Edit an image without starting over

GUIDE Step 1 · Learn

IN SHORT

- Edit instead of regenerating when most of the image is already right: the rest of the image stays as it is.
- Describe the change in a sentence, paint a mask over the area, or extend the frame: pick the tool that fits the change.
- Every edit makes a new asset, so the original stays safe in your library.

You need ✓ An image in your library

When most of an image is right, edit it instead of starting over. This lesson takes one image, a moss-covered robot holding a fox cub in a misty river, and edits it three ways: **Edit with Prompts** with Nano Banana 2.1 to change one element or the whole scene, **Retouch** to repaint one small area under a mask, and **Expand** with Photoroom Expand to grow it into a wide banner. Each edit makes a new image, so the original stays safe.

As of November 2026

The models, settings and prices in this article are the ones Scenario offered in November 2026. New models and updates arrive often, so check the model library for newer options before you choose.

Quick version

1. Open the image, click the three dots in the bar above it and choose **Edit with Prompts**, **Retouch** or **Expand**.
2. To change one thing anywhere in the image, use **Edit with Prompts**: write the one change, then list what must stay, and click **Generate**.
3. To change one small area, use **Retouch**: draw a mask around it with the lasso, say what goes there, click **Generate**, then **Select**.
4. To fit a wider or taller format, click **Use as Reference**, pick **Photoroom Expand**, set **Output Width** and **Output Height**, and click **Generate**.
5. Compare the result with the original and check that nothing else moved.

Before you start

- **You need an image in your library.** Any image works: one you generated in Scenario or one you uploaded.
- **Edit, don't regenerate, when most of the image is right.** A new generation changes everything at once. An edit changes the part you name and keeps the rest, so you don't lose the composition, the light or the character you already approved.
- **Pick the tool by the size of the change:**

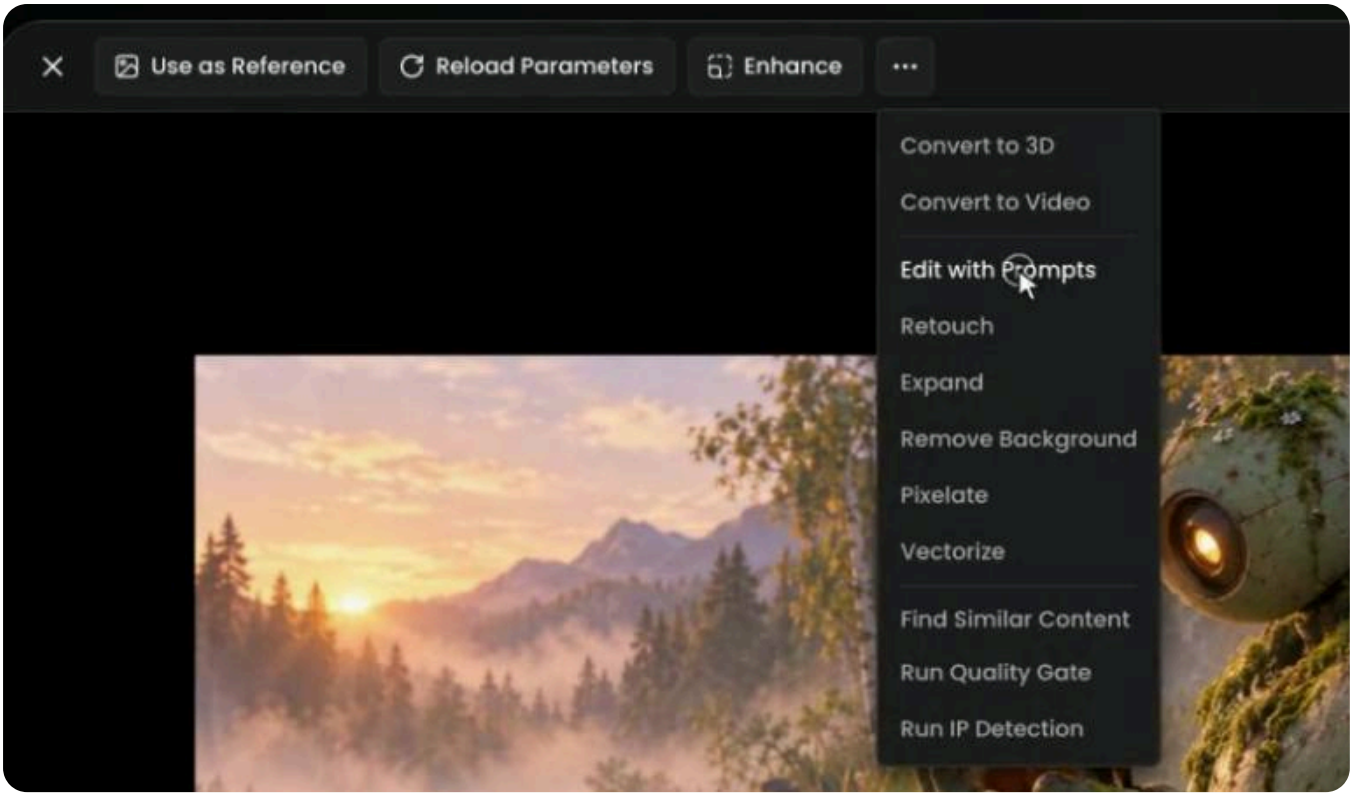
You want to	Use	How you point at the change
Change one element, the season, the light or the style	**Edit with Prompts**	In words
Change one small area and keep every other pixel	**Retouch**	With a mask you draw
Fit a wider or taller format	**Expand**	With the output size

- **Every edit is a new asset.** The original stays in your library, untouched, so you can always go back and try again.



