Upscale and enhance images as the last step

Choose an upscaler and a factor, balance fidelity against invented detail, protect faces and text.

GUIDE Step 1 · Learn

IN SHORT

- Upscale once, last, after the composition, edits and text are approved at the original size.
- Use a fidelity upscaler for approved work; a creative one only to rescue soft images, and check details.
- Enhance, in the bar above an image, picks an upscaler for you; its price shows on the button.

You need ✓ An approved image

Upscaling makes an image bigger and sharper so it holds up in print, on a large screen or as a texture. In Scenario it's called **Enhance**. This lesson takes a small 800 × 448 image to 3200 × 1792 with Topaz Image Upscale, then shows how to choose between the other upscalers.

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.

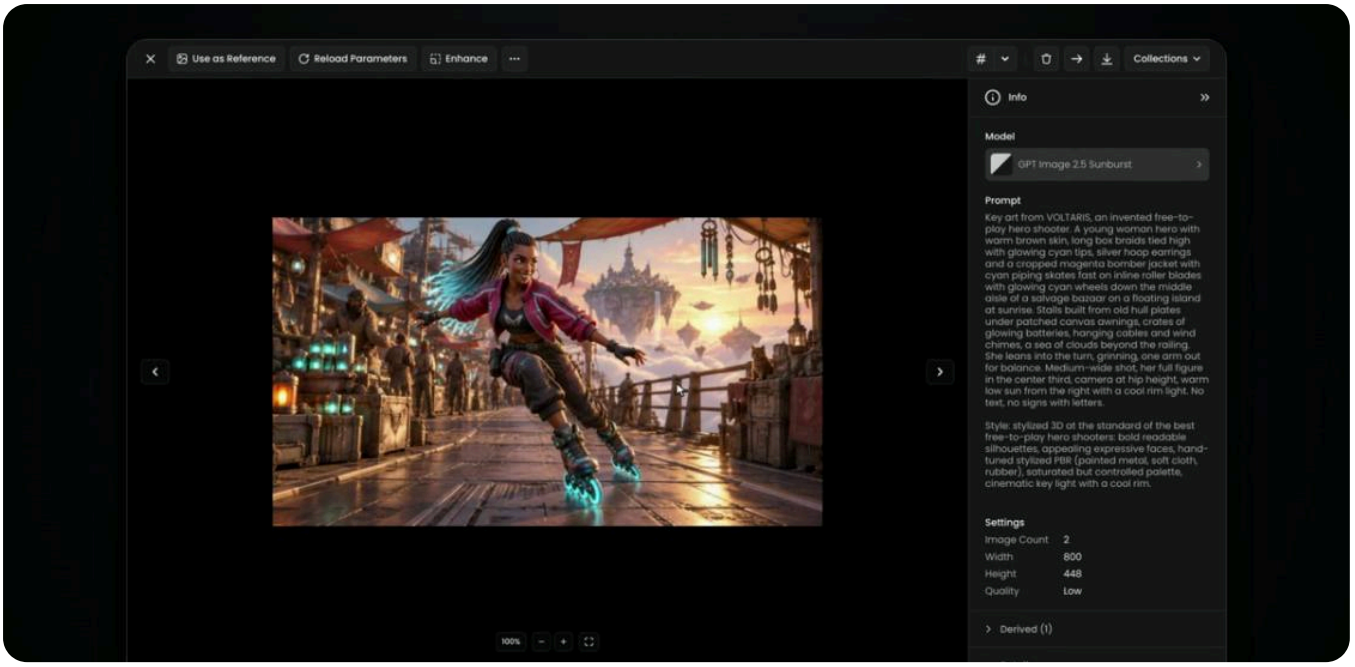
Quick version

1. Approve the image first: composition, edits and text. Upscale last.
2. Open the image and click **Enhance** in the bar above it.
3. Set **Scaling Factor**, turn on **Face Enhancement** if there's a face, and keep **Creativity** at 0.
4. Click **Enhance**, then compare the original and the result at 100% zoom.

Before you start

- **Upscale once, at the end.** Every edit after an upscale has to run on a much bigger file, and some editing models shrink it again. Finish the composition, the edits and any text at the original size, then upscale the approved image.

- **Know the size you need.** A 4x upscale turns 1024 pixels into 4096. If 2x is enough for where the image is going, stop at 2x: bigger factors take longer and give the model more room to invent detail.
- **Look at what's in the image.** Faces, small text and fine patterns are where upscalers go wrong. Each one has a setting or a model below.



