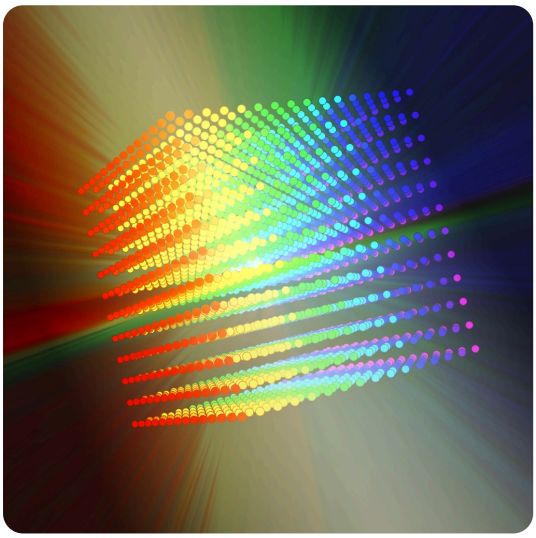
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Hawaiki Hue Finesse Help

Version 1.0

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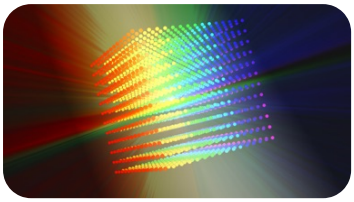
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GETTING STARTED

Welcome



VERSION 1.0

Hawaiki Hue Finesse

Precise, targeted colour enhancement.

Hue Finesse combines Hawaiki's expertise in colour grading, colour science and keying to let you precisely finesse the colour and exposure of any part of your image. It corrects eight distinct hue bands and goes beyond standard selection tools with advanced control over the mask that defines each band.

- ✓ **Eight hue bands.** Red, Yellow, Green, Cyan, Blue, Magenta, Skin and Grey, each customisable.
- ✓ **Colour enhancement.** Density, saturation, hue, gamma, gain and RGB balance for each band.
- ✓ **Subtractive saturation.** Subtractive or standard saturation, band by band.
- ✓ **Mask refinement.** Set each band's hue, saturation and value range or pick it from the image, then refine the mask with gain, clip black and white, invert and blur.
- ✓ **Colour model, space and tone curve.** HSV, Spherical or OkLCH, set independently for the image and the mask.
- ✓ **Shape mask.** Enabled and inverted independently for each band.
- ✓ **Primary correction and white balance.** Adjustments to the whole image.
- ✓ **Customisation.** Hue targets for each colour model, default ranges, and the strength and response of the controls, saved as a preset.

▶ Watch the tutorial
YouTube

Reference
Every control of Hue Finesse, section by section.

Working in Your Host
Onscreen controls, presets, tracking and optimised media.

System Requirements

macOS	macOS 14.7 Sonoma or later (macOS 15 Sequoia, macOS 26 Tahoe)
FxFactory	8.0.22 or later
Applications	DaVinci Resolve 20 or later, Final Cut Pro 10.6 or later, Motion 5.6 or later, Premiere Pro 22 or later, After Effects 22 or later

Installing

Hawaiki Hue Finesse is installed and licensed through FxFactory. Install FxFactory, then install the trial of Hawaiki Hue Finesse from FxFactory's catalogue or from the download link. The trial watermarks the output until you buy a licence; buying unlocks the installed plug-in.

DaVinci Resolve	The Effects Library (OpenFX, under Hawaiki).
Final Cut Pro	The Effects Browser, in the Hawaiki category.
Premiere Pro	The Effects panel, under Video Effects.
After Effects	The Effects & Presets panel and the Effect menu.
Motion	The Library, under Filters.

Drag the effect onto your clip to get started. Keep FxFactory up to date: many problems are solved by installing its latest version.

Getting Help

We're happy to help by email. To get you an answer quickly, please tell us:

- ✓ your Mac and **the version of macOS**;
- ✓ **the version of Hawaiki Hue Finesse** and of **FxFactory**;
- ✓ **the host application** and its version;
- ✓ what happens and what you have tried, and any other plug-ins used alongside ours.

Write to support@hawaiki.co. We're always happy to look at your footage and to hear what you think we could improve. See also the Support page.

REFERENCE

Every control of Hawaiki Hue Finesse, in the order the effect shows them. The eight hue bands share the same controls.

Top of the Controls

VIEW MENU



▶ 7 choices

On Color COLOUR

Default #929292

Select the color used by the On Color view.

Intensity SLIDER

Default **1** · 1 to 2

Saturation SLIDER

Default **0** · slider 0 to 1 · type 0 to 3

INPUT

Color Space MENU

Default **Rec.709 Linear**

Set the Color Space used in the Hue bands and White Balance. NB. Primary Correction has its own Color Space menu.

▶ 4 choices

Bypass Tone Curve CHECKBOX

On by default

Appears when OkLCH is selected as the Color Model because it already has a default tone curve.

Tone Curve MENU

Default **Set Gamma**

Set the Tone Curve (transfer function) used in the Hue bands.

When Tone Curve Image is enabled in the Configuration group this menu only sets the tone curve for the masks.

NB. Primary Correction has its own Tone Curve menu and White Balance is always linear.

▶ 5 choices

Gamma SLIDER

Default **1.96** · slider 0.01 to 3 · type 0.01 to 10

Tone Curve Image MENU

Default **Set Gamma**

Set the Tone Curve (transfer function) used for the Hue bands image processing.

Menu used only when Tone Curve Image is enabled in Configuration.

NB. Primary Correction has its own Tone Curve menu and White Balance is always linear.

.

▶ 5 choices

Gamma SLIDER

Default **1.96** · slider 0.01 to 3 · type 0.01 to 10

Lab Gamma SLIDER

Default **3** · slider 1 to 5 · type 0.01 to 10

Allows you to change from using the default Gamma of OkLCH of 3 (1/3).

Chroma Max SLIDER

Default **0.4** · slider 0.1 to 0.5 · type 0 to 100

Sets the maximum OkLCH chroma value that maps to 1 on the S control of the masks.

Normalize Sat CHECKBOX

On by default

Normalizes the subtractive saturation when OkLCH is selected as the color model. Changes how Clamp Sat operates.

Clamp Sat CHECKBOX

Off by default

Clamps saturation in the 0 to 1 range.

Clamp Input CHECKBOX

Off by default

Enable clamping of input values.

Min SLIDER

Default **0** · slider 0 to 1 · type -10 to 10

Max SLIDER

Default **2** · slider 0 to 10 · type 0 to 100

PRIMARY CORRECTION

Enable CHECKBOX

Off by default

Processing Order MENU

Default **Pre Hue Finesse**

Set Primary Correction to be applied either before or after the Hue band processes.

▶ 2 choices

Fine-Tune CHECKBOX

Off by default

Enable to bring up RGB sliders for Lift, Gsamma, Gain, Shadows, Midtones, Highlights,SMH sliders for Saturation and Color Space and Tone Curve menus.

Exposure SLIDER

Default **0** · slider -3 to 3 · type -16 to 16

Temperature SLIDER

Default **0** · slider -100 to 100 · type -120 to 120

Tint SLIDER

Default **0** · slider -100 to 100 · type -200 to 200

Color Space MENU

Default **Rec.709 Linear**

Set the Color Space of all of all Primary Correction parameters below this menu.

NB. Exposure, Temperature, Tint and Hue operations are always performed in the default linear color space of the plug-in.

▶ 4 choices

Tone Curve MENU

Default **Set Gamma**

Set the Tone Curve (transfer function) of all Primary Correction parameters below this menu other than Gain, which is always in linear.

▶ 5 choices

Input Gamma SLIDER

Default **1.96** · slider 0.01 to 3 · type 0.01 to 10

DENSITY SLIDER

Default **0** · slider -1 to 1 · type -100 to 2

RGB Density CHECKBOX

Off by default

Density Saturation SLIDER

Default **0.5** · slider 0 to 1 · type 0 to 2

CONTRAST SLIDER

Default **0** · slider -1 to 1 · type -1 to 10

Pivot SLIDER

Default **0.5** · slider 0 to 1 · type -1 to 100

PRE-SATURATION SLIDER

Default **1** · slider 0 to 2 · type 0 to 10

S SLIDER

Default **1** · slider 0 to 2 · type 0 to 10

M SLIDER

Default **1** · slider 0 to 2 · type 0 to 10

H SLIDER

Default **1** · slider 0 to 2 · type 0 to 10

Subtractive CHECKBOX

Off by default

Use subtractive saturation.

OFFSET SLIDER

Default **0** · slider -1 to 1 · type -100 to 100

R SLIDER
Default **0** · slider -1 to 1 · type -100 to 100

G SLIDER
Default **0** · slider -1 to 1 · type -100 to 100

B SLIDER
Default **0** · slider -1 to 1 · type -100 to 100

LIFT SLIDER
Default **0** · slider -1 to 1 · type -100 to 100

R SLIDER
Default **0** · slider -1 to 1 · type -100 to 100

G SLIDER
Default **0** · slider -1 to 1 · type -100 to 100

B SLIDER
Default **0** · slider -1 to 1 · type -100 to 100

Lift Pivot SLIDER
Default **1** · slider 1 to 10 · type 0 to 100

Set the pivot point for the lift sliders. Values above this are left unchanged

GAMMA SLIDER
Default **1** · slider 0.01 to 2 · type 0.01 to 100

R SLIDER
Default **1** · slider 0.01 to 2 · type 0.01 to 100

G SLIDER
Default **1** · slider 0.01 to 2 · type 0.01 to 100

B SLIDER
Default **1** · slider 0.01 to 2 · type 0.01 to 100

GAIN SLIDER
Default **1** · slider 0 to 2 · type 0 to 100

R SLIDER
Default **1** · slider 0 to 2 · type 0 to 100

G SLIDER
Default **1** · slider 0 to 2 · type 0 to 100

B SLIDER
Default **1** · slider 0 to 2 · type 0 to 100

SHADOWS SLIDER
Default **1** · slider 0 to 2 · type -10 to 10

R SLIDER
Default **1** · slider 0 to 2 · type -10 to 10

G SLIDER
Default **1** · slider 0 to 2 · type -10 to 10

B SLIDER
Default **1** · slider 0 to 2 · type -10 to 10

MIDTONES SLIDER
Default **1** · slider 0 to 2 · type -10 to 10

R SLIDER
Default **1** · slider 0 to 2 · type -10 to 10

G SLIDER
Default **1** · slider 0 to 2 · type -10 to 10

B SLIDER
Default **1** · slider 0 to 2 · type -10 to 10

HIGHLIGHTS SLIDER
Default **1** · slider 0 to 2 · type -10 to 10

R SLIDER
Default **1** · slider 0 to 2 · type -10 to 10

G SLIDER
Default **1** · slider 0 to 2 · type -10 to 10

B SLIDER
Default **1** · slider 0 to 2 · type -10 to 10

SATURATION SLIDER

Default **1** · slider 0 to 2 · type 0 to 10

S SLIDER

Default **1** · slider 0 to 2 · type 0 to 10

M SLIDER

Default **1** · slider 0 to 2 · type 0 to 10

H SLIDER

Default **1** · slider 0 to 2 · type 0 to 10

Subtractive CHECKBOX

Off by default

Use subtractive saturation.

