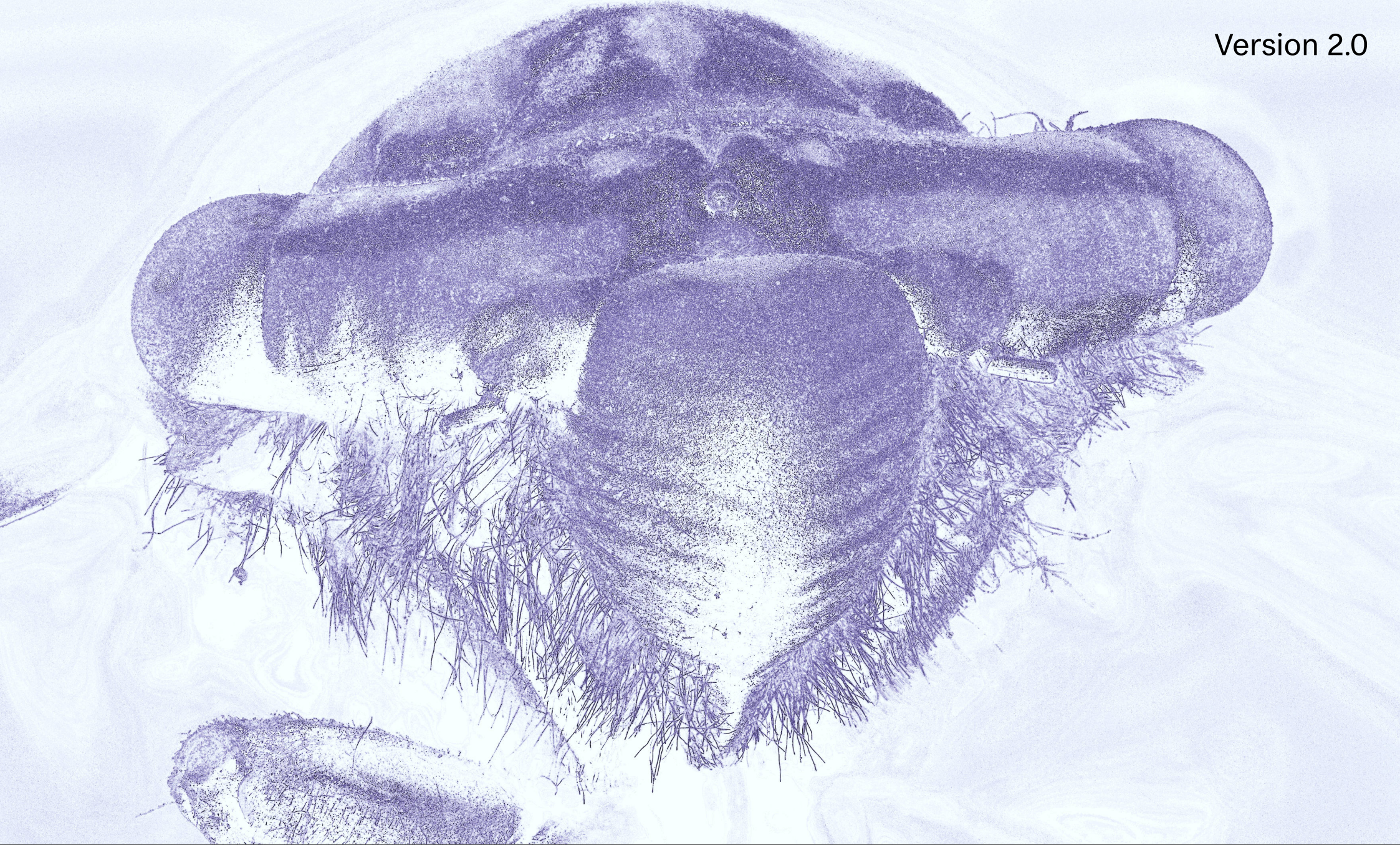JR Macros: Filter Gallery

Introduction

This macro pack adds a roster of completely non-destructive filter effects, similar to what you may find within 'Filter Galleries' from other image editing software.

These macros utilise some of Affinity Photo's unique functionality, such as live procedural texture programming, to apply these effects in a layer-based, non-destructive manner, avoiding the need to use Merge Down/Merge Visible which results in redundant pixel layers.

