

BLACK & WHITE projects 3

USER MANUAL



System Requirements

Windows 8.1/8/7/Vista, 32/64 bit, Dual Core Processor, 2 GB RAM, 2 GB HDD, Screen Resolution 1280 x 1024 Pixels, Graphic Card: DirectX-8-compatible, 128 MB, 32 bit colour depth

Mac OS X (10.7 and higher), 64 bit, Intel Processor/G5, 2 GB RAM, 2 GB HDD, Screen Resolution 1280 x 1024 Pixels

Internet connection required for software activation.

Installation on Windows

The start screen for the installation will normally be automatically displayed. If the auto-start function of your CD/ DVD drive is deactivated, open the start screen manually by going to My Computer, double clicking on the CD/DVD drive symbol and then the .exe file to start.



Choose German, English or French as setup language and follow the installation assistant's instructions.

During the installation, you will be asked if you would like to install the Adobe® Photoshop plug-in. If you agree to this, you can use **BLACK & WHITE projects 3** as a plug-in for Adobe® Photoshop. Alternatively, the plug-ins can also be manually copied into the Ado-

be® Photoshop plug-in folder. Select the plug-in entry folder in the CD start menu to open it.

Installation on Mac

Load your CD into your CD/DVD drive and open the installation menu through the desktop.

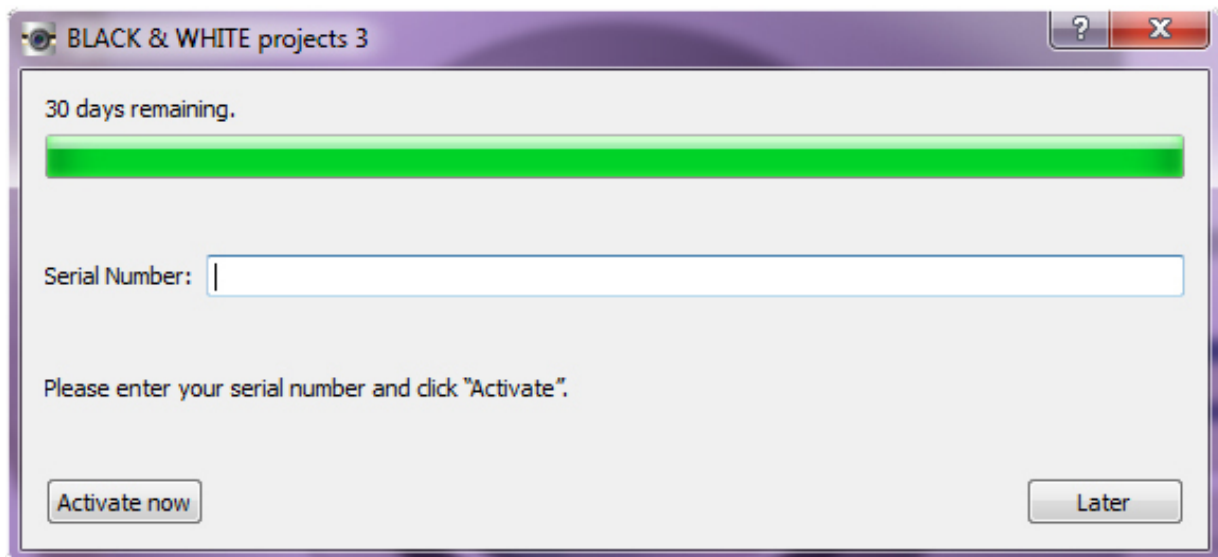
Drag the **BLACK & WHITE projects 3** file into the program link. To use the Adobe® Photoshop plug-ins, open the Adobe® Photoshop plug-ins folder and copy the appropriate plug-ins into your Photoshop plug-ins folder.

You can now use **BLACK & WHITE projects 3** to edit your photos!

Registration

Upon opening **BLACK & WHITE projects 3** for the first time you will be requested to register the program. Proceed according to the following:

1. Install **BLACK & WHITE projects 3** as described.
2. Input the serial number. For the box version, this can be found in the accompanying booklet. If you have the downloadable version, the serial number will have been sent to you by email directly after the purchase.