Amount SLIDER

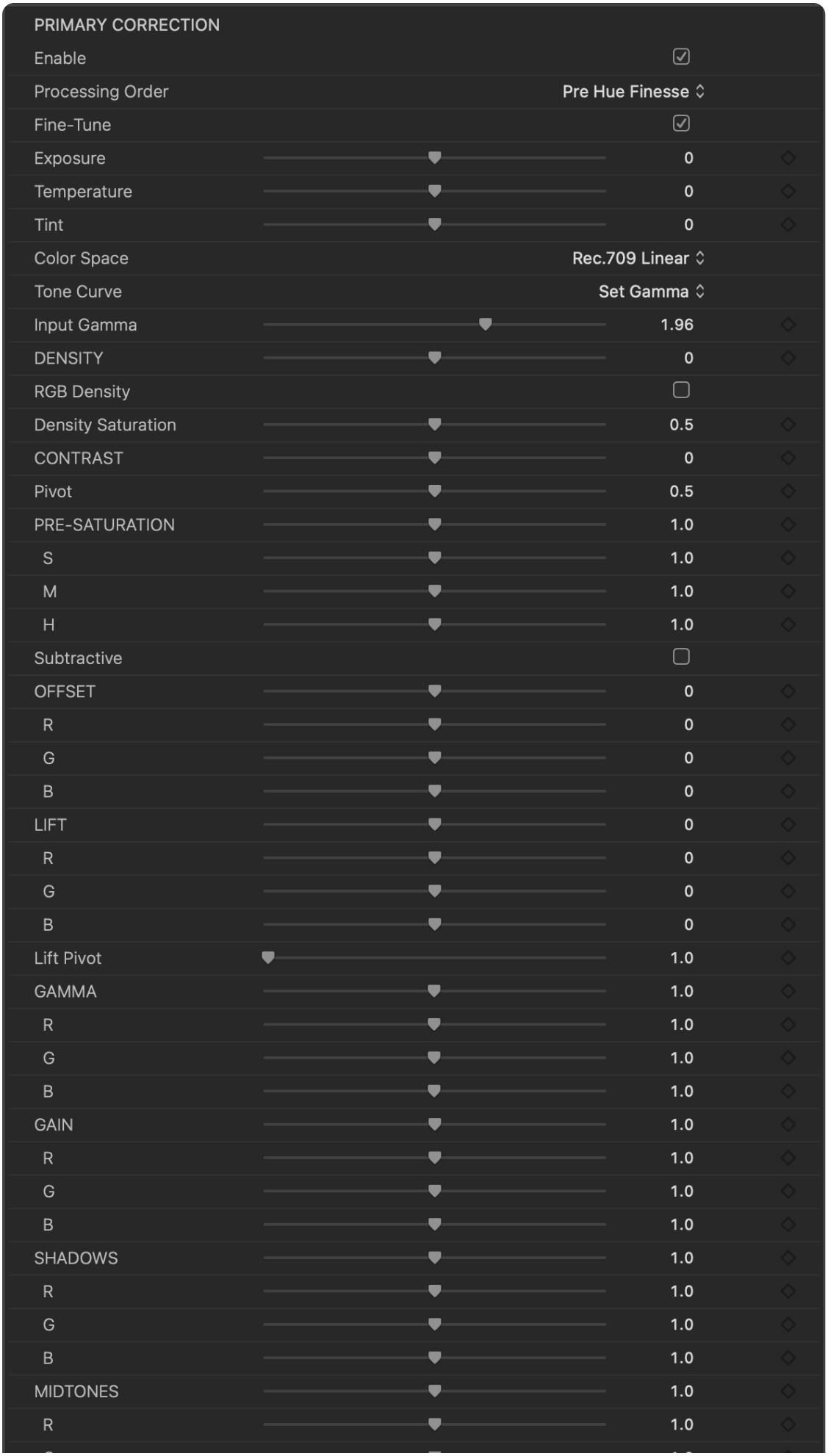
Default **1** · 0 to 1

SHAPE CHECKBOX

Off by default

Invert Shape CHECKBOX

Off by default


PRIMARY CORRECTION
Enable
Processing Order
Pre Hue Finesse
Fine-Tune
Exposure 0
Temperature 0
Tint 0
Color Space
Rec.709 Linear
Tone Curve
Set Gamma
Input Gamma 1.96
DENSITY 0
RGB Density
Density Saturation 0.5
CONTRAST 0
Pivot 0.5
PRE-SATURATION 1.0
S 1.0
M 1.0
H 1.0
Subtractive
OFFSET 0
R 0
G 0
B 0
LIFT 0
R 0
G 0
B 0
Lift Pivot 1.0
GAMMA 1.0
R 1.0
G 1.0
B 1.0
GAIN 1.0
R 1.0
G 1.0
B 1.0
SHADOWS 1.0
R 1.0
G 1.0
B 1.0
MIDTONES 1.0
R 1.0



WHITE BALANCE



Enable CHECKBOX

Off by default

Pick COLOUR

Default #FFFFFF

Skin Pick COLOUR

Default #B29486

Type MENU

Default **Auto**

▶ 3 choices

LMS CHECKBOX
Off by default

AMOUNT SLIDER
Default **1** · slider 0 to 2 · type 0 to 5

Gamma Boost SLIDER
Default **1** · slider 0 to 1 · type 0 to 2

Skin Red SLIDER
Default **0.5** · slider 0 to 1 · type -1 to 1

Skin Yellow SLIDER
Default **0.2** · slider 0 to 0.5 · type -1 to 1

WB Max Auto CHECKBOX
Off by default

WB Max SLIDER
Default **1** · slider 1 to 10 · type 0 to 1000

Scale SLIDER
Default **1** · slider 0 to 1 · type 0 to 2

MAINTAIN LUMINANCE CHECKBOX
On by default

Amount SLIDER
Default **1** · slider 0 to 1 · type 0 to 2

Input Max Auto CHECKBOX
Off by default

Scale SLIDER
Default **1** · slider 0 to 1 · type 0 to 2

Input Max SLIDER
Default **1** · slider 1 to 10 · type 0 to 1000

Input Sat Max SLIDER
Default **0.75** · slider 0.25 to 1 · type 0 to 100

SHAPE CHECKBOX

Off by default

Invert Shape CHECKBOX

Off by default

HUE FINESSE

Enable CHECKBOX

On by default

Enable all Hue bands - Red,Skin, Yellow, Green, Cyan, Blue, Magenta, Grey

SOLO MENU

Default **All**

Displays and applies only the Hue band selected, disabling the other bands.

All DEFAULT

All hue bands displayed and corrections applied.

Red

Red hue band only.

Skin

Skin hue band only.

Yellow

Yellow hue band only.

Green

Green hue band only.

Cyan

Cyan hue band only.

Blue

Blue hue band only.

Magenta

Magenta hue band only.

Grey

Grey band only.

Red CHECKBOX

On by default

Enables the Red Hue band.

Skin CHECKBOX

On by default

Enables the Skin hue band.

Yellow CHECKBOX

On by default

Enables the Yellow hue band.

Green CHECKBOX

On by default

Enables the Green hue band.

Cyan CHECKBOX

On by default

Enables the Cyan hue band.

Blue CHECKBOX

On by default

Enables the Blue hue band.

Magenta CHECKBOX

On by default

Enables the Magenta hue band.

Grey CHECKBOX

On by default

Enables the Grey band - areas the image with low saturation.

Color Model MENU

Default **HSV**

▶ 3 choices

Color Model Image MENU

Default **HSV**

▶ 3 choices

Refine Mask CHECKBOX

Off by default

Enable to display Softness sliders for the Hue Range, Sat Range and Val Range sliders. Also brings up the Smooth, Gain,Clip Black & White and Blur sliders for each hue band.

SHAPE CHECKBOX

Off by default

Enable the Shape Mask.

Guide CHECKBOX

On by default

This parameter controls the visibility of point parameters on-screen. Turn off this option to hide point parameters and get an unobstructed view of the output.Custom on-screen UI varies across video applications.

Enable the onscreen Shape controls.

Red

RED

HUE SLIDER

Default **0** · slider -1 to 1 · type -1 to 10

Adjust the hue of the image.

SAT SLIDER

Default **1** · slider 0 to 2 · type -1 to 10

Adjust the saturation of the image.

Subtractive CHECKBOX

Off by default

Enable subtractive saturation.

DENSITY SLIDER

Default **0** · slider -1 to 0.99 · type -100 to 2

Adjust the density of the image.

GAMMA SLIDER

Default **1** · slider 0.01 to 2 · type 0.01 to 100

Adjust the gamma of the image.

GAIN SLIDER

Default **1** · slider 0 to 2 · type 0 to 100

Adjust the gain of the image (always linear).

R SLIDER

Default **1** · slider 0 to 2 · type 0 to 100

Adjust the Red gain of the image.

G SLIDER

Default **1** · slider 0.01 to 2 · type 0.01 to 100

Adjust the Green gain of the image.

B SLIDER

Default **1** · slider 0.01 to 2 · type 0.01 to 100

Adjust the Blue gain of the image.

RGB Density CHECKBOX

Off by default

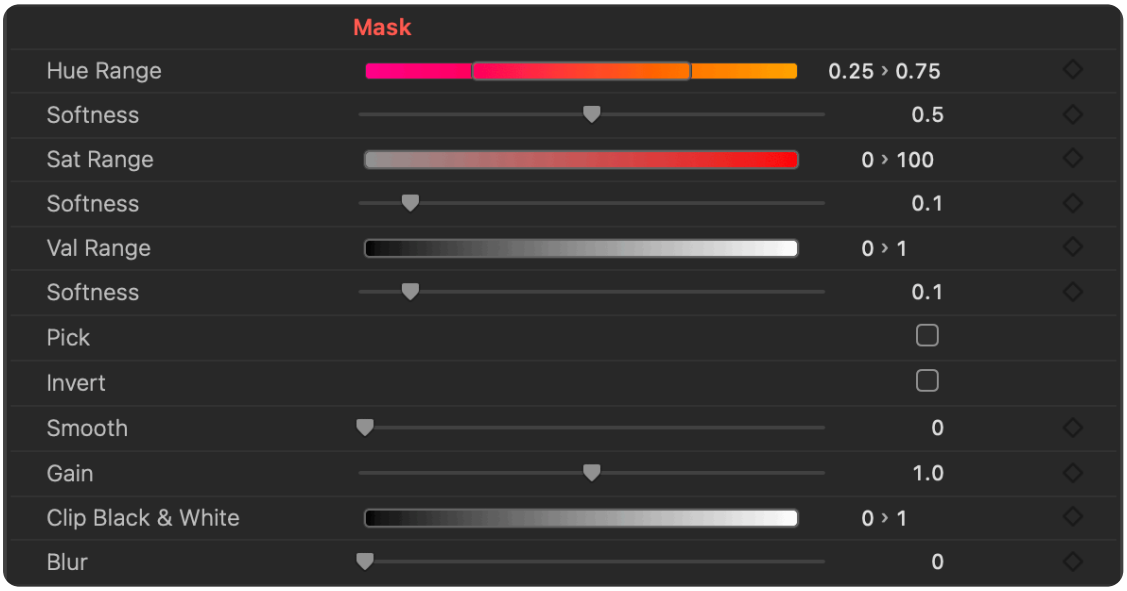
Switches Density to using RGB gain rather than value/luminance channel of the color model.

