

ColorfulCurves Tool Instructions

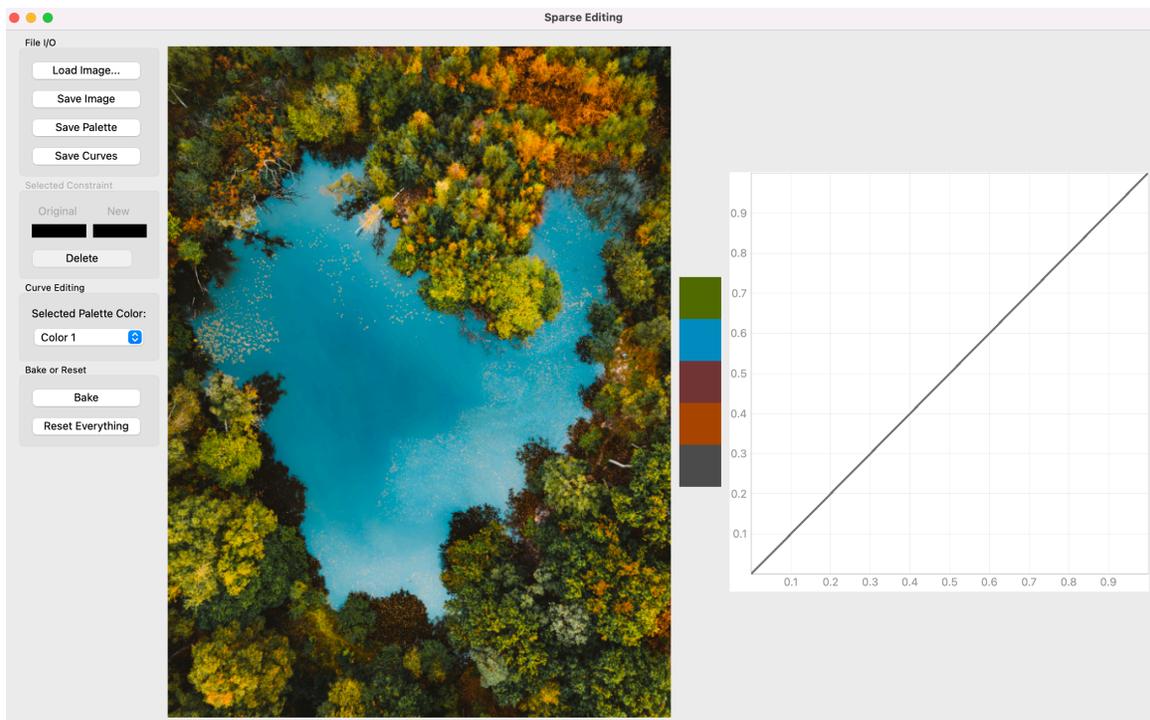
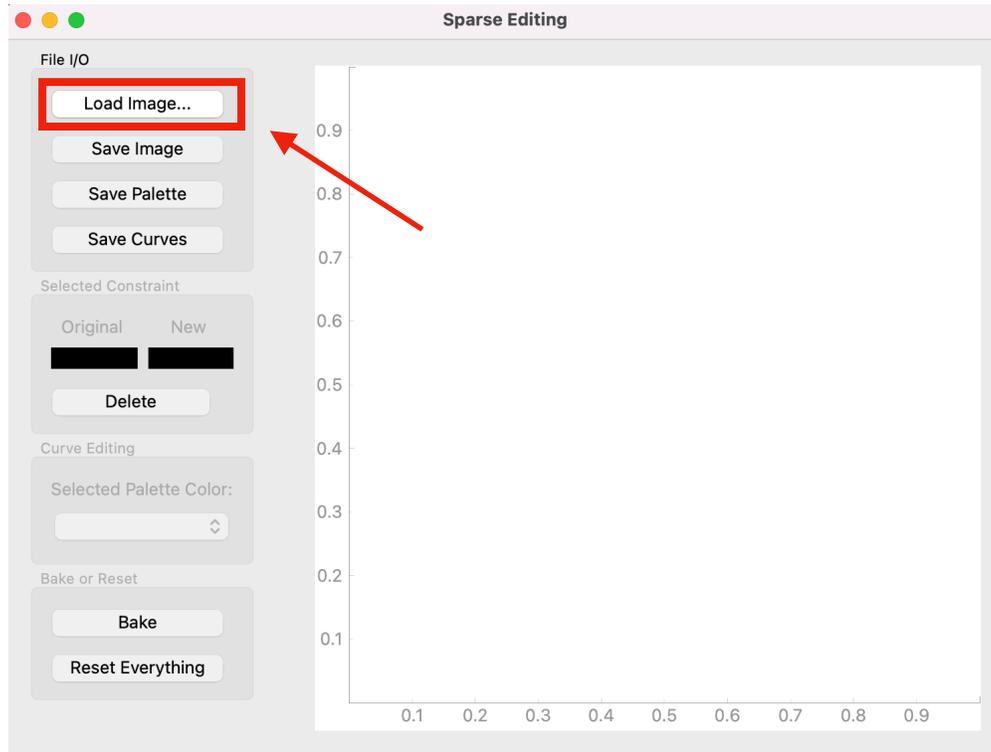
Thank you for agreeing to try our curve and color tuning tools and give us feedback. Here is a walkthrough explaining how to use it and an example we'd like you to try.

