

AKVIS



Stamp

Photo retouching made easy



AKVIS Stamp

AKVIS Stamp is a photo retouching tool for seamless defects removal and objects cloning. The tool allows retouching image imperfections (stains, scratches, dust) using similar parts of the image.

Unlike common cloning tools that have a bit of a problem when it comes to pasting the cloned object into a picture with complicated color transitions, **AKVIS Stamp** boasts automatic adjusting of the "patches" to the color range, texture and brightness of the target background.

As a result the restored part of the image or the cloned object blends into the original background and looks absolutely natural.

The field of **AKVIS Stamp** application ranges from portrait enhancement (as it brilliantly removes wrinkles, scars, scratches, and "treats" porous skin) to retouching of different image flaws (spots, stains, dust).

The stamp tool is similar to the Healing Brush, which first appeared in the 7th version of Adobe Photoshop.



Installation under Windows

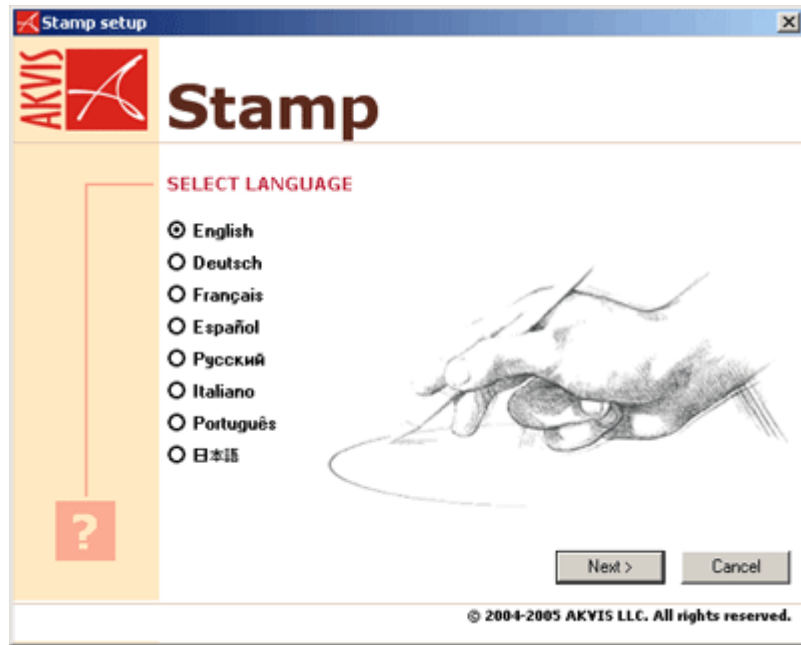
System requirements:

- Pentium III;
- Operating system: Windows 98, Windows Me, Windows 2000, Windows XP, Windows NT;
- 256 Mb RAM;
- 15 Mb of free space on the hard disk
- an installed image editing software.

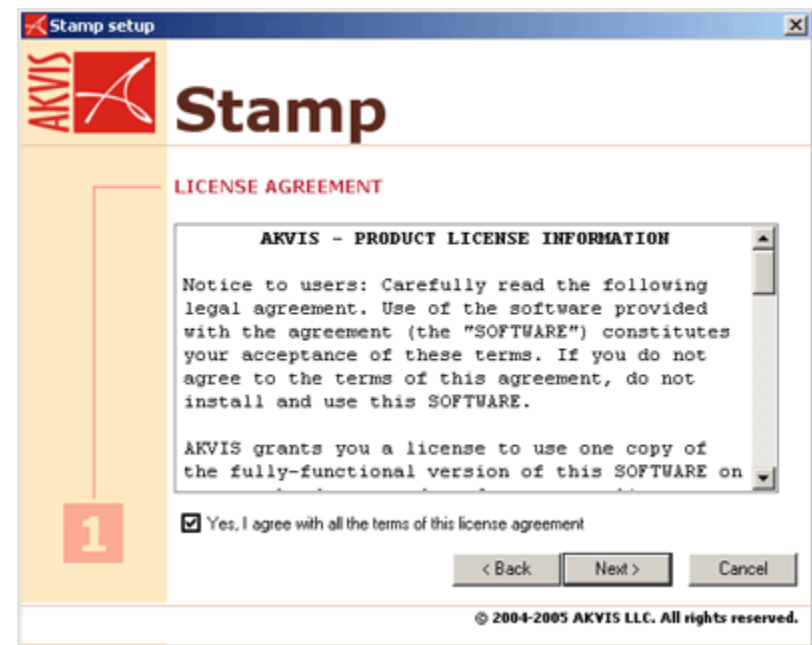
Attention! You must have administrator rights to install the program on your computer.

To install the program you should follow the instruction:

- Start the setup file **akvis-stamp-setup.exe**.
- Select your language and press the button **Next** to launch the installation process (pic. 1).
- To continue the installation process you have to read the License Agreement. Activate the check box "Yes, I agree with all the terms of this license agreement", and press **Next** (pic. 2).

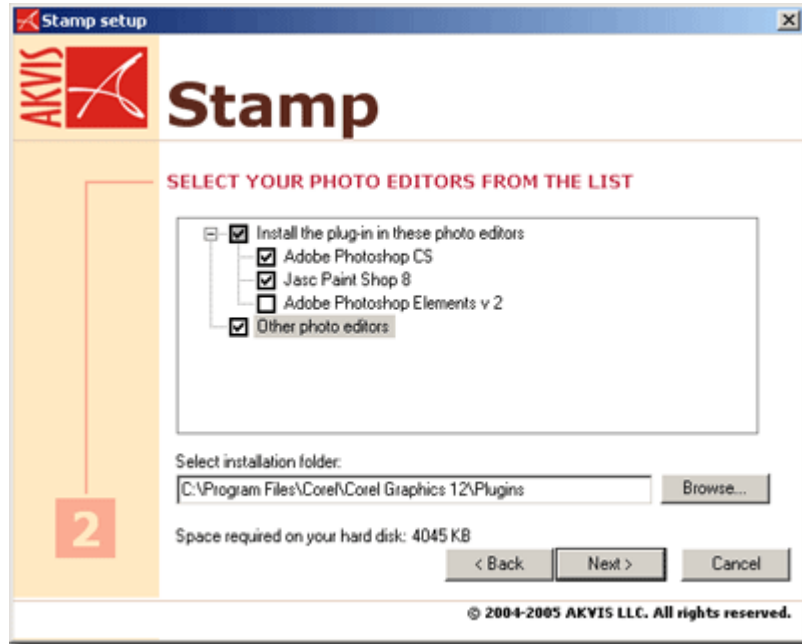


Pic. 1.

