



Image Sculptor v10.0.5 — Quick Start Guide

Get from a blank screen to a saved, polished image in five minutes.

Step 1 — Open the App

Image Sculptor is a self-contained HTML file. Open it in Google Chrome or any Chromium-based browser — no installation, no internet connection required after the file is loaded. For the best experience on a Chromebook or laptop, press F11 or use the browser's fullscreen option before you begin.

TIP

The app remembers your slider settings between sessions automatically. When you reopen it after closing the browser tab, your previous adjustments will be restored — but your image will not, as images are never stored. You will always need to reload your image.

Step 2 — Load Your Image

You have three ways to load a photo:

1. Drag the image file anywhere onto the app window and drop it.
2. Click the LOAD [L] button in the toolbar and select your file from the browser dialog.
3. Click the [Load Image] button in Panel 1 on the left side.

Supported formats: JPEG, PNG, WebP. The app accepts images of any size — very large images (above 1200 pixels on their longest side) are automatically scaled down for the preview, but the full resolution is retained for the final export.

⚠ IMPORTANT

Load your image before loading any texture. If you load a texture first, it will be held in memory and applied automatically once an image is loaded — but if you load a new image afterwards, the texture is cleared. Always load the image first to be certain.



Step 3 — Choose a Starting Look (Optional)

Panel 0 (top left, highlighted in blue) contains five Auto-Start presets. These are a fast way to establish a direction for any type of subject:

Preset	Best For	What It Does
Landscape	Outdoor scenes, skies	Slight underexposure, boosted contrast, tamed highlights, graduated ND sky filter
High-Contrast	Architecture, drama	Strong contrast, lifted highlights, deepened shadows, full tonal look blend
Portrait	People, faces	Brightened exposure, softer contrast, gentle portrait vignette
Animals	Wildlife, pets	Boosted midtones and contrast, moderate tonal look blend
Birds	Birds in flight, sky subjects	Underexposes and strongly tames highlights to preserve feather detail

Try each one and use the RESET button (top right of Panel 0) to return to neutral before trying the next. Presets only affect global tone controls — your colour balance, LUTs, and texture are not touched.

Step 4 — Adjust to Taste

Work through the panels from top to bottom. Each panel has a RESET or CLEAR link to undo just that panel's changes without affecting anything else.

Panel	What to Do
1. Colour Balance	Warm up or cool down your image using the Red/Green/Blue gain sliders. Small moves (± 0.20) go a long way.
2. Tonal Looks	Load a CSV preset file and tick the checkbox next to a look to apply it. Adjust the Sculpt Mix slider to control intensity.
3. LUT Stack	Load one or more .cube LUT files. Tick to activate; use the per-LUT opacity slider to blend.
4. Global Changes	Fine-tune exposure, contrast, vibrance, and shadow/midtone/highlight separation.
5. Texture Overlay	Load a texture image and choose a blend mode. Use Blend Strength and Texture Soften to taste.
6. Vignette	Use the Strength slider to darken the edges. Radius and Feather control the size and softness.
7. ND Filter	Drag Filter Density up to darken the sky (top of the image) without affecting the ground.



Step 5 — Review Your Work

Use these tools in the toolbar to check your edit before saving:

- Hold SOURCE to see the original unprocessed image for direct comparison. Release to return to your edit.
- Click ZEBRA ON to highlight blown-out highlights in red and crushed blacks in blue — useful for checking exposure.
- Watch the histogram (bottom of the left panel) — a good exposure keeps the graph away from both edges.
- Use the three coloured squares (left of toolbar) to switch the background between black, grey, and white. This helps judge tonal balance without the background influencing your eye.

Step 6 — Save Your Work

Type a filename in the pink text field (no extension needed), then click SAVE [E] or press the E key. The app will download four files automatically:

- filename.jpg — Full resolution processed image at 95% JPEG quality
- filename_1200.jpg — Web-ready version, longest side 1200 pixels
- filename_200.jpg — Thumbnail, longest side 200 pixels
- filename_33.cube — A 33-point LUT encoding your colour and tonal work

TIP

The .cube LUT file is the most valuable output if you plan to apply the same look to many images. It can be loaded back into Image Sculptor's LUT Stack, or imported into any LUT-compatible software such as DaVinci Resolve, Final Cut Pro, or Lightroom.

Keyboard Shortcuts

Key	Action
U	Undo (up to 20 steps)
Y	Redo
E	Save Output (only when an image is loaded)

Things to Be Aware Of

⚠ SESSION LIMITS

Undo history holds a maximum of 20 steps and is cleared when you load a new image.

Session slider values are saved automatically but images, textures, LUTs, and tonal looks must be reloaded each session.

RESET ALL clears all adjustments but keeps the image loaded. START OVER clears everything including the image — it will ask for confirmation first.