

The **Raya Pro** Manual

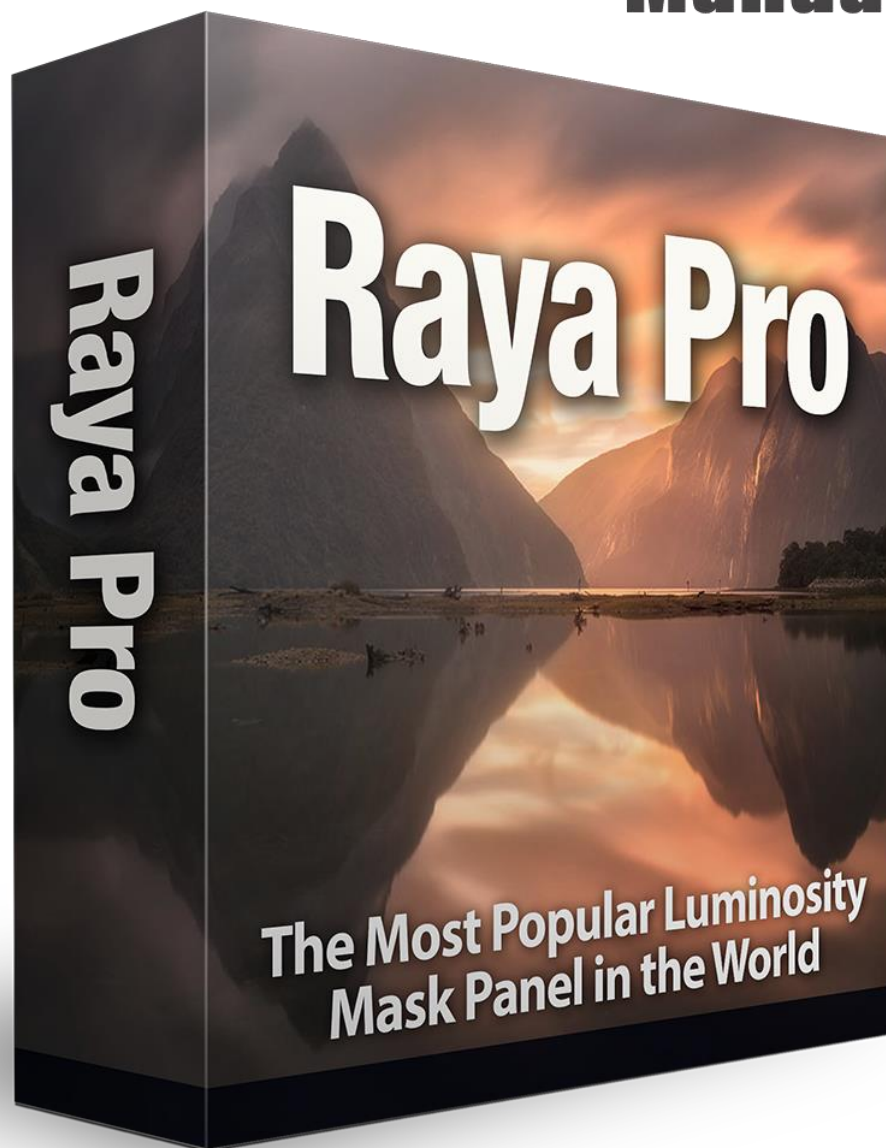


Table of Contents

Table of Contents	2
Introduction	3
The Raya Pro Hub.....	4
InstaMask.....	6
Top Buttons Explanations:.....	6
Mask Button Explanations	7
Refine Buttons	8
Bottom Buttons	8
Precision Masks	11
Colour Zones	12
Fix Dark Blend	12
Quick Blend.....	13
Colour Centre	14
Dodge and Burn	16
Filters/Finish	19

Introduction

Welcome to the Raya Pro manual. To see my premium training, where you can learn to produce stunning photos, please visit: <https://www.shutterevolve.com/jimmy-mcintyre-photography-products/>



This guide is here to give you an understanding of each function in Raya Pro. But please remember, at the bottom of each panel there is a 'Tutorial' button. Click this to watch a video demonstration of what all the functions in Raya Pro can do.