3. Finally, click on the “*Activate now*” button. The software has now been successfully activated.

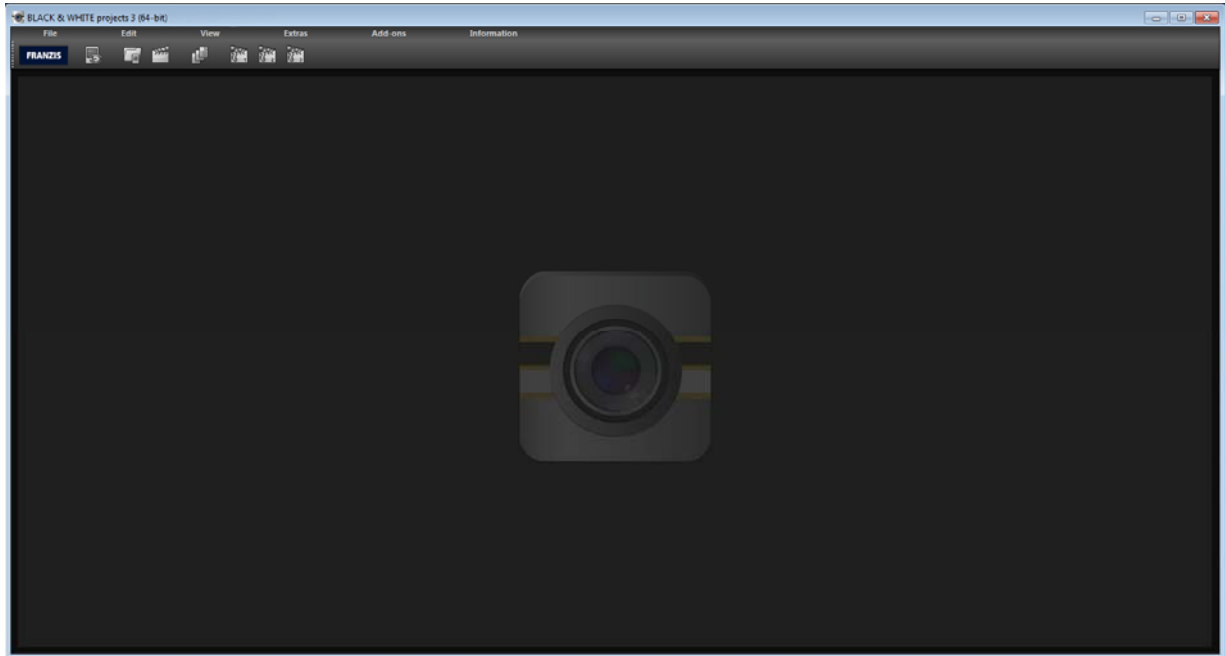
Note: Using the same serial number, *BLACK & WHITE projects 3* can be installed on up to two computers.

A second serial number is not necessary. For an additional installation on a different computer, enter the serial number and then click on “*Activate now*”.

The information on the following pages should enable you to start working with the software immediately. You will learn how to edit an image step by step.

The Start Screen

On the start screen you can find the tools for searching and loading images and loading existing projects.



You can find the main menu and tool list at the top edge of the screen. This tool list includes the following functions (from left to right):

Image data browser

This tool allows you to search through folders for images. A preview of the images found will be displayed and you can import them directly by right-clicking on them and using the context menu that pops up.

Load single images and exposure series

Use this buttons to load images or exposure series directly. All common image formats, camera RAW formats and HDR image formats are supported.

Open project

You can load existing projects by clicking on this button.

Batch processing

Click on this button to go to batch processing. Here you can process several images automatically.

Load example projects 1-3

With one of these three buttons you can open and work on a photo series in order to familiarize yourself with the program, without having to load your own photo series.

