

Beauty Box Video 4.0



Easily smooth skin tones in 4K, HD, and Film



Digital Anarchy
Smart tools for creative minds.

www.digitalanarchy.com



Changes between Beauty Box 1.0 and 3.0	5
About Beauty Box Video	6
The simple, automatic workflow.	6
Customize the results.	6
Analyze Frame results vs Hand Masking	6
Overview of Interface	7
Main Controls group	8
Analyze Frame button	8
How It Works	8
Show Mask button	10
How It Works	10
Smoothing Controls	11
How It Works	11
Resolution and Smoothing	11
Smoothing Amount	11
Example of Smoothing Amount	12
What is the 'best' range?	13
Smoothing Amount & the Mask	13
View of smoothing mask	13
Smoothing Radius	13
Setting the Radius value	13
Pay attention to image contrast	14
Skin Detail Amount	16
Render time warning	16
Texture vs smoothing	16
Preserve Small Detail slider	16
Example of Smoothing Amount & Radius	17
Manual Mask Group	18
Set Skin Color button	18
How to choose the color	18
Add Skin Color button	18
Use with Show Mask button	18
Advanced Mask Group	19
How it Works	19
Use Show Mask button	19
Hue Range	19
Saturation Range	20
Value Range	20



Image Controls	21
Preserve Edges	21
When to use this slider	21
Preserve Small Detail	21
When to use this slider	22
Sharpening Amount	22
Use Mask for Sharpening checkbox	22
Color Correction Controls	23
When to use them	23
Adjust Hue	23
Adjust Saturation	24
Adjust Brightness	24
Use Mask for Color Correction checkbox	24
Shine Removal	25
Interface Controls	26
Snapshot 1, 2, 3	26
Action buttons	26
Save button	26
View button, Load button	26
View Original command	26
Preset List	27
Preset well	27
Save Preset, Apply Preset	27
'Make it Happen' buttons	28
Reset button	28
Cancel button	28
OK button	28
Use GPU checkbox	28
When to turn off Use GPU	28
Use GPU and nVidia/CUDA	28
Preview Window	29
Zoom In, Zoom Out	26
Grabber Hand	29
Contextual menu	30
Zoom In, Zoom Out	30
Reset Viewer	30
Show Original	30
Undo, Redo	30
View Fullscreen	30



Troubleshooting section	31
You are experiencing crashes or render problems	31
Beauty Box appears to render slowly	



About This Manual

Beauty Box Video supports many host applications. The controls for Beauty Box are the same in every application. So throughout the manual we will show examples (and the UI) from different host apps. If a particular graphic doesn't look exactly like what you see, please focus on the name of the controls which are all the same.

There are one or two exceptions, which will be pointed out as needed. In those cases you will see examples from each host application.



Changes between previous versions and 4.0

We've made some big changes under the Beauty Box hood. The only real difference with 4.0 is SPEED. We've done a lot more GPU optimizing, so you'll see better speeds across the board. If you have one of the newer GPU graphics cards, like a Nvidia GTX 980, Beauty Box should be realtime or near realtime in some apps.

Not all apps will see this performance increase. Editing applications (Premiere, FCP, etc) should get closer to realtime than apps like After Effects which are not optimized for realtime play back.

Since our single biggest request for Beauty Box was to improve the speed, that's what we've spent the last 12 months doing. We now support CUDA for Nvidia cards and OpenCL for AMD cards, especially on the Mac. There are a lot of GPUs out there, so getting everything working on all of them was a big task. We feel it's been worth it as Beauty Box absolutely screams on the newer cards!

As of the initial release, only Adobe After Effects, Premiere Pro, and Final Cut Pro are optimized. Other host applications will be following very shortly.

May you have the wind at your back and fast renders!

Changes that occurred in version 3.0:

- New masking algorithm. This produces a much better skin tone mask than version 1.0. While we still use Face Detection to help figure out what the skin tones are, we now use other methods also. This helps with situations when the subject isn't looking directly at the camera or with Videos of multiple people.
- Presets. There are now over 30 different presets to give you different styles to your images. They adjust the color and add effects so you can easily give your Videos creative effects. We'll release more of these in future free updates.
- Shine Reduction slider. This helps reduce shine from lights on shiny skin. Skin can be very reflective and bright lights will cause hot spots. This slider minimizes those hot spots.
- Other changes in the controls:
 - The Preserve Edges sliders have been removed because of unnecessary artifacting that it caused.
 - Preserve G rain was renamed to Preserve Small Detail, but the feature hasn't changed.



Video Cards, GPUs and Host Applications

As mentioned, the speed of Beauty Box relies on the GPU of your machine.

GPU stands for Graphics Processing Unit which is a dedicated chip, usually on your video card, that allows the CPU to offload all graphics rendering to it. Thus a fast GPU/Video Card will make many graphics, not just Beauty Box, sing and dance. Ok, actually it'll just make your renders faster which will make you sing and dance.

Not All GPUs Are Made Equal

Beauty Box is optimized for CUDA, which is a technology on Nvidia cards. So we recommend Nvidia cards. On newer cards (as of this writing) like the GTX 980 or Titan you should see real time rendering speeds in Adobe Premiere and possibly in other applications.

We also support OpenCL, which is a technology used by all GPU manufacturers. However, we've only optimized OpenCL for AMD video cards, such as those in the new MacPros. On the more powerful AMD GPUs, you will get real time or near real time performance out of Premiere and Final Cut Pro.

If your computer only has a video card from Intel or an older AMD or Nvidia card, you should expect to see render times only slightly faster than Beauty Box 3.0. Beauty Box 4.0 really takes advantage of the newer, more powerful cards and the older or lower end video cards don't support CUDA or OpenCL well enough to get near real time speeds.

UseGPU Checkbox and Troubleshooting

The power of the GPU comes at a price. Since it's so beneficial for graphics, every piece of software would like to use it. This can cause render problems or crashes if too many plugins or host applications are trying to access it at the same time.

The UseGPU checkbox is an important tool for troubleshooting and will often solve a problem by turning it off. This will dramatically slow down renders, but if you don't have time to troubleshoot, it can be a quick way of solving the problem and finishing a job.

Host Applications

The initial release of Beauty Box 4.0 was only optimized for Adobe After Effects, Adobe Premiere Pro, and Apple Final Cut Pro. We do intend to optimize for Davinci Resolve, Avid, and Assimilate Scratch shortly after the first release.

