

tutorials

Janne Jalkanen

COLLABORATORS

	<i>TITLE :</i> tutorials		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY	Janne Jalkanen	July 19, 2024	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	tutorials	1
1.1	PPT Tutorials	1
1.2	Lesson 1: Image processing fundamentals	1

Chapter 1

tutorials

1.1 PPT Tutorials

Hello. These short tutorials will teach you how to effectively process images using PPT. I suggest you start from lesson 1 and work your way downwards, especially if image processing is not very familiar to you. These lessons assume you are somewhat familiar with the Amiga user interface.

Lesson 1. How to load a new image and apply a simple effect to it.

Image processing fundamentals.

NOTEZ-BIEN:

I have just implemented one lesson at the moment. I will add more stuff later on, but it would be nice if you could send me any comments.

1.2 Lesson 1: Image processing fundamentals

First, let's load a new image:

1. Open up the file requester by clicking on the "Open" button located in the tool bar at the bottom of the screen. Alternatively, use the right mouse button to open the menus and select "Open..." from the "Project" -menu.
2. Locate the Images -subdirectory of the PPT main directory. Open the directory and open the image "Rose.jpg" by double-clicking on it.

PPT will now display a progress bar, which tells you what it is doing and how much of it it has completed. When the entire image has been loaded in, the progress window will be removed and you will see a picture of a rose.

3. You can move and resize the image window at will. Try it out.

After a while, you will notice how the image can get very distorted, and it may be difficult to make it look the way that it was. Press Right Amiga-J to make the image back to its original aspect ratio, i.e. the pixels will be square again. Alternatively, you can use the 'Edit/Correct Aspect' menu item.

Let us then delve into image processing.

4. On the right side of the screen, you'll see a list of effects. These effects are the brains of PPT and can do a lot of interesting stuff.

We'll start by applying a simple brightness change to the image.

Pick the 'Brightness' - effect, then press 'Execute' from the bottom of the window. Alternatively, double-click the 'Brightness' - effect.

5. A window opens where you see a smaller version of the rose. You see also a slider, which controls the brightness of the image. If you move the slider around, the number next to the slider changes, and the image of the rose changes in brightness, too. This is known as a preview, or a representation of what the resulting image will look like. It may not be completely correct, but it will give you a simple idea.

Move the slider to the right, so that the brightness increase is about 1.200, then press 'Ok'. You will see a progress bar flashing in the middle of the screen. Depending on the speed of your Amiga, this can take a few seconds.

The main image window just changed. Congratulations, you've just applied your first effect!

OK, now let's go back a bit:

6. Choose 'Undo' from the menu. As you are probably already aware, this returns the image to an earlier state. In default configuration, PPT saves four images in memory, so you can go back up to four of your recent changes. (You can change this from the preferences.)

7. Now choose an area: Take the mouse, and select the rose by moving the mouse to about the top left corner of the rose. Then press the mouse button down and move the mouse towards the right. You will now see a line of 'ants' forming a box. This is known as the select box.

When you've surrounded the entire rose with the ant line, let go of the mouse button. If you made a mistake, don't worry: you can correct it in several ways:

- redraw the whole rectangle again.
- point at one of the small squares at the corner of the image and press the mouse button down. You can now move around the corner

of the image.

- press CONTROL key from the keyboard, point at the rectangle and press mouse button down. You can now move the entire rectangle, but it's size doesn't change.

8. You now have an area selected. Apply the Brightness effect just as you did before.

Notice, how just the area you selected, changed in brightness!

Finally, we will save the image you created:

9. Choose 'Save As...' from the "File" menu. You are presented with a requester, where there is a number of file formats on the left.

Click on 'JPEG', and change the file name to 'Rose1.jpg', then click on 'Save'. You don't need to worry about the other options yet.

Congratulations! You just finished lesson one.
