

Chapter 3

Merging Images

Method 1: Composites

Method 2: Image on Tools

Method 3: Using a Mask

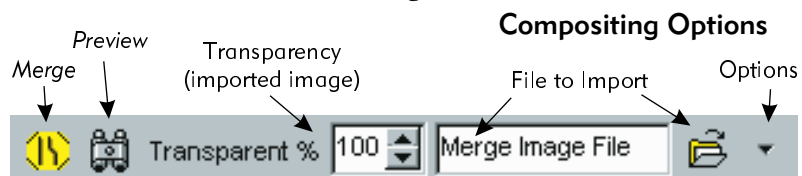
Other Methods:

One of the powerful features of *ImageForge PRO* is its ability to merge one image into another. ImageForge gives you several ways to do this, and this chapter will present the simplest method first, followed by more sophisticated methods.

Method 1: Composites

Click the *Composite* tab if you wish to merge two entire images.

- Select a second image in the *Merge Image File* field at the bottom of the editing window.



- You can specify the amount of transparency for the imported image.
- Click the “binoculars” icon to preview the merged results.
- Once you are satisfied with the result, click the yellow *Merge* icon to combine the new image into your existing image.

⇒ *Tip: Items on the Objects layer will also be merged with the image on the Composite layer, so you may wish to clear any unwanted items before merging.*

Method 2: Image on Tools

These techniques will allow you to paint in portions of another image. *E.g., if you were to edit an image of a tropical beach, and you also had a second image file containing a picture of a snowman, you might use this feature to “paint” the snowman onto the tropical beach.*

- Select the *Paint with Image* or *Fill with Image* tool.
- Go to the Tool Options and select a second, previously saved image file.
- Specify the positioning and other options for the second image.
- Use the tool.

Double-click the Brush or Fill tool and select the *Paint with Image* or *Fill with Image* option. These allow painting with material from another picture.

⇒ *Trick: You can paint with the last saved version of the same image by choosing the current image’s filename. This will allow you to paint back portions of the original which you may have changed during the current session.*

When you select the *Paint with Image* tool, the Tool Options display new controls. Click on the *folder*



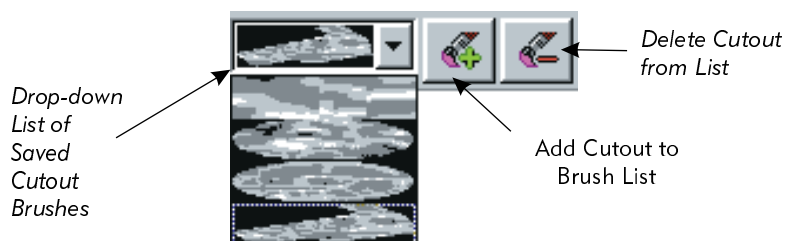
icon to select a second image (the source) to use as the “paint”. The source image will be aligned at the top/left corner of the editing window. If you want to place the source image in another location, click on the *arrow* button (located next to the *folder* icon).

If the source image is smaller than the image which is being edited, you can choose to *Tile* the second image to fill the remainder of the screen. Otherwise, your brush will create blank areas when it passes over locations not occupied by the source. You can move the source image to a specific location on the screen by typing X and Y locations (these would be the new screen coordinates for the *upper/left* corner of the source image).

⇒ *Tip: Use the Emboss Image Using Light Source option (see the Positioning options) if you wish the source image to be embossed as it is being painted. This is particularly useful for painting textures into an area. Slide the Color Intensity bar to the right to reduce the amount of the selected color used in the embossed areas. Before painting, use the Candle Flame tool to set the light source prior to using the Paint with Image tool.*

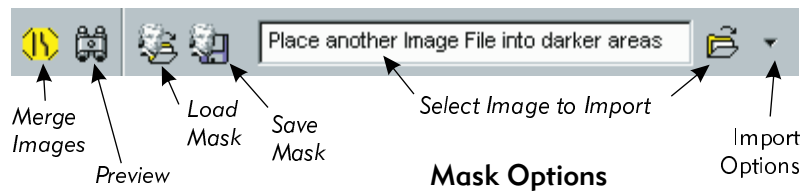
Paint with Cutouts:

When you select an area using the *Scissors* tool, you have the option to *Use as Brush* in the tool options



