



Coloriage AI

Add Colors to Your Photos



akvis.com

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AKVIS COLORIAGE AI 15.5 | ADD COLOR TO BLACK AND WHITE PHOTOS

AKVIS Coloriage AI allows you to colorize black and white photos and replace colors in color images. The cutting-edge technology will change your ideas about image colorization forever!

The program includes an AI-powered image colorization mode based on machine learning, as well as the classic method of manual coloring using zone selection.

Breathe life into your black and white photos!

AKVIS Coloriage AI manipulates the colors in your images: from colorizing old black-and-white scans to replacing colors in color pictures.



The software creates natural-looking colorization in a quick and entertaining manner. It works equally well for coloring of portraits, landscapes, fashion, and still life.

Make a present for your grandmother by adding color to her school photo, restore and colorize old pictures. See your family archive in color! The program helps you to preserve cultural heritage for future generations.



The program is the most comprehensive way to colorize images. It uses not only the groundbreaking technology of machine learning and neural networks, but also includes the old good method of manually identifying zones in an image and assigning colors to these areas.

AI-Based Image Colorization Algorithm

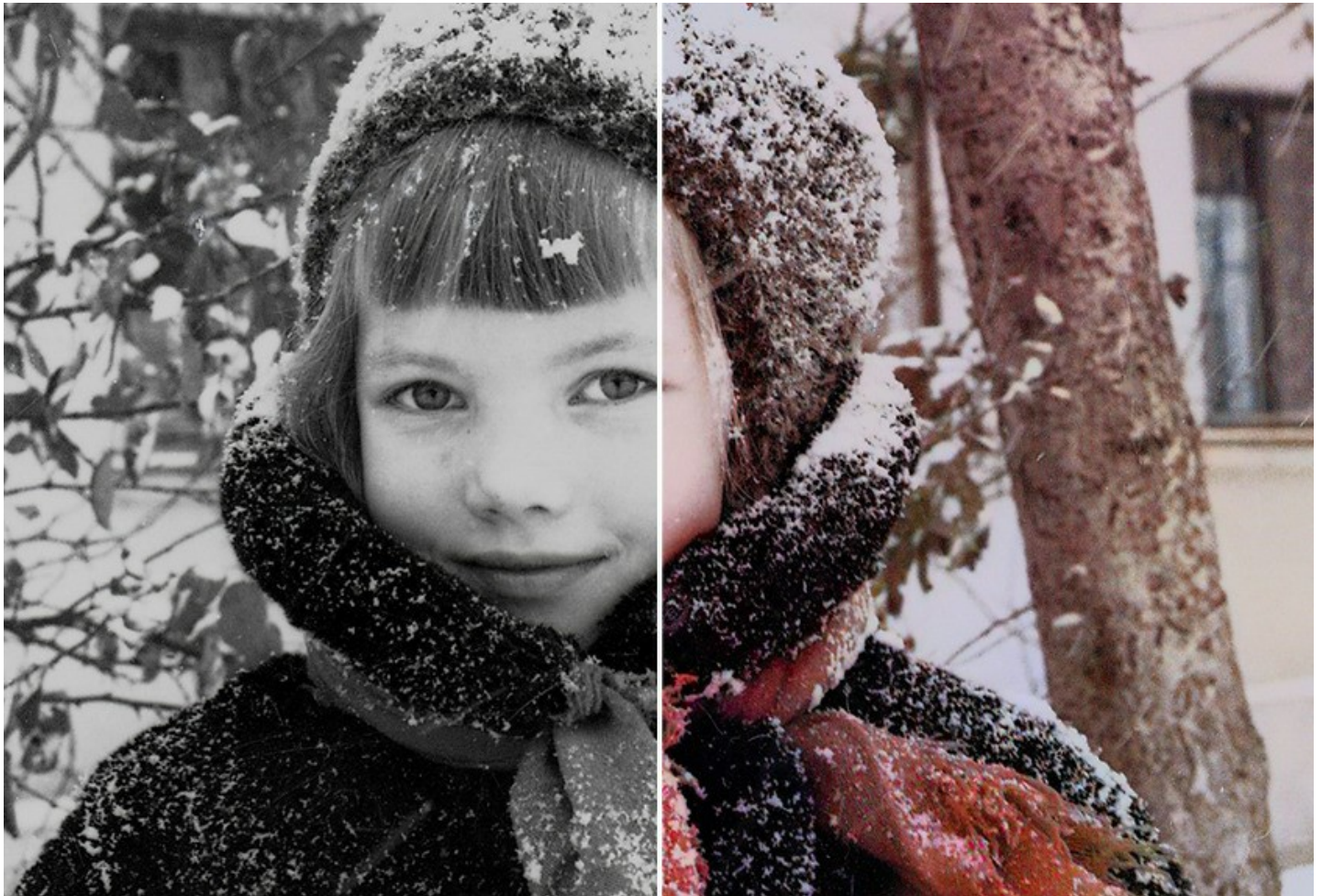
The neural network colorizes black and white photos, recognizing edges without going beyond the contours and applying colors as close as possible to reality.



Unlike many other AI colorization tools and services based on machine learning, the program does not require an Internet connection; it works in the full-featured mode both in the trial period and under the lifetime license.

Using Coloriage AI, you will get bright and vivid colorization with a single mouse click! Just press the Run button. It's possible to edit the result adjusting the Sensitivity and Saturation parameters and using the post-processing tools.

Colorize your photos effortlessly with Coloriage AI!



Classic Color Zoning Method

This is a combination of manual (marking areas) and automatic (coloring) modes. It's as easy to use as a coloring book. Indicate the desired colors by the pencil strokes; the program does the rest of the work: recognizes the object's borders and tailors the new color to the grayscale tones of the initial picture. The skin, sky, verdure, and tree color patterns help users to select realistic colors for their picture. You can also upload any photo as a reference and copy colors directly from it.



The software also includes a set of [post-processing brushes](#) that help to edit colorization results. These useful tools are available in both **AI** and **Classic** modes.

Use the **Recolor Brush**, **Tuning Brush**, **Darken**, **Lighten**, and **Saturation** tools at the final stage of the workflow. The **History Brush** allows you to return the image to the original state and fade the effect.

Apply your creativity and find a wide variety of other usages for the software! You can create colorful backgrounds out of ordinary dull pictures, use Coloriage AI to get rid of the red eye effect, to make selective desaturation and colorizing, etc.

Colorful examples of application of the program best illustrate the capabilities of Coloriage AI.



In the **AI** mode, the software provides the **Batch Processing** feature that allows you to automatically colorize multiple images at once. Just choose a folder with black and white photos or with frames of a black and white movie. All images will be colorized automatically!

AKVIS Coloriage AI is available in two versions – as a *standalone* program and as a *plugin* to a photo editor.

The plugin version integrates smoothly with image editing software like [AliveColors](#), Adobe Photoshop, Photoshop Elements, Corel PaintShop Pro, etc. [Check the compatibility with your graphic editor](#).



INSTALLATION ON WINDOWS

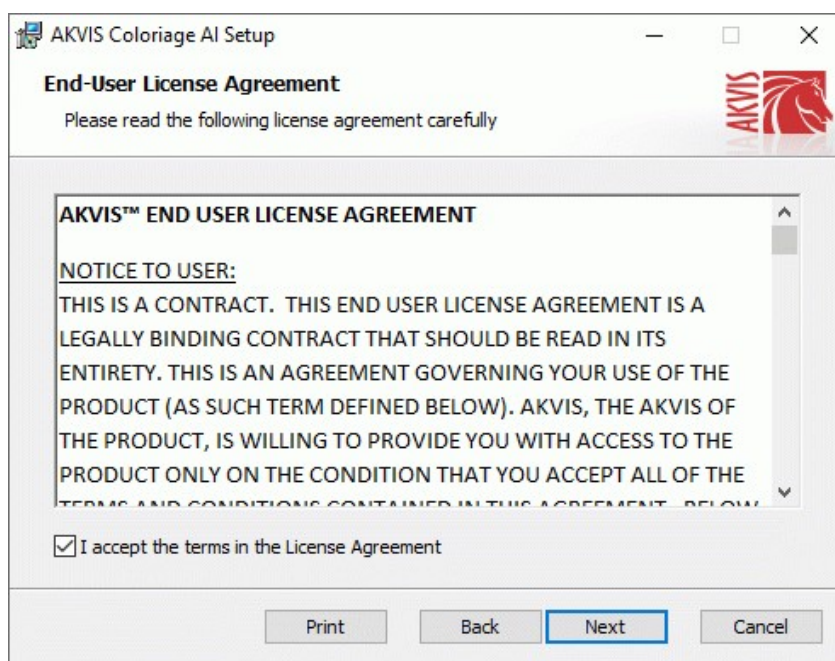
Please find instructions below on how to install the AKVIS programs on Windows.

You must have administrator rights to install the program on your computer.

Before installing the AKVIS plugins, please make sure that the image editor where you want to install the plugins, is closed. Or re-run the image editor after the installation of the plugin.

1. Run the setup **exe** file.
2. Select your language and press the **Install** button.
3. To continue the installation process you have to read and accept the **End User License Agreement**.

Activate the check box **"I accept the terms in the License Agreement"**, and press **Next**.

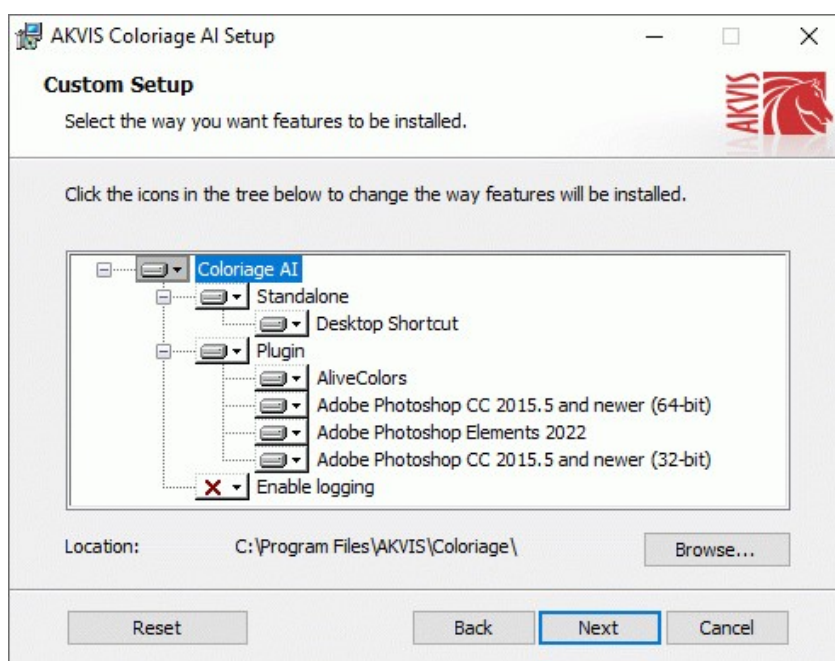


4. To install the **Plugin**, select your photo editor(s) from the list.

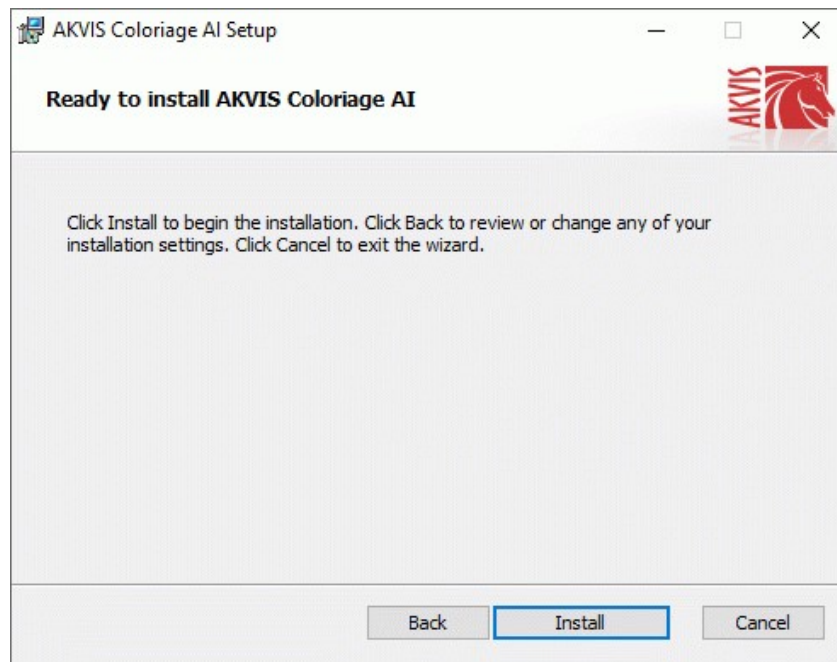
To install the **Standalone** version, make sure that the corresponding option is activated.

To create a shortcut for the program on desktop, activate **Desktop Shortcut**.

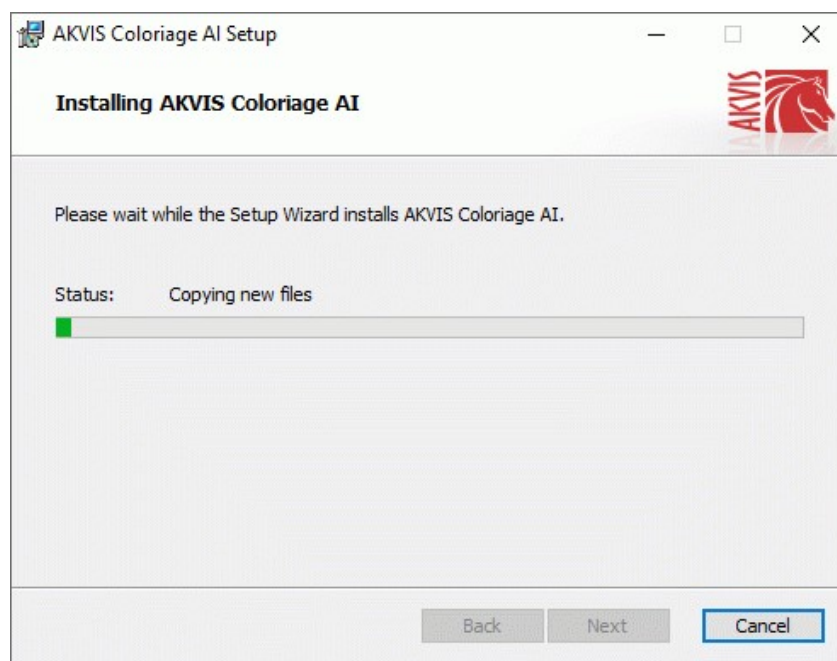
Press **Next**.



5. Press the **Install** button.

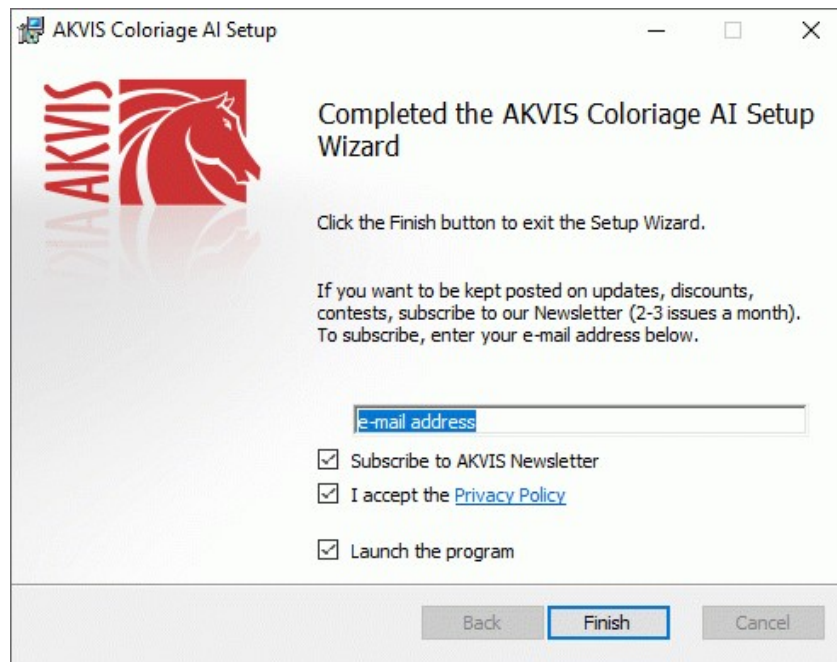


6. The installation is in progress.



7. The installation is completed.

You can subscribe to the **AKVIS Newsletter** to be informed about updates, events, and special offers. Enter your e-mail address and confirm that you accept the Privacy Policy.



8. Press **Finish**.

After installation of the **standalone** version, you will see the program name in the **Start** menu and a shortcut on the desktop, if during installation the corresponding option was enabled.

