EFFECTS MENU

Last Filter (Effects Menu)

Displays the last filter that was used. If no filter has been used since PHOTO-PAINT was opened, the Last Filter command will be grayed out. When you select the this command, the filter is applied immediately using the last selected settings (the dialog box will not re-open).

2D

Edge Detect (Effects Menu)

Opens the Edge Detect dialog box that lets you set effect attributes. The Edge Detect filter adds different outline effects to an image. Set color and edge sensitivity. Sensitivity determines the amount of edge enhancement. The Background Color box controls the color of the non-outlined areas.

Band Pass (Effects Menu)

Opens the Band Pass dialog box where you set effect attributes. The Band Pass effect lets you adjust the balance of sharp and dark areas in an image. The effect displays a frequency plot graph which shows The graph displays the frequency of sharp and smooth areas in the image. Smooth areas are displayed closer to the center, and sharp areas are shown around the edges of the graph. By adjusting the radius and wieghtings of the filter bands you can screen out unwanted highlights or shading.

Displace (Effects Menu)

The Displace filter lets you alter an image using another image, or displacement map. A displacement map is an image used to determine the distortion pattern of a second image. The Displace filter evaluates the color value of pixels of the displacement map to displace the main image (your working image). You can choose to displace the image horizontally or vertically. Use the dialog box slider bars to control the both degree and direction of the displacement of the main image.

Corel PHOTO-PAINT 6.0 includes a number of sample PCX displacement maps from which to choose. You can, however, use most images and file formats as a displacement maps.

Offset (Effects Menu)

Opens the Offset dialog box where you set effect attributes. The Offset filter is used for image positioning correction. It shifts the image in the image window according to the values set using the horizontal and vertical shift slider bars. When the image is shifted, an empty area is produced where the image was previously positioned. Use the dialog box options to fill the empty area with the paint color or another part of the image.

Puzzle (Effects Menu)

Opens the Puzzle dialog box where you set effect attributes. The Puzzle filter breaks down the image into puzzle-like pieces or blocks, resembling a jigsaw puzzle. There are several options available that let you control the puzzle effect, including block width and height, block offset (space between pieces that creates the segmented effect), and fill area.

Ripple (Effects Menu)

Opens the Ripple dialog box that lets you set effect attributes. The Ripple filter creates vertical and horizontal rippled wave lengths through the image. Using the dialog box options, you set the distance between each ripple and control wave displacement.

Swirl (Effects Menu)

Opens the Swirl dialog box that lets you set effect attributes. The Swirl filter rotates and drags the image in the angle designated. The image appears to swirl around the center. The direction of the movement is determined by the angle—using a negative or a positive value.

Tile (Effects Menu)

Opens the Tile dialog box that lets you set effect attributes. The Tile filter creates tiled blocks of portions of the image producing a repetitive grid. You control the number of the individual tiles which make up the composite image.

Trace Contour (Effects Menu)

Opens the Trace Contour dialog box where you set effect attributes. The Contour filter outlines the edges of an image or selected portions of an image. The best effects are achieved using this filter when the subject matter is easily recognizable.

User Defined (Effects Menu)

Opens the User Defined dialog box that lets you set effect attributes. The User Defined effect lets you change the brightness value of each pixel in the image according to a predefined mathematical operation.

Wet Paint (Effects Menu)

Opens the Wet Paint dialog box that lets you set effect attributes. The Wet Paint effect causes the image to appear as though it has been painted with wet paint. You can set the percentage and the degree of wetness. Percentage refers to the depth to which the wet paint look is applied. For example, if you set low percentages, the amount of wetness appears to affect only the surface of the image.

Wind (Effects Menu)

Opens the Wind dialog box that lets you set effect attributes. The Wind effect creates the effect of wind blowing on the objects in the image. Using the dialog box options, you set the opacity and the strength of the wind.

Shear (Effects Menu)

Open the Shear dialog box that lets you distort an image using a tone map curve. Images conform to the shape of the curve you have selected and edited using the dialog box controls. Choose a shear map edit style and map preset, then manipulate the curve to create unusual effects. Tone maps can be saved and loaded using the Load and Save buttons.

3D

3D Rotate (Effects Menu)

Opens the 3D Rotate dialog box that lets you set effect attributes. The 3D Rotate effect rotates the image according to the horizontal and vertical limits that are set in the dialog box. The rotation is applied as if the image were three-dimensional.

Emboss (Effects Menu)

Opens the Emboss dialog box that lets you set effect attributes. The Emboss effect creates a three-dimensional relief effect. Directional arrows point to the location of the light source and determine the angle of the highlights and shadows.

Glass (Effects Menu)

Opens the Glass dialog box that lets you set effect attributes. The Glass effect applies a sheet of glass over the area(s) defined by a mask.

The Glass effect requires that a transparency mask be applied to the image. Controls are available for the shape, width and smoothness level of the bevel (edge of the glass). These controls are similar to those in the Emboss effect. Refraction sets the angle at which the light passes through the glass. Color and opacity tints the glass and sets the amount of light that the glass filters; this results in the image being tinted to match the glass color. The glass can be tinted with the current foreground color (paint color), tinted with the background color (paper color), or be leaded (dark gray).

You can specify the brightness and sharpness of the highlight as well as the direction and angle of the light.

Note: A mask must first be applied to the image before you can use the Glass effect.

Map To Object (Effects Menu)

Opens the Map to Object dialog box that lets you set effect attributes. The Map to Object effect creates the illusion of the image wrapped around the surface of an object, including spheres, and vertical and horizontal cylinders.

Mesh Warp (Effects Menu)

Opens the Mesh Warp dialog box that lets you set effect attributes. The Mesh Warp effect distorts the image according to the position of the nodes on a grid in the dialog box. Higher settings for the mesh grid create more nodes that you can use for distortion.

Page Curl (Effects Menu)

Opens the Page Curl dialog box that lets you control effect attributes. The Page Curl effect rolls a corner of the paper over part of the image.   Controls in the dialog box allow you to select a corner, the orientation of the curl, and whether you want the curl to be transparent or opaque. The opaque page curl is filled with a blend of white and gray whereas a transparent curl reveals the image through the paper. The area behind the image, revealed by the page curl, is filled with the current paper color.

Perspective (Effects Menu)

Opens the Perspective dialog box that lets you set effect attributes. The Perspective effect includes two functional modes: perspective and shear. Perspective applies a three-dimensional look to the image according to the movement of the four nodes. Shear applies perspective as well; however, it holds the original size and shape. You can only move the nodes along the horizontal and vertical planes.

Pinch/Punch (Effects Menu)

Opens the Pinch/Punch dialog box that lets you set effect attributes. The Pinch/Punch effect causes the image to appear as if it has been pulled out or pushed in from the center, creating stunning 3D effects.

The Boss (Effects Menu)

Opens the "The Boss" dialog box where you set effect attributes. The You must apply a mask to the image before you can use the Boss effect. This effect pushes the area(s) defined by the mask out of the page, making them look three-dimensional, by slanting the space around the area(s). The slanted area is called the bevel. Inverting the mask before using this effect gives the illusion that the area(s) are being pushed into the page instead of out.

Controls are available to set the shape, width, height, and smoothness of the bevel. The shape of the bevel can be round, flat, or mesa. A flat bevel begins and ends abruptly. A round bevel begins and ends in a rounded and gradual slope that gives a smoother and less obvious effect than a flat one. A mesa bevel starts off abruptly but ends more gradually, which produces somewhat of a drop-shadow effect. The height sets the depth of the 3D look. The width of the drop-off affects areas adjacent to the mask area(s); it should be narrow in a complex image. The smoothness slider allows you to have sharp edges (low smoothness) or rounded edges (high smoothness); keep in mind that the sharper the edges, the more noticeable the jagged edges become.

You can specify the brightness and sharpness of the highlight as well as the direction and angle of the light.

Whirlpool (Effects Menu)

Opens the Whirlpool dialog box where you set effect attributes. The Whirlpool effect blurs the image by applying fluid streamlines on it. Whirlpool spacing controls the frequency of the fluid simulations; Smear length controls the length of the fluid lines,   which determines the smoothness of the blur. Low values create noisy results and large values create smoother results. The Twist slider makes the fluid flow in rings around the whirlpools (high values) or out of the Whirlpools much like fountains (low values).

Streak Detail allows you to restore some of the image detail lost in the Whirlpool process.

