



FaceFilter Pro & Standard
For Windows 8, Windows 7, Vista and XP
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www.reallusion.com

FaceFilter 3 User Manual

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FaceFilter3 is the leading photo retouching tool based upon real-life makeup theory. With a single click, you can apply distinctive makeup templates to achieve an ideal look. Reveal a natural flawless complexion with skin smoothing and blemish removal tools, and enhance your look further by applying custom contour and highlight layers to accentuate attractive facial angles. A versatile eye makeup system features realistic hair texture for eyelashes and eyebrows, and an extensive muscle-based facial morphing system allows you to reshape features and enhance expressions. Add lens filters and DSLR effects to give an ultra realistic studio polish to your photo.

by Reallusion

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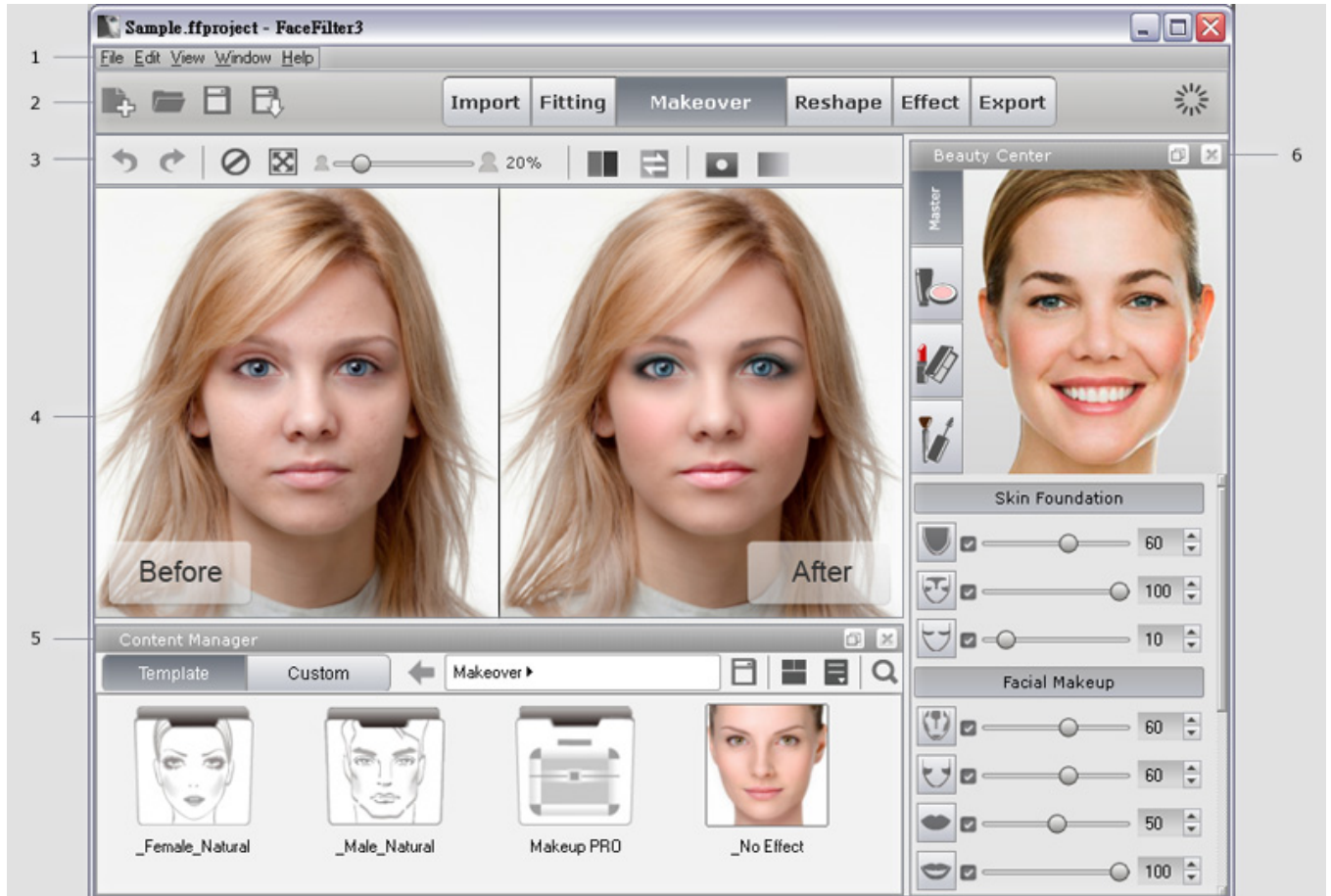


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Knowing the Environment

Knowing the Environment

The main user interface of **FaceFilter** is divided into six areas. Please refer to the links below for more details about each one.



1	Menu Bar	The menu bar contains each command in FaceFilter .
2	Top Panel	The top panel includes File Tools , Workflow Tabs and Status Indicator .
3	Tool Bar	The tool bar includes Editing Tools , Viewing Tools , Viewing Mode Switch and Mask Tools and Background Gradient .
4	Preview Window (Working Area)	The image and visual results can be observed with different viewing methods.
5	Content Manager	The manager contains embedded and custom templates for application.
6	Modify Panel	The panel contains adjustable parameters respectively along with the selected functions of the tabs in the top panel.

Menu

The menu bar contains the main commands grouped in the **File**, **Edit**, **View**, **Window** and **Help** menus.

File Edit View Window Help

File

New Project	Creates an empty project.	<div>File</div> <div> <div>New ProjectCtrl+N</div> <div>Open ProjectCtrl+O</div> </div> <div> <div>Save ProjectCtrl+S</div> <div>Save Project AsCtrl+Alt+S</div> </div> <div> <div>Import ImageCtrl+I</div> </div> <div> <div>Exit</div> </div>
Open Project	Opens a FaceFilter project file (*.ffProject).	
Save Project	Saves the image as a FaceFilter project file (*.ffProject).	
Save Project As	Saves the current project to a target directory.	
Import Image	Imports an existing image file (*.dng, *.jpg, *.jpeg, *.jpe, *.tif, *.tiff).	
Exit	To exit FaceFilter .	

Edit

Undo	Undo the last action.	<div>Edit</div> <div> <div>UndoCtrl+Z</div> <div>RedoCtrl+Y</div> <div>CropCtrl+L</div> <div>Rotate CWCtrl+Right</div> <div>Rotate CCWCtrl+Left</div> <div>Horizontal FlipCtrl+F</div> </div> <div> <div>Color Palette Editor...</div> <div>Layer Settings...</div> </div> <div> <div>Mask Tools...Ctrl+M</div> <div>Background Gradient...Ctrl+G</div> </div>
Redo	Redo the last action.	
Crop	Selects the required image area.	
Rotate CW	Rotates the image by 90 degrees clockwise.	
Rotate CCW	Rotates the image by 90 degrees counter-clockwise.	
Horizontal Flip	Flips the image horizontally.	
Color Palette Editor	Shows/hides the Color Palette panel.	
Layer Settings	Shows/hides the Layer Setting panel.	
Mask Tools	Shows/hides the Mask Tools panel. (Standard version: Mask Tools can only be used in the Effect page)	
Background Gradient	Shows/hides the Background Gradient panel.	

View

Original Size	Restores the image to its original size.	<div>View</div> <div><div><u>O</u>riginal SizeCtrl+* <u>F</u>it to WindowCtrl+/ <u>Z</u>oom InCtrl++ <u>Z</u>oom <u>O</u>utCtrl+- <u>M</u>ulti-ViewCtrl+W</div></div>
Fit to Window	Resizes the image to fit it in the viewing window.	
Zoom In	Zoom in on the image.	
Zoom Out	Zoom out from the image.	
Multi-View	Switches between different viewing methods in cycles: Dual View , Compare View , and After View .	

Window

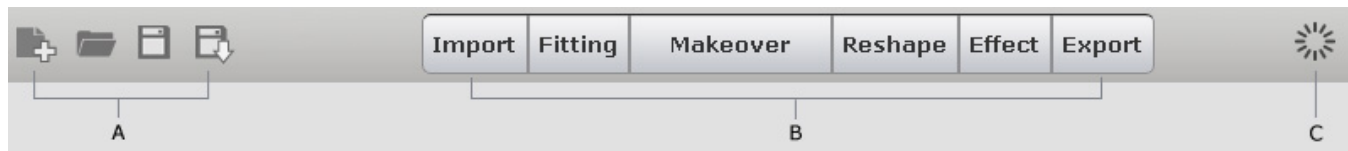
Modify Panel	Shows/hides the Modify Panel .	<div>Window</div> <div> ✓ Modify Panel F6 ✓ Content Manager F7 </div>
Content Manager	Shows/hides the Content Manager .	

Help

Help	Redirects to the online help.	<div>HelpF1</div> <div>Product Demo</div> <div>Member</div> <div>Check for Update</div> <div>Reallusion on the Web</div> <div>FaceFilter on the Web</div> <div>PreferenceCtrl+P</div> <div>About FaceFilter</div>
Product Demo	Redirects to the official web page for demo videos or tutorials.	
Member	To login with the member account.	
Check for Update	Checks the official content web site for free Bonus Content Packs .	
Reallusion on the Web	Redirects to the home page of Reallusion .	
FaceFilter on the Web	Redirects to the home page of FaceFilter .	
Preference	Displays the Preference panel where you can set a temp folder and turn auto-message dialogs on/off.	
About FaceFilter	Shows the product information for FaceFilter .	

Top Panel

The top panel consists of three sections (**File Tools**, **Workflow Tabs**, and **Status Indicator**) as shown in the illustration below:

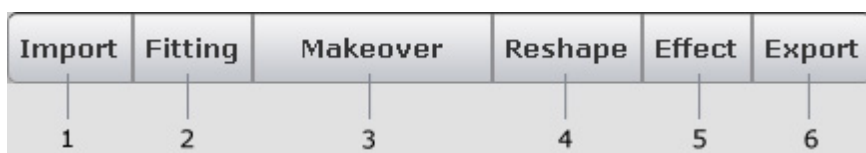


A. File Tools



1	New Project (Ctrl + N)	Click this button to create an empty project.
2	Open Project (Ctrl + O)	Click this button to open a FaceFilter project file (*.ffProject) or import an image file (*.dng, *.jpg, *.jpeg, *.jpe, *.tif, *.tiff).
3	Save Project (Ctrl + S)	Click this button to save the image as a FaceFilter project file (*.ffProject).
4	Save Project As (Ctrl + Alt + S)	Click this button to save the current project to a target directory.

B. Workflow Tabs



1	Import	Click this tab to import an image, crop, rotate, or mirror the image, and modify the color tone of the image.
2	Fitting	Click this tab to specify the location and dimensions of the facial features on the image.
3	Makeover	Click this tab to apply makeup for each facial feature based on the fitting result.
4	Reshape	Click this tab to apply facial shaping effects, and adjust muscle or expression strength based on the fitting result.
5	Effect	Click this tab to apply lens filters to the image, modify the foreground, or create layering effects for the background.
6	Export	Click this tab to export the image with optional visual results.

C. Status Indicator

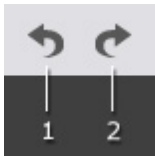
A spinning indicator means that the command is still processing.

Tool Bar

The tool bar consists of four sections (**Editing Tools**, **Viewing Tools**, **Viewing Mode Switch** and **Mask Tools and Background Gradient**) as shown in the illustration below:



A. Editing Tools



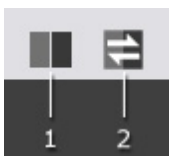
1	Undo (Ctrl + Z)	Click this button to undo the last action.
2	Redo (Ctrl + Y)	Click this button to redo the last action.

B. Viewing Tools



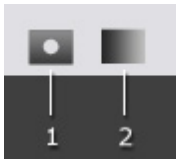
1	Original Size (Ctrl + *)	Click this button to resume image to its original size.
2	Fit to Window (Ctrl + /)	Click this button to resize image to fit it in the preview window.
3	Zoom Slider	Move the slider to the left/right to change the zoom percentage and zoom in/out the image.

C. Viewing Mode Switch



1	Multi-View (Ctrl + W)	Click this button to switch between different viewing methods in cycles: Dual View , Compare View , and After View .
2	Compare Mode (Right Mouse Button)	Click and hold this button down to make a quick switch between After View and Before View .




D. Mask Tools and Background Gradient



1	Mask Tools (Ctrl + M)	Click this button to access the Mask Tools panel on the Makeover or Effect tabs. (Standard version: Mask Tools can only be used in the Effect page)
2	Background Gradient (Ctrl + G)	Click this button to access the Background Gradient panel on the Effect tab.

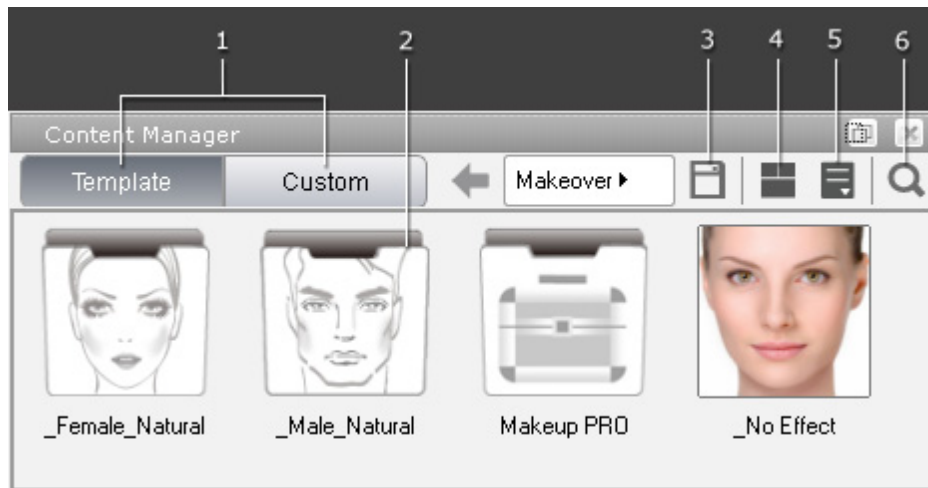
Modify Panel

The **Modify Panel** contains adjustable parameters along with the selected functions of the respective tabs in the [Top Panel](#).

	1	Reset	Click this button to reset adjustments in the current section.
	2	Scrollbar	<p>Drag the scrollbar up/down to navigate the whole page.</p> <p>Alternatively, you may click on the empty space and then roll the mouse wheel to scroll it up/down.</p>
	3	Slider	<p>Drag the slider to set values for the parameters in the panel. There are three methods to adjust the values:</p> <p>Dragging Sliders:</p> <p>When there is a slider present in addition to the numerical parameter, you can drag it to adjust the value.</p>  <p>Clicking Arrow Buttons:</p> <p>You can use the Up and Down arrows to increase and decrease a parameter's value by one.</p>  <p>Typing into Numeric Fields:</p> <p>You can also focus on the numerical field, type desired value and confirm it by pressing the Enter key.</p> 

Content Manager

The **Content Manager** is used for managing associated content under the **Makeover**, **Reshape**, and **Effect** tab.

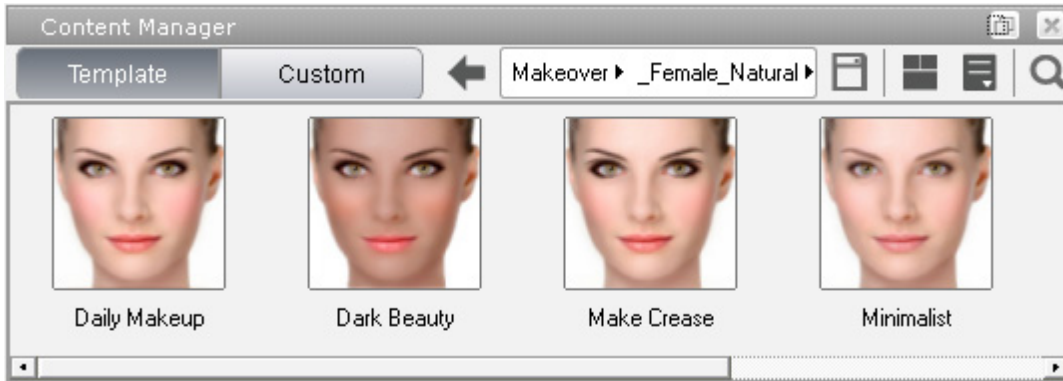


1	Template and Custom Library	<p>There are two libraries in the Content Manager:</p> <p>Template Library: Contains embedded templates installed along with the main program.</p> <p>Custom Library: Contains custom templates you've added.</p>
2	Template Folders	<p>In the library pane, you may manipulate the templates in their folders, including applying the selected template (by double clicking the template), or basic editing for the custom templates.</p> <p>There is a special template named "_No Effect" in each library for clearing up the effects of any template you have applied or manual adjustments you have made.</p>
3	Save	<p>Click this button to add the current template being edited to the Custom Library.</p> <p>If you have selected a template in the Custom Library, then a dialog box will appear and ask if you want to overwrite the selected template or save as a new one.</p>
4	View Change	Click this button to cycle through the content display options.
5	Function List	Click this button to show the menu for manipulating the Content Manager , including dock and undock the Content Manager , and basic editing for the templates.
6	Find File (F3)	Click on this button to browse to find the selected template.

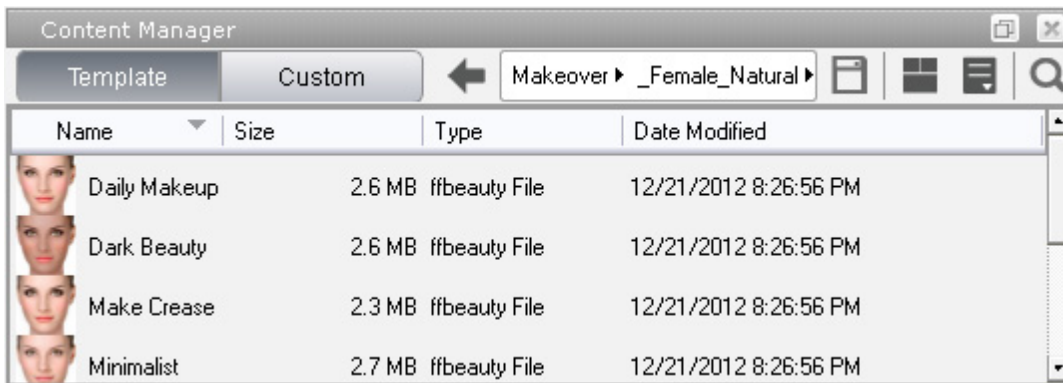
Changing the View Mode

By changing the view mode, you are able to view the templates in basic or detail mode. You may then sort the templates in the detail mode.

1. Click the **View Change** button to change the view mode.




2. The **Content Manager** will be toggled to detail mode. You may then click the **Name**, **Size**, **Type** and **Date Modified** captions to sort the templates.



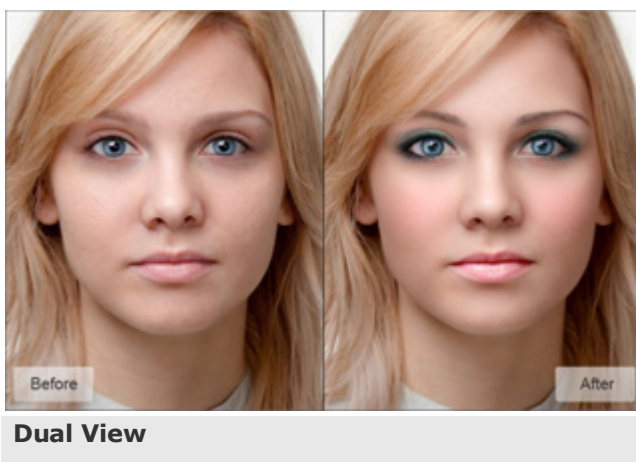
3. Click the **View Change** button again to change back to the basic mode.

Preview Window

FaceFilter provides various viewing methods for previewing in the working area. You may click the **Multi-View**  (Ctrl + W) button on the tool bar to cycle through the viewing options: **Dual View**, **Compare View**, and **After View**.

Dual View

The **Dual View** is the default preview method in the preview window, with individual images from the **Before View** and **After View**. When any template is applied or any modification is done, you can observe the Before/After differences between the two images.

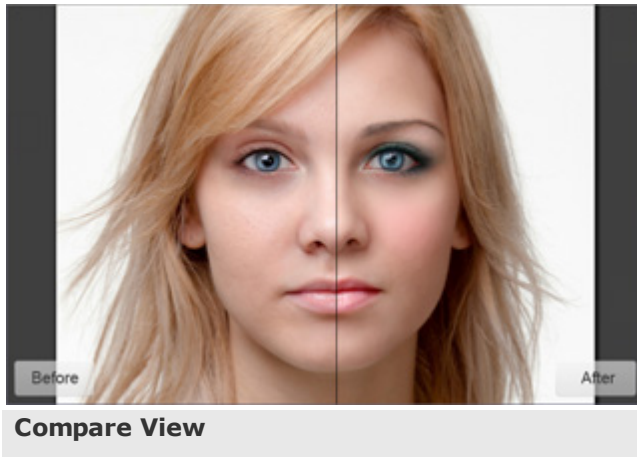


The central slider can be dragged left or right to determine the viewing area of the **Before View** and **After View**. You may use the mouse wheel to zoom in/out the image in both views at the same time.




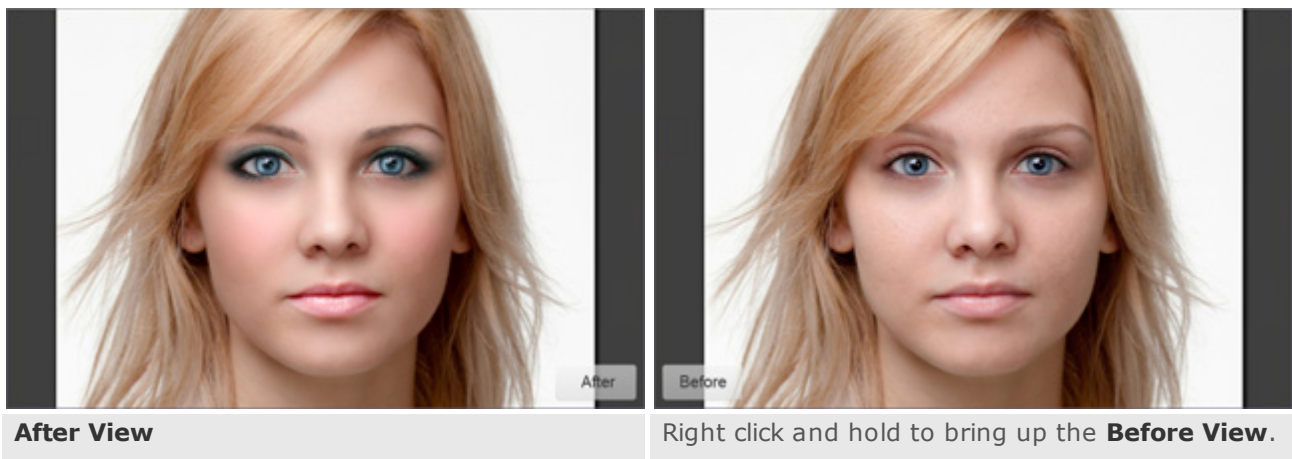
Compare View

By switching to the **Compare View**, you can observe the Before/After difference in a single image. The **Before View** and **After View** are divided by a central slider, which is movable for adjusting each viewing area.



After View

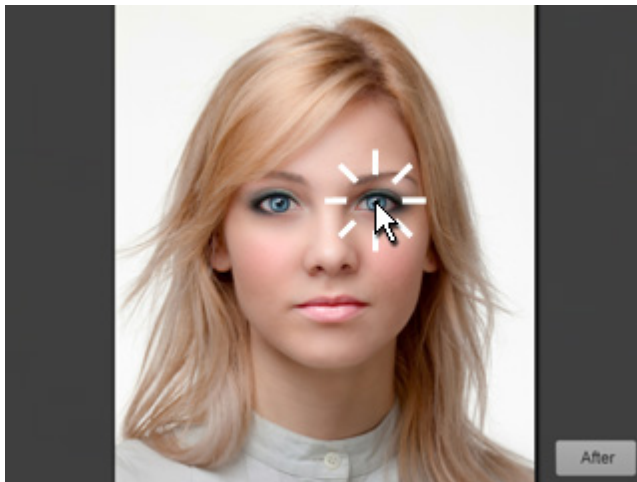
In the **After View**, you can zoom-in and view the results with close up detail. When you want to view the original image without any template or modification, click and hold the **Compare Mode** button  on the tool bar (or hold down the right mouse button) to make a short switch to the **Before View**. Release the button when you want to return to the **After View**.



Click to Zoom In

In the **Preview Window**, you can quickly zoom-in to a specific part of the image for quickly checking the image without switching the viewing mode you are using.

1. Load a photo.
2. Switch to either one of the viewing mode.
3. If you want to quickly zoom in a specific part of the photo, simple click on the part and the preview window will zoom in to the part temporarily (click again to restore the original viewing size).



Click on the part where you want to zoom in
(**After View**)



FaceFilter will quickly zoom in to the specific part.

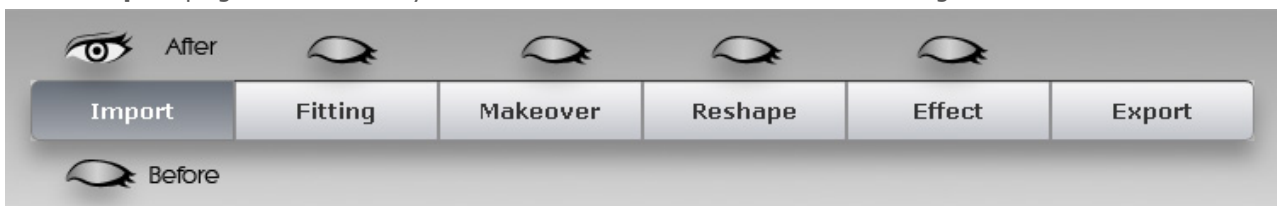
Viewing Effects

The **Preview Window** of **FaceFilter** displays the effects you have applied and adjusted in real-time; however because there is a specific workflow for modifying a photo with **FaceFilter**, the individual effects can only be seen under different pages.

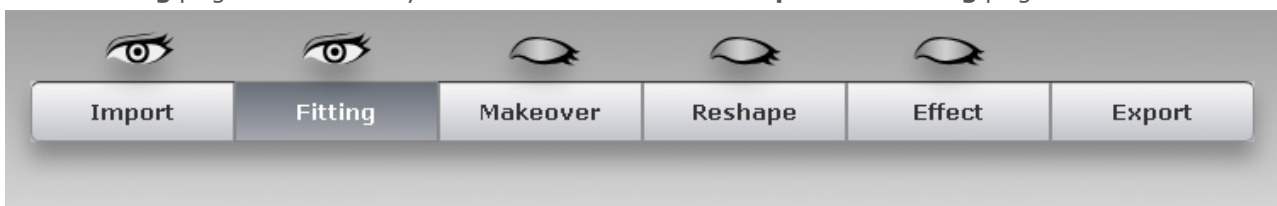
Viewing Effects

Refer to the chart below for the various sections that allow you to see the different effects.

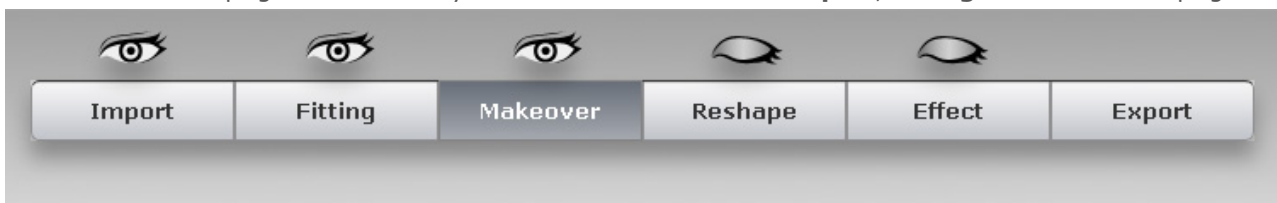
In the **Import** page: You can only see the **White Balance** and **Tone** settings in the **After** view mode.



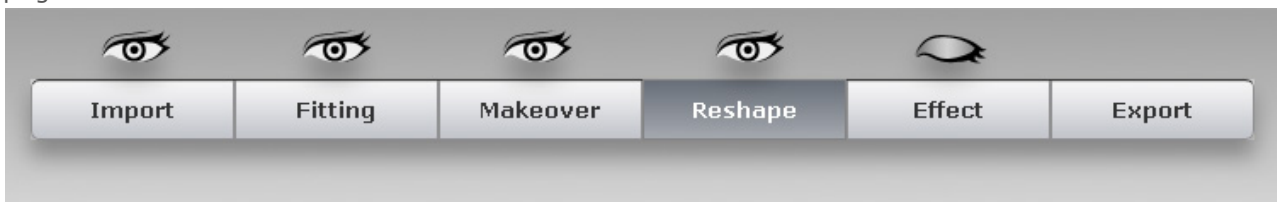
In the **Fitting** page: You can only see the results from the **Import** and **Fitting** pages.



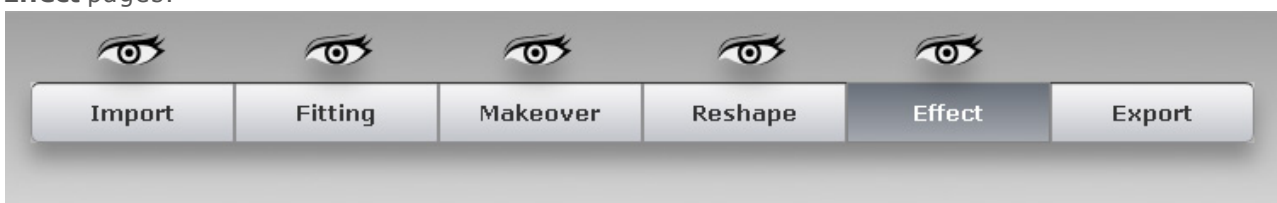
In the **Makeover** page: You can only see the results from the **Import**, **Fitting** and **Makeover** pages.



In the **Reshape** page: You can only see the results from the **Import**, **Fitting**, **Makeover** and **Reshape** pages.



In the **Effect** page: You can only see the results from the **Import**, **Fitting**, **Makeover**, **Reshape** and **Effect** pages.



In the **Export** page: You can see the results from the **Import**, **Fitting**, **Makeover**, **Reshape** and **Effect** page. You can also switch on/off the results of **Makeover**, **Reshape** and **Effect** in the **Modify** panel.



This layout allows you to view the various modifications you've made to your image separately to give you a more comprehensive look at the changes you are making.

Docking Panels

There are two panels in **FaceFilter** that can be docked or undocked, the **Modify Panel** and the **Content Manager**.

By docking the panels, you can quickly access the tools or templates without having to hover the mouse too far; while by undocking the panels, you can get a wider and clearer working area for better viewing custom projects.

Docking and Undocking

Panels Docked

After the panels are docked, the features in the **Modify Panel**, and the templates in the **Content Manager** can be easily accessed. However, if you want to enlarge the working area for better observation, you may press the F6 and F7 buttons to show/hide the **Modify Panel** and **Content Manager** panels at any time.



Default window with **Modify Panel** and **Content Manager** as shown.



Press F6 and F7 to hide the **Modify Panel** and **Content Manager**.

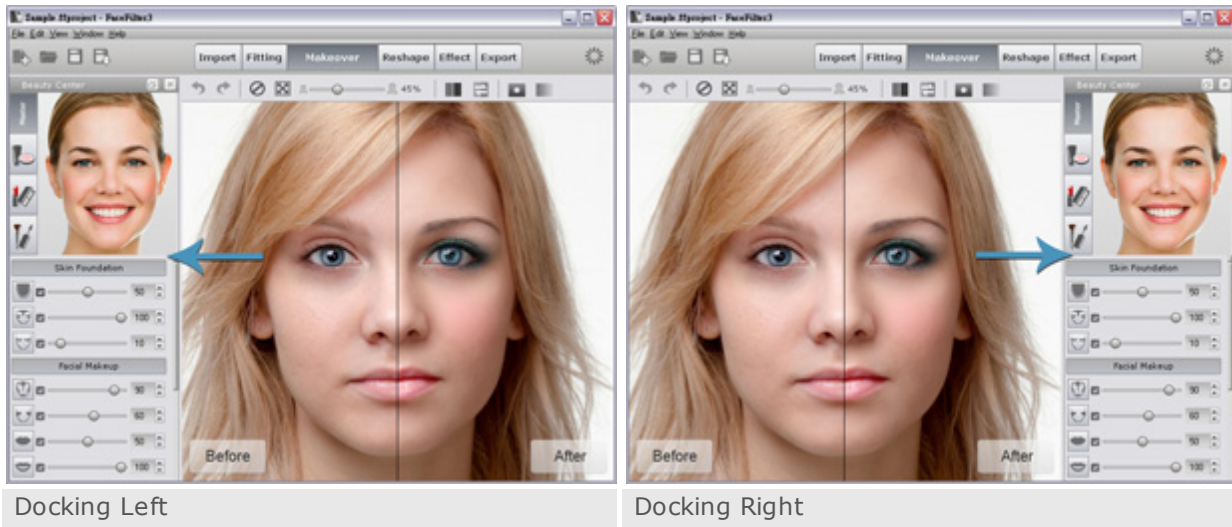
Panels Undocked

When the panels are undocked, they float above the main program and the working area enlarges to present a better view. You may then move the panels elsewhere to prevent them from hindering the working area. If you are using dual-display environments, then you may move the panels to one display while keeping the main program on the other.



Dockable Area for Modify Panel

The **Modify Panel** can be docked to the left and right of the main program when you drag and drop it into the area.



Dockable Area for Content Manager

The **Content Manager** can be docked to the bottom of the main program when you drag and drop it into the area.

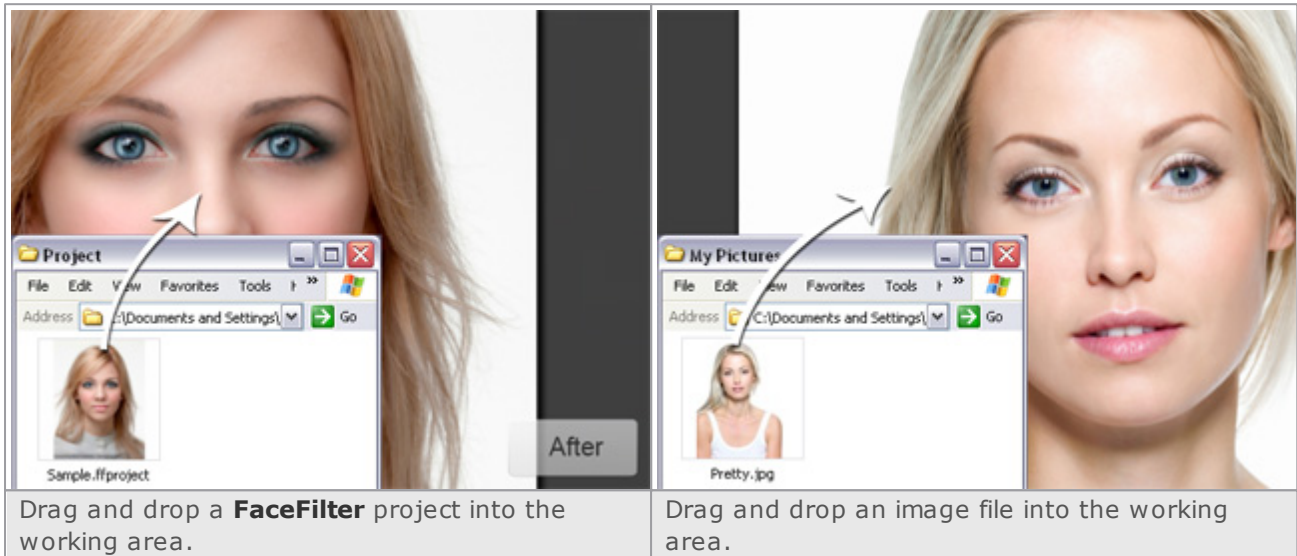


Drag and Drop

FaceFilter provides the drag-and-drop method to accelerate the processing of your image.

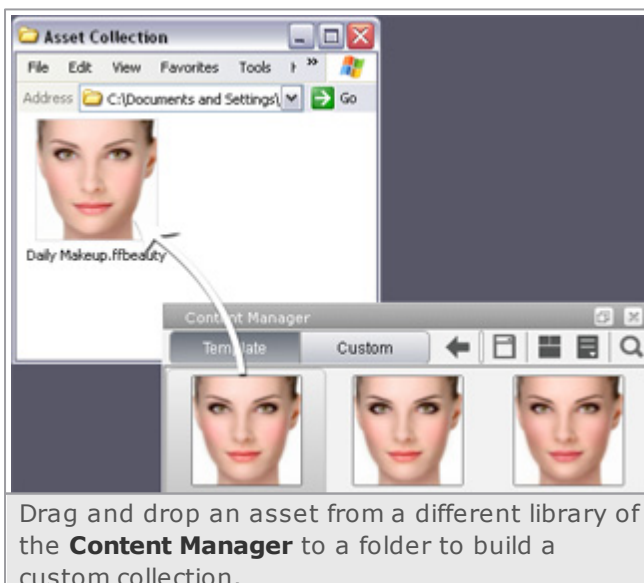
Loading a Project or Photo

You may drag and drop a saved project (.ffproject) or desired image (.dng, .jpg, .jpeg, .jpe, .tif, .tiff) into **FaceFilter**.



Asset Collection

You can drag and drop one or more assets, from the **Content Manager**, into a desired folder to create your custom library collection. By drag-and-drop, you may move or save the templates to another directory.

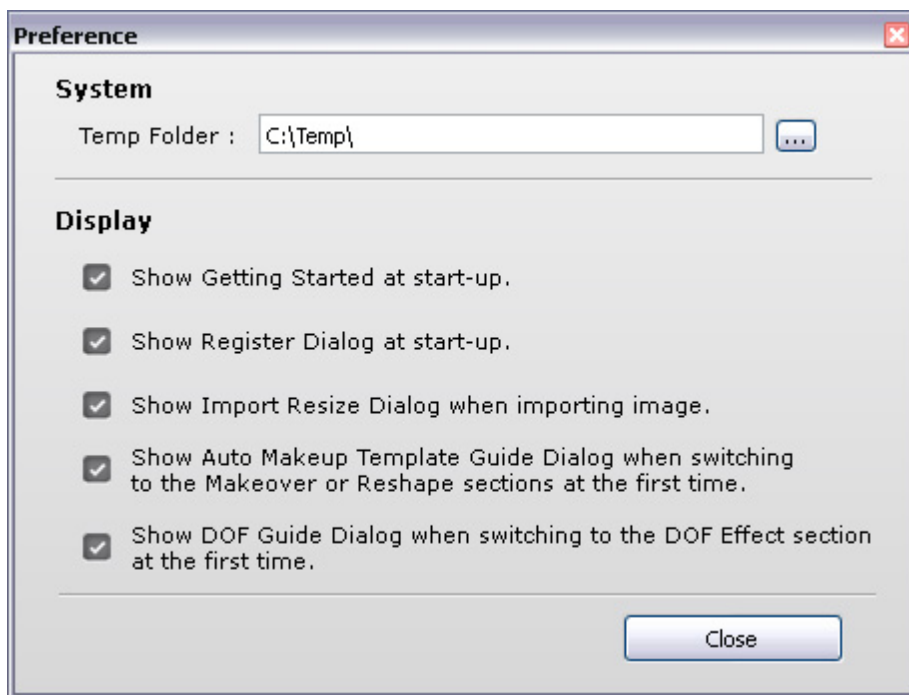



Preference Panel

You may use the **Preference Panel** to set the path for storing the temporary files **FaceFilter** generates as you edit your images and turn on or off the auto messages when you launch **FaceFilter** or switch between different tasks.

Setting the Temp Folder

1. Access **Help >> Preference** or press **Ctrl + P** to show the **Preference Panel**.



2. Click on the **Choose Temp Folder**  button to browse for a suitable folder on your hard drive. Click the **OK** button to confirm.

Turning On/Off the Auto-message Dialogs

The **Auto-message Dialogs** show useful information for different functions in FaceFilter. You can turn them on or off by using the **Preference Panel**.

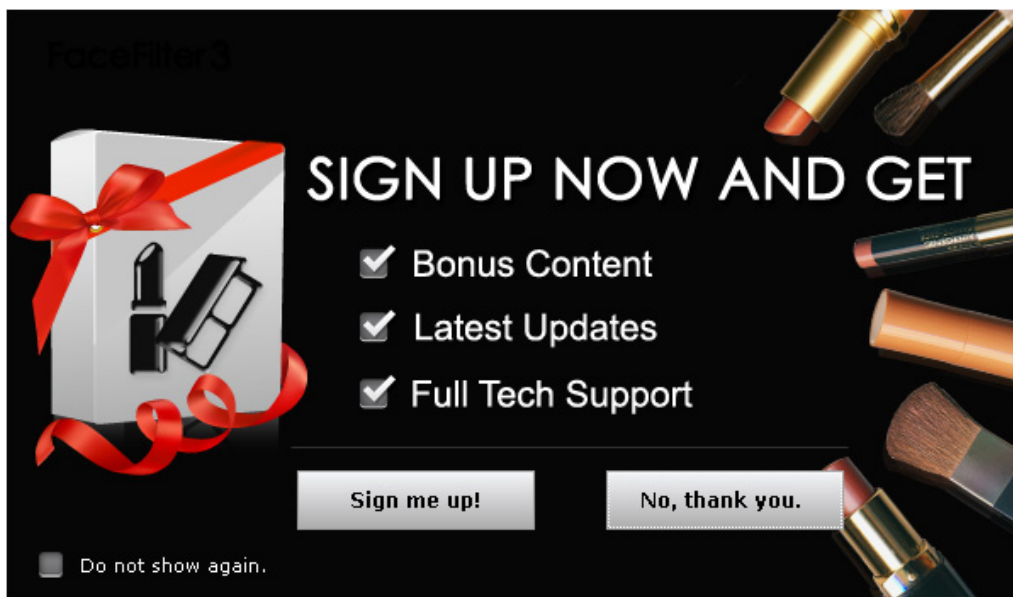
Getting Started Dialog

When you launch **FaceFilter**, you may see the dialog that guides you to view the useful topics for learning or get the latest version of **FaceFilter**:



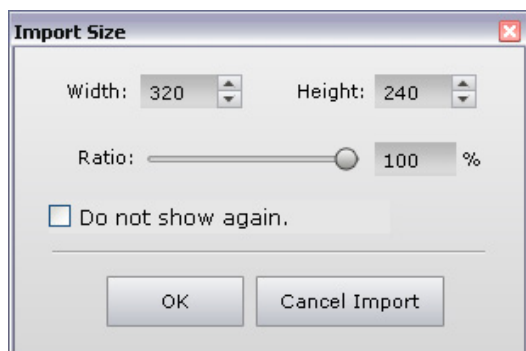
Register Dialog

When you launch **FaceFilter**, this dialog shows for you to sign up and get more bonus content.



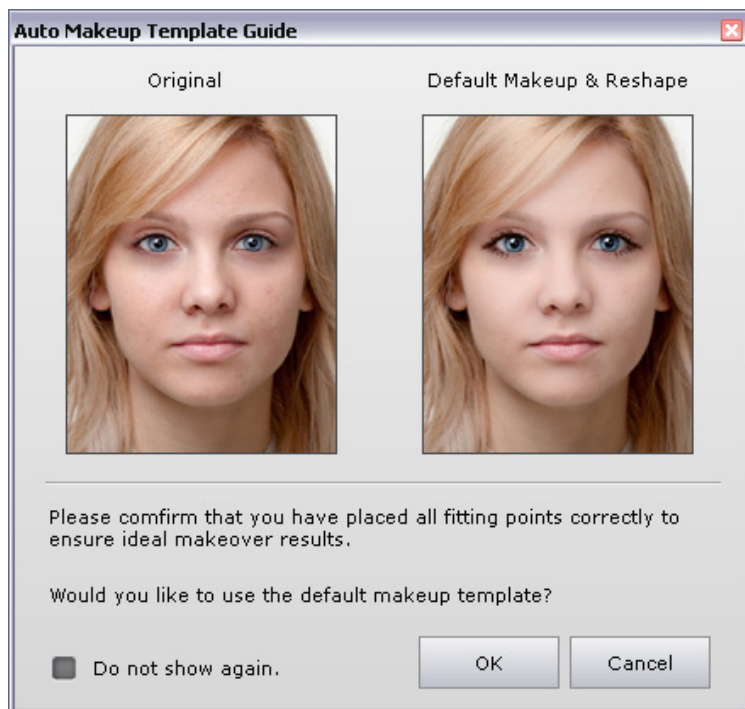
Import Resize Dialog

When you load an image, this dialog prompts you to resize the image as it appears to accelerate the editing in **FaceFilter** without changing the size of the original image.



Auto Makeup Template Guide Dialog

When you switch to the **Makeover** or **Reshape** tasks, this dialog prompts you to decide whether or not you want to apply a default makeup and face-reshaping template to the face you have defined.



DOF Guide Dialog

When you switch to the **Effect >> DOF Effect**, this dialog displays to show you more information about this effect and request your next move.



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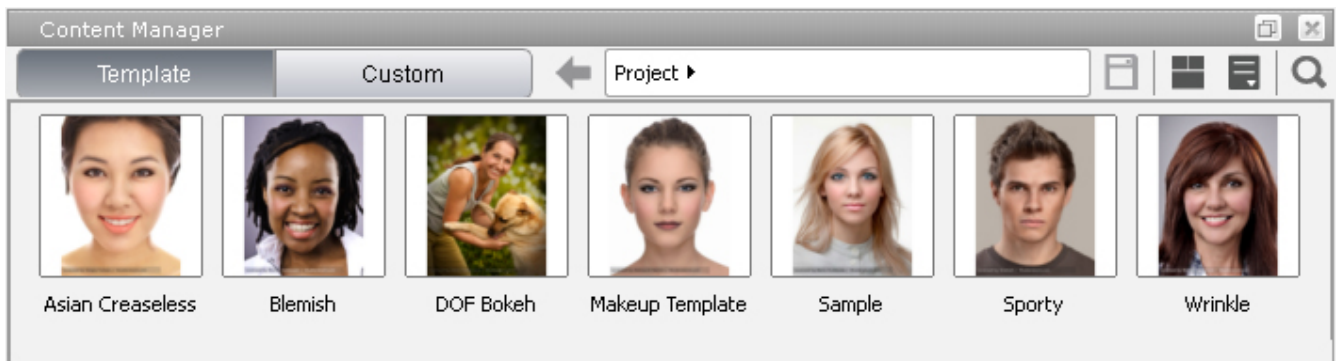
Viewing Demo Projects

Viewing Demo Projects

FaceFilter provides several demo projects which demonstrate how you can utilize different tools and effects for different scenarios. They are there to provide a reference for how to use FaceFilter to resolve some of the most common portrait issues.

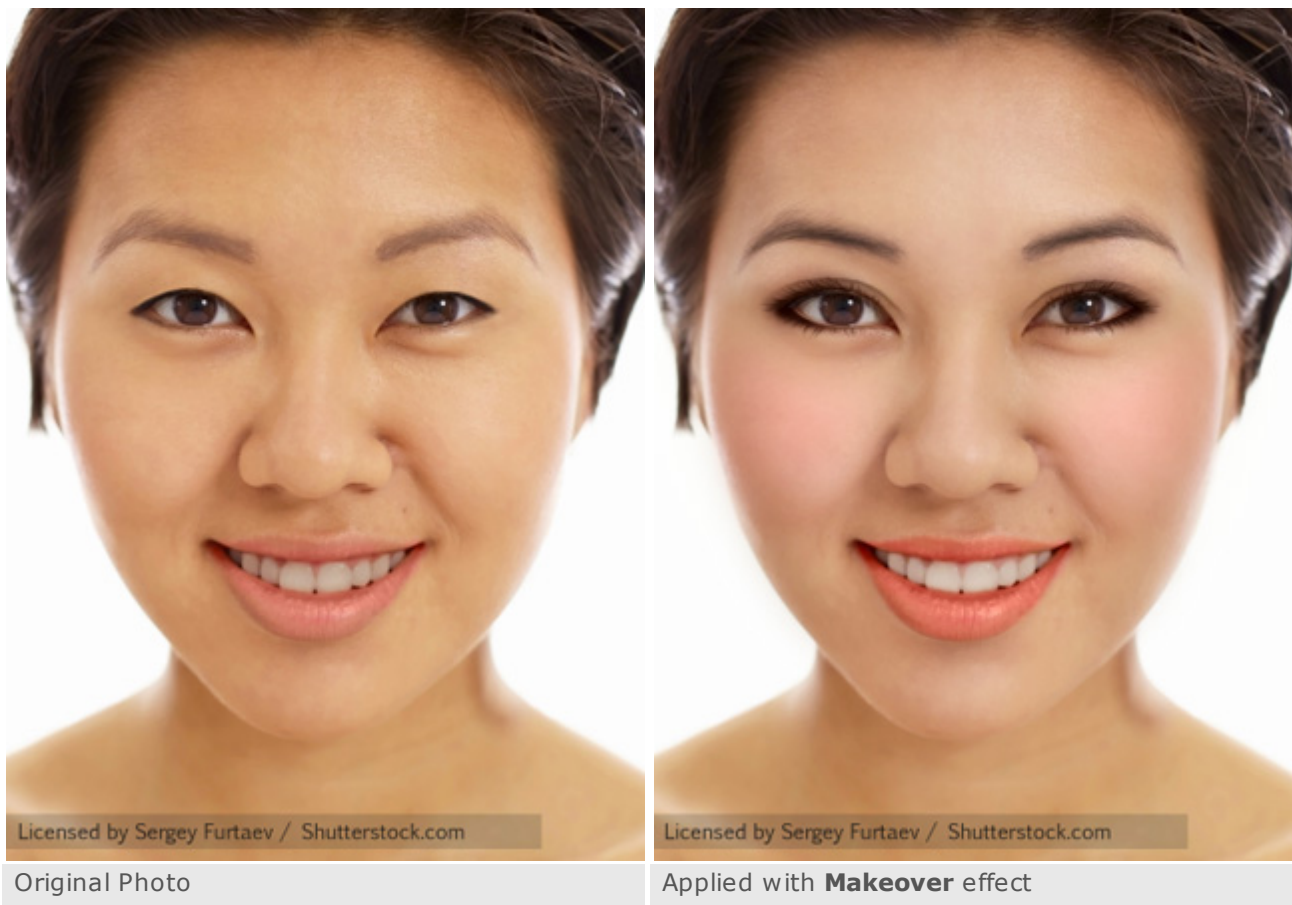
Viewing Demo Projects

Simply launch **FaceFilter** and you will see the demo projects listed in the **Content Manager**.



These projects have specific meaning corresponding to their file names:

- **Asian Creaseless.ffproject:** Open this project and switch to the **Makeover** page. You will see the effect in the page to turn the Asian almond eyes without creases into bigger eyes with creases.



- **Blemish.ffproject:** Open this project and switch to the **Makeover** page. You will see how **FaceFilter** enhances the skin conditions of the girl in the original photo.



Original Photo

Applied with **Makeover** effect

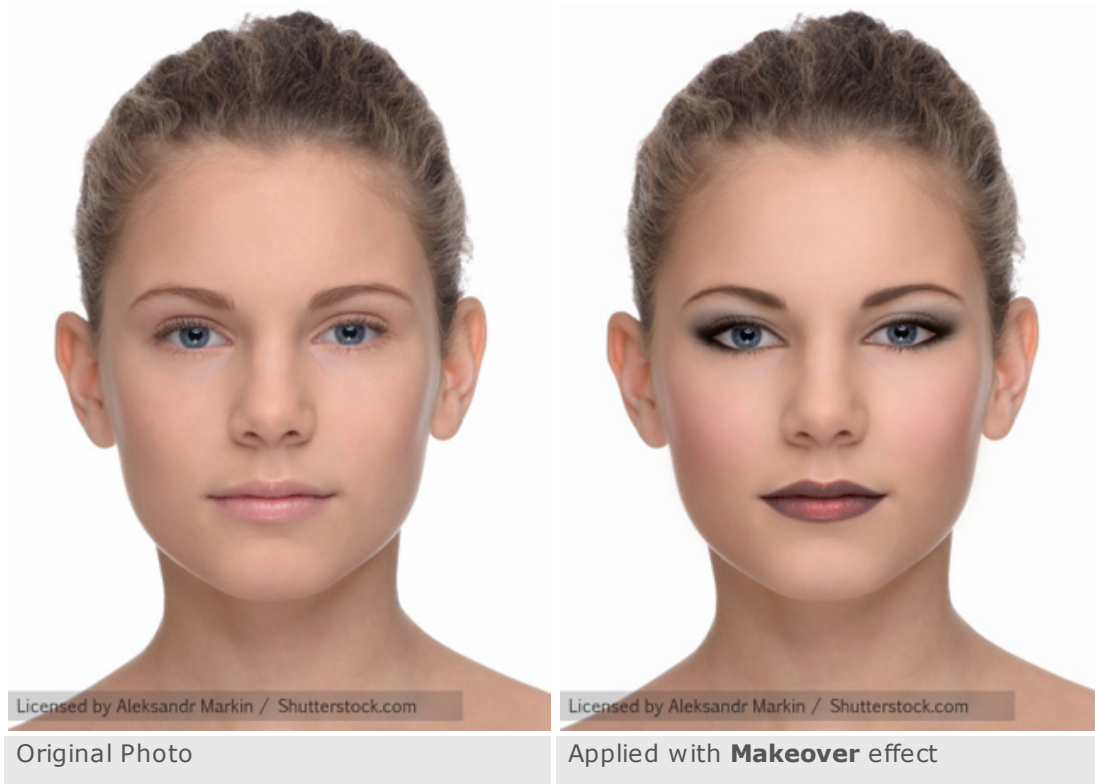
- **DOF Bokeh.ffproject:** Open this project and switch to the **Effect** page. You will see the **DOF Bokeh** effect turns the flat photo into a phenomenal one with spatial sensation, which can only be found in the photos taken with high-end cameras.



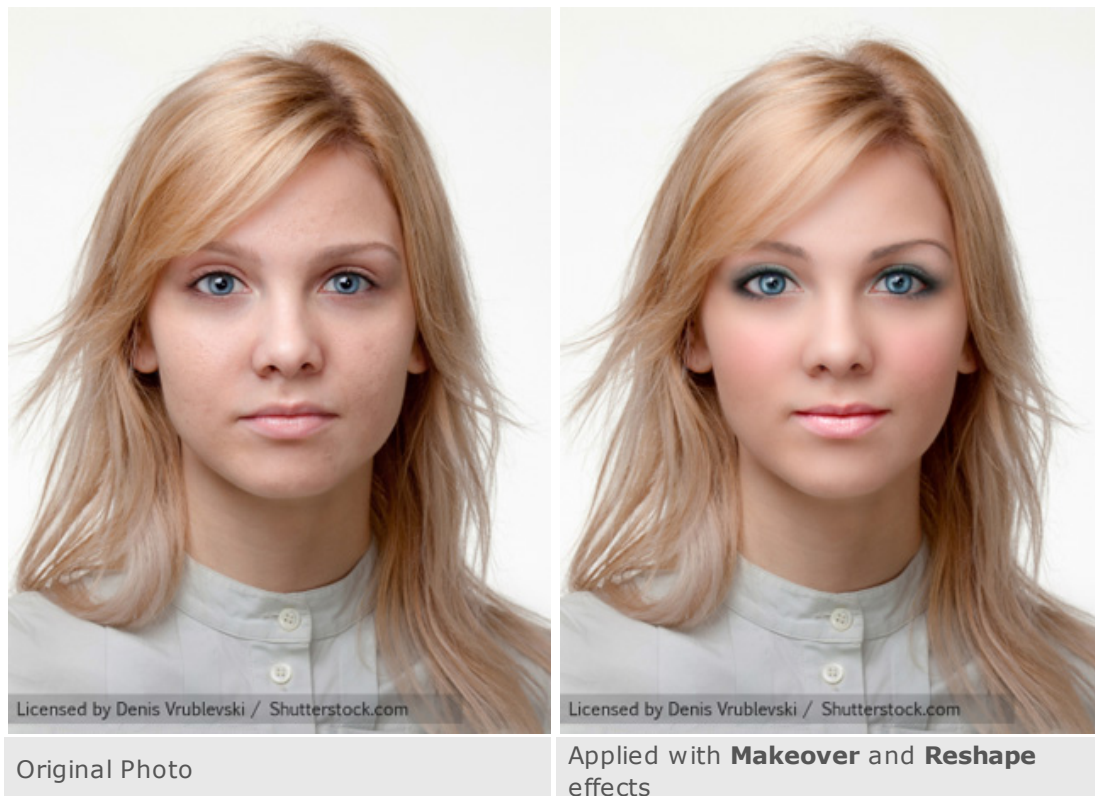
Original Photo

Applied with **Effect** effect

- **Makeup Template.ffproject:** Open this project and switch to the **Makeover** page. You will see how can a girl next door turn into a cover girl with stunning makeup.



- **Sample.ffproject:** Open this project and switch to the **Reshape** page. You will see that **FaceFilter** transforms the girl with complexion issues and a square face shape into a belle with smooth skin, light makeup and an ideal oval-shaped face.



- **Sporty.ffproject:** Open this project and switch to the **Reshape** page. In this project, we slightly altered the expression and facial shape to give a more confident smile, and evened out the skin tone for a more tanned and healthy look.



Licensed by Shell114 / Shutterstock.com

Original Photo



Licensed by Shell114 / Shutterstock.com

Applied with **Makeover** and **Reshape** effects

- **Wrinkle.ffproject:** Open this project and switch to the **Reshape** page. In this project, we used concealer layers to even out the skin tone of this woman and minimize the appearance of wrinkles in addition to applying a mature style of makeup.



Licensed by Warren Goldswain / Shutterstock.com

Original Photo



Licensed by Warren Goldswain / Shutterstock.com

Applied with **Makeover** and **Reshape** effects



FaceFilter 3 User Manual

Importing an Image

Importing an Image

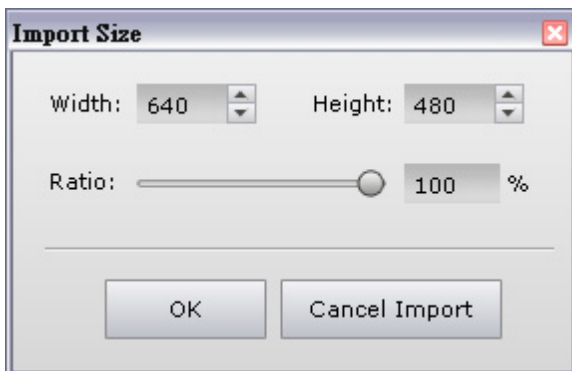
You can import existing images or [raw image converted DNG files](#) to **FaceFilter**. There are three ways to import an image:

- Click the **Open Project**  (Ctrl + O) button on the top panel.
- Drag and drop a desired image file into the working area.
- Switch to the **Import** tab, and then click the **Import Image**  (Ctrl + I) button on the left tool bar.
Alternatively, you may go to **File >> Import Image**.

Note:

- The supported image formats are: **dng, jpg, jpeg, jpe, tif** and **tiff**.
- **Pro** version: The maximum importable image size is 6000 x 6000.
- **Standard** version: The maximum importable image size is 1920 x 1920.

In the following dialog, specify the image size or leave the original dimensions.



Resizing

Specify the dimensions of the import frame by entering the height/width or drag the **Ratio** slider to constrain the height/width for import.

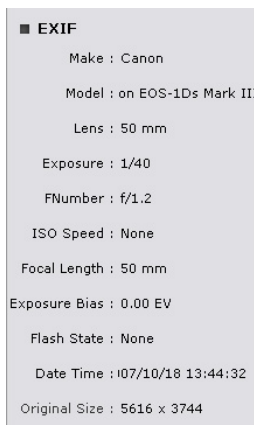
Note:

Resizing the image may make the image look blurred in the preview window. You can change the amount of blur by adjusting the [sharpening level](#) when exporting.

Converting Raw to DNG (for Pro only)

Camera raw images may come from different manufacturers in diverse file formats, of which the DNG format is a more universal raw format. If your camera does not adopt DNG as one of its raw image formats, converting the raw images into DNG format can be useful for future editing.

The Digital Negative (DNG) format is a publicly available format featured as an open standard for proprietary raw files created by each camera manufacturer. The main advantage to using the DNG format is that you can restore the original state without causing any loss of quality or information.

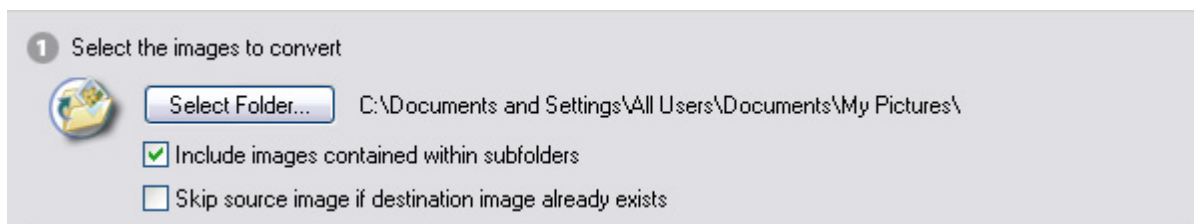


To get started, freely [download and install the DNG Converter](#) from the Adobe web site for the following benefits:

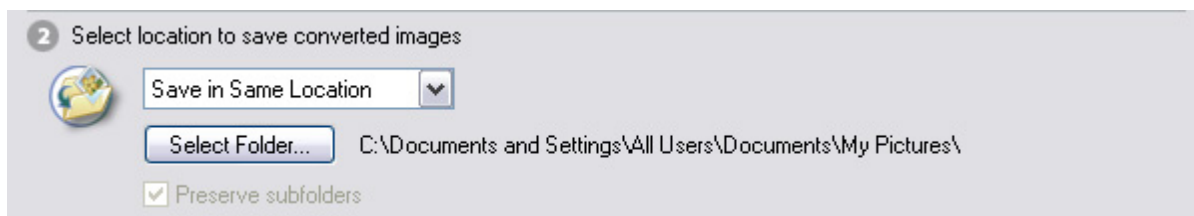
- It ensures that no generation loss occurs through the image editing process, so that you are able to make more precise color control, white balance and tone adjustments under the **Import** tab in **FaceFilter**.
- It keeps additional private metadata belonging to the camera when converting, for which you may view the camera information (EXIF data) as shown on a raw image, such as creation date/time, exposure time, focal length, and the like in the lower **Modify Panel** of the **Import** tab in **FaceFilter**.

Converting Raw to DNG

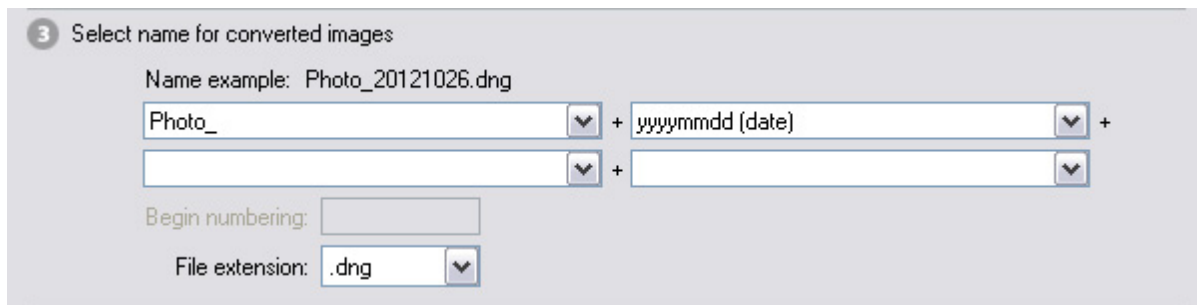
1. Click the **Select Folder** button to locate the camera raw files.



2. By default, the converted DNG files will be saved in the same location as the original ones. You may use the drop-down list to choose **Save in New Location** and then browse to the destination folder.



3. Set the naming format for the converted DNG files.



3 Select name for converted images

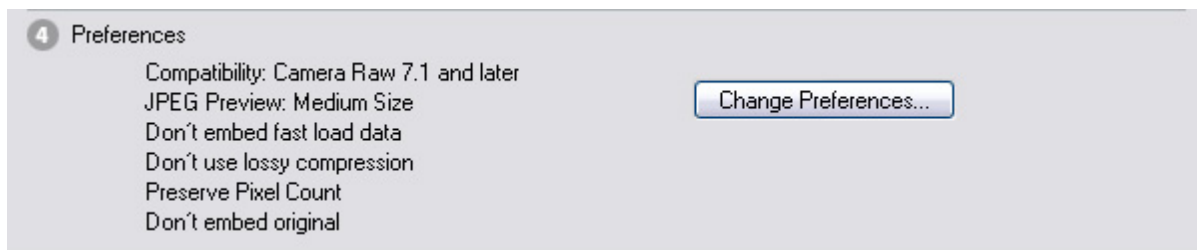
Name example: Photo_20121026.dng

Photo_ [dropdown] + yyyyymmdd (date) [dropdown] +
[dropdown] + [dropdown]

Begin numbering: [text box]

File extension: .dng [dropdown]

4. Click the **Change Preferences** to decide if you want to compress the image or embed the original raw file inside the DNG file.



4 Preferences

Compatibility: Camera Raw 7.1 and later

JPEG Preview: Medium Size

Don't embed fast load data

Don't use lossy compression

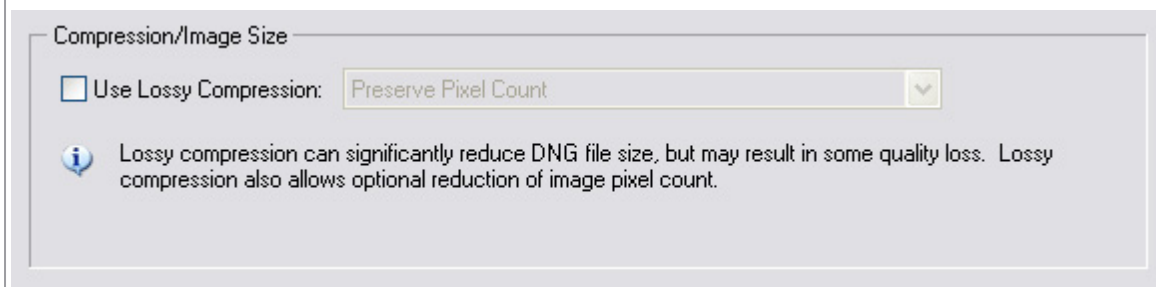
Preserve Pixel Count

Don't embed original

Change Preferences...


Note:

We suggest you do Not use the **Lossy Compression** option, because lossy compression may increase the loss of quality as the size is reduced.



Compression/Image Size

☐ Use Lossy Compression: Preserve Pixel Count [dropdown]

 Lossy compression can significantly reduce DNG file size, but may result in some quality loss. Lossy compression also allows optional reduction of image pixel count.

5. Click the **Convert** button to convert the raw files into DNG files.

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4

Pre-Processing Photo

Cropping Photo

In order to focus on a face in a group photo, or cut off the redundant parts of a photo, you may crop out the unwanted area via the cropping feature.

Cropping Photo






1. Load a photo.



The photo is tall.

2. Click the **Crop** button on the left tool bar in the **Import** page.


Note:

	1	1. Click this button to load a new photo.
	2	2. Click this button to start the procedure for cropping a photo.
	3	3. Click this button to rotate the photo clockwise.
	4	4. Click this button to rotate the photo counterclockwise.
	5	5. Click this button to horizontally flip the photo.

3.Determine the target ratio by dragging the 8 boxes on the sides and the corners of the cropping box.

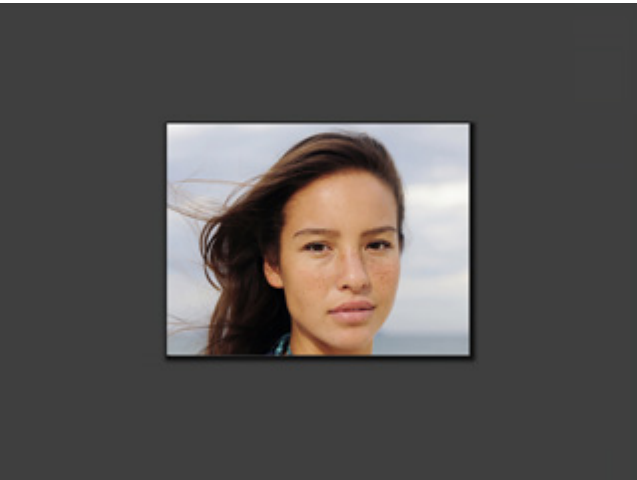
The cropping box initially shows in the same ratio as the photo.

Drag the 8 boxes to resize the cropping box.

4.You may click the down-arrow button besides the **Crop**  button to show the ratio presets panel and select a desired resolution.

UnConstrained
✓ Original Ratio
1 X 1(Square)
4 X 5 / 8 X10
8.5 X 11
5 X 7
2 X 3 / 4 X 6
4 X 3
16 X 9
16 X 10
Custom

5.Double click on the photo to crop it. Alternatively, you may click the **Crop** button again to crop the photo.



Correcting Photo Color with White Balance

Due to the color of the light source or the color temperature of the scene when you take a photo, it can sometimes have a strong orange, blue, or yellow overall tone.

In order to correct the color tone of the photo, you are able to utilize the **White Balance** feature to fix the color flaws (unless the flaws are intentionally created for a specific purpose).

Automatically Correcting (for Pro only)


By Sampling White References

When you have white reference in your photo, you are able to use the sampling method to correct the color with white balance feature.

1. Load a photo.



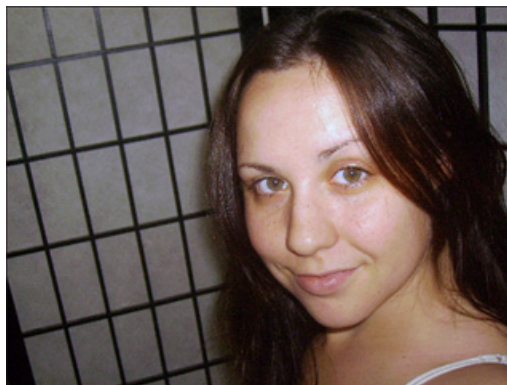
The photo has a yellow tinge

2. Go to the **Import >> Modify >> White Balance** section, click on the **Color Picker**  button in order to collect a sample from the photo.

3. Click and sample a color from a part of the photo that you wish to use as a white reference in order for **FaceFilter** to adjust the image accordingly.



Click to sample on a color that is taken as white reference.



The photo is corrected so that the light source returns to white.

By Presets

When the light source is a warm tone, the photo color will be more yellowish. Conversely, if the image was taken in the shade, under a cloudy sky, or in a cooler looking area, the photo will have a predominantly blue tone.

You may use the presets to correct the color temperature of the photo by determining the average color of the entire photo.

1. Load a photo. The example photos below contain no white reference.

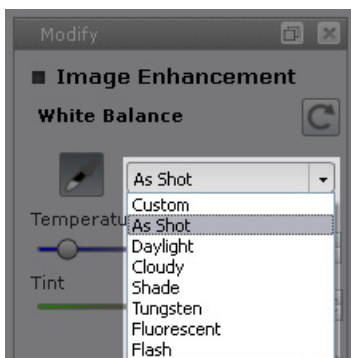


A yellowish photo without white references.



A bluish photo without white references.

2. Go to the **Import >> Modify >> White Balance** section, select a correcting preset from the drop-down list.



3. The photos will be automatically adjusted and the objects in the photo will display the original colors under white light.



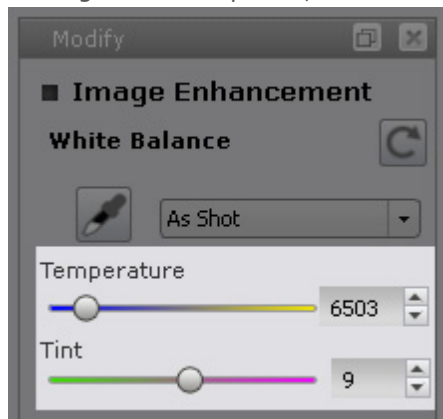
Flash preset is applied to cool down the color of the photo.



Cloudy preset is applied to warm up the color of the photo.

Manually Correcting

After using the sampling or preset methods of white balance, you may occasionally adjust the settings to fine tune the color of your photo. **FaceFilter** provides the **Temperature** and **Tint** sliders for warming up or cooling down the photo, and for mixture of green or red colors.



1. Load a photo.



The example photo is shot indoors with a fluorescent light, which cools down the photo.

2. Go to the **Import >> Modify >> White Balance** section, increase the value of the **Temperature** slider to the yellow end to warm up the photo.



The warmed-up photo looks a little too green.

3. Drag the **Tint** slider to the **Cyan** end to decrease the green level in order to get an ideal result.



Setting Tone for Photo

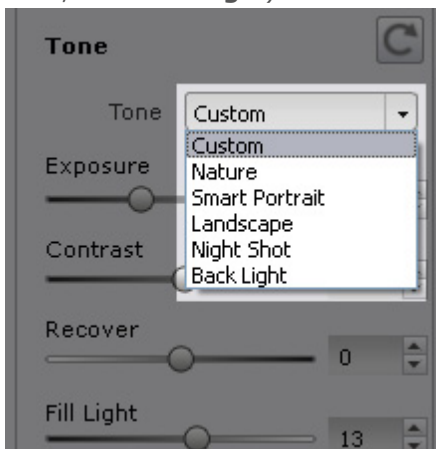
Due to the color of the light source, the camera type, or various other environmental elements, the tone of the photo may be too bright, dark or even dim. Since it would prove difficult to recreate the same scenario as the one in the photo, you can use **FaceFilter** to optimize the tones of the photo instead.

Automatically Correcting with Presets

1. Load a photo. The example photo below is shot under a **Back Light** situation.



2. Go to the **Import >> Modify >> Tone** section, select a correcting preset from the drop-down list (in this case, the **Back Light**).



3. The tone of the photo will be automatically optimized.



Smart Portrait



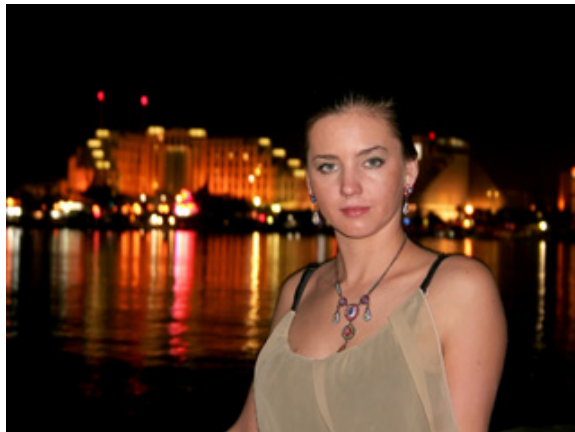
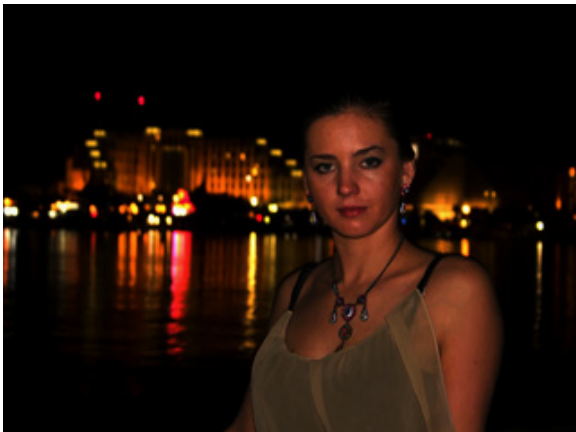
The preset will automatically detect the face in the photo and optimize the tone to make the skin look brighter and healthier.

Landscape



The preset will automatically fix the highlight tone of the panoramic photo.

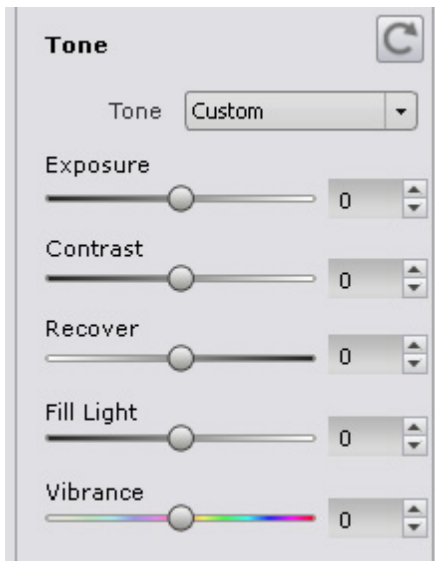
Night Shot



The preset will automatically brighten the tone of the photo shot without any flashlight.

Manually Correcting

Since the conditions vary from photo to photo, you may need to manually adjust with sliders of different parameters.



Exposure

The **Exposure** Sets the brightness of the entire photo. Adjust the slider until the level of white in the photo is suitable.



The light in this photo is insufficient.



The **Exposure** is increased to strengthen the lighting the scene.

Contrast

Drag this slider to increase or decrease photo contrast; the mid-tones are mainly affected. When the contrast is increased, the middle-to-dark areas become darker, and the middle-to-light areas become brighter. The tones are inversely affected when the contrast value is decreased.



The entire photo is flat because of less contrast.



The **Contrast** is increased to create more depth in the photo.

Recover

The slider of this parameter reduces the severity of extreme highlights caused by camera overexposure and attempts to recover lost image detail.



The photo is somewhat overexposed because of the extreme light source.



The **Recover** is increased to obtain more details in the overexposed areas (such as the sky and the clouds).

Fill Light

Increase the value to lighten shadows or mid-to-shadow areas to reveal more details (pure blacks are not affected).



The details of the shadow areas (the bodies) are obscure.



The **Fill Light** gives more light to the areas for viewing more of the details.

Vibrance

The **Vibrance** is similar to smart saturation. It increases the saturation of all lower-saturated colors while leaves the higher-saturated colors untouched. It also prevents skin tones from appearing overly saturated.



The colors in the original photo are a little dull.



The **Vibrance** is increased to saturate the image and make the colors more vibrant.



FaceFilter 3 User Manual

Face Fitting

Face Fitting

FaceFilter provides a precise fitting solution to locate the facial features from your image, which serves as the crucial starting point of any makeover processes. In the **Fitting** tab, you will need to fit the following facial features accurately in each step.



