Bokeh® 2

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Introduction

What is Bokeh?

In photography, *bokeh* (derived from the Japanese ボケ味) refers to the visually distinctive character of the out-of-focus areas of a photograph. Alien Skin's Bokeh plug-in is a realistic lens simulator that allows you to alter the focus characteristics of a photograph after it has been taken. It also lets you creatively focus the viewer's attention to any part of your photograph by applying a combination of blurring and vignettes.

Major features of Bokeh 2 are:

- **New: Creative Lens Optics.** Bokeh 2 provides many more lens simulation capabilities, including the simulation of motion-like optics found in specialized tilt-shift lenses. Bokeh 2 also simulates traditional fast lenses and also allows you to easily create artistic aperture shapes.
- **New: Real-time Preview.** Bokeh sports a super-fast user interface that gives you real-time feedback as you change any control.
- **New: Multiple Regions.** Bokeh allows you to combine multiple radial and planar shapes for more control over your focus region.
- **New: Grain Matching.** When Bokeh is applied to a grainy photo, the blurring process will remove the existing grain structure of the image. The grain matching features allows you to replace the missing grain.
- **New: Vignette Enhancements.** In addition to the darkening vignetting effect, Bokeh also provides a bleaching (desaturation) control to remove color in the vignette area. It also has the ability to apply the vignette to an area independent of the blur area.
- **New: Settings Enhancements.** Bokeh comes with a slew of new factory presets to help you get great results fast. These presets are grouped into meaningful categories and you can combine presets from different groups to create your own customized effect.
- **New: Lightroom and 64-bit Photoshop Support.** Bokeh 2 runs as a Lightroom plugin (external editor) and does not require Photoshop to be installed. Bokeh 2 will also run on 64-bit Photoshop for both Windows and Macintosh platforms.
- **Realistic Depth-Of-Field Simulation.** Bokeh allows you to turn an f/22 shot into an f/1 by applying that smooth creamy blur found only in high-end fast lenses.
- **Creative Aperture.** Create fanciful shapes like stars and hearts in the highlights of your photographs.

Installation (same for both Macintosh and Windows)

Shut down your graphics host program (usually Photoshop).

Run the installer found on the CD or that you downloaded.

You may be asked to enter the username and password of an account with administrator privileges. If you don't have administrator privileges, talk to your IT gal or consult your Mac OS or Windows manual.

After the license agreement screen, you will see a list of compatible graphics programs on your computer. Choose one and click OK. If you want to install into another graphics program, run the installer again.

Lightroom Installation

Bokeh 2 works great with Adobe Lightroom. It does not require Photoshop to work with Lightroom and even supports batch processing. To get the latest Lightroom installation info and to see a video on using Bokeh in Lightroom, visit our web site at the link below.

www.alienskin.com/bokeh/lightroom.aspx

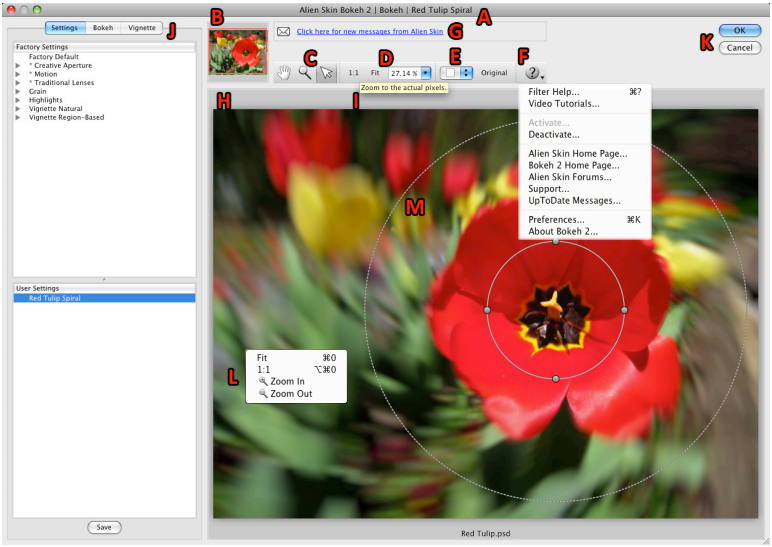
Activation

Bokeh 2 has an activation system that works just like the one in Photoshop. Until Bokeh 2 is activated, periodically it will ask you to activate. Activation is a very quick and easy process in which Bokeh 2 lets our activation server know that your license code is in use. This only needs to be done once. Bokeh 2 does not talk to our activation server again after it has been activated. No personal information is sent other than the license code.

You can use Bokeh 2 for up to 30 days without activating. After that, Bokeh 2 will stop working until you activate it.

