



BE THE ARTIST

TOPAZ IMPRESSION

USER MANUAL

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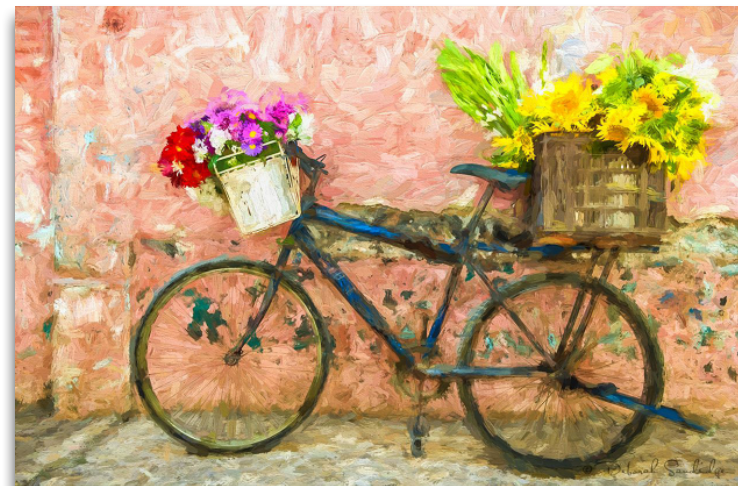
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By Peter Stratmoen



By Deborah Sandidge

Topaz Impression works as both a standalone editor and plugin. This means a compatible host editor *is not* required to use Topaz Impression, although you may access it as a plugin in a few compatible host editors.

System Requirements

Mac OS X 10.8 or higher

Windows 7 x64 + OpenGL3.2

***Does not support Windows 32bit**

For additional information on OpenGL and your computer's graphics card, please see page 8.

Download Instructions

- To download Impression please visit topazlabs.com/downloads.
- Locate Topaz Impression and click on the appropriate Mac or Windows button beneath that product to start your download.
- The download should start automatically, however if prompted, select 'Save'.
- The downloaded installer will then be located in your Downloads folder or desktop as an .exe file (Windows) or a .dmg file (Mac).



Mac dmg



topazimpression_
setup
Windows exe

The program will then install as a standalone editor to:

Mac: Applications folder

Win: C:\Program Files\Topaz Labs\Topaz Impression

Installation

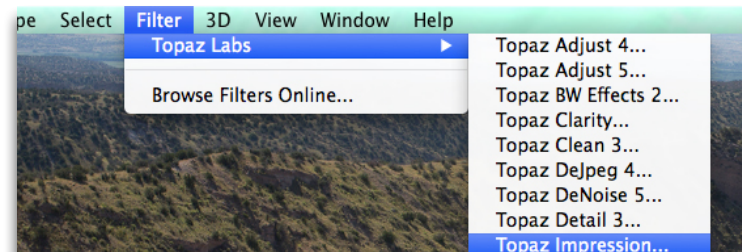
Plugin Compatibility

Impression can be accessed as a plugin in:

- Photoshop CS4+
- Photoshop Creative Cloud
- Photoshop Elements 6+
- Paintshop Pro X
- Serif PhotoPlus X5+
- Lightroom as an external editor
- Aperture as an external editor
- iPhoto as an external editor
- NOT compatible with photoFXlab or Fusion Express

Accessing Impression in Ps, PsCC, and Pse

To use Impression as a plugin in Ps, Pse and PsCC you must first run it as a standalone editor (Mac only). Impression will then be available to use in Photoshop via the Filter menu. For Windows, the plugin should automatically appear in the Filter list.



Should Impression not appear in the Filter menu, you may need to exit out of Photoshop and then re-enter.

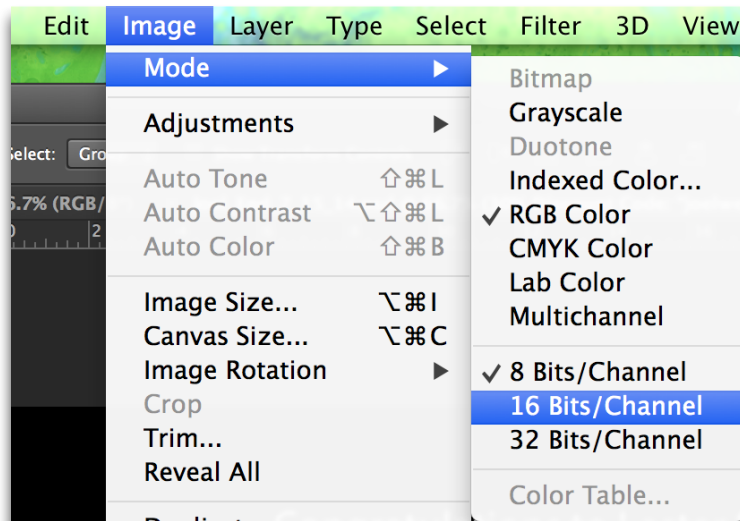
[I can't find Impression in the Photoshop Filter menu](#)

Installation

User Manual

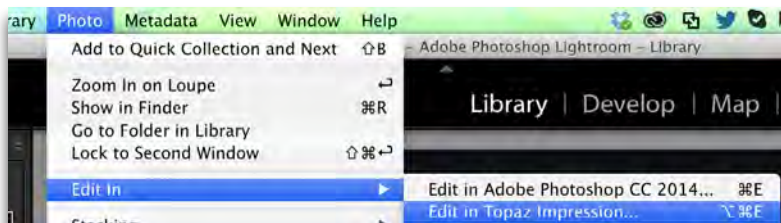
Topaz Impression

Important: Your image will need to be 8-bit or 16-bit and in RGB mode. Go to Image-> Mode to change this.

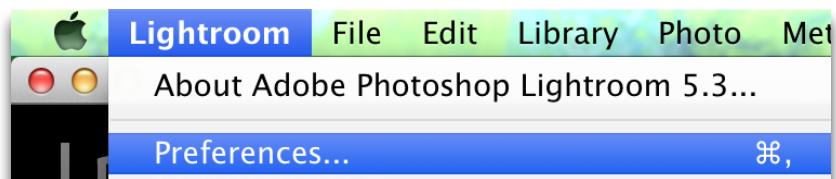


Accessing Impression in Lightroom

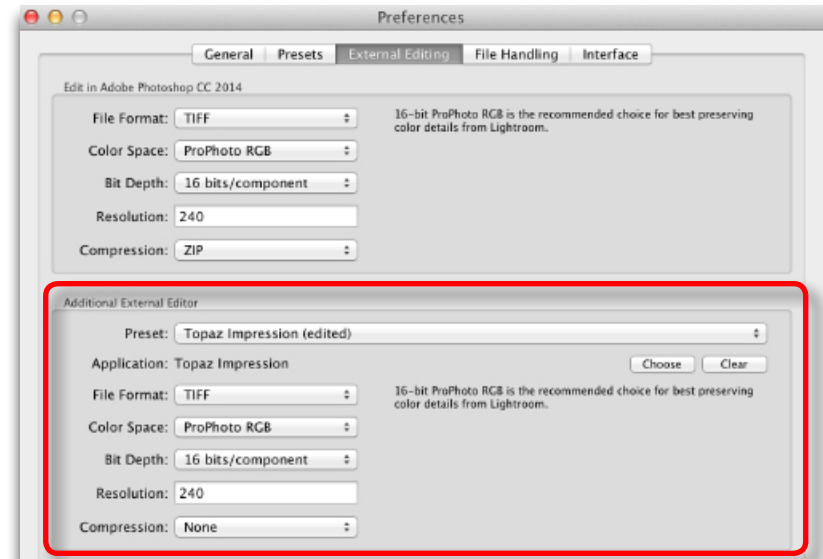
Topaz Impression can be accessed as an external editor in Lightroom by going to Photo-> Edit In-> Topaz Impression.



Important: For optimal use of Impression, go to Lightroom-> Preferences-> External Editing.



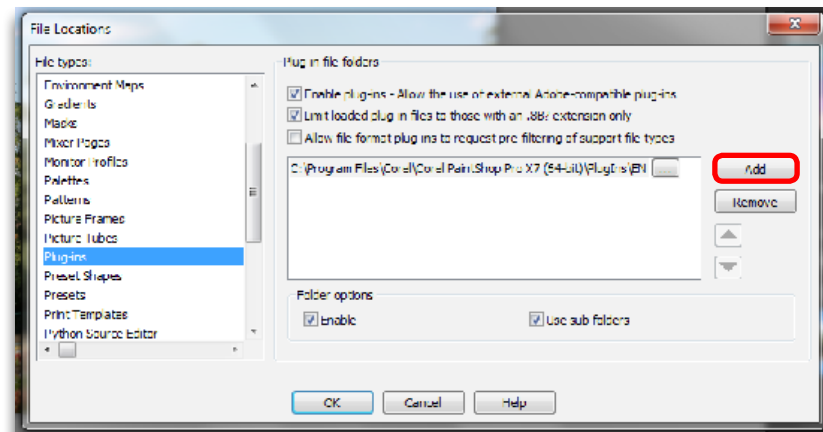
Make sure that 'TIFF' is selected under File Format. In addition, select 16 bits/component for bit depth and the color space ProPhoto RGB for optimal editing.