Density Saturation SLIDER

Default **0.5** · slider 0 to 1 · type 0 to 2

Adjusts how much the Density slider changes saturation.

Mask



Hue Range RANGE

Default **0.25** to **0.75** · slider 0 to 1 · type -5 to 5

Softness SLIDER

Default **0.5** · slider 0 to 1 · type 0 to 10

Sat Range RANGE

Default **0** to **100** · slider 0 to 100 · type -100 to 10000

Softness SLIDER

Default **0.1** · 0 to 1

Val Range RANGE

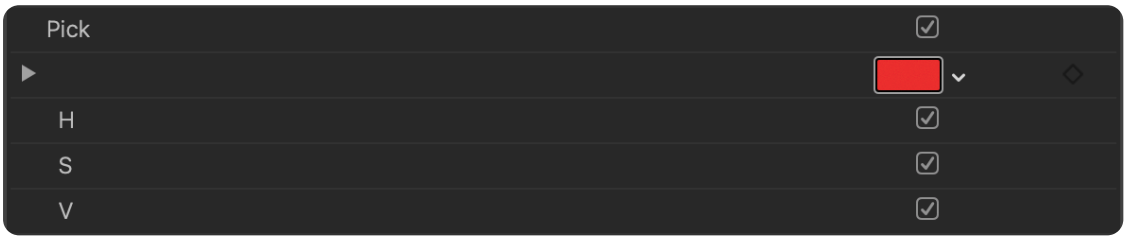
Default **0** to **1** · slider 0 to 1 · type -10 to 100

Softness SLIDER

Default **0.1** · 0 to 1

Pick CHECKBOX

Off by default



Enable to pick a color from the image. The hue, saturation and value of the pick is then mapped to the centre of the Hue Range, Sat Range and Val Range sliders, overriding the settings in the Configure

H CHECKBOX

On by default

When disabled the hue of the pick is not used for the midpoint of the Hue Range slider and the setting in the Configuration group is used.

Visible when Pick and Refine Mask is enabled.

S CHECKBOX

On by default

When disabled the saturation of the pick is not used for the midpoint of the Sat Range slider and the setting in the Configuration group is used.

Visible when Pick and Refine Mask is enabled.

V CHECKBOX

On by default

When disabled the value of the pick is not used for the midpoint of the Val Range slider and the setting in the Configuration group is used.

Visible when Pick and Refine Mask is enabled.

Invert CHECKBOX

Off by default

Invert the mask.

Smooth SLIDER

Default **0** · slider 0 to 1 · type -0.49 to 10

Gain SLIDER

Default **1** · slider 0 to 2 · type 0 to 10

Clip Black & White RANGE

Default **0** to **1** · slider 0 to 1

Blur SLIDER

Default **0** · slider 0 to 10 · type 0 to 200



Clip Black & White RANGE

Default **0** to **1** · slider 0 to 1

SHAPE CHECKBOX

On by default

Enable the Shape Mask for the Hue band.

Invert Shape CHECKBOX

Off by default

Skin

SKIN

HUE SLIDER

Default **0** · slider -1 to 1 · type -1 to 10

Adjust the hue of the image.

SAT SLIDER

Default **1** · slider 0 to 2 · type -1 to 10

Adjust the saturation of the image.

Subtractive CHECKBOX

Off by default

Enable subtractive saturation.

DENSITY SLIDER

Default **0** · slider -1 to 1 · type -100 to 2

Adjust the density of the image.

GAMMA SLIDER

Default **1** · slider 0.01 to 2 · type 0.01 to 100

Adjust the gamma of the image.

GAIN SLIDER

Default **1** · slider 0.01 to 2 · type 0.01 to 100

Adjust the gain of the image (always linear).

R SLIDER

Default **1** · slider 0.01 to 2 · type 0.01 to 100

Adjust the Red gain of the image.

G SLIDER

Default **1** · slider 0.01 to 2 · type 0.01 to 100

Adjust the Green gain of the image.

B SLIDER

Default **1** · slider 0.01 to 2 · type 0.01 to 100

Adjust the Blue gain of the image.

RGB Density CHECKBOX

Off by default

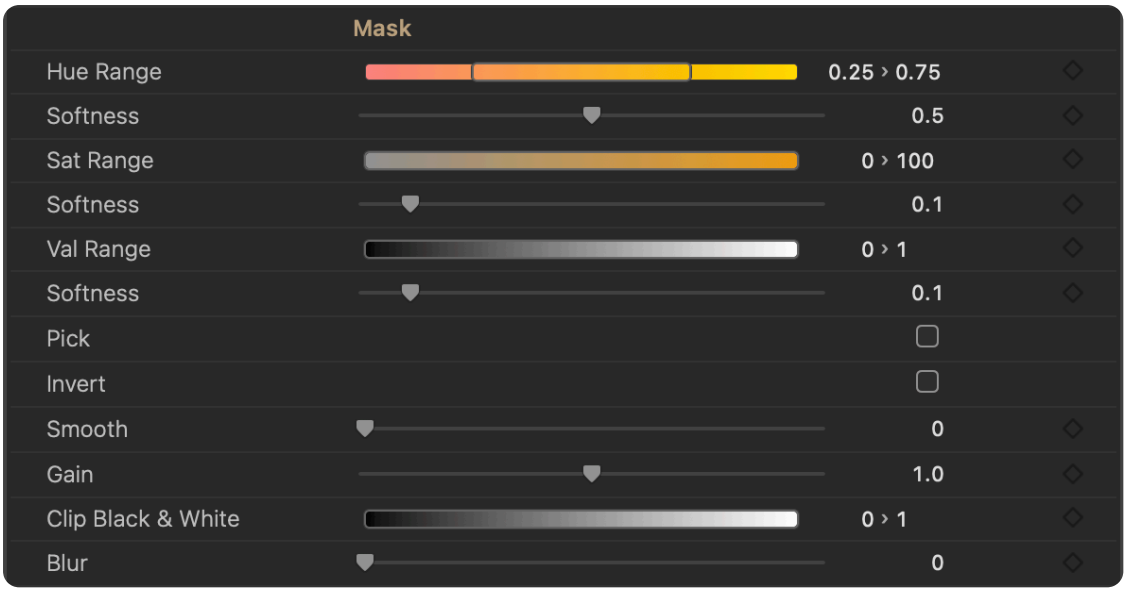
Switches Density to using RGB gain rather than value/luminance channel of the color model.

Density Saturation SLIDER

Default **0.5** · slider 0 to 1 · type 0 to 2

Adjusts how much the Density slider changes saturation.

Mask



Hue Range RANGE

Default **0.25** to **0.75** · slider 0 to 1 · type -5 to 5

Softness SLIDER

Default **0.5** · slider 0 to 1 · type 0 to 10

Sat Range RANGE

Default **0** to **100** · slider 0 to 100 · type -100 to 10000

Softness SLIDER

Default **0.1** · 0 to 1

Val Range RANGE

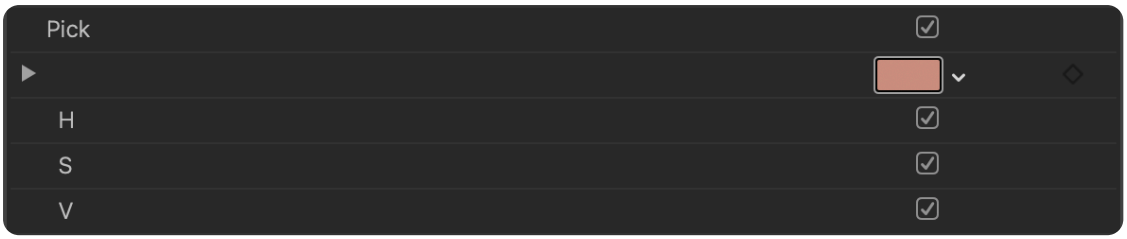
Default **0** to **1** · slider 0 to 1 · type -10 to 100

Softness SLIDER

Default **0.1** · 0 to 1

Pick CHECKBOX

Off by default



Enable to pick a color from the image. The hue, saturation and value of the pick is then mapped to the centre of the Hue Range, Sat Range and Val Range sliders, overriding the settings in the Configure

H CHECKBOX

On by default

When disabled the hue of the pick is not used for the midpoint of the Hue Range slider and the setting in the Configuration group is used.

Visible when Pick and Refine Mask is enabled.

S CHECKBOX

On by default

When disabled the saturation of the pick is not used for the midpoint of the Sat Range slider and the setting in the Configuration group is used.

Visible when Pick and Refine Mask is enabled.

V CHECKBOX

On by default

When disabled the value of the pick is not used for the midpoint of the Val Range slider and the setting in the Configuration group is used.

Visible when Pick and Refine Mask is enabled.

Invert CHECKBOX

Off by default

Invert the mask.

Smooth SLIDER

Default **0** · slider 0 to 1 · type -0.49 to 10

Gain SLIDER

Default **1** · slider 0 to 2 · type 0 to 10

Clip Black & White RANGE

Default **0** to **1** · slider 0 to 1

Blur SLIDER

Default **0** · slider 0 to 10 · type 0 to 200



Clip Black & White RANGE

Default **0** to **1** · slider 0 to 1

SHAPE CHECKBOX

On by default

Enable the Shape Mask for the Hue band.

Invert Shape CHECKBOX

Off by default

Yellow

YELLOW

HUE SLIDER

Default **0** · slider -1 to 1 · type -1 to 10

Adjust the hue of the image.

SAT SLIDER

Default **1** · slider 0 to 2 · type -1 to 10

Adjust the saturation of the image.

Subtractive CHECKBOX

Off by default

Enable subtractive saturation.

DENSITY SLIDER

Default **0** · slider -1 to 1 · type -100 to 2

Adjust the density of the image.

GAMMA SLIDER

Default **1** · slider 0.01 to 2 · type 0.01 to 100

Adjust the gamma of the image.

GAIN SLIDER

Default **1** · slider 0.01 to 2 · type 0.01 to 100

Adjust the gain of the image (always linear).

R SLIDER

Default **1** · slider 0.01 to 2 · type 0.01 to 100

Adjust the Red gain of the image.

G SLIDER

Default **1** · slider 0.01 to 2 · type 0.01 to 100

Adjust the Green gain of the image.

B SLIDER

Default **1** · slider 0.01 to 2 · type 0.01 to 100

Adjust the Blue gain of the image.

