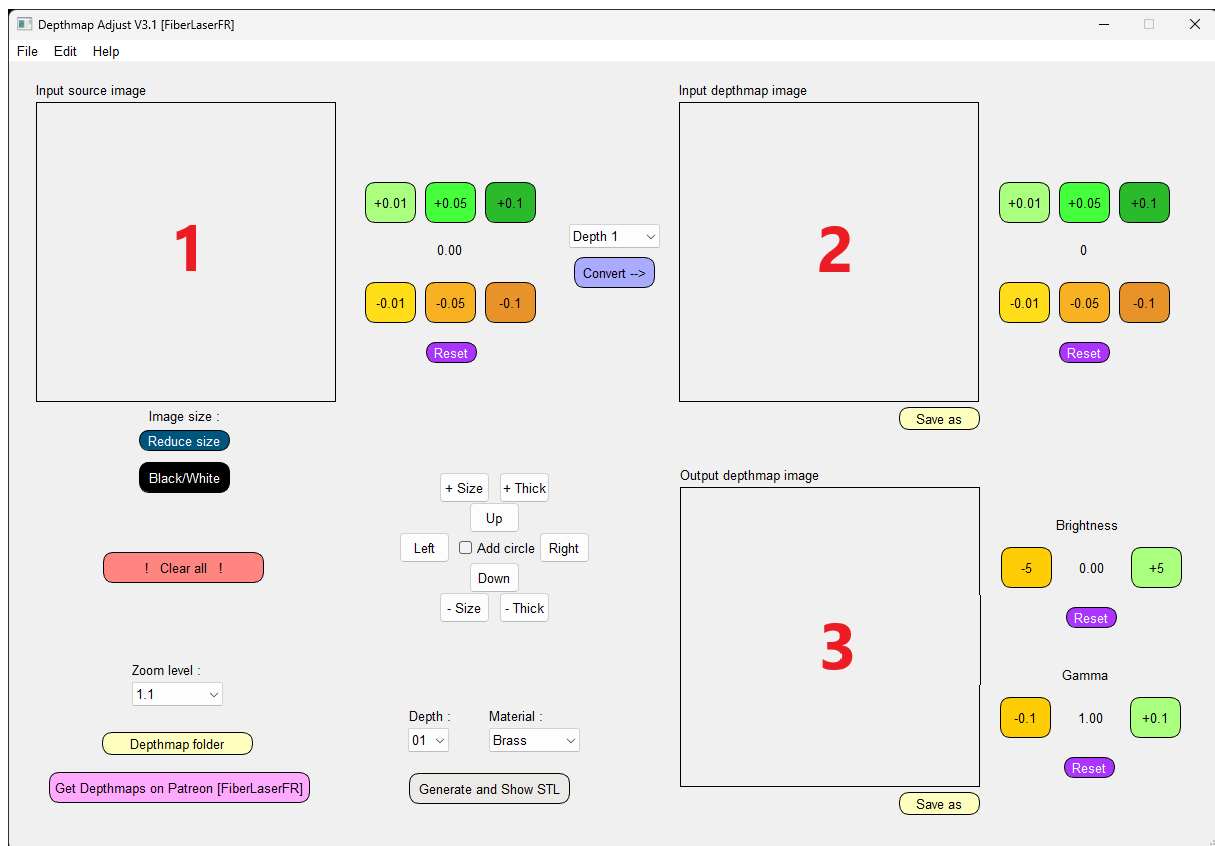


Instruction sheet
Depthmap Generator V4.1

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Image zone



1 – Original image area. You can drag and drop an image directly into this area or load an image by clicking "File/New" (or shortcut CTRL + N).

2 – Depthmap image area. You can drag and drop an image directly into this area or convert the original image by pressing the "Convert -->" button.

You can zoom in on the image by left-clicking and dragging your mouse over it. The zoom is fixed.

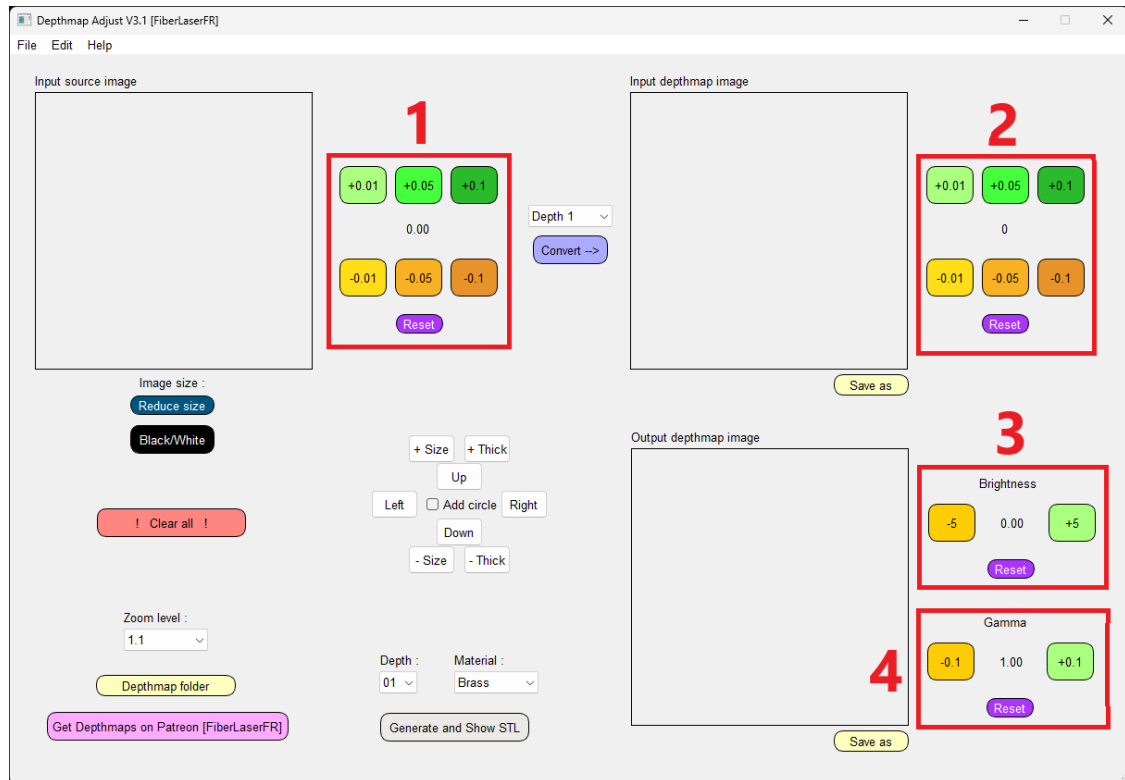
The 'Save as' button located just below area 2 allows you to choose an output folder for the generated image.