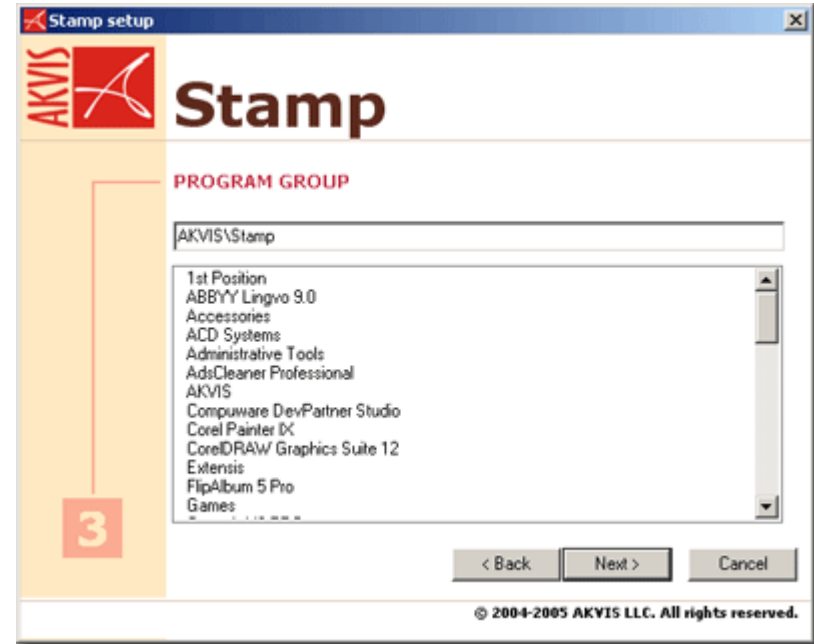


Pic. 2.

- Select your photo editor(s) from the list and press **Next** (pic. 3). If there is no your photo editor in the list, activate the check box **Other Graphics Software**, press the button Browse and choose the Plug-Ins folder of your photo editor. For example, C:\Program Files\Corel\PhotoPaint\Plugins.
- Choose a folder in the Main menu where you want the program to create shortcuts, and press **Next** (pic. 4).



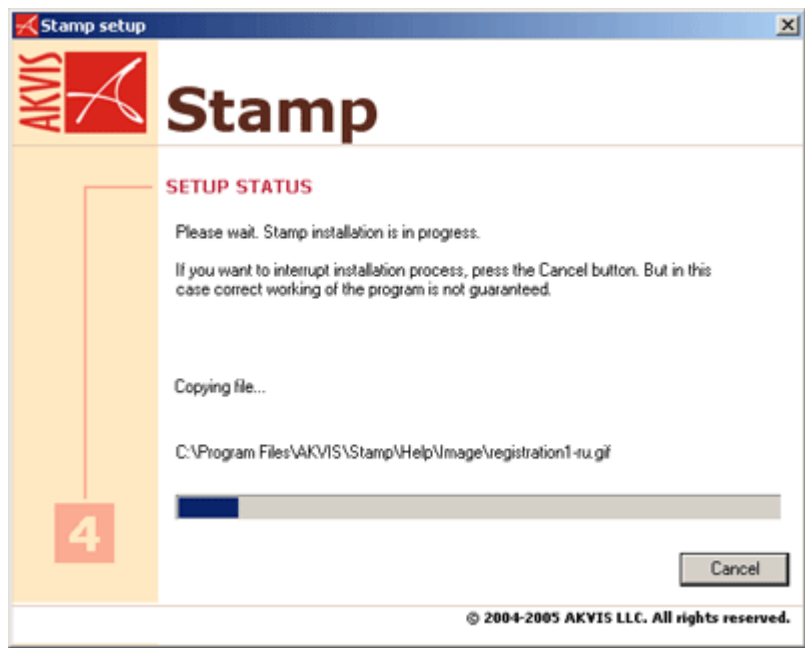
Pic. 3.



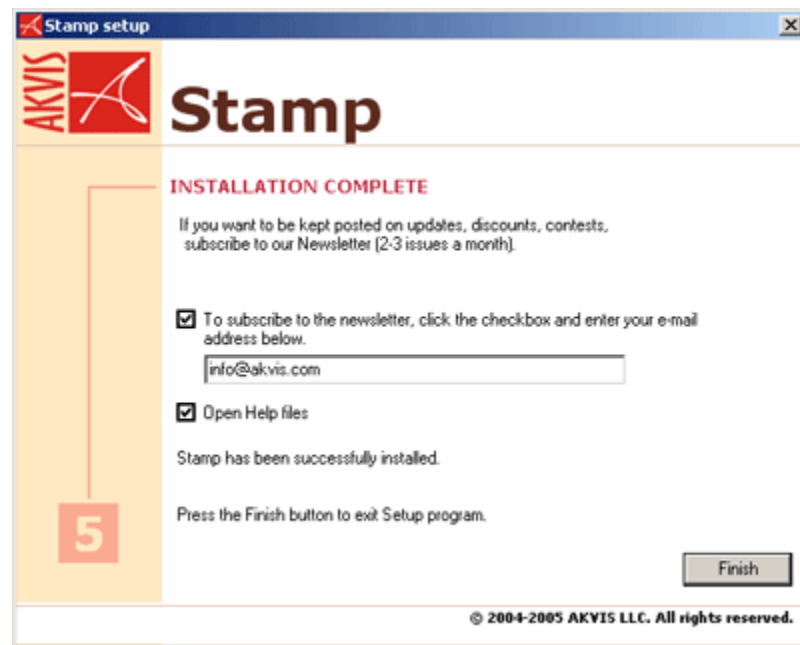
Pic. 4.

- The installation is in progress (pic. 5).
- The installation is completed. You can subscribe to the AKVIS Newsletter. Click the check box and enter your e-mail address (pic. 6).
- Press **Finish** to exit Setup.

After **AKVIS Stamp** installation, you will see a new tab in the Filters (Effects) menu of your photo editor: **AKVIS – Stamp**.



Pic. 5.



Pic. 6.

Installation under Macintosh

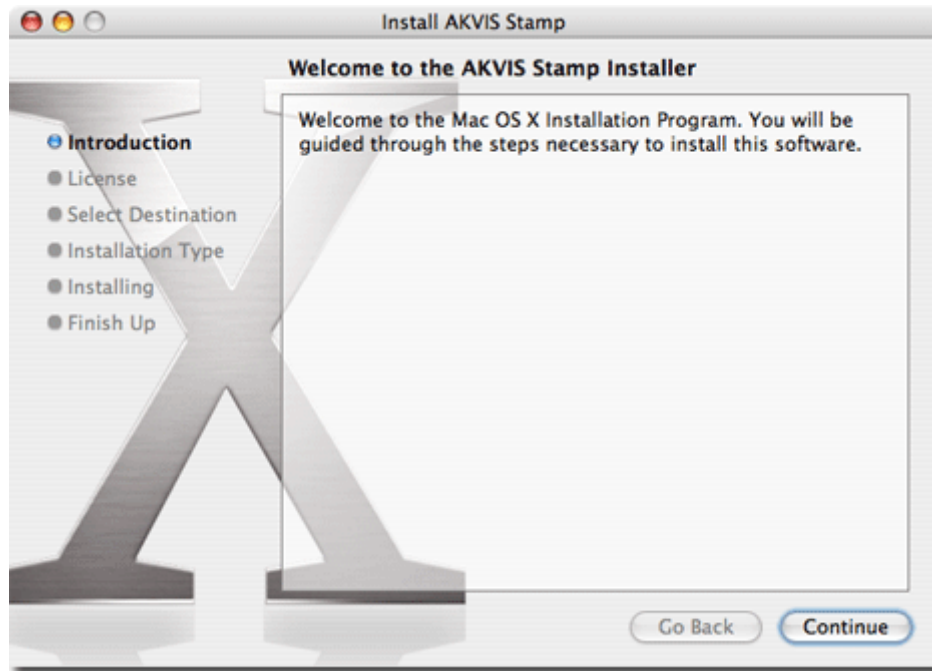
System requirements:

- Mac OS X 10.3;
- an installed image editing software.

