TOPAZ TEXTURE EFFECTS

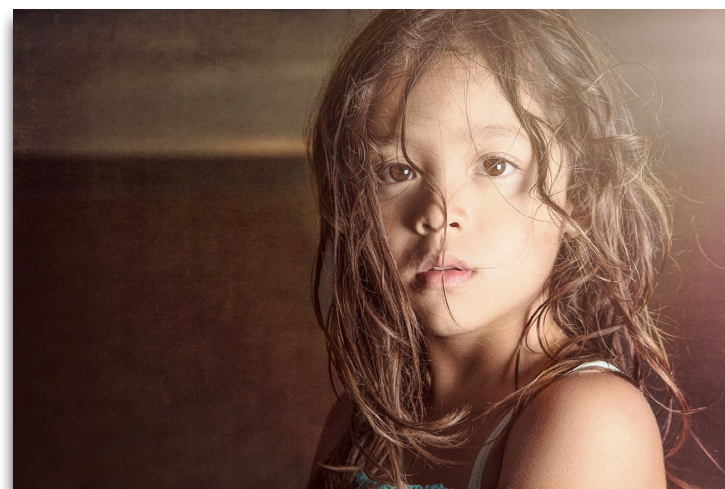INSPIRATION IS ONLY A CLICK AWAY

USER MANUAL

Photo © Scott Stulberg

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

System Requirements
Mac OS X 10.8 or higher
Windows 7/8/10 x64 + Open GL 3.2
*Does not support Windows 32bit

Download Instructions
- To download Texture Effects please visit topazlabs.com/downloads.
- Locate Topaz Texture Effects 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

topaztextureeffects_setup

The program will then install as a standalone editor to:

Mac: Applications folder
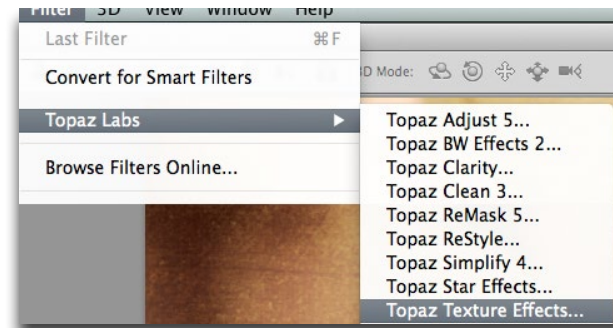Win: *C:\Program Files\Topaz Labs\Topaz Texture Effects*

Compatibility
Texture Effects can be accessed as a plugin in:

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

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

Filter   3D   View   Window   Help

| Last Filter | ⌘ F |
| Convert for Smart Filters | |

D Mode:

| Topaz Labs | ▶ |

Topaz Adjust 5...
Topaz BW Effects 2...
Topaz Clarity...
Topaz Clean 3...
Topaz ReMask 5...
Topaz ReStyle...
Topaz Simplify 4...
Topaz Star Effects...
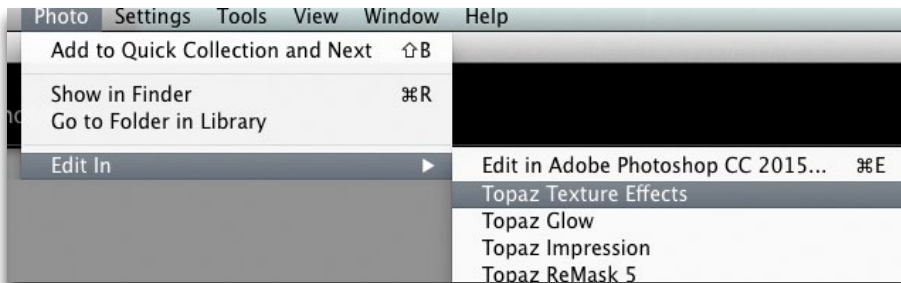**Topaz Texture Effects...**

Browse Filters Online...

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

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.
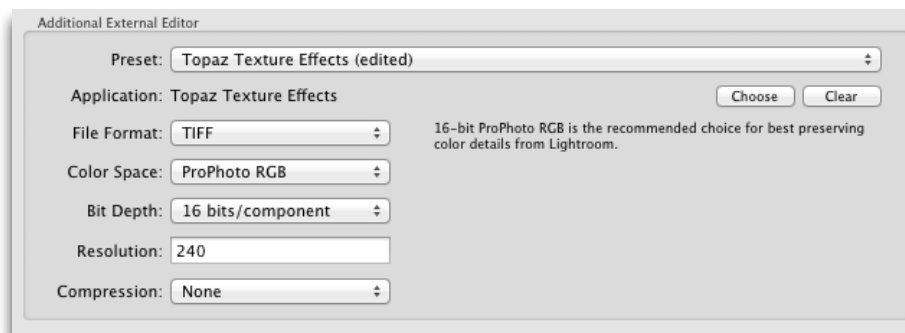
Accessing Texture Effects in Lightroom

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

Important: For optimal use of Texture Effects, go to Lightroom-> Preferences-> External Editing.
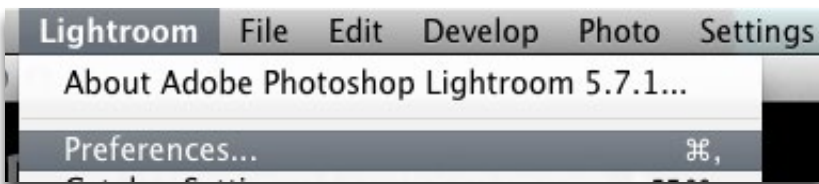
Make sure that 'TIFF' is selected under File Format. In addition, select 16 bits/component for bit depth and the color space ProPhoto RGB for optimal editing.
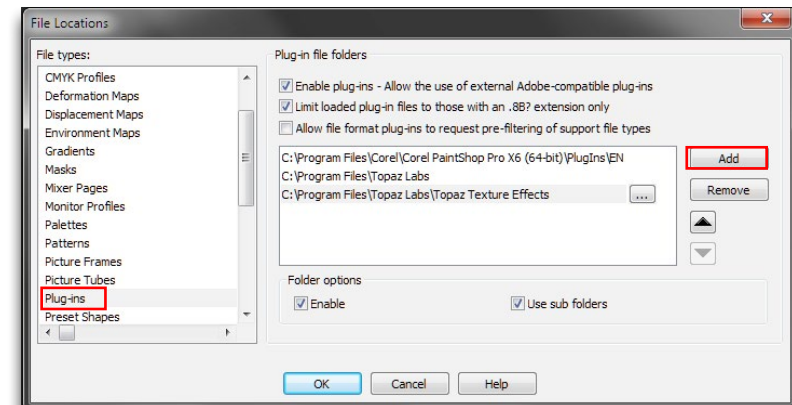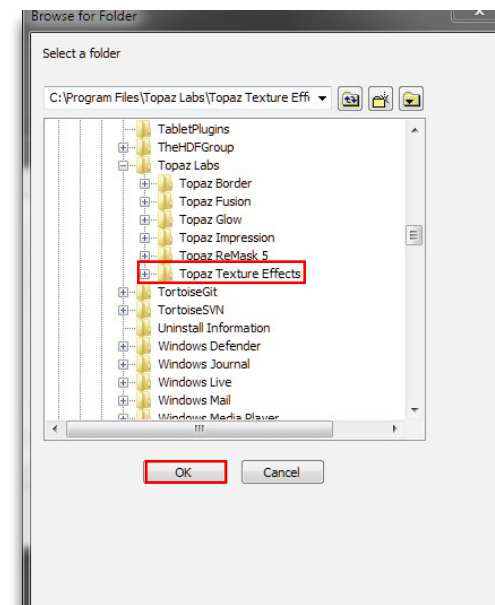

Accessing Texture Effects in Corel PaintShop Pro X

To configure Texture Effects 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. Select the Topaz Texture Effects folder and click OK.
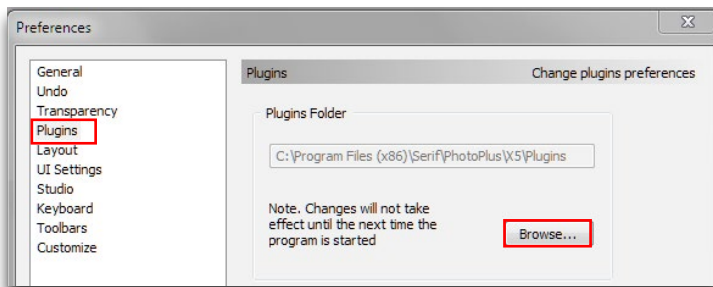
4. Click OK again to return back to your main screen.
5. Go to Effects-> Plugins-> Topaz Labs-> Topaz Texture Effects and select it to start the program.
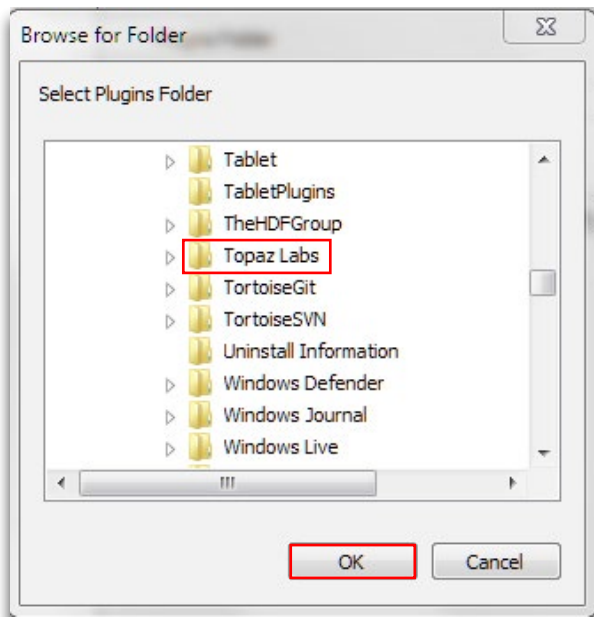
Accessing Texture Effects in Serif PhotoPlus