3 – This area displays the enhanced image after loading an original image in area 1 and a depth map image in area 2.

You can zoom in on the image by left-clicking and dragging your mouse over it. Zoom is adjustable using the "Zoom Level" combo box.

The "Save As" button located just below area 3 allows you to choose an output folder for the generated image.

Output image settings



The generated output image is a combination of the original image and the depth map image. The following buttons allow you to highlight the original image to add more detail to the original depth map image. Be careful not to exceed a certain level (usually 0.25 maximum) so that the depth map image maintains adequate depth.

The original image must be in black and white to maintain a level of contrast for engraving. If this is not the case, you can do this directly in the software using the 'Black/White' button. Then press an adjustment button to apply the new black and white image.

1 – Pressing a "+" button highlights the original image. This allows for more detail in the original image but can also result in a loss of engraving depth if the threshold is too high.

The "-" button highlights the original image further.

0.00 -> The original image is not superimposed on the depthmap image.

0.50 -> The original image will have 50% transparency with 50% transparency of the depthmap image.

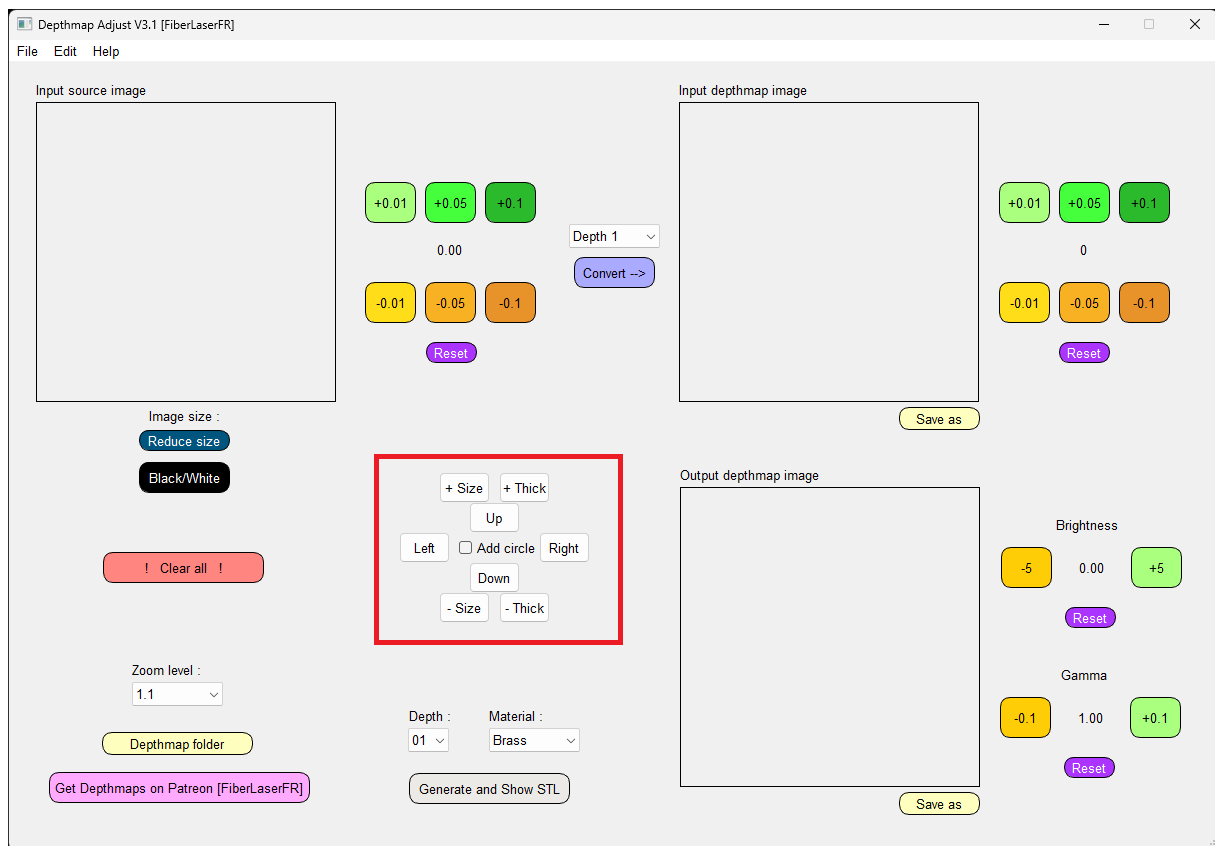
Pressing one of these buttons also changes the depthmap value to maintain a ratio of 1.0 between the two images.

