xRes™ Tools Help

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Background Color

The current background and foreground colors are displayed near the bottom of the <u>Tools Palette</u>. The background color is represented by the upper left of the two overlapping swatches.

The background color is used for Eraser Tool operations.

Color Switcher

To swap the <u>Foreground Color</u> and <u>Background Color</u>, click the small double arrow in the <u>Tools Palette</u> above and to the right of the swatches.

Foreground Color

The current foreground and background colors are displayed near the bottom of the <u>Tools Palette</u>. The foreground color is represented by the lower right of the two overlapping swatches.

The foreground color is used for painting with the Brush Tool, and for fills using the Bucket Tool.

Default Colors

The black and white microswatches on the <u>Tools Palette</u> below and to the left of the foreground and background colors show the default colors. Clicking on the default colors changes the <u>foreground color</u> to black and the <u>background color</u> to white. The default colors are useful for painting operations that involve strictly black and white.   Clicking on the default colors again returns the foreground color and background color to their previous states.

FastMask

One of the most powerful features of high-end image editors is the ability to paint in a mask to create a selection. In xRes, this is accomplished by the FastMask Mode. Painting in a mask with the paint tools allows more flexibility than using the other selection tools, such as the Magic Wand Tool.

While in Normal Mode, masks are represented by selections. The area that is not in the selection is in the mask. While in FastMask Mode, the mask is represented by a 50% red area.

Creating a Mask in FastMask Mode:

1   Switch to FastMask Mode by clicking the FastMask icon at the bottom right corner of the Tools Palette (the horizontal bar below the icons indicates which mode you are in).

2   Select the Brush Tool, and use the menu command Window/Palettes/Brushes to select a Hard or Soft brush.

3   Access the Mask palette using the menu command Window/Mask. Make sure the checkboxes below all seven swatches are unchecked.

4   Use the colors black and white to paint in the mask. White paints in the mask, black erases the mask, and shades of gray paint in the mask with varying opacities. You may easily switch to black and white by clicking the Default Colors icon just above the Normal Mode icon in the Tools Palette.

5   To return to Normal Mode, click the Normal Mode icon at the bottom left corner of the Tools Palette. The selection is now defined as the area outside the mask.

Keyboard Shortcuts

Menu Shortcuts

Ctrl+A	Select All
Ctrl+B	Brightness/ Contrast
Ctrl+C	Edit/Copy
Ctrl+D	Select None
Ctrl+E	Equalize
Ctrl+H	Hide Selection
Ctrl+I	Invert Selection
Ctrl+J	Float
Ctrl+K	General Preferences
Ctrl+L	Levels
Ctrl+M	Curves
Ctrl+N	New Document
Ctrl+O	Open Document
Ctrl+P	Print
Ctrl+Q	Quit
Ctrl+R	Rulers
Ctrl+S	Save
Ctrl+U	Hue/Saturation
Ctrl+V	Edit/Paste
Ctrl+W	Closes Document
Ctrl+X	Edit/Cut
Ctrl+Y	Redo
Ctrl+Z	Undo

Floating Panel Access Shortcuts

Ctrl+F1	Tools Palette
Ctrl+F2	Brushes Palette
Ctrl+F3	Textures Palette
Ctrl+F5	Color Picker
Ctrl+F6	Tool Options
Ctrl+F7	Shape Inspector
Ctrl+F8	Info Inspector
Ctrl+F9	Objects Window
Ctrl+F10	Channels Window
Ctrl+F11	Mask Window
Ctrl+F12	Paths Window

Tools Palette Shortcuts

A	Arrow
M	Scroll Through

	Marquee Tools
T	Text
W	Magic Wand
H	Hand
Z	Zoom
S	Resize
R	Rotate
K	Skew
C	Crop
P	Pen
L	Line
I	Eyedropper
U	Bucket
G	Gradients
O	Stamp
E	Eraser
B	Brush
N	Next tool on Tools Palette
X	Toggle Foreground/Background Colors
Q	Toggle FastMask Mode
D	Toggle to Default Colors
F	Full Screen Mode
Ctrl+Spacebar	Zoom In (with any tool)
Ctrl+Alt+Spacebar	Zoom Out (with any tool)
Spacebar	Pan (with any tool)
Caps Lock	Changes cursor to Crosshair

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Arrow

The Arrow Tool is used to activate and move objects. The Arrow Tool is located in top left corner of the Tools Palette.

