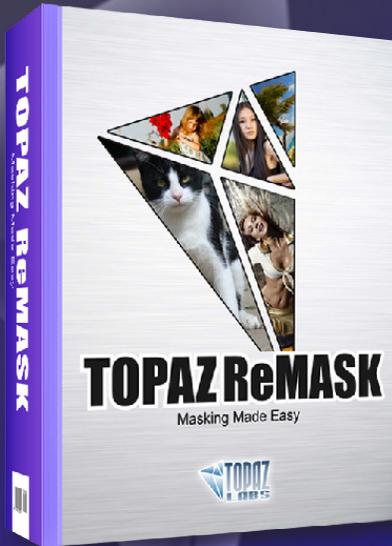


Topaz ReMask

v2.0

User Manual



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Installation

Topaz ReMask 2 is a Photoshop plug-in, which means it won't run by itself and requires a compatible host program.

To Install

1. Close Photoshop or other image editing program if you are using it.
2. Open the Topaz ReMask 2 zip file, double-click on the Topaz ReMask 2 installer, and then follow the on-screen instructions.



Mac Dmg



Windows Zip

3. Your Topaz plug-ins will automatically be installed in your Photoshop plug-ins folder.
4. After the installation is complete you will need to enter your license or trial key.

Important: To install the product on a second computer, you will need to download Topaz ReMask 2 and enter your same license key.

Entering Your Key

Entering your trial key allows you to save your projects and print them during your evaluation period. Entering your license key allows you to do the same, except without any time limitations.

To enter your key please do the following:

1. Open up an image in Photoshop.
2. Go to Filter -> Topaz Labs -> ReMask 2 -> Menu -> Enter Key.
3. Copy & paste or type in your license key and select "OK" and then you are ready to use ReMask 2.

Host-Specific Installation

On Windows, ReMask 2 is also supported by Paint Shop Pro and Photoshop Elements 1-8. On Mac ReMask 2 is also supported by Elements 6-8. Topaz ReMask 2 is NOT supported by Google Picasa, Photo Impact, iPhoto, Aperture, Lightroom or GIMP.

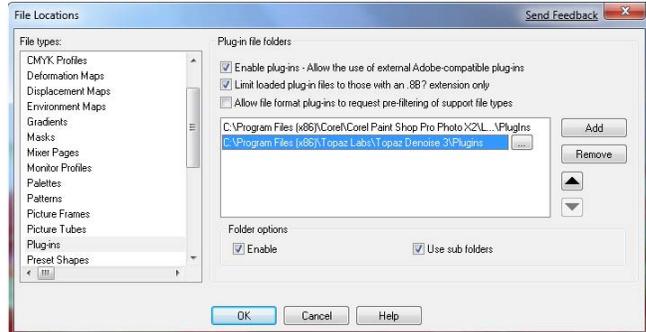
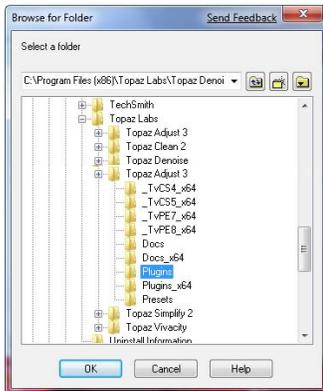
To install ReMask 2 in Paint Shop Pro you will first need to download and install ReMask 2. Then follow the setup instructions found in the host-specific instructions found on the next page.

How to install Topaz ReMask 2 in Paintshop Pro

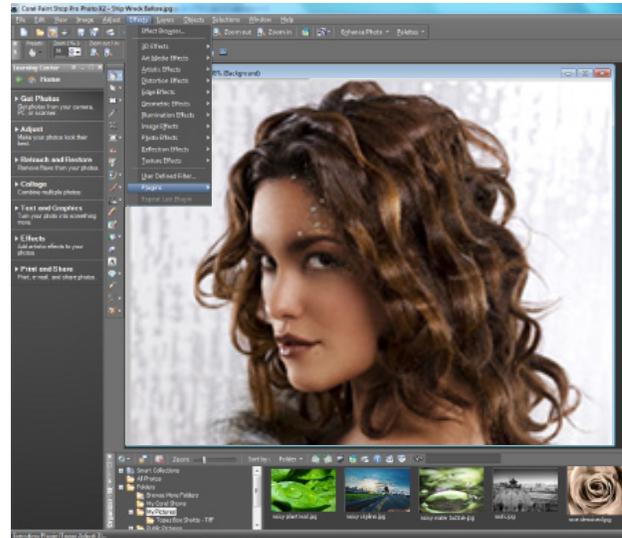
1. First launch PaintShop Pro
2. Go to Menu file -> Preferences -> File Locations. Select “Plug-ins” from the “File Types” list and click “Add”.



3. Choose C:\Program Files\Topaz Labs\Topaz ReMask 2 plug-ins and click “OK”.



4. Topaz ReMask 2 is now available to use. Simply go to Effects -> Plug-ins and select “Topaz ReMask 2”.



Introduction

Topaz ReMask 2

About Topaz ReMask 2

Topaz ReMask 2 is a Photoshop plug-in that uses a recent breakthrough in image processing technology to simplify the process of removing unwanted backgrounds from your digital images.



Before Topaz ReMask



After Topaz ReMask

For video tutorials and other helpful resources please visit the Topaz ReMask 2 tutorials page at: www.topazlabs.com/tutorials/remask/

Topaz ReMask 2 uses powerful algorithms that allow the user to quickly and effectively remove any unwanted background or other objects in an image with precision. Topaz ReMask's powerful detection features eliminate the need for excessive time spent on tweaking settings or making adjustment layers.

Topaz ReMask 2 makes merging multiple image elements seamless, giving you ultimate control over refining your image scenes.

Primary Functions of Topaz ReMask 2:

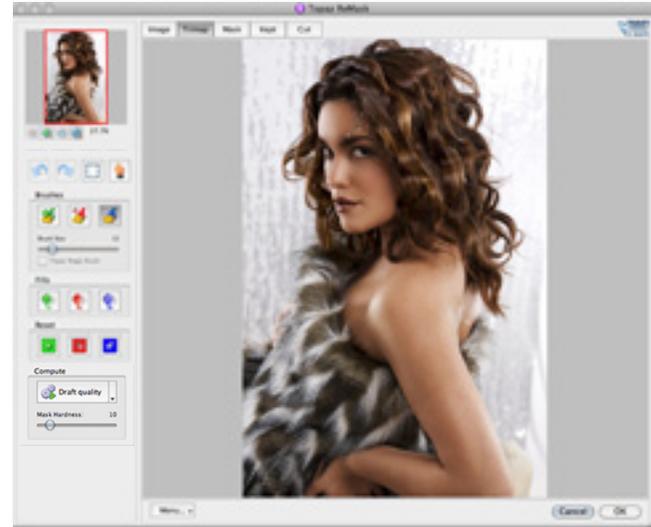
1. Simplified and lightning-fast masking and extraction.
2. Easily extract highly intricate image details.
3. Precise cutting for delicate and complex images like hair, fur and transparent objects.
4. Preserve edges and other intricate image details.
5. Make a believable composite that smoothly blends multiple images together

Introduction

New ReMask 2 Features

Topaz ReMask 2.0 features:

- 1. New user interface.** Easy to use program interface with simplified tools.
- 2. Undo / Redo** - Undo or redo up to 8 steps. (For the first time in any Topaz program!)
- 3. Shortcut hot keys** - For example, use the + and - keys to zoom in / out of the preview, and the] and [keys to change parameter values.
- 4. Navigation View** - A small navigation view makes it much easier to navigate large images.
- 5. Multiple Image Views** - See your image in the different stages of the masking process.
- 6. Topaz Magic Brush** - Make super fine detail recovery or detail elimination selections in with this real-time tool. Perfect for final touch ups.
- 7. New Tri-map Colors** - Quickly define image elements to keep using green; elements to remove using red; and elements to compute using blue.
- 8. Background Color Changer** - Change the background to the color of your choice for better viewing.
- 9. Supports use of Layer Masks in Photoshop** - By creating a layer mask on your image layer before using ReMask 2, your final mask can be saved back to Photoshop in the layer mask.
- 10. Mask Hardness Slider** - Adjust how hard your mask is applied to your image.
- 11. Support of Transparency Layer** - Transparency layers are now supported with ReMask 2.



Masking Unveiled

What is Masking?

Masking is the process of isolating a subject or specific image elements that you wish to preserve then erasing everything else that you do not want. It is also referred to as extraction or cutouts.

What are the benefits of masking?

Masking allows you to take the desired subject and elements and cut them out and then merge them into another image scene or background. Masking makes it easy to change the theme, scene or setting of your digital photography subjects.

Masking is not just for creating composite images, it also makes it possible to adjust only parts of the image. For example, selectively increasing saturation, contrast, brightness, etc.

When do I need to mask?

Masking your digital images is ideal when you want to remove backgrounds and unwanted detail elements or to protect an area of your image from adjustments.

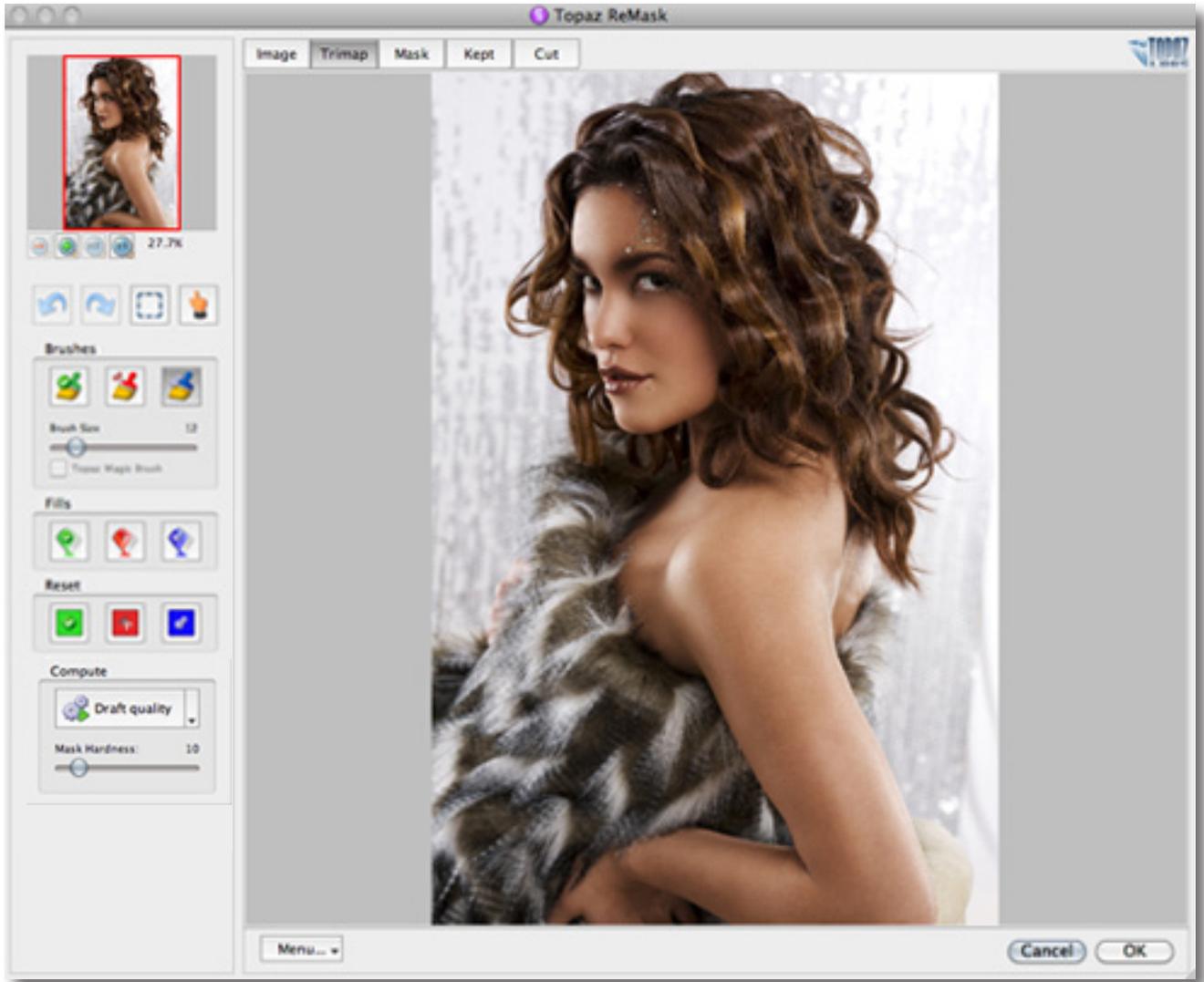
Why do I need Topaz ReMask 2?