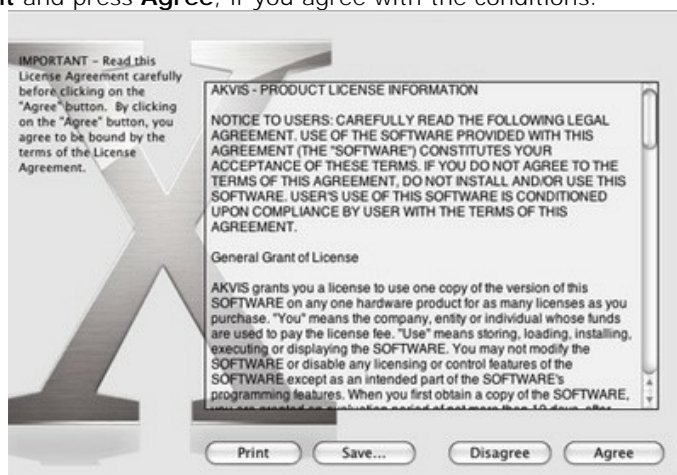
After installation of the **plugin**, you will see a new item in the **Filter/Effects** menu of your photo editor. For example in **Photoshop**: **Filter -> AKVIS -> Coloriage AI**, in **AliveColors**: **Effects -> AKVIS -> Coloriage AI**.

INSTALLATION ON MAC

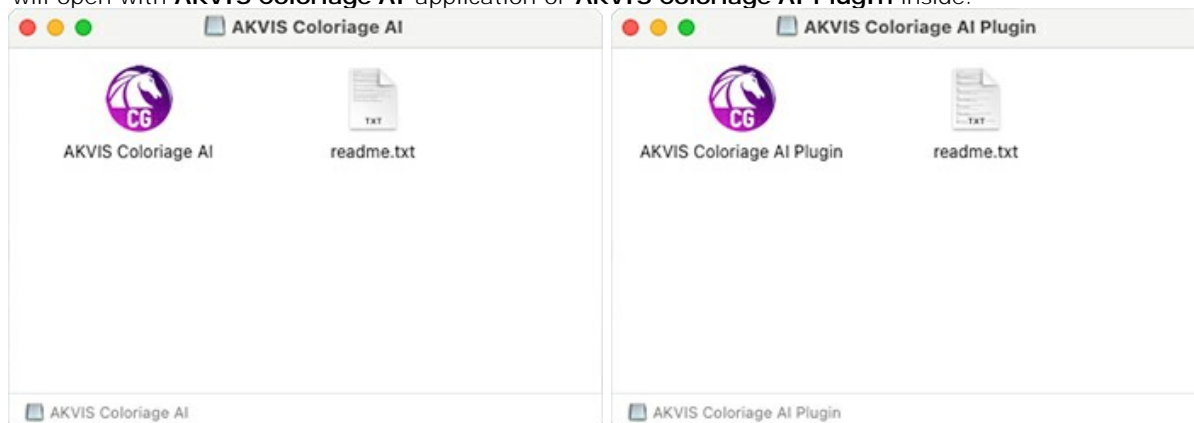
Follow the instructions to install the AKVIS software on a Mac computer.

You must have administrator rights to install the program on your computer.

1. Open the **dmg** file:
 - **akvis-coloriage-app.dmg** to install the **Standalone** version
 - **akvis-coloriage-plugin.dmg** to install the **Plugin** into your image editor.
2. Read the **License Agreement** and press **Agree**, if you agree with the conditions.



3. **Finder** will open with **AKVIS Coloriage AI** application or **AKVIS Coloriage AI PlugIn** inside.



4. To install the **Standalone** version, drag the **AKVIS Coloriage AI** app into the folder **Applications** (or any other place you like).

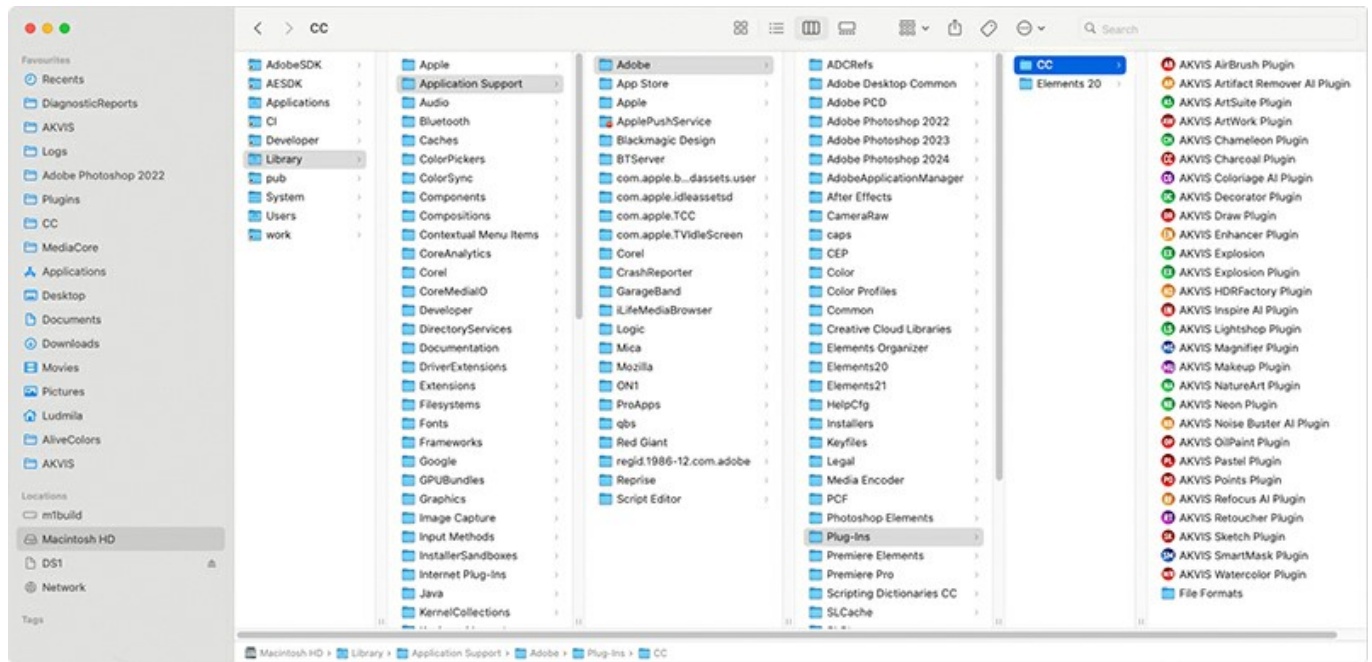
To install the **Plugin**, drag the entire **AKVIS Coloriage AI PlugIn** folder into the **Plug-Ins** folder of your graphic editor:

AliveColors: You can choose in the **Preferences** the folder of the plugins.

Photoshop CC 2023, CC 2022, CC 2021, CC 2020, CC 2019, CC 2018, CC 2017, CC 2015.5: Library/Application Support/Adobe/Plug-Ins/CC;

Photoshop CC 2015: Applications/Adobe Photoshop CC 2015/Plug-ins;

Photoshop CS6: Applications/Adobe Photoshop CS6/Plug-ins.



AKVIS Plugins on Mac
(click to enlarge)

After installation of the **plugin**, you will see a new item in the filters/effects menu of your photo editor. Select in **Photoshop: Filter -> AKVIS -> Coloriage AI**, in **AliveColors: Effects -> AKVIS -> Coloriage AI**.

Run the **standalone** application by double-clicking on its icon in **Finder**.

You can also run the AKVIS programs from the **Photos** app by choosing the **Image -> Edit With** command (in High Sierra and later versions of macOS).

INSTALLATION ON LINUX

Note: The AKVIS programs are compatible with **Linux kernel 5.0+ 64-bit**. You can find out the kernel version using the **uname -srm** command.

Follow the instructions to install the AKVIS software on a Linux computer.

Installation on **Debian**-based systems:

Note: You need apt-install or apt-get permissions required to install software.

1. Run the terminal.
2. Create a directory to store keys:

```
sudo mkdir -p /usr/share/keyrings
```

3. Download the key that signed the repository:

```
curl -fsSL https://akvis.com/akvis.gpg | sudo tee /usr/share/keyrings/akvis.gpg >/dev/null
```

or

```
wget -O - https://akvis.com/akvis.gpg | sudo tee /usr/share/keyrings/akvis.gpg >/dev/null
```

4. Add the repository to the list where the system looks for packages to install:

```
echo 'deb [arch=i386 signed-by=/usr/share/keyrings/akvis.gpg] https://akvis-deb.sfo2.cdn.digitaloceanspaces.com akvis non-free' | sudo tee /etc/apt/sources.list.d/akvis.list
```

5. Update the list of known packages:

```
sudo apt-get update
```

6. Install AKVIS Coloriage AI

```
sudo apt-get install akvis-coloriage
```

7. The installation is completed.

Launch the program via the terminal or using the program shortcut.

8. For automatic updates, use the command:

```
sudo apt-get upgrade
```

To remove the program:

```
sudo apt-get remove akvis-coloriage --autoremove
```

Installation on **RPM**-based systems (**CentOS**, **RHEL**, **Fedora**):

1. Run the terminal.
2. Register the key that signed the repository:

```
sudo rpm --import https://akvis.com/akvis.asc
```

3. Add the repository to the system:

```
sudo wget -O /etc/yum.repos.d/akvis.repo https://akvis.com/akvis.repo
```

4. Update the package list:

when using the **dnf** package manager:

```
sudo dnf update
```

when using the **yum** package manager:

```
sudo yum update
```

5. Install AKVIS Coloriage AI:

when using the **dnf** package manager:

```
sudo dnf install akvis-coloriage
```

when using the **yum** package manager:

```
sudo yum install akvis-coloriage
```

6. The installation is completed.

Launch the program via the terminal or using the program shortcut.

7. For automatic updates:

when using the **dnf** package manager:

```
sudo dnf upgrade
```

when using the **yum** package manager:

```
sudo yum upgrade
```

8. To remove the program:

when using the **dnf** package manager:

```
sudo dnf remove akvis-coloriage
```

when using the **yum** package manager:

```
sudo yum remove akvis-coloriage
```

Installation on **openSUSE**.

1. Run the terminal.
2. Login as a root user.
3. Add the key that signed the repository:

```
rpm --import http://akvis.com/akvis.asc
```

4. Add the repository to the system:

```
zypper ar -r https://akvis.com/akvis.repo akvis
```

5. Update the package list:

```
zypper ref
```

6. Install AKVIS Coloriage AI:

```
zypper install akvis-coloriage
```

7. The installation is completed.

Launch the program via the terminal or using the program shortcut.

8. For automatic updates:

```
zypper update
```

To remove the program:

```
zypper remove akvis-coloriage
```

Installation using **Flatpak**:

1. Run the terminal.
2. Add the Flathub repository

```
sudo flatpak remote-add --if-not-exists flathub https://flathub.org/repo/flathub.flatpakrepo
```

3. Add the AKVIS repository

```
sudo flatpak remote-add --if-not-exists akvis --from https://akvis-flatpak.sfo3.cdn.digitaloceanspaces.com/com.akvis.flatpakrepo
```

4. Install AKVIS Coloriage AI:

```
sudo flatpak install -y akvis com.akvis.akvis-coloriage
```

5. The installation is completed.

Launch the program using the program shortcut or the terminal:

```
flatpak run com.akvis.akvis-coloriage
```

6. To update all installed flatpaks, use the command:

```
sudo flatpak update -y
```

to remove the program:

```
sudo flatpak remove -y com.akvis.akvis-coloriage
```

In order to display the program interface correctly, it is recommended to install the Compton or Picom composite manager.


AKVIS SOFTWARE ACTIVATION

Attention! During the activation process your computer must be connected to Internet.

If it is not possible, we offer you an alternative way ([see below for Offline Activation](#)).

Download [AKVIS Coloriage AI](#) and install the program. [Read the Installation Instruction here](#).

When you run the unregistered version, a splash window will appear displaying general information about the version and the number of days left in your trial period.

You can also open the **About the Program** window by pressing the button  in the program's Control Panel.



Click on **TRY IT** to evaluate the software. A new window will appear with variants of licenses to test.

You do not need to register the trial version to try all features of the software. Just use the program during the evaluation time (10 days after the 1st start).

During the test period you can try all options and choose the license you like. Select one of the offered functionality types: **Home** (Plugin or Standalone), **Home Deluxe**, or **Business**. Your choice of license will affect which features will be available in the program. [Consult the comparison table](#) for more details about license types and versions of the software.

If the trial period has expired, the **TRY IT** button is disabled.

Click on **BUY NOW** to choose a license to order.

When the payment is effected, your serial number for the program will be sent to you within minutes.

Click on **ACTIVATE** to start the activation process.

Enter your name (the program will be registered to this name).

Enter your serial number (your license key).

Choose the method of activation — either direct connection to the activation server or by e-mail.

Direct connection:

We recommend activating the program using direct connection, as it is the easiest way.

At this step your computer must be connected to Internet.

Press **ACTIVATE**.

Your registration is completed!

Request by e-mail:

In case you have chosen activation by e-mail, a message with all necessary information will be created by the program.

NOTE: You can also use this method for **Offline Activation**:

If your computer is not connected to Internet, transfer the activation message to a computer connected to Internet, for example, with a USB stick. Send us this information to: activate@akvis.com.

Please do not send the screenshot! Just copy the text and save it.

We need your serial number for the software, your name, and HardwareID (HWID) of your computer.

We will generate your license file (**Coloriage.lic**) using this information and will send it to your e-mail address.

Save the **.lic** file (do not open it!) to your computer where you want to register the software, in the **AKVIS** folder in Users' Shared (Public) Documents:

♦ Windows:

C:\Users\Public\Documents\AKVIS

(This PC > Local Disk (C:) > Users > Public > Documents > AKVIS)

♦ Mac:

/Users/Shared/AKVIS

Open the **Finder**, select the **Go** menu, then select **Go to Folder...** (**⌘**+**Shift**+**G**), type **"/Users/Shared/AKVIS"**, and click **Go**.

♦ Linux:

/var/lib/AKVIS

Your registration is completed!



When the program is registered, **BUY NOW** turns to **UPGRADE** that lets you improve your license (for example, change **Home** to **Home Deluxe** or **Business**).

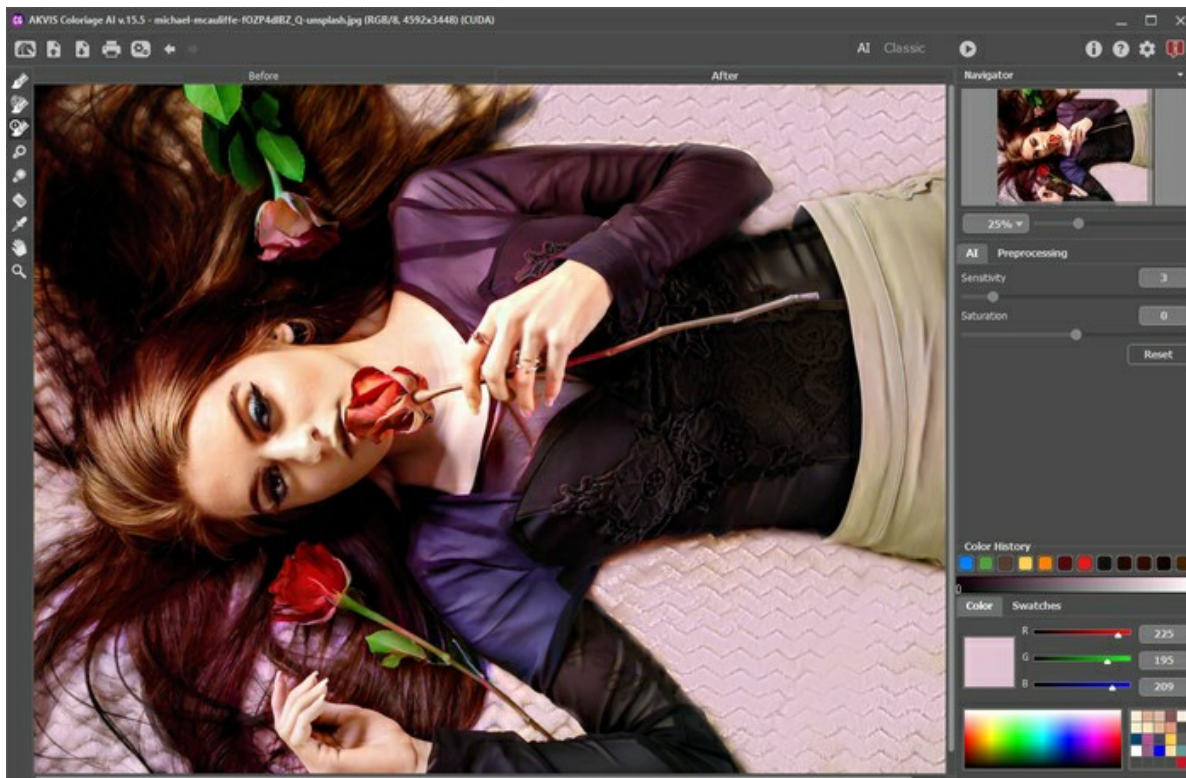
WORKSPACE

AKVIS Coloriage AI can work independently as a **standalone program** and as a **plug-in** to a photo editor.

