

# NEAT projects

Handbook



## Contents

1. Installation and Registration .....	3
2. Get Results Fast .....	3
3. Loading Images .....	4
4. Editing an Image Sequence .....	5
5. Post-Processing: Finalise.....	11
6. Workflow.....	12
8. Selecting and Saving Sections of Images .....	14
11. Keyboard Shortcuts.....	15
12. Support .....	18

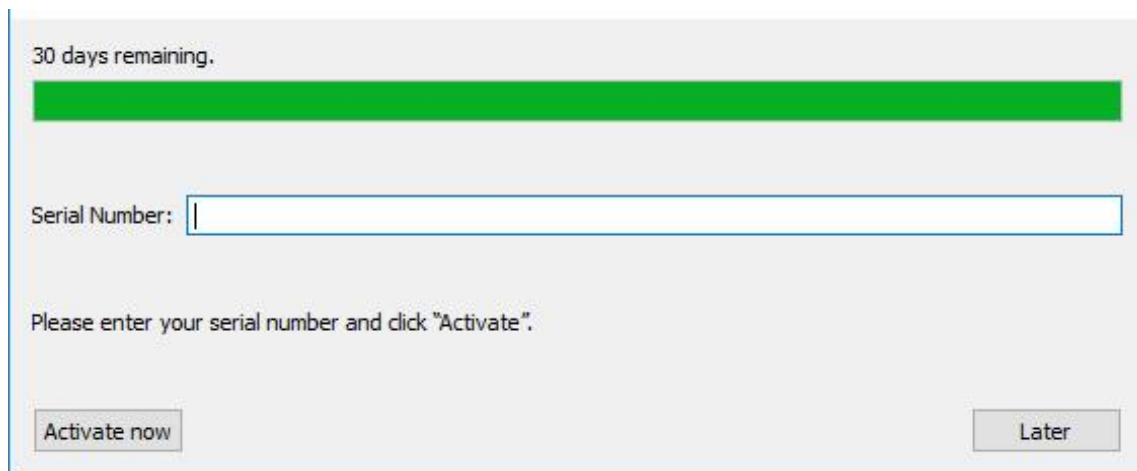
## 1. Installation and Registration

### Activation

Upon starting **NEAT projects** for the first time, you will be prompted to activate the program. Proceed as follows:

Install **NEAT projects** as described by the installation wizard.

Input your serial number. You will have received the serial number by email directly following your registration.

A screenshot of the NEAT projects activation window. At the top, it says "30 days remaining." above a green progress bar. Below this is a text input field labeled "Serial Number:". Underneath the input field, it says "Please enter your serial number and click 'Activate'." At the bottom, there are two buttons: "Activate now" on the left and "Later" on the right.

Finally, click on the "Activate" button. The software has now been successfully activated!

