Topaz ◆ ReMask V3

User Manual

The quickest and easiest way to create professional extractions and masks.

TOPAZ LABS

Contents

Topaz ReMask 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 dmg or exe file, double-click on the Topaz ReMask installer, and then follow the on-screen instructions.

Mac Dmg   Windows Exe

3. Your Topaz plug-ins will automatically be installed in your Photoshop plug-ins folder.

4. After the installation, you will need to enter your license or trial key.

Important for Mac Users:
After installation, Topaz ReMask will be installed in the following folder: " Macintosh HD -> Library -> Application Support -> Topaz Labs -> ReMask 3".

If your Photoshop is installed in a customized location, you will need to manually create a shortcut (alias) link inside folder "<Photoshop install folder> -> Plug-ins" that links to " Macintosh HD -> Library -> Application Support -> Topaz Labs -> ReMask3 -> Plug-ins".

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 do the same, except without any time limitations.

1. Start by opening up an image in Photoshop.
2. Go to Filters -> Topaz Labs and select ReMask 3. Once the program opens click on Menu -> Enter key.
3. You can then copy and paste or type your key in. Be sure to delete anything in the key field before entering your key.

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

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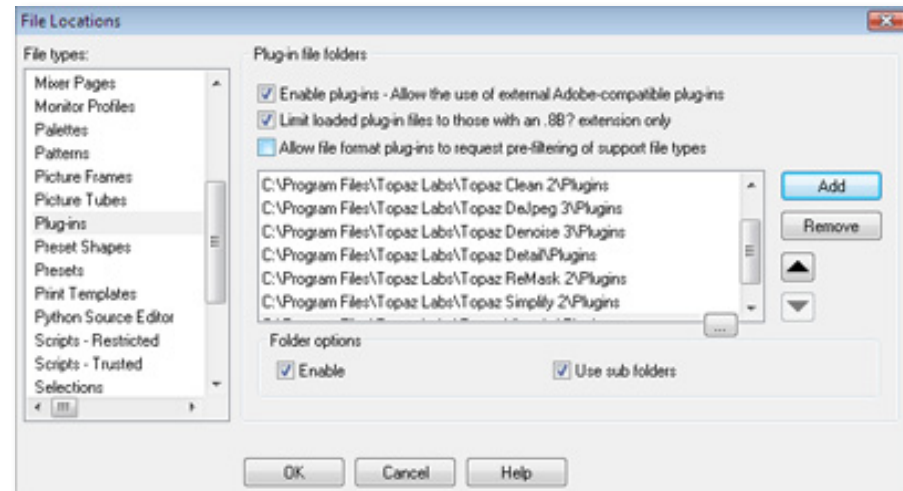
Photoshop and other host software support many Image Modes, such as Grayscale, RGB, LAB, CMYK, etc. Images can also be 8, 16, or 32 bits per channel. Topaz ReMask supports both 8 bits per channel and 16 bits per channel. Topaz ReMask supports RGB mode only. To work on black-and-white images, first convert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

Installation

How to install Topaz ReMask 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".
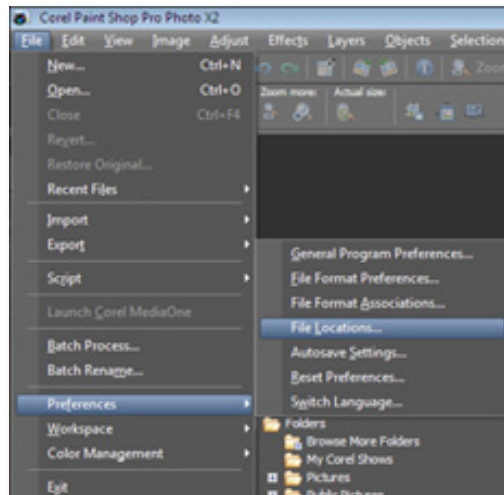
3. Choose C: \ Program Files \ Topaz Labs \ Topaz Re-Mask plug-ins and click "OK".

4. Topaz ReMask 3 is now available to use. Simply go to Effects -> Plug-ins and select "Topaz ReMask 3".

To uninstall Topaz ReMask follow these instructions:

Mac
1. Quit Photoshop (or other editing program).

2. Navigate to the Topaz Labs support files and frames located at: Macintosh HD -> Library -> Application Support -> Topaz Labs.

3. Locate the Topaz ReMask file and move it to the trash. You will need to enter your system password to OK this change.

4. Navigate to your Photoshop plug-ins folder located at: Applications -> Photoshop -> Plug-ins

5. Locate any leftover Topaz ReMask files and move them to the trash.

Windows XP*
1. Quit Photoshop (or other editing program).

2. Click on the Start Menu and select Control Panel.

3. Double-click on Add / Remove programs.
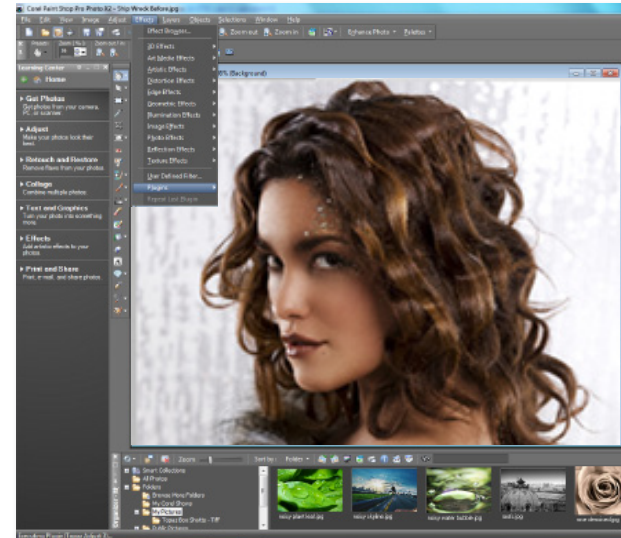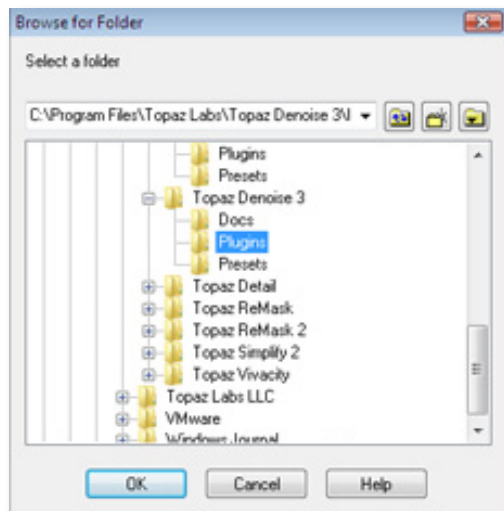
4. Select Topaz ReMask and click remove.

Windows Vista*
1. Quit Photoshop (or other editing program).

2. Click on the Start Menu and select Control Panel.

3. Select Programs, then Uninstall a Program.

4. Select Topaz ReMask and click remove.

Windows 7*
1. Quit Photoshop (or other editing program).

2. Click on the Start Menu and select Control Panel -> Programs -> Programs and Features.

3. Select Topaz ReMask and click uninstall.

*Please note that if you also have the 64-bit version of ReMask installed, then you will need to first uninstall this version before you can uninstall the regular version.

Before Topaz ReMask

After Topaz ReMask

Introduction

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 - also called selective adjustments.

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 3?
Topaz ReMask 3 features easy to use, intuitive tools that will save you time and money by simplifying the masking process. With Topaz ReMask 3 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 3 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 3 to figure out using blue. Selections are made using the brush tools and then Topaz ReMask 3 is able to analyze the user-made selections and isolate the image subject with precision.

6
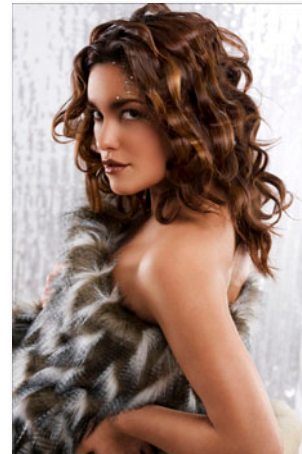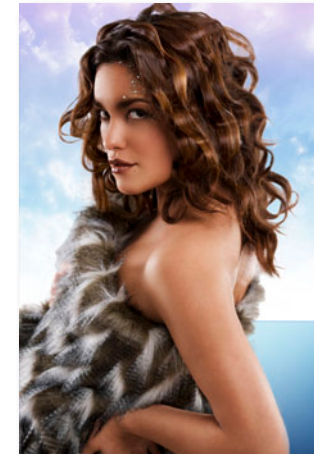
Before Topaz ReMask   After Topaz ReMask

For video tutorials and other helpful resources please visit the Topaz ReMask 3 tutorials page at: www.topazlabs.com/tutorials/remask/

Introduction

Topaz ReMask

About Topaz ReMask
Topaz ReMask is a masking and extraction tool that makes it easy to extract elements from your digital images. Isolating an object from a background is typically a difficult and time-consuming task, however ReMask simplifies the process with its intuitive tools to help you quickly make extractions.

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

With Topaz ReMask you can:

• Easily extract intricate image details

• Quickly isolate areas for selective adjustments

• Make unique compositions

• Replace backgrounds

• Selectively blur only the background for a simulated bokeh effect

• Creatively emphasize the subject easily and naturally

> 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

Primary Functions of Topaz ReMask:

1. Simplified and lightning-fast masking and extraction.

2. Easily extract highly intricate image details and even some transparent objects as well.

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

Before Topaz ReMask

After Topaz ReMask

Introduction

New ReMask 3 Features

Topaz ReMask 3 Features

1. Save/load feature. Ability to save and load your trimap/mask in order to continue working on it at a later time.

2. Color decontamination technology. Helps solve color bleed issues.

2. Better hair detection and selection technology.

3. Speed Boost. Increase in processing and recovery slider speeds.

4. Auto Layer Creation. Option (enable / disable in preferences) to automatically create a new layer (in Photoshop CS3 and above only) when invoking the plug-in.

5. New Refining Toolset. Mask adjustment (strength and hardness sliders) and foreground color (recovery and de-saturation sliders).

6. New Brush Tools. Single color selection (with color range slider) and dual color selections.

7. Split screen options. 2-screen view or 4-screen view.

8. Layer Mask Option (in preferences). Let Topaz ReMask automatically create and a layer mask for non-destructive editing.

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

Before Topaz ReMask

After Topaz ReMask

Work Area

Interface (Main View)

The Topaz ReMask 3 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 five sections...

Topaz ReMask
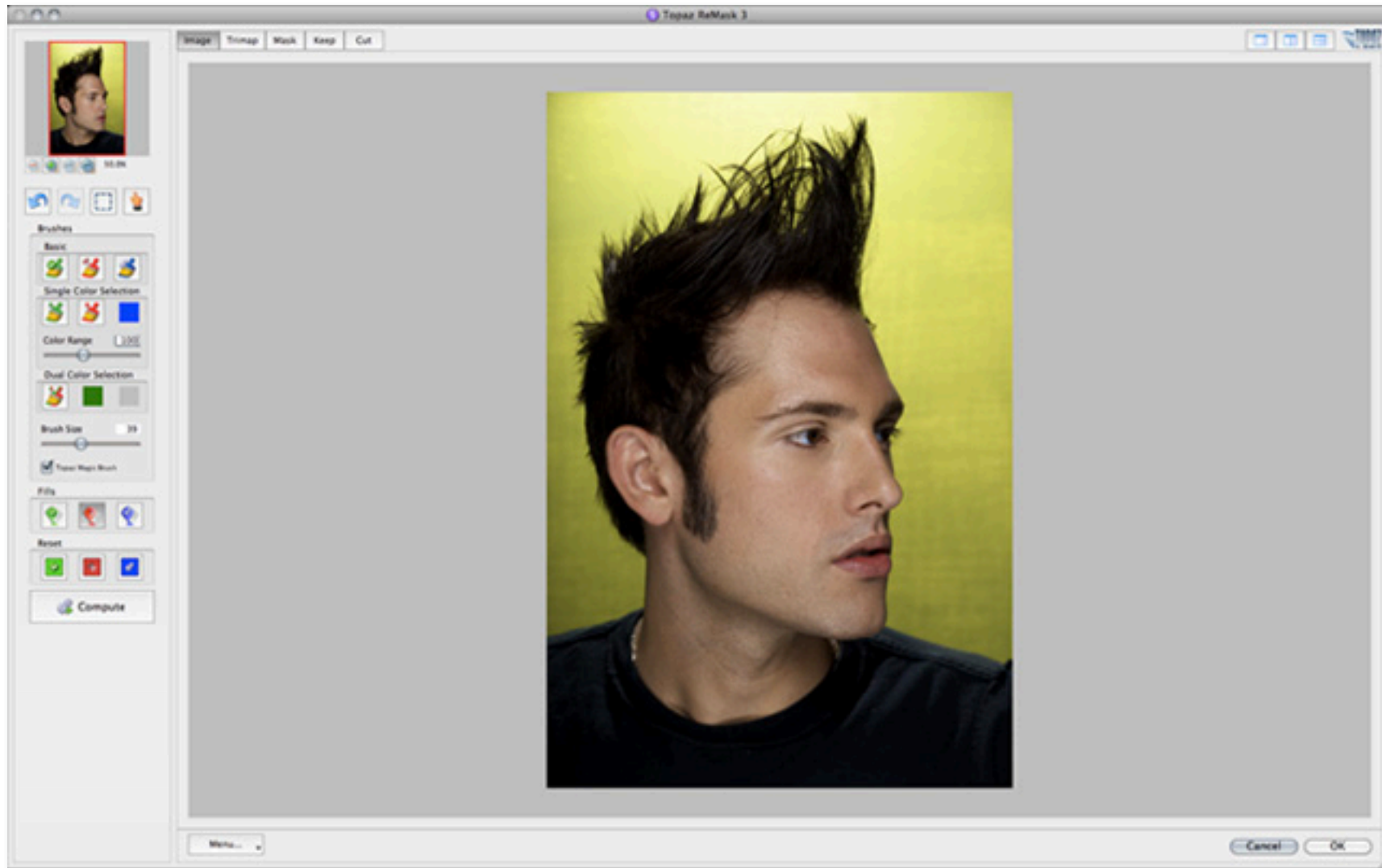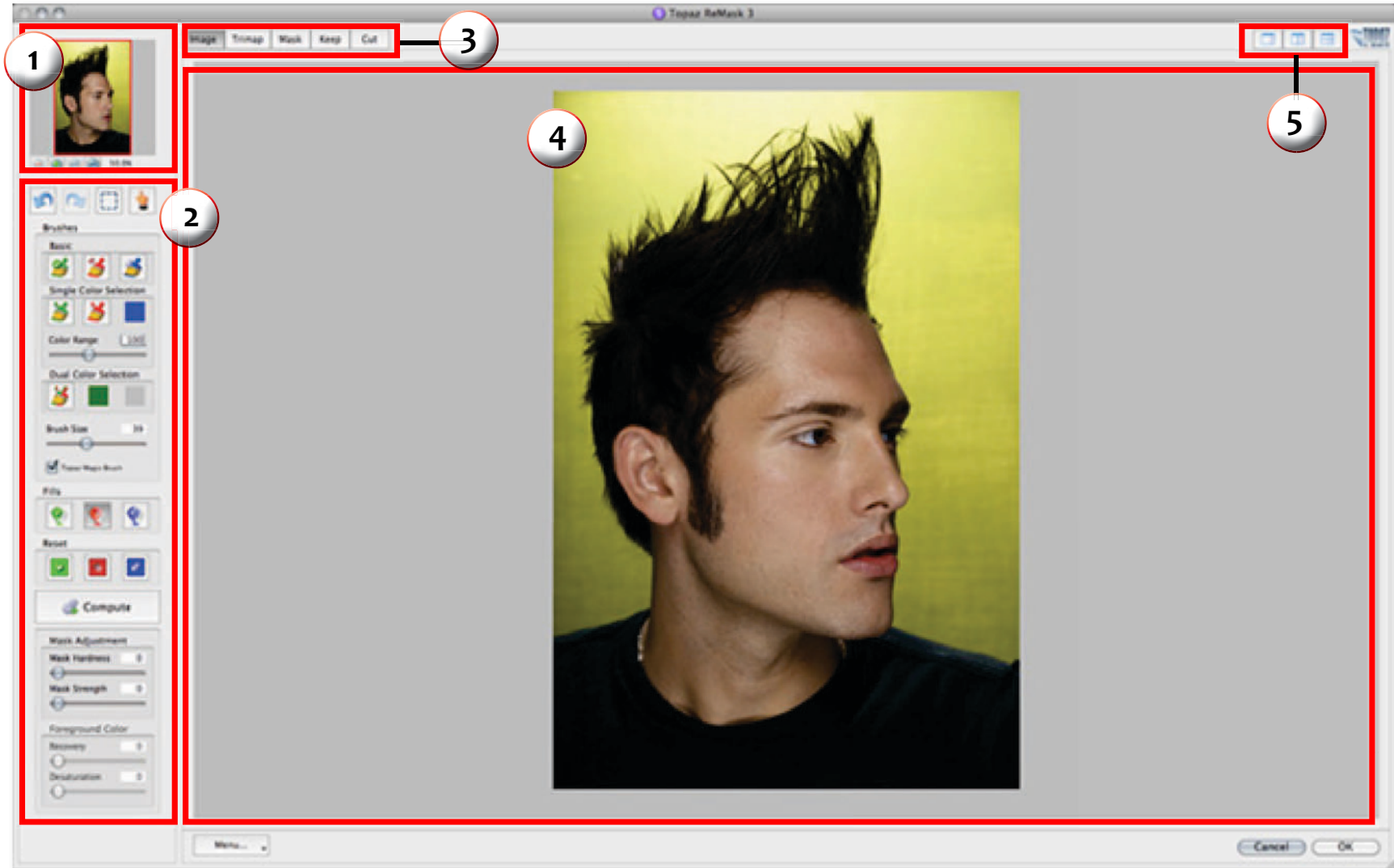
1. Preview Navigator

Displays the region of the preview image you are currently focused on.

