



# **ColorPony 2013-07**

## **User Manual**

# ColorPony User Manual

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# 1. Prerequisites

Items you need to successfully use the ColorPony workflow.

## 1. Spectrophotometer

- The *spectrophotometer* is a device for measuring the spectral content of pigments accurately. (Xrite's i1 Pro is the commonly used with ColorPony.)
- For reducing inter-instrument errors, it is recommended that you use the same spectrophotometer for all aspects of your workflow.

## 2. White reference

- The *white reference* is a uniform white (or near-white) board that is used to measure the illumination on your artwork. The white reference must be larger than the largest artwork you will capture.
- Common white references used are a blank stretched canvas and thick foam core. It is important that the white reference is flat.
- Although one large reference is required, many users have multiple white references to accommodate various sizes of artworks so that they are easier to manipulate.

## 3. PC or MAC

- Please see the ColorYoke website for a list of the PC and MAC requirements.

## 4. ColorYoke credentials

- You must have valid ColorYoke credentials (User ID and password) to run ColorPony. ColorPony relies on accurate spectral characterizations of your capture setup. Your credentials allow the ColorPony software to configure itself properly for your specific hardware.

## 5. Internet connection

- An internet connection is required to run ColorPony. ColorPony cannot configure itself for your specific hardware without contacting ColorYoke. An internet connection is required to use ColorPony.

# 2. Terminology

Definitions of words that are used commonly in a ColorPony workflow.

## 1. Yoked image

- A *yoked image* refers to the final processed image of the ColorPony software. It is the color-accurate image of your original artwork.

## 2. Spectral reflectance measurements

- *Spectral reflectance measurements* are measurements of the percentage of light *reflected* from your artwork as a function of wavelength. Most color measurement devices simply measure how colorimetric color, which is how humans see color. Art reproduction, however, involves cameras which see color differently than humans. Hence, ColorPony requires the use of spectrophotometers that are capable of measuring and outputting spectral reflectance measurements.

## 3. Artwork image

- An image of your original artwork using a digital camera.

## 4. White image

- An image of a white reference (see Prerequisites) using a digital camera.

## 5. Artwork colors

- Spectral reflectance measurements of the colors used in your artwork..

## 6. White colors

- Spectral reflectance measurements of the color of your white reference.

## 7. Batch editing

- Editing more than one job at once.

## 8. Yoking

- The process of converting the artwork image, white image, artwork colors and white colors to a yoked image.



## 3. Capturing & Yoking Artwork

Instructions for capturing an artwork file, measuring its colors, and yoking the captured image.

# 3. Capturing & yoking artwork

Instructions for capturing and yoking an image to match the original artwork (Part 1 of 2)

## 1. Measure your artwork colors

- See “Measuring Colors” for more information.

## 2. Measure your white colors

- See “Measuring Colors” for more information.

## 3. Run **MagicPony** to obtain best capture setup

- This step is optional, but recommended.
- If you click **Use it!** at end of Pony Magic, Steps 6 and 7c will be entered for you.
- See “Using MagicPony” for more information.

## 4. Take a picture of your artwork

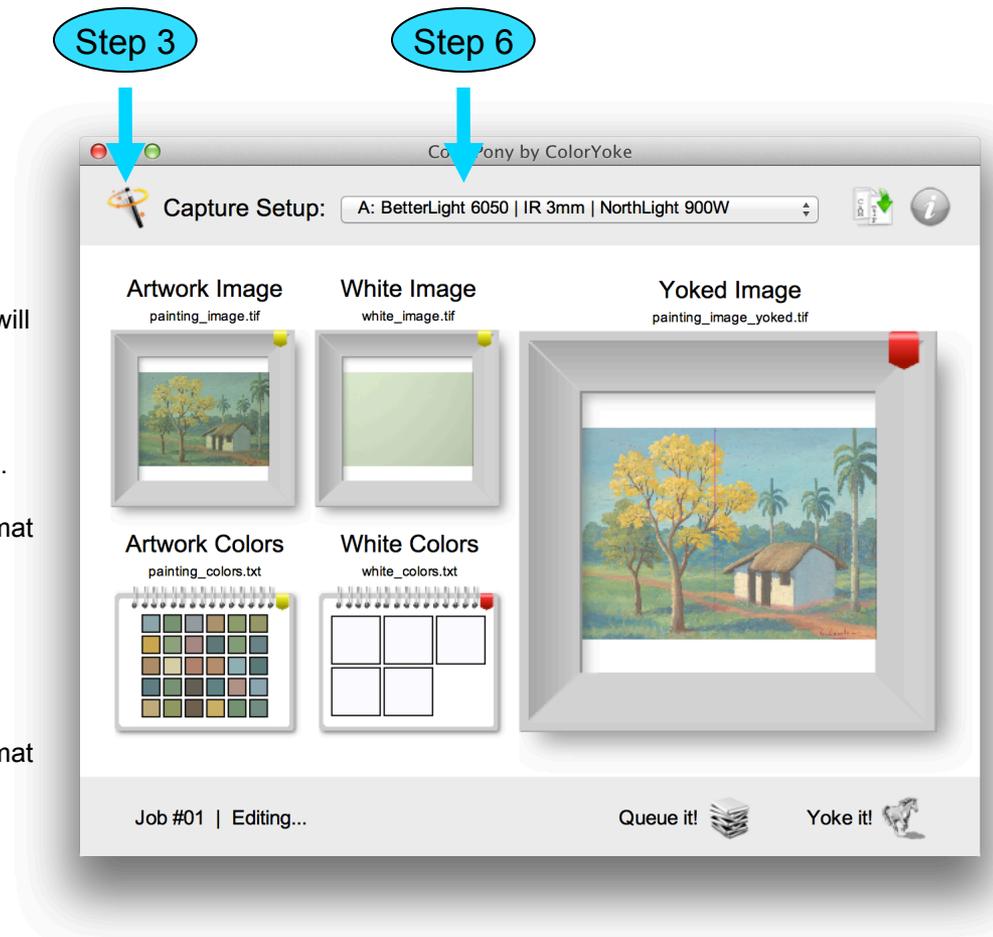
- Make sure to use the capture setup recommend in Step 3.
- See “Capturing Images” for more information.
- See “Converting RAW Images” if your camera’s RAW format is not TIF.

## 5. Take a picture of your white reference

- Do not change camera settings used in Step 4.
- See “Capturing Images” for more information.
- See “Converting RAW Images” if your camera’s RAW format is not TIF.

## 6. Select your **Capture Setup**

- Must be the one used in Steps 4 & 5.
- May be skipped if you used Pony Magic’s **Use it!**



# 3. Capturing & yoking artwork

Instructions for capturing and yoking an image to match the original artwork (Part 2 of 2)

7. Click on the appropriate frame to enter data from Steps 1-2 & 4-5

**a. Artwork Image** frame: Data from step 4

**b. White Image** frame: Data from step 5

**c. Artwork Colors** frame: Data from step 1  
May be skipped if you used Pony Magic's **Use it!**

**d. White Colors** frame: Data from step 2

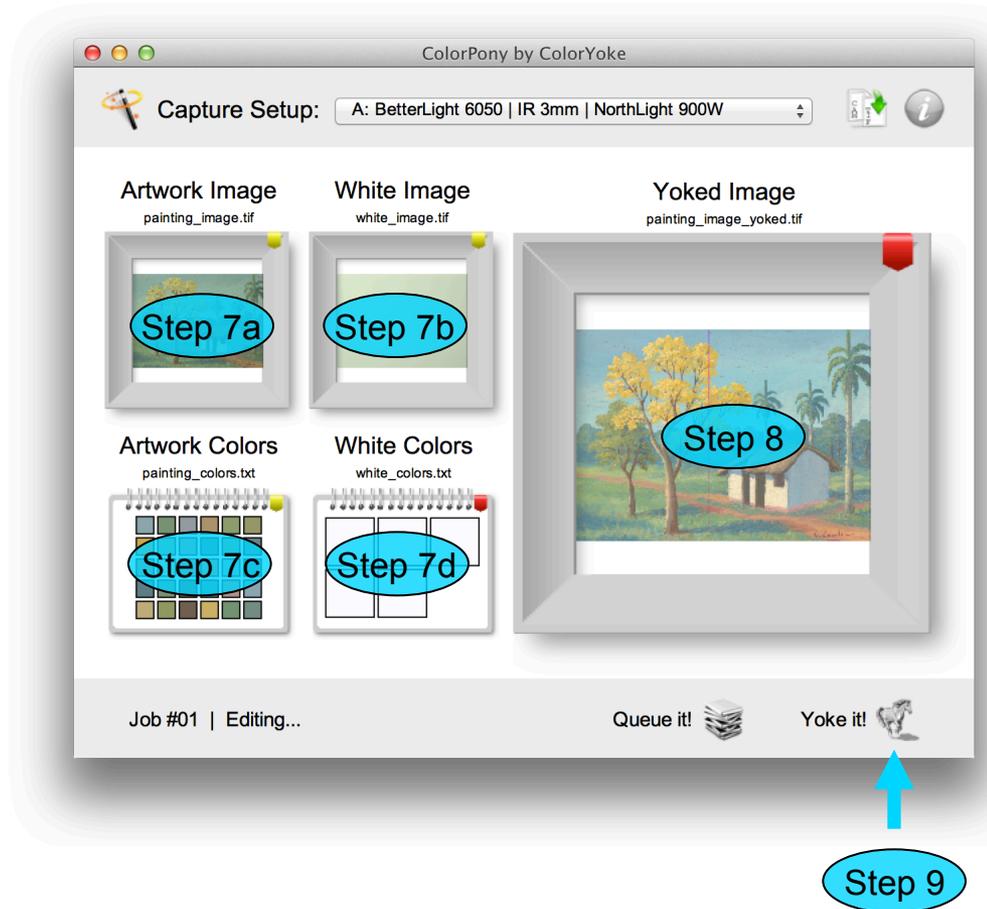
- If your images are in a camera native RAW format, see section "Converting RAW images" to learn how to convert your images to a RAW TIF format.

