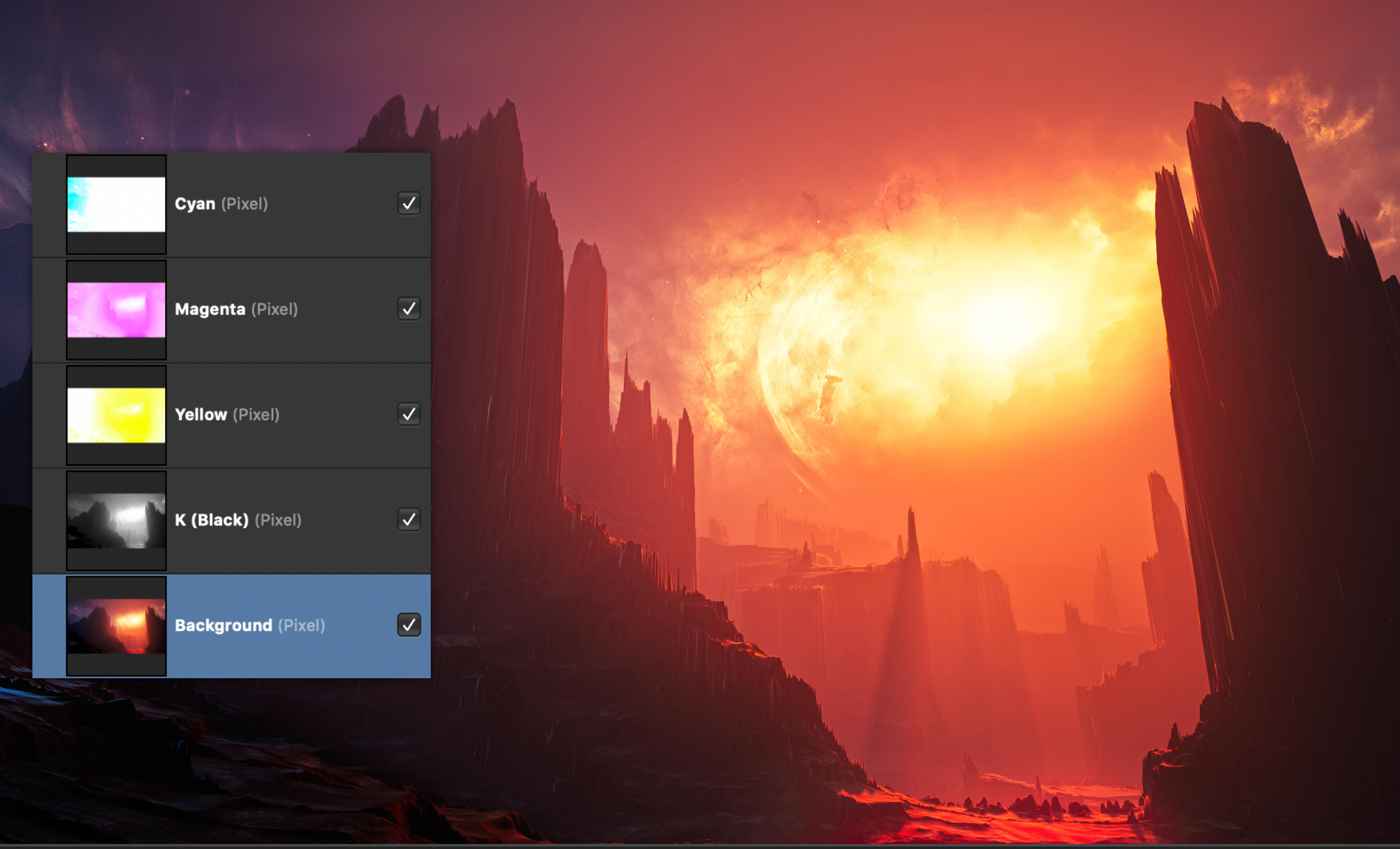
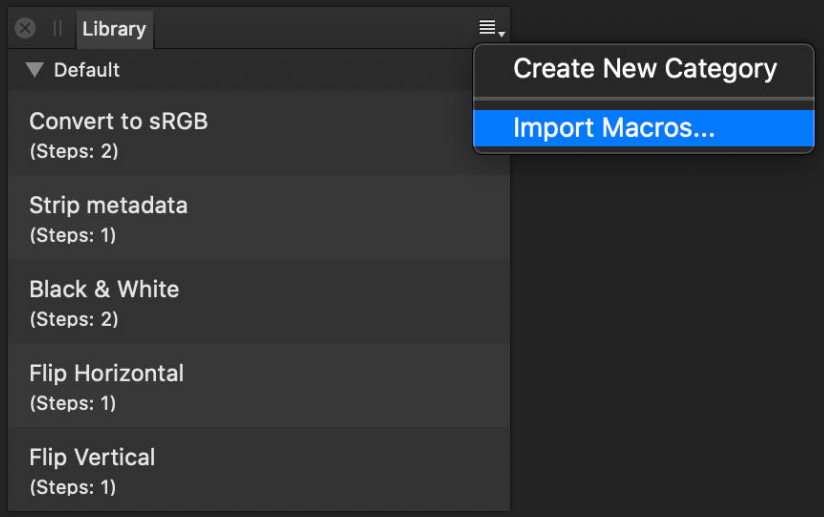


