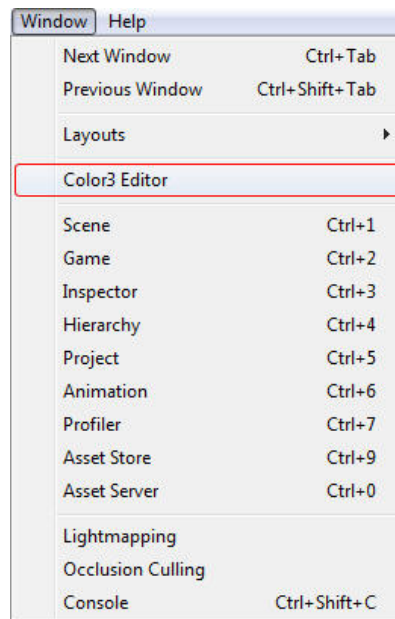


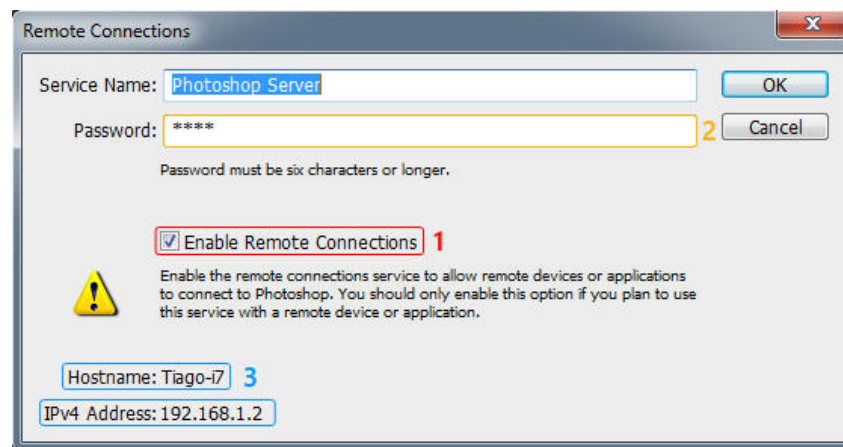


How to Use Color3 - Photoshop Workflow

1. Open the Color3 Editor Window.

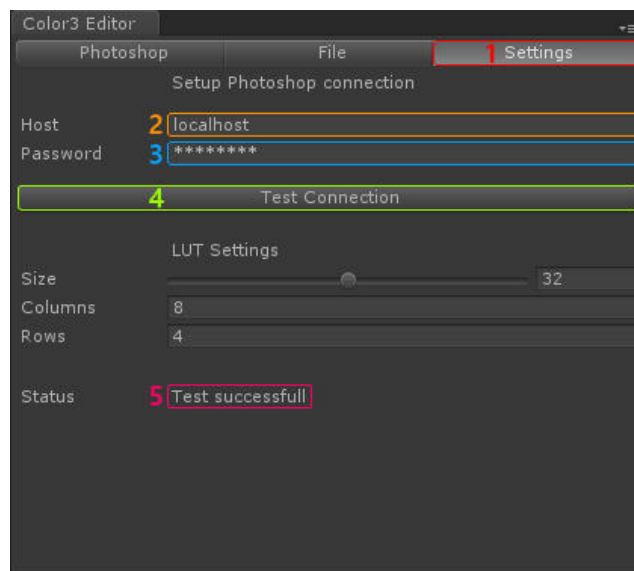


2. Open Adobe Photoshop CS 5.1 or greater and go to the Edit > Remote Connections... menu.

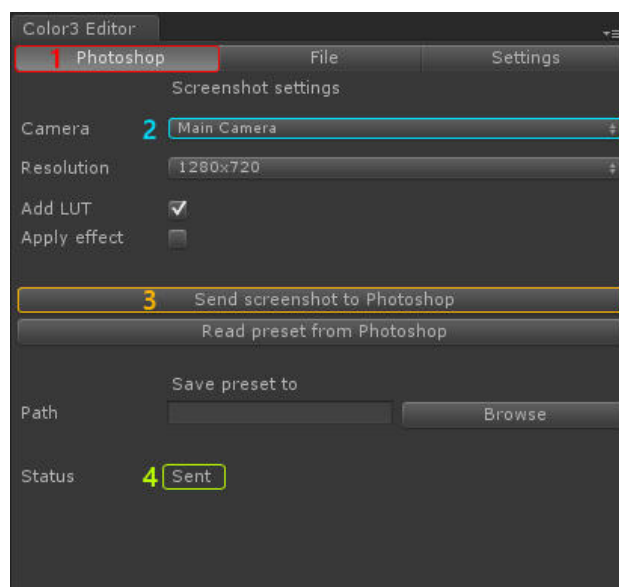


Make sure the **"Enable Remote Connections"(1)** box is checked. Choose a **Password(2)** and note it down, we'll need it later on. Also if you plan on using Photoshop on a different machine than the one running Unity take note on the **Hostname field or the IP field(3)**.

