



COREL[™]
KnockOut 2



USER MANUAL

KnockOut 2 User Guide

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Table of Contents

WELCOME TO KNOCKOUT 2	1	Cutting out areas of the foreground	21
What's new in KnockOut 2.	1	Processing images and evaluating the results	22
About Corel Corporation	2	Refining images after processing	24
COREL CUSTOMER SUPPORT SERVICES	3	Saving knocked-out images as masks	25
GETTING STARTED	7	REFINING TRANSITION AREAS	27
How KnockOut works	7	Restoring foreground detail in the transition area	27
The KnockOut workspace	8	Removing background from the transition area	29
Installing KnockOut	10	Working with images of transparent objects.	29
Learning to use KnockOut	10	Feathering the transition area	31
Changing memory settings	11	CAPTURING SHADOWS	33
Loading and saving images	11	Defining shadow selections	33
Using the toolbox	12	Editing shadow selections	34
Viewing images	13	Saving knocked-out shadows as masks	35
Undoing and redoing actions	14	WORKING WITH KNOCKED-OUT IMAGES	37
Returning to the host application	15	Working with knocked-out images in bitmap-editing applications	37
CREATING KNOCKED-OUT IMAGES	17	Working with saved masks of knocked-out images	38
Defining the foreground and background	17	REFERENCE SECTION	39
Viewing selections	19	Keyboard shortcuts	39
Editing inside and outside selections	19		



WELCOME TO KNOCKOUT 2

1

The KnockOut 2 plug-in is a powerful masking tool that lets you isolate and separate a detailed foreground object from an image, while preserving edge detail such as hair, transparencies, blurred edges, and shadows. You can use KnockOut 2 in conjunction with Adobe® Photoshop®, or Corel PHOTO-PAINT® 10 and above, Corel® Painter™ 6, or Painter 7™.

In this section, you'll learn about

- what's new in KnockOut 2
- Corel Corporation

WHAT'S NEW IN KNOCKOUT 2

KnockOut 2 has new features and enhancements that will facilitate your masking tasks:

- **plug-in** — KnockOut 2 is not a stand-alone application, but a plug-in that you can use with one or more bitmap-editing applications. This improves the workflow and saves time.
- **CMYK support** — KnockOut 2 supports CMYK images.
- **Touchup tools** — The Touchup tools let you fine-tune the knocked-out image you create. You can restore foreground colors that were removed after processing, and you can erase leftover background colors.
- **multiple undo** — You can easily correct mistakes by undoing single or multiple actions. You can set the number of undo levels.
- **property bar** — The newly added property bar displays selection tools associated with the selection tool that's active in the toolbox, bringing forward some of the hidden features in Corel® KnockOut 1.5.

- **revert file** — This feature lets you revert to an image's earlier or original state if you are not satisfied with the outcome.

ABOUT COREL CORPORATION

Founded in 1985, Corel Corporation (www.corel.com) is a leading technology company specializing in content creation tools, business process management and XML-enabled enterprise solutions. The company's goal is to give consumers and enterprise customers the ability to create, exchange and instantly interact with visual content that is always relevant, accurate and available. With its headquarters in Ottawa, Canada, Corel's common stock trades on the Nasdaq Stock Market under the symbol CORL and on the Toronto Stock Exchange under the symbol COR.



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2

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Web service

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For pricing, purchasing, or general inquiries about Corel products, you can call Customer Support Services toll-free at 1-800-772-6735.

To speak directly to a technician, you can call 1-613-274-0500. The hours of operation are 8:30 a.m. to 7:30 p.m., Monday to Friday, eastern standard time (EST).

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Country	Customer service	Technical support
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Australia	1 800 658 850	(02) 8844 4101
Austria	0192 89600	0192 89600
Belgium (Dutch)	0240 06733	0240 06733
Belgium (French)	0240 06777	0240 06777
Brazil	0800 14 1212	55 11 5696 5797
Chile	54 0800 777 3203	57 1 523 1240
China	10 800 610 2323	10 800 610 2673
Columbia	01 800 091 9370	57 1 523 1240
Czech Republic	0224 239645	0224 239645
Denmark	352 58008	352 58008
Finland	922 906040	922 906040
France	0170 706090	0170 706090
Germany	06922 2220288	06922 2220288

Country	Customer service	Technical support
Hong Kong	800 964 514	800 964 515
Hungary	204 117089	204 117089
Indonesia	1 803 61 539	1 803 61 544
Ireland	0124 77724	0124 77724
Israel	44 1628 581601	44 1628 581601
Italy	0236 003600	0236 003600
Japan	81 3554 53274	81 3531 93013
Luxembourg	44 1628 581603	44 1628 581603
Malaysia	1 800 807 895	1 800 807 899
Mexico	01 800 1234-854	57 1 523 1240
Netherlands	0207 132700	0207 132700
New Zealand	0508 267 351	0800 908 592
Norway	229 71908	229 71908
Poland	071 3477279	071 3477279
Portugal	44 1628 581601	44 1628 581601
Singapore	800 6161853	800 6161854
South Africa	0860 223388	0860 223388

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South Korea	82 2 3444 5166	82 2 3444 5166
Spain	0914 141500	0914 141500
Sweden	0856 610555	0856 610555
Switzerland (German)	0158 03280	0158 03280
Switzerland (French)	0158 03300	0158 03300
Taiwan	00801 61 1411	00801 61 1412
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Mail and Fax Support Services

You can send inquiries to Corel Support Services representatives by mail or fax.

Corel Support Services

1600 Carling Avenue

Ottawa, Ontario

K1Z 8R7

Canada

Fax: 1-613-761-9176



GETTING STARTED

3

This section provides you with information about how KnockOut works. It also familiarizes you with the KnockOut workspace.

In this section, you'll learn about

- how KnockOut works
- the KnockOut workspace
- installing KnockOut
- learning to use KnockOut
- changing memory settings
- loading and saving images
- using the toolbox
- viewing images

- undoing and redoing actions
- returning to the host application

Commonly used tools in KnockOut have shortcuts. For a list of shortcuts you can use, see “Keyboard shortcuts” on page 39.

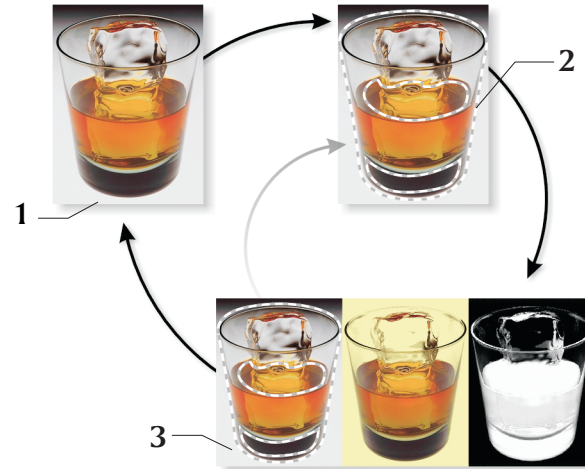
How KnockOut works

A mask is applied to an image during image-editing to define protected areas and editable areas. A conventional mask can be used to separate foreground from background by defining an edge between the two. When you define an edge, however, it's difficult to capture fine detail, such as hair. KnockOut solves this problem by letting you define three areas — a foreground area, a background area, and a transition area. When you process an image, KnockOut determines what material in the transition area

belongs to the foreground and what material belongs to the background.

The following steps provide a general overview of a process for creating a knocked-out image and combining it with other images in a bitmap-editing application.

- 1 Bring the image into KnockOut** — Bring a single-layer bitmap image from Adobe Photoshop, Corel PHOTO-PAINT, Corel Painter 6, or Painter 7.
- 2 Define the foreground and background** — Define the foreground to be preserved and the background to be removed.
- 3 Process the image** — Knock out the foreground from the background.
- 4 Evaluate the processing results** — Switch between views of the original image, knocked-out image, and alpha channel to evaluate the results of processing.
- 5 Refine the transition area** — If the processing results are not satisfactory, refine the transition area. You can keep processing and refining until you achieve the results you want.
- 6 Return the image to the host application** — Bring the image back into Adobe Photoshop, Corel PHOTO-PAINT, Corel Painter 6, or Painter 7.
- 7 Use the knocked-out image in a bitmap-editing application** — Combine the knocked-out image with other images in Adobe Photoshop, Corel PHOTO-PAINT, Corel Painter 6, or Painter 7.



