

# LOUPEDECK

# CT

ADOBE PHOTOSHOP用户使用手册  
Loupedeck 软件版本 v.3.0



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# LOUPEDECK CT 介绍

本使用手册将向您介绍Loupedeck CT的设备配置和Adobe Photoshop中的使用方法。

**请注意：** Camera Raw有单独的使用手册。

在阅读本使用手册的同时也请阅读Loupedeck配置软件使用指南，完整查看软件的安装配置和使用方法。

Loupedeck CT支持：

- Windows® 10
- Mac® OS 10.12 及以上版本
- Adobe® Photoshop® （最新版本）

**MAC 小提示：** MAC 操作系统请将Loupedeck软件安装在应用程序文件夹中。否则Loupedeck软件可能不能被您的电脑后台侦测到。

**WIN 小提示：** 请使用管理员权限安装Loupedeck安装程序。否则可能导致安装错误等问题。

**温馨提示：** Loupedeck CT的最低要求是Loupedeck安装程序3.0，该版本无法在MacOS 10.11或更旧的操作系统版本中运行，也无法在32位的Windows操作系统中运行。

Loupedeck软件不支持64位的Windows 7、8或8.1操作系统，但是如果安装了 .NET Framework 4.5.1及以上版本的软件开发工具包，则Loupedeck肯能可以运行。

## LOUPEDECK CT 和 PHOTOSHOP

使用 Loupedeck CT 进行 Photoshop 的操作时，所有的动作/功能都被分为两个控制层级：

- 1) 工作区（元素）：
  - a. 旋钮
  - b. 触摸键
  - c. 转轮（包括触摸屏）
- 2) 一般元素：
  - a. 圆形按键
  - b. 方形按键

工作区控制第一个层面的元素，每个工作区都有自己单独对应的控制命令。譬如参数旋钮可控制调整图层工作区。



一般元素包含您创意过程中所需的一些功能。譬如，复原和图层方向。这些按键的功能不会因为工作区的改变而改变。

## 一般元素

使用 Photoshop 时，**圆形按键**主要用于两个作用：去往不同的工作区、使用最重要的键盘修改器（Alt、Shift、Ctrl 和删除）。另有其他一些动作被指定到了圆形按键上，譬如校样颜色开关、淡化等。

圆形按键由数字 1 至 8 标识，它们的背光灯会根据指定动作的类型不同而改变，譬如工作区的标识色为绿色。

**请注意：**如果工作区链接被指定到触摸键，那么当触摸键的动作/功能更改的时候，该指定工作区也会随之更改。

**方形按键**主要用于最常用的动作/功能，譬如不同图层间的导航。

不像圆形按键，方形按键上有一些已标识的动作/功能。这些动作基本上在大多数编辑软件中都通用，譬如复原和保存、图层导航方向键等。

如同圆形按键，方形按键也有 RGB 色的背光灯，它们会随着指定动作类型的不同而改变颜色（比如紫色象征某动作激活）。

## 工作区元素

在所有的工作区中，旋钮可控制最常用的工具和图层调整（比如大小、透明度和硬度等）。在某些工作区中，由于某些功能并不常用，部分旋钮可能拥有不同的功能，譬如在选择工作区“工具混合模式”->“上移/下移图层”。

旋钮还有一个按压功能。大多数情况下，按下旋钮可重置参数（比如按下透明度旋钮即可重置透明度参数为100%）。



**触摸键**（触摸屏）控制每个工作区内最常用的动作，譬如主要工具工作区的笔刷和套索工具。

部分工作区拥有多个动作页面。这些页面与工作区首页相连，无需水平滑动触摸屏即可直达动作页面，譬如主要工具工作区有两个动作页面，工具1和工具2。

在部分工作区，首个触摸页面包含旋钮或转轮的页面链接，譬如调整图层工作区的首页有三个参数旋钮页面链接，包含16个参数旋钮的控制。

**转轮**同时包含旋转功能和触摸功能。在大多数的工作区中，转轮都有工具对应的选择栏和菜单栏。譬如，主要工具工作区的转轮选择栏有图层工具、修图工具、路径工具和填充工具。按下这些工具的其中一个页面链接即能打开转轮相对应的一系列功能或命令，也可通过轻点转轮触摸屏激活。