RGB Density CHECKBOX

Off by default

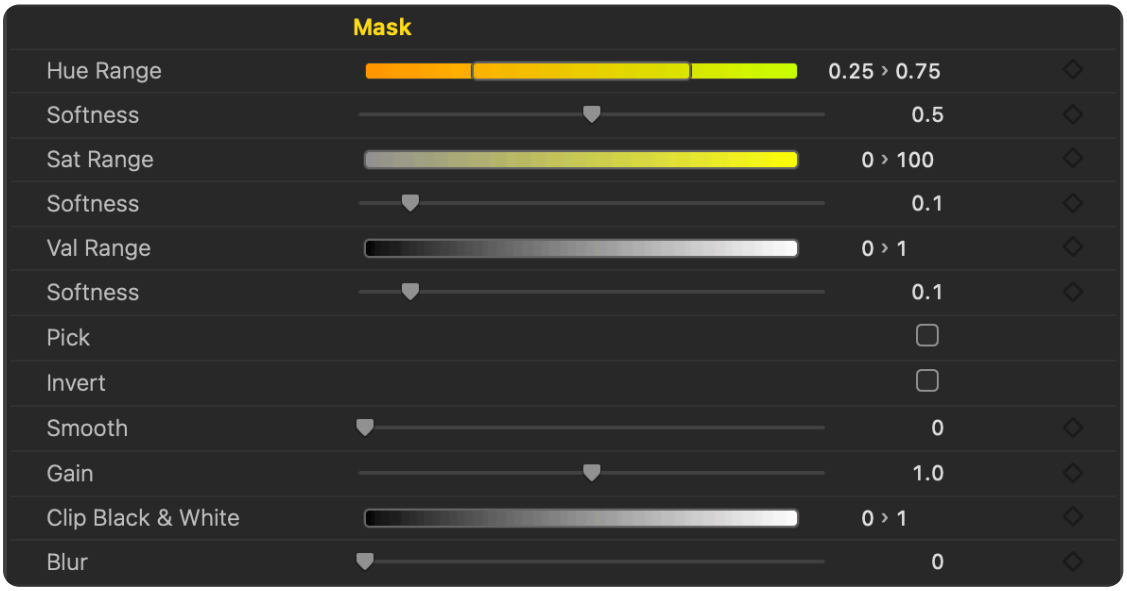
Switches Density to using RGB gain rather than value/luminance channel of the color model.

Density Saturation SLIDER

Default **0.5** · slider 0 to 1 · type 0 to 2

Adjusts how much the Density slider changes saturation.

Mask



Hue Range RANGE

Default **0.25** to **0.75** · slider 0 to 1 · type -5 to 5

Softness SLIDER

Default **0.5** · slider 0 to 1 · type 0 to 10

Sat Range RANGE

Default **0** to **100** · slider 0 to 100 · type -100 to 10000

Softness SLIDER

Default **0.1** · 0 to 1

Val Range RANGE

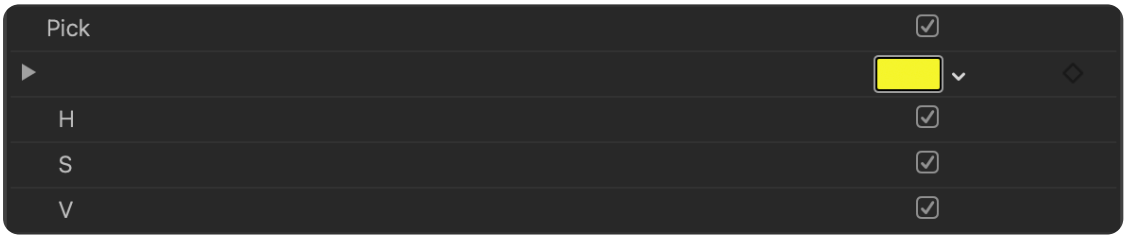
Default **0** to **1** · slider 0 to 1 · type -10 to 100

Softness SLIDER

Default **0.1** · 0 to 1

Pick CHECKBOX

Off by default



Enable to pick a color from the image. The hue, saturation and value of the pick is then mapped to the centre of the Hue Range, Sat Range and Val Range sliders, overriding the settings in the Configure

H CHECKBOX

On by default

When disabled the hue of the pick is not used for the midpoint of the Hue Range slider and the setting in the Configuration group is used.

Visible when Pick and Refine Mask is enabled.

S CHECKBOX

On by default

When disabled the saturation of the pick is not used for the midpoint of the Sat Range slider and the setting in the Configuration group is used.

Visible when Pick and Refine Mask is enabled.

V CHECKBOX

On by default

When disabled the value of the pick is not used for the midpoint of the Val Range slider and the setting in the Configuration group is used.

Visible when Pick and Refine Mask is enabled.

Invert CHECKBOX

Off by default

Invert the mask.

Smooth SLIDER

Default **0** · slider 0 to 1 · type -0.49 to 10

Gain SLIDER

Default **1** · slider 0 to 2 · type 0 to 10

Clip Black & White RANGE

Default **0** to **1** · slider 0 to 1

Blur SLIDER

Default **0** · slider 0 to 10 · type 0 to 200



Clip Black & White RANGE

Default **0** to **1** · slider 0 to 1

SHAPE CHECKBOX

On by default

Invert Shape CHECKBOX

Off by default

Green

GREEN

HUE SLIDER

Default **0** · slider -1 to 1 · type -1 to 10

Adjust the hue of the image.

SAT SLIDER

Default **1** · slider 0 to 2 · type -1 to 10

Adjust the saturation of the image.

Subtractive CHECKBOX

Off by default

Enable subtractive saturation.

DENSITY SLIDER

Default **0** · slider -1 to 1 · type -100 to 2

Adjust the density of the image.

GAMMA SLIDER

Default **1** · slider 0.01 to 2 · type 0.01 to 100

Adjust the gamma of the image.

GAIN SLIDER

Default **1** · slider 0.01 to 2 · type 0.01 to 100

Adjust the gain of the image (always linear).

R SLIDER

Default **1** · slider 0.01 to 2 · type 0.01 to 100

Adjust the Red gain of the image.

G SLIDER

Default **1** · slider 0.01 to 2 · type 0.01 to 100

Adjust the Green gain of the image.

B SLIDER

Default **1** · slider 0.01 to 2 · type 0.01 to 100

Adjust the Blue gain of the image.

RGB Density CHECKBOX

Off by default

Switches Density to using RGB gain rather than value/luminance channel of the color model.

Density Saturation SLIDER

Default **0.5** · slider 0 to 1 · type 0 to 2

Adjusts how much the Density slider changes saturation.

Mask



Hue Range RANGE

Default **0.25** to **0.75** · slider 0 to 1 · type -5 to 5

Softness SLIDER

Default **0.5** · slider 0 to 1 · type 0 to 10

Sat Range RANGE

Default **0** to **100** · slider 0 to 100 · type -100 to 10000

Softness SLIDER

Default **0.1** · 0 to 1

Val Range RANGE

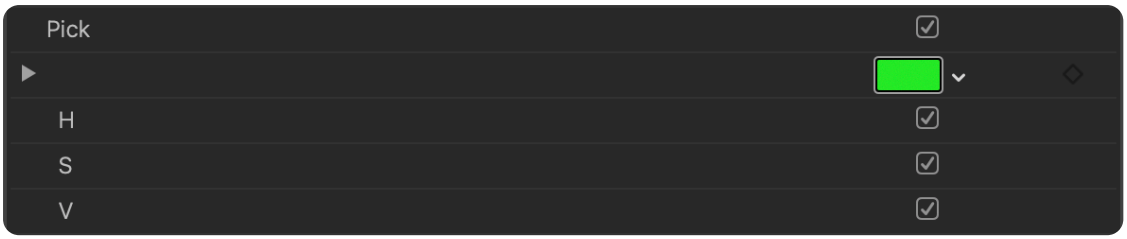
Default **0** to **1** · slider 0 to 1 · type -10 to 100

Softness SLIDER

Default **0.1** · 0 to 1

Pick CHECKBOX

Off by default



Enable to pick a color from the image. The hue, saturation and value of the pick is then mapped to the centre of the Hue Range, Sat Range and Val Range sliders, overriding the settings in the Configure

H CHECKBOX

On by default

When disabled the hue of the pick is not used for the midpoint of the Hue Range slider and the setting in the Configuration group is used.

Visible when Pick and Refine Mask is enabled.

S CHECKBOX

On by default

When disabled the saturation of the pick is not used for the midpoint of the Sat Range slider and the setting in the Configuration group is used.

Visible when Pick and Refine Mask is enabled.

V CHECKBOX

On by default

When disabled the value of the pick is not used for the midpoint of the Val Range slider and the setting in the Configuration group is used.

Visible when Pick and Refine Mask is enabled.

Invert CHECKBOX

Off by default

Invert the mask.

Smooth SLIDER

Default **0** · slider 0 to 1 · type -0.49 to 10

Gain SLIDER

Default **1** · slider 0 to 2 · type 0 to 10

Clip Black & White RANGE

Default **0** to **1** · slider 0 to 1

Blur SLIDER

Default **0** · slider 0 to 10 · type 0 to 200



Clip Black & White RANGE

Default **0** to **1** · slider 0 to 1

SHAPE CHECKBOX

On by default

Enable the Shape Mask for the Hue band.

Invert Shape CHECKBOX

Off by default

Cyan

CYAN

HUE SLIDER

Default **0** · slider -1 to 1 · type -1 to 10

Adjust the hue of the image.

SAT SLIDER

Default **1** · slider 0 to 2 · type -1 to 10

Adjust the saturation of the image.

Subtractive CHECKBOX

Off by default

Enable subtractive saturation.

DENSITY SLIDER

Default **0** · slider -1 to 1 · type -100 to 2

Adjust the density of the image.

GAMMA SLIDER

Default **1** · slider 0.01 to 2 · type 0.01 to 100

Adjust the gamma of the image.

GAIN SLIDER

Default **1** · slider 0 to 2 · type -∞ to +∞

Adjust the gain of the image (always linear).

R SLIDER

Default **1** · slider 0.01 to 2 · type 0.01 to 100

Adjust the Red gain of the image.

G SLIDER

Default **1** · slider 0.01 to 2 · type 0.01 to 100

Adjust the Green gain of the image.

B SLIDER

Default **1** · slider 0.01 to 2 · type 0.01 to 100

Adjust the Blue gain of the image.

RGB Density CHECKBOX

Off by default

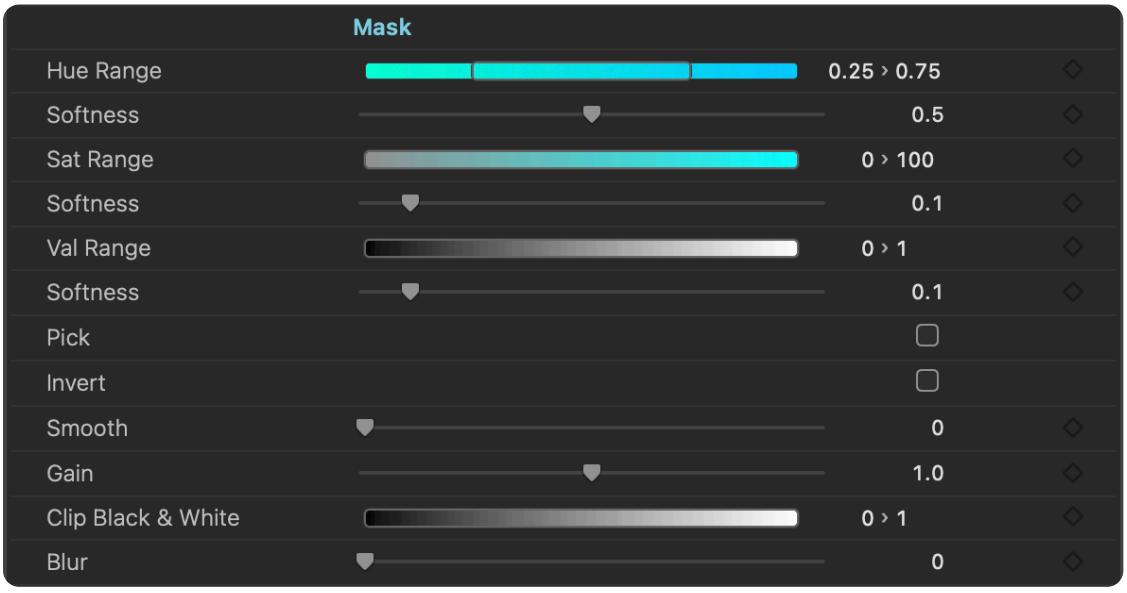
Switches Density to using RGB gain rather than value/luminance channel of the color model.