Open a bitmap image (1). Define the foreground and background (2). Process the image and evaluate the results by viewing the original, the knocked-out image, and the alpha channel (3).

THE KNOCKOUT WORKSPACE

KnockOut provides the following screen elements to give you quick access to tools, commands, and information about the active image. You can customize your workspace by hiding or displaying these elements.

- **property bar** — displays the selection tools associated with the active tool in the toolbox
- **toolbox** — contains tools that let you define, fine-tune, and view selections

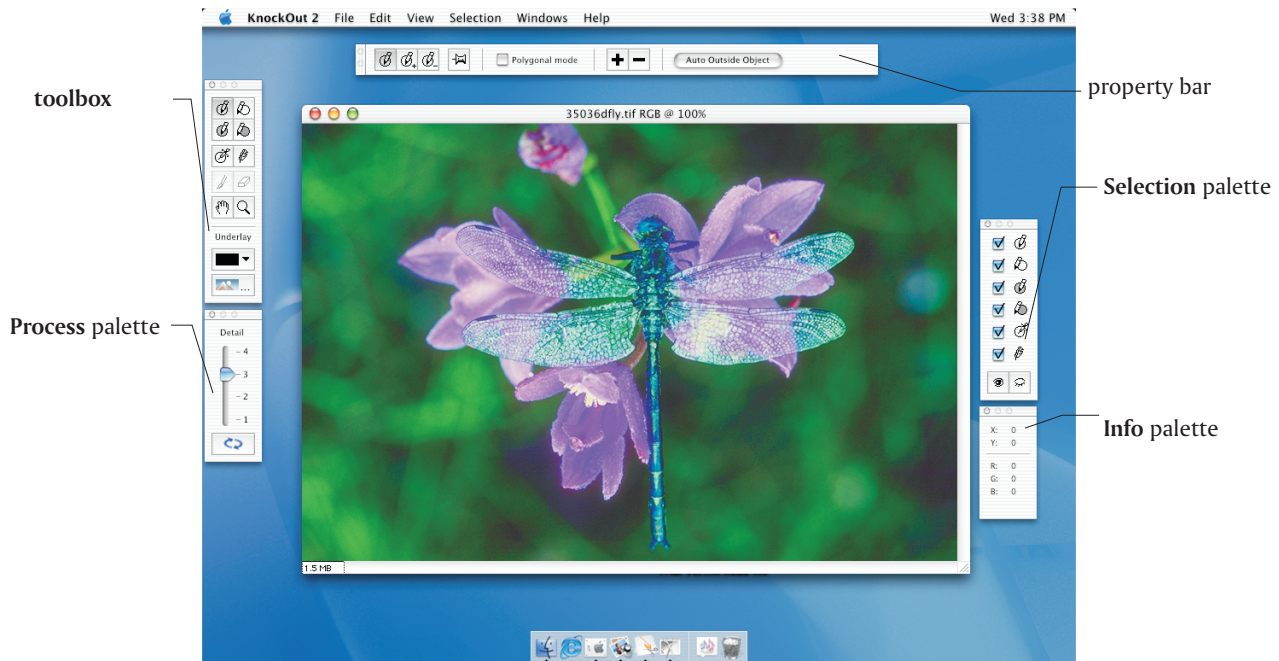
- **Process palette** — lets you choose the transition complexity setting and process the image
- **Selection palette** — lets you hide or display selection lines and single-pixel selections
- **Info palette** — displays information about the active image, such as its RGB or CMYK values, as well as the position of the pointer

To display or hide a palette

- Click **Windows** (Mac OS) or **Window** (Windows), and click the command that corresponds to the palette you want to display or hide.



Press **Tab** to hide or display all palettes.



INSTALLING KNOCKOUT

You can install KnockOut on as many host applications as you have installed on your computer. For example, if you have both Adobe Photoshop and Corel PHOTO-PAINT installed on your system, you can install KnockOut 2 for use with both applications.

Before you install KnockOut 2, ensure that you close all applications and that your computer meets the system requirements.

TO INSTALL KNOCKOUT ON THE MAC OS

- 1 Insert the KnockOut 2 CD into the CD drive.
- 2 Double-click the KnockOut 2 Installer.
- 3 Follow the instructions in the Installer.

TO INSTALL KNOCKOUT ON WINDOWS

- 1 Insert the KnockOut 2 CD into the CD drive.
If the **Setup** wizard does not start automatically, click **Start** on the Windows taskbar, and click **Run**. Type **D:\KnockOut.exe**, where **D** is the letter that corresponds to the CD drive.
- 2 Follow the instructions in the **Setup** wizard.



You can install KnockOut 2 on more than one host application by re-running the setup. Re-running the setup will install one new file in the host application's plug-in folder.

TO UNINSTALL KNOCKOUT ON THE MAC OS

- 1 Locate the KnockOut 2 folder on your hard drive.
- 2 Drag the KnockOut 2 folder to the Trash.

TO UNINSTALL KNOCKOUT ON WINDOWS

- 1 Click **Start** on the Windows taskbar, and click **Programs** ▶ **KnockOut 2** ▶ **KnockOut 2 uninstall**.
- 2 Follow the instructions in the **Uninstall** wizard.



If you have KnockOut installed on more than one host application, the **Uninstall** wizard will uninstall KnockOut from all host applications.

LEARNING TO USE KNOCKOUT

The following resources will help you to learn and use KnockOut:

- **Tutorials** — provide step-by-step lessons for learning KnockOut. They are accessed from the Help menu and open in your Web browser.
- **Help** — provides information about KnockOut and procedures for completing tasks. You can find topics in Help by browsing the contents, or clicking keywords in the index.
- **KnockOut 2 User Guide** — is a paper version of the Help. It explains the features of KnockOut and provides procedures for most of the tasks you will perform.
- **ToolTips** — display the name of a tool when you place the pointer on that tool.

The KnockOut 2 User Guide and Help are written for both the Mac OS and Windows platforms. By convention, Mac OS

commands precede Windows commands in the text. For simplicity, the term “folder” refers to directories as well as folders. The KnockOut interface for Mac OS and Windows platforms is identical unless otherwise specified.

To set up your windows before using a tutorial in Windows

- 1 Close all applications except KnockOut.
- 2 Click **Help ▶ Tutorials**.
- 3 Right-click the Windows taskbar, and click **Tile windows vertically**.
- 4 Adjust the size of the Web browser window and the KnockOut application window.

To access Help

- Click **Help ▶ Help topics**.

CHANGING MEMORY SETTINGS

Because KnockOut works with multichannel images, you must make sure that your computer has enough memory to handle the images. It’s recommended that you set the maximum virtual memory of your computer to eight times the size of the image. If you have a Mac OS, you will also need to increase the amount of memory allocated to KnockOut. The suggested memory requirements are set at 32 MB, but the preferred size will need to be increased if you are working with larger images. For information about how to increase the virtual memory and the memory allocated to an application, see the Mac OS or Windows documentation.

To make additional memory available for processing, you can set preferences in KnockOut. A certain amount of memory is allocated to store the previously processed image and the alpha channel where the shadow selections are stored.

To set preferences

- 1 Click **Edit ▶ Preferences**.
- 2 Enable the check box that corresponds to the preferences you want to set.



Preferences are applied only when the image is closed and reopened.



If you don’t need to capture shadows, you can disable the **Shadow memory buffer** check box.

If you don’t need to view the results of previous processing, you can disable the **Previous process viewing** check box.

LOADING AND SAVING IMAGES

KnockOut lets you load files from Adobe Photoshop, Corel PHOTO-PAINT 10 and later, Corel Painter 6, and Painter 7. You can also load a saved project. The filename extension for a saved file is **.cko**.

To minimize memory requirements and speed up screen refresh and processing times, it’s recommended that you crop the image before you load it into KnockOut.