Disable the Warp check box to apply the fluid simulation on top of the image. Enable the option to apply the effect to the image itself by moving the actual pixels to simulate the fluid streamlines.

Zigzag (Effects Menu)

Opens the Zigzag dialog box where you set effect attributes. The Zigzag effect distorts an image by bending the image lines that run from the center of the image to its circumference. This distortion produces curves of straight lines and angles which seem to twist the image from its center outwards.

ADJUST

Blur (Effects Menu)

Opens the Blur Control dialog box that lets you visually select the type of blur effect your image may require. The dialog box displays thumbnails of your image with a number of   applied blur filters. To add a effect, simply click on the thumbnail that best reflects the type of effect you want.

Color Hue Control (Effects Menu)

Opens the Color Hue Control dialog box that lets you visually select the type of color correction effect your image may require. The dialog box displays several thumbnails of your image with applied color correction filters (which will vary according to the color mode of the image you are working with). To add a effect, simply click on the thumbnail that best reflects the type of effect you want.

Color Tone Control (Effects Menu)

Opens the Color Control dialog box that lets you visually select the type of color tone (color contrast, color saturation, and color brightness) effect your image may require. The dialog box displays several thumbnails of your image with a number of applied color tone correction and image enhancement filters. To add a effect, simply click on the thumbnail that best reflects the type of effect you want.

Noise (Effects Menu)

Opens the Noise Control dialog box that lets you visually select the type of noise effect you require from a number of sample images. The dialog box displays thumbnails of your image with a number of applied noise filters. To add a noise effect, simply click on the thumbnail that best reflects the type of effect you want.

Sharpness (Effects Menu)

Opens the Sharpness Control dialog box that lets you visually select the type of sharpness effect you require from a number of sample images. The dialog box displays thumbnails of your image with a number of applied sharpness effects. To add a sharpen effect, simply click on the thumbnail that best reflects the type of effect you want.

ARTISTIC

Alchemy (Effects Menu)

Opens the Alchemy dialog box that lets you set effect attributes. The Alchemy effect applies brushstrokes to an image or a selected area of an image. The image must be RGB, 16-color, or 256-color for this effect to work.

The Alchemy effect provides 30 user-definable parameters and many preset styles to choose from. If you apply the preset styles to an image, you will see the possibilities that this versatile effect offers. The parameters are presented in five groups which are identified by tabs. You see only one tab at a time, but the parameters that are set in all five tabs are always active. The tabs are Brush, Color, Size, Angle, and Transparency. Experiment to get the most from the Alchemy effect. Keep in mind that a small change in one parameter can make a difference in the overall effect; we suggest that you change one parameter at a time to become familiar with the effects of each parameter. The sophistication of the Alchemy effect sometimes makes it slower than most other filters; but the results are generally well worth the wait.

Canvas (Effects Menu)

Opens the Canvas dialog box that lets you set effect attributes. The Canvas filters lets you apply any tile pattern or bitmap for use as an image background. If you set the transparency level to a higher percentage, the canvas can also be used to overlay an existing image.

Glass Block (Effects Menu)

Opens the Glass Block dialog box that lets you set effect attributes. The Glass Block effect causes the image to appear as though it were constructed of glass blocks. You can set both the height and width of the glass blocks.

Impressionist (Effects Menu)

Opens the Impressionist dialog box that lets you set effect attributes. The Impressionist effect applies brushstrokes to the image causing it to look like an impressionist painting. Impressionist paintings are marked by the use of unmixed primary colors and small brush-strokes to simulate reflected light. Notable Impressionist painters include Monet, Cezanne, and Degas.

Smoked Glass (Effects Menu)

Opens the Smoked Glass dialog box that lets you set effect attributes. The Smoked Glass effect applies a transparent mask that looks like smoked glass. You can determine the color of the tint and the percentage of transparency.

Terrazzo (Effects Menu)

Opens the Terrazzo dialog box that lets you set effect attributes. The Terrazzo effect creates patterns using elements in your own images. The resulting pattern is applied to the image that was used to create it (the source) or to another image. A pattern is a tile repeated several times. The tile is comprised of a motif, chosen in the source image, to which a symmetry is applied. Terrazzo provides 17 symmetries that can be used to create the tile. Symmetry reproduces the motif and performs various operations to change the relative position and orientation of each motif. Each symmetry produces different results, but all symmetries apply one or more of the following operations to the chosen motif: translation, rotation, mirror reflection, and glide reflection.

Options in the Terrazzo dialog box let you choose the source image, set the feathering level that makes seamless tiles, set the opacity level, select a mode, and control the behavior of the Preview window.

Vignette (Effects Menu)

Opens the Vignette dialog box that lets you set effect attributes. The Vignette effect applies an oval opaque mask around the perimeter of the image. The center portion of the image is visible. You can choose the color of the mask.

BLUR

Directional Smooth (Effects Menu)

Opens the Contour dialog box that lets you set effect attributes. The Directional Smooth effect analyzes the values of similar colored pixels of determine the direction in which to apply the greatest amount of smoothing.

Gaussian Blur (Effects Menu)

Opens the Gaussian Blur dialog box that lets you set effect attributes. The Gaussian Blur effect produces a hazy effect. It can significantly improve the quality of images with sharp edges.

Gaussian refers to the bell-shaped curve that is generated by mapping the color values of the affected pixels. The higher the Percentage value, the greater the blurring effect.

Jaggy Despeckle (Effects Menu)

Opens the Jaggy Despeckle dialog box that lets you set effect attributes. The Jaggy Despeckle effect scatters colors in an image creating a soft, blurred effect.

Low Pass (Effects Menu)

Opens the Low Pass dialog box that lets you remove highlights and color from an image, leaving shadows and low frequency detail. You can select both the intesity and range of the effect.

Motion Blur (Effects Menu)

Opens the Motion Blur dialog box that lets you set effect attributes. The Motion Blur effect creates the impression of movement in an image. The higher the speed value entered, the more blurring is applied to the image.

Smooth (Effects Menu)

Opens the Smooth dialog box that lets you set effect attributes. The Smooth effect tones down the differences between adjacent pixels; this smoothing the image or the selected area results in only a marginal loss of detail.

Soften (Effects Menu)

Opens the Soften dialog box that lets you set effect attributes. The Soften effect smoothes and tones down the harshness in an image without losing image detail.

COLOR ADJUST

Brightness-Contrast-Intensity (Effects Menu)

Opens the Brightness-Contrast-Intensity dialog box that lets you set effect attributes. Brightness lightens or darkens an image. Contrast alters the distinction. between light and dark areas. Intensity affects the brighter areas of an image by making them brighter or darker.

Color Balance (Effects Menu)

Opens the Color Balance dialog box that lets you set effect attributes. The Color Balance effect lets you change the mixture of colors in an image.

Deinterlace (Effects Menu)

Opens the Deinterlace dialog box that lets you improve the quality of still images captured from video by removing even or odd scan lines. The result is a smoother overall image.

Desaturate (Effects Menu)

Opens the Desaturate dialog box that lets you set effect attributes. The Desaturate effect lets you reduce the saturation levels of each color in the image to 0. This, ultimately, converts color into shades of gray, from white to black. The value of this effect is its ability to convert color images to grayscale-looking images without having to change color modes.

Equalize (Effects Menu)

Opens the Equalize dialog box that lets you set effect attributes. The Equalize effect redistributes shades of colors making the darkest colors (black) and the lightest colors (white) and stretches the colors in between. The histogram that is displayed represents the shades in the image. The height of each bar shows the number of dots that have a particular amount of shading. The bottom of the histogram shows the range of shades in your image.

It is best to equalize a scanned image before trying to improve its appearance by using other filters.

Gamma (Effects Menu)

Opens the Gamma dialog box that lets you set effect attributes. The Gamma effect enhances detail in an image by adjusting middle grayscale values (mid-tones). This will not effect shadow areas (darkest black areas) or highlight areas (lightest white areas).

Hue/Saturation (Effects Menu)

Opens the Contour dialog box that lets you set effect attributes. The Hue/Saturation effect adjusts Hue (a particular color) and Saturation (amount of that color) without affecting brightness.

Level Threshold (Effects Menu)

Opens the Level Threshold dialog box that lets you set effect attributes. The Level Threshold effect gradually darkens an image. The Low-level, Threshold, and High-level component values below the threshold will become zero. Component values above the threshold are not altered. For grayscale images, pixels below the threshold value become black and lighter shades remain unaltered.