The parameters of each filter effect are highly customisable, and in most cases you can change the strength of the effect simply by changing the opacity of either the group or the singular layer.

Please note: most of these macros require you to be in an RGB colour format (8/16/32-bit). Using them with CMYK, LAB or Greyscale colour formats may cause unpredictable results, or the filter effects simply won't work.
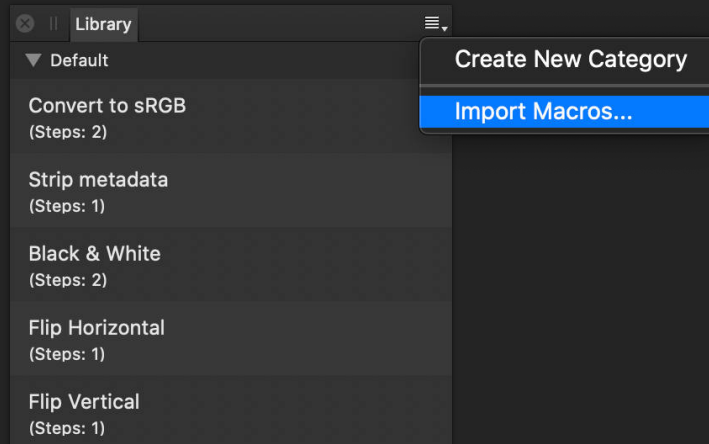
Installation

1. Extract the .*afmacros* file to a directory of your choice.

2. In Affinity Photo, you will need to expose the **Library** panel. To do this, go to **View>Studio>Library**.

3. Click the small icon at the top right of the **Library** panel and choose **Import Macros**.

4. Navigate to the directory containing the .*afmacros* file and select it, then click **Open** (or double click the file).

5. The **Library** panel will then be populated with the macros from that category. If you are installing any other macro packs, repeat the process for those categories.

Tip: you can also drag-drop the .afmacros file onto a blank area of the app and it will immediately import and be shown on the Library panel. You can bulk import multiple .afmacros files this way.

Macros

Macro	Functionality

Sketch & Hatching Effect
RGB/8
RGB/16
RGB/32

Developed for architectural visualisation workflows, this creates an overlay comprised of outlined edge detail, hatching and paper-like textures.

Once applied, expand the *Sketch Effect* group to configure the effect:

• Double click *Hatching (Darken)* to access Diagonal Spacing and Direction sliders.

• Double click *Fine Texture* or *Soft Texture*, then click-drag on the document view to move the texture position around.

• Expand *Sketch Lines*, then double click *Edge Detect* and change Radius to control the edge detail outline strength.

Pencil Sketch Effect
RGB/8
RGB/16
RGB/32

Renders a pencil sketch effect with white paper background and line detail.

Once applied, expand the *Pencil Sketch Effect* group to configure the effect:

• Enable *Smooth Result* to smooth out excess detail and noise.

• Double click *Line Strength* and modify Black Level to determine the overall strength of the line rendering.

• Double click *Line Thickness* and use Radius/Factor to control the thickness of the line rendering.

• Enable *Extra Line Detail* to accentuate more line detail.

• Double click *Black Point* and use Black Level to alter the amount of line detail that is detected and drawn.

• Enable *Line Colour* to add colour to the black line detail. Double click the adjustment and change Hue to alter the line colour.

• Enable *Paper Colour* to add colour to the paper background. Double click the adjustment and change White Balance to alter the paper colour.

Sketch & Hatching Effect

Macros

Macro	Functionality

Watercolour Effect
RGB/8
RGB/16
RGB/32

Produces a watercolour rendering effect complete with discoloured paper texture overlay.

Once applied, expand the *Watercolour Effect* group to configure the effect:

• Double click *Watercolour Rendering* and alter Radius to control the overall strength of the watercolour texture.

• Change the Opacity of the *Watercolour Texture* group to control the strength of the textural overlay.

• Expand *Watercolour Texture*, then double click *Texture & Smudges* to control sharpness (Detail) and separate XY axis scaling for red, green and blue colour information. You can also click-drag on the document view to reposition the textural effect.

Toon Effect
RGB/8
RGB/16
RGB/32

Produces a simple toon shading effect.

Once applied, expand the *Toon Effect* group to configure the effect:

• Double click the Posterisation layer to change the amount of posterisation.