Density Saturation SLIDER

Default **0.5** · slider 0 to 1 · type 0 to 2

Adjusts how much the Density slider changes saturation.

Mask



Hue Range RANGE

Default **0.25** to **0.75** · slider 0 to 1 · type -5 to 5

Softness SLIDER

Default **0.5** · slider 0 to 1 · type 0 to 10

Sat Range RANGE

Default **0** to **100** · slider 0 to 100 · type -100 to 10000

Softness SLIDER

Default **0.1** · 0 to 1

Val Range RANGE

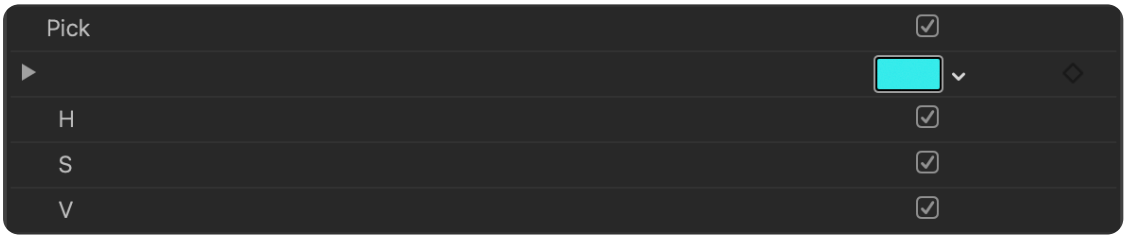
Default **0** to **1** · slider 0 to 1 · type -10 to 100

Softness SLIDER

Default **0.1** · 0 to 1

Pick CHECKBOX

Off by default



Enable to pick a color from the image. The hue, saturation and value of the pick is then mapped to the centre of the Hue Range, Sat Range and Val Range sliders, overriding the settings in the Configure

H CHECKBOX

On by default

When disabled the hue of the pick is not used for the midpoint of the Hue Range slider and the setting in the Configuration group is used.

Visible when Pick and Refine Mask is enabled.

S CHECKBOX

On by default

When disabled the saturation of the pick is not used for the midpoint of the Sat Range slider and the setting in the Configuration group is used.

Visible when Pick and Refine Mask is enabled.

V CHECKBOX

On by default

When disabled the value of the pick is not used for the midpoint of the Val Range slider and the setting in the Configuration group is used.

Visible when Pick and Refine Mask is enabled.

Invert CHECKBOX

Off by default

Invert the mask.

Smooth SLIDER

Default **0** · slider 0 to 1 · type -0.49 to 10

Gain SLIDER

Default **1** · slider 0 to 2 · type 0 to 10

Clip Black & White RANGE

Default **0** to **1** · slider 0 to 1

Blur SLIDER

Default **0** · slider 0 to 10 · type 0 to 200



Clip Black & White RANGE

Default **0** to **1** · slider 0 to 1

SHAPE CHECKBOX

On by default

Enable the Shape Mask for the Hue band.

Invert Shape CHECKBOX

Off by default

Blue

BLUE

HUE SLIDER

Default **0** · slider -1 to 1 · type -1 to 10

Adjust the hue of the image.

SAT SLIDER

Default **1** · slider 0 to 2 · type -1 to 10

Adjust the saturation of the image.

Subtractive CHECKBOX

Off by default

Enable subtractive saturation.

DENSITY SLIDER

Default **0** · slider -1 to 1 · type -100 to 2

Adjust the density of the image.

GAMMA SLIDER

Default **1** · slider 0.01 to 2 · type 0.01 to 100

Adjust the gamma of the image.

GAIN SLIDER

Default **1** · slider 0.01 to 2 · type 0.01 to 100

Adjust the gain of the image (always linear).

R SLIDER

Default **1** · slider 0.01 to 2 · type 0.01 to 100

Adjust the Red gain of the image.

G SLIDER

Default **1** · slider 0.01 to 2 · type 0.01 to 100

Adjust the Green gain of the image.

B SLIDER

Default **1** · slider 0.01 to 2 · type 0.01 to 100

Adjust the Blue gain of the image.

RGB Density CHECKBOX

Off by default

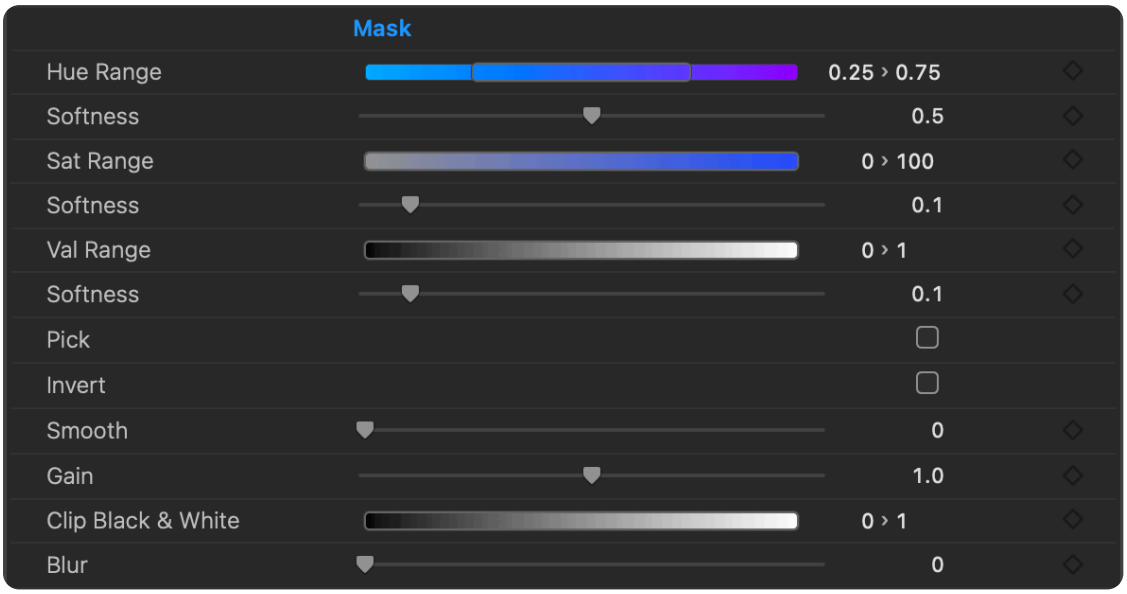
Switches Density to using RGB gain rather than value/luminance channel of the color model.

Density Saturation SLIDER

Default **0.5** · slider 0 to 1 · type 0 to 2

Adjusts how much the Density slider changes saturation.

Mask



Hue Range RANGE

Default **0.25** to **0.75** · slider 0 to 1 · type -5 to 5

Softness SLIDER

Default **0.5** · slider 0 to 1 · type 0 to 10

Sat Range RANGE

Default **0** to **100** · slider 0 to 100 · type -100 to 10000

Softness SLIDER

Default **0.1** · 0 to 1

Val Range RANGE

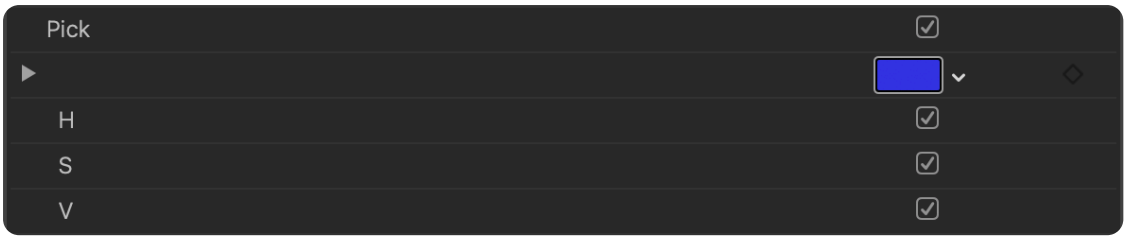
Default **0** to **1** · slider 0 to 1 · type -10 to 100

Softness SLIDER

Default **0.1** · 0 to 1

Pick CHECKBOX

Off by default



Enable to pick a color from the image. The hue, saturation and value of the pick is then mapped to the centre of the Hue Range, Sat Range and Val Range sliders, overriding the settings in the Configure

H CHECKBOX

On by default

When disabled the hue of the pick is not used for the midpoint of the Hue Range slider and the setting in the Configuration group is used.

Visible when Pick and Refine Mask is enabled.

S CHECKBOX

On by default

When disabled the saturation of the pick is not used for the midpoint of the Sat Range slider and the setting in the Configuration group is used.

Visible when Pick and Refine Mask is enabled.

V CHECKBOX

On by default

When disabled the value of the pick is not used for the midpoint of the Val Range slider and the setting in the Configuration group is used.

Visible when Pick and Refine Mask is enabled.

Invert CHECKBOX

Off by default

Invert the mask.

Smooth SLIDER

Default **0** · slider 0 to 1 · type -0.49 to 10

Gain SLIDER

Default **1** · slider 0 to 2 · type 0 to 10

Clip Black & White RANGE

Default **0** to **1** · slider 0 to 1

Blur SLIDER

Default **0** · slider 0 to 10 · type 0 to 200



Clip Black & White RANGE

Default **0** to **1** · slider 0 to 1

SHAPE CHECKBOX

On by default

Enable the Shape Mask for the Hue band.

Invert Shape CHECKBOX

Off by default

Magenta

MAGENTA

HUE SLIDER

Default **0** · slider -1 to 1 · type -1 to 10

Adjust the hue of the image.

SAT SLIDER

Default **1** · slider 0 to 2 · type -1 to 10

Adjust the saturation of the image.

Subtractive CHECKBOX

Off by default

Enable subtractive saturation.

DENSITY SLIDER

Default **0** · slider -1 to 1 · type -100 to 2

Adjust the density of the image.

GAMMA SLIDER

Default **1** · slider 0.01 to 2 · type 0.01 to 100

Adjust the gamma of the image.

GAIN SLIDER

Default **1** · slider 0.01 to 2 · type 0.01 to 100

Adjust the gain of the image (always linear).

R SLIDER

Default **1** · slider 0.01 to 2 · type 0.01 to 100

Adjust the Red gain of the image.

G SLIDER

Default **1** · slider 0.01 to 2 · type 0.01 to 100

Adjust the Green gain of the image.

B SLIDER

Default **1** · slider 0.01 to 2 · type 0.01 to 100

Adjust the Blue gain of the image.

RGB Density CHECKBOX

Off by default

Switches Density to using RGB gain rather than value/luminance channel of the color model.

Density Saturation SLIDER

Default **0.5** · slider 0 to 1 · type -∞ to +∞

Adjusts how much the Density slider changes saturation.

