

Image Editing Tools

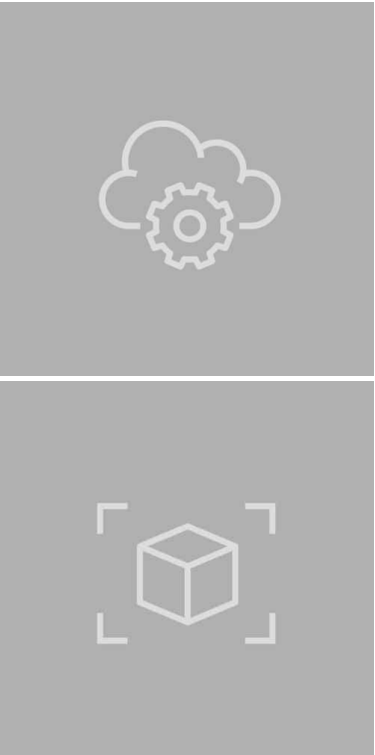
Advanced tools with unique features for Spin and 3D photography



available anytime, anywhere

Cloud Processing

We utilize Nvidia Tesla K80 GPUs to edit hundreds of images per second. Just press "Apply to All" button and the result will be delivered to you in a few seconds. The resolution is not limited, even 50MP cameras (8688 x 5792 pixels) are fully supported.



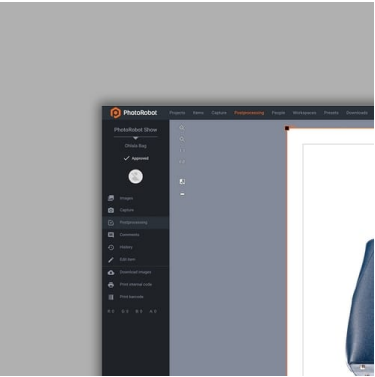
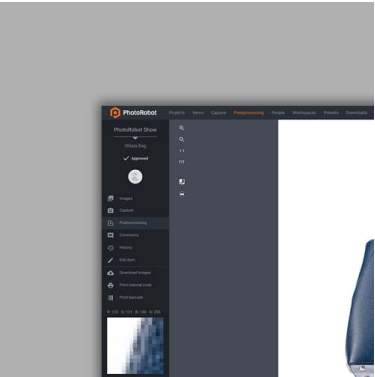
Work with all Images at Once

Thanks to using the advanced WebGL 2.0 technology and utilizing your GPU directly, our editing tools work with all images in a given folder at once. This is another **unique function** of the PhotoRobot tools. Just start/pause the animation to check all desired effects and edits in real-time.

automation

Automatic Presets

All editing parameters can be saved as presets and are used automatically and immediately after the robot finishes the capture sequence. This way you can automate your output for similar products. Just one click on the Play button is needed to gain production-output. In this regard, PhotoRobot is **unique** with its ability to connect all the parts for truly automated production.

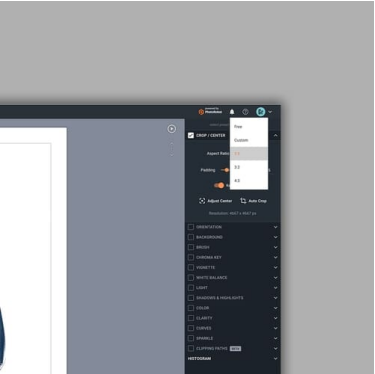


Auto crop

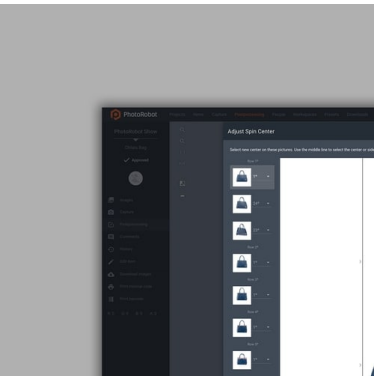
Autocrop based on intelligent detection of the product position.
Just hit the button and let our software do the work for you.

