

**Gradiest
for
Premiere Pro,
Colorista (AE),
& GoPro Studio**

iPad version 2.0.0



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Gradiest on the iPad

Gradiest is the first of a new breed of multi-touch interfaces for post-production.

These control layouts were designed to be familiar, intuitive, and as precise as you wish. They're also designed to be as non-distracting as possible, because Gradiest's biggest goal is to get out of your way, and keep you focused on your work.

With large control areas in natural positions, getting real work done with your iPad should be comfortable and fast.

We're eager for your feedback and insights, so please drop us a line some time!

<http://www.actfocused.com/gradiest/contact/>

Quick Start

Requirements

- Intel-based Macintosh, connected to, or capable of hosting, a wireless network.
- Mac OS X 10.7+
- One of:
 - Premiere Pro CC 2017+
 - Colorista II, Colorista III, or Colorista Free, with After Effects CC+
 - GoPro Studio 2.5.4+

Installation

- First install Premiere, After Effects, or GoPro Studio, then run the Gradiest Server installer (downloadable at <http://www.actfocused.com/>), which installs both the Server application and the control surface plugins.
- Open your project, which will automatically start the Gradiest Server, displaying a "Gr" icon in the upper menu bar. In the Gradiest Server preferences (Gr->Preferences), the Status will change from "Plugin Searching" to "Plugin Connected".
- Connect your iPad to the local wireless network. You may also want to turn off "Multitasking Gestures" in the iPad's Settings, because it can get in the way sometimes.
- Run Gradiest on your iPad. In the Gradiest Server preferences, the Status changes from "Network searching" to "Connected".

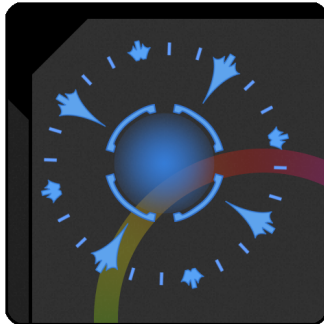
iPad Controls - The Short, Short, Version

Menu buttons are activated with DOUBLE TAPS.



Double tapping a color wheel or a soft knob will RESET the value. Double tapping a color wheel with TWO FINGERS will reset BOTH the hue and the master offset for that tonal range.

The color wheels always have three active SENSITIVITY LEVELS. Starting the control with ONE finger engages the default sensitivity, and starting with TWO or with THREE fingers engages the other levels.



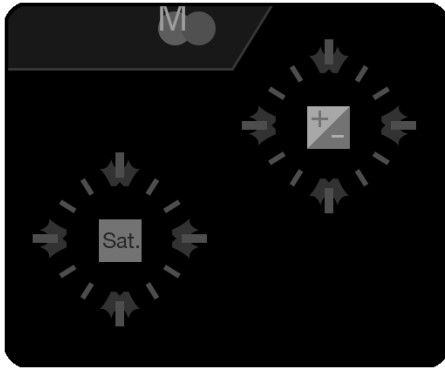
After the color wheel is engaged with one or two fingers, ADDING ANOTHER FINGER will bring up the alternate control knob around the current touch point, which controls the master level for that tonal range, or the saturation, depending on your settings.

If a color wheel thinks you've bumped it accidentally, or gets confused by its touches, it will turn yellow and temporarily stop accepting input, until you chill and stop hitting things for a moment.

Sensitivities can all be customized through the app preferences.

Controls Overview

Soft Knobs



Soft knobs rotate around a center point.

Double taps reset the knob's value.

Like most other controls, moving beyond the edge of the control will NOT stop interaction. If you drag further away from the knob, its effective sensitivity is lower.

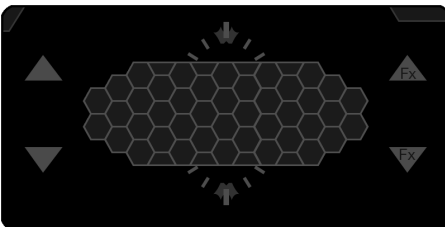
Double taps of a keyframe knob will delete a keyframe at the current time. A half rotation of a keyframe knob will jump to the next or previous keyframe.

Reset Slider



The reset slider resets all (well, *most* of) the controls in the current layout. It works like a “slide to unlock” control.

Transport Controls



Dragging the transport slider right or left moves the current frame forward or backward.

The arrows are buttons that can be double tapped to jump to the next or previous clip, or to the next or previous effect.