• Expand the *Line Detail* group, then:

• Hide (disable) the *Smooth Fine Detail* layer to reveal more fine detail.

• Double click *Detect Edges*, then change Radius and Factor to alter the line detail strength.

Pencil Sketch Effect

Macros

Macro	Functionality
Painterly Sketch Effect RGB/8 RGB/16 RGB/32	Creates a stylised, painterly sketch rendering of your document. Once applied, expand the *Painterly Sketch Effect* group to configure the effect: • Double click *Structure* and alter **Strength** to modify the amount of structure or texture to reveal. • Double click *Tone Compression* and use the **Shadows Strength** and **Highlights Strength** sliders to change how much the image becomes 'flattened' tonally.
Pastel Effect RGB/8 RGB/16 RGB/32	Creates a soft, pastel-like sketching effect on your document. Once applied, expand the *Pastel Effect* group to configure the effect: • Alter the fill values of *Colour Fill 01* and *Colour Fill 02* to control the pastel tinting. Also experiment with the opacity of the layers (especially *Colour Fill 02*) to alter the 'matte' look. • Double click *Compress Tones* and use the **Shadows Strength** and **Highlights Strength** sliders to change how much the image becomes 'flattened' tonally.
Soft Painting Effect RGB/8 RGB/16 RGB/32	Renders a soft painting effect to edge detail with an additional filter to 'mute' bright lighting. Once applied, expand the *Soft Painting Effect* group to configure the effect: • Change the opacity of the **Darkening** layer to control the reduction of bright lighting. • Double click *Painting* and alter **Radius** to control the painting strength. • Expand the *Painting* group, then double click on the *Paint Edges* layer and use **Radius** to control the edge detail strength.

Painterly Sketch Effect

Macros

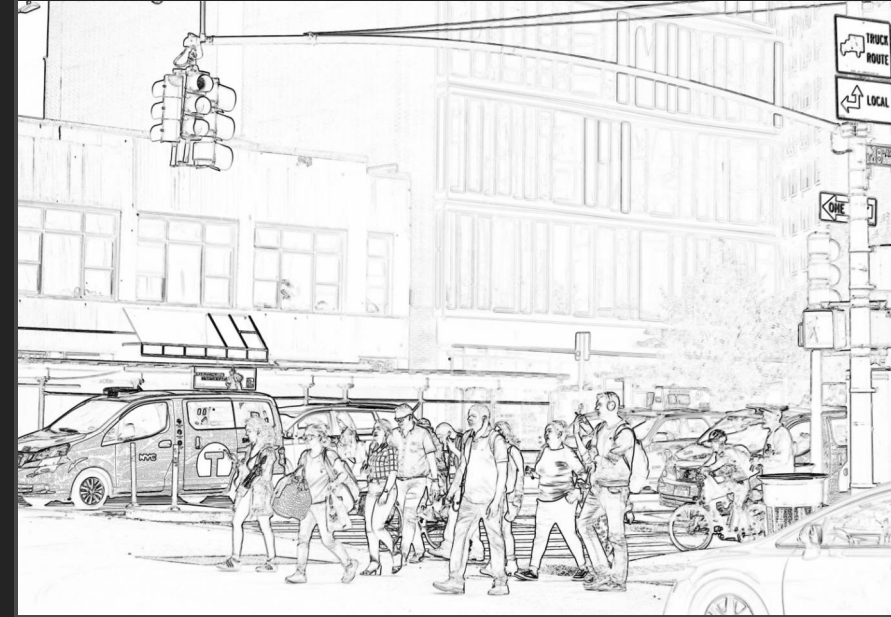| Macro	Functionality
Aged Paper Effect RGB/8 RGB/16 RGB/32	Adds an overlay effect that looks like worn and aged paper staining. Combine with Pencil Sketch Effect for a great result. Once applied, expand the *Aged Paper Effect* group to configure the effect: • Double click *Aged Paper* to control the main parameters. Click-drag on the document view to reposition the effect, type a different number into Main Scale to alter the overall scale and repetition, use Black Point/White Point to control the harshness, and experiment with Detail, Relative Scale and Pattern to fine tune the effect and create a unique pattern. • Double click Colour to alter the colour tinting of the edge detail.
Random Lines RGB/8 RGB/16 RGB/32	Renders a series of procedural black lines over your document. By default, these are positioned centrally, but you can double click the *Random Lines* layer then click-drag on the document view to move the lines around. Once applied, expand the *Random Lines* group and double-click the *Random Lines* layer to configure the effect: • Click-drag on the document (with the dialog open) to reposition the lines. • Alter Gradient Falloff to control the density of the line detail. • Change Softness & Height to determine the number of lines and also the sharpness. • Modify both Alpha Scale sliders and the Distortion slider to control the random textural make-up of the line detail. • Use Line Count to control the distribution and number of lines. Moving the slider to the left will result in a more uniform distribution, whereas moving it to the right will produce more variation in the line count and randomise thickness of each line.