2 – Same operation as for the previous settings but these buttons do not adjust the values of the original image. So there can be for example a ratio of 1.00 of the depthmap image with 0.20 of the original image.

3 – These buttons allow you to adjust the light on the final image. It is not possible to go below 0.00.

4 – These buttons allow the adjustment of the Gamma of the original image, this can make the image darker by going to negative values.

Add circle



Check the center box (Add circle) to add a circle to the output image.

This circle eliminates the area outside the created outline, ideal for removing elements for engraving on a round shape.

Adjust the thickness of the circle with the 'Thick' buttons:

- "+ Thick" thickens the circle.
- "- Thick" thins the circle.

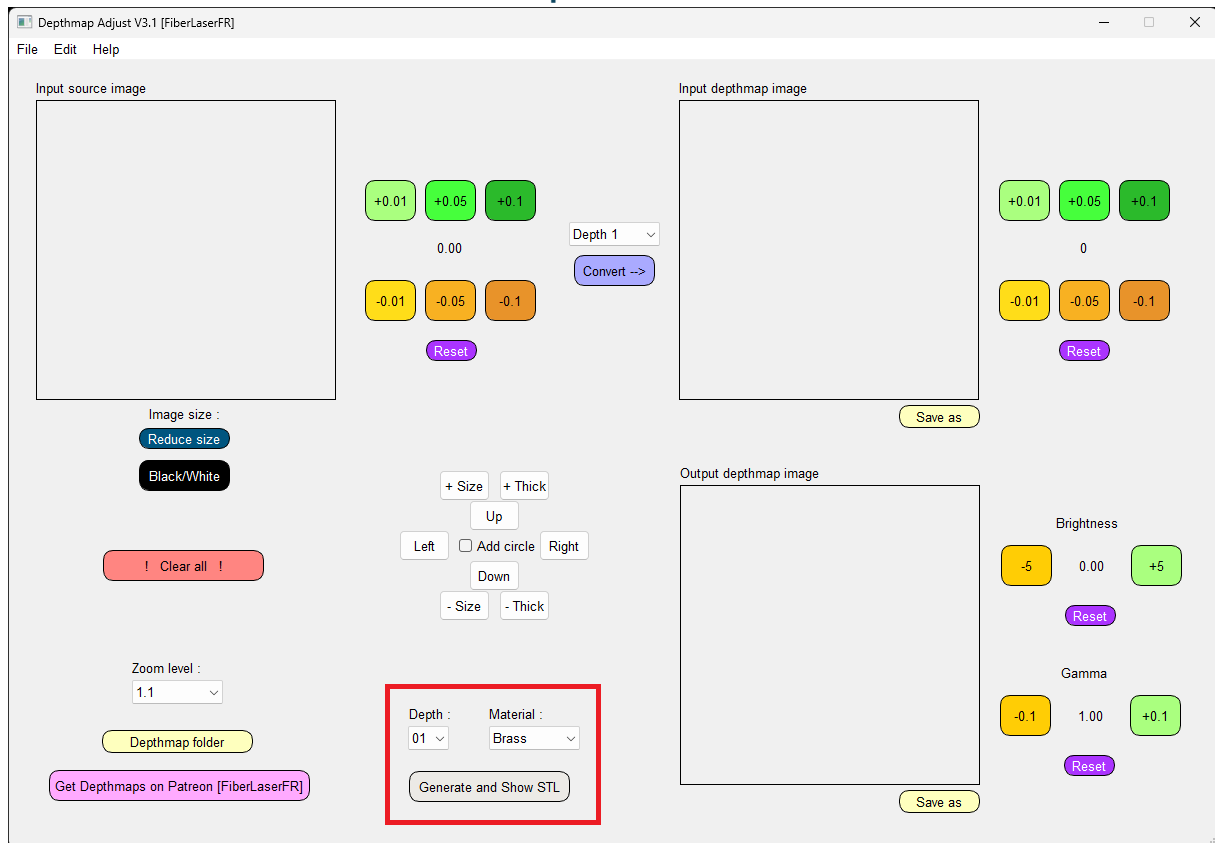
Adjust the size of the circle with the 'Size' buttons:

- "+ Size" enlarges the diameter of the circle.
- "- Size" reduces the diameter of the circle.

Adjust the position of the circle with the 'Up', 'Down', 'Left', and 'Right' buttons.

Uncheck the 'Add circle' box to remove the circle.