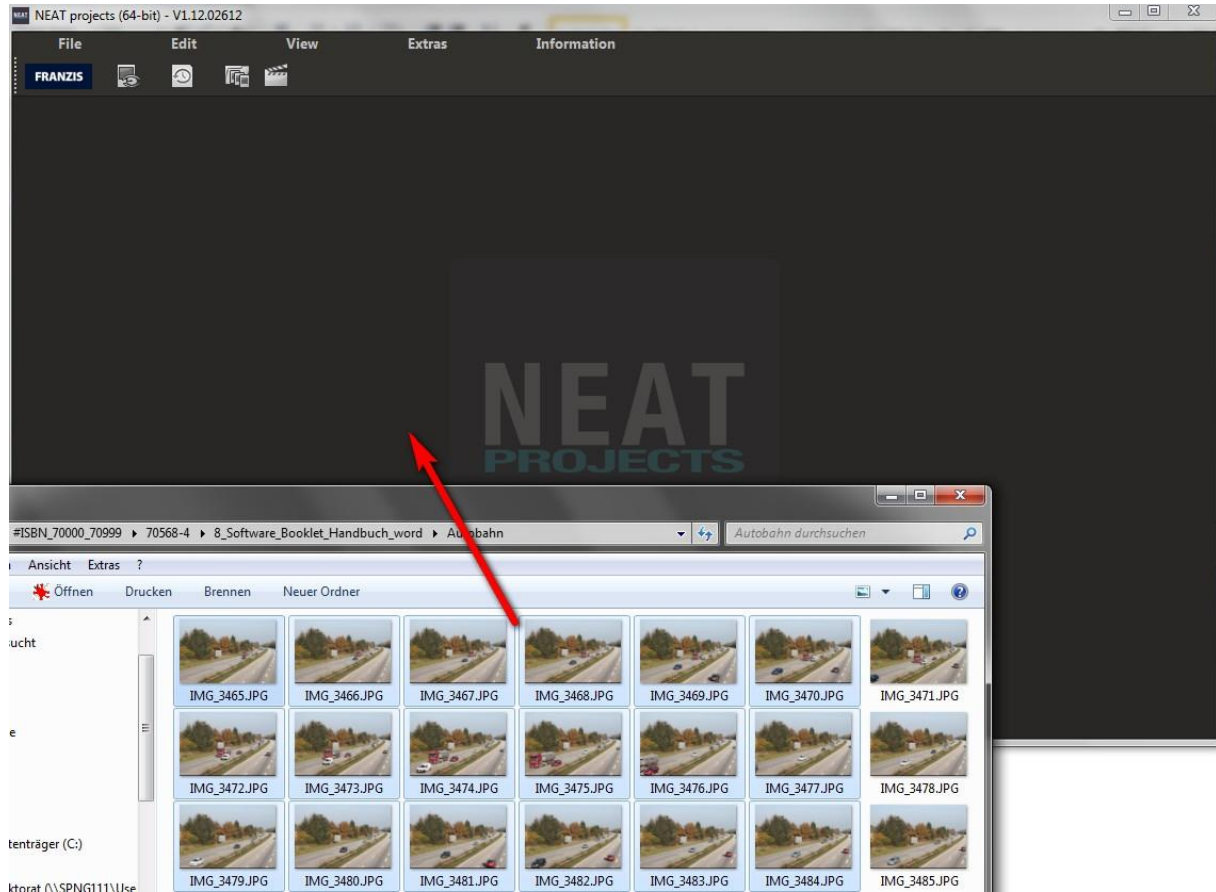
## 2. Get Results Fast

Start to finish in just five clicks with **NEAT projects**:

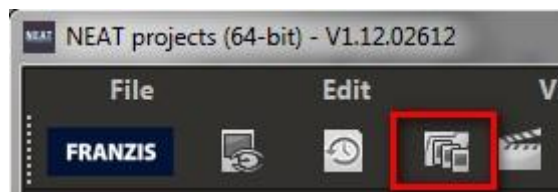
1. Load your image series
2. Preset selection in post-processing
3. Optimisation Assistant
4. Crop
5. Save

### 3. Loading Images

Load an image series or single image by dragging & dropping the files into the program.



Alternatively, select "Import" through the file menu.

