



...February 4, 2018...

...2 Methods to create a Vibrance Skin-Hue Mask... ...PWP 7.0.20 or earlier...

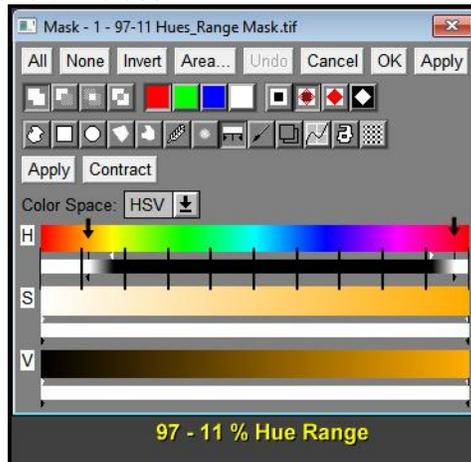
Definition reference: <https://digital-photography-school.com/vibrance-vs-saturation-in-plain-english/>

...”{**Saturation**} is a uniform bumping up the intensity of all colors in your shot, regardless of the starting point of the colors. This can result in clipping (over saturation of certain colors which results in loss of detail in those areas) and over saturation of skin tones leaving them looking too orange and unnatural.

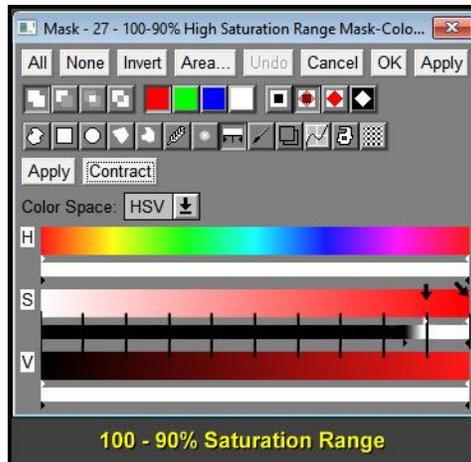
{**Vibrance**} is a smart-tool which cleverly increases the intensity of the more muted colors and leaves the already well-saturated colors alone. It’s sort of like fill light, but for colors. Vibrance also prevents skin tones from becoming overly saturated and unnatural.”...

Method 1: Creating a Vibrance Skin-Hue Mask using PWP’s Mask Tool – Color Range...

- 1) Click on an image and open the Mask Tool – Color Range tool:
 - a. Mask skin range Hues [97 to 11%] in either the HSV or HSL color space with a gradient transition [feather]; lower-left Apply Add... ..white masks skin Hues [red to orange-yellow], all Saturations, and all Values:



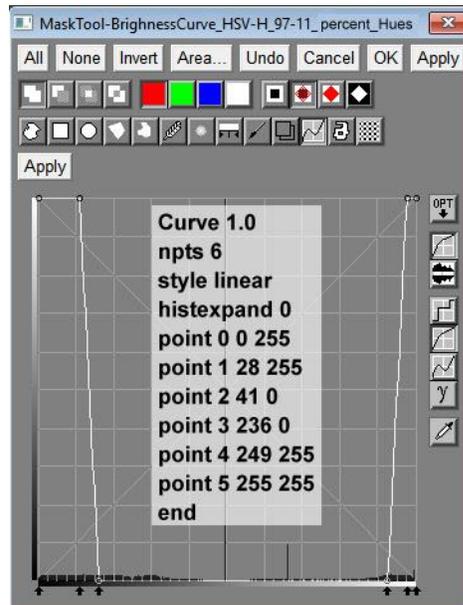
- b. Reset the H white/black sliders to maximums and set the S white/black sliders to include a 90 to 100% range with a gradient transition [feather]; lower-left Apply Add; click OK or leave ‘active’ on the ‘applied’ image, creating the Vibrance Skin-Hue Mask... ..white now masks 90 to 100% Saturations, all Hues, and all Values in addition to all 97 to 11% Hues, Saturations, and Values:



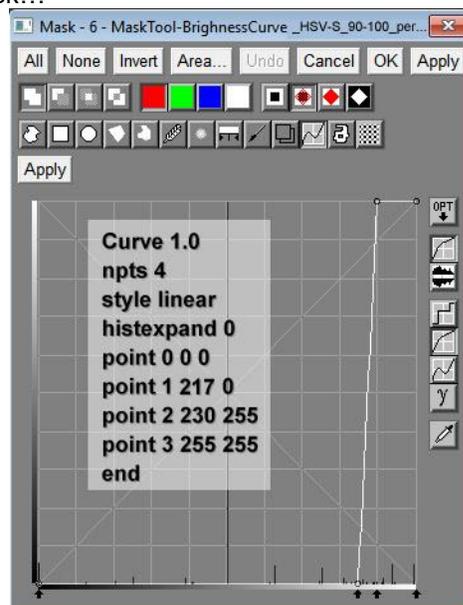
For the illustrations above, a 10 step horizontal grid has been added to better illustrate and approximate the suggested placement for the color line white and black sliders. Also note that the roles of the white and black sliders for the 97 to 11% Hue range are inverted due to the Hue discontinuity at Red where Red can have a value of 100 or 0%.

Method 2: Creating a Vibrance Skin-Hue Mask using PWP's Mask Tool – Brightness Curve...

- 1) Extract an image's Hue [HSV-H or HSL-H] and Saturation [HSV-S or HSL-S] channel images.
- 2) Click on the HSV-H or HSL-H image; open the Mask Tool – Brightness Curve; Load from OPTIONS a previously 'Save As' plain text file; lower-left Apply Add; click OK creating a 97 to 11% Hue Range Mask...



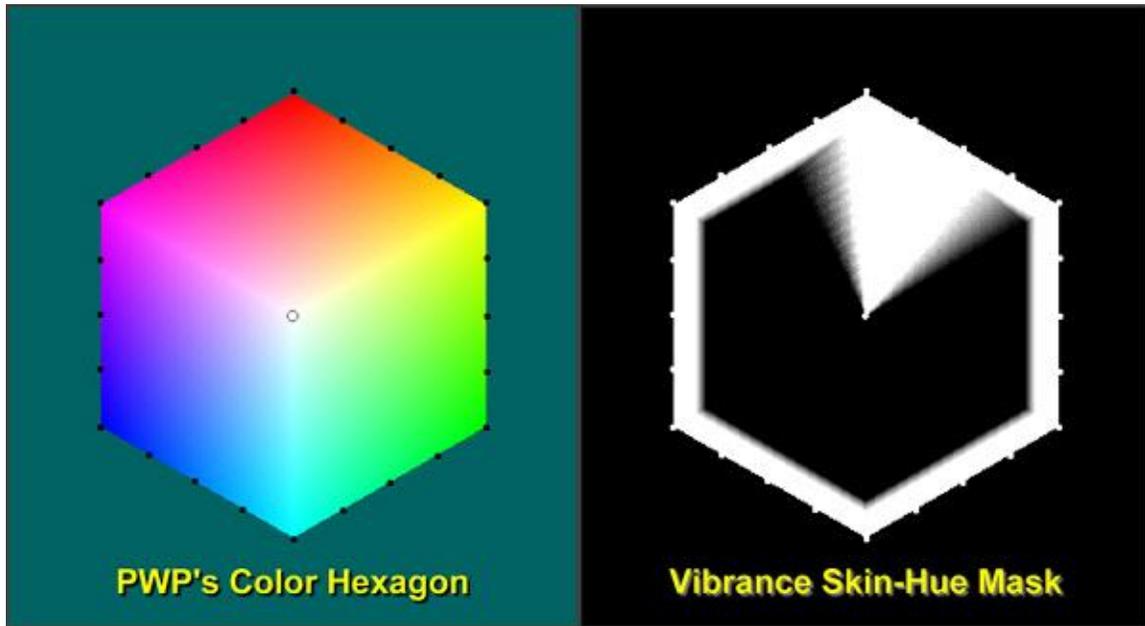
- 3) Click on the HSV-S or HSL-S image; open the Mask Tool – Brightness Curve; Load from OPTIONS a previously 'Save As' plain text file; lower-left Apply Add; click OK creating a 90 to 100% Saturation Range Mask...



- 4) Click on the original image; open the Mask Tool – Combine Mask; lower-left Apply Add the 97-11% Hue Range Mask; lower-left Apply Add the 90-100% Saturation Range Mask; click OK or leave 'active' on the 'applied' image, creating the Vibrance Skin-Hue Mask...