- *Standalone* is an independent program. You can run it in the usual way.
- *Plugin* is an add-on for [image editors](#). To call the plugin, select it from filters of your image editor.

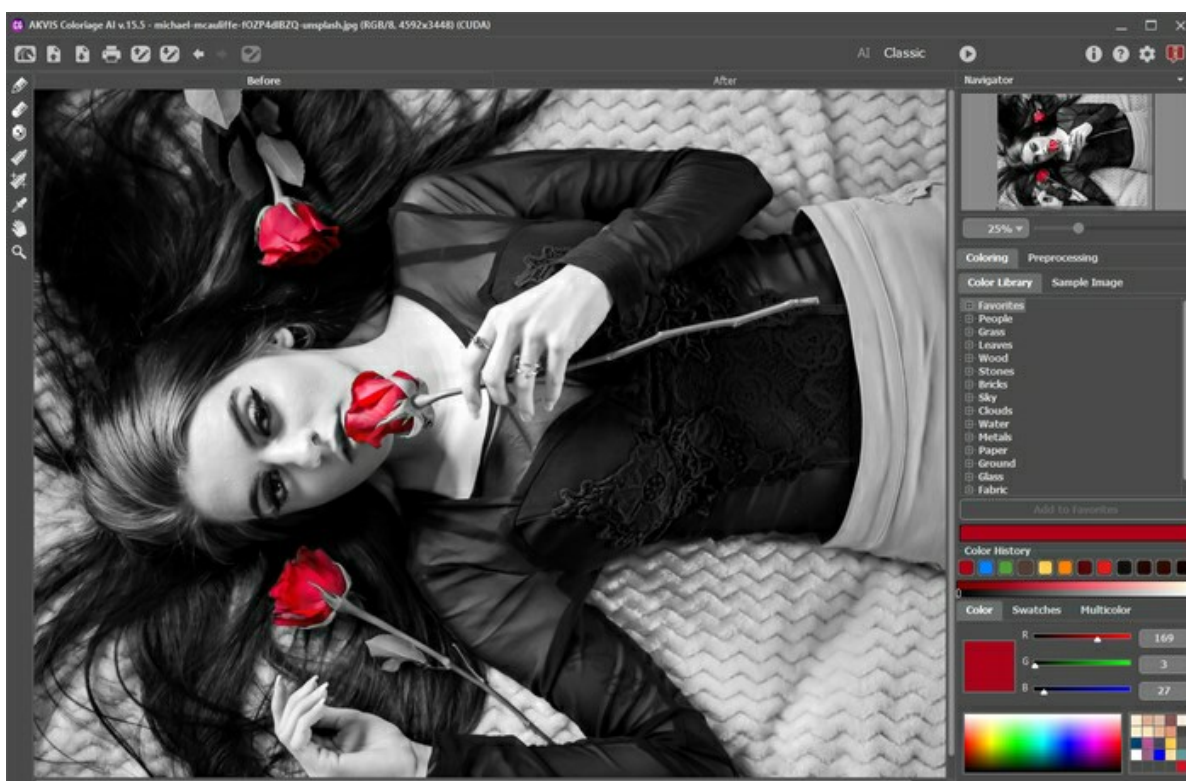
The **AKVIS Coloriage AI** workspace is arranged according to the image colorization mode chosen in the Control Panel: **AI** or **Classic**.

Click **AI** to switch to the switch to automatic colorization mode that uses neural networks and machine learning algorithms.



Workspace of AKVIS Coloriage AI (AI Mode)


The **Classic** mode is intended for colorization using with colored strokes and zone selection.





Workspace of AKVIS Coloriage AI (Classic Mode)


Most of the **AKVIS Coloriage AI** window is taken by the **Image Window** with two tabs: **Before** and **After**. In the **Before** tab you can see the original photo; the **After** tab shows the resulting image.

In the upper part of the program's window you can see the **Control Panel** with the following buttons:

The button  opens the home page of [AKVIS Coloriage AI](#).


The button  (only in the standalone version) opens an image for processing. The hotkeys for the command are **Ctrl+O** on Windows, **⌘+O** on Mac.


The button  (only in the standalone version) saves an image to the disk. The hotkeys are **Ctrl+S** on Windows, **⌘+S** on Mac.


The button  (only in the standalone version) prints the image. The hotkeys are **Ctrl+P** on Windows, **⌘+P** on Mac.


The button  (only in the **AI** mode) opens the **Batch Processing** dialog to automatically colorize a series of images.

*These buttons are designed for working with colored strokes and available in the **Classic** mode:*


The button  opens files with the **.strokes** extension. These are the files where you save strokes drawn on an image.


The button  saves color strokes drawn on an image into a file with the **.strokes** extension. It is helpful when you want to edit the photo later, for example, if you have to interrupt your work before you have drawn the strokes for all objects.


The button  cancels the last operation. It is possible to cancel several operations in a row. The hotkey for the command is **Ctrl+Z** on Windows, **⌘+Z** on Mac.

The button  returns the last cancelled operation. It is possible to return several operations in a row. The hotkey for the command is **Ctrl+Y** on Windows, **⌘+Y** on Mac.


The button  /  /  helps to switch between view modes of the strokes.


 - this state indicates that normal mode is active. All strokes are displayed in the chosen color, i.e. various tones of the same color will look the same.


 - this state indicates that **Brightness Preview** mode is active. In this mode the strokes are displayed taking into account the brightness of pixels of the original image and the selected brightness range.

 - this state indicates that the strokes are hidden.

These buttons are available in both modes:

The button  allows you to start the colorization process. The shortcut to start the image colorization from the keyboard is **Ctrl+R** on Windows, **⌘+R** on Mac. The resulting image is shown in the **After** tab.

The button  (only in the plugin version) applies the result of the colorization. When you press the button, the changes are applied to the image and the **AKVIS Coloriage AI** window closes.

The button  shows information about the program.

The button  opens the help files of the program.

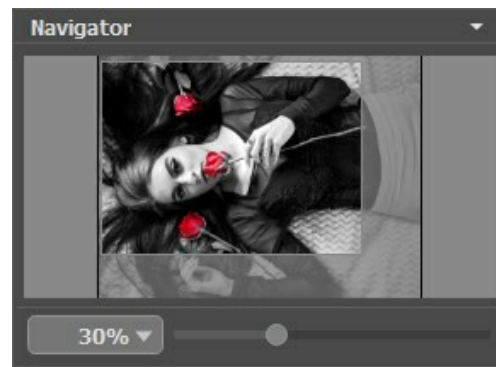
The button  calls the **Preferences** dialog box for changing the program's options.

The button  opens a window showing the latest news about Coloriage AI.

To the left of the main window there is a **Toolbar** which contains tools for adding and editing colored strokes (in the **Classic** mode), as well as tools for fine-tuning the colorized image (in both **AI** and **Classic** modes). Different tools appear depending on the active tab, **Before** or **After**.

The options of the active tool are shown in the floating window that appears when you right-click any part of the **Image Window**. If you click outside of the floating window, it disappears.

Navigate and scale the image using the **Navigator**. In the **Navigator** you can see the reduced copy of the image. The frame shows the part of the image that is now visible in the **Image Window**; the areas outside the frame will be shaded. Drag the frame to make other parts of the image visible. To move the frame, bring the cursor inside the frame, press the left mouse button and, keeping it pressed, move the frame in the **Navigator**.



Navigator

Use the slider to scale the image in the **Image Window**. When you move the slider to the right, the image scale increases. When you move the slider to the left, the image scale decreases.

To scroll the image in the **Image Window**, you can press the spacebar on the keyboard and drag the image with the left mouse button. Use the scroll wheel of the mouse to move the image up/down, by keeping the **Ctrl** key pressed (Mac: **⌘**) – to the left/to the right, by keeping the **Alt** key pressed (Mac: **Option**) – scale the image. Right-click the scroll bar to activate the quick navigation menu.

You can also change the image scale by entering a new coefficient into the scale field and pressing the button **Enter** (**Return** in Mac). The drop-down menu shows some frequently used coefficients.

You can use hotkeys to change the image scale **+** and **Ctrl** **++** (**⌘** **++** in Mac) to increase the image scale and **-** and **Ctrl** **+-** (**⌘** **+-** in Mac) to reduce the scale.

Under the **Navigator**, there is a **Settings Panel** configured depending on the selected mode.


USING THE PROGRAM

AKVIS Coloriage AI creates natural-looking colorization in a quick and entertaining manner. Coloriage AI manipulates colors of an image: from colorizing old black and white photos from your family archive to replacing colors in your color photos. Coloriage AI can work independently as a standalone program and as a plug-in to a photo editor.

Follow the instructions to colorize a photo with the **AKVIS Coloriage AI**:

Step 1. Open an image.

- If you work with the standalone version:

To load an image, you can double-click within the empty window, drag the image into the program workspace, or use . The software supports **RAW**, **JPEG**, **PNG**, **BMP**, **TIFF**, and **WEBP** file formats.

- If you work with the plugin:

Open an image in your graphics editor.

If the image in **Grayscale** mode, switch it to **RGB**. For example, in **AliveColors** use command: **Image -> Mode -> RGB**.

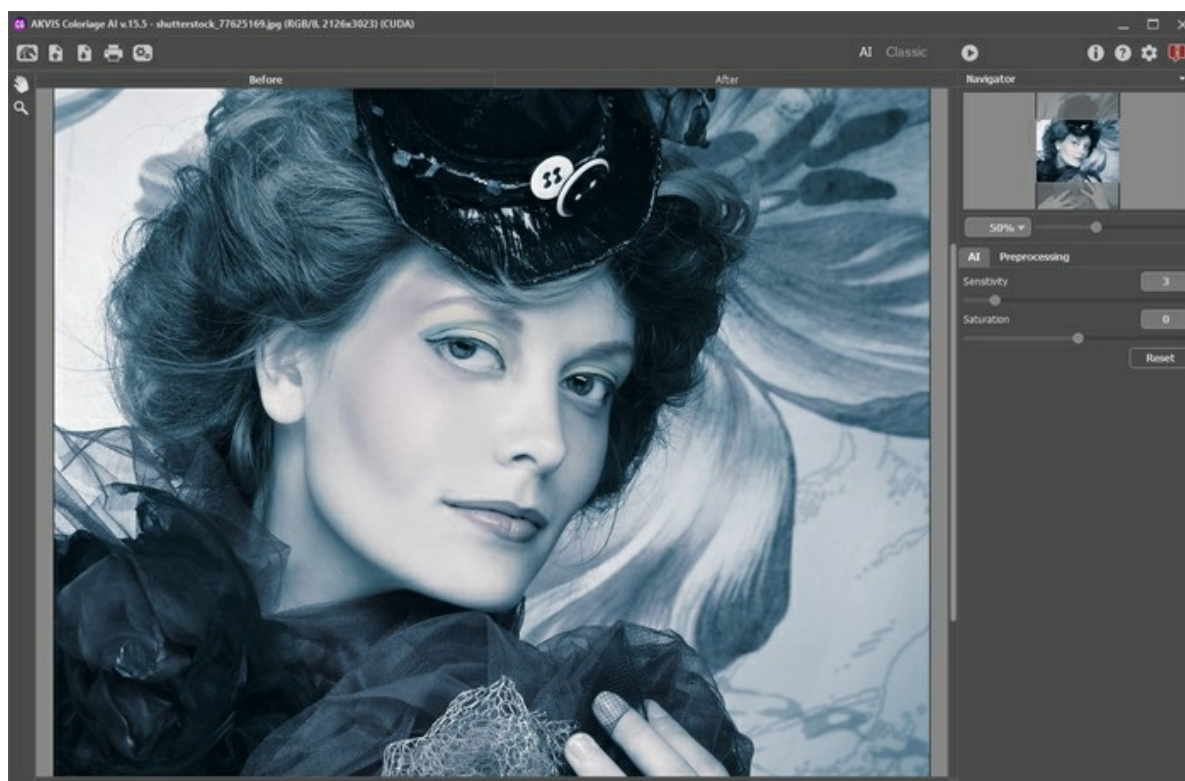
Call the **AKVIS Coloriage AI** plug-in from the Filter/Effects menu:

in **AliveColors**: **Effects -> AKVIS -> Coloriage AI**;

in **Adobe Photoshop**: **Filter -> AKVIS -> Coloriage AI**;

in **Corel PaintShop Pro**: **Effects -> Plugins -> AKVIS -> Coloriage AI**;

in **Corel Photo-Paint**: **Effects -> AKVIS -> Coloriage AI**.





Step 2 (optionally). You can adjust the brightness and contrast of the original image in the **Preprocessing** tab.



Step 3. Select the colorization mode: **AI** or **Classic**.

In **AI** mode, the program uses trained neural networks that select the most suitable colors and apply them to your photo.

In **Classic** mode, it's possible to colorize the image using colored strokes. Indicate areas with strokes of the desired color. The program will recognize the object's borders and colorize the image with the selected colors.

Step 4. Press the button  to start the process. The colorized image will be shown in the **After** tab.

If you want to edit the colorization result (remove some strokes, add new strokes, change the color of the objects), activate the **Before** tab again and make the necessary corrections. Click the button  again to re-start processing.


Step 5. It is possible to add the result into the **Variations** section by clicking  in the Toolbar. You can switch between the results to compare different versions of colorization. To remove a picture from the list, click .







Note: This feature is only available for the **Home Deluxe and Business** licenses.





Variations of Colorization

Hints: Loading a new image into the program removes all images in the **Variations**. Save your favorite results under new names.

You can hide **Variations** in the program **Preferences** .


Step 6. In the last stage of work you can manually edit the colorized image using the [post-processing tools](#) (in the **After** tab): **Recolor Brush** , **Tuning Brush** , **History Brush** , **Darken** , **Lighten** , **Saturation** .

Attention! Use these brushes at the final step! If you re-run processing  or switch between the images in **Variations**, the changes made with the tools will be lost.


Step 7. In the standalone version, you can also [print](#) your result using .

Step 8. Save the processed image.

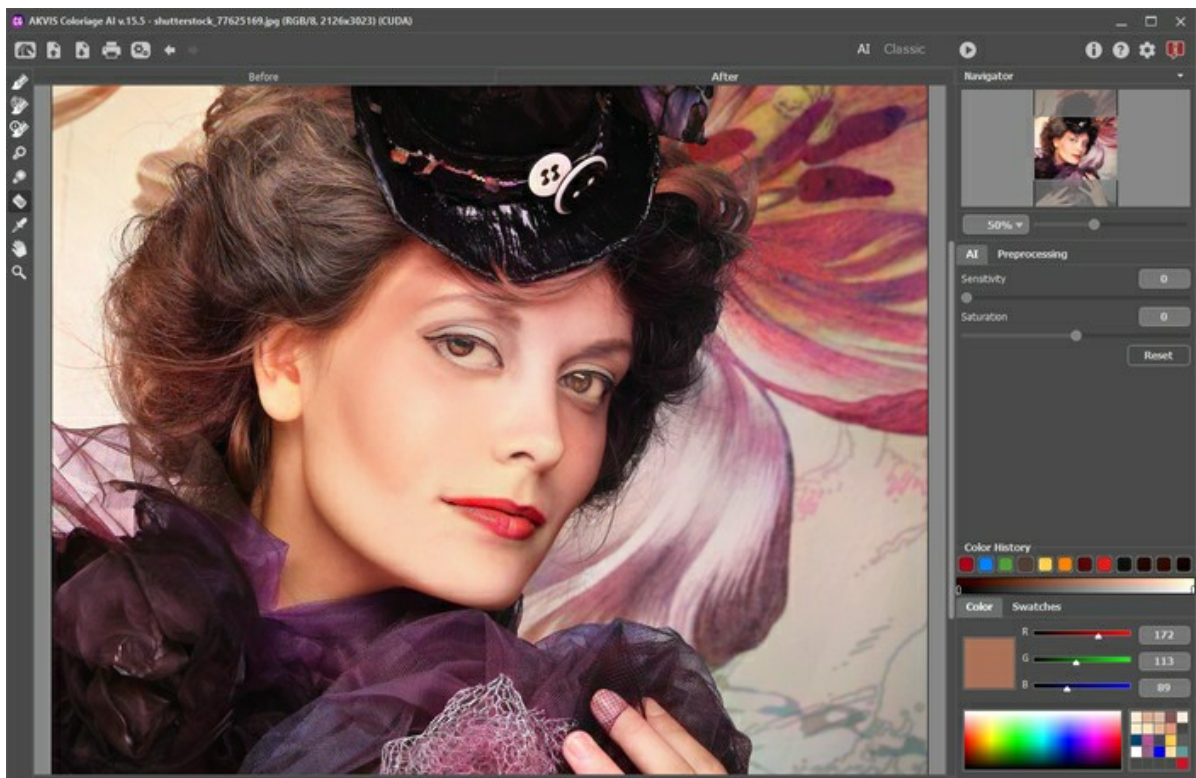
- If you work with the standalone edition:

Click  to open the **Save As** dialog box. Enter a name for the file, choose the format (**TIFF**, **BMP**, **JPEG**, **PNG**, or **WEBP**) and indicate the target folder.