Replace Colors (Effects Menu)

Opens the Replace Colors dialog box that lets you set effect attributes. The Replace Colors effect lets you replace any color in the original image with a new color. The new color (the replacement color) is determined by both the Hue, Saturation, and Lightness values set using the sliders and a temporary gray mask based on specific colors. The gray mask lets you visually control the range of colors to be replaced. A low range setting decreases the tolerance level and includes only the specific color selected. This is manifested visually as a black and white mask where the color to be replaced is white, while the remainder of the mask is black. A high range setting increases tolerance levels and includes more color in the replacement process. This is also manifested visually as a mask consisting of shades of gray, indicating that more of the colors will be affected by the color replacement.

Tone Map (Effects Menu)

Opens the Tone Map dialog box that lets you set effect attributes. The Tone Map effect loads or create gradation curves for correcting an image. You can edit the Tone map using the:

- **Curve Edit Style**

Moves the curve handles (points) with the mouse.

- **Freehand Edit Style**

Adjusts the curve directly with the mouse.

- **Gamma Edit Style**

Adjusts the brightness level of the mid-tones (middle-gray levels).

- **Linear Edit Style**

Move the end points of the flat curve with the mouse.

After editing a curve, you can save the new setting as a map file.

COLOR TRANSFORM

Bit Planes (Effects Menu)

Opens the Bit Planes dialog box that lets you set effect attributes. The Bit Planes effect lets you highlight certain features of an image. The effect performs a statistical analysis of the image and converts ....

Help Topic incomplete.

Halftone (Effects Menu)

The Halftone effect converts color images into color halftone images. Use the Max Radius slider to control the maximum radius of a halftone dot., and the Cyan, Magenta, and Yellow slider bars to control the channel angle in order to determine the color mixture and to produce a wider range of colors.

Invert (Effects Menu)

Opens the Invert dialog box that lets you set effect attributes. The Invert effect precisely inverts colors in an image to resemble those of a photographic negative.

Posterize (Effects Menu)

Opens the Posterize dialog box that lets you set effect attributes. The Posterize effect removes gradations, which creates areas of solid colors or gray shades creating a simplified image.

Psychedelic (Effects Menu)

Opens the Psychedelic dialog box that lets you set effect attributes. The Psychedelic effect changes the colors in selected areas or an image to bright, electric colors such as orange, hot pink, cyan, lime green, etcetera.

Solarize (Effects Menu)

Opens the Solarize dialog box that lets you set effect attributes. The Solarize effect, like the Invert effect, lets you control the degree to which the current image resembles a photographic negative. Unlike the Invert effect, the effect is not absolute. The effect will be more pronounced in color images.

NOISE

Add Noise (Effects Menu)

Opens the Add Noise dialog box that lets you set effect attributes. The Add Noise effect creates a granular effect that adds texture to a flat or overly blended image. Choose a Uniform, Gaussian, or Spike method.

- **Uniform**

Produces an overall grainy appearance.

- **Gaussian**

Produces a heavier, larger grain size for the texture.

- **Spike**

Produces a thinner, lighter colored grain.

Diffuse (Effects Menu)

Opens the Diffuse dialog box that lets you set effect attributes. The Diffuse effect scatters colors and adds a fuzzy look to an image or selected area.

Dust and Scratch (Effects Menu)

Opens the Dust and Scratch dialog box that lets you set effect attributes. The Dust and Scratch effect reduces image noise. Use this effect to eliminate dust and scratch faults in an image.

Maximum (Effects Menu)

Opens the Maximum dialog box that lets you set effect attributes. The Maximum effect lightens an image by adjusting pixel values to decrease the number of colors.

Median (Effects Menu)

Opens the Median dialog box that lets you set effect attributes. The Median effect removes noise from scanned images that have a grainy appearance.

Minimum (Effects Menu)

Opens the Minimum dialog box that lets you set effect attributes.   The Minimum effect darkens an image by adjusting pixel values to decrease the number of colors.

Remove Noise (Effects Menu)

Opens the Remove Noise dialog box that lets you set effect attributes. The Remove Noise effect softens edges and reduces the speckled effect that is created by the scanning process. Each pixel is compared to surrounding pixels and an average value is computed.

Pixelate (Effects Menu)

Opens the Pixelate dialog box that lets you set effect attributes. The Pixelate effect adds a block-like appearance to the image. You can vary the effect by selecting either circular or rectangular mode and changing the size and opacity of the blocks.

RENDER

3D Stereo Noise (Effects Menu)

Opens the 3D Stereo Noise dialog box that lets you set effect attributes. The 3D Stereo Noise effect generates a dithered noise pattern with horizontal frequencies on an image. The result is an image that has three-dimensional depth when you adjust the focus of your eyes appropriately.

The Show Dots option helps by automatically adding two dots on the image; adjust the focus of your eyes until the dots fuse. The 3-D Stereo Noise effect is particularly suited to simple, line-art style images.   Using this effect with a complex image such as a photograph will not yield obvious results.

When you apply this effect to an image, it is automatically converted to a black and white image. To apply the effect in color, it must be applied independently to each channel that makes up the image; this is done by choosing a channel in the Object/Layers Roll-Up and applying the effect. Repeat the operation for every channel and select All Channels in the roll-up to recombine them to see the effect applied to all colors.

Julia Set Explorer 2.0

Opens the Julia Set Explorer 2.0 dialog box that lets you set effect attributes. This effect creates and explores Julia Set fractals that can be applied to your image. Fractals are textures created with algorithms and are characterized by irregularity. Their effect on an image can be quite stunning. The Julia Set Explorer effect allows you to use preset fractals or create your own; experimentation with the dialog box controls will help you get the most from this effect.

Lens Flare (Effects Menu)

Opens the Lens Flare dialog box that lets you set effect attributes. The Lens Flare effect produces a spot of light that resembles a reflection within an optical system. In photography, lenses of different focal lengths produce different lens flare effects. Choose from three lens types to produce the type of lens flare you want. You can also adjust the brightness of the lens flare with the slider bar.

Lighting Effects (Effects Menu)

Opens the Lighting Effects dialog box that lets you set lighting effect attributes. The Lighting Effects effect lets you add one or more light sources to your image. Choose from a list of presets or create your own customized lights using the dialog box options. You can set the color, direction, position and intensity of each light.

SHARPEN

Adaptive Unsharp (Effects Menu)

Opens the Adaptive Unsharp dialog box that lets you set effect attributes. The Adaptive Unsharp effect accentuates edge detail without affecting the rest of the image or defined area.

Directional Sharpen (Effects Menu)

Opens the Directional Sharpen dialog box that lets you set effect attributes. The Directional Sharpen effect analyses values of pixels with similar colors to determine the direction in which to apply the greatest amount of sharpening.

Find Edges (Effects Menu)

Opens the Find Edges dialog box that lets you set effect attributes. The Find Edges effect sharpens the outlines of the image. You control the degree of enhancement by entering a percentage.

High Pass (Effects Menu)

Opens the High Pass dialog box that lets you set effect attributes. The High Pass effect removes low-frequency detail, removes shading, and emphasizes highlights and luminous areas of an image.

Sharpen (Effects Menu)

Opens the Sharpen dialog box that lets you set effect attributes. The Sharpen effect sharpens the resolution of the image or the defined area.

Unsharp Mask (Effects Menu)

Opens the Unsharp Mask dialog box that lets you set effect attributes. The Unsharp Mask effect accentuates edge detail, as well as sharpening a certain amount of the smooth areas in an image.

Outline (Effects Menu)

Opens the Outline dialog box where you set effect attributes. Applies outlines to selected objects or images. Objects with a solid color will be outlined with that color. The inside of objects and the background areas of the image will be filled with gray.

Impressionism (Effects Menu)

Opens the Impressionism dialog box that lets you create the look of an oil painting. The effect can be subtle, retaining the overall appearance of the original image, or you can vary the brush shape, brush direction, stroke length, number of brushes, and colors to create an unusual look. Select a small area of the image to experiment with first, since this effect can take a considerable amount of time. Images with large, clearly defined objects, work well with this effect. Dark, blurred images, produce varied results.

WHAT'S THIS?

Common Stuff for Effects without Ids for the Hand, Zoom, etc.

The Hand tool is used to move a magnified image within the image windows. When positioned over the left image window, the arrow cursor becomes a hand. Click and hold the left mouse to grab and drag the image. The Preview window mirrors movement of the image in the left image window. The Hand tool has no effect on images that fit within their image windows.