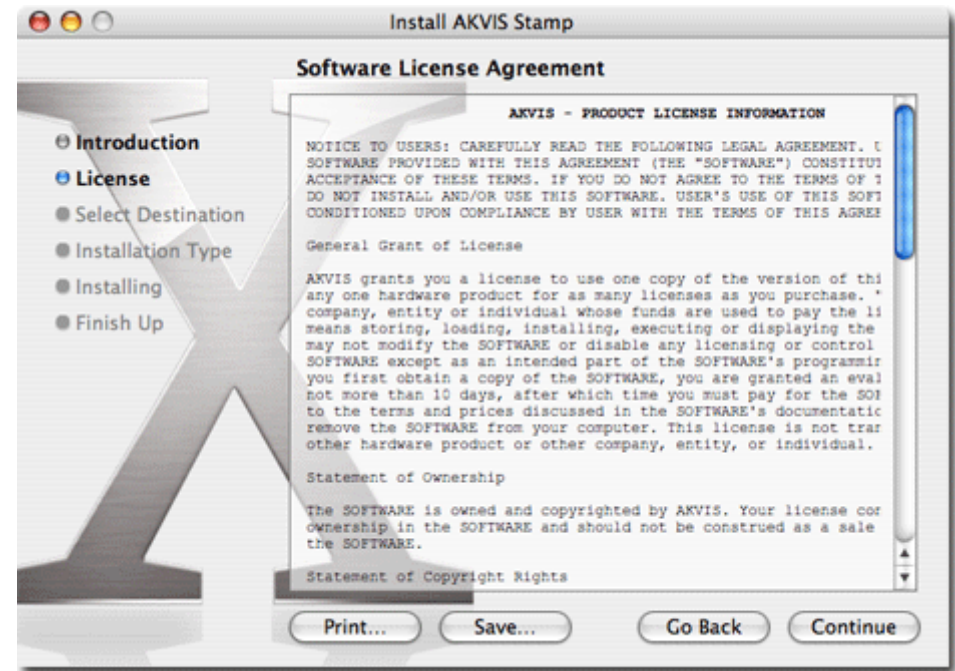
Attention! You must have administrator rights to install the program on your computer.

To install the program you should follow the instruction:

- Open the virtual disc **akvis-stamp-setup.dmg**.
- Run the installation package **Stamp.pkg**.
- Press the button **Continue** in the installation dialogue box to start the installation (pic. 1).
- Read the license agreement and press the button **Continue** (pic. 2).



Pic. 1.



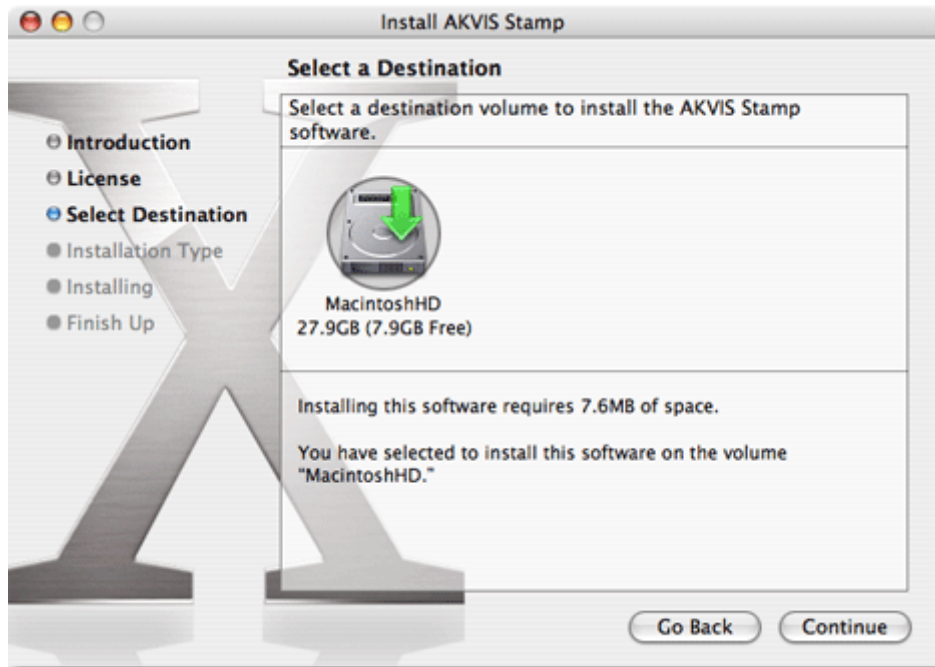
Pic. 2.

Installation under Macintosh

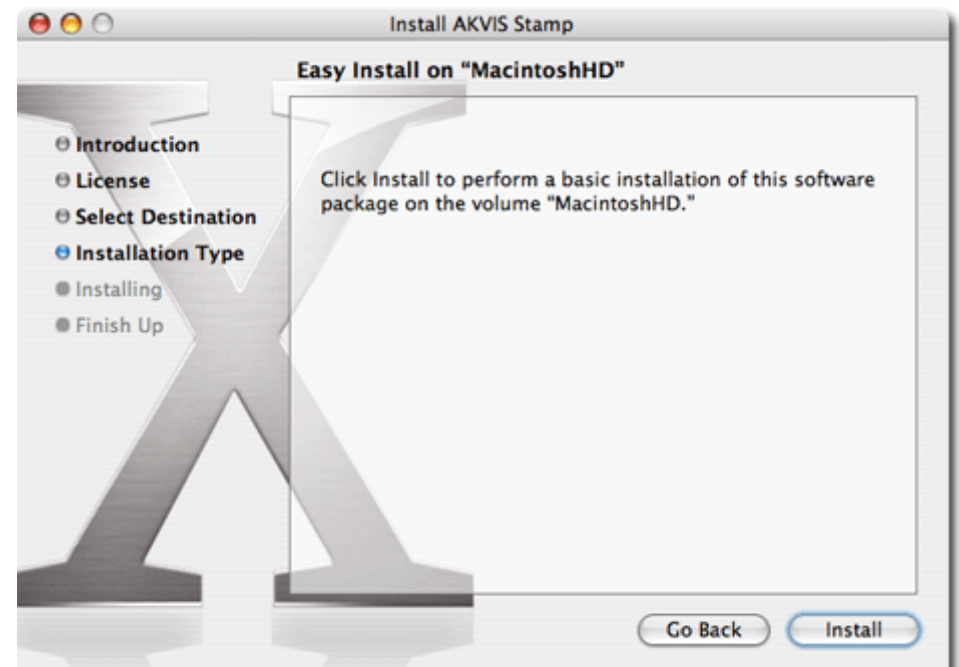
- Press the button **Agree**, if you accept the terms of the License Agreement (pic. 3).
- Select the disc where you want to install the program to and press the button **Continue** (pic. 4).
- Press the button **Install** to complete the process of installation (pic. 5).