Mask



Hue Range RANGE

Default **0.25** to **0.75** · slider 0 to 1 · type -5 to 5

Softness SLIDER

Default **0.5** · slider 0 to 1 · type 0 to 10

Sat Range RANGE

Default **0** to **100** · slider 0 to 100 · type -100 to 10000

Softness SLIDER

Default **0.1** · 0 to 1

Val Range RANGE

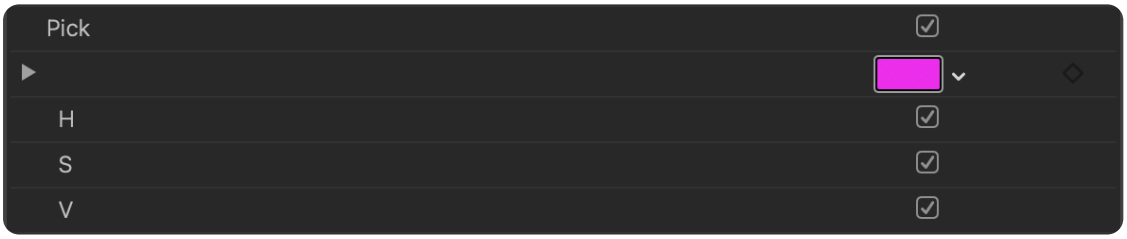
Default **0** to **1** · slider 0 to 1 · type -10 to 100

Softness SLIDER

Default **0.1** · 0 to 1

Pick CHECKBOX

Off by default



Enable to pick a color from the image. The hue, saturation and value of the pick is then mapped to the centre of the Hue Range, Sat Range and Val Range sliders, overriding the settings in the Configure

H CHECKBOX

On by default

When disabled the hue of the pick is not used for the midpoint of the Hue Range slider and the setting in the Configuration group is used.

Visible when Pick and Refine Mask is enabled.

S CHECKBOX

On by default

When disabled the saturation of the pick is not used for the midpoint of the Sat Range slider and the setting in the Configuration group is used.

Visible when Pick and Refine Mask is enabled.

V CHECKBOX

On by default

When disabled the value of the pick is not used for the midpoint of the Val Range slider and the setting in the Configuration group is used.

Visible when Pick and Refine Mask is enabled.

Invert CHECKBOX

Off by default

Invert the mask.

Smooth SLIDER

Default **0** · slider 0 to 1 · type -0.49 to 10

Gain SLIDER

Default **1** · slider 0 to 2 · type 0 to 10

Clip Black & White RANGE

Default **0** to **1** · slider 0 to 1

Blur SLIDER

Default **0** · slider 0 to 10 · type 0 to 200



Clip Black & White RANGE

Default **0** to **1** · slider 0 to 1

SHAPE CHECKBOX

On by default

Enable the Shape Mask for the Hue band.

Invert Shape CHECKBOX

Off by default

Grey

GREY

HUE SLIDER

Default **0** · slider -1 to 1 · type -1 to 10

Adjust the hue of the image.

SAT SLIDER

Default **1** · slider 0 to 2 · type -1 to 10

Adjust the saturation of the image.

Subtractive CHECKBOX

Off by default

Enable subtractive saturation.

DENSITY SLIDER

Default **0** · slider -1 to 1 · type -100 to 2

Adjust the density of the image.

GAMMA SLIDER

Default **1** · slider 0.01 to 2 · type 0.01 to 100

Adjust the gamma of the image.

GAIN SLIDER

Default **1** · slider 0.01 to 2 · type 0.01 to 100

Adjust the gain of the image (always linear).

R SLIDER

Default **1** · slider 0.01 to 2 · type 0.01 to 100

Adjust the Red gain of the image.

G SLIDER

Default **1** · slider 0.01 to 2 · type 0.01 to 100

Adjust the Green gain of the image.

B SLIDER

Default **1** · slider 0.01 to 2 · type 0.01 to 100

Adjust the Blue gain of the image.

RGB Density CHECKBOX

Off by default

Switches Density to using RGB gain rather than value/luminance channel of the color model.

Density Saturation SLIDER

Default **0.5** · slider 0 to 1 · type 0 to 2

Adjusts how much the Density slider changes Saturation.

Mask



Hue Range RANGE

Default **0** to **1** · slider 0 to 1 · type -5 to 5

Softness SLIDER

Default **0.5** · slider 0 to 1 · type 0 to 10

Sat Range RANGE

Default **0** to **5** · slider 0 to 100 · type -100 to 10000

Softness SLIDER

Default **0.1** · 0 to 1

Val Range RANGE

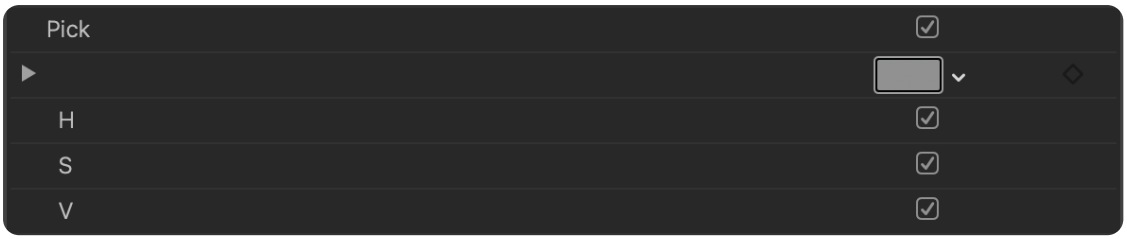
Default **0** to **1** · slider 0 to 1 · type -10 to 100

Softness SLIDER

Default **0.1** · 0 to 1

Pick CHECKBOX

Off by default



Enable to pick a color from the image. The hue, saturation and value of the pick is then mapped to the centre of the Hue Range, Sat Range and Val Range sliders, overriding the settings in the Configure

H CHECKBOX

On by default

When disabled the hue of the pick is not used for the midpoint of the Hue Range slider and the setting in the Configuration group is used.

Visible when Pick and Refine Mask is enabled.

S CHECKBOX

On by default

When disabled the saturation of the pick is not used for the midpoint of the Sat Range slider and the setting in the Configuration group is used.

Visible when Pick and Refine Mask is enabled.

V CHECKBOX

On by default

When disabled the value of the pick is not used for the midpoint of the Val Range slider and the setting in the Configuration group is used.

Visible when Pick and Refine Mask is enabled.

Invert CHECKBOX

Off by default

Invert the mask.

Smooth SLIDER

Default **0** · slider 0 to 1 · type -0.49 to 10

Gain SLIDER

Default **1** · slider 0 to 2 · type 0 to 10

Clip Black & White RANGE

Default **0** to **1** · slider 0 to 1

Blur SLIDER

Default **0** · slider 0 to 10 · type 0 to 200



Clip Black & White RANGE

Default **0** to **1** · slider 0 to 1

SHAPE CHECKBOX

On by default

Enable the Shape Mask for the Hue band.

Invert Shape CHECKBOX

Off by default

SHAPE

Roundness SLIDER

Default **0** · slider 0 to 1 · type -∞ to +∞

Softness SLIDER

Default **0.2** · slider 0 to 1 · type 0 to 2

Gain SLIDER

Default **1** · slider 0 to 2 · type 0 to 100

Angle ANGLE

Default **0°**

Shape ONSCREEN RECTANGLE

Drag it in the viewer: Onscreen Controls

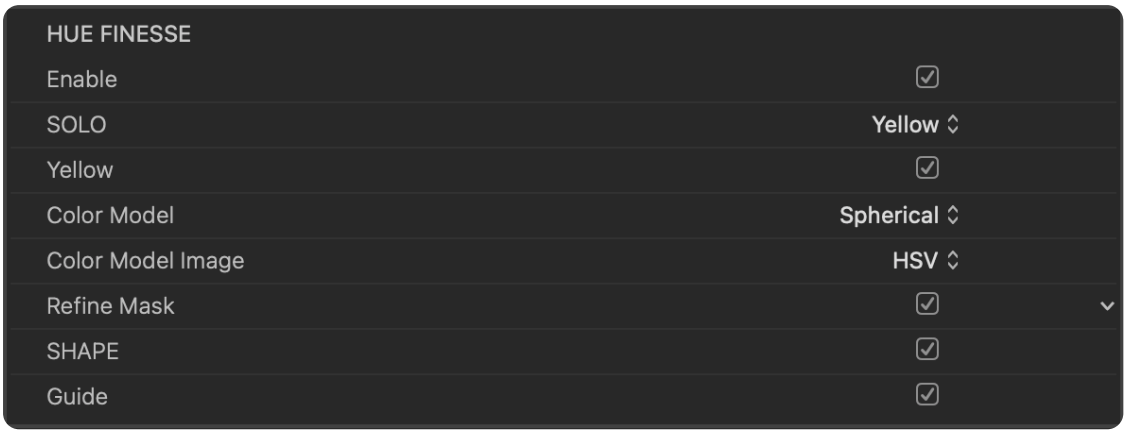
Configure

Configure Presets PRESETS MENU

Saves and loads the controls of the **Configure** group. Presets made in one host open in every other.
Working with presets

Color Model Image CHECKBOX

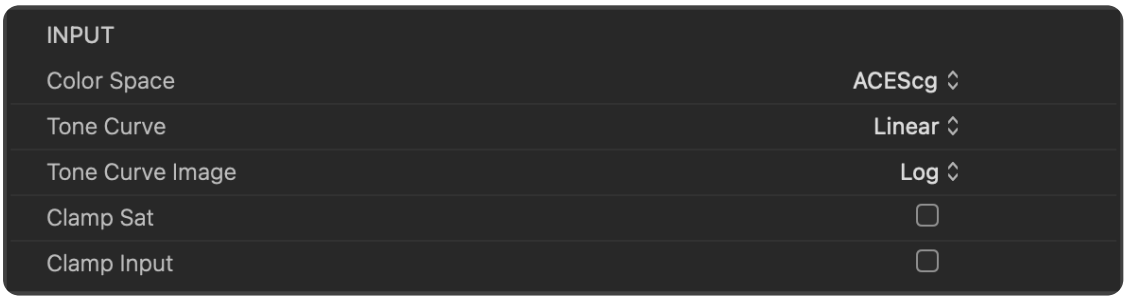
Off by default



When enabled a second Color Model menu appears in the HUE FINESSE group - Color Model Image. This sets the model used for image processing while the existing Color Model menu continues to set the model used for the masks.

Tone Curve Image CHECKBOX

Off by default



When enabled a second Tone Curve menu appears in the INPUT group - Tone Curve Image. This sets the tone curve used for image processing while the existing Tone Curve menu continues to set the tone curve used for the masks.

Masks

H Tolerance SLIDER

Default **36** · slider 1 to 72 · type 0 to 360

H Softness SLIDER

Default **72** · slider 1 to 108 · type 0 to 360

S Tolerance SLIDER

Default **0.5** · slider 0 to 1 · type 0 to 100

V Tolerance SLIDER

Default **0.5** · slider 0 to 1 · type 0 to 100

S Target SLIDER

Default **0.5** · slider 0 to 1 · type 0 to 100

Set the default value for the midpoint of the Mask Sat Range sliders.

V Target SLIDER

Default **0.5** · slider 0 to 1 · type 0 to 100

Set the default value for the midpoint of the Mask Val Range sliders.

Grey H Target SLIDER

Default **180** · 0 to 360

Set the midpoint of the Hue used in the Grey Hue Range slider.

Changing this settings allows you to use the Grey band like the other hue bands and target a specific hue.

