

## How to add logo to image with options for logo image in C# and ByteScout Watermarking SDK

### Step By Step Tutorial: how to add logo to image with options for logo image in C#

Today we will explain the steps and algorithm of how to add logo to image with options and how to make it work in your application. ByteScout Watermarking SDK was made to help with logo image in C#. ByteScout Watermarking SDK is the library for software developers that can be used to quickly add image watermarking features into your web or desktop applications. Use ready to use presets or create your own to be applied for input PNG, JPG, BMP images. Can customize fonts, text position and rotation if required.

The SDK samples like this one below explain how to quickly make your application do logo image in C# with the help of ByteScout Watermarking SDK. This C# sample code should be copied and pasted into your project. After doing this just compile your project and click Run. Use of ByteScout Watermarking SDK in C# is also explained in the documentation included along with the product.

ByteScout Watermarking SDK - free trial version is on available our website. Also, there are other code samples to help you with your C# application included into trial version.

FOR MORE INFORMATION AND FREE TRIAL:

[Download Free Trial SDK \(on-premise version\)](#)

[Read more about ByteScout Watermarking SDK](#)

[Explore API Documentation](#)

[Get Free Training for ByteScout Watermarking SDK](#)

[Get Free API key for Web API](#)

[visit www.Bytescout.com](http://www.Bytescout.com)

Source Code Files:

```
using System;
using System.Diagnostics;
using System.Drawing;
using System.Collections.Generic;
using Bytescout.Watermarking;
using Bytescout.Watermarking.Presets;

namespace Sample
{
    class Program
    {
        static void Main(string[] args)
        {
            // Create Watermarker instance
            Watermarker waterMarker = new Watermarker();

            // Initialize library
            waterMarker.InitLibrary("demo", "demo");

            // Set input file name
            string inputFilePath = "my_sample_image.jpg";
            // Set output file title
            string outputFilePath = "my_sample_output.jpg";

            // Add image to apply watermarks to
            waterMarker.AddInputFile(inputFilePath, outputFilePath);

            // Create new watermark
            LogoImage preset = new LogoImage();

            // Select image file
            preset.ImageFile = "mylogo.png";

            // Set text transparency
            preset.Transparency = 40;

            // Set watermark placement
            preset.Placement = WatermarkPlacement.MiddleCenter;

            // Set scale
            preset.Scale = 2.0f;

            // Add watermark to watermarker
            waterMarker.AddWatermark(preset);

            // Set output directory
            waterMarker.OutputOptions.OutputDirectory = ".";

            // Set output format
            waterMarker.OutputOptions.ImageFormat = OutputFormats.JPEG;

            // Apply watermarks
            waterMarker.Execute();

            // open generated image file in default image viewer installed in Windows
        }
    }
}
```

```
        Process.Start(outputFilePath);  
    }  
}
```

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## VIDEO

<https://www.youtube.com/watch?v=NEwNs2b9YN8>

## ON-PREMISE OFFLINE SDK

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