Pic. 3.

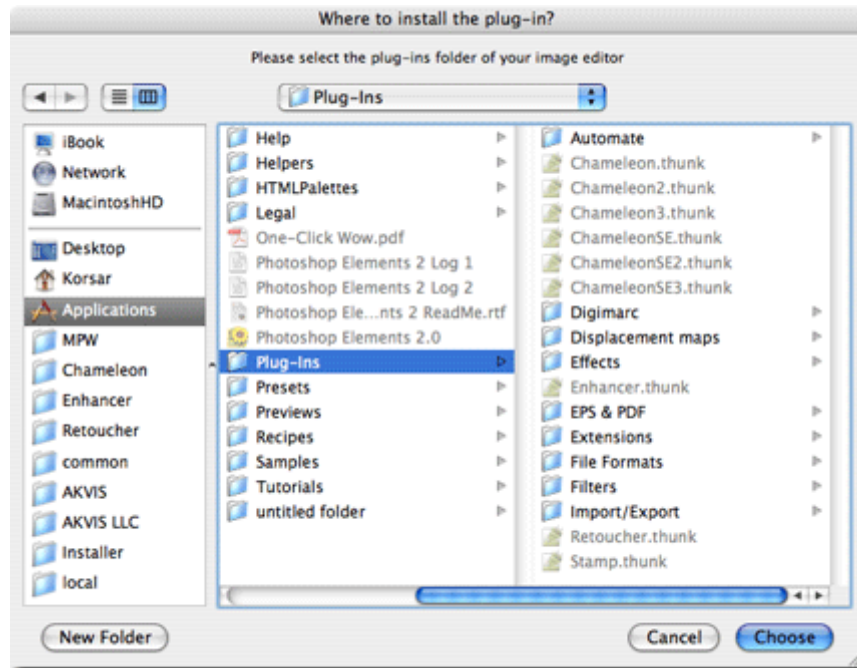


Pic. 4.

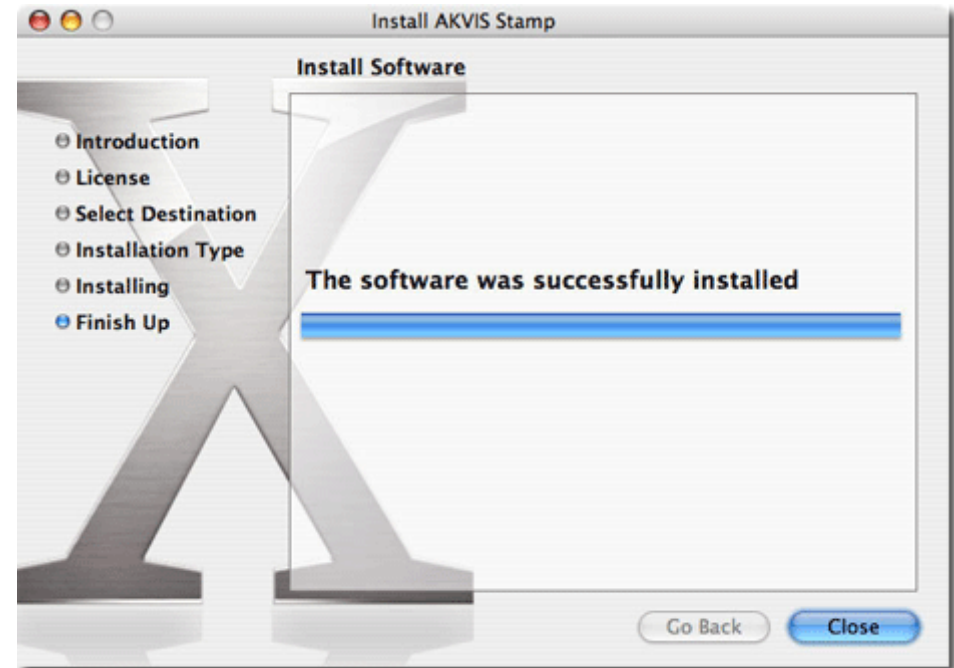


Pic. 5.

- Select the plug-ins folder of your photo editor. The program will be installed into the specified folder (pic. 6).
 - When the program is installed, press the button **Close** to quit installation (pic. 7).
- After installation of **AKVIS Stamp**, you will see a new tab in the Filters menu of your photo editor: **AKVIS – Stamp**.



Pic. 6.




Pic. 7.

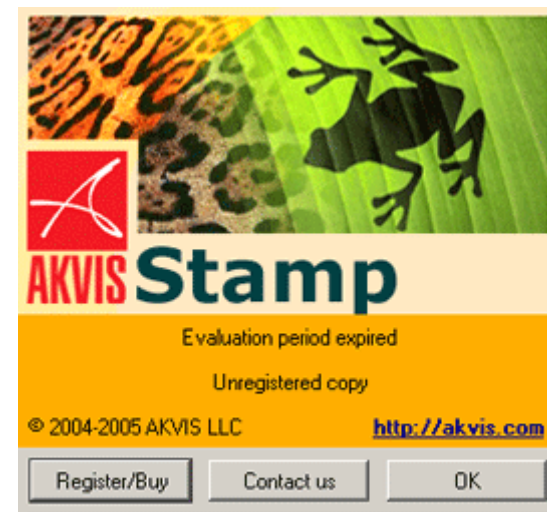
Program registration

You can buy a license for **AKVIS Stamp** using **Plimus** or **ShareIt** payment systems. To buy a license you should fill in the form on any of the above-mentioned systems. You can access the form directly from the official web-site **www.AKVIS.com**.

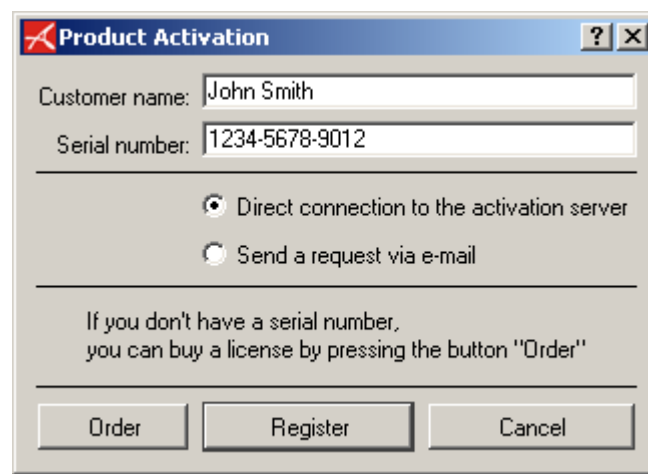
When the form is filled in and the payment is made, the serial number will be sent to you within minutes. Having received the serial number you can proceed to the program registration. Follow the instructions:

1. Open the window **About the program** of **AKVIS Stamp** (pic. 1). This window appears when you launch **AKVIS Stamp** or when you press the button  in the window of this program. Besides, **Adobe Photoshop** allows calling the **About the program** window right from its menu **Help - About Plug-In - Stamp (Photoshop - About Plug-In - Stamp** in Macintosh).
2. Press **Register/Buy** in the window **About the program** to start the process of activation.
3. Enter your name and your serial number (pic. 2).
4. Choose a method of activation – either through direct connection or by mail – and press **Register**. We recommend activating the program through direct connection, as it is the easiest way. At this stage of activation your computer must be connected to Internet.
5. The registration is completed (pic. 3).

