EASY STENCIL GAFFITI

(Google traduction)

Easy Stencil Graffiti (ESG) is a multi-layer stencil creation software. It uses the principle of image segmentation in order to simplify the number of colors.

The processing can be performed on a drawing, an image or a photo. Different image formats are supported (* .png * .jpg * .jpeg * .bmp * .webp * .tiff * .tga).

The processing time of the image will depend on the size of the image as well as the settings configured on the software but also on the performance of the computer used.

The quality of the final result will depend on the settings but above all on the image to be processed (contrast, number of colors, color distribution, etc.).

In addition to stencil creation, the software includes other tools such as poster creation, adjustment of gamma brightness contrast, convolution matrices, and color modification.

This is an early version of the software, it is provided as is. Its use is under your responsibility.

ESG is free, open source, and portable software.

IMPORTANT INFORMATION: The application of stencils outside your home (public places, private property, etc.) is prohibited without authorization.

1. Definition of the main icons :

 Open image

 Save the current image

 Reload the image after a 'Preview'

 Print or export to PDF

 Segmentation tool

 Color detection and modification tool

 Color separation tool and edge detection

 Poster creation tool

 Standard RAL color library

 Color palette creation tool

 Script creation tool

 Load a package

 Creation of a package containing all the libraries (Script, palettes, convolution matrices, standard color library)

