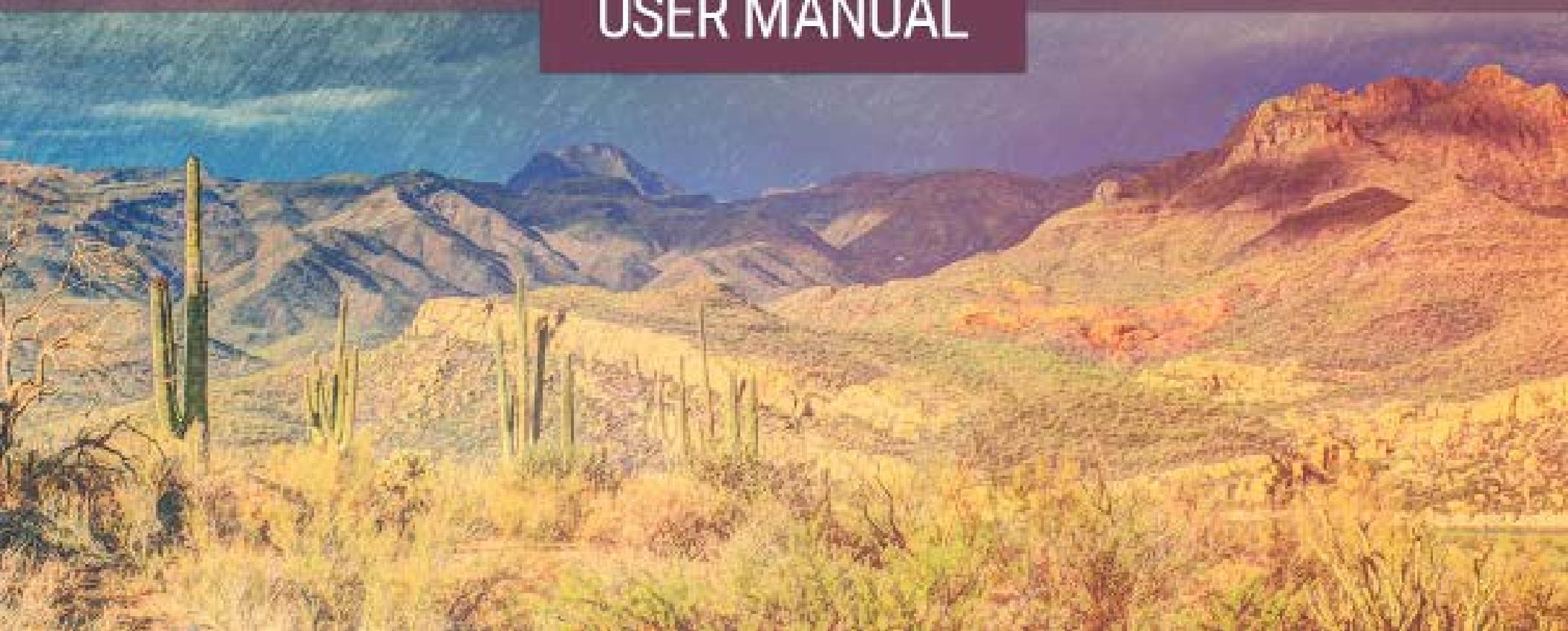


# *Nostalgia Now*



## TEXTURE EFFECTS 2

USER MANUAL



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Effect: Bubbly Sheen

Topaz Texture Effects 2 works as both a standalone editor and plugin. This means a compatible host editor **is not** required to use Texture Effects 2, although you may access it as a plugin in a few compatible host editors.

## System Requirements

Mac OS X 10.9 or higher

Windows 7/8/10 x64 + Open GL 3.3

**\*Does not support Windows 32bit**

## Download Instructions

- To download Texture Effects 2, please visit [topazlabs.com/downloads](http://topazlabs.com/downloads).
- Locate Topaz Texture Effects 2 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



Windows exe

The program will then install as a standalone editor to:

Mac: Applications folder

Win: C:\Program Files\Topaz Labs\Topaz Texture Effects 2

# Installation

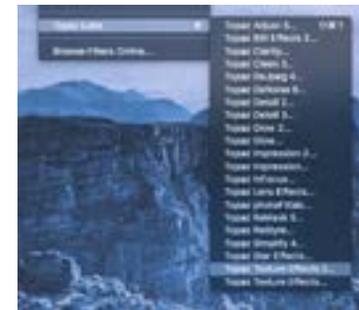
## Compatibility

Texture Effects 2 can be accessed as a plugin in:

- Photoshop CS4+
- Photoshop Creative Cloud
- Photoshop Elements 12+
- Corel Paintshop Pro X 6+
- Serif PhotoPlus X5+
- Lightroom Creative Cloud
- Lightroom 2+ as an external editor
- photoFXlab

## Accessing Texture Effects 2 in Ps, PsCC, and Pse

To use Texture Effects 2 as a plugin in Ps, Pse, and PsCC you must first run it as a standalone editor (Mac only). Texture Effects 2 will then be available to use in Photoshop via the Filter menu. For Windows, the plugin should automatically appear in the Filter list.



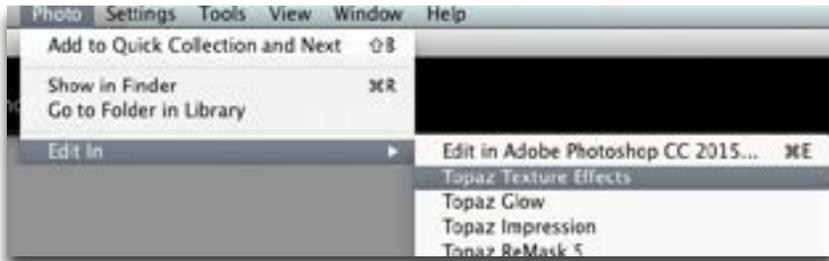
Should Texture Effects 2 not appear in the Filter menu, you may need to exit out of Ps and then re-open it.

**How To:** [I can't find Texture Effects in the Ps Filter menu](#)

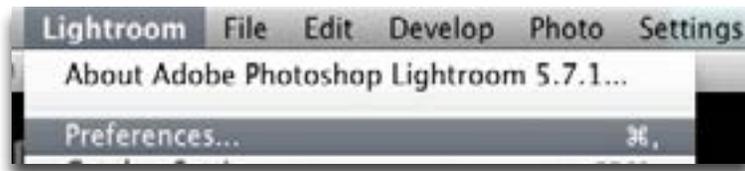
**Important:** Your image will need to be 8-bit or 16-bit and in RGB mode. Go to Image-> Mode to change this.

## Accessing Texture Effects 2 in Lightroom

Texture Effects 2 can be accessed as an external editor in Lightroom by going to Photo-> Edit In-> Topaz Texture Effects 2.



**Important:** For optimal use of Texture Effects2, 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.

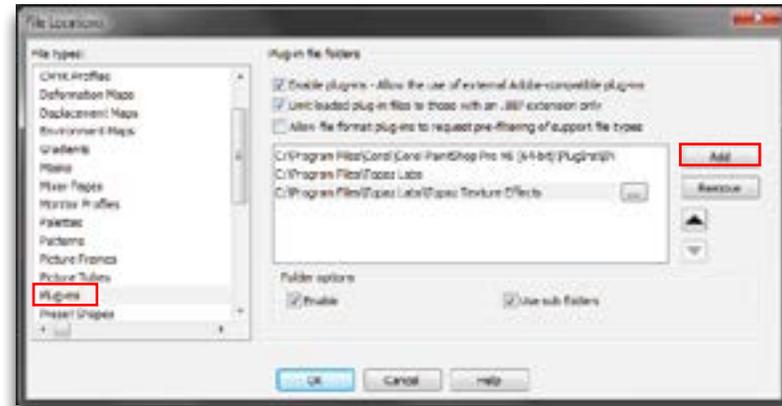


**How To:** [Accessing Texture Effects 2 in Lightroom](#)

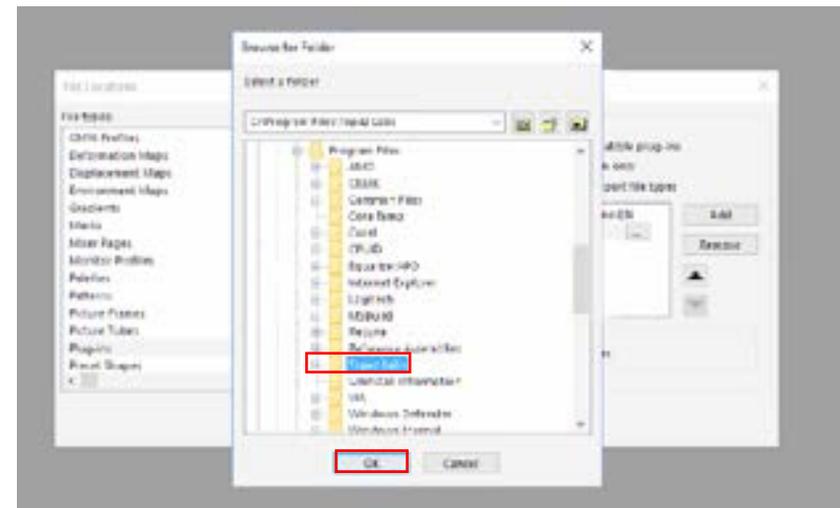
## Accessing Texture Effects 2 in Corel PaintShop Pro X

To configure Texture Effects 2 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 Texture Effects 2
2. Select the Topaz Texture Effects folder and click OK.



