

Lumiere – v1.0, (c) 2009 Richard Rosenman Advertising & Design.  
Release date: 07/12/09, Updated --/--/--.



### **INSTALLATION:**

Simply unzip "lumiere.zip" and copy "lumiere.8bf" to your "\Photoshop®\Plug-Ins\" folder, or whichever plugin folder your host program uses. Load your program, open an image, go to the filter menu and under "Richard Rosenman", select "Lumiere".

### **INSTALLATION FOR REGISTRATION:**

Installation for registration requires three simple steps.

1 - Register your copy of Lumiere at <http://www.richardrosenman.com/software/>

2 - Launch the filter as described above in the installation section. On the bottom right hand corner of the filter, you will notice a request code. Please send this code, along with your full name and your purchase order receipt to [richard@richardrosenman.com](mailto:richard@richardrosenman.com). As soon as we receive this information, your license will be generated and emailed back to you promptly.

3 - Once you have received your license file for Lumiere, simply place the file into THE SAME FOLDER AS YOUR "lumiere.8bf" FILE. This is very important as placing the license file in a different folder than the one it currently resides in will not switch your copy of Lumiere to REGISTERED mode. As an example, if you followed the steps outlined in the above INSTALLATION section, you would also place the license file into the "/Photoshop/Plug-Ins/" folder.

### **LICENSING:**

You may freely download the plugin and try it as much as you want, whenever you want, wherever you want, by whomever you want, while in DEMO mode. Once registered, ONE (1) Lumiere license entitles ANY user to UNLIMITED use of the software, for an INDEFINITE period of time, on ONE (1) workstation ONLY. Currently, there is no floating license option. If you wish to use Lumiere on multiple workstations such as in a studio environment, multiple licenses are required for EACH node.

## **COMPATIBILITY:**

Lumiere is not only limited to Adobe Photoshop® and various other applications can be used to run the plugin. For additional software compatibility information regarding Lumiere, please visit <http://www.richardrosenman.com/media/software/files/compatibility.pdf>

## **DESCRIPTION:**

Lumiere is a powerful Adobe Photoshop® plugin capable of generating advanced glow effects.

Lumiere can produce sophisticated specular blooms, flared highlights and diffused glows combined with total control over every possible variable, all at the artist's fingertips. Lumiere works on image luminance – just like real glows do. The brighter areas of the image are processed into beautiful glows.

Lumiere offers professional-grade masking controls for isolated glows. The artist can specify a hotspot and falloff radius as well as image coordinates for advanced masking operations. Ten different luma conversion algorithms are available based on various industry standardized color spaces. Lumiere provides two highly optimized diffusion algorithms with independent axis control and multi-pass operations. Glow-specific features such as gamma adjustment, saturation control, chromatic aberration, pixel noise capabilities and diffusion color tinting provide unsurpassed features for generating ultra-realistic glow effects.

Lumiere has been developed for the professional digital imaging industry and therefore supports both 8 / 16 bits per channel color modes using 100% multithreaded rendering capabilities. A highly adjustable and resizable preview window instantly provides progress, zoom, image fit, realtime operations and statistical information after each pass.

## **USAGE:**

The following is a short description of Lumiere's controls and how they work.

**Threshold:** This slider controls the tolerance for selection. Pixels with a luminance value greater than this threshold will be selected for diffusion.

**Radius:** This slider controls the size of the glow. Generally, sizes ranging from 0 to 255 are sufficient but if larger diffusion is required, simply use the "0-1000" button option.

**0-1000:** This button increases the diffusion radius range from 255 to 1000.

**Intensity:** This slider controls the strength (in percent) of the glow. 0 results in a fully transparent glow while 100 results in a fully opaque glow.

**Display (Output):** Displays the final composited glow effect.

**Display (Selection):** Displays only the selected pixels for glowing.

Display (Diffusion): Displays only the diffused pixels with the glow effect.

Algorithm (R+G+B)/3: The intensity is derived from the red, green and blue color channels added together and then averaged.

Algorithm (Red), (Green) & (Blue): The intensity is derived from the respective color channel.

Algorithm (H)LS, (Y)UV, (Y)CBR: The intensity is derived from the respective color space luminance channel.

Algorithm (R+G)/2, (G+B)/2, (B+R)/2: The intensity is derived from the two respective color channels added together and then averaged.

Enable Mask: This button will toggle masking capabilities for isolated glows.

Show Mask: This button will display or hide the mask selectors. When this button is enabled along with "Enable Mask", clicking with the left-mouse button in the preview window will define a new mask location and clicking with the right-mouse button will scroll. When this button is disabled, clicking with the left-mouse button in the preview window will scroll.

Mask (X Axis), (Y Axis): These sliders control the location of the mask. You can interactively define a new location by clicking in the preview window with the left-mouse button when the "Enable Mask" and "Show Mask" buttons are enabled.