Due to the nature of achieving real time performance we have to tweak the software for each host application. As you can imagine this is time consuming, so please be patient. However, gentle requests/encouragement to get it done for your host app are welcome if you'd like to email us at sales@digitalanarchy.com. We appreciate the feedback as it lets us know what host applications are customers are using.



About Beauty Box Video

Welcome to Beauty Box Video, the next generation in skin retouching software! By using advanced techniques like face detection, we automatically identify and correct skin tones to make the process of skin retouching easier than ever.

At Digital Anarchy, our purpose is not just about creating cool effects. We want to create cool effects that make your life easier and fit into your workflow without having to spend hours learning to do the most basic things.

Powerful, but easy to use!

The simple workflow

When the plugin is first applied, you'll need to click Analyze Frame once to allow Beauty Box to identify the skin tones. Therefore, the workflow for Beauty Box is extremely simple:

1. Apply Beauty Box to your video layer.
2. Click Analyze Frame to automatically generate a mask.
3. Adjust the Smoothing settings, if desired, to make the skin more or less smooth.
4. Render!

In most cases, that's it. The Analyze Frame button uses face detection and other algorithms to determine where to sample the skin tones from. The mask that is created will quite often not need any further adjustment. Just set the appropriate values for the Smoothing parameters and you're off!

Customize the results

The masking algorithm does a great job of selecting skin tones. However, there are ways to adjust it if necessary. See the Manual and Advanced Mask Sections for more details.

The Beauty Box mask will be good if you have fairly consistent light on the face. However, if there are lots of highlights and shadows, you may need to do some tweaking. You may also need to make adjustments if the skin tones are very similar to hair (not uncommon with blond hair) or background objects.

Analyze Frame results vs Hand Masking

The goal of Beauty Box is to generate a mask that is good enough for most situations. As with any mask that's automatically generated, it will often be possible to improve on the Analyze Frame result.

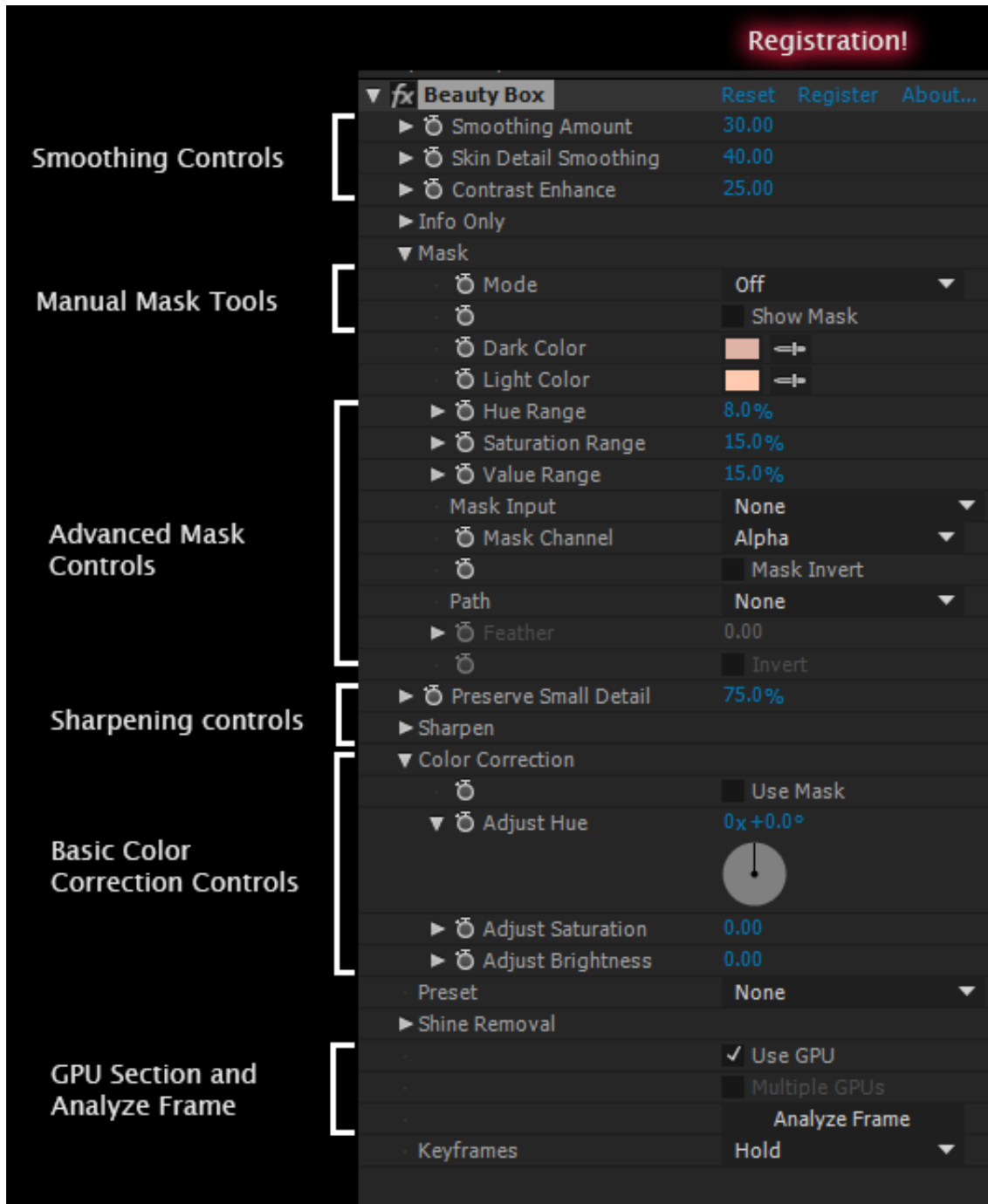
In most cases, the extra effort to manually create the mask won't produce enough of an improvement to justify the work. However, it depends on what you're doing. For higher end productions, frame-by-frame masking using tools like Imagineers' Mocha are often used. For things with more modest budgets or tight deadlines, a corporate CEO for example, the automatic mask produces a great results with very little work.



Overview of Interface

Beauty Box is pretty simple to use. It automatically applies its skin smoothing settings, and from there you can change the settings and/or adjust the mask. Here is an overview of the controls.

Click on the gray/white labels to jump to that section of the manual.



Analyze Frame: The First Step

Analyze Frame button

The Analyze Frame button is the single most important control in the Beauty Box plugin. Analyze Frame tells Beauty Box to analyze the subject's face and other areas to determine the skin tones that will be smoothed. This is where the magic happens.

