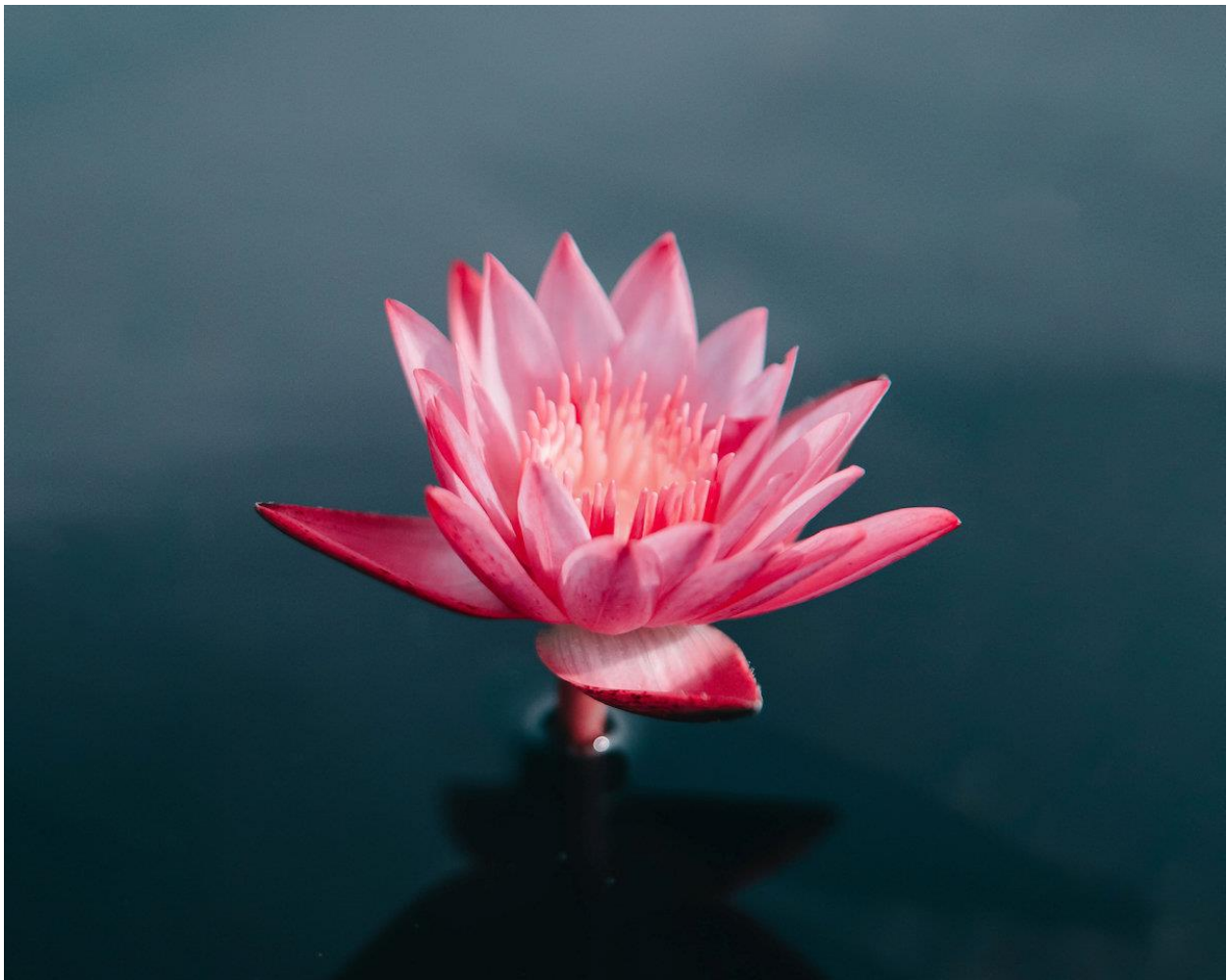


How to Use the Replace Colors Filter

Whether you want to replace colors throughout an entire image, or just a specific object or area, the **Replace Colors** filter introduced in CorelDRAW Graphics Suite 2021 allows you to edit images with greater control and precision.

Introduction to Replace Colors

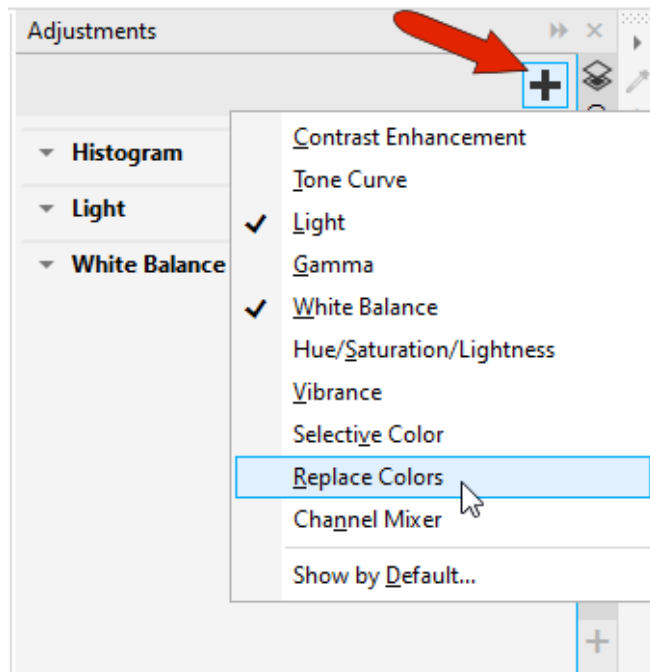
Our first example starts with this image in Corel PHOTO-PAINT, and we want to change the color of the flower.