Tutorial

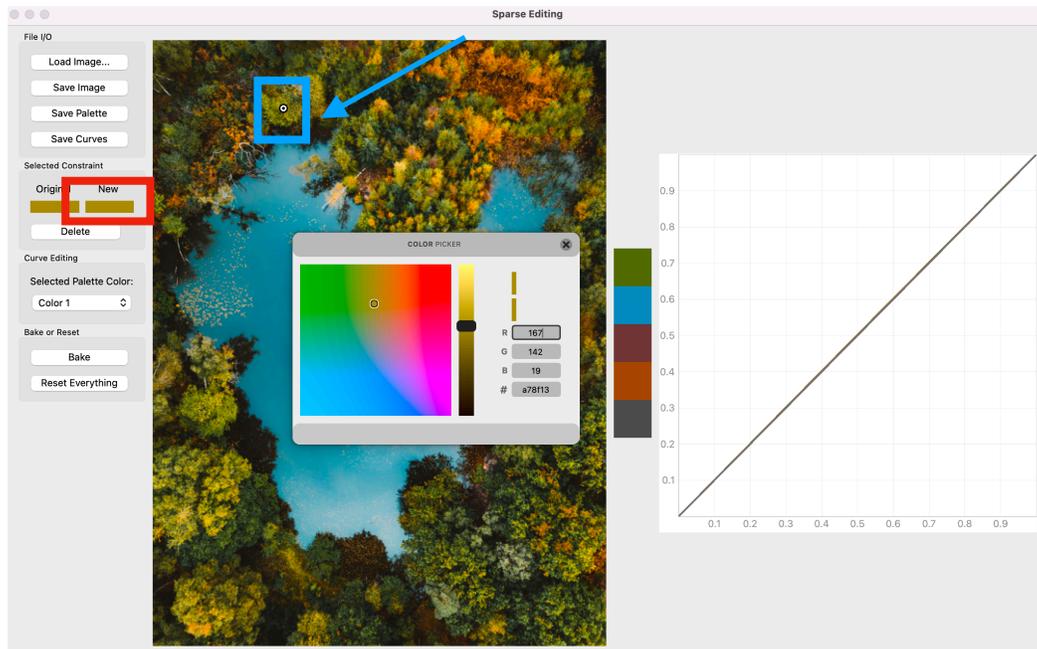
1. Open *ColorfulCurves*. (If after 20 seconds you see a pop-up message saying that the application cannot be verified, please right-click the application and choose "Open" again. This time you will be able to continue opening the application.)
2. When it launches, you should see the below window. Please do not click anything at this point.