KnockOut works with single-layer 24-bit RGB images and CMYK images.

You can save an image as a KnockOut project as you work on it. The project is saved with the selection lines that you've defined, so that you can return to a project later.

To load the current Adobe Photoshop image in KnockOut

- In Adobe Photoshop, click **Filter** ▶ **KnockOut** ▶ **Load working layer**.



KnockOut supports 24-bit RGB and CMYK color spaces.

You can only load a valid unlocked layer. To load the background layer, you must duplicate it first or convert it into a layer.



You can also open a previously saved KnockOut project by clicking **Load saved project**.

To load the current Corel PHOTO-PAINT, COREL PAINTER 6, OR PAINTER 7 image in KnockOut

- In Corel PHOTO-PAINT 10 or later, Corel Painter 6, or Painter 7, click **Effects** ▶ **KnockOut** ▶ **Load working layer**.



KnockOut supports 24-bit RGB and CMYK color spaces.

You can only load the background after creating a new object from it.



You can also open a previously saved KnockOut project by clicking **Load saved project**.

To save a KnockOut project



- Click **File** ▶ **Save project**.







To save a project with a new name or location



- 1 Click **File** ▶ **Save project as**.
- 2 Choose the folder where you want to save the file.
- 3 Type a filename.

Using the toolbox

The following table describes all the tools in the KnockOut toolbox. For more information about how these tools work together, see “Creating knocked-out images” on page 17.

Tool	Description
	The Inside object tool lets you draw an inside object selection line to define the foreground. You can also use it to add or delete single or multiple pixels in an inside object selection.
	The Outside object tool lets you draw an outside object selection line to define the background. You can also use it to add or delete single or multiple pixels in an outside object selection.

Tool	Description
	The Inside shadow tool lets you draw an inside shadow selection line. You can also use it to add or delete single or multiple pixels in an inside shadow selection.
	The Outside shadow tool lets you draw an outside shadow selection line. You can also use it to add or delete single or multiple pixels in an outside shadow selection.
	The Inside syringe tool lets you inject foreground color into areas in the transition area that have become too transparent after processing.
	The Edge feather tool lets you remove jagged edges from the processed foreground.
	The Touchup brush tool lets you recover colors removed during processing.
	The Touchup eraser tool lets you remove colors after image processing.

Tool	Description
	The Hand tool lets you drag areas of an image into view when the image is larger than the image window.
	The Zoom tool lets you zoom in on or zoom out of an image.

VIEWING IMAGES

You can change your view of an image by zooming in to get a closer look at a particular area or zooming out to view a larger area of the whole image. KnockOut lets you zoom in and out using both the menu and the property bar. You can also zoom in from a specific area of an image.

You can pan to view areas of an image that fall outside the image window.

TO ZOOM IN OR OUT FROM THE CENTER OF AN IMAGE USING THE MENU

- Click **Windows** (Mac OS) or **Window** (Windows), and click one of the following:
 - **Zoom in** — lets you increase the zoom level
 - **Zoom out** — lets you decrease the zoom level

You can also

Fit an image to the window

Click **Fit window**.

You can also

View an image at its actual print size Click **Zoom 100%**.

To zoom in or out from the center of an image using the property bar

- 1 Click the **Zoom**  tool in the toolbox.
- 2 On the property bar, click one of the following:
 - **Zoom in**  tool
 - **Zoom out**  tool


You can also

Fit an image to the window Click the **Fit to screen** button on the property bar.

View an image at its actual print size Click the **Actual size** button on the property bar.

Set a predefined zoom level Choose a zoom level from the list box on the property bar.

To zoom in to a specific area of an image


- 1 Click the **Zoom**  tool in the toolbox.
- 2 Click the area of the image.

If you want to zoom out from a specific area of an image, **Option-click** (Mac OS) or **right-click** (Windows) an area with the **Zoom** tool.



You can also zoom in to a specific area of an image by dragging over an area of the image.

To view image areas that fall outside the image window

- 1 Click the **Hand**  tool.
- 2 Drag the image until the area you want to see is visible in the image window.

Undoing and Redoing Actions

KnockOut lets you reverse an action you perform and redo the last reversed action. You can set the number of actions that you can undo.

You can revert to a previously saved image. You can also revert to the original image if you have not yet saved the image you are working on.

To undo and redo actions

To	Do the following
Reverse an action	Click Edit ▶ Undo .
Redo the last reversed action	Click Edit ▶ Redo .

To set the undo levels for actions

- 1 Click **Edit ▶ Preferences**.
- 2 Type a value in the **Undo levels** box.



You can specify up to 99 undo levels.

To REVERT TO THE PREVIOUSLY SAVED IMAGE

- Click **File ▶ Revert**.



If you have not saved the image you are working on, the original image from the host application is recalled.

You cannot undo a reverted image.

RETURNING TO THE HOST APPLICATION

Once you have brought an image into KnockOut, you can return to the host application at any time. You can exit KnockOut and apply the changes to the image in the host application. Then, you can create a mask that contains the knocked-out image and its shadow.

You can also exit KnockOut without applying the changes made to an image.

To exit KnockOUT AND apply changes

- Click **File ▶ Apply**.

To CREATE A MASK FOR THE KNOCKED-OUT IMAGE IN Adobe PHOTOSHOP

- 1 With the knocked-out layer selected, click **Select ▶ Load selection**.
- 2 Click **OK** in the **Load selection** dialog box.
- 3 Click **Select ▶ Save selection**.
- 4 Type a name in the **Name** box.

To CREATE A MASK FOR THE KNOCKED-OUT IMAGE IN COREL PHOTO-PAINT

- With the knocked-out object selected, click **Object ▶ Clip mask ▶ Create ▶ From object transparency**.

To exit KnockOUT without applying changes

- 1 Click **File ▶ Quit**.
- 2 Click **Don't apply**.



In Mac OS X, you can exit KnockOut without applying changes by clicking **KnockOut 2 ▶ Quit KnockOut 2**.



CREATING KNOCKED-OUT IMAGES

4

You can knock out an image and add it to a background image in a bitmap-editing application.

In this section, you'll learn about

- defining the foreground and background
- viewing selections
- editing inside and outside selections
- cutting out areas of the foreground
- processing images and evaluating the results
- refining images after processing
- saving knocked-out images as masks

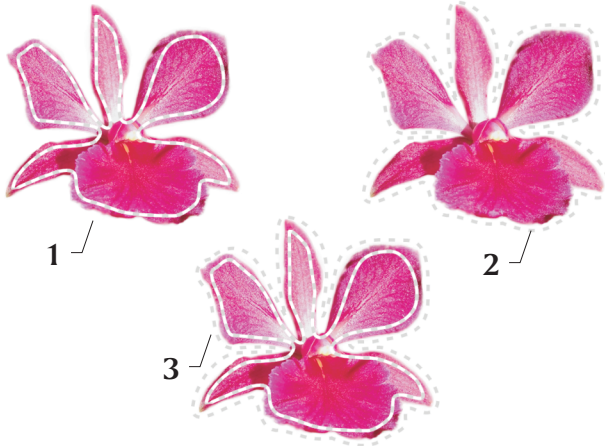
Commonly used tools in KnockOut have shortcuts. For a list of shortcuts you can use, see “Keyboard shortcuts” on page 39.

DEFINING THE FOREGROUND AND BACKGROUND

In KnockOut, you define inside and outside selections to isolate the foreground from the background. The inside selection line defines the foreground and is drawn through only the foreground colors. The outside selection line defines the background and is drawn through only the background colors. The area between the inside and outside selection lines, which contains both foreground and background information, is the transition area.


In an image where the transition area is composed of few colors, the selection lines can be loosely drawn. If the transition area is composed of many colors, the selection lines should be drawn as close together as possible to create a narrow transition area.

If you want the inside or outside selections to be the same shape, you can generate the inside or outside selection line automatically. You can also create straight selection lines.




The inside object selection line is drawn in the foreground object (1). The outside object selection line is drawn around the outside of the foreground object (2). The area between the inside and outside selection lines, which contains both foreground and background information, is the transition area (3).