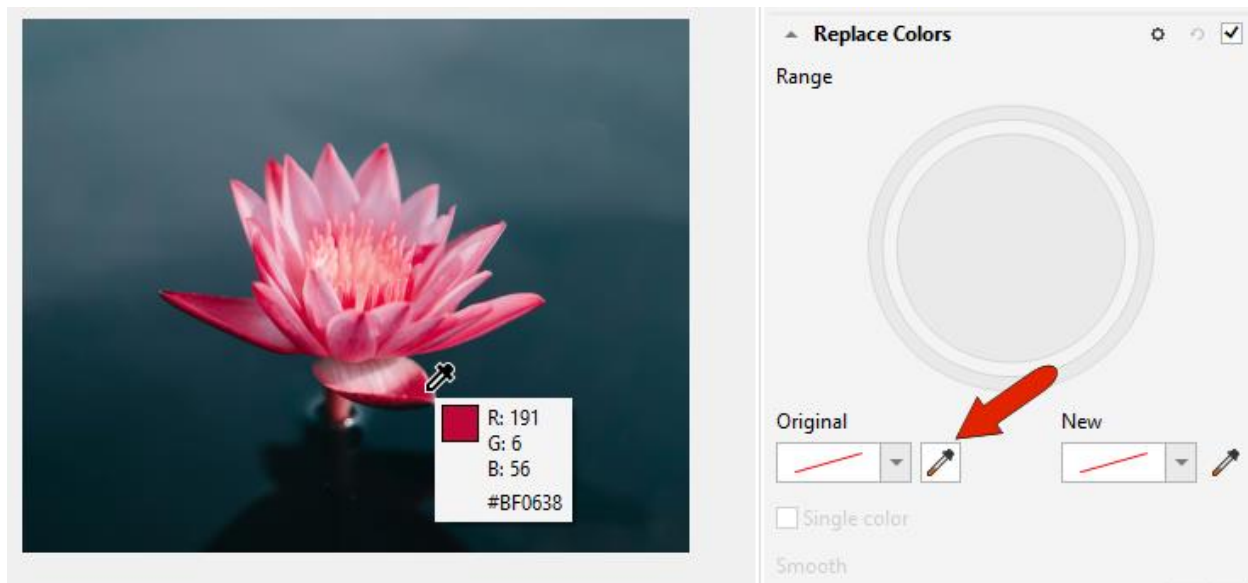
The **Replace Colors** filter is available in the **Adjustments** docker, which can be opened by going to **Window > Dockers > Adjustments**, or by clicking the **plus** sign along the list of open dockers.

NOTE: the **Adjustments** docker was introduced in PHOTO-PAINT 2021.

If the **Replace Colors** filter isn't listed, click the **Add Adjustment** icon and turn on that filter.

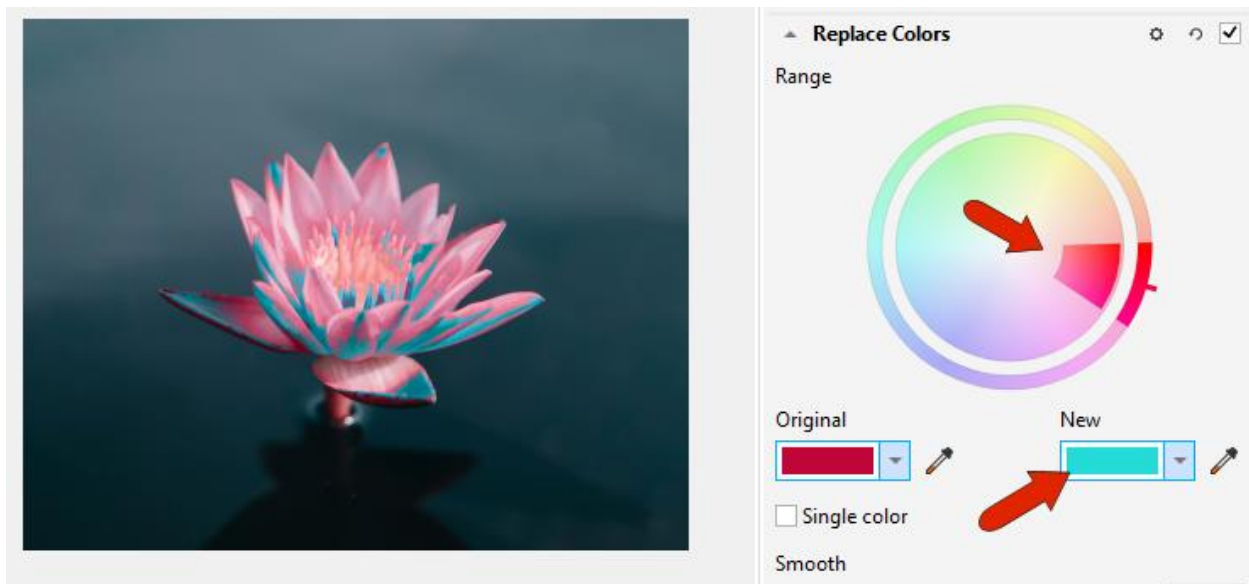


Click the **Original** eyedropper to sample the color on the photo that you want to change.

