

DELUXE

live.  
**pix**<sup>™</sup>  
2.0



NOVITA  
**LiveLetter**  
INCLUDED NOVITA LIVELETTER 1.0



WORKS WITH  
**Kodak**  
PICTURE NETWORK

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## Chapter 1

# Introducing LivePix™ Deluxe 2.0

Welcome to LivePix™ Deluxe 2.0, the easy and fun way to create post cards, greeting cards, photographs with special effects, photo presentations, Web page graphics—just about anything you can imagine! LivePix puts advanced technology directly into your hands. The results can be artistic, humorous, or instructive, and they'll always be dazzling and unique.

### What Is LivePix?

LivePix is a photo collage program. You take pictures, “cut them up” (not literally—LivePix does it digitally, and you can use the same pictures over and over again), and arrange them in such a way that you create something completely original. The result is your very own LivePix collage, which we call a *project*. (See “Understanding Basic LivePix Concepts” on page 15.)

In the past, very few people could do this kind of work, and then only after years of experience and with very expensive equipment. LivePix makes it easy, and it doesn't require additional equipment or years of training.

LivePix includes tools that make it easy for you to rotate objects, apply perspective, substitute photos, cut out parts of a photo, distort photos, and much more. You can also insert text, draw shapes, and add shadows to your design. LivePix also includes sophisticated tools for adjusting the color in your photos.

### What You Can Do with LivePix

LivePix turns what was once difficult and time-consuming into something easy and fun. You can be productive in a very short time, because LivePix includes all the tools you'll need to turn your photographs and other images into new and exciting compositions.

## Using a LivePix Template

LivePix provides you with over 150 *templates*—ready-made projects—to get you started immediately.

The LivePix template collection includes numerous projects for greeting cards, business presentations, Web pages, and much more. You can use the LivePix templates as is, or you can use them as the starting point for your own flights of imagination. If you have your own photos, you can substitute them for the photos in the templates. The templates are yours to use, modify, enhance, and distribute as you wish.

## Creating a Project from Scratch

You can always create your LivePix projects entirely from your own materials or from photos stored on disk. If you have a scanner, you can scan photographs and other photos directly into LivePix. You can cut out pieces of photos, distort them, apply special effects, and combine them in ways that are limited only by the bounds of your imagination.

## Organizing Your Photos in the Gallery

Once you begin working in LivePix, you'll start collecting photos for use in your projects. That's when you'll find the *Gallery* especially helpful. The Gallery lets you organize your photos into *albums* that you create. For example, you could create one album full of pictures of your family and other albums containing photos of favorite places, works of art, pictures of animals, and so on. By organizing your photos into albums, the Gallery makes them easy to find.

## Improving Your Photos

LivePix includes several powerful *color-correction* features that you can use to take favorite photographs and make them even better. You can enhance colors, remove the annoying “red eye” that can occur with flash photos, adjust contrast and brightness, sharpen or blur images, and so on.

## Creating Projects for Use on the Internet

With LivePix, you can create and share photo albums via e-mail or on the World Wide Web thanks to the following integrated Internet features:

- Novita LiveLetter
- Kodak Picture Network
- Fujifilm.Net
- Pictra
- PhotoNet

## Using the Same Photos Over and Over

If you were making a collage out of pictures from a magazine, and you decided you wanted to use the same picture in more than one collage, you'd have to go out and buy an additional copy of the magazine for each additional collage using the picture.

With LivePix, you can use the same photos over and over. No matter what you do on the screen—cut out a part of a photo, adjust its colors, add text to it—LivePix *never alters the original photo*. The original is always available for you to start another project.

## About the LivePix Documentation

LivePix includes a complete printed and online documentation set designed for you to start working quickly and productively.

The LivePix documentation includes:

- *LivePix Deluxe 2.0 QuickStart Guide* (printed)—This short guide contains LivePix installation instructions, a quick-start tutorial for getting you up and running quickly, and a description of the templates provided with LivePix.
- *LivePix Deluxe 2.0 Orientation Tour* (CD)—This self-running tour is divided into several sections that teach you about the features of LivePix and introduce the LivePix user interface.
- *LivePix Deluxe 2.0 User Guide* (printed)—The *User Guide* contains the information you need to accomplish specific tasks in LivePix and for understanding basic LivePix concepts. See “How the User Guide Is Organized” on page 6 for a description of the contents of the User Guide.

- *LivePix Deluxe 2.0 Help* (on-screen)—This extensive help system contains complete information for using LivePix, including how-to information for every procedure. *LivePix Help* also includes an extensive Glossary of terms.
- *LivePix Deluxe 2.0 Intelligent Templates™ Reference Book* (printed)—This book provides a printed guide to all of the templates and photos included in the original LivePix Gallery.

### Learning Path

As you begin to work with LivePix, use the documentation in this order:

- 1 Read the *QuickStart Guide* to install LivePix onto your computer.  
At the end of the LivePix installation, the Basics part of the Orientation Tour starts automatically. This on-screen tour teaches you the basics of LivePix.
- 2 Take the Orientation Tour, located on the LivePix CD.  
If you can't take the tour when you first install LivePix, you can do it later. After starting LivePix, insert the CD into your drive, and choose Orientation CD from the Help menu.
- 3 Follow the brief tutorial in the *QuickStart Guide*.
- 4 Read the *User Guide* to get basic information about using LivePix. As you use LivePix, access LivePix Help from within the application to get help on accomplishing specific tasks.

### About This *User Guide*

The *User Guide* is intended to give you basic information and concepts for using LivePix. It also includes step-by-step instructions for accomplishing key tasks in LivePix.

### *How the User Guide Is Organized*

The *LivePix User Guide* contains these chapters:

- Chapter 1, “Introducing LivePix” (this chapter) introduces you to LivePix and the LivePix documentation and briefly describes the things you can do with LivePix.
- Chapter 2, “Getting Started,” gives you instructions on how to start LivePix, describes what you see on the LivePix screen, provides definitions of

terms and basic concepts, and describes the file formats supported by LivePix.

- Chapter 3, “Using the Gallery,” describes how you use the Gallery to organize your projects and photos into albums.
- Chapter 4, “Working with Projects and Photos,” describes how to create, save, and print LivePix projects.
- Chapter 5, “Working with Objects,” describes how to make cutouts from photos, add and edit text, draw lines and shapes, and modify the photos, text, and drawings in your projects.
- Chapter 6, “Touching Up Photographs,” explains the LivePix features that let you remove red eye and adjust the colors in your photos.
- Chapter 7, “LivePix and the Internet,” explains the Internet-based features in LivePix, including the integrated e-mail application which allows you to send your projects and photos directly from LivePix.

### *Conventions Employed in the User Guide*

The *User Guide* uses a number of typographical and symbolic conventions, including:

- The first occurrence of a term with a specific meaning in LivePix is italicized in the manual. (Italics are also used for emphasis.) LivePix Help includes a Glossary of terms.
- The manual uses bullets for lists, to indicate a set of options or choices, and for single-step procedures.
- Numbered lists indicate step-by-step procedures for you to follow.

### *Using the Mouse*

You’ll be using the mouse a great deal, and there are some basic mouse terms used in this manual that you need to know:

- *Click*: Press and release the mouse button once.
- *Double-click*: Press and release the mouse button twice in rapid succession.
- *Drag*: Press and hold down the mouse button, move the mouse, and re-

lease the mouse button.

## Selecting Multiple Files and Objects

While working in LivePix, you will often select objects or files. In most cases, you may select multiple files and objects, and there are several ways to achieve this:

- **Select Objects:** In the workspace or in the Gallery, use the Selection tool to click the object you want to select, or click anywhere within its bounding box.
- **Select Multiple Objects:** In the workspace or in the Gallery, use the Selection tool as above, then hold down shift-ctrl while selecting another object. You may also use the Selection tool to draw a box around all of the objects you wish to select.
- **Select Files:** While browsing a file system dialog box, use the mouse to highlight a file, then double-click or click Open.
- **Select Multiple Files:** While browsing a file system dialog box, use the mouse to highlight a filename, then hold down ctrl while highlighting another filename. You may also draw a box around a list of filenames. When you have finished selecting files, double-click or click Open.

## Getting Help

As you work in LivePix, you can access LivePix Help, a Windows 95 help system, for detailed how-to instructions and other usage information while the application is running.

LivePix Help opens in a separate window on top of the active LivePix window(s). You can select a topic to go directly to the information you need, or you can browse through a comprehensive list of topics. Just Have Fun!

Most of all, enjoy yourself! Feel free to experiment. Remember, *your original photo is never changed*, so you can always start over again if you don't like something. As you become familiar with LivePix and the effects it can produce, you'll start saying to yourself "I wonder if it can do...?"

Try it out!

# Contents

1	Introducing LivePix™ Deluxe 2.0	
	What Is LivePix? .....	3
	What You Can Do with LivePix .....	3
	About the LivePix Documentation .....	5
	Getting Help .....	8
2	Getting Started	
	Starting LivePix.....	11
	Introducing the LivePix Screen.....	13
	Using the LivePix Toolbar.....	14
	Using the Control Bar .....	14
	Understanding Basic LivePix Concepts.....	15
	Understanding File Formats .....	17
3	Using the Gallery	
	About the Gallery .....	19
	Organizing Projects and Photos in Albums .....	21
	Creating a New Album .....	22
	Adding Projects and Photos to Albums .....	23
4	Working with Projects and Photos	
	Opening and Creating Projects.....	27
	Adding Photos to Your Project .....	33
	Substituting Photos .....	34
	Moving Around in a Project.....	36
	Changing the Setup of the Canvas.....	38
	Saving Projects and Photos.....	38
	Using a Scanner.....	41
	Printing Your Projects.....	42
	Closing Your Project and Exiting LivePix .....	45

## 5 Working with Objects

Selecting Objects .....	47
Editing Projects in LivePix .....	49
Modifying Objects .....	52
Cutting Out Shapes.....	63
Working with Text .....	74
Drawing in Your Project .....	78
Arranging Objects.....	81

## 6 Touching Up Photographs

Removing “red-eye” .....	85
Increasing and Decreasing Colors .....	86
Adjusting Brightness and Contrast .....	87
Changing Colors .....	89
Automatic Color Correction .....	90
Sharpen or Blur Your Photo.....	90
Cloning Areas of Your Photos .....	91
Applying Filters to Your Photos.....	92
Undoing Color Changes.....	94

## 7 LivePix and the Internet

Send Your Photos and Projects via E-Mail .....	95
About the Kodak Picture Network.....	96
About Fujifilm.Net.....	97
About Pictra.....	97
About PhotoNet.....	98
About LivePix Online .....	99

## Index

## Chapter 2

# Getting Started

In this chapter you'll learn:

- How to start LivePix
- How to use the Getting Started dialog box
- The LivePix screen, including the toolbar and control bar
- Basic LivePix terms and concepts
- The LivePix project and image file formats

### Starting LivePix

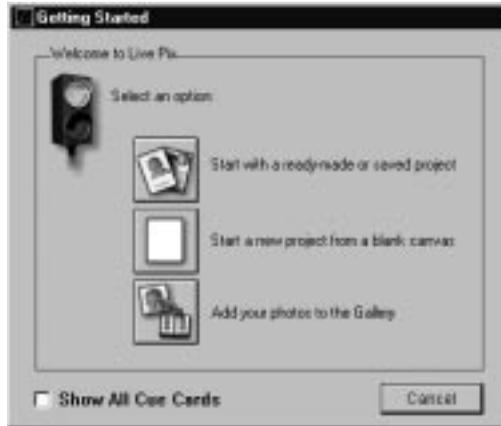
The *QuickStart Guide* provides detailed instructions on starting LivePix. Here is the most common method of starting LivePix:

- 1 Click the Start menu.
- 2 Select Programs and then select the LivePix program group.
- 3 Click LivePix 2.0.



## Using the Getting Started Dialog Box

When LivePix starts, you will see the Getting Started dialog box.



The Getting Started dialog box gives you these options:

### ■ Start with a ready-made or saved project

Click this option if you want to start from one of the LivePix templates, from a project you have already created and saved, or from a photo in the Gallery.

LivePix switches to a full-screen view of the Gallery so you can select a template, project, or photo. For information on these ways of starting your work in LivePix, see “Opening Templates and Other Projects” on page 28 and “Creating a New Project from a Photo” on page 29.

### ■ Start a new project from a blank canvas

Click this option if you want to start by setting up a blank canvas, defining its size and orientation.

LivePix displays the New dialog box so you can define the characteristics of the canvas. For information on this way of starting LivePix, see “Creating a Project from a Blank Canvas” on page 31.

### ■ Add your photos to the Gallery

Click this option if you want to add photos to the Gallery.

LivePix displays the Open dialog box so you can choose the first photo to add to the Gallery. For information on adding photos to the Gallery, see “Adding Projects and Photos to Albums” on page 23.

### ■ Cancel

Click Cancel if you want to use the File menu to open a project or photo that is not in the Gallery.

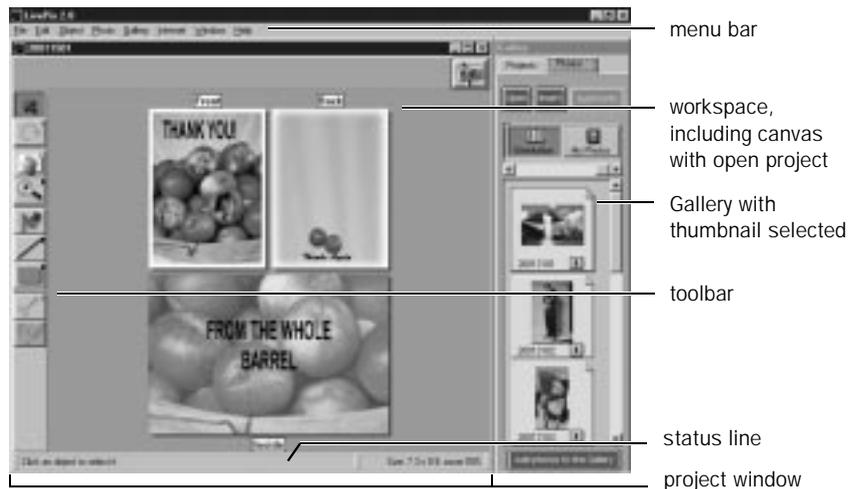
You can display the Getting Started dialog box at any time while you’re working in LivePix. You might find that, when you’ve finished a project, it’s the easiest way to start the next phase of your work.

### To display the Getting Started dialog box:

- Choose Getting Started from the File menu.

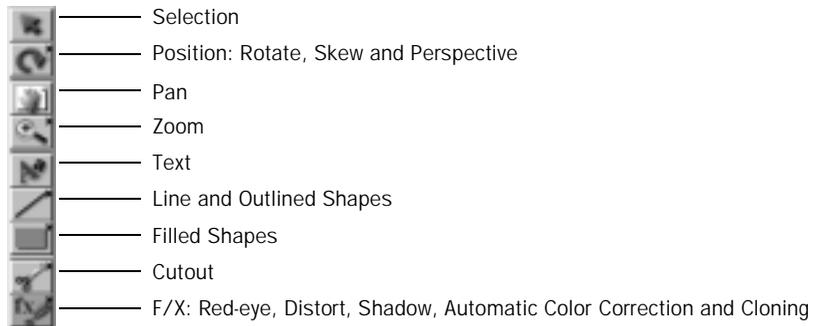
## Introducing the LivePix Screen

This section identifies the main components of the LivePix screen. The following illustration shows how the LivePix screen appears if you open the thank you card template (located in the Orientation album in the Gallery), using the “Start with a ready-made or saved project” option in the Getting Started dialog box. Several of the terms used here are defined in the table that starts on page 15.