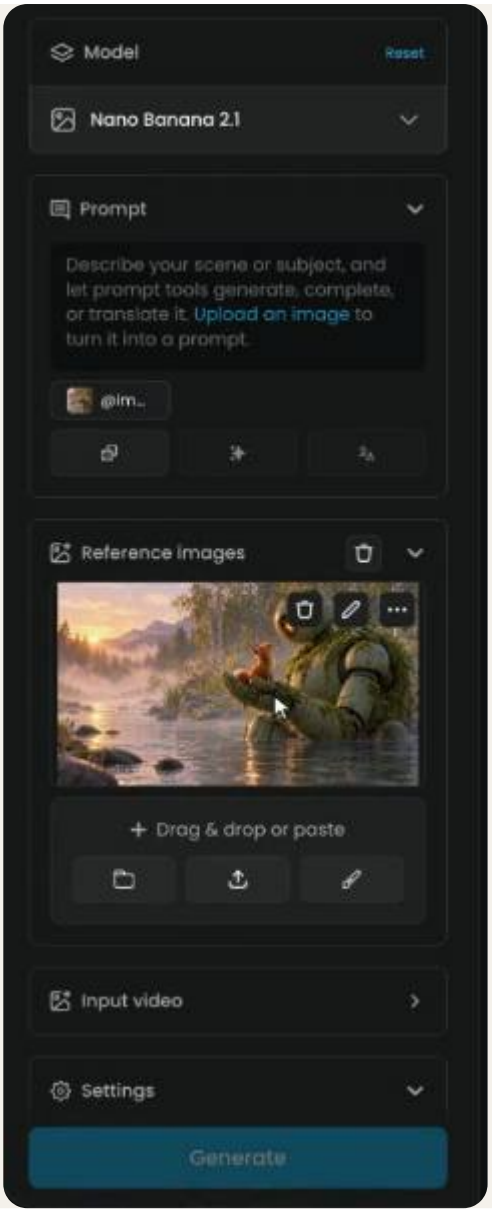
Step 1: Open Edit with Prompts

Open the image. In the bar above it, click the three dots to open the menu, and choose **Edit with Prompts**.



The same menu holds **Retouch**, **Expand** and **Remove Background**, used later in this lesson and the next. You can also reach Edit with Prompts from the three dots on a thumbnail in your gallery, or from **Create** in the top bar with no image loaded.

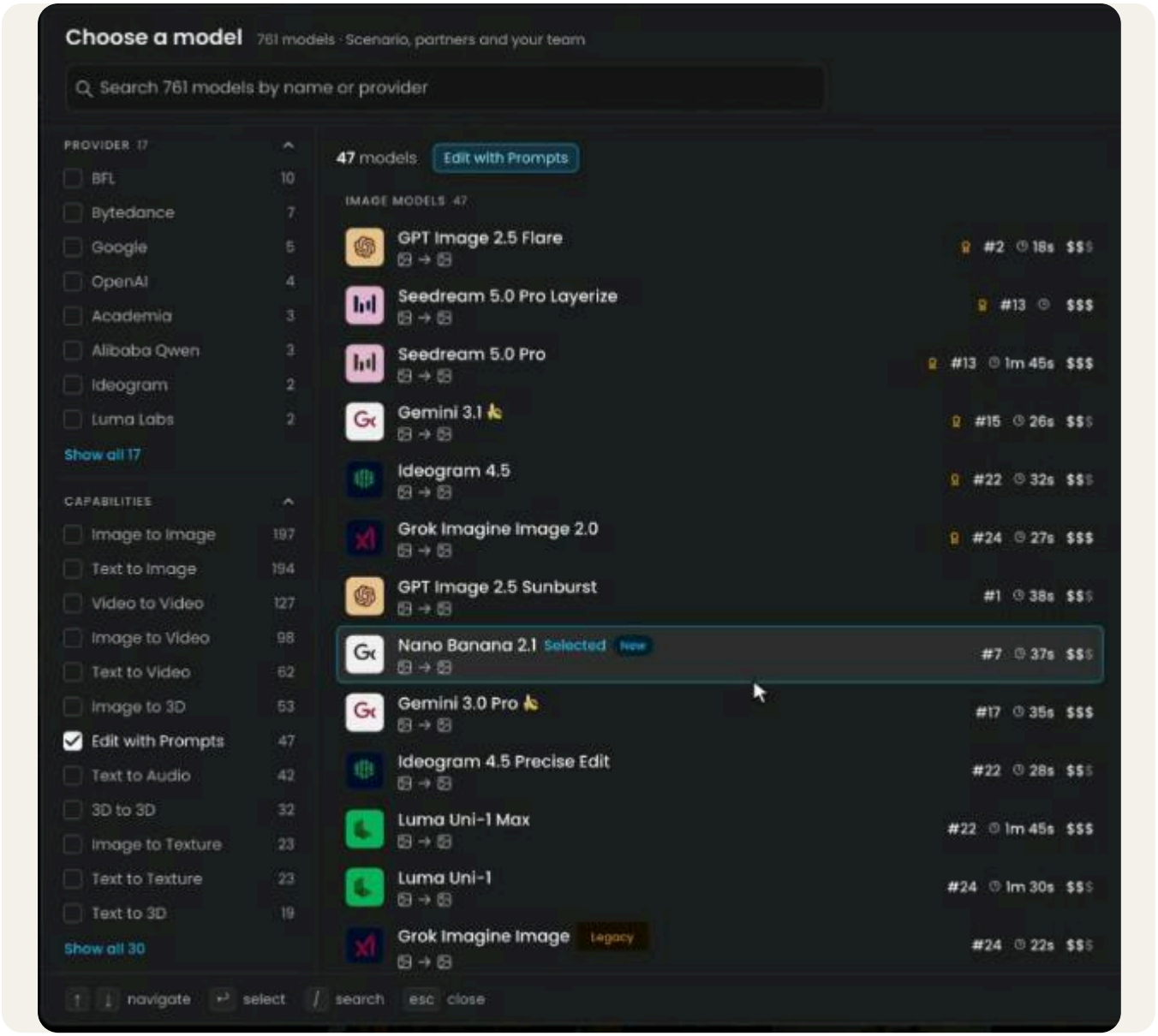
Edit with Prompts opens with your image under **Reference images**, ready to edit. It also picks a model for you, here **Nano Banana 2.1**.



Under the image you can add more references (drag and drop or paste, choose one from your library, or upload one), and the pen icon lets you draw on the image to show the model where to work.

Step 2: Choose an editing model

To use another model, click the model name, then **View model library**. Under **Capabilities**, tick **Edit with Prompts** to see only the models made for editing. In the film the filter shows 47 models, among them GPT Image 2.5 Flare and Sunburst, Seedream 5.0 Pro, Ideogram 4.5, Gemini 3.0 Pro and Nano Banana 2.1.



This lesson keeps Nano Banana 2.1, so close the library. Editing models differ in how strictly they keep what you didn't mention: some are precise and keep the style, others redraw more freely. When one changes too much, try the same prompt on another.

