

SideKick Sky Effect

User Manual

Sky Processing Workflow Tool for Adobe Photoshop

1. Introduction

SideKick Sky Effect is an Adobe Photoshop script specialized for sky photography. It develops the same RAW file twice — once with a sky-optimized WB and once for the ground — then composites them with SkyMask and applies a color overlay based on one of three concepts (Sunset, Blue Hour, Blue Sky) — all in a single click.

2. Installation

2-1. File Placement

Extract the distribution ZIP and copy the Sidekick_SkyEffect folder to (the script runs from any location):

Windows:

C:\Program Files\Adobe\Adobe Photoshop 2026\Presets\Scripts\

Mac:

/Applications/Adobe Photoshop 2026/Presets/Scripts/

Folder structure:

Scripts/
Scripts/Sidekick_SkyEffect/
Scripts/Sidekick_SkyEffect/SideKick_SkyEffects.jsxbin Main script
Scripts/Sidekick_SkyEffect/SideKick_SkyEffects.json Settings file
Scripts/Sidekick_SkyEffect/modules/

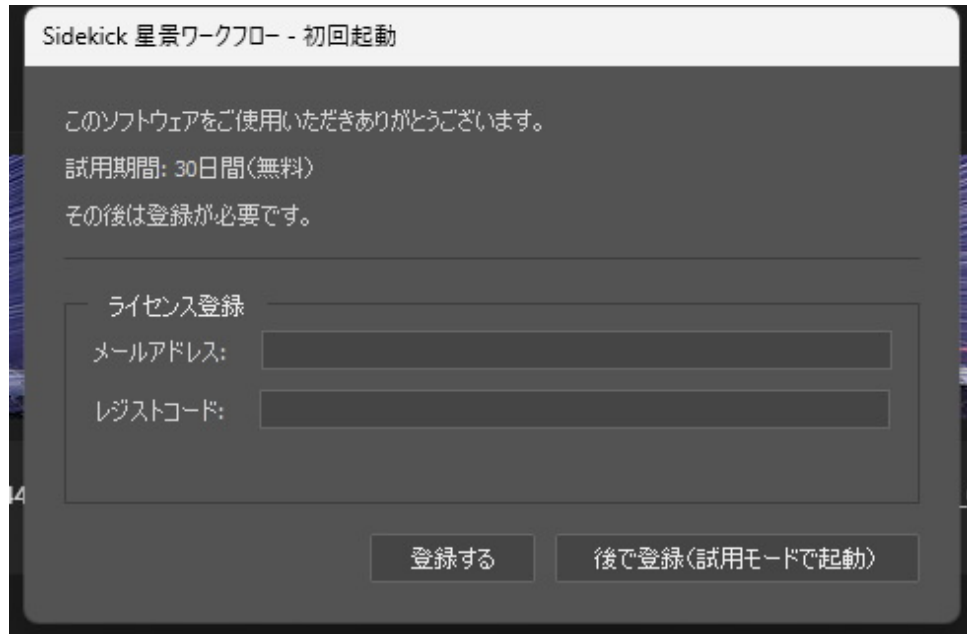
2-2. Associating with Photoshop

Right-click SideKick_SkyEffects → Open with → Adobe Photoshop. Check "Always use this app", then click OK. After that, double-clicking launches Photoshop and runs the script.

3. License Registration

A license registration dialog appears on first launch. Choose 'Skip for now (trial mode)' to use all features free for 30 days.

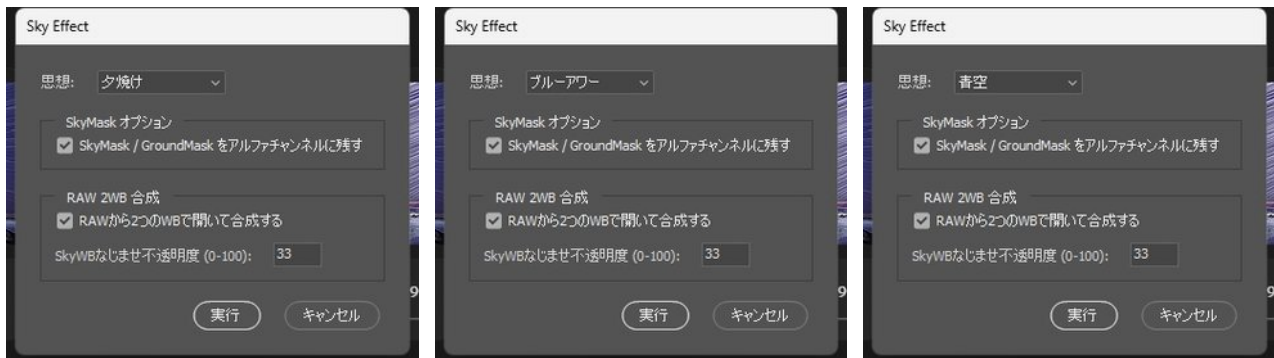
- Trial period: 30 days (full functionality)
- After purchase: enter your email and license code, then click Register