To define the foreground

- 1 Click the **Inside object**  tool.
- 2 Draw a line inside the foreground object that traces its shape, without passing through any background colors.

To define the background

- 1 Click the **Outside object**  tool.
- 2 Draw a line around the foreground object, without passing through any foreground colors.

To generate a selection line automatically

- 1 Click a selection tool.
- 2 Click **Selection**, and click one of the following:
 - **Auto inside object** — lets you generate an inside selection line automatically
 - **Auto outside object** — lets you generate an outside selection line automatically



At least one of the selection lines must be defined before you can use the Auto Inside/Outside function. If you have defined both selections, the line that is not active is regenerated.



You can also generate a selection line automatically by clicking the **Auto inside object** or **Auto outside object** button on the property bar.

To create a straight selection line

- 1 Click a selection tool.
- 2 Enable the **Polygonal mode** check box on the property bar.
- 3 Click points in the image to create a selection line.



When you are in polygonal mode, you can create freehand selection lines by pressing **Option** (Mac OS) or **Alt** (Windows) and drawing a selection line.

VIEWING SELECTIONS



If you make many selections, the lines sometimes become cluttered and difficult to define. You can hide or display selection lines to help you precisely define and edit a selection.

Magnifying a selection as you define it lets you make more precise selection lines.

To hide or display a selection

- Click **View**, and click the command that corresponds to the selection line that you want to hide or display.

You can also

Hide or display a selection line	Enable or disable the check box next to the selection tool on the Selection palette.
Hide or display all selection lines	Click the Open eye  or Closed eye  button on the Selection palette.

To magnify a selection as you define it

- 1 Click a selection tool.
- 2 Press **L**.

The **Loupe zoom** magnifies the area that you are currently defining.

- 3 Draw the selection line.
- 4 Press **L** again to turn off the **Loupe zoom**.



The **Loupe zoom** feature only works at 100% zoom.






The Loupe zoom feature magnifies selections as you define them.

EDITING INSIDE AND OUTSIDE SELECTIONS

After you define the inside and outside selections, you can add or subtract specific areas from them. You can also expand or contract entire selection areas.

To edit an inside object selection

- 1 Click the **Inside object**  tool.
- 2 On the property bar, click one of the following buttons:
 - **Inside object addition**  — lets you add to an inside object selection

- **Inside object subtraction**  — lets you subtract from an inside object selection

3 Draw around the area you want to edit.



Once the button is clicked, you remain in addition or subtraction mode until you click another button.




You can also enable the **Inside object addition** button by pressing **Shift**. When you enable the **Inside object addition** button using the shortcut key, addition mode quits once you complete the selection.

You can also enable the **Inside object subtraction** button by pressing **Option** (Mac OS) or **Alt** (Windows). When you enable the **Inside object subtraction** button using the shortcut keys, subtraction mode quits once you complete the selection.





The butterfly's wings are added to the inside selection.

To edit an outside object selection

1 Click the **Outside object**  tool.

2 On the property bar, click one of the following buttons:

- **Outside object addition**  — lets you add to an outside object selection
- **Outside object subtraction**  — lets you subtract from an outside object selection

3 Draw around the area you want to edit.

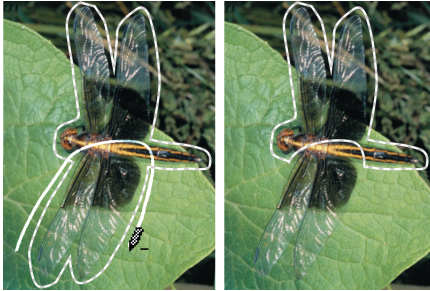


Once the button is clicked, you remain in addition or subtraction mode until you click another button.



You can also enable the **Outside object addition** button by pressing **Shift**. When you enable the **Outside object addition** button using the shortcut key, addition mode quits once you complete the selection.

You can also enable the **Outside object subtraction** button by pressing **Option** (Mac OS) or **Alt** (Windows). When you enable the **Outside object subtraction** button using the shortcut keys, subtraction mode quits once you complete the selection.



The dragonfly's wings are subtracted from the outside selection.

To expand a selection

- 1 Click a selection tool.
- 2 Click **Selection** ▶ **Expand**.



You can also expand a selection by clicking the **Expand** **+** button on the property bar.

To contract a selection

- 1 Click a selection tool.
- 2 Click **Selection** ▶ **Contract**.

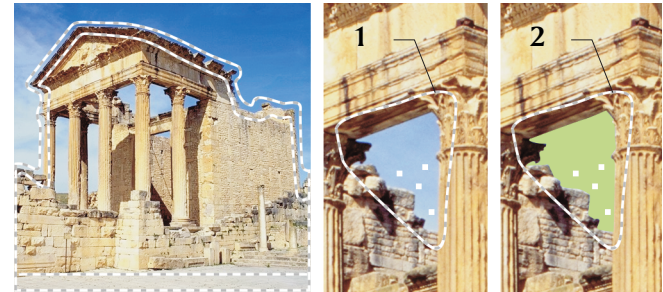


You can also contract a selection by clicking the **Contract** **-** button on the property bar.

CUTTING OUT AREAS OF THE FOREGROUND





After you define the inside and outside selections, you can define areas in the foreground that you want to cut out and remove with the background; for example, areas in the foreground where the background shows through. If you want to remove all the colors from the area you want to cut out, ensure that you select a sample of all the colors present in the cutout. When you process the image, anything in the cutout that is the same color value as the single-pixel selections is removed with the background.

The following image contains areas in the foreground where the background shows through. With the inside and outside object selections already defined, several pixels in the cutout are selected so that pixels of the same color value are removed with the background when the image is processed.



Areas in the foreground that you want to cut out and remove with the background are subtracted from the inside selection, and then single-pixel selections are designated as background colors (1). All pixels of the same color value are removed by reprocessing (2).

TO CUT OUT AREAS OF THE FOREGROUND

- 1 Click the **Inside object**  tool.
- 2 Click the **Inside object subtraction**  button on the property bar.
- 3 Draw around the area you want to cut out.
- 4 Click the **Outside object**  tool.
- 5 Click the **Tweezers**  button on the property bar.
- 6 Click the pixels within the cutout area that represent the colors you want to remove with the background.



If you try to make single-pixel selections in an area other than the cutout area, the pointer changes to indicate that you can't make a selection within that area.



You can also enable the **Inside object subtraction** mode by pressing **Option** (Mac OS) or **Alt** (Windows).

You can also enable the **Tweezers** tool by pressing **Command** (Mac OS) or **Ctrl** (Windows).

PROCESSING IMAGES AND EVALUATING THE RESULTS

After you define the inside and outside selections, you can process an image to produce a knocked-out foreground with the original background removed and the mask stored in an alpha channel. Before you process the image, you can choose the transition complexity, which specifies the number of colors that enter the transition area. It might be necessary to experiment by


processing an image with different transition complexity settings and switching between views.

After processing your image, you can evaluate the knocked-out image by displaying it against different background colors or a background image and switching between views of the original, the current knocked-out image, the last knocked-out image, and the alpha channel. You can then make refinements and reprocess the image until you are satisfied with the results.

TO PROCESS AN IMAGE

- 1 Move the **Transition complexity** slider to one of the following levels:
 - **1** — for less detailed images with few colors in the foreground or background
 - **2** — for images with multiple colors in the foreground and few colors in the background
 - **3** — for images with few colors in the foreground and multiple colors in the background
 - **4** — for images with multiple colors in both the foreground and the background
- 2 Click **Edit** ▶ **Process**.



You can also process an image by clicking the **Process**  button on the **Process** palette.



Images suitable for the different transition complexities. Clockwise from top left: level 1, level 2, level 3, and level 4.


To change the background color behind a processed image

- Open the **Underlay** color picker in the toolbox, and click a color.
If you want to choose a custom color, click **Custom** (Mac OS) or **Other** (Windows).



Displaying a processed image against a background color is for preview purposes only. It has no effect on a processed image that is brought back to the host application.

To display a background image behind a processed image

- 1 Click the **Image**  button in the toolbox.
- 2 Choose the folder where the file is stored.
- 3 Double-click the filename.