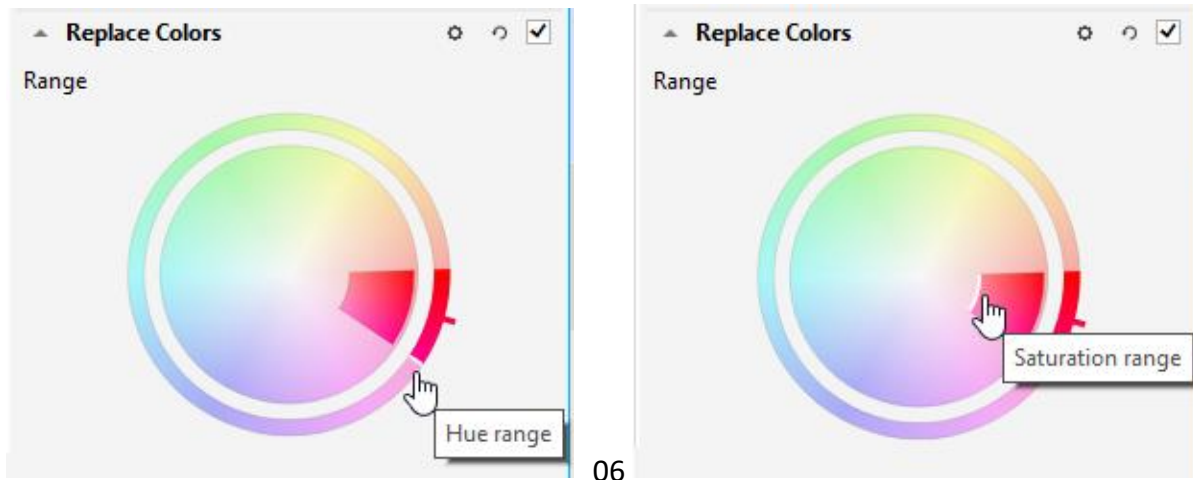


Open the **New** color dropdown window and select a new color, in this case we chose a light blue.

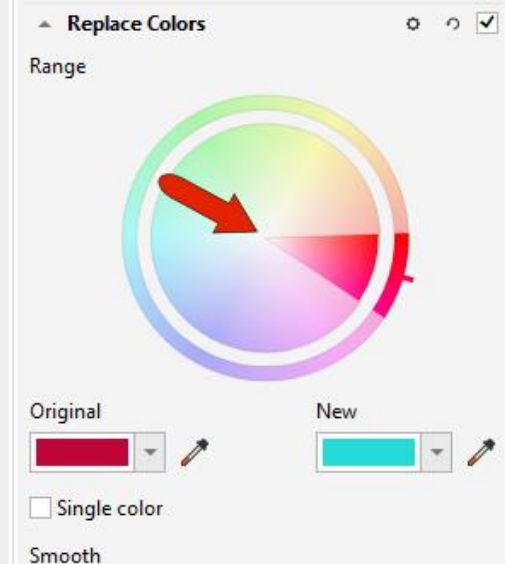
Once you have selected the replacement color, the color wheel will be displayed. In this example, we can see on the color wheel, the default saturation range leaves out the lighter reds.



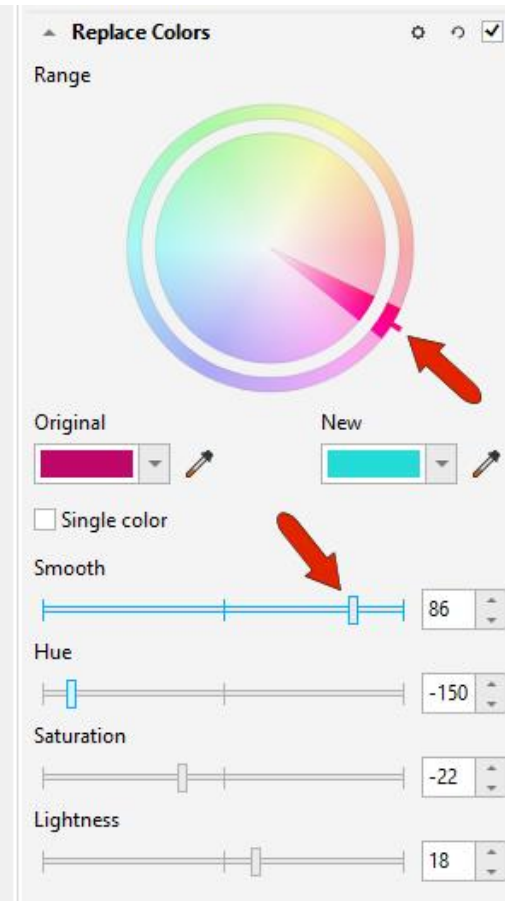
When you hover over the various edges of the highlighted range on the color wheel, white borders appear where ranges can be adjusted.