Generation and preview of the STL file



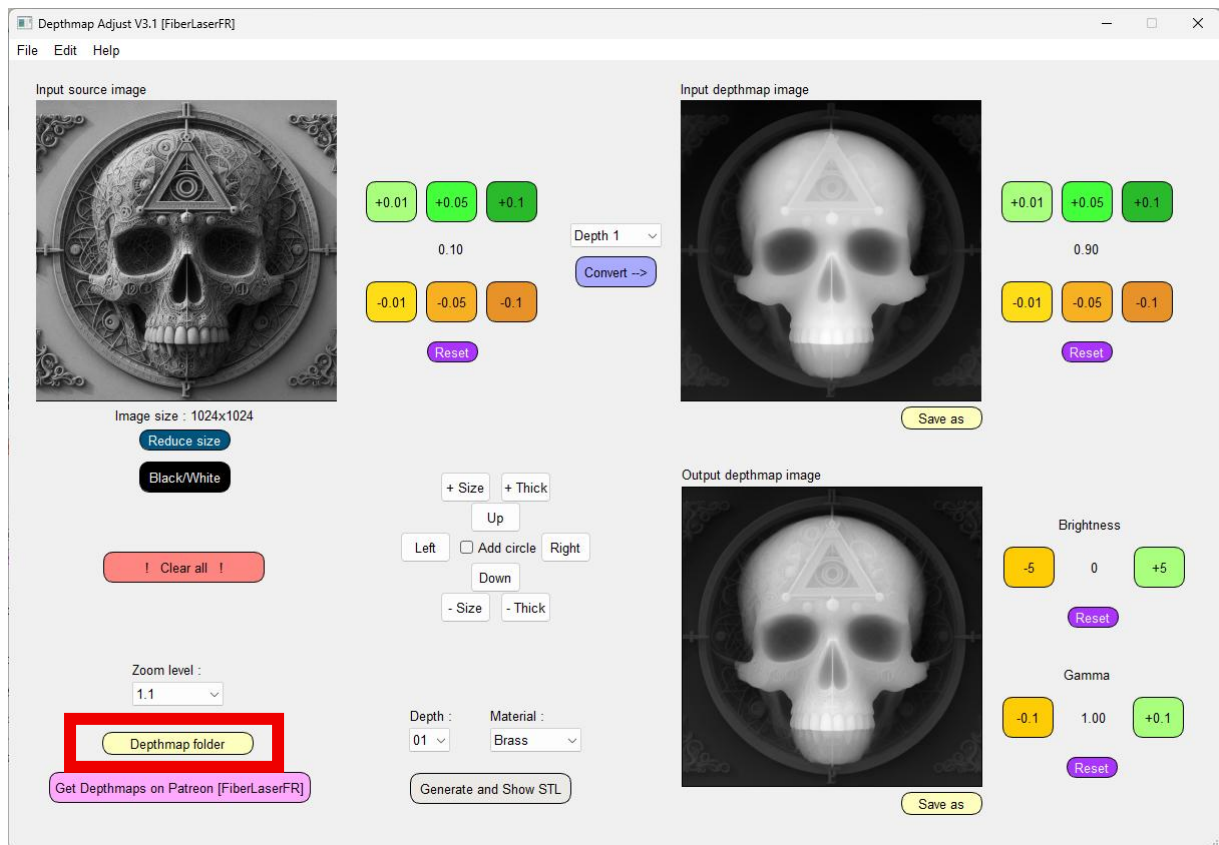
Clicking the "Generate and Show STL" button generates a 3D file (.STL) from the final image and displays it in a new window.

The depth can be adjusted using the "Depth" combo box: 01 shallow / 05 very deep.

The "Material" combo box allows you to choose the texture for displaying the rendering.

File backup

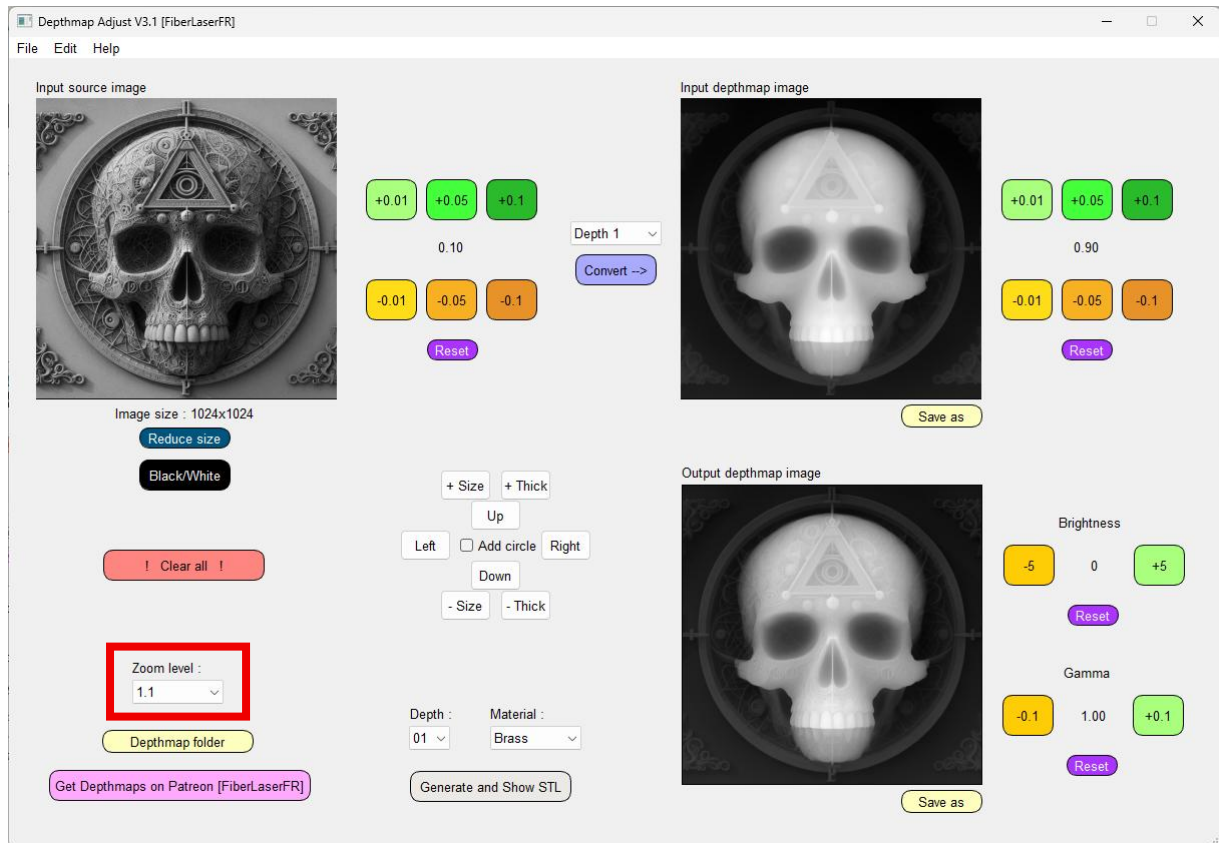
Files are automatically saved as soon as they appear on the interface. To retrieve these images, click on the “Depthmap folder” button located at the bottom left :



