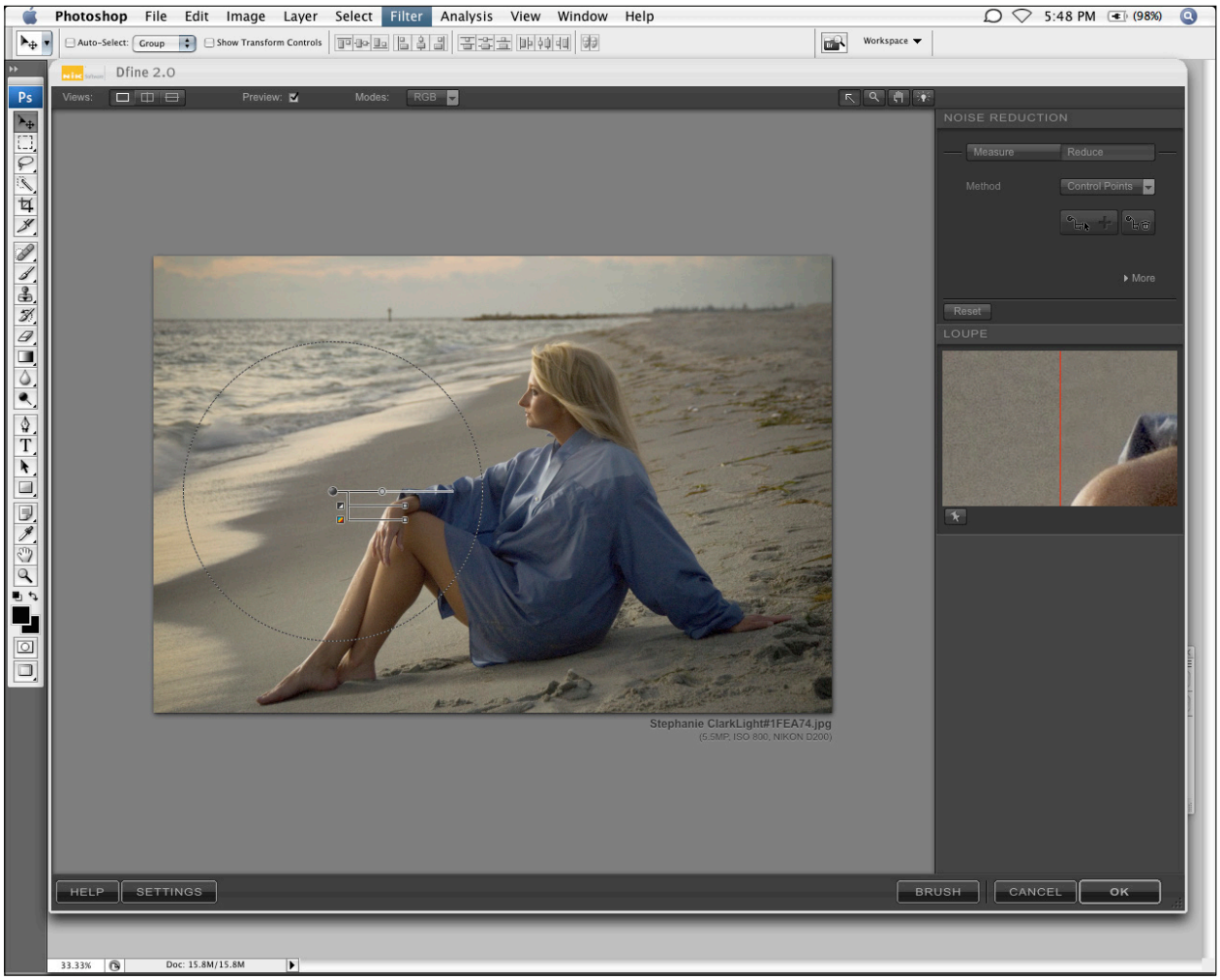
Dfine® 2.0 Lesson

Using Control Points for Noise Reduction

Selective Noise Reduction with U Point® Technology



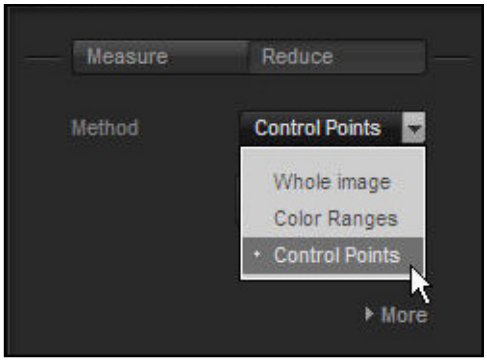
Using Control Points for Noise Reduction

In this lesson we will look at the noise reduction with a new feature for Dfine 2.0 called Control Points. Control Points, powered by U Point® Technology, allow precise selections to be made based on several factors the Control Point reads when it is placed such as brightness, contrast, and color. Control Points let you control the amount of contrast and color noise reduction applied to specific areas of the active image. You determine the size of the area to be selected and how much noise reduction to apply, and the software does the rest.

