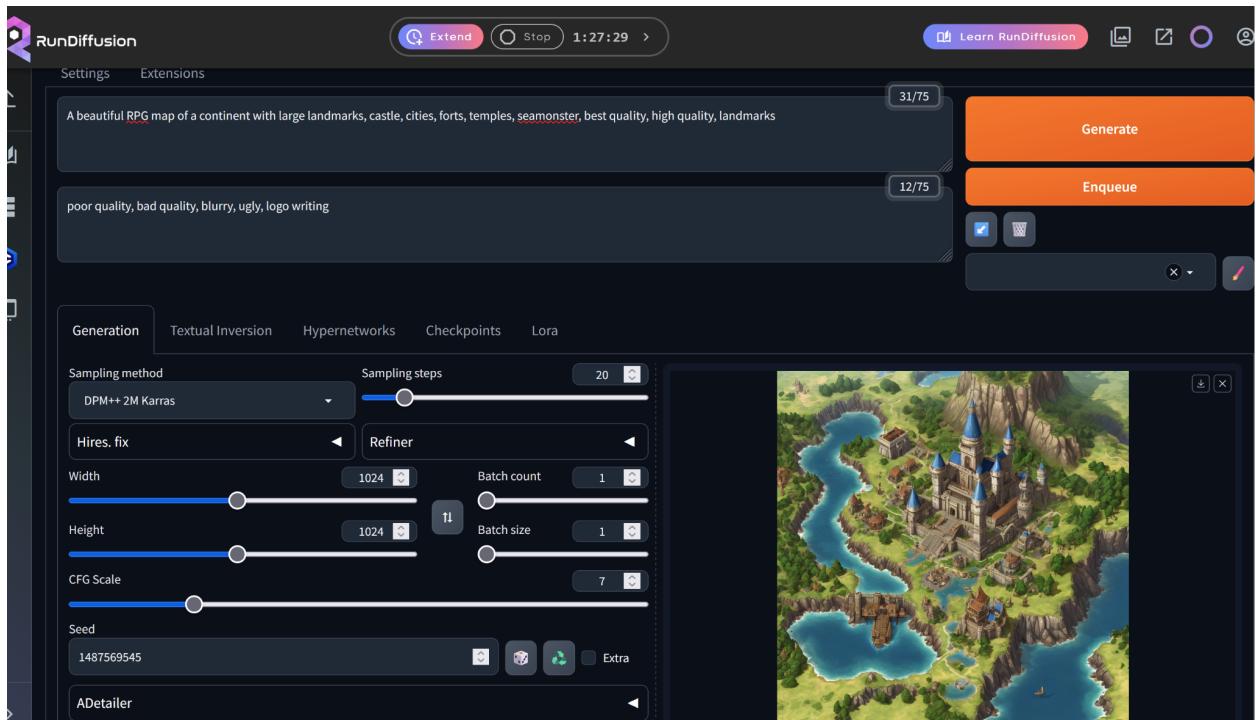


# Outpainting - A Simple Way

A quick and easy way to outpaint.

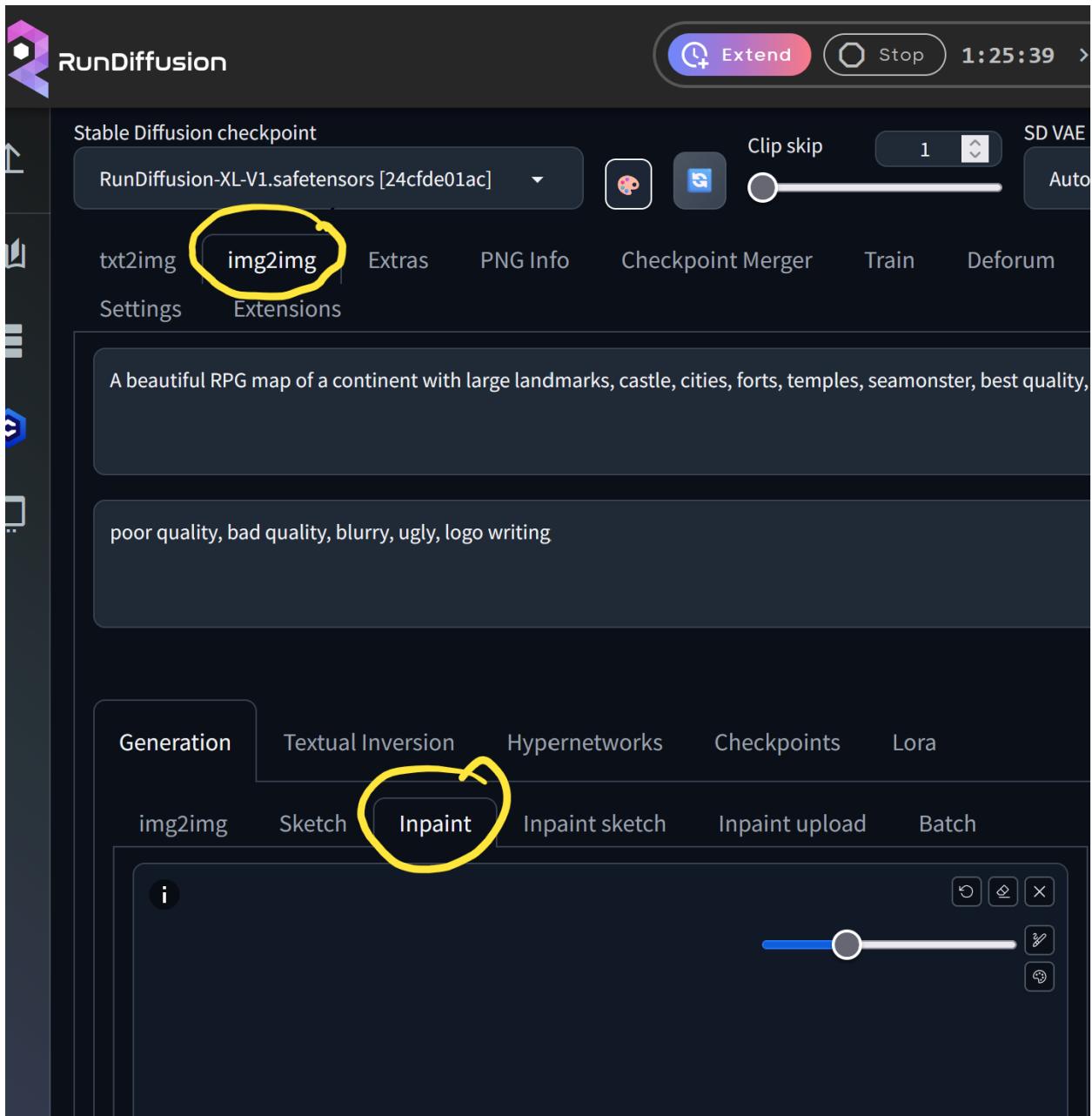
**Step 1:** Create an Image (or have one already created)