Displaying a processed image against a background image from disk is for preview purposes only. It has no effect on a processed image that is brought back to the host application.



You can display the processed image against the background image you'll be using in the host application.

To switch between views of an image

- Click **View**, and enable one of the following menu items:
 - **Original** — displays the original image
 - **Current knocked out** — displays the current knocked-out image
 - **Last knocked out** — displays the last knocked-out image
 - **Alpha** — displays the alpha channel



After the image is processed, you can switch between views of the original image, the knocked-out image, and the alpha channel.

To switch between views of the current and previously processed image

- Press one of the following:
 - **Command + 2** (Mac OS) or **Ctrl + 2** (Windows) — lets you view the current processed image
 - **Command + 3** (Mac OS) or **Ctrl + 3** (Windows) — lets you view the previous processed image
 - **Command + 4** (Mac OS) or **Ctrl + 4** (Windows) — lets you toggle between the alpha channel view of the current and previous processing results

If you want to return to the original image, press **Command + 1** (Mac OS) or **Ctrl + 1** (Windows).



You must have processed the image more than once to use this feature.

REFINING IMAGES AFTER PROCESSING

After you process images, you can recover foreground colors you removed during processing. You can also remove background colors that remain after processing.



When you process an image you may remove colors that you want to keep. You can recover these colors with the Touchup brush.

To RECOVER COLORS REMOVED DURING PROCESSING

- 1 Click the **Touchup brush**  tool in the toolbox.
- 2 Drag over image areas where you want to recover colors.




When the **Touchup brush tool** is enabled, split screen mode is also enabled and the original image as well as the knocked-out image display side by side. Changes made to the image in the **Edit** window will display immediately in the **Original** window.

Any edits made with the **Touchup brush tool** are lost when you reprocess an image.



After processing, you may have unwanted colors. You can remove these colors with the Touchup eraser.

TO REMOVE COLORS AFTER IMAGE PROCESSING

- 1 Click the **Touchup eraser**  tool in the toolbox.
- 2 Drag over colors you want to remove.



When the **Touchup eraser tool** is enabled, split screen mode is also enabled and the original image as well as the knocked-out image display side by side. Changes made to the image in the **Edit** window will display immediately in the **Original** window.

Any edits made with the **Touchup eraser tool** are lost when you reprocess an image.

SAVING KNOCKED-OUT IMAGES AS MASKS

You can save knocked-out images as masks for later use. You can import a saved mask in Adobe Photoshop or Corel PHOTO-PAINT and add it to any background image you want. For information

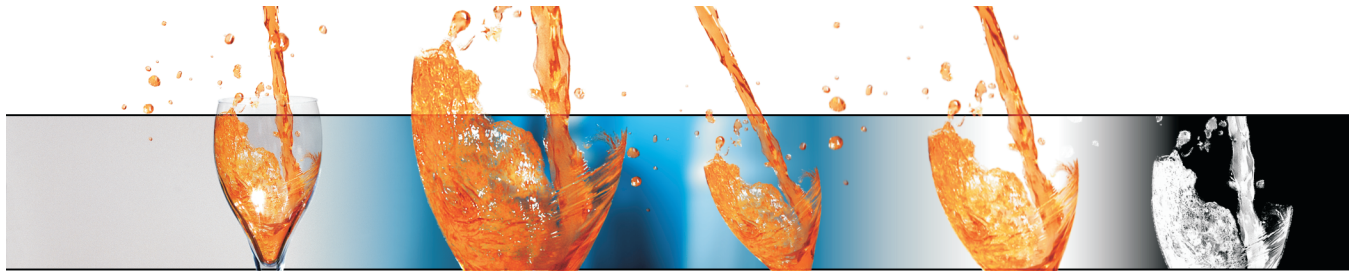
about using saved masks of knocked-out images, see “Working with knocked-out images” on page 37.

TO SAVE A KNOCKED-IMAGE AS A MASK

- 1 Click **File** ▶ **Save image mask**.
- 2 Choose the folder where you want to save the file.
- 3 Type a filename.



This procedure saves a mask of the knocked-out image without its shadow.



REFINING TRANSITION AREAS

5

This section explains how to refine the transition area to preserve foreground detail.

In this section, you will learn about

- restoring foreground detail in the transition area
- removing background color from the transition area
- working with images of transparent objects
- feathering the transition area

Commonly used tools in the KnockOut application have shortcuts. For a list of shortcuts you can use, see “Keyboard shortcuts” on page 39.

RESTORING FOREGROUND DETAIL IN THE TRANSITION AREA

In some images, areas in the transition area can become too transparent after processing if the inside object selection line does not flow through a specific foreground color that appears in the transition area. For example, strands of hair in the transition area can appear transparent or even disappear after processing, since the colors in the strands are not defined as part of the foreground. You can restore transparent areas in the transition area by withdrawing a similar color from the foreground and injecting it into the transparent strands. You may have to make several injection points or sample different foreground colors. You can also delete selected groups of injection points. After you reprocess the image, the strands of hair will become visible in the transition area.

You can also designate single pixels in the transition area as foreground detail. This procedure is useful if you have colors in the transition area that are not in the foreground area but you would like to keep visible in the knocked-out image.



To restore foreground detail that is lost after processing (1), withdraw a similar color from the foreground (main) and inject it into the transparent area. The hair detail is restored by reprocessing (2).

To RESTORE FOREGROUND DETAIL IN THE TRANSITION AREA

- 1 Click the **Inside syringe**  tool.
- 2 Click the **Extract**  button on the property bar.
- 3 Click a color in the foreground.

The color must be opaque and approximately the color you want to appear in the transition area.

- 4 Click the **Inside syringe** tool on the property bar.
- 5 Click several points where you want to inject color in the transition area.



The color over which the **Inside syringe** tool is positioned displays in the circle below the tool. The color that is sampled displays in the color swatch on the property bar.


Single-pixel selections are easiest to make at a zoom level of 100% or greater.



You can also enable the **Extract** tool by pressing **Command** (Mac OS) or **Ctrl** (Windows).

You can use the **Loupe zoom** feature to magnify the area where you want to make your selection points. You can access the **Loupe zoom** by pressing **L**.



To DELETE A SELECTED GROUP OF INJECTION POINTS

- 1 Click the **Inside syringe subtraction**  button on the property bar.
- 2 Drag around the injection points you want to remove.



You can also delete a selected group of injection points by holding down **Option** (Mac OS) or **Alt** (Windows), and dragging around the injection points you want to remove.

To designate single pixels in the transition area as foreground detail

- 1 Click the **Inside object**  tool.
- 2 Click the **Pushpin**  button on the property bar.
- 3 Click the pixels within the transition area you want to designate as foreground detail.



By making single-pixel selections in the transition area, you define as foreground detail all pixels of the same or similar color value.

Single-pixel selections are easiest to make at a zoom level of 100% or greater.





You can also enable the **Pushpin** tool by pressing **Command** (Mac OS) or **Ctrl** (Windows).

REMOVING BACKGROUND FROM THE TRANSITION AREA

You can designate single pixels in the transition area as background detail. This procedure is useful if you have colors in the transition area that are not in the background area but you would like to delete from the knocked-out image.

To designate single pixels in the transition area as background detail

- 1 Click the **Outside object**  tool.
- 2 Click the **Tweezers**  button on the property bar.
- 3 Click the pixels within the transition area you want to designate as background detail.



By making single-pixel selections in the transition area, you define as background detail all pixels of the same or similar color value.

Single-pixel selections are easiest to make at a zoom level of 100% or greater.



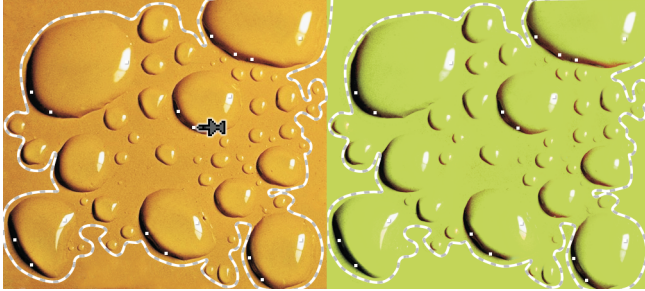
You can also enable the **Tweezers** tool by pressing **Command** (Mac OS) or **Ctrl** (Windows).

