



Manual

- 1. Adding images
- 2. Object detection (Foreground)
 - 2.1 Removing / Adding objects
 2.1.1 Applying / Discarding
 changes

3. Background

- 3.1 Adjusting size and position of objects
- 3.2 Rotating / Mirroring / Upscaling objects
- 3.3 Background filter
- 3.4 Saving / Exporting results

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.

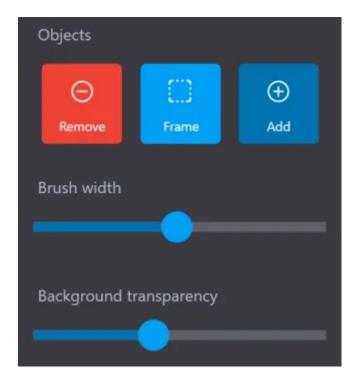
The user interface of Ashampoo Background Remover 2 is split into two sections: object detection (Foreground) and background replacement (Background).

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 or framed (Frame).



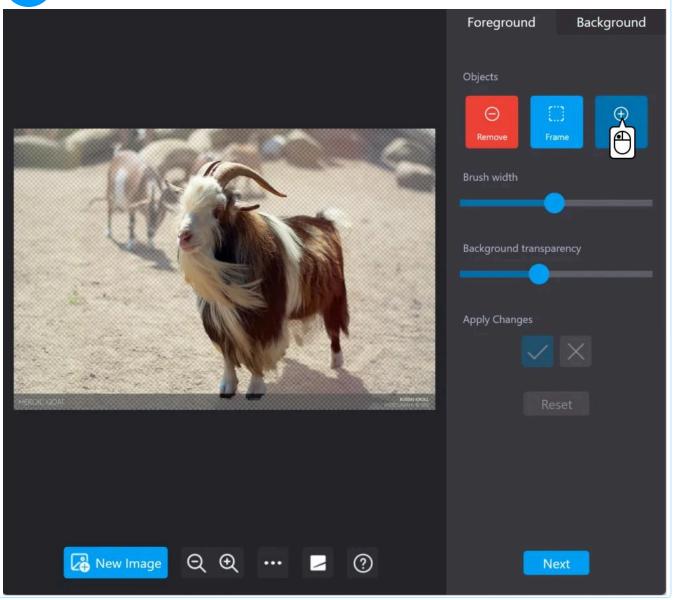
First, select a mode (Remove or Add).

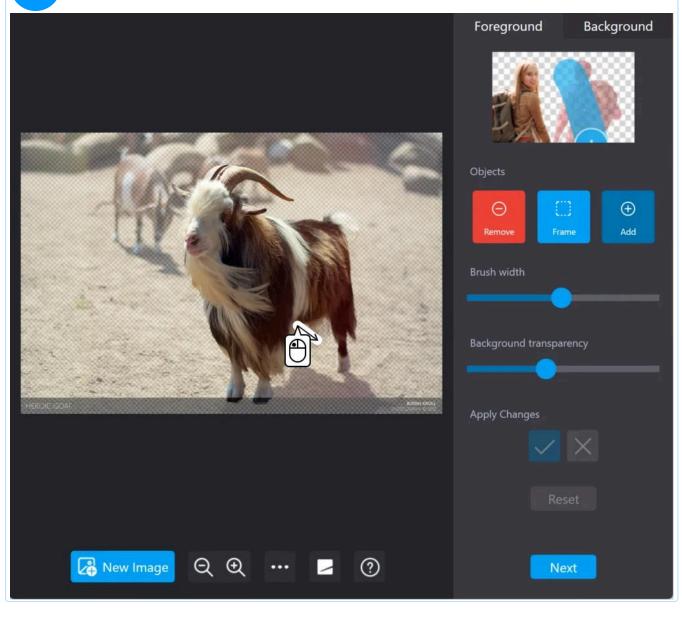
Then, hold down the left button and drag to paint over the pixels in your image you wish to exclude/include. Use "Brush width" to adjust the radious of the brush and "Background transparency" to adjust the visibility of the background.

