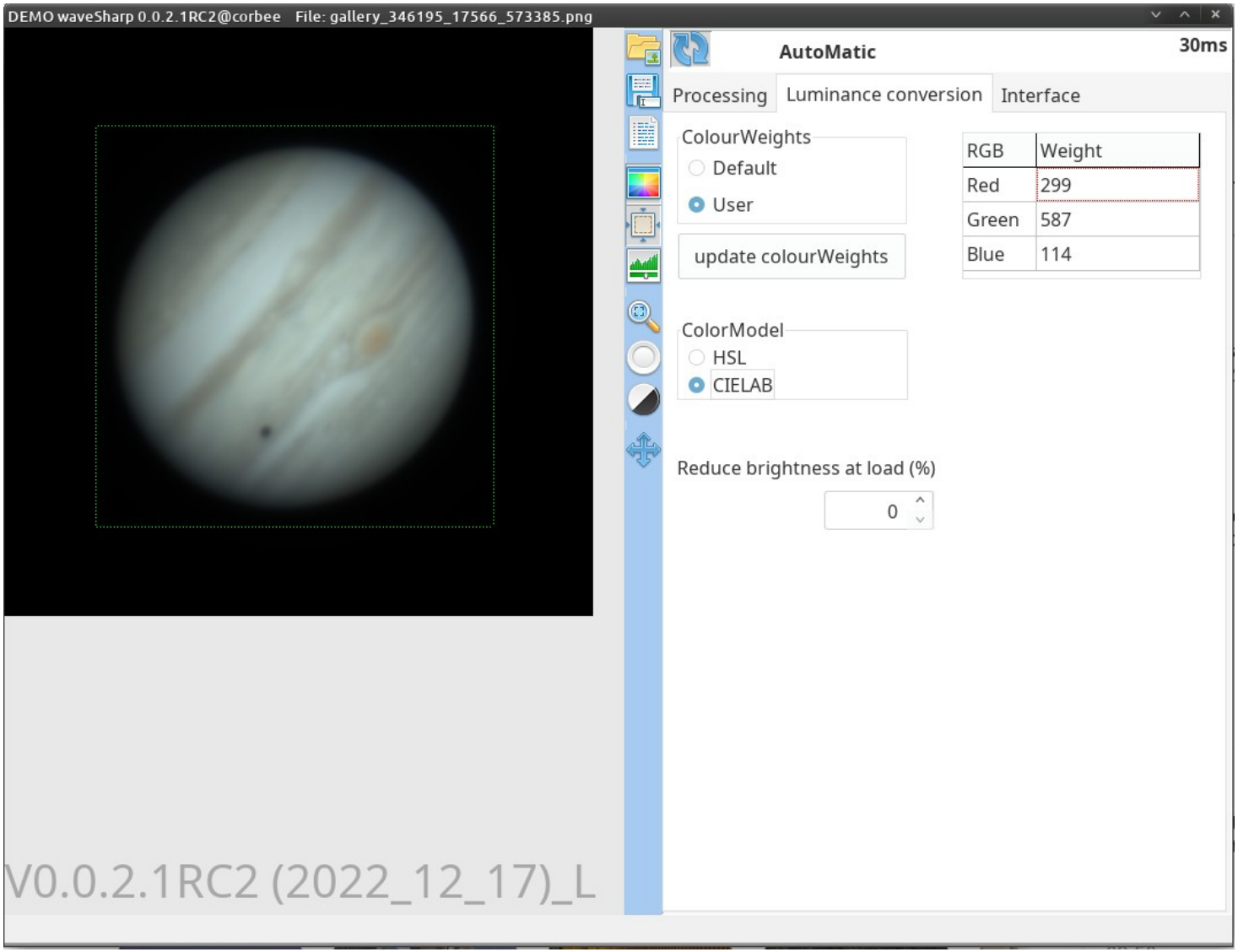
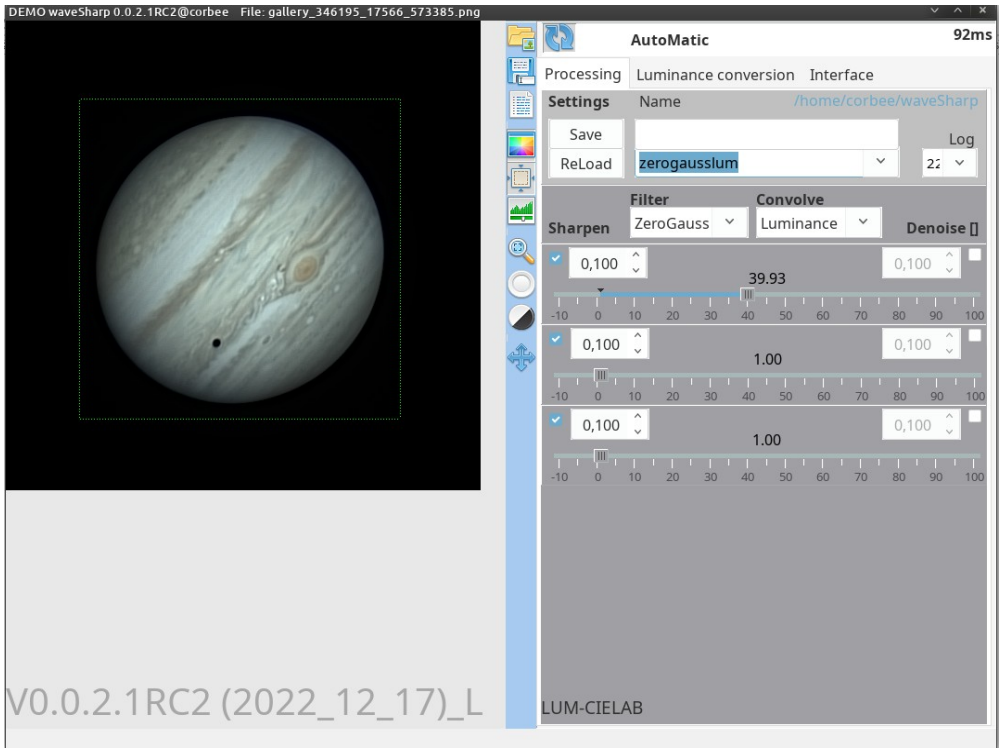
Simple processing run