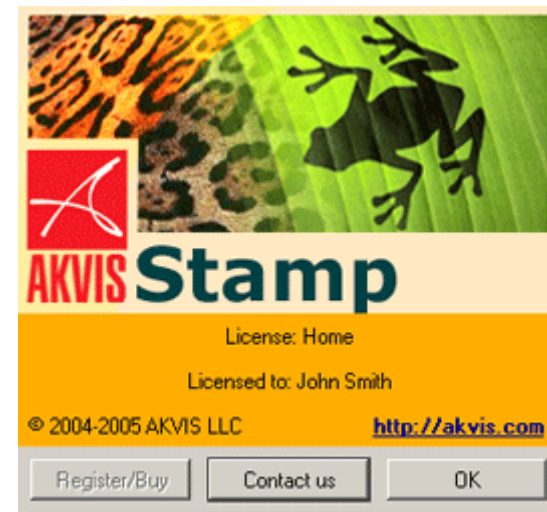
In case you have chosen activation by mail, you should put the file **Stamp.lic** (that you will receive enclosed in the letter) into the folder where **AKVIS Stamp** has been installed (by default it is the folder **Program Files\AKVIS\ Stamp** in Windows, **Library:Application Support:AKVIS LLC:Stamp** in Macintosh).



Pic. 1.



Pic. 2.




Pic. 3.



Working area

To call the **AKVIS Stamp** plugin in **Adobe Photoshop**, you should select the menu item Filter - AKVIS - Stamp, in **Jasc Paint Shop Pro** call the command Effects - Plugins - AKVIS - Stamp; and in **Corel PHOTO-PAINT** select Effects - AKVIS - Stamp.

Picture 1 shows the interface of **AKVIS Stamp** under Windows; picture 2 shows the interface of **AKVIS Stamp** under Macintosh.

The image for retouching occupies most of the window space. In the upper part of the window there is a Control Panel with buttons:

- The button  is designed to change the image scale. The shortcut for the **Zoom** is the **Z** key.



To increase the scale you should press the button , then left-click on the image in the **AKVIS Stamp** program window or press the button  in the Toolbar.




Pic. 1.




Pic. 2.


To reduce the image scale you should press the button , then right click the image or press the button  in the Toolbar.

You can change the scale so that it fits into the program window of **AKVIS Stamp**. For this purpose you should press the button  in the Toolbar.

To restore the original size of the image, you should press the button  in the Toolbar.




You can use hotkeys to change the image scale: **+** and **CTRL++** (**Command++** in Macintosh) to zoom in, **-** and **CTRL+-** (**Command+-** in Macintosh) to zoom out.

Besides, it is possible to increase the scale of the selected area. For this purpose press , and select a rectangular area. When the rectangular area is selected, the image scale will be changed so that the selected part of the image will fill the whole window.

- The button  is designed to call the tool that allows scrolling the displayed area of the image in the window if the whole image doesn't fit into the window at the chosen scale. To move the image you should press this button, put the cursor onto the image, press the left button and, keeping it pressed, move the image in the window.


You can temporarily call this tool when another tool is activated (for example, Stamp). For this purpose you should keep pressed the **Space** key in the keyboard.

The shortcut for the **Hand** is the **H** key.

- The button  is designed to call the **Stamp** tool. The shortcut for the **Stamp** is the **B** key.
- The button  allows activating the **Edit** mode. In the **Standard** mode every time you apply the stamp and release the mouse button, the program fuses the cloned area with the background. In the **Edit** mode the program will not fuse the cloned area with the background until you deactivate the button . In the **Edit** mode you have more room for maneuvers: you can change the size of the stamp, indicate another source for cloning, make a clone out of different parts of the image, and remove unnecessary parts of the cloned area using the **Eraser** tool.










This mode is especially useful when you create a cloned area out of several parts of the image.

It is possible to activate/deactivate the **Edit** mode using the **P** key in the keyboard.

- Use the button  to call the **Eraser** tool. This tool is active only in the **Edit** mode and allows erasing parts of the cloned area. Under Windows you can also erase parts of the clone in the **Edit** mode by applying the **Stamp** tool with the right button pressed. The shortcut for the **Eraser** is the **E** key.
- You can activate and deactivate the check box **Aligned**.



When the check box **Aligned** is activated, the area is cloned as a whole with reference to the starting point. You can release the mouse button and pass on to another fragment or change the stamp size. If the check box **Aligned** is deactivated, every time you make a stroke, the pattern is taken from one and the same source. The crossing cursor will come back to the source area every time you release the mouse button.

Let us take an example. Let us imagine that you want to clone a dog and set the source area on the dog's head. Then you clone the dog from the head to the tail by drawing a continuous horizontal line. After that you release the button and move the cursor a few centimeters below. Now you draw a horizontal line again. If the check box **Aligned** is activated, then you will see the legs of the dog. If the check box is deactivated, you will see again the part of the dog from the head to the tail.

- The **Stamp size** parameter allows changing the stamp size. To change the size of the stamp, you should left-click the button  and change the size of the brush by moving the slider.
- The button **Undo**  cancels the last operation. It is possible to cancel several operations in a row. It is possible to cancel an action using the key combination **Ctrl+Z** (**Command+Z** on Macintosh).
- The button **Redo**  returns the last cancelled operation. It is possible to return several operations. To restore the action, press **Ctrl+Y** (**Command+Y** on Macintosh).
- The button  allows to apply the result to the image. It applies the result and closes the **AKVIS Stamp** window.
- The button  allows to call information about the program.
- The button  is designed to call the help files of the program.
- The  button is designed to select the language of the program. To switch to another language, you should left-click the button  and select the required language from the fall-out menu.
- The button  allows to close the program window without applying the result of image editing.

How it works

In order to remove defects and clone objects with **AKVIS Stamp** you should follow the steps below:


1. Open the image for retouching in your photo editor (pic. 1).
2. Call the plugin **AKVIS Stamp**. In **Adobe Photoshop**, you should select the menu item Filter - AKVIS - Stamp, in **Jasc Paint Shop Pro** - the menu item Effects - Plugins - AKVIS - Stamp; and in **Corel PHOTO-PAINT** - Effects - AKVIS - Stamp.
3. Adjust the size of the stamp and deactivate/activate the check box **Aligned**.
4. Press the button  , if you want to activate the **Edit** mode. This mode is useful when you clone large fragments or when it is impossible to clone an area in one step. In the **Edit** mode the program will not fuse the cloned area with the background until you deactivate the button  .


