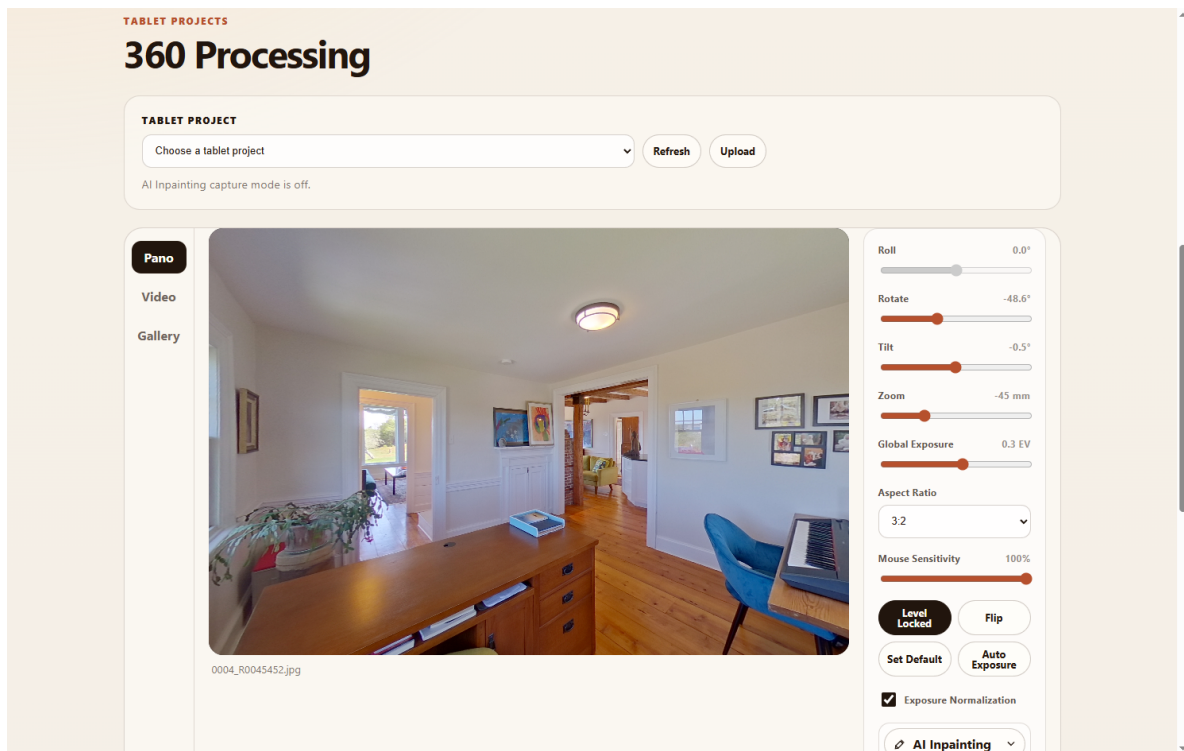


COLORPERFECT

User Manual

Desktop photo finishing, 360 panorama editing, tablet capture, and Matterport handoff



From raw captures to polished stills, edited panoramas, and tour-ready media

Product guide • August 2026

Overview

ColorPerfect is a photography and 360-media workflow for turning captured source images into polished, delivery-ready files without forcing the photographer to jump between unrelated tools. The Windows desktop app handles the main editing pipeline: flash blending, color correction, semantic masks, AI inpainting, AI enhancement, panorama reframing, and final downloads. The Android tablet app works beside an Insta360 camera to capture and organize panoramas in the field, move them into ColorPerfect, and return AI-inpainted panoramas to a tablet project for Matterport handoff.

The public ColorPerfect.ca website is only the product's marketing and download site. It does not contain the editor, projects, account controls, or a web login. Those functions belong to the installed apps.

The complete workflow at a glance

- 1 Capture ordinary photos, flash/ambient pairs, or 360 panoramas.
- 2 Create or open a project in the Windows app.
- 3 Upload the material and identify it as Interior or Exterior.
- 4 Work through only the editing stages the project needs. A stage with no work simply passes the latest image forward.
- 5 Build AI previews, choose the desired look, and render final high-resolution results.
- 6 Download ordinary finished images, capture framed stills from panoramas, or send edited panoramas back to a tablet project.
- 7 On the tablet, place the finished panorama files in the ColorPerfect folder used for the Matterport import handoff.

Manual menu

- 1 Getting started: installation, account access, projects, and uploads
- 1 Flash Blending: combining ambient and flash captures
- 1 Color Correction: swatches, grids, temperature/tint, vector correction, and tone controls
- 1 Semantic Masking: creating object and surface masks, including Door masks
- 1 AI Image Inpainting: removing or reconstructing selected areas
- 1 AI Enhancement: HDR/Flat previews, blending, Purify Colors, high-resolution tiling, and downloads
- 1 360 Media Manager: local and tablet panoramas, framing, exposure, gallery capture, and selection
- 1 360 Inpaint Gallery: editing framed panorama views and compositing them back into the equirectangular panorama
- 1 Android tablet app: Insta360 capture, project media, cloud sync, and Matterport handoff
- 1 Troubleshooting and practical checklists

1. Getting started with the Windows app

What you need

- 1 A Windows 10 or Windows 11 computer.
- 1 An internet connection. The installed app loads its protected interface and communicates with the image-generation services through your signed-in account.
- 1 A ColorPerfect account with an active subscription or an active trial. A standard subscription is \$19.95 USD per month. If an administrator assigns a trial, the seven-day period begins on the account's next successful login, not on the day it is assigned.
- 1 For the 360 workflow, an Android tablet and an Insta360-compatible camera are optional but recommended.

Install and open ColorPerfect

- 1 Download the Windows installer from ColorPerfect.ca.
- 2 Run the installer and follow the Windows prompts.
- 3 Open ColorPerfect from the desktop or Start menu.
- 4 A ColorPerfect loading window appears quickly while the larger local image components start in the background.
- 5 Sign in with your ColorPerfect email and password.
- 6 If this is the first login after a trial was assigned, read the trial-start message. On later launches the app shows the number of days remaining.