Step 1: Open Enhance

There are two ways in:

- **From the viewer:** open the image and click **Enhance** in the bar above it. The image is loaded for you.
- **From a thumbnail:** open the **...** menu on any image in your gallery and choose **Enhance**.

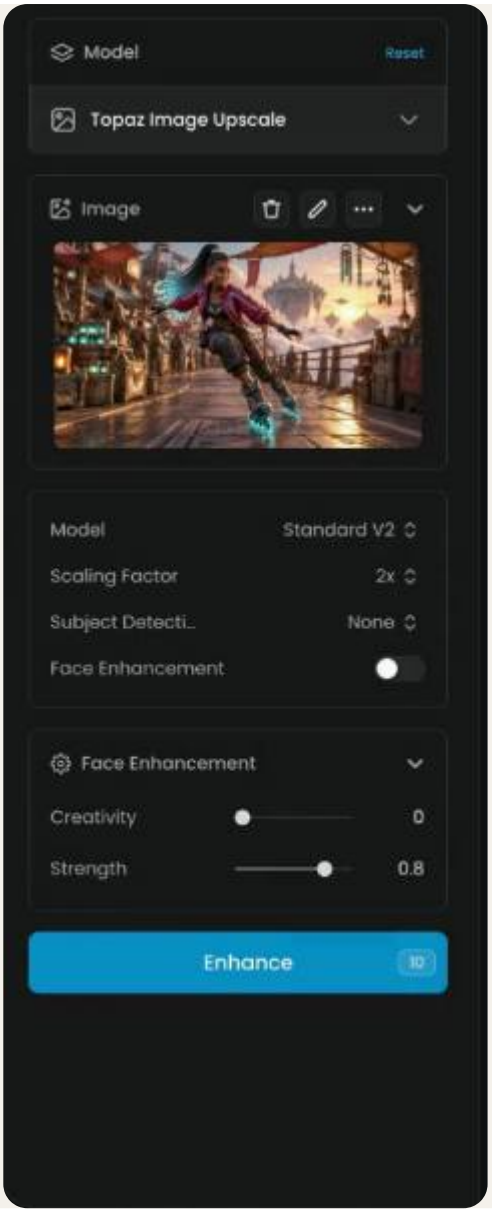
The example image was made with GPT Image 2.5 Sunburst at 800 × 448, and the viewer's **Info** panel shows its prompt. Enhance itself takes no prompt here. The prompt, as run:

Prompt

```
Key art from VOLTARIS, an invented free-to-play hero shooter. A young woman hero with warm brown skin, long box braids tied high with glowing cyan tips, silver hoop earrings and a cropped magenta bomber jacket with cyan piping skates fast on inline roller blades with glowing cyan wheels down the middle aisle of a salvage bazaar on a floating island at sunrise. Stalls built from old hull plates under patched canvas awnings, crates of glowing batteries, hanging cables and wind chimes, a sea of clouds beyond the railing. She leans into the turn, grinning, one arm out for balance. Medium-wide shot, her full figure in the center third, camera at hip height, warm low sun from the right with a cool rim light. No text, no signs with letters.

Style: stylized 3D at the standard of the best free-to-play hero shooters: bold readable silhouettes, appealing expressive faces, hand-tuned stylized PBR (painted metal, soft cloth, rubber), saturated but controlled palette, cinematic key light with a cool rim.
```

Enhance opens with an upscale model already picked, here **Topaz Image Upscale**, and your image under **Image**. To use another image, remove this one and drag, paste or upload a new one, or choose it with **Select from Library**.



Step 2: Set the scaling factor

Scaling Factor multiplies both sides of the image. At 4x, 800 × 448 becomes 3200 × 1792.