8. Click on the **Yoked Image** frame to select output filename

- This step is optional.
- A default name will be automatically generated. If you are happy with the name, skip this step.

9. Click on **Yoke it!** to process full-resolution image

- If you are want to enter more jobs before yoking the full-resolution image, click on **Queue it!**. Once your job is queued, you can start a new job by clicking on any ColorPony input. See "Using the Queue" for more information.



# 3.1. Measuring colors

Instructions for measuring spectral colors in your artwork and white reference for use in ColorPony

## 1. Open spectrophotometer software

- See your instrument user manual for more information.

## 2. Select the Spectral and Reflectance measurement mode

- See your instrument user manual for more information.

## 3. Measure 30-50 colors on the artwork

- Try to measure all the colors in the piece. You may measure more than 30 colors if needed but more than 50 measurements will give diminishing returns.
- We recommend moving the spectrophotometer in a grid pattern as a simple but effective measuring approach.

## 4. Save Spectral measurements

- ColorPony supports three spectral formats: MeasureTool's TXT format, SpectraShop's TXT format and XRite's CXF format.
- Some spectrophotometer software will take spectral measurements, but only save  $L^*a^*b^*$  values. Make sure to explicitly tell your software to save the spectral information.

## 5. Repeat Steps 3 & 4 on your white reference

- Only 5-10 measurements are required for your white reference.
- Measurements can be taken anywhere on your white reference since it should be uniform.



# 3.2. Capture images

Instructions for capturing the artwork and white reference images for use in ColorPony (Part 1 of 3)

## 1. Configure your camera, filter and lights based on **Capture Setup**

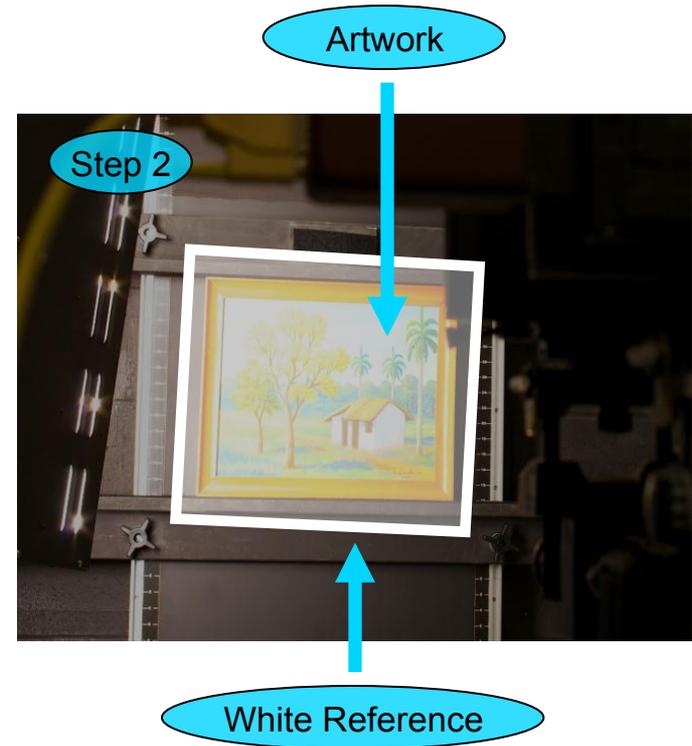
- Your camera, filter and lights must match the Capture Setup that you select in ColorPony or else the yoked image will be incorrect.
- If you use the Pony Magic's **Use it!** button, make sure to configure your capture setup based on its recommendation.

## 2. Mount your artwork

- Make sure it is parallel to the imaging plane of your camera. A zig-align system may be helpful here.
- Leave space to mount your white reference at the same distance from the camera, but it needs to extend past the artwork on all sides. See illustration.

## 3. Light your artwork

- Uniform lighting is not required. Just make sure that the entire piece has some light hitting it.
- Position your lights to best bring out the detail in the particular piece. Feel free to use raking lighting.



The white reference is shown for illustrative purposes. It is **not** mounted at the same time as the artwork. In Step 8, the white reference will need to be mounted at the same distance from the camera as the artwork was mounted, but it must be mounted in such a way to extend past the artwork on all sides. Please make the necessary accommodations when mounting the artwork.

## 3.2. Capture images

Instructions for capturing the artwork and white reference images for use in ColorPony (Part 2 of 3)

### 4. Frame & focus camera on artwork

### 5. Turn off *auto* white/neutral balance

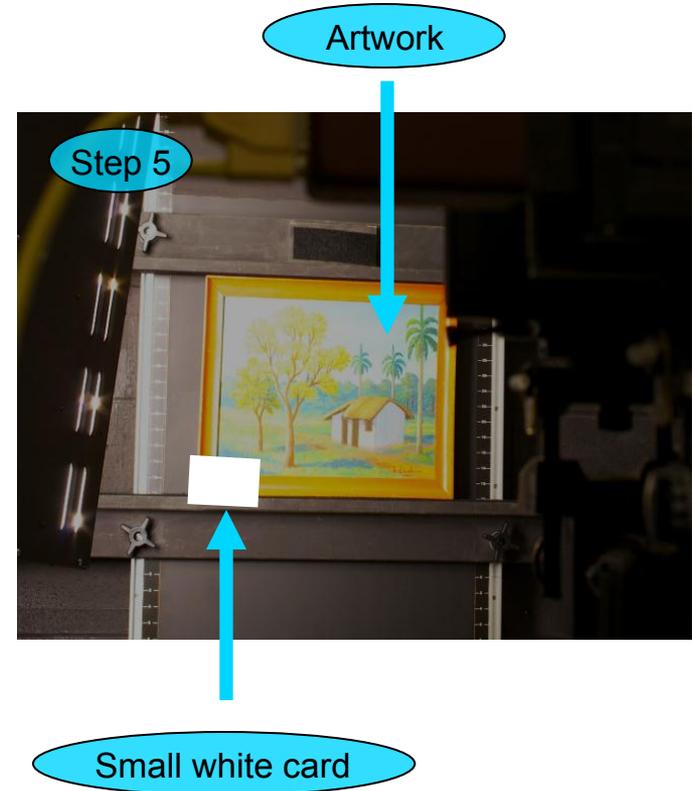
- Please select a manual white/neutral balance preset (we recommend Strobe if available) to turn auto white/neutral balance off. You may perform a manual white/neutral balance on a small white reference of your choosing at this point, but it is not necessary.
- ColorPony requires that the white/neutral balance be manually set so that it stays exactly the same between the artwork and white reference captures.

### 6. Set camera exposure manually

- Position a small white card (a Macbeth white patch works well) on or near the artwork where the light is the brightest. Set your exposure, ISO and aperture so that the maximum camera value from the white card is no higher than 90% of your camera's maximum value. If your camera's max value is 255, the white card pixels should be no higher than 230.
- **Do not use the auto exposure settings on your camera.** ColorPony requires the exposure to be manually set so that it stays exactly the same between the artwork and white reference captures.

### 7. Capture your artwork image

- Make sure to capture a RAW image. ColorPony can only process RAW camera images. Importing a camera processed image into ColorPony will give incorrect results.
- **Do NOT touch your camera settings or light positions after you are done capturing your artwork image.**



## 3.2. Capture images

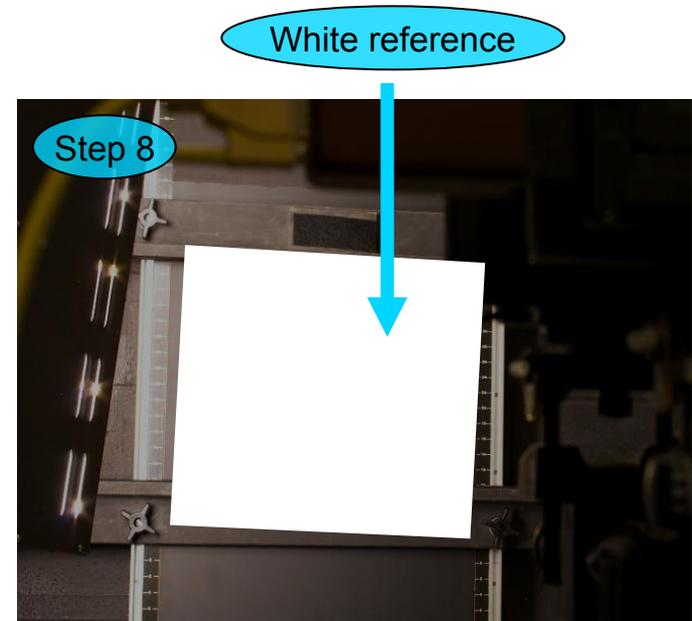
Instructions for capturing the artwork and white reference images for use in ColorPony (Part 3 of 3)

### 8. Replace artwork with your white reference

- Without disturbing your camera or lights, remove your artwork and mount your white reference at the same distance from the camera as your artwork mounted, but lower the bottom mount slightly so that the white reference extends past where your artwork was mounted on all sides.
- You will need to have a white reference that is bigger than the artwork you captured.