Projects, Account Settings, Billing, and GPT Accounts

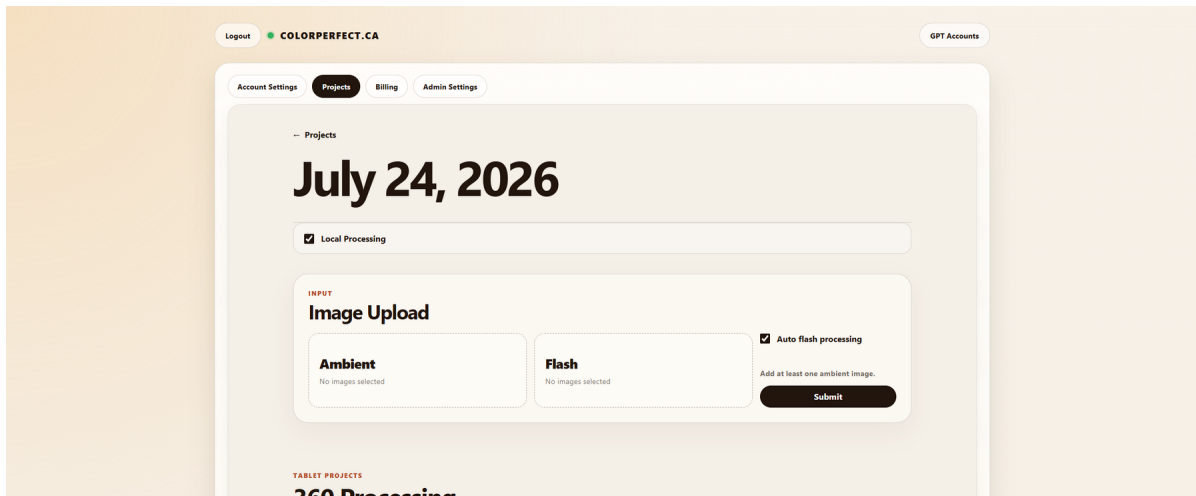
The app opens on Projects. This is the home of your working sets.

- 1 Projects creates, opens, renames, and deletes projects.
- 1 Account Settings holds user profile and account information.
- 1 Billing shows subscription status and provides the subscription checkout.
- 1 GPT Accounts opens the account manager used by the image-generation workers. A logged-in and enabled worker can accept jobs from the ColorPerfect processing queue.

Projects and Account Settings stay unavailable when the account has neither a subscription nor an active trial. Billing remains available so the account can be activated.

Create or open a project

- 1 Select Projects.
- 2 Choose New Project and give the project a recognizable name, or open an existing project.
- 3 The project page shows Image Upload, 360 Processing, and uploaded sets.
- 4 Local Processing should normally remain enabled. It keeps supported image preparation, masks, alignment, compositing, and local panorama work on the computer.



Projects and image upload

Figure 1. The installed app's Projects view and Image Upload area.

Upload ordinary images

- 1 In Image Upload, choose Interior or Exterior before selecting files.
- 2 Add the ambient/source images.
- 3 For an Interior project, add matching flash captures when they exist. Auto flash processing can pair and prepare them.
- 4 When Exterior is selected, Flash is disabled because the exterior path is built around the source exposure rather than an interior flash/ambient blend.
- 5 Select Submit.
- 6 Wait for the set to appear below the upload area. The status line reports preparation, masks, failures, and completion.

The source type travels downstream with each image. AI Enhancement uses it to select the appropriate interior or exterior prompt automatically.

How stage updates work

ColorPerfect is a sequential pipeline. Each completed stage becomes the input to the next stage. If you change a mask, swatch, slider, or source upstream, the affected downstream result becomes out of date and must be processed again. Images that did not change remain reusable; the app does not need to rebuild the entire project just because one image changed.

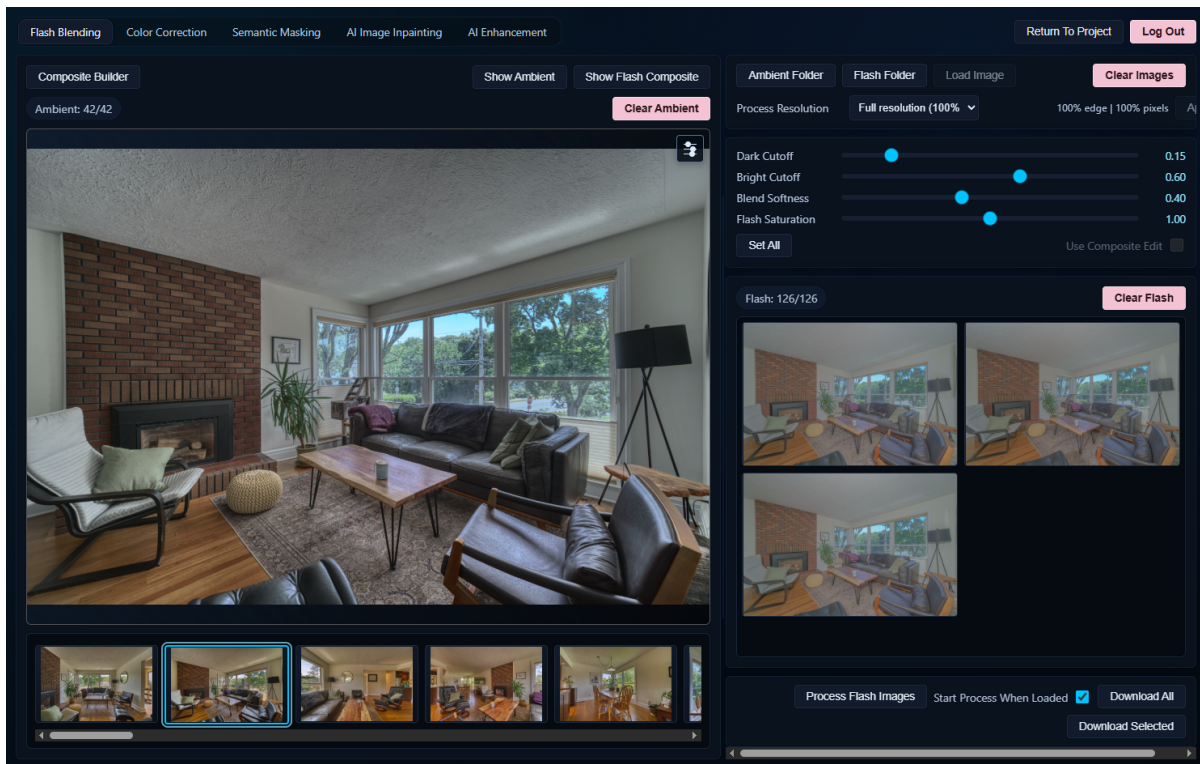
If a stage is not needed, do not invent work for it. Leave it unchanged and continue. The most recent valid image is passed forward.

2. Flash Blending

Flash Blending combines an ambient exposure with one or more flash exposures. Its purpose is to keep natural room light and window information while using flash detail to reduce muddy color and uneven illumination.

Basic flash-blending workflow

- 1 Open the uploaded set and select Flash Blending.
- 2 Select one or more images in the filmstrip. Ctrl-click toggles individual images; Shift-click selects a range.
- 3 Review the automatically paired ambient and flash files.
- 4 Adjust the available blend and exposure controls until the result keeps the room's natural feel without obvious flash edges.
- 5 Use Apply to Selected when the same adjustment should affect a group.
- 6 Move to the next image with the Left Arrow and Right Arrow keys, or click its thumbnail.
- 7 Process the selected images or the full set.



Flash blending

Figure 2. Flash Blending with the active image, adjustment panel, and filmstrip.

Practical flash-blending advice

- 1 Check windows, reflective surfaces, mirrors, and light fixtures at full view.
- 1 Use the ambient image as the continuity reference. Flash is there to improve color and detail, not to make the photograph look artificially lit.
- 1 If no flash capture exists, the image remains a valid source and can continue through the pipeline.

