



## Image Control Menu



### About Image Control Effects

Two of the Image Control effects let you adjust the color and tone of an image. The other two help you create masks from images that don't already have something in the alpha channel.

The Image Control menu has four Final Effects Complete plug-ins:

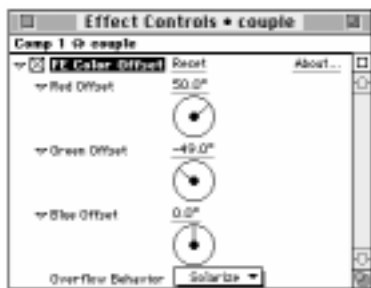
- FE Color Offset
- FE Threshold
- FE Threshold RGB
- FE Toner



## FE Color Offset

FE Color Offset allows you to rotate the value of each color channel. The rotation starting point is the original value for that color channel.

### FE Color Controls



*Use the FE Color controls to set the red, green and blue channel offsets.*

### Red Offset, Green Offset, Blue Offset

Use these controls to set the rotation value for each color channel. You can create effects that use just one color channel, or you can combine two or three.

### Overflow Behavior

Use the Overflow Behavior pop-up menu to select an overflow method. Overflow occurs when colors become too bright.

**Wrap** wraps overflow around to darker values.

**Solarize** reflects color overflow back to lower values. Solarize creates a duller, surrealistic look, accentuating the cooler values.

**Polarize** increases color vibrancy, accentuating the warmer values and enhancing detail. The reflection is smoother than that created by Solarize.



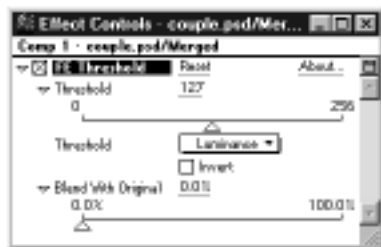
## FE Threshold

FE Threshold is useful if you need to create a mask area from a footage file that does not currently have an alpha channel.



*Using FE Threshold you can set up a mask area for a file that doesn't have an alpha channel.*

## FE Threshold Controls



Use the FE Threshold controls to set up a threshold for RGB or luminance values.

### Threshold

Threshold describes the level below which pixels are filled dark. The possible values are between 0 and 256. A setting of 256 gives you a complete threshold to black effect.

### Threshold (pop-up)

The Threshold pop-up lets you choose the data to apply the threshold to—Luminance or RGB.

**Luminance**—The resulting image is limited to black and white and is based on the Threshold value you have selected.

**RGB**—The Red, Green and Blue channels are thresholded separately. These RGB values are taken from the RGB channels of the original image.

### Invert

The Invert option inverts the colors of the current image.

### Blend With Original

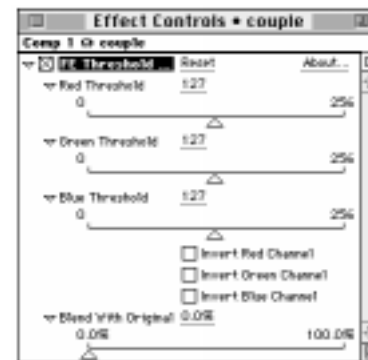
Blend With Original lets you set a transparency level for compositing the effect with the original image. 100% gives you only the original image. A setting of 50% produces an even blend between the effect and the original.



## FE Threshold RGB

The FE Threshold RGB plug-in allows you to create thresholds based on individual red, green, or blue values.

## FE Threshold RGB Controls



Use the FE Threshold RGB controls to set up a threshold for red, green and blue values.

### Red Threshold, Green Threshold, Blue Threshold

Use the Sliders to set the Red, Green and Blue Threshold. Only the RGB Threshold values you select will be allowed in the resulting image. These RGB values are taken from the RGB channels of the original image.

### Invert Red, Green, Blue Channels

These options invert their respective color channel.

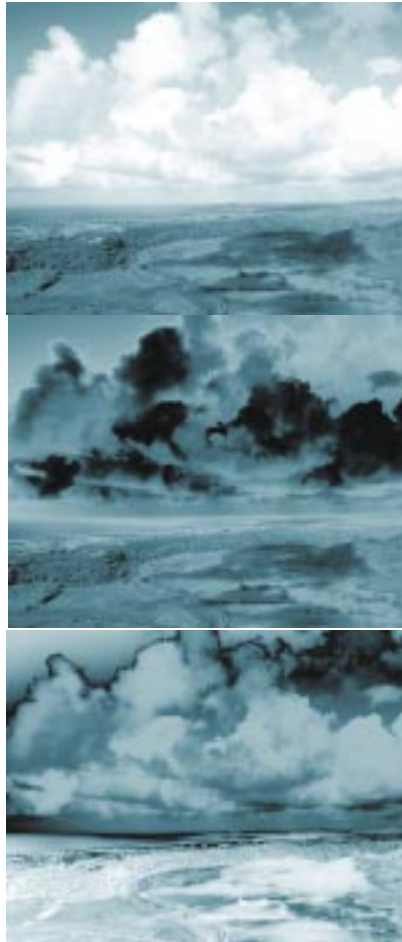
## Blend With Original

Blend With Original lets you set a transparency level for compositing the effect with the original image. 100% gives you only the original image. A setting of 50% produces an even blend between the effect and the original.



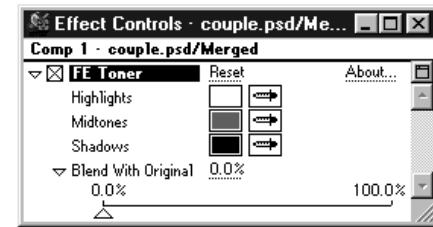
## FE Toner

FE Toner is a color-mapping effect. It applies a three-point color ramp based on the luminance of the source image. The three points of the color ramp correspond to the highlights, midtones and shadows of the image. You may choose any three colors for the ramp.



*Using the FE Toner effect you greatly change the look of an image.*

## FE Toner Controls



*Use the FE Toner controls to set the remapping parameters for highlights, midtones and shadows.*

### Highlights, Midtones and Shadows

Choose colors for mapping to the Highlights, Midtones and Shadows in the image.

### Blend with Original

Blend With Original lets you set a transparency level for compositing the effect with the original image. 100% gives you only the original image. A setting of 50% produces an even blend between the effect and the original.