Free Tutorial:

To get you started, why not watch a recent tutorial on how to blend a single exposure using Raya Pro: <https://youtu.be/tiNCB3s6qt0>

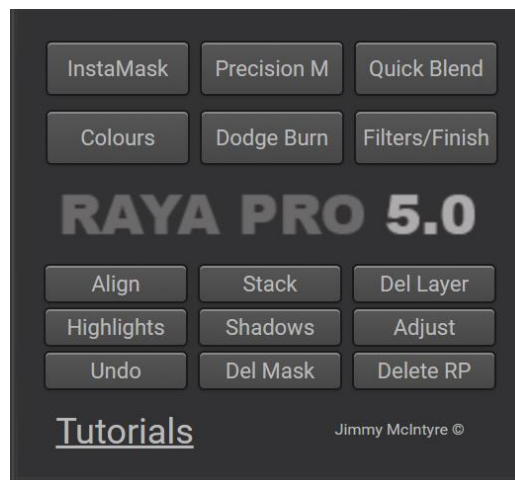
Support:

For Raya Support, see here: <https://www.shutterevolve.com/raya-pro-support/>

Installation:

If you're a new user and are having installation issues, please go here: <https://www.shutterevolve.com/raya-pro-installation-support/>

The Raya Pro Hub



The top six buttons, InstaMask, Precision Mask, Quick Blend, Colours, Dodge Burn and Filters/Finish, all bring up separate panels.

Align: This will auto-align all layers visible in your layers panel. It cannot align smart objects. To align smart objects, please do this manually. You can see how to manually align in this video: <https://youtu.be/iOpyV70cNi4?t=375>

Stack: When we open multiple exposures directly into Photoshop, the images will not be stacked on top of each other in the layers panel. Instead, they will open as separate windows. The Stack button will collapse these windows and stack the exposures in the layers panel.

Del Layer: This deletes the selected layer.

Highlights: Can be used for quick exposure blending, and applying specific adjustments. Essentially, this will apply a Brights 1 luminosity mask to your layer. So you can target only the highlights of that layer.

Shadows: This is the same as Highlights, only it will apply a Darks 1 mask, therefore only affecting the darker tones.

Adjust: After pressing Highlights or Shadows, Adjust will bring up a Levels dialogue in which you can edit the mask, making your adjustments more targeted.

Undo: This will undo your last action.

Del Mask: Deletes Mask of the selected layer.

Delete RP: Here you can delete Raya Pro from Photoshop. When you press it, extensions folders should appear. Delete any folder with 'Raya' in the name, or 'RP – Manual Install'. Restart Photoshop and Raya Pro will be removed.

InstaMask

Video Tutorial: <https://www.shutterevolve.com/instamask-tutorial-raya-pro/>

InstaMask is a wonderful 16 bit luminosity panel. And as with all luminosity masks, we need to understand how to choose, prepare and work with RAW files in order to be successful in exposure blending.

You will learn to achieve that as quickly and easily as possible in my Exposure Blend Like an Expert course: <https://www.shutterevolve.com/mastering-raya-pro-course-use-digital-blending-plugin/>



Top Buttons Explanations:

See RGB: When a mask has been created (by pressing the number buttons) and is visible on the large screen, this will switch to your image view, rather than the black and white mask view.

See Mask: Switches back to the mask view.

Align: This will auto-align all layers visible in your layers panel. It cannot align smart objects. To align smart objects, please do this manually. You can see how to manually align in this video: <https://youtu.be/iOpyV70cNi4?t=375>

Delete IM: Deletes the mask you have created with InstaMask.

White M: Creates a white mask on the selected layer.

Black M: Creates a black mask.

Show La: This makes your layer visible.

Hide La: Makes layer invisible. Often when we create a brights mask, we need to make the darker exposure invisible, and build the brights mask around the base layer. So with the dark layer selected, we press Hide La to hide it.

Hide Ants: After we make a selection, marching ants will appear. This will make them invisible, but still active.

Deselect: This deselects any active selections we may have.

ACR: Opens Adobe Camera RAW. Your photos must have been opened as smart objects from ACR to do this. See how to do that here: <https://www.youtube.com/watch?v=sFr4AIU4Mew>

Undo: This will undo your last action.

Mask Button Explanations

All of these buttons are used to generate your luminosity masks.

Lumin: Allows you to point and click the area of brightness you wish to select. The + and – buttons increase/decrease that selection.



Colour: Same as Lumin but allows you to make selections based on colour.

