

## Non-destructive image editing with the Cocooner

One new feature in GraphicConverter 9 is the possibility to edit images non-destructively. The image file is left unchanged. Only the modifications are saved. The actual image file remains completely unchanged because the modifications are written in the XMP section of JPG and TIFF files as simple instructions in text form. In the case of files in a RAW format like, for example, CRW, NEF or DNG, the modification instructions are written in an additional XMP file that has the same name as the image file but with the extension .xmp.

A database with these modification instructions is not created as is often the case with other programs. The XMP files are written to the folder where the image file is also located. Always copy the XMP files together with the image files to retain the modifications. The modification instructions are not compatible with other programs. Therefore they can only be used by GraphicConverter 9.

Non-destructive editing has the advantage that you can refine the editing at any time without having to start from the beginning if there are several editing steps.

You can also open and edit images from the Browser or the **File** menu in normal windows and, if you save the edited version as a new file, the original will also be kept unchanged. We will explain the corresponding functions in the chapters following the details on the Cocooner.

In order to edit images non-destructively, open the Cocooner, which will open its own large window like the browser. You can open the Cocooner via an icon at the top of the browser or via the context menu.



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On the left-hand side, you will find the functions that are available in the Cocooner. Scroll downwards to see all functions. The small sliding switch at the top right for each function allows you to switch the respective settings on and off. The circular arrow resets the settings to their initial positions.

The largest area is taken up by the image to the right next to the functions. Select a zoom level underneath it on the left. If the image is not displayed completely, you can move the section with the mouse. Select the image to be edited from the film strip at the bottom. You can scroll the film strip sideways with the scroll wheel on the mouse or an equivalent method.

Under the image, you can rate the image with stars and add labels that will also be displayed in the Finder.

Once you have finished editing your images, select the images and click the **Export...** button at the bottom right. A dialog opens to let you select the destination folder, the format and a scaling. The settings are then applied and the images are saved to the selected folder.

Taken from Hagen Henke's manual on GraphicConverter you can open via GraphicConverter's Help menu.  
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