Zoom

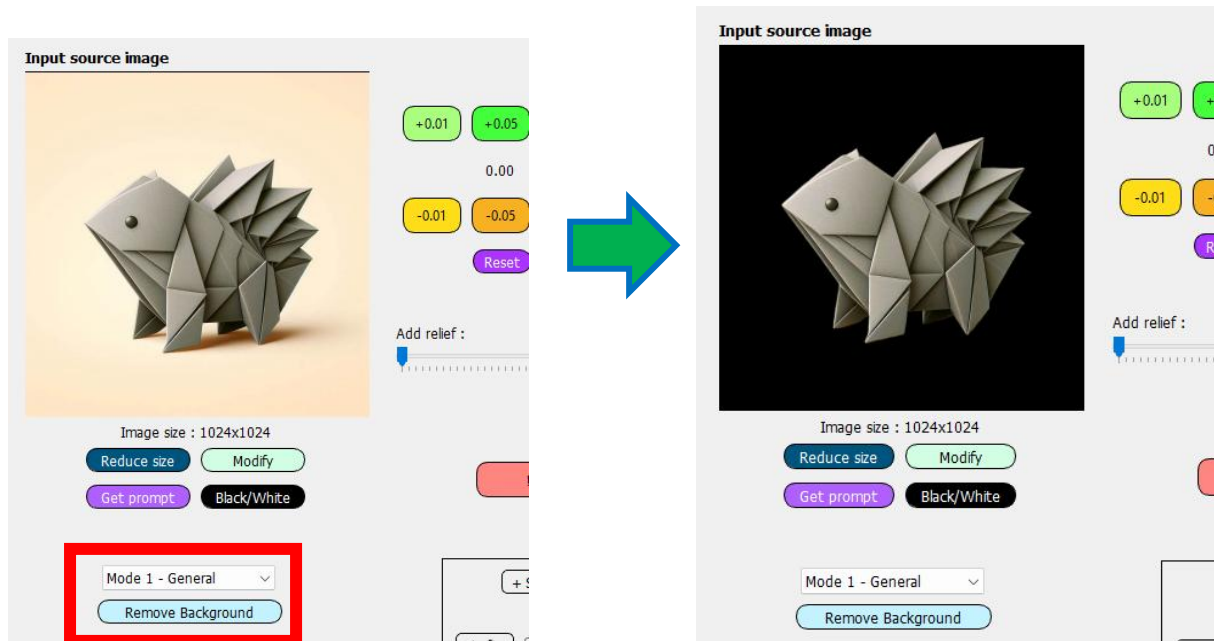
You can zoom in on the generated images by clicking and holding them. Then move the mouse over the image area while holding down the left mouse button. The zoom level is adjustable via the combo box located at the bottom left of the screen :

- 1.1 = 110% of the initial size.
- 2 = 200% of the initial image.



