



Image Sculptor v10.0.5 — Tooltip Library

Complete tooltip text for all controls, panels, and interactive elements. Organised by location within the application. Includes standard tooltips, progressive (advanced) tooltips, idle-state guidance, and action feedback messages.

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 and are written for intermediate and advanced users.

Feedback Toasts are brief messages shown in the status bar (top centre) after key actions — they appear for approximately 2.5 seconds then fade.

Idle State tooltips appear when no image is loaded and guide the user towards their first action.

1. Toolbar — Top of Screen

Left to right across the header bar.

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) is the default. It protects your eye from optical illusions — pure white or black backgrounds trick your brain into seeing the wrong colours. Grey keeps it honest.
□ White swatch	Switch to a white background. Useful for checking highlight detail and overall brightness balance.
Filename field	Name your masterpiece here before saving. This becomes the prefix for all four exported files. Leave blank to use the default name SCULPT.
LOAD [L]	Load any file. Accepts images (JPEG, PNG, WebP), .cube LUT files, and .csv tonal look files. Files are automatically sent to the right panel. Your image never uploads anywhere — it stays on your machine.
ZEBRA OFF / ON	Toggles the exposure warning overlay. Pixels blown to pure white glow red. Pixels crushed to pure black glow blue. Use this to dial in exposure before saving.
SOURCE	Hold to see your original unprocessed photo. Release to return to your edit. Your safety net — use it often. It is easy to over-process without realising.
UNDO [U]	Step back one edit. Up to 20 steps available. Keyboard shortcut: U.
REDO [Y]	Step forward one edit. Only available after an undo. Keyboard shortcut: Y.
RESET ALL	Fresh start. Same photo. Every slider returns to zero, all looks and LUTs deactivate, and the texture is cleared. Your original photo stays untouched.
START OVER	Clear the deck completely. The image, all edits, and the session ledger are cleared. A confirmation is required. Any unsaved work will be lost.



Control	Standard Tooltip
LEDGER	Download a timestamped record of every change made in this session as a CSV file. Useful for recreating a grade or diagnosing a problem.
SAVE [E]	One click. Four files downloaded: full resolution, web (1200px), thumbnail (200px), and a .cube LUT of your grade. Name your file first using the Filename field. Keyboard shortcut: E.

2. Left Panel

Panel 0 — Auto-Start Looks

Control	Standard Tooltip
Landscape preset	A shortcut for outdoor scenes and skies. Sets exposure, contrast, highlights, and a graduated sky filter in one click. Then you finish the sculpture.
High-Contrast preset	Strong light and shadow separation. Good for architecture, drama, and bold subjects. Adjust contrast and highlights to taste afterwards.
Portrait preset	A gentle brightening with a soft vignette to keep attention on your subject. Start here for people and faces.
Animals preset	Lifted midtones and boosted contrast. Designed to bring out fur, feather, and eye detail in wildlife and pets.
Birds preset	Underexposes slightly and tames highlights strongly. Preserves feather detail against bright skies — the most common challenge in bird photography.
RESET (panel header)	Return the preset-affected controls to neutral without touching your colour balance, LUTs, or tonal looks. Use this to audition presets one by one.

Panel 1 — Colour Balance

Control	Standard Tooltip
[Load Image]	Open a photo from your device. Drag and drop onto the main window also works, as does the LOAD [L] button in the toolbar. Your image never leaves your machine — no uploads, no cloud.
Red Gain slider	Slide right to warm your image towards orange and gold. Slide left to cool it towards cyan and teal. Small moves go a long way.
Green Gain slider	Adjusts the green channel. Slide right to push towards green — useful for foliage. Slide left to shift towards magenta. Usually the subtlest of the three.
Blue Gain slider	The most powerful white balance control. Slide right to cool your image towards blue. Slide left to warm it towards amber. If your indoor shots look too orange, slide this right.
RESET (panel header)	Return Red, Green, and Blue Gain to zero.



Panel 5 — Texture Overlay

Control	Standard Tooltip
Blend mode selector	Choose how the texture sits on your photo. Over: texture brightens and darkens the image. Under: the image shapes the texture. Multiply: always darkens — good for grit and grain. Screen: always lightens — good for light leaks and glows.
[Load Texture]	Load a PNG or JPEG texture image. Only one texture can be loaded at a time. Texture loading is only available here — it cannot be loaded via LOAD [L] or drag and drop.
Blend Strength slider	Controls how strongly the texture affects the image. Values above 1.0 produce exaggerated effects. Start at 0.3–0.5 for a natural result.
Texture Soften slider	Blurs the texture before blending. Higher values create a softer, more atmospheric effect. Lower values keep the texture sharp and detailed. The preview updates while you drag.
CLEAR (panel header)	Remove the current texture and reset all texture controls.