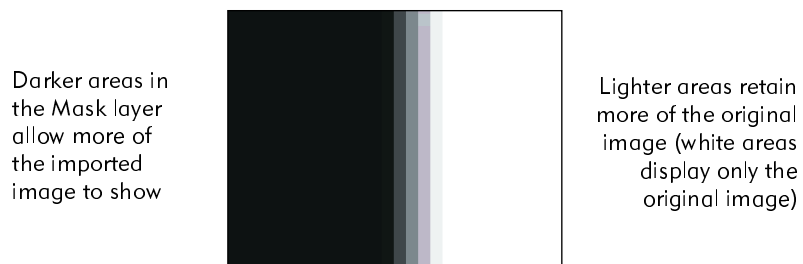
bar. You may save the cutout area by clicking the + icon. It will be added to a drop-down list of previously saved cutouts. You can choose a previously saved cutout with which to paint, or you can delete a cutout by selecting the unwanted cutout and then clicking the minus (“-”) button.

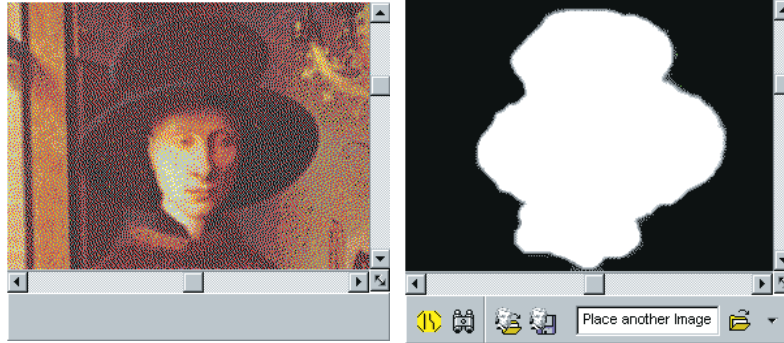
Method 3: Using a Mask



You can use the Mask layer to merge only portions of an image, with variable transparency.

- Click on the *Mask* layer tab. A grayscale preview of the existing image is shown.
- Choose the second image file’s name using the yellow folder icon in the Tool Options.
- Use Black paint to block out the areas which will be occupied by the new image.
- Use White paint to block out areas where the existing image will be preserved.
- Use shades of gray in areas where the two images will be combined with transparency (lighter shades of gray, will preserve more of the original image).
- Click *Preview* (binoculars icon) to see the results.



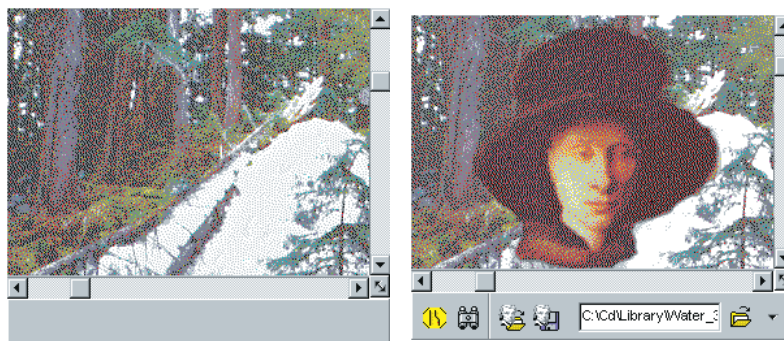


Original Image

Mask

- Once you are satisfied with the results, click the yellow *Merge* icon to blend the two images.
- ⇒ *Tip: Use the Smudge tool to create gray areas between the black and white portions of the mask to soften the transition from one image to the other.*
- ⇒ *Trick: You may also use the Mask layer to add textures or highlights/shadows to the image. Simply paint highlighted areas in lighter shades and shadowed areas with darker shades, and do not specify a second image before merging.*

Save and *Load* icons are provided to allow you to save your mask for those instances where you would



Second Image

Merged

like to use it with another image. E.g., if you have created a texture mask, for one image, you can load it into another image to apply it there also.

Other Methods:

Painting with clipart: Double-click on the *Clipart* tool to select one or more small images with which you can paint. You can flow on a series of images, randomize them, select another collection of images, etc. For more about *Clipart* brushes, see the following chapter.