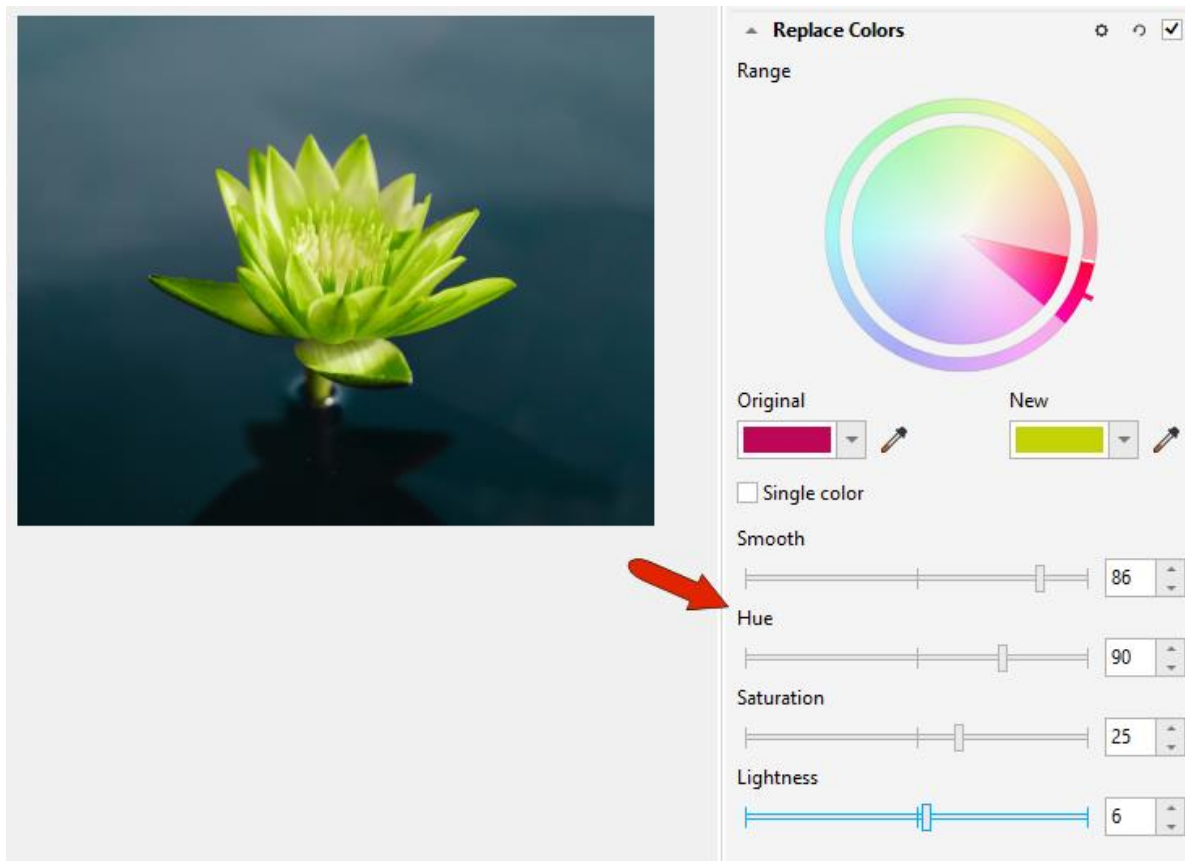
You can move either saturation border for different effects. The full saturation range includes all of the red pixels and changes them to blue.



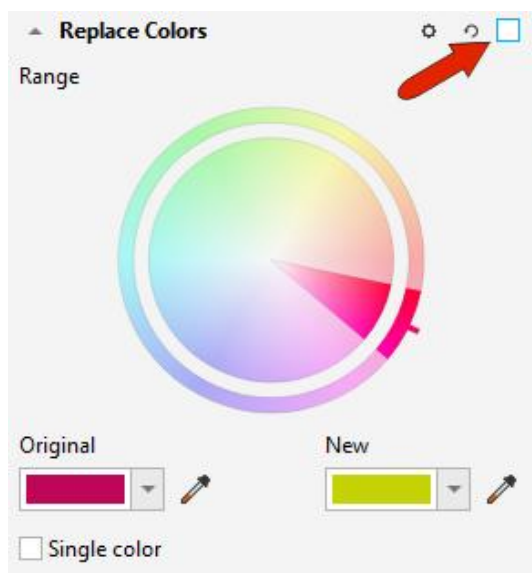
You can also drag the **Hue** handle to change the original color, and the **Hue Range** side borders can be adjusted as well, to include a narrower or wider range of hues. The **Smooth** slider can be used to adjust the color transition between changed and unchanged pixels.



If you don't love the new color you can adjust the target hue and change saturation and lightness as well.

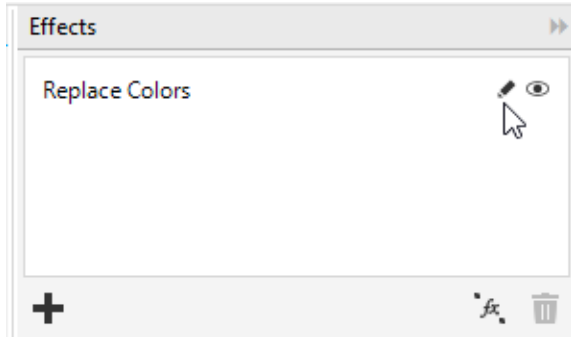


Like all adjustments, the **Replace Colors** adjustment is non-destructive – it can be toggled on and off using the check box in the top right corner.



More adjustment filters can be added as well.

Adjustments are also listed on the **Effects** docker (**Window > Dockers > Effects**). In this docker you can select any of the effects and they can be toggled on and off, reordered, selected and deleted, or edited.