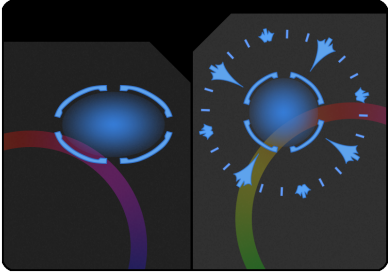
The lower, fly-out transport knob is a higher speed transport control.

The upper knob is a single frame control. A half-rotation moves the clip a single frame. Also, a double tap moves the clip forward a single frame.

Invisible Transport Controls:

- One-finger-single taps stop playback.
- Two-finger-single taps begin playback.
- Two-finger swipes right or left (might) move to the last frame or the first frame of the clip.

Color Wheels



Color wheels adjust the hue of the tonal ranges in the direction you drag, regardless of the position that you start the adjustment from.

The color wheel has THREE sensitivity levels. Starting the control with 1 finger adjusts with the default sensitivity, and starting with 2 or with 3 fingers uses the other sensitivities.

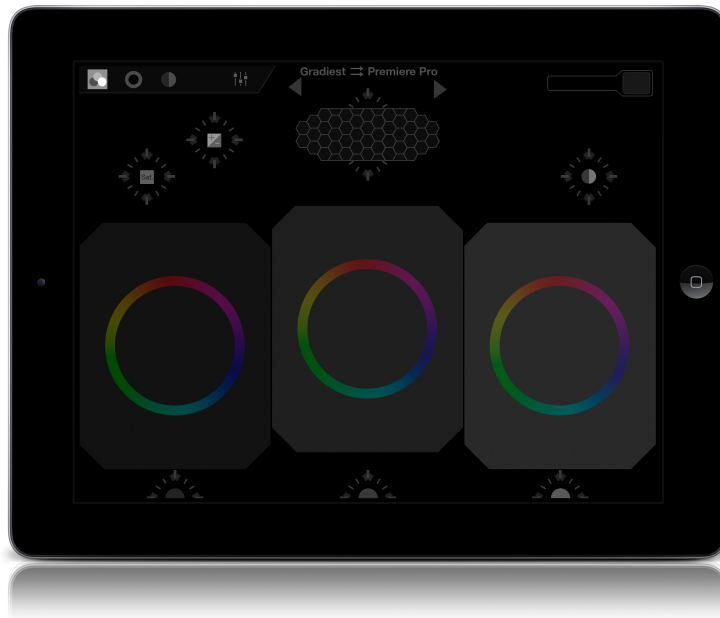
DOUBLE TAPPING a color wheel with a single finger will reset the hue values.

Double tapping a color wheel with TWO FINGERS will reset both the hue AND the master offset for that tonal range.

After the color wheel is engaged with 1 or 2 fingers, adding another finger will bring up the alternate control knob around the current touch point. By default, the alternate control adjusts the master level of the tonal range, which is redundant with the master fly-out knobs below the color wheels.

If an unrecognized action happens, the wheel will temporarily go yellow and disable itself until its touches are released.

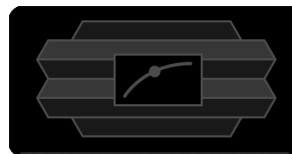
Premiere Pro Three Way Layout



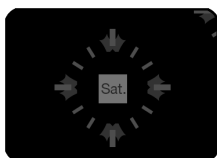
Controls



Master level knobs swing out from their resting positions when activated.



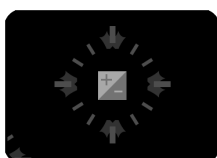
Optional vertical control for master levels.



Saturation



Shadows

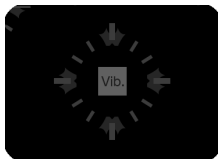


Exposure

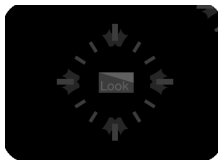
Premiere Pro Tints Layout



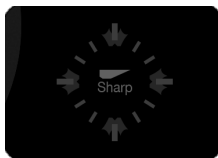
Controls



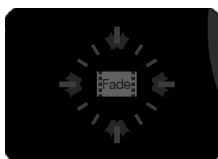
Vibrance



Look Intensity



Sharpen



Faded Film



Tint Balance



Creative Tint for
Highlights/Shadows

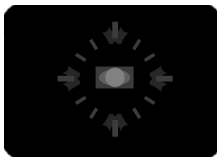


Whitebalance
(Tint + Temperature)