To use Texture Effects 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 open an image and go to Effects-> Plugin Filters-> Topaz Labs-> Topaz Texture Effects
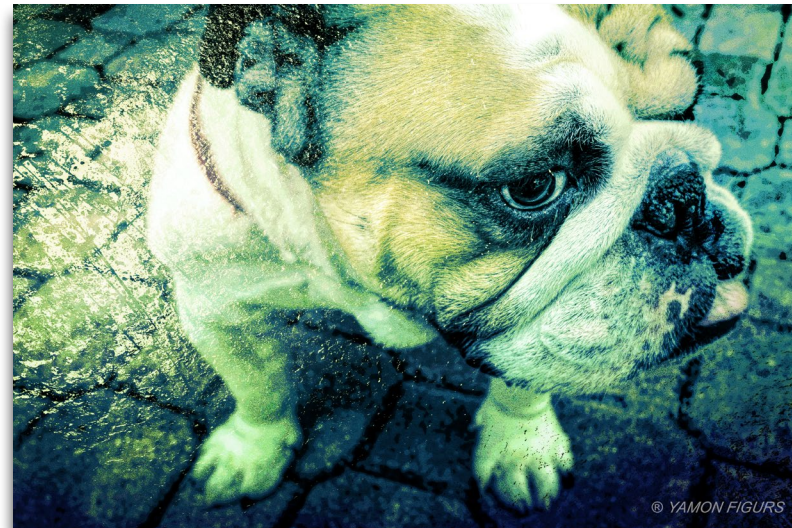
To uninstall Texture Effects please follow these instructions:
Mac
1. Quit Photoshop (or other editing program).
2. Navigate to the Applications folder: Macintosh HD -> Library -> Applications-> Topaz Texture Effects.
3. Locate the Topaz Texture Effects folder and move it to the trash. You will need to enter your system password to OK this change.
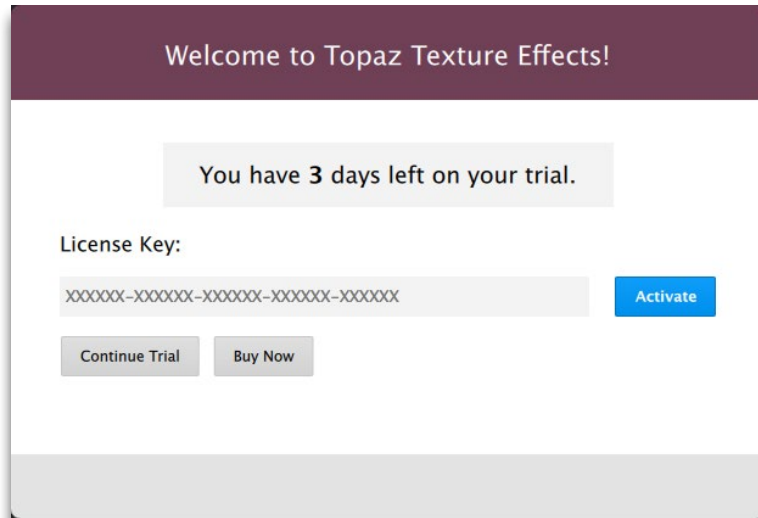
 Windows
1. Quit Photoshop (or other editing program).
2. Click on the Start Menu and select Control Panel -> Programs -> Programs and Features (or Uninstall a Program).
3. Select Topaz Texture Effects and click uninstall.

Topaz Texture Effects

Entering Your License Key

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

Welcome to Topaz Texture Effects!

You have **3** days left on your trial.

License Key:

XXXXX–XXXXX–XXXXX–XXXXX–XXXXX   **Activate**

Continue Trial   **Buy Now**

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. Texture Effects does not require a trial key, as it is clock based.

For additional license key assistance, please see our knowledge base:

- My license key is not being accepted
- Common License Key Questions

Photo © Blake Rudis

About Texture Effects

Inspiration is Only a Click Away

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

Texture effects allows you to add your creative touch, your way. From soft and subtle lighting effects to high impact grunge and contrast, Texture Effects comes with 150+ effects to help jumpstart your creativity.

Want to start from scratch? Texture Effects introduces 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 275+ 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.

Photo © Scott Stulberg

Introduction

Main Features

Here are some notable features in Texture Effects:

1. **Over 150 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 275 High-Res Assets.** Texture Effects 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 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 Light-room.

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 we have continued to develop a more efficient interface to improve usability and workflow, allowing users to add, delete and re-order adjustments to create custom and streamlined effects.
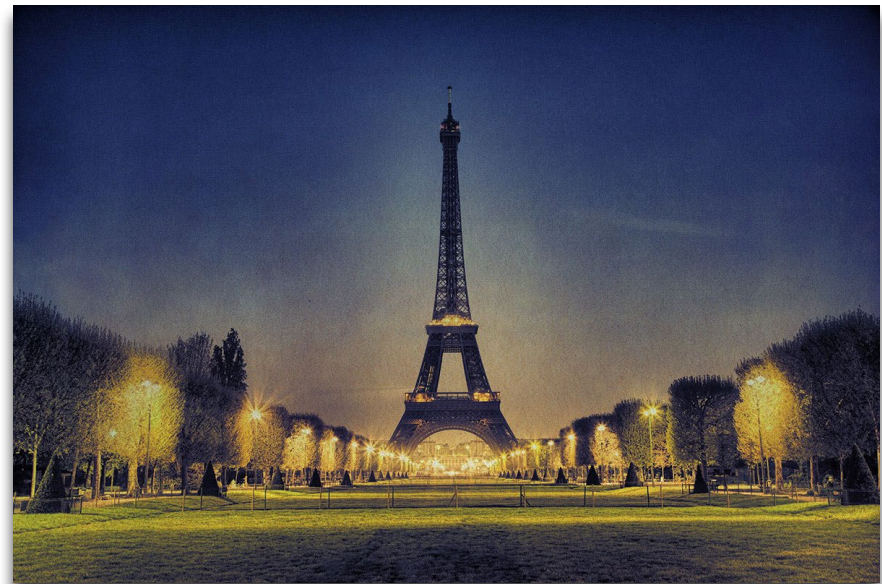
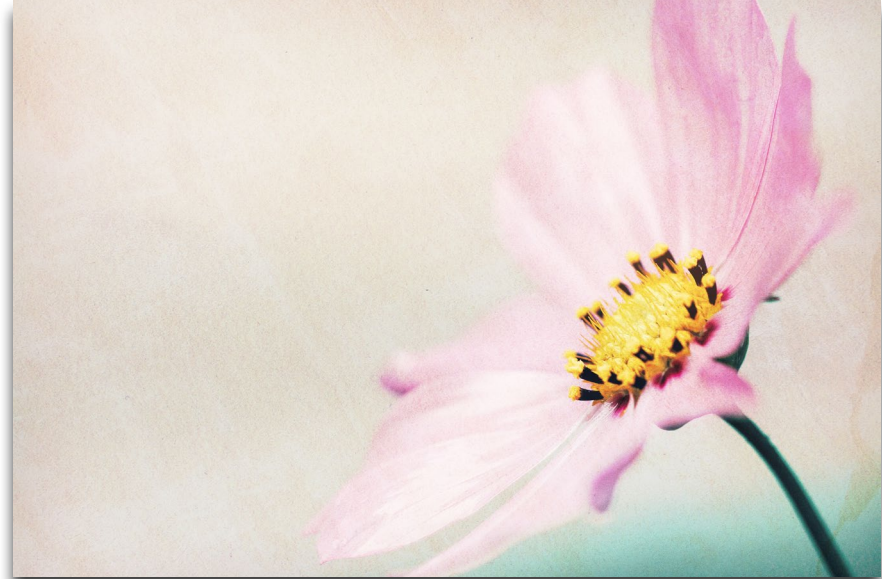Photo © Scott Stulberg

User Interface

There are four main areas to Texture Effects: the preview window, the effects panel, the adjustments/sliders and the effects browser.