WORKING WITH IMAGES OF TRANSPARENT OBJECTS

You can knock out objects that are primarily made up of transparent material, while retaining any foreground detail. In such cases, because the area in which you would draw the inside selection line is often too small, you can make single opaque pixel selections to either define or add to an inside object selection. After you process the image, the areas defined by the single-pixel selections are preserved with the foreground.

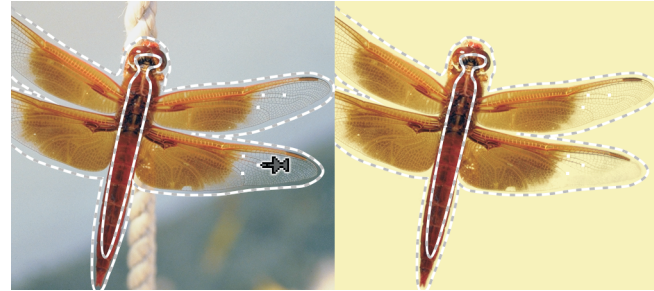
For example, in the water droplets shown here, most of the foreground image is transparent. To knock out the foreground, you would first define the outside selection around the water droplets, and then define the inside object selection by selecting

opaque single pixels in the foreground. When you process the image, the area of the image that is the same color as your single-pixel selections is retained as foreground.





With objects that are mainly transparent, define the outside object selection, and then define the inside object selection by making single-pixel selections in the opaque material in the foreground. The foreground detail is retained after processing.

In the case of the dragonfly shown here, you define the outside selection around the dragonfly, and then define the inside selection within the body of the dragonfly. The dragonfly's wings appear in the transition area. To retain the fine detail in the wings, you can make several single-pixel selections on the wings to add to the inside selection.



Making opaque single-pixel selections in the dragonfly's wings ensures that the detail in the wings is retained with the foreground during processing.

To preserve detail in a foreground object that is mainly transparent

- 1 Click the **Inside object**  tool.
- 2 Click the **Pushpin**  button on the property bar.
- 3 Click the pixels in the foreground that you want to add to the selection.



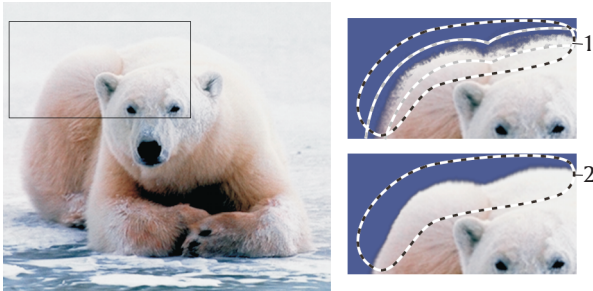
Single-pixel selections are easiest to make at a zoom level of 100% or greater.



You can also enable the **Pushpin** tool by pressing **Command** (Mac OS) or **Ctrl** (Windows).



FEATHERING THE TRANSITION AREA

The edges of a knocked-out image can appear jagged if the colors in the foreground and background are similar — for example, a polar bear against a backdrop of snow. You can feather any edges that appear jagged, and then reprocess the image to produce a softer, more natural-looking transition edge.




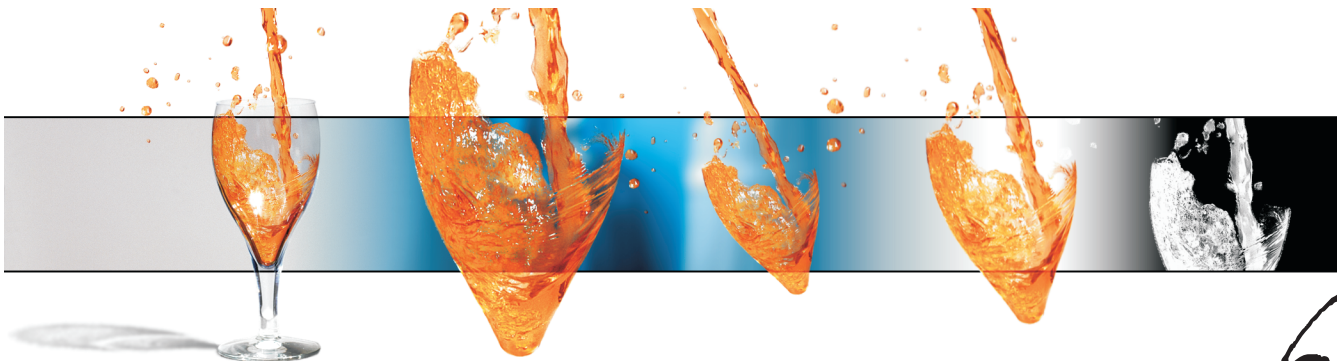
After processing an image in which background and foreground colors are similar, the edges of the foreground can appear jagged (1). Feathering the edges and reprocessing results in a softer, more natural-looking transition edge (2).



You can also add to or subtract from the area you want to feather by clicking the **Feather addition**  or **Feather subtraction**  buttons on the property bar, and drawing around the area you want to edit. Once a button is clicked, you remain in addition or subtraction mode until you click another button.

TO FEATHER THE TRANSITION AREA

- 1 Click the **Edge feather**  tool.
- 2 Drag around the edge you want to feather.
- 3 Click **Edit** ▶ **Process**.



CAPTURING SHADOWS

6

KnockOut lets you capture the shadows of foreground objects and return the shadows to the host application in a separate alpha channel.

In this section, you'll learn about

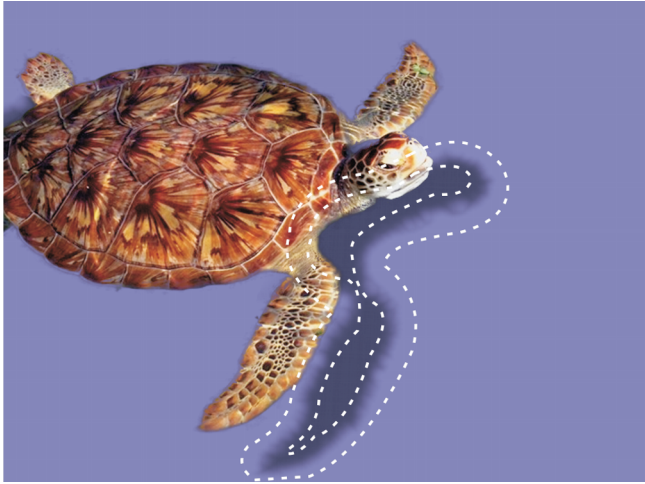
- defining shadow selections
- editing shadow selections
- saving knocked-out shadows as masks

Commonly used tools in KnockOut have shortcuts. For a list of shortcuts you can use, see "Keyboard shortcuts" on page 39.

DEFINING SHADOW SELECTIONS


KnockOut lets you capture the shadows of foreground objects by defining inside and outside shadow selections. The inside

shadow selection line defines the shadow and is drawn through the inside of the shadow. The outside shadow selection line defines the background and is drawn around the shadow. Wherever the shadow touches the foreground object, both inside and outside shadow selection lines are drawn through it, as if the shadow were an object independent of the foreground.



To capture shadows in an image, draw the inside and outside shadow selections through the foreground object, as if the shadow were an object independent of the foreground.

To define an inside shadow selection

- 1 Click the **Inside shadow**  tool.
- 2 Draw a line inside the shadow that traces its shape, without passing through any background colors.




To define an outside shadow selection

- 1 Click the **Outside shadow**  tool.
- 2 Draw a line around the shadow, without passing through it.

Editing shadow selections

After you define the inside and outside shadow selections, you can add or subtract specific areas from these selections. You can also expand or contract entire selection areas.

To edit an inside shadow selection

- 1 Click **Inside shadow**  tool.
- 2 On the property bar, click one of the following buttons:
 - **Inside shadow addition**  — lets you add to an inside shadow selection
 - **Inside shadow subtraction**  — lets you subtract from an inside shadow selection
- 3 Draw around the area you want to edit.