Grey H Tolerance SLIDER

Default **180** · slider 0 to 180 · type 0 to 360

Set the tolerance of Hue used in the Grey Hue Range slider. By default it encompasses all Hues.

Changing this setting allows you to use the Grey band like the other hue bands and target a specific hue.

Image Processing

HUE Band SLIDER

Default **36** · slider 1 to 72 · type 0 to 360

Sets the default range of the HUE sliders.

SAT Strength SLIDER

Default **1** · slider 0.01 to 1 · type 0 to 2

Sets the strength of the Saturation sliders.

Linearity SLIDER

Default **0.5** · slider 0.01 to 1 · type 0.01 to 2

Adjusts the response curve of the Saturation sliders. A lower value results in smaller changes when you first move the slider and greater changes near the end of the slider range.

DENSITY Strength SLIDER

Default **0.5** · slider 0.01 to 1 · type 0 to 2

Sets the strength of the Density sliders.

Linearity SLIDER

Default **0.5** · slider 0.01 to 1 · type 0.01 to 2

Adjusts the response curve of the Density sliders. A lower value results in smaller changes when you first move the slider and greater changes near the end of the slider range.

GAMMA Strength SLIDER

Default **1** · slider 0.01 to 1 · type 0 to 2

Sets the strength of the Gamma sliders.

Linearity SLIDER

Default **0.5** · slider 0.01 to 1 · type 0.01 to 2

Adjusts the response curve of the Gamma sliders. A lower value results in smaller changes when you first move the slider and greater changes near the end of the slider range.

GAIN Strength SLIDER

Default **1** · slider 0.01 to 1 · type 0 to 2

Sets the strength of the Gain sliders.

Linearity SLIDER

Default **0.5** · slider 0.01 to 1 · type 0.01 to 2

Adjusts the response curve of the Gain sliders. A lower value results in smaller changes when you first move the slider and greater changes near the end of the slider range.

LIFT Strength SLIDER

Default **0.5** · slider 0.01 to 1 · type 0 to 2

Sets the strength of the Lift sliders in Primary Correction.

Linearity SLIDER

Default **0.5** · slider 0.01 to 1 · type 0.01 to 2

Adjusts the response curve of the Lift sliders in Primary Correction. A lower value results in smaller changes when you first move the slider and greater changes near the end of the slider range.

OFFSET Strength SLIDER

Default **0.25** · slider 0.01 to 1 · type 0 to 2

Sets the strength of the Offset sliders in Primary Correction.

Linearity SLIDER

Default **0.5** · slider 0.01 to 1 · type 0.01 to 2

Adjusts the response curve of the Offset sliders in Primary Correction. A lower value results in smaller changes when you first move the slider and greater changes near the end of the slider range.

SMH Strength SLIDER

Default **0.5** · slider 0.01 to 1 · type 0 to 2

Sets the strength of the Shadows, Midtones and Highlights sliders in Primary Correction.

Linearity SLIDER

Default **0.5** · slider 0.01 to 1 · type 0.01 to 2

Adjusts the response curve of the Shadows, Midtones and Highlights sliders in Primary Correction. A lower value results in smaller changes when you first move the slider and greater changes near the end of the slider range.

SMH Mode MENU

Default **Gain**

Select the process used by the Shadows, Midtones and Highlights sliders in Primary Correction.

▶ 2 choices

SMH Ranges

Set the ranges used by the Shadows, Midtones and Highlights sliders and the SMH sliders for Saturation and Pre-Saturation in Primary Correction.

S Range RANGE

Default **0** to **0.5** · slider 0 to 1 · type -1 to 100

M Midpoint RANGE

Default **0.45** to **0.55** · slider 0 to 1

M Range RANGE

Default **0** to **1** · slider 0 to 1 · type -1 to 100

H Range RANGE

Default **0** to **0.9** · slider 0 to 1 · type -1 to 100

HSV Hue Targets

R SLIDER

Default **0** · 0 to 360

Sk SLIDER

Default **12.49** · 0 to 360

Y SLIDER

Default **60** · 0 to 360

G SLIDER
Default **120** · 0 to 360

C SLIDER
Default **180** · 0 to 360

B SLIDER
Default **240** · 0 to 360

M SLIDER
Default **300** · 0 to 360

Spherical Hue Targets

R SLIDER
Default **0** · 0 to 360

Sk SLIDER
Default **12.49** · 0 to 360

Y SLIDER
Default **60** · 0 to 360

G SLIDER
Default **120** · 0 to 360

C SLIDER
Default **180** · 0 to 360

B SLIDER
Default **240** · 0 to 360

M SLIDER
Default **300** · 0 to 360

OkLCH Hue Targets

R SLIDER
Default **24** · 0 to 360

Sk SLIDER
Default **36** · 0 to 360

Y SLIDER
Default **95** · 0 to 360

G SLIDER
Default **145** · 0 to 360

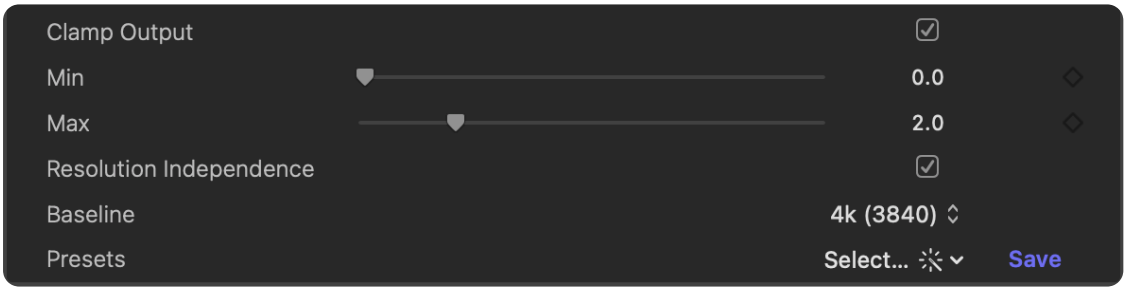
C SLIDER
Default **200** · 0 to 360

B SLIDER
Default **275** · 0 to 360

M SLIDER
Default **336** · 0 to 360

Other Controls

Clamp Output CHECKBOX
Off by default



Enable clamping of output values.

Min SLIDER
Default **0** · slider 0 to 1 · type -10 to 10

Max SLIDER
Default **2** · slider 0 to 10 · type 0 to 100

Resolution Independence CHECKBOX

On by default

RESOLUTION INDEPENDENCE

Maintain consistent effects when changing resolution.

Resolution Independent Parameters :

- Red Mask Blur
- Skin Mask Blur
- Yellow Mask Blur
- Green Mask Blur
- Cyan Mask Blur
- Blue Mask Blur
- Magenta Mask Blur
- Grey Mask Blur

The baseline parameter can be used to set the relative strength of the parameters - increasing will decrease the strength. If Resolution Independence is not enabled and you then copy and paste an instance of the plug-in to a clip with a different resolution - enable Resolution Independence on the new clip and set the baseline to the width of the first clip - this will ensure the parameter strength matches.

Baseline MENU

Default **4k (3840)**

▶ 10 choices

Width SLIDER

Default **3840** · slider 1 to 8192 · type 1 to 16384

Manually set the Resolution Independence Baseline.

Presets PRESETS MENU

Saves and loads a snapshot of every control. Presets made in one host open in every other. Working with presets

WORKING IN YOUR HOST

Onscreen Controls

Onscreen controls, such as the Shape mask's rectangle, are drawn in the viewer of Final Cut Pro and Motion, and in the Program monitor or Composition panel of Premiere Pro and After Effects when the effect is selected. Drag them to adjust the control.

Presets

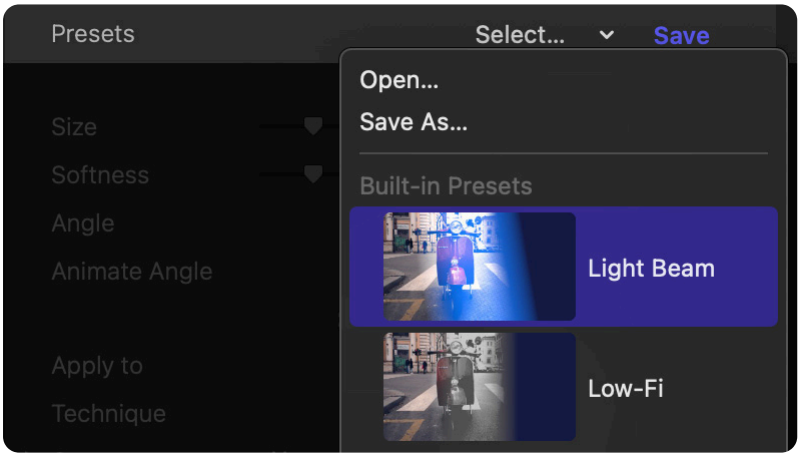
Presets are designed to make the following tasks easier for you:

- Applying one of the effect configurations included with the plug-in
- Saving current effect configuration to a file
- Loading effect configuration from a file
- Sharing effect configuration across different video applications

Most plug-ins offer only one parameter to work with presets in the inspector. The features you can access through the inspector vary from one effect to the next. This document describes the basic functionality of a presets parameter and its popup menu.

Applying a Built-in Preset

If the plug-in includes factory-made presets, they are easily accessible under the popup menu:



Built-in presets, when available, appear under the presets menu

Built-in presets may sport a thumbnail preview to make their effect more obvious. Select a preset to apply it.

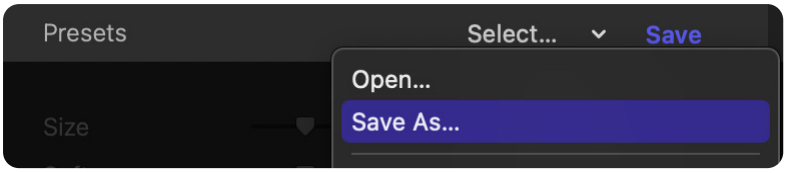
Saving a Preset

The fastest way to save current effect configuration to a file is to click the **Save** button that appears in the inspector, to the right of the popup menu:



The Save button lets you save current effect configuration to a file

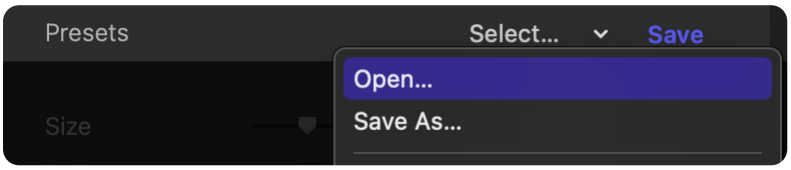
You can also save a preset by selecting the **Save As...** command under the presets menu:



The Save As... command available under the presets menu

Loading a Preset

To load a preset file, select the **Open...** command under the presets popup menu:



The Open command available under the presets menu

Select a preset created by the *same* plug-in.

Please note that some plugins offer presets in more than one location in the parameter inspector. A plugin may limit your ability to save or load preset files to the topmost parameter only. When plug-ins follow this approach, the corresponding button and menu commands may be missing.