3. Color Correction

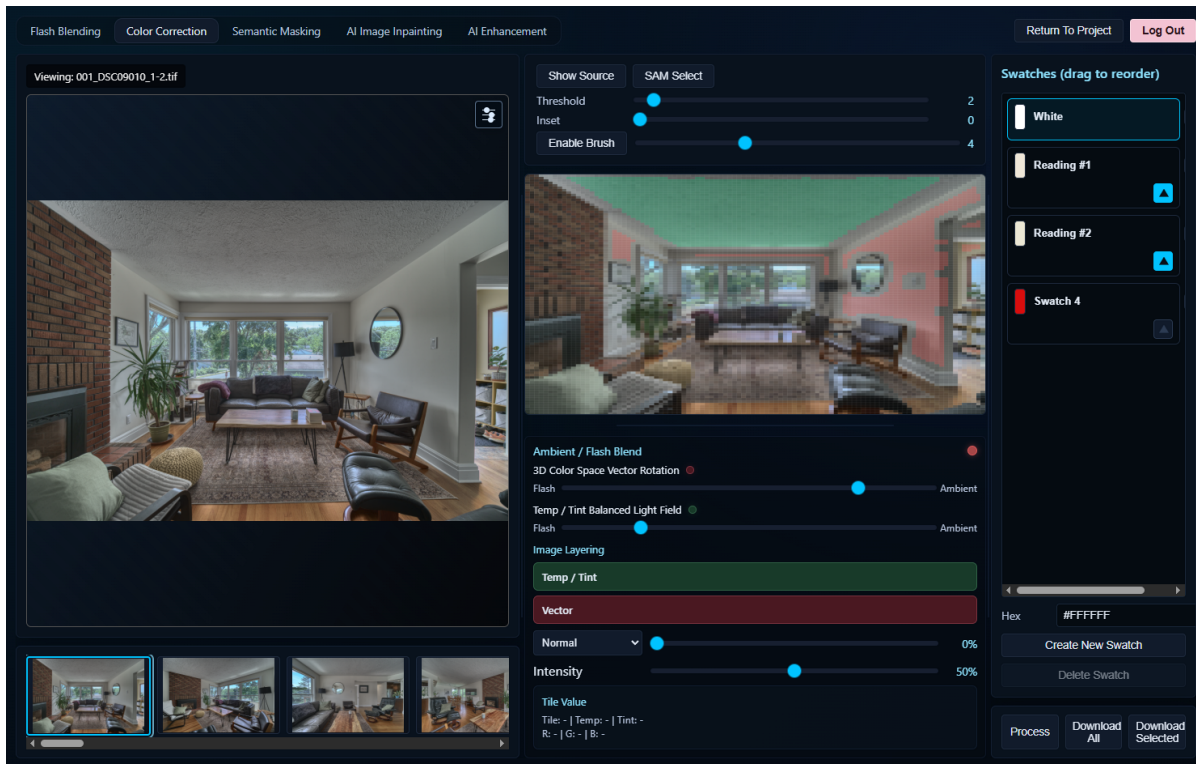
Color Correction is the main color-control stage. It can use a project swatch, a grid of local regions, and mask assignments so a wall, ceiling, floor, trim, or other material keeps a consistent intended color across changing light.

Understand the correction modes

- 1 Temperature/Tint correction searches the white-balance lookup table for the smallest useful change that moves a region toward its assigned hue. A close-enough match is allowed to remain near zero rather than chasing an impossible mathematical exact match.
- 1 Vector color correction rotates color in three-dimensional color space. Use it when a hue needs a direct directional correction beyond a simple warm/cool or green/magenta change.
- 1 Tone controls handle exposure, contrast, highlights, shadows, whites, blacks, and related tonal adjustments.
- 1 Swatches define the intended color of a surface or material.
- 1 The grid divides the image into local regions. Assigned regions are solved against their swatch while unassigned regions continue to use the general image correction.

Assign and correct a surface

- 1 Open Color Correction and select an image.
- 2 Create or select the swatch that represents the material's intended color.
- 3 Paint or select the surface mask on the grid.
- 4 Apply the swatch to the selected grid regions.
- 5 Choose Temperature/Tint or Vector mode as appropriate.
- 6 Process the image and inspect the corrected surface across its full extent.
- 7 If a region was assigned by mistake, Alt-click to remove it. Removal updates both the Temperature/Tint and Vector grids; a deleted mask must not continue influencing the image.
- 8 Use the filmstrip and arrow keys to continue through the set.



Color correction

Figure 3. Color Correction with the image viewer, filmstrip, grid controls, swatches, and tone tools.

Avoiding visible color patches

- 1 Keep one material under one intended swatch unless its real painted color changes.
- 1 Remove grid assignments that cross into a different material.
- 1 If two nearby colors are already nearly identical, accept the smallest correction. Large Temperature/Tint values are not useful when zero is already a closer match.
- 1 Inspect broad neutral surfaces, especially walls and ceilings, for tile-shaped variation before continuing.
- 1 Use Vector correction only when the color direction requires it; Temperature/Tint is normally the gentler option for white balance.