Once the button is clicked, you remain in addition or subtraction mode until you click another button.



You can also enable the **Inside shadow addition** button by pressing **Shift**. When you enable the **Inside shadow addition** button using the shortcut key, addition mode quits once you complete the selection.

You can also enable the **Inside shadow subtraction** button by pressing **Option** (Mac OS) or **Alt** (Windows). When you enable the **Inside shadow subtraction** button using the shortcut keys, subtraction mode quits once you complete the selection.

To edit an outside shadow selection

- 1 Click the **Outside shadow**  tool.
- 2 On the property bar, click one of the following buttons:
 - **Outside shadow addition**  — lets you add to an outside shadow selection
 - **Outside shadow subtraction**  — lets you subtract from an outside shadow selection
- 3 Draw around the area you want to edit.



Once the button is clicked, you remain in addition or subtraction mode until you click another button.




You can also enable the **Outside shadow addition** button by pressing **Shift**. When you enable the **Outside shadow addition** button using the shortcut key, addition mode quits once you complete the selection.

You can also enable the **Outside shadow subtraction** button by pressing **Option** (Mac OS) or **Alt** (Windows). When you enable the **Outside shadow subtraction** button using the shortcut keys, subtraction mode quits once you complete the selection.

To expand a shadow selection

- 1 Click a shadow selection tool.
- 2 Click **Selection** ▶ **Expand**.




You can also expand a shadow selection by clicking the **Expand**  button on the property bar.

To contract a shadow selection

- 1 Click a shadow selection tool.
- 2 Click **Selection** ▶ **Contract**.



You can also contract a shadow selection by clicking the **Contract**  button on the property bar.

Saving knocked-out shadows as masks

Once you have processed an image with shadow selections, you can save the knocked-out shadow as a mask. This feature is useful if you want to adjust the transparency of a knocked-out shadow when adding it to a background image in the host application.

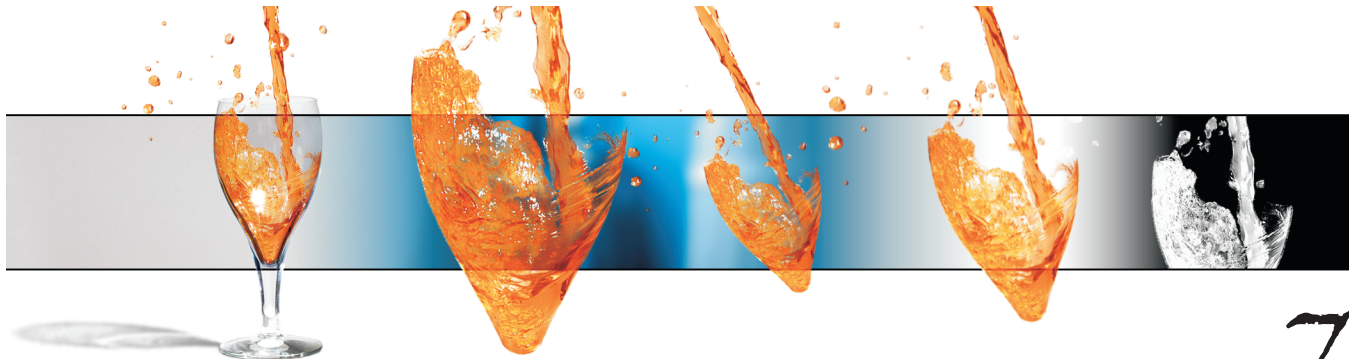
For information about processing images, see “Processing images and evaluating the results” on page 22.

To save a knocked-out shadow as a mask

- 1 Click **File** ▶ **Save shadow mask**.
- 2 Choose the folder where you want to save the file.
- 3 Type a filename.



You can only save a knocked-out shadow as a mask after you have processed the image.



WORKING WITH KNOCKED-OUT IMAGES

7

You can add knocked-out images or their saved masks to background images in bitmap-editing applications.

In this section, you'll learn about

- working with knocked-out images in bitmap-editing applications
- working with saved masks of knocked-out images

WORKING WITH KNOCKED-OUT IMAGES IN BITMAP-EDITING APPLICATIONS

When you are satisfied with a knocked-out image, you can add it to a background image in Adobe Photoshop or Corel PHOTO-PAINT 10 and above.

TO ADD A KNOCKED-OUT IMAGE TO A BACKGROUND IMAGE IN ADOBE PHOTOSHOP

- 1 In KnockOut, click **File** ▶ **Apply**.
- 2 In Adobe Photoshop, open a background image.
- 3 Click the knocked-out image, and click **Select** ▶ **Load selection**.
- 4 Click **Edit** ▶ **Copy**.
- 5 Click the background image, and click **Edit** ▶ **Paste**.

To add a knocked-out image to a background image in Corel PHOTO-PAINT

- 1 In KnockOut, click **File** ▶ **Apply**.
- 2 In Corel PHOTO-PAINT, open a background image.
- 3 Click the knocked-out image, and click **Edit** ▶ **Copy**.
- 4 Click the background image, and click **Edit** ▶ **Paste** ▶ **As new object**.

Working with saved masks of knocked-out images

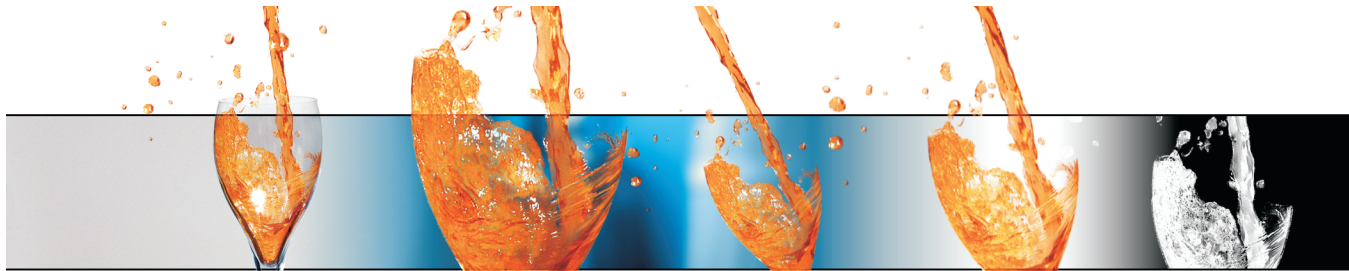
You can use saved masks of a knocked-out image and its shadow to create a composite image. For information about saving knocked-out images as masks, see “Saving knocked-out images as masks” on page 25; for information about saving knocked-out shadows as masks, see “Saving knocked-out shadows as masks” on page 35.

To use a saved mask in Adobe Photoshop

- 1 Open the background image you want.
- 2 Open the saved mask.
- 3 Click the background image.
- 4 On the **Channels** palette, click the **Create new channel** button.
- 5 Click the mask file.
- 6 Click **Select** ▶ **Load selection**, and click **OK**.
- 7 Click **Edit** ▶ **Copy**.
- 8 Click the background image.
- 9 Click **Edit** ▶ **Paste**.

To use a saved mask in Corel PHOTO-PAINT

- 1 Open the background image you want.
- 2 Do one of the following:
 - On Mac OS, click **Windows** ▶ **Palettes** ▶ **Channels**.
 - In Windows, click **Window** ▶ **Dockers** ▶ **Channels**.
- 3 Click the arrow in the top-right corner of the **Channels** palette (Mac OS) or **Channels** Docker window (Windows), and click **Open**.
- 4 Open the saved mask.



REFERENCE SECTION



KEYBOARD SHORTCUTS

Keyboard shortcuts can save you time. Many of the menu commands and toolbox items in KnockOut have shortcuts you can use to help you work more efficiently.