2. Editing Parameters

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

3. Editing Views

Displays editing views used during the masking process.

4. Preview Window

Displays the preview of each editing view.

5. Split Screen Views

2-screen and 4-screen options used to compare each editing view during the masking process.

Topaz ReMask

Preview Section

The Preview section is the big image on the 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.

Topaz ReMask
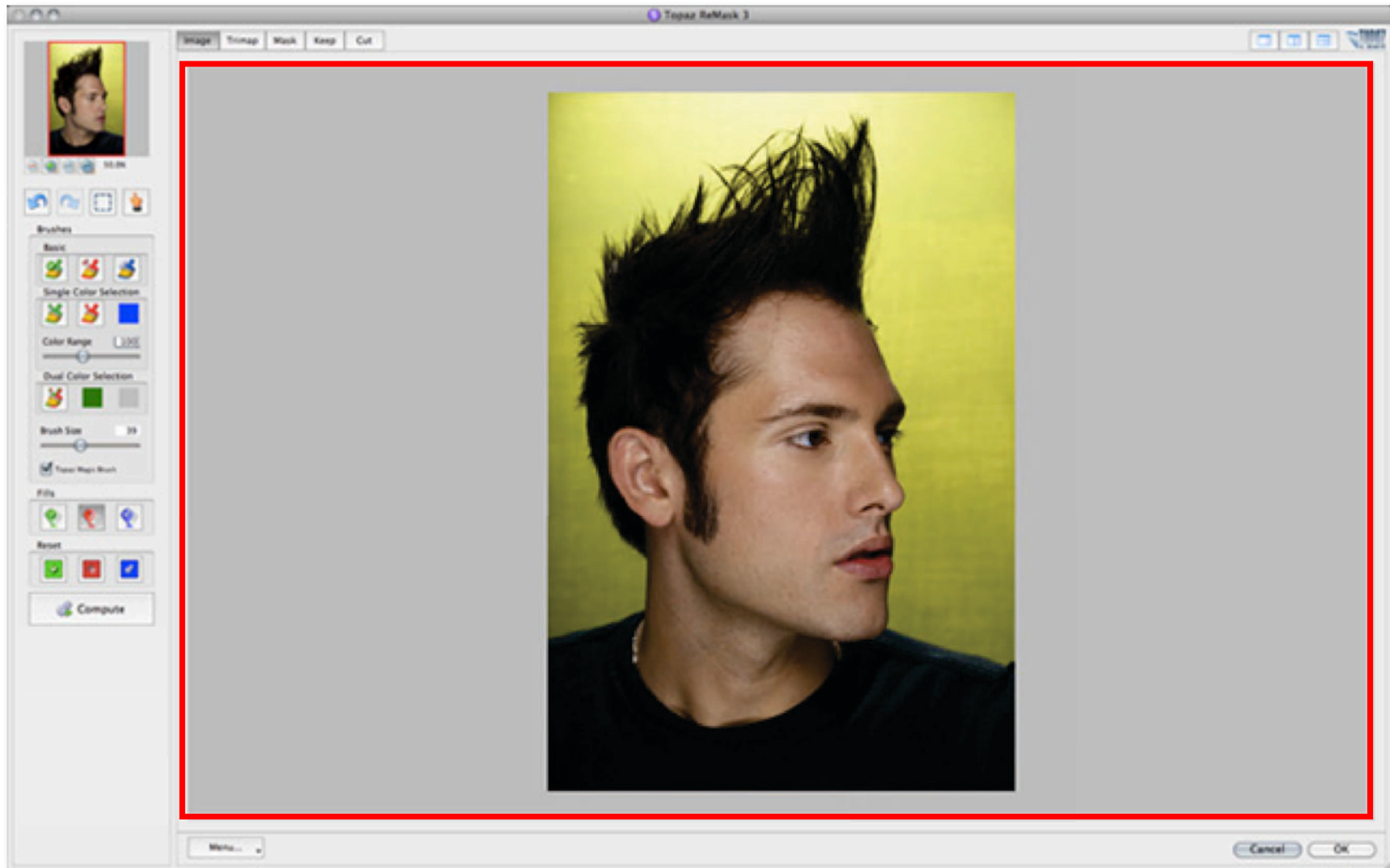
Views

ReMask 3 gives you five views for viewing your image in the preview section while creating your mask. It also includes new split screen capabilities, which allows users to edit in a single, double or quadruple view.
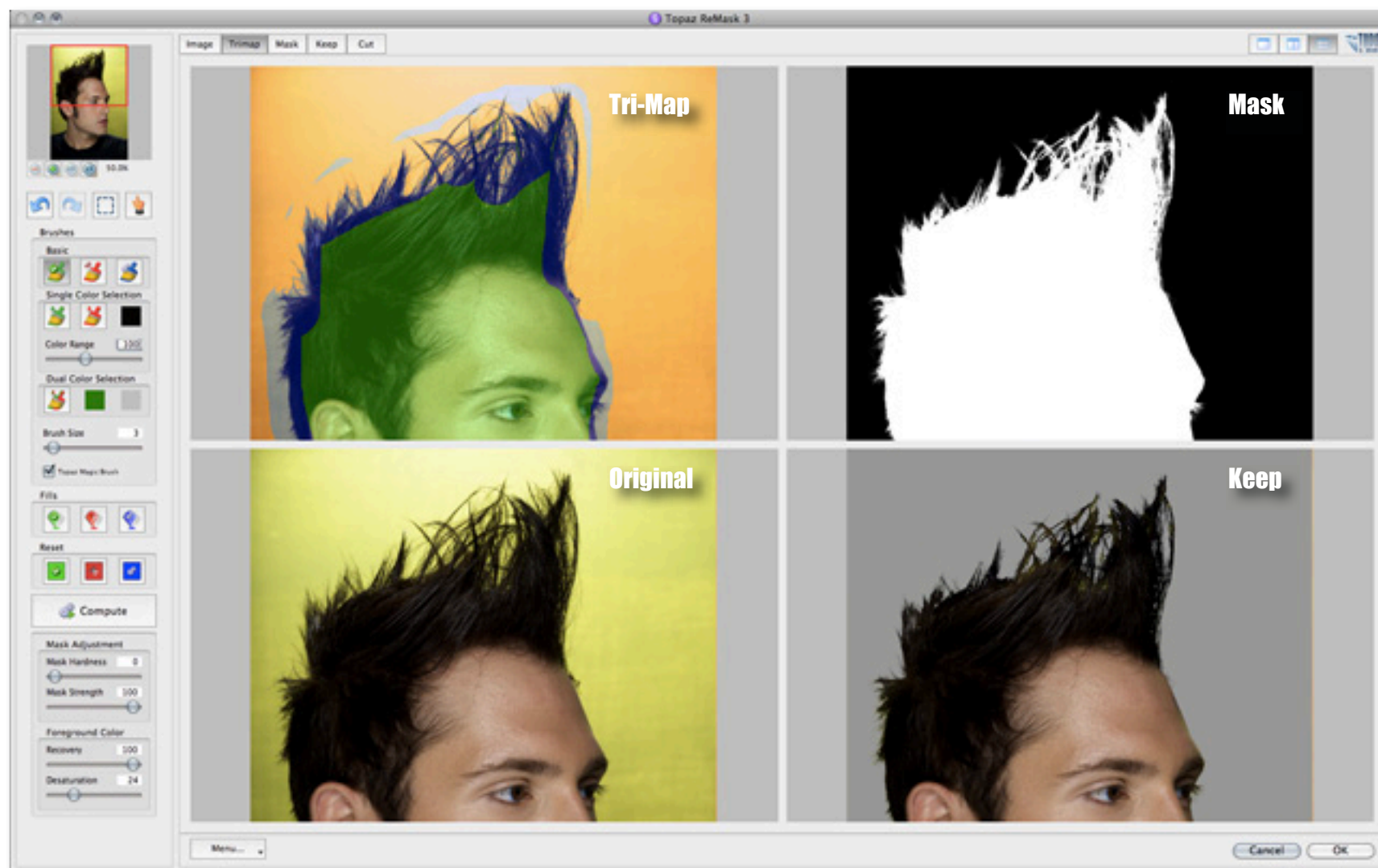
Topaz ReMask

Tri-Map Technology

Topaz ReMask uses tri-map technology to create your extraction. Using the green, red and blue brush tools, you will define the areas that you want to keep, remove and compute.

1. Red Area

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

Tri-map Tab view

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 3 will analyze this area to help ex- tract the unwanted background from the desired image subject.

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3. Green Area

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

Tools

Zoom Tools
Allow you to zoom in and out of specific areas of your image to allow for more precise selections.
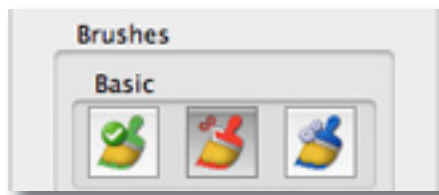
General Tools
The general tools include: undo, redo, selection and the hand tool. These tools help make your workflow more efficient.

Basic Brushes
The basic brush tools allow you to select the elements in the image that you want to keep, remove and compute. The basic brushes will turn into the Topaz Magic brush after you select Compute. Brush sizes range from 1 - 100.
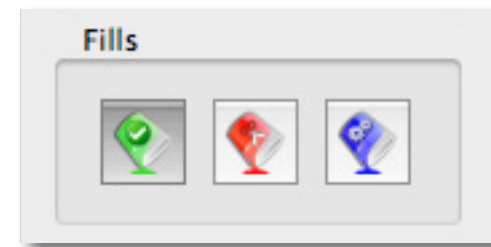
Topaz Magic Brush
The Topaz Magic Brush tool (which becomes available after you select "Compute Mask") allows you to make intricate detail eliminations and recoveries to selected parts of your image. It will only affect the blue area of your initial tri-map. It will not change your original red and green selections.

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

Resets
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.

Work Area

Compute

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. (Change this in your preferences menu) Adjusting the quality settings will have no affect what-soever on small images.

The technology behind the quality settings allows ReMask 3 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.

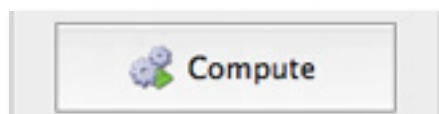In addition to the basic brushes (for tri-map creation) and the magic brush tool, Topaz ReMask 3 has two additional types of brush tools and a new toolset for additional refining.

> 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.

Foreground Color

Background Color

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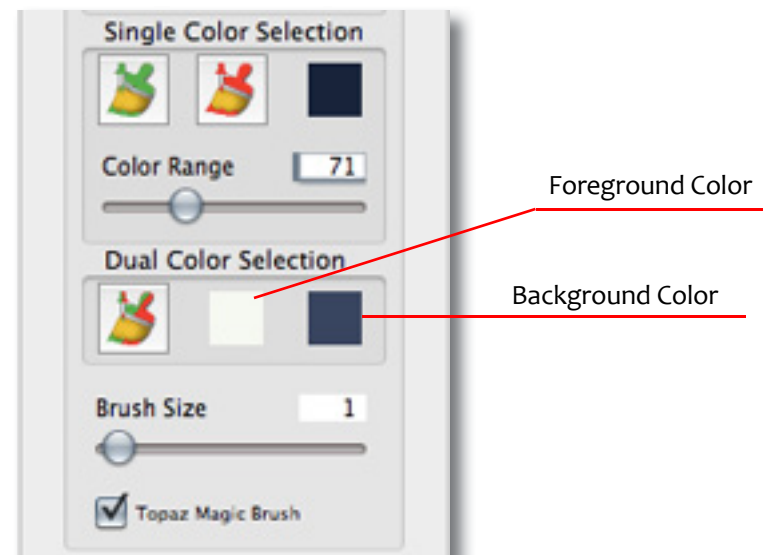
Single Color Selection Brushes

These brushes allow you to brush out the foreground or background area in your image, based on the color selected and the setting of the Color Range slider.

Color Range

The Color Range slider allows you to determine the spectrum of shades affected within the image based on the main color selection.

Dual Color Selection Brushes (for transparency)

This brush allows you to define two colors (keep and remove) to target at once. The Dual Color brush is key for images where transparency is a factor because it will allow users to select a foreground color, such as the white of a wedding veil, and a background color to be removed from behind the veil.

Work Area

The Dual Color brush allows users to brush out color detail in finer structures in your image, such as hair, based on the foreground and background colors that are specified.

It is key for images where transparency is a factor because it will allow users to select a foreground color, such as the white of a wedding veil, and a background color to be removed from behind the veil.

Before Topaz ReMask

After Topaz ReMask
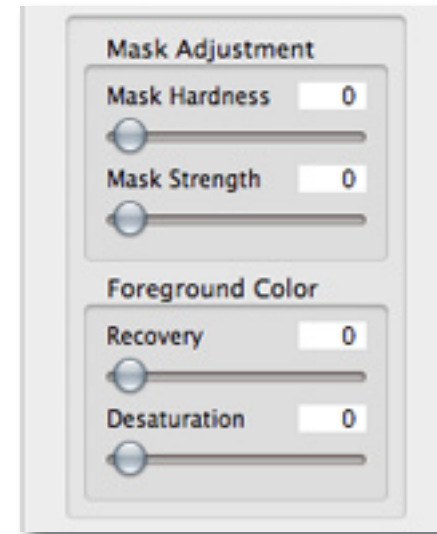
Mask Hardness
Determines how hard your mask is applied to subject edges in your image. The higher the parameter the harder your edges will be. The lower the parameter, the softer (more feathered) your edges will be.

Mask Strength
Determines the brightness of the mask. Increasing this parameter will give you more detail by making the weaker mask details stronger.

Recovery (Foreground Color)
Revives the color of your foreground - in weaker / more transparent areas.

Desaturation (Foreground Color)
Desaturates the edges of your mask (in weaker / more transparent areas) to help with color contamination and blending.
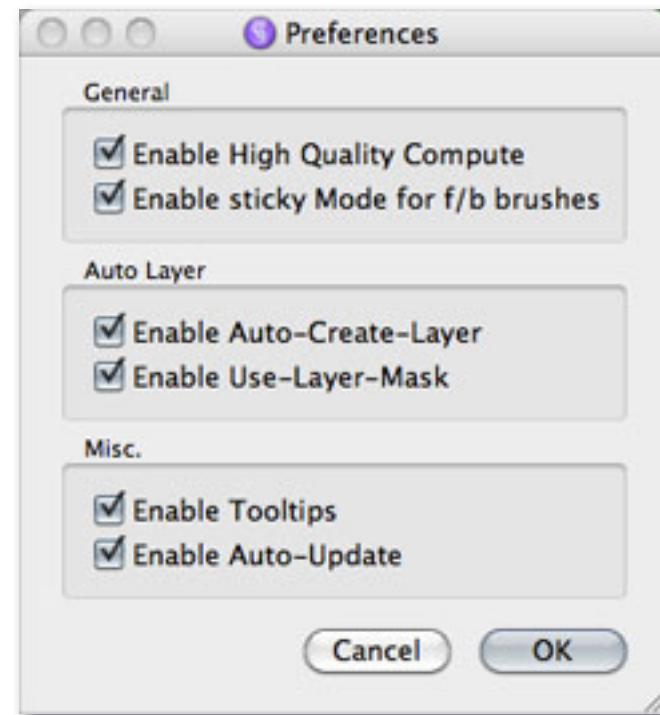
Topaz ReMask

Menu

You can access Topaz ReMask's menu by clicking on the "Menu…" button at the bottom of the interface.