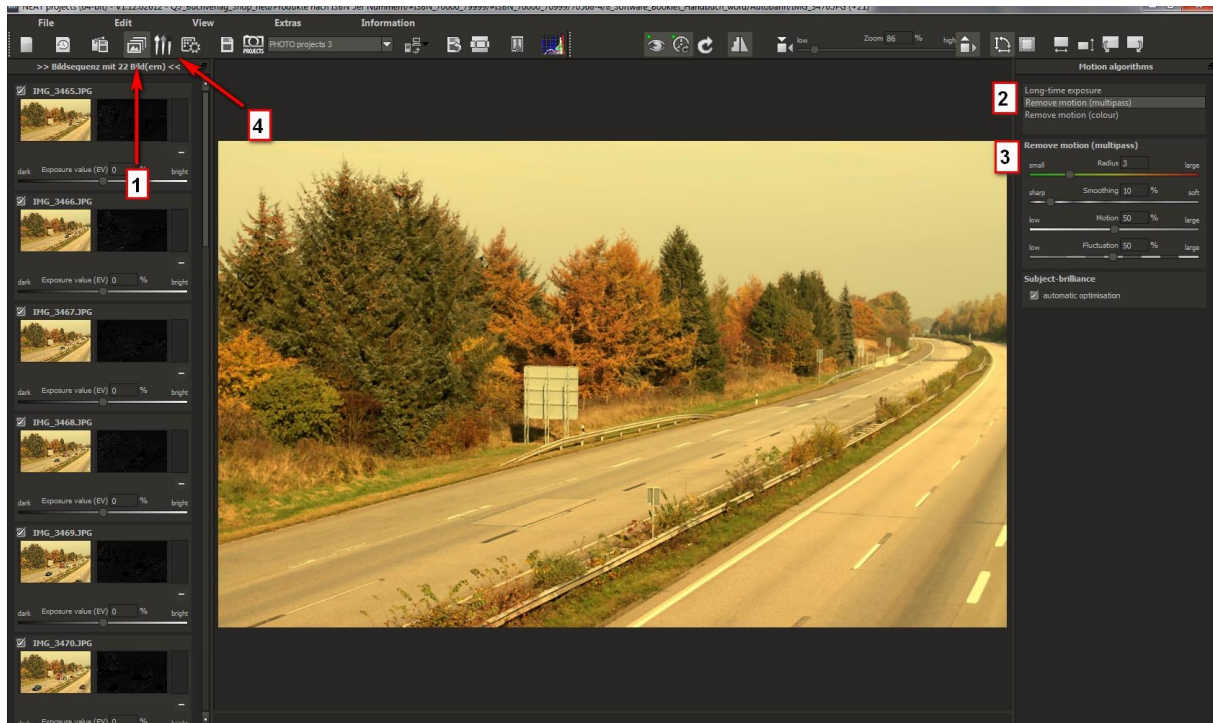


## 4. Editing an Image Sequence



**NEAT projects** combines highly specialised processes for editing movement.

### (1) Edit an Image Sequence



As soon as the Image Sequence button (1) has been activated, the view seen above will appear.

The image sequence is seen on the left, with a preview of the original image and to its right is the corresponding mask, which is a weighting determined by selected Motion Algorithms (2).

In this view, individual images within a sequence can be influenced, either by adjusting a single image, removing a photo from the coagulation or completely deleting exposures from the series – not to worry, files will not be deleted from your hard drive.

Switch to Edit Weighting (4) mode at any time to change weighting and to apply local corrections. This manual motion correction tool will be explained in further detail later in this handbook.

## (2) Movement Algorithms

A click of the mouse is all you need to select a motion removal process (algorithm) from the list. An algorithm will be applied immediately once activated.

**Tip:** Double-clicking sets an algorithm back to its standard value.

### Long-time Exposure

This process determines the average for every pixel in a shot to simulate a type of long exposure.

### Remove Motion (Multipass)

The motion is determined through a flexible median mask based on colour channels and brightness of individual pixels.

Since this process is well suited to most image sequences, it has been set as the standard.

### Remove Motion (Colour)

This technique is exclusively based on pixel colour and is best suited to particularly colourful sequences.

## (3) Settings

The settings adjust the algorithms for the loaded image sequence.

The same controls are available for all motion processes, except for the Long-time Exposure feature, which does not have any settings.

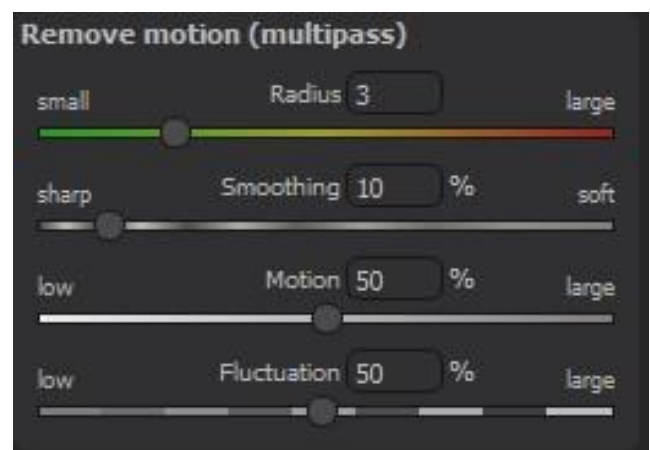
### Radius

The radius indicates the distance around a point to be inspected for motion. A small radius should be used for fine movements, for example tree-branches.

### Smoothing

Smoothing determines how intensely created movement masks are to be blurred before being assembled through the final image calculation.

The higher the smoothing setting, the softer the transitions.



## Motion

The movement or even the movement's intensity indicates how present a movement is in the sequence at hand.