MENU COMMANDS SHORTCUT KEYS

File menu command	Shortcut
Quit	Command + Q (Mac OS) or Ctrl + Q (Windows)
Save Project	Command + S (Mac OS) or Ctrl + S (Windows)
Save Project As	Shift + Command + S (Mac OS) or Ctrl + Shift + S (Windows)

File menu command	Shortcut
Apply	Option + Command + A (Mac OS) or Ctrl + Shift + A (Windows)

Edit menu command	Shortcut
Undo	Command + Z (Mac OS) or Ctrl + Z (Windows)
Redo	Command + Y (Mac OS) or Ctrl + Y (Windows)

Edit menu command	Shortcut
Process	Command + P (Mac OS) or Ctrl + P (Windows)
Preferences	Command + ; (Mac OS) or Ctrl + ; (Windows)

View menu command	Shortcut
Original	Command + 1 (Mac OS) or Ctrl + 1 (Windows)
Current knocked out	Command + 2 (Mac OS) or Ctrl + 2 (Windows)
Last knocked out	Command + 3 (Mac OS) or Ctrl + 3 (Windows)
Alpha	Command + 4 (Mac OS) or Ctrl + 4 (Windows)
Hide/Show All	Command + H (Mac OS) or Ctrl + H (Windows)
Hide/Show Inside Object	Option + Command + 1 (Mac OS) or Ctrl + Shift + 1 (Windows)
Hide/Show Outside Object	Option + Command + 2 (Mac OS) or Ctrl + Shift + 2 (Windows)

View menu command	Shortcut
Hide/Show Inside Shadow	Option + Command + 3 (Mac OS) or Ctrl + Shift + 3 (Windows)

Hide/Show Outside Shadow	Option + Command + 4 (Mac OS) or Ctrl + Shift + 4 (Windows)
--------------------------	---

Hide/Show Inside Syringe	Option + Command + 5 (Mac OS) or Ctrl + Shift + 5 (Windows)
--------------------------	---

Hide/Show Edge Feather	Option + Command + 6 (Mac OS) or Ctrl + Shift + 6 (Windows)
------------------------	---

Selection menu command	Shortcut
Deselect	Command + D (Mac OS) or Ctrl + D (Windows)
Select All	Command + A (Mac OS) or Ctrl + A (Windows)
Expand	Command +] (Mac OS) or Alt +] (Windows)
Contract	Command + [(Mac OS) or Alt + [(Windows)

Windows menu command	Shortcut
Zoom in	Command + + (Mac OS) or Ctrl + + (Windows)
Zoom out	Command + - (Mac OS) or Ctrl + - (Windows)
Fit Window	Command + 0 (Mac OS) or Ctrl + 0 (Windows)
Zoom 100%	Option + Command + 0 (Mac OS) or Ctrl + Alt + 0 (Windows)

SHORTCUT KEYS FOR TOOLS AND PALETTES

Selection tools	Shortcut
Inside object	I
Outside object	O
Inside shadow	Y
Outside shadow	U
Other tools	Shortcut
Inside syringe	S

Edge feather	F
Touchup tools	Shortcut
Touchup brush	B
Touchup eraser	E
Zoom tools	Shortcut
Hand	H
Zoom	Z
Loupe zoom	L (toggle)

INDEX

A

actions

- redoing 14
- undoing 14

Adobe Photoshop 7,37

- using saved masks 38

alpha channel 22

area

- transition 17,27,29

areas

- adding to selections 19
- subtracting from selections 20

automatically generating selections 17

B

background

- adding knocked-out images to 37
- changing colors 23
- color 22
- defining 17 - 18
- image 22
- removing 29

background detail

- transition area as 29

background images

- adding saved masks 38
 - displaying 23
- ### bitmap-editing applications 37

C

changes

- redoing 14
- undoing 14

channel

- alpha 7,22
- color 7

colors

- changing background 23
- injecting 27
- withdrawing 27

contracting selections 19,21

Corel PHOTO-PAINT 7

- adding knocked-out images 38
- loading images 12
- returning to 15
- using saved masks 38

D

details

- preserving foreground 30
- ### displaying
- Info palette 8
 - Selection palette 8
 - selections 17
 - toolbox 8
- ### drawing selection lines 17

E

Edge feather tool 12,31

editing selections 19

edits

- applying 15
- ### expanding selections 19,21

F

feathering transition areas 31

files

- loading 12
- saving 12

foreground

- cutting out areas 21
- defining 17 - 18
- restoring 27

foreground detail
restoring 28
transition area as 29

H

Hand tool 12,14
Help 10 - 11
hiding 8
 Info palette 8
 Selection palette 8
 selections 17
 toolbox 8
host application
 using saved masks 38

I

image window 14
images
 cropping 11
 fitting to screen 13
 importing 11
 knocked-out 7,22
 loading 11 - 12
 processing 7,22
 refining 24
 reverting to saved 14 - 15
 saving 11 - 12
 viewing 14,22

 zooming 13
Info palette 8
injection points
 deleting 28
Inside object tool 12
Inside shadow tool 12,34
Inside syringe tool 28
installing KnockOut 2 10

K

keyboard shortcuts 39
knocked-out images
 adding in Corel PHOTO-PAINT 38
 adding to background 37
 creating masks 15
 saving as masks 25
KnockOut 2
 exiting 15

L

levels
 setting undo 14
lines
 creating straight 18
loading images 11
Loupe zoom 19,28
low physical memory 11

M

magnifying
 images 13
 selections 17
masks 7
 creating from knocked-out images 15
 saving knocked-out images 25
 saving shadows 35
 using in Adobe Photoshop 38
 using in Corel PHOTO-PAINT 38
memory
 setting 11
memory requirements 11

O

objects
 transparent 29
outside shadow selections 34
Outside shadow tool 12

P

palette
 Info 8
 Selection 8
 tools 12
palettes
 displaying 9

- hiding 9
- panning 13
- Photoshop
 - returning to 15
- Photoshop images
 - loading 12
- pixels
 - recovering 24
 - removing 24 - 25
- preferences
 - setting 11
- processed images
 - viewing current 24
 - viewing previous 24
- processing
 - recovering pixels after 24
 - removing pixels after 25
- processing images 7,22
- projects
 - saving 12
- Pushpin 29 - 30

R

- recovering pixels 24
- removing background color 29
- requirements
 - memory 11
- restoring foreground detail 27
- reverting

- saved images 15
- RGB 11

S

- saved images
 - reverting to 15
- saving
 - image masks 25
 - images 11
 - projects 12
 - shadow masks 35
- selection lines
 - creating straight 18
 - generating automatically 18
- Selection palette 8,19
- selection tools 12
- selections 17
 - adding an area 19
 - applying 15
 - contracting 19,21
 - defining 7,17
 - displaying 19
 - editing 19
 - expanding 19,21
 - generating automatically 17
 - hiding 19
 - inside object 17
 - inside shadow 34
 - magnifying 19

- outside object 17
- outside shadow 34
- shadow 33
- single-pixel 27,29
- subtracting areas 20
- viewing 19
- setting preferences 11
- shadow selections 33
 - defining 33
- shadows
 - capturing 33
 - inside 34
 - outside 34
 - saving as masks 35
- shortcuts 39
- showing
 - Info palette 8
 - Selection palette 8
 - selections 17
 - toolbox 8
- single pixels
 - selecting with tweezers 22
- single-pixel selections 27,29
- Syringe tool 28

T

- tiling windows 11
- toolbox 8,12
- tools

Edge feather	31
Inside and Outside object	20
Inside object	18,30
Inside shadow	34
Loupe zoom	19
Outside object	18,29
Outside shadow tool	34
Pushpin	29
selection	21
Syringe	28
Tweezers	29
using selection	18
ToolTips	10
Touchup brush	24
Touchup eraser	25
transition areas	7,17
as background detail	29
as foreground detail	29
feathering	31
restoring detail	28
transition complexity	
choosing	22
transparent material	27
transparent objects	
preserving details	30
tutorials	10
tiling windows	11
Tweezers	22,29

U

Underlay color picker	23
undo levels	
setting	14
undoing actions	14
uninstalling KnockOut 2	10
User Guide	10

V

viewing	
current processed image	24
images	13,22 - 23
outside image window	14
previous processed image	24
selection lines	19
views	
alpha	23
knocked out	23
original	23
switching	24
virtual memory	11

Z

Zoom tool	12 - 14
zooming	
in	13 - 14,19
out	13 - 14