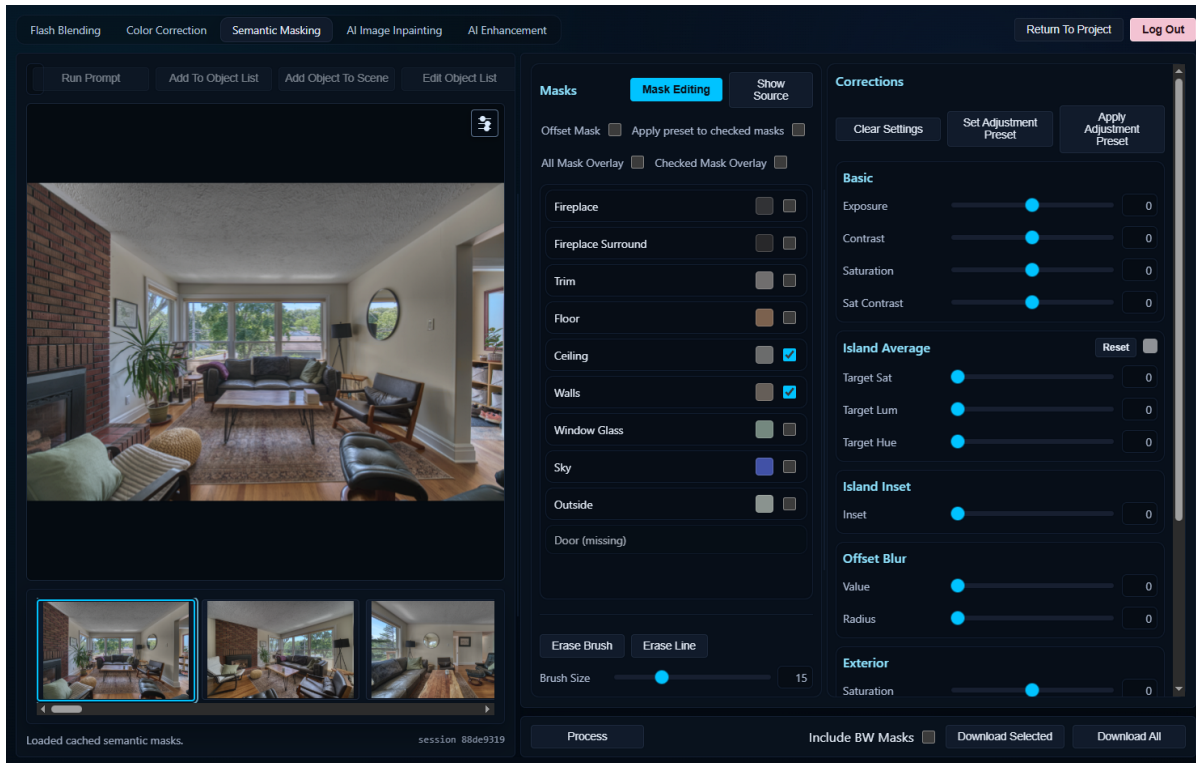
4. Semantic Masking

Semantic Masking creates named masks for recognizable objects and surfaces. It is useful when a correction should follow the actual shape of a wall, window, ceiling, door, floor, furniture group, or another selected object rather than a rectangular grid region.

Create semantic masks

- 1 Select Semantic Masking.
- 2 Choose the image in the filmstrip.
- 3 Select one of the default mask categories or enter the desired subject. Door is included as a default option.

- 4 Generate the mask.
- 5 Inspect the overlay and refine or remove incorrect regions.
- 6 Apply the desired adjustment to the active mask.
- 7 Select multiple images when the same setting should be applied to a group.
- 8 Process the result before moving downstream.



Semantic masking

Figure 4. Semantic Masking with the Door option available in the default mask list.

Interior and exterior behavior

Interior uploads expose the normal room-oriented mask set. Exterior uploads avoid loading the full interior mask list and carry the Exterior designation into AI Enhancement. This keeps the interface relevant to the kind of photograph being edited.

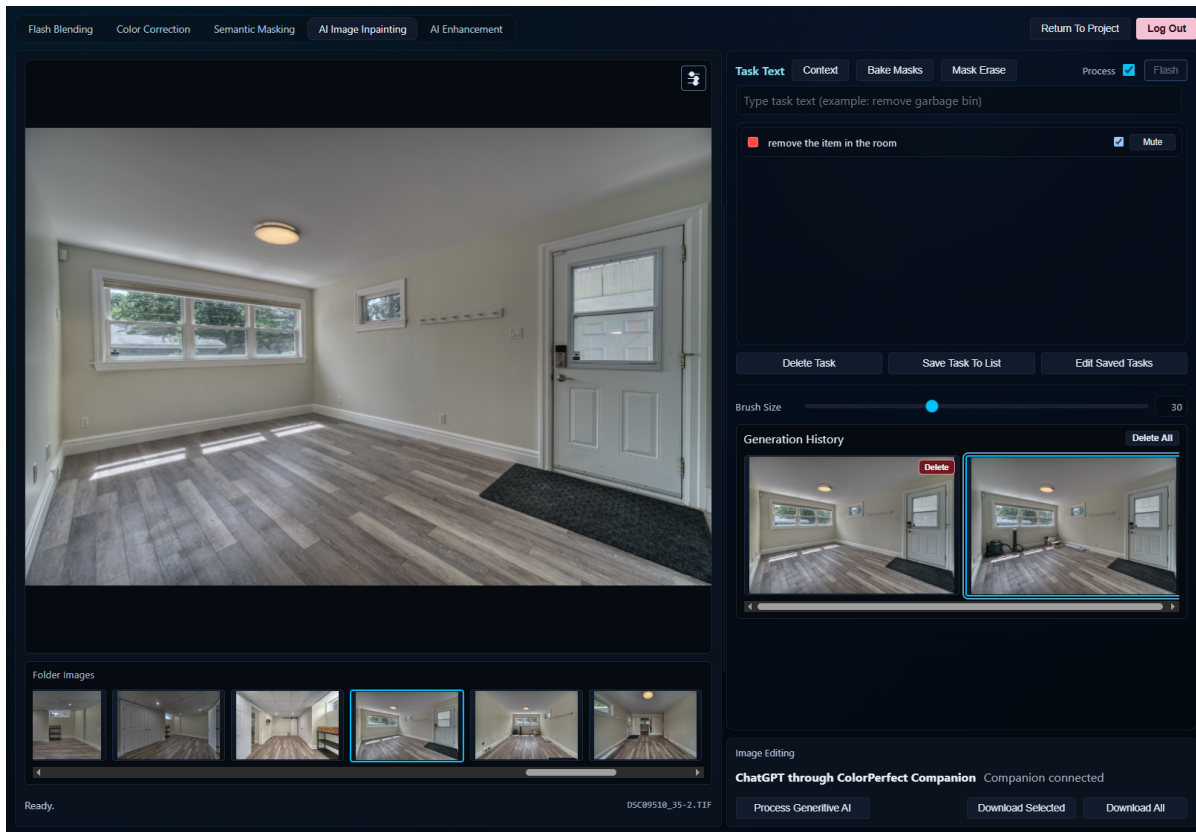
5. AI Image Inpainting

AI Image Inpainting changes only the area you deliberately mask. Typical uses include removing a small object, rebuilding a damaged patch, clearing a cable, or replacing distracting clutter while preserving the rest of the photograph.

Inpaint an ordinary image

- 1 Open AI Image Inpainting.
- 2 Select the image. The starting image is the latest valid image from the upstream pipeline, normally the color-corrected result.
- 3 Create a task and describe the requested change in plain language.

- 4 Paint the mask over the area that may change. Include enough surrounding context to let the generated result blend naturally.
- 5 Select Process Generative AI.
- 6 When processing finishes, ColorPerfect automatically selects the newest result for that mask and places it into the composition.
- 7 Compare the patch edges at normal view and a closer zoom. The system matches the generated boundary to the surrounding image so the transition is not visible.
- 8 Keep the result, generate another candidate, or change the task/mask.



AI image inpainting

Figure 5. AI Image Inpainting with task controls, mask history, and the project filmstrip.