## Using the LivePix Toolbar

The toolbar appears on the left side of the project window. These are the tools in the toolbar:



To select the Selection tool or Pan tool, or to add text with the Text tool, click the tool in the toolbar.

The tools with an arrow in the upper right corner—Position, Zoom, Draw (Line/Outlined Shapes and Filled Shapes), Cutout, and F/X—have more than one tool function available in a pop-up palette.

### To select a tool from a palette:

- 1 Click the tool in the toolbar.

The tool palette appears.

- 2 Move the mouse to the tool you want, and click the tool in the palette.

## Using the Control Bar

Several tools use the control bar to display *sliders* that allow you to adjust that tool. For example, the Draw tools display two sets of sliders in the control bar, one for *opacity* and the other for the hardness of the *edge* of the shape you're drawing.



The control bar, the part of the project window directly above the workspace and the toolbar, changes its appearance and function according to what you're doing and what tool you've selected.

### To adjust settings in control bar sliders:

- Drag the slider handle until the number value above the slider is what you want. A symbol at either end of the slider indicates the effect of the setting you select.
- Click in the slider bar. The slider handle immediately jumps to that position and changes the setting accordingly.
- Type a number into the text box above the slider, and press Enter.

## Understanding Basic LivePix Concepts

Like most software programs, LivePix is based on a “real-world” model—in this case, creating a collage. You have a workspace (similar to a desk or tabletop), a surface on which you'll create the collage, and the photos you'll add to it. The following table defines the terms and concepts that appear in the *User Guide* and LivePix Help.

Term	Definition
project	A project is a LivePix document. Like collages, projects contain photos and objects that you can edit separately.



This *project* contains two photos, the earth and the astronaut, plus a text object. On the right, the astronaut photo is selected; you can work with it without affecting the other photo or the text.



LivePix saves and opens projects in the Live Picture (LPI) file format.

Term	Definition
photo	<p>A photo is one type of element in a LivePix project. It can be a scanned photograph, digitized line art, clip art, or other type of “picture.” The LivePix installation places approximately 140 photos in the Gallery.</p> <p>Unlike projects, photos do not contain individual, selectable objects that you can edit.</p> <div style="display: flex; align-items: center; margin-top: 10px;">  <div style="margin-left: 20px;"> <p>This <i>photo</i> is made up of several elements—the girl, sky, clouds, and landscape—but they are all part of a single image. You can't work with any of the elements separately.</p> </div> </div>
template	A template is a ready-made LivePix project that includes photos, text, and other objects. The LivePix installation places over 150 templates in the Gallery.
object	An object is an element of a project that is created with one of the special LivePix tools: text, lines, outlined or filled shapes, or cutouts.
application window	The application window is the window in which the LivePix application runs. It has a title bar and menu bar at the top. It contains any open project windows, plus the Gallery.
project window	Each open project exists in its own project window, with a title bar at the top, a toolbar at the left, and a status line across the bottom.
active window	When you have more than one project open, the active project window is the one in which you're currently working. The active window is in front of any other open windows.
workspace	The workspace is the part of the project window that is inside the title bar, toolbar, and status line. The workspace is your work surface, like a desk or drafting table. It includes the canvas and also the area around the canvas, which you can use as a temporary holding place for photos and objects from your project. You can view the workspace close up, as if you were looking through a magnifying glass, and you can view the workspace in a wide view that includes the canvas and its surrounding area.
canvas	The canvas is the area of your project that will be printed. It initially appears on the screen as a white rectangle in the center of the gray workspace. You can have items in your project that are off the canvas, but only those items within the bounds of the canvas will appear in the final printed project.

Term	Definition
Gallery	The Gallery is a tool designed to help you organize your projects and the photos in them. The Gallery is a separate window inside the application window.
album	You use albums to organize your projects and photos in the Gallery. You can create albums for projects (files in the LPI format) and photos (files in other formats).
thumbnail	A thumbnail is a small picture in the Gallery that represents a photo or project. Moving or deleting a thumbnail doesn't affect the photo file or project file.

For a full list of terms used in LivePix, see the “Glossary” topic in LivePix Help.

## Understanding File Formats

The photos that go into projects, and the projects themselves, are stored as files on your computer or on a CD. LivePix supports the file formats listed in the following table. The Action column lists what each format allows:

- **Open:** You can open files in this format.
- **Insert:** You can insert files in this format into your project.
- **Save:** You can save files in this format.
- **Scan:** You can save scanned photos in this format.

Format Name	Ext.	Description	Action
Live Picture	LPI	The LivePix project file format	Open/Insert/Save
FlashPix	FPX FPix	The LivePix image file format. FPX is the Windows 95 extension; FPix is the Macintosh extension.	Open/Insert/Save/ Scan
IVUE	IVU	An image file format created by Live Picture 2.6—equivalent to FPX	Open/Insert/Save/ Scan
JPEG	JPG	A compressed image file format used for storing large graphics files and for use on the Web	Open/Insert/Save/ Scan
GIF	GIF	An image file format for storing and exchanging color raster images, most common file format used on the Web	Open/Insert
Windows Bitmap	BMP	An image format created by many paint programs	Open/Insert/Save/ Scan

Format Name	Ext.	Description	Action
Tagged Image File Format	TIF	A cross-platform, industry standard format for RGB (computer graphics) files	Open/Insert/Save/Scan
PhotoShop Format	PSD	The format produced by the Adobe PhotoShop graphics program	Open/Insert/Save
Photo CD	PCD	The popular Kodak® Photo CD™ file format	Open/Insert
PICT	PCT	The standard Macintosh bitmap image format	Open/Insert/Save/Scan
PCX	PCX	A compressed image file format created by ZSoft, using RLE type compression	Open/Insert/Save
Portable Network Graphics Format	PNG	A full-featured compressed format created as a replacement for the GIF format	Open/Insert/Save
Targa	TGA	A compressed or uncompressed image file format	Open/Insert/Save
SUN Raster Format	RAS	The standard Sun UNIX image format	Open/Insert/Save
Encapsulated PostScript	EPS	Image files used primarily on PostScript printers to allow for higher resolution and print quality	Open/Insert/Save
Windows Metafile Format	WMF	A vectored image file format	Open/Insert/Save
Fax Formats	FAX	Images, usually 1-bit, commonly used in FAX transmissions	Open/Insert
Icon	ICO	Windows icon file format	Open/Insert
Cursor	CUR	Windows cursor file format	Open/Insert
WordPerfect Format	WPG	A file format containing either vectored or raster images	Open/Insert/Save
DCX	DCX	A multipage PCX file format	Open/Insert

**For information on saving files in compressed formats, see “Set Compression Options” in LivePix Help.**

## Chapter 3

# Using the Gallery

In this chapter you'll learn:

- About the Gallery's two modes
- How to close and open the Gallery
- How to work with albums in the Gallery
- How to scan photos into the Gallery

### About the Gallery

Over time you'll accumulate many projects and individual photos. The Gallery keeps these projects and photos organized.

The Gallery has two modes: working mode and organize mode.



Working mode



Organize mode

In working mode you can:

- Create projects
- Open existing projects
- Insert and substitute photos
- Add projects or photos to the Gallery

Creating projects, opening projects, inserting photos, and substituting photos are discussed in Chapter 4.

In organize mode you can:

- Create albums
- Add projects or photos to the Gallery
- Move items between albums
- Remove projects or photos from the Gallery
- Scan an image or acquire multiple images

This chapter focuses primarily on the Gallery's organize mode.

**To switch from working mode to organize mode:**

- Choose Organize Gallery from the Gallery menu.

**To switch from organize mode to working mode:**

- Click the OK button in the upper left of the Gallery.

## Closing and Opening the Gallery

You can open and close the Gallery at any time while working in LivePix.

### To close the Gallery:

- Choose Close Gallery from the Gallery menu.



### To open the Gallery:

- Choose Open Gallery from the Gallery menu.

## Getting Item Information

You can get the following information about a selected item in the Gallery:

- File type (FPX, TIFF, BMP, and so on)
- Size in kilobytes (KB) or megabytes (MB)
- Location (CD, hard disk, or elsewhere)
- Creation date
- Most recent modification date
- Photos contained within projects



### To get information about an item in the Gallery:

- 1 Select the item.
- 2 Press the Info button in the lower right corner of the thumbnail.

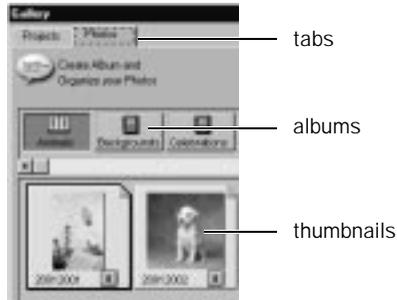
The information remains visible as long as you hold the mouse button.

Note: If you have merged the LivePix 2.0 Gallery with the Gallery of a previous version, you will need to insert the corresponding LivePix CD in your CD-ROM drive.

## Organizing Projects and Photos in Albums

The Gallery uses albums to make it easy for you to organize your work in LivePix. Just as you might put together photo albums for specific events—trips, weddings, family gatherings—the Gallery lets you create albums for related projects and photos.

Each picture in a Gallery album is a thumbnail, a smaller copy of the actual photo or project.



The Gallery window uses tabs to separate the albums of projects and photos. To see your albums of projects, click the Projects tab; to see your albums of photos, click the Photos tab.

LivePix utilizes several keyboard shortcuts for ease of navigation. For example, you can switch between Projects and Photos by using the right and left arrow keys on your keyboard. You can also navigate between tabs, albums, and thumbnails by using the Tab key, and once a selection is made, use the arrow keys to navigate within the list of tabs, albums, and thumbnails.

### Creating a New Album

You can create albums of projects or photos. Then, you can store thumbnails of photos and projects by theme, date, event, or in any way you want. For example, you might be creating a composite portrait of several generations of the women in your family. You could create an album that holds the individual portraits of each of the women.

#### **To create a new album:**

- 1 Open the Gallery in organize mode.
- 2 In the Gallery, click the Projects or Photos tab, depending on the type of album you want to create.
- 3 Click Create Album.

A new album, called “Untitled,” appears.



Type a name for the new album and press Enter.

### Adding Projects and Photos to Albums

You can also add projects or photos to your albums while the Gallery is in working mode or organize mode.

#### To add items to an album:

- 1 Click the tab for the type of item you want to add. For example, to add a new project, click the Projects tab.
- 2 Open the album you want to use.
- 3 If the Gallery is in working mode, click Add Projects to the Gallery or Add Photos to the Gallery at the bottom of the window. If the Gallery is in organize mode, click Add Projects or Add Photos in the row of buttons at the upper right.



LivePix displays the Open dialog box.

- 4 In the Open dialog box, locate the folder for the item you want to add, and select the file type—LPI for projects; FPX, TIFF, JPEG, and the like for photos.
- 5 Double-click the filename, or select the filename and click Open.

You can also add multiple files at once to the Gallery. See “Selecting Multiple Files and Objects” on page 10 for more information on multiple selection of files.

**To add items to an album using drag and drop:**

- 1 Click the tab for the type of item you want to add.
- 2 Open the album you want.
- 3 Select the item or items you want to add to the album.
- 4 Drag the item or items and drop it into the album.

If you drag an item to the Projects tab of the Gallery and haven't yet saved it, LivePix displays the Save As dialog box so you can save the new project.

**Adding Items When You Save a Project or Photo**

When you save a project, LivePix automatically saves it and the photos contained in it to the Gallery. The LivePix installation creates two albums for these projects and photos: My Projects and My Photos.

- When you save a project, LivePix places its thumbnail in the My Projects album and thumbnails of its component photos in the My Photos album.
- When you save a file as a photo, LivePix places its thumbnail in the My Photos album.

**Moving Items between Albums**

You can move an item or items from one album to another using drag and drop. To select multiple items to move at once, See "Selecting Multiple Files and Objects" on page 10.

**To move an item to a different album:**

- 1 Switch the Gallery to organize mode.
- 2 Open the album containing the project or photo you want to move.
- 3 Select the item or items you want to move.
- 4 Drag the item or items to the album list, and drop it into the target album.

**Removing Items or Albums**

You can remove items from albums, and you can also remove an entire album from the Gallery. To select multiple items to remove at once, See "Selecting Multiple Files and Objects" on page 10.

**To remove an item from an album:**

- 1 Switch the Gallery to organize mode.
- 2 Click the tab for the type of item you want to remove.
- 3 Open the album that contains the items you want to remove.
- 4 Click the item's thumbnail to select it.
- 5 Click Remove.

Removing an item from the Gallery doesn't delete any files from your disk. It only removes the thumbnail from your album. If you remove a thumbnail by accident, you can undo it by choosing Undo from the Edit menu.

**To remove an album from the Gallery:**

- 1 In the Gallery, click the Photos or Projects tab for the type of album you want to delete.
- 2 Click album you want.
- 3 Click Remove.

If you remove an album by accident, you can restore the album by choosing Undo from the Edit menu.

---

Note: If a thumbnail is selected in the album, clicking Remove will remove the selected project or photo, not the album.

---

**Scan or Acquire Photos into the Gallery**

LivePix uses the industry-standard TWAIN technology to let you scan a photo or capture multiple photos from a digital camera directly into the Gallery.

To use this feature, you must first connect the device to your computer and install appropriate software according to the manufacturer's instructions.

**To scan an image into the Gallery:**

- 1 Open the Gallery in working mode.
- 2 Click the Photos tab.

- 3 Select the device you want from the list to the right of the Scan/Camera button.



- 4 Click Scan/Camera.
- 5 Scan photos according to the manufacturer's instructions.
- 6 In the subsequent dialog box, choose a file format (FPX is recommended).
- 7 Type a filename, and click OK.

The photo's thumbnail appears in the current album, and is now available for use in any project.

You can scan multiple images without leaving the TWAIN interface, by choosing Acquire Photos from the File menu:

- 1 Select the device you want from the list to the right of the Scan/Camera button, or from the pop-up menu under the Acquire Photos command in the File menu.  
If you are in Organize Gallery mode, click Scan/Camera.
- 2 Acquire photos according to the manufacturer's instructions.
- 3 In the subsequent dialog box, choose a file format (FPX is recommended).
- 4 Type a filename, and click OK.

The photos' thumbnails appear in the current album, and are now available for use in any project.

## Chapter 4

# Working with Projects and Photos

In this chapter you'll learn:

- How to open and create projects
- How to add photos to your projects
- How to substitute photos in your projects
- How to change the setup of the canvas
- How to scan images into your projects
- How to save and print files

### Opening and Creating Projects

A LivePix project can contain a single photo that you've modified, or it can be a complex composite of many photos and other objects.