4. Click OK again to return back to your main screen.
5. Go to Effects-> Plugins-> Topaz Labs-> Topaz Texture Effects 2 and select it to start the program.

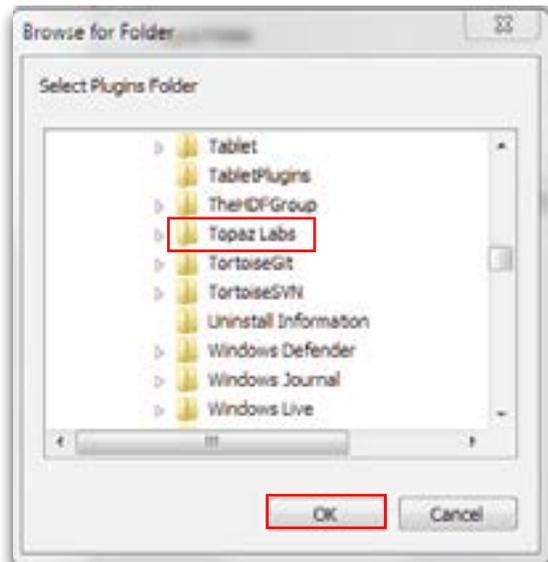
### Accessing Texture Effects 2 in Serif PhotoPlus

To use Texture Effects 2 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



4. Select the **Topaz Labs** 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 Texture Effects 2 open an image and go to Effects-> Plugin Filters-> Topaz Labs-> Topaz Texture Effects 2



Effect: Day Dreaming

To uninstall Texture Effects 2:

#### Mac

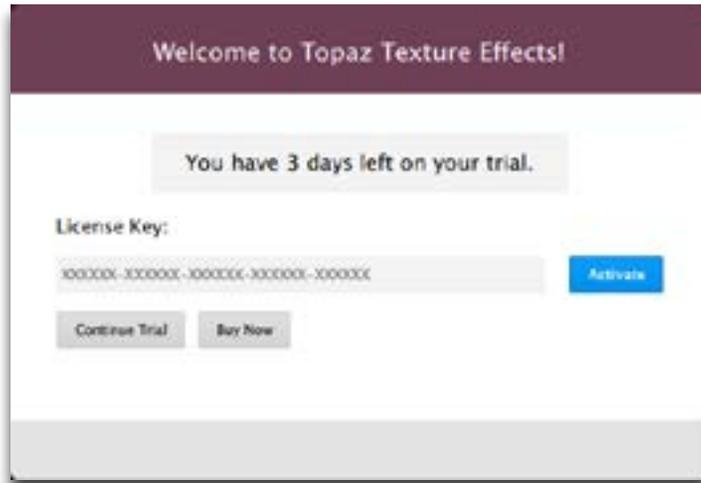
1. Quit Photoshop (or other editing program).
2. Navigate to the Applications folder: Macintosh HD -> Library -> Applications-> Topaz Texture Effects 2.
3. Locate the Topaz Texture Effects 2 folder and move it to the trash. You will need to enter your system password to OK this change.

#### 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 Texture Effects 2 and click uninstall.

## Entering Your License Key

Upon opening Topaz Texture Effects 2, you should be prompted to enter your 30 digit license key. You can also enter your license key from the top Help menu.



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'.

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.

Please know that there is no difference between the trial and purchased version of Texture Effects 2. Texture Effects 2 does not require a trial key, as it is clock based.

Additional license key assistance:

- [My license key is not being accepted](#)
- [Common License Key Questions](#)



Photo © Blake Rudis

## About Texture Effects 2

### Nostalgia Now

**Who says it takes time to create an awe inspiring image?** With the ability to combine different adjustments to quickly achieve a variety of different looks, Topaz Texture Effects 2 allows you to do in minutes what could take hours in other editing software.

**Texture Effects 2 allows you to add your creative touch, your way.** From soft and subtle lighting effects to high impact grunge and contrast, Texture Effects 2 comes with hundreds of effects to help jumpstart your creativity.

**Want to start from scratch?** Texture Effects 2 has an easy to use interface with top to bottom design that frees you to spend more time creating and less time struggling with complicated tools.

**Not sure which adjustment to apply first?** Start at the top of the list with a basic adjustment, then work your way through the list of advanced adjustments, adding the ones you want and skipping the ones you don't.

**Do you ever spend more time searching than you do creating?** With the included library of 325+ high resolution textures, borders, light leaks, and more, that means no more scouring the web for a texture that compliments your image.

**Have an effect you want to share?** Click the share button and your effect will instantly be available to the entire Topaz Community, a new place to browse, download, and share user-created effects.



Effect: Summer Haze

## Main Features

Here are some notable features in Texture Effects 2:

- 1. Hundreds of Customizable Effects.** Choose from an array of expertly crafted effects within these seven collections: Earthy, Ethereal, Gritty Grunge, Lo-Fi, Pop Grunge, Soft Grunge and Vintage.
- 2. Over 400 High-Res Assets.** Texture Effects 2 includes a large library of textures, borders, light leaks, and more for you to instantly preview on your image.
- 3. Topaz Community Effect Sharing.** Browse an ever-growing library of user-created effects. Easily download effects to apply them to your image and quickly share your own inspired effects.
- 4. Works as Standalone, Plugin, and External Editor.** Topaz Texture Effects 2 does not require a host editor and can work free standing. It is also possible to use it as a plugin in Photoshop and external editor in Lightroom.
- 5. Texture Manager.** Easily add new Texture categories, import your own or purchased textures, and instantly see them in your Texture adjustment panel.
- 6. User Interface Design.** With Texture Effects 2 we have continued to develop a more efficient interface to improve usability and workflow. This allows users to add, delete, and re-order adjustments to create custom and streamlined effects.



Photo © Scott Stulberg

## User Interface

There are three main areas in Texture Effects 2: the Preview Window, the Effects Panel, the Adjustments Panel.

Upon entering the program, you will see the main preview window and a list of effects by default. This is a good starting point for finding the look you want. Browse through several different collections from the top pull down menu.



## Effects & Collections

There are 7 included collections in Topaz Texture Effects 2: Earthy, Ethereal, Gritty Grunge, Lo-Fi, Pop Grunge, Soft Grunge and Vintage.

### *The Earthy Collection*



Dawn Breaking Effect



Thistle Field Effect

### *The Ethereal Collection*



Fairy Light I Effect



Forest Light II Effect

## The Gritty Grunge Collection



Urban Grit Effect

## The Lo-Fi Collection



Little Blue Bursts Effect



Seeing Red Effect



Cool Mist Veil Effect

## *The Pop Grunge Collection*



Sea Green Glaze Effect

## *The Soft Grunge Collection*



Dingy Cream Effect



Flat Neon Effect



Far Beyond Effect

**The Vintage Collection**

1950s Print Effect



Crumbling Beach Effect

**Adjustments**

Navigate to the adjustments and selective sliders to customize an effect. These sliders are the backbone of the program and how effects are created.

To access these custom sliders, click on the actual effect. You'll then see the circular slider icon appear. Click on it to navigate to the adjustments.



Click on the New icon in the top right corner to start a new adjustment stack from scratch.



To return back to the Preview Window and Effects Panel, click on the arrow icon.



To remove all adjustments within the adjustment panel, click on the Reset icon in the top right corner.