You can have Bokeh 2 activated on up to two computers at once, so you can have it on both your laptop and desktop computers. If you ever get rid of your computer, don't forget to deactivate Bokeh 2 first! You can do that by going to the menu entry **Help>Deactivate**. Then you can activate Bokeh 2 on a new computer.

User Interface Overview



A: Title Bar

The title bar displays the currently selected setting (see the **Settings Tab** chapter).

B: Navigation Thumbnail

Click and drag the movable red box to quickly move the preview around your image.

C: Preview Tools (only one tool is active at one time)

Click on the hand to enable the **Move Tool**. Then click and drag in the preview to move the image around.

Click on the arrow to enable the **Adjustment Tool**. While this tool is active, you can see and manipulate focus region shapes overlaid on the preview. You can add and delete shapes using the region controls found in the tabs on the left side of the preview image. To hide the region shapes, switch out of the Adjustment Tool. See the **Region Controls** section for more information about how to adjust the region shapes, as well as the keyboard shortcuts that work in this mode.

Click on the magnifying glass to enable the **Zoom Tool**. Then you can click in the preview window to zoom in. Option+click (Macintosh) or Alt+click (Windows) to zoom out. Double-clicking the magnifying glass resets the preview window to 100% magnification.

While in zoom mode, holding down the Spacebar temporarily switches to the Move Tool. Many of the same shortcut keys that Photoshop uses to navigate a preview window work in Bokeh too.

D: Zoom Level Controls

Click the **1:1** button to quickly view the actual pixels of the image unzoomed.

Click the **Fit** button to fit the preview in the current window.

The current zoom level is displayed next to the **Fit** button. You can select a different zoom level from the dropdown list.

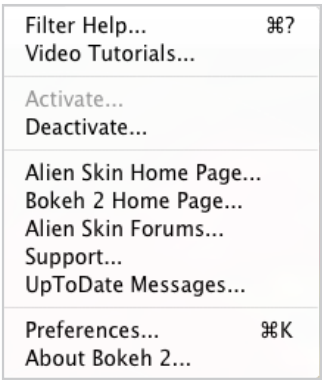
E: Preview Options

The split screen feature shows the original image in half of the preview. The entries in the Split Screen menu specify the orientation of the split line or simply turn it off.

Click and hold the **Original** button to see the unmodified form of the image. An easier way to do this is to simply hold down the Spacebar.

F: Configuration and Help Options

Clicking the help icon will reveal a number of configuration and help options.



Filter Help: Filter Help will bring up the PDF Manual (this document). You may also press F1 (Windows) or ⌘+/ (Macintosh).

There are other entries that go to the following places on our Web site:

- Video Tutorials
- Bokeh 2 Web Page
- Alien Skin Software's Home Page
- Online Forums
- Support Knowledgebase
- UpToDate Messages

You can Activate or Deactivate the locally installed copy of Bokeh. See the **Activation** section earlier in this document for more information.

See the **Preferences** section for more information on preference options.

G: UpToDate Message Indicator

When you see this visual cue, you have a new message from Alien Skin Software. Click here to open a web page containing the message. UpToDate messages are usually announcements of updates, new products, or our monthly newsletter. You can set the frequency that UpToDate checks for messages or turn it completely off in the **Preferences** dialog.

H: Preview Area

Preview the effect on your image here. Resize the filter window to make the preview area larger or smaller.

I: ToolTip Help

Whenever you move your cursor over a user interface element, a short description appears as a tooltip.

J: Tabs

The **Settings Tab** lets you quickly select a preset or one of your saved custom settings. Click the Bokeh and Vignette tabs to see more controls for this filter.

K: OK and Cancel

Clicking the OK button applies the filter with the current settings. Clicking Cancel closes the filter window without applying the effect. The **Enter/Return** key is the same as clicking OK and **Escape** is the same as clicking Cancel.

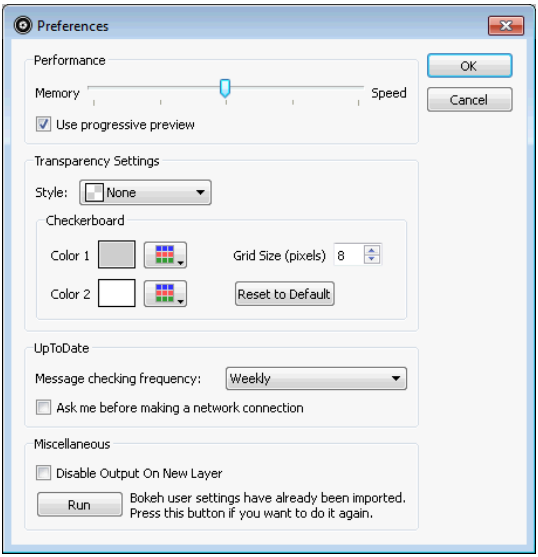
L: Preview Options

Right-clicking (hold) in the Preview Area will reveal some zooming options as well.