PWP Transforms where the 'Vibrance Skin-Hue Mask' can be used as the Input Amount Mask where the Mask white slider controls the amount of change to the 97-11% Hues [red to orange-yellow] and 90-100% Saturations [all Hues] and all Values or Lightness; and the Mask black slider controls the amount of change to 0 to 90% saturated Yellow, Green, Cyan, Blue, and Magenta [12-96%] Hues and all Values or Lightness include:

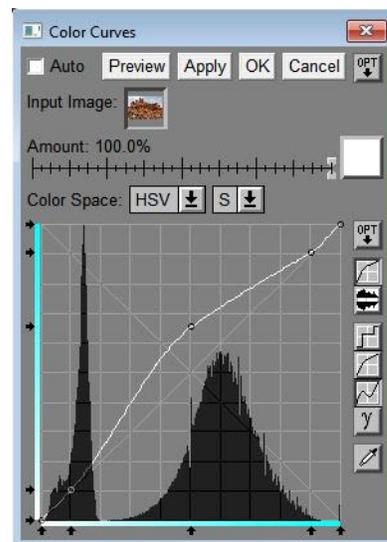
- 1) HSV-S or HSL-S Color Curves
- 2) HSV or HSL Saturation with a preference Preserve option
- 3) Composite-Filter an image with it-self
- 4) A darkening RGB contrast Brightness Curve



A favored way to adjust HSV or HSL Saturation and Vibrance is using HSV-S or HSL-S Color Curves:

- 1) Click on the starting image and open the Color Curves transform selecting either the HSV-S or HSL-S curve where the Input Amount Mask = the Vibrance Skin-Hue Mask and Input = the starting image. From the lower-right OPTions, 'Load' the previously 'Save as' curve shown in plain text format:

```
Curve 1.0
npts 5
style spline
histexpand 0
point 0 0 0
point 1 26 26
point 2 128 166
point 3 230 230
point 4 255 255
end
```



- 2) While monitoring an updating Preview, adjust the Input Mask Amount white/black sliders and HSV (or HSL) –S curve Control Points 1, 2, and 3 to preference; Click Apply or OK.

HSV-S or HSL-S Color Curves Adjustment Considerations:

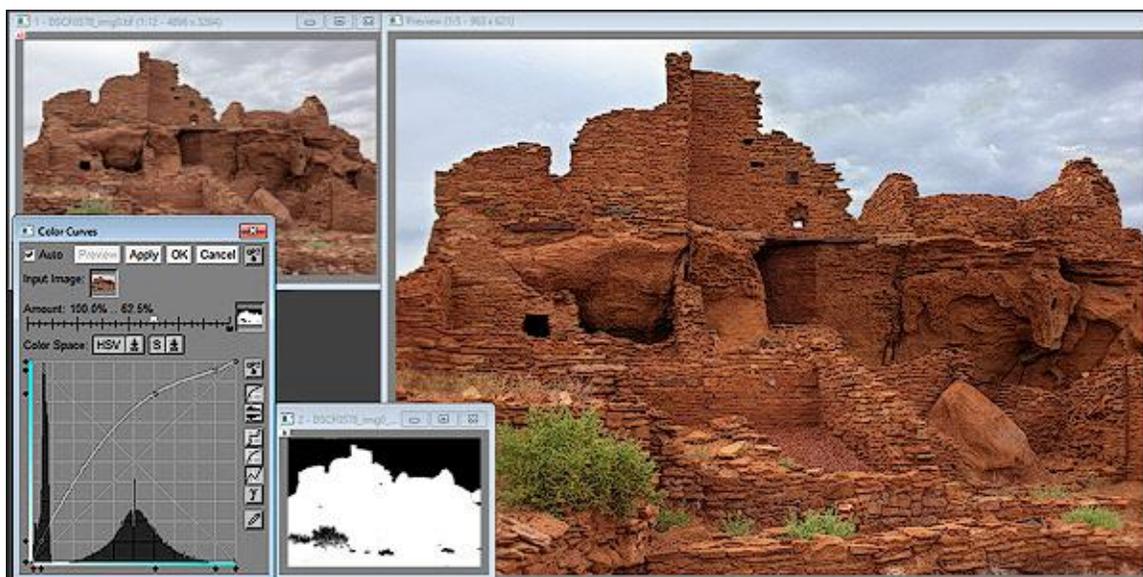
- 1) The Input Amount Mask white slider controls the amount of change to the 'red to orange-yellow Hue range and the black slider controls the amount of change to the remaining Hues [yellow-green-cyan-blue-magenta]. For Saturation [uniform changes to all Hues] set both the white and black sliders to 100%. For Vibrance changes, set the white slider to a range between 0 to 20% with the black slider set to 100% [...prevents "over saturation of skin tones (red to orange-yellow Hues) leaving them looking too orange and unnatural"...].
- 2) Use curve Control Point 1 to preserve or change lightly saturated Hues [pastels].
- 3) Use curve Control Point 2 to adjust mid-saturated Hues.
- 4) Use curve Control Point 3 to preserve [Vibrance] or change heavily saturated Hues.

