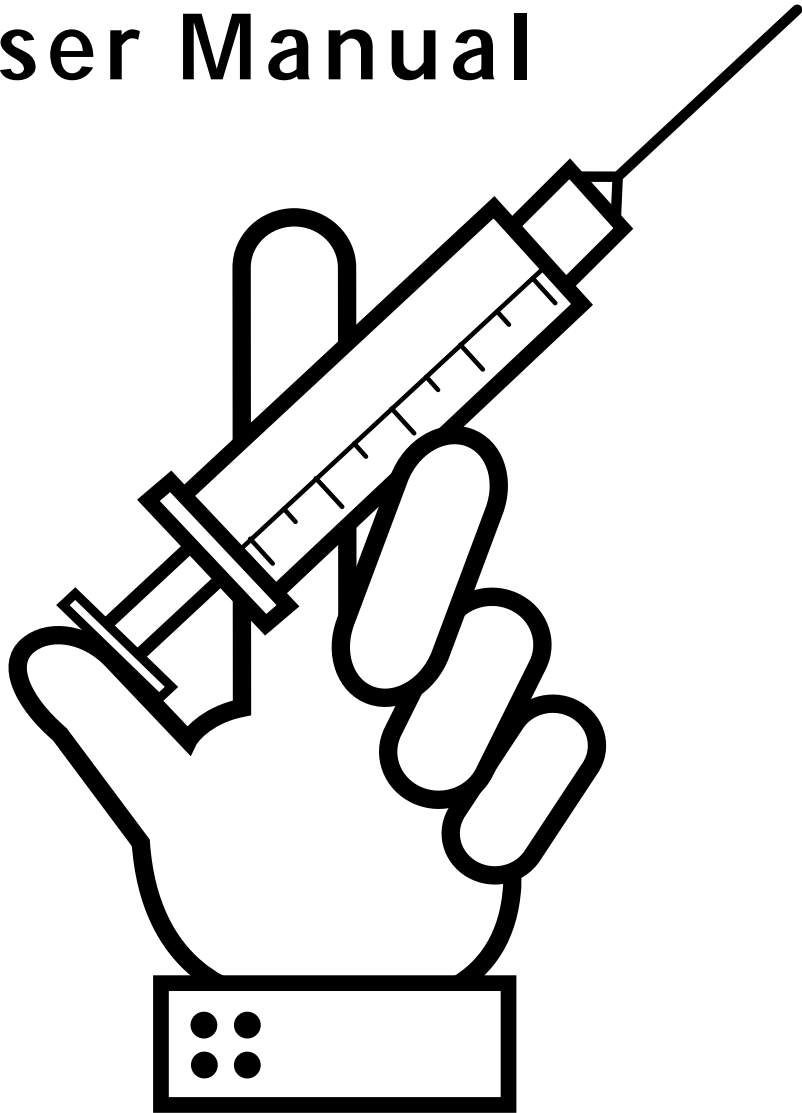


# Image Doctor User Manual



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# Chapter 1: Getting Started with Image Doctor

## Welcome

Welcome to Image Doctor—advanced filters for image repair and photo retouching. Use Image Doctor to remove objects from textured backgrounds, repair textures, repair damaged photos, remove blemishes, and perform many other photo retouching and restoration tasks.

Please take some time to explore this manual; it contains information essential to getting the most out of Image Doctor. Take a few minutes to familiarize yourself with the preview window and user interface, and soon you'll be ready to dive in and experiment with Image Doctor.

This chapter contains the following sections:

- “What’s New” on page 1
- “Important Symbols” on page 2
- “Host Requirements” on page 2
- “System Requirements” on page 2
- “Macintosh Installation” on page 3
- “Windows Installation” on page 5
- “Registering Image Doctor” on page 7
- “The Image Doctor User Interface” on page 7
- “Keyboard Shortcuts” on page 13
- “Finding the Right Image Doctor Filter” on page 14

## What’s New

Image Doctor is unlike any product Alien Skin Software developed previously. Image Doctor does not generate flashy eye-catching effects, such as bevels, lightning, or chrome. In fact, the best application of an Image Doctor effect is unnoticeable to the untrained eye.

Consisting of four all-new image repair utilities, Image Doctor contains the following effects:

- **Smart Fill**—The most powerful image repair tool in Image Doctor, Smart Fill seamlessly removes and heals large image defects.
- **Scratch Remover**—An easy-to-use, quick and powerful tool for repairing linear defects in your image.
- **Spot Lifter**—Extremely simple tool for quickly removing small, round defects in your images. Great for all sorts of skin blemishes.
- **JPEG Repair**—Smooths the blocky artifacts associated with highly compressed JPEG images.

Image Doctor carries on the Alien Skin Software tradition of making difficult image editing tasks easier and less time consuming, while also expanding the capabilities of your image editor.

Image Doctor's filter-based approach improves ease-of-use. Generally, one slider controls the repair while related controls blend the repair into your image. This clear division of tasks streamlines complicated image repair.

Because Image Doctor's effects are used with selections, they repair precisely, and offer more control over repair results.

Image Doctor's tools improve upon standard cloning methods; they avoid obvious repetition of image detail. In addition, Image Doctor's Smart Fill applies this technology to large defect areas.

Image Doctor adds an advanced JPEG restoration utility to most image editors.

You'll find these new filters invaluable for restoring and retouching your photos.

## Important Symbols



Pay close attention when you see a warning symbol in the manual. Warnings point out bad technique or improper use of the Image Doctor filters. Don't shoot yourself in the foot.



Tips provide useful techniques and time-saving steps that increase your productivity when using Image Doctor.

## Host Requirements

Image Doctor is a plug-in; you must use it with one of the following compatible host programs:

### Macintosh

- Adobe Photoshop 5.5 or later
- Macromedia Fireworks 4.0 or later

### Windows

- Adobe Photoshop 5.5 or later
- Macromedia Fireworks 4.0 or later
- Paint Shop Pro 6.0 or later

We are constantly testing new programs for compatibility with Image Doctor. For information about other compatible host programs, please check our Web site:  
<http://www.alienskin.com>.

## System Requirements

### Macintosh

- PowerPC processor
- Macintosh System Software 9 or later; OS X 10.1 or later
- 64 MB or more of physical RAM

## Windows

- Pentium II-class processor
- Windows 98/2000/Me/XP  
**Note:** *Windows NT is not supported.*
- 64 MB or more of physical RAM

## Macintosh Installation



The following boxed section contains important information about installing Image Doctor on systems running *Macintosh OS X*.

**Note:** You may skip the following boxed section if you are installing on an earlier version of Mac OS.

### MACINTOSH OS X INSTALLATION ISSUES

Read this section carefully if you are installing Image Doctor on systems running Macintosh OS X.

#### Installing with Administrator Privileges

To install Image Doctor, your Mac OS X user account must have administrator privileges. The Image Doctor installer, like most installation programs, will need to write files to protected folders on your computer. For information on configuring your user account for administrator privileges, talk to your IT guy or consult your operating system's user manual.

#### Installing Image Doctor as a Classic Application

If you are running OS X and want to install Image Doctor into a host that runs under Classic mode—such as Photoshop 5.0 or 6.0, for example—you will need to make the installer also run under Classic mode. If the installer runs under OS X, it assumes that your host is a Carbonized application and saves the registration information differently than if you are running under Classic. If you try to use Image Doctor in Classic mode, the registration information will not be present, you'll get an error, and will be unable to use the filters.



To force the Splat! installer to run in Classic mode, highlight the program icon and select **Show Info** under the **File** menu. Next, check the check box item "Open in the Classic environment". Close the Info dialog and double click on the program. This will bring up the Classic environment (if it isn't already up) and run the installer.





Before installing Image Doctor, shut down your graphics program (Photoshop or Fireworks). This is necessary because host programs only recognize new filters when starting up.

Insert the Image Doctor CD into your computer. If you purchased an electronic version of Image Doctor, locate the Image Doctor installation program that you downloaded from the online store. Double-click the “Install Image Doctor” icon. After the splash screen, the installer will display the Readme file for Image Doctor. Click “Next” after you have carefully read the Readme file. The installer will then display the License Agreement. After reading this, click “Accept”.

Next you will be asked to enter your name, company name (optional) and registration code in the following dialogue box.

Please enter your name, organization and registration number below.

Name:

Organization:

Registration Number:

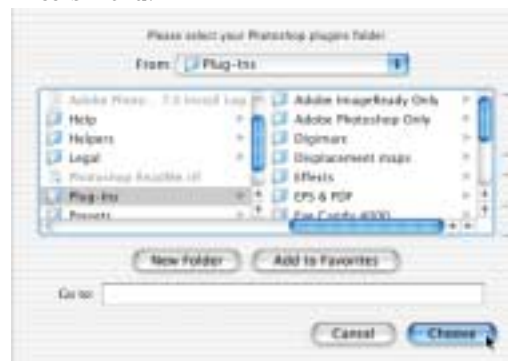
Be sure to send in your Registration Card for free technical support, upgrade notices and special offers.

Your registration code is the 12-letter code located on a sticker on the inside front cover of the manual. If you purchased an electronic version of Image Doctor, the 12-letter code, visible during the download process, is included in the email invoice or in an electronic users license file with your download. We strongly

suggest you store this code in a safe place for future installations. We also recommend registering the software with Alien Skin Software, either via our Web site or by mailing us the registration card. If you ever need a replacement code, replacement software or require technical support, you will need to be registered with us.

After you enter your registration code, you will see the main installation screen.

It is important that you now locate your graphics program's plug-in folder. If you do not choose the proper plug-in folder, then the filters will not show up in your graphics program's **Filters** menu.



Browse your hard disk until you find the appropriate Plug-ins folder. Highlight the folder and click the “Choose” button to return to the main installation screen. The Image Doctor files will be copied to your hard disk.

If you are not sure where to install Image Doctor, consult your graphics program's manual. Photoshop users can check for the plug-in location by selecting the **Plug-In** option under the **Preferences** sub-menu of Photoshop's **File** menu. The **Plug-ins** folder is usually located in the Photoshop folder.