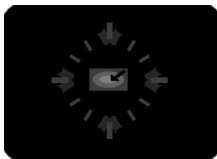
Premiere Pro Lights/Darks Layout



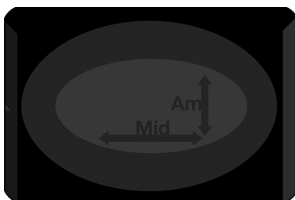
Controls



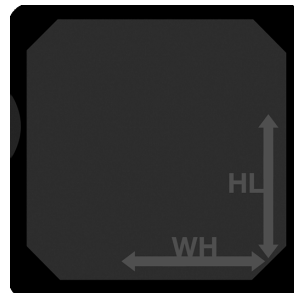
Saturn



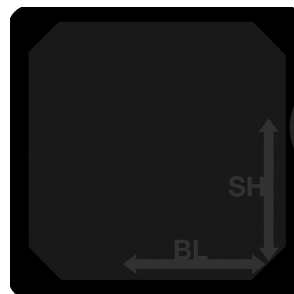
Vignette Feather



Vignette Amount
and Midpoint



Whites/Highlights



Blacks/Shadows



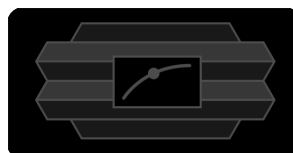
Colorista III Three Way Layout



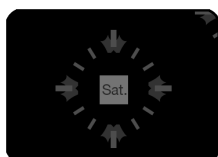
Controls



Master level knobs swing out from their resting positions when activated.



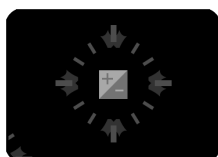
Optional vertical control for master levels.



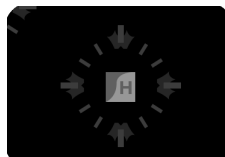
Saturation



Shadows



Exposure



Highlights

Colorista III Hue Layout

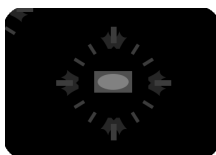


Controls

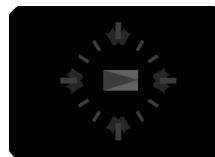
The 16 solid-colored circles each control the corresponding components in the Hue + Saturation and the Hue + Luminance controls.

DOUBLE TAPS reset the color value.

Just like the usual color wheels, there are three sensitivity levels for each control, although it can be a challenge to fit a third finger on a dot.