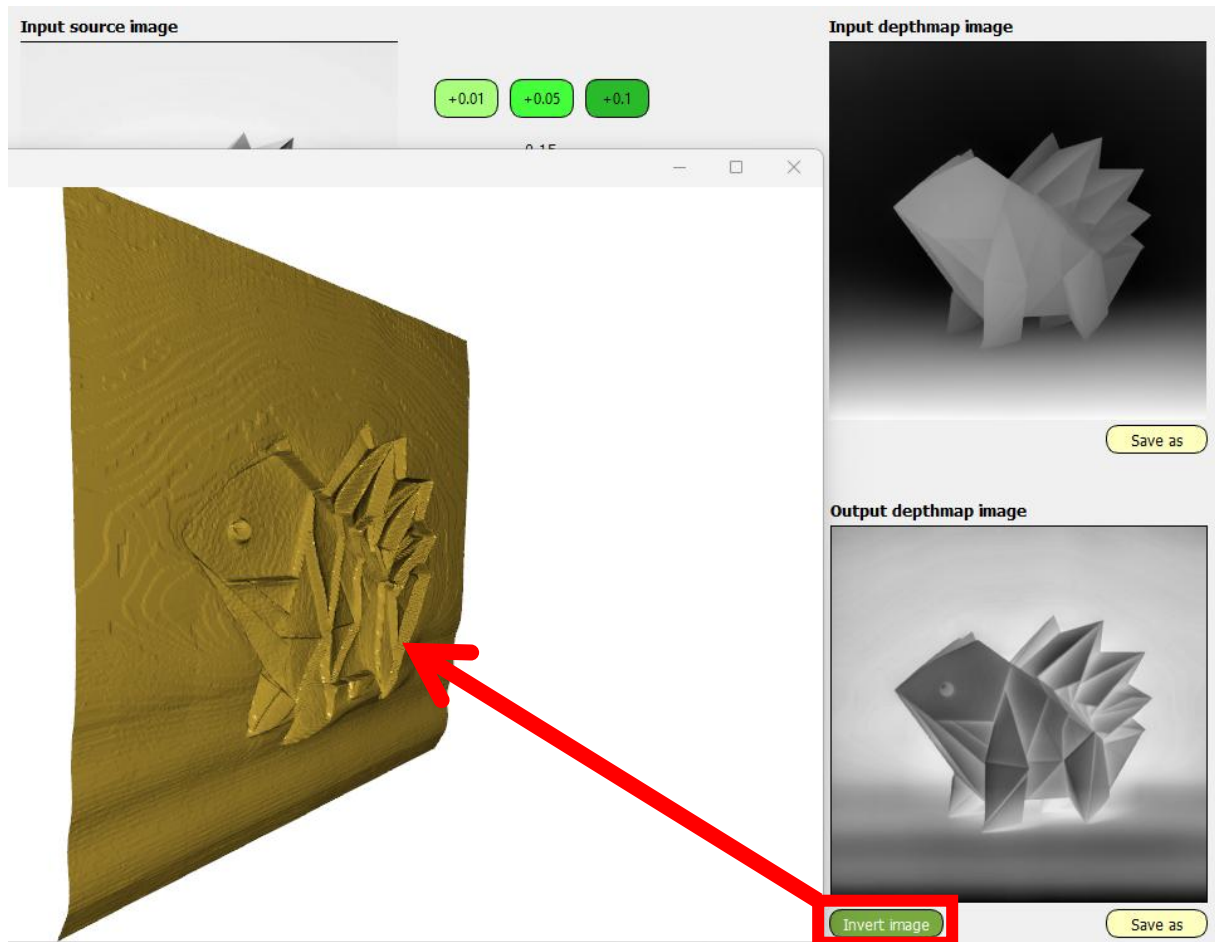
Update V3.2

- Remove background function: Removes the background from the selected image, leaving only the main subject. There are three modes available, try each one to find the best result for your image, as the outcome may vary depending on the picture.



Update V3.3

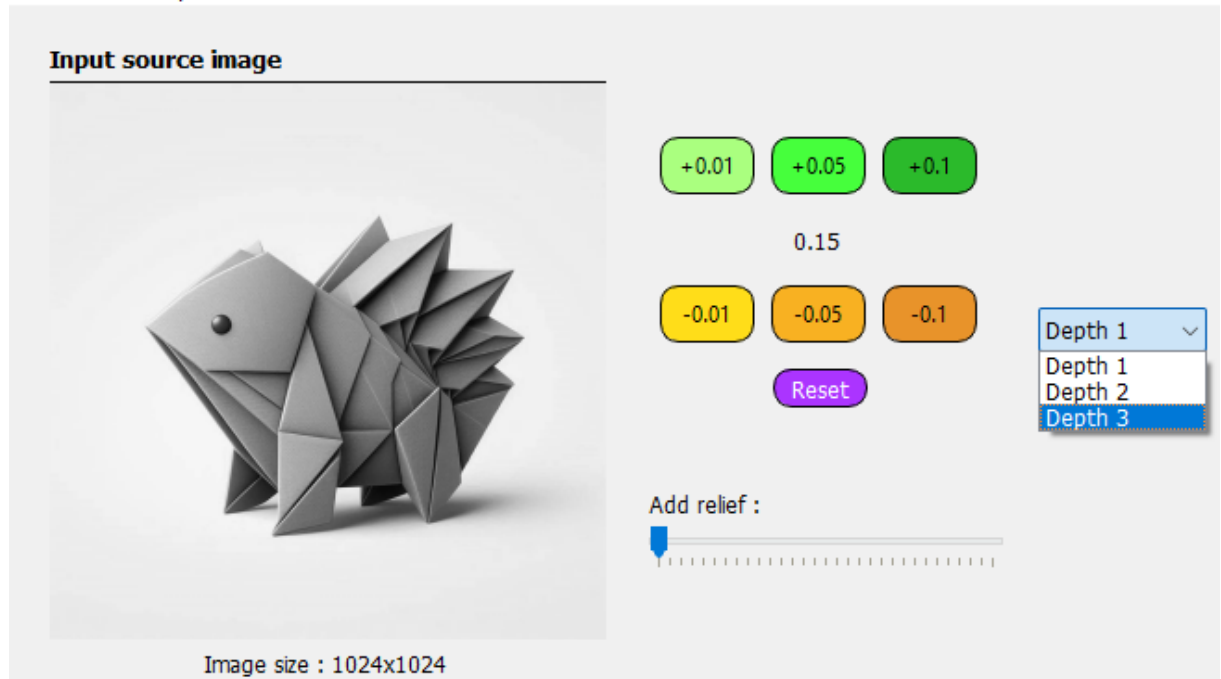
- Adds an inverted version of the image, useful for mold or die creation.
Click on the button 'Invert image' after depthmap generation to invert the image and create a mold. Here an example after depthmap and STL generation :