The Zoom tool is used to magnify specific areas of an image. When positioned over the left image window, the arrow cursor becomes a magnifying glass. Click the left mouse button to zoom in on the image. Click the right mouse button to zoom out. The Preview window mirrors the magnification applied to the left image window.

Click to undo the last action taken.

Resets the dialog box options to the default settings (as they were when the dialog box was opened).

Displays a portion of the image in its current state before the effect options have been applied to it. Click Preview to view the impact of the effect upon the image before applying the effect to the actual image.

Displays a sample of the image with the current effect settings applied to it. Click Preview to view the impact of the effect upon the image before applying the effect to the actual image.

Click Preview to apply the effect to the image in the Preview Window. The Preview Window will display the impact of the effect upon that portion of the image appearing within the Preview Window.

Click to enable Auto-Preview. When enabled, any changes made to the controls in the dialog box will automatically be reflected in the Preview window.

Click for immediate access to the Effects menu. The drop-down menu lists all available PHOTO-PAINT filters. When you select a new filter from this list the dialog box changes to that of the selected filter. This lets you access filters quickly without having to close the current dialog box and re-open the Effect menu to select a new filter.

Common What's This elements in most dialogs

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ALCHEMY DIALOG BOX

GENERAL SECTION

Displays a drop-down box listing over 75 styles, or presets. Each style is a unique combination of different settings. You can create your own style by selecting a style from the list and modifying it using the dialog box controls and clicking the Save As button.

Click to open the Save As dialog box. The Save As dialog box lets you save a customized style to the style drop-down box.

Saves the current style. If the style has not been previously saved, the Save As dialog box opens. The Save As dialog box lets you save a customized style to the style drop-down box.

Click to delete the currently selected custom style from the style drop-down list. The preset styles that are included in PHOTO-PAINT 6 cannot be deleted.

BRUSH TAB

Displays six different brush shapes. Click to select a brush shape from the group.

Displays the currently loaded brush shape.

The Load option allows you to use existing grayscale BMP files as brushes. The COREL60\PHOTOPNT\PLGBRUSH folder provides many brushes you can use to apply the Alchemy filter. White portions of the brush define the area in which the selected parameters are applied; black portions of the brush have no effect on the image.

Use the Horizontal and Vertical variation sliders to set a horizontal and/or vertical variation in the position of the brushstrokes to create more of a hand made look. If both sliders are at zero, the strokes are positioned on a grid which has a constant frequency.

The Density factor is used to determine the total number of brushstrokes that will be applied to the image. That number is displayed above the Density slider. Density affects the amount of time required to render the effect on-screen.

Three layering choices are provided. They determine how the brushstrokes overlap one another. Random Layering superimposes the brushstrokes at random without a specific or repeating pattern. Ordered layering make the strokes overlap those that are below and to the right of them; most of the top and left sides of the brushstrokes will not be visible. Paint Layering gives priority to the brightest portions of each brush stroke; this method requires experimentation as the shape and coloring of the brush significantly influence the results it produces.

Randomize lets you set the seed value, used as the starting point when the Alchemy filter generates random numbers. Random numbers are used in many calculations made by the filter. Click the Randomize button to have the seed change randomly or type a seed value. Randomize should be used when you are satisfied with the effect produced by the Alchemy filter but would like to change a few strokes which are problematic. For example, the filter is applied to an image of a face and is smearing an eye; changing the seed puts the brushstrokes at a different location therefore correcting the problem.

Controls brushstroke color.

- **From Image**

The color of each brushstroke is based on the color of the image at the center of the brush.

- **Solid Color**

The color of all the brushstrokes is based on a color that you select.

Click the color palette button to choose a new color from the drop-down palette. Click More to open the Select Color dialog box.

Controls background color.

- **From Image**

The brushstrokes will be applied to your image.

- **Solid Color**

The brushstrokes will be applied to a canvas of a solid color.

Click the color palette button to choose a new color from the drop-down palette. Click More to open the Select Color dialog box.

Increase the HSB variation sliders to vary the brushstroke from the brush color you have selected. You can set independent degrees of variation for the hue, saturation and brightness. Increasing the Saturation Variation for example, produces washed-out to richly colored brushes. Brightness Variation make brushes range from dark to very bright.

Controls the randomness of the brush size variation. A high value makes the strokes vary more from their set size.

Describes the nature of the brush variation according to the current selection in the Vary brush size drop-down list box.

When enabled, exports text as editable text characters.

Opens the Center dialog box where you select a center spot. Click on the spot that you want to be the center. The center point determines the point at which the brushstrokes change in size.

Sets the pattern to be used to apply brush size variation.

▪ **No Variation**

All brushstrokes have the size specified with the Size slider.

▪ **Randomly**

Brushstroke size varies without a set pattern. This and That controls allow you to set the maximum and minimum angles.

▪ **Radial Distance**

Brushstroke size changes gradually in a circular pattern. The Center slider is used to choose the size at the center and Edge to choose the size at the edge of the image. Click the Set Center button to position the center. The center you select is used by the Size, Angle and Transparency tabs of the Alchemy filter.

▪ **Vertical Position**

Brushstroke size changes gradually from the top to the bottom of the image. You choose the start and end sizes by using the Top and Bottom options.

▪ **Horizontal Position**

Brushstroke size changes gradually from the left to the right side of the image. You choose the start and end sizes by using the Right and Left options.

▪ **Hue**

Brushstroke size is determined by the hue of the image at the location of each brushstroke. You choose the minimum and maximum sizes using the Warm and Cool controls. Brushstrokes that are over colors located on the yellow side of red in the color wheel use the Warm size and brushstrokes over colors located on the magenta side of red in the color wheel use the Cool size.

▪ **Saturation**

Brushstroke size is determined by the degree of saturation of the color at the location of each brushstroke. You choose the minimum and maximum sizes using the Saturated and Unsaturated controls.

▪ **Brightness**

Brushstroke size is determined by the brightness of the color at the location of each brushstroke. You choose the minimum and maximum sizes using the Bright and Dark controls.

▪ **Variation**

The Variation slider is used to specify the range in which the size of the brushstroke is chosen when variation is allowed. A high value increases the range therefore the variation in brush size.

Used to set the angle at which the brushstrokes are applied and to specify angle variation pattern for the brushstrokes.

- **Vary Brush Angle**

Sets the pattern to be used to apply brush angle variation. The options are as follows:

- **No Variation**

All brushstrokes are applied at the angle specified with the Angle slider.

- **Randomly**

Brushstroke angle varies without a set pattern. This and That controls allow you to set the maximum and minimum sizes.

- **Radial Distance**

Brushstroke angle changes gradually in a circular pattern. The Center slider is used to choose the brush angle at the center and Edge to choose the brush angle at the edge of the image. Click the Set Center button to position the center. The center you select is used by the Size, Angle and Transparency tabs of the Alchemy filter.

- **Vertical Position**

Brushstroke angle changes gradually from the top to the bottom of the image. You choose the start and end brush angles by using the Top and Bottom options.

- **Horizontal Position**

Brushstroke angle changes gradually from the left to the right side of the image. You choose the start and end brush angles by using the Right and Left options.

- **Hue**

Brushstroke angle is determined by the hue of the image at the location of each brushstroke. You choose the minimum and maximum angles using the Warm and Cool controls. Brushstrokes that are over colors located on the yellow side of red in the color wheel use the Warm brush angle and brushstrokes over colors located on the magenta side of red in the color wheel use the Cool brush angle.

- **Saturation**

Brushstroke angle is determined by the degree of saturation of the color at the location of each brushstroke. You choose the minimum and maximum brush angles using the Saturated and Unsaturated controls.

- **Brightness**

Brushstroke angle is determined by the brightness of the color at the location of each brushstroke. You choose the minimum and maximum brush angles using the Bright and Dark controls.

Used to increase the randomness of the brush angle variation. A high value makes the strokes vary more from their set angles. The variation is an offset, in degrees, from the set brush angle.

Opens the Center dialog box where you select a center spot. Click on the spot that you want to be the center. The center point determines the point at which the brushstrokes change in size.

Opens the Center dialog box where you select a center spot. Click on the spot that you want to be the center. The center point determines the point at which the brushstrokes change in size.

Lets you add randomness to the stroke angles. The high this value, the more the strokes will vary from their set angles. The variation is calculated as degrees of offset from the brush angle.