M: Region Controls

These are controls drawn on top of the preview image. They allow you to customize the shape of the focus or vignette region. You can manipulate the regions by clicking and dragging on the control points or the lines. See the **Region Controls** section for details about how to do this.

Preferences



You can get to the Preferences dialog through the Configuration and Help button or by typing ⌘+K (Macintosh) or Control+K (Windows).

Favor Memory or Speed

If you are running other applications that use a lot of memory, you can reduce the amount of memory that Bokeh uses by moving this slider towards the **Memory** side. If you wish to give Bokeh plenty of memory to work with, moving the slider towards the **Speed** side may give you a mild speed boost for images over 4 megapixels.

Use Progressive Preview

You can enable/disable progressive preview. The filter should still be interruptible when this is turned off but the preview will not show the low resolution preview.

Preview Background

If you use layers with transparency, you can set the color or pattern that is drawn to represent transparent pixels in the preview. To select the default Photoshop-style grid as your preview background, select “None” in the Preview Background drop-down list box.

UpToDate

Here you can set the frequency at which the **UpToDate** system checks for messages from Alien Skin Software. The **UpToDate** system informs you about the latest Alien Skin Software products, special offers, software updates and other news. When a new message is ready, a button will appear at the top of the user interface labeled "Click here for new messages from Alien Skin".

Disable Output On New Layer

Most of the time, the capability to render Bokeh's output to a new layer is handy. This can be done by turning on the checkbox on the **Bokeh Tab** named "Output On New Layer". However, that feature is not compatible with Photoshop Smart Objects. If you use Photoshop Smart Objects, it is useful to turn this feature off in the Preferences dialog.

Run Settings Converter

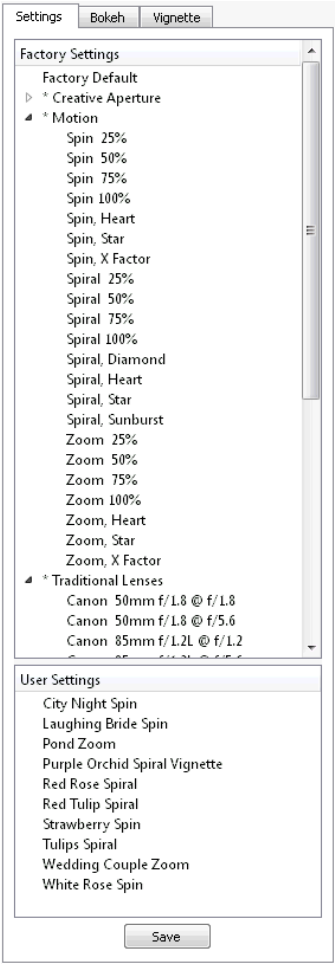
Press "Run" to re-run the settings converter. This will convert any Bokeh 1 settings into the Bokeh 2 framework. If a setting already exists, the converter will not overwrite it.

Shortcut Keys

SHORTCUT FUNCTION	MACINTOSH	WINDOWS
Navigate to Next Control	Tab	Tab
Navigate to Previous Control	Shift+Tab	Shift+Tab
OK	Return	Enter
Cancel	Escape	Escape
Undo	⌘+Z	Ctrl+Z
Redo	⌘+Y	Ctrl+Y
Cut	⌘+X	Ctrl+X
Copy	⌘+C	Ctrl+C
Paste	⌘+V	Ctrl+V
Zoom In	⌘++*	Ctrl++
Zoom Out	⌘+-	Ctrl+ -
Actual Pixels	Option+⌘+Zero	Alt+Ctrl+Zero
Fit on Screen	⌘+Zero	Ctrl+Zero
Load Factory Default Setting	⌘+R	F5
Load Last Used Setting	⌘+L	Ctrl+L
Save Setting	⌘+S	Ctrl+S
Switch to Adjustment Tool	A	A
Switch to Move Tool (hand)	H	H
Switch to Zoom Tool	Z	Z
Preview Move (with zoom enabled)	Space Bar+Drag	Space Bar+Drag
Zoom In (with zoom enabled)	Mouse Click	Left Mouse Click
Zoom In (with move enabled)	⌘+Click	Ctrl+Click
Zoom Out	Option + Mouse Click	Alt + Mouse Click
Drag preview (with zoom enabled) – also displays original image	Hold spacebar while dragging	Hold spacebar while dragging
Zoom to Actual Pixels	Double-click Zoom Tool	Double-click Zoom Tool
Increase/Decrease Slider by 1	Up/Down Arrow	Up/Down Arrow
Increase/Decrease Slider by 10	Shift+Up/Down Arrow	Shift+Up/Down Arrow
Reset region controls	Home	Home
Delete the active region	Delete	Delete or Backspace
Show region mask	Hold M	Hold M
Restrict region movement	Shift + Drag	Shift + Drag
Move active region by a small amount	Up/Down/Left/Right Arrows	Up/Down/Left/Right Arrows
Previous Setting	,	,
Next Setting	.	.
Open Manual	⌘+/	F1
Open Preferences Dialog	⌘+K	Ctrl+K