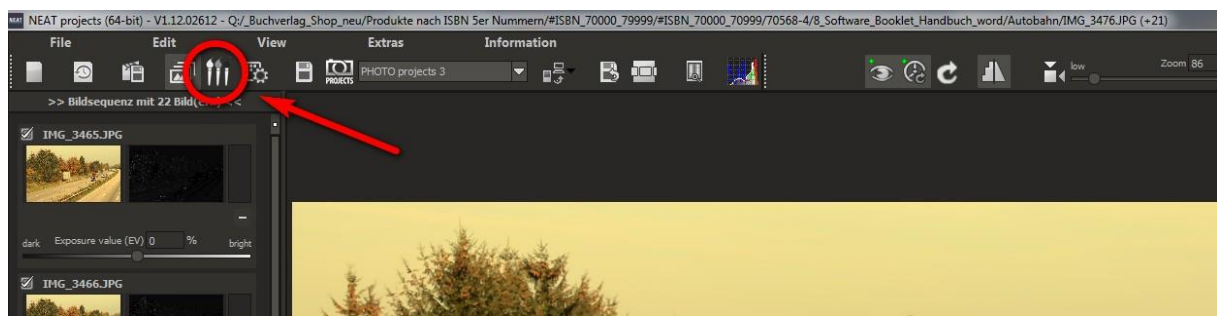
Select a high setting for sequences with lots of movement, for example at a fair with busy crowds.

## Fluctuation

Use this function to set the difference in brightness between moving objects and the background.

**Tip:** Give different settings a try to find the best values for your sequence.

## (4) Edit Weighting with Weighting Painter



Change to “Edit Weightings” to adjust selected areas of an image.



Weight Painter is a tool to manually edit a final image by adjusting individual images in a series.

**Exposure Series View (left):** The individual images in a series are assigned the colours red, green and blue. The master image is allocated green and the next active neighbouring images on either side are assigned red and blue. Weighting in a specific image can be changed by selecting the image's corresponding colour in the symbol bar.

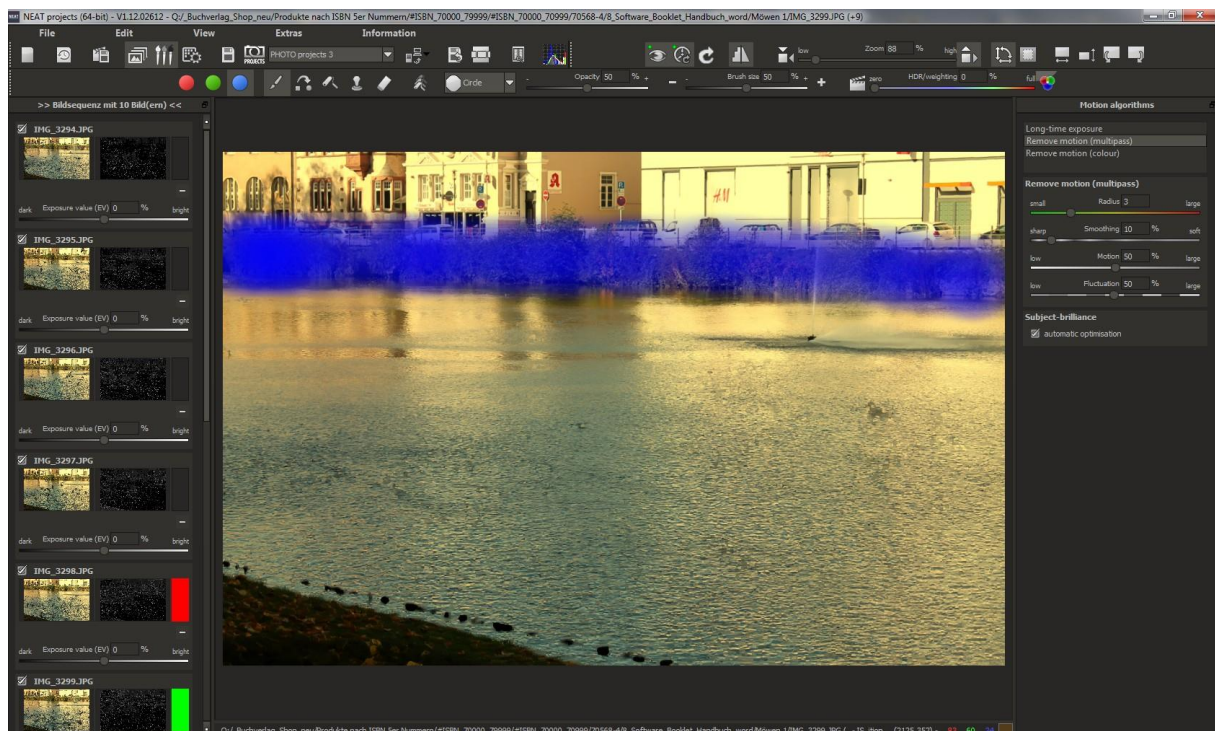


**Tip:** The brush does not mean painting on an image, rather changing the weighting of a certain part of an individual image.