Used to control brushstroke transparency and the variation pattern in for the transparency.

- **Vary Brush Transparency**

Sets the pattern to be used to apply brush transparency variation. The options are as follows:

- **No Variation**

All brushstrokes have the same transparency level specified using the Transparency slider.

- **Randomly**

Brushstroke transparency varies without a set pattern. This and That controls allow you to set the maximum and minimum transparency.

- **Radial Distance**

Brushstroke transparency changes gradually in a circular pattern. The Center slider is used to choose the brush transparency at the center and Edge to choose the brush transparency at the edge of the image. Click the Set Center button to position the center. The center you select is used by the Size, Angle and Transparency tabs of the Alchemy filter.

- **Vertical Position**

Brushstroke transparency changes gradually from the top to the bottom of the image. You choose the start and end transparency levels by using the Top and Bottom options.

- **Horizontal Position**

Brushstroke transparency changes gradually from the left to the right side of the image. You choose the start and end transparency levels by using the Right and Left options.

- **Hue**

Brushstroke transparency is determined by the hue of the image at the location of each brushstroke. You choose the minimum and maximum transparency levels using the Warm and Cool controls. Brushstrokes that are over colors located on the yellow side of red in the color wheel use the Warm transparency level and brushstrokes over colors located on the magenta side of red in the color wheel use the Cool transparency level.

- **Saturation**

Brushstroke transparency is determined by the degree of saturation of the color at the location of each brushstroke. You choose the minimum and maximum transparency levels using the Saturated and Unsaturated controls.

- **Brightness**

Brushstroke transparency is determined by the brightness of the color at the location of each brushstroke. You choose the minimum and maximum transparency levels using the Bright and Dark controls.

Controls the manner in which brushstrokes change in color, size, angle, and transparency. The type of control assigned to the slider varies with the control selected in the vary brush control drop-down box.

- **By Radial Distance**

Brushstrokes change in size in a circular manner, beginning at one size in the center and gradually changing at the edge of the circle.

- **By Vertical Position**

Brushstrokes change from top to bottom.

- **By Horizontal Position**

Brushstrokes change from left to right.

- **By Hue, Saturation, or Brightness**

Brushstrokes are scaled according to the hue, saturation, or brightness of the image at the location of the brushstroke.

Alchemy Center dialog box

Displays the current location of the center point. To reposition the center point, click anywhere in the window. The **+** is instantly repositioned at that point.

Indicates the distance (in pixels) of the center point from the left edge of the image.

Indicates the distance (in pixels) of the center point from the top edge of the image.

TERRAZZO DIALOG BOX

Click to open the Symmetry dialog box. The Symmetry dialog box displays 17 different symmetries. Symmetry reproduces the motif and performs various operations to change the relative position and orientation of each one. Click the symmetry preview to display all available symmetries. The motif is represented in each symmetry by a black shape resembling a tear; this representation allows you to quickly see how each symmetry has reproduced, rotated, mirrored and moved the motif to create several different tiles.

Displays a drop-down box used to change the file to use as the source. You can load any image and use it to create the pattern.

Displays a drop-down box used to select an adjust mode. The mode controls the way a pattern is applied to a selection or an image. The choices are:

- **Normal**

Applies the pattern uniformly to all the pixels in the destination image.

- **Darken**

Applies only the pixels in the pattern that are darker than the ones in the destination file; pixels in the destination that are darker than the ones in the pattern are not affected by the pattern.

- **Lighten**

Applies only the pixels in the pattern that are lighter than the ones in the destination file; pixels in the destination that are lighter than the ones in the pattern are not affected by the pattern.

- **Hue**

Only available when working in color, the Hue mode applies the pattern by changing only the hue (actual color) of the pixels in the destination file. The intensity of the colors (saturation) and brightness are not affected by the pattern.

- **Saturation**

Only available when working in color, the Saturation mode applies the pattern by changing only the saturation (intensity) values of the pixels in the destination image to match the values of the pattern. The colors themselves (hue) and their brightness are not affected.

- **Color**

Only available when working in color, the Color mode applies the pattern by changing only the hue and saturation (intensity of the color) of the pixels in the destination image to match those in the pattern. The brightness is not affected.

- **Luminosity**

Only available when working in color, the Luminosity mode applies the pattern by changing only the brightness of the pixels in the destination image. The hue and saturation are unchanged.

- **Multiply**

Combines the colors in the pattern with those in the destination image resulting in colors darker than those found in the pattern or the original destination image.

- **Screen**

Combines the colors in the pattern with those in the destination image resulting in colors lighter than those found in the pattern or the original destination image.

Applying a terrazzo pattern results in visible lines or edges between each motif that makes up the tile. This may at times be the effect you want. In other cases, you may want to simulate seamless tiling. The Feather slider lets you set the width of the feather boundary; this is an area that surrounds each motif in which the pixels are moved around which smears the pronounced lines and gives a gradual transition between motifs.

Lets you adjust the degree of opacity of the pattern. A high value makes the pattern more visible. A low value makes it close to transparent.

Check this option if you want the destination image preview to update as you move the mouse in the source file preview. If you clear the option, the destination preview updates every time you release the mouse button.

Check this option to have the feather boundary appear around the motif's outline in the source image preview window. The motif will have a double outline. The space between the outlines is determined by the value entered in the Feather option described previously.

Click to open the Save Tile dialog box where you can save a tile. You can save the tile and use it later as a pattern or canvas in Corel PHOTO-PAINT.

Displays a sample of the currently selected tile. The tile reflects the changes made to the sample area in the original window (left). The tile size is displayed below (e.g., 374 x 374).

Symmetry DB

Lets you choose from 17 different symmetries. Symmetry reproduces the motif and performs various operations to change the relative position and orientation of each one. The motif is represented in each symmetry by a black shape resembling a tear; this representation allows you to quickly see how each symmetry has reproduced, rotated, mirrored and moved the motif to create several different tiles.

EQUALIZE DIALOG: CM

Displays a histogram representing the Low-point, Mid-point, and High-point shades in the image. The height of each bar shows the number of dots with that amount of shading. The bottom of the histogram indicates the shade range of the current image.

Click and drag to adjust Low, Mid, and High values.

- Shades to the left of the Low arrow are black.
- Shades to the right of the High arrow are white.
- Highlights are the shades between the High and Mid values.
- Shadows are the shades between the Low and Mid values.

Indicates the number of Low-point dots in the image. This numerical data is useful for commercial applications where critical adjustments are required.

Indicates the number of Mid-point dots in the image. This numerical data is useful for commercial applications where critical adjustments are required.

Indicates the number of High-point dots in the image. This numerical data is useful for commercial applications where critical adjustments are required.

Displays the percentage of Shadows in the image.

Displays the percentage of Highlights in the image.

Enable to average the light and dark shades in the image. This will flatten out the difference between shadows and highlights and produce a lower contrast image.

Lets you perform simultaneous equalization operations on all channels forming the image. To perform equalization operations on a single channel, check that channel from the list.

Lets you perform equalization operations on the red channel of the image without affecting the other constituent image channels.

Lets you perform equalization operations on the green channel of the image without affecting the other constituent image channels.

Lets you perform equalization operations on the blue channel of the image without affecting the other constituent image channels.

Level Threshold dialog

Enable to retain image color when that color exceeds the threshold level. Disable to convert colors to white when the color value exceeds the threshold level.

Displays a histogram representing the Low-level, Threshold, and High-level shades in the image. The height of each bar shows the number of dots with that amount of shading. The bottom of the histogram indicates the shade range of the current image.

Drag the Low-level, Threshold, and High-level sliders to adjust the Low-Level, Threshold, and High-Level values. RGB component values below the threshold will become 0. Component values above the threshold are not altered. For grayscale images, pixels below the threshold value become black, lighter shades remain unaltered.

Adaptive Unsharp dialog box

Controls the accentuation of edge detail. Set the percentage slider to a value between 1-100%. Higher values produce more pronounced effects.

Add Noise dialog box

Determines the intensity of noise addition. Move the slider to the right to increase the effect. The number box located to the right of the slider indicates the level of noise added in absolute values.

Determines the density of noise addition. Move the slider to the right to increase the effect. The number box located to the right of the slider indicates the level of noise density added in absolute values.

Check to apply randomly colored noise to the image.

Check to select the Gaussian method of noise addition which prioritizes colors along a Gaussian distribution curve. Most colors add using this setting will resemble the original colors or push the boundaries of the specified range. This results in additional light and dark pixels.