You can create a new project that begins with a photo already inserted—including one of the templates included with LivePix—or you can create a project that starts with a blank canvas.

---

Note: Many of the actions involving projects—creating them, opening them, and adding photos to them—can be accomplished with the Gallery, with LivePix menu commands, or with drag and drop, as you'll see in the sections that follow.

---

## Opening Templates and Other Projects

LivePix provides over 140 templates that you can use as the starting point for your own projects. You can open templates and your own projects by using the Gallery, the LivePix menus, or drag and drop.

### To open a template or other project by using the Gallery:

- 1 Click the Projects tab in the Gallery.
- 2 Select the album containing the project you want.
- 3 Do either of the following:
  - Double-click the project's thumbnail.
  - Select the project's thumbnail and click Open.

### To open a template by using the menus:

- 1 Choose Open from the File menu.
- 2 In the Open dialog box, locate the folder that contains the project you want.
- 3 Double-click the project's name, or select it and click Open.

You can preview the photo in the Open dialog box by selecting the photo's name and then clicking the Preview check box. LivePix shows you a thumbnail of the photo and also lists its filename, file format, and size.



Click here to see a preview of the selected project or photo.

Using drag and drop, you can open a template from the Gallery, the desktop, or a folder.

**To open a template by using drag and drop:**

- 1 Find the template you want to open.
- 2 Drag it from the Gallery, desktop, or folder and drop it into the LivePix workspace.

Creating a New Project from a Photo

LivePix provides many photos that you can use as starting points for Web pages, greeting cards, posters, and other projects. When you start a project directly from a photo, LivePix does three things automatically:

- It makes the canvas the same size as the photo.
- It gives the project the same name as the photo.
- It zooms in on the photo and canvas to fill the workspace.

For example, if you start with photo 20013106 (located in the Orientation album) which is 7.9 inches by 11.9 inches, your project is also called 20013106, and the canvas is the same size as the photo.



The new project is same size and has the same name as the photo in the Gallery.

You can create a project from a photo by using the Gallery, menu commands, or drag and drop.

**To create a project from a photo by using the Gallery:**

- 1 Click the Photos tab in the Gallery.
- 2 Select the album that contains the photo you want to use to start your project.
- 3 Locate the thumbnail for the photo you want to start the project, and then do either of the following:
  - Double-click the thumbnail.
  - Select the thumbnail and click Open.

**To create a project from a photo by using the menus:**

- 1 Choose Open from the File menu.
- 2 In the Open dialog box, locate the folder that contains the photo you want.
- 3 Double-click the photo's name, or select it and click Open.

**To create a project from a photo by using drag and drop:**

- Drag the photo you want from the Gallery, the desktop, or a folder, and drop it into an empty part of the LivePix window—*not* into an open project window.

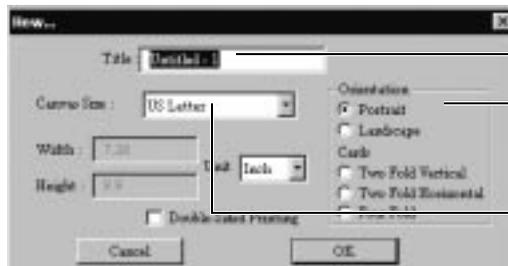
If you drop the photo into a project window, the photo is inserted into the project that is open in the window.

## Creating a Project from a Blank Canvas

Perhaps you'd rather start from a blank canvas. For example, you might have a specific page size in mind, or you might want to start with one of the greeting card layouts.

### To create a new project from an empty canvas:

- 1 Choose New from the File menu.
- 2 In the New dialog box, type a name for your new project. (Naming the project when you create it is optional, but recommended.)



Type the project's name here.

Select orientation and card formats here.

Select the canvas size from this list.

- 3 Select a size from the Canvas Size list.

LivePix provides several standard sizes and also allows you to specify a custom size. If you select Custom, enter the page width and height, and select a unit of measure (inches or centimeters). You can also specify a canvas from the list of preset Avery canvases.

- 4 Click the page orientation or one of the card formats (See the illustration following these steps), also click the double-sided printing check box if you would like your project to use both sides of the paper.
- 5 Click OK.

A new project window opens.

This illustration shows you the two full-page canvas orientations and the three card formats.



Portrait



Landscape



Two Fold Vertical



Two Fold Horizontal



Four Fold

You're now ready to add your first photo to the project.

## Adding Photos to Your Project

Once you've opened or created a project, you can add photos to it by using the Gallery, the LivePix menus, or drag and drop. First, a project must be open. If more than one project window is open, LivePix adds the photo to the active project window.



This photo has been inserted into the project. It is in front of the photo of the apples and is selected.

### To add a photo to a project by using the Gallery:

- 1 Click the Photos tab in the Gallery.
- 2 Select the album containing the photo you want.
- 3 Select the photo in the Gallery and click Insert.

### To add a photo to a project by using the menus:

- 1 Choose Insert from the File menu.
- 2 In the Open dialog box, locate the folder and/or drive that contains the photo you want to add.
- 3 Double-click the photo's name, or select it and click Open.

**To add a photo to a project by using drag and drop:**

- Drag the photo from the Gallery, the desktop, or a folder to the project window, and drop it into the project.

You can also add multiple photos at once to your project. See “Selecting Multiple Files and Objects” on page 10 for more information on multiple selection of files.

### S u b s t i t u t i n g P h o t o s

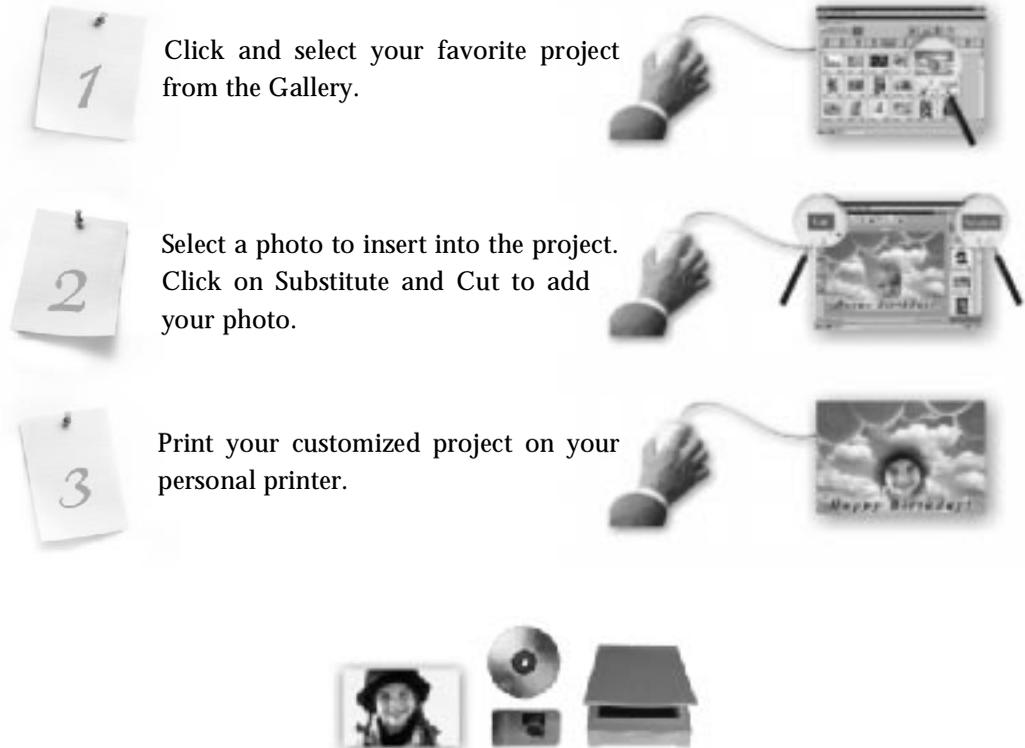
Using the Gallery or the LivePix menus, you can *substitute*, or replace, a photo or other object in your project or template with another photo. After substituting, you can reposition the photo to your liking.

Using the Intelligent Templates™

The installation adds 15 Project Albums—with names like Calendar, Celebration, Stationery, School, and Sports—to the Gallery for more than 150 new Intelligent Templates™ that come with LivePix.

Intelligent Templates™ allow you to substitute your personal photos into ready-made professionally-designed projects using four easy mouse-clicks.

### To personalize your LivePix Intelligent Templates:




---

Note: You can use any method (scanners, digital camera, or PhotoCD) to digitize your photos for use in LivePix.

---

In addition, the installation adds 12 Photo Albums, containing the photos that went into these projects. You can use these photos to make your own original creations.

---

Note: For more information on using Intelligent Templates, please see the *Intelligent Templates™ Reference Book*.

---

Use the templates as a starting point for your own projects or to give you ideas for what you can do with LivePix.

### Moving Around in a Project

As you're working on a project, you might want a different view of your work. For example, you might want to move the canvas off to one side of the workspace, or you might want a close-up view. You can:

- *Pan* the project, moving it from side to side or up and down
- *Zoom in* on the project for a closer view
- *Zoom out* from the project for a wider view
- *Fit the Canvas to Window* to see the project at its optimum viewing size

#### Panning the Workspace



When you pan the workspace, it's as if you were moving a piece of paper (the canvas) on a desktop (the workspace).

#### To pan the workspace:

- 1 Click the Pan tool.  
In the workspace, the pointer changes from an arrow to a hand.
- 2 With the hand, drag in the window until the canvas is where you want it.

#### Zooming In or Out



The Zoom tools are located in a palette on the toolbar. For information on selecting tools from a palette, see "Using the LivePix Toolbar" on page 14.



When the Zoom tool is set for zooming in, or magnifying, the tool has a plus sign (+), which also appears in the Zoom tool pointer.



When the Zoom tool is set for zooming out, or diminishing, the tool has a minus sign (-), which also appears in the Zoom tool pointer.



When the Fit to Window tool is selected, the Zoom tool pointer appears as an equal sign (=).

**To zoom in or out with the Zoom tool:**

- 1 Select the Zoom tool you want.
- 2 Place the Zoom tool over the part of the project you want to zoom on, and click.

Each click zooms in or out by a factor of two.

---

Note: You can change the function of the Zoom tool by pressing Ctrl. For example, if you select the Zoom In tool, pressing Ctrl causes the tool to function as a Zoom Out tool. To indicate this change, the sign inside the magnifying glass pointer changes from a plus to a minus.

---

You can also zoom in on a specific region of the workspace.

**To zoom in on a specific region of the workspace:**

- 1 Click the Zoom In tool.
- 2 Drag a zoom rectangle around the area you want.

Using the Zoom command, you can zoom in or out to preset percentage views of the workspace.

**To zoom to a fixed percentage view of the workspace:**

- 1 Choose Zoom from the Window menu.
- 2 In the submenu, choose one of the preset zoom levels.

You can also zoom in on the canvas so that it fills the project window.

**To fit the canvas to the project window, either:**

- Select the Fit to Window tool from the Zool tools palette.
- Choose Fit To Window from the Window menu.

## Changing the Setup of the Canvas

Whenever you want to, you can change the setup of the canvas (its size and orientation). The current size is identified on the right side of the status line.



### To change the project setup:

- 1 Choose Set Up Canvas from the File menu.
- 2 Select the Document Size and Orientation settings you want in the Set Up Canvas dialog box.



- 3 Click OK.

---

Note: If you select Double-Sided Printing in the Set Up Canvas dialog box, you will be prompted by a cue card during the print process, alerting you to turn the paper when necessary. Please refer to your printer's manual for more information on your printer's capabilities.

---

Changing the setup of the canvas doesn't affect the objects in the project. For example, if you change to a smaller document size, you might need to reposition the objects in the project or change their size.

## Saving Projects and Photos

When working on a project, always save frequently. Nothing is more frustrating than working on a complex project for a long time and then having the power go out.

You can also save a copy of your project under a different name or save your

work in one of the image file formats (see the file formats table under “Understanding File Formats” on page 17).

### Saving a Project for the First Time

If you didn’t name the project when you created it, you must give it a name and select a location the first time you save it.

#### To save an unnamed project:

- 1 Choose Save As from the File menu.
- 2 In the Save As dialog box, locate the folder in which you want to save the project, if it’s different from the current folder.
- 3 Type a name in the File Name box.



- 4 Click Save.

### Saving as You Work

Once you’ve named and saved your project the first time, you should save it periodically as you continue working.

#### To save a project:

- Choose Save from the File menu, or press Ctrl+S.

### Saving a Project under a Different Name

You might find that you want to use a single project as a starting point for several different ideas. In that case, you can save the project under one name and then save additional versions of it under different names. Each becomes a separate project and can be edited without affecting the others.

**To save a project under a different name:**

- 1 Choose Save As from the File menu.
- 2 In the Save As dialog box, locate the folder in which you want to save the project, if it's different from the current folder.
- 3 Type the new name in the File Name box.
- 4 Click Save.

If you check the contents of your project folder (or folders), you'll see that you now have two projects: the original and the project you just saved with the new name.

**Saving Your Work as a Photo**

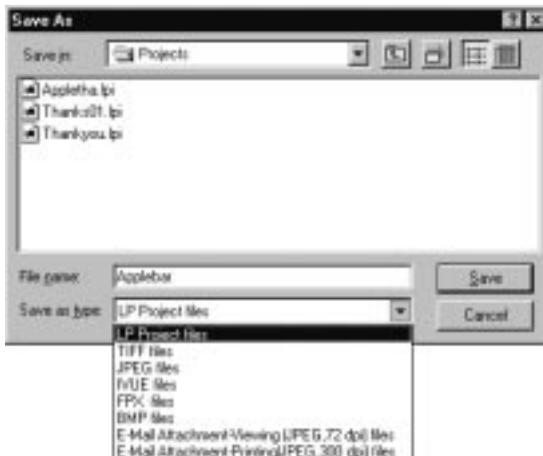
Perhaps you want to open your project in another application. In that case, you would save your project in an image file format the other application supports. For example, JPEG, TIFF, and BMP are common image file formats. Saving to an image file format creates a new file (the image file) and leaves your original project unchanged.

When you save to an image file format, all photos and objects in the project are combined into a single element. For information on the difference between projects and photos, see their definitions in "Understanding Basic LivePix Concepts" on page 15.

**To save a project to an image file format:**

- 1 Choose Save As from the File menu.
- 2 In the Save As dialog box, locate the folder in which you want to save the photo, if it's different from the current folder.
- 3 If you want to give the photo a new name, type it into the File Name box.

- 4 Select the file format from the Save As Type list.



- 5 Click Save.
- 6 Depending on the file format you've selected, LivePix might display a dialog box with image file *resolution* and *compression* options. Select one of the following resolutions:
  - Screen Resolution (72 dots per inch—*dpi*)
  - Print Fast (150 dpi)
  - Print High Quality (300 dpi)
  - Custom DPI

(For more information on resolution options, see “Set Resolution Options” in LivePix Help.)
- 7 Select the format-specific compression options, if any.
- 8 Click OK.