Topaz ReMask 2 features easy to use, intuitive tools that will save you time and money by simplifying the masking process. With Topaz ReMask 2 you can eliminate the busy work of using masks, paths, layer adjustments, selections and eraser tools to isolate a subject in your image.

How Does Topaz ReMask 2 Work?

Topaz ReMask streamlines the masking process using a new innovative tri-map technique. The tri-map, or user-generated mask-map is made up of three tones: green, red and blue. Users are able to quickly define the elements in their image that they want to keep using green; elements that they want to cut using red; and elements that they want Topaz ReMask 2 to figure out using blue. Selections are made using the brush tools and then Topaz ReMask 2 is able to analyze the user-made selections and isolate the image subject with precision.

Photoshop and other host software support many Image Modes, such as Grayscale, RGB, LAB, CMYK, etc. Images can also be 8, 16, or 32 bits per channel. Topaz ReMask 2 supports both 8 bits per channel and 16 bits per channel. Topaz ReMask 2 supports RGB mode only. To work on black-and-white images, first convert them to RGB mode.



Interface

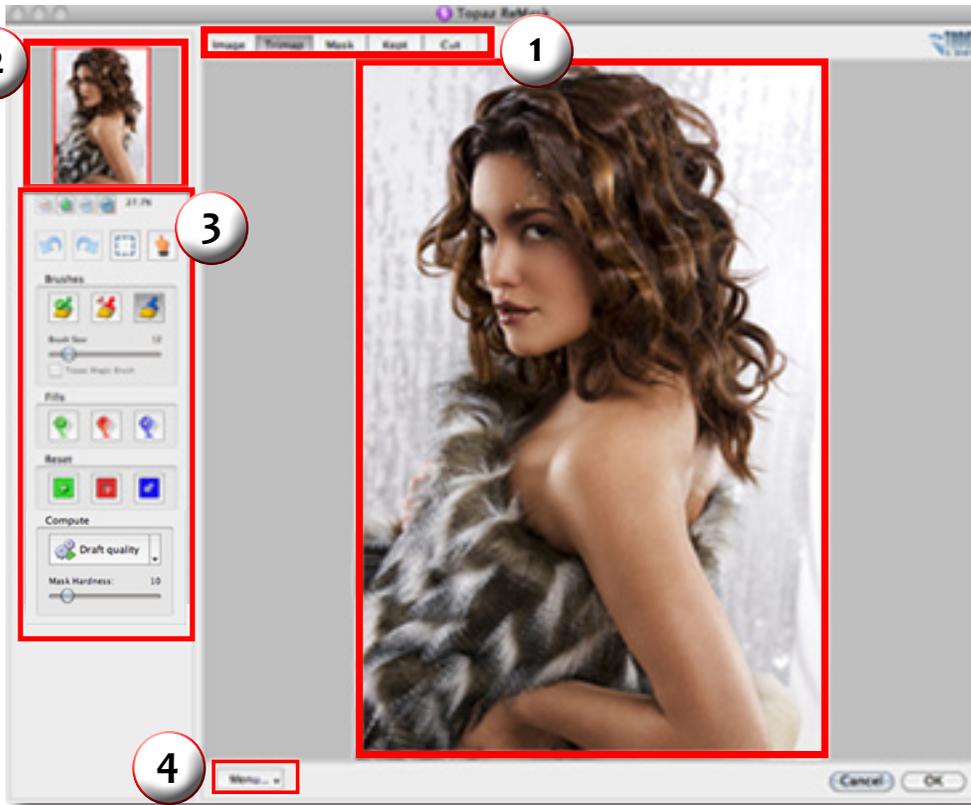
The Topaz ReMask 2 interface is straight forward, simple and very easy to use. You'll be a pro after experimenting for a bit. In order to make sense of the program features and the function of the tools, we have divided the interface into four sections:

2. Preview Navigator

Displays the region of the preview image currently being focused on.

3. Tools

Displays all of the tools that you will need to successfully create your mask.



4. Menu

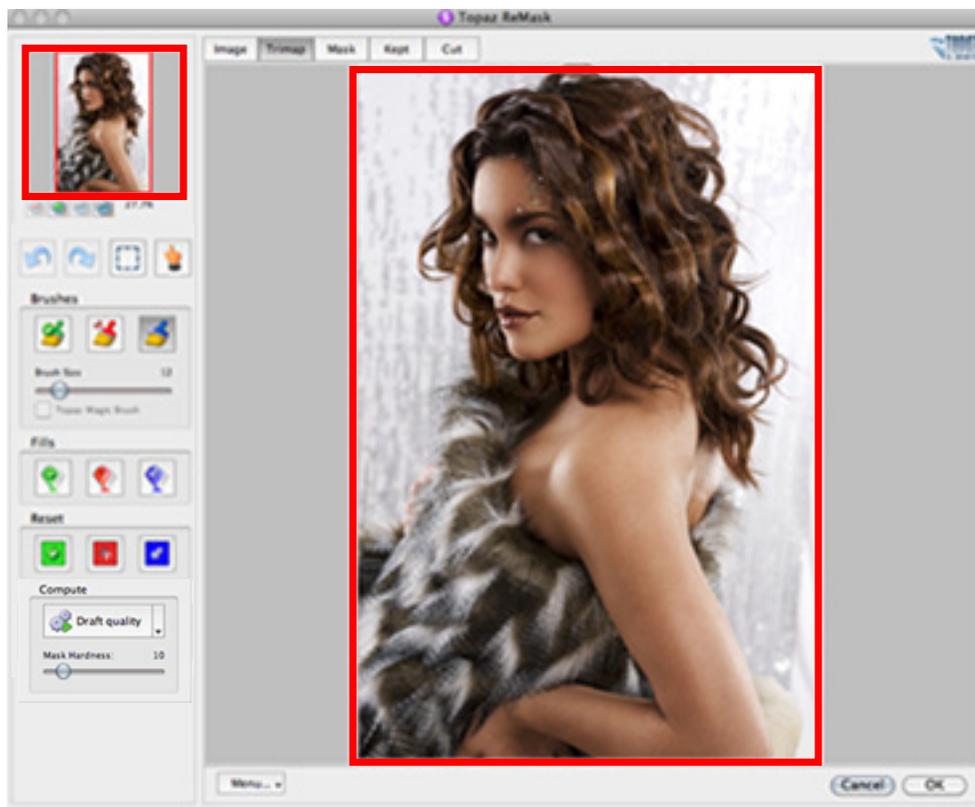
Enables user settings and contains other options.

1. Preview & Views

Displays the processed preview of the image. Your View tabs offer multiple ways to view your image in the Preview area while making your tri-map and refining selections.

Preview Section

The Preview section is the big image on the top-right that shows you the processed preview of the image. To pan the preview image, select the hand tool  and hold the left mouse button on the preview image and drag it around. You can also pan your preview image by holding the spacebar key and moving your mouse or by using the red selection box in your preview navigator.



Work Area

Views

ReMask 2 gives you views for viewing your image in the preview section while creating your mask.

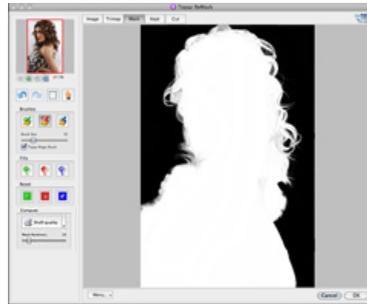
Original

Shows the original mask without any selections, fills or masks.



Mask

Shows the results of your mask after you have processed your selections.



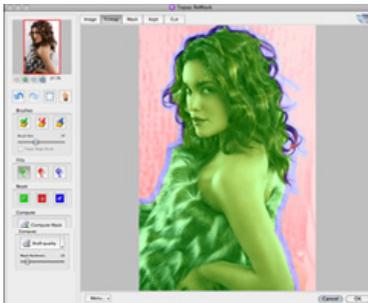
Keep

Shows the results of your keep selection after processing.



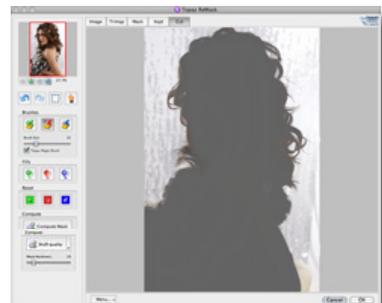
Tri-Map

Shows the Green (keep), Red (cut) and blue (compute) color selections.



Cut

Shows the results of your cut selection after processing.



Work Area

1. Red Area

The red area represents the part of the image that you want to cut.



2. Blue Area

The blue painted area represents the part of the image that you want to process. When you process your image, Topaz ReMask 2 will analyze this area to help extract the unwanted background from the desired image subject.

3. Green Area

The green area represents the part of the image that you want to keep.

Tri-map Tab view

Tools

In this section, we will take a look at the main tools and features in ReMask 2.

1. Zoom

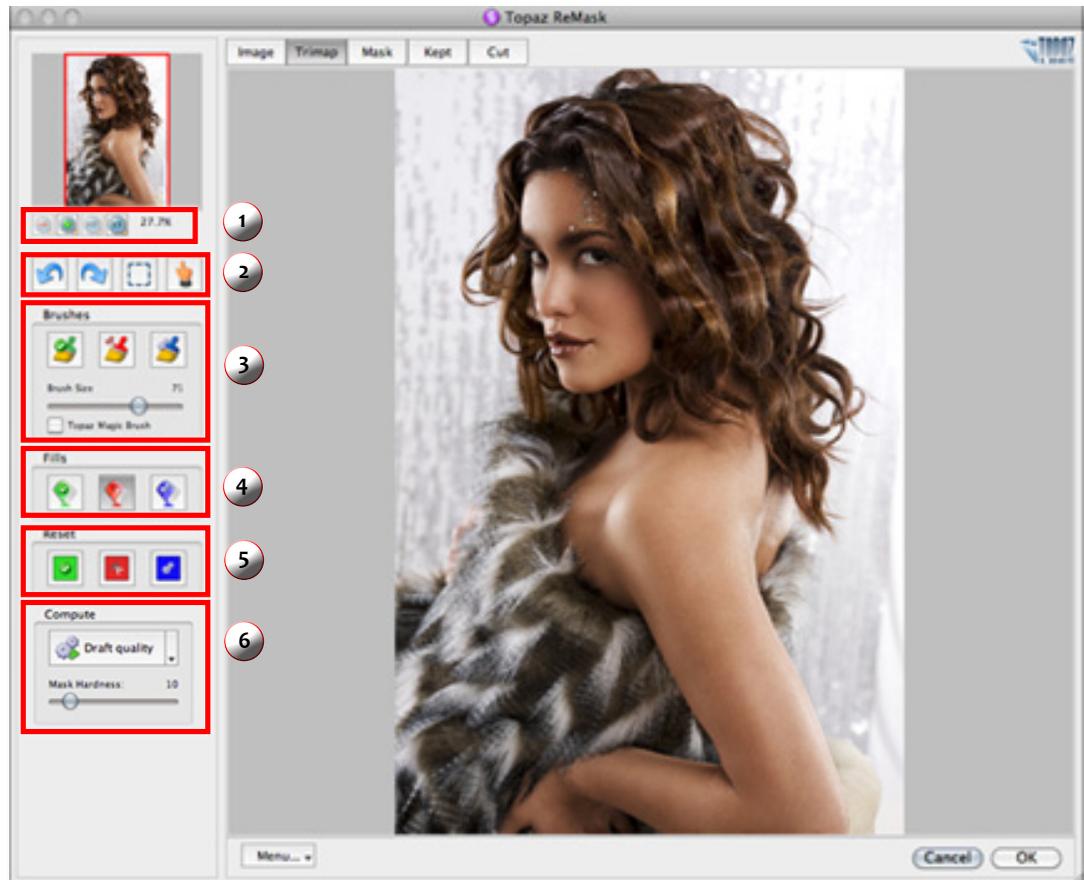
2. General

3. Brushes

4. Fills

5. Reset

6. Compute



Work Area

1. Zoom tools allow you to zoom in and out of specific areas of your image to allow for more precise selections.



2. The general tools include: undo, redo, selection and the hand tool. These tools help make your workflow more efficient.