Step 1: [Selecting a Face](#)

Step 2: [Fitting the Left Eyes and Eyebrows](#)

Step 3: [Fitting the Right Eyes and Eyebrows](#)

Step 4: [Fitting the Nose](#)

Step 5: [Fitting the Mouth](#)

Step 6: [Fitting the Face Contour](#)

Step 7: [Previewing the Fitting Result](#)


Selecting a Face

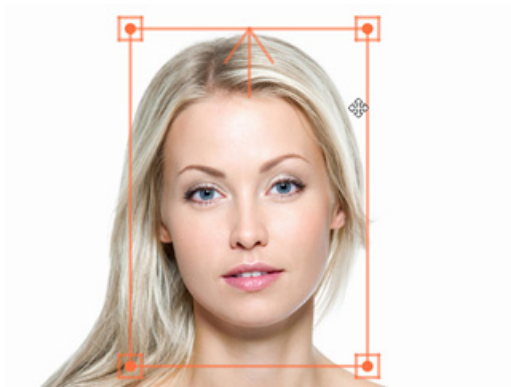
Define the face area of the image to be edited via the Face Selecting Frame so that **FaceFilter** can estimate the possible eye/mouth positions. Go to the **Fitting >> Select Face** section, then utilize the [Viewing Tools](#) and/or hold down the Shift key to pan the image.

Selecting the Target Face

The Face Selecting Frame can be useful when you want to target a face from a group photo, and can enlarge the facial area you wish to work with. This does not change the original image size.


Moving the Selecting Frame

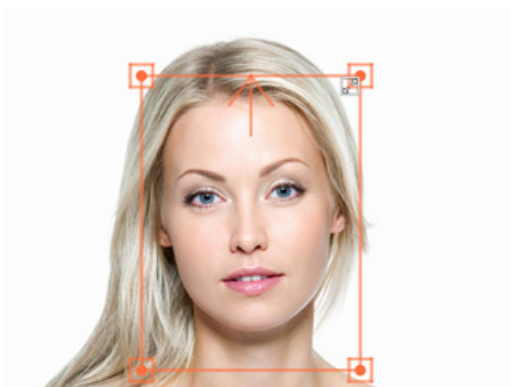
Move the mouse cursor to the frame line. When the icon  is displayed, move the frame to the place of the face.



Move the frame around to locate the face area.

Scaling the Selecting Frame

Move the mouse cursor to the small box of the corner handle. When the icon  is displayed, drag the frame inward or outward to reduce or enlarge the framing area.



Resize the frame to fit the face area.


Note:

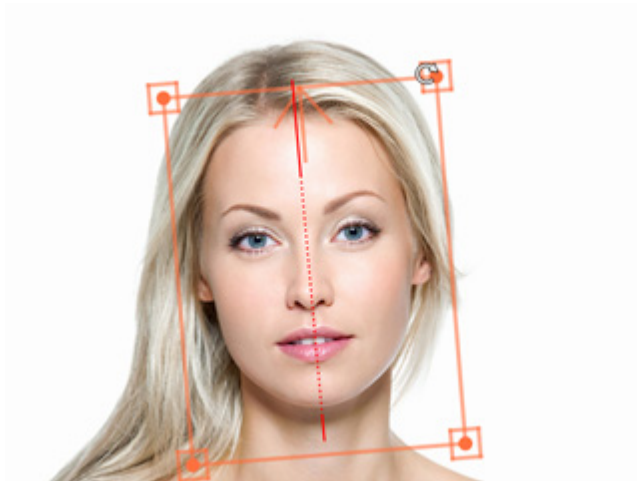
The Face Selecting Frame should at least include the upper hairline of the forehead, the lower edge of the chin, and both the ears. Otherwise, **FaceFilter** cannot efficiently detect the face area, and you may be unable to apply any template successfully.

Central Line Aligning and Orientation

The Face Selecting Frame and the Anchor helps you to define the face orientation for accurate fitting.

Rotating the Selecting Frame

Move the mouse cursor to the small circle of the corner handle. When the icon  is displayed, rotate the frame clockwise or counterclockwise with the central line aligning to the nose.



Rotate the frame and align the arrow to the nose line.

Facial Wireframe Modes

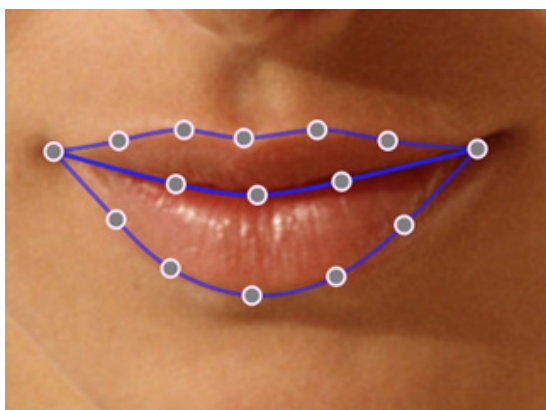
FaceFilter automatically generates the wireframe surrounding the face according to the Face Selection Frame you set in the last section. You may utilize the [Viewing Tools](#) and/or hold down the Shift key to pan around the image to get a better view of the facial feature you are working on.

Color Coding of the Wireframe

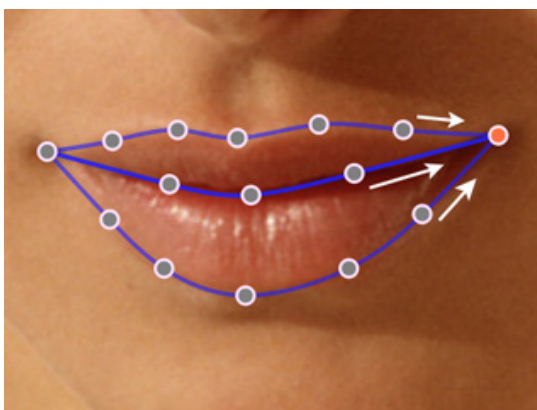
The fitting points on the wireframe can be distinguished by different colors:

● Grey Point (Free Point)

Grey colored points are free ones that haven't been adjusted yet. You may use them to set the anchor position and form the main shape of the feature. Grey points may move along with the adjustment of adjacent points according to their movement.



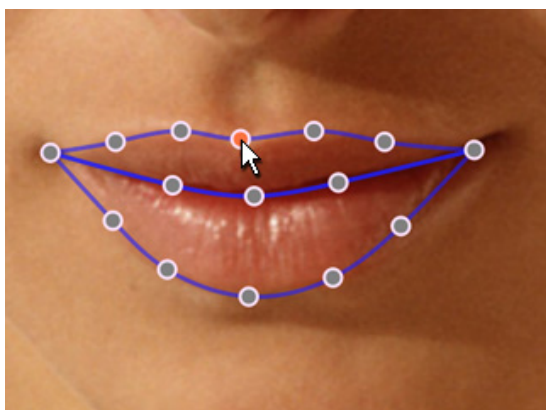
Grey points are free points.



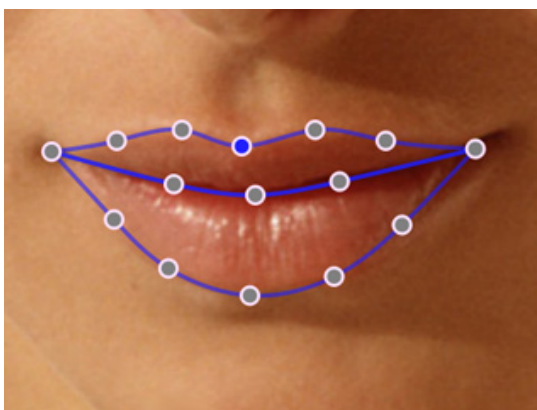
Free points move along with the active moving point (the orange one as shown).

● Blue Point (Pinned Point)

A point in blue color has been adjusted and is already pinned in place. Once a point is moved, it will become a blue point, and will not be affected by other moving points.



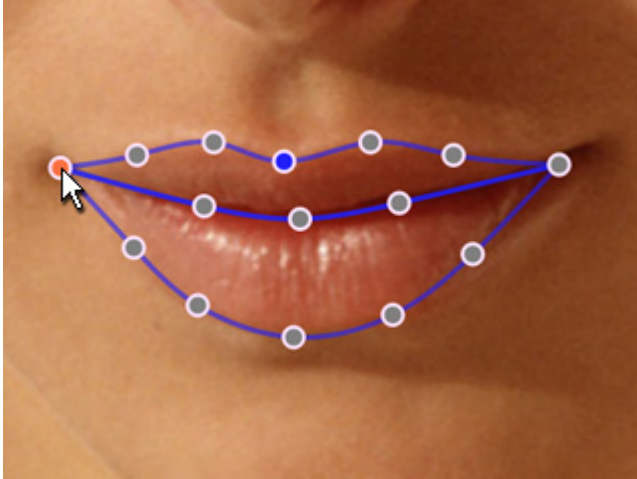
Move one of the grey points.



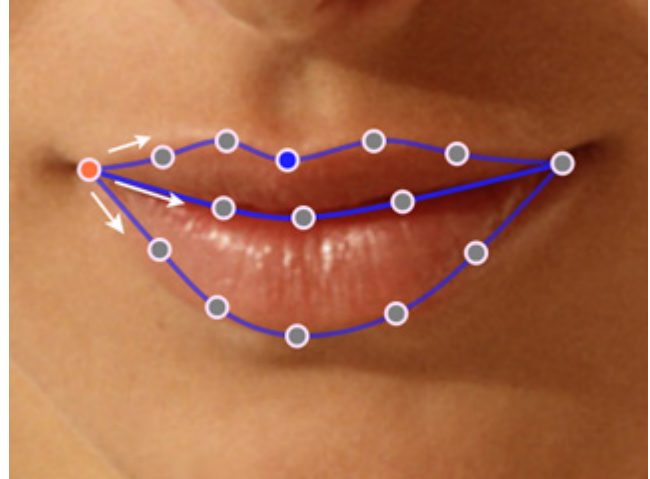
The moved grey point turns into a pinned blue point.

● Orange Point or Contour (Active Point or Contour)

A point or contour highlighted in orange color is an active one. You may click and drag it to relocate the point itself and the nearby free grey point(s). When a point is moving, the line segment with free grey points on it may move to a corresponding place as well as change the feature's shape.



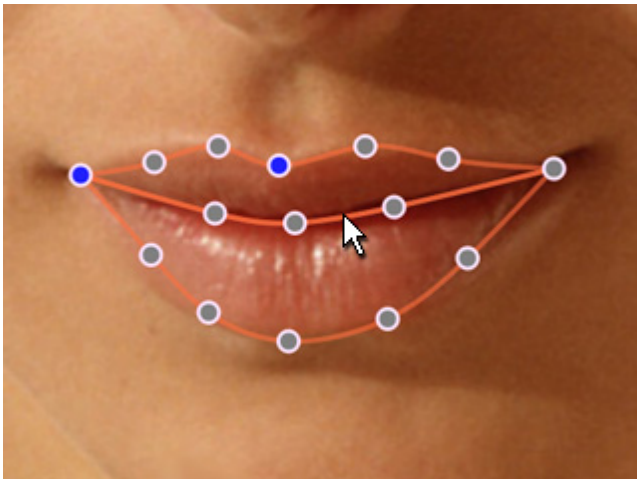
Click to highlight a point in orange.



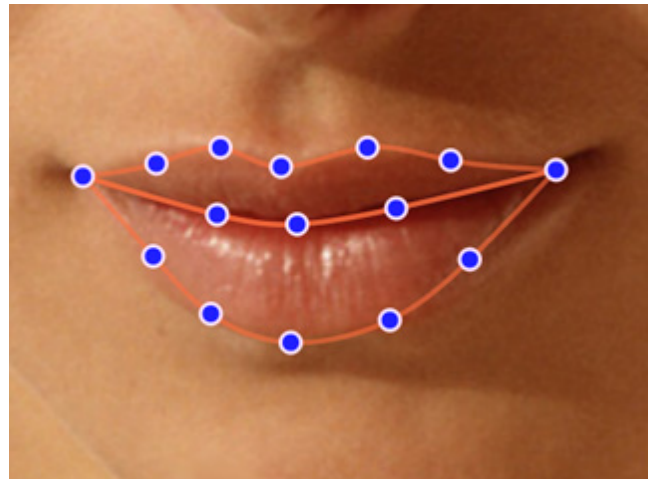
When the active orange point is moving, the pinned blue points are not affected.

Moving a Facial Feature

Click on any line segment of a facial feature and drag to the desired place. Please note that after the location of the facial feature is changed, all of the points on it will become blue ones pinned into place. If you are not satisfied with result, you may relocate the blue points one by one, to the ideal places and form the shape of the feature.



Click to highlight the feature line in orange.



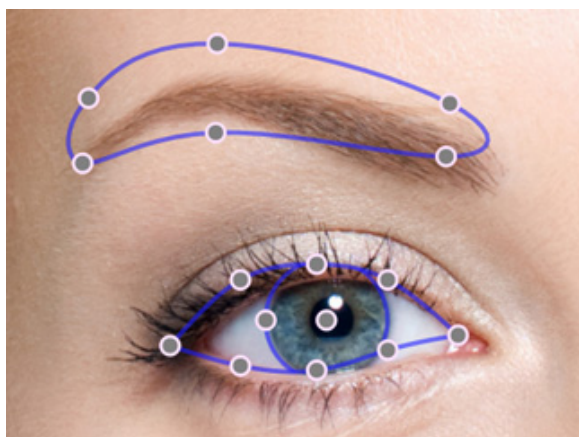
All points on the feature turn to blue after the feature wireframe has been moved.

Fitting the Eyes and Eyebrows

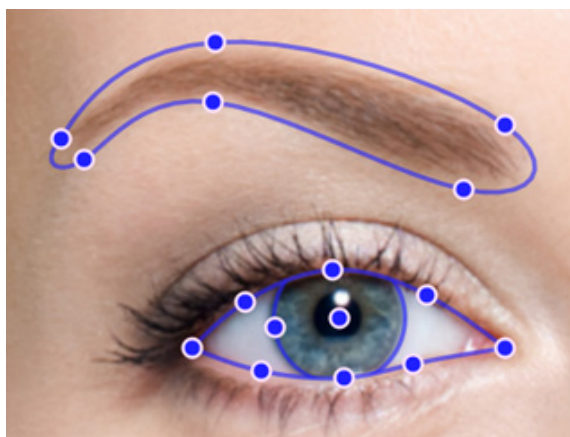
Outlining the base shapes of eyes and eyebrows is important for applying any makeup or shape template in **FaceFilter**. Go to the **Fitting >> Left Eye** section, and adjust the fitting points and lines even closer to the feature. Before proceeding, you may want to learn the [basic skills for adjust the wireframe](#).

Fine-tuning the Position

Click on the point to transform the outline of the eyebrow, or click on the line segment to drag the wireframe closer to the feature. Follow the same method to modify the eye position.



The initial positions detected by **FaceFilter**. Fitting points are grey in color.



The wireframe gets closer to where the eyebrow is located, and fitting points change to blue after being adjusted.

Changing the Eyebrow Shape

It is crucial to define the shape of the eyebrow for ideal makeup results. By adjusting the fitting points of the eyebrow, you may re-shape the wireframe to reduce or enlarge the makeup area.



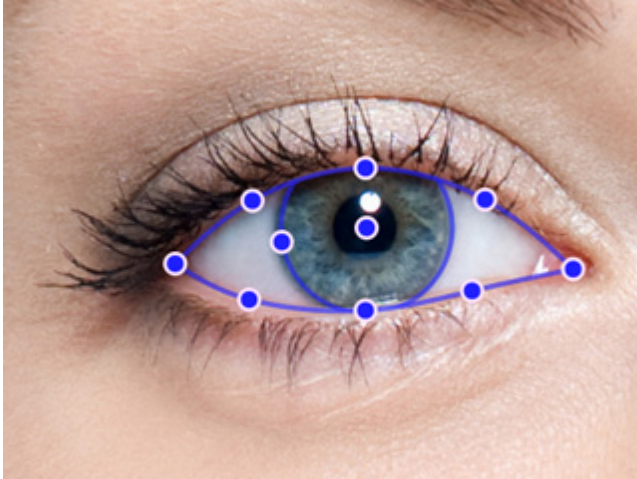
Re-shape the wireframe to achieve a wide eyebrow shape with a sharp edge.



Re-shape the wireframe to achieve a slim, curvy eyebrow shape.

Adjusting the Eye Shape

The wireframe for the eye shape affects a wide range of makeup for the eye rims, eyelashes, and eyeshadow. To achieve an ideal makeup result, adjust the fitting points and lines closer along the inner eye rims.



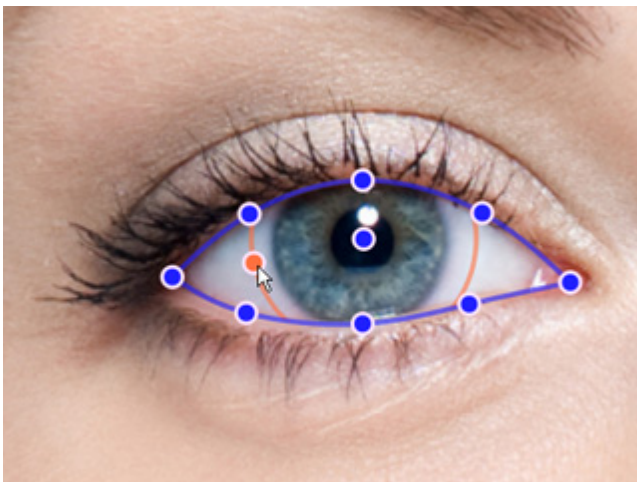
Adjust the fitting points and lines closer along the inner eye rims.



Apply a makeup template from the **Content Manager**.

Changing the Eyeball Shape

The fitting points of the eyeball are a bit different from those of other face features. There is a central point, which can be used to locate the centre of the iris. Once the central point is pinned (in blue color), you may drag the other point inward or outward to determine the size of the iris. It is especially useful when cosmetic contact lenses are desired.



After the central point is pinned to the centre of the iris, drag the other point to determine the iris size.



Apply an iris template from the **Content Manager**.

Note:

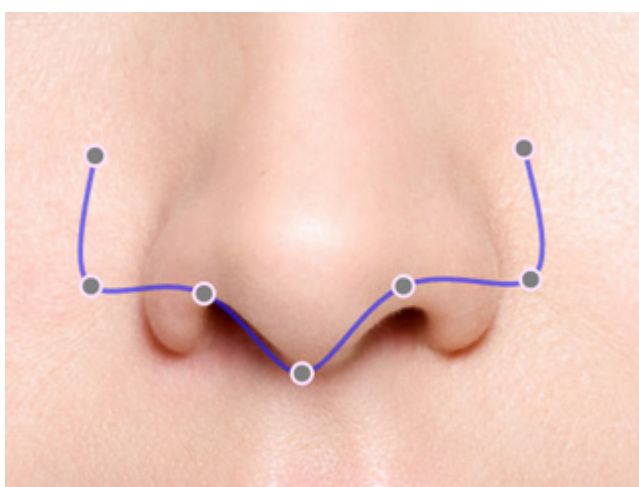
Once eyebrow and eye definitions have been established, you can always go back and adjust them at any point in your makeover process for the desired effect.

Fitting the Nose

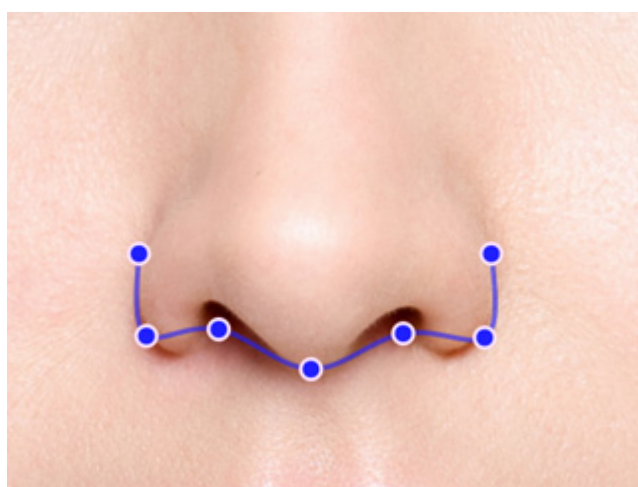
Outlining the base shape of the nose is important for applying shape templates in **FaceFilter**. Go to the **Fitting >> Nose** section, and set the fitting points as close as possible to the dimensions of the feature. Before proceeding, you may want to check out the [basic skills to adjust the wireframe](#).

Fine-tuning the Position

Click on the point to transform the outline of the nose, or click on the line segment to drag the wireframe closer to the feature.



The initial position detected by **FaceFilter**. Fitting points are displayed in grey.



The wireframe gets closer to where the nose is located, and fitting points are turn to blue after being adjusted.

Changing the Nose Shape

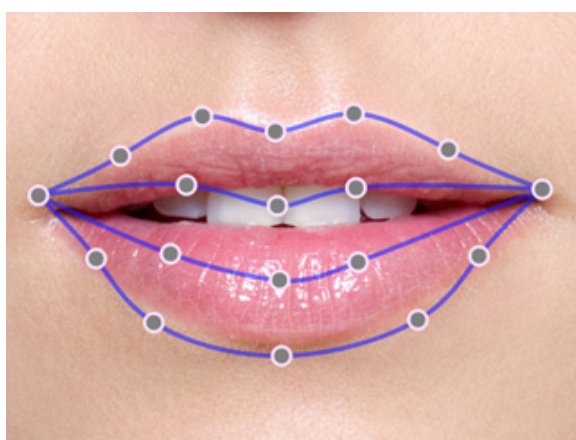
Locating the fitting point for the nose is crucial to achieve an ideal reshaping effect. Please follow the [Transforming the Nose](#) and [Adjusting Muscles around the Nose](#) sections to learn more about shaping the nose.

Fitting the Mouth

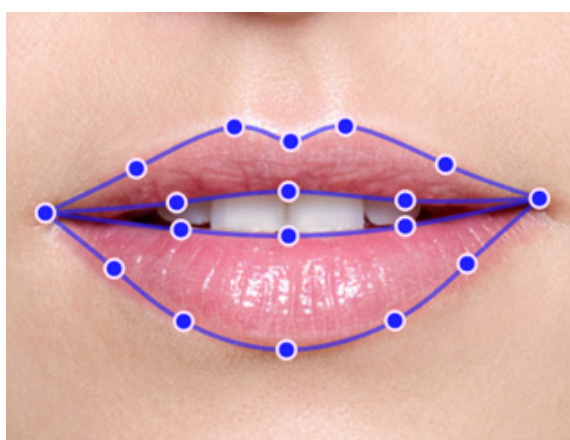
Outlining the base shapes of the mouth is important for applying any makeup or shape template in **FaceFilter**. Go to the **Fitting >> Mouth** section, and set the fitting points and lines as close as possible to the natural dimensions of the facial feature.

Fine-tuning the Position

Click on the point to transform the outline of the mouth and locate the teeth, or click on the line segment to drag the wireframe closer to the feature. The wireframe is designed for a closed mouth by default. If the mouth is open on the image, deactivate the **Close Mouth** box to change the form of the wireframe.



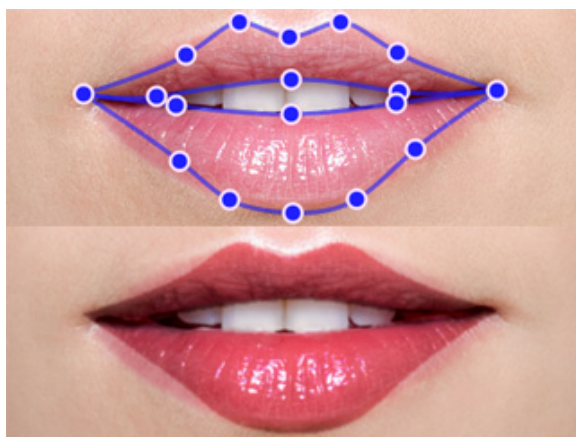
The initial position detected by **FaceFilter**. Fitting points are shown as grey.



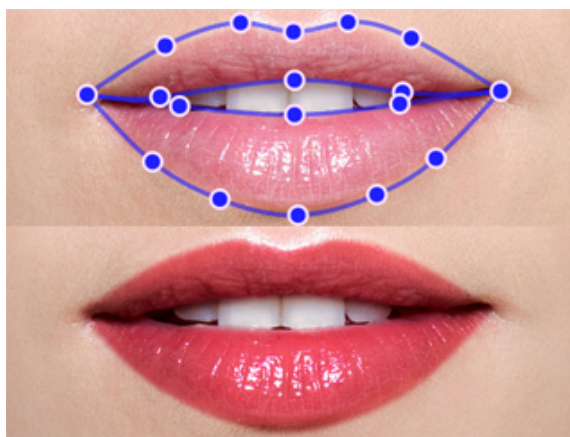
The wireframe gets closer to where the mouth is located, and fitting points change to blue after adjustments have been performed.

Changing the Mouth Shape

It is crucial to define the shape of the mouth in order to achieve the desired makeup result. By adjusting the fitting points of the mouth, you may re-shape the wireframe to reduce or enlarge the makeup area.



Re-shape the wireframe to achieve a smaller mouth shape with angular lips.



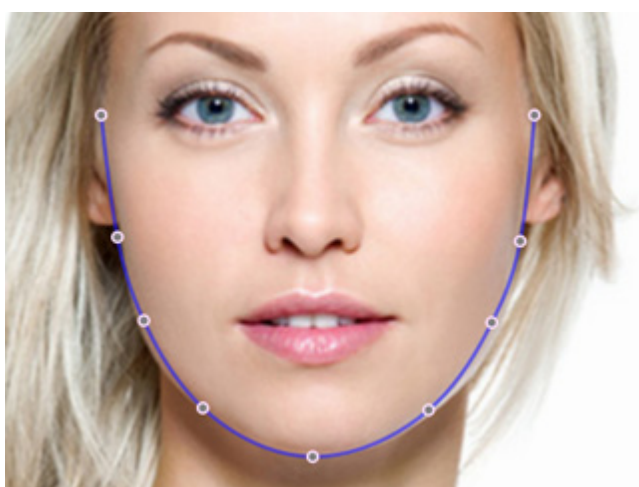
Re-shape the wireframe to achieve a more rounded mouth shape with full lips.

Fitting the Face Contour

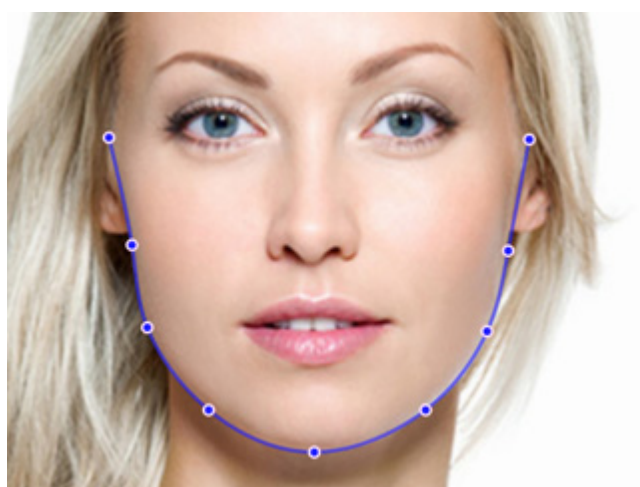
Outlining the base shapes of the facial contour is important for applying shape templates in **FaceFilter**. Go to the **Fitting >> Contour** section, and make the fitting points and lines as close as possible to the natural shape of the face.

Fine-tuning the Position

Click on any point to transform the outline of the facial contour, or click on the line segments to drag the entire wireframe into position.



The initial position detected by **FaceFilter**. Fitting points have a grey color.



The wireframe gets closer to the natural face shape and fitting points become blue.

Changing the Face Shape

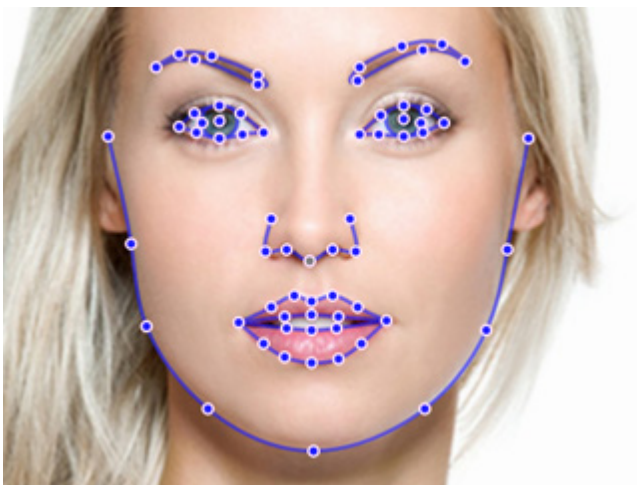
Locating the fitting point for the face is crucial to achieve an ideal reshaping effect. Please refer to the [Transforming the Face](#) section to learn more about shaping the face.

Previewing the Fitting Result

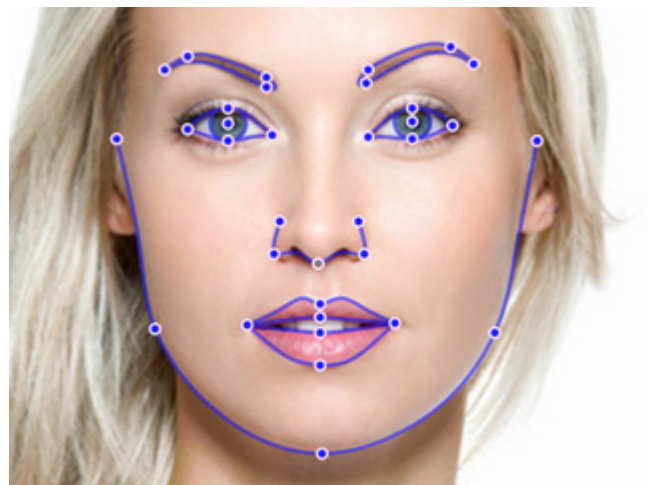
Before entering the **Makeover** section in **FaceFilter**, go to the **Fitting >> All** section and make sure the fitting points of the whole face are accurately mapped to each facial feature.

Fine-tuning the Wireframes

By default, the **Show Detail** box is activated. You may deactivate it and then utilize the [Viewing Tools](#) to have a clearer view of the fitting result. If the fitting is not as desired, re-adjust the points and lines on the image.



Show Detail: Activated



Show Detail: Deactivated



FaceFilter 3 User Manual

6 Beautifying the Face

Layers for Makeover

Much like the way you put on cosmetics in layers, **FaceFilter** applies the same concept for beautifying the face in a photo. The layers are as shown below:



Skin Refinement

This layer includes **Skin Smooth**, **Skin Tone** and **Skin Texture**, which cover the conditions on the skin such as freckles, fine lines, visible pores, etc. You may use this layer as you are using **Primer** or **Foundation**, generally the first step when applying makeup.

Skin De-Oil

This layer removes the oil problem on the **T-zone**, **Cheekbones** and **Jaw**.

Eye Bag Reduction

This layer covers unappealing colors around the eyes. By fine-tuning this layer, you can actually covers more defects on the skin such as wrinkles or blemishes. You can use this layer as a **Concealer**.

Highlight & Contour

This layer lights up the area on the face you want to emphasize. A face with highlights applied tends to look more luminous and distinct.

Blushes

The **Blushes** layer consists of three sub-layers. You are able to apply different colors to the sub-layers in order to perfect the complexion, which makes the face look healthier.

Lips

Use the **Lips** layer to provide brilliant color that infuses lips with the appearance of moisture and fullness, giving them a more sensual appearance.

Eye Makeup

This layer includes the **Eyebrows**, **Eyelashes**, **Eye Lines**, **Eye Shadows** and **Iris** sub-layers.

- **Eyebrows** sub-layer: Use the **Eyebrows** sub-layer to blend custom colors to soften or dramatize the eyebrows.
- **Eyelashes** sub-layer: Use the **Eyelashes** layer as **Mascara** to give an ideal length, curl, and voluminous look to the eyelashes.
- **Eye Lines** sub-layer: The **Eye Lines** sub-layer can be used as **Eyeliner** to accent or re-shape the look of the eyes, in order to highlight the color of the iris or create a base for eye shadow.
- **Eye Shadows** sub-layer: This sub-layer is composed of 7 color layers and 1 glitter layer, which gives an even, ultra-luminous finish; a silky, almost creamy texture that blends perfectly into the eyelid.
- **Iris** sub-layer: The **Iris** sub-layer helps you with illuminating the eye color, changing the look of the iris or even removing the red-eye phenomena.

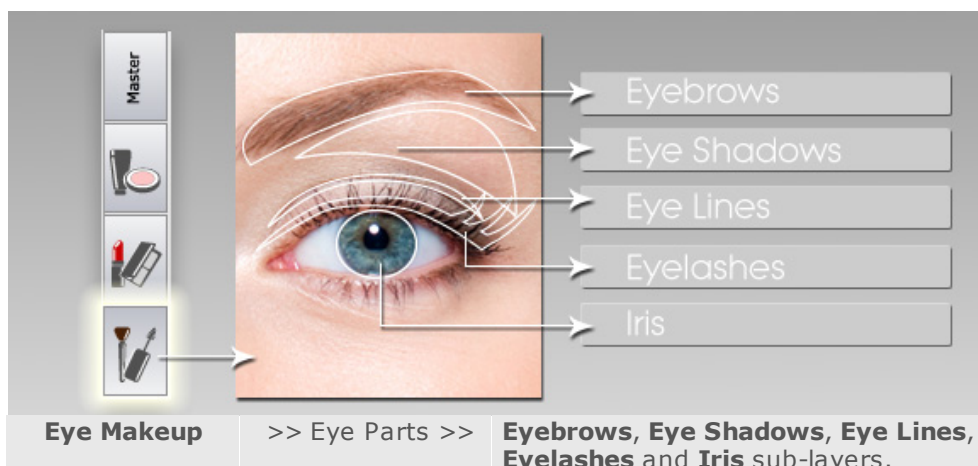
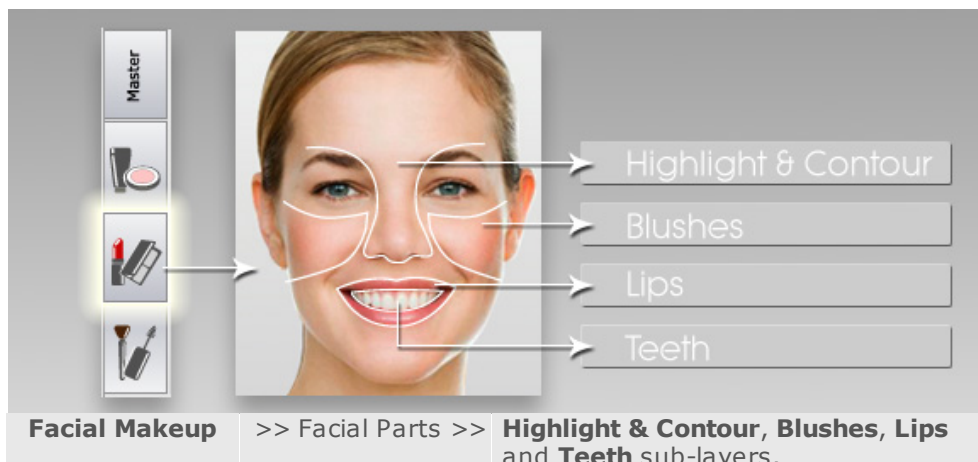
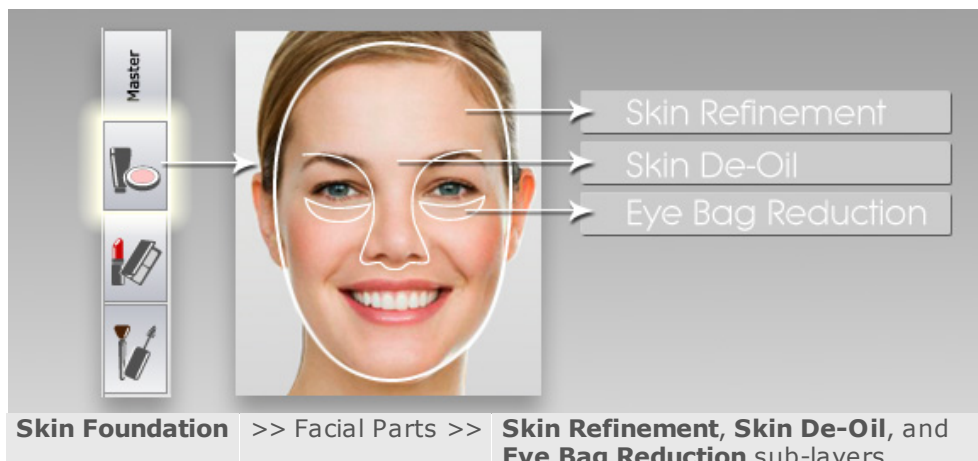
The Master Control - Beauty Center

After you have applied a custom template from one of the libraries, or if you want to manually adjust the strength of each basic layers of the makeup, you can use individual sliders in the **Modify** panel.

Accessing Layers with Sample Face

At the top half of the **Modify** panel, you may access specific layers via the sample face image. The sample face contains areas for different layers. You may quickly access these layers by clicking on the corresponding area of the face.

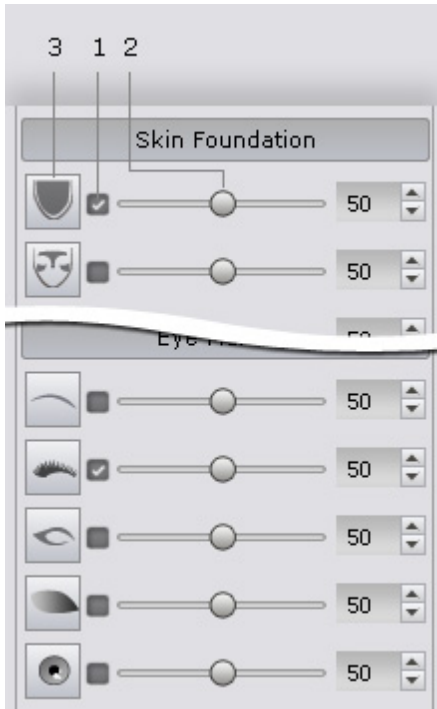
- The level structure of the areas is shown below :



- Click the buttons on the left side to quickly access the main categories.
- You may then adjust the basic look by using the slider (in the **Beauty Center**) at the bottom half of the **Modify** panel.

Beauty Center - Master Controls

At the bottom half of the **Modify** panel is the **Beauty Center**; it is divided into **Skin Foundation**, **Facial Makeup** and **Eye Makeup** sections.



1. Activating or deactivating a box will turn that particular effect on or off.
2. Drag the strength sliders to coordinate or balance the effects of the layers.
3. If you want to further adjust the settings for each layer, then click the button with the icon of the corresponding layer to access the advanced settings panel.

Quick Access to Template Libraries

In addition to beautifying the face, the **Beauty Center** can also help you quickly access different libraries of makeup templates in the **Content Manager**.

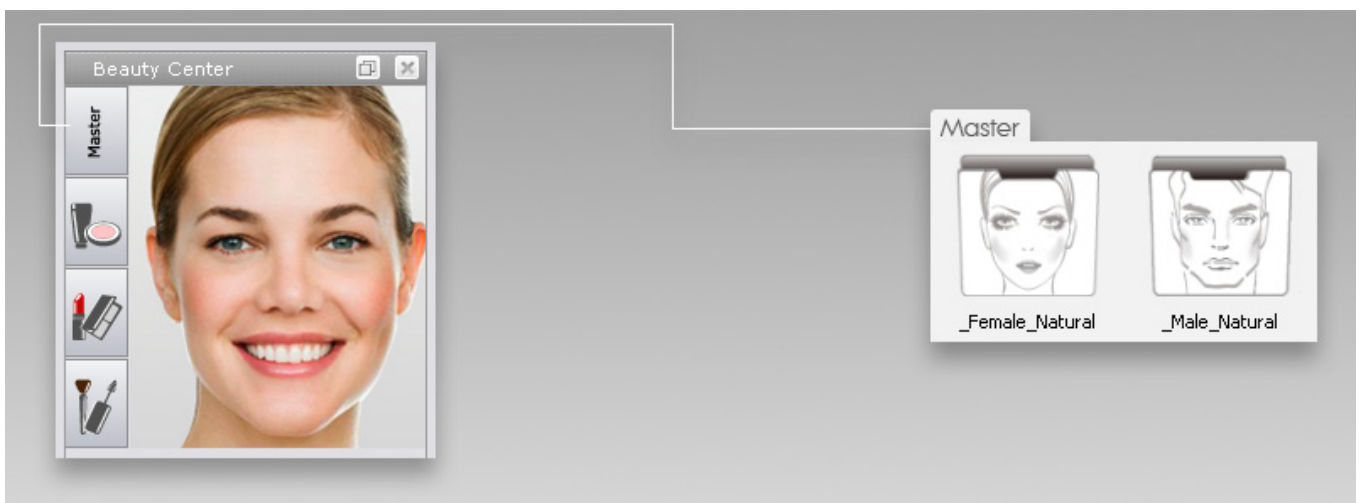
The Embed and Bonus Contents

The embedded and bonus content items are shown below

(please visit the [Bonus Pack](#) site for downloading the bonus pack):

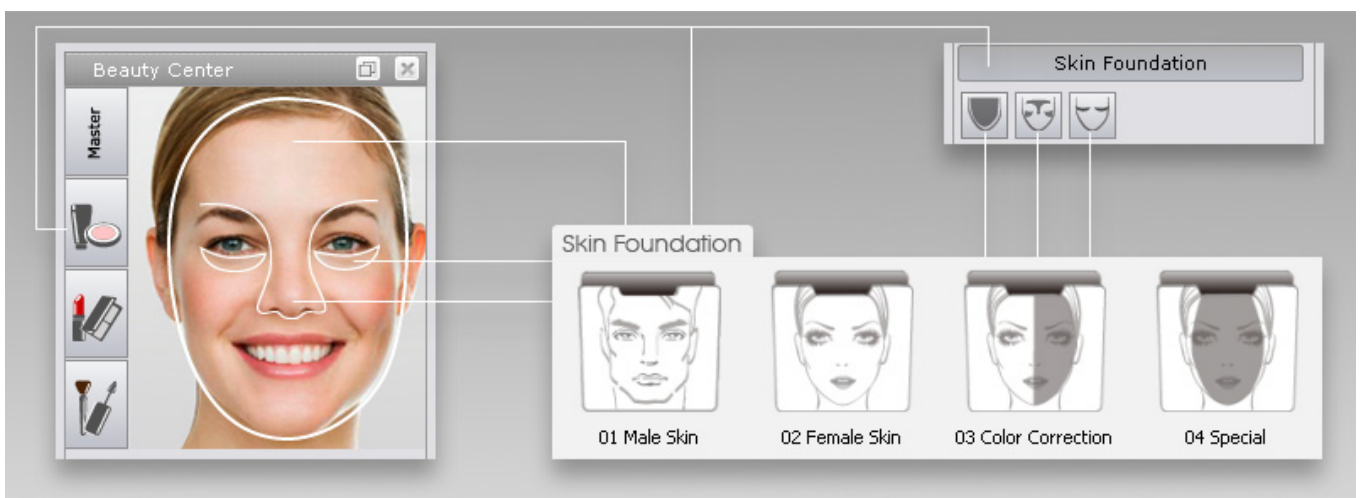
Master Library

[The Master library](#) contains the templates for the entire face. You can access this folder only through the graphic pane in the **Modify** panel.



Skin-Foundation-related Library

[The Skin Foundation library](#) can be accessed by clicking the buttons as described in the following illustration:



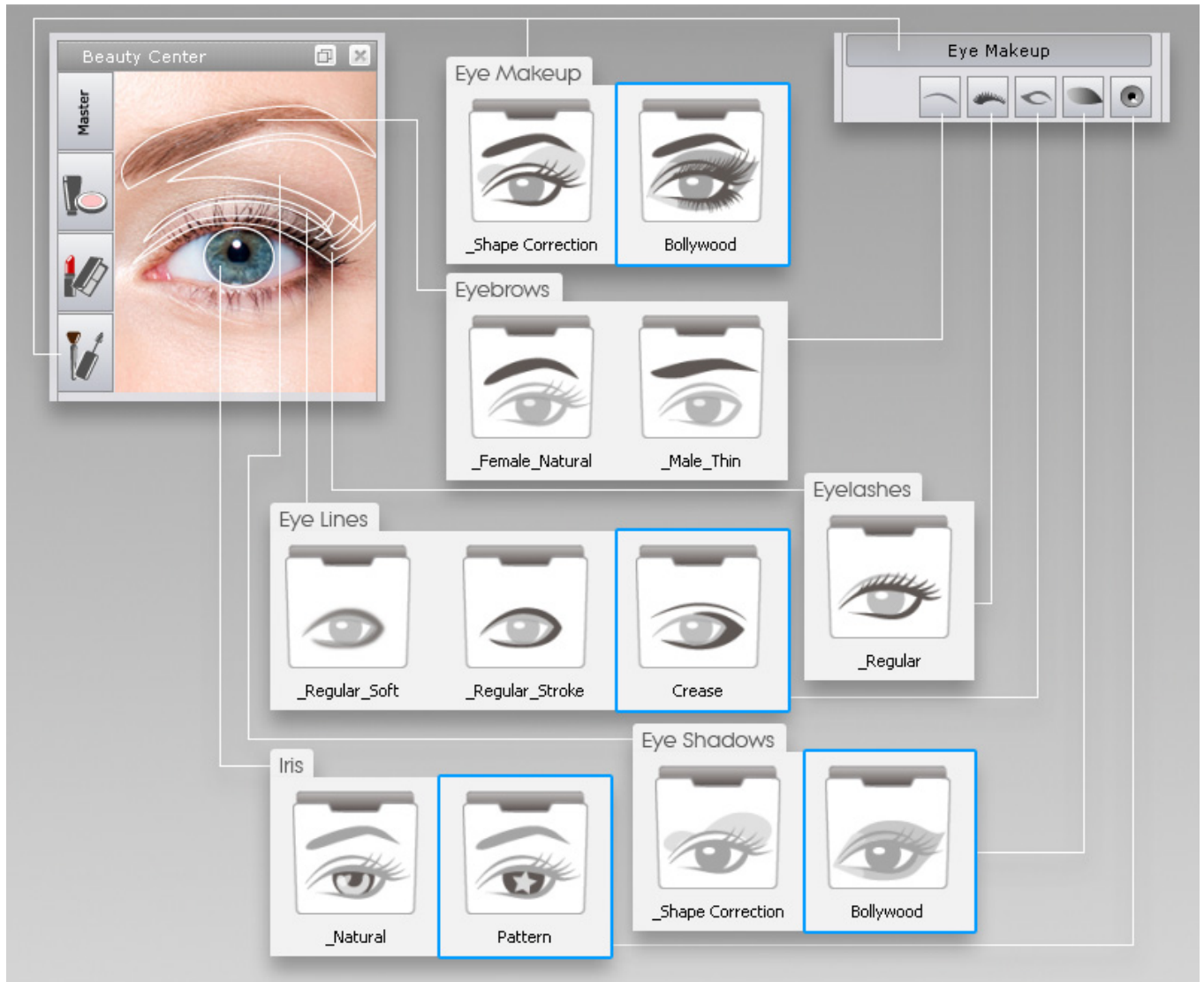
Facial-Makeup-related Library

You may click on each part to access the [Facial Makeup](#), [Highlight & Contour](#), [Blushes](#), [Lips](#) and [Teeth](#) libraries. The marked items can be obtained by downloading and installing from the [Bonus Pack](#) site.



Eye-Makeup-related Library

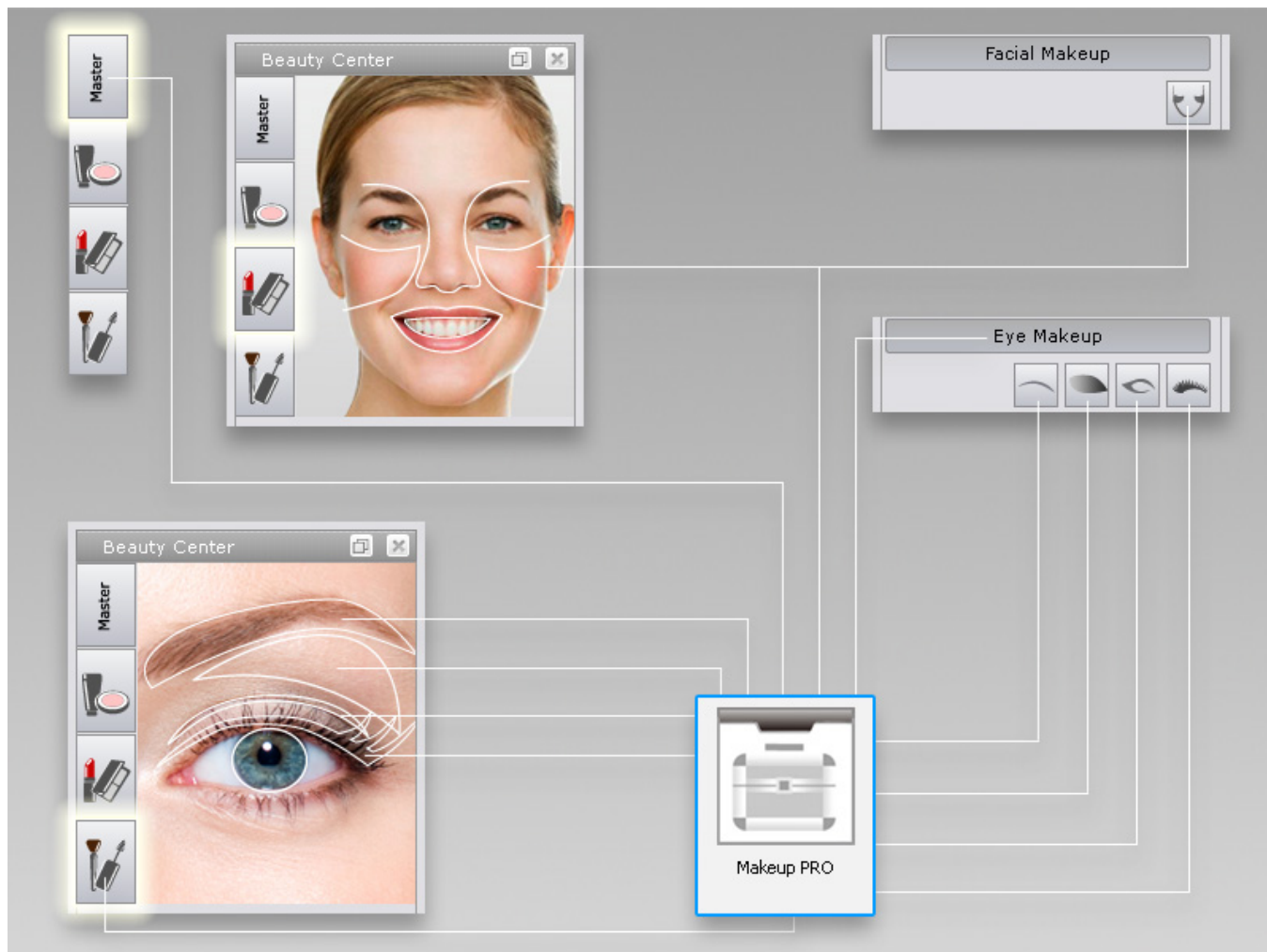
You may click on each part to access the [Eye Makeup](#), [Eyebrows](#), [Eyelashes](#), [Eye Lines](#), [Eye Shadows](#) and [Iris](#) libraries. The marked items can be obtained by downloading and installing from the [Bonus Pack](#) site.



The Power Pack Contents

If you see any folder with a briefcase thumbnail in any library, you can click it to purchase more templates from the [Makeup PRO](#) site.

The libraries contain the folder shown in the illustration below:



To purchase the **Makeup PRO** content, you need to:

1. Double-click on the folder with the briefcase thumbnail.
2. You will be directed to the **Makeup PRO** official site.
3. Execute the downloaded installation and the library will be expanded with more templates in new folders.

Master	Templates x 33
Blushes	Templates x 11
Eye Makeup	Templates x 23
Eyebrows	Templates x 26
Eyelashes	Templates x 10
Eye Lines	Templates x 33
Eye Shadows	Templates x 58

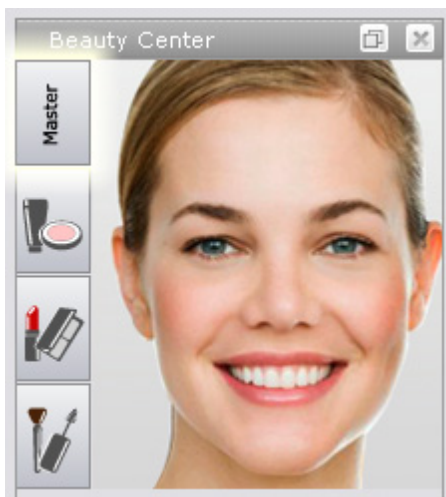
Applying from Makeover Library

In the **Makeover** page, you can apply templates of enhancements or different looks of various scenarios to the entire face from the **Makeover** library. After the template is applied, all you need to do is use the sliders in the **Beauty Center** panel to quickly modify the results to get the most ideal appearance of the face in the photo.

Applying Templates of Master Library

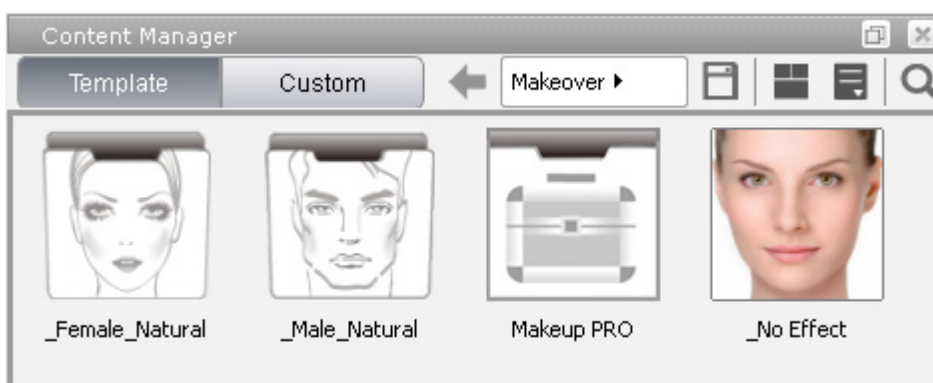
Each of the templates in the **Makeover** library contains the settings for the **Skin Foundation**, **Facial Makeup** and **Eye Makeup**. These templates are designed for specific purposes and scenarios. Simply double-click on the desired template and the photo is ready for export.

Click on the **Master** button to switch the **Content Manager** to the **Makeover** library.

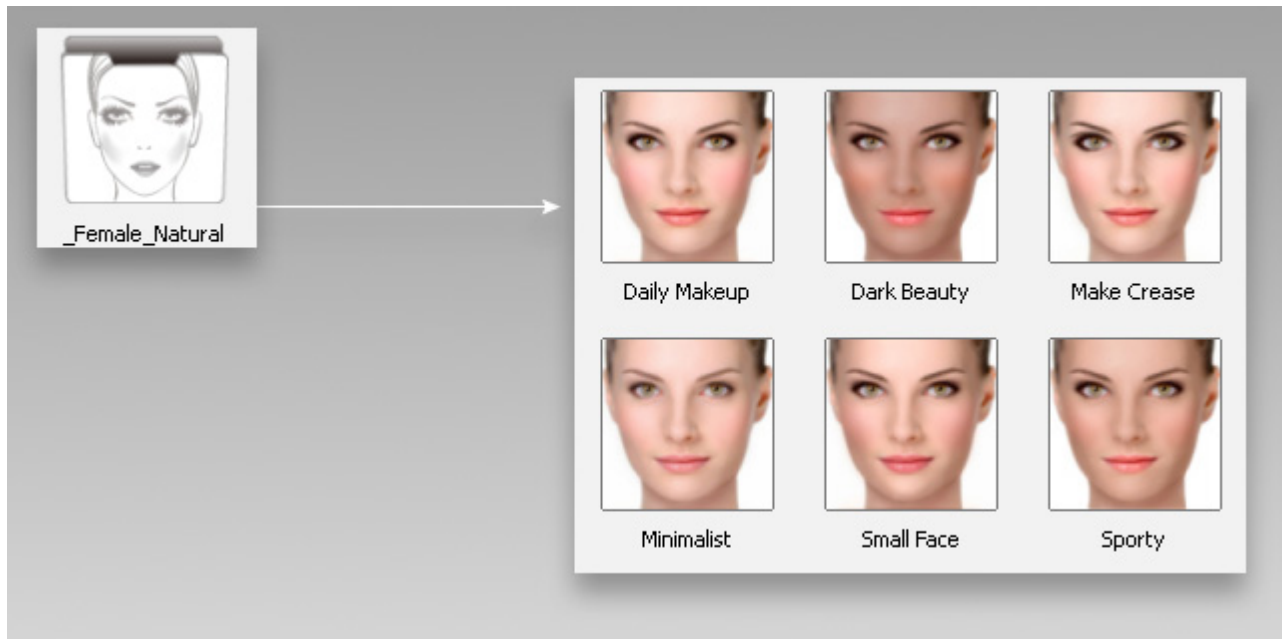


The Default Folders

The default **Makeover** libraries include **_Female_Natural** and **_Male_Natural** folders with templates suitable for female or male faces.



_Female_Natural



The applied result is shown in the table below :

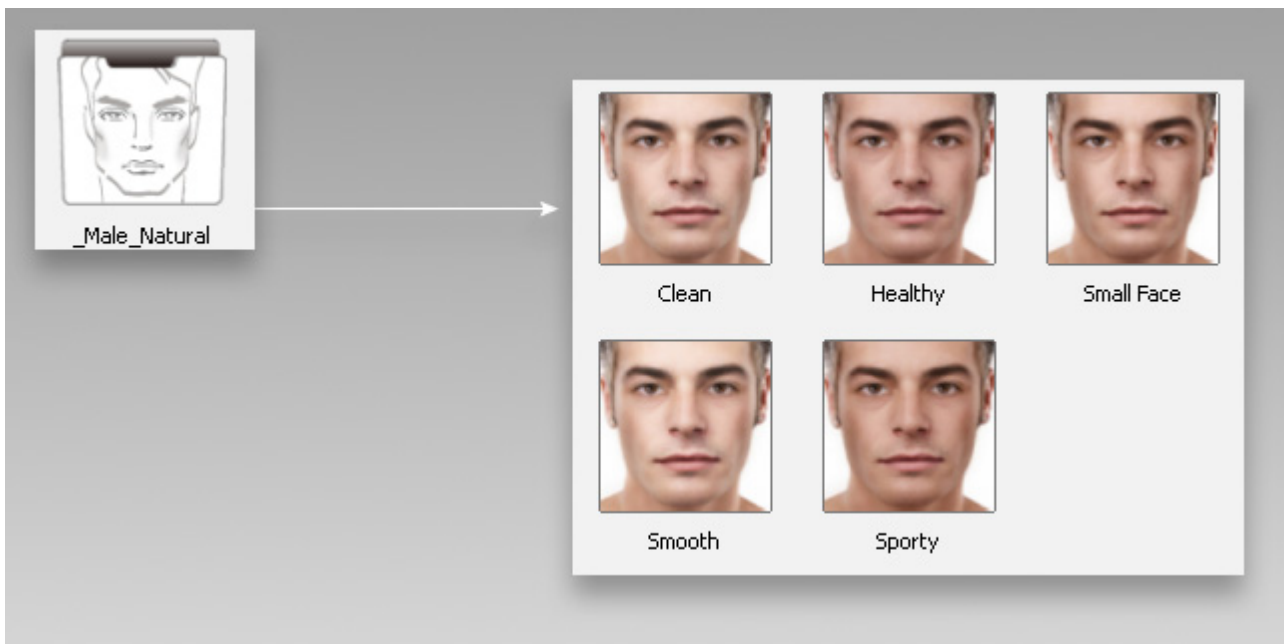


The pale look of the face before any template is applied.



The healthier look of the face after the **Sporty** template is applied.

_Male_Natural



The applied result is shown in the table below:



The face with uneven complexion before desired template is applied.

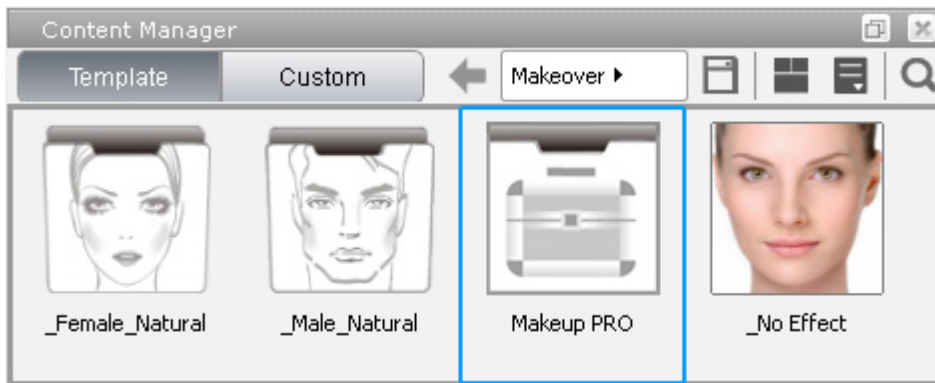


Improved skin tone after the Sporty template is applied.

The Power Pack Folders

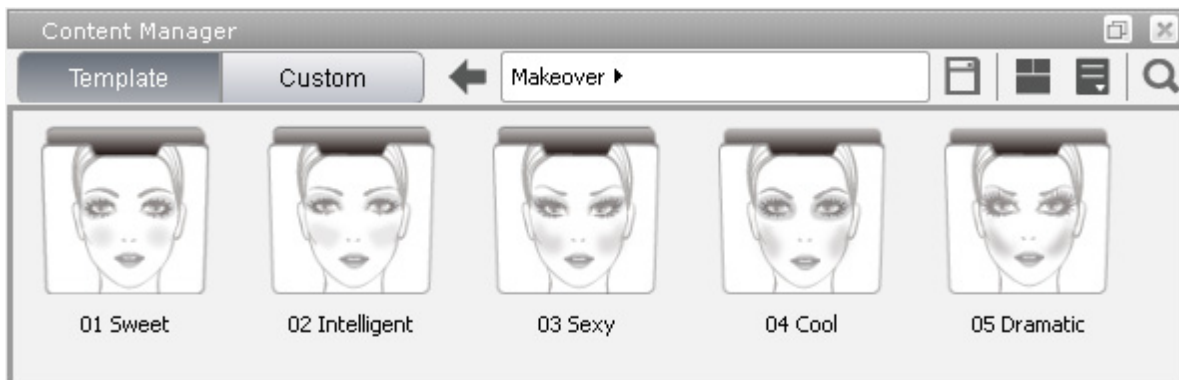
If you see a folder with thumbnail as shown in the step 1 below in the **Master** library, then you may purchase more templates from the [Makeup PRO](#) site:

1. Double-click on the folder with briefcase thumbnail in the **Master** library.

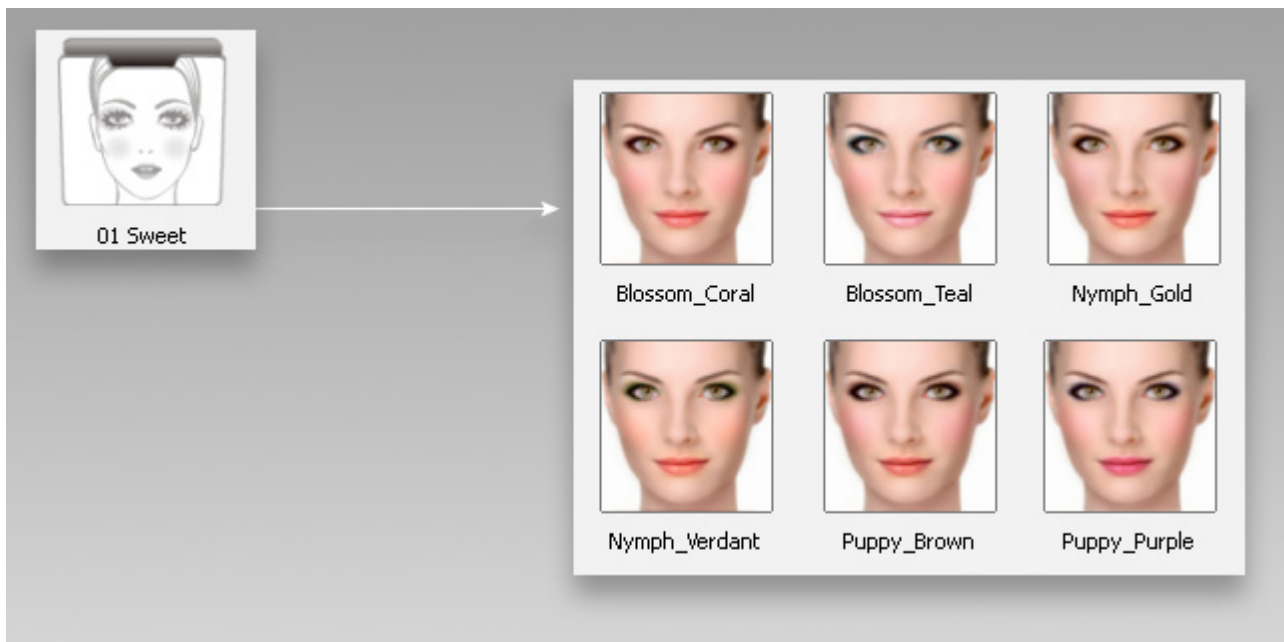


2. You will be directed to the **Makeup PRO** official site.

3. Execute the downloaded installation and your **Makeover Library** will be expanded with 33 more templates in 5 new folders:



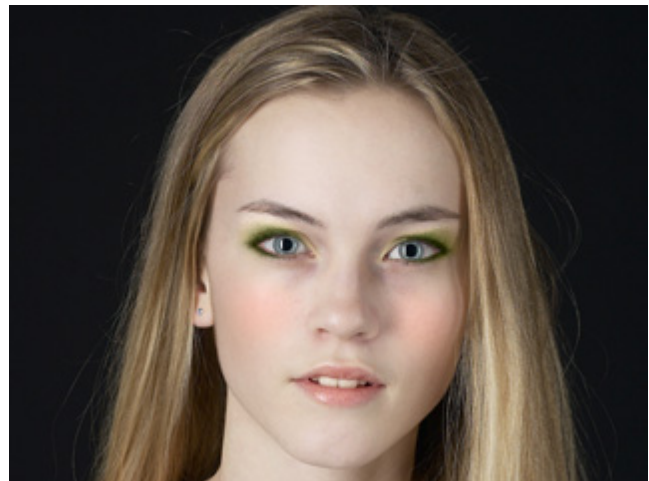
01 Sweet



The applied result is shown in the table below :

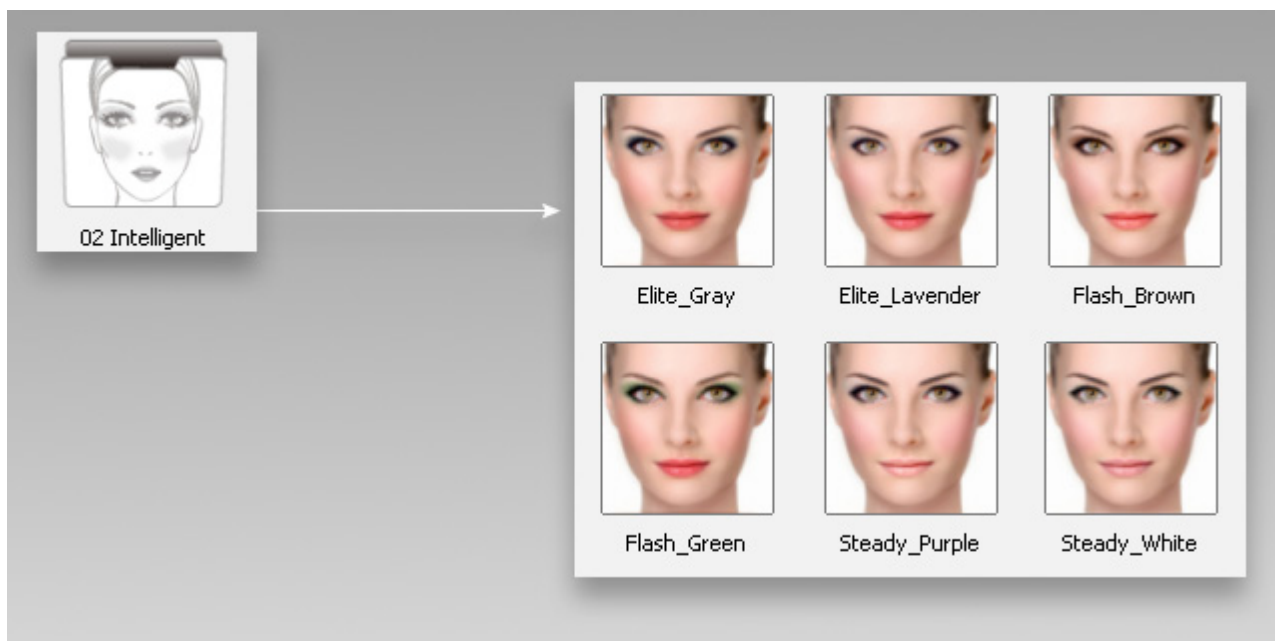


The original look of the face before desired template is applied.

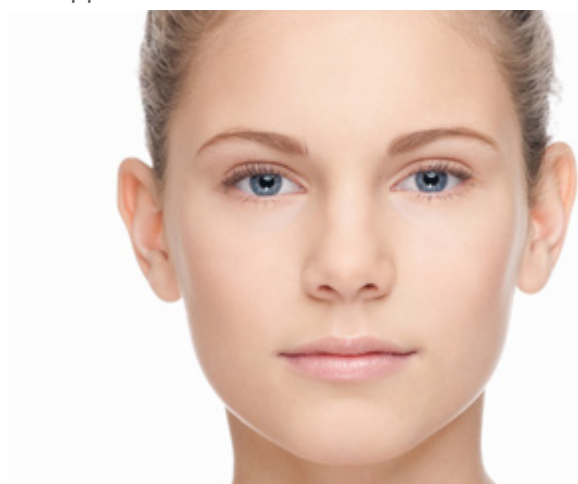


The new look of the face after the template **Nymph_Verdant** is applied.

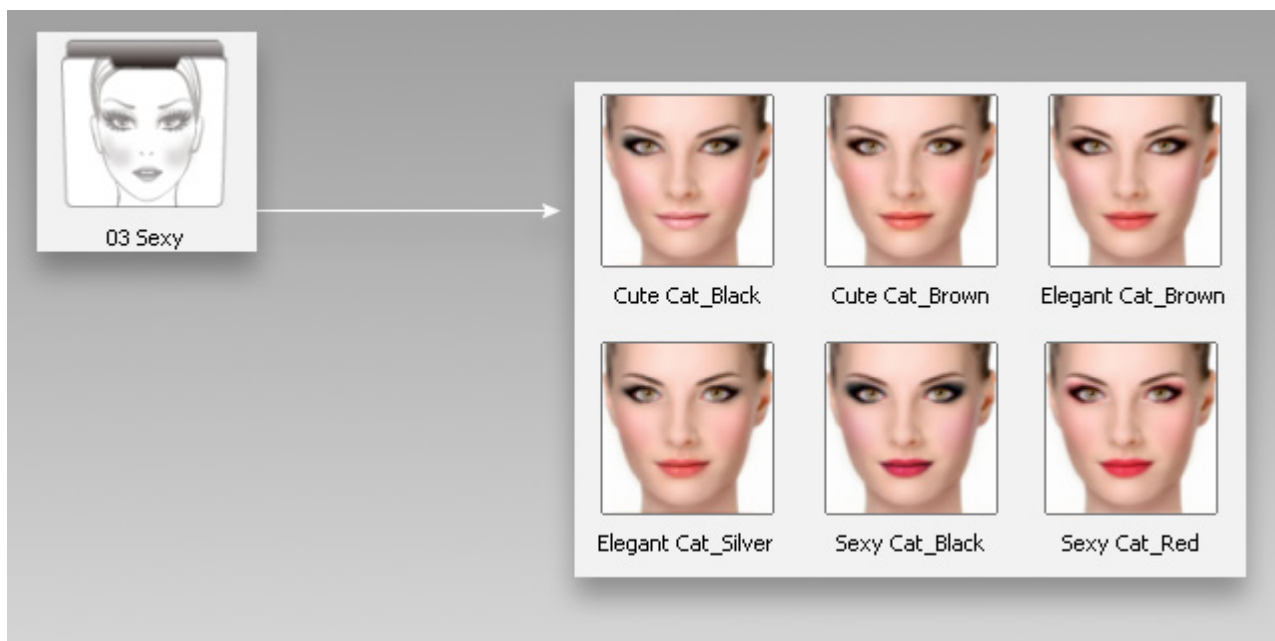
02 Intelligent



The applied result is shown in the table below :



03 Sexy



The applied result is shown in the table below :

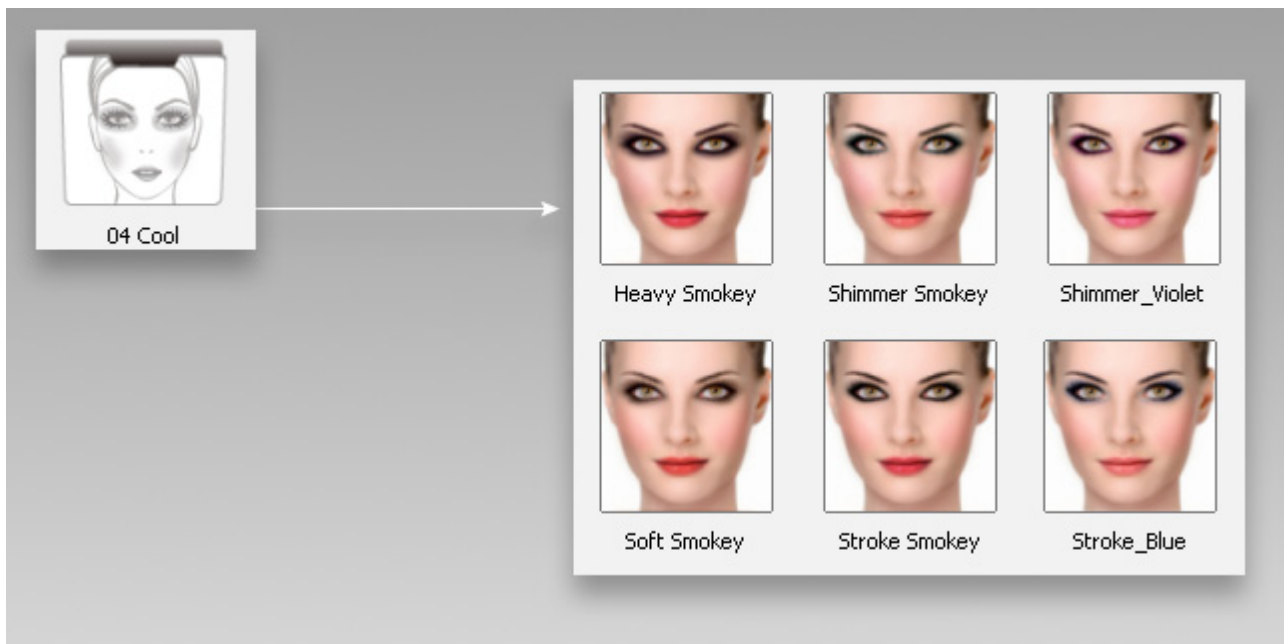


The original look of the face before desired template is applied.



The new look of the face after the template **Sexy Cat_Red** is applied.

04 Cool



The applied result is shown in the table below :

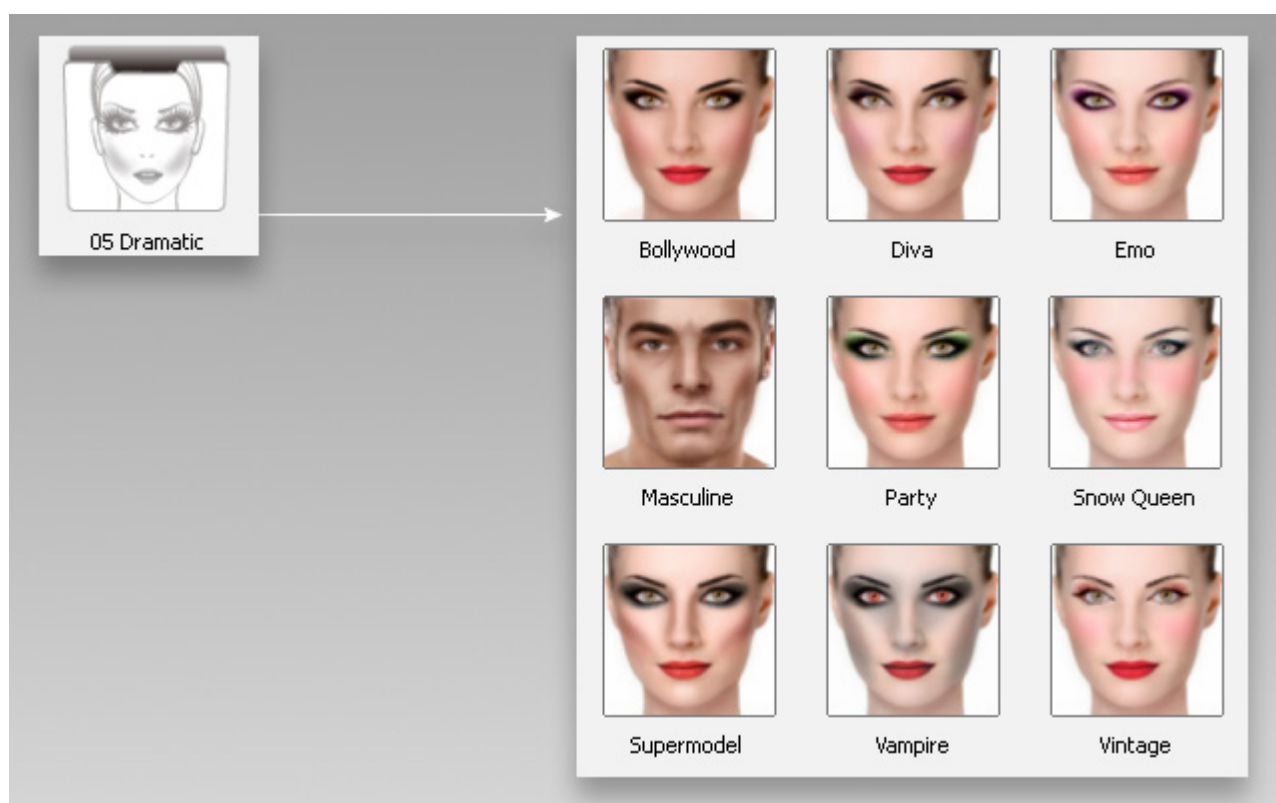


The original look of the face before desired template is applied.