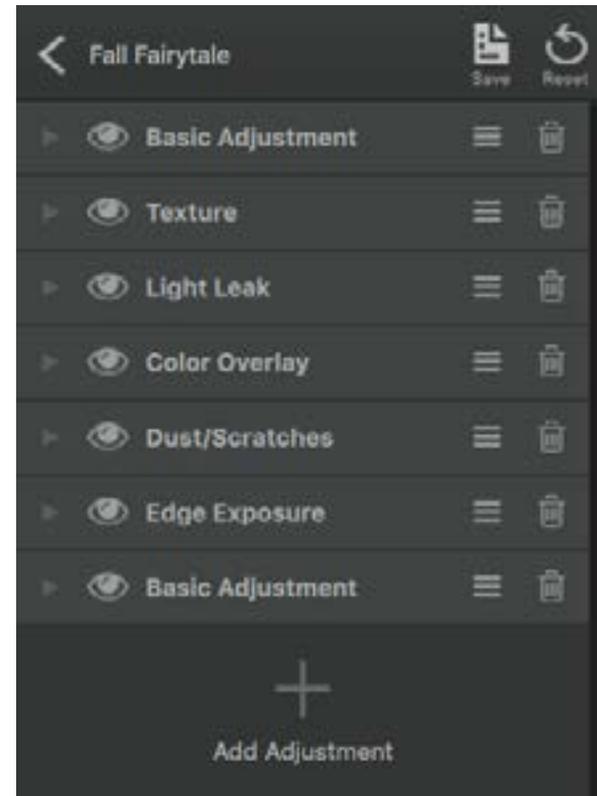
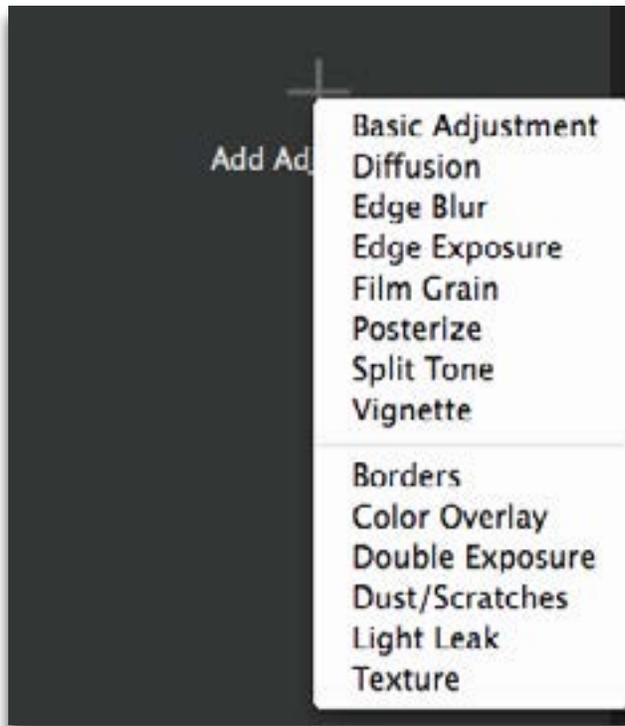


To save a new effect, click on the Save icon.

## Adjustments

There are 14 adjustments within Texture Effects 2: Basic Adjustment, Diffusion, Edge Blur, Edge Exposure, Film Grain, Posterize, Split Tone, Vignette, Borders, Color Overlay, Double Exposure, Dust/Scratches, Light Leak, and Texture.

To add a new adjustment, click on Add Adjustment at the bottom of the adjustment stack. Choose which adjustment you would like to add from the pop-up menu.



Click on the drop down arrow icon on the left side of each adjustment to open or close the sliders.



To turn the adjustment off/on, click on the Visible icon.



To reset the sliders to default for a particular adjustment, click on the Reset icon.



To remove the adjustment, click on the Trash icon.

## BASIC ADJUSTMENT

Basic Adjustment is a great starting point to adjust your image tone and color.



### Brightness

Adjusts the image's brightness, mainly effecting midtones.

### Shadow

Adjusts black clipping. Drag to the left to boost shadows closer to black. Drag to the right to reduce shadow clipping and recover shadow detail.

### Highlight

Adjusts white clipping. Drag to the left to reduce clipping in highlights and recover highlight detail. Drag to the right to boost highlights closer to white.

### Clarity

Effects the local contrast and tonal balance. Sliding to the right adds depth to an image by increasing local contrast and sliding left will soften midtones by decreasing local contrast.

### Saturation

Increases or decreases the color saturation of the image. Slide it to the right to brighten and deepen colors. Slide to the left to decrease depth and brightness in colors... a value of -1.00 will produce a monochrome image.

### Temperature

Controls the color temperature. Sliding to the left will create a colder (blue) image and sliding to the right will create a warmer (yellow) image.

### Tint

Effects the overall color cast of your image. Sliding it to the left will give a green tint, while going to the right introduces a magenta tint.

### Opacity

Controls the transparency of the adjustment.

### Blending Mode

Choose from a variety of blending modes. Scroll over the list to instantly preview each mode. The blending mode you choose will affect how the Border image will interact with the input image.



## D I F F U S I O N

Diffusion simulates characteristics like those seen with traditional diffusion filters, which help soften and spread out light. Diffusion filters can also help create a hazy or dream-like effect.

### Strength

Controls how much the light is diffused in the image. This can give the image a nice inner glow.

### Softness

Adjusts the softness of the image. Increasing this parameter will make the image appear to have a softer focus.

### Blur

Determines the amount of blur applied to the image. The higher the value the heavier the blur.

### Opacity

Controls the transparency of the adjustments.



Fall Fairytale Effect



Fall Fairytale Effect + Diffusion  
Strength: .68; Softness: .41  
Blur: .50; Opacity: 1.00

## E D G E B L U R

Add blur to the edges of your image. To change the focus area of your image, click on the Blur Shape icon to activate the Blur Shape tool. You can resize, rotate, and drag the blur shape using onscreen manipulation. Click the icon again to turn the tool off.

### Blur

Determines the amount of blur applied to the edges of your image. The higher the value the heavier the blur.

### Transition

Determines the hardness of the transition between the blurred area and the focused area. The higher the value the softer the transition will be.

### Opacity

Controls the transparency of the adjustments.



## EDGE EXPOSURE

Edge Exposure allows you to increase the darkness or lightness of the individual edges in your image.

Choose which edge to adjust by clicking on the Edge icon that corresponds to the edge of your image. A blue highlight indicates an adjustment has been made to that edge.



### Exposure

Controls the strength of the exposure. Negative values lighten the edge and positive values will darken the edge.

### Size

Determines the size of the Exposure Adjustment on the edge selected.

### Transition

Controls the blend between the adjustment and the original image. Lower values will have a short transition and higher values will have a longer, smoother transition.

### Color Strength

Increases the strength of color selected to blend with the edge exposure.

### Color

Selects the color to blend with the edge exposure.

### Opacity

Controls the transparency of the adjustments.



Sea Green Glaze Effect



Sea Green Glaze Effect + Edge Exposure

## FILM GRAIN

Add simulated film grain to your image.

### Size

Adjusts the size of grain applied. Lower values will produce finer grain and higher values will have larger, more visible grain.

### Contrast

Controls the contrast and separation of the grain.

### Randomizer

Will randomly move the grain for a customized effect.

### Opacity

Controls the transparency of the adjustments.

## POSTERIZE

Separates image tone into regions of fewer tones, with abrupt changes from one tone to the next.

### Depth

This value determines how many tones are included. A value of 2 will have only 2 tones and have almost no depth. A value of 8 will have 8 tones and appear to have more depth.

### Details

Higher values will increase the amount of detail in your posterized image.

### Opacity

Controls the transparency of the adjustments.

## SPLIT TONE

Toning control with option of two hues, one based on the shadow tones of the image and the other on the highlights.

### Highlight Saturation

Controls the strength of the highlight tone.

### Highlight Hue

Select the color of the highlight tone.

### Shadow Saturation

Controls the strength of the shadow tone.

### Shadow Hue

Select the color of the shadow tone.

### Balance

Controls the balance of the hues and where on the tonal scale they are blended. Positive values increase the amount of shadow hue. Negative values increase the amount of highlight hue.

### Opacity

Controls the transparency of the adjustments.



Fairy Light I Effect

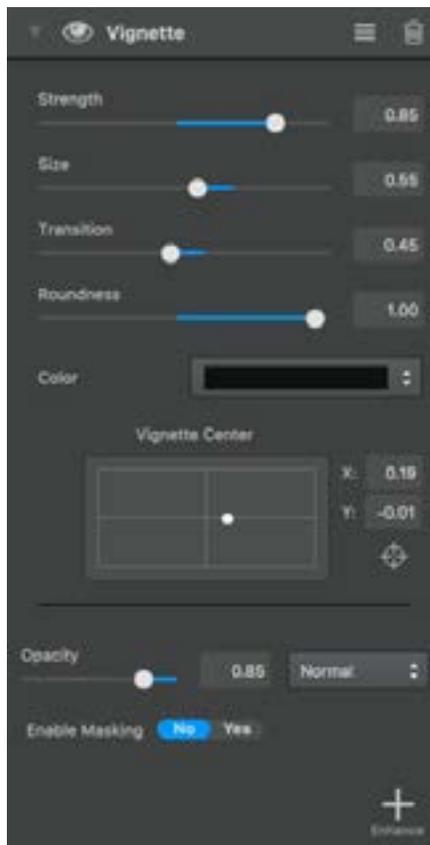


Fairy Light I Effect + Split Tone  
 Highlight Saturation: .68, Hue: .07  
 Shadow Saturation: .36, Hue: .76  
 Balance: .50; Opacity: .55

# VIGNETTE

Add a vignette to an image, which is often added to draw interest to the subject or center of the image.

The vignette will be added to the center of your image by default. To move the centerpoint, click on the Center icon to activate the centerpoint selector. Click or drag your cursor to the centerpoint desired, then click the Center icon again to deactivate the tool.



## Strength

Controls how heavily the vignette is applied.

## Size

Controls the size of the applied vignette. A higher value will expand the vignette and a lower value will contract it.

## Transition

Controls the blend between the vignette and the original image. The larger values will produce a longer softer transition and the lower values will produce a shorter transition.