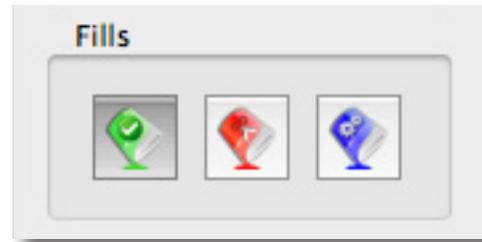


3. The brush tools allow you to select the elements in the image that you want to keep, remove and computer. Brush sizes range from 1 - 100.

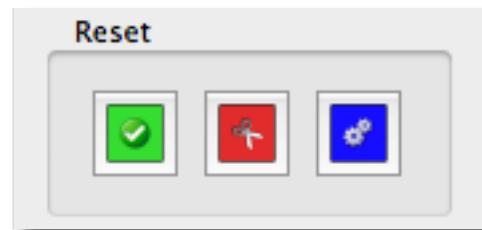


The Topaz Magic Brush tool (which becomes available after you select “Compute Mask”) allows you to make intricate detail eliminations and recoveries to selected parts of your image. It will only affect the blue area. It will not change your original red and green selections.

4. The fill tools allow you to fill all of your image or just a portion of your image with the selected color.

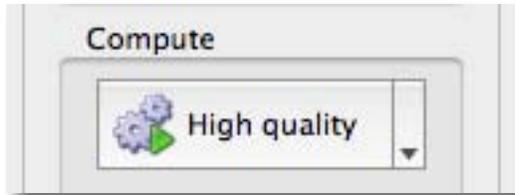


5. The reset tools allow you to reset your entire image to the selected tri-map color. Using this feature will erase any previous selections made.

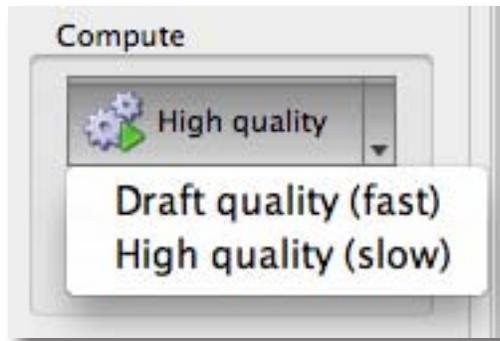


You can undo / redo functions up to 8 times using the undo and redo features!

6. The Compute Mask tool is what will analyze the tri-map selections you made and create your image mask.



The Compute Mode gives you the option of selecting speed or quality when it comes to processing larger images only. Adjusting the quality settings will have no affect whatsoever on small images.

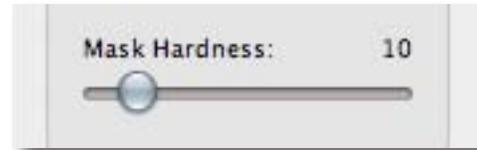


The technology behind the quality settings allows ReMask2 to process larger images by shrinking the image, computing the tri-map

selections and then enlarging back to size. Additionally, the high-quality setting will refine the edges after resizing.

Using the Draft quality (fast) option will process your larger images faster, however you could see blurring or distortion of fine edges.

Using the High Quality (slow) option will process your larger images slower, however your final processed image will have better quality.



After you select your desired processing quality and process your tri-map selections you can use the Mask Hardness slider to determine how hard your mask is applied to your image edges.

Please note: After you make your tri-map selections you will need to click on "Compute Mask" for your selections to be analyzed and your mask created. After you do that you can make any additional changes or refinements to your mask and then click on "OK" to fully process your image and save your mask back to your host program. Failure to click on "Compute Mask" before you select OK will result in your selections being lost.

Work Area

Click on Menu to access additional ReMask 2 help resources including the ReMask 2 user guide, product info, version information and connect with the Topaz Technical Support Team.

The menu is also where you will go to enter your trial or license key for ReMask 2.



Use Set Background Color option in the menu to change the background color on your mask for better visibility.



To keep up-to-date with the latest product information, special offers, new releases and update notifications, sign up for the Topaz Monthly Newsletter online at: www.topazlabs.com/list/

Work Flow

Sample Project #1

In this section, we will walk you through two sample projects, step-by-step, to help you become more familiar with the ReMask 2 program.



You can see in the Before and After shots that the original image background has been cut out, precisely preserving the image subject who now has a new image background.

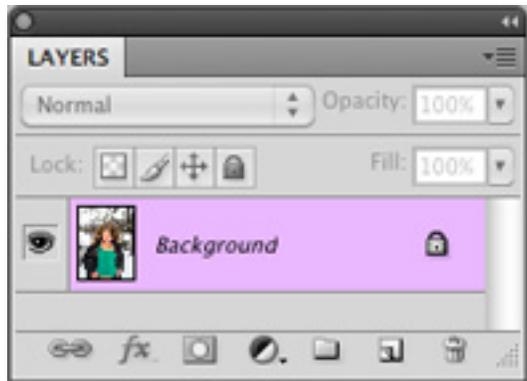


In the following steps, we will show you how to achieve these same optimal results with your own photos, following this model.

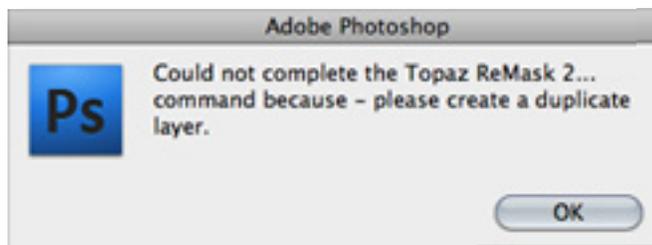
You can submit your images for show in the new Topaz Gallery.
For more information please visit:
www.topazlabs.com/blog/call-for-photos-topaz-photo-gallery/

Let's get started. For this example we will be using this image of a model in winter.

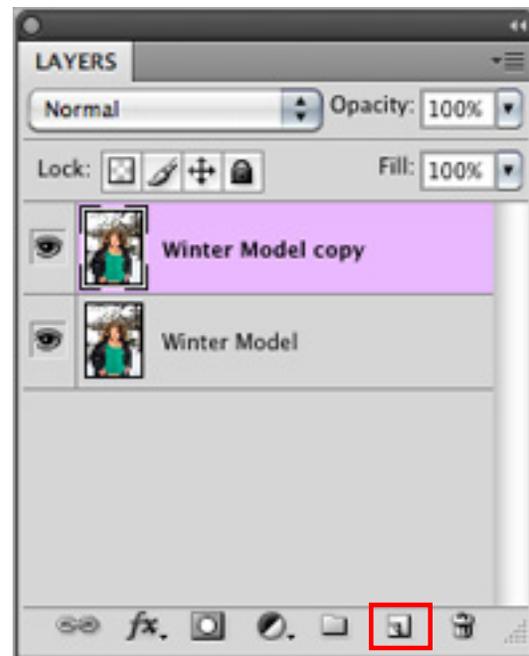
1. Open an image file.
2. Before you can use ReMask 2 you will first need to unlock your background layer.



If you try to access ReMask 2 on a locked background layer then you will see the following message. You will first need to unlock the background layer and then create a duplicate layer.



3. To create a duplicate layer of your image, right-click on your image layer in your layers and select "Duplicate Layer". You can also achieve this by selecting your image layer and dragging it down to the new layer icon. You can also name the new layer if you desire.

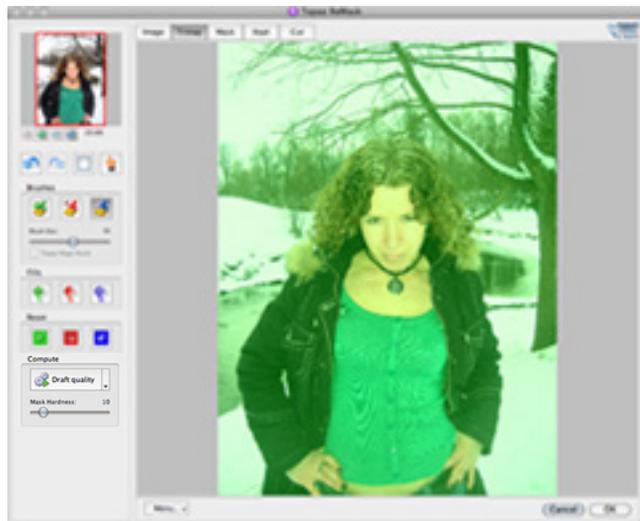


Please visit the Topaz ReMask website at www.topazlabs.com/remask for video tutorials, tips, and tricks!

Work Flow

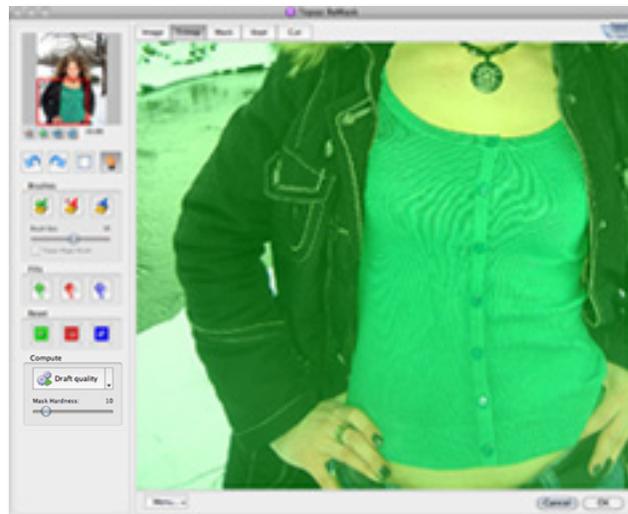
4. To begin the masking process go to your Filter Menu and select the Topaz Labs folder, then click on ReMask 2.

When ReMask 2 loads it will automatically open to the Tri-map view and your image will be filled with green. (Once your tri-map is complete the green will be the portion of your image that will be kept.)



Tip: Zoom in / out and use the hand tool to navigate your image, and re-size your brush size as necessary while creating your blue selection.

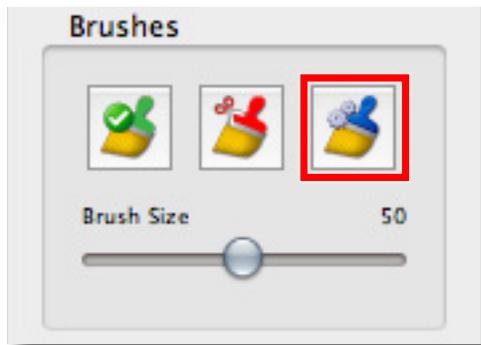
5. If desired, zoom in on your image to better see the edges to mask.



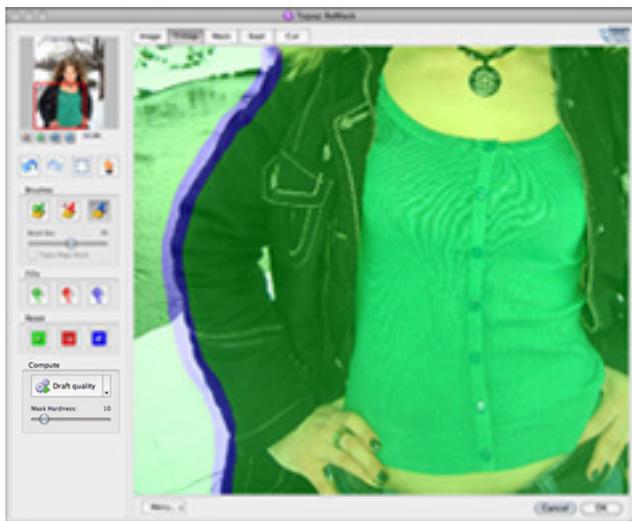
6. Then select your hand tool and move your image around until you find an area that you like.