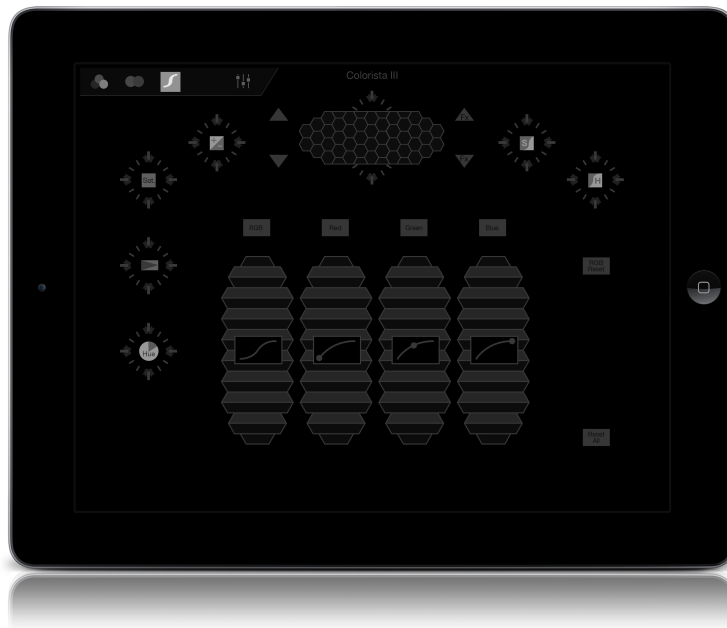


Vignette

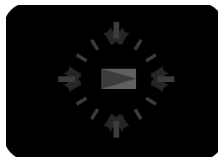


Strength

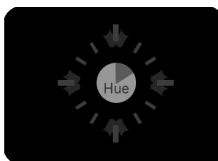
Colorista III Curves Layout



Controls



Strength



Hue Angle

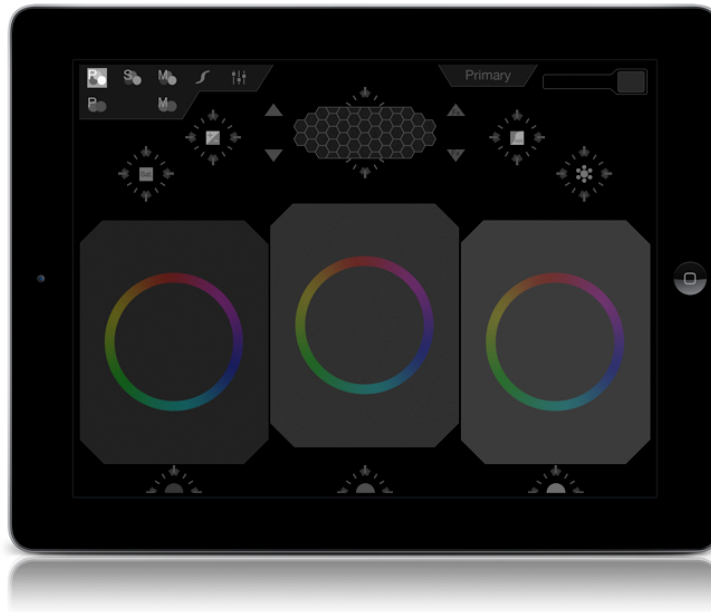


Curves Adjustments

Curves Selectors



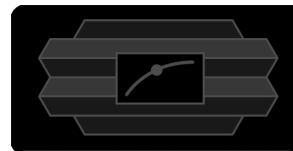
Colorista II Three Way Layout



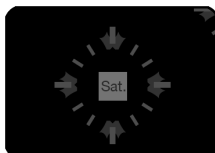
Controls



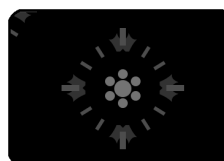
Master level knobs swing out from their resting positions when activated.



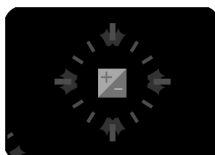
Optional vertical control for master levels.



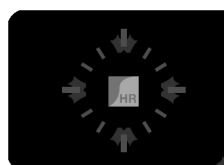
Saturation



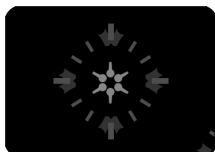
Density



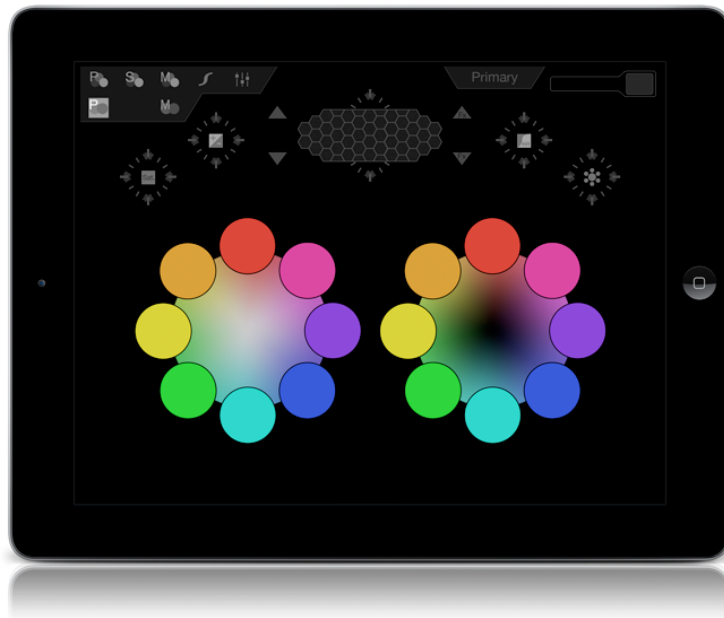
Exposure



Highlight Recovery (Primary)



Pop (Secondary)