Panel 6 — Vignette Finish

Control	Standard Tooltip
Preset selector — Manual	Full manual control. Use the Radius, Feather, and Strength sliders below to build your own vignette.
Preset selector — Portrait Glow	A large, soft vignette designed to flatter portraits. Gentle dimming at the very edges without drawing attention to itself.
Preset selector — Moody Edge	A tight, strong vignette that pushes the viewer's eye firmly to the centre. Dramatic and deliberate.
Radius slider	How close to the centre the darkening begins. Lower values bring the dark edges inward. Start around 0.75–0.85 for a natural look.
Feather slider	How gradually the vignette fades in. Low values produce a hard, abrupt edge. High values produce a long, barely-visible fade.
Strength slider	How dark the extreme corners become. At zero there is no vignette. At 1.0 the corners go to black.
CLEAR (panel header)	Reset the vignette to its neutral defaults.

Note: The vignette centre is fixed at the geometric centre of the image. It cannot be repositioned by clicking on the photo.



3. Right Panel

Panel 2 — Tonal Looks

Control	Standard Tooltip
Mood: Smooth / Discrete	Smooth blends between gradient colours for a seamless film-like transition. Discrete jumps between colour stops in distinct bands — a more stylised, cross-processed feel.
Look stack	Your loaded tonal looks appear here as colour gradient swatches. Tick the checkbox to activate a look. Use the slider beneath each look to control its individual strength.
[Load Tonal CSV]	Load a .csv file containing one or more tonal looks. Multiple files can be loaded at once. New looks are added to the stack without removing existing ones.
Sculpt Mix slider	The master intensity for all active tonal looks combined. At zero, looks have no effect regardless of individual settings. At 1.0, all active looks apply at full strength. Your emergency brake if things get too heavy.
CLEAR (panel header)	Deactivate all tonal looks. The looks remain in the stack and can be reactivated — this is not a delete.

Panel 3 — LUT Stack

Control	Standard Tooltip
LUT stack	Your loaded LUTs appear here. Tick the checkbox to activate a LUT. Use the slider beneath each LUT to blend between your original colour and the LUT's colour transform. You can load and blend multiple LUTs simultaneously.
[Load LUT .cube]	Load one or more professional .cube LUT files. Multiple files can be selected at once. LUTs are applied before tonal looks and global adjustments — they set the foundational colour character of your edit.
Per-LUT opacity slider	Blends between the original colour (0%) and the full LUT transform (100%). Use this to apply a LUT subtly rather than at full strength.
CLEAR (panel header)	Deactivate all LUTs. They remain in the stack and can be reactivated.

Panel 4 — Global Changes

Control	Standard Tooltip
Exposure slider	Brighten or darken the whole image. Think of it as turning the lights up or down in the room. The app gently protects highlights from clipping when this is active.
Contrast slider	Expand or compress the difference between light and dark. More contrast makes bright areas brighter and dark areas darker. Less contrast gives a flatter, more cinematic base.
Vibrance slider	Smart saturation. Slide right to make colours sing without turning skin neon or sunburned — it boosts dull colours more than vivid ones. Slide



Control	Standard Tooltip
	left to gently desaturate.
Shadows slider	Brighten or darken just the darkest areas of the image. Lift shadows to reveal hidden detail. Deepen them to add weight and drama.
Midtones slider	Brighten or darken the middle tones — the bulk of most images. This is your main brightness fine-tuning tool after Exposure.
Highlights slider	Brighten or darken the brightest areas. Pull highlights down to recover sky and cloud detail. Push them up to add brilliance to light sources.
RESET (panel header)	Return Exposure, Contrast, Vibrance, Shadows, Midtones, and Highlights to zero.

Panel 7 — Graduated ND Filter

Control	Standard Tooltip
Filter Density slider	Sunglasses for the sky. Darkens from the top of the frame downward with a perfectly linear transition. The foreground is untouched. Pull this up to bring back clouds, blue sky, and detail in bright outdoor shots.
CLEAR (panel header)	Return Filter Density to zero.

4. Workspace and Viewing Controls

Element	Standard Tooltip
Centre canvas — no image loaded	Drag a photo here to begin. Or use LOAD [L] in the toolbar. Your image stays on your machine — no uploads, no cloud.
Centre canvas — image loaded	Your edit is shown here in real time. Hold SOURCE in the toolbar to compare with the original.
Histogram	Your exposure map. The graph shows how your pixels are distributed from pure black (left) to pure white (right). The dashed vertical lines mark classic photographic zones. Aim to keep the bulk of the graph away from both edges.