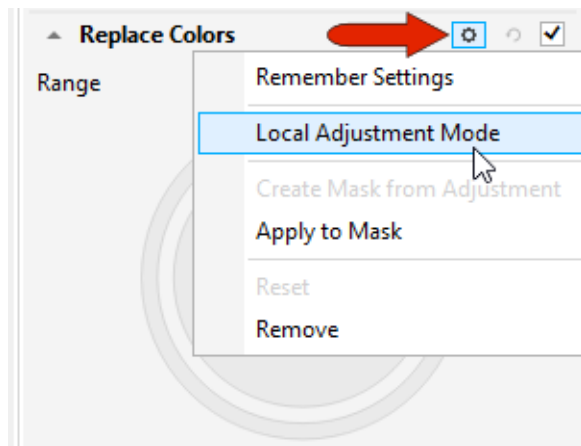


Using Local Adjustment Mode to Replace Colors of an Object

The previous example showed how to replace colors throughout an entire image. But in our next example, we'll replace the color of just the red building, without affecting other red areas such as the roof tiles, bricks around the window, and other spots.

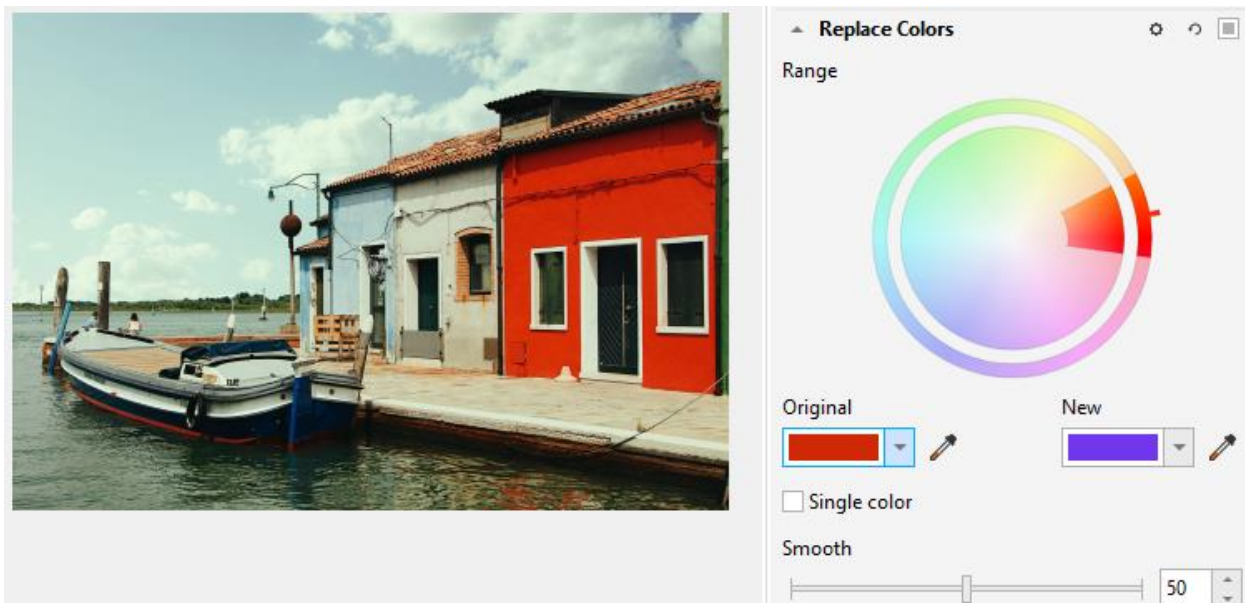


In the **Replace Colors** adjustment, click the **Options** icon, and choose **Local Adjustment Mode**.

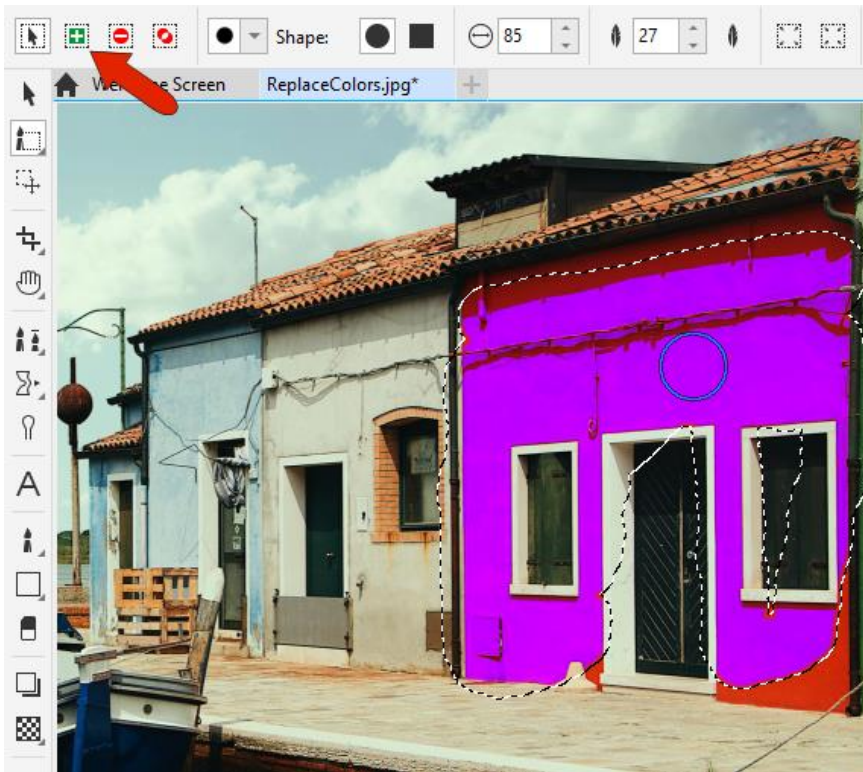


This activates your most recently used **Mask** tool, which in this example is the **Brush Mask** tool. Note that any mask tool can be used for a local adjustment.