Step 3: Write the one change, then what must stay

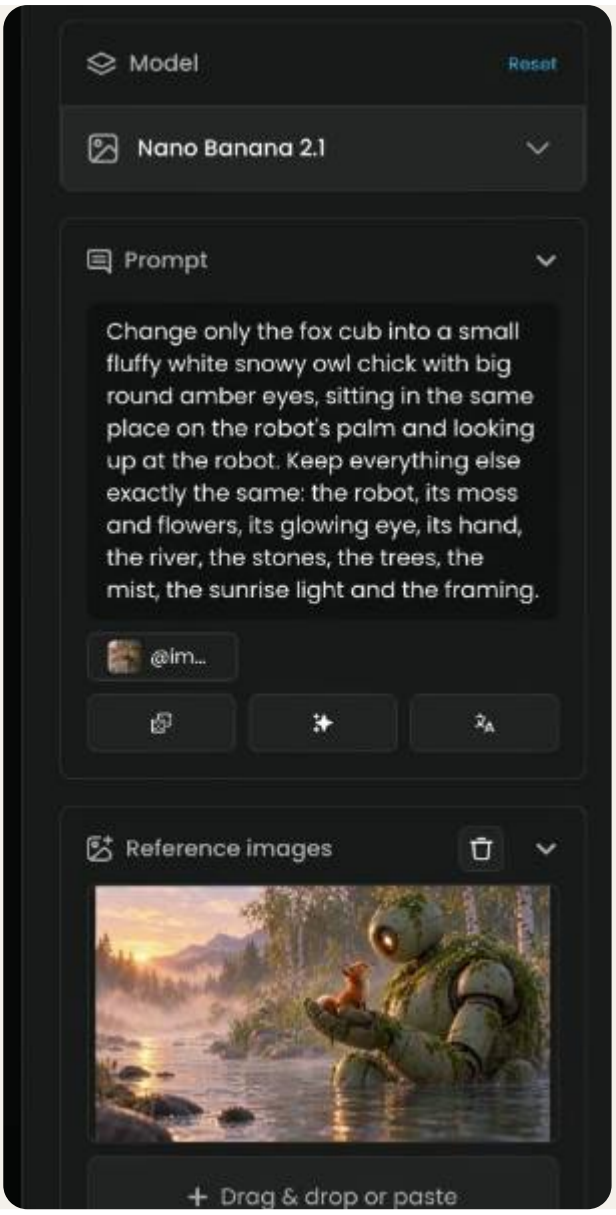
An editing prompt has two parts:

1. **The one change**, said precisely: what changes, into what, and where it sits.
2. **What must stay**, listed by name: the subject, its pose, the light, the framing. Models keep what you name more reliably than what you leave out.

Here, the fox becomes a small snowy owl chick:

Text

```
Change only the fox cub into a small fluffy white snowy owl chick with big round amber eyes, sitting in the same place on the robot's palm and looking up at the robot. Keep everything else exactly the same: the robot, its moss and flowers, its glowing eye, its hand, the river, the stones, the trees, the mist, the sunrise light and the framing.
```



Click **Generate**. The price of the run shows on the button.

The same kind of prompt can change the whole scene too. Make it a snowy winter night, keep the robot and the fox, and click **Generate**:

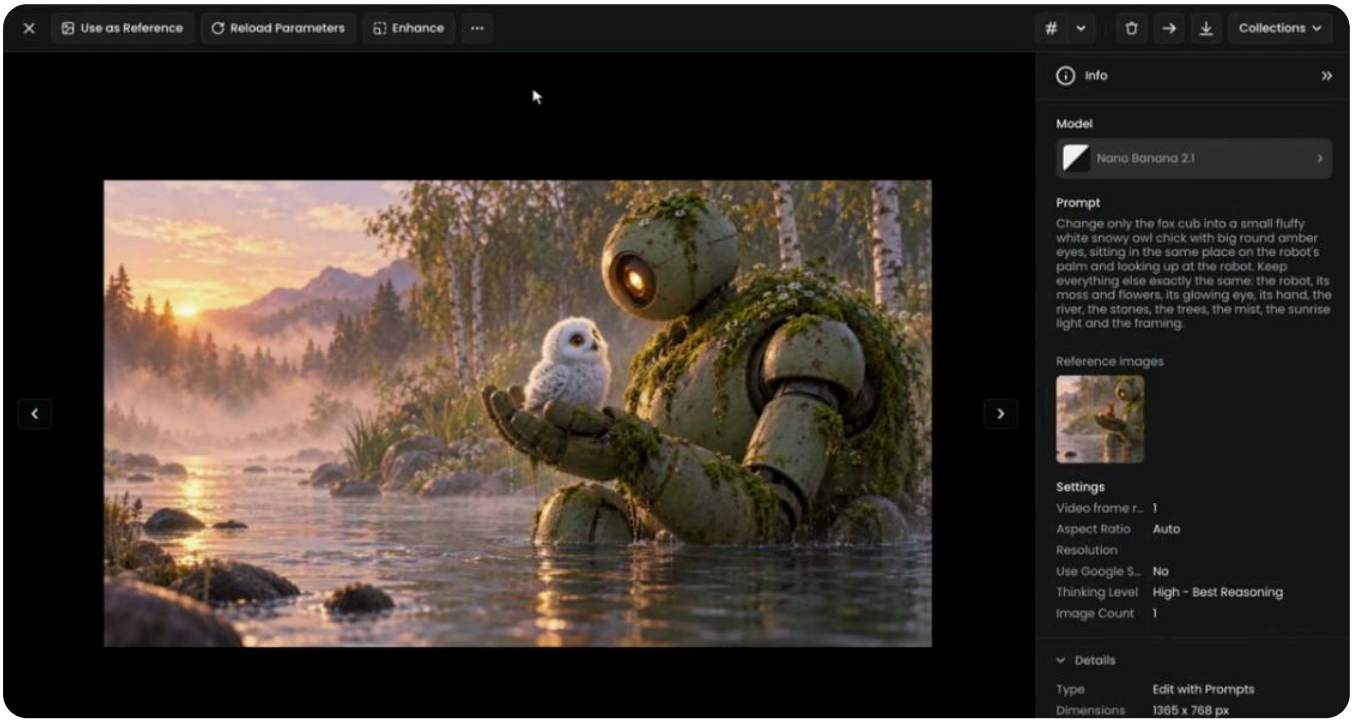
Text

```
Change the whole scene to a snowy winter night: a half-frozen river with thin ice, snow on the stones, the banks and the birch trees, falling snowflakes and a deep blue moonlit sky. The robot's eye glows warm amber on the snow. Keep the same robot, its pose, the fox cub on its palm, the camera angle and the framing.
```