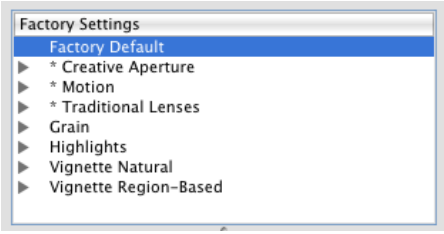
* Use Shift+⌘++ in 64-bit Photoshop CS5. This is a bug in Photoshop that Adobe is aware of and will eventually fix.

Settings Tab



The Settings tab lets you create, manage, and share your favorite settings. There are two lists on the Settings tab. The top list contains factory settings. Factory settings are supplied with the product and cannot be changed. The bottom list contains user settings, which are settings you can create yourself.

Factory Settings



Bokeh is shipped with a large number of factory settings to help you get the most out of the product. These settings create complex effects that you can access with a simple mouse click.

Bokeh's factory settings are organized into categories and each setting only changes a small group of controls. The following sections describe which controls are changed by these settings. They also provide more information about when to use these settings.

Other than the Factory Default setting that resets all controls to their default state, none of the factory settings will alter the focus and vignette region controls. This feature allows you to adjust the region controls for your image and then apply different effects to your image without changing the regions.

LENS SETTINGS

Lens settings are divided into three categories in the factory settings. All of these settings affect the Lens group and the Highlights group of controls in the Bokeh tab. They are:

- **Creative Aperture:** This category contains settings that create fanciful shapes like stars and hearts in the highlights. The settings in this category typically contain moderately large amounts of blur and bright highlights.
- **Motion:** This category contains settings that create zoom, spiral and spinning motion in the blurred areas. They often boost the highlights to make them more visible. You may want to reduce the highlight brightness if you notice them being blown out.
- **Traditional Lenses:** This category contains settings that emulate real lenses famous for the smooth creamy bokeh, like the Canon 85mm f/1.2L. They do not boost the highlights but you could do that manually from the Bokeh tab.

Read more about lens and highlights controls in the **Bokeh Tab** section.

HIGHLIGHTS SETTINGS

The Highlights category contains settings that boost the highlights. The brighter the highlights, the more visible the highlight shapes. Read more about the controls in this category in the **Bokeh Tab** section.

GRAIN SETTINGS

The Grain category contains a sample of different grain sizes and strengths. Choose the one that best matches your image. Read more about the controls in this category in the **Bokeh Tab** section.

VIGNETTE SETTINGS

Vignette settings are divided into two categories. They provide a sampling of the various types of vignettes that can be created using Bokeh.

- **Vignette Natural:** The settings in this category create vignettes that follow the natural shape of a lens.
- **Vignette Region-Based**: The settings in this category create vignettes that follow the shape defined by the Bokeh region or a custom vignette region.

Read more about the vignette controls in the **Vignette Tab** section.

USING FACTORY SETTINGS EFFECTIVELY

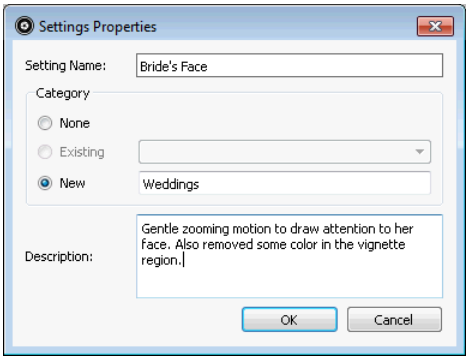
Here is a suggested workflow for using factory settings on a new image.

1. **Reset Controls**: When running Bokeh on a new image, load the Factory Default setting. This will reset all controls to their default state.
2. **Adjust Region Controls**: Using the region controls, position the appropriate shape over your image to protect the regions that should be kept in-focus.
3. **Load Lens Settings**: Click on different lens factory settings to get different bokeh looks.
4. **Load Vignette Settings**: Click on different vignette factory settings to change the vignette effects.