## Roundness

Controls the shape of the vignette. A value of 1 produces an oval or circle, depending on image dimensions. A value of 0 will produce a rectangle or square, depending on image dimensions.

## Color

Select the color of your vignette.

## Positioning

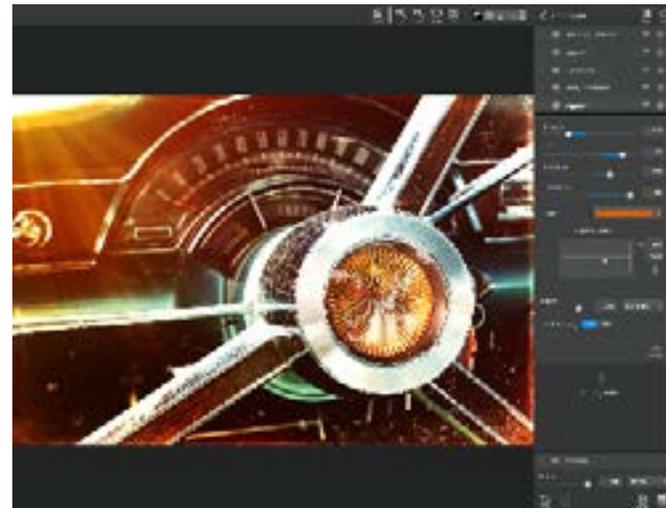
Position the Vignette Center by selecting the focal point and relocating it in the positioning grid or select the positioning icon and select the vignette center directly on your image.

## Opacity

Controls the transparency of the adjustments.

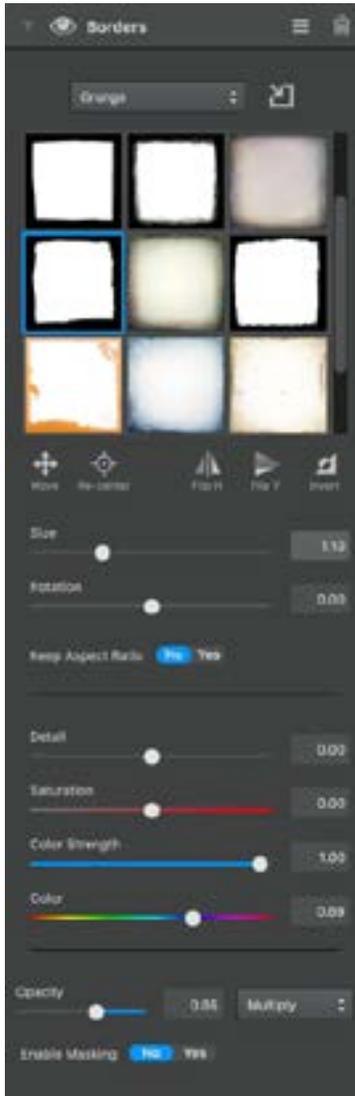
## Blending Mode

Choose from a variety of Blending Modes. Scroll over the list to instantly preview each mode. The blending mode you choose will affect how the Vignette will interact with the input image.



## BORDERS

Browse, preview, import, and apply image borders. Scroll over the border thumbnails to instantly preview different borders on your image. Select to apply it.



### Size

Increases size of selected Border image.

### Rotation

Rotate your Border around.

### Keep Aspect Ratio

Controls whether the aspect ratio of the Border image is kept or not. Choose No (default) to make the Border image match the size/ratio of the input image. Choose Yes to keep the Border image original aspect ratio.

### Detail

Controls the strength of the detail in the selected Border image. Move to the right to increase detail and to the left to decrease.

### Saturation

Increases or decreases the color saturation of the selected Border image. Slide it to the right to brighten and deepen colors. Slide to the left to decrease depth and brightness in colors.

### Color Strength

Increases the strength of color selected to blend with the Border image.

### Color

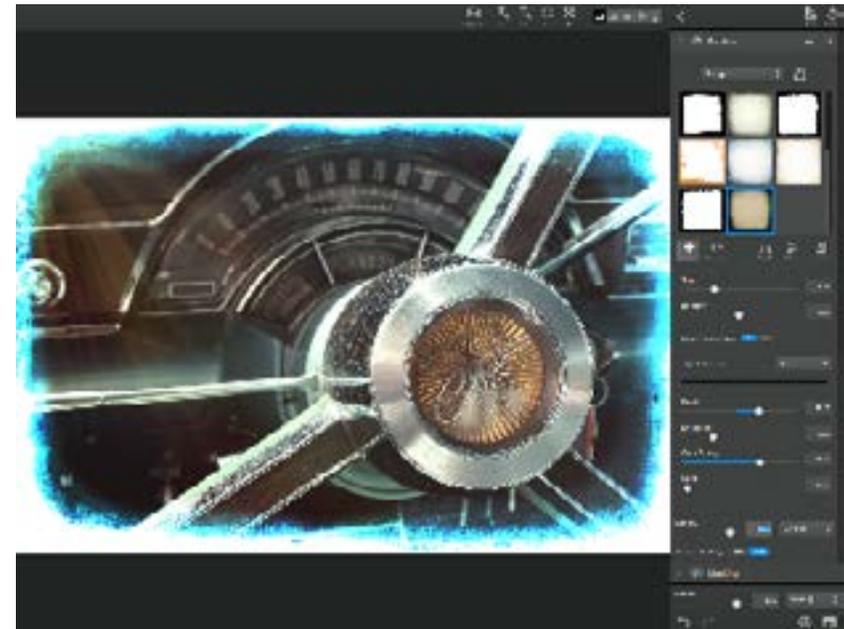
Select the color to blend with the effect.

### Opacity

Controls the transparency of the the selected border.

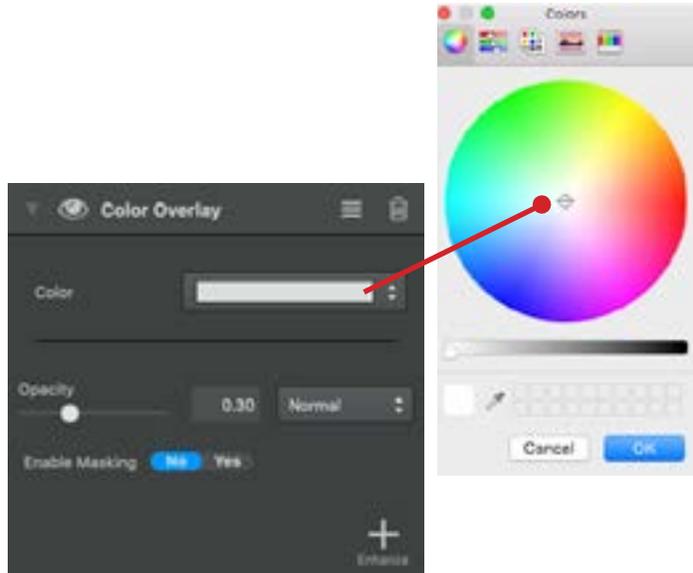
### Blending Mode

Choose from a variety of blending modes. Scroll over the list to instantly preview each mode. The blending mode you choose will affect how the Border image will interact with the input image.



# COLOR OVERLAY

With Cover Overlay, you can add a solid color to blend with your image. Combined with blending modes, a solid color overlay can create many different transformative toning effects.



Vibrant Grunge Effect  
No Color Overlay



Vibrant Grunge Effect  
Blending Mode: Vivid Light  
Opacity: .70



Vibrant Grunge Effect  
Blending Mode: Multiply  
Opacity: .80



Vibrant Grunge Effect  
Blending Mode: Color  
Opacity: .59

## Color

Select the color to blend in with image.

## Blending Mode

Choose from a variety of blending modes. Scroll over the list to instantly preview each mode. The blending mode you choose will affect how the selected color will interact with the input image.

## Opacity

Controls the transparency of the selected color.

## DOUBLE EXPOSURE

Browse, preview, import, and apply another image to create a double exposure effect. Scroll over the image thumbnails to instantly preview them on your image. Select to apply it.



### Size

Increases size of the selected Double Exposure image.

### Rotation

Rotates the double exposure.

### Keep Aspect Ratio

Controls whether the aspect ratio of the image is kept or not. Choose No (default) to make the image match the size/ratio of the input image. Choose Yes to keep the image at the original aspect ratio.

### Edge Extension

Change the overall look by using one of the four Edge Extension options: none, mirror, tile, or extend.

### Detail

Controls the strength of the detail in the selected Double Exposure image. Slide to the right to increase detail and to the left to decrease.

### Saturation

Increases or decreases the color saturation of the selected image.

### Color Strength

Increases the strength of color selected to blend with the image.

