

BASIC ADJUSTMENTS

Provides essential image corrections such as brightness, contrast, saturation, and other core tonal adjustments. It serves as a general foundation for further editing. All settings are based of the controls you can find in any Camera Raw converter such as the one from Adobe.

- 1 Applies the basic adjustment settings to your image using the currently selected values.
- 2 Automatically recalculates the effect whenever you change settings in the panel.
- 3 Opens the test image section, where you can use a smaller selected area to preview changes faster.
- 4 Defines where the adjustments will be applied, either to the whole image, only to the sky, or only to the foreground.
- 5 Lets you switch between the different adjustment groups: Exposure, Color, and Effects.

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Basic adjustments

Quick base corrections for your image — ideal as a starting point before fine tuning.

1

Run basic adjustments

2

Auto Rerun

Click "Run basic adjustments" for quick overall corrections. Enable Auto Rerun to update the result automatically when you change settings.

Test image

3

Show options

Area

4

Whole image

Sky only

Foreground

Adjustments

5

Exposure

Color

Effects

Exposure

Exposure

0

-

+

<

Contrast

0

-

+

<

Highlights

0

-

+

<

Shadows

0

-

+

<

Whites

0

-

+

<

Blacks

0

-

+

<

Reset sliders

NOISE REDUCTION

Reduces visible image noise, especially in dark areas and the night sky. It helps produce a cleaner final image while maintaining an overall smoother appearance.

- 1** Applies the current noise reduction settings to the image.
- 2** Automatically updates the result whenever you change settings in the panel.
- 3** Opens the test image section, where you can preview the result on a smaller selected area.
- 4** Provides quick starting points with predefined low, medium, or strong noise reduction settings.
- 5** Defines where the noise reduction will be applied, either to the whole image, only to the sky, or only to the foreground.
- 6** Lets you switch between the luminance and color noise reduction settings.

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Noise reduction

Reduce luminance and color noise. Use presets and the area selection to target sky, foreground or the full image.

1

Run noise reduction

2

Auto Rerun

Click "Run noise reduction" to reduce luminance and color noise. Enable Auto Rerun to update the result automatically when you change settings.

Status

No run yet

Current activity: —

Last settings: —

Last processing time: —

Test Image **3**

Show options

Presets **4**

Low

Medium

High

Area **5**

Whole image

Sky only

Foreground

Noise reduction **6**

Luminance

Color

Luminance

Strength 50 - + <

Detail 20 - + <

Contrast 20 - + <

Reset sliders

STAR MASK

Creates a mask that selectively targets the stars in an image. This allows you to edit stars separately without affecting the rest of the sky or the foreground. This mask can also be used to protect the stars from any processing that would harm the look of the stars.

- 1** Creates the star mask with the currently selected settings.
- 2** Automatically updates the mask whenever you change settings in the panel.
- 3** Defines where the star mask will be created, either for the whole image or only for the sky.
- 4** Creates a black-and-white mask preview so you can clearly see which stars are being selected.
- 5** Controls the main settings used to detect and build the star mask.
- 6** Opens additional options to refine the star mask in more detail.

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Star Mask

Create a star mask to isolate stars for masking workflows and star-related effects.

1

Create star mask

2

Auto Rerun

Click "Create star mask" to generate a star mask. Enable "Auto Rerun" so you can review your settings faster, then click "Create star mask" again to apply it.

Status

No run yet

Current activity: —

Last settings: —

Last processing time: —

Area

3

Whole image

Sky only

Visualize

4

Visualization creates a black/white mask so you can clearly see which stars are being selected.

Visualize mask

Delete visualization

Parameters

5

Threshold Level

132

-

+

<

Expand selection (px)

1 px

-

+

<

Feather mask (px)

1 px

-

+

<

Star mask fine-tuning

6

Show options

Reset sliders

STAR REDUCTION

Reduces the size of stars in the image to create a cleaner and less crowded sky. This helps bring more attention to structures like the Milky Way, nebulae, or galaxies.