Drag & Drop Functions

The software has a powerful drag and drop function that can decide, depending on the file that you drop into the program window, what to do with the file:

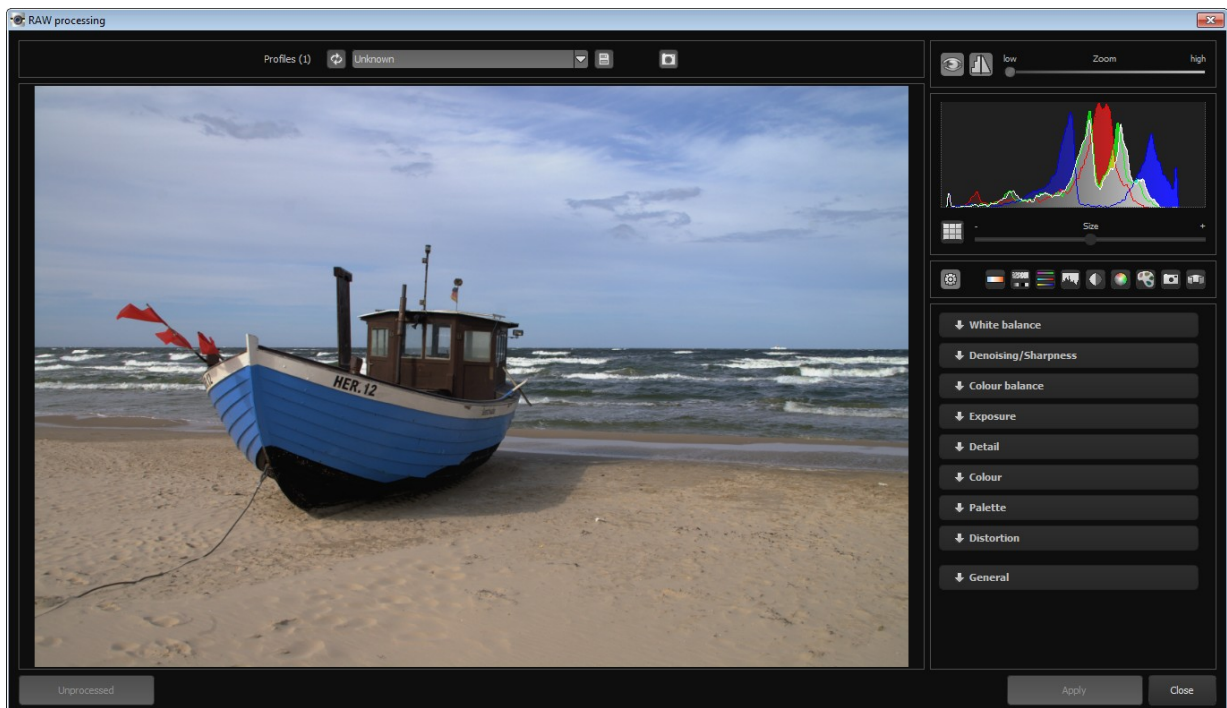
- Single images will be loaded directly
- Folders will open the image browser
- Project files will be opened directly
- Addons (.praddon) will be detected and imported automatically

RAW Module

The RAW module is a RAW processor integrated into the program. Simply click on the RAW symbol in the tool list to access this function.

There are 9 different adjustment options in this module:

- White balance
- Denoising & Sharpness
- Colour Balance
- Exposure
- Detail
- Colour
- Palette
- Distortion
- General



Note: Editing is equally as possible with JPEG and TIF files.

The processing step for your image can be applied at any time and more than once in the work history.

Post-Processing

As soon as you have loaded an image or a project into the software the image editing area will be displayed. Here you can configure all the settings for individual image processing.



Selecting Default Settings

On the left of the main screen you can find the settings and control functions.

The import/export area underneath lets you import or export default settings. You can trade as many default settings as you like with your friends and colleagues.

By left-clicking on the preview of a default setting you can open the image in the middle of the screen for the main processing.

Expert Mode

On the right of the main screen you can find the “Expert mode” window. The tab “finalise” includes the following functions:

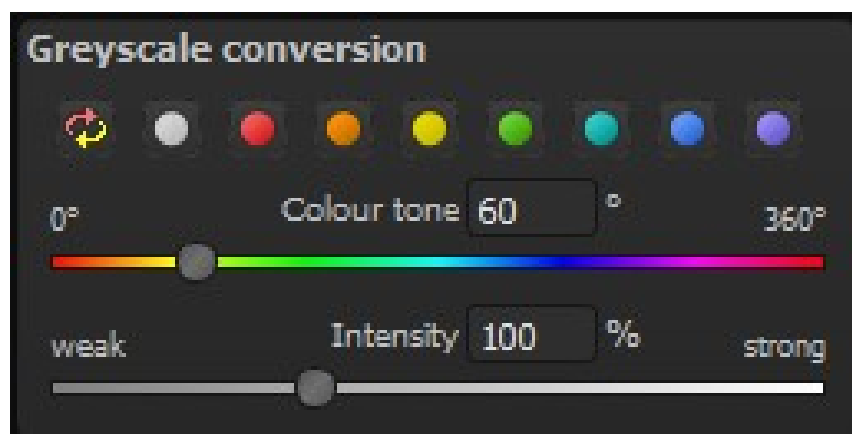
Magnifying Glass

The magnifying glass shows you a 1:1 comparison between the original and edited images. Hold your cursor over any desired point on the image. You can fix the magnification with the “L” key (Lock) to monitor a specific area while editing it.

When the area is fixed, a white dotted line will appear around the edge of the magnifying glass.

Greyscale Conversion

A very important part of **BLACK & WHITE projects 3** is the selection of a colour filter for the greyscale conversion.



The upper row contains eight different colour filter settings from which you can choose freely.

If you want to adjust a colour tone or its intensity in detail, you can do this with the two sliders directly underneath the colour filter default settings.

For example, if you want to darken the blue sky in a landscape shot, select the red filter and set the intensity to a value that you deem appropriate, e.g. 150% for a very strong effect.

Photo Film Emulation

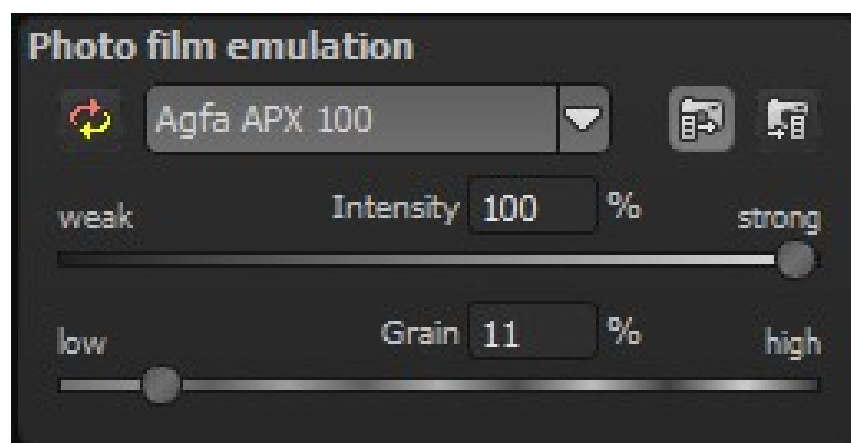
The photo film emulation function allows you to edit your image in order to make it look similar to the chosen photo film.

You can choose between a variety of photo films from different manufacturers.

In addition, you can select whether the film should be placed on the image before the default settings are applied to it or afterwards.

Note: The resulting image may significantly vary depending on which mode you select here.

As soon as you have selected a film you will have access to two additional sliders that appear below your selection.



Here you can change the intensity of the photo film emulation and the strength of the grain respectively.

Optimisation Assistant

The optimisation assistant is a tool that remembers your preferences.

Values for optimized denoising, tonal values, clarity, dynamic and image sharpness will be automatically determined for the current focus stack. These values can also be changed later on.

If you save an image with a different setting, these values will be calculated into an individual trend that will be made available to you for the next stack. This trend will be indicated on the sliders by a bright area setting it apart from the calculated optimum.

In this way, the optimisation assistant evolves over time to your preferred image style.

X Color Module

You can add colour to your black and white editing afterwards using the five different available techniques.

Colour toning

The colour toning module offers you eight different default settings to adjust the image's colour toning. These default settings can be changed optionally. Select the colour tone, its saturation and opacity.



Scratch & Sensor Error Correction

Scratch and sensor error correction can be found on the right hand side in the “Finalise” window, down at the bottom, with good reason. A scratch and sensor spot correction should always be the last task to be performed.

As soon as the correction has been activated, a new window will open. The work area is in the middle and the settings can be adjusted on the right side.

Choosing the “expert” tab, you can edit effects in different areas of the interface.