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.
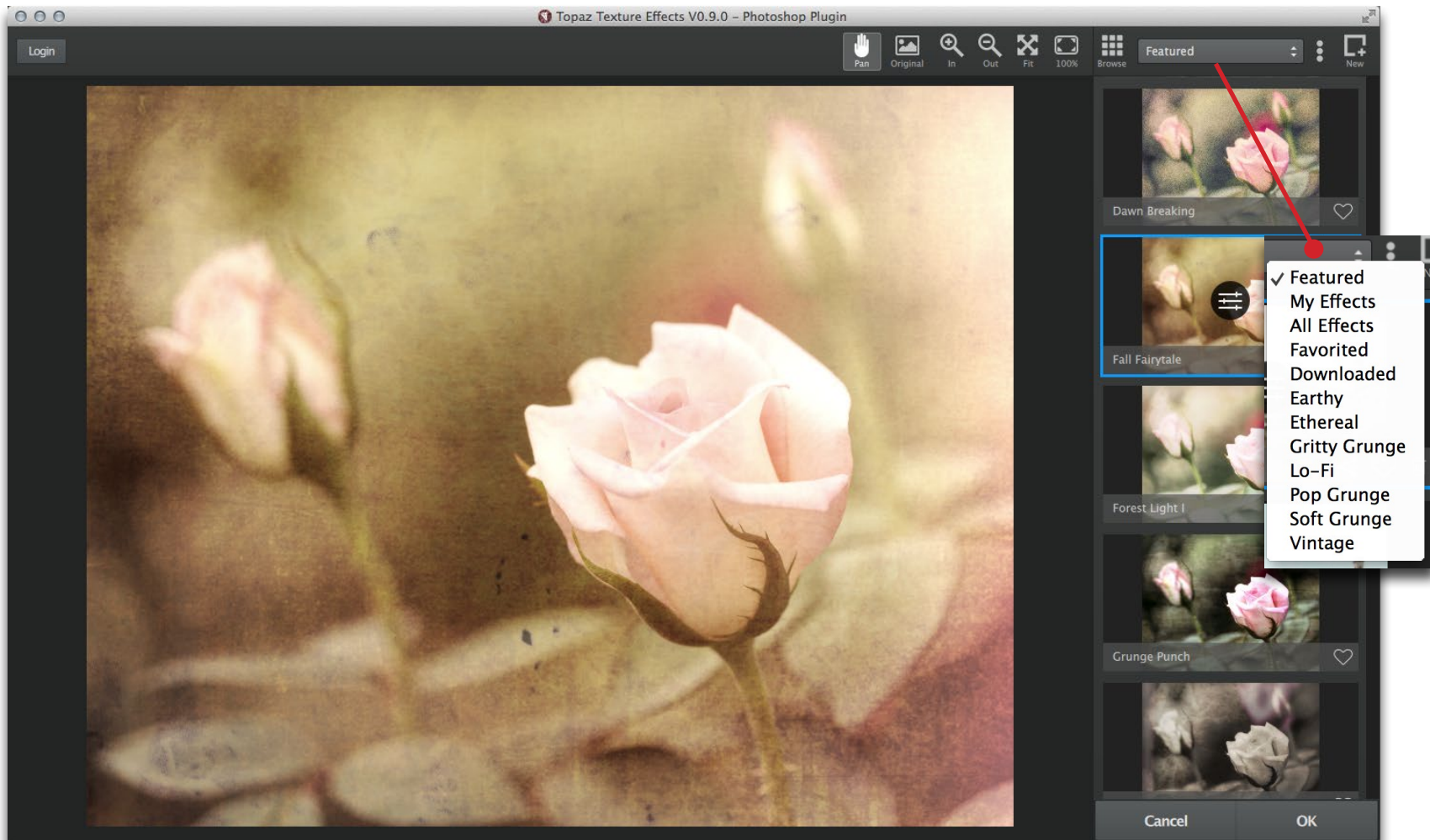
Effects & Collections

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

The Earthy Collection

The Ethereal Collection

Fairy Light I Effect

Dawn Breaking Effect

Thistle Field Effect
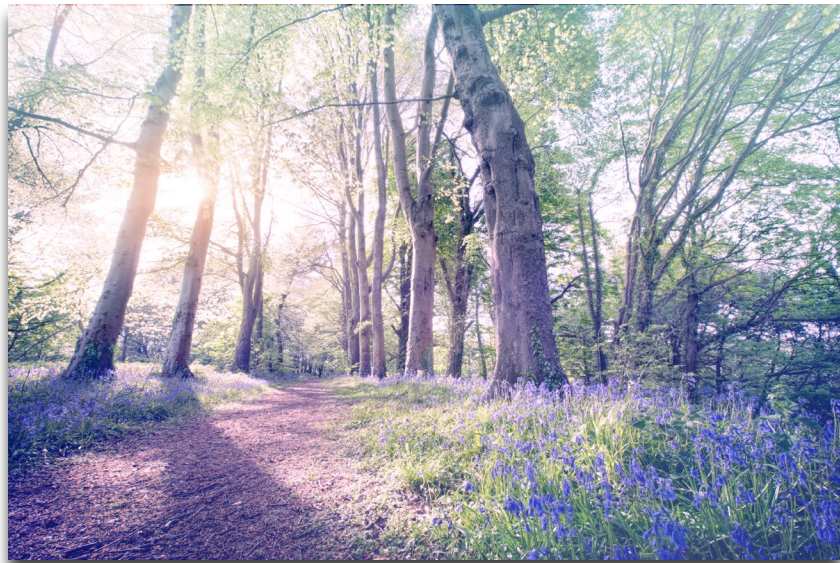
Forest Light II Effect

Topaz Texture Effects

The Gritty Grunge Collection

Urban Grit Effect

The Lo-Fi Collection

Little Blue Bursts Effect

Seeing Red Effect
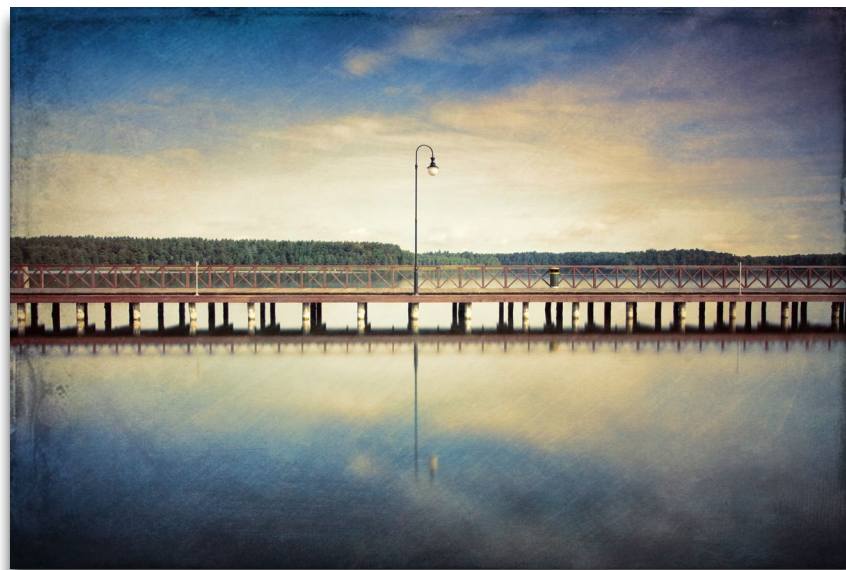

Cool Mist Veil Effect

11
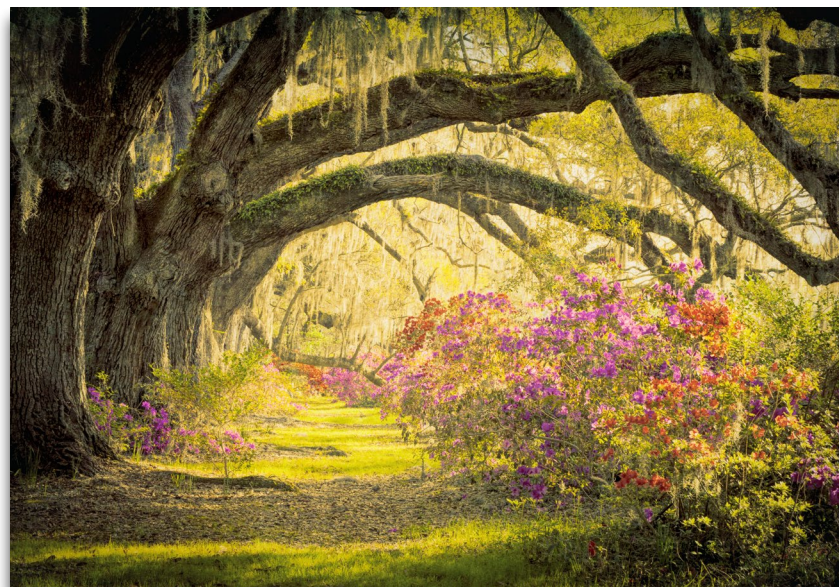
The Pop Grunge Collection

Sea Green Glaze Effect

The Soft Grunge Collection

Dingy Cream Effect

Flat Neon Effect

Far Beyond Effect

User Manual

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 the 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.

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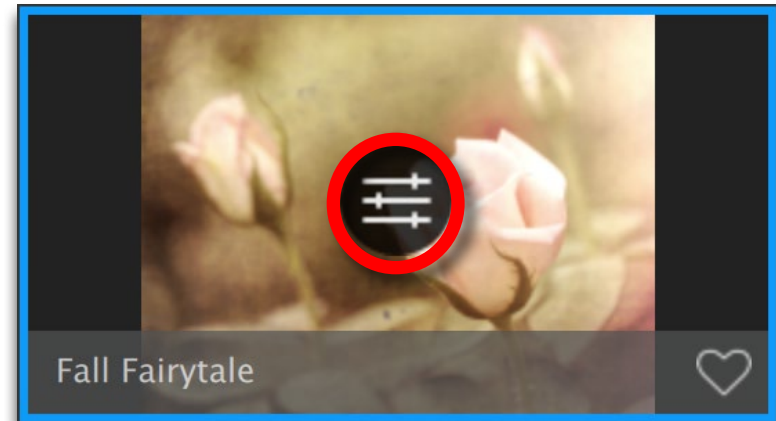
Click on the New icon [New] in the top right corner to start a new adjustment stack from scratch.

To return back to the effects, click on the [<] icon.

To remove all adjustments and start fresh within the adjustment panel, click on the Reset icon [Reset] in the top right corner.

