



**Dfx v3 What's New**

## ABOUT THIS GUIDE

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## WHAT'S NEW IN 3.0

### New Plug-Ins

#### All Versions

##### Color Shadow

Creates a high contrast image overlayed with a gradient.

Before



After



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## DeBand

DeBand removes banding artifacts from an image by smoothing pixels in banded areas while retaining detail.



## DeBlock

Blocking artifacts created as a result of high compression factors can be removed with the DeBlock filter.



## DeNoise

Removes film grain and noise.

Before



After



## Film Stocks

Film Stocks is a unique filter that simulates 113 different color and black and white photographic film stocks.

Before



Fuji Sensia



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## Glow Darks

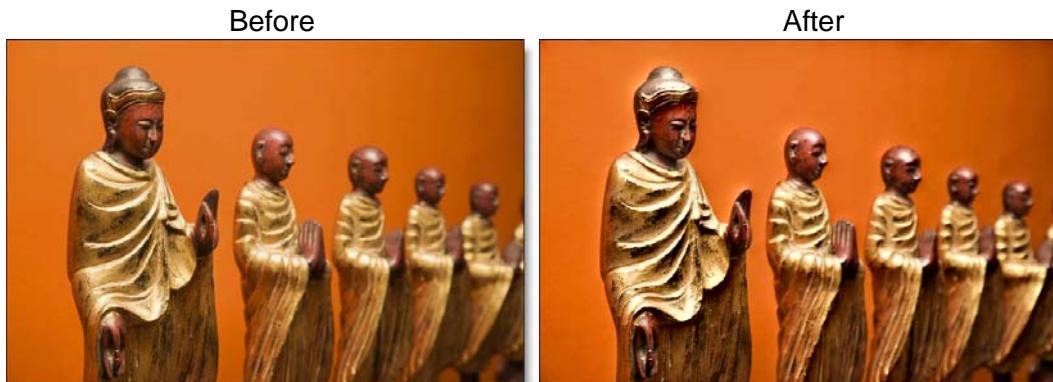
Glow and grows the darks areas of the image.



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## KeyLight

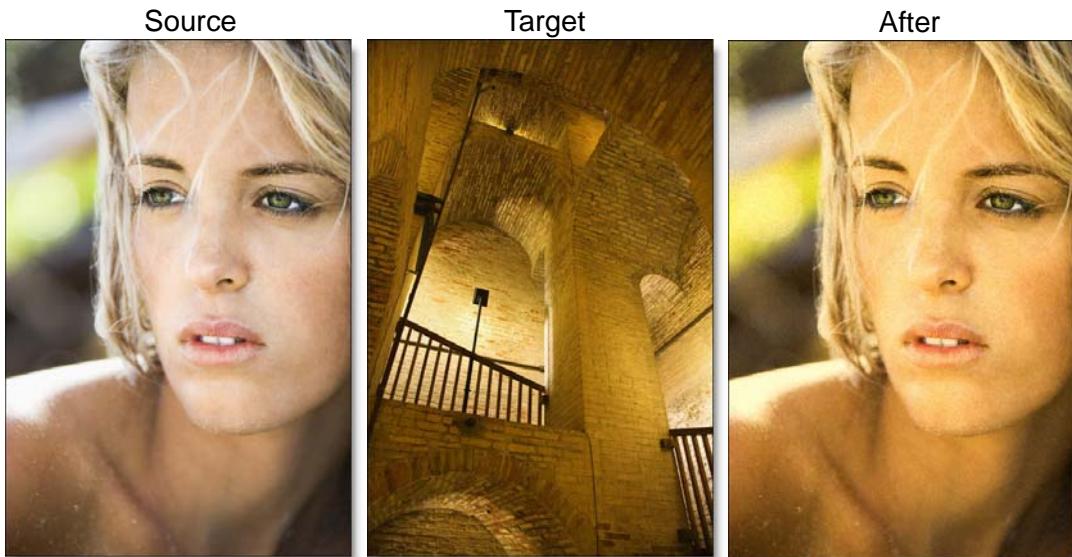
Using KeyLight, an image can be relit by with either a directional or point light. The result looks natural even though the relighting is done without computing any scene geometry.