At the top of the expert mode panel you can see a list of all the available post-processing filters. Double-clicking on one of them will add it to the end of the list of effects you have selected.

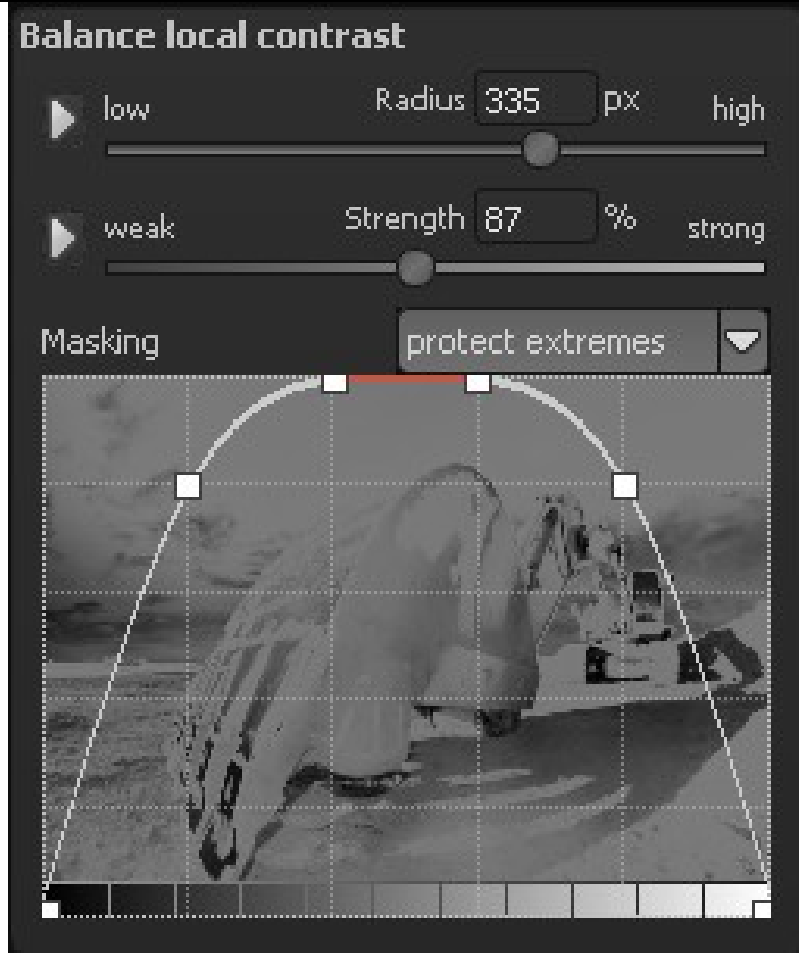
If you want to change the values of a single effect within the list, select the effect by left-clicking on it. You can now see an area with all the parameters for the effect you have chosen below the list of selected effects.

Here you can choose the settings for the processing method with the corresponding opacity, effect intensity, colours, positions and many more.

Please also note that you have a context menu available within the list of selected effects.

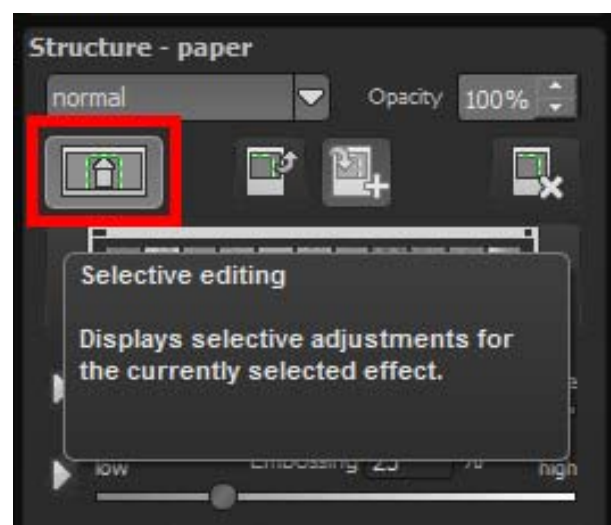
In order to get the hang of these values you can either take a look at the tooltips, or just click on some default settings and see how the effects and their respective parameters change.