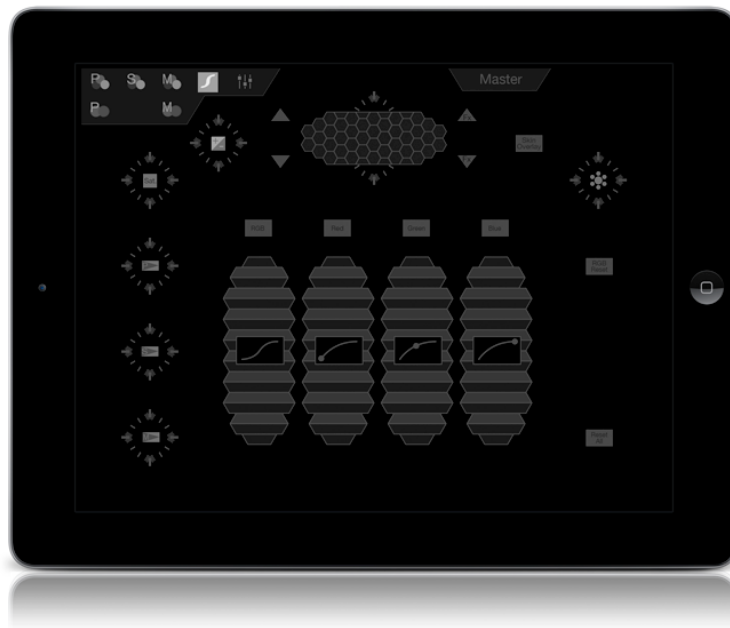
Controls

The 16 solid-colored circles each control the corresponding components in the Hue + Saturation and the Hue + Luminance controls.

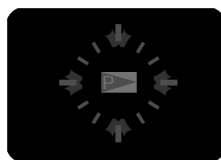
DOUBLE TAPS reset the color value.

Just like the usual color wheels, there are three sensitivity levels for each control, although it can be a challenge to fit a third finger on a dot.

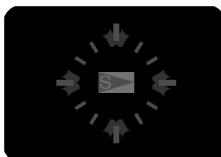
Colorista II Curves Layout



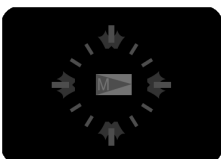
Controls



Primary Mix



Secondary Mix



Master Mix



Curves Adjustments

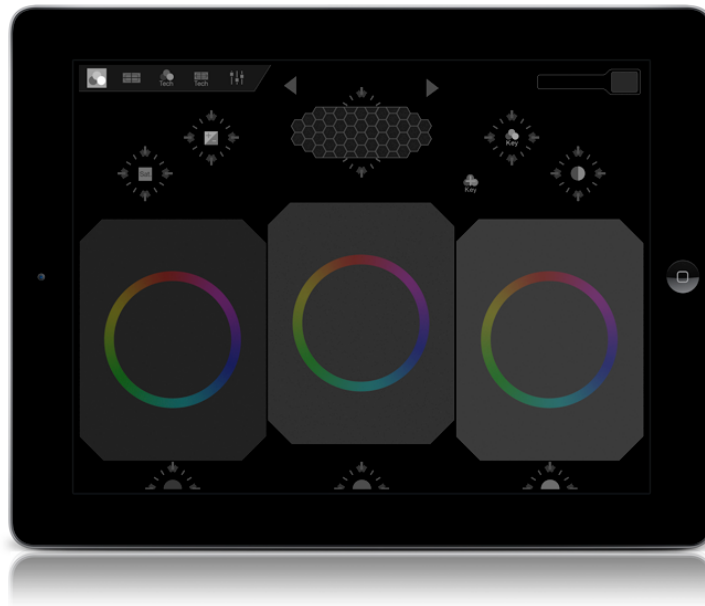


Skin Overlay Toggle

Curves Selectors



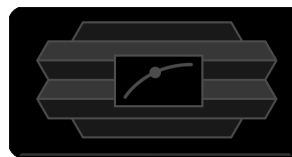
GoPro Studio Three Way Color Layout



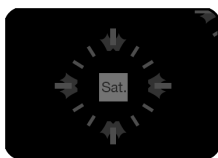
Controls



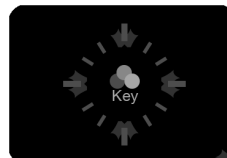
Master level knobs swing out from their resting positions when activated.



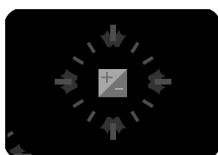
Optional vertical control for master levels.