Aspect Ratio and padding

Configurable aspect ratio and padding for your images.
A huge time-saver when used in combination with the Auto-crop function.



unique to photorobot



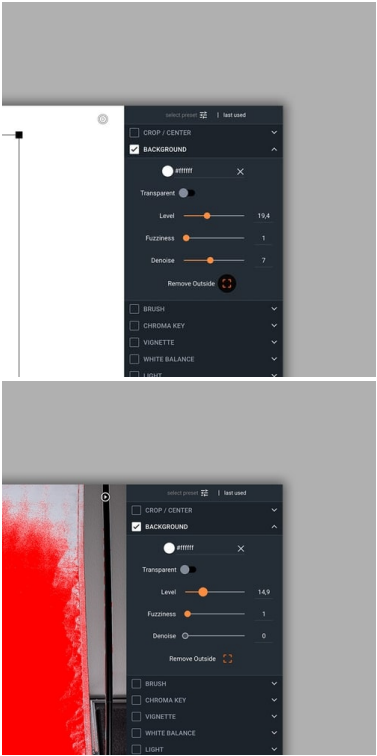
Centering

Auto-centering with precise calculation and correction for misplaced products. Another absolutely **unique feature** for PhotoRobot only. Centering is available in both the horizontal and vertical axis! Just select 3 images from a series of images and our algorithms will do the rest for you.

edit anyTHING

Background

Algorithms for background removal.
Just set the effect level and let the system do the work for you.

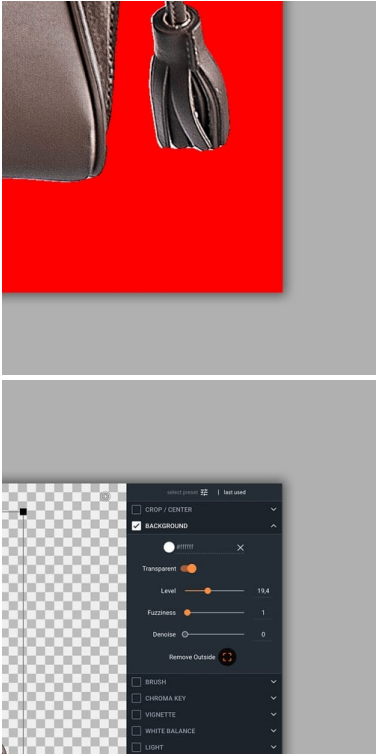


Highlight white

Detect white areas in your images. It's important for exposure correction and to be sure the image background is consistent with the rest of your page.

Denoise

A helpful tool for removing the dirt from the table, fragments after background removal or chroma key operation.

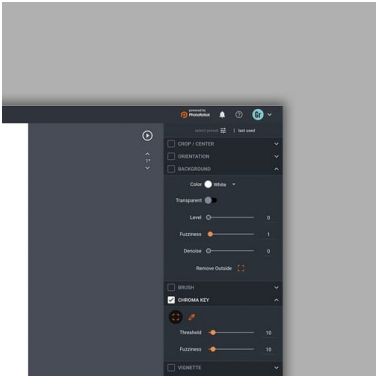


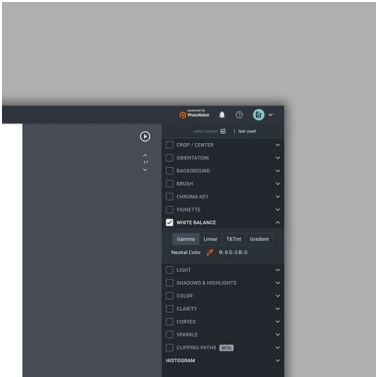
Transparency

Set transparency with one click. The background can be later changed in the spin viewer settings if needed.

Chroma key

Remove the mannequin stand, holders and other tools used in your scene. Automate with presets.



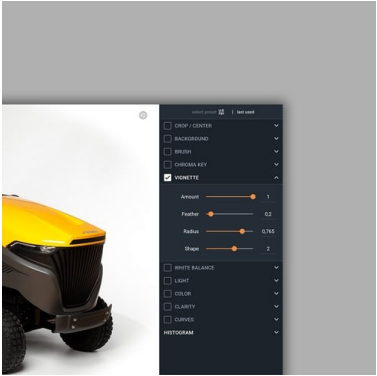


White Balance

Save calibration values for every product or for each of your workstations. Once set, it's automatically applied to all of your output.