Aged Paper Effect

Macros

Macro	Functionality

Hatching (Lighten)
RGB/8
RGB/16
RGB/32

Renders a hatching effect on your document using a Lighten blend mode.

Once applied, double-click the *Hatching (Lighten)* layer to configure the effect:

- **Diagonal Spacing** will control the relative distribution of the hatching detail—lower the slider to increase the density.

- **Direction** allows you to change the angle of the hatching.

Hatching (Darken)
RGB/8
RGB/16
RGB/32

Renders a hatching effect on your document using a Darken blend mode.

Once applied, double-click the *Hatching (Darken)* layer to configure the effect:

- **Diagonal Spacing** will control the relative distribution of the hatching detail—lower the slider to increase the density.

- **Direction** allows you to change the angle of the hatching.

Duotone Poster Effect
RGB/8
RGB/16
RGB/32

Produces a posterised duotone gradient map effect.

Once applied, expand the *Duotone Poster Effect* group to configure the effect:

- Double click *Posterisation* and alter Posterise Levels to determine the overall posterisation effect.

- Double click *Duotone Mapping* and move the middle gradient stop to control distribution of the colour tones. You can also single click on each node to change its colour.

Duotone Poster Effect

Macros

Macro	Functionality
Sepia Portrait Effect RGB/8 RGB/16 RGB/32	Renders a flat sepia tonal look across the document with configurable options. Once applied, expand the *Sepia Portrait Effect* group to configure the effect: • Double click *Black Level Offset* and use Output Black Level to control the amount of background 'matte' tone. • Double click *Line Detail* then use Radius and Factor to control the amount of line detail that is accentuated.
Technicolor 2-Strip RGB/8 RGB/16 RGB/32	Emulates the Technicolor 2-strip process, producing a distinct split colour toning. Once applied, expand the *Technicolor 2-Strip* group to configure the effect: • Double click *Colour Tweaking* to alter the saturation and luminosity of colour values, particularly reds and yellows. • Double click *Tonal Compensation* to control brightness and contrast modifications.
Technicolor 3-Strip RGB/8 RGB/16 RGB/32	Emulates the Technicolor 3-strip process—to achieve this, a merged layer is created at the top of the layer stack, although the final result is non-destructive. Once applied, expand the *Technicolor 3-Strip* group to configure the effect: • Double click *Yellow/Blue Cast* to control the yellow and blue tinting in both Shadows and Midtones. • Double click *Vibrance/Saturation* to alter colour intensity. • Double click *Tonal Compensation* to control brightness and contrast modifications.

Technicolor 3-Strip Process

Macros

Macro	Functionality
LAB Gold Punch RGB/8 RGB/16 RGB/32 CMYK/8	Non-destructively applies the "gold punch" effect achieved by manipulating channel contributions of the LAB colour model. This can be run on RGB or CMYK documents (no need to convert to LAB). Once applied, experiment with the opacity and blend mode of the *LAB Gold Punch* layer to change the effect.
Static Noise RGB/8 RGB/16 RGB/32	Creates a black static noise effect that can be configured. Once applied, expand the *Static Noise* group to configure the effect: • Double click *Static Noise Generator* to change the noise angle and the vertical stretching (height). You can also click-drag on the document view to reposition the noise. • Double click *Saturation* and change the **Saturation Shift** slider if you want to introduce coloured noise.
Day To Night RGB/8 RGB/16 RGB/32	Performs a day-to-night tonal conversion with several options to configure the result. Once applied, expand the *Day To Night* group to configure the effect: • Double click *Cool/Warm Tone* to modify the tinting of the night-time tones. • Double click *Reduce Contrast* to control the contrast in the scene. • Double click *Desaturate* to modify the colour intensity. • Double click *Day To Night* to control the general colour of the day-to-night conversion and its saturation/lightness.