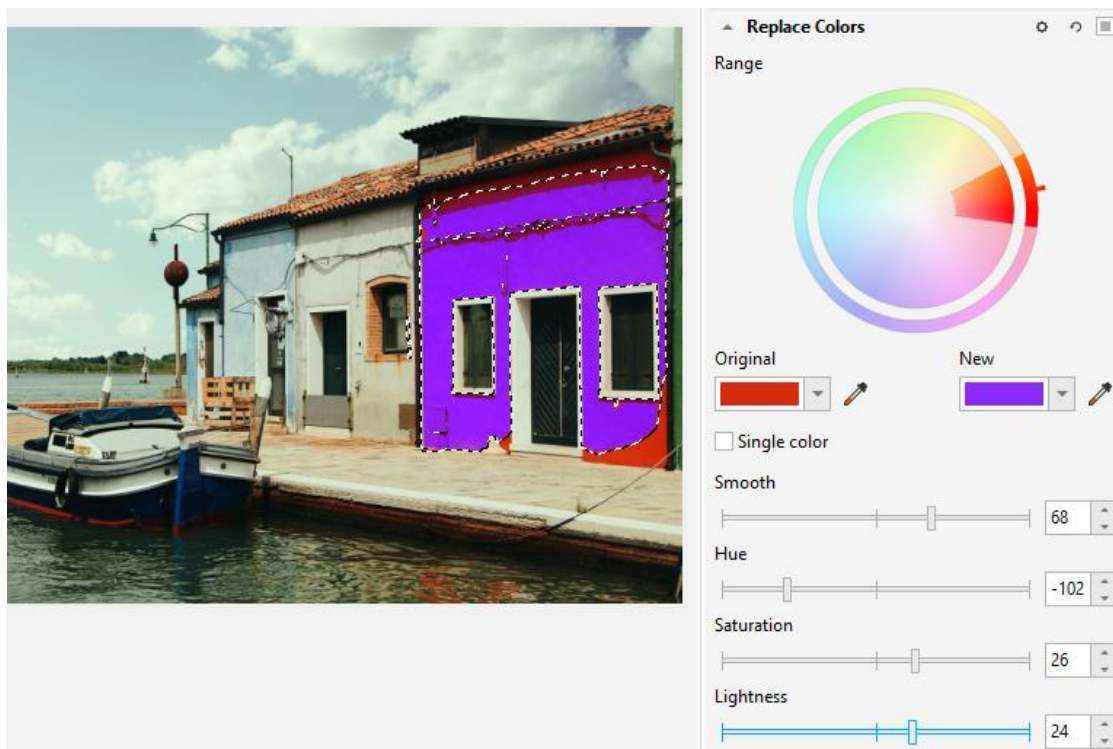
Start the interaction by sampling the original red color and then choosing a new color.



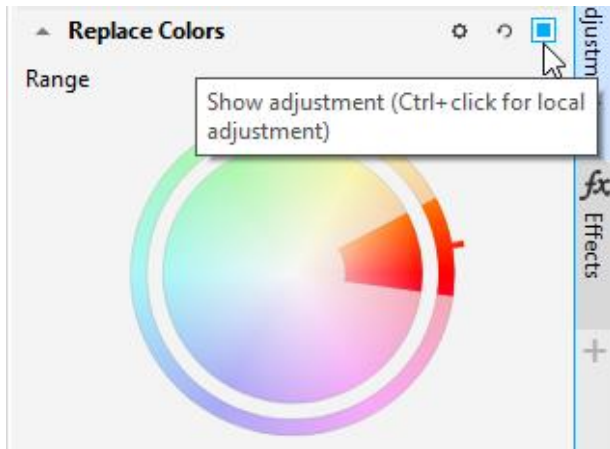
On the property bar, set your mask to **Normal** mode and adjust the brush size by dragging with the **Alt** key pressed. Use the brush to paint the effect only on the red façade.



With the local adjustment already defined, you can increase the **Saturation** range on the color wheel, and use the sliders to adjust the **Smoothness**, **Saturation** and **Lightness** settings.

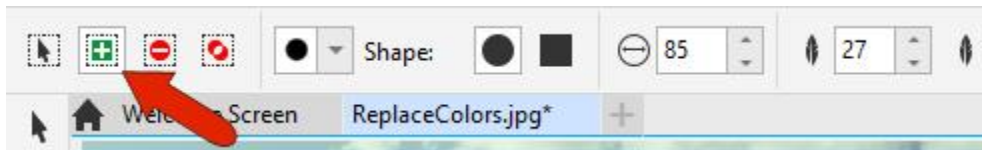


There are now three options in the check box for displaying this effect: off, on, and if you hold down the **Ctrl** key and click in the box, the mask will be displayed, which is handy if you need to make any adjustments to the mask.