Activating an object with the Arrow Tool:

- Click the object's name in the Objects Window.
- Click the object in the document.

Note: The second method only works if "Activates Objects" is checked in the Arrow Tool Options. The default setting is "Activates Objects" checked.

Moving an object with the Arrow Tool:

Click and drag the object you want to move. The rectangular boundary of the object will move with the cursor to indicate that you are moving the object. When you release the cursor the object is moved to its new location
in the image.

Note: If "Real Time Dragging" is checked in the Arrow Tool Options, then the entire object, not just the boundary of the object, will move when you initially reposition the object. Holding the Alt key will also temporarily activate real time dragging.

Arrow Tool Options

Setting Arrow Tool Options:

1 Access the Arrow Tool Options by double-clicking the Arrow Tool in the <u>Tools Palette</u> or by clicking on the Arrow Tool and then using the menu command Window/Inspectors/Tool Options

2 The first Arrow Tool Option is "Activates Objects." If this option is checked the Arrow Tool can be used to activate and move objects. If this option is unchecked the Arrow Tool moves objects but does not activate them. You may want the "Activates Objects" option unchecked if objects are packed very closely together and you are trying to move only one object. You may also want this option unchecked if the object you are trying to move is behind several other objects. When "Activates Objects" is unchecked, objects may only be activated with the Objects Window. By default, "Activates Objects" is checked.

3 The second Arrow Tool Option is "Real-Time Dragging." Normally, when you click an object and drag it you move only the rectangular border of the object until you let go of the mouse, at which time the entire object moves to the specified location. However, if "Real-Time Dragging" is checked, clicking and dragging with the Arrow Tool moves the entire object, not just the border of the object. Although slower, this method allows more immediate feedback on screen. By default "Real-Time Dragging" is unchecked and the Arrow Tool moves only the border of the object.

Brush

The Brush Tool is used to paint with the <u>foreground color</u>. Change settings with the <u>Brush Tool Options</u>.

Painting With the Brushes:

1   Access the Brushes Palette by double-clicking the Brush Tool in the <u>Tools Palette</u> or by using the menu command Window/Palettes/Brushes.

2   Select a brush by clicking on an icon in the Brushes Palette. Choices include Hard, Soft, Air Brush, Pencil, Oil, Charcoal, Crayon, Felt Tip, Quill, Calligraphy, Japanese, Water, Sponge, Dodge, Burn, Tint, Contrast, Noise, Smear, and Styles.

3   Select a brush variant from the Variant menu at the top of the Brushes Palette.

4   Click the image and drag on the image to paint. Painting only affects active objects. Release the mouse to terminate the stroke.

Note: Holding the Shift key and clicking will constrain the brush stroke to a straight line. Holding the Shift key while dragging will constrain the stroke to horizontal or vertical.

Brush Tool Options

Brush Tool Options is the main control center for the brush model in xRes. You can specify a style for the brush and configure a brush exactly as you want it. Brushes from calligraphy pens to charcoals can be derived by changing brush properties.

Setting Brush Tool Options:

• Access the Brush Tool Options by double clicking the Brush Tool in the Tools Palette or by clicking on the Brush Tool and using the menu command Window/Inspectors/Tool Options.

• To access more options in the Brush Tool Options, click on the small triangle in the bottom left corner of the window.

Style Menu

The menu at the top of the Tool Brush Options allows you to choose from a list of different brush styles, including Fast, Artistic, Shading, Sponge, Noise, Contrast, and Tint. The sliders available in the Brush Tool Options vary depending on the brush style chosen.

Brush Properties

Depending on the brush style chosen, different brush properties are available in the Brush Tool Options. These can include:

• Opacity: determines opacity of paint stroke.

• Strength: available in the Shading, Sponge, Noise, Contrast, and Tint brushes; controls the strength of these effects.

• Concentration: determines the concentration of each dab of paint.