 To view the image edit

 To validate the modifications

Icons alone or associated with another icon

 Add

 Delete

 Edit

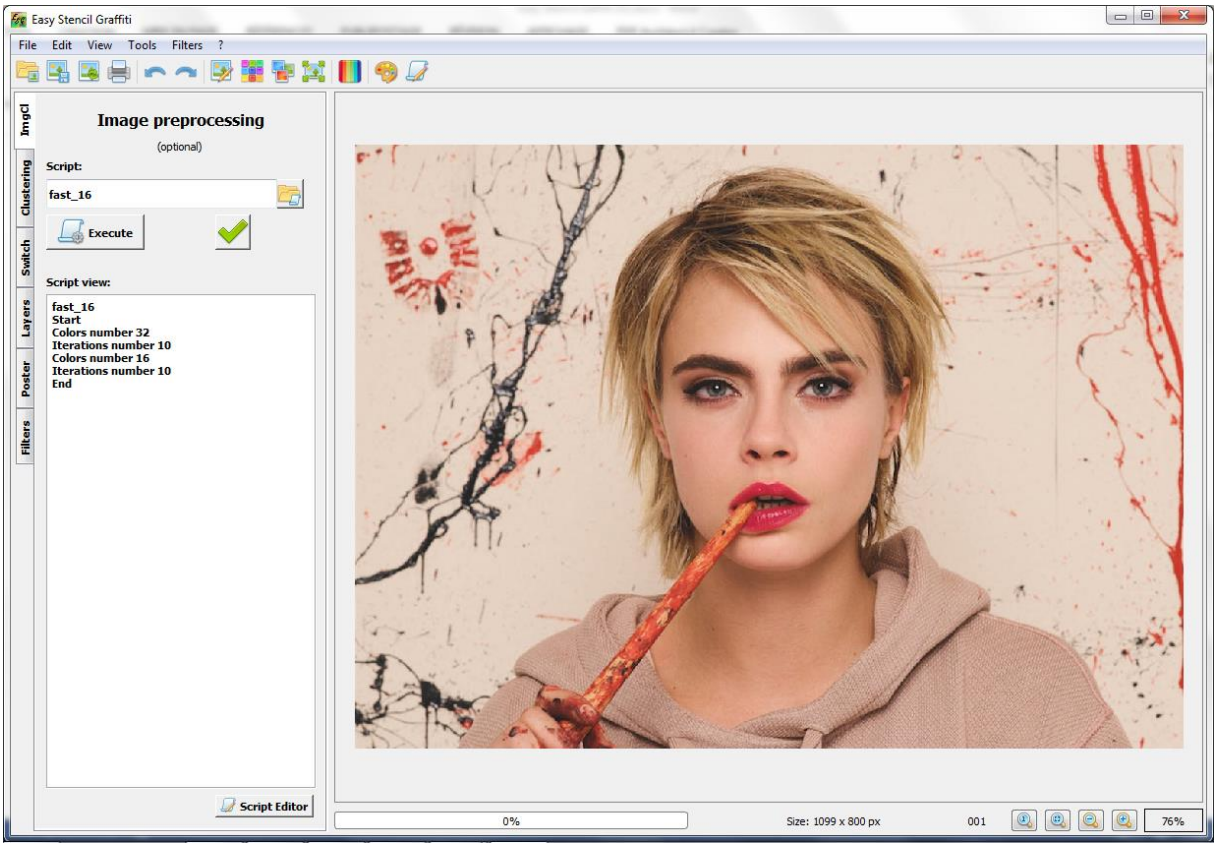
 Save

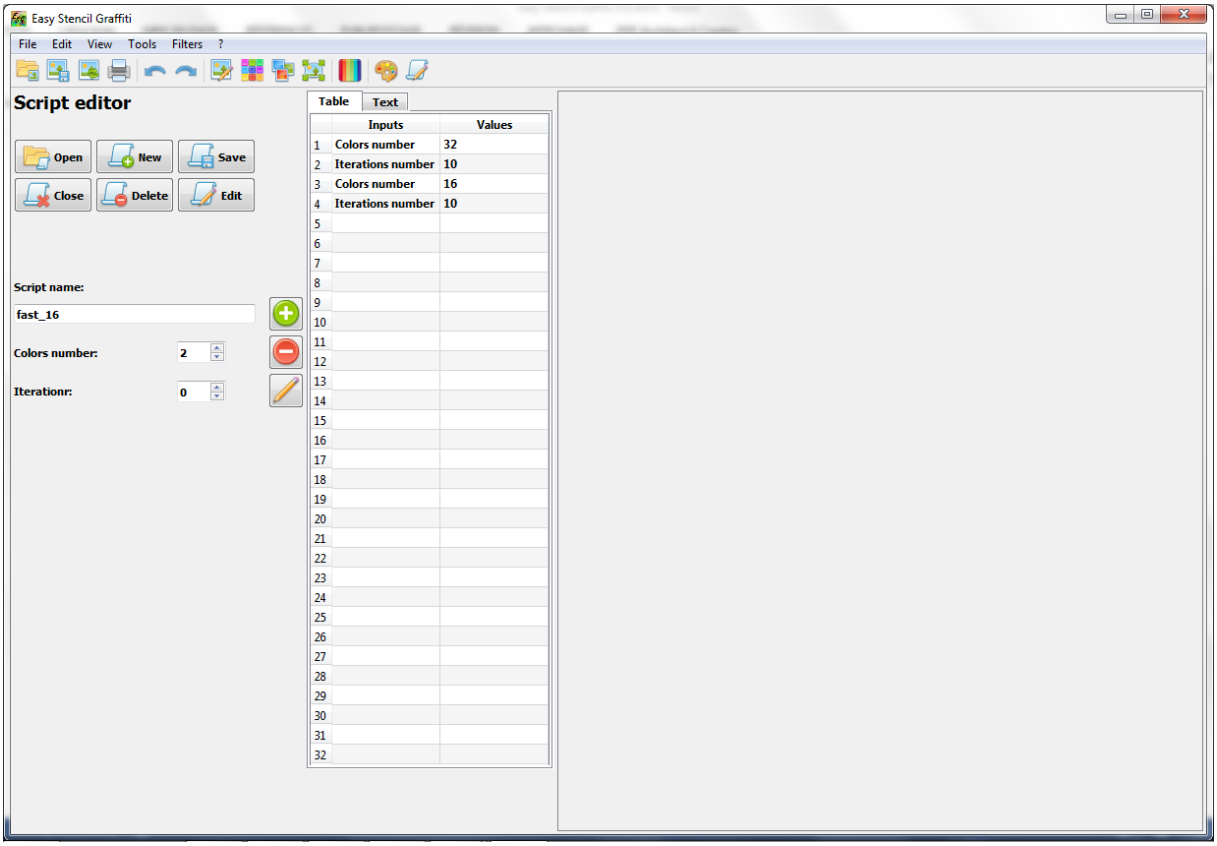
 Close

 Clear

1. Screenshots and explanations :

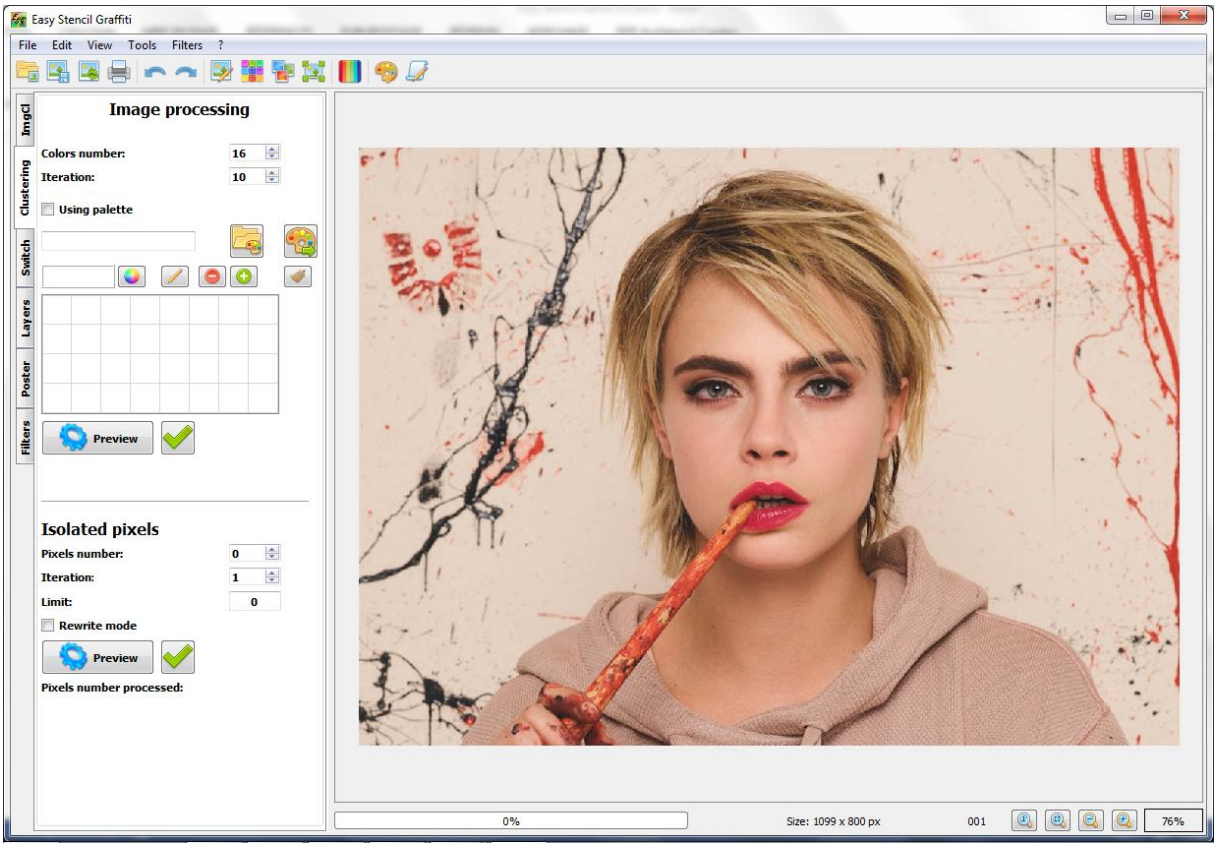
a) Script : perform N color reduction according to the script.