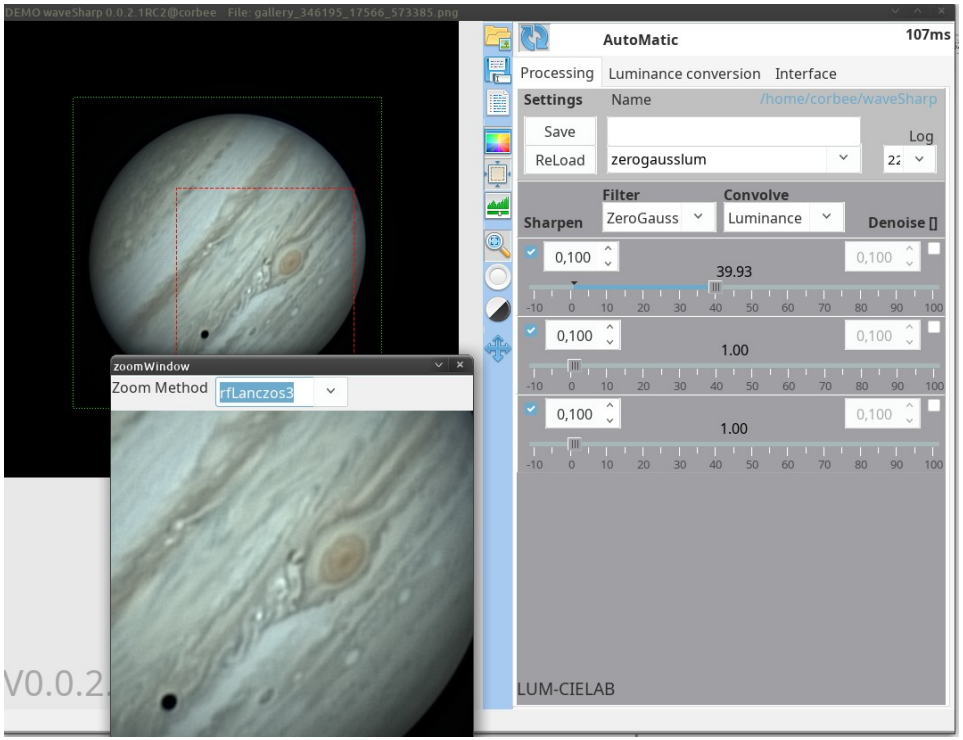
After starting the application an image of Jupiter was loaded using the topmost icon in the toolbar (only PNG/TIFF allowed).

As the image is not very bright I did not need to reduce brightness, otherwise you need to set this before loading the image (or set and load the image again).
I choose CIELAB as the colourModel for conversion between RGB and Luminance.