- If you work with the plugin:

Press the button  to apply the colorization result to your picture and close the plugin window. The plugin will close and the colored image will appear in the workspace of the photo editor.

Call the **Save As** dialog box using the command **File -> Save As**, enter a name for the file, choose the format and indicate the target folder.




Colorized Image

AI MODE

In **AI** mode, the program colorizes an image using neural networks. In this mode, you can't choose colors, the program uses artificial intelligence to select the most suitable colors and carefully apply them to a photo.

For example, here is an original black and white photo:

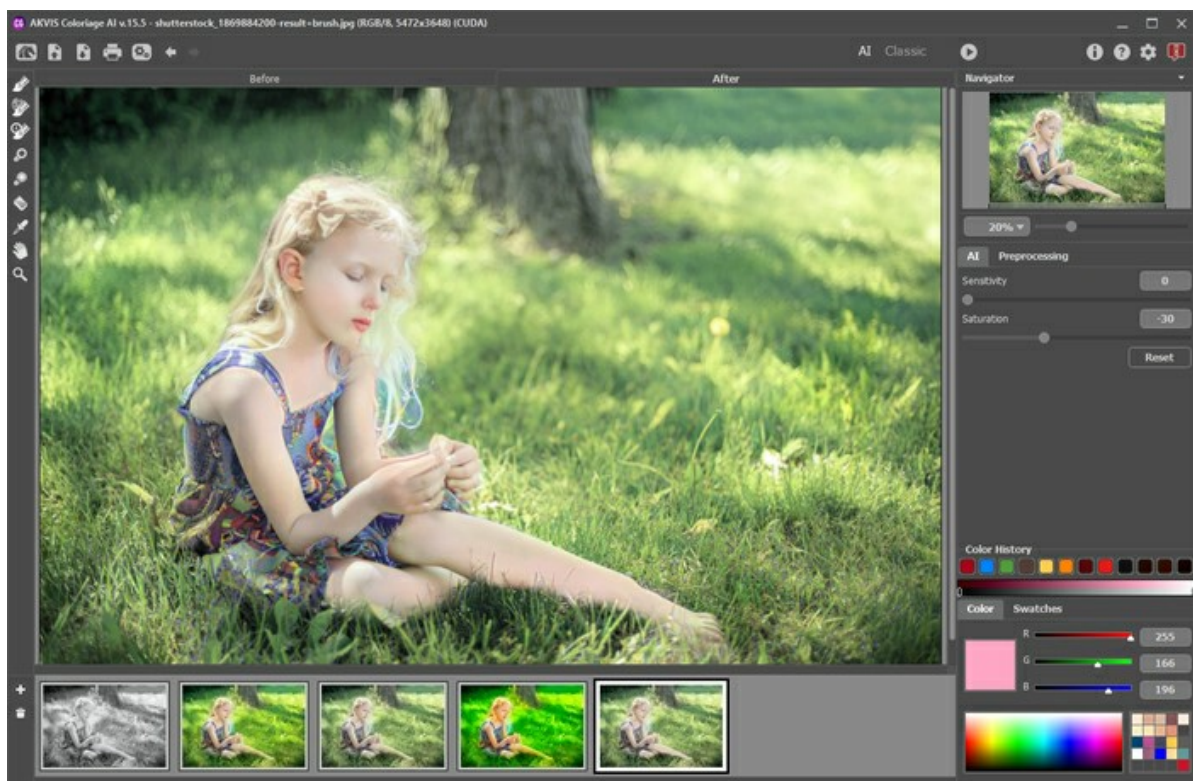


Click the **Run** button  to start the colorization process. The result will be shown in the **After** tab.

You can edit the result by adjusting the **Sensitivity** and **Saturation** parameters.

Use the **Sensitivity** parameter to change tones when the colors seem monotonous and dull. It's also helpful if the image is old, noisy, compressed, or damaged.

Change the brightness of colors using the **Saturation** parameter.



Colorization Result


In the **After** tab, you can edit the colorized image using the [post-processing tools](#):





CLASSIC MODE

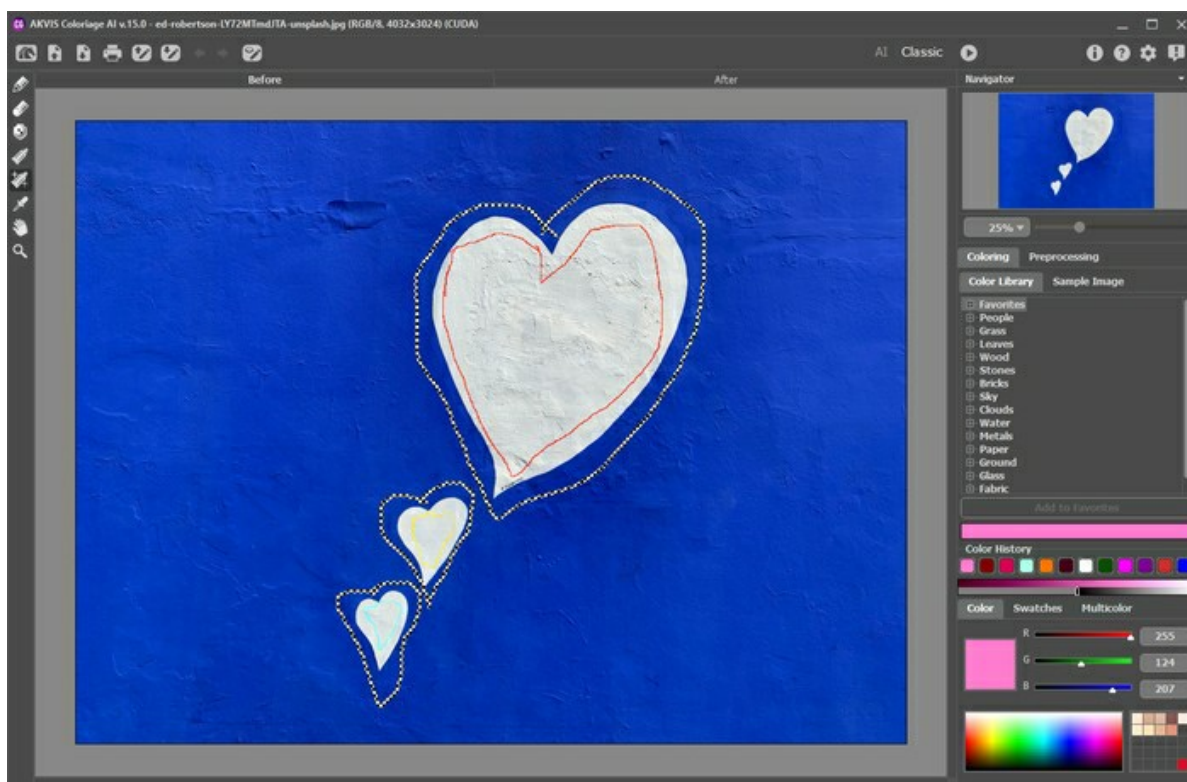
In **Classic** mode, you can colorize the image using colored strokes. Schematically mark areas with strokes of the desired color. The program will recognize the object's borders and apply the selected colors to the original picture.


In the **Coloring** tab, select colors for the object you want to colorize. There are several ways to select colors: in the **Color Library**, in the **Color**, **Swatches**, and **Multicolor** palettes, in the **Select Color** standard dialog, or from the **Sample Image**.



In the **Before** tab, mark areas in the original image using the **Pencil**  and other **tools** that help you to indicate colors for objects. If you do not specify a color for an object, then it will be colorized in the color of the object(s) nearest to it.




You can use the protecting **Keep Color Pencil**  to mark objects and areas to remain unchanged. These protecting strokes are shown as lines with checkerboard fill.


A selection made in the graphics editor will be transferred to the plug-in and displayed as the outline made with .




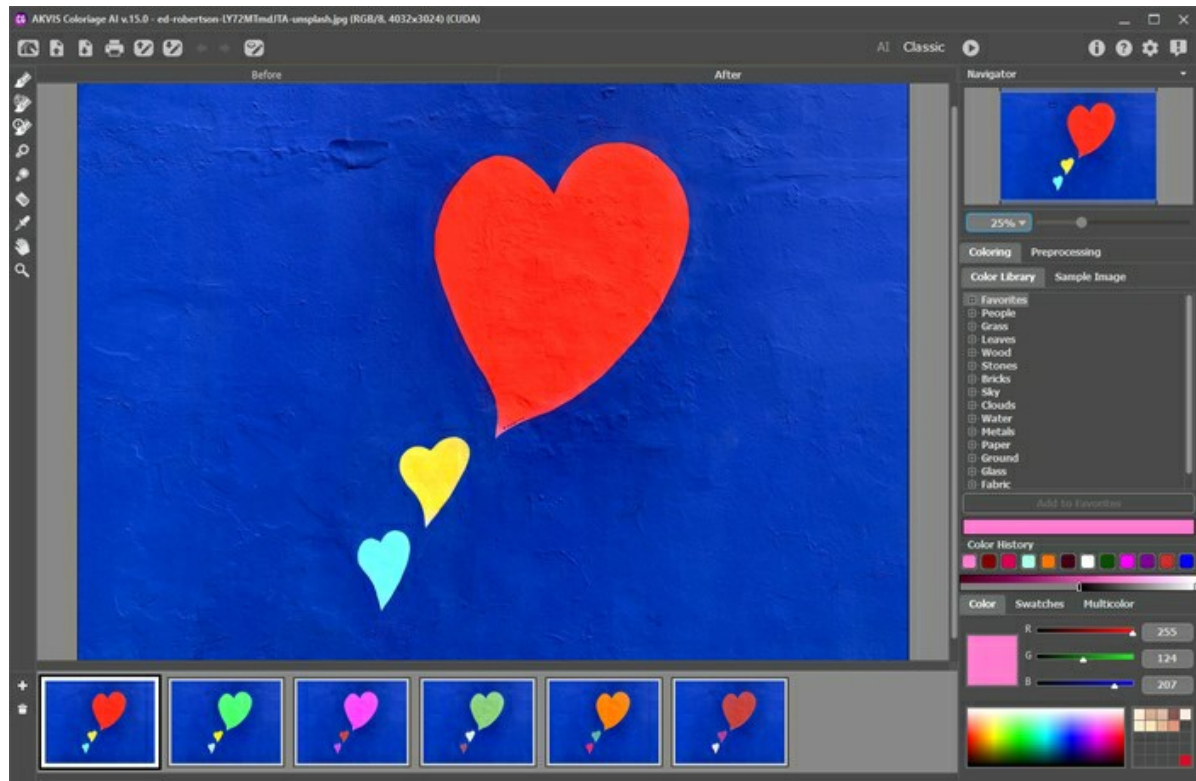
The **Eraser** tool  helps to remove or edit the drawn strokes.

Use the **Tube**  and **Magic Tube**  to quickly change colors of the drawn strokes.







It is recommended to save the color strokes into a file (*.strokes) by clicking . Later, you can [load the saved stroke map](#) using . In case of some unexpected event (such as a power loss, etc.) the program automatically saves the strokes into the **coloriage-autosave.strokes** file each time when you run processing .

Press the **Run** button  to start the coloring process. The colorized image will be shown in the **After** tab.

If you want to edit the colorization result (remove some strokes, add new strokes, change the color of the objects), switch to the **Before** tab and make the necessary corrections. Click  again to re-start image processing.



Colorization Result

In the **After** tab, you can edit the colorized image using the [post-processing](#) tools:      .

COLOR SELECTION FOR IMAGE COLORIZATION

AKVIS Coloriage AI offers several ways to select colors in the **Classic** mode. In the **AI** mode, the neural network chooses colors. Also, color selection options are useful for some [post-processing tools](#) that can be applied in both **AI** and **Classic** modes in the **After** tab.

In the **AI** mode, you can use the [Color](#) and [Swatches](#) palettes as well as the [Color History](#) to select color for the brushes.

In the **Classic** mode, the **Coloring** tab contains the [Color Library](#), the [Sample Image](#) section, the [Color History](#), as well as the [Color](#), [Swatches](#) and [Multicolor](#) palettes.

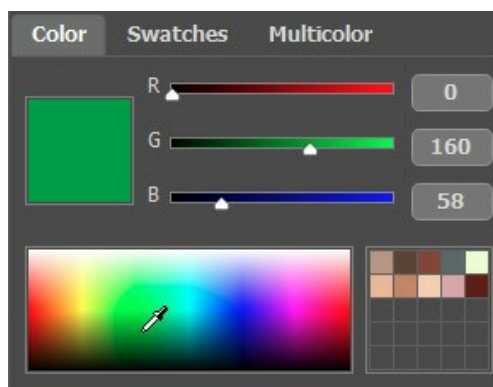
When selecting colors, please take into account that the colorized photo will look more natural if you apply less saturated colors.

The **Color History** keeps the last used colors. Once you draw with a color, it appears in the History, so you can quickly back to one of the recently applied tints.



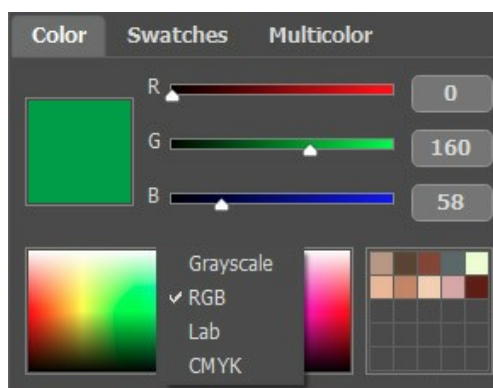
Color Palette

When working with this palette, you select a color from the spectrum displayed on the color scale. The cursor here takes the shape of an eyedropper. To set a new color, just click the eyedropper inside the scale. The current color is displayed in a color box. Double-clicking on it brings up the standard **Select Color** dialog.



You can change the tone of a color or get a new color altogether by adjusting the sliders or entering new values for color components in the input fields.

Right-clicking on the same box opens a menu of available color modes: gray tones (Grayscale), RGB, Lab, and CMYK.



The gradient line above the **Color** palette will show the selected color and its shades according to their brightness.

Below the gradient line you can set the brightness of the current color. By default the brightness range is complete, i.e. the black pixels on the image correspond to the darkest shades of the selected color, while the white pixels correspond to the lightest shades of the selected color.

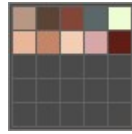


To change the brightness range, move the markers of the black and/or white points on the gradient line. Thus you set the darkest or/and the lightest possible color shade for the object. If you set a darker shade for the white marker, you will be

able to color a light object a darker color; if you set a lighter point for the black marker, you will be able to color a dark area a lighter color. You can not reduce the range more than twice.



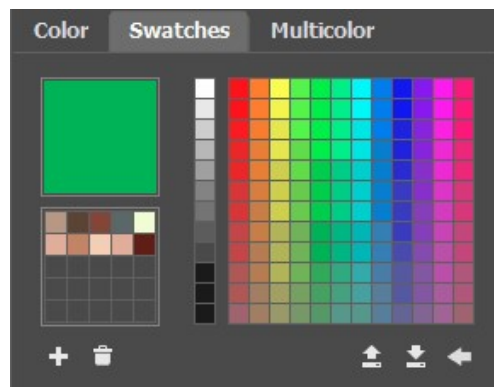
You can store your favorite or frequently used colors in a special mini-palette.




To add a color to the mini-palette, click the selected color and drag it to a box. To change the main color to that in a box, left-click the box. To remove the color from the box, right-click the box.

Swatches Palette

The **Swatches** palette contains a collection of frequently used colors. To select a color from the set, just click it with the left mouse button. As in the **Color** palette, the selected color will be shown in the color box.




The buttons at the bottom of the palette have the following uses:

The **Add Swatch** button  adds the current color to the collection of swatches.

To delete a color drag it to the basket  or choose **Delete Swatch** from the menu.

The **Save Into File** button  opens a dialog where swatches can be saved (files ending in **.swatches**).

The **Load From File** button  loads a saved collection of swatches so that they can be used again.

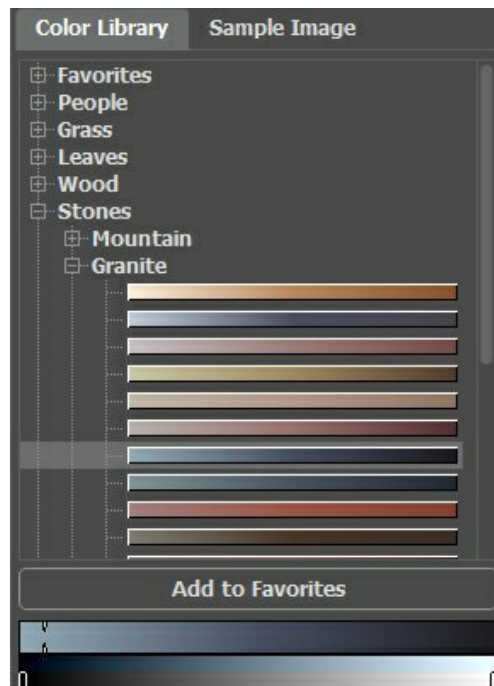
The **Reset Defaults** button  resets the collection of swatches to their original settings.

