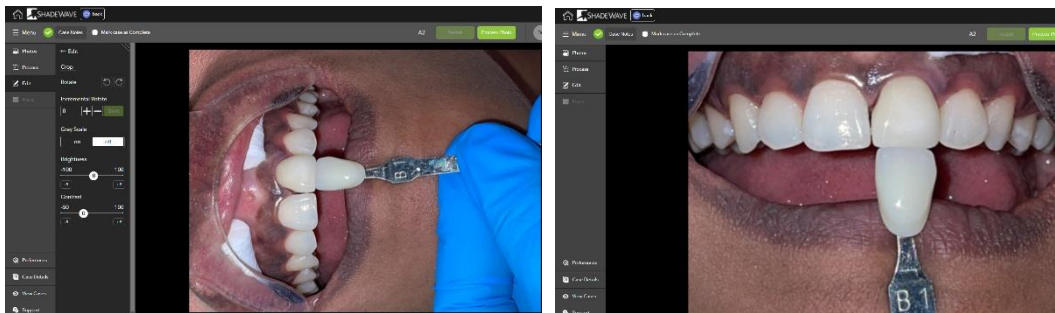
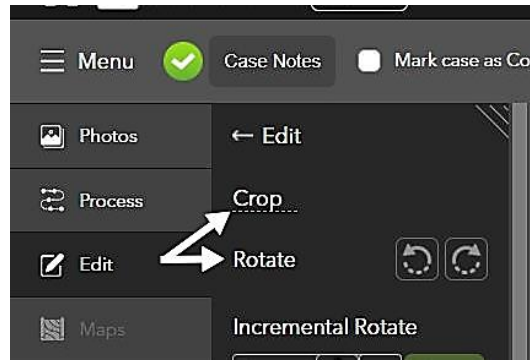
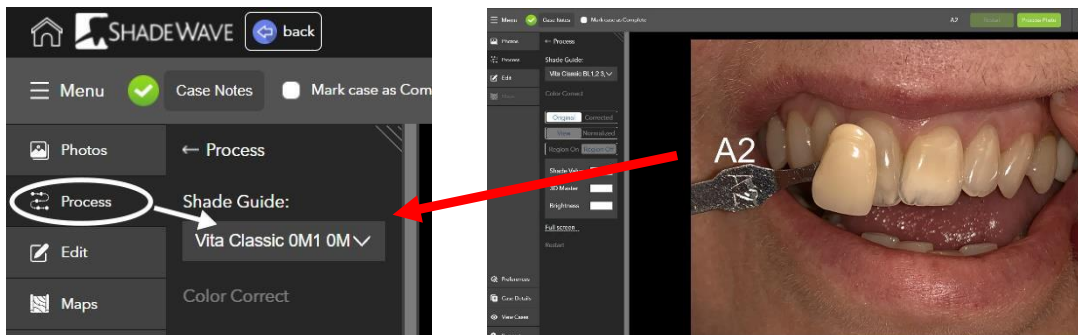


## Processing ShadeWave Photos

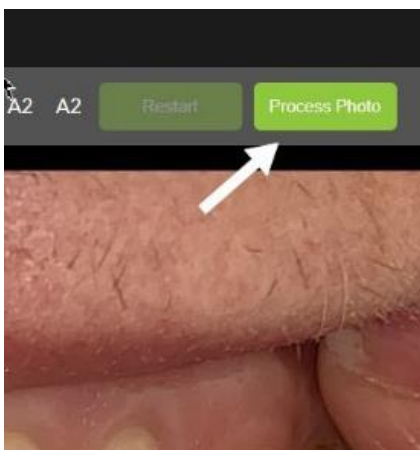
1. **Photos:** Choose your best photo. Avoid blurry photos and glare in the middle of shade tabs or teeth.
2. **Edit:** Edit if needed. **Rotate** and or **Crop**.



3. **Process:** Make sure you have the correct shade guide. Vita Classic in this case.