How inpainting history works

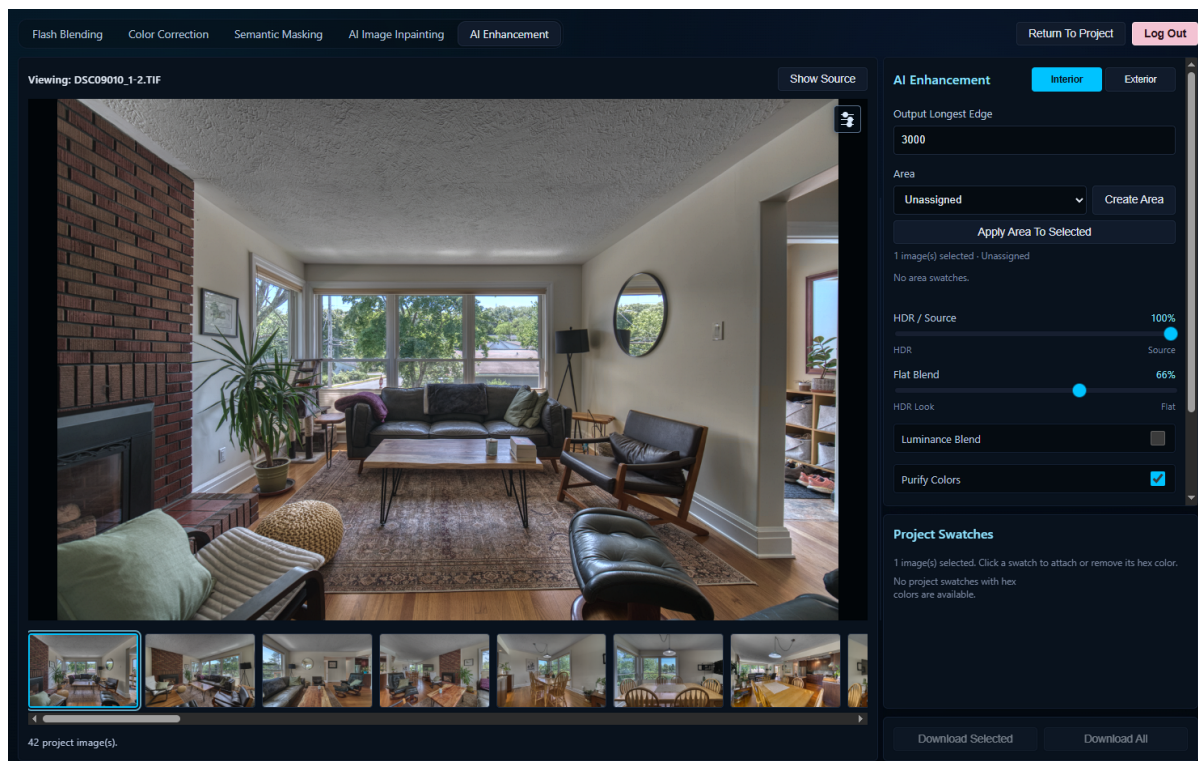
- 1 Each mask has its own generation history. Generating a new candidate for one mask does not create a new global foundation image.
- 1 Bake Masks flattens the currently selected mask results into a new foundation. Use it when the current edits should become the new starting point.
- 1 The newest successful generation is selected automatically. You should not need to click the new thumbnail just to see the completed result.
- 1 Download Selected and Download All export the current composed image choices.

6. AI Enhancement

AI Enhancement creates the presentation look and then transfers it into a high-resolution result. The preview stage makes two roles for each image: an HDR look with stronger dynamic range and a flatter look with gentler shadows. You blend those roles, optionally purify their colors against the ColorPerfect grid, and then process the final high-resolution image.

Build and blend previews

- 1 Open AI Enhancement.
- 2 Set Output Longest Edge for the desired final render. For example, 3000 produces a result whose longest side is approximately 3000 pixels after any necessary common crop.
- 3 Select Interior or Exterior if the image was not already classified during upload.
- 4 Select Process Preview.
- 5 As previews arrive, select an image and compare the HDR and Flat candidate buttons in the viewer.
- 6 Use HDR / Source to choose how much generated look replaces the source appearance.
- 7 Use Flat Blend to blend between the HDR role and Flat role.
- 8 Turn on Luminance Blend when you want source luminance to contribute to the blend.
- 9 Select Purify Colors before preview processing when you want it to run automatically after each HDR/Flat pair is ready. You may also turn it on afterward; available pairs are processed without requiring a brand-new generation.
- 10 Use Apply to All when the current slider choices should be copied across the project. A later slider change re-renders the affected thumbnails.



AI enhancement

Figure 6. AI Enhancement with HDR/Flat controls, blend sliders, Purify Colors, and processing buttons.

What Purify Colors does

Purify Colors independently reprocesses the HDR and Flat generations through the ColorPerfect swatch and mask system. It does not reuse the source image's old Temperature/Tint numbers. Each generated role is recalculated from its own pixels, converted to the same working color format as the source, and processed in the same image position so the grid remains aligned.

Process the final high-resolution image

- 1 Make sure the preview for every selected image is complete and visually acceptable.
- 2 Select one image or a range in the filmstrip.
- 3 Choose Process Selected for only the current selection, or Process All for the complete set.
- 4 The app divides each image into overlapping high-resolution tiles, sends work across the available GPT accounts, aligns the returned tiles in memory, repairs rejected tiles, and composites the accepted results.
- 5 A failed tile has its own generation budget. If repeated attempts do not pass, the least-bad usable candidate prevents the entire image from being left incomplete.
- 6 The final look normalizer matches the regional hue, saturation, and luminance of the high-resolution composite to the selected preview guide.
- 7 When an image completes, the viewer refreshes to the most recently completed result.
- 8 Use Download Selected or Download All. The download uses the highest-resolution completed version available for each image and lets you choose a destination folder.

Process Preview versus Process Selected versus Process All

- 1 Process Preview builds the HDR and Flat looks used for visual decisions.
- 1 Process Selected builds final high-resolution results only for the selected filmstrip images.
- 1 Process All builds every image whose current final result is missing or out of date. Current, unchanged results are reused rather than thrown away.

7. Working with 360 panoramas in the desktop app

The 360 workspace has two ways to receive media. Tablet projects appear in the tablet-project dropdown. Local files from a normal drive, an external device, or a connected Theta/Insta360 camera are loaded with Upload directly into the Media Manager filmstrip; local uploads are not added to the tablet-project dropdown and are not uploaded to the server.