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

13

User Manual

Adjustments

There are 14 adjustments within Texture Effects: Basic Adjustment, Diffusion, Edge Blur, Edge Exposure, Film Grain, Posterize, Split Tone, Vignette, Borders, Color Overlay, Double Exposure, Dust/Scratches, Light Leak and Texture.
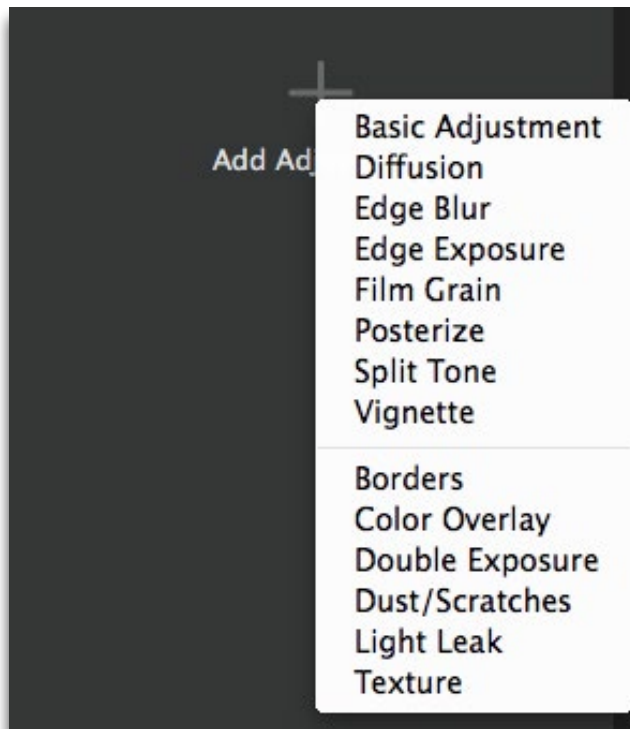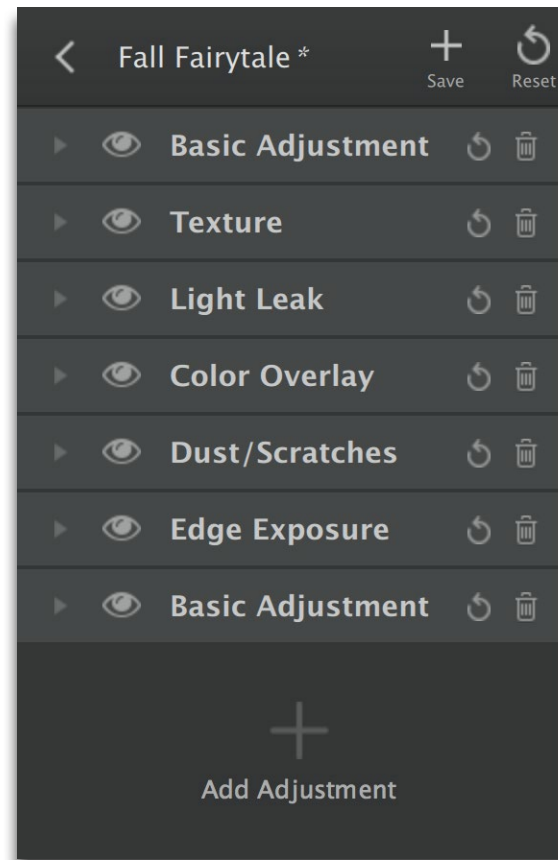
To add a new adjustment, click on Add Adjustment at the bottom of the adjustment stack. Choose which adjustment you would like to add from the pop-up menu.

Add Ad

Basic Adjustment
Diffusion
Edge Blur
Edge Exposure
Film Grain
Posterize
Split Tone
Vignette

Borders
Color Overlay
Double Exposure
Dust/Scratches
Light Leak
Texture

Fall Fairytale *

Save   Reset

Basic Adjustment

Texture

Light Leak

Color Overlay

Dust/Scratches

Edge Exposure

Basic Adjustment

Add Adjustment

14

Click on the [▶] icon on the left side of each to open or close the adjustment sliders.

To turn the adjustment off/on click on the [👁] icon.

To reset the sliders to default for a particular adjustment, click on the [↺] icon on that .

To remove the adjustment, click on the [🗑] icon.

Topaz Texture Effects

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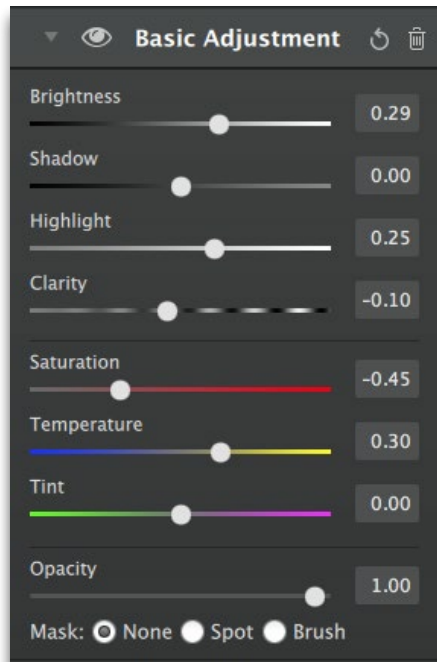
Basic Adjustment is a great starting point to adjust your image tone and color.

Brightness
Adjusts image 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. Taking the slider left will create a colder (blue) image and taking it 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 adjustments.

15

Photo © Gord Marshall

DIFFUSION

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.
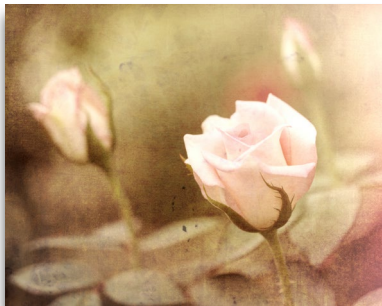
Softness
Adjusts the softness of the image. Increasing this parameter will make the image appear to have a softer focus.
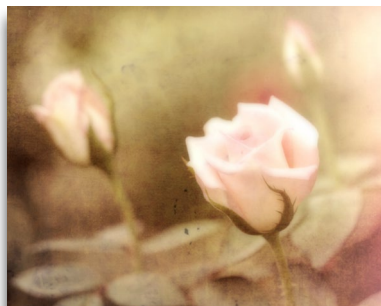
Blur
Determines the amount of blur applied to the image. The higher the value the heavier the blur.

Opacity
Controls the transparency of the adjustments.

Fall Fairytale Effect

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

EDGE BLUR

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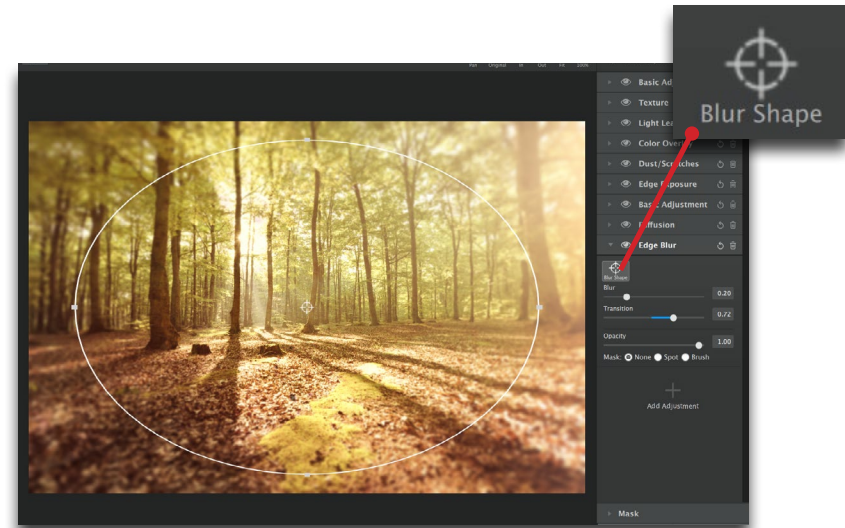
Blur
Determines the amount of blur applied to the edges of your image. The higher the value the heavier the blur.

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.
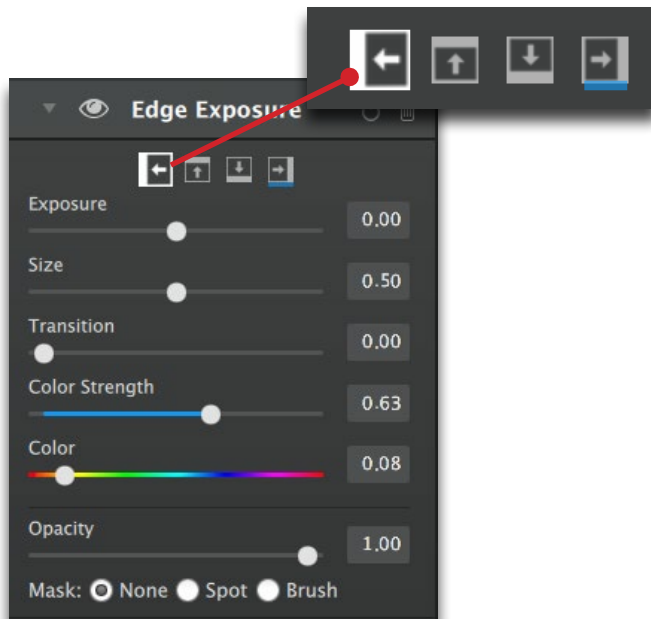
Opacity
Controls the transparency of the adjustments.

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.

Transition
Controls the blend between the adjustment and the origianl 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
Select the color to blend with the edge exposure.

Opacity
Controls the transparency of the adjustments.

Sea Green Glaze Effect

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.

