What Is Obsidian Pro?

Obsidian Pro is a sculpt-based lighting system designed to enhance:

• Facial structure
• Body definition
• Colour separation
• Portrait depth
• Full-body drama

Designed around temperature & tint for realistic skin response

Controlled colour without channel clipping

Dramatic tones without losing skin detail

It scales from subtle studio refinement to full neon chaos — without breaking balance.

Why ObsidianPro is different.

The system uses KT & RT (Kelvin) this means whilst the colours aren`t as deep as what you may be used to they do respond better to skins. It works with your skin instead of washing it out especially pale skins.

Essentially..... The light still behaves like light The colour is restrained but still gives you that extra something whilst not sacrificing detail.

This system is built for beginners and creators alike.

PART I – BEGINNER MODE
One-Click Presets

Beginner Looks are curated lighting setups designed to:

• Protect facial structure
• Prevent overexposure
• Maintain balance across viewer settings
• Provide instant aesthetic results

Categories range from controlled elegance to dramatic split tones.

Each preset is a starting point.

It is not a limitation.

Using DIM  With Presets

The Dim control lowers overall light intensity without changing colour separation.

This allows you to:

- Soften neon presets
- Create moodier portraits
- Make dramatic presets more editorial
- Reduce glow for close-up photography

Dim does not remove structure.
It simply reduces output strength.

This is the fastest way to customize a preset without entering Advanced Mode.

PART II – ADVANCED MODE (Where The Magic Happens)

Advanced Mode unlocks full control over the system.

This is where you sculpt.

[1] Intensity & Tier
Level (Intensity)

Controls overall brightness of the system.

Higher values:
- Stronger sculpt
- More rim presence
- More colour dominance

Lower values:
- Softer light
- More natural blending
- Subtle definition

Tier

Tier modifies how aggressively the light behaves.

Subtle → Balanced → Pro → Editorial → Extreme

Higher tiers increase drama and sculpt sharpness.

[2] Ratio (Key vs Rim Balance)

Ratio determines how much power the rim light has compared to the key light.

Lower ratio:
- Stronger front light
- Softer edge glow

Higher ratio:
- Stronger rim separation
- More silhouette definition
- More visible colour split

High ratio is essential for neon and dramatic splits.

3 Temperature Controls

Temperature affects light colour mapping.

tval (Unified Temperature)

Applies the same temperature to both key and rim.

Best for:
• Clean studio setups
• Single colour moods

Split Tone (Mode: Dual = On)

Activating Split Tone allows independent control of:

• kt → Key temperature
• rt → Rim temperature

This is where dramatic colour separation happens.

Large distance between kt and rt = stronger colour clash.

Example:
Warm key + Violet rim = editorial tension
Cyan key + Amber rim = neon contrast

4 Colour Mode (cm)

Colour mode controls how aggressively split colours blend.

Higher contrast modes:
• Sharper separation
• More visible neon edge

Lower contrast:
• Softer blend
• More subtle transitions

5 Edge Light

Edge light adds additional separation along the outer silhouette.

Edge Style options adjust how the edge behaves:

• Soft blend
• Duo blend
• Stronger separation halo

Edge enhances:
• Full body shots
• Dark environments

- Stylised portrait outlines

6 Photo Boost

Photo Boost slightly increases output scaling for photography.

Best used when:
- Shooting still images
- Working in darker EEP
- Enhancing rim glow

For everyday use, it can remain off.

7 Adjust Mode & Recalibrate

Obsidian Pro allows manual repositioning.

To reposition lights:

Activate Adjust Mode

Move the rig

Click Recalibrate while still in Adjust Mode

This locks the new position.

⚠ Important:
Clicking Recalibrate while NOT in Adjust Mode will reset lights back to default placement.

This protects system alignment.

Most users do not need to adjust.
Advanced users may reposition for:

- Extreme poses
- Custom body proportions
- Creative rim exaggeration

PART III – SYSTEM PHILOSOPHY

Calm categories sculpt.
Chaos categories separate.

Neon categories use extreme temperature distance for visible colour contrast.

Studio categories prioritise structure and realism.

Everything is designed to remain cohesive across:

- Ultra settings

- Mid settings
- Standard SL lighting

Obsidian Pro is not environment dependent.

FINAL NOTES FOR CREATORS

If something looks "too much":
- Lower Level
- Reduce Ratio
- Use Dim

If something looks "not enough":
- Increase Ratio
- Widen kt/rt separation
- Raise Tier

The system is designed to respond predictably.

You are not guessing.
You are sculpting.

"Subtle when I choose. Unhinged when I don't." - Twizsted Cyanide