Details on Preset File Compatibility

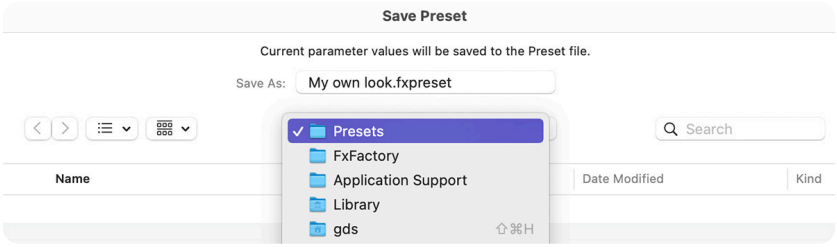
If the preset file was created by the same version of the plug-in, you can load the preset from any video applications the plug-in is available in.

For example: you can create a preset in Final Cut Pro and load it from the same plug-in in Premiere Pro.

In most cases, you can also load preset files created by previous versions of the plug-in. If a new version of the plug-in introduces significant changes to its effect configuration, you may notice that older preset files may no longer be accessible.

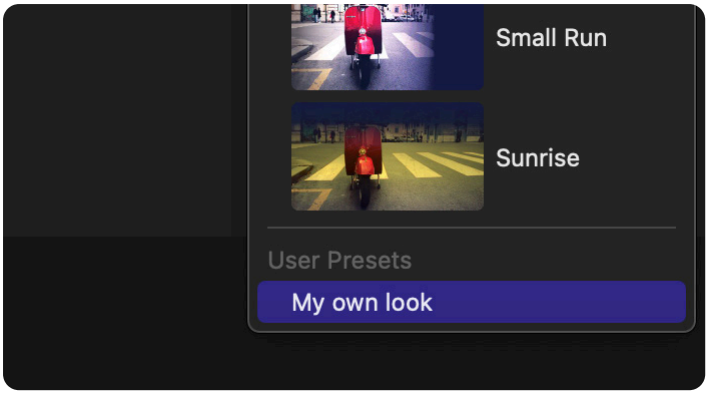
Special Features of User-created Presets

When you first ask the plug-in to save a new preset file, the location on disk will default to a special **Presets** folder located under your Home:



The default location for user-created presets

If you allow the preset file to be saved at that location, it will automatically appear under the presets popup menu, for quick access:



The newly-created preset file, accessible through the menu

The above demonstrates the advantage of saving your own preset files at this pre-defined location:

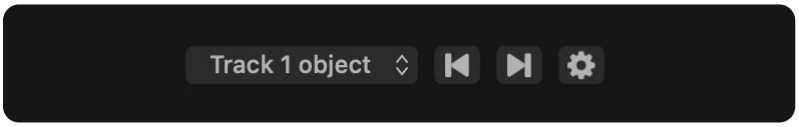
`Home → Library → Application Support → FxFactory → Presets`

Any presets located in that folder will automatically show up under the presets menu. This is not a requirement, since presets can be saved anywhere on disk and shared with other users or systems simply by copying the file.

Tracking Objects

This parameter lets you track up to **4** objects in your video. When object tracking is complete, keyframes that follow the motion of the objects over time are automatically created.

The object tracker can be controlled on-screen in Final Cut Pro and Motion:



On-screen controls for the object tracker

Identical controls are also available in the parameter inspector:



Controls available in the parameter inspector

For more information on how to display on-screen controls in the Canvas:

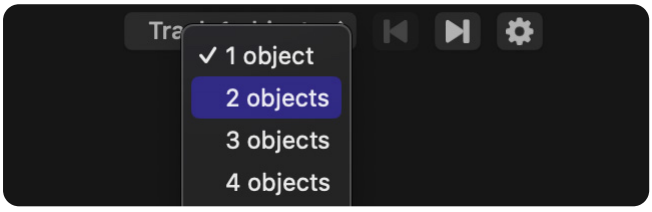
Displaying on-screen controls

Objects can be tracked forward or backward relative to the current playhead location in your timeline. In most cases, you will want to position the playhead at the start of the clip:



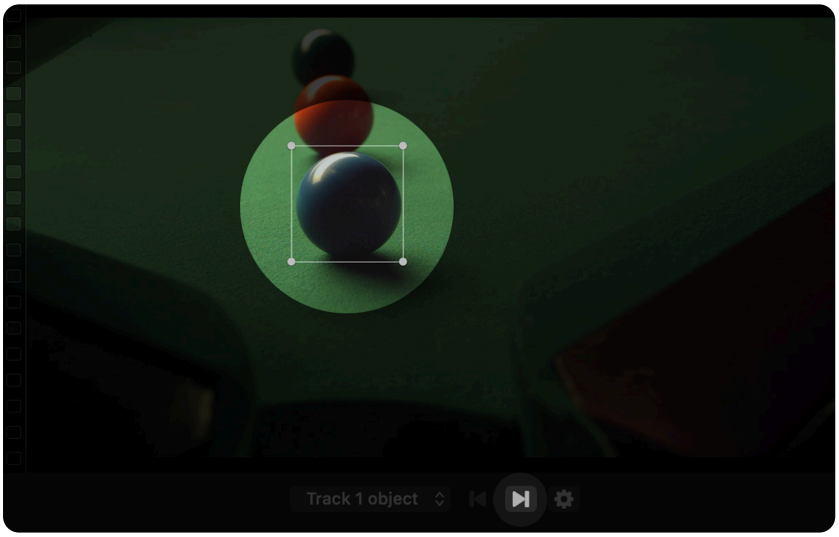
Playhead position at the start of the clip

Make sure the desired number of objects is selected under the **Tracking Objects in Video** menu to prepare for tracking:



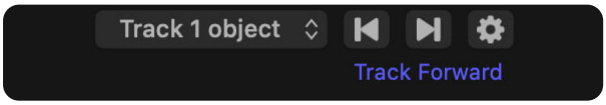
Enable one or more objects for tracking

Position and resize the region around the object to be tracked:



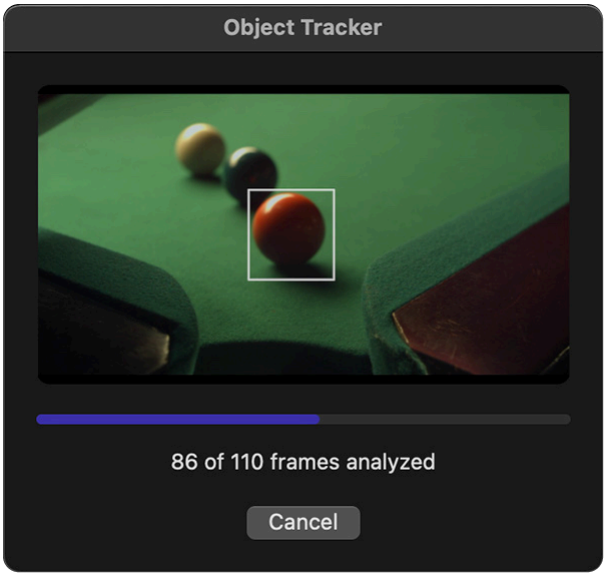
Position and resize the rectangular region around the object you wish to track

Click the **Track Forward** button to begin analysis:



The Track Forward button

A window reports progress made so far:



Object tracking status

Click the **Cancel** button if you notice that the analysis seems to be following an object *incorrectly*. Reposition and resize the region before attempting to track the same object again.

When the analysis is complete, keyframes are created to follow the objects along their path.

How can I make my own adjustments to the results?

When object tracking analysis is complete, the rectangular selection around each tracked object follows the object along its detected path.

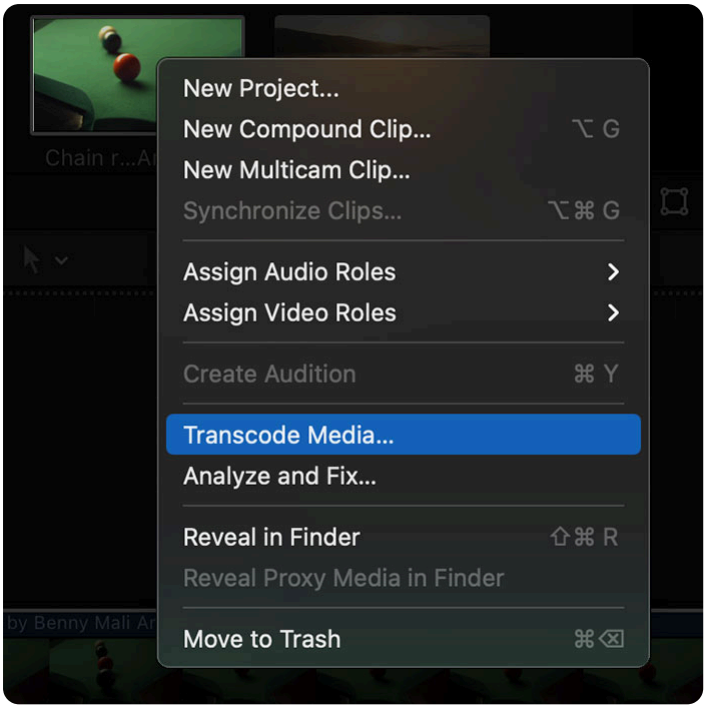
> Make sure the on-screen controls are currently visible in the Canvas in order to see and manipulate the region around each tracked object. Note that each video application has different rules for when on-screen controls are visible in the Canvas.

As you step forward or backward by a single frame, you may drag the region to the desired location. If the motion path seems to wander off by a significant amount, you can click the **Track Forward** or **Track Backward** buttons to restart the analysis *after* applying the desired corrections.

You may also step through all frames where the analysis did a poor job of tracking the object, and manually reposition the region to match the actual location of the object. This gives you the flexibility to use automatic object tracking to estimate a motion path, while making fine-grained adjustments for the perfect results.

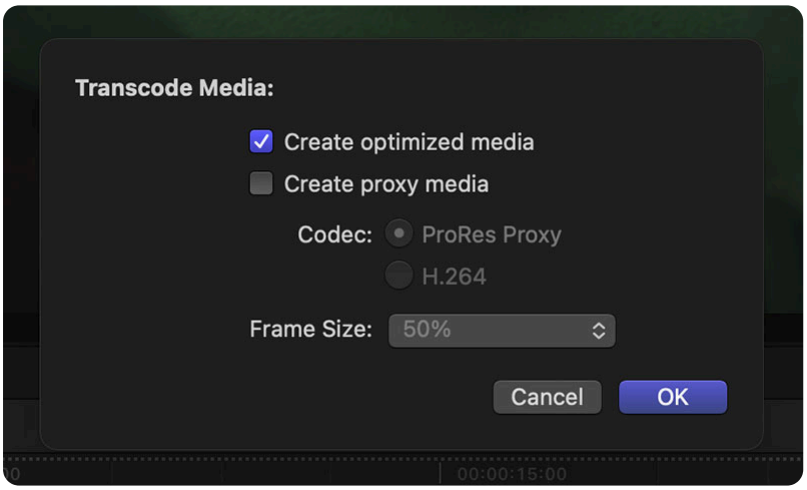
Optimised Media in Final Cut Pro

Transcoding media to **ProRES** can greatly improve performance of common tasks that involve third-party effects. Create **Optimized Media** in Final Cut Pro by right-clicking on the clip and selecting the **Transcode Media...** command:



Transcoding a clip to create Optimized Media

On the next dialog, enable the **Create optimized media** option and click the **OK** button to confirm:



If the option cannot be enabled, optimized media is already available for the selected clip.

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