Color Library

The **Color Library** contains colors that are difficult to pick out: the color of skin, hair, lips, grass, trees, stones, etc. All colors in the **Color Library** are divided into groups in accordance with their function. To select a color from the **Color Library**:

Select a color group from the tree by left-clicking it. The colors within the group represent a gradient.

Select a gradient by left-clicking it. As a result the chosen color appears in the upper gradient line under the **Color Library**. The marker shows the color you clicked on.





Select a color on the upper gradient line by left-clicking it. The marker will fix this color and the lower gradient line will show the shades of the selected color according to their brightness.





To save a gradient in a separate group, select it and click the **Add to Favorites** button. To delete a gradient from the **Favorites** group, select it and click the **Remove from Favorites** button.

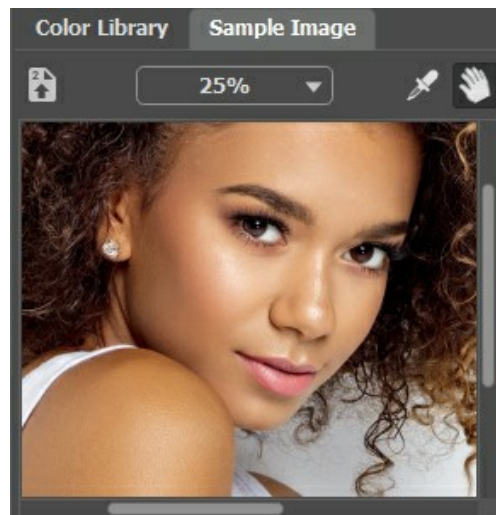


Sample Image


In this tab, you can pick colors from any other image with the eyedropper . The active tool (for example, **Pencil** ) will automatically start drawing with the selected color.

Load an image using  or double-clicking within the empty space in this tab or dragging the image into this tab. Right-click the button  to display a list of recently used files.

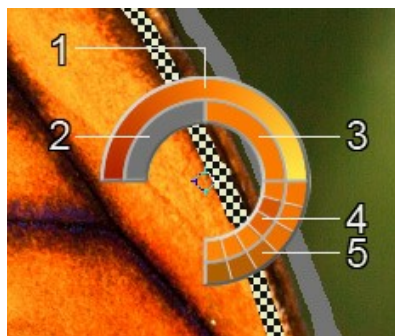
To zoom in or out on the sample image, use the drop-down list.



Eyedropper Tool

You can also select a color directly from the image. To do this, enable the **Eyedropper** tool  and left-click any point of the image, including drawn strokes.

When you click in the image with the eyedropper, it displays a **Color Ring** with 5 sectors that shows the information about the colors in this area:



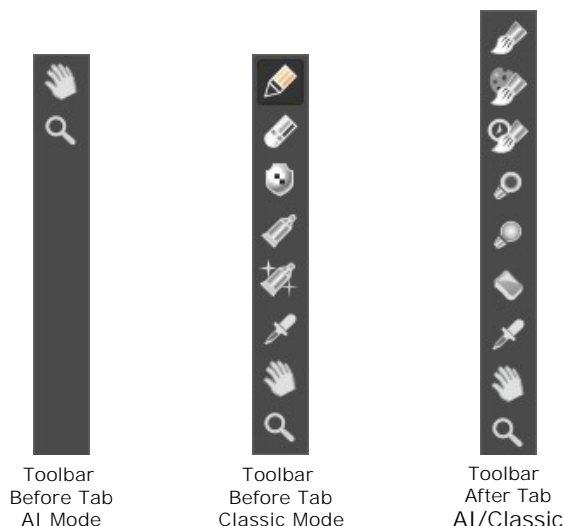
1. Gradient line with the current color in the center, on the left side is +30% black, and on the right side +30% white.
2. The previously selected color.
3. The current color of the pixel where the cursor is.
4. Colors of surrounding pixels.
5. Average colors from areas of 3x3, 5x5, 11x11, 31x31, 51x51, 101x101 px (around the eyedropper's tip).

Hint: The Color Ring helps to select colors more precisely. If it's hard to catch a certain color, select the desired tint on the ring while holding the **Ctrl**-key.

And let's repeat: **The colors on the photo will look more natural if you select less saturated colors.**



PRE- AND POST-PROCESSING TOOLS

In **AKVIS Coloriage AI**, the Toolbar changes when switching between the **Before** and **After** tabs, depending on the selected mode **AI/Classic**, and looks like this:




All tools are divided into three groups: the **preprocessing tools**      (available in the **Classic** mode in the **Before** tab), **post-processing tools**      (in both **AI** and **Classic** modes in the **After** tab), and **additional (auxiliary) tools**   .

The parameters of the selected tool will be shown in a floating window that pops up when you right-click anywhere in the Image Window. The pop-up window disappears if you click outside it.

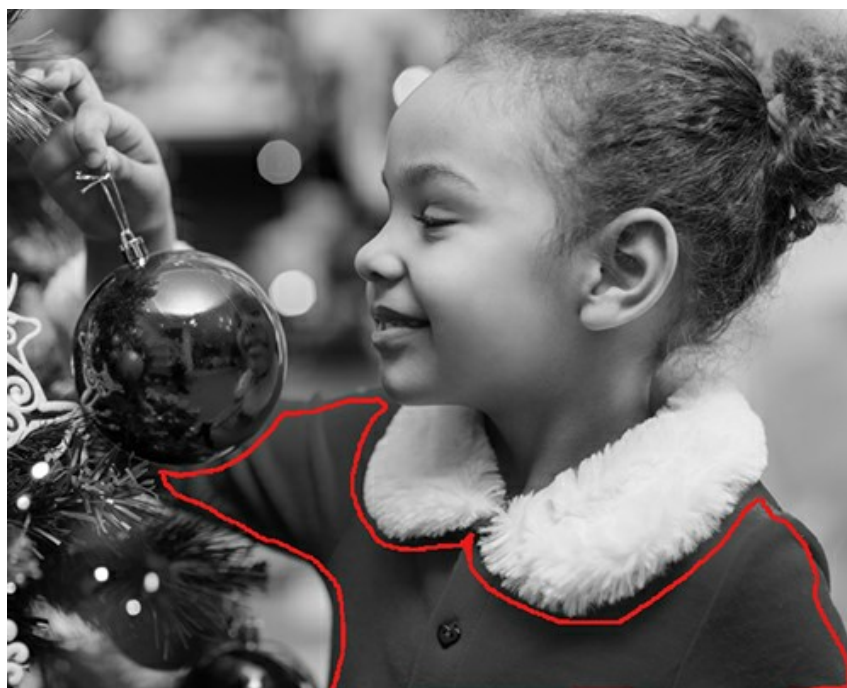
Hint: You can use the buttons  and  (or hotkeys: **Ctrl+Z** and **Ctrl+Y**) to undo/redo operations made with the pre- and post-processing tools.

Preprocessing Tools (in the **Before** tab, **Classic** mode):

Using these tools, you can set new image colors, indicate areas to colorize and zones that should not change.

Pencil . Use this tool to draw color strokes and thus set the colors in which the objects in the image will be colorized.

Set the size of the pencil and then outline within the object that you want to colorize in the selected color. If the object is multi-colored, draw the outline within the borders of the area that should be colorized in the selected color.

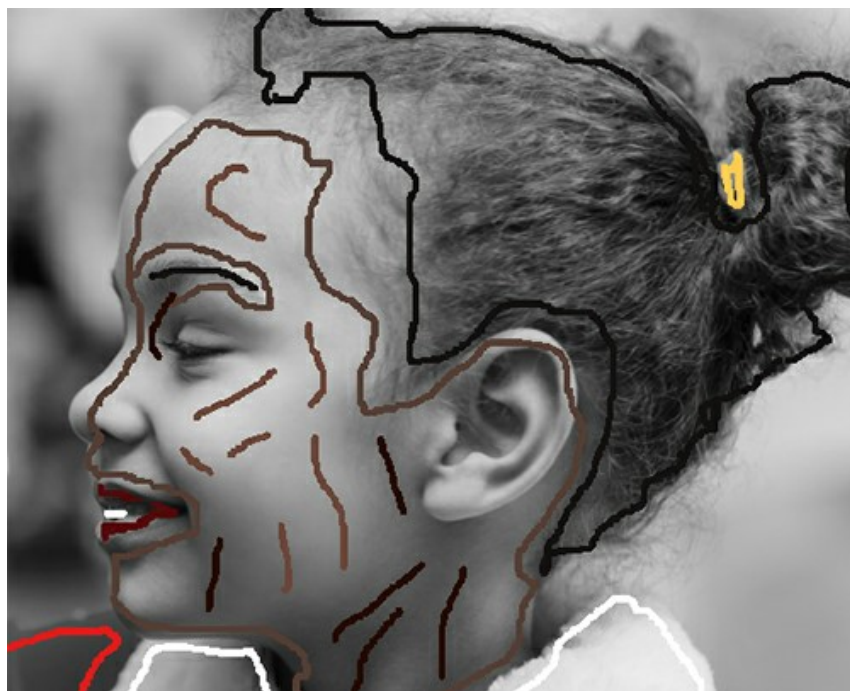


If the object is rather large or there are sharp visible boundaries within it (lighter and darker areas, for example), draw several strokes inside the object.

If there are details inside the object that will be painted in other colors, outline them with the main color of the object. For example, outline lips, eyes, buttons on a coat, etc.

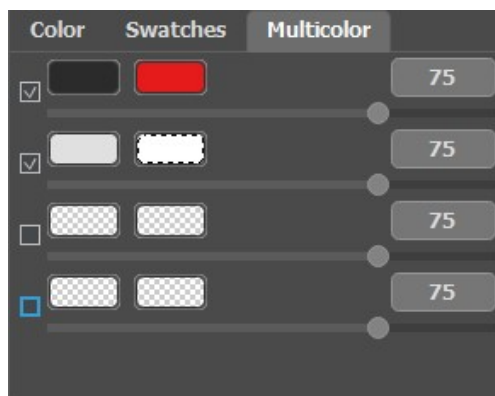


Hint: If you want a *smooth transition* of color, draw the strokes *farther apart* from each other (the farther the strokes are apart, the smoother the transition). If the transition needs to be *sharper*, draw the color strokes *closer together*. This is why it is necessary, for example, to draw around the eyes and mouth with the color chosen for the skin.



It's possible to draw several colors at once with the **Pencil** tool using the **Multicolor** mode (only for [Home Deluxe](#) and [Business](#) licenses). It's helpful for complex patterns and objects with clear boundaries. This mode appreciably saves you time.

Activate **Multicolor** mode in the options of the **Pencil** tool. Upon doing so, the **Settings Panel** will automatically switch to the **Multicolor** palette.



The colors used are set by adding them to color plates. The left plate shows the color that will be replaced, the right plate shows the new color. The colors in the color plates can be set in the following ways:

- from the image (when you click the color plate, the **Eyedropper** tool becomes active, that allows you to take a color from a photo);
- from the standard **Select Color** dialog, which is activated by double-clicking the left mouse button on the color plate;
- from the **Color Library** which contains colors that are difficult to pick out: the color of skin, hair, lips, grass, trees, stones, etc.


You can adjust the **Sensitivity** for each pair of colors. At higher values of this parameter, more shades of the source color are taken into account **when drawing strokes**.




The Sensitivity of the color pairs:
dark-gray — red = 75
light-gray — white = 75



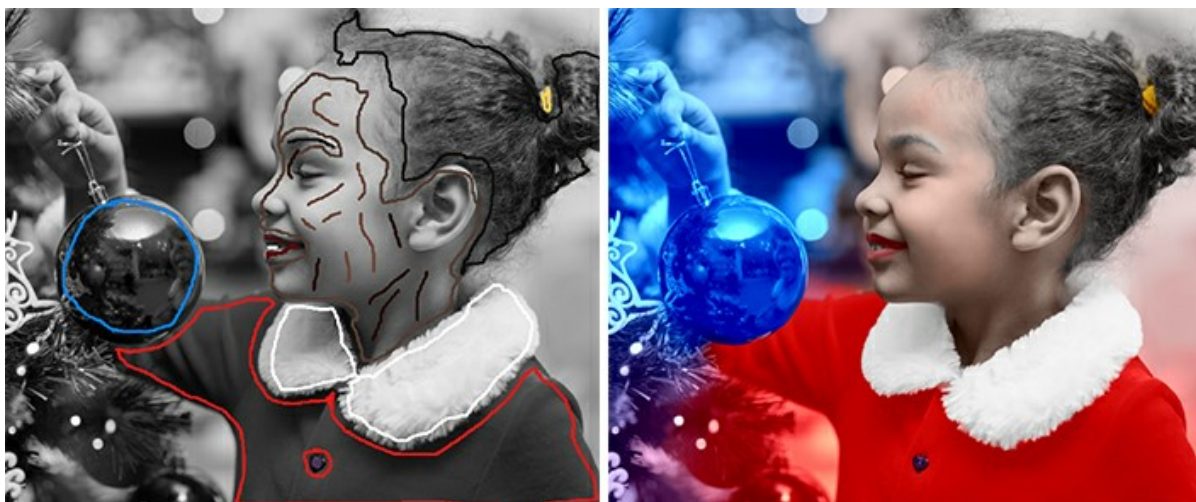
The Sensitivity of the color pairs:
dark-gray — red = 30
light-gray — white = 90

Keep Color Pencil . Use this protecting tool to mark objects and areas to remain unchanged.


If you want to **change the color of a particular object** on a color photo while keeping other areas unchanged, use the **Pencil** tool to set the color for the object and then **draw a closed outline around this object** using the **Keep Color Pencil** .






Keep Color Pencil Used

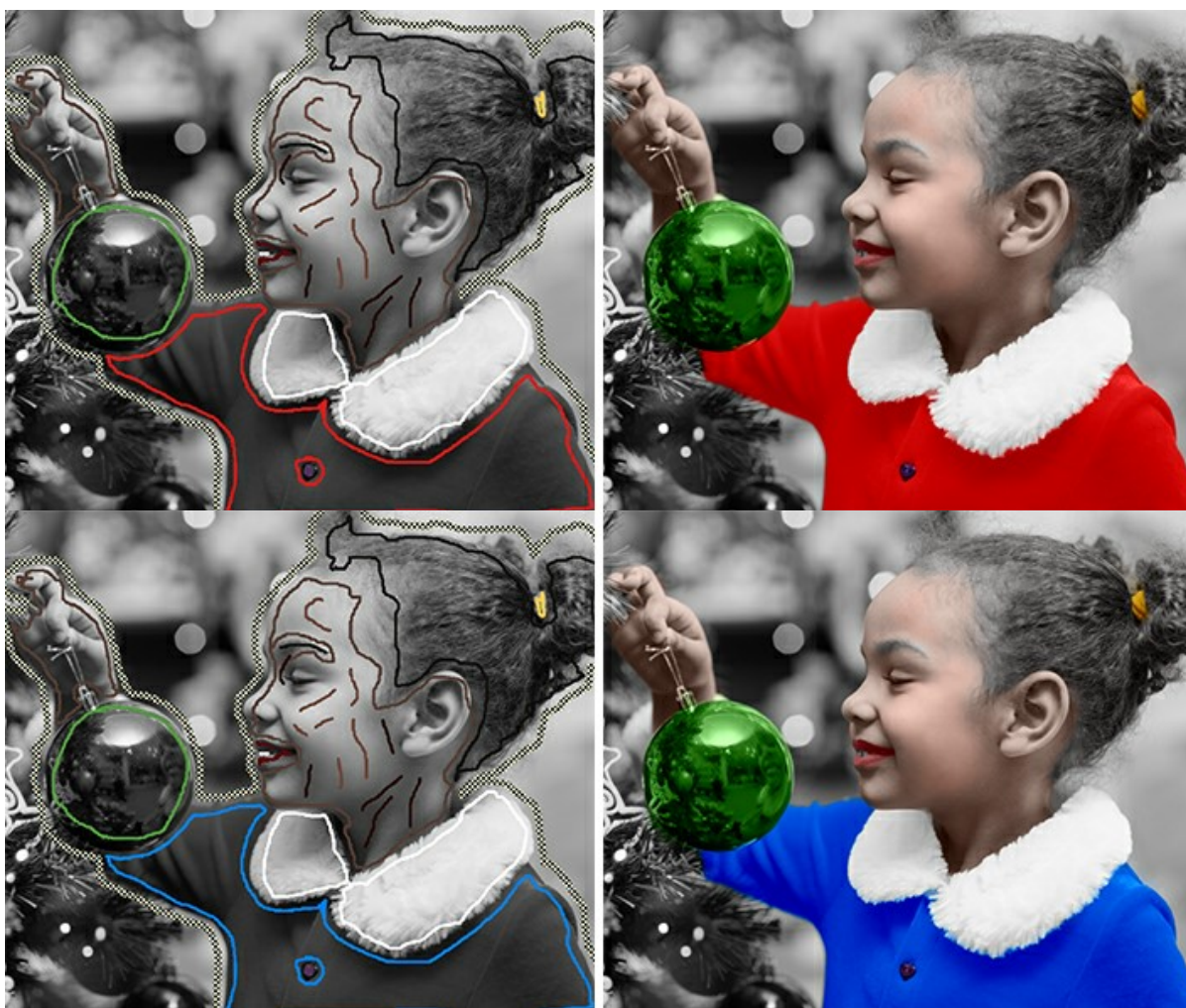


Keep Color Pencil Not Used

Tube . Use this tool to instantly change the color and brightness range of the drawn stroke.


