

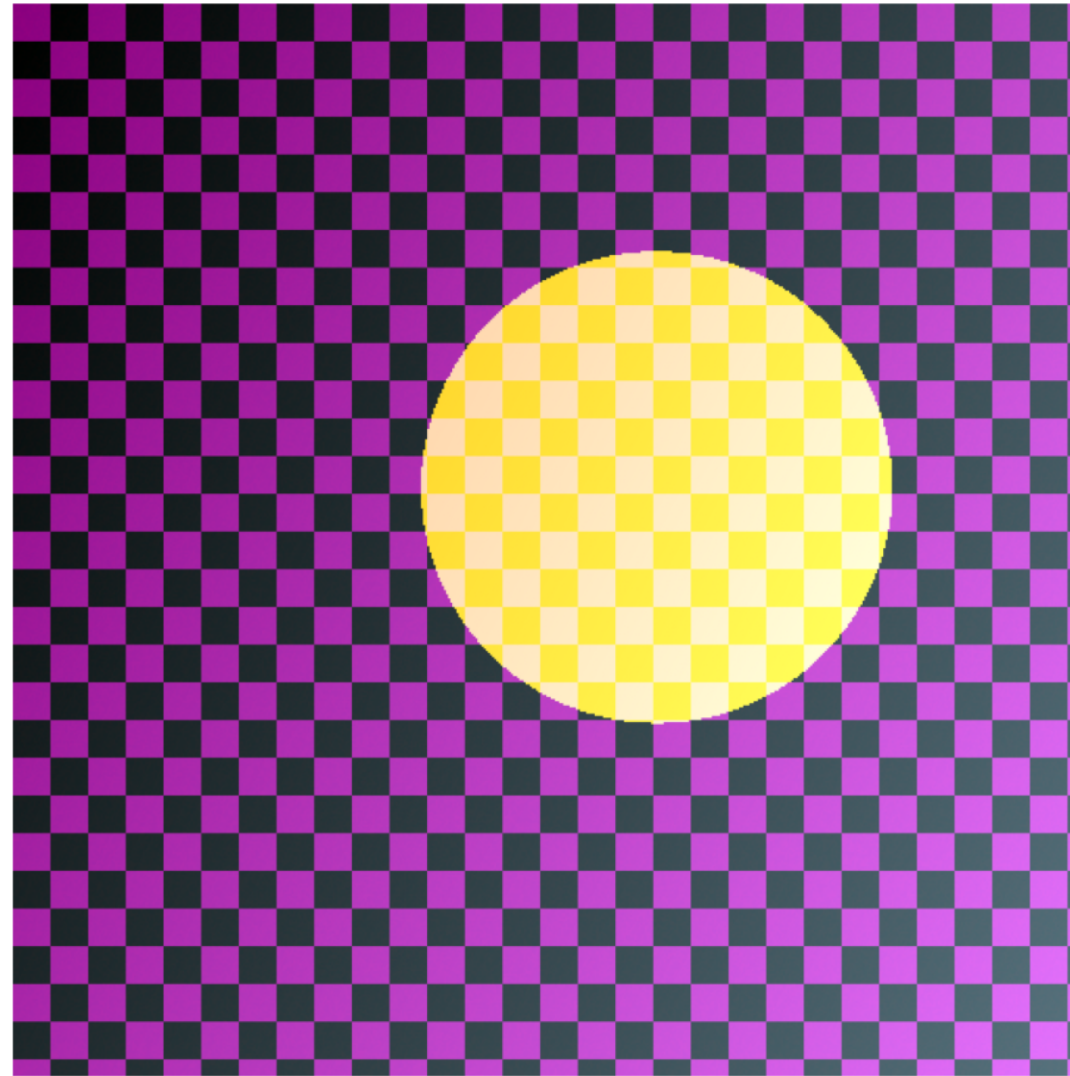
PGA — Krita Plugins: Cvičení 5

ColorLab — Grayscale, Sepia, Curves, HSL/HSV, Gradient Map

Cíle

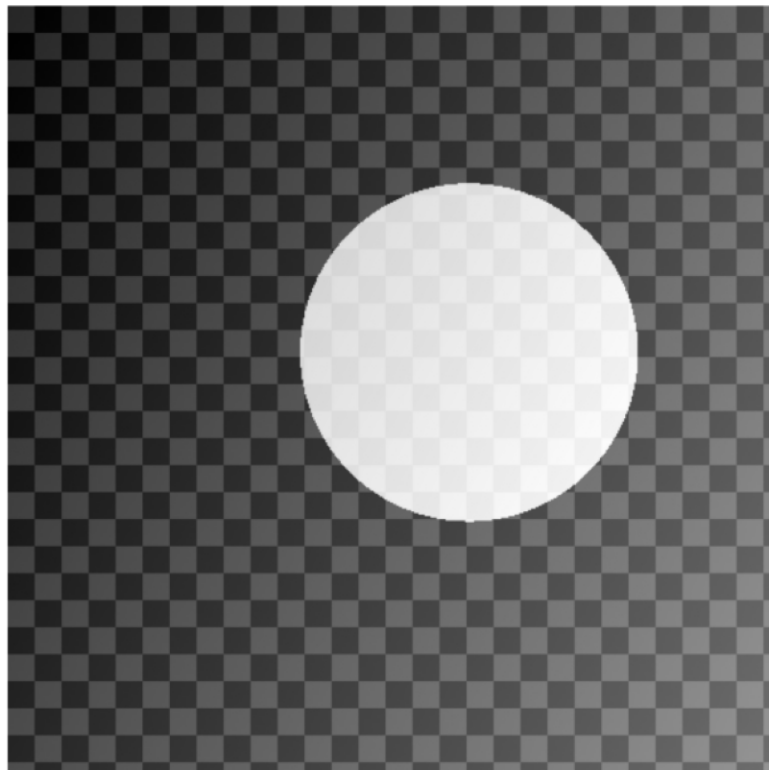
- Bezpečné barevné transformace nad ROI (BGRA; A beze změny)
- Rychlé preview na downsamplovaném ROI, Apply na plnou oblast
- LUT pro křivky/úrovně, HSL/HSV, 3×3 matice (sepia), Gradient Map

