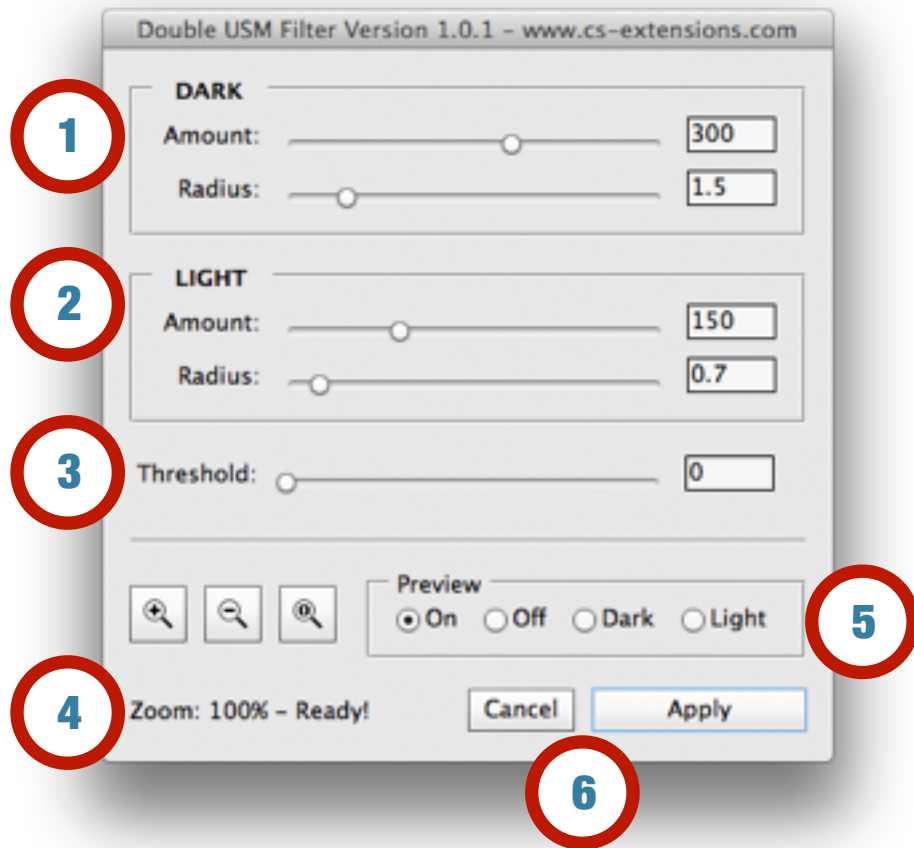


DOUBLE USM > QUICK-START GUIDE

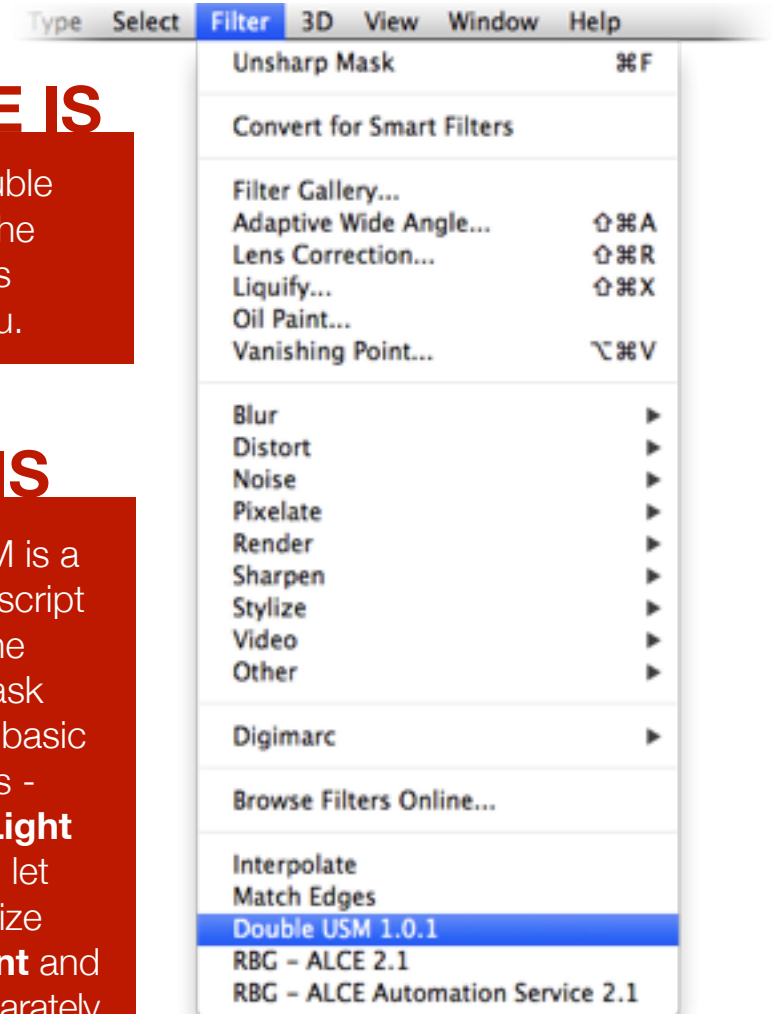


WHERE IS

Access Double USM from the Photoshop's **Filter** menu.