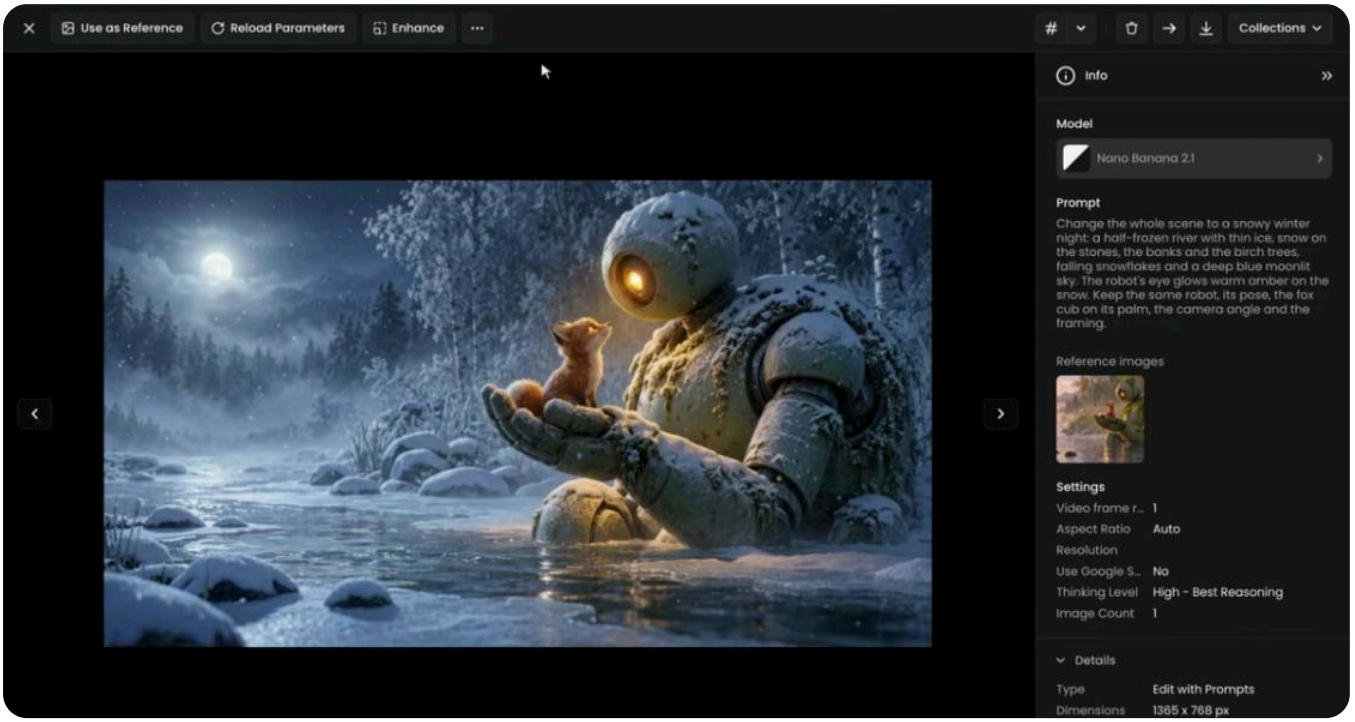
Keep each prompt to one or two changes. If you need more, run them one after the other on each new result: small steps are easier to check and to undo.

Step 4: Check that nothing else moved

Open the result. Here is the owl, sitting in the robot's hand, and nothing else moved: the same moss, the same eye, the same river and light. The **Info** panel keeps the prompt, the model and the reference image the edit was made from.



And here is the same moment on a frozen winter night. The robot, its pose, the fox and the framing all held.



Compare each edit with the original side by side, at full size:



Original



Edit with Prompts

Check before you accept

Accept when

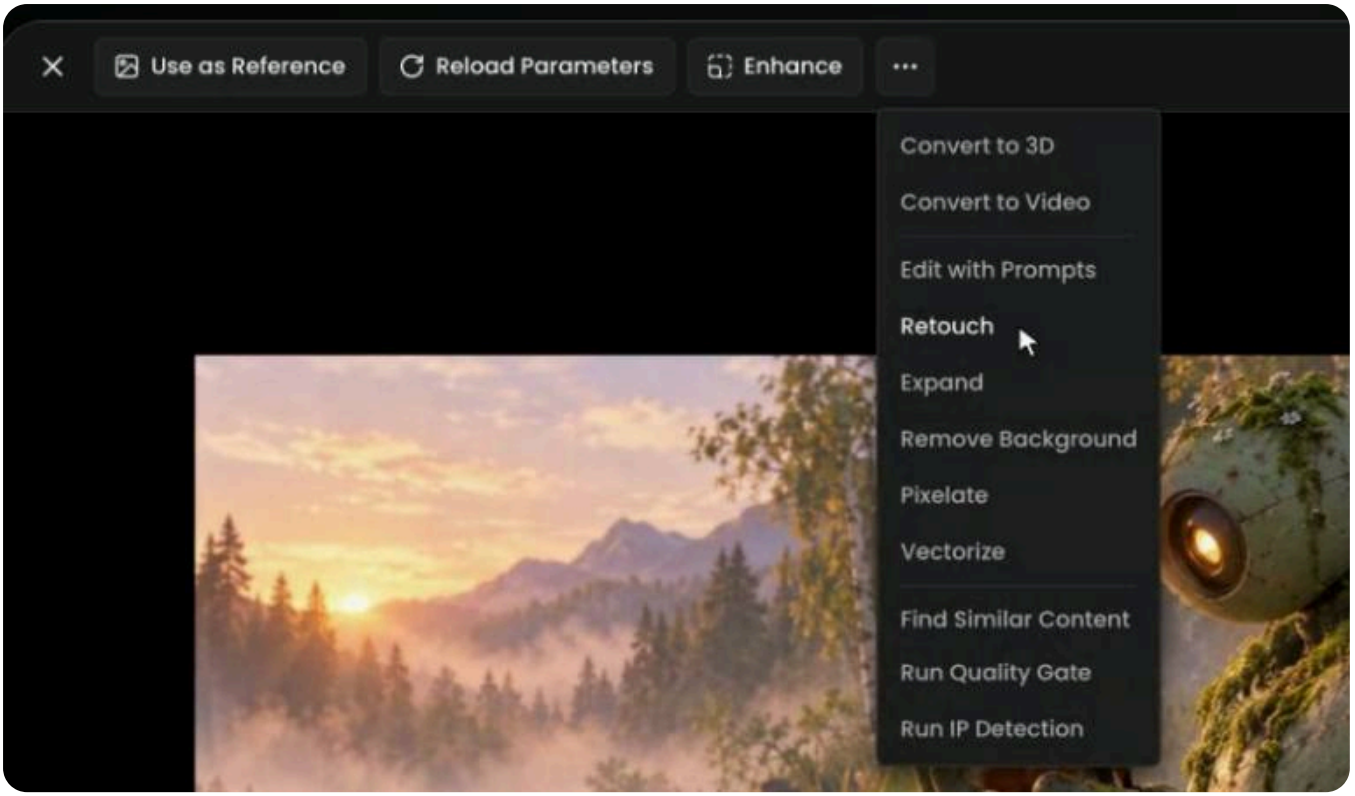
only what you named changed, the subject is the same character, the pose and framing match, and the light falls the same way on everything you kept.