某些工作区的对应的转轮动作/功能较少。这种情况下，指定到转轮的动作/功能不会有选择栏。譬如，图层工作区在转轮触摸屏上有图层链接动作：链接图层、选择链接图层和断开图层链接。

## 圆形和方形按键









<p>主要工具 清理</p>	<p>按下 进去<u>主要工具</u>的工作区。该工作区</p>
<p>修图</p>	<p>_____</p>
<p>选择</p>	<p>_____</p>
<p>5: Colors FN+5: Paths &amp; Vectors</p>	<p>Press <b>5</b> to access <u>Colors</u> workspace. This workspace contains quick color links for main foreground and background colors and also HSB Cube color selectors for both.</p> <p>Press <b>FN+5</b> to access <u>Paths &amp; Vectors</u> workspace. This contains all tools for creating paths and vector shapes.</p>
<p>6: Adj. Layers FN+6: Layers</p>	<p>Press <b>6</b> to access <u>Adjustment Layers</u> workspace. This workspace contains all adjustment main adjustment layers within two touch pages and several dial pages of adjustment layer parameters for controlling each adjustment layer (e.g. Parameter 1. controls Levels' black point when Levels Adjustment Layer is selected).</p>

	<p>Press <b>FN+6</b> to access <b>Layers</b> workspace. This workspace contains all the main actions for controlling layers (e.g. create mask, merge layers)</p>
<p>7: Delete FN+7: Fade...</p>	<p>Press <b>7</b> to delete something from the image plane or from layers list.</p> <p><b>NOTE!</b> <i>Be careful with the delete button!</i></p> <p>Press <b>FN + 7</b> to access Fade... dialog. You can use Fade... to fade previously made command (e.g. after drawing a line with a brush, use Fade... action to set opacity and blend mode for the already drawn line).</p>
<p>8: Finalize &amp; Export FN+8: -</p>	<p>Press <b>8</b> to access Finalize &amp; Export workspace. This workspace is for making overall adjustments before exporting your image (e.g. use proof colors to see your image in CMYK colors and use HSL adjustment layer to fine tune colors).</p> <p><b>FN+8</b> has nothing assigned.</p> <p><b>TIP!</b> <i>Make your own workspace and test it on round button FN+8!</i></p>

## WORKSPACES

Loupedeck CT has a pre-configured profile for Photoshop. This profile has workspaces which contain a combination of most common tools used by several Photoshop professionals.

Dials have a set of tool and layer controls that stay the same from workspace to workspace – excluding some specific workspaces that have a unique set of dial controllers (e.g. adjustment layers workspace has layer parameters on the dials instead of tool controls).



Wheel is used for zooming in and out within almost every workspace. There are some workspaces that have more unique adjustment on the wheel (e.g. navigating up/down layer list when working in Layers workspace).

Although this manual does not describe all assigned actions, we will go through all default workspaces and see how to use them efficiently.

### Main Tools [Round Button: 1]

Loupedeck CT's main workspace for Photoshop is called "Main Tools". This workspace is a combination of most common tools and tool or layer adjustments.

**Dials** contain common tool parameters, e.g. (tool tip) size, opacity, hardness (also known as feather), and (tool) blending mode in addition two of the dials are dedicated to layer parameters, opacity and layer blending mode. This set of dials is most common in all workspaces.

**Touch buttons** are divided into two pages: Tools and Tools 2. First page contains brush, eraser, text tool, make new layer, tools for healing, tools for selecting and deselecting an area and of course resetting colors to white (foreground) and black (background).

Second page contains tools that are also common but not that often used: Copy functions and paste, crop tool, fast selection tools and blur, smudge and sharpening tools.

Wheel ring is for zooming in/out – this setting is selected as the primary adjustment for almost every workspace. Wheel screen contains a selector menu which gives access to most common tool or action sets of particular subject:

- **Layer Tools:** New Layer Group, Merge Layers, Make a new layer of visible layers and Layer Mask.
- **Retouch Tools:** Path Tool, Dodge & Burn Tools, and Sponge Tool.
- **Path Tools:** Pen Tool (for drawing), Direct Select Tool (for editing points), Hand Tool (for moving around) and Convert Point Tool (for converting points).
- **Fill Selector:** Bucket Tool, Gradient Tool, Fill with Foreground Color, Fill.. dialog.

