

SCSH CAMERA CLUB

ADVANCED PHOTOGRAPHY AND PROCESSING (“APP”)

TK8 COLOR MASKS, SATURATION AND VIBRANCE MASKS AND THE COLOR GRADING TOOL

November 18, 2022

1. What is the TK8 panel?
 - 1.1. It is a plugin for Photoshop
 - 1.2. It works on both PC and Mac computers
 - 1.3. In Tony Kuyper’s words, it is a comprehensive panel to
 - 1.3.1. Make luminosity masks, and
 - 1.3.2. Operate Photoshop
 - 1.4. But it can be used to make all types of pixel based masks (a pixel based mask is one where the tone of each pixel of the mask is based on some characteristic of the corresponding pixel in the image, which could be luminosity, hue, or saturation).
 - 1.5. The TK8 MultiMask Panel:



1.7. The TK8 Combo Panel:



2. TK8 Color Masks

- 2.1. A Color Mask is one where the white (or light) areas of the mask reveal pixels in the image of a particular color and the black (or dark) areas of the mask conceal all other colors.
- 2.2. A Color Mask is thus useful where you wish to adjust portions of an image that are a particular color. For example, you could make a Color Mask that picks yellow leaves in a fall colors image, apply that mask as the layer mask on an HSL adjustment layer. and then adjust the hue, saturation or lightness of just the leaves using the HSL layer sliders.
- 2.3. Using the TK8 panel:
 - 2.3.1. Click the Color Mask button
 - 2.3.2. The Color Picker opens > select a color from the image
 - 2.3.3. Click OK
 - 2.3.4. The initial Color Mask is generated
 - 2.3.5. Adjust the mask using the controls
 - 2.3.5.1. The Hue Range adjusts the upper and lower limits of the hues selected
 - 2.3.5.2. The Brightness Slider adjusts the brightness of the selected hues
 - 2.3.5.3. The Feathering Slider adjusts the feathering of the mask into hues that are adjacent to the selected hue on the color spectrum (not adjacent in the image)
 - 2.3.5.4. Color Presets can be used to create masks based on a preset color instead of a color from the image
 - 2.3.5.5. The Pick button can be used to make a new Color Mask based on a different color selected from the image
 - 2.3.6. Once the mask is created and adjustments have been made, further changes to the mask can be made using the controls in the middle of the panel, including using levels or curves to adjust the mask, using a black or white brush to remove or add to selected areas, and inverting the mask.
 - 2.3.7. Finally, you can then output the mask to a new adjustment layer or other use by clicking one of the buttons in the bottom of the panel. In our

example, we could add our mask to a new HSL adjustment layer, then make adjustments to the image using the HSL sliders.

3. Saturation and Vibrance Masks

- 3.1. Saturation and Vibrance Masks use pixel saturation as the basis for generating the mask. Saturation masks show pixels with high color saturation as being brightest in the mask, and Vibrance masks show pixels with low color saturation as being brightest in the mask.
- 3.2. Generate an initial Saturation Mask by clicking the Red/Gray button in the Multi Mask panel, then selecting one of the numbered Saturation or Vibrance masks. Continue trying the various masks until you find one that selects what you want.
- 3.3. Once a Saturation or Vibrance Mask is generated, it can be adjusted using any of the tools in the middle of the panel and then output to any of the uses in the lower part of the panel.
- 3.4. There are two main uses for Saturation and Vibrance Masks
 - 3.4.1. Reducing saturation of over-saturated portions of an image using a Saturation Mask and a technique called saturation painting.
 - 3.4.2. Increasing saturation of low saturation portions of an image using an HSL adjustment layer with a Vibrance Mask as the layer mask.
- 3.5. More information on Saturation and Vibrance Masks can be found here: <https://goodlight.us/writing/saturationmasks/saturationmasks.html>

4. The TK8 Color Grading Tool

- 4.1. The TK8 Color Grading Tool is used to add a curves adjustment layer to the layer stack, then manipulate the individual RGB curves using an intuitive interface.

4.2. When using a Color Grading Adjustment Layer, always use its interface, never make adjustments to the curves interface in the properties panel.

4.3. The TK8 Color Grading Tool:



4.4. The interface has three buttons, one for each of the Shadows, Midtones and Highlights ranges in the image. After clicking any of those buttons, the hues of the selected range can be altered by moving the box in the color wheel and the lightness of the selected range can be altered by moving the slider below the color wheel.

- 4.5. Once the individual boxes have been set, all three can be displayed by clicking the button with three boxes. The colors of each of the three ranges can then be fine-tuned by moving the desired range box.
- 4.6. The arrow tail chasing button toggles the blending mode of the Color Grading Adjustment layer between Normal and Color. Use the Color blend mode if adjustments have made colors of the image too bright.
- 4.7. Once all adjustments have been made, clicking the X button closes the Color Grading Tool
- 4.8. A Color Grading Adjustment Layer can always be changed afterwards by making it the active layer, opening the Color Grading Tool and clicking on the Three Block Button to reset the blocks to where their previous positions.
5. Resources: For more information on the TK8 panel generally and on Color Masks, Saturation and Vibrance Masks and the Color Grading Tool, see the references listed in the outline from the June 3, 2022, APP meeting. That outline can be found on the Club website.