After measuring noise with the Automatic or Manual method, access Control Points inside of Dfine 2.0, by clicking on the Reduce button in the upper right of the interface and then select Control Points from the drop down menu ***(figure 1)***.
To add Control Points to your image, click on the Add Control Point button ***(figure 2)***. After clicking on the Add Control Point button, the mouse pointer changes indicating that you can now place a Control Point on your image. Click on the object or area of the image you want to affect with the Control Point. ***(figure 3)***

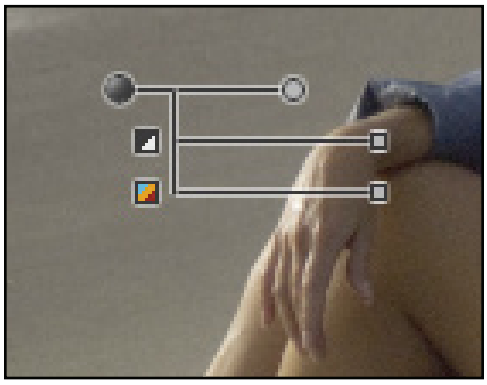
The first slider controls the size or reach of the Control Point. Click and drag the slider to the right to enlarge the selected area and left to reduce the area, represented by the expanding circle. The second slider is for controlling the contrast noise reduction being applied ***(figure 4)***. The final slider is for controlling the application of color noise reduction ***(figure 5 next page)***. Any Control Point can be removed by selecting the Control Point and then clicking on the Remove Control Point button or by pressing Delete on your keyboard. ***(figure 6 next page)***

After applying Control Points and different amounts of noise reduction, you can look at the Color Noise Mask or Contrast

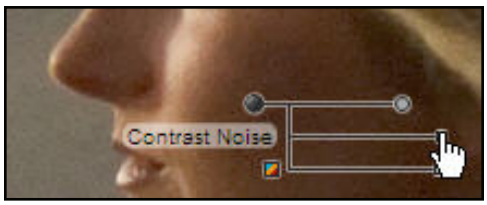


(figure 1) **Method Menu**

(figure 2) **Add Control Point**



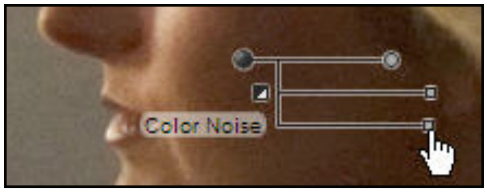
(figure 3) **Control Point**



(figure 4) **Contrast Noise Slider**

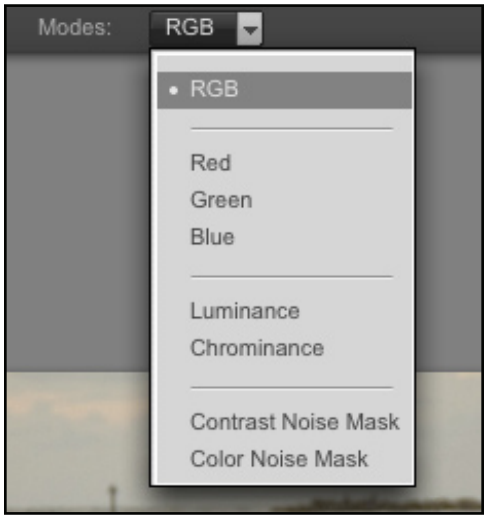
Noise Mask in the Modes options found at the top of the interface, which will accurately display the amount of noise being reduced *(figure 7)*. White areas receive the maximum amount of the selected type of noise reduction while black areas receive none, and gray areas receive an intermediate amount of noise reduction. *(figure 8)*

Selective noise reduction with Control Points is very precise and delivers high quality results time after time.



(figure 5) **Color Noise Slider**

(figure 6) **Remove Control Point**



(figure 7) **Modes Menu**

(figure 8) **Contrast Noise Mask**