3. On the Color3 Editor window go to the **Settings tab (1)**.

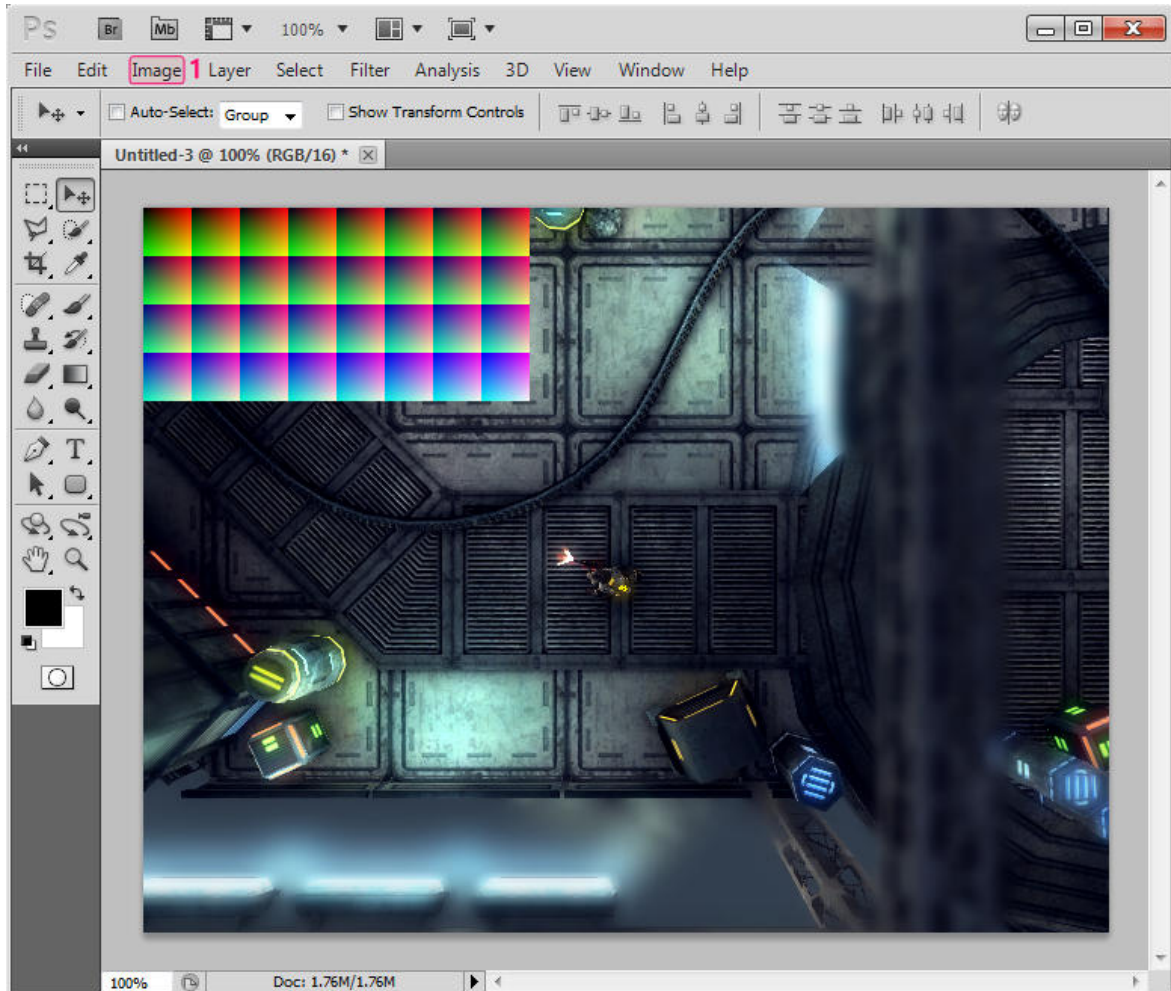


4. On the **Host field(2)** type the Hostname or IPv4 Address of your Photoshop client. Repeat for your **Password field(3)**.
5. Note that for this step to work you need to have Photoshop running. Click on **Test Connection(4)**.
 - 5.1. If a the **Status field(5)** "Test successful" is displayed, then the Color3 Editor is correctly configured and ready to use.
 - 5.2. If a connection can't be established with Photoshop a Status of "There was an error. Check if the host is available to this machine" will be displayed. In this case either the Host field isn't correctly configured or further troubleshooting needs to be done, including proper configuration of any firewall in the system. For more help troubleshooting Photoshop Touch proceed to http://kb2.adobe.com/cps/894/cpsid_89485.html .
 - 5.3. In case there is an error with the password you will get an Status error of "There was an error. Try checking the password". This means the connection is working correctly and the Color3 Editor was able to connect to Photoshop, but the password isn't configured correctly.
6. On the Color3 Editor window go to the **Photoshop tab(1)**.

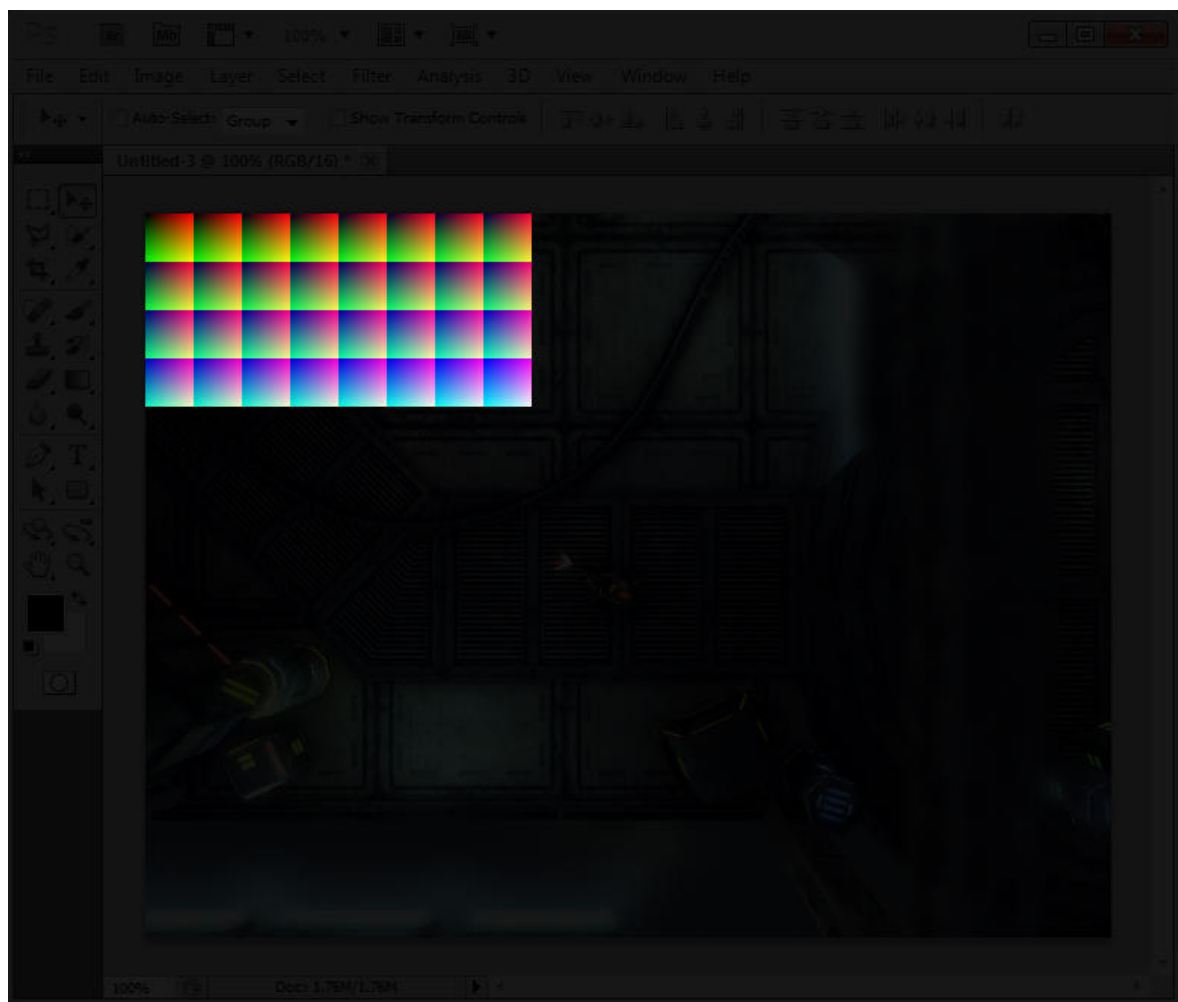


7. Select the **Camera(2)** you wish to use for the screenshot. If your scene doesn't have a camera, you'll need to create one.
8. Press **Send screenshot to Photoshop(3)**. If the operation is successful, you'll see **"Sent"(4)** displayed in the Status field, and after a few moments the scene's screenshot should be in your Photoshop.