The new look of the face after the template **Stroke Smokey** is applied.

05 Dramatic



The applied result is shown in the table below :



The original look of the face before desired template is applied.



The new look of the face after the template **Snow Queen** is applied.

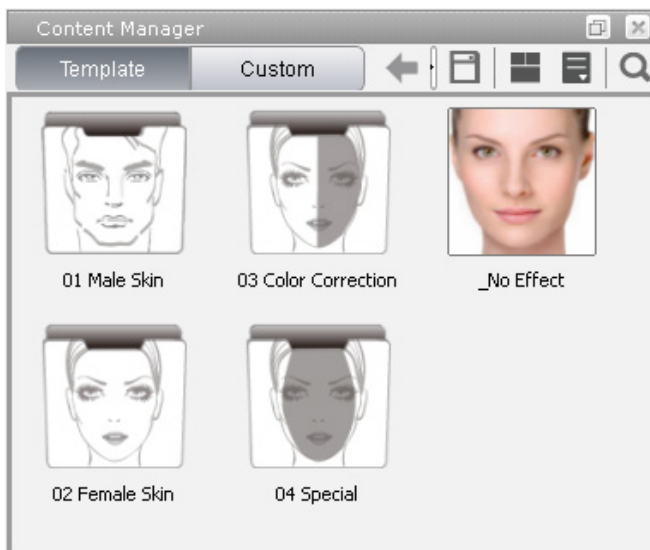
Skin Revitalization

FaceFilter provides a **Skin Foundation** section for revitalizing the skin of the face in the photo; including **Skin Refinement**, **Skin De-Oil**, and **Eye Bag Reduction** layers. The **Skin Refinement** layer applies an ideal tone to the skin; the **Skin De-Oil** layer assists you in removing oily skin and the **Eye Bag Reduction** can be used as a concealer layer to cover imperfections of the skin.

Here is a photo that contains a few obvious skin conditions.



[Applying Skin Foundation Templates from Library](#) - By using the **Skin Foundation** templates from the library, you can quickly fix up the conditions of the skin.



Skin Refinement- This layer helps you by applying alternative skin tones which even out the surface appearance.



Skin De-Oil - This layer is able to remove oily skin from specific zones on the face.



Eye Bag Reduction - This layer can be used as concealer to conceal skin imperfections.



After the skin foundation step, a more even skin tone is revealed and the face is ready for makeup.

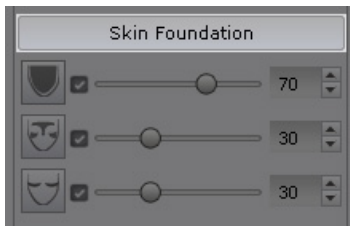
Applying from Skin Foundation Library

In the **Makeover** page, you can fix complexions from the **Skin Foundation** library. After the template is applied, all you need to do is use the sliders in the **Beauty Center** panel to quickly modify the results to get the most ideal skin conditions in the photo.

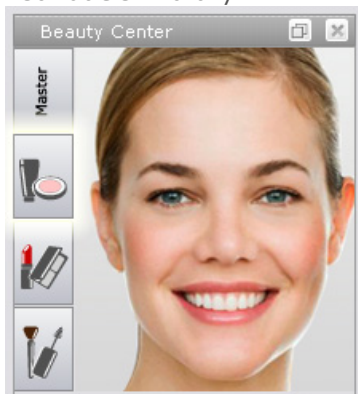
Applying Templates of Skin Foundation Library

Each of the templates in the **Skin Foundation** library contains the settings for the **Skin Refinement**, **Skin De-Oil**, and **Eye Bag Reduction**. These templates are designed for fixing imperfections on the skin.

Click on the **Skin Foundation** button in the **Modify Panel**.

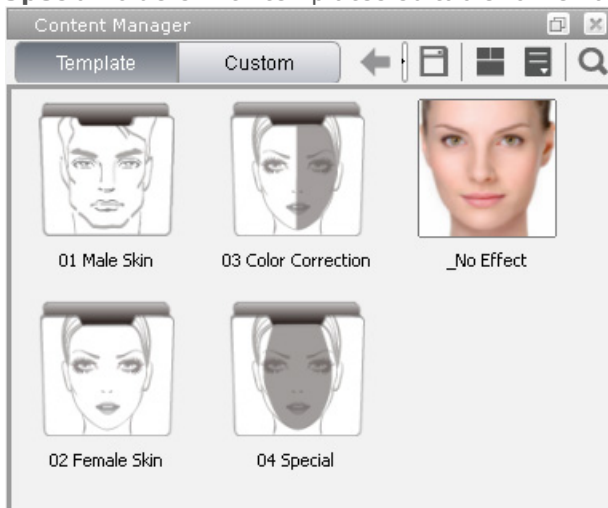


Alternatively, you may click on the **Skin Foundation** button to switch the **Content Manager** to the **Skin Foundation** library.

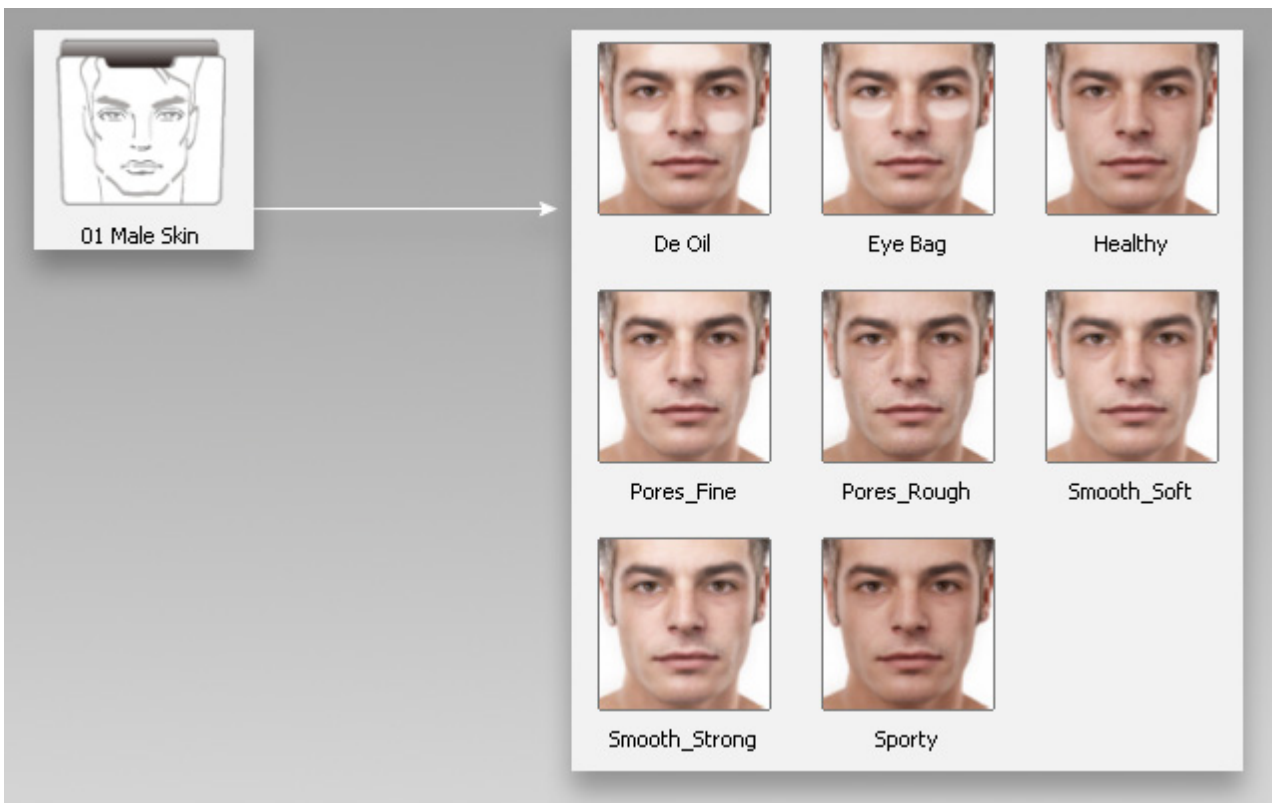


The Default Folders

The default **Skin Foundation** libraries include **01 Male Skin**, **02 Female Skin**, **03 Color Correction** and **04 Special** folders with templates suitable for female or male faces.



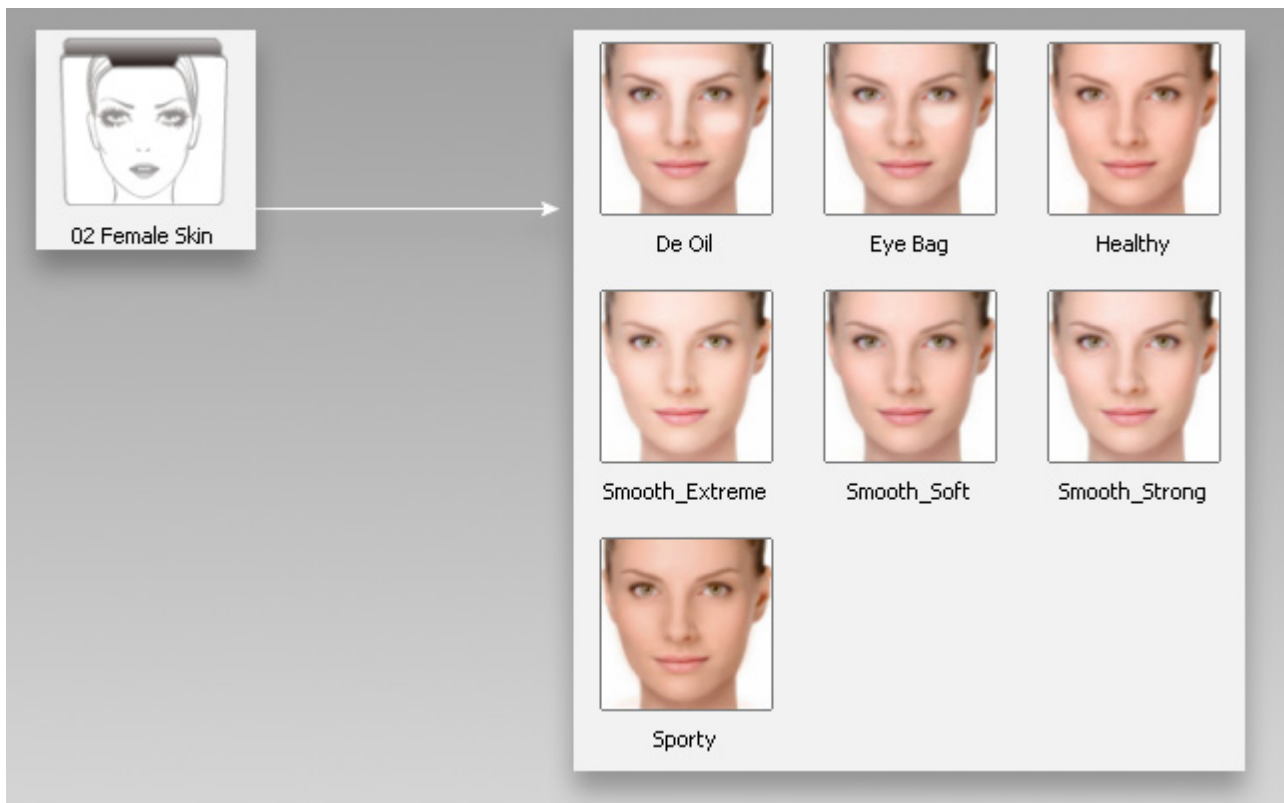
01 Male Skin



The applied result is shown in the table below :

	
<p>The blemish look of the face before any template is applied.</p>	<p>The smoother skin after the template Smooth Strong is applied.</p>

02 Female Skin



The applied result is shown in the table below :

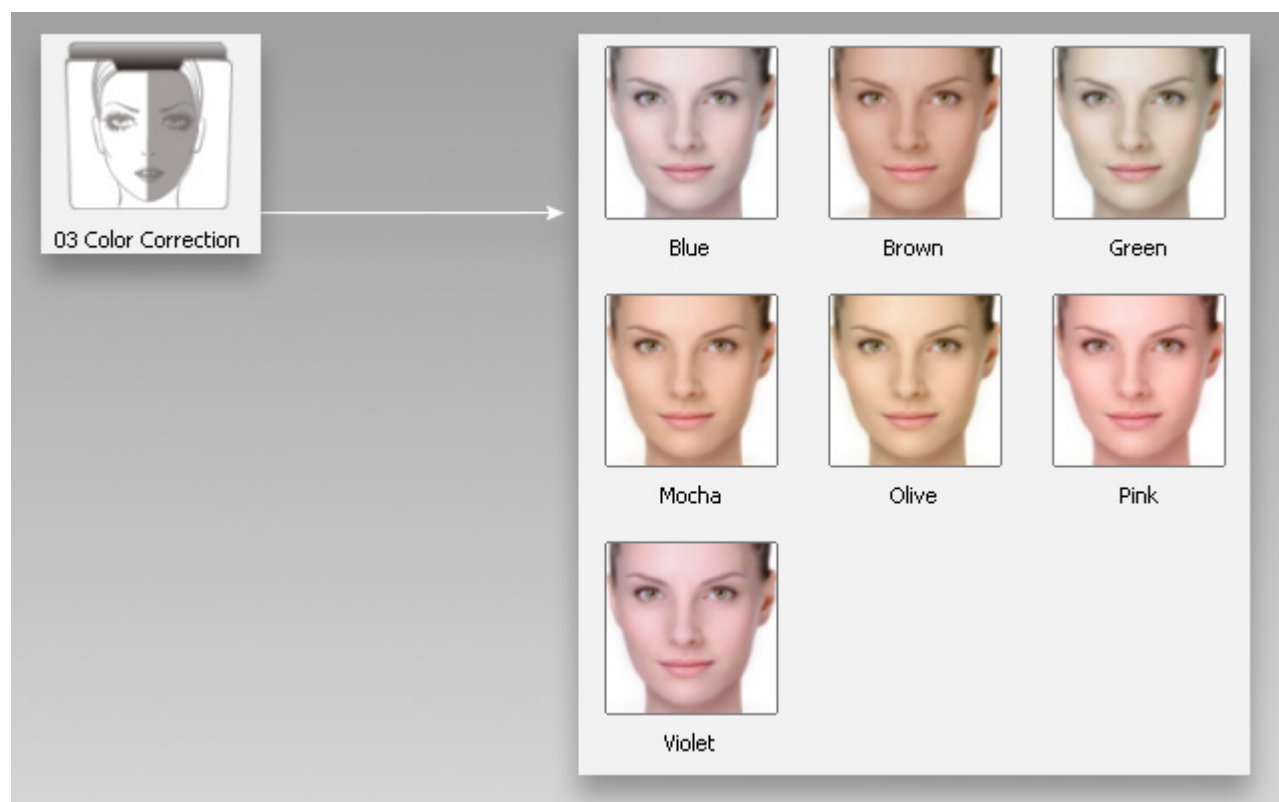


The blemish look of the face before any template is applied.

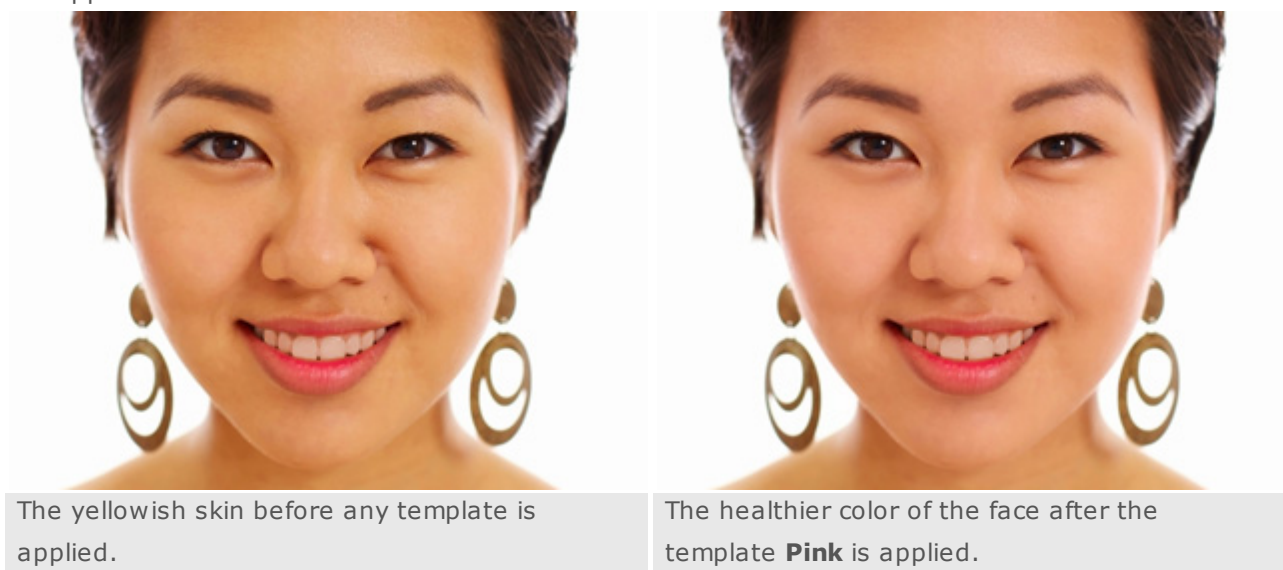


The smoother skin after the template **Smooth Extreme** is applied.

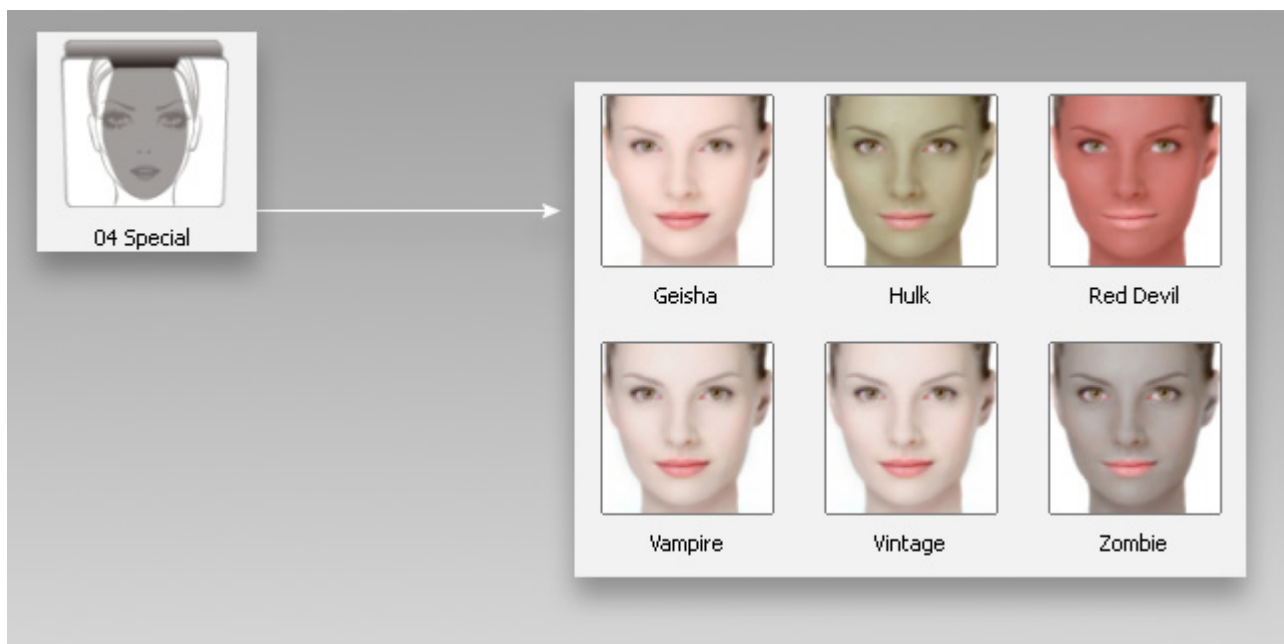
03 Color Correction



The applied result is shown in the table below :



04 Special



The applied result is shown in the table below :



The normal look of the face before any template is applied.



The pale look of the face after the template **Vampire** is applied.

Achieving a Flawless Complexion with Skin Refinement (for Pro only)

In the **Skin Foundation** category, there are embedded **Skin Foundation** templates for applying. However, if you want to adjust more details due to different color tones and situations of the skin, you can manually change the settings for cloaking skin imperfections. This layer includes **Skin Smooth**, **Skin Tone** and **Skin Texture**, which work together to cover skin conditions such as freckles, fine lines, visible pores, etc. These tools are comparable to real-life **Primer** or **Foundation**, the first steps in the makeup application process.



Customizing Skin Tone

You may use the **Skin Smooth** and **Skin Tone** settings to prep the skin by refining the surface and evening out imperfections.

1. Make sure the face of the photo has been [well-fitted](#) with feature points.



The relationship between the fitting contours and the effective areas for skin foundation.

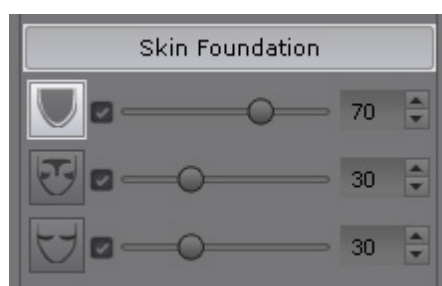
[Manually edit the mask](#) so that the skin foundation effect can be applied to any exposed skin in order to have a coherent skin tone.

2. Apply a template from the **Skin Foundation** library.

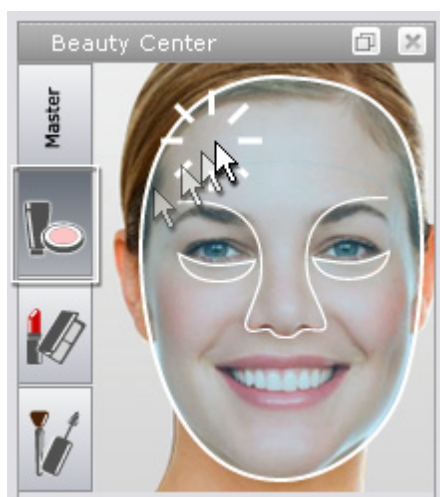


The photo is given a **Brown Skin** template.

3. Click on the **Skin Refinement** button in the **Skin Foundation** section.



Alternatively, you may first switch to the **Skin Foundation** category, and then click on the **Skin Refinement** area on the face.



4. Click on the stroke icon for **Color** to choose a desired shade.



A different tone color is selected.

Note:

For more information about the **Color Palette**, please refer to the [Choosing Shades and Customizing Palette](#) section.

5. Adjust the **Skin Smooth** value.



6. Adjust the **Skin Tone** value to determine the strength of the custom color that camouflages the original skin color.



Strengthen the skin tone (sunburned).

Weaken the skin tone.

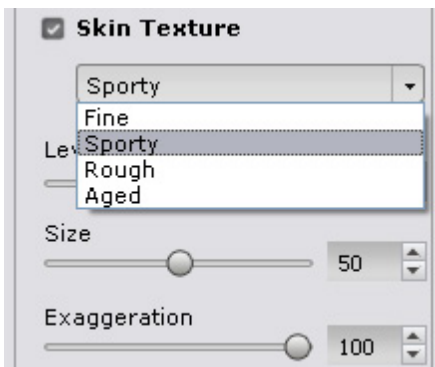
Using Skin Textures

In the **Skin Texture** area, the smoothed skin can be blended with detailed textures that make the skin more natural looking. The texture imitates the even fine hair and grains on the skin, which provide a more realistic appearance.

1. In the previous section, the face was smoothed and blended with a tone. However, the smoothed skin looks too smooth to be natural.



2. In the **Skin Texture** section, use the **Skin Texture Type** drop-down list to determine the texture pattern to be blended onto the over-smoothed skin.



3. Adjust the **Level** value to determine the strength of the texture.



4. Use the **Exaggeration** to set the deepness of the texture that are blended.



5. The **Size** value adjusts the size of the skin texture pattern in order to match the size of the face.



The skin with applied texture exhibits a more realistic appearance.



Skin without texture (plastic skin).



Skin with texture.

Dealing with Oily Skin (for Pro only)

Oily skin can be an issue for photographs as it gives your face a more glossy and unhealthy appearance. You can use the **Skin De-oil** layer in FaceFilter to remove the oil from particularly susceptible areas of the face.



Dealing with Oily Skin

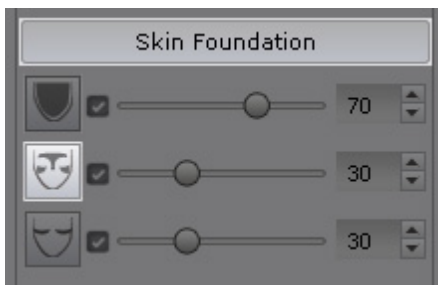
After you have smoothed the skin of a face in the photo with a [Skin Refinement](#) layer, excessive amounts of shine may remain. Follow the steps below to remove the appearance of oily skin from the face.

1. Prep a photo with **Skin Refinement** steps already applied.



The photo has been through the **Skin Refinement** step.

2. Click on the **Skin De-Oil** button in the **Skin Foundation** section.



Alternatively, you may first switch to the **Skin Foundation** category, and then click on the **Skin De-Oil** area on the face.



3. Increase the **Level** value in the modify panel.



The shine on the T-zone, the cheekbones and the chin are blended with the skin tone color.

Note:

You may add or subtract the skin areas for de-oiling by editing the mask of this layer. Please refer to the [Mask-based Editing Tools](#) section for more information about editing mask.

Camouflaging Eye Bags and Dark Circles (for Pro only)

FaceFilter provides an **Eye Bag** layer for concealing the dark circles under the eyes and serious eye bags. You can also use it as a **Concealer**.



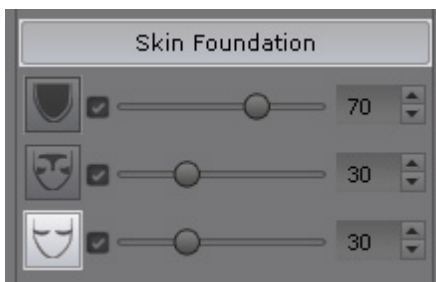
Concealing the Eye Bags and Dark Circles under the Eyes

After the [Skin Refinement](#) and [Skin De-Oil](#) tasks, there may still be some imperfection under the eyes. Follow the steps to solve the problems.

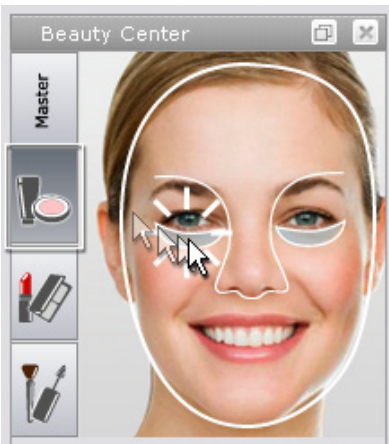


Auto Concealing

1. Click on the **Eye Bag Reduction** button in the **Skin Foundation** section.



Alternatively, you may first switch to the **Skin Foundation** category, and then click on the **Eye Bag Reduction** area on the face.



2. Increase the **Level** value in the **Modify** panel.



3. By default, the **Eye Bag Reduction** feature automatically generates the masks around the lower eye vicinity to cover eye bags or dark circles under the eyes.



The auto-generated masks.



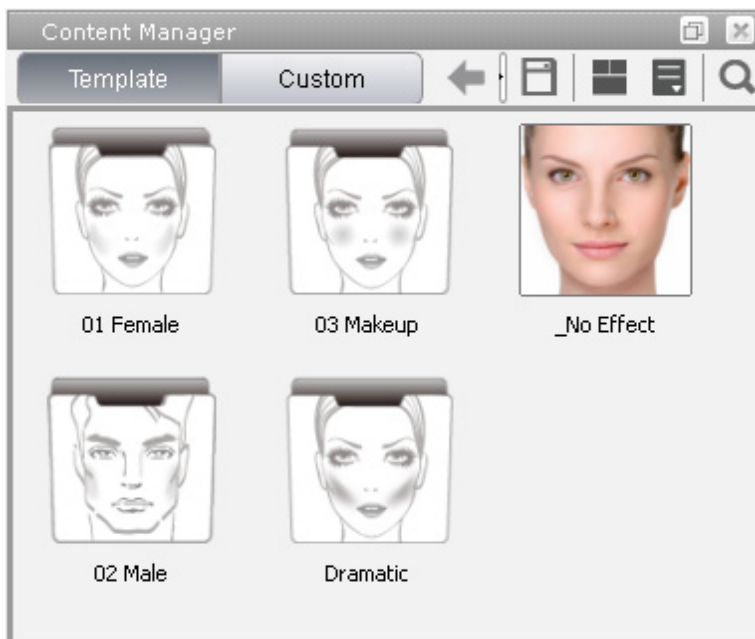
Only the dark circles under the eyes are covered.

Improving Appearance with Makeup

After [Skin Foundation](#), the face looks clean and flawless. However, after applying makeup the appearance can be enhanced and stylized. There are a variety of different makeup options provided in **FaceFilter**, each with its own specific purpose and scenario.



Applying from Facial Makeup Library - By using the **Facial Makeup** template from the library, you may quickly enhance the complexion or modify the shape of the face.



Highlight & Contour - This layer helps you to sculpt and add more dimension to the face by emphasizing key features.



Blushes - This layer is used to apply blush to the face in order to bring out the cheekbones or any other feature you wish to emphasize.



Lips - This is your conventional lipstick layer, and is used to apply vibrant color to the lips with either a glossy or matte finish.



Please remember to apply **Eye Makeup** in order to draw attention to the center of the face.

Applying from Facial Makeup Library

In the **Makeover** page, you can enhance your model's complexion or apply makeup from the **Facial Makeup** library. After the template is applied, all you need to do is use the sliders in the **Beauty Center** panel to quickly modify the looks of the face to best fit your desired scenario.

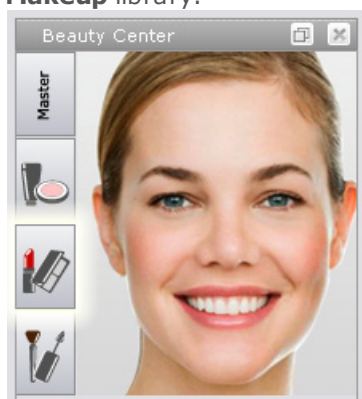
Applying Facial Makeup Library Templates

Each of the templates in the **Facial Makeup** library contains specifications for **Highlight & Contour**, **Blush**, **Lips** and **Teeth**. These templates are designed for quick and easy application.

Click on the **Facial Makeup** button in the **Modify Panel**.

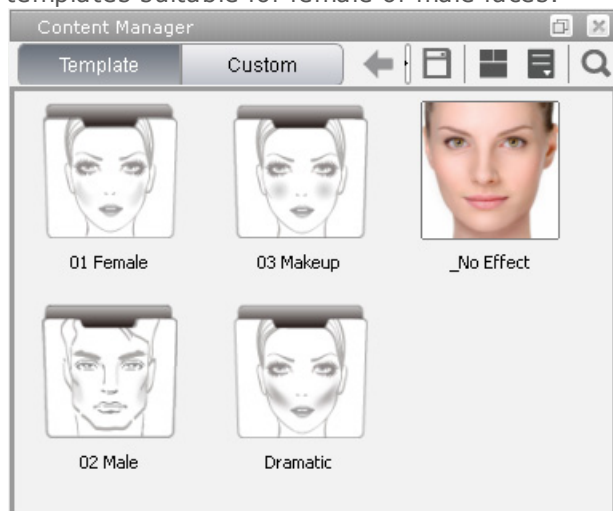


Alternatively, you may click on the **Facial Makeup** button to switch the **Content Manager** to the **Facial Makeup** library.

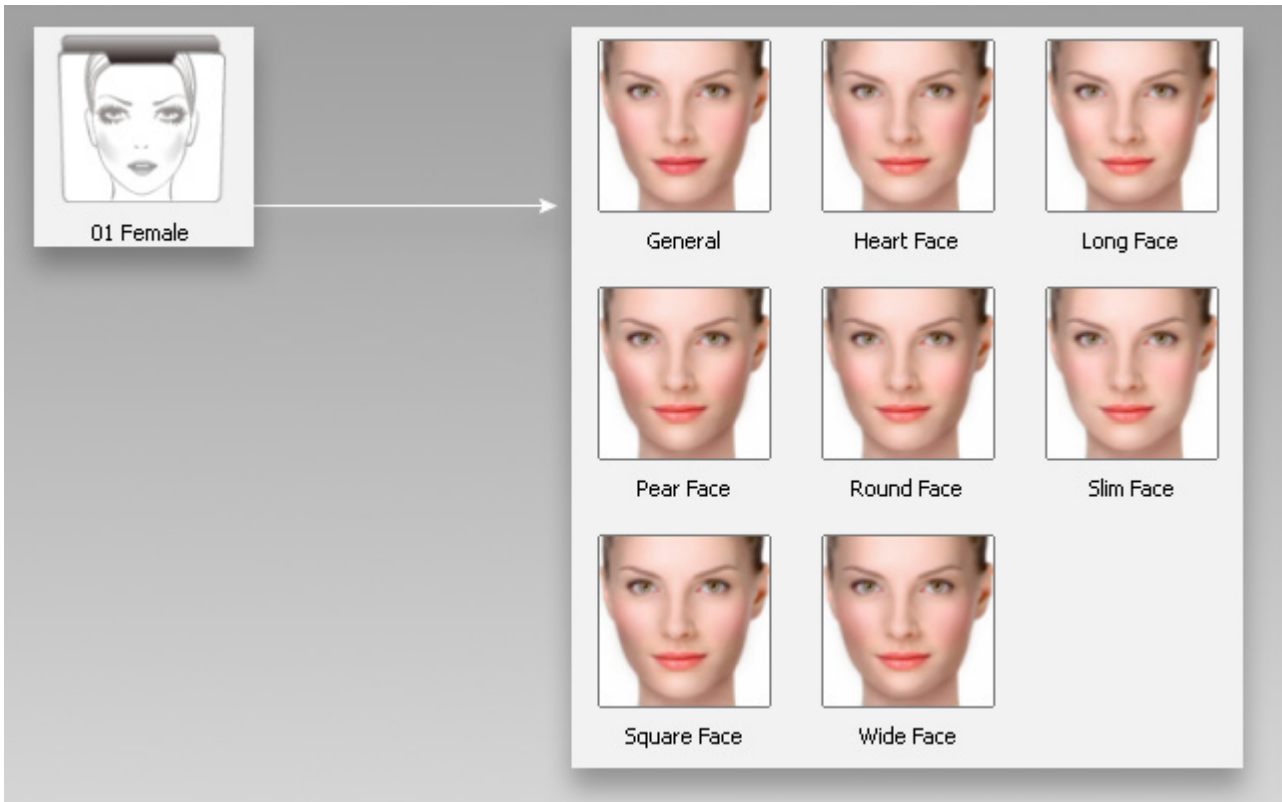


The Default Folders

The default **Facial Makeup** libraries include **01 Female**, **02 Male**, **03 Makeup** and **Dramatic** folders with templates suitable for female or male faces.



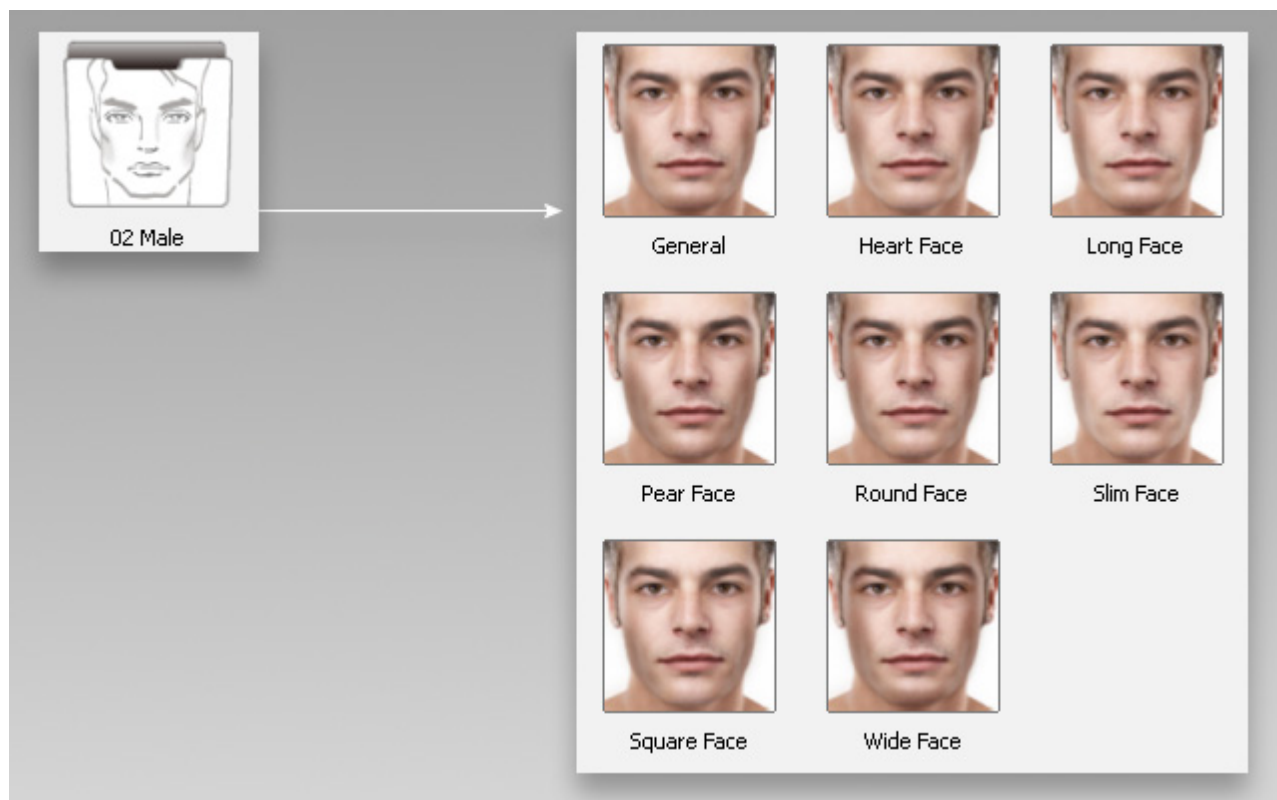
01 Female



The applied result is shown in the table below :

	
The original look of the face before any template is applied.	The altered face shape and complexion after the template Square Face is applied.

02 Male



The applied result is shown in the table below :

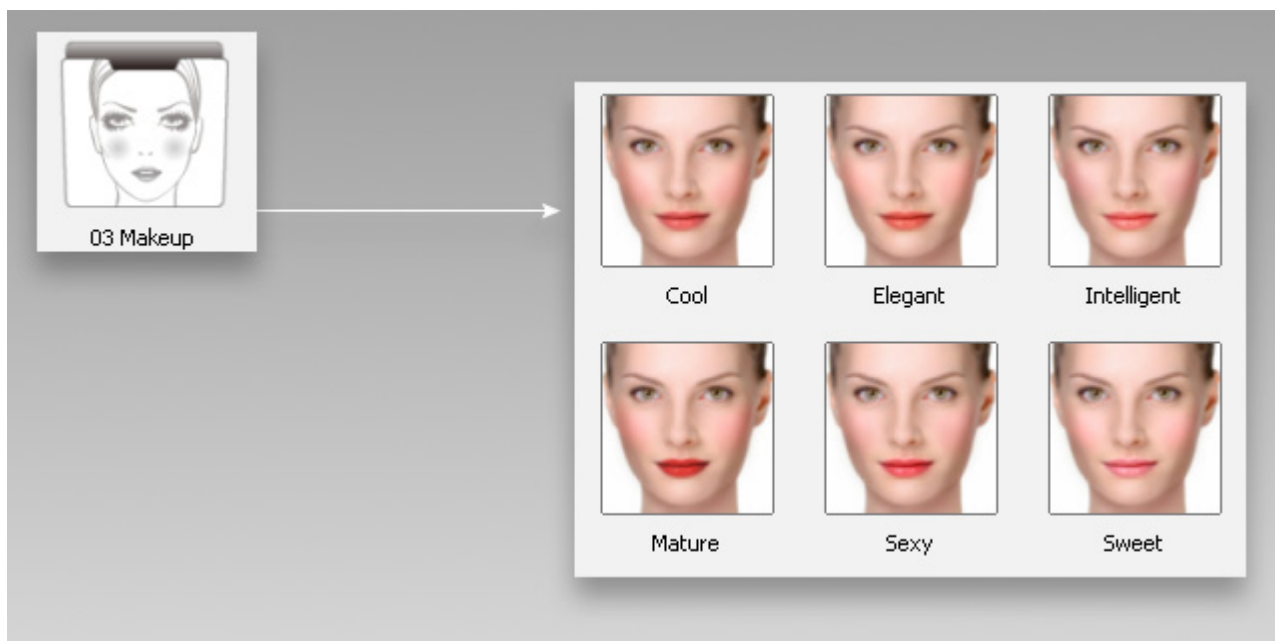


The original look of the face before any template is applied.



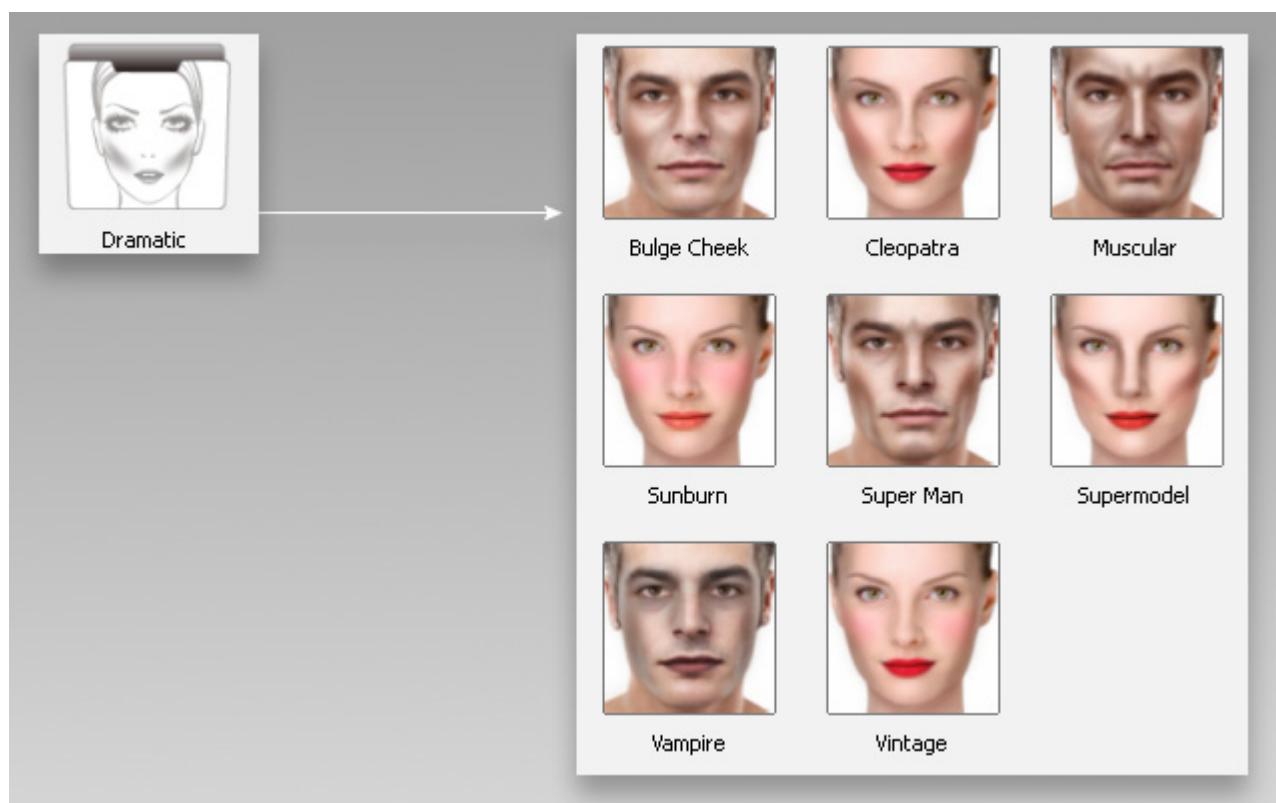
The altered face shape and complexion after the template **Square Face** is applied.

03 Makeup



The applied result is shown in the table below :



Dramatic (Bonus)

The applied result is shown in the table below :



The original look of the face before any template is applied.



The look of the face after the template **Sunburn** is applied.

Sculpting Face with Highlight and Contour

An oval-shaped face is generally considered a perfect face shape. With **FaceFilter**, you are able to sculpt faces of **Highlight & Contour** layer. By using these tools, you can alter the appearance of any facial shape and highlight flattering features.



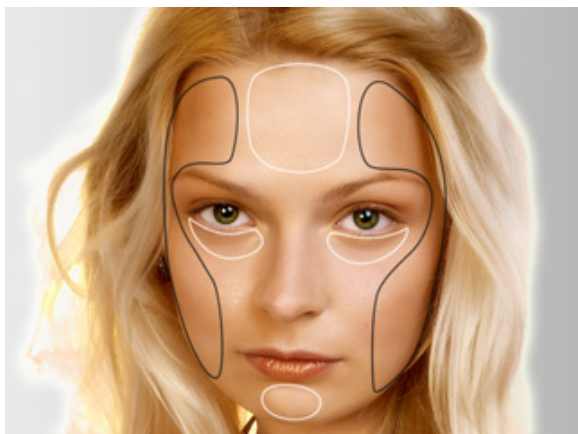
Basics of Sculpting Face

With the highlight and contour layers, the highlighted (lighten) areas will be pulled forward while contoured (dark) areas will recede. The two techniques combine to help create the appearance of a perfect facial shape.

The basic **Highlight** and **Contour** areas are shown in the illustration below:



By adjusting the range of the highlighted and contoured areas, various facial shapes can be sculpted to any desired shape.

**Round Face**

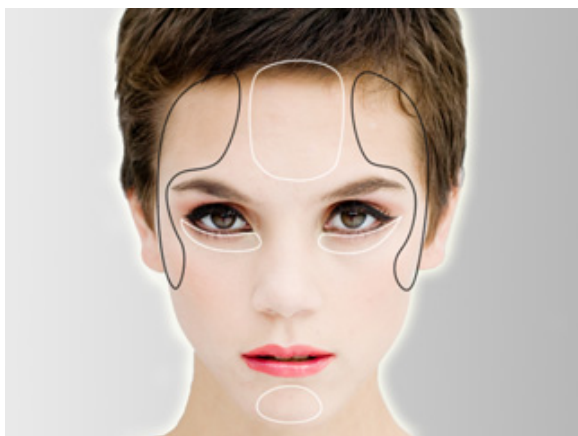
Highlight: Forehead, top of cheekbones, center of chin.

Contour: Temples, cheeks, jaw-line.

**Square Face**

Highlight: Center of forehead, top of cheekbones, tip of chin.

Contour: Corners of hairline to temples, corners of jaw.

**Heart-shaped Face**

Highlight: Forehead, top of cheekbones, chin.

Contour: Temples, cheeks.

**Pear-shaped Face**

Highlight: Forehead, top of cheekbones, tip of chin.

Contour: Cheeks and down to jaw.

**Long Face**

Highlight: Never.

Blush: Apples of cheeks.

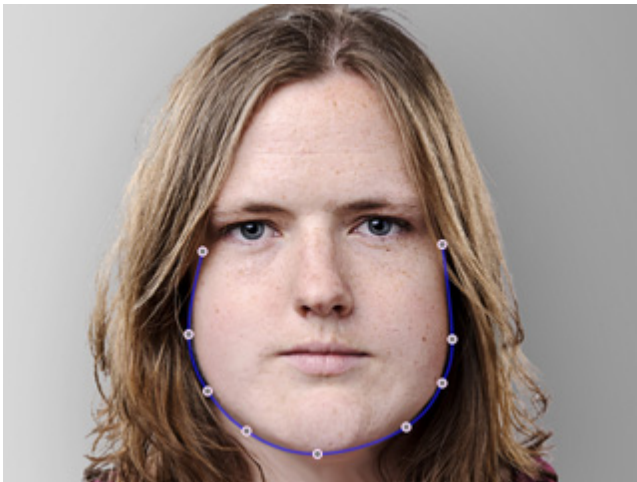
Contour: Hair-line, chin.

Using Highlight and Contour Templates

Use the **Content Manager** to apply any **Highlight & Contour** template in order to modify the appearance of the facial shape.

1. Before starting to sculpt the face with templates, you need to:

- Make sure the face of the photo has been [well-fitted](#) with feature points.



- Optionally perform the [Skin Foundation](#) tasks in order to enhance the facial makeup results.

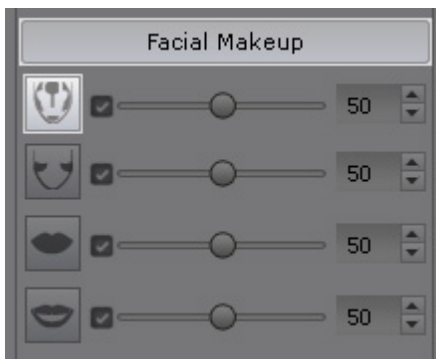


Before modification.



After modification.

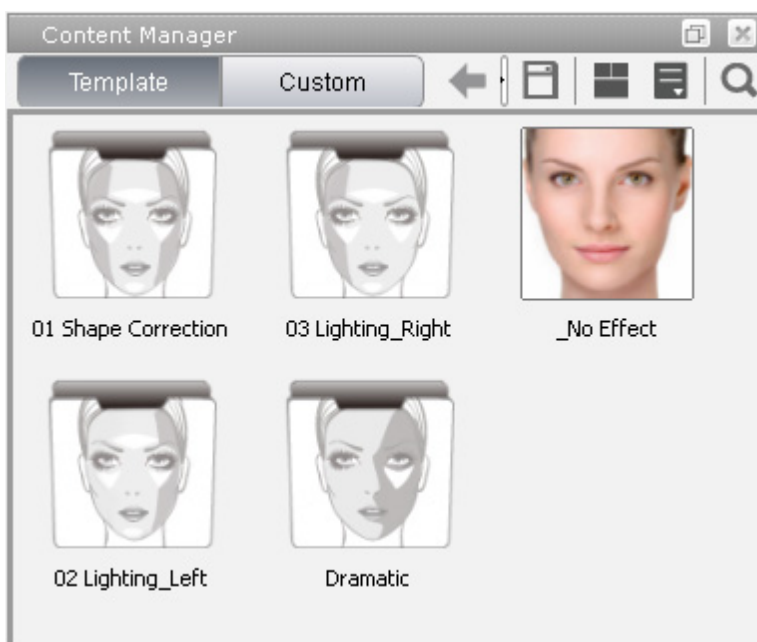
2. Click on the **Highlight & Contour** button in the **Facial Makeup** section.



Alternatively, you may first switch to the **Facial Makeup** category, and then click on the **Highlight & Contour** area on the face.



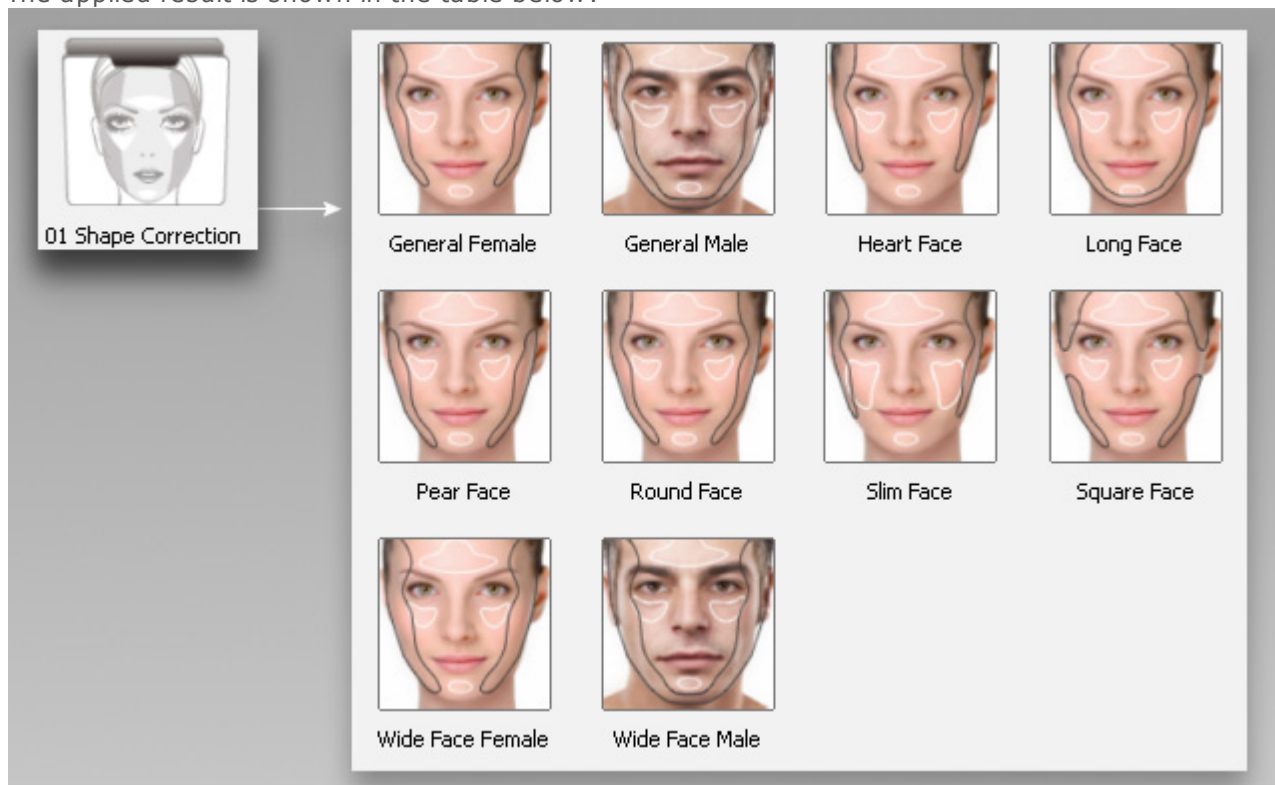
3. The **Content Manager** will auto-switch to the **Highlight & Contour** library.



4. Double click on the template in the library to modify the shape of the face.

01 Shape Correction

The applied result is shown in the table below :



The applied result is shown in the table below :

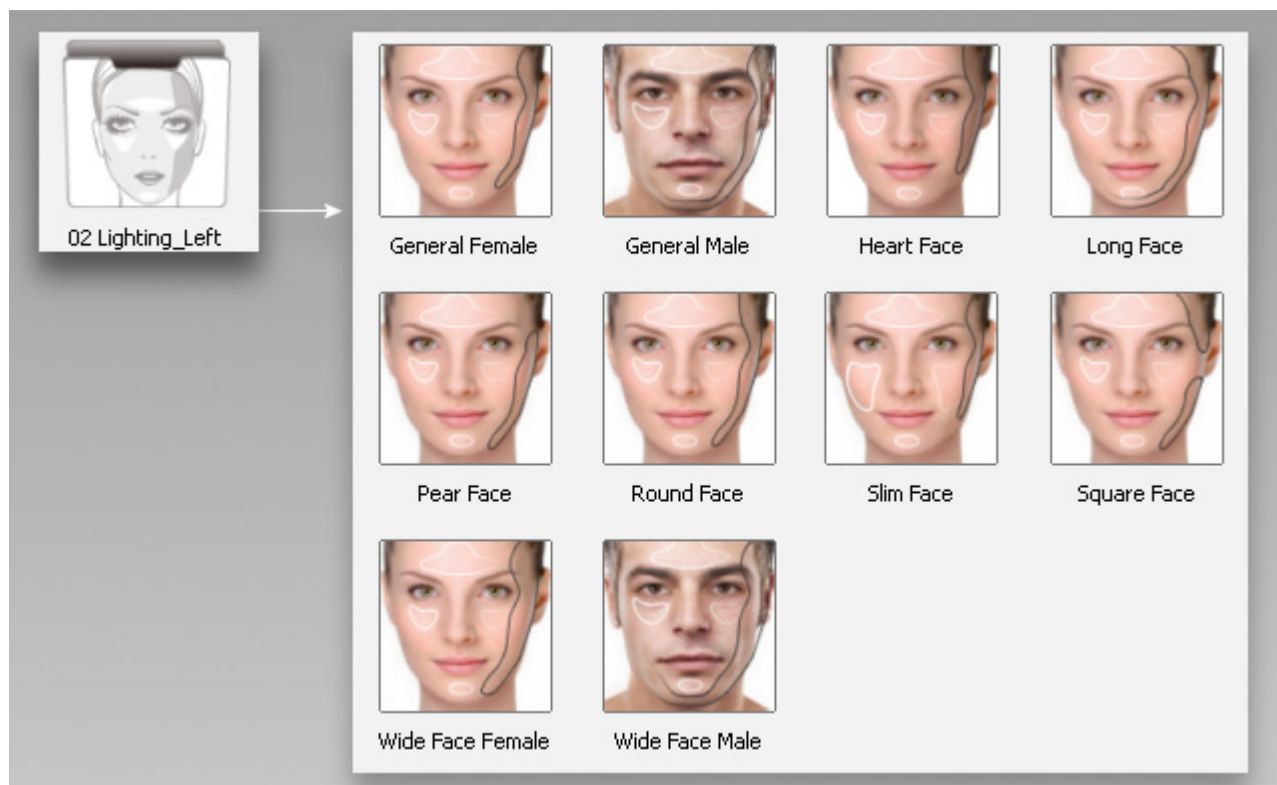


The pear-shaped face before any template is applied.



The altered face shape after the template **Pear Face** is applied.

02 Lighting_Left



The applied result is shown in the table below :

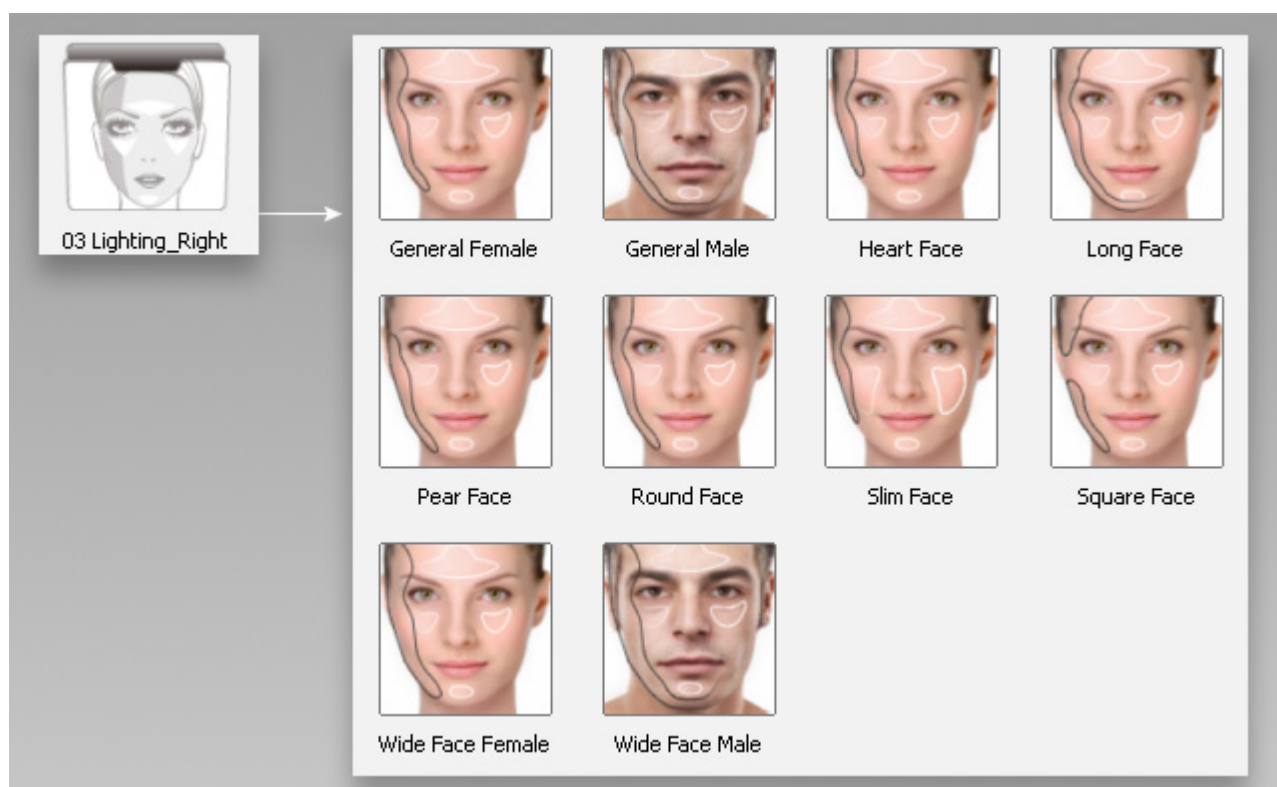


The square-shaped face before any template is applied.



The altered face shape after the template **Square Face** is applied.

03 Lighting_Right



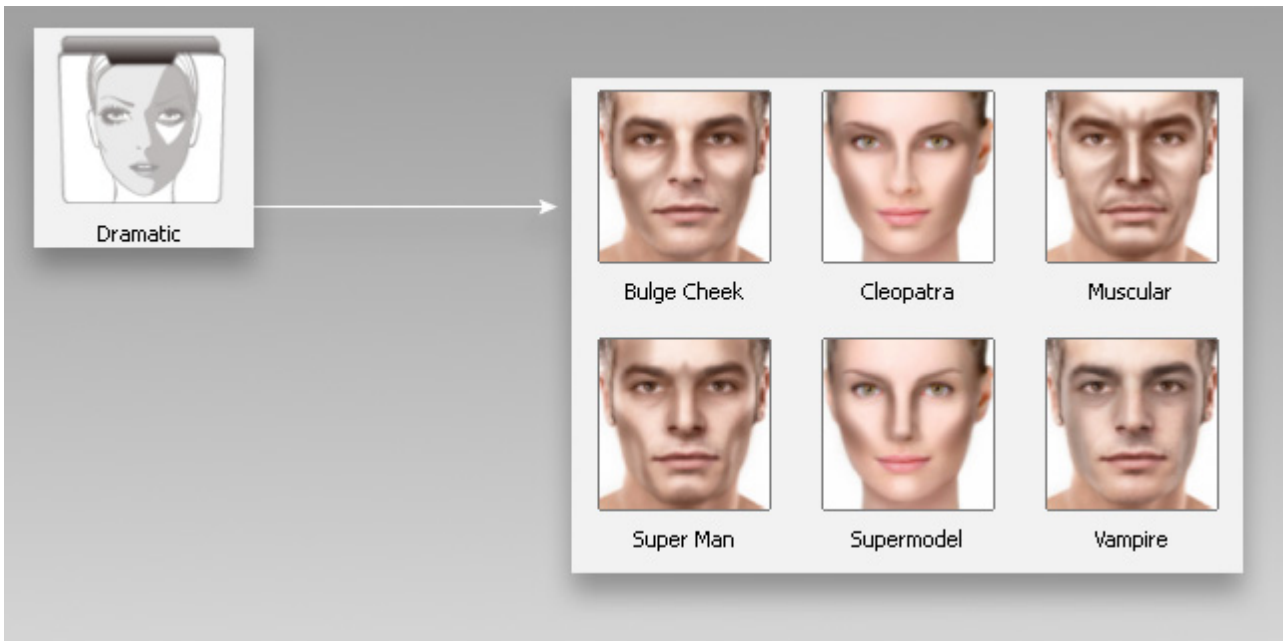
The applied result is shown in the table below:



The wide face before any template is applied.



The altered face shape after the template **Wide Face Male** is applied.

Dramatic (Bonus)

The applied result is shown in the table below:



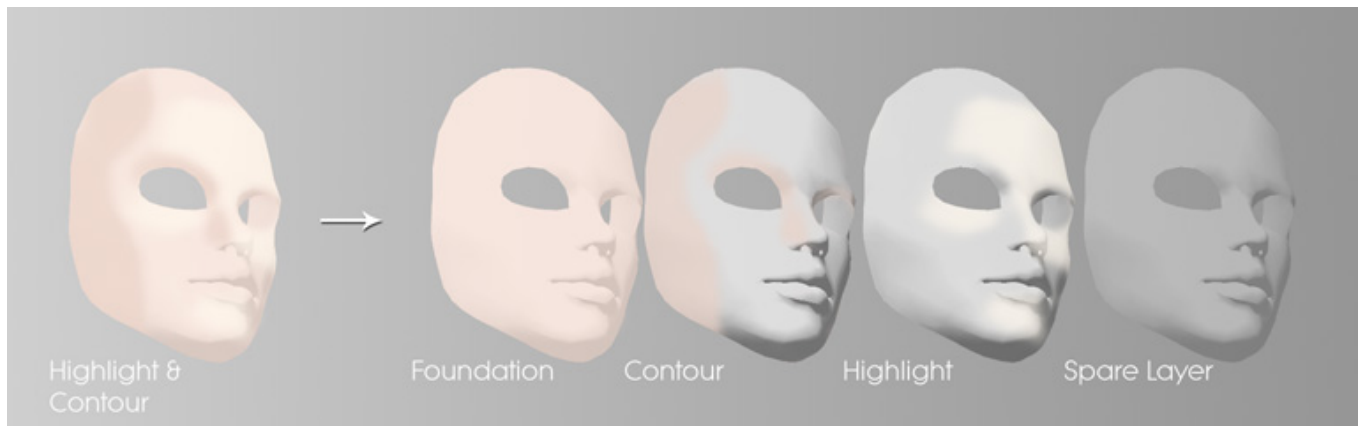
The original look of the face before any template is applied.



The look of the face after the template **Supermodel** is applied.

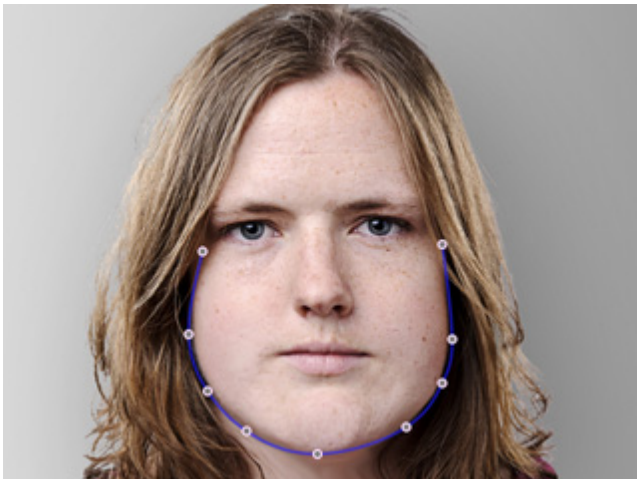
Sculpting Method (for Pro only)

In **FaceFilter**, the **Highlight** layer consists of 4 sub-layers:



1. Before starting to manually sculpt the face, you need to:

- Make sure the face of the photo has been [well-fitted](#) with feature points.



- Optionally perform the [Skin Foundation](#) tasks in order to enhance the facial makeup results.

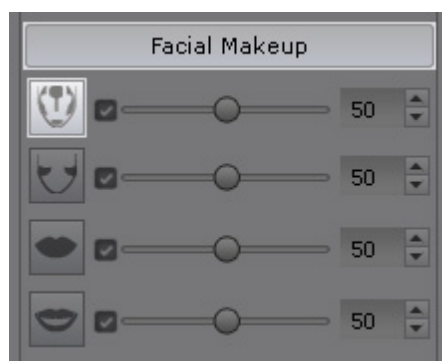


Before modification.

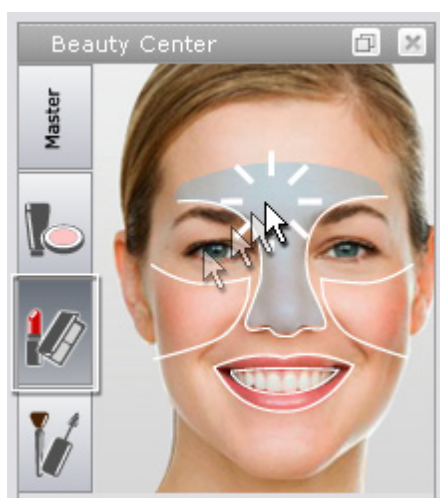


After modification.

2. Click on the **Highlight & Contour** button in the **Facial Makeup** section.



Alternatively, you may first switch to the **Facial Makeup** category, and then click on the **Highlight & Contour** area on the face.




Applying Foundation

By applying foundation, you are creating a blank canvas for putting on other makeup.

1. [Add a new sub-layer](#) and open the [Mask Tools](#) panel.

Note:

To open the **Mask Tools** panel, you may:

- Select the sub-layer and click the **Mask Tools**  button.
- Double click on the sub-layer.

2. Brush the entire face to apply the foundation evenly.



3. Click on the stroke icon for **Color** to choose a desired shade as the foundation. Please pick a color that is similar to the original color of the skin.

Note:

For more information about the **Color Palette**, please refer to the [Choosing Shades and Customizing Palette](#) section.

4. Increase the **Highlight** value of this sub-layer to finish the foundation.




Applying Highlight

By applying **Highlights**, you can broaden and draw attention to specific areas on the face. The highlighted areas will be pulled forward to create an illusion of width, broadness and fullness.

1. Add a new sub-layer and open the [Mask Tools](#) panel.

Note:

To open the **Mask Tools** panel, you may:

- Select the sub-layer and click the **Mask Tools**  button.
- Double click on the sub-layer.

2. Brush on the areas according to the diagrams in the previous section.



3. Click on the stroke icon for **Color** to choose a shade as the highlight. Please pick a color that is one or two levels brighter than the original color of the skin.

Note:

For more information about the **Color Palette**, please refer to the [Choosing Shades and Customizing Palette](#) section.

4. Increase the **Highlight** value of this sub-layer to finish the highlighting effect.




Applying Contour

By applying **Contours**, you can push back specific areas on the face. The contoured areas will reinforce the shape of the highlighted areas to create a preferable oval-shaped face.

1. Add a new sub-layer and open the [Mask Tools](#) panel.

Note:

To open the **Mask Tools** panel, you may:

- Select the sub-layer and click the **Mask Tools**  button.
- Double click on the sub-layer.

2. Brush on the areas according to the diagrams in the previous section.



Please note that in this case, the sockets of the eyes and the concaved area under the lower lip are also covered with a layer of sheer mask in order to give more dimension to the facial features.

3. Click on the stroke icon of the **Color** to choose a shade as the highlight. Please pick a color that is one or two levels darker than the original color of the skin.

Note:

For more information about the **Color Palette**, please refer to the [Choosing Shades and Customizing Palette](#) section.

4. Increase the **Contour** value of this sub-layer to strengthen the contouring effect.



Glowing Face with Blushes

FaceFilter provides the **Blushes** layer for applying bronzer and blush to the face. With the interaction of these two elements, the skin looks healthier with a youthful glow which draws the eyes to the more attractive features of the face.



Proper Placements for Blushes

The **Bronzer** and **Blushes** must be applied to the specific areas on the face to provide the best glowing effect for the face. The proper placements shown in the illustrations below.

Bronzer

The bronzer makes your skin sun-kissed and alive, warms the face and accentuates the bone structure. It can also lightly sculpt your nose, jaw lines and chin.



Major Bronzer

Cheekbones and apples of cheeks to ears.



Minor Bronzer (Optional)

Temples, sockets of the eyes, jaw lines and chin.

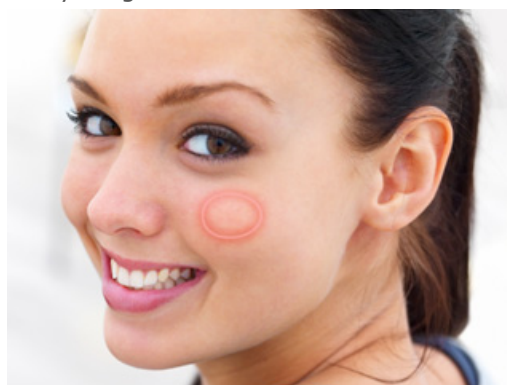
Blushes

Blushes makes your skin glow and makes it more eye-catching as well. It can also compliment the effect of the skin foundation and make the skin look younger.



General Blushes

Cheekbones and apples of cheeks to ears.



Popping Blushes

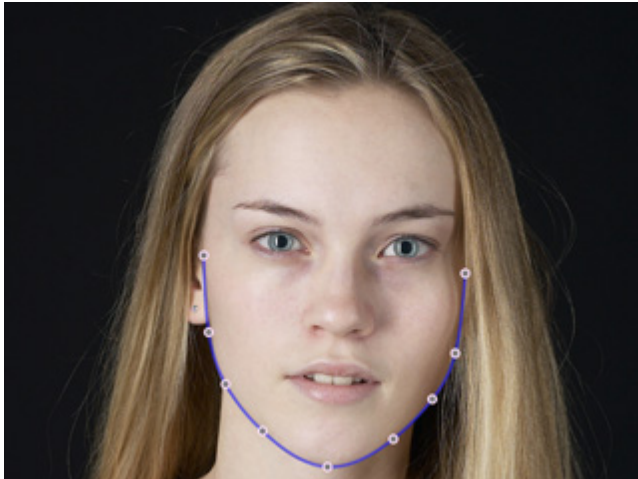
Apples of cheeks.

Using Blushes Templates

With the **Content Manager**, you are free to apply either one of the templates from the **Blushes** library to enhance the complexion of the face.

1. Before starting to apply blushes with templates, you may need to:

1. Make sure the face of the photo has been [well-fitted](#) with feature points.



2. Load a photo and perform the [Skin Foundation](#) and [Highlight & Contour](#) tasks.

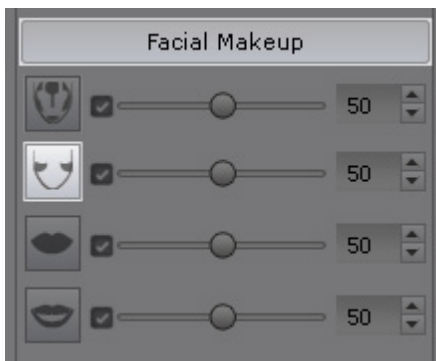


Before modification.



After modification.

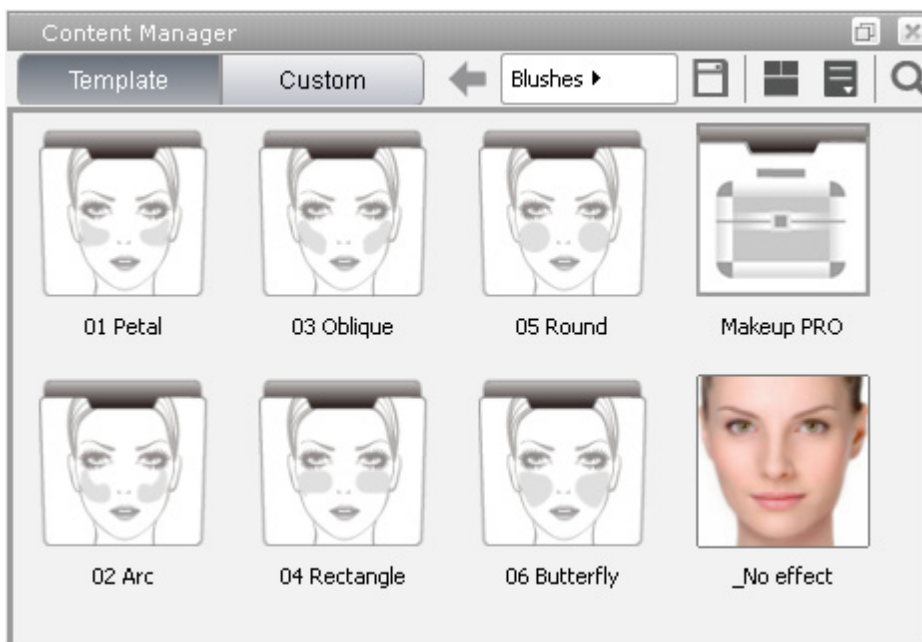
2. Click on the **Blushes** button in the **Facial Makeup** section.



Alternatively, you may first switch to the **Facial Makeup** category, and then click on the **Blushes** area on the face.