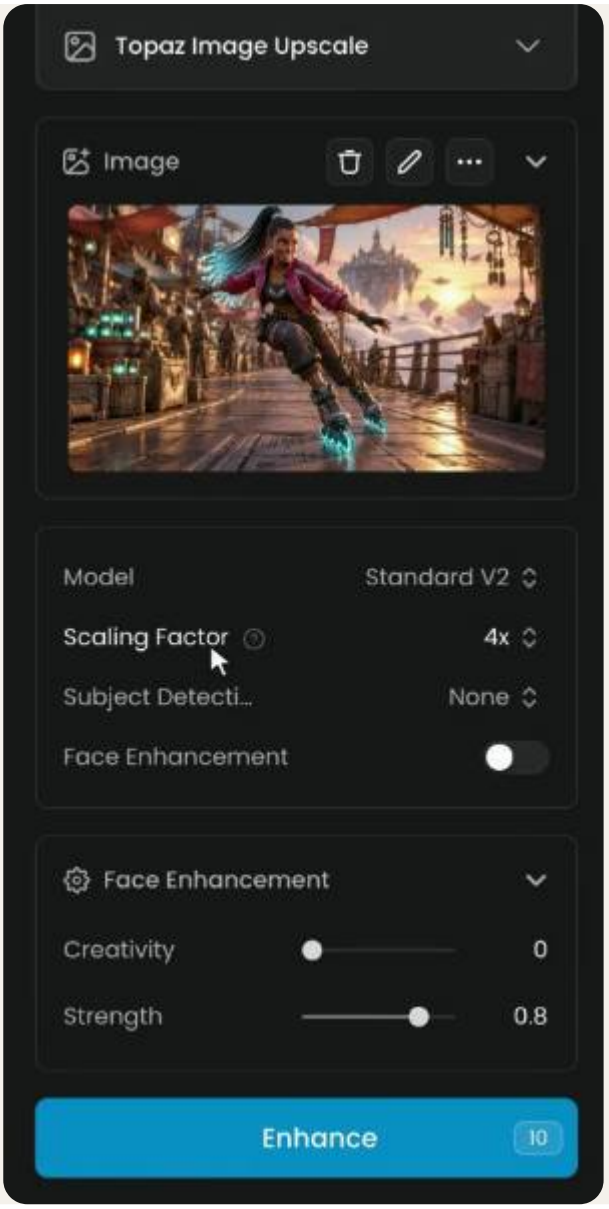
Factor	800 × 448 becomes	1024 × 1024 becomes
2x	1600 × 896	2048 × 2048
4x	3200 × 1792	4096 × 4096

Topaz also has a **Model** setting. It's a choice of Topaz's own models, not of upscaler:

- **Standard V2:** the general-purpose default.

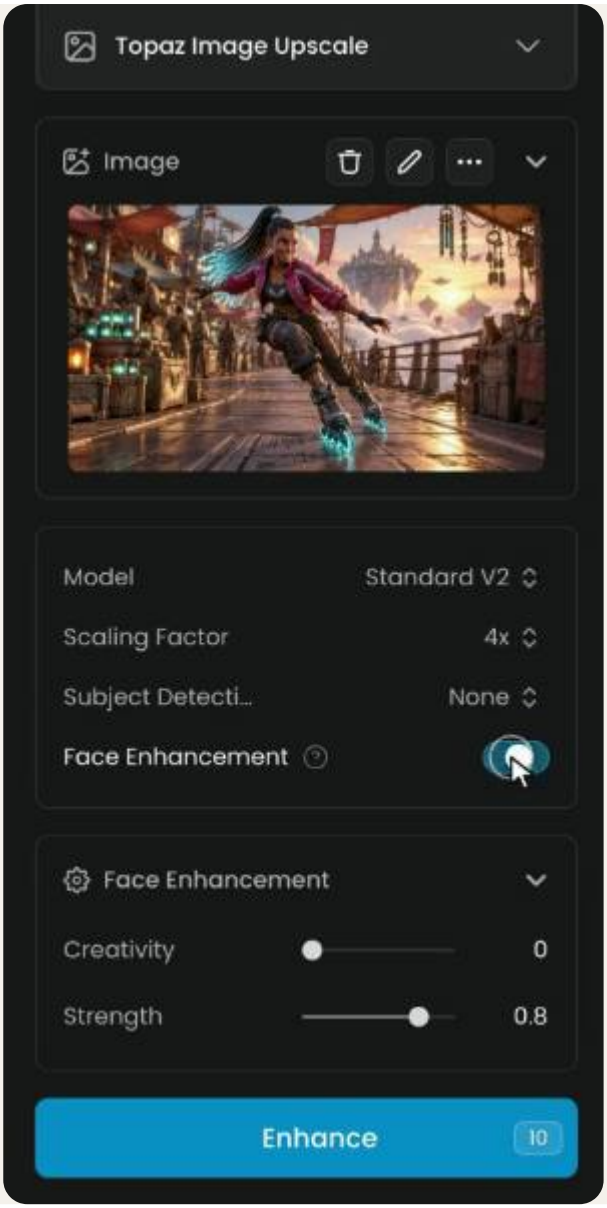
- **Low Resolution V2:** for very small or heavily compressed sources.
- **CGI:** for digital art, renders and illustration.
- **High Fidelity V2:** keeps the most of the original detail.
- **Text Refine:** sharpens lettering without redrawing it. Use it for packshots, labels and posters.

