

Topaz Studio – Studio 2 Walk Through & Creating

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STUDIO 2 TOUR

<https://topazlabs.com/blog/> for tutorials

1. Open an Image (**OPEN #1A-PORTLAND HEAD LIGHT**)

Drag or click **OPEN** button in center of screen

OR go to File > Open Image or Project OR Open Recent

OR Click the “OPEN” button on the top toolbar

NOTE: You can open RAW, TIF or JPG files in Studio 2. You cannot open Studio 1 (.tsp) files into Studio 2. First, take the file into Studio 1 and convert to a TIF or JPG file.

2. Viewing and Moving Around Your Image

You can view your full image or optional split screens so you can easily see “before” and “after”.

VIEW Button on Top Toolbar

- Single Image
- Split Horizontal
- Split Vertical
- Side-by-side Horizontal
- Side-by-side Vertical

OR If single image, click and hold left mouse button over image to show Original

OR Click Original Button on Top Toolbar

TO ZOOM IN ON AN IMAGE

Click the 100% button on top toolbar to view at 100%

OR use the scroll wheel on your mouse to zoom in or out

OR use the slider on the Top Toolbar

To return to full image on screen, click the FIT button on the Top Toolbar

TO MOVE AROUND AN IMAGE ONCE ZOOMED IN

The hand tool automatically appears when zoomed in – no need to hold spacebar

3. The Effect Layers Panel

When you first open an image, you will see the layer for your original file in the panel.

A. To Add a Filter to your image, click the ADD FILTER button at the top of the layers panel.

You will see the list of all Filters grouped by function:

Essential (for all your basic editing – INCLUDES AI CLEAR!!)

Creative (blurs, vignettes, text and more)

Stylistic (textures, Impression, Glow, Digital Frame, AI Remix and more)

Each section is grouped alphabetically.

You can click the heart for your Favorites and to sort just your favorites, click the “Favorite” button at the top of the panel. Favorites are also sorted by the 3 categories and alphabetically in each category.

I will select AI Clear (removes the noise and adds Detail & Clarity)

B. To Add a Look (formerly called presets) to your image, click the ADD LOOK button at the top of the layers panel.

You can view in several ways:

From LOOK CATEGORY you can choose the style of the look you wish to add (or ALL)

For this example I will sort by Artistic

Then you can SORT BY style/feature

For this example I will sort by Impression

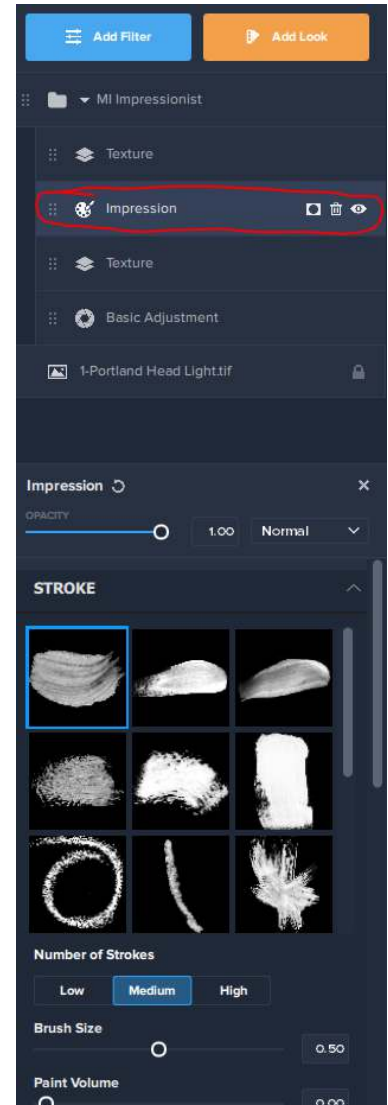
I will select the LOOK **MI Impressionist** (there are 6 presets included that I designed – they start with “MI” at the beginning of the name.

When you first click the look will preview on your image.

To actually use this look, click the **Apply** button in the center. This will add it to your Layer Stack, and show the individual adjustments that make up this Look.

You can make global adjustments to the whole Look by selecting the layer that is the Look name (adjust opacity or blending mode of the Look), or adjust individual components by selecting the individual layer (see illustration to the right):

- I will stay with Brush 01 for this image.
- Change the Number of Strokes from Med to High (gives me more details in the image).
- Brush Size = .58
- Paint Volume = .02
- LIGHTING Section > Brightness = .05
- TEXTURE Section > Canvas II > Texture Strength = .50



I could save this adjusted look as a new look if I wanted to. Click on **SAVE LOOK** in the upper right corner of the screen. Give your Look a Name and Description, then click OK. This will now appear in the category **“MY LOOKS”**.

To SAVE your file:

Save Project As > Navigate to the folder you wish to save it in, name it, and click Save. This will save it as a **.ts2** file format to maintain the layers you created.

One of the coolest things about TS2 (in my opinion) is that we can now STACK LOOKS and not have to “apply” to each one. This means they are all layers and the image can be saved with all of the Looks and/or Filters layered so you can reopen the TS2 file and see all of the layers!

I will select a new Look > **BREAKING WAVES**

Hit Apply to add it to your Effect Layers.

You can see I now have:

- My Original Image
- The MI Impressionist II Look (hit the arrow to collapse that part of the layer stack)
- My newly added Look, Breaking Waves

You can now adjust and tweak this Look.

I am going to add another **Texture**: Add Filter > Texture > Group Meredith Images
12th row down, left

Blending Mode = Multiply; Opacity .20

File > Save Project As

If you want to save as a TIF or JPEG = File > Export

If desired, you could save a new version of this preset.

