

## Picture Publisher Working Model How To's

Some of these are extracted from the "Specialized How To's" section of the on-line help. For further How To's, activate the help by pressing F1. Once in the help, click Search. Type in Special, double click "Specialized How To's", and then click Go To. You will then be presented with a list of additional How To's.

### How To Make An Object Fade

Sometimes there is a necessity to make an object look as if it is blending in with the base image, or fading away. This is relatively simple in Picture Publisher because of the Merge Mask function found under the Object menu.

#### Tools Key :

##### Selector Tool



##### Mask Channel



##### Ruby Overlay



##### Gradient Fill Tool



#### Procedure :

- 1) Select the desired object or objects that are to be faded with the Selector tool.
- 2) Activate the Mask Channel by selecting its button in the status area.
- 3) Activate Ruby Overlay mode by selecting its button in the status area.

**Note :** We activate the Ruby Overlay, so we can see the image, but only affect the Mask Channel. This allows us to precisely start and end the effect where we want. Activating Ruby Overlay and the Mask Channel at the same time creates a mode called Ruby Mask mode.

- 4) Select the Gradient Fill Tool from the Fill tool set.
- 5) Gradient Fill Tool Ribbon Settings :

Gradient Type = Linear  
Color Model = (Normal)  
Sweep = 1  
Midpoint = 50%  
Transparency = 0%  
Merge Mode = (Normal)

- 6) Set the Active Color to White, and the Alternate Color to Black.
- 7) Draw the gradient from where you want the effect to start, and to where you want it to end.
- 8) Deactivate Ruby Overlay mode, and the Mask Channel, by deselecting their buttons in the status area.

9) From the Object menu select Merge Mask. This will merge the current mask with all selected objects, giving them the properties of the mask. So in this example, the objects will graduate or fade.

**Note :** The Merge Mask option is grayed if the Allow Masks On Floating Objects is deactivated in the preferences dialog.

You can take this further by varying the options in the Gradient Fill Tool Ribbon, such as Gradient Type, and Midpoint.

## How To Create a Text Mask

Sometimes you need text that is just a mask. You might want to use it to, fill with a texture, cut out a portion of an image, or use it to paste an image into.

**Tools Key :**

**Mask Channel**



**Ruby Overlay**



**Text Tool**



**Procedure :**

- 1) Open the image that will be used with the text mask.
- 2) Activate the Mask Channel by clicking on its button in the status bar.
- 3) Make sure your Active Color is set to white. Type in the desired text. Move the text around until you find the desired placement. (For more information on text, see the Text section in the index.)

**Note :** For greater accuracy, you can activate Ruby Overlay mode by clicking on its button in the status area. Ruby Overlay mode, combined with Mask Channel mode, allows you to see the image, but only affect the Mask Channel.

- 4) Deactivate the Mask Channel by clicking on its button in the status area.

You will now have a black and white marquee in the shape of the text on your screen. If you left the ruby overlay on, then the text will appear as cut outs in the overlay. The text can be moved using the Move Mask and Copy Mask functions of the Mask Transform Tool. The mask can also be saved, so that it may be loaded for later use by using the Save... command found under the Mask Menu.

## How To Create Glow Text

**Tools Key :**

**Mask Channel**



**Ruby Overlay**



## Text Tool



## Tint Fill Tool



### Procedure:

- 1) Activate the Mask channel by selecting its button in the status area.
- 2) Select the Text tool from the tool box.
- 3) Set the desired font and points size, ect. in the Text ribbon area.
- 4) Click Text tool on screen, and type in desired text.
- 5) Double click the left mouse button to commit the text.
- 6) Deactivate the Mask channel by clicking on its button in the status area to return to the image.
- 7) Select Save... from the Mask menu. Type in a name for the mask and click Save to save the mask.
- 8) Select Feather... from the Mask menu.
- 9) Feather Mask Dialog Box Settings :
- 10) Click Feather to feather the mask.
- 11) Select the Color Tint Fill tool from the Fill tool set.
- 12) Select the desired active color.
- 13) Click the Tint Fill tool on the image to fill the mask.
- 14) Select Load... from the Mask menu.
- 15) From the list of saved masks, select the mask you previously saved, and click Load.
- 16) Again, click on the image with the Tint Fill tool.

You should now have a glowing text block on your image. You can vary the effect by trying different blur radii and using a different color for the fill and the glow. These steps can be recorded with the macro function to be replayed on any desired image.

## How To Create Chalk Or Crayon Text

When you have created a text mask, there is another command that can be used to create realistic effects. The stroke mask command found under the mask menu allows you to apply any created paint style to the border of a mask. With stroke mask, you can create the illusion of writing on a chalkboard or writing in crayon on a piece of paper.

### Tools Key :

#### Mask Channel



#### Ruby Overlay



### Procedure :

- 1) Open the image that will be used with the text mask.
- 2) Activate the Mask Channel by clicking on its button in the status bar.
- 3) Select the Text tool from the tool box.
- 4) Set the desired font and points size, ect. in the Text ribbon area.
- 5) Click Text tool on screen, and type in desired text.

6) Double click the left mouse button to commit the text.

**Note :** For greater accuracy, you can activate Ruby Overlay mode by clicking on its button in the status area. Ruby Overlay mode, combined with Mask Channel mode, allows you to see the image, but only affect the Mask Channel.

7) Deactivate the Mask channel by clicking on its button in the status area.

You will now have a black and white marquee in the shape of the text on your screen. If you left the ruby overlay on, then the text will appear as cut outs in the overlay. The text can be moved using the Move Mask and Copy Mask functions of the Mask Transform Tool. The mask can also be saved, so that it may loaded for later use by using the Save... command found under the Mask menu.

5) Select Stroke... from the Mask menu to invoke the Stroke dialog.

6) Stroke Mask dialog settings:

Tool = Paint Tool  
Stroke Style = Chalk  
Shape = Circle  
Size = 15 pixels.  
Feather = 100%  
Merge Mode = (Normal)  
Transparency = 0%

7) Click Stroke.

Your image will now have chalk drawn text on it. This effect is more dramatic if the text is created on a black or dark background. You can take this same technique to create crayon text or any other paint style available. Experiment to see what other interesting styles you can create.

## How To Create A Soft Cameo

Soft cameos are used by photographers for effect. These effects are easily reproducible using Picture Publisher's 8-bit masks. It is similar to the filters photographers use to develop the film to create the cameos in the darkroom.

**Tools Key :**

**Tint Fill Tool**



**Procedure :**

- 1) Open the desired image.
- 2) Select the Rectangular/Elliptical Mask tool from the Mask toolbox.
- 3) Rectangular/Elliptical Mask tool ribbon settings :

Mode = +  
Shape = (Circular)  
Method = Freeform

- 4) Draw an elliptical mask around desired subject.
- 5) Select Feather... from the Mask menu.
- 6) Feather Mask Dialog Settings :

Amount = 10-20 pixels  
Edge = Soft  
Direction = Outside

- 7) Click the Feather button.
- 8) Select Invert from the Mask menu.
- 9) Select Color Tint Fill tool from the Fill tool set.
- 10) Set your active color to white, and click on your image to fill in the area around the select subject.

The higher the feathering you use, the softer the cameo effect. Try different amount, edge, and direction settings for different effects.