

# Look Sweet plugin package

The Look Sweet group of plugins is designed to bring your footage to the next level. It consists of three plugins: **Mr. Fixit**, **Vibrance+**, and **Glamour**.



**Mr. Fixit** is the ultimate footage rescue system. What Mr. Fixit does, using some HDR photography techniques, is build the brightest possible shadows and the darkest possible highlights and allow you to mix them back into the original image without affecting the color.



**Vibrance+** gives you fine control over saturation and desaturation of your clips - it increases chroma more in the lower saturation areas, so you get a more vibrant image. You can also drag the slider negative to decrease the chroma in higher saturation areas more than lower ones. The "plus" modes are *Pastel*, which lightens the high chroma areas and makes them pale, and *Enhance*, which slightly brightens higher chroma areas so can give people an "inner glow".

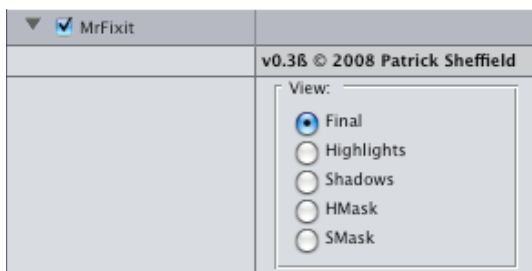


**Glamour** gives your footage the final polish. One user described it as sprinkling gold dust on everything. It's a combination of sharpening highlights and softening shadows. It can really bring dull DV footage to life.

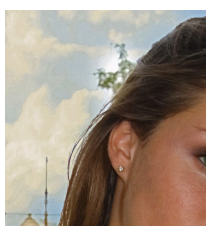
These three plugins, used separately, or synergistically in combination can take your ordinary footage to the next level and beyond.

## How to use the Look Sweet plugin package

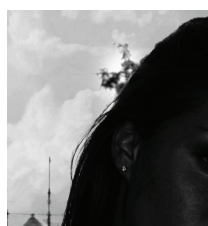
Let's start with Mr. Fixit. The Mr. Fixit plugin analyzes all color channels and produces a buffer containing the brightest shadows and another containing the darkest highlights. It then allows you to use adjustable masks to blend these luminances back into the original footage without altering the color. The controls are as follows:



First is View. Here you control what is displayed. Final is the final output. Highlights shows the constructed highlight luminance buffer, Shadows the constructed shadow buffer. HMask shows the Highlight Mask used to blend the Highlight buffer back into the original image, SMask shows the Shadow Mask used to blend the Shadow buffer back into the original image. What is displayed in these buffers is affected by the Fix Highlights/Fix Shadow check boxes described below.



Final



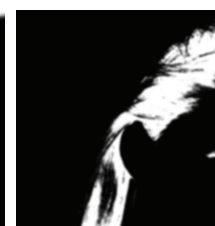
Highlights



Shadows



HMask



SMask

Highlight Controls	
Fix Highlights	<input checked="" type="checkbox"/>
Threshold	<input type="text" value="60"/>
Tolerance	<input type="text" value="22"/>
Softness	<input type="text" value="10"/>
Level	<input type="text" value="100"/>

Shadow Controls	
Fix Shadows	<input checked="" type="checkbox"/>
Threshold	<input type="text" value="60"/>
Tolerance	<input type="text" value="12"/>
Softness	<input type="text" value="4"/>
Level	<input type="text" value="56"/>

The Fix Highlights button activates the Highlight Controls section. Threshold controls what is considered a highlight. Tolerance controls the range of what is considered a highlight. Softness blurs the Mask. Level controls what percentage of the Highlight buffer is used.

The Fix Shadows button activates the Shadow Controls section. Threshold controls what is considered a shadow. Tolerance controls the range of what is considered a shadow. Softness blurs the Mask. Level controls what percentage of the Shadow buffer is used.

Next is **Vibrance+**. Vibrance+ lets you increase or decrease the chroma selectively - increasing it more in lower saturation areas of the clip or decreasing it more in higher saturation areas of your clip. It does all this by building a Chroma Map - which you can display and see how your settings alter it. Vibrance+ has 2 additional "bonus" modes. First is Pastel, which lightens the high chroma areas, making them pale, second is Enhance which brightens slightly high chroma areas. This can be used to give people an "inner glow". The controls are as follows:

v0.1B © 2008 Patrick Sheffield	
Do:	<input type="text" value="Vibrance"/>
Level	<input type="text" value="74"/>
Intensify	<input type="text" value="38"/>

Level	<input type="text" value="100"/>
-------	----------------------------------

Intensify	<input type="text" value="71"/>
-----------	---------------------------------

Soften Chroma Map	<input type="text" value="2"/>
-------------------	--------------------------------

Do: lets you select the mode that Vibrance+ will operate in.



Level affects how strong the effect is. Positive enhances the chroma in Vibrance mode, Negative desaturates. In the other modes, positive and negative have the same effect.

Intensity affects the strength of the chroma map, so lets you control the regions affected.

Soften Chroma Map blurs the chroma map - this is most useful in the Pastel and Enhance modes.

Finally is **Glamour**. The Glamour filter does a combination of sharpening highlights and softening shadows to give your footage a fine hand-rubbed polish.

v1.0 © 2008 Patrick Sheffield	
Sharpen	<input type="text" value="75"/>
Smooth	<input type="text" value="10"/>
Multiplier	<input type="text" value="1"/>
Amount	<input type="text" value="100"/>
Preserve Alpha	<input type="checkbox"/>

Sharpen controls the mix of the sharpened highlights.

Smooth controls how much the smooth is blurred.

Multiplier is a kind of feedback loop and intensifies the effect.

Amount controls a mix of the affected and original image.

Preserve Alpha copies the alpha channel from the source image.