3. The **Content Manager** will auto-switch to the **Blushes** library.

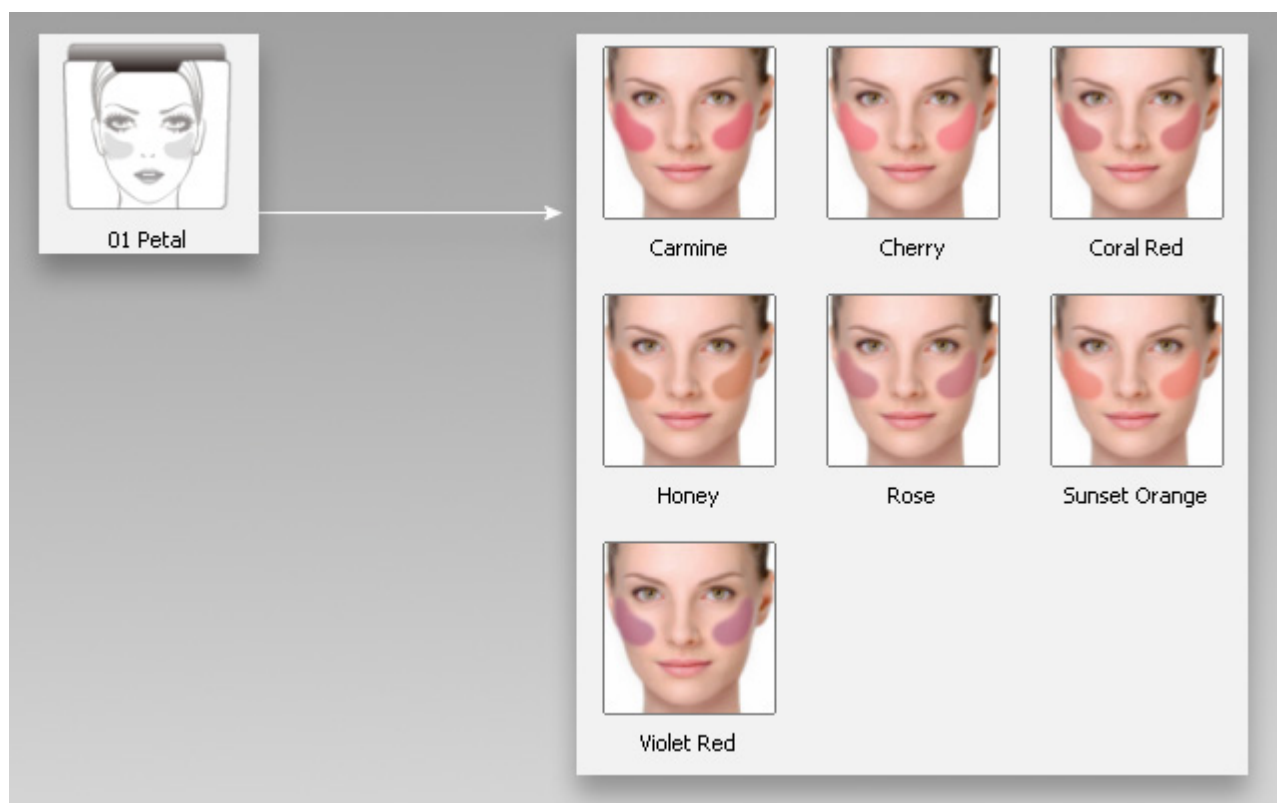


4. Double click on the template in the library to modify the complexion of the face.

The Default Folders

The default **Blushes** libraries include **01 Petal**, **02 Arc**, **03 Oblique**, **04 Rectangle**, **05 Round**, and **06 Butterfly** folders with templates suitable for different purposes or needs.

01 Petal



The applied result is shown in the table below:

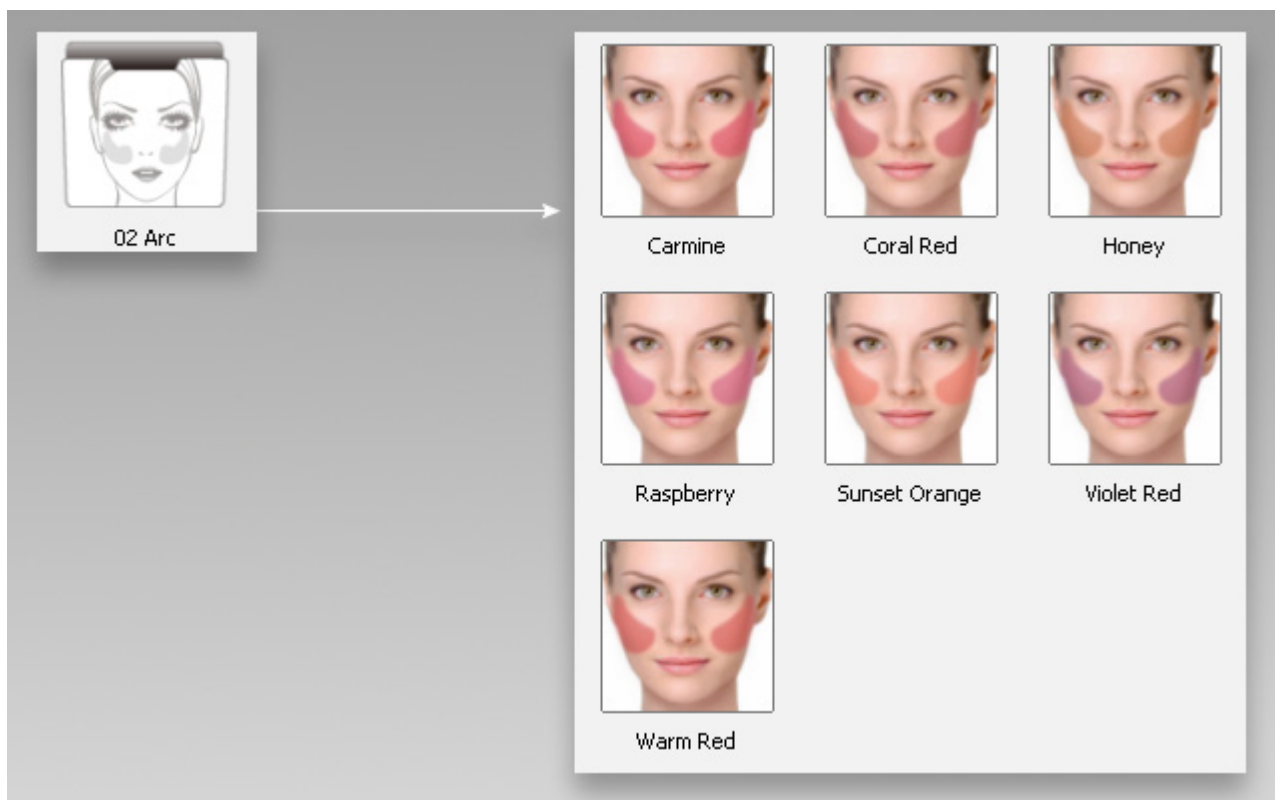


The look of the face before any template is applied.



The face with blush after the template **Cherry** is applied.

02 Arc



The applied result is shown in the table below :

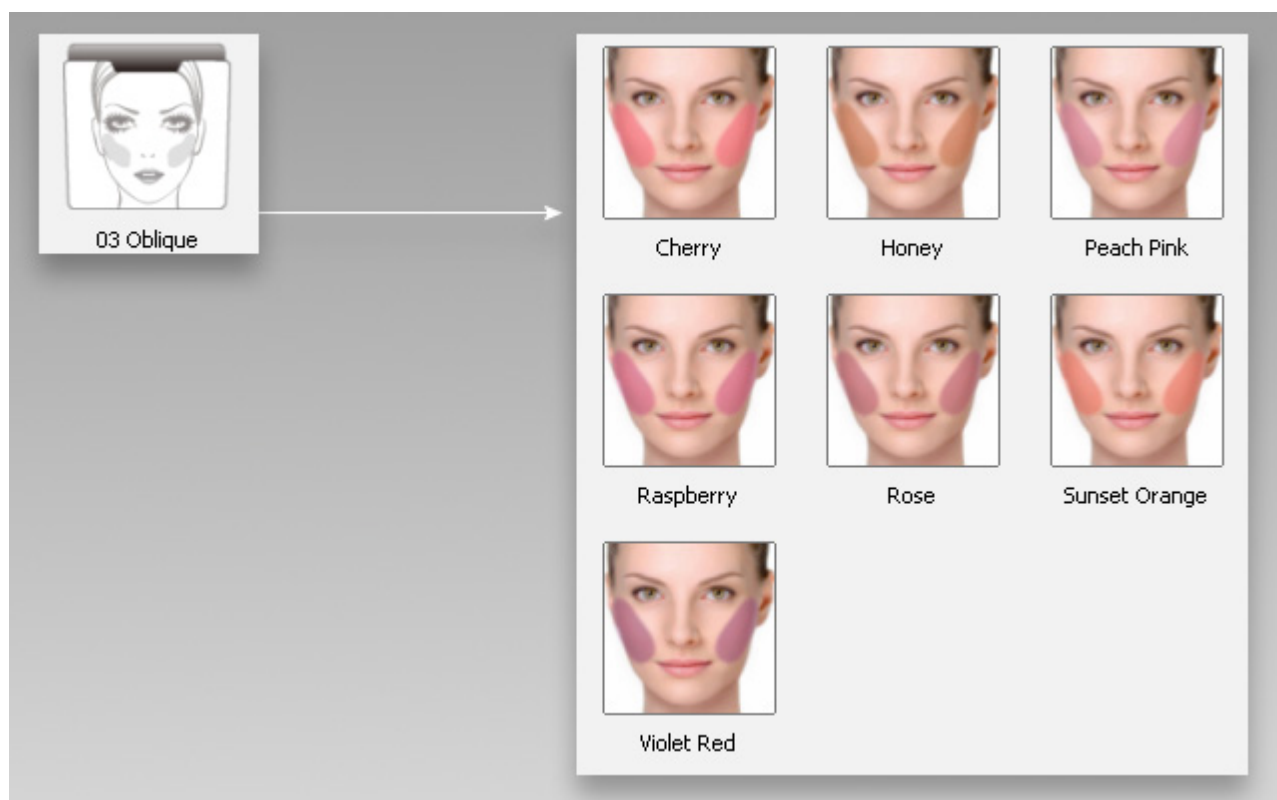


The look of the face before any template is applied.



The face with blush after the template **Raspberry** is applied.

03 Oblique



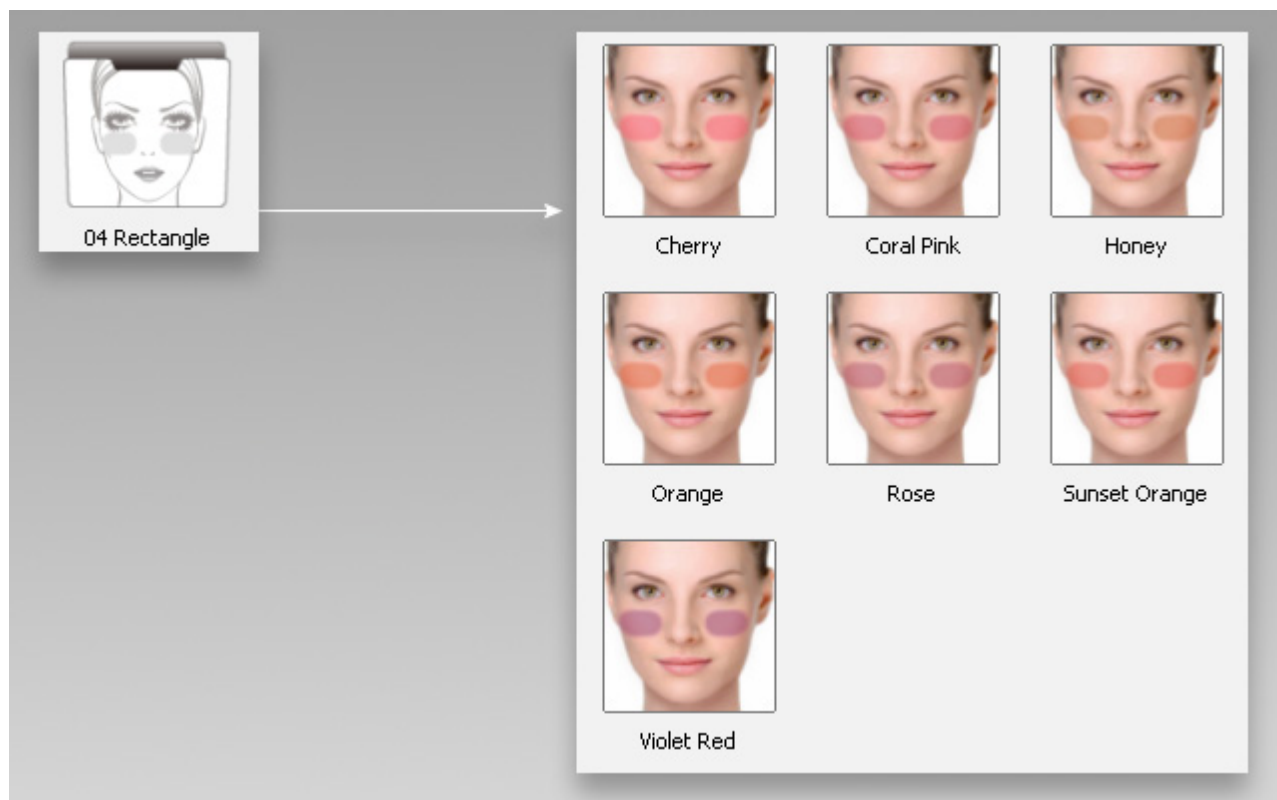
The applied result is shown in the table below :



The look of the face before any template is applied.



The face with blush after the template **Honey** is applied.

04 Rectangle

The applied result is shown in the table below :

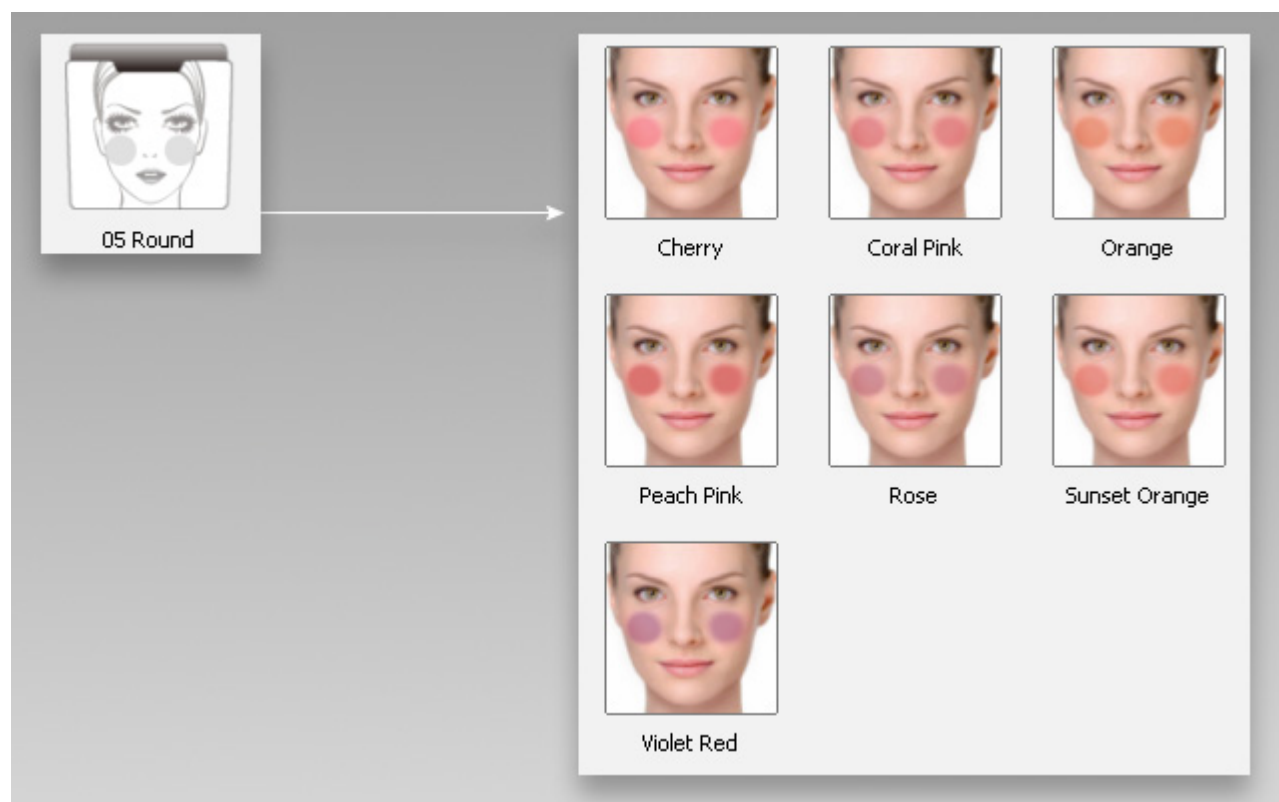


The look of the face before any template is applied.

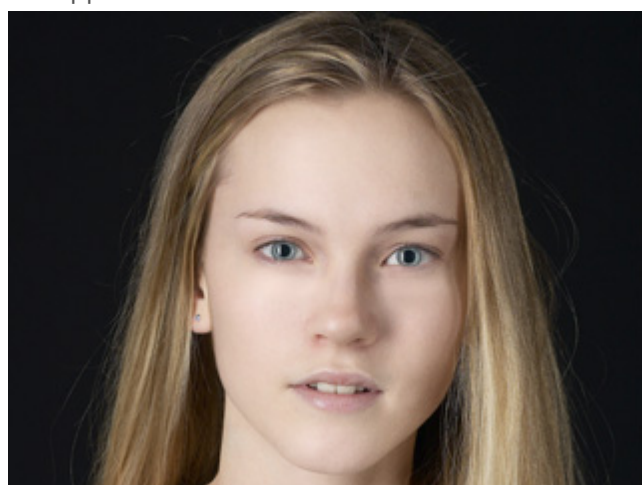


The face with blush after the template **Violet Red** is applied.

05 Round



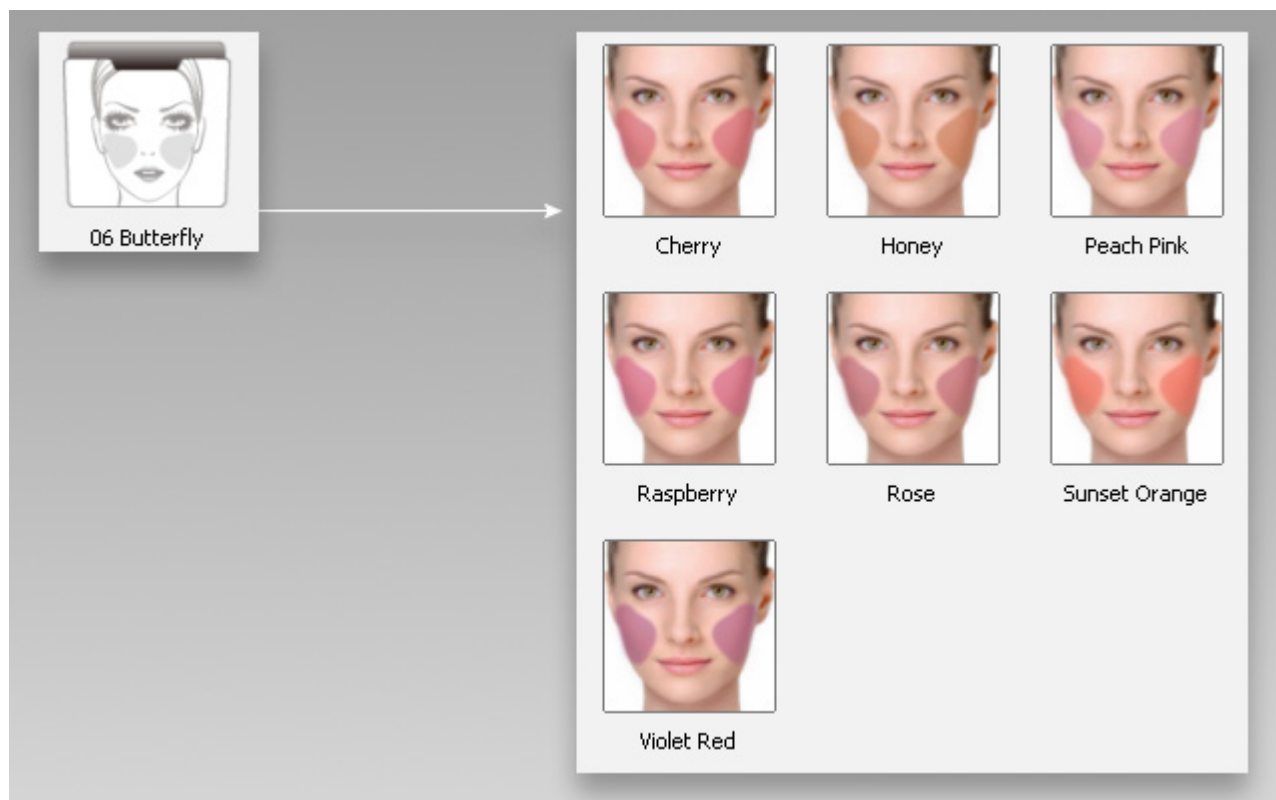
The applied result is shown in the table below :



The look of the face before any template is applied.



The face with blush after the template **Peach Pink** is applied.

06 Butterfly

The applied result is shown in the table below :



The look of the face before any template is applied.

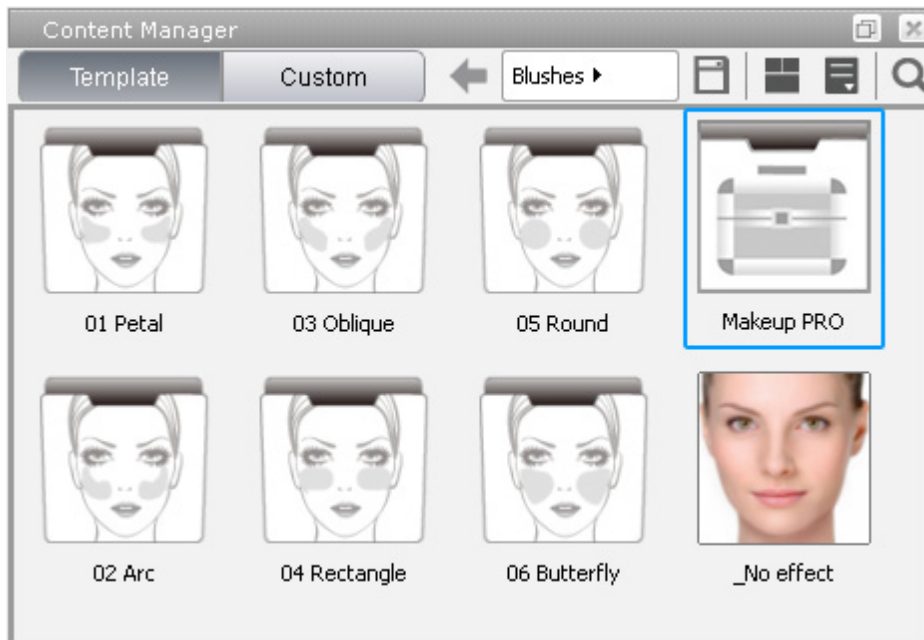


The face with blush after the template **Sunset Orange** is applied.

The Power Pack Folders

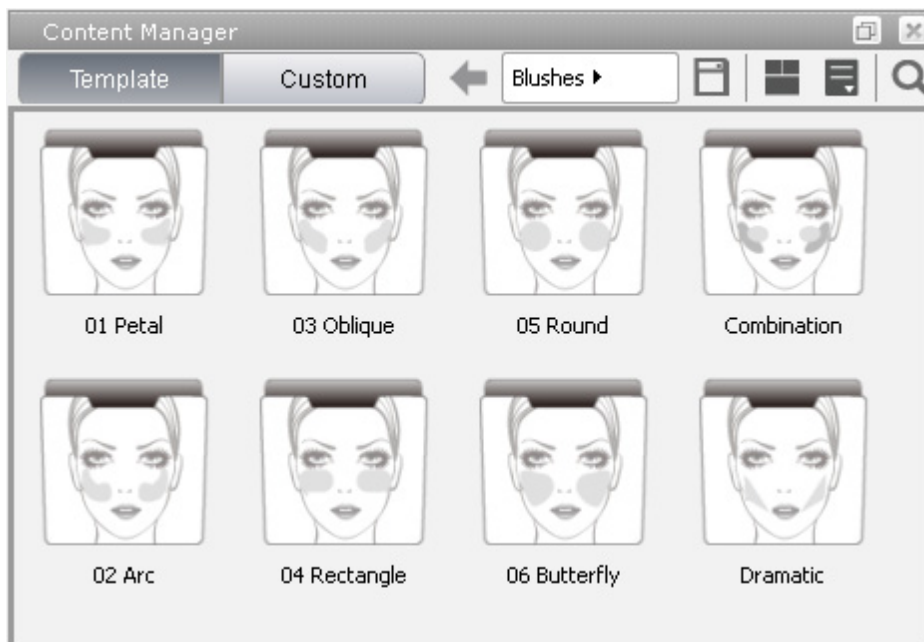
If you see a folder with thumbnail as shown in the step 1 below in the **Blushes** library, then you may purchase more templates from the [Makeup PRO](#) site:

1. Double-click on the folder with thumbnail of briefcase in the **Blushes** library.

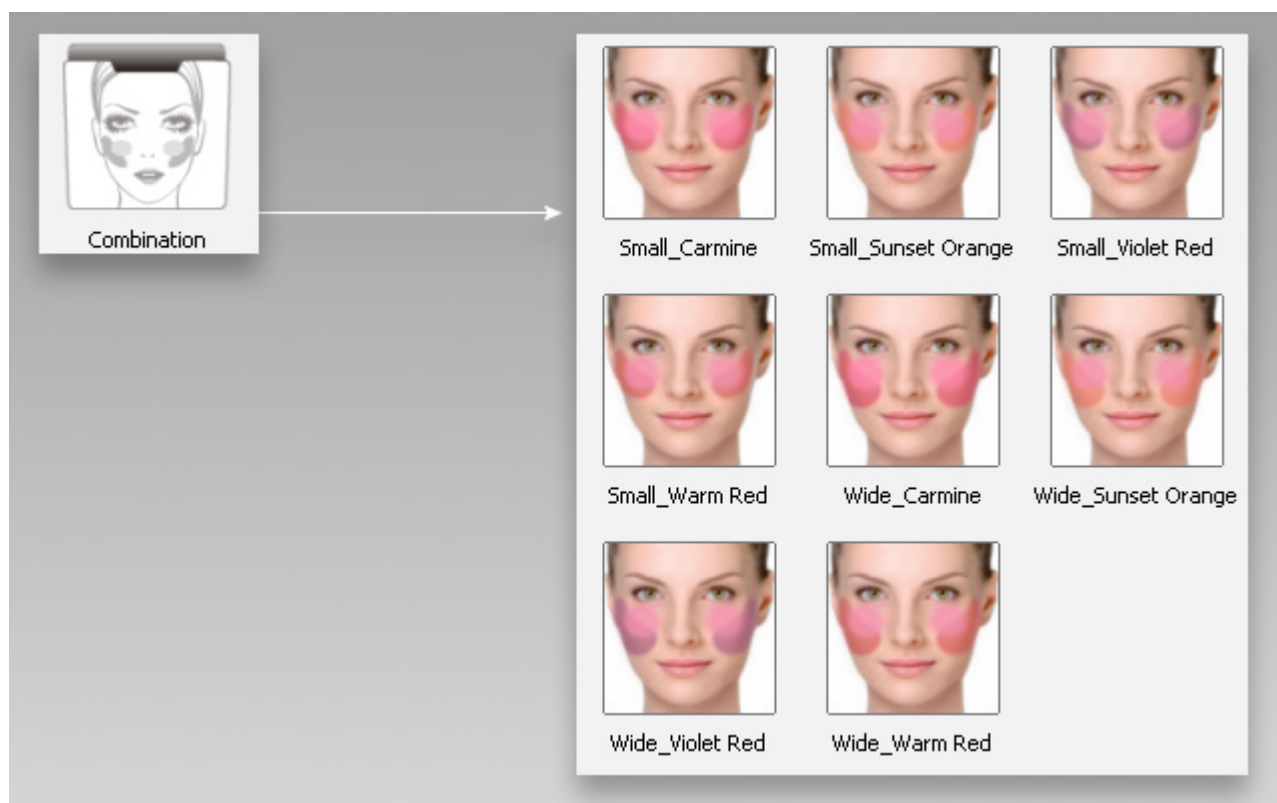


2. You will be directed to the **Makeup PRO** official site.

3. Execute the downloaded installation and your **Blushes Library** will be expanded with 11 more templates in 2 new folders:



Combination



The applied result is shown in the table below :

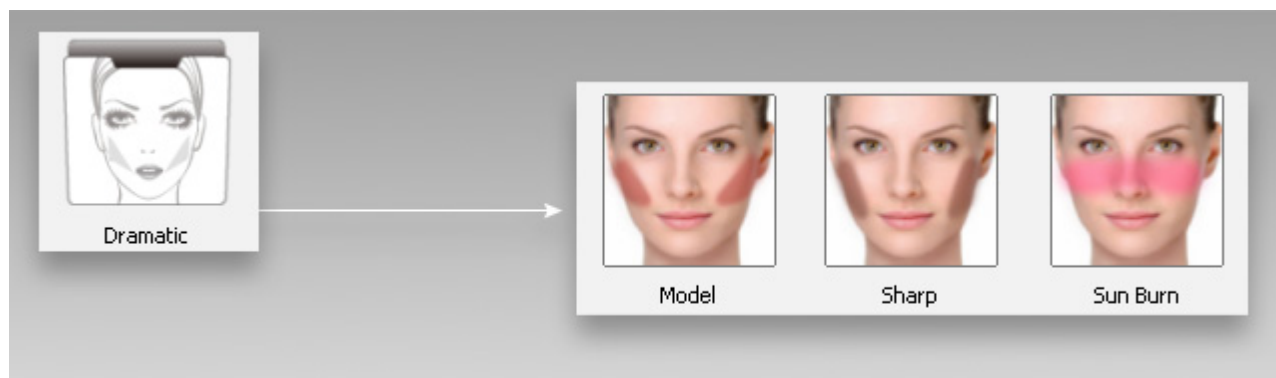


The look of the face before any template is applied.



The face with blush after the template **Small Carmine** is applied.

Dramatic



The applied result is shown in the table below:



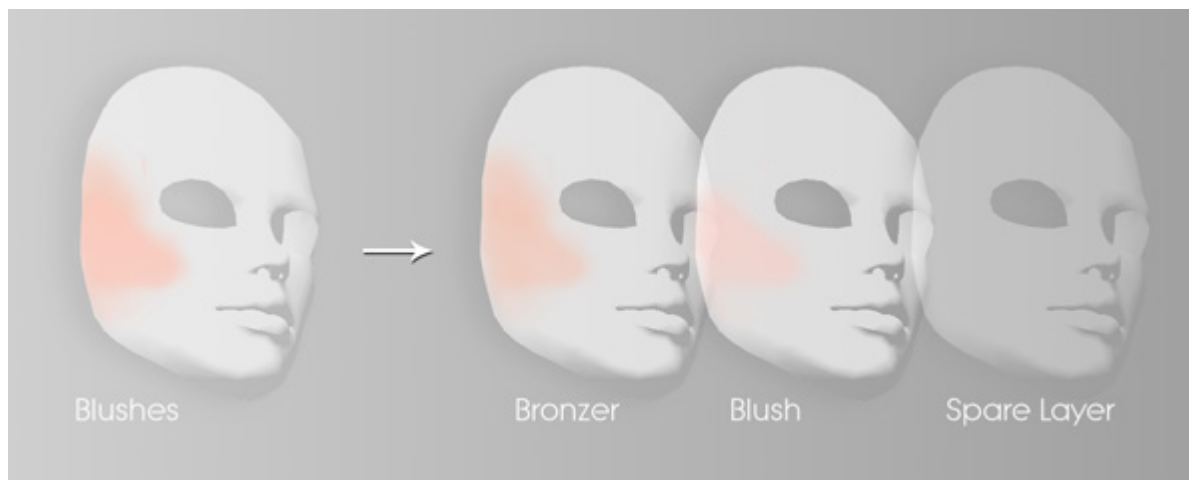
The look of the face before any template is applied.



The face with blush after the template **Sun Burn** is applied.

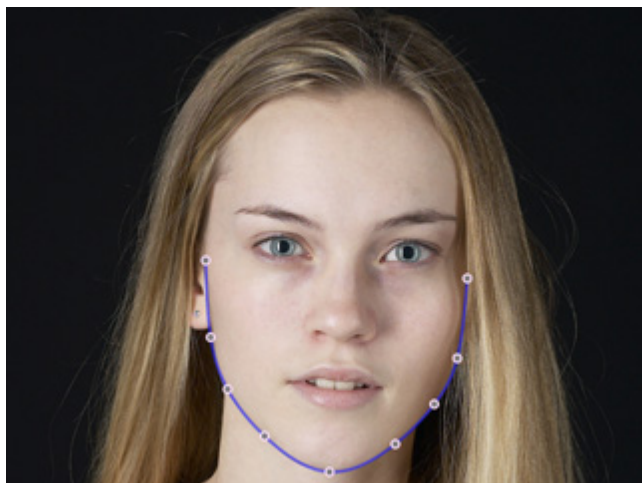
Manually Applying Bronzer and Blush (for Pro only)

In **FaceFilter**, you are able to utilize the **Blushes** layer (consists of up to 3 sub-layers) to apply different shades of **Bronzer** and **Blushes** to the face.



1. Before starting to manually apply blushes, you may need to:

- Make sure the face of the photo has been [well-fitted](#) with feature points.



- Load a photo and perform the [Skin Foundation](#) and [Highlight & Contour](#) tasks.

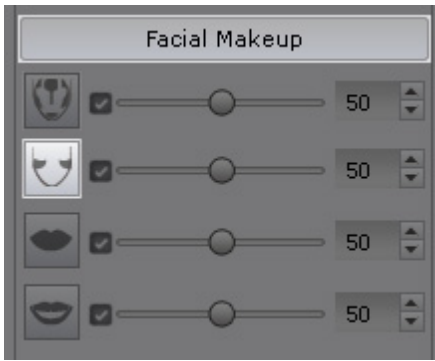


Before modification.



After modification.

2. Click on the **Blushes** button in the **Facial Makeup** section.



Alternatively, you may first switch to the **Facial Makeup** category, and then click on the **Blushes** area on the face.




Applying Bronzer

1. [Add a new sub-layer](#) and open the [Mask Tool](#) panel.

Note:

To open the **Mask Tools** panel, you may:

- Select the sub-layer and click the **Mask Tools**  button.
- Double click on the sub-layer.

2. Brush on the proper area for applying the bronzer - from the top of the ear where it connects to the head to the apple of the cheek and then move back to the ear (In this example, the bronzer is intentionally applied to only one side of the cheekbones).



3. Click on the stroke icon for **Color** to choose a desired shade as the bronzer.

Note:

For more information about the **Color Palette**, please refer to the [Choosing Shades and Customizing Palette](#) section.

4. Increase the **Level** value of this sub-layer to finish the bronzer.




The bronzer warms up the face and makes it look healthier.

Applying Blushes

1. [Add a new sub-layer](#) and open the [Mask Tool](#) panel.

Note:

To open the **Mask Tools** panel, you may:

- Select the sub-layer and click the **Mask Tools**  button.
- Double click on the sub-layer.

2. Brush on the areas according to the diagrams in the previous section for applying the blush.



3. Click on the stroke icon for **Color** to choose a shade as the blush.

Note:

For more information about the **Color Palette**, please refer to the [Choosing Shades and Customizing Palette](#) section.

4. Increase the **Level** value of this sub-layer to finish the blush. Please note that the value shouldn't be too high in order to create a more natural and blended appearance.




Applying Popping Blushes

By optionally applying the **Popping Blushes**, you are able to draw attention to the center of the face; creating a much younger look.

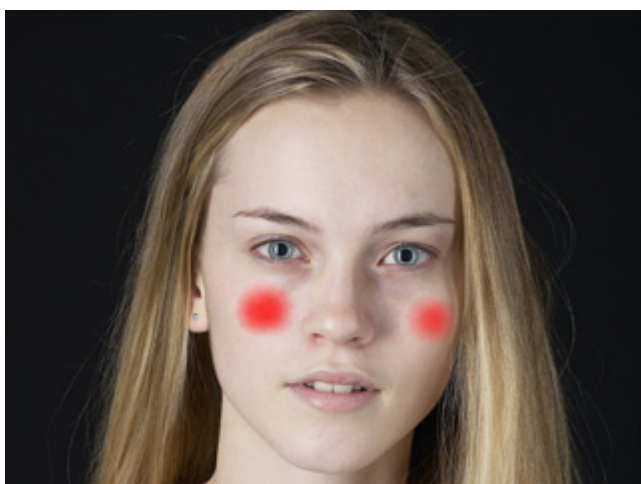
1. [Add a new sub-layer](#) and open the **Mask Tool** panel.

Note:

To open the **Mask Tools** panel, you may:

- Select the sub-layer and click the **Mask Tools**  button.
- Double click on the sub-layer.

2. Brush on the apples of the cheeks for applying the shade of the blush.



3. Click on the stroke icon for **Color** to choose a shade as the blush.

Note:

For more information about the **Color Palette**, please refer to the [Choosing Shades and Customizing Palette](#) section.

4. Increase the **Level** value of this sub-layer to finish the blush. Please note that the value shouldn't be too high in order to create a more natural and blended appearance.



Compare the photo before and after the blush is applied.



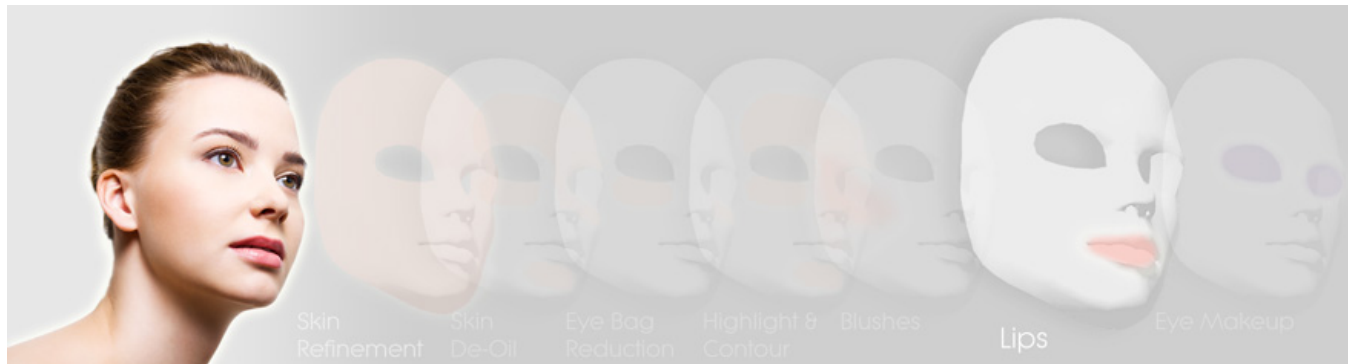
Before blush is applied.



After blush is applied.

Luscious Lips

When the lips are dry and dehydrated, glossless or gloomy, the face loses its attraction and charm. By using the **Lips** layer in **FaceFilter**, the lips can be returned to a glossy, full, moist and creamy appearance.

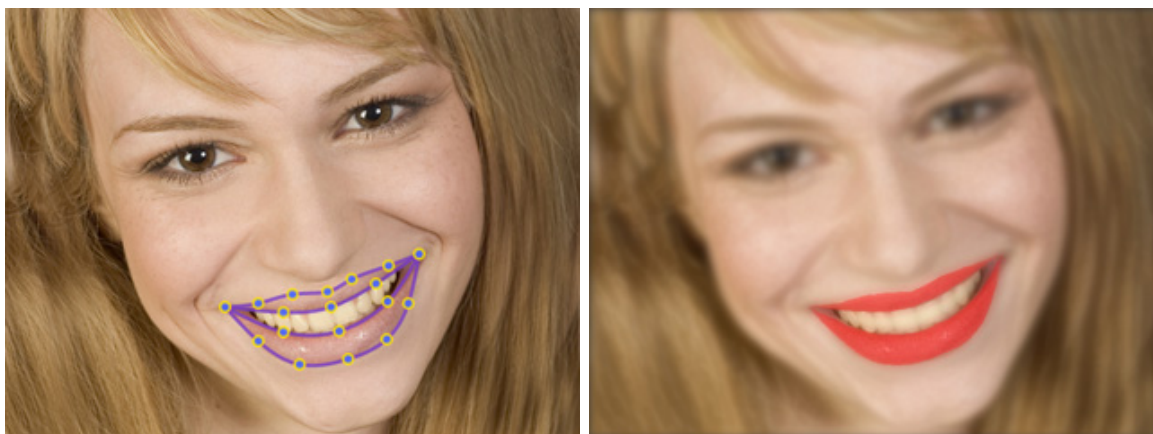


Using Lip Templates

With the **Content Manager**, you are free to apply any templates from the **Lips** library to change appearance of the lips.

1. Before beginning to apply lip templates, you may need to:

- Make sure the lips of the photo has been [well-fitted](#) with feature points.



The relationship between the fitting contours and the affected areas for lips.

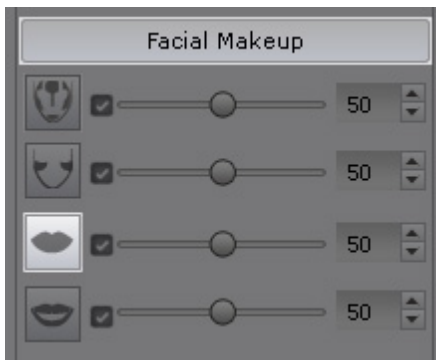
- Optionally perform the [Skin Foundation](#), [Sculpting Face](#) and [Applying Blushes](#) tasks.



Before modification.

After modification.

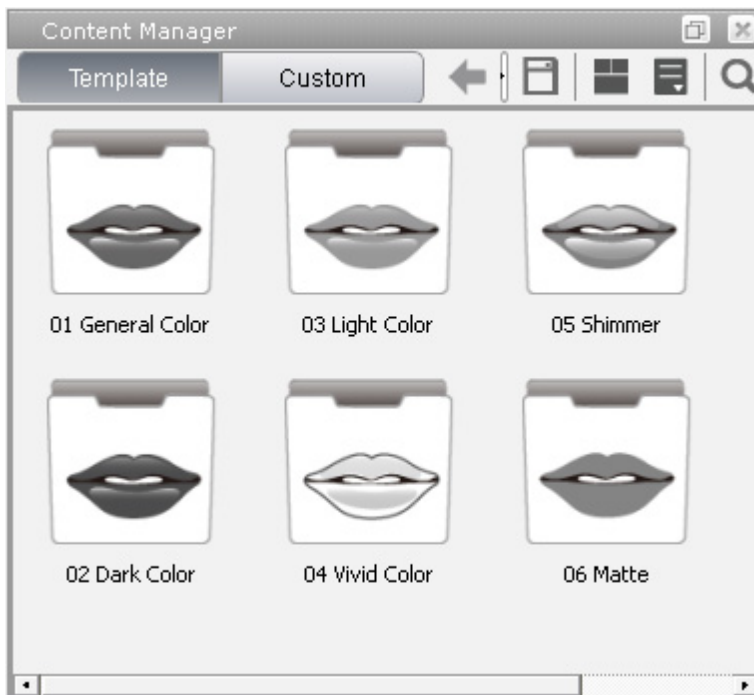
2. Click on the **Lips** button in the **Facial Makeup** section.



Alternatively, you may first switch to the **Facial Makeup** category, and then click on the **Lips** area on the face.



3. Open the **Content Manager**.

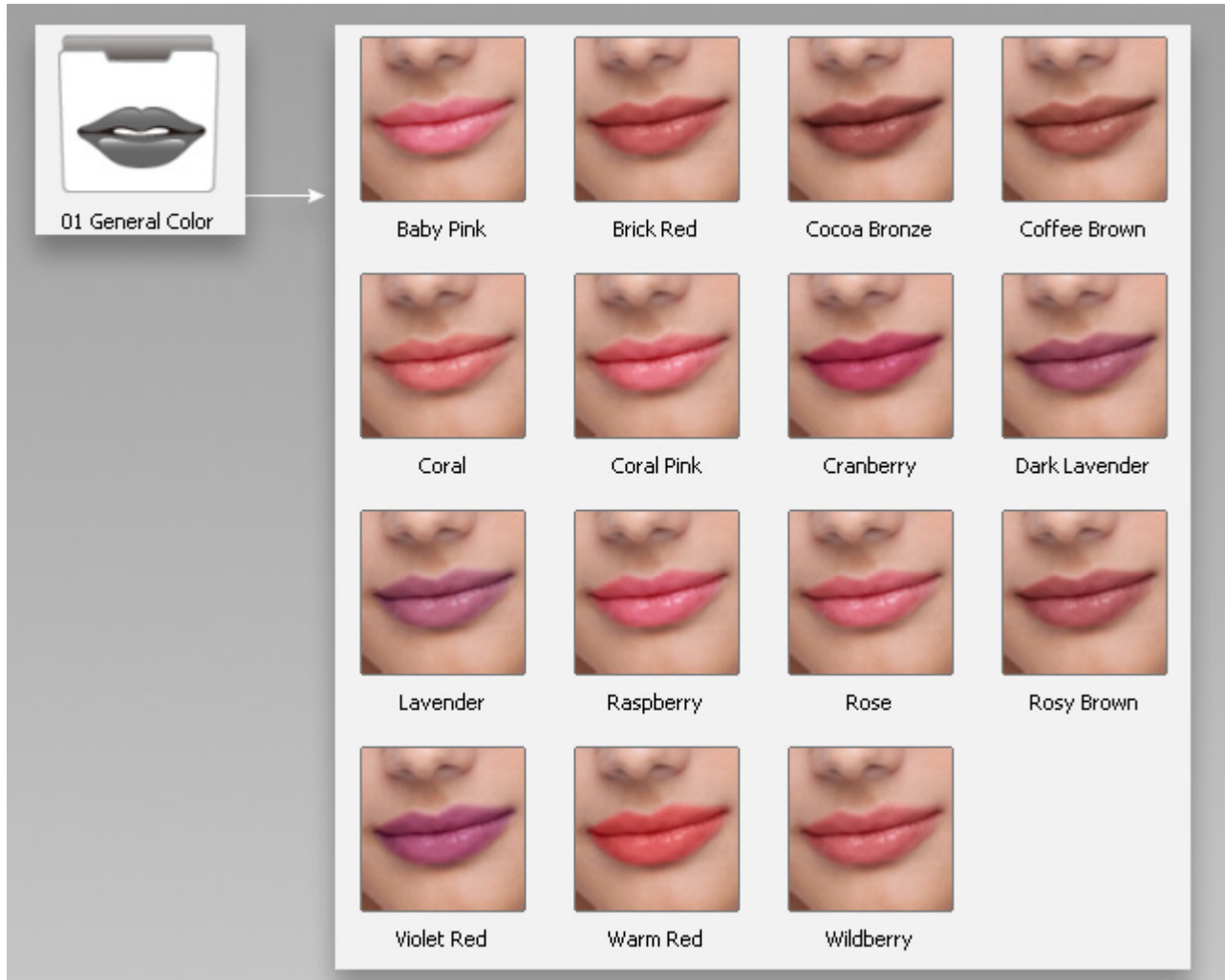


4. Double click on the template in the library to apply the predefined lipstick style to the current face.

The Default Folders

The default **Lips** libraries include **01 General Color**, **02 Dark Color**, **03 Light Color**, **04 Vivid Color**, **05 Shimmer**, and **06 Matte** folders with templates suitable for different purposes or needs.

01 General Color



The applied result is shown in the table below:

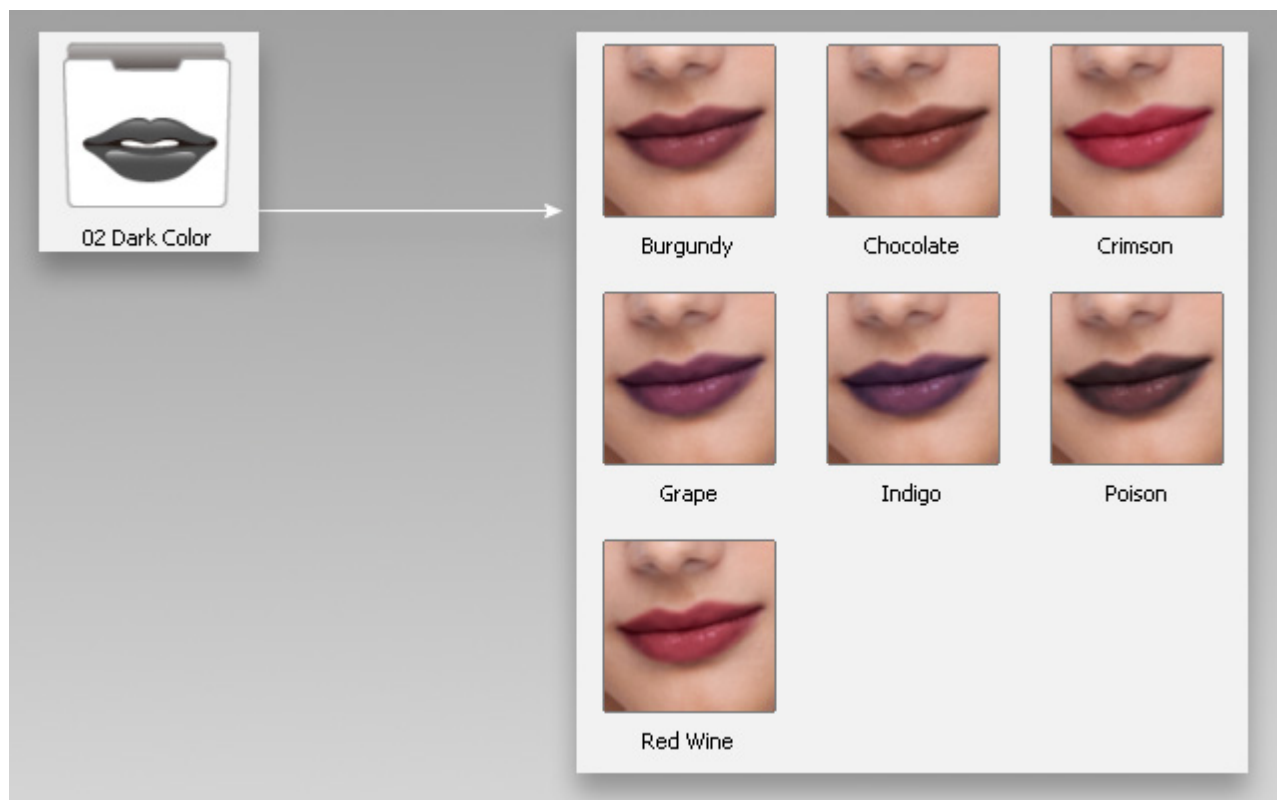


The look of the face before any template is applied.



The lips after the template **Baby Pink** is applied.

02 Dark Color



The applied result is shown in the table below :

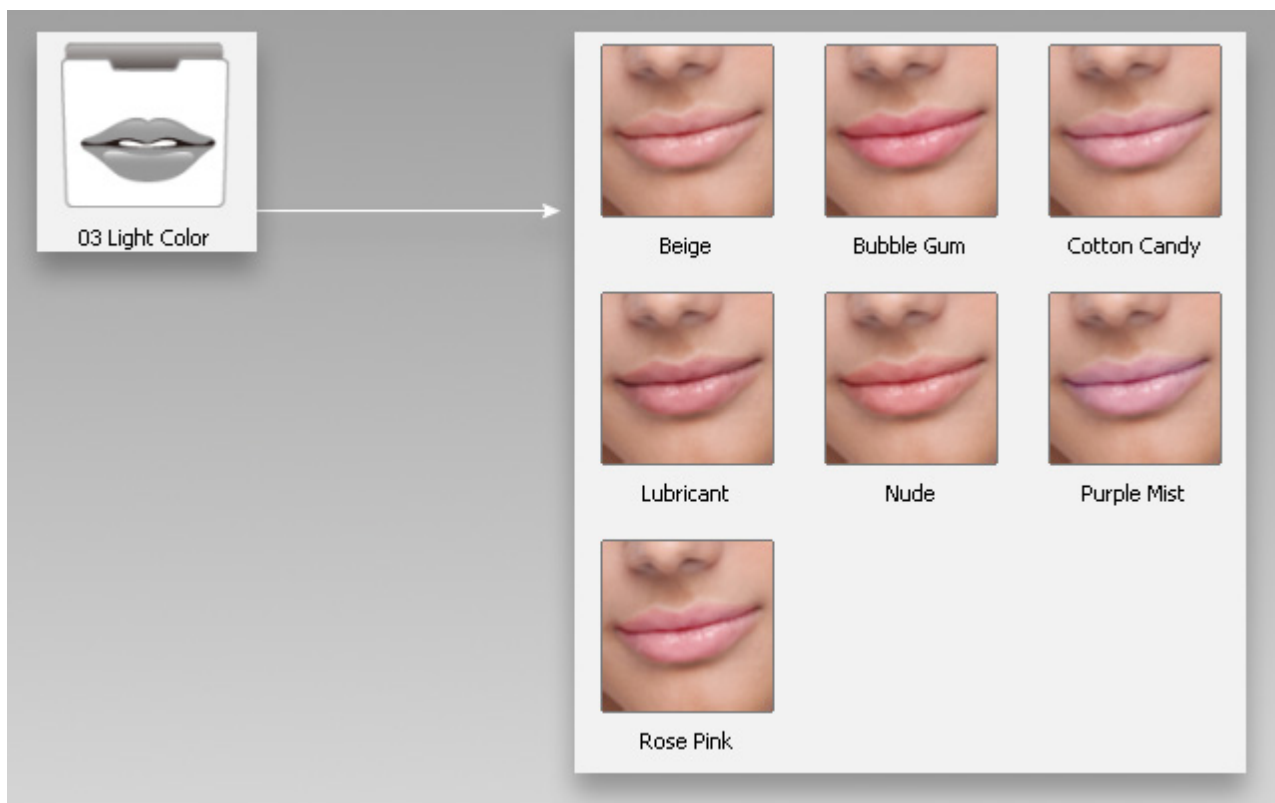


The look of the face before any template is applied.



The lips after the template **Red Wine** is applied.

03 Light Color



The applied result is shown in the table below :

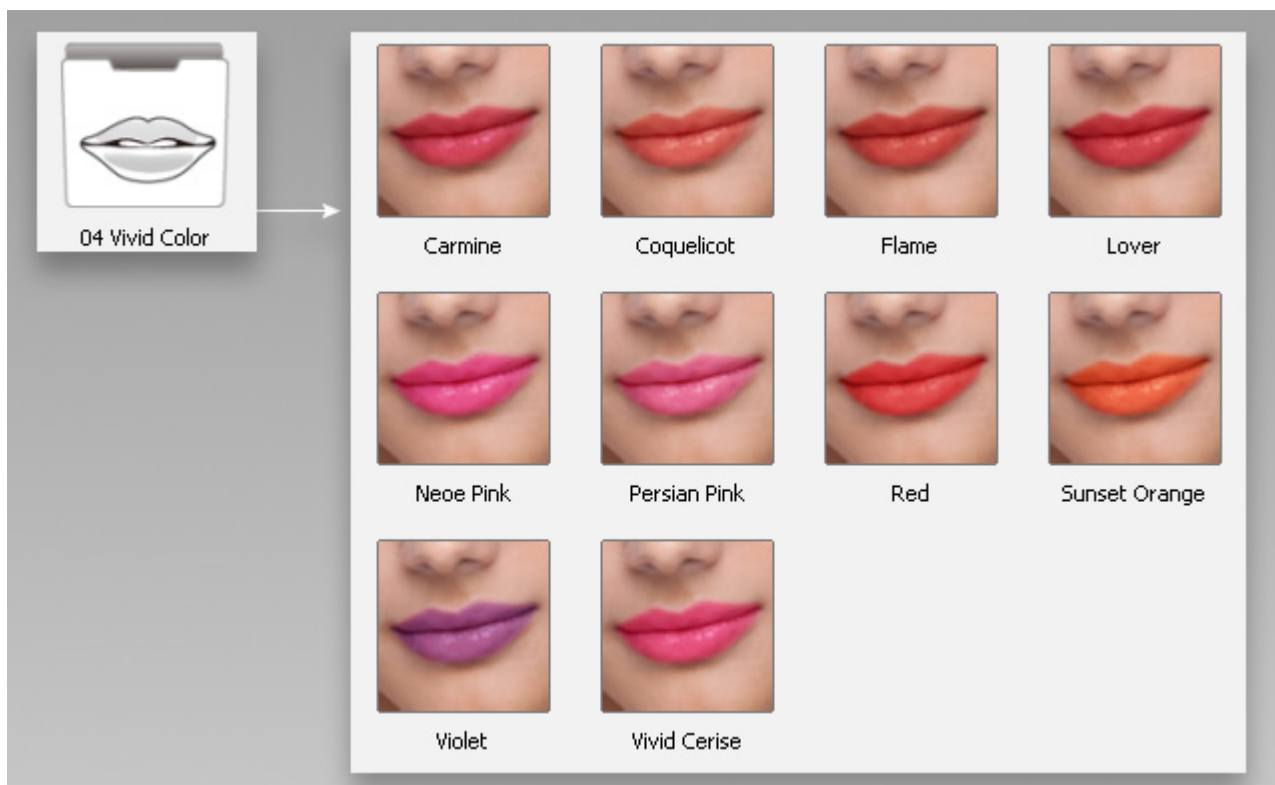


The look of the face before any template is applied.



The lips after the template **Bubble Gum** is applied.

04 Vivid Color



The applied result is shown in the table below :

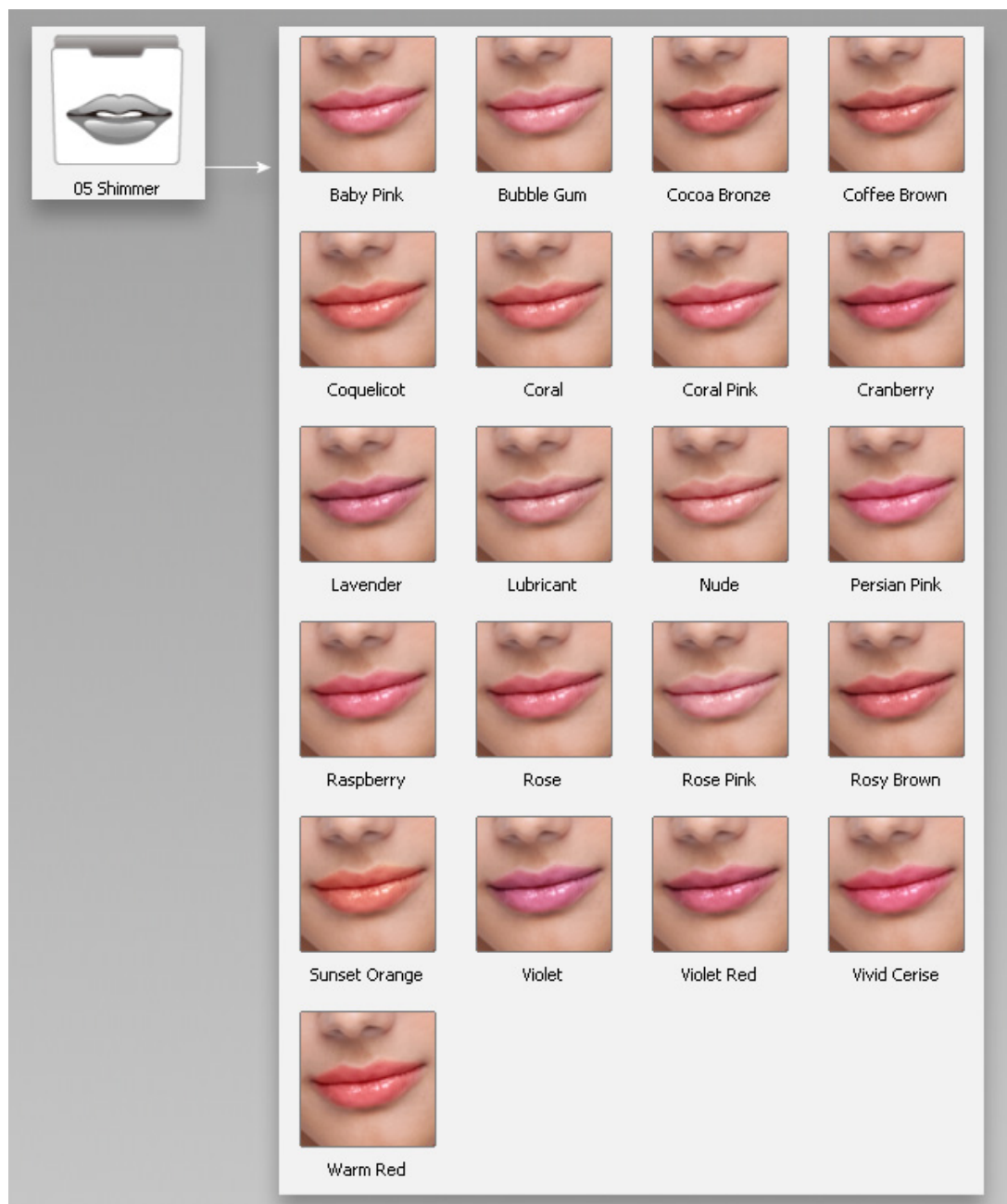


The look of the face before any template is applied.



The lips after the template **Sunset Orange** is applied.

05 Shimmer



The applied result is shown in the table below :

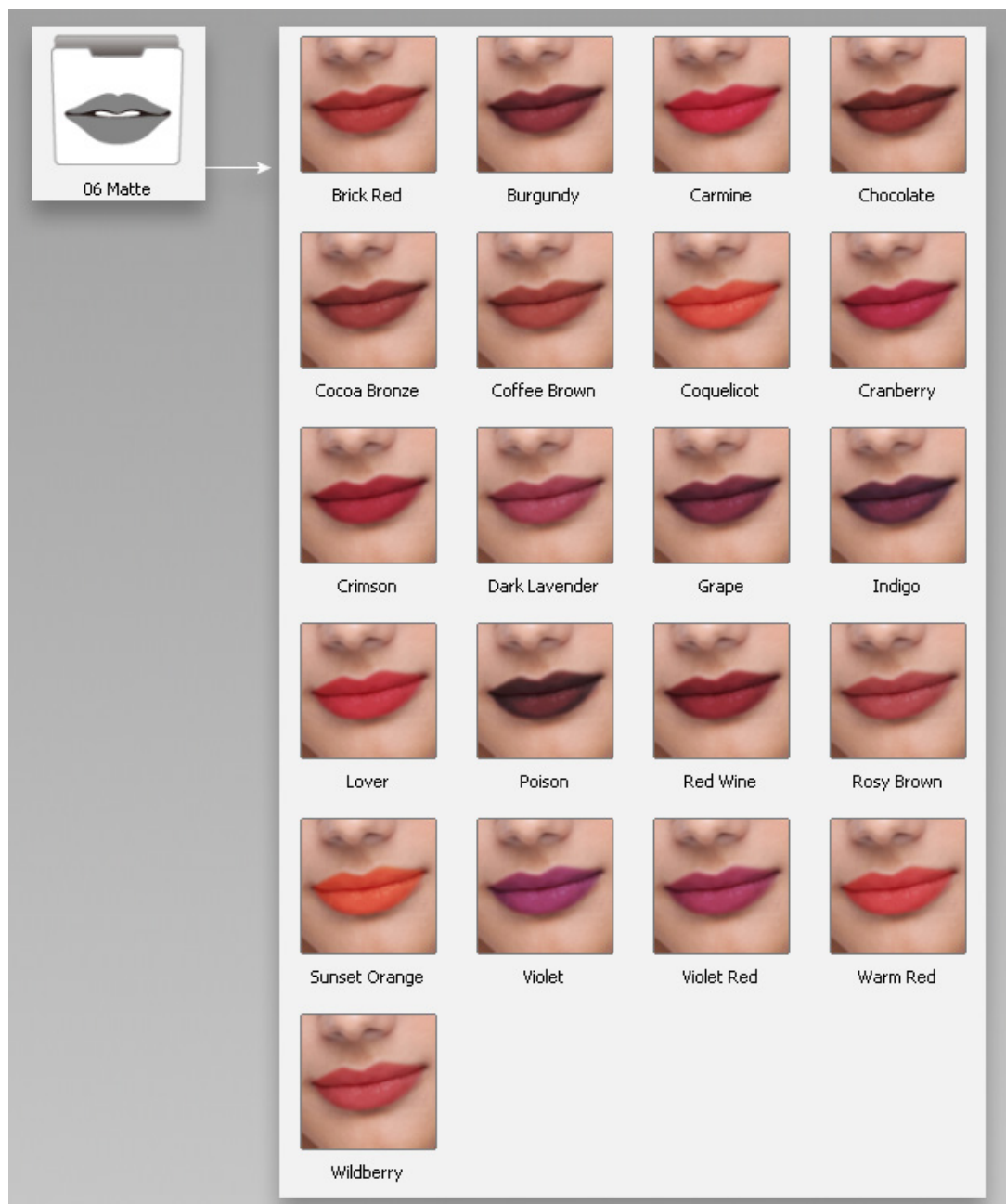


The look of the face before any template is applied.



The lips after the template **Warm Red** is applied.

06 Matte



The applied result is shown in the table below:



The look of the face before any template is applied.

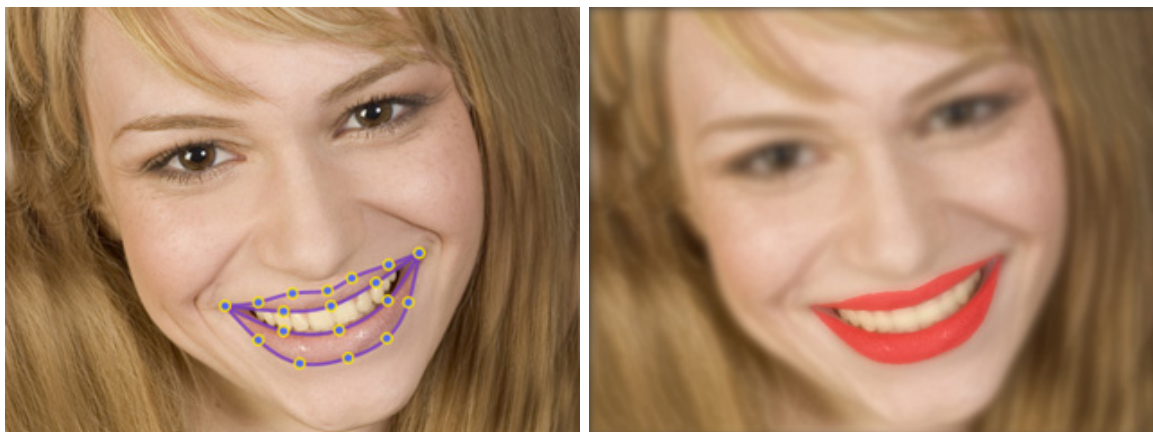


The lips after the template **Carmine** is applied.

Manually Change the Rouge (for Pro only)

If you want to apply custom color and gloss to the lips, you are able to manually adjust the settings in the **Modify** panel.

1. Before starting to manually apply lipstick to the lips, you may need to:
 - Make sure the lips of the photo have been [well-fitted](#) with feature points.



The relationship between the fitting contours and the affected areas for lips.

- Optionally perform the [Skin Foundation](#), [Sculpting Face](#) and [Applying Blushes](#) tasks.



Before modification.

After modification.

- You may optionally apply a template from the library.



Take the result from the previous section as an example.

2. Optionally click on the stroke icon for **Color** to choose a desired shade as the rouge.

Note:

For more information about the **Color Palette**, please refer to the [Choosing Shades and Customizing Palette](#) section.

3. Adjust the **Level** slider to determine the strength of the picked color blended onto the lips.



Level: 30



Level: 100

4. In order to create glossy and creamy lips, increase the **Contrast** value.



5. To avoid sharp edges on the lip layer, you need to increase the **Blur Radius** value so that the color can be evenly coated over the entire lips.



Whitening Teeth

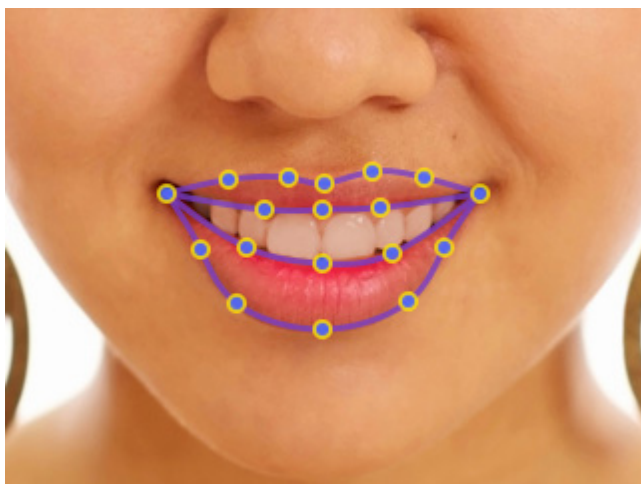
A lighter shade of teeth gives a brighter and more beautiful smile. If the teeth in the photo do not seem bright enough, you are able to use the **Teeth-whitening** feature provided by **FaceFilter** to remove the stains caused by tea, coffee, red wine and discoloration due to smoking and ageing.

Using Teeth Templates

With the **Content Manager**, you are free to apply either one of the templates from the **Teeth** library to change the brightness of the teeth.

1. Before starting the whitening process, you will need to:

- Make sure the mouth of the photo has been [well-fitted](#) with feature points.



The relationship between the fitting contours and the affected areas for the teeth.

- Optionally perform the [Skin Foundation](#), [Sculpting Face](#), [Applying Blushes](#) and [Lipstick](#) tasks.

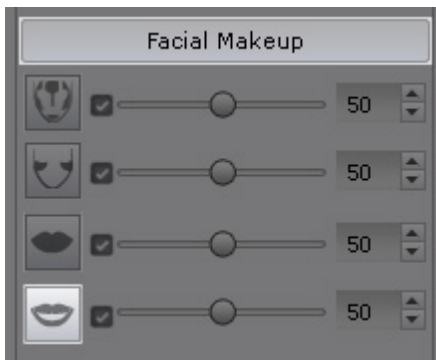


Before modification.



After modification.

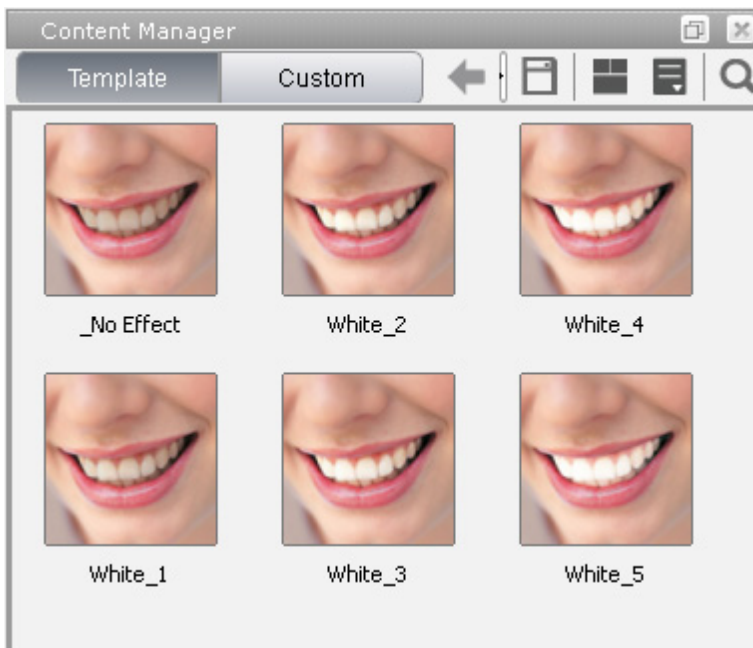
2. Click on the **Teeth** button in the **Facial Makeup** section.



Alternatively, you may first switch to the **Facial Makeup** category, and then click on the **Teeth** area on the face.



3. The **Content Manager** will auto-switch to the **Teeth** library.



4. Double click on the template in the library to whiten the teeth.

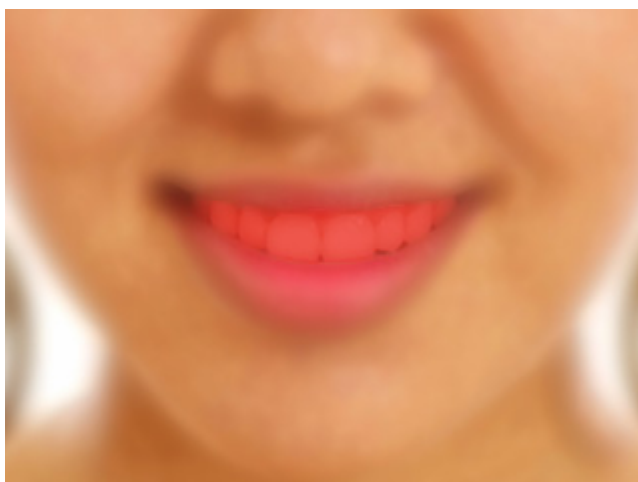
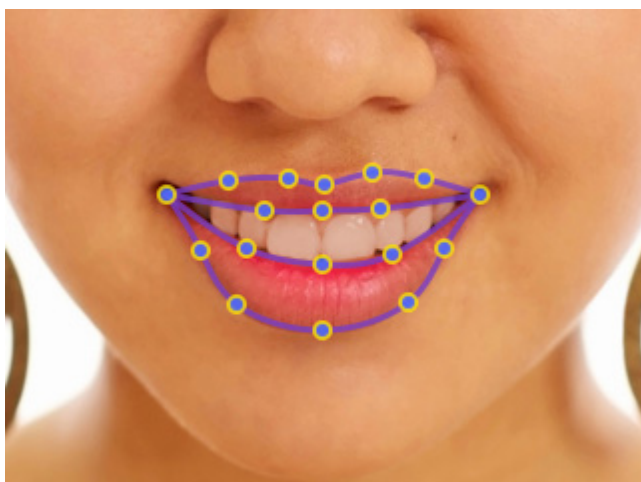


Template is applied.

Manually Whitening Teeth (for Pro only)

1. Before starting to manually whitening the teeth, you may need to:

- Make sure the mouth of the photo has been [well-fitted](#) with feature points.



The relationship between the fitting contours and the affected areas for teeth.

[Manually edit the mask](#) so that the teeth-whitening effect can be applied to a specific tooth or teeth.

- Optionally perform the [Skin Foundation](#), [Sculpting Face](#), [Applying Blushes](#) and [Lipstick](#) tasks.

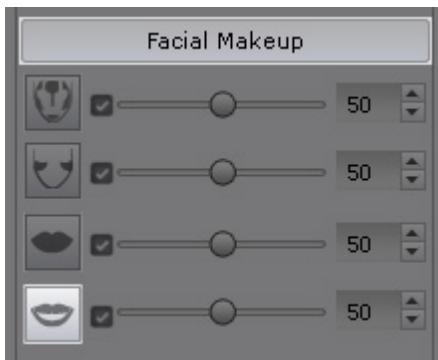


Before modification.



After modification.

2. Click on the **Teeth** button in the **Facial Makeup** section.



Alternatively, you may first switch to the **Facial Makeup** category, and then click on the **Teeth** area on the face.



3. Increase the **Level** value.



Before being whitened.



After being whitened.

Note:

By [modifying the mask](#) of the teeth, you are able to whiten a specific tooth or selection of teeth.

Appealing Eyes

The eyes are the portals to the soul. By applying the right amount of makeup to your eyes, they can easily become a focal area of the face. A face with [skin foundation](#) layers and [facial makeup](#) but without eye makeups is only half of a masterpiece. Adequate eye makeup really helps to express the most beautiful characteristics of the face.



Eye Makeup is composed of individual elements: **Eyebrows**, **Eyelashes**, **Eye Lines**, **Eye Shadows**, and **Iris**.

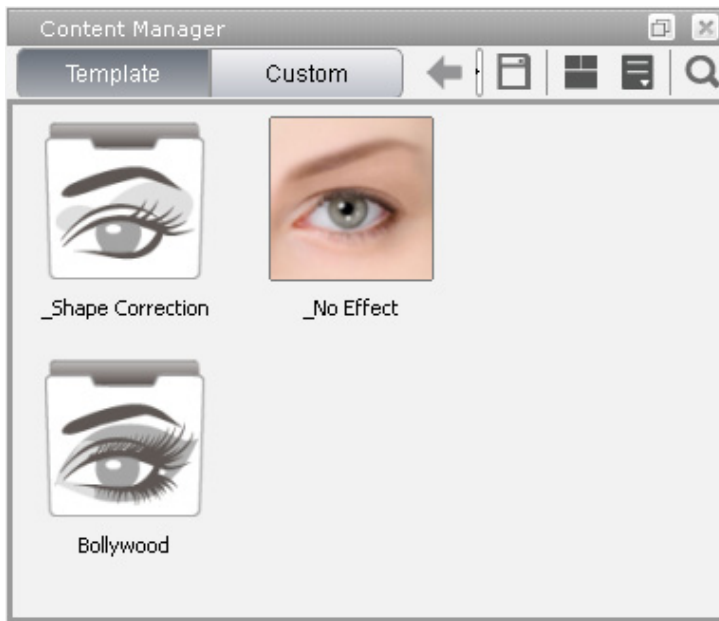


Creating Appealing Eyes

This face has already had skin foundation and facial makeup applied to it.



Applying from Eye Makeup Library - By using the **Eye Makeup** templates from the library, you can quickly apply pre-defined eye makeup with a single click for specific scenarios.



Eyebrows - This layer helps you apply different color and depth to the brows that frame the facial features.



Eye Shadows - This layer contains up to 7 sub-layers, which gives you the ability to generate creative eye shadow for drawing attention to the center of the face.



Eye Lines - This layer can accentuate the eyes and even slightly change the size and shape of the eyes.



Eyelashes - This layer can apply curly and thick lashes to make the eyes more distinctive and appealing.



Iris - Use this layer to change the colors of the iris or remove red eye issues.



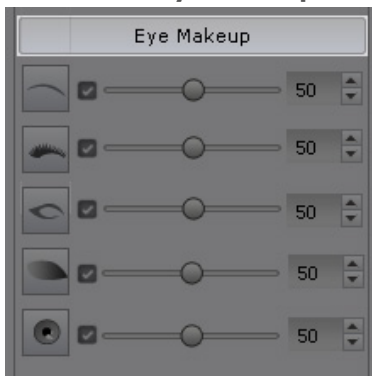
Applying from Eye Makeup Library

In the **Makeover** page, you can give a more dimensional sensation to the eyes by applying templates from the **Eye Makeup** library. After the template is applied, all you need to do is use the sliders in the **Beauty Center** panel to quickly modify the looks of the eye makeups to best fit the scenarios of the facial meakeups.

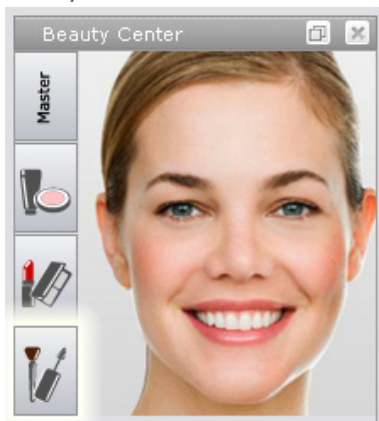
Applying Templates of Eye Makeup Library

Each of the templates in the **Eye Makeup** library contains the settings for the **Eyebrows**, **Eyelashes**, **Eye Lines**, **Eye Shadows** and **Iris**. These templates are designed for fixing eye shapes and quickly putting on glamorous eye makeups.