### 9. Capture your white image

- Without changing ANY camera settings, capture your white reference. Do NOT zoom your camera; do not white balance your camera; do not adjust the aperture, exposure or ISO settings; do not adjust any cropping. Just take a picture using the EXACT same settings as those used in Step 7.
- If you have a scanning back camera, you may adjust the resolution of the white image capture to enable a faster capture. Just make sure to change it back when you need to capture another artwork image. The resolution setting of the camera is the ONLY camera setting that may be adjusted.

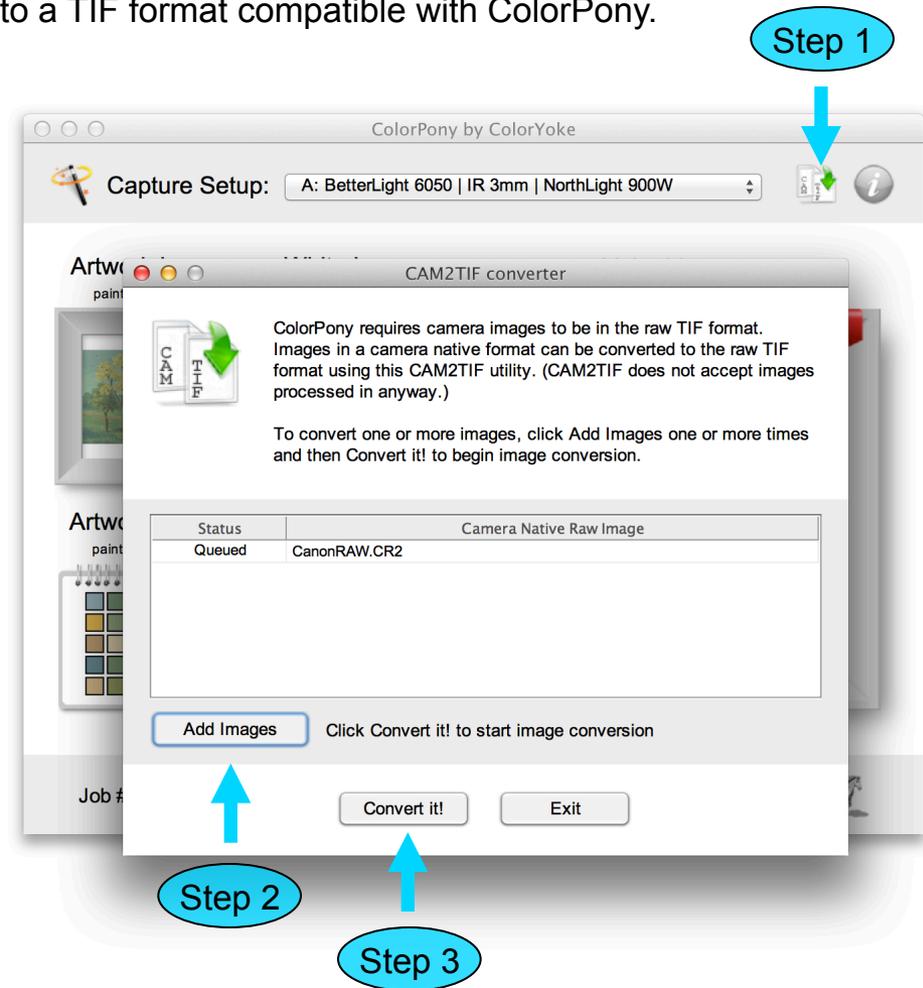


# 3.3. Converting RAW images

Instructions for converting camera native RAW images to a TIF format compatible with ColorPony.

If your camera's native RAW file format is not TIF, follow the instructions below to convert the RAW images to a TIF format compatible with ColorPony.

1. Run **CAM2TIF** converter
2. Click **Add Images** to add one or multiple images to be converted
  - When adding an image, you can add one image at a time or you can use the <CTRL> key to select more than one image.
3. Click **Convert it!** to begin the file conversion
  - Successfully converted files will have the same name but a TIF extension. These TIF files can be loaded as either Artwork Images or White Images into ColorPony.
  - The converted images can be loaded into other programs like Adobe Photoshop but they may look incorrect because they are still in the RAW format of the camera.





## 4. Printing Yoked Images

Instructions for characterizing your printer and printing a yoked image using PhotoShop.

# 4. Printing yoked images

Instructions for printing a ColorPony yoked image

## 1. Build an ICC profile of your printer

- See your profiling software for more information.
- Chart used to profile the printer should be printed from the same image editor used in Step 3 below.
- It is highly recommended that you allow the image editor to do color management and you turn off all printer color management. Whichever software you allow to do the color management, you must use the same software when printing the yoked image in Step 3 below.
- A profile should be rebuilt if you change ink or media or a significant amount of time has past.

## 2. Load your **Yoked Image** into image editor that supports ICC profiles

- Photoshop is a good example of an ICC compatible image editor that is capable of printing.

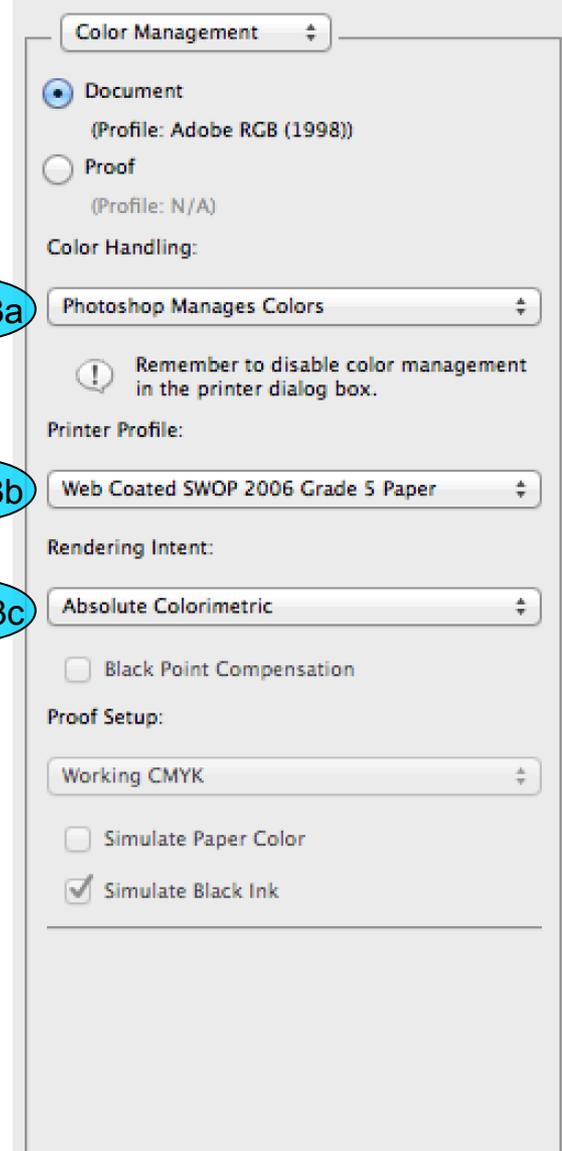
## 3. Print the **Yoked Image** with the following settings:

- a. Configure your color management state EXACTLY the same as you used in Step 1. As in Step 1, we highly recommend that you allow the image editor to do color management and turn off all printer color management if possible.
  - b. Select the profile from Step 1
  - c. Select **ABSOLUTE COLORIMETRIC INTENT**
- If you get a blue cast over the image, please contact ColorYoke support.