Testovací obraz

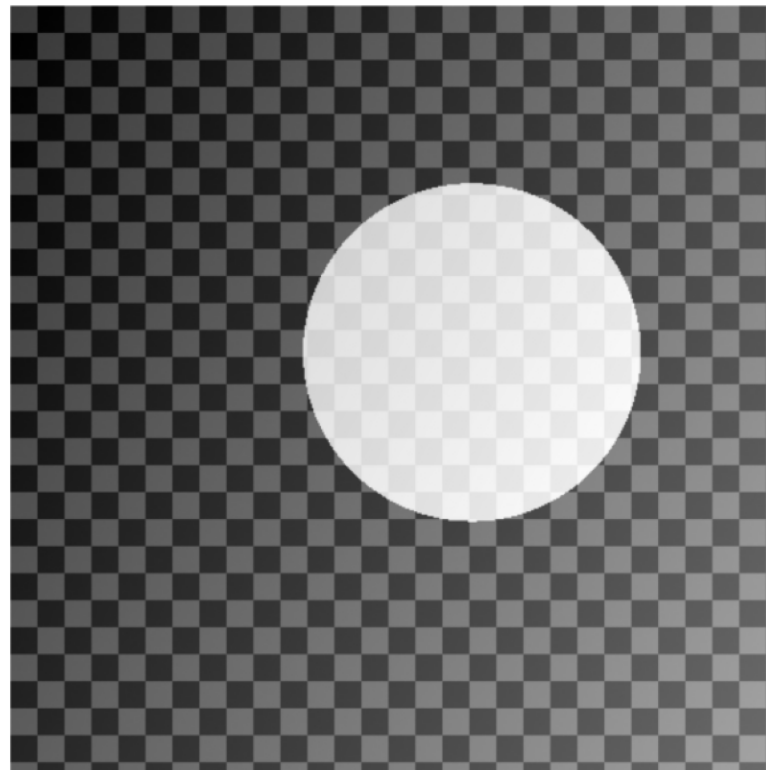


Grayscale metody

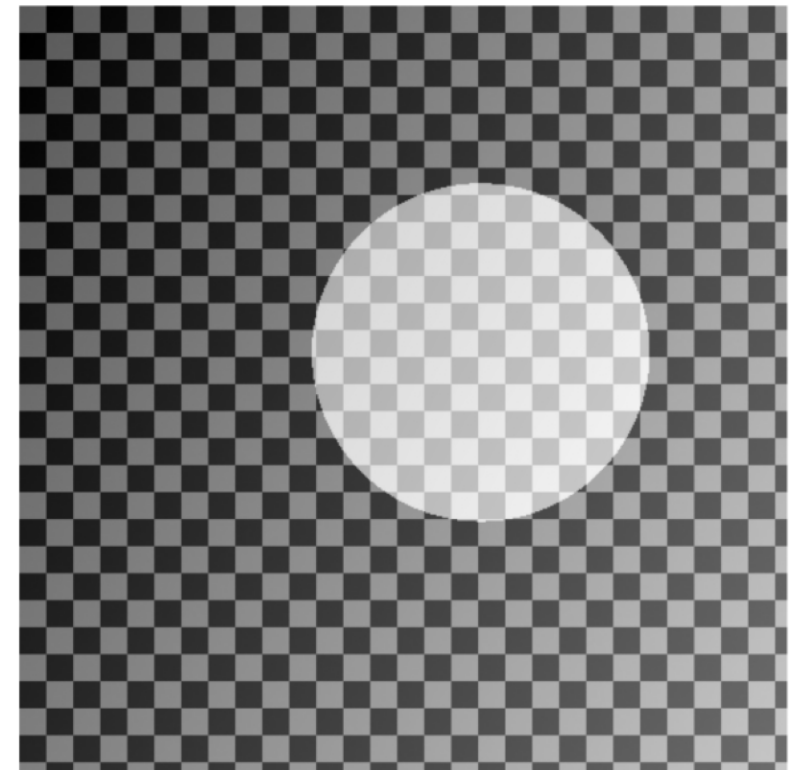
Grayscale (709)



Grayscale (601)



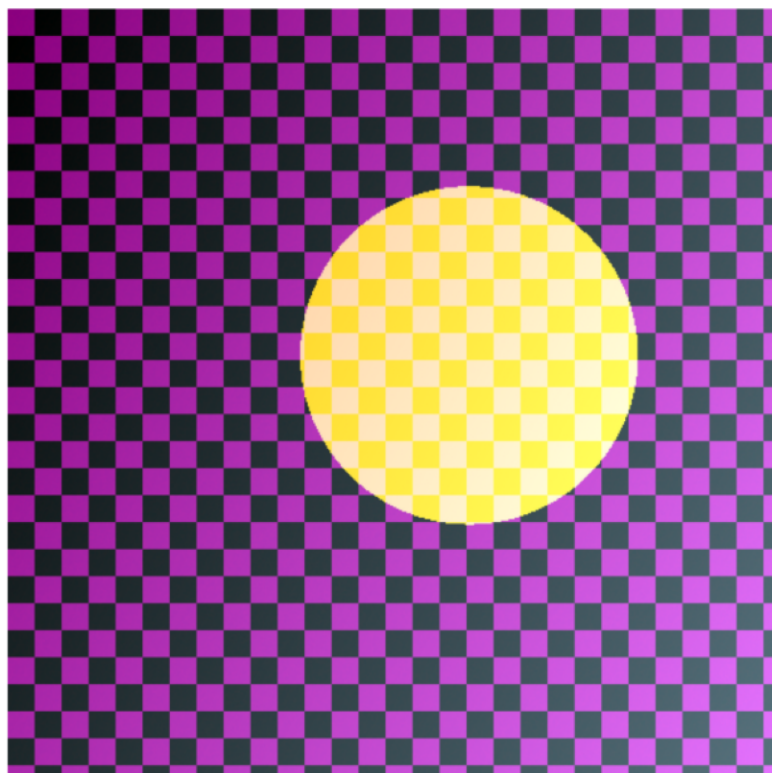
Grayscale (Average)