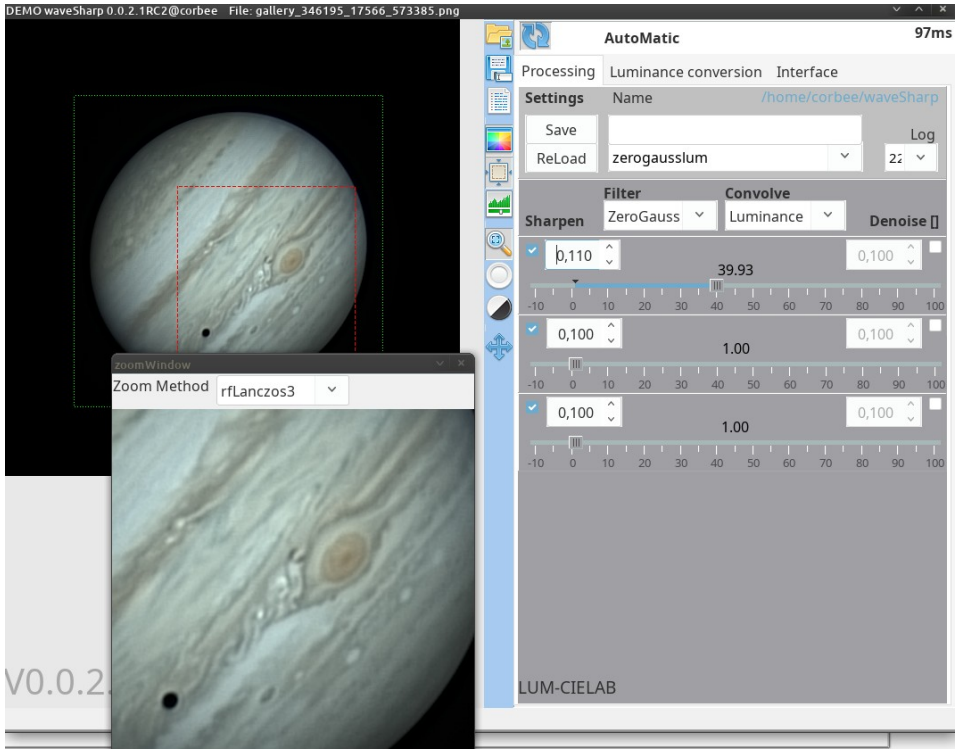
Notice that waveSharp has minimized the processing area (green dotted zone) automatically to a zone around the planet. By minimizing the processing area sharpening etc will work faster. If you want the full area to be processed just press the button above the histogram-ico.



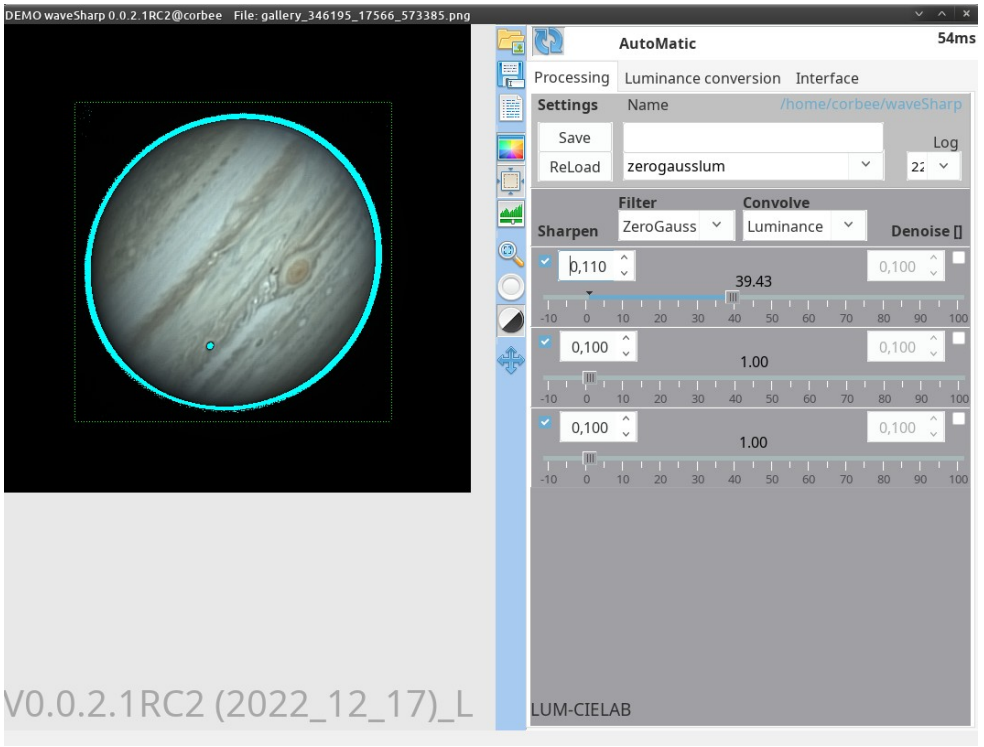
From my saved sharpening settings I loaded one called zeroGaussLum, this selects the new ZeroGauss filter and will only use the Luminance for sharpening.