Menu...

Preferences...
Check for Updates...
Enter Key...

Set Background Color ...   ⌘B
Save Trimap/Mask ...   ⌘S
Load Trimap/Mask ...   ⌘L

▶? What's This?   ⇧F1
Users Guide...
Tutorials...
Tech Support...
Product Info...
About...

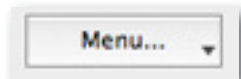Visit the Topaz Labs Blog which features the latest Photography, software and design information including tutorials, videos, and thoughts about both Topaz and non-Topaz topics.

Preferences
Select this to enable or disable the program tool tips or the Auto-Update feature.

Preferences

General
☑ Enable High Quality Compute
☑ Enable sticky Mode for f/b brushes

Auto Layer
☑ Enable Auto-Create-Layer
☑ Enable Use-Layer-Mask

Misc.
☑ Enable Tooltips
☑ Enable Auto-Update

Cancel   OK

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

The default setting (when unchecked) is Draft quality (fast) which will process your larger images faster, however you could see blurring or distortion of fine edges.

Enable Sticky Mode for f/b brushes
Allows you to enable the sticky mode for your Dual-Color Selection brush.

Enable Auto-Create Layer
Automatically creates a new image layer for your in Photoshop. (Only available in CS3 and above)

Enable Use Layer Mask
Automatically saves your ReMask extraction back to a layer mask.

Enable Tooltips
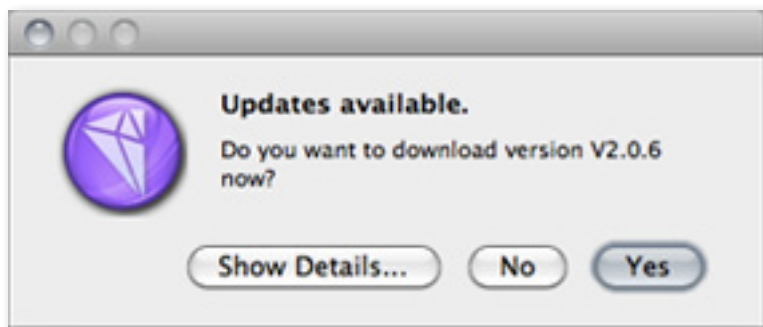Allows you to enable or disable the pop up tips during your workflow
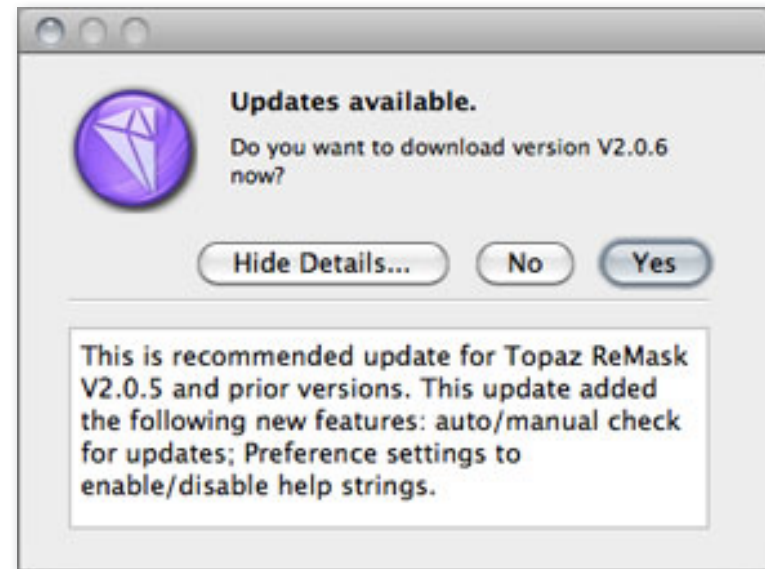
Enable Auto-Update
Allows ReMask to automatically check for and download available Topaz ReMask updates.

Check for Update
Checks for available Topaz ReMask updates.

Click the Show Details button to get find out what's included in the update before you install.

Enter Key
Select this to enter your trial or purchased license key.

Topaz ReMask
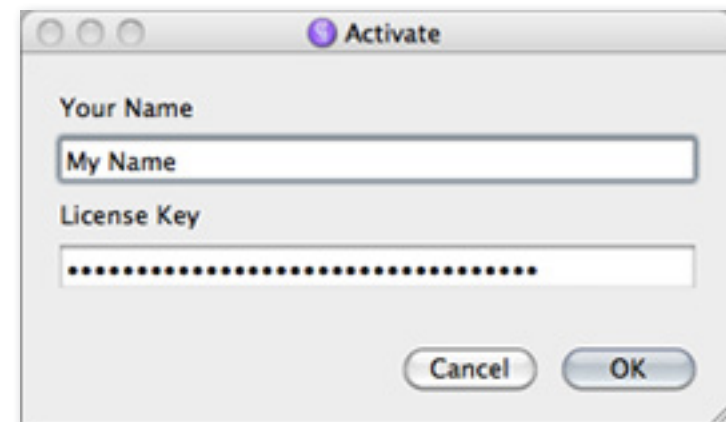
Set Background Color

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

Your saved trimap/mask will appear in this format:

NEW! Load Trimap/Mask

Select this feature to load a previously saved trimap/mask to continue editing on. You **Must** have the original image that pairs up with the selected mask in order to load it. If your loaded image does not match up to the trimap/mask that you are trying to load then you will see the message below:
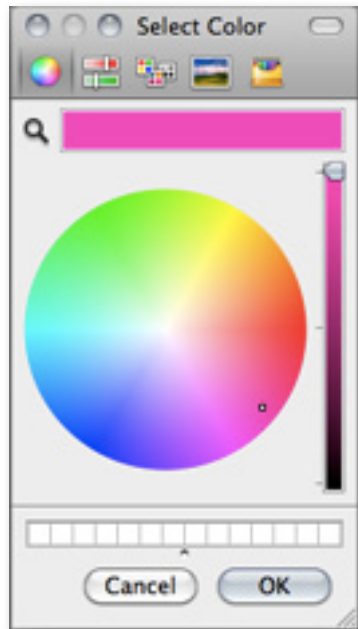
NEW! Save Trimap/Mask

Select this feature to save your trimap/mask currently in progress in order to resume editing at a later time. The file will be saved as a tiff. You can name the file and save it to any safe location on your computer.

Work Area

Topaz ReMask

What's This?
Select this (or click F1) then click on a feature in the Simplify interface to learn more about it.

Users Guide
Select it to pull up this user guide.

Tutorials
Takes you to the Topaz ReMask tutorials page where you can access additional written and video tutorials to help you with your ReMask workflow.

Tech Support
Brings you to the Topaz Labs support page where you can request assistance from our support specialists, contact our customer service team, retrieve lost license keys, or browse through our Knowledge Base.

Product Info
Select this to go to the Topaz ReMask web page to learn more about the Topaz ReMask plug-in.

About
Select this to see what version of ReMask you currently have.

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/

Before Topaz ReMask

After Topaz ReMask

Sample Project #1

In this sample project we will walk you through a basic background replacement workflow, step-by-step, to help you become more familiar with the ReMask 3 program.

For this example we will be using this image of a model on a motorcycle. The original background is plain and a little boring...by masking out the background and adding in a new one we can bring new life to this image.

You can see in the Before and After shots that the original image background has been cut out. The model, her feathery headpiece and the red motorcycle have been precisely extracted and we were able to add in a new, more deserving background to liven up the shot.

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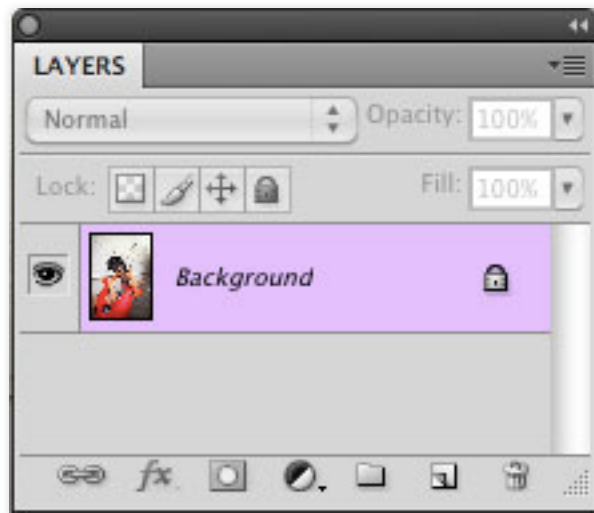
Before Topaz ReMask

After Topaz ReMask

Topaz ReMask

So let's get started...

1. Open an image file.

2. Before you can use ReMask 3 you will first need to unlock your background layer or create a duplicate layer.

Please note: CS3 and above users can activate the auto-layer create option in the ReMask 3 preferences menu which will allow you to skip this workflow step in the future.

To unlock a layer, simply double-click on it...you can also name the layer in the pop up dialogue if desired and then select OK. Or, 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.
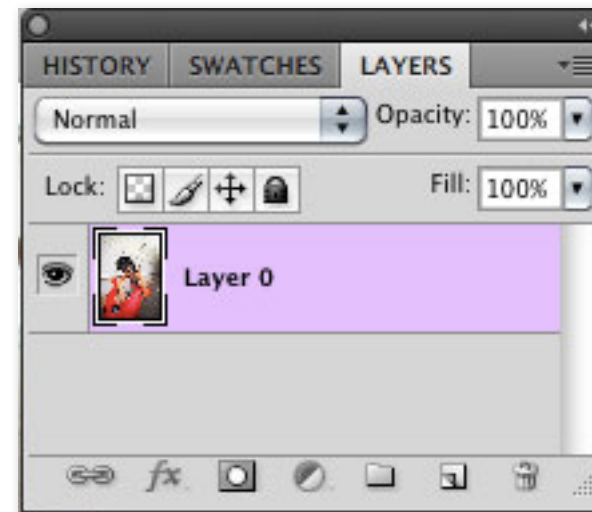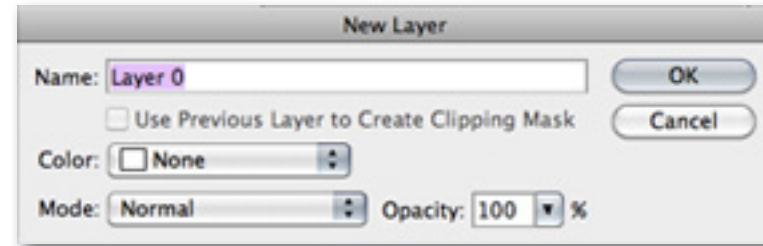
If you try to access ReMask 3 on a locked background layer then you will see the following message. You will first need to unlock the background layer or create a duplicate layer.

Workflow
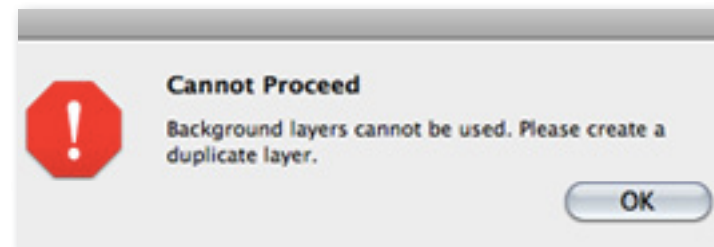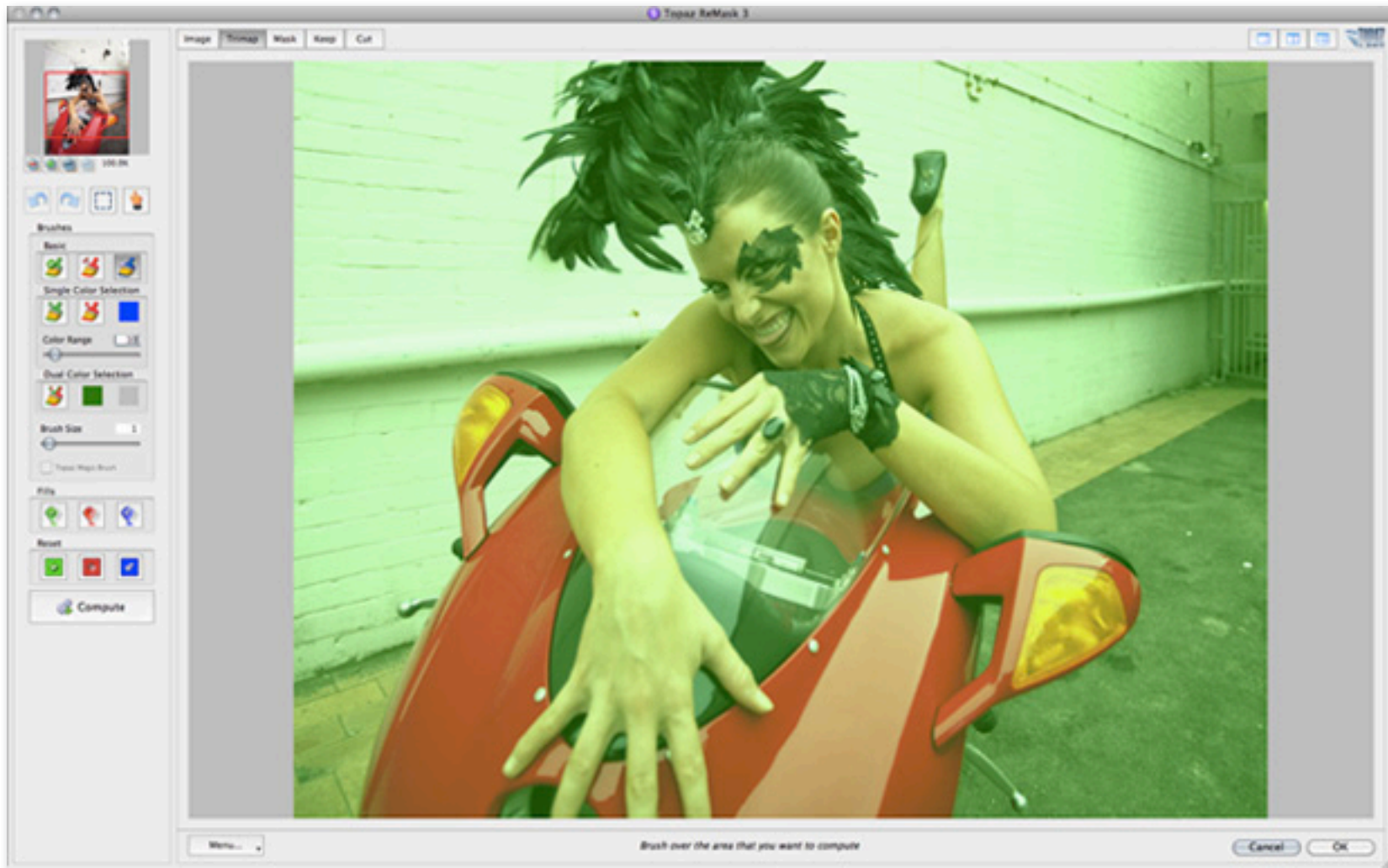
3. To begin the masking process go to your Filter Menu -> Topaz Labs and then select ReMask 3 .

When ReMask 3 loads it will automatically open to the Tri-map view and your image will be filled with green. So only the red (remove) and blue (compute) selections

will need to be added. Once your tri-map is complete the green will be the portion of your image that will be kept.

4. Use you zoom buttons and hand tool to pan navigate your image to find a good starting point.

Workflow

5. Select the Blue Brush tool and use the brush size slider to select your desired brush size.
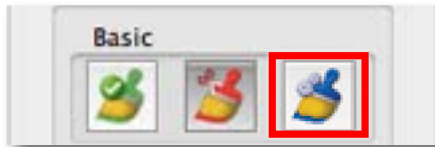
6. Outline the edges of the object that you would like to mask. (The blue will be the portion of your image that ReMask will analyze.)

7. Fill the outside of your blue selection with red. (The red will be the portion of your image that will be cut.)
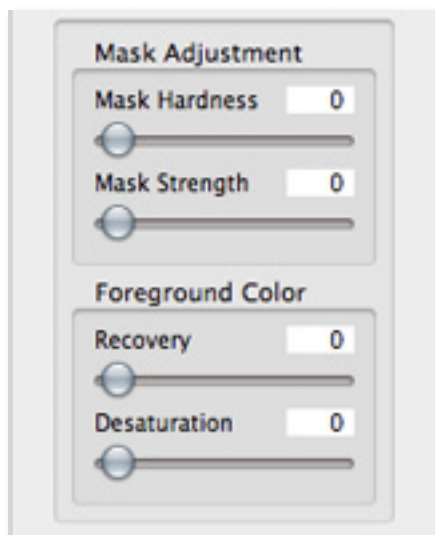
Your tri-map is now complete and ready to be pro-cessed.