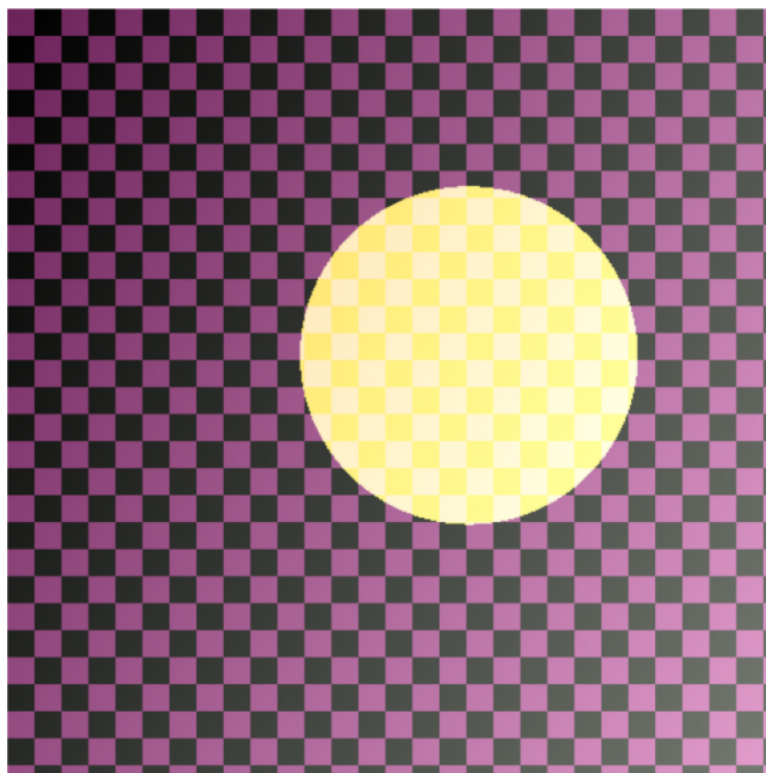
Porovnání: 709 vs 601 vs Average

Sepia - intenzita

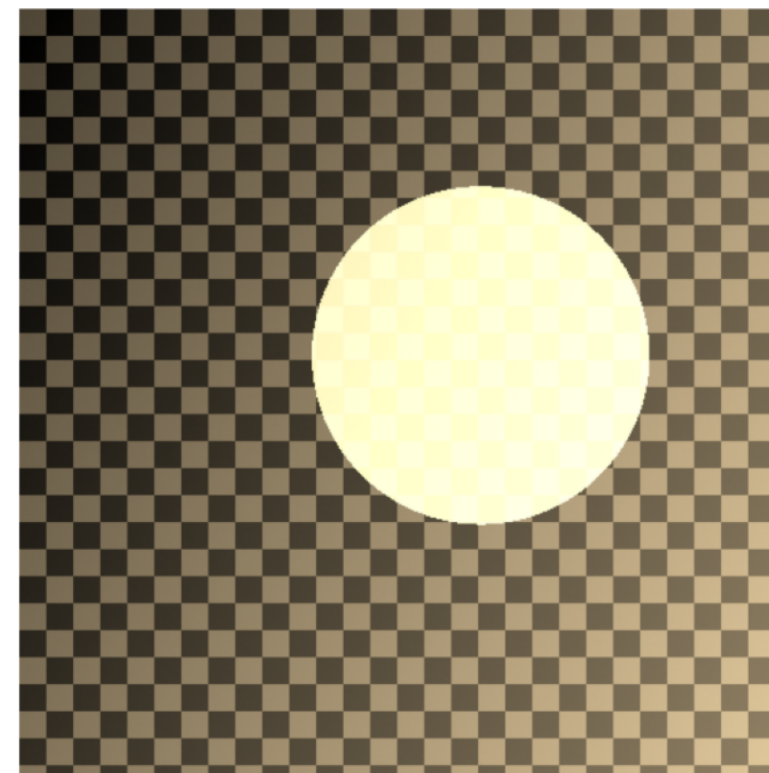
Sepia 0%



Sepia 50%