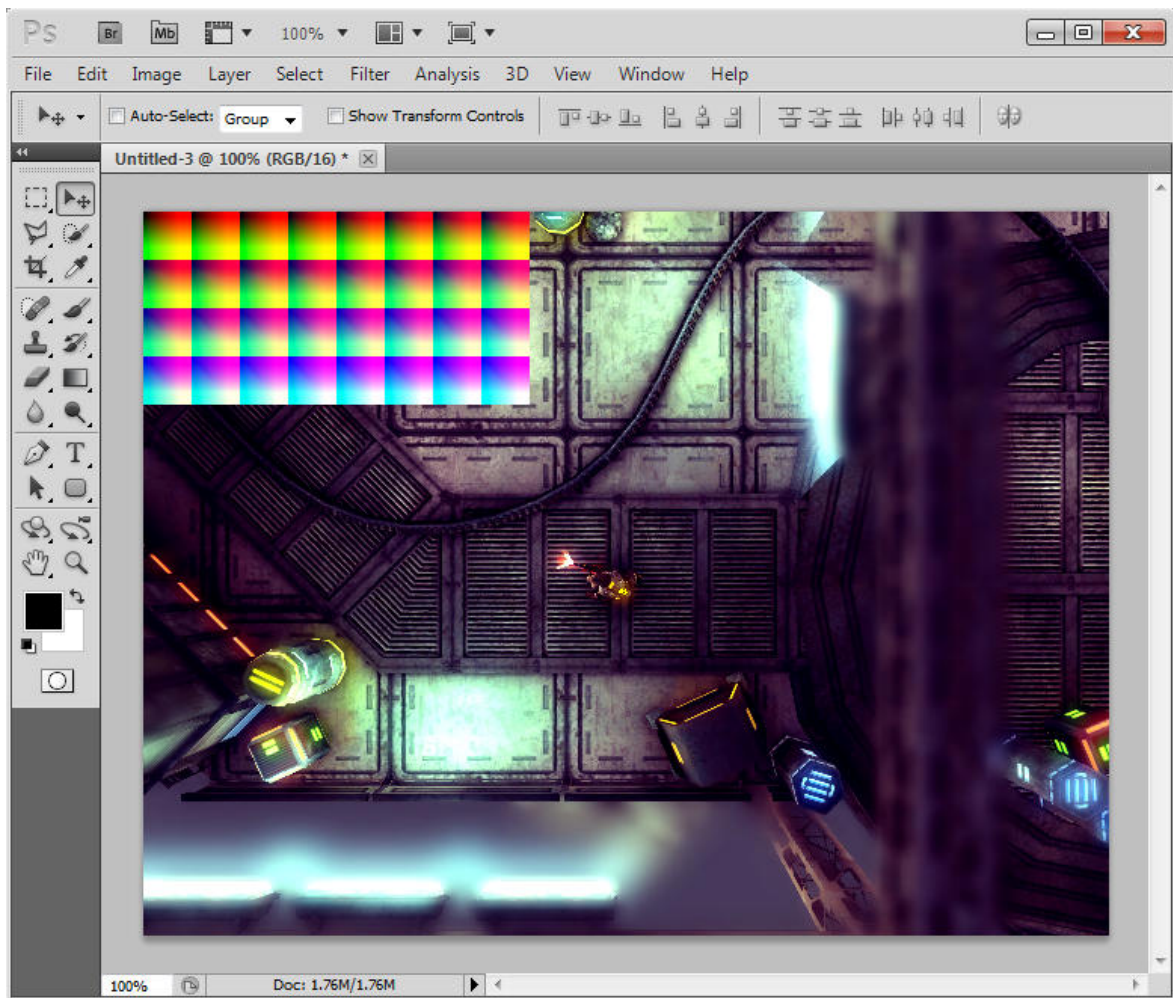
9. On Photoshop perform any color adjustment you wish. Notice that only color adjustments will translate back into Unity, i.e., filters such like blur will not work. If you are not sure which tools you can use, they'll will be in the **Image(1)** menu.



10. As you may have noticed, Color3 adds color info into your screenshot. This is used to create the color profile in Unity and you shouldn't resize or make any modifications to it, besides color transformations, since this will cause incorrect unwanted colors in your game.

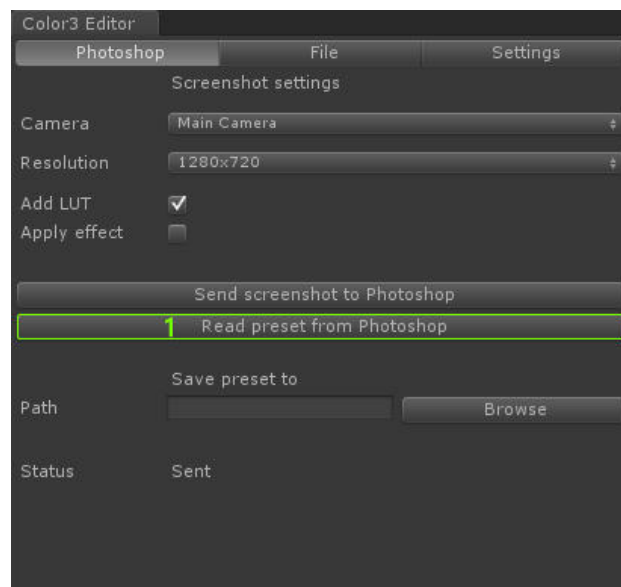


10. When you're happy with the final result in Photoshop,

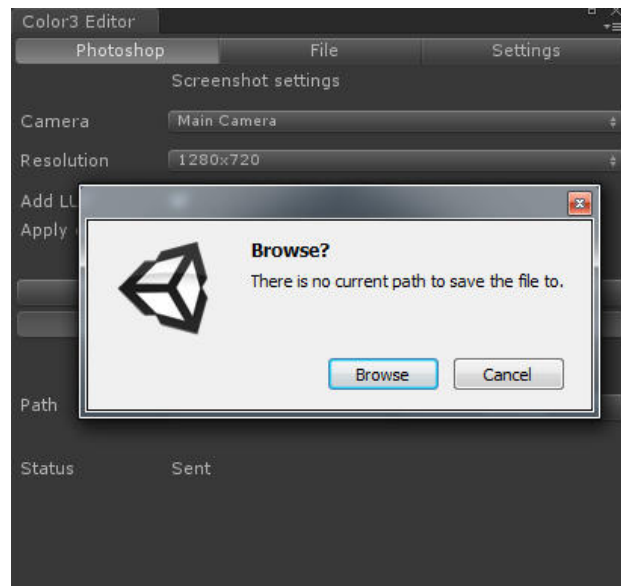


go back to Unity.