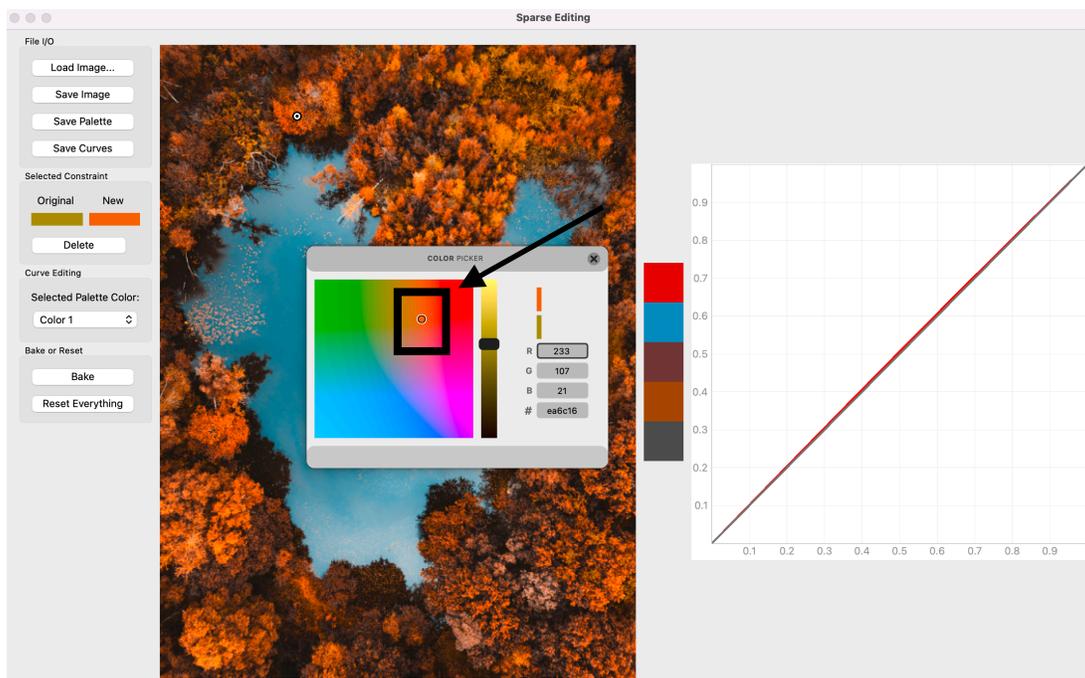
3. Press the **'Load Image...'** button. Your chosen image will be loaded in around 3 seconds.



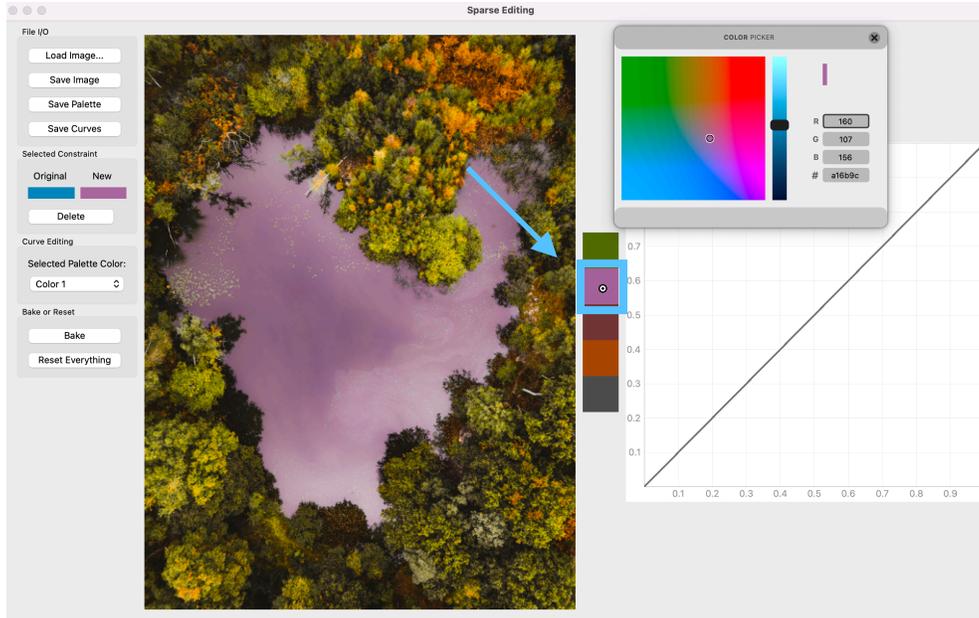
4. *Image-space constraints.* You can click on locations in the image (like the blue arrow) to place image-space constraints. Try it. Click on the color swatch below 'New' on the left (shown in the red box). This will trigger the color picker to appear.