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## Match

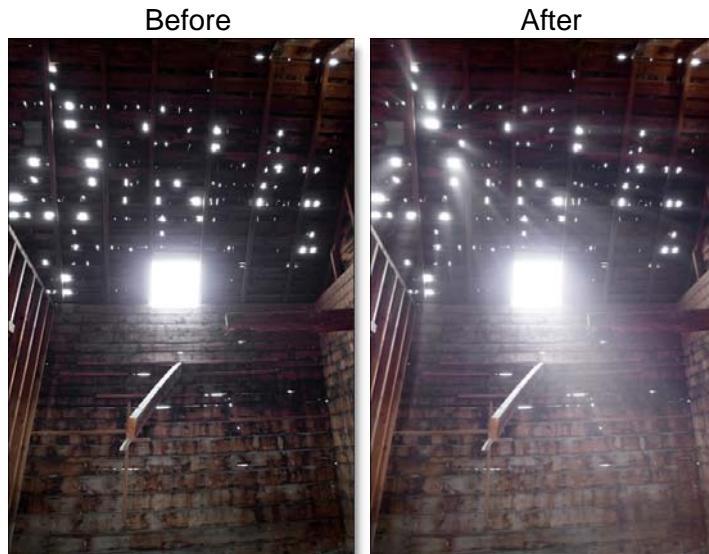
Matches the Color, Detail, Grain and Tone of one image and applies it to another.



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## Rays

Create stunning and realistic light ray effects quickly and easily.

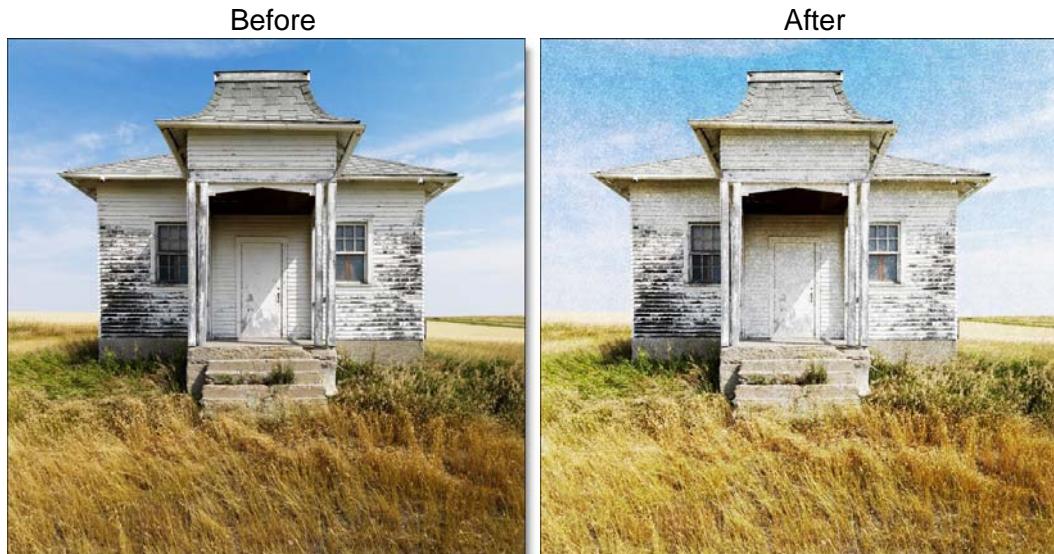


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Known as volumetric lighting in computer graphics or crepuscular rays in atmospheric optics, this dramatic effect adds polish and style. Since the rays are only added to highlight areas, they have the effect of passing through objects and add a third dimensional quality. Add shafts of light streaming through clouds, rays filtering through a forest canopy or beams of light on a foggy night. Rays adds a striking and dramatic quality to any image.

## Texture

Applies textures to an image for a stylized look.



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## Photo Plug-in Versions

### Auto Adjust, Paint, and Sharpen

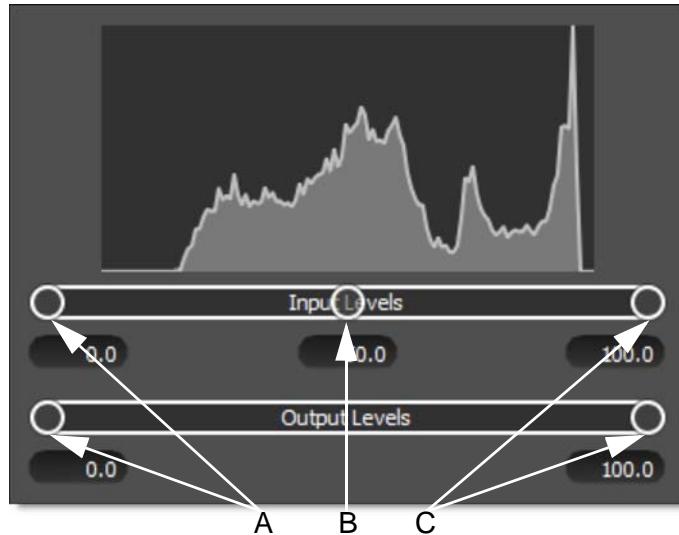
The Auto Adjust, Paint, and Sharpen filters from the Standalone version have been added to the Photoshop/Lightroom/Aperture versions of Dfx. Paint brushes in the Paint filter include Black/White, Blur, Clone, Color, Eraser, Mosaic, Red-Eye, Repair and Scatter brushes.