Subject Detection tells Topaz what to focus on (for example the foreground subject). Leave it at **None** unless the background turns soft while the subject is sharp, or the other way round.



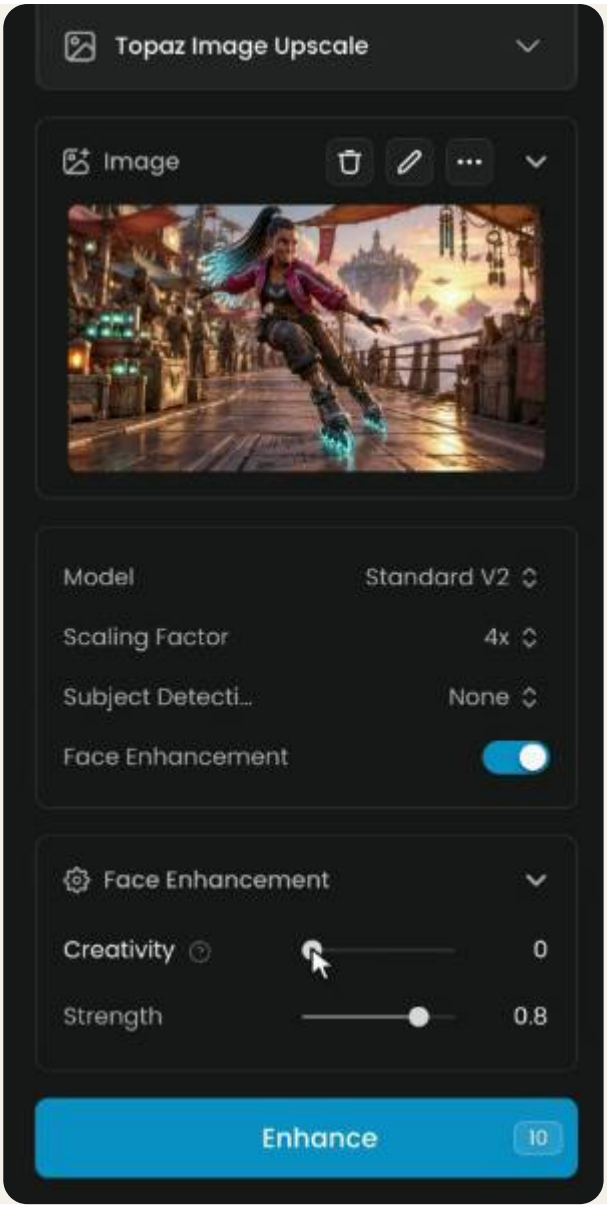
Step 3: Protect faces

Faces are where upscalers fail first: skin turns waxy, eyes change shape, and a person stops looking like themselves. **Face Enhancement** runs a second pass on faces only. This image has one, so turn it on.



Under **Face Enhancement** there are two settings:

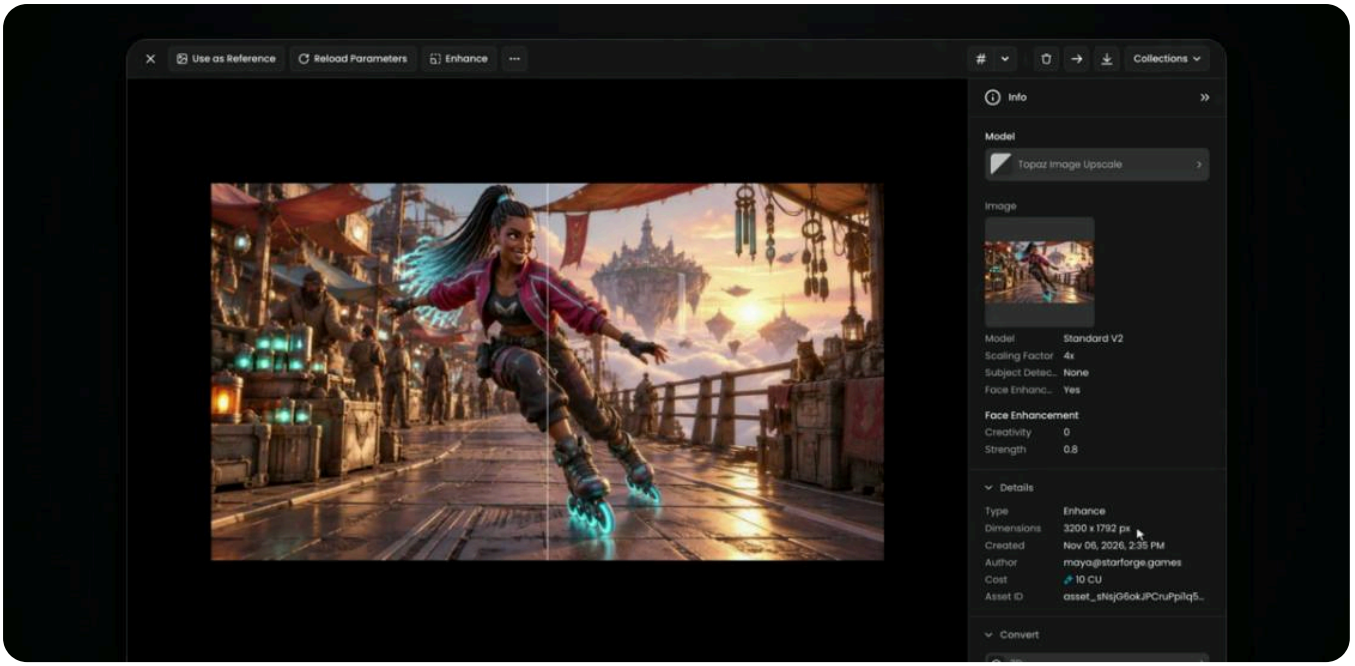
- **Creativity** sets how much the model may invent in the face. Keep it at **0** to stay true to the original. Raise it only to rescue a face that is too blurry to keep.
- **Strength** sets how much of the face pass is blended in. The default, 0.8, is a good start. Lower it if the face looks retouched.



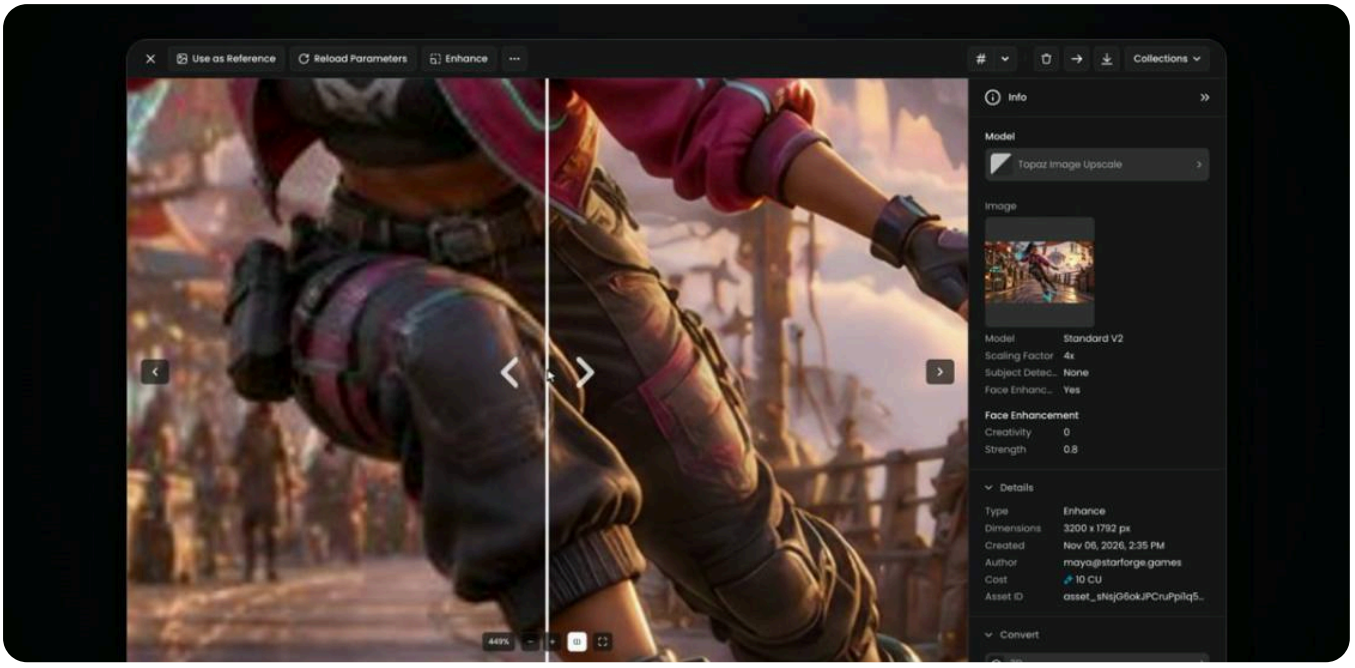
Click **Enhance**.