Step 3a

Step 3b

Step 3c



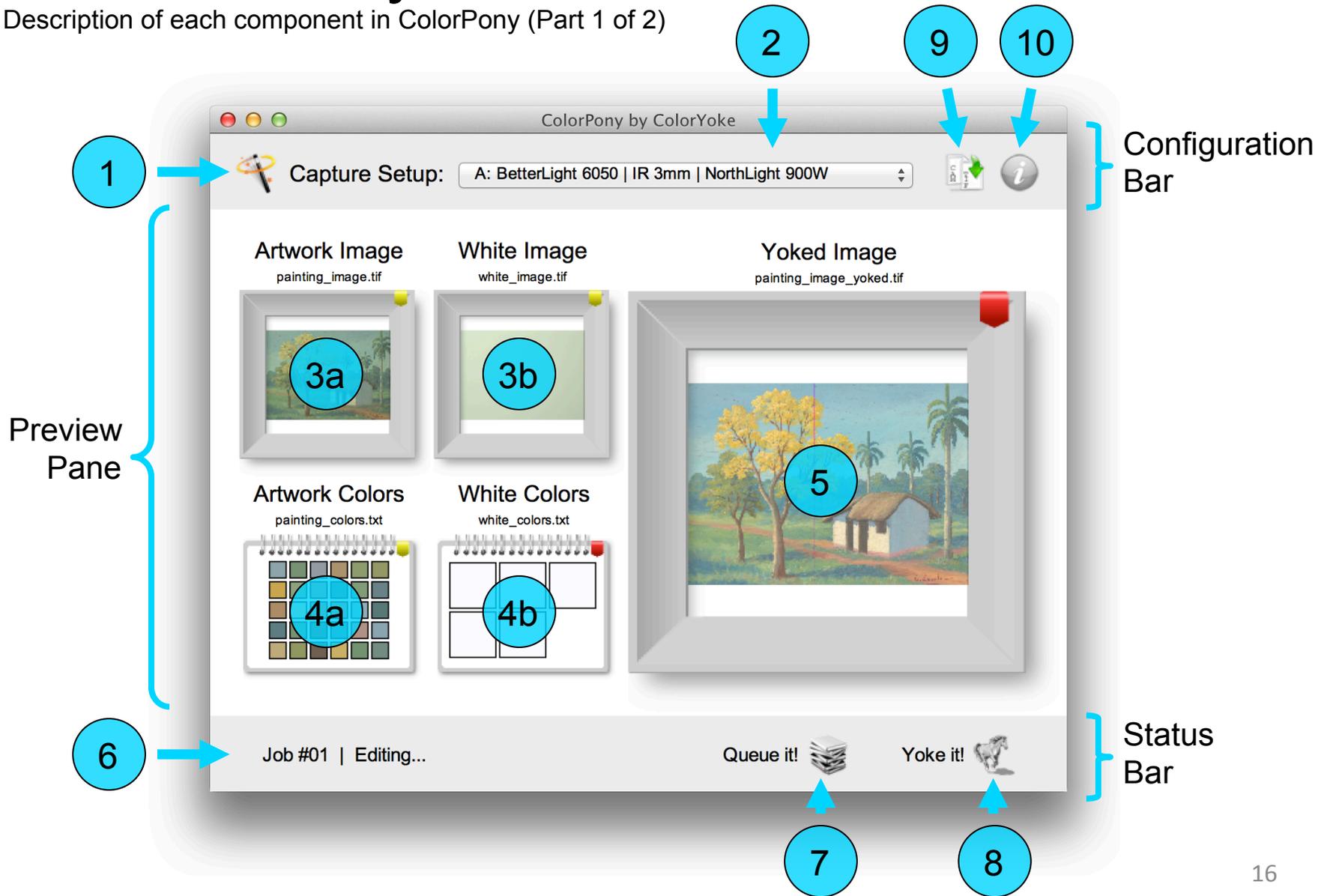


## 5. ColorPony Software

Description on all the features of ColorPony including how to queue and yoke multiple images and how to select your best capture configuration.

# 5. ColorPony

Description of each component in ColorPony (Part 1 of 2)



# 5. ColorPony

Description of each element in ColorPony (Part 2 of 2)

## 1. MagicPony

If you have multiple capture setups, i.e. multiple sets of filters, multiple cameras or multiple lights, MagicPony can recommend the capture setup that will maximize the color accuracy for a particular piece of art. See “Using MagicPony” for more information.

## 2. Capture Setup

Here you select the combination of camera, filters and lights that you used to capture the artwork image and the white image. The capture setup selected **MUST** be the one actually used or else ColorPony will return incorrect results.

## 3. Artwork Image and White Image

Add your artwork image and white image in these two frames. See “Capturing Images” for more information on how to obtain these images. A ribbon on the frame indicates you are in edit mode. A red ribbon indicates that you are using the last job’s input and a yellow ribbon indicates you entered a new input for the job.

## 4. Artwork Colors and White Colors

Add your artwork colors and white colors in these two frames. See “Measuring Colors” for more information on how to obtain these color files. As with the Artwork Image and the White Image ribbons, a red ribbon indicates you are using the last job’s input and a yellow ribbon indicates you entered a new input.

## 5. Yoked Image

This frame shows you a preview of the final yoked image and also the filename of the final yoked image. For this input, a red ribbon indicates you are using the automatically generated filename, while a yellow ribbon indicates you entered your own filename

## 6. Status indicators

The status indicators help you determine the status of a job. There are two indicators: (1) job number and (2) job state. The job number only applies if you are queuing jobs. See “Using the Queue” for more information. The job state indicates if the job is being edited, queued, yoked or batch edited. See “Job State” section for more information.

## 7. Queue it! / Edit it!

If you would like to queue the job for yoking later, simply hit the **Queue it!** button. The job queue will appear at the bottom of the ColorPony window. The ribbons will disappear when a job has been successfully queued. If after you queued the job, you would like to make changes to it. Hit the **Edit it!** Button. Otherwise, simply click on any of the ColorPony inputs to create a new job. See “Using the Queue” for more information.

## 8. Yoke it!

Once you are happy with the Yoked Image preview and the filename of the Yoked Image, simply click **Yoke it!** to process the full-resolution image data. During the yoking process, the interface is disabled until all yoking is complete. If you don’t want to wait for your job to yoke before entering a new job, use the **Queue it!** button.

## 9. CAM2TIF converter

Converts camera native RAW files into TIF files compatible with ColorPony. See “Converting RAW images” for more information.

## 10. About ColorPony

Shows your version of ColorPony and also allows you to refresh your hardware configurations and logout of of ColorPony.

# 5.1. Job states

Description of the job states in ColorPony

## 1. Editing...

- The Editing state means you are actively selecting the inputs for a particular job.
- In the editing state, ribbons will be on the frames. A red ribbon indicates you are reusing a past job's input, and a yellow ribbon indicates you selected a new input for the current job.
- Once all your job inputs are correct, you can select **Queue it!** or **Yoke it!** to move a job out of the editing state. Both operations will move the job to the Queued state, but if you hit **Yoke it!**, ColorPony will also begin yoking jobs.

## 2. Queued

- The Queued state means the job is in the queued and ready to be yoked. No more editing is required on the job.
- Jobs in the Queued state have no ribbons on the frames.
- Once a job is placed in the Queued state, it must be placed back into the Editing state to make any changes to it by hitting the Edit it! button.
- Clicking on any input frame when a job is in the Queued state will create a new job.

## 3. Yoking...

- The Yoking state means the job is actively being yoked. Once it is done being yoked, it will be deleted from the queue.

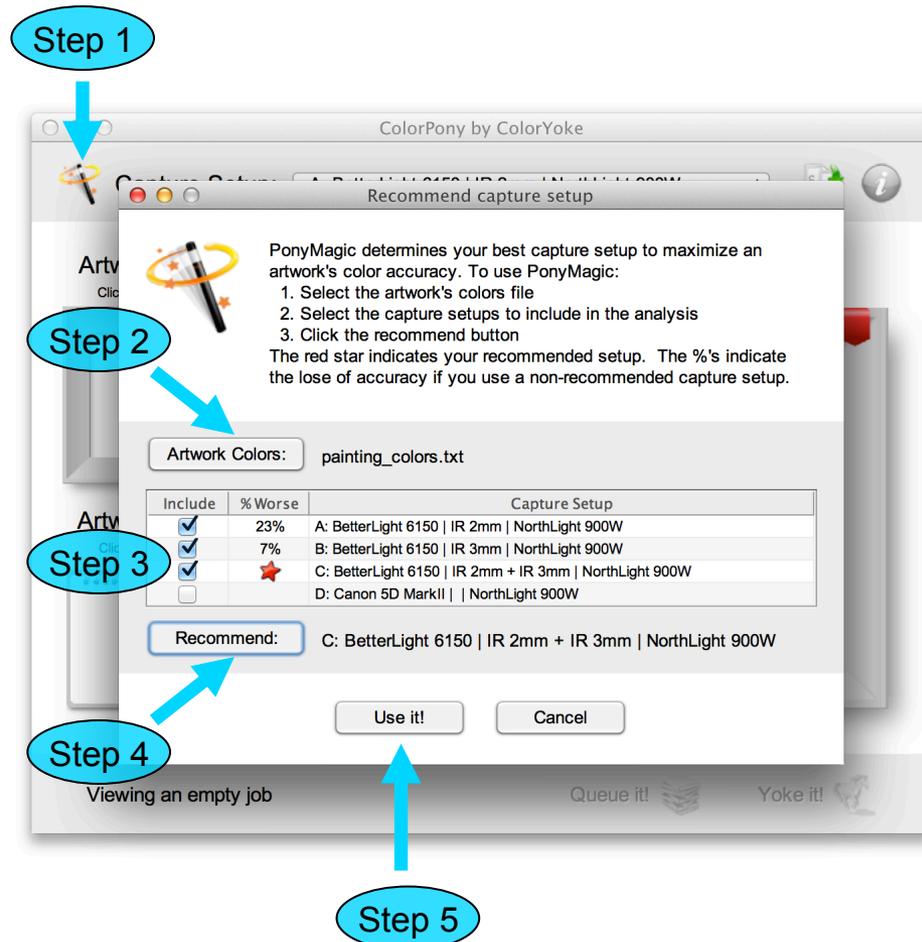
## 4. Batch editing...