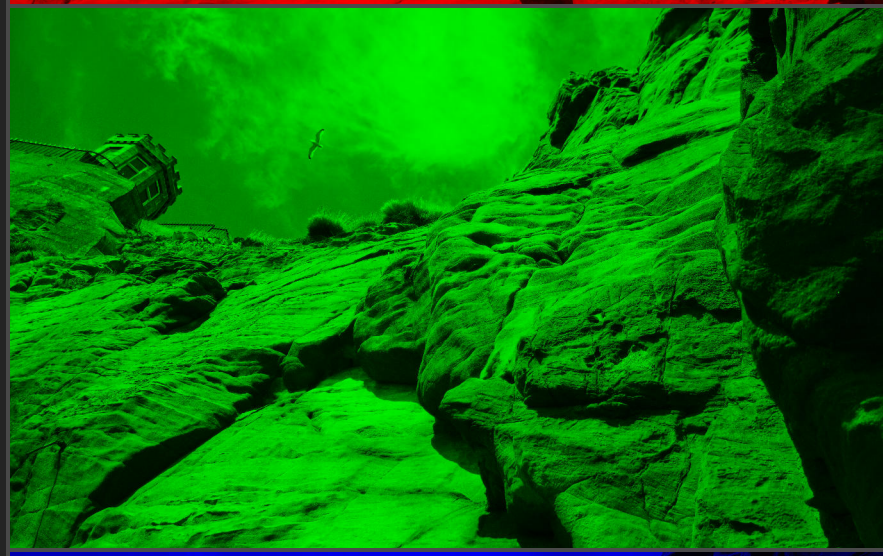
JR Macros: Channels

Introduction

This macro pack contains functions for channel manipulation, including creating greyscale pixel layers from colour information and separating the channels into additive layers.

It is chiefly intended for advanced editors who have a requirement to perform tone and colour manipulations based on channel information.





Installation

1. Extract the *.afmacros* file to a directory of your choice.
2. In Affinity Photo, you will need to expose the **Library** panel. To do this, go to **View>Studio>Library**.
3. Click the small icon at the top right of the **Library** panel and choose **Import Macros**.
4. Navigate to the directory containing the *.afmacros* file and select it, then click **Open** (or double click the file).
5. The **Library** panel will then be populated with the macros from that category. If you are installing any other macro packs, repeat the process for those categories.

Tip: you can also drag-drop the .afmacros file onto a blank area of the app and it will immediately import and be shown on the Library panel. You can bulk import multiple .afmacros files this way.

Macros

Macro	Functionality
Composite to RGB Layers	Splits a pixel layer up into its three Red, Green and Blue components (not greyscale) so you can edit them individually. Three layers are created (each with an "Add" blend mode) and the original pixel layer is hidden.
Isolate RGB Channels	Creates three pixel layers, each containing respective red, green and blue channel data from the chosen layer.
Channels to Greyscale Layers	Creates three composite pixel layers based on greyscale channel information and hides them. You can use these with blend modes and blend ranges, and create masks from them.
Red/Blue Channel Swap	For infrared imagery. Swaps the red and blue colour channels and also provides some additional enhancements like brightness/contrast compensation, red tinting, vibrance and saturation.

Red/Blue Channel Swap

Macro	Functionality
Extract CMYK Layers	This macro can be run from a document in RGB: four pixel layers (Cyan, Magenta, Yellow and Black) will be created from the source layer with appropriate blend modes set. This enables you to manipulate tone and colour based on the subtractive CMYK colour model whilst staying in an RGB or LAB colour format.
Linearised RGB Channels	Creates three layers which isolate the Red, Green and Blue channel data but linearised, as opposed to non-linear. Try experimenting with blend modes for each layer and use adjustments nested into the layers (e.g. **Curves**) to further control the tonal blending.
LAB 50:50 Mix	Performs a non-destructive LAB channel mix, altering the balance of the A and B channels for unique colour toning. Upon running the macro, you can modify the A and B channel mixing and also adjust an optional Lightness curve which will add contrast to just the lightness information (ignoring colour contribution).
RGB Control Mixer	Adds a Procedural Texture filter that allows you to use rotational input controls to alter the mix of the red, green and blue channel information. Once the macro is run, simply double-click the **RGB Control Mixer** layer, then expand the dialog and click-drag on the three rotational input controls. There is also an additional **Brightness** slider.

LAB 50:50 Mix

Macro	Functionality
Min/Max Greyscale Layers	Produces two greyscale pixel layers, one containing the maximum (brightest) range of pixels, the other containing the minimum (darkest) range of pixels. You can use these layers in conjunction with blend modes, or even convert them to masks (Layer>Rasterise to Mask).
Min/Max Greyscale Blending	As above, creates maximum and minimum pixel range layers, but gives you additional options to control the initial opacity and blend mode of the two layers.
Intensity Gradient Map	Calculates a greyscale map from the intensity of the selected layer and clips a Gradient Map adjustment into it. The Gradient Map has greyscale colour values set by default (0, 128 and 255)—you can double click the adjustment and change these to apply colour tinting based on the layer's intensity.
Luminance Gradient Map	Similar to the Intensity Gradient Map. Calculates a greyscale map from the luminance of the selected layer and clips a Gradient Map adjustment into it. The Gradient Map has greyscale colour values set by default (0, 128 and 255)—you can double click the adjustment and change these to apply colour tinting based on the calculated luminance.

Intensity Gradient Map

Credits

Header image created from an OpenEXR render of "Elite Landscapes: Alien Part III" by Velarion. Rendered in Unreal Engine and edited by James Ritson.

All other photography and editing by James Ritson.