

🛂 Logo Applier - Batch Logo Watermarking Tool

```
Python 3.8+
License MIT
Platform Windows | macOS | Linux
```

IT Versione italiana

Professional desktop application to automatically apply logos and watermarks to image batches, featuring an intuitive GUI and customizable background support.

version 1.0.0

Key Features

- **@ Interactive Positioning** Real-time logo preview while hovering with mouse
- Automatic Mode Apply logo to predefined fixed positions (4 corners)
- Custom Backgrounds Add colored backgrounds to logos (6 colors, 3 shapes)
- Smart Resizing Logo adapts to image orientation
- 🖺 **Settings Persistence** Your preferences are remembered
- Progress Bar Real-time processing monitoring
- **Batch Processing** Process hundreds of images in minutes
- Modular Architecture Code organized following software engineering principles

Quick Installation

Requirements

- Python 3.8 or higher
- Pillow (automatically installed)

Setup

```
# Clone the repository
git clone https://github.com/yourusername/logo-applier.git
cd logo-applier
# Install dependencies
pip install -r requirements.txt
# Run the application
python main.py
```

☐ How to Use

1. Basic Setup

- 1. Select the **folder with images** to process
- 2. Select the **logo file** (preferably PNG with transparency)
- 3. Select the destination folder for processed images

2. Logo Settings

- Size: Choose between 5%, 10%, 15%, 20% or 25% (automatically adapts to orientation)
- Margin: Set distance from edges (1%-15%)

3. Logo Background (Optional)

Customize your logo with a background:

- **Colors**: None, White, Yellow, Orange, Red, Light gray, Pale pink, Light yellow, Light orange, Pastel blue, Sky blue, Mint green
- Shapes: Circular, Rectangular, Oval

4. Positioning Mode

***** Manual Mode

Maximum precision for each image:

- Preview window opens for each photo
- Logo follows mouse cursor in real-time
- Click to confirm position
- Perfect for artistic photography or specific compositions

Automatic Mode

Fast and efficient for uniform batches:

- Choose one of 4 fixed positions:
 - Top left
 - o Top right
 - o Bottom left
 - o Bottom right
- Ideal for large quantities of similar images

Use Cases

Professional Photographer

Mode: Manual Logo size: 10%

Background: White Rectangular Position: Custom for each photo

Perfect for portfolios where each image requires specific positioning.

E-commerce

```
Mode: Automatic
Logo size: 15%
Background: None
Position: Bottom right
```

Ideal for quickly applying branding to hundreds of product photos.

Social Media

```
Mode: Automatic
Logo size: 20%
Background: Sky Blue Circular
Position: Top right
```

Highly visible and appealing logo to maximize branding.

Project Architecture

The project follows **SOLID principles** and uses modular architecture to facilitate maintenance and future extensions.

Advanced Features

Smart Resizing

Logo is resized adaptively:

- Horizontal Images: size calculated on width
- Vertical Images: size calculated on height

Border Protection

In manual mode, the logo cannot exceed image borders - it's automatically limited to the visible area.

Partial Save

If you interrupt processing, all already processed images are automatically saved.

Supported Formats

- Input: JPG, JPEG, PNG, BMP, GIFOutput: High-quality JPEG (95%)
- Customization

Adding New Colors

Edit config.py:

```
BACKGROUND_COLORS = {
    # ... existing colors ...
    'Green': '#00FF00', # New color
}
```

Changing Output Quality

In config.py:

```
OUTPUT_QUALITY = 100 # Maximum quality
```

Performance

- 10 Full HD images: ~20-30 seconds
- **100 4K images**: ~10-15 minutes
- RAM Memory: 100-500MB (depends on resolution)

☼ Troubleshooting

"Module not found"

```
pip install -r requirements.txt
```

"No module named 'qui'"

Verify that __init__.py files exist in gui/ and utils/:

```
touch gui/__init__.py utils/__init__.py
```

Logo not visible

- Use PNG with transparent background
- Increase size percentage (15-20%)
- Try adding a colored background

S Contributing

Contributions are welcome!

- 1. Fork the project
- 2. Create a branch (git checkout -b feature/NewFeature)
- 3. Commit changes (git commit -m 'Add: NewFeature')
- 4. Push to branch (git push origin feature/NewFeature)
- 5. Open a Pull Request

Contribution Ideas

- Video support (watermark on frames)
- Logo rotation
- Effects (shadow, transparency)
- Text watermark support
- Batch thumbnail preview

License

This project is released under the MIT License. See LICENSE for details.



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