Magic Tube . The tool changes at once the color of all strokes with the same color and brightness range.


To change the color of a drawn stroke, select a new color, then enable the **Tube** tool  in the **Toolbar** and left-click the stroke. If the image has several strokes of the same color and you want to recolor all these strokes, select the **Magic Tube** tool  and click one of the strokes.




Color Change From Red to Blue

You can make the resulting color darker or lighter. To do this, you need to change the **brightness range of the selected color**. But keep in mind that the brightness range compression can result in deterioration of the detail and deepness of an image.

To change the brightness range for a drawn stroke, select the required brightness range, take the **Tube** tool  and left-click this stroke. If you want to recolor strokes having the same color and brightness, select the **Magic**

Tube tool  and left-click one of the strokes. To recolor all strokes having the same color regardless of the brightness range, use this tool with the **Ctrl**-key pressed on the keyboard (**⌘** on Mac).


In the normal preview mode, all strokes are displayed in the chosen color, regardless of the brightness, i.e. various tones of the same color will look the same. When the **Brightness Preview**  is activated, you can see how the strokes will look on the resulting image.




Normal Preview



Brightness Preview

Eraser . Use the tool to erase the drawn strokes. To remove an entire stroke, click it with the **Alt** key (Mac: **Option**). To remove all strokes, click the image with **Alt + Ctrl** (Mac: **Option + ⌘**).

Post-Processing Tools (in the **After** tab):

Recolor Brush . The tool allows to change the colors in the colored image.

Tool's Parameters:

Size (1-500). The stroke width of the brush (in pixels).

Hardness (0-100). The hardness of the outer edge of the brush. The higher the value of the parameter, the harder the brush edge is. At the value = 100% the brush is as hard as a pencil; at a low value of the parameter the brush strokes are soft.

Strength (0-100). The intensity of the strokes. The higher the value of the parameter, the more intense the colors of the applied strokes are.


Keep Brightness check-box. When the check-box is enabled, the brightness of the drawn stroke is changed to comply with the background and with the overall brightness of the image (the strokes get lighter on the light zones of the image and darker on the dark zones). When the check-box is disabled, the brightness of the strokes does not depend on the brightness of the image.



Before Using the Tool



Recolor Brush Applied

Tuning Brush  (only for [Home Deluxe](#) and [Business](#) licenses). The tool allows you to recolor objects in a natural way, add shades, halftones, and even smooth out folds, wrinkles, and get rid of unnecessary details.

Tool's Parameters:

Size (1-200). The diameter of the brush.

Hardness (0-100). The amount of blur of the outer edge of the brush. The higher the value of the parameter, the harder the edge becomes.

Strength (0-100). The amount of influence on an image.

Smoothing Radius (0.1-10.0). At low values, the parameter smooths out large details. At large values, it smooths out smaller details and keeps large ones.

Sample (0-100). When set to 0, the brush uses the color from the starting point of the stroke. The higher the value of the parameter, the weaker the original color and the brighter the color from the palette appears. At the value = 100, the original color is not used.


Color Mixing (0-100). The amount of blending with the selected color.



Before Using the Tool



Tuning Brush Applied

History Brush . The tool restores the image to its original state, weakening or removing the colorization effect on the selected areas.

Tool's Parameters:

Size (1-500). The maximum width of a line made by the brush (in pixels).

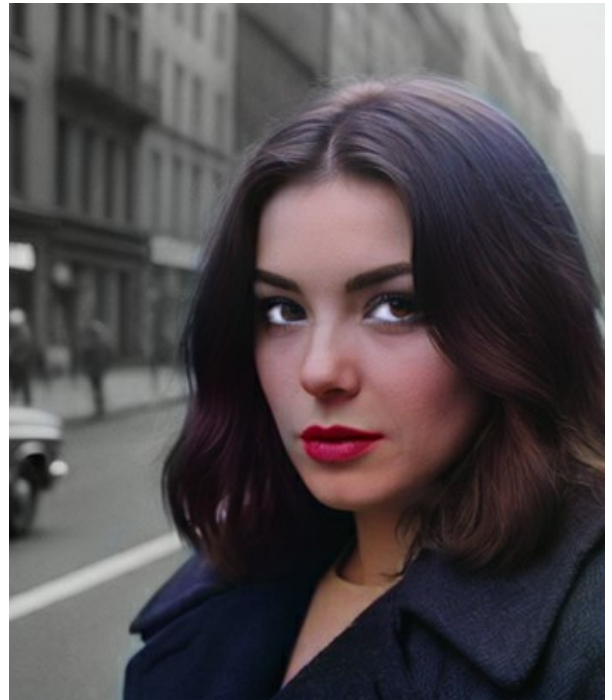
Hardness (0-100). The blurriness of the tool's edges. The less the value the more blurry the tool's edges become. At value 100% the border between the brush's edges and the background is very distinct; at lower values the transition between these areas is smoother.

Strength (1-100). The degree of restoration to the original state. At lower values there will be less restoration and more blending with the effect; at value 100% the original image will be restored more completely.


Restore to Original. If the check-box is enabled, the original image is restored. If it is disabled, the tool restores the result of automatic processing.



Before Using the Tool



History Brush Applied

Darken . The tool makes the processed areas darker.

Tool's Parameters:

Size (1-500). The maximum width of a line made by the brush (in pixels).

Hardness (0-100). The degree of blurriness of the tool's edge. The higher the value, the sharper the tool's edges are.


Strength (1-100). The force of influence on the image. The higher the parameter value, the more the colors change.

Range. The drop-down menu provides three methods for darkening an image:

Shadows. Dark areas are processed more strongly than light areas.

Midtones. Dark and light areas are processed equally.

Highlights. Light areas are processed more strongly than dark areas.

Lighten . The tool makes the processed areas lighter.

Tool's Parameters:

Size (1-500). The maximum width of a line made by the brush (in pixels).

Hardness (0-100). The degree of blurriness of the tool's edge. The higher the value, the sharper the tool's edges are.


Strength (1-100). The force of influence on the image. The higher the parameter value, the more the colors change.

Range. The drop-down menu provides three methods for darkening an image:

Shadows. Dark areas are processed more strongly than light areas.

Midtones. Dark and light areas are processed equally.

Highlights. Light areas are processed more strongly than dark areas.

Saturation . The tool allows you to change the intensity of colors, making them paler or brighter.

Tool's Parameters:

Size (1-500). The maximum width of a line made by the brush (in pixels).

Hardness (0-100). The degree of blurriness of the tool's edge. The higher the value, the sharper the tool's edges are.

Strength (1-100). The force of influence on the image. The higher the parameter value, the more the colors change.

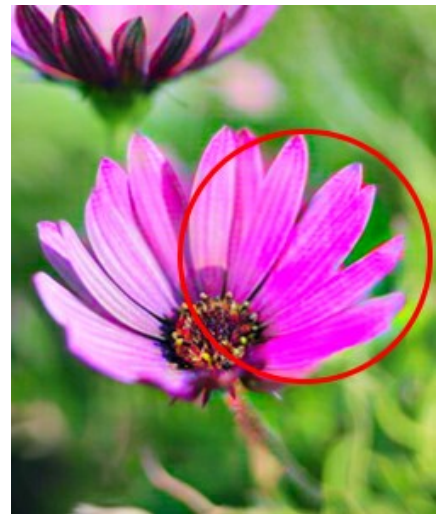
Mode. In **Saturate** mode, colors become more saturated, in **Desaturate** mode, colors become less saturated.



Darken





Lighten




Saturation

Additional Tools:

Eyedropper . The tool allows you to [select colors from the image](#).

Hand . The tool lets you scroll the image when it does not fit within Image Window at the desired scale. To use it, click the button, bring the cursor over the image, and while keeping the left mouse button pressed move in the desired direction. The hotkey is **H**.

Double-clicking on the tool's icon  on the Toolbar makes the image fit the window.

Zoom . The tool lets you change the image scale. To zoom in, click the image. To zoom out, click the image with **Alt**. The hotkey is **Z**.


Double-clicking on the tool's icon  makes the image scale to 100% (actual size).

IMAGE PREPROCESSING

The **Preprocessing** tab contains parameters for preliminary processing that help to enhance an original image before colorization. You can turn a color photo into grayscale, adjust the image brightness and contrast.

Grayscale. Enable the check-box to convert the original image into black and white.



Color Image (Check-Box is Disabled)



Black And White Image (Check-Box is Enabled)

Brightness. The strength of the image luminosity. Increasing the parameter makes the pixels lighter, decreasing it makes them darker.



Brightness = -50



Brightness = 50

Contrast. Increasing the parameter increases the difference between bright and dark areas of the image.





Contrast = -50




Contrast = 50

SAVE AND LOAD STROKES (CLASSIC MODE)

While coloring an image in the **Classic** mode in **AKVIS Coloriage AI**, periodically save your strokes to a file with the **.strokes** extension, so that you do not have to repeat your work from the beginning, if for some reason you are interrupted.

To save the color strokes, click  and indicate a folder and a file name. Later you can load the strokes from this file using  and continue working with the image.

In case of some unexpected event (such as a power loss, etc.) the program autosaves the strokes into the **coloriage-autosave.strokes** file each time when you run processing .

You can find the autosaved file here:

Windows: C:\Users\Public\Documents\AKVIS
macOS: /Users/Shared/AKVIS
Linux: /var/lib/AKVIS.


Saving strokes is also a way to share your experience of using the program with others.

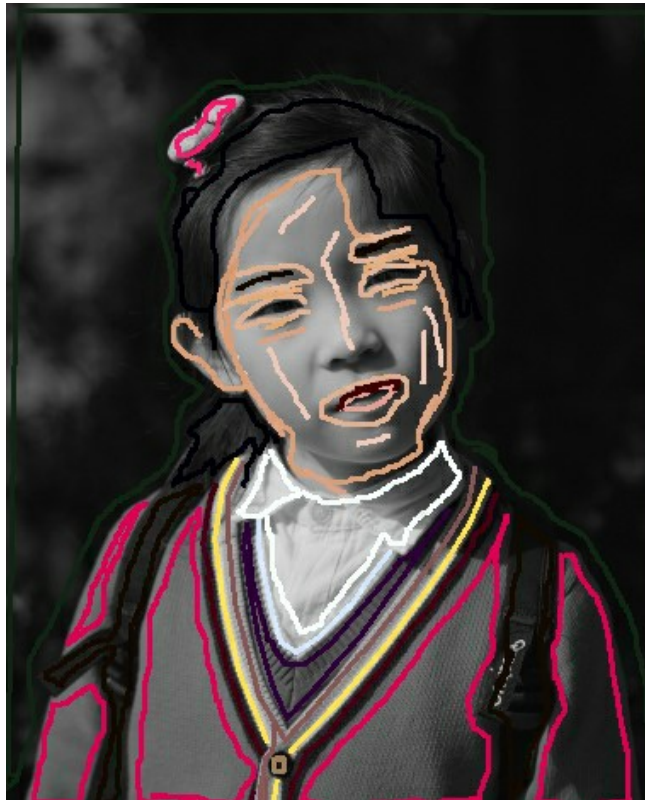
We offer you photos to colorize using [half-finished projects](#).

Step 1. Download and unpack an archive with the original image and the **.strokes** file for it.

Step 2. Open the image.





Step 3. Click  and select the **.strokes** file for this image, then press **Open**.



Step 4. Click  and the result of the colorization will be shown in the **After** tab.



Step 5. You can change the colors of the image. For this purpose, go to the **Before** tab and use the **Tube**  or the **Magic Tube**  to change the color of the strokes. The **Tube** changes the color of one stroke, the **Magic Tube** changes the color of all strokes having one color.



Press the button  again.



Attention! The strokes in the archive correspond to the dimensions of the initial image (*width x height*). If you change the dimensions of the original image, the file with the strokes will not fit the image.

Download these archives with color strokes and colorize the images in a click:

[baby-photo.zip](#), [boy-picture.zip](#), [car-color.zip](#), [family-photo.zip](#), [girl-portrait.zip](#),
[house-color.zip](#), [interior.zip](#), [pool-swimmers.zip](#), [postcard.zip](#), [settlers.zip](#).

COLORIZATION TIPS

Follow our **colorization tips** to start to be an expert in photo colorizing. These tips will help you learn how to add color to your black and white images, replace colors in color photos, and how to optimize your work using **AKVIS Coloriage AI**.

- **When selecting a color** take into account that the final result depends on the **brightness of the original color**.

If you are not satisfied with the result you can make the final color lighter or darker. For this purpose, **change the brightness range** of the selected color. Take into account that the brightness range compression (especially if it is strong) will inevitably result in deterioration of the detail and deepness of an image.


- **Colorization will look natural** if you **select less saturated colors** for your black and white photo.


- **To get a smooth color transition** (i.e., when assigning several colors for the sky or for verdure), draw strokes far from each other; if you want to have a sharp color transition (i.e. when assigning colors for eyes, lips, etc.), draw strokes close to each other so that the colors won't flow.


- **To remove strokes**, use the **Eraser** tool . The shortcut for the tool is the **E** key.

If you want to remove an entire stroke, press the **Alt** key (Mac: **Option**) and click this stroke.
To remove all strokes, press the keys **Alt** + **Ctrl** (Mac: **Option** + **⌘**) and click the picture.

- **To recolor a drawn stroke** (or change its brightness range), select a new color (or brightness range), activate the **Tube** tool , and click the stroke.

If you want to recolor several strokes having one color, enable the **Magic Tube**  and click one of such strokes - all the strokes of this color will be recolored.



To recolor all strokes having the same color regardless of the brightness range, use the **Magic Tube**  with the **Ctrl**-key pressed on the keyboard (**⌘** on Mac).





- **To draw a straight line**, activate the **Pencil**  tool, press the **Shift** key and left-click the start point of the line and on the finish point. In this way you can draw a polygonal outline.







- **To color complex patterns and objects with clear boundaries**, use the **Multicolor** tool. This saves time, because of instead of drawing many strokes, you can draw just one, which changes color according to the initial color field over which it passes.

- **Save the strokes!** To be on the safe side, we recommend you to always save the strokes that you draw into a separate file.

It is helpful if you have to interrupt your work before you set colors for every object or if you want to edit the colorized photo in the future (change the color scheme, edit strokes).



To save the strokes, press the button , to load strokes press . [See an example of using the strokes file.](#)

- **Use hotkeys** for quick access to the tools: **Pencil**  - the **B** key, **Eraser**  - the **E** key, **Eyedropper**  - the **I**-key, **Tube**  - the **G** key.

- **To regulate the brush size** for the **Pencil** , **Keep Color Pencil** , **Eraser** , **Recolor Brush** , **Tuning Brush** , and **History Brush** , use the drop-out scale that appears when you press the button of the corresponding tool.

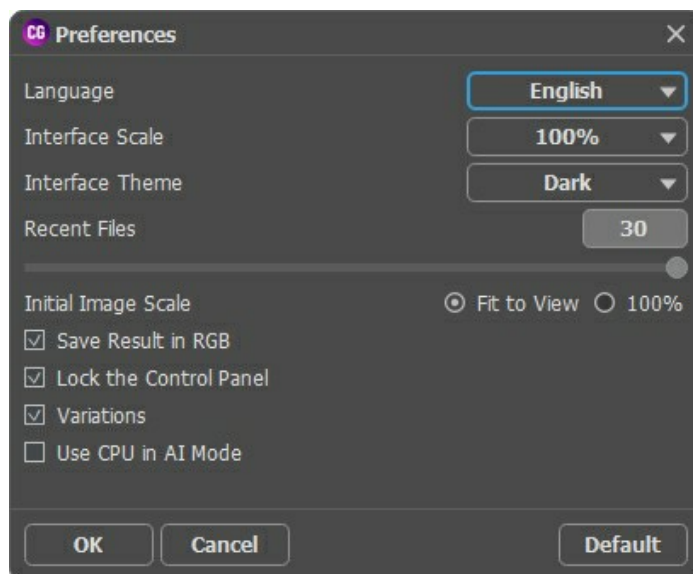
Use hotkeys: to reduce the brush size press the key **]**, to increase the brush size press the key **[**.


- **To change the image scale** use the **Navigator** or the following hotkeys: **+** and **Ctrl** + **+** (**⌘** + **+** in Mac) to increase the scale, **-** and **Ctrl** + **-** (**⌘** + **-** in Mac) to reduce the scale.

-
- **If you want to cancel the last action** with the button **Undo**  or using **Ctrl+Z** (Mac: **⌘+Z**).
Restore the changes with the button **Redo** . The hotkeys are **Ctrl+Y** (Mac: **⌘+Y**).
 - **Pick colors from the other photo** using the [Sample Image](#) tab.
 - [Use the Preprocessing parameters](#) for preliminary processing of the original photo. You can adjust the brightness and contrast of the image and convert it into grayscale.

