PhotoImpact® XL

User Guide

Ulead Systems, Inc.

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INTRODUCTION

Welcome to Ulead PhotoImpact XL, the software that delivers total image editing for the PC. Easily manage and enhance digital photos, create stunning graphics and produce high-impact Web pages for recreational or business use. Professional-looking photos are easy to make using one-click auto correction commands. Add pizzazz with loads of filters, special effects and professional raster, vector, and 3D tools. Embed photo slideshows on your personal Web pages and share it with the world!

This introductory chapter discusses the program overview, including installation and upgrade procedures, running procedures and key upgrade features. Read on and learn how PhotoImpact transforms digital image editing from a complicated and tedious task to something quick, easy and fun to do!

Introduction at a glance:

What would you like to do? 10
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What would you like to do?

With PhotoImpact, you can quickly familiarize yourself with all the features through a variety of sources. **Tip of the Day** and tutorials guide you along the basics of the program, while Help topics can clue you in on the finer points of the features. The following list should help you determine which method is best suited to your needs.

I want to skip the manual and get started

The **PhotoImpact Online Help** is the best way to learn things for those who prefer exploring the program on their own instead of reading the user guide. Online Help can be accessed in one of the following ways:

- Press [**F1**] on your keyboard anywhere within the program.
- Select **Help: Ulead PhotoImpact Help** on the **Menu Bar**.

Click **Context Sensitive Help** on the **Standard Toolbar**, and then click the item of interest. A help topic for that item then appears with further links to related topics.

I want to see what's new in this version

The **What's new** section on *page 18* offers an overview of all the powerful new features included in the latest package. For current PhotoImpact users, you can immediately begin using the program more efficiently by taking advantage of these new and useful tools.

I am a first time user

If you're new to PhotoImpact, look for the **Tip of the Day**, which pops up each time you run the program. This gives you hints on how to best take advantage of the features available in the program. For further assistance while you are actually using PhotoImpact, the **Tutorials** section in the Online Help offers easy-to-follow step-by-step instructions. You can also take a look at **Learning PhotoImpact** on *page 19* and **What's new** on *page 18*.

I want to design for the Web

To create the most impressive and dynamic Web sites around, Webmasters and Web designers should go to **Chapter 8: All for the Web** on *page 227*. This reveals the extensive range of tools available for creating amazing Web pages and Web-efficient images.

I am a Microsoft Office user and want to work closely with those programs

Microsoft Office users can get straight to work with Album. Refer to the manual in PDF format on the PhotoImpact CD. It will show you how you can use Album together with Windows to link and embed image files into Office documents. You can also discover how to use the powerful features in Album to manage and organize image files.

Installation

PhotoImpact XL is very easy to install. It has an auto-run feature that will guide the user to the setup and installation process. First time users can simply insert the installation CD and follow the onscreen instructions. Previous version users of PhotoImpact must make sure to uninstall the previous version and back-up all necessary files before installing the latest version.

> **Note:** *Make back-up copies of your custom galleries and libraries (typically UFO and SMP files). You can restore these custom files using PhotoImpact's import/export capabilities. For details, see page 29.*

First-time PhotoImpact users

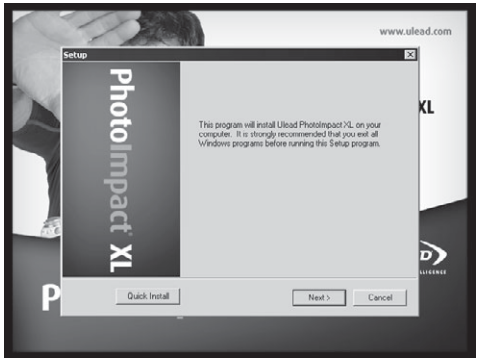
Installing PhotoImpact is easy as 1-2-3. Simply follow the instructions in the CD's auto-run feature and guided tour and you'll have PhotoImpact up and running in no time.

To install PhotoImpact:

1 Insert the PhotoImpact XL CD into your CD-ROM drive.

2 When the **Setup** screen appears, follow the instructions to install PhotoImpact onto your computer.

3 If the **Setup** screen does not appear automatically, click **Start** on your Windows taskbar, and then select **Run**. When the **Run** dialog box opens, type **D:\setup.exe** then click **OK** (where D is the letter of your CD-ROM drive).



Once you have installed PhotoImpact, take a moment to register online by visiting the Ulead Web site (***http://www.ulead.com***). Becoming a registered user entitles you to product and information updates, as well as technical support if you encounter any problems.

Reinstalling programs

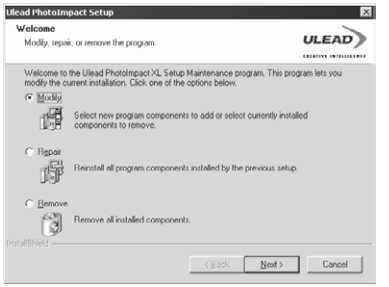
Aside from PhotoImpact, Setup also installs other programs which include PhotoImpact Album, GIF Animator, and Photo Explorer into your computer. If you uninstalled any of these programs, you can run Setup again to reinstall them.

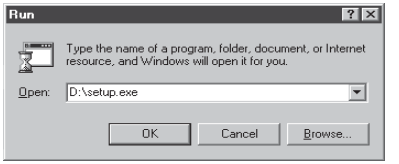
To install the other programs:

1 Insert the **PhotoImpact CD** into your CD-ROM drive.

2 When the **Setup** screen appears, select **Modify**. This automatically reinstalls the other programs. Follow all subsequent instructions to complete the installation.

3 If the **Setup** screen does not appear automatically, click **Start** on your Windows taskbar, and then select **Run**. When the **Run** dialog box opens, type **D:\setup.exe** then click **OK** (where D is the letter of your CD-ROM drive).





Running the programs

Click **Start: Programs – Ulead PhotoImpact** submenu to run the PhotoImpact programs. You can also access them through one of the following methods:

PhotoImpact

- Double-click any image file associated with the PhotoImpact program (associated files use the PhotoImpact icon).

GIF Animator

- After creating an animated effect, click **Save**. In the following dialog box, select **Open with Ulead GIF Animator** and then click **Save**.

Album

- Double-click any .AB3 file in Windows Explorer.
- Select Album from the **Switch Menu** in PhotoImpact.
- Click the **Album Quickstart** icon in the Windows system tray.

Photo Explorer

- Double-click any image file associated with the Photo Explorer program (associated files use the Photo Explorer icon).
- Photo Explorer is installed in a separate program folder. Click **Start: Programs – Ulead Photo Explorer** submenu to run the program.

Overview of the programs

The following is a brief overview of the programs in PhotoImpact:

PhotoImpact

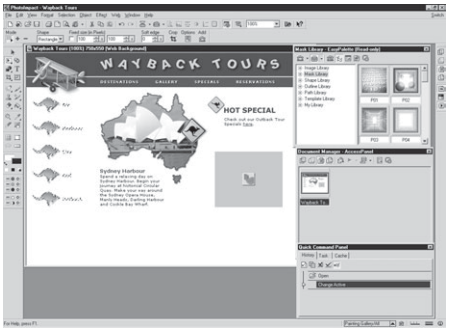
PhotoImpact is an all-in-one image editing solution for photo enhancement, graphic design and Web design. With a wealth of tools at your fingertips, there's virtually no limit to the images you can create for great-looking images for your home, business or school projects. Some of PhotoImpact's unique and innovative features are listed below.

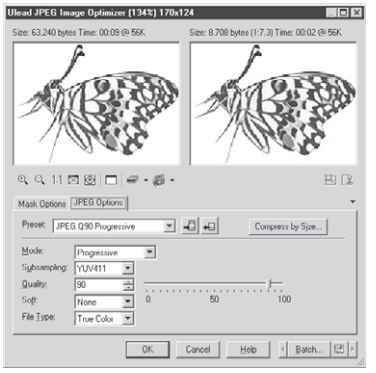
Digital Photography Offers professional techniques to enhance your photos. Sophisticated and advanced, yet fun and easy to use, PhotoImpact's digital imaging tools are all you need to give your photos the professional edge.

- **Advanced camera filters** such as High Dynamic Range, Enhance Lighting, Graduated Filter, and Star Filters, contain a remarkable array of corrections, enhancers, and special effects that you can apply to your images to achieve that professional look.
- **Flexible printing options** free you from printing limitations. PhotoImpact's extensive print capabilities let you place great images on almost everything - from multiple sticker labels to CD covers to giant posters! No added software needed.

Comprehensive Web page creation Offers an integrated program that allows you to create entire Web pages, from images, backgrounds, rollovers, buttons, text, animation, and more, without the hassle of coding. Because Web pages are saved in the object-based UFO file format, you can update and edit Web page content any time.

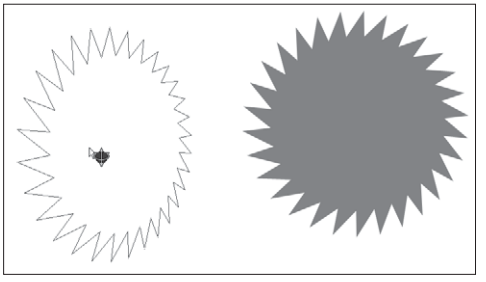
- **Web page output capability** generates HTML code and attaches image references instantly.
- **Component Designer and Background Designer** creates attractive Web page elements in just a few steps.
- **HTML text** lets you add and edit HTML-embedded text on your Web pages to ensure easy accessibility and superior download rates.
- **Hyperlinks, image maps, JavaScript, and image slicing** let you quickly add all the functionality and extras needed to get your Web pages up and running.
- **Optimization capability** Image Optimizer helps you prepare all your images and components with maximum choices in compression and optimization for minimum download times and superior image quality.



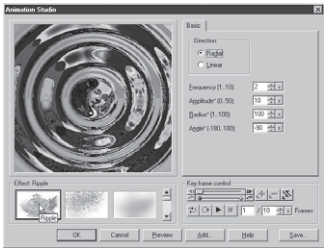


Powerful graphic imaging tools Let you work intuitively to bring your creativity to the fore in Web and imaging projects.

- **Elaborate Selection capability** Improved selection algorithm lets you make selections within objects and multiple objects without the need to merge them beforehand.
- **Vector graphics capabilities** Allow you to create and edit complex 2D and 3D vector and raster-based objects with the Path Tools.
- **Improved text creation tools** allow you to create, edit, and transform your text directly on your workspace.

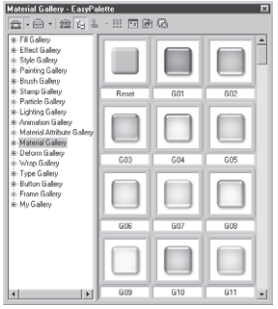


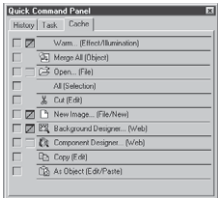
- **Special effects and animations** Including particle and wild pattern effects, can be applied to objects, selections and whole images.
- **Animation Studio** Features realistic and vibrant animated effects with specific key frame controls for both photos and 3D objects, to liven up your Web pages.

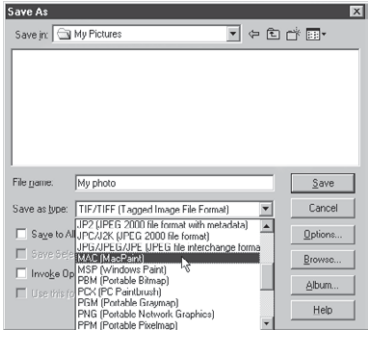


Productivity functions Let you work with a number of image files simultaneously for maximum speed and ease.

- **EasyPalette** Brings stunning range of presets within easy reach, and can be applied to images with drag-and-drop ease.
- **Macro recording and playback** Allow you to simplify and catalog repetitive tasks or procedures through the Quick Command Panel.
- **Superior screen capture capabilities** Let you capture any part of your workspace, specific objects, menus and more, then open them directly in PhotoImpact.
- **CD export capability for Web Album and Web SlideShow** Gives you the ability to burn album or slide show files directly into CDs for easy storage.
- **Extensive file format support** allows you to work with most popular graphics formats for greater imaging options, including layer support for Photoshop™ and Paint Shop Pro® files.





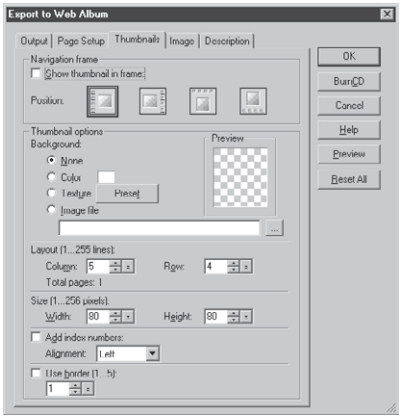


Note: *See page 18 for the introduction to major new features in this version. Also, see page 273 for a table listing the major feature changes between this version and previous ones.*

Album

Album is a powerful tool for multimedia file management. Not only can you organize and catalog your files visually through thumbnails, but you can create your own database that you can edit and update. Album also provides convenient tools for sharing your images over the Internet. Its features include:

- **User defined fields** Give you the power to organize large collections of images with a searchable database through fields or categories you can specify.
- **Extensive Web support features** Provide several ways to share your images over the Internet. Create Web albums as well as slide shows, and automatically generate HTML files or create a single self-extracting file ready to be sent by e-mail. You can also send individual images by e-mail directly from Album.
- **Folder monitoring** Allows Album to check your system for any changes to files in a folder and then automatically update the albums accordingly.
- **Compact mode** Provides convenient access to your albums while at the same time revealing background programs. This allows you to easily drag and drop thumbnails between Album and other programs.
- **Album Manager** Helps you quickly and conveniently open, close, delete, or remove multiple albums from the album panel for more effective organization of your image files.
- **Exif data** Automatically stores Exif data of each image in the data field.
- **Burn Album CD/DVD** Outputs one or more of your custom albums directly to CD/DVD for easy storage and retrieval.



GIF Animator

Ulead GIF Animator is a powerful tool for creating high impact animation for Web pages, presentations, and multimedia titles. Composing, editing, and applying special effects can all be done in GIF Animator. The program also gives you total control over optimization, making animations compact and Web-ready while retaining excellent image quality. When producing the final animation file, a variety of file formats are available, including animated GIF, Windows AVI, QuickTime, Autodesk animation, image sequences, and even Flash animation. Here are some of GIF Animator's major features:

- **Object-based editing** While primarily a post-production tool, GIF Animator also gives you the capability to manipulate objects in True Color. You can even switch between PhotoImpact and GIF Animator for further enhancement.
- **Animated banner text** GIF Animator helps you create dynamic, eye-catching banner text which you can animate. Combine different effects, such as adding neon glow and applying move-in and move-out effects, and make your messages come across very clearly.
- **Plug-in filters and video effects** Many plug-ins can be added into GIF Animator and applied to image objects. Also, a variety of video filters and effects helps you create impressive transitions from one frame to another for added impact to your animations.

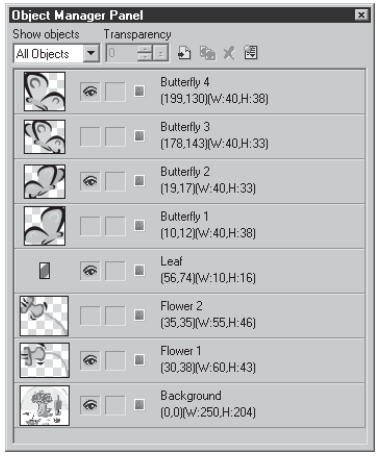
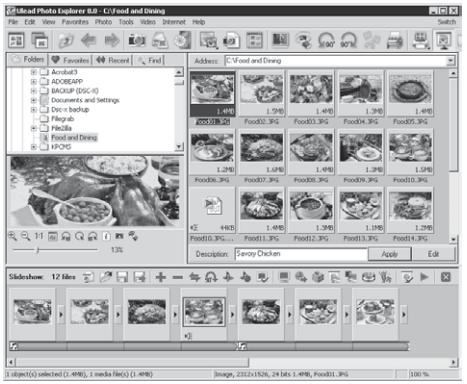


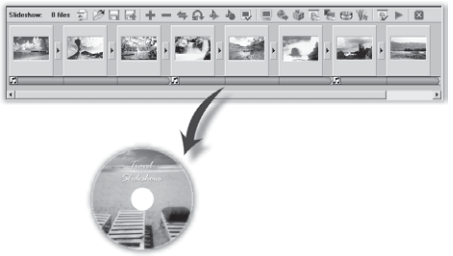
Photo Explorer

Ulead Photo Explorer gives you everything you need to quickly acquire, manage, enhance and share digital photos, audio and video files. It is the perfect companion to digital cameras, WebCams, DV camcorders and scanners. Here are some of Photo Explorer's major features:

- **Get photos and media** PhotoExplorer automatically starts data download when media is inserted in the memory card reader and the Digital Camera Wizard makes it easy to get the images. It also captures video from DV camcorders, Web Cams and capture boards.

- **View and organize media** Browse large collections of image and video files. Organize and work with Zip files as easily as normal folders.
- **Enhance images** Choose from crop, color balance, red eye removal, brightness and contrast, focus, and more. Use photography filters like lens distortion correction and sepia tones. Record and add sound annotations to your images. Batch convert images to preferred file formats and resolutions.
- **Share** Print images in a variety of sizes and layouts. Create slideshows that include photos, video, music, voiceover narration, captions and transition effects. Burn slideshow discs for viewing on PCs or for TV viewing. Send images, video clips and self-extracting Web slideshows by e-mail. Print digital photos with exceptional color to Epson printers using the Print Image Matching (PIM) format.

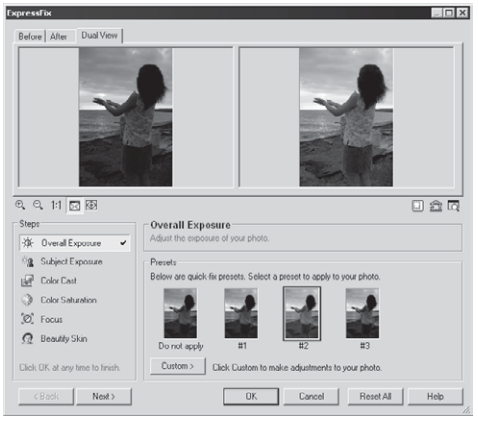




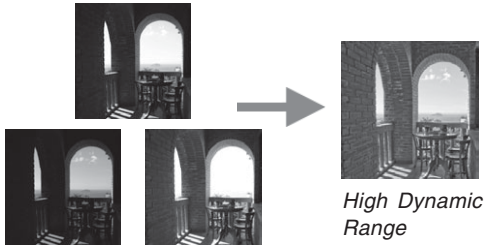
What's New

PhotoImpact XL celebrates a decade of giving you the most innovative image editing tools for the PC. Edit, manage and share digital photos plus so much more. More digital photography tools, more filters and effects, more content and more learning resources. It's everything you need to produce professional results fast.

- The new **ExpressFix™** removes the guesswork from fixing common photo problems such as improper color, unbalanced exposure, and out-of-focus photos. Through a step-by-step interface, the wizard analyzes photos and automatically presents various options to fix them.
- **Color Cast** control brings out the true colors in a photo by removing any color incorrectly dominating an image. Users can manually adjust the color of a selected area or object, minimizing or eliminating the undesired color from their photo.



- **Enhanced High Dynamic Range** gives a photo a super-realistic quality by combining different copies of photos and uses the different exposure levels to extend its "perceivable tonal range". Even shots taken without a tripod can be used with this feature. Its Image Registration function automatically maps locations of different shots and aligns them to get a perfectly merged photo.
- **Multivision Filter** lets users encircle a single image with numerous reproductions of that same image. The user has several patterns to choose from, and can create from 3 to 25 identical images, which produces artistic results.
- **Moon** effect lets users easily place a truly realistic view of the moon into an image — an effect that even darkroom experts find difficult to achieve.
- **Sunlight** effect brings out vivid colors on photos that were taken on less than perfect days — a must-have tool for landscape photographers.
- **Diffraction Filter** adds more life and color to photos by adorning them with rainbows.
- **Displacement mapping** gives more realistic bump maps to textured 3D path objects.



High Dynamic Range

Multivision Filter

Moon effect

Diffraction Filter

Learning PhotoImpact

There are a number of ways to learn PhotoImpact, including reading the user guide, or clicking Help whenever necessary. And be sure to visit Ulead's Learning Center (at **http://www.ulead.com**) for further tutorials and tips. But the most effective method of all is to explore the program itself. Play with the software and you'll be a pro in no time.

Installing online documentation

An electronic copy of the user guide is available in **Adobe Acrobat** format, or the **Portable Document Format** (PDF). To view this:

1. Run the file **ar500enu.exe** located in the PhotoImpact CD in the folder Utilities\AcrobatReader\English and follow the installation instructions.
2. Select **File: Open** from Acrobat Reader, and then open the file **PI-XL MANUAL.PDF** found on the PhotoImpact CD to view the user guide online.

THE PHOTOIMPACT WORKSPACE

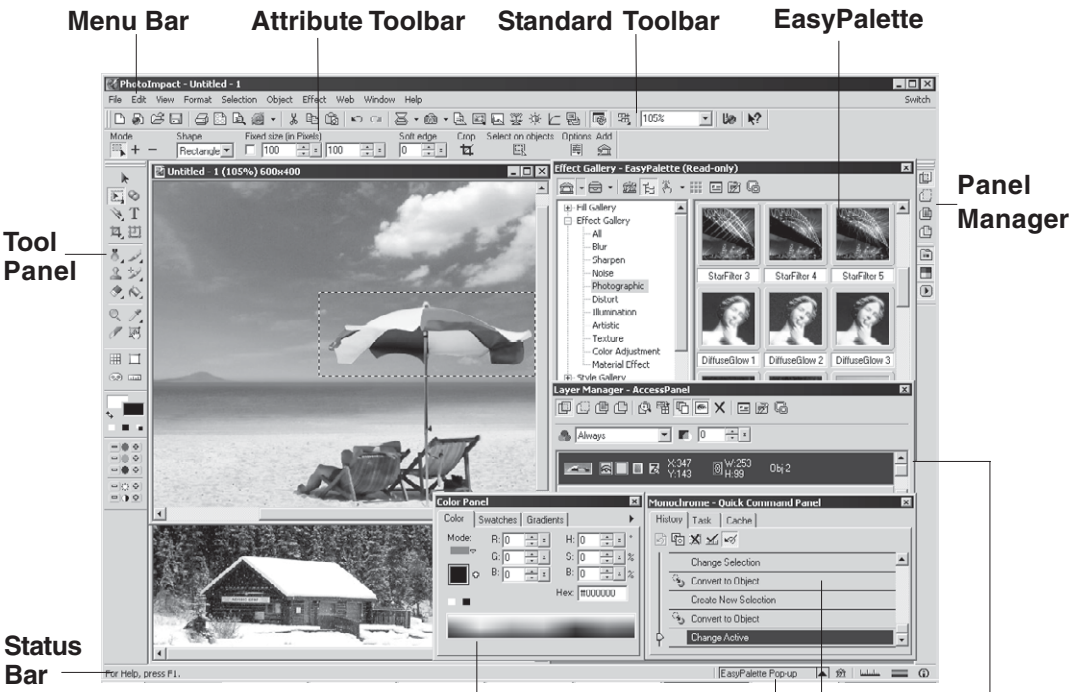
This chapter explains the concepts behind PhotoImpact's user interface, beginning with a walkthrough of the workspace and its various components, followed by detailed descriptions of the various panels and toolbars. This chapter then concludes with assorted tips and tricks on how to personalize your PhotoImpact workspace settings.

In Chapter 2 you will learn:

Introduction to the workspace 22
PhotoImpact panels 24
AccessPanel tools 24
Using the EasyPalette 27
Using the Quick Command Panel 32
Personalizing the workspace 35

Introduction to the workspace

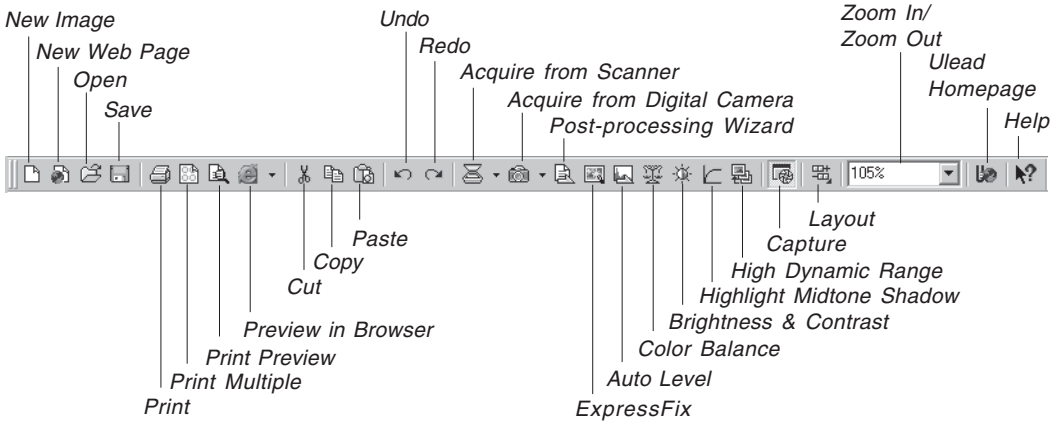
PhotoImpact opens with a typical program window (as shown below). As you get familiar with the different tools illustrated in this page and the next, you'll find that they are quite easy to use. Page references are also provided for most of the different functions allowing you to go directly to the topic of interest for more information. The illustration below helps you quickly locate the different features.



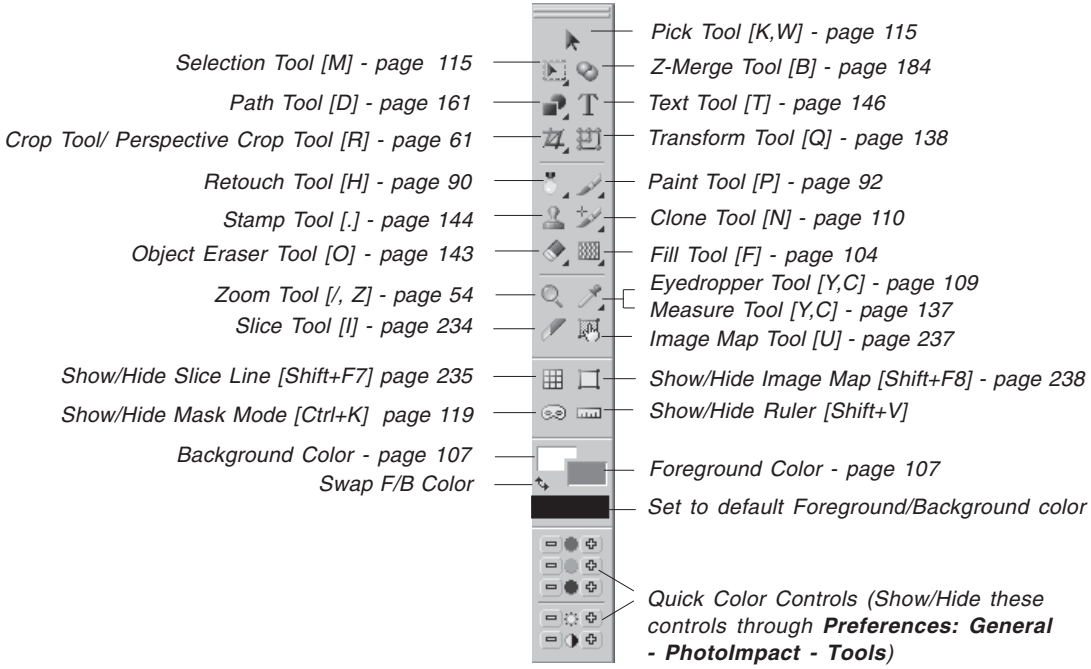
Panel Manager

- *Layer Manager - page 24*
- *Selection Manager - page 26*
- *Document Manager - page 25*
- *Browse Manager - page 26*
- *EasyPalette - page 27*
- *Color Panel - page 97*
- *Quick Command Panel - page 32*

Standard Toolbar



Tool Panel



Status Bar

PhotoImpact panels

PhotoImpact provides you with an assortment of management tools to make working inside the program easy and convenient. Drag and drop effects or filters from the EasyPalette right into the workspace, view files inside folders as thumbnails before opening them with the Browse Manager or recall the steps you have done in the Quick Command Panel. Learn more about what these and other management tools can offer in the succeeding sections.

AccessPanel tools

Trying to keep track of numerous objects across multiple documents is quite a simple matter when using the four components of the **AccessPanel**. Clicking the icons on the left-hand side of the **Shortcut Bar** switches the panel layout between **Layer**, **Selection, Document**, and **Browse Managers**. From within a single panel, you can organize and control any number of documents, selections, and objects within them. Once you familiarize yourself with this panel, you will quickly find it indispensable.

The Layer Manager

The **Layer Manager** displays all the objects present in your active document as individual thumbnails. These thumbnails reflect any editing that you apply to the objects, and each thumbnail is numbered sequentially by the order (or layer) in which it was created. Change the order, position and size, and object properties directly from within the Layer Manager. You can also show/hide objects by clicking the eye icon, or lock an object's position by clicking the lock icon in the Layer Manager.

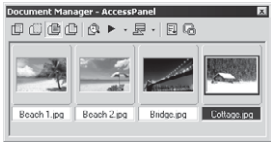
Notes:

- *To select multiple objects in the **Layer Manager**, press **[Ctrl]** or **[Shift]** as you click objects. To select all objects, press **[Ctrl+Shift+A]**.*
- *Transparency and object merging options, both useful tools for changing an object's display qualities, are readily accessible on the Shortcut Bar.*

***Thumbnail menu commands** contain a number of practical tools used for manipulating objects.*

*The **Navigation** icon opens a separate area at the bottom of the **Layer Manager**, where documents can be magnified by adjusting a slider or using the zoom tools. When the document does not fit in the window, the frame on the document enables you to select the area to display.*

The Document Manager



The **Document Manager** displays open documents in the workspace as thumbnails. It's easy to switch between a handful of open documents using the Document Manager. Click or double-click (if the document is minimized) a document thumbnail to bring it to the top of the workspace.

Notes:

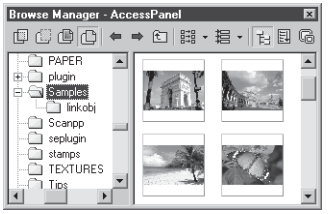
- *The active document has a blue border around its thumbnail image in the Document Manager.*
- *Select multiple thumbnails then select one of the **Batch Manager** commands on the **Shortcut Bar** to apply that command to all selected documents.*
- *Move your cursor over a thumbnail in the **Document Manager** to display that document's properties.*
- *The **Navigation** icon opens a separate area at the bottom of the **Document Manager**, where documents can be magnified by adjusting a slider or using the zoom tools. When the document does not fit in the window, the frame on the document enables you to select the area to display.*

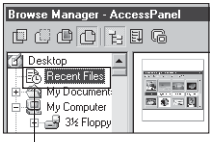
The Browse Manager

Browse for image files on your computer or local network with the **Browse Manager**. Image files can be identified more easily in the Browse Manager as they are displayed as thumbnails. Open files by double-clicking a thumbnail or by dragging the files to the workspace.

Click **Recent Files** to view the documents you have recently opened in the workspace. Double-click the thumbnail to open or to make active the file in the workspace. The number of files displayed can be set in the **Preferences** dialog box [**F6**].

Right-click Recent Files to open a pop-up menu where it displays the folders that you have recently accessed.





Recent files icon. Scroll to the top of the tree view pane to see it.

Tips:

Batch Convert *- Convert the file format or data type of all images in the selected folder (see page 68).*

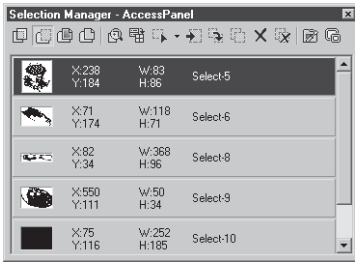
Batch Task *- Apply a previously recorded task to all images in the selected folder.*

The Selection Manager

The Selection Manager lets you store frequently-used selections and masks for easy storage and retrieval. You can store up to 99 items in the Selection Manager. Placing a selection in the manager is easy: simply make a selection using any of the selection tools, then right-click to reveal the context menu, and choose **Save Current Selection**.

Using a selection

To use a selection in your active document, double-click the selection from the Selection Manager or drag it into the active window. Once placed, you can modify an existing selection by clicking + or - on the **Selection Manager** or the **Attribute Toolbar**. For details on modifying selections, see *page 124*.



Using the EasyPalette

The EasyPalette provides you a location where you can store different items such as tools, settings, effect presets, templates and many more for quick access. Also, the easiest and most convenient method for applying special effects and filters is to drag them from the EasyPalette directly onto an image, selection area, or object. Items in the EasyPalette are separated into various galleries and libraries. Galleries contain filters and effects while libraries contain different types of objects that you can use in your documents. Create your own galleries and libraries to better manage the items you want to store in the EasyPalette.

The EasyPalette has an icon on its **Shortcut Bar** which allows you to access the **Setup EasyPalette Pop-up** dialog box and set up your EasyPalette Pop-up.

Using the EasyPalette:

- Click or to switch between the available galleries and libraries.
- Click to set up the EasyPalette Pop-up. For more information regarding the EasyPalette Pop-up, see *page 31*.
- Toggle between displaying the EasyPalette in the Tree view or Thumbnail view by clicking .
- Use **View menu commands** and **Thumbnail menu commands** to customize the EasyPalette. For more information regarding these, see *page 30*.
- In Galleries, **Try** allows you to use your images as preview thumbnails. For more information regarding this, see *page 30*.

To apply an item from the EasyPalette:

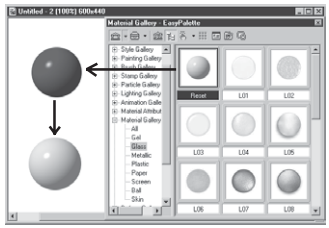
1 Select **View: Toolbars & Panels - EasyPalette** or click the **EasyPalette** icon in the **Panel Manager**.

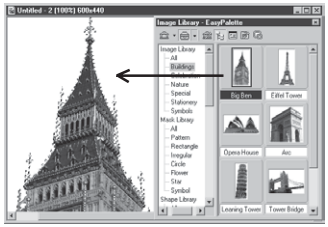
2 Click **Galleries** for special effects, paint tools, fill tools, and so on.

Click **Object Libraries** for object or path presets.

3 Click "+" / "-" or double-click each gallery and library to display and hide details.

4 Select an effect from the available galleries and double-click it or drag and drop it on the document to apply.





Creating and organizing your galleries/libraries

You can create and save your own gallery of objects (see *Chapter 5*) and special effects (see *Chapter 7*). Because both galleries and libraries store numerous images, objects, and animated effects, they can become quite cluttered at times. You can organize them by placing them into user-defined tab groups. You can also place your most frequently used galleries or libraries inside the **EasyPalette Pop-up** for quicker access. For more details on the EasyPalette Pop-up, see *page 31*.

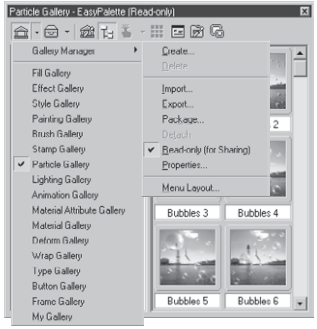
To create a gallery or library:

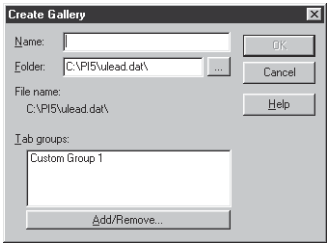
1 In the **EasyPalette**, select **Create** from the **Gallery Manager** or **Object Library Manager** menu.

2 Enter a name for your gallery or library in the **Name** Box. To change the path and the folder, type in or browse for a new destination in the **Folder** Box.

3 The **Tab groups** window specifies the tabs belonging to the new gallery. Click **Add/Remove** to add or remove tabs from the gallery.

4 Click **OK**.





Importing and exporting galleries

Use **Import**, **Export**, and **Package** to share preset galleries and libraries with friends and colleagues. From the Gallery Manager or Object Library Manager submenu, select any of the following commands:

- **Import** Allows you to load any gallery files (*.SMP) or object library files (*.UOL) into the EasyPalette.
- **Export** Saves the active gallery/library as another file in a specified folder.
- **Package** Saves the active gallery/library as another file in a specified folder, including all linked custom image, texture or background files.
- **Properties** Displays the gallery or library file properties, like file size, number of tab groups, number of thumbnails, etc.
- **Menu Layout** Renames galleries or libraries, and adds/removes submenus and separators.

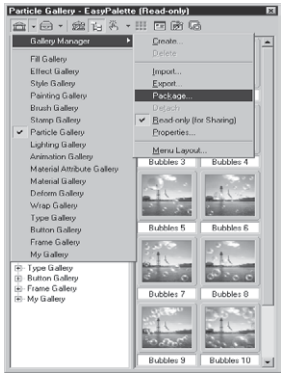
To package a gallery/library into a folder:

1 Right-click the desired gallery/library in the EasyPalette's tree view, or click the arrow on the **Galleries/Object Libraries** icon and select **Gallery Manager/Object Library Manager** on the menu.

2 Select **Package**. The **Package Gallery/ Package Object Library** dialog box opens.

3 Specify the destination folder where your packaged gallery/library files and other external files will be saved.

4 Click **Save**.



Customizing the EasyPalette

There are numerous ways of modifying the EasyPalette to suit the way that you work. The **View menu commands** include the following:

- **EasyPalette options** Include thumbnail display as well as category and object organization. The **General** group lets you specify how you want the thumbnails to appear and if they should display animated effects. With the **Gallery** group, you can have the EasyPalette automatically open to display the related category of effects whenever you select a tool from the **Tool Panel**.
- **Resize commands** Allow you to specify the display size of the EasyPalette.

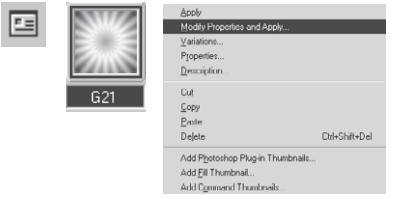
Thumbnail menu commands contain a wide range of options to further specify what you want the thumbnails to display. (*See the following section.*)

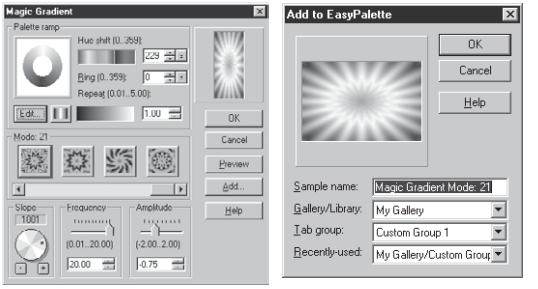
Modifying and adding Gallery thumbnails

You might find it convenient to modify your collection of customized tools and special effects directly on the **EasyPalette**. By clicking **Thumbnail menu commands**, you can choose to modify thumbnail effects and add new effects, including Adobe Photoshop plug-in effects and image fills. You can also add a variety of commands for image adjustment and conversion by selecting **Add Command Thumbnails**.

To change and add a Gallery thumbnail preset:

1. Click the **Thumbnail menu commands** icon or right-click a thumbnail, then select **Modify Properties and Apply**. The dialog box for that effect appears.
2. Modify the settings and click **Add** to store the modified thumbnail to the EasyPalette for future use.
3. Click **OK** to apply the settings to the active image.



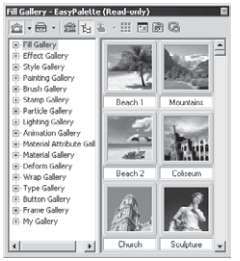


Note: *To update a particular thumbnail effect without adding a new thumbnail to the **EasyPalette**, select **Properties** from **Thumbnail menu commands**. This only works for special effect thumbnails.*

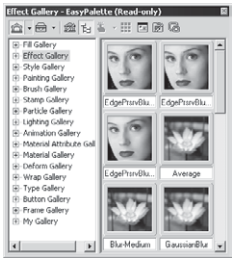
Using your images as Gallery preview thumbnails

The **Try** button on the **EasyPalette** window (for Gallery only) lets you use the current image, selected area or active object as a thumbnail representation. This way, you get an immediate preview of how your image will look with different effects and filters. Select a gallery and click **Try**. For more options, click the arrow next to **Try** and choose from the following options:

- **Selected Thumbnails** Changes the currently selected thumbnail with the active image.
- **Visible Thumbnails** Changes the thumbnails that are visible in the EasyPalette window with that of the active image.



- **All Thumbnails** Changes all the thumbnails in the currently selected gallery with that of the active image.
- **Use Image as Thumbnails** Uses a specific area of the active image as a thumbnail in the selected gallery.
- **Reset All Thumbnails** Brings the thumbnails back to their original preset.



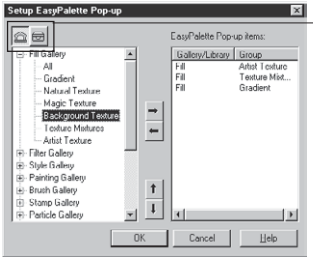
EasyPalette Pop-up

The **EasyPalette Pop-up** provides you with an alternative location to access your preferred Galleries and Libraries, and it is completely customizable. The EasyPalette Pop-up can be accessed by clicking the **EasyPalette Pop-up Box** on the **Status Bar** or by pressing [**Ctrl+F1**]. Apply a preset from the EasyPalette Pop-up by simply clicking a thumbnail.

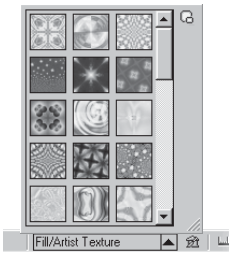
To add a Gallery and/or Library to the EasyPalette Pop-up:

1 Click **Setup EasyPalette Pop-up** on the **Status Bar** or in the **EasyPalette**.

2 In the **Setup EasyPalette Pop-up** dialog box, select the specific galleries and/or libraries you want to add to the **EasyPalette Pop-up** then click the Right arrow.



Switch between the Gallery or Library



> **Note**: *To remove an item in the **EasyPalette Pop-up**, select the item then click **Left**. The **Up** and **Down** arrows allow you to arrange the order of hierarchy of the galleries and/or libraries inside the EasyPalette Pop-up.*

3 Click **OK**.

> **Notes**:
>
> - *If you have more the one item inside the **EasyPalette Pop-up**, click the arrow beside the EasyPalette Pop-up Box then select the item to open it.*
> - *In the **EasyPalette Pop-up**, resize the size of the thumbnails by clicking . The size of the EasyPalette Pop-up can also be resized by dragging the lower right-hand corner.*

Using the Quick Command Panel

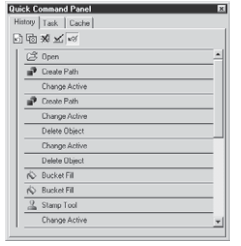
With the **Quick Command Panel** (**QCP**), PhotoImpact provides a fast way to access commonly used commands, to retrace or redo steps you have done, as well as an easy way to record a series of steps (known as macros) that you can apply to your image or file thus saving precious time for more productive activities. In addition to customizing commands, you can also efficiently organize a series of tasks to perform while working on your images.

To activate the **Quick Command Panel**:

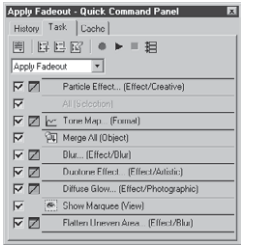
- Select **View: Toolbars & Panels - Quick Command Panel**,
- Right-click any toolbar or panel title bar and select **Quick Command Panel** on the pop-up menu,
- Click the **Quick Command Panel** icon in the **Panel Manager**, or
- Press [**Ctrl+F2**].

The **Quick Command Panel** contains three different tabs:

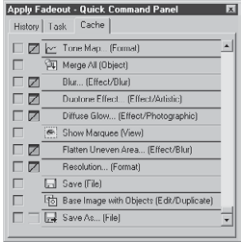
- **History** Displays a history list of commands applied to the currently selected document. Undo or redo commands to any stage in the document development by using the slider or clicking a particular stage, duplicate any stage, or purge the undo/redo cache to liberate system resources.



- **Task** Displays a series of menu commands that you have recorded. You can apply these individually to the current document, or you can apply an entire sequence of actions to an image. (For more details, see the following procedure.)



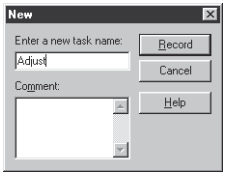
- **Cache** Automatically records and displays a list of recently used commands (up to 32 distinct commands), with the most recently performed command shown at the bottom of the list. Select the **Lock Box** to keep a command permanently in the cache list.



To record a quick command:

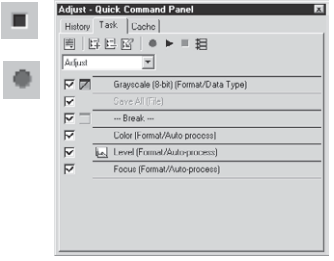
1 In the **Task Tab,** click **Task menu commands** and select **New**.

2 Enter a name for the sequence of actions that you want to record, then click **Record**.



3 Begin applying a series of menu commands to your image. For instance, you can first apply some effects from the **Effect** menu, and then you can retouch the image with the **Format** menu commands. These will be automatically recorded in the **QCP**.

4 After you have applied the desired commands, click **Stop** in the **Task Tab**. If you want to add to the list of tasks for that set, click **Record** and continue applying menu commands to the image.



Note: *You can also rearrange the task commands here by simply dragging a task command to a different location on the Task List. You can also right-click the list to open a pop-up menu where there are several options available for you to be able to customize the Task List.*

After recording a series of actions, you can apply them all or just a select few to another image document.

To apply an entire series of actions to an image, simply click **Play** in the **Task Tab**. All recorded actions will be applied.

Click the **Use preset properties** icon to switch between applying the command with predefined dialog box settings, and invoking the dialog box when the command is applied. The icon with a slash means to use predefined settings.

- To apply a single command to an image, you can use either the **Task** or **Cache Tab**, and simply click the desired command.

Notes:

- *Right-click a cached command in the **Cache Tab** and select **Add to Task List** on the pop-up menu to add the command to the currently selected task.*

*Click **Task menu commands** and select **Task Manager** on the pop-up menu to organize and edit tasks in a set.*

*Click **Batch Task** to apply a command to all image files in a selected folder.*

- *For more on using the **Quick Command Panel** and macros, check the **Online Help**.*

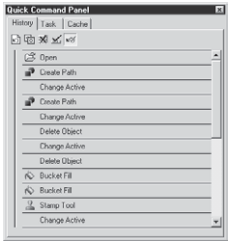
Using the History Tab

The History Tab is a very useful tool when you often use the **Undo/Redo** commands. It is also useful when you want to experiment with the same image while applying different effects or if you want to limit the resources used by PhotoImpact.

Undo and **Redo** are very important tools when you want to test the effect of a function applied to your image. After making a large number of changes to an image, the quickest way to return to a previous state is to select it from the list in the History Tab.

To duplicate an earlier document state:

1. In the **History Tab**, drag the slider or select the state in the **History List**.
2. Click the **Duplicate** icon on the toolbar.
3. Select the original document in the workspace, then drag the slider or select the last command in the **History List** to reapply all commands.



Notes:

*Click **Clear Undo/Redo** to purge the **History List** for the selected document. This can be beneficial for program performance as it frees up system resources. If you find that your system's performance is slow after applying a lot of effects, you can decrease the number of **Undo Levels** to improve performance.*

*Click **Change Undo Level** to set the number of commands that are cached.*

*When the **Enable/Disable Undo** icon is depressed, **Undo** is enabled. If you are running a low-memory system, you can disable **Undo** to improve overall performance.*

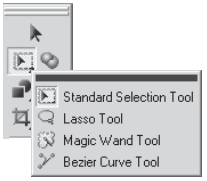
Personalizing the workspace

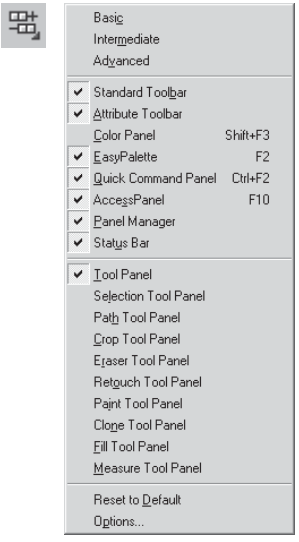
Before moving on, select **File: Preferences** or press [**F6**] to set various options specific to PhotoImpact. This enables you to customize the way your program works and to move around your workspace with ease. The **Category** section in the Preferences dialog box contains all the different aspects that determine a program's performance, displayed in a tree view style. Clicking a category displays the options with their respective settings or attributes.

Customizing toolbars

PhotoImpact lets you set the workspace to fit the way you work best.

- Drag toolbars or panels away from their original position to make them "float" anywhere on the screen or to dock them to another section of the program window. You can also resize most floating toolbars.
- For tools in the **Tool Panel**, some have a submenu with further tools. To access these tools, click the triangle icon on the lower right of the button. When the submenu pops up, you can drag it away from its original position to make it float anywhere on the screen or dock it to another part of the program window.
- Add and remove buttons on the **Standard Toolbar**, depending on the ones that you need the most. See the procedure below.
- Click **Layout** on the **Standard Toolbar**, then select one of three toolbar settings (Basic, Intermediate, Advanced), or select the desired toolbars from the list.





To customize the Standard Toolbar:

1 Select **File: Preferences**. On the submenu, select **Customize Standard Toolbar**.

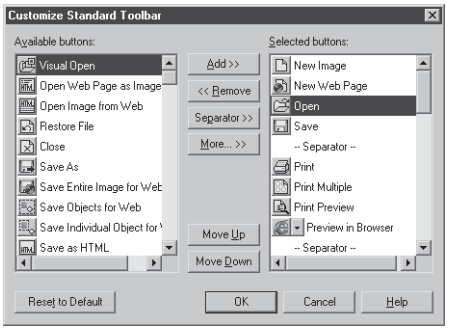
2 In the dialog box that appears, the list box on the left displays buttons that you can add to the toolbar, and the list box on the right displays the buttons that currently exist on the toolbar.

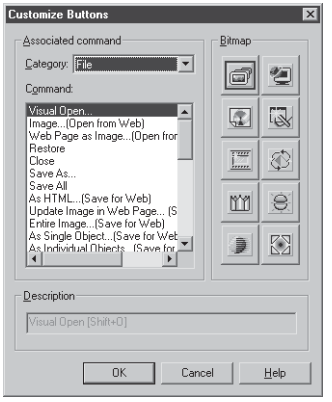
To add a button, select the button on the left, then select its position on the right (note that the button will appear above the item that you select on the right). Click **Add** to insert the button.

To remove a button, simply select the button on the right, then click **Remove**.

3 To access other selection buttons, click **More**. In the dialog box that appears, select the desired menu **Category** and the **Command**. Click an icon on the right that you want to appear on the button, then click **OK**. In the Customize Standard Toolbar dialog box, the new button appears on the right.

4 Click **OK**.





> **Note:** *To return to the default* ***Standard Toolbar*** *layout settings, select* ***View: Toolbars & Panels - Reset to Default.***

Color Management

Due to variations in monitor calibration, the color gamut of your device, and the type of paper you are printing on, the color you see on your screen may not necessarily be the color you get on your final printed copy. Therefore, you may need to use Color Management System (**CMS**) to match the colors on your monitor with a printed version.

A CMS has 3 key functions:

- Maps color gamuts between selected devices.
- Matches colors in different color models (for example, RGB to CMYK).
- Provides an accurate display of colors on screen.

> **Note:** *PhotoImpact includes Microsoft's "Image Color Matching" 2.0 (ICM 2.0), a color management technology producing consistent color results. ICM 2.0 is available if you use Windows 98, Windows 2000, or Windows XP.*

To set up a Color Management Profile:

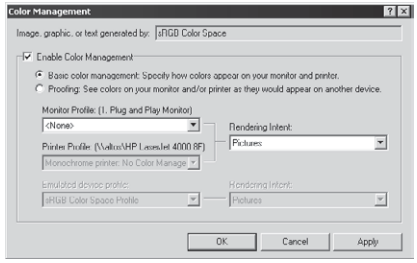
1 Select **File: Preferences - Color Management**.

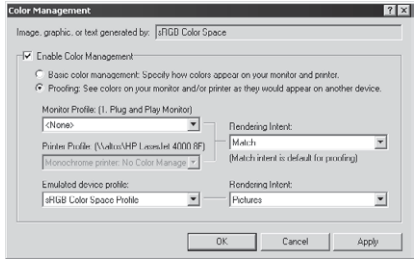
2 Select **Enable Color Management** and select **Basic** if you want to match the color displayed on your monitor with that of the color gamut of a selected device such as a printer; and select **Proofing** if you want to emulate the colors that make up your image to be displayed on another device.

3 Select a **Monitor** and **Printer** profile from their respective lists.

4 If you selected **Proofing Color Management** in step 2, select a profile for the device selected in step 3.

5 Click **OK**.





GETTING STARTED

Mastering PhotoImpact requires you to learn certain basic commands and operations. The first part of this chapter provides instructions on the fundamentals such as creating new images or opening existing ones. It also teaches you the finer points of printing documents, whether singularly or in multiple or poster mode. The latter half of this chapter takes on advanced concepts like working with multiple files, importing/exporting images, and working with and combining parts of an image.

In Chapter 3 you will learn:

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Opening image files 43
Opening CMYK files 43
Using the Browse Manager to open files 44
Acquiring images from scanners and digital cameras 44
Acquiring images from WIA devices 46
Saving images 46
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Printing images 47
Using Print Preview 48
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Images and the Web 51
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Basic concepts

Familiarizing yourself with PhotoImpact's basic procedures will help you learn more about the program and how to maximize its capabilities. This section was written to help you master fundamentals such as creating new images and opening existing ones. It also contains a brief discussion on how to acquire images from other sources, such as the World Wide Web, or from WIA and TWAIN peripherals such as digital cameras and scanners.

Creating new images

PhotoImpact gives you a wide range of options when creating a new image from scratch. These options let you customize the appearance of your image, including background, and set it for either Web use or normal image editing. For more information on how to create a new Web page, see *page 263*.

To create your own image from scratch:

1 Select **File: New - New Image [Ctrl+N]**.

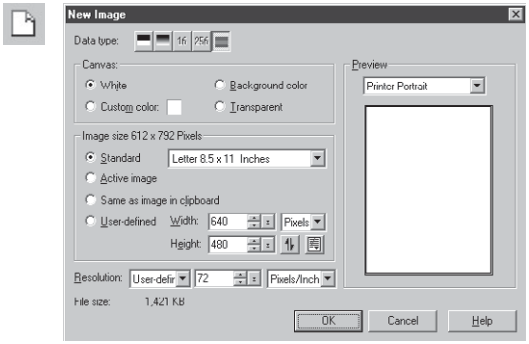
2 Click the desired data type that defines the image format to use for the new image.

3 Select one of the **Canvas** options:

- **White** Sets the base image to plain color white.
- **Custom color** Sets the base image to be a solid color of your choice.
- **Background color** Sets the base image using the assigned background color in the **Tool Panel**. By default, a document's background color is white.
- **Transparent** Hides the base image and displays the default background grid.

4 Set the image dimensions in the **Image size** set of options.

- **Standard** Offers commonly used on screen and paper sizes.
- **Active image** Opens a new image with the same size as the currently active image in the workspace.

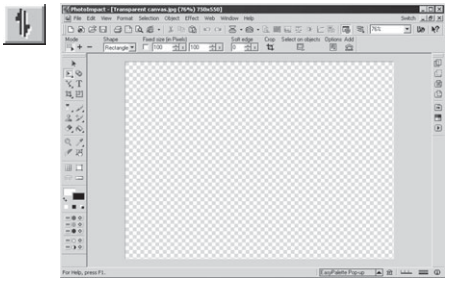


- **Same as image in clipboard** Opens a new image with the exact same size as the image in the clipboard.
- **User-defined** Lets you customize the size. Once you specify a size, you can click **Reverse** to switch the width and height, or click **User-defined** to add the dimensions as a preset for easy access. For lessons on how to customize a new page's dimensions, please refer to the procedure below.

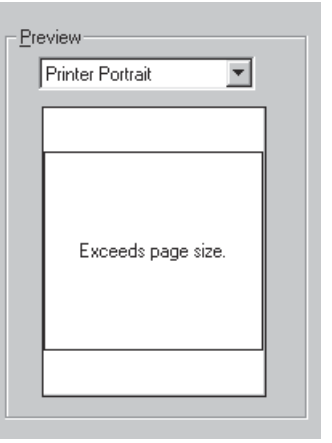
5 Enter **Resolution** values to determine the distance between the centers of the pixel. Increasing the resolution reduces the physical size of an image when printed on paper.

6 Click **OK**.

> **Note:** *Check the **Preview** window to see how the new image looks so far. **Preview** displays your image's different possible destinations so that you can estimate if the current settings are applicable. If the image size is bigger than the printable area, a message "**Exceeds page size**" will appear.*



New image with Transparent Canvas



*Preview window in **New Image***

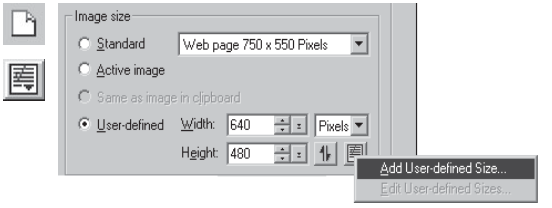
To customize the dimensions of a new image:

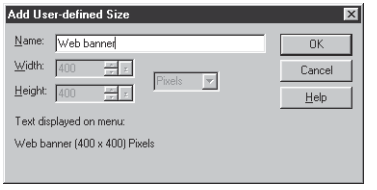
1 Click **New Image**. Under **Image size**, select **User-defined**. Enter the dimensions of the new page.

2 Click **View Menu**, select **Add User-defined Size**.

3 In the following dialog box, type in a name for your customized size. Then click **OK**. The next time you click **User-defined**, the new size created appears on the menu.

> **Note:** *You can also change the name and size of customized dimensions by selecting **Edit User-defined Sizes** from the menu.*





Opening image files

There are several ways to open your image files:

- Click **Open** on the **Standard Toolbar**.
- Select **File: Open** [**Ctrl+O**].
- Double-click an associated image file name from Windows Explorer.
- Select **File: Visual Open** [**Shift+O**] to select files represented by thumbnail images. For details on how to use **Visual Open**, please refer to the next section.
- Select **File: Recent Files** and choose a recently used file from the list.

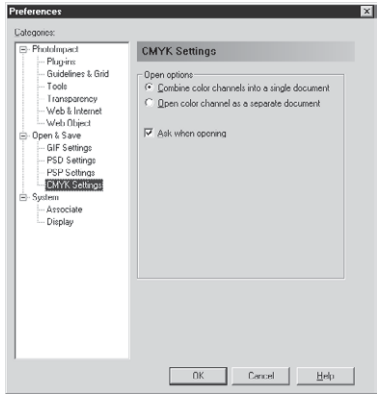
Tips:

- *You can specify the number of recently opened files to display in the **Preferences** dialog box.*
- *PhotoImpact can detect whether or not an image file contains a digital watermark. If an image file contains a commercial watermark (which embeds copyright and owner information about the image), you can select **Effect: Digimarc - Read Watermark** to view the embedded data. As for files with banknote watermarks, PhotoImpact prevents you from opening, pasting and acquiring such files.*

Opening CMYK files

With PhotoImpact, you can open a CMYK file in two ways: open the image as four separate grayscale images, each representing a color channel (cyan, magenta, yellow, and black), or let PhotoImpact automatically convert it to RGB 24-bit mode. You can edit the image and revert it to CMYK before saving and closing.

Upon opening a CMYK file, PhotoImpact will prompt you to choose the method your image will be opened. If you decide to open it by combining all color channels, you will be asked to specify the separation profile and the rendering intent method.



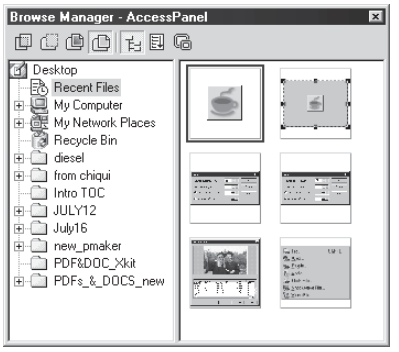
For a more convenient way of setting how to open CMYK images, go to **File: Preferences - General**. Under **Open & Save**, click **CMYK Settings** and specify whether color channels will be combined or separated. Select **Ask when opening** if you want the dialog box to appear every time.

Using the Browse Manager to open files

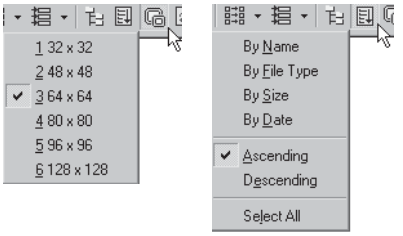
Aside from Visual Open, the **Browse Manager** also allows you to identify and open image files more easily since they are displayed as thumbnails.

To open files using the Browse Manager:

1. Make sure that the Browse Manager icon is clicked on the **AccessPanel Toolbar**.
2. Click **Recent Files** to view the image files you have recently opened in the workspace. The number of files displayed can be set in the **Preferences** dialog box [**F6**].
3. Browse for other image files on your computer or local network by clicking a folder on the **AccessPanel's Tree View**.
4. Open image files by double-clicking a thumbnail or dragging it to the workspace.



Tip: *Resize the thumbnails by clicking* ***Thumbnail Size*** *on the* ***AccessPanel*** *Toolbar and selecting a preset display size. You can also click* ***Sort*** *to arrange thumbnails alphabetically, or according to file type, size, or by date.*



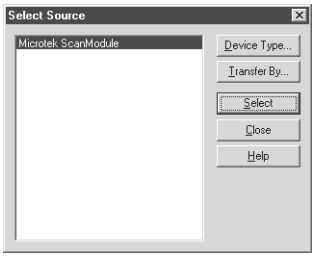
Acquiring images from scanners and digital cameras

You can import images from any image input device that is either TWAIN or WIA compliant. TWAIN is an industry standard for image input devices, drivers, and software applications allowing any TWAIN-compatible software application to acquire image data from any TWAIN-compatible device, while Windows Acquisition Image (WIA) devices are digital scanners and cameras that support the plug-and-play technology found in newer versions of Windows operating systems. The acquired data from these devices are then converted into images that you can modify using PhotoImpact's powerful editing and enhancement tools.

You can acquire images from your own photographs and pictures, or from magazines, sketchbooks, the Internet, and other sources. The following section discusses the four most common sources: scanners, digital cameras, photo CDs, and the Internet.