## Levels

Levels is an image adjustment tool which can move and stretch the brightness levels of an image histogram.



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A. Shadows B. Midtones C. Highlights

# Features

## All Versions

### Licensing

One Dfx photo plug-in license will allow it to run in Adobe Photoshop, Adobe Photoshop Elements, Adobe Photoshop Lightroom and Apple Aperture if installed on the same machine.

One Dfx video/film plug-in license will allow it to run in Adobe After Effects, Apple Final Cut Pro and Avid Editing Systems if installed on the same machine.

### Multiprocessor Acceleration

Multiprocessor acceleration has been implemented to dramatically speed up the majority of filters. The more processors a machine has, the faster the interaction and rendering.

### Depth of Field > Strip Grad

A strip gradient is now an option as the depth of field source.

### Light/Gobo

The Preset window now contains a gobo category selector. This allows you to pick the gobo's by category making it much easier to find what you are looking for. Instead of the Series 200, 300, etc. categories in Light, gobos are now organized into the following groups: Blendables, Breakups, Christmas, Cityscapes & Towns, Clouds, Fences & Openings, Fire & Water, Flags, Flowers, Foliage, Holidays & Symbols, Moons, Natural Elements, Religion, Signage, Sky & Stars, Spirals, Spotlights & Pinspots, Stones & Brick, Structures & Sets, Themes, Trees, and Vignettes & Windows.

### Favorites

Presets can now be tagged as a Favorite allowing them to be sorted separately in the Presets window as well as in the new Favorites tab of the Filters window.

## Video/Film Plug-in Versions

### Dfx Custom User Interface

The Dfx custom user interface is now available in Adobe After Effects, Apple Final Cut Pro and Avid Editing Systems. Visual filter presets can be selected, adjusted and previewed for any filter presets.

## Photo Plug-in Versions

### Adobe Photoshop Lightroom

Adobe Photoshop Lightroom is now a supported host.

## EZ Mask Enhancements

### Acceleration

EZ Mask is dramatically faster on multiple processor machines.

### Missing Brush

The Missing brush is used to mark missing foreground areas--fine details such as strands of hair that may be missing after the mask is generated. Using the Missing brush in these areas can sometimes help recover lost detail.

### Shift-Click Drawing

You can Click-Shift-Click to draw lines using any brush.

### Deartifact

Blurry artifacts can be generated while attempting to extract objects that have drop shadows, similar colors to the background or out of focus edges.

Deartifact, located in Settings > Process Options, can be used to limit these artifacts.

### Enter Key

The **Enter** key is bound to the Generate Mask icon. So now, you can use the **Enter** key to trigger the mask processing.

### Snapshot

When the Snapshot icon above the Viewer is clicked, a snapshot of the image in the Viewer is taken. View Snapshot then allows the use of the various comparison modes to compare the snapshot to the other layers or different filter settings. The current Viewer image and mask are both snapshotted.

## Layer Blend Modes

Layers can be combined using blend modes regardless of whether or not a filter has been applied to the layer. The following layer blend modes are available: Normal, Darken, Multiply, Color Burn, Linear Burn, Darker Color, Lighten, Screen, Color Dodge, Linear Dodge (Add), Lighter Color, Overlay, Soft Light, Hard Light, Vivid Light, Linear Light, Pin Light, Difference, Exclusion, Subtract, Hue, Saturation, and Color.

## Paint - New Brushes

Black/White, Blur, Mosaic, Repair and Scatter brushes have been added to the Paint filter.

## Selection Mask > Radius

In the Selection Mask, a Radius control has been added to create a soft, circular mask to limit the selection.

## Language Selector

A Language selector has been added to the Preferences so you can manually override the operating system's language setting.

## Presets > Restore

In the Presets window, right-clicking brings up additional restore options. You can now restore the Default Presets, Deleted Presets or Renamed Presets.

## Standalone

### 64 Bit

The Macintosh Standalone is now available in 64 bit, while the Windows Standalone is available in both 64 and 32 bit versions.

## RAW Loader

In addition to adding Recovery, Fill Light, Brightness, Contrast, Vibrance and Saturation controls to the RAW image loader, the histogram has been enhanced.

# Changes

## All Versions

### Filter Consolidation

The following similar filters have been consolidated into one filter. This is made possible by the new Presets pop-up window which allows for multiple preset groups within one filter.