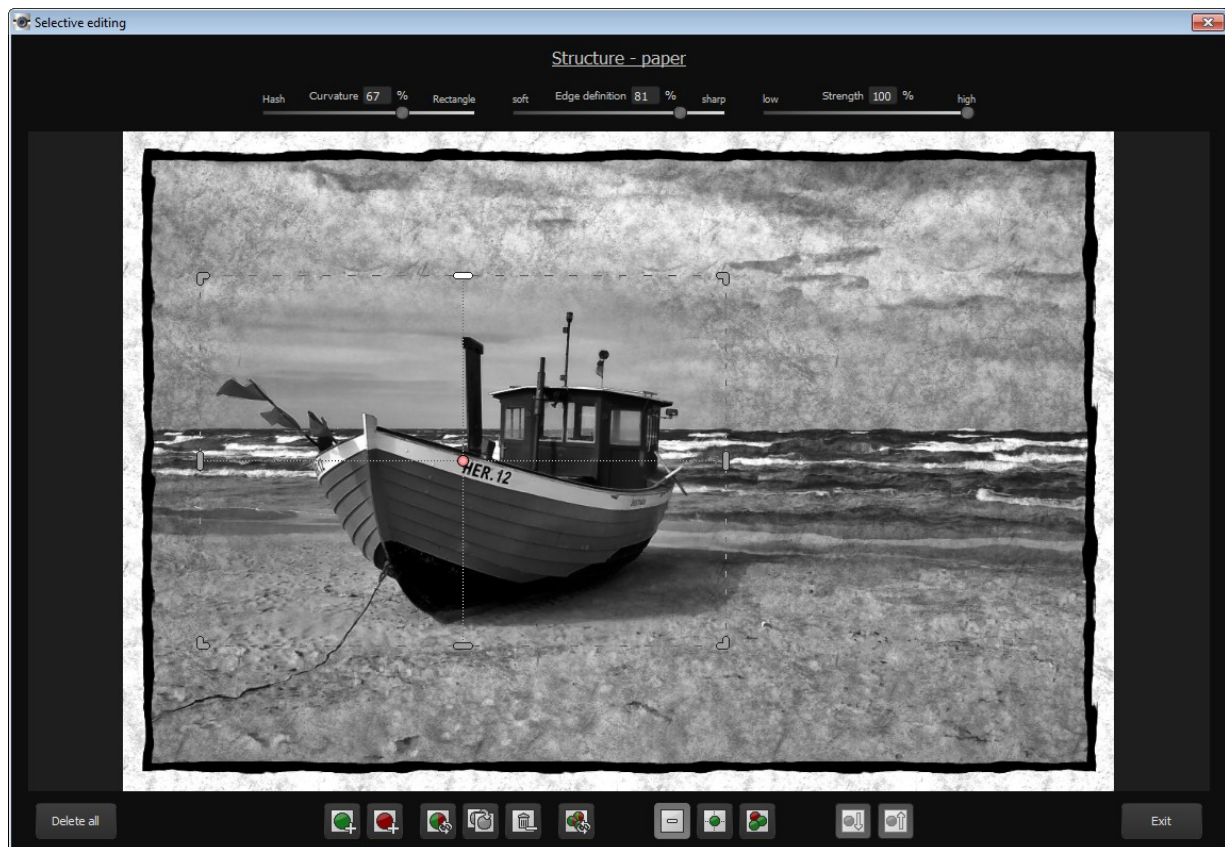
Another effective option for setting up parameters is the real-time preview. To the left of every slider in the parameter area you can find a „play” button. Clicking on it will make the respective slider go in one direction and then in the other. If you have found your desired setting this way, simply press “Esc” on your keyboard to apply this value to your image.



Selective Editing

Selective editing is a powerful tool that allows you to apply effects to certain areas of the image with different intensities. You can find the control panel for selective editing in the parameter area of every effect, and by clicking on the button to the far left you can open the respective window.





In this window you can find two blocks with either four or three buttons in the lower area.

The four buttons are for adding, removing, duplicating and deleting the selected areas, while the three buttons allow you to choose between different display modes for the effect intensities that result from selected areas.

You can add up to 32 amplifying (positive) or excluding (negative) areas for the current effect.

The size and the position of areas can be selected directly in the image, either in the corners or at the sides of the area.