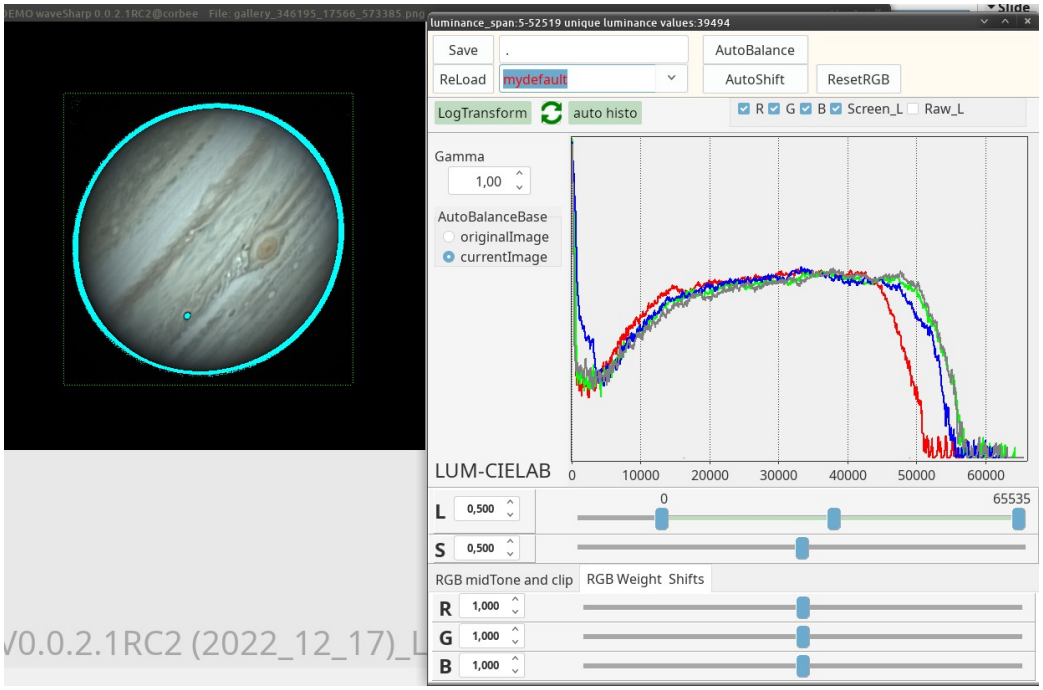
Sometimes it is handy during processing to have a zoomed view on a section of the image. I pressed the zoombox and choose the area just left of the great red spot. The zoomwindow allows several options for different zoom-methods but its currently fixed at a default 2x zoom.



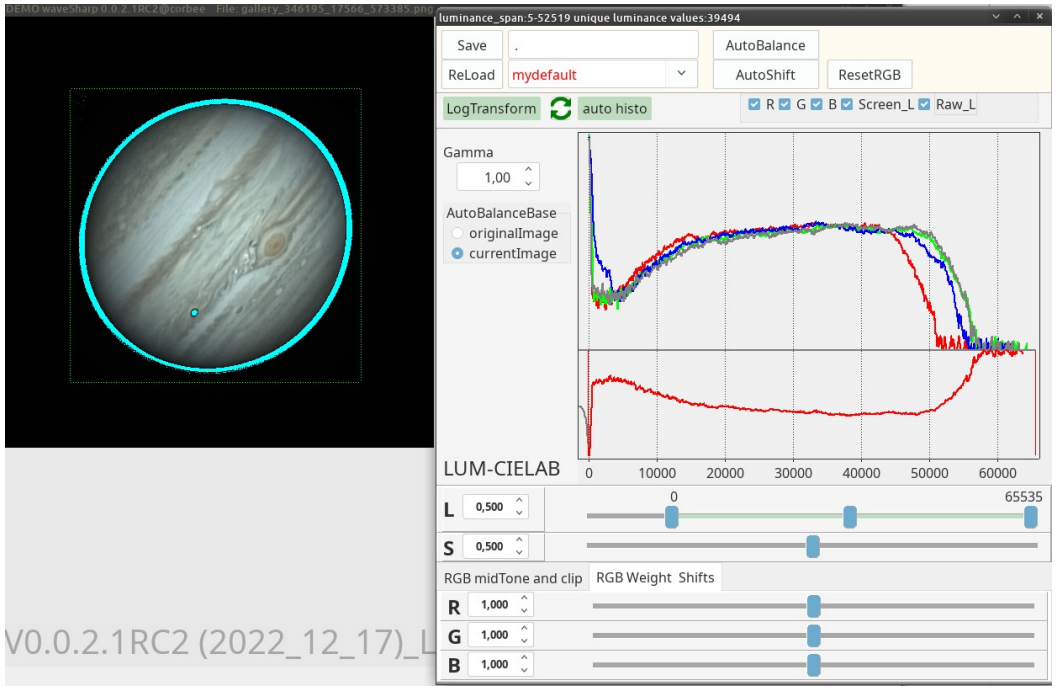
Ive changed the size of the sharpen filter a bit (0.11). On the topright corner of the image waveSharp shows how much time was spend recalculating the image. Changing filtersizes or other elements will do a full recalculation of the image. If you only move the slider this will be faster as no recalculation of the filters etc is necessary.