**YOU CAN ALSO CHANGE A LOOK BY DRAGGING LAYERS INTO A DIFFERENT ORDER!
Bring the MI Impressionist II Layer ABOVE the Breaking Waves Layer. Lower the opacity to .70.**

NOTES:

When you save a Look it is for your use only – there is not a “public preset” function. They will be developing a way to share Look in a different spot (Group function rather than through the program).

They will be adding a SEARCH by NAME function for Looks. In the Priority Updates coming soon.

*To import your presets from Studio 1 > Help > Migrate Custom TS1 Presets.
IMPORTANT! THIS FUNCTION ONLY WORKS ONCE! It is meant to import your custom presets, but not to add newly created ones. So if you are going to create new presets/looks of your own, create them in Studio 2.*

EDITING AN IMAGE FROM “SCRATCH” (without using a Look)

Open Image (OPEN #2A-PAPER CITY BREWERY)

1. Add Filter > AI Clear
2. Add Filter > Channel Mixer
Red = **-.14** (automatically changed Green to .91 and Blue to .25)
3. Add Filter > Texture
Category = Meredith Images
7th Row Down, Left Texture =
Blending Mode Darken; Opacity 57%
4. Add Filter > Texture
Category = Meredith Images
7th Row Up from Bottom, Center Texture =
Blending Mode Vivid Light; Opacity 21%
5. Add Filter > Texture
Group = Borders
11th Row Down, Right Border =
Blending Mode Multiply; Opacity 50%

I SAVED THIS AS THE **MI Dark Grunge Look**

MODIFYING A LOOK/PRESET

Open Image (OPEN #3A-7 STATES BARN)

1. Add Look > MI Dark Grunge
2. Change Blending Mode of 2nd Texture to Overlay

I then saved this as the **MI Dark Grunge II Look**

MODIFYING A LOOK/PRESET + ADDING FILTERS + LAYER MASK

Open Image (OPEN #4A-TULIPS)

1. Add Look > All > Low Fidelity
2. Delete 2nd Texture (light leak)
3. Change Opacity of 1st Texture to 27%
4. Add Filter > Impression > Used Default
5. Add Filter > Texture > Border > 3rd row down on left = Blending Mode Multiply; Opacity 60%

If I wanted the effect on the background and not the flowers.

Select Impression Layer > Click on **Add Layer Mask Icon**

Normally we select the brush and begin “painting” with black where we want the layer mask. Instead, I tried “COLOR” and it applied a mask to everything but the background!

File > Save As Project OR Export

ADDING A LOOK, MODIFYING + ADDING SEVERAL FILTERS

Open Image (OPEN #4A-TULIPS)

1. Add Look > Vintage > Peeling Paint
Vignette to 74%
1st Texture to 25%
2. Add Filter > Texture > Category = Meredith Images
4th row up from bottom center = Blending Mode Multiply; Opacity 35%
3. Add Filter > Texture > Group = Borders
3rd row down Left = Blending Mode Multiply; Opacity 50%
4. Add Filter > Texture > Group = Borders
2nd row down Right = Blending Mode Multiply; Opacity 50%
5. Add Filter > Color Overlay >
Color #ffc8b5 = Blending Mode Soft Light; Opacity 26%

OTHER ITEMS

Adding to Lightroom

1. Open Lightroom
2. Edit > Preferences
3. External Editing Tab
4. Additional External Editor
Choose
Select **Topaz Studio 2.exe** (either click once and Choose or Double Click)
Click OK and Manually Restart Lightroom or
5. Click RESTART LIGHTROOM Button

Adding Your Own Textures

Coming soon!

ADDITIONAL PROJECTS IF TIME

Open Image (**OPEN #5A-St Joseph's Cathedral**)

1. Add Filter > AI Clear = Enhance Sharpness High
2. Add Filter > Black & White

Red	=	.02	Blue	=	-.18
Orange	=	.19	Purple	=	.03
Yellow	=	.23	Magenta	=	-.02
Green	=	-.19	Gray	=	.15
Aqua	=	-.07			

Details = .10

Suppress Artifacts = .08

3. Add Filter > Color Overlay
Color #955623
Opacity = .24

For 2nd Version:

4. Add Filter > Texture > Category = Meredith Images
1st Row Right = Blending Mode Soft Light; Opacity 40%
5. Add Filter > Texture > Category = Meredith Images
2nd Row Up from Bottom Right = Blending Mode Soft Light; Opacity 15%

Open Image (**OPEN #6A-Yellow Rose**)

1. Add Look > Renoir
Change Brush to #08
Stroke Color Variation = .21 (added more tones to yellow)

COLOR

Green – Lightness -.08

LIGHTING

Highlights -.23

Vignette .18

TEXTURE

Canvas III

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<http://www.pinterest.com/meredithimages/meredith-images/>

<https://youtube.com/user/PhotogHazel/videos> (a few tutorials)

<http://www.Linkedin.com/in/hazelderith/>

<https://twitter.com/MeredithImages>



Check out my eBooks on the Peacock Studio page!!

“Working with Textures & Overlays: Turn Ho-Hum into a Work of Art”

Book 1 - for beginners to texture work (includes images, textures and more so you can follow along with the projects, plus bonus textures & brushes)

and

Book 2 - a continuation of the first book with even more projects, textures, brushes, and techniques for you to expand your creative visions!

Then shop my Texture Collections – watercolor, grunge, cosmos & more!

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