8. Click on the Compute button to compute your tri-map and create your mask.
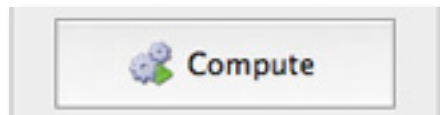
After computing your tri-map selections you will notice a new toolset that will appear under your brushes. This toolset is used for refining your mask. The Topaz Magic brush will also be available now.

Please see page 16 for details on the function / purpose of each tool.

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

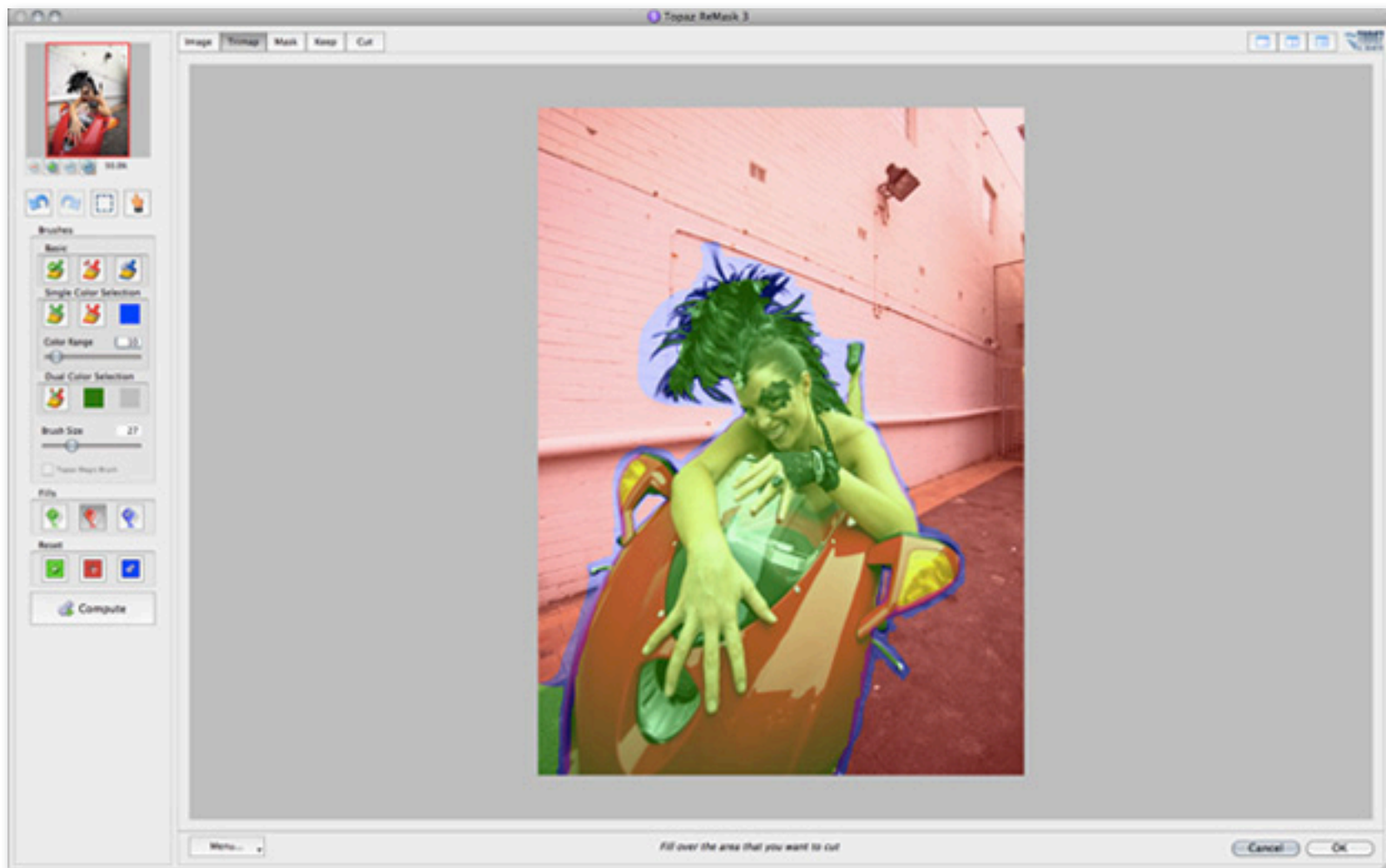You can begin refining your image using any of the views in the tabs at the top of your interface. We would recommend working in the Mask tab or either a 2 or 4 split view.

9. If there is additional background color left along the edges or in between the grooves of your image you can use the basic Red brush (with the Magic brush option checked) to remove it. Simply select the red brush and set the brush size...the smaller the better. Then make short brush strokes to remove leftover background areas.

Workflow
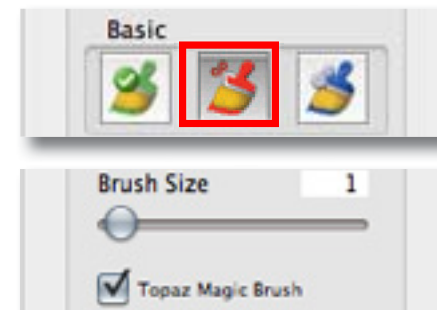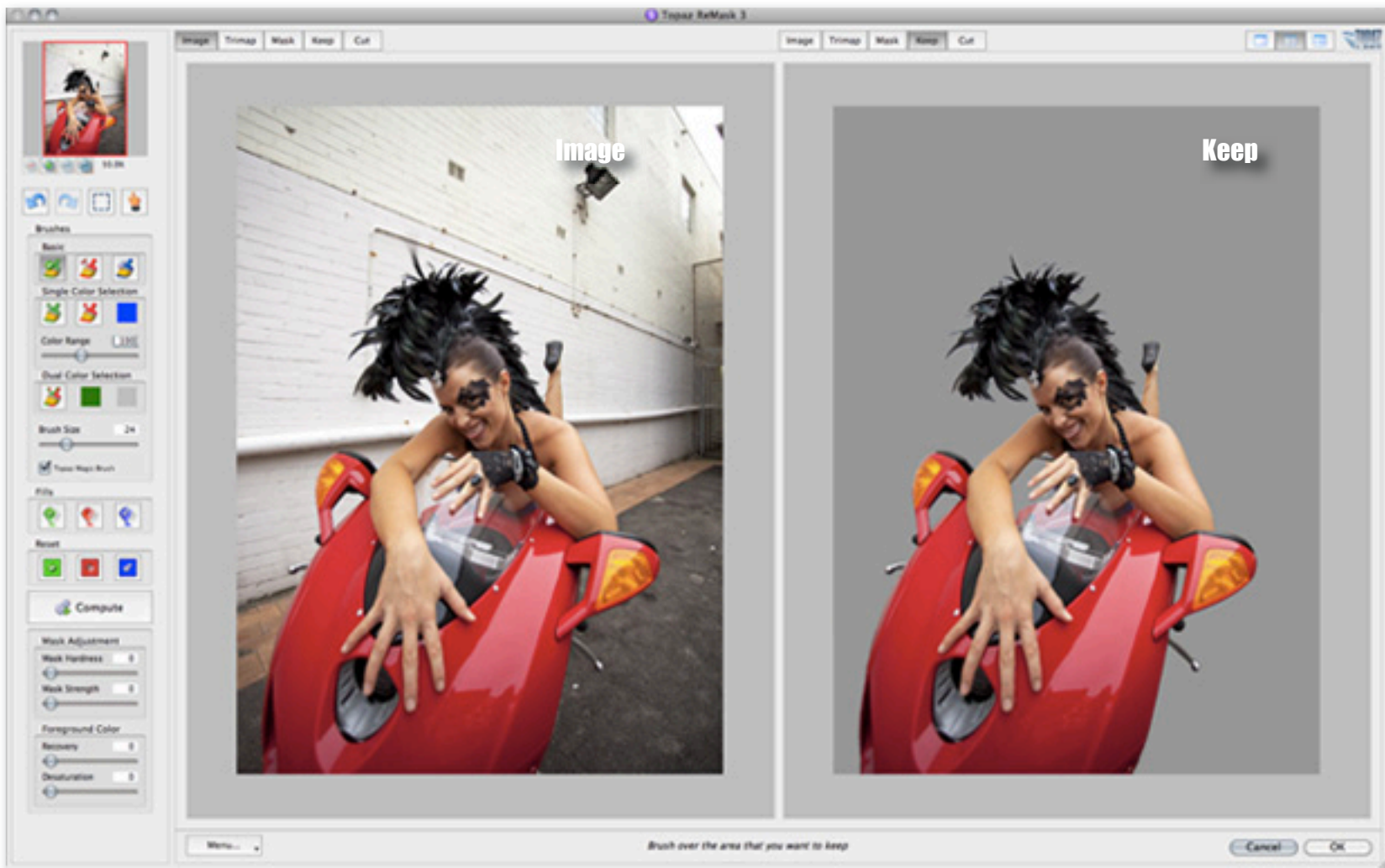
Once the background remnants are removed we can begin working with the Mask Adjustment and Foreground Color sliders to perfect our mask.

10. For this image we will not make any adjustments to the Mask Adjustment sliders...so that we keep the

models headpiece nice and feathery.

11. We will however, slightly increase the Recovery slider under the Foreground Color option. This will restore the color around the edges of our subject.

Workflow

12. Once we are happy with the selections we can use the tabs to take a look at our mask in each of the views...or we can see all of them at once using the 4-screen view.

13. After a final check of our mask we can click OK to process our changes and save our masked image back to Photoshop.

14. Back in Photoshop we can add in the new background to finish our image transformation.

Workflow

After Topaz ReMask

After Topaz ReMask

Sample Project #2

In this workflow we will look at another way to tackle the masking process. This workflow makes use of ReMask 3's new Single Color Selection brushes, which come in handy for tricky projects like trees, which have all those branches and leaves and are typically harder to mask.

You can see in the Before and After shots that the even the most intricate details of the tree and blades of grass have been isolated and the old background removed.

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

Before Topaz ReMask
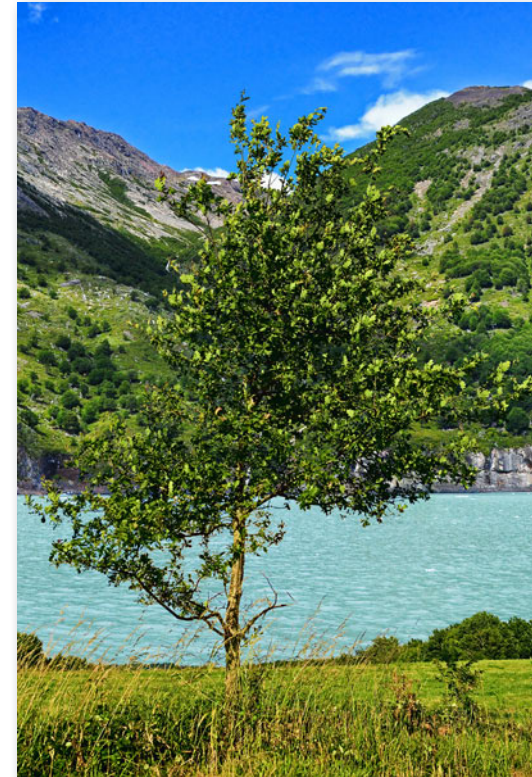
After Topaz ReMask

After Topaz ReMask

1. Open an image file.

2. Go to Filter -> Topaz Labs and select ReMask 3.

When ReMask 3 loads it will automatically open to the Tri-map view and your image will be filled with green.

3. Go to the Reset section of your tool panel and click on the Blue Reset button...this will fill your image with Blue (compute).

Now, using the Single-Color Selection brush we will add our Green (keep) and Red (remove) selections.

Workflow
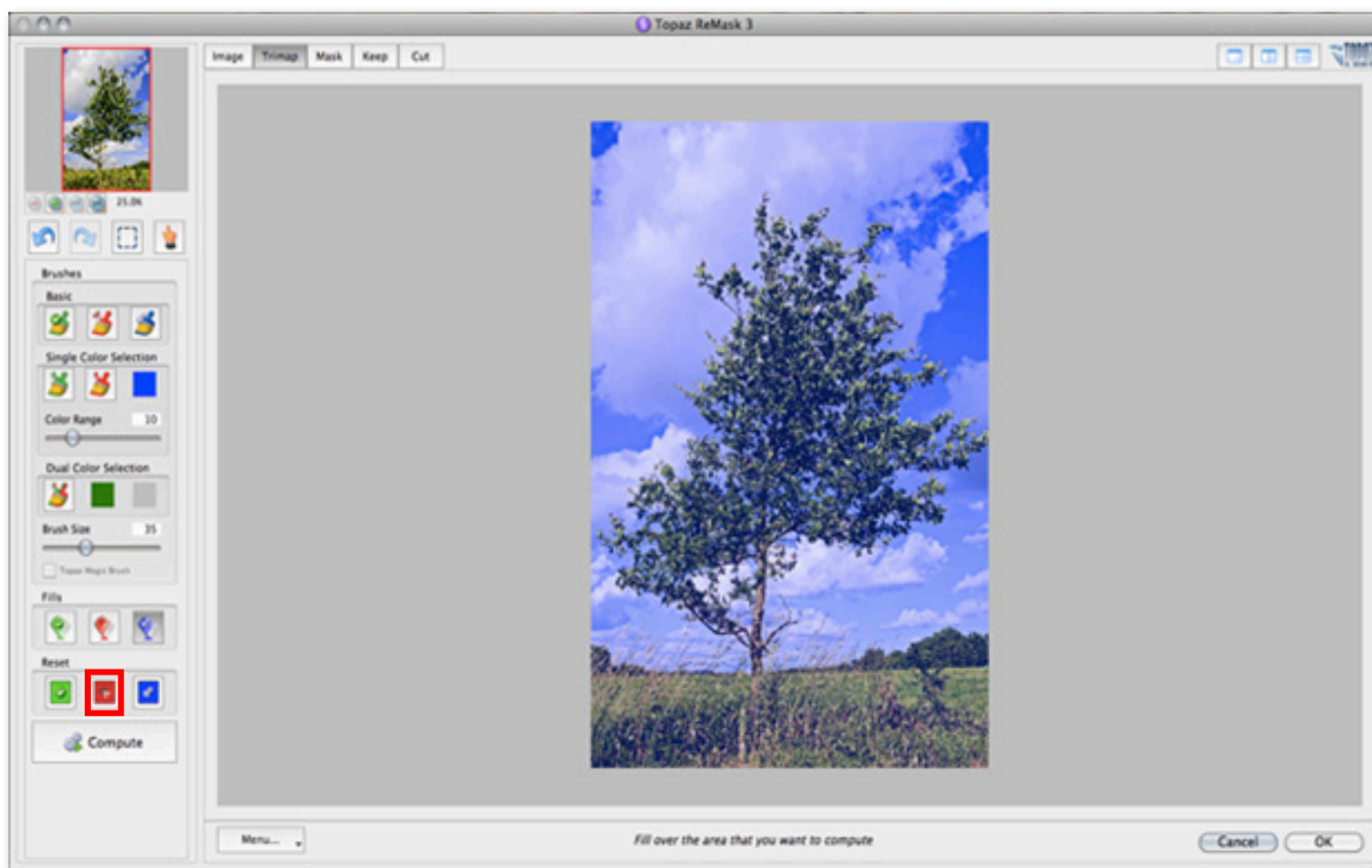
3. Click on the Red Single-Color Selection Brush. This will automatically activate the color picker. Using the color picker, we will select part of the background color from within the image to be removed.
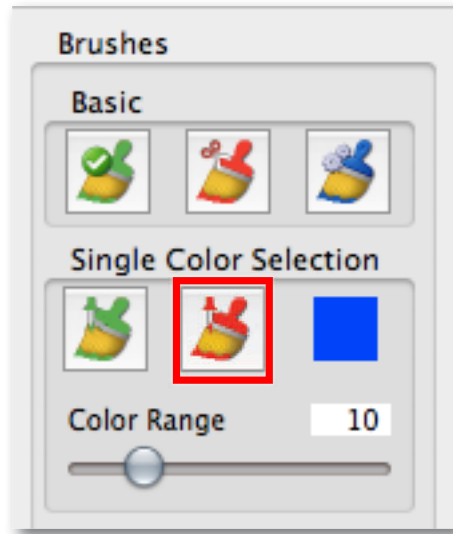
Use the Color Range slider to determine the range of the selected color that will be affected in the image.