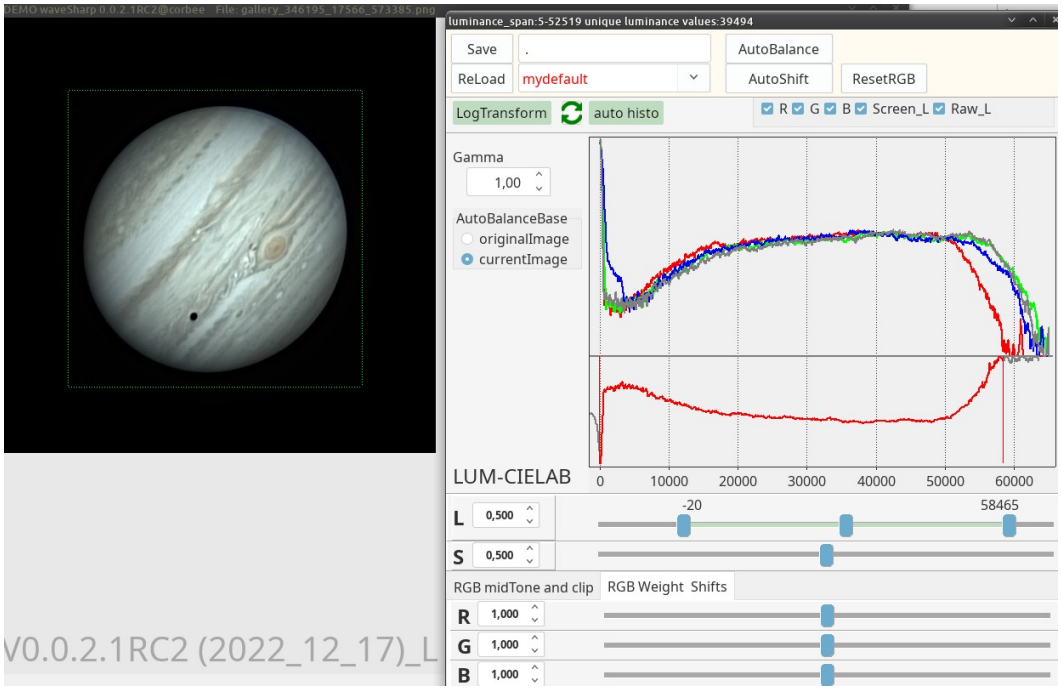
To check if nothing gets under or overlit using the current settings I pressed the dark/highlights button (2nd from below). Around the planet is an area that gets so dark that the values are below zero and thus they will not be any different than the black values. The same is valid for the shadow of the passing moon. No pixels have been lit on the surface of the planet so nothing is overlit.



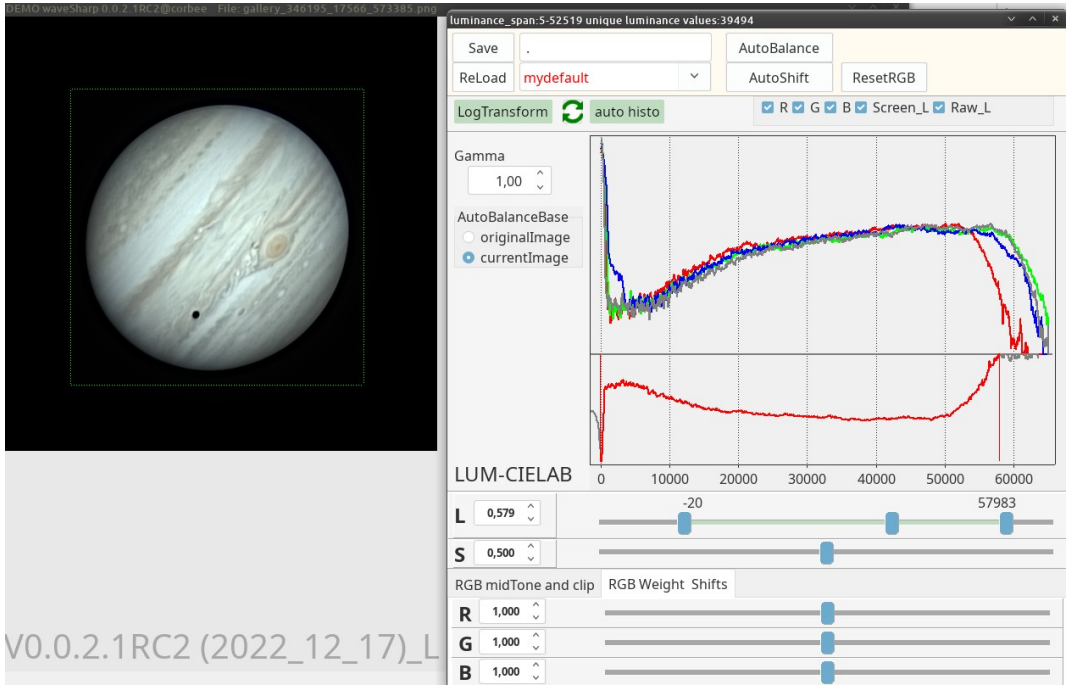
Over to the histogram. Upon inspection this shows nothing peculiar. But where are those darkened pixels (brightblue in the image) ?