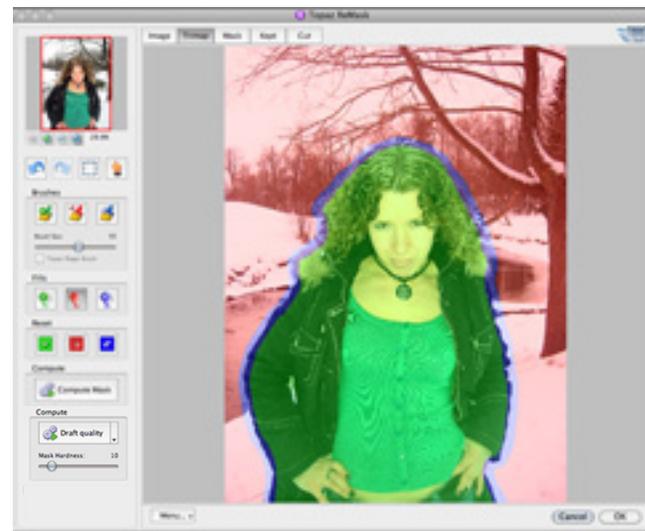
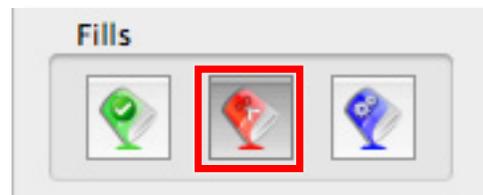
7. Select the Blue Brush tool and use the brush size slider to select your desired brush size.



8. Outline the edges of the object that you would like to mask. (The blue will be the portion of your image that ReMask will analyze.)



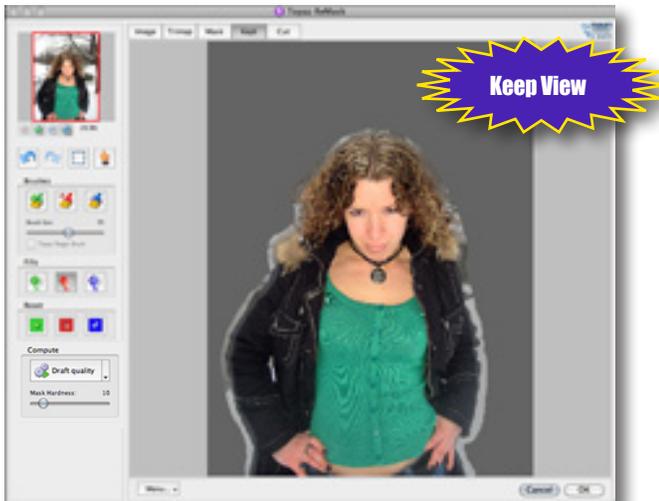
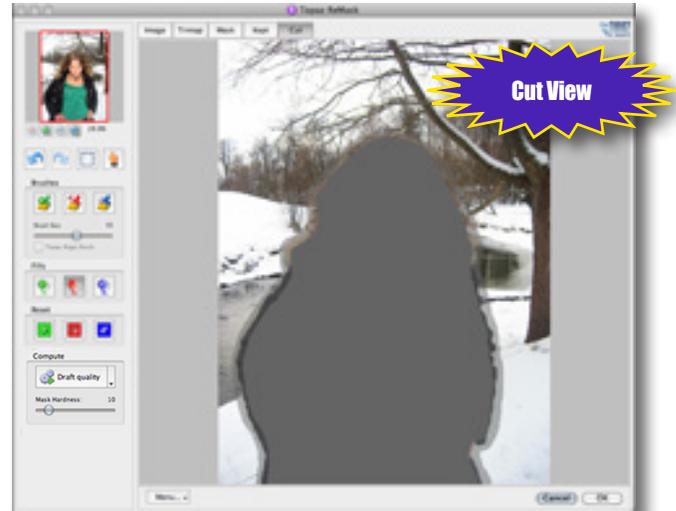
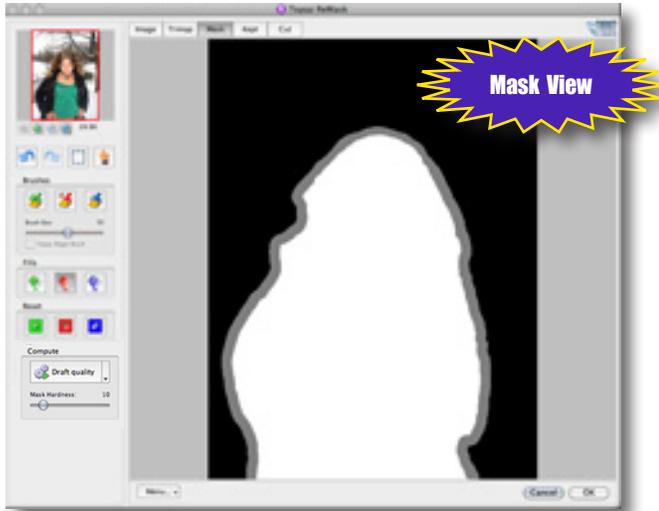
9. Fill the outside of your blue selection with red. (The red will be the portion of your image that will be cut.)



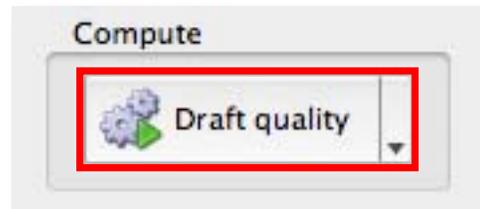
Your tri-map is now complete and ready to be processed.

You don't have to be precise with your blue brush, however an abundance of blue may result in more refining at the end.

View the Mask, Keep and Cut before processing.



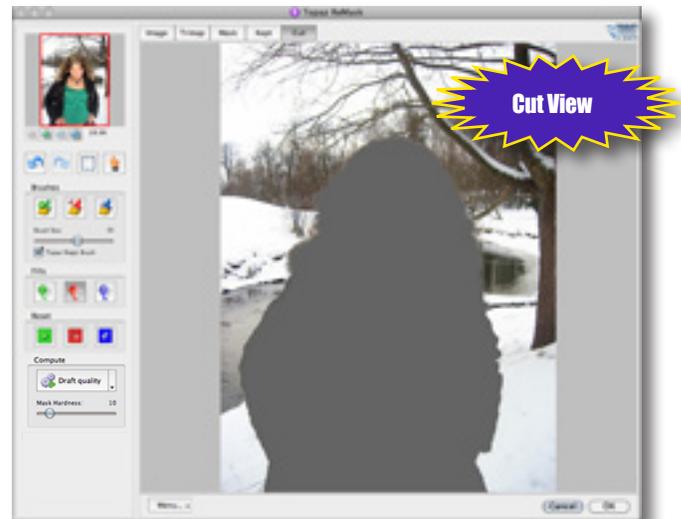
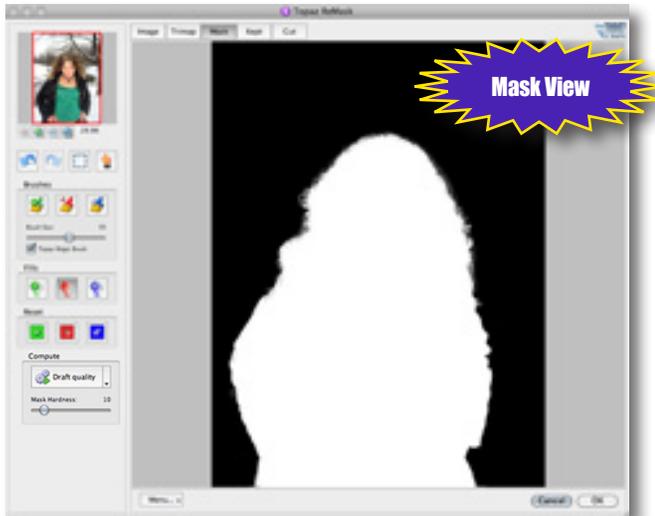
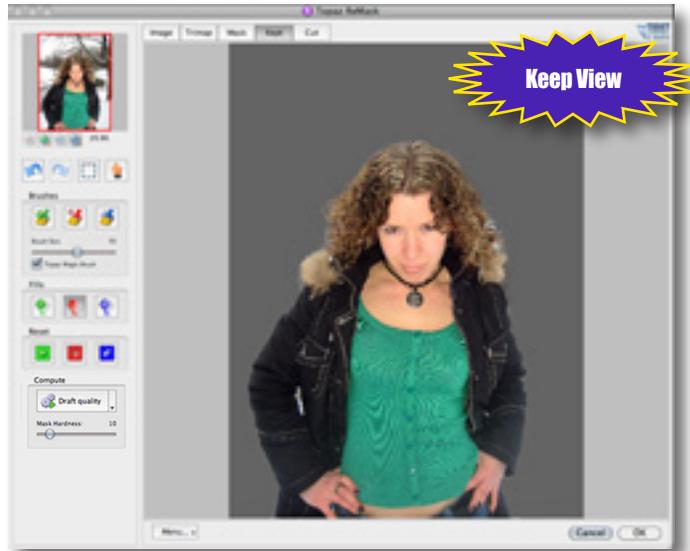
10. If you are using a large image select your desired processing quality and then click on the Compute Mask button to process your selections and create your layer Mask.



If you click on OK before you Compute your Mask then you will see the following message:



11. After you compute your mask you can view the updated results in the Mask, Keep and Cut views.



12. After your mask has been made you will notice that the Topaz Magic Brush is now available.

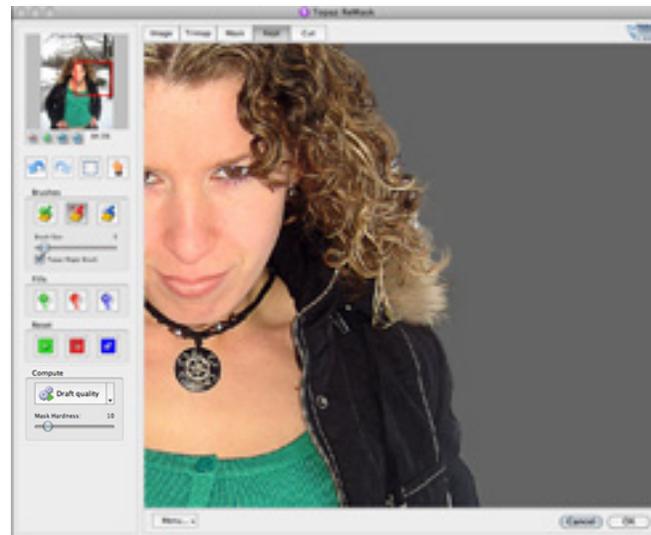
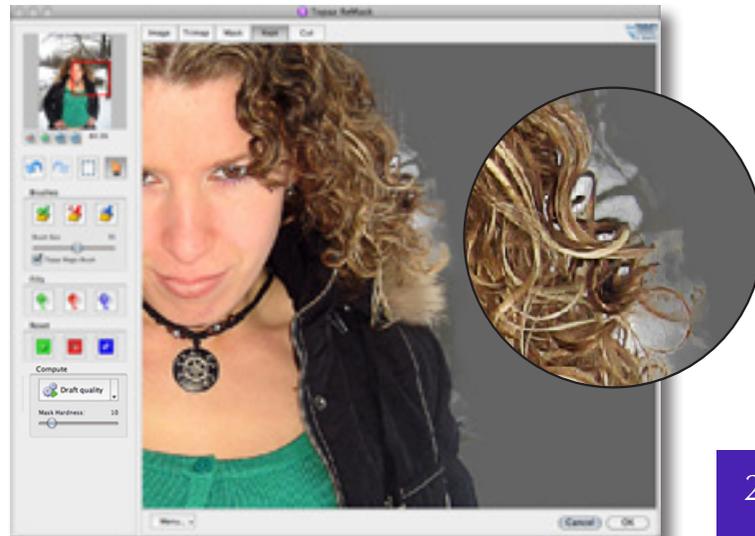


If you notice that there are parts of your image that need to be refined use the Magic Brush.

Select the red brush and then select a small brush size and then make short strokes down the refinement area. Each time you make a stroke your image will automatically update reflecting that refined selection.

You can also select the green brush and recover detail lost by making small strokes down the over processed area to restore those details.

Adjust the mask hardness slider to specify how hard your mask is applied to the image edges.



Work Flow

13. After you are happy with your selections you can click on OK to process your changes and save your masked image back to Photoshop.