The brush size can be adjusted if necessary. Selecting a larger brush size will affect more area at a time during each brush stroke.
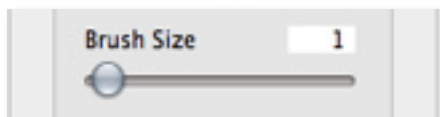
Then we will begin to brush over the image. Only the areas that contain the selected color (in this case

blue) will be selected. Since the Red (remove) Single-Color Selection brush is being used, the selection will show up in red on your tri-map...indicating the portion of the image to be removed.

4. Repeat this process, selecting different colors in the background (adjusting the Color Range if necessary) and then brushing it out. For this image we repeated the process 4 times. Selecting 3 shades of blue for the sky and then white for the clouds.

Once a good portion of the background is selected in Red, we can move on to our Green (keep) selections.
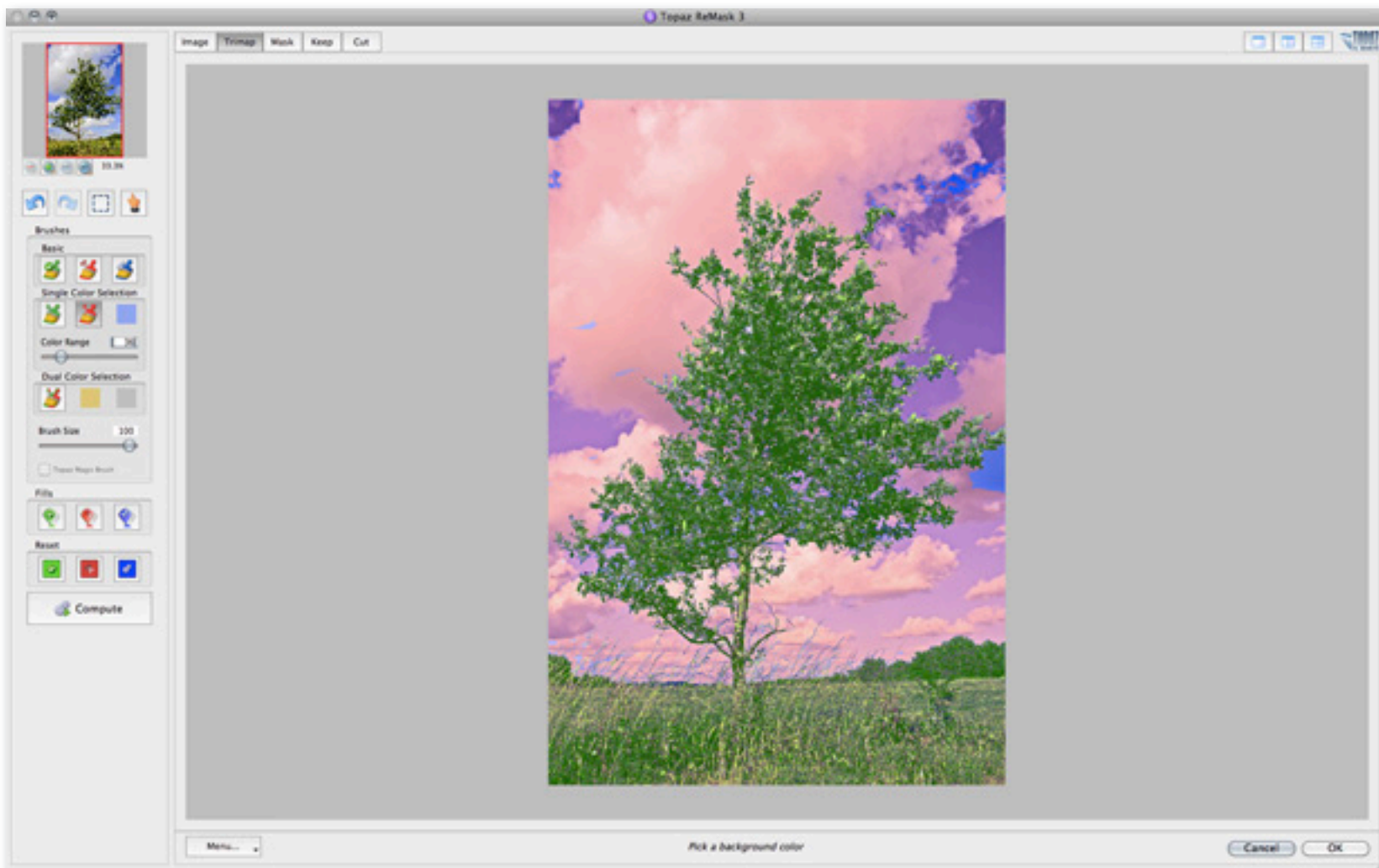
5. Click on the Green Single Color Selection Brush to activate the color picker. Then we will select a color from within the tree to be kept. This tree has various shades of green and brown. So we will repeat this process 3 more times, brushing throughout the tree and grass.
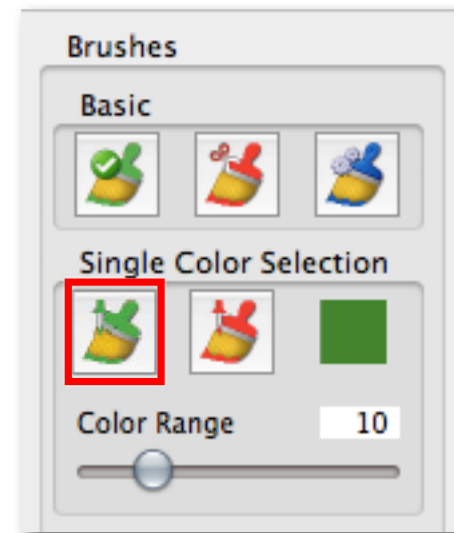
You can repeat this process as few or as many times in your workflow as you would like. The more colors that are in your image then the more you will want to sample. More color selections will also give you better and more precise results once you have computed your tri-map.

Once the Red and Green selections are made using the Single-Color Selection brushes we have our completed tri-map.

6. Click on the Compute button to allow ReMask to analyze the selections and create the tri-map.

Workflow

After computing your tri-map selections the Mask Refinement toolset and the Magic Brush will be available for use to further refine your mask.

You can begin refining your image using any of the views in the tabs at the top of your interface.

Using the Single-Color Selection brushes helped to make our selections pretty accurate so not much refinement is needed. So let's take a look at our results in each of the views while doing a little minor refining.

7. While in the Mask view, slowly adjust the Mask Hardness and Mask Strength sliders to improve your mask.

Workflow
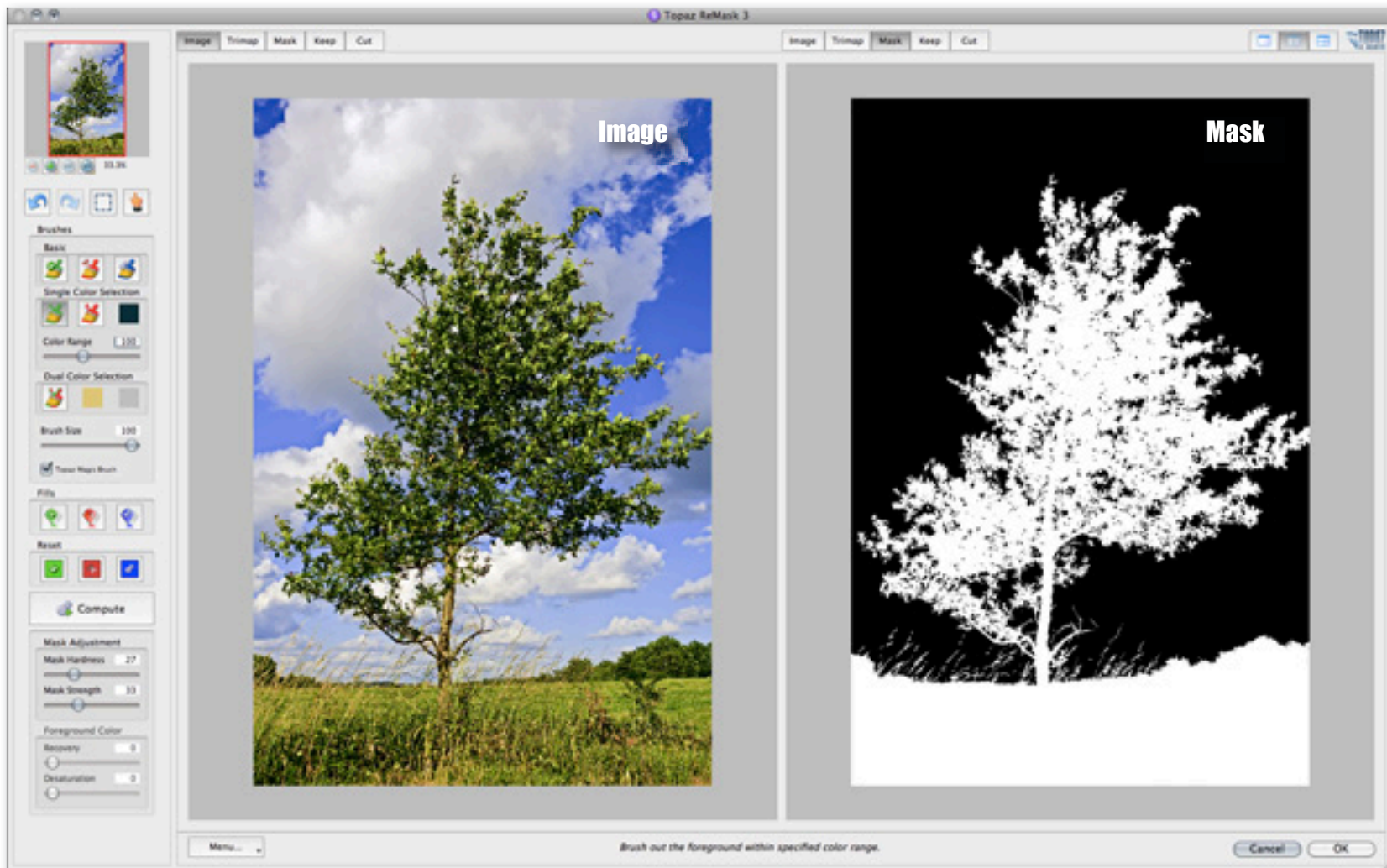
Since we are working on an image that has delicate edges and lines (leaves, branches and fine blades of grass) we do not want to over apply the Mask Hardness slider...doing so will give our extracted tree a very harsh and unpleasant appearance.

Selecting the Keep tab allows us to see exactly what parts of the tree were preserved from our initial tri-map selections.

8. Make any additional refinements to the details and colors you would like to preserve in your image.
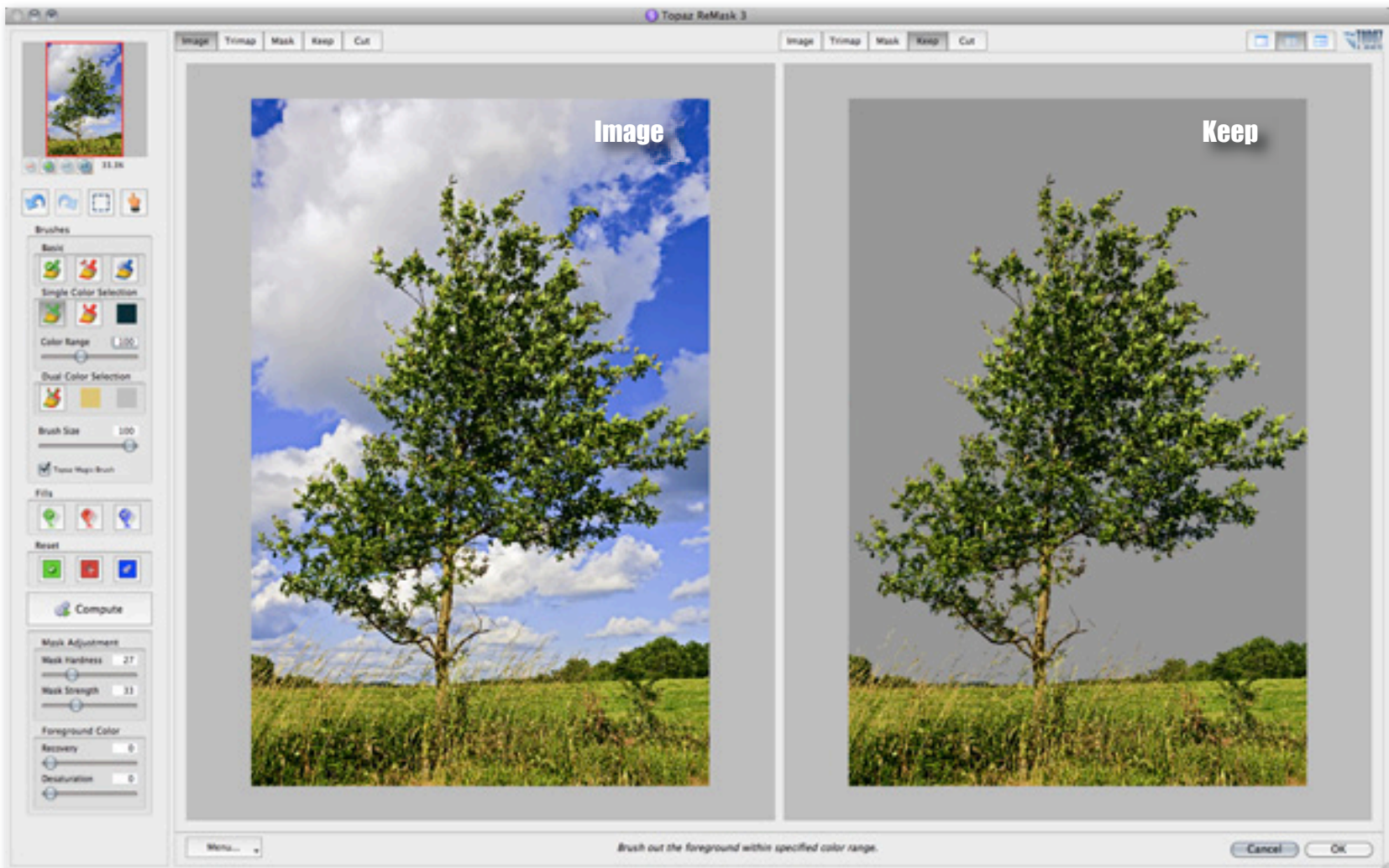
Moving on to the Cut tab, we can take a look at the background sky that has been removed from our tree image.

9. Make any additional refinements to the details and colors you would like to remove from your image.
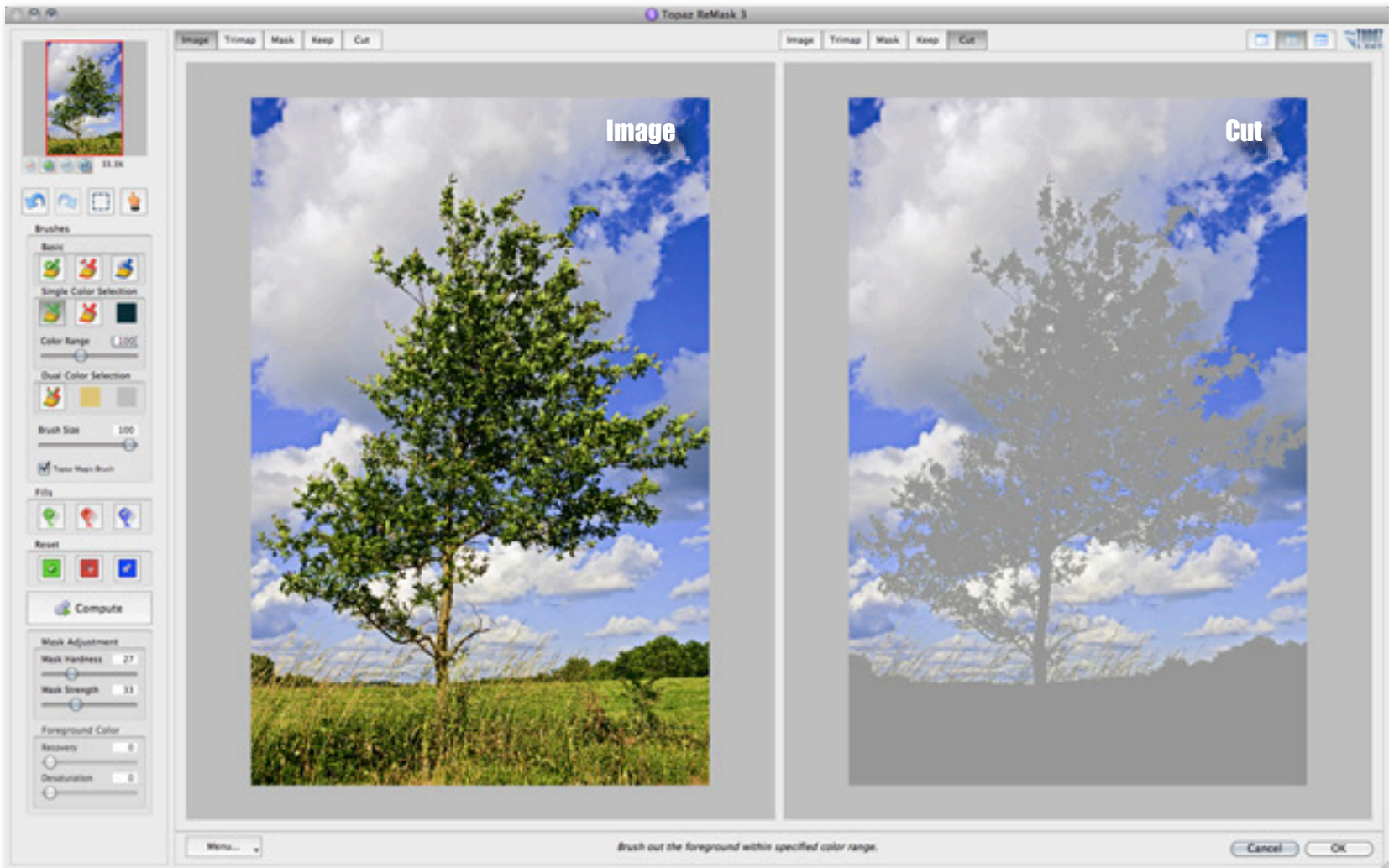
Workflow

Before Topaz ReMask

After Topaz ReMask

Workflow

Before Topaz ReMask

After Topaz ReMask

Topaz ReMask

Sample Project #3

In this workflow we will look at another way to tackle the masking process. This workflow makes use of Re-Mask 3's new Dual-Color Selection brush, which comes in handy for tricky and delicate transparency projects like wedding veils.