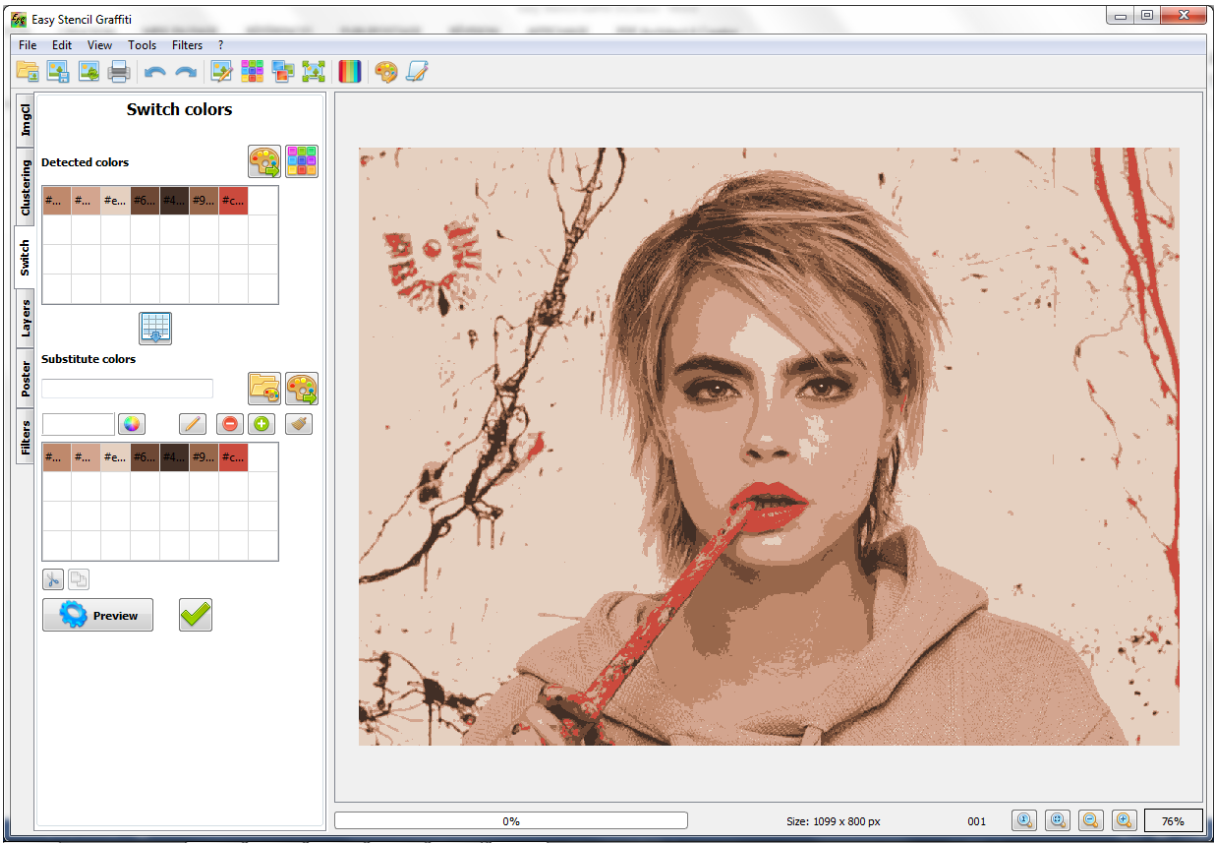


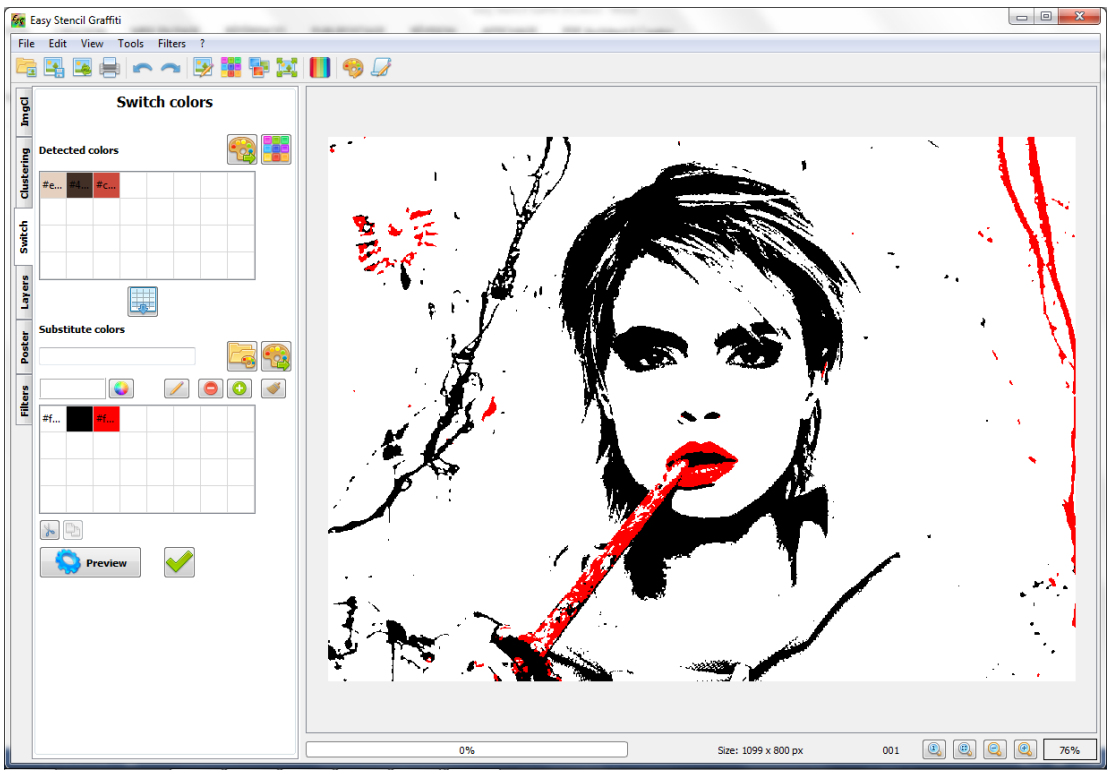
a) Image processing : performs a reduction either by choosing the number of colors (colors selected randomly by the application) or by selecting a color palette. The iteration count parameter is common to these 2 modes. The number of iterations will affect the finesse of the processing. Be careful, the higher this number, the longer the treatment will take.

b) Isolated pixels : can be used at any time, it is used to remove isolated pixels. The Pixels numbers parameter determines the number of different pixels around the pixel to be processed (ex: if = 0 all the pixels around must have the same color for the pixel to be processed to take this color, if = 1, 7 pixels must have the same color, etc…). Iteration is the number of times the image will be processed. Limit is the threshold where the iteration will be stopped, Limit takes priority over Iteration (eg if = 10 all iterations will be performed unless 10 is reached). Rewrite mode determines whether for each iteration we use the original image or the image modified between each iteration.



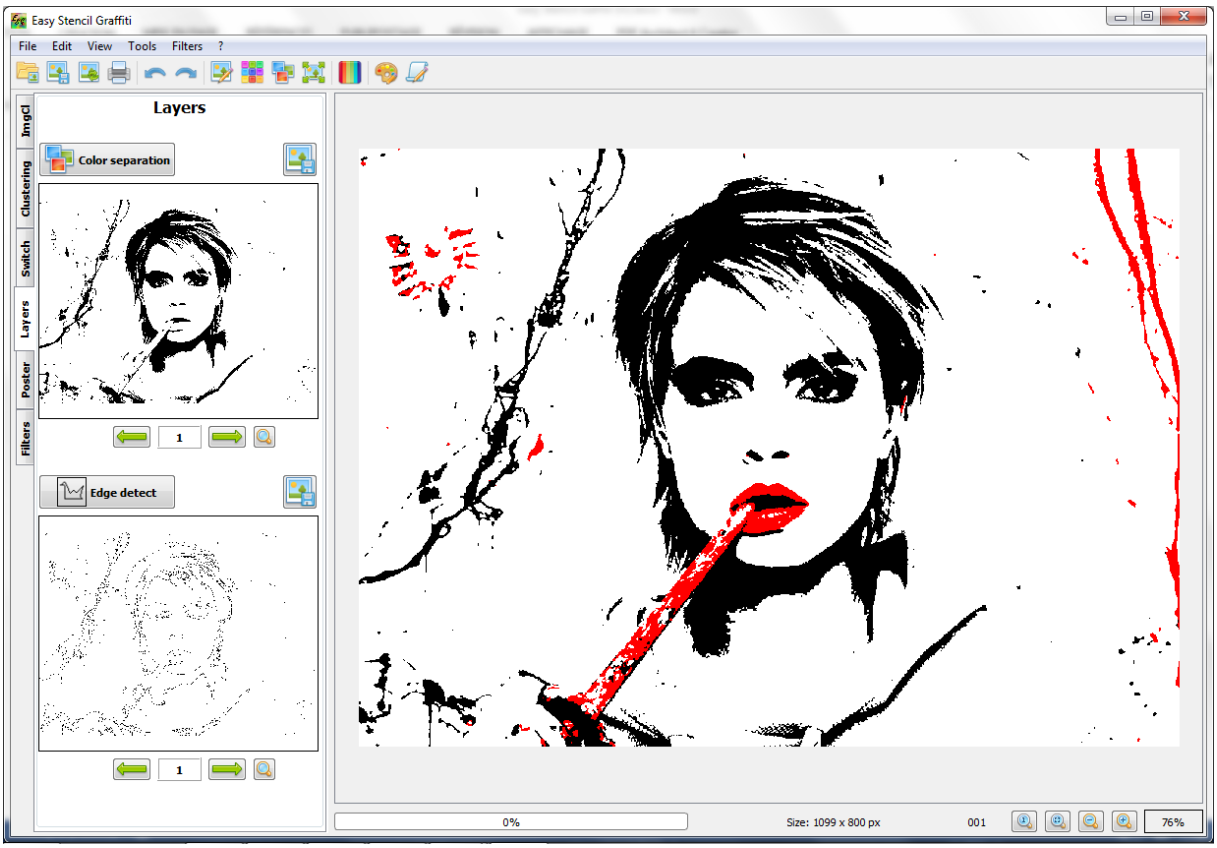
c) Switch colors : The first table indicates the detected colors, the second table is used to modify the colors. The transfer of colors from the top table to the bottom table is done using the button between the 2.

