

- **Colour correction** is applied using one or more *adjustment layers*.
 - Each *adjustment layer* operates independently of any other.
 - The effect of multiple *adjustment layers* is cumulative.
 - *Adjustment layers* apply an effect to the whole image **unless** the effect is constrained by one or more *masks*.
 - There are four types of *mask*.
 - Any *adjustment layer* can use any or all of the four types, but only **one of each type** of *mask* can be used in each *adjustment layer*):
 - *Parametric mask*: Applies HSL adjustments and controls the contrast threshold and blur of the *adjustment layer*.
 - *DeltaE mask*: Allows adjustment of HCL parameters which are used in the DeltaE formula. A colour picker allows the effect to be limited (masked) to a range of colours in the image.
 - *Area mask*: Allows a number of user-drawn *shapes* to be applied which constrain the effect of the *adjustment layer*. The contrast, feather and blur of each *area mask* can be adjusted.
 - Any number of *shapes* may be used.
 - *Shapes* may be separate or overlapping.
 - Overlapping *shapes* may be set to **add** (the *shapes* are added together to make one combined shape), **subtract** (one *shape* cuts a section from all *shapes* it overlaps) or **intersect** (the effect applies only to pixels covered by this and all other *shapes*).
 - *Brush mask*: A *mask* is built from one or more brush strokes. Each stroke may be added using various settings. Other controls allow the adjustment of the style of all strokes.