- 1** Creates or updates the star mask that is used for star reduction in Method 1.
- 2** Applies the star reduction effect with the currently selected settings.
- 3** Automatically recalculates the effect whenever you change settings in the panel.
- 4** Opens the test image section, where you can preview the result on a smaller selected area.
- 5** Lets you choose between two different star reduction methods, depending on your image and workflow.
- 6** Defines where the effect will be applied, either to the whole image or only to the sky.
- 7** Provides quick starting points with predefined low, medium, or strong star reduction settings.
- 8** Controls the main strength and opacity of the star reduction effect.
- 9** Opens additional options to refine the star mask used for the star reduction.

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Star Reduction

Reduce star size and intensity while preserving detail. Choose the method that works best for your image.

1

Create star mask

2

Reduce stars

3

Auto Rerun

Use "Create star mask" for Method 1 to generate a star mask, then click "Reduce stars". Enable Auto Rerun to update the result automatically when you change settings.

Status
No run yet
Current activity: —
Last settings: —
Last processing time: —

Test Image **4**

Show options

Method 5
Method 1 works in most cases on all images. Method 2 is optimized for landscape astro shots and does not use a star mask — "Create star mask" is disabled in Method 2. Try both methods and decide what works best for your image.

Method 1

Method 2

Area 6
Whole image

Sky only

Presets 7
Low

Medium

High

Parameters 8
Radius (px) (Effect strength)
0.5 px — + <
Final opacity
100 % — + <

Star mask fine-tuning **9**

Show options

Reset sliders

STAR GLOW

Adds a soft glow effect to stars to make them appear brighter and more atmospheric. It is useful for giving the night sky a more vivid and “filled” look since the big star constellations are more prominent.

- 1 Applies the star glow effect with the currently selected settings.
- 2 Automatically updates the result whenever you change settings in the panel.
- 3 Opens the test image section, where you can preview the effect on a smaller selected area.
- 4 Provides a quick starting point with predefined low, medium, or strong glow settings.
- 5 Defines where the glow effect will be applied, either to the whole image or only to the sky.
- 6 Controls the main settings that define the strength, spread, and opacity of the star glow.
- 7 Opens additional options to refine the glow effect in more detail.

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Star Glow

Add a controllable glow around stars. Use presets for a quick start, then fine-tune the look with sliders.

1

Create star glow

2

Auto Rerun

Click “Create star glow” to apply the effect. Enable Auto Rerun to update the result automatically after changes.

Status

No run yet

Current activity: —

Last settings: —

Last processing time: —

Test Image

3

Show options

Presets

4

Low

Medium

High

Area

5

Whole image

Sky only

Parameters

6

Dust & Scratches radius (px) (Amount of stars with glow)

3.5 px

–

+

<

Highlights fuzziness

25

–

+

<

Highlights lower limit

255

–

+

<

Final opacity

100 %

–

+

<

Fine-tune glow

7

Show options

Reset sliders

MILKY WAY DETAILS

Enhances contrast and fine structures within the Milky Way. It helps reveal dust lanes and subtle details that make the Milky Way, Nebulae and Galaxies look more dynamic and textured.

- 1 Applies the Milky Way enhancement with the currently selected settings.
- 2 Automatically updates the result whenever you change settings in the panel.
- 3 Opens the test image section, where you can preview the effect on a smaller selected area.
- 4 Provides quick starting points with predefined low, medium, or strong enhancement settings.
- 5 Defines where the effect will be applied, either to the whole image, only to the sky, or only to the foreground.
- 6 Opens additional controls for the detail enhancement layers used to strengthen Milky Way structure and contrast.
- 7 Opens the sky mask options to control how the effect is limited to the sky area.

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Milky Way Enhancement

Bring out detail and contrast in the Milky Way to reveal faint dust lanes and fine structure.