In this mode you can change the size of the stamp, indicate another source for cloning, make a clone out of different parts of the image, and remove unnecessary parts of the cloned area using the **Eraser** tool.

5. Set the source area. For this purpose, keeping the **ALT**-key (**Option** in Macintosh) pressed, left click on the area which will be the source for cloning.
6. Put the cursor onto the damaged area or to the part of the image where you want to clone the selected object.
7. Press the left mouse button and retouch the damaged areas by applying strokes with **AKVIS Stamp** (pic. 2).





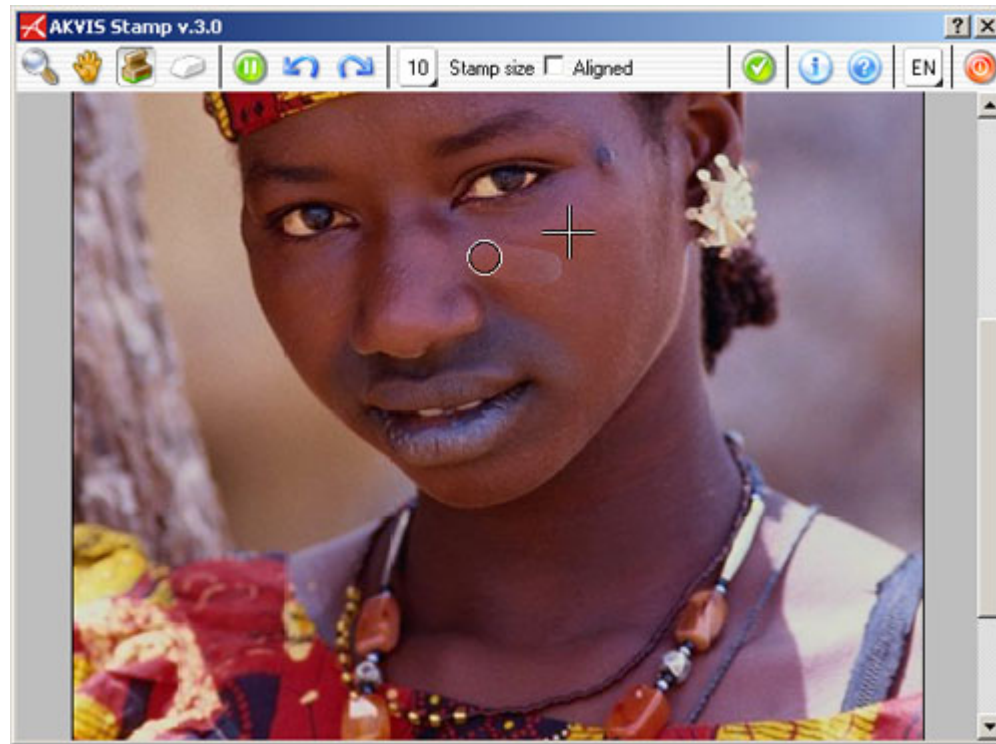
Pic. 1.

8. If you duplicate an area in the **Standard** mode (i.e., you have not pressed the button ) , as soon as you release the mouse button, **AKVIS Stamp** will fuse the cloned object with the background, changing its color range, texture and shades.

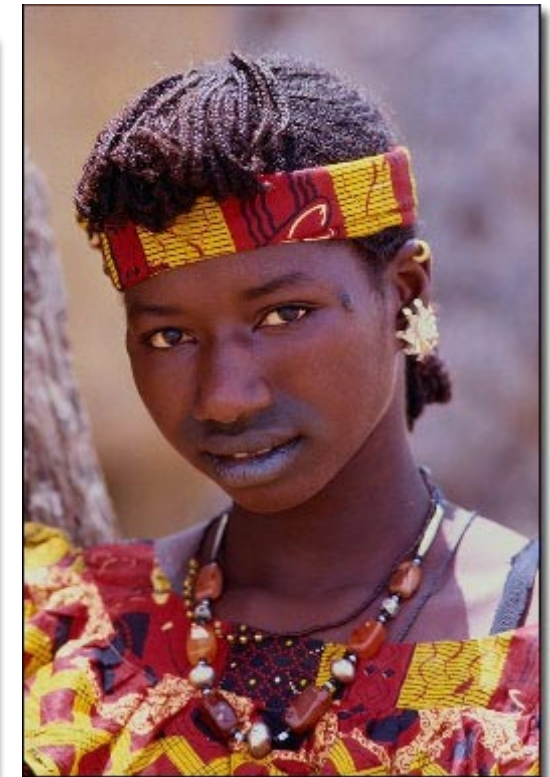
If you duplicated the area in the **Edit** mode, you should press the button  to deactivate the mode and to apply the fusion.

9. If you want to cancel the last action, you should press the key combination **Ctrl+Z** (**Command+Z** in Macintosh). You can cancel the last action using the button **Undo** and return the changes with the button **Redo**.

10. When you are through with the image editing, press the button  to apply the result (pic. 3) or the button  to close the program without applying the result.





Pic. 2.



Pic. 3.

Removing wrinkles

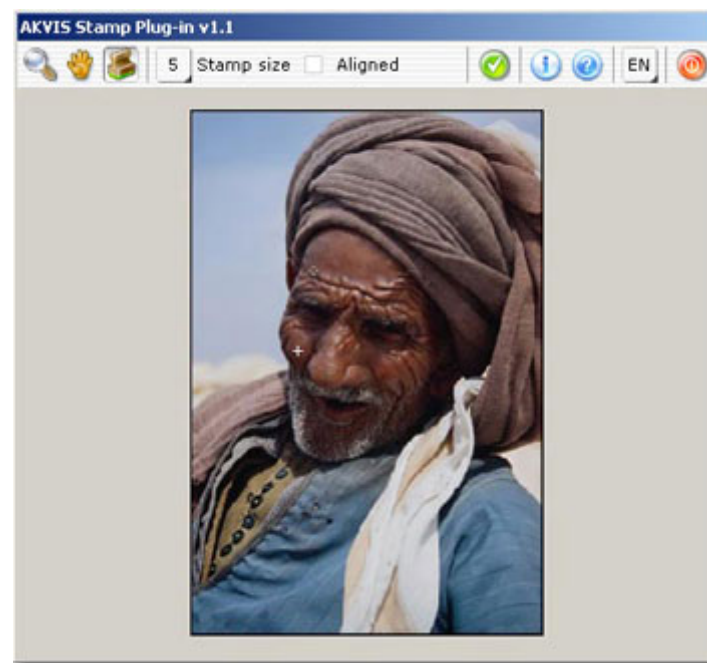
1. Open the photo of an old Bedouin in your photo editor (pic. 1). The furrows on his forehead emphasize his experience; however they add no beauty to the old man's face. We will make his face younger in a few steps.
2. Select the plugin **AKVIS Stamp**. In **Adobe Photoshop**, you should select the menu item Filter – AKVIS - Stamp, in **Jasc Paint Shop Pro** - the menu item Effects – Plugins – AKVIS - Stamp; and in **Corel PHOTO-PAINT** – Effects – AKVIS - Stamp.
3. Select the **Stamp** tool from the Toolbar pressing the button , and adjust the size of the stamp (approximately 5).
4. Deactivate the check box **Aligned** so that every time you apply the stamp the pattern is taken from one and the same starting point.
5. Press the **ALT** key (**Option** in Macintosh) and use the left mouse button to sample the source area. In this example we can sample some area on the nose or on the cheek between the wrinkles (pic. 2).
6. Process the skin covered with wrinkles applying the stamp by strokes or by left clicks (pic. 3).
7. Press the button  in the Toolbar to apply the result of retouching and close the plugin window (pic. 4).