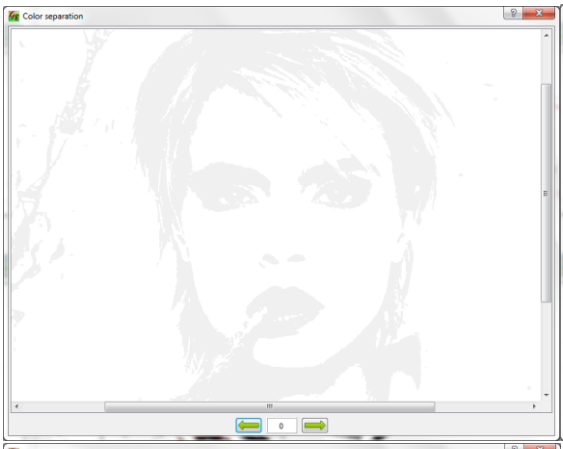


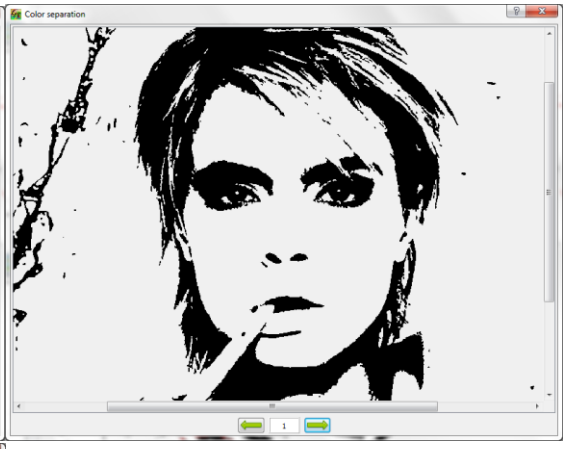


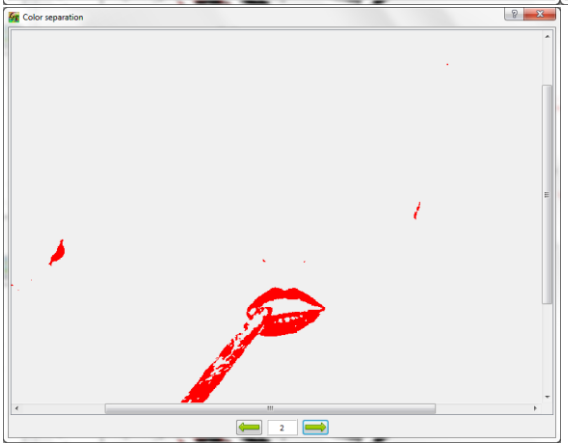
d) Color separation : Allows to separate each color on an associated layer. The button with the floppy disk saves all the layers in a single file.

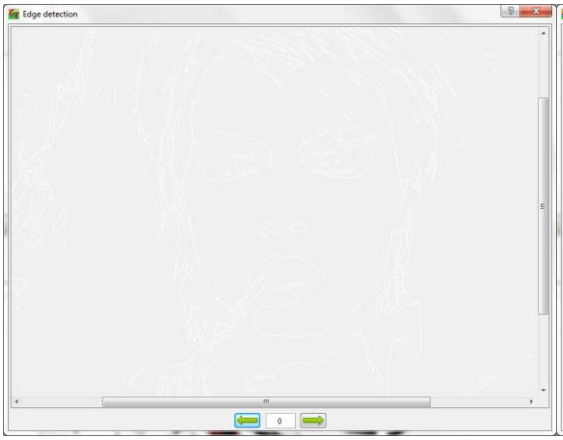
e) Edge detect : Allows you to detect the edges of the image on each layer. When printing, the amount of ink used will be less.