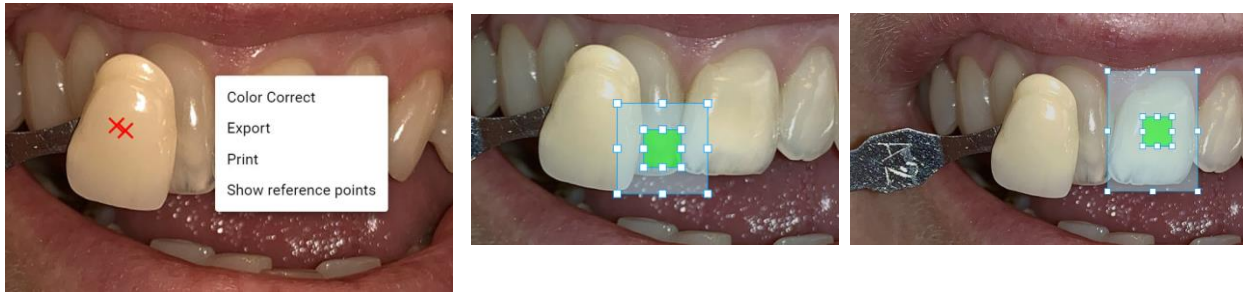


4. **Process:** Select **Process Photo** (Upper Right). Cursor turns into a *red square*. Click in the middle of the shade tab avoiding big glare areas. You will get a pop up, select the shade tab name (L Click). A2 in this case. You may click again on the same shade tab a second time or a second shade tab

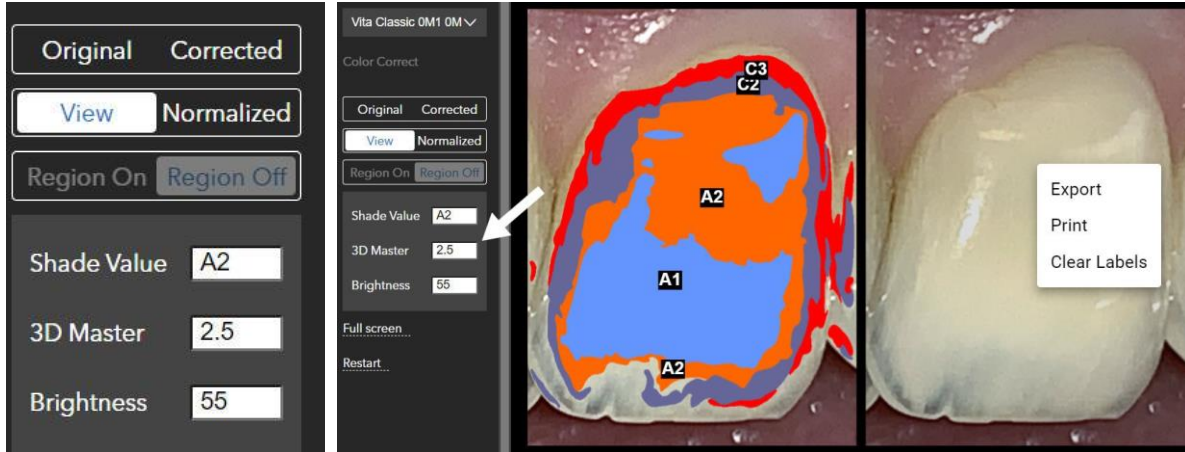


WHITE	0M2	A4	C2
GRAY	0M3	B1	C3
BLACK	A1	B2	C4
SHADE	A2	B3	D2
L (A2)	A3	B4	D3
0M1	A3.5	C1	D4

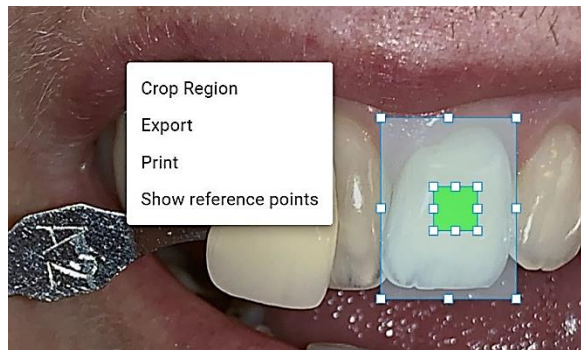
a. R Click select **Color Correct**.



b. **Region**: A blue Region appears, above middle pic. Move, stretch **Region** slightly larger than the tooth. Move **Green Box** in the middle of the tooth. This provides **value** in the *3D Master Value Groups*.



5. **Shade Map creation**: R Click and **Crop Region**. Shade is on the Left, original photo in the middle, Translucency on the Right. Click on the color to reveal the shade and or translucency. The 3D Master Value Group is now revealed.



6. **Shade Map, Print or Export**: R click *Export* or *Print*.