PROGRAM PREFERENCES

The button  opens the **Preferences** dialog box. It looks like this:



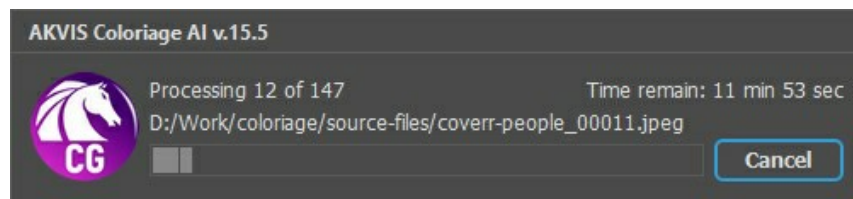
- **Language.** Change the program language by selecting another from the drop-down list.
- **Interface Scale.** Choose the size of the interface elements. When it is set to **Auto**, the program workspace will automatically scale to fit the screen resolution.
- **Interface Theme.** Select the style of the program interface: **Light** or **Dark**.
- **Recent Files** (only in the standalone version). The number of recent documents. The list of the recent files, sorted by time, become visible by right mouse clicking on . Maximum: 30 files.
- **Initial Image Scale.** This option defines the way the image is scaled in the Image Window.
 - **Fit to View:** the image is completely visible in the window;
 - **100%:** the image doesn't scale (generally, only a part of the image is visible).
- **Save Result in RGB** (only in the standalone version). By default, the processing result is always saved in RGB, regardless of the source image. If the original image was in CMYK or Lab and you want to save the result in those modes, deactivate this parameter (if the result is saved in CMYK mode, it might appear differently than in the program's image window). A result in Grayscale will always be saved in RGB.
- **Lock the Control Panel** check-box. It disables the possibility to hide/show the top panel. If the check-box is selected the panel is always visible. Uncheck the option to unlock the panel, and you will be able to hide/show it by clicking on the small triangle button (in the middle of the panel). The minimized panel will be shown when moving the cursor over it.
- **Variations.** The check-box shows/hides a section with [colorization results](#).
- **Use CPU in AI Mode** (only on Windows). When the check-box is enabled, the program uses the processor instead of CUDA. We recommend using this option if you have problems with GPU calculations. On Mac and Linux computers, this option is unavailable, these versions can only use the CPU.

Click **OK** to apply the changes. To reset to the default options, click **Default**.

BATCH PROCESSING

AKVIS Coloriage AI supports the **Batch Processing** feature that lets you add color to multiple images at once, in the **AI** mode.


Just choose a folder with black and white photos or with movie frames. All images will be colorized automatically.



If you use the standalone version of **AKVIS Coloriage AI**, [read the instructions here](#).

If you use the plugin in a photo editor, create an action with Coloriage AI and call the batch processing via the **Automate** menu. [Learn more](#).

PRINT IMAGES IN AKVIS COLORIAGE AI

In the standalone version of **AKVIS Coloriage AI** you can print the image. Press the button  to open the **Print** options.



Print Options in AKVIS Coloriage AI

Adjust the parameters appearing in the Settings Panel:

Choose a printer from the list of available devices, set the desired resolution, as well as the number of copies to print.

In the **Orientation** group, set the position of paper: **Portrait** (vertically) or **Landscape** (horizontally).

Click the **Page Setup** button to open a dialog box to choose the size of the paper and its orientation, as well as the print margins.

Press the **Reset Margins** button to return the page margins to the default size.

Change the size of the printed image adjusting the parameters **Scale**, **Width**, **Height** and **Fit to Page**. These parameters have no effect on the image itself, just on the print version. You can change the size of the printed image by entering any value in %, or by entering new values in **Width** and **Height**.

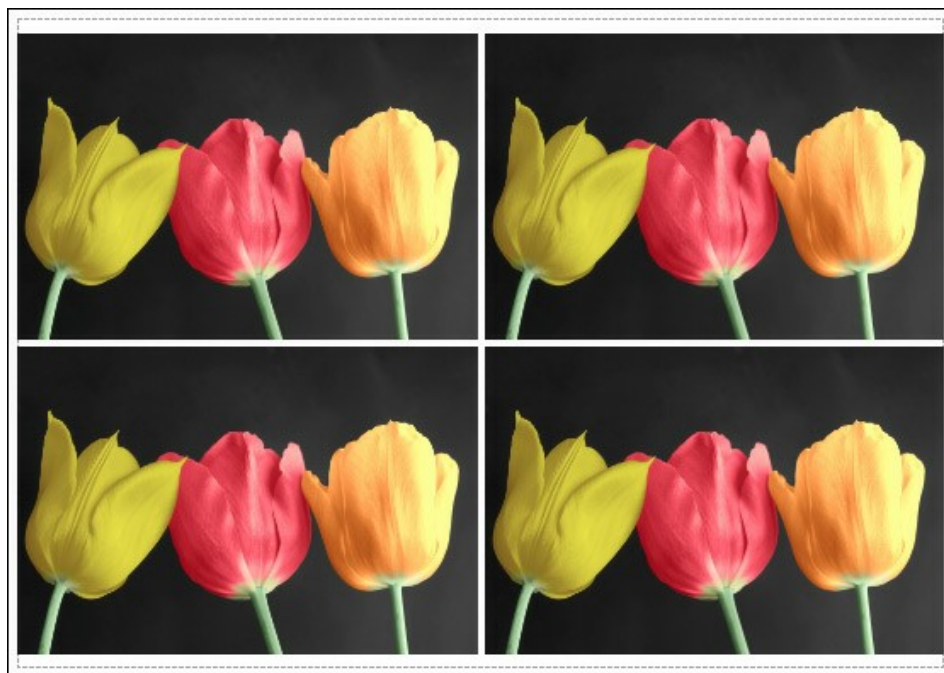
To adjust the size of the image to the paper size, select **Fit to Page**.

Move the image on the page with the mouse or align it using the arrow buttons.

You can activate **Frame** for the image and adjust its width and color.

Choose the **Background Color** by clicking on the color plate.

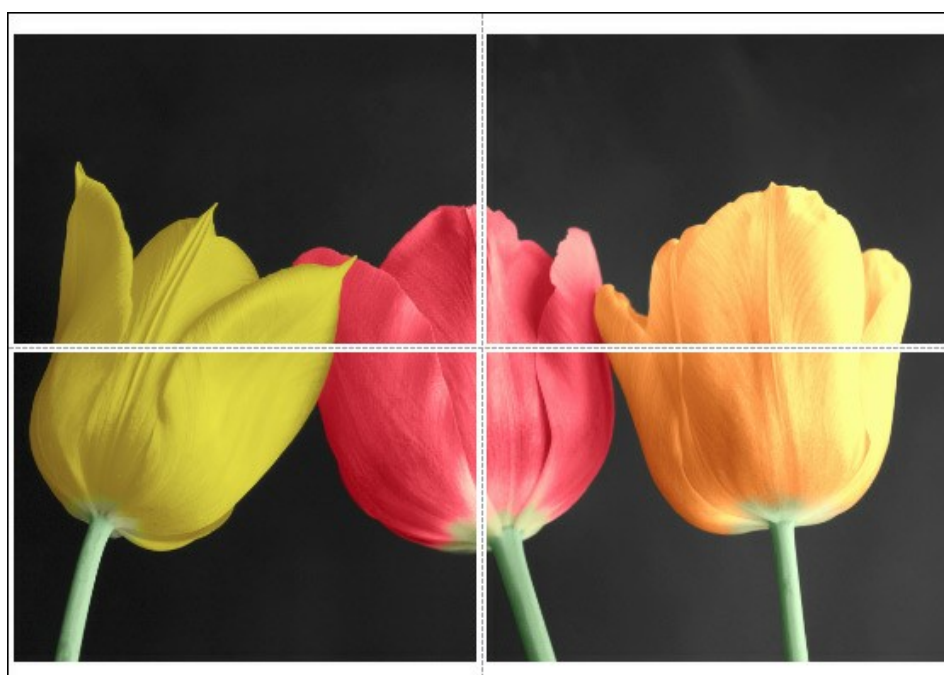
In the **Page** tab, you can adjust printing of the multiple copies of the image on a single sheet.



Print Page

- ◊ **Copies per Page.** It lets you specify the number of copies of the image on one page.
- ◊ **Horizontally** and **Vertically.** These parameters indicate the number of rows and columns for the copies of the image on the page.
- ◊ **Spacing.** The parameter sets the margins between the copies of the image.

In the **Poster** tab, it's possible to customize printing of the image on multiple pages for the subsequent junction into a large picture.



- ◊ **Pages.** If the check-box is enabled, you can specify the maximum number of the pages in which the image will be divided. The image scale will be adjusted to fit this number of the sheets. If the check-box is disabled, the program will automatically select the optimal number of the pages in accordance with the actual size of the image (scale = 100%).
- ◊ **Glue Margins.** If the check-box is enabled, you can adjust the width of the padding for bonding sheets. Margins will be added to the right and to the bottom of each part.
- ◊ **Show Numbers.** With the enabled check-box, a sequence number of each part, by a column and a row, will be printed in the margins.
- ◊ **Lines of Cut.** Activate the check-box to display the cut marks in the margins.

To print the image with the chosen parameters, press the **Print** button.

To cancel and close the printing options click on **Cancel**.

Click the **Properties...** button to open a system dialog box that enables you to access the advanced settings and send the document to print.

SELECTIVE COLORIZATION OF B&W PHOTOS


In tutorials for **AKVIS Coloriage AI** you can find many examples of colorization of black and white photos. But it is also possible to add color to only one object of the image in order to place special emphasis on it. In some cases partial coloring can be particularly useful.




Follow the instructions to colorize a part of the photo:

Step 1. Open a black and white image. We choose the photo of the young sportsmen.




Step 2. In the **Classic** mode, use the **Pencil** tool  to assign colors to the key figure of the image. In our case we will colorize the boy who wins the race.

We choose colors for his clothes, his hair, eyes, teeth, lips and the color of the finish ribbon.

Step 3. Use the **Keep Color Pencil** tool  to draw a close outline around the key object (the winner and the ribbon).

If it is not possible to draw a close outline, the "keep color" line should go beyond the photo frame, so that there are no gaps between the "keep color" outline and the image.



Step 4. Press the button  to start the colorization process.

In a few steps you have got a partially colorized photo.



SELECTIVE DESATURATION

You will see how to desaturate a part of the image leaving other parts untouched. You won't need to select the areas to be desaturated precisely.




We use the plugin version in this tutorial, but you can take the standalone program and do the same to achieve this result.


Step 1. Open the color photo in your photo editor.




Step 2. Call the **AKVIS Coloriage AI** plug-in. For this purpose in **AliveColors** select the menu item Effects -> AKVIS -> Coloriage AI; in **Adobe Photoshop** select the menu item Filter -> AKVIS -> Coloriage AI; in **Corel Photo-Paint** - select the menu item Effects -> AKVIS -> Coloriage AI.

Step 3. In the **Classic** mode, select the **Keep Color Pencil**  and draw an outline inside the butterfly that should keep its colors. You do not need to outline the butterfly feelers as they are black and will have the same color after the desaturation.




Step 4. Select a gray color (the easiest way is to use the **Swatches** palette) and outline the butterfly using the **Pencil** tool .



Step 5. Start the process of the selective desaturation by pressing the button .



Now it is a gray scale picture, only the butterfly has kept its colors.

Step 6. Apply the selective desaturation to the photo by pressing the button .

You can experiment with other photos, for example, with a portrait.

Selective desaturation allows you to highlight key points and see the photo in a different way.



CHANGING COLOR OF YOUR CAR

You can colorize this car yourself using the half-finished materials that we give you. [Download an archive](#) containing the original image and the file with the strokes (*.strokes). Read the instruction [here](#) to see how it works.

This example shows how to *replace colors on a color photo keeping other colors unchanged*.

We will apply **AKVIS Coloriage AI** to change the yellow color of the car body, while other colors (the color of the roof, headlights, wheels, the snow, etc) will stay the same.



We use the plugin version in this tutorial, but you can take the standalone program and do the same to achieve this result.


Follow these instructions:


Step 1. Open the original color photo with the car.



Step 2. Call the **AKVIS Coloriage AI** plug-in. For this purpose in **AliveColors** select the menu item Effects -> AKVIS -> Coloriage AI; in **Adobe Photoshop** select the menu item Filter -> AKVIS -> Coloriage AI; in **Corel Photo-Paint** - select the menu item Effects -> AKVIS -> Coloriage AI.


Step 3. In the **Classic** mode, select a color for the car body. You should take into account that the original color of the car body is light-yellow, therefore the resulting color will also be light. In this case it is impossible to get a dark-blue or a vinous color. Select a light color from the **Color** (or **Swatches**) palette, for example, lilac.

Step 4. Select the **Pencil** tool  and draw an outline within the car body following the shape of its boundaries. As some car details that fall into the contour should not be painted (the air pipe, the door-handle, etc) you should outline them with the color selected for the body.


Step 5. Select the **Keep Color Pencil**  and draw a closed outline around the car body. The contour should be drawn around the boundaries of the car body and pass all objects that are contiguous to the car body, but the color of which should stay the same (for example, the background, headlights, roof, windows, wheels of the car). The contour must be closed. We will use the same tool to mark the air pipe, the door-handle and other details that fall into the contour of the car body.

Hint: If you make a selection in the image editor it will be transferred to the plug-in and displayed as the outline made with the **Keep Color Pencil**. So you will only need to draw the color strokes inside the selection using the **Pencil**.



Step 6. Press the button . The result of the colorization will be shown in the **After** tab.



Step 7. Apply the result of the colorization by pressing the button .

Below are other versions of colorization of the car body.



ADDING COLOR TO AN OLD POSTCARD

You can colorize this photo yourself using the half-finished materials that we give you. [Download an archive](#) containing the original image and the file with the strokes (*.strokes). Read the instructions [here](#) to see how it works.

It is beyond question that black and white photos have their charm. However, sometimes, adding color to a grayscale photo can help us to see it in a new light, to perceive new details. This postcard is a good illustration to this statement.




We use the plugin version in this tutorial, but you can take the standalone program and do the same to achieve this result.

Follow the instructions to "breathe new life" into the postcard:

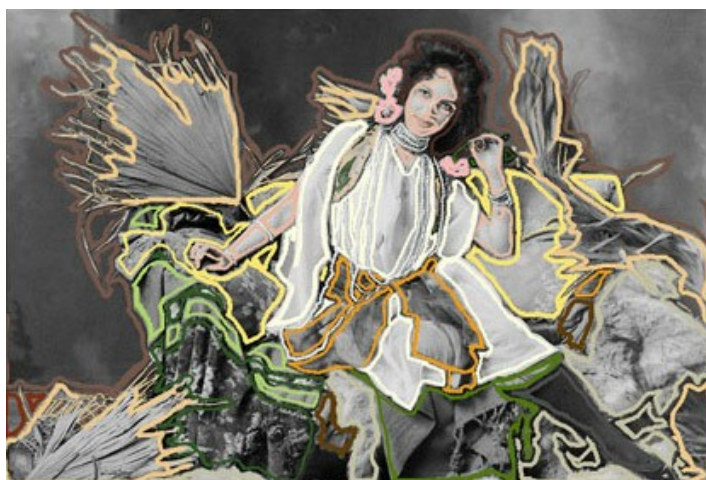
Step 1. Open the image in your photo editor.


Step 2. Call the **AKVIS Coloriage AI** plug-in. For this purpose in **AliveColors** select the menu item Effects -> AKVIS -> Coloriage AI; in **Adobe Photoshop** select the menu item Filter -> AKVIS -> Coloriage AI; in **Corel Photo-Paint** - select the menu item Effects -> AKVIS -> Coloriage AI.

Step 3. In the **Classic** mode, select a color for every object of the image.


Take your time and outline with  the big objects (for example, the girdle, the dress, the cushion, the plaid, and the furs on the sofa) following their boundaries.

To colorize the small details, draw finer strokes on them. For example, to color the pearls a line drawn inside every thread of the beads will be enough. To paint the eyes, just draw some strokes inside the eye iris and on the white of the eye.



Step 4. Press the button  to start the colorization process. The colorized image will be shown in the **After** tab.



Step 5. Press the button  to apply the results of the colorization and close the plugin window.