Accessing Impression in Corel PaintShop Pro X

To configure Impression as a plugin in PaintShop Pro:

1. Go to File-> Preferences-> File Locations...
2. Scroll to select 'Plugins from the File types list and click 'Add'

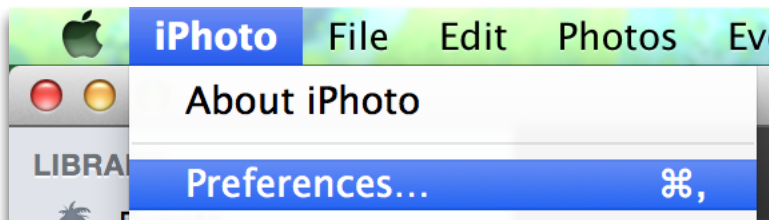


3. Navigate to C:\Program Files\Topaz Labs\Topaz Impression. Select the Topaz Impression folder and click OK.
4. Click OK again to return back to your main screen.
5. Go to Effects-> Plugins-> Topaz Labs-> Topaz Impression and select it to start the program.

Accessing Impression in iPhoto

To access Impression as an external editor in iPhoto:

1. Run Impression as a standalone editor.
2. Open iPhoto and go to iPhoto-> Preferences.



3. Select 'Advanced'.



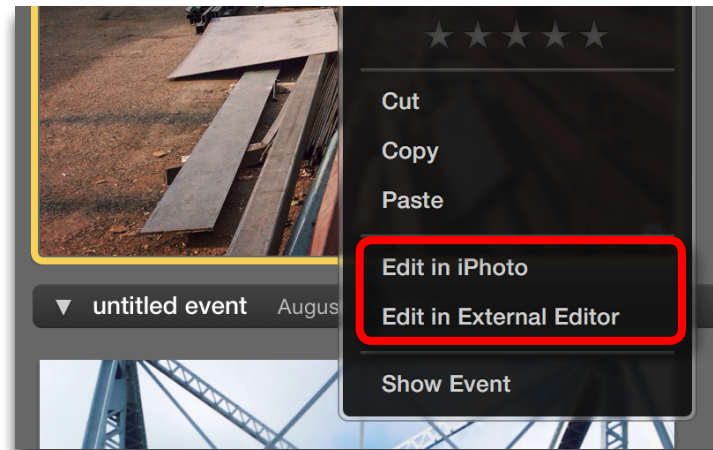
4. Under 'Edit Photos' navigate to the Mac Applications folder to select Impression and click Open. It should then appear in the Edit Photos list.

Important: Only one external editor can be used at a time. So if you are using Fusion Express, photoFXlab, Photoshop or another external editing program, you'll have to forgo using them in order to use Impression.

5. You may also choose to check these settings if you wish:

RAW Photos: ☒ Use RAW when using external editor
☒ Save edits as 16-bit TIFF files

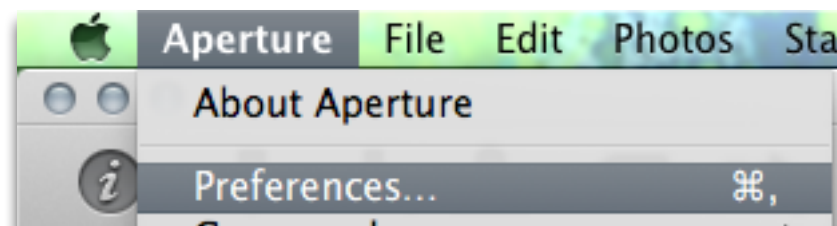
6. Right click on an image to choose whether to edit it in iPhoto or the chosen external editor.



Accessing Impression in Aperture

To use Impression in Aperture:

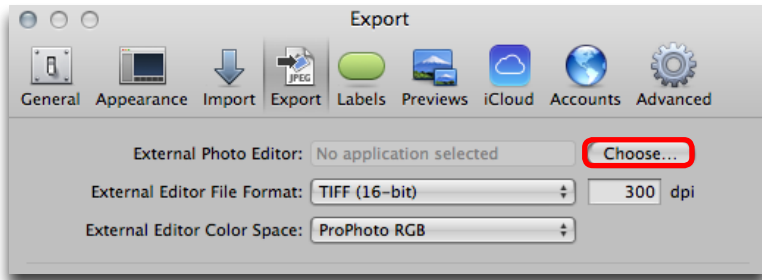
1. First you will need to run Impression as a standalone editor.
2. Your image will need to be 8-bit or 16-bit and in RGB color mode.
3. Next go to Aperture-> Preferences.



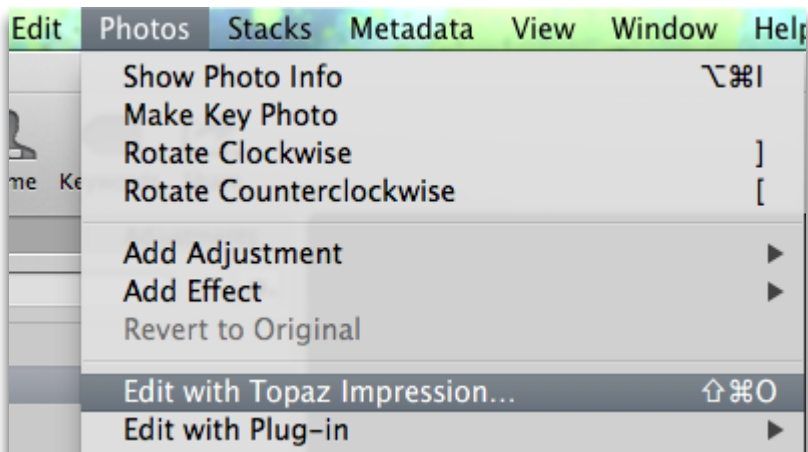
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4. Under Preferences select Export.
5. Next to External Photo Editor press Choose...



6. Navigate to your Applications folder and select Topaz Impression.
7. Next to External Editor File Format make sure that TIFF is selected.
8. Next to External Editor Color Space choose ProPhoto RGB for optimal results.
9. To Open Impression, go to back to your home screen and go to Photos-> Edit with Topaz Impression.

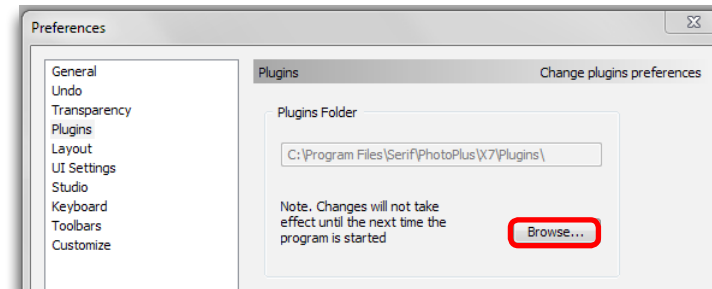


Accessing Impression in Serif Photo Plus

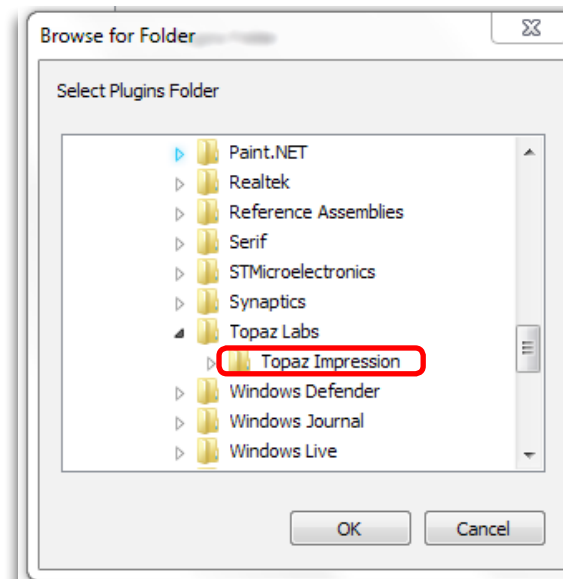
To use Impression as a plugin in Serif Photo Plus:

1. Go to File-> Preferences

2. Select Plug-ins from the list and then click Browse.



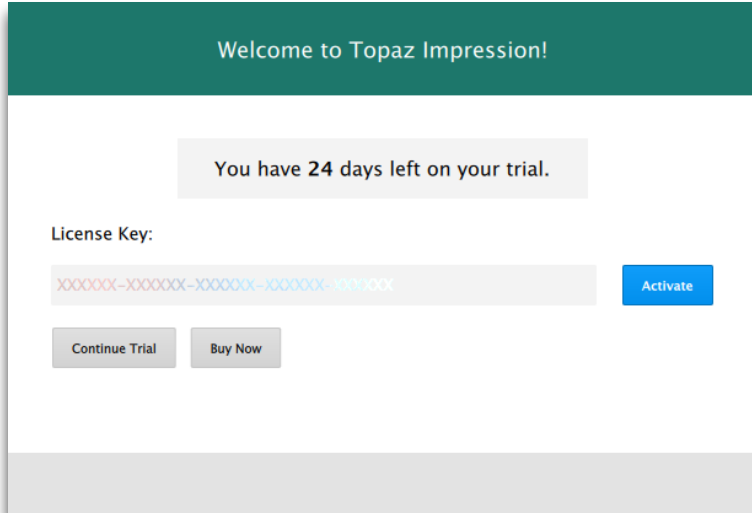
3. Navigate to: C:\Program Files\Topaz Labs\Topaz Impression



4. Select the Topaz Impression folder and press OK.
5. Press OK again to return back to your main screen.
6. Exit out of Serif and then re-open it.
7. To access Impression open an image and go to Effects-> Plugin Filters-> Topaz Labs-> Topaz Impression

Entering Your License Key

Upon opening Topaz Impression you should be prompted to enter your license key.

