

LOUPEDeck

CT

CAMERA RAW in PHOTOSHOP User Guide for Loupedeck CT Software v.3.0



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OVERVIEW OF LOUPEDECK CT

Welcome to Loupedeck CT for Camera Raw on Photoshop user guide. This guide provides a complete walk-through for using Loupedeck CT with Camera Raw.

For more detailed instructions on Loupedeck Setup software (including installing) or Loupedeck CT hardware, please refer to Loupedeck CT user guide.

Loupedeck CT supports:

- Windows® 10
- Mac® OS 10.12 or later
- Adobe® Photoshop® (most recent version)

MAC TIP: *Install applications into Applications folder. Otherwise Loupedeck software may not be able to detect editing software on your computer.*

WIN TIP: *Install Loupedeck Setup software using admin rights. Otherwise there might be issues, as some parts of the software are either not installed correctly or installed with insufficient rights.*

NOTE! *For Loupedeck CT, minimum requirement is Loupedeck Setup software 3.0, which does not work on MacOS 10.11 (or older) or 32-bit Windows versions.*

64-bit Windows 7, 8 or 8.1 versions are not supported, but Loupedeck Setup software might work if .NET Framework 4.5.1 (or later) is installed.

LOUPEDECK CT & CAMERA RAW

As Camera Raw is a part of Photoshop plugin, it concentrates all navigation, adjustments and actions to workspace elements: Dials, touch screen and the wheel.

TIP! *If you do basic editing for bigger number of images, we recommend using Lightroom Classic. With Loupedeck it is easy to move from Camera Raw to Lightroom, as the adjustments are basically the same.*



WORKSPACES

Camera Raw navigation has been built around touch buttons. Top row contains links between Camera Raw workspaces. These links stay the same within every workspace (from left to right):

- Adobe Camera Raw: Main page for tone adjustments
- Color Adj: Color corrections and toning
- Optical Corrections: Fixing optical errors and camera angle errors
- Tools: For adjusting local areas of the image

Throughout all workspaces, **Wheel** is used for navigating images on the vertical film strip.

Almost all adjustments that are assigned or are assignable for the dials have “reset value to zero” as default dial-press function.

NOTE 1! Arrows do not work for navigating, as they are assigned with layer navigation actions for Photoshop

NOTE 2 - MacOS: When adjusting any adjustment slider (e.g. exposure), value box becomes active. If you turn the wheel, it will change the value within activated value box. Use mouse to select images from the image strip – and it is recommended to remove “Navigate: Next / Previous” action from the wheel pages (within all workspaces)!



Home Button and home view

Home button can be used for resetting Wheel selector menu back to default view. This is handy when using tool sets that the wheel offers. But for all other navigation, use workspace links on the touch buttons.

As Camera Raw is a part of Photoshop it does not have a separate home view. Pressing home button will eventually navigate to Photoshop’s home view – which might seem bit confusing.

TIP 1! If you press Home button too many times and end up in Photoshop’s Home view, press **FN+Home** for activating system plugin and then press **Home** button. This will activate Last Used Software and Loupedeck CT will automatically adapt to the software’s current state, which in this case is Camera Raw.

TIP 2! Photoshop’s Home view does not contain workspace link for Camera Raw, because Camera Raw cannot be started by using the workspace link. If Camera Raw is already running, then a workspace link would set Loupedeck CT into the correct mode. If you use Camera Raw frequently, you might want to add Camera Raw workspace link to Photoshop’s home view for faster access back to Camera Raw if you have accidentally navigated to Photoshop’s Home view.

Adobe Camera Raw Workspace

This is the main workspace for doing tone adjustments within the Camera Raw. Dials are prioritized for basic tab adjustments.

Using **dials** leans on two principles:

- 1) Frequently used dials are assigned to the left and less used on the right
- 2) Dials are separated intuitively into two dial pages.

Adjustments between pages are paired, so that either the next adjustment needed is on the same (but on another page) – or the adjustment on the next page is closely related. After adjusting a value, swipe touchscreen up or down to access second layer of adjustments. Paired adjustments are:

- Exposure / Vibrance
- Highlights / Whites
- Shadows / Blacks
- Temperature / Tint
- Contrast / Dehaze
- Texture / Clarity

E.g. after adjusting highlights it is usually required to adjust or correct white point. Swipe touch screen vertically to access whites that is paired to the same dial as highlights.