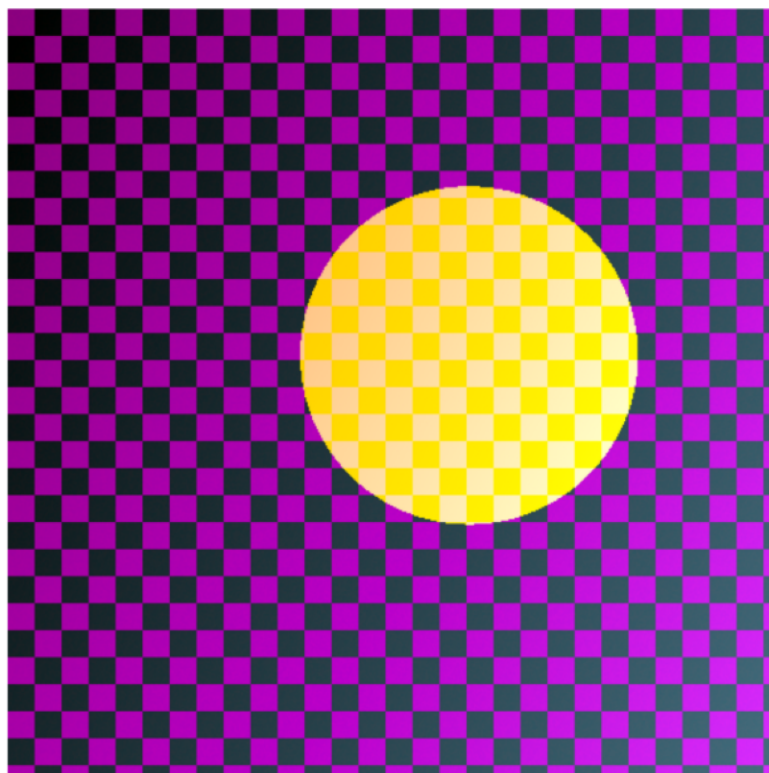
Sepia 100%



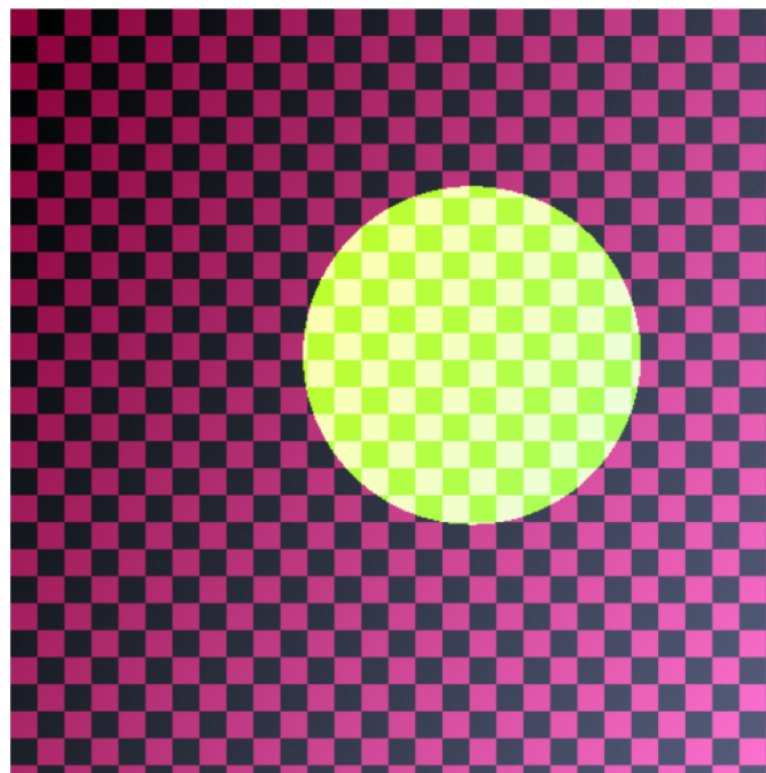
Sepia přes 3×3 matici; mix 0–100 %

HSV úpravy

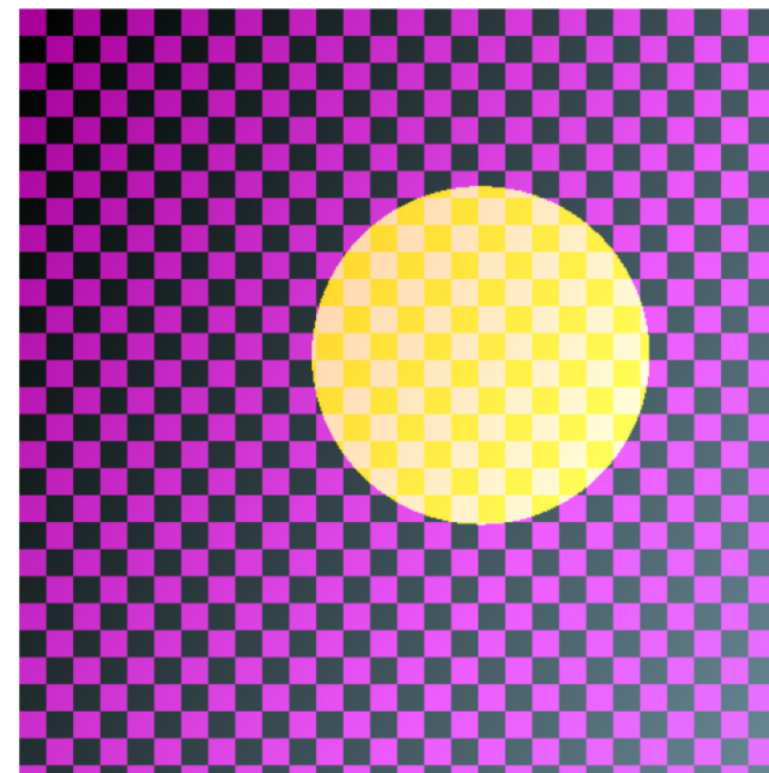