## Adjusted Weighting:

The adjusted weighting can be seen in the view to the right of the individual image. The white drawn lines indicate that you have intensified that selected area.

### ➤ Important Tools in Weighting Painter



#### Increase Weighting

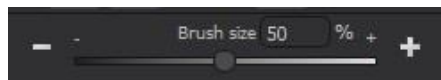
Draw over a certain area of an image to increase the weighting of a particular portion of the image.



#### Reduce Weighting

Draw over a certain area of an image to decrease the weighting of a particular portion of the image.

#### Brush Size



Regulate brush size

#### Brush Form



Choose from numerous new brush forms



## Stamping Mode

If you want to edit a selected area of an individual image, do so with activated stamping mode. Your chosen function will then not only influence the selected weighting, but will also apply the opposite effect to this area in all other images in the series.

For example, if you increase the weight of a particular part of an image, the weight of that section in all of the other images will be reduced, intensifying the effect.



## Blurring

If you want smooth transitions between corrected and untouched areas, trace over the edges for a softened result.



## Delete

Deletes the drawn weighting on the active image in the series.



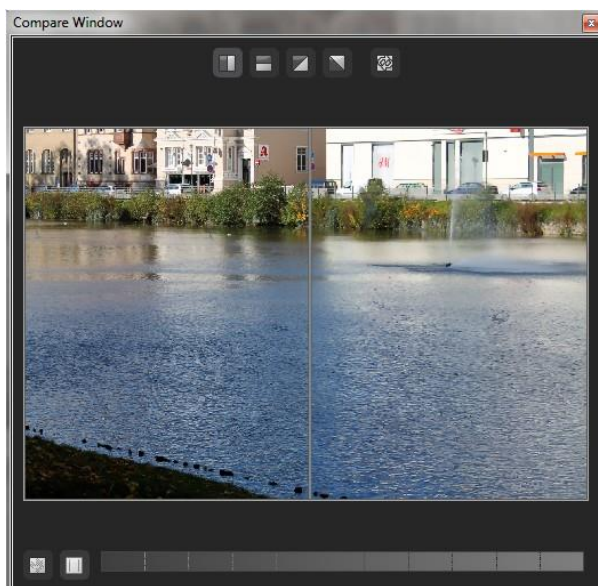
## Delete All

Careful: This option deletes **all** drawn weighting and returns the series to its initial state.

## ➤ Comparison Window



Right click in the middle of the screen to see the before/after comparison. Use this function anytime to quickly check the editing progress. Click on the symbol bar for an elaborated view with selectable areas and luminance display.



### ➤ Preview Mode



When this option is activated, the fused image will appear as a small preview. If this option is deactivated, the picture will appear in its true size. Please note that processing the preview can take longer when this feature is deactivated.

### ➤ Real-time Calculation Mode



When activated, all of the changes will be immediately applied to the image and the overall effect can be seen instantly. When deactivated, the changes will only be displayed by clicking on the “Re-Calculate” button.



