

ALDUS® GALLERY EFFECTS: Classic Art Sample

Welcome to the Gallery Effects: Classic Art Sample!

This Sample gives you the opportunity to experiment first hand with the Watercolor filter, one of the 16 Gallery Effects filters included in Gallery Effects: Classic Art.

The Watercolor effect

The Watercolor effect paints the image in watercolor style using a medium brush loaded with water and color. The color appears to have dried on smooth paper, leaving dark concentrations of pigment around the edges of the dabs.

Brush Detail

Move the slider towards 1 to paint with less detail, or towards 15 to paint with more detail.

Shadow Intensity

Move the slider towards 0 to add fewer shadows to the image, or towards 10 to add more shadows.

Texture

Choose from different texture levels: 1 for smoother texture up to 3 for a rougher texture.

Using the Watercolor effect

The settings dialog box lets you change and preview the Watercolor effect's settings. The upper left of the dialog box shows a miniature view of the original image or selection.

Drag the floating frame over the part of the image you want to preview. The area within the frame appears in the box labeled Original. Click the Preview button to preview the effect. After a short delay, a preview of the effect applied to the framed image appears in the box labeled Effect.

Adjust the controls at the bottom left of the dialog box to experiment with different settings. Each time you adjust the controls, click Preview to see the effect of the new settings. These settings can be saved for later use.

After adjusting the settings, click the Apply button to apply the effect to the image.

What is Aldus Gallery Effects?

Aldus Gallery Effects is a family of easy-to-use products that let you automatically apply special effects to text and graphics to add visual impact to printed and electronic documents.

Gallery Effects: Classic Art is a library of artistic effects that automatically transform scanned photographs and other bitmap images into sophisticated art.

Gallery Effects: Classic Art contains 16 master effects designed to recreate a classic art style: Charcoal, Chalk & Charcoal, Dry Brush, Fresco, Emboss, Poster Edges, Film Grain, Ripple, Dark Strokes, Spatter, Smudge Stick, Chrome, Mosaic, Craquelure, Watercolor, and Graphic Pen. Each effect can be customized for dozens of variations. Up to 25 settings per effect may be saved for future use.

Gallery Effects gives graphic designers or anyone else the power simply click a button and create vivid, dramatic art. Using Gallery Effects' simple controls and interactive previews, these results can be

achieved easily, reliably, and consistently.

Now graphic artists can concentrate on the creative aspects of their work, rather than spending hours manually creating artwork. Whether you're a graphic artist or not, with Classic Art you can create impressive artistic images in less time than it takes paint to dry.

APPLICATIONS AND USES

Gallery Effects can be used for a variety of purposes:

- o Creating original art works
- o Adding impact to scanned photographs for use in desktop publishing – newsletters, brochures, handbooks, magazines, annual reports, advertisements
- o Adding vitality to graphics for use in presentations, multimedia, and video
- o Transforming architectural renderings into painted visual concepts

GALLERY EFFECTS PROGRAM

Gallery Effects includes an application for applying the effects to images. It allows you to open graphics images, preview the effect you want, customize it, apply it to the image, and then save and print the results.

INTEGRATION WITH OTHER PROGRAMS

Gallery Effects also includes plug-in filters for using the effects directly within graphics programs such as Aldus® PhotoStyler^a 1.1 and programs that use PhotoStyler compatible plug-in filters. By adding Gallery Effects to PhotoStyler 1.1, you significantly increase its image-enhancement capabilities.

SYSTEM CONFIGURATION

Requires Microsoft Windows 3.0 or later and Windows 3.0-compatible hardware.

Recommended: A 386-based DOS-compatible computer, 4MB of RAM, hard disk, high-resolution graphics adapter card, and mouse.

Minimum: A 286-based DOS-compatible computer, 2MB of RAM, hard disk, EGA graphics adapter card, and mouse.

For using the effects within other programs, refer to their product requirements.

PRICE

The suggested retail price for Aldus Gallery Effects is \$199 (US).

MORE INFORMATION

For more information on Aldus Gallery Effects, visit your authorized Aldus/Silicon Beach Software dealer or distributor, or contact:

Aldus Corporation
Product Information
411 First Avenue South
Seattle, Washington, 98104
Telephone: 206-628-2320

For technical support on the Aldus Gallery Effects Sample please call:

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