Brush / Eraser

Remove any part of the image with a built-in brush tool.
Set size and the edge effect for more precision.

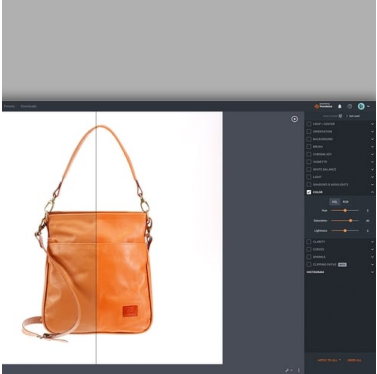
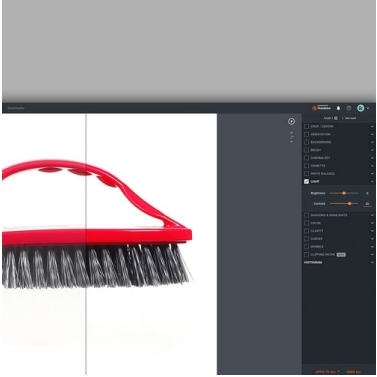


Vignette

Useful for using with Turning Platform of Background is painted with configurable gradient and specified shape.

Contrast, Brightness

Standard tools for every image editor.

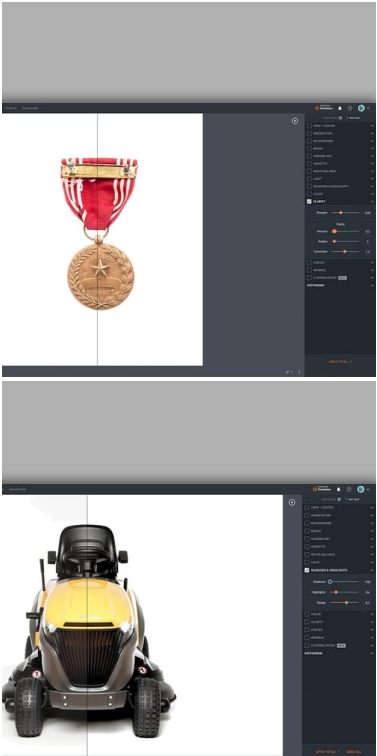


Hue, Saturation, Lightness

Enhance your colors and lightness with tools working in the HSL color space.

Clarity

Improve the texture quality with advanced algorithms using high mathematic convolutions.

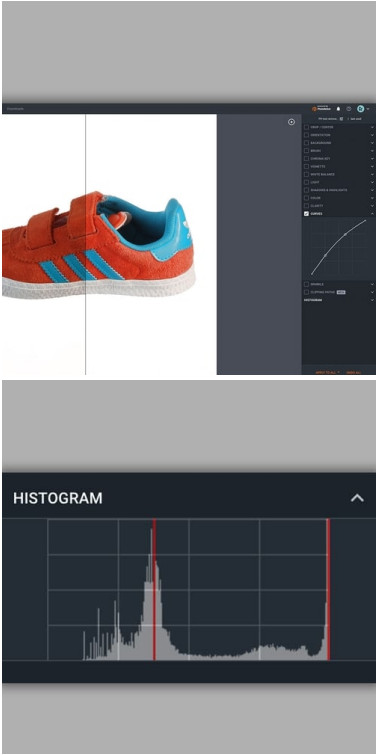


Shadows & Highlights

Correct bright and dark areas.

Curves

Adjust the lightness of your scene and product by using curves.

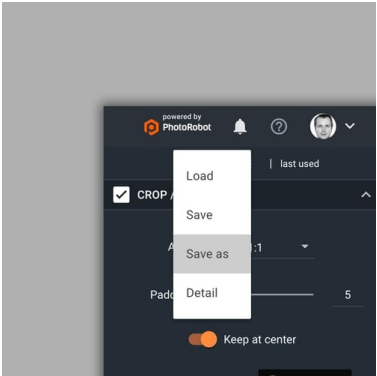


Histogram

Image statistic with optimization for white background ' values are readable even when a white background takes up a majority of the image.

Presets

All your settings can be saved as presets and used later on or as part of the automation process.



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