### ➤ High-Quality Display

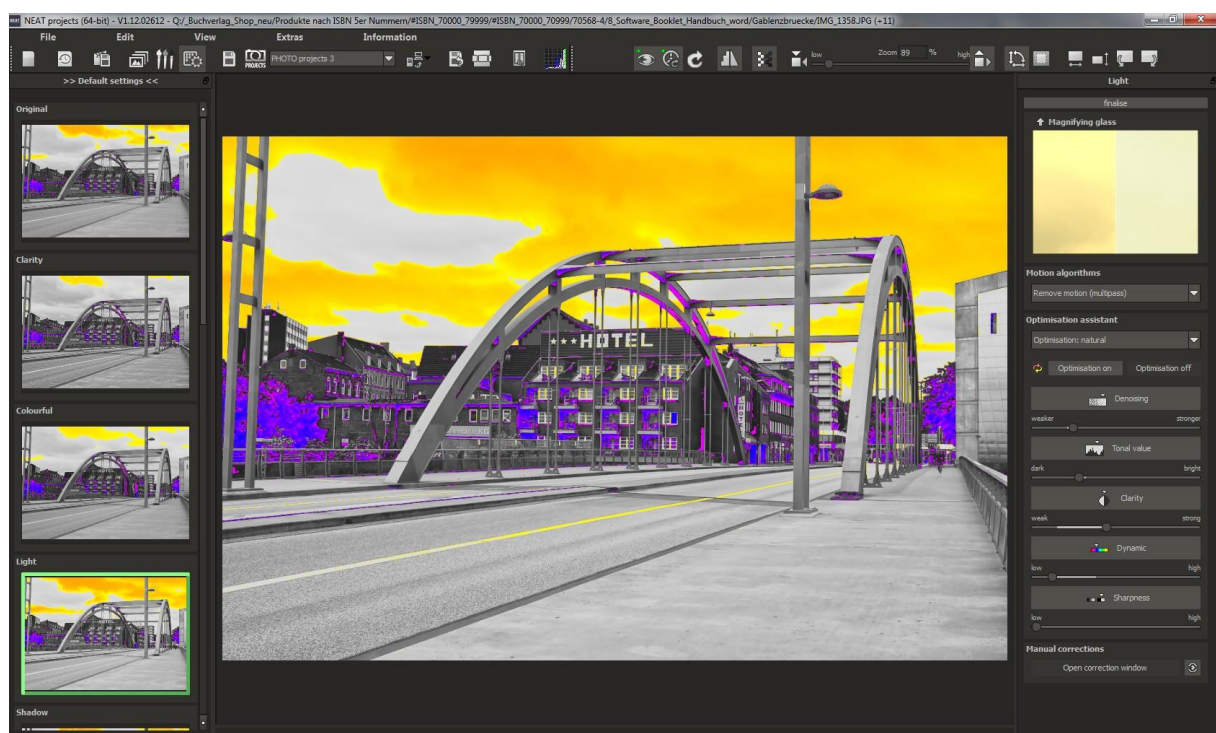


Activate this option to see the preview image at high-resolution. If the preview is set at 100%, there will be no difference. Zooming in will display a difference in quality.

### ➤ Border Pixels



The border pixel display assists in finding areas of an image, light or dark, that tend towards maximal values, that is, white or black. Dark border pixels will be depicted as blue and light pixels as orange.

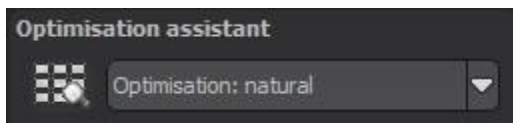


**Border pixels depicted as dark blue and orange.**

If you would want to brighten this image, you should be mindful of the orange border pixels – the light portions of the car and walls should not become completely white, to avoid loss of detail. Border pixels help to find these critical areas.

## 5. Post-Processing: Finalise


### ➤ Optimisation Assistant



The optimisation assistant is a very efficient tool for achieving quick and fascinating results.

When activated, noise removal, tone, clarity, dynamic and sharpness corrections can be made by adjusting the effect's intensity. Slide the controls to the left or right for immediate results.

The optimisation assistant intelligently remembers your settings and applies the correction values to the next image, with suitable adjustments for the new motive of course.

If you would prefer to work without the assistant, simply deactivate it. Click on the refresh button to reset the values and forget the “learned” settings.  Additionally, the assistant can provide a complete style. Choose between natural, brilliant, fine, soft, intense, sober colours, high key and low key.



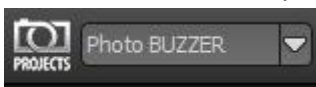
## 6. Workflow

### ➤ Edit Final Image Further in an External Program

**NEAT projects** offers interaction with external programs. Take a successful result to another photo-editing program and continue there. The options are endless.

### ➤ Open in Another *projects* Program

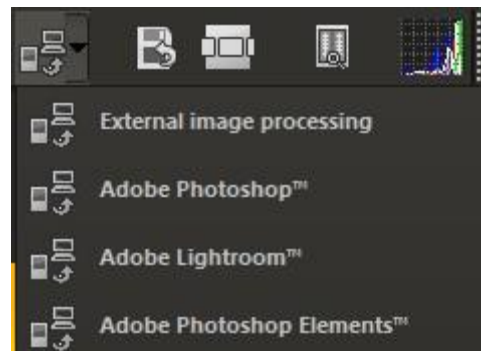
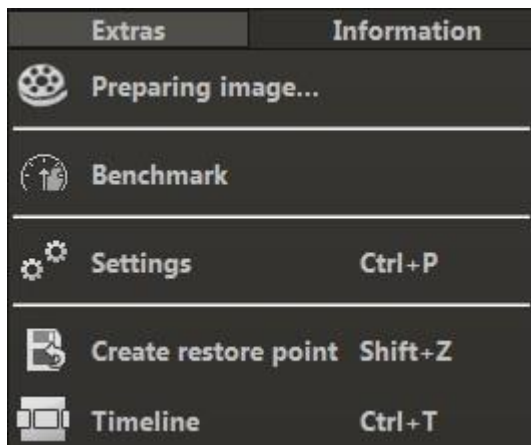
Click on the “Projects” symbol in the toolbar to open an image in a different program from the *projects* series. Use the drop-down menu beside the symbol to choose one of the programs that you already have installed on your computer.



