



# Manual



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# 1. Adding images

To add an image, either use the eponymous button or drag an image into the application. This also works when there's already an opened image and allows you to quickly process multiple images. Naturally, you can also use the "New Image" button at the bottom to open new images.

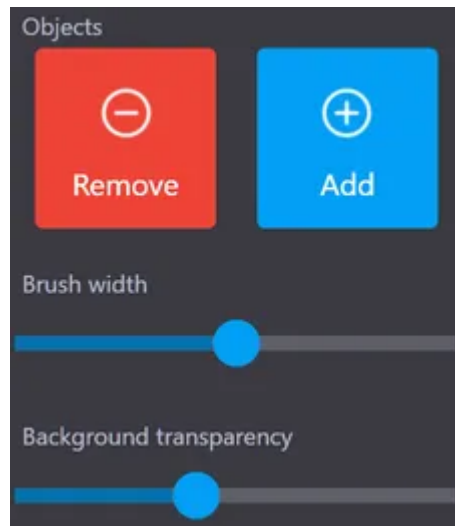
The user interface of Ashampoo Background Remover is split into two sections: object detection (Foreground) and background replacement (Background).

## 2. Object detection (Foreground)

Objects are detected fully automatically upon adding images. The program always detects the central foreground subject.

### 2.1 Removing / Adding objects

No algorithm is perfect which is why you can always remove or add objects manually using the brush tool. The selected area will be colored according to the currently selected brush mode.



First, select a mode (Remove or Add).

Then, hold down the left button and drag to paint over the pixels in your image you wish to exclude/include. Use "Brush width" to adjust the radius of the brush and "Background transparency" to adjust the visibility of the background.

Use the right mouse button to quickly toggle between the two brush modes.

## Example

In the example, a bottom part of the fur was not recognized and is therefore added manually.

1

The screenshot displays a photo editing application interface. On the left, a large image of a brown and white goat with curved horns is shown on a light-colored, textured background. Below the image is a toolbar with icons for 'New Image', zoom in/out, a menu, a crop tool, and a help icon. On the right, a control panel is visible with two tabs: 'Foreground' (selected) and 'Background'. Under the 'Background' tab, there is a small preview window showing two people with backpacks on a checkered background. Below this are 'Objects' controls: a red 'Remove' button with a minus sign and a blue button with a plus sign and a mouse cursor icon. There are also sliders for 'Brush width' and 'Background transparency'. At the bottom of the control panel are 'Apply Changes' checkboxes (checked and unchecked), a greyed-out input field, and a blue 'Next' button.

2

The screenshot displays a photo editing application interface. The main workspace shows a photograph of a brown and white goat with curved horns, standing in a dusty outdoor setting. A white mouse cursor icon is positioned over the goat's body. The interface is divided into several sections:

- Top Right:** Two tabs labeled "Foreground" and "Background". Below them is a small thumbnail image showing two people with backpacks against a checkered background.
- Objects:** A section containing two buttons: a red "Remove" button with a minus sign icon and a blue "Add" button with a plus sign icon.
- Brush width:** A horizontal slider control with a blue knob.
- Background transparency:** A horizontal slider control with a blue knob.
- Apply Changes:** A section with a checked checkbox, an unchecked checkbox, a greyed-out input field, and a blue "Next" button.
- Bottom Left:** A navigation bar with icons for "New Image", zoom in/out, a menu, a crop tool, and a help icon.