• Flow: refers to he amount of ink build-up that occurs during a single mouth click.

• Spacing: determines how packed together dabs of paint are.

• Smoothing: applies an algorithm to the brush stroke that creates smoother strokes.

• Texture: sets the amount of texture in the brush stroke.

• Fringe: determines the texture at the edge of the brush stroke.

• Bleed: determines how much the colors of the brush bleed into existing colors.

• Blackness: adds darkness to the stroke, useful for charcoal and ink effects.

• Tips: sets the number of tips in the brush.

• Tip Spacing: sets the space between multiple tips.

Bucket

The Bucket Tool is used to fill contiguous areas of color that are similar in value. The <u>Bucket Tool Options</u> allow you to specify the tolerance and <u>opacity</u> for the fill, and whether or not the fill is <u>anti-aliased</u>. The Bucket Tool fills with the <u>foreground color</u>.

Using the Bucket Tool:

1   Select the Bucket Tool in the <u>Tools Palette</u>.

2   Click a pixel in the area you wish to fill. The area filled depends on the tolerance of the Bucket Tool and the color value of the pixels adjacent to the pixel you clicked.

Instead of using the Bucket Tool you may use the <u>Magic Wand Tool</u> to select an area, then fill the area with the Fill command.

Bucket Tool Options

Bucket Tool Options include Tolerance, Opacity, and whether or not the fill is Anti-aliased.

Setting Bucket Tool Options

1   Access the Bucket Tool Options by double-clicking the Bucket Tool in the Tools Palette or by clicking on the Bucket Tool and then using the menu command Window/Inspectors/Tool Options.

2   Check the Anti-Aliased preference if you want the fill to be anti-aliased.

3   Set the Tolerance for the Bucket Tool from 1 to 100. Lower tolerances will have the Bucket Tool fill areas very similar to the color value of the pixel you click; higher tolerances will have the Bucket Tool fill a broader color range based on the color value of the pixel you clicked.

4   Select an Opacity for the bucket from 1 to 100. 100 is fully opaque, 1 is almost transparent.

Crop

The Crop Tool is used to make a rectangular selection of an image and discard everything outside the selection. It may also be used to create new objects. To set the options for the Crop Tool, use the Crop Tool Options.

Cropping an image:

1   Click on the Crop Tool in the Tools Palette.

2   Click at the corner of the area you wish to crop.

3   Drag the crop marks (displayed as a rectangle) out until only the area of the image you wish to keep is within them. Release the mouse button.

4   If the crop marks are not placed correctly, you may resize and reposition them using any of the handles at each corner. Dragging a handle while holding the Shift key resizes the crop marks while keeping the proportions of the original selection.

5   When the crop marks are placed correctly, click inside them to retain everything inside the rectangle (the cursor will change to a hammer inside the rectangle) and discard everything outside it.

Alt-Cropping

The Crop Tool normally deletes the image data outside the crop marks. However, pressing down the Alt key while using the Crop Tool creates a new object based on the image data within the crop marks. This is handy in that Alt-cropping creates a new object based on all objects within the crop marks, whether they are active or not.

Creating a New Object Using Alt-Crop:

1   Click the Crop Tool in the Tools Palette.

2   Select the area of the image you wish to Alt-crop by dragging the Crop Tool. You can release the crop marks and readjust them by moving the corners. Dragging while holding down the Shift key changes the size of the rectangle while keeping the proportions of the original crop marks.

3   To accept the image within your crop marks as a new object, hold down only the Alt key and click inside of the crop marks. The cursor changes to a pair of scissors when the Alt key is selected. After you click within the crop marks, a new object is created based on the selected image data.
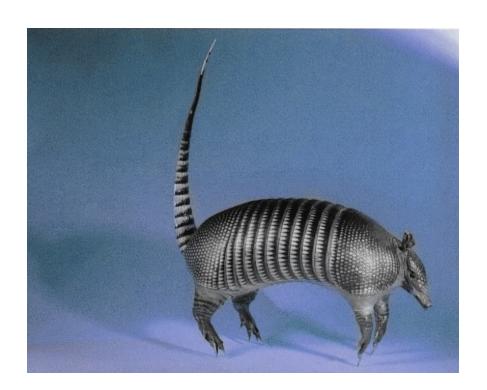
Tip: If you wish to abort the crop or Alt-crop process, click outside the crop marks. The selection will disappear.