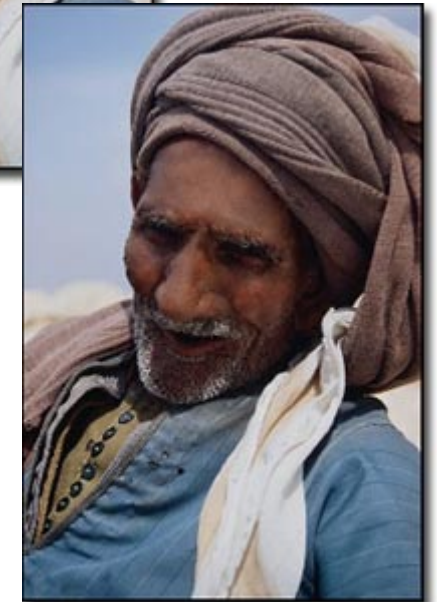
Pic. 1.



Pic. 2.





Pic. 3.



Pic. 4.

A girl in eye-glasses

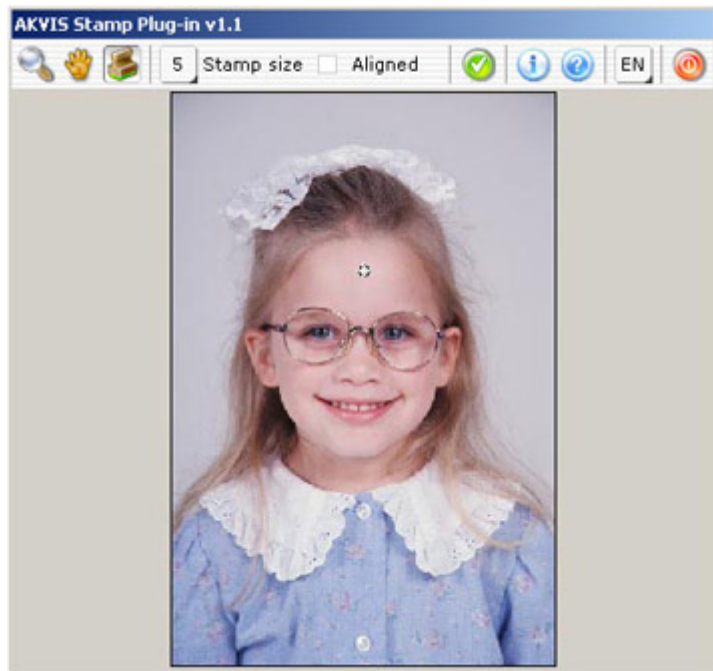
1. Open this photo of a girl (pic. 1) in your photo editor. We will try to see how the girl looks without the eye glasses.
2. Select the plugin **AKVIS Stamp**. In **Adobe Photoshop**, you should select the menu item Filter - AKVIS - Stamp, in **Jasc Paint Shop Pro** - the menu item Effects - Plugins - AKVIS - Stamp; and in **Corel PHOTO-PAINT** - Effects - AKVIS - Stamp.
3. Select the **Stamp** tool from the Toolbar pressing the button  and set a small size of the stamp.
4. Deactivate the check box **Aligned** so that every time you apply the stamp the pattern is taken from one and the same starting point.
5. Press the **ALT** key (**Option** in Macintosh) and use the left mouse button to sample the girl's forehead, it will be the source area (pic. 2).
6. Apply the stamp to the frame of the eye glasses by strokes (pic. 3).
7. Press the button  in the Toolbar to apply the result of retouching and close the plugin window (pic. 4).



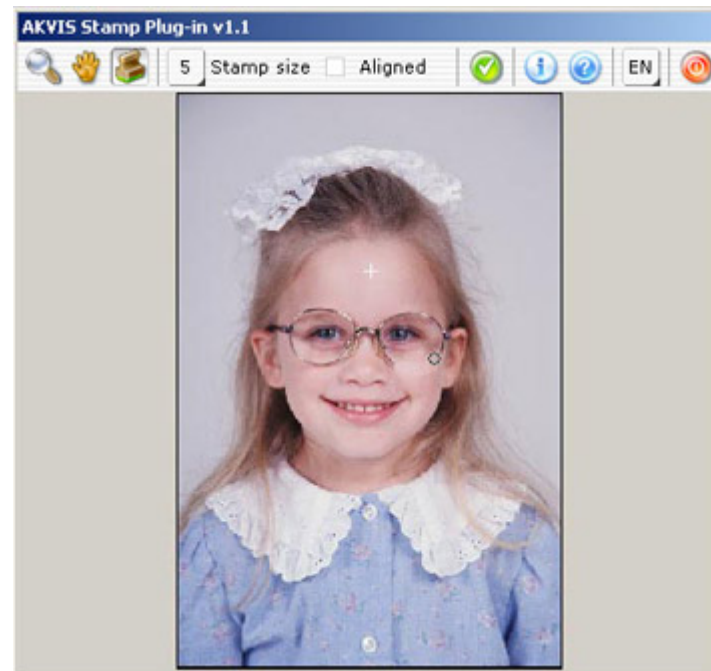
Pic. 1.



Pic. 4.





Pic. 2.

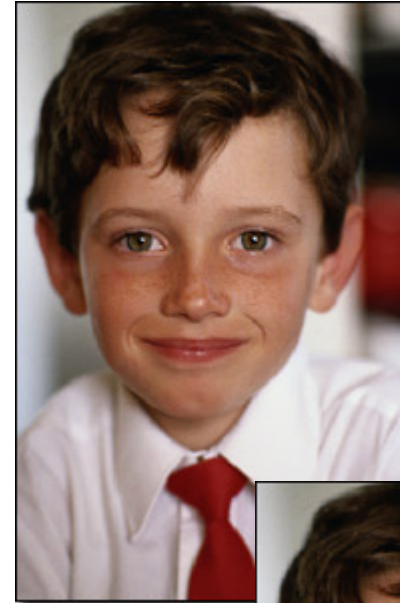


Pic. 3.