Reject when

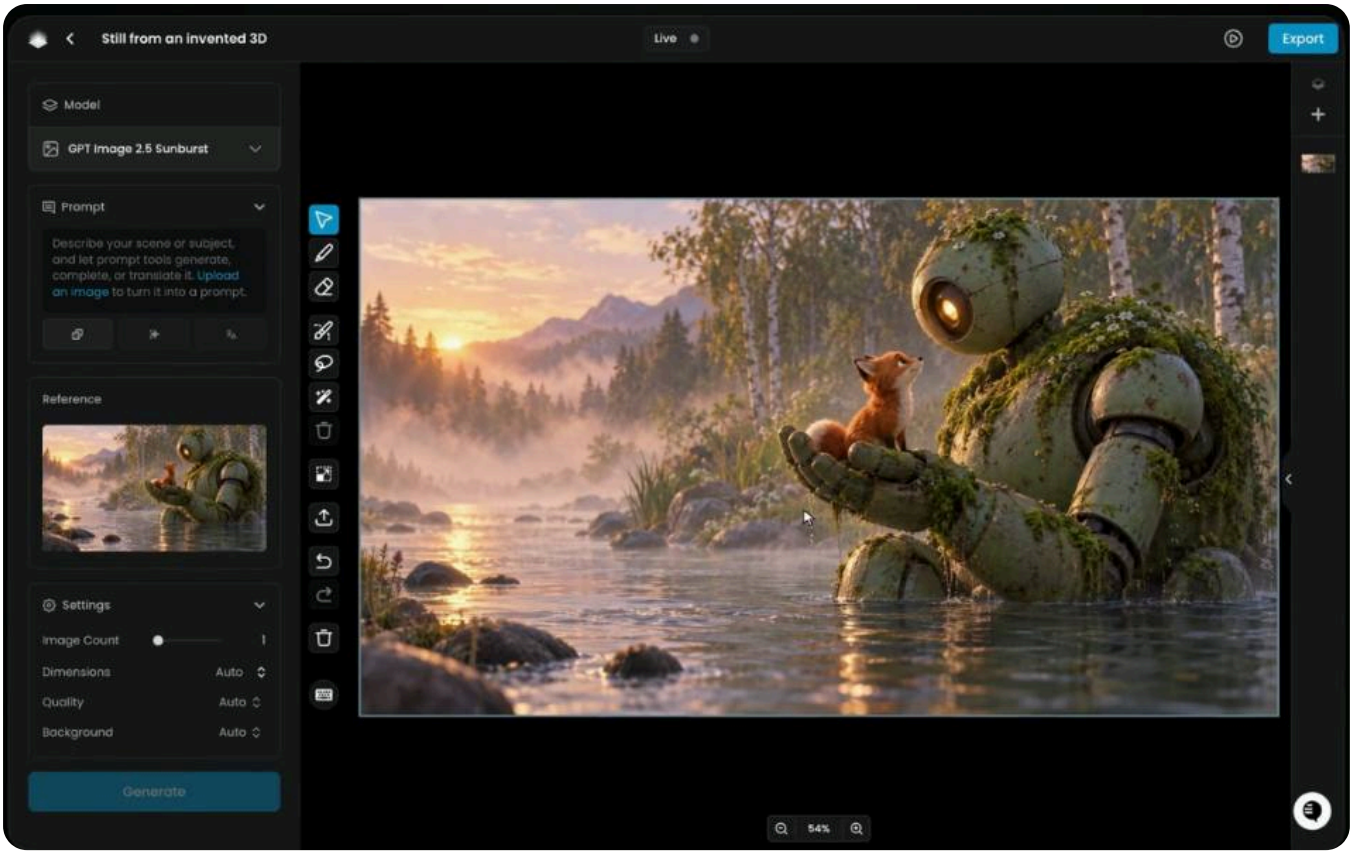
something you didn't name changed (a color, a face, the background), the new element floats or has the wrong light, or the image was reframed. Name the part that moved in the keep list and generate again, or try another editing model.

Step 5: Retouch one small area

For a small area you can point at, open the three-dot menu and choose **Retouch**. It is Scenario's inpainting tool: it repaints only the area you mask.



The image opens on a canvas. On the left are the **Model**, **Prompt**, **Reference** and **Settings**; the vertical toolbar next to the image holds the selection tools (brush, lasso and smart selection), the sketch and erase tools, import, undo and redo.

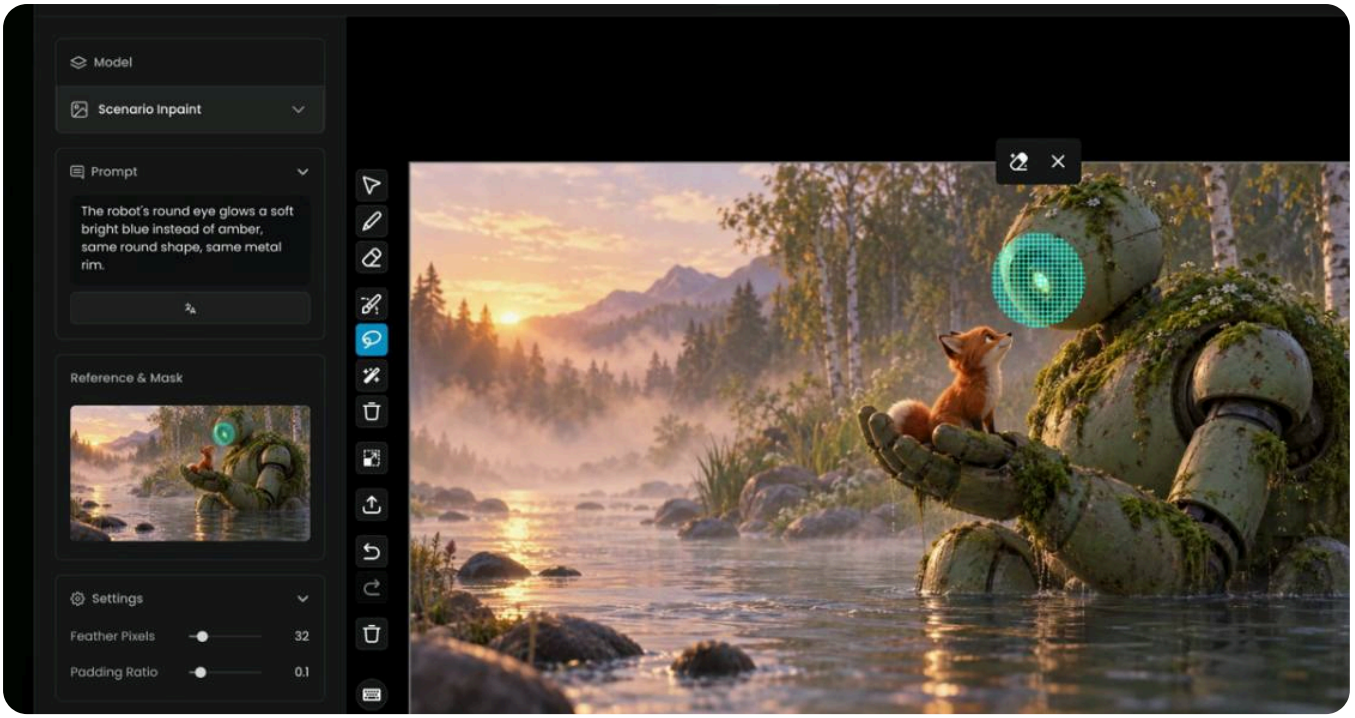


1. Pick the lasso and draw around the robot's eye. Only the masked area can change. The mask shows over the image and in the panel under **Reference & Mask**, and the model switches to **Scenario Inpaint**.
2. Say what goes there. The prompt describes only the masked area, not the whole scene:

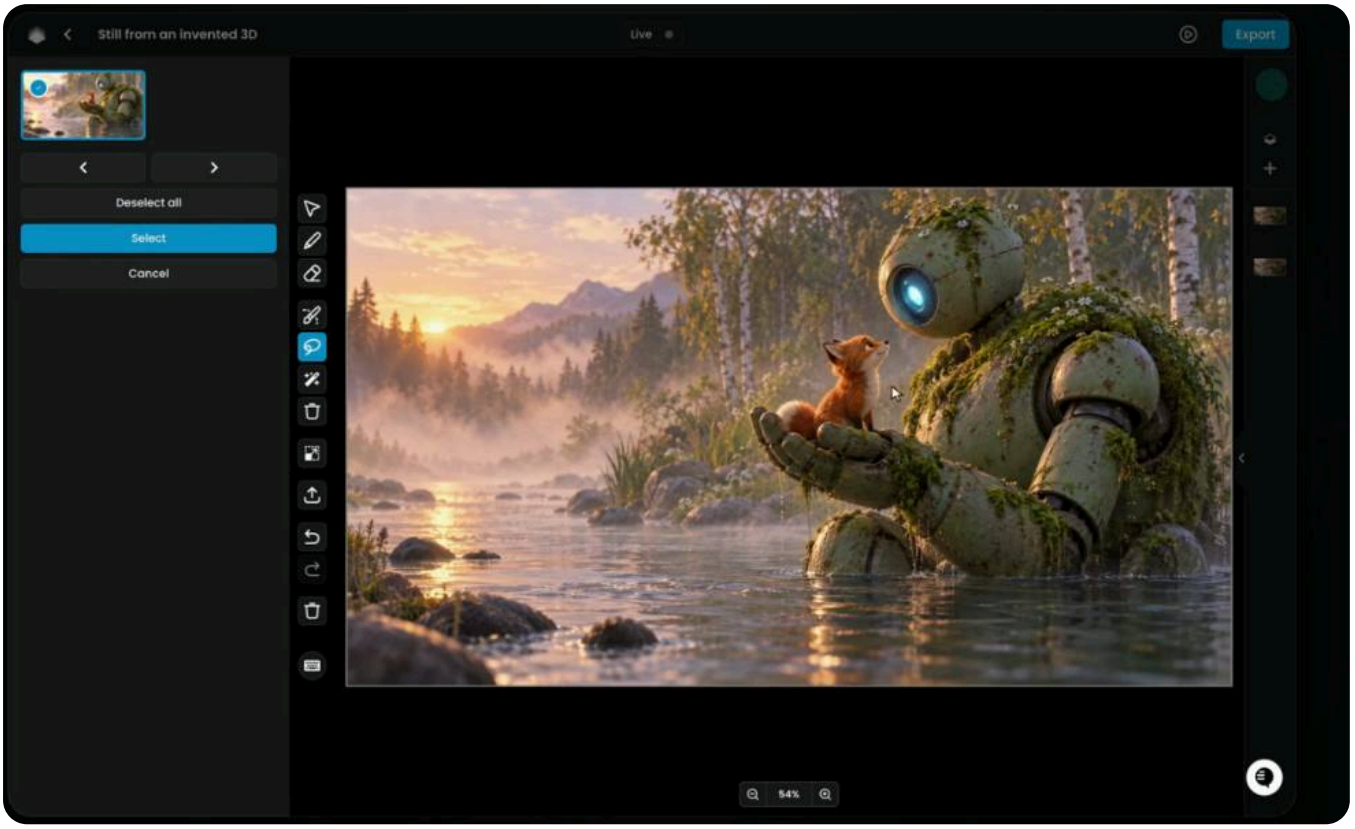
Text

```
The robot's round eye glows a soft bright blue instead of amber, same round shape, same metal rim.
```

The film leaves the two **Settings** of Scenario Inpaint, **Feather Pixels** and **Padding Ratio**, at 32 and 0.1. Click **Generate**.



3. The result appears on the canvas, with its thumbnail at the top left. The eye glows blue, and the rest is untouched. Click **Select** to keep it, or **Cancel** to drop it and try again.