Update V3.4

- You can now choose between 3 depthmap processor, results vary depending on the images so you have the opportunity to find the best rendering:

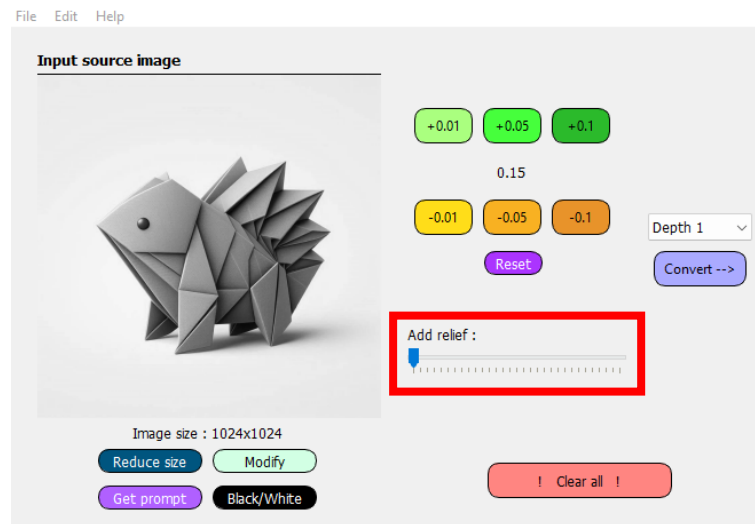
File Edit Help



Update V3.5

- Add relief for source image:

Adjusts the relief effect of the image using an emboss filter. Increasing the intensity enhances edges and textures, giving a 3D-like appearance, while setting it to zero keeps the original image unchanged.



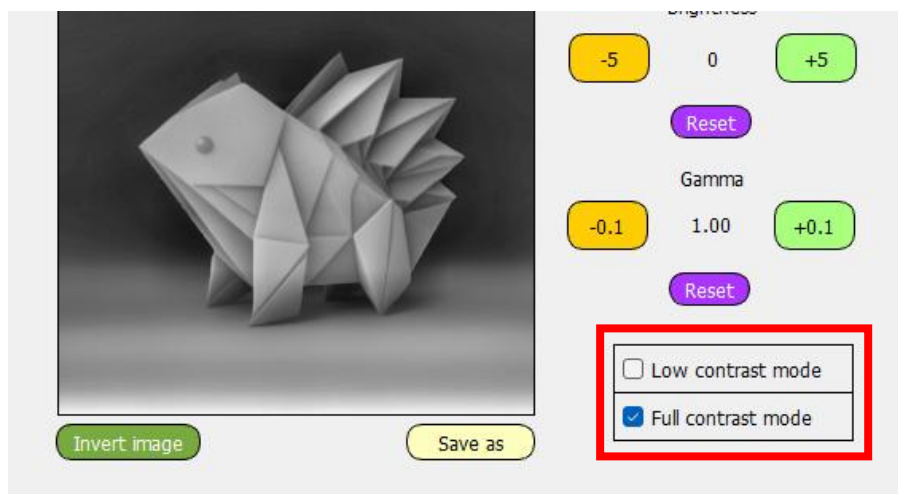
- Add contrast for final depthmap:

Full contrast:

Enhances image details by applying adaptive histogram equalization to improve contrast, especially in textured areas, while preserving colors.

Low contrast:

Applies basic normalization to balance brightness and contrast across the image, producing a more evenly lit result.



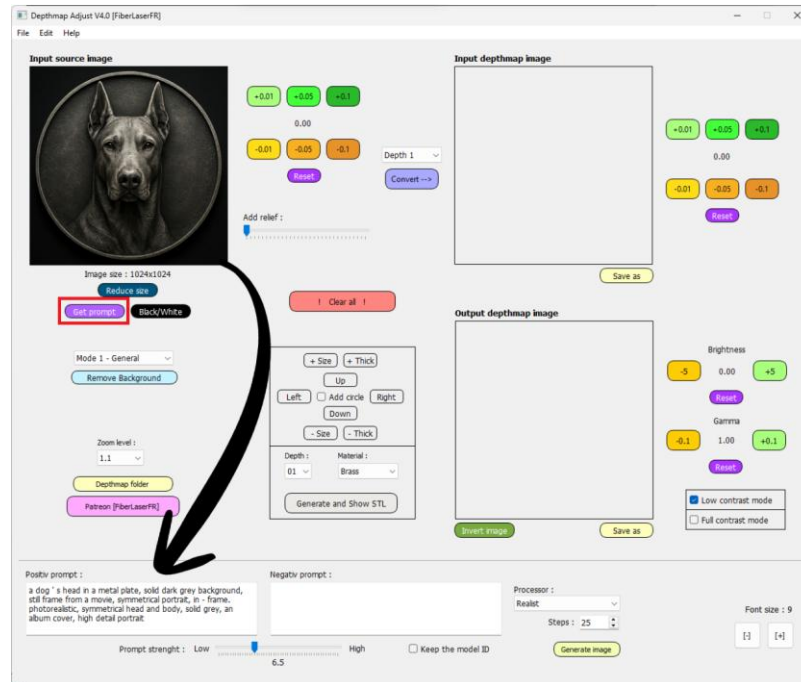
Update V3.6

This version is compatible with all computers (CPU version).