License registration dialog (first launch)

4. Using the Main Dialog

Launching the script opens the main dialog. Select a concept, configure options as needed, then click Run.



Main dialog (left to right: concept / options / confirmation)

Item	Description
Concept	Choose: Sunset / Blue Hour / Blue Sky
Save SkyMask	Keep SkyMask / GroundMask as alpha channels
RAW 2WB Comp.	Open the same RAW twice with different WBs and composite
SkyWB Blend Opacity	Opacity of SkyWB_blend layer (default 33%) Softly blends sky light across the full image
Run	Apply settings and start processing

5. Three Concepts

Each concept is not a look preset but a guiding principle for how sky light is designed. In RAW 2WB mode, the mood comes entirely from the WB temperature difference — no color overlay is applied. All results remain as editable layers.

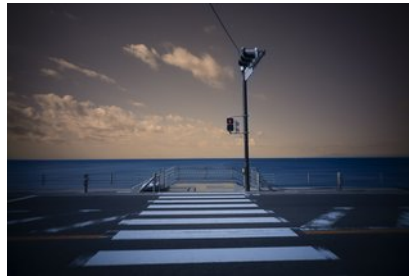
Concept	Sky WB / Tint	Ground WB / Tint	Blend	Description
Sunset	25000K / +40	4000K / +15	SOFTLIGHT	Burns the sky with very high-K warm WB for golden-hour light
Blue Hour	2500K / 0	5000K / -5	SOFTLIGHT	Deep blue sky from ultra-low-K WB; neutral ground for strong contrast
Blue Sky	4800K / -15	5500K / 0	COLORBLEND	Pure blue enhancement near daylight WB; natural warm ground

6. Samples — Sunset

Concept that burns the sky with warm, high-K WB. Emphasizes golden hour and sunset atmosphere. Sky is opened at 25000 K+, with a warm soft-light overlay. Ground is unified at 4000 K.



Scene 1 Path to Sea



Scene 2 Seaside Junction



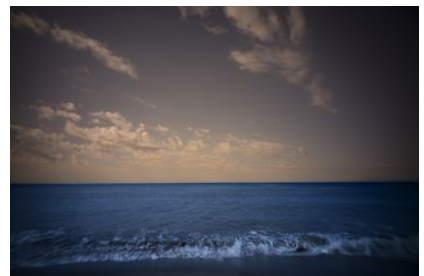
Scene 3 Beach & Clouds



Scene 4 Beach & Island



Scene 5 Shore & Waves



Scene 6 Wide-angle Sky

7. Samples — Blue Hour

Concept that cools the sky with ultra-low-K WB. Recreates the deep blue of the blue hour. Sky is opened at 2500 K; ground kept neutral at 5000 K for strong contrast.



Scene 1 Path to Sea



Scene 2 Seaside Junction



Scene 3 Beach & Clouds



Scene 4 Beach & Island



Scene 5 Shore & Waves



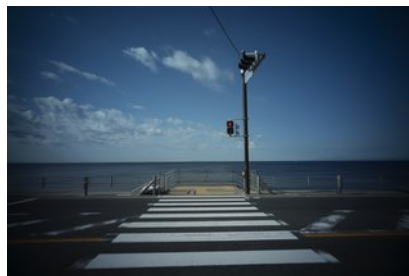
Scene 6 Wide-angle Sky

8. Samples — Blue Sky

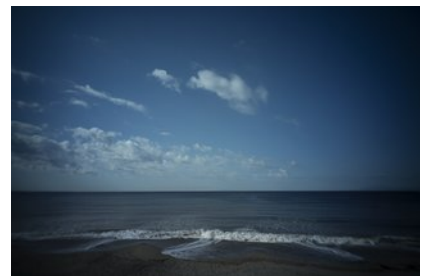
Concept that purely enhances sky blue near daylight WB. Brings out clear, crisp blue sky. Sky developed at 4800 K with a Color Blend overlay. Ground at 5500 K for natural daylight warmth.