LAB Gold Punch

Macros

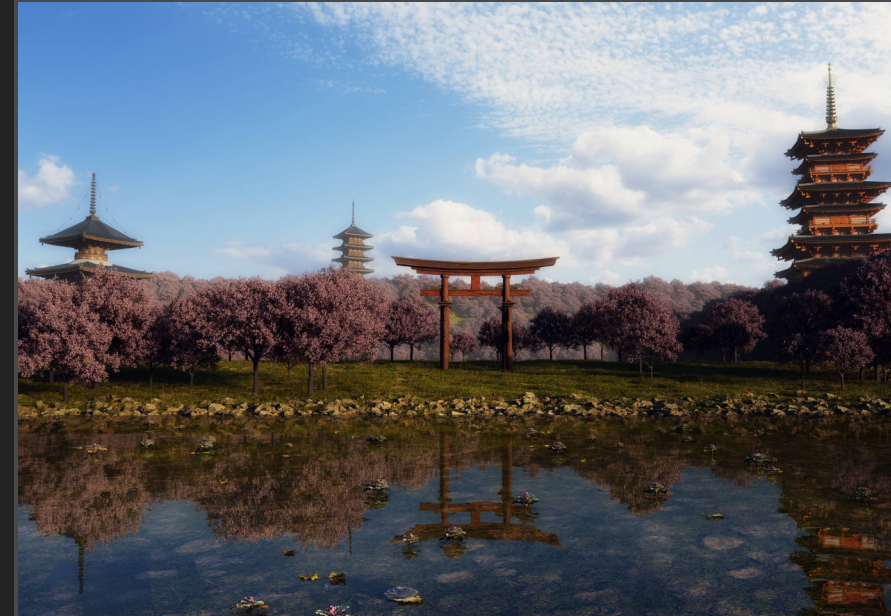| Macro	Functionality
Diffuse Glow RGB/8 RGB/16 RGB/32	Produces a nice subtle diffusion of light effect. Once applied, change the opacity of the *Diffuse Glow* layer or experiment with the blend mode to control the strength of the effect.
Bloom RGB/8 RGB/16 RGB/32	Creates a strong bloom effect—more pronounced than **Diffuse Glow**. Once applied, expand the *Bloom* group to configure the effect: • Double click *Darken + Warmth* to warm or cool the overall bloom effect being applied. Change the opacity of the parent *Bloom* group to alter the overall strength of the bloom effect.
Dramatic Lighting RGB/8 RGB/16 RGB/32	Creates a stylised lighting effect—useful for landscape and architectural imagery. Also interesting for portraits when used in moderation. Once applied, double-click the *Dramatic Lighting* layer to configure the effect: • Change *Angle* to control the angle at which the lighting is applied. • Use **Contrast** and **Brightness** to further control the tones.

Bloom

Macros

Macro	**Functionality**

Moody Monochrome
RGB/8
RGB/16
RGB/32

Creates a very dramatic and stylised black and white rendering.

Once applied, expand the *Moody Monochrome* group to configure the effect:

- Double click *Monochrome Effect* to control red, green and blue colour contribution and the brightness.

- Double click *Black Level Lift* and alter Output Black Level to change the base black point for the monochrome effect.

RGB Mixer
RGB/8
RGB/16
RGB/32

Provides an interesting approach for mixing RGB colour values.

Once applied, double-click the *RGB Mixer* layer to configure the effect:

- Use the elevation-rotation inputs for the Red, Green and Blue colour mix options to control the contribution of each colour channel.

- Use the Brightness slider to control the overall brightness of the mix effect.

Textured Mist
RGB/8
RGB/16
RGB/32

Creates a soft textured mist effect—great for compositing when masked.

Once applied, double-click the *Textured Mist* layer to configure the effect, such as altering the balance between foggy/clear, scale, sharpness and brightness.

You can also click-drag on the document view to move the mist effect around.

Once you have your preferred result, you can mask the layer. For example, select the Gradient Tool [G] then drag on your document view to create a gradient mask. Change the mid-grey stop to pure black and you now have a gradual mist effect.