Load panoramas

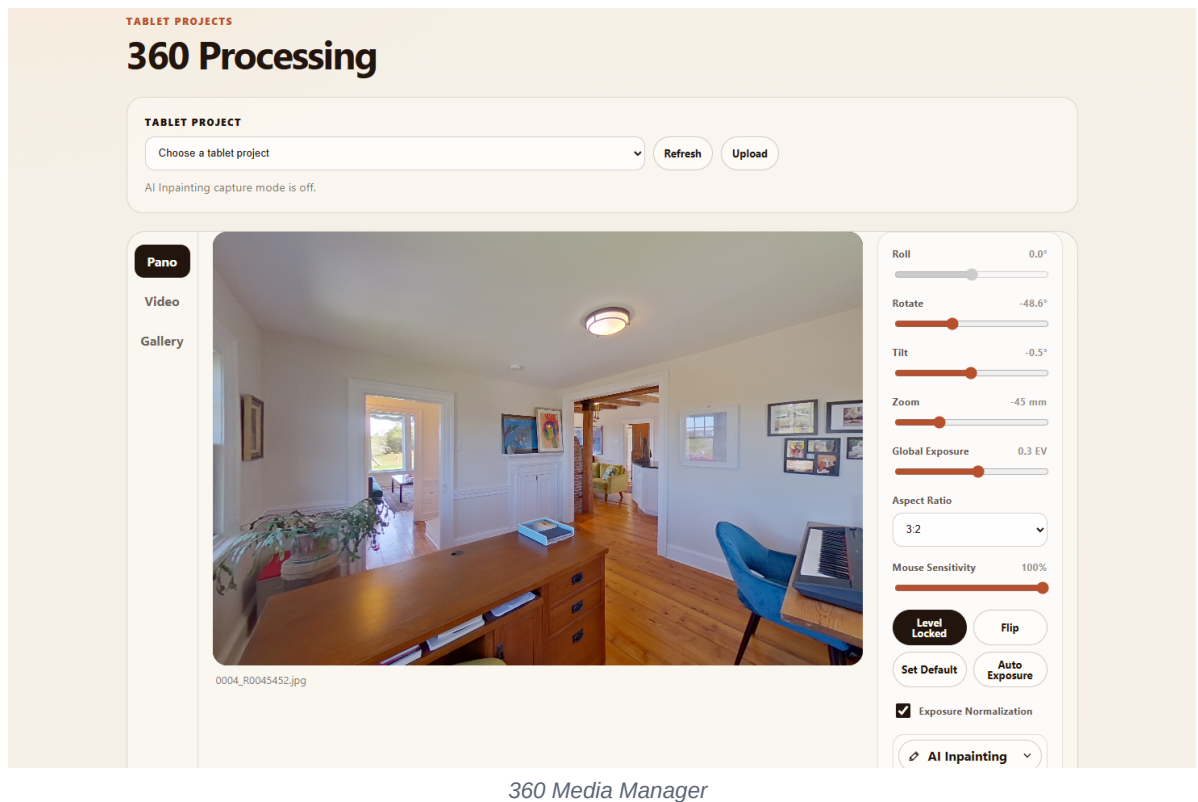
- 1 Open a project and find 360 Processing.
- 2 To work from the tablet, choose a tablet project from the dropdown and wait for its media to load.
- 3 To work locally, select Upload.

- 4 Select multiple equirectangular panorama files in the picker. Files selected from a camera/device are copied to protected local project storage first; files already on the internal drive can be used directly.
- 5 The selected panoramas appear in natural order in the Media Manager filmstrip.

Media Manager controls

- 1 Roll straightens the horizon.
- 1 Rotate turns the view left or right.
- 1 Tilt looks up or down.
- 1 Zoom changes the framed field of view. The mouse wheel zooms when the pointer is over the panorama viewer and scrolls the page everywhere else.
- 1 Global Exposure brightens or darkens the framed view.
- 1 Aspect Ratio changes the shape of a gallery capture.
- 1 Mouse Sensitivity runs from 25% to 100%, with 50% as the default.
- 1 Level Lock holds the current Roll as the canonical level while the mouse changes Rotate and Tilt. You can still adjust Roll; the new value becomes the locked baseline.
- 1 Flip reverses the view when required.
- 1 Set Default stores the current framing defaults.
- 1 Auto Exposure calculates a starting exposure.
- 1 Exposure Normalization keeps adjacent panorama views visually consistent.

Adjustment sliders wrap continuously while dragging: reaching one end continues from the other side instead of forcing a long return drag. Rotate follows the visible direction of the camera.



360 Media Manager

Figure 7. The desktop 360 Media Manager with the control column and panorama filmstrip.

Filmstrip and keyboard navigation

- 1 Click one thumbnail to select it.
- 2 Ctrl-click to add or remove individual thumbnails from the selection.
- 3 Shift-click to select a continuous range.
- 4 Selected images have a baby-blue outline.
- 5 Buttons and applicable settings affect the selected group.
- 6 Left Arrow and Right Arrow move to the previous or next image in every image viewer.

Capture framed stills to the Gallery

- 1 Frame the panorama with Rotate, Tilt, Roll, Zoom, exposure, and aspect ratio.
- 2 Select Capture to Gallery.
- 3 ColorPerfect renders the still independently from the on-screen viewer at a 3000-pixel longest edge.
- 4 Open Gallery to review it.
- 5 Use Previous, Next, Fullscreen, and Remove. Ctrl-click and Shift-click work in the Gallery filmstrip as well.
- 6 Identify the capture as Interior or Exterior when preparing a set.
- 7 Select Create Set to send the chosen gallery images into a new ColorPerfect editing set.

8. 360 Inpaint Gallery and edited panorama output

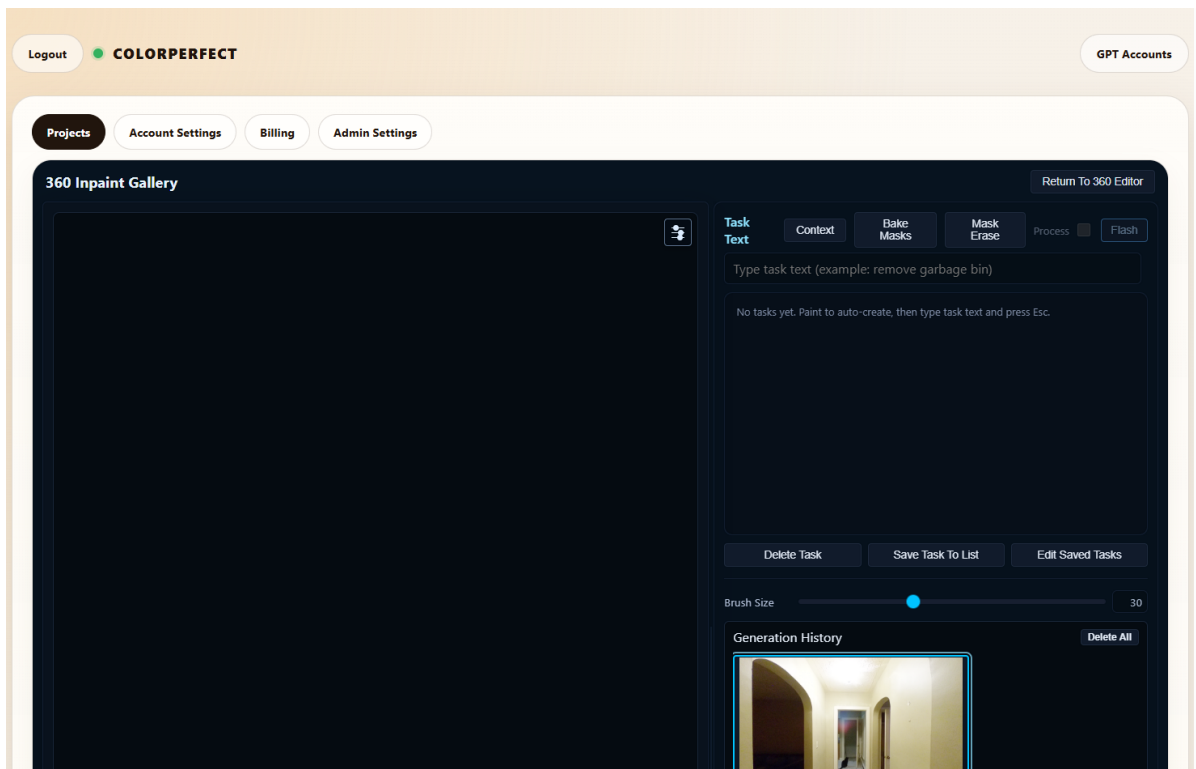
The 360 inpainting workflow uses ordinary framed stills so the same proven inpainting tools can be used without asking the AI to understand an entire equirectangular panorama at once.