### Color

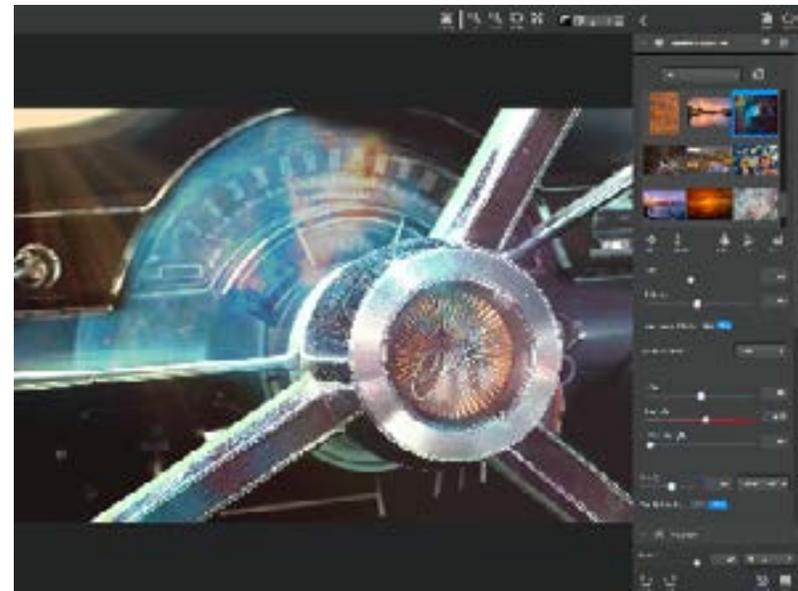
Select the color to blend with the effect.

### Opacity

Controls the transparency of the the selected image.

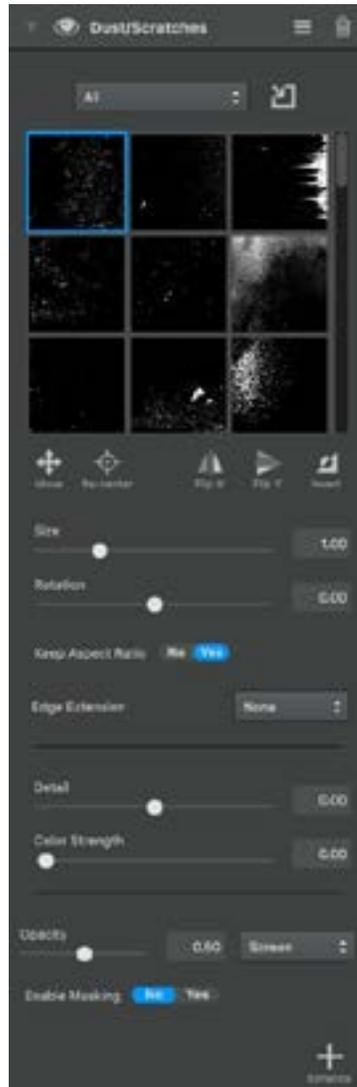
### Blending Mode

Choose from a variety of blending modes. Scroll over the list to instantly preview each mode. The blending mode you choose will affect how the image will interact with the input image.



## DUST/SCRATCHES

Browse, preview, import, and apply dust and scratch effects to your image. Scroll over the image thumbnails to instantly preview different effects on your image. Select to apply it.



### Size

Increases size of selected Dust/Scratch image.

### Rotation

Rotate your texture.

### Keep Aspect Ratio

Controls whether the aspect ratio of the Dust/Scratch image is kept or not. Choose No (default) to make the Dust/Scratch image match the size/ratio of the input image. Choose Yes to keep the Dust/Scratch image original aspect ratio.

### Edge Extension

Change the overall look by using one of the four Edge Extension options: none, mirror, tile, or extend.

### Detail

Controls the strength of the detail in the selected Texture image. Slide to the right to increase detail and to the left to decrease.

### Color Strength

Increases the strength of color selected to blend with the Dust/Scratch image.

### Color

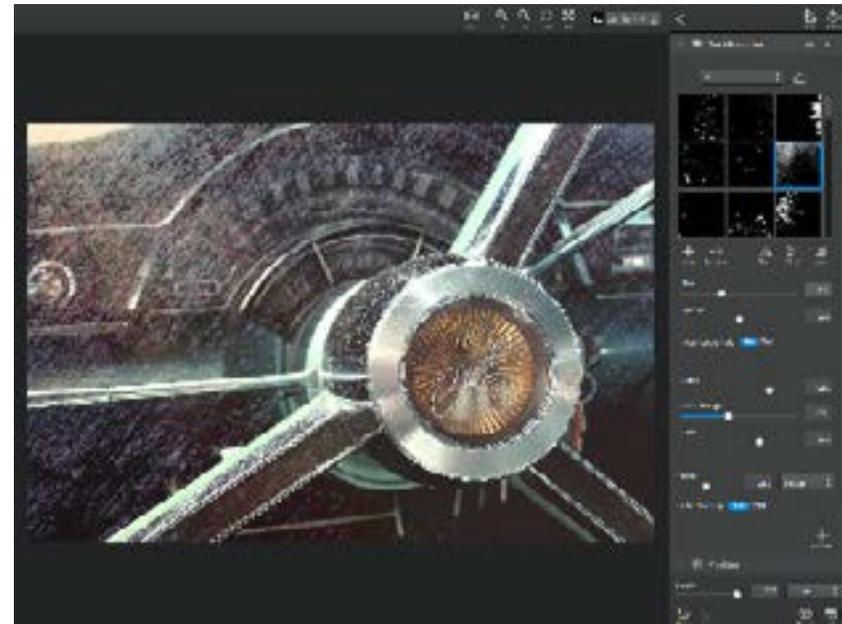
Select the color to blend with the effect.

### Opacity

Controls the transparency of the the selected Dust/Scratch image.

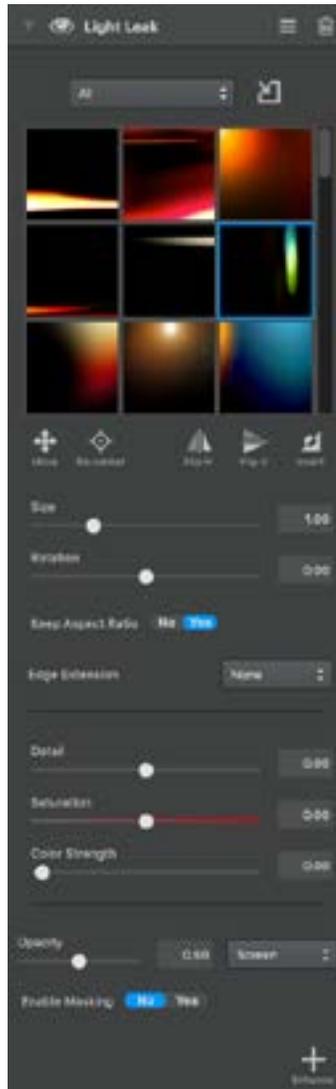
### Blending Mode

Choose from a variety of blending modes. Scroll over the list to instantly preview each mode. The blending mode you choose will affect how Dust and Scratches interact with the input image.



## LIGHT LEAK

Browse, preview, import, and apply light leaks. Scroll over the Light Leak thumbnails to instantly preview different light leaks on your image. Select to apply it.



### Size

Increases the size of selected Light Leak image.

### Rotation

Rotate your texture.

### Keep Aspect Ratio

Controls whether the aspect ratio of the Light Leak image is kept or not. Choose No (default) to make the Light Leak image match the size/ratio of the input image. Choose Yes to keep the Light Leak image original aspect ratio.

### Edge Extension

Change the overall look by using one of the four Edge Extension options: none, mirror, tile, or extend.

### Detail

Controls the strength of the detail in the selected Texture image. Move to the right to increase detail and to the left

### Saturation

Increases or decreases the color saturation of the selected Light Leak image. Slide it to the right to brighten and deepen colors. Slide to the left to decrease depth and brightness in colors.

### Color Strength

Increases the strength of color selected to blend with the Light Leak image.

### Color

Select the color to blend with the effect.

### Opacity

Controls the transparency of the the selected Light Leak.

### Blending Mode

Choose from a variety of blending modes. Scroll over the list to instantly preview each mode. The blending mode you choose will affect how the Light Leak image will interact with the input image.



## TEXTURE

Browse, preview, import, and apply textures to your image by scrolling over the texture thumbnails to instantly preview different textures on your image. Select a texture to apply it.



### Size

Increases size of selected Texture.

### Rotation

Rotate your texture.

### Keep Aspect Ratio

Controls whether the aspect ratio of the Texture image is kept or not. Choose No (default) to make the Texture image match the size/ratio of the input image. Choose Yes to keep the Texture image original aspect ratio.

### Brightness

Increase or decrease the brightness of the Texture.

### Contrast

Control the contrast of the selected texture.

### Detail

Controls the strength of the detail in the selected Texture image. Move to the right to increase detail and to the left to decrease.

### Saturation

Increases or decreases the color saturation of the selected Texture image. Slide it to the right to brighten and deepen colors. Slide to the left to decrease depth and brightness in colors.

### Color Strength

Increases the strength of color selected to blend with the Texture image.