Don't forget you can also change the Textured Mist layer opacity to alter the strengh of the effect.

Textured Mist

Macros

Macro	**Functionality**
Tone Compression RGB/8 RGB/16 RGB/32	Dramatically flattens tones and reduces contrast. Useful for 'resetting' an image whose contrast may be significantly baked-in. Once applied, double-click the *Tone Compression* layer to configure the effect: • Use the **Compression** slider to determine the amount of tonal compression that is applied.
Infrared False Colour RGB/8 RGB/16 RGB/32	Renders a heavy red colour cast over the document whilst letting through colour tones, similar to a converted false colour infrared camera. Once applied, double-click the *Infrared False Colour* layer to configure the effect: • Alter **Red Cast** and **Infrared** to control the amount of false colour contribution and red bias. • Change **IR Filter Balance** to mimic the effect of using various wavelength filters (e.g. 590nm, 720nm, 820nm).
Dreamy Glow RGB/8 RGB/16 RGB/32	Creates a powerful and dramatic dreamy glow effect. Once applied, expand the *Dreamy Glow* group to configure the effect: • Double click *Warm Tone* and move the **White Balance** slider to control the overall warmth of the effect. Don't forget you can also change the opacity of the **Dreamy Glow** group to control the overall strength of the effect.

Tone Compression

Macros

Macro	**Functionality**

Faded Matte Effect
RGB/8
RGB/16
RGB/32

Produces a configurable 'matte' effect on shadow tones. Once applied, double-click the *Faded Matte Effect* layer to configure the effect:

• Use the Matte Strength slider to control the overall amount of matte look being applied to the shadow tones.

• Use the Matte Clamping slider to alter the threshold for applying the matte look to the shadow tones.

Vintage Discolouration
RGB/8
RGB/16
RGB/32

Renders a faded blue/yellow matte tint on the document.

Once applied, double-click the *Vintage Discolouration* layer to configure the effect:

• Alter Tint Balance to control the amount of blue bias to apply.

• Change Tint Strength to control the overall amount of tinting.

Tip: to introduce more of a yellow tint, change the layer's blend mode from Exclusion to Difference.

Procedural Light Beam
RGB/8
RGB/16
RGB/32

Creates a completely procedural light beam on your document that you can reposition and configure.

Once applied, expand the *Procedural Light Beam* group to configure the effect:

• Double click *Light Beam* and click-drag on the document to reposition the effect. You can also change the light angle and spread/intensity (which are linked).

• Double click *Colour* to change the colour, saturation and lightness of the light beam.

• Double click *Brightness* and change the Brightness slider to control the overall brightness of the beam.

Faded Matte Effect

Macros

Macro	**Functionality**

Procedural Glow
RGB/8
RGB/16
RGB/32

Creates a completely procedural glow effect on your document that you can reposition and configure.

Once applied, expand the *Procedural Glow* group to configure the effect:

- Double click *Glow* and click-drag on the document to reposition the glow effect. You can also change the parameters such as size, X/Y scaling and thresholding.

- Double click *Colour* to change the colour, saturation and lightness of the glow.

- Enable (show) *Brightness* then double click to alter the brightness of the glow.

Procedural Light Pillar
RGB/8
RGB/16
RGB/32

Creates a vertical light pillar on your document that you can reposition and configure.

Once applied, expand the *Procedural Light Pillar* group to configure the effect:

- Double click *Light Pillar* and click-drag on the document to reposition the effect. You can also change the parameters such as size, X/Y scaling and thresholding.

- Double click *Colour* to change the colour, saturation and lightness of the glow.

- Enable (show) *Brightness* then double click to alter the brightness of the glow.

Procedural Flare
RGB/8
RGB/16
RGB/32

Creates a horizontal light flare—similar to Procedural Light Pillar.

All layer controls and options are the same as the Procedural Light Pillar and Procedural Glow macros mentioned above.

Procedural Glow

Macros

Macro

Functionality

Linear Effects
RGB/8 (not recommended)
RGB/16 (recommended)

At the bottom of the macro library you will see a number of macros prefaced with Linear.

These apply a variety of effects but with a linear transform. RGB/8 and RGB/16 documents use non-linear gamma corrected colour profiles, and as such all operations (filters, adjustments, tools, blending etc) are composited in this gamma corrected space.