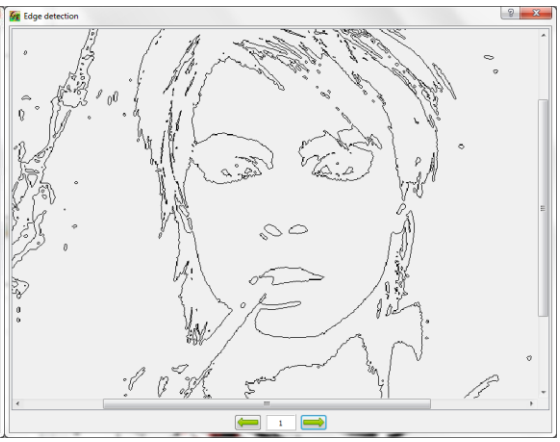


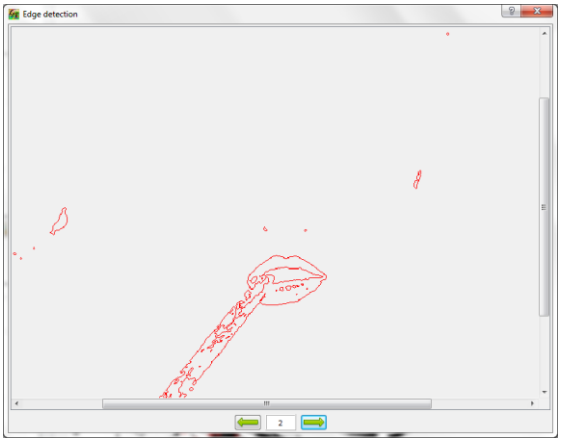

Color separation
0


Color separation
1


Color separation
2


Edge detection
0


Edge detection
1

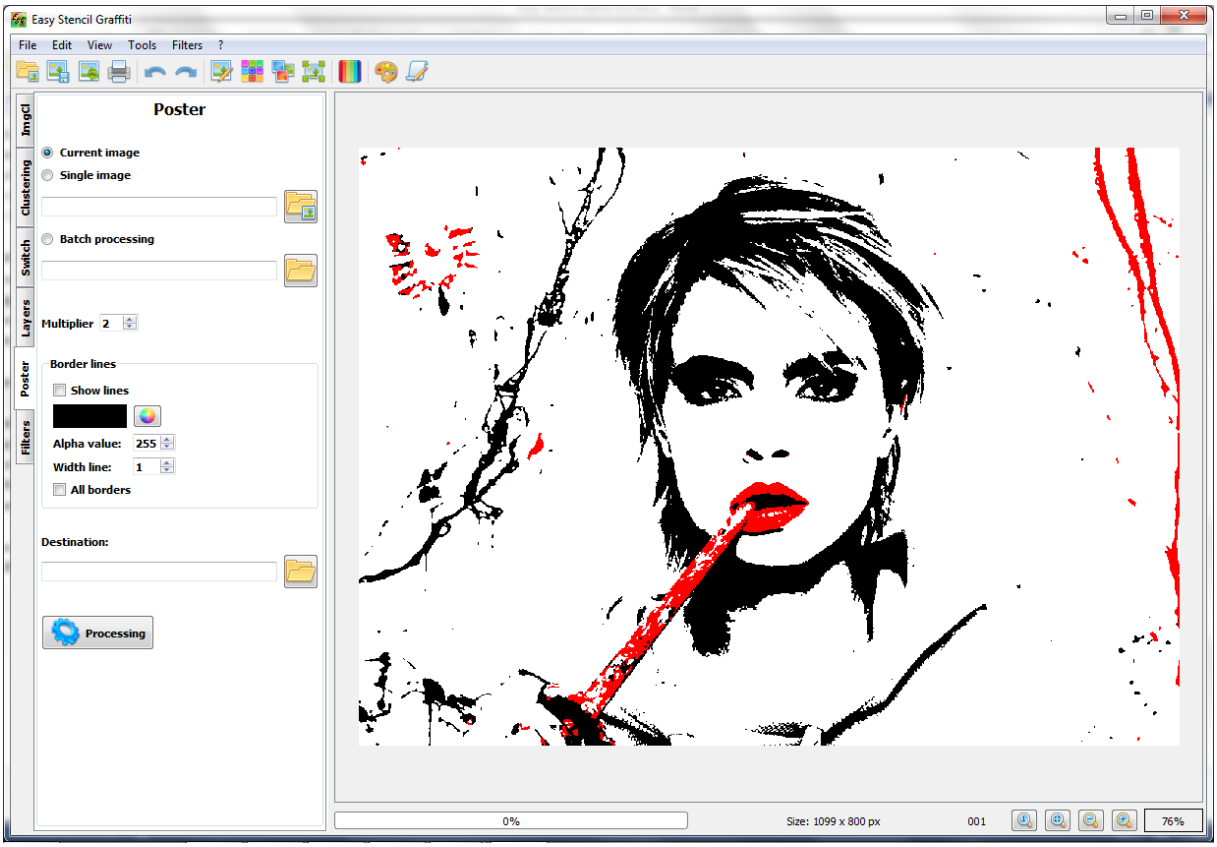

Edge detection
2

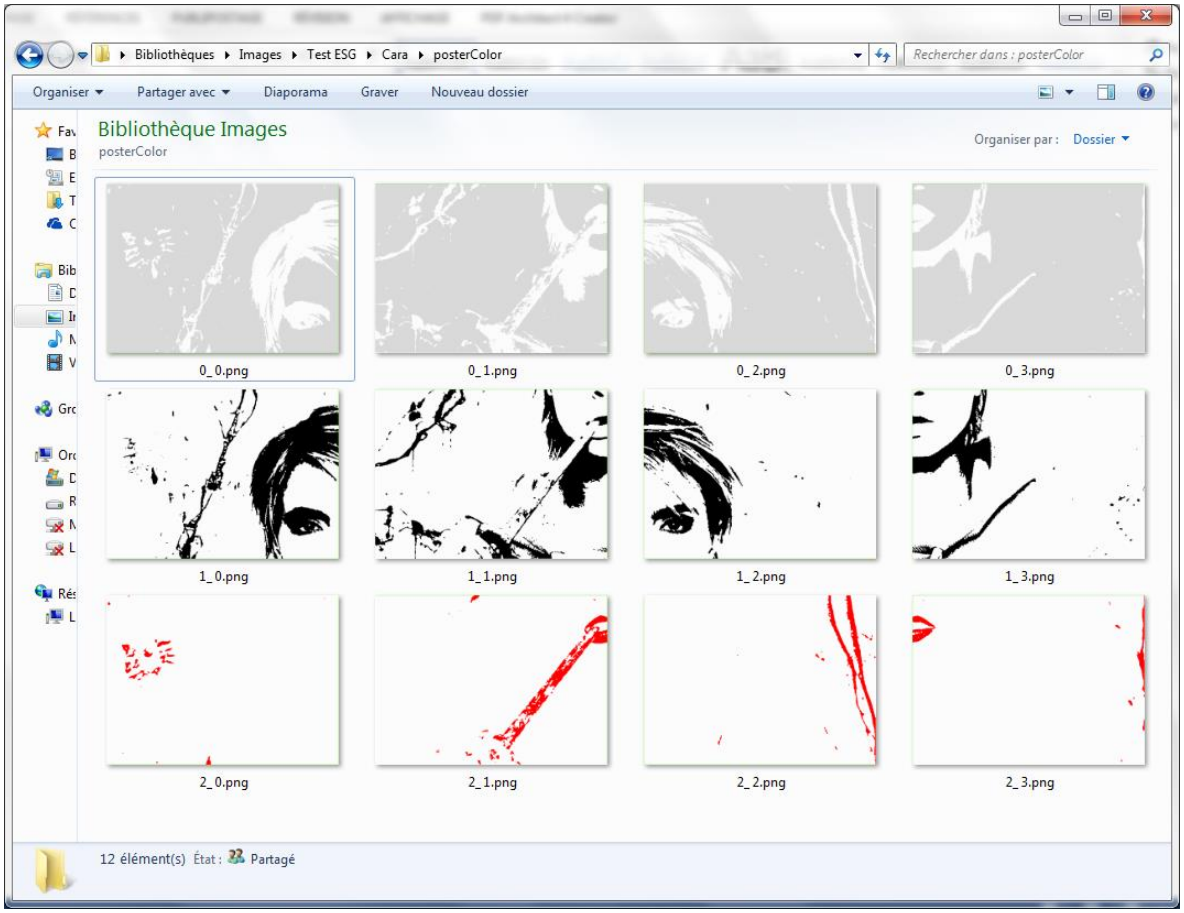
f) Poster creation : Allows you to cut the image and save it in several files. 3 modes are possible: Current image allows you to work on the displayed image, Single image allows you to work on an image external to the software, Bacth processing allows you to work on a folder of images.

Multiply: determines the number of horizontal and vertical splits (eg: if = 2, image cut into 4 files - if = 4, image cut into 16 files).

Border lines: Allows you to include on the image the assembly lines between each image.

Destination: Destination folder for saving the created images.




Bibliothèques ▸ Images ▸ Test ESG ▸ Cara ▸ posterColor
Rechercher dans : posterColor
Organiser
Partager avec
Diaporama
Graver
Nouveau dossier
Bibliothèque Images
posterColor
Organiser par : Dossier
0_0.png
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0_2.png
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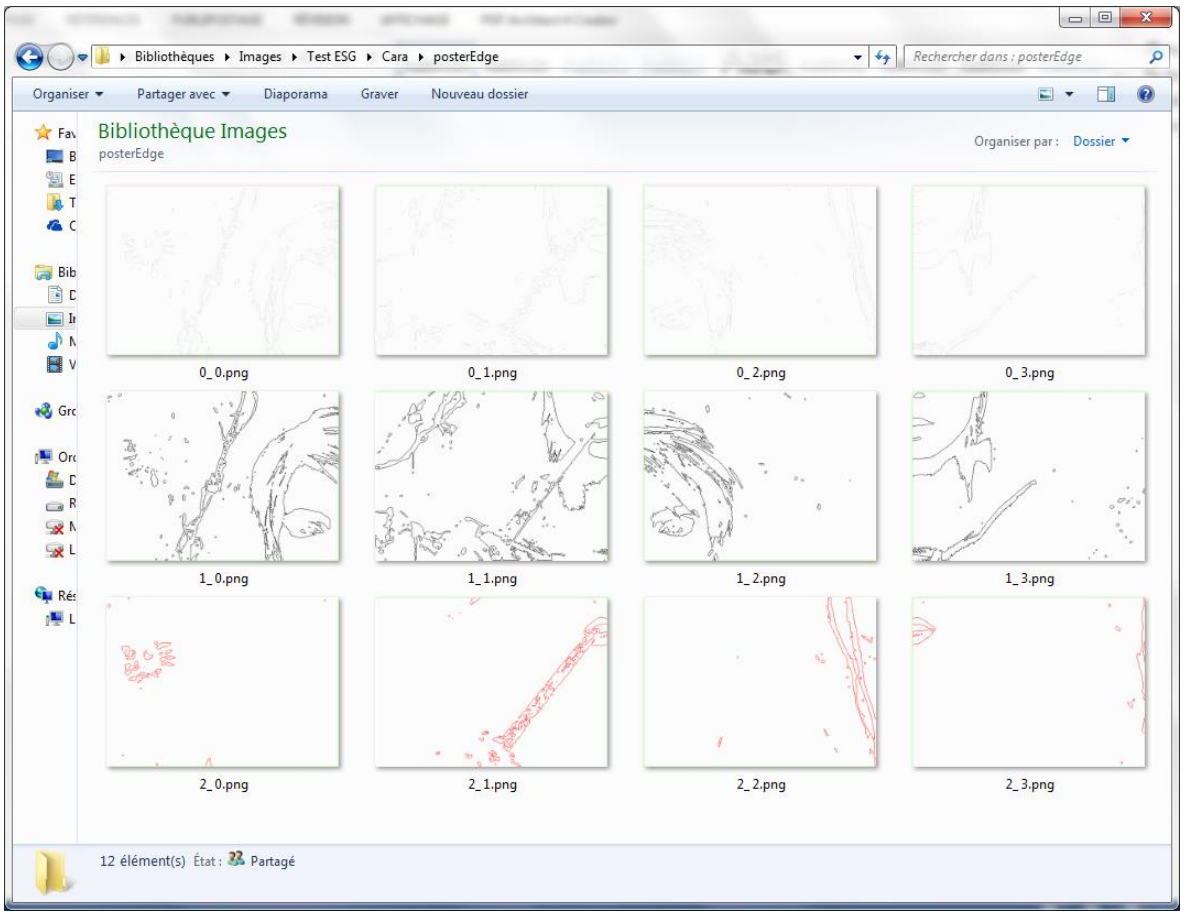
2_2.png
2_3.png
12 élément(s) État : Partagé