Notice that loading a vignette setting does not change your lens setting, and vice versa. This is Bokeh 2's mechanism for allowing you to combine different factory settings to customize the results to your liking.

User Settings

Once you have found the right combination of settings for a particular photograph, you can save it as a user setting by clicking on the **Save** button at the bottom of the **Settings Tab**. You can also save a setting by pressing ⌘+S (Macintosh) or Control+S (Windows). The Settings Properties dialog box will appear. There you can specify the name, category and description of the new setting. The description will appear as hover help when you hold the mouse over the setting name in the User Settings area.



Unlike factory settings, user settings always store all the controls. So loading a user setting will always change all controls, including the lens and vignette controls. You cannot combine different user settings with each other. However, you may load a user setting and then load a factory setting (e.g. a new lens setting) in order to change only the lens controls.

Modifying Settings

To modify the control values in a setting, move the controls and then save the setting with the same name. This is easy because the Save Settings dialog is always filled out with the most recently loaded setting name.

You can also right-click (Windows) or Control-click (Macintosh) on a setting to rename, delete, export, or e-mail it.

Resetting Settings to Factory Default

Every filter has a **Factory Default** setting. Clicking this setting resets the current filter parameters. You can also press the **F5** (Windows) or **⌘+R** (Macintosh) key to reset the filter.

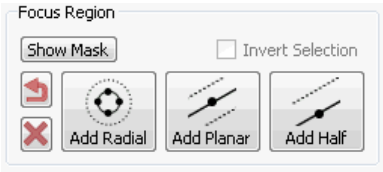
Settings Upgrade

If you are a Bokeh 1 user, Bokeh 2 will automatically import your Bokeh 1 user settings the first time you run the filter. Once imported, they will be available in Bokeh 2's user settings. You can also manually activate the settings upgrade process from the **Preferences** dialog.

Bokeh Tab

The primary purpose of the controls in the Bokeh tab is to alter the blur effect of the image. If the original image has grain, the grain will be blurred away by the Bokeh filter. So in this tab, you will also find grain matching controls to recover the missing grain.

Region Controls

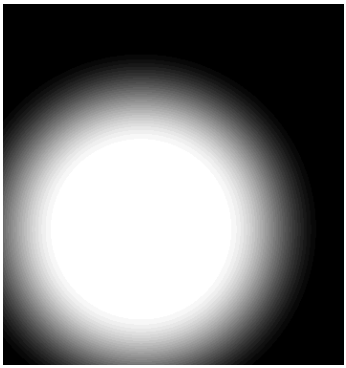


INVERT SELECTION

Bokeh can be used with or without a Photoshop-generated selection mask. If a selection is detected, the **Invert Selection** checkbox will be enabled. By default, Bokeh will keep the selected region in focus and blur the rest of the image. If you created a selection mask of the region you wish to blur, then check the **Invert Selection** checkbox, which produces the same effect as inverting the selection in Photoshop before running Bokeh.

Note: Photoshop does not allow Bokeh to use a selection mask when it is being applied to a smart layer. If you wish to use a selection mask, you must run Bokeh on a regular layer.

SHOW MASK

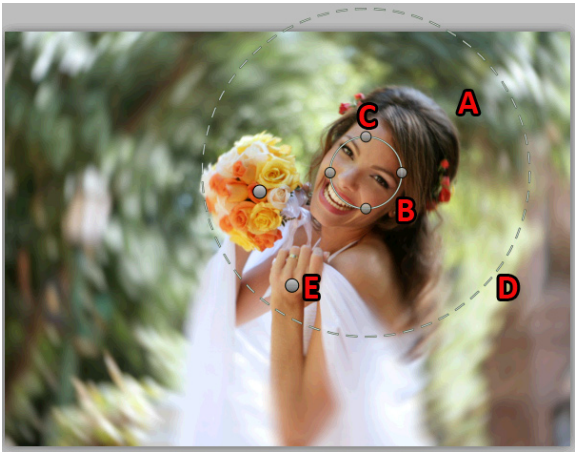


Hold down this button to show the grayscale mask that is used to decide how to blur the image. Areas that are white are protected and are not changed. Areas that are black are completely out of focus. Areas that are gray have varying amounts of blur depending on the gray level and they provide a smooth transition between areas that are in focus and areas that are out of focus.

You can also activate the Show Mask button by holding down the M key when in the Adjustment Tool.

ADD RADIAL

Click on this button to add a new radial sweet spot to the image. You can add up to 20 radial, planar or half planar regions in a single image. These are combined with the Photoshop-generated selection mask, if one exists, to form the final mask that is used to apply bokeh to the image.



Radial sweet spots are either round or oval in shape. The area inside the solid oval line is kept in focus. The area between the solid oval line and dashed oval line is blurred with a gradually increasing amount. The area outside the dashed oval line will be blurred the most of all.

