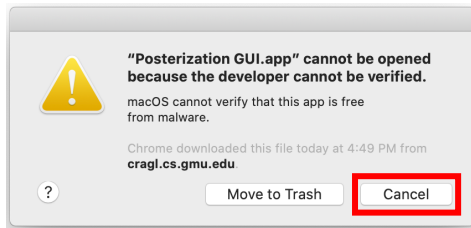


Posterization Tool Instructions

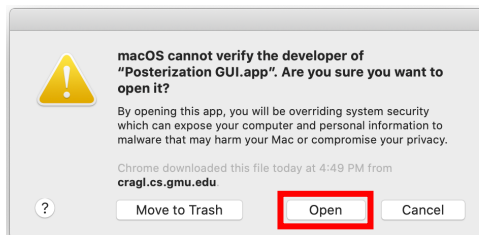
Thank you for agreeing to try our posterization tool and give us feedback. Here is a walkthrough explaining how to use it and an example we'd like you to try.

Tutorial:

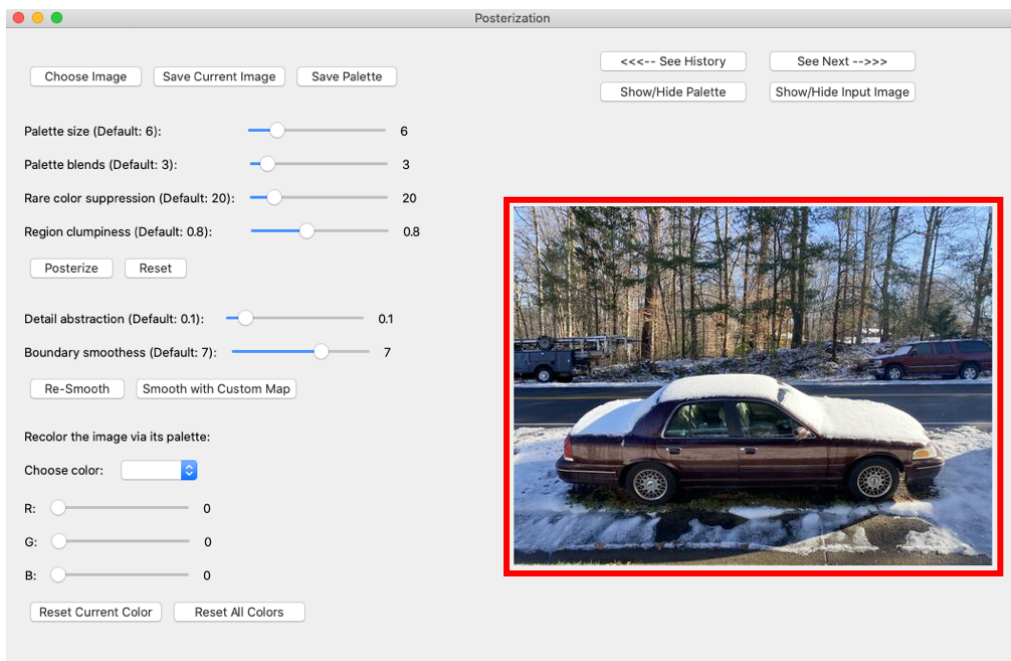
1. Open "Posterization GUI.app." The first time you will always see a dialog box whose only options are "Move to Trash" and "Cancel," choose "Cancel."