Original

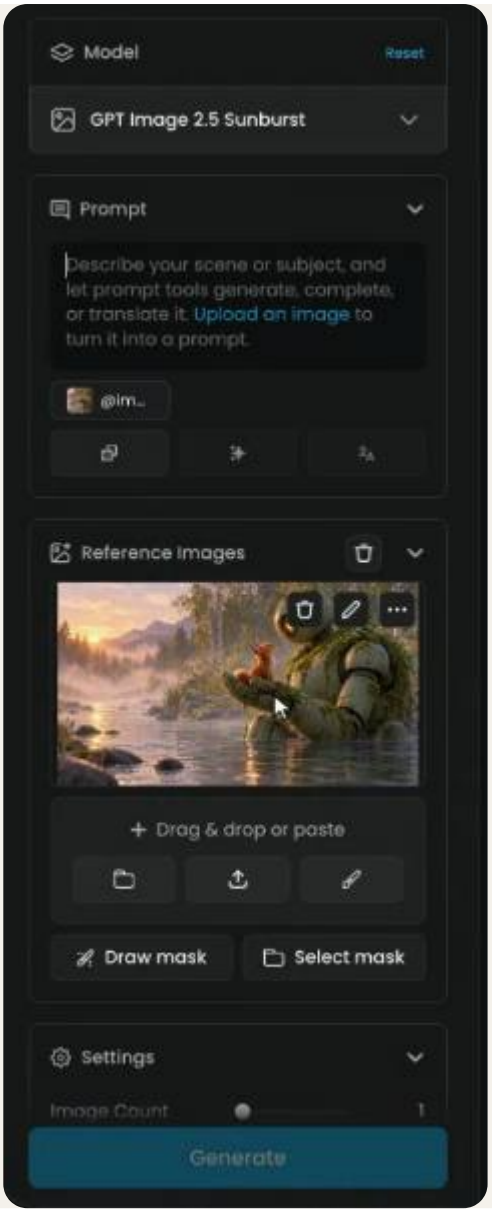


Retouch

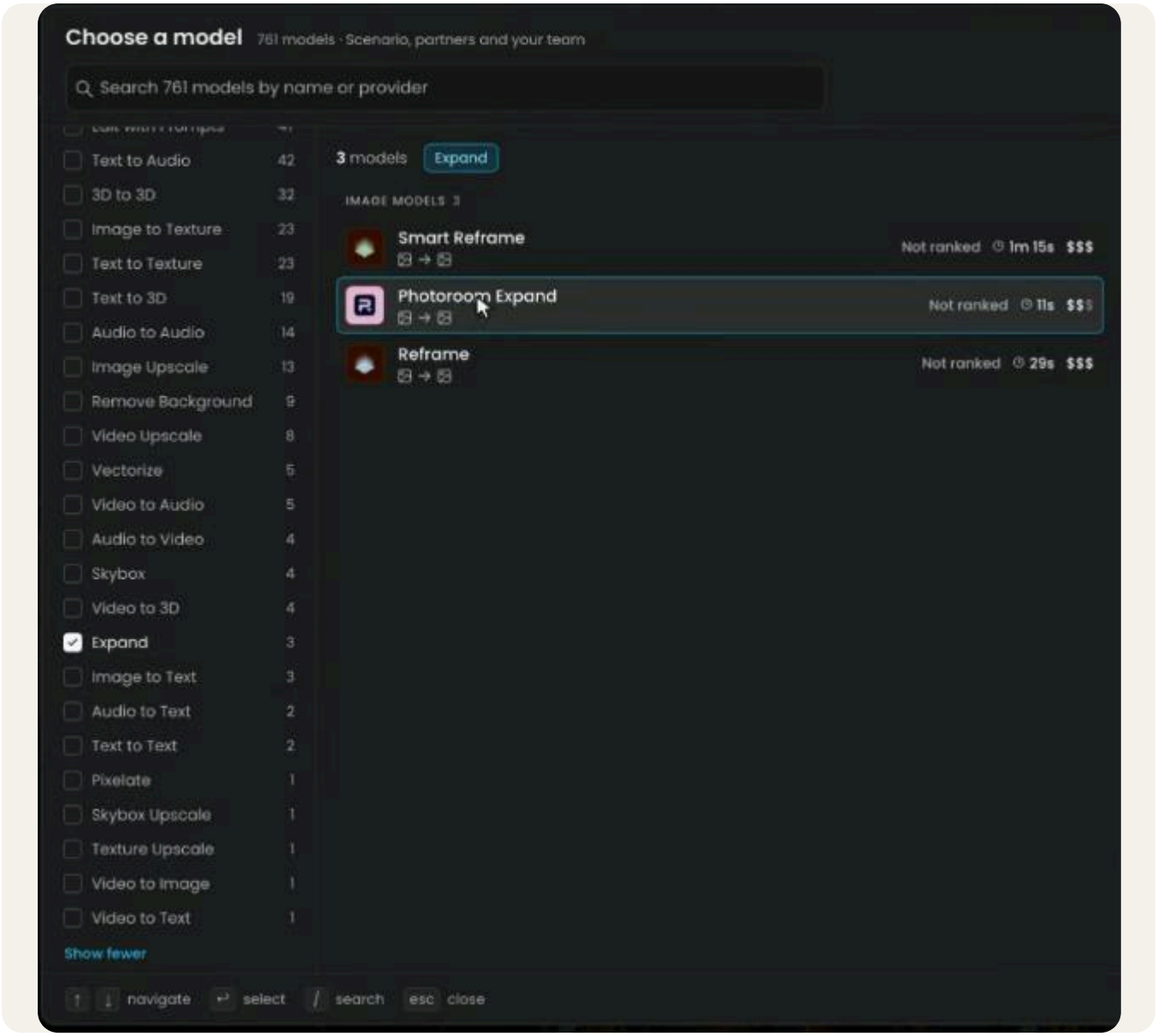
Draw the mask a little larger than the thing you change, so the new pixels blend into the old ones. The area around the mask guides the result, which is why the new eye keeps the same light as the rest of the robot.

Step 6: Expand to a wider format

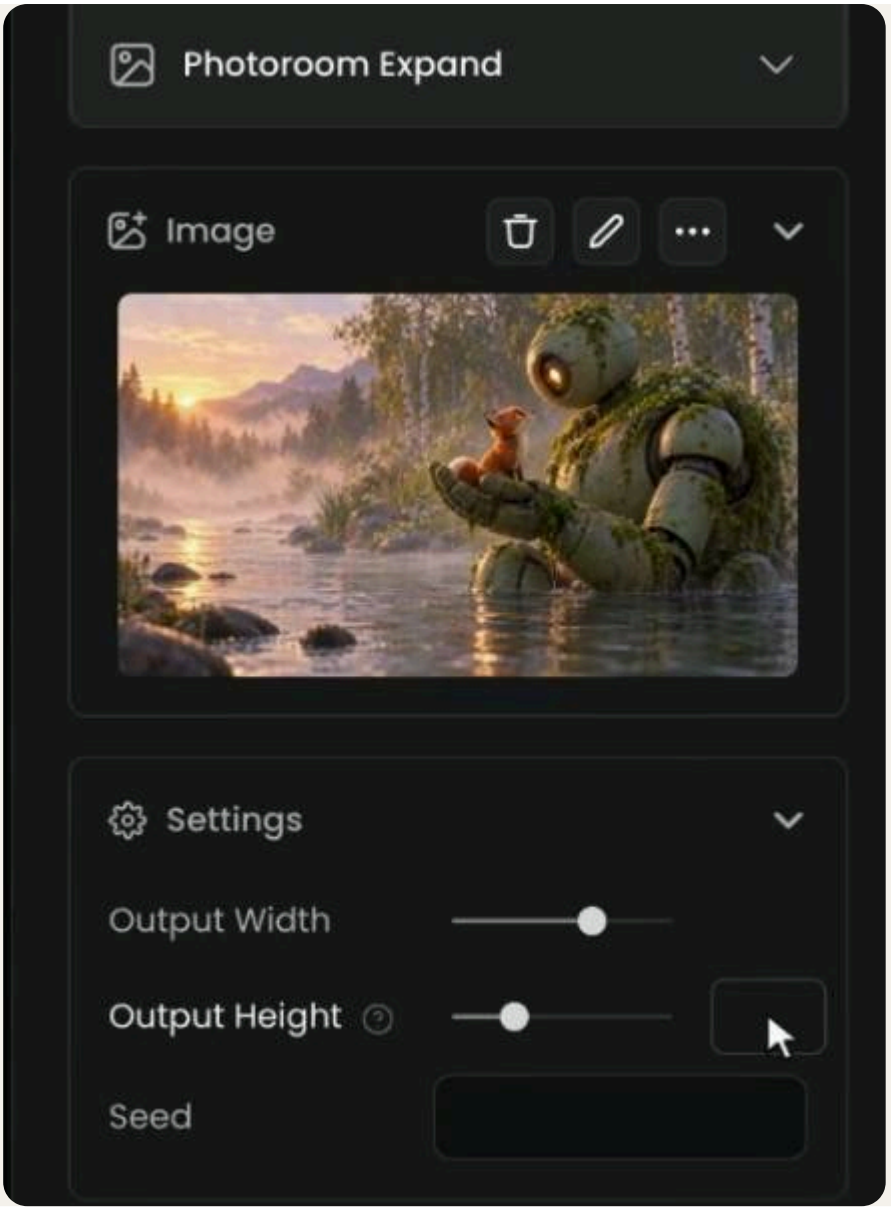
To fit a wider format, open the image and click **Use as Reference** in the bar above it. Your image goes into the panel as the reference, with the current model, here **GPT Image 2.5 Sunburst**.