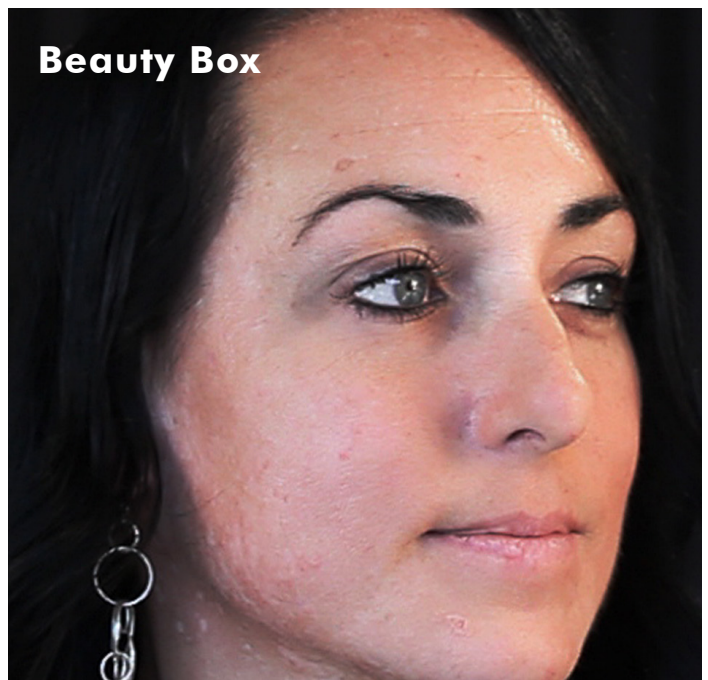
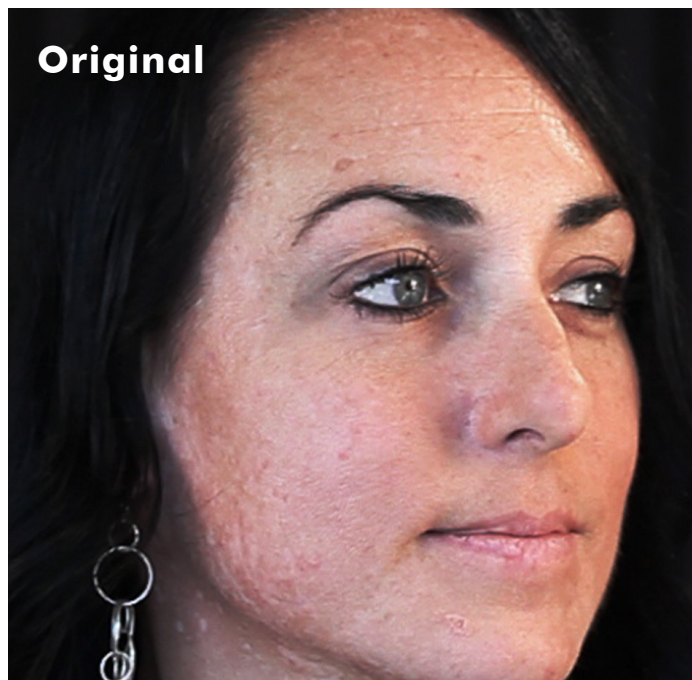
With most video applications when the plugin is applied it can't run this automatically. So you need to click it once you apply the plugin to the video layer.

How It Works

When Analyze Frame is pressed, the skin areas in your Video are analyzed. Beauty Box Video uses Face Detection along with a new selection algorithm to determine what skin tones are needed to create a mask. The mask is used to control where the skin smoothing is applied.

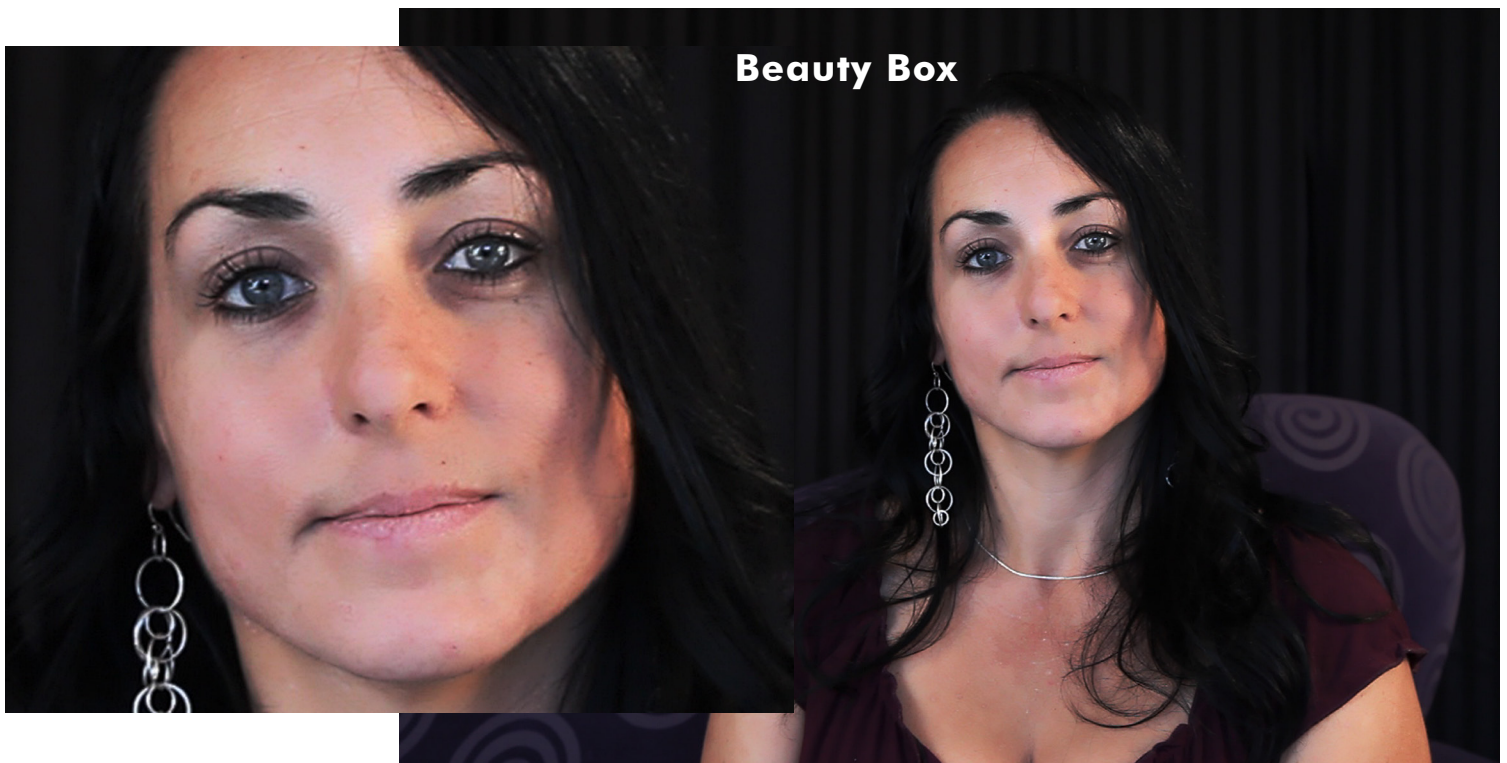
Typically Beauty Box will apply a subtle effect but that is easily amplified. Let's look at how we can do that in the [Smoothing Group section](#).