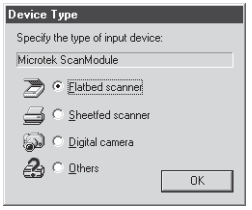
To select the default image source:

1 Select **File: Scanner - Select Source** or **File: Digital Camera - Select Source**. A list of TWAIN devices appears. Select a device as the image data source.



> **Note:** *If you only have one TWAIN device connected, that device automatically becomes the TWAIN source.*

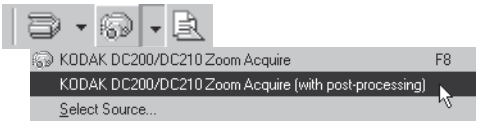
2 Click **Device Type** to specify the type of input device and then click **OK**.



3 In the **Select Source** dialog box, click the appropriate driver and then click **Select**. You are now ready to use your input device by clicking the corresponding button on the **Standard Toolbar**.

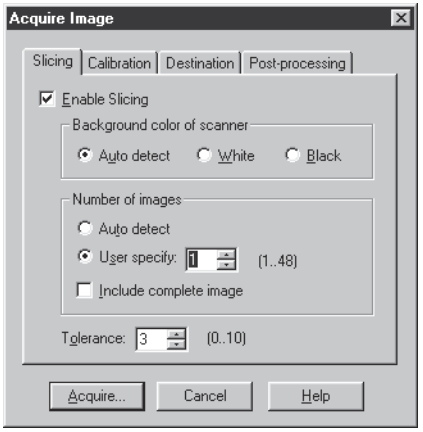
To acquire an image from a scanner or digital camera:

1 Click the arrow next to the **Scanner** or **Digital Camera** icon on the **Standard Toolbar**.



2 In the menu that appears, select "**Device Name**" **TWAIN** (where Device Name is the name of your source device) either with or without post-processing.

> **Note:** ***Post-processing*** *offers additional controls when acquiring an image. These include slicing, calibration, destination, and other settings. For more details, please see online Help.*



3 If you select **TWAIN** without post-processing, the TWAIN driver appears. To acquire images, simply follow the directions for that device.

If you select post-processing, then the **Acquire Image** dialog box appears. After making the desired settings, click **Acquire**. The driver for that device appears. Follow the directions for that device.

Notes:

- *Make sure your TWAIN device is properly installed in your computer before acquiring.*
- *For more information on specific imaging options, see the image device manufacturer's documentation.*

Acquiring images from WIA devices

To acquire images from WIA devices, simply use either **Open** or **Visual Open** and select the drive that corresponds to the scanner, camera, or any other imaging device that is plugged into your PC. You can then select the file you want opened.

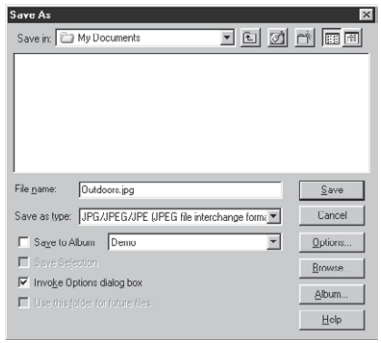
Note: *PhotoImpact supports Exif image data contained in most WIA-based images. For more information on using and exporting Exif information, please refer to the* ***PhotoImpact Album Manual****.*

Saving images

Because PhotoImpact is an object-based editing program, any work involving objects can be saved in a special Ulead File for Objects format (*.UFO). This file format, which is exclusive to PhotoImpact, consists of the original base image and any additional objects created. For details on objects, see *page 125*. The next time you open this type of file, you can still edit the objects and the base image independently from one another. When saving an image in other formats (for example, BMP or JPG), all objects are merged onto the base image and cannot be edited the next time you open the file.

To save an image:

1. Select **File: Save** [**Ctrl+S**] or **File: Save As**.
2. Select the folder where you want to save the image in **Save in** and select a file format from **Save as type**.



3 Enter the name for saving in **File name**. A file extension is not needed.

4 Click **Save**.

> **Note:** *Select **Effect: Digimarc - Embed Watermark** to include a digital watermark into your images before saving them. This allows you to imperceptibly embed data (such as copyright and owner information) and protect your images from unauthorized use. Register first and acquire a Digimarc ID before you try to embed digital watermarks into your images. (Click **Personalize** in the **Embed Watermark** dialog box, then click **Register** to apply for a Digimarc ID.)*

AutoSave

When enabled, **AutoSave** automatically saves your unsaved documents in set intervals. AutoSave will not overwrite your files but will track your changes in a temporary file until you actually save your document by pressing [**Ctrl + S**] or by clicking **Save**. These temporary and record files will be deleted as soon as you close PhotoImpact. Upon opening the program the next time, PhotoImpact will check for any temporary files and if there are any, will open them as unsaved original documents.

To enable AutoSave, click **Preferences - Open & Save** and set the interval between saves.

Printing images

PhotoImpact provides extensive options when printing images. To print an image, select **File: Print** [**Ctrl+P**] to open the **Print** dialog box. With these basic printing options, you can select the printer, paper size, number of copies to print, and where to place the image on the page.

Calibrating your printer

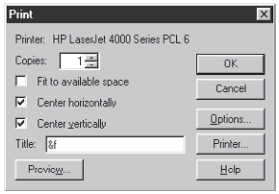
All printers print images differently. For example, some print shadowed areas too dark or highlighted areas too light. You can compensate for this printing problem through calibration.

To calibrate your printer:

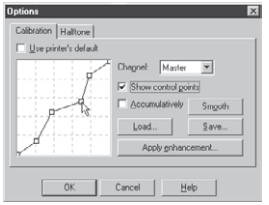
1 Select **File: Print** [**Ctrl+P**].

2 Click **Options** for more detailed printer settings.

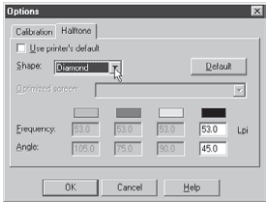
3 In the **Calibration Tab**:
   - Clear **Use printer's default** to manually adjust the calibration curve.



- Click **Apply enhancement** and choose an enhancement command to correct one or more of your printer's problems, or manually adjust the calibration curve.



4 In the **Halftone Tab**, clear **Use printer's default** to manually adjust the frequency and angle that will determine how your printer interprets each pixel to print.



5 Click **OK**.

Using Print Preview

Every now and then, you would want to see how your image looks like before actually printing it. Simply use **Print Preview** to check whether your image now suits your target output.

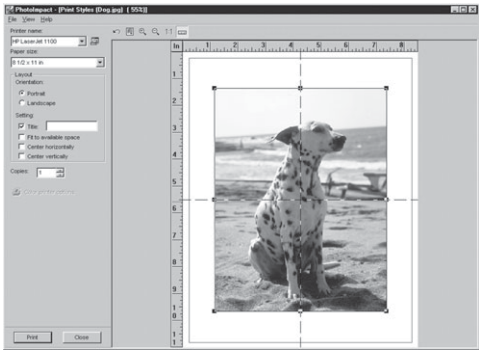
To preview an image:

1 Select **File: Print Preview**.

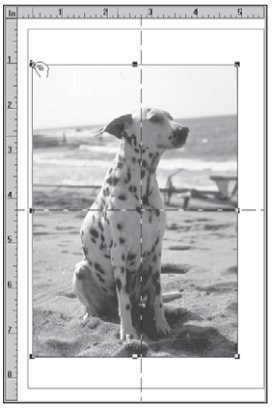
2 Select a printer from **Printer name**. Change printer settings by clicking **Printer Properties**. You can also specify color printer options by clicking **Color printer options** at the bottom of the panel.

3 Select **Paper size** and **Layout**. If you want to adjust print margins, select **File: Page Setup**.

4 Adjust the image's location within the print preview window by dragging it. To resize the image while maintaining aspect ratio, drag the handles at the four corners of the image. To resize the image without maintaining aspect ratio, use the non-corner handles of the image.



*Specify Print settings by using the **Print Preview Options Panel** at the left.*



Resizing an image by dragging the corner handles

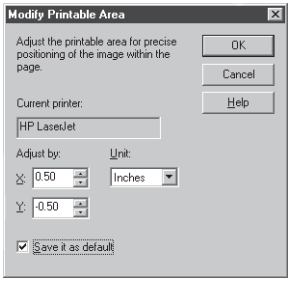
5 Under **Layout**, specify settings of the image for printing. You can assign the paper's orientation, provide an image title, automatically resize it to fit the page, and center it horizontally and vertically.

6 Specify number of copies to print in **Copies**.

7 Click **Print** if you want to print, or click **Close** to return to the normal editing mode.

Notes:

- *Select the appropriate alignment settings in the **Options Panel** to reposition the document.*
- *Click **Modify Printable Area** on the **Shortcut Bar** to adjust the printable area.*
- *Click **Reset** to undo any change and return the image to its original state.*



*Adjust print position by using the **Modify Printable Area** dialog box.*

More print functions

Let your creativity flow with PhotoImpact's unique capability to print labels, CDs, stickers, and even posters.

Print Multiple

Print Multiple is a convenient way to print multiple images on a sheet of paper using standard photo, card, tag, or CD label sizes, and provides you with preset layouts that make full use of paper space. You can print the same image many times over or different images on a single page. Some layouts are designed for use with special paper available from Avery or Kodak, which you can use by selecting the corresponding product number. You can also use plain, non-branded paper by selecting either **Disk & CD Labels** or **Multiple Prints**.

To print multiple images:

1 With an image open in the workspace, select **File: More Print Function - Print Multiple**.

2 Select a printer from **Printer name**. Change printer settings by clicking **Printer Properties**.

3 Click **Paper layout** to select a preset layout from the list. Then select paper orientation. Then, click **Next**.

4 Select whether to use the images found in the workspace, or add more images using a different source folder. Then, click **Next**.

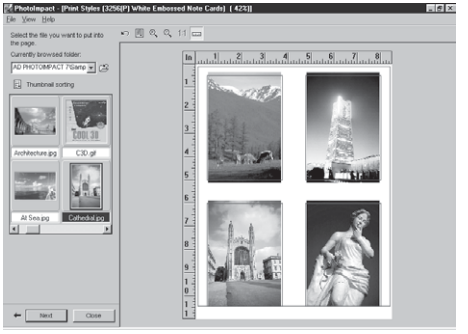
5 If you are printing a single image multiple times, proceed to step 6 immediately. If you choose to print different images, drag selected image(s) from the thumbnail list to a placeholder in the preview window.

6 Adjust an image's location within the print preview window by dragging it. To resize the image while maintaining aspect ratio, drag the handles at the four corners of the image. To resize the image without maintaining aspect ratio, use the non-corner handles of the image. Repeat steps 5 and 6 until all images have been placed in the preview window and resized. Then, click **Next**.

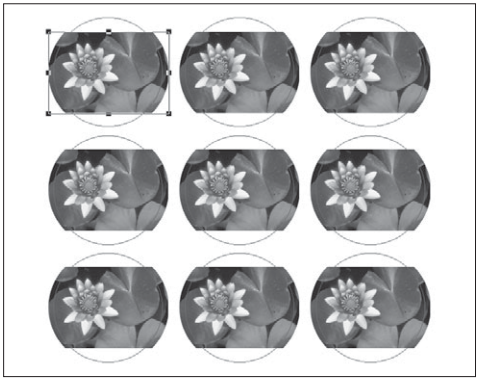
7 Specify number of copies to print in **Copies**.

8 Click **Print** if you want to print, or click **Close** to return to the workspace.

> **Note:** *Click the **Back Arrow button** in case you change your mind and want to return to a previous panel.*



Different images printed on a sheet using Print Multiple



The same image printed multiple times

Sample paper layouts in Print Multiple

Print Poster

Printing large-scale copies of your PhotoImpact projects is now much easier to do using **Print Poster**. This feature prints a large image or project onto multiple pieces of paper which can be joined together to create a single poster.

To use Print Poster:

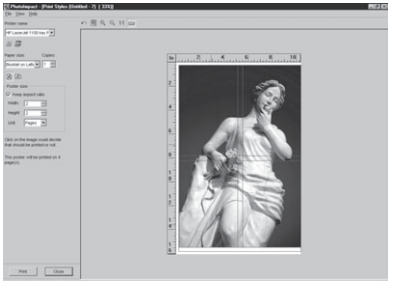
1 With an image in the workspace, select **File: More Print Functions - Print Poster**.

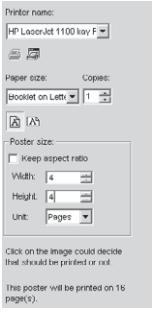
2 Select a printer from **Printer name**. Change printer settings by clicking **Printer Properties**.

3 Click **Paper size** to select the paper and set the number of copies. You can also select the paper orientation of your choice.

4 Specify the height and width of your poster. You can do so using percent, inches, centimeters or pages as the unit of measurement. To retain the image's ratio, select **Keep aspect ratio**. You can keep track of your settings via the preview window.

5 Click **Print** to print or **Cancel** to return to the work area.





Images and the Web

With PhotoImpact, sending and acquiring images through the World Wide Web have never been easier. You can acquire images from Web pages directly to PhotoImpact for editing, and export the results as a Web page, a Web Album, a Web Slide Show, SVG or RAW images using a number of methods as outlined in this section.

> **Note:** *Internet access is required for sending and acquiring images over the World Wide Web. You should at least maintain an Internet connection when sending to or retrieving images from the Web.*

Sending images through the Internet

There are a number of ways to send images via the Internet or post them to a Web site, all of which are located in **File: Export**.

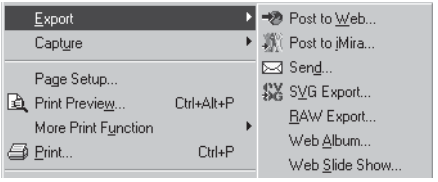
- **Post to Web** If you have Microsoft's Web Publishing Wizard installed. For details, see *page 268*.
- **Post to iMira** You can share photos with friends and family, make e-cards and much more in Ulead's photo-sharing Web site. If you have not yet set up an account, use this command to run the **Drop Spot** and create an account, and configure your uploading options. Once you have an account set up and configured in the Drop Spot, you can easily upload files to your account simply by dragging image files from Windows Explorer to the Drop Spot.
- **Send a document by e-mail** As a single image or as a Web page. Just select **File: Export - Send** and choose one of the following options:

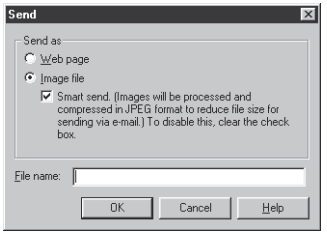
  Web page Creates a compressed *.EXE file, including the HTML code as well as its associated images. PhotoImpact then invokes your default e-mail program with the *.EXE file as an attachment ready for sending. The recipient only has to run this EXE file in order to view the Web page.

  Image file Sends the document as a single image attachment through your default e-mail program. Select **Smart send** to convert the image to a JPEG file first, making it a more appropriate size for sending via e-mail.

Notes:

- *If the active image is a 48-bit RGB or 16-bit Grayscale and **Smart send** is selected, PhotoImpact will convert the source image to 24-bit RGB or 8-bit Grayscale.*
- *To send multiple images through e-mail, use **File: Send** in **Ulead PhotoImpact Album**. For details, see page 29 of the Ulead PhotoImpact Album manual (ALBUM-XL MANUAL.PDF).*





Acquiring images from the Internet

Nowadays, working with images directly from the Internet is becoming increasingly important. For Web designers and Webmasters, having direct access to images on a Web site makes it easier to modify and update them. On a recreational level, many people download images from the Internet for personal use. PhotoImpact offers you two ways to get images directly from the Internet:

First, you can use **Select File: Open from Web - Image** to open specific images from a Web page located either in your computer or on the Internet. For details, refer to the procedure below.

The second method is **to use Select File: Open from Web - Web Page as Image**. This converts the entire Web page into the workspace as an image with all elements merged. This is convenient if you want to use an existing Web page as a template for others.

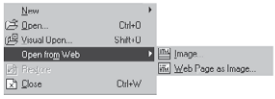
To open selected images from a Web page:

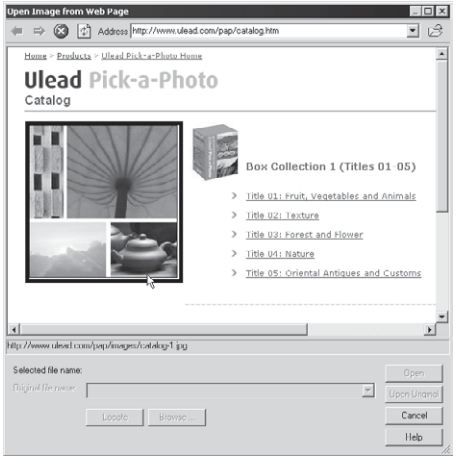
1 Select **File: Open from Web - Image**.

2 In the dialog box that appears, enter the **Address** of the Web page. If you want to grab a page from the Internet, enter the **URL** of the Web site then press [**Enter**]. Alternately, you can type a file path on your local computer. The Web page is displayed on the top half of the dialog box.

3 Use the scroll bar until you reach the desired image. When you move your mouse over an image, it should be highlighted with a black border.

4 Click to select a desired image, then click **Open**.

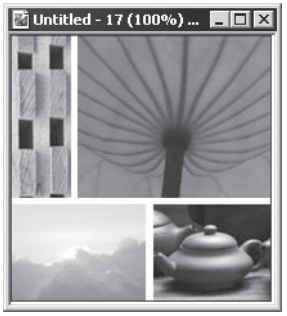




Notes:

- *Always check for possible copyright infringement when getting images from the Web. Ask the owner's permission whenever acquiring copyrighted material.*
- *Files saved to GIF format are of 256-Color (or indexed color) data type, while those saved as JPEG files are True Color images.*

5 Click to select a desired image, then click **Open**.



Notes:

- *If you selected an image from a Web page in your local computer and you want to find its original, non-optimized file, click **Locate** to automatically search the current folder, or click **Browse** to search the folder manually.*
- *Only image files can be opened by this method.*

Viewing images

When you open an image in PhotoImpact, the pixels of the image are "mapped" onto your screen pixels. Controlling the mapping of these pixels determines the way you see the images. For example, displaying an image in actual view (100%) maps one image pixel to one screen pixel. PhotoImpact offers you several tools to let you view your image as needed.

Zooming on an image

When you edit an image, you may want to see part of it in greater detail or more of it at a smaller size. You can do this in several ways:

- Select **View: Zoom - Zoom In** or **Zoom Out**.
- Select a **Zoom ratio** on the **Standard Toolbar**. You can also enter a specific zoom ratio/value in the entry box.
- To zoom in on images, press [+]. To zoom out, press [–].
- Press [Z] and click to automatically zoom in on the image. To return to actual view, press [Z] and right-click.

Use the **Zoom Tool** in the **Tool Panel**. To accurately zoom in or out on particular areas of an image:

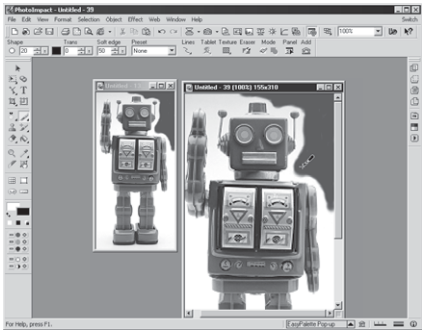
- Click the area under your mouse pointer to zoom in.
- Right-click to zoom out. You can also press [**Shift**] and click.
- Drag along the area you want to zoom in. A marquee appears. Releasing the mouse button zooms in that area defined by the marquee.
- Drag the **Zoom ratio** slider on the **Attribute Toolbar**.

Note: *Set the window to automatically fit the new zoom ratio by selecting **Adjust window** on the **Attribute Toolbar** for the **Zoom Tool**. This becomes the default for any zoom action performed when using any other tools.*

An image at various zoom levels

Adding a view

After you have zoomed in on an image, it is easy to get lost in a sea of pixels. To help you keep the "big picture" in mind, select **View: Add a View** [**Ctrl+I**]. This creates a new window which is a dynamic "mirror" of the original. When you do any editing in either window, changes are reflected in both.

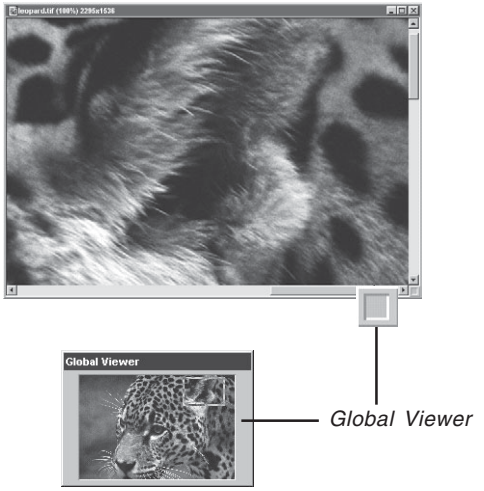


Using the Global Viewer

The **Global Viewer** lets you easily navigate around in an image after you've zoomed in on it.

To reposition the viewer:

1. Click the box that appears at the intersection of the scroll bars in the lower right corner of an image window. This only appears when an image is magnified to a size that is larger than its window. Alternatively, press [**G**] on the keyboard. A thumbnail of the entire image appears.
2. While holding down the mouse button, drag the frame to the area you want to view. If you have used the shortcut method, simply move the mouse to the desired area.
3. Release the mouse button when you see the desired view in the window. If you used the shortcut, click once when you have the desired area.



Viewing images in other modes

- Select **View: Actual View** to display the image at its actual view, with the window sized to fit the image within the workspace.
- Select **View: Maximize at Actual View** to display your image in its actual view (1x) with the window opened at its maximum level within the PhotoImpact workspace.
- Select **View: Fit in Window** to resize the current image to the largest magnification that completely fits in a window.
- Select **View: Full Screen** [**Ctrl+U**] to display the image in full screen mode, hiding the program window, as well as all docked toolbars. This lets you edit images without distractions made by the program window. Use shortcut keys to access tools, and press [**Esc**] to return to normal screen mode.
- Select **View: Remove Menu Bar** to hide the title and menu bars on the PhotoImpact screen, leaving all other screen elements present. Use keyboard shortcut keys to access the menu commands, and press [**Esc**] to return to normal screen mode.

Using the clipboard

The clipboard acts as a temporary storage for different types of data, such as images, text, or sound. However, it only holds data one at a time. Whenever new information is placed in the clipboard, the previous data is automatically overwritten, regardless of where the new data came from.

Performing cut and copy operations

The most common methods for placing data onto the clipboard are by clicking **Cut** [Ctrl+X] and **Copy** [Ctrl+C] on the **Standard Toolbar**, or by selecting their respective commands from the **Edit** menu.

Cut Deletes the selected area or object and places it onto the clipboard. When you cut a selected area, that area in the image is filled with the current background color.

Copy Places a duplicate of a selected area or object onto the clipboard.

> **Note:** *When there is no selection area, both **Cut** and **Copy** apply to the entire image.*

Performing a paste operation

To paste an image, click **Paste** [Ctrl+V] on the **Standard Toolbar**, or choose a command from the **Edit: Paste** submenu after cutting or copying image data to the clipboard. Whenever you paste data into an image, it becomes an object and floats above the base image and all other objects.

> **Notes:**
>
> - *When pasting an object onto an image of a different data type, the pasted data is automatically converted (for example, when pasting a True Color image into an Indexed 16-Color image). This may cause extreme change in color.*
> - *When pasting an image, it is placed pixel-on-pixel. If your source and target images are at different zoom levels, the clipboard image may appear to be enlarged or reduced after pasting.*
> - *All **Paste** commands are disabled if the clipboard is empty or its contents are not supported in PhotoImpact.*

Pasting images as objects

Select **Paste: As Object** [Ctrl+V] to paste an image as a separate object. The image is pasted at the top left corner of the current view. For details on objects, please see *page 125*.

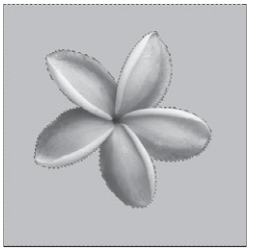
Pasting images into a selection area

After copying image data to the clipboard, you can now paste the contents to any selection area.

To paste image data into a selection area:

1 Select an area on the image where you want to paste the clipboard image into.

2 Select **Edit: Paste - Into Selection**. The clipboard image appears inside the selection and remains attached to your mouse.



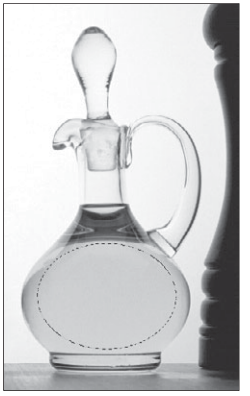
> **Note:** *Press **[Esc]** to undo (before you have finished the pasting operation). The contents in the clipboard are not removed.*

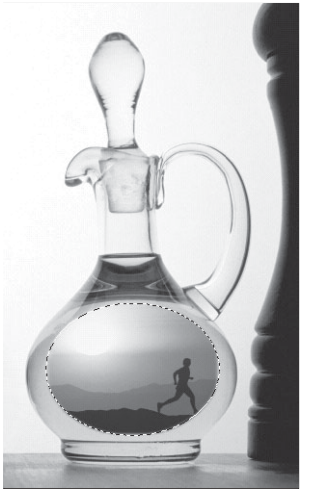
3 Move your mouse around to position the clipboard image in the desired selection area.

4 Click to anchor the clipboard image in the selection area.

Pasting images to fit into a selection area

Select **Paste: Fit into Selection** when you want to paste the clipboard image inside a selection area so that the entire image fills the selection. Try to make sure that the clipboard image and the selection area are about the same size. If the sizes vary greatly, then the quality of the clipboard image is affected by resampling (resizing) to fit the selection.





The original selection (left), the image to be pasted into the selection (middle), and the final result

Pasting images as new images

Select **Paste: As New Image** to paste a selection in its own image window. Alternatively, you can drag an object from an existing image to the workspace. This is useful when you want to save an object or selection area as its own image, or when you have copied an image from another program and want to place it in its own window.

Pasting images beneath the mouse pointer

Select **Paste: Under Pointer** to place the clipboard image onto the base image wherever you click your mouse. This is useful when you know where to exactly anchor the clipboard image.

The Clipboard submenu

The following clipboard commands are available under **Edit: Clipboard**.

- **Load** Brings an image file onto the clipboard.
- **Save** Stores clipboard image data to a file.
- **Display** Shows the current clipboard image in a Windows clipboard viewer. To close the clipboard viewer, press any key or click your mouse.

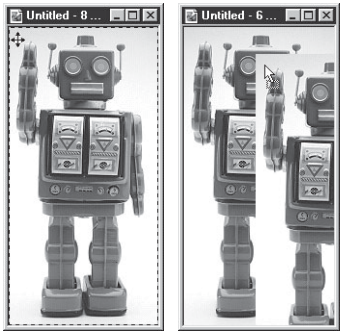
Duplicating images

As you work with an image, you may find the need to make copies of it. This can be useful because you can edit the copies without having to worry about causing any damage to the original image. Whenever you duplicate an image, a copy of it opens in a new window. One method to do this is using the **Edit: Duplicate** submenu. You can choose from duplicating any of the following:

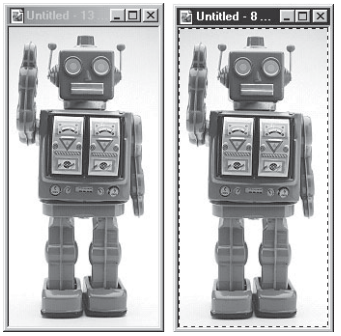
- **Base Image with Objects** [**Ctrl+D**] Duplicates the entire image, including the base image and all other objects.
- **Base Image with Objects Merged** Duplicates the image with all the objects merged onto the base image.
- **Base Image Only** Duplicates the base image only.

To duplicate an image by using the mouse:

1. With the **Standard Selection Tool** active, right-click an image and select **All** from the resulting pop-up menu to select the entire image. (Make sure you have **Selection: Preserve Base Image** [**F5**] selected.)
2. Click and drag the image onto an empty space in the program window.



3 Right-click the image and select **Merge** from the resulting pop-up menu.



Notes:

- *If **Preserve Base Image** is cleared, you can still duplicate an image by pressing **[Ctrl]** as you drag the selected image to an empty workspace.*
- *To copy part of an image, use any **Selection** tool to choose any part you want to duplicate and drag it to an empty workspace.*

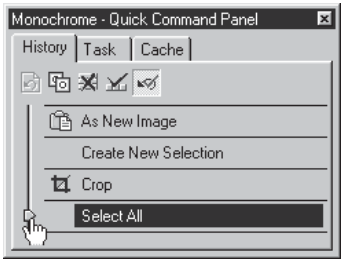
Recovering from mistakes

PhotoImpact keeps track of actions and commands used in editing images. A maximum of 200 levels of **Undo** and **Redo** commands can be set in **File: Preferences**, to help you monitor all the changes made since you last saved your document. There are four ways to recover from mistakes:

- To reverse the most recent action, click **Undo** [**Ctrl** + **Z**] or **Redo** [**Ctrl** + **Y**] on the **Standard Toolbar**.
- To reverse a sequence of actions to a specific step, select either **Edit: Undo Before** or **Edit: Redo To**. From the submenu, select the desired action. All actions prior to the action selected will be undone/redone.
- To cancel all changes made to the image since it was last saved, select **File: Restore**. This closes and reopens the file in its last saved state.
- To undo any changes made in the image, click the desired action in the **History Tab** in the **Quick Command Panel**. To redo any changes, choose the desired action by moving the slider down. All actions prior to the item selected will also be undone/redone. The number of actions displayed in the **History Tab** is equal to the number of **Undo** and **Redo** levels set in **File: Preferences**.

Notes:

- *To remove all actions in the **Undo Before** and **Redo To** submenus, select **Clear Undo/Redo History** from the **Edit** menu. This removes all actions permanently.*
- ***Restore** cannot be undone, so it is advisable to duplicate an image before restoring it. For more on duplicating images, see page 59.*



*Moving the slider in the **History Tab***

Cropping an image

Cropping trims the edges of an image and removes unwanted areas. To crop an image, select the area you wish to retain and select **Edit: Crop** [**Ctrl+R**]. **Crop** references crop dimensions, even if there are multiple objects in a document, or if the crop area covers only part of a selection. To have better control on the crop dimensions, use the **Crop Tool** in the **Tool Panel** instead. It provides you the capability of defining crop dimensions based on a selected area together with other objects present in the image. Another very important function it has is that it allows you to save the crop dimensions information to the **EasyPalette**, so you can use the same exact settings for trimming other images in the future.

Notes:

- *If you select a non-rectangular area, the image is cropped to the smallest rectangle that can contain the selected area.*
- *When cropping the base image, all objects are not merged.*
- *Use either **Auto-process Crop** or **Post-processing Wizard** to quickly crop an image that has extra space along its borders.*

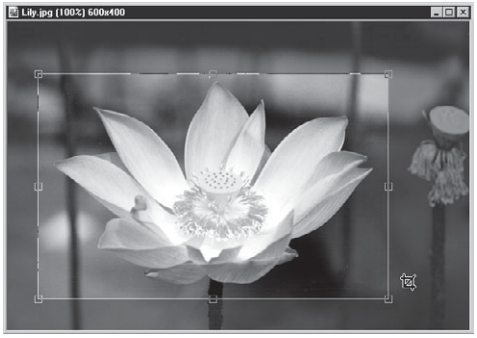
To use the Crop Tool:

1 Click **Crop Tool** in the **Tool Panel**.

2 Make a selection on your image. By default, all areas to be cropped will be covered by a semi-transparent shield.

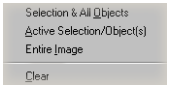
You can make adjustments to your crop area by dragging the corners of the crop bounding box.

3 Alternatively, you can use preset crop shapes by clicking **Shapes** and making a selection. This feature does not actually give an exact-size crop, but provides a specific ratio of the crop shape.



Note: *To retain crop proportions even when adjusting, click **Keep aspect ratio** on the **Attribute Toolbar**.*

4 To determine where the crop will be applied, click **Options** on the **Attribute Toolbar.** You can choose between cropping **Selection & All Objects**, **Active Selection/Object(s)**, or **Entire Image**.



5 Click **Crop** or press [**Enter**].

Notes:

- *To reset the crop bounding box or cancel the crop action, press **[Esc]**.*
- *To reposition the bounding box, move your mouse within the bounding box. When the pointer changes to a 4-directional arrow, drag selection to the desired position.*
- *Click **Add** to save the current settings to the **EasyPalette**. From the EasyPalette, double-click or drag-and-drop to apply saved settings to an image(s).*

Perspective Crop

Cropping an image doesn't have to be limited to rectangles or squares. Use the **Perspective Crop Tool** to diagonally stretch points of the traditional bounding box and create a shape that brings an illusion of change in angular view or perspective. This is especially useful when straightening images that have become distorted due to poor camera angle selection or cropping.

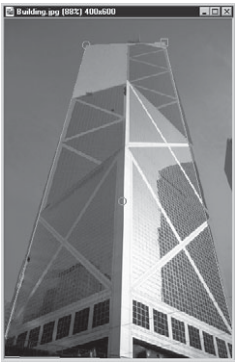
To use the Perspective Crop Tool:

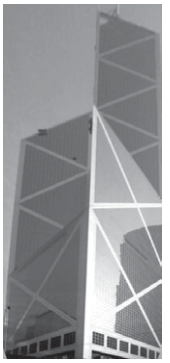
1 Click the bottom arrow of the **Crop Tool** in the **Tool Panel**. Select the Perspective Crop Tool from the drop down menu.

2 Make a selection on your image and then click **Perspective** on the Attribute Toolbar. Adjust the four points of the crop bounding box independently by dragging the handles along the corners to create your desired crop shape.

3 To determine where the crop will be applied, click **Options** on the **Attribute Toolbar.** You can choose between cropping **Selection & All Objects**, **Active Selection/Object(s)**, or **Entire Image**.

4 Click **Crop** or press [**Enter**].





Resizing an image

You can resize an entire image in two ways. The method that you choose depends on the desired quality and the target destination for the image.

Changing resolution

Resolution determines the physical size of an image by defining the size of its constituent pixels. This method changes the number of pixels that appear per unit area. For example, increasing the resolution places more pixels closer together, thereby reducing the size of the image, while decreasing the resolution places pixels farther apart, thus making the image larger. In this way, you can resize an image without actually changing the number of pixels the image contains. As such, you are able to retain the original quality of the image. With no pixels being added or deducted, the image file size remains unchanged.

> **Note:** *Defining a new resolution does not change the appearance of the image on-screen. Changes will only be apparent when you print the image or place it into another program that reads the resolution.*

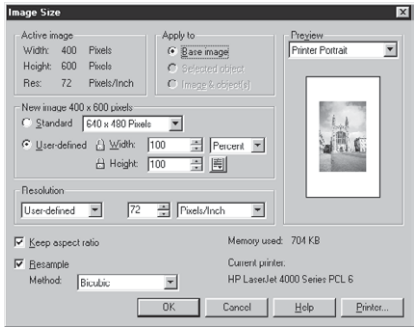
To change an image's resolution:

1 Select **Format: Image Size**.

2 Turn resampling off by clearing **Resample method**. By doing this, PhotoImpact will automatically adjust image size according to the adjustments you made in the resolution (next step).

3 In **Resolution**, choose between **Display** (on-screen presentation), **Printer** (print the image on black and white), or **User-defined**. Specify the value and unit of measurement.

4 Click **OK**.



> **Note:** *For units of measurement, the only units available are pixel/inch and pixel/cm.*

Changing dimensions by resampling

When you open images, their size on screen is determined by your screen resolution and the number of pixels the images contain. **Image Size** allows you to adjust the number of pixels in an image. As resampling changes the image's number of pixels, the file size is modified correspondingly.

Use **Resample** when:

- Changing the size of an image as it is displayed on screen.
- Making the file size of an image smaller so that it takes less time to import it into another application and print it from there.
- Resizing or distorting an image.

To resample an image:

1 Select **Format: Image Size**.

2 In **Apply to**, select which objects are being resampled. If the image contains multiple objects, you can choose whether to resample only selected objects, or all objects including the base image.

3 Specify the target dimensions for resampling in **New image**. You can choose between specifying **Standard** image sizes or **User-defined** ones. Use **Preview** to check the effect of the new settings with reference to size and target output.

4 Select **Resample** and method of resampling.

5 Click **OK**.

> **Tip:** *PhotoImpact uses a resample method (interpolation algorithm) to add new pixels based on the existing pixels (color squares) in an image.* ***Bicubic*** *produces a fine and softer image using the smallest file size,* ***Bilinear*** *produces a soft image while* ***Nearest Neighbor*** *produces a sharp image with the largest file size.*

Nearest Neighbor

Bilinear

Bicubic

Making a screen capture

PhotoImpact Capture can take screen shots of any images on your screen, including the PhotoImpact program window, just like a real world camera. You can specify capture options in order to save you editing time.

To start capturing an image:

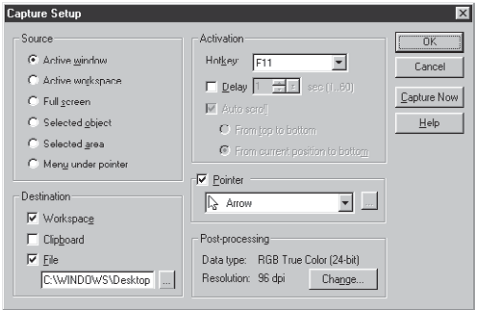
1 Select **File: Capture - Setup**.

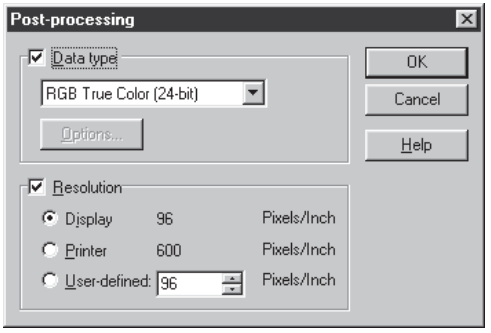
2 Set the default options for capturing.

- **Source** Determines what and where to take the screen shot in your monitor screen.
- **Destination** Specifies where to send the captured image(s).
- **Activation** Determines the control you choose to start the capturing process. You can also set the **Delay** time between pressing the capture **Hotkey** and when the actual capturing begins. Select **Auto scroll** for capturing the length of image, text, and HTML documents beyond what is shown in the window.
- **Pointer** Allows you to include your mouse pointer icon in the capture. You can also set it to capture application-specific and custom pointer icons as well.
- **Change** Automatically changes the original resolution and data type to best suit your purpose when capturing. (If you do not set one, **Capture** uses the current display settings.)

3 Click **Capture Now**. If you don't want to capture images yet, click **OK** instead. Select **File: Capture - Start** when you're ready to capture.

4 Depending on your capture settings, press the **Hotkey** specified in **Activation** to start capturing images.





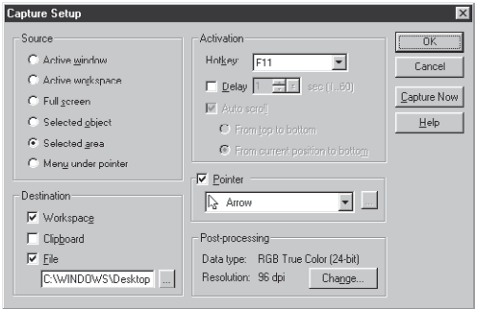
Note: *If you chose to capture a* ***Selected area****, you will have to define an area by clicking the mouse on the starting point of the selection and then drag it to enclose the area in a rectangle.*

To capture a selected area:

1 Select **File: Capture - Setup**.

2 Under the **Source** options, choose **Selected area**. You can also modify other capture options, if necessary.

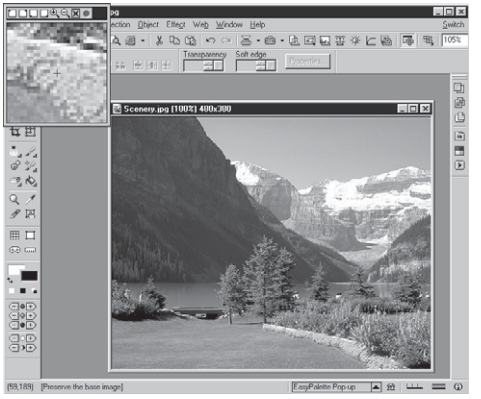
3 Click **Capture Now** to close the dialog box.



4 Locate the area that you want to capture. You can capture any area on the screen, including the PhotoImpact program window, other program windows, overlapping windows, or the entire Desktop.

5 Take the screen shot by pressing the **Hotkey** specified in **Activation**. A small viewer window appears. This window offers controls on the top edge that guide you when capturing. Among other functions, this allows you to:

- Move the viewer window around the four corners of the screen by clicking any of the four buttons on the upper left of the window.
- Disable the window but continue to capture by clicking **Close**.
- Disable the window and exit the screen capture function by clicking **Stop** or pressing [**Esc**].



6 Click once to mark the starting point - when you move the cursor, a rectangle appears, letting you specify the area to be captured. After marking the desired area, click again to signify the end point of the selection area.

Note: *If the small viewer window gets in the way of what you want to capture, you can either move it around the four corners of your monitor screen or close it.*

To capture a selected object:

1 Select **File: Capture - Setup**.

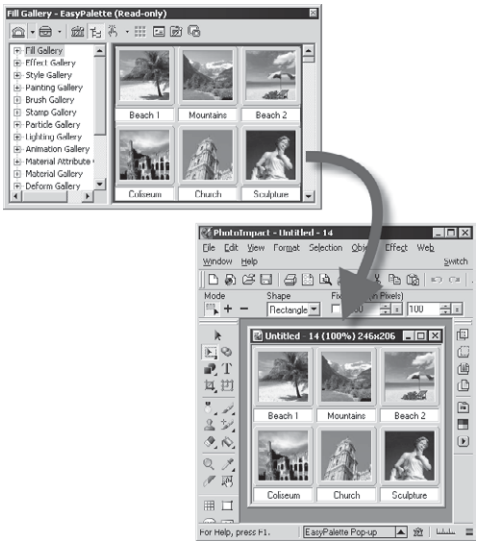
2 Under the **Source** options, choose **Selected object**.

3 Click **Capture Now** to close the dialog box.

4 Take the screen shot by pressing the **Hotkey** specified in **Activation**. The program then "divides" the active window into separate objects for each button, menu, or workspace. The mouse pointer changes from an arrow icon into a circle with crosshairs inside it.

5 Select the object you want to capture by placing the cursor directly over the object. You can tell if the object has been selected by the presence of a black border surrounding it.

6 Click once to capture.



Capture selected object with EasyPalette as object (highlighted in black) and resulting capture

Advanced concepts

Now that you've learned the basic PhotoImpact commands and operations in the previous section, get ready to take on some advanced operations that make working with PhotoImpact a lot easier and less complex. In this section, you will learn how to work with multiple files, import images from other sources, export files into other formats, and work with parts of images and put or "stitch" them together.

Applying commands to multiple files

When working with a large number of files, you will often want to edit, save, or perform the same commands on some or all of them. To save time and effort, PhotoImpact provides you with a number of options that help you perform the same commands across a number of files.

Batch Manager

Batch Manager displays file names and thumbnails of all images that are open in the workspace, including all commands that can be applied.

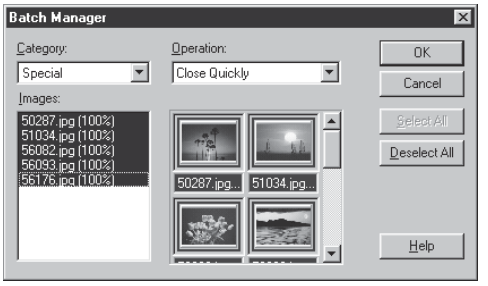
To process images with Batch Manager:

1 From the **AccessPanel**, click **Document Manager.** You'll find all open documents displayed as thumbnails.

2 From the list of open documents, select the ones where you want the operation applied. You can select multiple documents by holding [**Shift**] while clicking.

3 Click the arrow beside **Batch Manager**. This displays the pull-down menu listing all available commands.

4 Select the command you want to apply, then click **OK**.



Notes:

- *Clicking the Batch Manager icon instead of the arrow next to it performs the last specified batch command. To find out what the last command is, place the mouse pointer over the icon for a few seconds.*
- ***Batch Manager** can also be accessed by selecting **Window: Batch Manager**.*

Batch Convert

Batch Convert offers a convenient way of converting image files (including an entire folder of image files) without having to actually open them one-by-one in any image editing program.

To batch convert files:

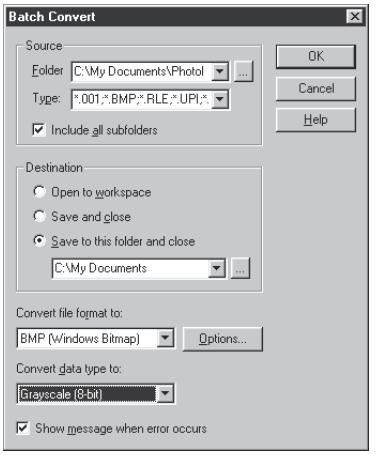
1 Select **File: Batch Convert**.

2 Select the folder or files for conversion in **Source**. **Type** determines what file formats are included in the conversion process.

3 Select where to send the converted files by specifying options in **Destination.**

4 Select the file format or data type conversion method.

5 Click **OK**.



Note: *You can do the same by using the **Browse Manager-AccessPanel**. Simply select the images for processing and click **Batch Convert**, then select the operation desired. It's easier and much more convenient.*

Import/Export

RAW is a useful file format for transferring files between applications and computer platforms. It supports CMYK, RGB, and Grayscale data types with alpha channels and multichannel, Lab, indexed-color, and duotone files without alpha channel. It is designed to save image data in undocumented formats like those created by scientific applications. You can import/export RAW data into PhotoImpact and convert it into images that you can modify.

To import RAW data:

1 Select **File: Import - RAW Import**.

2 Locate the RAW file you want and click **Open.** The **Import RAW File** dialog box opens displaying file information and opening options.

3 Click **OK**.

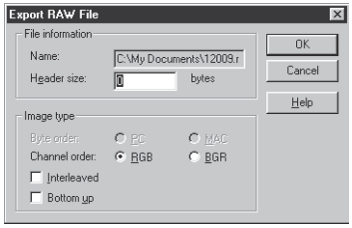
To export RAW data:

1 Select **File: Export - RAW Export**.

2 Enter a file name and click **Save**. The **Export RAW File** dialog box opens.

3 Specify the **Image type** options for saving.

4 Click **OK**.



Export to SVG

PhotoImpact takes digital imaging one step further into the future by letting you export your images as Scalable Vector Graphics (SVG), the newest file format under development which is seen as the next important standard in Internet graphics.

SVG saves an image's information as lines and paths, instead of bits of information (bitmap), making it look crisp and clear in any resolution. You can magnify SVG images without experiencing the jagged lines characteristic of raster or bitmap graphics. In addition, SVG files take significantly less disk space than its JPEG or GIF counterpart, and lessens download time.

Notes:

- *Due to the present developmental limitations of SVG, some images may be too complicated to export to SVG format. In these cases, PhotoImpact automatically saves them as raster images if* ***Ignore the objects exported as raster images*** *is not selected.*
- *SVG files can only be viewed through Internet browsers with SVG-compatible plug-ins, so make sure you have such a plug-in installed in your software. For details on your browser's SVG compatibility, please refer to your browser's documentation.*

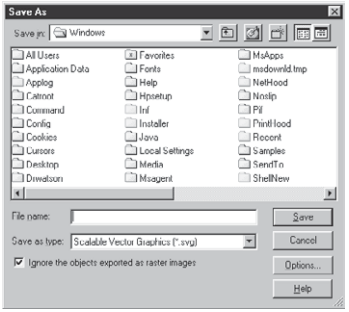
To export an image into SVG:

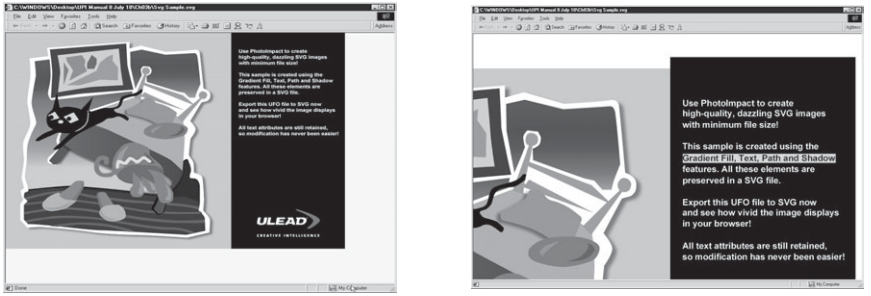
1 Select **File: Export – SVG Export**.

2 Select the folder where you want to save the image in **Save in**. Enter the name for saving in **File name**.

3 Click **Options** to specify the output and compression settings for the image.

4 Click **Save**.





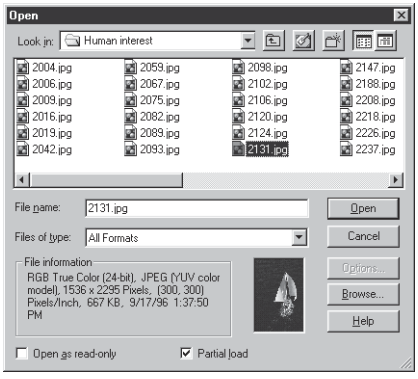
An example of an SVG image as viewed through a Web browser. Like HTML text, SVG text can also be highlighted and copied. At right, the same image magnified four times. There is no loss of quality even when object is zoomed.

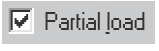
Partially loading images

Working with large images is sometimes frustrating while you wait for the screen to redraw every time you create a selection, apply an effect, or use the **Brush** or **Clone Tool**. **Partial load** speeds up your editing process by displaying only the area you want to modify.

Notes:

- ***Partial load*** *can be applied to almost all file formats readable by PhotoImpact except *.UFO files or files with a saved selection area.*
- *RGB 48-bit and Grayscale 16-bit images do not support* ***Partial load****.*

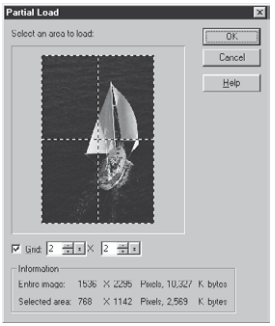




To partially open a file:

1 Select **File: Open** [**Ctrl+O**]. Select **Partial load** and then click the files to open. (Select files with [**Shift**] to select a range of files or [**Ctrl**] to randomly select multiple files.)

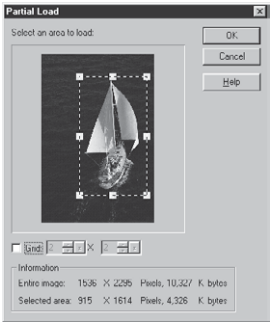
2 Click **Open**. The image is divided into grids. Selecting **Grid** divides the image into equal parts. Enter values for the number of grid columns and rows.



> **Note:** *To select a custom area to load, clear* ***Grid****. Click the image and drag the handles of the frame to select an area of the image.*

3 Click **OK** to close the **Partial Load** dialog box. The selected area opens in the workspace.

Now you can edit the loaded selection area. Once you have finished editing, save the image as usual. If you change the data type or dimensions of the partially loaded area, you must save it as a new image.



Stitching images together

There are a number of instances in which your image may not be in one piece. For instance, an image might be too big for a scanner. Or maybe you want to create a panorama image from separate photos. It's also possible that you have made separate screen captures of an image whose dimensions extend beyond that of the monitor. Whatever the case, **Stitch** lets you accurately and efficiently reconstruct an image from multiple pieces.

The way in which you use Stitch to join image strips depends entirely on the condition of the images you have. For this reason, Stitch provides multiple options and controls for both manual and automatic stitching, giving you pixel-level control for seamless joining of images. You can:

- Set auto-stitching parameters to make automatic matches and align a floating image over an active image.
- Drag a floating image until it matches up with an active image.
- Define the reference point in each image to align the two images.

- Select **Auto fine-tune** to help the images snap into the correct relative position when manually stitching photos.
- Set the transparency of the floating image to aid manual stitching and to define how images are combined in the overlap area.

Notes:

- *You can only join images that share the same data type and are either Grayscale or True Color.*
- ***Stitch** only works with base images; objects cannot be stitched. To stitch an object, it must first be merged onto the base image.*

Automatic stitching

Use **Auto-stitch** to make a fast and easy way to stitch two images together. This option works for a wide range of images and is useful for images that show a lot of detail and are fairly clear.

To stitch two images automatically:

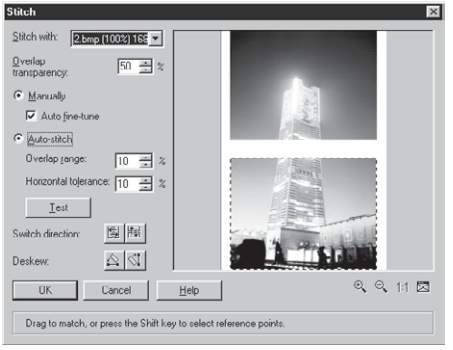
1 Open the images you want to join together in the workspace and make one of them active.

2 Select **Edit: Stitch**.

3 Using **Stitch with**, select the image you want to join to the active image. (If you can't see all the images to join in the preview, use the zoom options below the preview window.)

4 Use **Switch direction** to swap the positions of the images.

5 Select **Auto-stitch**, and enter the values in **Overlap range** (percentage of overlap) and **Vertical/Horizontal tolerance** (misalignment of two images).



Note: ***Overlap range** or **Vertical/Horizontal tolerance** values that are off by more than 50% of the image size prevent **Auto-stitch** from properly joining image strips.*

6 Click **Test** to preview the auto stitched image.

7 Click **OK**.

Manual stitching

The manual stitching option joins images in unusual ways to create interesting special effects, such as creating a mirrored effect by placing the same image against itself or a flipped version of itself.

To stitch two images manually:

1 Follow steps 1 through 4 of automatic image stitching (see previous page).

2 Drag the floating image until you are satisfied with its position.

3 Click **OK**.

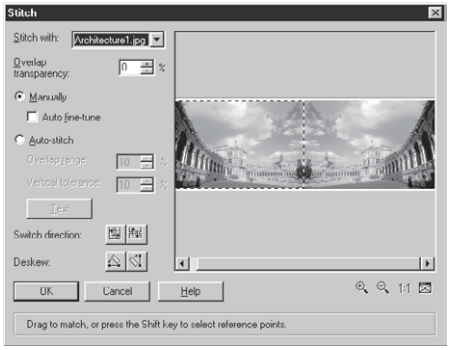


IMAGE EDITING

Having learned the fundamental components and commands of PhotoImpact in the previous chapter, get ready to learn advanced techniques in editing images. Learn how to make quick fixes to digital camera photos using the ExpressFix feature. Know more about the various tools for color and lighting correction, including color cast removal, the use of image brightness and contrast, hue and saturation values, exposure levels, and noise and other image imperfections. This chapter also shows you how to use the Color Panel, as well as the different Paint, Fill, and Clone Tools.

In Chapter 4 you will learn:

Automatically enhancing an image 76
Enhancing digital camera photos using ExpressFix 77
Understanding color correction 79
High Dynamic Range 86
Using the Retouch Tools 90
Using the Painting Tools 92
Using the Color Panel 97
Using the Fill Tools 102
Using the Tool Panel color tools 107
Cloning parts of an image 110
Saving a tool's attributes to My Gallery 111

Automatically enhancing an image

The Auto-process commands are used for automatic and intelligent control over image appearance. It automates the format process and lets PhotoImpact estimate and apply changes needed to enhance images accordingly.

The commands under Auto-process include the following:

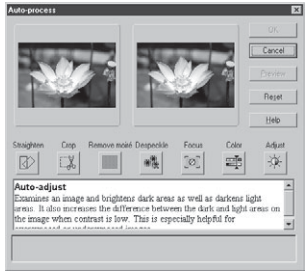
- **Level** Adjusts the image's tone map to meet the full tonal spectrum.
- **Contrast** Adjusts the Brightness of the image, and retains the original Hue and Saturation setting.
- **Adjust** Adjusts Brightness and Saturation by stretching the colors to fit the available gamut. Hue settings remain unchanged.
- **Color** Adjusts Hue, Saturation and Brightness settings.
- **Focus** Adjusts the image by softening sharp edges and enhances dull areas. Works well with both sharp and blurred images.
- **Straighten** Automatically rotates the image and straightens it to an absolute horizontal or vertical position.
- **Crop** Removes white space from the edges of the image.
- **Enhance** Automatically adjusts and smoothens tone to improve overall image quality.

To apply an Auto-process command (other than **Batch**) to your image, simply select an item under the Auto-process submenu.

Auto-process - Batch

Auto-process - Batch is a convenient way to apply multiple enhancements to your image at the same time. By selecting Auto-process-Batch, PhotoImpact will apply the commands in the specified order.

For a detailed description of each command, refer to the dialog box definition that is displayed when you select a particular process.



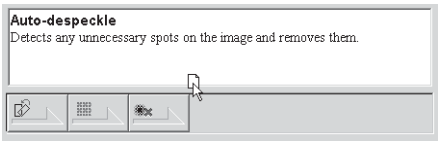
To use Auto-process - Batch:

1 Select **Format: Auto-process - Batch [Ctrl+F9]**.

2 Click the **Auto-process** option(s) you want to apply.

3 To remove an option, click its button again or drag it off the queue at the bottom of the dialog box.

4 Click **OK** to apply the Auto-process option(s) to the image.



Note: *Most of the options in the **Auto-process** dialog box can be accessed independently by selecting their respective commands on the **Format: Auto-process** submenu.*

Enhancing digital camera photos using ExpressFix

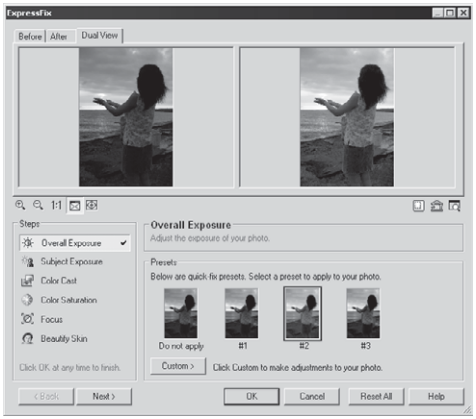
ExpressFix is a timesaving tool that provides quick fixes to common digital photo problems such as improper color, unbalanced exposure, and out of focus conditions. Through a step-by-step interface, ExpressFix analyzes photos and presents various options to fix them. It also features Beautify Skin, which allows you to smoothen skin tones of portrait photos.

To use ExpressFix:

1 Select **Effect: Photographic – ExpressFix**.

2 Photo enhancement options are presented as steps. Under **Steps**, you can apply these enhancements to your image:

- **Overall Exposure** Adjusts brightness and contrast of the whole image.
- **Subject Exposure** Adjusts the brightness of subject or background separately.
- **Color Cast** Adjusts the color temperature, making it cooler or warmer.
- **Color Saturation** Adjusts color hues.
- **Focus** Adjusts from soft to sharp focus.



ExpressFix dialog box - Presets

- **Beautify Skin** Retouches skin areas by removing blemishes, softening its tone, and changing its color.

Click to select a step and make adjustments. While in a particular step, click **Do not apply** if no enhancement is needed.

3 Under **Presets**, click a thumbnail to apply a quick fix.

4 For finer adjustments, click **Custom**. Under **Custom adjustment**, the center thumbnail shows the current state of your photo and the surrounding thumbnails represent different changes that can be applied. Click the thumbnails to apply changes.

> **Note:** *Thumbnail variation determines the incremental changes for the thumbnails. Drag the slider up or down to have a lesser or greater application of changes.*

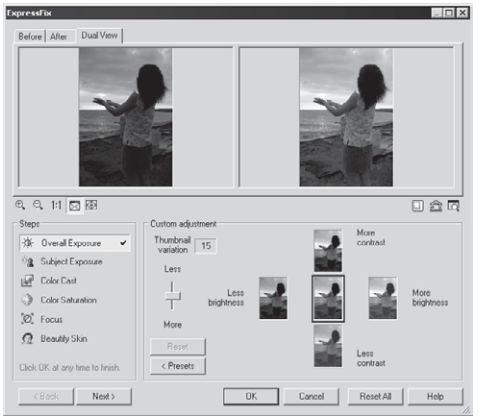
If results are not satisfactory and you want to remove the custom adjustments in a step, click **Reset**.

If you go back to the Presets section, a **Custom** thumbnail is added.

5 When you have applied changes in a step, a check mark will be displayed in that step. Click **Next**, or to skip steps, just click a desired step.

6 To go back to previous steps, click **Back** or "jump" to a specific step. Since ExpressFix applies enhancements in the order specified under Steps, enhancements after the current step will be removed from the image when you go back to previous steps. Before you exit the dialog box, remember to click on the remaining steps to reapply them.

7 The last step is **Beautify Skin**. If you have a portrait photo that needs skin retouching, you can make the following adjustments:



ExpressFix dialog box - Custom adjustment

Before enhancing with ExpressFix

After enhancing with ExpressFix

- **Skin tone**

  Click in the Before view to select a skin tone. Then under Skin softening settings, adjust skin tone to the desired **Level**.
- **Complexion**

  Under Style, select a type of complexion and adjust the **Level** of application.

8 When you are satisfied with all the enhancements, click **OK**.

> **Note:** *Click **Reset All** to restore all options to their default values.*

Before applying Beautify Skin

After applying Beautify Skin

Understanding color correction

There are some things to take into consideration when dealing with digital pictures and scanned images. Factors like overexposure, underexposure, poor lighting, or incorrect tint may cause these images to appear differently from the original source. By using the color correction tools in PhotoImpact, you can remove most of the problems associated with color and lighting to produce stunning images that are sometimes better-looking than the original.

Using the color correction commands

PhotoImpact provides several color correction commands in the **Format** menu that can be applied to selected areas, objects or entire images. However, some of the commands are not applicable to certain data types or they cannot be applied to selected areas in certain data types.

- **Style** Allows you to select a custom mood for your image by adding a tint or replacing a selected color's tint.
- **Level** Adjusts the tonal range of an image by adjusting the intensity levels of the image's shadows, midtones and highlights. The histogram serves as a visual guide for adjusting the image's Black, Gray and White tones.
- **Brightness & Contrast** Allows you to fine-tune the luminance of an image by brightening or darkening each pixel in the image.
- **Color Balance** Takes all the colors in an image and adjusts them based on two colors specified by the user to make them appear more balanced. The Color Balance dialog box has two tabs for correcting the color balance:

  Smart Allows you to choose a color in an image and to shift it to the desired color. All the colors in the image will be shifted based on these two colors.

  Preset Allows you to shift the colors according to thumbnail images.