Your image has been successfully masked with precision and quality. Your image is now ready to make the transition to another backdrop. You can add in a new background or make any additional changes desired.



Work Flow

Sample Project #2

In this project we will go through another workflow step-by-step, but we will incorporate the use of a layer mask to save your work back to.



The workflow in this project will be a little faster than Sample Project #1 since we have already covered all of the basics there.

You can see in the Before and After shots that the original image background has been cut out, precisely preserving the football players who now have a more vibrant field background.



In the following steps, we will show you how to achieve these same creative results with your own photos, following this model.

Using a Layer Mask is often a great choice because when you finish working in ReMask 2 your mask will be saved back to the Layer Mask.

Using the Layer Mask option is still simple and allows it you to make your masking adjustments on the layer mask without affecting your original image. Using a Layer Mask will create a new Channel in your Channels Palette .



Channels Before Creating Mask



Channels After Creating Mask

This will allow you to use your Photoshop tools to make adjustments directly to that Channel. In addition you can always go back and remove the Layer Mask from your project file at anytime.

If your Channels Palette is not loaded, you can access it by going to Window -> Channels

1. Open up an image and then go to the Layers Palette. If your Layers Palette is not loaded, go to Window -> Layers to access it. Then create a duplicate layer.



2. To create a duplicate layer of your image, right-click on your image layer in your layers and select "Duplicate Layer". You can also achieve this by selecting your image layer and dragging it down to the new layer icon.

3. Add the Layer Mask to the new duplicate layer. Make sure that the new layer duplicate layer is selected, then click on the Layer Mask icon at the bottom of the Layers Palette.



We are now ready to begin our work in ReMask 2. (Be sure that the Layer Mask thumbnail is selected before you open ReMask 2).

Don't forget that you can use the shortcut keys in ReMask 2 to speed up your workflow.

Work Flow

4. To begin the masking process go to Filter -> Topaz Labs -> ReMask 2.

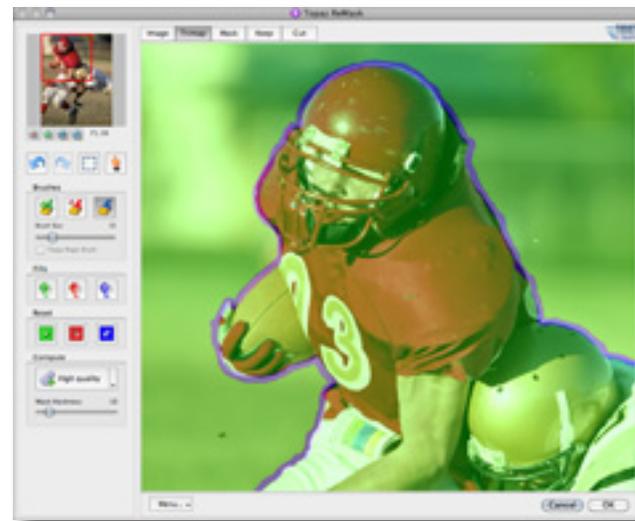


When ReMask 2 loads it will automatically open to the Tri-map view and your image will be filled with green. (Once your tri-map is complete the green will be the portion of your image that will be kept.)

Check out the new Topaz Forum to connect with other Topaz users and to enter Topaz contests and win great prizes. Sign up online at: www.topazlabs.com/forum

5. If desired, zoom in on your image to better see the edges to mask.

6. Then select your hand tool and move your image around until you find an area that you like.



7. Select the Blue Brush tool and use the brush size slider to select your desired brush size.

8. Outline the edges of the object that you would like to mask. (The blue will be the portion of your image that ReMask will analyze.)

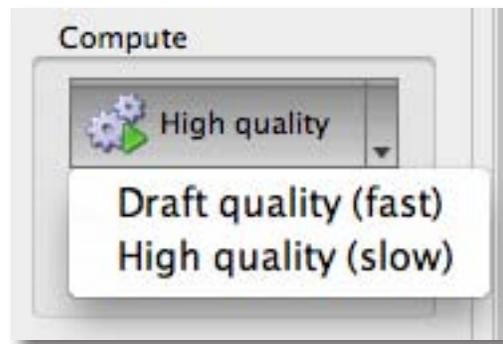
Work Flow



9. Fill the outside of your blue selection with red. (The red will be the portion of your image that will be cut.)

10. Review your tri-map selections in the Mask, Keep and Cut views before processing.

11. Select your desired processing quality and then click on the Compute Mask button to process your selections and create your layer Mask.



Your tri-map selections will be analyzed and your mask created.

12. You can review your processed tri-map selections in the Mask, Keep and Cut views to determine if any additional refinements are needed.

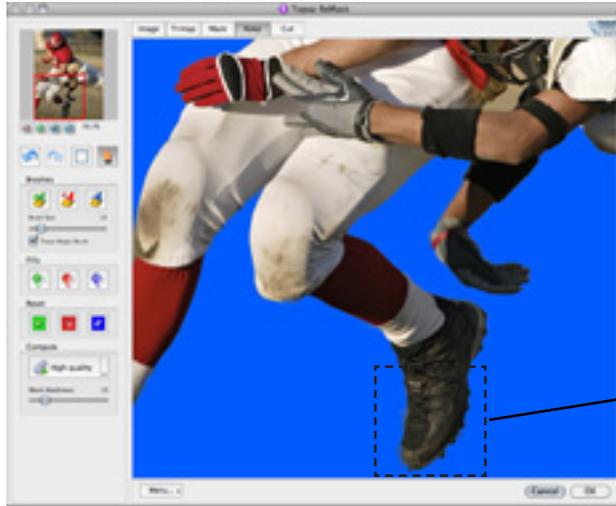
Work Flow



14. Select a color opposite of your image so that you can better see areas in need of refining. Select your new background color click OK.

13. Go to Menu -> Set Background Color



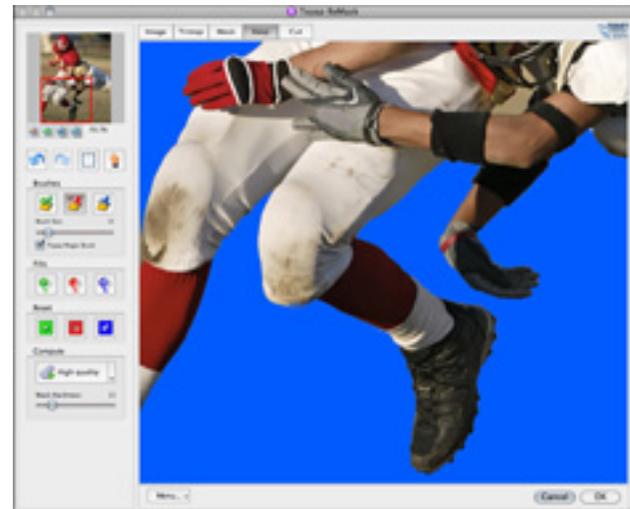


15. Zoom in and pan your image to identify areas that need refinement. Use the Marquee Selection tool to isolate your refinement area.

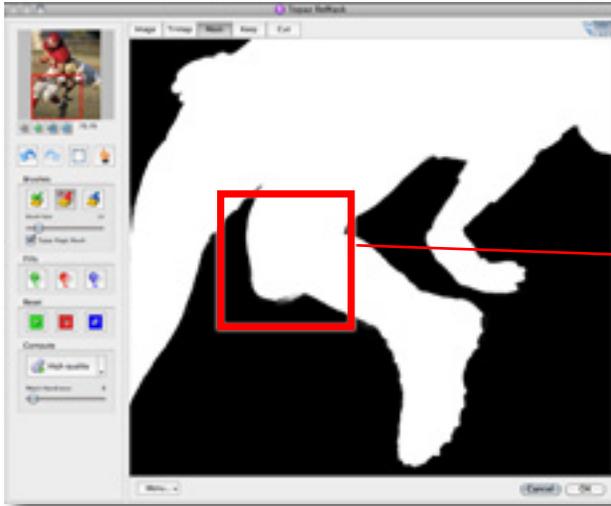
16. Go to your Brushes and select either the red brush (to remove detail) or the blue brush (to restore detail) and then set your brush size.

17. Before you begin painting the refinement area, check to make sure that the Magic Brush option is selected.

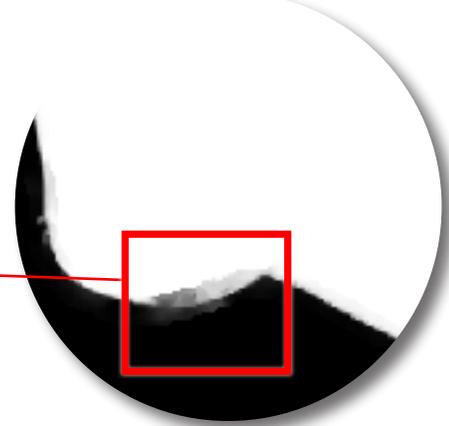
18. Then make short strokes down the refinement area. Each time you make a stroke your image will automatically update reflecting that eliminated or restored selection.



Work Flow



The Mask view is a great way to identify areas of your image that need refining.



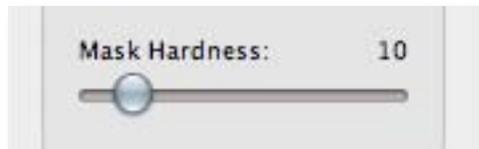
Any area that is predominantly white (keep) but is clouded by gray will need to be refined.

Using the blue brush (with the Magic Brush option checked) you can make your short strokes inside of the white area close to the clouded gray area to restore that detail.

Using the red brush (with the Magic Brush option checked) you can make your short strokes outside on the black area to clean up any clouded gray areas and remove that detail or color contamination.

Remember that it is best to use small short strokes when refining with the Topaz Magic Brush tool.

19. Adjust the mask hardness slider to specify how hard your mask is applied to the image edges.



20. Once you are satisfied with your selections and refinements select OK to save your results back to Photoshop. Your mask will be saved back to the Layer Mask that we created.



Now that your image has been successfully masked with precision and quality and saved back to your Layer Mask. Your image is now ready to transform. You can add in a new background or blend multiple images.



Want to take your masking to the next level of creativity? Then checkout the Merging & Blending section and the bonus Creative Project workflow.

Merging & Blending

Masking is the hard part, but merging and blending are also key parts in making your two (or more) images look like they were made for each other. In this section, we will show you how to take your newly masked image and create a whole new scene with a new background.

To connect with other Topaz users, participate in Topaz Contests and to see the latest tips, tricks and tutorials sign up for the new Topaz Forum online at: www.topazlabs.com/forum



Go from Masked Image 1



to new background image 2



and create image 3

Merging

We will cover two different ways of merging your images.

The first way to merge your two images is by manually dragging the new background image into the project file that has your mask in it.