In this image, there are 3 radial regions. One region is over the woman's face. It is also currently the active region and the solid and dashed oval lines are visible. The second region is over the bouquet of flowers and the third region is over her hand. These regions are inactive and they are represented by a round point each. Even though there is only one active region being drawn on the image, all three regions are working together to keep her face, the flowers and her hand in focus.

You can adjust the regions in the image by using the mouse to click and drag the region elements labeled in the picture.

A: Click and drag the region within the dashed line to re-position the shape. Hold down the Shift key while dragging to move only at 45-degree angles. You can also use the up, down, left and right arrow keys on the keyboard to move the region one pixel at a time.

B: Drag the solid oval line to change the size of the sweet spot. When the solid oval becomes too small, access to the control points are disabled so that the oval line can still be adjusted.

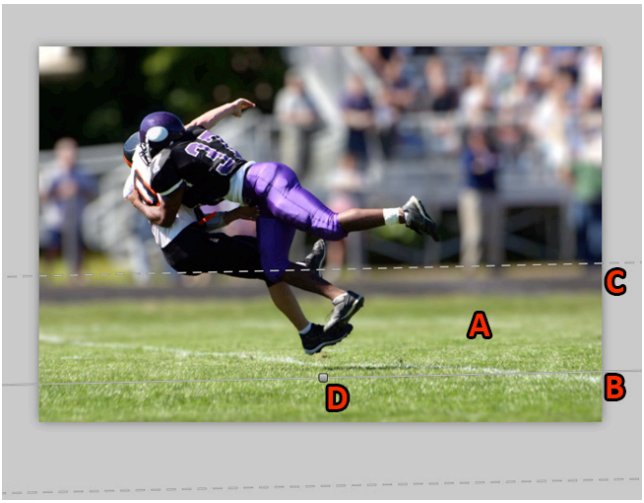
C: Click and drag any of the four control points to rotate or change the shape of the radial region. Hold down the Shift key while dragging the control point to restrict the movement of the control point to 45-degree angles.

D: Drag the dashed oval line to change the amount of feathering.

E: Click on an inactive control point to make that region active. Once the region is active, the solid and dashed lines will become visible.

ADD PLANAR

Click on this button to add a new planar region to the image. You can add up to 20 radial, planar or half planar regions in a single image. These are combined with the Photoshop-generated selection mask, if one exists, to form the final mask that is used to apply bokeh to the image.



When used without a selection, a planar region is commonly used to simulate the tilting of the film plane in a camera. When used with a selection, the planar region can be used to simulate a gradual transition in the amount of blurring typically seen in photographs with a narrow depth-of-field.

In this image, there is one planar region representing the gradual blurring of the ground plane. You can adjust the planar region by using the mouse to click and drag the region elements labeled in the picture.

A: Click and drag the region between the two dashed lines to re-position the shape. Hold down the Shift key while dragging to move only at 45-degree angles. You can also use the up, down, left and right arrow keys on the keyboard to move the region one pixel at a time.

B: Click and drag the solid line to rotate the planar region about the center control point. Hold down the Shift key to restrict the rotation to 45-degree angles.

C: Click and drag the dashed line to change the amount of feathering.

D: Dragging the square control point re-positions the shape, just like dragging within the dashed lines (A). If the planar region is inactive, it is represented by a single square control point with no lines. Clicking on this control point makes the region active and makes the lines visible.

ADD HALF

Click on this button to add a new half planar region to the image. You can add up to 20 radial, planar or half planar regions in a single image. These are combined with the Photoshop-generated selection mask, if one exists, to form the final mask that is used to apply bokeh to the image.

Half planar regions are very similar to regular planar regions except that the feathering occurs only in one direction. All of the controls of the regular planar region work with half planar regions too.

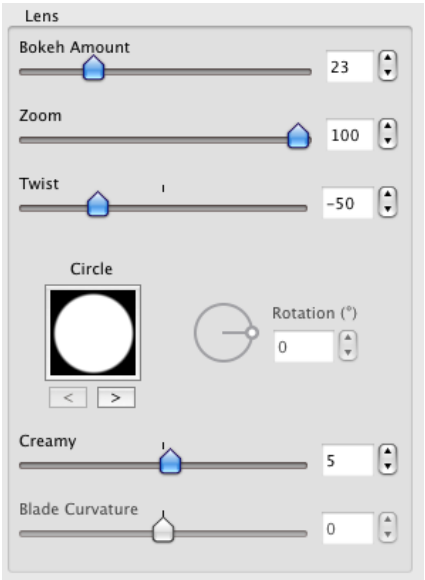
DELETE

Click on this button to delete the active region. You can also use the Delete or Backspace keys to delete the active region.

