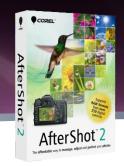
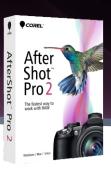
## AfterShot<sup>™</sup> Comparing AfterShot vs. AfterShot Pro

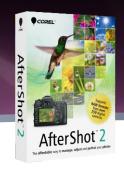


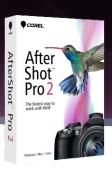


	AfterShot 2	AfterShot Pro 2
Asset Management		
Maximum number of open Catalogs	1	20
Advanced Importing options		Ø
Allows arbitrary stacks and organization based on Metadata	Ø	Ø
Selective Editing		
Apply essentially any image adjustment in layers	Ø	Ø
Heal & Clone using Regions	Ø	$\varnothing$
Create Regions using Curves, Polygons and Circles	Ø	Ø
Create Regions using a Brush	Ø	$\varnothing$
Maximum Layers per Image	3	11
Maximum Heal / Clone Circle Regions	20	40
Maximum Regions per Layer	3	11
Image Editing Tools		
Exposure, Highlight Recovery, Fill Light, Color Balance, White Balance, Sharpening, Red Eye	Ø	Ø
Perfectly Clear Noise Removal		$ \varnothing $
Advanced Image Editing Tools		
Lens Correction, Selective Color Correction, Curves	Ø	Ø
Full Third-Party Plugin support	Ø	$\varnothing$
Custom Color Correction tool	1	6
Local Contrast Filter		$ \varnothing $
AfterShot HDR		$ \varnothing $
Workflow Features		
Maximum number of images open in Multi-Image Mode	2	6
Background Printing support		Ø
Custom defaults per camera model		$\varnothing$
Multiple file output options per batch		$\varnothing$
Edit with External Editor	Ø	$\varnothing$

## **AfterShot**<sup>™</sup>

Comparing AfterShot vs. AfterShot Pro





	AfterShot 2	AfterShot Pro 2
Color Management Features		
Fully Color-Managed	Ø	$\bigcirc$
Custom Working Space Selection		$\odot$
Configurable Output Color Space		Ø
Soft-Proofing support		$\mathbf{\emptyset}$
Print preview	Ø	$\mathbf{\emptyset}$
Metadata Options		
Import and View Metadata	Ø	Ø
IPTC, XMP, EXIF, and GPS	$\odot$	$\odot$
Basic Metadata Editing	Ø	Ø
Keywords, rating, labels, tags, copyright, caption, title	$\odot$	$\odot$
Complete Metadata Editing		Ø
All IPTC options	$\odot$	$\odot$
Maximum Number of Metadata Sets	2	Unlimited
Performance and Multi-threading		
Basic Multi-Threading support	Ø	
Full Multi-Threading support		$\odot$
Advanced Performance Tuning		
Performance Preferences Panel to tune hardware utilization	Ø	Ø
OpenCL support with all main-stream GPUs		$\odot$
Licensing Options		
Supported Operating Systems	Windows, Mac and Linux	Windows, Mac and Linux
Multi-Platform License (One license is usable on all three platforms)		$\odot$
Single-Platform License	Ø	