Bibliothèques ▸ Images ▸ Test ESG ▸ Cara ▸ posterEdge
Rechercher dans : posterEdge
Organiser
Partager avec
Diaporama
Graver
Nouveau dossier
Bibliothèque Images
posterEdge
Organiser par : Dossier
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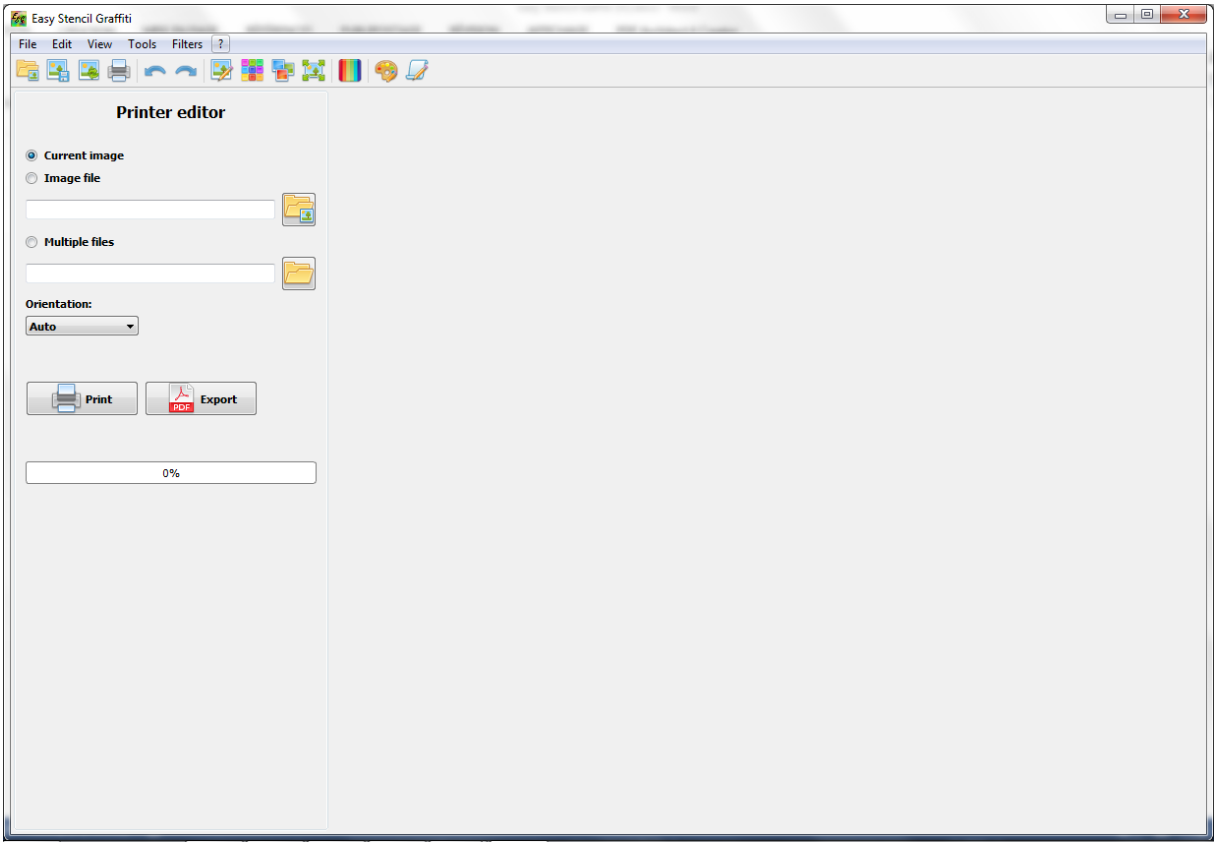
2_2.png
2_3.png
12 élément(s) État : Partagé

g) PDF printing and export: Allows you to print or export the current image, an image external to the software or an image folder. You can select the image orientation, Portrait Landscape Auto. The print will occupy the maximum of the page respecting the horizontal - vertical ratio.



h) Standard commercial colors: Allows you to convert your image with standard commercial colors with the associated RAL code.