Sea Green Glaze Effect + Edge Exposure

17

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

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. At 0, the tones will be equally applied. 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 centerpoint selector. Click or drag your cursor to the centerpoint desired, the click the Center icon again to deactivate the tool.
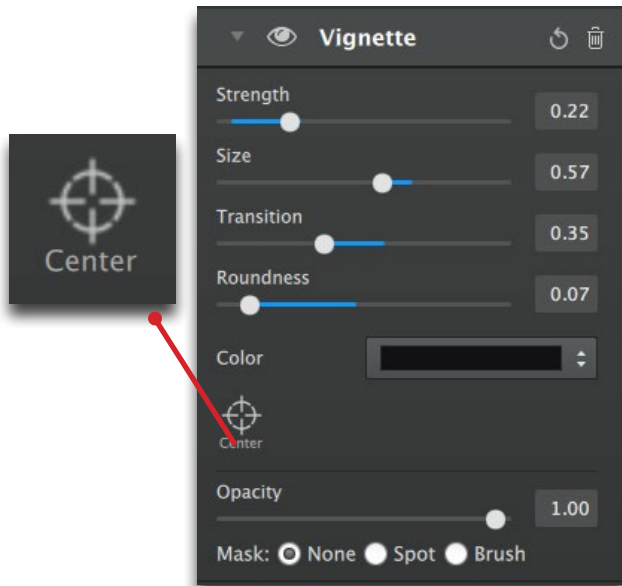
Strength
Controls how heavily the vignette is applied.

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.

Opacity
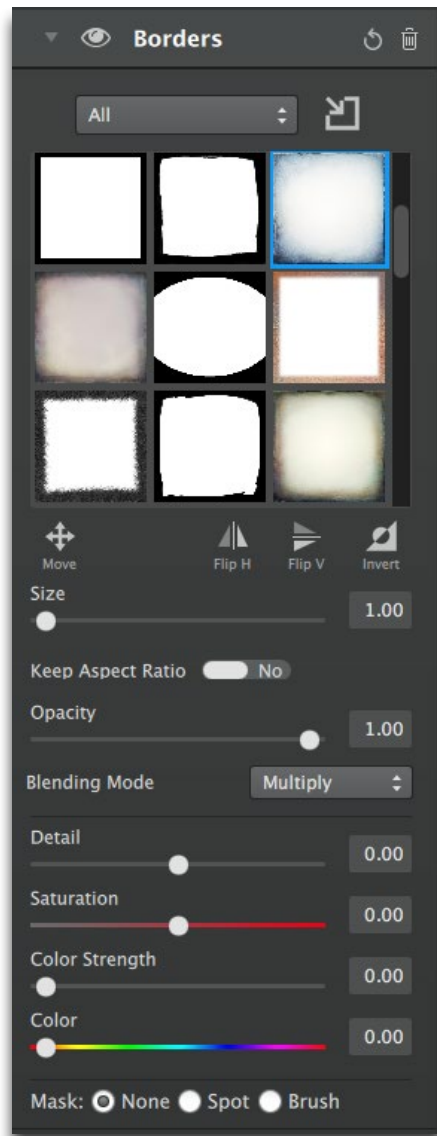Controls the transparency of the adjustments.

Summer Haze Effect

Summer Haze Effect + Vignette

Topaz Texture Effects

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.

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.

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.

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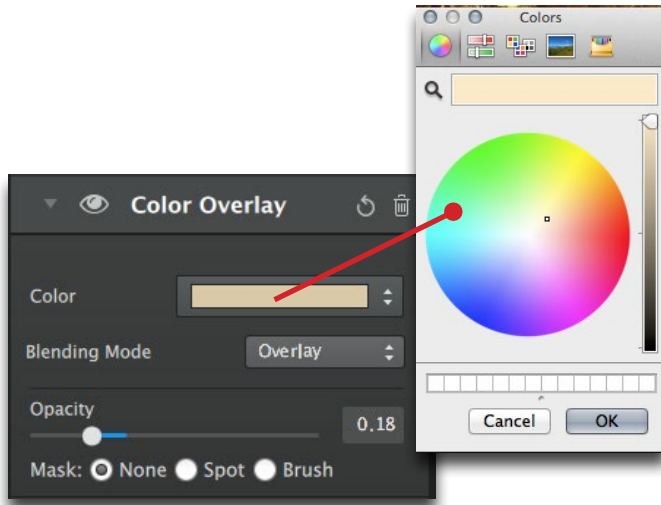Increases the strength of color selected to blend with the Border image.

Color
Select the color to blend with the Border image.

Topaz Texture Effects

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.

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.

Vibrant Grunge Effect
No Color Overlay

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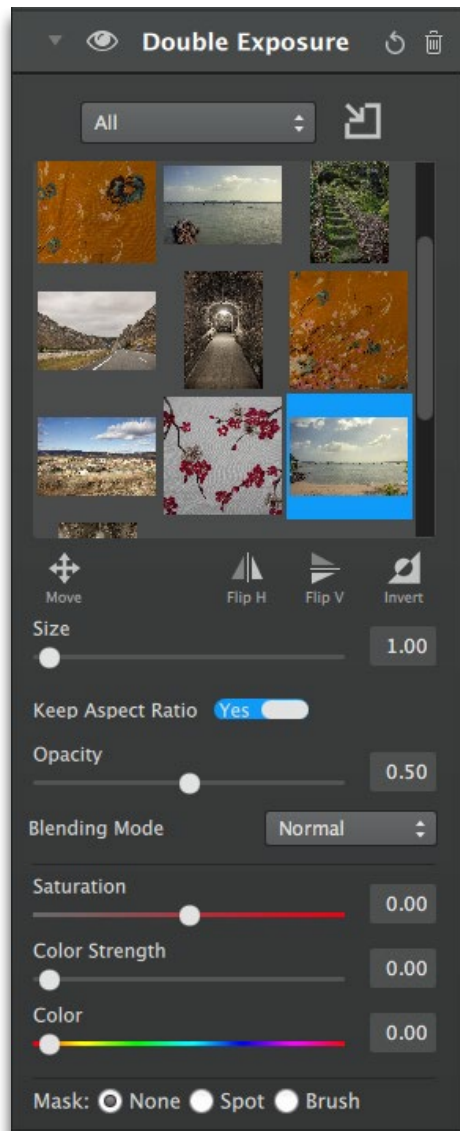Blending Mode: Vivid Light
Opacity: .70

Vibrant Grunge Effect
Blending Mode: Multiply
Opacity: .80

Vibrant Grunge Effect
Blending Mode: Color
Opacity: .59

21

User Manual

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 image.

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.

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.

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

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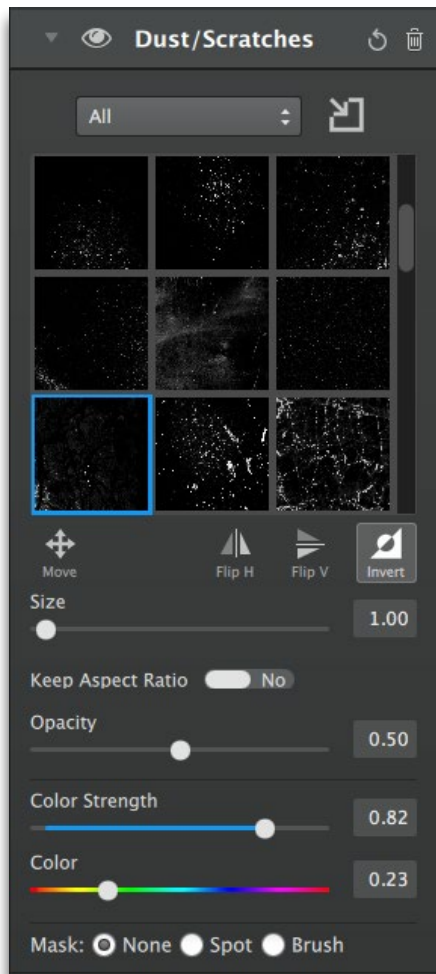Increases the strength of color selected to blend with the image.

Color
Select the color to blend with the mage.

User Manual

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.

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.

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

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

Color
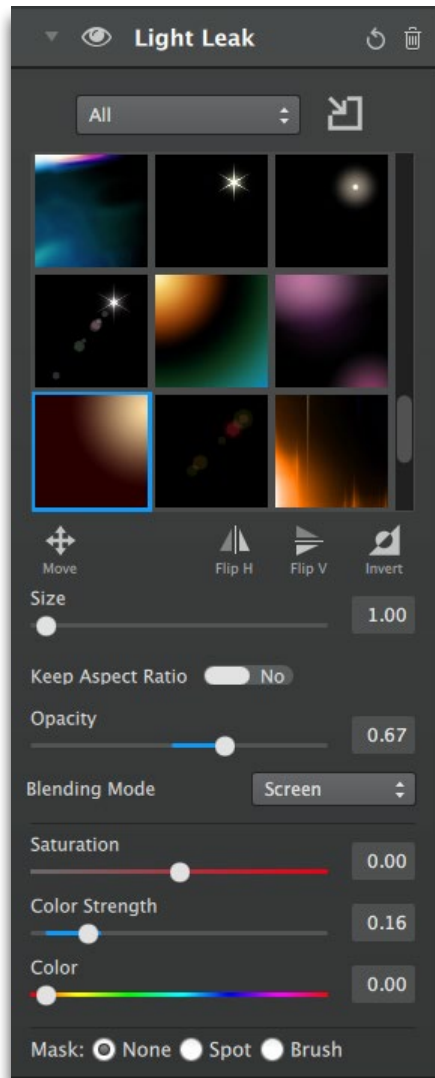Select the color to blend with the Dust/Scratch image.