HSV: Sat 150%



HSV: Hue +30°



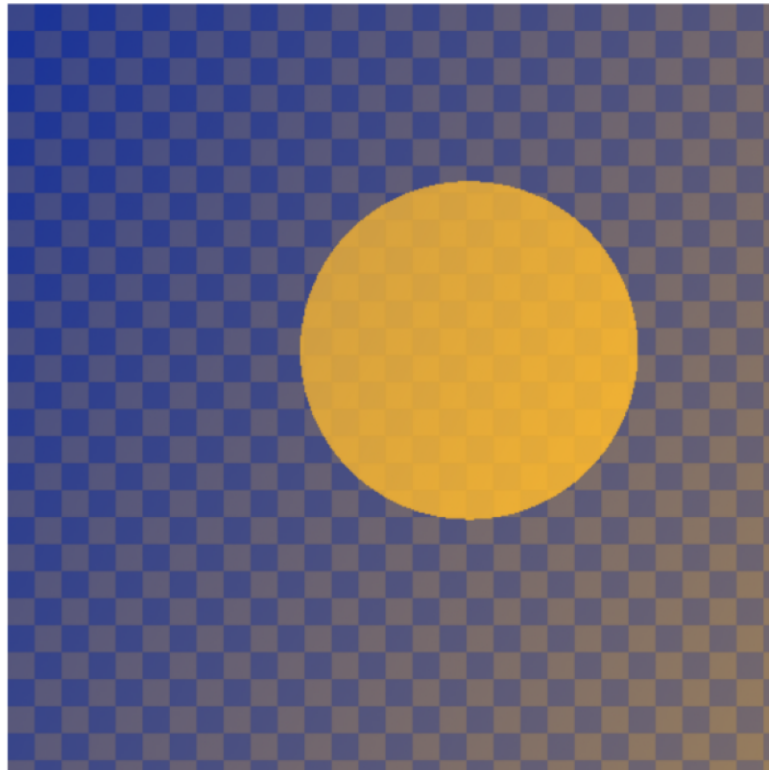
HSV: Value 120%



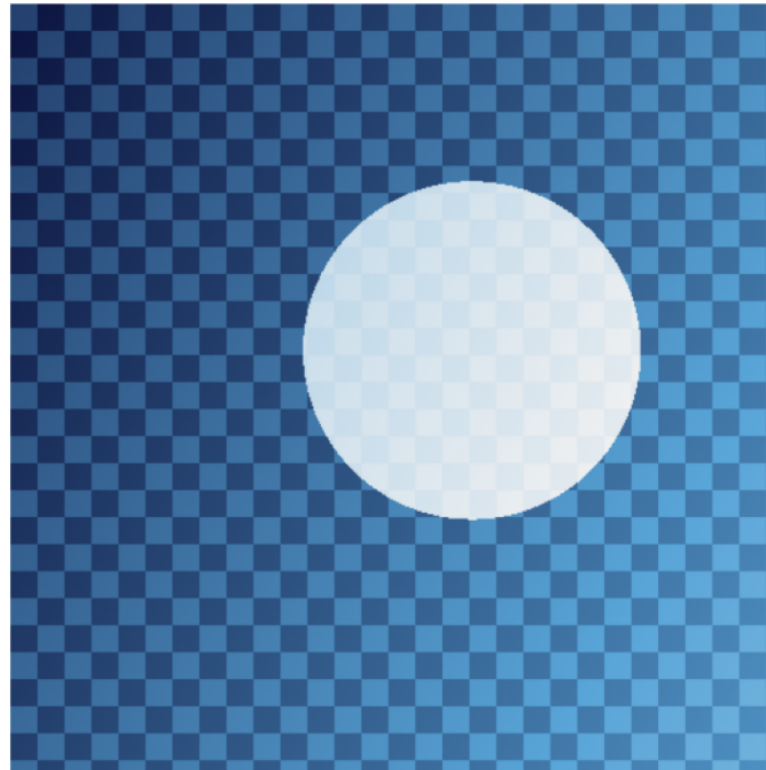
Hue/Sat/Value — rychlé kreativní korekce