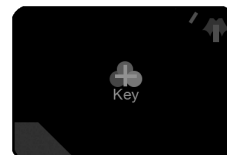
Saturation



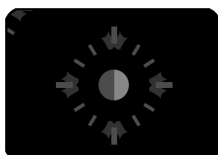
Primary Keyframe
next, prev, delete



Exposure

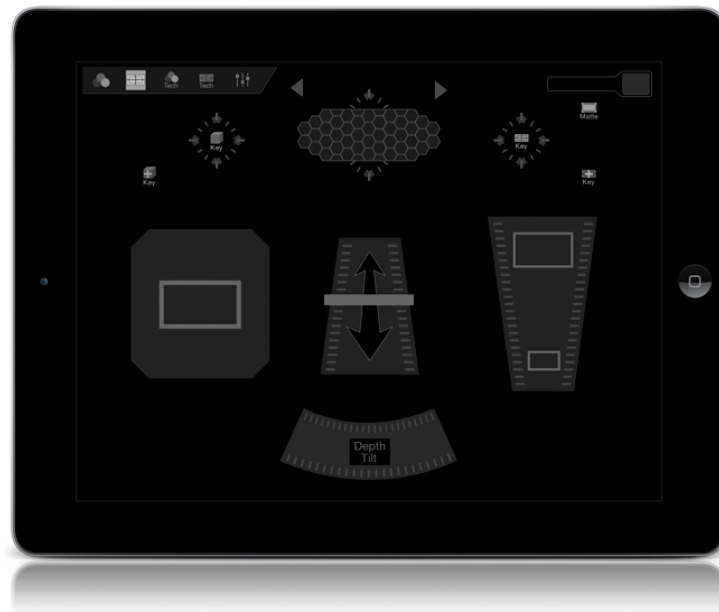


Add Primary Keyframe



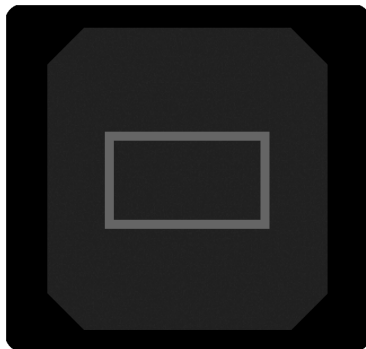
Contrast

GoPro Studio Framing Layout

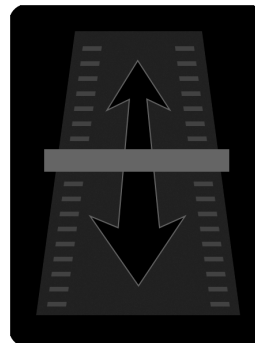


Controls

Framing Position

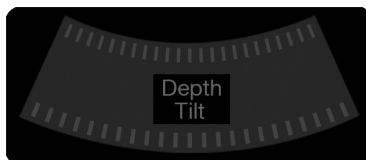


3D Horizontal Convergence

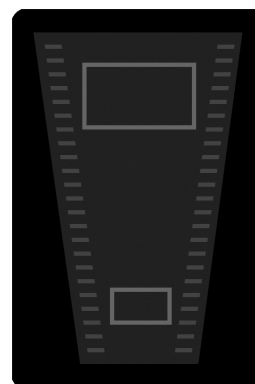


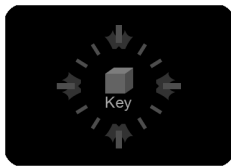
Push and pull to adjust perceived depth.

