

WATERMARKER

TOOL FOR BATCH WATERMARKING IMAGES

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Watermarker – A tool for batch watermarking images

What does *Watermarker* do?

The *Watermarker* tool batch watermarks JPEG images within a folder and outputs copies of the images to a new folder called 'output'.

Minimum requirements:

Microsoft .NET Framework 4.5 (x86 and x64). Available [here](#)

How to install:

Go to www.webdadi.com/tools and providing you have the minimum requirements, then click install.

Press 'Run' and install *Watermarker*.

How to use *Watermaker*:

When you open *Watermarker* you will see the window pictured right. To watermark the images follow the steps below.

1. Select the folder which have the images you want to watermark. We suggest that you put all of these images into one folder. Images with folders within parent folders will not be watermark. Please not that ONLY JPEGs will be watermarked.
2. Select the watermark you want to use. To have a transparent watermark the format will have to be either a gif or a PNG. For best results we suggest using a PNG-24 image.
3. Select the position of the watermark using the squares that represent the corners and center of the image.

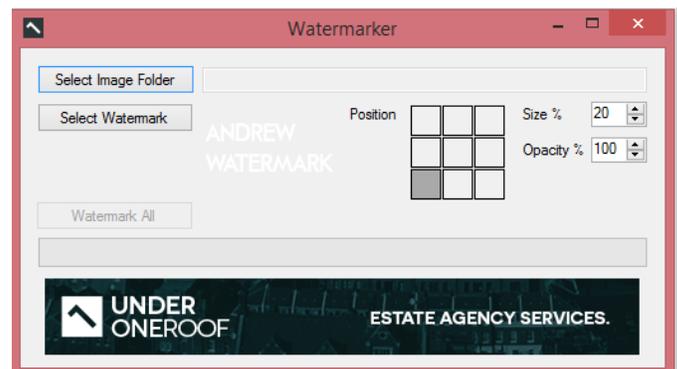
WATERMARKING TOOL

Use this tool to add logo watermarks to images. Requires Microsoft .NET Framework 4.5, available [here](#).

If you have already installed this app, just click launch to run it.

Install

Launch



4. Choose the size of the watermark in percentage based on the width of the image the watermark is being applied to.
5. Choose the opacity of the image 0 (transparent) to 100 (opaque).
6. Finally click 'Watermark All' and wait for the progress bar to fill. When it is full go to the folder containing in the images and look for the output folder. This will have your final watermarked images contained within. Alternatively you can click the 'View watermarked images' link as soon as the progress bar fills.

Updates:

Watermarker will update when (if one is available) the program is opened.