Rerun the installer if you wish to install Image Doctor into other graphics programs.

## Windows Installation



The following boxed section contains important information about installing Image Doctor on systems running *Windows 2000* and

*Windows XP*.

**Note:** You may skip the following boxed section if you are installing Image Doctor on a Windows 98 or Windows ME system.

### WINDOWS INSTALLATION ISSUES

#### Installing with Administrator Privileges

To install Image Doctor, your Windows 2000 or Windows XP user account will need to have administrator privileges. The Image Doctor installer, like most installation programs, will need to write files to protected folders on your computer. For information on configuring your user account for such privileges, consult with your system administrator or with your operating system's manual.



Before installing Image Doctor, shut down your graphics program (Photoshop, Paint Shop Pro or Fireworks). This is necessary because host programs only recognize new filters when starting up.

Insert the Image Doctor CD into your computer. If you purchased an electronic version of Image Doctor, locate the Image Doctor installation program that you downloaded from the online store. Run the program "Setup.exe". After the splash screen, the installer will display the Readme file for Image Doctor. Click "Next" after you have carefully read the Readme file. The installer will then display the License Agreement. After reading this, click "Accept".

Next you will be asked to enter your name, company name (optional) and your registration code.



**Product Registration**

Please enter the name and company of the register owner of Image Doctor, as well as the registration code for this license.

Registered user's full name:

Registered user's company (optional):

Product registration code:

Your registration code is located on a sticker on the inside front cover of the manual. If you purchased an electronic version of Image Doctor, the 12-letter code, visible during the download process, was included in an electronic user's license file with your download. It was sent to you in the email invoice verifying your purchase, also.

< Back   Next >   Cancel

Your registration code is the 12-letter code located on a sticker on the inside front cover of the manual. If you purchased an electronic version of Image Doctor, the 12-letter code, visible during the download process, is included in the email invoice or in an electronic license file with your download. We strongly suggest you store this code in a safe place for future installations. We also recommend registering the software with Alien Skin Software, either via our Web site or by mailing us the registration card.

If you ever need a replacement code, replacement software or require technical support, you will need to be registered with us.

Next, our installer will search for all graphics programs on your computer that are compatible with Image Doctor and will display them in a list.



**Select Host**

The installer has found the following programs that are compatible with Image Doctor:

Select one program from the list below and click "Next" to install our plug-ins for use in that program. If you wish to install Image Doctor into a program that is not listed below, click "Choose Another Install Location."

You can only install Image Doctor into one program at a time.

Photoshop 7.0
---------------

Choose Another Install Location   Next >   Cancel

Select one program (you can only install into one graphics program at a time) and click "OK". The installer will look for the correct plug-ins folder for the selected program and install Image Doctor there.

If you wish to install Image Doctor into a program that's not listed in the "Select Host" list, click the "Choose Another Location" button to bring up the manual "Select Destination Directory" window. Browse through the file list until you find the desired folder and click "OK". If you are not sure where to install Image Doctor, consult your graphics program's manual.



Rerun the installer if you wish to install Image Doctor into other graphics programs.

## Registering Image Doctor

Please take a moment to register your copy of Image Doctor with us. Note that if you purchased Image Doctor directly from Alien Skin Software, via phone, fax, email or the purchase

page at our Web site, then you are already registered with us. You only need to register if you purchased Image Doctor through a catalog, store or other reseller. Registering will help speed up any tech support assistance, and allows us to inform you of any bug fixes or updates to the software. We'll also be able to notify you of special discounts on other Alien Skin products.

You can register via the World Wide Web during the installation process (see either "Macintosh Installation" on page 3 or "Windows Installation" on page 5).

If you don't have access to the World Wide Web, you can register by completing and mailing the registration card included with every hard copy of Image Doctor. Mailing the card is free in the United States.

## The Image Doctor User Interface

### Menus

Command menus are accessible when you call up each of the Image Doctor filters. Macintosh users will see the menus in place of their usual menu bar. Windows users will see the menus at the top of the filter preview window.

### Edit Menu

This menu allows you an unlimited number of Undo's and Redo's in the preview window. If you experiment with the sliders, and find that you

prefer a previous group of settings, simply use the Undo command in the Edit menu, or use Command-Z (Control-Z on Windows machines) to back up as many times as necessary.

The **Edit** menu also allows you to Copy, Cut, Paste, and Delete numerical values from parameter fields.

## Filters Menu

This menu allows you to switch between filters from within the preview. Photoshop users note that if you switch between filters from within the Image Doctor preview, the Actions, History, and Last Filter Used functions will record the filter you initially selected.

## View Menu

This menu allows you to zoom the preview in and out. You can also view all of the layers in your image using the “Show All Layers” command.

**Note:** Due to a limitation in Photoshop, choosing “Show All Layers” in the preview window will show all of the visible layers in your image, even if those layers are above the current (working) layer in the Layers palette. As a result, your effect may be invisible in the filter preview window.

In the preview, you will also see the current working layer below the filter effect. Again, this is a limitation in Photoshop, not Image Doctor, but it can be misleading so we recommend

temporarily turning off ‘Show All Layers’ in cases where the current working layer is below other opaque layers in your composition.

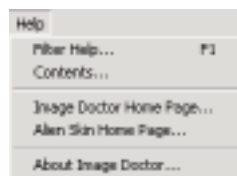
**Note:** Show All Layers will be grayed out and unavailable in hosts other than Photoshop.

## Settings Menu

This menu allows you to name, save, and delete your own settings, as well as use the presets that we include with each filter. You can also reset a filter to its factory default settings from this menu or by using the F5 key.

## Help Menu

The enhanced Help Menu allows you to access context-sensitive (filter-specific) help from within a filter window. You can access filter-specific help by pressing the F1 key within any filter interface.



The enhanced Help Menu contains user manual documentation and filter tutorials to help you better use the Image Doctor filters. You can also access the Alien Skin home page from the Help menu.

To access a Table of Contents for the online help, click Help > Contents in the Image Doctor user-interface.

## The Filter Window

Take a look at the Macintosh Smart Fill filter window. In addition to the filter window, the Image Doctor menu bar will appear in place of your usual Mac menu bar.

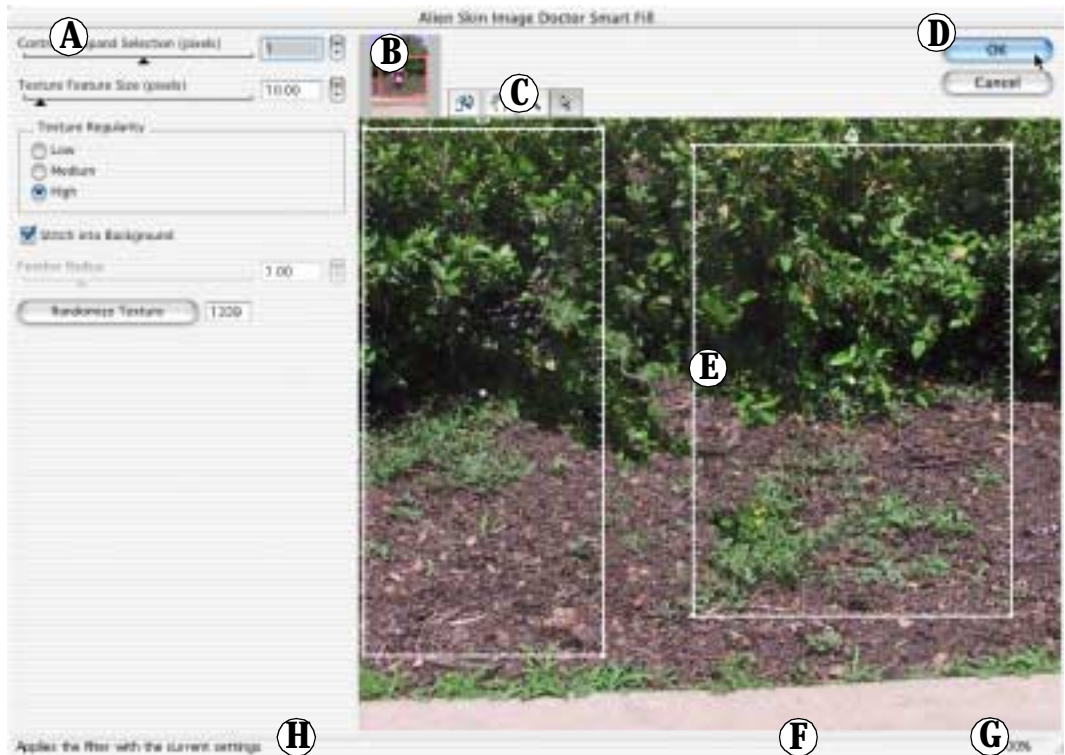
### Mac Menu Bar



### Windows Menu Bar



### Macintosh User Interface



The Windows filter window looks almost exactly the same, with the addition of the Image Doctor menu bar at the top left.

#### *A: The Slider Controls*

Slider controls and radio buttons appear along the left side of the filter window.



Working your way from the top down, use the slider controls in their order of appearance to simplify workflow and get the best results with each filter.

#### *B: Thumbnail Navigation*

The thumbnail image above the preview window allows you to move the preview anywhere in your image with a single click. The movable red box displays the area of your image visible in the preview window.

#### *C: Move, Zoom, Show Original, and Arrow Buttons*

The **Move** (hand) **Zoom** (magnifying glass), and **Show Original** tools are found above the preview window. Click the hand to enable the Move Tool, then click and drag to move around the preview image.

##### *The Move and Zoom Tools*



Click the magnifying glass to enable the Zoom Tool. Click to zoom into your image; Option-click to zoom out (Alt-click for Windows users). Double-clicking the Zoom Tool at any time resets the preview window to 100% magnification.

The **Show Original** button enables you to toggle back and forth between the filtered and unfiltered versions of your image. Just click and hold the button to view the unaffected image. Release the button when you want to view your image with the effect.

