

What’s in the Nik Collection?

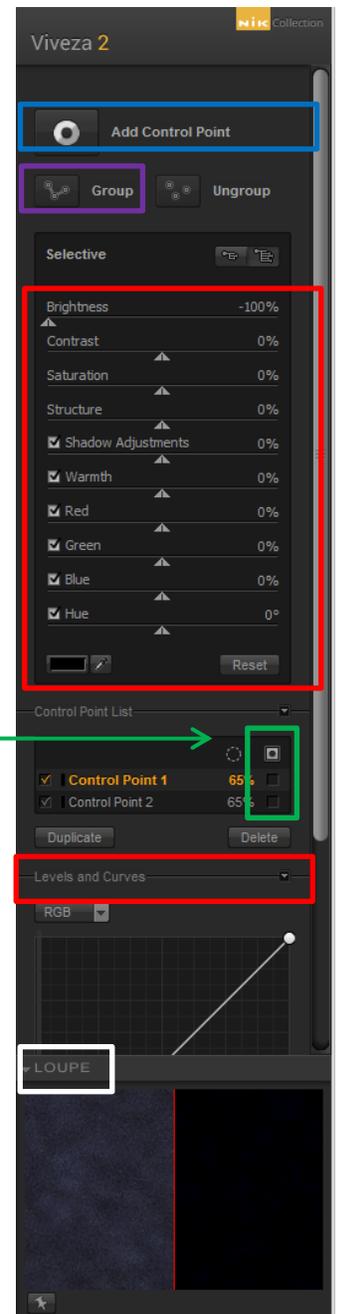
- Must access Nik Collection programs from Lightroom , Photoshop or Aperture (Mac only); they are plug-ins
- Dfine 2 = noise reduction; use either Dfine or Lighroom for noise, not both; same advice for sharpening
- Sharpener Pro 3 = both RAW and Output sharpening; I usually use LR to sharpen
- Viveza 2 = general and selected control of the image; toning; uses **U Point technology** (control points) <https://www.youtube.com/playlist?list=PLp5IYDsQi4gkL89jbJYu8rvCK0fDwHABP>
- Analog Efex 2 = https://support.google.com/nikcollection/answer/6087469?hl=en&ref_topic=3447682
- Color Efex 4 =how CEP4 works w/Dan Huges= <https://www.youtube.com/watch?v=zVROGDWmdAY>
- 55 creative filters = <https://www.youtube.com/playlist?list=PLp5IYDsQi4gkLx9jteJDN0BMSHw0iE3wn>
- selective capabilities = <https://www.youtube.com/watch?v=1WDY6fkLUDM>
- Silver Efex Pro 2 = Excellent black and white conversion

My workflow

- Use Lightroom or Adobe Camera Raw to make your basic adjustments
- Prefer Viveza’s Structure instead of LR’s clarity... structure does not change the color when applied.
- Use Analog Efex 2 or Color Efex 4 for creative manipulation;
- use Silver Efex Pro 2 for B/W manipulation
- Use Dfine to take care of noise that LR noise reduction is not handling well; often use on multiple bracketed images before creating HDR image

Basics: Nik software works using U Point technology

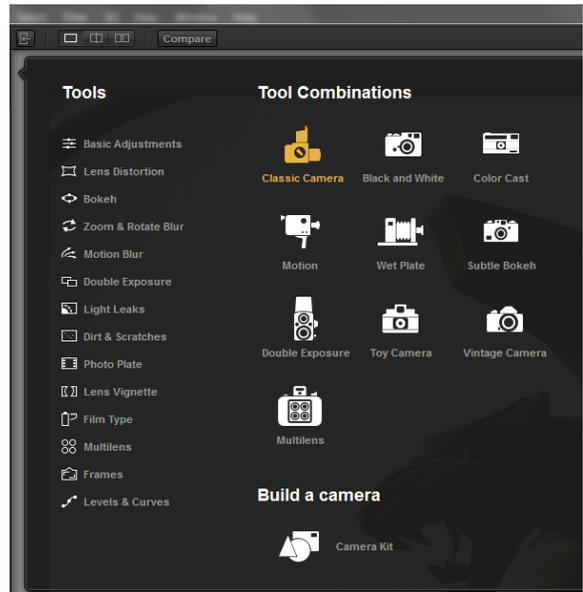
- It allows you to make global changes to your image using **sliders** and **levels and curves**
- It allows you to make selective adjustments using **U Point technology (control points)** instead of manually creating masks & layers
- Control points (CPs)
 - Allows you to size the radius (*area of influence*) the adjustments will effect
 - Only the area within the effective radius that matches the tone, color, and texture of the pixel under the CP will be adjusted; use the **LOUPE** area at the bottom to see where you are dropping the CP
 - The area adjusted within the effective radius creates a **mask**: “white reveals, black conceals”; click to see
 - The CP radius is feathered
 - Duplicate CP by holding ALT or OPTION, then dragging to new place
 - Can **group** CPs
 - To control “spills” from global changes, drop a CP with no slider adjustments
 - Viveza 2, Silver Efex Pro 2, and HDR Efex Pro2 = single CP with sliders
 - Color Efex Pro 4 and Analog Efex 2 have + and – control points
 - **+CP** = first apply global filer. **+CP** puts the filter effect in the area selected and removes effect from elsewhere in the image; CP slider adjusts opacity (strength) of the adjustment
 - **–CP** = first apply global filer. **–CP** removes the filter effect in the area selected but keeps the effect elsewhere in the image; good for spillover [i.e. remove texture from face]; CP slider adjusts opacity (strength) of the adjustment



Analog Efex Pro 2 (AEP2)

Used for creating a stylized image with a vintage look.

- AEP2 opens with the Classic Camera and a variety of presets. For example, with Classic Camera, you have tools for basic adjustments as well as dirt and scratches, lens vignette and film type.
- Choose a preset as a starting point and then fine tuning the adjustments available under each tool.
- Or you can use the Camera Kit to mix and match analog features (14 Tools) to your own taste. You can save your newly-built camera with a specific name. It will be available under CUSTOM.
- For selective changes, you have + and – control points
- Under HISTORY you can track what changes you have made.



Once you exit AEP2, the steps are gone!



Color Efex Pro 4 (CEP4)

Color Efex 4 includes 55 traditional and stylizing filters that offer virtually endless possibilities to enhance and transform images.

- Each filter includes Visual Presets (click  icon) that provide a preview of your image with recommended settings. Browsing them gives you a starting point to find a stylistic direction or specific look for your image. Click under **Control Points** for a slider to adjust the opacity of the entire filter on the image.
- U Point technology (control points) provide the ultimate control to *selectively* apply enhancements without the need for any masks, layers, or selections.
- Can stack filters for virtually limitless creativity. Adjustment sliders for each filter provide control over the effects. **GOTCHA** = click **Add Filter** to add a filter; otherwise the filter above will be replaced; CTRL/CMD-Z to replace filter. Filter order matters.
- Can save your results (the chosen stacked filters) as a *named Filter Recipe* to use again; choosing a different Filter Recipe replaces the one previously chosen (CEP4 will warn you). Can modify a recipe and update it by clicking in the lower right corner.
- Can Export Recipe by clicking in the upper right corner (for me, E:\IMAGES\backup of presets)
- Under HISTORY you can track what changes you have made.