Check to select the Spike method of noise addition which uses colors distributed around a narrow curve (spike). This produces a thinner, light-colored grain.

Check to select the Uniform method of noise addition which results in an overall granular appearance. Pixel colors are applied randomly.

BRIGHTNESS-CONTRAST-INTENSITY dialog box

Determines the percentage of image brightness.

- **Brightness**

Brightness determines the amount of black included in each color in an image. Move the slider to the right to increase and to the left to decrease the effect. The number box located to the right of the slider indicates the percentage level of brightness selected in absolute values.

Determines the percentage of image contrast.

- **Contrast**

Contrast refers to the visual distance between dark and light tones in an image. Move the slider to the right to increase and to the left to decrease the effect. The number box located to the right of the slider indicates the percentage level of contrast selected in absolute values.

Determines the percentage of image intensity.
- **Intensity**

Intensity is similar to a combination of brightness and contrast. It increases the brightness of the lighter pixels and decreases the brightness of the darker mid-tones and dark pixels. Move the slider to the right to increase and to the left to decrease the effect. The number box located to the right of the slider indicates the percentage level of intensity selected in absolute values.

Color Balance dialog box

Move the Cyan<->Red slider to add cyan or red to the image to correct for any image color imbalance. Move the slider to the left to add cyan and to the right to add red.

Move the Magenta<->Green slider to add magenta or green to the image to correct for any image color imbalance. Move the slider to the left to add magenta and to the right to add green.

Move the Yellow<->Blue slider to add yellow or blue to the image to correct for any image color imbalance. Move the slider to the left to add yellow and to the right to add blue.

Check to add color correction to the shadow areas of the image. When unchecked, the color correction will not affect the shadow areas of the image.

Check to add color correction to the midtone areas of the image. When unchecked, the color correction will not affect the midtone areas of the image.

Check to add color correction to the highlight areas of the image. When unchecked, the color correction will not affect the highlight areas of the image.

Check to maintain the luminance level of the image under the effects of color correction. This ensures that the image will retain its original brightness level when adding color correction. When unchecked, the luminance level may be affected, and the image darkened, when adding color correction

Trace Contour dialog box

Determines the intensity of image outlining to be applied to the image. Move the slider to the right to reduce the amount of the original image left after the effect is applied. The number box located to the right of the slider indicates the absolute value selected.

Choose a method by which to outline the image.

- **Lower**

Outlines the area of the image where the color values of the pixels do not exceed the numeric level value you have chosen using the Level slider.

- **Upper**

Outlines the area of the image where the color values of the pixels exceed the numeric level value you have chosen using the Level slider.

Choose a method by which to outline the image.

- **Lower**

Outlines the area of the image where the color values of the pixels do not exceed the numeric level value you have chosen using the Level slider.

- **Upper**

Outlines the area of the image where the color values of the pixels exceed the numeric level value you have chosen using the Level slider.

Desaturate dialog box

All common

Diffuse dialog box

Controls the degree of image diffusion. Higher values produce more pronounced effects.

Check to shuffle the edge pixels where colors overlap. This creates a smooth transitional effect between colors two or more colors.

Directional Sharpen dialog box

Determines the intensity of image sharpening. Move the slider to the right to increase the effect. The number box located to the right of the slider indicates the absolute value selected.

Directional Smooth dialog box

Determines the intensity of image smoothing using percentage values. Move the slider to the right to increase the effect. The number box located to the right of the slider indicates the absolute percentage value selected.

Find Edges

Determines the level of edge enhancement, which sharpens the outlines of an image. Move the slider to the right to increase the effect. The number box located to the right of the slider indicates the absolute value selected.

Choose a method by which to determine Edge Type.

- **Soft**

Creates a smooth, blurred outline edge.

- **Solid**

Creates a harsh, sharp outline edge.

Choose a method by which to determine Edge Type.

- **Soft**

Creates a smooth, blurred outline edge.

- **Solid**

Creates a harsh, sharp outline edge.

GAMMA dialog

Determines the gamma value to be applied to the image. Move the slider to the right to increase the effect. The number box located to the right of the slider indicates the absolute value selected.

Hue/Sat dialog box

Determines the hue, or basic color, of each color in the image. Moving the slider to the left or right is just like rotating a color model wheel and selecting the corresponding color. The number box located to the right of the slider indicates the absolute value selected.

Determines the intensity of color depth and vibrancy of each color in the image. Move the slider to the right to increase and to the left to decrease the effect. The number box located to the right of the slider indicates the absolute value selected.

Controls the intensity of the image lightness. Lightness refers to the perceived amount of light reflected by a color. Move the slider to the right to increase the lightness. This effect will not change the brightness of an image.

Displays the current spectrum of colors in the original image.

- **Note**

To see the change in a particular color, examine the two color bands vertically.

Displays the modified color spectrum.

■ **Note**

To see the change in a particular color, examine the two color bands vertically.

Maximum dialog box

Determines the intensity of image lightening. The Maximum filter lightens an image by adjusting its pixel values and decreasing the number of colors. Move the slider to the right to increase the effect. The number box located to the right of the slider indicates the absolute value selected.

Controls the number of pixels that are successively selected and evaluated in the maximum filter process. A large radial value will result in a more profound filter effect than a small radial value.

Median dialog box

Determines the intensity of noise to be removed from the image. Move the slider to the right to increase the effect. The number box located to the right of the slider indicates the absolute value selected.

Controls the number of pixels that are successively selected and evaluated in the median filter process. A large radial value will result in a more profound filter effect than a small radial value.

Minimum dialog box

Determines the intensity of image darkening. The Minimum filter darkens an image by adjusting its pixel values and decreasing the number of colors. Move the slider to the right to increase the effect. The number box located to the right of the slider indicates the absolute value selected.

Controls the number of pixels that are successively selected and evaluated in the minimum filter process. A large radial value will result in a more profound filter effect than a small radial value.

Posterize dialog box

Determines the intensity of image posterization. This removes gradations creating areas of solid colors or shades of gray. The result is a more simplified image. Move the slider to the right to increase the effect. The number box located to the right of the slider indicates the absolute value selected.

Psychedelic dialog box

Determines the intensity of image psychedelicizing. This changes existing colors to bright, electric colors such as orange, hot pink, cyan, lime green, etc. Move the slider to the right to increase the effect. The number box located to the right of the slider indicates the absolute value selected.

Remove Noise

Determines the intensity of noise removal. This softens the edges and reduces the speckled effect sometimes created by the scanning process. Move the slider to the right to increase the effect. The number box located to the right of the slider indicates the absolute value selected.

Enable to automatically calculate the noise reduction level required to improve the current image quality.

Sharpen dialog

Determines the degree of edge level sharpening. This increases the edge resolution of elements in the image. Move the slider to the right to increase the effect. The number box located to the right of the slider indicates the absolute value selected.

Determines the degree of background sharpening. This increases the resolution of the background area of the image and draws a further distinction between elements of the image and the background. Move the slider to the right to increase the effect. The number box located to the right of the slider indicates the absolute value selected.

Smooth dialog

Determines the degree of image smoothing. This tones down differences in adjacent pixels resulting in only a slight loss of detail. Move the slider to the right to increase the effect. The number box located to the right of the slider indicates the absolute value selected.

Soften dialog

Determines the degree of image softening. This smoothes and tones down harshness without loss of detail. Move the slider to the right to increase the effect. The number box located to the right of the slider indicates the absolute value selected.

Solarize dialog

Determines the intensity of image solarization. Solarization creates an image that looks like a negative photographic image. Move the slider to the right to increase the effect. The number box located to the right of the slider indicates the absolute value selected.

Unsharp Mask dialog

Determines the degree of edge accentuation and the sharpening of smooth areas in an image. Move the slider to the right to increase the effect. The number box located to the right of the slider indicates the absolute value selected.

Controls the number of pixels that are successively selected and evaluated in the unsharp mask filter process. A large radial value will result in a more profound filter effect than a small radial value.

Replace color dialog

Click the eyedropper tool to pick a specific color from the Original image window. The selected color appears immediately in the Old Color color palette button.

Displays a grayscale mask that indicates the color portion of the image that will be affected by the color replacement process.

- **White**

Fully masked areas represent the old color which will be fully replaced by the new color.

- **Gray**

Partially masked areas represent those colors that will be partially affected by the color replacement process.

- **Black**

Unmasked areas are unaffected by the color replacement process.