***TIP!** Main functions are on the touch button pages and these wheel tools work as an addition to those tools. E.g. use area selection tool (activate from first touch page) and use wheel selector to access either Fill Tools or Retouch Tools.*

## **Cleaning [Round button: FN+1]**

This workspace is prioritized for tools that are used for cleaning image from spots, scratch, and other unwanted marks that needs to be removed before retouching or finalizing the image.

**Dials** contain common tool parameters, e.g. (tool tip) size, opacity, hardness (also known as feather), and (tool) blending mode in addition two of the dials are dedicated to layer parameters, opacity and layer blending mode.

**Touch buttons** contain: Pen for making paths (that can be later used for making areas), brush, healing brushes and patch tools, area selecting tools, creating layers and activating/deactivating info window.

**Wheel** has a selector for additional adjustments for brush control and layer control. These can be used as an addition to more common actions on the touch screen.

***TIP!** If you need more additional tools:*

- *Create more wheel pages for the tools you need*
- *Change wheel's "Cleaning Wheel Selector" page to a four-cake wheel layout and add Wheel page links your new selector*

## Retouch [Round Button: FN+2]

This workspace has most common tools needed for retouching - e.g. controlling lights and shadows or repairing skin.

**Dials** contain common tool parameters, e.g. (tool tip) size, hardness (also known as feather), flow (which is more suitable for retouching than opacity) and (tool) blending mode in addition two of the dials are dedicated to layer parameters, opacity and layer blending mode.

**Touch Buttons** contain brush, color picker, patch, clone stamp and lasso tools. Dodge & Burn and Blur tools. Making a new layer of visible layers, Tone Curve adjustment layer, liquify and Gaussian Blur smart filter.

**Wheel** has a mixed selector and action menu with access to Color HSB cube and actions for zooming into 100% and zooming out to “fit on screen” – a fast way to check details and get back to the whole view.

## Selecting [Round Button: FN+3]

When making more complex selections, this is the workspace for you.

**Dials** contain common tool parameters, e.g. (tool tip) size, hardness (also known as feather) and opacity on the left side and on the right side dials dedicated to controlling layers: Navigating layer list up/down, opacity and layer blending mode.

**Touch Buttons** contain basic selection tools but also a various of other selection or area tools which are not present in many other workspaces e.g. Rectangular Area Selection, Elliptical Area Selection, Magnetic Lasso Tool, Quick Select Tool and Invert Selected Area. Layer masks are also available as they are used for masking areas – a way of selecting what is shown from a layer.

**Wheel**, unlike other workspaces, does not have a selector menu, but instead a set of other functions that assist with selections and areas e.g. Select & Mask dialog, Feather dialog, Filling area with either foreground color or by using content aware algorithms.

## Colors [Round Button: 5]

Color workspace is ment, as it states, to control colors. This workspace prioritizes touch screen and the wheel.

**Touch screen** has two pages: Foreground Colors page and Background Colors page. Both pages are divided into three rows which are basically identical:

- Bottom row: Warm Colors (red, orange, yellow, green)
- Middle row: Cooler colors (aqua/turquoise, blue, purple, magenta)
- Top row: Color picker, Fill with foreground or background color (depending on which page is selected), reset foreground and background colors to white & black.

**Wheel** has a selector menu for accessing color picker widget for foreground and background colors. Color picker uses Photoshop's HSB Cube color presentation:

- Rotating wheel ring adjusts hue
- Swiping finger left or right adjusts saturation
- Swiping finger up or down adjusts brightness

***TIP!** Open Color window (F6) in photoshop to see foreground color pointer within the HSB cube presentation.*

***NOTE!** Color window does not show changes on background color. That is only visible on tool selectors color boxes.*

**Dials** contain same tool parameter adjustments as most of the other workspaces: (tool tip) size, opacity, hardness (also known as feather), and (tool) blending mode in addition two of the dials are dedicated to layer parameters, opacity and layer blending mode.

## **Paths & Vectors [Round Button: FN+5]**

This workspace is dedicated for path and vector tools – it contains many tools that are not found from the Path Tool wheel used in Main Tools workspace.