RESET

This button returns you to the simple situation of a single region in the center of the screen. You can also use the Home key to reset the regions. The remaining region will be the same type as the one you have currently selected. If you currently have no regions, then you will get a planar region when there is a selection and a radial region otherwise.

Lens Controls



These controls allow you to adjust the amount of blur and the type of blur to apply. Using these controls, you can simulate real lenses for realistic depth-of-field applications and you can also get creative by changing the aperture shape and creating motion in the image.

BOKEH AMOUNT

This slider controls the maximum amount of blur applied to the image. Some parts of the image may get less blur depending on how you have used the region controls.

ZOOM

This slider creates a zooming motion similar to that created by specialized tilt-shift lenses. Some photographers create this effect with a camera by shooting with a long exposure time and changing the zoom of the lens while the aperture is open. The zoom slider creates this effect better than their lens counterparts because this creative effect can be fine-tuned in post.

TWIST

The Twist slider causes the zooming motion to twist about the center of the focus region. You can twist the motion to the right or to the left, depending on the direction in which you drag the slider. When the twisting motion is at the extreme ends, the zooming motion becomes a spin.

The tick mark at the center of the slider indicates the zero position where there is no twist motion. You can quickly remove all twisting motion by double-clicking on the slider, which will reset the slider to zero. If you move the slider close to the zero position, it will also lock to zero to make it easy for you to reset this slider.

Since the twisting motion can only be seen when zooming, this slider is disabled when the Zoom slider is zero.

APERTURE SHAPE AND ROTATION

The aperture shape changes the shape of the bokeh highlights. A perfect circle is the most common shape for a wide open aperture. When the lens is stopped down, the aperture forms a polygonal shape. Many Nikon lenses are formed with 9 blades and you would see a 9-sided polygon in the highlights. The aperture shape is shown in the graphical display. The arrow buttons below the display allow you to change the aperture shape. You can also click on the display itself to bring up a shape selector dialog.

The rotation control allows you to rotate the shape. This control is disabled when the shape is a circle.

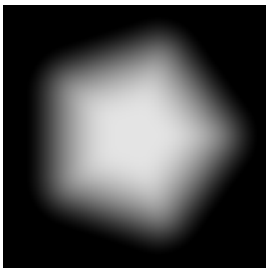
CREAMY

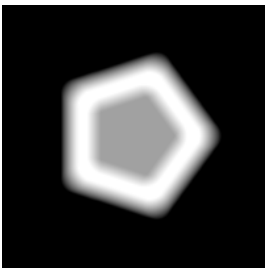
Bokeh that is soft and diffuse is often called "creamy". This slider allows you to control the amount of creaminess. When you use negative values of creaminess, the bokeh becomes harsh and appears as a ring for a circular aperture shape. This can be used to simulate a mirror lens or it can be used for creative purposes.

BLADE CURVATURE

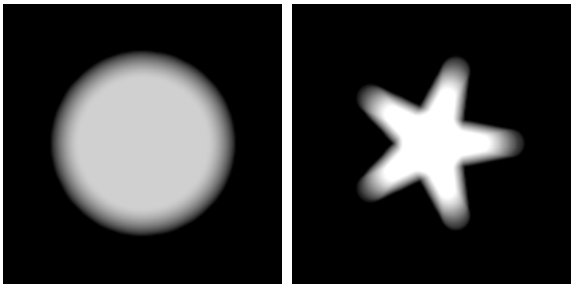
By default, all blades are straight at 0% curvature. Positive curvature makes the shape more round. Negative curvature makes the shape more like a star. This control is enabled only for polygonal shapes.

These pictures show how a highlight is affected by a 5-blade aperture.



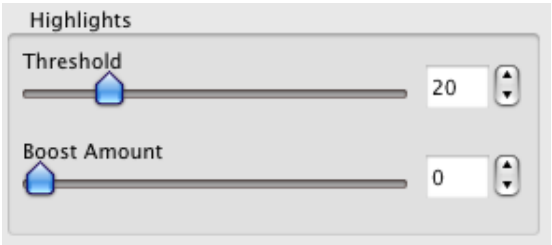


High Creaminess (left), Low Creaminess (right)



High Curvature (left); Low Curvature (right)

Highlight Controls



Bokeh effects are most visible when there are bright light sources in the scene being photographed. These controls can be used to boost highlights to make bokeh more visible. It is possible that a scene has no highlights and using these controls to boost midtones or shadows could produce ugly results.