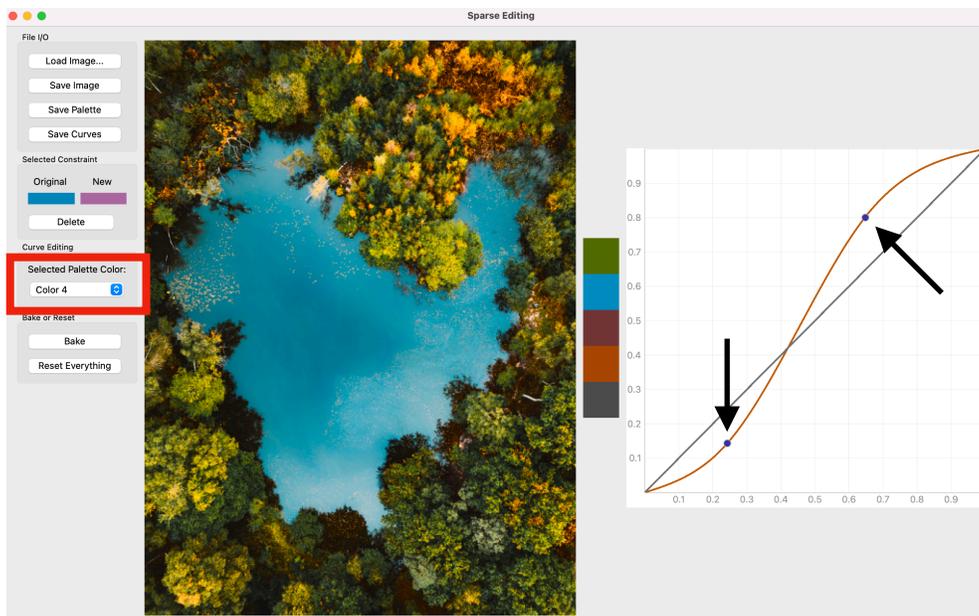
5. Try dragging the dot in the color picker to specify your desired color for this particular pixel. *ColorfulCurves* will optimize the palette colors and curves for you.



- You can also place a constraint on a palette color directly. Try clicking on a swatch in the palette (blue arrow and box). Change the palette color the same way, by clicking on the color label below 'New' on the left and dragging the dot in the color picker.