### ➤ Open in a Different Photo-editing Program

To directly open the image in another photo-editing program, such as Adobe Photoshop, click on the corresponding button in the symbol bar.

If necessary, go through settings to find the path to the program. Click on “Extras” in the menu and select “Settings” in the drop-down menu:




### ➤ Work with a Timeline and Restore Points

This option can be found in the symbol bar at the top edge of the screen:



“Create Restore Point” saves an in-between point of the current settings. You can now always return to this stage in your editing, and you can save as many editing restore points as you like. The timeline displays your restore points and makes it possible to call up any phase with just a single click:



This function is especially useful when, for example, you are satisfied with an image, yet want to continue trying out different settings and effects. Simply set a restore point and carry on editing your picture. If you want to go back, just click on your restore point in the timeline .

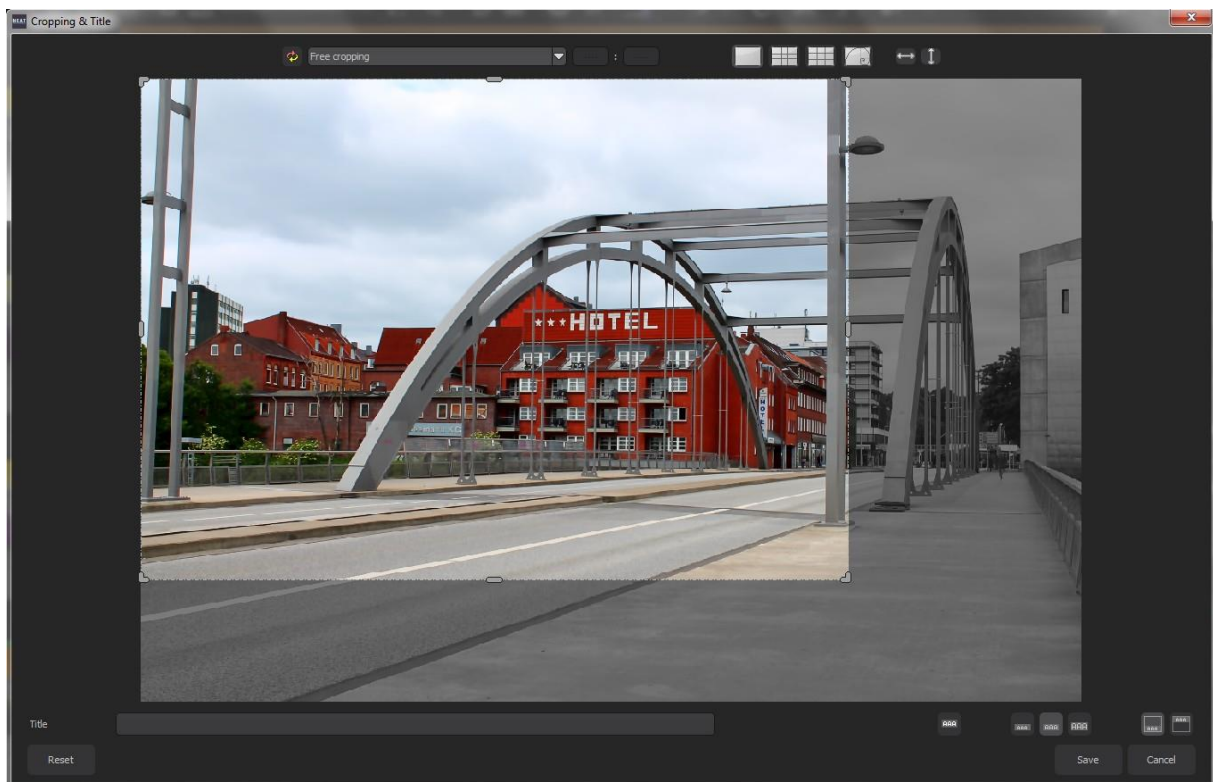
## 7. Selecting and Saving Sections of Images



To save a final image, click on the button in the toolbar, go through the file menu or use the corresponding keyboard shortcut (Ctrl+S).