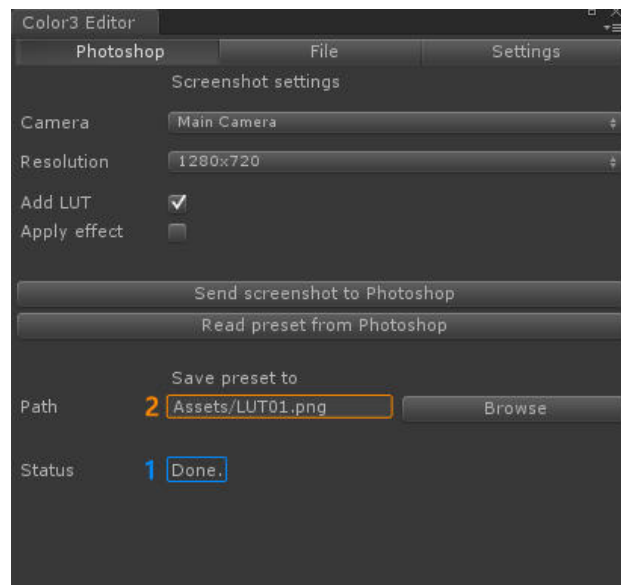
11. Press **Read preset from Photoshop(1)**. This will read the image from Photoshop and use it to create a color preset.



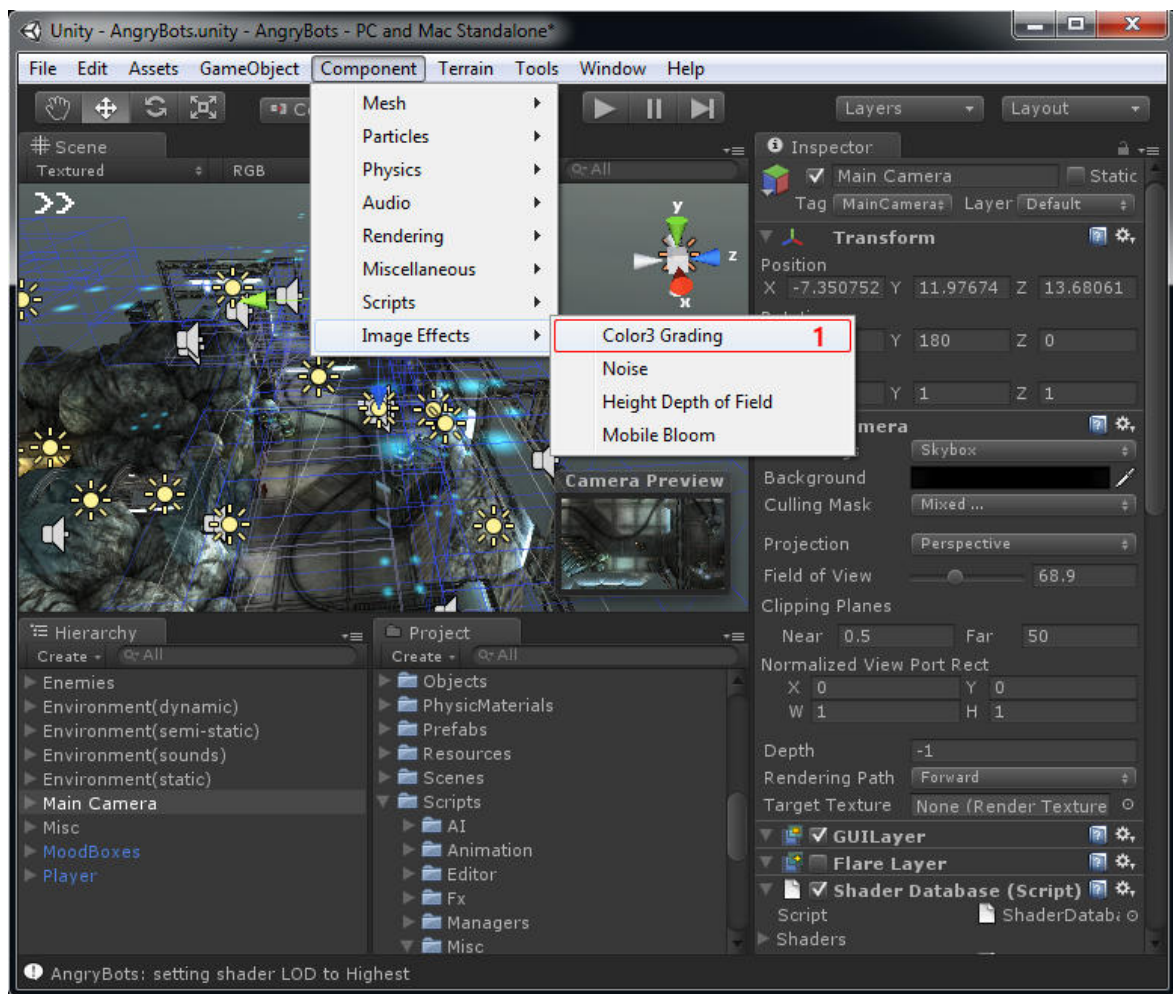
11. If there is no preset currently selected, Color3 Editor will ask if you wish to browse for one. Click Browse and select the file you wish save the color preset to.



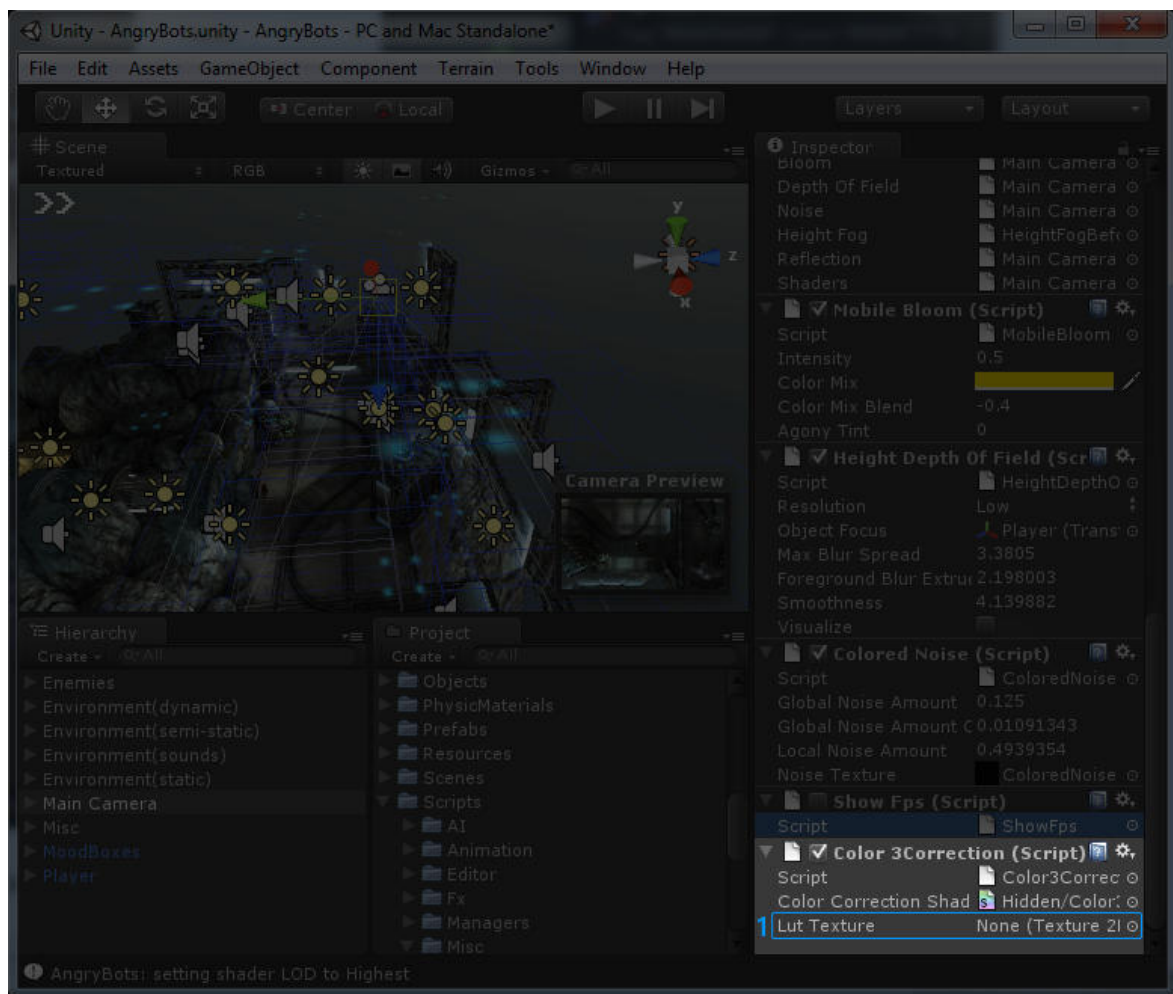
12. If the operation is successful, the color preset file will be saved and the **Status(1)** field will display the message "Done". The **Path(2)** field will be updated with the last successfully saved color preset file.