- The Batch Editing state is similar to the Editing state except that you are editing multiple jobs at once.
- If in batch editing mode and you load a *single* file for any of ColorPony's inputs, the file will be REPLICATED across all jobs being edited.
- If in batch editing mode and you load *multiple* files for any of ColorPony's inputs, the number of files loaded must be equal to the number of jobs being edited. If this is the case, another dialog box will appear asking you to match the loaded files with the corresponding job. ColorPony does its best to automatically match the files for you.
- When batch editing, you can move all the jobs into the Queued state at once by clicking **Queue 'em!** or yoke all the jobs at once by clicking **Yoke 'em!**
- You may queue a single job in batch editing mode by clicking on the job's specific **Queue it!** icon in the queue.
- You may include an already Queued job into a batch editing group by clicking on the job's specific **Edit it!** icon in the queue.
- If batch editing jobs, only the job state indicator on the status bar will indicate Batch Editing. The job state indicator for each individual job in the queue will simply show each job in the Edit state.

# 5.2. Using MagicPony

Instructions for obtaining the optimal capture setup to maximize the color accuracy of the artwork

1. Open **MagicPony** by clicking the magic wand
2. Click **Artwork Colors** & select your artwork colors file
  - See “Measuring Colors” section for more information on how to obtain your artwork’s color file.
3. Select or deselect capture setups to include in the analysis
  - Testing each capture setup takes some time. To produce results more quickly, you should deselect any capture setup combination that you would not use for the particular piece of art. For example, if you had a very large artwork, you would probably deselect any low-megapixel cameras from the analysis.
4. Click **Recommend**
  - ColorPony tests each capture configuration to see how accurately it can capture the colors in your artwork.
  - The final recommendation with the best accuracy is show next to the **Recommend** button.
5. Click **Use it!** & capture your artwork with the recommend setup
  - ColorPony will automatically change the **Capture Setup** and the **Artwork Colors** in the main window if you click **Use it!**



# 5.3. Using the queue

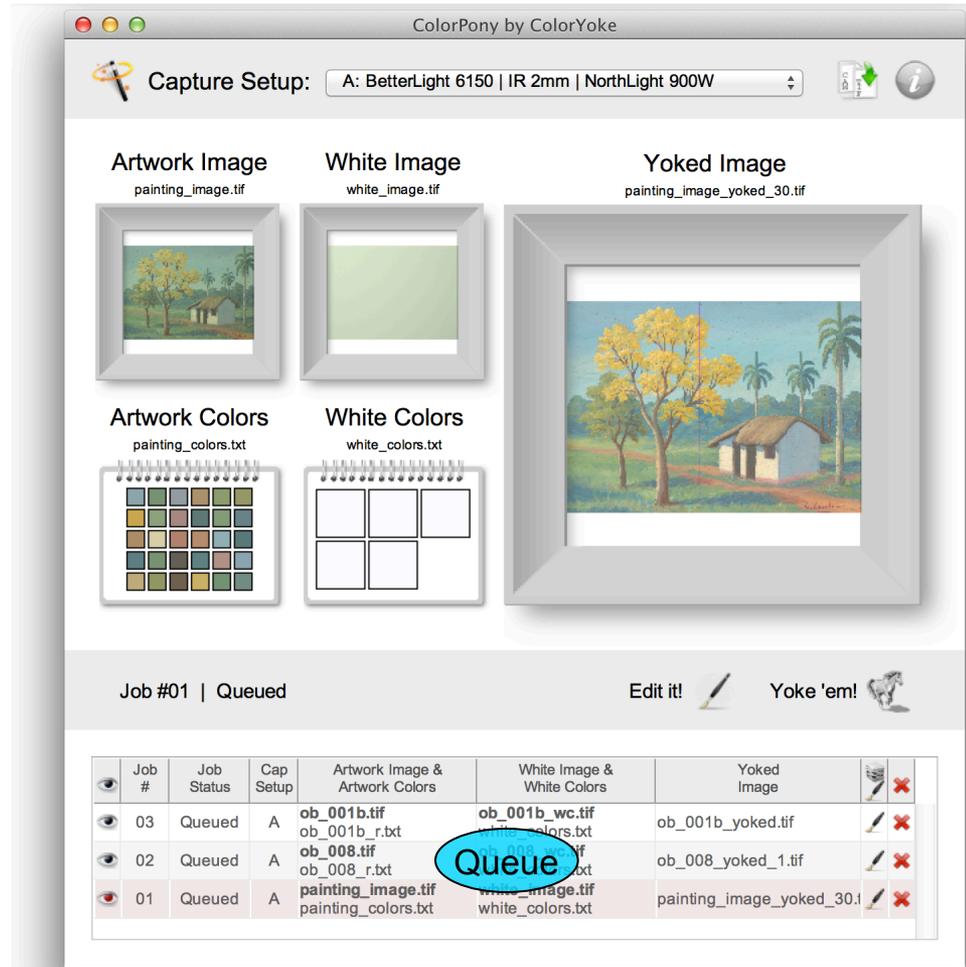
Description of how to use the queue in ColorPony (Part 1 of 2)

ColorPony's queue is designed for the production user. The queue allows queuing and yoking multiple jobs quickly and efficiently.

The queue appears when a user either:

- a. Hits the **Queue it!** button, or
- b. Enters **Batch Editing...** mode by selecting multiple files in a single ColorPony input

The queue contains the same information in the normal ColorPony preview pane, but it is specific for each individual job.



# 5.3. Using the queue

Description of how to use the queue in ColorPony (Part 2 of 2)

## 1. View it! icon

- The view icon allows you to select which job you are viewing in the preview pane above the queue.
- Only one job can be viewed at a time.

## 2. Job #

- Unique number that specifies the job.

## 3. Job Status

- Shows the status for the job. See “Job Status” for more information.

## 4. Capture Setup

- Shows the capture setup you selected for the job.

## 5. Artwork Image & Colors

- Shows the artwork image & colors selected for the job.

## 6. White Image & Colors

- Shows the white image & colors selected for the job.

## 7. Yoked Image

- Shows the final yoked image filename for the job.

## 8. Edit it! / Queue it! Icon

- Allows a user to either queue a single job when they are ready or open up a single job to be edited.

## 9. Delete it! Icon

- Allows a user to delete a job from the queue.

The queue elements

	2	4	5	6	7	8	9
	Job #	Job Status	Cap Setup	Artwork Image & Artwork Colors	White Image & White Colors	Yoked Image	 
	06	Editing...	A	painting_image.tif painting_colors.txt	white_image.tif white_colors.txt	painting_image_yoked_30.1	 
	05	Editing...	A	ob_001b.tif ob_001b_r.txt	ob_001b_wc.tif white_colors.txt	ob_001b_yoked.tif	 
	04	Queued	A	ob_008.tif ob_008_r.txt	ob_008_wc.tif white_colors.txt	ob_008_yoked_1.tif	 

# 5.4. Yoking a single job

Description of how to yoke a single job

## 1. Select your **Capture Setup**

## 2. Load all the inputs for the job

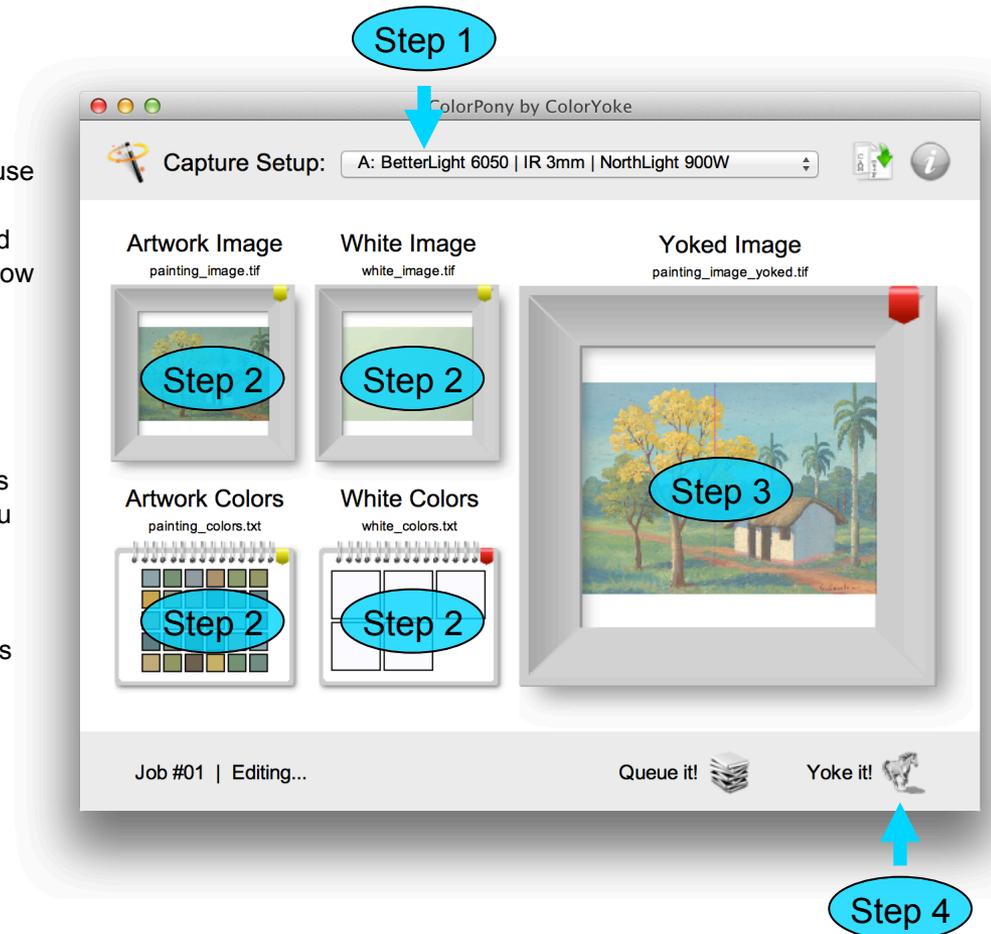
- Load all four ColorPony inputs as you normal would or reuse some of the inputs from your past job.
- Ribbons on frames indicate you are in editing mode. A red ribbon indicates you are using an old jobs data, and a yellow ribbon indicates you selected a new input for this job.