Click on the **Eye Makeup** button in the **Modify Panel**.

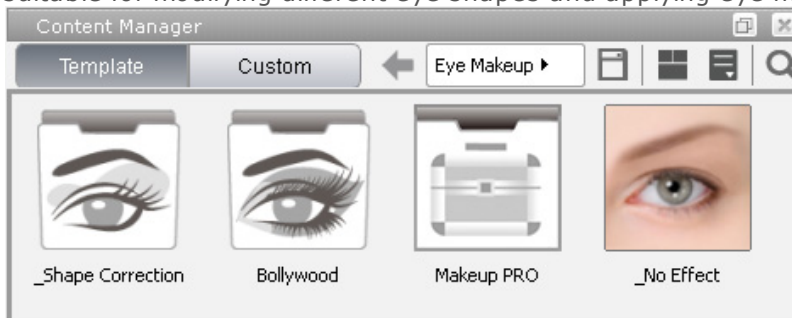


Alternatively, you may click on the **Eye Makeup** button to switch the **Content Manager** to the **Eye Makeup** library.

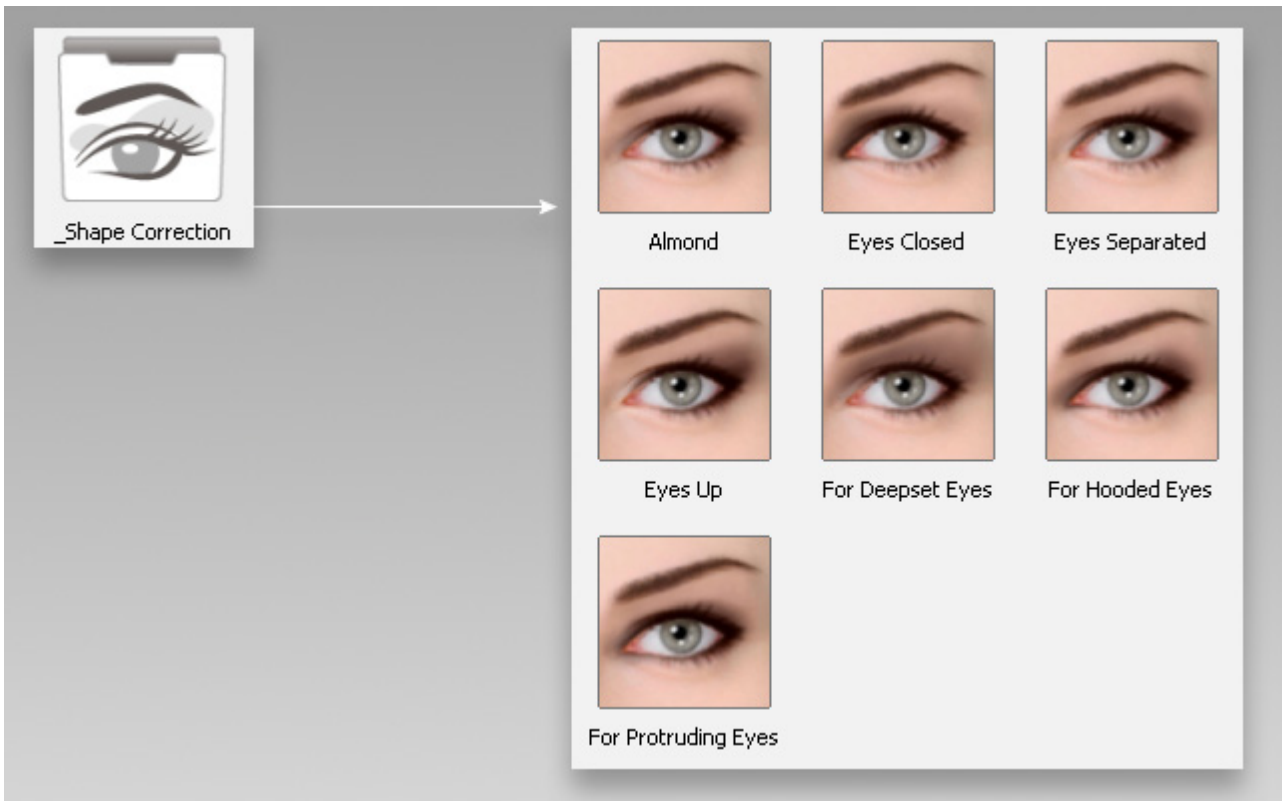


The Default Folders

The default **Eye Makeup** libraries include **_Shape Correction** and **Bollywood** folders with templates suitable for modifying different eye shapes and applying eye makeups.



_Shape Correction



The applied result is shown in the table below :

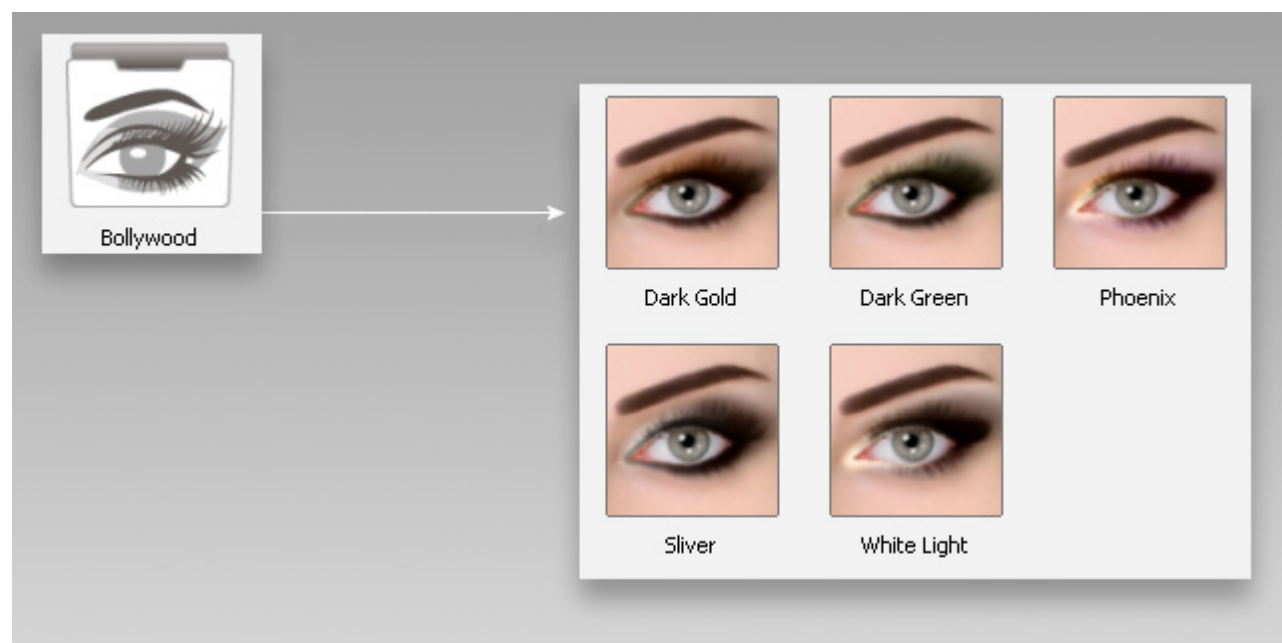


The original eyes are a little bit wide set before any template is applied.



The eyes look closer after the template **Eyes Closed** is applied.

Bollywood (Bonus)



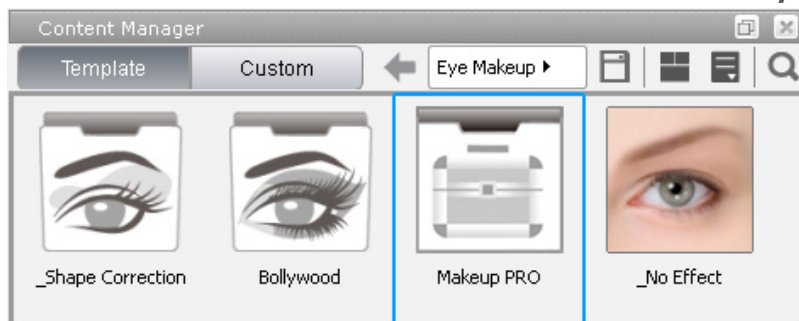
The applied result is shown in the table below :

The original look of the eyes before any template is applied.	The look of the eyes after the template Dark Gold is applied.

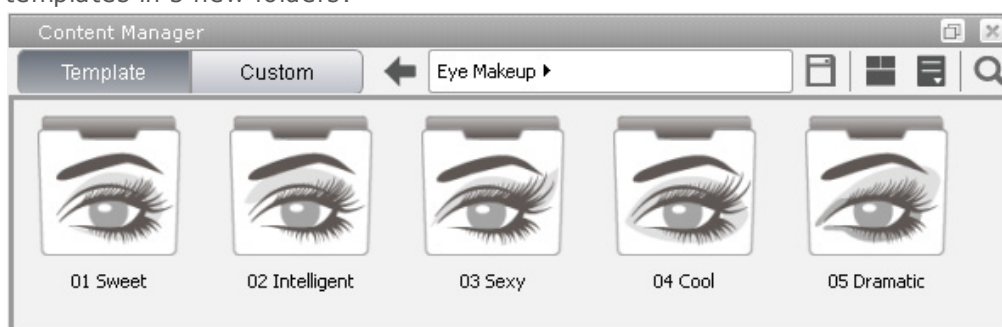
The Power Pack Folders

If you see a folder with thumbnail as shown in the step 1 below in the **Eye Makeup** library, then you may purchase more templates from the [Makeup PRO](#) site:

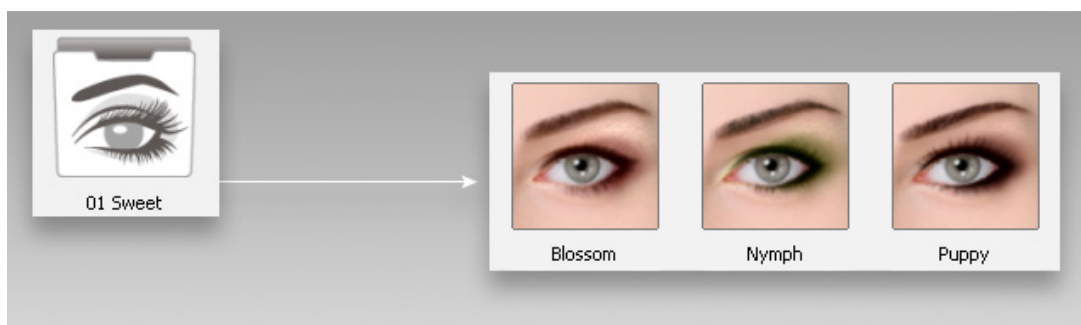
1. Double-click on the folder with thumbnail of briefcase in the **Eye Makeup** library.



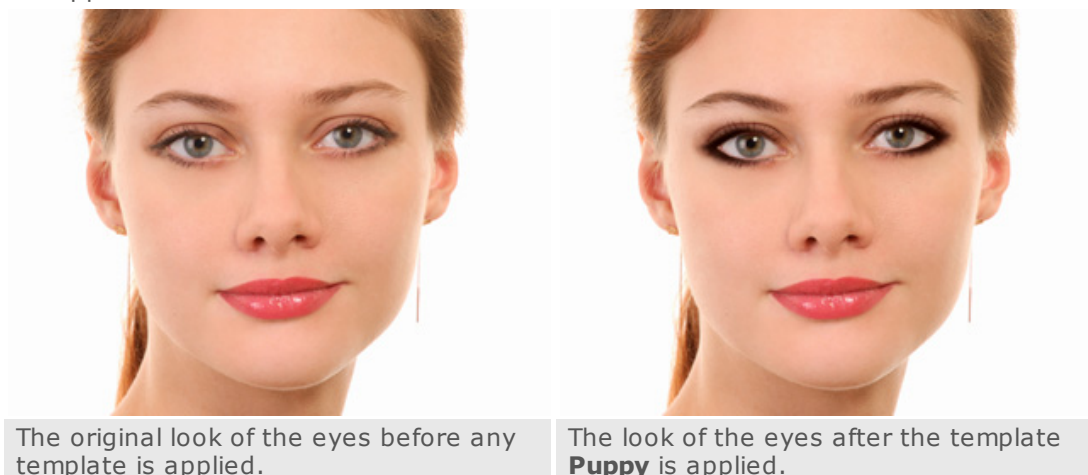
2. You will be directed to the **Makeup PRO** official site.
3. Execute the downloaded installation and your **Eye Makeup Library** will be expanded with 23 more templates in 5 new folders:



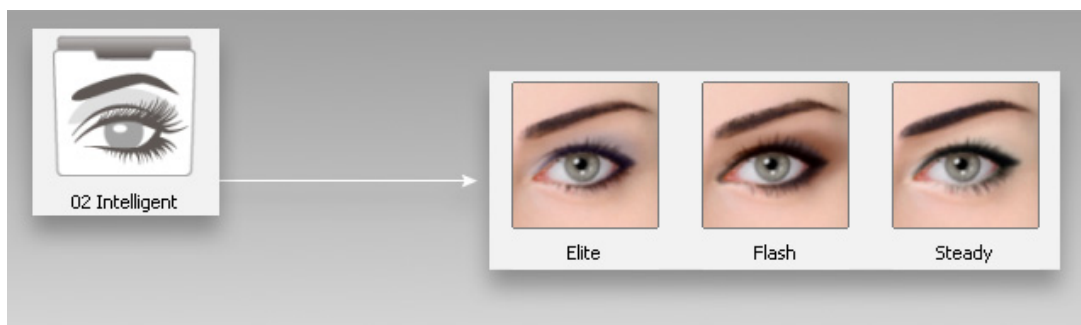
01 Sweet



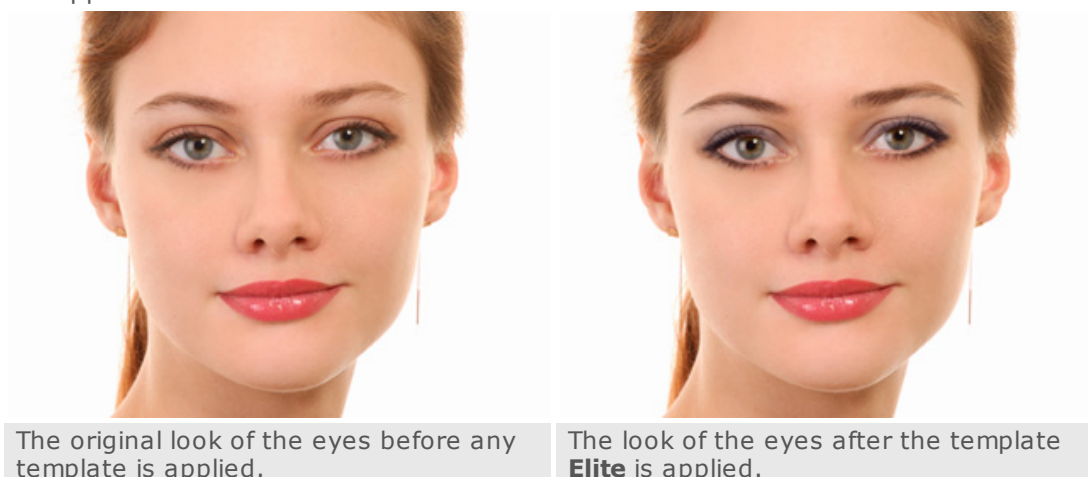
The applied result is shown in the table below:



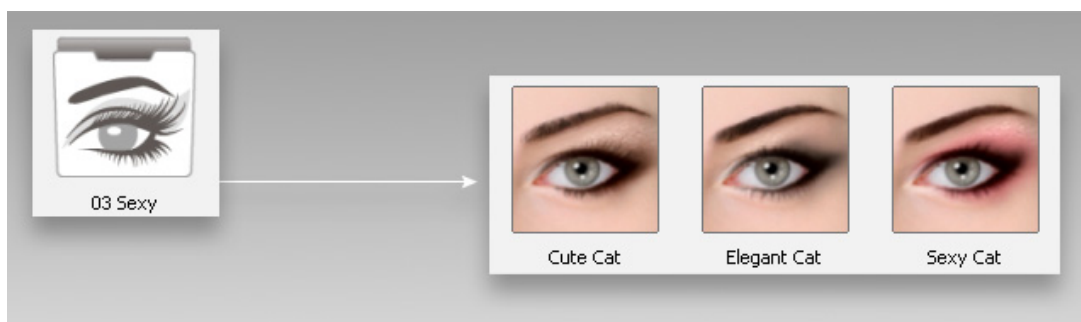
02 Intelligent



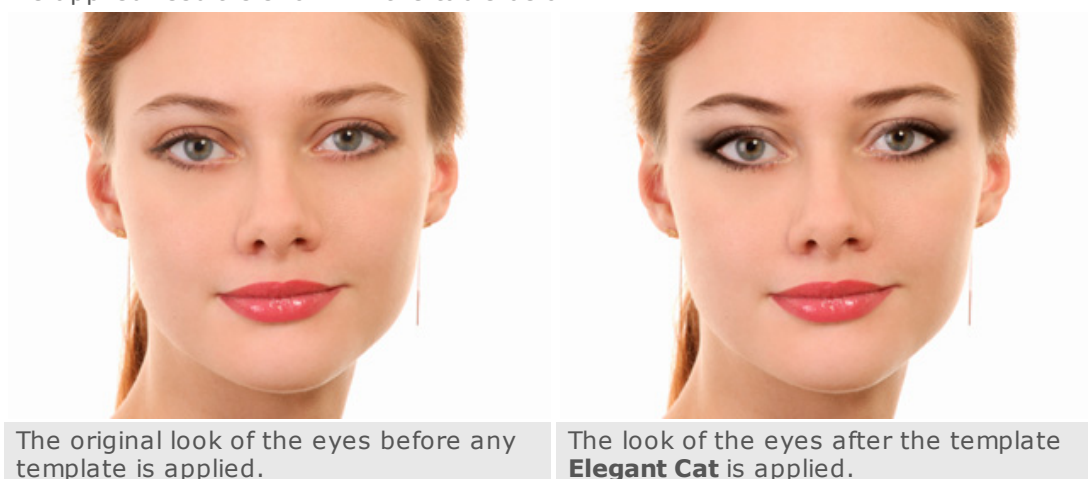
The applied result is shown in the table below :



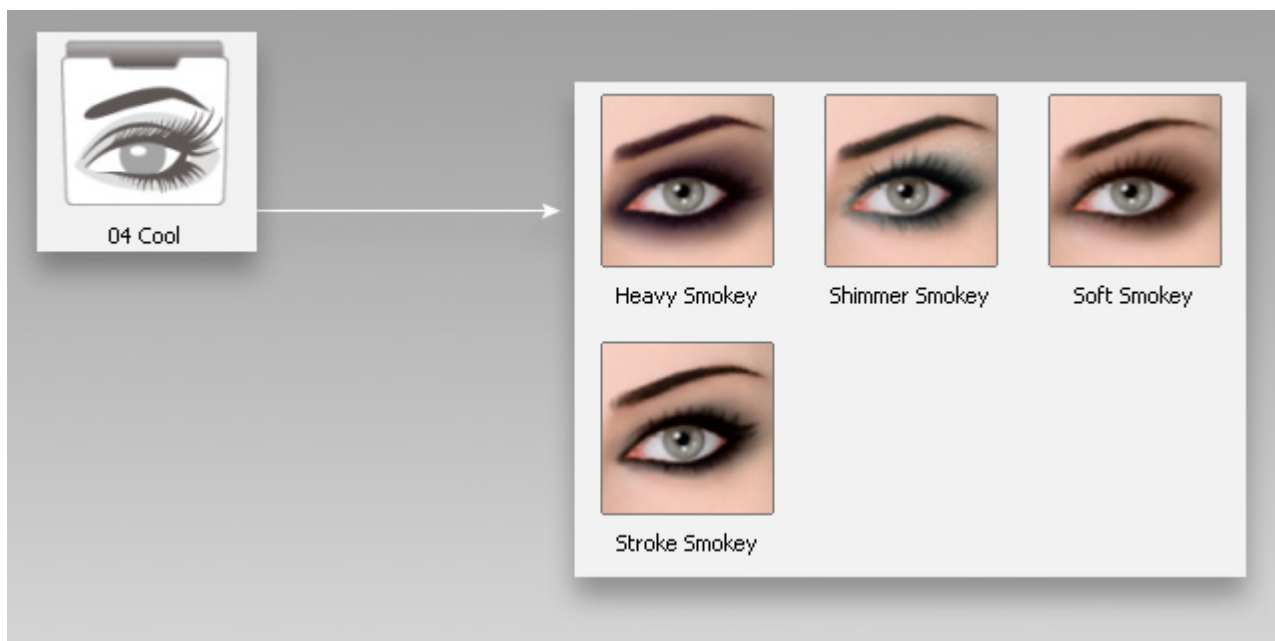
03 Sexy



The applied result is shown in the table below :



04 Cool



The applied result is shown in the table below :

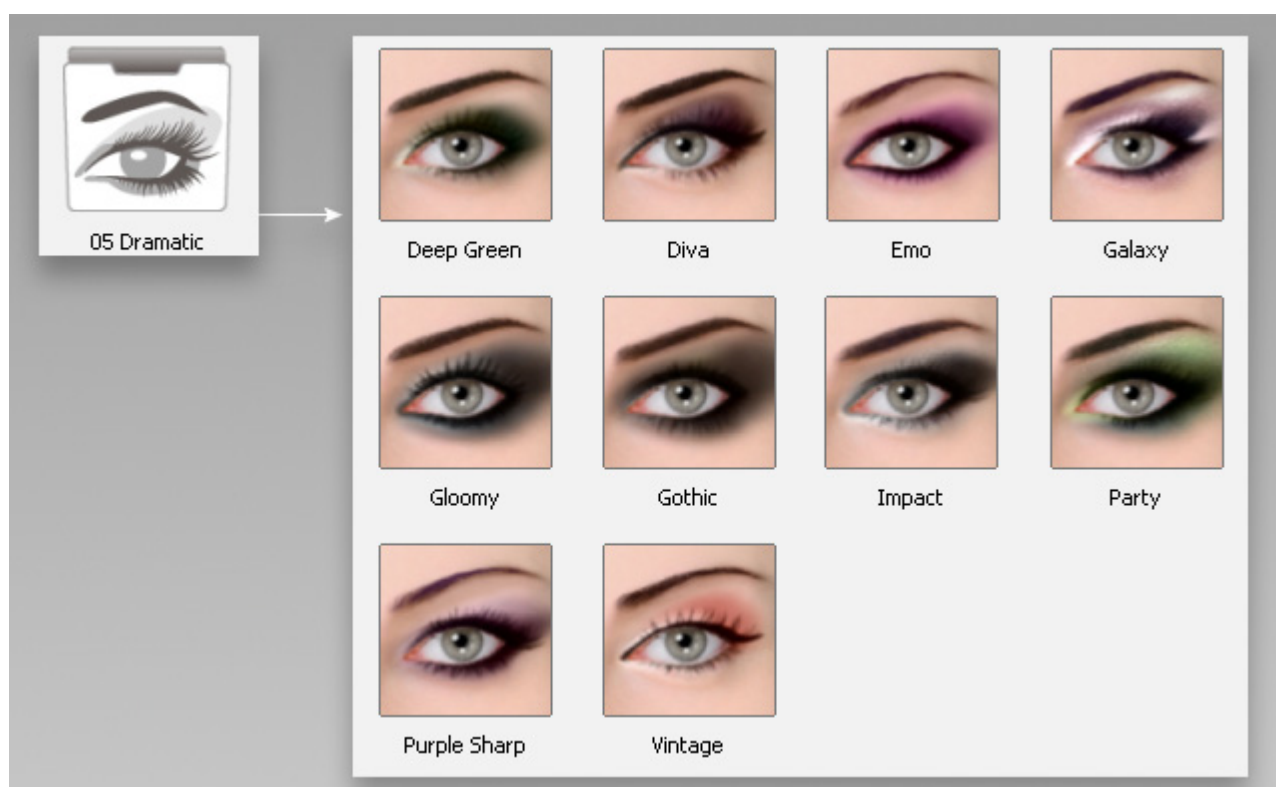


The original look of the eyes before any template is applied.

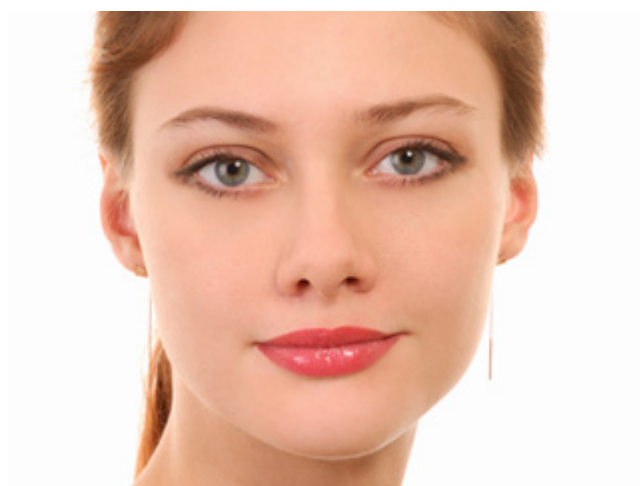


The look of the eyes after the template **Soft Smokey** is applied.

05 Dramatic



The applied result is shown in the table below :



The original look of the eyes before any template is applied.



The look of the eyes after the template **Galaxy** is applied.

Enhancing Brows

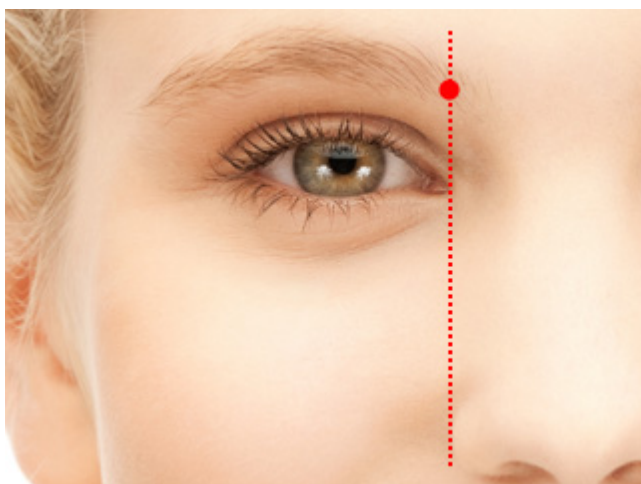
Eyebrows make a huge difference to a person's face. They frame the face and the eyes and help with drawing attention to the center of the face. If they are are huge and bushy, they may attract the wrong type of attention. If they are too thin or uneven, the face will look blank or strange.

For this reason, they should be made a priority before other makeup is applied.

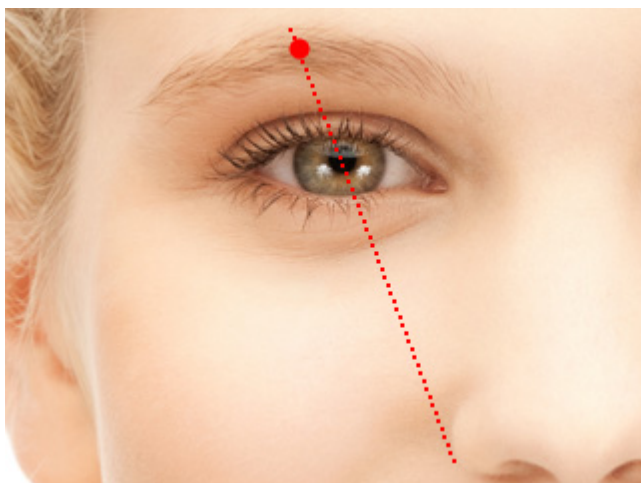
Defining Eyebrows

Before you start to fill the brows, you may need to know where to start to apply colors and where the outlines of the brows are.

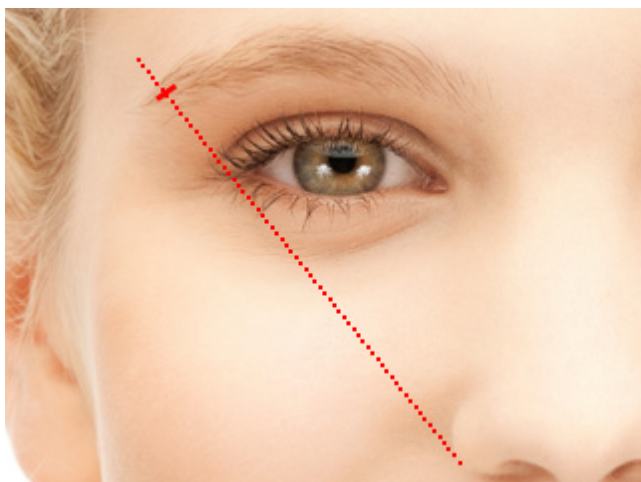
- **Start** - The start of the brows is normally at the inner most side of the eye. If a straight line is drawn from the inner corner of the eye directly up, that's where the eyebrow should normally start.



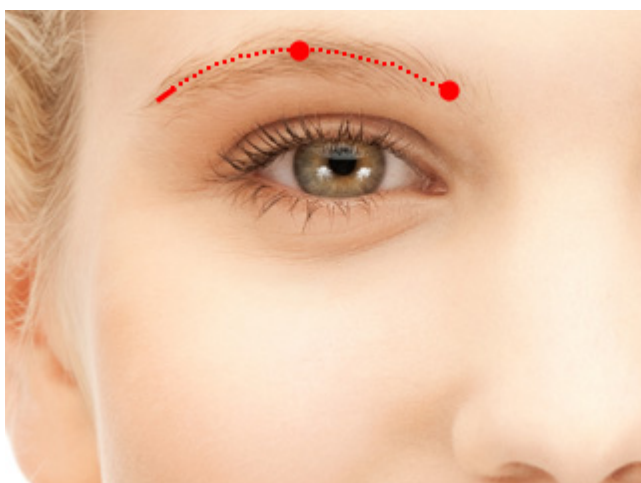
- **Arch** - The arches of the brows are on the intersection of the brows and straight lines that cross the sides of the nose and the pupils. You may mark points with dots here.



- **End** - The ends of the brows are on the intersections of the brows and straight lines that cross between the sides of the nose and the outer corner of the eyes. You may mark angled dash lines along the brows to determine the ends of the brows.



- After the three marks are determined, you may then fill in the blanks between the marks to make fuller brows.

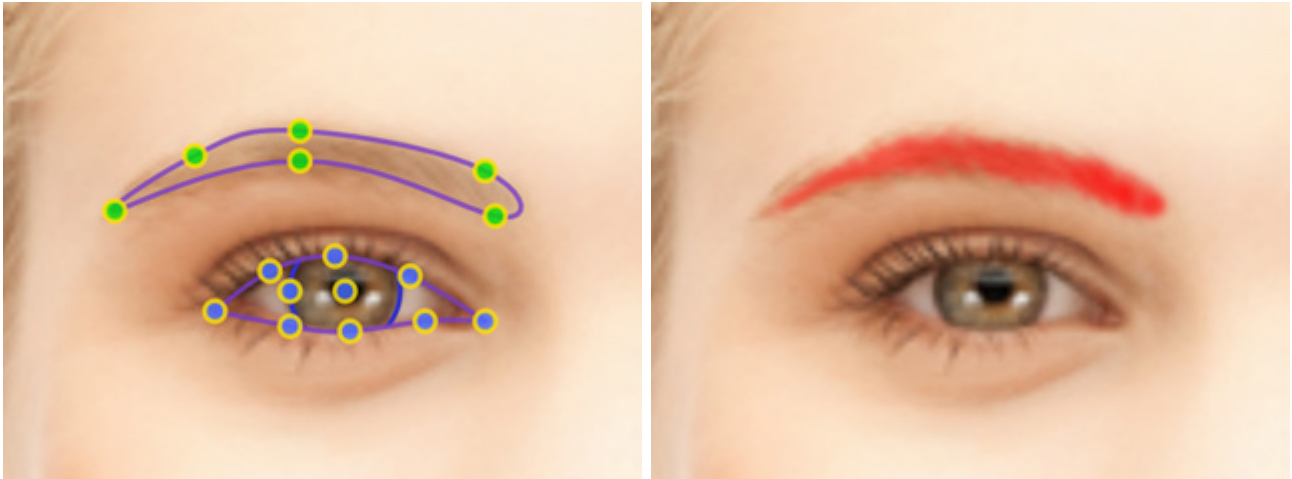


Utilizing the Eyebrow Library

FaceFilter contains an **Eyebrow** library in which the templates define various colors and types of eyebrows.

1. Before starting to enhance the brows with a template, you may need to:

1. Make sure that the eyebrows have been accurately [fitted](#).



The relationship between the fitting contours and the effective areas for the brow.

[Manually edit the mask](#) so that the eyebrow effect can fill or change the shapes of the brows.

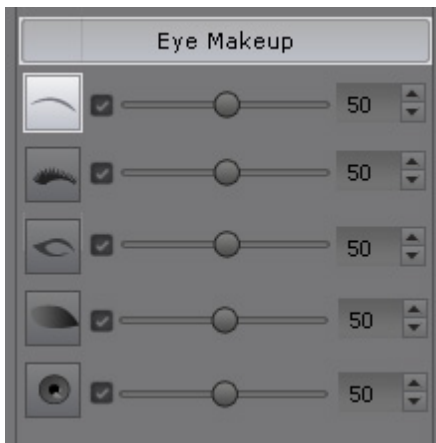
2. Optionally perform the [Skin Foundation](#) and [Facial Makeup](#) tasks.



Before skin foundation.

After skin foundation and facial makeup.

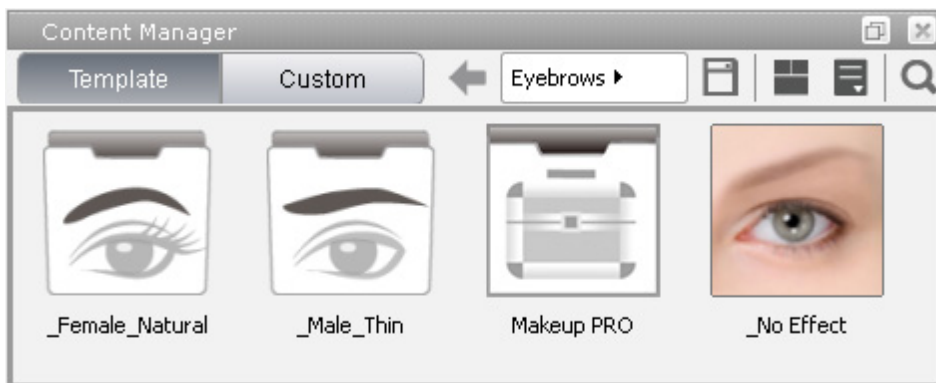
2. Click on the **Eyebrows** button in the **Eye Makeup** section.



Alternatively, you may first switch to the **Eye Makeup** category, and then click on the **Eyebrows** area of the face.



3. The **Content Manager** will auto-change to the **Eyebrows** library with templates.

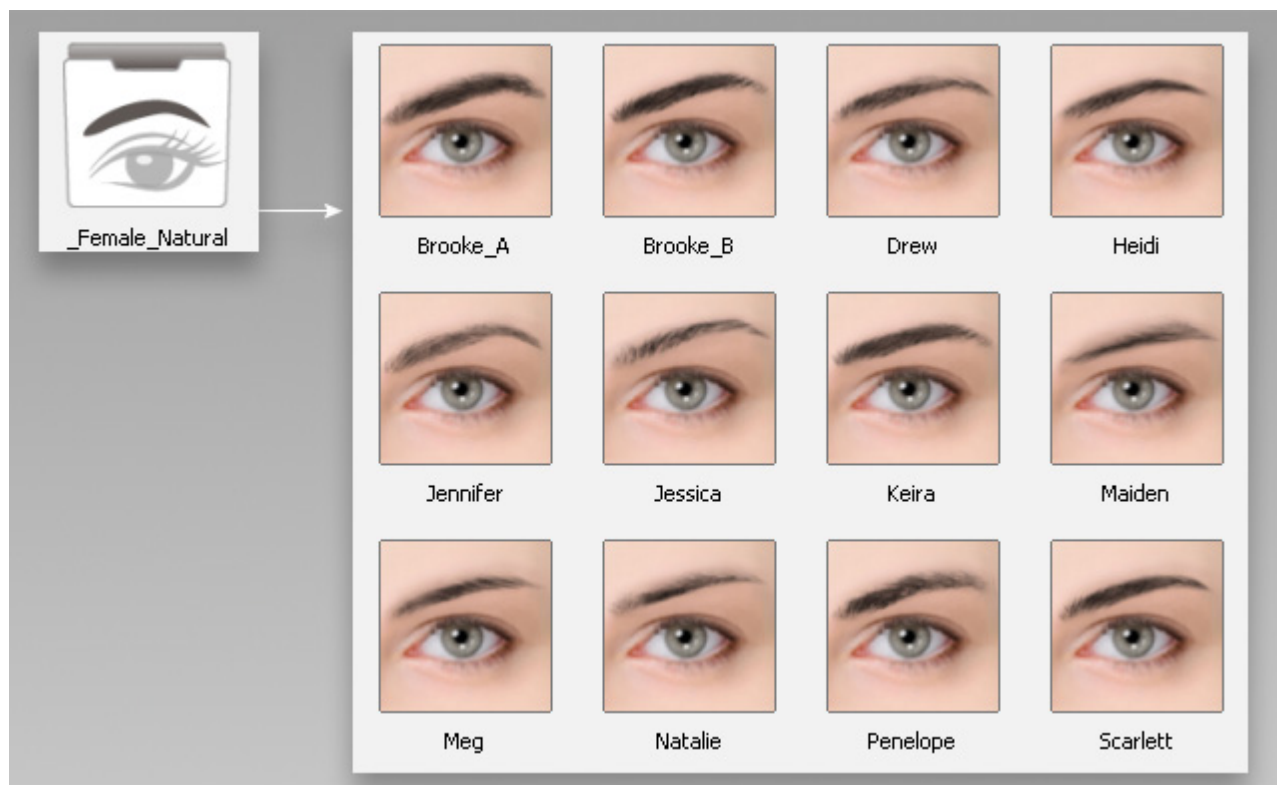


4. Double click on the desired eyebrow template to apply the color to the face.

The Default Folders

The default **Eyebrows** libraries include **_Female_Natural**, and **_Male_Thin** folders with templates suitable for different purposes or needs.

_Female_Natural



The applied result is shown in the table below :

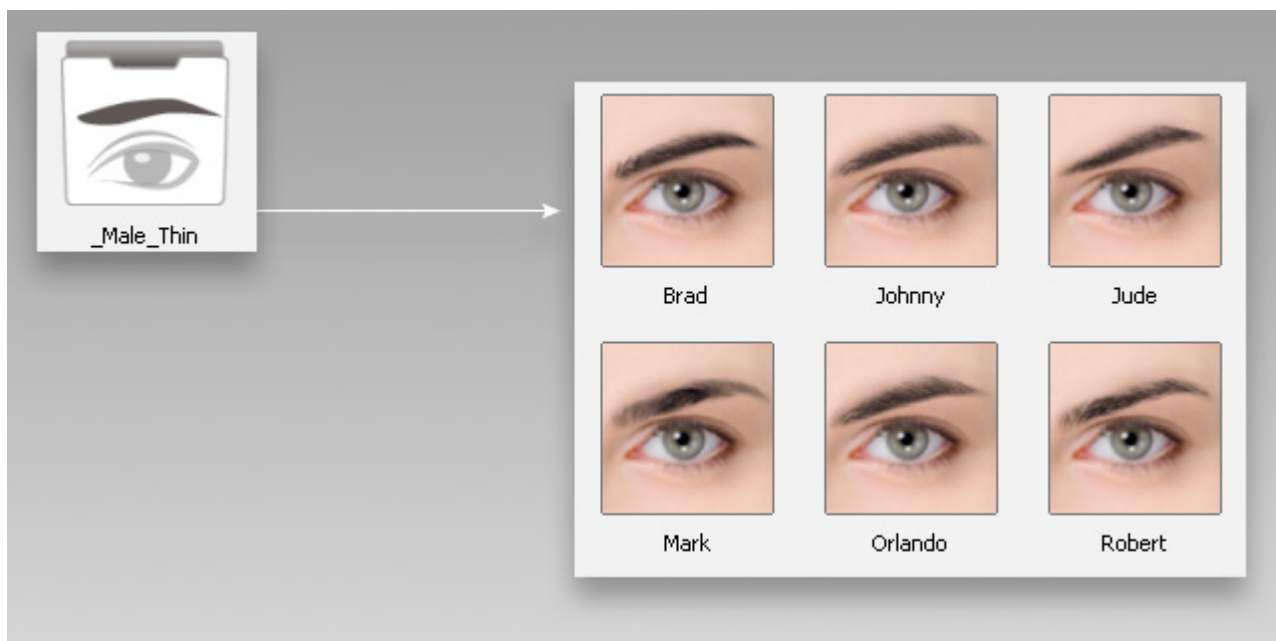


The look of the eyebrows before any template is applied.



The eyebrows after the template **Keira** is applied.

_Male_Thin



The applied result is shown in the table below :



The look of the eyebrows before any template is applied.

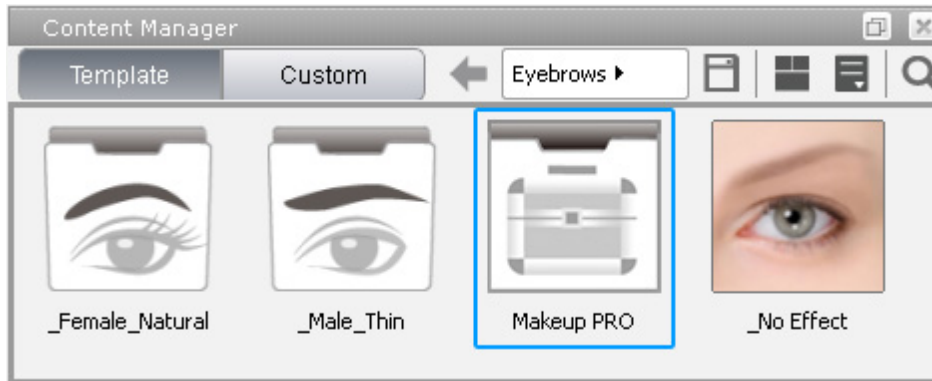


The eyebrows after the template **Brad** is applied.

The Power Pack Folders

If you see a folder with thumbnail as shown in the step 1 below in the **Eyebrows** library, then you may purchase more templates from the [Makeup PRO](#) site:

1. Double-click on the folder with thumbnail of briefcase in the **Eyebrows** library.

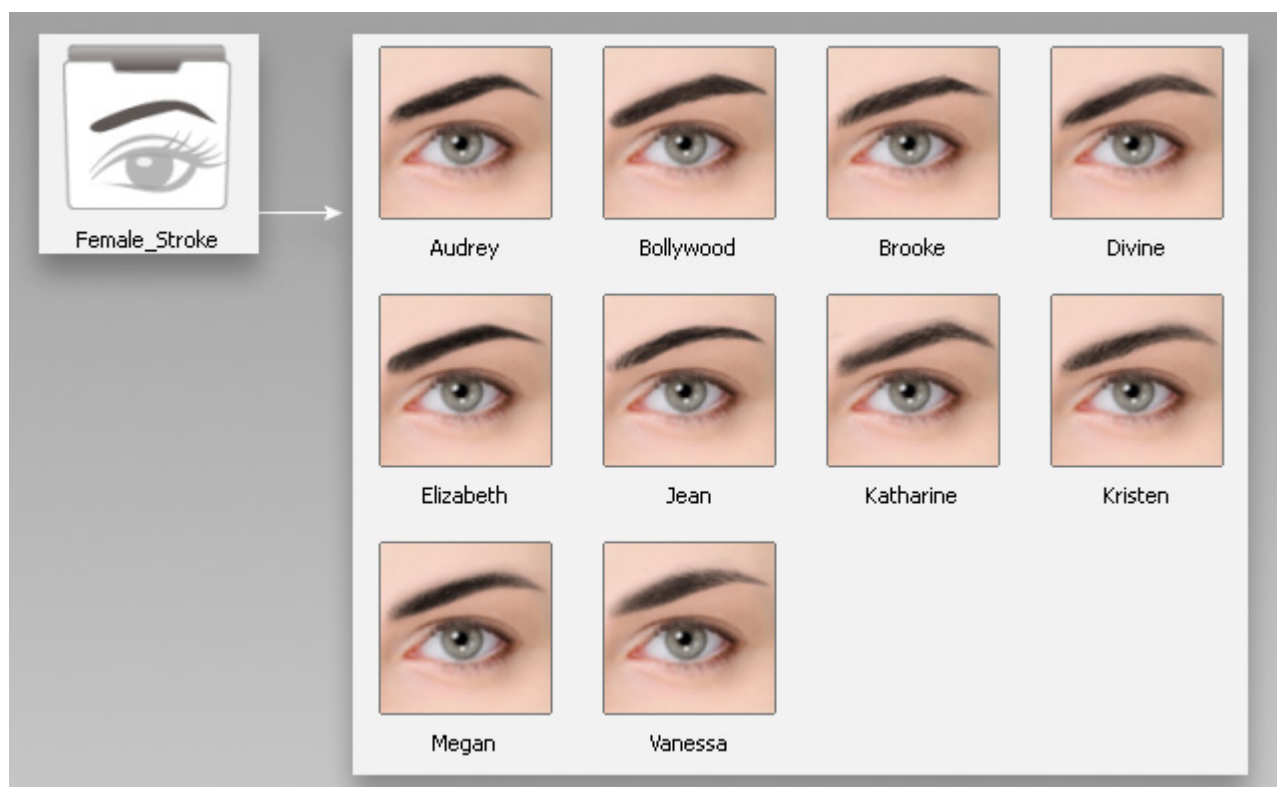


2. You will be directed to the **Makeup PRO** official site.

3. Execute the downloaded installation and your **Eyebrows Library** will be expanded with 26 more templates in 3 new folders:



Female_Stroke



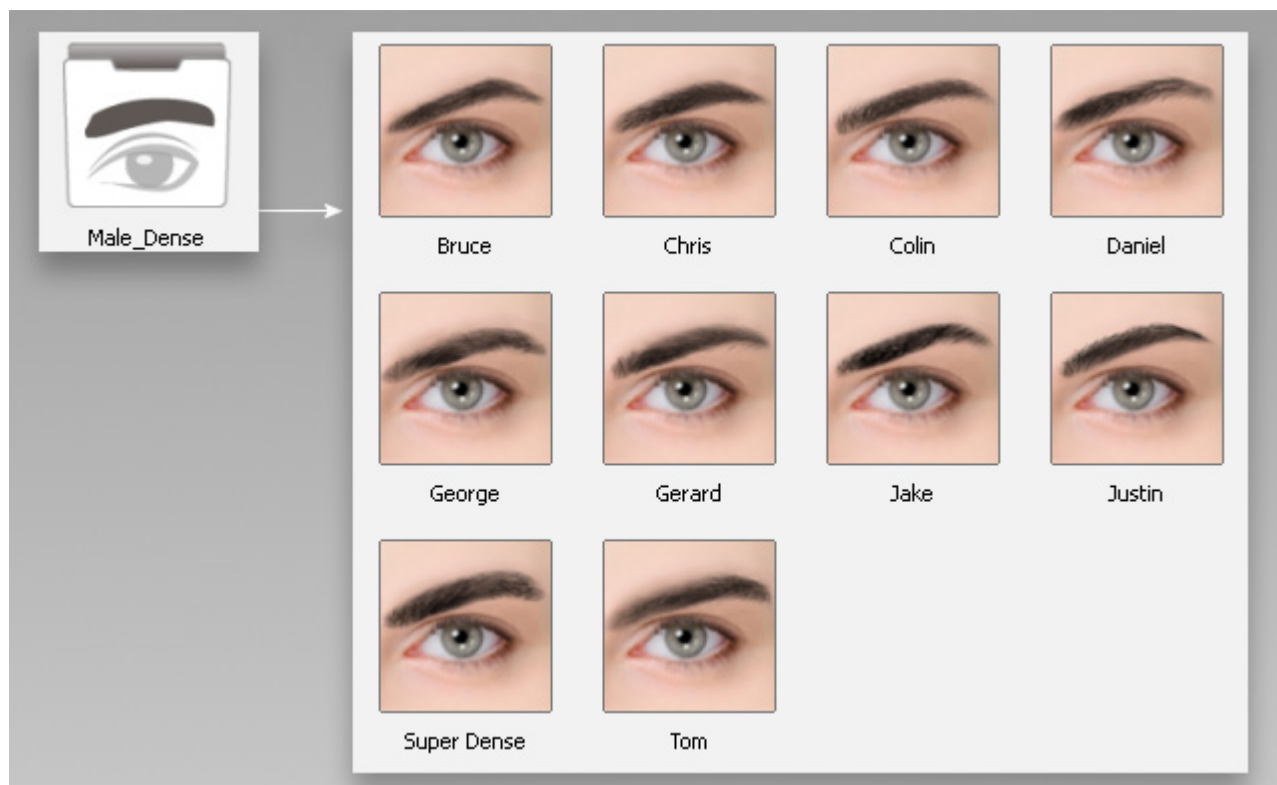
The applied result is shown in the table below :



The look of the eyebrows before any template is applied.



The eyebrows after the template **Divine** is applied.

Male_Dense

The applied result is shown in the table below :

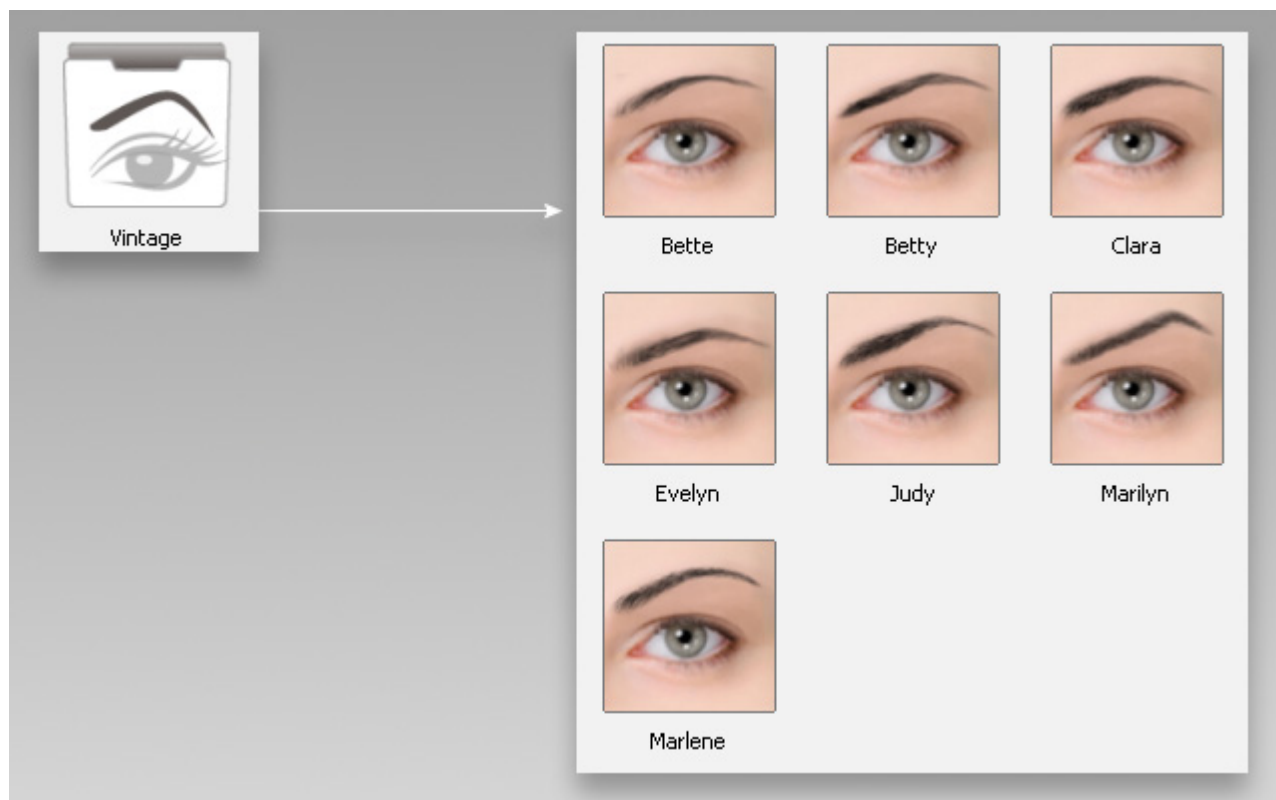


The look of the eyebrows before any template is applied.



The eyebrows after the template **Super Dense** is applied.

Vintage



The applied result is shown in the table below :



The look of the eyebrows before any template is applied.



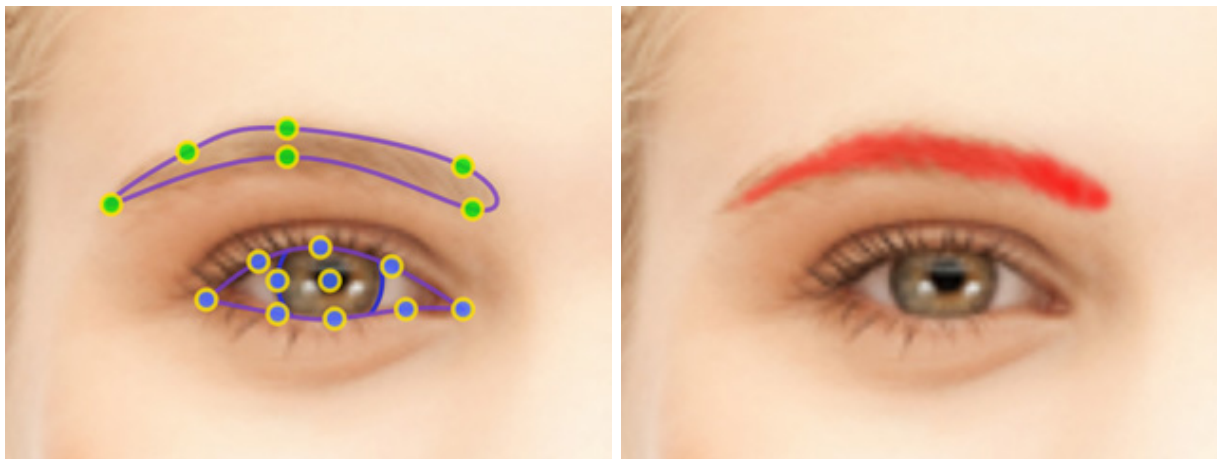
The eyebrows after the template **Bette** is applied.

Manually Creating Natural and Full Brows (for Pro only)

In **FaceFilter**, you are able to create brows with even and natural color via the **Eyebrows** layer.

1. Before starting to manually enhance the brows, you may need to:

- Make sure that the eyebrows have been accurately [fitted](#).



The relationship between the fitting contours and the effective areas for the brow.
[Manually edit the mask](#) so that the eyebrow effect can fill or change the shapes of the brows.

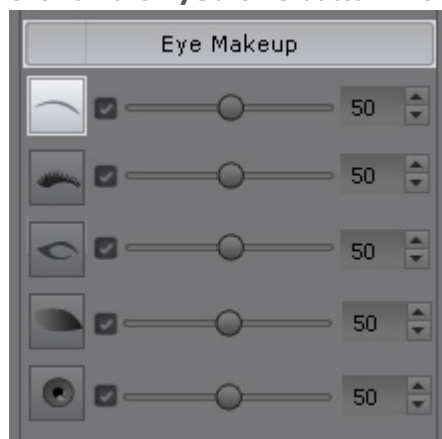
- Optionally perform the [Skin Foundation](#) and [Facial Makeup](#) tasks.



Before skin foundation.

After skin foundation.

2. Click on the **Eyebrows** button in the **Eye Makeup** section.



Alternatively, you may first switch to the **Eye Makeup** category, and then click on the **Eyebrows** area of the face.



3. Optionally click on the stroke icon of the **Color** to choose a desired color for the brows.

Note:

- For more information about the **Color Palette**, please refer to the [Choosing Shades and Customizing Palette](#) section.
- Please always select a color which is a little darker than that of the eyebrow.

4. Adjust the **Level** slider to determine the strength of the picked color blended into the brows.



5. The blended eyebrows are determined by auto-generated masks that come from the [fitting result](#) in the **Fitting** page, therefore, the edges can be sharp and unnatural.



6. Select the **Left Eye** or **Right Eye** radio button to choose the eye for applying eye shadow.



7. Open the [Mask Tool panel](#) and use the **Brush** tool to brush on the lids for applying the shade.

Note:

After your are satisfied with the edited **Mask** of one eye, you may optionally click the **Mirror Apply**



button to quickly copy the pattern of the edited mask to the other eye, which saves a lot of time from modifying the mask of the other eye from scratch.



The mask of one eye is edited.



The mask pattern is copied to the other eye.

8. By [editing the masks](#) with blurry edges and solid center of the eyebrows, the blended color enhances the brows and makes the appear fuller and more natural.



Press "[" key to diminish the brush size and draw dashed strokes to create boomerang-shaped masks.



The result looks more natural.

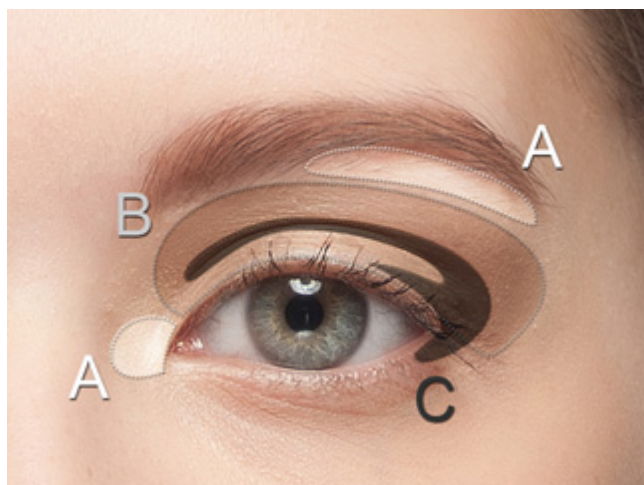
Applying Eye Shadows

Eye shadow is used to draw attention to the center of your eyes. It can makes your eyes bigger, brighter and distinct with more dimension. Many different types of enhancements can be achieved through different uses of color, shading, and blending techniques.

Eye Shadow Placements

Basic Placement

Although eye shadow can be creative with various combination of shades, the basic eye shadow can be roughly divided into three shades - **Highlight Shade (A)**, **Main Shade (B)**, and **Contour Shade (C)**.



Re-shaping with Eye Shadows

The almond shape is considered to be the ideal eye shape. By adjusting the range and dimension of the different eye shadow layers, you are able to create an illusion of the perfect eye shape despite existing imperfections.

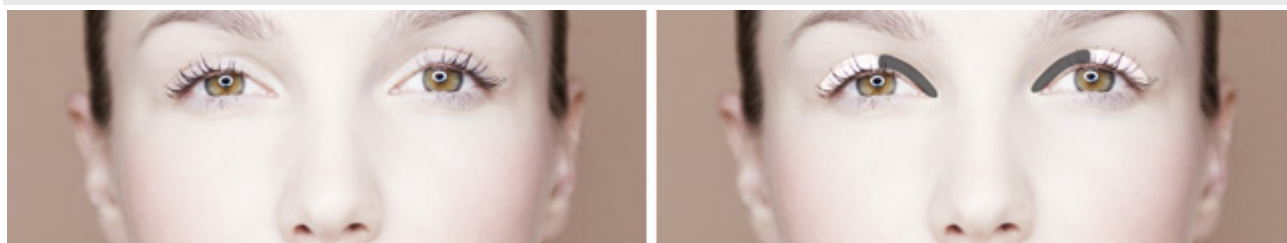
Close Set Eyes



Light Shade: Inner corners of the eyes.

Dark Shade: Outer corners of the eyes.

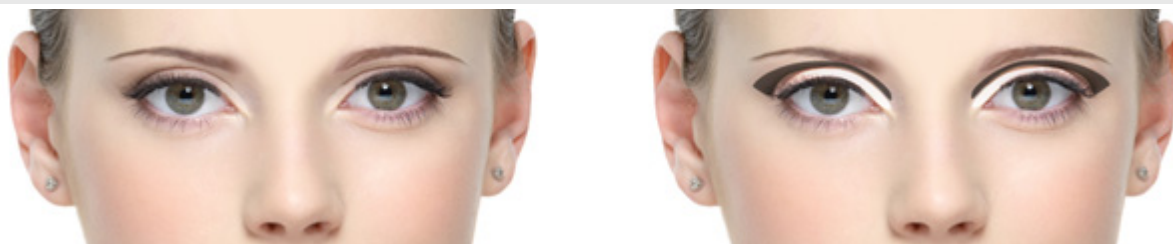
Wide Set Eyes



Light Shade: Outer halves of the lids.

Dark Shade: Inner halves of the lids.

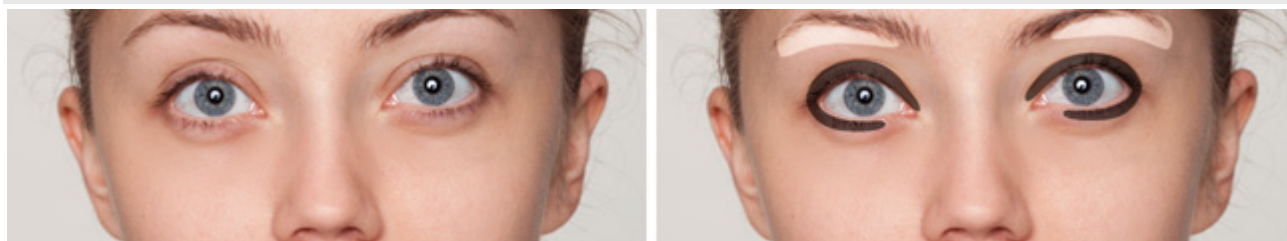
Deep Set Eyes



Light Shade: Eyelids.

Dark Shade: Crease line, blended up and out.

Prominent (Protruding) Eyes



Light Shade: Under brow bones.

Dark Shade: Bulging areas of the lids and the lower lash lines.

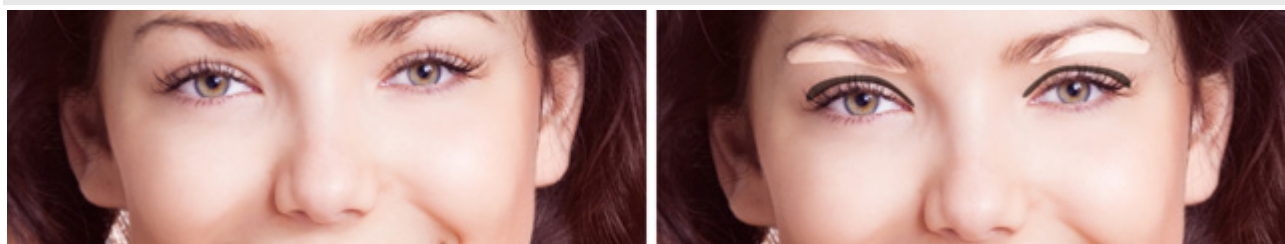
Round Eyes



Medium Shade: Upper and lower lids, blended out.

Dark Shade: Creases and outer corners of eyes.

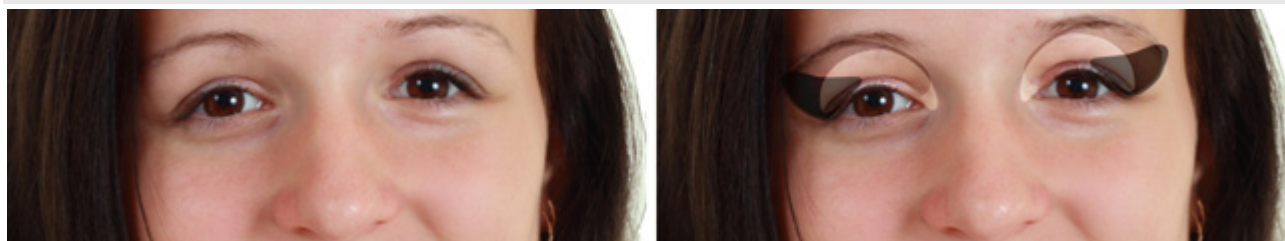
Small Eyes



Light Shade: Under brow bones.

Dark Shade: Crease lines, blended up and out.

Droopy Eyes

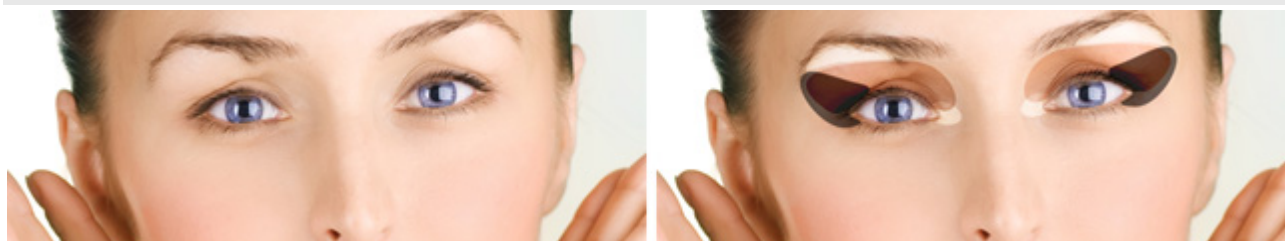


Light Shade: Inner corners of the eyes and the lids.

Medium Shade: Lids.

Dark Shade: Above outer creases, extended toward the brows.

Hooded (Bedroom) Eyes



Light Shade: Brow bones and inner corners of the eyes.

Medium Shade: Lids.

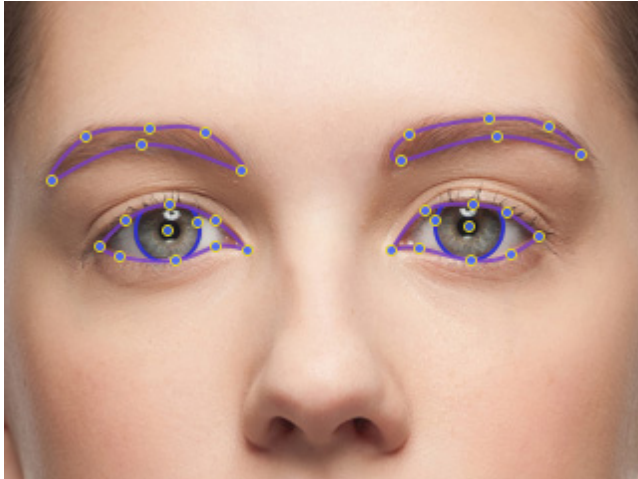
Dark Shade: Outer corners of the eyes, extended upward to the brows.

Utilizing Eye Shadows Library

FaceFilter contains an **Eye Shadows** library in which consists of various unique templates.

1. Before starting to apply eye shadow with templates, you may need to:

1. Make sure that the eyes have been accurately [fitted](#).



2. Optionally perform the [Skin Foundation](#) and [Facial Makeup](#) tasks for the face in the photo.

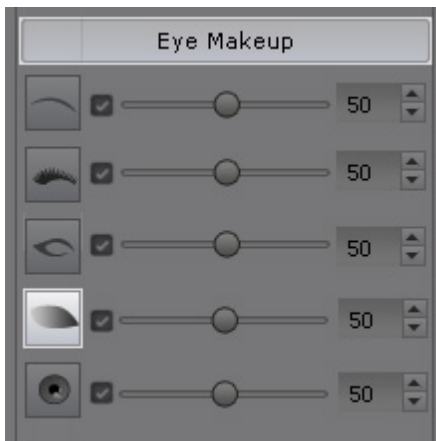


Without any adjustment.

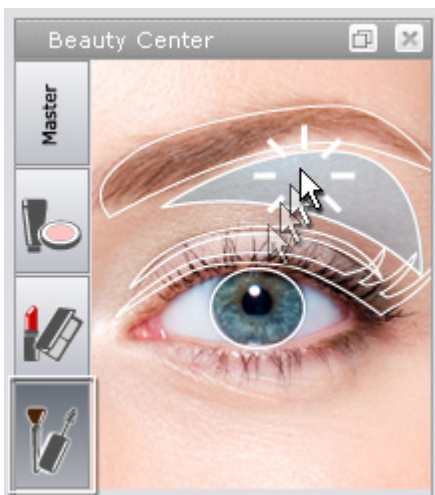


After skin foundation and facial makeups.

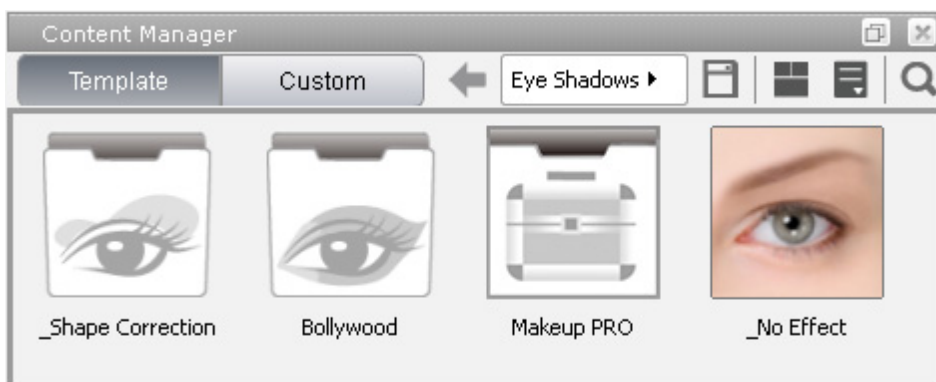
2. Click on the **Eye Shadows** button in the **Eye Makeup** section.



Alternatively, you may first switch to the **Eye Makeup** category, and then click on the **Eye Shadows** area on the face.



3. The **Content Manager** will auto-change to the **Eye Shadows** library with templates.

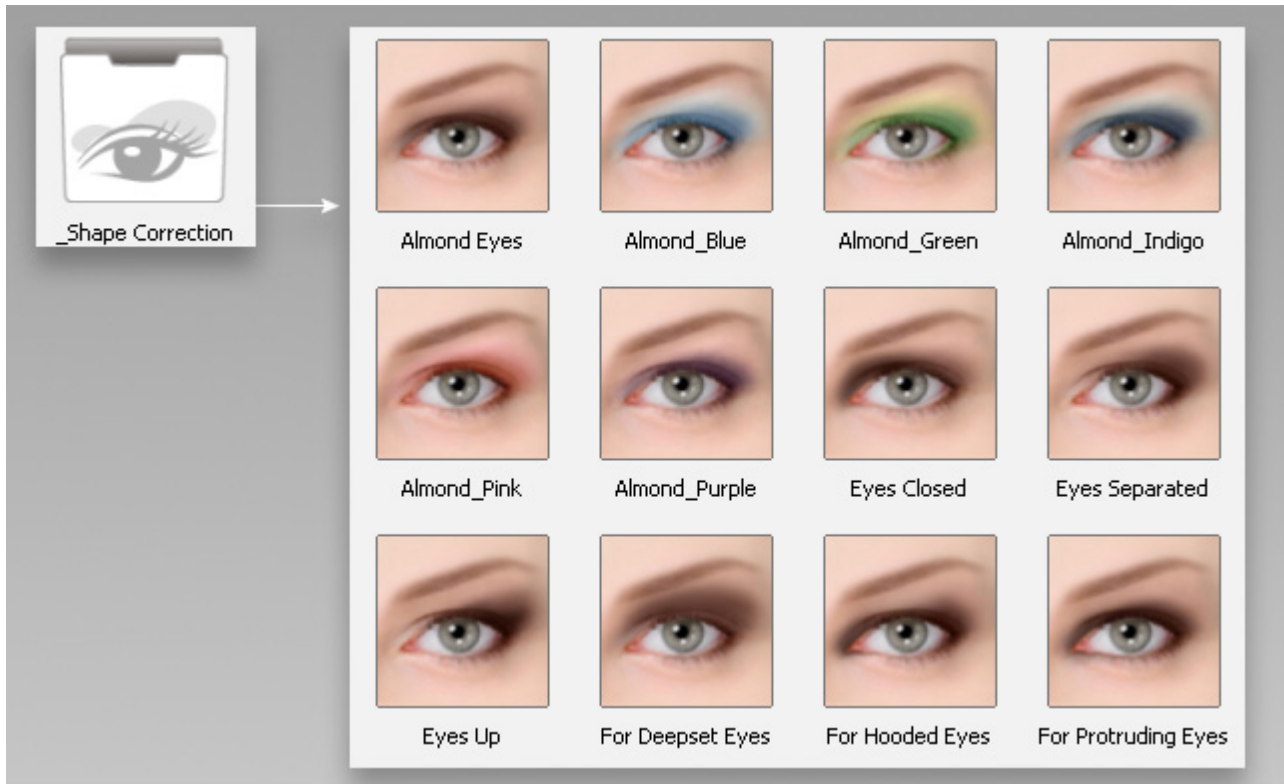


4. Double click on the desired eye shadow template to apply to the eyes.

The Default Folders

The default **Eye Makeup** libraries include **_Shape Correction** and **Bollywood** folders with templates suitable for modifying different eye shapes and applying eye makeups.

_Shape Correction



The applied result is shown in the table below :

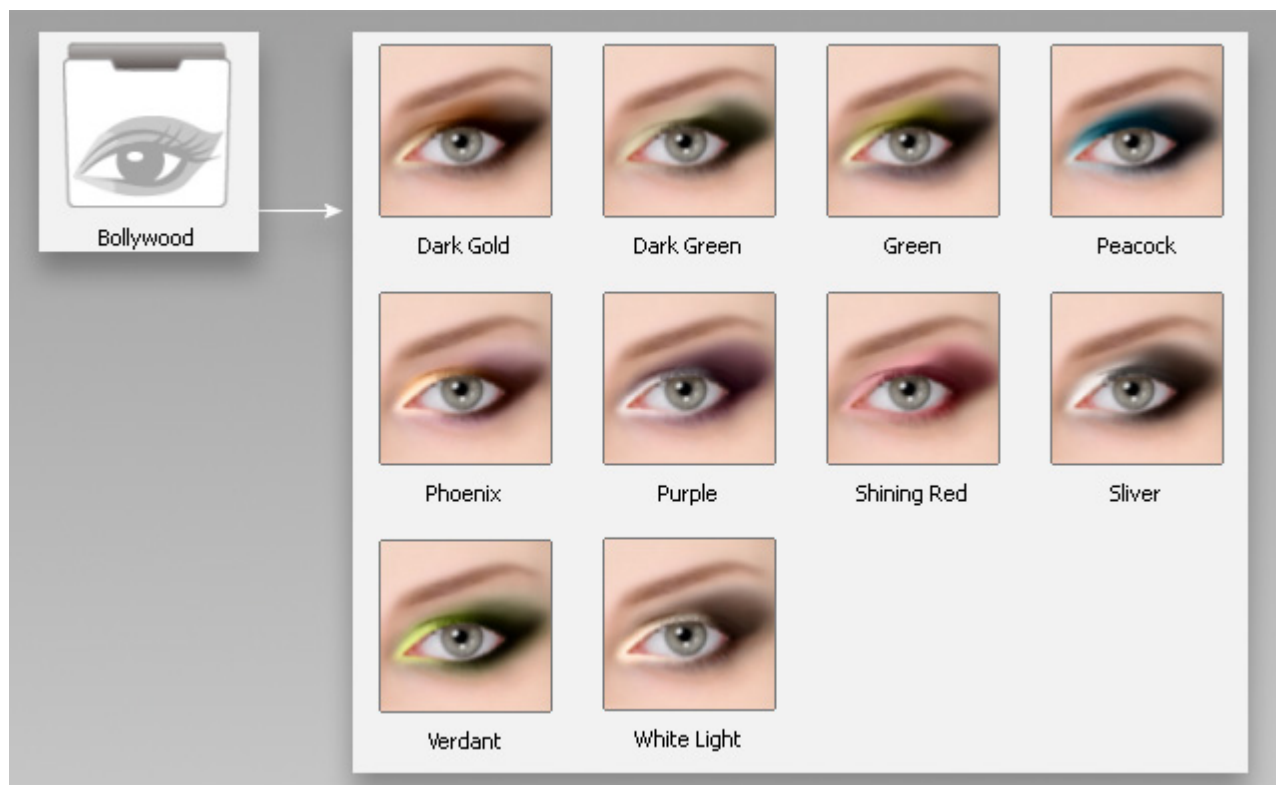


The original look of the eyes before any template is applied.



The looks of the eyes after the template **Almond Eyes** is applied.

Bollywood (Bonus)



The applied result is shown in the table below :



The original look of the eyes before any template is applied.

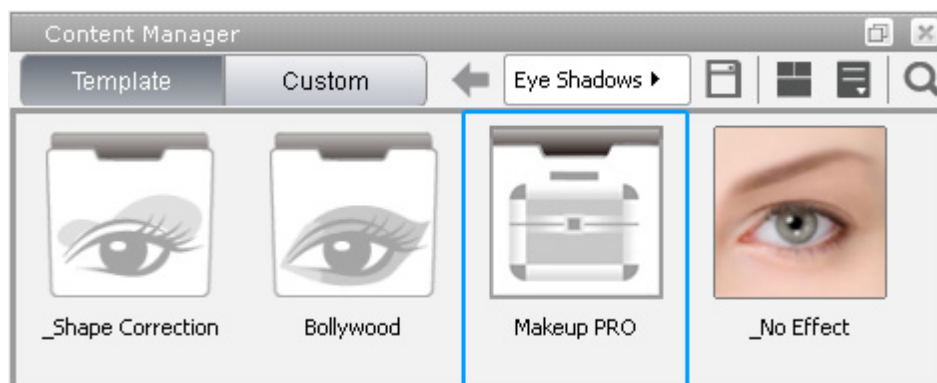


The look of the eyes after the template **Verdant** is applied.