AKVIS PROGRAMS

[AKVIS AirBrush — Airbrushing Techniques on Your Photos](#)

AKVIS AirBrush automatically transforms a photograph into a work of art which looks like made with a special airbrush tool that sprays paints or inks. The software works as an artistic filter creating stylish colorful airbrush designs from images using chosen settings of photo-to-painting conversion. [More...](#)



[AKVIS Artifact Remover AI — JPEG-Compressed Image Restoration](#)

AKVIS Artifact Remover AI uses artificial intelligence algorithms to remove JPEG compression artifacts and restore the quality of compressed images. This program provides 4 image enhancement modes, each involves a unique neural network developed especially for this occasion. The software is available free of charge for home users. For commercial use, a Business license is offered. [More...](#)



[AKVIS ArtSuite — Frames and Effects for Your Photos](#)

AKVIS ArtSuite is an impressive collection of versatile frames and effects for photos. ArtSuite contains many templates and texture samples that can be used to create a virtually limitless variety of options for generating frames. Decorate a photo to give it an original and festive look! [More...](#)



AKVIS ArtWork — Collection of Painting & Drawing Techniques

AKVIS ArtWork is photo to painting software designed to imitate different artistic techniques: *Oil Painting*, *Watercolor*, *Gouache*, *Comics*, *Pen & Ink*, *Linocut*, *Stencil*, *Pastel*, and *Pointillism*. ArtWork helps you to create a piece of art out of any picture! [More...](#)



AKVIS Chameleon — Photo Collage Creation

AKVIS Chameleon is a fun to use tool for photo collage creation. It makes the process easy and entertaining. The tool is very easy to handle as it does not require precise selection of objects. Using the software you can quickly create your own photo collages. [More...](#)



AKVIS Charcoal — Turn Photos into Charcoal & Chalk Drawings

AKVIS Charcoal is a creative tool for conversion of photos into charcoal and chalk drawings. Using the program you can make professional-looking expressive black and white images. Playing with colors and options you can achieve outstanding artistic effects such as sanguine, sepia, and others. [More...](#)



AKVIS Coloriage AI — Add Color to Black and White Photos

AKVIS Coloriage AI allows colorizing B&W photos. The program includes an AI-powered image colorization mode based on machine learning, as well as the classic method of manual coloring using zone selection. Breathe new life into your old family photographs! [More...](#)



AKVIS Decorator — Resurface and Recolor

AKVIS Decorator lets you change the surface of an object in a realistic manner. The program puts on a texture keeping the volume of an object, following its folds and creases. The new pattern looks absolutely natural and makes you see things differently. Recoloring is also made easy. [More...](#)



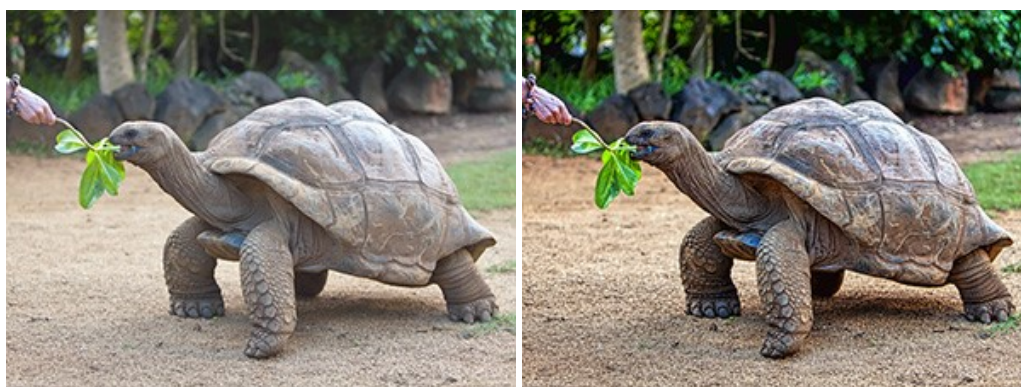
[AKVIS Draw — Hand-made Pencil Drawing Effect](#)

AKVIS Draw converts your photos into hand made pencil drawings. The software creates realistic looking line art illustrations, produces both B&W and color drawings. Add a hand-drawn look to your pictures! [More...](#)



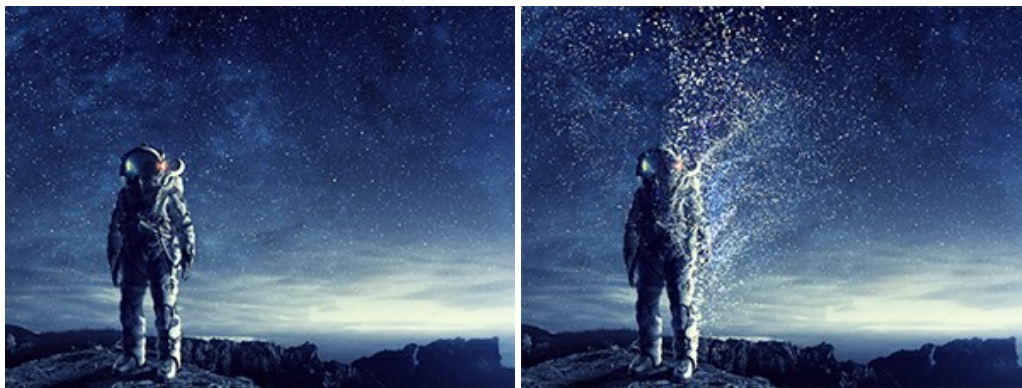
[AKVIS Enhancer — Bring Detail To Your Pictures](#)

AKVIS Enhancer is image enhancement software that detects detail in underexposed, overexposed and mid tone areas of a photo with uneven exposure. Enhancer improves every part of the image! The software works in three modes: *Improve Detail*, *Prepress*, and *Tone Correction*. The program offers a fast method to fix a dark photo, add contrast and brightness to a picture, it lets you improve color and adjust tones. [More...](#)



[AKVIS Explosion — Fabulous Particle Explosion Effects](#)

AKVIS Explosion offers creative destruction and particle explosion effects for your photos. It bursts an object and applies dust and sand particles to an image. With the software, you can create eye-catching graphics in just a few minutes! [More...](#)



AKVIS Frames — Decorate Your Photos with Frames

AKVIS Frames is a free program designed for working with the [AKVIS frame packs](#)



AKVIS HDRFactory — High Dynamic Range Images: Brighter than Reality!

AKVIS HDRFactory lets you create a High Dynamic Range image from a series of shots or from one single photo. The program can also be used for photo correction. The program brings life and color to your photos! [More...](#)



AKVIS Inspire AI — Artistic Stylization of Images

AKVIS Inspire AI stylizes images using various samples of painting. The AI-based program applies the color scheme and style of a selected artwork to a photo creating a new masterpiece. The software includes a gallery of art styles and allows to load a custom sample. Imitate the style of world famous artists! [More...](#)



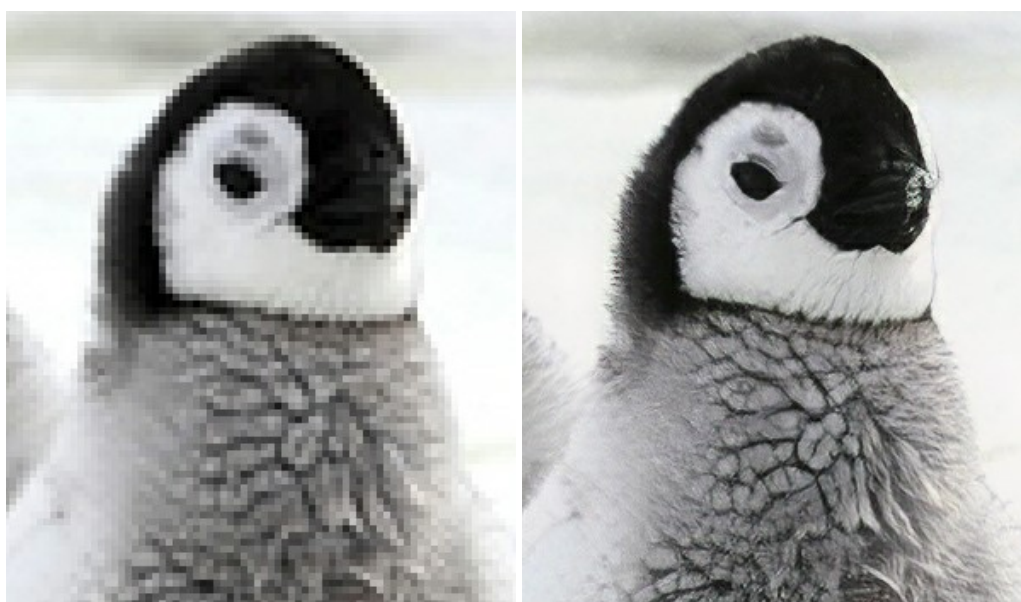
AKVIS LightShop — Light and Star Effects

AKVIS LightShop lets you create an infinite number of astounding light effects! The program offers advanced lighting techniques for adding stars and glow effects to images. A light effect draws attention and brighten up any photo. Add a little magic to your pictures! [More...](#)



AKVIS Magnifier AI — Enlarge Images & Enhance Quality

AKVIS Magnifier AI allows you to increase the size of photos and improve image quality and appearance. Featuring neural network-based algorithms, Magnifier AI upscales images to super-high resolution, up to 800%, and produces wall-sized prints. Improve image resolution, create clear, detailed images with perfect quality! [More...](#)



AKVIS MakeUp — Retouch Your Portrait Photos!

AKVIS MakeUp improves your portraits giving them a professional look. The software retouches facial imperfections making your skin radiant, beautiful, pure and even. The program adds glamour to your pictures and creates a high key effect. Look your best in every photo with AKVIS MakeUp! [More...](#)



AKVIS NatureArt — Bring Nature to Your Photos

AKVIS NatureArt is an excellent tool for imitating the magnificence of natural phenomena on your photos. The program includes a number of effects: [Rain](#)



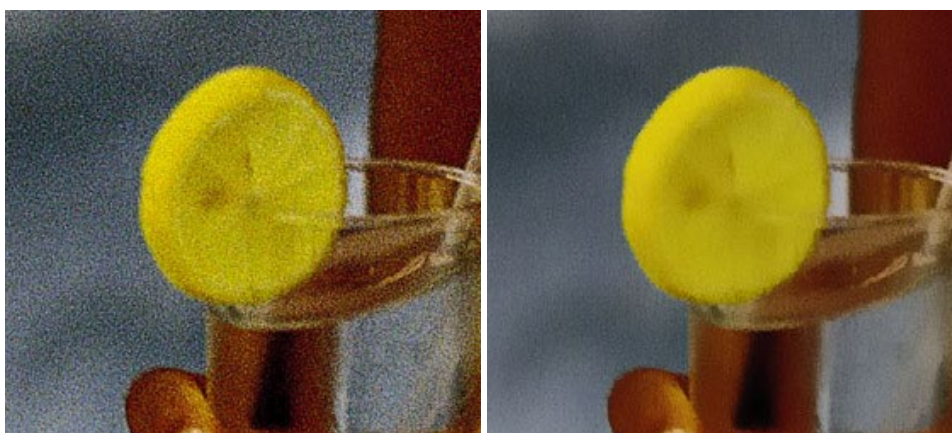
AKVIS Neon — Glowing Drawings from Photos

AKVIS Neon lets you create amazing glowing lines effects. The software transforms a photo into a neon image that looks like drawn with luminescent ink. [More...](#)



AKVIS Noise Buster AI — Digital Noise Reduction

AKVIS Noise Buster AI is software for noise suppression on digital and scanned images. The program is efficient for removing any type of digital noise. It reduces both luminance and color noise without spoiling other aspects of photos. The software includes AI technologies and adjustments for manual refining. [More...](#)



AKVIS OilPaint — Oil Painting Effect for Your Photos

AKVIS OilPaint turns your photos into oil paintings. The mysterious production of a painting happens right before your eyes. The unique algorithm authentically reproduces the technique of the real brush. With this cutting-edge software you can become a painter! [More...](#)



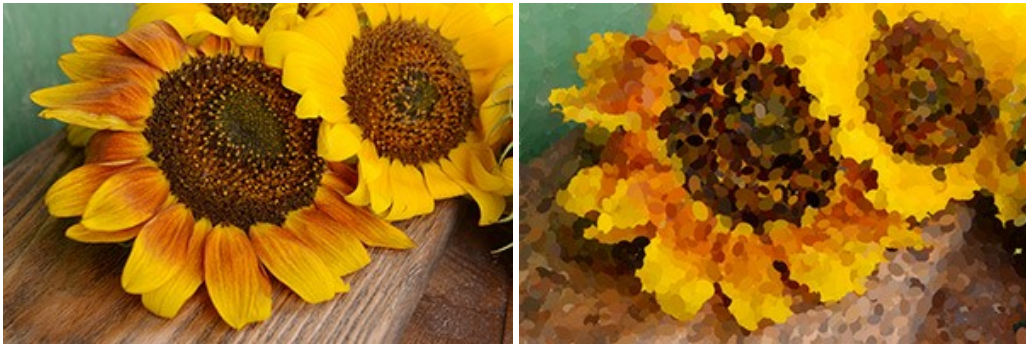
AKVIS Pastel — Turn Photos into Pastel Paintings

AKVIS Pastel turns your photos into pastel paintings. The program converts your photo into a lifelike digital art imitating one of the most popular artistic techniques. AKVIS Pastel is a powerful tool to unleash your creativity! [More...](#)



AKVIS Points — Apply Pointillism Effect to Your Photos

AKVIS Points lets you transform your photos into paintings using one of the most exciting artistic techniques - pointillism. With the software you can easily create gorgeous works of art in a pointillist manner. Discover the world of bright colors! [More...](#)



AKVIS Refocus AI — Focus Improvement & Blur Effects

AKVIS Refocus AI improves the sharpness of out-of-focus and blurry photos, enhances the entire image or partially, creating a selectively focused area. It's also possible to add bokeh and lens blur effects to your photos. The program provides five image processing modes: *Refocus AI*, *Tilt-Shift*, *Iris Blur*, *Motion Blur*, and *Radial Blur*. [More...](#)



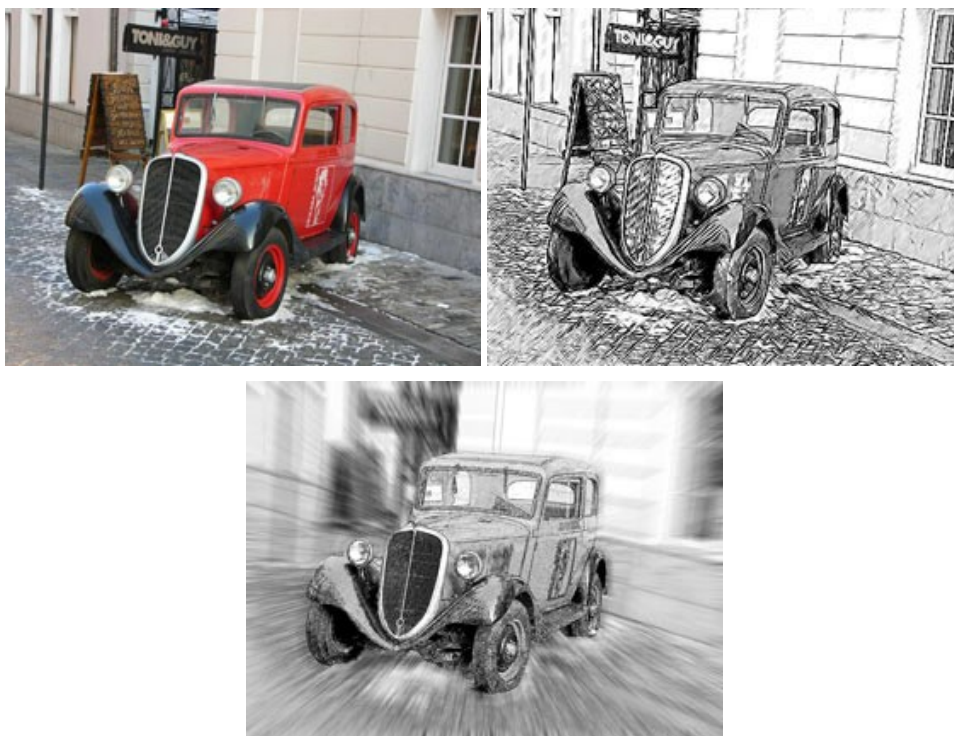
AKVIS Retoucher — Image Restoration Software

AKVIS Retoucher is an efficient program for photo restoration and photo retouching. The software removes dust, scratches, stains, and other defects that appear on damaged photos. It intelligently reconstructs the missing parts of the photo using the information of the surrounding areas. [More...](#)



[AKVIS Sketch — Turn Your Photos into Pencil Sketches](#)

AKVIS Sketch converts photos into amazing pencil drawings. The software creates realistic color artworks and B&W sketches, imitating the technique of graphite and color pencil. The program offers these photo to drawing conversion styles: *Classic*, *Artistic*, *Maestro*, and *Multistyle*, - each with a series of presets. AKVIS Sketch allows you to feel like a real artist! [More...](#)



[AKVIS SmartMask — Save Time on Complex Selections!](#)

AKVIS SmartMask is an efficient selection tool that saves time and is fun to use. Selection has never been so simple! The software considerably increases your productivity. You will be freed from boring work and will have more room for creativity and realization of your ideas. [More...](#)



[AKVIS Watercolor — Aquarelle Art from Photos](#)

AKVIS Watercolor easily makes a photo look like a brilliant and vibrant watercolor painting. The program includes two styles of photo to painting conversion: *Classic Watercolor* and *Contour Watercolor*; each comes with a wide range of ready-to-use presets. The software turns ordinary images into aquarelle pieces of art. [More...](#)