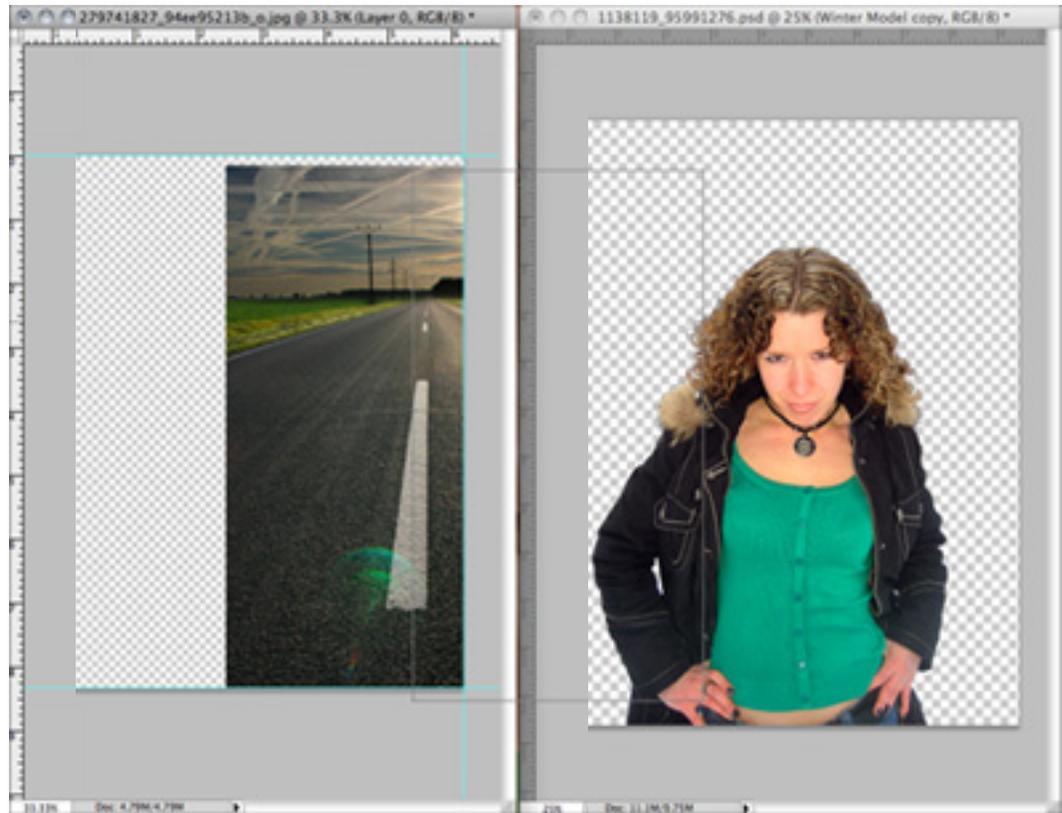
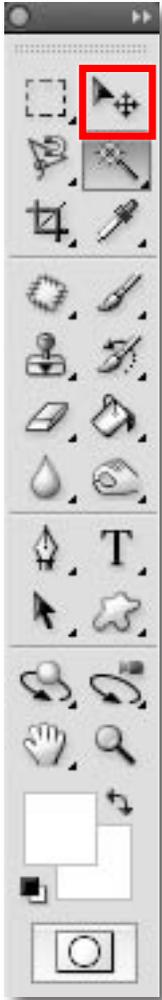
To do this go to File -> Open and select the image you want and then click OK to open it in Photoshop. (You should still have your newly masked image open in Photoshop.)

You will also want to make sure to unlock the layer if it is locked before you try moving it.



Then, go to your Photoshop toolbox and select the Move tool and drag your new background

image into the the project that contains your new layer mask. Adding the new background will create a new layer in your project.

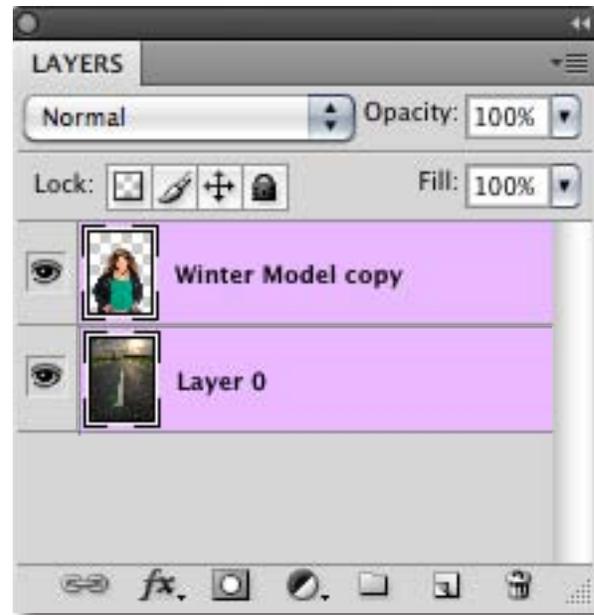


Now that you have successfully added your new background into your project file you will notice that it is on top of your masked image. However it needs to go behind your masked image.



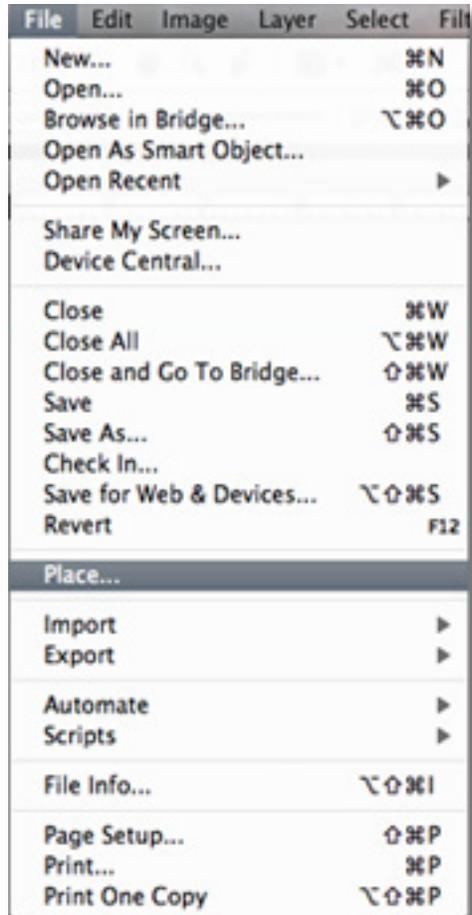
To put the background behind your masked image so that it looks like the background you will need to go to your Layers Palette. If your Layers Palette is not loaded you can access it by going to Window -> Layers and it will come up.

Click on the layer that has the thumbnail of the new image that you just added to the project and drag it below the layer that has the thumbnail of your masked image.

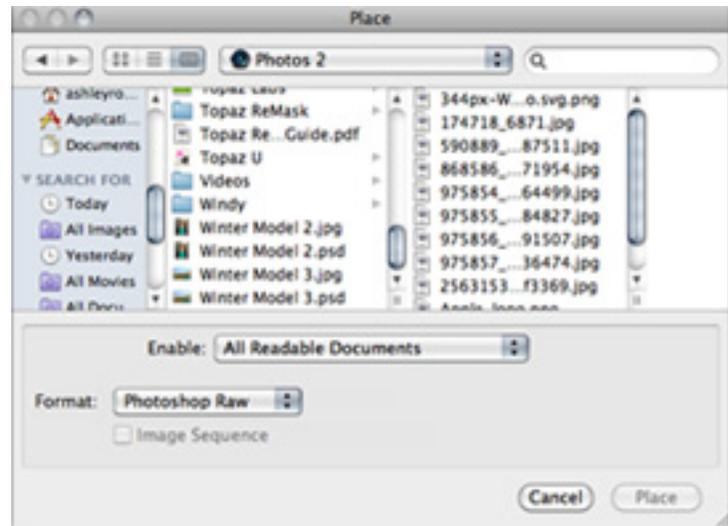


To resize either your masked image or your new background image, select the appropriate layer in the Layers Palette. Then go Edit -> Transform -> Scale. Grab the corner of the image and scale it up or down. You can also use the following shortcut keys:
 CMD + T (Mac) or CTRL + T (Win)

The second merging method that you can use is to place the new background file into your project using Photoshop's place feature.



To do this, you will need to already have your newly ReMasked image open and then go to File -> Place. Select the new background image that you would like to add and then click "Place". This will automatically add the new image into your open project file.



You can then go to your Layers Palette to see that your image has been added as a new layer. You can rearrange your layers to put the newly added background layer behind your masked layer.

Blending

Blending makes the transition of your masked image into your new background image seamless. There are many ways and various tools that you can use to do this. We will review just a few.

If desired, you can incorporate the use of any of the basic Photoshop tools including:

Blur Tool - Blurring softens edges and blend transitional areas.

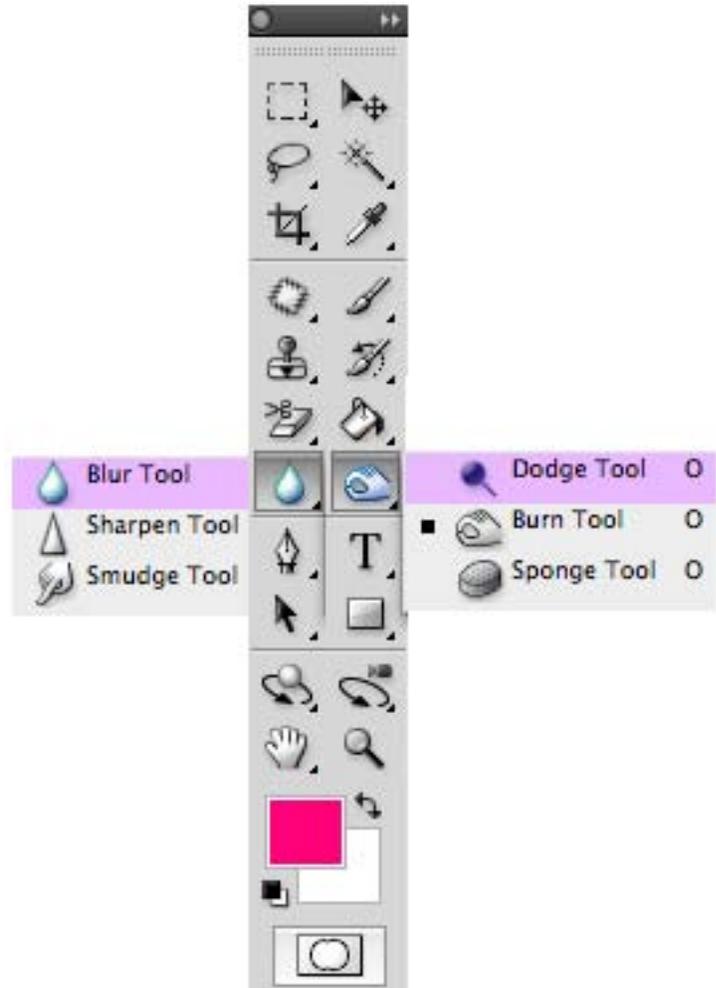
Sharpen -Sharpening increases contrast in the painted areas.

Smudge - Smudging blends the pixels where you paint simulating the action of dragging a finger through wet paint.

Dodge Tool - Dodging lightens areas lighter and harden edges

Burn Tool - burning darkens areas darker and harden edges,

Sponge Tool - changes the level of saturation of colors for an area of an image.



Lets look at the following example to get a better idea of how to use your Photoshop tools to perfect your image blending.

The tool that you will find most useful is the  Sponge Tool. It will always be a good option to use when doing final touch ups on your blending work. It will fix mismatched image colors.

The Sponge Tool adjusts the saturation of the area that you paint. When you change the level of saturation of colors for an area of an image you are essentially draining color intensity (Desaturate) or infusing color intensity (Saturate). You can change the mode to Desaturate or Saturate the top of your Photoshop interface.



1. Desaturated

2. Original

3. Saturated

Work Flow



You can also use the tools under Photoshop's Modify option to finesse the border of your masked image. You will first need to make a selection around the part of the image you want to work on before you can access the Modify menu options.

Border - Takes the border of your selection and turns it into a two lined selection with soft edges.

Smooth - Smooths out corners and jagged lines.

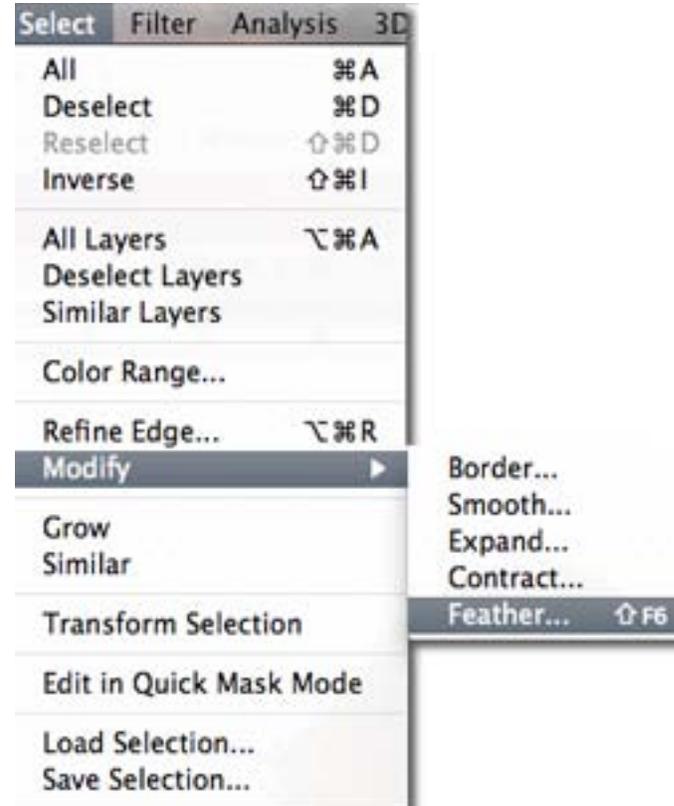
Expand - Enlarges the selection.