- **Color Adjustment** Fine-tunes your image's colors by adjusting levels between Cyan, Magenta, and Yellow and Red, Green, and Blue color properties.
- **Color Cast** Corrects the unwanted color cast that different lighting conditions could give your pictures.
- **Hue & Saturation** Allows you to adjust the hue and saturation properties of an image. Adjusting the hue affects color. Adjusting the saturation either intensifies or washes out colors. Adjusting Lightness affects the brightness of the image.
- **Focus** Adjusts the image's overall convergence to sharpen or blur it.
- **Tone Map** Adjusts the overall tone or brightness channel of the image.
- **Highlight Midtone Shadow** Redistributes the tone adjustment in an image to take advantage of the full tonal range. This is used to add, emphasize, or remove shadows; improve contrast; and enrich highlights.
- **Invert** Changes each pixel color to its complimentary color. This is similar to creating a photograph negative, only without the orange mask present in film.
- **Posterize** Adjusts images by reducing the number of tones into a specific number, with each pixel remapped to the nearest specified level, producing a dynamic, posterlike effect.
- **Color Replacement** Allows you to replace selected colors (and similar variants) With another color of your choice.
- **Histogram** Displays the tone distribution of either the entire image or just the selected area of your image.
- **Threshold** Separates the image pixels into black or white extreme values.
- **Equalize** Automatically adjusts your images that are too dark.
- **Calculation** Merges specified color channels of an image file or files to produce a new image that shows remarkable depth. When using different images, both images must have the same pixel dimensions.

When you choose a color correction command, a dialog box opens displaying sample thumbnails of the currently active image, object or selection area. Some commands display nine thumbnails and allow you to move through all possible settings by clicking each thumbnail accordingly. Other functions have the **Dual View Tab** that allows you to view the original image side by side against the image with the enhancements applied.

Notes:

- *Applying color correction to a selection area converts it into an object.*
- *To jump directly to the Options dialog box, select **Don't show these quick samples next time**. To set quick samples view as default again, select "Display quick samples" in **File: Preferences - General - PhotoImpact** category.*
- *You can also apply color correction by selecting presets in **EasyPalette**'s Effect Gallery.*
- *In a color correction dialog box, you can use a specific area of an image as a guide when adjusting. Click **Thumbnail** to change the selected portion of concentration. Remember that any modification will be applied to the entire image, selection, or object, regardless of the area represented by the thumbnail.*

To adjust an image using Level:

1 Select **Format: Level**.

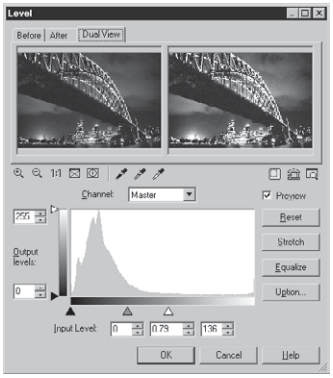
2 Adjust entire color distribution through **Input Level**. The left anchor controls the distribution of black, the right controls white, while the middle adjusts the gamma.

3 Use **Output levels** to adjust the color range.

4 Click **Stretch** to locate the black and white points in the luminosity distribution by clipping the range. Use the histogram data to further adjust the image. You can change the clipping range by clicking **Options**.

5 You can also use **Equalize** to redistribute the brightness values of the image. This command automatically adjusts images that are too dark.

6 Click **OK** to apply the changes or **Reset** to go back to the image's original settings.



Using Level, the image at the right shows improved depth

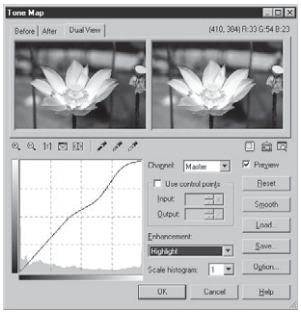
To adjust an image using Tone Map:

1 Select **Format: Tone Map**.

2 Choose a color channel and select an **Enhancement** method to work on.

3 In the mapping window, drag the line to remap the color distribution according to your needs. The gray graph shows the current distribution of colors in the image. The line shows how colors will be mapped to the image after clicking **OK.** The horizontal axis represents the current image color values and the vertical axis represents the final ones.

4 Click **OK** to apply changes or **Reset** to reverse all previous actions and restore the image in its original state.



Applying Tone Map using Highlight Enhancement

To adjust the brightness and contrast in an image:

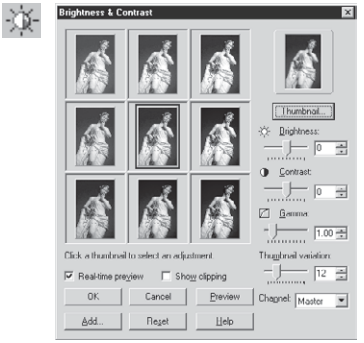
1 Select **Format: Brightness & Contrast** [**Ctrl+B**].

2 Click a thumbnail. The center thumbnail is replaced accordingly. Use the sliders for finer control of the adjustments.

> **Note:** *Clear* ***Real-time preview*** *to improve the speed in which the thumbnails are redrawn after each selection.*

3 Click **Add** to place the adjustments in the **EasyPalette** for later use.

4 Click **OK** to apply the adjustments to your image.



To adjust the color balance of an image:

1 Select **Format: Color Balance** [**Ctrl+L**].

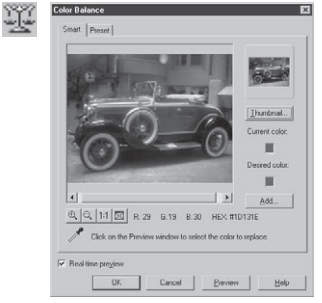
2 Click the **Smart Tab**. This allows you to define a specific color to change in order to improve image appearance. To adjust all the colors in the image in proportion, use the **Preset Tab**.

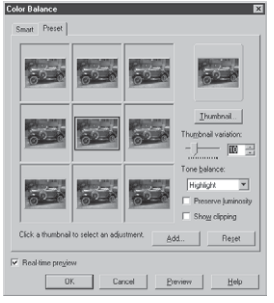
3 Click the **Desired color** square to open the **Ulead Color Picker** dialog box for specifying the replacement color (right-clicking opens the **Color Picker** pop-up menu.)

> **Note:** *To simultaneously apply the new settings to the image in the workspace, select* ***Real-time preview****. If, however, the image is extremely large, this will slow down performance because of the resampling process.*

4 Click the spot on the image that represents the color to change (the **Pointer** changes into the **Eyedropper Tool** when you move your mouse over the image).

5 Click **OK**.





Color Balance dialog box with Smart & Preset Tabs

To remove color cast:

1 Select **Format: Color Cast**.

2 Make sure **Color Picker** under the preview window is pressed.

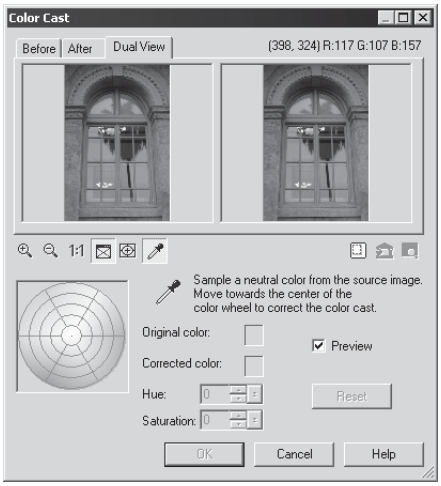
3 Pick a color on the source image that should be the **neutral tone** (an area that should be pure white, gray or black but is not, because of the color cast). The cursor changes to a color picker shape when it moves over the source image.

4 After selecting a color, a control point appears on the color wheel. The color wheel has a maximum of 50% saturation for each color at the edge of the circle, with neutral gray at the center (where red, green, and blue values are equal).

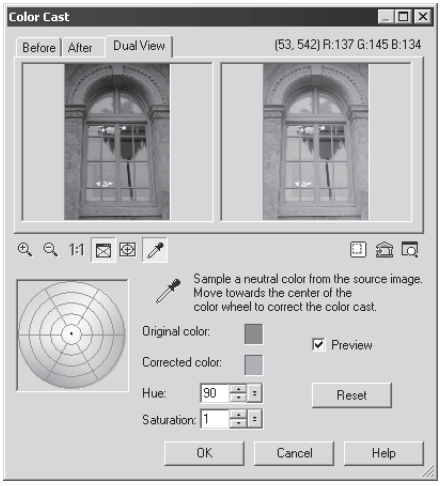
> **Note:** *If the selected color is outside the saturation range, click inside the color wheel and adjust by dragging the control point.*

5 To correct the color cast, drag the control point to the center of the color wheel or lower the saturation settings. The easiest way is to click the center of the color wheel, especially if no neutral tone is found. To refine corrections, adjust the **Hue** and **Saturation** settings.

6 When you are satisfied with the results, click **OK**.



Selecting a neutral tone



Color cast removed

To adjust hue and saturation in an image:

1 Select **Format: Hue & Saturation [Ctrl+E]**.

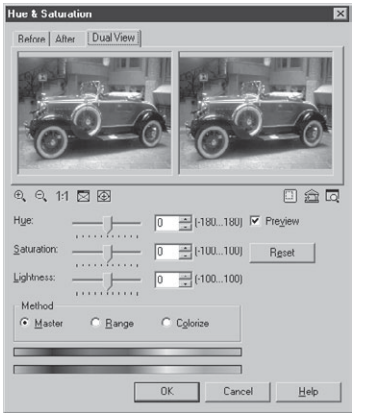
2 Select the **Dual View Tab** to be able to view the before and after image when you adjust the settings.

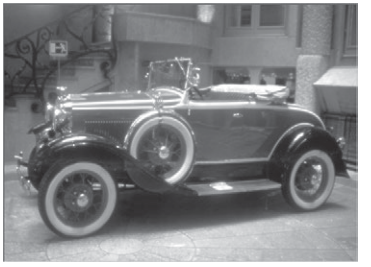
3 In the **Method** option, select the reference for adjusting the image colors. **Master** adjusts all the colors in the image based on those contained in the image. **Range** blocks only the sections of the color bar where editing is applied. **Colorize** makes the image appear in different tones of a single color, making it appear like a monochrome image.

4 Drag the sliders and watch the preview window to see how the new settings are affecting the image so far.

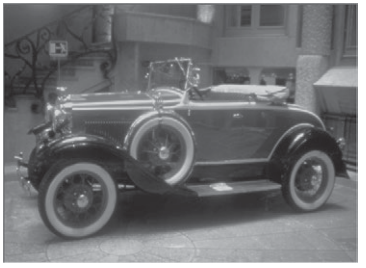
5 Click **Add** if you want to save adjustments to the **EasyPalette** for future use.

6 Click **OK**.





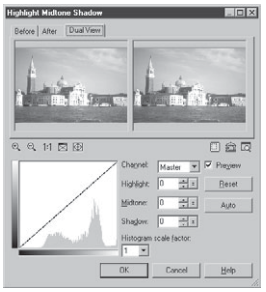
Master



Range

Colorize

To adjust Highlight, Midtone, and Shadow in an image:



1 Select **Format: Highlight Midtone Shadow** [**Ctrl+Shift+H**].

2 Select the **Dual View Tab** to be able to view the before and after image when you adjust the settings.

> **Note:** *To simultaneously apply the new settings to the image in the workspace, select* ***Preview****. If, however, the image is extremely large, this will slow down performance because of the resampling process.*

3 Select which color channel you want to adjust. Selecting **Master** affects all color channels.

4 Select which colors in the image to adjust. **Highlight** remaps the colors starting with the light colors. **Midtone** remaps the colors concentrating with the "in-between" colors. **Shadow** remaps the colors starting with the dark colors.

Highlight

5 Drag the sliders and watch the preview window to see how the new settings are affecting the image.

> **Tip:** *Click* ***Auto*** *to let PhotoImpact automatically adjust the image for you.*

Midtone

6 Click **Add** if you want to save adjustments to the **EasyPalette** for future use.

7 Click **OK**.

Shadow

High Dynamic Range

Dynamic range is the range of light that can be captured in an image, from the darkest shadows to the brightest highlight. Digital camera sensors (or film in traditional cameras), unlike the human eye, can only capture a limited dynamic range when photographing in extreme light conditions or dark environments. For instance, a landscape will have a vast dynamic range of light that cameras are not able to completely capture, and photos either have enough exposure of shaded areas (like the mountain) but with blown highlights in the sky, or have clear blue sky but with dark shades. A bright outdoor or dark indoor scene most often also have exposure problems, resulting in darkly lit subjects or washed out highlights.

PhotoImpact's **High Dynamic Range** compensates for a digital camera's limitations, and tries to resolve exposure problems that photographers frequently encounter when shooting landscapes or still scenes that contain dramatic differences between light and shades. It produces an optimized image by combining different copies of the same scene and uses different exposure levels to extend its perceivable tonal range. To produce such an image, multiple shots with different exposures are first combined into a High Dynamic Range (HDR) image which will record the complete tonal information combined from all the shots. This information is then used to produce a final optimized image.

Photo shots taken with different exposures

Shots with varying exposures combined into a single image with greater tonal depth

Creating and saving a camera curve profile

When using High Dynamic Range to optimize images from a certain camera, you first need to generate a camera response curve for your camera. (A camera response curve indicates how the camera's light sensor responds to different light intensity levels.) A camera response curve must be saved as a camera curve profile, if you want to optimize a single-shot image or an image of a subject photographed in motion.

To be able to create an accurate camera curve profile, the image shots that are used as basis to create the camera curve must show all the highlights, details, and shadows of the photographed scene. Here are some guidelines on how to set your digital camera when photographing the image shots:

- Mount your camera on a tripod and set your camera to aperture priority to shoot photos at a fixed aperture with varying shutter speeds.
- Take at least three shots (five shots or more is recommended) of the same scene with different exposures.
- To capture large exposure differences when taking fewer shots (such as three to five shots), set the exposure in increments of at least +/- 1.0 Exposure Value. Whereas if you are taking a greater number of shots, you can set the exposure at lower increments but make sure that the number of shots are enough to cover a wide range of exposure levels.

To create and save a camera curve profile:

1 Open the images that were taken using various exposure levels.

2 Select **Format: High Dynamic Range**.

3 In the **HDR Composition** tab, select **Auto generate** from the **Camera curve profile** drop-down list.

4 If your images retained the EXIF data recorded by the digital camera, the **F-stop interval** can automatically be determined based on the exposure time stored in the data. Whereas if your images are non-EXIF images, you need to manually specify the **F-stop interval** between your images.

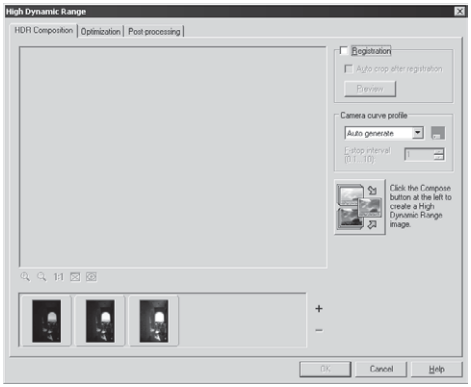
5 Click the **Compose** button to create the camera curve profile.

If you used your camera's Automatic Exposure Bracketing feature and took two (or more) sets of shots, some images will have the same shutter speed and exposure time settings. A message appears when images have identical settings. In the **Image List Panel**, click the – button to remove these images.

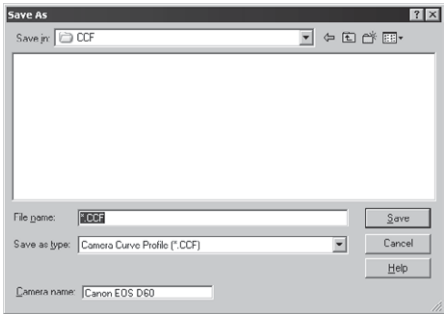
> **Note:** *To check the settings, select the image then select* ***View: Photo Properties****.*

6 The program automatically brings you to the **Optimization** tab. Go back to the **HDR Composition** tab.

7 Save the camera curve profile. Click **Save**.



Creating a camera curve profile



Saving the camera curve profile

Note: *PhotoImpact includes preset camera curve profiles for some digital camera models. If there is a camera curve profile available for your camera, you can directly use it for your images.*

Optimizing images

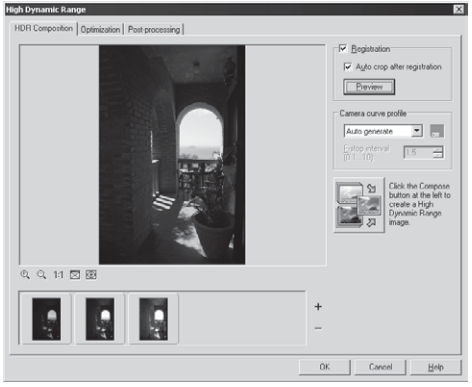
Once you have saved a camera curve profile for your camera, you can always use it to optimize single shots taken with the same camera to create greater tonal depth.

If you are capable of taking multiple shots with your camera, it is recommended that you take three bracketed shots (using Automatic Exposure Bracketing mode) at varying exposures then always choose to generate a camera response curve based on the shots to produce a highly optimized image. When shooting, set your camera to a fixed aperture setting, and choose an exposure interval that will capture large exposure differences to ensure that the image shots will show all the highlights, details, and shadows.

To create an optimized image:

1. Open the images that were taken using various exposure levels. Or, if you only have a single image, open the image file.
2. Select **Format: High Dynamic Range**.
3. If your images are handheld shots, select **Registration**, and then **Auto crop after registration** to merge them and remove excess white space from the superimposed image. Click **Preview** to see the resulting image.
4. If your images are multiple shots with varying exposures, select **Auto generate** from the **Camera curve profile** drop-down list to create an accurate camera response curve based on these images.

   Whereas if you have a single image only, select the **Camera curve profile** (.CCF) that you previously saved for your camera.
5. If your images retained the EXIF data recorded by the digital camera, the **F-stop interval** can automatically be determined based on the exposure time stored in the EXIF data. Whereas if your images are non-EXIF images, you need to manually specify the **F-stop interval** between your images.



High Dynamic Range dialog box - HDR Composition tab

6 Click the **Compose** button to create the camera response curve and then the HDR image.

The program then automatically brings you to the **Optimization** tab.

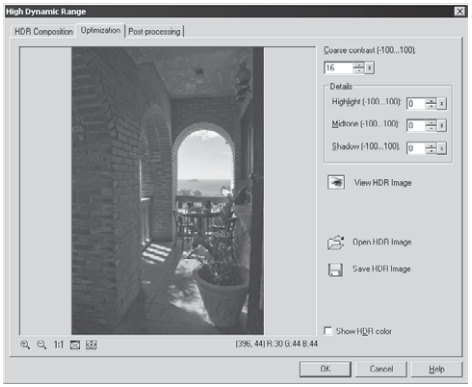
7 The **Optimization** tab displays an optimized image based on the HDR composition. Adjust **Coarse contrast** to enhance the overall contrast of the image, or for finer tuning of details, individually adjust **Highlight**, **Midtone**, and **Shadow**.

> **Note:** *Click **View HDR Image** to view the HDR composition. Because of a monitor's display limitations, you can only view a specific dynamic range at a time. Move the slider to preview selected highlight, midtone, and shadow ranges.*

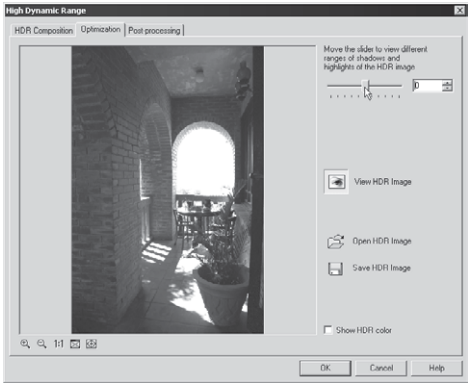
8 Click **Save HDR Image** to save the HDR composition. This allows you to reload it next time (click **Open HDR Image**) and bypass image registration and HDR composition processes when you need to optimize again the same image.

9 To make further adjustments to the image's individual tonal channel, click the **Post-processing** tab and adjust **Highlight**, **Midtone**, and **Shadow**.

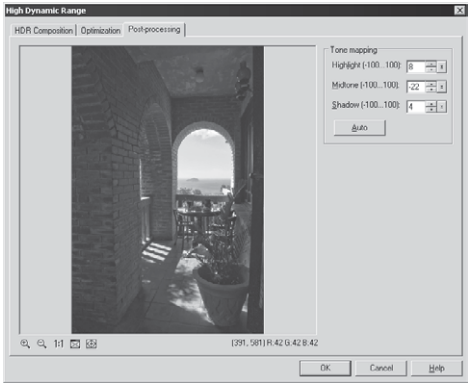
10 Click **OK**. Select **File: Save As** to save the final image.



High Dynamic Range dialog box - Optimization tab

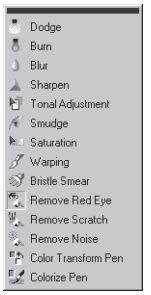


Viewing the HDR image



High Dynamic Range dialog box - Post-processing tab

Using the Retouch Tools



The Retouch Tools are not strictly painting tools in the sense that they do not "paint" over an image with a selected color. Instead, they are used to enhance areas of an image by adjusting existing color pixels. To select a tool, click the lower right corner of the Retouch Tool in the **Tool Panel**; a drawer of retouching tools opens and you can select the type of tool you want to use.

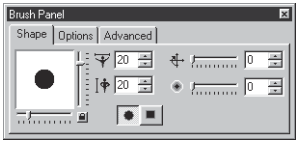
When you apply a Retouch Tool on an area, the tool uses the shape and size of the current brush each time you click the mouse. To perform the effect over a larger area, drag the mouse or increase the size of your brush. To reapply and increase the effect on a specific area, click repeatedly.

To apply a Retouch Tool to an area:

1 Open the image to edit.

2 Select a Retouch Tool to use, in this case use the **Remove Scratch** Retouch Tool.

3 Click **Panel** on the **Attribute Toolbar** to open the **Brush Panel**. In the **Shape Tab**, define your brush attributes. You can also specify the strength of the effect for each brush stroke in the **Options Tab**.



Brush Panel - Shape tab dialog box

> **Note**: *The available options on the Attribute Toolbar and/or in the Brush Panel are different for each of the Retouch Tools.*

4 Paint over the area to fix. PhotoImpact regenerates pixels to cover the damaged area based on neighboring pixels.

Some effects are subtle and you may have to work with the brush to get the desired results.

Fixing image using Remove Scratch Tool

> **Note:** *The Retouch Tools can only be applied to Grayscale and True Color images.*

> **Tip:** *You can apply a number of Retouch Tools to an image, burn for tan effect, dodge for light effect, blur to smoothen rough skin texture, and many others.*

The Color Retouch Tools

There are two very useful Retouch Tools for colorizing images, these are:

- **Color Transform Pen** Alters the appearance of an image by changing the original color to another color. You can adjust the **Hue** and **Saturation** values but the luminance (lightness of a color) is retained. The result is vivid and more realistic than the **Color Replacement Pen**.
- **Colorize Pen** Applies a tint or shade to an image of uniform hue. To create a single color effect, apply Monochrome effect or use a Grayscale image (convert to RGB) then use the **Colorize Pen** to enhance. Or, you can access the **Hue & Saturation** dialog box and select **Colorize**.

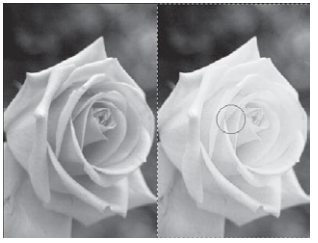
Dodge

Burn

Blur

Sharpen

Smudge



Saturation

Bristle Smear

Color Transform

Colorize Pen

To specify the attributes of a Retouch Tool, open the **Brush Panel**. The attributes for each Retouch Tool are displayed in three tabs: **Shape**, **Options** (settings available vary according to the type of Retouch Tool), and **Advanced**. The attributes for these tabs are identical to those for Paint Tools.

The Burn and Dodge Tools

The **Burn and Dodge Retouch Tools** let you darken or lighten areas of an image with careful precision. On the **Attribute Toolbar** or in the **Options Tab** in the **Brush Panel**, select to modify only the Shadows, Midtones or Highlights when using the Retouch Tools.

Using the Painting Tools

PhotoImpact comes equipped with an extensive assortment of painting tools that allows you to paint, draw on an image, or create your own image. To select a tool, click the lower right corner of the Paint Tool in the **Tool Panel**; a drawer of painting tools opens and then you can select the Paint Tool you want to use.

> **Note:** ***Color Replacement Pen Tool*** *replaces selected colors with another. You can adjust the RGB values before painting a single or multiple colors on an image. The result is not as refined as the* ***Color Transform Pen*** *because the luminance is affected.*

To paint your own image:

1 Open a new canvas.

2 Click the Paint Tool in the **Tool Panel** and select **Bristle**.

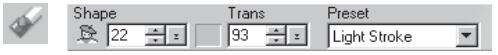
3 On the **Attribute Toolbar**, select the **Grass** preset. Click the color square and select green. Start painting the grass at the bottom part of the canvas.

> **Tip:** *When you modify any attributes of a preset, the Preset options automatically switches back to None.*

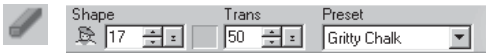
4 Switch to the **Pencil Tool** and select the **2B pencil** preset to draw a cloud on the sky and branches to act as a fence. Use this tool also to draw a 'rock path.'

5 Using the **Drop Water Tool** with the **Solution** preset, you can blot the drawn clouds on the sky.

6 To add soil below the fence, select **Oil Paint** then select the **Light Stroke** preset. Click the color square and select light brown. Start painting below the fence.

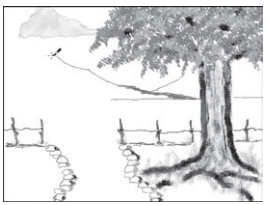


7 To draw the bark of the tree, use the **Chalk Tool** and select the **Gritty chalk** preset. Change the **Color** to dark brown then set the **Brush head** and **Transparency** to define the size of the brush and how strong the paint is applied at each stroke.



8 Add leaves to your tree by utilizing the **Particle Tool** and selecting the **Leaf** preset. Adjust the necessary attributes until you get the desired result.

Tip: *You can add a lot more to your picture like mountains on the backdrop or a blazing sun. Be creative and look for the preset you want to use, tweak the attributes until you are satisfied with the result.*



Working with Paint Tool attributes

PhotoImpact gives you an amazing level of control over painting tools, right down to the coarseness of the bristles. Define the attributes directly on the **Attribute Toolbar** or **Brush Panel** after selecting a certain Paint Tool. To hide or display the **Brush Panel**, click **Panel** on the Attribute Toolbar or double-click the Paint Tools on the **Tool Panel**.

When you select a Paint Tool, its various attributes appear along the **Attribute Toolbar**. Many of these attributes are shared and work for all of the available Paint Tools. Listed below are some common attributes:

- **Shape** Allows you to choose a brush shape. You can specify the size of the brush head by entering a value between 1 and 500.
- **Color** Allows you to change the color that you will apply to an image. You can also set the color in the **Color Panel**.
- **Transparency** Defines the degree of transparency of the paint to be applied to your image. Values range from 0 to 99%.

- **Soft edge** Determines how much the color blends along the edges of an image. Values range from 0% (no blending) to 100% (completely softens the edge and blends with the underlying image).
- **Texture** Allows you to set a painting texture for the selected Paint Tool (except Drop Water, Particle, and Color Replacement Pen).

Specifying the painting mode

As you paint, click **Lines** on the **Attribute Toolbar** to switch between three different painting modes:

Freehand Allows you to paint freely on the canvas.

Straight Lines Lets you paint in straight lines. Click the point where you want the line to start, then move to the point where you want it to end and click again. Pressing [**Shift**] during this process constrains the lines drawn to certain angles only.

Connected Lines Functions much like the Straight Line mode except that after a line is painted, you can create a new line segment and continue painting to form a series of connected lines. Double-click to automatically paint a straight line connecting the end point to the starting point.

Erasing colors in PhotoImpact

PhotoImpact provides you with a variety of tools to remove colors from your document.

To erase paint applied using one of the Paint, Clone or Retouch Tools, click **Eraser Mode** on the **Attribute Toolbar** or **Brush Panel** while using one of the Paint Tools. The Paint Tool then becomes an eraser and you can proceed to remove the colors, retouches or cloned images previously applied.

To erase a selected color, use the **Magic Wand Selection Tool** to select the particular color of the image you want deleted. To learn how to use this tool, see *page 117* (and *page 124* for information on adding and subtracting from selection areas.)

For image objects, you can use the **Object Eraser Tools** to delete certain portions of the image object. To learn how these tools work see *page 143*.

Original image

Image after area was erased using Clone Tool

Painting Texture menu

The Painting Texture menu gives you an option to use surface patterns when using either the Paint or Clone Tools. When using the Paint Tools, the stroke produced will have the pattern of the selected texture. When using the Clone Tools, the cloned image's surface will have a pattern identical to the selected texture.

To use the Painting Texture menu:

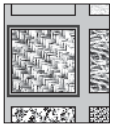
1 Select a **Paint** or **Clone Tool** in the **Tool Panel**.

> **Note**: *The Painting Texture menu is only available for some Paint Tools.*

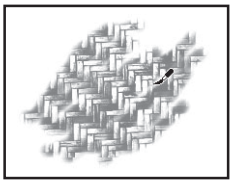
2 Click the **Painting Texture menu** icon on the **Attribute Toolbar**.

3 On the **Painting Texture menu** pop-up menu, choose **Select Texture** then select a texture pattern you want to use.

> **Note**: *Use the **Add Texture** and **Delete Texture** commands to either add or erase custom texture files.*



Texture pattern



Using Paint Tools

Using Clone Tools

Using the Paint as Object mode

PhotoImpact provides two modes when using the Paint, Clone, and Retouch Tools (with the exception of the **Color Replacement Pen**.) These are:

- **Normal Mode** Allows you to paint directly onto the base image.
- **Paint as Object Mode** Allows you to paint, clone or retouch the base image and create an object with a transparent layer atop the active image. Click **Paint as Object Mode** on the **Attribute Toolbar** to activate this mode and click again after painting, cloning or retouching to change the painted, cloned or retouched area into an object.

Normal Mode
No new object is created.

Paint as Object Mode
A new object is created out of the cloned image.

Using the Edit Active Objects Only mode

Edit Active Objects Only mode allows you to edit an object(s) that is overlapped by other objects without the need to reposition them.

To use the Edit Active Objects Only mode:

1 Select the object(s) to edit from the stack.

> **Note**: *If the object(s) is not an image object, convert it first to an image object through* ***Object: Convert Object Type****.*

2 Select **Edit: Edit Active Objects Only**.

> **Note**: *After selecting this command the other objects will become transparent. This is only a temporary state, the object(s) will return to their previous state after leaving the* ***Edit Active Objects Only*** *mode.*

3 Edit the selected object(s) using one of the editing tools.

> **Note**: *You can use the various editing tools available (Paint, Retouch, Clone, and Object Eraser Tools) while in the* ***Edit Active Objects Only*** *mode, however, you cannot create new objects (e.g. creating a text object) or change the object layer in this mode. You will have to leave the Edit Active Objects Only mode to accomplish these tasks.*

4 After you finish editing the object(s), clear **Edit Active Objects Only** in the Edit menu to leave the Edit Active Objects Only mode.

> **Note**: *When you are using the Paint, Clone or Retouch Tools, you can access and leave the* ***Edit Active Objects Only*** *mode by clicking Edit Active Objects Only on the* ***Attribute Toolbar****.*

Object selected (moon)

Object selected in Edit Active Objects Only (other objects are temporarily made transparent)

Transforming and repositioning the object while in Edit Active Objects Only mode

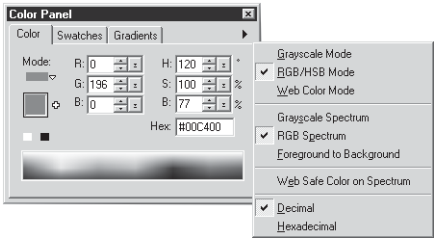
State of objects after leaving the Edit Active Objects Only mode

Using the Color Panel

The **Color Panel** is a centralized color manager that sets and organizes colors for the various tools used throughout PhotoImpact, including Paint, Fill, Text and Path Tools. It lets you apply predefined colors for your project easily. You can access the Color Panel by selecting **View: Toolbars & Panels - Color Panel** or click **Color Panel** in the **Panel Manager**.

The Color Tab

The **Color Tab** in the **Color Panel** gives you an alternate location besides the **Attribute Toolbar** and **Tool Panel** where you can set solid or gradient colors for the various PhotoImpact tools you work with. The colors specified here will become the default colors whenever you use a tool. Click the arrow under **Mode** to choose between using a solid color (Single Color) or a gradient color (Two Colors or Multiple Colors).



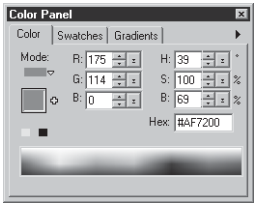
Notes:

- *Right-click the **Hex Box** to open a pop-up menu where you can quickly copy the color's hex value or the color's HTML equivalent code to the clipboard to use in other programs.*
- *Click the arrow button to open a pop-up menu where there are options for you to set what colors to use in the **Color Tab**.*

Single Color

The Single Color mode allows you to use a solid color for the various tools you work with. There are several ways to set the color when in Single Color mode:

- **Ulead Color Picker** Click the color square to open the Ulead Color Picker dialog box and select a color.
- **Color Picker pop-up menu** Right-click the color square to open a pop-up menu where there are several methods available for choosing a color.
- **RGB/HSB** Enter the RGB and HSB values in their respective boxes.

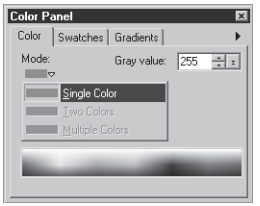


Color Tab - Painting Tool

- **Hexadecimal value** Enter the color's hexadecimal value in the **Hex Box**. Right-click this field to open the Copy for Web menu.
- **Spectrum Bar** Left-click to select the the foreground color, and right-click to select the background.

Click the + sign beside the color box to add the selected color to the Swatch Palette in the Swatches Tab.

Web safe color square



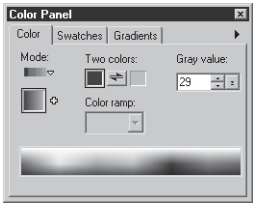
Color Tab - FIll Tool

Note: *When in **Web Color mode**, if the color selected is not a Web-safe color, the warning mark and the closest Web-safe color that matches the selected color will be shown. Click the **Web safe color** square to use that color.*

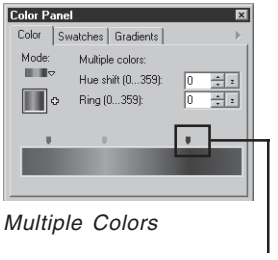
Setting a Gradient color

To set gradient colors, click the arrow button below the mode and select either **Two Colors** or **Multiple Colors** from the pop-up menu.

- **Two Colors** Click Use the two color squares to select the colors you want to use. Click or right-click the color square to select a color or use the **RGB Boxes** to determine the colors. The **Color** ramp determines how the colors will change in a gradient fill. Click [+] beside the color box to add the defined gradient color to the **Gradients tab**.
- **Multiple Colors** To add a color, click the **Spectrum Bar** and select a color from the **Ulead Color Picker** dialog box. Set hue values of your gradient by adjusting **Hue Shift** and use **Ring** to rotate the color spectrum. To remove or edit an existing color on the



Two Colors



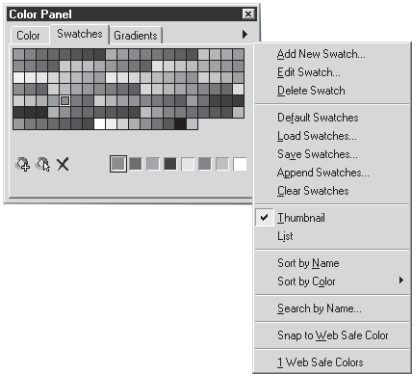
Multiple Colors

The control points indicate the location and color of a gradient

spectrum, right-click the control point of the color for editing/removal. You can also delete a color by dragging its control point off the tab. Click [+] beside the color box to add the defined gradient color to the **Gradients tab**.

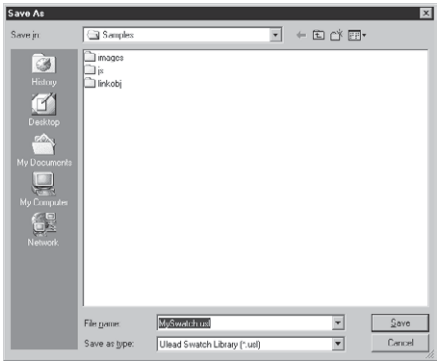
Swatches Tab

The **Swatches Tab** displays a color palette where you can select colors for your tools. Select a color by simply clicking a color in the **Swatch Palette** and selecting whether to use it as foreground or background color for your current tool.



In the Swatches Tab, the color row below the Swatch Palette represents the favorite colors that you set for quick selection. Set the colors by either clicking or right-clicking a color square. You can also set the color by clicking on the swatch while a favorite color square is selected.

Click the arrow button to open a pop-up menu where there are several commands that allow you to add, save, change the view or append swatches among others. Saving the current Swatch Palette, as a Ulead Swatch Library file (USL), allows you to use the same Swatch Palette for future projects or even share the palette to others.



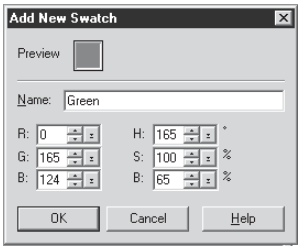
> **Note**: *You can select multiple swatches by pressing **[Ctrl]** while clicking the swatches you want selected. You can also press **[Shift]** to select several adjacent swatches. When multiple swatches are selected, **Edit** is disabled. To deselect the swatch, press **[Ctrl]** and click the swatch again.*

To add a color to the Swatch Palette:

1 Select **Add New Swatch** in the pop-up menu or click **Add Swatch**.

2 In the **Add New Swatch** dialog box, click the color box to open the **Ulead Color Picker** dialog box and select the color that you want to add. Alternatively, you can also enter the color's RGB and HSB in the respective boxes.

3 Type in a name in the **Name Box** for the new swatch color then click **OK**.



> **Note:** *You can also add a new swatch from the **Color Tab**. For details, see page 98.*

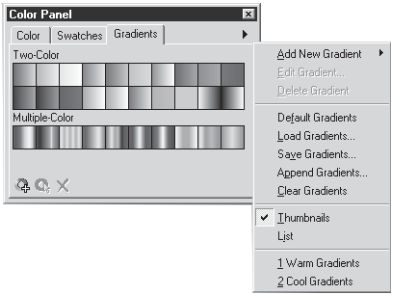
Gradients Tab

The **Gradients Tab** appears in the **Color Panel** except when working in indexed 256-color mode. Click a gradient square to select it.

The Gradients Tab displays a palette of your gradient fills that you can use in the current project. It consists of two gradient palettes, one for Two Colors gradients and another for Multiple Colors gradients.

Click the arrow button to open a pop-up menu where there are several commands that allow you to add, save, change the view or append gradients among others.

In this tab, you can also create custom gradient fills then save them as a Ulead Gradient Library file (UGL) which you can use for future projects.



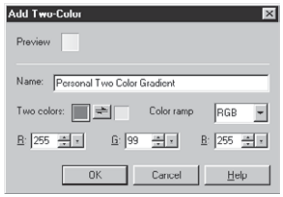
> **Note**: *You can select multiple gradients by pressing **[Ctrl]** while clicking on the gradients that you want selected. You can also press **[Shift]** to select several adjacent swatches. When multiple swatches are selected, **Edit** is disabled. To deselect the gradient, press **[Ctrl]** and click the gradient again.*

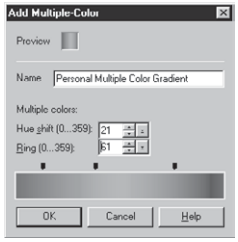
To add a gradient to the Gradient Palette:

1 Select **Add New Gradient** on the pop-up menu then select the type of gradient you want to add (either **Two Colors** or **Multiple Colors**). Alternatively, you can click **Add Gradient**.

2 In the resulting dialog box, set up the colors you want for your gradient color.

3 Type in a name in the **Name Box** for the new gradient color.

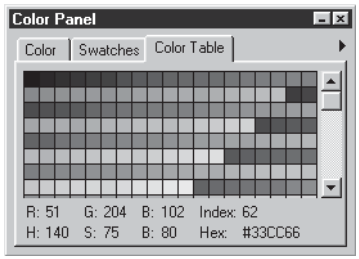




Color Table Tab

The **Color Table Tab** only appears in the **Color Panel** when you are working in Indexed-color mode (maximum 256 colors.) The **Color Table Tab** allows you to instantly set a tool color (similar to the **Swatch Palette**) by simply clicking a color.

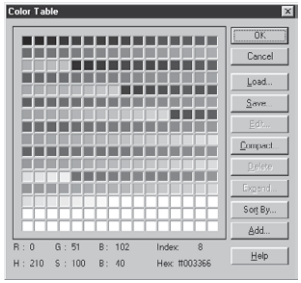
Click the arrow to access the pop-up menu where you can open the **Color Table** (same as selecting **Format: Color Table**) or sort the **Index-color Palette** by different criteria. (For more information on the Color Table, see *page 109*.)



To edit the Color Table:

1 Select **Color Table** on the pop-up menu.

> **Note**: *You can also access the* ***Color Table*** *through* ***Format: Color Table***.



2 The **Color Table** dialog box appears. Edit the **Color Table** by using the different functions available.

- **Compact** Removes all unused and duplicated entries on the table.
- **Expand** Adds cells at the end of the table to represent unused entries.

The maximum number of cells available depends on the data type of your image.

> **Note**: *Access the Online help to learn the function of the other buttons.*

3 Click **OK**.

Using the Fill Tools

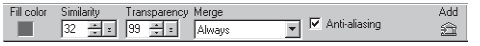
The Fill Tools in the **Tool Panel** provide access to the **Bucket, Linear Gradient**, **Rectangular Gradient**, **Elliptical Gradient, and Texture Fill Tools**. The **Bucket Fill Tool** is useful for quickly replacing solid color, such as white to black. The three Gradient Fill Tools fill an area, using two or more colors, with a smooth color transition from one color to another. The Texture Fill Tool fills the selected image or object with a texture pattern. These tools are great for creating backgrounds for your projects.

> **Notes:**
> - *The **Bucket Fill Tool** works with all data types while the Gradient Fill Tools only work with Grayscale and True Color images.*
> - *If you don't select an object or make a selection area, the fill is applied to the base image.*

To fill an image:

1 Click the **Bucket Fill Tool**.

2 Change the **Fill Color** on the **Attribute Toolbar** to the color you want (right-click and choose a color selection method, see *page 108*).



> **Note**: *You can also set the fill color in the **Color Tab** in the **Color Panel**.*

3 Adjust the value in the **Similarity Box** to change the range of colors affected by the fill. Higher values mean that more of the image will be filled.

4 Enter a value in the **Transparency Box** to specify the degree of transparency when applying a fill color (from 0 to 99%).

5 Select from among the **Merge** options. (For more information on Merge options, click **Help**.)

6 Click to apply the fill to the image.

Choosing a fill method

In PhotoImpact, when applying a Gradient Fill on your image you can choose between two methods: **Two Color** or **Multiple Color**. All three Gradient Fill Tools (**Linear**, **Rectangular** and **Elliptical**) share the same attributes on the **Attribute Toolbar**.

- The **Two Color** method applies a Gradient Fill to an image based on any two colors specified in the **Fill colors** color squares. To change the color, either click the color square for the **Ulead Color Picker** dialog box, or right-click to display the **Color Picker** pop-up menu. The gradient applied will be a smooth transition from the first (start) to the second (end) color.

- The **Multiple Color** method uses a palette ramp to apply a Gradient Fill to an image in multiple colors displayed in the **Fill colors** square. Click the color square to access the **Palette Ramp Editor** dialog box. This opens a palette library with a wide array of predefined color rings that you can apply to an image. The Palette Ramp Editor allows you to create your own color combination.

> **Note**: *You can also use the **Color Panel** to set your Two Color or Multiple Color gradient colors. Click the arrow below **Mode** in the **Color Tab** to switch between Two Colors and Multiple Colors.*

To make a Two Color gradient fill:

1 Click **Fill** in the **Tool Panel** and select any of the gradient fill tools (except **Texture Fill**).

2 On the **Attribute Toolbar**, click **Fill method** and select **Two Color**.

3 Select the start and end fill colors in the **Fill colors** color squares.

4 Click the point where you want the fill to start, and drag the mouse to the point where you want it to end, then release.

> **Note:** *If you are using the **Linear Gradient Fill Tool**, press **[Shift]** while dragging to constrain the fill to a certain angle. If you are using the **Rectangular** and **Elliptical Gradient Fill Tools**, press **[Shift]** to create a square and circular fill respectively.*

To apply a Multiple Color gradient fill on an image:

1 Click **Fill** in the **Tool Panel** and select any of the three gradient fill tools. Change the **Fill method** to **Multiple-Color** gradient fill.

2 Click the **Fill colors** color square. The **Palette Ramp Editor** dialog box opens with the palette library displaying thumbnails of color rings.

3 Select a color ring on the thumbnail displayed. Right-click a specific control point to adjust the color of the ring and select **Change Color**. Click **OK**.

4 Enter a value from 0 to 359 in the **Hue shift Box** to adjust the hue settings.

5 Enter a value from 0 to 359 in the **Ring Box** to adjust the rotation of the color ring. Click **OK**.

6 Click the point where you want the fill to start, and drag the mouse to the point where you want it to end, then release.

> **Note:** *Click **Add** to save your customized palette ramp as a thumbnail in the **Palette Ramp Editor** dialog box.*

Filling an area with a texture

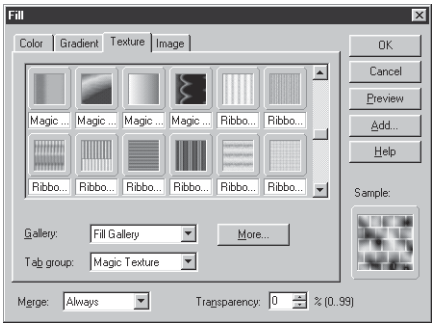
The **Texture Tab** in the **Fill** dialog box contains **Magic Texture** fills (computer generated) and **Natural Texture** fills (real-world textures such as wood grain, stone, and fabric). You can select either type from the **Tab group List**.

To use the Texture Fill Tool:

1 Select an object or make a selection area where you will apply the texture fill.

2 Apply **Texture Fill** by either choosing **Texture Fill Tool** in the **Tool Panel** or by pressing [**Ctrl**] + [**F**].

3 Choose a **Texture Fill** pattern from the available presets: **Photo**, **Natural** and **Magic**. You can also select a texture from the resulting drop-down menu of the preset group you have chosen.

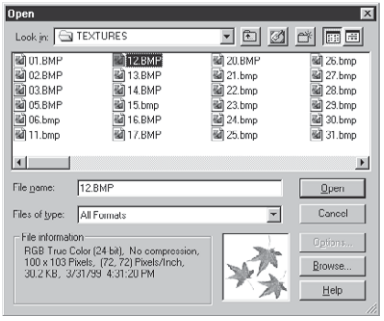


Fill - Magic Texture dialog box

Notes:

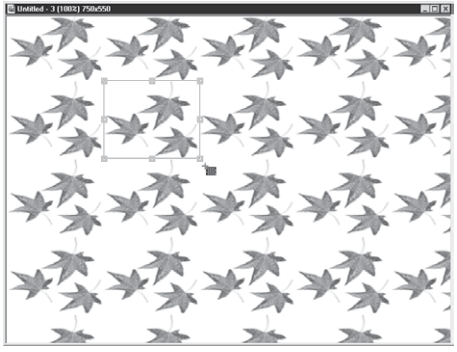
- *Alternatively, you can press [**Ctrl**] + [**F**] and click the **Texture** Tab to make a texture fill.*
- *To use an existing image file as texture, click **More** and select any JPEG or BMP files stored in your computer.*

4 Using the Texture Fill cursor, draw a box to establish the pattern size. You can move the box later to shift pattern position.



Open dialog box for choosing your own

Note: *To retain the texture's original size, select **Don't resize texture**. Choose **Resize Freely** to resize the pattern to fit your box size, while selecting **Keep aspect ratio** resizes the pattern but retains the original proportion.*



5 Adjust **Hue** and **Transparency** settings by entering values in their respective boxes.

Using Delete and drag-and-drop to fill

- Fill an image or selection area with your default background color without having to open the **Fill** dialog box. Simply choose the background color as your fill color, and then press [**Delete**]. Set your Background color through the Background color square in the **Tool Panel** or in the **Color Panel**. Click or right-click the color square to select your background color.
- Fill an image, object or selection area with tiled copies of another image that is currently open. To do this, drag one image to another image with the "L" key held down.

Filling a selection area

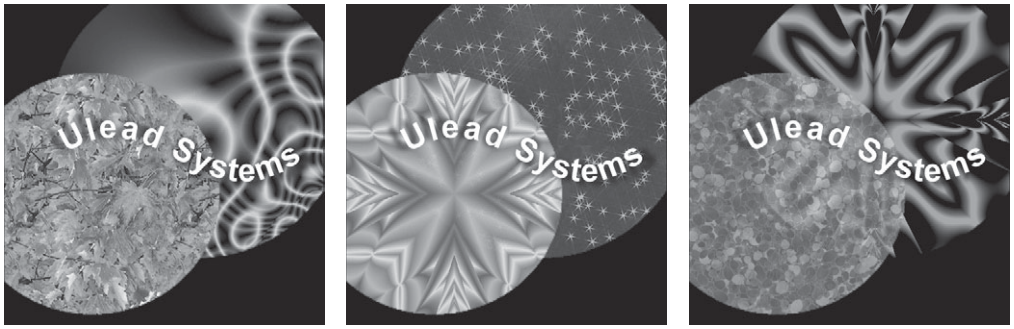
Performing drag-and-drop texture fills

PhotoImpact makes it easy to apply a full range of predefined textures and color gradients to any image, object, or selection area through the **Fill Gallery** in the **EasyPalette**.

When you open the **Fill Gallery**, you can view thumbnails of various textures. To apply a Texture or Gradient Fill, drag its thumbnail onto an image, object or selection area.

Notes:

- *To adjust a preset, right-click a thumbnail and select **Modify Properties and Apply**.*
- *When a Texture Fill is applied to a selection area, the base image within the selection area is filled with the texture.*



Examples of Magic and Natural Textures available in PhotoImpact

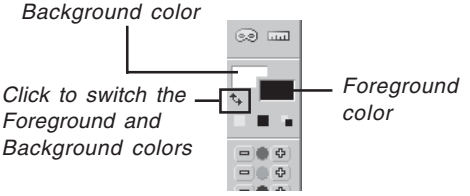
Using the Tool Panel color tools

The Foreground and Background color squares have been integrated into the **Tool Panel**. The Foreground color is used when you are painting, using the **Bucket Fill Tool**, and using the **Paint on Edges** function. The Background color is used to replace a cut portion of an image.

Changing the Tool color

There are two ways to change the colors in the **Tool Panel**:

- Click the color square to open the **Ulead Color Picker** dialog box (**Choose Color From Palette** dialog box when working in Indexed-color mode) then select the desired color.
- Right-click the color square to open the **Color Picker** pop-up menu where it gives you several options on how you can select a color.



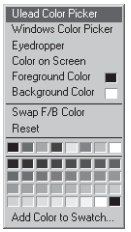
To use the three buttons below the Foreground and Background colors:

Click to reset the Background color to white.

Click to reset the Foreground color to black.

Click to reset the Foreground and Background colors back to their default settings. (black for Foreground color and white for Background color).

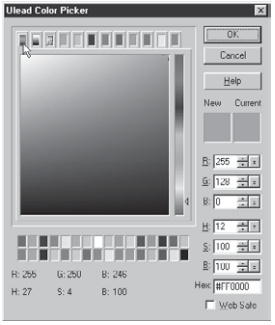
Selecting colors from the Color Picker pop-up menu



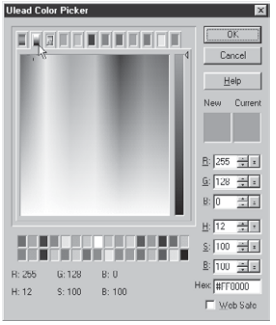
The **Color Picker** pop-up menu, displayed when you right-click a color square to select your color, allows you to choose and replace colors from a range of methods applicable to different situations.

Using the Ulead Color Picker

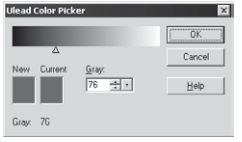
The **Ulead Color Picker** command opens a dialog box showing a continuous color spectrum. The color spectrum displays hue or color and luminance or the amount of brightness. When you move your mouse over the colors, their RGB and HSB values are displayed below the color spectrum.



Hue Tab



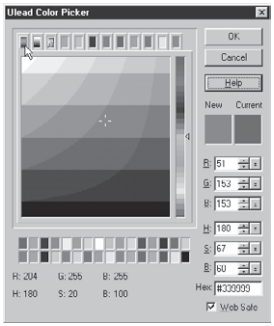
Brightness Tab



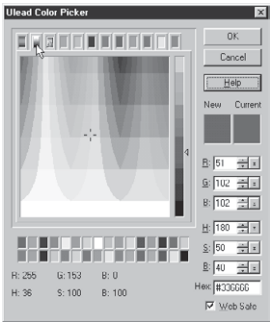
Grayscale Ulead Color Picker

For a more precise color selection, click one of the colored tabs above the color spectrum. For Grayscale images, the **Ulead Color Picker** changes to show just Grayscale values.

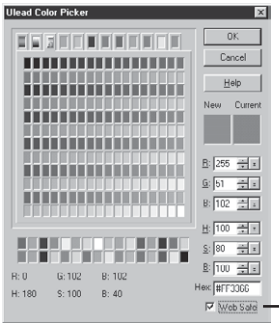
Web browsers display a common 216 colors while graphics use 256 colors. With **Web Safe Color Palette**, you can safely create or design graphics using 8-bit, 256 colors, or 24-bit millions of colors for display on the Web, monitors or videos. This prevents color inconsistencies and dithering (color shift).



Hue Tab (with Web Safe mode selected)



Brightness Tab (with Web Safe mode selected)



Web Palette Tab

Web Safe option

The **Ulead Color Picker** gives you a few convenient ways to work with Web Safe colors:

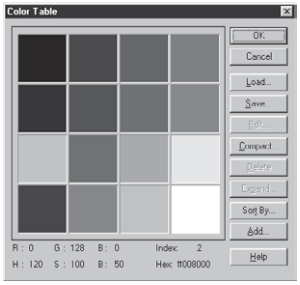
- Select the **Web Safe** option at the bottom right of the dialog box while viewing colors in any tab.
- Click the **Web Palette Tab** (third from the left) to display the 216-color **Web Safe Palette**.
- Enter a six-digit Hex value (combination of 00, 33, 66, 99, CC, and FF) directly in the **Hex Box** while viewing colors in any tab.

Picking colors from an image or entire screen

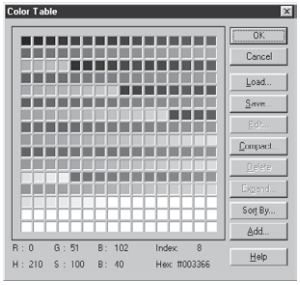
The **Eyedropper Tool** (from the **Tool Panel**) and the **Eyedropper** command (from the **Color Picker** pop-up menu) allow you to select a color directly from an active image. By zooming in on an image, you can precisely select the desired color by simply clicking on it. However, color choices are limited to what the image contains. In instances where the color you want to use is visible within the monitor screen, use the **Color on Screen** command (from the Color Picker pop-up menu). Once activated, the pointer changes to an eyedropper cursor, and you can then click on the spot where you see the desired color from within the screen.

Editing the color table for an Indexed color image

Indexed-color images are unique in that they are small in file size (compared to True Color images), yet offer a wide range of colors which can be arranged to make it appear as if they contain more. This is done through the use of a color table which allocates a single color in either 16 or 256 discrete cells (depending on the data type you are currently working in). To view a color table, select **Format: Color Table**. You can also access the **Color Table** in the **Color Table Tab** pop-up menu in the Color Panel. (This command is disabled when the active image is not Indexed-color.)



16-color Indexed palette



256-color Indexed palette

As each color is in its own cell, you can change it to affect the color composition of an image. For example, you can change all occurrences of white by simply changing the white color cell. To change a color, double-click the cell to open the **Ulead Color Picker** dialog box and choose a new color. Clicking **OK** replaces the old color with the new one and returns you to the **Color Table** dialog box.

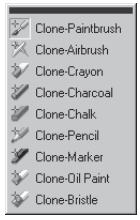
Loading and saving color tables

In PhotoImpact, you can save color tables and then load them into another compatible Indexed-color image. This ensures that two or more images share the same composition, which is particularly important if you are preparing images to be displayed in a 256-color display mode, such as CD titles or for the Web. You can also load in color tables to colorize an image.

> **Note:** *Color tables containing 16 colors can only be loaded into Indexed 16-Color images. Likewise, color tables containing 256 colors can only be loaded into Indexed 256-Color images.*

Cloning parts of an image

In PhotoImpact, cloning is the process of duplicating an object or parts of an image and "painting" it over another part of an image. For instance, you can remove an unseemly area by cloning over it parts of the background like stars in the sky. To select a tool, click the lower right corner of the **Clone Tool** button in the Tool Panel; a drawer of cloning tools opens and you can select the Clone Tool you want to use.



The Clone Tool incorporates a set of cloning tools with different brush types. They copy part of an image to another area in the same image or to another image of the same data type, allowing you to paint one person's head onto another person's body, for example. (You can only clone on Grayscale and True Color images.)

To use the Clone Tool:

1 Click a Clone Tool in the **Tool Panel** and adjust the attributes for that tool.

2 Press [**Shift**] and click your mouse once over the area you want to clone (a cross-hair mark appears).

3 Drag your mouse over the area where you want the clone area to appear. The size and shape of the area painted are determined by the current tool's size and shape settings.

Note: *Use the **Brush Panel** to adjust Clone Tool brush attributes.*

Saving a tool's attributes to My Gallery

PhotoImpact provides a way for you to set up your own gallery of specially configured tools – whether Paint, Retouch, Clone, or Stamp Tools. After having modified the attributes of any specific tool, you can save them for future use.

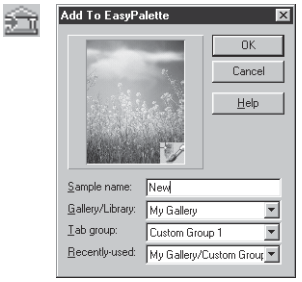
To save a tool's attributes:

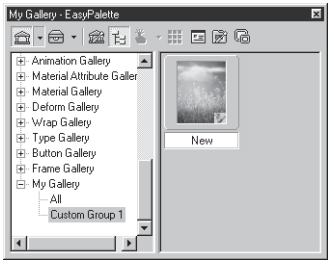
1 Click **Add** on the **Attribute Toolbar**.

2 Type a name for the tool in the **Sample name Box**.

3 Select **My Gallery** - Custom Group 1 in which to store the thumbnail, then choose a Tab group to which the tool belongs. The **Recently-used List** displays the gallery and the tab groups into which you saved your last configured tool.

4 Click **OK** and the tool attributes are then saved in My Gallery of the **EasyPalette**.





Tip: *To use the tool later, drag the thumbnail of the tool from the **EasyPalette** onto the image you want to use it for. The **Attribute Toolbar** changes to reflect the new tool and its attributes.*

SELECTIONS & OBJECTS

This chapter deals with the methods of working with **selections** and **objects**. It introduces the basic concepts of creating selections from images and applying attribute changes without affecting areas outside the selection. Get to know more about the different kinds of selection tools, such as the Lasso Tool and the Magic Wand Tool. You'll also learn about independent floating graphics called objects, as well as how to create and edit them. At the end of the chapter, you'll discover advanced techniques such as managing object layers, adding shadows, grouping and ungrouping objects, and more.

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Working with selections

When no area has been selected in an image, any command that you apply affects the entire image. To restrict the command to a certain area of an image, you need to create a selection area. Click the **Selection Tool** in the **Tool Panel** to choose various selection tools. These tools will be discussed in the following section.

Notes:

- ***Selection Tools*** *support outside document operation, which means that you can drag and release your tool cursor anywhere an open window. And, the start and end point of your selection doesn't necessarily have to fall within the image boundary.*
- *Press the spacebar to toggle between showing and hiding a selection.*

Pick Tool

The **Pick Tool** is used mainly to select objects, static selections, and base images. It also moves and copies objects. With this tool you can perform the following functions:

- Click an object or static selection to make it active.
- Select multiple objects by dragging the **Pick Tool** from an empty area across the edges of a group of objects (or encase them within the Pick Tool's selection area).
- Select a set of objects by pressing [**Ctrl**] or [**Shift**] as you click them.
- Merge all the objects together as a single object: first select all the objects, and then select **Object: Merge as Single Object**, or right-click any object or group of objects.

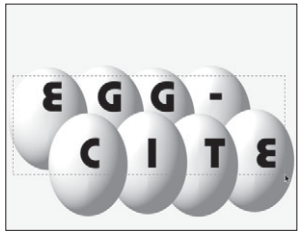
With the **Pick Tool**, you can change the layers of objects by using the four order arrow buttons on the **Attribute Toolbar**, as well as change the alignment using the buttons in **Align** (or by selecting **Object: Align**).

Standard Selection Tool – selecting regularly shaped areas

The **Standard Selection Tool** lets you select areas of an image based on a preset size and/or shape, such as a rectangle or circle. You can also use this to convert selection areas into objects by dragging on the selection.

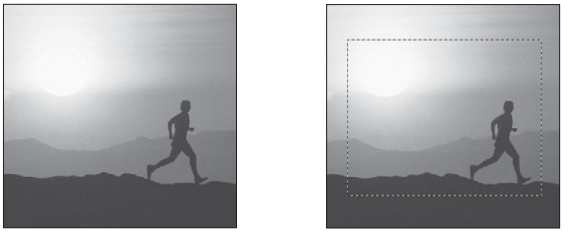
To create a standard selection:

1. Click the **Standard Selection Tool** and select the desired shape in **Shape**.
2. Drag your mouse over the image. Once the dotted line area covers the area you want to select, release the mouse button.



Dragging the mouse in making a selection

Note: *If you want to create a selection area based on precise dimensions, select* ***Fixed size*** *and then enter the desired width and height.*



The original image and that image with a selection area

Lasso Tool – selecting irregularly shaped areas

The **Lasso Tool** lets you select an area of any shape. It is especially useful for selecting irregularly shaped areas, such as a person's head, and other objects. Once finished, your selection becomes an active path that you can edit point by point. This gives you precise control over your selection's borders.

