

ORIONH PLUS

Orionh Plus is an Adobe Photoshop extension with dozens of features which is at a very powerful tool to control of your digital images.

Orionh Plus simplifies graphics processing while reducing highly complex operations in a few clicks and saves up to 70% of the time it normally takes to process astronomical image (landscape with the milky way, Star-trail and deep sky).

Orionh Plus is divided into three main sections:

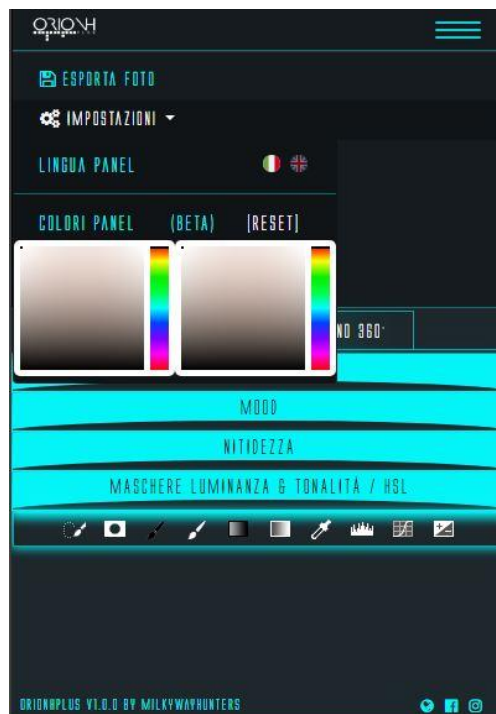
- Panel for the development of the Milky Way on the landscape;
- Panel for the processing of Star-trail;
- Panel for the development of deep-sky objects;
- Panel for landscape;
- Panel for 360 Panorama.

LOGIN AND MENU

The term **ONLINE** indicates that you are connected to the Internet, essential to make the first login.

If you forgot your password you can retrieve it by switching on the reserved area of the site via the “Forgot Password?” Link

Clicking on the Orionh Plus logo or the menu button (Hamburger) on the top right will open a menu containing some quick links. Clicking on Settings will open a submenu that will allow you to customize the colour of the panel with two shades, the language (Italian / English), the font size and the panel; Orionh Plus version is down, if updates are available, a download link for the new version will be shown (you will receive a notification for updates).



MILKY WAY

MILKY WAY

The section “Milky way” have the first column “BOOST CONTRAST” with three different application levels. This function need to “extrude” the milky way, Low for a light extrusion, Mid for a moderate, High for an extreme extrusion. Clicking on one of the three options the panel will generate a new layer with a black mask. With the white brush we start brushing only on the interested area, in this case on the milky way. You can see immediately the difference on the nebulosity that are popped up.

DARK SKY

This function is divided in two different levels useful to darken in the night sky around the milky way, lightly (low) and extreme (high), always with the white brush (opacity depending on your raw) and we brush the interested area, in this case the sky background

STARS FX

Divided into “Filter stars e dodge & burn” The first (filter star) must be accompanied by the function “selection star” (in deep sky) we will see later. The second (dodge & burn) is useful to give three-dimensionality to the image applying the black and white brush as specified in the new renamed levels.

LIGHTS KILLER

GENERAL LIGHTS: It eliminate the lights working exclusively on the high light

LIGHT POLLUTION: It eliminate the light pollution making the sky homogenous.

(brush only the interested areas)