The screenshot shows the 'Welcome to Topaz Impression!' window. At the top, a green banner says 'Welcome to Topaz Impression!'. Below it, a grey box states 'You have 24 days left on your trial.' The 'License Key:' section features a text input field with a placeholder 'xxxxxx-xxxxxx-xxxxxx-xxxxxx-xxxxxx' and a blue 'Activate' button. At the bottom, there are two buttons: 'Continue Trial' and 'Buy Now'.

Simply copy and paste your 30 digit license key into the provided space to activate the program. Or, if running a trial, click 'Continue Trial'.

Please know that there is no difference between the trial and purchased versions of Impression. The only difference is the license key used to activate the program.

Should you receive an activation failure, please make sure that you have copied (ctrl/cmd + C) and pasted (ctrl/cmd + V) the key. Also be sure that you did not copy any extra blank spaces.

For additional license key assistance, please see our knowledge base:

- [My license key is not being accepted](#)

Installation



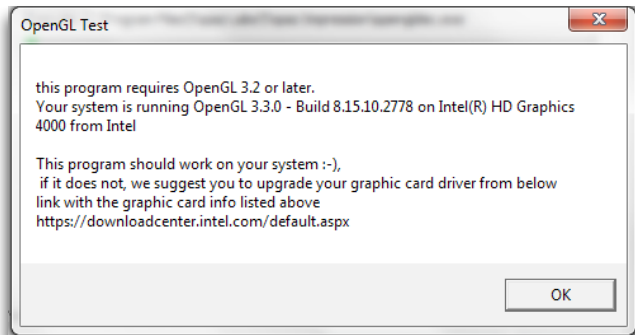
By Randy Mick



By Darren Neupert

Graphics Cards and Open GL (Windows only)

Upon installing Impression, you'll receive a message similar to below, indicating whether or not your graphics card can support the program (requires OpenGL 3.2 or higher).



Should your graphics card not meet the requirements, you'll need to update your video card by going to the link given at the bottom of the Open GL Test message.

To detect which graphics card you are running:

1. Right click on the desktop and select 'Screen resolution'
2. Next, select 'Advanced Settings'
3. You'll then see information regarding your graphics card.

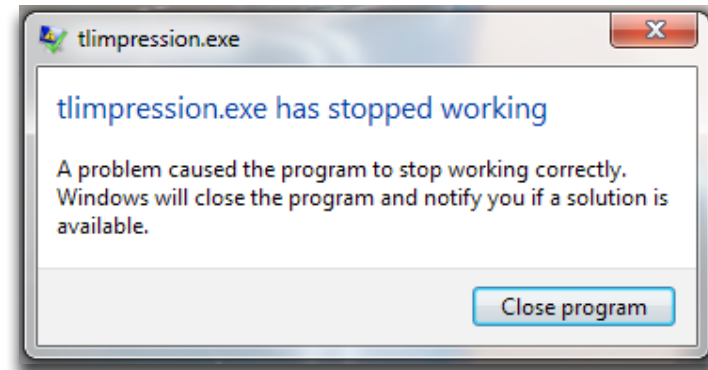
Please refer to these knowledge base articles for additional assistance if needed:

[Which video cards are supported with Impression?](#)
[Topaz Impression and OpenGL](#)

Common Issues:

1. You receive this message upon open Impression, causing it to crash: *"tlimpression.exe has stopped working"*

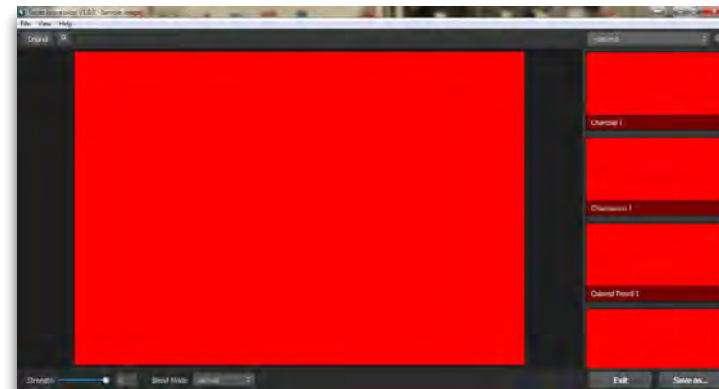
Please visit our knowledge base at topazlabs.com/support for additional assistance if needed.



You will need to update your Intel graphics card in order to resolve the issue. You must first uninstall your outdated graphics card and reboot your system before updating it. Please see this article for additional assistance on this:

[Impression Crashing on Startup in Windows - Intel Graphics](#)

2. You open Impression and see a red screen:



You will need to update your AMD graphics card to resolve this issue. Please see this article for additional assistance, which includes links to a direct download:

[Red Screen issue when using Impression](#)

To uninstall Topaz Impression please follow these instructions:

Mac

1. Quit Photoshop (or other editing program).
2. Navigate to the Applications folder: Macintosh HD -> Library -> Applications-> Topaz Impression.
3. Locate the Topaz Impression folder and move it to the trash. You will need to enter your system password to OK this change.

Windows

1. Quit Photoshop (or other editing program).
2. Click on the Start Menu and select Control Panel -> Programs -> Programs and Features (or Uninstall a Program).
3. Select Topaz Impression and click uninstall.



By Flick Coleman



By Denise Silva



Before



After

By Robyn Aber

Topaz Impression

Be the Artist

Designed to help you transform your image into a realistic looking work of fine art, Topaz Impression contains a diverse range of tools, including several brushes and dozens of textures that'll allow you to add a unique touch to your photo.

Working with the selective parameters, you can control the size, thickness, hue and so on of the decided medium to create your masterpiece. No prior knowledge of art is required, only the want and ability to have fun!

Why 'Impression?' you might ask. The name of this program was inspired by the style of painting called Impressionism that emerged in France in the mid-19th century. Impressionism was a reaction to Realism, a style of painting that aimed to depict the subject exactly as shown. Realism was sometimes considered a flamboyant showcase of the artist's skill, showing off that he could depict reality in the most accurate manner.

Tired of focusing on reality and the ego, painters like Monet, Renoir and Degas branched out of the norm and paid less attention to a scene's details by painting with sketchy brushwork and thick strokes (impasto). Paint would rapidly be laid onto wet paint, as the Impressionists were inspired by the lighting and color around them.

While a photo conveys a record in time, Topaz Impression alters this reality, allowing you to creatively change this realistic recording of light into a new impression. From oil paintings to charcoal drawings to chalk street art, it's your turn to be the artist!



By Shaun Locock



By Sam Saliba

[Visit the Impression Gallery to view more examples!](#)

Main Features

Here are some unique features in Topaz Impression:

- 1. Presets and Collections inspired by art history and different artistic styles.** From ancient to modern art, you might just find that the Da Vinci Sketch, Chiaroscuro or Cezanne preset is your favorite.
- 2. Simulated brush strokes.** Actual media strokes using oil paint, colored pencil, watercolor and so on were scanned and masked out with Topaz ReMask to put into the program's algorithm.
- 3. HSL Technology in 8-Colors.** Easily adjust the hue, saturation and lightness of the overall image or by individually selecting one of 8 different colors.
- 4. Lighting Effects.** Add to your artwork by adjusting the contrast, brightness, vignette and light direction.
- 5. Textures.** Choose from dozens of surface textures including brick, canvas, wood, rock and several different types of paper.
- 6. User Interface Design.** With Impression, we have continued to develop a cleaner, more modern and efficient interface to improve usability, workflow and overall aesthetics.