Displays the color that will be replaced in the resultant image. Use the eyedropper to select a color from the image for exact color replacement or click to choose a color from the color palette. From the drop-down color palette, choose more to open the Select Color dialog box where you can choose a color from several different color palettes and color models.

Displays the new, replacement color. Click to choose a color from the color palette. From the drop-down color palette, choose more to open the Select Color dialog box where you can choose a color from several different color palettes and color models. Use the adjustment options (Hue, Saturation, Lightness, and Range) to modify this color.

Controls the hue of the New color. In the HSB model, hue is the main attribute in a color that distinguishes it from other colors. Blue, green, and yellow, for example, are all hues. Move the slider bar to the left and right to change the hue.

Controls the saturation of the New color. In the HSB color model, saturation determines the purity or intensity of a color. Move the slider bar to the left (negative values) to decrease color saturation. Move the slider to the right (positive values) to increase color saturation.

Controls the lightness of the New color. Lightness refers to the perceived amount of light reflected by a color. Move the slider to the right to increase the lightness of the new color. Move the slider to the left to decrease the lightness of the new color. The lightness slider bar ranges from -100 (black) to +100 (white).

Controls the range of colors that are included in the color replacement process. Move the slider bar to the right to increase the color tolerance; move the slider to the left to decrease the color tolerance. The greater the tolerance value, the greater the number, hue, shades, etc., of colors that will be used in the mask and that will be, subsequently, replace.

Gaussian Blur dialog

Determines the degree of image blurring. This type of blurring produces a hazy effect making the image appear out of focus. Move the slider to the right to increase the effect. The number box located to the right of the slider indicates the absolute value selected.

Motion Blur dialog

Determines the degree of image blurring. This type of blurring creates the illusion of movement. Move the slider to the right to increase the effect. The number box located to the right of the slider indicates the absolute value selected.

Controls the direction of the motion blur.

Edge Detect dialog box

Determines the intensity of edge detection. Move the slider to the right to increase the effect. The number box located to the right of the slider indicates the absolute value selected.

Check to apply a white fill to all areas of the image that are not a part of the outlined image.

Check to apply a black fill to all areas of the image that are not a part of the outlined image.

Check to apply the currently selected paint color to all areas of the image that are not a part of the outlined image.

Emboss dialog

Controls the depth of the embossing effect, causing areas of the image to appear raised in relief. Move the slider to the right to increase the effect.

Choose an emboss color.

- **Original Color**

Suppresses the color in the image area and outlines it with the colors in the original image.

- **Gray**

Suppresses the color in the image area and outlines it with gray. This produces an overall gray image with moderate, embossed highlights.

- **Black**

Suppresses the color in the image area and outlines it with black. This produces an overall black image with high-contrast, embossed highlights.

- **Paper Color**

Suppresses the color in the image area and outlines it with the current paper color.

Select one of the eight arrow buttons to determine the direction of the light source used for the embossing effect.

Invert dialog

All common

Pixelate dialog

Controls the width of pixel blocks. The effects of pixel-block size are dependent on the image size. A value of 10 in a small image will produce large pixel blocks. A value of 10 in a large image will produce small pixel blocks.

Controls the height of pixel blocks. The effects of pixel-block size are dependent on the image size. A value of 10 in a small image will produce large pixel blocks. A value of 10 in a large image will produce small pixel blocks.

Controls the opacity/transparency of pixel blocks. Lower values are more transparent.

Arranges the pixel blocks on horizontal lines.

Bends the pixel blocks and arranges them on concentric circles. Experiment using the Preview window to achieve the effect you want before applying it to your image.

Impressionist dialog

Determines the number of pixels that will be displaced horizontally.

Determines the number of pixels that will be displaced vertically.

Map to Object dialog

Determines the percentage of wrapping. Negative percentage values wrap the image toward the back; positive percentage values wrap the image toward the front.

Check to wrap the image around a spherical model.

Check to wrap the image around a horizontal cylinder model.

Check to wrap the image around a vertical cylinder model.

Swirl dialog

Controls the direction and amount of swirling. Negative values swirl counterclockwise and positive values swirl clockwise.

Pinch/Punch dialog

Controls the pinch or punch effect. Move the slider to the right (+) to apply a Pinch effect and to the left (-) to apply a Punch effect.

- **Note**

While the filter can be applied to an entire image, many of the most dramatic effects are achieved by applying the effect to a smaller area of the image that has been defined by a mask.

Glass Block dialog

Controls the width of the glass blocks. The setting range is 1-100. The best effects are obtained using numbers in the 25-75 range. Setting this control to the lowest value and the Block height slider to the highest value creates an effect similar to the image being viewed through vertical mirrors.

Controls the height of the glass blocks. The setting range is 1-100. The best effects are obtained using numbers in the 25-75 range. Setting this control to the lowest value and the Block width slider to the highest value creates an effect similar to the image being viewed through horizontal mirrors.

Wind dialog

Controls the visibility of the wind effect. Higher values make the wind more visible while lower values create a more subtle effect.

Controls the strength (distortion) of the wind effect on the image.

Tile dialog

Controls the width of the tiles. The value entered represents the number of images duplicated on the horizontal axis. The number of tiles produced is determined by multiplying the number of horizontal tiles by the number of vertical tiles (e.g., H 10 x V 10 = 100 tiles).

Controls the height of the tiles. The value entered represents the number of images duplicated on the vertical axis. The number of tiles produced is determined by multiplying the number of horizontal tiles by the number of vertical tiles (e.g., H 10 x V 10 = 100 tiles).

Wet Paint dialog

Controls the length of the paint drip.

Determines which colors drip. Negative wetness values cause the dark colors to drip, positive values cause the light colors to drip. The magnitude of the wetness value defines how large a range of colors drip.

Smoked Glass dialog

Controls the opacity/transparency of the tint applied. Move the slider to the right to increase the opacity of the tinting. A value of 100 fills the area with solid color.

Controls the amount of blurring applied to the image which produces the glass distortion effect.

Vignette dialog

Controls the fade (or feathering) along the edge of the oval. Fade creates a smooth transition between the mask and the image.

Controls the size of the oval which is imposed over the center of the image. Move the slider to the right to increase its size.

Applies a black mask (matting) around the image.

Applies the currently selected pen (paint) color to the mask (matting) around the image.

Applies a white mask (matting) around the image.

Ripple dialog

Controls the distance between each cycle in the wave. Larger values create greater distances between each wave resulting in a minimal number of waves.

Controls the amount of displacement the wave creates. The greater the number, the greater the wave displacement.

Enable to apply distortion to the ripple.

Controls the angle of the ripple effect. Choose a value (measured in degrees) between 1 and 180 by moving the slider from left to right.

Applies a ripple effect horizontally (from left to right). The Direction Angle is automatically preset to 90. To modify the angle, move the slider bar to the right or to the left.

Applies a ripple effect vertically (from top to bottom). The Direction Angle is automatically preset to 0. To modify the angle, move the slider bar to the right.

Enable to choose a custom direction to the ripple effect. Use the Direction Angle slider bar to modify the ripple direction.

Puzzle dialog

Controls the width of each puzzle block.

Controls the height of each puzzle block.

Controls the offsetting, or shifting, of puzzle blocks. Move the slider to the right to increase the offsetting effect.

Fills the empty area created by the offsetting, puzzle effect with black.

Fills the empty area created by the offsetting, puzzle effect with white.

Fills the empty area created by the offsetting, puzzle effect with the currently selected foreground color.

Fills the empty area created by the offsetting, puzzle effect using the current image colors.

Fills the empty area created by the offsetting, puzzle effect using inverted current image colors.

Offset dialog

Controls the amount of image shifting along the horizontal plane.

Controls the amount of image shifting along the vertical plane.

Enable to coordinate the horizontal and vertical shift values with the size of the object. With this check box enabled and a vertical shift value of 50 selected, the image will shift along the vertical plane a distance corresponding to exactly one-half the size of the image.

Enable to fill the space vacated by the shifted image with the color(s) currently appearing along the edge of the image.

Enable to fill the space vacated by the shifted image with the current paint color.

Enable to wrap another part of the image around the edges of the window when shifted.

Band Pass/FFT

Controls the size of the inner and outer band weightings. To eliminate the sharp or smooth areas within a band, set the weighting to 0.