You can work with the mask marquee turned off as well, by going to **Mask > Mask Marquee**.

If there are any spots that you need to add or remove from the mask, you can switch to **Additive** or **Subtractive** mode on the property bar and brush over those spots.

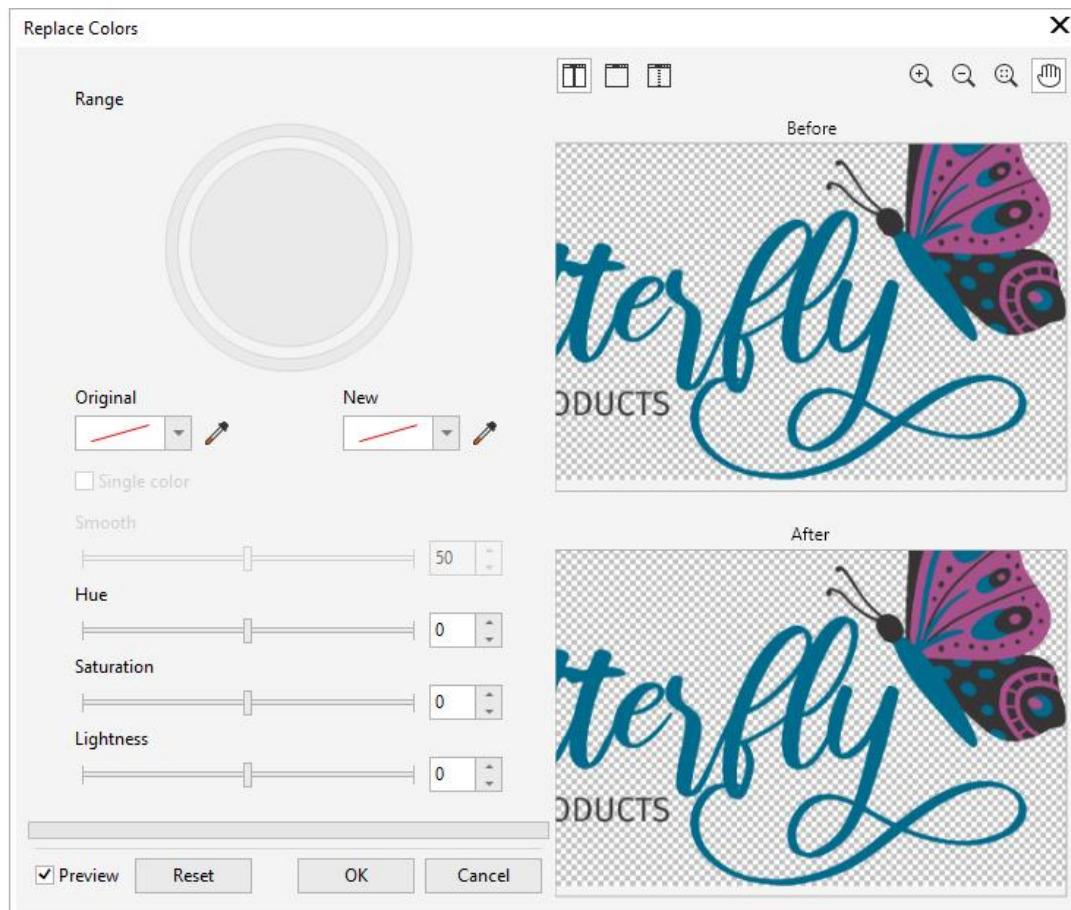


Using Replace Colors in CorelDRAW

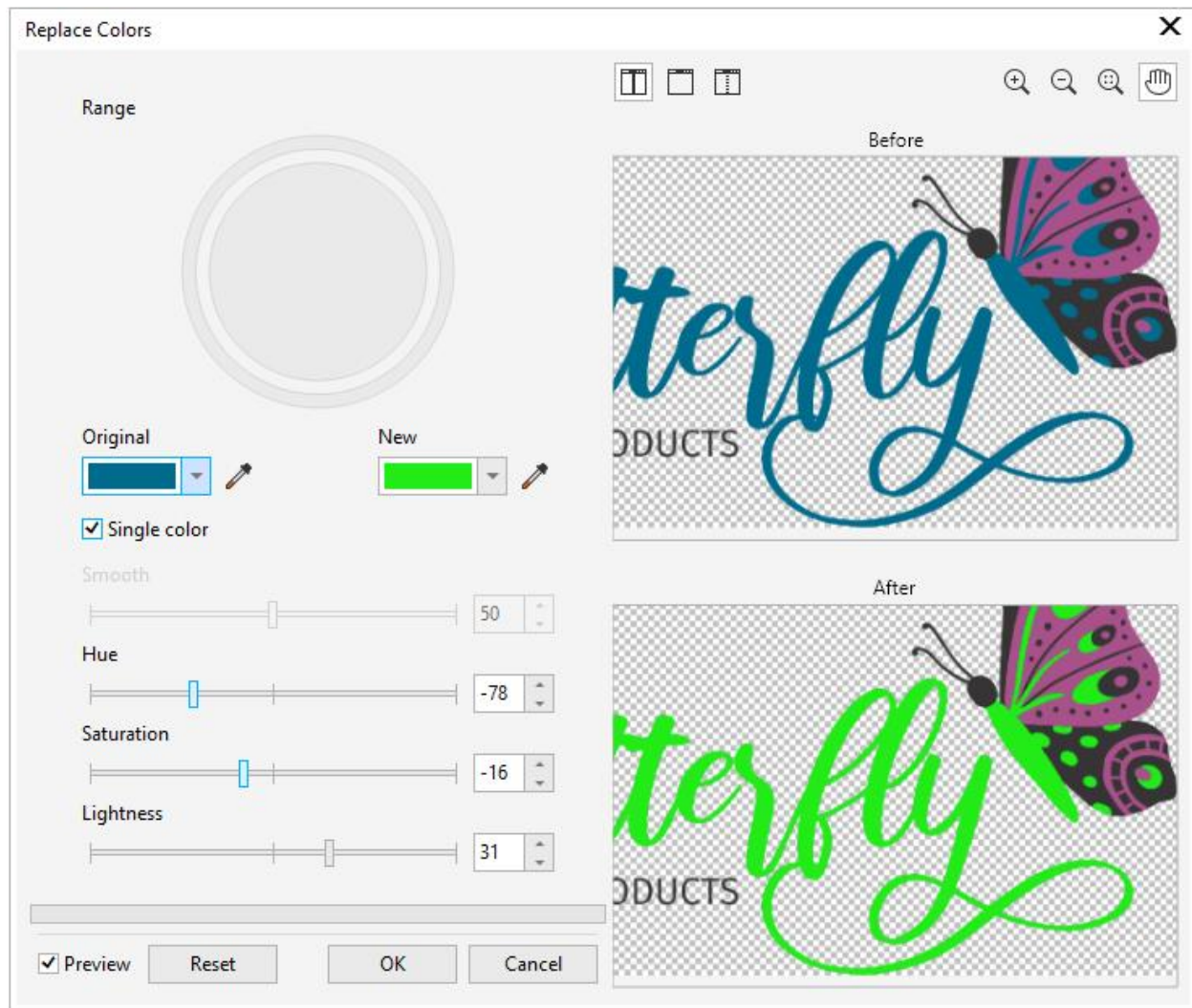
The Replace Colors filter is available in CorelDRAW 2021 as well. In this example we have an imported bitmap image selected.



To use the **Replace Colors** filter, go to **Effects > Adjust > Replace Colors**. In the **Replace Colors** window, you can zoom and pan directly on the preview. Enable the **Preview** checkbox if you want to see the results on the image itself.

