

## How to add logo to image for logo image in C# using ByteScout Watermarking SDK

How to add logo to image in C# with easy ByteScout code samples to make logo image. Step-by-step tutorial

Today you are going to learn how to add logo to image in C#. ByteScout Watermarking SDK was made to help with logo image in C#. ByteScout Watermarking SDK is the powerful SDK can apply high quality visible and semivisible watermarks into PNG, JPG, BMP pictures and TIFF scans. Dozens of presets are available, multiple watermarks can be applied. Can add logo based watermark from image, can adjust font size, font family, colors.

Fast application programming interfaces of ByteScout Watermarking SDK for C# plus the instruction and the code below will help to learn how to add logo to image. For implementation of this functionality, please copy and paste code below into your app using code editor. Then compile and run your app. Use of ByteScout Watermarking SDK in C# is also explained in the documentation included along with the product.

Our website provides free trial version of ByteScout Watermarking SDK that includes source code samples to help with your C# project.

FOR MORE INFORMATION AND FREE TRIAL:

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[Read more about ByteScout Watermarking SDK](#)

[Explore API Documentation](#)

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

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[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";

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

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

            // 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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