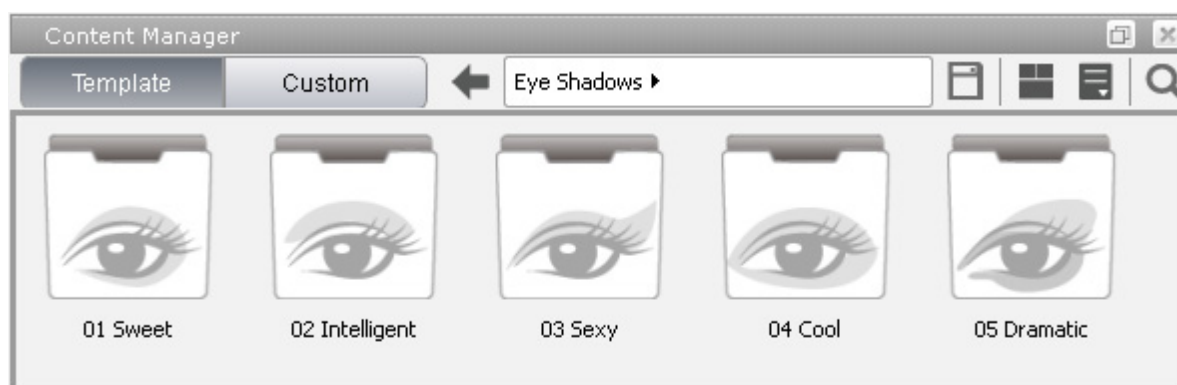
The Power Pack Folders

If you see a folder with thumbnail as shown in the step 1 below in the **Eye Makeup** library, then you may purchase more templates from the [Makeup PRO](#) site:

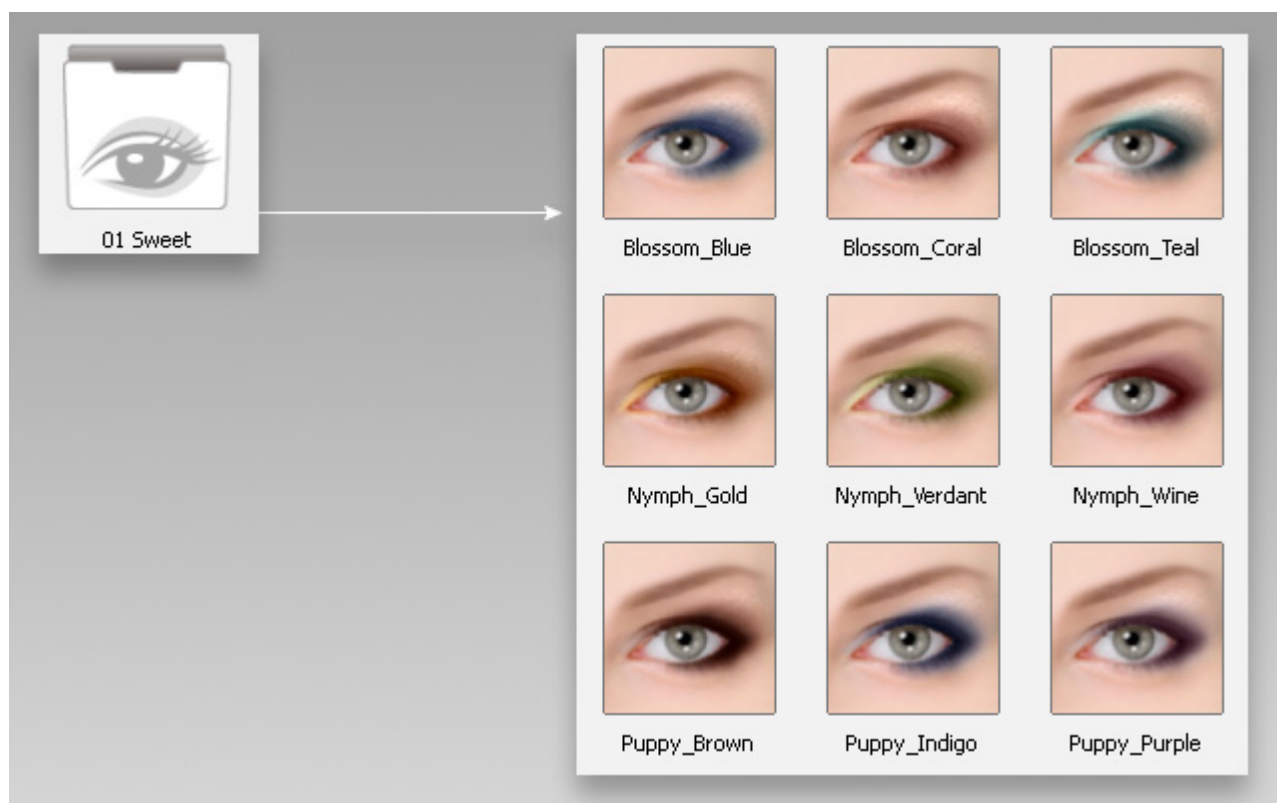
1. Double-click on the folder with thumbnail of briefcase in the **Eye Makeup** library.



2. You will be directed to the **Makeup PRO** official site.
3. Execute the downloaded installation and your **Eye Makeup Library** will be expanded with 23 more templates in 5 new folders:



01 Sweet



The applied result is shown in the table below :

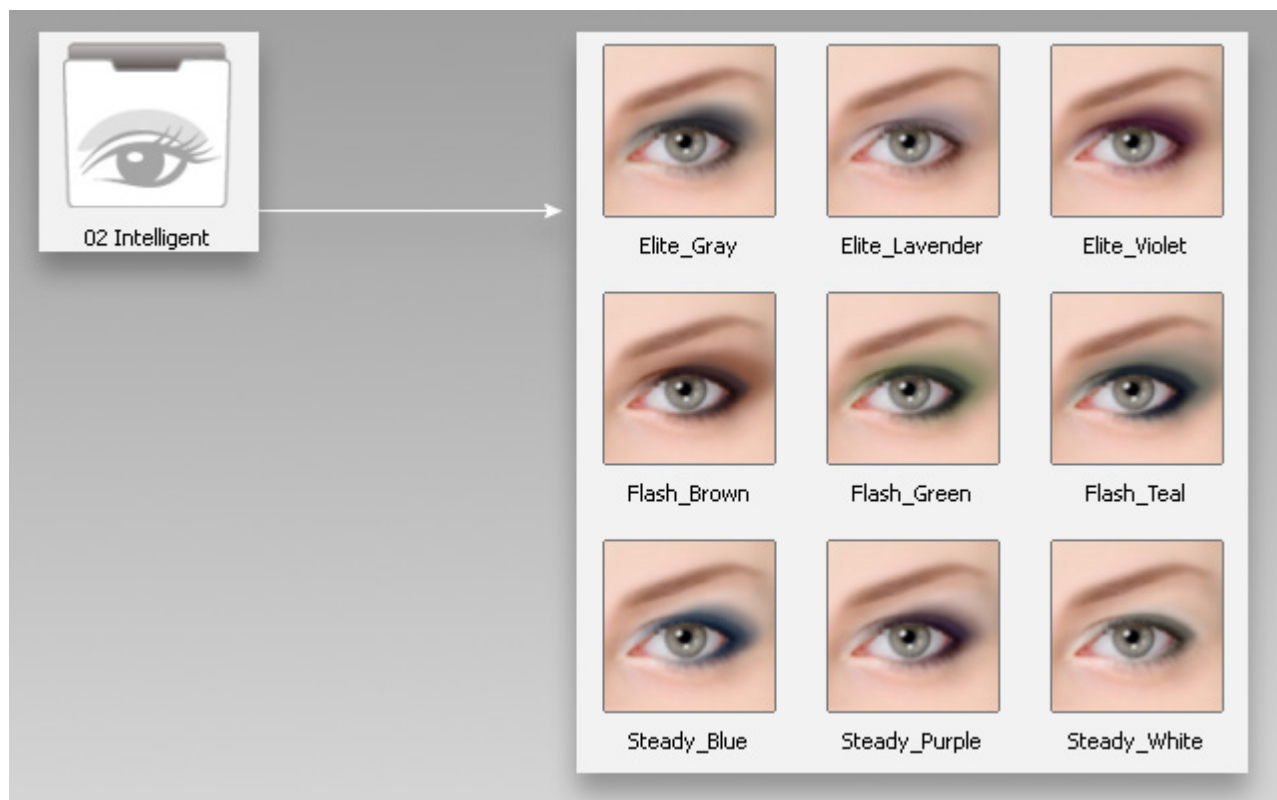


The original look of the eyes before any template is applied.

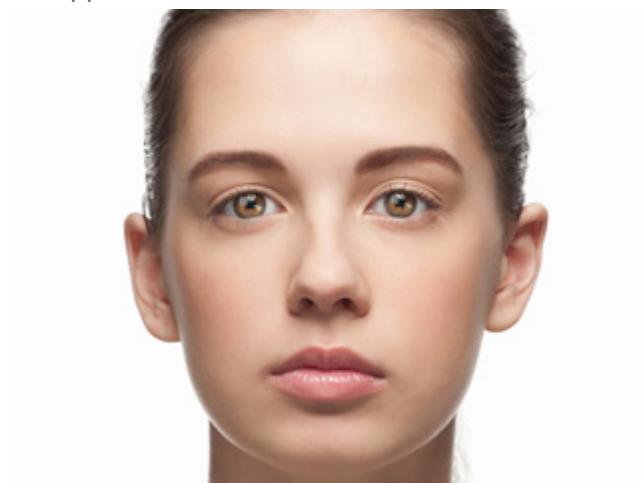


The look of the eyes after the template **Blossom_Teal** is applied.

02 Intelligent



The applied result is shown in the table below :

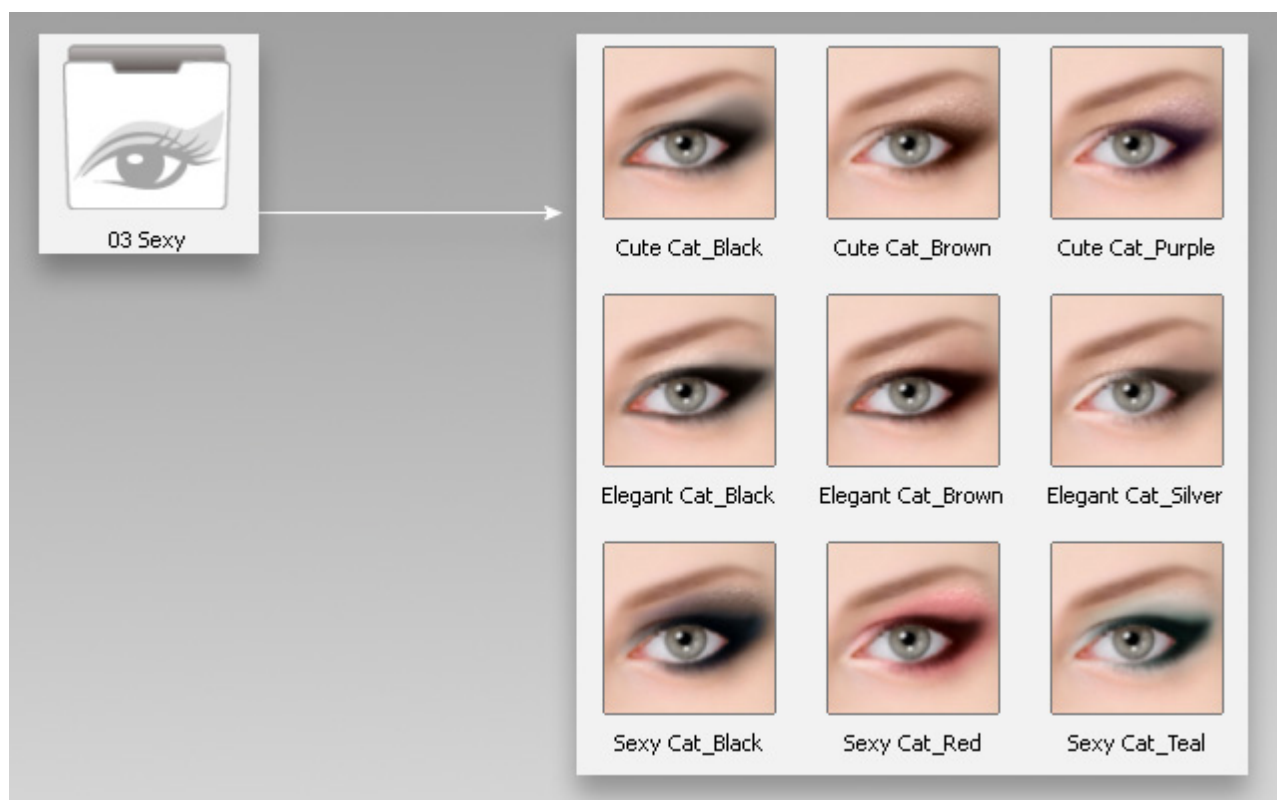


The original look of the eyes before any template is applied.

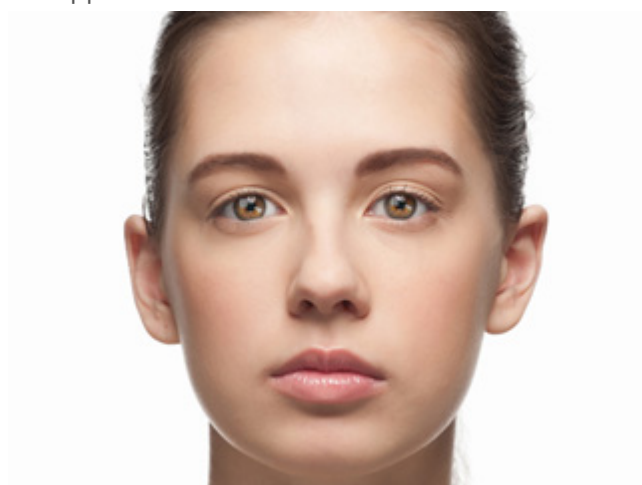


The look of the eyes after the template **Elite_Lavender** is applied.

03 Sexy



The applied result is shown in the table below :

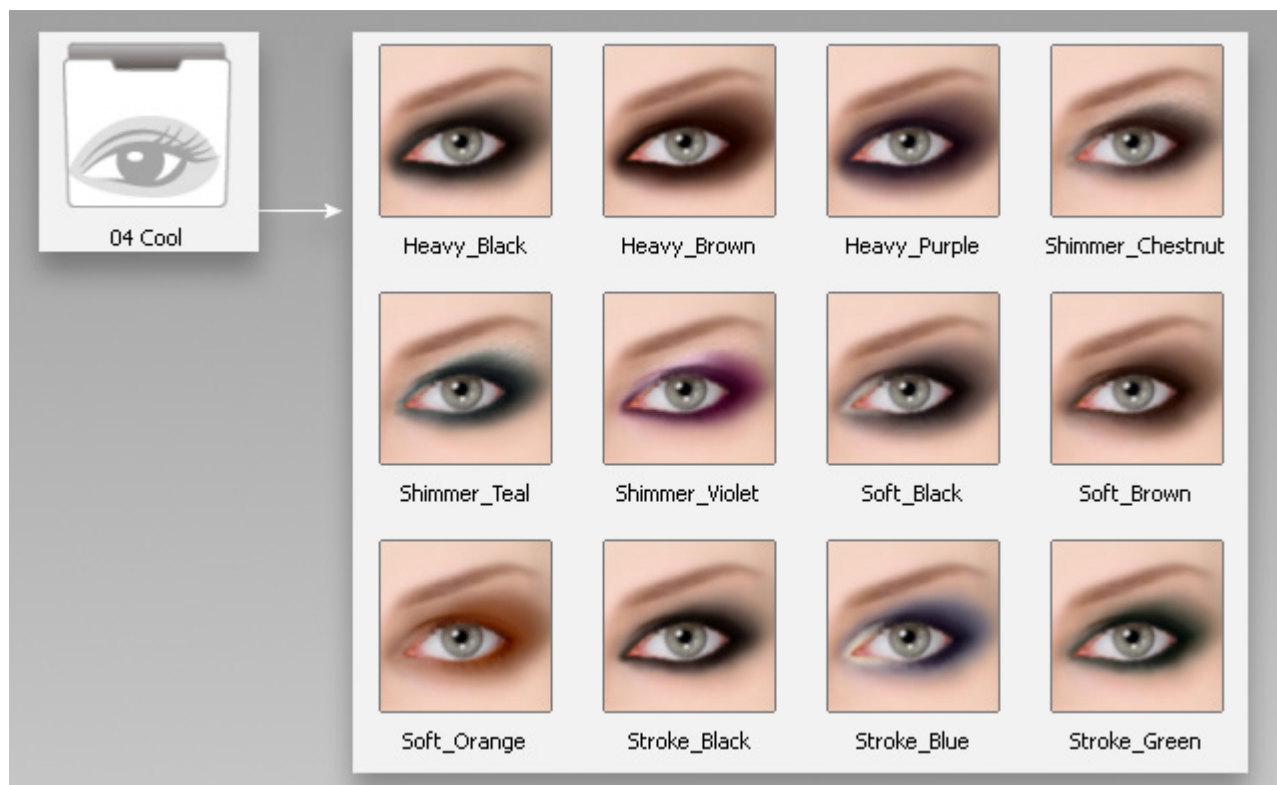


The original look of the eyes before any template is applied.

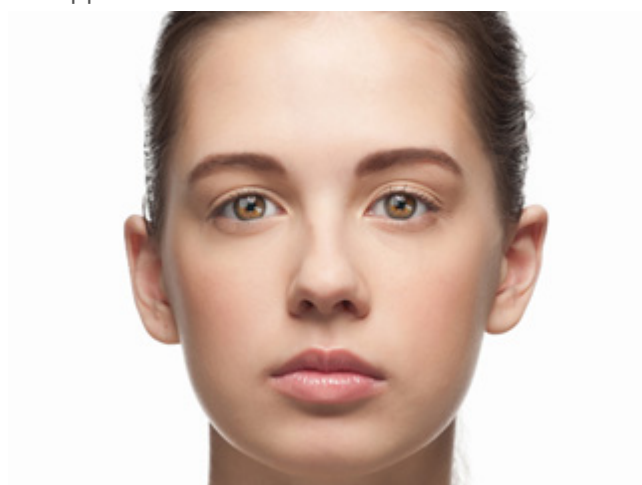


The look of the eyes after the template **Sexy Cat_Black** is applied.

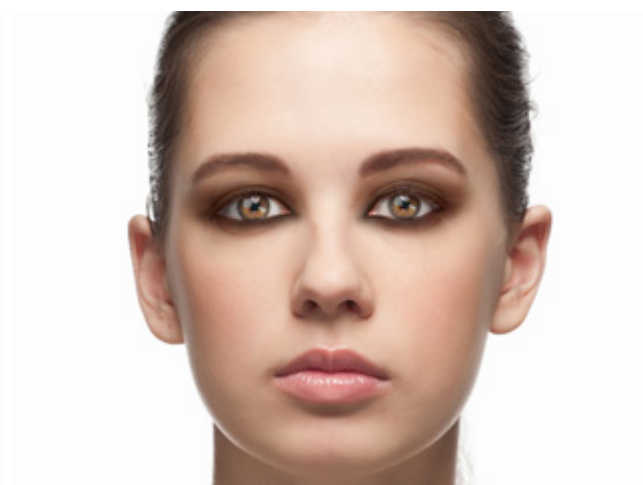
04 Cool



The applied result is shown in the table below :

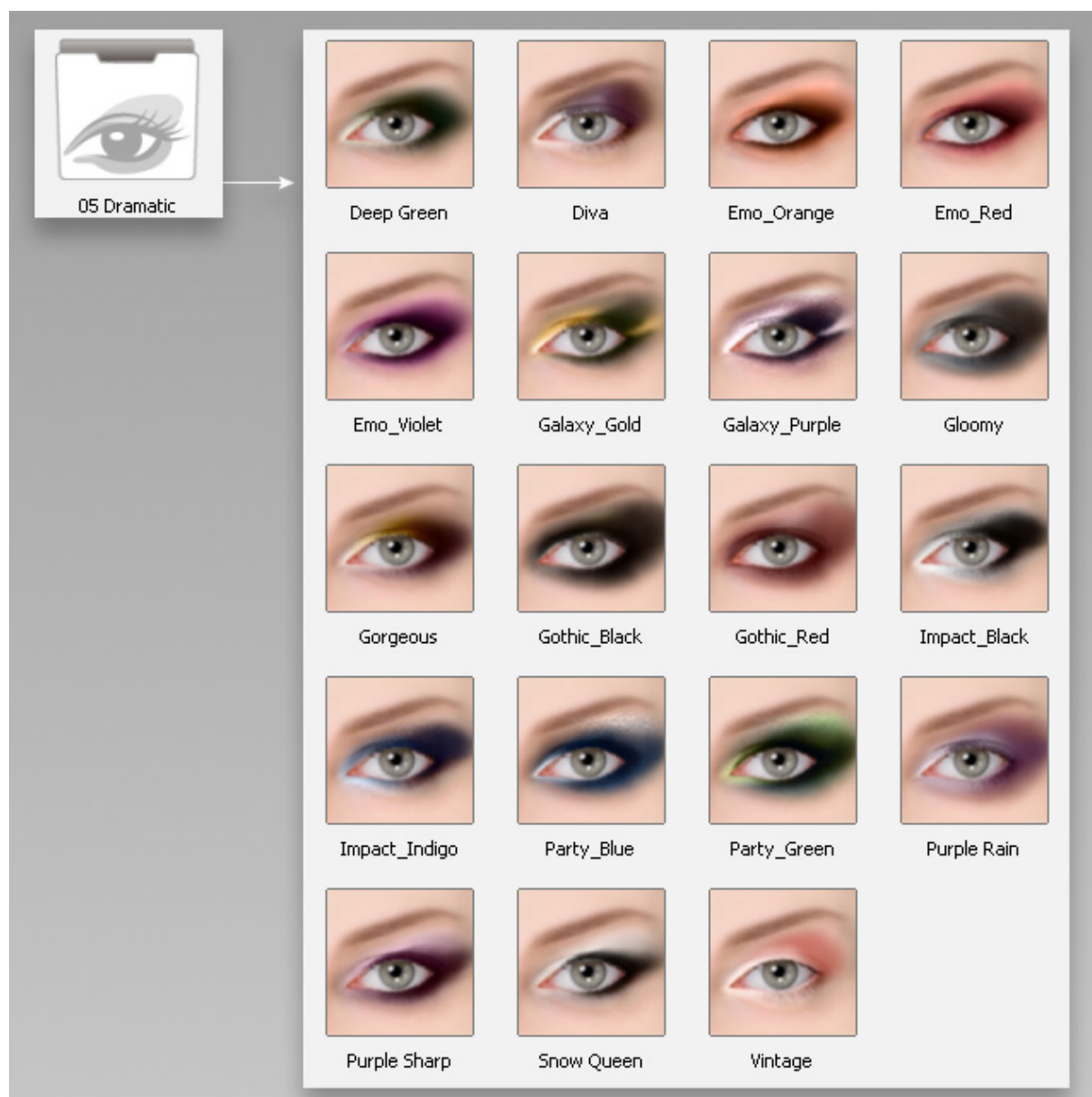


The original look of the eyes before any template is applied.

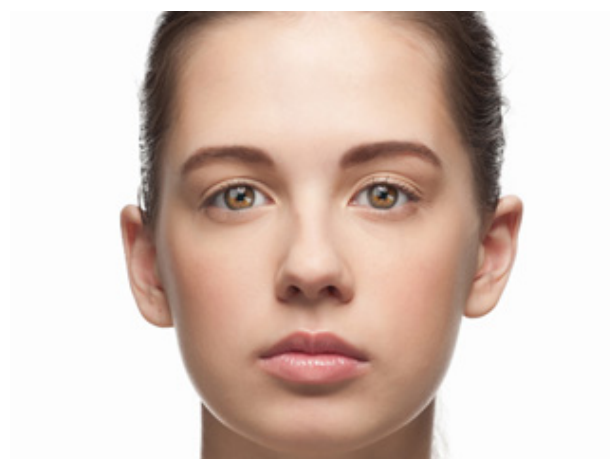


The look of the eyes after the template **Heavy Brown** is applied.

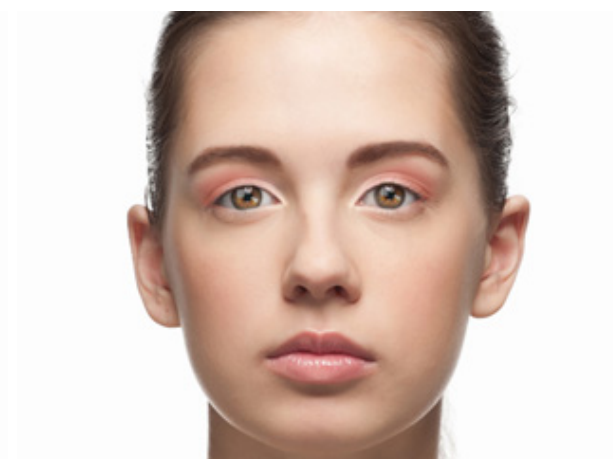
05 Dramatic



The applied result is shown in the table below:



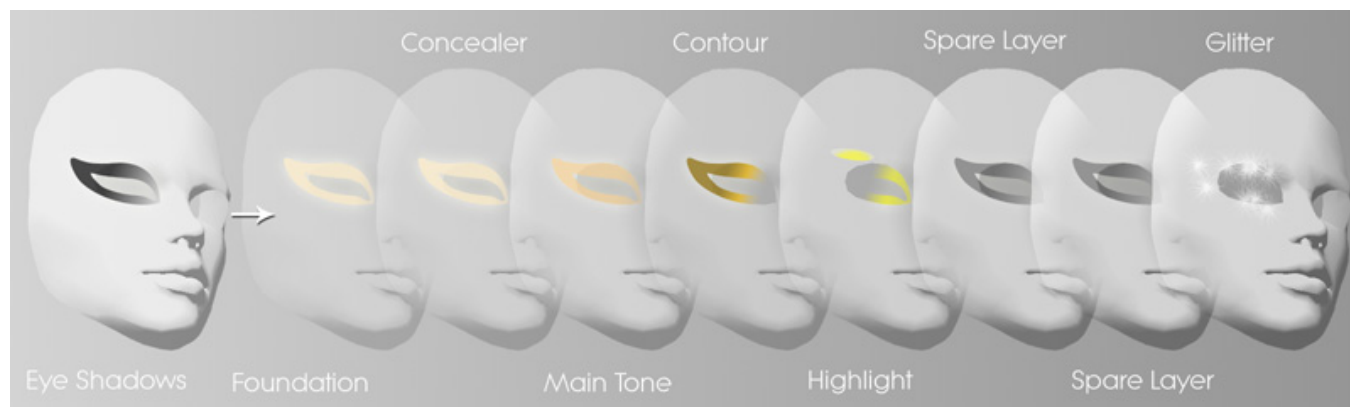
The original look of the eyes before any template is applied.



The look of the eyes after the template **Vintage** is applied.

Manually Creating Eye Shadows (for Pro only)

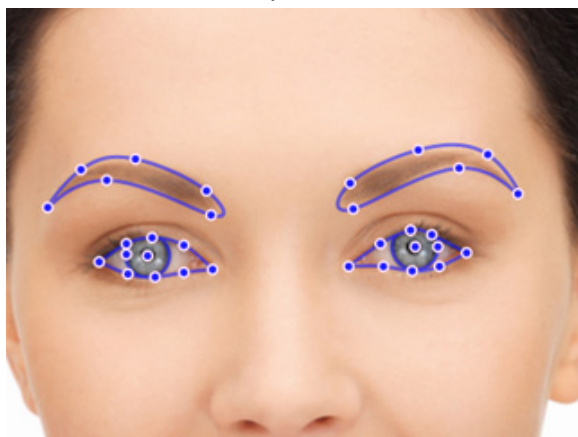
In **FaceFilter**, you are able to create your own eye shadow designs with the custom shades via the **Eye Shadows** layer. The layer contains up to 7 plus 1 (glitter) sub-layers, which gives you the freedom to create thousands of eye shadow types. Please note that the following illustration is only for reference. You are your own custom design.



In the following example, the eyes are **Wide Set**. Follow the diagram in the previous section to create an illusion where the eyes appear closer together.

1. Before starting to apply eye shadow with templates, you may need to:

- Make sure that the eyes have been accurately [fitted](#).



- Optionally perform the [Skin Foundation](#) and [Facial Makeup](#) tasks for the face in the photo.



Without any adjustment.



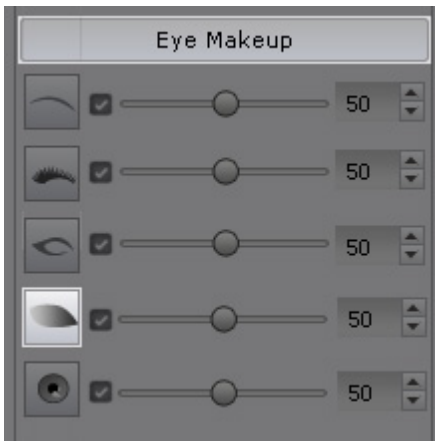
After skin foundation and facial makeup.

2. Optionally perform the [Skin Foundation](#) and [Facial Makeup](#) tasks for the face in the photo.

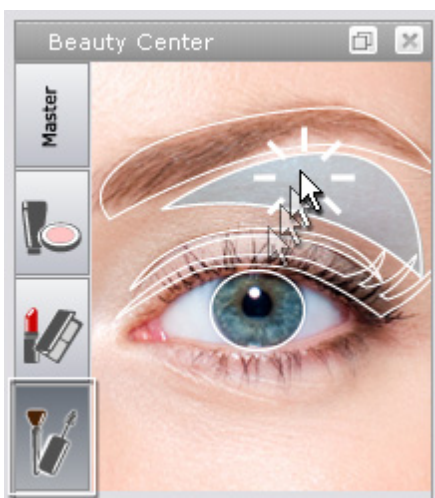


3. Switch to the **Makeover** page.

4. Click on the **Eye Shadows** button in the **Eye Makeup** section.



Alternatively, you may first switch to the **Eye Makeup** category, and then click on the **Eye Shadows** area on the face.



Setting Basic Tone or Using Concealer for the Eyes

FaceFilter provides up to 7 sub-layers for applying eye shadow. You are free to utilize one or two sub-layers at the bottom as the concealer or foundation for the eyes in order to compensate the insufficient effects from the [Skin Foundation](#) or [Facial Makeup](#) tasks.

5. Add a new sub-layer and move it to the bottom in the stack.

6. Optionally click on the stroke icon for **Color** to choose a desired shade as the basic tone for the eyelids.

Note:



For more information about the **Color Palette**, please refer to the [Choosing Shades and Customizing Palette](#) section.

7. Select the **Left Eye** or **Right Eye** radio button to choose the eye for applying eye shadow.



8. Open the [Mask Tool](#) panel and use the **Brush** tool to brush on the lids for applying the shade.

Note:

- To open the **Mask Tools** panel, you may:
 - Select the sub-layer and click the **Mask Tools**  button.
 - Double click on the sub-layer.
- After you are satisfied with the edited mask of one eye, you may optionally click the **Mirror Apply**  button to quickly copy the pattern of the edited mask to the other eye, which saves a lot of time from modifying the mask of the other eye from scratch.



The mask of one eye is edited.



The mask pattern is copied to the other eye.

9. Adjust the **Level** slider to determine the strength of the basic tone for the eyes.



Custom tone has been applied to the eyelids.

Please note that you are able to utilize this skill to slightly conceal any skin imperfections around the eyes.

Applying Contour Shade

After the basic tone has been determined, you may apply darker shades to define the eye contours.

10. Add another eye shadow sub-layer and move above that of the basic tone or concealer.

11. Using the same procedure, apply darker shades to the inner corners of the eyes.



The inner corners of the eyes are given a contour (darker) color.

Applying Highlight Shade

Applying highlight shades may give more dimension to and also accentuate the eyes.

12. Add another eye shadow sub-layer and move it above the contour one.

13. Using the same procedure, apply a light shade to the eyebrow bones and the outer halves of the upper lids.



The light color is applied to the eyebrow bones and the outer halves of the lids.

Shimmering the Eyes

By optionally using the **Glitter** sub-layer, a glittering powder can be applied to the eyes, which can draw more attentions to the center of the eyes.

14. Select the **Glitter** sub-layer and increase the Level value.

15. Modify the mask to determine the glittering area on the eyes.



Without glittering powder.

With glittering powder.

Compare the eyes before and after the eye shadow is applied.



Without eye shadow.

With eye shadow.

Note:

After the eye shadow is applied, it is highly recommended that beautiful eyeliner and mascara be applied in order to re-shape and accentuate the eyes.



Eyeliner applied.

Mascara applied.

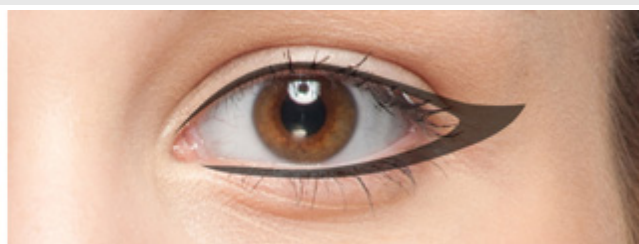
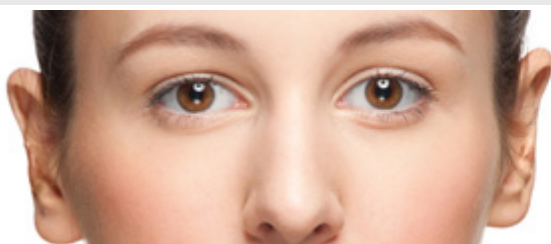
Defining Eyes with Eyeliner

Although eye shadow can add more dimension to the eyes, in order to bring out the eyes, you may need to use eyeliner to slightly define the position of and reshape the eyes.

Re-shaping Eyes with Eye Lines

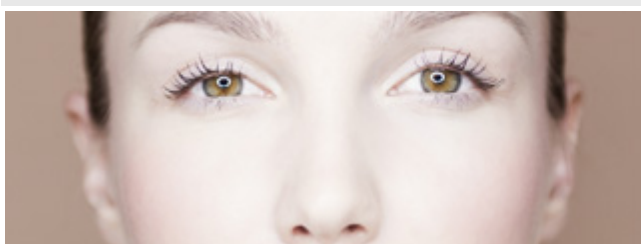
The almond shape is considered to be the ideal eye shape. In addition to eye shadow, you can also use eyeliner to help define the eye shape with **V** lines at the inner or outer corner of the eyes.

Close Set Eyes



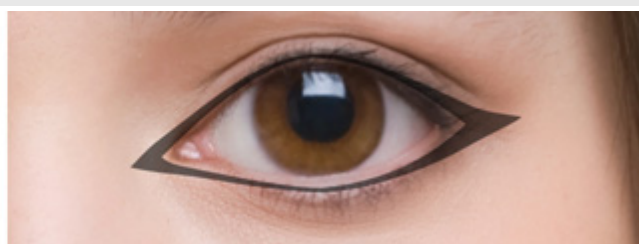
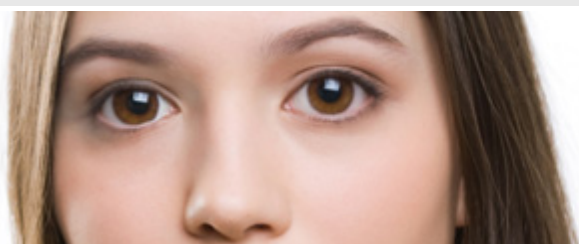
Accentuate the **V** lines on the outer corners of both eyes.

Wide Set Eyes



Accentuate the **V** lines on the inner corners of both eyes.

Round Eyes



Draw the **V** lines on the inner and outer corners of both eyes to lengthen the eyes in order to form almond shapes.

Droopy Eyes



Draw the **V** lines on the outer corners of both eyes upward to lift up the eyes.

Utilizing the Eye Lines Library

FaceFilter contains an **Eye Lines** library which contains various eye line styles.

1. Before starting to apply eye line templates, you may need to:

1. Make sure that the eyes have been accurately [fitted](#).



2. Optionally perform the [Skin Foundation](#), [Facial Makeup](#), and [Eye Shadows](#) tasks for the face in the photo.

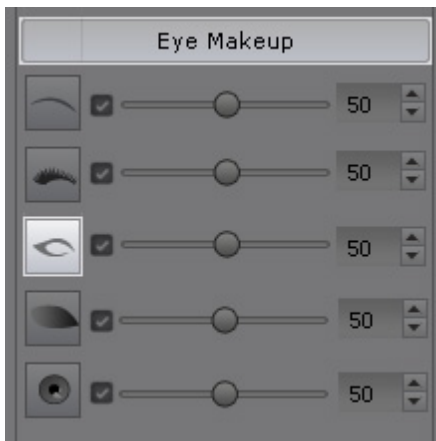


Original look of the face.

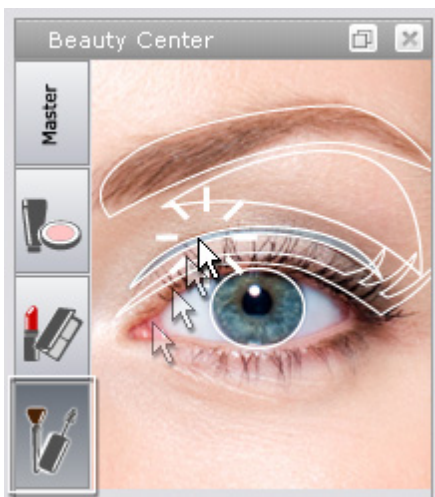


After the skin foundation, facial makeup or eye shadows are applied.

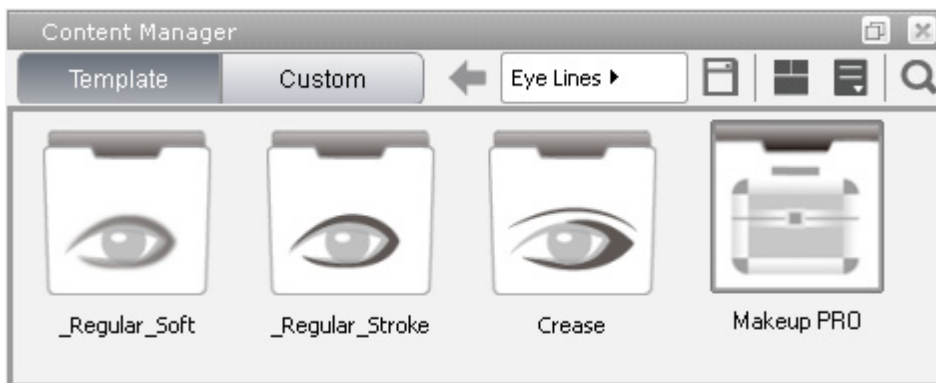
2. Click on the **Eye Lines** button in the **Eye Makeup** section.



Alternatively, you may first switch to the **Eye Makeup** category, and then click on the **Eye Lines** area on the face.



3. The **Content Manager** will auto-change to the **Eye Lines** library with templates.

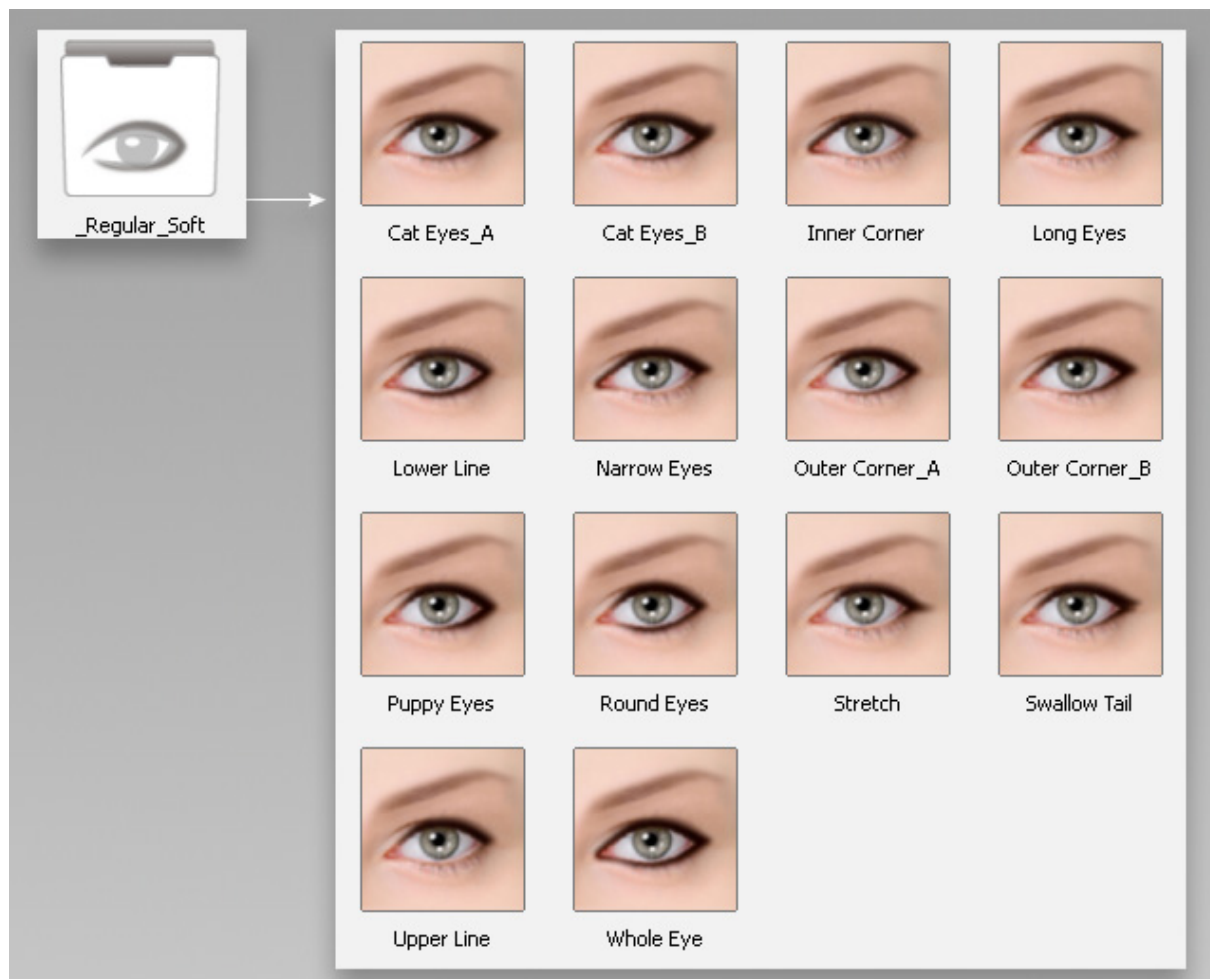


4. Double click on the desired eye line template to apply to the eyes.

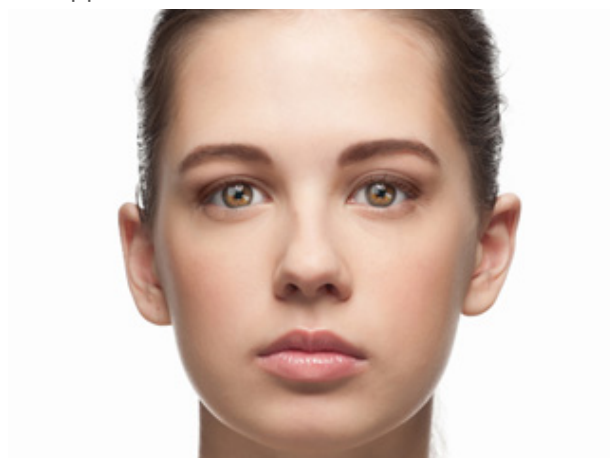
The Default Folders

The default **Eyebrows** libraries include **_Regular_Soft**, **_Regular_Stroke** and **Crease** folders with templates suitable for different purposes or needs.

_Regular_Soft



The applied result is shown in the table below :

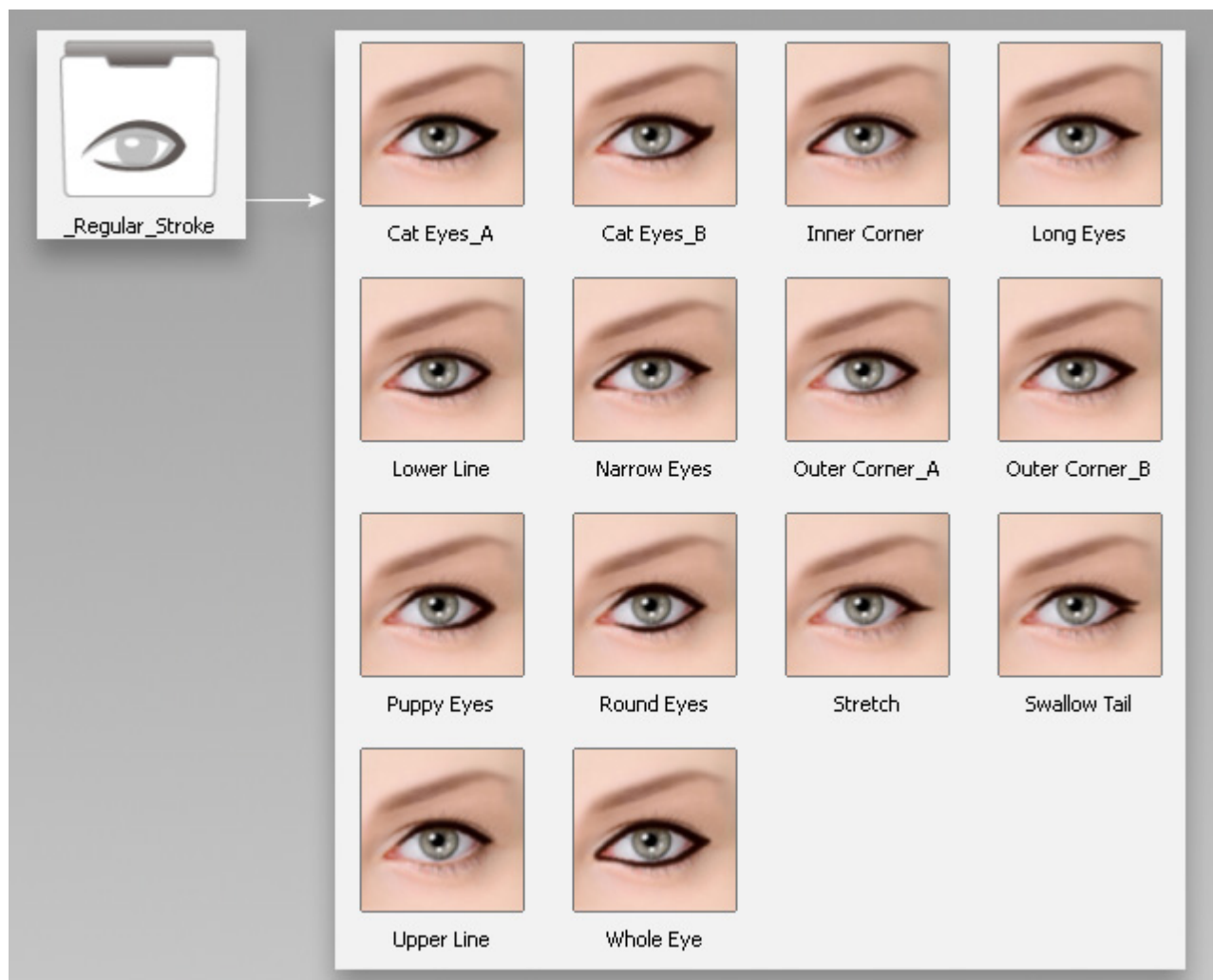


The look of the eyes before any template is applied.



The look of the eyes after the template **Inner Corner** is applied.

_Regular_Stroke



The applied result is shown in the table below :

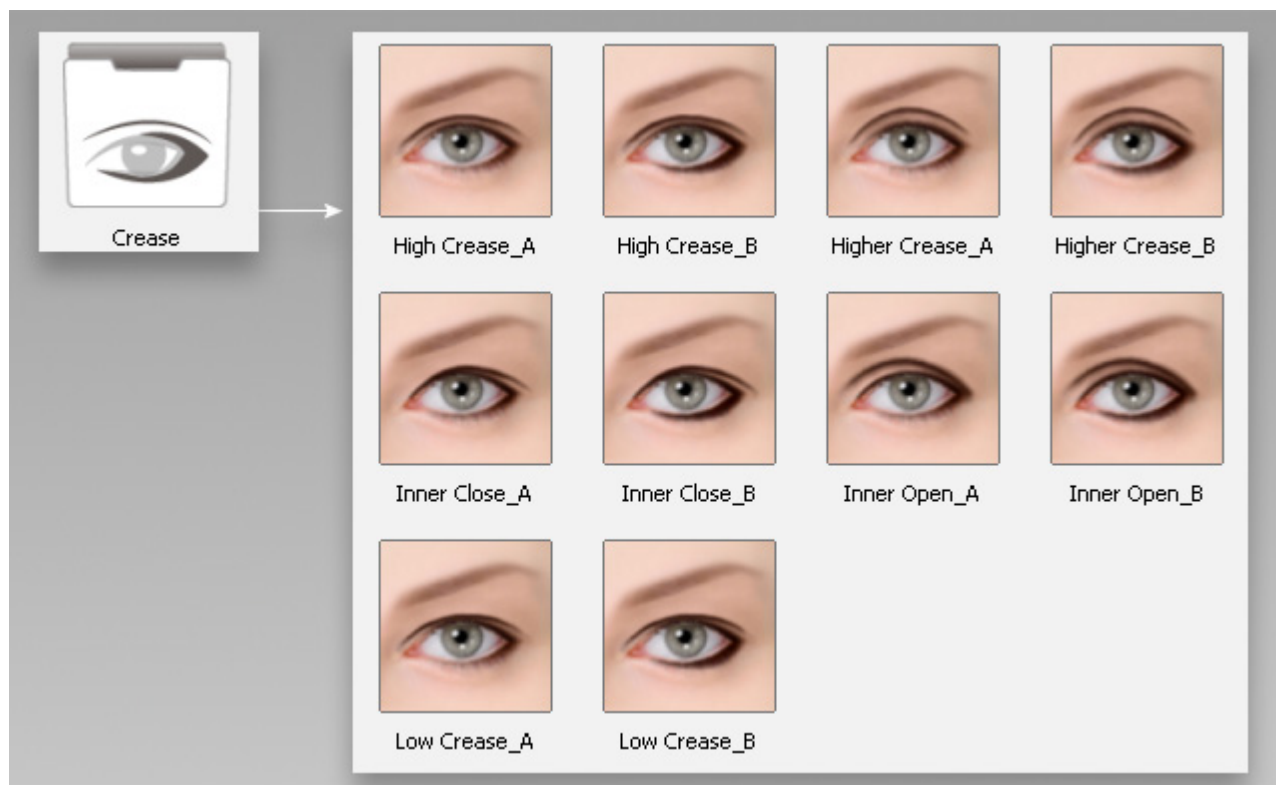


The look of the eyes before any template is applied.



The look of the eyes after the template **Swallow Tail** is applied.

Crease (Bonus)



The applied result is shown in the table below :



The look of the eyes before any template is applied.

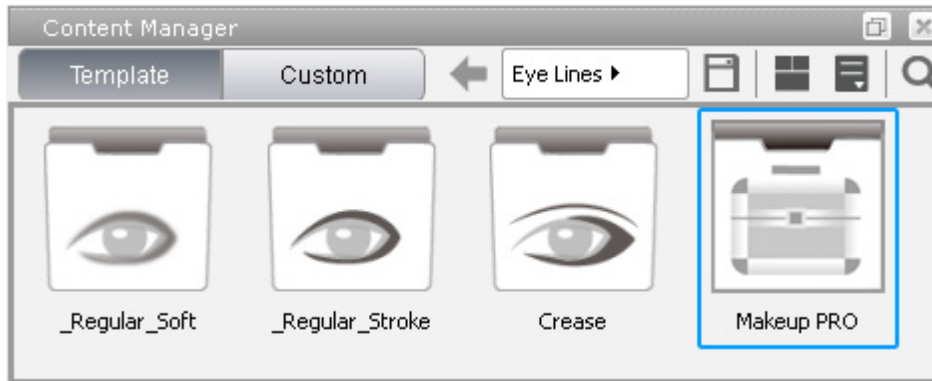


The look of the eyes after the template **Higher Crease_B** is applied.

The Power Pack Folders

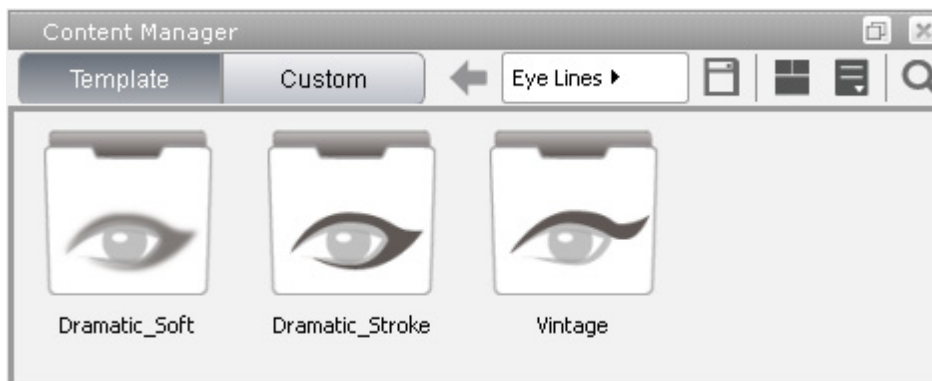
If you see a folder with thumbnail as shown in the step 1 below in the **Eye Lines** library, then you may purchase more templates from the [Makeup PRO](#) site:

1. Double-click on the folder with thumbnail of briefcase in the **Eye Lines** library.

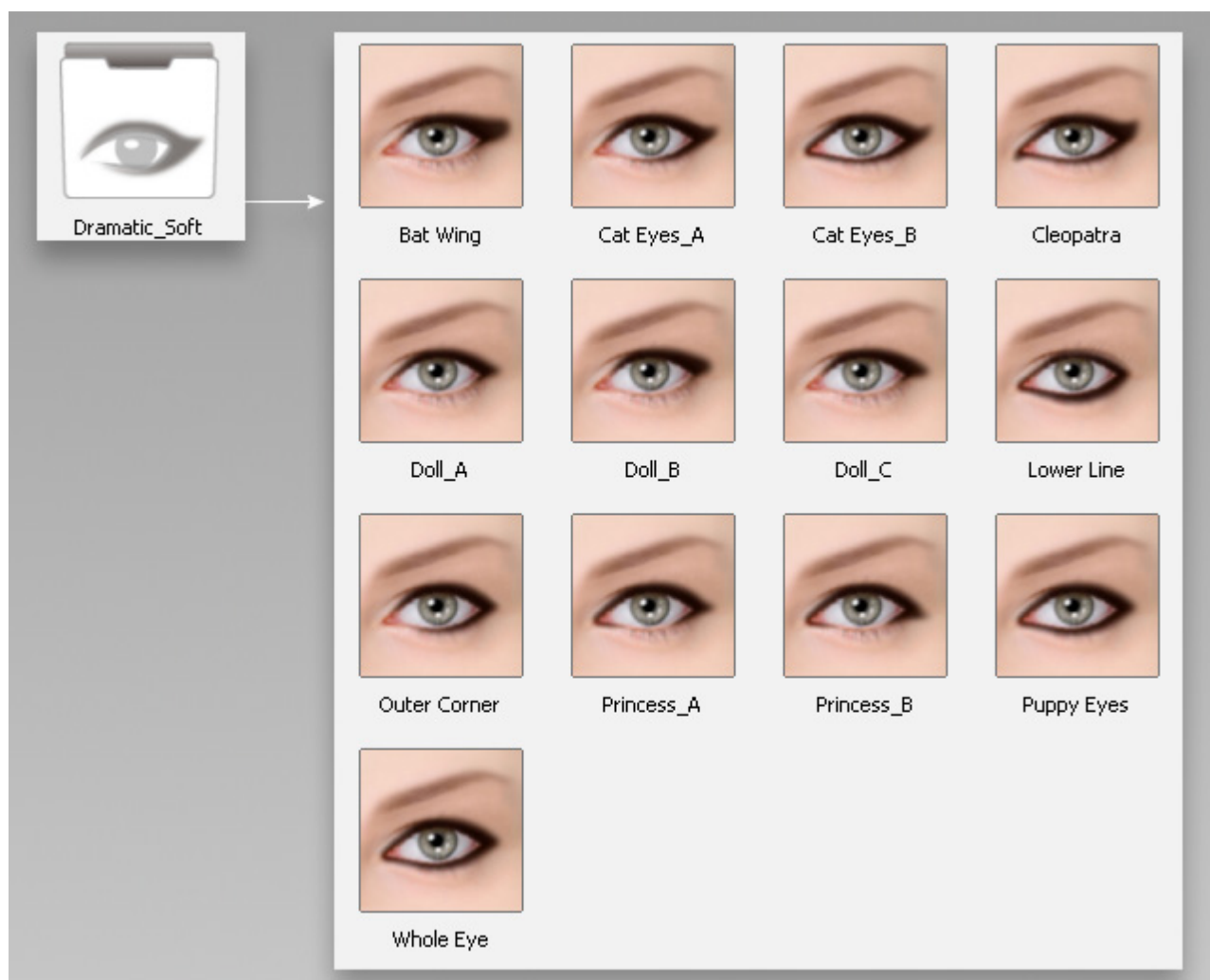


2. You will be directed to the **Makeup PRO** official site.

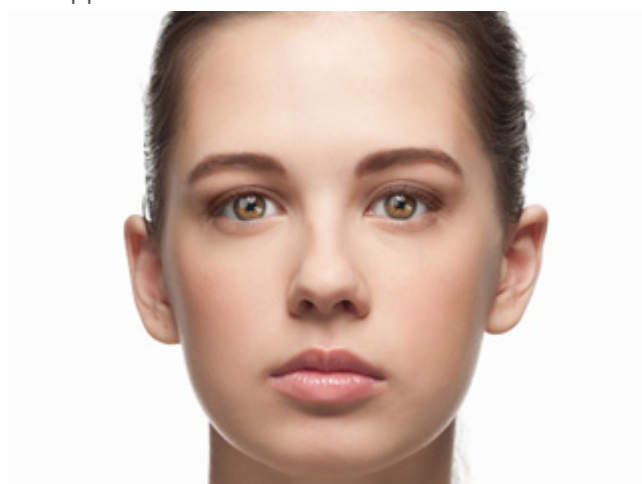
3. Execute the downloaded installation and your **Eye Lines Library** will be expanded with 33 more templates in 3 new folders:



Dramatic_Soft



The applied result is shown in the table below :

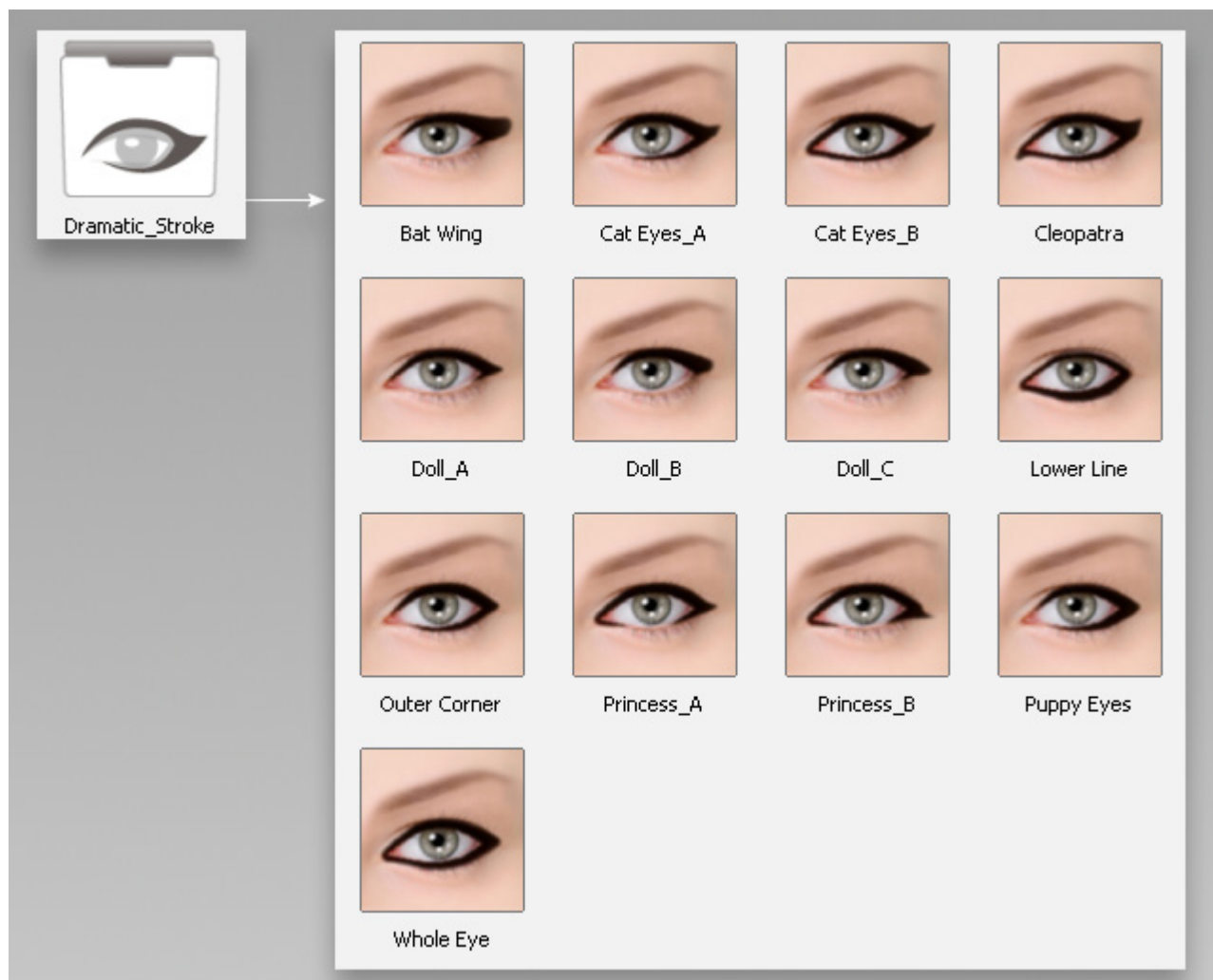


The look of the eyes before any template is applied.



The look of the eyes after the template **Cleopatra** is applied.

Dramatic_Stroke



The applied result is shown in the table below :

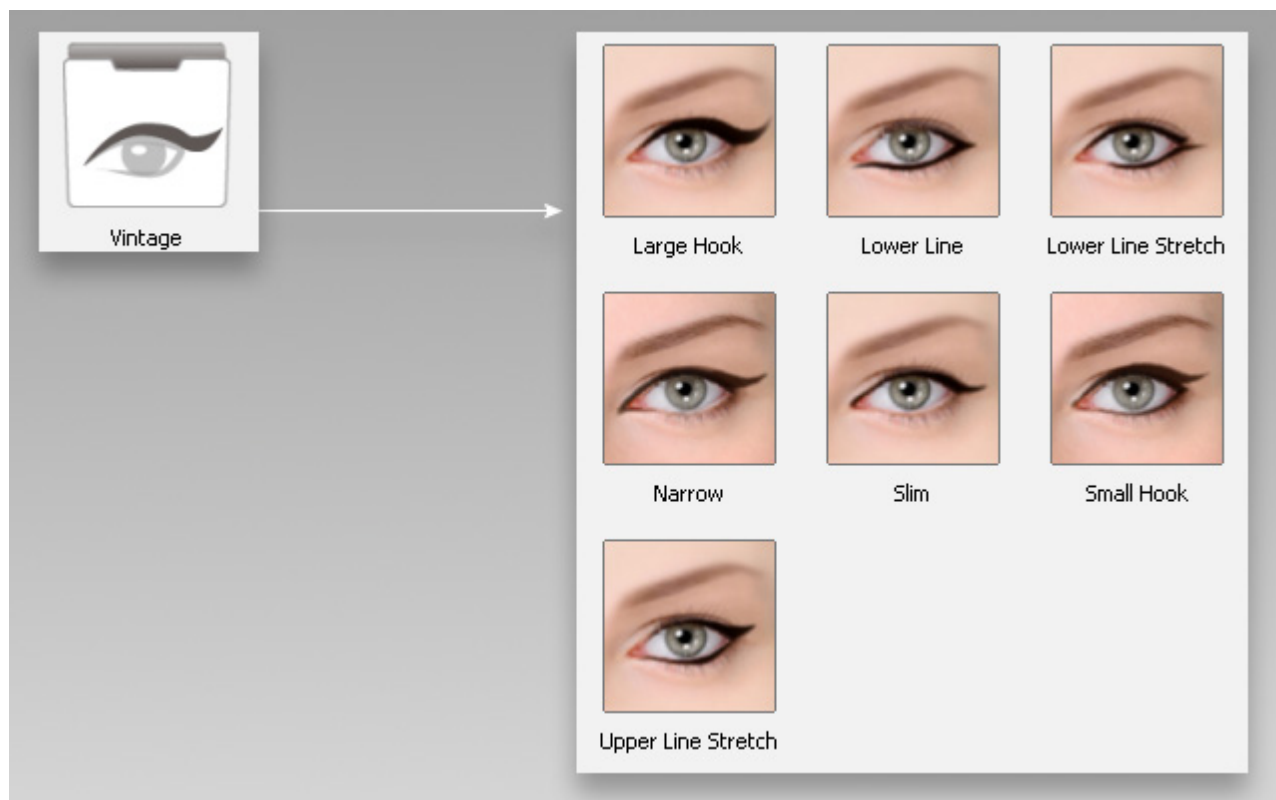


The look of the eyes before any template is applied.



The look of the eyes after the template **Doll_A** is applied.

Vintage



The applied result is shown in the table below :



The look of the eyes before any template is applied.



The look of the eyes after the template **Small Hook** is applied.

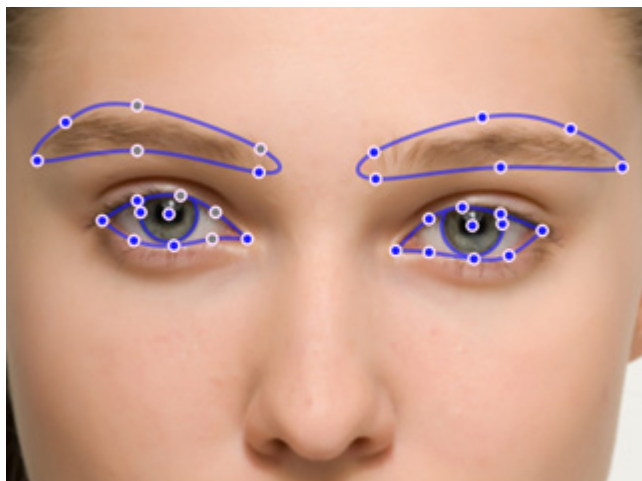
Manually Creating Eye Lines (for Pro only)

If you are not satisfied with the eye line templates provided in the library, then you may manually draw the eye lines by editing the mask.

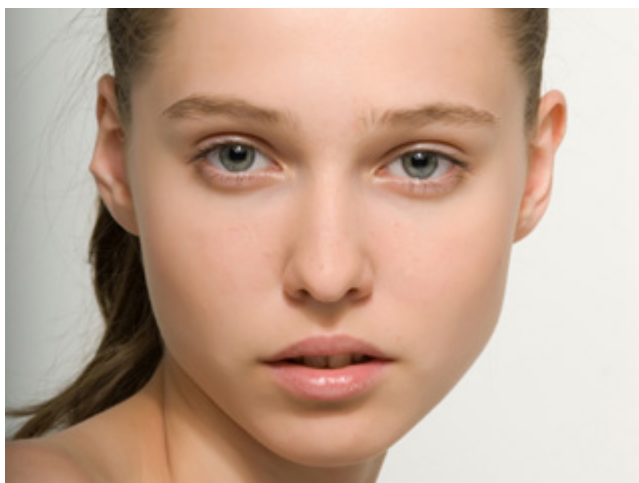
In the following example, the goal is to create a smoky eye makeup in which the eye lines play an important role for the overall look.

1. Before starting to manually apply eye lines, you may need to:

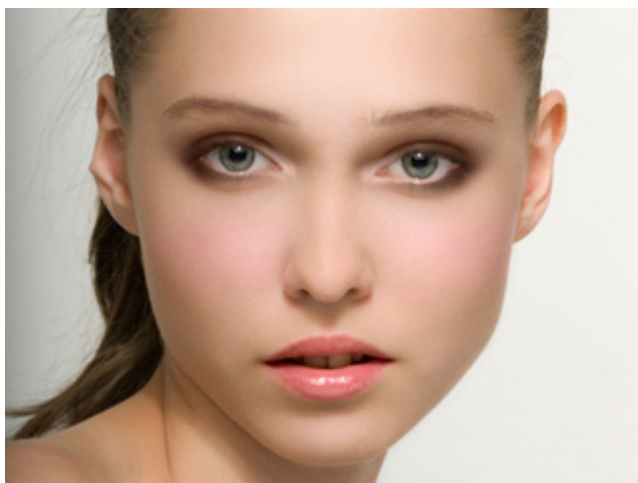
- Make sure that the eyes have been accurately [fitted](#).



- Optionally perform the [Skin Foundation](#), [Facial Makeup](#), and [Eye Shadows](#) tasks for the face in the photo.

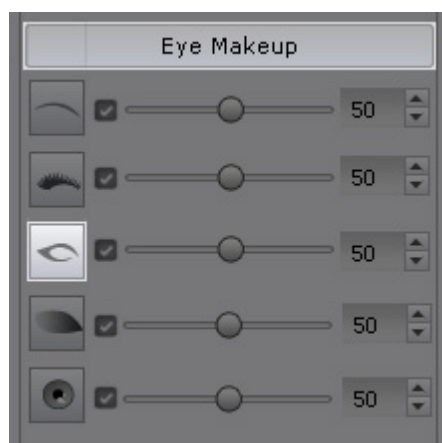


Original look of the face.

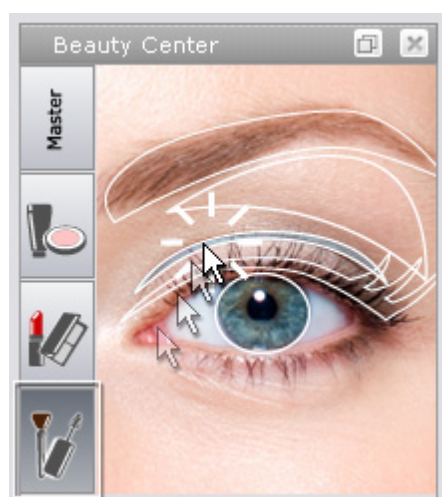


After the skin foundation, facial makeup or eye shadows are applied.

2. Click on the **Eye Lines** button in the **Eye Makeup** section.



Alternatively, you may first switch to the **Eye Makeup** category, and then click on the **Eye Lines** area on the face.



3. Optionally click on the stroke icon of the **Color** to choose a desired shade as the basic tone for the eyelids.

Note:

For more information about the **Color Palette**, please refer to the [Choosing Shades and Customizing Palette](#) section.

4. Select the **Left Eye** or **Right Eye** radio button to choose the eye for applying eye shadow.



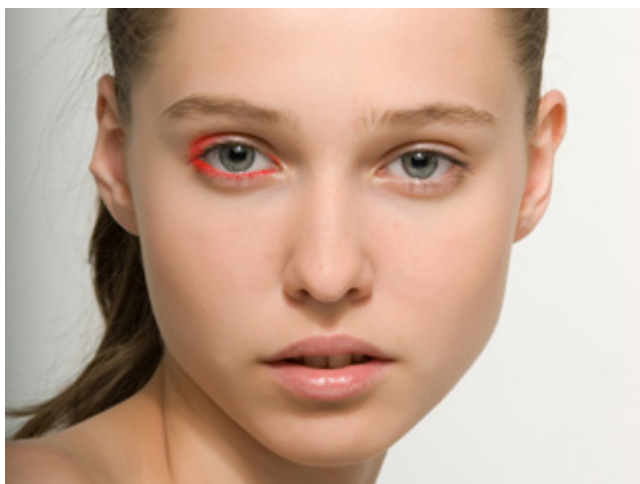
5. Open the [Mask Tool panel](#) and use the **Brush** tool to brush around the rim of the eye.

Note:

After you are satisfied with the edited mask of one eye, you may optionally click the **Mirror Apply**



button to quickly copy the pattern of the edited mask to the other eye, which saves a lot of time from modifying the mask of the other eye from scratch.

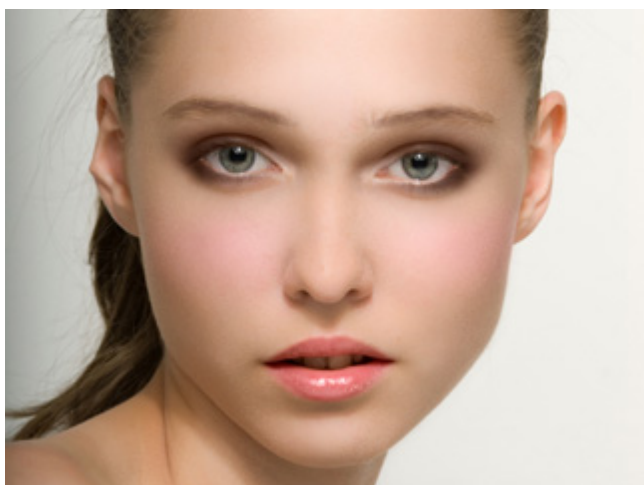


The mask of one eye is edited.

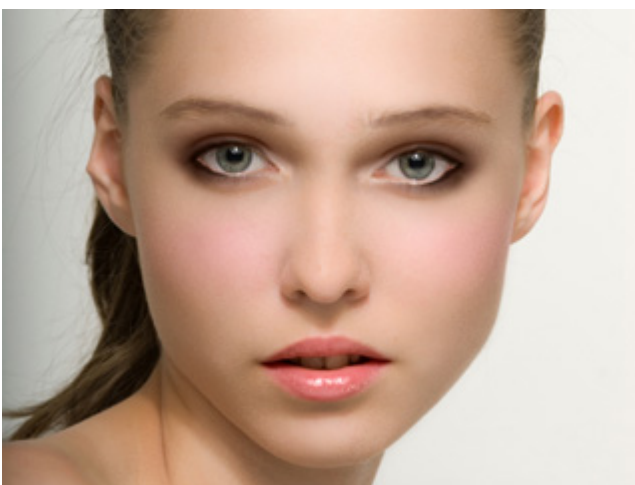


The mask pattern is copied to the other eye.

6. Adjust the **Level** slider to determine the strength of the eye lines.



Without eye lines.



With eye lines. The eyes look more distinctive with better smoky eye makeup.

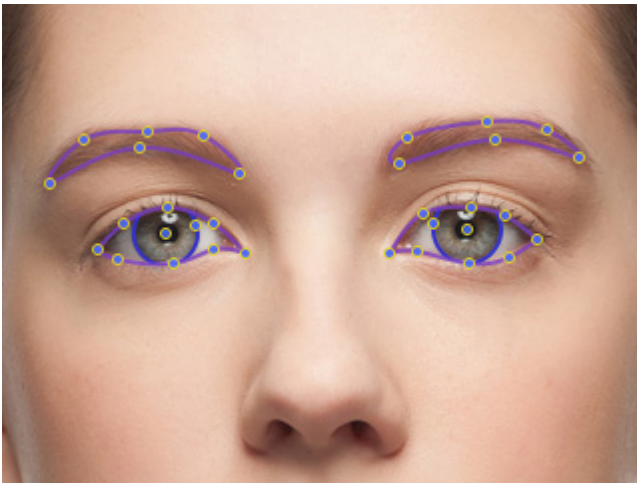
Using Mascara

Long eyelashes really draw attention to the eye and create a more sensuous look. With longer and thicker lashes, the whites of the eyes look even brighter, giving the impression of a healthier and younger looking face.

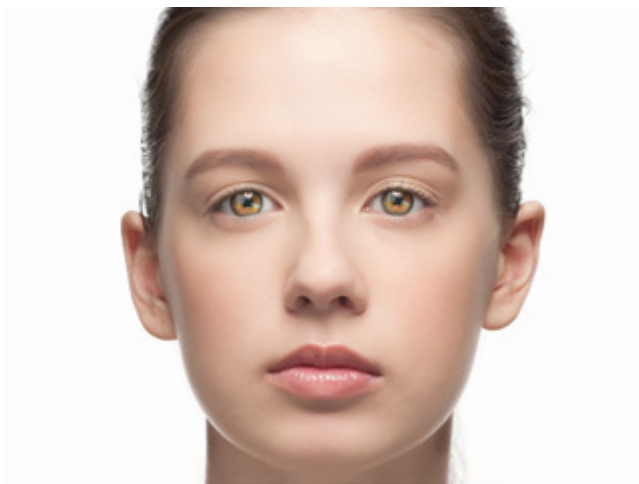
FaceFilter contains an **Eyelashes** library which consists of templates for various styles of eyelashes. You don't really need to use mascara before taking your photo, as FaceFilter allows you to try out various templates during the retouching stage.

Utilizing Eyelashes Library

1. Make sure that the eyes have been accurately [fitted](#).



2. Optionally apply [Skin Foundation](#), [Facial Makeup](#), [Eyebrows](#), [Eye Shadows](#) and [Eye Lines](#) tasks.

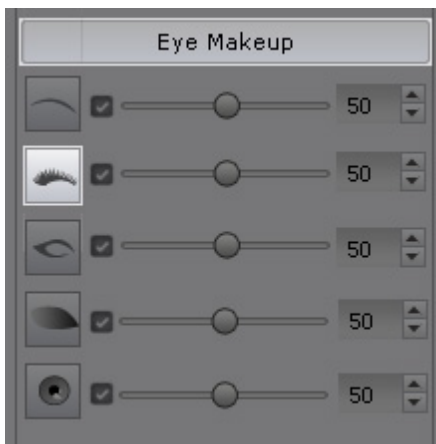


Original look of the face.

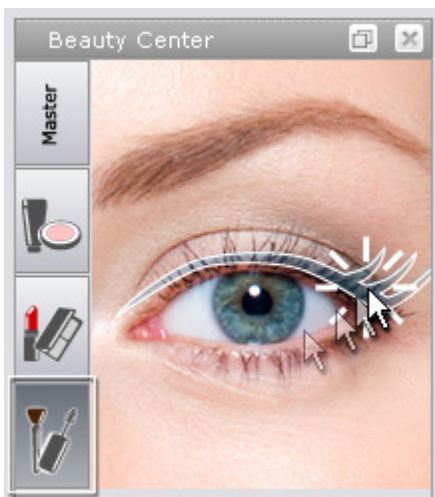


After the skin foundation, facial makeup, eye shadows or eye lines are applied.