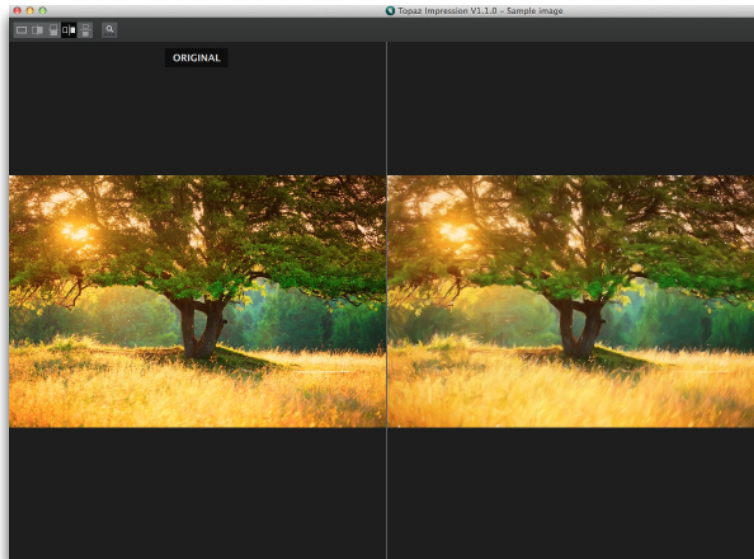
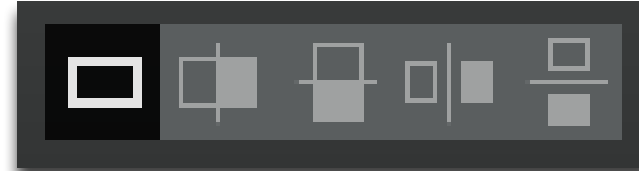


Oil brush strokes drying

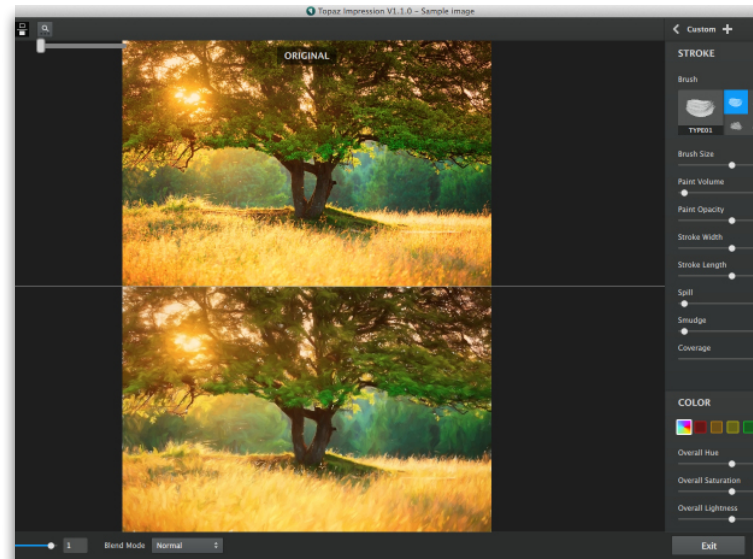
What's new in version 1.1

Here's what's new in version 1.1 of Impression:

1. Split view modes. Located in the top left corner, this allows you to compare the original image next to the edited image in 5 different viewing modes.



Split Vertical



Split Horizontal

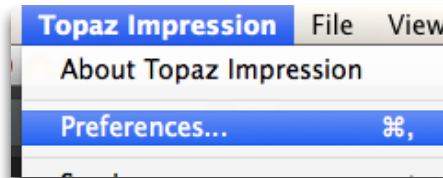
2. New Shortcut Keys. These shortcut keys have been added:

- Zoom in or out: Ctrl/Cmd +,-
- Switch the preset panel to the selective parameter panel: Shift + P (or simply press P)
- Cancel: Esc
- Ok: Ctrl/Cmd + Return (Enter)

What's new in version 1.1

3. Added Preferences. The preferences menu now contains these options:

- Start with example image
- Start With Preset Panel
- Update Slider value while dragging
- High Resolution processing



Access the Preferences in the top left corner of the interface.

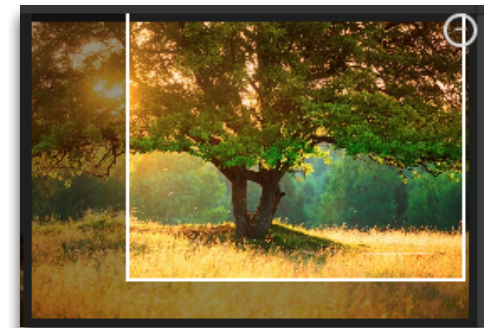
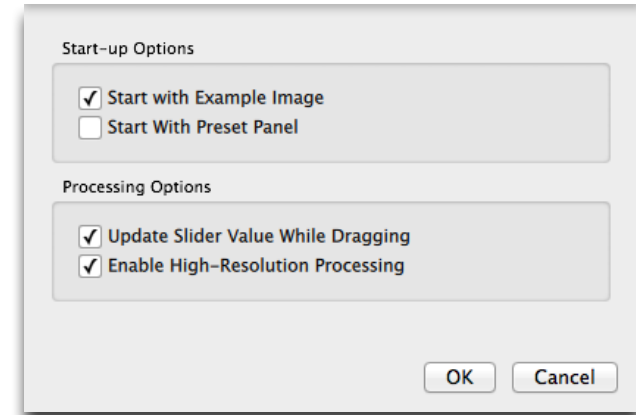
4. New brushes and presets. 50+ new presets and 3 brushes have been added into the 1.1 update. In addition, there is one new collection, the Pictorial Collection.

5. New selective parameters. A Coverage Center and Vignette Center have been added. You can now choose where the coverage and vignette are centered on an x & y axis.



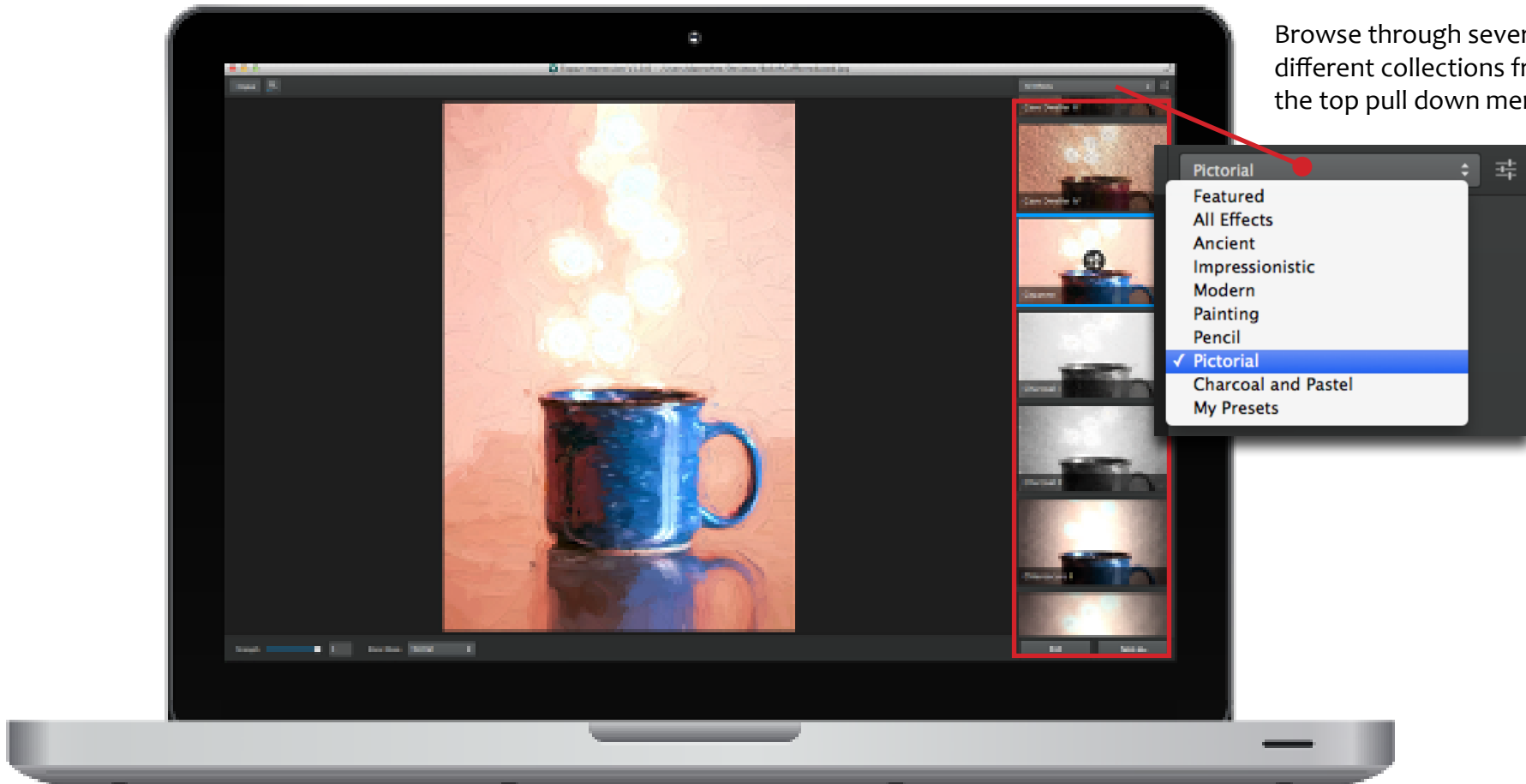
To access the Vignette Center, you must first increase the Vignette slider (same with Coverage Center and the Coverage slider).