Please zoom in to view the results.





Please zoom in to view the results.





Smoothing Controls

Beauty Box Video 4.0 has a new algorithm for smoothing skin. It offers much more speed and flexibility.

The three Smoothing controls work together to smooth over wrinkles and blemishes. There are no fixed settings to provide the 'best' look.

Beauty is somewhat subjective, as is Cinematography. The right combination will depend on the image, the subject, the resolution and your personal tastes. That said, the default Smoothing values try to provide the best generic combination of settings for HD footage. However, it can be overkill, so reducing the settings is not uncommon.

Let's look at how it works.

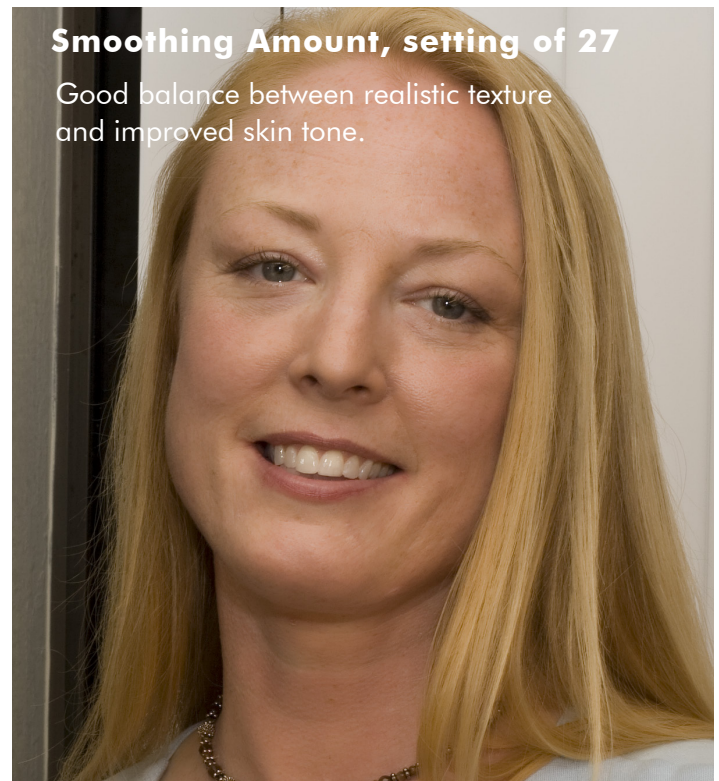
Smoothing Amount controls the overall smoothing and Skin Detail Smoothing controls smoothing for finer details. Consider them large and small retouching brushes. Contrast Enhance is a helper tool that can be used to increase contrast if your image starts to look washed out.

Smoothing Amount

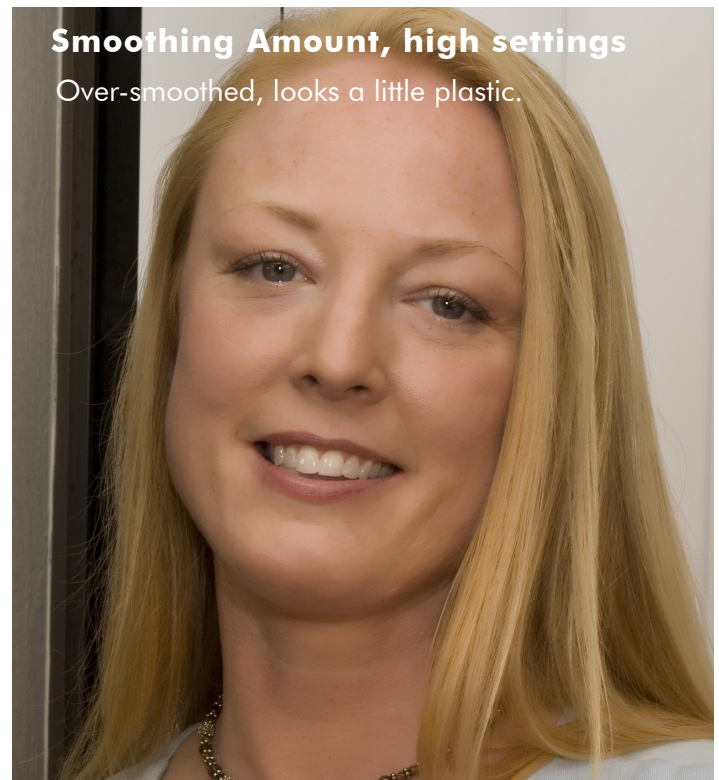
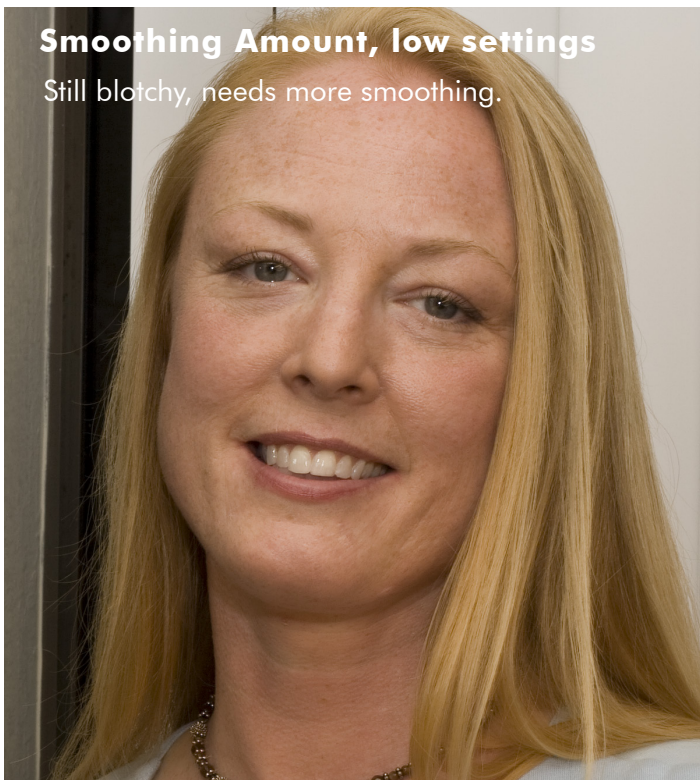
This controls the overall level of smoothing. Consider it as a large, broad brush for dealing with all the skin tones. At higher values this can create a slightly washed out effect. Contrast Enhance will help offset this.