### Using a Scanner

If you have a scanner, you can easily use it to add photos to your project. LivePix uses the industry-standard TWAIN interface and automatically detects any installed TWAIN devices. (You must, of course, first install the scanner or digital camera according to the manufacturer's instructions.)

**To scan a photo into a LivePix project:**

- 1 Choose Scan/Camera from the File menu.
- 2 Select the device you want from the submenu.
- 3 Scan the photo according to the manufacturer's instructions.

If you do not have a project open, LivePix displays the Save As dialog box and prompts you to save your scan. Select one of these file formats for your photo:

- FPX (recommended)
- IVUE
- BMP
- JPEG
- TIFF

- 4 Click Save.

---

Note: Some scanners have a default image resolution that might not be sufficient to give you the true photographic quality that LivePix can produce. For example, if the scanner has a default resolution of 200 dpi but can scan at 400 dpi, set it to 400. Note, however, that higher resolution creates a substantially larger file. You might have to choose between image resolution and available disk space.

---

You can also scan or acquire images directly into the Gallery. For instructions, see “Scan or Acquire Photos into the Gallery” on page 25.

## Printing Your Projects

You can print your project on your printer, or you can save your project as a file that you can take to another output device or to a service bureau. Many large photocopy shops can print image files created with LivePix.

---

Note: If you have selected Double-Sided Printing in the Set Up Canvas dialog box, you will be prompted by a cue card during the print process, alerting you to turn the paper when necessary. Please refer to your printer's manual for more information on your printer's capabilities.

---

**To print your project:**

- Choose Print from the File menu.

Almost all printers have non-printing margins around the outside of the page. (The size of these margins depends on the printer.) The *available printing area* is the part of the page that is inside the non-printing margins. This is why you typically can't print an 8½-by-11 project on a piece of 8½-by-11 paper. Although the canvas and the paper are the same size, the canvas is actually larger than the available printing area.

If the project is larger than the available printing area, the Print dialog box gives you these options:

- Fit: LivePix reduces the project in size to fit the available printing area of the page, maintaining the project's original proportions.
- Crop: LivePix prints the project at its current size. Anything that extends beyond the available printing area is not printed.
- Tile: LivePix prints the project in its original size, using as many pages as are required to print it in its entirety.

If the project is smaller than the available printing area, the Print dialog box gives you these options:

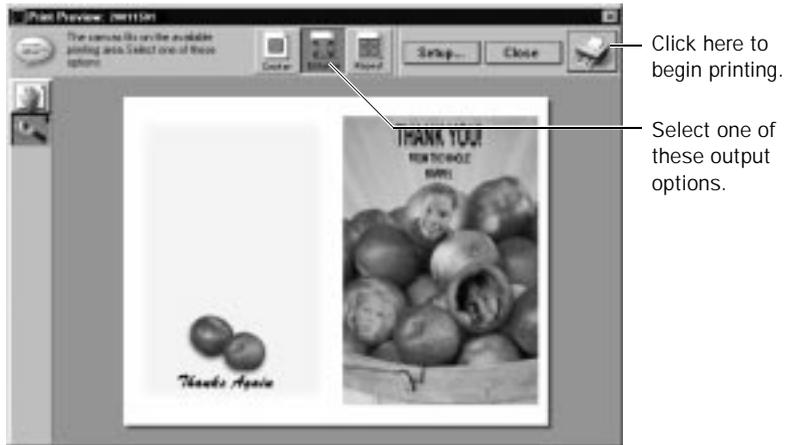
- Center: LivePix prints the project in its actual size, centered on the page.
- Enlarge: LivePix enlarges the project to fit the available printing area, maintaining the project's original proportions.
- Repeat: LivePix prints as many copies of the project as possible, unchanged in size, on the page.

## Previewing What You'll Be Printing

Before you print your project, you can see a preview of how it will look when printed.

### To preview your output:

- Choose Print Preview from the File menu.



While in Print Preview, you can zoom or pan the preview. Zooming and panning in Print Preview is the same as in the project window, described in “Moving Around in a Project” on page 36.

To display the Print Setup dialog box from the Print Preview window, click Setup. You can select paper size and orientation, graphics quality, and other available settings determined by your printer.

The same printing options found in the Print dialog box (Fit, Crop, and so on) are available in Print Preview.

### To print your project from Print Preview:

- Click the printer button in the Print Preview dialog box.

## Understanding Page Orientation and Printer Orientation

When you start a new project, LivePix automatically sets the printer orientation to match the orientation of the canvas. In some cases, however, you might want to print to the opposite orientation. For example, if you're creating a business card, you might want to print it in Portrait, select the Repeat option in the Print dialog box, and print an entire sheet of business cards.

### **To override the current printer orientation:**

- In the Print dialog box, click Properties to display the printer's Properties dialog box. Select the orientation you want.
- From Print Preview, click Setup, and select the orientation in the Print Setup dialog box.

## Closing Your Project and Exiting LivePix

### **To close a project:**

- Choose Close from the File menu.
- Click the Close button in the project window's upper right corner.

### **To exit LivePix:**

- Choose Exit from the File menu, or click the application window's Close button.

---

Note: If you try to close a project or exit LivePix without saving the changes to any open project, LivePix asks if you want to save or discard your work. Click Save or Discard, or click Cancel if you decide you don't want to close the project or exit after all.

---



## Chapter 5

# Working with Objects

In this chapter you'll learn:

- How to select objects
- How to edit the photos in your project
- How to make cutouts
- How to work with text
- How to draw in your project
- How to arrange the objects in your project

You can edit objects in many ways, including rotating them, making them larger or smaller, distorting them, and making cutouts. Before you can edit an object, you must first *select* it.

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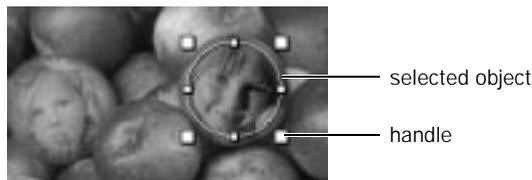
Note: Unless stated otherwise, the operations described in this chapter can be applied to multiple selected objects as well as single objects.

---

### Selecting Objects



When you use the Selection tool, you're telling LivePix "this is what I want to work with." LivePix then places a rectangular *bounding box*, with *handles* at the corners and midpoints, and an outline around the object.



## Selecting a Single Object

To select a single object, click inside the object's outline.

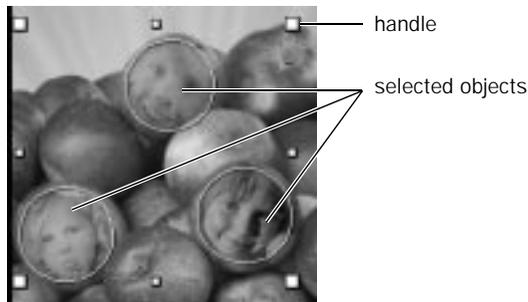
---

Note: Some objects—such as text and outlined shapes—require you to click directly on the object *if it is in front of another object*. See “Selecting Text” (page 75) and “Selecting Outlined Shapes” (page 80) for examples. “Changing Object Order” on page 83 explains the concept of objects being in front of other objects.

---

## Selecting More than One Object

Sometimes you'll want to select more than one object. For example, you might want to move two or more objects without changing their position relative to each other.



### To select more than one object:

- Select the first object by clicking it, and then select the other objects by holding down the Shift key as you click each additional object.

LivePix places a single bounding box with handles around the selected objects, but it indicates each object with a separate outline. This allows you to perform operations such as scaling and rotation as if the selected objects were a single object.

## Selecting All Objects in the Project

LivePix makes it easy for you to select all the objects in your project.

### **To select all the objects in your project:**

- Choose Select All from the Edit menu.

---

Note: The selection includes *all objects in the project*, not just those on the canvas. If you've zoomed in on the project, keep in mind that the selection might include objects that aren't currently visible in the workspace.

---

## Deselecting Objects

If you've selected several objects, you might want to *deselect* one or more of them.

### **To deselect one of several selected objects:**

- Press Shift, and click the object you want to deselect.

To deselect additional objects, continue to Shift-click the objects you want to deselect.

### **To deselect all objects in the project:**

- Click in an open area of the workspace where there aren't any objects.

## Editing Projects in LivePix

Like most programs you've probably already used, LivePix lets you perform basic editing tasks such as:

- Cutting, copying, and pasting objects
- Duplicating objects
- Deleting objects
- Undoing or redoing the above actions

## Cutting, Copying, and Pasting Objects

LivePix uses the *Clipboard* as a temporary storage place for items you cut or copy from your projects. Once you've placed something on the Clipboard, you can paste that item as often as you want. However, you can't accumulate items on the Clipboard—each time you cut or copy something, the new item replaces what was already on the Clipboard.

### **To cut objects from your project:**

- Select the objects and choose Cut from the Edit menu (or Ctrl-X on your keyboard).

When you cut objects, LivePix removes them from the workspace and places them on the Clipboard.

Cutting and deleting (described on page 51) both remove objects from the workspace, but deleting doesn't place them on the Clipboard. You can't paste deleted items.

### **To copy objects in your project:**

- Select the objects and choose Copy from the Edit menu (or Ctrl-C on your keyboard).

When you copy objects, LivePix leaves the originals in the workspace and places copies on the Clipboard.

### **To paste from the Clipboard into your project:**

- Choose Paste from the Edit menu (or Ctrl-V on your keyboard).

When you paste objects, LivePix takes the contents of the Clipboard and places it in the workspace. You can continue pasting from the Clipboard until you cut or copy something else.

---

Note: You can paste images from other programs—such as a paint program—into your LivePix project. When you do, LivePix first asks you to save the contents of the Clipboard in one of the image file formats. This enables LivePix to keep its own copy of the image. If you change the original image, the LivePix image file is unaffected.

---

## Duplicating Objects

Duplicating objects is like copying and pasting in a single step. The duplicated objects appear on top of the originals and slightly offset. You can only duplicate objects within the same project, but it's a quick and efficient way to do that.

### **To duplicate one or more objects:**

- 1 Select the objects you want to duplicate.
- 2 Choose Duplicate from the Edit menu.

## Deleting Objects

Deleting an object is not the same as cutting it. When you cut an object, it's usually because you want to use it somewhere else. However, deleted objects aren't placed on the Clipboard and can't be pasted back into the project. You can, however, undo a deletion.

### **To delete one or more objects from your project:**

- 1 Select the object you want to delete.
- 2 Press Delete, or choose Delete from the Edit menu.

## Undoing or Redoing an Action

You can undo (reverse) any action in LivePix. If you change your mind, you can redo (repeat) the undone action. For example, if you delete an item by accident, you can undo the deletion.

LivePix features unlimited undo and redo, which lets you reverse or repeat multiple previous actions. For example, if you skewed an object, rotated it, and then moved the object, LivePix can reverse or repeat each step sequentially. The menu command identifies the action to be undone or redone.

### **To undo one or more actions:**

- Choose Undo from the Edit menu.

For multiple actions, continue choosing Undo until you're finished.

### **To redo one or more actions:**

- Choose Redo from the Edit menu.

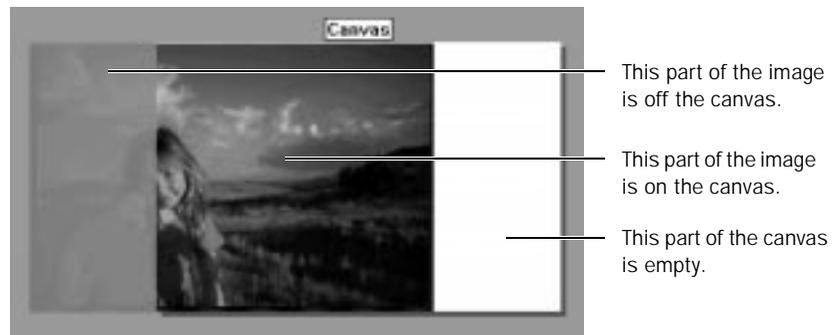
For multiple actions, continue choosing Redo until you're finished.

## Modifying Objects

Using the toolbar, you can move objects, change their size, and apply special effects such as rotation, skew, perspective, and distortion.

### Moving Objects

Using the Selection tool or one of the Position tools—Rotate, Skew and Perspective—you can move objects around the canvas and even off the canvas. Any part of an object that is off the canvas appears at 50% of its current opacity setting.



### To move objects:

- 1 Select the objects you want to move.
- 2 In the toolbar, click the Selection tool or one of the Position tools.

When a Position tool is inside an object's bounding box, it functions as a moving tool.

- 3 Position the pointer inside the object's bounding box.



When the pointer is in the right position to move the objects, it changes to the pointer shown at the left.

If you've selected more than one object, you can drag from within the outline of any of the selected objects.

- 4 Drag the object to its new position in the workspace.

## Resizing (Scaling) Objects



Using the Selection tool, you can resize, or *scale*, objects, making them larger or smaller. Remember that you must first select the object (or objects) you want to scale.

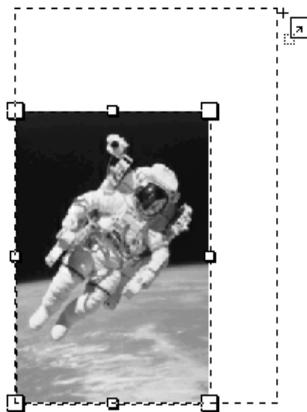
- *Proportional scaling* changes the object's width and height at the same time, maintaining the ratio of the two dimensions (*aspect ratio*).
- *Horizontal scaling* changes the object's width, but not its height.
- *Vertical scaling* changes the object's height, but not its width.

When the pointer is in the right position to scale the objects, it changes to one of the pointers shown in the following illustrations.

### To scale proportionally:

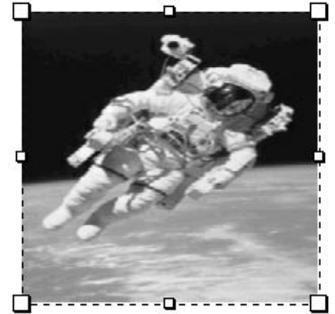
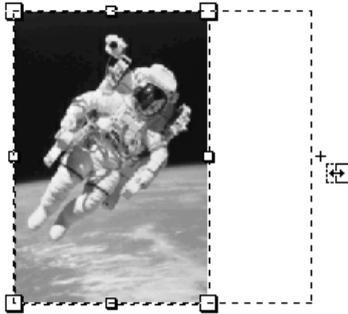


- With the pointer, drag any *corner handle* on the bounding box.



**To scale horizontally:**

- With the pointer, drag the center handle on the left or right side of the bounding box.

**To scale vertically:**

- With the pointer, drag the center handle on the top or bottom side of the bounding box.



If you selected more than one object, the scaling affects all selected objects.

## Rotating Objects



Using the Rotate tool (one of the Position tools), you can freely rotate selected objects in your project. You can also use a menu command to rotate objects by increments of 90°.



rotation in progress



after rotation

### To rotate one or more objects with the mouse:

- 1 Select the objects you want to rotate.
- 2 Click the Rotate tool in the toolbar.
- 3 With the pointer, drag a corner handle of the bounding box clockwise or counter-clockwise.



When the pointer is in the right position to rotate the objects, it changes to the pointer shown at the left.

