



## **Nattress Contrast Filters**

*Add intensity with powerful luma and saturation contrast controls.*

### **Features:**

- Edge dependent contrast masking to preserves edges and maintain detail.
- Independent control of luma and saturation contrast.
- Digitally recreate the high-contrast film processing *Bleach Bypass* effect.

Includes:

**Bleach Bypass Filter**

**Detail Preserve Contrast Filter**

**Hyper Contrast Filter**

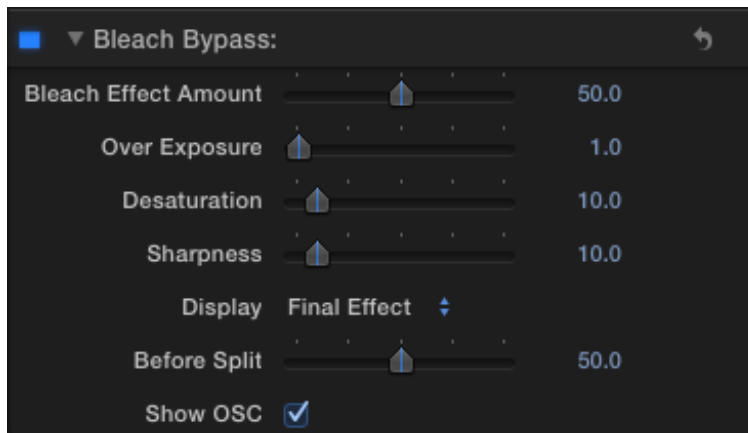
**Luma and Saturation Contrast Filter**

## Bleach Bypass Filter

Bleach Bypass is an optical effect created during the processing of color film by skipping, in whole or part, the bleaching stage which removes the silver particles from the film's emulsion. The result is a black and white image imposed over the color image. This effect increases contrast and graininess, while reducing saturation.



Parameters:



**Presets:** Save your favorite settings in easy to load presets.

**Bleach Effect Amount:** Controls how much of the Bleach Bypass effect is applied.

**Over Exposure:** The Bleach Bypass effect results in a darker, less exposed image. The Over Exposure control is used to push the image back up to the desired exposure.

**Desaturation:** Bleach Bypass reduces saturation. The Desaturation control lets you decide just how much desaturation effect you want.

**Sharpness:** Use this to add a little sharpness to the image's edges if the bleaching effect has made the image look soft.

**Display:** Choose between the *Final Effect* and *Before/After Split*. This should be set to *Final Effect* before rendering.

**Before Split:** Sets how much of the screen, from 0 to 100%, shows as the Before or non-filtered image. This control is only applicable when the *Display* is set to *Before/After Split*.

**Show OSC:** Show On-screen Controls (available in FCPX and Motion). Turns on or off the buttons displayed on the image: Presets, Display, Show OSC.

## Detail Preserve Contrast Filter

This filter gives you separate control over low (coarse) detail and high detail elements of the image. Using the 'Display' control, you can view the final effect, the Details Mask (which shows you a representation of just the details of the image), or a Before/After split of the image. This filter is useful for adding contrast to the background or low level detail,



without affecting the sharper focused foreground or fine detail. This can create a greater separation between the subject and background. Increasing the Details Contrast will also sharpen an image and make details more visible.

Parameters:



**Presets:** Save your favorite settings in easy to load presets.

**Contrast:** Increase or decrease the contrast for low-level detail elements of the image.

**Brightness:** Increase or decrease the brightness of the image.

**Detail Fineness:** Sets the the level of detail that the plugin will consider as high detail. A lower setting preserves finer details while a higher setting includes coarser details. Set 'Display' to 'Detail Mask' to see which parts of

the image are included in the Detail Fineness Mask.

**Detail Contrast:** Increase the contrast of the masked detail in the image.

**Display:** Choose between the *Final Effect*, the *Detail Mask*, and *Before/After Split*. This should be set to *Final Effect* before rendering.

**Before Split:** Sets how much of the screen, from 0 to 100%, shows as the Before or non-filtered image. This control is only applicable when the *Display* is set to *Before/After Split*.

