Monotone Master Sculptor v3.3.4

Tooltip Library

Complete tooltip text for every control, panel, and interactive element in Monotone Master Sculptor v3.3.4.

HOW TO USE THIS DOCUMENT

Standard Tooltips appear on first hover and are written for all users.

Progressive Tooltips appear on a second or extended hover for intermediate and advanced users.

Feedback Messages are status bar messages triggered by key actions.

1. Toolbar

Control	Standard Tooltip
■ Black swatch	Switch to a black background. Useful for judging shadow depth and checking for crushed blacks.
■ Grey swatch (default)	Middle grey (#7F7F7F) protects your eye from optical illusions. Pure white or black backgrounds trick your brain into seeing the wrong tones. Grey keeps it honest.
■ White swatch	Switch to a white background. Useful for checking highlight detail and overall brightness balance.
Filename field	Name your file here before saving. This becomes the prefix for all four exported files.
LOAD [L]	Load any file. Images, LUTs (.cube), palettes (.csv/.txt), and curves (.acv) are automatically sent to the right panel.
ZEBRA	Exposure check overlay. Lime green = crushed blacks. Magenta = blown highlights. Use this before saving.
SOURCE	Hold to see your original colour photo. Release to return to your conversion. Your safety net — use it often.
UNDO [U]	Step back one edit. Up to 20 steps available. Keyboard shortcut: U.
REDO [Y]	Step forward after an undo. Keyboard shortcut: Y.
RESET ALL	Resets all sliders and clears all assets. Your image stays loaded.
START OVER	Clears everything including the image. Confirmation required. Any unsaved work will be lost.
LEDGER	Download a timestamped record of every change made in this session as a CSV file.
SAVE [E]	Save your work. Downloads three JPEGs and a .cube LUT. Name your file first. Keyboard shortcut: E.

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2. Left Panel

LUT Stack

Control	Standard Tooltip
LUT Stack list	Load .cube LUT files here. Click a LUT to activate it — the conversion will use its colour character as the starting point.
[Load LUT .cube]	Load one or more professional .cube LUT files. They are applied before the B&W; conversion — shaping which colours become light or dark.
CLEAR	Remove all LUTs from the stack.

Tonal Stack

Control	Standard Tooltip
Tonal Stack list	Load palette files (.csv or .txt with hex colour codes). Click a palette to apply a colour tone to your black and white image.
[Load Tonal Palette]	Load one or more palette files. The colours are applied as a smooth gradient from shadows to highlights — no hard edges.
Tonal Intensity	The master strength of your tonal colour. At zero, the image is pure black and white. Slide right to introduce the palette colour.
CLEAR	Remove all palettes and reset Tonal Intensity.

Panel 5 — Texture Overlay

Control	Standard Tooltip
Blend mode	How the texture sits on your image. Over: texture adds light and shadow. Under: image shapes the texture. Multiply: always darkens — good for grain and grit. Screen: always lightens — good for mist and glow.
[Load Texture]	Load a PNG or JPEG texture. It is converted to greyscale before blending, so the monochrome result is preserved. Only available here — not via LOAD [L].
Blend Strength	How strongly the texture affects the image. Values above 1.0 produce dramatic results.
Texture Soften	Blurs the texture before blending. Higher values give a softer, more diffuse effect. The preview updates as you drag.
CLEAR	Remove the texture and reset all texture controls.

Panel 1 — B&W; Mixer

Control	Standard Tooltip
Red (0–2)	Controls how bright red subjects appear in the conversion. Skin tones, autumn leaves, red vehicles. Above 1.0 = lighter; below = darker.

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Control	Standard Tooltip
Yellow (0–2)	Controls warm-toned subjects: golden hour light, sand, straw, some foliage.
Green (0–2)	Controls foliage and grass brightness. High values create bright, airy natural scenes.
Cyan (0–2)	Controls cool blue-green subjects: water, certain sky tones.
Blue (0–2)	Controls sky and shadow brightness. Reduce for dramatic dark skies — the classic landscape technique.
Magenta (0–2)	Controls flowers, some skin tones, and synthetic colours.
RESET	Return all six Mixer sliders to 1.0 (equal weighting, standard luminance conversion).

3. Right Panel

Panel 2 — Curve Presets

Control	Standard Tooltip
Curve list	Load Photoshop .acv curve files. Click a curve to apply it — it reshapes the tonal response of your image after the B&W; Mixer.
[Load Curve .acv]	Load one or more Photoshop curve files (.acv format). The curves are rendered using the same smooth spline as Photoshop.
CLEAR	Remove all loaded curves.

