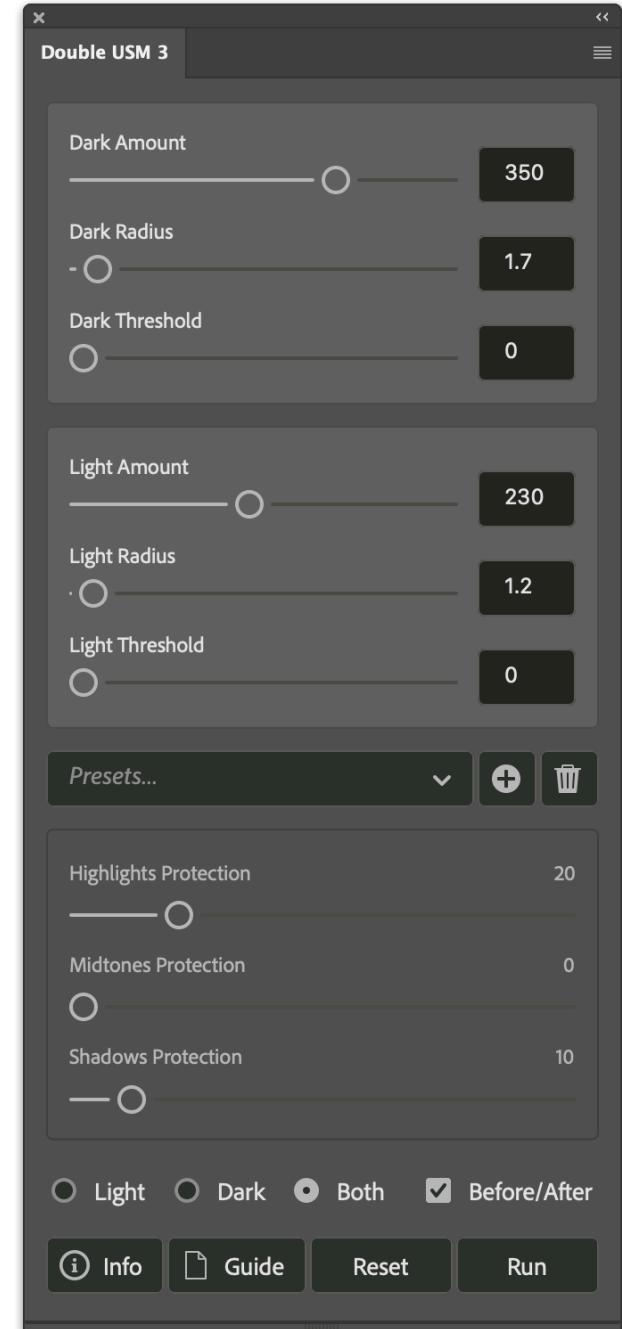


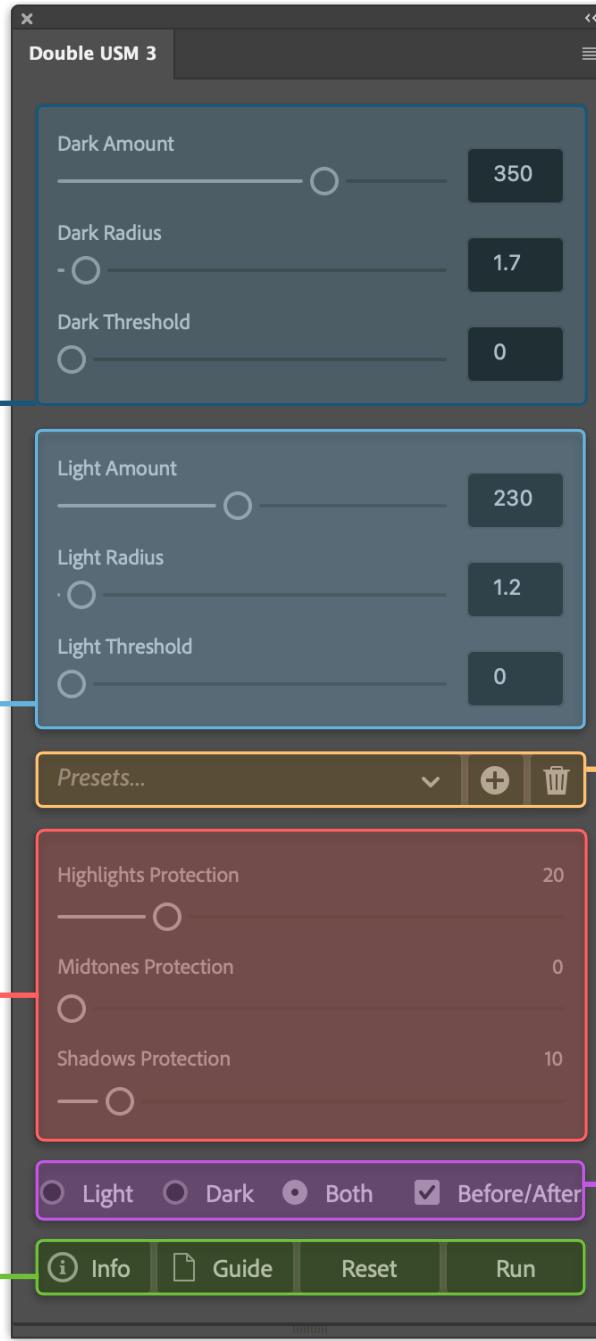
# Double USM 3

## QUICKSTART GUIDE

### WHAT IS IT FOR?

Double USM is a Photoshop Panel that splits the Unsharp Mask Filter into its basic components: Dark and Light halos – and lets you customize their Amount, Radius and Threshold separately.