3D Depth Tilting

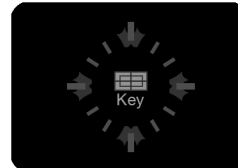


Zoom

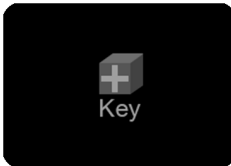




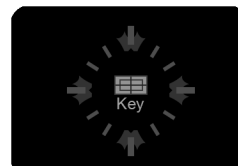
3D Keyframe
next, prev, delete



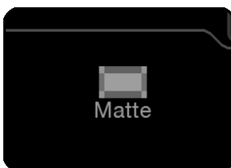
Framing Keyframe
next, prev, delete



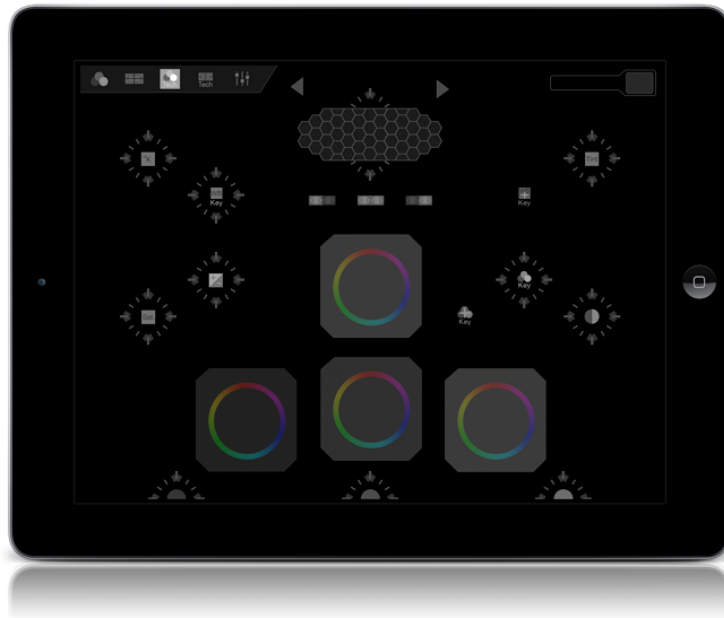
Add 3D Keyframe



Add Framing
Keyframe



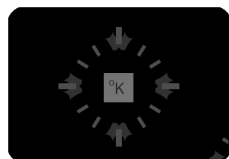
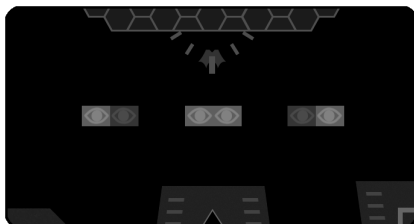
Apply Framing
Matte, aspect ratio
selected in prefs.



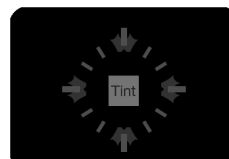
Controls

In the technical color layout, the upper color wheel controls the white balance hue, while its alternate dial (brought up by adding a finger) controls the kelvin setting.

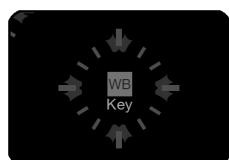
3D Eye Selection
(Left Only, Both, Right Only)



Kelvin



Tint



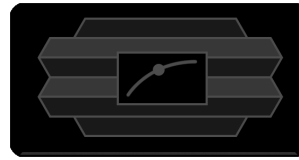
White Balance
Keyframe
next, prev, delete



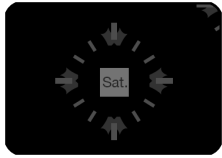
Add White Balance
Keyframe



Master Level knobs swing out from their resting positions when activated.



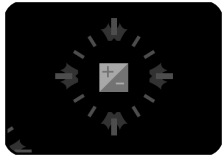
Optional vertical control for master levels.



Saturation



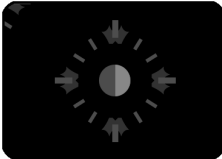
Primary Keyframe next, prev, delete



Exposure

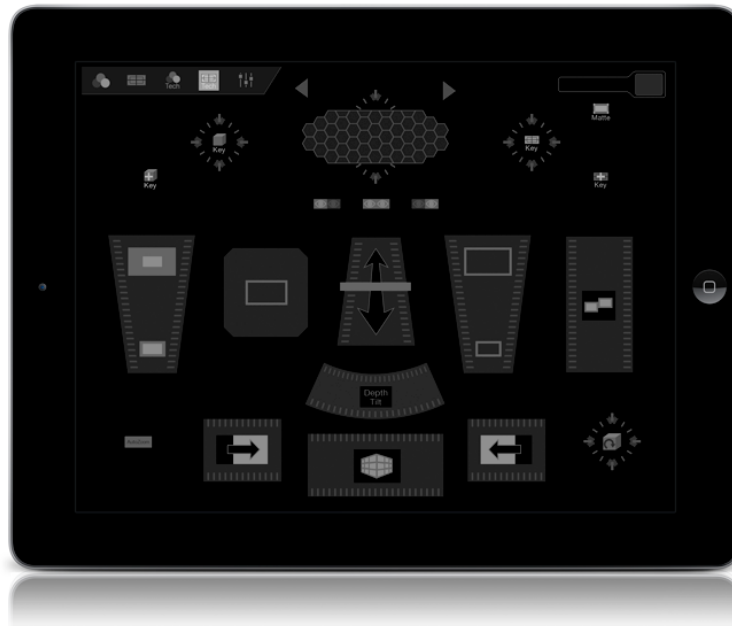


Add Primary Keyframe

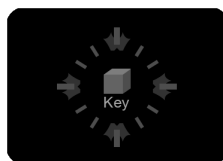


Contrast

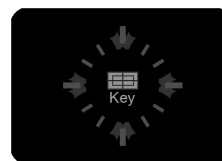
GoPro Studio Technical Framing Layout



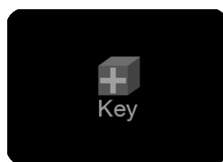
Controls (lots, and lots, of controls)