B: Brights masks. The lower the number, the more open the mask.

D: Darks masks.

M: Midtones masks.

Manual: Uses Photoshop's (CC only) inbuilt luminosity selection function.

Sat M: Creates a saturation mask which only targets the most saturated tones.

Edge Mask: Good for creating a mask that targets all of the edges in your photo.

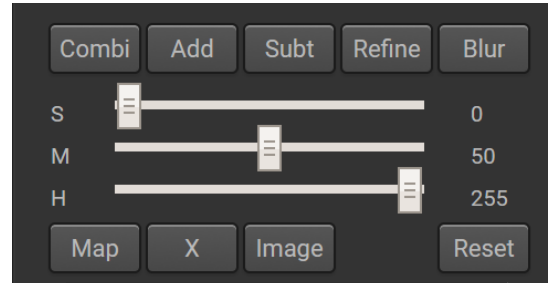
You can see why this is useful here: <https://youtu.be/iVgfbIH4-fw>

RGB: Brings up the RGB luminosity mask panel that creates masks based on individual channels. This gives us a greater range of masks to choose from.

Refine Buttons

This area allows us to refine the masks we have created from the buttons above.

Combi, Add, Subt all intersect masks to give even more refined selections. This is more advanced and can be seen in this video: <https://youtu.be/nBiB5tP--h0>



Refine: Allows us to make closer adjustment to our mask, like refining the edge of our selection. This isn't a frequently used tool. I would avoid it.

Map: After creating a mask, Map shows us via the colour red which areas will be affected by the mask. Once we're done with Map, press the **X** next to it to cancel Map.

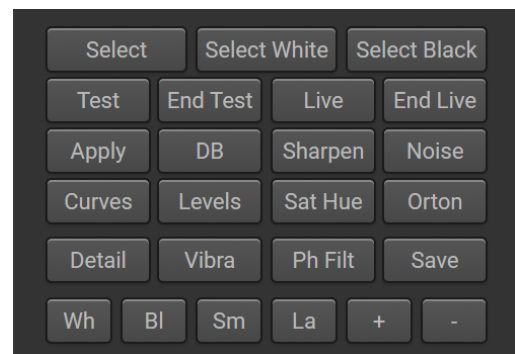
Image: If we happen to create a mask and think that it could make a good black and white photo, this will create a new Window in which our mask is now a normal layer.

Reset: Resets the sliders.

The Sliders: These are used to adjust a mask. S is for Shadows, M is for Midtones, and H is for Highlights. Please note we cannot overlap the sliders (bring the Shadows higher than the Midtones, for example). This will give you an error.

Bottom Buttons

All of these buttons, apart from the last line of buttons, need an InstaMask mask to be active. In other words, you need to press one of the numbered buttons above before you can use these buttons.



That is because these are output functions. They decide what we will do with our mask.

Select: Creates an active selection from the InstaMask.

Select White: This makes an active selection, places a black mask on our layer, sets a white brush and hides the marching ants. So, you're basically ready to paint on your mask once you press this.

Select Black: Does everything Select White does, but creates a white mask and selects a black brush.

Test: This applies our mask to the layer in order to see if it looks okay.

End Test: We press this once we have finished testing the mask.

Live: We can adjust the mask and see in real time how it is affecting the layer.

End Live: This ends the Live editing.

Apply: Applies our mask directly to the selected layer.

DB: Applies mask to a dodge and burn layer. To use this, after pressing DB, select the layer (not the mask) and then a white (to dodge) or black (to burn) brush. Paint directly onto the layer to dodge and burn. The mask will restrict where this takes place: Highlights, Midtones, Shadows. Change the Blend Mode of the layer to Soft light or Overlay, depending on the effect you want. And lower the opacity of the layer to weaken the effect.

Sharpen: This explains the sharpen function: <https://youtu.be/iVgfbIH4-fw>

Noise: Applies the mask to a noise reduction layer. So if you only wanted to apply noise removal to the shadows, for example, you would create a Darks mask, then press Noise.

Curves: Applies mask to a Curves layer.

Levels: Applies mask to Levels layer.

Sat Hue: Applies mask to Hue/Saturation layer.

Orton: Applies mask to an Orton Effect layer.

Detail: Applies mask to a detail enhance layer.

Vibra: Applies mask to a vibrancy layer.