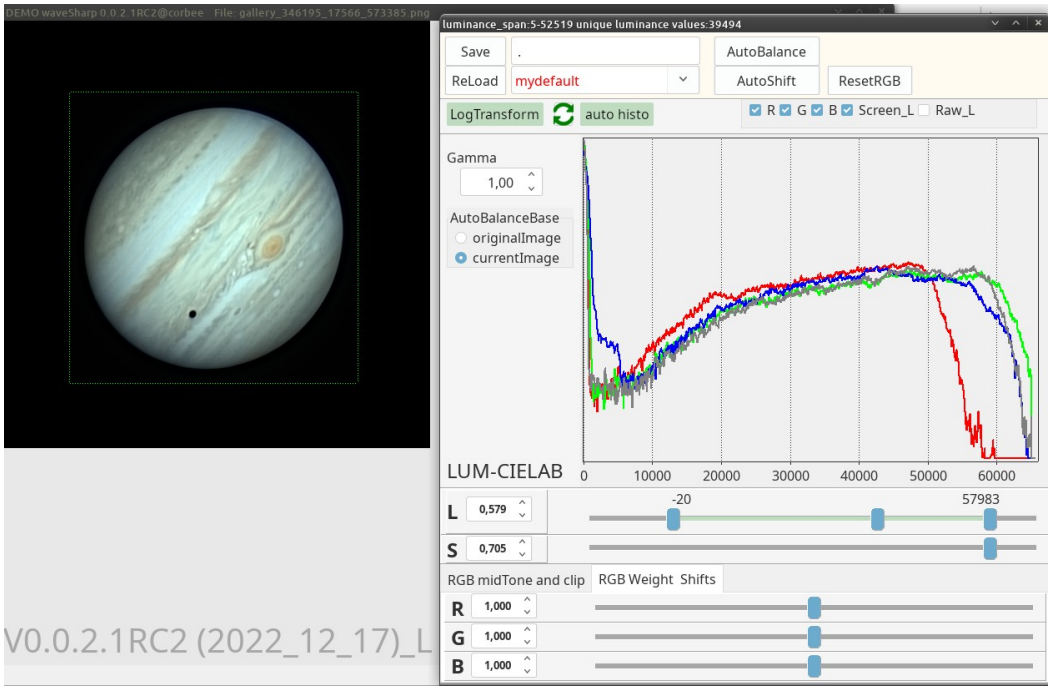
By inspecting the RAW_L channel of the graph it is now clear that there is a group of pixels that are to the left of the vertical red-line. These pixels will be represented as completely black, no pixels have intensities that are to the right of the other vertical redline. So nothing is overlit.



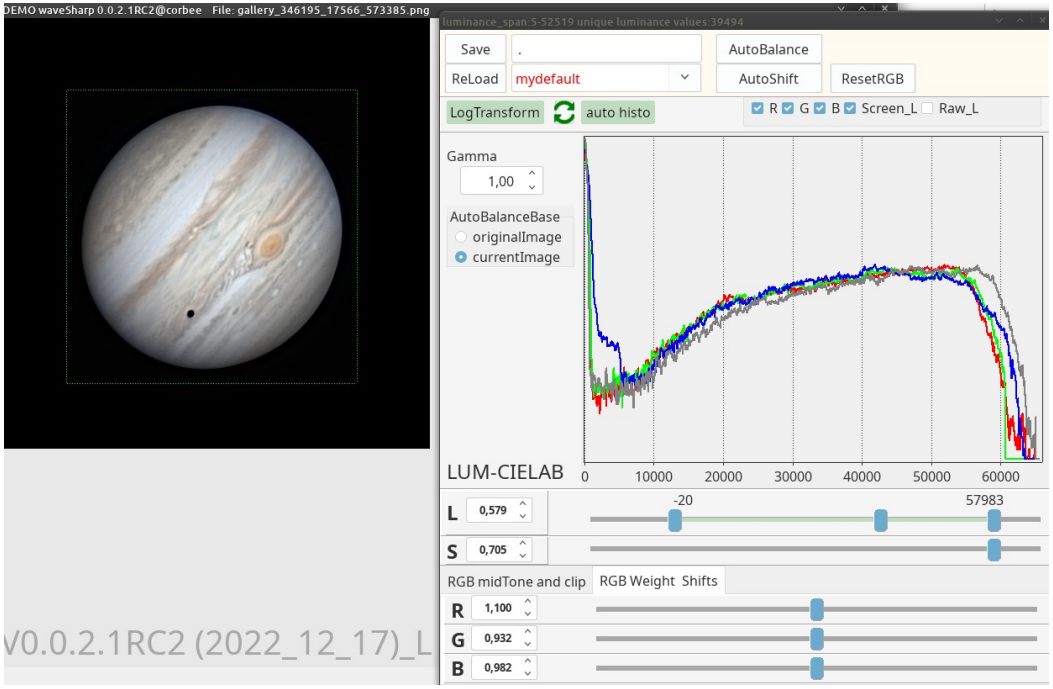
As the image is a bit dim, I decided to change the clipping values of the luminosity slider. This brightness the overall image without altering any of the colours. The rightmost vertical red-line in the RAW_L graph shows where the “clipping” of the values starts. Any value above that luminosity will be represented fully lit. The image is thus scaled between the left and right vertical red lines, the used values can be read directly from the luminance slider (above the thumbs)



We can brighten the disc of the planet further by moving the “midtone” value of the luminosity upwards. This does not alter the “range” of the histogram but changes the shape and the overall brightness.