### To rotate one or more objects by increments of 90°:

- 1 Select the objects you want to rotate.
- 2 Choose Rotate from the Object menu.
- 3 Choose the increment—90° Right, 180°, or 90° Left—from the submenu.



## Skewing Objects



Using the Skew tool (one of the Position tools), you can *skew* (or slant) an object, both horizontally and vertically.

### To skew one or more objects:

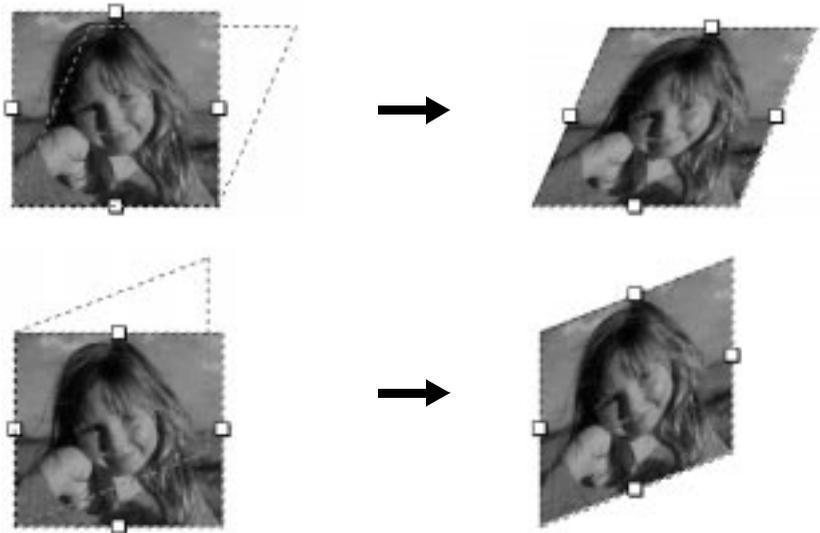
- 1 Select the objects you want to skew.
- 2 Click the Skew tool in the toolbar.



As soon as you click the Skew tool, the corner handles of the bounding box disappear. When the pointer is in the right position for skewing, it changes to the pointer shown at the left.

- 3 With the pointer, drag a bounding box handle horizontally or vertically until you've achieved the desired skew angle.

To skew horizontally, drag the handles on the top or bottom of the bounding box. To skew vertically, drag the handles on the sides of the bounding box.



Skewing can result in a variety of interesting effects. Feel free to experiment. Remember, you can always undo it!

## Applying Perspective to Objects



Using the Perspective tool (one of the Position tools), you can apply three-dimensional *perspective* to an object.

The side of the bounding box opposite the handle you're dragging remains fixed; it's as if it were on hinges. For example, if you're dragging the left or right handle, the effect is like opening a door toward you or away from you.

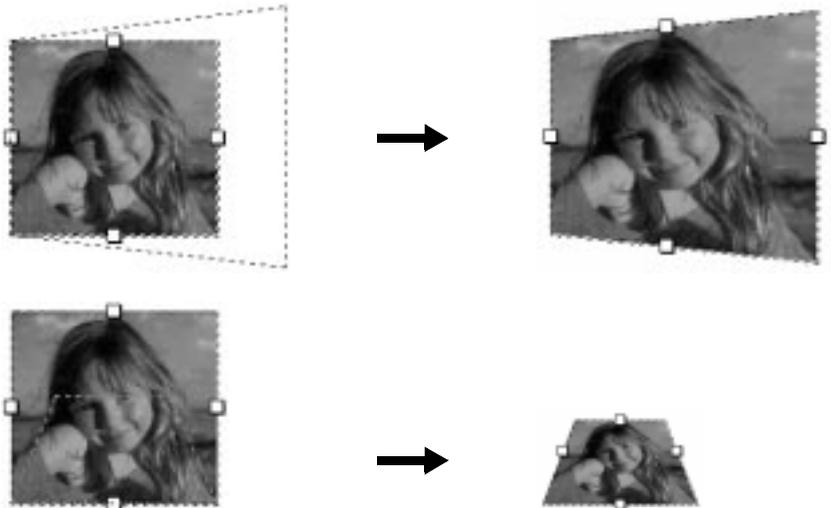
### To apply perspective to one or more objects:

- 1 Select the objects you want to change.
- 2 Click the Perspective tool in the toolbar.



As soon as you click the Perspective tool, the corner handles of the bounding box disappear. When the pointer is in the right position to apply perspective, it changes to the pointer shown at the left.

- 3 With the pointer, drag a bounding box handle up or down, left or right, depending on the effect you want to create.



Perspective can create many unusual and entertaining effects. Feel free to experiment. You might want to start with a simple filled rectangle, just to get a feel for what perspective can do. After you apply it to one handle of the bounding box, undo the perspective and try another handle.

## Flipping Objects

Using the Flip commands, you can easily *flip* an object horizontally (side to side) or vertically (top to bottom). Flipping an object creates an instant mirror image, as in the following example:



original



horizontal flip



vertical flip

### To flip one or more objects:

- 1 Select the objects you want to flip.
- 2 Choose the Flip command from the Object menu.
- 3 Choose Horizontally or Vertically from the submenu.

## Changing Opacity and Edge Settings

The Opacity and Edge sliders in the control bar let you change an object's *opacity* and *edge*.



- Opacity specifies the visibility of an object, from 0% (the object is completely transparent, or invisible) to 100% (the object is opaque, or fully visible). The preset opacity is 100% for objects on the canvas. Objects off the canvas appear at 50% of their current opacity setting.
- Edge describes the level of softness or hardness of an object's edge or boundary. The preset edge is 0%, which is the hardest setting. The softest setting is 100%.

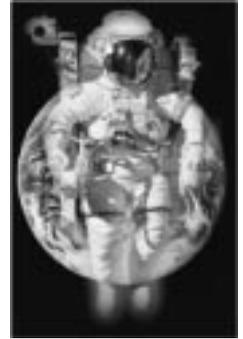
The following example, a cutout photo of an astronaut, illustrates various opacity and edge settings.



opacity = 100%  
edge = 0%  
The astronaut image is  
opaque with hard edges.



opacity = 65%  
edge = 0%  
The image is equally  
transparent throughout.



opacity = 100%  
edge = 25%  
The image's edges are  
soft; its interior is solid.

### To change the opacity or edge of one or more objects:

- 1 With the Selection tool, select the objects whose opacity or edge you want to change.
- 2 Drag the appropriate slider to its new setting.

There are two additional ways to change the settings:

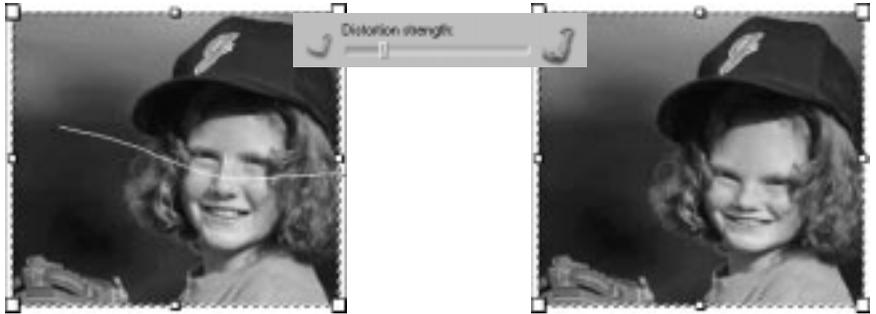
- You can type the percentage value in the box above the slider and then press Enter.
- To increase or decrease the opacity setting by increments of 10%, you can press the plus (+) and minus (-) keys, respectively.

### Distorting a Photo



Using the Distort tool, you can “stretch” a selected photo on the canvas as if it were on a piece of rubber. The effect is like what you see when you stand before a fun-house mirror at a carnival. When you drag the Distort tool, it pulls the image in the direction you drag.

When the Distort tool is active, the control bar displays a Distortion Strength slider ranging from weak to strong. By varying the intensity of the distortion, you control whether the Distort tool affects a small part of the photo or a large area.



A low distortion strength spreads the distortion over a wide span.



A high distortion strength concentrates the distortion in a narrow span.

### To distort a photo:

- 1 Select the photo you want to distort.
- 2 Click the F/X tool in the toolbar, and then select the Distort tool.
- 3 In the control bar, drag the slider to set distortion strength.
- 4  With the pointer, drag a line through the part of the photo you want to distort.

After you distort a photo, you can reset it to its original state.

**To reset a distorted photo:**

- 1 Select the photo.
- 2 Click the F/X tool in the toolbar, and then select the Distort tool.
- 3 Click Reset in the control bar.

Creating a Shadow

A *shadow* gives a three-dimensional effect to an object. The shadow is typically below the object that casts it and offset to one side. The shadow is the same shape and size as the object.



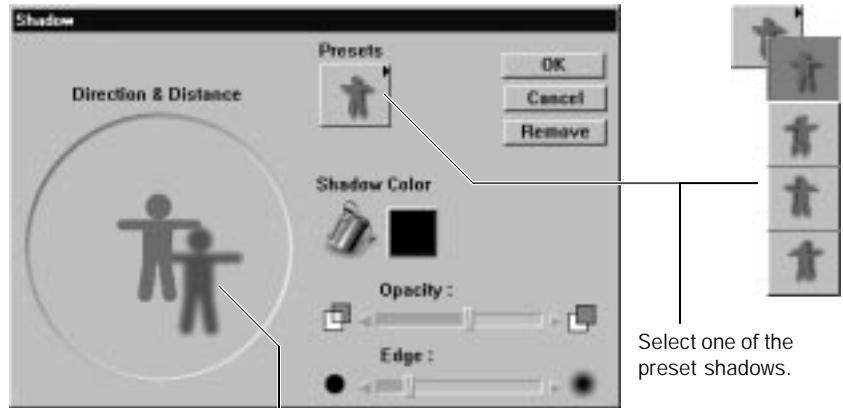
In LivePix you can place a shadow behind photos, cutouts, lines, shapes, and text. You can set the color of the shadow, its location, and its opacity and edge.

**To place a shadow:**

- 1 Select the object you want to shadow.
- 2 Click the F/X tool in the toolbar, and then select the Shadow tool from the palette.



The Shadow dialog box appears.



Drag the shadow to position it relative to the object.

- 3 Click Presets, and select one of the preset shadow types.
- 4 If you want to modify the preset shadow, drag the shadow in the Direction & Distance area of the dialog box to set its position relative to the object.
- 5 Set the opacity and edge of the shadow.  
For more information on setting opacity and edge, see “Changing Opacity and Edge Settings” on page 58.
- 6 Click Shadow Color and select a color for the shadow from the palette.
- 7 Click OK.

**To remove a shadow:**

- 1 Select the object with the shadow.
- 2 Select the Shadow tool.
- 3 In the Shadow dialog box, click Remove.

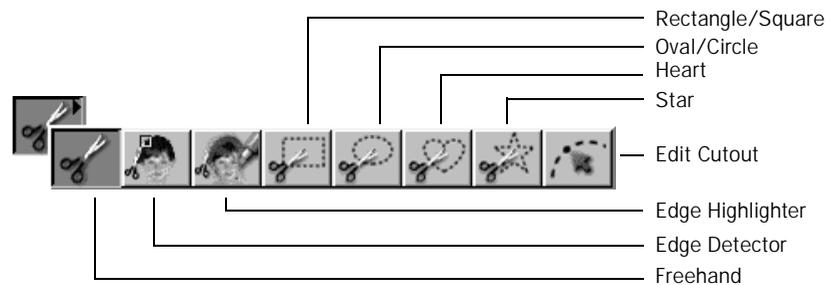
This removes the shadow and closes the dialog box.

## Cutting Out Shapes



Using the Cutout tools, you can create many interesting, amusing, and even bizarre effects. For example, you might have a picture of the Grand Canyon and a picture of your little brother that you took in your back yard. You start your project with the Grand Canyon, you insert your little brother and cut out the back yard, and there's your little brother in the Grand Canyon!

The Cutout tools are in a palette on the toolbar.



For information on selecting tools from palettes, see “Using the LivePix Toolbar” on page 14.

After you've made a cutout, you can edit it (see “Editing a Cutout” on page 72), or you can always delete it (see “Deleting Cutout Shapes” on page 73).

## Cutting Out a Freehand Shape



The Freehand Cutout tool gives you complete control over the cutout you create. You simply click your way around the shape you want to cut out. The tool creates an *anchor point* each time you click, and then joins the points together (like “connect the dots”) to define the shape.

### To cut out a freehand shape:

- 1 Select the object you want to cut out. Click the Cutout tool in the toolbar, and then select the Freehand Cutout tool in the palette.
- 2 In the workspace, set the first anchor point by clicking at the point where you want to begin.

- 3 Move the crosshair to the next anchor point, and click again.



crosshair

Repeating this step as often as needed, click your way around the shape.

If you set a point and then decide you don't want it, press Backspace. LivePix deletes the point, and you can continue from the previous point.

- 4 When you're almost all the way back to the starting point, double-click to complete the cutout line.



anchor point

LivePix automatically draws a straight line from the point you double-clicked to the starting point.

5 To finish, click Cut in the control bar.



If you want to cancel the cutout altogether, click Cancel.

---

Note: You can switch back and forth between the Freehand Cutout tool and the Edge Detector (described on page 67) by pressing Ctrl. This lets you combine the two types of cutout in a single operation.

---

### Cutting Out a Preset Shape

You can cut out a preset shape from an object using the Rectangle Cutout, Oval Cutout, Heart Cutout, and Star Cutout tools.

Here's an example of a heart-shaped cutout from an object:



**To cut out a single preset shape:**

- 1 Select the object you want to cut out.
- 2 Select one of the preset Cutout tools in the toolbar (Rectangle Cutout, Oval Cutout, Heart Cutout, or Star Cutout tool).
- 3 In the workspace, drag the cutout shape around the object.

Before you begin, try to visualize a rectangular bounding box around the finished cutout. You should begin dragging from one of the corners of this box. As you drag, LivePix shows you an outline of the cutout shape. (If you drag the Heart or Star Cutout tools upward, you get an upside-down heart or star cutout.)

To create a circle or square, or a heart or star cutout that fits inside a square bounding box, hold down Shift as you drag the appropriate tool.

- 4 When you're finished, click Cut.

If you want to cancel the cutout altogether, click Cancel.

You can also use the same or different cutout tools more than once on a single object. Here is an example of a heart cutout with a star cut out of it.

**To make more than one cutout:**

- 1 Select the object you want to cut out.
- 2 Click the Cutout tool in the toolbar, and then select your first Cutout tool from the palette—for example, the Heart cutout.
- 3 Make the first cutout, as described above, but *don't* click Cut yet.
- 4 Select another Cutout tool from the palette.

- 5 Make your second cutout.
- 6 Continue selecting Cutout tools and making cutouts until you're finished.
- 7 Click Cut.

---

Note: You can combine any of the Cutout tools (such as the Freehand Cutout tool) in this manner, not just the preset shapes.

