure here, but this will also affect how the white and black, as well as the highlights and shadows, sliders work. Again you can make adjustments to exposure or to the RGB channels separately.
  - Curve is a control for contrast that gives you the ability to make the contrast in the highlights different from the shadows.
    - The main trick here is to learn the essential "s" curve and to be subtle.
    - You can use the dropped tool to create a point on the graph indicating that value.

- While the density curve is the most valuable, you can control the RGB range separately with the curve tool.
- The luma tool adjusts brightness contrast but not color.
  - The vignette tool is a nice way of adding focus or dynamism to an image. You can change how extreme it is and the same (circle or elliptical).
- Color tool tab
  - On top of the controls we have already discussed there are more nuances here that I enjoy working with. Moreover, I have tended to add the histogram and the layers tabs here, to make sure I have that information easily accessible.
  - Color editor
    - With the basic tab you can choose a color and then alter the hue saturation, and lightness of that color.
      - Hue is the actual tone of the color.
      - Saturation is the depth of that color.
      - Lightness is how bright or dark that color is.
      - Click on the three dots to adjust smoothness, which is affecting some of the colors outside the range so the effect is smoothed out.
    - With the advanced tab you can choose the exact color you want to adjust.
      - Here you can define the range of the selection.
      - The smoothness slider will alter the edge of the color range to a hard or slow fall off. This is the same tool as before, but placed with the other sliders.

- ■ Lastly you can select the skin tone of the subject.
  - ● The original tools work in the same way. Remember the first color you pick is your ideal color.
    - ○ You adjust its hue, saturation, and lightness.
    - ○ Then expand the range of colors affected.
    - ○ By moving the uniformity sliders you will make all other colors in the range closer to your original color in their hugh, saturation, and lightness.
  - ● Click on "view selected color range" to see just the selected color (all else will be in greyscale).
  - ● You can use this slider to adjust anything, not just skin. By clicking on a color, changing the range, and then moving the dot within the range, you can change the initial color to the new one. This works particularly well within layers, as we will examine going forward.
  - ● Create a mast around the subject's face, so as not to affect other colors in the frame. Select the ideal tone and then add uniformity to the hue. This will reduce redness in the skin tone.
- ○ Color balance
  - ■ This is known as split toning - the ability to adjust color temperature separately for the highlights, midtones, and shadows.
  - ■ Note that where you position your levels controls will affect what is defined as highlights and shadows.

- It is normal for the shadows of an image to be a cooler color temperature than the highlights or midtones.
- By using the circular slider on the ride you can adjust exposure of highlights, midtones, and shadows from this single tool.
  - Black and white
    - First, click to enable black and white.
    - After that you can adjust individual colors. This will make those colors lighter or darker in the image.
    - Using the split tone tab will allow you to adjust the hue and saturation of highlights and shadows, thus allowing you to bring those colors in or out of selected areas.
  - Normalize
    - This tool is incredibly powerful. With one dropper you can select a color and decide if you are going to normalize white balance, exposure, or both.
    - Choose the image you want to match and click on the same color to normalize and then will then match.
    - While this is oftentimes used for skin tone, it can be for anything. For instance, you can adjust a product or a piece of clothing in one image to be perfect and then match that look in all subsequent images.
    - If you are hanging or delivering a series of images (even from a number of different cameras) you can and should normalize them to look the same.
    - You can save the exact tone as a preset and then apply it to other images later on.

- You can also adjust the exact hex number. This is often done for images of products with a banded color.
- Details tool tab
  - The navigator will let you zoom in and move the viewed area while knowing where you are within the frame.
  - Focus tool shows area for reference.
    - You can use the magnifying glass tool to look at other areas.
    - Keep this tool up when using the other sliders within the tool tab.
  - Sharpening is a small area contrast tool.
    - When you bring in an image to Capture One, the software makes an initial assessment of the image and lens and adds corrections that it feels are appropriate. You can, of course, change these here.
    - Amount is the, you guessed it, amount of sharpening the software will do when it finds an edge or contrast point.
    - Radius is the distance from the contrast point that the software will add changes. Move this around to make sure you don't overdo the effect.
    - Threshold is the amount of contrast capture one needs to see in an edge before it applies sharpening.
    - Halo suppression will remove halos that our sharpening choices have introduced.
  - Noise reduction
    - Two types of noise. Color noise is when multiple colors appear in an area that should be a singular color where

luminance noise appears more like grain. Adjust each slider to see which you have.

- Moving detail slider gives more detail but can introduce artifacts. Moving it to the left can give you smoother results with less detail.
- Single pixel is there to adjust and remove hot single pixels within an image. Please note this tends to work when zoomed in to the issue area of the image.

- ○ Film grain
  - With a drop down slider you can decide the type of grain you want.
  - Impact is the amount of noise added.
  - Granularity is the size of the grain added.
- ○ Spot removal
  - Allows you to select individual spots being removed in the order of creation.
  - You can adjust the size of the brush here or with the cursor.
  - Also you can decide the type of spot being removed so the software can clone and fix the issue intelligently.
- Shape tool tab
  - ○ Lens correction
    - Some corrections have already been done upon importing the image. These can be adjusted.
    - For instance, the barrel distortion of your lens has likely been corrected but can be adjusted. Many lenses, especially wide ones, need this  correction.

- - ■ Sharpness can be adjusted for lenses that need extra contrast.
    - ■ Light falloff fixes vignetting issues in some lenses.
  - ○ Purple fringing will remove the added purple color that sometimes appears at the edge of a heavily backlit subject.
  - ○ Rotation &flip will straighten and flip the image in the orientation you need. This is duplicated in the crop cursor tool in the cursor toolbar.
  - ○ Keystone allows you to define straight and parallel lines in the image, as we previously detailed. Define the straight and parallel lines and click "apply".
  - ○ Grid turns on a grid of varying shapes with outlines in varying colors. By clicking on the "clockwise" and "mirror" boxes, you can rotate the shape. Combine this with the grid icon in the toolbar.
  - ○ Crop is the same tool as from the cursor toolbar. However here you can decide the aspect ratio and the exact size in either dimensions or pixels. Use this after the grid tool.
  - ○ LCC allows you to take the adjustments you have made and save them as a preset you can apply whenever you use this same lens in the future.
- ● ICC Camera Profiles/Base Characteristics
  - ○ Camera Profile
    - ■ Color checker passport will measure the colors your camera actually records. By running their software (color checker calibration) it will build a profile to add in the colors your camera fails to record.

- Shoot a picture in RAW and export it. Open in color checker calibration, center the edges of the color swatches, and click to build a profile.
- After relaunching Capture One you can use this profile to build in the color your camera is missing. The passport can also be used for white balance calibration.
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