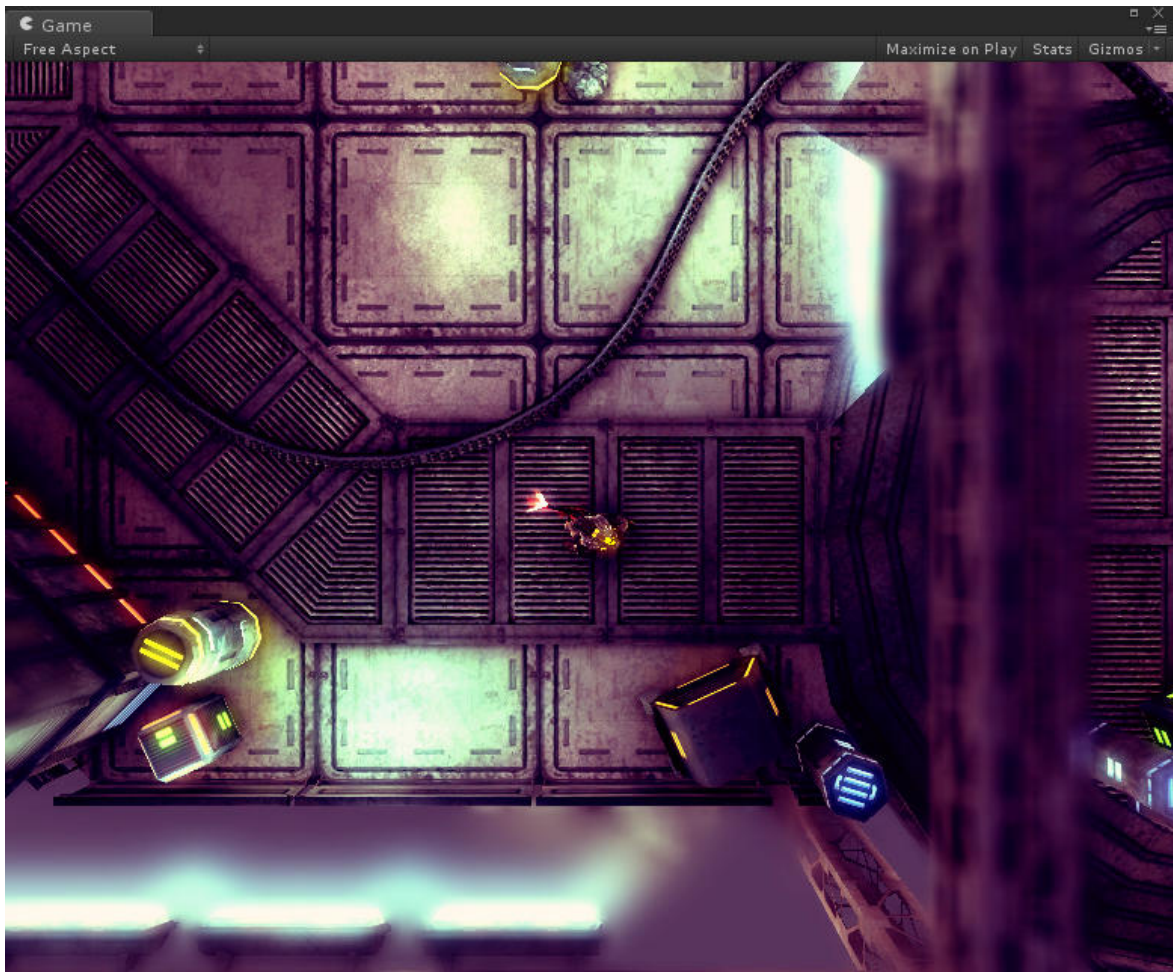
13. Select the camera you wish to add the effect to. Add the **Color3 Grading(1)** Component to the selected camera.



14. Go to the Color3 Grading component and on the field **Lut Texture(1)** select the texture you've just saved from Photoshop.

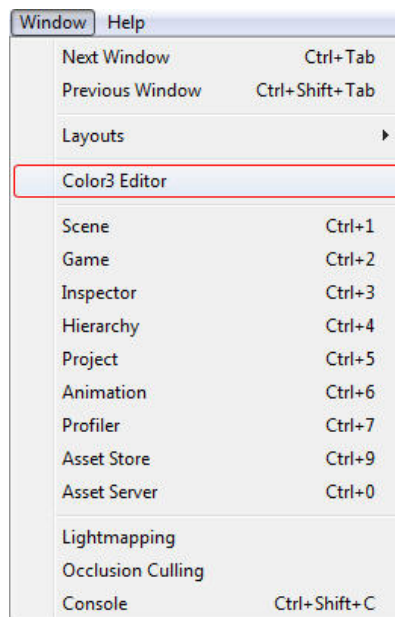


Check your game window. It now should display the color profile you've imported from Photoshop.