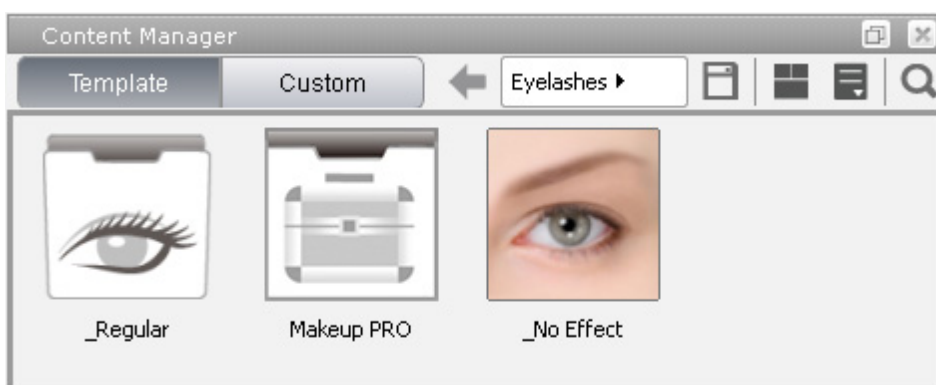
3. Switch to the **Makeover** and click the **Eyelashes** button in the **Eye Makeup** section.



Alternatively, you may first switch to the **Eye Makeup** category, and then click on the **Eyelashes** area on the face.



4. The **Content Manager** will auto-change to the **Eyelashes** library with templates.

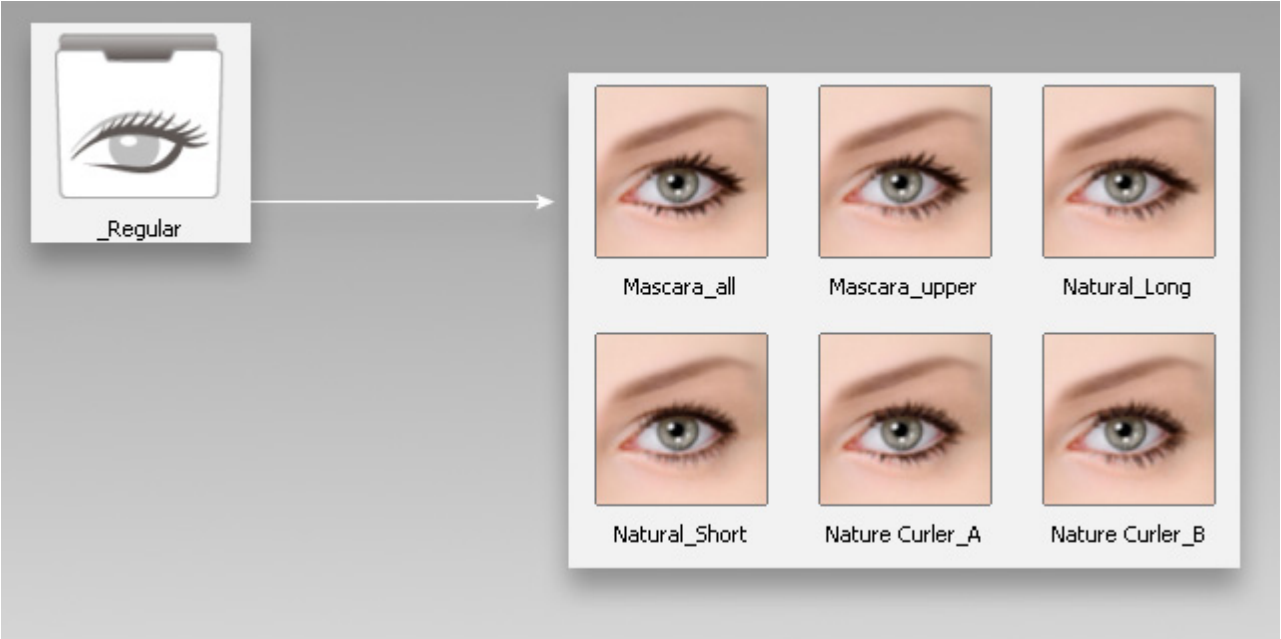


5. Double click on the desired eyelashes template to apply it to the eyes.

The Default Folders

The default **Eyelashes** libraries include **_Regular** folder with templates suitable for different purposes or needs.

_Regular



The applied result is shown in the table below :



The look of the eyes before any template is applied.

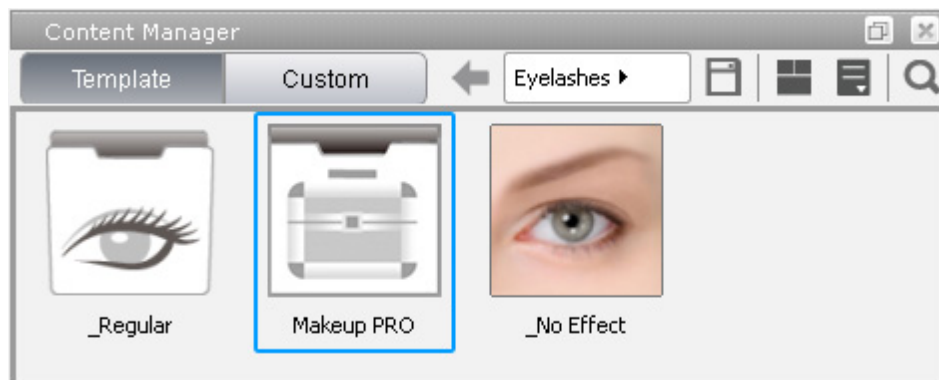


The look of the eyes after the template **Mascara_Upper** is applied.

The Power Pack Folders

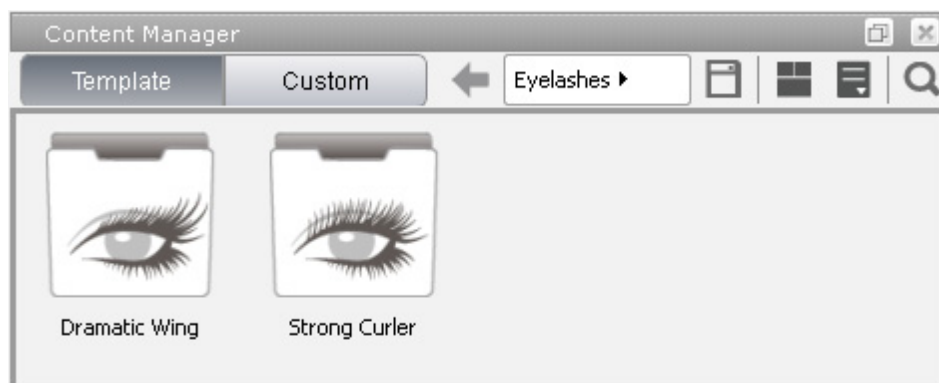
If you see a folder with thumbnail as shown in the step 1 below in the **Eyelashes** library, then you may purchase more templates from the [Makeup PRO](#) site:

1. Double-click on the folder with thumbnail of briefcase in the **Eyelashes** library.

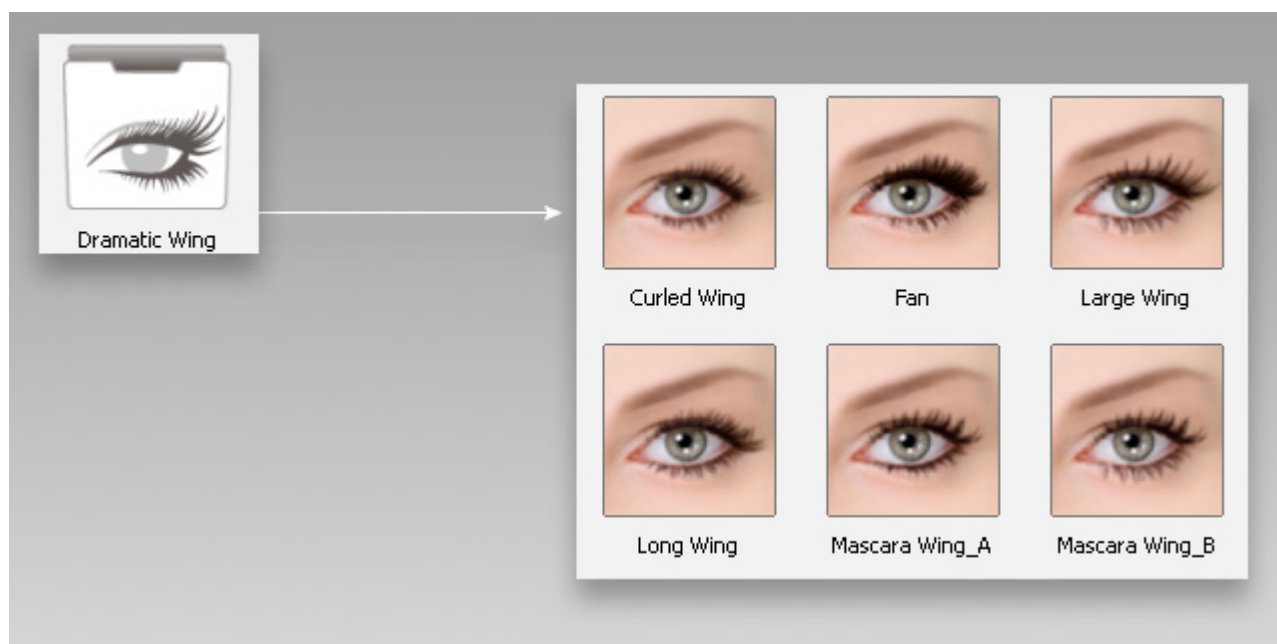


2. You will be directed to the **Makeup PRO** official site.

3. Execute the downloaded installation and your **Eyelashes Library** will be expanded with 10 more templates in 2 new folders:



Dramatic Wing



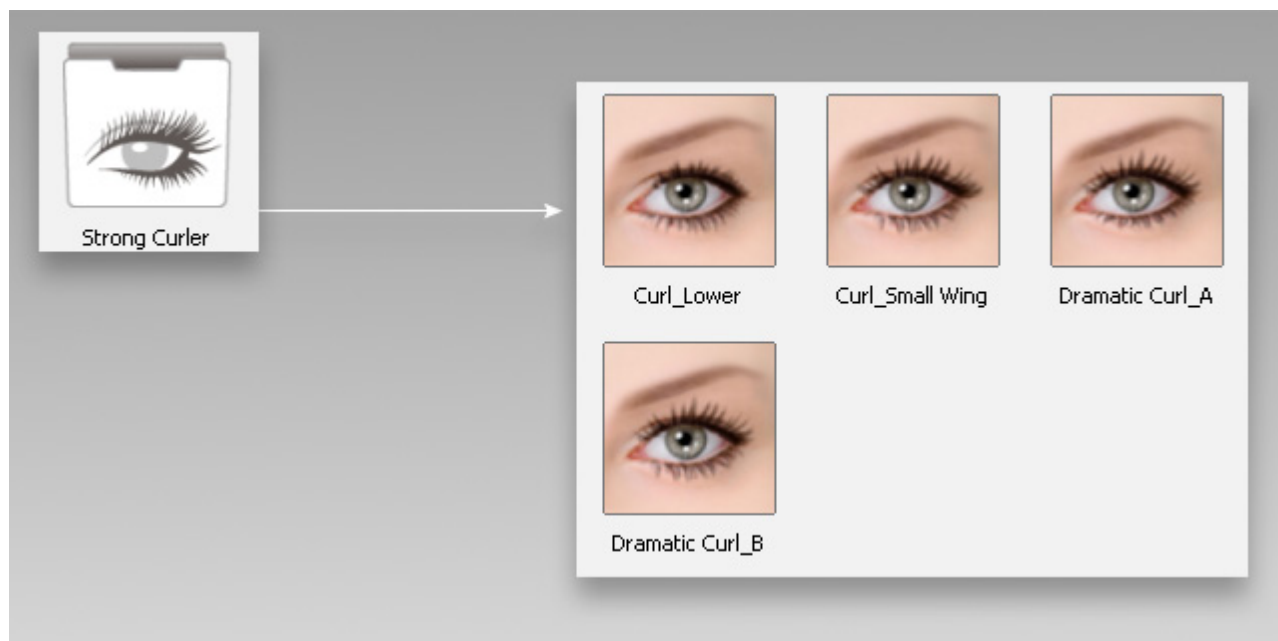
The applied result is shown in the table below :



The look of the eyes before any template is applied.



The look of the eyes after the template **Fan** is applied.

Strong Curler

The applied result is shown in the table below :



The look of the eyes before any template is applied.



The look of the eyes after the template **Dramatic Curl_A** is applied.

6. Adjust the **Thickness** value to enhance the volume of the lashes.



7. Adjust the **Length** value to lengthen the lashes.



Iris Adjustments

Although eye shadow can add more dimension to the eyes, in order to create a more distinctive look, you may need to apply other forms of eye makeup such as eyeliner and eyelashes, as well as use the morph tools in FaceFilter3 to tweak the eye shape.

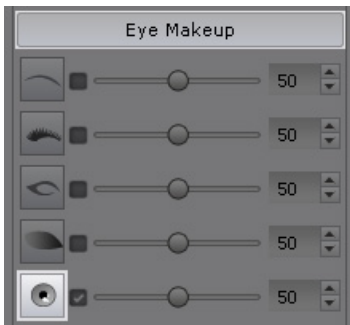
Utilizing Iris Library

FaceFilter contains an **Iris** library which consists of various templates for color and iris style.

1. Make sure that the eyes have been accurately [fitted](#).



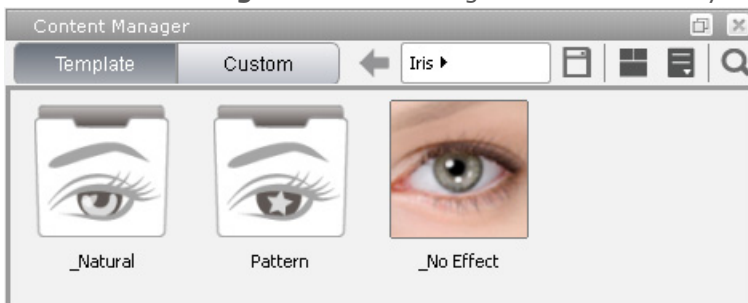
2. Switch to the **Makeover** and click the **Iris** button in the **Eye Makeup** section.



Alternatively, click the **Iris** part in the **Eye Makeup** image panel.



3. The **Content Manager** will auto-change to the **Iris** library with folders of templates.

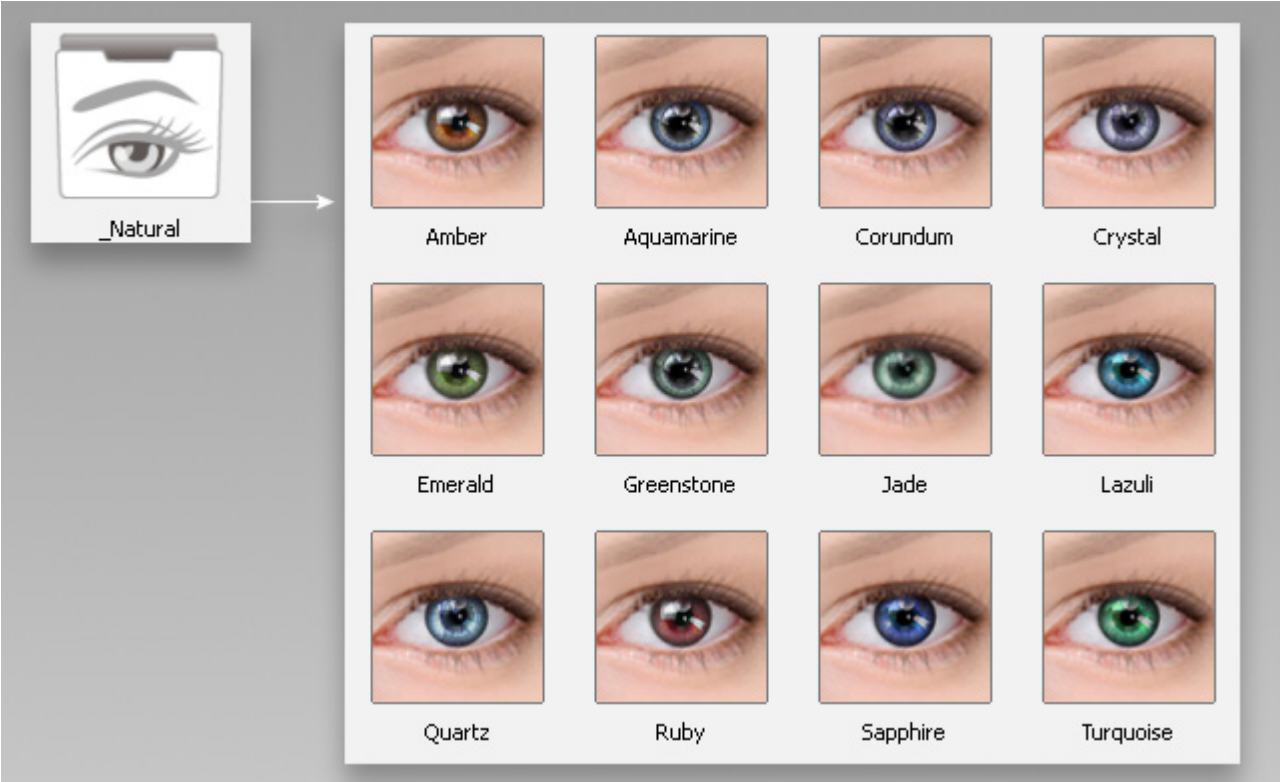


4.Double click on the desired iris template in any one of the folders to apply it to the eyes.

The Default Folders

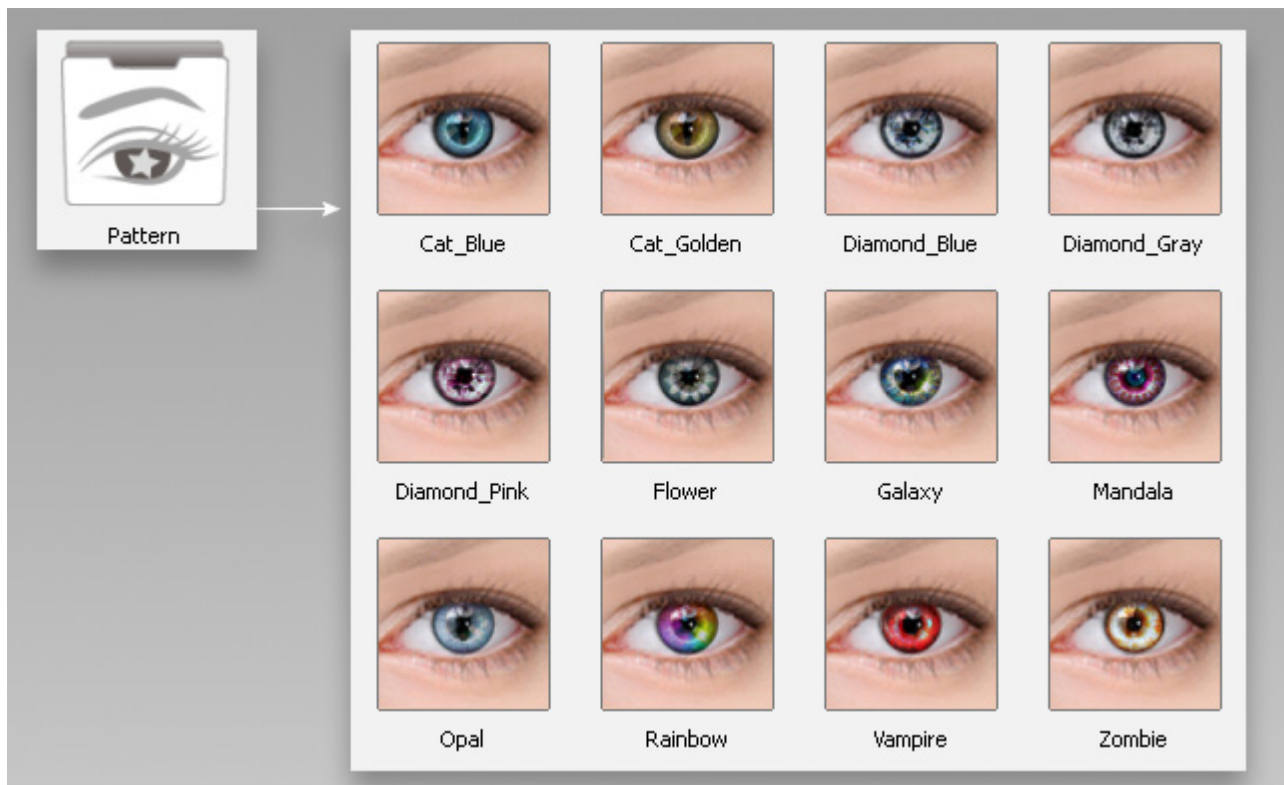
The default **Iris** libraries include **_Natural** and **Pattern** folders with templates suitable for different purposes or needs.

_Natural



The applied result is shown in the table below :



Pattern (Bonus)

The applied result is shown in the table below:



The look of the irises before any template is applied.



The look of the irises after the template **Flower** is applied.

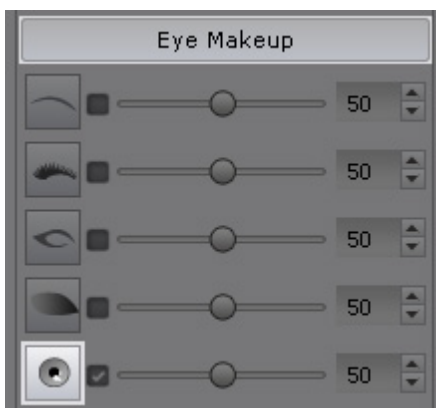
Manually Adjusting the Iris (for Pro only)

You are able to change the color of the iris and apply color contact lens to the eyes without using any template from the **Iris** library.

1. Make sure that the eyes have been accurately [fitted](#).



2. Switch to the **Makeover** and click the **Iris** button in the **Eye Makeup** section.

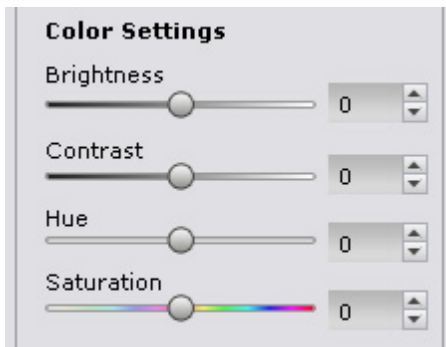


Alternatively, click the **Iris** part in the **Eye Makeup** image panel.



Using Color Settings to Change Iris Color

In the **Color Settings** section, you may use the **Brightness**, **Contrast**, **Hue** and **Saturation** sliders to modify the original look of the iris.



3. Drag the **Hue** saturation to change the color of the iris.



Original iris color.



Iris color changed.

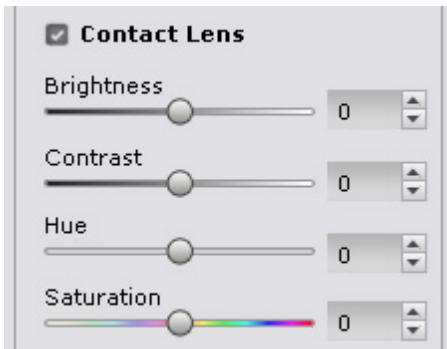
4. Increase the **Contrast** to make the sparkles brighter.



Putting on Contact Lens

In addition to changing the iris directly, you can apply contact lenses to set different colors for the eyes. By changing the size of the contact lens, you are able to create a tender, gentle and more innocent look of the eyes.

5. Activate the **Contact Lens** box in the modify panel.



6. Change the color settings of the contact lens by dragging the **Brightness**, **Contrast**, **Hue** and **Saturation** sliders.



7. Increase the **Size** slider to enlarge the contact lens. The eyes will look tender and softer.



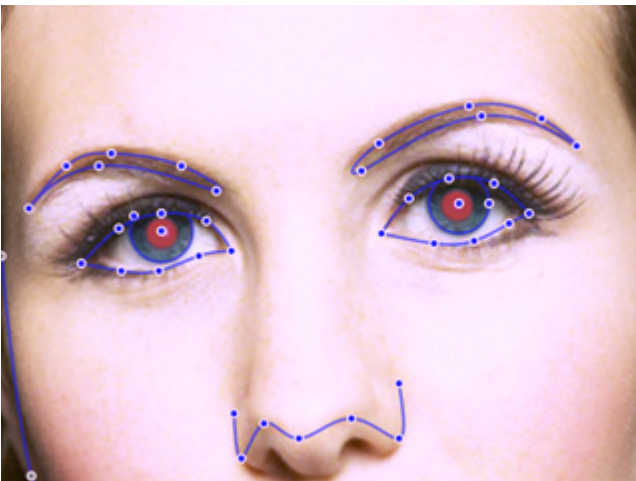
Red-eye Reduction (for Pro only)

Due to the flashlight reflection through the pupils from the retinas, the eyes sometimes glitter with red colors. FaceFilter3 provides the option for **Red Eye Reduction** to set the pupil color back to normal.

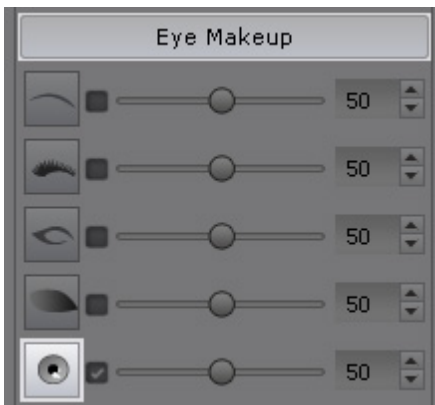
1. Load a photo in which the eyes reflect red colors from the pupils.



2. Make sure that the eyes have been accurately [fitted](#).



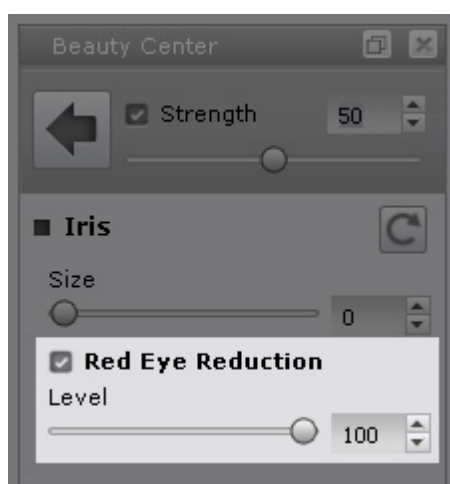
3. Switch to the **Makeover** and click the **Iris** button in the **Eye Makeup** section.



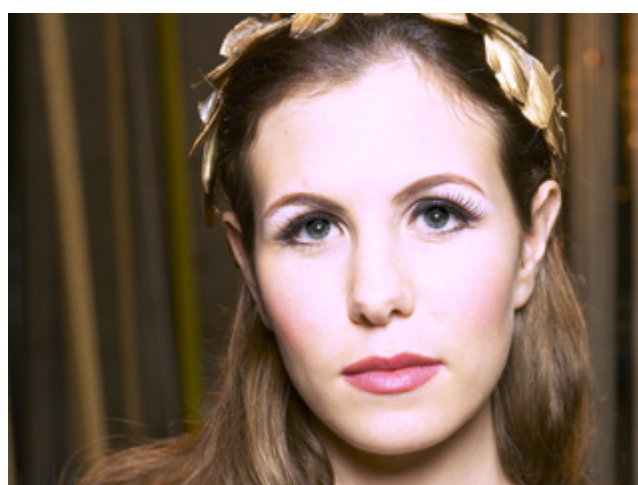
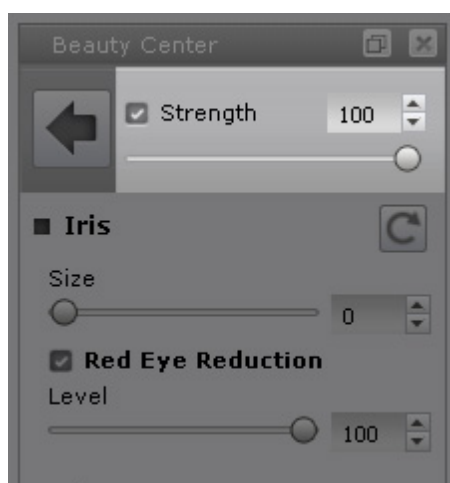
Alternatively, click the **Iris** part in the **Eye Makeup** image panel.



4. Activate the **Red Eye Reduction** box. Increase the **Level** to remove the red-eye phenomena.



5. If the red-eyes are not removed clearly enough, then increase the **Strength** value.




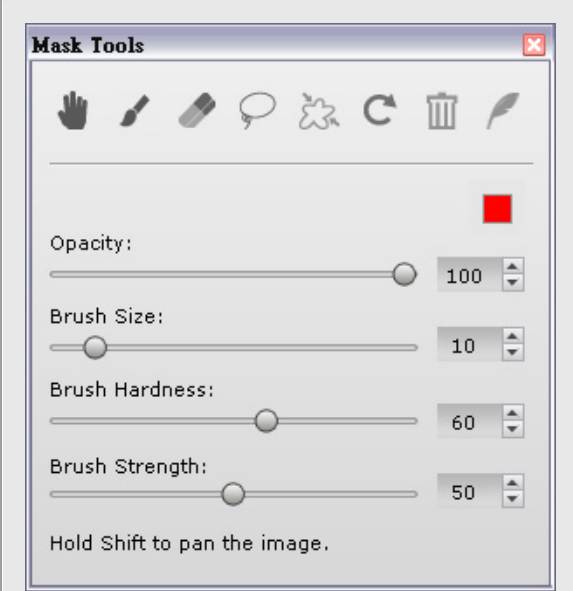
























Mask-based Editing Tools

In **FaceFilter**, the makeup and the effects from the **Makeover** and **Effect** features only take effect along with editable **Masks**. By defining the masking area with default editing tools, you can customize the ranges of the de-oil, blushes, highlights, etc., not to mention the areas for the camera lens effect for the foreground and background.

***Standard** version: **Mask Tools** can only be used in the **Effect** page.

Open Mask Editing Tools Panel

1. In the **Makeover** or **Effect** pages, click the **Mask Tool**  button on the tool bar.
2. The **Mask Tool** panel shows.

 <p>The screenshot shows the 'Mask Tools' panel with a toolbar at the top containing icons for Pan, Brush, Eraser, Lasso, Quick Edge, Reset, Clear, and Feather Tools. Below the toolbar are four sliders: Opacity (set to 100), Brush Size (set to 10), Brush Hardness (set to 60), and Brush Strength (set to 50). A red square is visible next to the Opacity slider. At the bottom, it says 'Hold Shift to pan the image.'</p>	<table border="1"> <tr> <td>Pan</td> <td>: Use this tool to pan and view the desired area of the photo.</td> </tr> <tr> <td>Brush</td> <td>: Use this tool to paint on the photo to add to the masked area.</td> </tr> <tr> <td>Eraser</td> <td>: Use this tool to erase any unwanted masked area.</td> </tr> <tr> <td>Lasso</td> <td>: Use this tool to enclose and fill up an area and define it as masked.</td> </tr> <tr> <td>Quick Edge</td> <td>: This tool will cause FaceFilter to calculate and find edges for your masked area.</td> </tr> <tr> <td>Reset</td> <td>: Click this button to reset the masked area.</td> </tr> <tr> <td>Clear</td> <td>: Click this button to delete the current mask. Please note that this button can not delete the masks in other layers or pages.</td> </tr> <tr> <td>Feather Tools</td> <td>: Click this button to perform advanced settings to the current mask.</td> </tr> </table>	Pan	 : Use this tool to pan and view the desired area of the photo.	Brush	 : Use this tool to paint on the photo to add to the masked area.	Eraser	 : Use this tool to erase any unwanted masked area.	Lasso	 : Use this tool to enclose and fill up an area and define it as masked.	Quick Edge	 : This tool will cause FaceFilter to calculate and find edges for your masked area.	Reset	 : Click this button to reset the masked area.	Clear	 : Click this button to delete the current mask. Please note that this button can not delete the masks in other layers or pages.	Feather Tools	 : Click this button to perform advanced settings to the current mask.
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Feather Tools	 : Click this button to perform advanced settings to the current mask.																

Brush Strength

This value determines the strength of each stroke, it also affects the visibility of the makeups or effects. The higher the values is, the more obvious the makeup or effect of a stroke can be seen.



Strokes with different **Brush Strength**: 50 and 100



The effects defined by the lighter strokes are weaker.

Quick Face Masking


FaceFilter provides intelligent masking tools for you to quickly mask up the face and neck by using the **Lasso** tool. This masking method is most suitable for applying to the **Skin Refinement** or any layers with large masked areas.

1. Load a photo and switch to the **Makeover >> Skin Refinement** page.





2. Focus to the **Before** view area in the preview window.



3. Open the **Mask Tool Panel** by clicking the **Mask Tool**  button. You will see there is an auto-generated mask which may not correctly cover the face and neck.



4. Use the **Eraser**  tool to erase the entire mask.


5. Select the **Lasso**  tool and draw to roughly enclose the face and the neck.



Enclose the face and neck.



The enclosed area will be auto-filled.

6. Click the **Quick Edge**  button and the mask area will auto-shrink to precisely fit the desired area.



Advanced Settings

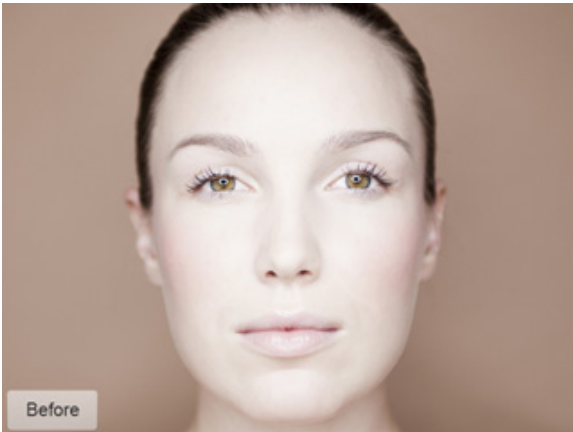
The advanced settings can be used to modify the current mask. It is useful when you need to expand or shrink the mask, or even feather the edges of the mask so that you can have a mask with a soft edge.

Using the [Blushes](#) layer as example, you'll see how feathering can be used to result in a healthier look.


1. Load a photo and switch to the **Makeover >> Blushes** section.



2. Focus to the **Before** view area in the preview window.

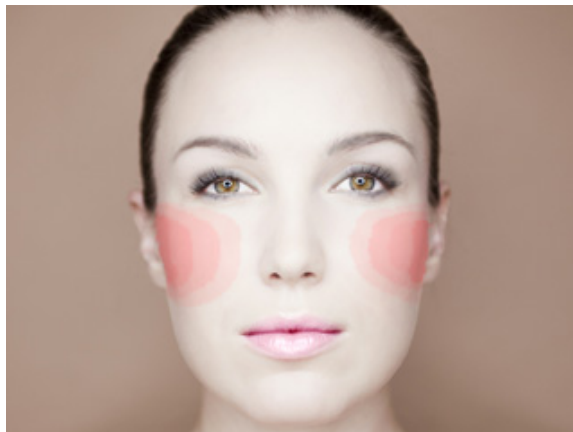


3. Open the **Mask Tool Panel** by clicking the **Mask Tool**  button.

4. Use the **Brush**  tool to draw blush areas on the face.



The rough mask with sharp edges.

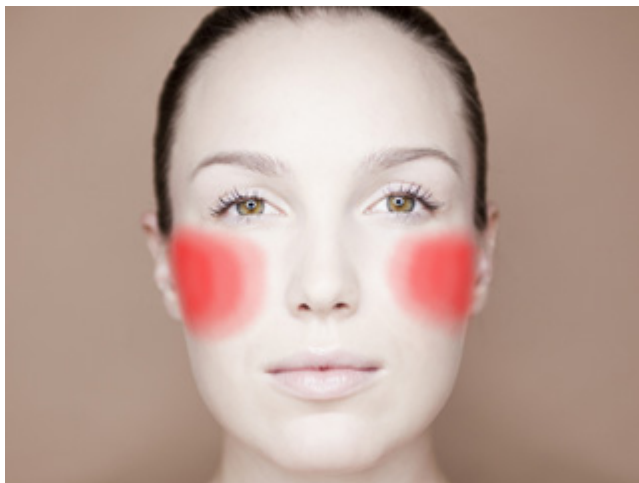


The sharp blush result.

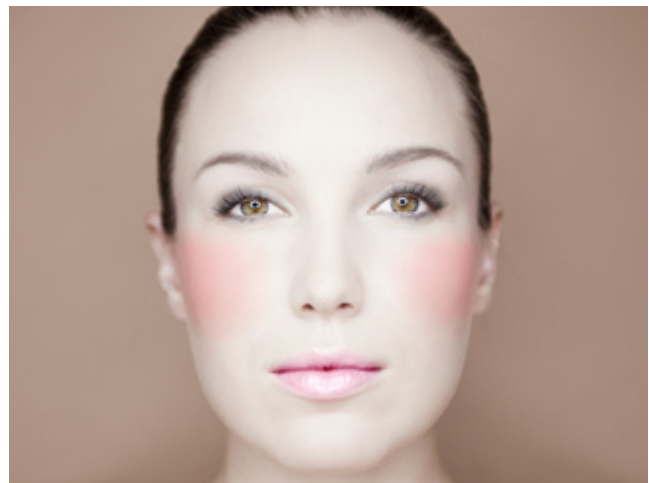
5. Click on the **Feather Tools**  button.



6. Increase the **Feather** value and click the **OK** button.



Feather: 30.
The sharp edges are smoothed and blurred.

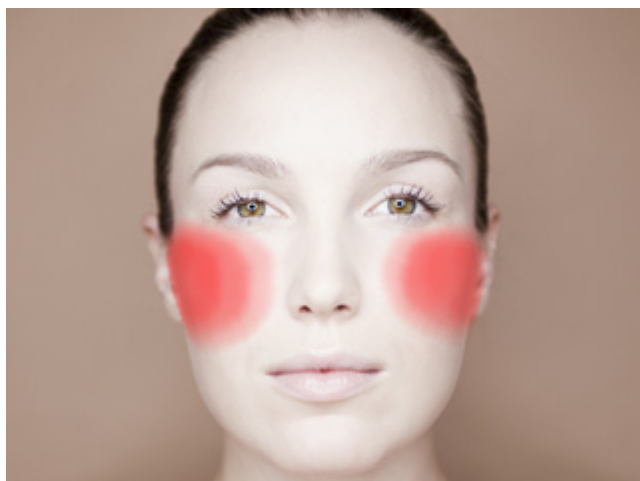


The blush result is more elegant.

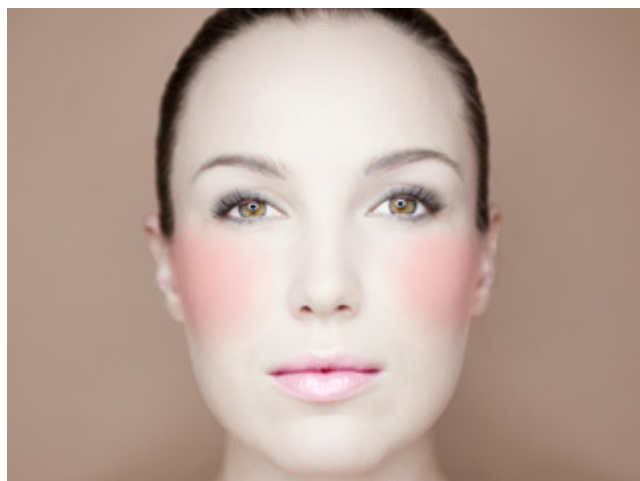
7. Click on the **Feather Tools**  button again.



8. Increase the **Contract / Expand** value and click **OK** button.



The mask is expanded.



The expanded blush provides a healthier look.

Choosing Shades and Customizing a Palette (for Pro only)

In the **Makeover** page, every element deals with color or tone. By choosing an adequate color, you can enhance the appearance of your model dramatically.

Choosing Shades

After accessing any layer under the **Makeover** page, you may find a stroke icon in the **Modify** page as shown below:



This icon represents the current color you are using. You are able to change the color via three methods:

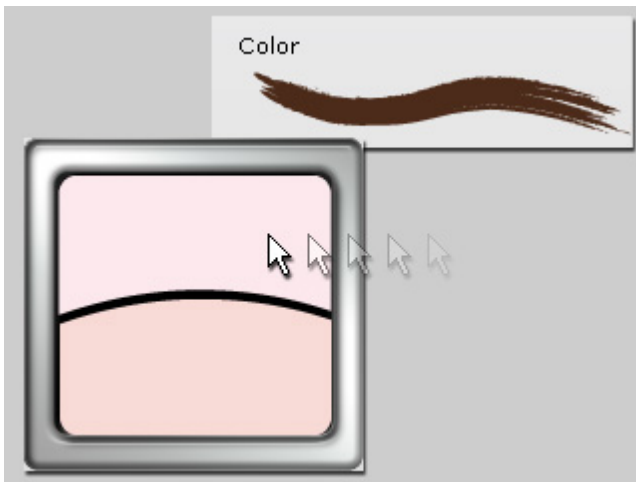
Choosing from FaceFilter Palette

FaceFilter provides several kinds of palettes with default shades, which facilitates quickly picking a favorite shade.

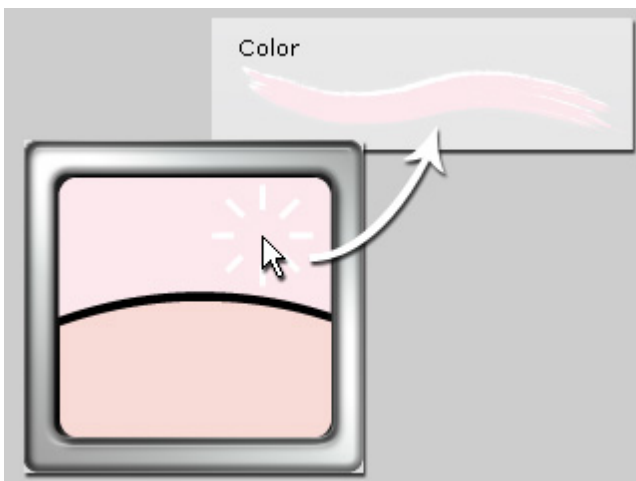


To use the shades from the palette, you need to:

1. Move cursor to the desired shade of the palette.



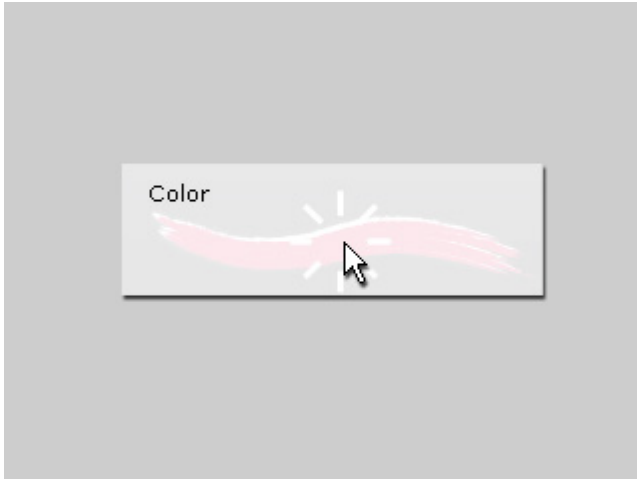
2. Click on the shade to replace the current one.



Choosing from the System Palette

In order to choose a shade that is closest to the specific color of the facial features, you may want to select a color from the system palette.

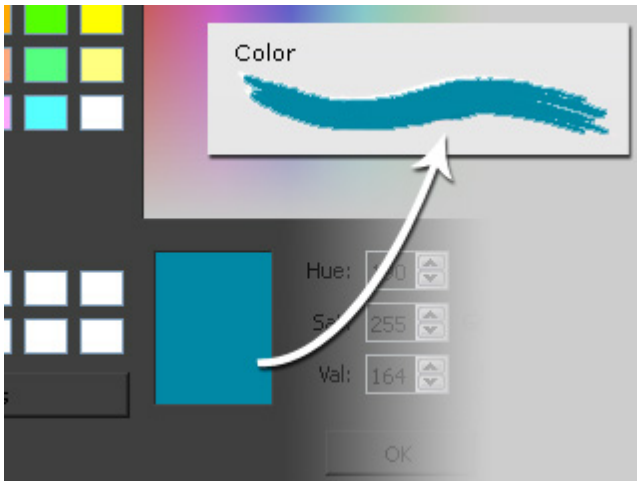
1. Click on the stroke icon.



2. The system switch palette will show.

3. Select a desired color.

4. Click the **OK** button on the system switch panel and the current color will be replaced.



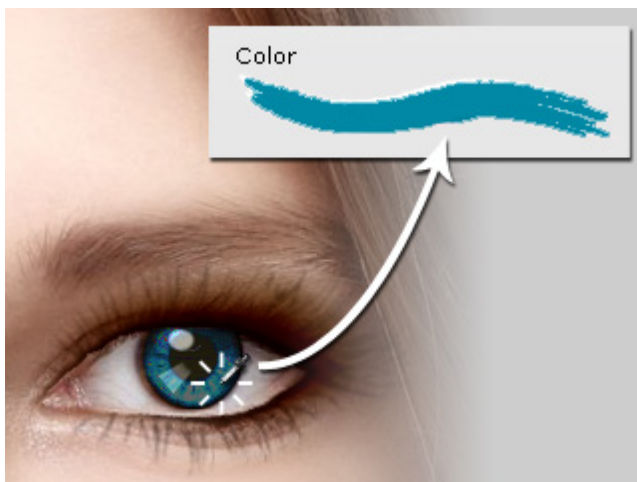
Choosing from the Photo

In order to choose a shade that is closest to specific color of the facial features, you want to choose one directly from the photo.

1. Click on the **Color Picker** button, the cursor will then turn to be an eyedropper.



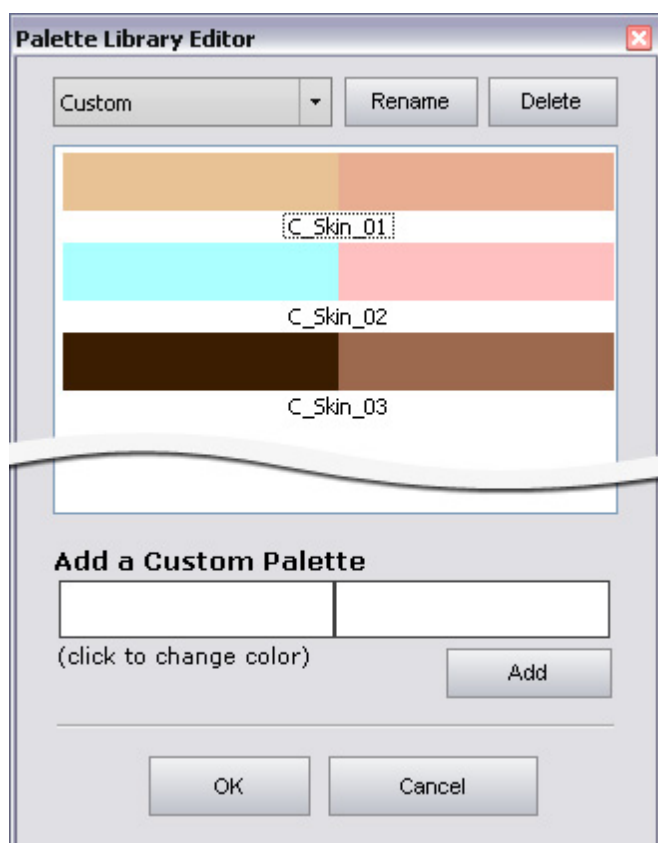
2. Move your cursor to the desired color on the photo in the working area.
3. Click on the color to select it and the current color will be replaced.



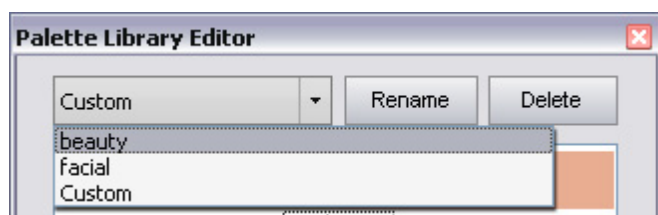
Selecting a Shade Palette from the Library

The shade palette can be replaced with a built-in palette from the palette library so that you can use pre-arranged palettes for a specific season or scenario.

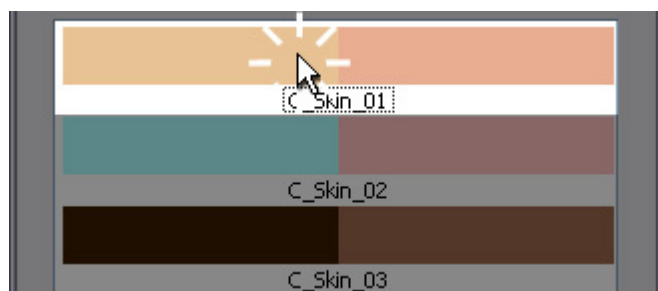
1. Click the **Palette Library Editor** button.  button.
2. The **Palette Library Editor** panel will display.



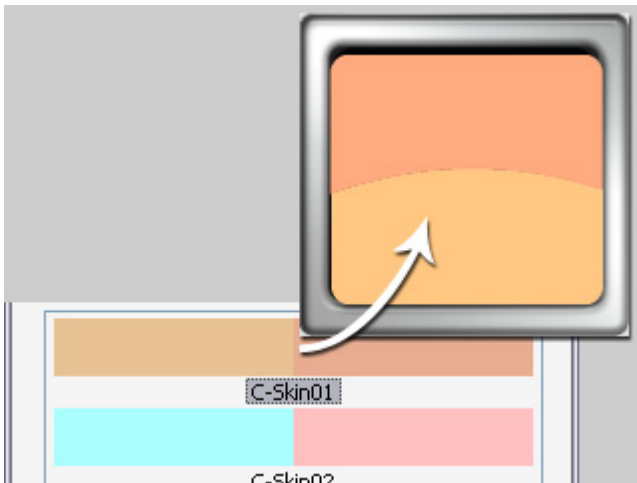
3. Select a category from the drop down list.



4. Click on the desired combination of the shades.



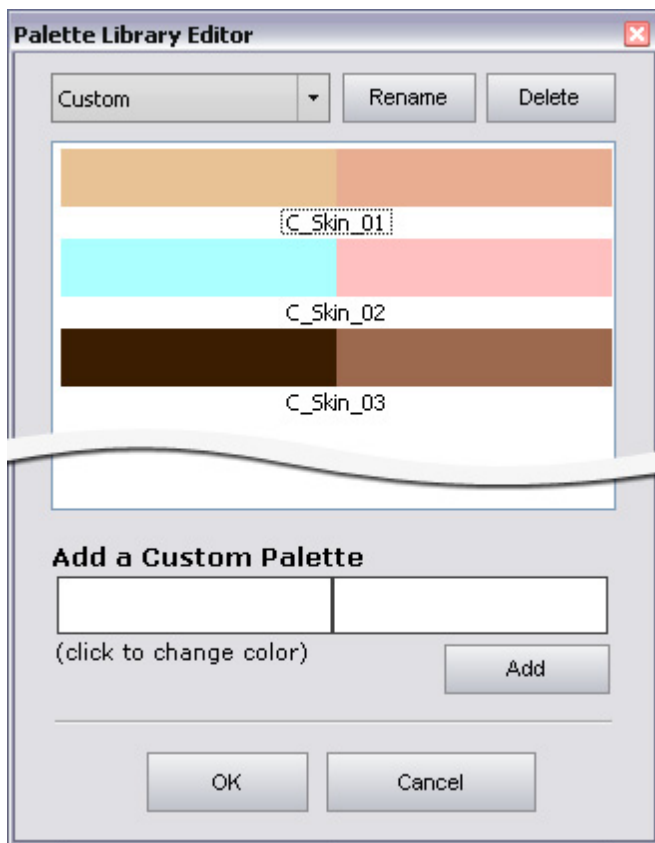
5. Click the **OK** button to replace the current palette with the selected one from the library.



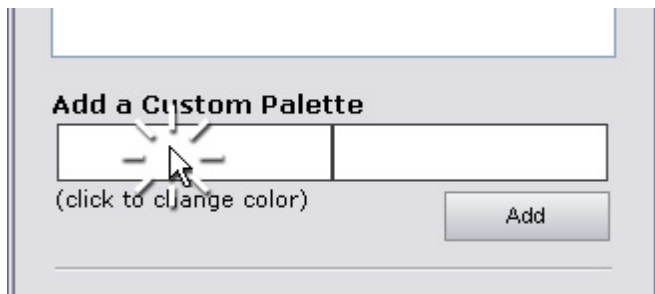
Customizing Palette

If you want to create custom palette composed with your favorite or frequently used shades, then you are free to create your own palette.

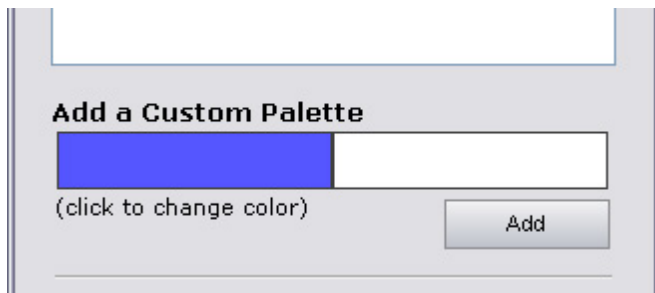
1. Click the **Palette Library Editor**  button.
2. The **Palette Library Editor** panel will display.



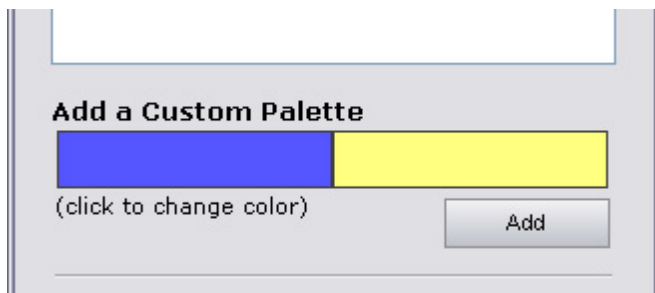
3. Click on one of the color-picking cells under the shade-combination pane.



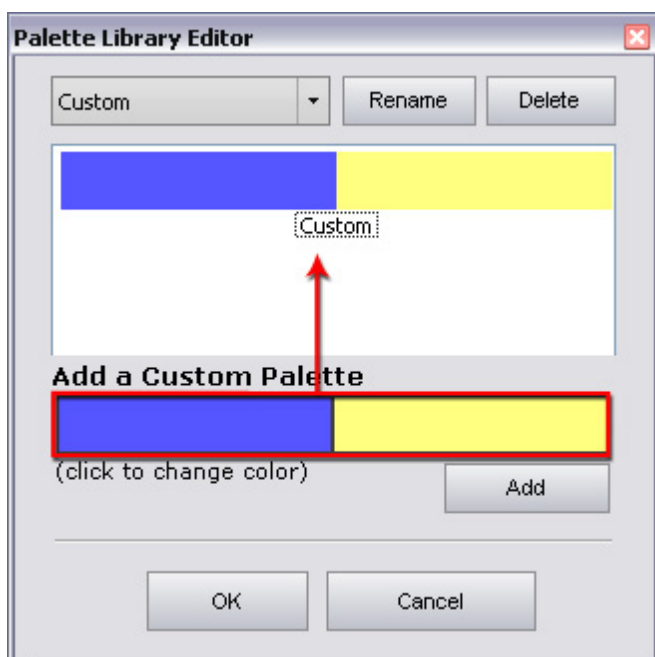
4. Select a favorite color from the system color swatch panel and then click the **OK** button to replace the shade in the cell.



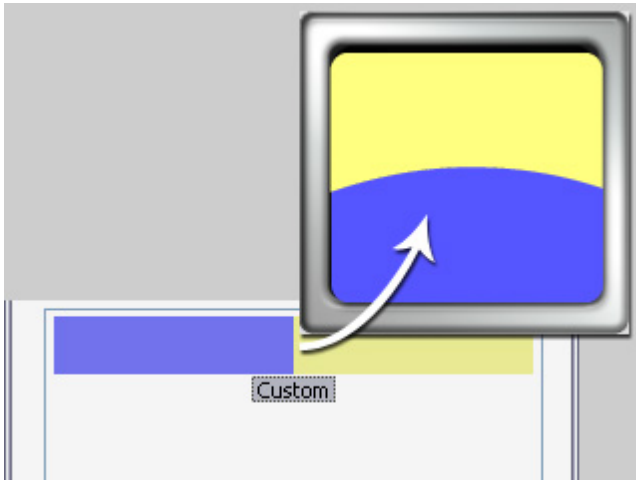
5. Repeat the last step until the shades in each cell are satisfying.



6. Click the **Add New Palette** button to add the combination into the **Custom** library.



7. Pick the newly-added combination from the library and click the **OK** button to replace the current palette with the custom palette.



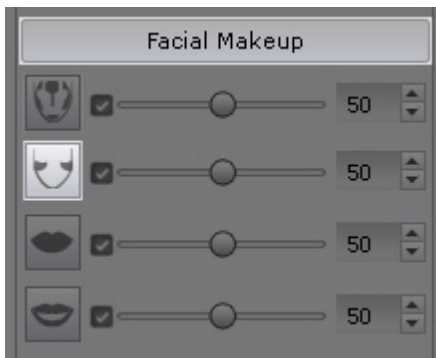
Sub-layer Editing (for Pro only)

In the **Makeover** page, the effects are based on layers. However, some specific layers are able to have multiple sub-layer for creating more details by overlapping them, the layers of this kind are **Highlight & Contour**, **Blush**, and **Eye Shadow**.

Using the Layer Settings Panel

Taking the **Blush** as an example, you can add up to 3 sub-layers for more blush effects (The **Highlight & Contour** layer can have up to 4 layers, while the **Eye Shadows** layer can have 7 plus 1 glitter sub-layer).

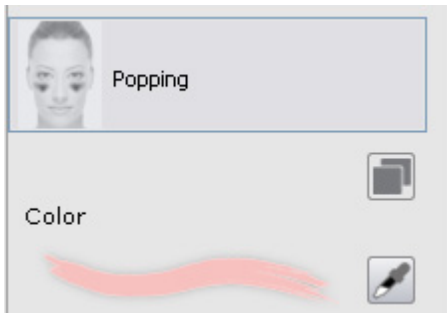
1. Switch to the **Makeover** tab.
2. Click on the **Blushes** button in the **Facial Makeup** section.



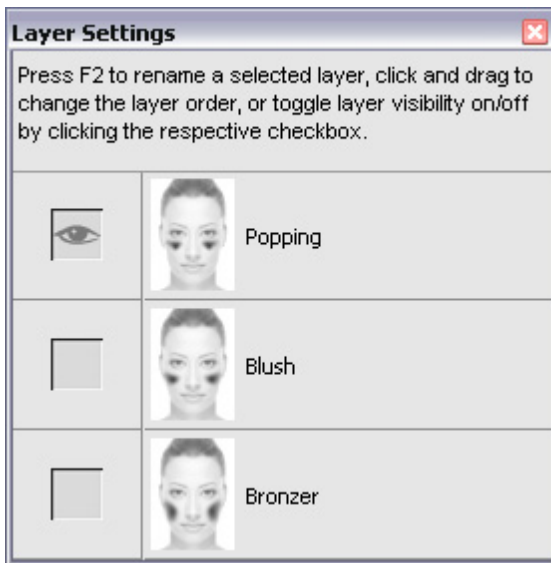
Alternatively, you may first switch to the **Facial Makeup** category, and then click on the **Blush** area on the face.



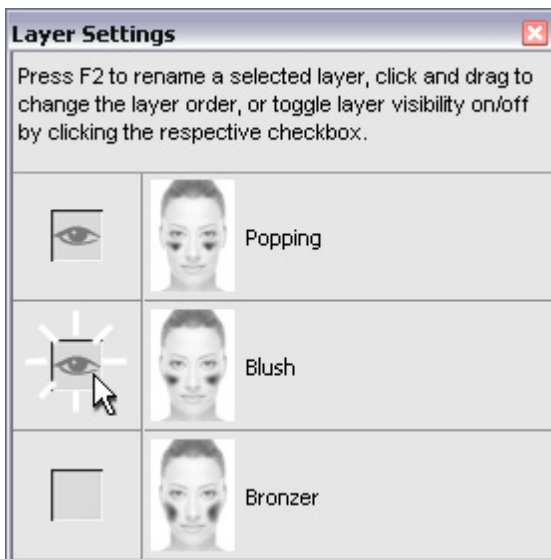
3. By default, there is only one blush layer.



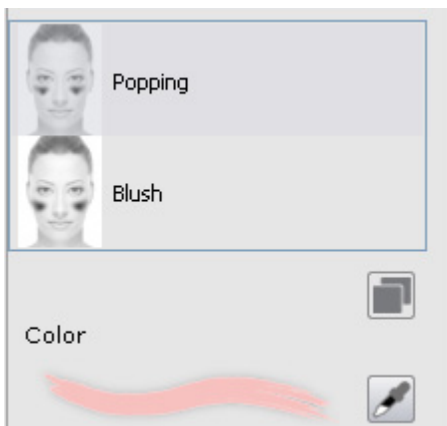
4. To add more sub-layers, click the **Layer Settings**  button. The **Layer Settings** panel will show up.



5. Click on the box beside the icon, an eye will display in the box.



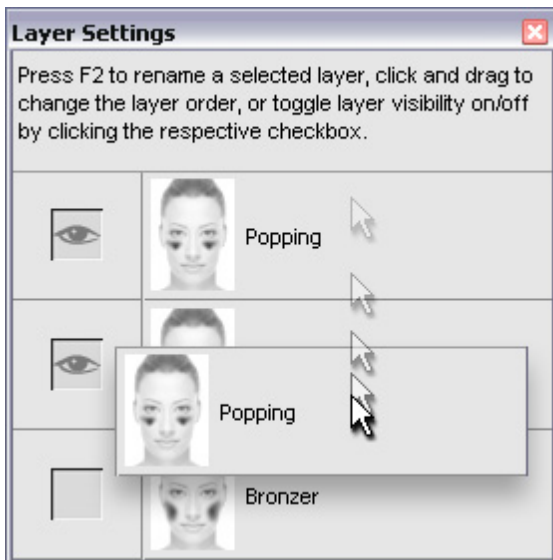
6. The layer list in the **Modify** panel will add one more sub-layer.



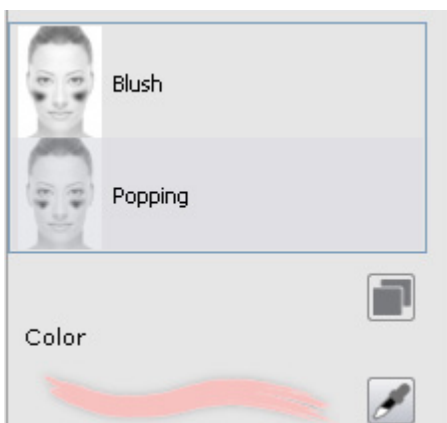
7. Close the **Layer Settings** panel and you may start to [edit the mask](#) for the new sub-layer.

8. If you want to change the order of the layer, then click the **Layer Settings** button again.

9. Drag and drop the target sub-layer in the panel to change the order.



10. The layer list in the **Modify** panel will re-order as well.





FaceFilter 3 User Manual

Shaping the Face

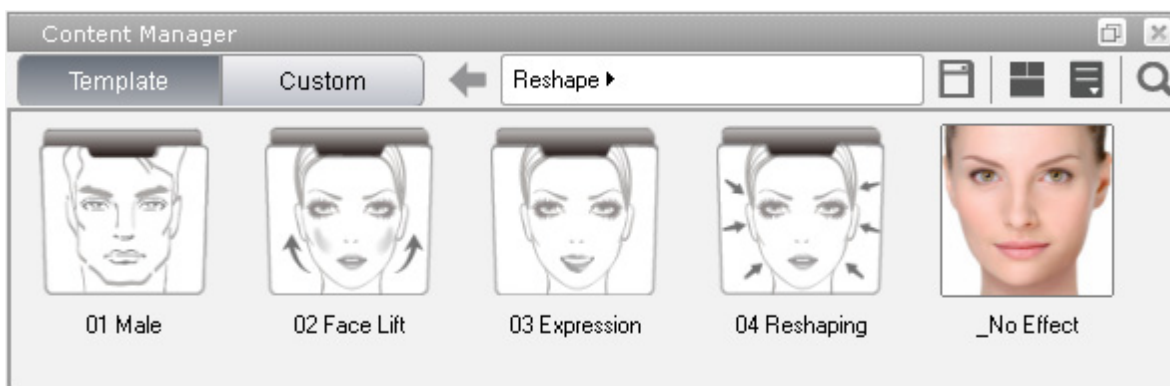
Shaping the Face

With **FaceFilter**, you can take advantage of instant facial sculpting tools. There are face transformation and expression templates embedded for you to shape facial features and create facial expressions under the **Reshape** tab.

Before proceeding, make sure all the facial features on the image have been [well-fitted with fitting points](#).

Applying Reshape Templates

You may double click on a desired reshape template from the **Content Manager** library. The reshape library contains four template libraries: **Male**, **Face Lift**, **Expression**, and **Reshaping**.



- **Male Library:** Male pattern facial expressions or shapes, including youthful restoration.
- **Face Lift Library:** Well-blended facial features along with muscle expressions to revive vitality or youth.
- **Expression Library:** Different facial expressions or personalities, such as cool, innocent, kind, or tender.
- **Reshaping Library:** Various facial shapes or sizes, such as large eyes, or small face.

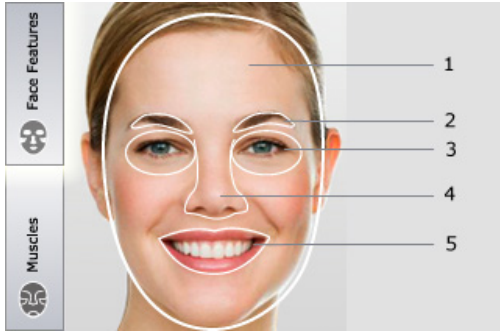
Note:

- In order to get more templates for the libraries, you may freely [download and install the bonus pack](#) from the official web site.
- Facial shaping may make the image look blurred in the preview window. You can adjust the [sharpening level](#) when exporting.

Manually Re-shaping the Face

You may go to the **Reshape >> Modify Panel**, and re-shape the facial features or create facial expressions manually.

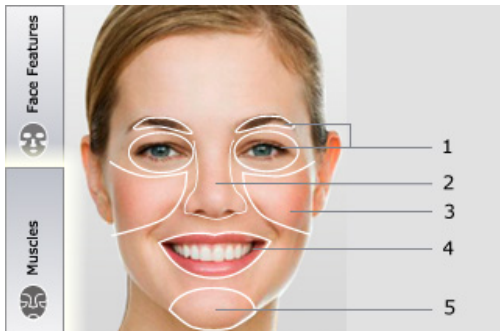
Shaping Facial Features



Click the **Face Features** button and pick a desired area shown in the illustration.

1. [Transforming the Face](#)
2. [Transforming the Eyebrows](#)
3. [Transforming the Eyes](#)
4. [Transforming the Nose](#)
5. [Transforming the Mouth](#)

Creating Facial Expressions

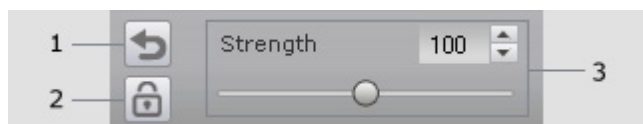


Click the **Muscles** button and pick a desired area shown in the illustration.

1. [Adjusting Muscles around the Eyes and Eyebrows](#)
2. [Adjusting Muscles around the Nose](#)
3. [Adjusting Muscles around the Cheeks and Nasolabial Folds](#)
4. [Adjusting Muscles around the Mouth](#)
5. [Adjusting Muscles around the Chin](#)

Reshaping Controls

The **Reshaping Controls** of the **Reshape** tab are located in the middle of the **Modify Panel** for controlling the overall adjustments.

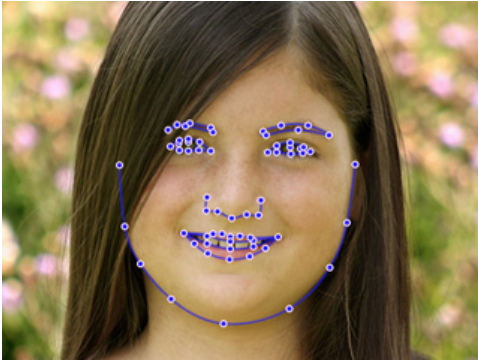


1	Back to Original	Click this button to remove all the reshaping effects including the applied templates and the manual adjustments kept with the Keep Result button. Alternatively, you may double click the _No Effect template from the library to clear all changes under the Reshape tab.
2	Keep Result	Click this button to keep all applied templates and/or manual adjustments implemented under the Reshape tab, so that your manual adjustments become a benchmark valued at "0" and will not be reset after applying any template.
3	Strength	Drag the slider to define the strength of all reshaping effects implemented under the Reshape tab.

Transforming the Face

FaceFilter helps you hide a moon-like round face, or transform a small, narrow head for re-spacing the crowded features. You may shape the contours of the jaw line, adjust the size of the head circumference, or even make a perfect oval-shaped face.

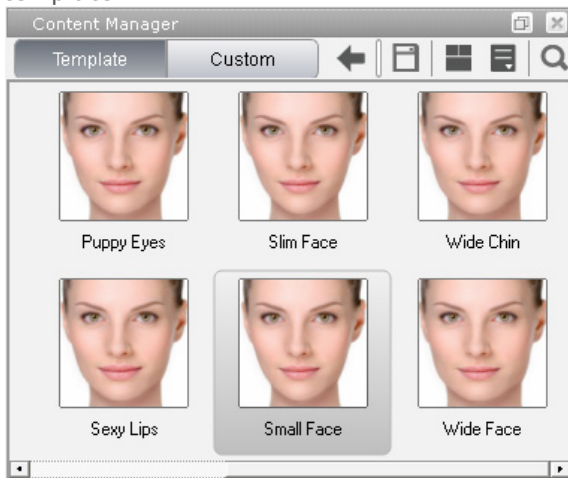
The model in this image has a rather round face. Make sure all the facial features on the image are well-fitted in the **Fitting** tab.



Using Reshaping Templates

You can apply preset effects in the template library to achieve an ideal look instantly.

1. Switch the **Content Manager** to the **Reshape >> 04 Reshaping** library, then double click on a desired template.



2. [Change the viewing method](#) to observe the Before/After difference in the preview window. You may keep, remove, or adjust the strength for the reshaping effect through the [Reshaping Controls](#).



Before applying template.



After applying the **Small Face** template from the **Reshaping** library.

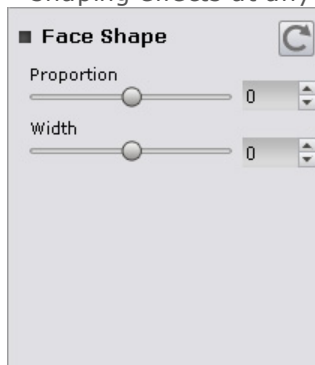
Manually Shaping the Face

In addition to applying any template, you may manually adjust the reshaping effects from zero.

1. Click the **Face Features** button in the **Modify Panel**, and pick the face area shown in the illustration.



2. The corresponding menu will then be displayed with a number of sliders as shown at the bottom half of the panel. You may utilize the [Reshaping Controls](#) to keep, remove, or adjust the strength for all shaping effects at any time.



Proportion



Drag the slider to change the proportion of the face. A positive value shows a wider shape for the lower part of the face, as compared to the upper part. A negative value shows a more narrow shape for the lower part of the face, as compared to the upper part.

Width

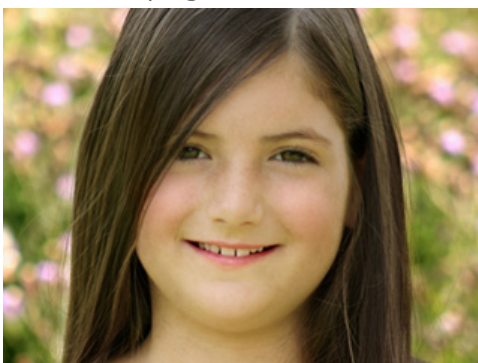


Drag the slider to change the width of the face. A positive value causes the face to become more rounded and wider. A negative value causes the face to become thinner and more narrow.

3. Adjust the **Width** value to make her face appear less round and become more narrow and thinner, or adjust the **Proportion** value to create a narrower shape for the lower part of her face, to slim down the jaw line.



Before shaping



After shaping (**Width: -100**)

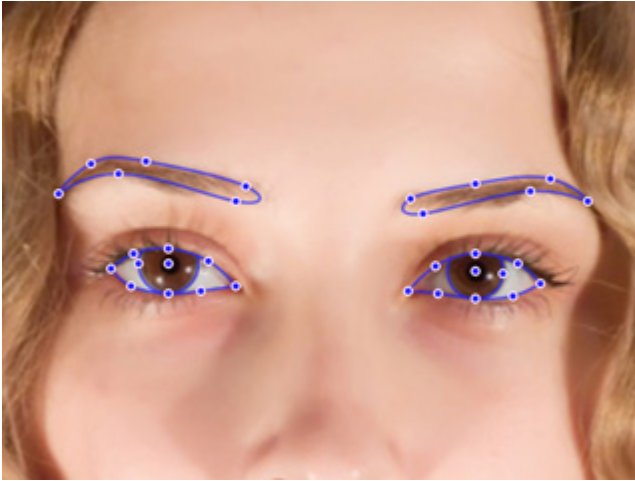


After shaping (**Proportion: -100**)

Transforming the Eyebrows

Eyebrow shaping can do wonders for enhancing overall look and feel. Well-shaped eyebrows help balance the facial features; while styled ones can make you look years younger or more attractive. In **FaceFilter**, you may adjust the space between eyebrows, the length and width, or create unique curves.

The model in this photo has slightly asymmetrical eyebrows. Make sure all the facial features on the image are well-fitted in the **Fitting** tab.



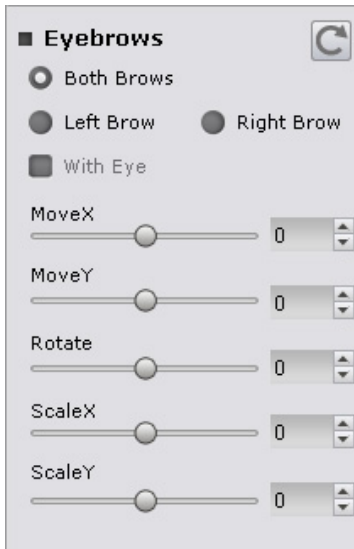
Manually Shaping the Eyebrows

You may manually adjust the reshaping effects to achieve an ideal look.

1. Click the **Face Features** button in the **Modify Panel**, and pick the eyebrows area shown in the illustration.



2. The corresponding menu will then be displayed with a number of options and sliders as shown at the bottom half of the panel. You may utilize the [Reshaping Controls](#) to keep, remove, or adjust the strength for all shaping effects at any time.



3. Check the **Left Brow** box. Then adjust the **MoveY** and **Rotate** values to move the right brow up and rotate it to a position similar to the left one; raise the **ScaleY** value to make the right brow a little curved.



After shaping
(**MoveY**: 50; **Rotate**: 25; **ScaleY**: 50)

4. Check the **With Eye** box, then adjust the **MoveX** value to place the right eye and eyebrow an equal distance from the centerline of the face.



Before shaping

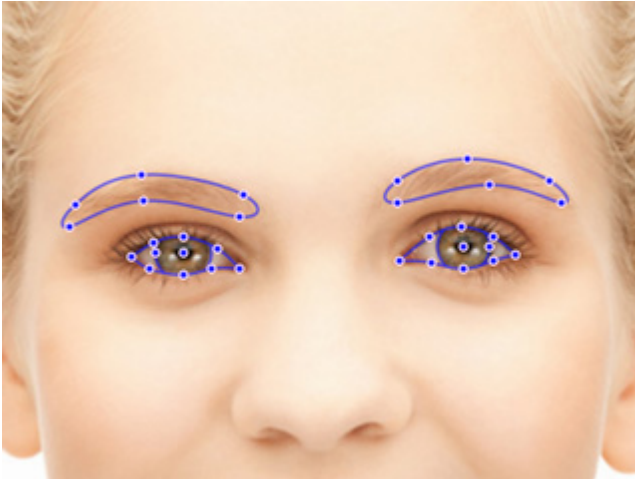


After shaping (**MoveX**: -50)

Transforming the Eyes

FaceFilter helps you open up tired or sleepy eyes, or adjust eye shape to conform to whatever shape or size you think is the most beautiful. You may make a subtle change in the eye shape, give a more symmetrical or balanced look to the eyes, adjust the space between eyes, or change the size of the eyes.

In this photo the model has asymmetrical eyes. Make sure all the facial features on the image are well-fitted in the **Fitting** tab.



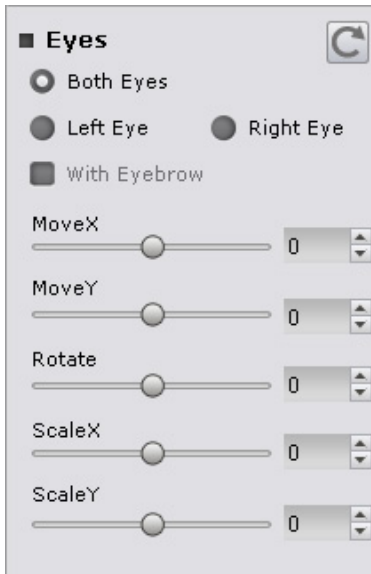
Manually Shaping the Eyes

You may manually adjust the reshaping effects to achieve an ideal look.

1. Click the **Face Features** button in the **Modify Panel**, and pick the eyes area shown in the illustration.



2. The corresponding menu will then be displayed with a number of options and sliders as shown at the bottom half of the panel. You may utilize the [Reshaping Controls](#) to keep, remove, or adjust the strength for all shaping effects at any time.