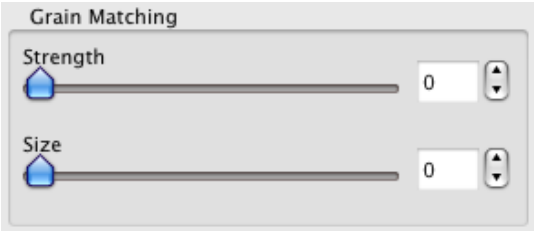
THRESHOLD

Pixels brighter than this threshold are considered highlights. As this threshold is increased, more and more pixels are selected for boosting.

BOOST AMOUNT

This controls the amount of highlight boosting pixels get. Large boosting creates brighter and more visible highlights.

Grain Matching Controls



When applying the Bokeh filter to a photograph, the blurring process removes grain in the original image. The grain matching controls allow you to replace this missing grain.

STRENGTH

This slider controls the strength of the grain to be added to the blurred areas. Adjust this slider so that the grain strength matches the original grain in the non-blurred areas.

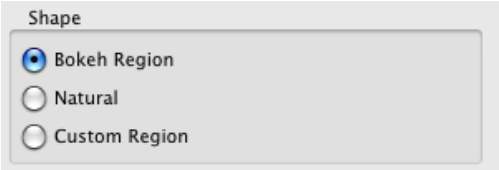
SIZE

This slider controls the size of the grain lumps. When the size is very small, the added grain looks like digital noise.

Vignette Tab

Vignettes can also be used to reduce distracting backgrounds and focus a viewer's attention to a part of the photograph. The controls in this tab provide you with a number of ways to apply vignettes.

Shape



There are three vignette shapes to choose from. The choice depends on the type of vignette you wish to add to your image.

BOKEH REGION

The vignette shape will be the same as the shape of the blurred area. The area that gets more blur will also get a stronger vignette. If you are using Bokeh to remove a distracting background, then you will probably want to apply blur and vignette to the same area. In this case, the Bokeh Region would be an appropriate choice for you.

NATURAL

The vignette shape will follow the natural shape of a lens. Typically, this creates a round vignette that focuses the viewer's attention at the center of the image. You can customize this shape using the controls described in the **Natural Shape Controls** section.

CUSTOM REGION

If the Bokeh Region and Natural shapes are not appropriate for your image, the Custom Region option allows you to create a custom shape so that you can fine-tune the vignette to your liking. See the **Custom Region Controls** section for more information on how to do this.

left: Vignette Shape is set to Natural. This darkens the edges of the image.
right: Vignette Shape is set to Custom Region and a radial was placed over the girl's face.

STYLE CONTROLS

Bokeh provides you with two vignette styles, controlled by the Amount and Bleach sliders. You can mix the two styles in order to create a custom look for your photograph.

AMOUNT

Optical vignettes are caused by a reduced amount of light hitting the film plane. This causes the vignette area to get darker if you are shooting on print film or brighter if you are shooting on negative film. This slider simulates this darkening effect if you drag the slider to the left and it simulates the brightening effect if you drag the slider to the right.

Bokeh uses a burning process to darken the image, which causes the vignette area to also increase in saturation. For small amounts of darkening, the boosted saturation has a pleasing effect. For large amounts of darkening, this process may cause the vignette area to be over-saturated. Use the Bleach slider to reduce the saturation but still retain the darkening effect.

BLEACH

Another way to focus the viewer's attention is to reduce the colorfulness of the vignette area. The Bleach slider does this by removing color from the vignette area. This slider can also be used to tone down the burning effect when used with the Amount slider.

Natural Shape Controls

These controls allow you to customize the natural lens shape of the vignette. They are enabled only if you chose to use the Natural vignette shape.

SIZE

This slider controls the radius or width of the vignette. A small size will shrink the vignette towards the center of the image while a large size will expand the radius of the vignette outside the image.

ROUNDNESS

The roundness slider controls the shape of the vignette. At zero, the vignette is elongated to fit the dimensions of the image. Negative roundness values cause the vignette to get more rectangular. Positive roundness values make the vignette become more round, like the vignette created by a real camera lens.

FEATHER

This slider controls the sharpness of the vignette edge. At zero, the vignette has a hard edge. Increasing the feather amount will cause a softer edge transition.

Custom Region Controls

These controls allow you to create any vignette shape you wish. They are enabled only if you chose to use the Custom Region vignette shape. The custom shape that you create will be combined with the Photoshop-generated selection mask, if one exists, to create the final vignette shape. You can see the final vignette shape by holding down the Show Mask button or the M key.

The Custom Region controls that are drawn over the preview display are blue in color. This allows you to distinguish them from the Bokeh Region controls, which are gray. Aside from this, the Custom Region controls work the same as the Bokeh Region controls. See the **Region Controls** section for more information about how to use these controls.