##### *The Show Original Button*



The **Arrow** button enables control of Texture Source Boxes, new in-preview controls essential to the Smart Fill filter. See “Texture Source Boxes” on page 32 for more information about Texture Source Boxes and using the Arrow tool in Smart Fill.

##### *The Arrow Button*



#### *D: OK and Cancel Controls*

Clicking the “OK” button applies the filter with the current settings. Clicking “Cancel” closes the filter window without applying the effect.

#### *E: Preview Window Area*

Preview the effect on your image here. The preview area can be resized by clicking and dragging the bottom right-hand corner of the filter window. Windows users can also click and drag the bottom of the window.

### *F: Render Status Bar*

The rectangle to the left of the magnification indicator is the Render Status bar. As an effect is being rendered in the preview, this rectangle displays the amount of rendering that has been completed.

### *G: Magnification Indicator*

The current level of magnification is shown to the right of the render status bar at the lower right corner of the filter window.

### *H: Mouseover Help String Area*

All elements in each filter window have mouseover help text associated with them. This help text appears at the bottom left of the filter window whenever you move your cursor over a user interface element.

## **A Note About Sliders**

A variety of sliders are used in Image Doctor. Each one allows you to enter a numeric value or click and drag the slider to get the desired effect.

Note that you can use the slider, enter a numeric value, or use the up and down arrow keys to change the value of filter controls. You can also adjust slider settings by using the up and down arrow buttons to the right of the sliders.

## **Using Settings**

The Settings menu in each filter window allows you to save and manage the presets that are included with each filter. You can also create your own settings.

**Note:** In Image Doctor, slider combinations that work well tend to be image or even selection-specific. Hence, settings do not travel well. Do not expect a great combination of settings applied to one image to work well on another.

### *How to load a preset*

To use a preset included with a filter, simply open the “Settings” menu and select the name of the desired setting from the list.

### *How to Save and Manage Settings*

If you have a filter setting you’d like to save for later use, click “Save...” in the Settings menu. A dialog box appears, asking you to name the setting. Type in a name, using only letters and/or numbers, and click “OK”. The setting will appear in the Settings menu immediately.

To rename a setting, click “Manage...” in the Settings menu. Highlight the setting you wish to edit and click “Rename”. Type in the new name and click “OK”.

To delete a setting, click “Manage...” in the Settings menu. Highlight the setting you wish to delete from the list and click “Delete”.

You will not be able to “undo” deleting a setting. Be certain you want to delete any setting before doing so; the delete is *permanent*.



### *Resetting to Factory Default*

Every filter has a basic factory default setting. The **Reset to factory default** command in the **Settings** menu will display a preview with the filter's default setting. If you are bogged down in a quagmire of complex slider combinations, use the **F5** key to reset the current preview to the filter's factory default setting.

## Using the Right Selection Tools in Image Doctor

Unlike previous Alien Skin Software filters, Image Doctor should always (except for the JPEG Repair filter) be used with selections.



Avoid using the geometric selection tools, such as the marquee selection tool in Photoshop. So that your repairs are less noticeable, use precision selection tools, such as the lasso or magnetic lasso tool.

## Keyboard Shortcuts

	Macintosh	Windows
Next Slider Field	Tab	Tab
Previous Slider Field	Shift + Tab	Shift + Tab
OK	Return	Return
Cancel	Escape	Escape
Undo	Command-Z	Control-Z
Redo	Command-Y	Control-Y
Cut	Command-X	Control-X
Copy	Command-C	Control-C
Paste	Command-V	Control-V
Next Filter	Command- ]	Control- ]
Previous Filter	Command- [	Control- [
Zoom In	Command- +	Control- +
Zoom Out	Command- -	Control- -
Actual Pixels	Command-zero	Control-zero
Restore Default Settings	Command-R	F5
Switch to Move Mode (hand)	H	H
Switch to Zoom Mode	Z	Z
Switch to Adjustment Mode	A	A
Zoom In (with zoom enabled)	Mouse Click	Left Mouse Click
Zoom Out	Option + Mouse Click	Alt + Mouse Click
Zoom to Actual Pixels	Double-click Zoom Tool	Double-click Zoom Tool
Increase/Decrease Slider by 1	Up/Down Arrow	Up/Down Arrow
Increase/Decrease Slider by 10	Shift-Up/Down Arrow	Shift-Up/Down Arrow
Snap Texture Source Box (15 degree increments)	Hold Shift Key then Click and Drag Source Frame Arrow	Hold Shift Key then Left-click and Drag Source Frame Arrow

# Finding the Right Image Doctor Filter

Each Image Doctor filter is designed to handle specific repair situations. The table below will help you find the filter best suited to a particular image repair job. Sometimes, there are overlaps in filter functionality. In these cases, you may wish to experiment with both filters to determine which one gives you the best results.

Type of Repair	JPEG Repair	Scratch Remover	Smart Fill	Spot Lifter
Repairing Badly Compressed Images	X			
Repairing Tears		X		
Repairing Cracks		X		
Repairing Rips		X		
Removing Scratches		X		
Removing Creases or Folds		X	X	
Removing Small Objects from an Image		X	X	
Removing Wrinkles		X	X	
Removing Zits/Blemishes/Moles		X		X
Removing Large Objects from an Image			X	
Removing/Adding Texture			X	
Restoring Textures			X	
Restoring Skin Texture			X	
Repairing Textures			X	
Removing Stains			X	X
Removing Shadows Under Eyes				X
Removing Dust				X
Removing Mold				X

## Enjoy the Filters!

That's it for the opening section. We've designed Image Doctor to be a tool that's both fun and easy to use. We hope you enjoy using the filters.



## Chapter 2: JPEG Repair



JPEG compression separates an image into 8x8 (pixel) rectangles, then independently compresses each rectangle. The result of a poor use of JPEG compression is an ugly, repetitive pattern of blocks. Over-compression can take place when an image is saved as a JPEG in computer software, like Photoshop, or when an image is snapped at low-resolution in hardware,

like a digital camera. JPEG Repair reduces the damage caused by over-compressing screen-resolution JPEG image files, making damaged images more aesthetically pleasing.

**Note:** It is impossible to restore details from the original uncompressed image—details that were lost in the compression process. *JPEG Repair reduces the visual impact of over-compression.*

This chapter contains the following sections:

- “Using JPEG Repair” on page 18
- “Slider and Button Descriptions” on page 18
- “Tutorials” on page 19
- “Tips and Tricks” on page 21

## Using JPEG Repair

Use the following procedure to use JPEG Repair:

- 1 Select the area to be repaired.
- 2 Starting from the lowest setting, increment the Remove Artifacts slider until the perceptible blocky defects of JPEG compression have been removed. Do not overuse.
- 3 If even the strongest Remove Artifacts settings do not remove all of the blocky artifacts, use just enough “Blur Edges” to remove the remaining artifacts.
- 4 Use the “Add Grain” slider to add back any surface detail lost during Steps 2 and 3. Use only as much grain as needed.

## Slider and Button Descriptions

**Remove Artifacts** This slider controls the strength of “deblocking” in JPEG Repair—the reduction of rectangle-shaped artifacts in highly compressed JPEGs. Moving the slider to the right strengthens the deblocking effect. You might assume that selecting the highest value would give you the best results. This, however, is not

the case. Excessive “Remove Artifacts” values result in an unnaturally soft appearance in your image. Don’t smear too much Vaseline on the lens. Use only as much artifact removal as necessary.

Range: 1 – 100

**Blur Edges** This slider controls the amount of blur apparent on the discrete edges within your selection. Moving the slider to the right increases the amount of blur applied. Some blur can help wipe out defects, such as extra stubborn artifact edges. Too much can wipe out all detail from your image. Use Blur Edges cautiously.

Range: 1 – 100

**Add Grain** JPEG Repair introduces subtle, organic noise—randomly placed blobs in your image or selection that help recreate the organic surface textures of higher-resolution, uncompressed images. Moving the slider to the right yields a stronger pattern of dark blobs. Again, only use as much as needed to get the best results.

Range: 0 – 20

**Randomize Grain** To instantly change the arrangement of grain added to your selection, click this button. If the “Add Grain” slider is set to 0, the “Randomize Grain” button is disabled.

## Tutorials

### Using Multiple Selections to Repair a JPEG

Sometimes, JPEG compression artifacts seem perceptibly stronger in different areas within an image. It is best to separately select and filter these areas. By treating all damaged areas the same, you risk losing detail in the less damaged areas of your image.

Use the following procedure to get the best results when using multiple selections.

- 1 Identify the areas of your image containing visually similar damage. The image below provides a simple example of how damage can look different in parts of an image. In this picture, the yolks exhibit more damage than the whites.