Step 4: Check the result

The result opens in the viewer at full size: 3200 × 1792.



The line across the image splits the original, on the left, from the upscale, on the right. Under the image, click **+** three times to zoom in, then drag the line over the parts that matter.



Check at 100% or closer, not at the size the viewer opens at:



Before



After, Topaz 4x

Check before you accept

Accept when

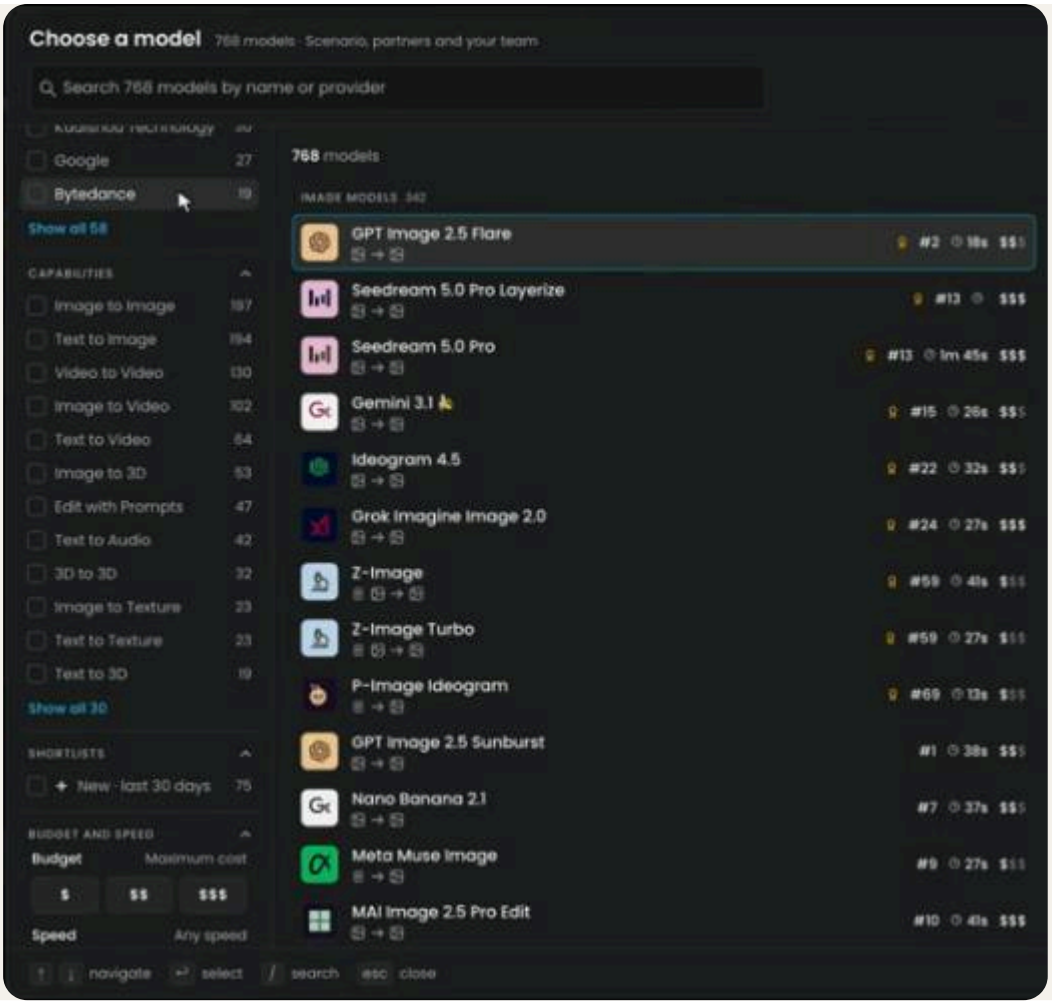
the face is the same person, edges are clean, textures look like the material they are (fabric, wood, metal), and any text reads exactly as in the original.