WHAT IS

Double USM is a Photoshop script that splits the Unsharp Mask filter into its basic components - **Dark and Light halos** - and let you customize their **Amount** and **Radius** separately.



1

Dark Control

Allows you to select the Amount and Radius for the Dark Halos

2

Light Control

Allows you to select the Amount and Radius for the Light Halos

3

Threshold

Common Threshold control for both Dark and Light Halos

4

Zoom Controls

Zoom In, Out or Fit to Screen, the actual percentage and script's status (Busy / Ready) is displayed

!

Panning

Due to scripting limitations on Windows platform, panning is not enabled on the PC version.

5

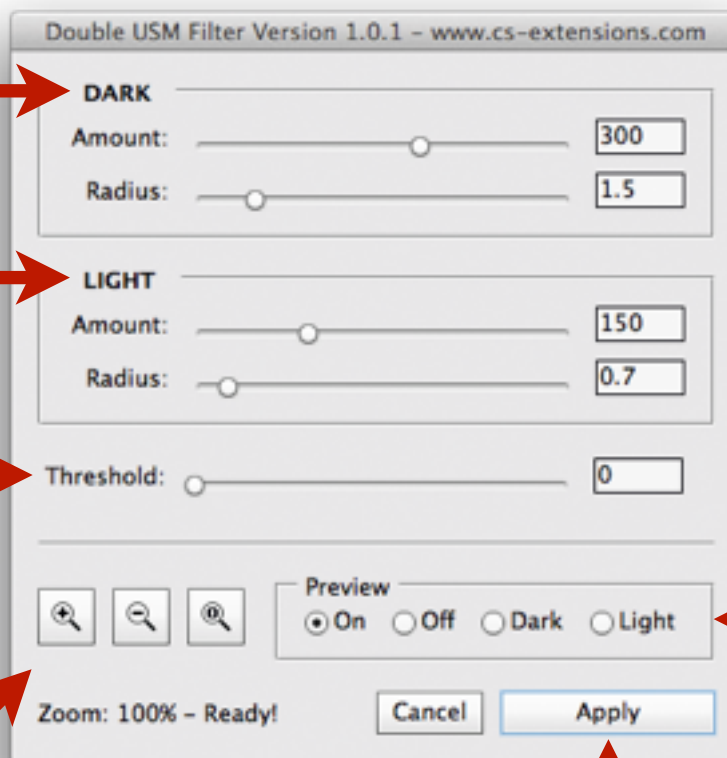
Preview Options

Lets you review both halos, Dark and Light only, or switch off the effect.

6

Confirmation Buttons

Apply the effect or Cancel





HALOS

Unsharp Mask is about **Dark** and **White Halos**!

The *apparent* detail that Unsharp Mask filter is creating out of nowhere is made with halos that appear along borders.

(Borders: where areas of different luminosity meet)
Dark halos are created on the darker area's border;
Light halos are created on the lighter area's border.

Traditional Unsharp Mask filter doesn't allow you to control them *separately* (Amount and Radius) - which is exactly what Double USM is here for.

1. TRADITIONAL SHARPENING

WHAT: Fine Detail (small features).

HOW: Dark Halos bigger (Radius) and stronger (Amount) than Light Halos.

WHY: Light Halos are more disturbing and give the impression of over-sharpening; they need to be toned down somehow.

NUMBERS:

Dark Amount: 350%

Dark Radius: 1.5px

Light Amount: 150%

Light Radius: 0.7px



2. HIRALOAM SHARPENING

WHAT: Shape (add a 3D Look)

HOW: High **Radius**, **Low Amount**.

WHY: Bigger radii (unusually wide) at low Amounts (lower than 100%) sculpt the subject and add shape.

NUMBERS:

Dark Amount: 30%

Dark Radius: 10px

Light Amount: 40%

Light Radius: 20px



3. MIXED SHARPENING

WHAT: Best of both worlds, free! :-)

HOW & WHY: Low Radius and High Amount for Dark Halos (as in traditional) to boost fine detail. High Radius and Low Amount (as in HiRaLoAm) for Light Halos to add shape.

NUMBERS:

Dark Amount: 400%

Dark Radius: 1.5px

Light Amount: 50%

Light Radius: 20px



VERSION HISTORY

Version 1.1.0 (Jun 2013)

NEW: Photoshop CC support.

FIX: Potential issue when adjustment layers' mask auto-creation is disabled.

CHANGE: Panning removed in CC due to a change in the Photoshop's ExtendScript implementation.

Version 1.0.1 (Mar 2013)

NEW: Windows version (due to a scripting limitation on PC platforms, panning is not enabled).

NEW: Double USM remembers last used parameters.

FIX: Selecting a layer which has a mask now outputs correct results.

CHANGE: Replaced the Fit-on-Screen button with 100% Zoom.

Version 1.0.0 (Jan 2013)

- Split control of both Amount/Radius for Dark and Light Halos in the UnSharpMask filter.
- RGB / CMYK / Lab / Grayscale images, 8bit and 16bit.
- Action friendly (you can record Double USM into an Action and apply it in batch later)
- Previews: dark + light halos, light only, dark only, off.
- Zoom and Pan
- Quickstart PDF Guide installed in the user's Documents/cs-extensions/Double USM folder

THANK YOU

Double USM is a project by Davide Barranca.

[Keep in touch!](#)

Images courtesy of [Roberto Bigano](#)