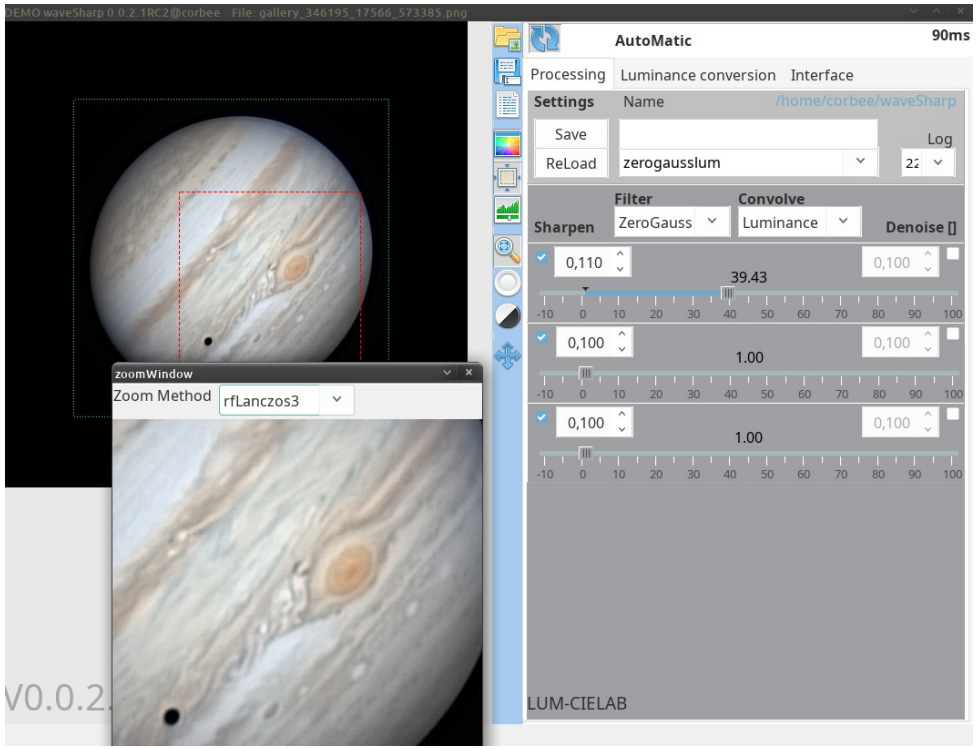


Time to work a bit on the colours themselves. Ive moved the saturation up a fair bit (probably too much). After this I don't like the tints of the image, the histogram also shows that the reds in the image are on average dimmer than the blue/greens.

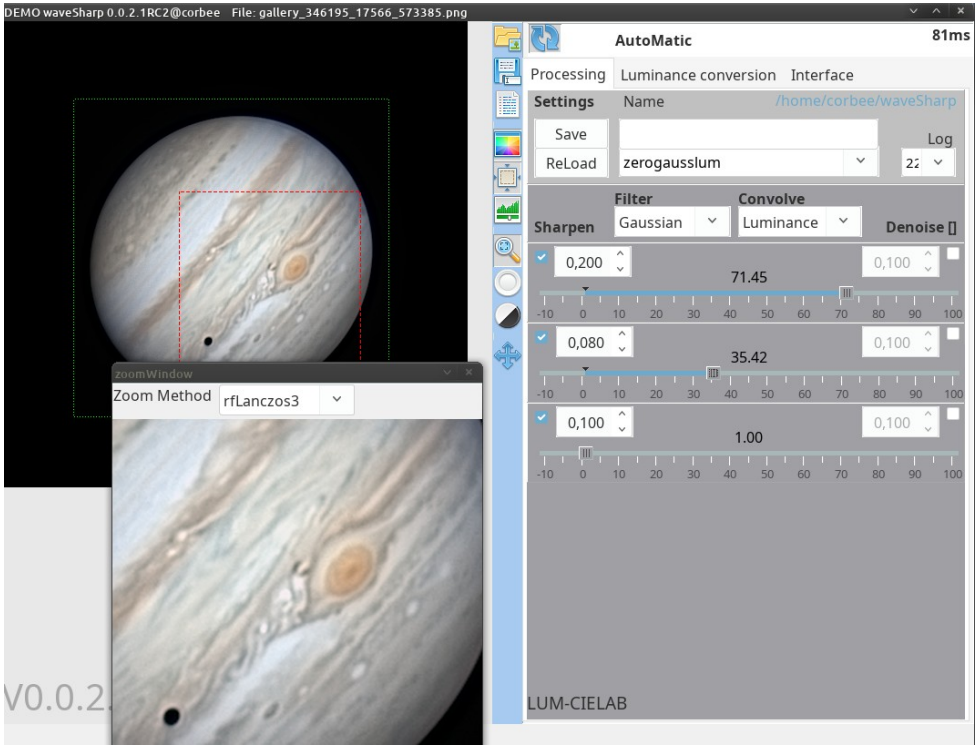


After pressing AutoBalance the image clearly has a whiter appearance in the bands. There is less of a "blueish" colour-cast visible. But this is territory for a lot of debate … what is the right colour ?