SATURATION

ALL: It gives a general saturation

R: Selectively saturated the red

B: Selectively saturated the blue

Y: Selectively saturated the yellow

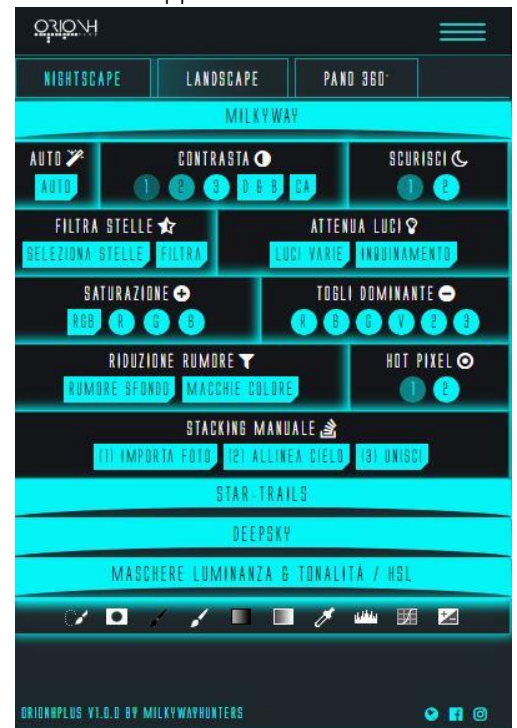
COLOUR STOP

It’s used to eliminate colour dominants.

R: Selectively de-saturated the red

B: Selectively de-saturated the blue

Y: Selectively de-saturated the yellow



STARTRAIL

FLUID

It fluidize the star-trail to make them fluid and homogenous, making the lines very soft. This action have four different levels, one lighter than other. (Brush where it's needed).

COLOUR CAST

It extracts the colours of the stars depending on the choice of three RGB colours. (All three can be applied) (Brush where it's needed).

EXTRACT

This panel have the same function of "Colour cast" by more accurate and strong in the 3-colour extrusion (stars colour) and 4-colour (saturation) (Brush where it's needed).

TONALITY

It change the colour tone of the stars.

STARS & LIGHT

Polaris centre collapse: this function must be used only on the narrow part of the polar to hide the fluid effect on the absolute black.

FLAT LIGHTS

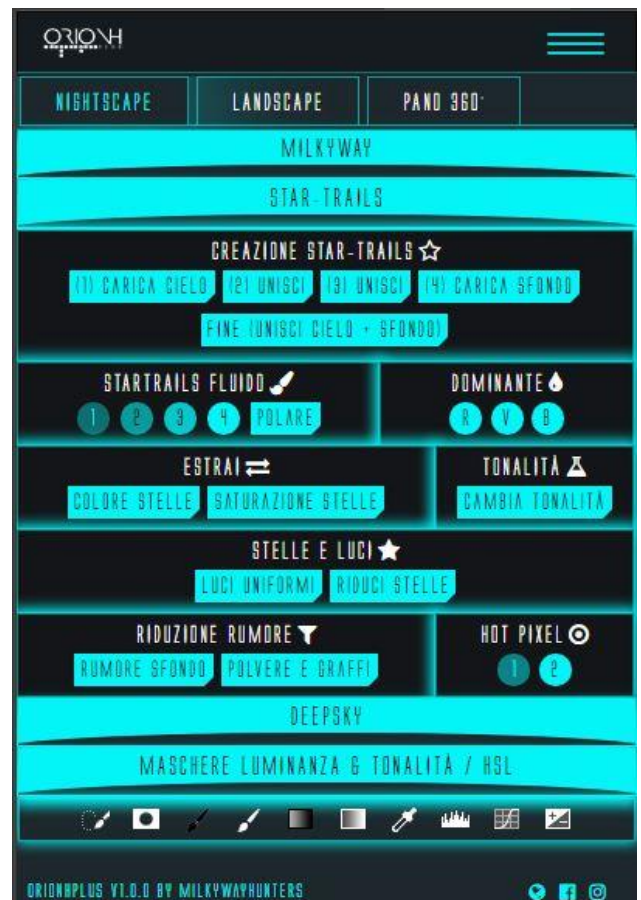
It create a flat on the general light reducing the moiré effect.

MINIUM STARS

It makes the finest and small trails disappear to help eliminate the moiré effect.

NOISE REDUCTION

Dust and Scratch: It eliminate artefacts and similar during the process.



DEEP SKY

GRADIENT KILL

It generally eliminates gradient.

