

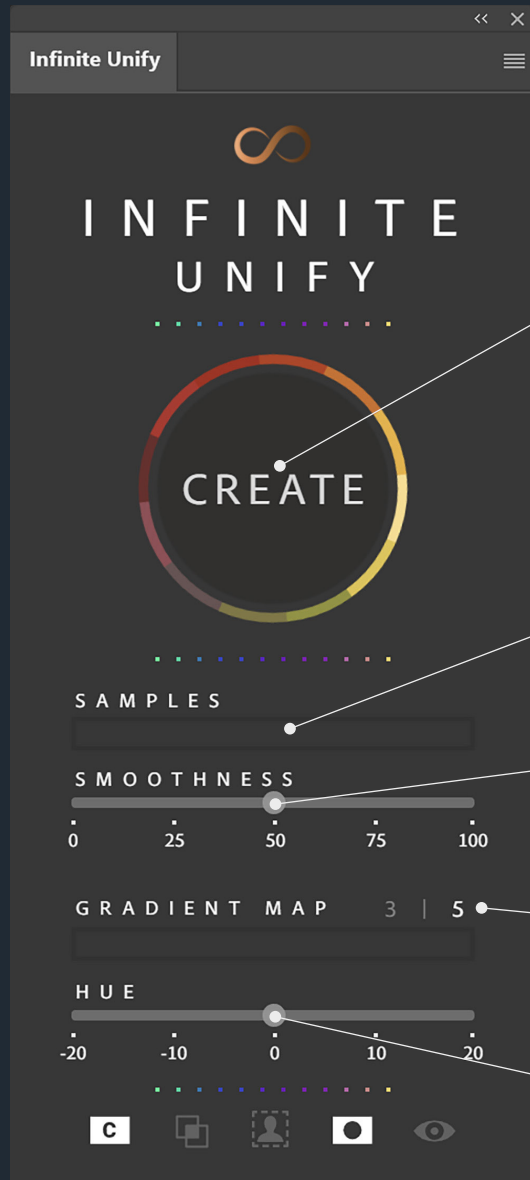


INFINITE UNIFY

Owners manual

V1.0.1

Main Interface



Creates the gradient map based on your selection settings. If nothing is selected, an automatic selection is used.



If you have a Unify layer and you would like a different mask based on new settings, this will change your mask and keep your gradient map colors the same.



Creates a new Infinite Unify layer.