### Color

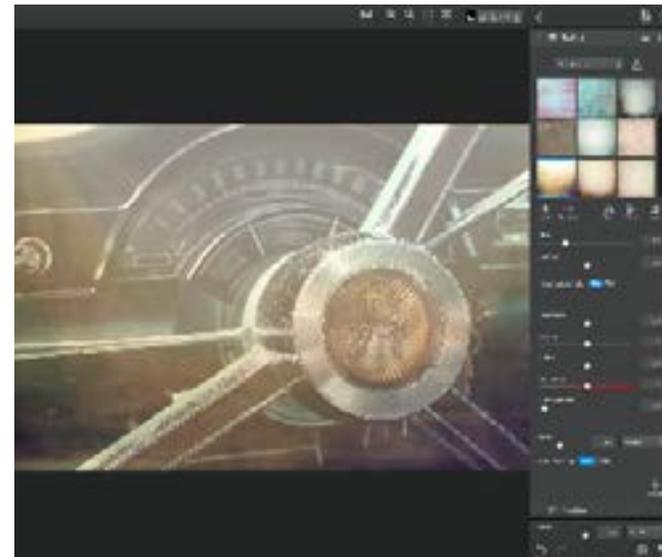
Select the color to blend with the effect.

### Opacity

Controls the transparency of the the selected Texture.

### Blending Mode

Choose from a variety of blending modes. Scroll over the list to instantly preview each mode. The blending mode you choose will affect how the Texture image will interact with the input image.



## PROFESSIONAL TEXTURES

Texture Effects 2 features two professional Texture Packs. With our extensive collection of fine art textures and the use of creative programs such as Topaz Texture Effects 2, it is easier than ever to take your photos to levels you never dreamed possible.

### [2 Lil Owls](#)

I make digital art tools for creative folks like you. 2 Lil' Owls is all about helping you create art with your photography. With our extensive collection of fine art textures and the use of creative programs such as Topaz Texture Effects, it is easier than ever to take your photos to levels you never dreamed possible. I am thrilled to be able to provide Topaz with a collection for you to try out and cannot wait to see the beautiful art you create.

- Denise Love

### [Meredith Images](#)

As someone who had been working with textures for several years, Topaz Texture Effects was a creative photographer's dream come true! Topaz Texture Effects 2 gives me great preset "recipes" to totally change the look of an image with just a click or two. But then it lets me further express my individual creativity with the ability to modify the presets, and even import my own textures to apply to the image. The new forum also lets members share presets with each other, expanding the library of available recipes.

I'm honored that Topaz has chosen some of my textures to be included in the updated Texture Effects 2. I hope you will enjoy using them in your own creative expressions.

- Meredith Images

2 Lil' Owls  
Texture Effects 2

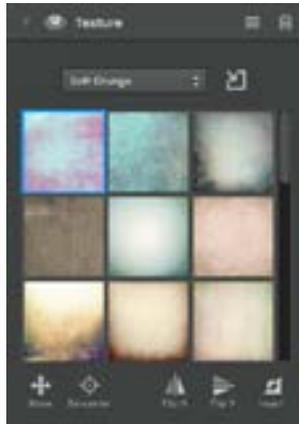


Meredith  
IMAGES



## Common Tools

Within the adjustments that contain asset libraries, there are some shared tools to help you create the exact look you are after.



Click on the Import icon to the right of the dropdown list to open the asset manager and import assets.



To move the selected asset around your image, click on the Move icon and move your asset with the mouse.



To re-center your asset, click on the Re-center icon.



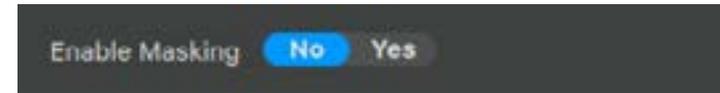
To flip the selected asset horizontally, click on the Flip H icon. To flip vertically, click on the Flip V icon.



To invert the selected asset and create a whole new look, click on the Invert icon.

## Adjustment Masking

Every adjustment has a mask attached at the bottom of it to allow for selective changes to the specific adjustment.



Each adjustment mask defaults to No. Select Yes to turn on adjustment masking. You can select from spot, color, luminosity, or brush masking.

### SPOT MASK

Spot Mask allows you to easily mask out or mask in adjustments to a single region of your image. To move or change the shape of your spot mask, click on the Center icon to activate the spot mask shape. You can resize, rotate, and move the spot shape using onscreen manipulation. Click No to turn masking back off.

#### Transition

Controls the blending between the Spot Mask and the image. The larger values will produce a longer, softer transition and the lower values will produce a shorter, harder transition.

#### Color Aware

Controls how color/edge aware the mask should be, based on the centerpoint color of the selection. Higher values indicate an increase in awareness, which is good for more precise selections. Lower values indicate less awareness, allowing for a more natural transition.

## COLOR MASK

The Color Mask is an advanced masking technique that uses color value differences to create a mask for you. This mask is great for images that are clearly defined by color edges, and can bring a unique feel to the image you are creating. Slide the hue slider to a color you'd like to mask then expand or decrease the color range to get the shades you want included or excluded.

### Hue Slider

Determines the luminosity value for the mask to reveal or hide if inverted.

### Range Slider

Controls the color sensitivity of the Color Mask, higher values mean the mask includes more hues.

## LUMINOSITY MASK

The Luminosity Mask is an advanced masking technique that uses luminosity values to determine the mask, and creates the mask for you. This mask can create detailed effects on light sources and 'glowing' portions of your image. Pick the luminosity value you'd like to mask, then slide the range slider to tailor your luminosity selection.

### Luminosity Slider

Determines the luminosity value for the mask to reveal or hide if inverted.

### Range Slider

Controls the sensitivity of the Luminosity Mask, higher values increase how strict the mask chooses tonal range.

## BRUSH MASK

The Brush Mask puts all the control of the mask into your hands. Here, you can easily brush the effect in and out, and touch up edges around your subject in the image you are creating. Use the Color Aware tool to create a clean mask along edges of your subject!

### Pick you color

Determines the luminosity value for the mask to reveal or hide if inverted.

### Radius

Controls the sensitivity of the luminosity mask, higher values increase how strict the mask chooses tonal range.

### Strength

Controls the sensitivity of the luminosity mask, higher values increase how strict the mask chooses tonal range.

### Hardness

Controls the sensitivity of the Brush Mask, higher values increase how strict the mask chooses tonal range.

### Color Aware

Controls the sensitivity of the Brush Mask, higher values increase how strict the mask chooses tonal range.



Spot Mask

## Overall Masking

In addition to the adjustment masks, Texture Effects 2 includes an Overall Mask that will allow you to mask out or mask in the overall applied effect. The Overall Mask is located at the bottom of the Adjustment Panel.

All four masking tools are available in the overall masking area and the tool sets are the same as the adjustment masking.

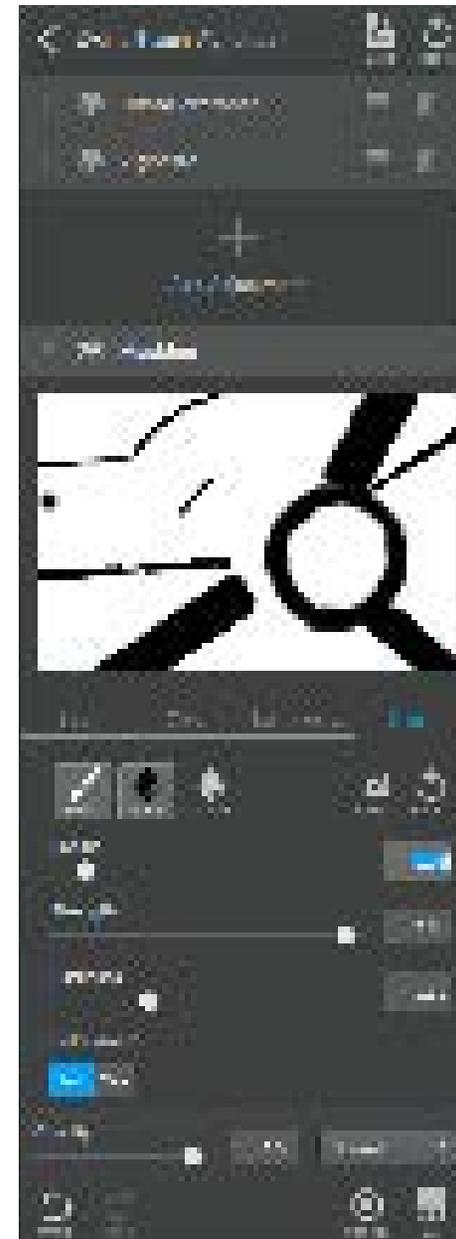
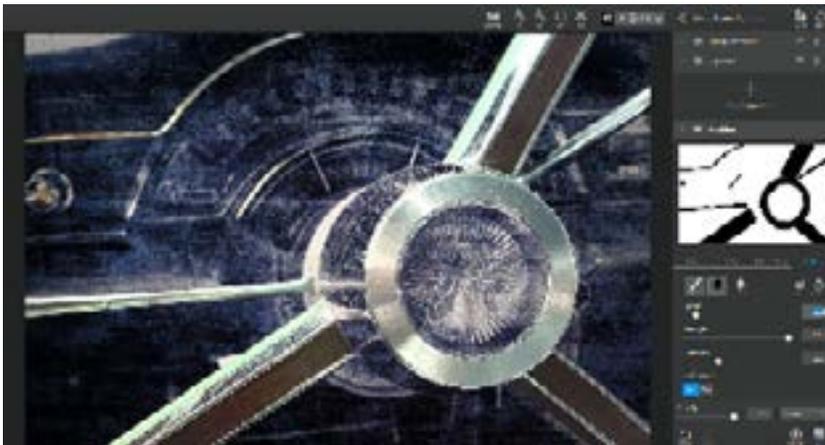
There are two additional tools located in the Overall Mask .