Custom Effect

Custom Effect + Dust/Scrathces

Topaz Texture Effects

L I G H T   L E A K

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 size of selected Light Leak image.

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.

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.

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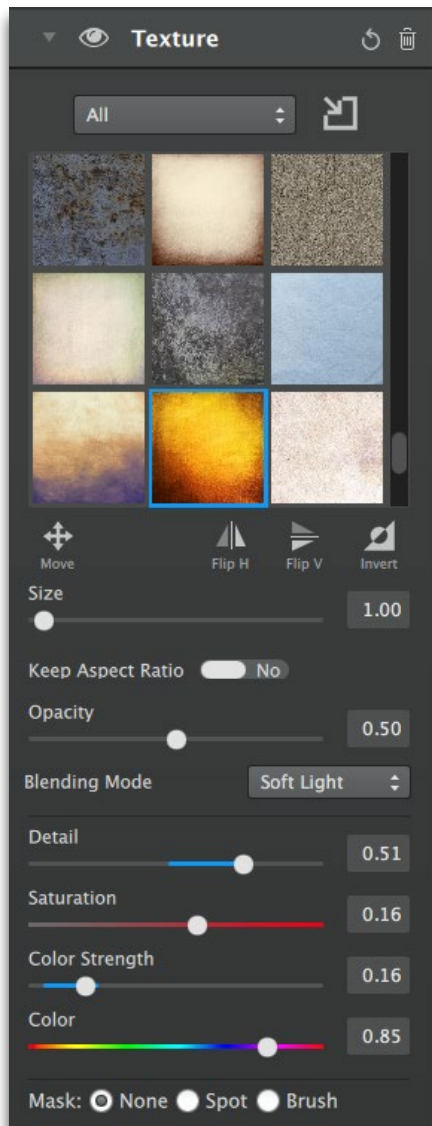Increases the strength of color selected to blend with the Light Leak image.

Color
Select the color to blend with the Light Leak image.

24

Topaz Texture Effects

T E X T U R E

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

Size
Increases size of selected 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.

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.

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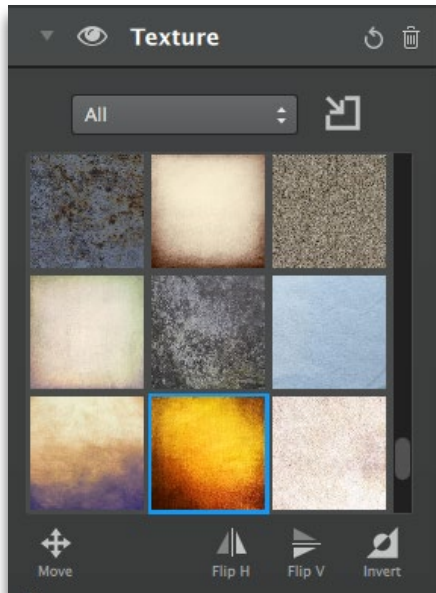
Color Strength
Increases the strength of color selected to blend with the Texture image.

### Color
Select the color to blend with the Texture image.

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 personal or purchased assets.

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

To flip the selected asset horizontally click on the icon and to flip vertically, click on the 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 adjustments.

Each mask defaults to None. To seletively apply the adjustment to your image, first decide if you would like to apply a simple Spot mask or a more precise Brush mask.

SPOT MASK

Spot masks allow for you to easily mask out or mask in the adjustments to a single region. 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 drag the spot shape using onscreen manipulation. Click the icon again to turn the tool off.
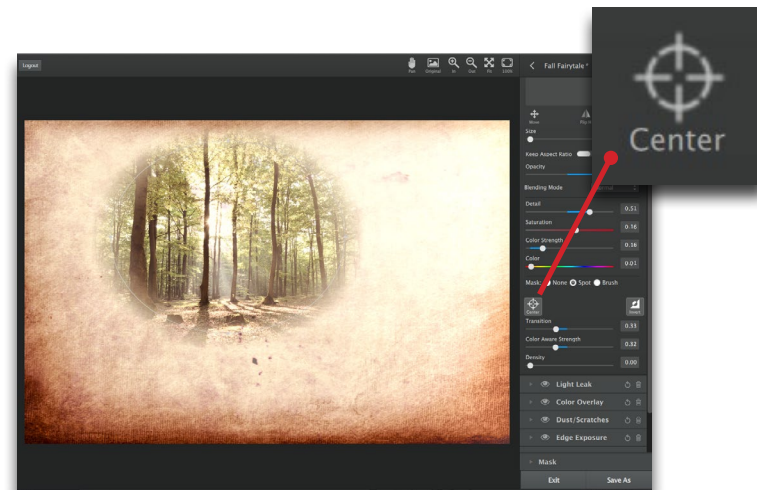
Transition

Controls the blend 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 Strength

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.

Density

Control the opacity of the mask. Increasing this will make the black areas more transparent.

BRUSH MASK

Brush masks allow for you to make more precise and detailed selective adjustments.

The white (reveal) mask and black (conceal) brush is selected by default so you can begin painting out the adjustments. To paint in the adjustments instead, first invert your mask to a black (conceal) mask and select the white (reveal) brush.

27
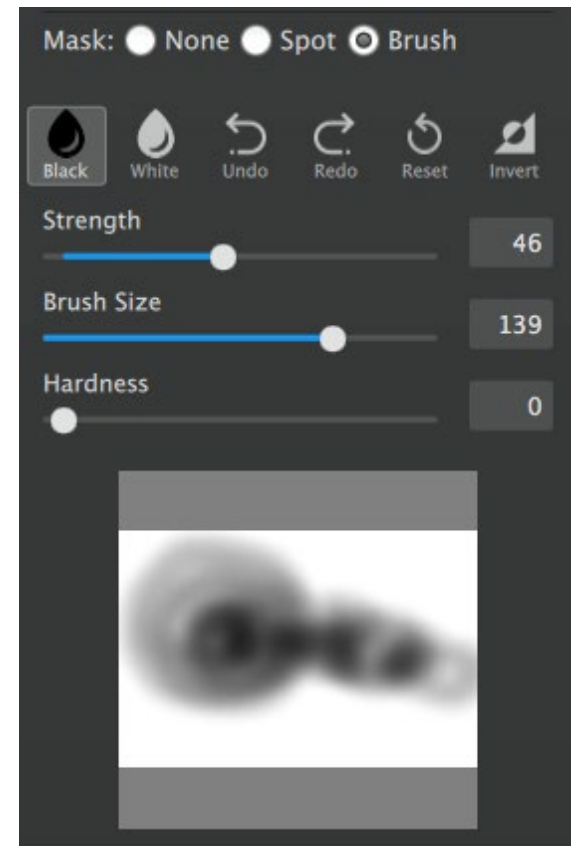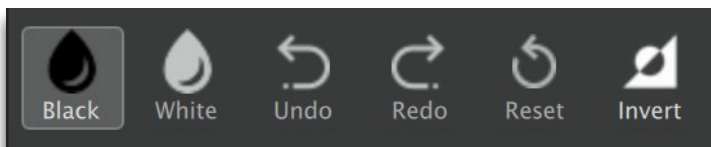
Strength

Controls the strength and flow of the brush color selected (white or black). At 100, the brush is at full strength and flow...at lower values it will only apply a percentage of the strength and flow, building up to the full value of the brush color selected.

Brush Size

Controls the size of the brush.

Hardness

Controls the edge hardness of the brush. A value of 0 will produce a soft feathered brush edge, while a value of 100 will produce a clean hard edge with no transition.

Overall Masking

In addition to the adjustment masks, Texture Effects includes an overall mask that will allow you to selectively apply the overall effect created. The overall mask is located at the bottom of the adjustment panel.

Both the Spot masking and the Brush masking are available in the overall masking area and the tool set is 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.

Color Aware

The color aware tool (located in the Brush mask area) controls whether the brush is color/edge aware or not. Color Aware is good for more precise selections. Turning Color Aware off allows for a more natural transition.