3. Check the **Left Eye** and **With Eyebrow** boxes. Then adjust the **MoveY** value to align the left eyes and eyebrows to the right ones.



After shaping (**MoveY**: 70)

4. Uncheck the **With Eyebrow** box. Then lower the **MoveY** value to move the left eye down slightly; adjust the **ScaleY** value to make the left eye look the same size as the right eye.



Before shaping

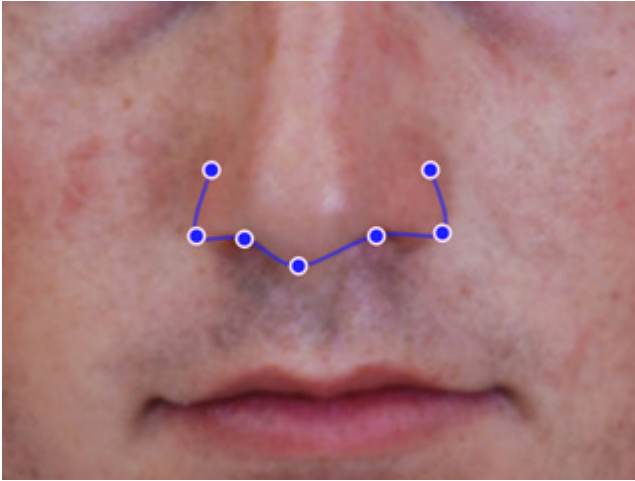


After shaping (**MoveY**: -25; **ScaleY**: 7)

Transforming the Nose

Nose shape is very important when going for a particular look. **FaceFilter** helps you do minor adjustments on the nose, such as correcting a deformed nose (bent or deviated), changing the nose size, or narrowing wide nostrils.

The man in this photo has a slightly crooked nose. Make sure all the facial features on the image are well-fitted in the **Fitting** tab.



Manually Shaping the Nose

You may manually adjust the reshaping effects to achieve an ideal look.

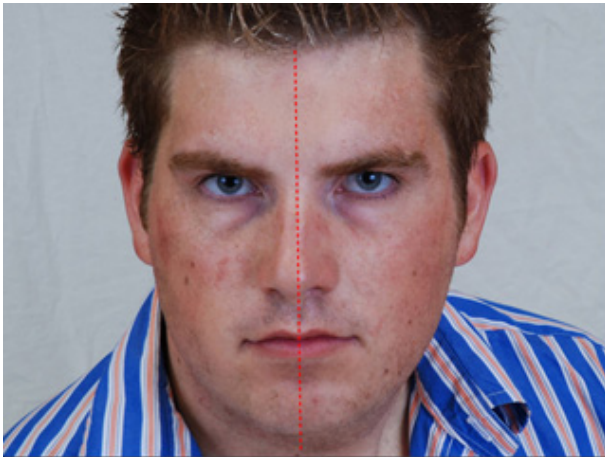
1. Click the **Face Features** button in the **Modify Panel**, and pick the nose area shown in the illustration.



2. The corresponding menu will then be displayed with a number of sliders as shown at the bottom half of the panel. You may utilize the [Reshaping Controls](#) to keep, remove, or adjust the strength for all shaping effects at any time.



3. Adjust the **MoveX** and **Rotate** values to create a more well-aligned nose for the man.



Before shaping



After shaping (**MoveX**: 25; **Rotate**: 10)

Note:

You may align the mouth to the nose as well by [rotating the mouth](#).

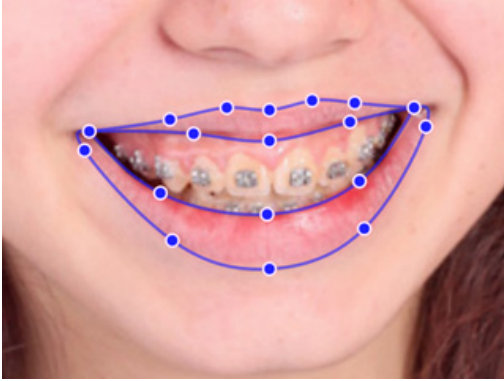


After shaping (**Rotate**: -50)

Transforming the Mouth

By utilizing **FaceFilter**, you can tweak the shape of the lips and mouth to suit your tastes. For example, you can shrink or enlarge the mouth as well as thin out or plump up the lips.

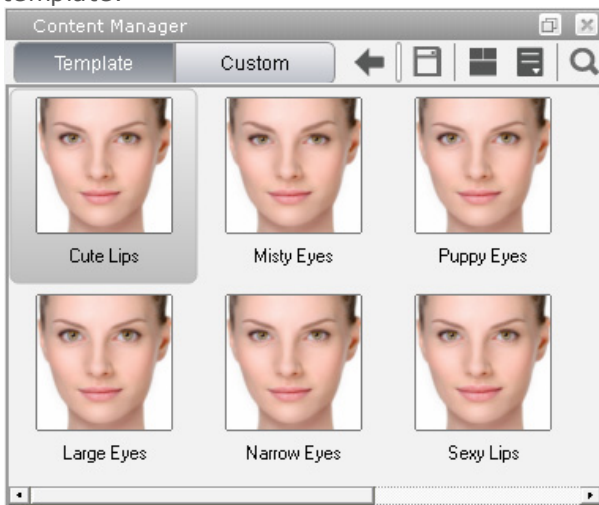
The model in this image has a bit of an exaggerated smile on her face. Make sure all the facial features on the image are well-fitted in the **Fitting** tab.



Using Reshaping Templates

You can apply preset effects in the template library to achieve an ideal look instantly.

1. Switch the **Content Manager** to the **Reshape >> 04 Reshaping** library, then double click on a desired template.



2. [Change the viewing method](#) to observe the Before/After difference in the preview window. You may keep, remove, or adjust the strength for the reshaping effect through the [Reshaping Controls](#).



Before applying template.



After applying the **Cute Lips** template from the **Reshaping** library.

Manually Shaping the Mouth

In addition to applying a template, you may manually adjust the reshaping effects from zero.

1. Click the **Face Features** button in the **Modify Panel**, and pick the mouth area shown in the illustration.



2. The corresponding menu will then be displayed with a number of sliders as shown at the bottom half of the panel. You may utilize the [Reshaping Controls](#) to keep, remove, or adjust the strength for all shaping effects at any time.



3. Adjust the **ScaleX** and **ScaleY** values to shrink and balance the mouth to the rest of the face.



Before shaping

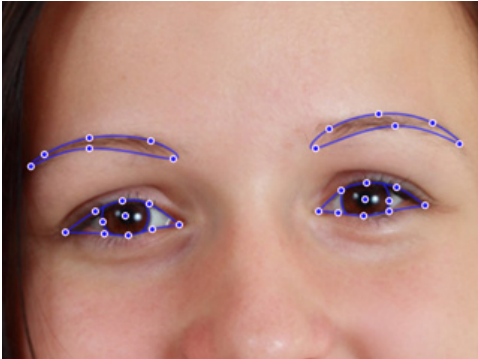


After shaping (**ScaleX**: -50; **ScaleY**: -100)

Adjusting Muscles around the Eyes and Eyebrows

Eyes and eyebrows constitute a major part of one's facial expression, and can provide important clues to one's age, character, and mood or intention. **FaceFilter** helps you fine-tune the surrounding muscles to improve eye expressions or restore a more youthful and energetic look.

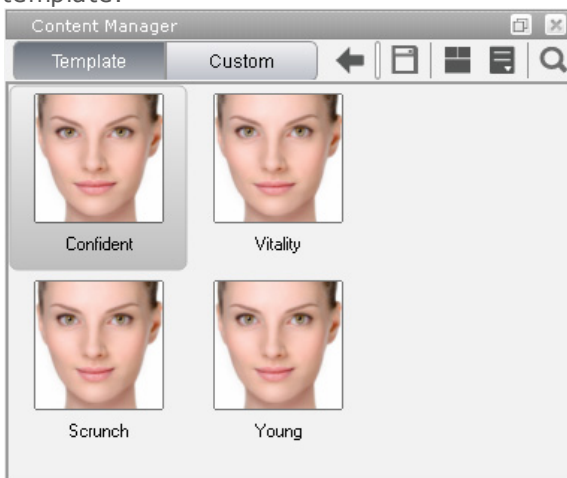
The girl in this image has rather droopy eyes which we're going to adjust. Make sure all the facial features on the image are well-fitted in the **Fitting** tab.



Using Face Lift Templates

You can apply preset effects in the template library to achieve an ideal look instantly.

1. Switch the **Content Manager** to the **Reshape >> 02 Face Lift** library, then double click on a desired template.



2. [Change the viewing method](#) to observe the Before-After difference in the preview window. You may keep, remove, or adjust the strength for the reshaping effect through the [Reshaping Controls](#).



Before applying template.

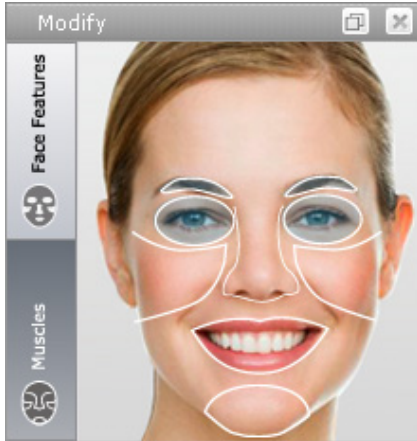


After applying the **Confident** template from the **Face Lift** library.

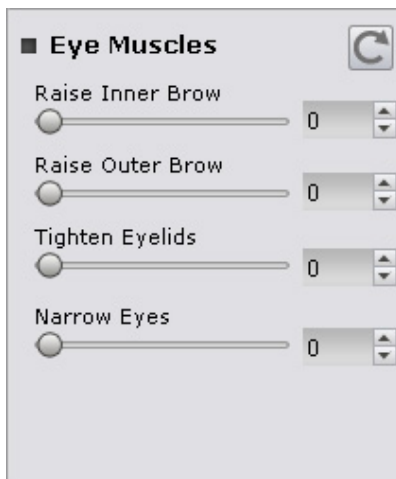
Manually Creating Expressions with the Eyes and Eyebrows

In addition to applying any template, you may manually adjust the reshaping effects from zero.

1. Click the **Muscles** button in the **Modify Panel**, and pick the eyes and eyebrows area shown in the illustration.



2. The corresponding menu will then be displayed with a number of sliders as shown at the bottom half of the panel. You may utilize the [Reshaping Controls](#) to keep, remove, or adjust the strength for all shaping effects at any time.



Tighten Eyelids



Drag the slider to tighten up the eyelids, which can affect muscles around the outer eyelids.

Narrow Eyes



Drag the slider to narrow the eyes, which can affect muscles around the upper eyelids.

3. Adjust the **Raise Outer Brow** and **Tighten Eyelids** values to lift the drooping eyelids and make the girl appear more energetic.



Before adjusting

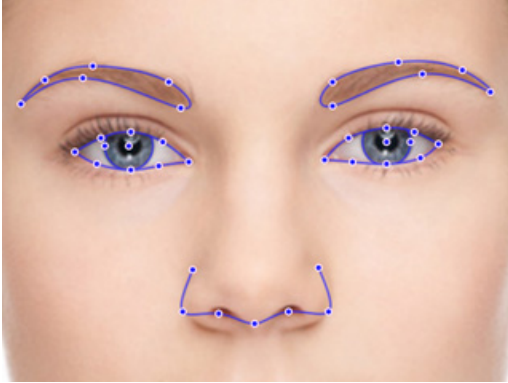


After adjusting
(**Raise Outer Brow**: 75; **Tighten Eyelids**: 40)

Adjusting Muscles around the Nose

The nose can also convey emotional information. It helps create expressions such as disgust or refusal.

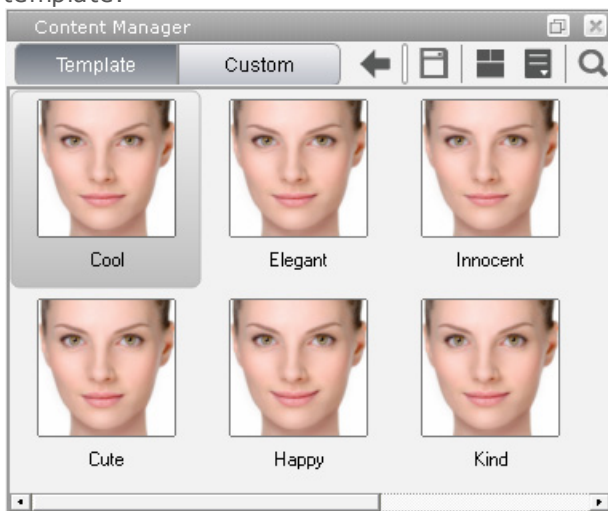
This photo has a neutral facial expression. Make sure all the facial features on the image are well-fitted in the **Fitting** tab.



Using Expression Templates

You can apply preset effects in the template library to achieve an ideal look instantly.

1. Switch the **Content Manager** to the **Reshape >> 03 Expression** library, then double click on a desired template.



2. [Change the viewing method](#) to observe the Before/After difference in the preview window. You may keep, remove, or adjust the strength for the reshaping effect through the [Reshaping Controls](#).



Before applying template.

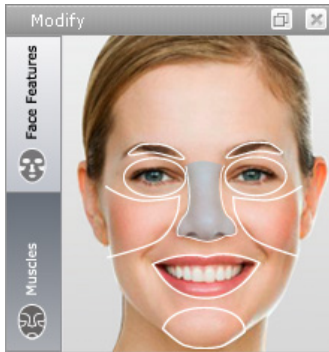


After applying the **Cool** template from the **Expression** library.

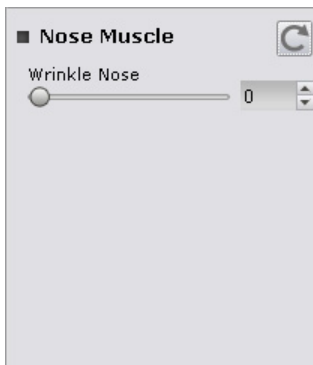
Manually Creating Expressions with the Nose

In addition to applying a template, you may manually adjust the reshaping effects from zero.

1. Click the **Muscles** button in the **Modify Panel**, and pick the nose area shown in the illustration.



2. The corresponding menu will then be displayed with a slider as shown at the bottom half of the panel. You may utilize the [Reshaping Controls](#) to keep, remove, or adjust the strength for all shaping effects at any time.

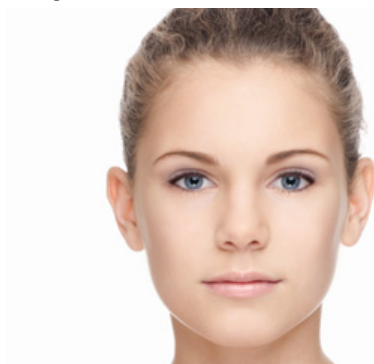


Wrinkle Nose

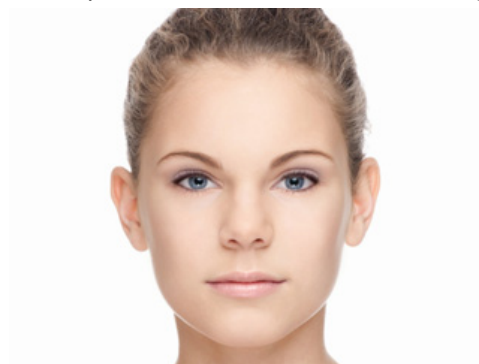


Drag the slider to wrinkle up the nose, which can affect muscles around the eyes and eyebrows as well.

3. Adjust the **Wrinkle Nose** value to wrinkle up the nose and show some disgust.



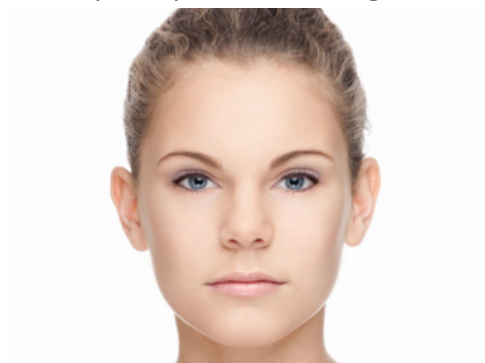
Before adjusting



After adjusting (**Wrinkle Nose: 50**)

Note:

You may droop the mouth edges as well by [moving the mouth muscles](#).

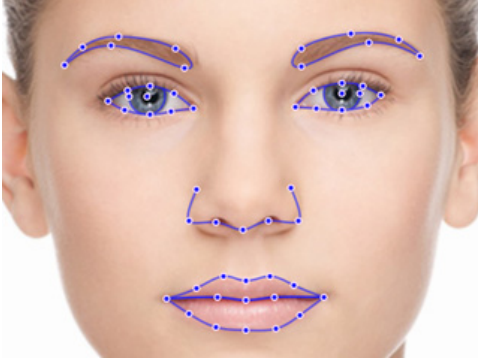


After adjusting (**Droop Mouth Edges: 25**)

Adjusting Muscles around the Cheeks and Nasolabial Folds

Stretching the cheeks can help release stress and tension in the face. By adjusting the nasolabial muscles, you may also create negative expressions such as disgust, disdain, or sneering with **FaceFilter**.

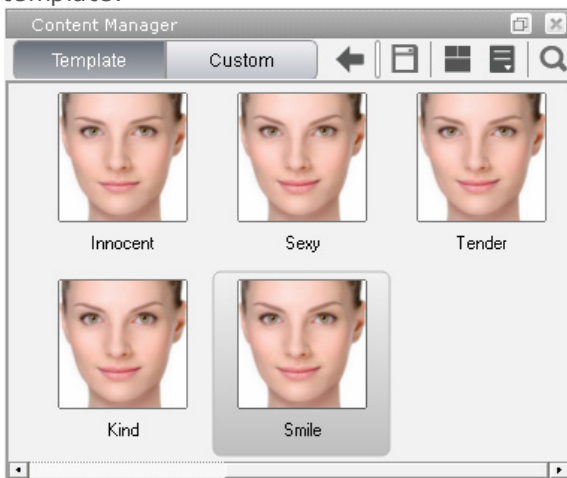
Here is a photo with a neutral facial expression. Make sure all the facial features on the image are well-fitted in the **Fitting** tab.



Using Expression Templates

You can apply preset effects in the template library to achieve an ideal look instantly.

1. Switch the **Content Manager** to the **Reshape >> 03 Expression** library, then double click on a desired template.



2. [Change the viewing method](#) to observe the Before/After difference in the preview window. You may keep, remove, or adjust the strength for the reshaping effect via the [Reshaping Controls](#).



Before applying template.



After applying the **Smile** template from the **Expression** library.

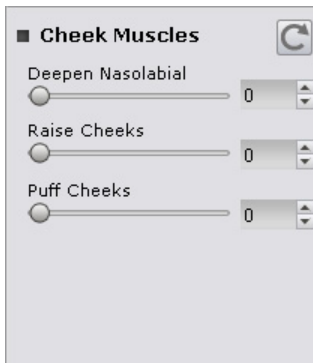
Manually Creating Expressions with the Cheeks

In addition to applying any template, you may manually adjust the reshaping effects from zero.

1. Click the **Muscles** button in the **Modify Panel**, and pick the cheeks and nasolabial folds area shown in the illustration.



2. The corresponding menu will then be displayed with a number of sliders as shown at the bottom half of the panel. You may utilize the [Reshaping Controls](#) to keep, remove, or adjust the strength for all shaping effects at any time.



Deepen Nasolabial



Drag the slider to deepen the nasolabial folds, which can affect muscles between the nose and upper lip.

Raise Cheeks



Drag the slider to raise the cheeks, which can affect muscles around the lower eyelids.

Puff Cheeks



Drag the slider to puff up the cheeks, which can affect muscles around the mouth corners.

3. Adjust the **Puff Cheeks** value to raise the mouth corners and give a slight smile.



After adjusting (**Puff Cheeks**: 25)

4. Adjust the **Raise Cheeks** value as well to raise the lower eyelids and make a happy face.



Before adjusting

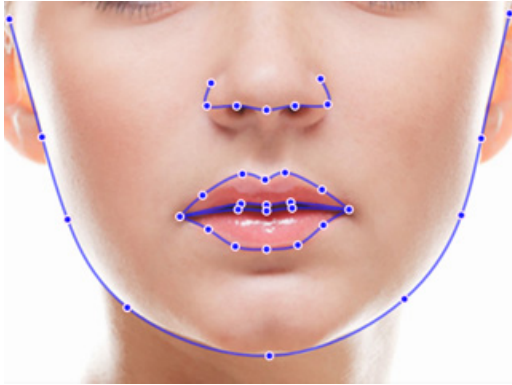


After adjusting (**Raise Cheeks**: 50)

Adjusting Muscles around the Mouth

When decoding emotional expressions, the mouth can also give clues, just like the eyes. In **FaceFilter**, you may adjust the surrounding muscles to create different mood effects such as delight, anger, sorrow, or happiness.

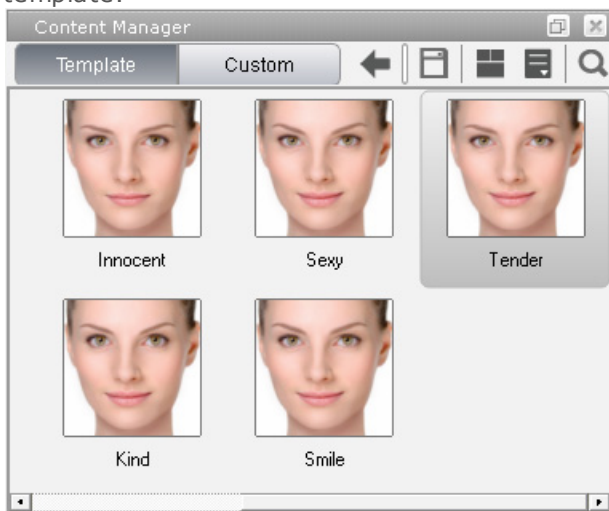
Given a woman with less facial expression on the photo. Make sure all the facial features on the image are well-fitted in the **Fitting** tab.



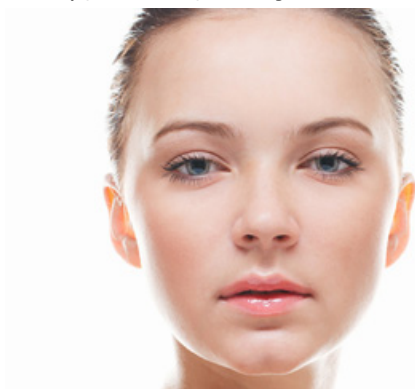
Using Expression Templates

You can apply preset effects in the template library to achieve an ideal look instantly.

1. Switch the **Content Manager** to the **Reshape >> 03 Expression** library, then double click on a desired template.



2. [Change the viewing method](#) to observe the Before/After difference in the preview window. You may keep, remove, or adjust the strength for the reshaping effect through the [Reshaping Controls](#).



Before applying template.

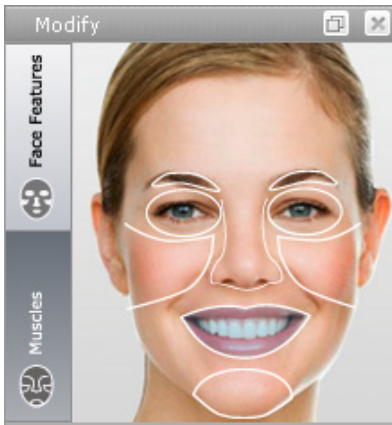


After applying the **Tender** template from the **Expression** library.

Manually Creating Expressions with the Mouth

In addition to applying any template, you may manually adjust the reshaping effects from zero.

1. Click the **Muscles** button in the **Modify Panel**, and pick the mouth area shown in the illustration.



2. The corresponding menu will then be displayed with a number of sliders as shown at the bottom half of the panel. You may utilize the [Reshaping Controls](#) to keep, remove, or adjust the strength for all shaping effects at any time.



Raise Upper Lip



Drag the slider to raise the upper lip, which can affect muscles around the nose.

3. Adjust the **Pucker Lips** value to pucker the lips as if your model is ready for a kiss.



Before adjusting

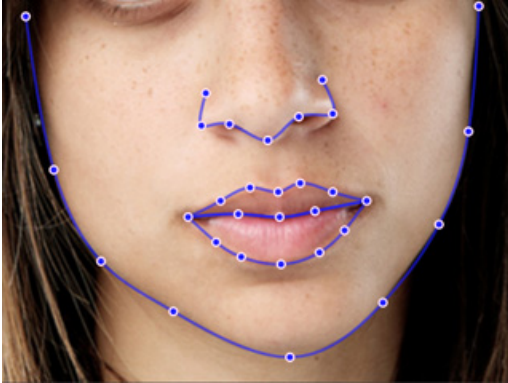


After adjusting (**Pucker Lips: 75**)

Adjusting Muscles around the Chin

The chin can convey some negative emotional information. **FaceFilter** allows you to create subtle emotions like anger, anguish, or pretending along with other features on the face.

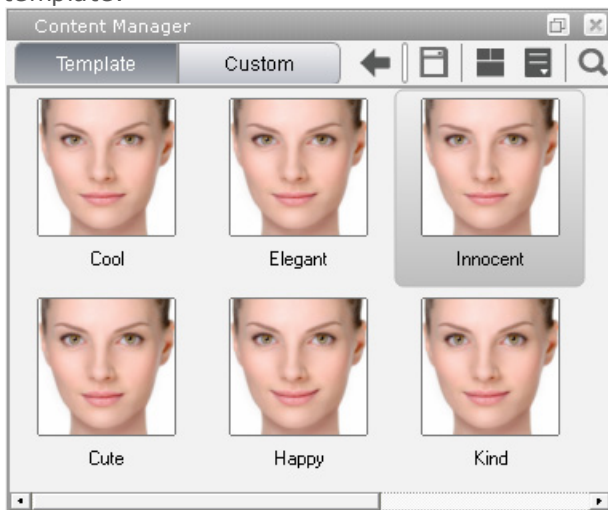
Given a photo with less facial expression. Make sure all the facial features on the image are well-fitted in the **Fitting** tab.



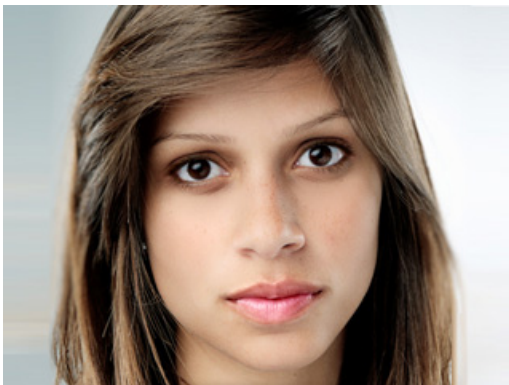
Using Expression Templates

You can apply preset effects in the template library to achieve an ideal look instantly.

1. Switch the **Content Manager** to the **Reshape >> 03 Expression** library, then double click on a desired template.



2. [Change the viewing method](#) to observe the Before-After difference in the preview window. You may keep, remove, or adjust the strength for the reshaping effect through the [Reshaping Controls](#).



Before applying template.

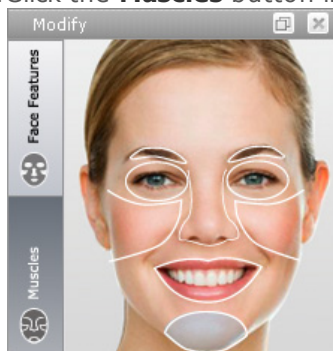


After applying the **Innocent** template from the **Expression** library.

Manually Creating Expressions with the Chin

In addition to applying any template, you may manually adjust the reshaping effects from zero.

1. Click the **Muscles** button in the **Modify Panel**, and pick the chin area shown in the illustration.



2. The corresponding menu will then be displayed with a slider as shown at the bottom half of the panel. You may utilize the [Reshaping Controls](#) to keep, remove, or adjust the strength for all shaping effects at any time.

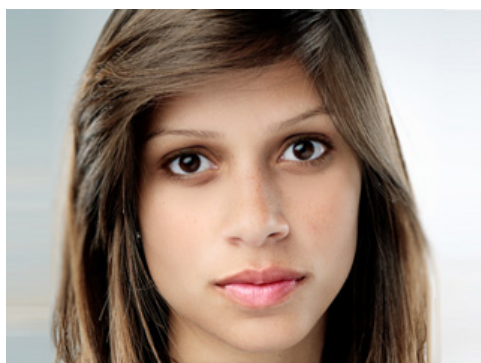


Raise Chin

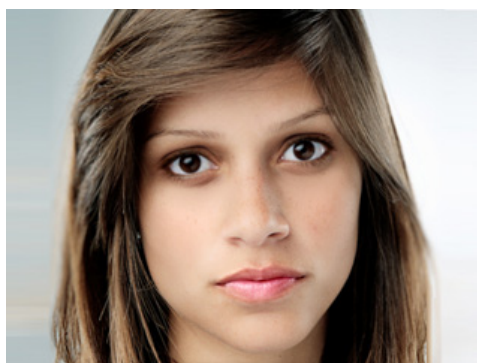


Drag the slider to raise the chin up, which can affect muscles around the lower lip.

3. Adjust the **Raise Chin** value to pout out the lower lip for an innocent look.



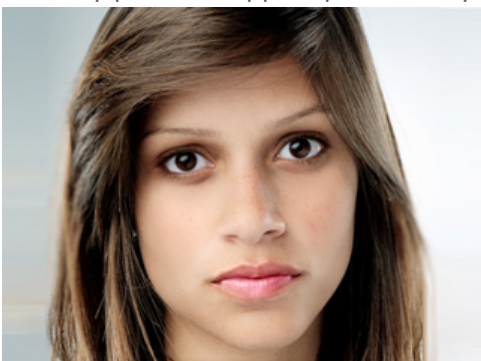
Before adjusting



After adjusting (**Raise Chin: 50**)

Note:

You may pout the upper lip as well by [deepening the nasolabial folds](#).



After adjusting (**Deepen Nasolabial: 25**)

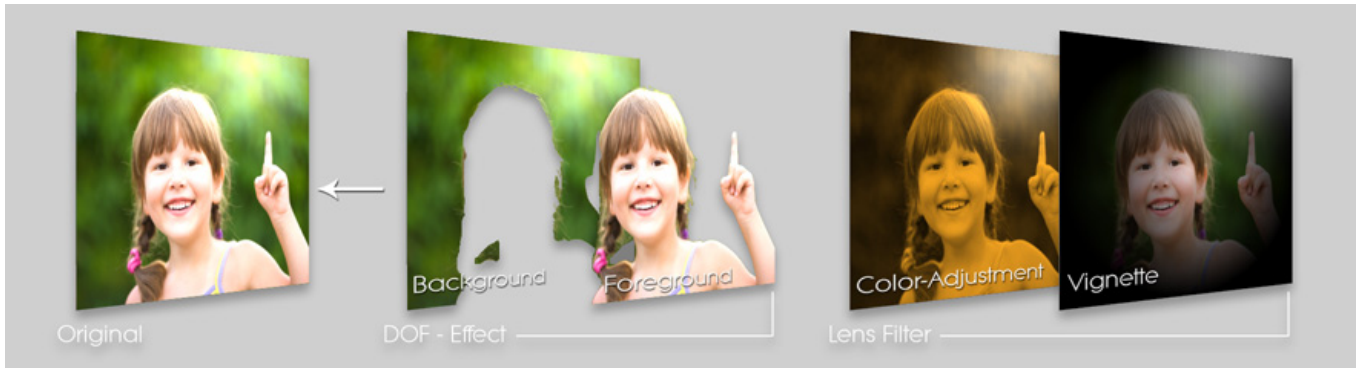


FaceFilter 3 User Manual

Overall Effects

Layers of Effects

FaceFilter provides overall **Effect** tools for your photos. The **Effect** tools include **Lens Filter** and **DOF Effect**, which can be individually applied to the photos in a layer-based concept. These features allow your photo to look more eye-catching and professional.



Lens Filter

This layer includes **Vignette** and **Color Adjustment**. The **Vignette** applies dark corners to the photo for drawing attention to the center, and the overall **Color Adjustments** can be applied to change the entire color of the photo. By editing the mask, the color adjustments can be applied to specified areas on the photo.

Please refer to the [Using Lens Filter](#) section for more information.

DOF Effect

This layer helps you divide the photo into **Foreground** and **Background** areas by using the mask-editing process. With this process, you are able to determine the **Sharpness** of the **Foreground**, and the **Blurriness (De-focus)** of the **Background**. Furthermore, it is convenient with this process allows you to easily change the colors of the foreground and background separately.

Please refer to the sections below for more information:

- [Separating Photo into Foreground and Background](#)
 - [DOF Effect](#)
 - [Post-refocusing Effect](#)
 - [Selective Color Effect](#)
 - [Making De-focused Background Gradient](#)
 - [Styling Background with Bokeh](#)

Using Lens Filter

FaceFilter provides basic post-effects with lens filters. You can apply a **Vignette** effect or adjust the **Color Balance**, **Brightness/Contrast**, **Hue/Saturation** of the entire photo or just certain parts. Please note that the **Mask Editing** skill only affects the color adjustments but not the **Vignette** effect.

Vignette Effect

The **Vignette** effect can be used to apply a dark peripheral area to the photo in order to fade out the corners, frame the photo, and draw the viewer's attention to the image center.

1. You may optionally beautify the faces in the photo in advance.



2. Go to the **Effect >> Lens Filter** page.
3. Activate the **Vignette** check box.



4. Increase the **Level** value by dragging the corresponding slider.



Level: -50



Level: 20

5. Drag the **Size** slider to determine the level at which you want the corners of the photo to be faded out.



Size: 100

6. Use the **Ratio Width** and **Ratio Height** to create an oval instead of circle vignette shape in order to fit the resolution of the photo.



Ratio Width: -70
Ratio Height: 0



Ratio Width: 0
Ratio Height: -70
(Eye shape)

You may also adjust the sliders in the **Color Balance**, **Brightness / Contrast** and **Hue / Saturation** sections to apply overall effects to the photo. By [utilizing masking](#), the effects of the photo can be dramatized, which increases the attractiveness of the photo.

Adjusting Colors with Mask

1. You may optionally beautify the faces in the photo in advance.



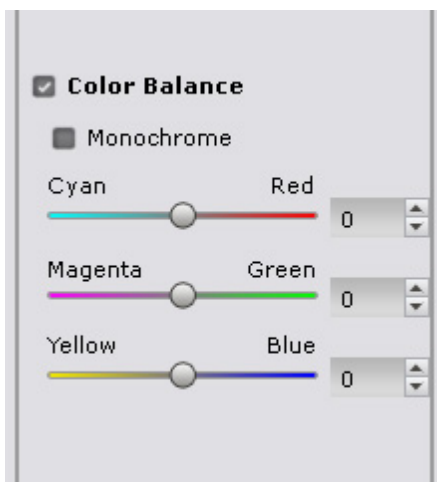
2. Go to the **Effect >> Lens Filter** page.

3. Click the **Mask**  button on the tool bar.

4. [Edit the mask.](#)

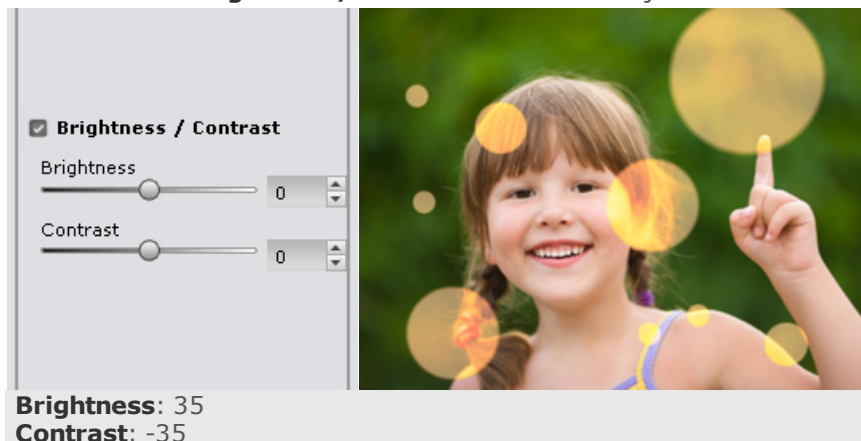


5. Activate the **Color Balance** checkbox. Adjust the sliders in this section

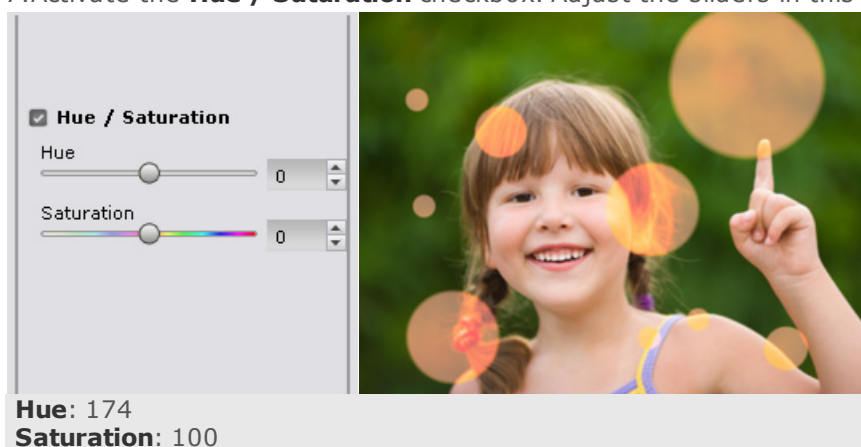


Cyan / Red: 78
Magenta / Green: 12
Yellow / Blue: -99

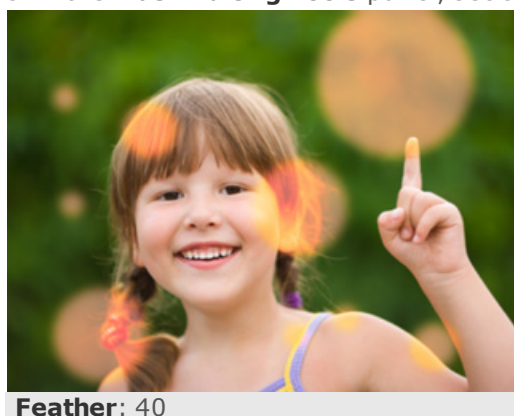
6. Activate the **Brightness / Contrast** checkbox. Adjust the sliders in this section



7. Activate the **Hue / Saturation** checkbox. Adjust the sliders in this section



8. In the **Mask Editing Tools** panel, set the **Feather** value to blur the edges of the mask.



9. Optionally apply the **Vignette** effect to dramatize the photo even more.



Separating Photo into Foreground and Background

By separating the photo into foreground and background with the **DOF (Depth of Field) Effect** feature provided by **FaceFilter**, you are able to transform a common photo without much DOF effect into a photo that seems like it was taken with a high-end camera and lens; By deliberately setting the foreground and background, the photos can be refocused, and the selective color effect is able to be applied to the photos as well.

Separating the Foreground and Background

You can separate the photo into foreground and background areas via the [Mask Editing](#) technique.

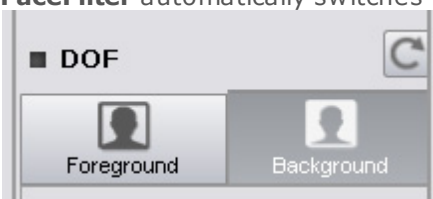
1. Load a photo and switch to the **Effect** tab.



2. Click the **DOF Effect** button in the **Modify** panel.



3. **FaceFilter** automatically switches to the **Background** tab in the **DOF** section.



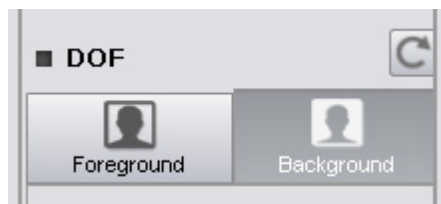
4. Click the **Mask Tool**  button to show the panel.




5. Define the foreground and background areas by following the steps below :

Defining Foreground Areas in Background Tab

a. By default, the entire photo is set as **Background**.

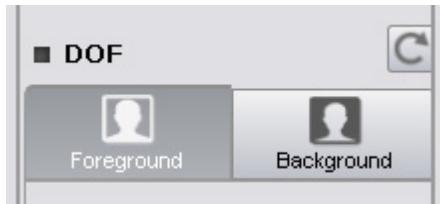



b. Select the **Eraser**  tool and erase the areas that you want to set as **Foreground** (The red areas remain the background in the following illustration).



Defining Foreground Areas in Foreground Tab

- a. Click the **Foreground** tab to switch to the **Foreground** mode (By default, there is not any foreground mask).



- b. Select the **Brush**  tool and paint the areas that you want to set as **Background** (The red area is defined to be the foreground in the following illustration).



After you learn how to separate the photo into foreground and background, please refer to the sections below for more information about applying the special effects to the photos.

- [DOF Effect](#)
- [Post-refocusing Effect](#)
- [Selective Color Effect](#)
- [Making De-focused Background Gradient](#)
- [Styling Background with Bokeh](#)

DOF Effect

The photos taken from common cameras are usually flat without dimension because of the lack of **DOF** (Depth of Field) options for the lens. However, a good lens is not always that affordable. With the **DOF Effect** provided by **FaceFilter**, you are able to transform a common photo without much DOF effect into a photo that seems like it was taken with a high-end camera and lens.



The original photo without DOF effect
(The entire photo is flat and slightly out of focus)



With DOF effect applied
(The foreground is sharpened while the background is intentionally made blurrier)

Creating the DOF Effect

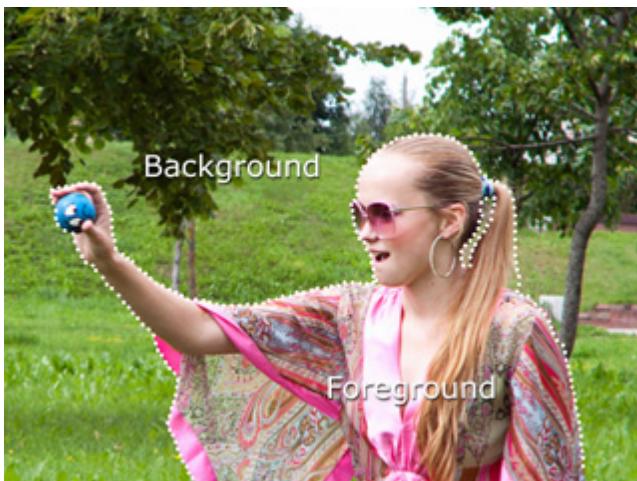
1. Prepare a photo. Optionally perform the tasks for the **Makeover** or **Reshape** if you want to enhance the face (if any) in the photo.



2. Switch to the **Effect** tab and click the **DOF Effect** button.

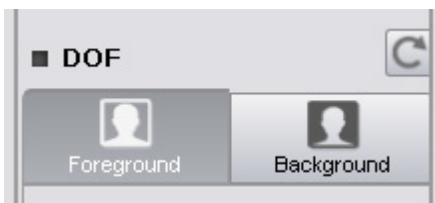


3. Separate the photo into foreground and background areas.



Sharpen the Foreground

4. Switch to the **Foreground** tab.



5. Activate the **Sharpen** check box and drag the **Level** slider to determine the strength of the sharpen effect.



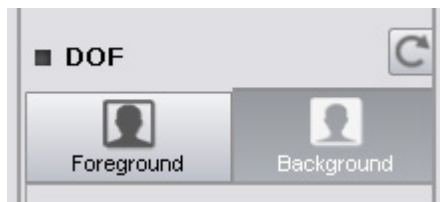
The original photo
(a little bit out of focus).



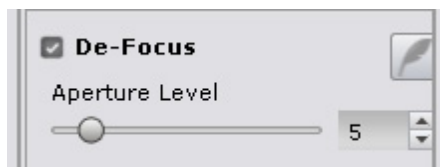
Sharpen Level: 25
(The foreground is sharpened).

De-focus the Background

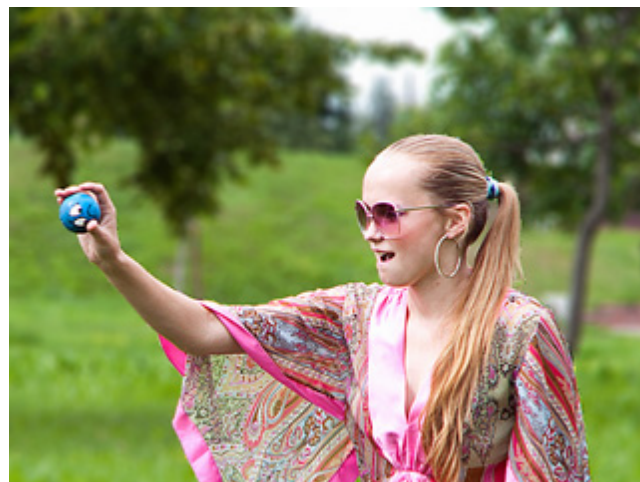
6. Switch to the **Background** tab.



7. Activate the **De-Focus** check box and drag the **Aperture Level** slider to determine the strength of the background blur.



The photo with sharpened foreground and original background.



Aperture Level: 10
(The background is blurred).

Fine-tuning the Mask

After the **DOF** is done by via the masking method, you may find some defects at the edges of the foreground and background. You are able to use the **Brush** tool to modify the mask, or you may use the **Feather Tools** to fine-tune the entire mask edges.



1. Click the **Feather Tools**  button to open the **Feather Tools** panel.



2. Adjust the edges of the mask in either **Foreground** or **Background** modes by using the **Feather** and **Contract / Expand** sliders.



The distance between the mask and the edge of the foreground causes the imperfection.



After being adjusted with the **Feather Tool**.
Feather: 2
Expand: 2

3. Click the **OK** button and the mask edges are optimized, which makes the **DOF** effect even better.



Post-refocusing Effect

By using a common digital camera, the photos you taken may be dull and flat without any spatial depth sensation. You are able to use the **DOF Effect** to post-refocus the photo to append space depth to the photos.



The original photo without DOF effect (The entire photo is flat and slightly out of focus)



Photos with **DOF Effect** applied (The foreground and background are set to different objects in the photos)



Post-refocusing the Photo

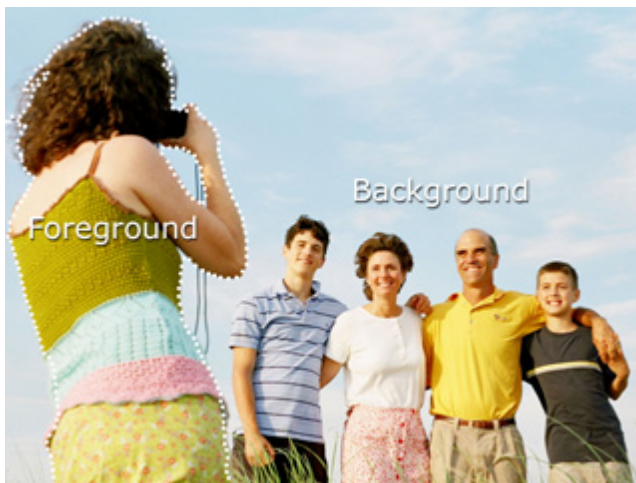
1. Prepare a photo. Optionally perform the tasks for the **Makeover** or **Reshape** if you want to enhance the face (if any) in the photo.



2. Switch to the **Effect** tab and click the **DOF Effect** button.



3. Separate the photo into foreground and background areas.



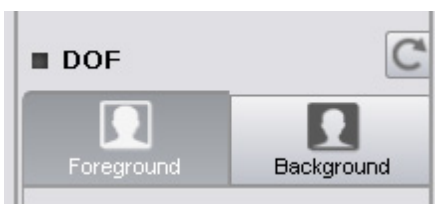
The foreground mask is set to the foreground objects.



Inversely set the foreground mask to the background objects.

Sharpen the Foreground

4. Switch to the **Foreground** tab.



5. Activate the **Sharpen** box.

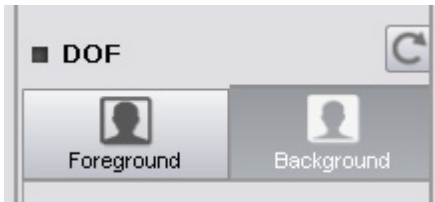


6. Drag the **Level** slider to determine the strength of the sharpness for the foreground.

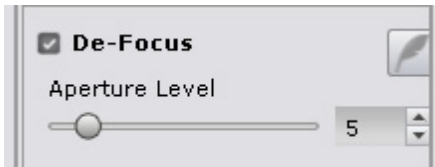


De-focus the Background

7. Switch to the **Background** tab.



8. Activate the **De-Focus** box.



9. Drag the **Aperture Level** slider to determine the strength of the softness for the background.



The background object (covered with the background mask) is blurred.



The foreground objects (covered with the background mask) are blurred.

Selective Color Effect

You may frequently see photos that are black and white while a specific part in the photo contains color. This can be done by using a specific lens filter mounted to a high-end camera. However, if the lens filter is not affordable, you may use the **DOF Effect** in **FaceFilter** to create this kind of effect.

By separating photos into **Foreground** and **Background** with a mask, you are able to create a special effect called **Selective Color**. This effect is a technique that causes most of a photo to be converted into grayscale, while specified areas remain colored, especially the main object you want to emphasize.



The original photo without DOF effect
(The entire photo is colorful)



With DOF effect applied
(The foreground color is designated while
the background is black and white)

Selective Color Effect

1. Prepare a photo. Optionally perform the tasks for the **Makeover** or **Reshape** if you want to enhance the face (if any) in the photo.



2. Switch to the **Effect** tab and click the **DOF Effect** button.

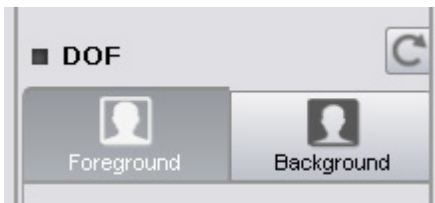


3. [Separate the photo into foreground and background](#) areas as described in the previous section.

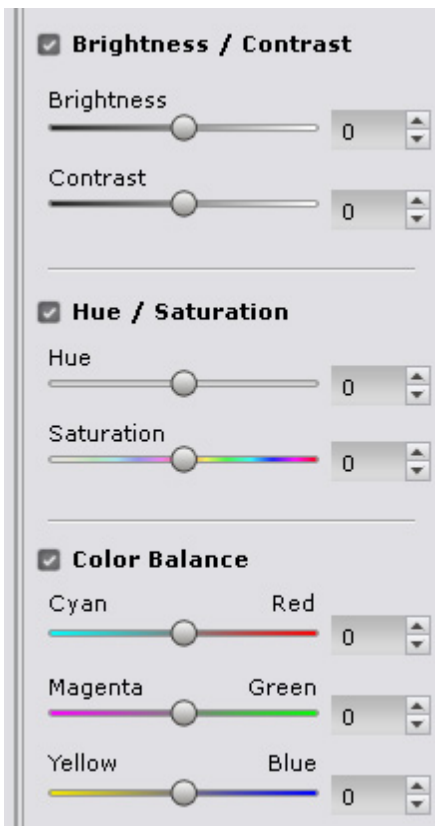


Enhancing Foreground Color

4. Switch to the **Foreground** tab.



5. Activate one or all of the **Brightness / Contrast**, **Hue / Saturation**, or **Color Balance** check boxes.

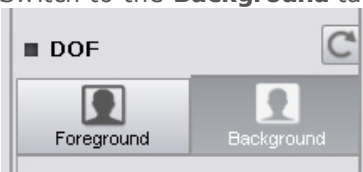


6. Drag the sliders to enhance the color of the foreground.

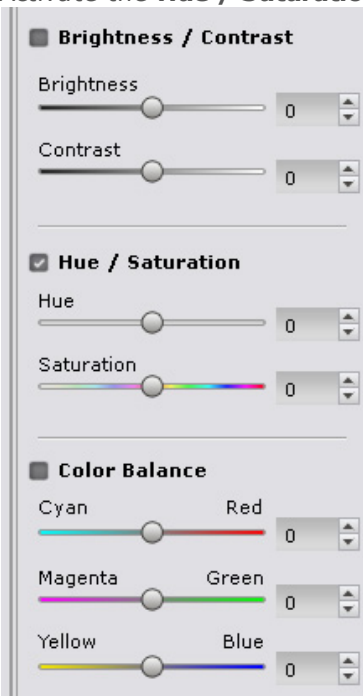


Set Background to Black and White

7. Switch to the **Background** tab.



8. Activate the **Hue / Saturation** check box.



9. Drag the **Saturation** slider to the left end (value = -100).



Making an Unfocused Background Gradient

After applying the [DOF Effect](#) to a photo, the foreground will always be surrounded by an unfocused (blurred) background. This result is ideal most of the time. However, if there is an extended plane, such as the floor, ground or the table with the foreground object on it, the surrounding blurry background will be inadequate, because it creates a false impression of image depth.



The original photo without DOF effect



Everything excepts the foreground object is de-focused.

FaceFilter provides a **Background Gradient** feature so that the defocused background can be gradually from fully-blurred to none-blurred.



The gradual blur effect makes the depth of the photo more convincing.

Making an Unfocused Background Gradient

Applying DOF Effect to the Photo

1. Load a photo and switch to the **Effect** tab.



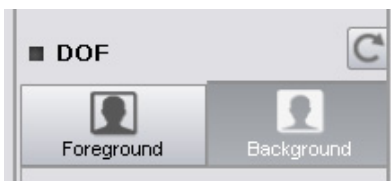
2. Click the **DOF Effect** button in the **Modify** panel.



3. [Separate the photo](#) into foreground and background areas.



4. Make sure that you switch to the **Background** tab in the **DOF** section.

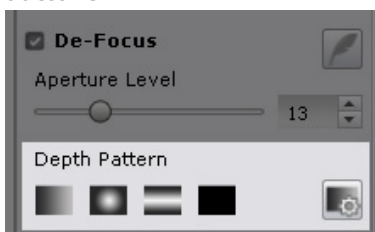


5. Activate the **De-Focus** check box and drag the **Aperture Level** slider to determine the strength you want the background to be de-focused.



Selecting an Ideal Gradient Pattern

6. After the **DOF Effect** is applied, pick an ideal gradient pattern by clicking on one of the **Depth Pattern** buttons.



Linear (Vertical by default)



Radial



Reflected




Flat (Default Pattern)

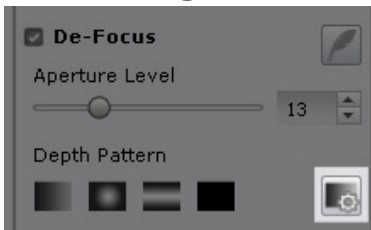
Adjusting the Gradient Pattern

After the **Gradient Pattern** is chosen, the unfocused result may not match the photo because of the positioning of different objects in the photo. Therefore, you'll need to adjust the pattern to optimize the result.

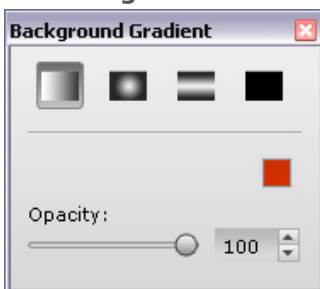
1. Make sure you have determined the gradient pattern for the photo (in this case, the **Linear** pattern is chosen).



2. Switch the **Preview Window** to the **After** mode by clicking the **Multi-View**  button.
3. Click the **Background Gradient** button under the **Depth Pattern** group.



4. The **Background Gradient** panel will show.

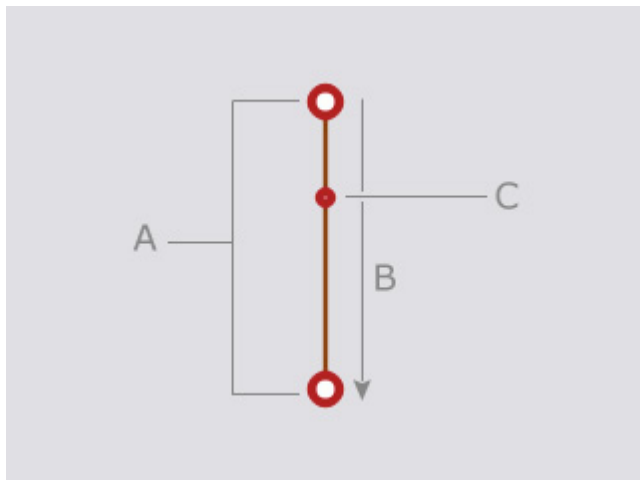


5. You may find gradient meter, consisting of a line and a series of circles or points, shown on the **Preview Window**.





Linear Meter



Dragging the line may move the entire meter.

A. **Fully-blurred or Non-blurred Points:** The areas beyond these two points can be fully-blurred or non-blurred.

B. **Gradient Range:** The area of the photo within this range will auto-generate the gradient blur.

C. **Half-blurred Points:** This point determines the half-blurred position within the gradient range.



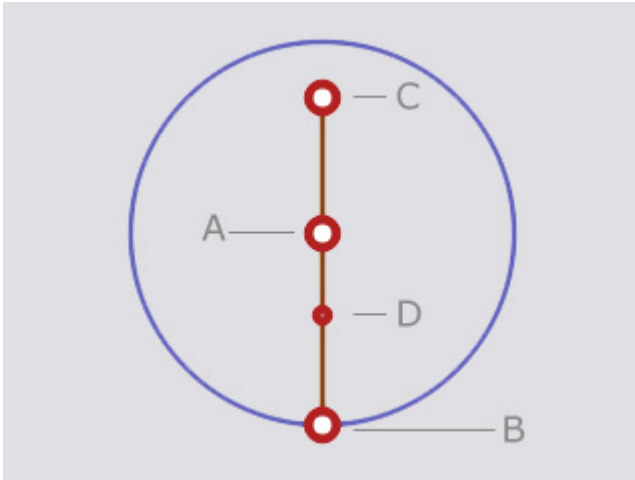
Original photo



Applied with **Linear DOF Effect**



Radial Meter



Dragging the line or the circle may move the entire meter.

A. **Position Point:** Drag this point to relocate the entire meter.

B. **Fully-blurred Point:** This point determines the size of the blue circled area. The areas outside of the circle are fully-blurred.

C. **Non-blurred Point:** The area under this point is not given a blur effect. Drag it to make the clearest point of the photo varying distances from the center of the blue circle.

D. **Half-blurred Points:** This point determines the half-blurred position within the gradient range.

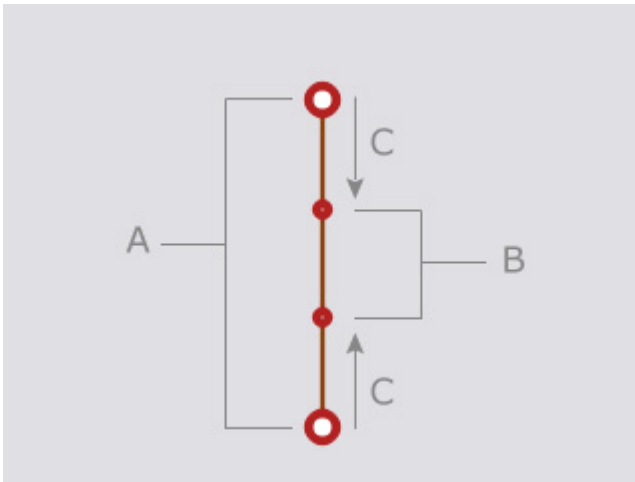


Original photo

Applied with **Radial DOF Effect**



Reflected Meter

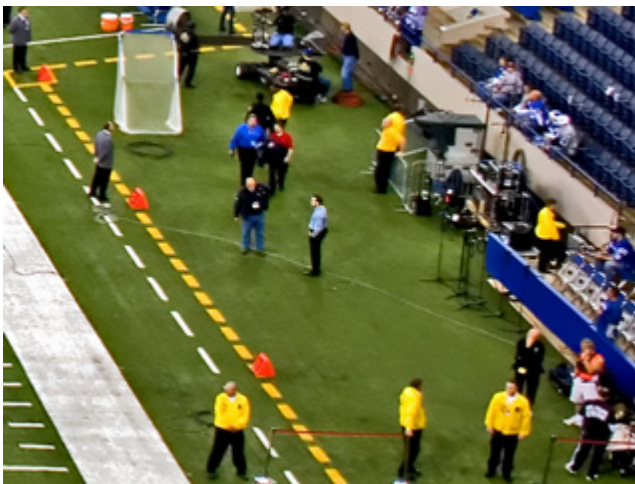


Dragging the line may move the entire meter.

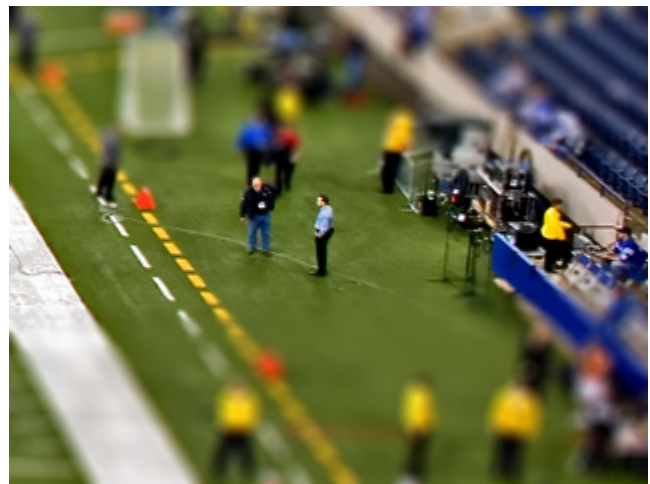
A. **Fully-blurred Points:** The areas beyond these two points will have a fully-blurred effect.

B. **Non-blurred Points:** The areas between these two points are not given a blurred effect.

C. **Gradient Ranges:** The areas of the photo within these ranges will auto-generate gradient blur.



Original photo



Applied with **Reflected DOF Effect** to create a miniature sensation

6. Drag the points to modify the gradient pattern to optimize the result.



Drag the point to have the gradient direction follow the ground.



The de-focus effect is optimized to match the spatial sensation of the photo.

Styling Background with Bokeh

After applying the [DOF Effect](#) to a photo, the background can be given various [out-of-focus patterns](#). In addition to the patterns, you are able to style the unfocused areas to create a glittering effect with a designated shape. This technique is called **Bokeh** (pronounced as [bo] in *bold* and [kə] in *casino*, stress on *Bo*) effect.

Using Bokeh Effect to Background

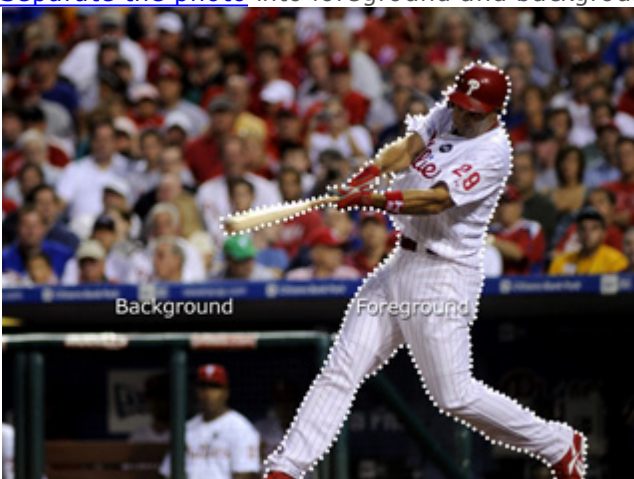
1. Load a photo and switch to the **Effect** tab.



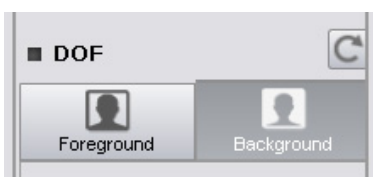
2. Click the **DOF Effect** button in the **Modify** panel.



3. [Separate the photo](#) into foreground and background areas.



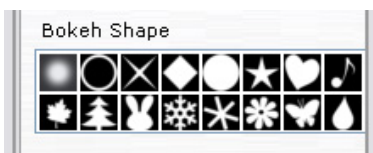
4. Make sure that you switch to the **Background** tab in the **DOF** section.



5. Activate the **De-Focus** check box.



6. Select one of the shapes from the **Bokeh Shape** list (by default, the first one, *basic*, is selected).



The background, especially the highlighted area, will be styled with the **Bokeh** shape.



7. Drag the **Aperture** slider to determine the strength of the **Bokeh** shape.



Aperture: 10 (less **Bokeh** effect)

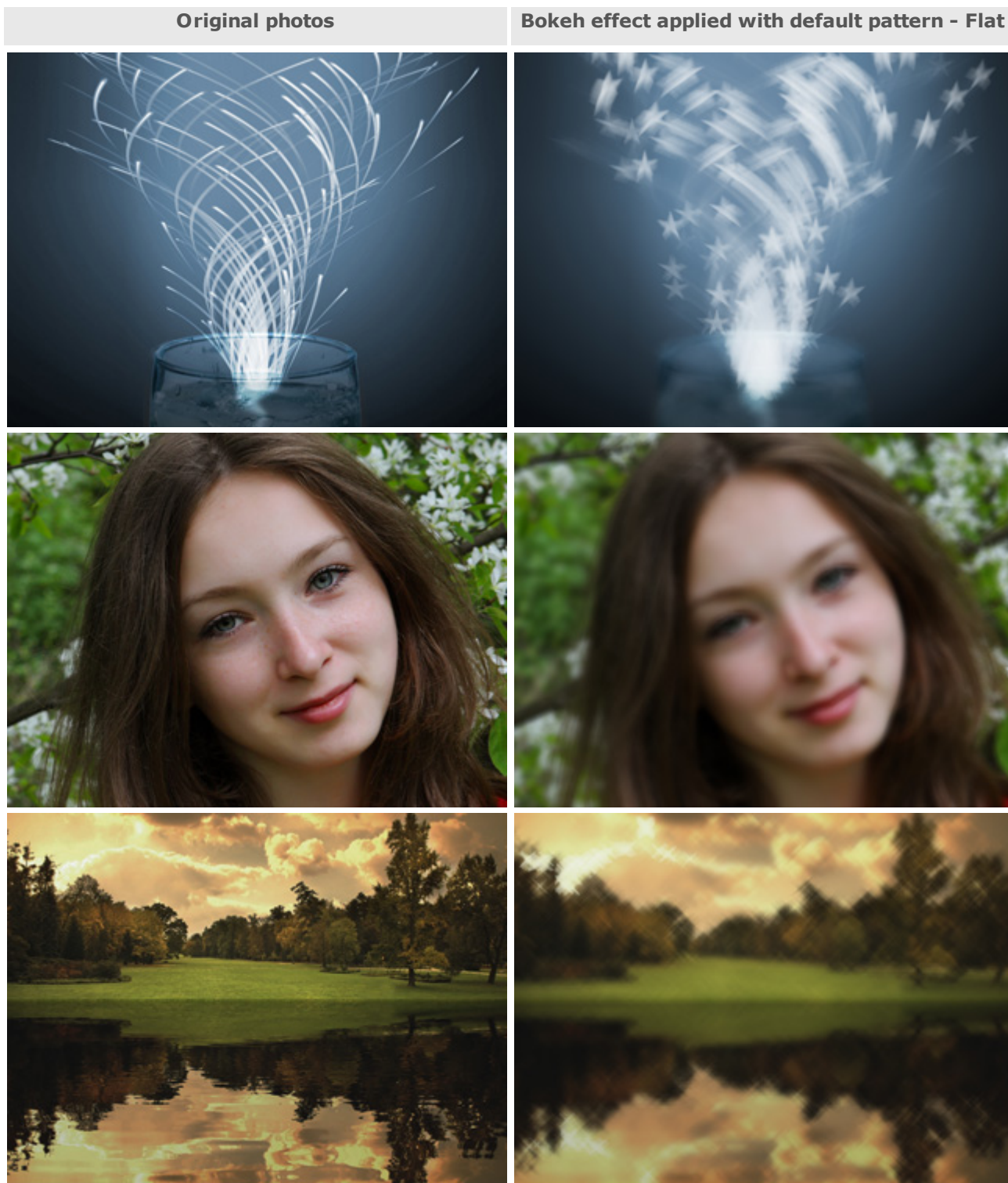


Aperture: 40 (strong **Bokeh** effect)

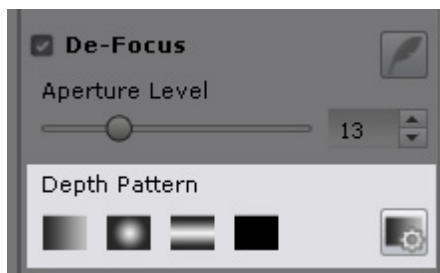
Bokeh and Depth Pattern

After using the **Bokeh**, you can also set the [gradient pattern](#) to generate a **Gradient Bokeh** effect.

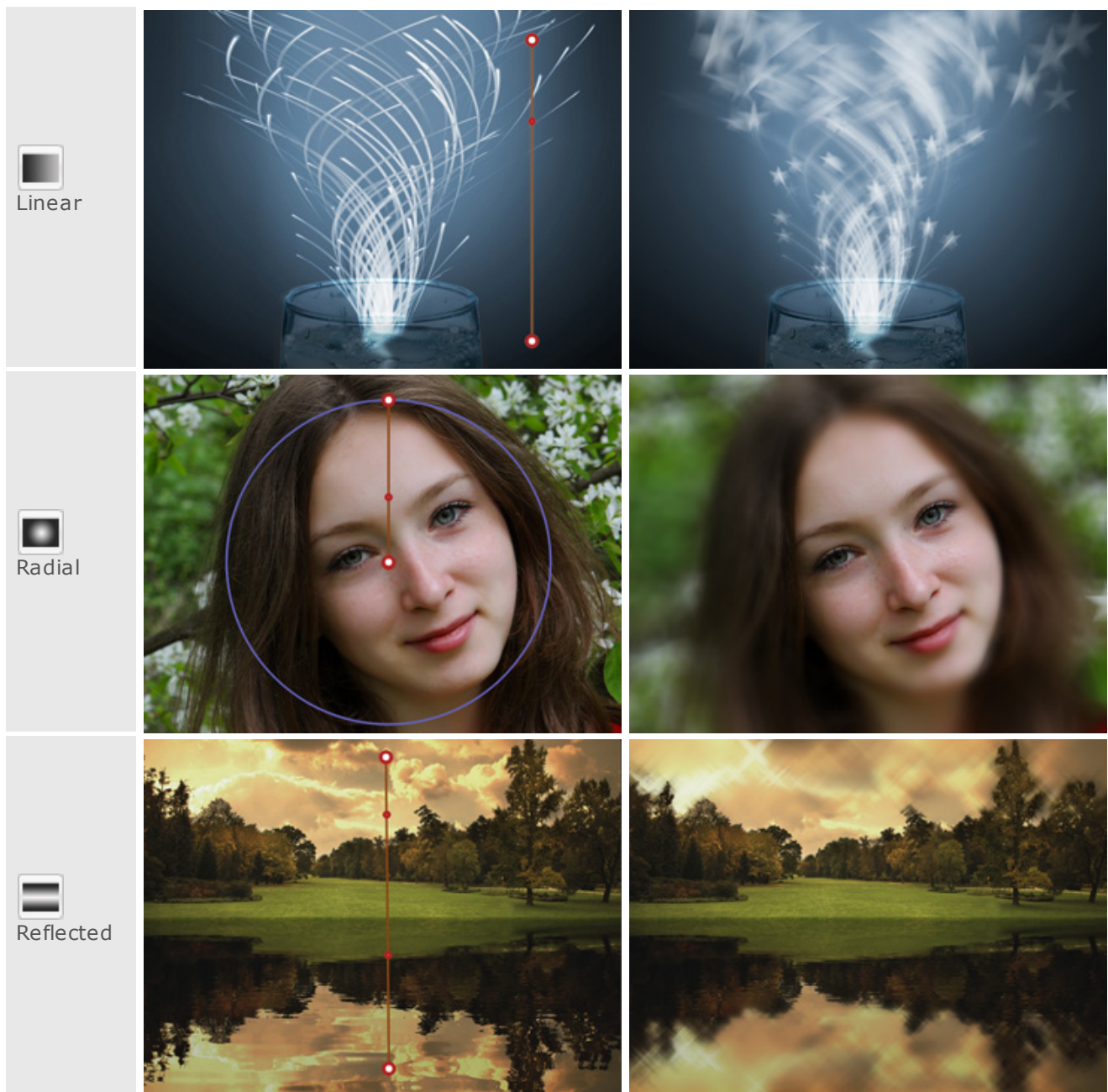
1. Applying **Bokeh** effect to the photos. By default, the entire photo will be given the effect.



2. Select a **Depth Pattern**.



Different patterns can be suitable for different photos according to the effect you wish to go for. Please note that the more blurry the areas are, the stronger the **Gradient Bokeh** effect is applied.





FaceFilter 3 User Manual

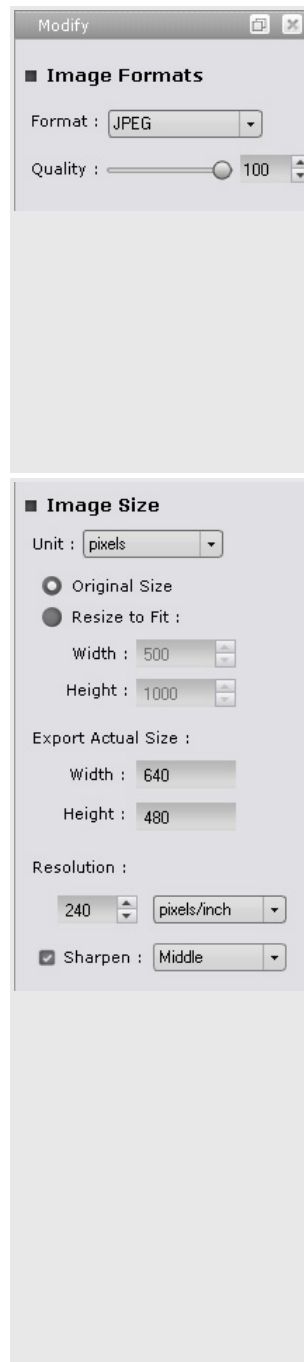
Exporting

Exporting

FaceFilter offers the convenient feature of exporting your image for external use.

Note:

- **Pro** version: The maximum exportable image size is 6000 x 6000.
- **Standard** version: The maximum exportable image size is 1920 x 1920.

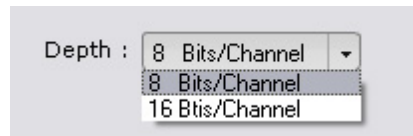


- 1 Switch to the **Export** tab, to show associated settings in the **Modify Panel**.
- 2 In the **Image Formats** section of the panel, choose the desired format from the **Format** drop-down list.



JPEG: Use the slider to adjust JPEG quality.

TIFF: Use the drop-down list to select TIFF bit depth.



- 3 In the **Image Size** section of the panel, define the output size, resolution, and the sharpening level.

- i. Choose the measurement unit from the **Unit** drop-down list, and then specify the output size or leave as original.

Original Size:

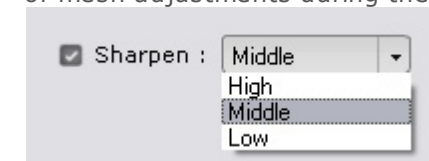
Output the image in its original size with the dimensions under **Export Actual Size**.

Resize to Fit:

Specify the dimensions of the output frame by entering the height and/or width under **Resize to fit** to constrain the height and/or width for export. The dimensions under **Export Actual Size** will then change accordingly.



- ii. Set the output resolution and select pixels per inch or centimeters.
- iii. Optionally, determine the sharpening level to restore image distortion caused by [image resizing](#) on the initial importing under the **Import** tab, and/or mesh adjustments during the [face shaping](#) under the **Reshape** tab.



High level:

Before sharpening



After sharpening

Middle level:

Before sharpening



After sharpening

Low level:

Before sharpening



After sharpening

Options

- ☒ Makeover
- ☒ Reshape
- ☒ Effect

Export

- 4** In the **Options** section of the panel, choose the desired visual export result. By default, all the preview results under the **Makeover**, **Reshape**, and **Effect** tabs will be exported.

Note:

Make sure that you have checked the desired items under the **Makeover** and **Effect** tabs.

- 5** Click the **Export** button to export your image.



FaceFilter 3 User Manual

Keyboard Shortcuts

Global Shortcuts

On-screen Display	
Function	Shortcut
Show / Hide Modify Panel	F6
Show / Hide Content Manager	F7
Online Help	F1
Preview Window	
Function	Shortcut
Undo	Ctrl + Z
Redo	Ctrl + Y
Zoom	Mouse Wheel
Zoom In	Ctrl + "+"
Zoom Out	Ctrl + "-"
Original Size	Ctrl + "*"
Fit to Window	Ctrl + "/"
Switch Before / After View	Right Mouse Button
File	
Function	Shortcut
New Project	Ctrl + N
Open Project	Ctrl + O
Demo Project	Ctrl + D
Save Project	Ctrl + S
Save Project As	Ctrl + Alt + S
Import Tab	
Function	Shortcut
Import Image	Ctrl + I
Crop	Ctrl + L
Rotate CW	Ctrl + Right Arrow Key
Rotate CCW	Ctrl + Left Arrow Key
Horizontal Flip	Ctrl + F
Fitting Tab	
Function	Shortcut
Pan	Shift + Left Mouse Button
Switch Steps	1~7
Makeover Tab	
Function	Shortcut
Show / Hide Mask Tools panel	Ctrl + M
Back to Beauty Center	Backspace
Effect Tab	
Function	Shortcut
Show / Hide Mask Tools panel	Ctrl + M
Show / Hide Background Gradient panel	Ctrl + G

Shortcuts in Editors

Content Manager	
Function	Shortcut
Copy	Ctrl + C
Paste	Ctrl + V
Cut	Ctrl + X
Select All	Ctrl + A
Rename	F2
Find File	F3
Refresh	F5
Move up Folder level	Ctrl + Backspace
Mask Tools	
Function	Shortcut
Hand Tool	Ctrl + H
Brush	Ctrl + B
Eraser	Ctrl + E
Lasso	Ctrl + U
Reset	Ctrl + R
Clear	Ctrl + K
Show Feather Tools panel	Ctrl + T
Pan	Shift + Left Mouse Button
Brush Size	[- Decrease Size] - Increase Size
Brush Hardness	Ctrl + [- Decrease Hardness Ctrl +] - Increase Hardness
Brush Strength	, (Comma) - Decrease Strength . (Period) - Increase Strength