Crop Tool Options

Setting Crop Tool Options:

1   Access the Crop Tool Options by double-clicking the Crop Tool in the <u>Tools Palette</u> or by clicking on the Crop Tool and then using the menu command Window/Inspectors/Tool Options

2   Select a method for drawing out the marquee from the method menu. Choices include Freehand, Constrained Aspect Ratio, and Fixed Size. Freehand allows you to drag out a marquee of any size. The Constrained Aspect Ratio option constrains the crop mark to a certain width and height ratio. For example, by setting width to 1 and height to 1, you constrain the marquee to a perfect square. By setting width to 3 and height to 1, you drag out an crop mark three times as wide as it is high. The Fixed Size option allows you to specify a size for the selection, measured in pixels.

3   Enter the variables for your selection.

•   For the Freehand option, there are no variables to set.

•   For the Constrained Aspect Ratio option, enter positive integers for the height and width variables.

•   For the Fixed Size option, enter positive integers for the height and width variables. The Fixed Size is always entered in pixels.

Any cropped area that you make in the image will be constrained to the proportion or fixed size that you specify.

Eraser

The Eraser Tool erases in the image using the <u>background color</u>.

Erasing:

1   Double click the Eraser Tool in the <u>Tools Palette</u>. This will select the Eraser Tool and bring up the Brushes Palette.

2   Select the brush you wish to erase with by clicking on an icon in the Brushes Palette. The Hard or Soft brushes are usually good choices.

3   Select a brush variant from the Variant menu at the top of the Brushes Palette.

4   Click in the image and drag to erase. Erasing only affects active objects. Release the mouse to terminate the stroke.

Note: Holding the Shift key and clicking will constrain the eraser stroke to a straight line. Holding the Shift key while dragging will constrain the stroke to horizontal or vertical.

Erasing to the Last Undo State:

The eraser normally erases with the background color. However, if you press Alt while erasing, you erase to the last undo state. This feature can be very useful. Some ideas for its use are:

•   Alt-erase to erase a paint stroke you just painted.You will also erase to the previous background of the image. This method is better than erasing with the background color because the background color can alter the background of the original image.

•   After applying a filter or color correction effect, Alt-erase to undo only part of the effect.

•   Alt-erase with the airbrush or a semi-opaque brush to achieve a unique artistic effect.

Note: You can also erase to the last undo by checking "Erase to Undo" in the <u>Eraser Tool Options</u>.

Eraser Tool Options

The option for the Eraser Tool is Erase from undo.

Setting Eraser Tool Options:

1   Access the Eraser Tool Options by double-clicking the Eraser Tool in the Tools Palette or by clicking on the Eraser Tool and then using the menu command Window/Inspectors/Tool Options.

2   Check "Erase from undo" to set it as the default operation of the Eraser Tool.

Erasing to the Last Undo State:

If you have checked Erase from undo, you erase to the last undo state. This feature can be very useful. Some ideas for its use are:

• Erase a paint stroke you just painted.You will also erase to the previous background of the image. This method is better than erasing with the background color because the background color can alter the background of the original image.

• After applying a filter or color correction effect, erase to undo only part of the effect.

• Erase with the airbrush or a semi-opaque brush to achieve a unique artistic effect.

Eyedropper

A handy method of picking colors in xRes is with the Eyedropper Tool located on the Tools Palette. This tool selects a color from the image and sets the foreground color based on this color. The process of selecting colors from the image using the Eyedropper Tool is called sampling colors.

Sampling Colors:

1   Click on the Eyedropper Tool in the Tools Palette.

2   Click the area of the image you wish to sample. The foreground color will change to match the color of whatever pixel you clicked on.

Hints: Pressing Alt while using the Brush Tool or Gradient Tool temporarily turns either tool into the Eyedropper Tool. To sample a radius of pixels and have xRes average them, set a radius in the Eyedropper Tool Options.