Removing freckles

We are going to remove freckles without resorting to various cosmetic tricks. Just follow the instruction:

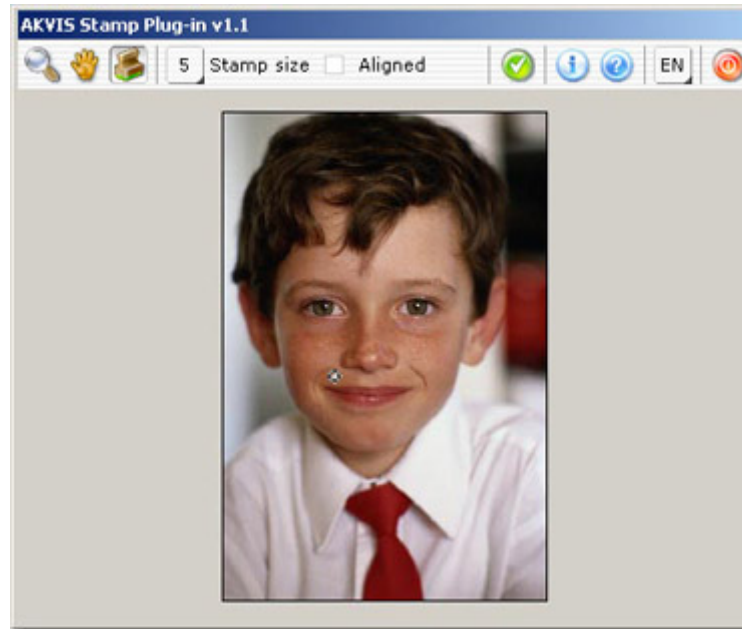
1. Open the photo of the boy (pic. 1) in your photo editor.
2. Select the plugin **AKVIS Stamp**. In **Adobe Photoshop**, you should select the menu item Filter - AKVIS - Stamp, in **Jasc Paint Shop Pro** - the menu item Effects - Plugins - AKVIS - Stamp; and in **Corel PHOTO-PAINT** - Effects - AKVIS - Stamp.
3. Select the **Stamp** tool from the Toolbar pressing the button  and adjust the size of the stamp.
4. Deactivate the check box **Aligned** so that every time you apply the stamp the pattern is taken from one and the same starting point.
5. Press the **ALT** key (**Option** in Macintosh) and use the left mouse button to specify the pattern of the face that is not covered with freckles. In this case we sample the area over the upper lip or on the chin of the boy (pic. 2).
6. Apply the cloned pattern to the areas covered with freckles making strokes by the mouse or with left-clicks.
7. Press the button  in the Toolbar to apply the result of retouching and close the plugin window (pic. 4).



Pic. 1.





Pic. 3.



Pic. 2.

Restoration of a colonnade

In the following example we are going to "restore" an ancient building. We will add one more statue to the image of the colonnade.

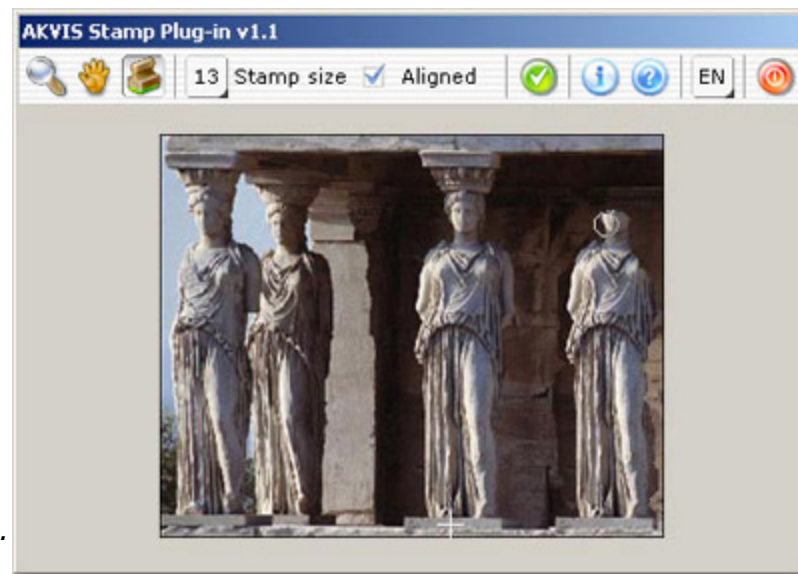
1. Open the image (pic. 1) in your photo editor.
2. Select the plugin **AKVIS Stamp**. In **Adobe Photoshop**, you should select the menu item Filter - AKVIS - Stamp, in **Jasc Paint Shop Pro** - the menu item Effects - Plugins - AKVIS - Stamp; and in **Corel PHOTO-PAINT** - Effects - AKVIS - Stamp.
3. Select the **Stamp** tool from the Toolbar pressing the button  and adjust the size of the stamp.
4. Activate the check box **Aligned** so that every time you apply the stamp the patterns are taken in sequence concerning the source point.
5. We will clone the third statue on the right. Press the **ALT**-key (**Option** in Macintosh) and use the mouse cursor to set the source point for cloning in the base of the statue.
6. Move the cursor to the point of the image where you want to put the statue and clone it by one stroke (pic. 2). Never mind if you do not clone the statue in one step; as the check box **Aligned** is activated you can proceed with cloning where you have stopped.
7. As soon as you complete the cloning of the statue and release the mouse button, **AKVIS Stamp** processes the image adjusting the color range and lightness of the cloned statue.
8. Press the button  in the Toolbar to apply the result of retouching and close the plugin window (pic. 3).



Pic. 1.




Pic. 3.



Pic. 2.

Removing an object

Earlier we applied **Stamp Tool** only to remove small defects (wrinkles, freckles, birthmarks and scars). Now we set ourselves a more global task. We will open an image with a camel and a cameleer and will remove the latter from the photo (pic. 1).


1. Open the image in your photo editor.
2. Select the plugin **AKVIS Stamp**. In **Adobe Photoshop**, you should select the menu item Filter - AKVIS - Stamp, in **Jasc Paint Shop Pro** - the menu item Effects - Plugins - AKVIS - Stamp; and in **Corel PHOTO-PAINT** - Effects - AKVIS - Stamp.
3. Select the **Stamp** tool from the Toolbar pressing the button  and adjust the size of the stamp.
4. Deactivate the check box **Aligned** so that every time you apply the stamp the pattern is taken from one and the same starting point. We have to do this as there is no an appropriate part of the desert to fill the place of the cameleer.
5. Press the **ALT** key (**Option** in Macintosh) and use the left mouse button to specify the pattern of the desert that has the same texture as the area near the cameleer's head (pic. 2).



Pic. 1.



Pic. 2.

6. Apply the stamp tool to replace the head, shoulders and the rope with the cloned texture (pic. 3).
7. Now press the **ALT** key (**Option** in Macintosh) and use the left mouse button to specify the pattern on the sand in the foreground on the left of the camel.
8. Apply the **Stamp tool** in strokes to paint the Bedouin, his stick and the lower part of the rope.
9. Press the button  in the Toolbar to apply the result of retouching and close the plugin window (pic. 4).



Pic. 3.



Pic. 4.