Gradient Map a Curves

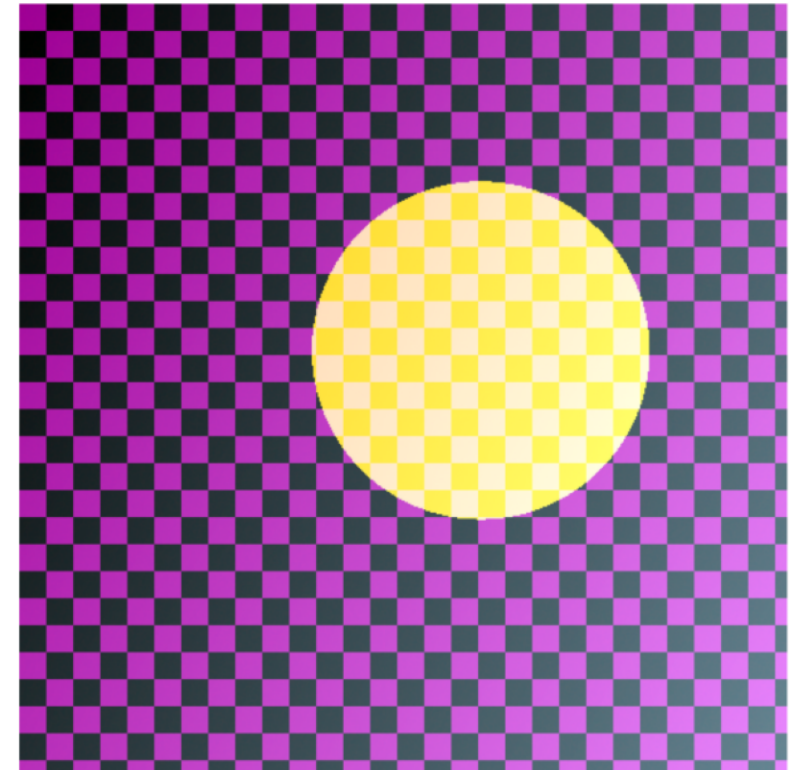
Gradient Map: Duotone



Gradient Map: Tritone



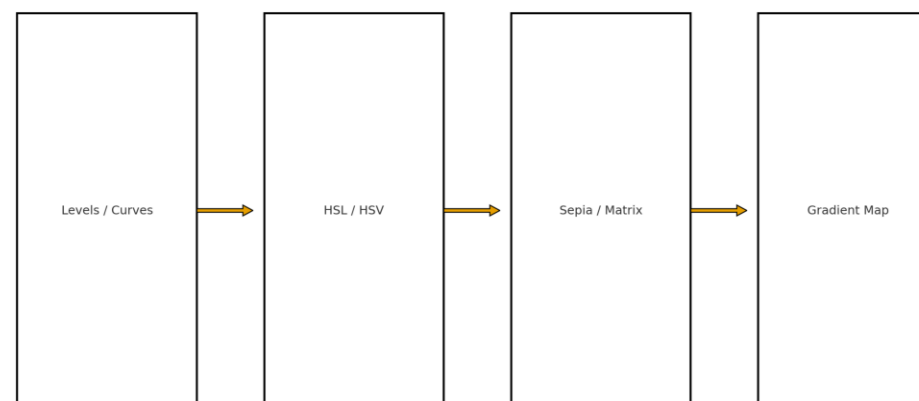
Curves: S-curve



Duotone/Tritone toning + S-curve kontrast

Pipeline ColorLab (doporučení)

ColorLab - doporučené pořadí pipeline



Tip: služte více bloků do jednoho průchodu (LUT→HSL→Sepia)

Levels/Curves → HSL → Sepia/Matrix → Gradient Map

LUT (S-curve) — vizualizace