You can see in the Before and After shots that the even delicate features of the brides veil have been preserved and the dark blue background has been removed.

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

This workflow focuses on two parts:

1. The basic tri-map creation to get the main extraction - which is the couple.

2. The transparency focus to preserve the bride's veil while removing the blue gradient background.

Before Topaz ReMask

After Topaz ReMask

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Workflow

1. Open an image file.

2. To begin the masking process go to your Filter Menu -> Topaz Labs and then select ReMask 3 .

When ReMask 3 loads it will automatically open to the Tri-map view and your image will be filled with green.

So only the red (remove) and blue (compute) selections will need to be added. Once your tri-map is complete the green will be the portion of your image that will be kept.
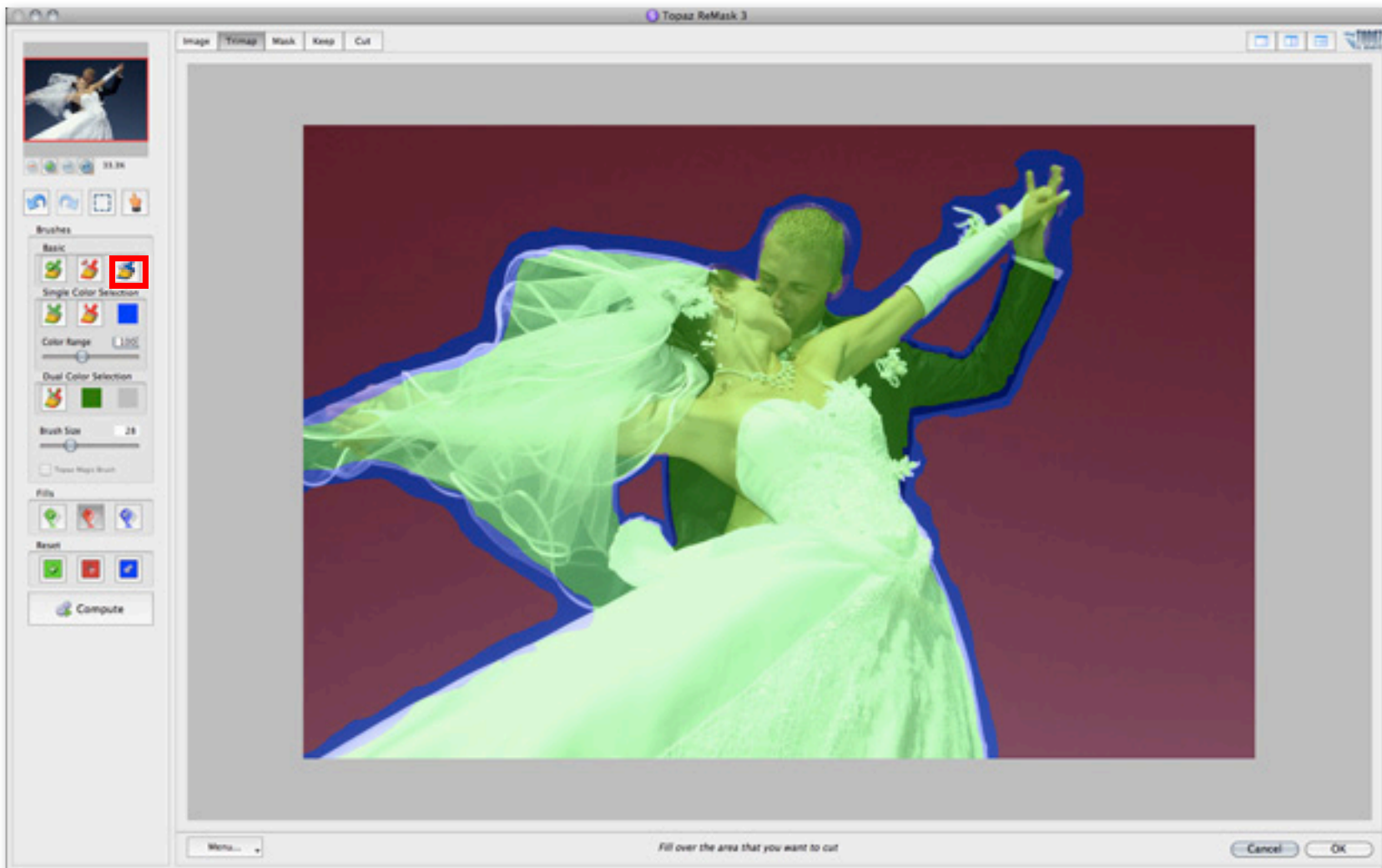
4. If desired, use your zoom buttons and hand tool to pan navigate the image to find a good starting point.
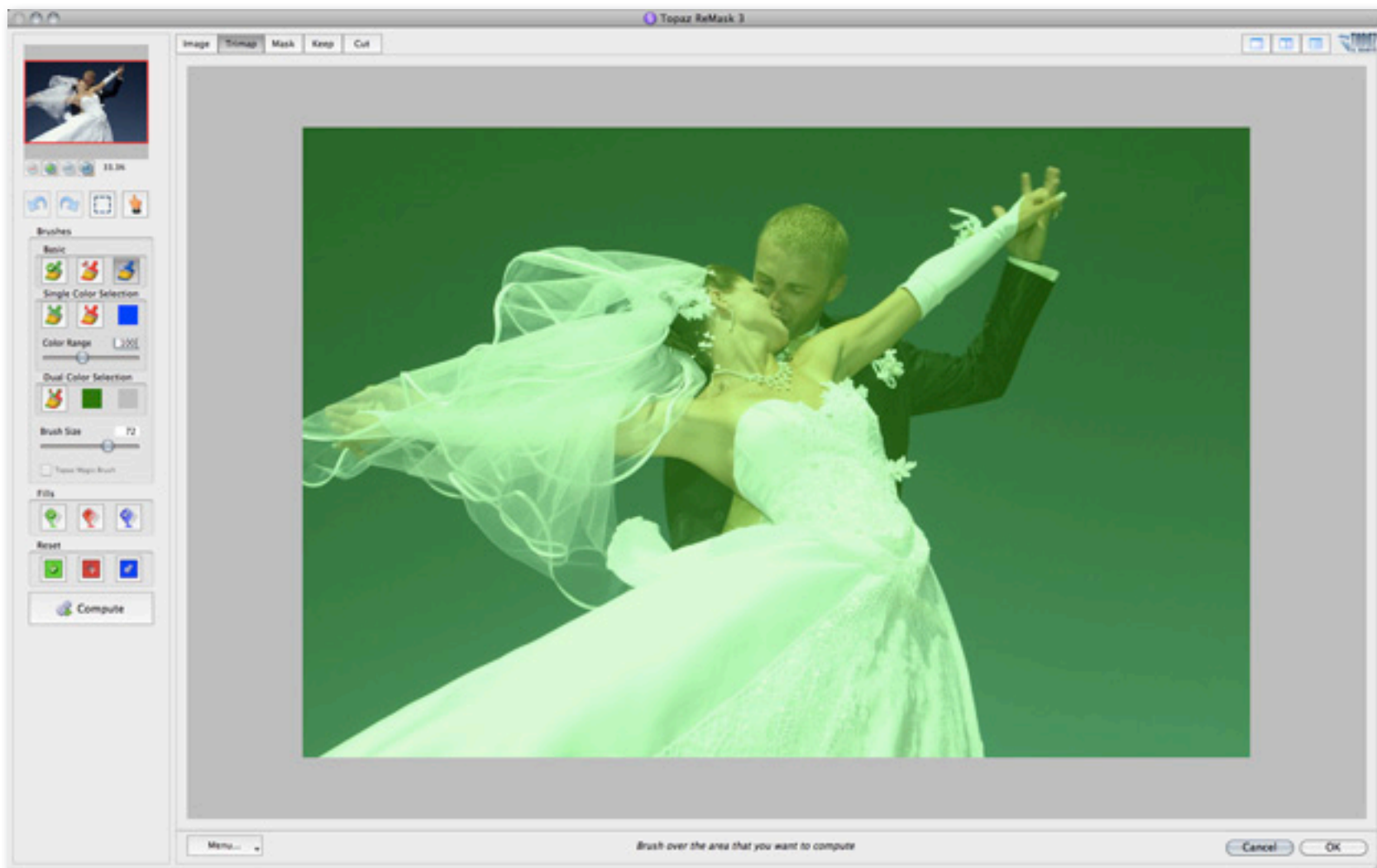
Workflow

Topaz ReMask

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

6. Next, we will outline the edges around the couple.

7. Fill the outside of your blue selection with red. (The red will be the portion of your image that will be cut.)
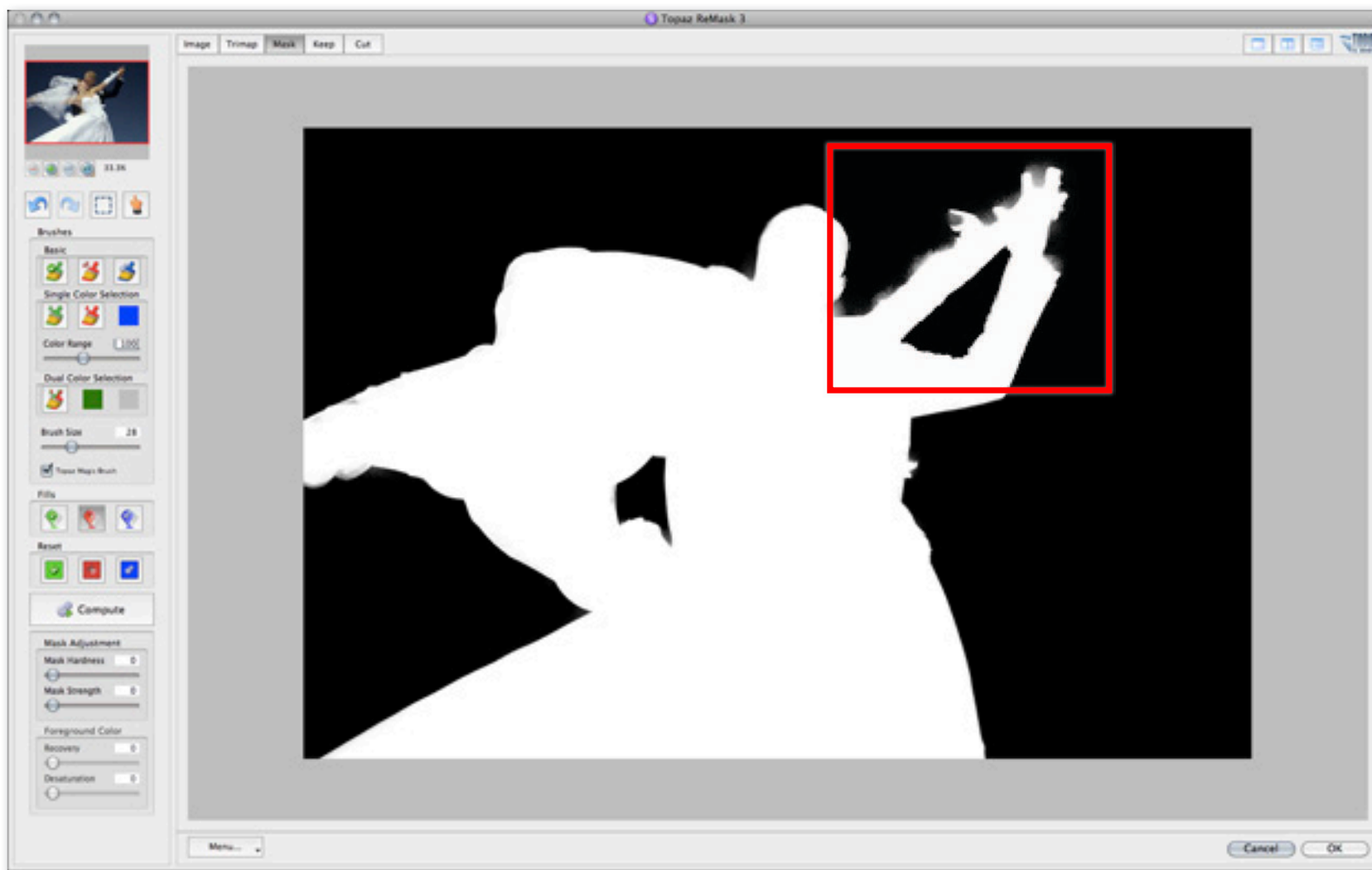
The tri-map is now complete and ready to be processed.

Topaz ReMask

8. Click on the Compute button to compute your tri-map and create your mask.

If we switch to the Mask view this will allow us to see the basic mask. As you can see there a few areas of the mask that need to be cleaned up...around the couples hands and arms.
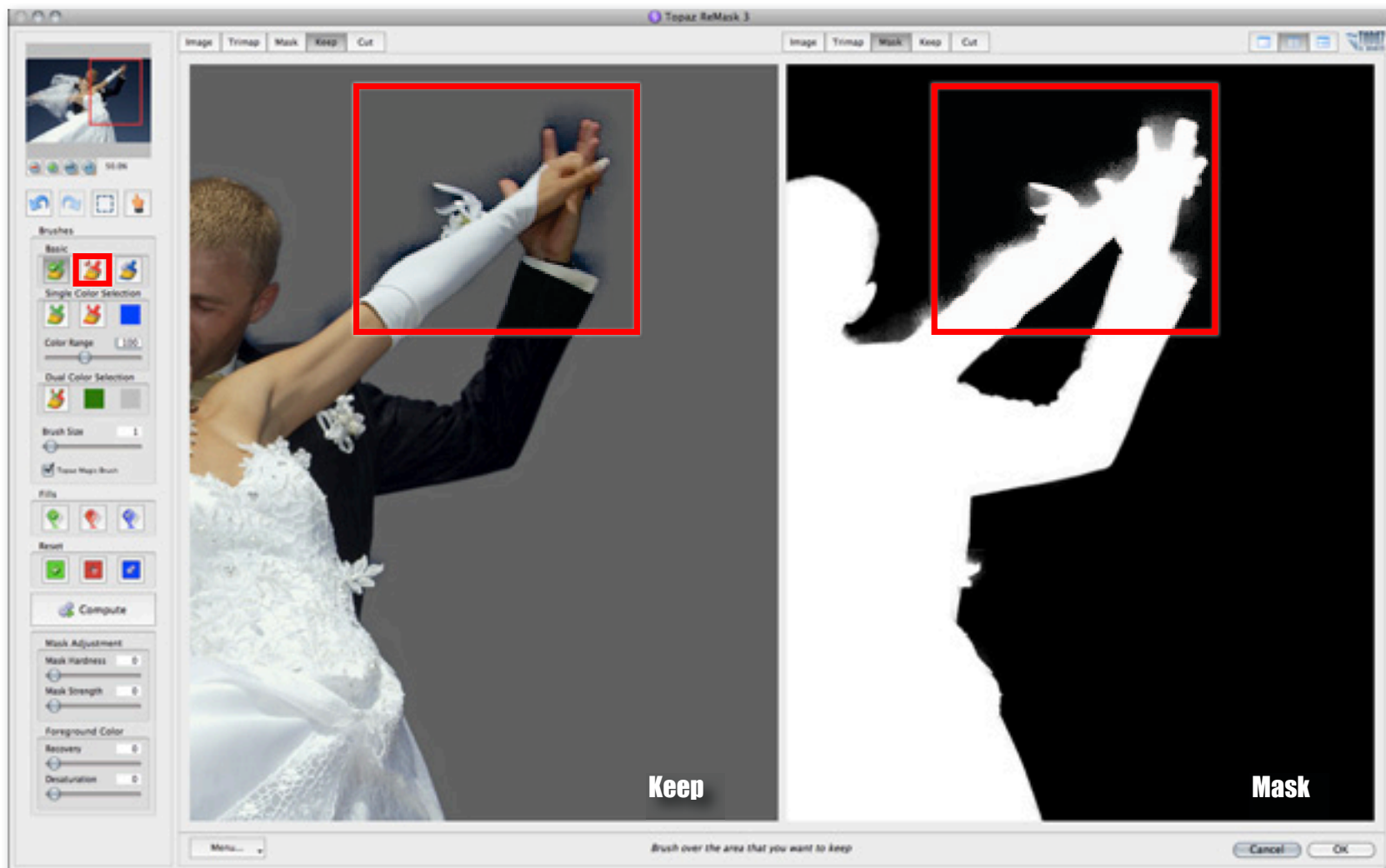
The mask view is really good to be in when cleaning up your image. We will also activate the split screen and select the keep tab as well..this will allow us to see exactly what is going on during the cleanup process. You are welcome to use any of the views during your own workflow.