1

Enhance Milky Way

2

Auto Rerun

Click "Enhance Milky Way" to bring out detail and contrast in the Milky Way. Enable Auto Rerun to update the result automatically when you change settings.

Status

No run yet

Current activity: —

Last settings: —

Last processing time: —

Test Image

3

Show options

Presets

4

Low

Medium

High

Area

5

Whole image

Sky only

Foreground

Parameters

Final opacity

100 %

-

+

<

Detail layers

6

Show details

Sky mask

7

Show options

[Reset sliders](#)

CONTRAST + COLOR BOOST

Enhances overall contrast and intensifies color in the image to create a richer and more vibrant result. It is useful for making details stand out more clearly while giving the image a stronger visual impact.

- 1 Applies the contrast and color enhancement using the currently selected settings.
- 2 Automatically recalculates the effect whenever you change settings in the panel.
- 3 Opens the test image section, where you can create and use a smaller preview area to test settings faster.
- 4 Provides quick starting points with predefined low, medium, or strong settings.
- 5 Defines where the effect will be applied, either to the whole image or only to the sky.
- 6 Main controls for brightness, contrast, and final opacity of the effect.
- 7 Opens additional options to fine-tune the color enhancement separately.

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Contrast + Color Boost

Boost contrast and color quickly. Use presets and sliders to fine-tune the look for your image.

1

Run Contrast + Color Boost

2

Auto Rerun

Click "Run Contrast + Color Boost" to increase contrast and colors. Enable Auto Rerun to update the result automatically when you change settings.

Status

No run yet

Current activity: —

Last settings: —

Last processing time: —

Test Image

3

Show options

Presets

4

Low

Medium

High

Area

5

Whole image

Sky only

Parameters

6

Brightness

15

-

+

<

Contrast

20

-

+

<

Final opacity

100 %

-

+

<

Color Boost

7

Show options

Reset sliders

ARCSINH STRETCH

Brightens astrophotography images and adds contrast in a controlled way while preserving highlight detail in brighter stars, nebulae and galaxies. It is especially useful for bringing out faint data without overexposing key elements.

- 1 Starts the Arcsinh Stretch effect with the currently selected settings.
- 2 Automatically recalculates the effect whenever you change settings in the panel.
- 3 Opens the test image section, where you can create and use a smaller preview area to test settings faster.
- 4 Provides quick starting points with predefined settings for a low, medium, or strong effect.
- 5 Defines where the effect will be applied, either to the whole image or only to the sky.
- 6 Main controls for the Arcsinh Stretch effect, including contrast, stretch intensity, and final opacity.
- 7 Adds an extra stretch boost for a stronger result and more visible enhancement in faint structures.
- 8 Opens additional options to increase and fine-tune color intensity after the stretch.

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Arcsinh Stretch

Arcsinh Stretch increases contrast in faint structures while keeping highlights and star colors under control.

1

Run Arcsinh Stretch

2

Auto Rerun

Click "Run Arcsinh Stretch" to brighten faint details while protecting highlights and star colors. Enable Auto Rerun to update automatically when you change settings.

Status

No run yet

Current activity: —

Last settings: —

Last processing time: —

Test Image

3

Show options

Presets

4

Low

Medium

High

Area

5

Whole image

Sky only

Parameters

6

Black point (contrast)

25

-

+

<

Stretch factor

35

-

+

<

Final opacity

100 %

-

+

<

☐ Boost Stretch

7

Color Boost

8

Show options

Reset sliders

ORTON EFFECT

Creates a soft, dreamy glow/look on your images.
This can add mood and atmosphere to both the sky and the landscape.

- 1 Applies the Orton Effect with the currently selected settings.
- 2 Automatically updates the result whenever you change settings in the panel.
- 3 Provides quick starting points with predefined low, medium, or strong Orton settings.
- 4 Defines where the effect will be applied, either to the whole image or only to the sky.
- 5 Controls the main settings for blur, black point, and final opacity of the effect.
- 6 Opens additional options to control how the effect is limited to the sky area.

