WHAT'S NEW · 1.27

Mtc Density 1.27

Everything that has changed since **version 1.10**.

Requirement: Photoshop **26.0** or later



01 The new Levels tab

A dedicated tab for global image adjustments. It affects all pixels, independently of the color tabs.

Levels adjustments are applied **after the color corrections** and **before the Recovery Controls**, which therefore also act on the results of these adjustments.

Black · Grey · White · Density from −1 to +1, neutral **0**

Saturation from 0 to 2, neutral **1**



Black

−1 … +1 · NEUTRAL 0

Adjusts the **black point**. Moving it to the right lifts the blacks: the shadows open up and black becomes dark grey. Moving it to the left lowers the black point: the darkest tones close to black and the shadows gain contrast. The effect is strongest in the deepest shadows and gradually fades towards the highlights; white and bright, fully saturated colors remain unchanged. Lifting the blacks slightly reduces the saturation of dark colors.

Grey

−1 … +1 · NEUTRAL 0

Adjusts the **midtones**, leaving black and white unchanged. Moving it to the right brightens the image; moving it to the left darkens it. Fully saturated colors remain unchanged; all other colors brighten or darken according to how much grey they contain. When darkening, hue remains the same and colors become richer. When brightening, colors appear less saturated, and the hue of brighter colors may shift. The shift becomes more noticeable the further you move the control to the right.

White

−1 … +1 · NEUTRAL 0

Adjusts the **white point**. Moving it to the right opens up the highlights, pushing near-white tones towards pure white, with a risk of losing detail; in light colors, saturation decreases and hue may shift. Moving it to the left turns white into light grey and darkens the image proportionally, with a stronger effect on highlights and a weaker one on shadows. This can be useful when the image looks too bright, but it cannot restore detail that is already clipped in the file. The effect is strongest on neutral tones, decreases on saturated colors, and disappears on fully saturated colors. Black remains unchanged.

Density

−1 … +1 · NEUTRAL 0

Darkens the **entire image** when moved to the right and brightens it when moved to the left, with an effect reminiscent of film with greater or lower density. Increasing Density also makes colors more saturated; decreasing it makes them more faded. Greys remain neutral, with no color casts introduced. Unlike Grey, Density also shifts the endpoints: increasing it lowers white and closes the shadows to black; decreasing it lifts the blacks and opens the highlights towards white. Areas that reach black or white lose detail, and brightening may shift the hue of light colors. For this reason, use moderate values.

Saturation

0 … 2 · NEUTRAL 1

Adjusts **saturation across the entire image** using the same subtractive approach as color-specific saturation. Increasing it makes colors richer and denser, and slightly darker, as with pigments, without pushing highlights towards white. Even at moderate values, the most intense colors may reach full saturation. Beyond that point, they cannot become more saturated, and their hue may shift; for example, orange may move towards red. Reducing saturation brightens colors towards grey, until the image becomes monochrome at 0. Unlike a conventional black-and-white conversion, the most vivid colors become very light, and fully saturated colors become white. Neutral greys remain unchanged.

02 The CTRL mask

Hold **CTRL** (**Cmd** on Mac) while clicking and dragging a slider in a **color tab**. Areas where that color's influence is negligible appear in **neutral grey**. Areas affected by the correction remain in color, so you can see the extent of the adjustment and fine-tune **Width**.

The influence does not stop abruptly: it is strongest at the selected hue and gradually decreases as you move away from it, with the range controlled by Width. The mask shows the practical boundary of the effect; beyond it, any remaining influence is minimal. Perfectly neutral greys in the image are not masked and remain visible as they are.

When you release the slider or the key, the normal view returns. The feature also works the first time you use it: if the layer does not yet exist, it is created automatically.



03 Interface and workflow

- **Rebuilt interface**: smoother and more responsive, with color tabs (Red, Skin, Yellow, Green, Cyan, Blue, Magenta), the new Levels tab, and the Recovery Controls.
- **Reset All returns to the Red tab**, the first tab in the panel.
- **Custom layer names**: you can add words to the layer name without losing compatibility, as long as the name contains the exact text **"Mtc Density"**, including capitalization.
  Valid examples: `Mtc Density (layer skin)` `Mtc Density23` `layer1 Mtc Density23`
- The panel communicates with **MindTheColor Scope v2.6 and v3**.
- A new **Third-Party Licenses** item in the ≡ menu lists the licenses for third-party components.

04 Fixes

- ✓ Value entry fields now work correctly in **non-English** versions of Photoshop.

- ✓ Fixed **Windows scaling**: the interface maintains the correct size with display scaling set to 125%, 150%, or 200%, and when changing the system text size.
- ✓ The **Recovery Controls** now work correctly with the new Levels controls.
- ✓ The plugin no longer creates unwanted layers when the active layer is not an “Mtc Density” layer.

05 Files created with version 1.10

Settings from older layers are read and converted automatically: sliders, curves, and color corrections are preserved.

⚠ **Conversion is one-way.** Once saved with the new version, the file can no longer be opened with earlier versions of the plugin.

⚠ **The result may look slightly different** from the original. For important work, it is recommended to start with a new layer.