6. New zoom options. A new zoom capability has been added in the top left menu of the interface. Impression preferences When zooming in or out, in the top right corner of the interface a navigation screen has been added. Use the mouse to scroll in and out. When zoomed all the way, the '+' navigation option will appear. To make it disappear, zoom all the way out.



User Interface

There are two main areas to Impression: presets and selective parameters. Upon entering the program you will see a list of presets by default. This is a good starting point for applying effects to your image.



Browse through several different collections from the top pull down menu.

Use the shortcut key Shift + P to switch back and forth between the selective parameters and presets. You can also decide if you want the presets or selective parameters to open each time you enter the program. In the top left corner go to Topaz Impression-> Preferences to make these changes.

Presets & Collections

There are six Collections in Topaz Impression that contain a range of effects: Ancient, Modern, Impressionistic, Painting, Pencil and Charcoal & Pastel

The Ancient Collection



By Scott Stulberg

Cave Dweller painting



By John Ellingson

Da Vinci inspired drawing

The Modern Collection



By Gary Lamott

Urban Street Art



Abstract colors, inspired by the Post-Impressionist, Paul Gauguin

The Impressionistic Collection



By Robyn Aber

Impasto

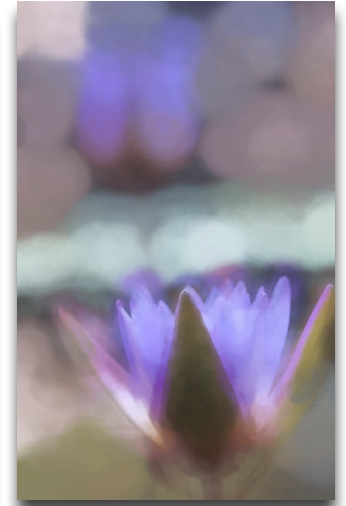


Monet preset

The Pictorial Collection



Photo Painting



Obscurity

The Painting Collection



By Flick Coleman

Pointillism



Chiaroscuro



By John Campion

Oil Painting

By Digital Lady Syd

The Pencil Collection

Graphite Sketch



Graphite + Colored Pencil

Image © John Campton

By Mike Rogers

The Charcoal & Pastel Collection

Chalk Pastel

By Michael Sterling


Selective Parameters


Should you want to customize the preset or make your own, you must navigate to the selective parameters screen. These sliders are the backbone of the program (and how the presets were created).

To access the selective parameters, click on the actual preset. You'll then see the selective parameters icon appear. Click on it to navigate to the selective parameters screen.

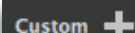


Deletes preset

Another way is to click on the  icon in the top right corner or press Shift + P.

To return back to the presets, click on the  icon or press P.

To reset all parameters, click on the reset icon in the top right corner. 

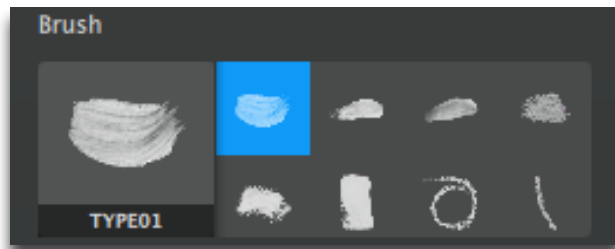
To create a new preset within the parameters, click on the + icon. 

Selective Parameters

The parameters (or sliders) are divided into four sections: Stroke, Color, Lighting and Texture. Each selective parameter, or slider, performs a unique task. After studying what each does and experimenting, you'll be an expert in no time!

STROKE

Brush



Start by choosing a medium. You can choose from paintbrushes, pencils, chalk, etc. These strokes were simulated from actual paint strokes, scanned and then masked out using Topaz ReMask before being placed into the program's algorithm.

Brush Size

This determines the size of the brush stroke.



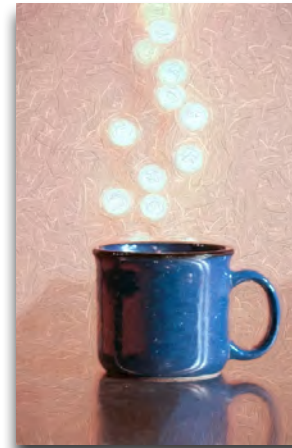
Brush Size: 0



Brush Size: 1

Paint Volume

Determines the thickness of the selected medium. Increase the slider for an impasto look, a painting technique that involves a thick application of paint.



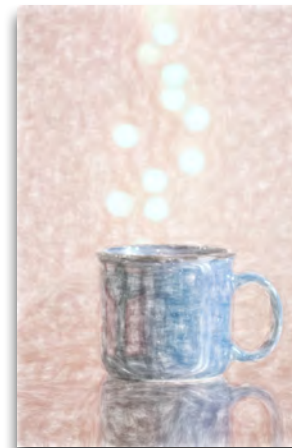
Paint Volume: 1



Impasto-like painting

Paint Opacity

Determines the transparency, or how see-through the paint or selected medium is.



Paint Opacity: 0



Paint Opacity: 1

Stroke Width

Determines how wide the selected medium's strokes are.



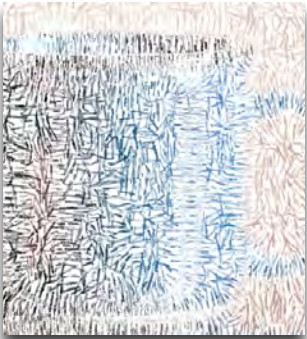
Stroke Width: -1



Stroke Width: 1

Stroke Length

Determines how long the selected medium's strokes are.



Stroke Length: -1



Stroke Length: 1

Spill

Determines how clear the edge of the stroke is applied.



Spill increase to 1. By increasing this setting, you'll literally see the medium "spill" over the edges of outline.

Smudge

Blurs and smooths the edges of the stroke. Use to create a dreamy or photorealistic look.



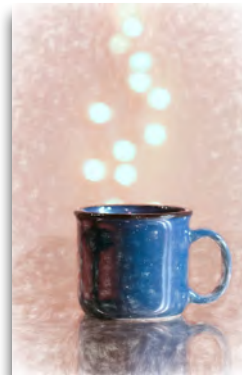
Smudge: 1
Paint Opacity: 0.74
Stroke Length: -0.65

Coverage

Determines how far the medium is spread across the surface. When decreased the edges of the background will start to show.

Coverage Transition

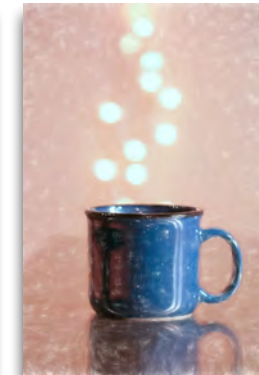
Determines the harshness of the coverage.



Coverage: 0.21
Transition: 0



Coverage: 0.21
Transition: 0.27



Coverage: 0.21
Transition: 1

Coverage Center

Choose where the coverage is centered on an x & y axis.

COLOR



The color section is an HSL (hue-saturation-lighting) panel where you may adjust the overall or individual colors of 8 different hues: red, orange, yellow, green, aqua, blue, purple and magenta.

Hue

Allows you to alter the color of the selected or overall hue. For instance, you can change a yellow flower to a red one.



Original image



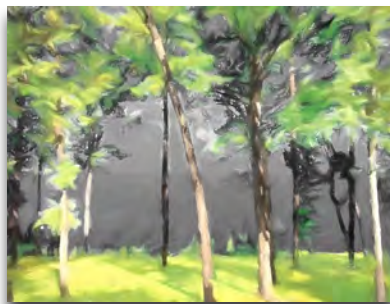
Hue shift in yellow

Saturation

Changes the color's vividness and intensity.



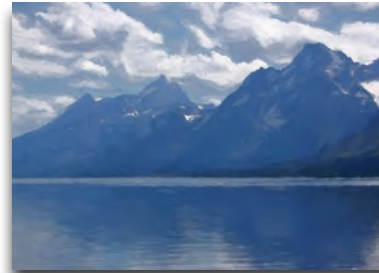
Green & Yellow saturation: 0



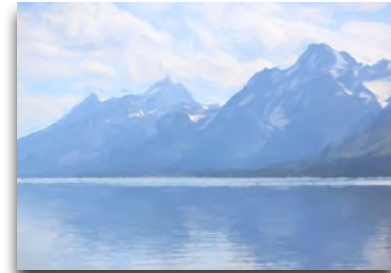
Blue & Aqua saturation: 0

Lightness

Changes the brightness or darkness of the color.



Blue lightness: -0.40



Blue lightness: 0.30

Tip: Hover over an individual color to see where it appears in your image. Diagonal red lines will appear to indicate the specific color selected. In the below example, the red lines indicate blue.



LIGHTING

Brightness

Determines how bright or dark the image is. Note that this does not affect the background.