Add a panorama view to the Inpaint Gallery

- 1 In Media Manager, open the AI Inpainting dropdown.
- 2 Turn on the inpainting capture mode.
- 3 Frame the part of the panorama that needs work.
- 4 Select Add To Inpaint. ColorPerfect saves the rendered view together with the exact camera orientation and projection information.
- 5 Repeat for other views or other panoramas.
- 6 Select Inpaint Gallery. It opens as its own full editing window rather than a small embedded panel.

Edit and return the result to the panorama

- 1 In the Inpaint Gallery, select a captured view.
- 2 Create a task, paint a mask, and process it exactly as in ordinary AI Image Inpainting.
- 3 The newest successful mask generation is selected automatically.
- 4 The complete generated view—not only the pixels directly under the brush—is aligned to the captured view and edge-blended into the full-resolution equirectangular panorama.
- 5 Return to the 360 workspace. The edited panorama becomes the active media result.
- 6 If a panorama has several inpaint views, ColorPerfect applies them cumulatively so each accepted edit remains in the final panorama.



360 Inpaint Gallery

Figure 8. The standalone 360 Inpaint Gallery, using the familiar inpainting pipeline.

Save locally or update the tablet

- 1 Save Inpainted Pano opens a folder picker and saves the active edited panorama as a full-resolution equirectangular PNG.
- 1 Update Tablet creates a new tablet project containing the edited panorama set. The original tablet project is not silently overwritten.

9. Android tablet app

The tablet app is a field-capture and transfer companion. It can connect to an Insta360 camera, capture and organize panoramas and video clips, frame views, synchronize a project to ColorPerfect, receive a desktop-generated AI-inpainted project, and place the finished panoramas in the ColorPerfect folder used for Matterport handoff.

Create and manage a project

- 1 Open the tablet app and use the Account control to sign in if required.
- 2 Open the project menu.
- 3 Select Add Project to start a new capture project, or choose an existing project.
- 4 Projects downloaded from ColorPerfect appear in the same project menu after synchronization.



Tablet project menu

Figure 9. The tablet project selector with local and synchronized projects.

Capture with an Insta360 camera

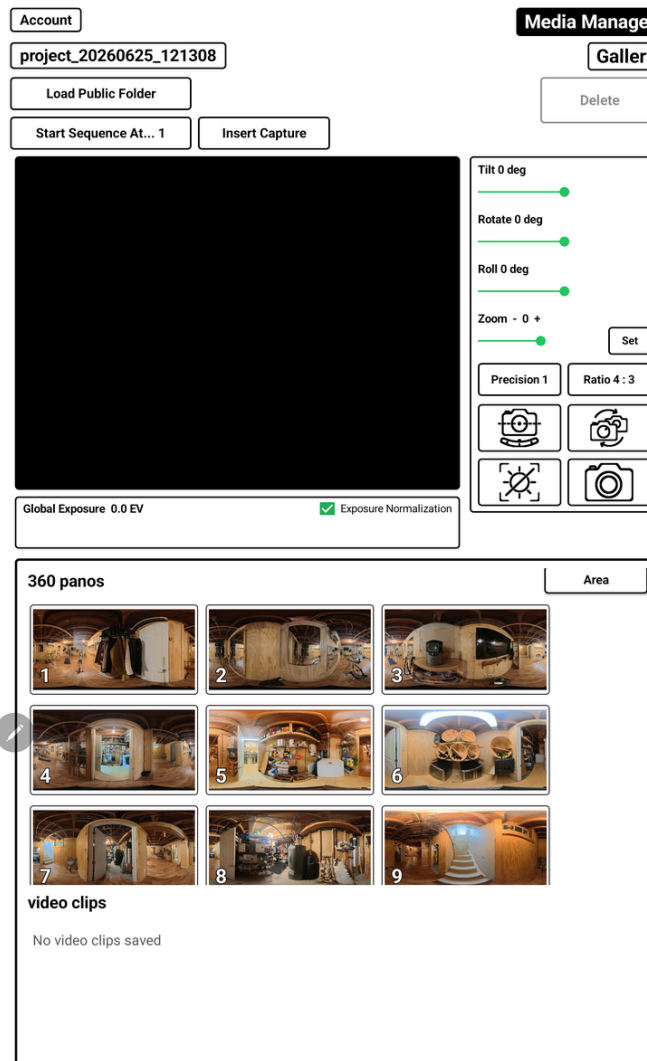
- 1 Turn on the camera and connect it to the tablet using the camera's supported connection method.
- 2 Create or select the tablet project.
- 3 Use the camera controls to capture a standalone 360 still, record or stop video, or insert a capture at a chosen sequence position.
- 4 Wait for the media transfer to finish before turning off the camera.
- 5 Open Media Manager to confirm the panoramas and video clips appear in order.

Tablet Media Manager

The tablet Media Manager provides the field version of panorama review and framing.

- 1 Select a panorama thumbnail.
- 2 Use Tilt, Rotate, Roll, Zoom, aspect ratio, and Global Exposure to frame the view.

- 3 Use Exposure Normalization when the project's panorama exposures need a consistent baseline.
- 4 Select Set to store the framing state.
- 5 Use the camera/capture controls to create a gallery still when needed.



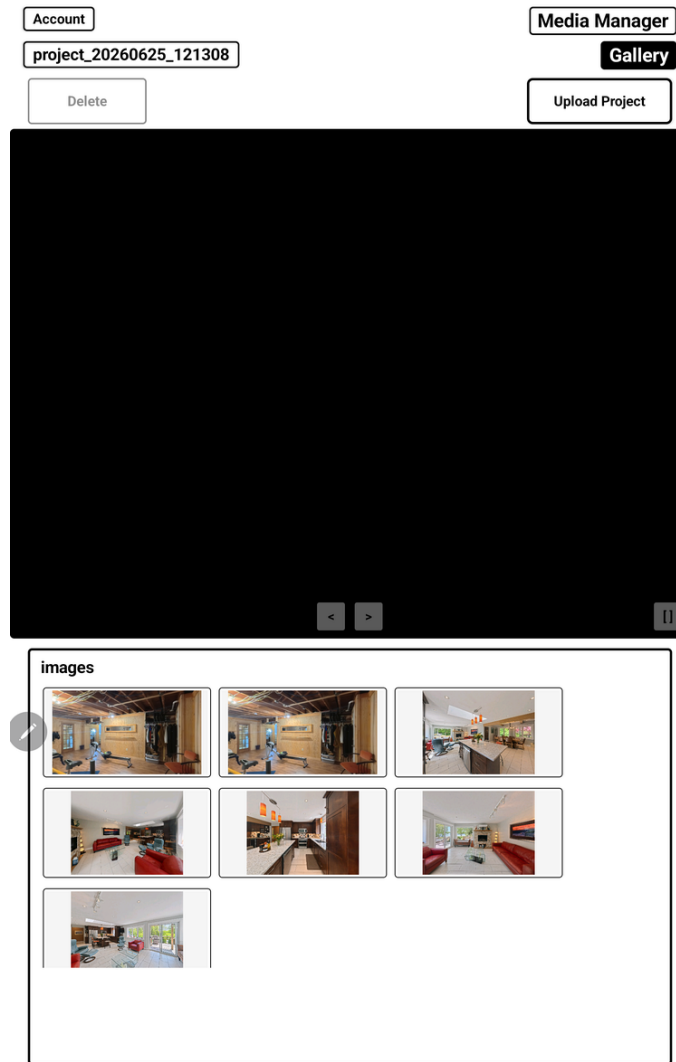
Tablet Media Manager

Figure 10. Tablet Media Manager with project media and panorama framing controls.

