

Monotone Master Sculptor v3.3.4

QuickStart Guide

Convert any colour photograph into a controlled, expressive monochrome image in five minutes.

Step 1 — Open the App

Monotone Master Sculptor is a self-contained HTML file. Open it in Google Chrome or any Chromium-based browser — no installation, no internet connection required. For the best experience on a Chromebook or laptop, use full-screen mode (F11) before you begin.

TIP

The app remembers your slider settings between sessions. When you reopen it, your previous adjustments are restored — but your image and any loaded assets (LUTs, palettes, curves, textures) are not stored and must be reloaded each session.

Step 2 — Load Your Image

Three ways to load a photo:

1. Drag the image file anywhere onto the app window and drop it.
2. Click LOAD [L] in the toolbar and select your file.
3. Drag directly into the canvas area.

Supported formats: JPEG, PNG, WebP. The header bar turns Magenta when an image is loaded and the app is ready to edit. Large images are automatically scaled to a 1200px preview — the full resolution is preserved for the final export.

■ IMPORTANT

Load your image first before loading any other assets. The app resets all settings when a new image is loaded.

Step 3 — Convert to Black and White

The B&W; Mixer (Panel 1, bottom-left) controls how much each colour in your original photo contributes to the greyscale luminance. This is the heart of the tool.

Slider	Effect
Red (0–2)	High values brighten red subjects (skin, autumn leaves, red cars). Low values darken them.
Yellow (0–2)	Controls yellow and warm tone brightness — golden hour skies, sand, straw.
Green (0–2)	High values brighten foliage and grass. Low values make green subjects very dark.

Slider	Effect
Cyan (0–2)	Affects cool blue-green tones — water, certain skies.
Blue (0–2)	Controls sky and shadow brightness. Low values produce dramatic dark skies.
Magenta (0–2)	Affects flowers, certain skin tones and synthetic colours.

TIP

Classic landscape: reduce Blue to 0.3–0.5 for a dramatic dark sky, increase Green to 1.4–1.6 for bright foliage.
Classic portrait: increase Red to 1.4–1.6 for flattering skin tones.

Step 4 — Shape the Tones

Use Panel 3 (Global Changes, right side) to refine the overall tonal character:

Control	What it does
Exposure	Brightens or darkens the whole image. Reads 0.00 at neutral.
Vibrance	Only active when a tonal palette is loaded — enriches the colour of toned areas without oversaturating.
Contrast	Expands or compresses the difference between light and dark.
Shadows	Lifts or deepens the darkest areas independently.
Midtones	Adjusts the mid-grey tones that make up most of the image.
Highlights	Controls the brightest areas — reduce to recover sky and cloud detail.

Step 5 — Add a Tone (Optional)

The Tonal Stack (top-left panel) lets you add colour toning — sepia, cyanotype, duotone, and more. Load a palette file (.csv or .txt containing hex colour codes), click it to activate, then use the Tonal Intensity slider to control how strongly the tone is applied.

TIP

The tonal blend is always smooth — there are no hard colour boundaries between stops, even with a two-colour duotone. Use Vibrance in Panel 3 to enrich the toned colours further.

Step 6 — Review and Check

- Hold SOURCE to compare with the original colour image at any time.
- Click ZEBRA to check exposure — lime green marks crushed blacks, magenta marks blown highlights.
- Use the three colour squares (left of toolbar) to switch the background between black, grey, and white.

Step 7 — Save

Type a filename in the pink field, then click SAVE [E] or press E. Four files download automatically:

- filename_ORIG.jpg — Full resolution at 95% JPEG quality
- filename_SOCIAL.jpg — Web-ready, longest side 1200px
- filename_ARCH.jpg — Thumbnail, longest side 200px
- filename_33.cube — A 33-point LUT encoding your B&W; conversion and tonal grade

TIP

The .cube LUT can be applied to other images in DaVinci Resolve, Lightroom, Final Cut Pro, or loaded back into the LUT Stack for further blending.

Keyboard Shortcuts

Key	Action
U	Undo (up to 20 steps)
Y	Redo
E	Save Output (image must be loaded)
L	Open file picker (same as LOAD [L])

Things to Be Aware Of

■ SESSION LIMITS

Undo history holds 20 steps maximum and clears when you load a new image.

Images, LUTs, palettes, curves, and textures must be reloaded each session — only slider values are saved automatically.

RESET ALL clears all adjustments but keeps the image. START OVER clears everything including the image — confirmation required.

Vibrance only has a visible effect when a tonal palette is active. On a pure greyscale image it does nothing.