Contrast

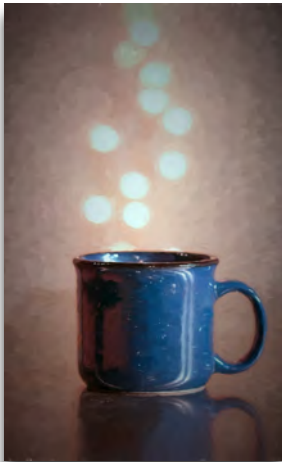
Determines the separation between the lightness and darkest tones (or values) in the image.

Vignette

Controls the darkening of the image's corners. Use a vignette to draw the eyes towards the center of the image, adding emphasis to it.

Vignette Transition

Determines how harsh the vignette's transition is.



Vignette 0.52
Transition: 0.50



Vignette: 0.52
Transition: 0

Vignette Center

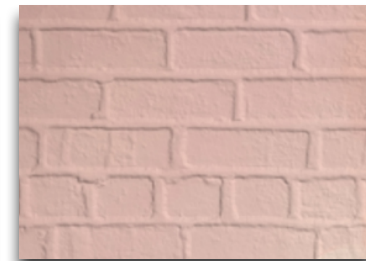
Choose where the vignette is centered on an x & y axis.

Light Direction

Works specifically with paint volume and texture to alter the way light hits the canvas. Light can be adjusted horizontally (x-axis) or vertically (y-axis).



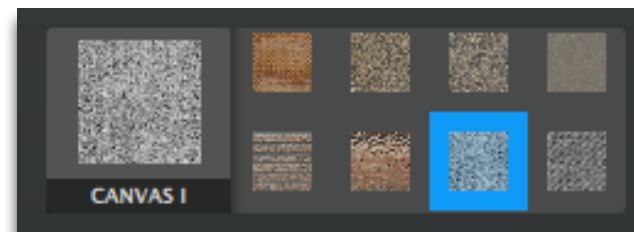
x: 1.00, y: 1.00



x: -0.73, y: -0.29

Note: You must increase the Texture Strength slider for this option to appear.

TEXTURE



Choose from a variety of textures for a unique look.

Strength

Determines how much of the texture comes through.

Size

Determines the scale of the texture from small to large.



Rock texture



Wood texture

Background

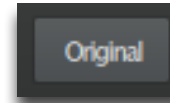
Allows you to choose a different background color other than the default white.



Other Menu Options

There are a few other options in the Impression interface that you have the option of using. Let's start with the top left corner.

- To view the original image, click on the Original button:

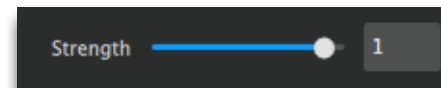


- Zooming:** To zoom in on the image, click on the magnifying glass icon. (Shortcut key: Ctrl/Cmd +,-)

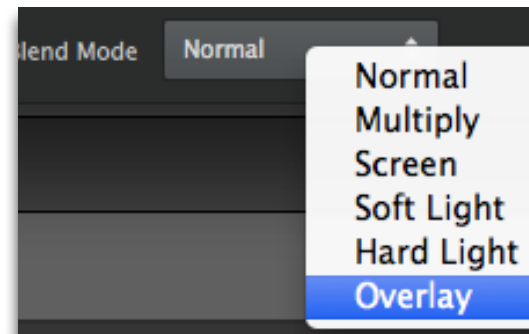


Now let's move to the bottom left corner of the interface.

- Strength:** adjust the strength slider to reduce the opacity, or transparency, of the effect.



- Blend Mode:** Decide if you want the effect to interact with the original image.



Normal Blend Mode

This is the standard blending mode, which only affects the top image without blending in the original.

Multiply

Darkens the image. A dark blend color will produce darker base colors. Lighter blend colors will only be tinted

**Screen**

Lightens the image. Will produce lighter, bleached base colors. Darker blend colors will lighten the base colors less.

**Soft Light**

Applies a light tint and softens the base color. Preserves the luminosity of base colors.

**Hard Light**

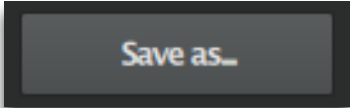
Lightens (screens) the base colors for lighter blend colors. Darkens (multiplies) darker base colors. Also increases the contrast of the blend color.

**Overlay**

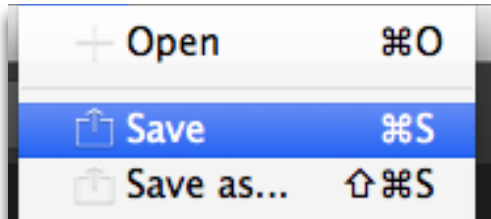
Multiplies (darkens) dark base colors and screens (lightens) light base colors while preserving luminosity.

Saving Your Image

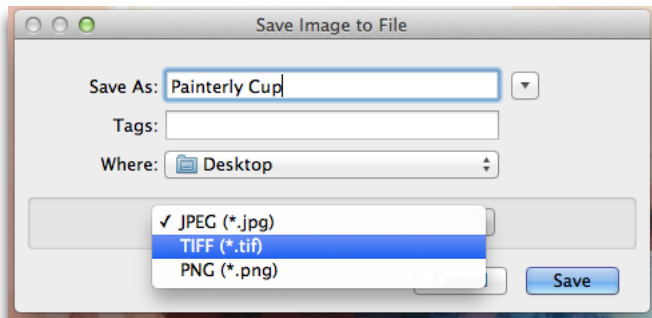
Saving your image within Impression is a fairly simple task. To save navigate to the bottom right corner and select 'Save As'



Another way to save your image is to navigate to the top menu bar and select File-> Save As



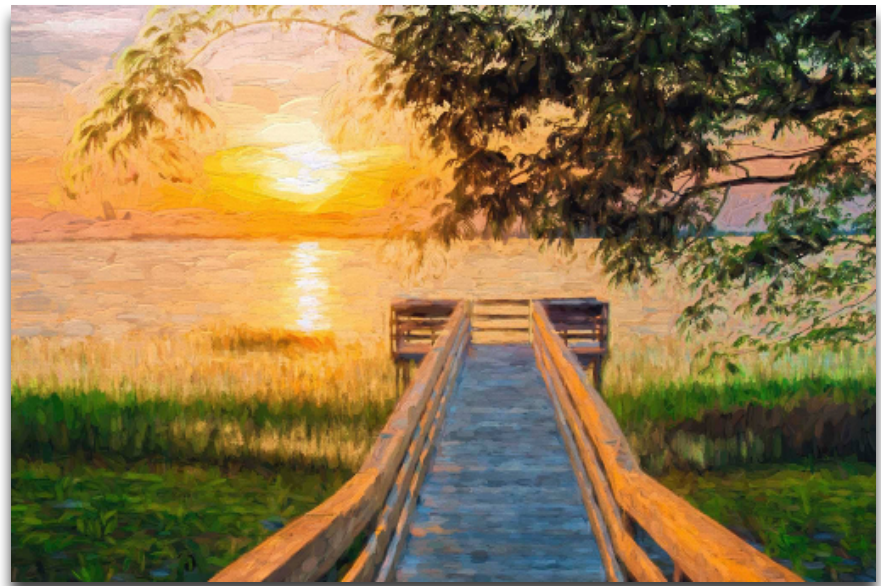
You'll then have the option to name the file and choose the file types: JPEG, TIFF and PNG



Depending on the file type, you'll then be presented with several options including color space and bit depth.



By Joe Reardon



By Lewis Mann

Create an Impressionistic Painting

In this tutorial learn how to turn your image into a masterpiece using the selective parameters in Topaz Impression.



Before

After

Impressionism is a style of painting that was formed in 1874 in Paris by a group of painters who were rejected from the art establishment and decided to start their own exhibition. Impressionism is defined by an unfinished, sketch-like appearance with rapidly applied brush strokes.

Another characteristic is the subject matter...landscapes and scenes from daily life are common subjects found in impressionistic paintings. Rather than sitting in a studio, painters like Monet, Renoir and Degas painted *en plein air*. They had to paint quickly outdoors, hence the need to capture quick impressions of any given scene.

1. To start, open up a nature or landscape photo of your choice.

2. Navigate to the selective parameters screen and press reset to rid of any previous effects



3. Select brush type 1.



4. Navigate to the Lighting panel. Impressionists typically did not use black paint, so decrease the **Contrast** slider a tiny amount.

5. Next go to the Color panel and increase the **Saturation** slider by 0.05 for more vibrant colors.

6. Impressionist paintings usually have an opaque surface, so increase the **Paint Opacity** slider to make the brush strokes more apparent.

7. Impasto is a technique where paint is laid on thickly to the canvas...this style was commonly found in impressionistic paintings. Increase the **Paint Volume** slider to convey this style.


8. Impressionist painters painted with a variety of brush strokes from long applications to short dabs. Adjust the **Stroke Width** and **Stroke Length** sliders to create a brush stroke that fits with your mood and the subject you have chosen.