NOTE! *Saturation is not assigned to dials as vibrance is usually recommended over saturation as it takes into account the amount of saturation each color channel has and does not over-boost them – instead increases less vibrant colors more and gives more balanced saturation boost on all color channels.*

Touch Buttons have common actions like Select/Deselect All, Toggle Shadow and Highlight Clipping, Auto tone, Reset Image, Rotate Image 90° and Maximize Window.

Wheel ring is assigned for navigating on the vertical film strip and wheel screen contains a selector menu for tool sets:

- Zoom & Rating: Give 2 or 3 star rating, Zoom to 1:1 (100%) or Fit on screen
- Tone Curve
- Sharpening
- Noise Reduction

Color Adjustment Workspace

This workspace is dedicated for making color corrections and for toning your image. This process leans on working mainly with the wheel.

Dials are assigned with adjustments from Split Toning tab. High toning on the left and toning balance + shadow toning on the right. Pressing the dial will reset values to zero.

Touch Screen is divided in to three rows – it mainly contains links to other workspaces or wheel pages. There are also some color related actions assigned:

- Top row: Workspace links
- Middle row: Wheel page links for extra wheel pages
- Bottom row: Color adjustment tools (e.g. auto tone, wb picker, color sampler and reset image).

Wheel ring is assigned for navigating vertical film strip. Wheel screen contains a selector menu for tool sets which are consider as the basic color correction adjustments before the image is ready for more Photoshop work:

- Hue: Color channel list for hue adjustments
- Saturation: Color channel list for saturation adjustments
- Luminance: Color channel list for luminance adjustments
- Calibration: List of camera calibration adjustments

There are two extra wheel tool sets available – link to these pages is set on the touch screen (Tone Curve wheel page & Basic Panel wheel page).

***TIP!** For resetting a wheel list adjustment, double tap on the wheel screen!*

Optical Corrections Workspace

This workspace is dedicated for correcting optical or camera angle errors.

Middle row of Touch buttons is dedicated for zooming. Zoom in and out, zoom to 100% and set zoom to “fit on screen”. Bottom row of touch buttons is dedicated for correction tools, spot removal and transform tool.

Wheel has a selector menu that gives access to three correction sets:

- Lens Correction: Correcting lens errors e.g. fringing, distortion, vignetting
- Rough Fringe Removal: Using color channel saturation (HSL) for roughly removing fringing. This only works in images that does not have fringing colors in any of the other color data. This also removes fringing that is so severe that Lens Correction cannot handle it.
- Vignetting: For adjusting vignetting to your liking

Tools Workspace

If you need to select any of the local tools, this is the workspace for you. After selecting the tool, press Adobe Camera Raw to navigate to the main workspace and use basic adjustments to adjust the local tool area.

Touch screen contains all the main tools for adjusting an image:

- Crop Tool
- Adjustment Brush
- Radial Filter
- Graduated Filter
- Spot Removal Tool, and
- Transform Tool.

TIP! After using a local tool, press Hand tool for getting back to “main view” on the Camera Raw. Hand Tool is also assigned to the touch buttons.

MORE QUESTIONS?

Encountered something unexpected? Here are a few helpful hints.

This manual does not contain anything about Camera Raw – is it supported?

Yes, Adobe Camera Raw is supported as a part of Photoshop, but it has a dedicated manual as it is quite large not all Photoshop users use Camera Raw as a filter or as a plugin.

Is Photoshop CS3 (or some other old version) supported?

Loupedeck system supports Adobes latest versions. Loupedeck might be compatible backwards to a certain point, but there are no guarantees.

I am unable to install Loupedeck Setup.

Loupedeck setup is compatible with Windows® 10 or later and Mac® OS 10.12 or later. Loupedeck software also requires a 64-bit OS version. Loupedeck software is not specifically developed for Windows 7 or 8, but it might work normally, as the OS base is very similar.

You can find FAQs and support at www.loupedeck.com/support.

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