You can freely change the curvature of the rectangular area and the sharpness and intensity of the selected area with the three sliders in the upper part of the window.

The effect your settings have on the resulting image can be seen as soon as you release the mouse button.

When you are finished setting the selective areas, click “Exit”. The adjustments will be applied and the results refreshed.

Some important hot keys:

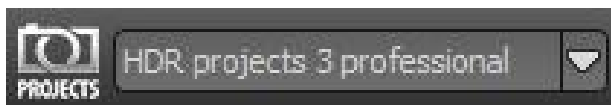
- Arrow keys: Moves the currently selected area
- Ctrl/Alt + arrow keys: Moves the currently selected area more quickly
- 1,2,3: Switches between display modes
- Del: Deletes the currently selected area
- Esc: Closes the window

External Programs

There are two steps to transfer an image to an external program.

The **projects** Interface:

All programs in the projects product family are automatically registered. Images can be directly transferred to the desired program using the dropdown list.



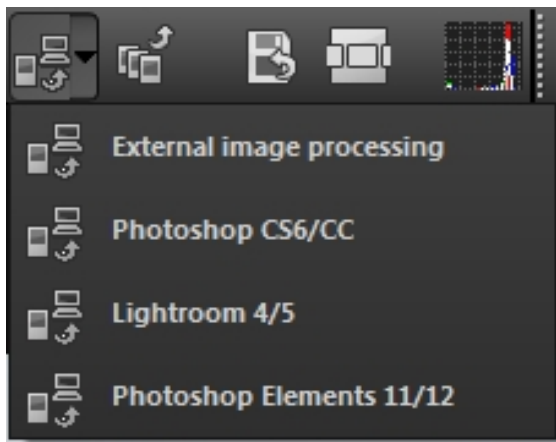
A transfer to **HDR projects 3 professional** is selected here as an example.

The Main Interface:

The main interface for external programs can be configured solely through settings (Menu -> Extras -> Settings).

The path for external editors (General, Photoshop CC, Lightroom, Photoshop Elements) can be configured here.

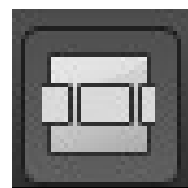
You can transfer a photo to one of the four external editors with the tool list:



Simply click on the arrow beside the transfer button and then on one of the four programs to transfer the image.

The Timeline

The timeline displays all of your currently available undo steps. Every time you create an undo step, an entry will be added to the timeline. You can jump to this undo step anytime you like by clicking on “Revert to restore point” (underneath every image in the timeline).



In addition, you can delete restore points from the timeline if you don't need them anymore.

Note: Undo points save the whole project with all weightings and source images. Therefore, they take up a lot of space on your hard disk drive. Use them with care.

The same is true for saving projects, as the timeline will be saved with every save file that you create. (You can switch this function off in the options.)

Batch Processing

Batch processing is accessible through “Menu -> Extras -> Batch processing”.

Once the batch processing has been activated, a window with various setting options as well as a preview of the images located in the source folder will appear.

At the top of the screen you can choose the source folder for the batch processing and enter the name of the destination folder, where the results should be saved. You can also set what file type the images should be saved as.

For example, when you only want to select RAW files from the current folder, select “Camera RAW”.

In the Processing settings, you can choose a post-processing filter for your images.

