

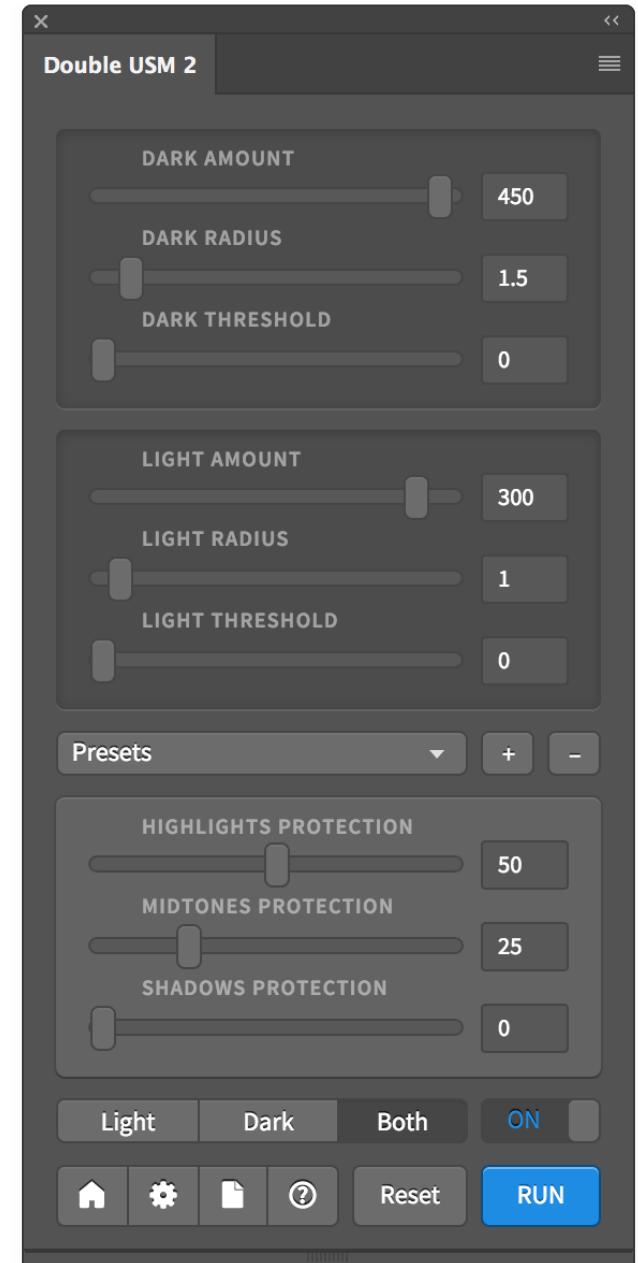
# Double USM 2

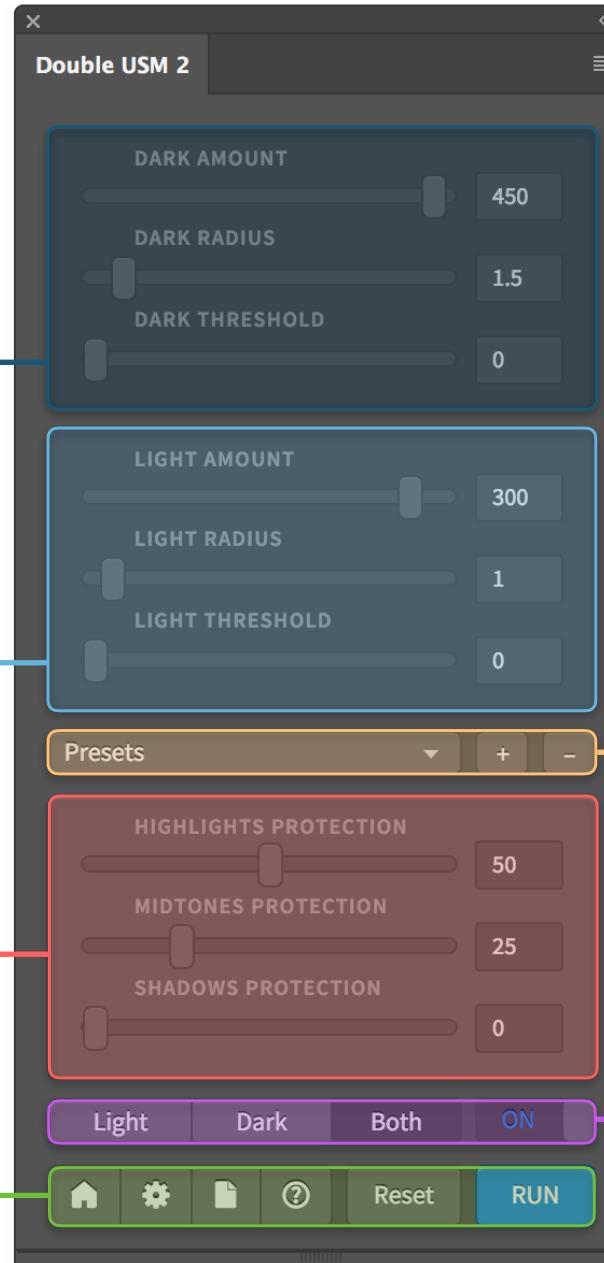
## QUICKSTART GUIDE

### 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 let you customize their Amount, Radius and Threshold separately.

[Which is so cool]





## AT A GLANCE

Double USM is found in the menu  
**Windows > Extensions**

### Presets

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

### Preview

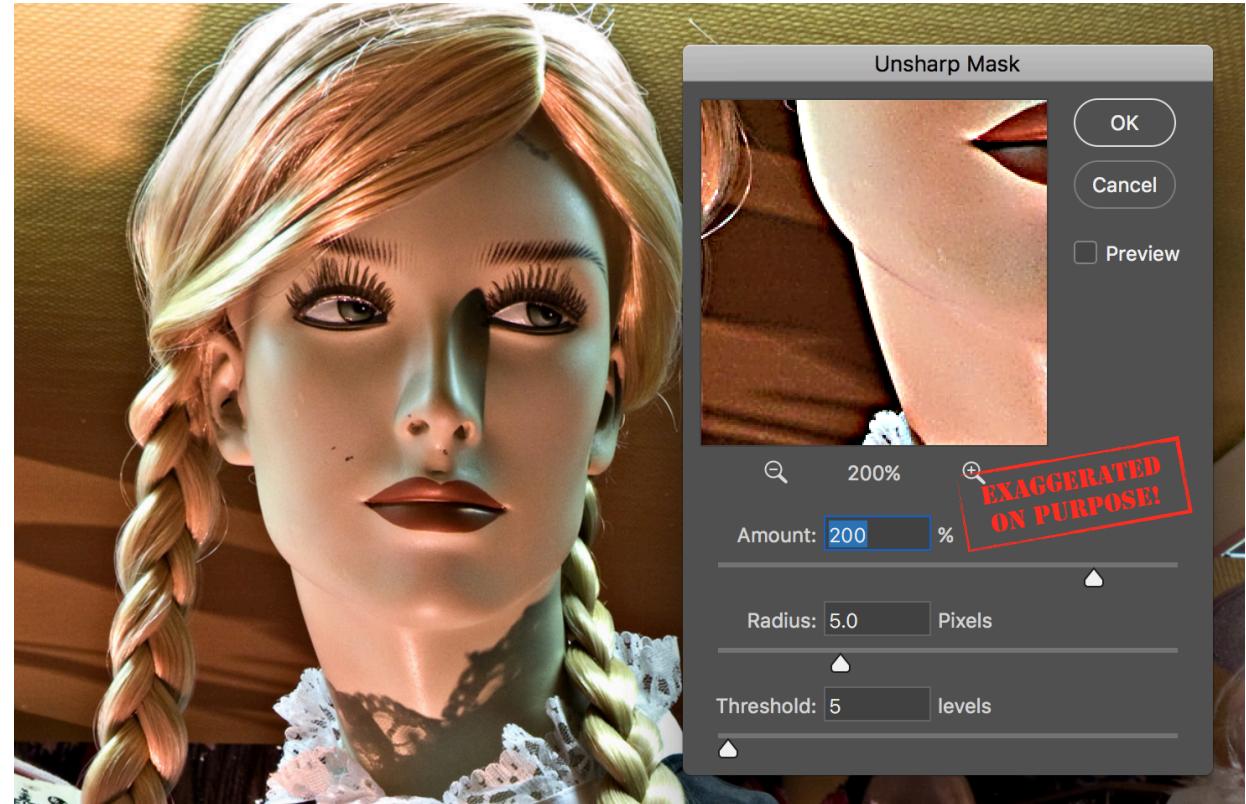
Switch ON/OFF the entire preview, selectively enable visualization (Light Halos, Dark Halos or Both)

\* 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** "Hlgh 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 2 is compatible with Photoshop from version CC onwards:

**CC, CC 2014, CC 2015, CC 2015.5, CC 2017** and so on, on both Mac/PC.

If you need pre-CC compatibility (namely, Photoshop CS6), you need to buy the old version, Double USM 1.

## SUPPORT

For installation instruction, please refer to the related installation guide.

If you need further 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