To use the Lasso Tool:

1 Click the **Lasso Tool** in the **Tool Panel**.

2 Select **Snap to edges** and a wavy line selects adjacent pixels with similar color. Clear **Snap to edges** and a straight line selects whatever you click.

Tips:

- *Enter a value (up to 10) in* ***Sensitivity****. If you find the selection "drags" to include unwanted areas, then clear* ***Snap to edges*** *or decrease the sensitivity.*
- *If you make a mistake while creating the selection area or want to start again, press* ***[Esc]****.*

3 Click to mark the starting point and double-click to end the selection line or area. The selection line, instead of the usual dotted line, becomes a line path with a number of control points.

4 You can edit your selection by dragging the control points to a new location. You can also add new control points by clicking anywhere within the line paths.

5 When done, double-click the selection area or click **Finish** at the **Attribute Toolbar** to change the editable path into a selection. You can click **Cancel** to abort the operation.

Magic Wand – selecting an area containing similar colors

The **Magic Wand Tool** creates a selection area by selecting specific colors. This is particularly useful if either the subject of the image or the background is a distinct color.

To make a selection:

1 Click the **Magic Wand Tool** in the **Tool Panel**.

2 Enter a value in **Similarity**. Any color that falls within the values specified in Similarity are included in the selection area.

3 Choose an option for **Select by.**

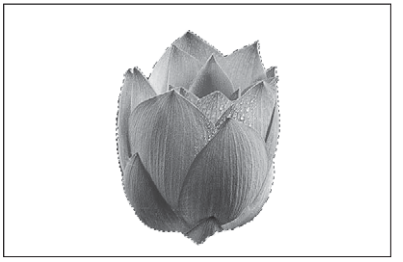
- To create a selection around straight edges, such as borders or frames, select **Line**.
- To create a selection around irregular areas of similar color, select **Area**.

4 Select **Search connected pixels** to find connected or unconnected pixels with similar colors. Leaving it cleared will automatically select similar pixels within the entire image.

5 Click your image to select the reference color to create a selection area.

Notes:

- *If there are any objects or selection areas made by other Selection Tools, the Magic Wand will include parts of the objects or selection areas that are similar as well.*
- *When using the Magic Wand, and an object or selection is active, the selection will include similar colors in the base image as well.*



Determining color similarity

To use **Similarity**, enter a value that you feel most closely reflects the range of colors you want to select. To help determine the color similarity range, consider the following:

- As you move the **Magic Wand** over the target pixels in the image the **RGB**, **Hex**. and **HSB** color values are displayed accordingly on the **Status Bar**.
- On the **Attribute Toolbar**, click **Options** and choose **Compare by RGB** or **Compare by HSB** color values to convert the similarity value. In the RGB model, Similarity ranges from 0 to 255. In the HSB model, Similarity ranges from 0 to 100.

Below is a guideline on what to expect when choosing particular color ranges:

- A value of 0 selects neighboring pixels with exactly the same color value.
- A value of 255 selects pixels of all colors – thereby selecting the entire image.
- A value of 50 selects neighboring pixels that have values which differ from the pixel you click by 50. For example, if you click a pixel with values R25, G60, B190, neighboring pixels with values between R0, G10, B140, and R75, G110, B240 will be selected.

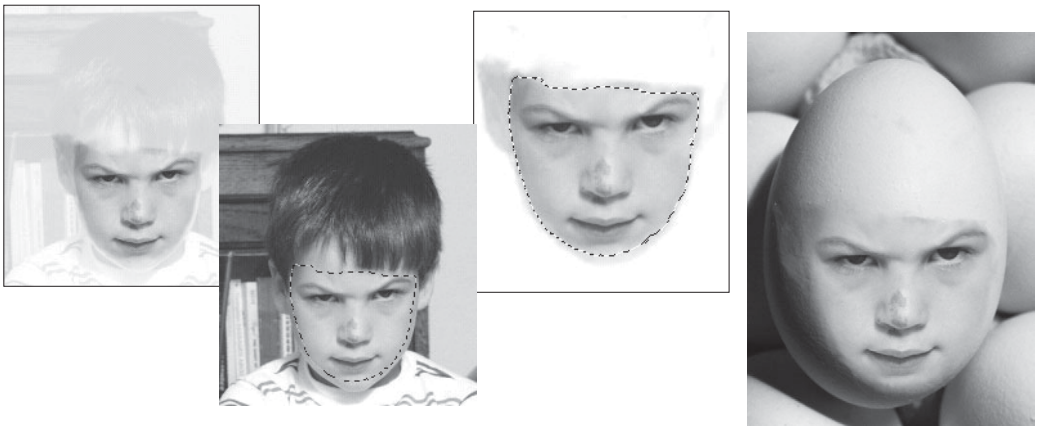
Mask Mode

Masking is a process where changes are applied to a selected area of an image, while the rest of the image is "masked" or protected from those changes. Masking an image provides a flexible, more creative way of making selections, where you can apply any combination of **Text**, **Path**, **Paint**, and **Fill Tools**, as well as various degrees of transparency to unmasked selections to transform them into complex selections.

Masking is particularly useful for selecting portions of the image that are not distinguishable from the background. A typical use for the Mask Mode is to select portions of images that you cut out and paste into another image to create a collage. Because Mask Mode has transparency options, it lets you blend more effectively one image object with another.

> **Note:** *Mask Mode can only be used with RGB and 8-bit Grayscale images.*

Mask Mode basically operates on a Grayscale buffer, which means that you make selections based on **tonal values** of the Grayscale. When in Mask Mode, you will only be able to access Grayscale values in the color palette. Each tonal value in the grayscale buffer represents a combination of two things: **degree of transparency** and **selection area status**. Selecting white results in 0% selection transparency, while black results in 100% transparency (meaning that there's no selection). A gray value represents partial selection, or a selection with partial transparency. Keep in mind that when you paint on the mask itself, areas that you paint with black will become the default white mask, while areas that you paint on with white will completely penetrate the mask to reveal the image beneath.



From left to right: using Mask Mode to create a selection, the resulting selection, the selection as an object, the object merged with another image.

To use Mask Mode:

1 Open an image in the workspace.

2 Select **Edit: Mask Mode** [**Ctrl+K**] or click **Mask Mode** in the **Tool Panel**. By default, a semitransparent white layer appears, covering the entire image. This means that you are now working in a Grayscale mask mode.

> **Note:** *You can always make a selection area first, then click* ***Mask Mode****. This is useful if the image is large and you only want to mask a small portion of it.*

3 Choose a **Selection**, **Paint**, or **Fill Tool** to modify the mask. Let's say you click the **Paint Tool** and select **Paintbrush**. Adjust the attributes of the brush in the **Brush Panel**.

4 On the **Attribute Toolbar**, pick a color for the brush. Notice that only Grayscale values are available. Selecting black means that you will add to the mask, thus covering the image with the default mask color, while white subtracts from the mask so that the image appears clearly through the mask layer.

5 Paint on the image until you have the area you want. After you're done, exit Mask Mode by pressing [**Ctrl+K**] or **Mask Mode** on the **Tool Panel**.

A selection marquee appears where you have painted on the mask. All areas that you painted using White and Grayscale values fall within the selection areas. Grayscale areas will be semitransparent, depending on the value of gray.

6 You can either convert the selection to an object and paste it into another image, or you can edit the marquee further by returning to Mask Mode or using a **Selection Tool**.

> **Note:** *After you have created a selection using Mask Mode, you can save the selection as mask and use it later as a mask for other images. See page 26.*

Moving a selection area marquee

After you have created a selection area with any of the **Selection Tools**, you might find that the selection area is not positioned exactly where you want it. For example, the selection might include part of the image that you don't want. There are two ways to move the selection so that only the selection marquee moves.

- On the **Attribute Toolbar** for a **Selection Tool**, click **Options** and choose **Move Selection Marquee**, then drag the selection to another position.

Click **Pick Tool** in the **Tool Panel**, then drag the selection to another position.

Preserving the base image

Whenever a selection area becomes an object, the original image (or the base image) can be affected in different ways. On the **Attribute Toolbar** for all **Selection Tools**, **Preserve Base Image** [F5] on the **Options** menu lets you determine this in one of two ways:

- Select this option when you want to duplicate parts of an image or leave it unaffected by any actions you may perform on it.
- Deselect this option to create a cutout of the selection and fill it with the current background color when you move the selection.

> **Note:** *Press **[Ctrl]** as you move a selection to preserve the base image, irrespective of its current status.*

*From left to right: the original image, **Preserve base image** on, **Preserve base image** off*

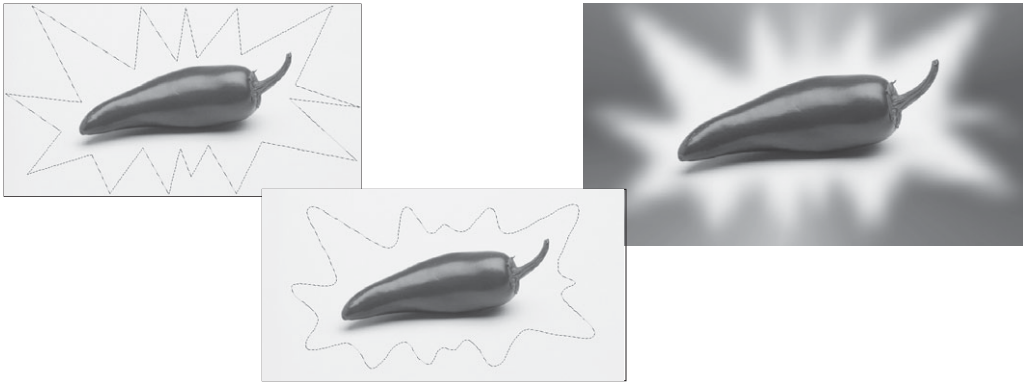
Creating smooth-edged selection areas

Choose **Anti-aliasing** from the **Options** menu to smooth out selection area edges. It is especially helpful in keeping curved selections smooth. However, since Anti-aliasing modifies the edges of selection areas, the extent of the selection area may change.

Softening a selection edge

Click **Selection: Soften** (or right-click and select **Soften**) to make the edge of a selection area appear diffused, creating a "halo-like" effect. Higher values increase the diffusion of the edges. This effect will be apparent when you convert the selection to an object and move it to a different background.

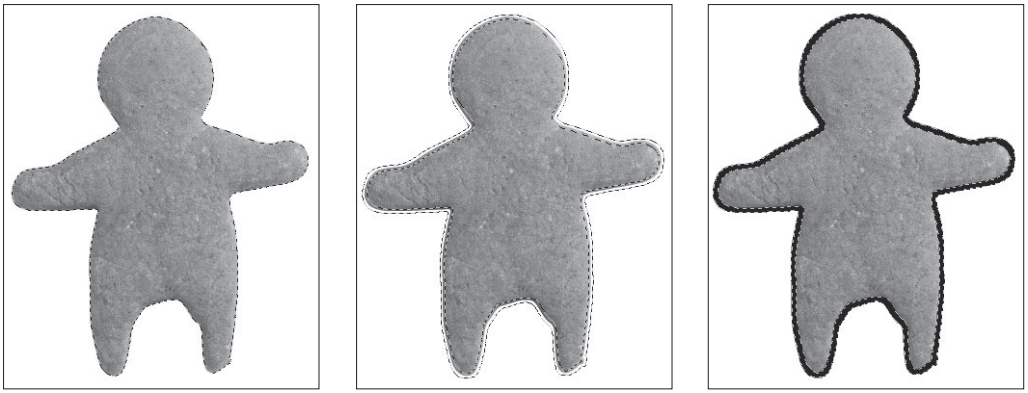
> **Note:** *If you do not have **Preserve Base Image [F5]** selected and you move the selection, you will notice that the base image shows a corresponding diffuse-edged hole filled in with the background color where the selection area was before.*



From left to right: the original selection, the softened selection, and the selection converted to an object against a dark background

Creating a border around a selection

There are various instances when you might want to create a border around a selection area. By applying a fill to this area, you can easily create a frame around the main subject of an image (for rectangular and oval selections). If you have an irregular selection, you can create a custom outline shape, or simply emphasize the subject of an image by outlining it. After creating a selection, click **Selection: Border** (or right-click and select **Border**). You can specify the width of the border and add a soft edge if desired. After the border selection has been created, fill it with a selected color or pattern.



From left to right: the original selection, the selection with a border, and the border with a fill color

Using Color Range

Color Range is a useful method of selecting areas with similar color properties. While the Magic wand selects all pixels that fall within the specified color range, **Color Range** creates a gradient selection mask based on a pixel's color similarity to the specified colors.

In making a selection, **Color Range** uses two sampling methods. The first, **Sampled Colors**, uses an eyedropper tool to make color selections from an image. **Similarity** determines the colors that will be incorporated into the selection, so that the higher the similarity, the more colors are included. The second method, **Standard**, uses the image's highlight, midtone, and shadow to determine the color range automatically.

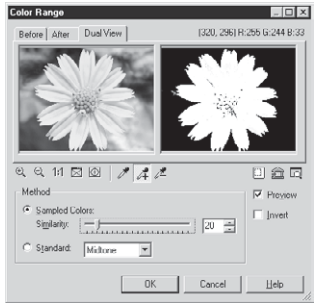
To make a selection using Color Range:

1 With an image open, click **Selection: Color Range**.

2 Select the method of selecting the color range that you want to use.

3 If you choose **Standard**, simply select **Highlight**, **Midtone**, or **Shadow** from the drop-down menu and specify the **Similarity** range. **Color Range** will automatically select the pixels that fit the specified tonal range.

4 If you chose **Sampled Colors**, use the color sample picker, choose a color from the image that you want selected. Drag the **Similarity** slider to adjust the level of related colors that will be selected

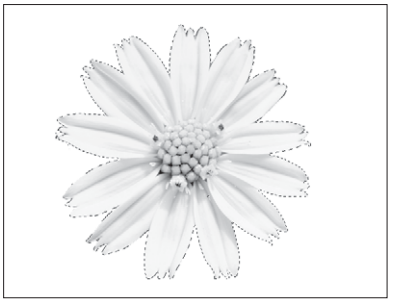


along with the chosen color. A higher value means a higher threshold, thus more colors are selected.

5 To select additional colors, click the **Add color sample**. Conversely, click **Remove color sample** to take away any excess colors from the color range.

The **After View** shows the image with all selected colors highlighted.

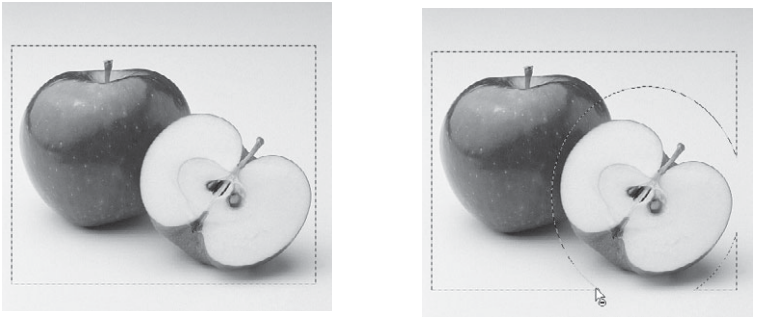
6 Click **OK**. The color/s you selected should now be surrounded by a selection border.



Adding to or subtracting from a selection

You can select multiple parts of an image at one time. In the same way, you can also exclude portions of existing selection areas. Follow these procedures:

- To add an area, select from the **Mode** options on the **Attribute Toolbar** and choose [+], or press [**A**] while selecting more of the image (the pointer changes to display a plus sign).
- To exclude an area choose [–], or press [**S**] while selecting the unwanted area (the pointer changes to display a minus sign).



The original selection area (left), and subtracting from the selection area (right)

Expanding a selection area

If your initial selection is not big enough to include all parts of the image that you want, you have a few different ways of enlarging it:

- Click **Selection: Similar** (or right-click and select **Similar**). Based on the existing selection area, it expands the selection to include similar pixels from the entire image or from neighboring areas.

- Click **Selection: Expand/Shrink** (or right-click and select **Expand/Shrink**). All sides are expanded by equal values.
- Click the **Transform Tool** in the **Tool Panel** to reshape and resize the selection area by dragging on the control handles.

Using the Selection Manager

The Selection Manager is a useful tool for saving your frequently-used selections in the AccessPanel for repeated use. For more on the Selection Manager, please see *page 26*.

Working with objects

Objects float above the base image in independent layers, allowing you to move and manipulate them without affecting other objects or the base image.

There are several ways to create objects from selections:

- Drag a selection anywhere within the current document or directly into another open document in PhotoImpact.
- Drag a selection outside of the current document to create a new document containing only that object. This is useful if you want to edit this particular object independently from the rest of the original image. When you have finished working on it, you can then merge it back into the base image by dragging it as an object.
- Perform a transformation on a selection, using the **Transform Tool.** For details, see *page 138*.
- Select **Selection: Convert to Object**.
- Select **Object: Insert Image Object - Via Cut** or **Via Copy**.

Managing object layers

The **Layer Manage**r helps you keep track of objects within an image. Select **View: Toolbars & Panels - AccessPanel**, or press [**F10**]. Click **Layer Manager** to view objects in their individual layers. The following describes some its features and functions:

- Click an object in the **Layer Manager** to select that object in the workspace. This is particularly useful if the object is small, overlapped or hidden behind other objects.
- Click **Show/Hide List View** to toggle between a list of object names and a thumbnail view of objects.

- Each object thumbnail has the following icons:

Eye Shows or hides an object (you can also open the **Object Properties** dialog box and select or clear **Show**).

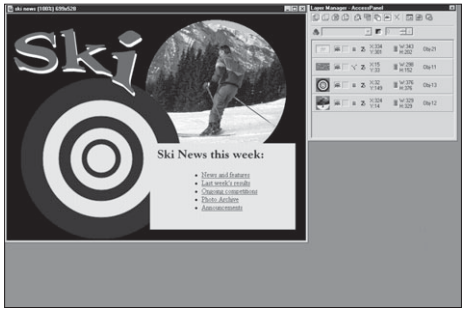
Lock Locks or unlocks the object to its position.

Object type Identifies whether it is an image, text, path, Web object, or a group of objects.

Z-merge Shows whether an object has undergone Z-merge or not.

Sorting objects

You can use **Sort** to arrange the objects' thumbnails in the **Layer Manager**. To do this, select **Sort by Depth** and **Sort by Name** in **Thumbnail menu commands** or from the resulting pop-up menu when you right-click on a thumbnail. Sorting by **Depth** sorts the objects based on their layer level in the workspace, while sorting by **Name** is based on the object's name in the **Layer Manager**.



Grouping and ungrouping objects

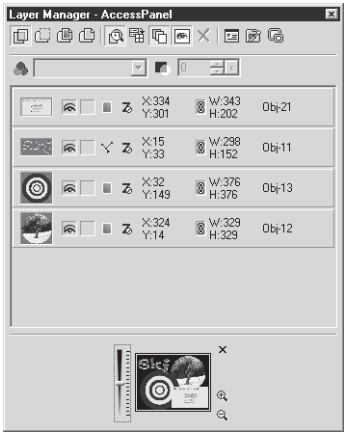
While editing an image, it may be convenient to group objects so that you can move them as a unit or act on them collectively with a specific tool or effect.

To group objects:

1. Press [**Ctrl**] as you click the thumbnails of the objects you want to group in the **Layer Manager**.
2. Select **Group** from **Thumbnail menu commands** (or right-click a thumbnail) to group the selected objects together. The thumbnails on these objects are marked as **Group 1** with all the images displayed in a single object.

Notes:

- *You can also regroup grouped objects up to 16 times and increase the group level each time by 1.*
- *To ungroup objects, select **Ungroup** from **Thumbnail menu commands** (or right-click a thumbnail).*
- *Ungrouping decreases the group level by one.*
- *Click **Show/Hide Group Member** to toggle between showing and hiding grouped objects. If hidden, the thumbnail of the grouped object becomes one.*



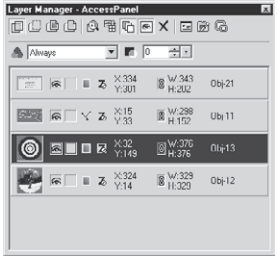
Changing an object's layer in an image

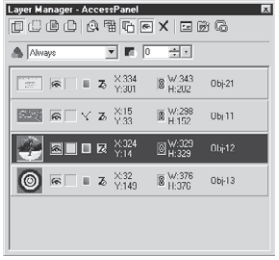
When an object is created, it is automatically placed on the top layer of an image. Converting a selection to an object places the object on the lowest layer. There are different ways to position several objects on different layers:

Select the **Pick Tool**. Then, use the four **Arrange** arrow buttons on the **Attribute Toolbar**. These buttons move an object up one level, down one level, to the top level, and to the bottom level.

Select **Object: Arrange** (or right-click an object and select **Arrange**) and use one of the four submenu commands.

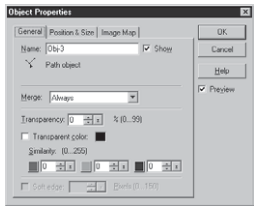
- In the **Layer Manager**, drag a thumbnail to the desired layer in the image.

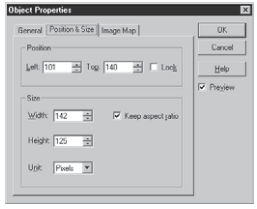


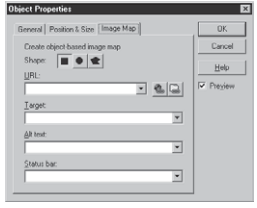


Changing the object layer

Setting an object's properties





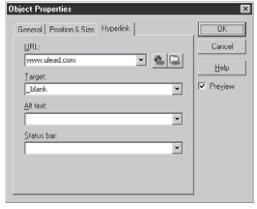


Setting Object Properties lets you further specify the attributes of image, text and path objects as well as Web component objects. Different options are available, depending on what type of object it is. Among other things, you can change an object's name, size and position, set its transparency and merge attributes, precisely specify its position and dimensions, and assign an image map (when the selected item is a normal object) or a hyperlink (when the selected item is a Web object) to it.

You can change an object's properties by using any of the following methods:

- On the **Layer Manager** panel of the **AccessPanel**, double-click on a property item (size, position, and object name) to change its value directly.
- Select **Object: Properties**.
- Right-click an object and select **Properties**.

Editing objects



Objects can be edited on their individual layers without affecting any of the other objects or the base image. In addition to editing them as you would any other selection (see *page 124*), you can also remove parts of it so that images and objects that lie beneath it are visible, thus creating a transparent object effect. You can do this with the **Object Paint Eraser** and the **Object Magic Eraser**, both of which are located in the **Tool Panel**.

To use the Object Paint Eraser, simply make adjustments to the brush on the **Attribute Toolbar**, then begin painting on the area of the object that you want to remove. For more on adjusting brush attributes, see *page 143*.

To use the Object Magic Eraser, set the **Similarity** of the colors that you want to select from the object, then click the desired color in the object. The selected color will become transparent. Using the Object Magic Eraser is similar to the **Magic Wand Tool**. For more information on how the **Object Magic Eraser** works, see *page 143.*

Making a selection area on an object or multiple objects

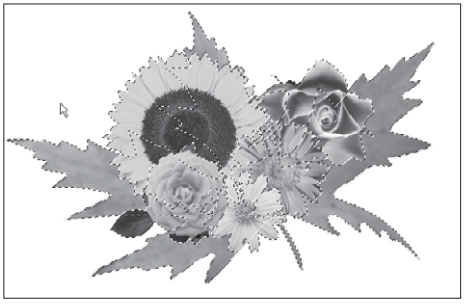
PhotoImpact allows you to make a selection area covering multiple objects and/or parts of multiple objects, to let you create complex selections without having to merge each object beforehand. This is very useful in taking area- specific snapshots of animation frames, where objects have to remain unmerged for the succeeding frames to be created.

To make a selection area from an object or multiple objects:

1 Select the object or objects where you will make a selection area. To select multiple objects, press down [**Shift**] or [**Ctrl**] while clicking on each object.

2 Click a **Selection Tool**, and make a selection area in the regular manner, except hold down [**Alt**]. If you chose to use the **Lasso Tool**, you can edit your selection area before clicking **Finish**.

3 A new selection appears, this time composed of parts of the object or objects you selected plus any background covered by the selection. If you used multiple objects, notice that the selection made is composed of merged parts of the different active objects.



Note: *There are three ways to disable the selection area. You can convert the selection into a single object, click* ***Selection: None****, or press the Spacebar to toggle the selection status. You can also press [****Enter****] to deselect all objects.*

Using Defringe

Irregularly-selected objects may sometimes include some unwanted areas inadvertently selected along with the object. This happens often, especially when using the **Lasso tool**. You can remove these unwanted pixels by using **Defringe**. It removes edge pixels from selections and blends the remaining edges with the background for a seamless merge effect.

To apply Defringe on an object:

1. With a document open and an object active, click **Object: Defringe**.
2. In the **Defringe** dialog box, specify the range of pixels for removal by entering a value between 1 and 10 in **Depth**.
3. Set the tolerance level of the pixels to be removed in **Tolerance**. This determines the similarity of the color for removal with any adjacent colors and removes them as well.
4. Use the color sample picker to specify a color that will be set as the **Original background color**. This color will be used to "wash" pixels affected by Defringe and blend them with the background.
5. Click **OK**.

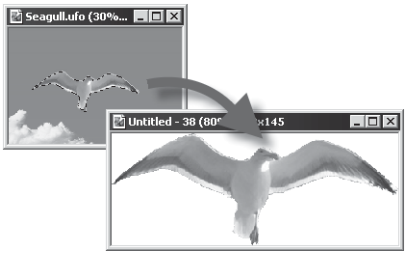


Image without Defringe

Image after applying Defringe

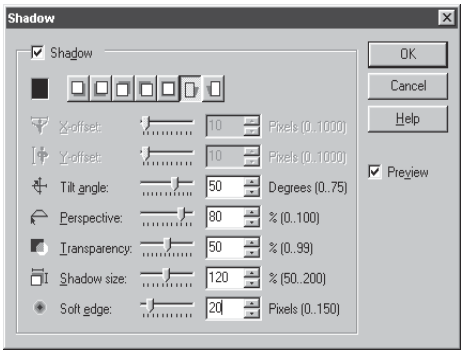
Match Background Color

Match Background Color blends a selected object or image with the base image by softening the edges and matching its colors. This is useful when compositing an image into another and erasing any marks that would make the transplant obvious. To use this command, click on an object and select **Object: Match Background Color**. The adjustment will be made automatically.

Note: *This command works only for selections whose colors are similar with the base image's. If the similarity is too low, an error message will pop up informing you that the action is not possible.*

Adding a shadow to an object

You can introduce depth to an image by applying a shadow to an object or a group of objects. To add a shadow, select **Object: Shadow** (or right-click an object and select **Shadow**). Here you can control the direction, length, transparency, edge blending, and color of the shadow.

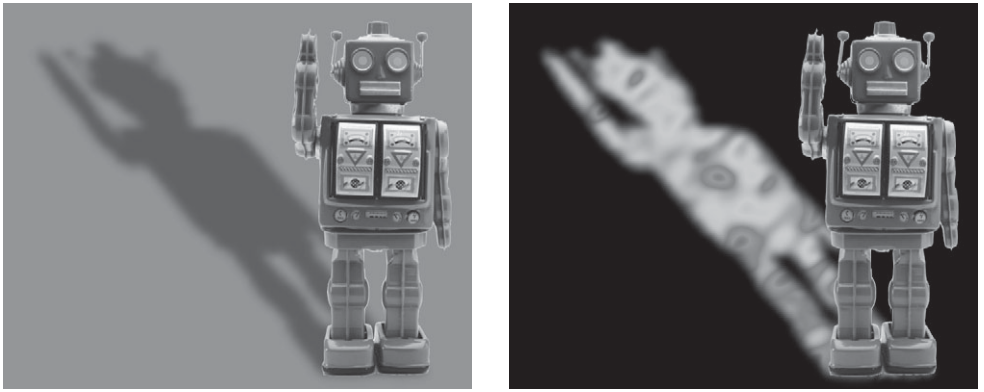


Adding shadow to an object

Separating a shadow from its object

Separating a shadow and making it as a separate object from its original image is easy. To do this, select **Object: Split Shadow** or right-click an object and select **Split Shadow**. The split shadow now becomes a new object whose attributes you can modify such as changing the color or applying a painting texture.

> **Note:** ***Split Shadow*** *is disabled when multiple objects are selected.*



The original object with shadow (left), the same shadow split from the object with a texture fill against a dark background (right).

Copying and moving an object between images

You have the option of moving objects between images if you want. It is quite useful when you have created an object in one image and want to use it in another image. To do this, drag the object from the source image onto the destination image.

Duplicating an object

You can duplicate any object or group of objects that you have created. You have two options in doing this:

- Select the object or group of objects and select **Object: Duplicate** (or right-click and select **Duplicate**).
- Drag the object or group of objects while pressing [**Ctrl**].

> **Note:** *You can set PhotoImpact so that objects are shifted when duplicated. Select* ***File: Preferences - General*** *and select* ***Shift objects after doing Duplicate*** *command.*

Deleting an object

To delete an object or group of objects, select it and then select **Object: Delete** (or right-click and select **Delete**) or press [**Delete**].

Spacing and aligning objects

To space objects evenly or align them within the document, use **Object: Align**. For greater convenience, you can also use the various buttons on the **Attribute Toolbar** for the **Pick Tool**. These are especially useful when creating a navigational toolbar or image map for your Web page.

To align objects:

1 Click the **Pick Tool** in the **Tool Panel**.

2 Select the objects to align.

3 Select **Object: Align** and choose from the submenu, or click the desired **Align** icons on the **Attribute Toolbar**.

To space objects evenly:

1 Click the **Pick Tool** in the **Tool Panel** and select the objects you want for spacing.

2 Select **Object: Align - Space Evenly**.

3 Select the direction to space the objects either **Horizontally** or **Vertically**.

4 Under **Space**, select **Even** or **Fixed**. Enter a value in **Pixels** when selecting fixed.

5 Click **OK**.

Using object libraries

You can store images and selections conveniently using **Object Libraries**. Click **Object Libraries** in the EasyPalette. All available libraries are listed below in a tree view. Click each library to see the thumbnails of any images, paths, and selections that are available.

Saving selections to the object libraries

When you save a selection or an object to any of the Object Libraries, it is represented by a thumbnail in the library. Objects in an **Object Library** can be managed by right-clicking a thumbnail and selecting a command from the pop-up menu. This makes it handy to quickly delete, copy, or cut an object thumbnail to and from the library. Below are some additional commands that are also useful:

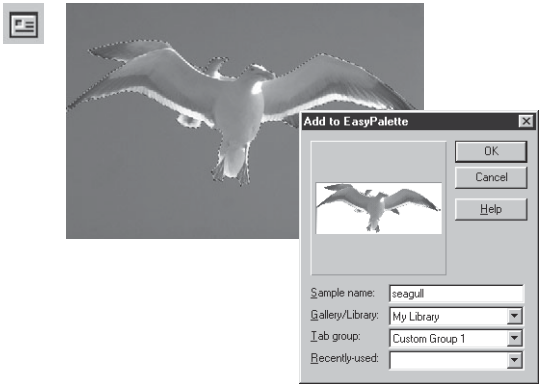
- **Description** Renames a thumbnail or appends descriptive information to it.
- **Store Image** Stores new objects as images with object attribute information.
- **Store Selection** Saves frequently used selections as Grayscale selection masks that you can use to later make selections in other images. For more about Grayscale masks, see *page 119*.

To store an object:

1 Click **Thumbnail menu commands** (or right-click a thumbnail) and select **Store Image**.

2 Drag an object from an image to the **Object Library** window of the **EasyPalette**. Or select **Object: Copy To Object Library**.

3 Enter a name for the object and click **OK**.



To store a selection:

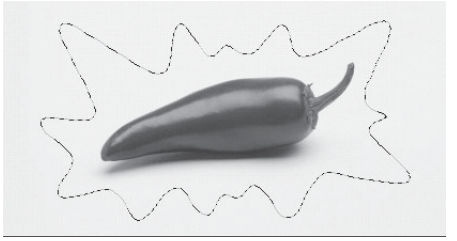
1 Click **Thumbnail menu commands** (or right-click a thumbnail) and select **Store Selection**.

2 Drag a selection from an image to an **Object Library**. A Grayscale mask matching the size and shape of the selection is displayed.

You can complete this by using either of the following:

- Use **Selection: Copy Selection to Object Library** as you create a selection.
- Press [**M**] as you drag a selection to the **Object Library** (regardless of whether **Store Selection** is selected or not).

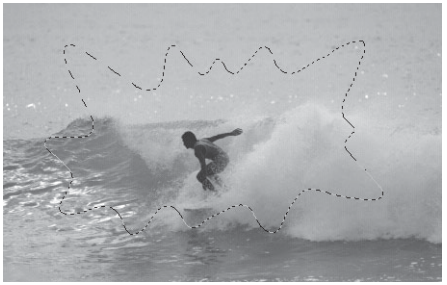
3 Enter a name for the mask and click **OK**.



Note: *To export a selection as a new image in the workspace, or to save it as a file in a specific file format, choose* ***Selection: Export Selection****. In both cases, the selection becomes a Grayscale image (Grayscale mask).*

4 To use your mask, drag the saved mask to the desired image. A selection marquee appears.

5 Make any needed adjustment to the selection using the **Transform Tool**. Then, using the **Selection Tool**, drag the selection area out of the image to form a new image document in the workspace.



To save the entire image to the Object Library:

1 Select **Selection: All** (or right-click an image and select **All**).

2 Drag it to the **Object Library**.

3 Enter a name for the whole image and click **OK**.

To store an image as a selection and apply its mask to another image:

1 Prepare a Grayscale image of the image that you want to use as a selection. If the original image is in color, select **Format: Data Type - Grayscale (8-bit)**.

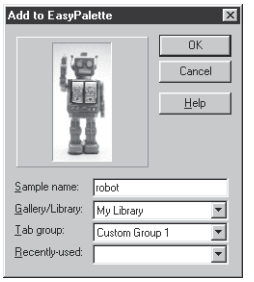
2 Open the **Object Library** in the **EasyPalette**. Click **Thumbnail menu commands**, and select **Store Image as Selection**.

3 Select the entire image, or just a portion of the image, to use as the selection mask.

4 Drag the selection to the **Object Library** and save it.

5 To use your mask, drag the saved mask to the desired image. A selection marquee appears.

6 Make any needed adjustments to the selection using the **Transform Tool**. Then, using the **Selection Tool**, drag the selection area out of the image to form a new image document in the workspace.



Retrieving an image or selection

To retrieve an object or selection, drag them from the **Object Library** into an open document or the workspace. Remember the following points when retrieving:

- When you drag an object to an open document, the object is placed when you release the mouse.
- When you double-click a thumbnail in the **Object Library**, or when you click **Thumbnail menu commands** and choose **Copy Object to Image**, the object appears at the top-left of the image.

- When you drag an object back to its original image or another image of equal size, the object is placed in its original position. Each image element is repositioned automatically. This is especially helpful when you want to:
  - Preserve the position of image elements in an image whose background needs to be modified.
  - Preserve the position of stationery objects across all sequences in image and animation sequences.
- When the base image is active, you can select **Fit Selection** (or right-click a thumbnail, or click **Thumbnail menu commands** in the **EasyPalette**). The mask object is centered and scaled to fit the image. If **Fit Selection** is cleared, the mask object is placed at the mouse point when you drag the previously saved mask object into a new image and release the mouse.

Notes:

- *When the destination image is of different size, the selection is placed wherever you release the mouse.*
- *When placing a selection that has been created from a Grayscale image into an Indexed-Color or Black & White image, the gray areas of the selection are converted to pure black or white.*
- *To import a previously saved selection (or any Grayscale image) into the active image as a selection area, click **Selection: Import Selection**.*

Using the Measure Tool

The **Measure Tool** is composed of a **Measure Handle** and a **Baseline**, which are adjustable points and lines used to take measurements of images, objects or selections. The **Measure Handle** is poled by a square icon and a circular icon, each positioned by points **X1**, **Y1** and **X2**, **Y2**, respectively. The **Baseline**, on the other hand, is a reference line for the angle measurement you make with the Measure Handle. By default, the baseline is set at 0 degrees, which is parallel to the image bottom. You can hide or show the baseline by clicking the toggle button on the **Attribute Toolbar**.

The **Measure Tool** helps you gain accurate information over dimensions, distances, and angles of an image, text or object component. It is best used when applying **Rotation** and **Transform** effects that require precision placement, X and Y coordinate positioning in image mapping, and encoding exact locations when designing web pages.

To use the Measure Tool:

1 In the **Tool Panel**, click the bottom arrow of the **Eyedropper** and select the **Measure Tool**.

2 Define the **Measure Handle** by clicking a starting point anywhere in the image then dragging the mouse to the ending point of what you want to measure. When the mouse button is released, the **Measure Handle** will appear together with the **Baseline**, which by default, is shown. You can hide this by clicking **Baseline** on the **Attribute Toolbar.**

3 You can now drag the poles to resize the **Measure Handle** and the **Baseline**, or drag the middle box to move them around your image. All values, whether distance, length, or angle, will be displayed in the **Attribute Tool Bar**. You can use these values to compute differences when applying **Transform**, **Rotate**, or any other effect.

Using the Transform Tool

The **Transform Tool** allows you to take an image, text or path object, or selection and manipulate it so that it changes shape and even perspective.

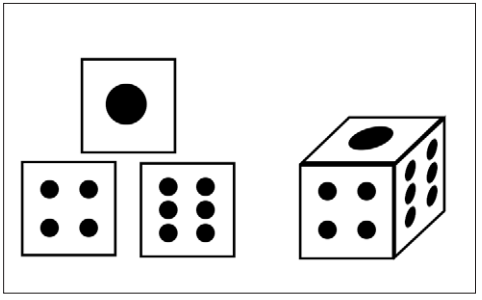
To perform a transformation:

1 Select an object or selection area that you want to transform.

2 Click **Transform Tool** in the **Tool Panel**.

3 Perform transformations using the following options available on the **Attribute Toolbar**:

- In Transform method, choose to apply **Resize**, **Slant**, **Distort** or **Perspective**.

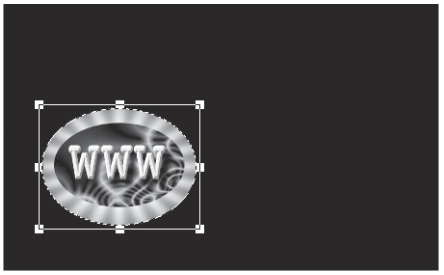


Transform lets you create 3D objects using simple 2D shapes

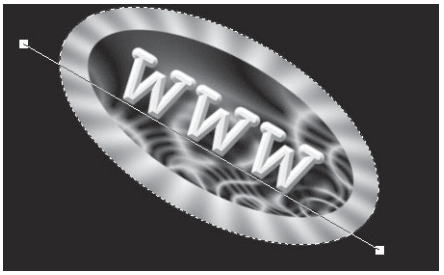
- Choose to rotate an object or selection using right angles (90 left, 90 right, and 180) or flip it horizontally or vertically.
- Click **Rotate by degree** to rotate images using a specified angle and direction (clockwise or counterclockwise).
- Click **Copy rotate** to rotate an image while leaving a copy of the image in its previous position.
- Click **Selection** to apply Transform effects to a selection area instead of the entire image or object.

Notes:

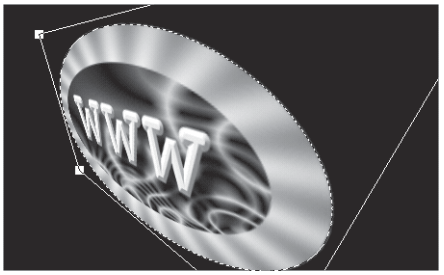
- *If you rotate or distort an entire image by anything other than 90º, 180º or 270º, extra space appears around the image, filled with the background color (Objects are not affected in this way).*
- *If there is no selection or active object, the transformation will be applied to the base image.*
- *If your selection area is a circle or an ellipse, a rectangular box covering the area closest to your selection will automatically be displayed, allowing you to easily transform your object through the control points at each of the four corners.*



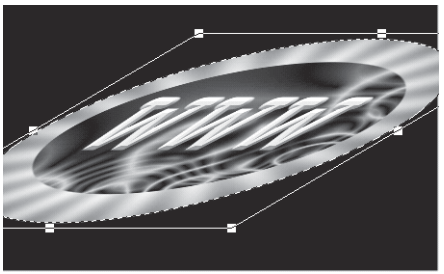
Resizing



Rotating horizontally

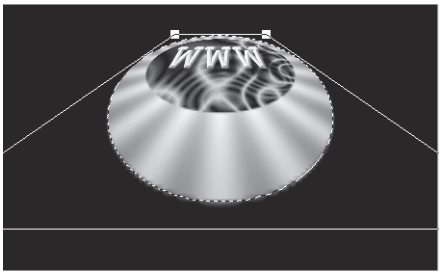


Distorting

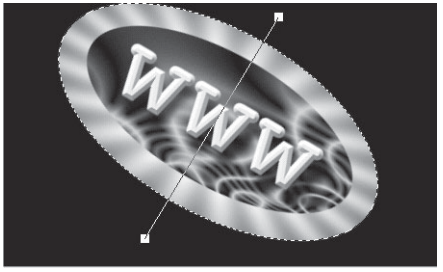


Slanting

Rotating



Changing Perspective



Rotating vertically

3D Transformation

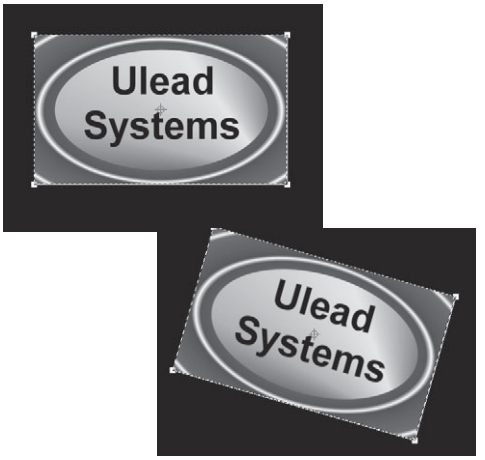
Rotating images

With the available buttons on the **Attribute Toolbar**, you can rotate an image, text or path object by a specified number of degrees or freely move the object around its center. You can also easily straighten crooked images and even rotate them in 3D space.

To rotate an object freely:

1. Select **Rotate Freely** under **Transform** on the **Attribute Toolbar**. Notice that the object will have a rotation center in the middle.
2. Drag the rotation center outside the bounded area, if necessary.
3. Next, drag one of the corner handles and release the mouse. You can also click **Rotate by degree** to apply a more precise angle of rotation.

> **Note:** *Click **Rotate center: Center** on the **Attribute Toolbar** if you had moved the rotation center and want to reset it back to its original position.*



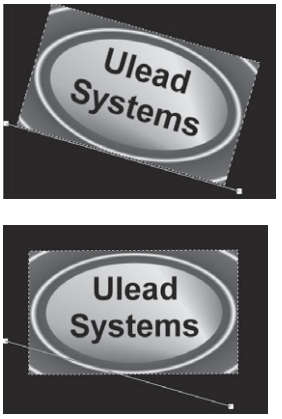
Rotating an object freely

Straightening images

Rotate Using a Horizontal line and **Rotate Using a Vertical line** are useful when you have an image which is not quite straight. This is often the case with scanned images.

To horizontally straighten an image:

1. Select **Rotate Using a Horizontal line** under **Transform** on the **Attribute Toolbar**.
2. Drag a control point to one end of a strong horizontal feature, such as the edge of the image.
3. Drag the second control point to the other end of the feature, carefully aligning the control line along the feature.
4. Double-click the image or any of the control points to rotate.



Rotating an image horizontally

> **Note:** *You can also use **Format: Auto-process - Straighten** to quickly straighten an image. For more information, see page 76.*

3D transformation

PhotoImpact makes it easy to transform your images in three-dimensional space via **Rotate in Virtual 3D**. This tool will be most useful when you want your images to appear in a different plane or perspective while at the same time retaining the proportions of the original image.

To perform a 3D transformation:

1. Select an image, 2D text or path object.

   To rotate an image in 3D space, convert it first into a path object. Select the base image or create a selection area, then select **Object: Convert Object Type - From Text/Image to Path**, or right-click the object and select **Convert Object Type - From Text/Image to Path**.
2. Click the **Transform Tool**.

3 Select **Rotate in Virtual 3D** under **Transform** on the **Attribute Toolbar**. The **3D Virtual Track Ball** appears with a focal point at its center called the **Object Center** (also the **Projection Center**).

4 Drag on the object to rotate it in 3D space. Moving the Object Center relocates its object handle, thus moving the entire image but retaining the Projection Center in its original position.

5 Double-click anywhere inside the circle to toggle between its two 3D modes (Click the Online Help for more information on the 3D Virtual Trackball).

Rotating an image in 3D space

Notes:

- *When you see a round path with a focal point at the center, that is the **Object Center** and dragging anywhere within it transforms your object in a three-dimensional effect. When you see two rectangular paths around your image with a focal point at the center, you are in the **Projection Center** mode. Moving the handles lets you change your viewing angle of the object.*
- *The viewing angle is limited to between 0º and 90º.*

Object Center

Projection Center

Working with Object Eraser Tools

With **Object Eraser Tools**, PhotoImpact allows you to directly and easily erase parts of an object to become transparent or semi-transparent, much as if you were to work in Mask Mode, but without the additional steps. These tools let you create interesting layering effects (if your image in the document contains several objects), or you can also use them to fine-tune objects that you've created with the help of Mask Mode. You can use one of two tools:

Object Paint Eraser Tool Is used just as you would use other **Paint Tools**, except that you use this to "paint" transparent areas of an object. You can also specify its attributes in the **Brush Panel**.

Object Magic Eraser Tool Is similar to the **Magic Wand Selection Tool**, allowing you to select pixels based on color similarity. Selected pixels become the transparent portions of the object.

Notes:

- ***Object Eraser Tools*** *can only be applied to active image objects or active object covered by selection but cannot be used with path and text objects, base images, and selection areas. Hence, conversion first to an image object type is necessary.*
- *24-bit RGB, 8-bit Grayscale, Indexed color, and Black & White images can be edited with the* ***Object Eraser Tools****.*

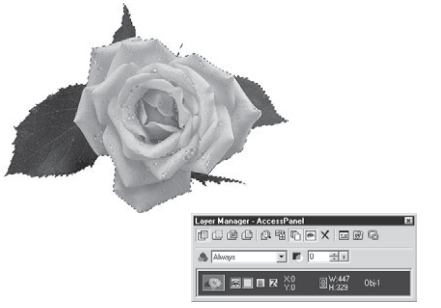
To erase an object:

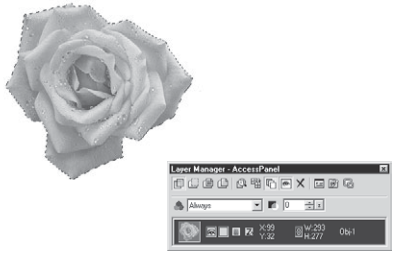
1 In the **EasyPalette** - **Image Library**, select Rose 2 then double-click.

2 Click **Object Eraser Tool** in the **Tool Panel** and select **Object Paint Eraser**.

3 On the **Attribute Toolbar**, set **Brush head** to 10, **Transparency** to 10, **Soft edge** to 10, and **Zoom** to 200. Start painting off the leaves.

4 Click **Trim** to remove any space around the object that is completely transparent. The results of this will be apparent when you view the thumbnail in the **Layer Manager**.





Tip: ***Recover*** *only works if you have already erased an area and have not yet applied* ***Trim****. Otherwise, you will have to use* ***Undo*** *on the* ***Standard Toolbar****, which may result to going back more steps than desired.*

Using the Stamp Tool

The **Stamp Tool** allows you to paint objects from an image file into an image as stamped objects, or as a continuous stream of painted objects such as trees in a forest.

To use the Stamp Tool:

1 Click the **Stamp Tool** in the **Tool Panel**.

2 On the **Attribute Toolbar**, click the **Stamp thumbnail** to display stamp object choices, and click the desired object.

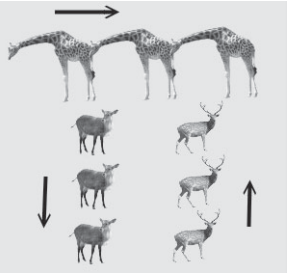
3 Enter the **Transparency** value to determine how translucent objects are against the background. Enter the **Scale** value to define the object size and **Spacing** value to set the distance between stamp objects.

4 Since each stamp object contains several variations of its kind, which object type is inserted as you stamp is defined by the **Order** setting. For example, to use the same object in a straight line, select **Angular**. This means that the object type will change only when you switch direction as you drag the mouse.

5 Click **Placement** to define insertion method for every mouse click.

6 In **Object**, click **Separate objects** to set inserted objects to be independent of each other when edited later.

7 Click within the document to start inserting objects.



Notes:

- *You can also use the **Brush Panel** to insert your own Stamp objects.*
- *PhotoImpact also supports PaintShop Pro *.TUB file format.*
- *Click **View** on the **Attribute Toolbar** to see variations of an active Stamp object.*

WORKING WITH TEXT AND PATHS

With PhotoImpact, creating and editing text and path objects are quick, easy, and effortless. This chapter covers the various methods of working with vector-based objects such as adding text to images, creating complex 2D and 3D shapes, using the Z-merge Tool to combine 3D paths, and working with the Path Drawing Tool to create custom shapes. This chapter finishes with a section on special effects exclusive to path and text objects.

In Chapter 6 you will learn:

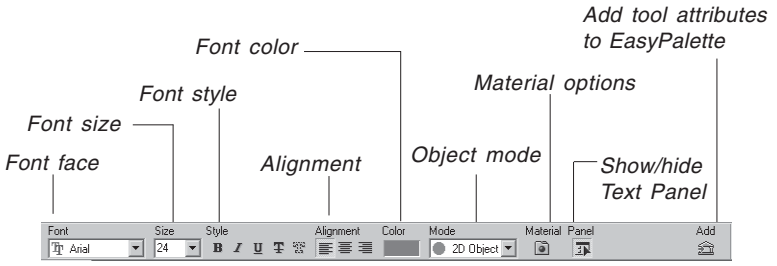
Adding text 146
Text Panel 147
Wrap effects 153
Path Panel 158
Adding 3D properties to text and path objects 178
Special effects for text and path objects 187

PhotoImpact makes it possible for you to convert image objects and selection area marquees into **paths**. Paths are different from raster images, and are similar to vectors. A path is composed of lines, curves, or a combination of both, which are connected to one another by **control points** (**nodes**). You can use paths to draw shapes and create colorful 2D or 3D objects. An advantage of path-based graphics over raster images is that they are not fixed in resolution and can be freely reshaped or transformed in any way with no loss of quality.

Unleash the capabilities of path tools on text in your images, and open the way for unlimited possibilities and effects.

Adding text

Adding text titles and captions to your images is a snap with PhotoImpact. It allows you to enter, modify, and customize 2D or 3D text directly on the work area. You can add gradients, textures, and fills as well as add shadows and dozens of other effects to your text. With the **Text Tool**, you can create and modify dynamic and exciting text directly on a specific area in your workspace.

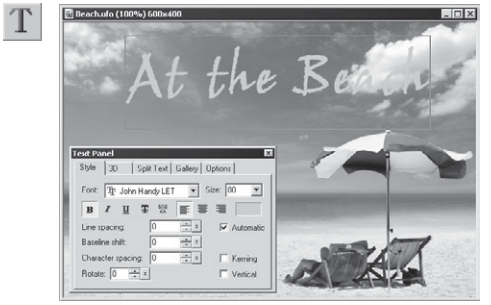


To create text:

1 Click **Text Tool** in the **Tool Panel**. Click a point on the image where you want to place the text. A blinking cursor will automatically appear where you can enter your text.

2 Highlight a section or the entire text then apply formatting options by accessing the **Text Panel**. For more on the **Text Panel**, see *next section*.

3 Click **OK**.

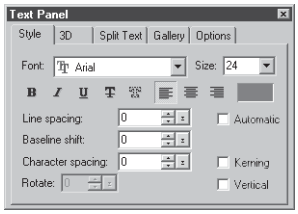


Text Panel

The Text Panel encompasses the comprehensive range of functions, properties and effects that can be applied to your text objects. You can show and hide the **Text Panel** by clicking **Panel** on the **Attribute Toolbar**.

Style

Style defines the font and character style for the text.



- **Color, Font, Size** These are standard font options that can be applied to individual letters, words or the whole text block.
- **Baseline shift** This can be applied to individual characters, words or the entire text block, and determines the amount of space between lines.
- **Character spacing** and **Kerning** Determine the amount of space between characters and words. These can also be applied to individual words and letters as well as the whole text block.
- **Rotate** This can be applied to individual characters, words or the whole text block.
- **Line spacing**, **Alignment**, and **Vertical settings** Apply to the entire text block.
- **Automatic line spacing** Applies to the entire text block. It calculates the ideal spacing between lines based on the largest character in each line when **Line spacing** is set to zero (default value).

With Kerning

Without Kerning

When **Automatic line spacing** is selected, **Line spacing** can take a negative value. When it is negative, as the value approaches the negative equivalent of the font size, the lines will all merge to the same baseline. Decreasing the value past this point will not affect the text block further.

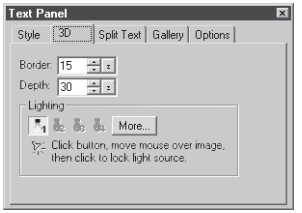
Different formatting within a text object

> **Note:** *If you are using Windows 2000 and you have different languages installed, you can type in text in a selected language. Because of limited language support in Windows 98, the languages supported in PhotoImpact is also limited.*

3D

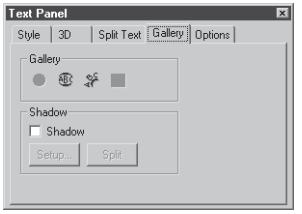
3D Determines the appearance of depth, and the extent of the border of a 3D text object. Lighting effects can also be determined (see *page 181* for details),

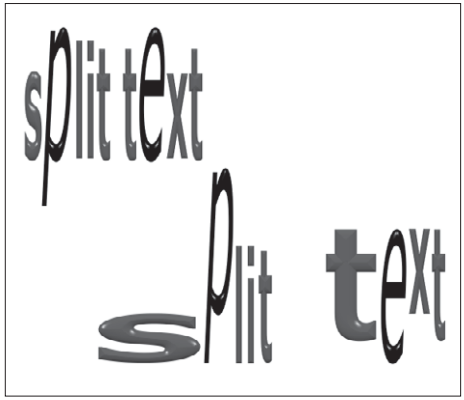
Materials effects can be applied by clicking **More**.



Split Text

Text objects can be split as characters, lines, words, or styles. Even when text objects are split, each segment retains its properties as a text object. So, not only can you apply different 3D effects, colors, sizes, and styles to individual characters, you can split the whole text block, removing the need to create each character or segment as individual text objects.

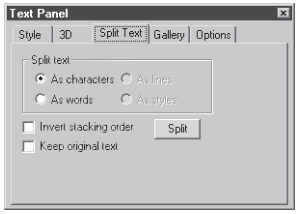




A text block that has been split, reformatted and rearranged

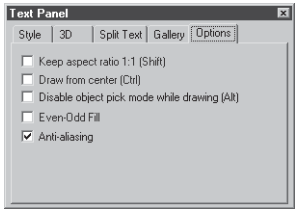
Gallery

Gallery Access various galleries directly from this panel, including the **Shadow** dialog box.



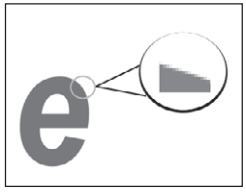
Options

Options Features an option that allows you to start typing a new text object over an existing one while avoiding selecting the existing one. This also controls the smoothness of the characters.

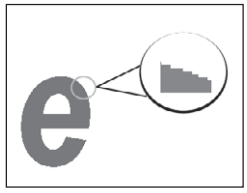


Notes:

- *Select **Keep original text** to preserve a copy of the original text block.*
- *Applying the 3D Pipe effect to a multicolored text block will change the color attributes of the whole block.*



With Anti-aliasing



Without Anti-aliasing

Saving text objects

Save text objects the same way as you would save image and path objects. There are two ways to save text objects:

- **Save to EasyPalette** You can save each text object to **My Library** in the EasyPalette for easier access. Simply drag your text object into the My Library folder and enter a name for the object. (See *page 27* for details).
- **Save as a UFO file** To retain each text object's properties and be able to edit them, save them in a special **Ulead File For Objects** (**UFO**) format. (See *page 46* for details).

Creating text effects

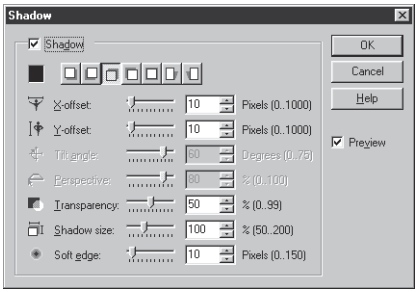
Once you've added and positioned the text on your image, the next step is to give it that extra spark of life to make it really stand out. Below is a list of effects which you can create for your text, as well as samples. Presets and other special effects are also available in the EasyPalette which you can simply drag onto the document and apply to your text.

- Create custom color, gradients or texture fills, and give text a 3D look or add shadows to it.
- Enter Horizontal or Vertical deform mode to twist your text into any shape you like.
- The Material dialog box, available to both the Text and Path tools, can be used to add unique effects to a text object's surface. (See *page 179* for details).
- Bend text objects or wrap your text on any path shape. (See *page 153* for details).

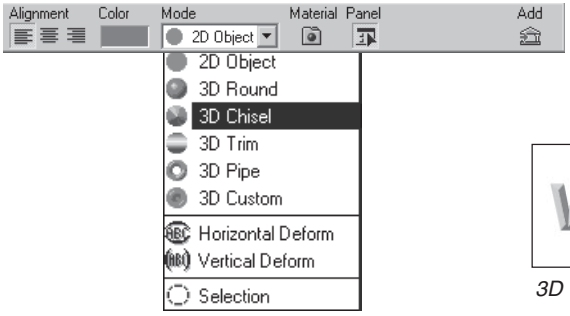
2D Text with Color

2D Text with Multiple-color Gradient Fill

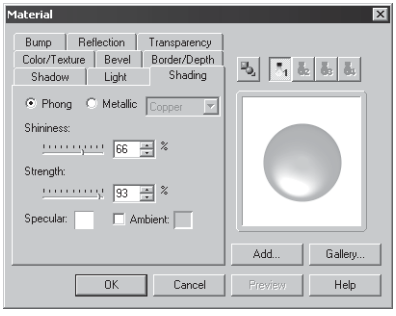
2D Text with Natural Texture Fill



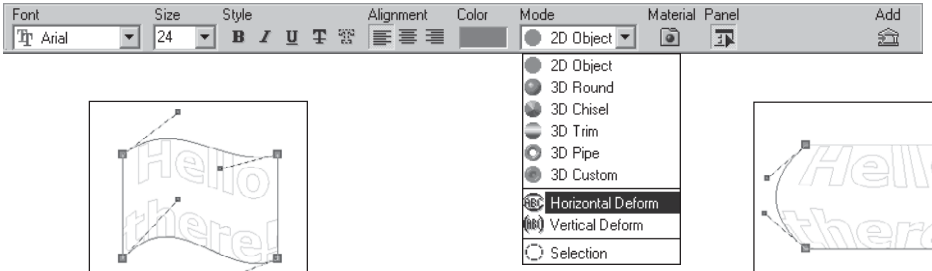
Text with Shadow

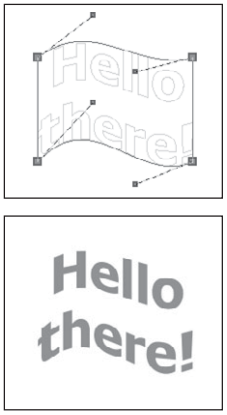


3D Text with Bevel

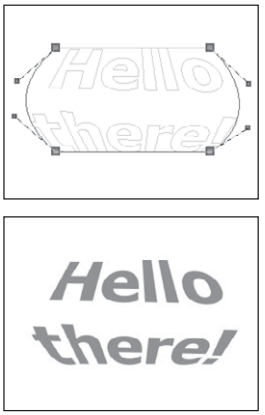


3D Text with more advanced 3D properties (with light and shading properties applied)





Horizontal Deform



Vertical Deform

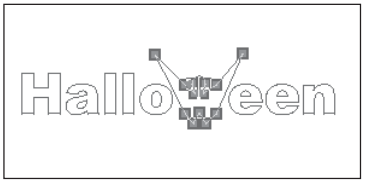
Editing text as a path object

You can make extreme and slick changes to individual letters in PhotoImpact by converting your text into a path object. Each letter in the text will be converted to a closed path, which you can easily reshape using the **Path Edit Tool**. Take note, however, that paths cannot be converted back into text. Text properties are lost and the text's contents and settings can no longer be modified.

To edit text as a path object:

1. Click the **Text Tool**. Enter your text and select options for formatting your text.
2. Select **Object: Convert Object Type - From Text To Path**. Notice that the text attributes are grayed out in the Attribute toolbar after your text has been converted into a path object.
3. Click the **Path Tool**, then select the **Path Edit Tool**.
4. Click **Toggle** to switch from path object mode to path edit mode (or click the path object).
5. Adjust the path nodes and segments in each path the way you want it.

Original text



Editing text as a path object

6 Change to the **Path Drawing Tool**. In **Mode**, select a 3D option to give the path object a 3D look. Click **Material** to apply more 3D effects to the path object.

Note: *See pages 172 to 175 for more information on editing path objects.*

Result

Wrap effects

Wrap effects bend objects in unique formations by aligning them to the path of a shape. Ready-to-use wrap effects are provided in the **EasyPalette** which can be directly applied to text and path objects. In addition to these presets, PhotoImpact allows you to create your own wrap effects.

Applying special effects to text

EasyPalette's **Type Gallery** provides special text effects which are far more powerful than the Text and Path tools. You can apply glass-like or metallic effects, as well as add snow, fire, holes, neon glows, and more.

To apply a special effect to text:

1 Click the **Text Tool** on the **Tool Panel**. Enter your text and click **OK**.

2 Adjust the **Font**, **Size** and **Color** of the selected text on the **Attribute Toolbar**.

3 Click **EasyPalette** on the **Standard Toolbar** to open the galleries and libraries.

4 Select **Type Gallery** then choose an effect thumbnail.

5 Drag or double-click to apply the effect to the text.

Original text

Fire

Chisel

Notes:

- *The text becomes an image object once a type effect has been applied. You will not be able to further edit the text attributes.*
- *You can also select* ***Effect: Creative - Type Effect*** *to apply type effects to text.*

Applying wrap effects from the EasyPalette

Just as in previous PhotoImpact versions, preset wrap effects are found in the **Wrap Gallery** of the **EasyPalette**.