3

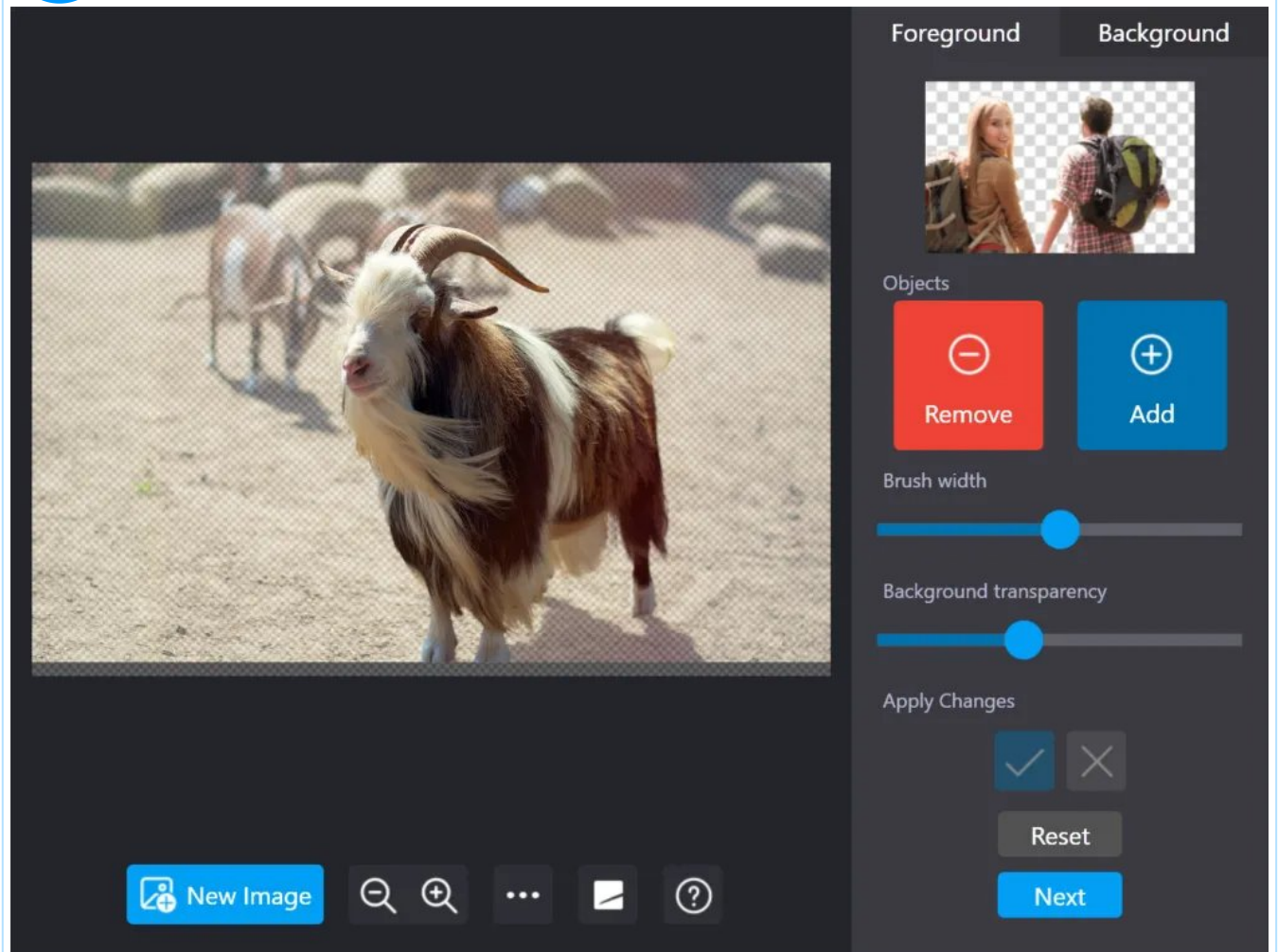
The screenshot displays a photo editing application interface. The main workspace shows a photograph of a brown and white goat with curved horns, standing in a dusty, outdoor environment. A blue brush tool is positioned over the goat's body. The interface includes a top navigation bar with 'Foreground' and 'Background' tabs. Below the tabs is a preview window showing a cutout of two people with backpacks against a checkered background. The right-hand side features a control panel with the following elements:

- Objects:** A red button with a minus sign and the text 'Remove', and a blue button with a plus sign and the text 'Add'.
- Brush width:** A horizontal slider with a blue knob.
- Background transparency:** A horizontal slider with a blue knob.
- Apply Changes:** A blue button with a checkmark and a mouse cursor icon, and a grey button with an 'X' icon.
- Next:** A blue button at the bottom of the control panel.

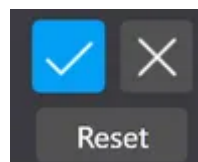
The bottom of the main workspace contains a toolbar with icons for 'New Image', zoom in/out, a menu, a crop tool, and a help icon.



4

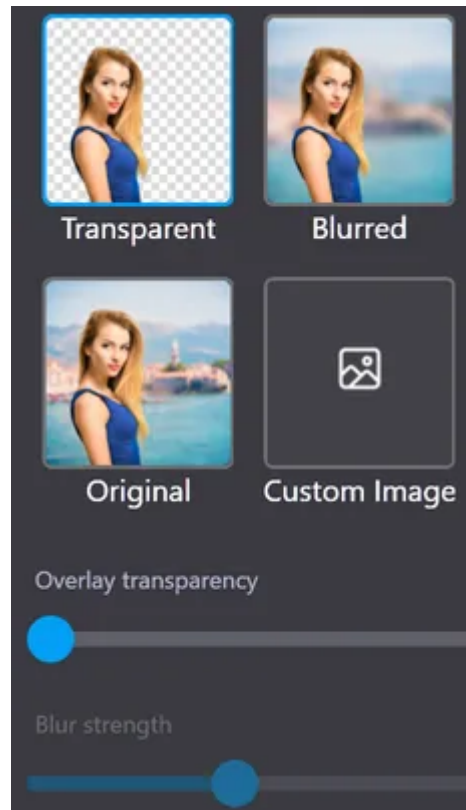


### 2.1.1 Applying / Discarding changes



Click the checkmark to apply your changes or the X to discard them. Click "Rest" to restore the original settings after object auto-detection.