## 3. Set your **Yoked Image** filename

- This step is optional. If you are happy with the automatic generated name above the frame, you may skip this step.
- For this frame, a red ribbon indicates the output name was automatically generated, and a yellow ribbon indicates you selected an output name.

## 4. Click the **Yoke it!** button

- The red/yellow ribbons will turn gray to indicate the job has begun to yoke and you are no longer editing the job.
- The % complete and estimated time left will appear in the status bar.
- Yoking can be cancelled at any time by hitting the **Cancel** button.



# 5.5. Queuing one job at a time

Description of how to queue one job at a time (Part 1 of 2)

## 1. Select your **Capture Setup**

## 2. Load all the inputs for your first job

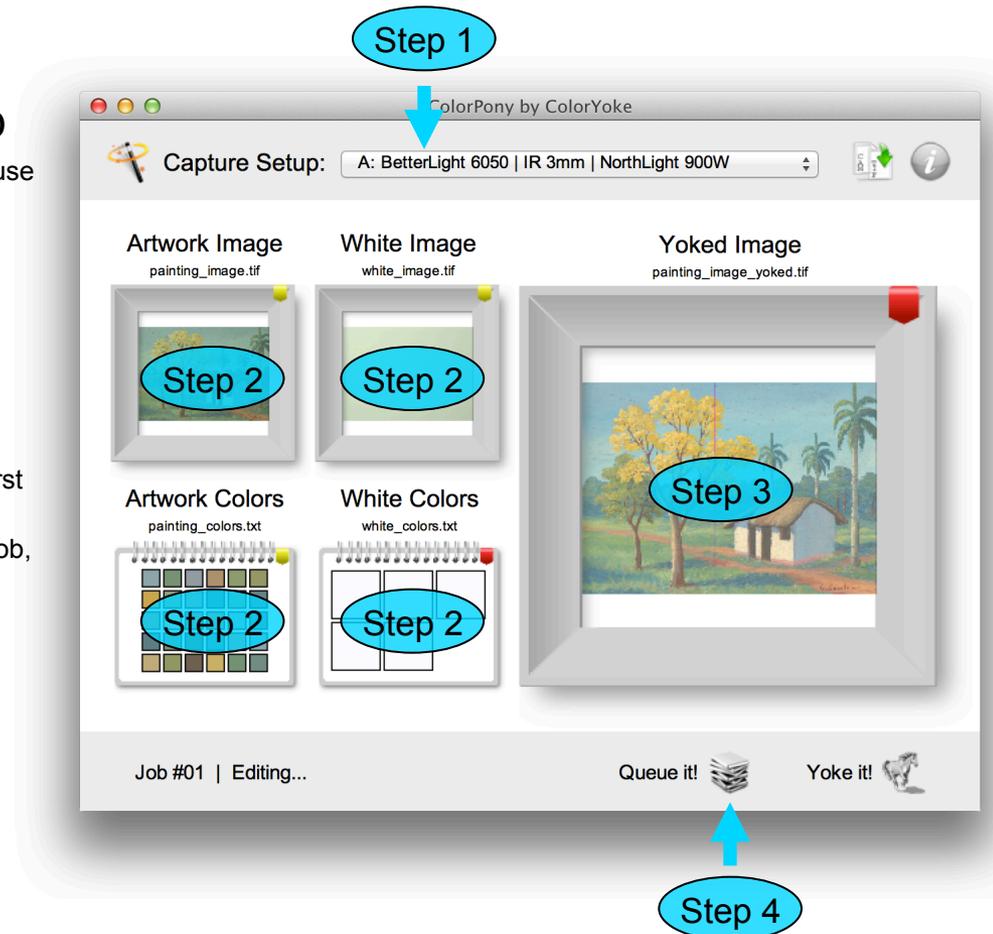
- Load all four ColorPony inputs as you normal would or reuse some of the inputs from your past job.

## 3. Set your **Yoked Image** filename

- This step is optional. If you are happy with the automatic generated name above the frame, you may skip this step.

## 4. Click the **Queue it!** button

- The ribbons will disappear to indicate the job has entered the queued state. The queue will also appear if it is the first job to be queued. See next slide illustration.
- If you made a mistake and you need to re-edit a queued job, simply click on **Edit it!** The ribbons will reappear because the job will switch to the edit state.



# 5.5. Queuing one job at a time

Description of how to queue one job at a time (Part 2 of 2)

## 5. Click on a gray frame to start the next job

- Once a job is in the queued state, ColorPony assumes any selection of any of its inputs or the Capture Setup is to create a new job. For example, clicking on the Artwork Image frame when it has no ribbon will create a new job with your selected artwork image.
- ColorPony also assumes you may want to reuse some of the inputs from the previous job in your new job. Hence, it will populate your new job with your previous job's inputs. It warns you which inputs are being reused from your last job by placing a red ribbon around these reused inputs. If these reused inputs are correct, you do not need to re-enter them. If they are not correct, you should enter the correct data. The ribbon will turn yellow to indicate you actively entered new data for any input that you change for the current job.
- Once all your inputs are correct for your new job, you can click either **Queue it!** again or click **Yoke it!** to yoke the entire queue.

Step 5

ColorPony by ColorYoke

Capture Setup: A: BetterLight 6150 | IR 2mm | NorthLight 900W

Artwork Image: painting\_image.tif

White Image: white\_image.tif

Yoked Image: painting\_image\_yoked\_30.tif

Artwork Colors: painting\_colors.txt

White Colors: white\_colors.txt

Job #01 | Queued

Edit it! Yoke it!

Job #	Job Status	Cap Setup	Artwork Image & Artwork Colors	White Image & White Colors	Yoked Image		
01	Queued	A	painting_image.tif painting_colors.txt	white_image.tif white_colors.txt	painting_image_yoked_30.tif		

# 5.6. Batch editing, queuing & yoking

Description of how to batch edit, queue and yoke multiple jobs (Part 1 of 3)

## 1. Select your Capture Setup

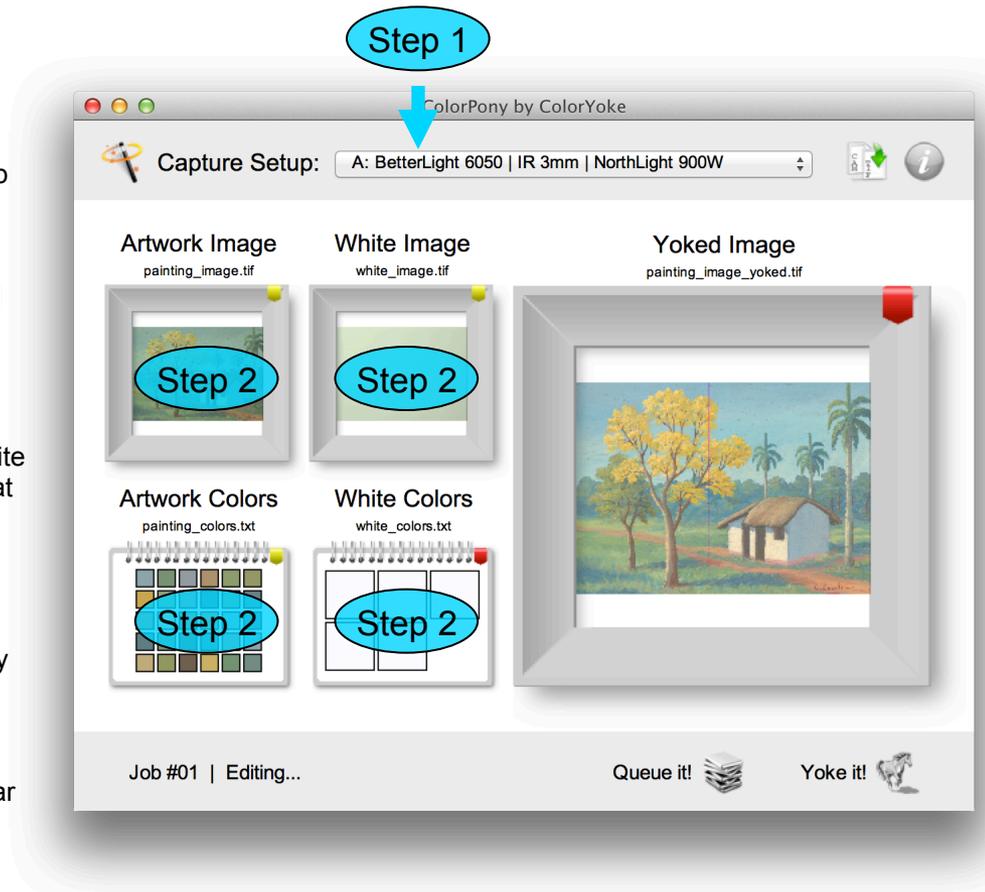
- ColorPony will replicate the Capture Setup for all the jobs you wish to batch edit.
- You may return to the queue to change each capture setup individually, but ideally, you should only batch edit jobs together when they use the same capture setup.