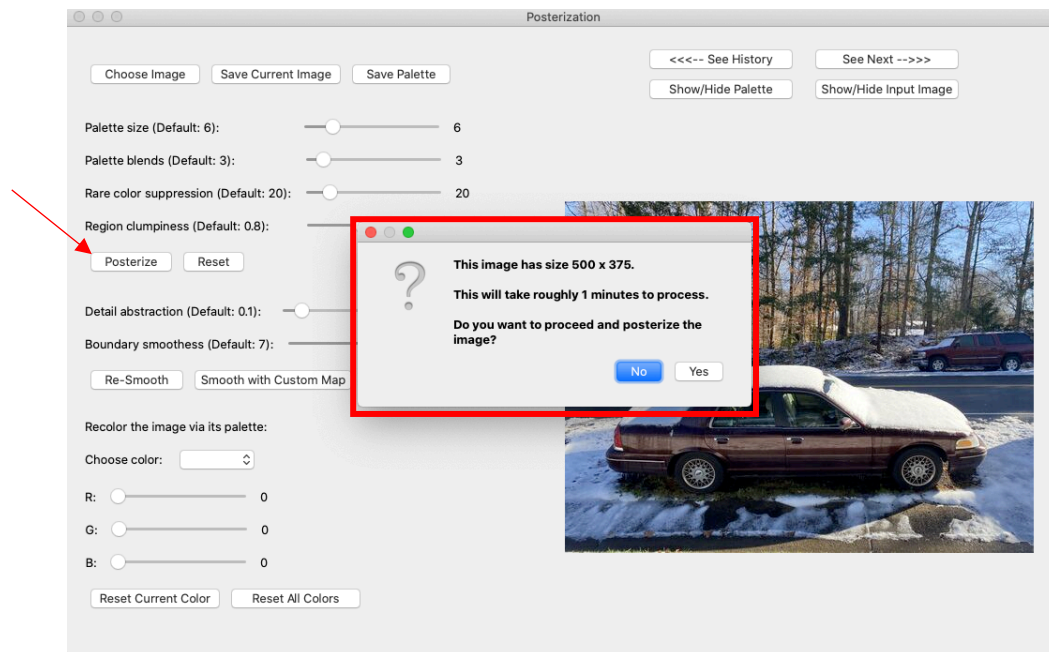
2. Open "Posterization GUI.app" by right-clicking it and choosing "Open" from the contextual menu. (You always have to open it twice to show you are serious.)



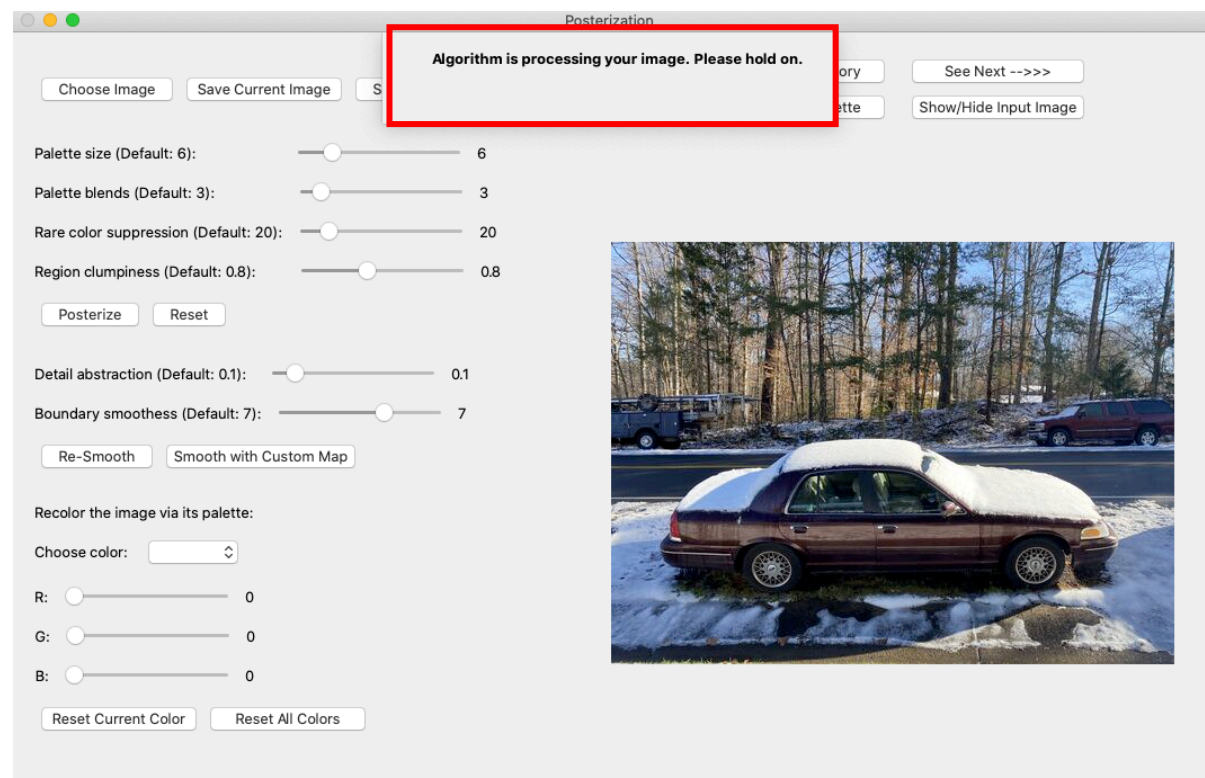
3. When it launches, you should see a 'car' image:



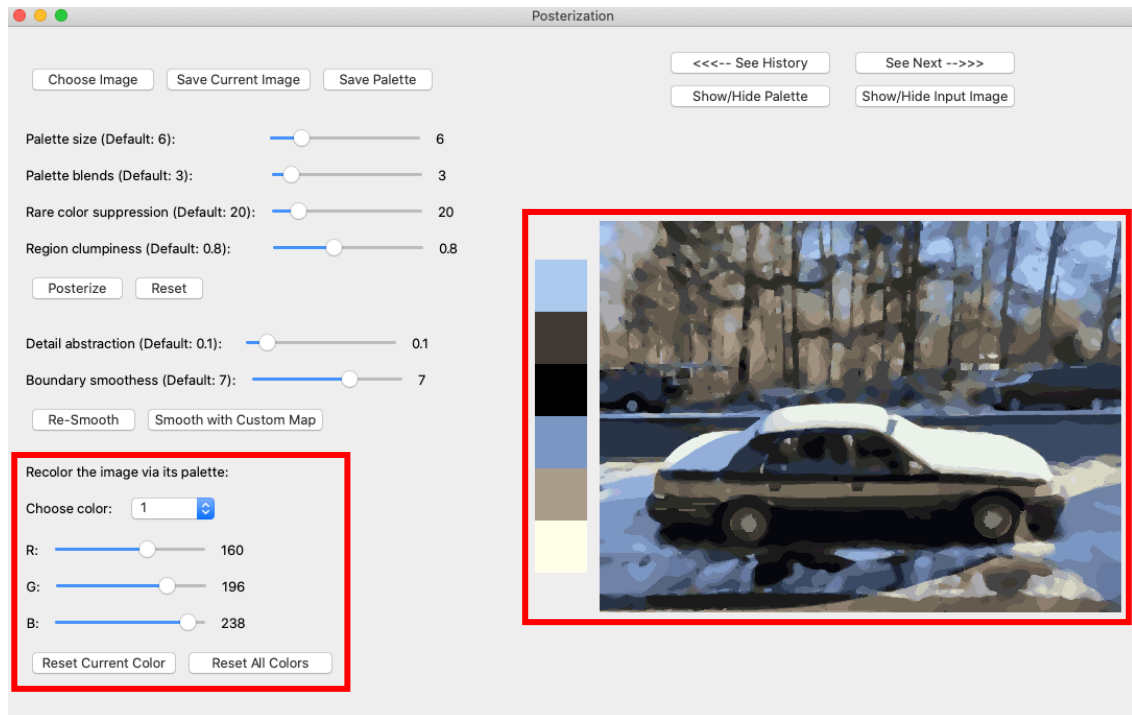
4. Press the **'Posterize'** button. A dialog box will appear estimating how long posterization will take:



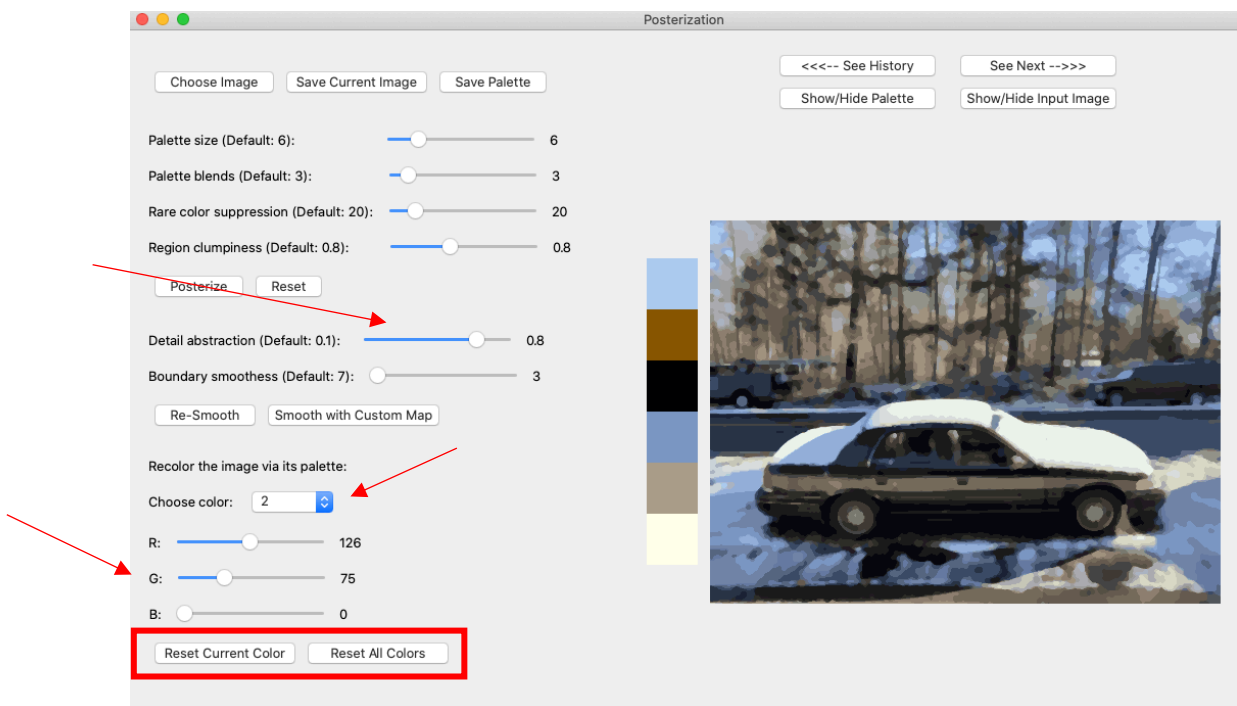
5. After clicking **'Yes'**, you should see a message box near the top of the window indicating that the algorithm is running:



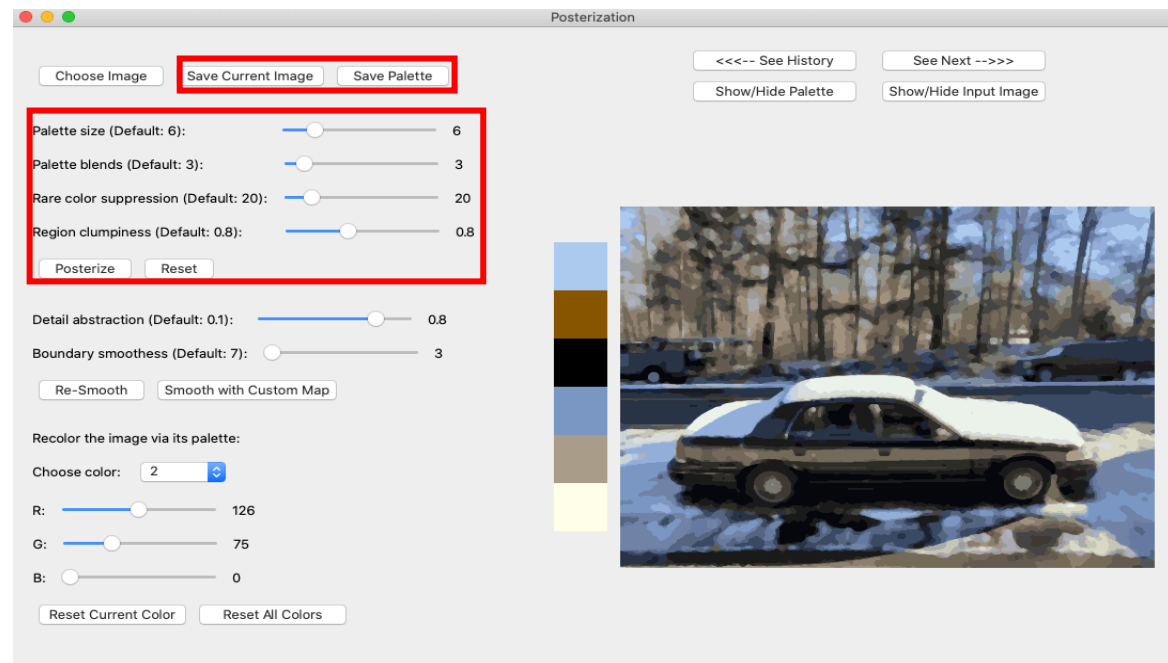
6. When the algorithm finishes, the palette and the posterized image will appear.
The recoloring section will be populated with RGB data from the palette colors:



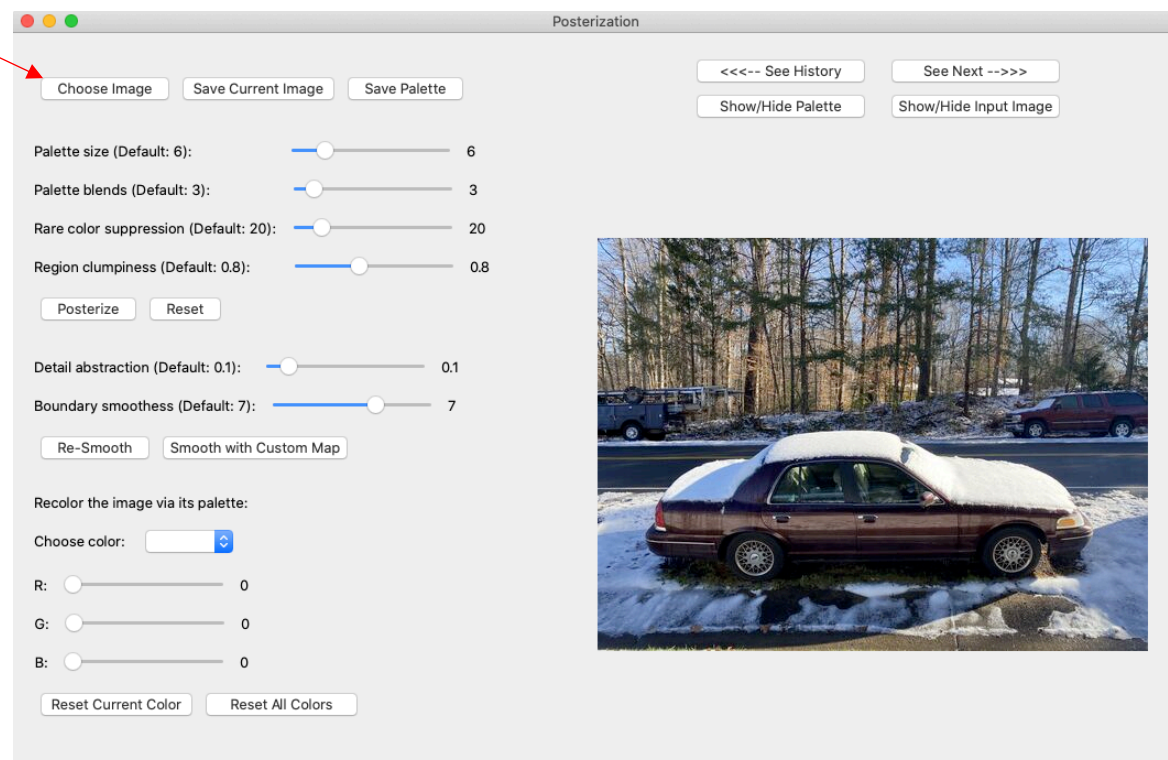
7. You can change the smoothness of color boundaries by dragging the sliders. The posterized image will update live, as you drag. You can recolor the posterized image by (1) choosing a palette color from the pop-up menu and then (2) adjusting the RGB sliders. The posterized image will update live. You can reset the currently selected palette color by pressing '**Reset Current Color**' or reset all palette colors by pressing '**Reset All Colors**'.



8. You can change the other posterization parameters. You will see their effects once you re-posterize the image by pressing the **'Posterize'** button. If you are satisfied with your result, you can save the posterization and the palette by pressing **'Save Current Image'** and **'Save Palette'**.