PC

Mac

Alt



+

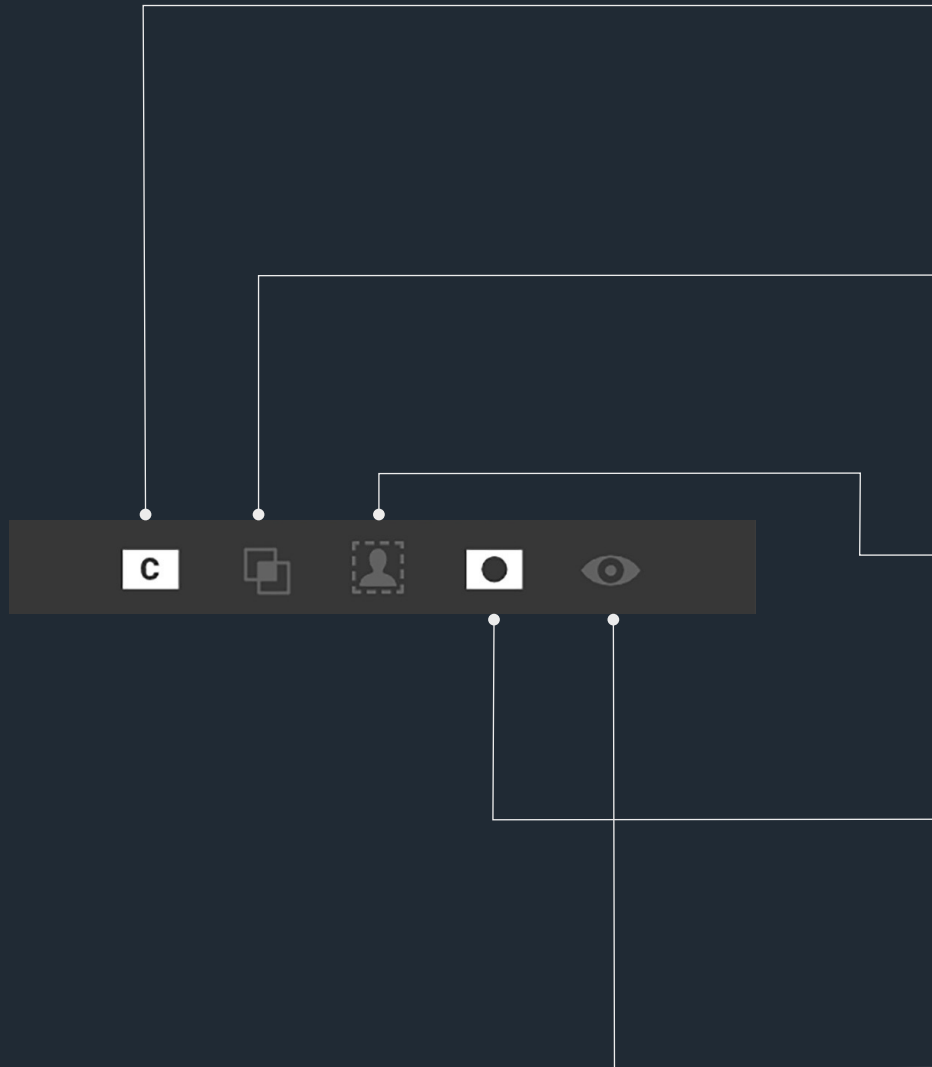


This shows the sampled colors being used to create the gradient map.

With this slider, you can smooth out the gradient. As you go to the right, the most unique and random colors are thrown away. A double click on the word SMOOTHNESS resets the slider to zero.

Choose if you want a gradient map with either 3 or with 5 points.

Move the slider to change the hue of the gradient map. You can choose in a range of +/- 20°. A double click on the word HUE resets the slider to zero.



Options

Layer Blend Mode:

C: Color Blend Mode, the gradient map affects HUE and SATURATION together.

H: Hue Blend Mode, the gradient map affects only the HUE.

S: Saturation Blend Mode, the gradient map affects only the SATURATION

Blend if:

If this is active, the Infinite Unify layer will have a BlendIf applied. This way you can preserve shadows and highlights from being colorized. The range it applies is based on the brightness and darkness of the range of tones you have selected when applying the gradient map.

Selection:

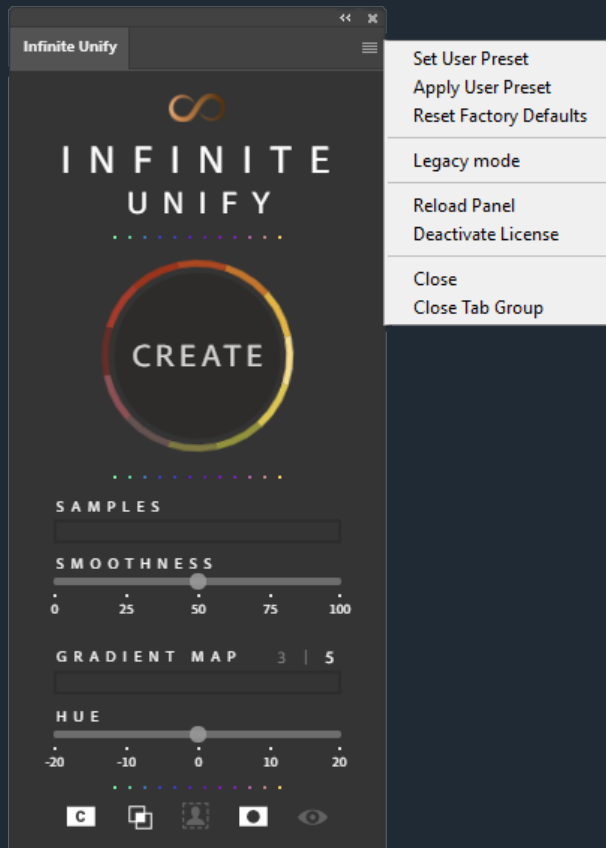
The Selection mode will always open the main selection window when you hit CREATE. This is extremely helpful when working with low contrast between skin and background, as well as being able to use the color selection should you want something entirely different.

Black Mask Mode:

While a selection is always used to create the gradient map data, the Masked-Mode will apply a black layer mask to the Infinite Unify layer. You can then gradually paint in the adjustments with a white brush.

Preview Button:

Use the Preview Button to hide the mask temporarily and switch off the BlendIf. This way you can easily judge the calculated gradient map and adjust the settings if necessary. To show the masked result with an applied BlendIf, just switch it off.



Flyout Menu

Set User Preset:

As soon as you have found "your" settings, click on this item to save your preferences. Infinite Unify will remember all the panel settings as well as the layers opacity, and will use them until you change them again.

Apply User Preset:

If you changed settings, but you want to go back to your saved user settings, this button is your friend.

Reset Factory Defaults:

This sets everything back to "normal".

Legacy Mode:

If you get performance issues with the realtime change of the sliders, use the Legacy Mode. This will bypass the realtime engine and settings are applied as soon as you release the button.

Reload Panel:

If somehow - even this is a really rare case - the panel does things that are really weird. If it's not reacting as expected or does not show all buttons or is somehow in a strange mood... the RELOAD PANEL item will just restart it without you having to restart Photoshop.

Deactivate License:

To delete the locally stored license file, click this button. You will be prompted with the input field for the License Key.