To apply a wrap effect from the EasyPalette:

1 Create a text or path object.

2 Click **Galleries** in the **EasyPalette**, then double-click **Wrap Gallery**.

The Wrap Gallery allows you to apply **Bend Text**, **Text Wrap**, and **Path Wrap** effects to both text and path objects.

3 Drag or double-click a thumbnail to apply the effect.

Text Wrap

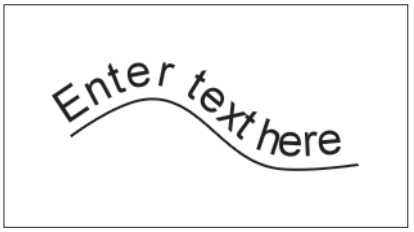
Path Wrap

Creating your own wrap effects

In the **Object: Wrap** submenu, there are two available commands which can be used to create wrap effects:

- **Add Text to Active Path** Creates text on a path. Use any of the Path Tools to draw a path, then click this command to enter text and place it on the path.
- **Fit Together** Wraps a text or path object over another path. Select the object and the path on which to wrap, then click this command to combine them.

  When you wrap a path object over another path, PhotoImpact automatically makes many duplicates of the object and lines them up over the path.



Notes:

- *Outline path objects as well as line and arrow path objects cannot be wrapped over a path.*
- *Objects can wrap on any type of path object.*

Modifying wrap effects

PhotoImpact allows you to change the way an object wraps. You can wrap a single object only, or create many duplicates of it and wrap them on a path. You can also deform the objects and make them smoothly follow the shape of their path.

Use the **Wrap** dialog box to change an object's wrap properties. To access this dialog box, you can:

- Select the wrapped object, then select **Object: Wrap - Properties**;
- Right-click a wrapped object and select **Wrap: Properties** from the pop-up menu;
- Modify a wrap effect in the EasyPalette before applying it. Right-click a preset effect thumbnail in the **Wrap Gallery** then select **Modify Properties and Apply**.

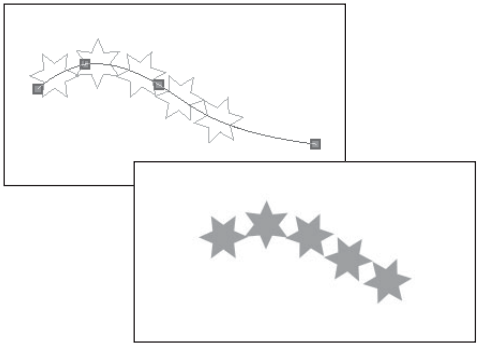
To change wrap properties:

1 Specify the number of times the object will appear in **Repeat**.
   - **Automatic** Determines the number of repeats automatically.
   - **Count** User-specified number.
   - **Spacing** The distance between text or duplicated objects.
   - **Stretch to fit** Adjusts the spacing so the line of the object(s) is the same length as the path.

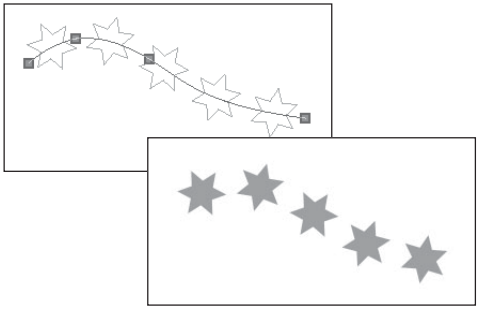
2 Set **Start height** larger than **End height**, or vice versa, to give perspective to the objects. Entering negative values for both options will turn the objects upside down. Enter "100" in both fields to reset.

3 By default, the objects start to wrap at the tip of a path. Enter a higher value in the **Start position** entry box to shift the objects along the path.

4 **Baseline** Only available for path objects, this determines the side of a path that objects wrap. For instance, you can set the value to "0" to place the objects on top of its path, or "100" to place them below the path (or inside a path shape).



Duplicating the wrapped object



Stretch to fit

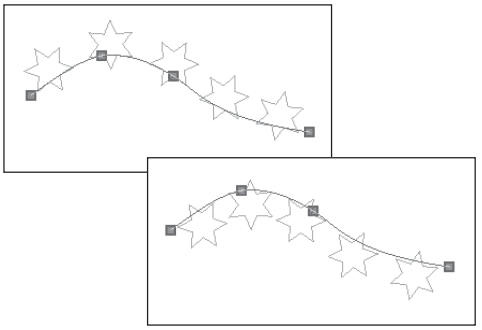
Different Start height and End height

5 Select **Advanced** style options to further adjust the objects.

- **Fit text position to path** Places text strings so that the base of each character is parallel to the path.
- **Distort text to fit path** If **Fit text position to path** is also selected, this will deform each character to fit into its allocated space evenly. If it is not selected, the characters will be displayed in perspective, and use even-odd fill methods on overlapping adjacent characters.
- **Mitre joint** Only available if the above two options are selected. This will cause greater variability in character height and perspective, to make characters fit legibly.
- **Vertical** Places the left side of text string adjacent and perpendicular to the path.

Notes:

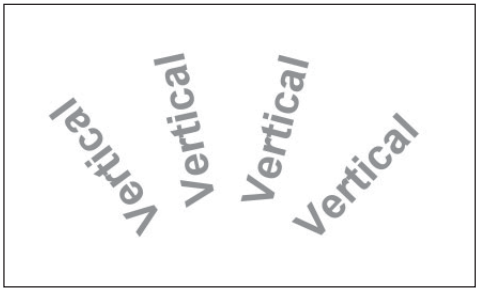
- *When wrapping text objects, if **Automatic** is selected, the last string may be truncated. If this happens, try to reduce the number of duplicates.*
- *Click **Add** in the Wrap dialog box to save a wrap effect to My Gallery in the **EasyPalette**.*



Objects at different sides of the baseline

Fitting text position to path

Without fitting text position to path

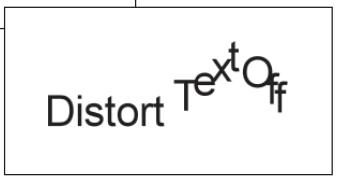


Vertical wrapping

With Mitre joint

Without Mitre joint

Distorting text to fit path



Without distorting text

Aside from modifying wrap properties, you can also adjust the path of a wrapped object. Use the **Path Edit Tool** to reshape the path. Below is an example on how to edit the path of a wrapped object. (See *page 172* for details).

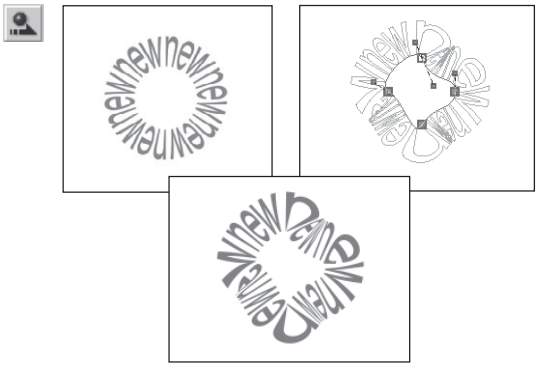
To edit the path on which objects wrap:

1 Select the wrapped text or path object.

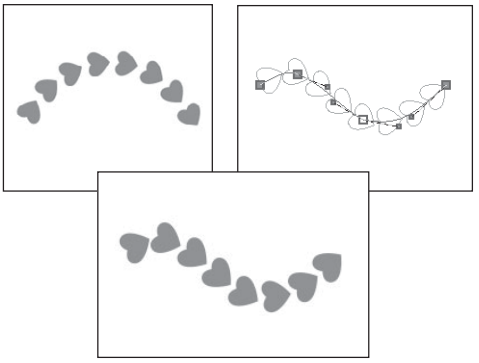
2 Click the **Path Edit Tool** then click **Toggle** to switch between Path mode and Object mode, or click the path object.

3 In Path mode, set the **Edit** mode to **Free edit** or **Non-free edit** mode. Click the nodes and drag the handles to adjust the path shape.

4 Click **Toggle** again to return to path object mode.



Editing the path of a wrapped text object



Editing the path of a wrapped path object

Notes:

- *If you want to copy the path of a wrapped object and use it to wrap other objects, select **Object: Wrap - Get Wrap Path** to make a duplicate of the path.*
- *To remove wrap effects and change an object back to its normal form, select **Object: Wrap - Remove Wrap**. The **Reset** thumbnail in the Wrap Gallery also automatically removes wrap effects from an object.*

Bending text objects

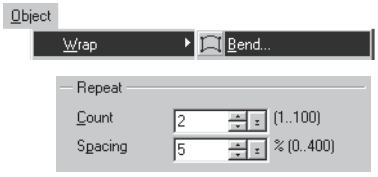
The **Bend** effect in the **Object: Wrap** submenu is a special form of wrap effect for text objects. It curves your text into a semi-circular form or transforms the text into a full circular shape.

To apply the bend effect to a text object:

1 Create a text object with the **Text Tool**.

2 Select **Object: Wrap - Bend**.

3 Enter the number of duplicated text objects you want in **Count**, then set the **Spacing** between each duplicate.



4 Specify the extent of curvature in **Amount**.

   At 50% (default), text bends downwards in a semicircle. 100% bends the text in a full circle. To bend text upwards, choose a negative setting.

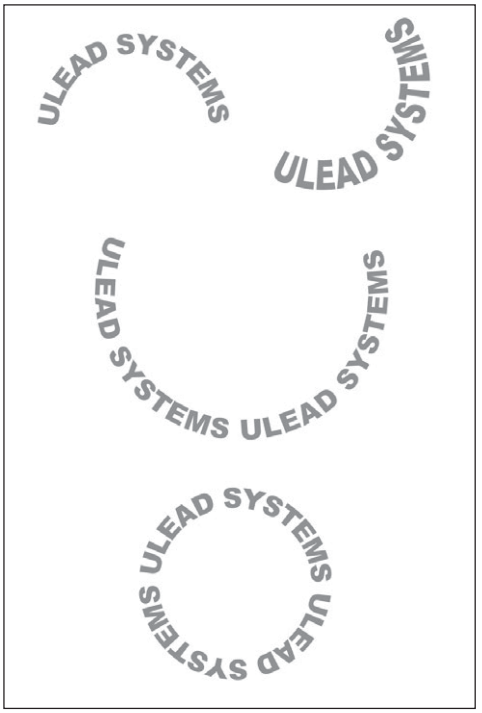
5 Give the **Start height** a different value from **End height** for a perspective effect. Entering negative values for both options will turn the text upside down.

   Type in 100 for both the start and end heights to reset the text back to its original orientation and size.

6 By default, text starts to wrap at the left. Enter a higher **Start position** value to shift the starting position along the curve.

7 Select **Advanced** style options to further adjust the text and make it curve more smoothly. (See *page 155* for details.)

> **Note:** *The bend effect simply deforms the text object. It does not add a path.*



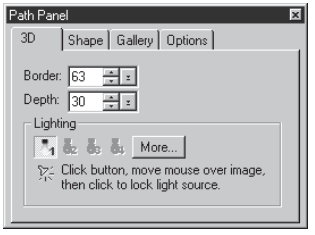
Examples

Path Panel

Many **Path Tool** settings can be accessed from the **Path Panel** which can be toggled on and off by clicking **Panel** on the **Attribute Toolbar**. The new panel not only makes it easier to create and edit path tools, it also offers a wide range of options to give you unsurpassable accuracy and control over your path objects.

- **3D** Determines the depth of a 3D path shape, and the extent of its border. The border determines where the 3D effect plateaus out towards the center of the shape.

  The **Lighting effects** (see *page 181*) and **Materials** dialog boxes can be invoked by clicking **More**.



- **Outline** Only available for **Outline** and **Line and Arrow** Path Tools.

  Controls the width and style of the outline, and the direction and type of arrowhead, if applicable.

- **Shape** Provides options for rounded rectangles; whether resizing is calculated on the ratio of the radius to the rectangle's length, or a fixed radius.

  Also provides **Freehand drawing** options (see *page 177* for more details).

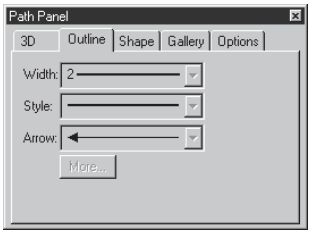
- **Gallery** Access various galleries from this panel, including the **Shadow** dialog box.

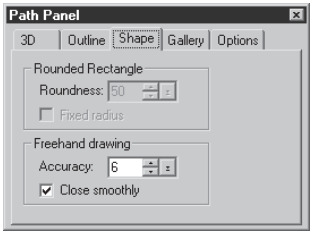
- **Options** Controls whether shapes are generated from the center or from the corner, and whether shapes have equal length sides or constant radius.

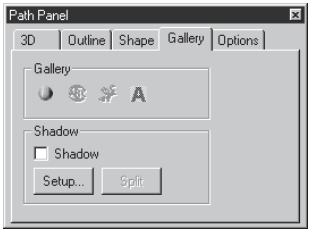
  Select to start drawing a new path over an existing one while avoiding selecting the existing one.

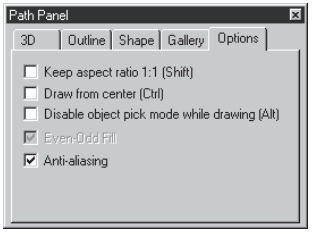
  Determines the behavior of path objects that have intersecting lines or curves.

  Control here whether or not to generate your path objects with anti-aliasing.









Tracing and converting images into paths

The **Edit: Trace** submenu contains commands that can convert any base image, selection area or object into a path. You can use these commands to trace a portion of an existing image and turn it into a path object. This saves you the time and the trouble of having to draw it from scratch. Later on, you can make adjustments to the object and give it a 3D look using the **Path Tool**.

- **Edit: Trace - Selection Marquee** traces a shape according to the edges of the marquee. Use any of the **Selection Tools** to mark the desired part of your image first, then apply this command.

- **Edit: Trace - Image** traces a shape based upon the luminosity values of the pixels in the image, retaining darker pixels and excluding lighter pixels. This command accurately converts a portion of an image into a path object when that part has high contrasting colors over the rest of the image. You can also use this command in cases where the area is easily distinguished from the background image, such as with text on an image.

To convert a raster image into a path:

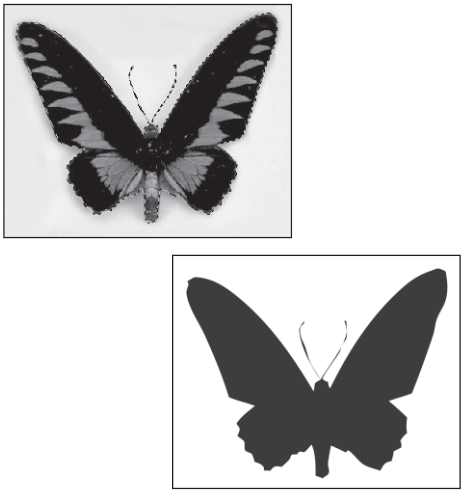
1 Select **Edit: Trace - Selection Marquee** to trace a selected area. Or, select **Edit: Trace - Image** to automatically trace dark areas on the image.

2 In the right hand side of the **Trace** dialog box, you will see a preview of the traced path. Adjust the following settings to get as close as possible to the tracing that you want:
   - **Tolerance** The accuracy of the tracing. A lower value results in greater accuracy.
   - **Jump point** The smoothness of the curves used for tracing. A lower value creates smoother curves.
   - **Threshold** The luminance value determines which pixels to include in the trace. All pixels whose luminance value falls below this are included.

3 Click **OK**.

4 The traced path appears on top of the raster image, with deformation handles visible. Drag the handles to change the path shape.

Note: *For more precise editing of the traced path, you can use the* ***Path Edit Tool****. For more information on the Path Edit Tool,* *see page 172.*

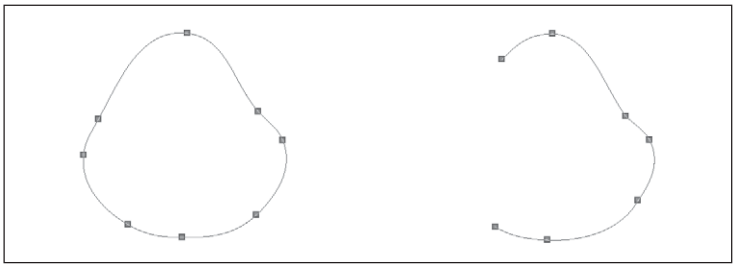


Tracing a selected area

Tracing an image

Creating paths

The **Path Tool** provides four tools for you to create path objects and edit their shapes. To draw closed paths, use the **Path Drawing Tool** or **Path Outline Drawing Tool**. Use the **Line and Arrow Tool** to draw open paths. When you select one of these tools, the **Attribute Toolbar** changes to give you the drawing options for that tool. The fourth one, **Path Edit Tool**, lets you easily adjust the shape of a path by giving you total control over the nodes, lines and curve segments that make up a path. (See *page 172* for details).

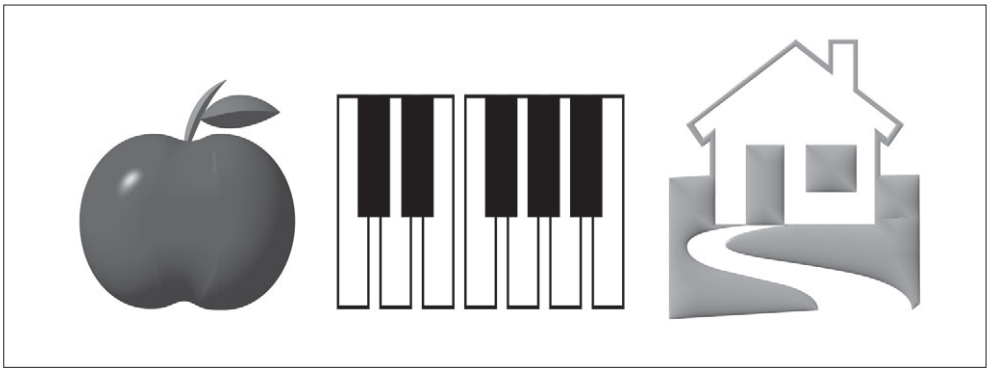


Examples of closed path and open path

When creating path objects, start with a True Color image file to apply 3D properties and other effects to your objects. If you open a new file with only 256 colors or less, you will be able to create 2D objects and selections only.

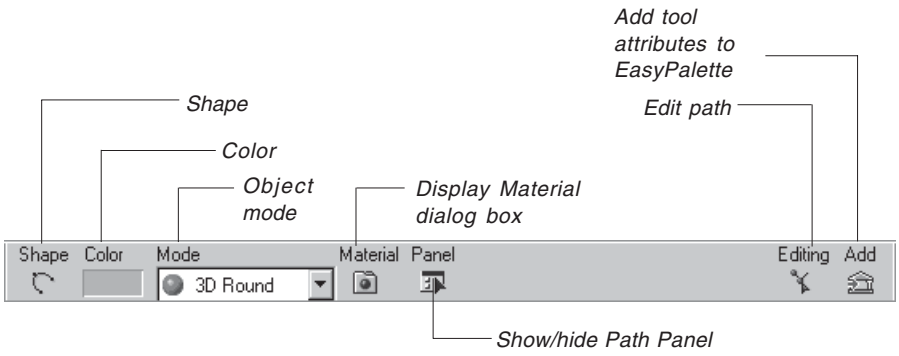
The Path Drawing Tool

The **Path Drawing Tool** lets you create solid-filled objects in various shapes. Use this tool to draw fixed geometric shapes such as rectangles, circles and squares, and ready-made objects from the **EasyPalette Shape Library**. You can also create curved and irregularly-shaped objects with this tool. (See *page 167* for details).



Examples of path objects created using the Path Drawing Tool

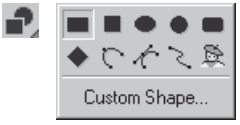
When drawing objects with the Path Drawing Tool, use the various options in the **Attribute Toolbar** and the **Path Panel** (see *page 158* for details) to select shapes, fill objects with color, and add lighting and 3D effects.



To create a solid-filled path object:

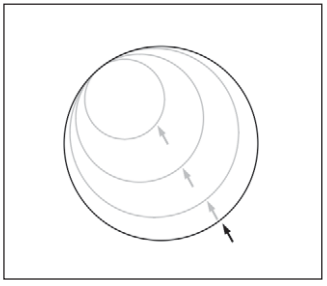
1 Click the **Path Tool** then select the **Path Drawing Tool**.

2 Select a **Shape**. The **Custom Shape** also provides additional preset shapes to choose from and even lets you import an AI file.



Notes:

- *To import AI files, refer to "Importing Adobe Illustrator files", on page 170.*
- *To prevent having jagged curves or edges in the path shape, click* ***the Options Tab*** *in the Path Panel and make sure* ***Anti-aliasing*** *is selected.*



Drawing a path shape

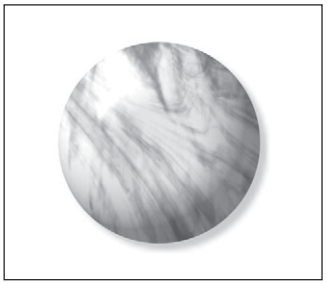
3 To draw the shape, click at a starting point and drag your mouse to form the shape.

4 Click **Mode**. Select **2D Object** or give the object a **3D** look by selecting a 3D mode.

Note: *To view more 3D styles, click* ***Material*** *and select the* ***Bevel Tab****. Click a* ***3D Custom*** *button and click* ***OK****.*

5 To apply preset effects from the **EasyPalette**, click **Material** then click **Gallery**.

6 If you have a 3D object, click **Panel** on the **Attribute Toolbar** to display the **Path Panel**. Set its 3D properties by adjusting **Border** (bevel width), **Depth** (bevel angle) and **Light** direction. To apply more 3D effects, click **More**.



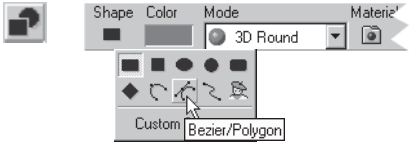
A marble object, drawn using 3D Round mode with maximum border and depth plus an added texture

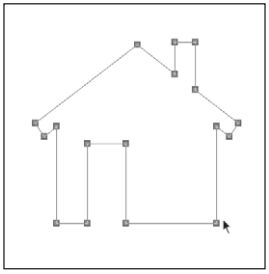
Note: *Click **Add** on the **Attribute Toolbar** to save path tool attributes to **My Gallery** in the **EasyPalette** for future use. To save 3D properties, click **Add** in the **Material** dialog box. See page 178 for details.*

With the **Path Drawing Tool**, you can draw multiple path shapes and make them be part of just one single object. Click **Mode** on the **Attribute Toolbar** and select **Continue Draw Mode** to draw multiple paths within an object. The figure below shows an illustration.

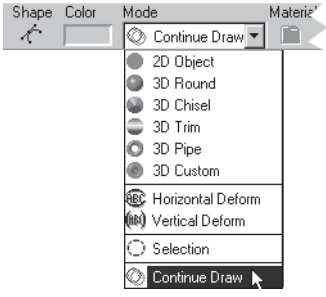
Note: *After drawing multiple paths in **Continue Draw Mode**, use the **Path Edit Tool** to group and organize the paths. For more information, refer to "The Path Edit Tool" on page 172.*

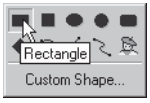
1 *Drawing the first path*

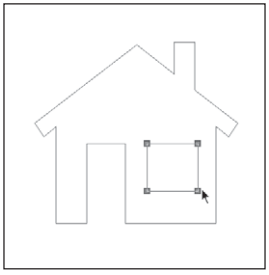




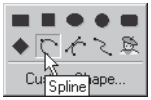
2 *Drawing the second path*

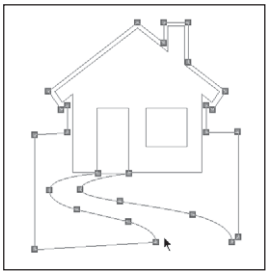




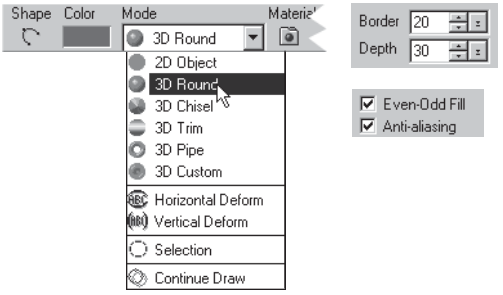


3 *Drawing the final path*





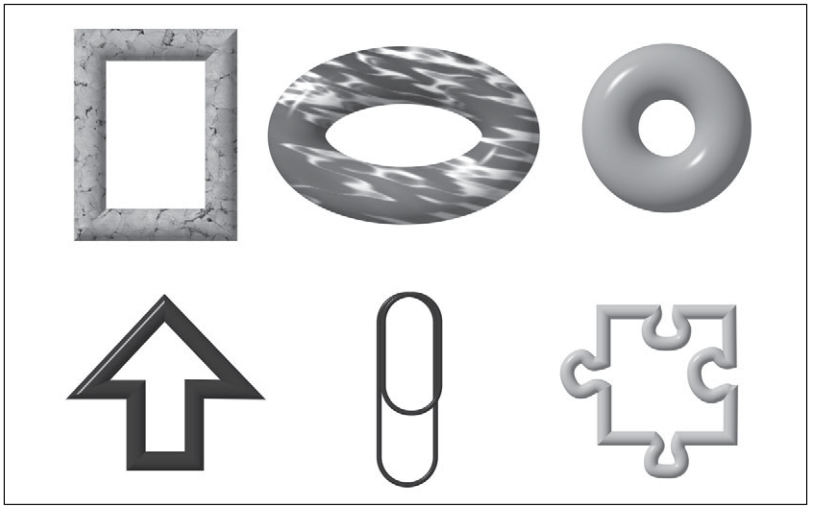
4 *Final path object*



Drawing multiple paths in Continue Draw Mode

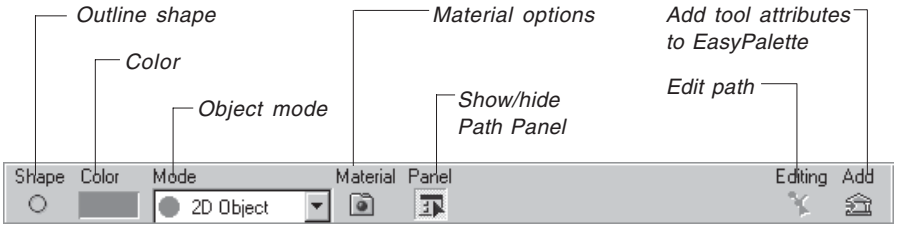
The Outline Drawing Tool

The **Outline Drawing Tool** draws similar shapes as the **Path Drawing Tool**, except that it creates hollowed objects. Use this tool to create a path object with a hole at the center, for instance, a rectangular frame or a doughnut.



Sample outline path objects with 3D properties

The **Attribute Toolbar** options of the **Outline Drawing Tool** are the same as that of the **Path Drawing Tool**, but the Outline Drawing Tool has additional settings for defining outline width and style in the **Path Panel**.

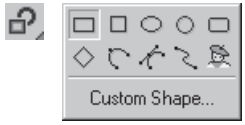


To create an outline path:

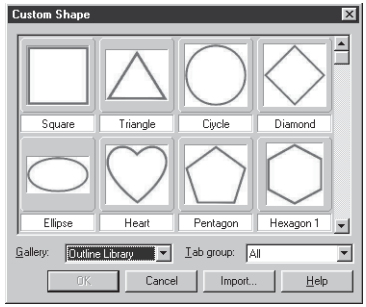
1 Click the **Path Tool** and select the **Outline Drawing Tool**.

2 Click **Shape**, then select an outline shape.

Alternatively, select **Custom Shape** to select a preset shape from the Outline Library. Then, click **Custom Shape** in the Shape menu.



> **Note:** *You can also import Adobe Illustrator AI files. For more information, refer to "Importing Adobe Illustrator files", on page 170.*



3 Draw the selected shape. Click at a starting point and drag your mouse to form the outline shape.

4 Click **Mode** and select **2D Object** or any of the **3D** object modes.

5 Click the **Width** and **Style** buttons on in the **Outline Tab** on the **Path Panel** to modify the thickness of the outline and the type of line.

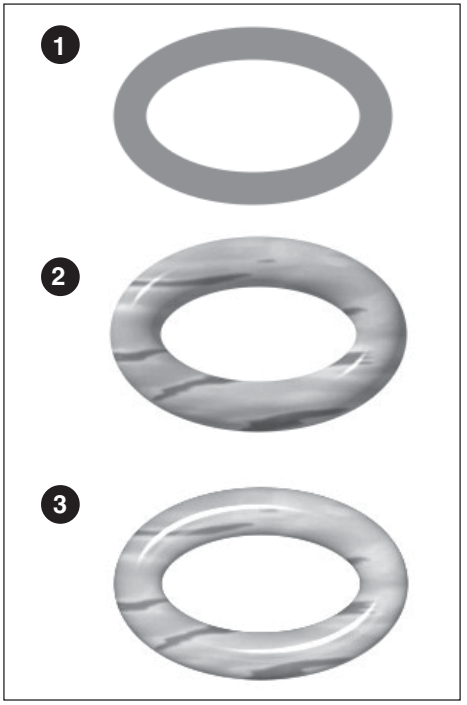
6 Click the **Color** box on the **Attribute Toolbar** to modify the color, apply Gradient or Texture fills, or add a Fadeout effect.

7 Select **Anti-aliasing** in the **Options Tab** on the **Path Panel** to smooth edges or curves. Select a gallery from the **Gallery Tab** to apply preset 3D effects from the EasyPalette's Material Gallery.

8 If you have a 3D outline object, adjust its **Border** (bevel width), **Depth** (bevel angle) and **Light** direction in the **3D Tab** on the **Path Panel**. To make it transparent and apply other 3D properties, click **More**.

Notes:

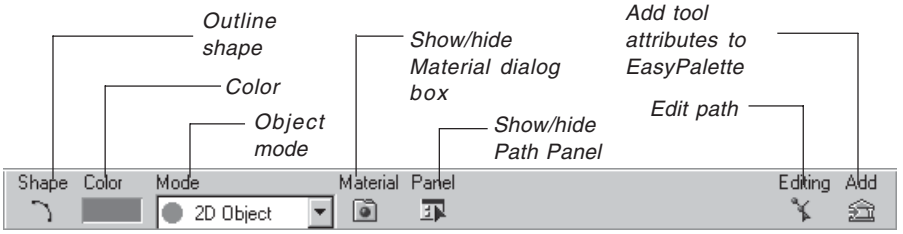
- *Click **Add** on the **Attribute Toolbar** to save path tool attributes to My Gallery in the **EasyPalette** for future use. To save 3D properties, click **Add** in the **Material** dialog box.*
- *For more information on adding 3D properties, see page 178.*



A jade bracelet, drawn using an elliptical outline shape with added texture and light

The Line and Arrow Tool

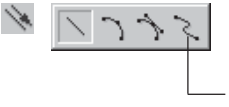
The **Line and Arrow Tool** draws straight or curved lines and arrows, and renders them as a 2D or 3D object depending on the selected **Mode** in the **Attribute Toolbar**. The **Freehand Drawing Tool** which allows free-form drawing also belongs to this group of Path tools.



To create a line and arrow path:

1 Select the **Line and Arrow Tool**.

2 Click **Shape**. Select **Line/Arrow** to draw a straight path. Select **Bezier** or **Spline** to draw a curved or irregularly-shaped path. Select **Freehand Draw Tool** to draw without constraints.



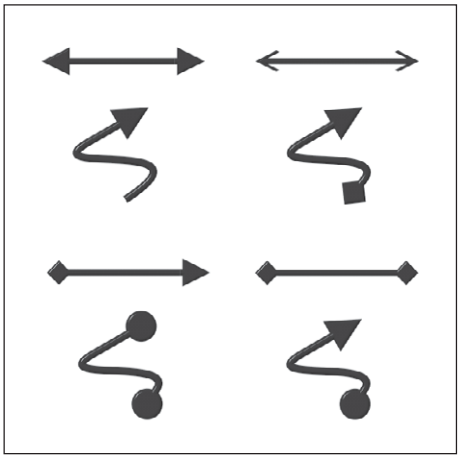
3 Draw the path:
   - **Straight path** Click at a starting point and drag your mouse in the intended direction of the path. Click again to end the path.
   - **Curve or irregularly-shaped path** Click at several points to gradually form the shape of the path. Double-click to complete the path.

> **Note:** *For more information on drawing curves and irregularly-shaped paths, see next section.*

4 Set the line **Width** and **Style** in the **Outline Tab** on the **Attribute Panel**. Select an **Arrow** style for the start and end points.

5 Select **Anti-aliasing** in the **Options Tab** for smoother lines and curves. Add **Shadow**.

6 Click **Mode** and make the path a 2D or 3D object. For further 3D properties, click **Material**.



Samples of Line and Arrow path objects

Drawing curves and irregularly-shaped paths

Select the **Spline Tool** or **Bezier/Polygon Tool** from the **Shape** menu on the **Attribute Toolbar** to draw curves and irregularly-shaped path objects.

By default, the Spline Tool draws curves and the Bezier/Polygon Tool draws straight line segments, however, either can be used to draw curved and linear paths. For smoother mouse control, it is advisable to use the Spline tool when drawing paths with more curves than straight segments. It is also easier to use the Bezier/Polygon tool for drawing paths that contain more line segments than curves.

To draw a path using the Spline Tool:

1 Click the **Path Tool** and select a drawing tool.

2 Click **Shape** on the **Attribute Toolbar**, then click **Spline** in the shape menu.

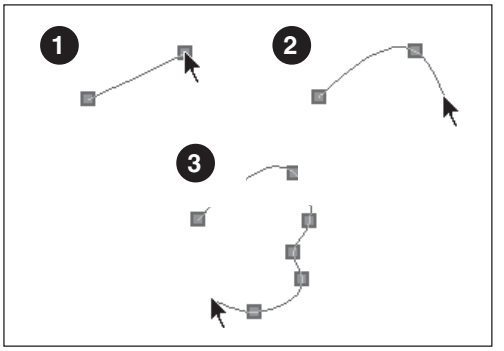
3 Click in the document where you want the path to begin. A start node appears.

4 Position the cursor where you want the first segment to end, then click.

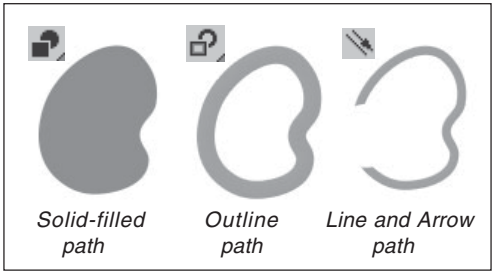
5 Move the cursor around. Notice that the segment smoothly bends into a curve using the node as a reference point.

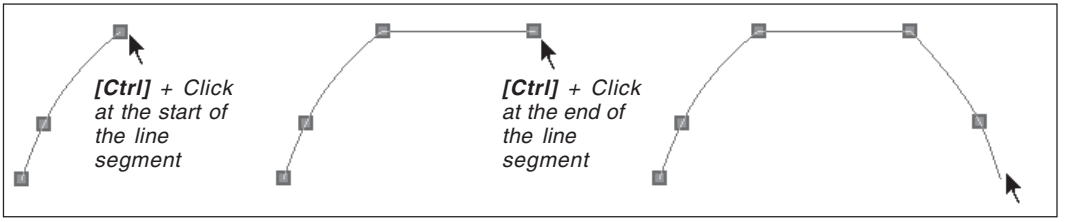
6 Continue clicking and moving your mouse until you have created the desired shape. The path automatically curves based on the position of the nodes.

7 Double-click to complete the path.



Note: *Right-click at any time to abort drawing.*





Drawing a line segment with the Spline tool

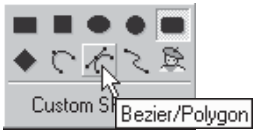
Note: *To draw a straight line segment within a path, hold down* ***[Ctrl]*** *while you clicking the start and end positions of the line segment.*

To draw a path with the Bezier/Polygon tool:

1 Click the **Path Tool** and select a drawing tool.

2 Click **Shape** in the **Attribute Toolbar**, then click **Bezier/Polygon**.

3 To draw a straight segment, click at the position where to start a line segment. A node appears. Move the cursor in the direction where you want the line to be drawn. Click again to complete the segment.



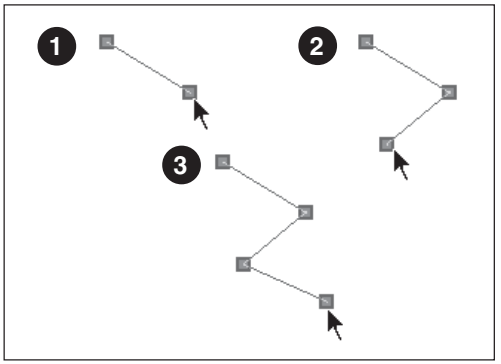
To draw a curve segment, click and drag in one direction at the starting position, then click and drag in the opposite direction at the end position of the segment. (See illustration).

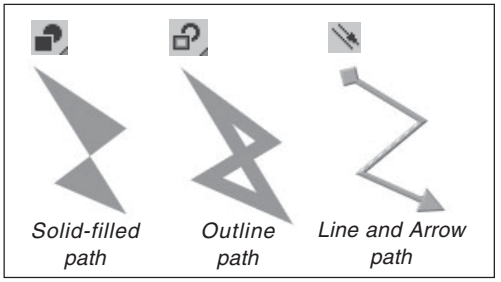
To draw an "S" curve segment, click and drag your mouse in the same directions when starting and ending the segment. (See illustration).

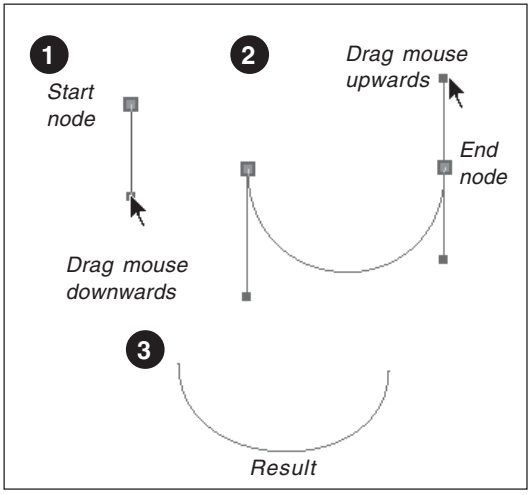
4 Continue clicking and moving the cursor around until you have created the desired shape.

5 Double-click to complete the path.

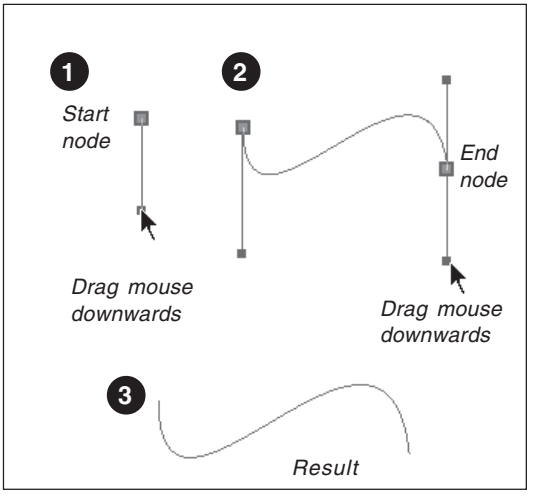
> **Note:** *Right-click at any time to abort drawing.*







Drawing a curve with the Bezier/Polygon tool



Drawing an "S" curve with the Bezier/Polygon tool

Notes:

- *To limit the angle between segments in 45 degrees, hold down **[Shift]** as you draw.*
- *Press **[Backspace]** to remove the previous curve or line segment drawn.*
- *Use the same drawing procedures given in this section when drawing open-path lines and curves with the Line and Arrow Tool.*

Importing Adobe Illustrator files

You can import vector graphics created in Adobe Illustrator into PhotoImpact. You can directly use them as path objects or further edit them.

To import Adobe Illustrator files:

1 Click the **Path Tool**, then select the **Path Drawing Tool** or **Outline Drawing Tool**.

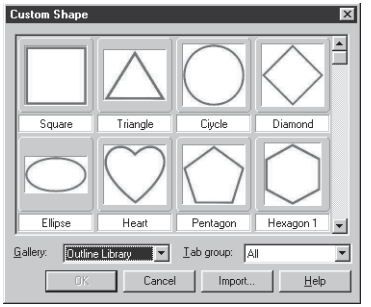
2 Select **Custom Shape**. The **Custom Shape** dialog box opens, displaying preset objects.

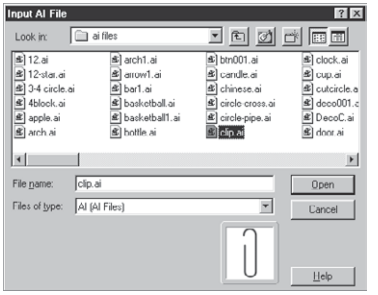
3 Click **Import**. The **Input AI file** dialog box opens.

4 Select an AI file to import and click **Open**. The selected AI file is added to the selected gallery in the **Custom Shape** dialog box.

5 Select the object and click **OK**.

6 Click and drag your mouse to draw the object. The vector-based illustration now appears, allowing you to easily manipulate it using the **Path Drawing Tool**, **Outline Drawing Tool**, **Path Edit Tool**, or the **Bezier Curve Tool**. (The functions of each are discussed on *pages 161, 164, 172* and *175* respectively).





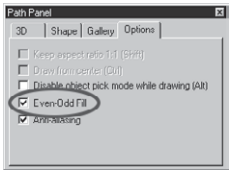
Note: *Only closed path shapes and single-path outlines can be imported from Adobe Illustrator.*

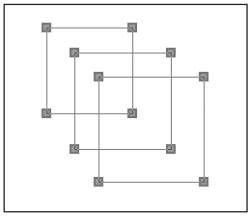
Filling a path with the Even-Odd Fill option

Whenever you render a path object, the object is always filled with the color specified in the **Color** square on the **Attribute Toolbar**. **Even-Odd Fill** in the **Options Tab** on the **Path Panel** allows you an alternative way of filling it. Click **Panel** on the Attribute Toolbar to show the Attribute Panel.

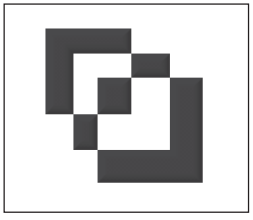
- When **Even-Odd Fill** is selected, the fill only occupies alternate areas created by overlapping path(s). This option is ideal when you have an irregularly-shaped object which folds over onto itself or a complex object containing multiple shapes inside, and you want to keep overlapping areas free of paint. For instance, you can easily create a pattern with alternating fills. The unfilled areas will show the base image.
- This alternate filling effect can only be applied to path objects drawn in **Continue Draw Mode** using the **Path Drawing Tool**. (See *page 163* for details).
- If left cleared, the fill occupies the entire interior of the object whether paths overlap or not.

Note: *When **Even-Odd Fill** is not selected, overlapping areas may still be cleared, depending on how the path was drawn. If the path's inner curve or line segments were drawn in the opposite direction as the outer segments, overlapping regions will not be filled. See the sample figures below.*

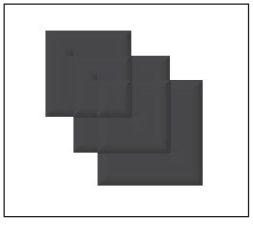




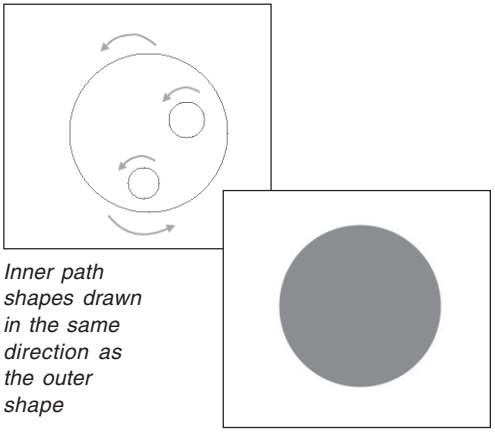
Multiple paths drawn in Continue Draw Mode



With Even-Odd fill

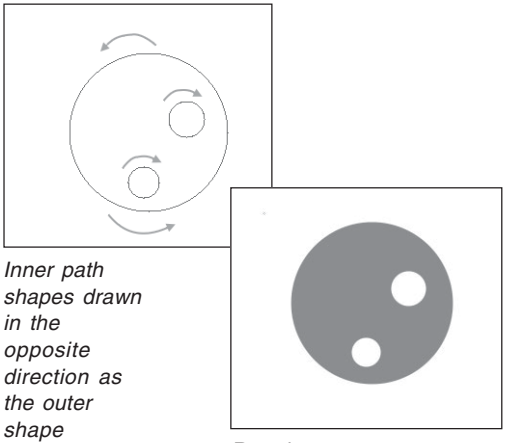


Without Even-Odd fill



Inner path shapes drawn in the same direction as the outer shape

Result



Inner path shapes drawn in the opposite direction as the outer shape

Result

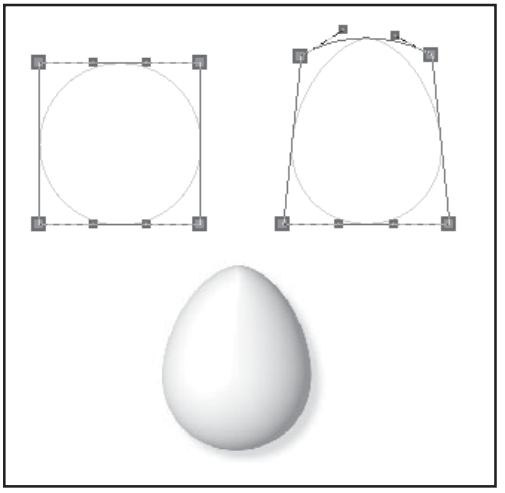
Editing paths

After drawing a path object, you might need to further modify its shape until it looks exactly the way you want it. You can also enhance a path object by changing its properties and applying 3D effects. (See *page 178* for details).

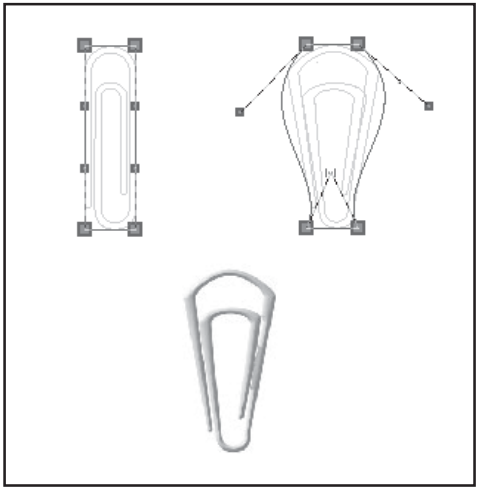
Deforming the path shape

When any of the drawing tools (**Path Drawing Tool**, **Outline Drawing Tool** or **Line and Arrow Tool**) is selected, you can easily distort the path horizontally or vertically. Change the **Mode** in the **Attribute Toolbar** to **Horizontal Deform** or **Vertical Deform**. A bounding box with four nodes and four control handles then appears. To adjust the path shape, reposition the nodes or drag the control handles.

After you have finished adjusting the shape, change back to the original Mode to render the path object.



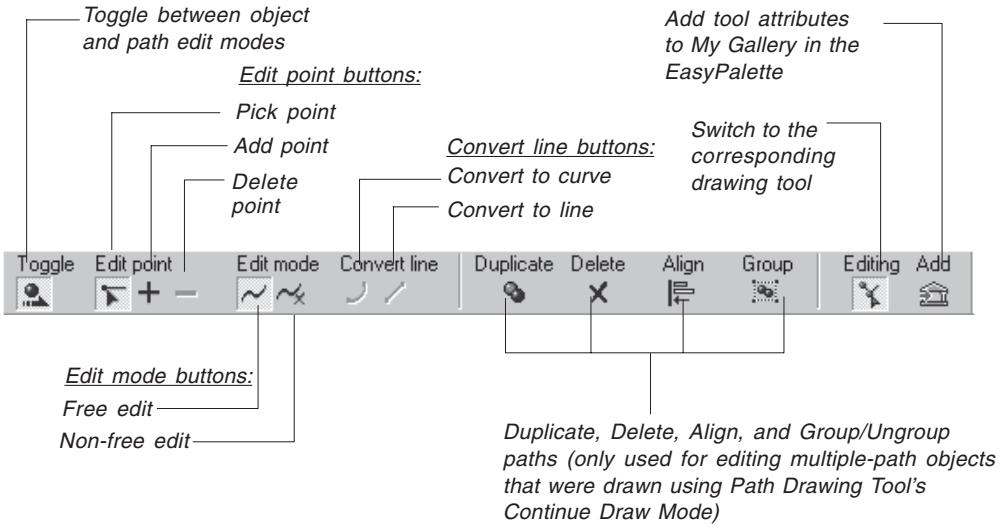
Horizontal Deform



Vertical Deform

The Path Edit Tool

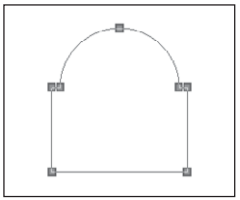
The **Path Edit Tool** lets you reshape paths more precisely. Once you have created a path object using any of the **Trace** commands or **Path** tools, you can start editing. Use the **Attribute Toolbar** to edit paths, or for more convenient editing, right-click (a complete path or a segment) and select commands from the pop-up menu.



To edit a path object:

1 Click the **Path Edit Tool**. Then, click **Toggle** on the **Attribute Toolbar** to switch from path object mode to path edit mode (or click the path object). The object's nodes and segments will be displayed.

Path object mode



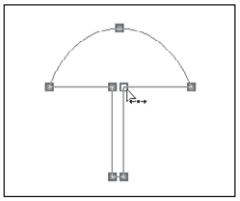
Path edit mode

Notes:

To easily change between the Path Edit Tool and the drawing tool which you used to create the object:

- *Click **Edit** on the **Attribute Toolbar**.*
- *Right-click the object. From the pop-up menu, select **Edit Path** to switch to the Path Edit Tool or select **Edit Attributes** to return to the drawing tool.*

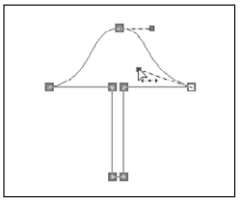
2 Click and drag the nodes to reposition them.



Moving path nodes

3 Reshape a curve segment by clicking any of its two end nodes. At most, two control handles will appear on the selected node. Drag a handle to adjust the shape of the curve.

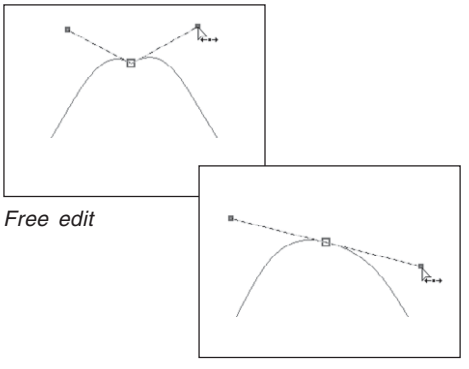
Use the **Edit mode** buttons to change the way control handles affect curve segments.



Reshaping a curve segment

Notes:

- *Two control handles appear on a node when the segments at the left and right side of the node are both curves.*
- *Curve segments have handles that you can drag for editing. Line segments do not.*

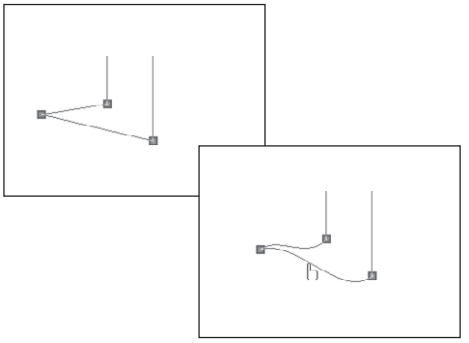


Free edit

Non-free edit

- **Free edit** Moves one control handle at a time and reshapes a curve without affecting other path segments.
- **Non-free edit** Moves both control handles simultaneously and reshapes the curves between a node and its adjacent nodes.

4 To change a curve segment into a line or vice versa, select the segment and use a **Convert line** button to convert.

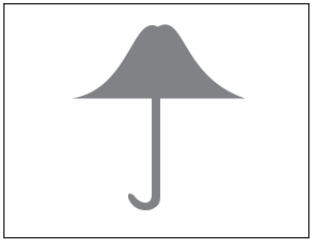


Convert to curve

5 If you still cannot shape the path perfectly with the existing nodes, add more nodes and further adjust the path. Alternatively, if the path does not look smooth enough, delete some nodes.

Use an **Edit point** button to select a segment, then add or delete nodes.

Note: ***Pick point*** *lets you select a path segment. While using this tool, you can press* ***[Shift]*** *and click a segment to add [+] node, or press* ***[Ctrl]*** *and click a node to delete [-] it.*



Final result

6 When you are satisfied with the result, click **Toggle** or **Edit** (or, right-click and select **Toggle Mode**) to render your path object.

To select multiple paths while you are editing a path object, press [**Ctrl**] or [**Shift**] and click the paths while in path edit mode. Right-click and apply the menu commands you want on the selected paths or click the available buttons on the **Attribute Toolbar**.

- **Duplicate** Creates a path with the same attributes as the selected path.
- **Delete** Removes the selected path(s).
- **Alignment** Aligns and distributes the selected paths.
- **Grouping** Groups or ungroups selected paths.

Note: *These commands are applicable only for multiple paths created using the Path Drawing Tool's* ***Continue Draw Mode****. For more information, see page 163.*

Grouping and ungrouping paths

If you created a complex path object containing multiple paths, it is advisable that you group them into one or more groups of paths. Group related paths together when you want to fix their position in place while you continue to edit other portions of your path object. This makes managing paths easier and lets you move them simultaneously.

To group paths:

1 Click **Path Tool** and select the **Path Edit Tool**, or while using any of the three drawing tools, click **Edit** in the **Attribute Toolbar**.

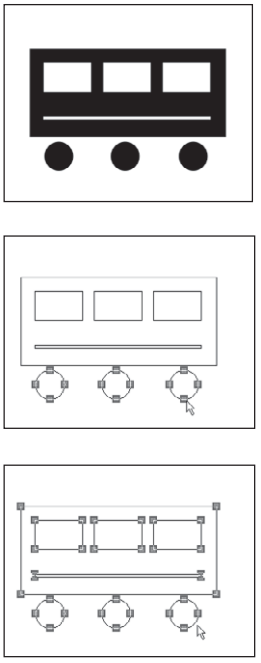
2 Click **Toggle** to switch from path object mode to path edit mode.

3 Select the paths you want to group.

To select paths individually, hold down [**Shift**] or [**Ctrl**] while clicking each path. To cancel a path selection, press [**Ctrl**] while clicking a selected path.

4 When all the paths are selected, right-click and select **Group Path**.

To separate grouped paths, right-click and select **Ungroup Path**.



Grouping paths

Using the Bezier Curve Tool

Another alternative you can use to create complex paths or selections is the **Bezier Curve Tool**. This tool works in two modes: **Path** and **Selection** modes. It allows you to draw and edit a closed path and make it into a selection.

To draw and edit paths using the Bezier Curve Tool:

1 Click the **Selection Tool**, then select the **Bezier Curve Tool**.

2 Select a path shape in **Shape** then draw the path. You can draw multiple paths.

Note: ***Free Path*** *is ideal for drawing curves and irregularly-shaped paths. It draws paths exactly the same way as the Bezier/Polygon tool. Follow the same procedure in "To draw a path with the Bezier/Polygon tool" on page 168 to draw a free path.*

3 To edit the path(s) you have just drawn, select **Edit existing path** on the **Attribute Toolbar**.

4 Click a path segment, then click the **Options** menu and select **Convert to curve** or **Convert to line** to change a line segment into a curve or vice versa.

5 Click a node to show control handles and adjust path segments. Use the **Free edit** option to determine how to adjust two connected path segments.

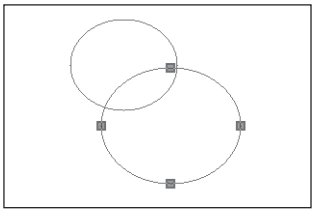
Notes:

- *The* ***Free edit*** *option works the same way as the* ***Edit mode*** *buttons of the* ***Path Edit Tool****. See page 172 for information.*
- *How color fills overlapping paths is determined by the* ***Even-Odd fill*** *option. See "Filling a path with the Even-Odd Fill option" on page 170 for more details.*
- *To delete a node, click* ***Options*** *and select* ***Delete Point****.*

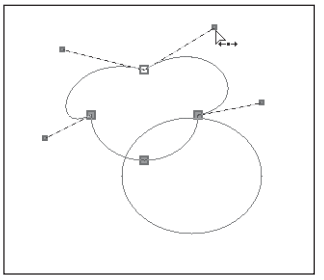
6 Double-click to complete the path.

7 Finally, to convert the path(s) to a path object, click the **Path Tool** and select the **Path Drawing Tool**. Then click **Mode** and render as a 2D or 3D object.

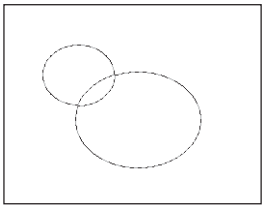
Note: *After the path has been converted to a path object, nodes can be added using the* ***Path Edit Tool****.*



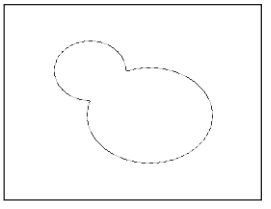
Draw a new path



Edit an existing path



With Even-Odd fill

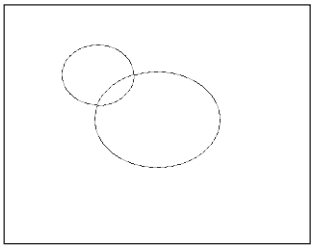


Without Even-Odd fill

To make the path into a selection:

- Click **Toggle** in the Bezier Curve Tool's Attribute toolbar. This button lets you switch between path and selection modes.

Note: *The Bezier Curve Tool can be used to edit paths created with Path tools. While a* ***Path tool*** *is selected, set the path's* ***Mode*** *to* ***Selection****. Then, select the* ***Bezier Curve Tool*** *and click* ***Toggle*** *to switch to path edit mode and edit the path.*



Making the path into a selection

The Freehand Drawing Tool

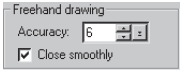
The **Freehand Drawing Tool** is a versatile option for creating paths. Freehand Drawing Tool is available to all Path tools (not Path Edit Tool). It lets you draw shapes without the constraints of the geometrically derived Path Tools, allowing for a more organic, random feel in your paths. Simply draw your shape by clicking and dragging your mouse in the document, then apply the multitudes of effects and options available to Path objects.

To create a path using the Freehand Drawing Tool:

1 Click the **Path Tool** then select the **Path Drawing Tool**.

2 Select the **Freehand Drawing Tool** from **Shape** on the **Attribute Toolbar**.

3 Click in your document where you want to draw your shape, then drag the mouse to form the shape. When the mouse is released, the shape will close itself.



Freehand Drawing Tool options

Smooth closing

Without Smooth closing

Note: *When using the* ***Freehand Drawing Tool****,* ***Close smoothly*** *in the* ***Shape Tab*** *of the* ***Path Panel*** *will be selected by default. This will give a smoother, curved effect between the start and end points if the mouse is released far from the starting point. Deselecting this option will close the shape with a straight line. This setting cannot be changed for a shape after it has been created, and should be considered prior to drawing the shape.*

Notes:

- *To make the shape approximate as closely as possible to your original tracing, maximize the **Accuracy** setting in the **Shape Tab** of the **Path Panel**. This setting can only be adjusted for the most recently created Freehand path object.*
- *To abort while drawing, click the right mouse button.*

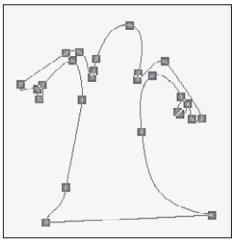
4 Change the color of your object by clicking **Color** on the **Attribute Toolbar**.

5 Click **Mode**. Select **2D Object** or give the object a 3-dimensional appearance by selecting a 3D mode.

Note: *To view and adjust more 3D options and effects, click **Material** on the **Attribute Toolbar** or in the **Gallery Tab** in the **Path Panel** (see below for details).*

6 As with all other Path Tools, the shape can be modified. Click **Path Tool** then select the **Path Edit Tool**, or click **Editing** on the **Attribute Toolbar** to tweak your shape as required.

Drag the mouse across the document



Tweak the shape using the Path Edit Tool

Modify 3D options and effects, add features

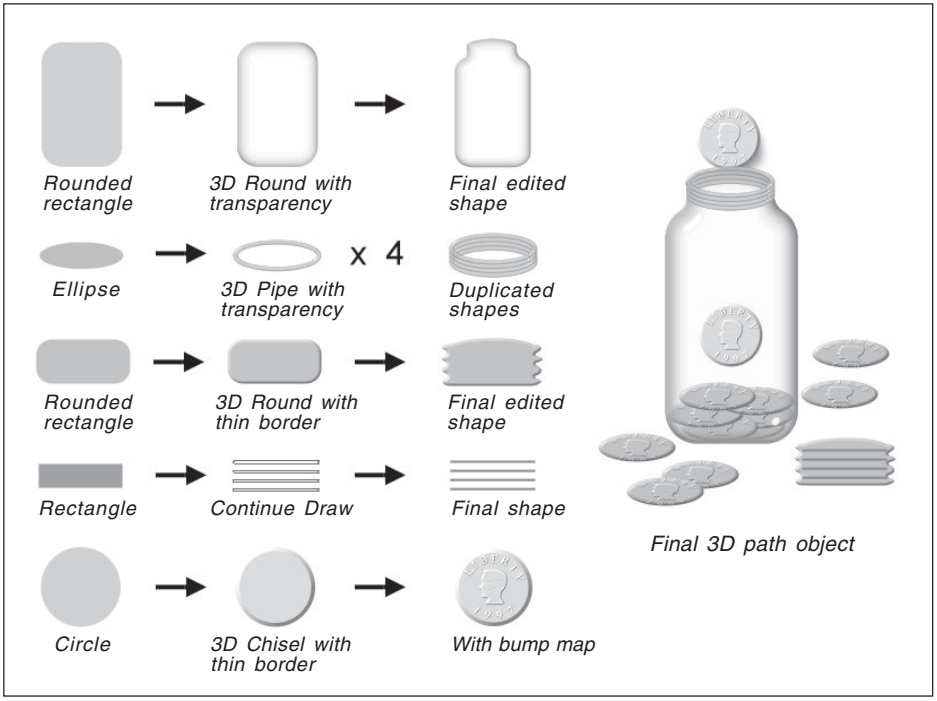
Adding 3D properties to text and path objects

The **Material** dialog box 

is where you bring a text or path object to life. You can give it a 3D look by adding shadows, reflections, and other 3D properties. Click **Material** on the **Attribute Toolbar**, or **More** in the **Gallery Tab** of the **Path Panel** while using either the Text or Path tools, to open the Materials dialog box.