As most of the path work is done by mouse, this workspace prioritizes touch buttons as the main control element. **Dials** have only one adjustment, zoom in and out, as the **Wheel** is dedicated for Mouse pointer tool. Mouse tool is very handy for moving anchor points very accurately:

- Activate Direct Select Tool
- Move cursor over a path's anchor point
- Use wheel to move point very accurately horizontally
- Tap on wheel screen to change direction to vertical movement

**Touch Buttons** have basic path tools (e.g. pen, convert point tool, direct selection tool) but also less used path tools: Add Anchor Point, Remove Anchor Point, Path Selection tool, Freeform Pen Tool. Touch buttons also contain vector tools: Custom Shape Tool and Line Tool – in addition also quick zoom in/out actions are on the touch screen – as an alternative for zooming in and out (in steps) using a dial.

## Adjustment Layers [Round Button: 6]

This workspace contains all the most used adjustment layers. Prioritized control elements are dials for adjusting adjustment layer parameters and touch buttons for adding adjustment layers to the layer list.

**Touch Buttons** are divided into two areas:

- Top row: Page links
- Middle & bottom row: Adjustment Layer activations

Page links on the touch buttons contain three pages of Parameter Dials and a link to the second touch button page which contain more adjustment layers. First page has most of the common adjustment layers: Levels, Curves, and color related adjustment layers. Second page has adjustment layers like: Exposure/contrast, brightness, vibrance, posterize, threshold, color balance and gradient map.

These adjustment layers are assigned with parameter adjustments – they are controlled with **dials**. For example Parameter 1 (on dials) adjusts the first parameter in most of the adjustment layers (e.g. Black point on Levels and red channel on HSL).

As the dials are prioritized for adjustment layer parameters, the **Wheel** has a selector menu that gives access for tools that are useful when working with adjustment layers and their layer masks:

- Brush Adjustments / Tool parameters: Tool size, opacity, hardness and flow
- Layer Mask Tools: Brush, Gradient Tool, Bucket Tool and Brush size.
- Layer Parameters: Navigate on Layer List, Layer Blending Mode, Layer Opacity, Layer fill amount
- Mouse Tool

## Layers [Round Button: FN+6]

As Main Tools workspace contains the basic layer controlling actions and adjustments, Layers workspace has been set under Adjustment Layers and not the opposite way around.

This workspace contains more layer functions, adjustments and tools than Layer tools wheel in Main Tools workspace. Priority is on actions within **touch buttons** which contain several different

ways on making new layers (e.g. duplicate, new layer from visible layers, new layer from selected layers) - also making clipping masks and merging layers into each other or grouping them.

**Dials** offer the same set of tool and layer controls as in other workspaces: Size, hardness, flow, opacity, layer opacity and layer blending mode.

**Wheel** has additional layer controlling functions for linking, selecting linked and unlinking layers. Wheel ring is used for navigating on the layer list up and down.

## **Finalize & Export [Round Button: 8]**

Last of the workspaces is also the last of your workflow – finalizing the image and exporting a file for later use. This workspace contains different exporting functions, such as Save For Web, Quick Export to PNG and opening Export Dialog for more wider exporting possibilities.

Within this workspace you can also check how the image looks when proof colors is activated – and use color adjustment methods to tweak the image before exporting it to different color spaces or color profiles. For color tweaking you can add HSL adjustment layer or use Camera Raw filter. **Dials** are for navigating the layer list or zooming in and out.

**Wheel** has been dedicated to Analog Clock widget – just that you don't forgot the time while working hard!



## MORE QUESTIONS?

Encountered something unexpected? Here are a few helpful hints.

### **This manual does not contain anything about Camera Raw – is it supported?**

Yes, Adobe Camera Raw is supported as a part of Photoshop, but it has a dedicated manual as it is quite large not all Photoshop users use Camera Raw as a filter or as a plugin.

### **Is Photoshop CS3 (or some other old version) supported?**

Loupedeck system supports Adobes latest versions. Loupedeck might be compatible backwards to a certain point, but there are no guarantees.

### **I am unable to install Loupedeck Setup.**

Loupedeck setup is compatible with Windows® 10 or later and Mac® OS 10.12 or later. Loupedeck software also requires a 64-bit OS version. Loupedeck software is not specifically developed for Windows 7 or 8, but it might work normally, as the OS base is very similar.

You can find FAQs and support at [www.loupedeck.com/support](http://www.loupedeck.com/support).

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