Workflow

9. Select the Red (basic) brush tool and make sure that the Magic Brush box is checked (enabled).

10. Set the desired brush size. A small brush size is ideal for refining with the Magic Brush...usually somewhere between 1 and 5 works best.

11. We are going to zoom in on the hands and arms of the wedding couple, will still have leftover color from the blue background, and start to make slow, short stokes in the blue area. This will remove the immediate affected blue area around the stroke. Repeat as necessary.

Workflow
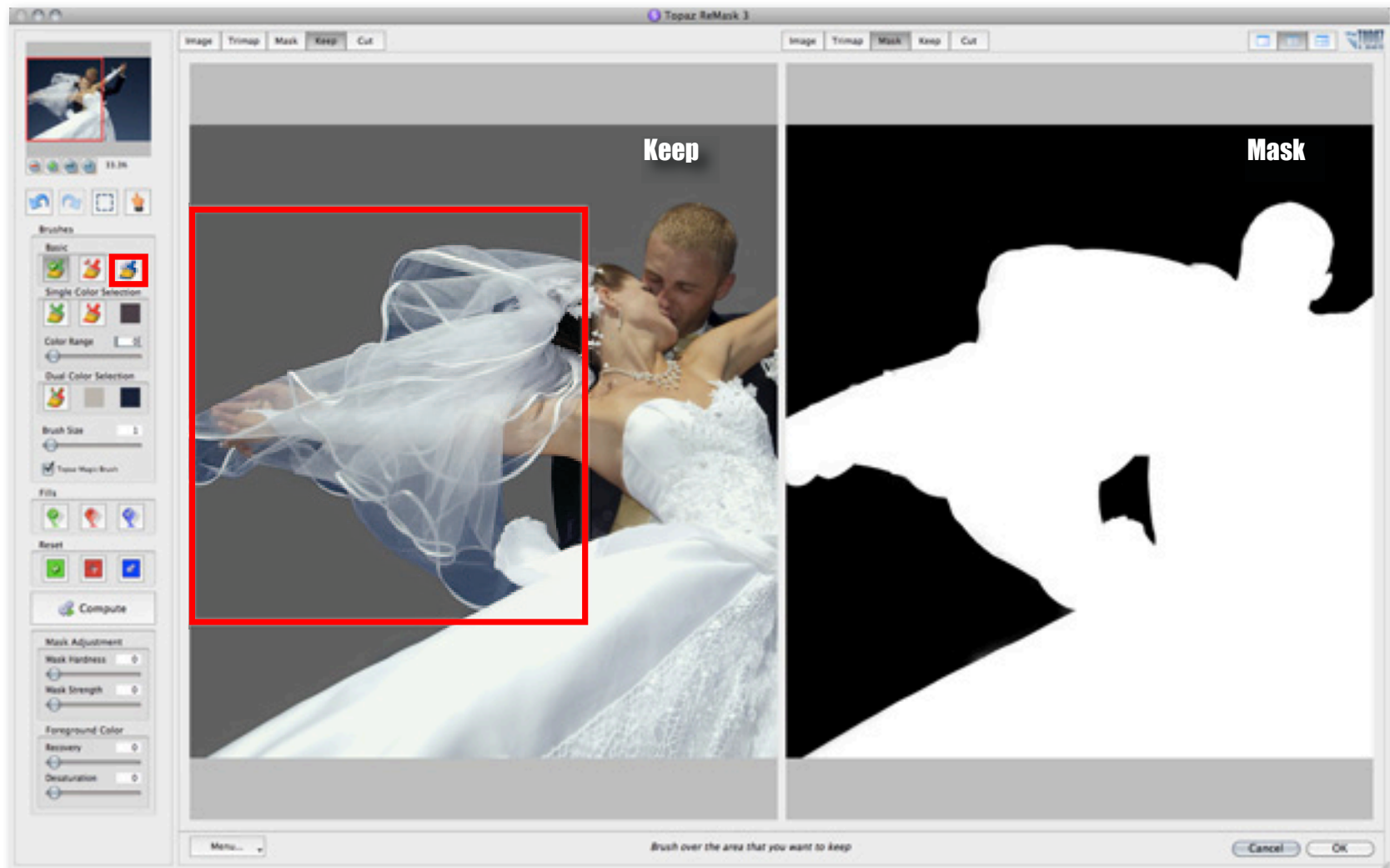
completed, we can begin working on isolating the brides veil and separating it from the blue background. To achieve this, we will be creating and computing a second tri-map.

12. We will start by selecting the basic blue brush tool and we are going to brush over the brides veil.

This time we will be using the Dual-Color Selection brush to complete the select the keep and remove colors.

13. When we select the Dual-Color Selection brush it will automatically activate the color pickers. The first color
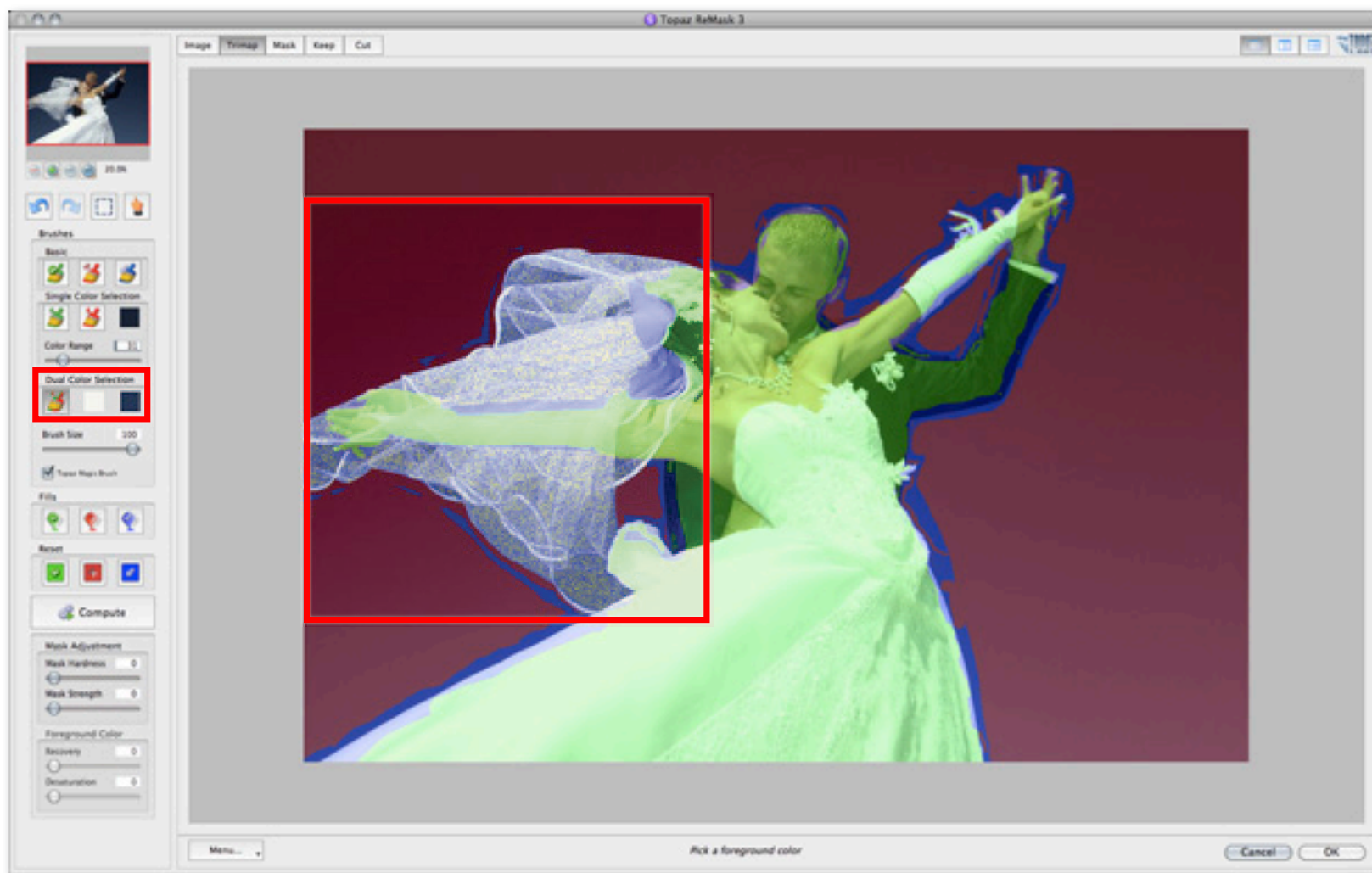
selected should be the foreground (keep) color and then the second color selection will be for the background (remove).

14. When selecting the keep and remove colors be sure to select the true color values. So instead of clicking on the white in the veil - which is contaminated from the blue of the background, we are going to

click on the whitest portion of the brides dress.

14. The blue background is vibrant and pretty consistent so we can click just about anywhere in the image to select it.

15. Then begin brushing over the veil...the yellow dots that appear represent transparency.

Topaz ReMask
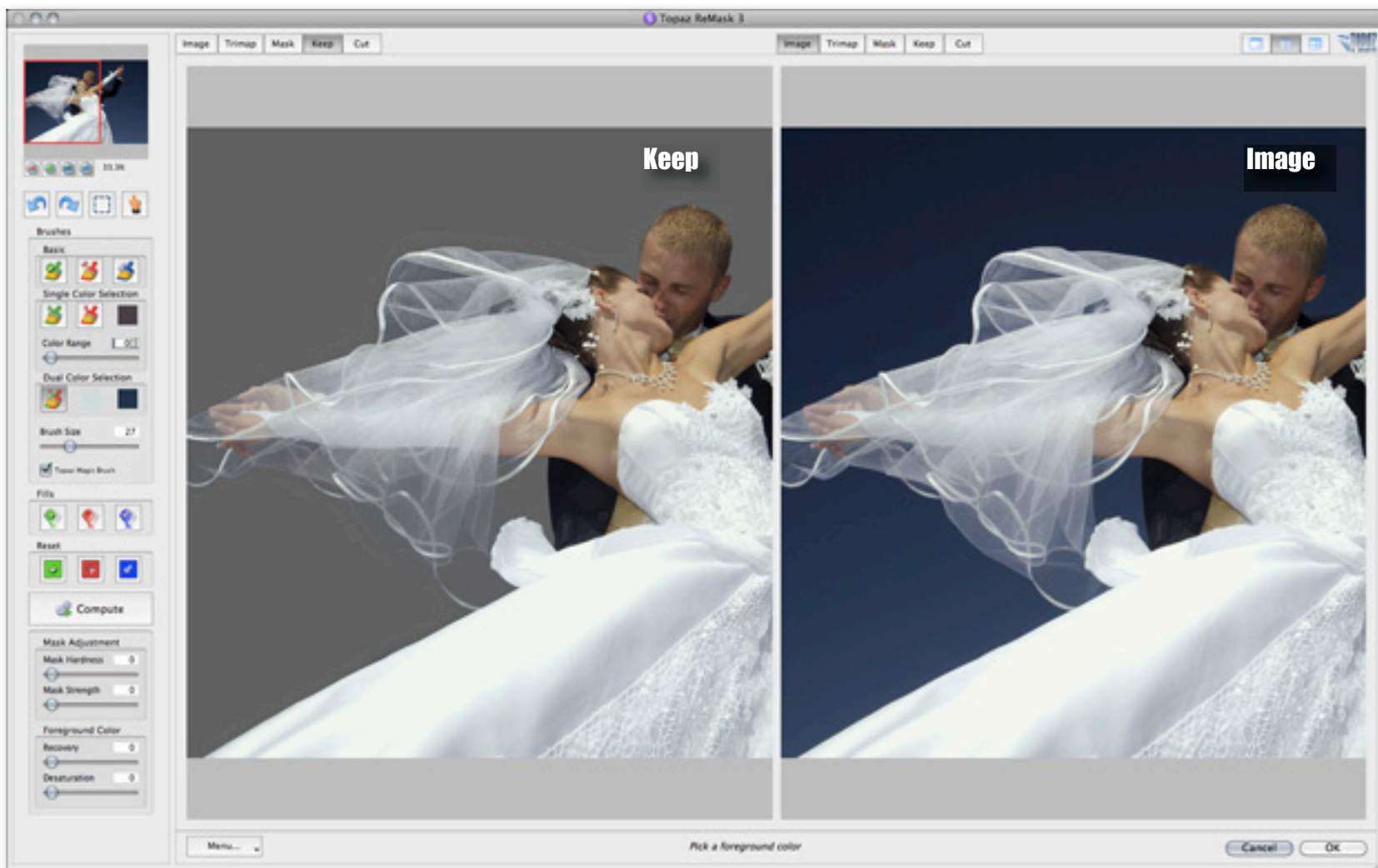
16. After we have finished brushing the keep and re-move selections in the brides veil click on the Compute button to allow ReMask to analyze the new tri-map and create the extraction.

17. Now, if desired, we can use the sliders in the Mask Adjustment and Foreground Color sections to further

refine our mask.

Once the mask refinements are complete we can click OK to process the image and save it back in Photoshop.

From there we can add in a new background or make any additional image enhancements.

Before Topaz ReMask
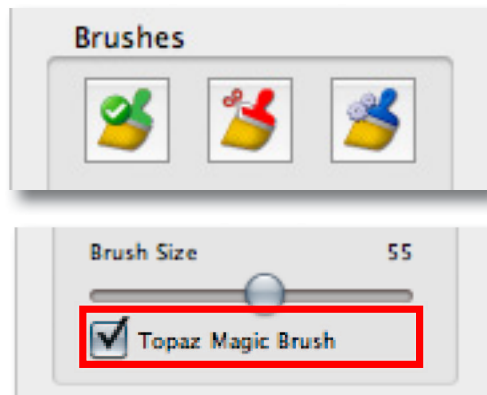
After Topaz ReMask

Refining Tips

After creating the tri-map, there are several tools available for refining. Refining allows you to further clean up your extraction to help ensure the best, most natural looking image possible.

Please note: Before you can access and use the refining tools you will need to first create and compute the tri-map.

For areas that have patches of the background leftover (or patches of the foreground missing) you will want to use the Magic Brush.

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

Select the green brush and recover detail lost by making small strokes down the over processed area to

restore those details.

As you are refining with the magic brush, you will notice that color and detail will be restored to areas that were previously obscured after the tri-map computation.

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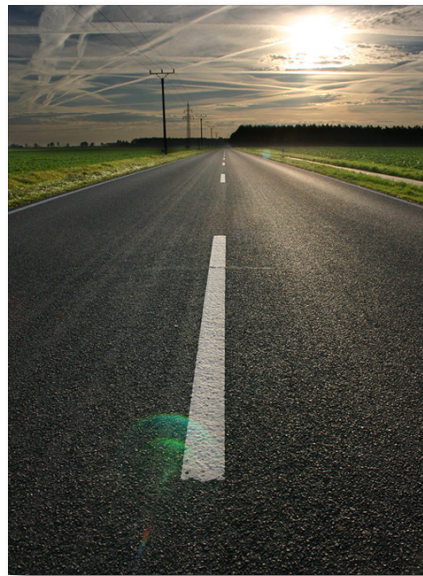
Merging & Blending

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.

