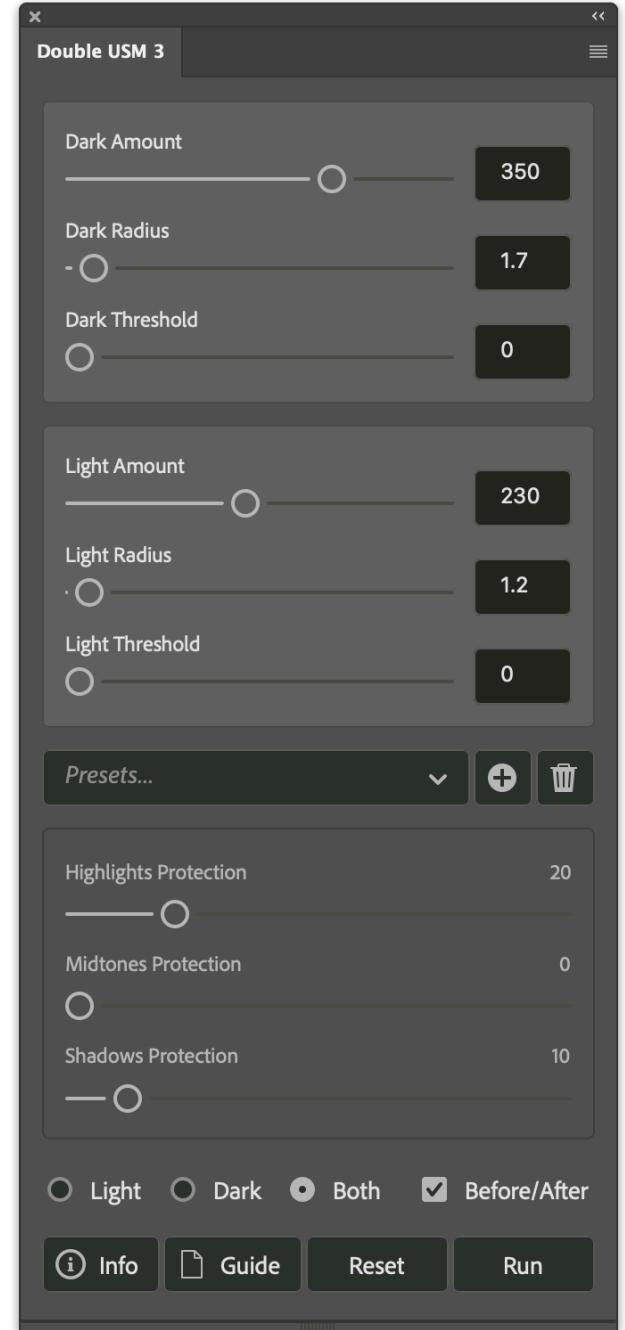


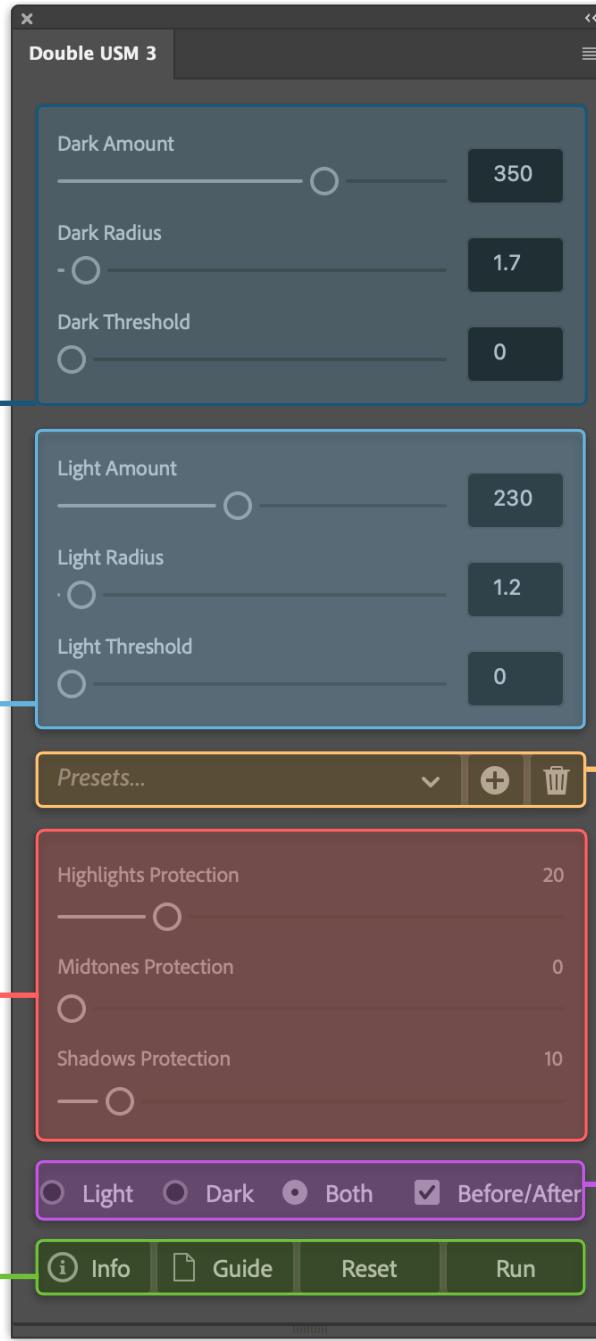
Double USM 3

QUICKSTART GUIDE

WHAT IS IT FOR?

Double USM is a Photoshop plugin 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

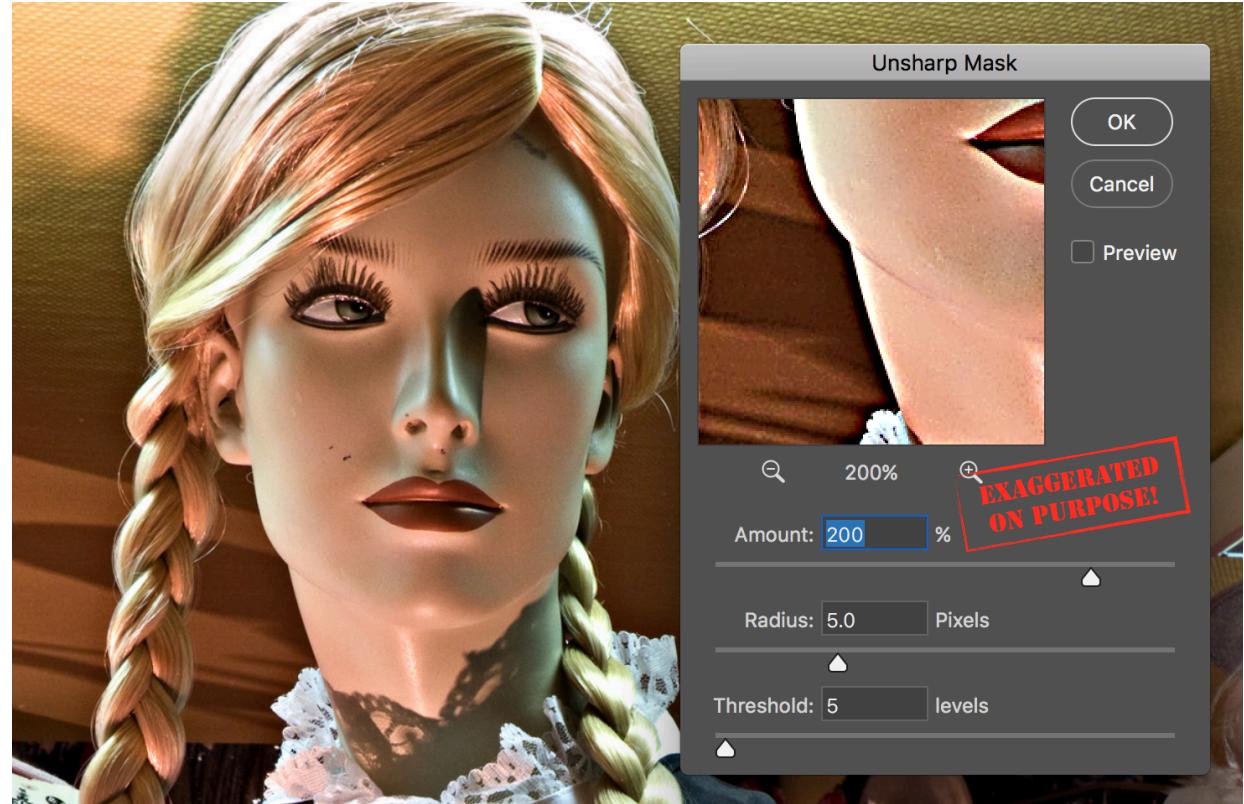
Switch ON/OFF the entire preview, selectively enable visualization (Light Halos, Dark Halos or Both)

* 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

Thanks for buying Double USM – you're helping me building more Photoshop products such as the ones you can find at cc-extensions.com

Davide Barranca