## Dark Controls

Used to set Amount, Radius and Threshold for Dark Halos Unsharp Mask

## Light Controls

Used to set Amount, Radius and Threshold for Light Halos Unsharp Mask

## Tonal Range Protection\*

Mask (remove) sharpening in Highlights, Midtones, Shadows

## Action Buttons

Apply the effect (Run), Reset or access Documentation, Support, and Preferences

# AT A GLANCE

Found it in the **Plugins** menu

## Presets

Select one of the available built-in presets, or add/remove yours

## Preview

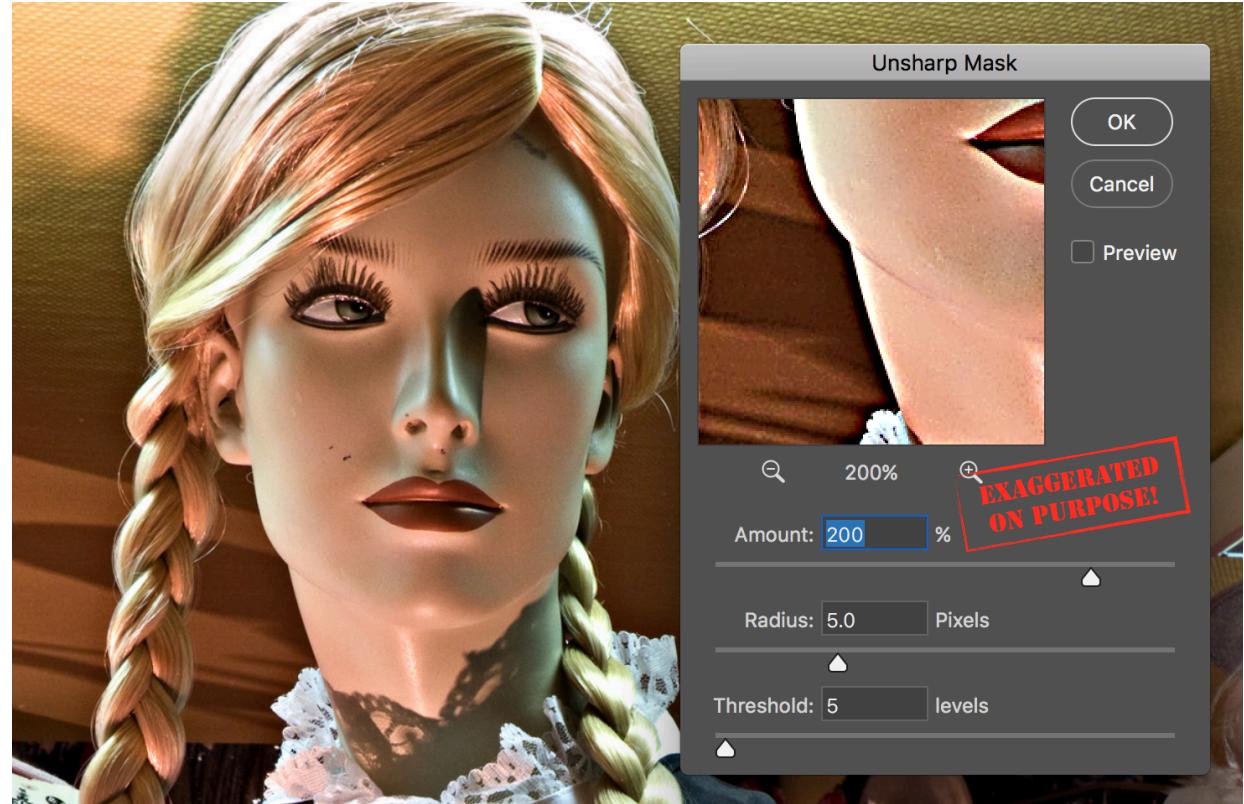
Switch ON/OFF the entire preview, selectively enable visualization (Light Halos, Dark Halos or Both)

\* If Tonal Range Protection is not visible, drag the Panel's bottom handler to make it taller.

## 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 **Amount, Radius, and Threshold separately** – which is exactly what Double USM is here for.

# 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 oversharpening; they need to be toned down somehow.

## NUMBERS

Dark Amount: 350%

Dark Radius: 1.5px

Light Amount: 150%

Light Radius: 0.7px



# HIRALOAM SHARPENING

**WHAT** Add shape (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



# MIXED SHARPENING

**WHAT** Best of both worlds!

**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



## COMPATIBILITY

**Double USM 3** is only compatible with **Photoshop 2021** onwards, on both Mac/PC.

If you need backward compatibility you need to buy the previous version, Double USM 2.

## SUPPORT

If you need support, you can reach me at:

**[support@cs-extensions.com](mailto:support@cs-extensions.com)**

Thanks for buying Double USM – you're helping me building more Photoshop products such as the ones you can find at [cc-extensions.com](http://cc-extensions.com)

Davide Barranca