---

### Making Cutouts with the Edge Highlighter and Edge Detector

When you're cutting out something with a definite outline, you can use the Edge Highlighter and Edge Detector tools. These tools are intended to be used to make an accurate *silhouette*. Both tools find the edges of the shape you're cutting out, so the process is almost automatic.

- Use the Edge Highlighter to make a quick cutout around a shape.
- Use the Edge Detector to make a more precise cutout around a shape and to cut out around shapes that have been altered with the Distort tool.

You use both tools in much the same manner as the Freehand Cutout tool: You click to set a starting point, click around the shape you want to cut out, double-click to complete the shape, and click Cut to complete the cutout.

---

Note: For a close-up view while you're using the Edge Highlighter or Edge Detector tool, you can zoom and pan the canvas. To do so, click the Zoom or Pan tool, use the tool to get the view of the canvas you want, and then click the Cutout tool again.

---

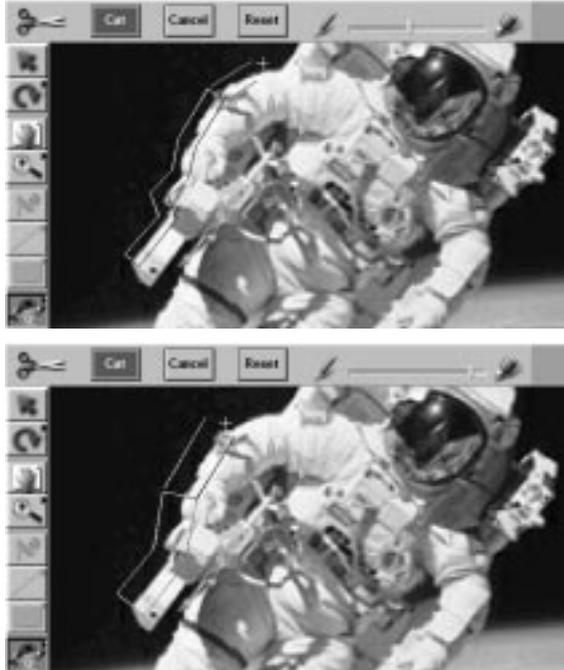
### To silhouette with the Edge Highlighter:



- 1 Select the Edge Highlighter tool from the Cutout tool palette.

- 2 Click to set the first point, and then move the mouse.

As you move the mouse, note the parallel lines that move from the starting point in the direction you drag. The Edge Highlighter will cut out only inside these lines.



Note the effect of the thickness slider on the Edge Highlighter's path.

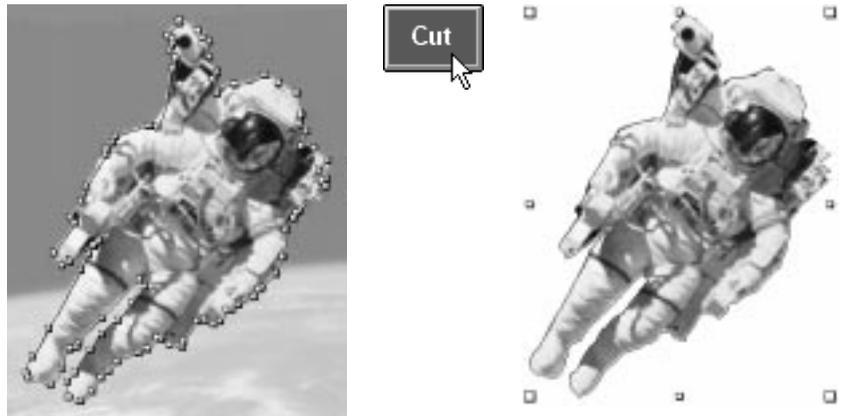
- 3 At any time while making your cutout, you can use the thickness slider in the control bar to adjust the width of the path in which the Edge Highlighter seeks an edge.

The more the slider is to the left, the narrower the path. You'll probably find that you have to set more points this way, but you also have more control. The more the slider is to the right, the wider the path.

- 4 Continue to click around the shape.

To undo your last click, press Backspace.

- 5 When you're almost all the way back to the starting point, double-click to finish the cutout line.  
LivePix automatically draws a straight line from the point you double-clicked to the starting point.
- 6 Click Cut to complete the cutout.



Unlike the Edge Highlighter, the Edge Detector lets you control finding the cutout shape's edges, giving you greater precision.

### To silhouette with the Edge Detector:



- 1 Click the Cutout tool in the toolbar, and then select the Edge Detector tool from the palette.  
At this point you might want to zoom in on the canvas. Because the Edge Detector works very precisely, it's easier to control if you have a closeup view of the edge you're cutting.
- 2 To set the first point, click directly on the edge of the shape you want to cut out.

- 3 Use the mouse to move the crosshair along the edge of the shape.

Note how a line follows the crosshair along the edge from that first point.



- 4 Keep moving the crosshair, and click to set the next point.

If necessary, move the crosshair back and forth a little to keep the line on the edge of the shape.

- 5 Repeat step 4 until you've gone all the way around the shape.

If you're working in a zoomed view of the canvas, select the Pan tool to pan as needed to go around the shape.

To delete a point, press Backspace.

- 6 When you're almost all the way back to the starting point, double-click to complete the cutout line.
- 7 Click Cut to make the cutout.

---

Note: You can switch between the Edge Detector and the Freehand Cutout tool by pressing Ctrl. This lets you combine the two types of cutout in a single operation.

---

### Positioning a Photo Inside a Cutout

If you find that a photo is not placed inside a cutout exactly as you want it, as in the example below, you can reposition the photo inside the cutout shape and then recut the cutout.



#### To reposition a photo after you've made a cutout:

- 1 Select the cutout you want to reposition.
- 2 Click the thumbnail at the left end of the control bar.

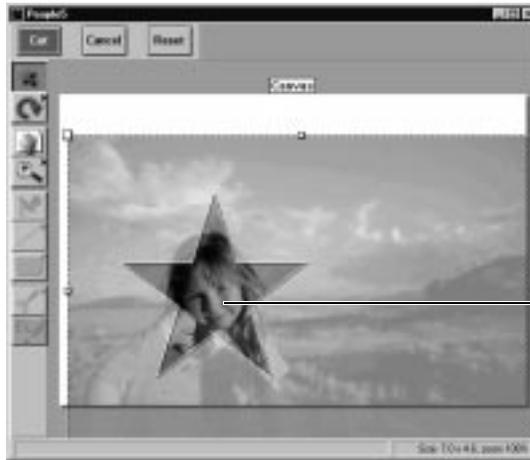


Click here.

The screen returns to the way it looked just before you made the cutout, with the area inside the cutout shape at full opacity and the surrounding area at half opacity. In addition, the control bar again shows the Cut and Cancel buttons.



- 3 Place the pointer inside the cutout shape, and drag the photo in the cutout until it's in the position you want.



Drag inside the cutout shape.

- 4 If you want, you can also apply other positioning effects to the photo at this time—such as rotation, skew, and perspective.
- 5 Click Cut to complete the cutout.



### Editing a Cutout

You can edit any of your cutouts either before you click Cut in the control bar or at any time afterward.

#### To edit an existing cutout:

- 1 Select the cutout object you want to edit.
- 2 Click the Cutout tool in the toolbar, and then select the Edit Cutout tool in the palette.



When the Edit Cutout tool is selected, you can do any of the following:

- You can move anchor points.
- You can add anchor points to any cutout.
- You can delete anchor points.

**To move an anchor point:**

- Drag the anchor point with the mouse.

**To add an anchor point:**

- Drag the cutout line where you want the new anchor point.



Moving an anchor point



The heart-shaped cutout after moving one point and adding two new points.

**To delete an existing anchor point:**

- Drag the point you want to remove to the nearest point on either side of it and release the mouse.

**Deleting Cutout Shapes**

If you don't want the cutout you created—for example, you used the Star Cutout tool, and you wanted the Heart Cutout tool instead—LivePix lets you restore the object to how it looked before you made any cutouts.

**To delete all cutouts you've made to an object:**

- Select the object, and choose Delete Cutout Shape from the Object menu.

---

Note: If you've made multiple cutouts, Delete Cutout Shape removes them *all*. For that reason, be sure that's what you want to do before you proceed.

---

## Working with Text

You can add text to your project and then treat it as you would any other object. For example, you can:

- Scale, rotate, and skew it
- Apply perspective
- Change its opacity and edge
- Substitute a photo from the Gallery inside the text characters
- Change its color or use the special Filter effect

You can also apply styles to text, such as:

- Bold, italic, or underline
- Alignment: left, right, or center
- Fonts and point size

### Adding Text to Your Project

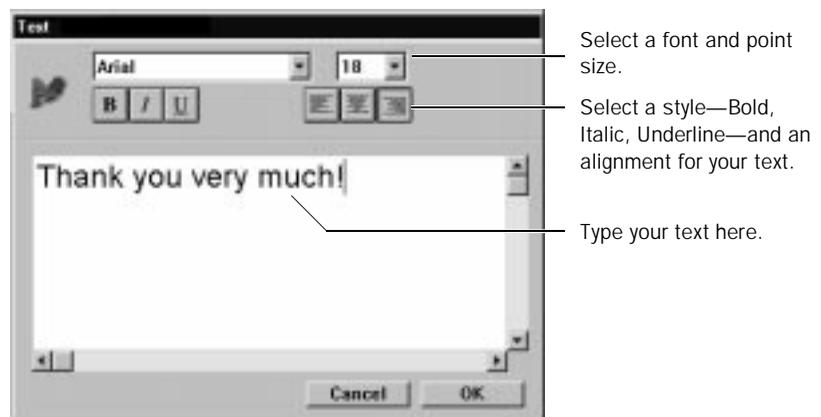
You add text to a project with the Text tool and the Text dialog box.

#### To add text to a project:

- 1 Click the Text tool in the toolbar.



LivePix displays the Text dialog box.



- 2 In the Text dialog box, type the text you want to add.

To type more than one line of text, press Enter to start a new line.

- 3 Select the font and type size, and use the buttons to select the bold, italic, or underlined style.

These settings apply to all the text in the dialog box. To create text with different attributes—for example, some bold text and some italic text—create a separate text object for each attribute.

- 4 Click the appropriate button to left-align, center, or right-align the text.

Alignment is only meaningful for text on more than one line; it refers to how the text appears on the canvas. Left-aligned and right-aligned text are aligned to the left and right edges of the bounding box, respectively; centered text is centered within the bounding box. You don't actually see the alignment until you close the Text dialog box.

- 5 Click OK to insert the text into your project.

### Selecting Text

Before you can edit or otherwise alter text, you must first select it.

#### To select text:

- If the text is in front of another object, click directly on one of the letters.



Click here (or directly on any letter) to select the text.

If you click inside the bounding box but not on the text, LivePix selects the object under the pointer (in the example above, the photo of the girl).

- If the text is not in front of another object, click anywhere inside the text's bounding box.

## Editing Text in a Project

You edit text in a project using the Text dialog box.

### To open the Text dialog box to edit your text:

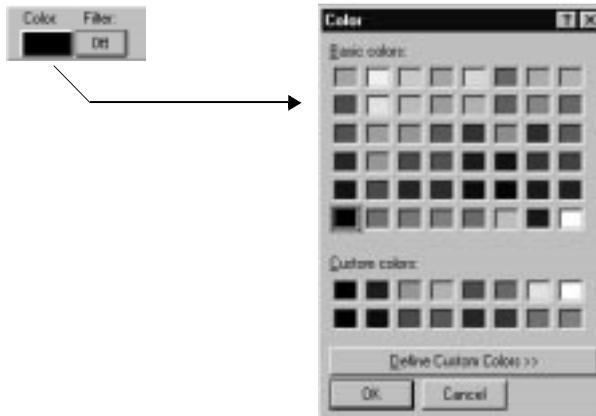
- Select the text you want to edit, and click the Text tool.
- Double-click the text with the Selection tool.

## Working with Text Color

You can set the text to any of the available colors.

### To specify text color:

- 1 Select the text object.
- 2 Click the color sample in the control bar.



- 3 Select a color from the color palette and click OK.

## Using the Color Filter Effect with Text and Shapes

When you add text or draw objects to your project, you have an additional color setting in the control bar: Filter.

The Filter setting works much as a filter works on a camera: it intensifies some colors and doesn't affect other colors at all, heightening contrast and brightness in some cases and subtracting colors in other cases.



Opacity = 100%  
Filter = On



Opacity = 100%  
Filter = Off



Opacity = 50%  
Filter = Off

When Filter is off, colors behave as you'd expect. At 100% opacity the letters or shape completely block out anything that's underneath. At reduced opacity levels the background begins to show through, but the color in the text or shape is uniform throughout.

Text and shapes used with the Filter attribute must be over something to be visible at all. (There must be something to filter!) If you drag filtered text or a shape to an empty area of the canvas or off the canvas entirely, the text or shape isn't visible at all.



Opacity = 100%  
Filter = On

In both examples  
the text is partly  
off the photo.

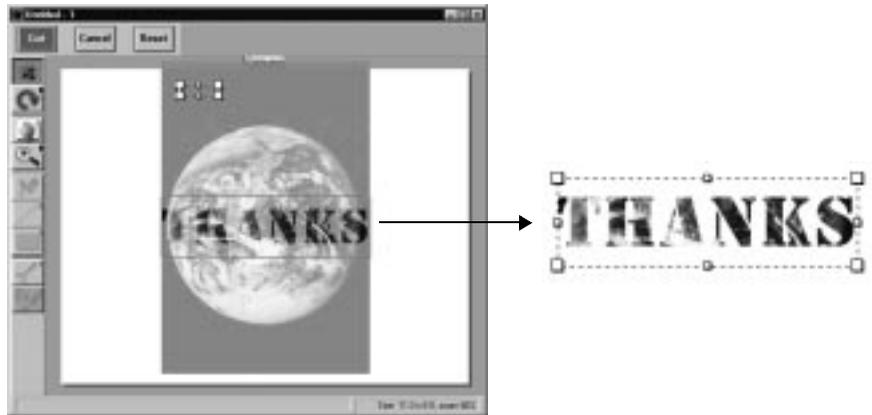


Opacity = 100%  
Filter = Off

The Filter color option can produce some striking effects. Experiment with it until you get a sense of what it will do to your photos.

## Using Text as a Stencil

Using the Substitute button in the Gallery or the Substitute command, you can fill your text with a photo instead of a solid color. After adding text to your project, you can substitute a photo for the text shape as described in “Substituting Photos” on page 34.



You can reposition the photo inside the stencil. For information, see “Positioning a Photo Inside a Cutout” on page 71.

---

Note: If you delete a stencil, you delete both objects: the text *and* the object providing the fill image.

---

## Drawing in Your Project

LivePix has two Draw tool palettes. The Filled Shapes palette contains tools for drawing shapes filled with a solid color. The Outline palette contains tools for drawing straight lines and outlines of shapes.



Filled Shapes palette



Outline palette

When one of the Draw tools is active, controls for changing color, opacity, and edge appear in the control bar. Changing opacity and edge are described

under “Changing Opacity and Edge Settings” on page 58. You can also switch between normal and Filter color settings, which are described later under “Using the Color Filter Effect with Text and Shapes” on page 77.