Ph Filt: Applies mask to a Photo Filter.

Save: Saves the mask to a new layer for later use.

Wh: White Brush.

Bl: Black Brush.

Sm: Small Brush.

La: Large Brush.

+: Make brush larger.

-: Make brush smaller.

Precision Masks

Video Tutorial: <https://www.shutterevolve.com/precision-mask-tutorial-roya-pro/>

Precision Masks are a simplified exposure blending tool. They create exactly the same 16 bit luminosity masks as InstaMask, however, they allow for a different workflow.

With InstaMask, we work exclusively on the mask, crafting it, shaping it. With Precision Masks, we get to see how the mask works in real time on our layer.

IMPORTANT: When using Auto Bri, we must make sure the selected layer (our bright exposure), is visible. Otherwise we will get the error, Command Invert is not available.

To use PMs, place your normal exposure on the bottom of the layers panel. Place the darker exposure on top of that. And if you have a brighter exposure, place that on the very top.

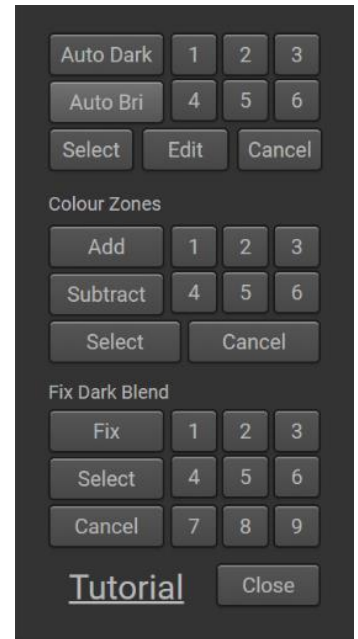
Make the brighter exposure invisible, select the darker exposure, and press Auto Dark.

Then press the number buttons to the right and cycle through the masks to see which looks best on your layer.

Edit will allow you to make finer adjustments to the mask with a Levels dialogue.

Once you're done, press **Select**.

For the brighter exposure, select it, make it visible, and press Auto Bri. Repeat the steps you followed for Auto Dark.



Colour Zones

These allows us to add our subtract certain colours from out mask. See the video here for a full demo on that: <https://www.shutterevolve.com/precision-mask-tutorial-raya-pro/>

Fix Dark Blend

Often when we blend a darker exposure into a normal exposure, we may find the final results looks flat, or just plain bad. This is because we have not prepared our RAW files correctly in Photoshop (I teach this in the Raya Pro course: <https://www.shutterevolve.com/mastering-raya-pro-course-use-digital-blending-plugin/>).

A different way of improving the blend is by selecting the darker exposure and pressing **Fix**. Then we can cycle through the numbers to the right until we find one that works. Press Select when you've found the correct one.

Quick Blend

Video Tutorial: <https://www.shutterevolve.com/quick-blending-tutorial-rawa-pro/>



The Quick Blend panel is extremely simple to understand. The sliders blend exposures based on colour channels. And you can see demonstrations of that [here](#) and [here](#).

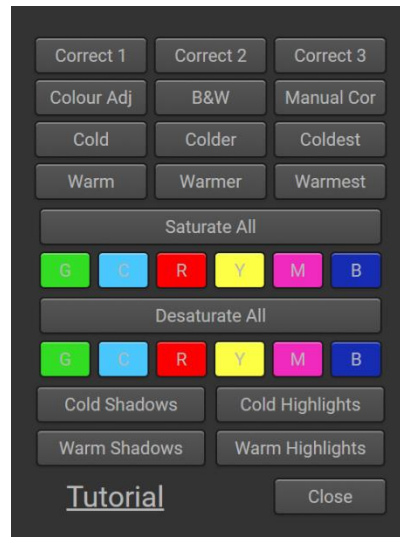
Please note, they do not work in versions of Photoshop CC older than 2018. And there are no sliders in the CS6 version as this functionality did not exist.

Also, these sliders are not only used for exposure blending as they work with any type of layer. They can be used on Curves layers, Levels layer, Saturation layers to make targeted adjustments.

Gradient Masks: This creates a mask on your layer which has a gentle gradient. It works in a very similar way to GNDs, and is especially useful when we have a flat horizon.

Colour Centre

Video Tutorial: <https://www.shutterevolve.com/colour-centre-raya-pro-tutorial/>



Here we can control the colours in our photos.