5. Progressive Tooltips

Shown on a second or extended hover. Written for intermediate and advanced users who want to understand what is happening under the surface.

Control	Advanced Tooltip (second hover)
SOURCE button	Momentary preview only — no settings are changed. The flag that drives this is cleared the instant you release, so the canvas always reverts to your full edit immediately.
RESET ALL	Clears all sliders, deactivates all LUTs and tonal looks, and removes the texture. Does not affect the image pixel buffer or the undo history.
START OVER	Reloads the app from scratch. Clears localStorage session data and the Ledger. All loaded assets — image, texture, LUTs, and tonal looks — must be reloaded.
UNDO / REDO	History stores up to 20 states. Each state records all slider values, LUT and look activation and opacity, and whether a texture is active. Image and texture pixel data are not stored in history.
LEDGER button	The Ledger records every parameter change continuously in browser localStorage (up to 1,000 entries). Exporting downloads a CSV of all entries with ISO timestamps. START OVER clears the Ledger.
SAVE [E]	Produces four files: full-res JPEG at 95% quality, 1200px JPEG, 200px JPEG, and a 33-point .cube LUT. The LUT encodes colour balance, LUTs, tonal looks, and global adjustments. Vignette, graduated ND filter, and texture are intentionally excluded from the LUT — they are spatial effects that cannot be represented in a colour-only transform.
Red / Green / Blue Gain	These are linear channel multipliers applied before all other processing. They are not a true white balance correction — they do not account for the non-linear nature of the sRGB colour space. For precise white balance, make small equal-and-opposite adjustments across channels.
Tonal Looks stack	Looks are applied based on each pixel's luminance, calculated using the Rec.601 formula ($0.299R + 0.587G + 0.114B$). The current pixel luminance selects a position on the look's colour gradient. Multiple active looks are blended together before being mixed with the original colour at the Sculpt Mix rate.
Sculpt Mix slider	Mathematically blends the fully processed tonal look result against the pre-look colour. Works identically to layer opacity in Photoshop. At 0.5, the result is an equal mix of your tonal grade and the original colour. This slider affects all active tonal looks simultaneously.
Per-look opacity slider	Controls the blend strength of an individual look, independent of Sculpt Mix. The per-look opacity is applied first, then Sculpt Mix applies as a second pass over all active looks combined.
LUT Stack	LUTs are applied before tonal looks and global adjustments — they set the foundational colour character of your edit. In the preview, LUTs use nearest-neighbour lattice sampling. In the full export render, trilinear interpolation across the 8 surrounding lattice nodes is used for maximum colour accuracy.
Per-LUT opacity slider	Blends between the pre-LUT colour and the full LUT output. Multiple active LUTs are blended sequentially — the output of the first feeds the input of the second.



Control	Advanced Tooltip (second hover)
Exposure slider	Applied as a power-law (gamma) function: $\text{result} = \max(0, \text{value})^{1 / (1 + \text{exposure})}$. This is gamma-style tone mapping. Positive exposure values lighten by reducing the exponent; negative values darken by increasing it.
Contrast slider	Applied as a linear scale around the midpoint: $\text{new} = (\text{old} - 0.5) * (1 + \text{contrast}) + 0.5$. Positive values expand tonal range; negative values compress it.
Vibrance slider	Saturation-aware adjustment. At positive values, already-saturated pixels receive proportionally less boost than desaturated pixels, protecting vivid colours. At negative values, saturation is reduced uniformly across all pixels.
Shadows / Midtones / Highlights	Each slider uses a luminance-derived weighting function to isolate its zone. Shadow weight peaks at luminance 0, midtone weight peaks at 0.5, highlight weight peaks at 1.0. The weights overlap smoothly, so extreme adjustments in one zone will have a visible but smaller effect on adjacent zones.
Texture blend modes	Over (Contrast Mod): scales source brightness by texture luminance. Under (Contrast Mod): scales texture brightness by source luminance. Multiply: $\text{result} = \text{source} * \text{texture}$ — always darkens. Screen: $\text{result} = 1 - (1 - \text{source}) * (1 - \text{texture})$ — always lightens.
Texture Soften slider	Applies a CSS Gaussian blur to the texture canvas before pixel extraction. The blur radius scales proportionally when generating the full-resolution texture buffer for export, so the softening effect is consistent between preview and export.
Vignette Radius slider	The normalised distance from the centre at which darkening begins. At 1.0 the vignette starts at the edges of the image. At 0.5 it starts halfway between centre and edge.
Vignette Feather slider	Controls the width of the transition zone. Low values produce an abrupt edge; high values produce a long gradual fade. The transition uses a linear ramp between Radius and Radius+Feather.
Graduated ND Filter	Darkening is applied as a linear function of vertical pixel position: maximum at the top ($y\text{Coord} = 0$), zero at the bottom. The density value is subtracted from the effective Exposure for each pixel proportionally. Unlike a physical filter, this applies in the digital domain after LUT and tonal look processing.
Histogram	Computed during every preview draw by sampling approximately 1 in every 200 pixels. It is an indicative guide to tonal distribution, not a pixel-accurate metering tool. The 10 dashed vertical lines represent classic photographic Zone System divisions. For precise exposure checking, use the Zebra overlay.