Note: *If you create a text or path object on top of a base image, you can also change how the object appears against its background image. Right-click the object and click **Properties** to open the **Object Properties** dialog box. Different settings are available for resizing the object, repositioning, merging with background color, and more. The **Image Map Tab** in the dialog box even lets you add hyperlink properties to the object. For more information on Web pages and creating hyperlinks with objects, see page 237.*

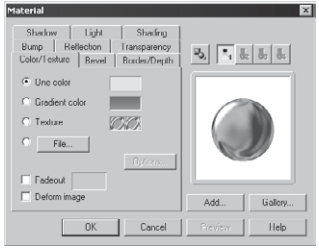
The figure below shows an example of a path object drawn using the **Path Drawing Tool**, then further enhanced by applying 3D properties.



A 3D path object created by using simple shapes and applying 3D properties

The Material dialog box

This section briefly describes the different tabs in the Material dialog box. For information on the various options in each tab, click **Help**.

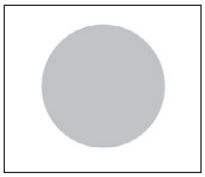


Color/Texture Tab

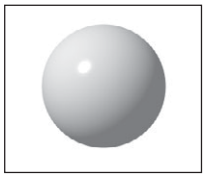
Lets you customize the object's appearance with either simple or gradient colors, or either a Natural or Magic Texture fill. Texture fills are applied to the area within an object's border whether the object is 3D or not. Click the Color and Texture Boxes to invoke their respective dialog boxes.

Bevel Tab

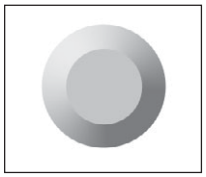
Lets you define the 3D edge of an object with a variety of preset styles. The size of the bevel edge is determined by the Border/Depth settings.



None (2D Object)

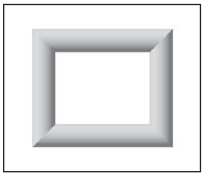


3D Round

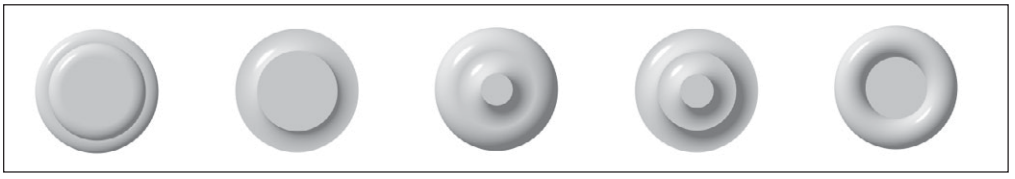


3D Chisel

3D Trim



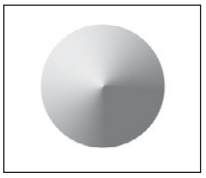
3D Pipe



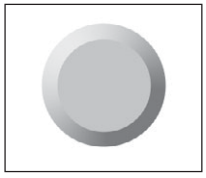
3D Custom Modes

Border/Depth Tab

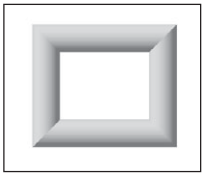
Allows you to define the relative 'thickness' of a 3D object, both in height (Depth) and beveled edge (Border). It also provides an option for removing sharp edges caused by the bevel effect on irregularly-shaped 3D objects and smoothen the object surface.



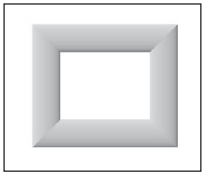
3D Chisel with maximum border



3D Chisel with smaller border



3D Pipe with maximum depth



3D Pipe with smaller depth

Bump Tab

Create grooves and extrusions on the surface of a 3D object based on contrasting dark and light areas.

Reflection Tab

Projects an image reflection onto the object's surface. This differs from the Color/Texture Tab which simply fills an object with an image.

With reflection image (Reflection Tab)

With texture image (Color/Texture Tab)

Transparency Tab

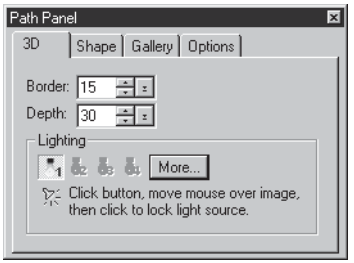
Lets you set whether or not you can see through the object, and if so, to what degree.

Shadow Tab

Adds a drop-shadow to your object. It also gives you the option of having PhotoImpact 'render' the backside of a transparent 3D object.

Light Tab

Allows you to adjust the direction and number of lights shining on the object. This tab also provides an option for moving light sources in the same relative position to the object if the object is rotated (**Rotate light when object rotates**).



You can use up to four lights. To select a light and make adjustments to it, open the **Materials** dialog box then select the **Light Tab**. Click and drag your mouse over the object surface to adjust the position of each light source.

Or, select individual lights in the **3D Tab** on the **Path Panel**, select which light source to adjust, then click **Adjust light** and move the mouse over the document to view the effect. Click to lock down a light position. Press [**Esc**] to abort. Click **More** to add more lights in the **Materials** dialog box.

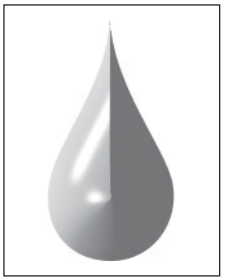
Shading Tab

The **Shading Tab** allows you to define whether the material reflects light like metal or like plastic. Plastic, or 'Phong', refers to a glossy shading scheme. While 'Metallic' refers to a diffused light.

> **Tip:** *PhotoImpact provides several image files in the Material folder which you can add as textures, reflections, and bump maps to your objects.*

Making the surface of 3D objects smoother

If you created a complex or irregularly-shaped 3D text or 3D path object, bevel edges can sometimes be obviously seen on the object surface. If you want to make the object surface look smoother, select the **Border/Depth Tab** then select **Smooth spine**.



Smooth spine option not selected

Smooth spine option selected

> **Note:** *The **Smooth Spine** option can only be used with 3D Round, 3D Chisel and 3D Custom objects, and when the **Type of border** is "**In**".*

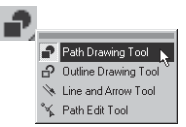
Creating transparent objects

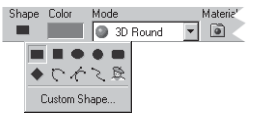
To create a transparent object, for example, a glass jar, draw a 3D object and simply make the transparency setting higher. Follow the procedure below and see the example shown.

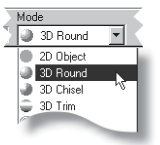
To create a transparent object:

1. Click the **Path Drawing Tool**, then select a **Shape** and draw the path.
2. Click **Editing** on the **Attribute Toolbar** to edit the path shape.

   Click **Editing** again to return to the Path Drawing Tool.
3. Change the **Mode** of the path object to **3D Round** on the **Attribute Toolbar**.
4. Click **Material**, then click the **Border/Depth Tab**. Lower the **Border** setting.



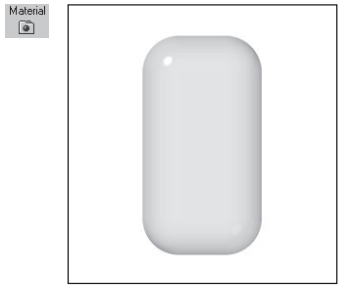




5 Click the **Transparency Tab**. Select **Transparency** then set it to at least 75% to mimic the appearance of glass. Set the minimum transparency to 35% for the object's edges.

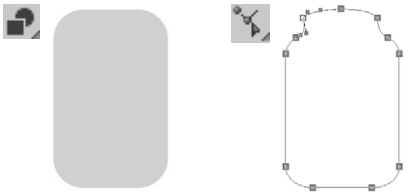
6 Click the **Shadow Tab** and select the **Render backface** option.

7 Click **OK**.



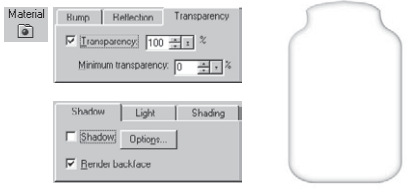
3D rounded rectangle with transparency

1 *Draw a **Rounded rectangle**, then edit the shape to form a glass jar.*



2 *Set the object **Mode** to **3D Round**.*

3 *Set the **Transparency** (between 75% to 100%) and select **Render backface** in the **Shadow** tab.*



4 *This is the final object, with four elliptical shapes added (using 3D Pipe mode) on the jar's opening.*

Example of creating a glass jar

Using bump maps

"Bump map" is a term describing an image file that, when applied to a text or path object, creates the appearance of 3D grooves and extrusions on the surface. The darker a particular region is, the 'deeper' the groove, while the lighter a region is, the 'higher' the extrusion appears.

To add a bump map texture to an object:

1 Create a 3D path object or 3D text.

2 Click **Material** and select the **Bump Tab**.

3 Click **Bump map**, then locate the file you want to use as a bump map and click **Open**.

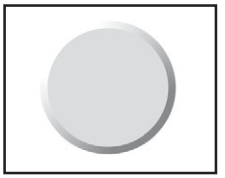
4 Enter the **Density** of the bump, where 100% is the maximum and 0% is the minimum.

5 If the 3D path object has texture, select **Displacement mapping** to give the object a more realistic appearance. Change the **X** and **Y** values to adjust the texture's displacement over the bump map.

6 Clear the **Use bump as reflection** option if the object has a 'flat' surface. However, if your object has a round or curved surface, select this option to map the image across the entire surface.

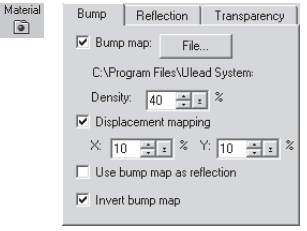
7 Select **Invert bump map** to make the image appear raised instead of carved out of the surface of the object.

8 Click **OK**.



Circle in 3D Chisel mode with thin border and maximum depth

With bump map applied



The Z-Merge Tool

One of the exciting features in PhotoImpact is the powerful Z-Merge tool. Z-Merge introduces the third axis, enabling you to not only control the width and height of objects in your document, but also the elevation, or depth. By doing this, Z-Merge enables complex interactions among Z-Merged objects in slick new ways. Z-Merge can be applied to both 2D and 3D objects including text objects.

Notes:

- *Z-Merge cannot be applied to Web objects.*
- *Z-Merge can be applied to objects in RGB (24-bit True Color) documents only.*

Z-Merge Toolbar

The **Z-Merge Tool** is located in the **Tool Panel**. The **Attribute Toolbar** of the Z-Merge Tool is only activated when an object or group of objects that can be assigned Z-Merge values (**z-values**) is selected.

By default, all Z-Merged objects have a z-value of zero. Assigning a z-value to an object will "lift" it out of the document towards you and "above" all non-Z-Merged objects, even if the z-value is negative. The greater the z-value, the greater the distance of the object from the surface of the document. Z-values can range from -1024 to 1024.

To assign a z-value to an object:

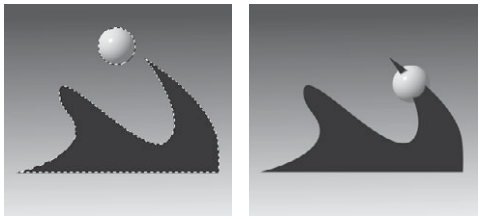
1 Select an object or group of objects to elevate.

2 Select the **Z-Merge Tool** in the **Tool Panel**.

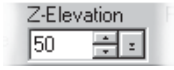
3 Select **Z-Merge**.

4 Assign a value to the elevation of the object or objects using the Z-Elevation slider.

> **Note:** *Any object with a z-value will appear to be positioned higher in the stack than an object without a z-value, even if the object without a z-value is positioned higher in the Layer Manager.*

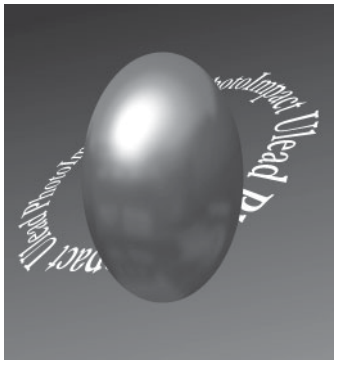


Z-Merge can be applied to 2D and 3D objects

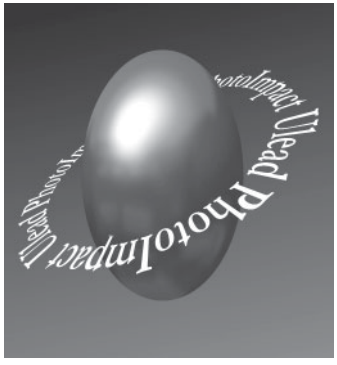


Z-Merge elevation slider

Now that objects have been assigned z-values, they can interact with each other instead of sliding independently over and under one another.



Objects without Z-Merge applied



Objects with Z-Merge applied

Notes:

- *When multiple Z-Merged objects are selected, the **Z-Elevation** slider box will display the z-value of the object with the lowest z-value.*
- *If the value in the **Z-Elevation** slider box is changed, the new value will be applied to only the lowest z-value object. All other selected objects will calculate their new value by adding the difference between its original z-value and the lowest object's original z-value, to the new value entered in the box. (See illustration).*
- *To reset all objects to zero, click **Reset**.*

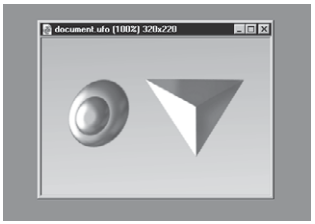


Figure A: Normal view of a document

Figure A: *This shows two objects in a document viewed normally (from above).*

Each has been assigned its own z-value.

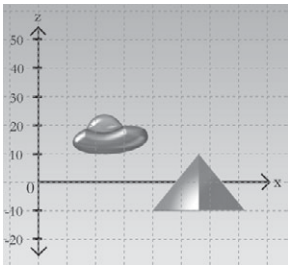


Figure B: Elevation before Z-Merge change

Figure B: *We now view the document from the side.*

*The pyramid has a z-value of **-10** and the UFO has a z-value of **10**. The difference in z-values is therefore **20**.*

*When both objects are selected, the Z-Merge Elevation slider box will display **-10** (the z-value of the lowest z-value object).*

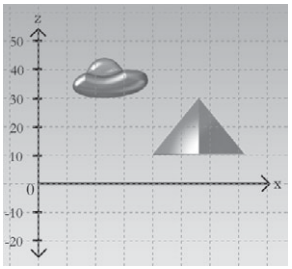
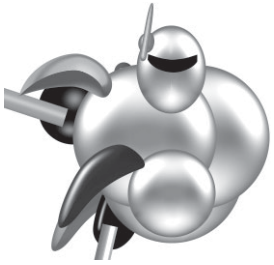


Figure C: Elevation after Z-Merge change

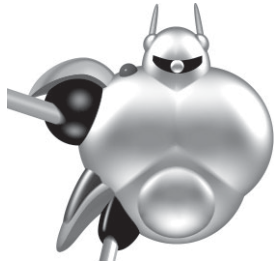
Figure C: *If the value in the Z-Merge Z-Elevation box is then changed to **10**:*

*The lowest z-value object (the pyramid) will take **10** as its z-value.*

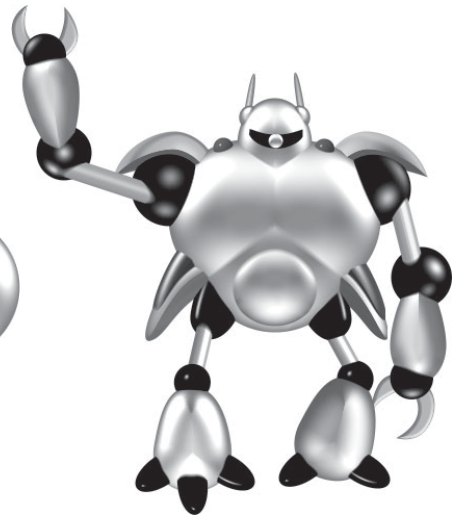
*The UFO will add the original difference between itself and the pyramid (**20**) to the number in the box (**10**) to calculate its new z-value (**20** + **10** = **30**). This effectively maintains the relative elevation of all objects.*



Without Z-merge



With Z-merge



Finished image with Z-merge

Special effects for text and path objects

In addition to the plethora of effects available in the **Effect** menu and **EasyPalette**, Text and path objects' appearance can be further modified in detail or enhanced using the **Material** dialog box. Unlike simple selections and regular image objects, text and path objects have attribute settings that can be independently adjusted and saved to the EasyPalette for future use. This way, you can save time in having to recreate the same effect you commonly use on your text or path objects. (See *page 178* for details).

To save Material dialog box settings to the EasyPalette:

1 With a text or path object active in the workspace, switch to the appropriate tool in the Tool Panel, and click **Material** on the **Attribute Toolbar**.

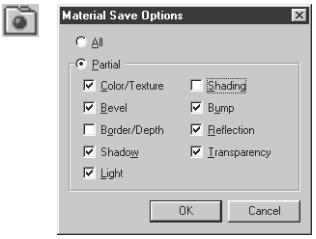
2 In the **Material** dialog box, click **Add**.

3 In the Material: **Save Options** dialog box, select **All** to save everything or **Partial** to choose the specific settings to save.

4 Click **OK** to switch to the **Add to EasyPalette** dialog box.

5 Specify the **Sample name**, **Gallery**, and **Tab group** information for saving.

6 Click **OK** to add the settings to the **EasyPalette**.



SPECIAL EFFECTS

Adding life to plain-looking images is made easy with the various special effects, filters, animation, and plug-ins that PhotoImpact offers. Bring depth to your images with texture effects, add movement to stationary objects with animation effects, and create dreamy images with particle effects. This version of PhotoImpact categorizes effects into related groups, so you can easily locate and apply effects to your work. Read more to learn about various filters and extensions that adjust, enhance and add sparkle to your images.

In Chapter 7 you will learn:

Special effects and filters 190
Creating special effects 204
Adding special Type Effect 223
Applying a Light effect 224
Applying a Magic Gradient 225
Creating a Turnpage effect 226

Special effects and filters

PhotoImpact provides you with a wide range of effects and filters to apply to your images and/or object layers. These filters are now grouped according to their functionality, so that each related special effect and filter is conveniently placed with other filters with similar effects.

To apply effects and filters, you can:

- Drag and drop any preset thumbnail from the EasyPalette to an image, selection area or object.
- Double-click an effect thumbnail in the EasyPalette gallery.
- Choose an effect from the Effect menu.

Notes:

- *Filters and effects can only be applied to True Color (24-bit) or Grayscale (8-bit) image data types. Convert images of other data types to True Color or Grayscale using the **Format: Data Type** - submenu, or by clicking **Data Type** located at the lower right hand corner of the PhotoImpact program window status bar.*
- *Custom effects and filters can be stored in the **EasyPalette** for later use.*

Choose from the following groups of special effects:

- **Blur** Obscures images by applying haze effects to produce a tranquil or soft effect.
- **Sharpen** Improves overall image by enhancing edges. This gives the image more depth.
- **Noise** Adds or removes very small patterns or random pixels that produce noise.
- **Photographic** Contains effects that enhance images photographically. This includes most popular camera filters available.
- **Distort** Transforms images by stretching image areas to produce contortions.
- **Illumination** Enhances lighting by applying digital filters.
- **Artistic** Renders photographic images into versions made by different artist media, such as oil paint, watercolor, etc.
- **Video** Enhances video capture images by correcting common capture problems.
- **Creative** Applies special effects, such as animation, gradient, moon, particle, and type for a truly digital work of art.
- **Material Effect** Transforms the entire image's composition by applying 3D effects that give. the image motion or texture.
- **Digimarc** Embeds a digital watermark to your image for security.

Applying effects and filters to an image

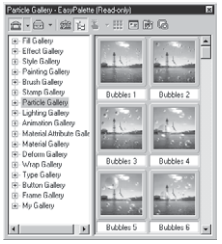
The most convenient way to apply effects and filters is to drag and drop thumbnails from the **EasyPalette** to an image, selection area or object.

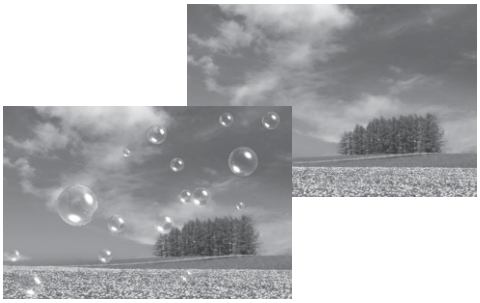
To apply an effect or filter:

1 Select **View: Toolbars & Panels - EasyPalette**.

2 In the **EasyPalette**, click **Galleries** then select the desired **Gallery** from the tree view.

3 Click and drag the thumbnail of the effect or filter you want to apply to the image, active selection, or object.





Notes:

- *Dropping an effect or filter into a selection area converts it into an object.*
- *Right-click the new object then select **Merge** to integrate it with the base image.*

Customizing effects and filters

You can gain access to most effects or filters in the **EasyPalette** and in the **Effect** menu. In some cases where you want to apply an effect or filter in lesser detail, select an effect or filter command from the Effect menu to open the **Quick Samples** dialog box. This dialog box displays thumbnails that show varying results of an effect or filter when applied to your image, selection area or object. The center thumbnail in the dialog box is a preview of current settings.

The surrounding thumbnails offer quick access for increasing or decreasing the intensity of how an effect or filter is applied. Simply click the thumbnail of the desired result you want.

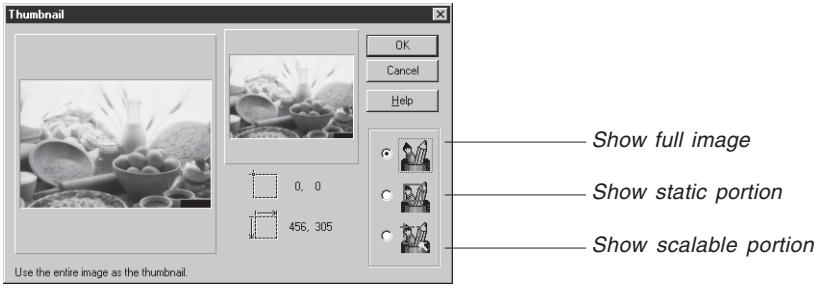
Dual view dialog box

Most of PhotoImpact's special effects feature the Dual View dialog box that allows you greater control when viewing previews of your effect.

The control dialog box is greatly advantageous as not only does it allow you to preview samples before and after applying effects both side by side so you can see both at once, you can also switch the **Before** and **After** tabs back and forth so that each image appears precisely overlapped over the other, allowing you to discern changes more clearly.

Note: *Some effects automatically display the two-view control dialog box, while for other effects, you will need to click* ***Options*** *in the initial* ***Quick Samples*** *dialog box to display it.*

Dual View dialog boxes still allow you to view results at full size before applying them. They also give you the option of adding effects to the **EasyPalette**, as well as invoking a zoom dialog box that zooms in on a portion of the image, while applying the effect, giving you a close-up preview.



Zoom options available in the Thumbnail dialog box

Image before applying effect

Image after applying Watercolor effect

Zoom Blur effect

The **Zoom Blur** effect focuses on a point in your image, then creates a surrounding blur or whirlpool effect. This effect can be used on the whole image, a selection, or an image object.

To use the Zoom Blur Effect:

1. Select **Effect: Blur – Zoom Blur**.
2. Select a zoom type from the Type pull-down menu.
3. Click and drag the red spot on the left preview image to move the focus of the effect.

4 Select a radius setting in **Unblurred Area radius**. There is a red dotted circle shown around the focus in the **Preview - Before** window. This circle delineates the barrier between the surrounding blur and the center blur.

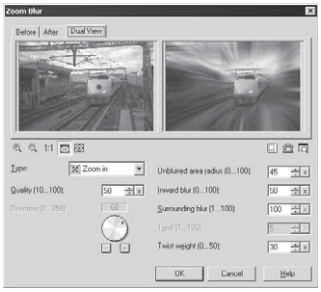
5 Specify a value for **Inward blur**. This also displays a scalable red circle on the image, concentric within the first one. The value specified here controls the size of the area between the circles, and the degree of blur in this area.

6 Enter a value for **Surrounding blur**. This controls the amount of blur outside the first circle.

7 For **Clockwise** and **Counterclockwise** blur effects, you can specify a value for **Twist** which will determine the extent of the blur effect revolving around the focus.

8 For **Breeze**, **Halo in** and **Halo out** blur effects, specify the **Direction** (in degrees) that determines the path or course of the blur.

9 Click **OK**.



Notes:

- *Zoom Blur can be applied to RGB (24-bit True Color) documents only.*
- *Images longer or wider than 500 pixels will be temporarily resampled in the Dual view dialog box. During temporary resampling, the image will be shown in proportion with the longer side shown as 500 pixels.*

Motion Blur

Motion Blur adds life to your images by simulating movement. You can choose between applying **Camera Shake**, which simulates the unintentional movement when the camera is jiggled during shooting; **Natural Motion**, which copies the movement occurring when the photographers follows a moving subject; **Object**, which imitates the movement of an object in one direction; or **Vibration**, which mimics the back and forth movement of vibration.

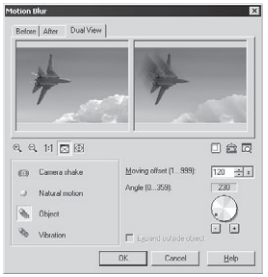
To apply Motion Blur:

1 Select **Filter: Blur -Motion Blur**.

2 Choose a motion type to apply.

3 Set the **Moving Offset** by entering a value. The higher the value, the farther the motion from the object.

4 In **Angle**, set the motion angle, to give the movement its direction.



> **Note:** *When applying **Motion Blur** to a selection area or object, selecting **Expand outside object** enables **Motion Blur** to extend beyond the active selection.*

5 Click **OK**.

Lens Distortion effect

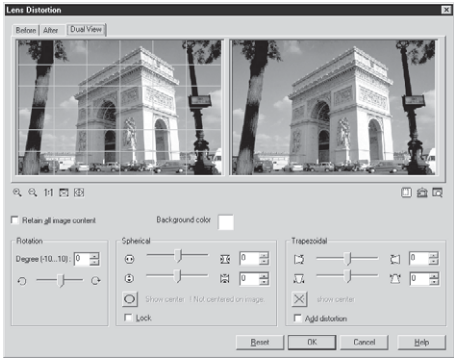
In the Camera Lens range of effects, the **Lens Distortion** effect simulates the bending of an image through different shaped lenses, distorting the image in various ways. The lenses can emulate spherical and trapezoidal lenses as well as a combination of the two.

To use the Lens Distortion effect:

1 Select **Effect: Photographic - Lens Distortion**.

2 Select **Retain all image content** if you wish to keep the entire distorted image within the bounds of the original dimensions of the document. You may also wish to select a background color where the image edge becomes concave and forms a gap between itself and the document edge. Leaving this option cleared will cause the document to increase in size and proportions.

3 To turn the image around, set the rotation angle to the desired degree. You can set the direction as clockwise or counterclockwise.



4 To adjust **Spherical distortion**, set the distortion center by dragging the **O** icon over the preview image. Use the slider to set the vertical and horizontal degree of distortion. Adjusting the sliders left makes the image concave, while going toward the right makes it convex.

5 For **Trapezoidal distortion**, set the center by dragging the **X** icon instead. Again, you can use the sliders to set the vertical and horizontal distortion. In addition, you can select Add distortion to provide extra deform effects.

Notes:

- *The left window of Dual View displays a preview of the Spherical effect on the original image with an auxiliary mesh overlay, and the right window will display a preview of the effect upon the image in the left window.*
- *Positive values for the Y-axis increase downward in compliance with graphic imaging industry standards, as for all documents in PhotoImpact.*

6 Click **Add** to save the effect in the EasyPalette. Click **Preview** to view the effect at actual size. Zoom in to a region to see the effect at closer range.

7 Click **OK**.

Image before applying Lens Distortion effect

Image after applying Lens Distortion effect

Notes:

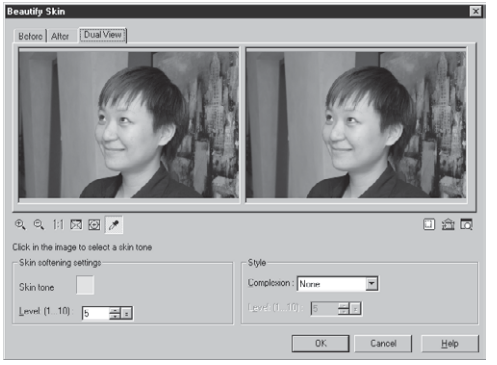
- *Lens Distortion can be applied to RGB (24-bit True Color) documents only.*
- *Images longer or wider than 500 pixels will be temporarily resampled in the Dual View dialog box. During temporary resampling, the image will be shown in proportion with the longer side shown as 500 pixels.*

Beautify Skin effect

Beautify Skin is an effect which enhances the quality of skin in a photo. Elegantly simple to use, it removes blemishes from skin, substituting healthy, clear skin in the place of discolorations and unsightly spots. This effect can be applied to the whole image or to a selection.

To use the Beautify Skin effect:

1. Select **Effect: Photographic - Beautify Skin**.
2. Use the eyedropper tool and click to select a suitable skin tone from the original image. The selected tone will be shown in **Skin tone**.
3. In **Level**, determine the intensity of the effect. The higher the setting, the greater the enhancement.
4. Select a **Complexion** which controls the overall appearance of the skin, and the level of the effect. The higher the setting, the greater the variation.
5. Click **Add** to save the effect in the EasyPalette. Click **Preview** to view the effect at actual size. Zoom in to a region to see the effect at closer range.
6. Click **OK**.



Dual View control box: Before and After

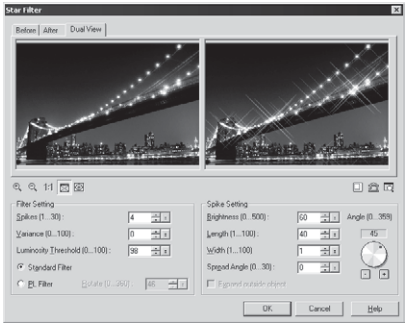
Note: *Beautify Skin effect can only be applied to RGB (24-bit True Color) documents.*

Star Filters

Star Filters simulate the effect of their photographic filter namesake by creating brilliant, star-like points in areas of an image where light is noticeably bright. This effect adds a dramatic and brilliant accent to ordinary-looking images.

To create Star Filter effects:

1. With an image open, select **Effect: Photographic - Star Filters**.



2 Specify the **Filter Setting** by entering the number of **Spikes**, and values for **Variance**. Determine the effect's generated density by setting the **Luminosity Threshold**.

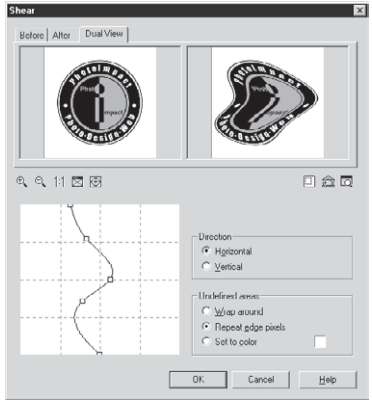
3 Choose between using a **Standard Filter** or **PL** (polarized light) **Filter**. PL filters simulate the use of two lenses while Standard uses one. Specify a value in **Rotate** (if you chose PL) to simulate the rotation of the lenses against each other.

4 Set the star points' spikes by adjusting the **Spikes setting**. Depending on your filter setting, you can adjust the points' **Brightness**, **Length, Width, and Spread Angle**.

5 Click **OK**.

Shear effect

Shear adds the illusion of movement and warping to your images. It enables users to control the way images are distorted. Unlike **Edit: Distort** where you can only move the four corners of an image, Shear lets you adjust the distortion of image at any given point, as well as specify whether to apply it horizontally or vertically. It also lets you fill undistorted or undefined areas a number of ways.



To add a Shear effect to your image:

1 Select **Effect: Distort - Shear**.

2 In **Direction**, choose whether to apply a Horizontal or Vertical method of distortion.

3 Using the displacement map on the left side of the panel, adjust the control points that correspond to the image's area you want to distort. You can adjust all control points in this manner.

4 Since this effect will displace some areas within the image, set the method by which these undefined areas will be treated. Choosing **Wrap Around** enfolds the image by connecting one end with the other. **Repeat Edge Pixels** extends the colors of the pixels along the image's edge in the direction specified. **Set to Color** fills the undefined area with a color that you specify,

5 Click **OK**.

Original Image

Image after applying shear effect

Film Grain effect

While sometimes considered a photographic nuisance, Graining can also be used as an advantage to create some very special effects. Grain, especially when used in monochrome images, is helpful in giving pictures a weathered, antique look. PhotoImpact's **Film Grain** simulates this photographic effect by adding noise in an image that simulates film grains.

To apply Film Grain:

1 Select **Effect: Photographic - Film Grain**.

2 Set the film grains' various attributes. **Variance** specifies the density and appearance of the grains, while **Highlight** sets the grains' accent. **Brightness** refers to the overall luminosity of the grain.

3 Click **OK**.

Diffraction Filter

The **Diffraction Filter** creates rainbow-like reflections in highlights and point light sources. This effect adds a colorful and dramatic accent to images.

To create Diffraction Filter effects:

1 To apply diffraction to a specific area on the image, use the **Selection Tool** to select an area.

Making a selection

2 Select **Effect: Photographic – Diffraction Filter**.

3 In the **Dual View** tab, the before and after views show the applied effects in real time. Use the zoom buttons to adjust the viewing size of your image and see the effects more clearly.

4 From the **Filter type** list, select the type of formation for the diffraction effect. If **Starburst** or **Circular** is the selected filter type, specify the pairs of **Streaks**.

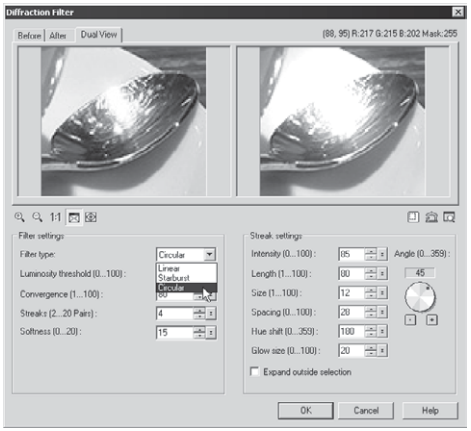
5 **Luminosity threshold** determines the amount of highlights (or light areas) in the image to which the effect will be applied. Select a higher value to include a lesser coverage of highlights detail thus creating lesser diffractions. Otherwise, select a lower value to include more coverage of highlights details and create more diffractions.

6 If there are too many diffractions generated which do not look quite realistic on your image, adjust **Convergence**. Increasing the value merges multiple clusters into one cluster and recalculates the center of the new cluster.

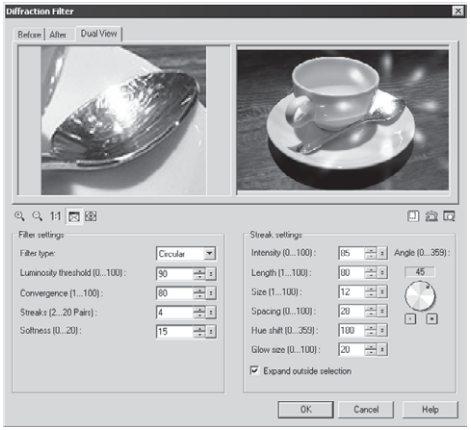
7 Under **Streak settings**, drag the red dot on the **Angle** dial to change the angle of the beams. Click **+** or **–** for more precise settings. To change the color pattern of the beams, adjust **Hue Shift**. You can also set the diffraction beams' **Length**, **Width**, **Spacing**, and **Glow size**.

8 If you made a selection on the base image, select **Expand outside selection** to make the diffraction go beyond the selection.

9 Click **OK**.



Diffraction Filter dialog box - Selecting a filter type



Diffraction Filter dialog box - Expand after selection option

After applying Diffraction Filter

Multivision Filter

Multivision Filter simulates the effect of a camera's multi-image filter, which creates reproductions of a subject.

To create Multivision Filter effects:

1 Select **Effect: Photographic – Multivision Filter**.

2 In the **Dual View** tab, the before and after views show the applied effects in real time. Use the zoom buttons to adjust the viewing size of your image and see the effects more clearly.

3 You can either select a **Preset** multivision filter or create a **Custom** filter.

To create your own custom filter, select a **Filter type** (which determines the formation of reproductions) and specify the number of **Facets** (i.e., the number of reproductions). If the selected filter type is **Linear** or **Symmetrical**, choose whether to create **Reflected** or **Refracted** images.

4 In the **Before** view, drag the red dot to determine the location coordinates of the center of the image to be duplicated.

5 Under **Filter settings**, change the **Radius** to adjust the subject's area and the distance between the center image and its reproductions. Also adjust the **Transparency**, **Softness**, and **Rotation** of the reproductions.

6 When you achieve the effect you like, click **OK**.

Multivision Filter dialog box

Before applying Multivision Filter

After applying Multivision Filter

Sunlight effect

Use the **Sunlight** effect to brighten up a neutral scene by simulating the effect of bright sunlight on the image.

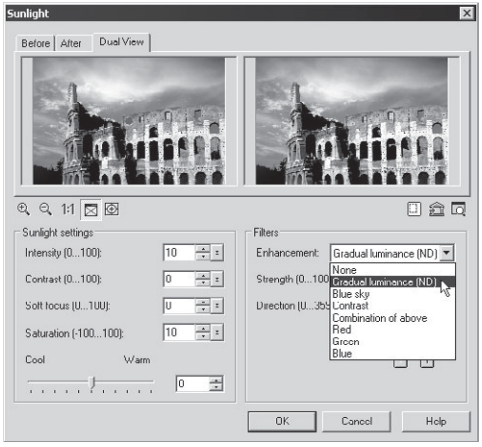
To apply Sunlight to an image:

1 Select **Effect: Photographic – Sunlight**.

2 In the **Dual View** tab, if image correction is needed, apply a preprocessing filter before applying the Sunlight effect to the image.

Enhancement filters include:

- **Gradual luminance (ND)** Corrects the light distribution of an image by adjusting the highlights.
- **Blue sky** Adds a blue-white gradient on the specified effect area to enhance its appearance.
- **Contrast** Strengthens the color space in individual RGB channels.
- **Combination of above** Combines the enhancements of three filters: Blue sky, Gradient luminance (ND), and Contrast.
- **Red** Adjusts the R channel of an image. Apply this to enhance the warm tones of architectural photos or rock formations in landscape photos.
- **Green** Adjusts the G channel of an image. Apply this to enhance the greens of nature objects in landscapes and floral photographs.
- **Blue** Adjusts the B channel of an image. Apply this to enhance the blues of pictures with skies and water.



Sunlight dialog box

Note: *With **Gradual luminance**, **Blue sky**, and **Combination of above** filters, adjust the transition point and direction of application. A red line appears on the source image, identifying the transition point between dark and light areas of the image. Drag the dot on the red line to the desired transition point on the source image. To rotate the angle or direction of application, adjust the **Directon** dial.*

3 Under **Sunlight settings**, determine the **Intensity** of sunlight and increase **Saturation** for brighter colors. You can also adjust **Contrast**, and adjust the **Cool~Warm** slider to create a warmer appearance. Increase **Soft focus** for a misty effect.

4 When you achieve the effect you like, click **OK**.

Before applying Sunlight effect

After applying Sunlight effect

Moon effect

With **Moon** effect, you can add a moon to an image and customize its phase, appearance and location.

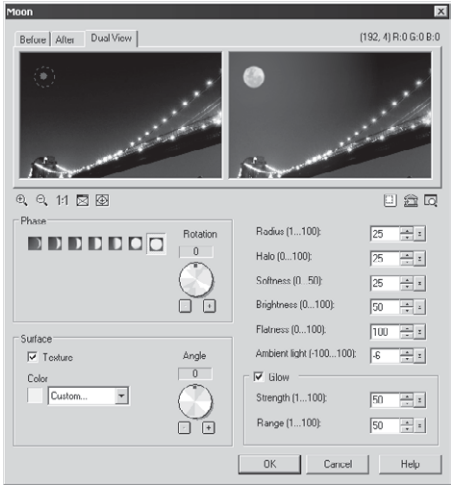
To apply Moon effect to an image:

1 Select **Effect: Creative – Moon**.

2 In **Dual View**, drag the red dot to the location where you want the moon to appear.

3 Under **Phase**, select the moon phase that you want. Rotate the moon by dragging the red dot in the **Rotation** dial. Click + or – for more precise adjustments.

4 Under **Surface**, add dark crater-like areas on the moon by selecting **Texture**, and rotate the texture by adjusting the **Angle** dial to make the moon's appearance more suited to the scene's location. To choose a moon **Color**, select



Moon dialog box

a preset color or select the desired color in the Ulead Color Picker.

5 To increase moon size, increase the **Radius**. To give the moon a spherical shape and three-dimensional look, lower the **Flatness** value.

6 To specify the intensity of light emanating from the moon, adjust **Brightness**. To make the crater-like areas more visible, lower the **Softness** value. You can also specify **Halo**.

7 To determine the overall brightness of the environment, adjust the **Ambient light**.

8 If you want a moon glow, select **Glow** and specify **Strength** and **Range** settings.

9 When you achieve the effect you like, click **OK**.

Before applying Moon effect

After applying Moon effect

Creating special effects

PhotoImpact lets you create special effects to exactly suit your imaging requirements. A variety of effects ranging from two-dimensional effects and distortions, lighting effects and texturing effects, to three-dimensional effects and custom filters make anything possible with PhotoImpact.

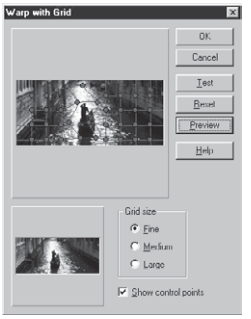
Warp with Grid

Warp with Grid is a method of bending or curving an image using a grid (or mesh) based pattern. Unlike other 3D effects, you have the option of tweaking only specific areas of an image with the aid of grid partition and control point handles.

To warp an image:

1 Select **Effect: Distort - Warp with Grid**.

2 Select **Fine** as the Grid size to display the maximum number of possible grid partition.



Tips:

- ***Show control points*** *Displays handles for adjusting grid intersection points. However, if these points are distracting, clear the check box.*
- *To protect or preserve specific areas from warping, select* ***Fine*** *for Grid size.*

3 In the **Sample image** window, click and drag the control points (or grid intersections) on the area to warp.

4 Click **Test** to see a preview in the **Preview window** at the bottom left of the dialog box.

Tips:

- *For a larger size view of the warping effect, click **Preview**.*
- *To start over from scratch, click **Reset**.*

5 Click **OK**.

Note: *Warp effects can only be applied to True Color and Grayscale images.*

Custom filter

Custom Filter command in the **Effect** menu allows you to create your own filters (specifically, it regenerates a pixel value based on the original value and surrounding pixels) using a 5 x 5 pixel matrix. Values that you specify in the different matrix cells are applied to an image, pixel by pixel, to produce a variety of special effects.

Note: *You can only create custom filters for use with True Color and Grayscale images.*

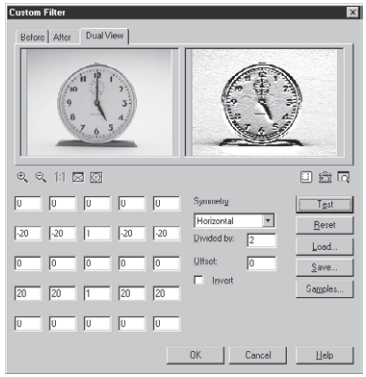
To create your own filter:

1 Select **Effect: Sharpen - Custom Filter**.

2 Click **Samples** to select a predefined enhancement.

3 Enter values in the matrix cells.

- The center cell in the center row represents the pixel whose value is regenerated when the matrix calculates a new value.
- **Divided by** Controls the contrast of the custom filter.
- **Offset** Controls the brightness.
- **Invert** Converts colors to their complimentary colors.



Note: *To restore the original values of the matrix, enter one (1) in the center cell, and zero in all other cells, or click **Reset.***

4 Click **Test** to see a preview. Click **Add** to save to the **EasyPalette**, or **Save** to save settings to a Custom Filter File (CFL) for future use.

5 Click **OK**.

Custom effect

Custom Effect distorts the pixel positions in an image by changing their *x* and *y* coordinates. In this effect, distortion of pixels applies to the entire image.

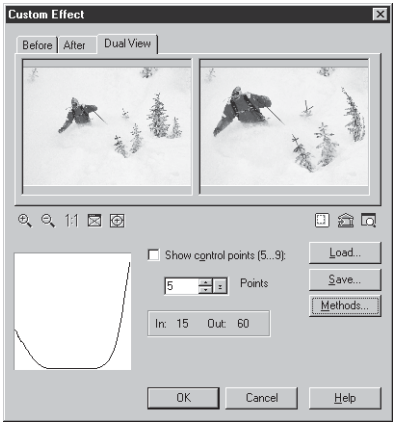
To create a custom effect:

1 Select **Effect: Distort - Custom Effect**.

The graph displayed in this dialog box represents the physical placement of pixels in an image. In general, a steeper curve moves pixels in (pinching), while a shallow curve moves pixels out (punching).

2 Click **Methods** then select a predefined mapping curve.

3 Click and drag the mapping curve to change its shape. Check the preview on the **Preview Window** above.



Tip: ***Show control points*** *creates line segments for point-oriented curve adjustments. Specify a value in the points entry box to define the number of control points to add.*

4 Click **Add this effect to the EasyPalette** or **Save**. Add saves the effect to the EasyPalette, whereas Save exports the effect to a *.CEF file (Custom Effect Files).

5 Click **OK**.

Paint on Edges

The **Paint on Edges** command in the **Effect** menu allows you to easily, quickly, and accurately apply paint along the edges of a selection area or an active object.

To paint on edges:

1. Create a selection area using one of the **Selection Tools** or select an object or objects. (To apply the effect on the entire image, right-click the image and select **All**).
2. Select the **Paint Tool**, and toggle the **Brush Panel** on the **Attribute Toolbar**.
3. Define brush settings in the **Shape** and **Color Tabs** in the **Brush Panel**. (See *page 92* for details).
4. Select **Effect: Creative - Paint on Edges** or [**Shift+P**]. The edges of the selection or object will be painted in the color specified in the Brush Panel.

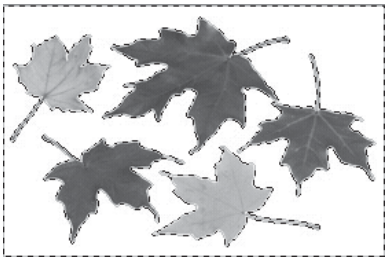


Image without edge painting

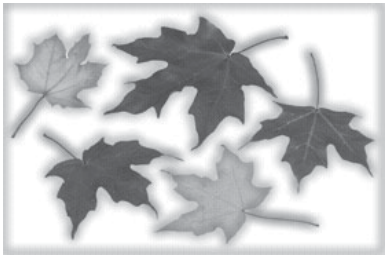


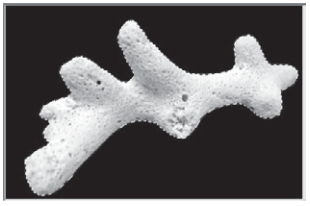
Image with painted edges

Edge Preserving Blur

Edge Preserving Blur applies blur effects to an image or selection but retains the sharpness of the edges. This filter works similarly like **Blur**, except that neighboring pixels whose values are more than the given threshold will not be blurred. **Edge Preserving Blur** is helpful in simplifying images with a lot of noise.

To apply Edge Preserving Blur:

1. Select **Effect: Blur - Edge Preserving Blur**.
2. Set the level of **Edge preservation** you want to apply. A higher value means a higher threshold, resulting in sharper edges.
3. Specify the blur area by adjusting **Radius**. Then, set the blur's intensity by adjusting **Strength**.
4. Click **OK**.



DeInterlace

A common problem among video captures is the inadvertent capture of two or more frames in one image, resulting in the presence of ungainly lines throughout. DeInterlace solves this problem by eliminating one overlying frame and smoothing out the remainder.

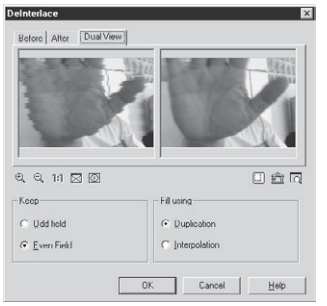
To adjust a captured image using DeInterlace:

1 Select **Effect: Video - DeInterlace**.

2 Choose between retaining the **Odd field** or the **Even field**.

3 Select the **Fill using** method. **Duplication** copies the retained field to the eliminated field while **Interpolation** regenerates the eliminated field.

4 Click OK.



Flatten Uneven Areas

When working with a picture that is stitched or composited from two or more images, the area where the stitch or compositing occurred can sometimes look uneven. This results in stitch areas that are glaringly noticeable. **Flatten Uneven Areas** helps smoothen overlapped images to create a seamless stitch. Using selection tools, pick the areas where you want this command applied. You can apply this command to multiple selections at the same time.

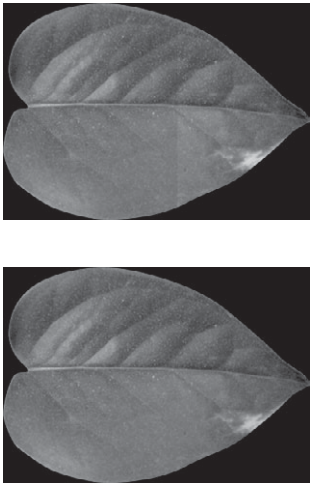
To smoothen uneven areas:

1 Select areas within the image where you want the effect applied.

2 Select **Effect: Blur - Flatten Uneven Areas**.

3 Set the blur intensity by adjusting **Lowpass**. Conversely, set sharpening intensity by adjusting **Highpass**. **Filter** controls the degree in which the image will be made smooth.

4 Click **OK**.



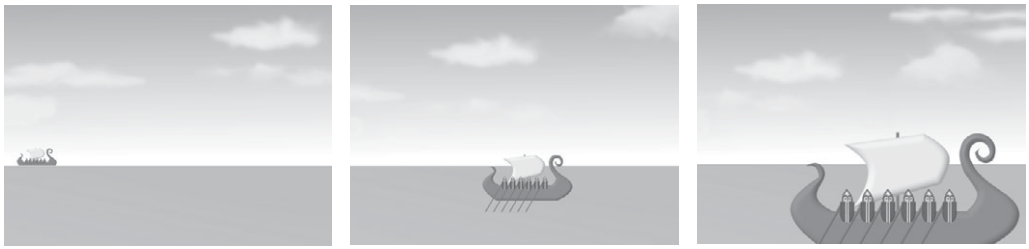
Animation effects

Creating animations to place on your Web pages doesn't have to be difficult. Some of the more popular effects in PhotoImpact have integrated animation dialog boxes to assist you in creating them.

There are two types of animation creation sections available in Effect dialog boxes. These are **Frame-based,** including the Crystal and Glass, Animation Studio, Creative Lighting, Particle Effect, Texture Effect and Type Effect dialog boxes; and **Storyboard-based**, including the Artist Texture, Creative Warp, and Creative Transform dialog boxes.

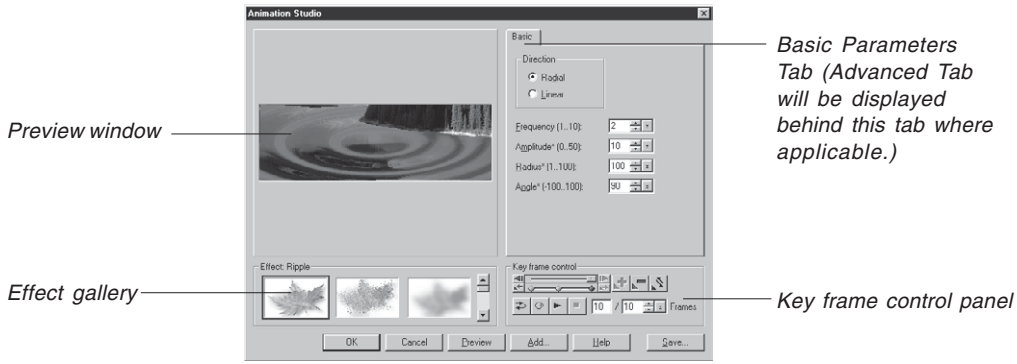
Frame-based animations

Frame-based animations are a sequence of images (frames) with incremental changes from one to the next, that create the illusion of movement when viewed in succession. Frames in the sequence that mark important visual transitions are called **key frames**. Frames filling in the incremental positions of the object or effect between key frames are calculated and inserted to create a smooth animation.

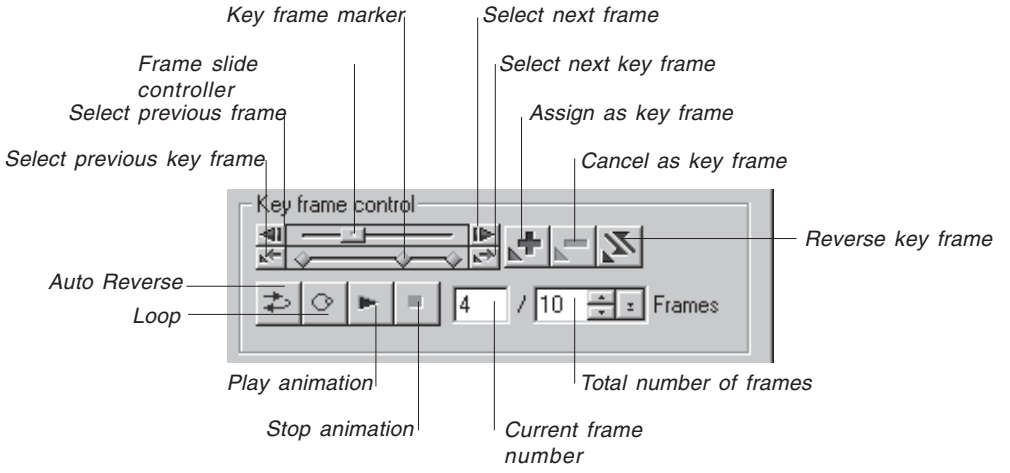


Key frames in an animation

The **Key frame control** panel in PhotoImpact makes it very simple to create GIF animations. The selection or image to be animated appears above the panel to the left, where you can move the object or the focus of effect from key frame to key frame. Above the panel are the parameters of the object or effect's behavior. Under the preview window is the effects gallery with presets to apply to your animation.



Frame-based dialog box



By default, animations have 10 frames, of which the first and last frames are key frames. The number of frames can be adjusted at any time using the **Total frames** slider bar. Use the navigation buttons (previous frame, next frame, previous key frame and next key frame buttons) to navigate through the frames. Alternatively, type the number of the frame you wish to edit in the **Current frame** box.

- **Creating key frames:** A frame can be assigned as a key frame in one of two ways. Either navigate to a regular frame then click the (+) button, or change the parameters of a regular frame. It will automatically become a key frame.

Note: *Parameters marked with an **asterisk** (*) apply only to that particular key frame. Unmarked parameters apply to all frames.*

- **Moving key frames:** Key frames can be clicked and dragged across the key frame marker slider bar. The larger the space between key frames, the more regular frames there will be between them, and the slower the animation will be in that segment of the animation.
- **Removing key frames:** To remove a key frame so that it becomes a regular frame, select its marker on the slider bar then click the [-] button.

Playing a frame-based animation

Animations can be repeated continuously in two modes. Selecting **Auto Reverse** will play the animation forward to the last frame, then backward to the first frame. Selecting **Loop** will continuously repeat the animation from front to end.

After playing the animation, if you find the animation playback is not smooth enough, increase the total number of frames.

To use frame-based animation dialog boxes:

1 Select **Effect: Creative** then choose from **Animation Studio**, **Particle Effect**, or **Type Effect**. You can also choose **Effect: Illumination - Creative Lighting**, or **Effect: Material Effect - Crystal & Glass or Effect: Material Effect - Texture Filter.** Alternatively, select an animation preset from the **Animation Gallery** in the **EasyPalette**.

2 Specify the total number of frames in your animation in the **Key frame control** panel.

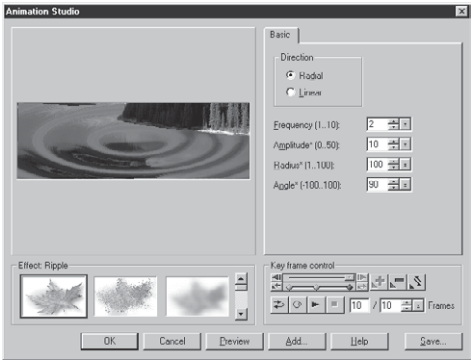
3 Select a specific frame position by entering the frame number in the **Current frame** entry box. Click the (+) button to assign it as a key frame.

4 Adjust the parameters above the Key frame control panel and in the preview window to reflect how this stage of the animation should appear. Repeat steps 4 and 5 to modify other key frame parameters.

5 Click **Play** to view the animation.

6 Click **OK** then select **Save Animation File and Create New Object**.

7 To view an animation effect, click **Preview** in the **Attribute Toolbar** or select **File: Save for Web - As HTML** then view the file through a browser. (See *page 267* for details).



Assign as key frame button

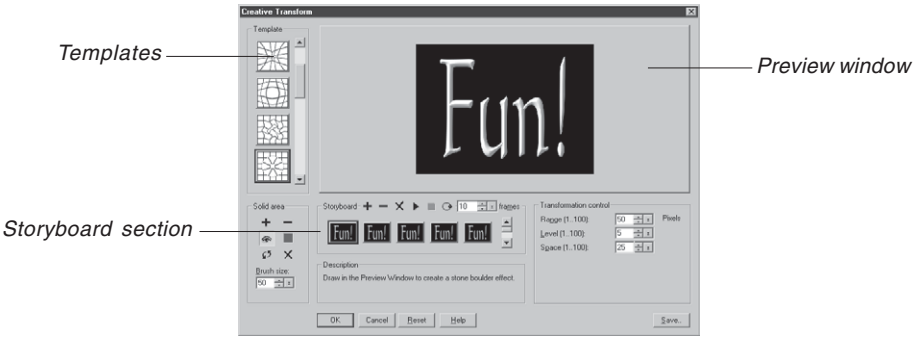
Further dialog box options:

- **Save** Creates an animation file as an animated GIF. After saving, the dialog box remains open so you can continue to modify the animation.
- **Add** Saves a frame as an image or the complete animation to the **EasyPalette**.
- **Preview** Displays a preview of the effect of the current animation frame at full size.

Storyboard-based animations

The layout of **Storyboard-based** animation dialog boxes differs from effect to effect. However, they each have two sections in common: an effect Template section and a Storyboard section.

The purpose of the Storyboard is to display a modifiable sequence of applied effects. Each template effect is applied to the previous slide of the animation, which is viewable in the storyboard section. In most cases, you can click **Reset** to start a new slide with a fresh copy of the original image instead of continuing to apply effects to the previous slide.



Storyboard-based dialog box

To use storyboard-based animation dialog boxes:

1. Select **Effect: Material Effect - Artist Texture**, or **Effect: Artistic - Creative Warp,** or **Effect: Distort - Creative Transform**.
2. Click **Advanced** to display the Storyboard. (Not necessary for the Transform dialog box).
3. Select a template effect to apply, then click **Insert** to add it to the Storyboard. Repeat this procedure to apply as many effects as you like. You can insert up to ten frames in the animation.
4. Modify a storyboard entry by clicking the corresponding thumbnail image and then selecting another template effect. Click **Delete** to remove an entry or **Delete All** to start over.
5. Click **Save** to create an animation file. After saving, the **Effect** dialog box remains open so you can continue modifying the effects settings. (See *Saving Animations* below for details).

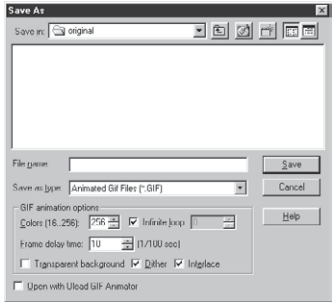
6 Click **OK** to close the dialog box and apply the current frame position's effect settings to the image.

> **Note:** *In most Transform effects, you can move your mouse over the preview window and paint over the image to manually adjust the effect.*

Saving animations

An animation or a sequence of transformations can be saved to a file format that best suits your final target destination. In the **Save As** dialog box, you may save the animation's individual frames as independent files by selecting Sequence BMP files from the **Save as type** drop-down list, or select Animated GIF files to save the animation as a single GIF file. When saving to a Sequence BMP format, each frame in the sequence is labeled *name001.bmp* where you can specify *name* in the Save As dialog box.

Saving GIF animation options



- **Colors** The maximum number of colors the color palette can contain to display images. Higher values tend to increase file size, but lower values may degrade the quality.
- **Infinite loop** Creates a continuous animation. Clear it and enter a number in the adjacent box to define a limited duration.
- **Frame delay time** How long a frame will be displayed, in hundredths of a second, before switching to the next one.
- **Transparent background** Creates empty, transparent spaces between images when the animation is played in a Web browser.
- **Dither** Allows GIF Animator to compensate for colors not found in the palette. It then simulates missing colors by mixing combinations of existing colors in the area that the original color occupied.
- **Interlace** Allows the image layer to open gradually as it downloads, simulating a 'fade-in' effect. This however may increase file size a little.
- **Open with Ulead GIF Animator** Launches Ulead GIF Animator for viewing and further editing your GIF animation files. (This option is available only if you have a version of Ulead GIF Animator program installed on your computer.)

Artist Texture

The **Artist Texture** effect allows you to create wild, psychedelic patterns and semi-random animations using Palette ramps. It works in conjunction with GIF Animator when creating animations and lets you generate single image layers that can be applied to both selection areas and objects.

To create an Artist Texture:

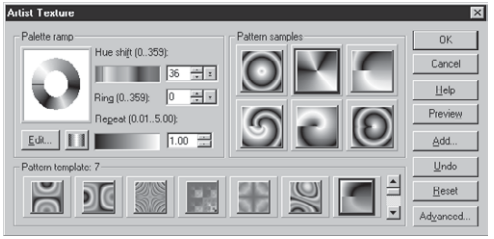
1 Select **Effect: Material Effect - Artist Texture**.

2 Click **Edit** to customize the Palette ramp or change to an entirely new one. Select the **Palette ramp** you wish to use or modify the existing one, then click **OK**.