Please note: adding new backgrounds is done in Photoshop (or other editing program). This is a quick overview..for additional, more in-depth information please refer to your Photoshop user guide.

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

Workflow

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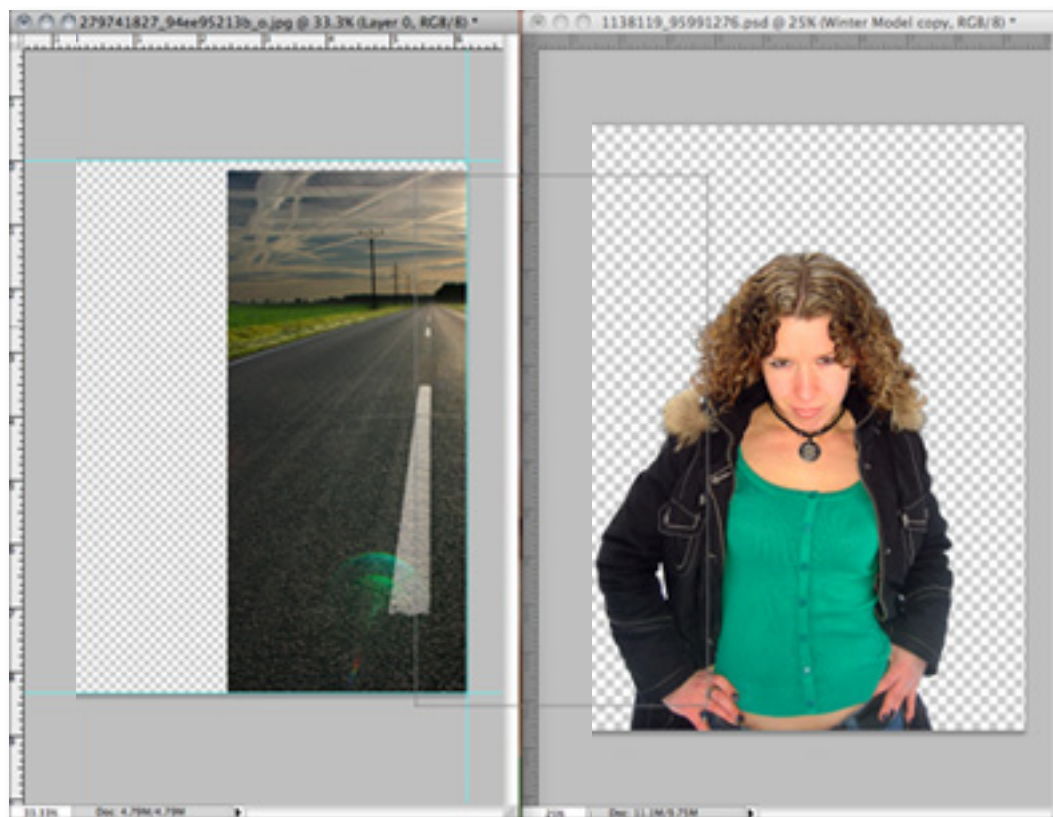
To do this go to File -> Open and select the image you want and then click OK to open it in Photoshop. (You should still have your newly masked image open in Photoshop.)

You will also want to make sure to unlock the layer if it is locked before you try moving it.
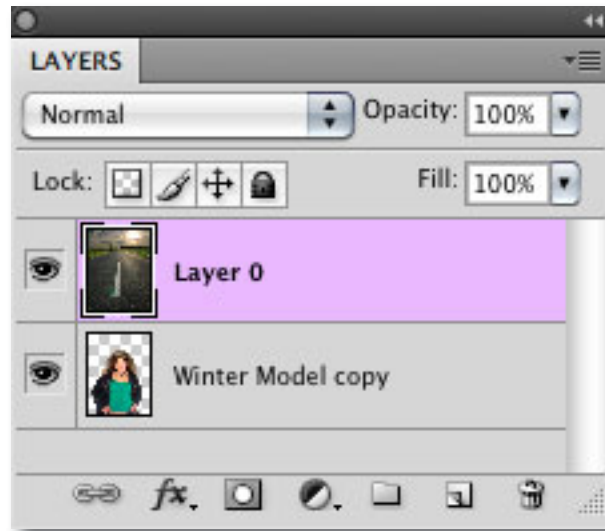
Then, go to your Photoshop toolbox and select the Move tool and drag your new background

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

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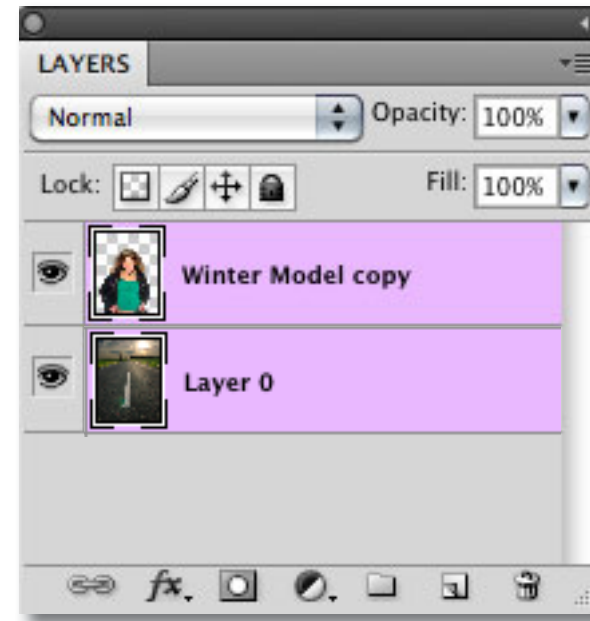
Now that you have successfully added your new background into your project file you will notice that it is on top of your masked image. However it needs to go behind your masked image.

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.
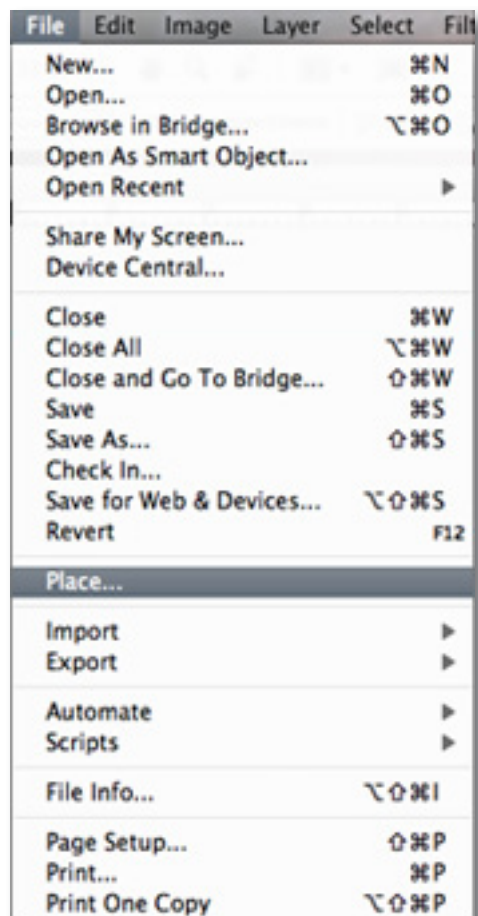
To put the background behind your masked image so that it looks like the background you will need to go to your Layers Palette. If your Layers Palette is not loaded you can access it by going to Window -> Layers and it will come up.
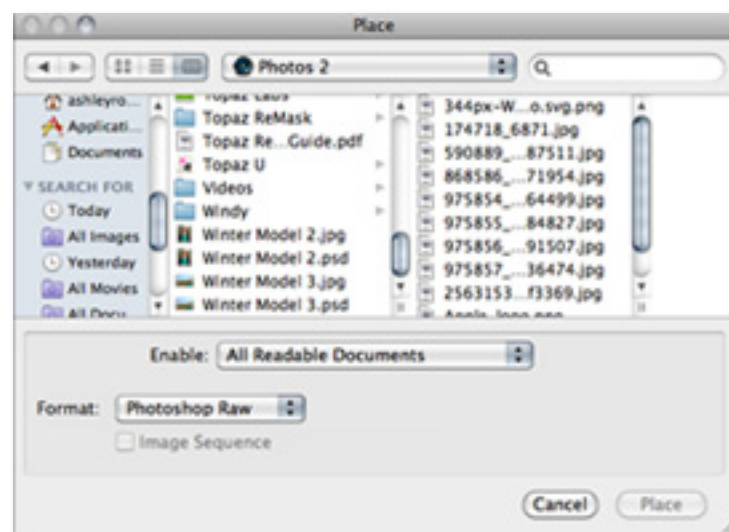
To resize either your masked image or your new backround image, select the appropriate layer in the Layers Palette. Then go Edit -> Transform -> Scale. Grab the corner of the image and scale it up or down.
You can also use the following shortcut keys:
CMD + T (Mac) or CTRL + T (Win)

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 Re-Masked 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 rear-range 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.
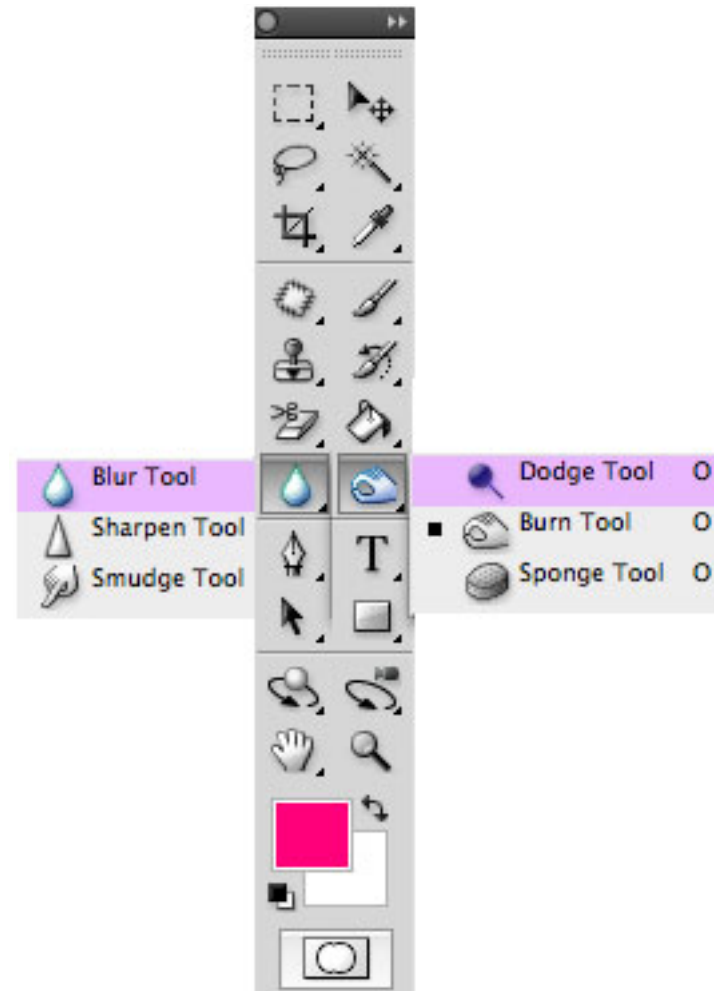
Sharpen -Sharpening increases contrast in the painted areas.

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.

Workflow

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 mis-matched 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 drain-ing color intensity (Desaturate) or infusing color intensi-ty (Saturate). You can change the mode to Desaturate or Saturate at the top of your Photoshop interface.

Mode: Desaturate   Mode: Saturate

1. Desaturated

2. Original

3. Saturated

Topaz ReMask

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 and softens the appearance of edges.

Burn Tool - Burning darkens areas and hardens the appearance of edges.

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

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.

> 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.

Glossary

50% Gray – The undefined area that the computer (Topaz Mask) will need to figure out.
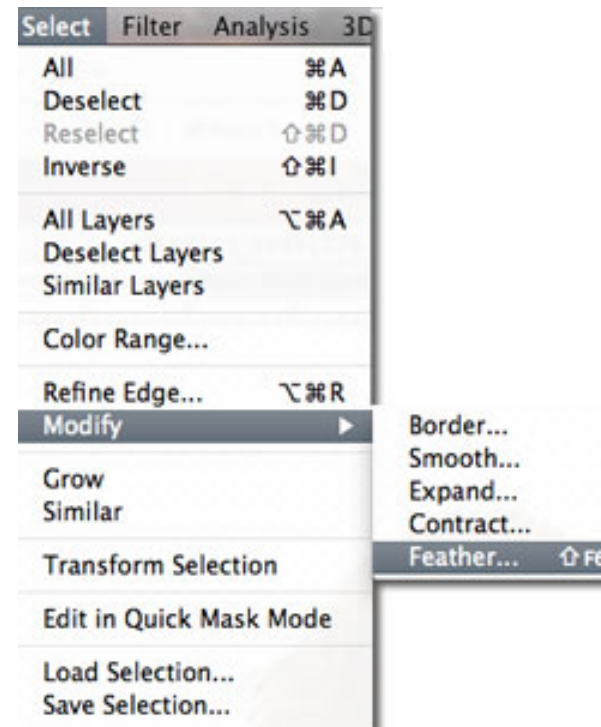
Achromatic - Without color.

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 bleed (color contamination) - the transfer of color between nearby objects, caused by the colored reflection of indirect light.

Color Decontamination - reduces color cast on the edges of a selection.

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.

Glossary

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.

Transparency - in reference to a portion of an image that is completely invisible (as it has been removed).

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

Frequently Asked Questions

Topaz ReMask

"I need a Topaz ReMask 3 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 contact us at: http://www.topazlabs.com/support for an extended trial key.

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"I can't find Topaz Mask 3 in the Photoshop Filters menu."
If you're using Windows:
1. Go to C:\Program Files\Topaz Labs\Topaz ReMask3\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 3. This includes any folder that might be labeled "TopazReMask3" 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 3.
If you're using Mac:
1. Go to /Library/Application Support/Topaz Labs/ReMask2/Plugins and right-click Topaz_Remask3.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 To-

paz ReMask 3. 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 3.

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"I go to Filter -> ReMask 3 and I get a message that says: Cannot Proceed. Background layers can not be used. Please create a duplicate layer."
Topaz ReMask 3 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. Or, you can enable the auto-create layer feature in the ReMask 3 program by going to Menu -> Preferences.

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"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.

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"Where do I enter my key?"
To enter your key please open an image in Photoshop and go to Filter -> Topaz Labs -> ReMask 3 -> Menu -> Enter Key. You can then copy & paste or type in your license key and then select OK.

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Frequently Asked Questions

"Do you have any other ReMask tutorials?"
Yes, please see pages 21, 30 and 39 of the Topaz Re-Mask 3 user guide, and also visit: www.topazlabs.com/tutorials/remask/ or visit our Forum at: www.topazlabs.com/forum

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"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.

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"Where do I enter my key?"
To enter your key open up an image in Photoshop and go to Filter -> Topaz Labs -> ReMask 3 -> 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.

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I get the error: "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 Compute button in order to create your mask. After that you can select OK and process your entire image.

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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 contact our support specialists at: www.topazlabs.com/support or email us at: help@topazlabs.com

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Shortcut Keys

Topaz ReMask 3 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
Single Color Brush - Green	A	A
Single Color Brush - Red	S	S
Dual Color Brush	Z	Z
Green Fill	R	R
Red Fill	T	T
Blue Fill	Y	Y
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 - 0	Ctrl - Alt -0
Zoom Fit	CMD - 0	Ctrl - 0
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)	
Single Screen View	8	8
Double Screen View	9	9

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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!

Topaz ReMask

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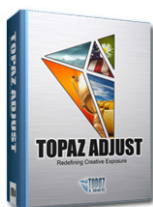
Technical Support
Visit: http://topazlabs.com/support/
Email: help@topazlabs.com

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.

Topaz ReMask

Be sure to check out the complete line up of Topaz products.
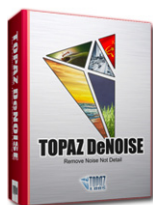
Image Plug-ins

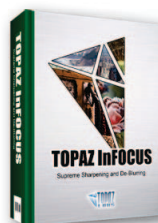Ultimate control over image exposure, detail, and color gives you the power to make your photos pop.

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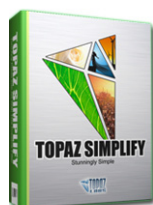
Advanced noise reduction filters noise while maximizing and retaining image detail simply and effortlessly.

The superior image-sharpening solution that actually recovers lost detail, refines with micro-contrast detail enhancement and restores clarity to blurry images.

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

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 Lightoom workflow with the new Fusion Express plug-in.

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