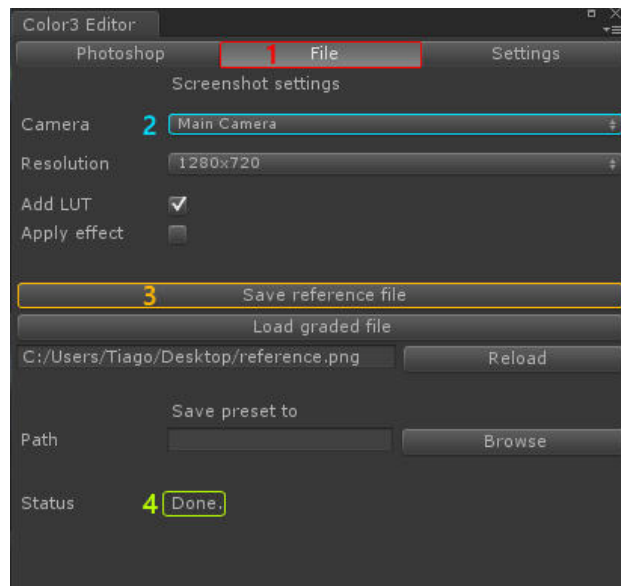


How to Use Color3 - Standard Workflow

1. Open the Color3 Editor Window.



2. On the Color3 Editor window go to the **File tab(1)**.

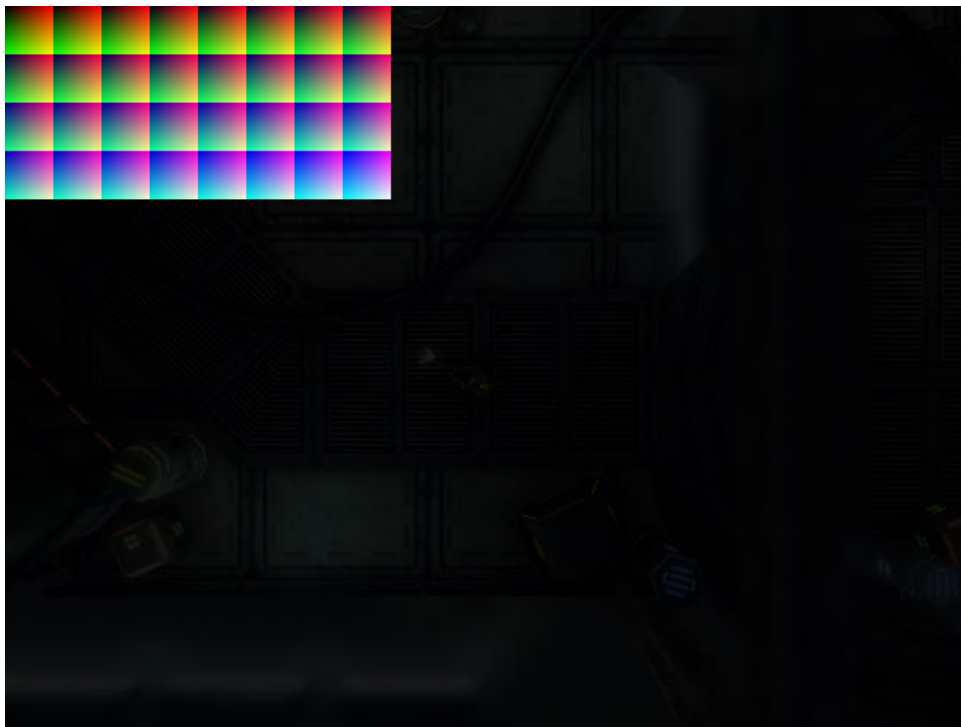


3. Select the **Camera(2)** you wish to use for the screenshot. If your scene doesn't have a camera, you'll need to create one.

4. Press **Save reference file(3)** and select where you want to save a reference file. If the operation is successful, you'll see **"Done"(4)** displayed in the Status field.

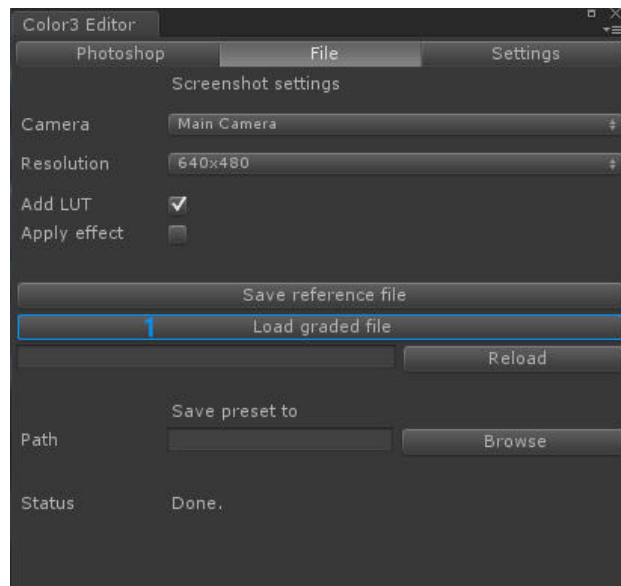
5. On your image editor of choice perform any color adjustment you wish. Notice that only color adjustments will translate back into Unity, i.e., filters such like blur will not work.

6. As you may have noticed, Color3 adds color info into your screenshot. This is used to create the color profile in Unity and you shouldn't resize or make any modifications to it, besides color transformations, since this will cause incorrect unwanted colors in your game.

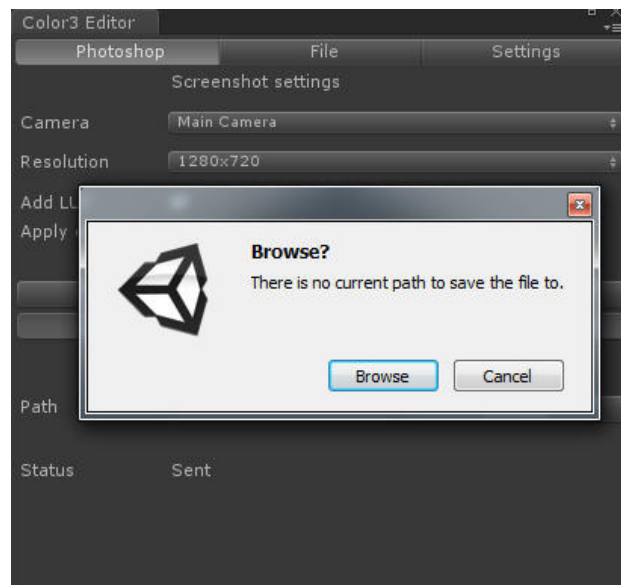


7. When you're happy with the final result, save it and go back to Unity.

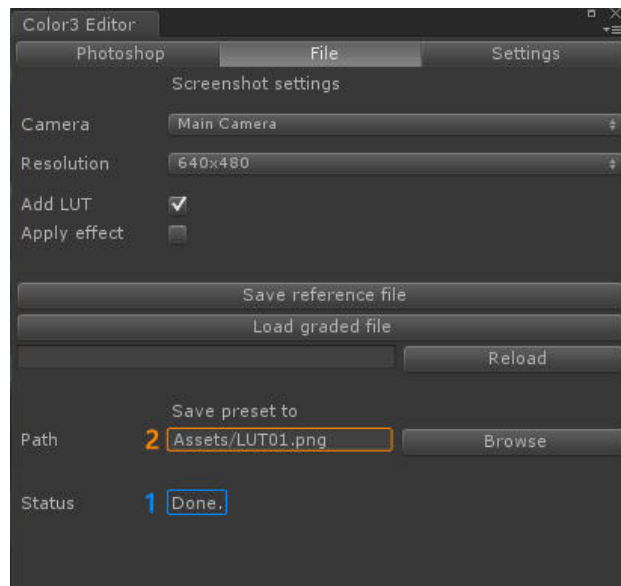
8. Press **Load graded file(1)** and browse to the file you have just saved. This will read the image and use it to create a color preset.