1. Click the model, then **View model library**.
2. Under **Capabilities**, click **Show all** and tick **Expand**. Three models do it: **Smart Reframe**, **Photoroom Expand** and **Reframe**. Pick **Photoroom Expand**.



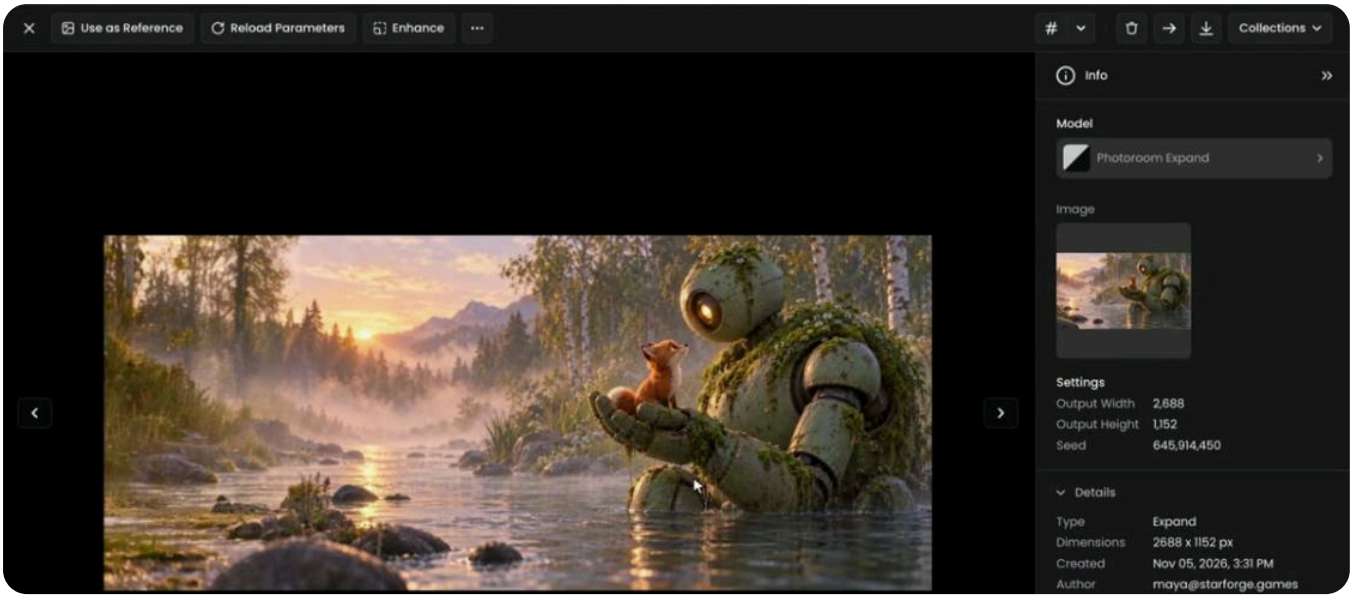
3. Photoroom Expand puts your image under **Image** and has three settings: **Output Width**, **Output Height** and **Seed**. Set the **Output Width** to 2688 and the **Output Height** to 1152, a wide banner, and click **Generate**.



The original is 2048 × 1152, so the height stays the same and the width grows by 640 pixels. The model keeps the original pixels and draws new ones in the space around them. The output must be at least as large as the original on both sides: Expand never shrinks an image.

Step 7: Check the expanded image

Your original is untouched, and the river and the forest carry on in the same light. The **Info** panel shows **Photoroom Expand**, the **Output Width** and **Output Height**, and the seed it used.





Look at the seam where the old image ends and the new part starts. The water, the mist and the shadows should carry across it without a line or a change of color.

Photoroom Expand or Smart Reframe

Model	What it does	Settings
Photoroom Expand	Keeps the original as it is and draws new background around it. Good for turning a square shot into a banner or a post into a story.	Output Width, Output Height, Seed
Smart Reframe	Recomposes the frame to an exact size instead of only adding to the sides, and keeps the style, the subject, on-image text and the camera angle.	Width and Height (with presets), an optional prompt, Text Density, Image Count, Thinking Level

The filter also lists **Reframe**. Use Photoroom Expand when the original must stay pixel for pixel. Use Smart Reframe when the layout can move, for example to fit text or a logo into a new format.

Common problems

What you see	What to do
The edit changed things you didn't ask for	List them in the keep part of the prompt by name, or try another editing model
The new element looks pasted on, with the wrong light	Say where the light comes from and ask the model to match it, or use Retouch with a slightly larger mask
The edited image is smaller than the original	Some editing models return their own size: check **Dimensions** in the Info panel, and set **Aspect Ratio** or the resolution in **Settings** if the model has them
Retouch left a visible edge around the mask	Draw the mask a little wider so it takes in some of the surroundings, and generate again
Retouch changed nothing	Make the prompt say what is different ("blue instead of amber"), not only what is there
A seam shows where Expand added pixels	Generate again with another seed, or try Smart Reframe
Expand won't run	The output must be at least as large as the original on both sides

What's next

To cut a subject out or put it somewhere new, go to Remove and replace backgrounds. When an edited image is approved, upscale it as the last step.

Related

Your first edit

Remove and replace backgrounds

Upscale and enhance images as the last step

For All roles Page 4 of 9 in Images

Verified in Scenario on Nov 11, 2026.