The most effective range for this is between 15-50. Smoothing Amount tries to retain some of the pore structure and other small details. For good retouching these types of details are important, so retouching is a balance between smoothing the skin while retaining some detail so the person doesn't look completely airbrushed and a natural look is achieved. Of course, you may want more of an airbrushed look, in which case higher smoothing amounts and Skin Detail Smoothing will get you that. However, the default Beauty Box look is more of a natural look, which is usually the goal. Just a bit of Digital Makeup.

Example of Smoothing Amount



Please zoom in to view the results.



What is the 'best' range?

By 'best' range, we mean a realistic smoothing effect. The ideal range for Smoothing Amount is 15-35. Going higher than 40% can make the subject start to look too smooth or plastic. The eyebrows get smoothed out unnaturally, significant lines that define facial features are smoothed out, and you lose contrast. Don't assume that more is always better. It's not.

If you're going for a very stylized look, a high Amount can work but usually you will want your models to look realistic. It's important to find a good, balanced setting where blemishes and some wrinkles are removed, but your subject is not reduced to looking like a mannequin.

However, for 4K or 8K, higher settings may be completely appropriate.

Smoothing Amount & the Mask

The Beauty Box default settings are a pretty good start, but what works for a given image will vary quite a bit. If the Amount setting is too low, then you don't have enough smoothing to really make a difference. If you go too high, everything starts to look fake and plastic. It's important to find a balance with Smoothing Amount.

The Smoothing Amount is greatly affected by the mask that is generated by Beauty Box. The amount of smoothing will be reduced in areas that aren't 100% white, which means the Amount acts as a maximum amount.

- Where the mask is 100% white, the Amount will be exactly the value you set.
- Where the mask is less than 100% white, the amount of smoothing applied will be less than what's set in the Amount value.
- For example, if a mask area is 50% gray, the smoothing applied will be 50% of the Smoothing Amount value.

View of smoothing mask

In our example at right, we see the Beauty Box mask with the **Show Mask** button turned ON. The main skin surface around the eyes, cheeks, chin, nose and forehead are white, so that area gets 100% smoothing treatment. The gray areas get partial smoothing. The black areas get no smoothing.





Pay attention to image contrast

Smoothing Radius – and skin smoothing in general – tends to reduce the contrast of the image. It's important to keep that issue in mind when you're adjusting the settings. Keep an eye out for a significant contrast reduction or shift.

Although... some reduction in contrast can be a good thing. For instance, highlights caused by a flash or strobe can be too bright, and reducing the shine on the skin is beneficial. The benefits of using Smooth Radius will depend on factors like the look you're going for, and how the image was shot in the first place.

The Contrast Enhance control is designed to offset some of the contrast reduction. It uses a very sophisticated contrast algorithm to subtly adjust the contrast in the skin areas.

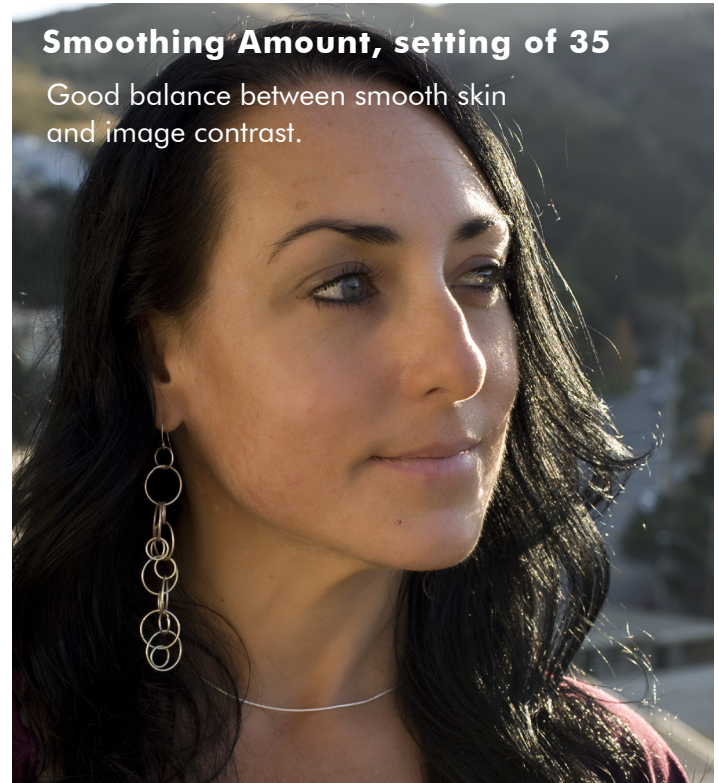
Contrast Enhance

This provides a sophisticated way of controlling contrast in the areas affected by Beauty Box. It selectively increases the contrast in areas that are likely to get washed out and also incorporates a little bit of sharpening. The skin tones can particularly get washed out when Smoothing Amount is set to higher values, like over 35.