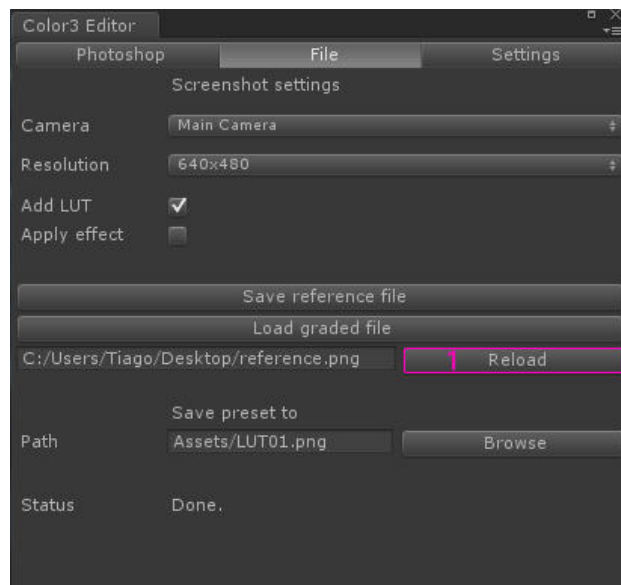
9. If there is no preset currently selected, Color3 Editor will ask if you wish to browse for one. Click Browse and select the file you wish save the color preset to.



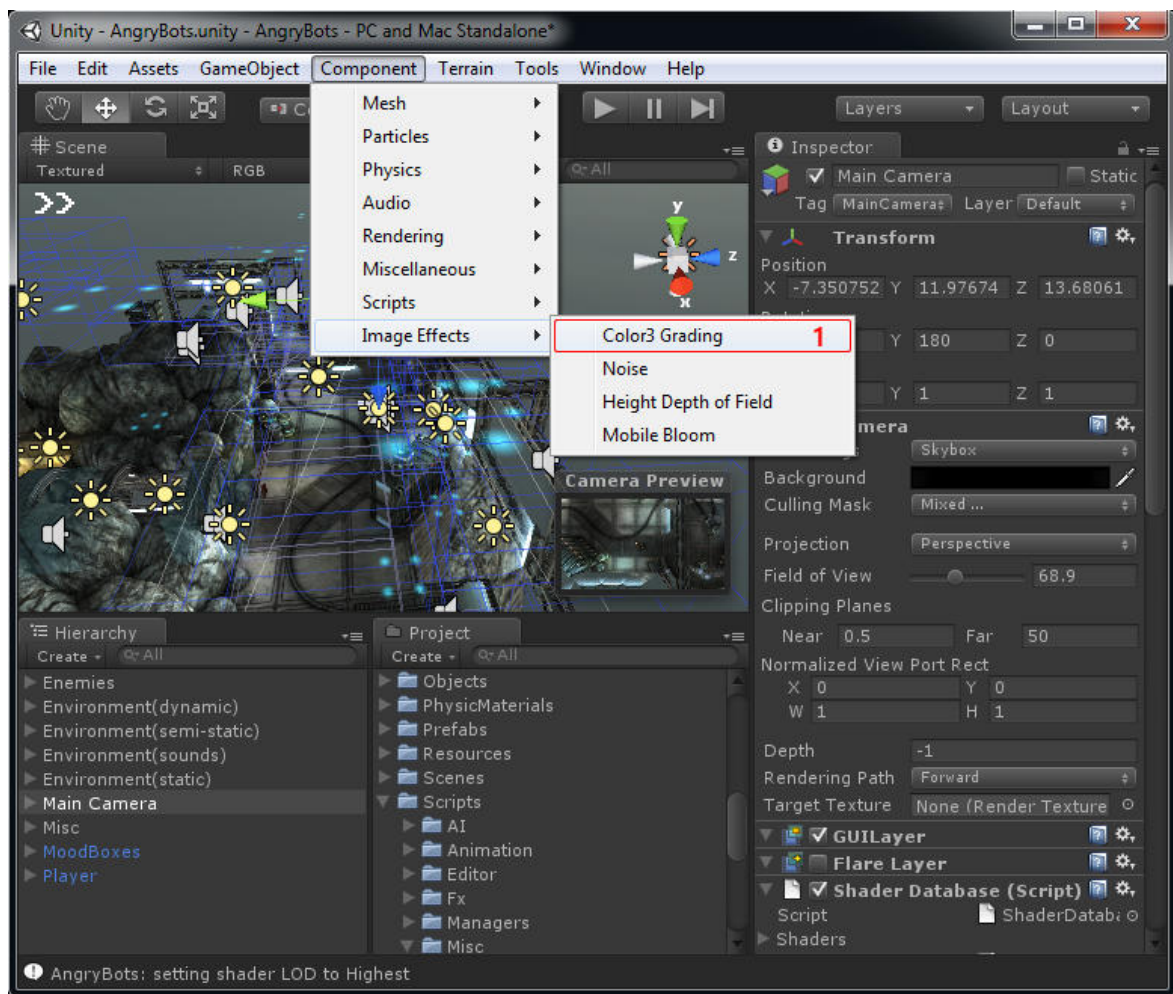
10. If the operation is successful, the color preset file will be saved and the **Status(1)** field will display the message "Done". The **Path(2)** field will be updated with the last successfully saved color preset file.