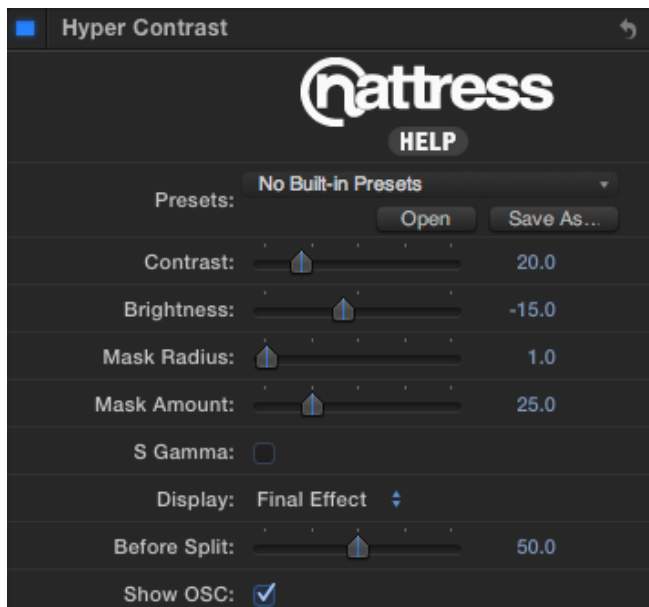
**Show OSC:** Show On-screen Controls (available in FCPX and Motion). Turns on or off the buttons displayed on the image: Presets, Display, Show OSC.

## Hyper Contrast Filter

This filter uses an edge mask to preserve image detail and sharpness, allowing for greater contrast adjustments without ruining the details of the image. Hyper Contrast also has an S-Gamma option to add a gamma curve to create a film-like look. The 'Display' option allows for diagnostic viewing of the edge Mask or a Before/After split, as well as the Final Effect.



Parameters:



**Presets:** Save your favorite settings in easy to load presets.

**Contrast:** Set the amount of contrast for the non-masked or non-edge detail in the image.

**Brightness:** Increase or decrease the brightness of the image.

**Mask Radius:** Increasing the Mask Radius smooths the detail mask, softening the distinction between regions of contrast and non-contrast. Use a low number for 'Mask Radius' and adjust the 'Mask Amount' down for a pleasing contrast effect.

**Mask Amount:** This sets how much of the Edge Mask is used for the contrast effect.

**S Gamma:** This control adds an S-Gamma curve to the image for a film-like look.

**Display:** Choose between the *Final Effect*, the *Contrast Mask*, and *Before/After Split*. This should be set to *Final Effect* before rendering.

**Before Split:** Sets how much of the screen, from 0 to 100%, shows as the Before image. This control is only applicable when the *Display* is set to *Before/After Split*.

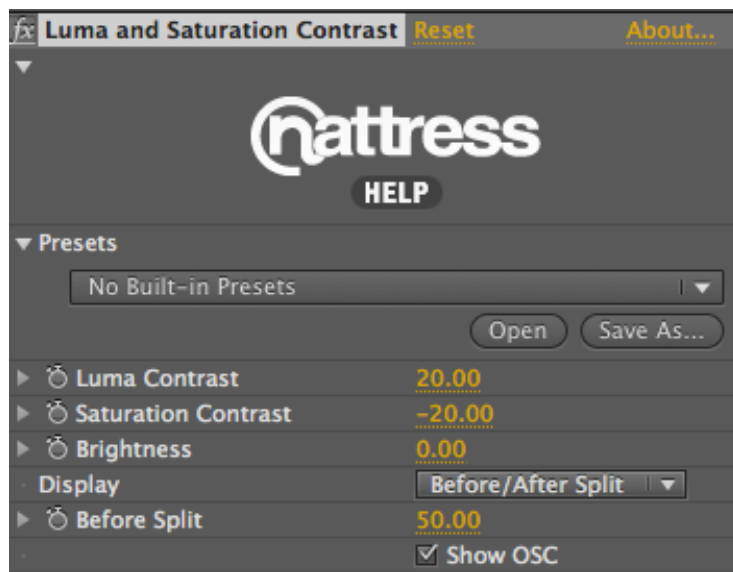
**Show OSC:** Show On-screen Controls (available in FCPX and Motion). Turns on or off the buttons displayed on the image: Presets, Display, Show OSC.

## Luma and Saturation Contrast Filter

This filter enables you to increase or decrease the contrast of the luma and the contrast of the saturation independently.



Parameters:



**Presets:** Save your favorite settings in easy to load presets.

**Luma Contrast:** Increase or decrease the contrast of the luma channel.

**Saturation Contrast:** Increase or decrease the contrast of the saturation.

**Brightness:** Increase or decrease the brightness of the image.

**Display:** Choose between the *Final Effect*, and *Before/After Split*. This should be set to *Final Effect* before rendering.

**Before Split:** Sets how much of the screen, from 0 to 100%, shows as the Before or non-filtered image. This control is only applicable when the *Display* is set to *Before/After Split*.

**Show OSC:** Show On-screen Controls (available in FCPX and Motion). Turns on or off the buttons displayed on the image: Presets, Display, Show OSC.