Correct Buttons: These three buttons automatically correct colour in your photos. They each use a different algorithm and so come out with different results. Sometimes you may press one and nothing happens. This means that function could not come up with a better colour solution than the one you have.

Manual Cor: This gives us manual control over how we correct colour and is a little more complex. You can see that demonstrated here: <https://www.shutterevolve.com/colour-centre-raya-pro-tutorial/>

Colour Adj: this creates a layer which allows us to control the brightness of individual tones in our image. Just open the Colour Adjust layer and move one of the sliders along to create the effect.

B&W: Simply turns our image into black and white.

Cold: Adds a cold tone to the scene.

Colder: Stronger than the previous cold button.

Coldest: Creates the strongest cold effect.

Warm: Adds a warm tone to the scene.

Warmer: Stronger than the previous warm button.

Warmest: Creates the strongest warm effect.

Saturate All: Adds saturation to all colours.

The coloured buttons beneath Saturate All: Adds saturation to individual colours.

Desaturate All: Desaturates all colours.

The coloured buttons beneath Desaturate All: Desaturates individual colours.

Cold Shadows: Adds cold tones to the darker areas.

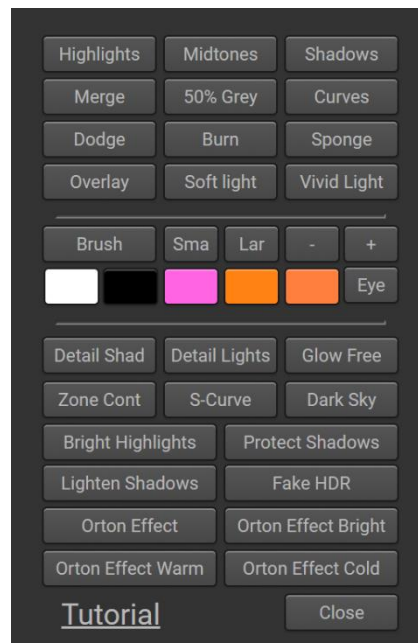
Warm Shadows: Adds warm tones to the darker areas.

Cold Highlights: Adds cold tones to the brighter areas.

Warm Highlights: Adds warm tones to brighter areas.

Dodge and Burn

Video tutorial: <https://www.shutterevolve.com/dodge-burn-tutorial-raya-pro/>



This panel gives us plenty of options to enhance the contrast in our images.

Highlights, Midtones and Shadows: Each creates a new blank layer, and adds a mask that targets a specific tone. To use this, select the layer it creates (not the mask) and then a white (to dodge) or black (to burn) brush. Paint directly onto the layer to dodge and burn. The mask will restrict where this takes place: Highlights, Midtones, Shadows. Change the Blend Mode of the layer to Soft light or Overlay, depending on the effect you want. And lower the opacity of the layer to weaken the effect.

The following three lines of buttons are all alternative ways to dodge and burn.

Merge: this merges all of our layers non-destructively. Then we can select **Dodge or Burn** and paint directly onto the merged layer.

50% Grey: Is a non-destructive way of dodging and burning and works the same way as the **Highlights, Midtones and Shadows** buttons, using a white or black brush.

Curves: Creates a gentle S-Curve with a black mask that we can paint in.

Sponge: Selects the sponge tool and lets us desaturate any parts of our image that have become oversaturated when using the **Dodge** and **Burn** buttons. Personally, I find it better to change the Blend Mode of the Merged layer to Luminosity if the colours are too strong.

Brush: Selects the brush tool.

Sm: Small Brush.

La: Large Brush.

+: Make brush larger.

-: Make brush smaller.

Colours beneath: Select these to change our foreground colour to the corresponding colour.

Detail Shads/Detail Lights: Add detail specifically to the darker or lighter parts of the image. Personally I prefer the Detail Enhancer in the Filters/Finish panel.

Glow Free: This is a cool way to add a gentle glow to you scene. See how you can do that here: <https://youtu.be/nBiB5tP--h0?t=383>

Zone Contrast: This creates 6 layers, each one targeting a different tonal range. All of these layers are Curves layers. Essentially, we can make very specific contrast adjustments based on tonal range. Let's say our shadows are a little dark. In the Zone Contrast group there are two Shadows layers. Choose one and raise the curve up. This will brighten your shadows without affecting midtones or highlights.