### Opacity

Controls the overall transparency of the entire effect. Use the strength slider to reduce the opacity of the applied effect.

### Blend Mode

Choose from a variety of blending modes. The blending mode you choose will affect how the original image interacts with the chosen effect as well as the mask.



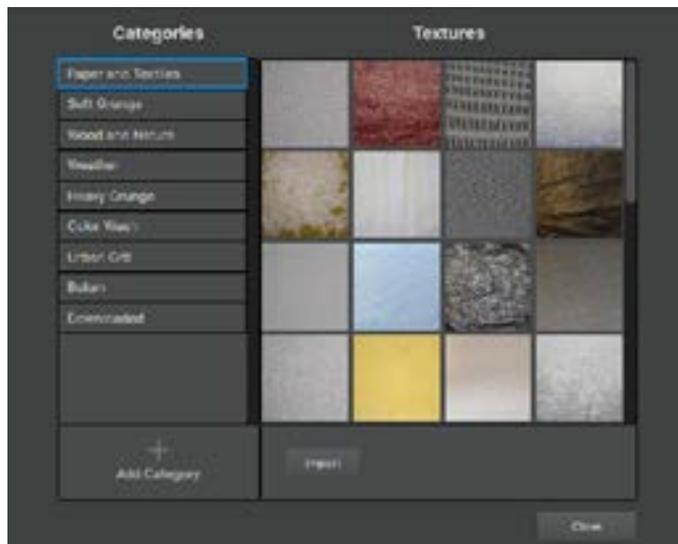
# Asset Manager

Asset Managers allow you to add your own asset categories and import personal or purchased assets. Asset Managers are located within several adjustments that utilize assets: Texture, Borders, Light Leak, Dust/Scratches, and Double Exposure.



Click on the Import icon to the right of the category dropdown list to open the asset manager for that particular adjustment.

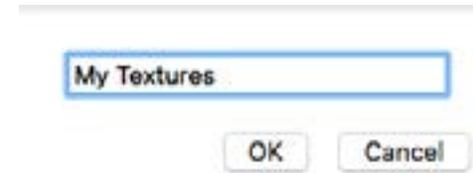
Once the Asset Manager opens, you will see the categories and assets currently included in your library for that particular adjustment.



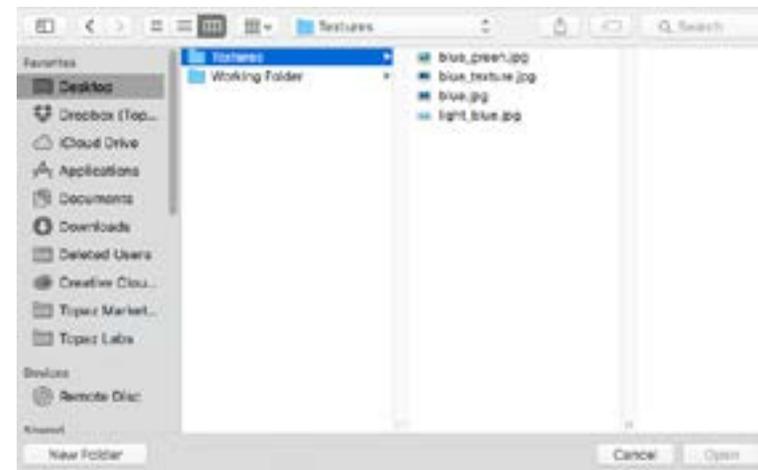
To add a new category, click on Add Category at the bottom of the category list.

# Work Area

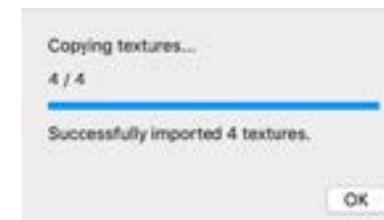
Name your new category and it will be added to the category list.



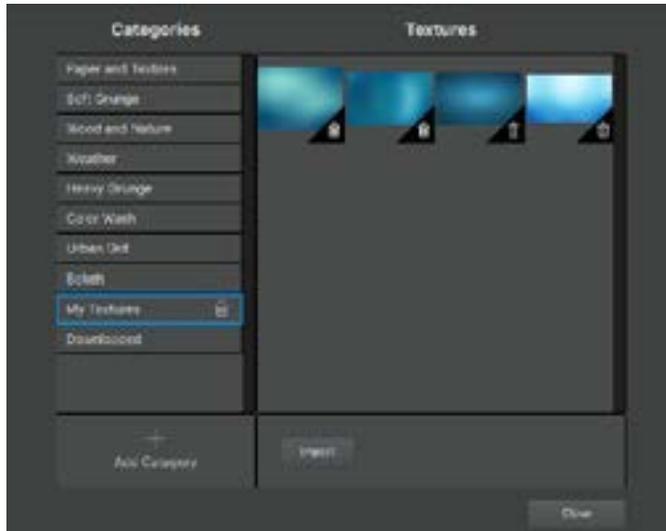
With the new category selected, click the Import button in the asset manager to import new assets. A file browser will pop up, where you can navigate to your asset files. Select the files you want to import and click Open.



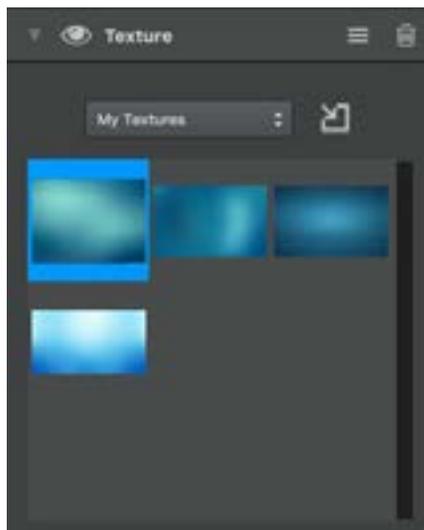
After the assets have finished copying (for high-res assets, this may take some time), press OK.



After importing, you can instantly see your assets in the asset manager and in the adjustment asset browser.



You will immediately be able to preview your assets on your image and select the asset you'd like to apply.

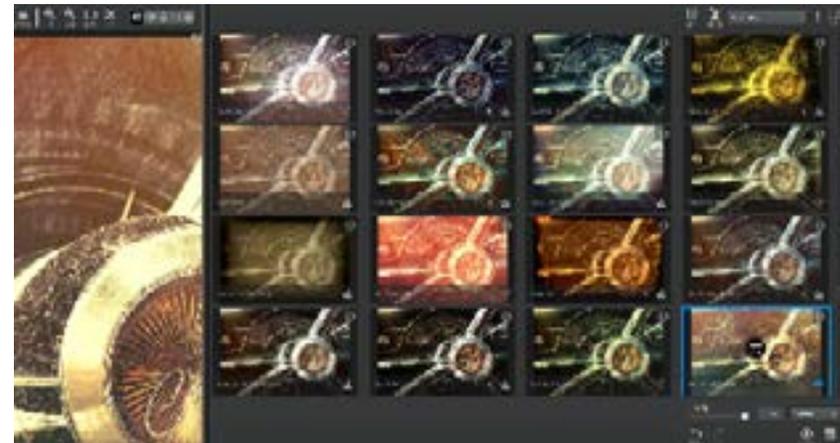


# Work Area

## Effect Browser Grid View

Texture Effects 2 features a grid view mode to preview and search through your local effects as well as the Topaz Community effects.

Click on the Source icon on the top left of the Effects Panel and select Both. This will allow you to see all available effects. Use the view expander arrows to extend the view of the Effects Panel.



The effect title is located at the bottom of the effect.

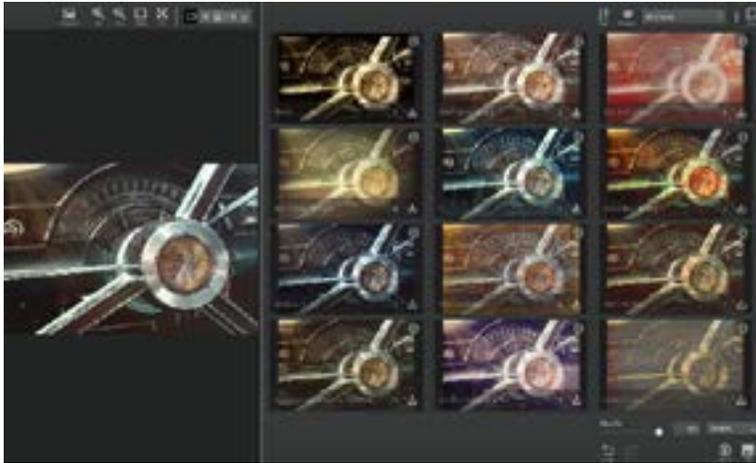
Click the effect to see a preview of the effect.