### Drawing Filled Shapes

You can liven up your projects with a colorful heart or star or put words in someone’s mouth with a voice balloon. For business presentations, you can place text inside a box.

#### **To draw a shape in your project:**

- 1 Select a shape from the Filled Shapes tool palette.
- 2 Drag in the canvas to draw the shape.

To draw a perfect circle, square, heart or star, hold down the Shift key as you drag.

### Drawing Lines and Outlined Shapes

Using the Outline tool palette, you can draw outlined shapes and straight lines.

#### **To preset the width of lines for the Draw tool:**

- 1 Select one of the tools from the Outline tool palette.
- 2 Before you draw the object, select a line width from the palette in the control bar.



---

Note: You must preset the line width for it to take effect.

---

#### **To draw a straight line:**

- 1 Select the Line tool from the Outline tool palette.
- 2 Drag in the canvas to draw your line.

To constrain your line to 45° increments, hold down the Shift key as you drag.

**To draw an outline shape in your project:**

- 1 Select a shape from the Outline tool palette.
- 2 Drag in the canvas to draw the shape.

To draw a circle, square, or star, hold down the Shift key as you drag.

**Selecting Outlined Shapes**

Before you can change the color of an outlined shape or otherwise alter it, you must select it.

**To select an outlined shape:**

- If the shape is in front of another object, click directly on it.



Click here (or anywhere on the line) to select this object.

If you click inside the bounding box but not on the outlined shape, LivePix selects the object under the pointer (in this case, the photo).

- If the shape is not in front of another object, click anywhere inside its bounding box.

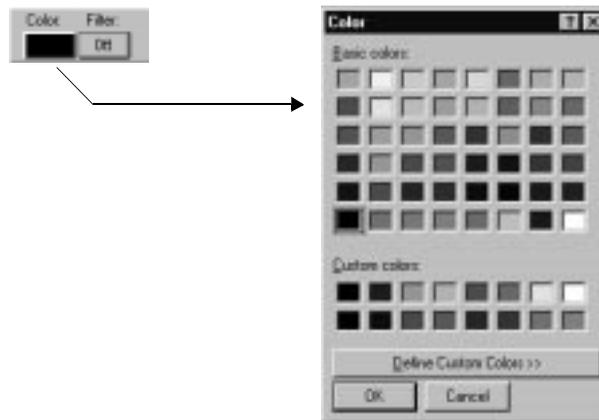
**Setting Colors**

You can either preset the color for lines and shapes or change their color after drawing them.

**To preset the color for lines and shapes:**

- 1 Deselect all objects in the project.
- 2 Select one of the Draw tools in the toolbar.

- 3 Click the color sample in the control bar.



- 4 Select a color from the palette and click OK.
- 5 Draw the line or shape.

### **To change the color of a line, outline, or filled shape:**

- 1 Select the line or shape whose color you want to change.
- 2 Click the color sample in the control bar.
- 3 Select the new color from the color palette and click OK.

### Using the Color Filter Effect with Shapes and Lines

The Filter color option works the same way for draw objects as it does for text. See “Using the Color Filter Effect with Text and Shapes” on page 77.

## Arranging Objects

As you add objects to your project, you’ll find these LivePix features especially helpful:

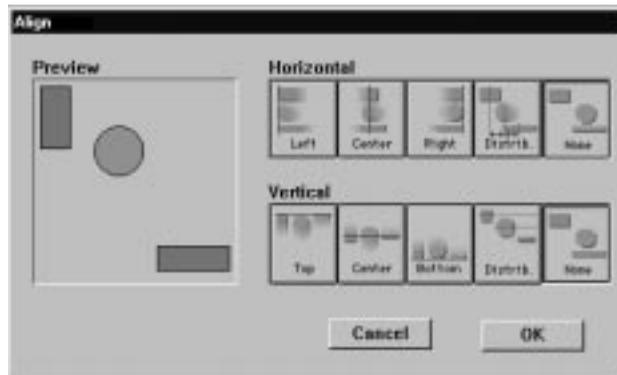
- You can *align* objects relative to each other, helping you arrange objects precisely.
- You can move objects forward or backward in the *stack* of objects in the project.

## Aligning Objects

LivePix makes it easy to line up objects in your projects. You can align objects horizontally (left, center, and right), vertically (top, center, and bottom), or both. You can also *distribute* the objects horizontally or vertically.

- Left, right, top, and bottom alignment all use one of the selected objects as a fixed point of reference. For example, when you're left-aligning, the objects align to the object furthest to the left. When you're right-aligning, they align to the object furthest to the right. In either case, that object doesn't move.
- Center alignment, both horizontal and vertical, uses the center of the bounding box surrounding the selected objects as a point of reference. In this case, it's possible that all the selected objects might have to move to align themselves to the center line.
- Distribution uses the edges of the bounding box as a reference point. The objects at either extreme—for example, far left and far right—remain where they are, and the other objects move so that the horizontal or vertical space between all the objects is the same.

The Align dialog box shows the effect of each alignment option.



### To align two or more objects:

- 1 Select the objects you want to align.
- 2 Choose Align from the Object menu.
- 3 In the Align dialog box, click the button for the alignment option (or options) you want.

If you choose an alignment option and then change your mind, click None for that dimension. You don't have to cancel the alignment.

4 When you're satisfied with the alignment, click OK.

Alignment physically moves objects, so experiment until you feel comfortable with it. Remember, you can always undo an alignment.

### Changing Object Order

*Object order* refers to the way the objects in your project sit on the canvas. The objects have a two-dimensional relationship—they're to the left or right of each other—but they also exist in *depth*, with some objects in front of others.

The first object you insert into a project is at the back of the object order, and LivePix places each new object *in front* of the other objects. Thus, the most recently added object is at the front of the object order.



In this example, the photo of the girl is in back. The voice balloon is in front of the photo, and the text is in front of the balloon.

You might want to change an object's position in the order—for example, to move it all the way to the back, so that it's behind all the other objects in the project. You can move objects to the front or the back, and you can also move them forward or backward just one position in the object order.

#### **To move an object all the way to the back:**

- Select the object, and choose Send To Back from the Object menu.

#### **To move an object all the way to the front:**

- Select the object, and choose Bring To Front from the Object menu.

**To move an object one position toward the back:**

- Select the object, and choose Move Backward from the Object menu.

**To move an object one position toward the front:**

- Select the object, and choose Move Forward from the Object menu.

You can also arrange multiple selected objects this way. In that case, they retain their position relative to each other. The objects don't need to be adjacent in the object order. For example, if you move two objects to the back, the frontmost of the two objects remains in front of the other.

## Chapter 6

# Touching Up Photographs

In this chapter you'll learn:

- How to remove “red-eye” from flash photography
- How to increase or decrease overall color
- How to adjust brightness and contrast
- How to increase or decrease specific colors
- How to correct the color in your photos
- How to apply filters to your photos
- How to clone areas of your photos
- How to sharpen or blur the appearance of your photos

LivePix provides several tools that are particularly designed to let you get the very best from the photographs you use in your projects. These techniques, known as *color correction*, allow you to adjust the colors in the photos in your projects.

### Removing “red-eye”



If you've taken flash pictures of your family or friends, you've probably encountered “red-eye,” which is caused by the light of the flash bouncing off the retina in the back of the eye. LivePix provides a special tool that removes this annoying and unattractive phenomenon from your photos.

#### **To remove red-eye:**

- 1 In your project, select the photo that has the red-eye problem.
- 2 Click the F/X tool in the toolbar, and select the Remove Red-Eye tool from the palette.
- 3 With the Remove Red-Eye pointer, click in the photo where you want to remove the red-eye effect.

LivePix senses the red-eye area and darkens it.

- 4 To adjust the amount of red-eye removal, drag the Red-Eye Selectivity slider in the control bar to the left or right. Dragging to the right produces more correction, dragging to the left produces less.

### Increasing and Decreasing Colors

You might have some photos that have lost some of their color—old, faded photographs are a good example—or you might have a photo that has too much color. Using the Increase/Decrease Color command, you can bring faded photos back to life or tone down colors that are too rich.

This command works on the *color saturation* of the photo. When a photo's colors are heavily saturated, reds are very red, greens are very green, and so on. When a photo loses colors, it ultimately becomes a black-and-white—more accurately, a *grayscale*—photo.

#### To change the color saturation in a photo:

- 1 Select the object whose color saturation you want to change.

This object must be an image file (for example, an FPX or a JPEG file).

- 2 Choose Increase/Decrease Color from the Photo menu.

LivePix displays the Increase/Decrease Color dialog box, with two thumbnails of the photo, labeled Before and After. The Before thumbnail shows the photo before you adjust the color saturation. The After thumbnail updates as you make changes.



- 3 Drag the slider until you achieve the effect you want.

Dragging to the right increases the photo's color saturation. Dragging to

the left decreases colors. A grayscale image is the result of dragging the slider all the way to the left.

You can zoom and pan in the dialog box so you can check the colors in particular parts of the photo.

- 4 When you're satisfied with the color adjustment, click OK.

---

Note: Increase/Decrease Color can only work on colors that already exist in the photo. For example, if a photo contains red, this command can increase or decrease the amount of red in the photo. However, if the photo lacks any red, Increase/Decrease Color can't *add* red to it.

---

## Adjusting Brightness and Contrast

LivePix lets you adjust the brightness and contrast of photos. If you've adjusted the brightness and contrast on your computer monitor or your television set, you understand the principle at work here.

- *Brightness* refers to the overall lightness or darkness of the photo. If you increase the brightness, all colors get lighter. If you decrease it, all colors get darker.
- *Contrast* is the difference between the lightest and darkest areas of a photo. If you increase the contrast, the light areas get lighter, and dark areas get darker. If you decrease the contrast, there is less difference between light and dark.

### To adjust the brightness and contrast of a photo:

- 1 Select the photo you want to change.

This object must be an image file (for example, an FPX or a JPEG file).

- 2 Choose Adjust Brightness/Contrast from the Photo menu.

LivePix displays the Brightness/Contrast dialog box, with two thumbnails of the photo, labeled Before and After. The Before thumbnail shows the photo before you adjust the brightness and contrast. The After thumbnail show the effects of your adjustments.



The After thumbnail shows the effect of increasing the Brightness.

- 3 In the Brightness dialog box, drag the Brightness or Contrast sliders until the colors are as you want them.

You can zoom and pan in the dialog box so you can check the colors in particular parts of the photo.

- 4 When you've finished adjusting the brightness and contrast, click OK.

## Changing Colors

When you adjust brightness and contrast, you work on a range of colors, but LivePix also allows you to adjust specific colors in a photo. For example, you can increase the amount of green in a photo or decrease the amount of blue.

### To change photo colors:

- 1 Select the photo you want to change.
- 2 Choose Change Color from the Photo menu.

The Change Color dialog box appears. It shows the original photo, plus previews of the photo with increased levels of green, yellow, red, magenta, blue, and cyan.



The dialog box is arranged in the form of a color wheel. The previews on opposite sides of the wheel are opposites of each other. For example, when you subtract blue, whose opposite is yellow, it is the same as adding yellow. (Note the color of the arrow pointing to the Less Blue preview.)

- 3 Drag the Intensity slider until you're satisfied with the color adjustments. At lower Intensity settings, there's less change in the selected color. At higher Intensity settings, the change in the selected color is greater.
- 4 Click the color you want to add or subtract.

That color's preview now moves into the center (Current Pick) position in the dialog box, and the other color previews adjust accordingly.

- 5 Repeat steps 3 and 4 for any additional colors you want to adjust.
- 6 When you're satisfied with the color changes, click OK.

### A u t o m a t i c C o l o r C o r r e c t i o n



LivePix provides an Automatic Color Correction tool that adjusts the colors in your photo to achieve a better result in print.

#### **To correct the color in a photo:**

- 1 In your project, select a photo.
- 2 Click the F/X tool in the toolbar, and select the Automatic Color Correction tool from the tool palette.

LivePix will automatically change the colors and saturation levels, to achieve optimum quality.

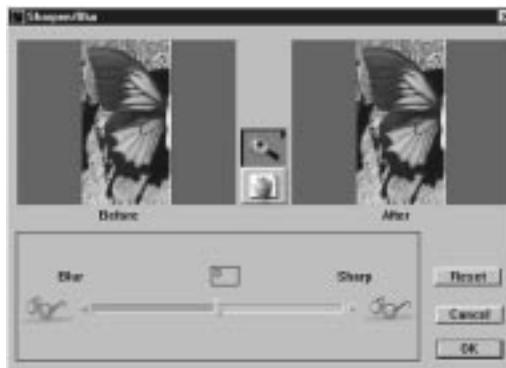
### S h a r p e n o r B l u r Y o u r P h o t o

While Automatic Color Correction adjusts the image to optimum computer levels, the Sharpen/Blur feature allows for greater control over the changes being made.

#### **To launch the Sharpen/Blur dialog box:**

- 1 In your project, select a photo.
- 2 Choose Sharpen/Blur from the Photo menu.

LivePix displays the Sharpen/Blur dialog box, with two thumbnails of the photo, labeled Before and After.



- 3 In the Sharpen/Blur dialog box, drag the Sharpen/Blur slider to the left (to blur) or to the right (to sharpen).
- 4 Compare the Before and After areas of the dialog box to see your changes.

To see different parts of the photo, use the Zoom and Pan tools in either the Before or After area.

- 5 When you are finished, click OK.

### Cloning Areas of Your Photos



LivePix provides a cloning tool that allows you to sample an image and then apply it over another area of your photo. You can also use this feature to “heal” your photo. For example, you can use the Cloning tool to remove scratches, dust, or other defects from your photos.

#### To clone an image:

- 1 In your project, select a photo.
- 2 In the toolbar, select the Cloning tool from the F/X tool palette.

LivePix displays the Cloning dialog box, with your original photo placed in the center.



- 3 Select the area you wish to clone by using the Select Source tool.

The pointer will change to the “target” icon. Click on a source area in your project.



4 Select the Brush tool.

At this time, utilize the three sliders at the top of the dialog box to control cloning elements:

- *brush size* (20% - 100%, default is 30%) controls the size of the area in which you are cloning the selected source image.
  - *pressure* (20% - 100%, default is 50%) controls the opacity of the image which you have cloned and are brushing onto another area of your project.
  - *scale* (20% - 150%, default is 100%) controls the scale of the image which you have cloned and are brushing onto another area of your project.
- 5 Hold down the mouse button while dragging the mouse throughout the destination area. This places a “clone” of the original image in the destination area.



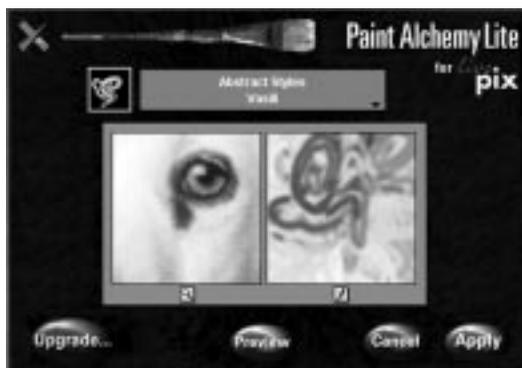
## Applying Filters to Your Photos

Filters allow you to apply additional special effects to your images. LivePix contains ten preset filters, from Xaos™ Tools' Paint Alchemy™ Lite. LivePix can also utilize additional filters from other vendors, which you may have installed on your system.