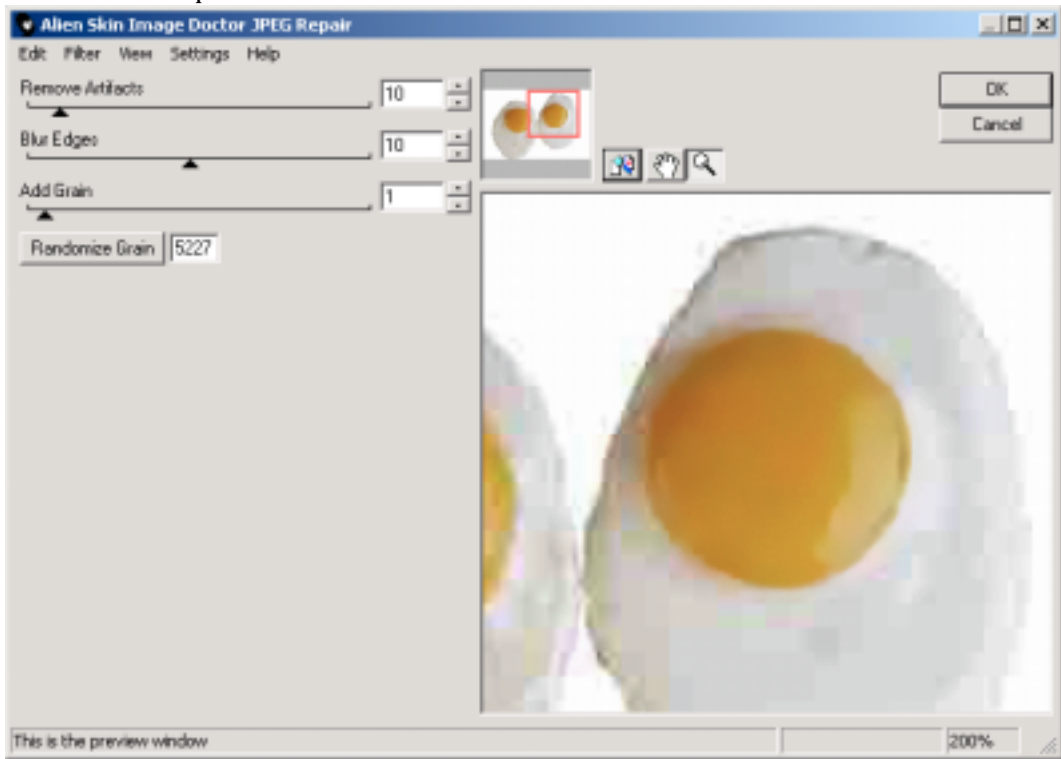




2 Select one of the visually similar areas.



3 Perform JPEG Repair on this selection and click OK.



4 Repeat steps 2 and 3 until you have removed the JPEG artifacts from your image.

## Tips and Tricks



### Do Not Crop or Resize Your Image Before Using JPEG Repair

JPEG Repair relies on the 8x8 pixel regularity of the JPEG compression grid. Cropping or resizing your image will limit the effectiveness of the filter. Use JPEG Repair first,

then crop or resize.



### Using JPEG Repair with Selections

You can use JPEG Repair with or without a selection, but we suggest using selections to separately treat the areas in your image with perceptibly different levels of damage. For example, skin may exhibit stronger

artifacts than hair. Applying the same strength of repair to the entire image may wash out some details that you wish to preserve in the hair. In this case, you should select and treat the hair first, then repeat the procedure on the skin-toned areas.

### Do Not Overuse JPEG Repair

JPEG Repair is extremely easy to use. With only three sliders to adjust, it's hard to screw up. It's also an easy filter to *overuse*. Use it only as much as necessary to prevent creating an "airbrushed" appearance in your repaired image.

# Chapter 3: Scratch Remover



Scratch Remover offers the quickest answer to texture repair and defect removal in Image Doctor. Scratch Remover is a simpler-to-use counterpart to the more elaborate Smart Fill filter, and should be used to clean up minor texture defects placed in fairly homogenous surrounding textures. Use it primarily for eliminating linear defects such as tears and creases or to remove small text, such as time stamps, subtitles, or logo text from images.

Scratch Remover samples textures from areas surrounding your selection and recombines them inside your selection to organically repair images. This avoids the repetitive patterns that result from directly cloning source textures.

This chapter contains the following sections:

- “Using Scratch Remover” on page 23
- “Slider Descriptions” on page 24
- “Tutorials” on page 25
- “Tips and Tricks” on page 27

## Using Scratch Remover

To use Scratch Remover:

- 1 Select the area to be repaired.

- 2 Adjust the “Texture Feature Size” slider to approximately match the size of the details in the image surrounding the repair area. See the “Texture Feature Size” section for detailed information on using this slider.
- 3 Select the Texture Regularity setting that yields the most seamless match between the repaired area and the surrounding region.
- 4 Click the “Regenerate Texture” button a few times, until you find the best match result.
- 5 Repeat steps 2 through 4, if necessary, and click “OK.”

## Slider Descriptions

**Contract or Expand Selection (pixels)** Use this slider to contract or expand your original selection from within the Image Doctor interface.

Range: -20 – (20)

*Why?* If the initial preview reveals remnants of your original selection, you can expand your selection to knock out the leftovers. If you find that you are removing some nearby desirable image detail, you can contract your selection a couple of pixels to protect that area. It's best to make a good, close selection before you run the filter, however.

**Texture Feature Size** Use this slider to specify the texture sample size that Scratch Remover uses for texture replacement. If, for example, the blades of grass that make up the sampled

texture are roughly 15 pixels tall, pump up the feature size to about 15 pixels.

Range: 3 – 30

**Texture Regularity** These radio buttons control how closely Scratch Remover matches the image details generated in your selection. For more predictable textures, such as bricks, use higher values. For irregular patterns, such as grass, sometimes lower values will do just fine. Using lower Texture Regularity values helps the filter render faster and randomizes the appearance of image details generated in your selection.

Options: Low, Medium, High

**Feather Radius** Feather Radius creates an opacity drop off around the edge of the affected area of your image—helping blend the filtered area with the surrounding unaffected pixels.

Range: 0 - 4 pixels.



Feathering can cause an unnatural loss of detail at the edge of your selection if used in excess.

**Regenerate Texture** Use this button to randomly rearrange the fill details generated by Scratch Remover. In many cases, you can simply run the Scratch Remover filter, click

“Regenerate Texture” a few times, and get great results.

# Tutorials

## Removing Time Codes from Photos or Video Captures

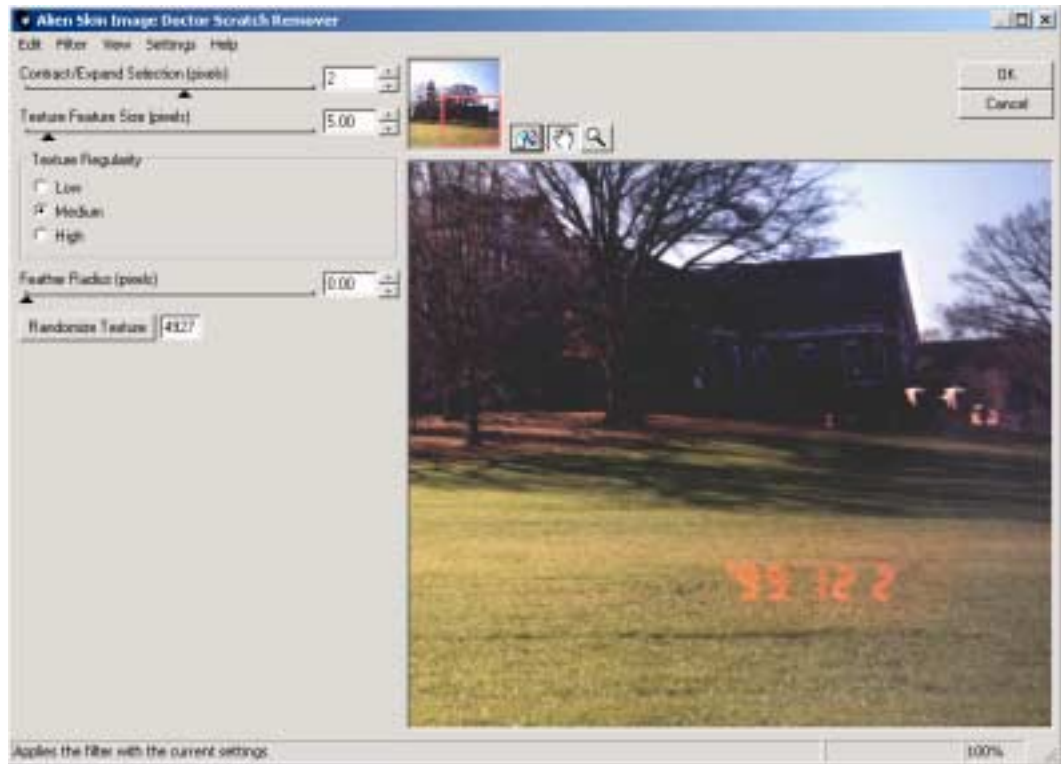
Removing time codes from photos and video captures is a snap with Image Doctor. We suggest that you use the following steps to obtain the best results.



- 1 Use the magic wand tool to select a single character at a time.

*Continued on the next page*

## 2 Run Scratch Remover.



- 3 Adjust the “Contract/Expand Selection” slider until all traces of the character have been affected.
- 4 Use the Texture Feature Size, Regenerate Texture button, and Feather Radius slider until you are satisfied with the background replacement.
- 5 Click “OK”.
- 6 Using the magic wand, select the next character.

7 Click Control-F, to rerun Scratch Remover with the same slider parameter combination.

8 Repeat Steps 5 and 6 until you have completely removed the time code.

**Note:** Keep an eye on your results. Generally, the first attempt works just fine; occasionally, however, you may need to open the filter interface and tweak the sliders to completely remove a character.

Here's your result.



## Tips and Tricks



### Using Selections

Great image corrections start with good selections. Try to get a selection that includes your defect and only your defect. Specifically, we recommend that you do not use a geometric selection tool, such as Photoshop's Marquee tool to make your selections. Instead, Photoshop users can use the Lasso tool.



### Using Multiple Selections on Defects Spanning Different Background Textures

To get the best results, divide your work into sections when a defect spans several visually different areas. In the example at the beginning of the chapter, a total of six selections were used to get the best result.







## Removing Large Quantities of Similar Defects

When removing a large number of similar defects from an image, use the following technique to speed up your work:

- Run the filter on an individual defect.
- Select the remaining defects.
- Use the filter 'redo' key (CTRL-F in Photoshop) to quickly remove the remaining defects.

# Chapter 4: Smart Fill



Use Smart Fill to remove large objects from images with complex background details. Smart Fill is unique; rather than directly cloning parts of an image, the filter intelligently samples image chunks around the area to be removed, automatically detects details such as color and lighting, then recombines the sampled image details to create a contiguous background texture where the original object once appeared.



This chapter contains the following sections:

- “Using Smart Fill” on page 30
- “Slider Descriptions and In-Preview Controls” on page 30
- “When to Use Stitching or Feathering” on page 31
- “Tutorials” on page 33
- “Tips and Tricks” on page 42

## Using Smart Fill

- 1 Using a selection tool, preferably the lasso, make a selection around the defect or object that you want to remove.
- 2 Run the Smart Fill filter.
- 3 Click the Arrow button to view and adjust the Texture Source Box control. Most of the time, placing a Texture Source Box directly around the area of the selection will do the trick. Sometimes, however, you may wish to sample a texture from another location in the filter preview. In this case, click and drag the spot in the center of the texture source box to the desired location in your image. For more information on using Texture Source Boxes, see the “Texture Source Boxes” section in this chapter.
- 4 Adjust the Contract or Expand Selection slider to make sure you have completely selected the the object you wish to remove.
- 5 Adjust the Texture Feature Size slider to sample appropriately sized image details. See “Texture Feature Size” on page 30 for more information.
- 6 Adjust Texture Regularity to taste. See “Texture Regularity” on page 30 for more information.
- 7 Click Regenerate Texture a few times to randomize the resulting fill pattern. In many cases, you can simply run the Smart Fill filter, click “Regenerate Texture” a few times, and get great results.

## Slider Descriptions and In-Preview Controls

**Contract or Expand Selection (pixels)** Use this slider to contract or expand your original selection from within the Image Doctor interface.

Range: -20 – (20)

*Why?* If the initial preview reveals remnants of your original selection, you can expand your selection to knock out the leftovers. If you find that you are removing some nearby desirable image detail, you can contract your selection a couple of pixels to protect that area. It's best to make a good, close selection before you run the filter, however.

**Texture Feature Size** Use this slider to specify the texture sample size that Smart Fill uses for texture replacement. If, for example, the blades of grass that make up the sampled texture are roughly 15 pixels tall, pump up the feature size to about 15 pixels.

Range: 3 – 100

**Note:** The Feature Size slider works in conjunction with the hash marks in the Texture Source Box in-preview control. When you increment the feature size slider, the hash marks spread apart to reflect the increasing size of texture chunks being sampled.

**Texture Regularity** These radio buttons control how closely Smart Fill matches the image details generated in your selection. For more predictable textures, such as bricks, use higher values. For irregular patterns, such as grass, sometimes lower values will do just fine. Using

lower Texture Regularity values helps the filter render faster and randomizes the appearance of image details generated in your selection.

Options: Low, Medium, High

**Stitch into Background** Selecting this box forces Smart Fill to attempt a seamless placement of fill textures in your selected area.

**Note:** Checking this box disables the “Feather Radius” slider.

**Feather Radius** Feather Radius creates an opacity drop off around the edge of the affected area of your image—helping blend the filtered area with the surrounding unaffected pixels. To use stitching, clear the “Stitch into Background” check box. See “When to Use Stitching or Feathering” for detailed information on the subject. Range: 0 - 4 pixels.



Feathering can cause an unnatural loss of detail at the edge of your selection if used in excess.

**Regenerate Texture** Use this button to randomly rearrange the fill details generated by Smart Fill. In many cases, you can simply run the Smart Fill filter, click “Regenerate Texture” a few times, and get great results.

## When to Use Stitching or Feathering

This section provides detailed information on how to properly use the “Stitch into Background” and “Feather Radius” controls.

### Stitching and Feathering: How they Differ

“Stitch into Background” analyzes the appearance of image details that surround your selection and attempts to match the edges of the composite fill image to those details. *Stitching almost always provides the best Smart Fill results.*

“Feather Radius” specifies an opacity drop-off (1 to 4 pixels) around the outside of your selected fill area and the surrounding image detail. Feathering disables stitching, however, usually with results inferior to those produced by stitching.

### Always Try Stitch into Background First

Stitch into Background is the best option for seamlessly removing objects from a background. If you are not getting the desired result, try the following steps, before using feathering, to improve the quality of your fill results.

- Expand your texture source box.
- Reduce the “Feature Size” slider value.
- Use a precise selection tool, such as the lasso.
- Use multiple selections when the object you wish to remove traverses multiple different backgrounds.
- Rearrange the fill details in your selection by clicking “Rearrange Texture”.

## When to use Feather Radius

When a selection falls on a sharply contrasting edge, such as a horizon behind a desert landscape, stitching can introduce a rough edge. Feathering can help soften these edges.

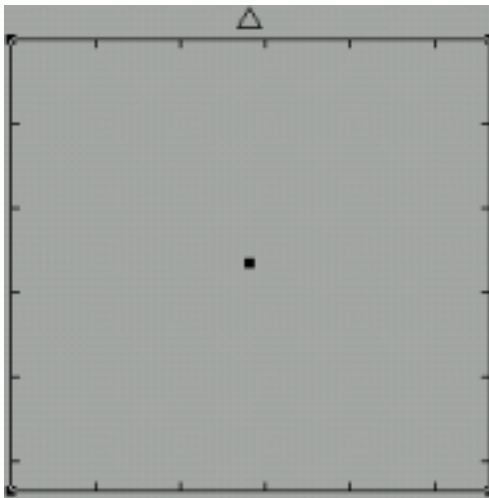
Stitching writes outside of your selection. Sometimes, as a result, Smart Fill overwrites parts of an image you wish to preserve. If you want to preserve the areas outside of your selection, use feathering.

## In-Preview Controls

### *Texture Source Boxes*

Texture Source Boxes specify the areas from which Smart Fill samples the small image details used to remove an object.

### *Texture Source Box*



**Hash Marks** The hash marks on your texture source control box expand and contract as you adjust the Texture Feature Size slider.

### *Arrow Button*

Click the Arrow button to control the placement, size, and inclination of Texture Source Boxes in Smart Fill. Click and drag any corner of a Texture Source Box to resize it. Click and drag the spot in the center of the box to move it. Click and drag the triangle above the box to rotate the box.

### *Arrow Button*



**Note:** Rotating the Texture Source Box rotates the angle at which fill details will appear in your image. Rotation is rarely needed, but can be useful in cases where you are sampling image details far from the object that you are removing. In far off locations, the perspective of sampled image details may differ.

**Using Multiple Texture Source Boxes** If you are trying to fill an area with image details that exist in various parts of an image, use more than one Texture Source Box. To initialize a new Texture Source Box, click any part of your preview image using the Arrow tool.

**Deleting Texture Source Boxes** To delete a Texture Source Box, click and drag it out of the preview area.

# Tutorials

## Simple Object Removal

Use this tutorial to learn how to remove an object from an uninterrupted, homogenous background texture.

We begin with a bottle lying in a background texture of grass.

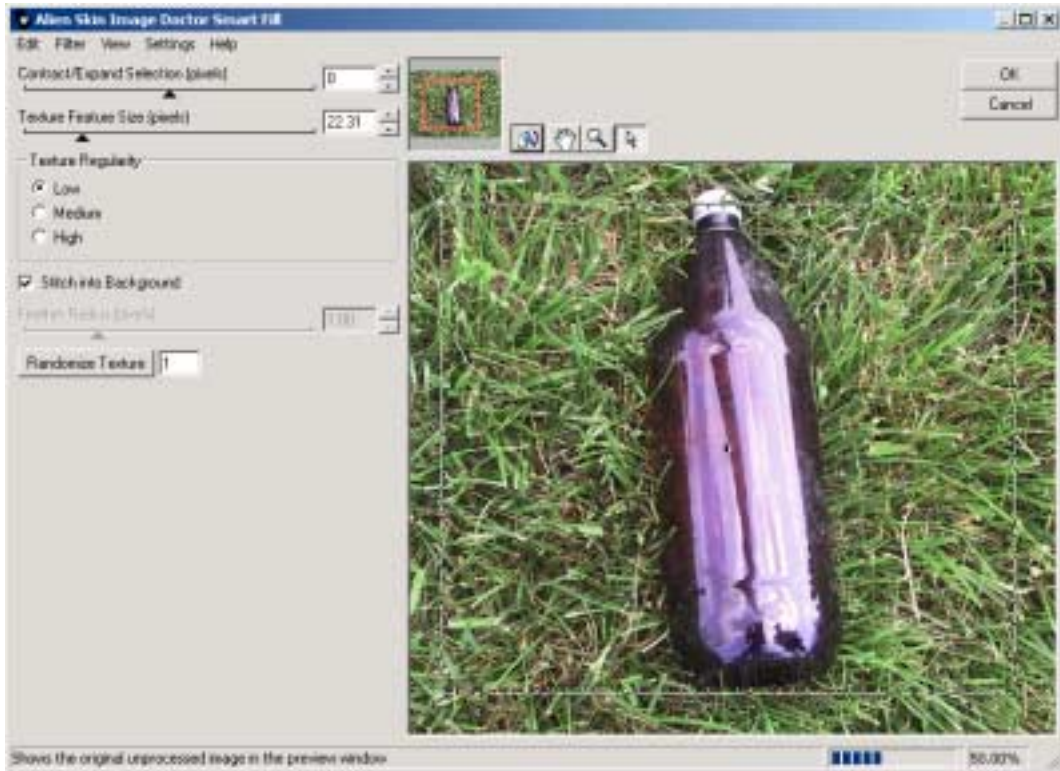




- 1 Using virtually any selection tool, preferably the lasso, make a rough selection around the object that you wish to remove.



## 2 Run Smart Fill.



- 3 Click on the in-preview Arrow control to adjust your Texture Source Box.

**Note:** Clicking and dragging any corner resizes the frame. Clicking and dragging the dot in the center of the frame moves the frame around the interface. The bottle will not be sampled. Smart Fill ignores any selected pixels inside of the Texture Source Box.

- 4 Center the frame around the bottle and resize to sample a generous amount of the surrounding background texture.

- 5 Adjust the Texture Feature Size slider to match the physical characteristics of the background texture. In this example, blades of grass are about 50 pixels long.

**Note:** The hash marks on your texture source control box expand and contract as you change Texture Feature Size.



**6** Try the Texture Regularity radio buttons to and see which one works best.

**Note:** For less complex background textures, such as concrete, sand, or asphalt, a low Texture Regularity would work just fine.

**7** Select the “Stitch Into Background” check box to seamlessly place the sampled grass swatches into the selected area. If the stitching effect leaves a rough edge, click the “Regenerate Texture” button a few times. If you still can’t get the desired effect, clear “Stitch into Background” and try using feathering to soften the effect edge.

**Note:** “Stitch into Background” is the *best* way to generate a seamless fill texture in your selection. For the most “invisible” result, stitching is nearly always preferable to feathering.

**8** Preview your results. If they are close but not quite perfect, click the “Randomize Texture” button a few times until you get the best result.

**9** When you are satisfied with the preview, click OK.

*The final result*



## Using Multiple Selections to Remove Objects from Complex Backgrounds

Sometimes an object or defect you wish to remove will overlie several different background textures such as in the fire hydrant example below.



The fire hydrant stands in front of two distinct background textures: bushes and mulch.

To get the best results when removing the fire hydrant, use two selections, with the selection boundary between the two located roughly between the bushes and mulch.

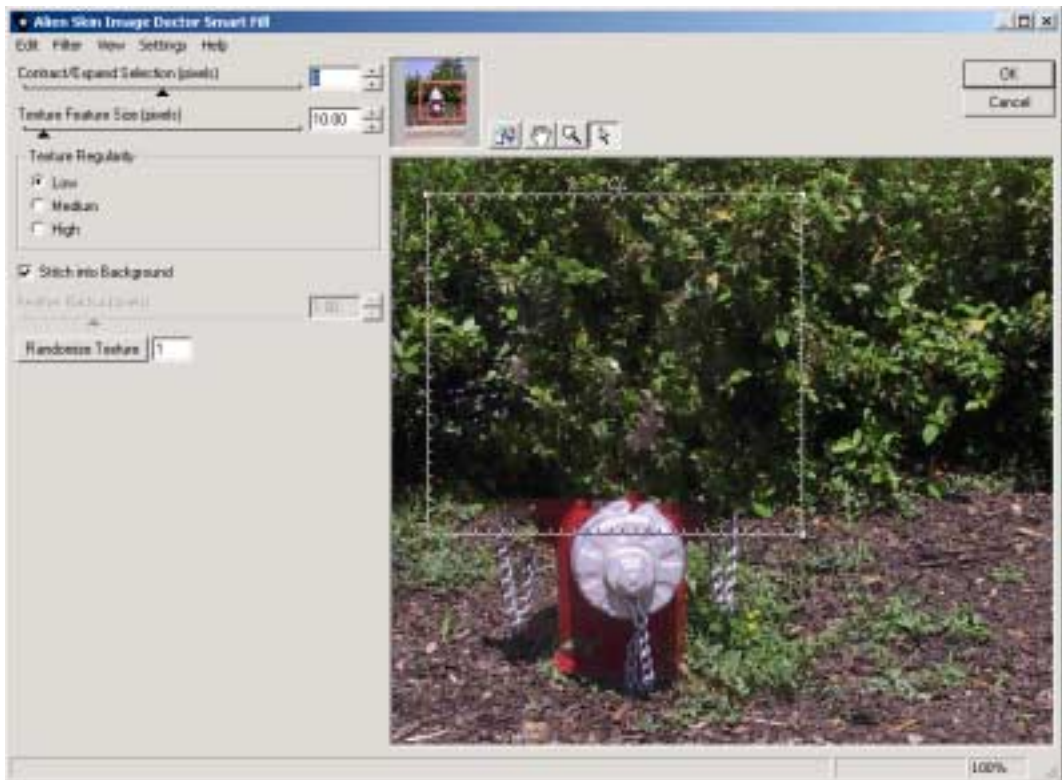


Use the procedure starting on page 39 to remove defects or objects from complex backgrounds.

- 1 Select the upper part of the fire hydrant using the lasso tool.



- 2 Run Smart Fill.



- 3 Click on the in-preview Arrow control to adjust your Texture Source Box.
- 4 Make sure the frame is positioned to sample a generous amount of the bush texture.
- 5 Adjust the Texture Feature Size slider to match the physical characteristics of the background texture.

**Note:** The hash marks on your texture source control box expand and contract as you change Texture Feature Size.

- 6 Try the Texture Regularity radio buttons to and see which one works best.

**Note:** For less complex background textures, such as concrete, sand, or asphalt, a low Texture Regularity would work just fine.

- 7 Select the “Stitch Into Background” check box to seamlessly place the sampled bush swatches into the selected area. If the stitching effect leaves a rough edge, click the “Regenerate Texture” button a few times. If you still can’t get the desired effect, clear “Stitch into Background” and try using feathering to soften the effect edge.

**Note:** “Stitch into Background” is the *best* way to generate a seamless fill texture in your selection. For the most “invisible” result, stitching is almost always preferable to feathering.

- 8 Preview your results. If they are close but not quite perfect, click the “Randomize Texture” button a few times until you get the best result.

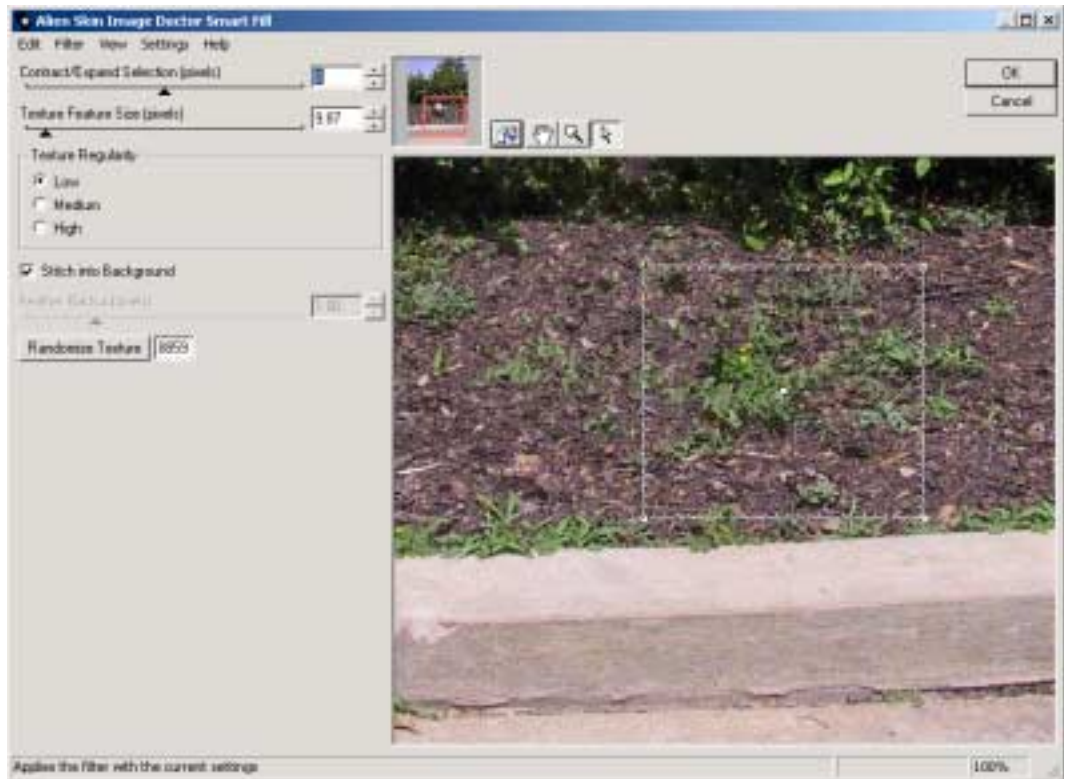
- 9 Click OK.

- 10 Select the lower part of the fire hydrant using the lasso tool.





## 11 Run Smart Fill.



*Continued on the next page.*

**12** Repeat Steps 3-9. Here's your result!



## Tips and Tricks

The following tips will help you get the best results when using Smart Fill.



### Use Multiple Selections to Remove Objects from Complex Backgrounds

When you wish to remove an object that traverses several different background textures, you should use multiple selections and applications of Smart Fill to get the best effect. The fire hydrant example at the beginning of this chapter required two separate selections and applications of Smart Fill to get the best result.



### Using Smart Fill on Long or Narrow Selections

With long or narrow objects (like a car or phone booth), dividing your work into small selections gives you more control and better results when using Smart Fill—especially if the object you are removing lies on a background of multiple textures—grass, asphalt, and dirt, for example.

When applying Smart Fill to long objects, it's best to start by selecting the left most part of the object and then work toward the right. With tall objects, start at the top left and work your way down. Because of the way Smart Fill analyzes a selection, this method will result in the best fill quality.



### Making Good Selections

Great image corrections start with good selections. Try to get a selection that includes only the defect you wish to remove. Specifically, we recommend that you do not use a geometric selection tool, such as Photoshop's Marquee tool to make your selections. Instead, Photoshop users should use the Lasso tool.

# Chapter 5: Spot Lifter



Spot Lifter is the quickest and easiest way to remove small, low-contrast defects from images, while blending in the appearance of the surrounding image. It works great for cleaning up all sorts of skin blemishes, such as acne, freckles, moles, and shadows under the eyes. Spot Lifter also removes small water stains, mold spots, or any other softly-colored, low-contrast defect from a relatively smooth background texture.

**Note:** If you can not get the results you want from Spot Lifter, use Scratch Remover or Smart Fill for more advanced object removal in Image Doctor.

This chapter contains the following sections:

- “Using Spot Lifter” on page 43
- “Slider Descriptions” on page 44
- “Tutorials” on page 44
- “Tips and Tricks” on page 46

## Using Spot Lifter

- 1 Using the Lasso tool, select the area around the spot that you want to remove. Try to select an area as close as possible to the spot, but make sure you select the entire defect.
- 2 Run Spot Lifter.
- 3 Adjust the Contract or Expand Selection slider to make sure you are removing all of the defect, without unnecessarily removing any extra image detail around the selection.
- 4 Starting with a value of 100, adjust the Removal Strength slider. Try to use this slider only as much as necessary. Extremely high values can completely blur the authentic texture the filter-affected area.
- 5 Click OK.



## Slider Descriptions

**Contract or Expand Selection (pixels)** Use this slider to contract or expand your original selection from within the Image Doctor interface.

Range -20 – (20)

*Why?* If the initial preview reveals remnants of your original selection, you can expand your selection to knock out the leftovers. If you find that you are removing some nearby desirable image detail, you can contract your selection a couple of pixels to protect that area. It's best to make a good, close selection before you run the filter, however.

**Removal Strength** This slider controls the strength of defect removal in Spot Lifter. Starting from 100, you should lower Removal Strength value until you get the desired amount of blemish removal, while preserving a natural appearance that blends smoothly into the surrounding unaffected texture.

Range: 1 – 100.

*Why not always use 100?* The highest value of Removal Strength completely blurs the texture that replaces your defect, and may yield an unnaturally smooth or polished texture.

**Feather Radius** Feather Radius creates an opacity drop off around the edge of the affected area of your image—helping blend the filtered area with the surrounding unaffected pixels.

Range: 0 - 4 pixels.



Feathering can cause an unnatural loss of detail at the edge of your selection if used in excess.

## Tutorials

### Removing Shadows and Bags Under Eyes

A great use for Spot Lifter in portrait photography is the reduction of shadows and bags under the eyes. Spot Lifter removes shadows and puffiness without removing the realistic texture of the skin. Use the following procedure to remove bags from your facial portraits.

- 1 Find a photo of somebody with a killer hangover, such as the poor guy from the beginning of the chapter.



- 2 Using the lasso tool, select the swollen area under the eye.



- 3 Launch Spot Lifter.

- 4 If you have not selected the entire area, increment the “Expand/Contract Selection” slider until you have removed the entire area.

**Note:** Be careful not to expand too far. You don't want to affect anything outside of the bags under the eyes.

Conversely, if you have selected an inappropriately large area, decrease the slider until you have affected only the puffy area.



**5** Experiment with the “Feather Radius” slider. In some cases, feathering isn’t necessary. In this tutorial, I achieved the best results with no feathering at all.

**6** Click OK to apply the filter to the first selection.

**7** Using the lasso tool, select the swollen area starting below the right corner of the left eye and work your way around the area.

**8** Repeat steps 4 and 5.

**9** Experiment with the “Feather Radius” slider. In some cases, feathering isn’t necessary. In this tutorial, I achieved the best results with no feathering at all.

**10** Click OK to apply the filter. Here's your result!



## Tips and Tricks



### Do Not Overuse Removal Strength

Overusing removal strength will yield a completely blurred selection, wiping out any realistic surface texture.

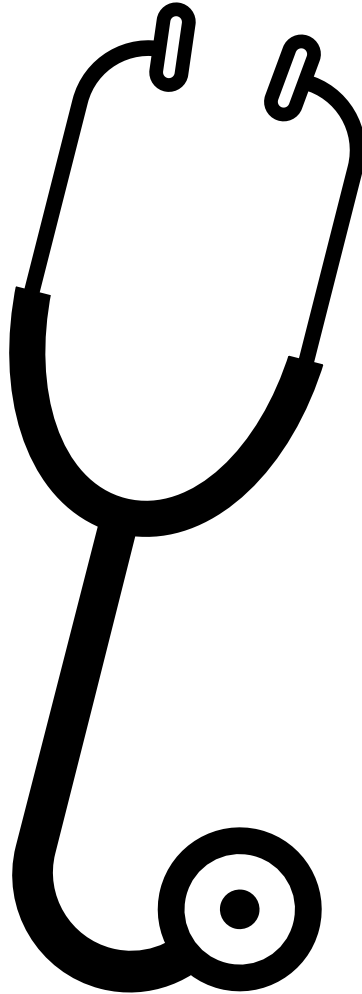


### Removing Large Quantities of Similar Blemishes

When removing a large number similar facial blemishes or small defects from an image, use the following technique to speed up your work:

- Run the filter on an individual blemish.
- Select the remaining blemishes.
- Use the filter 'redo' key (CTRL-F in Photoshop) to quickly remove the remaining spots.

# Chapter 6: Troubleshooting



We have tried to collect the most commonly-asked questions here. A regularly updated troubleshooting guide can be found in the Support section of our Web site. If you get really stuck, the best way to get help is to send E-mail to [support@alienskin.com](mailto:support@alienskin.com). Include in the E-mail your 12 letter registration code, whether you are using Mac or Windows, and your graphics host program (Photoshop, Paint Shop Pro, etc.).

This chapter covers the following troubleshooting issues:

- “Installation Problems” on page 47
- “Performance Issues” on page 49
- “Error Messages” on page 51

## Installation Problems

**Problem:** The installer program is asking for a Product Registration Code, and I can’t find such a code.

**Solution:** The Product Registration Code is a 12-letter code located either on the inside cover of your manual, on the CD jewel case or, if you received an electronic version of the software, in an E-mail invoice or electronic user license text file. If you’ve registered the software with us (by purchasing directly from us, registering online, or sending in a registration card), we’ll have the code in our database. If you didn’t register with

us, contact us regarding how to provide proof of purchase in order to get registered and receive a new code.

**Problem:** When I try to install Image Doctor, I get an error dialog saying that I don't have privileges or permission to install the software.

**Solution:** The Image Doctor installer, like most installation programs, will need to write files to various folders on your computer. With operating systems such as Mac OS X, Windows 2000 and Windows XP, you will need to have administrator privileges. For information on configuring your user account for such privileges, consult with your system administrator or with your operating system manual.

**Problem:** After installing the plug-ins and starting the graphics host program, the filters do not appear in the Filter or plug-in menu.

**Solution:** The filters were probably not installed in your graphics program's plug-in folder. Find out exactly which folder your host program is using for plug-ins. With Photoshop, you can determine this by going to File > Preferences > Plug-ins. Then try to install the filters again and make sure you select the proper plug-in folder. Also, remember that after installing new filters, you must restart your graphics program for them to become available. With other graphic host programs, consult that program's manual for more information about where plug-ins need to be installed and how to access them.

**Solution for Fireworks 4.0 (Macintosh):** Image Doctor's plug-in file contains both a Classic and a Carbonized version of the filters. This is called a "package." Fireworks 4.0 doesn't quite know how to handle such a plug-in. Hence, you'll need to do some tweaking to get Image Doctor working under Fireworks 4.0.

First, drag the Image Doctor plug-in and help files out of the Image Doctor folder and place them in the Xtras folder. Fireworks 4.0 has problems reading the plug-in files when they are in the Image Doctor folder.

Next, Ctrl-click the Image Doctor plug-in file icon. Select the option "Show Package Contents" in the menu. Open the Image Doctor package, and you should see a Contents folder. Open that folder and you'll see the MacOS and MacOSClassic folders. Drag the MacOS folder into the Trash. Now you'll be able to use Image Doctor in Fireworks 4.0.

**Problem:** I see filters listed twice in Fireworks 4.0.

**Solution:** Image Doctor's plug-in file contains both a Classic and a Carbonized version of the filters. This is called a "package." Fireworks 4.0 doesn't quite know how to handle such a plug-in. Hence, you'll need to do some tweaking to get Image Doctor working under Fireworks 4.0.

Next, Ctrl-click the Image Doctor plug-in file icon. Select the option "Show Package Contents" in the menu. Open the Image Doctor package, and you should see a Contents folder. Open that folder and you'll see the MacOS and MacOSClassic

folders. Drag the MacOS folder into the Trash. Now you'll be able to use Image Doctor in Fireworks 4.0.

**Problem:** Image Doctor doesn't work with a graphics program that claims to use Photoshop plug-ins.

**Solution:** Programs sometimes claim to work with all Photoshop plug-ins without testing thoroughly or strictly following the Photoshop plug-in standard. If you'd like to use Image Doctor with a host not listed in this manual, please visit our Web site for the latest list of compatible hosts.

**Problem:** How do I uninstall Image Doctor?

**Macintosh Solution:** Find the Image Doctor folder in your graphics program's plug-in folder and delete it. Also delete the

**Application Support: Alien Skin: Image Doctor** folder.

**Windows Solution:** Run Add/Remove Programs from your Windows Control Panel. Select "Image Doctor" from the program list and click the "Add/Remove" button. This will remove the program and most of its components. Next go to your plug-ins folder and delete the "Image Doctor Settings" folder.

## Performance Issues

**Problem:** some or all of the filters appear grayed out in the Filter menu.

**Solution:** Grayed-out filters in the Filter menu occur if you are in certain color modes (such as CMYK, Lab or Bitmap) that won't allow a specific filter to work properly.

**Problem:** Smart Fill seems to run very slow.

**Solution:** Smart Fill analyzes a selection for texture samples, then reconstructs them into a seamless randomized texture. As the texture regularity or the size of your selection increases, so does the time necessary for the filter to render its effect. To remedy this problem, select a lower texture regularity or divide your work into multiple selections.

Also, large or multiple texture source boxes can slow Smart Fill. To speed up the filter, use smaller, fewer, or more selective texture source boxes.

**Problem:** One of the filters seems to have no effect on the image.

**Solution:** You may have a layer selected that is hidden by other layers with "Show all Layers" enabled in your filter preview.

**Problem:** I get a message that Image Doctor ran out of memory while rendering the preview.

**Solution:** Image Doctor works within the memory allocated to Photoshop. If Photoshop's memory is being taken up by the image, the history palette, etc., there may not be enough memory for Image Doctor to draw its preview or

render the effect. The solution is to exit our filter, save your image and do the following steps...

**For Windows:** With Photoshop 5.5 or later, a lot of memory can be taken up with the history palette and other features. You can free up this memory by selecting Edit > Purge > All from the Photoshop menu.

**For Macintosh OS X:** Use the Windows solution.

**For Macintosh OS 9:** You can increase the memory allocation by exiting Photoshop and performing a Get Info on the Photoshop program icon. With Photoshop 5.5 or later, a lot of memory can be taken up with the history palette and other features. You can free up this memory by selecting Edit > Purge > All from the Photoshop menu.

**Problem:** The preview seems broken. It only shows the checkerboard pattern.

**Solution:** Sometimes the preview begins in a transparent part of a layer. Click an opaque area of your selection in the navigation thumbnail.

**Problem:** A filter makes the graphics program or the entire computer crash or freeze up.

**Macintosh Solution:** Make sure that you have allocated enough memory to Photoshop. The default memory allocation may not be enough, especially if you are working with print resolution images. You can increase the memory allocation by exiting Photoshop and performing a Get Info on the Photoshop program icon.

To determine whether you have an extension conflict, restart your computer while holding down the Shift key. You may release the Shift key after you see the message "Welcome to Macintosh. Extensions off." Then try the same filter operation. If it now works, then you have a control panel or extension installed in your computer that is incompatible with Image Doctor. We will love you very much if you try to identify the problem extension and inform us of the conflict.

**Windows Solution:** Make sure that you have allocated enough memory to Photoshop. The default memory allocation may not be enough, especially if you are working with print resolution images. With Photoshop 5.5 or later, a lot of memory can be taken up with the history palette and other features. You can free up this memory by selecting Edit > Purge > All from the Photoshop menu.

Also, make sure that your computer system has the minimum requirements to run our software. You also should try exiting out of other programs before you run Photoshop, as there might be a conflict between another program and Image Doctor. If you notice such a conflict, we will love you very much if you try to identify the problem program and inform us of the conflict.

# Error Messages

The table below provides remedies to the error messages you may encounter in Image Doctor.

Error Message	User Remedy
The texture source area needs to be larger for this feature size.	Expand the size of your texture source box or decrease the Texture Feature Size.
This host application does not support enough of the Photoshop filter specification for this filter to run.	Sorry! Your host graphics program is incompatible with Image Doctor. Consult the list of compatible host programs in "Host Requirements" on page 2.
This filter requires a selection.	Make a selection, then rerun the filter.
This filter requires editable transparency. Please turn OFF Preserve Transparency in the Layer palette.	In Photoshop 6 and earlier versions, turn off the Preserve Transparency option in the Layers Palette. In Photoshop 7, clear the "Lock Transparent Pixels" button.
This filter only runs on MacOS 9 or later.	Check the operating system requirements for Image Doctor in your user manual. Image Doctor only works with MacOS 9 or later.
The filter ran out of available memory while rendering the preview image.	<p>The solution is to exit our filter, save your image and do the following steps:</p> <p><b>Windows:</b> With Photoshop 5.5 or later, a lot of memory can be taken up with the history palette and other features. You can free up this memory by selecting Edit &gt; Purge &gt; All from the Photoshop menu.</p> <p><b>MacOS X and later:</b> Same solution as Windows.</p> <p><b>MacOS 9:</b> You can increase the memory allocation by exiting Photoshop and performing a Get Info on the Photoshop program icon. With Photoshop 5.5 or later, a lot of memory can be taken up with the history palette and other features. You can free up this memory by selecting Edit &gt; Purge &gt; All from the Photoshop menu.</p>
A serious error occurred and the filter was unable to find the entry point for the core library. Reinstalling the filters may fix this problem.	Reinstall Eraser.
A serious error occurred and the filter was unable to load the core library. Reinstalling the filters may fix this problem.	Reinstall Eraser.
A serious error occurred and the filter was unable to set the location of its resources. Reinstalling the filters may fix this problem.	Reinstall Eraser.
The registration code was not installed or is invalid. Please reinstall the filters.	Reinstall Eraser.
Setting names can only include letters, numbers and spaces, and must be 31 or fewer characters in length.	Reduce the length of your setting name and make sure that it only contains letters, numbers, or spaces.





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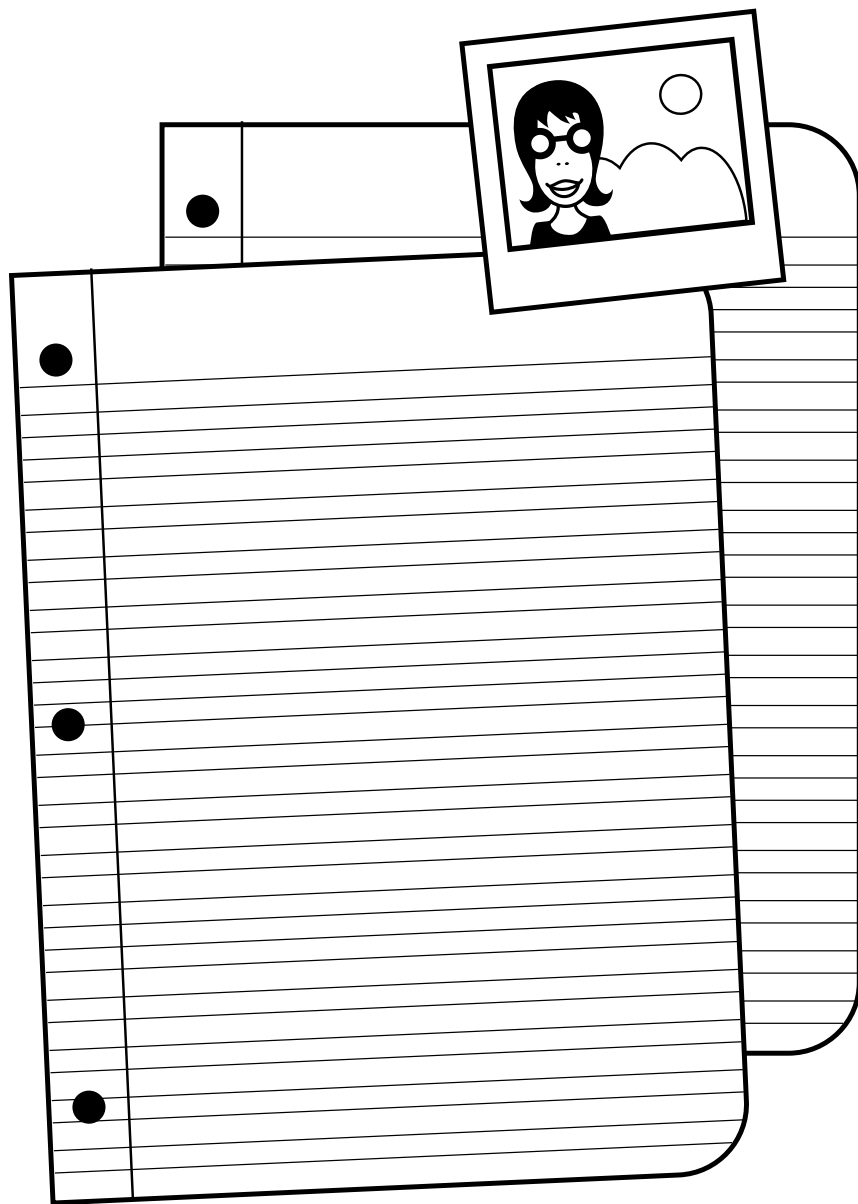
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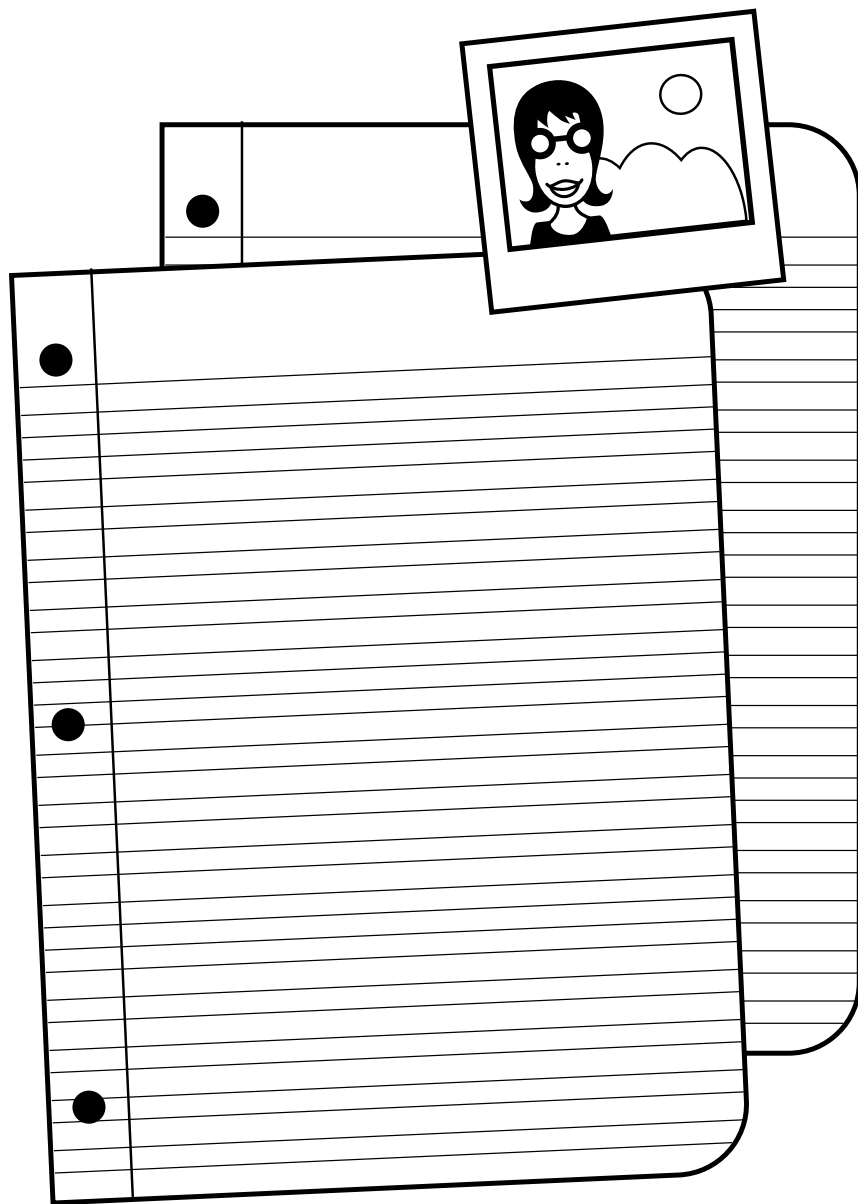
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