### ➤ Cropping and Captions

As soon as you have clicked “Save File Image”, the cropping and caption window will open.



At the top are several practical aids for perfect image composition and cropping.

You can set an aspect ratio and activate guidelines like the rule of thirds, the golden section or the golden spiral.

The centre of the window shows your final image. Fix the area to be saved by adjusting the corners and borders of the photo.

At the bottom is an option to enter a caption. You can determine the size, position and background for the text. The size of the text will be automatically coordinated to the final cropping.

You can either crop free-handedly or use one of the 71 provided formats.

As soon as the image has been cropped and captioned, confirm the save and the next window will prompt you to select a file format and name your file.

## 8. Keyboard Shortcuts

### Menu Functions:

Windows	Apple	
Ctrl + N	Cmd + N	New project
Ctrl + Shift + O	Cmd + Shift + O	Upload single image
Ctrl + O	Cmd + O	Upload bracketing exposure series/image series
Ctrl + S	Cmd + S	Save result
Ctrl + B	Cmd + B	Open batch processing
Shift + Z	Shift + Z	Create restore point
Ctrl + T	cmd + T	Show/hide timeline view
F4	F4	Open RAW mode
F5	F5	Edit weight, show picture
F6	F6	Activate HDR painter
F7	F7	Show post-processing view
Ctrl + E	Cmd + E	Show exif information
Ctrl + H	Cmd + H	Show/hide histogram
Ctrl + F	Cmd + F	Open/close full screen
ESC	ESC	Close full screen
Ctrl + P	Cmd + P	Open settings
Shift – F1	Shift – F1	Open about window
@	@	Show product homepage
Ctrl + F4	cmd + Q	Close application

### Image Functions:

Windows	Apple	
Ctrl + Plus	Cmd + Plus	Zoom in
Ctrl + Minus	Cmd + Minus	Zoom out
Ctrl + 0	Cmd + 0	Zoom to 100%
L	L	Magnified view

**Edit Weighting:**

<b>Windows</b>	<b>Apple</b>	
1	1	Select red colour
2	2	Select green colour
3	3	Select blue colour
ö	ö	Reduce brush-size
#	#	Increase brush-size

**Scratch and Sensorspot Removal:**

<b>Windows</b>	<b>Apple</b>	
N	N	Add new correction area
C	C	Activate all correction areas
Page Up	Page Up	Select next correction area
Page Dow	Page Down	Select previous correction area
Cursor left	Cursor left	Selected area moves 1 pixel to the left
Move active correction area to the left		
<b>Cursor left, Shift Cursor left, Ctrl Cursor left</b>		
Move the active correction area to the right		
<b>Cursor right, Shift Cursor right, Ctrl Cursor right</b>		
Move the active correction area up		
<b>Cursor up, Shift Cursor up, Ctrl Cursor up</b>		
Move the active correction area down		
<b>Cursor down, Shift Cursor down, Ctrl Cursor down</b>		
Delete	Delete	Delete selected correction area
Plus	Plus	Enlarge selected correction area
Minus	Minus	Shrink selected correction area
Ctrl + Plus	Cmd + Plus	Zoom in
Ctrl + Minus	Cmd + Minus	Zoom out

**History Browser:**

<b>Windows</b>	<b>Apple</b>	
Cursor left	Cursor left	Move one image back
Cursor right	Cursor right	Move one image forward
Page Up	Page Up	Back one page (3 entries)
Page Up	Page Down	Forward one page (3 entries)
Pos1	Pos1	Go to start of history
End	End	Go to end of history

**Variation Browser:**

<b>Windows</b>	<b>Apple</b>	
Cursor left	Cursor left	Move one image back
Cursor right	Cursor right	Move one image forward

Cursor up	Cursor up	Move one image up
Cursor down	Cursor down	Move one image down
Ctrl + Plus	Cmd + Plus	Zoom in
Ctrl + Minus	Cmd + Minus	Zoom out
Ctrl + 0	Cmd + 0	Zoom to 100%
Space	Space	Center view
Enter, Dbl click	Enter, Dbl click	Select and load entry

### **Photo Credits:**

The images used in this handbook were taken by the programmers and members of the *projects* Team from FRANZIS Publishers.