- **Center Spot** now includes **Center Spot** and **Warm Center Spot**.
- **Diffusion/FX** now includes **Black Diffusion/FX®**, **Gold Diffusion/FX®**.
- **Gels** now includes **GamColor**, **GamColor CineFilters**, **GamColor Naked Cosmetics**, **Gels**, **Rosco Calcolor**, **Rosco Cinegel**, **Rosco Cinelux** and **Rosco Storaro Selection**.
- **Glimmerglass®** now includes **Glimmerglass®** and **Bronze Glimmerglass®**.
- **Looks** now includes **Black/White Looks** and **Color Looks**.
- **Photographic** now includes **Photographic**, **Color Compensating**, **Color Conversion** and **Light Balancing**.
- **Polarizer** now includes **Polarizer** and **Warm Polarizer**.
- **Pro-Mist®** now includes **Black Pro-Mist®**, **Cool Pro-Mist®**, **Pro-Mist®**, **Warm Black Pro-Mist®** and **Warm Pro-Mist®**.
- **Reflector** now includes **Silver Reflector** and **Gold Reflector**.
- **Soft/FX®**, now includes **Soft/FX®** and **Warm Soft/FX®**.

### HFX® Star, Rack Focus, Vari-Star

New algorithms are in place for the HFX® Star, Rack Focus and Vari-Star filters resulting in far less controls and simpler operation. The Viewer and Magnifier now match when using these filters.

### Vignette

Distortion parameters have been added so that irregular vignette shapes can be created. The Vignette parameters have also been rearranged.

### Resize Moved

Resize has been moved to File > Save with Resize.

## Gobo/Light Pattern Aspect Ratio

The Light patterns have been changed so that they don't automatically stretch to fit the image.

## Tint Controls

The Tint controls have been simplified and sped up. Now, there are only Tint > Color and Opacity parameters. This affects Night Vision, Old Photo and Tint.

## Hue and Saturation

A new method is used for Hue and Saturation color correction controls that is much faster than the previous one.

## Filter Category Changes

The Gels and Photographic filter categories have been eliminated and the filters in those categories have been relocated to HFX Grads/Tint.

## Photo Plug-in Versions

### Color Management Change

We made a change to the ICC code to pull the current profile for the primary monitor.

### Add Layer

You can now enable Add Layer even if no filter is applied. This way layer blend modes can be layered by themselves.

### Effect Window Icons

The Effect window icons have been moved to a horizontal layout above the layer thumbnail.

### Slider Reset

An icon to the right of the slider resets it to the default.

### Load Setup Select Preset

If a setup is loaded that used an unmodified preset, it now highlights the preset in the Presets window.

## Histogram

Changed the look of the histogram to a more pleasing design.

## Don't Reset before Applying Preset

On filters that contain patterns or textures, parameters that have been adjusted are no longer reset.

## Default Thumbnail Size

The default thumbnail size has been made slightly smaller by default.

## Remember File type for Saving

The file type is now remembered for saving. Load a JPEG and Dfx defaults to JPEG for saving. Load a TIFF file and saving defaults to TIFF. Load a RAW file and Dfx defaults to the last image format you saved as, unless this is the first time, in which case it defaults to JPEG.

## Standalone

### RAW Support

A number of new cameras are supported for RAW image loading.

## Fixed Bugs

### All Versions

#### **Diffusion > Metal Gauze Preset Mis-Spelled**

The Metal Gauze Diffusion preset was mis-spelled.

#### **Light/Gobo > Blur Adjustment with Shadow Brightness On**

with Shadow Brightness set to a value above 0, adjusting the Light/Gobo > Horizontal Blur would cause the image to change brightness abruptly.

### Photo Plug-in Versions

#### **Crash With Pentax ist\*DL Files**

Dfx would crash when opening Pentax ist\*DL files.

#### **Ozone**

The Mac still image versions didn't show the zone thumbnail.

#### **Light > Blank Pattern Entry**

There was a blank entry at the end of each group in Light. Selecting that blank group caused it to crash.

#### **File > Save Abort Freeze**

Dfx froze if you selected File > Save and clicked Cancel when the JPG options appeared.

#### **Grad Filter with a Mask**

If you used a filter that had a built in grad in conjunction with a layer mask, viewing the grad in the filter showed a multiplied version of the grad and layer mask.

#### **On-Screen Mask controls only show for Viewed Layer**

The On-Screen Mask controls only displayed for the viewed layer and not the edited layer.

## Standalone

### Resolution (DPI)

Previously, Dfx was not calculating the DPI correctly when using Resize. Now, the original DPI of the image is read in and reflected in the Resize menu. When writing out the file, Dfx stores the new DPI setting with the saved file.

### Resize after Crop

If you resized after a crop, the resized version was different from what you specified.