**To apply a filter to your photo:**

- 1 In your project, select the photo you wish to modify.
- 2 Choose Xaos Tools -> Paint Alchemy Lite from the Photo menu.

The Paint Alchemy interface will launch.



- 3 Select one of the preset filters.
- 4 Compare the Before and After areas to see the filter as applied to your photo.
- 5 Click Apply when you are satisfied with the changes, or Cancel to reset the image.

**To select another plug-in for use in LivePix:**

- 1 Choose Select a Plug-ins folder from the Photo menu.
- 2 Browse your file system to select a folder containing additional plug-ins.
- 3 Click OK to add the filters to the Photo menu.

LivePix will undo any filters applied to your original photo, just as you can undo any action such as skewing, cutting, or resizing.

**To undo changes applied by filters:**

- Choose Reset Filtering from the Photo menu.

## Undoing Color Changes

You might decide that, after making a number of color corrections, you want to go back to the original photo. From that point, you can try a new set of color corrections, or you can use the unmodified photo.

### **To undo all color corrections made to a photo:**

- 1 Select the photo with the color changes you want to undo.
- 2 Choose any of the following color correction commands in the Photo menu: Increase/Decrease Color, Adjust Brightness/Contrast, or Change Color.
- 3 In the dialog box, click Reset.

Reset undoes *all* these modifications:

- Increase/Decrease Color
- Adjust Contrast/Brightness
- Change Color

For example, if you increased color and changed the contrast in an object, Reset undoes both in a single step. You return to the original photo, before any color changes were made.

## Chapter 7

# LivePix and the Internet

In this chapter you'll learn:

- How to send photos and projects via E-Mail
- How to store and access collections of photos on-line
- How to receive product tips and information via LivePix Online

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Note: When accessing some of the Internet-based functions in LivePix, you must be connected to the Internet. If a connection has not been established prior to accessing these features, you will be prompted to activate your dial-up connection to your ISP.

---

### Send Your Photos and Projects via E-Mail

You can send your projects or images via E-Mail to friends and relatives using the integrated E-Mail application, Novita LiveLetter.

#### **To send photos from the Gallery:**

- 1 Select your photos in the Gallery.
- 2 Select the E-Mail button from the Gallery, while in Organize mode.  
You can also choose Send E-Mail from the Internet menu.
- 3 The Novita LiveLetter application will launch.
- 4 Selected photos are sent to Novita LiveLetter, where you can organize them, apply them to a live album, and directly insert them into your message.

You can also send the current project by clicking the E-Mail button in the

main workspace. Your project will be directly inserted into a new Novita LiveLetter message.

---

Note: Novita LiveLetter has an extensive help system, found under the Help topic in the main menu.

---

### A b o u t t h e K o d a k P i c t u r e N e t w o r k

The Kodak Picture Network gives you the opportunity to share your favorite photos with anyone, anytime and anywhere. First, you put your pictures on the Kodak Picture Network. Then, you can order prints, e-mail Picture Postcards to your friends, use your pictures in customized albums, and more!

Membership in the KodakPicture Network is free, although your local retailer may charge an additional processing fee to have your pictures placed on KODAK Picture Network.

For a low monthly fee, you can store up to 100 pictures beyond the first 30 days in which you are a member. Additional fees apply for storing more than 100 photos per month.

#### **To access the Kodak Picture Network, either:**

- Choose Kodak Picture Network from the Internet menu.

Your Web browser will automatically launch and access the Kodak Picture Network home page.

- Open your Web browser to *<http://www.kodakpicturenetwork.com>*

Once at the KPN web site, first-time users will be asked to join the Kodak Picture Network. If you have already joined, simply provide your login information in the Sign In area to access the KPN services.

## About Fujifilm.Net

Fujifilm.Net is an online service providing a better way to archive and distribute your images. Once you become a member at Fujifilm.Net, you can store and edit your images, as well as share your photo albums with friends and family.

For a low monthly fee, your Fujifilm.Net membership provides you with access to Fujifilm.Net member services, and the ability to store as many as 125 images in your area on the Fujifilm.Net server. For an additional fee, you can store more images on the Fujifilm.Net server.

### To access Fujifilm.Net, either:

- Choose FujiFilm from the Internet menu.

Your Web browser will automatically launch and access the Fujifilm.Net home page.

- Open your Web browser to *http://www.fujifilm.net*

## About Pictra

Using the integrated Pictra Share software, you can select pictures, create albums, and publish your projects on PictraNet's web site.

PictraNet is a fee-based network. Prices for PictraNet service are determined by Pictra's price list.

### To use PictraShare:

- 1 Select one or more photos.
- 2 Choose Pictra from the Internet menu to launch the Pictra Share software and connect to the PictraNet server.
- 3 Using the step-by-step instructions in the Pictra Share software, in a few mouse clicks you can organize and store an entire photo album online.

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Note: The Pictra Share application has an extensive help system, found under the Help topic in the main menu.

---

## A b o u t P h o t o N e t

PhotoNet provides a simple and convenient way to view, store, share, and enhance your photos on the Internet. Prices for this service vary, and are set by PhotoNet retailers.

### **To import photos from PhotoNet:**

- 1 Choose PhotoNet from the Internet menu.
- 2 Choose a roll of film from the pop-up menu.
- 3 You will be prompted for both a Name and a Film ID to complete the connection.
- 4 The LivePix Gallery will automatically switch to organize mode, so that thumbnails may be directly imported.
- 5 LivePix creates a temporary album called Internet, corresponding to the roll of film you have downloaded.

---

Note: When you import a roll of film, only the thumbnails are created. If you wish to use a file, double-click on a thumbnail and select the resolution. At this time, you will connect to the PhotoNet server and download the full file. If you select a high resolution image, you will be charged for this service.

---

### **To export photos from PhotoNet:**

- 1 Choose PhotoNet from the Internet menu.
- 2 Choose either a new roll of film, or select an existing roll, from the pop-up menu.  
  
If you are creating a new roll of film, you will be charged an additional fee.
- 3 You will be prompted to complete a billing information form.
- 4 Your photos will be updated into the selected roll of film.
- 5 If you have selected a new roll of film, an E-mail will be sent containing the Name and Film ID.

## About LivePix Online

Access LivePix Online for the latest news, developments, FAQs, tips and general support questions regarding LivePix Deluxe 2.0.

At LivePix Online, you can receive information and order new products, read the latest tips for maximizing your use of LivePix, and much more.

### **To access LivePix Online, either:**

- Choose LivePix Online from the Internet menu.

Your Web browser will automatically launch and access the LivePix home page.

- Open your Web browser to *<http://www.livepix.com>*



# Index

## A

- active window, defined, 16
- adding
  - anchor points, 73
  - photos to Gallery, 23
  - photos to projects, 33
  - projects to Gallery, 23
  - text, 74
- adjusting brightness/contrast, 87
- albums, 17
  - creating, 22
  - defined, 21
- aligning objects, 82
- anchor points, 63
  - adding, 73
  - editing, 73
- application window, defined, 16
- available printing area, 43

## B

- BMP file format, 17
- bounding box, 47
- brightness, adjusting, 87

## C

- canvas
  - defined, 16
  - setup, 38
- card formats, 32
- Center option, printing, 43
- changing colors, 89
- Clipboard, 50
- closing projects, 45
- closing the Gallery, 21
- color correction, 85
- color saturation, 86
- colors
  - changing, 89
  - color correction, 85–94
  - draw objects, 80
  - Filter effect, 77
  - increasing/decreasing, 86
  - text, 76
  - undoing changes, 94
- compression, image files, 41, 96
- contrast, adjusting, 87

- control bar, 14
- copying objects, 50
- creating albums, 22
- creating projects
  - from empty canvas, 31
  - from Gallery, 30
  - from photos, 29
- Crop option, printing, 43
- Cutout tools, 63
  - Edge Detector, 67, 69
  - Edge Highlighter, 67
  - Freehand Cutout, 63
  - preset shapes, 65
- cutouts, 63–73
  - editing, 72
  - positioning photos, 71
- cutting objects, 50
- cutting out
  - photos, 63–73
  - silhouettes, 63, 67

## D

- decreasing color, 86
- Delete Cutout Shape command, 73
- deleting anchor points, 73
- deleting objects, 51
- deselecting objects, 49
- digital cameras, 41
- distorting photos, 59
- distributing objects, 82
- draw objects
  - color, 80
  - Filter effect, 77
- drawing shapes and lines, 79
- drawing tools, 78–81
  - Filled Shapes, 79
  - line width, 79
  - lines, 79
  - Outlined Shapes, 79
- duplicating objects, 51

## E

- edge, 58
- Edge Detector tool, 67, 69
  - toggleing with Freehand Cutout tool, 65, 70
- Edge Highlighter tool, 67
- editing

- cutouts, 72
  - text, 76
- Enlarge option, printing, 43
- F
- file formats, 17
- Filled Shapes palette, 78
- filled shapes, drawing, 79
- Filter color, 77
- Fit option, printing, 43
- Fit To Window command, 37
- FlashPix file format, 17
- flipping objects, 58
- formats, *see* file formats *and* card formats
- Four Fold card format, 32
- FPX/FPix file formats, 17
- Freehand Cutout tool, 63
  - tooggling with Edge Detector, 65, 70
- G
- Gallery, 17, 19
  - adding photos, 23
  - adding photos to projects, 33
  - adding projects, 23
  - albums, 17, 21
  - closing, 21
  - creating albums, 22
  - item information, 21
  - moving items between albums, 24
  - My Photos album, 24
  - My Projects album, 24
  - opening, 21
  - opening projects, 28
  - Organize Gallery command, 20
  - organize mode, 20
  - removing projects or photos, 24
  - substituting photos, 34
  - switching modes, 20
  - thumbnails, 17, 22
- Getting Started dialog box, 12
  - displaying, 13
- grayscale, 86
- greeting card formats, 32
- H
- handles, 47
- Heart Cutout tool, 65
- Help, *see* LivePix Help
- horizontal scaling, 53
- I
- image files, 17, 40
  - compression, 41, 96
  - resolution, 41, 95
- images, pasting from other programs, 50
- increasing color, 86
- information, items in Gallery, 21
- IVUE file format, 17
- J
- JPEG file format, 17, 18
- L
- Landscape orientation, 32
- line width, 79
- lines
  - drawing, 79
  - selecting, 80
- Live Picture file format, 17
- LivePix
  - starting, 11
  - startup options, 12
- LivePix Help, using, 8
- LPI file format, 17
- M
- moving
  - anchor points, 73
  - items between albums in Gallery, 24
  - objects, 52
- My Photos album, 24
- My Projects album, 24
- N
- naming projects, 31, 39
- non-printing margins, 43
- O
- Object order, 83
- objects
  - aligning, 82
  - applying perspective, 57
  - changing size, 53
  - copying, 50
  - cutting, 50
  - defined, 16
  - deleting, 51
  - deselecting, 49

- distributing, 82
  - duplicating, 51
  - edge, 58
  - flipping, 58
  - moving, 52
  - moving to front or back, 83
  - opacity, 58
  - pasting, 50
  - rotating, 55
  - scaling, 53
  - selecting, 47
  - shadows, 61
  - skewing, 56
  - opacity, 58
  - opening projects, 28
  - opening the Gallery, 21
  - Organize Gallery command, 20
  - organize mode (Gallery), 20
  - orientation
    - page, 32
    - printer and page, 45
  - Outline palette, 78
  - outlined shapes
    - drawing, 79
    - selecting, 80
  - Oval Cutout tool, 65
- P
- page and printer orientation, 45
  - page orientation, 32
  - panning, 36
  - pasting objects, 50
  - perspective, 57
  - Photo CD file format, 18
  - photos
    - adding to Gallery, 23
    - adding to projects, 33
    - compression, 41, 96
    - cutting out, 63–73
    - defined, 16
    - distorting, 59
    - file information, 21
    - moving between albums in Gallery, 24
    - positioning inside cutouts, 71
    - removing from Gallery, 24
    - resolution, 41, 95
    - scanning, 41
    - substituting, 34
  - Portrait orientation, 32
  - positioning photos inside cutouts, 71
  - previewing print jobs, 44
  - previewing projects before opening, 28
  - Print Preview, 44
  - printer orientation, 45
  - printing projects, 42
  - project files, 17
  - project window, defined, 16
  - projects
    - adding to Gallery, 23
    - closing, 45
    - creating from empty canvas, 31
    - creating from Gallery, 30
    - creating from photos, 29
    - defined, 15
    - file information, 21
    - moving between albums in Gallery, 24
    - naming, 31, 39
    - opening, 28
    - page orientation, 32
    - panning, 36
    - previewing before opening, 28
    - previewing print output, 44
    - printing, 42
    - removing from Gallery, 24
    - saving, 38
    - saving as photos, 40
    - saving under different name, 39
    - zooming, 36
  - proportional scaling, 53
- R
- Rectangle Cutout tool, 65
  - red eye, 85
  - redoing actions, 51
  - removing projects or photos from Gallery, 24
  - removing red eye, 85
  - Repeat options, printing, 43
  - resizing, *see* scaling
  - resolution
    - image files, 41, 95
    - scanned images, 42
  - rotating objects, 55
- S
- saving projects, 38
    - as photos, 40
    - under different name, 39
  - scaling objects, 53
  - scanners, resolution, 42

- scanning photos
    - into projects, 41
  - screen components, 13
  - Select All command, 49
  - selecting
    - lines, 80
    - objects, 47
    - outlined shapes, 80
    - text, 75
    - tools from palette, 14
    - tools from toolbar, 14
  - Set Up Canvas command, 38
  - setting up the canvas, 38
  - shadow, 61
  - silhouettes, cutting out, 63, 67
  - skewing objects, 56
  - sliders, 14
  - Start Cutout tool, 65
  - starting LivePix, 11
  - startup options, 12
  - stencil effect, text, 78
  - substituting photos, 34
- T
- Tagged Image File Format, *see* TIFF file format
  - templates, 4
    - defined, 16
    - see also* projects
  - text, 74–78
    - adding, 74
    - color, 76
    - editing, 76
    - Filter effect, 77
    - selecting, 75
    - stencil effect, 78
    - substituting, 78
  - thumbnails, 22
    - defined, 17
  - TIFF file format, 18
  - Tile option, printing, 43
  - toolbar, 14
  - tools
    - adjusting with sliders, 14
    - selecting from palette, 14
    - selecting from toolbar, 14
  - TWAIN devices, 41
  - Two Fold card formats, 32
- U
- undoing actions, 51
  - undoing color changes, 94
  - using sliders, 14
- V
- vertical scaling, 53
- W
- windows
    - active, 16
    - application, 16
    - project, 16
  - Windows bitmap file format, 17
  - workspace
    - defined, 16
    - panning, 36
    - zooming, 36
- Z
- Zoom command, 37
  - Zoom tool, toggling, 37
  - zooming, 36