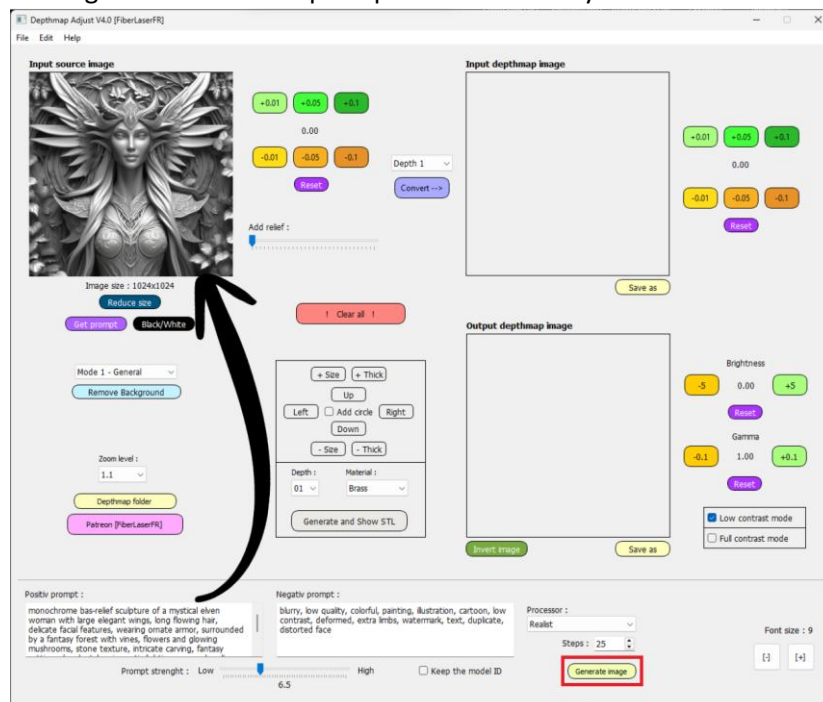
Some features like 'remove background' or processor 2 and 3 are not available.

Update V4.0

- Add 'get prompt' from image:
Extracts the textual prompt used to generate a given image by analyzing embedded metadata when an image is dragged into the software.



- Image generation from text:
Creates a new image based on a text prompt entered directly in the software.



The positive prompt is the text describing what you want in the image, and the negative prompt is for things you don't want in the image.

Example:

Positive prompt: "A futuristic city at sunset, with flying cars and neon lights"

Negative prompt: "blurry, low resolution, people"

Prompt Strength:

Controls how strongly the generated image should follow the entered text prompt. Lower values blend more of the original image or style, while higher values adhere more strictly to the prompt.

Processor:

Selects the image generation model or style processor (e.g., realistic, artistic) to influence the final rendering.

Steps:

Sets the number of denoising steps during image generation. Higher values can improve detail and quality, but take longer to process.

Keep the Model ID:

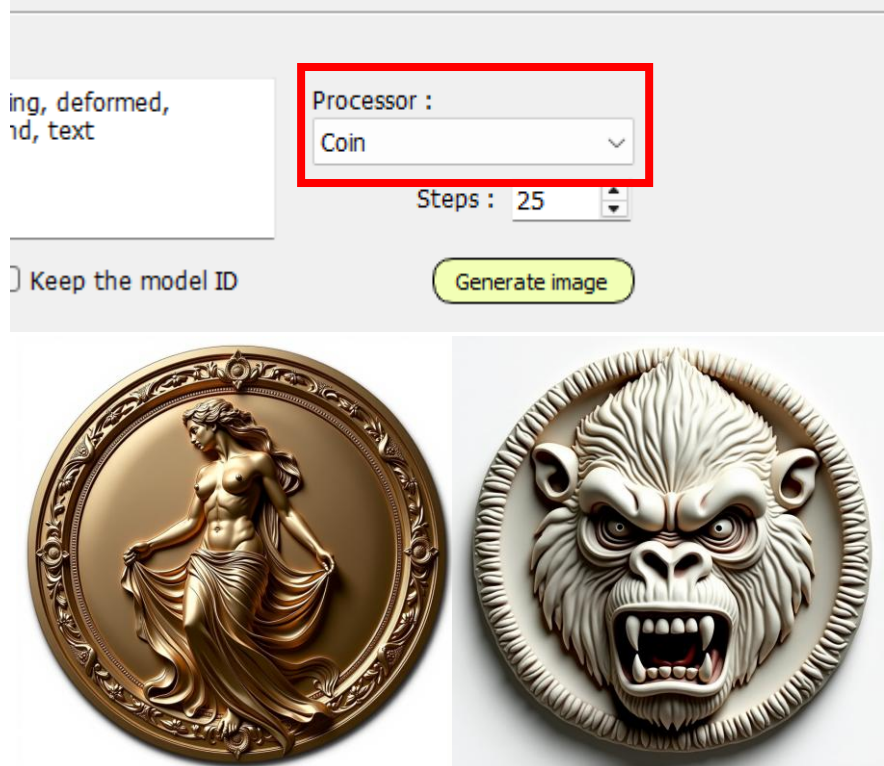
Keeps the same model and settings for subsequent generations, ensuring style and results remain consistent across images.

Update V4.1

- New image processor : bas-relief coin shape style (1024x1024):

Generates bas-relief images in a circular coin shape (1024x1024), ideal for creating decorative or collectible coin-style designs.

Select 'Coin' from the combobox:



General settings for a good depthmap

These settings generally work well for most depthmap images I generate:

