



Astrophotography Example Documents

Introduction

This is a set of example .afphoto documents to demonstrate various astrophotography editing workflows in Affinity Photo.

Please note that you will require *Affinity Photo 110.0* or later (updates are free, so users do not need to be financially restricted to a previous version).

Each document will allow you to fully explore the non-destructive layer stack—you can hide, show and manipulate layers and see how they all contribute to the final result.

These documents illustrate the most ideal editing workflows, taking advantage of Affinity Photo's expanded toolset that can be used for 32-bit linear colour spaces: there is no need to flatten and convert to 16-bit in order to use a further range of adjustments, tools and filters.

I hope they give you some practical ideas about how to approach your own astrophotography editing within Affinity Photo!

Layers are colour coded:

- Pixel layers, such as greyscale/colour data.
- Adjustment layers, used to modify tones and perform tone stretching.
- Live filter layers, used to apply various filter effects non-destructively.
- Vector layers, such as gradient fills used to remove background colour casts.
- Merged/created pixel layers, such as tone stretched or retouching layers.
- Adjustment layers operating non-destructively in a different colour space (e.g. LAB).

Installation

1. Extract all files from the ZIP to a directory of your choice, then open the .afphoto file of your choice in Affinity Photo.

Credits

All editing by James Ritson. Source data is a combination of my own equipment, iTelescope and Telescope Live remote imaging services.