Eyedropper Tool Options

Normally, the <u>Eyedropper Tool</u> samples the color that is directly underneath the cursor. However, it is possible to have xRes average out all of the pixels over a certain radius, in order to produce an average color.

Setting Radius:

1   Access the Eyedropper Tool Options by double-clicking the Eyedropper Tool in the <u>Tools Palette</u>, or by clicking on the Eyedropper Tool and then using the menu command Window/Inspectors/Tool Options.

2   Enter a radius from 1 to 32. A value of 1 samples only 1 pixel. A value of 32 samples pixels within a 32 pixel radius and averages these colors.

Gradient

The Gradient Tool is used to create fills with:

- Different colors
- Different opacity values
- Different blending modes
- Different shapes, such line or ellipse
- Special effects, such as a Satin pattern

There are many preset Gradients that come with xRes.

Applying a Preset Gradient:

1   Access the Gradient Tool Options by double-clicking on the Gradient Tool in the Tools Palette or by clicking the Gradient Tool and using the menu command Window/Inspectors/Tool Options.

2   Select a preset gradient from the preset menu in the upper left corner of the Palette.

3   Click, drag and release in the image to apply the gradient (as per its shape).

There are many options available on the Gradient Tool Options palette.

Gradient Tool Options

Access the <u>Gradient Tool</u> Options by double-clicking the Gradient Tool in the <u>Tools Palette</u> or by selecting the Gradient Tool and using the menu command Window/Inspectors/Tool Options. Options include:

Preset Gradients

This menu is located in the upper left corner of the Gradient Tool Options. The preset gradient (colors and opacities) is selected with this menu.

Shape Menu

This menu is located in the bottom left corner of the Gradient Tool Options. The shape of the gradient is selected with this menu.

Color Mode

This menu is located in the upper right corner of the Gradient Tool Options. The Color Mode (RGB or CMYK) is selected with this menu.

Blending Mode

This menu is located in the bottom right corner of the Gradient Tool Options. The Blending Mode is selected with this menu. The Blending Mode determines how the color values of the gradient will react with the target object.

Color Ramp

This ramp allows you to enter the colors to use in the gradient. The gradient color ramp can be controlled with the range sliders, described below under "Range Sliders."

Opacity Ramp

This ramp, located directly below the color ramp, allows you to enter the <u>opacity</u> level for different sections of the gradient. How opacities are dropped into the gradient opacity ramp is controlled by the range sliders, as described below under "Range Sliders."

Range Sliders

The two triangles below the gradient color ramp and above the gradient opacity ramp are called range sliders. They are used to limit the area that will be affected by colors dropped into the gradient color ramp, and levels of opacity (white to black in color) dropped into the gradient opacity ramp.

Submenu Commands

To access the Gradient Tool Options submenu, click the arrow in the top right corner of the Gradient Tool Options.

Hand

The Hand Tool is used to pan around the image.

Using the Hand Tool:

1   Click on the Hand Tool in the Tools Palette.
2   Click on the image and drag in the direction you wish to pan.

Lasso

The Lasso Tool is used to create free-form selections.

Creating a Selection With the Lasso Tool:

1   Click on the Lasso Tool in the Tools Palette.

2   Click and drag the cursor around the area of the image you wish to select (this must be in a currently active object).

3   When you release the button, xRes closes the loop and selects the enclosed area.

Creating a Polygonal Selection With the Lasso Tool:

You may also use the Lasso Tool to make a selection with straight line segments.

1   Hold the Alt key and click in the image.

2   Release the mouse button and click on another point. xRes will connect the points with a line segment.

Note: You may create mixed straight and free-form selections by holding the Alt key at any time to create a straight line. This method is appropriate for lassoing selections without straight lines or easily defined borders.

Line

The Line Tool is used to create straight lines.

Creating Straight Lines With the Line Tool:

1   Click the Line Tool in the Tools Palette.
2   Click the place in the image where you want the line to begin. As with the Brush Tool, this must be on an active object.
3   Drag while holding the left mouse button. Position the end point as desired.
4   Release the mouse button, and the current brush will trace the line you have drawn using the Foreground Color.