Note: "curve Control Points" 1, 2, and 3 are essentially duplicating the Preserve options of PWP's Saturation transform but with more precise adjustment control.

Illustrated is the Mask used with a HSV-S Color Curve where the curve Control Points 1 and 3 tend to preserve light and heavy saturations and Control Point 2 adjusts mid-saturations... ..with Input Amount Mask white determining the amount of change to the 97-11% Hues [red to orange-yellow], 90-100% Saturations at all Hues, and all Values; and Input Amount Mask black determining the amount of change to 12-96% Hues, 0-90% Saturations, and all Values.

Examples:

- 1) Saturation and Vibrance adjustments are not just for people images...



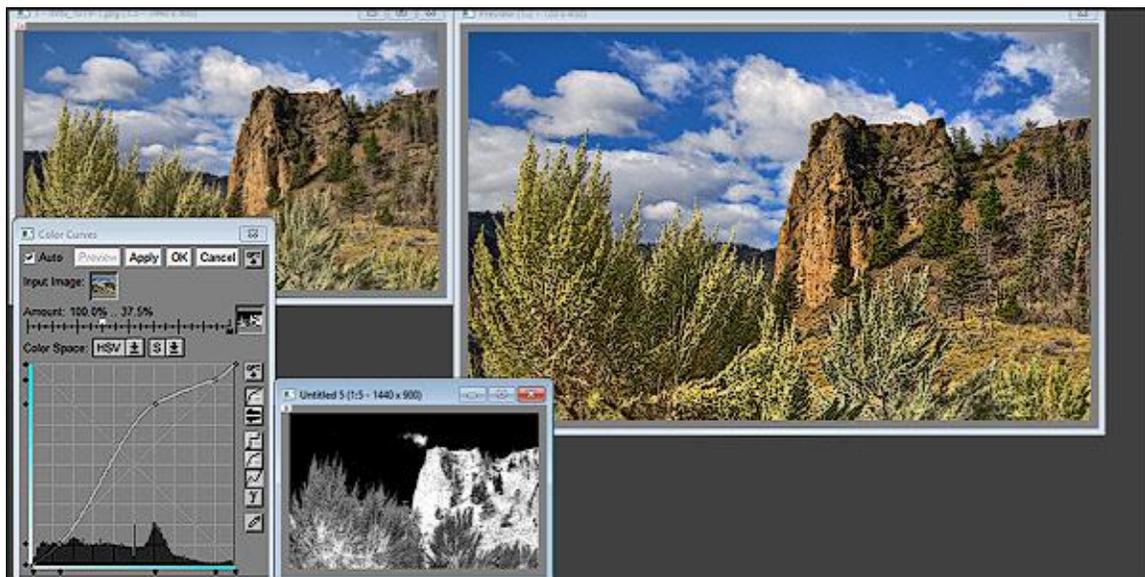
Source: Fuji XT-100 Camera RAF file; Ancient Dwelling Ruins, UT USA (c) IMAGEs by DEN

2) Saturation and Vibrance adjustment preserving natural skin Hues [red to orange-yellow]...



Source: https://media1.popsugar-assets.com/files/thumbor/2oLUfXsknkVB-HV05tOk5DjHZIM/fit-in/1024x1024/filters:format_auto-!-strip_icc-!-/2014/11/06/915/n/24155406/78ebe0efc8be78a0_il_fullxfull.645804512_nd5u/i/Simply-Softest.jpg

3) Saturation and Vibrance adjustments are not just for people images...



Source: Fuji XT-100 Camera RAF file; Columbia River Gorge, WA USA (c) IMAGEs by DEN

4) Saturation and Vibrance adjustments preserving natural skin Hues [red to orange-yellow]...



Source: <http://www.mskurahat.pk/wp-content/uploads/2017/04/Baywatch-Official-Movie-Trailer.jpg>