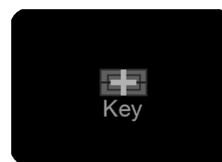
3D Keyframe
next, prev, delete



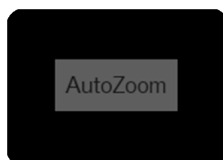
Framing Keyframe
next, prev, delete



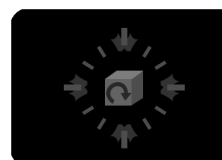
Add 3D Keyframe



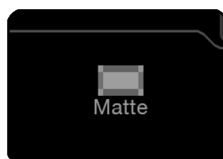
Add Framing
Keyframe



Toggle 3D
AutoZoom

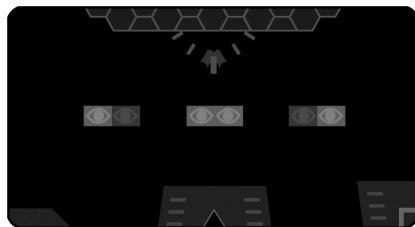


3D Differential
Rotation

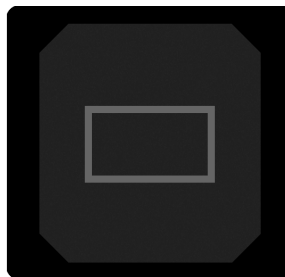


Apply Framing
Matte, aspect ratio
selected in prefs.

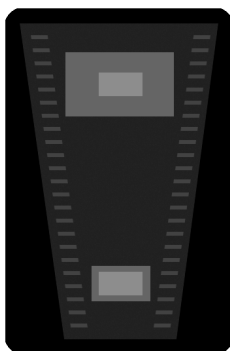
3D Eye Selection
(Left Only, Both, Right Only)



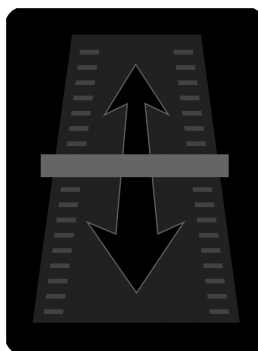
Framing Position



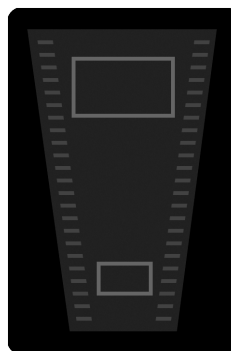
3D Differential
Zoom



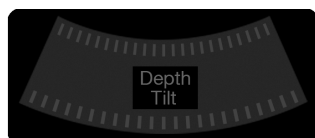
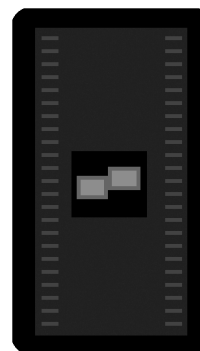
3D Horizontal
Convergence



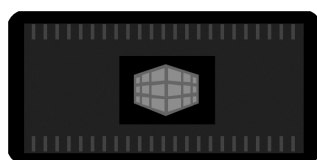
Zoom



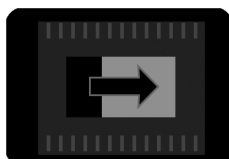
3D Vertical
Alignment



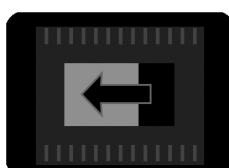
3D Depth Tilt



3D Keystone



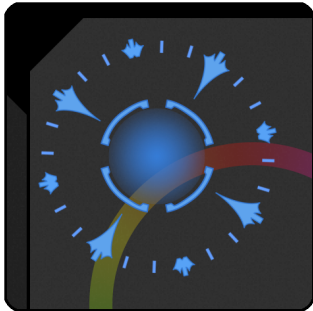
3D Left Mask



3D Right Mask

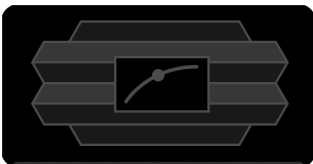


Alt Controls Saturation



Instead of the color wheel alternate dials (activated when adding a second or third finger) controlling the master levels, they will all control the master saturation.

Vertical Master Controls



Instead of fly-out master level knobs, up/down master level controls are displayed.

Auto Set Matte (GoPro Studio)



Whenever the transport arrows are used to load a clip, Gradiest will automatically apply the active aspect ratio framing matte.

2D Controls Only (GoPro Studio)

Hides the 3D controls, which also hides the Technical Framing layout.