## 2. Pick your ColorPony input that you want to load multiple files (usually the Artwork Image)

- ColorPony allows any of its four inputs: artwork image, white image, artwork colors & white colors to load multiple files at once. It does not matter to ColorPony where you begin.

## 3. Select multiple files instead of one

- Hold down the <COMMAND> (PC: <CTRL>) key to select multiple files at once in the file selection dialog. ColorPony will add all the files to queue with them all in the editing state.
- ColorPony will also replicate all the other past job inputs across all the new jobs that you just created. This is similar to what it does when adding a new job with the exception that the past job inputs are REPLICATED multiple times.



# 5.6. Batch editing, queuing & yoking

Description of how to batch edit, queue and yoke multiple jobs (Part 2 of 3)

## 4. Select another ColorPony input

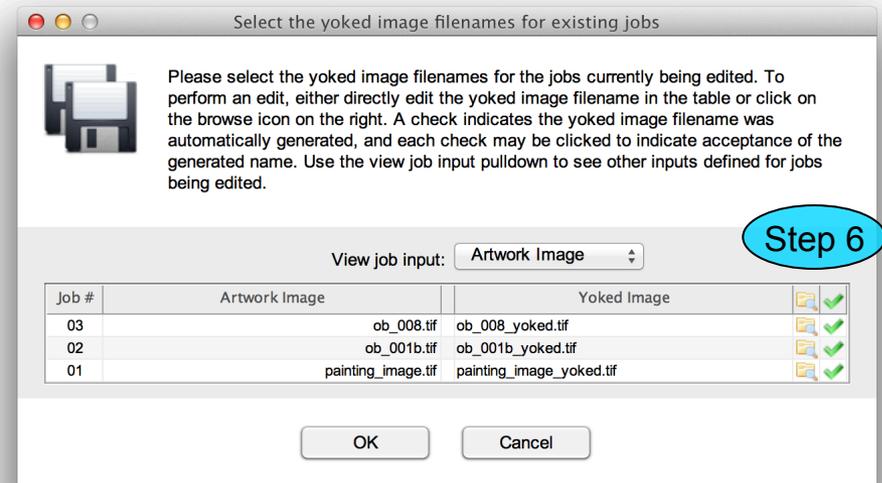
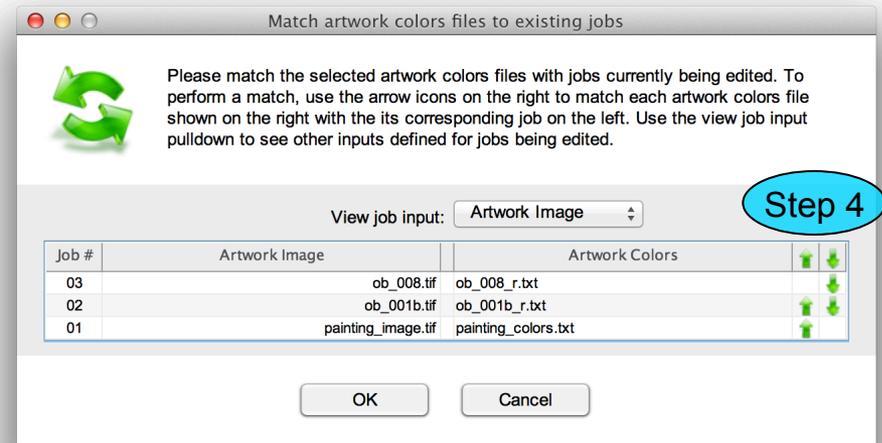
- When batch editing, any additional input you select will be REPLICATED across all jobs being edited when you select a *single* file for the input.
- If you select multiple files for the input, the number of files selected must be equal to the number of jobs being edited. ColorPony will open a shuffle dialog box (illustrated on the right) asking you to match the new file selections with the jobs being edited. Your selections can be shuffled around between jobs using the arrows on the right.

## 5. Repeat Step 4 for all the inputs that you would like to adjust

- Again, ColorPony does not require you to reload all its inputs. If you are happy using the same file as specified in your past job, you do not have to re-enter it.

## 6. Select the Yoked Image filenames

- This step is optional as ColorPony will automatically generate the yoked image filenames.
- If, however, you would like to change the filenames, clicking on the Yoked Image frame while in Batch Edit mode will open a multiple save dialog box. The filenames can be changed in the table as you please using this dialog (illustrated on the right).



# 5.6. Batch editing, queuing & yoking

Description of how to batch edit, queue and yoke multiple jobs (Part 3 of 3)

## 7. Click **Yoke 'em!** or **Queue 'em!**

- When all your multiple jobs are ready, you can click either **Yoke 'em!** or **Queue 'em!**. Both will queue all the jobs at once, but **Yoke 'em!** will also start the yoking process.
- If you would like to queue a single job in batch editing mode, you may click on its job specific **Queue it!** icon.
- If you would like to add another job to your batch edit, you may click on its job specific **Edit it!** icon.
- If you need to preview one of the jobs you are editing, you can always select its job specific **View it!** icon. This will load the job into the preview pane for viewing.

## 8. Start a new job

- Any time a job has been queued or yoked, clicking on a frame with no ribbon will start a new job. Again, you can decide to select one or multiple files anytime you start a new job.

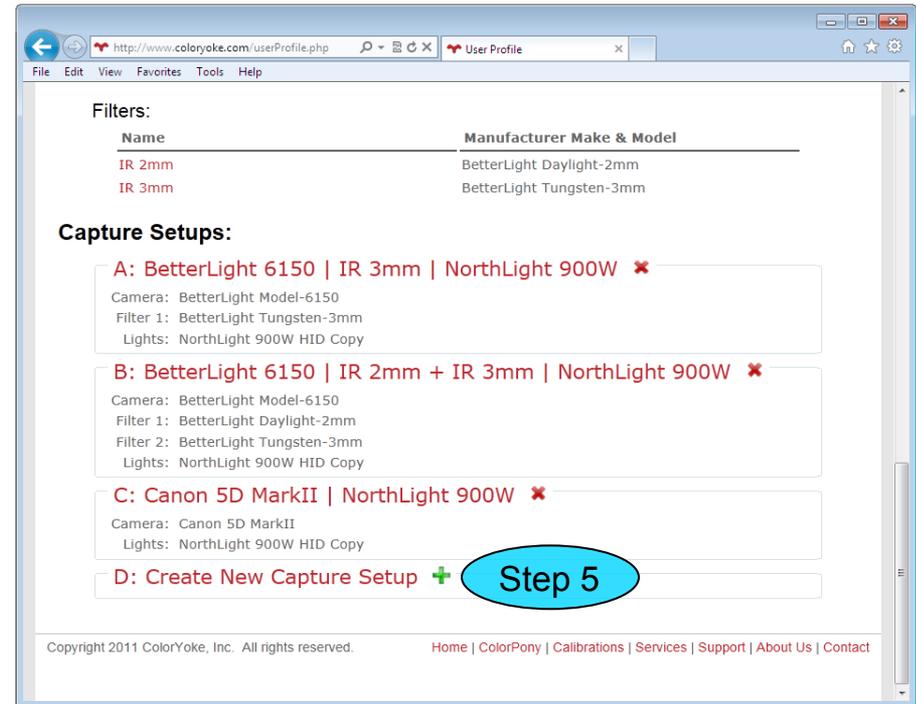
The screenshot shows the ColorPony software interface. At the top, the 'Capture Setup' section displays 'A: BetterLight 6150 | IR 2mm | NorthLight 900W'. Below this, there are five main panels: 'Artwork Image' (painting\_image.tif), 'White Image' (white\_image.tif), 'Artwork Colors' (painting\_colors.txt), 'White Colors' (white\_colors.txt), and 'Yoked Image' (painting\_image\_yoked\_30.tif). The 'Yoked Image' panel is highlighted with a red ribbon and has two blue callouts labeled 'Step 7' pointing to the 'Queue 'em!' and 'Yoke 'em!' buttons. The bottom panel shows 'Job #06 | Batch editing...' and the two buttons. Below the buttons is a table with job details.

Job #	Job Status	Cap Setup	Artwork Image & Artwork Colors	White Image & White Colors	Yoked Image		
06	Editing...	A	painting_image.tif painting_colors.txt	white_image.tif white_colors.txt	painting_image_yoked_30.1		
05	Editing...	A	ob_001b.tif ob_001b_r.txt	ob_001b_wc.tif white_colors.txt	ob_001b_yoked.tif		
04	Queued	A	ob_008.tif ob_008_r.txt	ob_008_wc.tif white_colors.txt	ob_008_yoked_1.tif		

# 5.7. Add or delete a capture setup

Description of how to add or delete a capture setup

1. Go to [www.coloryoke.com/support](http://www.coloryoke.com/support)
2. Enter your ColorYoke credentials & click the **Login** button
  - If you forgot your password, enter your email and click the *Forgot your password?* link
3. Click on the **My Profile** link in the upper right corner.
4. Your capture setups are listed at the bottom of your profile page
5. To add a new Capture Setup:
  - a. Click on the green + next to **Create New Capture Setup**
  - b. Select your camera
  - c. Select any filters you will use with the camera
  - d. Select your lights
  - e. Click the **Save** button
6. To delete a Capture Setup:
  - a. Click on the red x next to the setup to be deleted
  - b. Click the **Delete** button



# 5.8. Measure your capture lights

Description of how to measure your capture lights for use within ColorPony (Part 1 of 2)

## 1. Open SpectraShop4

- A trial version of SpectraShop is included with each trial of ColorPony. Go to the ColorYoke support page to request a trial of SpectraShop.