Marquee Tool Options

Setting Marquee Tool Options:

1   Access the <u>Rectangle Tool</u> or <u>Ellipse Tool</u> Options by double-clicking the Rectangle Tool or Ellipse Tool in the <u>Tools Palette</u> or by clicking on the Ellipse Tool or Rectangle Tool and then using the menu command Window/Inspectors/Tool Options

2   Select a method for drawing out the marquee from the method menu. Choices include Freehand, Constrained Aspect Ratio, and Fixed Size.

• The Freehand option allows you to drag out a marquee of any size.

• The Constrained Aspect Ratio option constrains the marquee to a certain width and height ratio. For example, by setting width to 1 and height to 1, you constrain the marquee to a perfect circle or square. By setting width to 3 and height to 1, you drag out a rectangle or ellipse three times as wide as it is high.

• The Fixed Size option allows you to specify a size for the selection, measured in pixels.

1   Enter the variables for your selection.

• For the Freehand option, there are no variables to set.

• For the Constrained Aspect Ratio option, enter positive integers for the height and width variables.

• For the Fixed Size option, enter positive integers for the height and width variables. The Fixed Size is always entered in pixels.

Any selection that you make in the image will be constrained to the proportion or fixed size that you specify.

Marquee (Ellipse and Rectangle) Tools

The two basic selection tools in xRes are:

The Ellipse Tool

The Rectangle Tool

These tools create elliptical or rectangular selections, which are designated by a flashing marquee.

Making a Selection With the Marquee Tools:

1   Select the Rectangle Tool or Ellipse Tool from the Tools Palette.
2   Click on the object to anchor the Rectangle or Ellipse marquee.
3   Drag the mouse diagonally to create a rectangular or elliptical selection.

When you drag the mouse, you can view the Delta X and Delta Y numbers in the Info Inspector (accessed by the menu command Window/Inspectors/Info).

The Delta X value refers to the difference on the X axis between where the cursor was first clicked and where the cursor is now. The Delta Y value refers to the difference on the Y axis between where the cursor was first clicked and where the cursor is now.

When the Delta X and Delta Y values are equal, you have drawn a square with the Rectangle Tool, or an Ellipse with the Ellipse Tool. By reading the Info Inspector as you drag, you can view the exact size, in pixels, of the marquee.

Keyboard Options With the Marquee Tools:

1   To constrain the Rectangle Tool to a square, or the Ellipse Tool to a circle, hold down the Shift key as you drag out the shape.
2   By default, the Rectangle and Ellipse Tools draw from a corner or side of the shape. To draw the shapes out from the center, hold down the Alt key as you drag out the shape.
3   Holding Shift and making a selection will add it to the current selected area.
4   Holding Alt and making a selection will subtract it from the current selected area.

Notes: If you make a mistake with either of these tools, simply redraw the selection; the new selection will replace the old selection. When you redraw the selection, start outside the previous selection; otherwise, you will float the prior selection. To set default options for these tools, use Ellipse Tool Options and Rectangle Tool Options.

Pen

The Pen Tool is used to create paths in xRes.

In xRes you create a <u>path</u> by setting down points with the Pen Tool. You can create curved paths by dragging out handles associated with the path points.

Creating Straight Line Paths:

1. Select the Pen Tool by clicking on the Pen Tool in the <u>Tools Palette</u> or by clicking on the Pen tool in the Paths Window.

2. Click in the image to place the first point. The point will be selected (hollow) until you select another point.

3. Click the image again to place a second point. This forms a path segment. The last point placed will be selected, and the previous point will be unselected (solid). When creating straight path segments, do not drag the mouse as you add path points. Dragging the mouse creates curved lines.

4. Close the path by connecting the last point with the first. The path is then a closed shape.

If you wish to create straight path segments, do not drag the mouse as you add path points. Dragging the mouse creates curved lines.

Creating Curved Paths:

1. Select the Pen Tool by clicking on the Pen Tool in the Tools Palette or by clicking on the Pen tool in the Paths Window.

2. Click in the image to start a curved path. Drag the mouse in the direction you want the first curve to follow. Handles are dragged from the point. Release the mouse button when the handles represent the correct length and slope for the curve. To create a wavy curve, drag the handles in the same direction each time.