Contract - Reduces the selection.

Feather - Feathering gives a smoother fill around the edges of your masked image.

This will also help create a smoother transition into your new background.

Another option for blending and matching colors within your masked image and your background image for a smoother transition would be to use Topaz Adjust to enhance the image exposure, color and saturation.



Creative Project

After you have used ReMask 2 to create your mask there are an infinite amount of creative things that you can do with it.

In this project we will show you a few creative things that you can do with your image using ReMask 2 and a few of the tools in Photoshop.

In just a few steps you can blend multiple images together in a creative way just like the images below.

Follow along with this creative project to get an idea of the many ways you can create a fun photo collage using your favorite images.



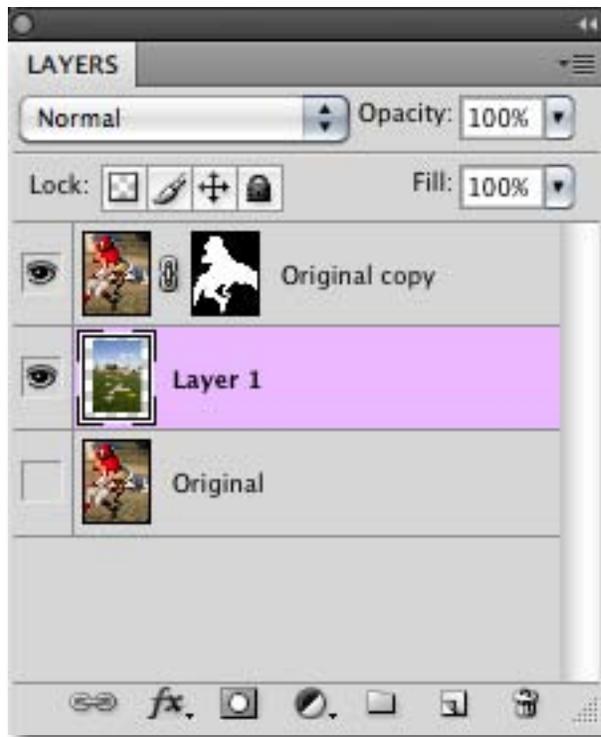
Work Flow



1. After you come up with a creative idea that you want to try out, gather all of the images that you want to use.
2. Use Topaz ReMask 2 to get rid of the old backgrounds from your images.
3. Identify your key visual element from your selected images.



Our key visual element will be the football players that we masked in Sample Project #2. As you can see, the new background is already in place behind the Layer Mask, so now we just need to add in our additional creative elements, re-size our images, blend the transitions and finally adjust the color. For this tutorial we will also use Topaz Adjust 3 to perfect the color and exposure in our images.



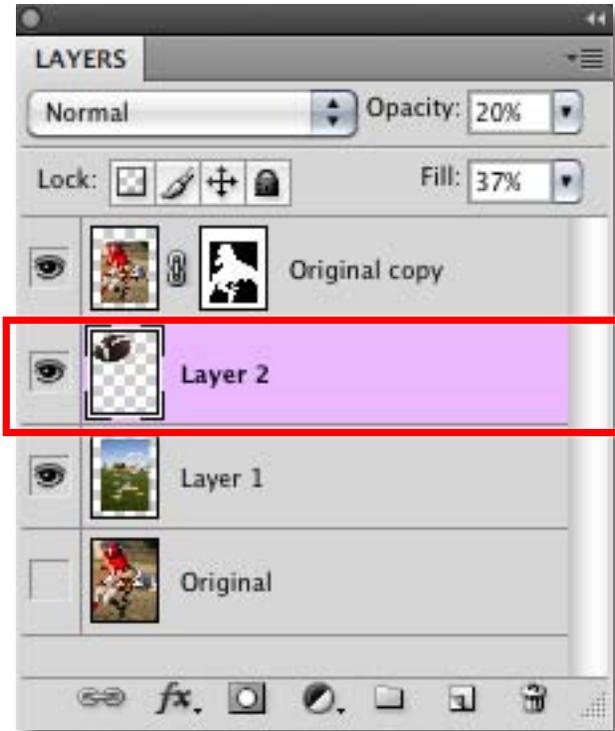
Work Flow

4. Add the football image to into the football scene and use the Photoshop move tool to move it around to the position that looks the best.

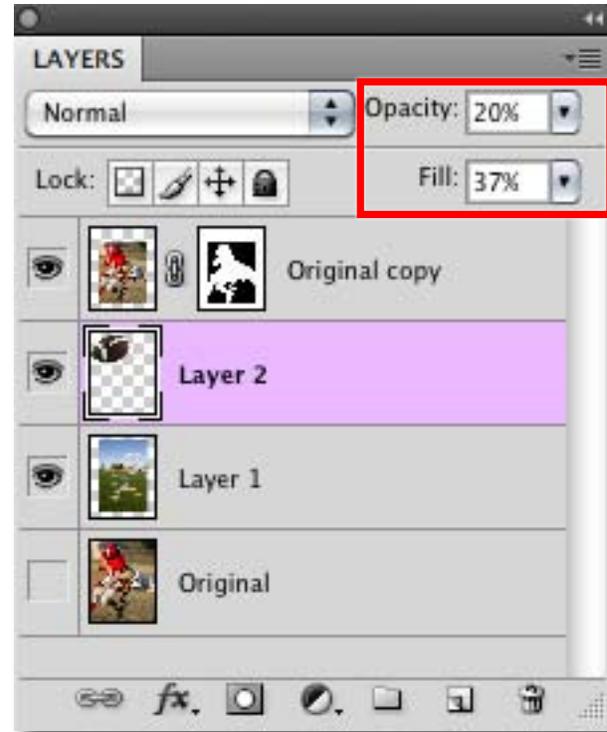


Don't forget that you can also re-size the football if necessary.

Notice in the Layers Palette that the new football layer has been moved in between the football layer mask layer and the football field background.



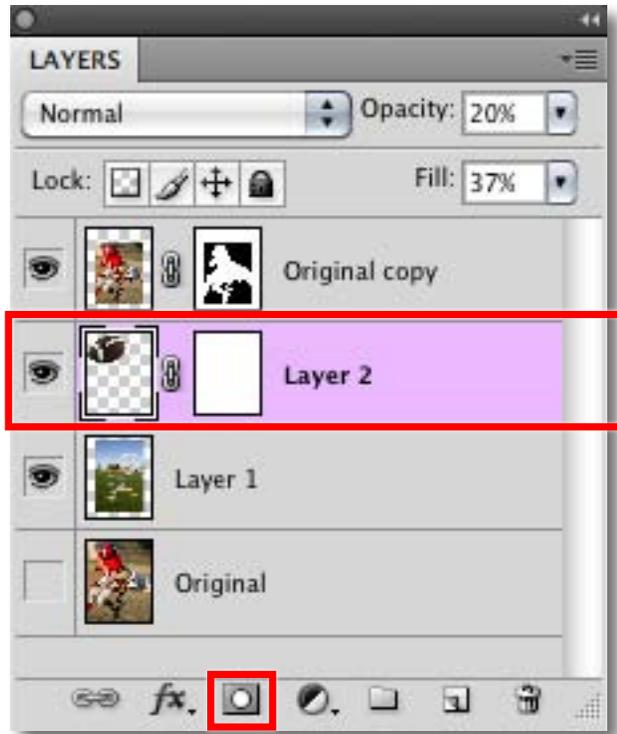
5. To fade the football into the sky, go to your Layers Palette and lower the Opacity and Fill of your image until satisfied.



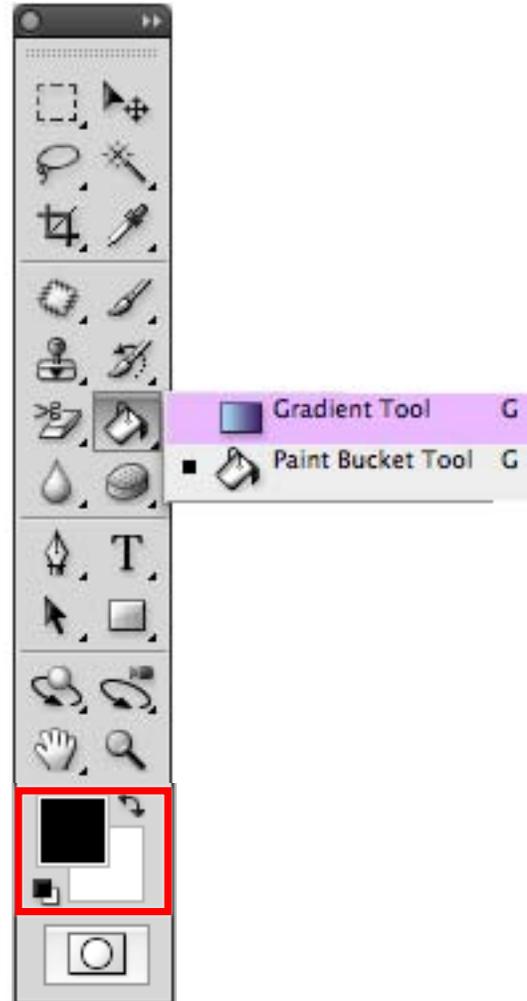
Have more questions about ReMask 2 or any of the Topaz software? Check out the new Topaz Knowledge Base online at: www.topazlabs.com/support/kb

To make the edges of the football disappear into the sky, we will use a second Layer Mask and the Photoshop gradient tool.

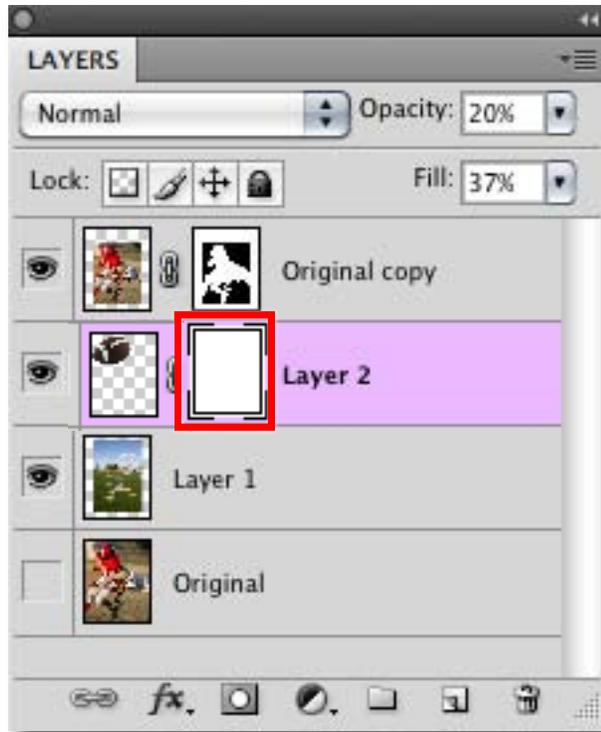
7. Select the Gradient Tool or press “G”. It shares the same space as the Paint Bucket tool. Then set your foreground color to black.



6. Make sure that the football layer is selected and then click on the Layer Mask icon at the bottom of the Layers Palette.



8. Make sure that the Layer Mask thumbnail is selected.



9. Using the Gradient Tool, begin making draw a short line from the bottom of the football towards the middle of the football. When you release your mouse you will see that portion of the

image fade. Repeat this step several times, using different angles if desired until you are happy with your results.



10. Add in any additional images that you want in the project. In this case we will be adding a cheerleader into the background.



Don't forget to use Topaz ReMask to mask out the background first before adding it to your creative image project.

11. Resize your image and use the move tool to move it to the desired location in your project.

If you do not have Adjust, you can download a free 30-day trial online at: www.topazlabs.com/downloads

Work Flow

You can use Topaz Adjust to correct the color on any of your image elements so that they have a cohesive look.

12. Select the layer that you want to correct in Adjust and then go to Filter -> Topaz Labs -> Adjust 3. Use a preset or adjust the sliders manually until you get your desired results. Repeat this step on each layer that you wish to adjust.