## 3. Background



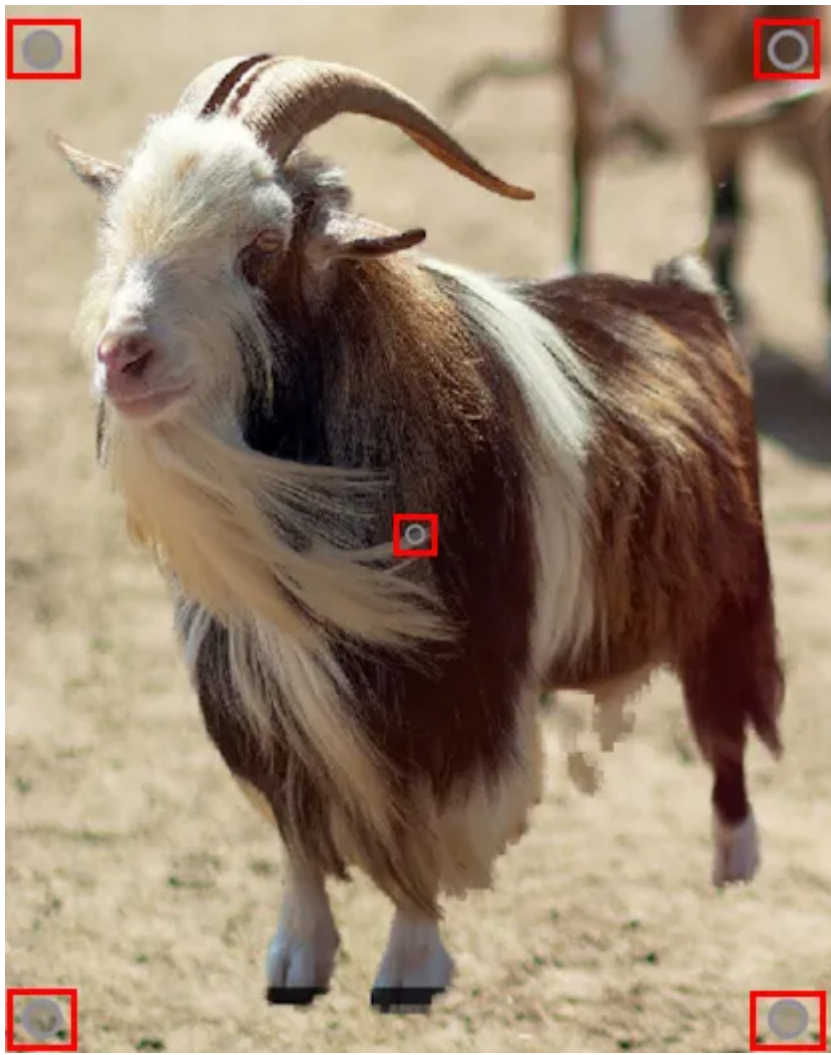
Once object detection is finished, you can remove or replace the image background. You can also apply a Bokeh effect of varying strength.

For "Transparent", you can additionally adjust the opacity of the detected objects using the "Overlay transparency" slider. For "Blurred" (Bokeh), you can adjust the strength of the effect using the "Blur strength" slider.

When you're replacing backgrounds with existing images, detected objects will be auto-scaled and centrally repositioned.

Switching back to object detection (Foreground) will discard all of your background modifications!

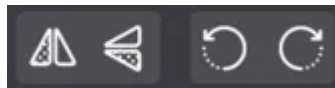
## 3.1 Adjusting size and position of objects



Depending on the selected background mode, you can drag the circular marker in the center of your detected objects to reposition or the edge markers to resize them. Note that all detected objects will be processed as a single selection.

Modifications will be discarded when you switch background modes!

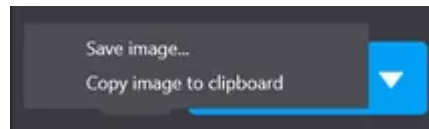
## 3.2 Rotating /Mirroring objects



Use the buttons to rotate all objects 90° (counter-)clockwise or to mirror them horizontally/vertically.

## 3.3 Saving / Exporting results

You can either save finished images to a file or copy them to the system clipboard e.g., to quickly insert them into image editing applications.



Click the white arrow to bring up the context menu to use this option.