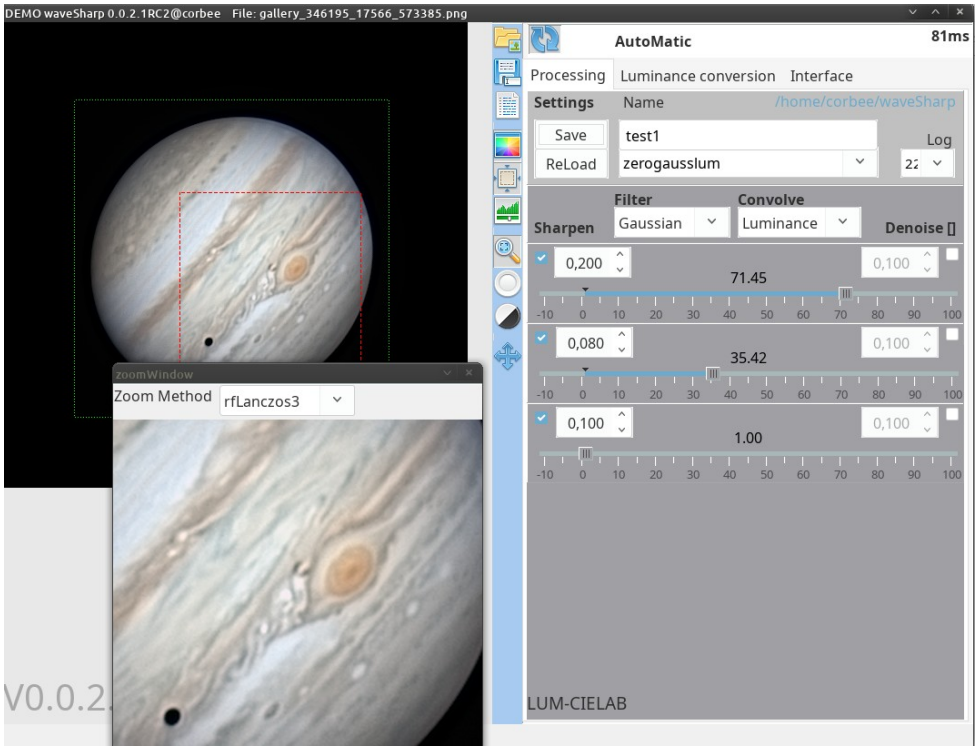
The bottom set of RGB sliders (two sets) allow a lot of changes that can be used to change the overall appearance.



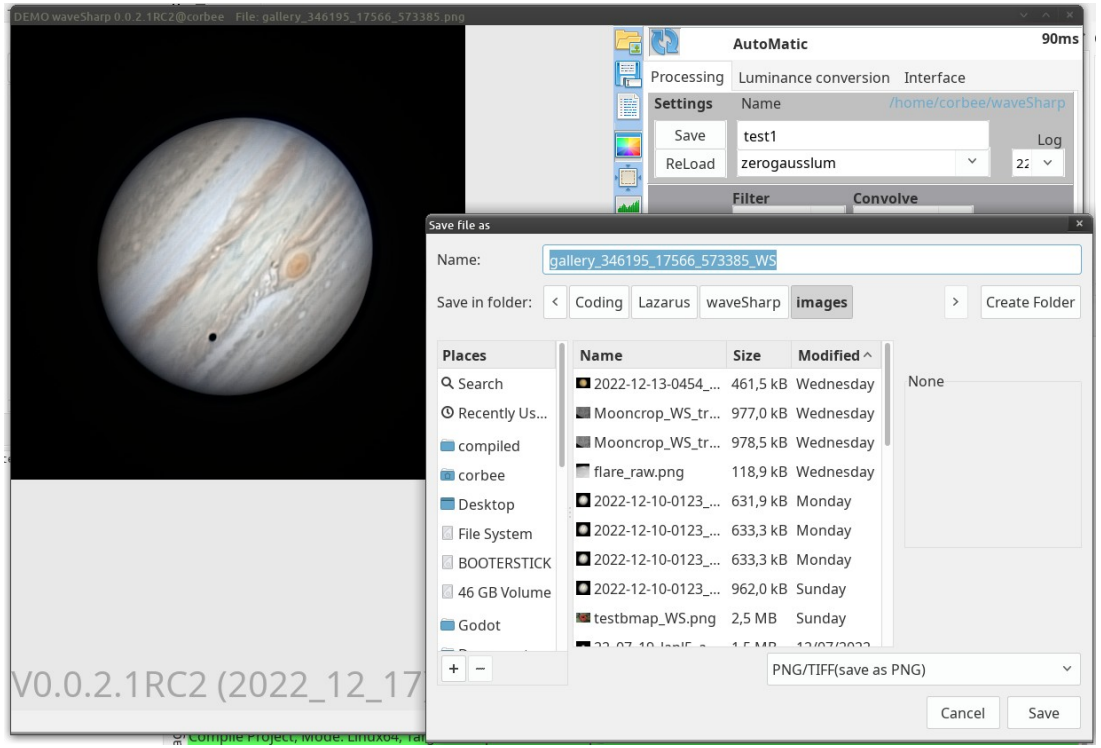
Back to the processing section, ive opened the zoom again. It has remembered where it was used.



Checking what result I get using the normal Gaussian filters. There is clearly a difference visible.



Ive typed test1 in the settings box and saved that as a temporary setting. I can now toggle between my previously saved zerogausslum and test1 by selecting either of them in the settings-section dropdown.



Time to save the result, but first I need to press the minimize button Below the coloured icon to make sure the whole image is processed. Then after pressing the save file icon I get a dialog. By default it adds _WS to the original filename to show this is a processed result by waveSharp. Currently you can only save as PNG or as TIFF