3. Continue to click and drag to create a curved path. Each set of handles that you drag out determines the length and direction of the following path segment.

4. Close the path by connecting the last point with the first. The path is then a closed shape.

By pressing Alt before placing a point and dragging, you create a corner point instead of a curve point, creating an angle at that point instead of a curve.

Resize Tool

The Resize Tool is used for freehand resizing of objects.

Using the Resize Tool:

1   Click the Resize Tool in the Tools Palette. Four handles will appear at the corners of the topmost active object.

2   Drag any of these corners to resize the object.

Note: To constrain the resize operation to be proportional, hold the Shift key while dragging the handle.

Rotate

The Rotate Tool is used for freehand rotation of objects.

Using the Rotate Tool:

1   Click on the Rotate Tool in the Tools Palette. Four handles will appear on the topmost selected object.

2   Click and drag any of these handles to rotate the object.

3   Pressing the the Left arrow key once will rotate the selected object one degree counterclockwise; the Right arrow key will rotate it one degree clockwise.

Note: To see the percentage that you are rotating, access the Info Inspector with the menu command Window/Inspector/Info. The bottommost section of the Info Inspector displays the rotation in degrees, from 1 to 360.

Skew

The Skew Tool is used to skew an object. An object can be skewed back and forth and still retain the original pixel information.

Using the Skew Tool:

1   Click on the Skew Tool in the Tools Palette. Four handles will appear at the corners of the topmost active object.

2   Drag any of these handles to skew the object horizontally.

Stamp

The Stamp Tool is used for cloning. Cloning is the process of replicating one part of an image and pasting it to another part of the image.

Cloning an Image:

1   Access the Brushes Palette (menu command Window/ Palettes/Brushes, or double click on the Brush icon on the Tools Palette), and click the brush you wish to use for cloning. For basic cloning, select the Hard or Soft brushes. The hard brush clones with a hard-edged brush; the soft brush clones with a brush with softer edges. To clone with an artistic effect, select another brush, such as Airbrush or Oils.

2   In the Brushes Palette, select a variant in the Variant Menu.

3   Click the Stamp Tool in the Tools Palette.

4   The Stamp Tool works by defining an anchor point around which to clone. To select an anchor point, hold the Alt key and click in the area of the image you wish to clone from. Release the mouse button to place the anchor point.

5   Click the target area you wish to clone to, and drag to clone the image from the source area. This target area can be in a different object than the anchor point in the source area.

Note: In Direct Mode, you can clone from one object to another object as long as those two objects are in the same document. You cannot clone from one document to another document. In xRes Mode, you can only clone from one object to the same object; you cannot clone from one object to a different object.

Aligned/Non-Aligned Cloning:

Cloning is normally *aligned*. This means that each time you move the mouse, the anchor point will move proportionately. Non-aligned cloning will clone from the original anchor point regardless of where you click the cursor.

•   To clone in the non-aligned Mode, hold down the Shift key as you clone.

You can also clone in the non-aligned mode by accessing the Stamp Tool Options, and unchecking "Aligned."

Stamp Tool Options

The options for the Stamp Tool are Aligned or Non-Aligned

Cloning is normally *aligned*. This means that each time you move the mouse, the anchor point will move proportionately. Non-aligned cloning will clone from the original anchor point regardless of where you click the cursor.

1   Access the Stamp Tool Options by double-clicking the Stamp Tool in the <u>Tools Palette</u>, or by clicking on the Stamp Tool and then using the menu command Window/Inspectors/Tool Options.

2   Check the Aligned preference if you want the default operation of the Stamp Tool to be aligned cloning, or uncheck it if you want it to be non-aligned cloning.

Text

A

The Text Tool is used to create text objects. Because text is an object in xRes, it can be easily resized, reshaped, or repositioned at any time. This allows you to move text objects around the document to achieve the best position.