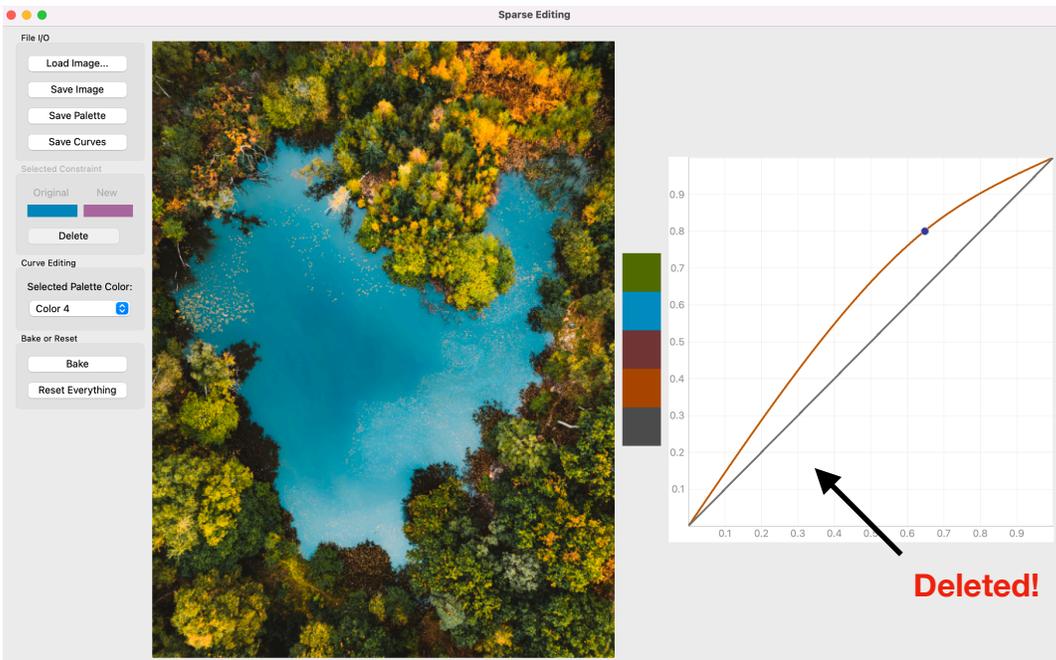
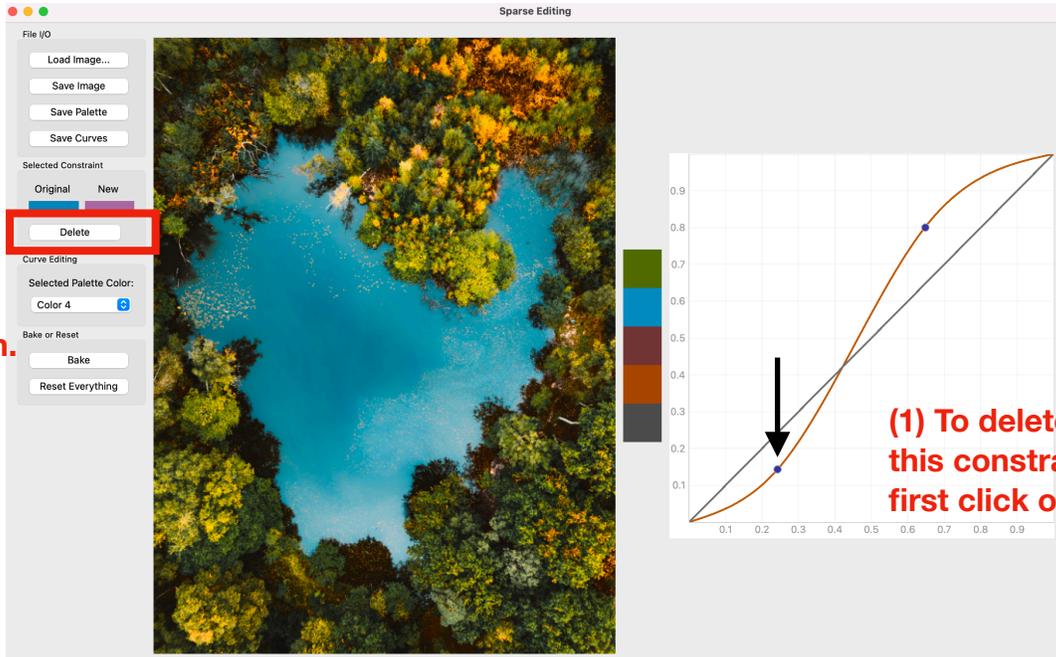


- To change the luminance curves for a palette color, choose its number in the "Choose Palette" combo box on the left (red square). Then click and drag on the curve in the right panel to add curve constraints (black arrows).



8. To delete a constraint, *click on it first* and then click the **'Delete'** button on the left. Constraints can be added or deleted in any order. The result is always the same.

(2) Click the 'Delete' button.



9. If you are satisfied with your edits, you can click the **'Bake'** button. Your current edited image becomes the new baseline image. All constraints are released. On the other hand, if you want to start over from scratch, you can click **'Reset Everything'** to restart editing from the last baseline image.

