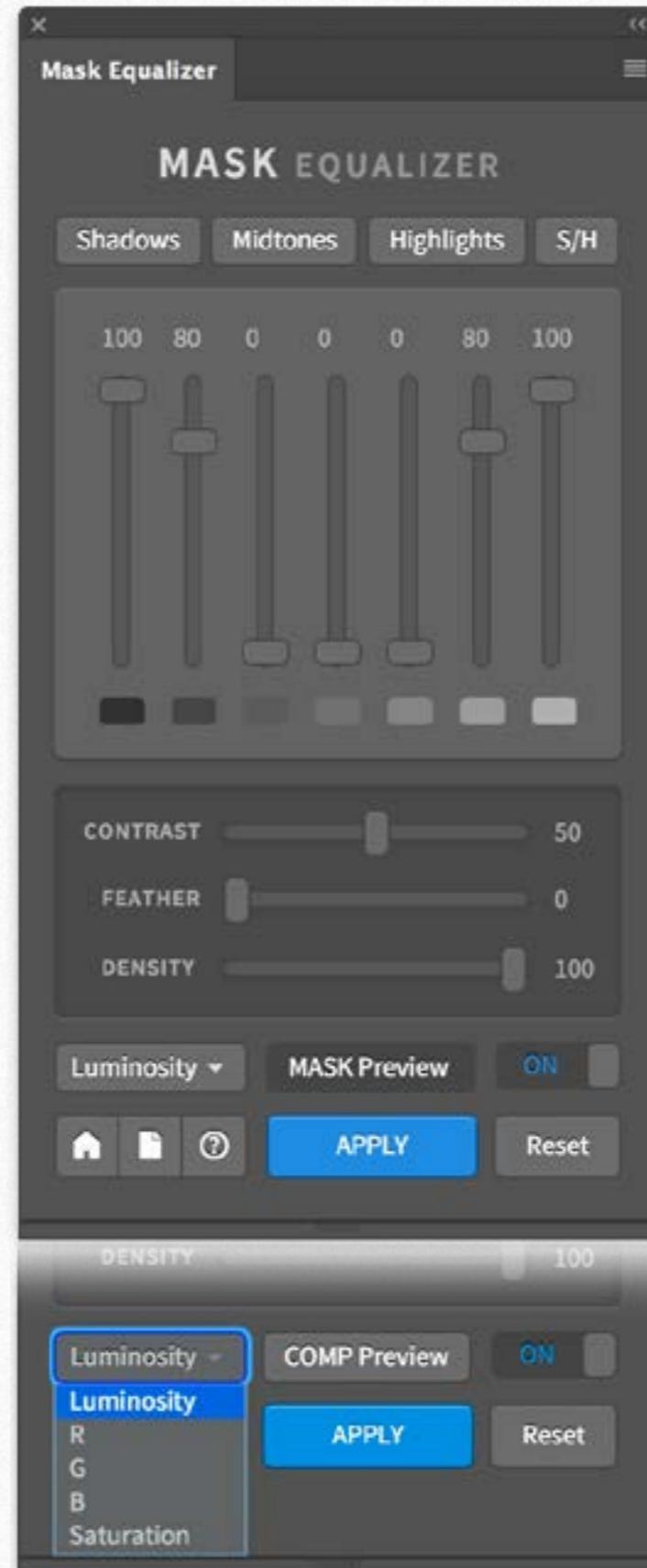


The panel in compact and extended mode



*Pull this small handle
to open the panel in full mode*

According to your needs you can compact the panel or extend it in full mode in order to access to advanced options.