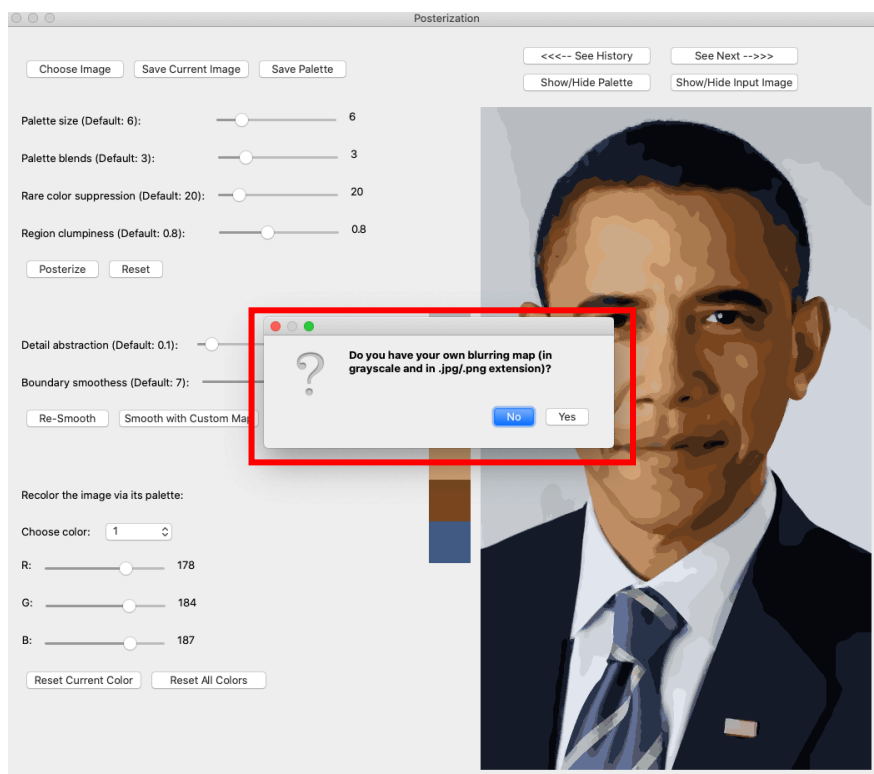
9. Now try it on your own image. Press **'Choose Image'**. Then repeat from step 2.



10. Instead of using the 'detail abstraction' and 'boundary smoothness' sliders, you can provide a grayscale image that directly specifies where to smooth region boundaries. Press '**Smooth with Custom Map**' and select your image. Here is an example. This is the result after posterization, without a custom map:



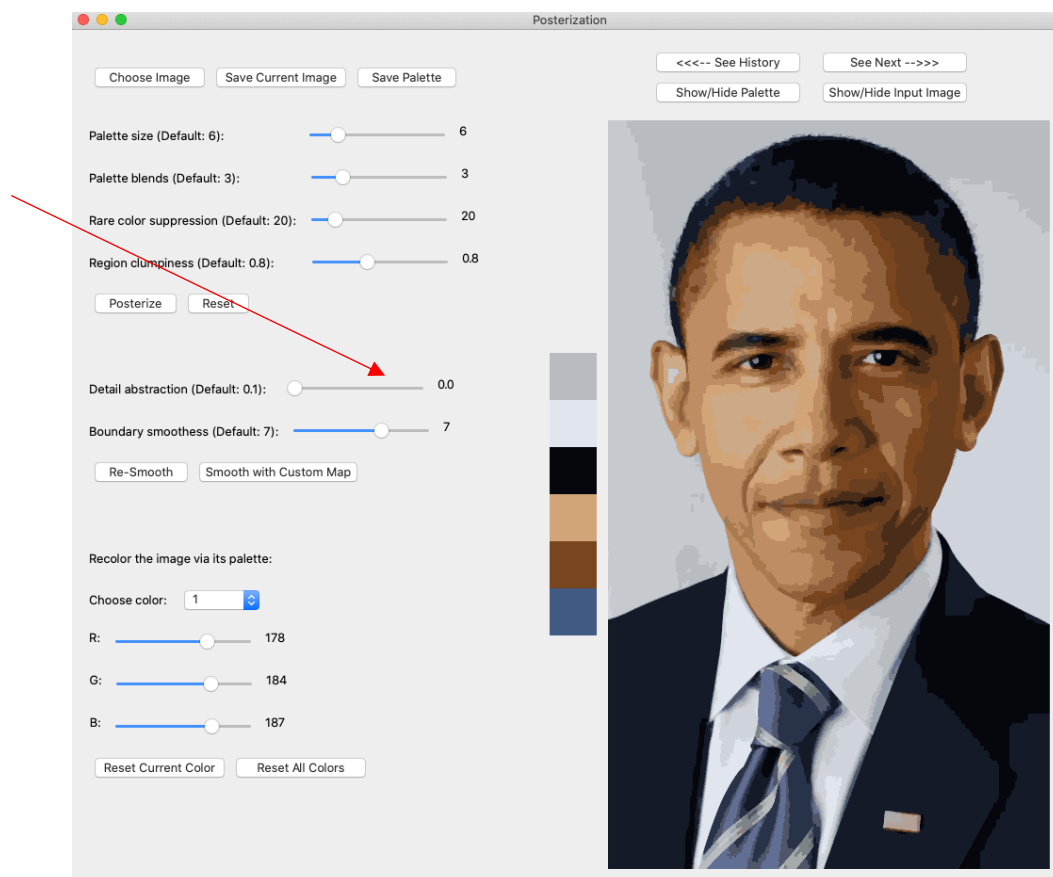
After pressing '**Smooth with Custom Map**', you will see a dialog box asking if you have a grayscale blurring map in '.jpg' or '.png' format:



To direct region boundary smoothing, we will create an image that looks like this. It has the same dimensions as the image we are posterizing. It is binary. It is black in places where we want to smooth region boundaries, and white in places where we don't want to smooth region boundaries:



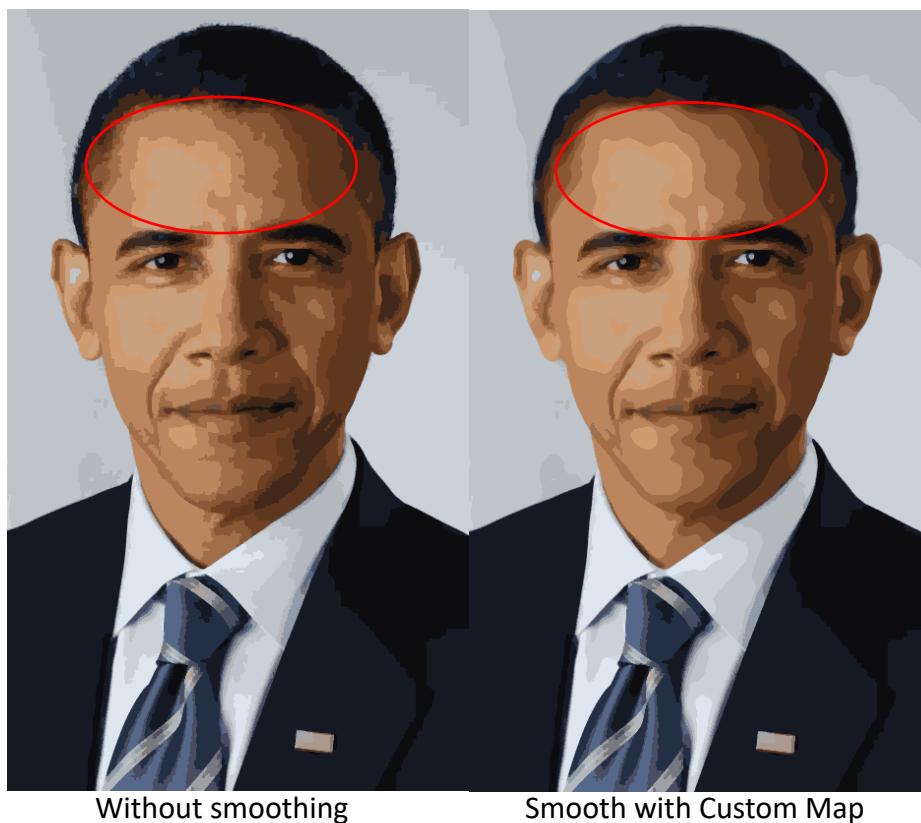
This map can be created using the brush tool in Photoshop. For convenience, first save your *unsmoothed* posterized image by turning the 'Detail Abstraction' slider to zero and pressing the 'Save Current Image' button:



Open this unsmoothed posterized image in Photoshop. Create a layer on top. Trace the region boundaries you want to smooth with a black brush. Finally, save the tracings into a '.png' or '.jpg' file:



Return to the posterization tool. Load this image by pressing '**Smooth with Custom Map**'. The algorithm will then smooth region boundaries only where specified (see right below). Regions we didn't trace will not be smoothed (such as the eyes):



Without smoothing

Smooth with Custom Map