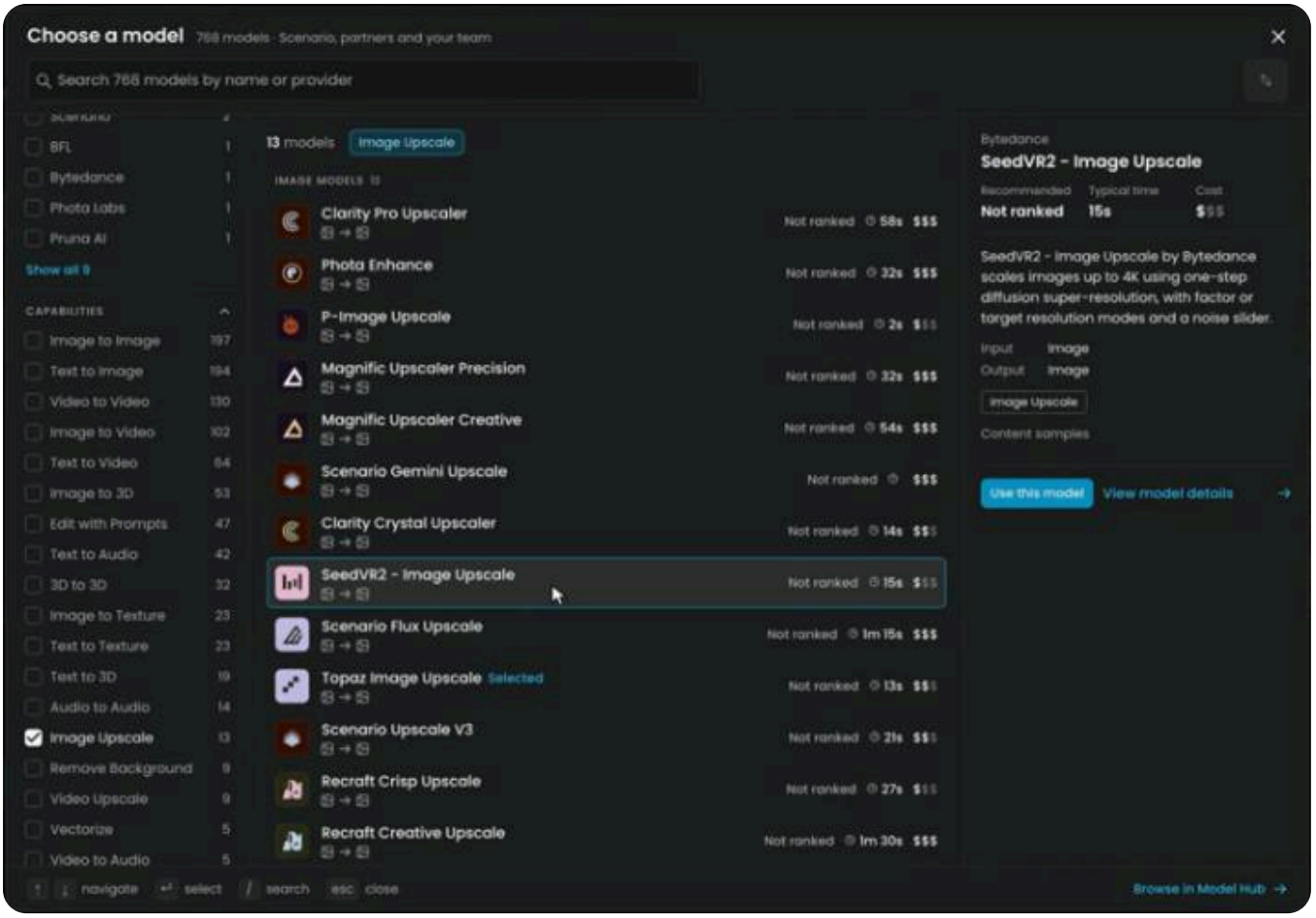
Reject when

skin is plastic, eyes or teeth changed, letters changed shape, patterns repeat in a grid, or there are halos along hard edges. Lower the factor, keep Creativity at 0, or switch model (next step).

Step 5: Choose another upscaler when you need to

To see every upscaler, click the model name at the top of the panel, then **View model library**. Under **Capabilities**, click **Show all** and tick **Image Upscale**.