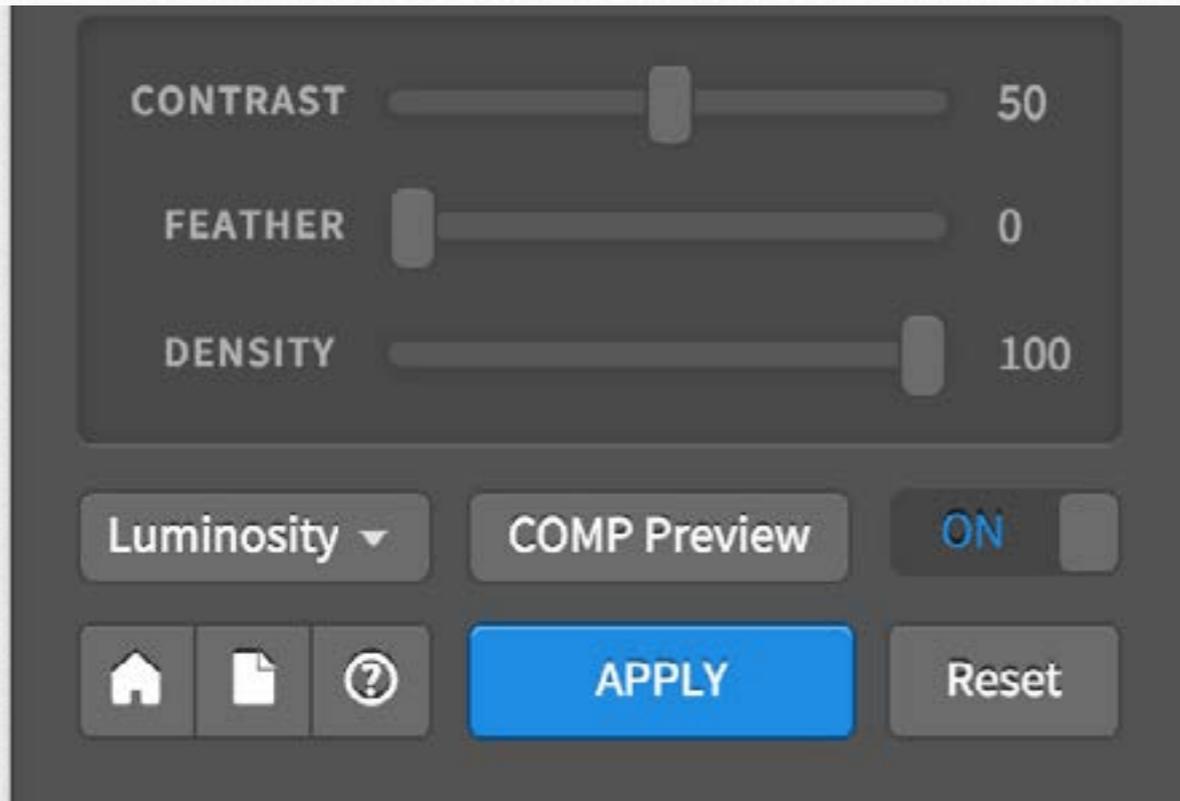
Easy presets section. Four buttons to create the most common mask: highlights, shadows, mid tones and, the most used, shadows and highlight. Pressing the buttons the sliders set accordingly. Check the preview and proceed or tweak them manually.

Intermediate sections. Tonal range (luminosity) sliders. Left to right blacks, shadows, shadows/midtones, midtones, midtones/highlights, highlights and whites. Starting from the presets, or from scratch you will be able to easily and quickly create even the most complex mask.

The sliders in this third section allow changing the opacity of the mask, feather it, or tweak its contrast while keeping the mid tones unchanged. The use of these options, usually complicated, is made easy by the MASK and COMP Preview which will allow you to work perceptively.

Fourth section. It contains the priceless double preview. By default it shows the MASK Preview (as a black & white mask). Toggling the button it shows the COMP Preview that is the image with the mask applied. This section also contains the advanced users menu to use different channels: r, g, b, saturation, etc. instead of the default luminosity channel.

Additional buttons



ON: Go back and forth from original to the mask applied preview.

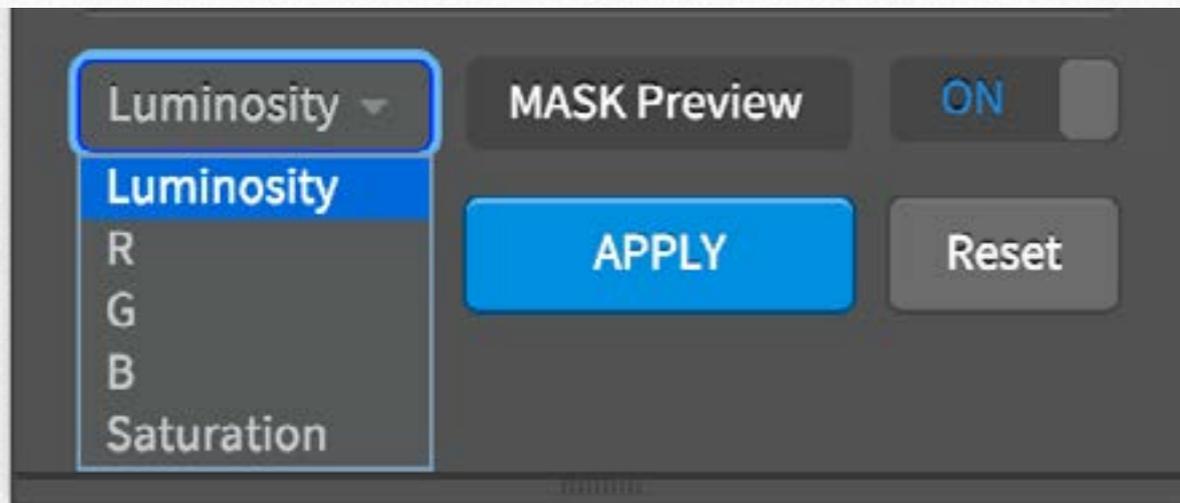
HOME: Links to MASK Equalizer web page

?: Info on version release

APPLY: In general you will not use it. When you re-open MASK Equalizer, the sliders will set to the last values applied. In this case you must press APPLY to activate MASK.

RESET: Set all vertical sliders to 0

SMALL HANDLE: Use it to switch the panel from compact to full mode



CHANNELS MENU: CHANNELS MENU: By default, MASK Equalizer works in Luminosity mode uses the tonal bands of the L channel of Lab.

Alternatively, you can use one the three channels of RGB or the Saturation channel of HSB.