9. Increase the **Brightness** under Lighting by 0.05. Since Impressionists painted outdoors, much white pigment was used in their paintings to catch the light.

10. You may also choose to work with individual colors in the image, such as the greens and blues, adjusting the saturation, hue and lightness. Simply select the color

you wish to work with and adjust the **Hue**, **Saturation** & **Lightness** sliders as desired.

11. We will not be making any texture adjustments. Since the paint has been laid on thickly, there will not be any texture coming through on our painting.

12. Once finished making adjustments, save your preset for future application if you desire. Name the preset something memorable, like “Sun-drenched Meadow” or “Misty Day”. 

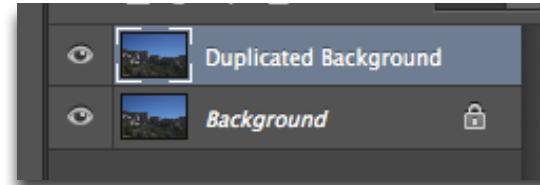
Using Layer Masks

Topaz Impression does not have a masking capability at the moment, however should you own a program like Photoshop or PaintShop Pro, it is possible to use layer masking for ultimate artistic control with Impression.

In this tutorial you will learn how to use layer masks with Photoshop. This is a great technique to learn should you want an effect selectively applied to certain areas of your image but not others. For instance, you can create mixed media looks using layer masking.

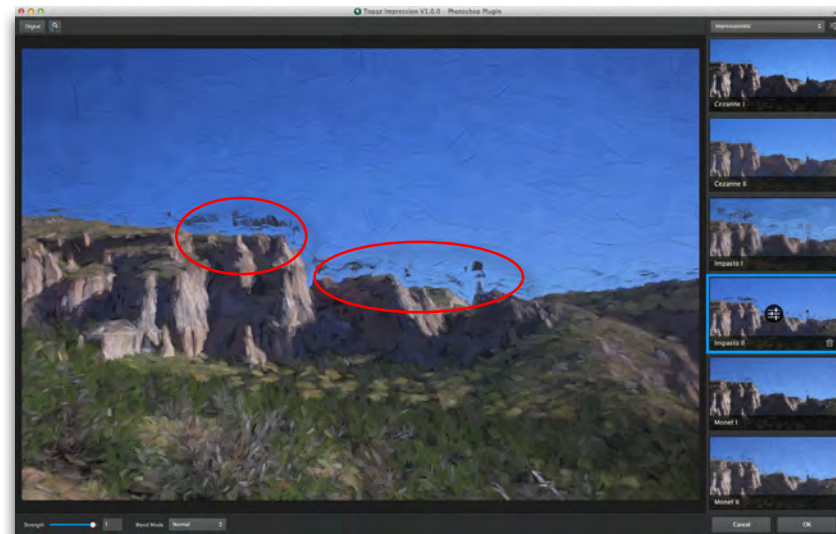
1. To start you will first need to configure Impression as a plugin in your host editor (see the installation instructions on page 3).

2. Open an image and then duplicate the background layer by either going to Layer-> Duplicate Layer (short-cut Ctrl/Cmd + J).



3. Open Topaz Impression from the Filter menu.

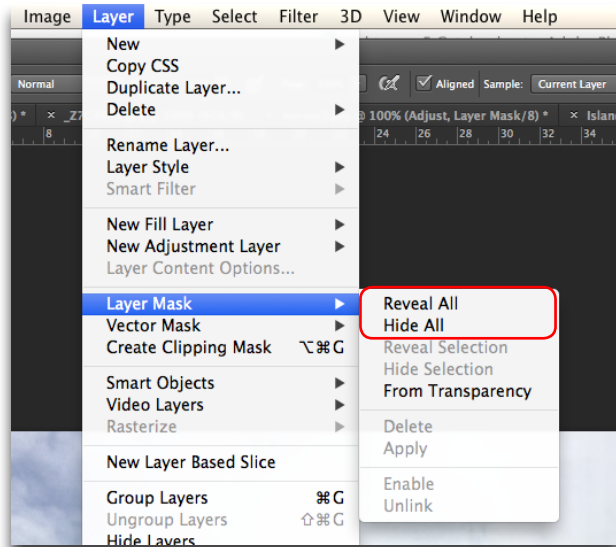
4. Apply any effect that you desire. For this example I apply the Impasto II preset from the Impressionistic Collection. I like this look, however I do not like the random brush strokes of brown in the sky:



5. Press OK to return back to Photoshop to fix this.

6. With your background copy layer selected, go to Layer-> Layer Mask. You will see two options here: Reveal All and Hide All. These two options let you paint in or paint out the filter's effect with Photoshop's brush tool.

User Manual



7. Click **Reveal All** to get a white mask in your layers panel. White areas in a mask permit pixels to be seen.

8. To invert the selection, turning the black mask to white and vice versa, press Cmd/Ctrl + I. By clicking **Hide All**, you'll get a black mask. Black areas hide pixels.

9. Start with a white mask to brush in the effect. Before brushing in, you'll need to make sure that your foreground color swatch is white.

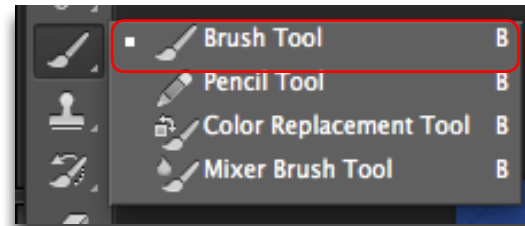


10. The color swatches will be located at the bottom of your toolbar. The default colors should be black and white... press Ctrl/Cmd + D to reset them.

11. The color in front represents the foreground color, while the color behind it represents the background color. Remember, white = keep and black = hide.

12. To toggle back in forth between the two, press the X key. This is useful should you make a mistake and need to 'erase'.

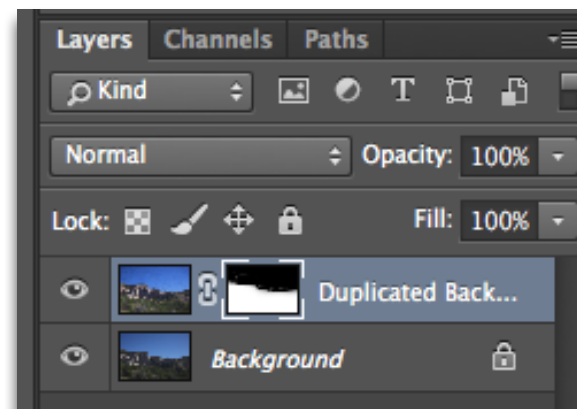
13. Next, select the brush tool in your toolbar (shortcut key: B). Should another tool be selected, right click (or Ctrl + click) to expand the options to access the brush tool.



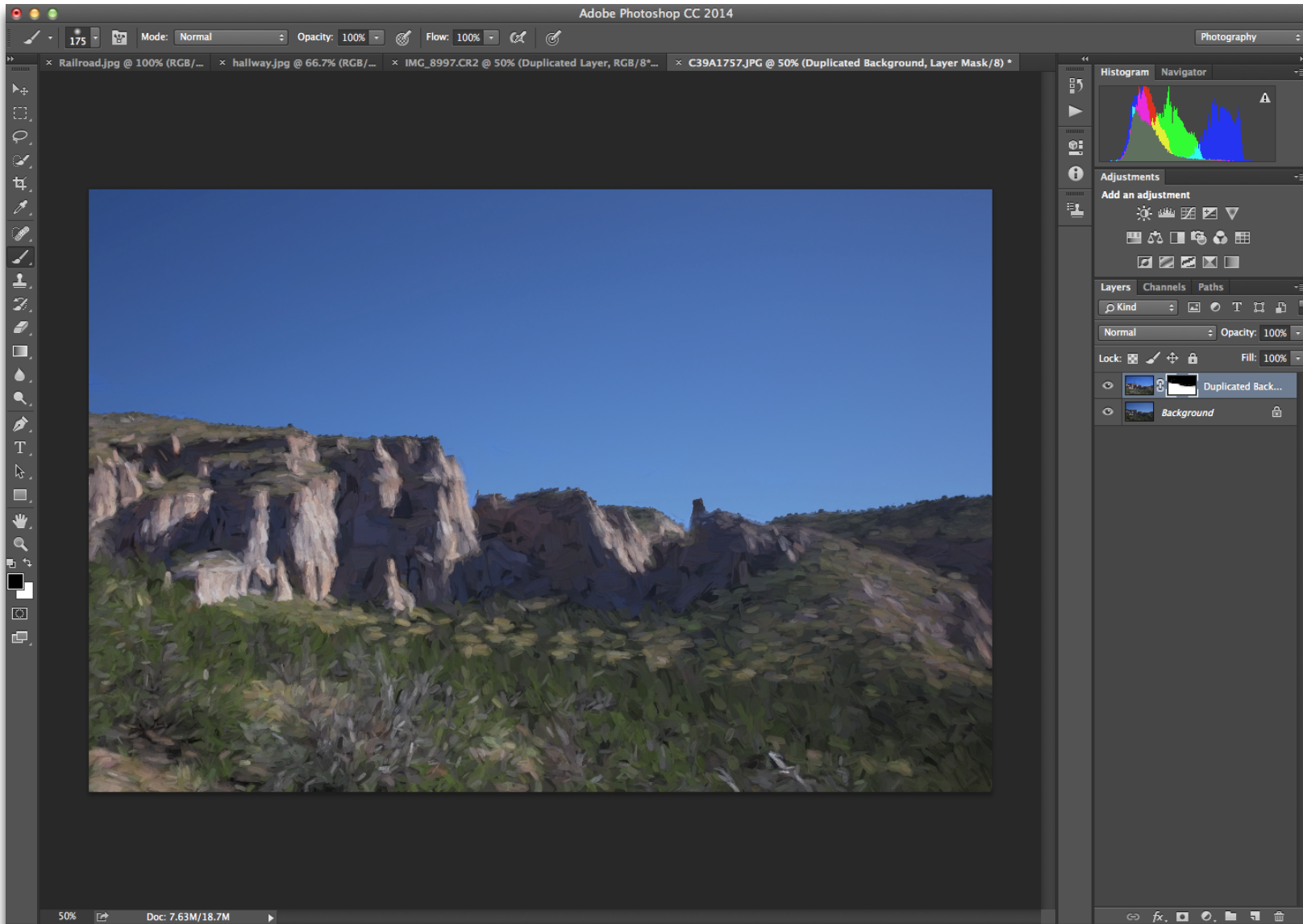
14. Now we are ready to begin painting back in the effect. But first, you may want to adjust the size of your brush ([,] keys). In the top menu bar there will also be a variety of brush options too, like opacity and flow.