Creating a Text Object:

1   Click the Text Tool in the <u>Tools Palette</u>.

2   Click in the current document. A text dialog appears.

3   Choose the desired font. You may choose any TrueType or ATM font that is on your system.

4   Select Points or Pixels in the Size drop-down menu, then enter the size of the font.

5   Enter the border width of the text object (in pixels) in the Border entry box. The border indicates the amount of transparent space around the text in the text object. You may want to use a large border if you plan to use a drop shadow with the object.

6   Select a style for the text by checking the checkboxes next to the styles you wish to use. You may choose any of the following styles: Bold, Italics, Underline, Outline, and Shadow. You may also choose to make the text object <u>Anti-aliased</u>.

7   Select an alignment for the text by clicking in the Left, Center, or Right radio buttons.

8   Enter the text in the text entry box at the bottom of the Text Tool dialog.

9   Click OK. A new text object appears in the image based on the font, size, border, style(s), and alignment chosen.

Magic Wand

The Magic Wand Tool is used to create selections based on pixels similar in color value (such as for a blue sky).

Making a Selection With the Magic Wand Tool:

1   Click the Magic Wand Tool in the <u>Tools Palette</u>.

2   Click a pixel on the image where you want to create the selection. A selection is created based on the color values of the neighboring pixels.

3   If the selection is too small, increase the Magic Wand's tolerance and create a new selection. The tolerance can be set in the <u>Magic Wand Tool Options</u>. If the selection is too large, decrease the Magic Wand tolerance, and create a new selection.

Notes: Holding Shift and making a selection will add it to the current selection. The Magic Wand Tool does not work in <u>xRes Mode</u>.

Magic Wand Tool Options

1   Access the Magic Wand Tool Options by double clicking on the Magic Wand Icon on the <u>Tools Palette</u>.

2   Enter a tolerance for the Magic Wand between 0 and 255. Low tolerances create selections based on a narrow range of colors. High tolerances create selections based on a broad range of colors.

3   Enter an <u>opacity</u> for the Magic Wand Tool from 1 to 100. The opacity of the Magic Wand Tool determines the strength of any effects that are applied to the selection. If the opacity is 100%, the effects apply at full strength. If the opacity is 50%, the effects apply at half strength.

4   Check the <u>Anti-Aliased</u> preference if you want the selection to be anti-aliased.

Zoom

The Zoom Tool is used to change the <u>Zoom Level</u> of the current image.

Using the Zoom Tool:

1   Click on the Zoom Tool in the <u>Tools Palette</u>.

2   Click and drag in the image window. This will begin drawing a rectangle. Drag until the rectangle surrounds the area of the image you wish to view, and release. The resulting view will be a magnification containing the area you selected.

Note: To quickly Zoom In one level, click the Zoom Tool on the image. To quickly Zoom Out one level, press Alt and click on the image.

You may use <u>keyboard shortcuts</u> to zoom in and out while any tool is active.
Use Ctrl + spacebar to zoom in, and Ctrl + Alt + Spacebar to zoom out.

anti-aliased

Anti-aliasing produces smooth objects, while non anti-aliasing produces more jagged objects.

Direct Mode

Direct Mode is designed for images that are less than 10 to 20 MB in size and contain less than ten objects

Opacity

A 100% opaque object does not reveal objects beneath it; an object with 0% opacity is clear and reveals all of the object beneath it.

path

A path is a straight or curved selection drawn with the Pen Tool of xRes. The Pen Tool produces a more accurate, anti-aliased selection than marquee tools can produce. It is also easier to produce smooth Bezier curves with the Pen Tool; Bezier curves are very useful for precise illustration work. Paths can also be used as transparency masks in layout programs. By specifying a path as a clipping path in xRes, the path information masks out areas of the image to be transparent in other programs.

xRes Mode

xRes Mode is designed exclusively for the quick manipulation of high-resolution files greater than 10 to 20 MB in size, or files with 10 or more objects. It is faster than Direct Mode for these images, but some functions are not available in xRes Mode.

Zoom Level

The Zoom Level is listed at the top of the image window, and represents the ratio of screen pixels to actual pixels. For example, a zoom level of 4:1 indicates a magnification of 4, and a zoom level of 1:4 indicates a reduction of 4. In xRes, zoom levels are always a power of 2, and range from 1:64 to 64:1.