6. Idle and Empty State Tooltips

Shown when no image is loaded, to orient a new user.

Location / Element	Idle State Tooltip
Centre canvas area	Drag a photo here to begin sculpting. Or use LOAD [L] in the toolbar. Your image stays on your machine — no uploads, no cloud.
LUT stack (empty)	Load .cube LUT files here. Drag them directly into this area, or use the [Load LUT .cube] button below. Multiple files can be loaded at once.
Tonal looks stack (empty)	Load .csv tonal look files here. Drag them directly into this area, or use the [Load Tonal CSV] button below. Multiple files can be loaded at once.
SAVE [E] button (no image loaded)	Load an image first. SAVE is only available once a photo is loaded.
Zebra button (no image loaded)	Load an image to use the zebra exposure overlay.

7. Action Feedback — Status Bar Messages

Brief messages shown in the pulsing status bar at the top centre of the screen. Each fades after approximately 2.5 seconds unless noted.

Trigger	Status Bar Message
Image loaded successfully	LOADED: filename.jpg (1920x1280) [shows actual filename and dimensions]
LUT file loaded	LOADED: MyLUT.cube
Tonal CSV loaded	LOADED: MyLooks.csv
Texture loaded before image	TEXTURE PENDING — LOAD IMAGE FIRST [shown for 3 seconds]
Unsupported file type dropped	UNSUPPORTED: filename.xxx [shown for 2.5 seconds]
SAVE [E] triggered	RENDERING OUTPUT... [shown until export completes]
Export complete	(status bar hides automatically)
Texture missing at export time	WARNING: TEXTURE MISSING FROM EXPORT
LEDGER button — no entries	LEDGER IS EMPTY [shown for 2 seconds]
Image is being prepared	PREPARING PREVIEW...

8. Confirmation Dialogs

Trigger	Dialog Text
START OVER button clicked	START OVER will clear the image and all edits. Are you sure?



9. Quick Reference — Tooltip Pairs by User Level

A summary of the two-tier tooltip approach for the most important controls.

Control	Beginner Tooltip	Advanced Tooltip (second hover)
SOURCE button	Hold to see your original photo. Release to return to your edit. Your safety net — use it often.	Momentary preview only — no settings are changed. Hold as long as you like; your edit is always one release away.
RESET ALL	Fresh start. Same photo. Every slider back to zero.	Clears all sliders, LUTs, looks, and texture. Image pixel buffer and undo history are not affected.
START OVER	Clear the deck. Any unsaved work will be lost. Confirmation required.	Reloads the app. Clears localStorage session data and the Ledger. All assets must be reloaded.
Sculpt Mix	The master blend for all tonal looks. Pull back if things get too heavy.	Mathematically blends the tonal look output against the original colour buffer. Identical to layer opacity in Photoshop.
LUT Stack	Load .cube files for cinematic colour transforms. Applied first in the pipeline.	LUTs use nearest-neighbour sampling in preview and trilinear interpolation in the full export render. Multiple LUTs blend sequentially.
SAVE [E]	One click. Four files: full-res, 1200px, 200px, and a .cube LUT of your grade.	The .cube LUT encodes colour balance, LUTs, looks, and global adjustments only. Vignette, ND filter, and texture are excluded — they are spatial and cannot be represented in a colour LUT.
Vignette Strength	Slide up to dim the edges and draw the eye to your subject.	Applied after all other processing as a multiply factor derived from a pre-computed 16-bit distance map. Centre is fixed at the geometric centre of the image.
Graduated ND	Sunglasses for the sky. Darkens from the top down, foreground untouched.	Applied as a linear reduction to the effective Exposure value per pixel, proportional to vertical position. Excluded from the exported .cube LUT.
Histogram	Your exposure map. Keep the bulk of the graph away from the edges.	Samples approximately 1 in 200 pixels for performance. Indicative only — use Zebra for precise clipping detection.
Zebra toggle	Red pixels are blown out. Blue pixels are crushed to black.	Red overlay: luminance above 0.99 (253/255). Blue overlay: luminance below 0.01 (3/255). Uses Rec.601 luminance weighting.