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Orton Effect

Orton Effect adds a gentle glow and softness to create a cinematic, dreamy look.

1

2

Run Orton Effect

Auto Rerun

Status

No run yet

Current activity: —

Last settings: —

Last processing time: —

Test Image

Show options

Presets

3

Low

Medium

High

Area

4

Whole image

Sky only

Parameters

5

Blur (px)

175 px

—

+

<

Black point

0

—

+

<

Final opacity

60%

—

+

<

Sky mask

6

Show options

Reset sliders

STARLESS WORKFLOW

Supports a workflow where stars and the background are edited separately. This gives you more control over structures in the sky without interference from the stars. This tool is still in the “experimental” state so the results are strongly based on the settings and image.

- 1 Creates the starless version using the currently selected workflow settings.
- 2 Automatically updates the result whenever you change settings in the panel.
- 3 Opens the test image section, where you can preview the workflow on a smaller selected area.
- 4 Defines which result layers will be created, such as a starless image, a star layer, or a separated large stars layer.
- 5 Lets you choose which star removal steps should be included in the workflow.
- 6 Controls the cleanup strength for reducing small remaining star artifacts.
- 7 Lets you choose how the star removal is calculated, either on the whole image or in tiles.
- 8 Open additional options to refine the treatment of large stars, halos, and the mask used in the workflow.

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Starless Workflow

Experimental version

Create a starless version of your image so you can edit Milky Way details and stars separately.

1

Run Starless Workflow

2

Auto Rerun

Click "Run Starless Workflow" to create a starless version of your image. Enable Auto Rerun to update the result automatically when you change settings.

Status

No run yet

Current activity: —

Last settings: —

Last processing time: —

Test Image

3

Show options

Output

4

Each output button creates a different result. You can combine them: create only a starless image, add a star layer, or separate large and small stars for individual edits.

Starless image

Create star layer

Separation (larg...

Workflow steps

5

These steps can be combined: Small Stars targets small stars, Large Stars / Halos targets large stars and halos, and Clean Up removes remaining tiny artifacts in the background.

Small stars

Large stars / halos

Clean up

6

Star removal method

7

Choose how the star removal is calculated: Whole Image is faster, Tiles is slower but can produce cleaner results. More tiles increase processing time.

Whole image

Tiles

Large stars / halos settings

8

Show options

Star mask settings

8

Show options

Reset sliders

STARTRAILS WORKFLOW

Supports a workflow for creating star trails from an image sequence. Star trail images can be loaded, a foreground can be added, and the result can be refined with masking and non-destructive editing steps. The simple mode delivers fast results, while the advanced mode offers more control.

- 1** Lets you choose between a simple and an advanced star trail mode. Simple mode is designed for a fast, direct workflow, while advanced mode provides more editing steps and control.
- 2** Starts the star trail build using the currently loaded images and selected workflow settings.
- 3** The module navigation lets you switch between the different workflow sections, such as Import, Star Trails, Masking, and Finalize.

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Star Trail Workflow

Load your frame sequence, build or import the foreground, create the star trails, and refine the result with masking and non-destructive effects.

Workflow mode

Choose between an advanced editable workflow and a simpler direct workflow. The simple mode is faster, while the advanced mode keeps the stages editable.

1
Simple star trail mode

Advanced star trail mode

2
Build star trails

Build summary

No star trail images selected yet.

Select your star trail images and a foreground first. The simple build only starts once both are ready.

Module **3**

[Import](#)[Startrails](#)[Masking](#)[Finalize](#)

Star trail images

Select your star trail images first. The simple star trail mode will later calculate the full result directly from this selection instead of keeping all source layers editable.

Select images

Select folder

No star trail images selected yet.

Reset selection

Optional foreground

Select foreground

Select foreground stack

Select either a single separate foreground image or a complete foreground stack. The selected files will be used after the star trail build is complete and placed below the AT: Simple Startrails layer.

Foreground: none selected.

Reset foreground selection