Topaz Texture Effects
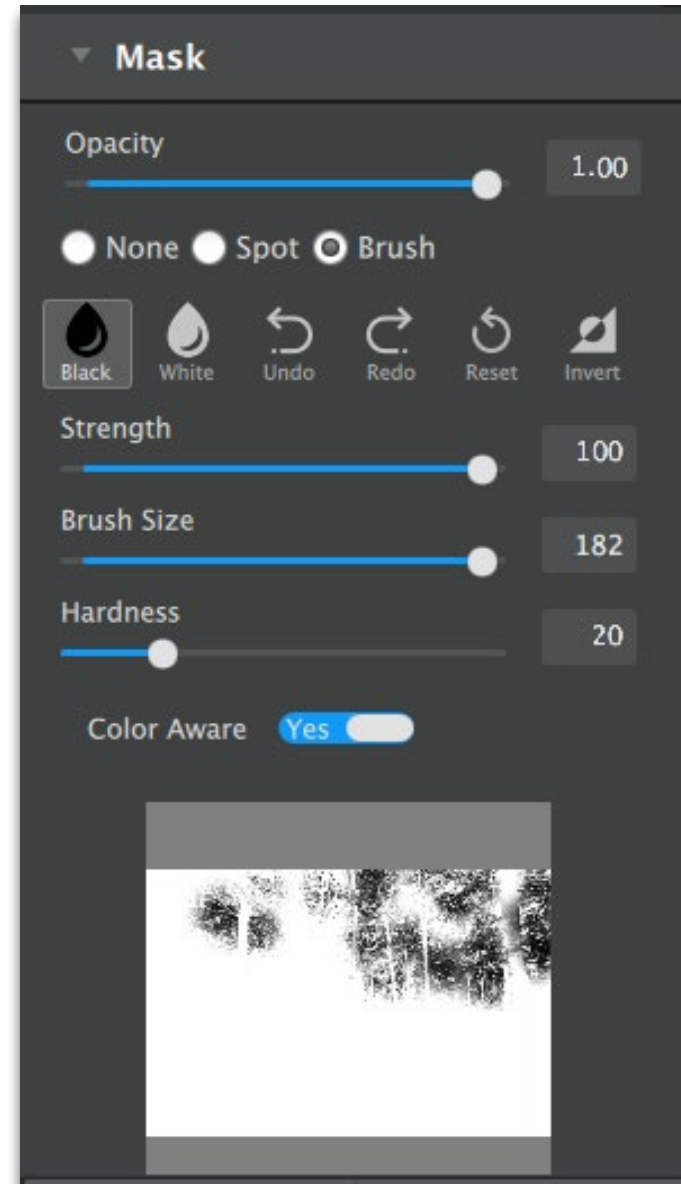
Asset Manager

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 [icon] to the right of the category dropdown list to open the asset manager for that particular adjustment.
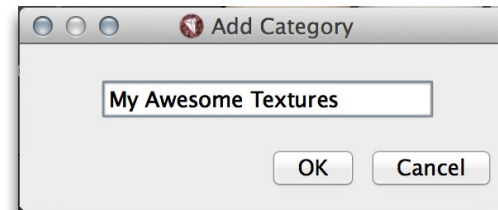
Once the asset manager opens, you will see the categories and assets currently included in your library for that particular adjustment.
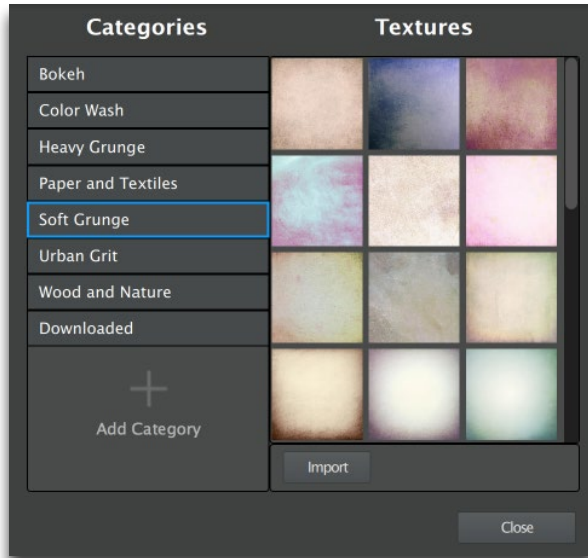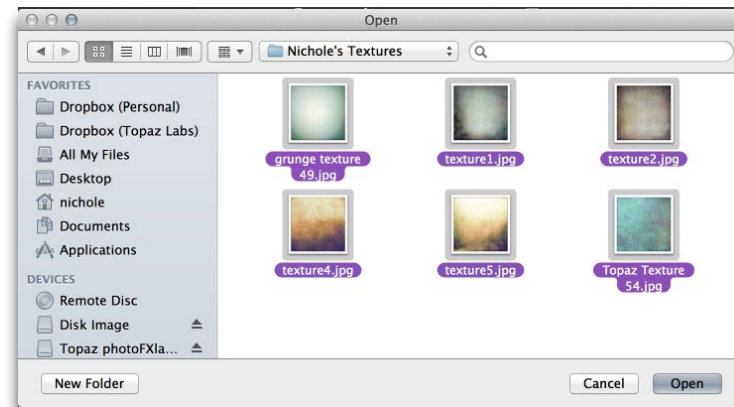
To add a new category, click on Add Category at the bottom of the category list.

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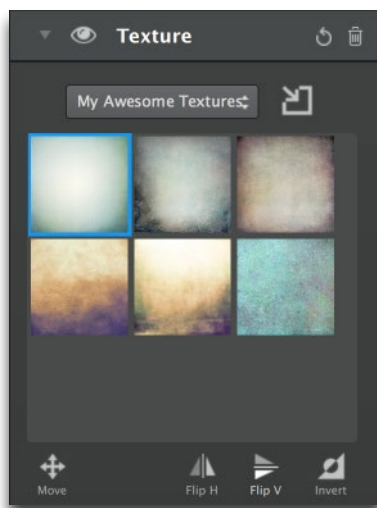
After the assets have finished copying (for high-res assets, this may take some time), press OK.

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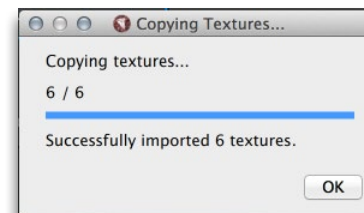
After importing, you can instantly see your assets in the asset manager and in the adjustment asset browser.
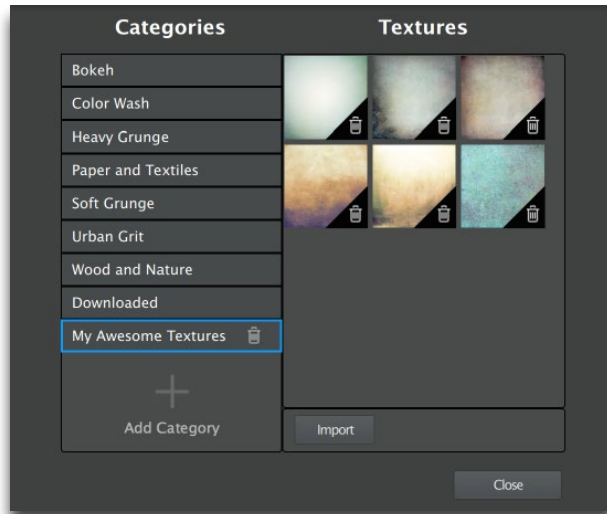

You will immediately be able to preview your assets on your image and select the asset you'd like to apply.

Effect Browser Grid View

Texture Effects features a grid view mode to preview and search through not only your local effects already on your system, but also the new Topaz Community effects.

Click on the Browse icon on the top left of the effects panel. This will open the grid view mode.
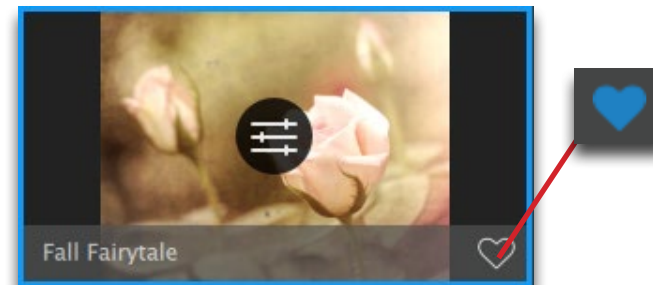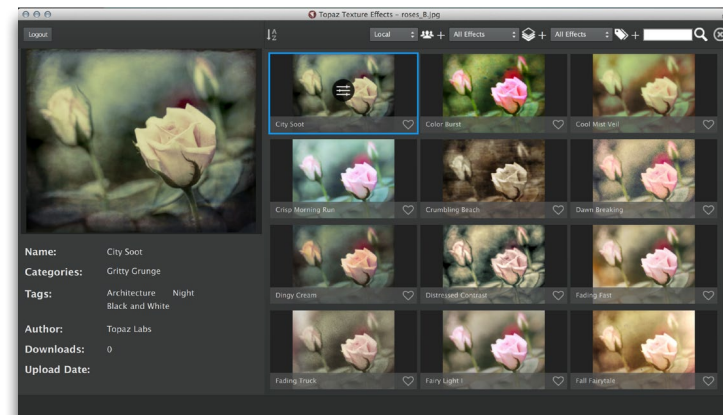
To favorite an effect and add it to the Favorited category, click on the heart outline on the lower right of the effect. The heart will turn blue to indicate that it is a favorited effect.

Topaz Texture Effects

The Topaz Community

Texture Effects introduces the new Topaz Community, which contains an ocean of hand-crafted user-created effects made by users just like you. Surf through the effects and download another user's shared effect to apply it to your image.
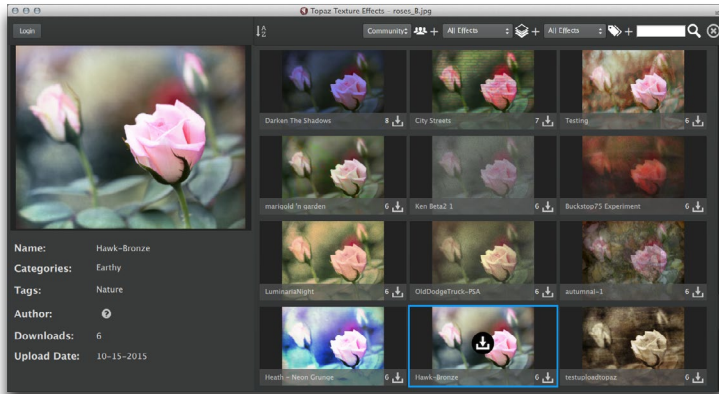

B R O W S E

Because there is a constantly growing list of effects in our community, you can easily narrow your results using the search options provided. Choose the way you want the effects displayed, whether to browse your local, community or both effect libraries, the type of look you are after, the type of photography the effect may be good for, and even search by keyword.