Tip: If you start to brush in the effect but nothing happens, make sure that the layer mask is selected. Simply click on the black (or white) mask to select it.

15. With a small brush size and reduced brush opacity, start painting out the effect where you wish to remove it.



As you can now see, the impasto effect has been removed from the sky. From this point, you can duplicate the background layer again and bring it into Topaz Impression and apply a different effect to the sky. You can even blend the two together back in Photoshop by reducing each layer's opacity. Layer masking is an ideal choice for those who want more creative possibilities. Should you want to create mixed media effects and such, this is the way to go.





Before



After - Impasto blended with colored pencil

Tutorials

Examples

Here's another creative example of how layer masking was used to create a mixed media look with paint & colored pencil:



By Digital Lady Syd

Examples

Here are more examples submitted by beta testers.



By Peggy Hughes



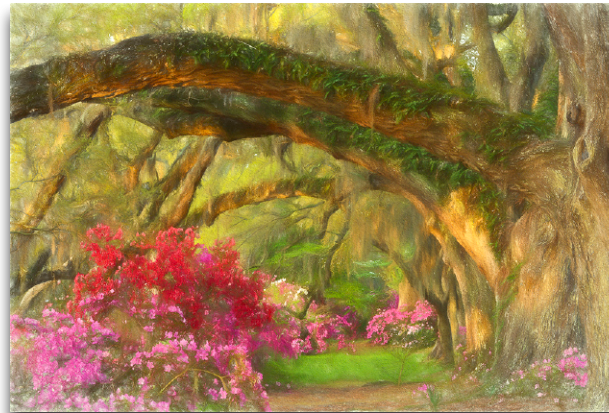
By John Campion



By Gary Lamott



By Joe Reardon



By Tony Sweet



By Jim Crabtree

“I need a Topaz Impression trial key.”

Please visit topazlabs.com/downloads to request a trial key for the software.

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“Do you have any Impression tutorials?”

Stayed tuned for more Impression tutorials on our blog at blog.topazlabs.com. You can also check us out on YouTube at youtube.com/topazlabs.

.....

“I don't have Photoshop, will Impression work with my Elements, Aperture, Lightroom, iPhoto, Paint Shop Pro, or PhotoImpact?”

Yes, Impression is a standalone editor and doesn't require a host editor to be used. See page 3 for where the software installs to and how to access it as a plugin.

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“Why is Impression grayed out in the Filter menu?”

Please make sure that your image is 8bit or 16bit and in RGB mode. To detect your image's settings, go to Image-> Mode.

Please also be sure that your layer is selected in the layers panel and that an adjustment layer is not selected.

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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, there is no difference between the purchased software and trial software. The only difference is the license key used to activate the program.

“Can I use the purchased software on both Mac and Pc?”

Yes, you may use the purchased software on two operating systems at a time. Your license key will work in both versions. The correct software can be downloaded from our downloads page at topazlabs.com/downloads.

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“I can't find Impression in the Photoshop Filter menu”

To access Impression in the Filter menu, you will first need to run Impression as a standalone editor (Mac only). After that, restart Photoshop and Impression should then appear in your Filter menu. Should that fail to work, please do the following to resolve the issue:

Mac:

1. Go to Applications folder and right click on the Impression icon.
2. Click on 'Show Package Contents' -> Contents -> Resources
3. Then copy the Topaz_Impression.plugin to your PSCC 2014 (or Photoshop, PSE) plugins folder.
4. Restart PSCC 2014 (or Photoshop, PSE) and Impression should show up in the Filter menu.

Windows:

1. Go to C:\Program Files\Topaz Labs\Topaz Impression and right click on the Impression icon.
2. Click on 'Show Package Contents' -> Contents -> Resources
3. Then copy the Topaz_Impression.plugin to your PSCC 2014 (or Photoshop, PSE) plugins folder.
4. Restart PSCC 2014 (or Photoshop, PSE) and Impression should show up in the Filter menu.

“Why is there a black screen when I open Impression?”

Should your screen be black upon opening Topaz Impression, please do the following:

Mac:

1. Go to ~/Library/Application Support (you can access ‘Go’ in your top menu bar on your desktop).
2. Right click on folder ‘Topaz Labs’ and select “ select ‘Get Info’
3. Change the permission of current user to ‘Read & Write’ and then press OK
4. Restart Topaz Impression

w

Windows:

1. In your address bar type %appdata% and it will bring you to the appdata/roaming folder
2. Go to the upper folder and then goto the AppData\Local\Topaz Labs\Topaz Impression\QML\OfflineStorage\Databases folder
3. Delete everything inside that folder
4. Restart Topaz Impression

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“Does Impression work with PhotoFXlab?”

Unfortunately Topaz Impression does not work with photoFXlab at the moment. We will need to update photoFXlab in order to support Impression. It is still undecided whether this is to be implemented.

“Why doesn’t my complete collection key work with Impression?”

Impression requires its own license key to be activated, so complete collection license keys will not activate Impression.

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“Does my complete collection come with Impression?”

If you purchased a complete collection before the release of Impression, then you’ll have to purchase a copy of Impression. While individual product upgrades with Topaz are complimentary, complete collection upgrades are not free.

.....

I have a question not listed here.

Please visit our knowledge base online at topazlabs.com/support.



By Freddie Ross

Connect with Topaz

Follow us on [Twitter](#) (@topazlabs) for notifications of recent news and easily get in touch with us whenever you feel like it!

Find us on our [Facebook page](#) and network with other Topaz users!

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

Subscribe to our [YouTube channel](#) to keep up with any newly released product video tutorials!

Check out our [blog](#) for tutorials, tips and updates from Topaz Labs!

And don't forget to check out our other social media outlets including: [Instagram](#) (@topazlabs), [Pinterest](#), [LinkedIn](#) and [Google+](#)!



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

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

Photo Enhancement Plug-ins



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



Develop unique and compelling photography with the most technologically advanced software available.



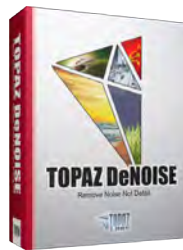
Create powerful photos & flawless image definition. Intelligently and dynamically enhance image contrast.



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



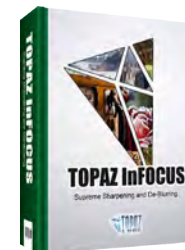
Advanced JPEG artifact reduction filters eliminate JPEG compression artifacts while preserving image detail like never before.



Advanced high-ISO noise reduction technology that eliminates noise while effortlessly maximizing and retaining image detail.



Output & creative sharpening with three levels of intricate and specific detail enhancement.



The superior capture-sharpening solution that actually recovers lost detail and refines with micro-contrast detail enhancement.



Your virtual camera bag of effects simulated from real lenses and filters. Effects include creamy bokeh, old school filters and more!



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



Expand your creativity alter your image's look by applying one of over a thousand color filters.



Transform your regular photo into a beautiful work of art, such as an oil painting, watercolor, line & ink drawing and more!



Create beautifully rendered and natural lighting effects in seconds!



Our standalone editor that is a one stop workshop for accessing all of your Topaz plugins. Can also work as an external editor (replacing Fusion).



Our free external editor required to use Topaz Labs in Lightroom, iPhoto and Aperture. PhotoFXlab can be used in its place as the external editor.



Go to topazlabs.com/downloads to get your 30-day free trial!