S-Curve: Creates a standard S-Curve contrast adjustment.

Dark Sky: This darkens brighter tones, and also deepens the colour within those tones.

Bright Highlights: Adds extra brightness to the brightest part of the image.

Lighten Shadows: Automatically recovers shadows if they are getting too dark.

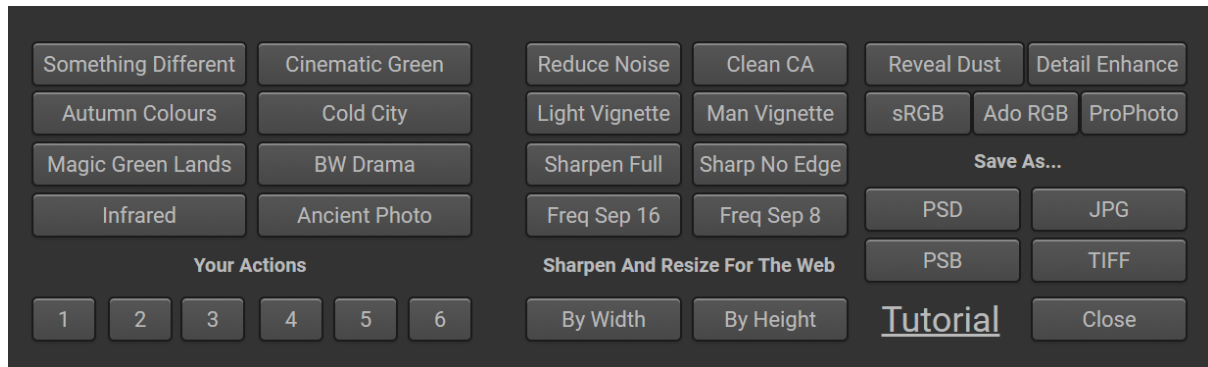
Protect Shadows: Places a Darks mask on a Levels layer so that you can manually recover the shadows.

Fake HDR: This both recovers highlights and shadows.

Orton Effects: All four of these add a dreamy Orton effect to your image. Don't forget to lower the opacity of the layer if it looks to strange.

Filters/Finish

Video Tutorial: <https://www.shutterevolve.com/filters-actions-tutorial-roya-pro/>



Filters: In the top left of the panel there are 8 filters. It's best to play with these and see what works best for you. And remember, for each filter you can always lower the opacity of the layers within if you want to lessen or change the effect. Basically, you can shape these filters to suit your style of processing.

Your Actions: In this section you can create your very own actions and access them in the Raya Pro panel. Here is a video on how to set that up: <https://youtu.be/d4tejgfsM5g>

Reduce Noise: This accesses Photoshop's inbuilt noise reduction function.

Clean CA: Is a great way to manually paint out any chromatic aberration.

Light Vignette: Creates a soft vignette.

Man Vignette: Creates a vignette that, with a white brush selected, lets you craft your own vignette. See that demonstrated here: <https://youtu.be/tiNCB3s6gt0?t=781>

Sharpen Full: Simply adds an Unsharp mask layer to your photo.

Sharpen No Edge: Lets you sharpen your image without white edging. Demonstrated here: <https://www.youtube.com/watch?v=iVgfbiH4-fw>

Freq Sep 8/16: This is a great tool, but it's better to see it in action here: <https://www.youtube.com/watch?v=flJiK7EqS4I>

Sharpen For the Web: Lets you sharpen and resize your photos for the web, while also switching to the correct colour profile. You have various levels of sharpness to work with. The top layer is the sharpest. The bottom layer the least sharp.

Reveal Dust: To use this, please press Merge in the Dodge and Burn panel or hold down ctrl+alt+shift+E (cmd+opt+sht+E on a Mac) and created a Merged layer. Then press Reveal Dust. It will create a black and white layer which reveals sensor dirt. To remove the dirt, use the clone stamp or similar and work directly on the Merged layer (not the black and white layer). Once done, delete the sensor dirt layer.

Detail Enhance: This is the best detail enhancer in Raya Pro, in my opinion. It's pretty straight forward. Press the button and press Okay. Then remember to reduce the opacity of the detail layer and mask in the areas you wish to enhance details. Otherwise the effect may be too strong.

End of manual...until new functions are added...