Alternatively, to edit the existing ramp from within the **Artist Texture** dialog box, adjust the **Hue shift**, **Ring**, and **Repeat** options.

3 Select a style from the **Pattern samples** or create a new set of 6 by selecting a base image from the **Pattern templates**. The Pattern templates define the basic 'warp' that is applied to the Palette ramp.

4 Click **OK**.



Artist Texture effect sample

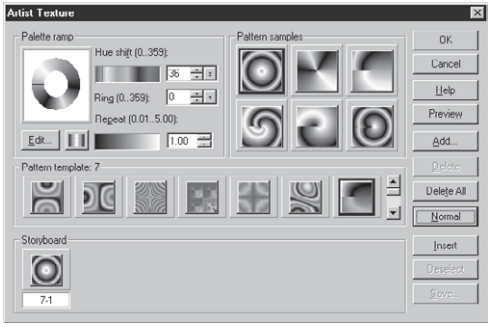
To create an animation:

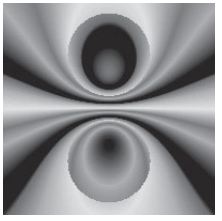
1 In the **Artist Texture** dialog box, click **Advanced** to continue.

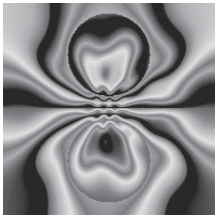
2 Drag a sample from the **Pattern samples** box to the storyboard to add it to the animation sequence. The entries in the storyboard will morph from one into the next.

3 Click **Save** to save as an animated GIF file. After saving, the **Effect** dialog box remains open so you can continue modifying the effects settings. (See *page 213* for details).

4 Click **OK**.







Samples of animation sequence

Texture Filter

Artists express themselves using different types of drawing or painting media and surfaces. PhotoImpact gives you these creative options with **Texture Filter**. There are several textures that you can use depending on your desired image effect.

- **Creased Paper** Simulates the appearance of your image when printed on paper then crumpled.
- **Glass** Converts your image's surface into glass.
- **Embossed** Adds a relief of different particles such as water drops and bubbles. You can also choose other coarse-surfaced materials such as snakeskin.
- **Animal Hide** Embosses your image on rough animal skin.
- **Smooth Leather** Impresses your image on treated animal hide.
- **Metal** Converts your image's surface into metal.
- **Plastic** Converts your image's surface into plastic.
- **Stone** Converts your image's surface into stone.
- **Contour-Lines** Creates radial lines of different hues within your image.

Like other **Creative Effects**, **Texture Filter** can be saved as an image or an animation file.

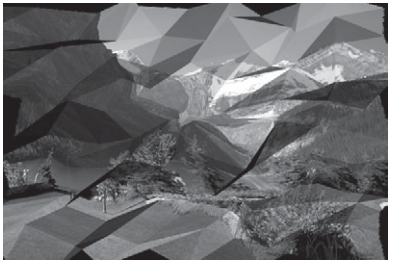
To add Texture Filter:

1 Select **Effect: Material Effect - Texture Filter**.

2 Choose a preset texture from the **Effect gallery**.

3 Adjust the parameters to adjust texture properties.

4 If you want to create an animation, click **Animate**, specify play properties using **Key frame controls**, and click **Save**. Otherwise, Click **OK**.



Creative Warp

Creative Warp lets you create a kaleidoscopic effect, but rather than having an output of just a single frame, you can create an animation or an image sequence by using multiple kaleidoscopic effects simultaneously.

To create a Creative Warp effect:

1 Select **Effect: Artistic - Creative Warp**.

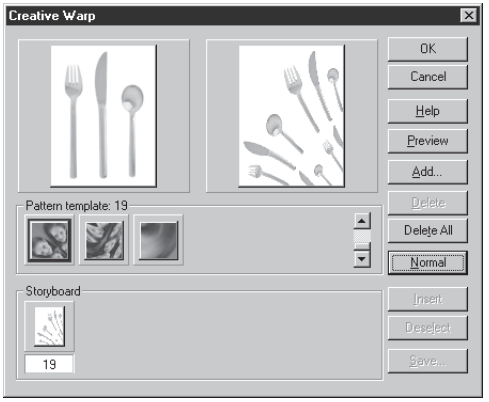
2 Select a **Pattern** template.

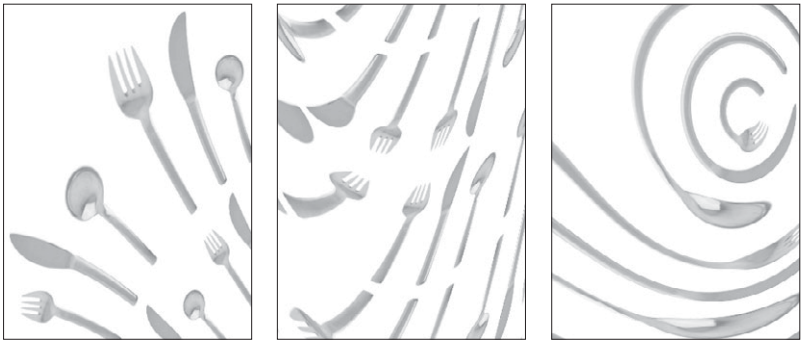
3 Click **Advanced** to expand the dialog box and display the storyboard at the bottom. Drag the warped image from the right-hand preview pane down to the storyboard or click **Insert** to add it to the sequence.

To remove an image from the sequence, first click the icon in the **Storyboard** then click **Delete**. To clear out the storyboard, click **Delete All**.

4 Click **Save** to create an animation file first. After saving, the dialog box remains open so you can continue modifying the effects settings. (See *page 213* for details).

5 Click **OK**.





Creative warp sample effects

Crystal & Glass effect

Crystal & Glass effect places transparent, curved objects over your image, refracting light and simulating distortions seen when viewing images through a crystal. This effect can be applied to the whole image, a selection, or an object. The crystal's shape, size, position and other properties can be adjusted in the **Crystal & Glass** dialog box.

To use the Crystal & Glass effect:

1 Click **Effect: Material Effect - Crystal & Glass**.

2 Select a **Crystal** template from the **Effect Panel**.

> **Note:** *By default,* ***Keep aspect ratio*** *will be selected. This constrains the crystal's maximum size to the shorter dimension of the image or selection.*

3 Adjust the dimensions and proportions of the crystal with the **Width** and **Height** variables in the **Model Tab**.

> **Note:** *Attributes vary from template to template.*

4 Adjust the position of the crystal in the image by clicking and dragging it across the preview window.

5 Adjust the lighting in the **Lighting Tab**.

6 Add (+) and remove (-) crystals to the frame as required in **Elements**. More than one type of crystal can be applied to the image.

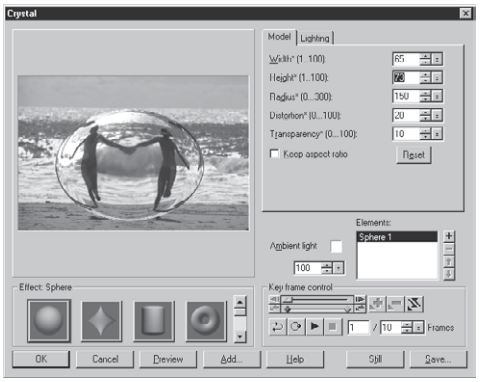
Reposition them in the stack using the up and down arrows. Repositioning overlapping crystals in the stack will change the effect in overlapping areas.

7 Click **Preview** to view the effect at full size.

8 Click **Save** to save the animation as a GIF file. After saving, the dialog box remains open so that you can continue modifying settings.

9 Click **OK** then choose whether to apply the current frame settings to the image or save to an animation file before creating a new object.

> **Note:** *Crystal effect can only be applied to RGB (24-bit True Color) format documents.*



Lighting

Lighting effects allow you to simulate natural phenomena to produce fantastic animations for Web pages. Each Lighting effect has its own attributes that can be customized individually. You can apply this effect to an image, selection area or active object.

To apply a Lighting effect:

1 Select **Effect: Illumination - Creative Lighting**.

2 Select a lighting preset from the **Effect** gallery.

3 Select a frame in the animation in the **Key frame control** panel. Click the image in the preview window to adjust the light source and direction for that particular frame in the animation sequence. This will automatically assign this frame as a key frame.

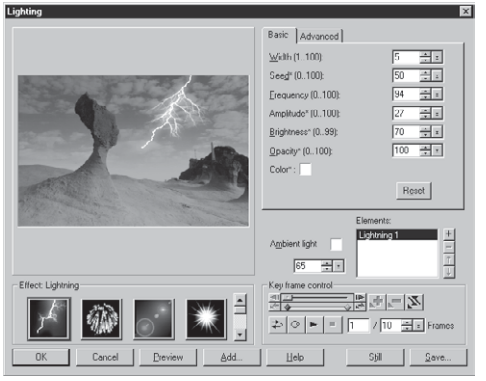
4 Click the **Basic** or **Advanced Tabs** on the right of the preview window to define attributes such as **color**, **size**, and **angle** (attributes vary depending on the preset).

5 Move the slider (or enter a value) to modify the overall brightness in **Ambient light**. To change the image's color tone, click the **color box**.

6 Add (+) or delete (-) lights in the animation from **Elements**. Click up and down arrows to rearrange the position of the element in the stack. Rearranging elements will change the effect at intersecting areas.

   Some lighting effects allow you to alter the position of the light source on the image. In the Preview window, move your mouse over an effect item and when the cursor changes to a cross-hair, click and drag to desired position.

7 Click **Play** to preview the animation.



Lightning

Meteor

8 Click **Save** to create an animation file first. After saving, the **Effect** dialog box stays open so you can continue modifying th effects settings.

9 Click **OK** then choose whether to apply the current frame settings to the image or save to an animation file before creating a new object.

Light bulb

Enhance Lighting

Light and camera flash are two factors that affect image quality, as they control the amount of light in a given photograph. However, many images are ruined due to improper use of these two settings.

Enhance Lighting effectively repairs pictures by correcting light and flash errors. It adjusts specified pixels' brightness and notes the play between highlights, midtones and shadows.

To enhance an image's lighting:

1 Select **Effect: Photographic – Enhance Lighting**.

2 Drag the **Fill Flash** slider or enter a value to adjust the image brightness. The higher the value, the brighter the image becomes.

3 Adjust **Enhance Shadows** to intensify the dark portions of the image. This will amplify contrast, thus creating a clearer picture.

4 Click **OK**.

Diffuse Glow

Diffuse Glow brightens the entire image by applying luminosity to the highlights of the image. Light radiates from the center to its neighboring pixels. Aside from brightening the image, **Diffuse Glow** adds noise to the entire image. The combination of adjusting brightness and adding noise creates an illusion of a foggy layer on top of the image.

To apply Diffuse Glow Effect

1 Select **Effect: Photographic - Diffuse Glow**.

2 Specify the area and extent of brightness adjustment in **Threshold** and **Degree of glow** parameters.

3 Set the noise level by adjusting **Graininess**.

4 Click **OK** to apply the effect.

Painting

The **Painting** effect is extremely useful for creating special effects such as Impressionist style paint strokes over an image, as well as, special canvas and paint texture effects. The **Painting Gallery** in the **EasyPalette** offers predefined effects templates.

To apply special paint effect on an image:

1 Select **Effect: Artistic - Painting**.

2 Select a template from the **Paint templates** gallery.

3 Customize the selected template in the **Fine control** panel.

4 Apply a painting style in the **Pattern** panel.

5 Click **Apply** to preview the effect.

6 Click **Add** to save to the EasyPalette.

7 Click **Try** to use the active image as the thumbnail for the Pattern templates.

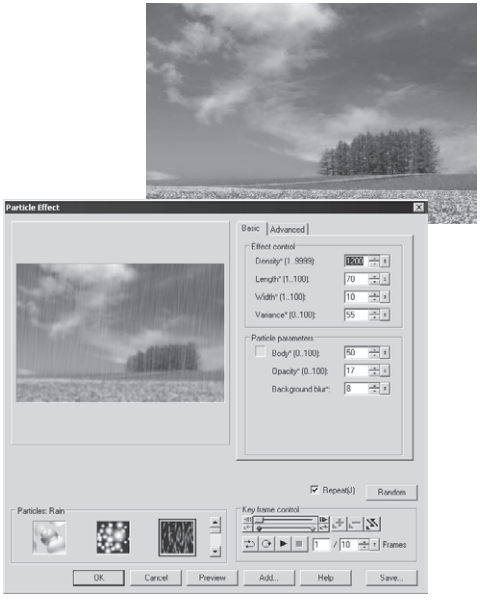
> **Note:** ***Default*** *restores the original images as the thumbnail templates.*

8 Click **OK**.

Particle and Animated Particle

Particle effects add the realism of fire, smoke, snow, and other natural effects to your images. Each effect has its own self-contained set of attributes which can be individually customized. The **Particle Gallery** in the **EasyPalette** also provides preset particle effects that can be directly applied to images.

PhotoImpact now allows you to create animations based on **Particle** effects. This means you can simulate falling rain, thunderstorms, cloud formations, brush fires and other special effects and save your images as animated GIFs or sequenced BMPs. Choose the motion type for your particles: **Manual** - where all particles are manually placed, **Directional** - where all particles follow one motion, or **Emitter** - where the particles seem to emanate from one source then radiate away from the center. Although your animation closely simulates the real behavior of these particles, you can control the movement by adjusting the parameters available in the **Particle** dialog box.



To add a Particle effect:

1 Select **Effect: Creative - Particle Effect**.

2 Select a particle from the **Effect gallery**.

3 Define the number of particles by specifying a value in the **Density**.

4 Using the **Basic** Tab, define the other attributes of the elements in the **Particle parameters** panel. The available attributes vary depending on the effect.

5 Click **OK**.

> **Note:** *Some elements can be modified within the preview window. You can also drag individual particles to reposition them.*

To create animation with Particle Effect:

1 Select **Effect: Creative: Particle Effect**.

2 Select a **Particle effect** from the **Effect** gallery.

3 Define the number of elements by specifying a value in **Density**.

4 Using the **Advanced Tab**, select the motion type: **Manual**, **Directional**, or **Emitter**.

> **Note:** *For **Rain** and **Snow**, only the **Directional** method is available.*

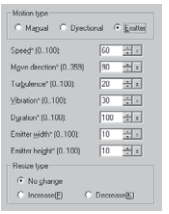
5 Define other attributes in the **Particle** parameters panel. The available attributes vary depending on the effect.

6 Specify duration, sequence, and other behavior using the **Key frame controls**.

7 To loop your animation, click **Repeat**. This cycles your particle animation so that it appears continuous.

8 Click **OK** and select **Save Animation File and Create New Object**.

9 Save the file by assigning a name and specifying a location.



Creative Transform

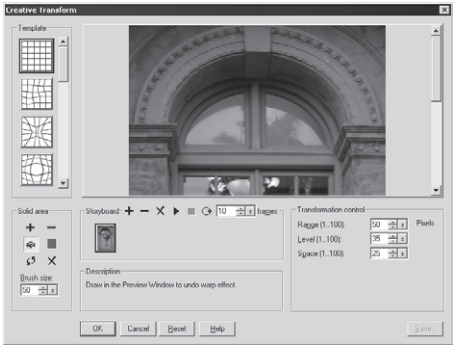
The Creative Transform effect turns your image into virtual clay, allowing you to push its pixels around in order to transform the surface. It differs from the Transform Tool on the Tool Panel in that it doesn't allow you to manipulate the position of a selection or object, but rather manipulate its 'consistency.'

To transform an image:

1 Select **Effect: Distort - Creative Transform**.

2 Select a template from the **Transformation template** gallery.

3 Adjust parameters in the **Transformation control** panel. To apply transformation effects to the image, click **Insert** to save the image to the Storyboard. Click **Reset** to restore image to its original state between creating storyboard thumbnails.

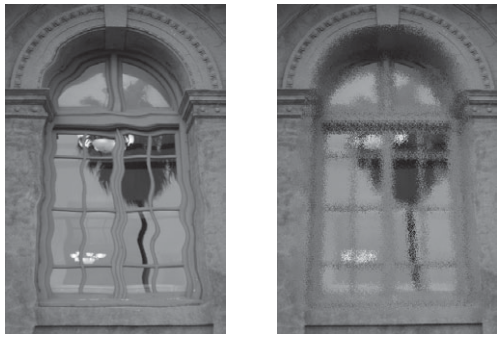


Note: *Once the image is inserted in the **Storyboard**, you may use it as a frame for animation. You can edit the frame sequence by using the **Frame controls**.*

4 Click **OK** to apply transformation to your image. Click **Save** to save the transformation as an *.GIF animation or an *.BMP image sequence file.

Tips:

- *You can exclude areas in your image from the transformation effect. The **Solid Colors** panel defines regions that would not be included in transforming the image.*
- *Change the position of Storyboard thumbnails by dragging them and dropping them in front of, or after other thumbnails.*



Samples of animation sequence

Adding special Type Effect

The **Type Effect** allows you to modify text or objects in ways beyond the capabilities of the Text and Path Tools. You can add fire, ice, neon glow and emboss effects among others to objects. Combined with the functions of other tools, this effect can be powerful.

To add a special Type Effect:

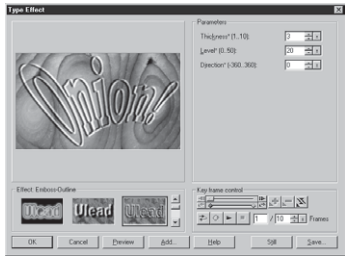
1 Select **Effect: Creative - Type Effect**.

2 Select an **Effect** template from the **Effect** gallery.

3 Modify the effect's parameters in the **Parameters** panel.

4 Click **OK** then choose whether to apply the current frame settings to the image or save to an animation file first then create as a new linked object.

Note: *When you apply a Type Effect to text objects, you will lose the text attributes of that object. Thus, you will not be able to use the Text Tool anymore for further editing.*



Kaleidoscope effect

Kaleidoscope allows you to create fragmented, mirrored, refracted, and repeated patterns of a segment of your image, creating an effect similar to a view of that segment through a kaleidoscope.

To apply a Kaleidoscope effect:

1 Select **Effect: Artistic - Kaleidoscope**. A sample of the current image or selection based on a preset is displayed.

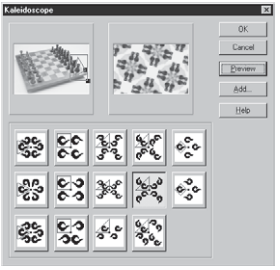
2 Select a **Kaleidoscope** preset from the gallery.

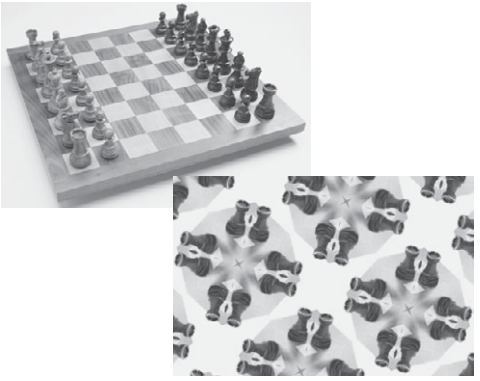
3 A rectangle with a triangle within will be shown over the thumbnail window in the left window of the dialog box. The area in the triangle represents the segment that will be mirrored and repeated throughout.

Resize the segment by clicking and dragging the control points at the corner of the square.

Reshape and rotate the segment by dragging the control points of the triangle.

4 Click **OK**.





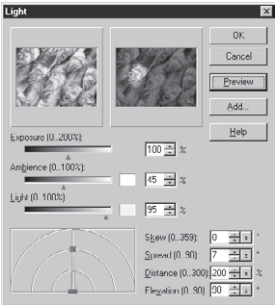
Applying a Light effect

The Light effect allows you to add a spotlight or soft ambient light to an image, selection area or object. It uses a combination of Brightness and Contrast adjustments to create the light and shadows effects.

To add a Light effect:

1 Select **Effect: Illumination - Lights**. In the dialog box adjust these settings:

- **Exposure** The amount of light on the image. Exposure settings range from 0 and 200%. The higher the value, the more light on the image.



- **Ambience brightness** The general light over the whole image. Click or right-click the color box to specify its color.
- **Light color** and **brightness** The color of the light focus can be selected from the **color box**. Use the sliders to set the intensity.
- **Light angle** Drag the **light angle nodes** (or set the **Skew**, **Spread**, **Distance**, and **Elevation** settings manually).

2 Click **OK**.

Applying a Magic Gradient

Magic Gradient generates sophisticated gradient patterns that cannot be made with the **Gradient Tool** or a **Gradient fill**. Magic Gradient can be applied to the whole image, a selection, or to an object.

To apply a Magic Gradient effect:

1 Create a selection area using a **Selection Tool**, or make an object active in the workspace.

2 Select **Effect: Creative - Magic Gradient**.

3 Click **Edit** to select the desired **Palette ramp**, then click **OK** to return to the **Magic Gradient** dialog box.

> **Note:** *To edit a ramp on the fly, enter new values in the Hue shift or Ring entry box or click* ***Edit*** *to invoke the* ***Palette Ramp Editor****. The color spectrum of the ramp will shift.*

4 Select a gradient preset in the **Mode** panel.

5 Click the thumbnail window, then drag the preview to reposition the center of the gradient effect.

6 Drag the little red square to adjust the **Slope** dial (or click the + or –) which will adjust the position of the gradient.

> **Note:** *The available attributes below the Mode list depend on the Mode selected.*

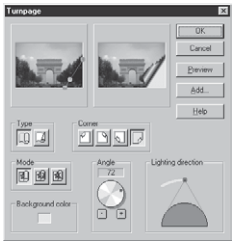
7 Click **OK**.

Creating a Turnpage effect

The **Turnpage** effect gives your image the appearance of curling up from the corner as if it were a piece of paper or a page in a book. With this effect, you can 'turn' an image at any degree from any corner.

To create a Turnpage effect:

1 Select **Effect: Material Effect - Turnpage**. In the dialog box, adjust these settings:



- **Type** Whether the curled up corner is cylindrical or conical.
- **Corner** The corner of the image where the curling action starts, and the direction of the pointed end if it is a cylindrical curl.
- **Mode** The reverse side of the image which is visible during the curl. Choose from **Opaque** (non-transparent curled edge), **Reverse** (reflection of the original image on transparent film) or **Transparent** (transparent film with no image).

- **Angle** The tightness of the curled edge as it turns inward. The higher the value, the tighter the curl.
- **Color** The color under the image that is revealed as the page turns.
- **Lighting direction** The direction of the light on the curl.

2 Click **OK**.

ALL FOR THE WEB

Not only is PhotoImpact the complete image-editing package, it is also a dynamic and creative Web design tool embraced by both professional and novice Web developers. This chapter explores the Web capabilities of the program, covering everything from creating basic Web pages, enhancing images, designing components, applying script effects, to assembling the entire site from scratch. Other export options are also discussed in this chapter, including creating Web Albums and managing Web slide shows.

In Chapter 8 you will learn:

Images for the Web 228
Objects for the Web 245
Script effects 253
Web pages 261
Exporting a Web page 266
Tutorial: Putting a Web page together 270
GIF Animator 271
Image management with Album 272

In this chapter we begin with exploring the basics of creating elements for your Web page: from rollover buttons to banners, icons, background, and linked multimedia files. We then describe how these separate elements are combined to create a complete Web page: optimizing and exporting your images, putting text on your pages, saving your Web pages and outputting them as HTML, then finally posting them to the World Wide Web.

Images for the Web

Images are a powerful means of communicating ideas and messages where words can only say so much. They can convey moods, thoughts, events, experiences; they can capture a moment. Photographs and graphics add flair, individuality and personality to Web pages. They can enhance and strengthen corporate identities, drive home a message, and add the finishing touch to your content.

To create an image for your Web page from scratch, see *page 263*.

Opening an image/UFO file from a Web page

You can open an image (or its original working UFO file) directly in PhotoImpact from a Web page while browsing. This is particularly useful if you are the author of the HTML document, since PhotoImpact helps you easily locate the original file of a selected image for modification.

To open the original file of a Web page:

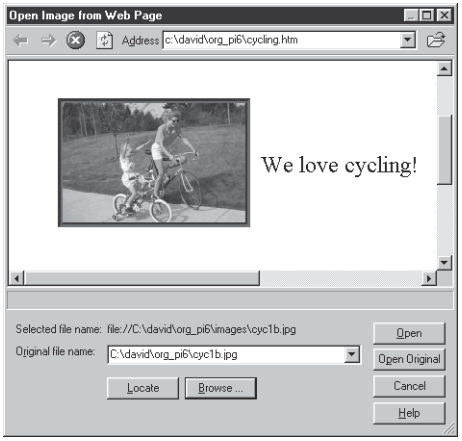
1 Select **File: Open from Web - Image**.

2 Type the URL of the Web page (or the file path on your local computer) in **Address**, then press [**Enter**].

3 Select an image then select one of the following options:

- To download the selected image from the Web page and open it as a new image in PhotoImpact, click **Open**.
- To open the original working file of the image (on your computer), click **Locate** or **Browse** to search for the file then click **Open Original**.

Note: *The original file can be image files or UFO files.*



Selected image in the Update Image in Web Page dialog box

4 After editing, select from the options below:
   - If the opened original file is an image file, select **File: Save for Web - Update Image in Web Page**.
   - If the opened original file is a UFO file, save the UFO file then select **File: Save for Web - As HTML** (Skip steps 5 and 6).

5 Select the image to replace in the Preview window. Click **Preview** to see how the revised image looks on the Web page.

> **Note:** *This updating feature works only if the file to be replaced is on your local computer.*

6 Click **Update**.

Updated image in the Update Image in Web Page dialog box

Opening a Web page as a single image

In addition to opening an image directly from a Web page, you can open an existing Web page as an image file. This image can be used as a template for designing a Web page. This template page can come from the Internet or your local computer.

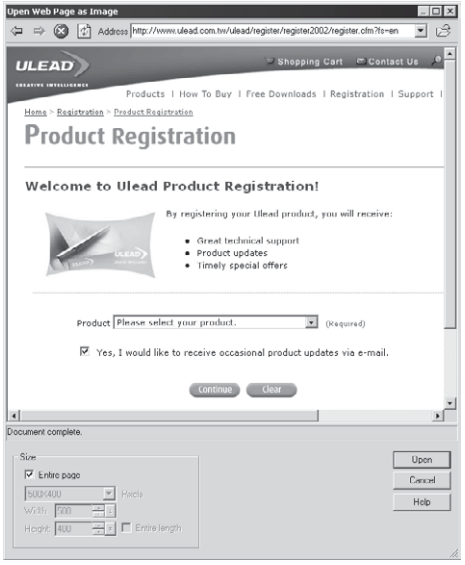
To open a Web page as a single image:

1 Select **File: Open from Web - Web Page as Image**.

2 Type the URL of the Web page (or the file path on your local computer) in the **Address** box, then press [**Enter**].

3 Select **Entire page** to capture the whole Web page, or clear it to capture only a segment specified in the dimensions fields below.

4 Click **Open**. The Web page opens into the workspace as the base image.



Creating a Web background image

In addition to selecting a Web page background from the Web Properties dialog box, you can also create your own backgrounds by designing and tiling an image. When creating a background image for your Web page, keep in mind the word *readability*. No matter how cool your design is, if your text isn't legible because the background is distracting or too busy, then it is counterproductive.

> **Note:** *In addition to Background Designer described below, you can simply create a new image file in the workspace. Optimize and save it, then insert it as a Web background to your Web page document.*

Using Background Designer

Background Designer helps you create tileable backgrounds. The image that you want to tile can be of any size, but the smaller it is, the faster it will download. Also, the smaller the image is, the more frequently it will repeat itself in the background. A good rule is to make the size of the average background tile about 80 x 80 pixels. This will make the file relatively small and fast to download, allowing it to tile approximately 50 times in the background on a typical 800 x 600 display.

When creating a Web page background, there are two ways to open Background Designer:

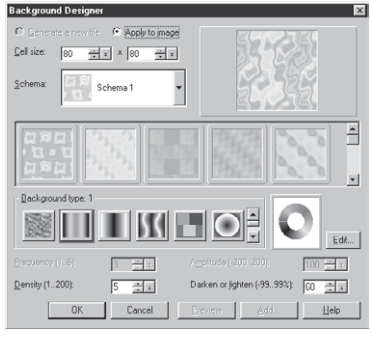
- Select **Web: Background Designer**.

> **Note:** *If there is no document in the current workspace or* ***Generate a new tile*** *is selected, Background Designer creates a single background tile only. This appears as a new image in the workspace. Optimize and save it as an image file, then insert it as a Web background to your Web page document by selecting* ***Web: Web Properties****.*

- Select **Web: Web Properties**. On the **Background Tab**, select **Background Designer texture**.

To create a tiled background:

1. Open **Background Designer** using one of the options above.
2. Enter the dimensions of the background tile in the cell size boxes (80 x 80 pixels are recommended).
3. Select the style of wallpaper from **Schema** to define the tile texture.
4. Select from **Background type** to modify the texture pattern for a more random and unique appearance.

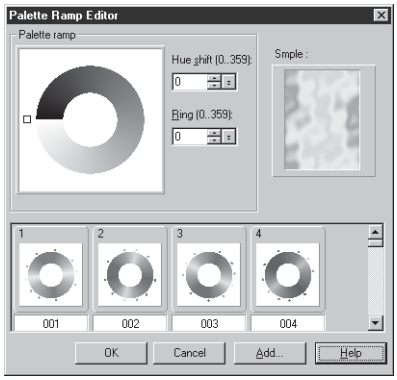


> **Note:** *Click **Edit** to open the **Palette Ramp Editor**. This modifies the color gradient for the texture.*

5 Adjust the **Frequency**, **Density**, **Amplitude**, and **Darken or Lighten** to customize the variable appearance of the tile.

6 Click **OK**.

> **Note:** *Press **[Ctrl+F5]** to hide the base image and display the background in the document as needed, except when you are creating a background as a new image file.*



Shifting a Web background

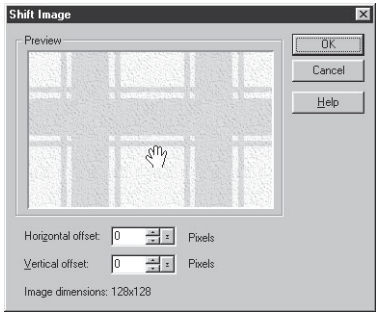
Sometimes you might feel that an image is not laid out properly as the background, either sitting too far to one side or appearing in such a way that it becomes a distraction to the viewer. You can shift the image to tile more naturally.

To shift a Web background:

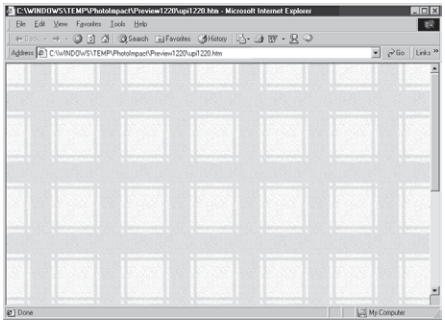
1 With the base image hidden, select **Web: Shift Image**.

2 Click and drag your mouse over the Preview window, and move it around until you get the desired result. You can also use the horizontal and vertical offsets for precise positioning.

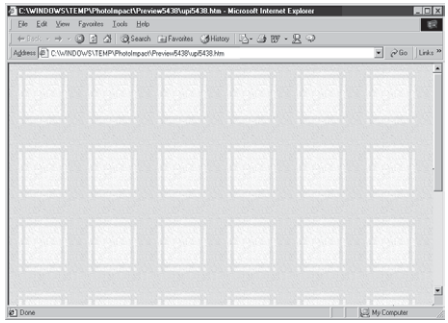
3 Click **OK**.



> **Notes:**
>
> - *If the base image is displayed, the **Shift** command repositions the base image instead.*
> - *The **Shift image offset** boxes (on the **Background Tab** of the **Web Properties** dialog box) also provide the shifting option.*



Background before shifting



Background after shifting

Creating a seamlessly tiled background

When tiling an image selection as a Web page background, you can create a tile that is "seamless", or one that tiles in a way giving the appearance of a single texture. So, distinctions between tiles become invisible. These tiles are not only eye-catching but less distracting when reading the Web contents.

To create a seamlessly tiled background:

1 Create a selection (not an object) in an image.

2 Select **Web: Create Seamless Tile**.

3 Adjust the **Merge size** and **Merge ratio** boxes to change how strongly the image selection area overlaps upon itself and how strongly it blends the overlap with the native image pixels.

4 Click **Preview** to see how the image selection area appears when tiled. Clicking anywhere on the preview image or pressing [**Esc**] returns you to the previous dialog box.

> **Note:** *A smaller image selection provides more tiles. A very large image selection may not tile. PhotoImpact automatically detects this situation when you click* ***Preview****.*

5 Click **OK**. A new tile appears in the workspace as a new image. Save it as an image file for later use as a background.

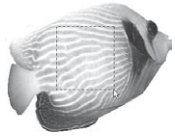
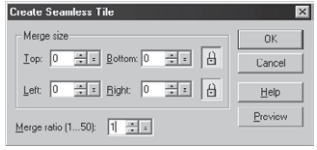
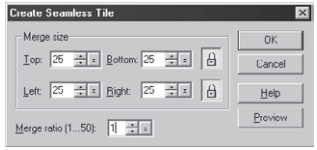


Image selection in the original image



Settings for no seamless effect



Settings for a seamless effect

Displayed preview window when no seamless effect is applied

Displayed preview result when a seamless effect is applied

Button Designer

Most graphics-oriented Web sites contain graphic navigational interfaces, usually in the form of buttons. These buttons are very useful for creating easy to understand and interesting navigational aids. In addition to the button presets in Component Designer (see *page 249* for details), PhotoImpact provides Button Designer where a button can be created out of any shape object. The easiest and most basic type are those that conform to simple geometric shapes.

To create a simple button:

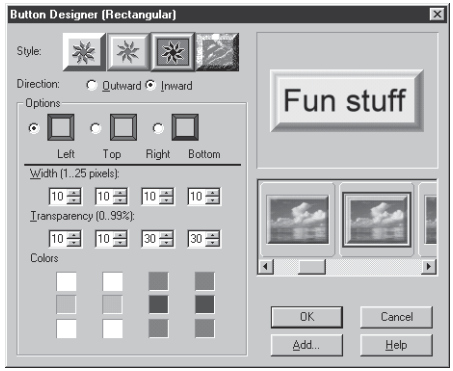
1 Create a rectangular selection area or object on an image. If not, the entire base image (when it is not hidden) will be used as the button.

2 Select **Web: Button Designer – Rectangular**.

3 Select from **Style**, or find a preset button on the thumbnail pane below the Preview window.

4 Select a **Direction**:
- **Inward** Constrains the button size to the dimensions of the current selection or image.
- **Outward** Expands the dimensions of the current selection, object, or image.

5 Select a width setting under **Options**:
- The first option makes the value of the left side equal to the top, and the right side equal to the bottom.
- The second option makes values for all sides equal.



- The third option allows a different width value for each side.

6 Set transparency and colors for each side of the button as needed (available options depending on previous settings).

7 Click **OK**.

To create an irregularly shaped button:

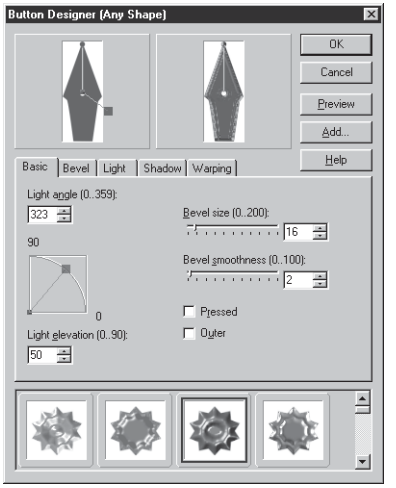
1 Create a selection or an object of an irregular shape on an image. For example, you can use the **Path Drawing Tool** in the Tool panel, or the **Shape Library** in the EasyPalette.

2 Select **Web: Button Designer – Any Shape**.

3 Grab the box in the left-hand preview window with your mouse cursor and move it around if you need to adjust the angle of the light reflecting off the button. (Another way is to enter the number of degrees of the angle in **Light angle** in the **Basic Tab**).

4 Set other options as needed. Note that the right-hand preview window always gives you a real-time preview on how the button looks whenever you change settings.

5 Click **OK**.



Slice Tool

Slice Tool cuts your Web document into rectangular cells, allowing each cell to be loaded separately into a Web page browser. You can insert images, HTML text, hyperlinks, Script Effects, and other Web objects in each cell. They can be saved individually in different Web image formats, enabling the entire image to be downloaded more efficiently.

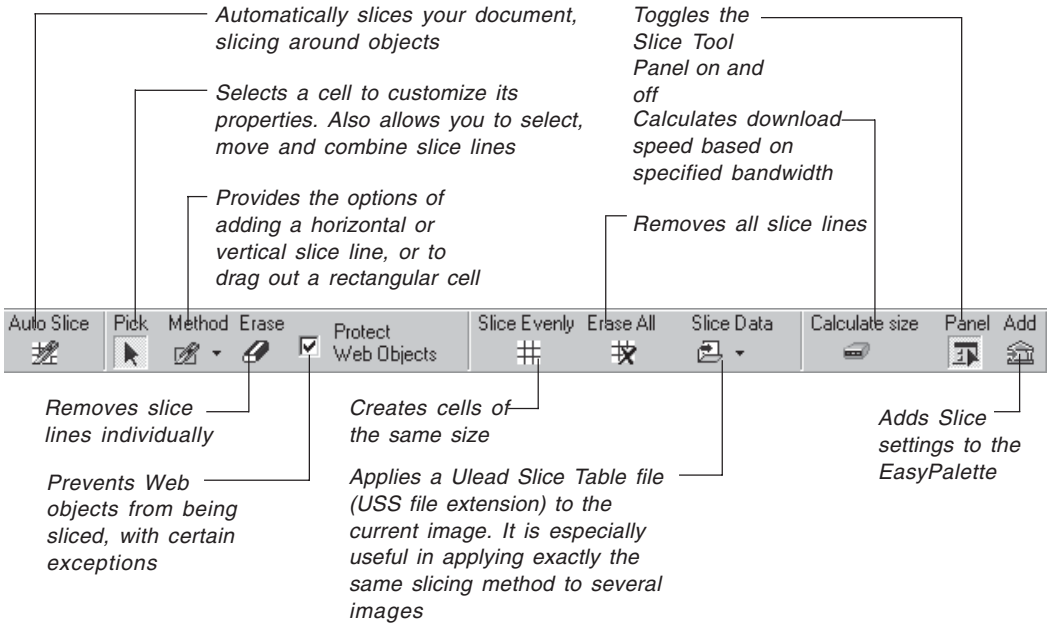
For example, a cell that is predominantly a simple color can be saved as a GIF which provides better compression for solid colors; whereas a cell with a more complex image can be saved as a JPEG.

> **Note:** *By default, Web and linked multimedia objects are protected. The option can be switched off by clearing* ***Protect Web Objects*** *on the* ***Attribute Toolbar****. It is strongly recommended, however, that this option is kept selected.*

Objects in Web pages that have Slicing disabled will combine with the background, effectively turning all elements into a single image file when displayed by a browser.

The **Slice Tool** can be accessed directly on the **Tool Panel**. When selected, it displays a selection of tools on the **Attribute Toolbar**.

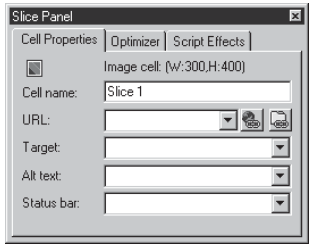
By default, selecting the Slice Tool will generate one cell that encompasses the entire image. Selecting **Auto Slice** will automatically generate cells that snap around objects. Use this function to prepare your groundwork of slices, then add, erase or tweak lines as required.



To manually slice an image:

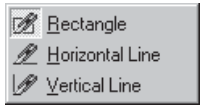
1 Select **Slice Tool** in the **Tool Panel**.

> **Note:** *On selecting the Slice Tool, by default,* ***Protect Web Objects*** *will be selected. This option will not work, however, if* ***Erase All*** *or* ***Slice Evenly*** *are used.*



2 Click the arrow accompanying **Method** on the **Attribute Toolbar**. Select a horizontal, vertical or rectangular slice tool.

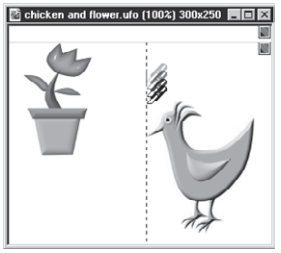
Alternatively, right-click an object then select **Slice Around Object**. This will automatically snap a cell around the object.



Method button submenu

Note: *After selecting **Slice Around Object**, slice lines will extend across the page and may slice other objects. In this case, apply this function to all objects that require protecting.*

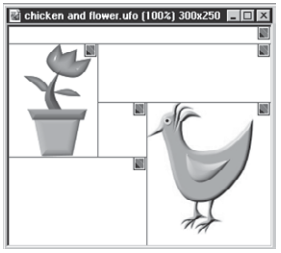
3 Click the image to place the slice line, drag the mouse in the intended direction of the line or rectangle, then release the mouse button. A line separating cells will be displayed.



Vertical Slice Tool being clicked and dragged downward

Note: *When creating horizontal and vertical slice lines, press **[Ctrl]** to toggle between the two options.*

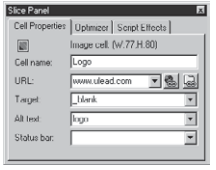
4 Repeat Step 3 to add more lines as needed. Click **Pick Mode** then click and drag a slice line to adjust its position. Click **Erase** then click an unwanted slice line to remove it.



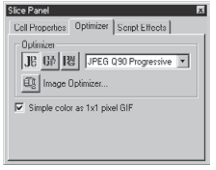
Fully sliced image

Note: *To move a section of a slice line, click **Pick Mode** then press **[Ctrl]** while moving it. To delete a section of a slice line, click **Erase** then press **[Ctrl]** when selecting the line to delete.*

5 Click **Pick Mode** then select a cell to assign a name and hyperlink information to it in the **Cell Properties Tab** of the **Slice Panel**.



6 In **Pick Mode,** select a cell then select an image file format and optimization method in the **Optimizer Tab**.



Notes:

- *To save your image as a Web page, select **File: Save for Web - As HTML**. This will save your page with all necessary image files.*
- *For further information on using **Script Effects** see page 253.*

Show/Hide Slice Line toggle button on the Tool Panel

Image Map Tool

An image map is an area on a Web page to which hyperlinks are assigned, or "mapped". Clicking an image map allows users to access linked targets, and can also launch Script Effects. (See *page 253* for details).

Two kinds of image maps can be created with PhotoImpact: object-based image maps and manually created image maps. Object-based image maps can be split from the objects through which they are created, and can then effectively be treated as manually created image maps.

Creating object-based image maps

All types of PhotoImpact objects can have image maps assigned to them. Assigning hyperlink properties to an object creates an **object-based image map**. A semi-transparent shadow will be shown over the area to indicate the image map.

To create an object-based image map:

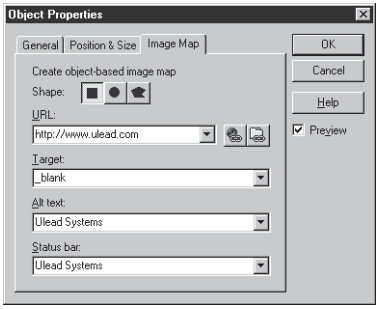
1 Double-click an object, or right-click it then select **Properties**.

2 Select the **Image Map Tab.** This tab controls the following features:

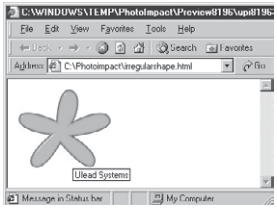
- **Shape** By default, the rectangle will be selected. Select the **Shape button** that corresponds to the shape of the object.
- **URL** The target object of the hyperlink.
- **Target** The name of the frame where the target page will be opened.
- **Alt text** Alternative text to appear in place of the hyperlinked image, to describe the function of that image. This function is for browsers that do not display images, and for those where image loading has been switched off.
- **Status bar** The message to be displayed in the status bar of the browser on mouseover of the hyperlink.

3 Click **OK**.

Note: *To save your image as a Web page, select* ***File: Save for Web - As HTML****. This will save your page with all necessary image files.*



Irregularly shaped object



The image appears with Alt text on mouseover, and a message in the Status bar in the browser.

Show/Hide image maps toggle button on the Tool Panel

Creating manual image maps

The **Image Map Tool** [**Shift** + **F8**] offers a more versatile way of creating hyperlinks. It allows you to demarcate complex areas on your image then assign hyperlink properties to these areas without the need to first convert them to objects. These areas are **image maps**.

Image Map Attribute Toolbar

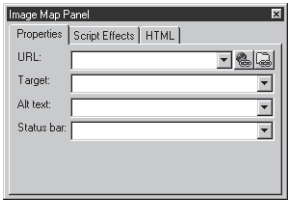
To create an image map manually:

1 Click the **Image Map Tool** [**Shift** + **F8**] in the **Tool Panel**.

2 Select a **Shape tool** on the **Attribute Toolbar**.

3 Click and drag a rectangle or circle to mark out the area to be made clickable. Double-click the polygon tool to complete the shape. A semi-transparent shadow will be shown over the area.

Shape tools on Attributes Toolbar



Note: *Image maps can be resized.*

4 Enter hyperlink information for the marked area in the **Image Map Panel**.

5 Select a series of image maps by pressing [**Ctrl**], then use an **Align** button on the **Attribute Toolbar** to reposition them further if required.

An image map has been placed over Africa

Note: *Display or hide your image maps by toggling* ***Show Image Maps*** *on the* ***Tool Panel****.*

After creating your image maps, right-click to display a pop-up menu with options to duplicate, or to select other image maps. To reposition an image map in the stack, click it, then click an **Arrange** button.

Note: *By default, more recently created image maps are stacked higher than older ones. If image maps are overlapping, the hyperlink of the highest image map is active.*

Object-based image maps (*page 237*) are displayed with a similar semi-transparent shadow to manually created image maps. Object-based image maps can be peeled off their host objects by right-clicking then selecting **Split Object-based Image Map**. The peeled image is now equivalent to a manually created image map. It has retained all of its previous hyperlink properties, and these can now be edited through the **Image Map Panel**.

Note: *Colors of the shadow for both manually created and object-based image maps can be changed in* ***File: Preferences - General****. Select* ***Web & Internet*** *to adjust.*

Optimizing file sizes and quality for the Web

Once you've created the images for your Web page, whether they are backgrounds or navigational elements, you can save them in a Web-optimized format such as the two most common Web formats: GIF and JPEG, or a newer format named PNG.

PhotoImpact offers a user-friendly **GIF, JPEG** and **PNG Image Optimizer** to save your images with the highest possible quality at the lowest possible file sizes. You can open Image Optimizer in a number of ways:

- Select **File: Save As** and choose JPEG, GIF, or PNG from the **Save as type** list. Then click **Options**. You can select from the **Display save options** list (in the **Preferences: Open & Save Tab**), so every time you select **Save/Save As**, Image Optimizer opens first before the saving process starts.
- Select **File: Save for Web** and its submenu.
- Right-click a selected object and select **Image Optimizer**.
- Click **Export: To Image Optimizer** in Component Designer.
- Click **Image Optimizer** (represented as an icon) in Slicer or Rollover.
- Select **Web: Image Optimizer**.

Note: *When opening Image Optimizer in various ways, the dialog box and available features can be slightly different to meet appropriate situations.*

Basic controls in Image Optimizer

Image Optimizer provides the following control buttons:


Zoom in Increases the image magnification in the preview windows.


Zoom out Decreases the image magnification in the preview windows.


Show actual size Displays images at 1:1 ratio in the preview windows.


Fit in window Displays images with the largest magnification to fit in the preview windows.


Center in window Places images in the center of the preview windows.



Display the original and compressed images / Display the compressed image Toggles the display between both the original and compressed images, or only the compressed image in the preview windows.


Modem speed menu The modem speed to use as the basis for calculating Internet download time.


Browser preview Shows how the optimized image looks in a browser.


Resample Resizes the image by resampling pixels. Be careful when using this feature as resampling may deteriorate the image quality.


Crop Cuts away unwanted portions of the image.


Display with/without preview windows Shows or hides preview windows of both original and compressed images.

Whenever the optimization settings are changed, both the original file size as well as estimated download time and the optimized ones are displayed above the preview windows. This gives you quick reference to judge the desired file size and download time.

> **Note:** *Use the **Zoom in** mode, and move the mouse over the images in the preview windows to a specific location. This provides a closer look at the image quality.*

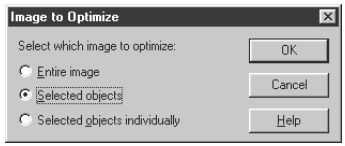
Optimizing an image as a JPEG

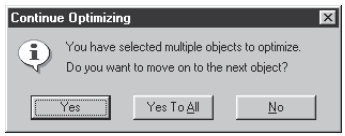
JPEG Image Optimizer saves your images as JPEGs, which tend to be smaller than GIF files. The JPEG format is a lossy format, meaning that the more it is compressed, the more image data is lost. Yet, you can control precisely how much compression is applied to images in order to get exactly the results you want. JPEGs support 24-bit colors, so they are especially suitable for photorealistic images.

To optimize an image as a JPEG:

1 Select **Web: Image Optimizer**. If objects have been selected, decide how to save these objects for optimization:

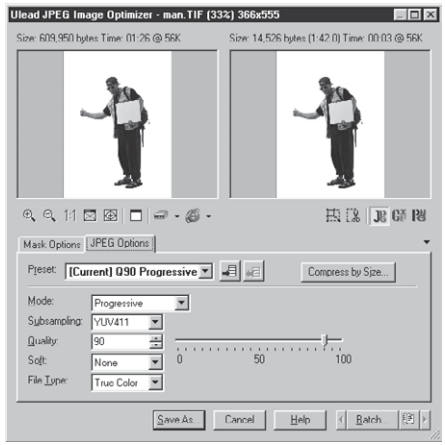
- **Entire image** Combines all objects and the Web background (or the base image, depending on which one is displayed on screen).
- **Selected objects** Saves selected objects as one whole image.
- **Selected objects individually** Saves selected objects one by one. Image Optimizer prompts a confirmation message before displaying the next object, once the saving process of the current displayed object is completed.





2 Select a type of JPEG file from the **Preset** list or the **Mode** list on the **JPEG Options Tab**:

- **Progressive** Creates an image that gradually fades in as it downloads. This creates a smaller file, but some browsers may have difficulty displaying it properly.
- **Standard** Creates an image compatible with all browsers. But the file is usually larger than one using the Progressive method.

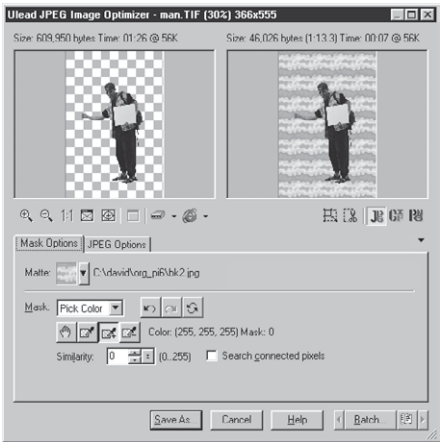


- **Standard Optimized** Creates the smallest possible file using a non-progressive compression technique.

3 Drag the slider or enter a value in **Quality**, or use **Compress by Size** to compress the image to a specific file size or ratio. Higher compression levels lead to lower image quality.

4 Click **Matte** on the **Mask Options Tab** to select a background color. The matte color will also fill the transparent pixel area if the image already has a mask, or you select one from **Mask**.

5 Click **Save As**.



Notes:

- *Unlike GIF and PNG, the JPEG file format does not support transparent backgrounds. The background remains white when selecting None or White as the matte.*

*To display a matte color directly, use non-rectangular objects for optimization. However, you can still display a matte color in rectangular images by selecting **Pick Color** from the Mask list. Next, click **Add to Mask** and then click an image area as a mask. Finally, choose a matte from the Matte list.*

Optimizing an image as a GIF

GIF Image Optimizer saves files as GIF images with the transparent option. You can also assign a mask or matte to it. Because GIFs support maximum 256 (8-bit) colors, it is more suitable for line art or text than for photorealistic images.

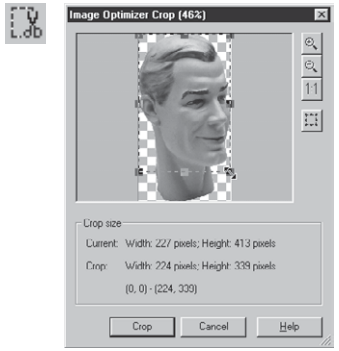
To optimize an image as a GIF:

1 Select **Web: Image Optimizer**. If objects have been selected, decide how to save these objects for optimization.

2 Click **GIF Image Optimizer**.

3 Select a color palette from **Preset** in the **GIF Options Tab**. Customize it further with options such as number of colors and a transparent background. The transparent background displays an object that merges with the Web background smoothly on a Web page.

4 Click **Matte** (depicted as an arrow) in the **Mask Options Tab** to select a background color. The matte color will also fill the transparent pixel area if the image already has a mask, or you select one from **Mask**.

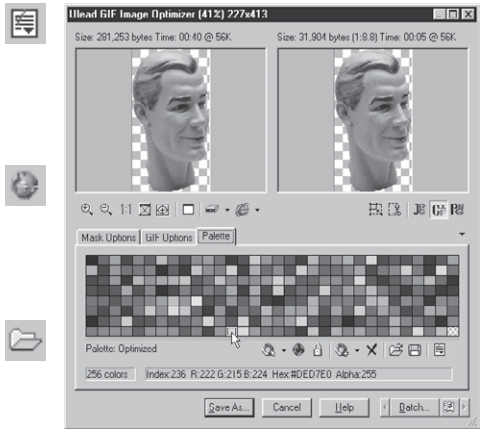


Notes:

- *Although making a background transparent means that it will not show on a Web page, try to crop the image (using **Crop**) as close as possible to reduce the file size.*
- *Using **Compress by Size** compresses the image to a specific file size or ratio.*

5 Modify the current palette in the **Palette Tab** as needed. For example:

- To modify a color, click a color cell, then click **Palette menu** to select a command.
- To ensure all colors can be seen in browsers, select all cells (Click the first cell, and then click the last one while holding down [**Shift**]). Next, click **Web snap**.
- If you already have a standard color palette, click **Load a palette** to locate the palette you need.



6 Click **Save As**.

Tips:

- *For transparent GIF images used for a Web page, be sure to select **Indexed** as the file type and the **Transparency** option in the **GIF Options Tab**. Next, from the **Matte** list in the **Mask Options Tab**, choose **Document Web background** (or another color or image file used as a Web page background). This ensures the best image quality displayed on a Web page, because transparent GIFs can blend smoothly with the Web background.*
- *Since an object with the anti-aliasing or the soft edge attribute comes with a mask, carefully choose the matte. Usually, choosing **Document Web background** is the best choice, or else you can choose **White**. Avoid choosing **None**, as the object size may be reduced due to mask limitations.*

Optimizing an image as a PNG

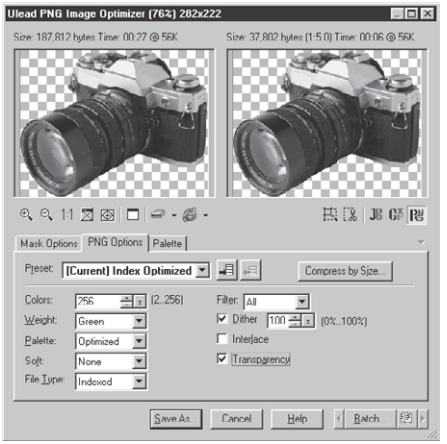
PNG Image Optimizer saves image files in a PNG format. This file format offers 24-bit images and supports gamma information and transparency. An advantage to PNG (over JPEG and a lesser extent GIF) is that it uses a lossless compression method while supporting True Color images.

To optimize an image as a PNG:

1 Select **Web: Image Optimizer**. If objects have been selected, select an optimization method. (See *page 239* for details).

2 Click **PNG Image Optimizer**.

3 Select a color palette from **Preset** in the **PNG Options Tab**. Customize it further through options such as number of colors and a transparent background.



Notes:

- *A transparent background displays an object merging with the Web background smoothly on a Web page.*
- *Using **Compress by Size** (not available for True Color images) compresses the image to a specific file size or ratio.*

4 Click **Matte** in the **Mask Options Tab** to select a background color. The matte color will also fill the transparent pixel area if the image already has a mask, or you select one from **Mask**.

5 For an indexed PNG file (no more than 256 colors), further customize the current palette in the **Palette Tab** (For details, see *page 242*).

6 Click **Save As**.

Tips:

- *For transparent True Color or Grayscale PNG images used for a Web page, there is no need to choose a matte setting. This is because these types of PNGs inherently come with a mask. Yet, the file size could be large and might not be displayed properly in some browsers.*
- *For transparent indexed PNG images used for a Web page, they share the same characteristics as indexed transparent GIF images. See page 242 for details.*

Testing your files with different settings

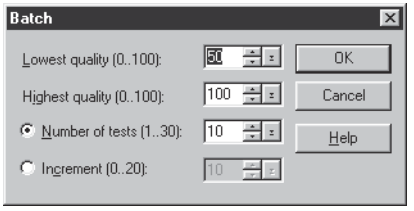
The **Batch** dialog box in Image Optimizer allows you to try out different color and compression settings on the JPEG, GIF, and PNG files before these files are actually saved. Here, you can quickly experiment with the variables that affect these image file formats the most. The Batch dialog boxes for both GIF and PNG test the number of colors, while the Batch dialog box for JPEG tests the extent of compression.

To perform a batch test:

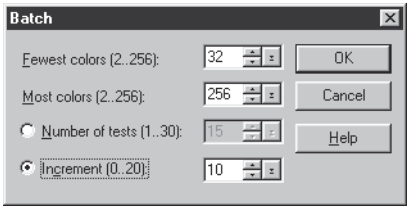
1. Click **Batch** in the Ulead **Image Optimizer** dialog box.
2. For GIF and PNG, enter the lowest number of colors to test in **Fewest colors**. For JPEG, enter a percentage (0 to 100%) of compression in **Lowest quality**.
3. Similarly, for GIF and PNG, enter the highest number of colors to test in **Most colors**. For JPEG, enter a percentage of compression in **Highest quality**.
4. Select either **Number of tests** to perform a specific number of tests or **Increment** to perform a single test for every increment of 0-20 colors. If you choose to have tests done by Increment, entering a smaller number of increments will result in more tests being performed.

> **Note:** *For PNG True Color images, the Batch test is based on the **Filter** options and is automatically performed for six times.*

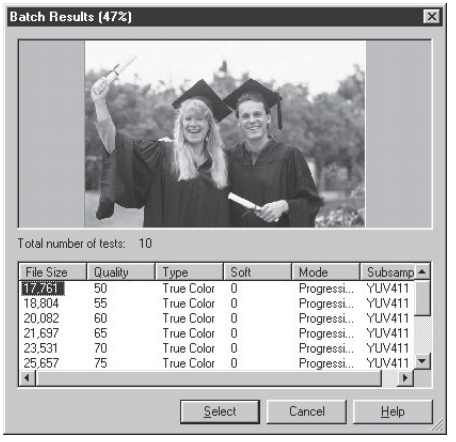
5. Click **OK**. Once the tests have been generated, you can view the results in the Batch Results dialog box. Highlight a test result and click **Select** to apply the setting into Image Optimizer's preview window.



Batch dialog box for JPEG Image Optimizer



Batch dialog box for GIF and PNG Image Optimizer



An example of the Batch Result

Objects for the Web

In addition to the background, a Web page comprises objects such as images, hyperlinks, text and so on. You can create these using PhotoImpact's versatile Web tools and its WYSIWYG interface, where all objects you see in a document remain in the same position when viewed on its exported Web page.

Objects on a Web page

All kinds of objects created in PhotoImpact can be placed on a Web page. You can create and incorporate many **Web objects - Component Objects, Rollover Objects** and **HTML Text Objects** in your Web page. Furthermore, PhotoImpact now allows you to link a wide range of multimedia files to your Web page.

To be easily distinguishable from regular objects, Web objects can be displayed with a bounding box in a different color (red is the default). To do so, select **View: Show Box Around Objects**.

Notes:

- *Web objects can be inserted into an RGB (24-bit True Color) format document only.*
- *Image objects linked from a file or from the Web must be in one of the three Web formats: JPEG, PNG, or GIF (incl. animation GIF).*
- *An image object inserted by selecting **Object: Insert Image Object - From File** is not a linked object. Image objects inserted this way are not restricted to JPEG, PNG or GIF format.*

Linking multimedia objects

Multimedia objects that can be linked in Web pages created in PhotoImpact range from files stored locally, objects on the Web, plug-ins, Java applets, Flash animations, to Shockwave interactive objects and video files.

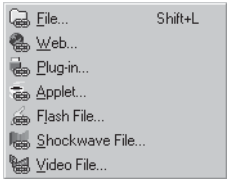
Note: *Linked Objects should not overlap other objects or the base image, in order to avoid unexpected file size increases and file format and HTML attribute changes. The base image should be hidden while the document is used for creating a Web page.*

To link a multimedia object:

1 Select **Web: Link Object** - (select multimedia category).

Note: *This step applies to all multimedia types in the menu.*

2 Select a multimedia file to insert. By default, PhotoImpact will initially display files with expected file extensions.

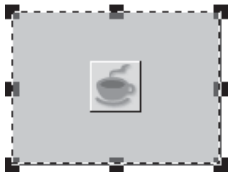


Insert Link Object menu

Java Applet object placeholder

3 A placeholder with the file type's icon will be displayed to represent the multimedia file.

4 If the object is not a JPEG or GIF file, you will need to resize it. By default, the **Transform Tool** is auto-enabled, allowing you to resize the object from the **Attribute Toolbar** by entering in the exact height and width of the object.



Resized Java Applet object placeholder. After resizing, the applet will be seen at actual size in the browser

Notes:

- *The object's dimensions should be noted before linking it in PhotoImpact. The default size of link objects on insertion is 32 x 32 pixels, except video files, which are 320 x 240.*
- *A linked applet may be displayed incorrectly when previewed depending on the presence of required related files.*
- *When linking plug-in/video files, ensure first that plug-in software has been installed with your browser (e.g. QuickTime player).*

Editing Linked objects

Applications for editing linked image, audio and video files can be associated so that they can be called up from within PhotoImpact and used to make changes to multimedia files. Links can then be refreshed in PhotoImpact to reflect changes.