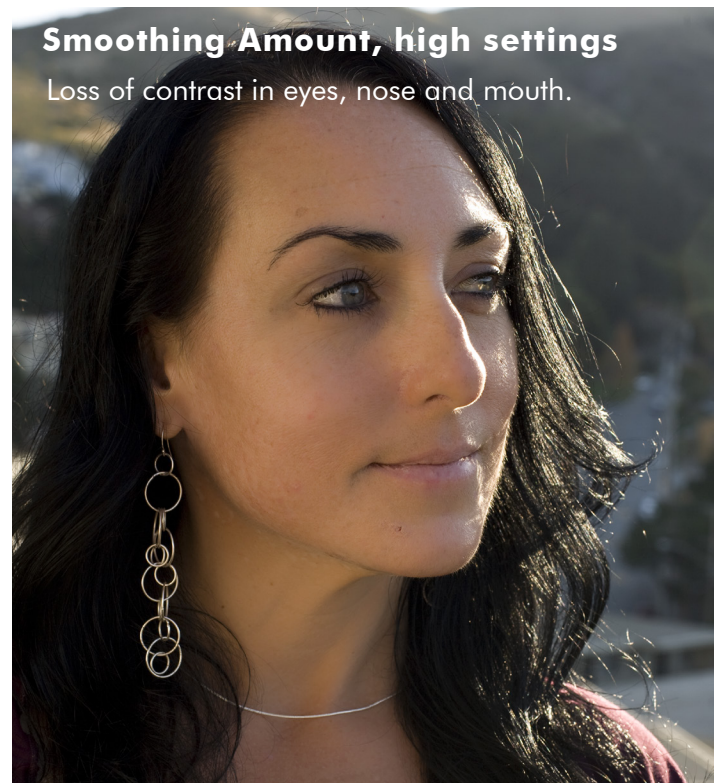
There is a render cost to this parameter. Setting it to 25-50 improves the contrast but without effecting render times too much. At settings of 75-100 you'll start seeing a noticable drag on render times. If you're only doing one image, not a big deal, but if you're batch processing a thousand images, it may add a bit of extra time.

The difference between 0 and 100 can be subtle, so if you want to see the effect, just grab and image and switch between 0 and 100. With Contrast Enhance set to 100, the luminance across the image is closer to the original. Whether this matters is a factor of the image, how much smoothing is applied, and if you want to make sure the lighting on the subject matches other elements that are composited with it.

Example of Smoothing Amount



Please zoom in to view the results.



Skin Detail Smoothing

Deals with smaller details on the surface of the skin. Imagine Skin Detail Smoothing as a small brush for dealing with pores, fine lines, and other skin texture details. If you're going for a more airbrushed look, setting this to a fairly high value (50-60). Otherwise the effective range of this is 15-40. At high settings this can cause the image to start looking less realistic, as you can see below.

If you have a high Smoothing Amount, then you could decrease the Skin Detail Smoothing to get back some of the lost detail. If you have a low Smoothing Amount (less than 5), Skin Detail Smoothing will have very little effect.

Ugly Box

We've been asked repeatedly for this feature over the years, so feast your eyes on this (or shut them in horror). There's something of an easter egg in the Skin Detail Smoothing. You can set the value to negative!

The maximum negative value (-400) for Skin Detail Smoothing turns Beauty Box into Ugly Box! Yes, now Skin Detail Smoothing brings out every last skin detail, making for wonderful shots like the one below (with a skin hue change thrown in for good measure!).

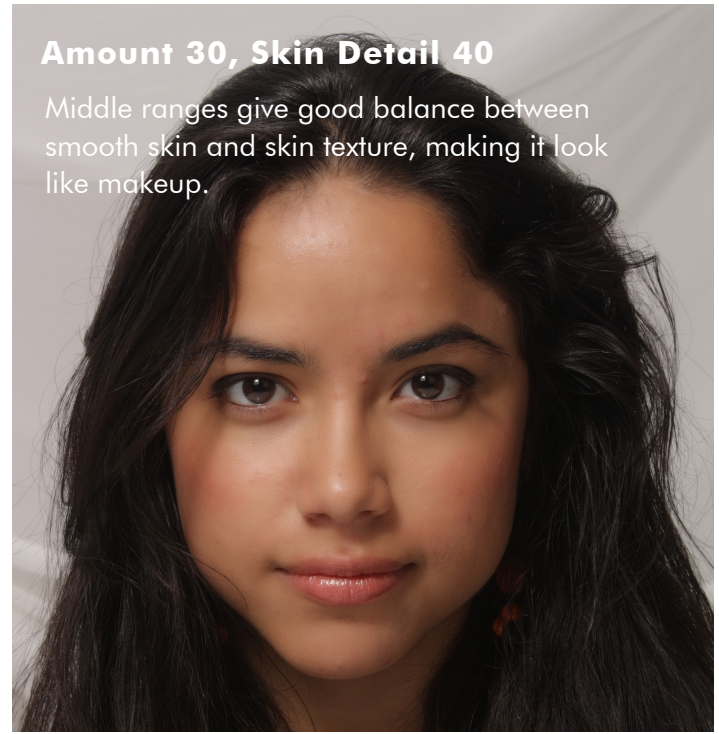


Preserve Small Detail slider

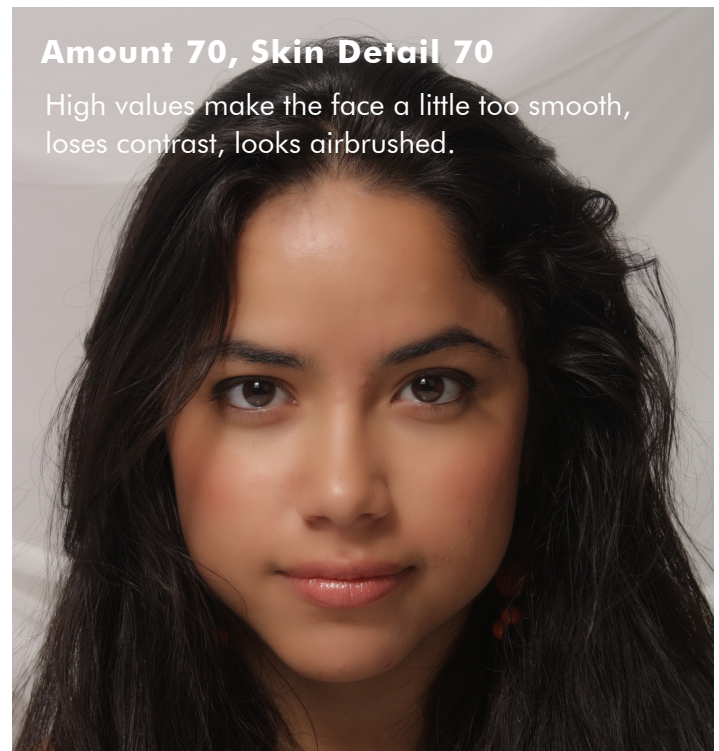
Skin Detail Smoothing allows you to keep or remove skin texture and pore structure. The Preserve Small Detail control is also helpful in preserving those texture details. Read more about the [Preserve Detail control](#).