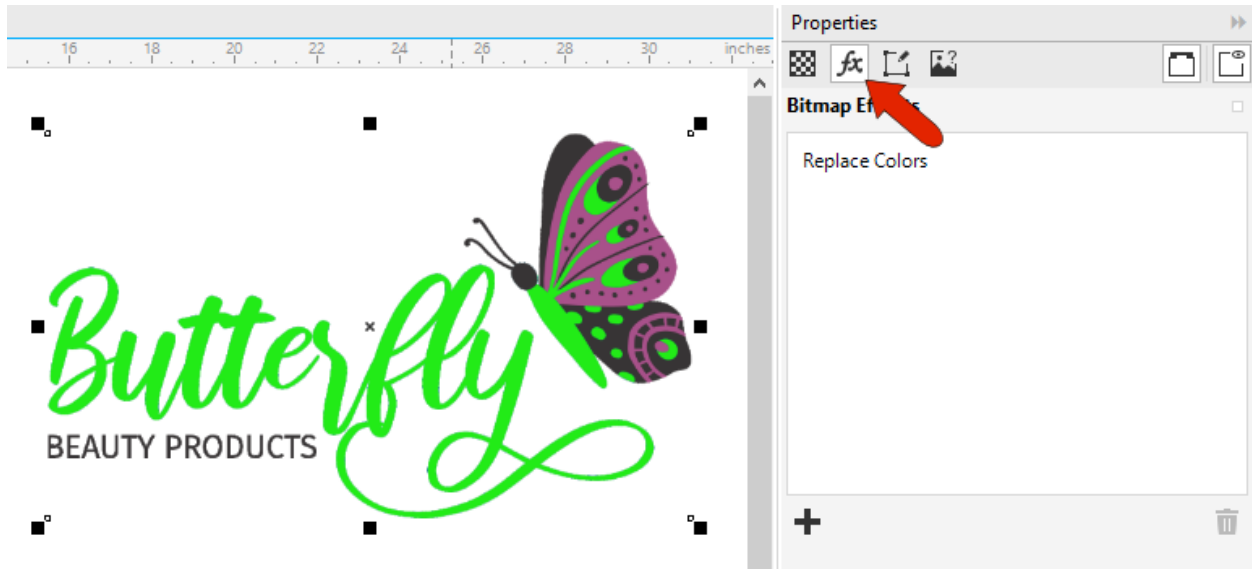


The interaction here is the same: sample the color to change and set the new color. If you only want one color changed, enable the **Single Color** option; this disables the color wheel since it's not needed for a single color change.



Click **OK** to finish.

The **Replace Colors** adjustment in CoreDRAW is also non-destructive. In the **Properties** docker (**Window > Dockers > Properties**), with the bitmap still selected, open the **FX** tab.



Here you can toggle the effect on or off, edit it, or select and delete it.

Along with other effects, a **Replace Colors** filter can be added directly from this docker, by clicking the **plus** icon and choosing **Adjust > Replace Colors**.