Tablet Gallery and Upload Project

The tablet Gallery is intentionally simple. It is for reviewing captured stills, removing unwanted captures, and synchronizing the project—not for recreating all of the desktop post-production controls.

- 1 Open Gallery.
- 2 Select a capture to view it.
- 3 Use the available navigation and Delete control as needed.
- 4 Select Upload Project to synchronize the project media and metadata to ColorPerfect.
- 5 On the Windows app, refresh the tablet-project dropdown and choose the uploaded project.



Tablet Gallery

Figure 11. The tablet Gallery with the Upload Project action and captured stills.

10. Desktop-to-tablet round trip and Matterport handoff

Send an AI-inpainted panorama project back to the tablet

- 1 Load the tablet project in the desktop 360 workspace.
- 2 Add the required views to the Inpaint Gallery and complete the inpainting work.
- 3 Verify the edited panorama in Media Manager.
- 4 Open the AI Inpainting dropdown and select Update Tablet.
- 5 ColorPerfect creates a new cloud tablet project containing the edited equirectangular panoramas.
- 6 On the tablet, refresh the project list and open the new project.
- 7 Confirm the edited panorama thumbnails and full panorama views are present before using them elsewhere.

Use the ColorPerfect folder for Matterport

The ColorPerfect folder is the handoff between the tablet project and Matterport. It has two purposes: it can hold panoramas captured through the Insta360/tablet workflow for use in a Matterport tour, and it can hold the AI-inpainted panoramas returned from the desktop app.

- 1 On Android, grant the tablet app the storage permission required to write outside its private app folder. On current Android versions this may appear as Allow access to manage all files.
- 2 Open the completed tablet project.
- 3 Export or update the project's panoramas to the ColorPerfect folder.
- 4 Open Matterport's import workflow.
- 5 Browse to the ColorPerfect folder and select the prepared equirectangular images.
- 6 Verify orientation and image order before adding them to the tour.

Keep the original capture project until the Matterport import and final tour review are complete.

11. Downloads, file quality, and project safety

- 1 Ordinary editor downloads use the highest-resolution completed image available, including a completed Process Selected or Process All result.
- 1 360 Gallery captures render at a 3000-pixel longest edge rather than screen resolution.
- 1 Save Inpainted Pano preserves the full equirectangular panorama resolution.
- 1 Local panorama uploads stay on the computer. Tablet projects use the synchronized project path so the same project can travel between tablet and desktop.
- 1 Cancelling a generation stops the active job. Starting a new run clears abandoned pending work so old requests do not block a new session.
- 1 An uploaded set that lost its processing owner is marked Processing failed on reload and exposes Retry and Delete instead of remaining stuck forever.

12. Troubleshooting

The app appears to be taking a long time to open

Wait for the ColorPerfect loading window and the main app window. The large local segmentation model continues warming in the background; the login and project screen should appear before that warm-up finishes.

Projects or Account Settings are greyed out

The account needs an active subscription or trial. Open Billing to activate the subscription, or ask an administrator to assign a trial. A newly assigned trial starts on the next successful login.

A process button does not start

Check the status bar for the exact stage that is missing. AI Enhancement requires current upstream sources, and final high-resolution processing requires completed previews. If an upstream mask or slider changed, process that affected stage first.

A set says Processing failed

Use Retry to resume it, or Delete to remove it. Delete remains available even when the old status previously said it was processing.

A local panorama upload says several files loaded but only one is visible

Wait for thumbnail decoding to finish and scroll the filmstrip. If the project is restored after a reload, the local project should remain selected and all imported items should return to the filmstrip.

A Theta/Insta360 picker opens but the files are on the device

Browse through This PC to the camera, select the desired files in one action, and open them. ColorPerfect stages device files to internal project storage before loading them. Do not disconnect the camera until the import is complete.

A generated tile or panorama edge looks wrong

Inspect the preview or framed source for a real crop border. The HD pipeline removes a detected generated-only edge band with the same common crop on source and guide. If the source itself contains the band, correct or recapture the source.

The tablet cannot write the ColorPerfect folder

Open Android Settings for the app and enable the broad file-management permission. Without that permission Android may let the project synchronize while still blocking the public Matterport handoff folder.

13. Recommended working checklists

Ordinary photo set

- 1 Create the project and choose Interior or Exterior.
- 2 Upload ambient/source files and optional interior flash files.
- 3 Check Flash Blending where flash exists.
- 4 Complete Color Correction and verify broad surfaces.
- 5 Add only the Semantic masks and Inpainting tasks the images require.
- 6 Process AI previews and choose the HDR/Flat blend.
- 7 Enable Purify Colors when the preview colors need to obey the project swatches.
- 8 Process Selected for a test image, then Process All.
- 9 Review the final viewer and download the highest-resolution results.

360 capture and Matterport set

- 1 Create a tablet project and capture the panoramas.
- 2 Review ordering and exposure in tablet Media Manager.
- 3 Upload Project.
- 4 Open the tablet project in the desktop 360 workspace.

- 5 Frame gallery stills or add inpaint views as needed.
- 6 Complete the Inpaint Gallery and verify the updated equirectangular panoramas.
- 7 Select Update Tablet.
- 8 Open the new tablet project and verify every panorama.
- 9 Export to the ColorPerfect folder.
- 10 Import the prepared panoramas into Matterport and keep the source project until the tour is approved.

14. Glossary

- 1 Ambient image: a source exposure made without the main flash contribution.
- 1 Flash image: a matching exposure used to improve local color and detail.
- 1 Swatch: the intended reference color assigned to one or more regions.
- 1 Temperature/Tint: a white-balance adjustment across warm/cool and green/magenta axes.
- 1 Vector correction: a three-dimensional color-direction adjustment.
- 1 Semantic mask: a shape-aware selection of a named object or surface.
- 1 Foundation image: the global starting image used by AI Image Inpainting.
- 1 Bake Masks: flatten the currently selected inpaint results into a new foundation.
- 1 HDR role: the more dynamic AI preview role.
- 1 Flat role: the softer, lower-shadow AI preview role.
- 1 Purify Colors: recalculate the generated HDR and Flat roles against the current ColorPerfect masks and swatches.
- 1 Equirectangular panorama: a full 360 image stored as a 2:1 rectangular map.
- 1 Gallery capture: a framed still rendered from a panorama at up to a 3000-pixel longest edge.
- 1 ColorPerfect folder: the tablet's public handoff folder for Matterport-ready panoramas.