Scene 1 Path to Sea



Scene 2 Seaside Junction



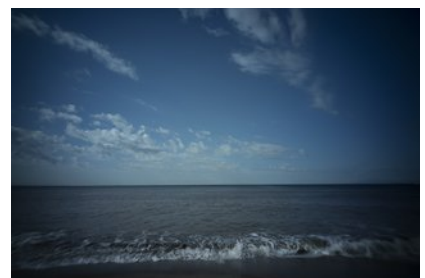
Scene 3 Beach & Clouds



Scene 4 Beach & Island



Scene 5 Shore & Waves



Scene 6 Wide-angle Sky

9. Comparison — All 3 Concepts on Same RAW

Side-by-side comparison of the same RAW file processed with Original, Sunset, Blue Hour, and Blue Sky. Shows how dramatically the mood changes by simply switching the concept.

Scene 1 — Path to Sea

A narrow lane leading to the sea between houses. SkyMask correctly isolates the sky even with a complex foreground.



Original



Sunset



Blue Hour



Blue Sky

Scene 2 — Seaside Junction

A seaside junction with a crosswalk and traffic signal. Ground color is preserved while only the sky changes.



Original



Sunset



Blue Hour



Blue Sky

Scene 3 — Beach & Clouds

Cumulus clouds seen from the beach below. Cloud character shifts dramatically across the three concepts.



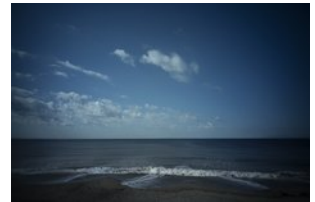
Original



Sunset



Blue Hour



Blue Sky

Scene 4 — Beach & Island

A view of a distant island from the shore. Switching concepts alone can transform the mood from morning to evening.



Original



Sunset



Blue Hour



Blue Sky

Scene 5 — Shore & Waves

Close-up waves on the shore. Tests SkyMask precision where sky occupies limited frame area.



Original



Sunset



Blue Hour



Blue Sky

Scene 6 — Wide-angle Sky

Wide-angle coastal sky with expansive clouds. The clearest showcase of how all three concepts differ.



Original



Sunset



Blue Hour



Blue Sky

10. Output Layer Structure

In RAW 2WB mode, processing produces the following 3-layer stack. All layers are non-destructive and remain fully editable.

Layer	Role / Settings
SkyWB	Sky-WB developed image. Ground pixels deleted by GroundMask — sky only
SkyWB_blend	Full copy of SkyWB (before deletion). SOFTLIGHT at GUI opacity (default 33%) Blends sky light across the entire image into GroundWB below
GroundWB	Ground-WB developed image. No mask, full-frame, 100% — bottom base

Note: In RAW 2WB mode, no color overlay is applied. The mood comes entirely from the WB temperature difference (e.g. sky at 25000K vs. ground at 4000K).

11. Troubleshooting

Q: The script does not launch.

Try running Photoshop as Administrator, or drag and drop the jsxbin file directly onto Photoshop.

Q: Which RAW formats are supported?

ARW, CR2, CR3, NEF, RAF, DNG, RW2, ORF, and PEF are supported. If your format is not recognized, convert it to DNG with Adobe DNG Converter first.

Q: No files found after specifying the RAW folder.

Confirm the files have one of the supported extensions (case-insensitive).

Q: SkyMask accuracy is low.

Mask accuracy may decrease with low-contrast images (white snow, fog, etc.). Manually refine the mask after processing if needed.

Q: What is a good value for SkyWB Blend Opacity?

This controls SkyWB_blend (SOFTLIGHT blend). The default is 33%. At 0% the sky light has no effect on the ground; at 100% it dominates the full image. A range of 20–50% is usually a good starting point.

Q: Is commercial use allowed?

Yes, one license allows both personal and commercial use. 1 license = 1 user.

12. System Requirements

- Adobe Photoshop 2020 or later (including Beta)
- Windows 10 / 11 (64-bit)
- macOS 12 Monterey or later
- 8 GB RAM or more recommended
- Camera Raw plugin (latest version recommended)

13. Pricing & License

- Price: ¥980 (tax included)
- Trial: 30 days, no credit card required, full functionality
- 1 license = 1 user (personal and commercial use allowed)

14. Support

If you have any questions, please contact us through the support form on the shareware purchase page.

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