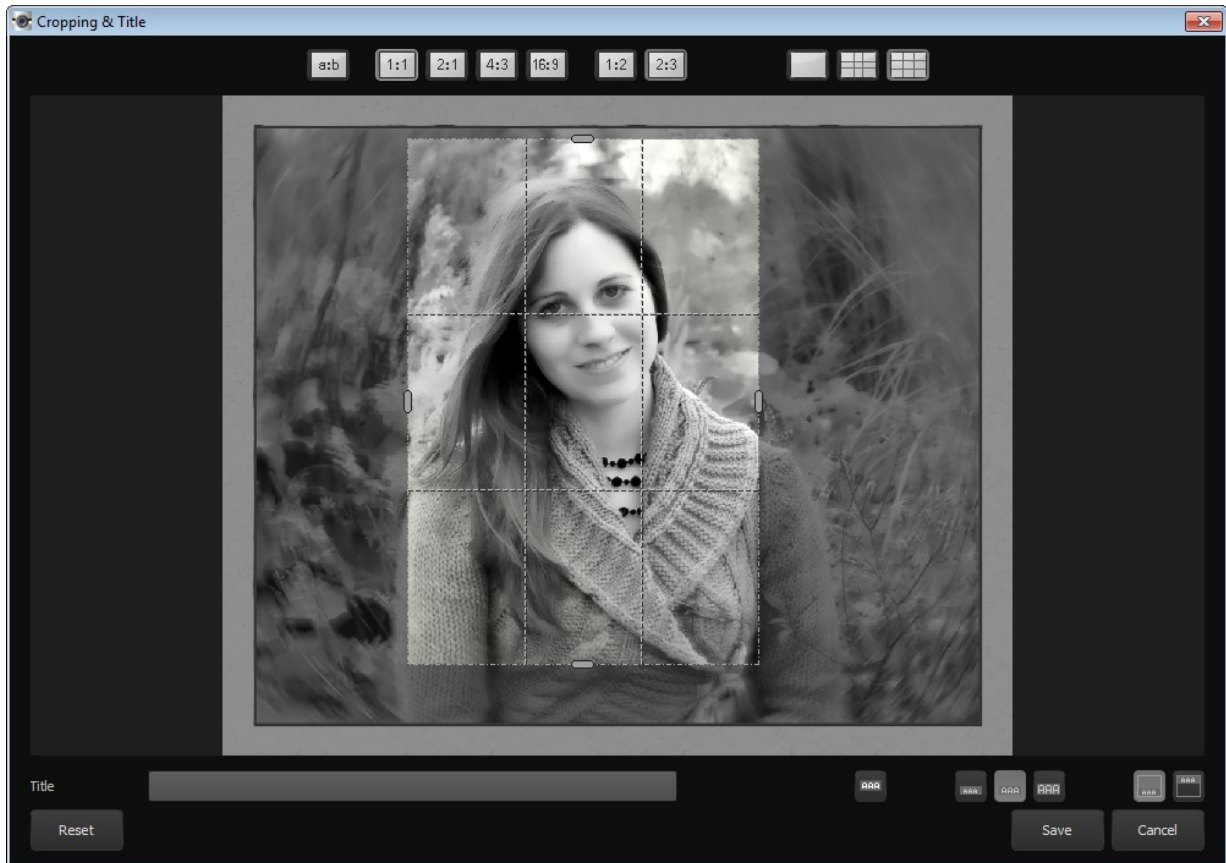
After you have arranged all the settings accordingly, click on the “Start” button at the bottom right and the batch processing will convert the selected images.

Saving Final Images

You can save your final images either with the corresponding button in the toolbar on the upper left, by selecting “Save final image” in the File menu, or by using the respective hot key (Ctrl+S).

Cropping & Title

Once you choose to save your final image the cropping & title window is displayed.



The upper area of the window contains your final image. Dragging the corners or the sides of the image will select the area of the image to be saved.

There are also various aspect ratios available at the top edge of the window that you can apply by clicking on the respective button.

In the lower area you can enter a title for your image. You can also select a font size, a background, and the position of the text for the title.

The font size will be automatically fitted into the selected area.

When you are done with cropping and entering a title you can click the “Save” button which will lead you to a window where you can select the image format and the file name.

Hotline/Support

If you have questions regarding the installation, problems or errors of the software, please contact the FRANZIS customer support team.

E-Mail: support@franzis.de

Phone (Monday to Friday 12am to 6pm): +49 (0)180 30 02 644

(0,09 EUR / minute from German landlines, prices from mobile phones might vary)

Fax: +49 (0)180 300 26 45 (0,09 EUR / minute from German landlines, prices from mobile phones might vary)

Please understand that your questions can only be answered directly by FRANZIS customer support. This is to give us the opportunity to constantly enhance our customer service for you and to make sure that you receive only the most qualified answers to all of your questions as fast as possible.

This is how our customer support works best:

Please have the most important details about your computer and about our product at hand when you call our customer support. These include:

- Name of the product
- Product **ISBN (which you can find on the back of the packaging, above the easy to spot barcode).**
- Operating system of your computer
- Technical details of your PC including all your peripheral devices

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