Choose a model
768 models · Scenario, partners and your team
Search 768 models by name or provider
Google 27
Bytedance 19
Show all 58
CAPABILITIES
Image to Image 197
Text to Image 194
Video to Video 130
Image to Video 102
Text to Video 64
Image to 3D 53
Edit with Prompts 47
Text to Audio 42
3D to 3D 32
Image to Texture 23
Text to Texture 23
Text to 3D 19
Show all 30
SHORTLISTS
New · last 30 days 75
BUDGET AND SPEED
Budget Maximum cost
$ $$ $$$
Speed Any speed
768 models
GPT Image 2.5 Flare
Seedream 5.0 Pro Layerize
Seedream 5.0 Pro
Gemini 3.1
Ideogram 4.5
Grok Imagine Image 2.0
Z-Image
Z-Image Turbo
P-Image Ideogram
GPT Image 2.5 Sunburst
Nano Banana 2.1
Meta Muse Image
MAI Image 2.5 Pro Edit
navigate select search esc close



They fall into two families. **Fidelity** upscalers add resolution and keep what's there. **Creative** upscalers add detail that wasn't there, which can rescue a soft image but also changes it.

Upscaler	Family	Best for	Scale
Topaz Image Upscale	Fidelity	Photos, renders, noisy images; Text Refine for lettering	Factor
Magnific Upscaler Precision	Fidelity	Approved work that must not change: products, architecture	2x to 16x
Clarity Crystal Upscaler	Fidelity	Enlarging portraits, faces and product photos with minimal quality loss	Factor
SeedVR2 - Image Upscale	Fidelity	A fixed output (720p to 2160p) or 2x to 10x	Factor or target
P-Image Upscale	Fidelity	A final polish to a fixed size (1 to 8 megapixels)	Target or factor
Recraft Crisp Upscale	Fidelity	Quick, sharp edges, no settings	One click
Scenario Flux Upscale	Either, by preset	Stylized art; accepts a LoRA and style images	2x to 8x
Scenario Upscale V3	Either, by preset	Quick illustration upscales	Factor

Upscaler	Family	Best for	Scale
Magnific Upscaler Creative	Creative	Concept art and illustration that needs new detail	2x to 16x
Scenario Gemini Upscale	Creative	Graphic or stylized detail, outputs at 4K, Creativity 0 to 100	4K
Recraft Creative Upscale	Creative	Adding artistic detail in one click	One click

The list also has **Clarity Pro Upscaler** and **Phota Enhance**. And two Scenario upscalers are made for one kind of image: **Scenario Texture Upscale** for tileable materials and **Scenario Skybox Upscale** for 360° panoramas. Use them for those, so seams and the horizon stay continuous.

Scenario Flux Upscale settings

Scenario's own upscalers have controls the others don't:

- **Preset: Precise** keeps the original, **Balanced** adds some detail, **Creative** adds a lot.
- **Prompt:** describe the image or the finish you want, for example "fine fabric weave, crisp metal edges". If the image was made in Scenario, its prompt loads for you.
- **LoRA (Flux Upscale only):** pick the model that made the image to keep its style. An influence of 0.50 to 0.75 works best.
- **Style images:** up to 10 references, with **Style Fidelity** for how much they count.
- **Structure Fidelity** and **Creativity:** high Structure Fidelity and low Creativity stay close to the original; the reverse lets the model redraw.

Start at 2x with the **Precise** or **Balanced** preset, compare, then go higher only if you need to.

Common problems

What you see	What to do
The face looks like someone else	Turn on Face Enhancement, keep its Creativity at 0, or use a fidelity upscaler
Letters changed or turned to gibberish	Use Topaz with Model **Text Refine**, or Magnific Upscaler Precision; never a creative upscaler
Skin or surfaces look like plastic	Lower Creativity, or the Strength of the face pass
New objects or patterns appeared	Switch from a creative upscaler to a fidelity one, or lower the preset to Precise
A tileable texture shows a seam	Use Scenario Texture Upscale instead
The result is soft at 8x or more	Upscale 2x or 4x, check it, then upscale that result once more if you really need the size

What's next

The upscaled file is the one to deliver. Keep the original next to it in the same collection, so anyone can see what it came from and upscale it again with another model if needed.

Related

Edit an image without starting over

For All roles Page 6 of 9 in Images

Verified in Scenario on Nov 11, 2026.