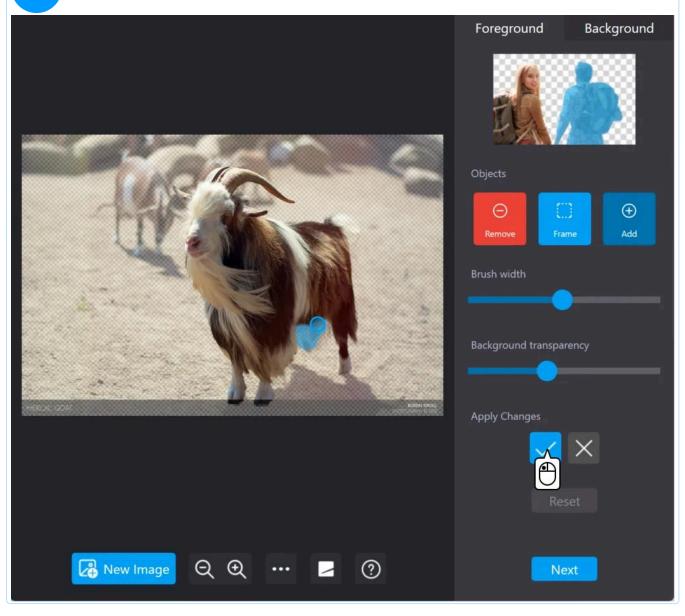
Use the right mouse button to quickly toggle between the two brush modes. Hold down Ctrl and use the mouse wheel to quickly adjust the brush radius.

Example

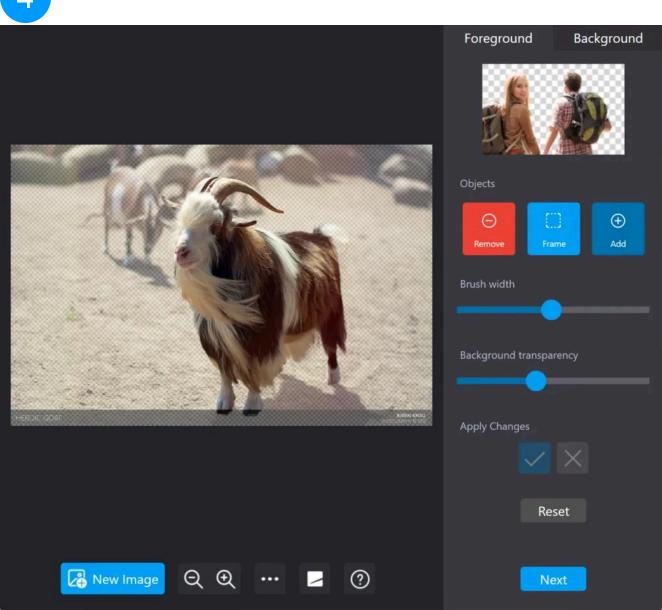
In the example, a bottom part of the fur was not recognized and is therefore added manually.









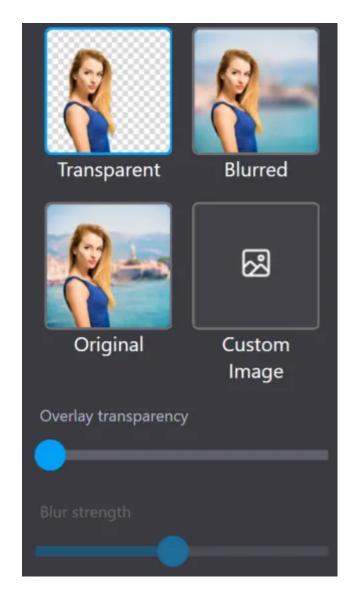


2.1.1 Applying / Discarding changes



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 / Upscaling objects



Use the buttons to rotate all objects 90° (counter-)clockwise, mirror them horizontally/vertically, or upscale them by a factor of four.

Depending on the size of the image, upscaling may take some time to complete.

3.3 Background filter

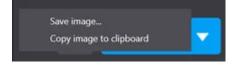


Use this feature to apply a filter effect e.g., "Noir", to your image background.

A different background mode than "Tranpsarent" is required to use this feature.

3.4 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.