And that's it! Practice on more images and try new things. The creative possibilities are endless.

50% Gray – The undefined area that the computer (Topaz Mask) will need to figure out.

Achromatic - Without color.

Action – A recorded task that works as an automated memory of the enhancement and adjustment steps executed on an image. Once an Action has been recorded it can be invoked and reapplied to other images without manually making the changes.

Adjustment Layer – A layer that allows you to adjust the look of an original image with out making it permanent. With adjustment layers you can make various changes to a layer without damaging it and go back and readjust it at anytime.

Algorithm – Any bit of code or programming that defines a process.

Alpha Channel – Photoshop alpha channels are masks through which you can apply effects. The alpha channel is an 8-bit channel, which means it has 256 levels of gray from 0 (black) to 255 (white). An alpha channel lets you save and load selections.

Black Area - The masked area, which indicates the portion of the image that you wish to get rid of.

Blue Area - The undefined area that the computer (Topaz Mask) will need to figure out.

Chroma - Purity or intensity of color.

CMYK – Cyan, magenta, yellow, and black. A color

model commonly used for 4-color printing by printers to define and mix all of the colors they are capable of outputting.

Color channel – The visual component of a color digital image that represents all the pixels in that picture made up of a specific primary color. For example, in a typical digital photo, the primary colors of red, green and blue (from the RGB color model) create all the colors in that photo, which may be represented by three color channels, each of red, green or blue.

Desaturate - Decreasing the intensity of a color (hue).

Diameter (brush) - Controls the size of the brush.

Download – The process of transmitting or transferring data from one device to another.

Export – Outbound data transfer in a format that can be used by other programs.

Filter Adjustment – Allows you to shift the overall color in an image.

Green Area (Tri-map View) - The active area, which indicates the portion of the image that you wish to keep.

Gradient - The gradient tool creates a gradual blend between multiple colors.

Hardness (brush) - Controls the size of the brush's hard center.

Import – Inbound data transfer into a file or document.

Layer Mask – An editable selection, attached to a layer that tells Photoshop how to deal with the layer that it is attached to. It enables us to get rid of a part of the layer but with the possibility to go back and edit the result at any time (also called non-destructive editing). It in fact blocks part of the layer from appearing, as if erased, while still being there. Layer Masks provide extra flexibility to your Photoshop layers.

Non-Destructive Editing: A form of editing where the original content is not modified in the course of editing - instead the edits themselves are edited. This allows for easy adjustments and images effects at a later time making photo editing quick and flexible.

Opacity – The amount of transparency a layer has.

Pan and Zoom - A useful function that allows users to magnify the captured image in the preview and then, by using the cursor, to move or pan around the image. Typically Pan and Zoom allows users to magnify the image 2x or 4x time. By magnifying the images and zeroing in on a specific section, you can see details not visible when the entire image is sized to fit the preview.

Photo-editing or Imaging software – Programs in which you can alter your photos and / or create digital images. Depending on the software, you can improve exposure, color and other attributes of your picture, paint on it, add type, apply special effects, remove noise, resize it, combine it with other pictures, prepare it for email or posting on the web, output it to a printer or do any

number of other manipulations or edits.

Plug-in - Computing (of a module or software) able to be added to a system to give extra features or functions.

Quick Mask - Allows you to paint on your selection (or the masked area). Then once you have your selection, you can delete it, recolor it, mask it, etc.

Red Area - The masked area, which indicates the portion of the image that you wish to get rid of.

Refine – Improve (something) by making small changes to make it more subtle and accurate.

RGB – Red, Green, Blue. The color model that is used in digital cameras and by computer monitors.

Saturate - Increasing the intensity of a color (hue).

Tri-Map – User-generated mask map with three tones: white (keep), black (remove) and gray (compute) - Mask View or Green (keep), Red (remove) and blue (compute) - tri-map view.

White Area (Mask View) - The active area, which indicates the portion of the image that you wish to keep.

Frequently Asked Questions

“I need a Topaz ReMask 2 trial key.”

Visit www.topazlabs.com/downloads for a trial key. Please check your Spam folder because your Spam filter sometimes filters out the automated email.

If you need more time to evaluate, please e-mail us at support@topazlabs.com for an extended trial key.

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“I can’t find Topaz Mask 2 in the Photoshop

Filters menu.”

If you’re using Windows:

1. Go to C:\Program Files\Topaz Labs\Topaz ReMask2\Plugins. Right click the file “tlremask.8bf” and click “Copy”.
2. Go to your Photoshop Plug-Ins folder, usually located at C:\Program Files\Adobe\Adobe Photoshop CSx\Plug-Ins. First, delete anything that is currently there that has to do with Topaz ReMask 2. This includes any folder that might be labeled “TopazReMask 2” or any tlremask.8bf file. After doing that, right-click on any empty space and click “Paste”.
3. Quit and restart Photoshop and Topaz ReMask 2 will appear in your Filters menu. You will have to open up an image and unlock the background layer in order to use Topaz ReMask 2.

If you’re using Mac:

1. Go to /Library/Application Support/Topaz Labs/ReMask2/Plugins and right-click Topaz_Remask2.plugin. Click “Copy”.
2. Go to Applications/Adobe Photoshop CSx/Plug-Ins (or wherever your Photoshop Plug-Ins folder is located). Delete any current reference to Topaz ReMask 2. Afterwards, right-click any empty spot and paste the Topaz_remask.plugin file into the Photoshop Plug-Ins folder.
3. Quit and restart Photoshop and Topaz ReMask will appear in your Filters menu. You will have to open up an image and unlock the background layer in order to use Topaz ReMask 2.

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“I go to Filter -> ReMask 2 and I get a message that says: Could not complete the Topaz ReMask 2 command because - cannot mask on background (please create a duplicate layer).”

This is because Topaz ReMask 2 can not be used on a locked background layer. You will need to go to your layers palette and unlock the background layer. It would also be best to create a duplicate layer so that you can revert back to the original at any time if necessary.

Frequently Asked Questions

“I Try to run the Process Action but I get error message: Proc Engine: Error -1000 or -878”

This error message is also often related to memory and the size of an image. As a test, you can try using a smaller image and see if you still get the error message. Also, please try reducing the amount of memory that Photoshop is allowed to use down to about 70%.

“Do you have any other ReMask tutorials?”

Yes, please see pages 17 -49 of the Topaz ReMask 2 user guide, and also visit: www.topazlabs.com/tutorials/remask/ or visit our Forum at: www.topazlabs.com/forum

“What are the limitations of the trial version of your software?”

The only limit on the trial versions of the Topaz plug-ins is time. The free trial versions are designed to enable you to experience the full functionality of our plug-ins for a 30-day trial period. After the trial period is up, you will only be able to use the Topaz software by purchasing it. You will then receive a license key to activate the plug-in, and the trial version will automatically become the full version with no time limitations.

“If I use the 30-day trial version will I need to uninstall the trial version before I upgrade to a full version?”

No, the Topaz trial software is designed to be unlocked to become the full version simply by entering a license key. The full license key will be e-mailed to you immediately after you purchase the software.

“Where do I enter my key?”

To enter your key open up an image in Photoshop and go to Filter -> Topaz Labs -> ReMask 2 -> Menu -> Enter Key.

“When I fill my red (cut) areas on my tri-map the whole image filled with red.”

There is most likely a gap somewhere in blue (compute) outline. The blue outline acts like a barrier in order to ensure accurate masking results. Use your undo button to go back a step then zoom in and pan your image to find the opening in your blue outline. Once you locate it, select your blue brush tool and close it off. Then you can select your red flood fill tool and fill in the parts of your image that you would like to cut.

Frequently Asked Questions

You have not selected Compute Mask to compute your selections. Please click OK to go back and select Refine Mask. To exit without making changes to your image please select cancel.

This is because your tri-map selections have not been analyzed. You will need to click on the Refine Mask button in order to create your mask. After that you can select OK and process your entire image.

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How many steps can I go back to using the undo and redo buttons?

The undo and redo buttons will allow you to go back up to 8 steps.

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I have a question not listed here.

Please visit our knowledge base online at:
<http://www.topazlabs.com/support/kb/>

If you are not able to find the answer there then please visit our new Topaz Forum online at:
www.topazlabs.com/forum or email customer support at: support@topazlabs.com

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Shortcut Keys

Topaz ReMask 2 uses some shortcut keys to speed up your workflow. Many of these keys are similar to those in Photoshop. The following keys work at all times.

Action	MAC Shortcut	PC Shortcut
Undo	CMD - Z	Ctrl - Z
Redo	CMD - Shift - Z	Ctrl - Shift - Z
(Green) Brush an area to keep	Q	Q
(Red) Brush an area to cut	W	W
(Blue) Brush an area to compute	E	E
Green Flood Fill	A	A
Red Flood Fill	S	S
Blue Flood Fill	D	D
Increase Brush Size]]
Decrease Brush Size	[[
Hand Tool	H	H
Marquee Tool	M	M
Menu	O	O
Zoom In	+ or CMD - +	+ or CTRL - +
Zoom Out	- or CMD - -	- or CTRL - -
Zoom 100	CMD - Alt - o	Ctrl - Alt - o
Zoom Fit	CMD - o	Ctrl - o
View Original Image	CMD - 1 or 1	Ctrl - 1 or 1
View Tri-map	CMD - 2 or 2	Ctrl - 2 or 2
View Mask	CMD - 3 or 3	Ctrl - 3 or 3
View Keep	CMD - 4 or 4	Ctrl - 4 or 4
View Cut	CMD - 5 or 5	Ctrl - 5 or 5
Compute Mask for tri-map	Enter	Enter
Process whole image	CMD - Enter	Ctrl - Enter
Draw Straight Lines	Shift + left mouse click (Mac & Win)	

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Follow us on Twitter for notifications of recent news and easily get in touch with us whenever you feel like it!



Find us on our Facebook page and network with other Topaz users!



Participate in the entirely user-led Topaz Flickr group for a helpful and highly active community for Topaz Photoshop plug-ins!



Subscribe to our YouTube channel to keep up with any newly released product video tutorials!

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Dallas, TX 75244

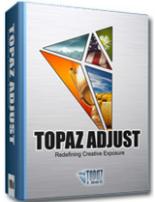
Technical Support
<http://topazlabs.com/support/>
support@topazlabs.com

For more information
info@topazlabs.com

Topaz Labs LLC, a privately owned company in Dallas, Texas, focuses on developing advanced video and image enhancement technology. With today's widespread use of digital still cameras, digital video cameras, and HDTV, the need for high-quality digital images and videos has greatly increased. Topaz Labs' mission is to bring practical state-of-the-art image and video enhancement technology to both professionals and consumers.

Be sure to check out the complete line up of Topaz products.

Image Plug-ins



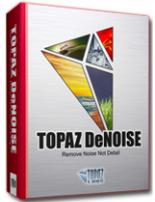
Ultimate control over image exposure, detail, and color gives you the power to make your photos pop.



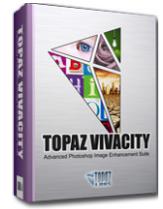
Advanced JPEG artifact reduction filters eliminate JPEG compression artifacts while preserving image detail like never before.



3 levels of intricate and specific detail enhancement for naturally enhanced images with no halos.



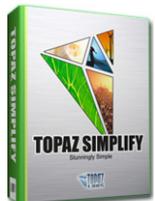
Advanced noise reduction filters reduce noise while maximizing and retaining image detail simply and effortlessly.



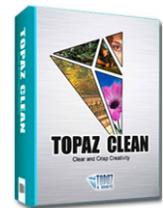
Specializes in overall image improvement. Features sharpening, re-constructing, enlarging, high-quality noise removal and JPEG artifact damage tools.



Remove unwanted backgrounds from your digital images quickly and easily with the new Topaz ReMask 2.



Takes any of your regular photos and effortlessly turn them into beautiful works of art.



Specializes in creating crisp and stylized images. Also features extensive smoothing capabilities.



Bring the power of Topaz to your Aperture, iPhoto and Lightroom workflow with the new Fusion Express plug-in.



Video Plug-ins



Increase video quality with this suite of video enhancement filters utilizing super-resolution technology.



Easily and efficiently capture video frames and significantly increase their quality and resolution with this stand-alone Windows application.

Go to <http://www.topazlabs.com/downloads> to get your 30-day free trial!