Light colour: gradient given by light

Heavy colour: gradient generated by colour

Light pollution: light pollution gradient

NOISE KILL

It act on the noise: Background noise: it act on the general noise

Deep noise: it act on the noise generated on the absolute black

Colour spot: it eliminate dots of colours forming the sensor

Blue halos: it eliminate blue halos

Noise flat: it create a flat on the noise making the operation homogenous

STARS

Saturation: it saturate the stars

Contrast: it contrasts dark and bright areas

Filter: similar to “filter stars” of the milky way area but much more general and light

SIMULATION

H-alpha: it acts on the channels extrapolating the red signal simulating a H-alpha channel

OIII: it acts on the channels simulating the third oxygen.

STARSPIKES

It simulates spikes to the stars in different intensities

(to use with a mask if the result is too strong)

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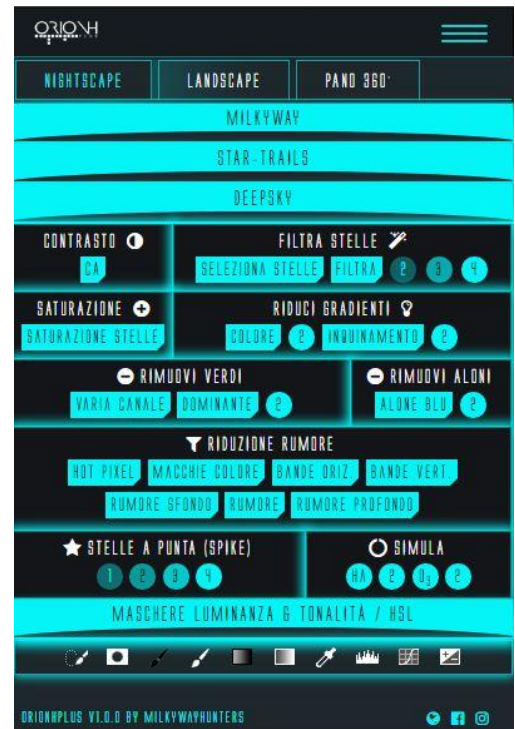
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LANDSCAPE

HDR/EFFETTI

Light or shadow extractor: this function extracts light and shadows by automatically selecting and recognizing where there is a shortage.

CONTRAST

These functions are divided into 1,2,3, hrla and emphasizes. The numbers indicate the volume of contrast that will act on the photo; hrla instead makes an automatic selection of lights and shadows going to separate them; emphasizes serves to concentrate the range of the contrast more by acting more violently on the file.

ORTON

Articulated in 3 phases that indicate the volume of action of the orton effect, the "colors" function acts on the colors saturating and working on them, "magic light" instead gives that fairytale atmosphere in the photos.

RECOVERY

Divided into "highlights" and "shadows": selecting one of them will recover the overexposed lights or shadows underexposed depending on the selection.

MOOD

SPECIAL FX

This function, divided into 3 functions, serves to give, depending on the selection, a sunset effect, sunrise, transform a photo in infrared or from day to night.

LAMBENT

This function is used to realistically create a light-painting effect or drawing with light by selecting a text and "drawing" it; It also creates shadows and lights to make the effect appear realistic.

DARK MOOD BEAM

This works completely automates your photo in an epic scene; the arrows are used to indicate the direction of the light beam.

BLIZZARD

Turn your photo into a snowstorm in a fully automated way; it does not matter if it was taken at midday in the middle of summer because the effect will be realistic.

SHARPNESS

Divided into 3 phases, it serves to give clarity to your photo, the higher the level chosen will be the higher the range of action on the photo.



PANO 360

CONVERSIONE/FISHEYE/LITTLE-PLANET

They are specific functions to create panoramas, fisheye effect and little-planet.

WHEEL/THINK

These functions are used to rotate, move or mirror your panoramas in a mirror.

LUMINOSITY MASKS/ TONALITY /HSL

These functions, present in all the cards are divided into 3 sections:

LUMINOSITY MASKS

They are used to select lights, midtones and shadows. Depending on the choice, the mask can be adjusted micro-metrically.

TONALITY MASKS

They are used to select colors, divided into cold tones and warm tones: you can automatically select the lights, the half tones and shadows of the colors. Depending on the choice, the mask can be adjusted micro-metrically.

HSL

They are used to modify the saturation, luminance and tone of each individual color.