Panel 3 — Global Changes

Control	Standard Tooltip
Exposure	Brighten or darken the whole image. Reads 0.00 at neutral. Works like turning the studio lights up or down.
Vibrance	Enrich the colours in toned areas without over-saturating. Only has a visible effect when a tonal palette is active.
Contrast	Expand or compress the difference between light and dark. Positive makes blacks blacker and whites whiter.
Shadows	Brighten or deepen the darkest areas independently of the rest of the image.
Midtones	Adjust the bulk of the image — the mid-grey tones that give a photograph its overall weight.
Highlights	Recover or boost the brightest areas. Pull down to restore sky detail.
RESET	Return Exposure, Vibrance, Contrast, Shadows, Midtones, and Highlights to zero.

Panel 4 — Vignette Finish

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Control	Standard Tooltip
INVERT (LIT CENTRE)	Reverses the vignette — instead of darkening the edges, it brightens the centre. Creates a glowing, dreamy effect.
Radius	How close to the centre the darkening begins. Lower values bring the dark edges inward.
Falloff	How gradually the vignette fades in. Low values produce a hard edge. High values produce a long invisible fade.
Strength	How dark the extreme edges become. At zero there is no vignette. At 1.0 the edges go to black.
SHOW SPATIAL MASK	Displays the raw vignette gradient as a greyscale map. Useful for checking the shape before applying strength.
RESET	Return all vignette controls to their defaults.

Panel 6 — Graduated ND

Control	Standard Tooltip
Filter Density	Sunglasses for the sky. Darkens from the top of the frame downward — the foreground is never touched. Useful for balancing bright skies against darker grounds in black and white.
RESET	Return Filter Density to zero.

4. Workspace

Element	Standard Tooltip
Canvas — no image	Drag a photo here to begin. Or use LOAD [L]. Your image stays on your machine — no uploads, no cloud.
Canvas — image loaded	Your black and white conversion is shown here in real time. Hold SOURCE to compare with the original.

5. Progressive Tooltips (Second Hover)

Control	Advanced Tooltip
LUT Stack	LUTs are applied in the colour domain before the B&W; conversion. They shift the hue and saturation of your source image, which then affects how the B&W; Mixer reads those colours. A warm film LUT will cause warm tones to render lighter in the conversion.
B&W; Mixer	The mixer computes a weighted luminance value: L = wR*R_channel + wY*yellow_component + ... Each slider modifies the contribution of that colour hue to the final grey value. All sliders at 1.0 is equivalent to a standard Rec.601 luminance conversion.

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Control	Advanced Tooltip
Tonal Intensity	Mathematically blends the greyscale output against the palette-toned output. At 0.5, the result is an equal mix of pure grey and fully toned. Works identically to layer opacity in Photoshop.
Curve Presets	Curves are interpolated using monotone cubic spline (Fritsch-Carlson) — the same algorithm used by Photoshop. This ensures .acv files imported from Photoshop produce visually identical results.
Exposure	Applied as a power-law: result = max(0, sl)^(1/(1+exMod)). The displayed value shows the offset from neutral (ex-1), so 0.00 = unchanged regardless of the internal 0.5–2.0 scale.
Vibrance	Saturation-aware: for positive values, boost = vib * (1 - currentSaturation). Already-saturated pixels receive proportionally less boost. Only operates on RGB output — has zero effect on greyscale pixels.
Graduated ND	Applied as a per-pixel reduction to the effective Exposure value: localExposure = baseExposure - ndStr * (1 - y/height). Linear from top to bottom. Applied in the digital domain after LUT and curve processing. Excluded from .cube export.
SAVE [E]	The _33.cube file is a 33-point 3D LUT encoding your LUT stack, B&W; Mixer, curve, global changes, and tonal palette (including Vibrance). Vignette, Graduated ND, and Texture are excluded — they are spatial effects that cannot be represented in a colour-only LUT.

6. Status Bar Messages

Trigger	Message
Image loaded	LOADING IMAGE... (then hidden)
LUT loaded	(LUT appears in stack list)
Unsupported file dropped	UNSUPPORTED: filename.ext
[E] pressed with no image	LOAD AN IMAGE FIRST
LEDGER empty	LEDGER IS EMPTY — NO EDITS RECORDED
Session restored on open	SESSION RESTORED — RELOAD YOUR IMAGE AND ASSETS
Saving	EXPORTING BUNDLE... (until complete)

7. Confirmation Dialogs

Trigger	Dialog Text
START OVER clicked	START OVER will clear the image and all edits. This cannot be undone. Are you sure?

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