Mask (Hotspot), (Falloff): These sliders control the hotspot and falloff mask selectors. The glow will be 100% intense within the hotspot and will decrease to 0% intensity at the falloff.

Diffusion (Gaussian), (Box): This drop-down specifies the type of diffusion algorithm to use. A box diffusion is occasionally faster but provides less accurate results. A gaussian diffusion will be a little slower but will yield optimal results.

Diffusion (Axis): This drop-down specifies what axis to apply the glow effect on. You can apply glows horizontally and vertically (X & Y), horizontally (X), or vertically (Y).

Iterations: This slider controls the number of diffusion passes to apply. Occasionally, a single diffusion pass may not be enough and you may require additional ones in order to create a smooth glow. This can be especially true for extremely large diffusions. You may also wish to use additional diffusion passes to smooth out box diffusions or concentrate the centers of gaussian ones. Additional diffusion passes linearly increase processing time so use with caution.

Gamma: This slider controls the glow gamma. This is often used to further concentrate a glow.

Saturation: This slider controls the saturation of the glow effect. You may occasionally want to use this feature to push the colors in the glow effect or, alternately, desaturate the glow entirely when introducing diffusion tinting.

C. Aberration: Controls the amount of chromatic aberration introduced to the glow effect. This feature simulates camera lens imperfections by separating color channels and applying diffusion, resulting in a multi-colored glow.

Noise: This slider controls the amount of pixel noise to be added to the glow effect. Keep in mind that this noise will be composited additively due to the nature of glows.

Noise Color: This button toggles between colored and monochromatic noise.

Diffusion Tint: Specifies the glow color. This color will be multiplied with the currently-existing glow color. If you would like a glow specific to only the diffusion tint, you should set the diffusion saturation to -100 to remove all initial glow color.

Comp Mode: This drop-down specifies how to composite the glow effect (Add, Dodge, Lighten, Screen). All these modes operate in the same manner as the industry standardized Adobe Photoshop® modes. They all operate additively.

Sampling: This drop-down controls what type of sampling to use for features that use scaling functions such as chromatic aberration. If you introduce chromatic aberration and the glow appears pixilated, set the sampling mode to bicubic.

Output: Specifies what color channels to output.

Progress Bar: Displays the progress of the current glow effect.

Zoom: Specifies how large to display the preview image. The preview window size will directly affect Lumiere's performance.

Fit: Fits the preview image within the preview window.

Splitscreen: Divides the preview window to show an unprocessed and processed image for comparison.

Realtime: Applies all effects (in realtime) on 'mouse drag' instead of on 'mouse release'.

Status: Displays statistics pertaining to the image processing.

OK: Applies the glow effect on the image.

Help: Displays a general help window.

Req: Displays your unique request code required for licensing.

Reset: Resets all controllers to default settings.

CANCEL: Exits the plugin without applying the glow effect on the image.

#### **MINIMUM SYSTEM REQUIREMENTS:**

Lumiere will run on any PC capable of running Adobe Photoshop® v4.0 or higher, or any applications compatible with Adobe's plugin specifications. For software compatibility information, please refer to <http://www.richardrosenman.com/media/software/files/compatibility.pdf>

Lumiere will NOT run on Macintosh systems. This is unfortunately a compiler limitation, not a developer decision.

Lumiere has been specifically developed for use with high-resolution displays. A minimum display resolution of 1024x768 is required although a minimum display resolution of 1280 x 1024 x 24 bit color is recommended.

Lumiere works exclusively on 8/16 bits per channel RGB images. If you see the plugin grayed out in your plugins menu, you are probably not in a compatible RGB mode.

Lumiere can run with any amount of memory, so long as the host application such as Adobe Photoshop® is capable of running. However, a minimum memory capacity of 512 MB is recommended. Running the filter (or any filter for that matter) on extremely large images may result in memory shortages and may prevent the filter from functioning.

Lumiere has been optimized for quality. Therefore, Lumiere will require more processing time than many other plugins. While a reasonable performance is achieved with an 800 MHz processor, a faster (or multi-core) processor is certainly an advantage. Alternately, if you find the updates to be too slow, you can significantly improve the speed by reducing the preview window resolution to a smaller size.

If at any time there is any doubt regarding Lumiere's compatibility or functioning, simply try the demo version. If it works, so will the registered version.

#### **KNOWN BUGS:**

v1.0 – Incompatible with Adobe Photoshop® CS4 64 bit.

v1.0 – Bicubic sampling does not work for 16 bits per channel color mode.

v1.0 – When using chromatic aberration and full size preview, the edges of the preview will not diffuse correctly: this is a display bug only and applying the effect will result in correct output.

#### **FEEDBACK:**

If you have any feedback regarding Lumiere, or would like to suggest a new feature, please let me know at [richard@richardrosenman.com](mailto:richard@richardrosenman.com).

#### **LUMIERE HOMEPAGE & REGISTRATION:**

<http://www.richardrosenman.com/software/>

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