To favorite an effect and add it to the Favorited category, click on the heart outline on the lower right of the effect. The heart will turn blue to indicate that it is a favorited effect.

To read more about the effect, click the Information icon in the upper right hand corner of the effect.

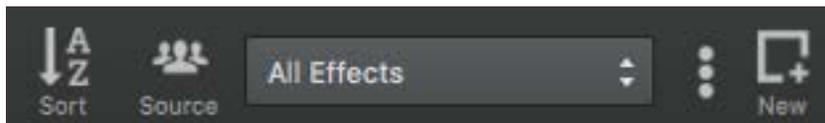
## The Topaz Community

Texture Effects 2 features the Topaz Community, which contains a wide variety of hand-crafted user-created effects made by users just like you. Login and browse effects and download another user's shared effect and easily apply it to your image.



## BROWSE

There is a constantly growing list of effects in our community! To view the Community, select Source and then Community or Both. You can easily narrow your search results using the search options provided. Select the Sort button to organize effects alphabetically, by download count, and by newest added or search categories with the drop down menu. Refine search results by only searching Collections and Tags or Search by keywords included in the effect title.



## DOWNLOAD

Once you find an effect that inspires you, click on the Download icon in the center of the effect, then click again on the icon that has switched to the slider image to access the Adjustment Panel.



The downloaded effect will be saved in your Downloaded effects category as well as the category selected by the effect author. Any shared assets will also be downloaded with the effect (for multiple user-shared assets, expect a longer download time).

## SHARE



Want to share one of your saved effects and inspire other Topaz users? Simply click on the Share icon located at the bottom right of each of your effects.

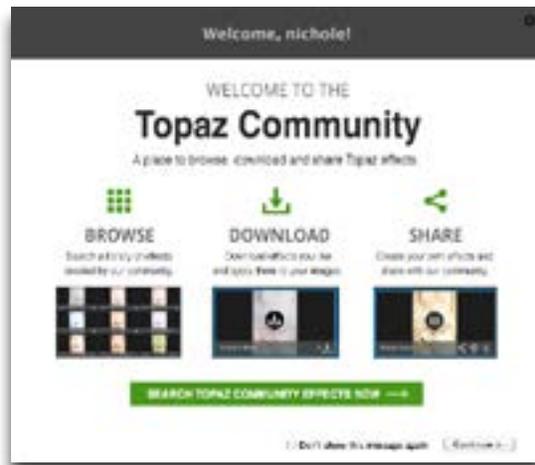


## User Manual

To share one of your effects, you must first be logged in to the Topaz Community. Click on Community in the Menu Bar located at the top of the screen. Then select Login. A pop-up window will appear. Login using your Topaz username or e-mail address.



Once logged in to the community, you will see a welcome message confirming your login.



You are now able to instantly share your effects with other Topaz Texture Effects 2 users.

## Work Area



Photo © Scott Stulberg



Photo © Blake Rudis

**“Why doesn't my Topaz Collection key work with Texture Effects 2?”**

Texture Effects 2 requires its own license key to be activated, so Topaz Collection or Bundle license keys will not activate Texture Effects 2.

**“Does my Topaz Collection come with Texture Effects 2?”**

If you purchased a Topaz collection before the release of Texture Effects 2, then no, it doesn't come with Texture Effects 2. While individual product upgrades with Topaz are complimentary, collection upgrades are not free and you will have to purchase Texture Effects 2 to obtain a license key.

**“I need a Topaz Texture Effects 2 trial key.”**

Topaz Texture Effects 2 does not require a trial key. The 30 day activation will be automatic upon downloading the software.

**“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 the trial software.

**“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 on both versions. The correct software can be downloaded from our downloads page at [topazlabs.com/downloads](http://topazlabs.com/downloads).

**“I don't have Photoshop. Will Texture Effects 2 work with Elements, Lightroom, or Paint Shop Pro?”**

Yes, Texture Effects 2 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.

**“Does Texture Effects 2 work with Aperture or iPhoto?”**

No. After the update to Yosemite, the Topaz plugins ceased to work with Aperture and iPhoto.

**“Does Texture Effects 2 work with Fusion Express?”**

No, Topaz Texture Effects does not work with Fusion.

**“Do you have any Texture Effects 2 tutorials?”**

You can find Texture Effects 2 tutorials on our blog at [blog.topazlabs.com](http://blog.topazlabs.com) and on YouTube at [youtube.com/topazlabs](http://youtube.com/topazlabs).

**“Why is Texture Effects 2 grayed out in the Filter menu?”**

Make sure that your image is 8bit or 16bit and in RGB mode. To detect your image's settings, go to Image-> Mode. Also, be sure that your layer is selected in the layers panel and that an adjustment layer is not selected.



Effect: Cyanotype

**“I can’t find Texture Effects 2 in the Photoshop Filter menu”**

To access Texture Effects 2 in the Filter menu, you will first need to run Texture Effects 2 as a standalone editor (Mac only). After that, restart Photoshop and Texture Effects 2 should 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 Texture Effects 2 icon.
2. Click on ‘Show Package Contents’-> Contents-> Resources
3. Copy the Topaz\_Texture Effects 2.plugin to your PSCC 2015, Photoshop, or PSE plugins folder.
4. Restart PSCC 2015, Photoshop, or PSE and Texture Effects 2 should show up in the Filter menu.

**Windows:**

1. Go to C:\Program Files\Topaz Labs\Topaz Texture Effects 2\PS\_Plugins\_x64.
2. Copy the tltextureeffectsp\_s\_x64.8bf file and paste it to the PS Plugins folder.

**“I have a question not listed here.”**

Please visit our knowledge base at [support.topazlabs.com](http://support.topazlabs.com).



## Connect

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 user based [Discussion Forum](#). Get help and feedback from other users and join in the discussions, share images, and participate in contests!

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+](#)!



# Contact Information

## Topaz Labs, LLC

14285 Midway Road  
Suite 125  
Addison, TX 75001

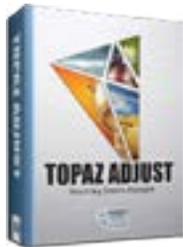
## Technical Support

Visit: [topazlabs.com/support](http://topazlabs.com/support)  
Email: [help@topazlabs.com](mailto:help@topazlabs.com)

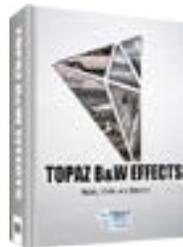
Topaz Labs LLC, a privately owned company headquartered in Dallas, Texas, focuses on developing advanced image enhancement technology. With today's widespread use of digital still cameras, the need for high-quality digital images has greatly increased. Topaz Labs' mission is to bring practical state-of-the-art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

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

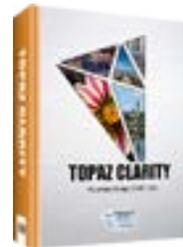
## Photo Enhancement Plug-ins



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



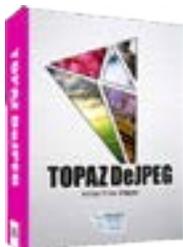
Develop unique and compelling photography with the most technologically advanced software available.



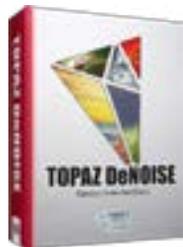
Create powerful photos & flawless image definition. Intelligently and dynamically enhance image contrast.



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



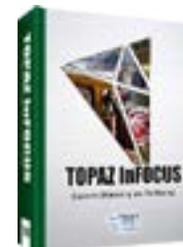
Advanced JPEG artifact reduction filters eliminate JPEG compression artifacts while preserving image detail like never before.



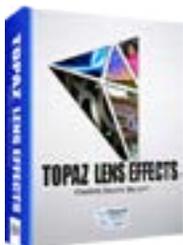
Advanced high-ISO noise reduction technology that eliminates noise while effortlessly maximizing and retaining image detail.



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.



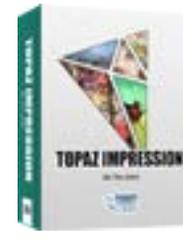
Your virtual camera bag of effects simulated from real lenses and filters. Effects include creamy bokeh, old school filters and more!



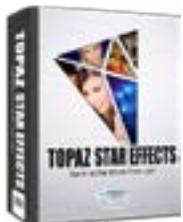
Remove unwanted backgrounds from your digital images quickly and easily with ReMask.



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



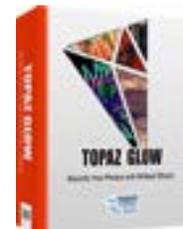
Transform your regular photo into a beautiful work of art, such as an oil painting, watercolor, line & ink drawing and more!



Create beautifully rendered and natural lighting effects in seconds!



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



Illuminate your photos with electrifying light.



Go to [topazlabs.com/downloads](http://topazlabs.com/downloads) to get your 30-day free trial!