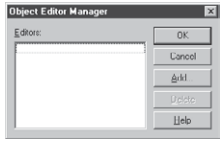
Note: *Linked JPEG and GIF objects will always be opened in PhotoImpact, while animated GIF objects will be always be opened in Ulead Gif Animator 5 which is included with PhotoImpact.*

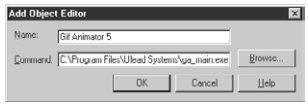
To associate applications with multimedia files:

1 Select **Web: Object Editor Manager** then click **Add**.

2 Browse for the executable file of the application to associate with your multimedia files.

3 Click **OK**.





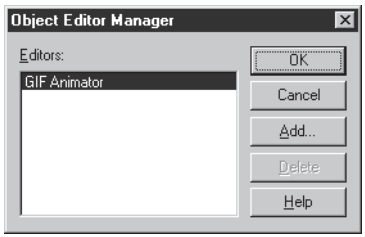
Notes:

- *With the exception of files linked from the Web: if a document with linked multimedia objects is closed while its linked objects are changed and saved, the linked objects will be automatically refreshed when the document is re-opened. If the document is open while its linked objects are being updated, they will need to be refreshed manually by selecting* ***Web: Web Attributes - Refresh Link****.*
- *Preferences can be set up to help keep links updated. Select* ***File: Preferences - General****. Click* ***PhotoImpact*** *then* ***Web Object****. Select both options.*

To edit and manually update a multimedia object:

1 Right-click the object's placeholder then select **Edit Linked** (multimedia type) **Object**. This opens the multimedia file in the application with which it is associated. Edit the file as required.

2 To update the Web page, save the source image. Select the linked object then select **Object: Web Object Attributes - Refresh Link**.



Notes:

- *At the time of printing, objects like Shockwave and Flash files that are exported in a different format from their original project files cannot be updated in this way. However, this limitation in the original application may be addressed by the vendors of the original packages.*
- *Select **Web: Object Editor Manager** to customize the associated program with a file format.*

HTML Text objects

PhotoImpact doesn't just let you place images on a Web page, you can also insert HTML text. HTML text differs from the text that you create with the Text Tool. HTML text appears on a Web page as plain text, while text created with Text Tool appears as a bitmapped graphic. You can use both forms to create text for a Web page. However, there are advantages and disadvantages to both:

- **HTML text** You can easily enter or modify text. Plain text speeds up downloading, and is more useful for text-rich content such as itemized lists, articles and essays. However, fonts and type effects are limited.
- **Bitmapped graphics as text** You can use any fonts installed on your system, and the same editing capabilities used for image editing. This means that you can create interesting type effects, such as 3D bevels, gradient and texture fills, distortions, and much more. Yet, this does require a bit more time and effort. Bitmapped text is usually used for logos, banners, button bars, and other graphically oriented objects on a Web page.

To insert an HTML Text Object:

1 Select **Web: HTML Text Object**.

2 Set **Style**, **Font**, and **Size** of the text. Also, create itemized lists, specify the alignment.

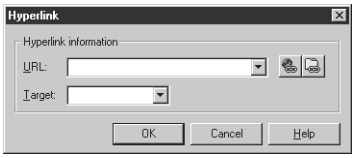
3 Select a background color for the pane in which the text appears. Clearing the **Background** option makes the background transparent.

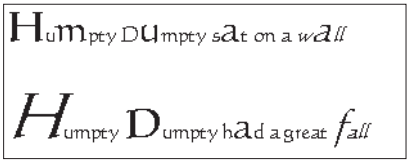
4 Select a **Text color**, then enter the text in the text entry box. After the body of text, add a blank row to ensure all HTML text can be properly displayed in browsers using different text size.

> **Note:** *HTML text characters can now have individual color and size settings.*

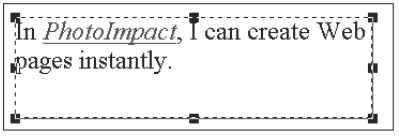
5 Highlight the word or section of text to be a hyperlink. Click **Hyperlink** to specify a URL. PhotoImpact now allows you to specify the target window for the hyperlink.

6 Click **OK**. The pane containing the text appears in the current document. You can now move it to another position, or change the dimensions of the text object using the Transform Tool.





Variations in style and size in a single HTML text block



HTML text object displayed in a PhotoImpact document

Notes:

- *To apply different effects to individual letters or words, highlight them then set their attributes.*
- *When using the Transform Tool to change HTML text object dimensions, the text wraps within the bounding box. By default, this box adopts the smallest possible dimensions depending on the text object's original size.*
- *To edit the HTML text object later, right-click it then select* ***Edit HTML Text Object****.*
- *It is advisable to avoid overlapping HTML text objects with other objects or the base image in order to avoid unexpected file size increases, and/or file format and HTML attribute changes.*

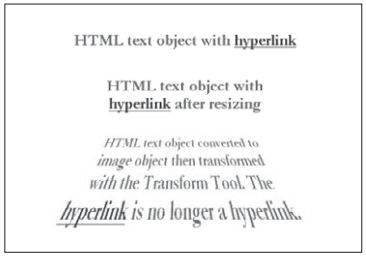
Converting HTML Text objects to image objects

You have greater flexibility with HTML text objects as PhotoImpact now allows you to convert HTML text objects to image objects. This removes the restraints placed on text by HTML, such as text wrapping within its boundaries when it is resized, and allows you to manipulate these objects the same way as any other image object.

To convert an HTML text object to an image object:

1 Select the HTML text object to be converted.

2 Select **Web: Web Attributes - Convert HTML Text to Image**.



Component objects

Making buttons, banners, and other objects for your Web page is one of the fun parts of Web creation. PhotoImpact offers you a vast range of possibilities for creating these fascinating objects through **Component Designer**. It helps you quickly and easily create seven stunning high-quality path- and text-based Web components, including **banners**, **bullets**, **buttons**, **button bars**, **icons**, **rollover buttons**, and **separators**. Its intuitive user interface lets you make a Web component in just three steps: select a component template, customize it, then export it. You can export the image to PhotoImpact for further customization, or to Image Optimizer to minimize image file size and download time. For button bars and rollover buttons, you can even export the HTML code directly to a Web page.

After you have modified a component template, you can preview the changes in real-time, then export it immediately.

Individual components (including all templates for that component) are made up of several layers of text and paths, each with its own attributes. The layers may have different names, but share similar attributes. This means that all components can be created using basically the same method. The following sections show you an example of how to create components using a Component Designer template.

Once a component is created, you can always edit it again in Component Designer. Just right-click the object, then select **Edit Component Designer Object**.

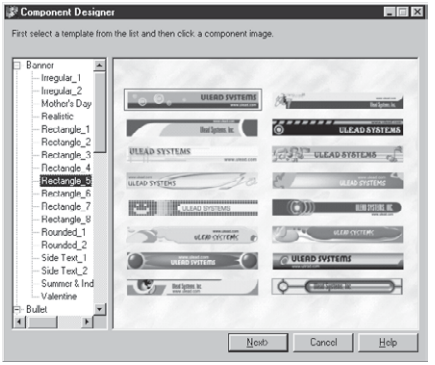
Notes:

- *In Component Designer, if you choose to export components as individual objects, they are still editable in PhotoImpact. However, their Component attributes are lost, making them uneditable in Component Designer.*
- *Component objects can be inserted into an RGB (24-bit True Color) format document only.*

In **Component Designer**, components consist of a graphic, or a graphic with text. The following procedure illustrates the steps for using the Component Designer to create any of the components listed above.

To create a component object:

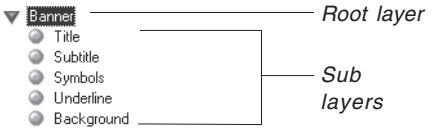
1 Select **Web: Component Designer**. The Component Designer Wizard will appear.



2 Click the plus (+) sign beside the component object type you want to create. This will expand its subfolder to display a template type list.

3 Select a template type from the list. On the right, templates will be displayed. Click a template then click **Next**.

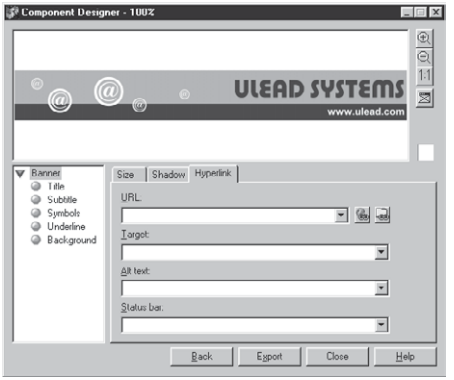
4 Click the root layer or sub layers to modify their attributes in the tabs on the lower right pane. Clicking tabs switches to different sets of attributes.



Notes:

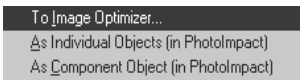
- *Depending on the component object, available layers and their names vary.*
- *For the banner size, we recommend the use of preset default values, as they are already optimized to fit in a Web page.*

5 Specify a URL and other hyperlink properties in the **Hyperlink Tab**.



6 Click **Export** to select where to save the banner:

- **To Image Optimizer** Optimizes file sizes for the Web and saves it in GIF, JPEG or PNG format.
- **As Individual Objects (in PhotoImpact)** Keeps objects unmerged from the background. However, it is not possible to further edit attributes in Component Designer, as this format loses all Component Designer attributes, allowing editing as normal images only.



Submenu on the Export button

- **As Component Object (in PhotoImpact)** Keeps objects intact for further editing in Component Designer.

7 Click **Back** to create more Web components, or click **Close**.

Rollover button

This is a special button whose appearance (such as color, graphic, or shape) changes, using up to three separate images. The transition depends on the mouse action in three states: **normal** (no mouse action), **mouseover** (cursor moving over the image), and **mousedown** (clicking the image). Mouseover causes a previously invisible image to become visible, which is clickable to attract user's attention. Mousedown (activated after mouseover) opens an associated hyperlink.

A rollover button comprises JavaScript and associated images viewable in a browser. As a Web component, a rollover button has size, color, text, shadow, and hyperlink attributes.

To create a rollover button with Component Designer:

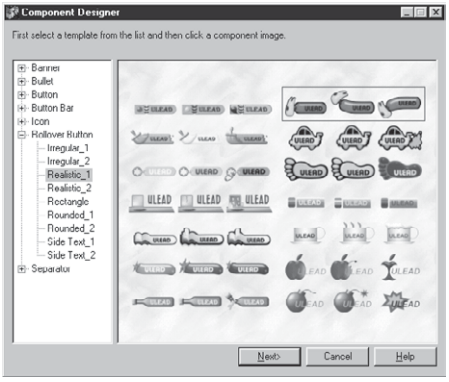
1 Select **Web: Component Designer**.

2 Click the plus (+) sign to expand the **Rollover Button** folder for template lists, then select one.

3 Click a rollover button then click **Next**, or simply double-click it.

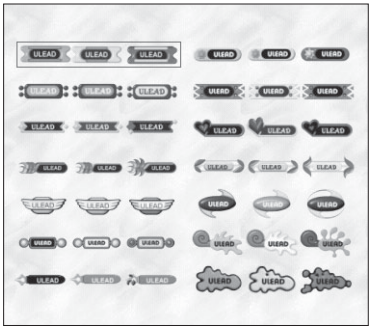
4 Set these two options in the **Options Tab**:

- **Same text for buttons** Whether to use the same text on all three button states of a rollover button.

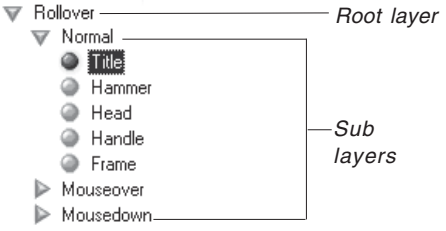


A rollover button template

Selected rollover button example



Rollover buttons



- **Mouseover/Mousedown button offset** Adjusts the position of these two states based on the X (horizontal) and the Y (vertical) axes.

5 Specify a URL and related options in the **Hyperlink Tab**. This accesses a Web site after Mousedown takes effect.

6 Click other tabs and layers to modify them as needed.

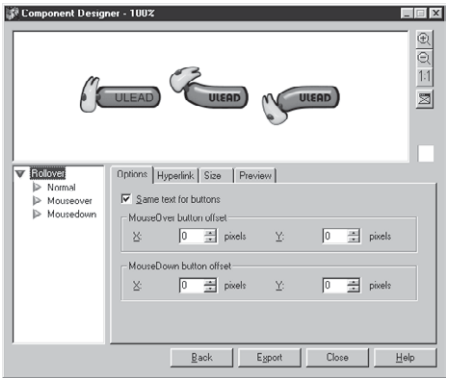
Notes:

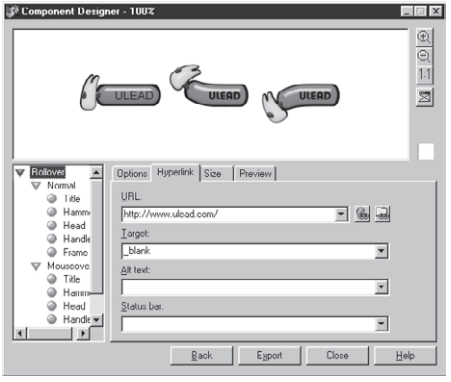
- *Depending on the selected rollover button, available layers and their names may vary.*
- *You can always view and test your rollover button in the **Preview Tab** by using the mouse throughout the whole creation procedure.*

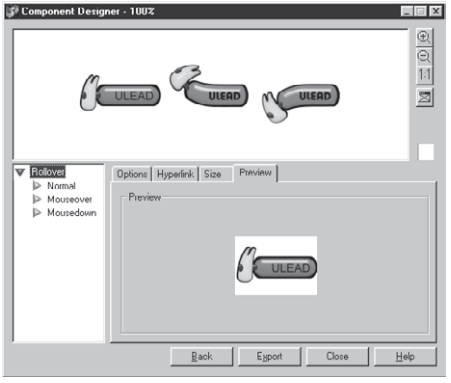
7 Click **Export** to select where to send the rollover button. **To HTML** saves it to a Web page (HTM or HTML) with JavaScript code and associated image files.

Notes:

- *Once the HTML is exported, open its source code to view detailed information on how to copy a correct portion of HTML then apply the rollover button to your own HTML document.*
- *Do not overlap the rollover object with other objects or the base image, in order to avoid unexpected file size increases, or file format and HTML attribute changes. The base image should be hidden while creating a Web page.*
- *If you are new to HTML coding, we strongly recommend that you apply the rollover object directly to your current PhotoImpact document. See "Advanced rollover button" on page 259 for details.*







Script effects

Harness the power of JavaScript to create dynamic elements in your Web pages with PhotoImpact's **Script Effects**. With **Image Map** Script Effects, you can effortlessly create pop-up menus, status bar messages and swap images, while **Slice Tool** Script Effects creates not just these, but also an impressive range of text effects. PhotoImpact does all the hard work of creating the code.

> **Note:** *Some browsers may not support all Script Effects.*

Script Effects can be applied to your Web page after slicing your document and/or creating image maps. (See *pages 234 - 238* for details on Slice Tool and Image Map Tool). First follow these initial steps to create your Script Effects.

Here is a list of Script Effects that you can create using PhotoImpact:

- **Rollover Text** Defines the behavior of text during a mouse event. You can change text color and other text properties on mouseover and mousedown. This script effect is available in HTML Text Cells only.
- **Highlight Text** Emphasizes each character within one text by glowing it one at a time. Highlighting can be from left to right or vice versa. This effect is available in HTML Text Cells.
- **Pop-up Menu** Inserts a selection menu during a mouse event. You can assign each item in the pop-up menu with a hyperlink. This option is available in image cells only.
- **Rainbow Text** Displays your HTML texts in a spectrum of rainbow colors or gradient fill colors.
- **Blink Text** Flashes your text in different colors.
- **Vertical Scroll** Displays typed and exported text in directional mode. You can specify entry and exit directions of your text.
- **Status Bar Message** Displays a message in the Status Bar of the Web browser while accessing the page. You can specify different messages for each type of mouse event.
- **Swap Image** Replaces an image with another one during a specified mouse event.
- **Slide Show** Enables images to be displayed in a slide show presentation during a specified mouse event.

To get started with Script Effects:

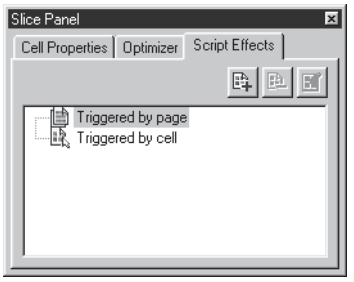
1 Select either **Slice Tool** or **Image Map Tool** on the **Tool Panel**.

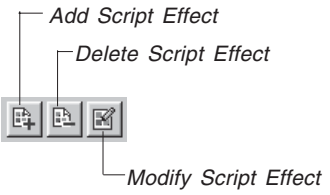
2 Select the Slice cell or image map which will trigger the Script Effect.

3 Select the **Script Effects Tab** on the **Slice Panel** or the **Image Map Panel**. There are two options:

- **Triggered by page** This will start the Script Effect when the page is loaded in the browser window.
- **Triggered by cell** This will start the Script Effect when cell-specific events take place. For instance, when the mouse is over the cell, the script effect will begin.

4 Click **Add Script Effect**. A drop-down list will display the available Script Effects. For example, if the slice cell does not contain HTML text, none of the text options will be available.





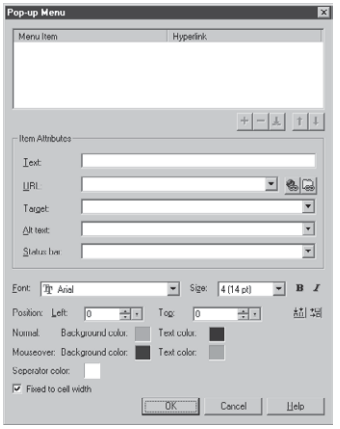
The following procedures detail the steps each of the Script Effects. To update an existing Script Effect, click **Modify Script Effect**. Click **Delete Script Effect** to remove it.

To create a pop-up menu Script Effect:

1 Select the cell or image map that will trigger the Slice Effect, then open the **Pop-up menu** dialog box.

2 Fill the following fields as required:

- **Text** The text string of the menu item.
- **Target** The name of the frame where the target object will be opened.
- **URL** The target object of the hyperlink.
- **Alt text** Alternative text to appear in place of the hyperlinked image.
- **Status bar** The message in the status bar of the browser window.



3 Click **Add**. The entered information will be displayed in the window below, and will still be displayed in the fields.

4 Select font face, size and style.

5 Specify the coordinates within the slice of the start position of the top left corner of the pop-up menu. An irregularly shaped image map will calculate the start position from the top left corner of a hypothetical bounding rectangle around the image map.

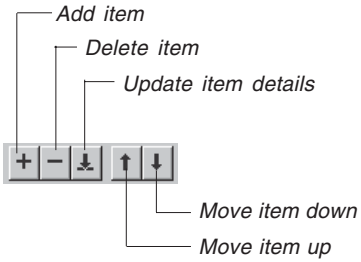
6 To enter more menu items, click **Add** again. To edit an existing menu item, select it and then click **Update**.

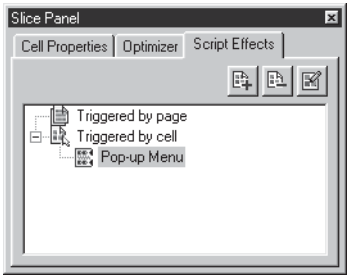
Alternatively, repeat steps 2 to 4.

7 Select font and background color settings.

8 Select items in the window then click the up and down arrows to re-order menu items in the stack if necessary.

9 Click **OK**.





The Script Effect will now be represented in the **Script Effect** dialog box window as a sub-menu of the type of Script Effect.

Notes:

- *The window only displays Script Effects belonging to the currently selected cell/image map.*
- *A single Slice cell can have multiple Script Effects, but only one of each type.*

To create a Status Bar Script Effect :

1 Select the cell or image map that will trigger the Script Effect , then open the **Status Bar** dialog box.

2 Select an event which will start the Status Bar effect.

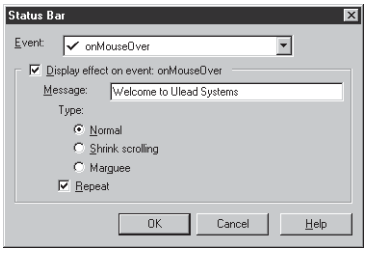
3 Select **Display effect on event:** (event type) . It is possible to select more than one event type that will start the effect. Clicking the down-arrow beside **Event** will display a check beside all events that will start the effect.

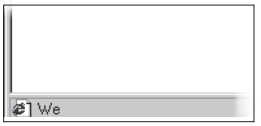
4 Select an effect type:

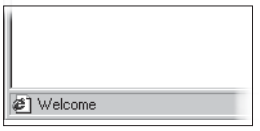
- **Normal** The text string appears character by character from the left side where it is justified.
- **Shrink scrolling** The text string will appear character by character, sliding across from right to left.
- **Marquee** The entire text string will scroll from the right to left.

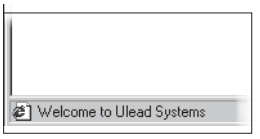
5 Select whether to repeat the message.

6 Click **OK**.









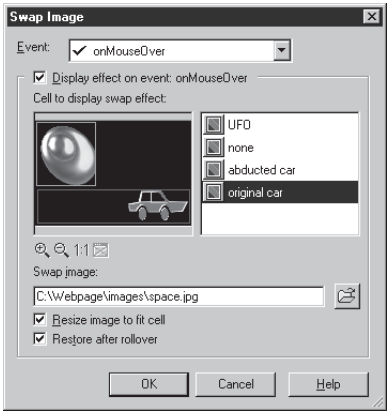
To create a Swap Image effect:

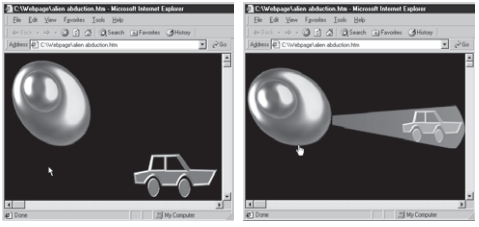
1 Select the cell or image map that will trigger the Script Effect, then open the **Swap Image** dialog box.

> **Note:** *Using an image map to trigger the effect requires the image to be sliced beforehand to ensure that there is a destination cell for the* ***Swap Image*** *effect.*

2 Select an event which will start the **Swap Image** effect from **Event**.

3 Select **Display effect on event:** (event type). It is possible to select more than one event type that will start the effect. **Event** will display a check beside all events that will start the effect.





4 Select the cell where the effect will be displayed in **Cell to display swap effect**.

5 Click **Browse for file** to select an image to swap into the cell.

6 Click **OK**.

To create a Vertical Scroll Effect:

1 Select the cell that will trigger the Script Effect, then open the **Vertical Scroll** dialog box.

2 Select whether an image or HTML text will be scrolling up through the cell.

3 For a text scroller, enter information in **Text** and select a font face and size for each text string. Alternatively, you can also import a text file by clicking **Browse**.

4 Set a hyperlink by specifying a URL or browsing for a local file. Specify the page where you want to display the link in the Target box.

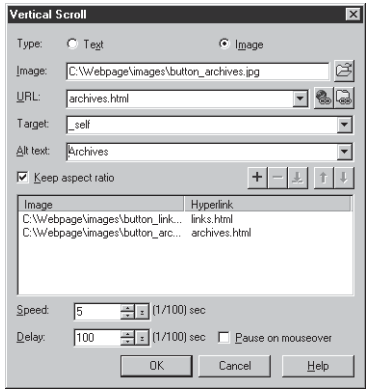
   Set the scroll direction by clicking any of the directional arrows. Specify speed, delay settings and other animation options.

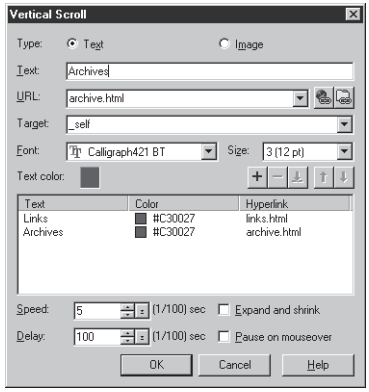
5 Click **Add**. The entered information will be displayed in the window below, and will still be displayed in the fields.

   Alternatively repeat steps 2 to 5.

6 To enter more sequences, click **Add** again. To edit an existing sequence, select it and then click **Update**.

7 Click **OK**.





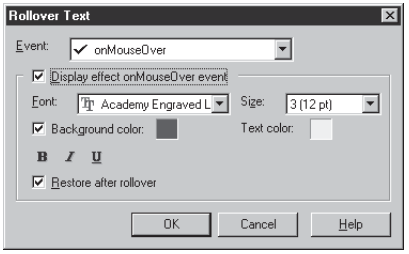
To create HTML Text Script Effects:

1 Select a cell with HTML text that will host the Script Effect, then select a Text effect dialog box.

2 For **Rollover Text** effect:

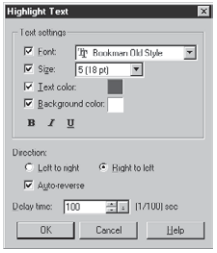
- Select an event type that will trigger the effect from **Event**.
- Select **Display effect on** (event type) **event**. More than one event type can be selected.

  Event will display a check beside all events that will start an effect. Effects for each event can be customized.
- Select a font face, style, size and color for the effect, and a color for the background, for each event.
- Select whether to restore the original text on mouseoff.



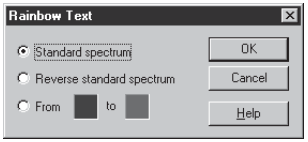
For **Highlight Text** effect:

- Select font face, style, size, color and background color for the effect.
- Select the direction of the effect, and whether it should bounce.
- Specify the delay time between repeats.



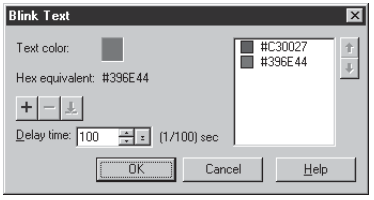
For **Rainbow Text** effect:

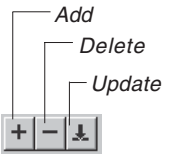
- Select **Standard spectrum**, Reverse standard spectrum, or
- Two custom colors at each end of the spectrum.



For **Blink Text** effect:

- Click the Color box to select a font color that the text will change to. Click **Add**. The font color will listed with its hexadecimal code in the window.
- Add more colors to add to the blink effect. The effect will cycle through the colors in the order they appear on the list.
- Click **Delete** to remove colors from the list, or **Update** to edit colors.





3 Click **OK**.

Advanced rollover button

In addition to the rollover button presets in Component Designer, PhotoImpact maximizes your creative potential with tools for developing unique rollover buttons (objects) from scratch. Once created, the rollover object will be placed onto your current PhotoImpact document directly. To edit it later, right-click the rollover then select **Edit Rollover Object**.

As with other Web objects, rollover buttons that overlap other objects should be in the highest layer to prevent errors when generating the Web page. Care should also be taken to ensure that Web objects are placed wholly within the document boundaries to avoid errors.

To create a rollover button:

1 Select two or three objects from your True-Color PhotoImpact document.

2 Select **Web: Rollover**.

3 The object furthest to the left is used when there is no mouse action on the rollover. You can change the object from the object list by clicking the arrow below it.

4 Select the **Mouseover** and **Mousedown** options to use different images for the rollover.

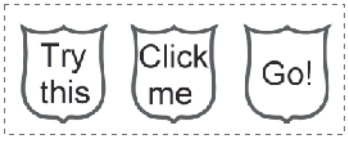
5 Use the **X, Y** axis offset boxes, or click one of the **Align** buttons (below the offset boxes) to further adjust the rollover appearance as needed.

6 Enter hyperlink information.

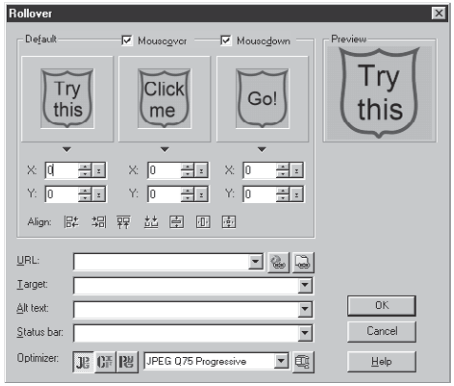
> **Note:** *The Preview area in the upper right pane displays the preview result. Move your mouse over the preview image to test the mouseover effect, and click the object to test the mousedown effect. You can also click* ***Preview in Browser*** *below the Preview area to test the rollover within a browser.*

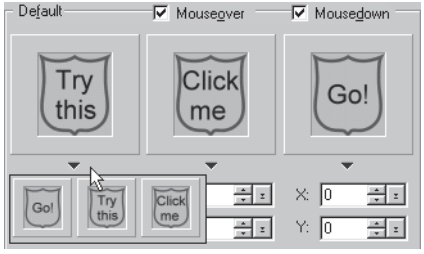
7 Select a file format (JPG, GIF or PNG) for object saving then click **Image Optimizer** to optimize the image when saving.

8 Click **OK**. The rollover button (object) is now in the current document.



Selecting objects





Object list appears after clicking the arrow

Web Slide Show

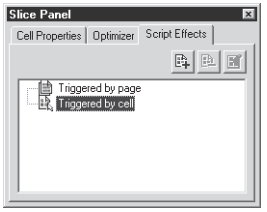
Web slide shows are a popular way of presenting images. However, creating them usually requires intensive coding and programming knowledge. With PhotoImpact, you can now incorporate slide shows into your Web pages without worrying much about the tediousness task of coding.

A single web page can hold multiple slide shows. Like script effects, you can specify the event that precedes each show. You can control mouse-click behavior and add descriptions to each slide, or set the Play duration.

To create a Slide Show

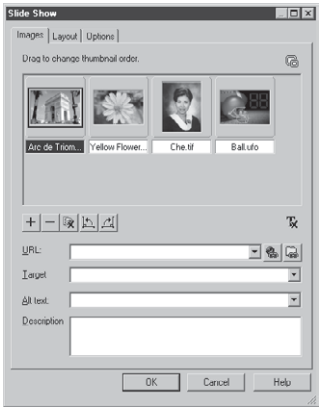
1 Using the **Slice Tool**, slice a Web page according to your preferences.

2 In the **Slice Panel**, select an image cell where you will place the **Web Slide Show**. Set its script effect as **Triggered by Cell**.



3 In the **Script Effect** Tab, click **Add Script Effect** and select **Slide Show**.

4 In the **Images** Tab, select image files that you want to use as slides in your slide show. Click **Add** for every image you want included. Repeat this step until you get all images you want. You can also drag images in the **Preview** window images to rearrange the order.



> **Note:** *Set a hyperlink for each of your images by specifying a remote or local file in the URL. You can also add some image information by typing a short description in the* ***Description*** *text box.*

5 Click the **Layout** Tab and select a cell where you will place slideshow controls.

6 Select the slideshow controls to add and assign functions to each. Optionally, you can add description regions in the **Image** tab.

> **Note:** *Each cell can be assigned one slideshow control. Try to use smaller cells for every control.*

7 In the **Options** Tab, set how long each image will be displayed by specifying the number of seconds in **Duration**. You can also set other general slideshow properties, add mouse click behaviors, and set thumbnail attributes in this tab.

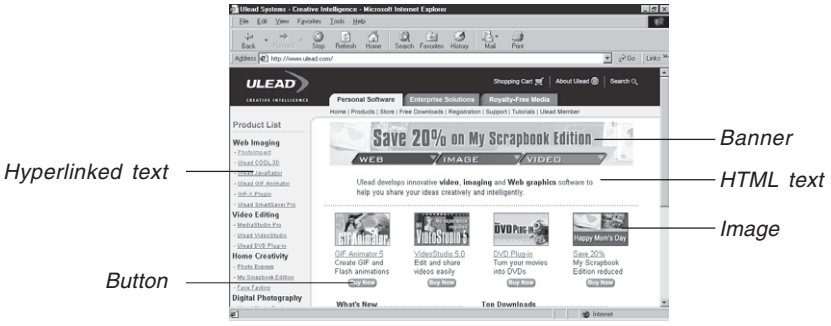
8 Click **OK**.

Web pages

A Web page is a hypermedia document coded with Hypertext Markup Language (HTML). HTML forms tag elements such as text and graphics so browsers like Internet Explorer and Netscape Navigator can recognize and display a Web page properly on the World Wide Web.

Notes:

- *To create a complete Web page, see Tutorial on page 270.*
- *PhotoImpact currently does not support the making of multi-frame Web pages. However, you can make a Web page with frames and define linked Web pages in an HTML editor first. Then create these pages in PhotoImpact.*



Sample Web page

```
<HTML>
<HEAD>
<TITLE>Ulead Systems - Creative Intelligence</TITLE>
<META HTTP-EQUIV="Content-Type" CONTENT="text/html; CHARSET=iso-8859-1">...
</HEAD>
<BODY BGCOLOR="#FFFFFF" BACKGROUND="images/bg_all.gif" LEFTMARGIN="0" TOPMARGIN="0"...>
<TABLE WIDTH="100%" BORDER="0" CELLSPACING="0" CELLPADDING="0">
 <TR>
  <TD ROWSPAN="2" WIDTH="150" VALIGN="top">
        <IMG SRC="images/UleadLogo.gif" WIDTH="150" HEIGHT="92" BORDER="0" USEMAP="#Map">...
  </TD>
  <TD WIDTH="600" VALIGN="top" BGCOLOR="#000066">
        <IMG SRC="images/top2.gif" HEIGHT="43" WIDTH="600" USEMAP="#Top" BORDER="0">      ...
  </TD>...
  </TR>
</TABLE>...
</BODY></HTML>
```

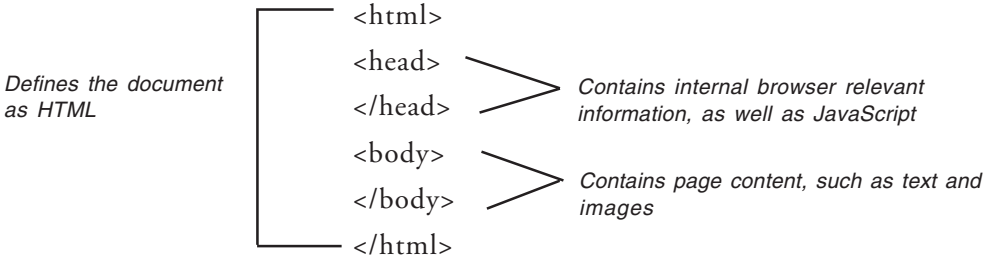
Sample partial HTML source code

Structure of a Web page

Just what exactly is a Web page? Creating one is simple in PhotoImpact because you are spared the pain of having to code everything manually. However, because HTML code is involved, creating Web pages is not as straightforward as creating images. The following illustration will show you how a browser interprets and analyzes a Web page. It looks like neatly organized graphics and text that you could create in text and graphics editing programs.

In reality, though, the page itself is built with an HTML document (HTM or HTML) at its core, which contains all the code and information in plain text. The code, in turn, tells the browser what it should display and how. An HTML document looks like this:

The most fundamental outline of an HTML document follows this structure:



All of the images you see in the browser (the background, buttons, banners, etc.) are simply embedded in the HTML code as links to the original image files, so if the browser is going to display the images properly, the linked images need to be there along with the HTML document itself. The HTML code tells the browser to load the linked image files like this:

<IMG SRC="imagename.gif">

<IMG> tags are inserted between the <BODY></BODY> tags.

So when you are creating an entire Web page in PhotoImpact, it looks like you are simply working with graphics as usual, but PhotoImpact is really simulating how the page would look like in a browser, so that you can visually construct a Web page in PhotoImpact. Once it's done, you can export it as an HTML document and related images. Later, you can still edit the page itself as any of the linked images in PhotoImpact if you saved them in the UFO file format. This allows you to retain all components of the Web page as individual objects with their HTML attributes.

> **Note:** *PhotoImpact outputs both the HTML document describing the basic layout of the page, and the images linked to the document.*

Creating a new Web page

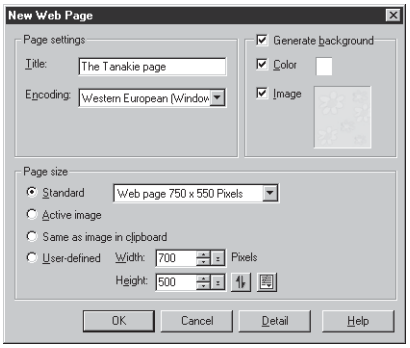
When creating a Web page, start out in one of two ways:

- Create a blank document already set up with basic Web properties.
- Create a blank document first, and then set up a more extensive range of its properties before designing the layout of the page.

To create a basic Web page:

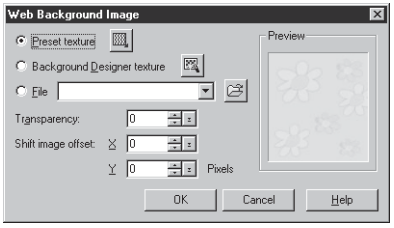
1 Select **File: New - New Web Page**.

- **Title** The title of the page which will appear on the title bar of the browser window.
- **Encoding** The character set to be used by the browser window to parse the page.
- **Page size** The dimensions of the image. User-defined dimensions can be added to the **Standard** list.
- **Generate background** Select a color or image for the background, or leave this clear to hide the background.



2 Click **Detail** to invoke the **Web Properties** dialog box to enter more detail about the page's properties.

3 Click **OK**.



Notes:

- *To change the Web background later or set other HTML attributes, select **Web: Web Properties** (see the following section).*
- *For more on creating a Web page, see page 270.*

Using the Web Properties dialog box

This feature sets detailed properties for your Web page at any time. Select **Web: Web Properties** or start a new Web page then click **Details** to open this dialog box. The Web Properties dialog box presents the following features:

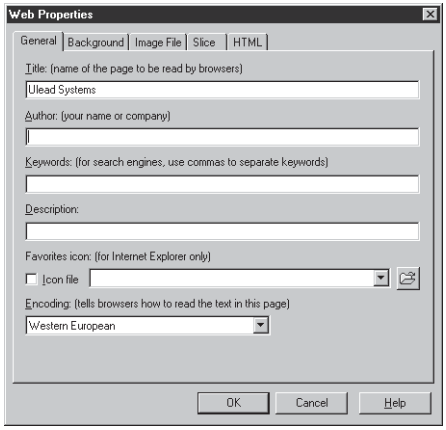
General Tab

Title Text entered here will appear in the title bar of the browser window.

Author, **Keywords** & **Description** Used for search engines only. Information entered in these fields will not affect the content of the Web page.

Favorites icon Allows you to select an icon to be displayed in the address bar of Internet Explorer, and as an icon when the page is added to Favorites. The page must first be uploaded to a server then added to Favorites before the icon will take effect.

Encoding Determines how a browser will interpret the Web page source code. The default encoding set is the same as the user's operating system. For example, the default encoding is Western European for users with English Windows.



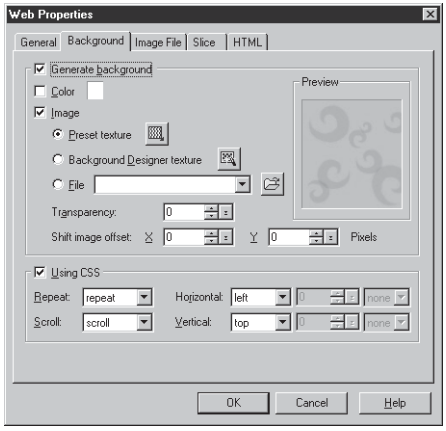
General Tab

Background Tab

Generate background Provides a series of options for the background. Select a color, an image file, a texture, or even an animated GIF. You can also select an image with a transparent background together with a color, which will display through the background.

Using CSS Instructs browsers how to generate the background image. The default setting is repeat and scroll, whether or not Using CSS has been selected.

Using a file as the background will make the fadeout and offset options available. These options can be adjusted for the background image, but it will regenerate an image instead of displaying the original.



Background Tab

Image File Tab

Optimizer setting Specifies default file formats for images in your Web pages. Files will be optimized then saved in the specified format.

File naming pattern Customizes the system for assigning default names to image files. Also provides the option of making file names comply with Macintosh and Unix standards.

Put image files in 'image' subfolder, Copy background image to 'image' subfolder, Copy linked files to 'image' subfolder It is highly advisable to keep these options selected to save your files systematically and help keep your images organized.

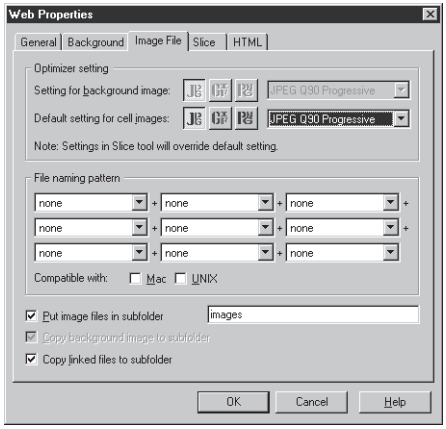


Image File Tab

Slice Tab

Enable slicing Selected by default, this prevents from your entire document being merged to a single image file in your Web page. It is highly advisable to keep this option selected.

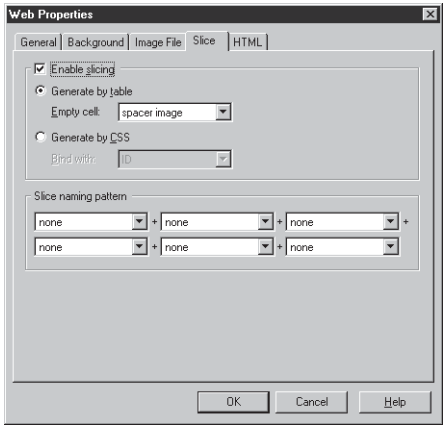
Generate by table/CSS Either generate tables in your HTML to position your slices, or generate Cascading Style Sheets (CSS). Output CSS by ID, by class, or inline.

ID Allocates a unique ID to styles and uses these style IDs to determine the position of slices.

Class Allocates a unique ID to classes, and uses these class IDs to determine the position of slices.

Inline Outputs a <DIV> tag in which style elements are declared and determine the position of slices.

Slice naming pattern Customize the system for assigning default names of all slices.



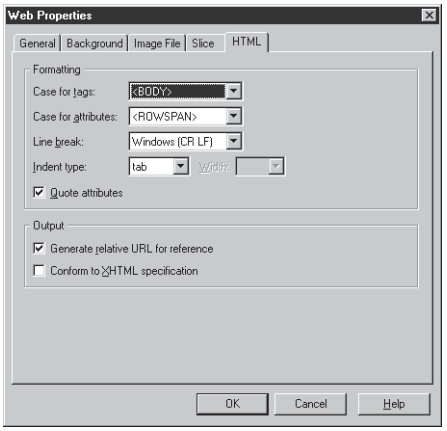
Slice Tab

HTML Tab

Formatting Determines the appearance of HTML tags and attributes in the code.

Generate relative URL for reference Makes the code in each page reference the location of external files relative to its own position in the site. This makes the whole site easily transportable to a Web server. It is highly advisable to keep this option selected.

Conform to XHTML specification Outputs the code in XHTML (Extensible Hyper Text Markup Language).



HTML Tab

Adding Web images and objects to your Web page

For more information on placing Web images and objects, and linking multimedia files on your Web page, refer to *page 245*.

Exporting a Web page

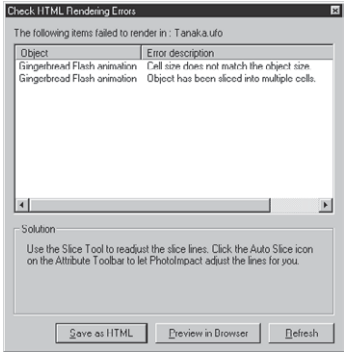
How does the Web page look on the Net? How do people view my Web page? Who can help me fix problems? These are often the questions in mind when creating a Web page. PhotoImpact provides these solutions along with a diagnostic mechanism.

When you are trying to preview, save, or export a Web page in PhotoImpact, this automatic mechanism detects possible HTML rendering problems. If found, a dialog box appears with details of each error.

> **Note:** *The dialog box will not appear if the document is not in RGB format, or if it in Mask Mode.*

In the dialog box, click each error item; a solution is displayed accordingly in the box below the list.

Adjustments can be made without closing the dialog box. Click **Refresh** to update error messages.



An example of the HTML Render Error dialog box

Previewing in a browser

Whether the current Web page or image is completed or still in progress, you can always preview it as an entire Web page in a browser of your choice.

In the **File: Preview in Browser** submenu, by default, Internet Explorer is already listed for quick access. You can customize it with the following commands:

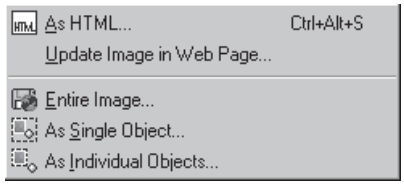
- **Edit Browser List** To add and remove browsers from the list as needed.
- **As Tiled Background** When using an image as a tiled background for a Web page, select this command to preview the edited image as it would appear on that Web page.

> **Note:** *For further editing at a later time, select* ***File: Save*** *to save the current edit window in the UFO file format. This retains all Web attributes you previously set. All individual components also remain independent objects. After editing a UFO file, you can always export it as a Web page.*

Saving for the Web

When you are done working with your images or Web pages, there are five ways to save them specifically for the Web. These commands are located in the **File: Save for Web** submenu.

- **As HTML** Saves as an HTML document (HTM or HTML) and its associated images. By default, images are saved to the "images" subfolder (in the same folder as the HTML document).
- **Update Image in Web Page** Replaces an image in a Web page.
- **Entire Image** Optimizes and saves the image, with all objects merged to form a single image.
- **As Single Object** Optimizes, saves, and merges the selected objects into a single image.
- **As Individual Objects** Optimizes and saves the selected objects in separate image files with different file names.

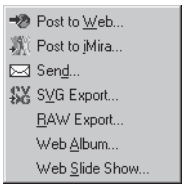


Submenu under the Save for Web command

Posting to the Web

You can export a PhotoImpact current document to an HTML document or an image file through the Internet. These commands are under the **File: Export** submenu.

- **Post to Web** Sends it to a remote Web server. This requires Microsoft Web Publishing Wizard to be installed on your computer.
- **Post to iMira** Sends images to the iMira free image-sharing Web site.
- **Send** Allows you to send it to whomever on the Internet through e-mail.



Submenu under the File: Export command

Notes:

- *For RAW Export, see details on page 69.*
- *For Web Album and Web Slide Show, see Album-XL Manual.PDF on the accompanying CD.*

Post to Web (single or multiple document)

You can post your Web pages directly to your Web server through the Web Publishing Wizard in PhotoImpact.

To post your document to the Web:

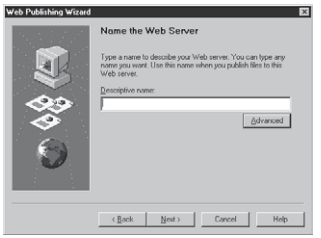
1 Select **File: Export - Post to Web**.

Note: *You may get an error message saying Web Publishing has not been installed. If this is the case, go to the **Control Panel** and select **Add/Remove Programs**. Click the **Windows Setup Tab** then select **Internet Tools**. Click **Details**. Select **Web Publishing Wizard** then click **OK**. Click **Apply** then return to PhotoImpact and start from Step 1.*

2 Select whether you wish to output an HTML file or an image file, and the compression method. Enter a name for the output file.

3 The Web Publishing Wizard will start. You will need to provide information about the Web server where you wish to post your Web page.

4 Click **Finish** at the end of the Wizard to complete posting the page.



Post to iMira using Drop Spot

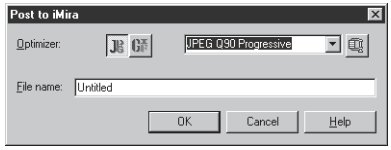
Images can be posted directly to the iMira free Web site where you can share your images on the Internet. You can post your data on the site, with the opportunity to collect points and increase the amount of storage you can have. If you do not already have an account with iMira, you can sign up while posting data for the first time.

To post an image to iMira:

1 Select **File: Export - Post to iMira**. The first time you select this option, you will be prompted to open Ulead Drop Spot.

- If you do not already have an account with iMira, click **Yes** then select **Create New Account on the Web**. iMira's Web page will open in a new browser window. Enter your details then click **I agree**. Return to PhotoImpact and proceed to Step 2.
- If you already have an iMira account, click **No**. You will be then prompted to select a compression format and to enter a name for the image.

2 After you have logged onto the iMira site, you will need to specify the album where you wish to post your image. Click **OK** to automatically display your iMira album.



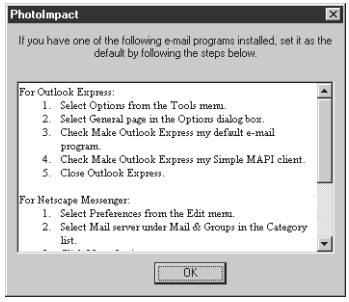
Send using default e-mail program

PhotoImpact can be set up to open up your default e-mail client to send images as image files or as Web pages.

To send an image:

1 Select **File: Export - Send**.

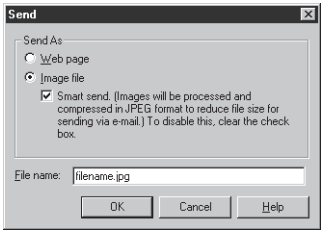
2 The first time you use this function, a dialog box will provide instructions for you to check and adjust settings in your default e-mail client. Thereafter it will always skip to Step 3.



Instructions for checking your e-mail settings

3 A dialog box will prompt you to select whether you wish to send the file as a Web page or as an image file, and to name the file. Click **OK**.

4 A new e-mail message will be displayed with the image or Web page already attached. After the e-mail is sent, you will be returned to PhotoImpact.

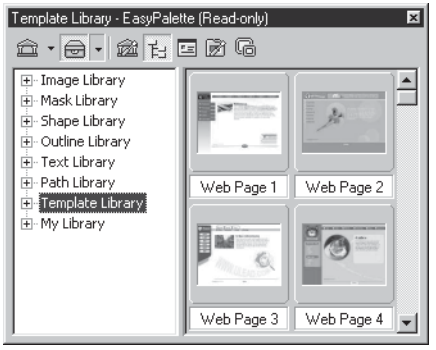


Tutorial: Putting a Web page together

So the next thing you'll want to know is, how do I put together all the things I want to form a Web page? PhotoImpact gives you these options.

To create a complete Web page:

1 Select **File: New - New Web Page**. Enter a title for the page and select a background type. Click **Detail** to set the attributes of a page in the **Web Properties** dialog box (see *page 263* for details).

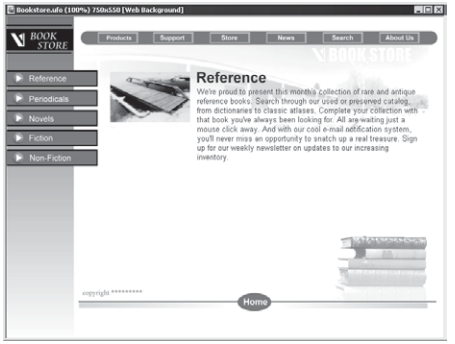


> **Note:** *A fast way to create a Web page is dragging a preset from the Template Library in the EasyPalette to the workspace. Next, customize each object and then export it as a Web page.*

2 Place objects you want on the page. These can be Web objects, linked multimedia files or images.

> **Note:** *Images can be objects created from scratch, images used for graphics/illustrations, or any Web components created from the Web menu.*

3 Select **File: Preview in Browser**, then select a browser to use for previewing the page.

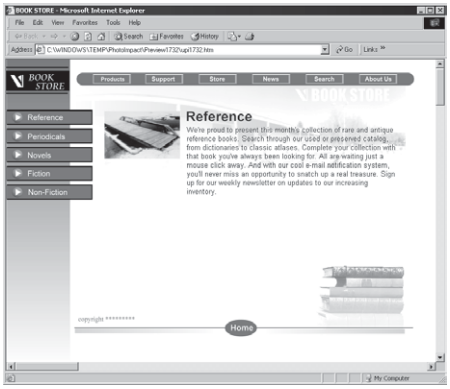


Document file of a Web page in PhotoImpact

4 When you have the Web page the way you want it, select **File: Save** to save it in the UFO file format. This preserves all objects as well as all HTML attributes, so that you can edit it at a later time.

5 Finally, select **File: Save for Web - As HTML**. This outputs the Web page as an HTML file (HTM or HTML) along with its associated image files. By default, the images are stored in a subfolder labelled "images", within the folder where the HTML file is saved .

6 To view the Web page, double-click the HTML file. The default browser will open to display the page.



Previewing the Web page in a browser

Notes:

- *Do not use the base image as the Web page background, because the base image is for image editing rather than Web page creating. Thus, the base image should be hidden while the document is used for creating a Web page.*
- *To edit a Web page created in PhotoImpact later, open its UFO file or use the **Open Original** button in the **Open Image from Web Page** dialog box (see page 228 for details).*

GIF Animator

Ulead PhotoImpact includes the multiple award-winning, feature-packed GIF Animator, opening up endless possibilities for your Web page.

Create everything from basic animations to the most complex multiple-object animations. Add awesome text and transition effects, tweak transparency levels, animate buttons, banners, logos, and more.

Discover the undisputed superiority of GIF Animator's optimization and compression techniques, and export your animations to a wide range of file formats, including Flash, AVI, MPEG and Quicktime.

Fast and powerful, GIF Animator is all you need to create sophisticated animations with total precision, speed and flexibility.

For a detailed user guide on GIF Animator, refer to GA-5 MANUAL.PDF on the included PhotoImpact CD. For further information and tutorials, visit Ulead's Web site at *http://www.ulead.com*.

Image management with Album

PhotoImpact Album is the most convenient and efficient application for managing and viewing media files on your system. Media files listed and organized through Album can be viewed as thumbnails, categorized, cataloged, sorted, updated, and archived. Build a database of information for your files, create HTML slide shows, create custom albums on CD, conduct complex Boolean searches and view all the details of your files at a glance.

For a full and detailed user guide on Album, refer to ALBUM-XL MANUAL.PDF on the enclosed PhotoImpact CD.

FOR PREVIOUS PHOTOIMPACT USERS

If you have previous PhotoImpact versions, be sure to see the next page. It provides a comparison table of major feature changes, helping you migrate to PhotoImpact XL instantly.

Comparison Table (major changes only)

Previous PhotoImpact versions	PhotoImpact XL
1 The **AccessPanel** has 3 sub-panels: **Layer**, **Document** and **Browse Managers**.	1 **AccessPanel** now has 4 sub-panels, including the **Selection Manager**.
2 Previous **Color Panel** supported image objects only. Paint and Fill modes exist.	2 Improved **Color Panel** features now allow Text or Path object color fill.
3 The **Lasso Tool** cannot be edited after setting points.	3 Editable **Lasso Tool** allows point (node) adjustments so the selection can be edited before finalization.
4 The crop area is statically rectangular in shape.	4 The new **Crop Tool** features let you adjust the crop area's perspective before implementation.
5 Text must be entered and/or edited in the **Text Entry** dialog box.	5 Text is dynamically typed and edited onscreen.
6 When opening CMYK images, PhotoImpact splits the image into 4 separate ones representing each channel: Cyan, Magenta, Yellow, and Black.	6 When opening CMYK images, PhotoImpact prompts you if you want your image opened as a single combined file, or separated into channels.

Previous PhotoImpact versions	PhotoImpact XL
7 **Level** allows you to change the color divisions for each image.	7 **Level** allows you to adjust the image's histogram, or distribution of whites, grays, and blacks.
8 The Album/Package function packages the album file and it reference files to the same folder in your PC's hard disk.	8 You can now burn albums directly to CD or DVD by using **Package to CD/DVD**.
9 When selecting multiple objects, you can only add whole objects to your active selection.	9 When selecting multiple objects, you can add objects or parts of objects to your selection.
10 Effects menu commands are not grouped into related categories.	10 Effects menu is now categorized into functions for easier accessibilty.
11 **Dynamic Range Extension** combines two identical images taken with different exposure settings to create greater tonal depth.	11 **High Dynamic Range** allows for hand held shots and combines any number of images (supporting the Automatic Exposure Bracketing shot function of digital cameras) to create exceptional tonal depth, and even enhances the tonal quality of a single image.

SHORTCUTS

While working in PhotoImpact, using shortcuts on your keyboard can greatly increase your efficiency.

File Menu

Command	Shortcuts
New	Ctrl + N
New Web page	Shift + A
Open	Ctrl + O
Visual Open	Shift + O
Close	Ctrl + W
Save	Ctrl + S
Save as	Ctrl + Shift+ S
Save for Web - As HTML	Ctrl + Alt + S
Preview in Browser (the order depends on the installed browser)	Ctrl + Alt + (0-9)
Scanner	F7
Digital Camera	F8
Capture - Setup	Ctrl + Shift + E
Capture - Start	Ctrl + Shift + C
Start capturing and Activation	F11/F12/Ctrl + F11/Ctrl + F12
Print Preview	Ctrl + Alt + P
Print Multiple	Ctrl + Shift + P
Print	Ctrl + P
Preferences	F6
Exit	Ctrl + Q

Edit Menu

Command	Shortcuts
Undo	Ctrl + Z
Redo	Ctrl + Y
Repeats the last menu command	Ctrl + T
Cut	Ctrl + X
Copy	Ctrl + C
Paste As Object	Ctrl + V
Paste As New Image	Ctrl + Shift + V

Clear/Delete	Del
Crop	Ctrl + R
Duplicate - Base Image with Objects	Ctrl + D
Fill	Ctrl + F
Fadeout	Ctrl + H
Edit Active Objects Only	Shift + Z
Enables/Disables Mask Mode	Ctrl + K

View Menu

Command	Shortcuts
Add a View	Ctrl + I
Actual View	Ctrl + 0 (number)
Maximize at Actual View	Ctrl + M
Zoom in	+
Zoom out	-
Fit in Window	Ctrl + Shift+ 0
Full Screen	Ctrl + U
Base Image	Ctrl + F5
Show Marquee	Ctrl + F8
Show Box Around Objects	Ctrl + F7
Photo Properties	Alt + Enter
View in different sizes	Ctrl + (number)
Show/Hide Color Panel	Shift + F3
Show/Hide EasyPalette	F2
Show/Hide Quick Command Panel	Ctrl + F2
Show/Hide AccessPanel	F10
Ruler	Shift + V
Slice Line	Shift + F7
Image Map	Shift + F8
Show/Hide Guidelines	Ctrl + Shift+ G
Snaps to Guidelines	Ctrl + Shift+ L
Show/Hide Grid	Ctrl + Shift+ R
Snaps to Grid	Ctrl + Shift+ N

Format Menu

Command	Shortcuts
Auto-process: Enhance	Shift + C
Auto-process: Batch	Ctrl + F9
Brightness & Contrast	Ctrl + B
Color Balance	Ctrl + L
Hue & Saturation	Ctrl + E
Focus	Ctrl + Shift+ F
Tone Map	Ctrl + Shift+ T
Highlight Midtone Shadow	Ctrl + Shift + H
Post-processing Wizard	F9
Image Size	Ctrl + G
Expand Canvas	Shift + N
Frame & Shadow	Shift + F

Selection Menu

Command	Shortcuts
Toggle Selection	Space
Select None	Shift + G
Select All	Ctrl + A
Convert to Object	Ctrl + Shift+ O
Preserve Base Image	F5
Copy Selection to Object Library	Ctrl + Alt + E

Object Menu

Command	Shortcuts
Duplicate	Shift + D
Merge	Shift + M

Merge All	Ctrl + Shift+ M
Delete	Del
Selects All Objects	Ctrl + Shift+ A
Deselect All Objects	Enter
Edit Object (Text/Path/HTML Text/Link/Component)	Shift + E
Wrap: Properties	Shift + W
Group	Ctrl + Alt + G
Ungroup	Ctrl + Alt + U
Arrange - Bring Forward	Alt + Up
Arrange - Send Backward	Alt + Down
Arrange - Bring to Front	Ctrl + Alt + Up
Arrange - Send to Back	Ctrl + Alt + Down
Shadow	Shift + S
Properties	Ctrl + Shift+ Enter

Effect Menu

Command	Shortcuts
Paint on Edges	Shift + P

Web Menu

Command	Shortcuts
HTML Text Object	Shift + T
Link Object - From File	Shift + L
Rollover	Shift + R
Component Designer	F12
Background Designer	Shift + B
Web Properties	Shift + Enter
Trim Object	Shift + Q

Image Optimizer	F4

Window Menu

Command	Shortcuts
Arranges all open windows diagonally in the workspace from left to right and top to bottom	Shift + F5
Evenly distributes all open windows vertically in the workspace	Shift + F4
Batch Manager	Shift + F6

Help Menu

Command	Shortcuts
Starts the Ulead PhotoImpact Online help	F1
Activates the Context Sensitive Help, and then allows you to click an item in question	Shift + F1

Miscellaneous

Command	Shortcuts
Move selection marquee on/off	Ctrl + Shift + K
Show Global Viewer (if available)	G
Find next in EasyPalette	Shift + F9
Find next in Layer Manager	F3
Play Quick Command Panel	Alt + P
Show/Hide Toolbars and Panels	Tab
Show/Hide Panel in the Text/Path/ Brush/Slice/Image Map Tool	Ctrl + F3
Show EasyPalette Pop-up	Ctrl + F1

Show the Material dialog box	Shift + X
Scroll image vertically	Page Up/Down
Scroll image horizontally	Home/End
Deletes the selected thumbnail from the EasyPalette	Ctrl + Shift+ Del
Moves the object up/down one pixel to the left/right. This works on all tools except for Painting/Retouch/Clone/Fill tool	Arrow keys
Move object layer up/down	Alt + Up/Down

Visual Open

Command	Shortcuts
Refresh	F5
Select All	Ctrl + A

Tool Panel

Command	Shortcuts
Pick Tool	K
Standard Selection Tool	M
Z-Merge Tool	B
Path Drawing Tool	D
Text Tool	T
Crop Tool	R
Transform Tool	Q
Retouch Tool	H
Paint Tool	P
Stamp Tool	.
Clone Tool	N
Object Paint Eraser Tool	O

Fill Tool	F
Zoom Tool	/
Eyedropper Tool / Measure Tool	Y
Display quick Tool Panel	~
Slice Tool	I
Image Map Tool	U
Switch to the Eyedropper Tool	C or Y
Switch to the Pick Tool	W
Switch to the Zoom Tool	Z or /
Display Tools submenu	`
Toggles between Painting and Erase mode when in the Painting Tool	E
To tile fill an image with an object, hold down [L] while dragging the object to the document	L (+ drag the mouse)
Add selection in selection tool	A
Subtract selection in selection tool	S
Extract only the mask from an object	M (+ drag the mouse to the workspace)

Toolbar

Command	Shortcuts
To constrain dragging or drawing multiples of 45 degrees	Shift

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