I made this RPG map.





## Step 2: Send the image to Img2img: Inpainting



## Step 3: Settings

Resize Mode: Resize and Fill

Mask Blur: 0

Inpaint Area: Whole picture

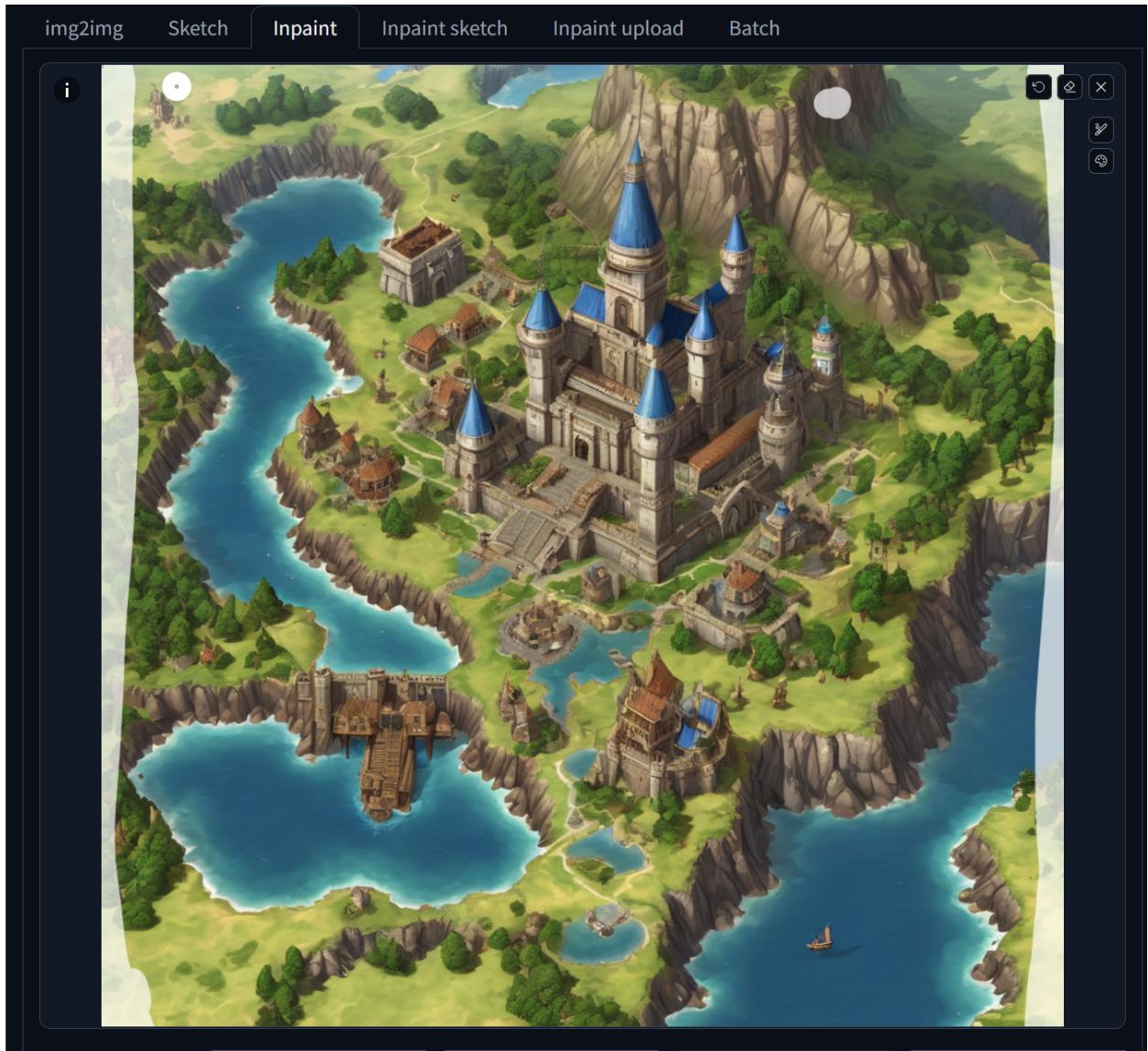
Masked Padding: 20 (You can play with this)

Width/Height: Go ahead and expand the one you want either height or width.

Denoising: .50 to 1

CFG: 1

Inpaint the edges.



After you hit generate you can play with denoising and find the style you want.



You can now use inpainting on specific areas that need to be blended or send it to Img2Img and run it through with a low denoising to clean up any hard edges.