Example of Smoothing Amount & Radius

NOTE: We list specific Smoothing settings in our examples. These settings may not produce the same result for your Videographs depending on factors like the image resolution.



Please zoom in to view the results.



Show Mask button

The Show Mask button displays the smoothing mask as a grayscale image. The amount of white, gray or black in the mask can affect how much smoothing is set in certain areas of the face.

If this mask is not exactly what you want, you can use the Mask controls to change it. For instance, you can increase the color range that is used in the mask. Find out how to change the mask in the [Manual Mask Group section](#) and the [Advanced Mask Group section](#).

How It Works

The first thing Beauty Box does is look at your Video and try to figure out what the skin tones are. Once it does that, it creates a mask based on those skin tones settings.

You can see that mask by clicking the Show Mask button. This shows us the grayscale mask that indicates how Beauty Box is applied.

The Beauty Box mask works like most masks:

- White shows where the smoothing mask is fully applied.
- Black shows where the smoothing mask won't be applied at all.
- Shade of gray will be partially applied. Darker gray means less applied. Lighter gray means more applied.





Manual Mask Group:

Mode Pop-Up

The Manual Mask controls are used when you want to edit the automatic mask created by Beauty Box. Use the Set and Add tools from the Mode Pop-up to add and expand the color range used to generate the smoothing mask.

Usually you can click on the Comp or Canvas window. In some applications, this does not work. In those apps, there is a thumbnail in the Beauty Box parameter list. You can select the skin tones by clicking on this thumbnail.

Set Skin Color

Creating a manual mask is very easy. Select the Set Skin Color item from the Mode Pop-up so it is active. In the Preview Window, click on a skin color in your video. That click selects the initial color on which you are basing the Beauty Box smoothing mask.

Next, Select the Add Color item from the Mode Pop-up to select additional areas on the face.

How to choose the color

When setting the initial color, it is usually best to find a color on the face that is fairly average, like a medium skin tone. Not too dark or too light. Usually an area on the cheek or forehead works well. You can expand the color range using the Add Skin Color, so when using Set, don't worry about getting a perfect mask immediately.

Add Color

Add Skin Color expands the mask color range. This allows you to work with and expand the custom mask. With this option selected, click on the facial region multiple times to select areas that aren't completely white. Anything you click on will expand the skin tones that are masked off.

If you select a medium skin tone with Set, then Add works very well at expanding the color range to lighter and darker skin colors. You can use this button to smooth skin that is affected by highlights and shadows.

Use with Show Mask button

With both Set and Add, you can click around the video when it is in regular mode OR Show Mask mode. In both situations, Set and Add will sample the image.

Often, it is easiest to use Set/Add when you are in Show Mask mode. Keep in mind that when you are sampling the grayscale mask, you aren't really sampling the black, white or gray. You are instead sampling the skin tones that the mask areas refer to.

Advanced Mask Group

The Advanced Mask controls are used to perfect your mask. If you have lighter areas in parts of the mask that you'd prefer be dark or vice-versa, adjust the Range to tweak the mask more to your liking.

How it Works

Beauty Box works in HSV color space. With these sliders, you are adjusting the range around two colors in the Hue (H), Saturation (S) or Value (V) channel.

The default values of these parameters are pretty good and should work well in most situations. On some occasions you may want to reduce the values slightly to increase the contrast. You probably don't want to go below 6 on any of them as it'll make the range too restrictive.

Use Show Mask button

When using the Range controls, you will see the difference more when the Show Mask button is turned on and showing the grayscale mask. This is because these affect the HSV of the mask. You will see the effects in regular mode (when Show Mask is off) but those effects are typically pretty subtle. Be assured, however, they are working hard.

Hue Range

Hue Range sets the shade distribution of the grayscale mask. By default this is set to 8.

Settings are 0-100, measured in percentage. Higher values make lighter shades of gray and add in more white to the mask. Lower values make darker shades of gray and add in more black.



Hue Range at 10.



Hue Range at 18.



Hue Range at 40.

Saturation Range

Saturation Range sets the contrast of the grayscale mask. By default this is set to 15.

Settings are 0-100, measured in percentage. Higher values create less contrast between the dark and light values, which lightens the mask overall.



Saturation Range at 6.



Saturation Range at 20.



Saturation Range at 40.

Value Range

Value Range affects the brightness of the grayscale mask. By default this is set to 15.

Settings are 0-100, measured in percentage. Higher values make the image brighter, which lightens the mask while keeping contrast.



Value Range at 4.



Value Range at 18.



Value Range at 50.



Image Controls

The three Image controls each fine-tune the details of the Beauty Box results.

Preserve Edges

Beauty Box does a good job of keeping details of the face and background. The way it does that, in part, is through Preserve Edges. This is basically a high level 'find edges' function.

Default value is 100%, which is fully turned on. Value range is 0-100, measured in percentage.

Preserve Edges is designed to keep significant details of the image. These are visual items that intersect with the skin like jewelry, eyelashes, teeth and hair across the forehead. Typically these details were sharp already or form major edges. For instance, areas like the nose, mouth and smile lines or text in a sign behind your subject. These are important details that should not typically be smoothed out.

When to use this slider

Preserve Edges is usually beneficial to have on. However, if you're seeing increased sharpening in wrinkles, especially around the eyes, you may want to turn it off. The downside to Preserve Edges is that it may add sharpness and contrast to details that you'd like smoothed out, like wrinkles around the eye.

As with most of the parameters in Beauty Box, the setting is somewhat subjective. Its sweet spot will depend on the image and your judgement.

Preserve Small Detail

The Preserve Small Detail control is also helpful in preserving skin texture.

It adds grain to the image after smoothing. Default value is 75%, which is fully turned on. Value range is 0-100, measured in percentage.

The results are subtle. If you set to 0 and then to 100, and zoom in, you can see that the higher value brings back the pore structure of the skin. This helps us dial in how much skin texture you keep which helps to increase the realism. It also helps dial in stuff like jpg artifacts and skin blemishes that you don't want. A nice compromise is setting Preserve Detail to 50.



When to use this slider

Because Beauty Box is smoothing out part of the image, the smoothed areas will potentially lose the original grain/noise of the image, along with small details like pore structure. This slider helps bring back some of those very small details. It makes the smoothed areas look more consistent with the rest of the image and prevents the skin from looking blurry. This is similar to the normal Sharpen filter you find in many programs

Sharpening Amount

Sharpening Amount controls how much sharpening is applied to the image. This helps preserve the detail of the overall image by offsetting the smoothing with a touch of sharpening.

Default value is 0. Value range is 0-100, measured in percentage.

Between 0-25 tends to be the useful range. Above 25 (and frequently lower than 25) the image starts to get oversharpened, producing noise and artifacts that make the image look worse. Between 10-15 is usually a good range will give you an extra boost, but not create too much noise.

Use Mask for Sharpening checkbox

This checkbox limits the Sharpening effect to the mask area. Where the mask is white, the image will be 100% affected by Sharpening Amount. Where the mask is black, you won't see any change in the image. Shades of gray get partially changed.

A similar Use Mask control exists for the Color Correction group. It is very useful for color correction, less so with sharpening, but we felt there was value to including the control. Read about the [Color Correction checkbox](#).

Color Correction Controls

There are three color correction tools in Beauty Box. Since Beauty Box is building a mask just for the skin tones, it can be helpful to do color corrections in the plugin since those corrections will only affect the skin tones designated by the mask. Nevertheless, they are somewhat rudimentary, so if you have access to a more full featured color corrector you're better off doing the color correction first then applying Beauty Box.

When to use them

Hue, Saturation and Brightness tools are great for a little bit of color correction or touchup. Use them if you are doing minor corrections like making the skin a little warmer or a little darker. If you are doing hard core color correction, then we suggest doing that work in Videoshop before applying Beauty Box.

Adjust Hue

This is usually a dial. Rotate it counter-clockwise to add red/yellow to the image. Rotate it clockwise to add green/blue. Default setting is 0. Value range is that of a dial -360 to 360.

Adjust Hue at -4
Colors get a little redder.



Adjust Hue at 4
Colors get a little greener.



Original image



Adjust Saturation

Set the slider to negative values to add saturation, which is a deepening of the color's richness. Set to positive values to remove saturation and dull the colors. Default setting is 0. Value range is -100 to 100.

Adjust Brightness

Set the slider to negative values to darken the image. Set to positive values to brighten the image. Default setting is 0. Value range is -100 to 100.

Use Mask for Color Correction checkbox

This checkbox limits the Color Correction effect to the mask area. Where the mask is white, the image will be 100% affected by Hue, Saturation or Brightness. Where the mask is black, you won't see any change in the image. Shades of gray get partially changed.

In our example below, when the checkbox is off, the Brightness slider penetrates the whole frame and lowers the image contrast while brightening areas. When the checkbox is on, the Brightness is more limited and the image keeps its saturation and contrast. Obviously the below example is somewhat exaggerated. (unless you're working on the Avatar sequel)



Shine Removal: Amount

This feature was added in 3.0 and is designed to reduce the shininess that you can see on skin caused by bright lights. Bright highlights can be distracting and can give footage an unprofessional look.

Shine Removal softens these highlights, but will usually not get rid of them completely. You still want some modeling and contrast on your subjects so we don't want to remove the highlights completely. There's a fine balance between reducing the highlights and having an image that's too flat.

You can see below that in the original image the highlight is fairly pronounced. With Shine Removal set to 100, it's almost completely gone, but the image has gone a little flat. Probably the proper setting for this image is somewhere between 50 and 75. Of course, vary to taste.



Original



Smoothing 30, Skin Detail 35
No Shine Removal, notice highlights



Shine Amount 50, Highlights are
reduced, but skin still looks good



Shine Amount 100, Highlights are
gone, but with loss of contrast too



Preset List

The presets popup is a great feature, giving you the ability to apply different color styles and effects to your images in addition to the skin smoothing.

These are 40 or so preset styles of colors and effects. You can adjust the smoothing and other Beauty Box controls for each preset. However, most of the presets have a look that can't be changed. You also can't save your own presets.

We will be releasing additional presets in the future, most of which will be free. So you'll have lots of ways to get creative above and beyond the basic skin smoothing.

Of course, once you apply Beauty Box there's nothing stopping you from applying additional Videoshop effects to your imagery.

How It Works

Just scroll down until you find a preset style you like and select it. This will load the color and effect settings and also set the Beauty Box parameters. You can then adjust the Beauty Box parameters to taste. Most of the presets will give you a 'fashion' type of look. Many are styles you'll see in magazine ads or music videos. However, there's also 'creative' presets which can be a bit off the wall and weird. Use to taste! ;-)



Use GPU checkbox

Beauty Box uses the GPU on your video card to speed up the time it takes to render the effect in your host application. GPU stands for Graphics Processing Unit. It is a separate processor on your video card that is optimized to speed up graphics. (Note: This is not the CPU which runs your computer.)

By using the video card's GPU, Beauty Box significantly speeds up the time it takes to render. Therefore, you should usually leave this checkbox turned ON.

When to turn off Use GPU

The GPU can sometimes get overloaded and fail, meaning nothing will get rendered. You will usually see a 'Render Failed' error message or Beauty Box will just render the original image with no effect applied. If this happens turn Use GPU off. This should be a rare event, but it's possible. Very large images will sometimes cause it. Having many applications open may cause it, particularly if those applications are also trying to use the GPU.



Troubleshooting section

This section covers technical issues you may run into when using Beauty Box.

You are experiencing crashes or render problems

Since Beauty Box uses the GPU of your video card, it is important to make sure you have the most up-to-date drivers. Most host applications also use the GPU, so it will benefit. You can get drivers by going to:

For nVidia video cards:

<http://www.nvidia.com/Download/index5.aspx?lang=en-us>

For ATI video cards:

<http://support.amd.com/us/gpudownload/Pages/index.aspx>

Not having up-to-date drivers is the cause of a lot of problems. If you're running into problems with Beauty Box, please try to update your video card drivers first. If you're not sure what video card you have, you can click the Beauty Box 'About Box' or 'Setup' button.

The About Box will tell you who makes your video card and what model it is.

As mentioned, turning OFF 'UseGPU' is a quick way of determining if it's your video card causing the problem.

Beauty Box appears to be rendering slowly

Make sure UseGPU is turned on. Also, go to the About box and make sure 'Enable OpenCL' or 'Enable CUDA' are turned on. These can get turned off if Beauty Box crashes. It will attempt to disable these APIs to try and prevent further crashing.

If you have an older video card or less than 1gb of RAM, Beauty Box will still render slowly. The new optimizations require newer Nvidia and AMD cards and at a minimum, 1GB of RAM. Otherwise you will see speeds similar to older versions of Beauty Box.