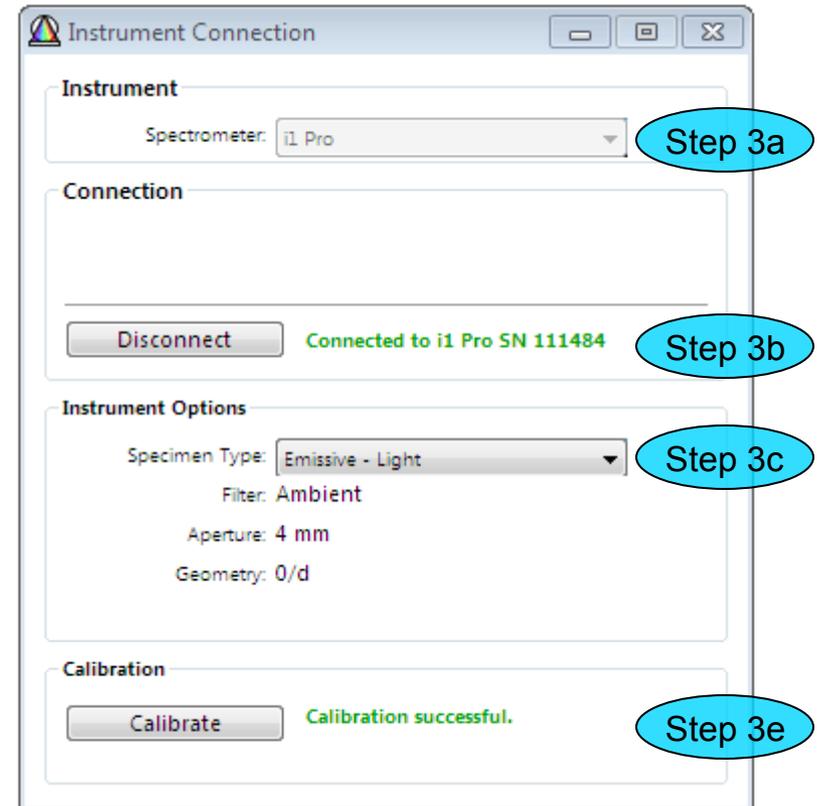
## 2. Click Measure Specimens

## 3. In Instrument Connection dialog:

- a. Select *i1Pro* for the Spectrophotometer
- b. Click **Connect**
- c. Select *Emissive – Light* for Specimen Type
- d. Place ambient filter and cap on the i1Pro. Don't forget this step. It is very important.**
- e. Click *Calibrate*

## 4. In Measure Light Specimens dialog:

- a. Leave defaults
- b. Click **Start**
- c. Remove the cap from the i1Pro. Also important!**
- d. Hold i1Pro in front of artwork with the i1Pro looking back at the camera
- e. Click **Measure** 5-10 times pausing in between each measurement. We recommend 10 measurements total.
- f. Click **Stop**
- g. Close the Measure Light Specimens dialog box
- h. Close the Instrument Connection dialog box



# 5.8. Measure your capture lights

Description of how to measure your capture lights for use within ColorPony (Part 2 of 2)

## 5. Go to **File**→**Export** in the main SpectraShop window

- You should see the measurements listed in the main window as Untitled-0, Untitled-1, etc under the IDs section. If these measurement IDs are missing, please repeat the previous steps as something went wrong.

## 6. In Export dialog box:

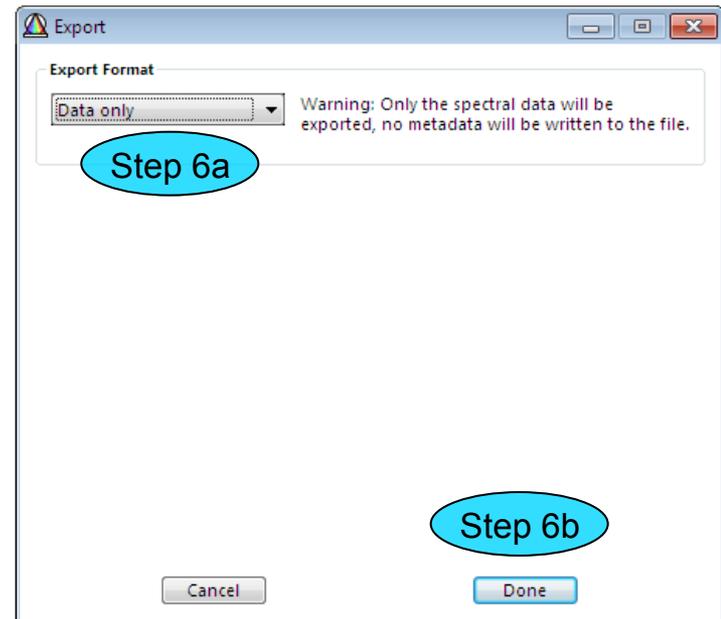
- a. Select *Data Only* for the Export Format
- b. Click **Done**
- c. Provide a filename to save the data.

## 7. Upload data file to ColorYoke

- a. Go to [www.coloryoke.com/support](http://www.coloryoke.com/support)
- b. Enter your ColorYoke credentials & click **Login**
- c. Click on **My Profile** in the upper right corner
- d. Click on the **Upload Light Measurement** link under Registered Equipment
- e. Provide a Nickname for the data as well as the Manufacturer Make and Model, and browse to the data file.
- f. Click **Upload**

## 8. Update your Capture Setups

- Your newly uploaded lights file will not be applied to a Capture Setup until you create a capture setup with the uploaded lights. See section “Add/delete a capture setup” for more information.



# 5.9. Check your capture setup

Description of how to check the accuracy of your capture setup calibration

## 1. Take a picture of a Macbeth chart

- Please use the normal procedure described in this manual for capturing artwork, but capture an image of a Macbeth ColorChecker instead of your artwork.
- See “Capturing Images” for more information.

## 2. Take a picture of a white reference

- Do not change camera settings used in Step 2.
- See “Capturing Images” for more information.

## 3. Measure your Macbeth chart

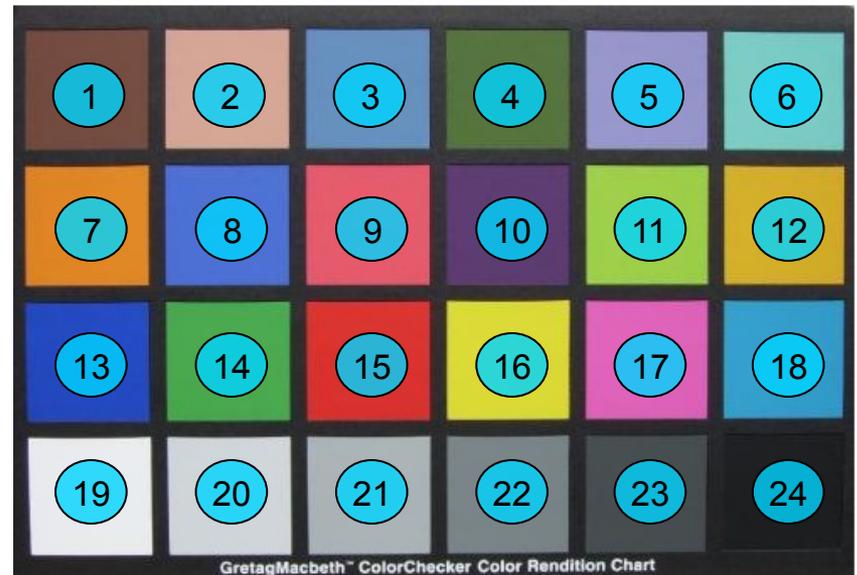
- **IMPORTANT: The colors in the Macbeth chart must be measured in a certain order. See the figure on the right. Start with the top left brown patch and measure across to the top right cyan patch. Move to the next row down and measure across again. Repeat until all 24 patches have been measured. The black patch will be last.**
- See “Measuring Colors” for more information on using your spectrophotometer.

## 4. Measure your white colors

- See “Measuring Colors” for more information.

## 5. Send information to ColorYoke

- Upload the two images and two color files to ColorYoke. An upload portal can be found on your ColorYoke Profile page.
- Please name the image files: macbeth.xxx and white.xxx, where xxx is the RAW format extension of your camera.
- Please name the color files: macbeth.txt and white.txt or macbeth.cxf and white.cxf depending on their format.
- Please email [support@coloryoke.com](mailto:support@coloryoke.com) which camera, lights and filters you used to capture the images.





## 6. Questions?

If you have any questions or problems, please contact [support@coloryoke.com](mailto:support@coloryoke.com) so we can help you resolve your problem as quickly as possible.