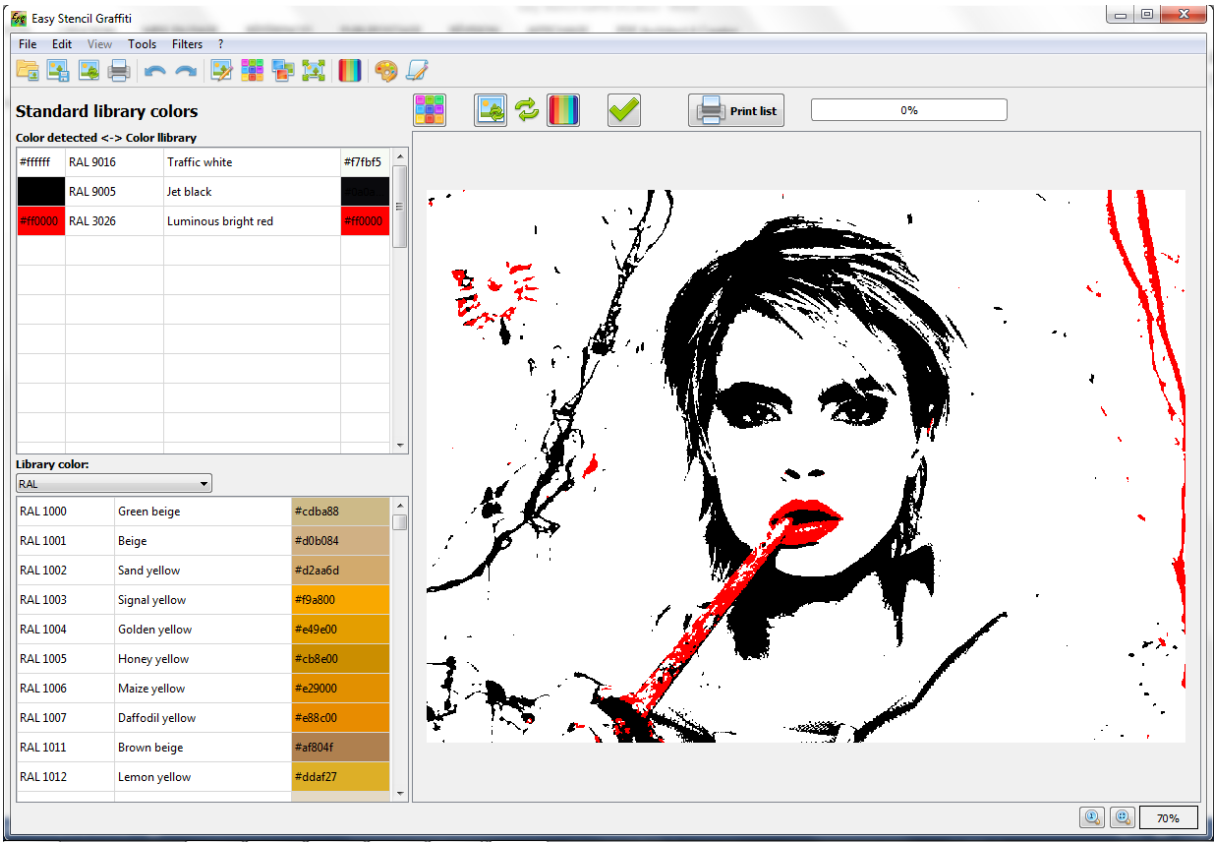
Detects image colors

Load the current image

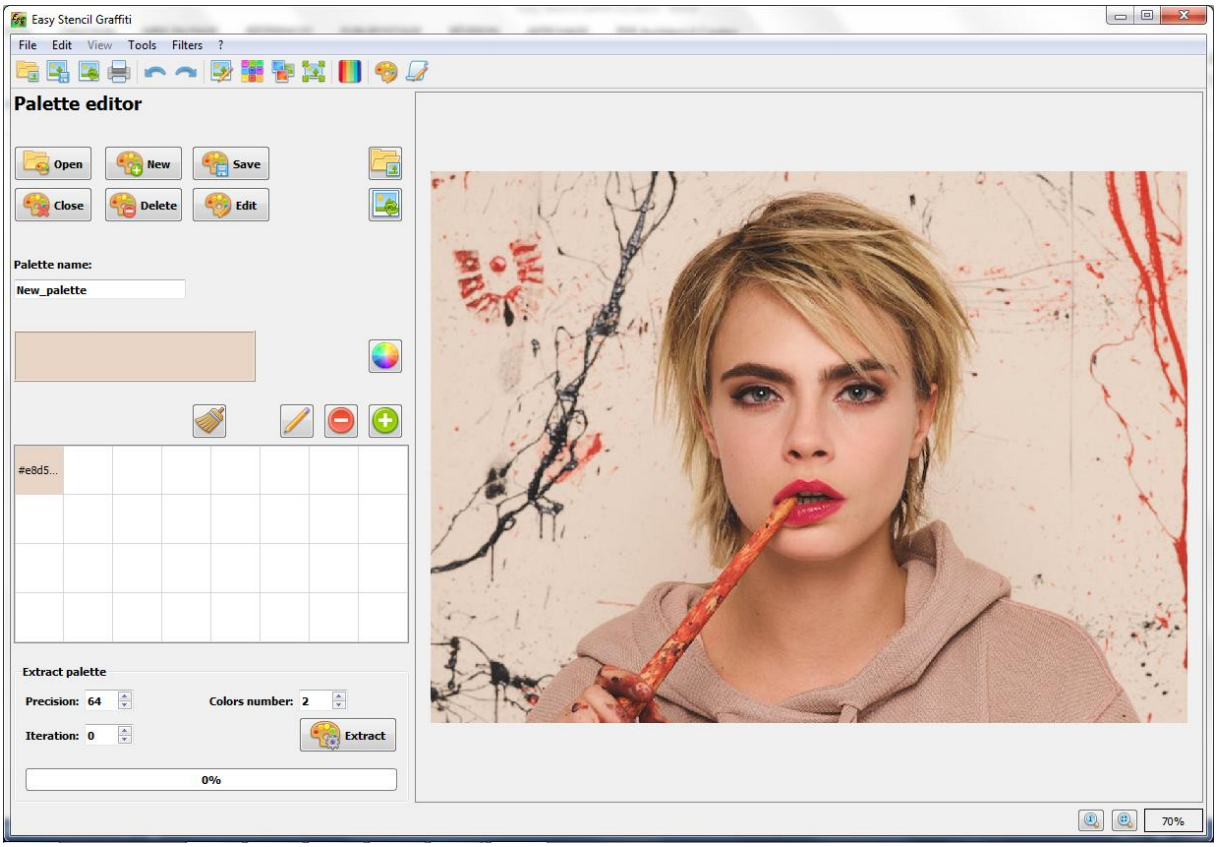
Convert the image with the colors from the library

Validate color conversion

Print the list of new colors



i) Palette editor: Allows you to create, modify, delete a color palette. Automatic pallet extraction is possible, but the precision is lower.