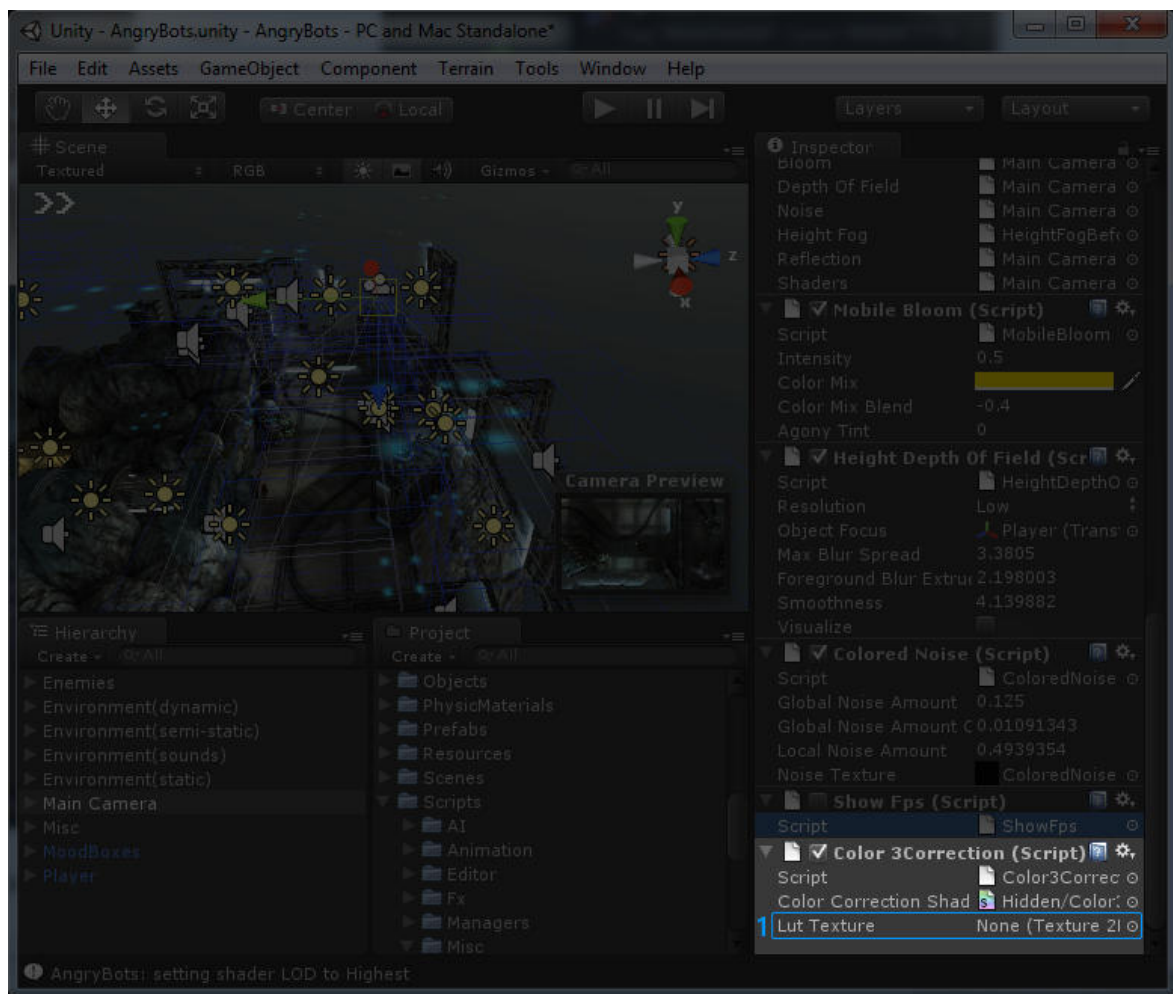
11. If you wish to iterate between the image editor and the final result in Unity you can use the **Reload(1)** button. This will read the last graded file and update the last saved color preset.



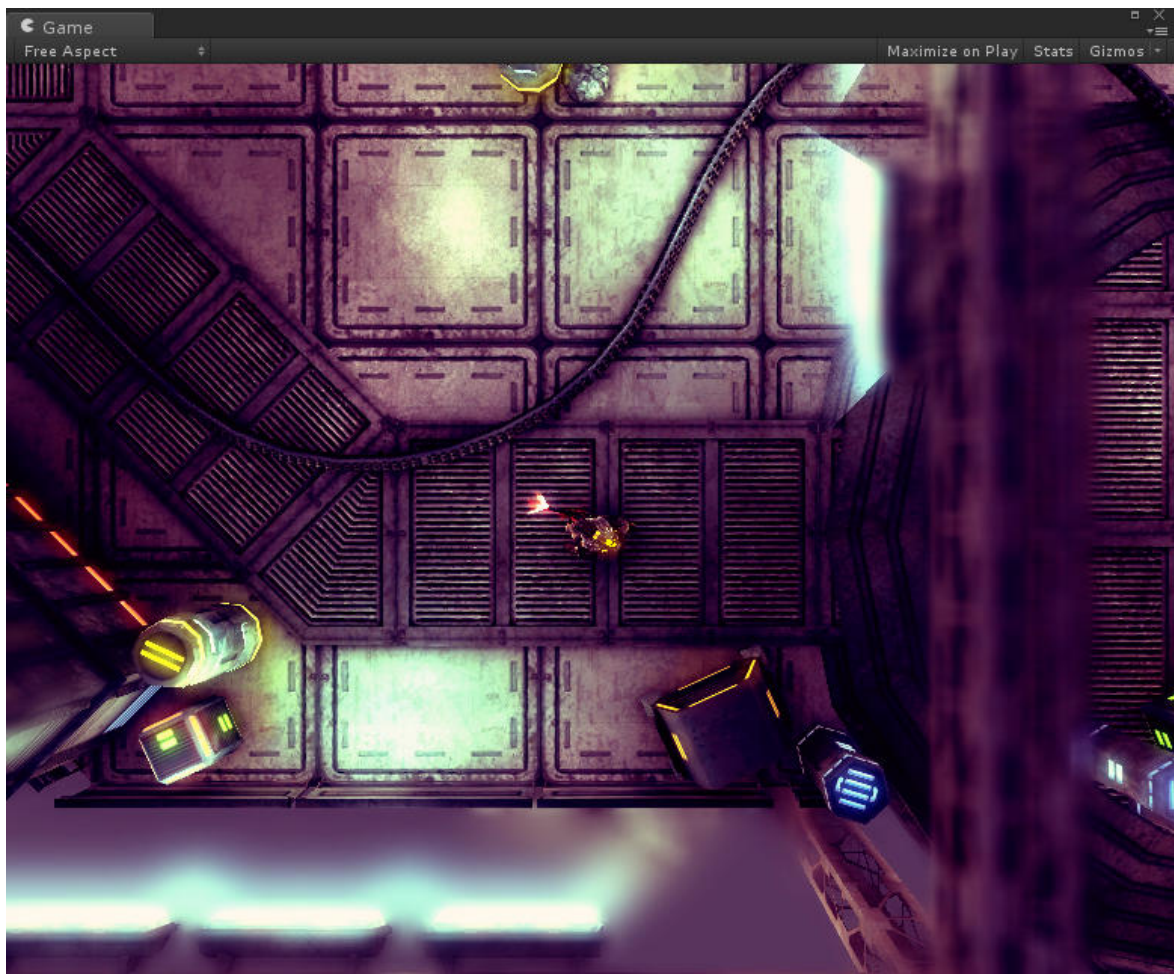
12. Select the camera you wish to add the effect to. Add the **Color3 Grading(1)** Component to the selected camera.



13. Go to the Color3 Grading component and on the field **Lut Texture(1)** select the texture you've just saved from your favorite image editing program.



Check your game window. It now should display the color profile you've imported from the graded file.



Contacts

Feel free to get in touch with us if you need additional information. We will gladly do our best to answer all your questions.

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