These macros will 'sandwich' whichever effect is being applied between two layers that will non-destructively transform to linear colour values, composite the effect, then transform back to nonlinear colour values. This results in a different rendering for the effect.

Compositing in linear space is the mathematically 'correct' approach but does require additional precision to avoid banding, therefore I would only recommend using these macros with 16-bit (RGB/16) documents. You can of course try them with 8-bit documents but some effects (e.g. Linear Lens Blur) may produce artefacting.
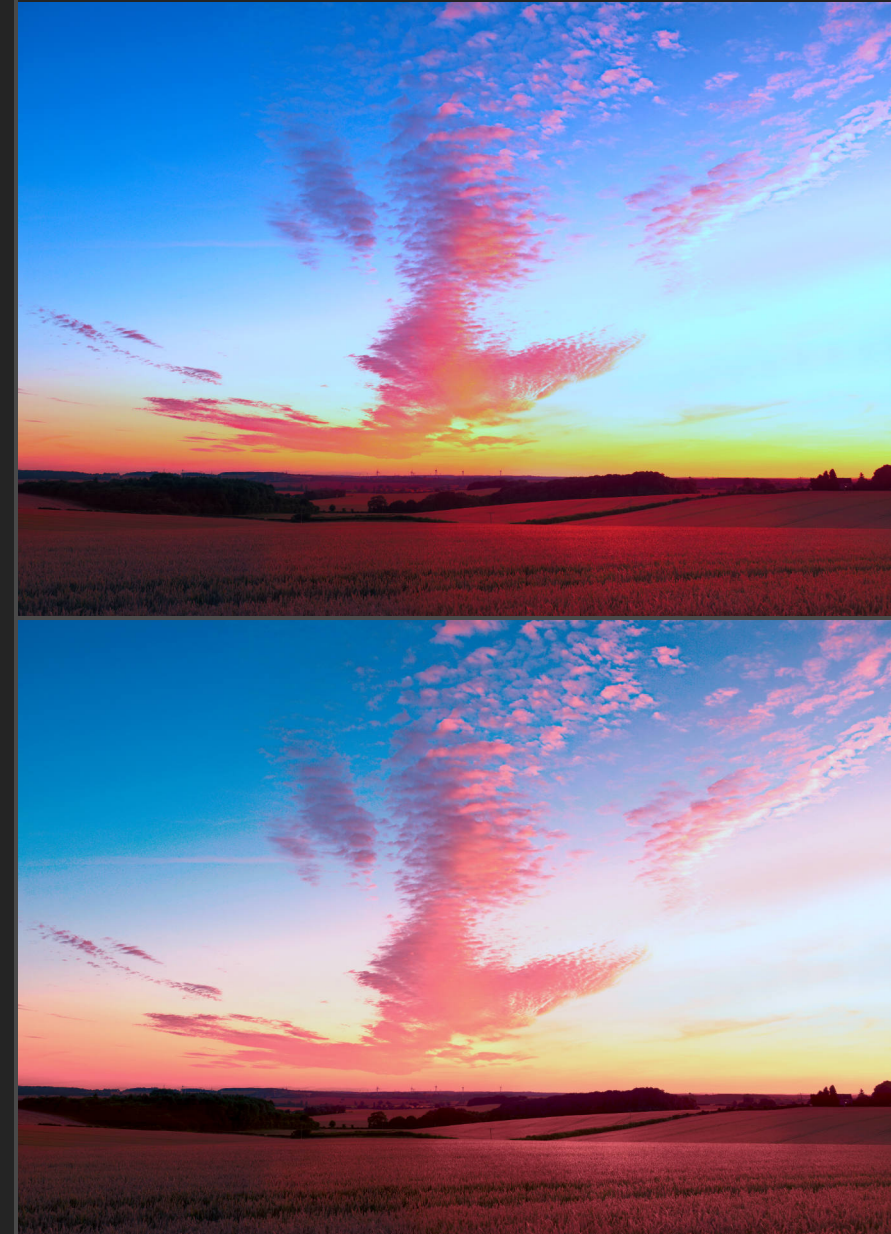
Linear White Balance (above: nonlinear, below: linear)

Credits

Photography, some 3D models/renders and editing by James Ritson. Other 3D scenes from 3D SHAKER and evermotion, rendered in blender.