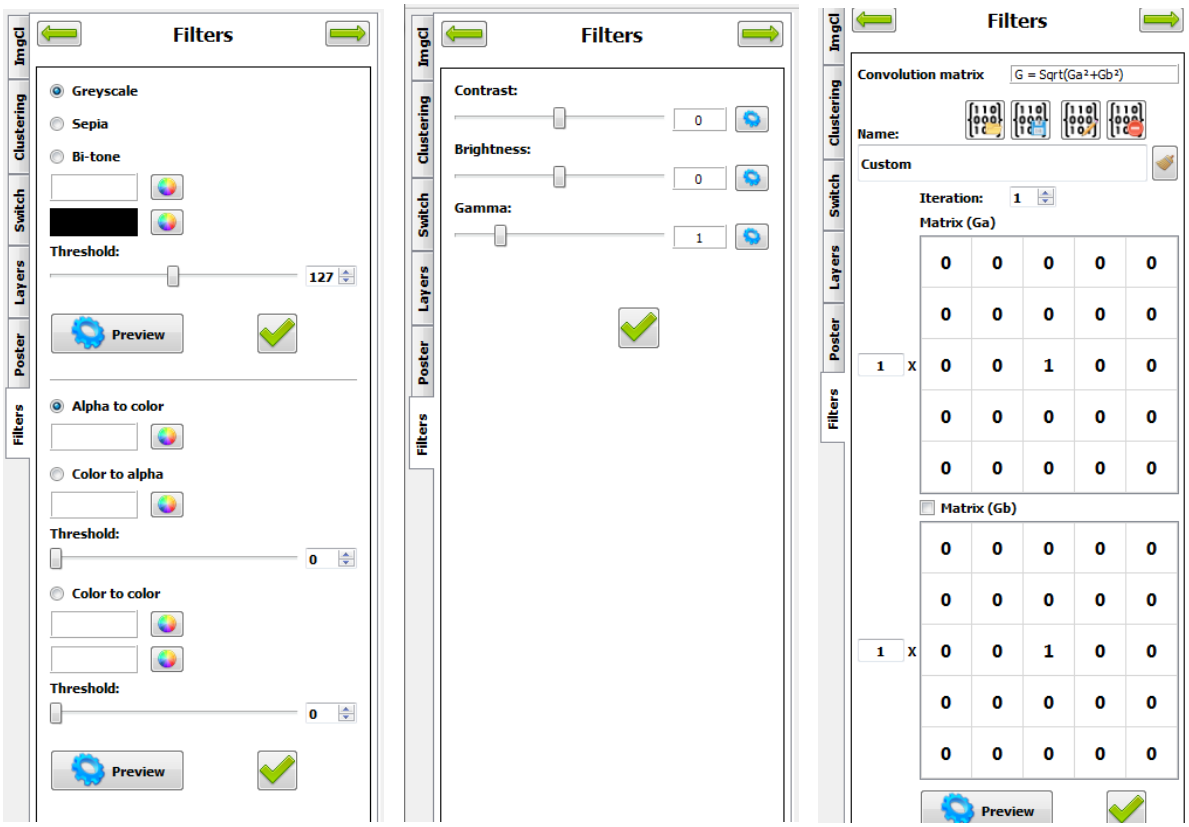


j) Filters: Various standard filters are available

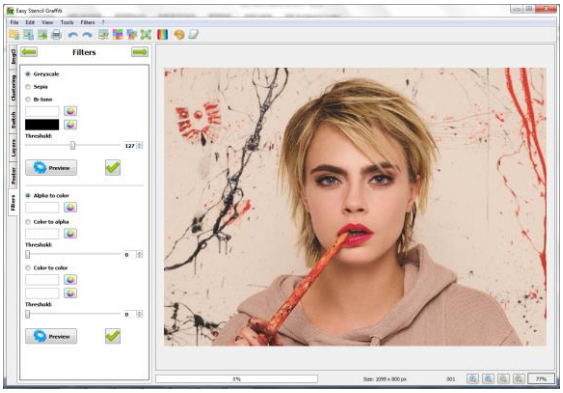
- Greyscale: convert the image to grayscale
- Sepia: convert the image to sepia
- Two-tone: converts the image into 2 colors of your choice, the Threshold parameter allows you to give more or less importance to a color. This filter can be useful for quickly creating a 2 color stencil.
- Alpha to color: convert the transparency of an image into a color
- Color to alpha: convert a color to transparency
- Color to color: convert a color range to a color

- Contrast: changes the contrast of the image
- Brightness: changes the brightness of the image
- Gamma: modify the gamma value of the image

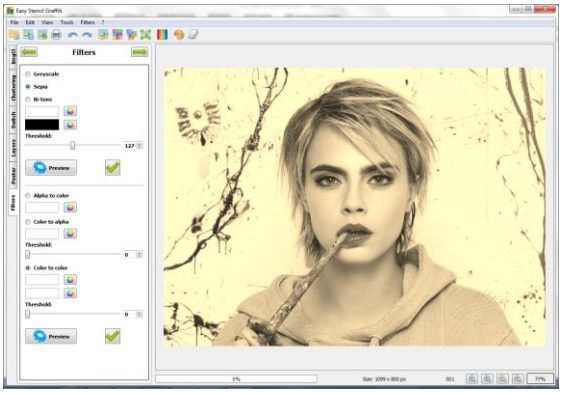
- Convolution matrix: applies a convolution matrix to the image. Several matrices are available with the software, but you can create your own matrices and save them.



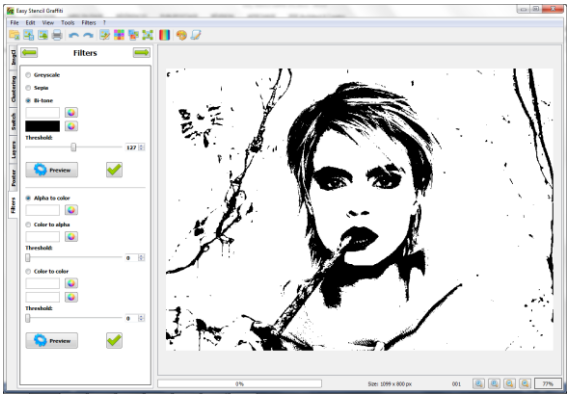
Original



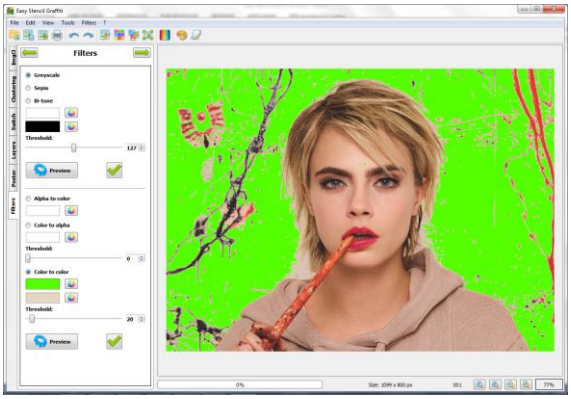
Sepia



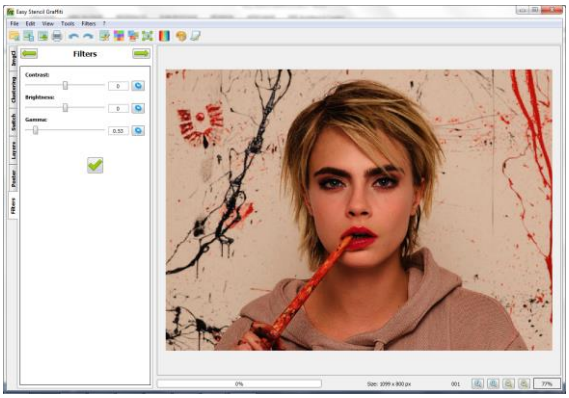
Bi-ton



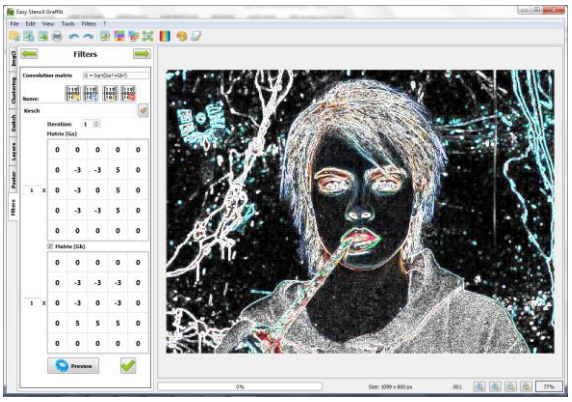
Color to color



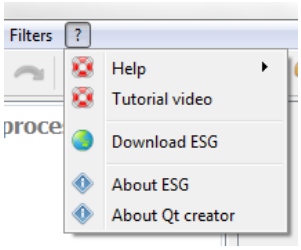
Gamma = 0.53



Convolution matrix = Kirsch



For more information on use, watch the video tutorial on Youtube via Tutorial video.



2. Maintenant, la pratique :

N'hésitez pas à aller voir sur internet les différentes techniques pour peindre au pochoir.

a) Préparation du pochoir :

Il vous faut :

- Un dessin imprimé sur une feuille légèrement cartonné (CANSON® 180g/m²) ou des feuilles spécialement conçu pour les pochoirs,
- Un set de scalpels,
- Un support où poser votre feuille à découper.

Conseil : Lors de la découpe n'oubliez pas les ponts pour tenir les parties flottantes.

b) Pour peindre :

Il vous faut :

- Un pochoir découpé,
- Des bombes de peinture,
- Un masque pour les vapeurs de peinture,
- Une paire de gants en latex,
- Du scotch repositionnable.