D O W N L O A D

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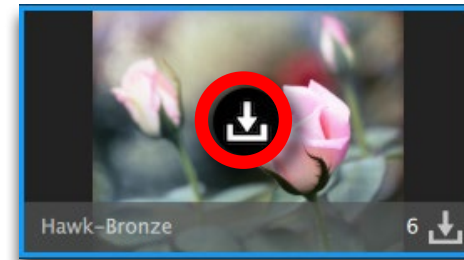
The downloaded effect will be saved in your Downloaded effects category as well as the category selected by the effect author. Any shared assets will also be downloaded with the effect (for multiple user-shared assets, expect a longer download time).
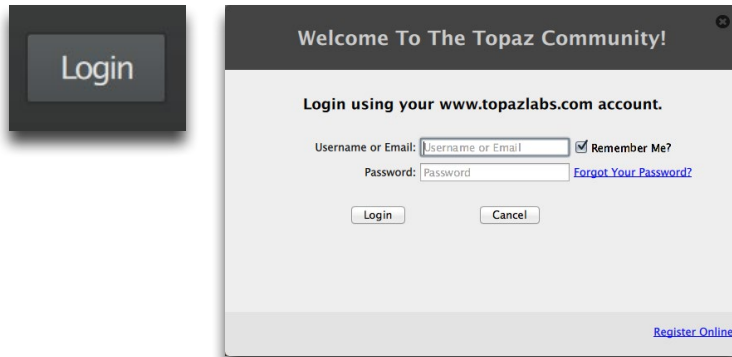
S H A R E

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.
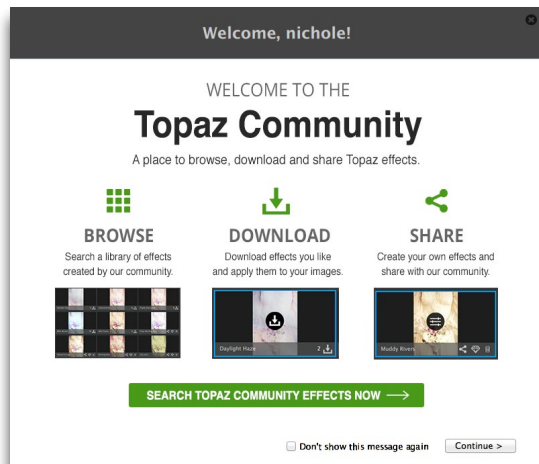
Topaz Texture Effects
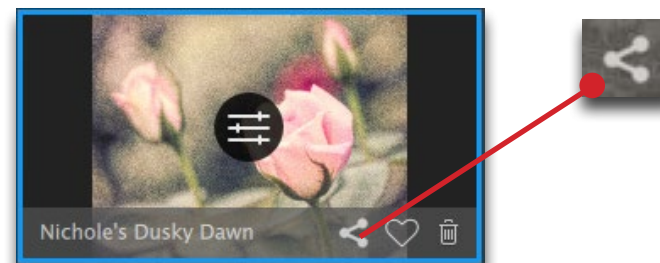
To share one of your effects, you must first be logged in to the Topaz Community. Just click on the Login button in the upper left corner of the interface and login using your Topaz username or e-mail address.

Welcome To The Topaz Community!

Login using your www.topazlabs.com account.

Username or Email: [Username or Email]   ☑ Remember Me?
Password: [Password]   Forgot Your Password?

[Login]   [Cancel]

Register Online

Photo © Scott Stulberg

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

Welcome, nichole!

WELCOME TO THE
Topaz Community
A place to browse, download and share Topaz effects.

BROWSE
Search a library of effects created by our community.

DOWNLOAD
Download effects you like and apply them to your images.

SHARE
Create your own effects and share with our community.

SEARCH TOPAZ COMMUNITY EFFECTS NOW →

☐ Don't show this message again   Continue >

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

Photo © Blake Rudis

Topaz Texture Effects

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

"Do you have any Texture Effects tutorials?"
You can find Texture Effects tutorials on our blog at blog.topazlabs.com and on YouTube at youtube.com/topazlabs.

"I don't have Photoshop, will Texture Effects work with my Elements, Lightroom or Paint Shop Pro?"
Yes, Texture Effects 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.

"Why is Texture Effects grayed out in the Filter menu?"
Please make sure that your image is 8bit or 16bit and in RGB mode. To detect your image's settings, go to Image-> Mode. Please also be sure that your layer is selected in the layers panel and that an adjustment layer is not selected.

"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 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.

"I can't find Texture Effects in the Photoshop Filter menu"
To access Texture Effects in the Filter menu, you will first need to run Texture Effects as a standalone editor (Mac only). After that, restart Photoshop and Texture Effects should then 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 icon
2. Click on 'Show Package Contents'-> Contents-> Resources
3. Then copy the Topaz_Texture Effects.plugin to your PSCC 2015 (or Photoshop, PSE) plugins folder
4. Restart PSCC 2015 (or Photoshop, PSE) and Texture Effects should show up in the Filter menu

Windows:
1. Go to C:\Program Files\Topaz Labs\Topaz Texture Effects\PS_Plugins_x64
2. Copy the tltextureeffectsps_x64.8bf file and paste it to the PS Plugins folder
3. Restart PSCC 2015 (or Photoshop, PSE) and Texture Effects should show up in the Filter menu

"Does Texture Effects work with Fusion Express?"
No, Topaz Texture Effects does not work with Fusion.

33

"Does Texture Effects work with Aperture or iPhoto?"
No. After the update to Yosemite, the Topaz plugins ceased to work with Aperture or iPhoto.

"Why doesn't my Topaz Collection key work with Texture Effects?"
Texture Effects requires its own license key to be activated, so Topaz Collection or Bundle license keys will not activate Texture Effects

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

"How do I save a custom effect?"
To save an effect of your own click on the '+' icon. You can then fill in the required info and assign the effect to a collection.

"Why can't I undo the effect?"
Texture Effects currently does not have an undo function. We plan to implement this in a future update.

"I have a question not listed here."
Please visit our knowledge base online at topazlabs. com/support.

® SHLOMIT WOLF

® Aaron Burden

Topaz Texture Effects

Connect with Topaz

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 entirely user-led Topaz Flickr group for a helpful and highly active community for Topaz Photoshop plug-ins!

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+!

35

Topaz Texture Effects

Contact Information

Headquarters

Topaz Labs, LLC

14285 Midway Road
Suite 125
Addison, TX 75001

Technical Support

Visit: topazlabs.com/support
Email: help@topazlabs.com

36

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.

Topaz Texture Effects

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

Photo Enhancement Plug-ins
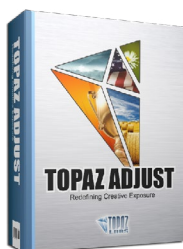
Ultimate control over image exposure, detail, and color gives you the power to make your photos pop.
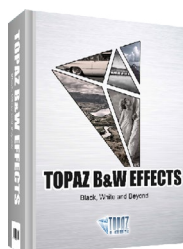
Develop unique and compelling photography with the most technologically advanced software available.
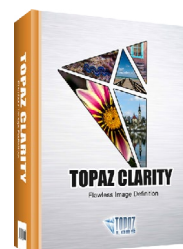
Create powerful photos & flawless image definition. Intelligently and dynamically enhance image contrast.
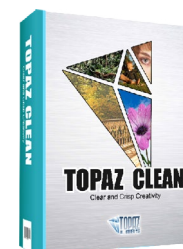
Specializes in creating crisp and stylized images. Also features extensive smoothing capabilities.

Advanced JPEG artifact reduction filters eliminate JPEG compression artifacts while preserving image detail like never before.
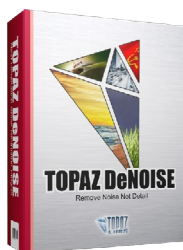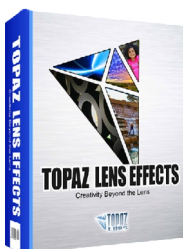
Advanced high-ISO noise reduction technology that eliminates noise while effortlessly maximizing and retaining image detail.

Output & creative sharpening with three levels of intricate and specific detail enhancement.
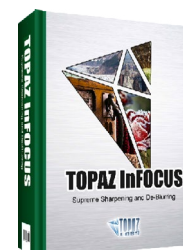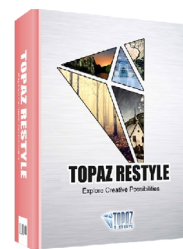
The superior capture-sharpening solution that actually recovers lost detail and refines with micro-contrast detail enhancement.
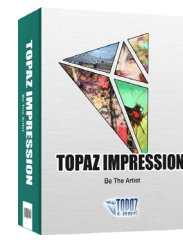
Your virtual camera bag of effects simulated from real lenses and filters. Effects include creamy bokeh, old school filters and more!
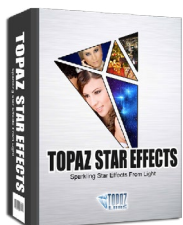
Remove unwanted backgrounds from your digital images quickly and easily with ReMask.
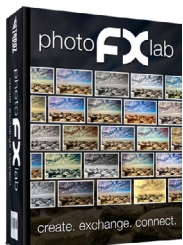
Expand your creativity alter your image's look by applying one of over a thousand color filters.
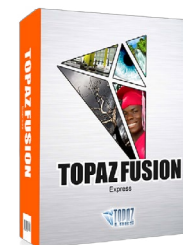
Transform your regular photo into a beautiful work of art, such as an oil painting, watercolor, line & ink drawing and more!

Create beautifully rendered and natural lighting effects in seconds!

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

Our free external editor required to use Topaz Labs in Lightroom, iPhoto and Aperture. PhotoFXlab can be used in its place as the external editor.

37

Go to topazlabs.com/downloads to get your 30-day free trial!