Adjust the Inner, Outer and Middle band sliders to set the intensity of each band. To eliminate the sharp or smooth areas within a band, set the weighting to 0. Experiment with different weightings to see which provide the best results. For example, you can use the bands to eliminate unwanted noise, isolating the frequency of the noise within the middle band an reducing its weighting to 0.

Displays a graphic representation of the inner, middle, and outer bands. The graph displays the frequency of sharp and smooth areas in the image. Smooth areas are displayed closer to the center, and sharp areas are shown around the edges of the graph.

User Defined

Enable to normalize your image (i.e., to ensure that color values remain within the normal color range of 1-255).

Type a filter description, or name, into the space provided. Later, this will help you better identify your custom filter.

Opens the Load User Defined Filter dialog box that lets you load a previously defined and saved user defined filter.

Opens the Save User Defined Filter dialog box that lets you save your effect. Type a filter name/filter description into the Filter description box (above) and click Save.

Enter an offset value.

Enter values into the Filter values matrix. The matrix represents a pixel of the image and its surrounding pixels. The pixel's color value is multiplied by the value entered in the matrix.

Enter a divisor value.

Low Pass

Controls the intensity of the low pass effect. Move the slider to the right to reduce harsh transitional areas between shadows and highlights.

Controls the number of pixels that are successively selected and evaluated in the unsharp mask filter process. A large radial value will result in a more profound filter effect than a small radial value.

Bit Planes

Enable to equalize the Red, Green, and Blue color planes so that all three color sliders move in tandem.

Controls the sensitivity of the color effect. Higher values display more coarse changes in tone. At the highest settings the image will show large, flat areas with or without color where the image is brightest and darkest. At the lowest settings, the image will show the finest level of tone variation. The effect depends on the type of image you are analyzing.

ZigZag dialog

Controls the distance between each cycle in the wave. Larger values create greater distances between each wave resulting in a minimal number of waves

Controls the intensity of the zigzag distortion.

Controls the tendency of the zigzag waves to extend beyond the image's edge. Apply more damping to attenuate the zigzagging effect.

TONE MAP DIALOG

Displays the currently chosen response curve and the Tone Map grid. The curve extends across the grid from the shadow area to the highlight area. The Edit Style chosen determines how you modify the response curve.

Choose a style from Edit Style to make other changes.

- **Curve**

Smoothes distribution and fine-tunes other Styles. Click the handles on the curve in the sample box and drag to adjust the curve.

- **Freehand**

Allows you to draw any shape you want in the sample box. Click the curve and drag to adjust the curve.

- **Gamma**

Allows you to adjust middle grayscale values. Click the handles on either end of the line in the sample box and drag to make adjustments.

- **Linear**

Allows you to adjust brightness and contrast of a channel. Click the handles on either end of the line in the sample box and drag to make adjustments.

Opens a drop-down box listing several preset curves. Each curve creates a unique effect.

Displays the component color channels of the current image according to its color mode. When you are working with an RGB image, for example, the following channels will be represented: red, green, blue; and all (all adjusts all the colors in the picture and is the only channel available for grayscale images). This drop-down box lets you edit each channel of an image separately to create special effects or to adjust color balance in your image. Choose the channel you want to edit and apply a response curve. Only this channel will be affected.

Gamma adjusts middle and grayscale values.

Enable to apply the tone map to the single channel selected in the Channel drop-down list box. If All is selected, the tone map is applied to all channels.

Displays the component color channels of the current image according to its color mode. When you are working with an RGB image, for example, the following channels will be represented: red, green, blue; and all (all adjusts all the colors in the picture and is the only channel available for grayscale images). This drop-down box lets you edit each channel of an image separately to create special effects or to adjust color balance in your image. Choose the channel you want to edit and apply a response curve. Only this channel will be affected.

Open the Load Tone Map Files dialog box that provides access to preset or customized response curves, anywhere on your system, with .MAP extensions.

Opens the Save Tone Map dialog box dialog box that lets you save customized response curves that you create in the main Tone Map dialog box. When you save a customized response curve, it is saved to the TONEMAP folder. Enter a name in the Preset drop-down box so that you can quickly access it at any time.

LENS FLARE CM

Creates a lens flare effect common to focal lengths between 50mm (standard lens, normal perspective) and 300mm (telephoto/zoom lenses, magnified perspective).

Creates a lens flare effect common to a moderate wide-angle lens.

Creates a lens flare effect common to a moderate telephoto lens.

Increases or decreases the intensity of the lens flare. The effect of the brightness setting varies slightly with different lens types. Experiment with different brightness settings to achieve the results you want before applying the effect to your image.

Displays the current image. The effect is immediately applied to the image in this window.

CANVAS

Displays a sample of the currently loaded canvas. To load a new sample, click the Load button below. The Import dialog box opens letting you access your system folders where canvasses are saved.

Click to open the Import dialog box that lets you select a canvas currently saved on disk.

Sets the level of canvas transparency expressed in percentage. High levels make the canvas more transparent and the underlying image more visible. Lower levels make the canvas more opaque and less of the image is visible.

Emboss gives the canvas a raised, relief effect. Enter a percentage value to control the intensity of this effect.

Adjust the X and Y settings to select a vertical and horizontal position for the bitmap.

Adjust the Row or Column settings to set a vertical or horizontal offset percentage for the bitmap.

DEINTERLACE CM

Enable to remove even interlace lines.

- **By duplication**

Duplication uses copiesg of the adjacent areas to fill in gaps.

- **By Interpolation**

Interpolation fills areas with colors approximated from adjacent colors.

Enable to remove odd interlace lines.

- **By duplication**

Duplication uses copies of the adjacent areas to fill in gaps.

- **By Interpolation**

Interpolation fills areas with colors approximated from adjacent colors.

JAGGY DESPECKLE CM

Controls the intensity of horizontal color scattering. Move the slider to the right to increase the effect.

Controls the intensity of vertical color scattering. Move the slider to the right to increase the effect.

Enable to coordinate the width and height slider bars so that any value selected using one will cause the other to change automatically. Both slider bars will now move in tandem.

CONTROL/ADJUST FILTERS

Common to all adjust filters

Displays the original image with the applied filter effect you have selected. The Result image is cumulative and reflects the addition of multiple effects. The Result image appears exactly as will the image you are working with. Click OK to add the selected effect(s) to the main image.

Noise Control

Displays the current image with an applied Gaussian noise effect. The More Gaussian noise effect prioritizes colors along a Gaussian curve. Most color added by the filter either closely resemble the original colors or push the boundaries of the specified range. The results are more light and dark pixels that the Uniform noise option, producing a more profound effect.

The intensity of the effect is set using the Level and Density slider bars (above). To increase the intensity move the sliders to the right. To decrease the intensity move the sliders to the left.

Displays the current image with an applied More Spike effect. The More Spike effect uses colors that are distributed around a narrow curve. It produces a thin, light-colored grain.

The intensity of the effect is set using the Level and Density slider bars (above). To increase the intensity move the sliders to the right. To decrease the intensity move the sliders to the left.

Displays the current image with an applied More Uniform effect. The Uniform Noise effect produces an overall granular appearance. Use this option to apply colors randomly.

The intensity of the effect is set using the Level and Density slider bars (above). To increase the intensity move the sliders to the right. To decrease the intensity move the sliders to the left.

Displays the current image with an applied diffusion effect. This effect scatters colors in an image creating a smooth appearance.

The intensity of the effect is set using the Level and Density slider bars (above). To increase the intensity move the sliders to the right. To decrease the intensity move the sliders to the left.

Displays the current image with an applied Jaggy Despeckle effect. The Jaggy Despeckle effect scatters colors in an image creating a soft, blurred effect with minimal distortion. It also smoothes the jagged edges in images. It is most effective for removing the jagged edges that appear in line art or high-contrast images.

The intensity of the effect is set using the Level and Density slider bars (above). To increase the intensity move the sliders to the right. To decrease the intensity move the sliders to the left.

Displays the current image with an applied Remove Noise filter. The Remove Noise filter softens the edges and reduces the speckled effect created by the scanning process.

The intensity of the effect is set using the Level and Density slider bars (above). To increase the intensity move the sliders to the right. To decrease the intensity move the sliders to the left.

Displays the current image with an applied Minimum filter. The Minimum filter darkens an image by adjusting pixel values of the image and decreasing the number of colors.

The intensity of the effect is set using the Level and Density slider bars (above). To increase the intensity move the sliders to the right. To decrease the intensity move the sliders to the left.

Displays the current image with an applied Median filter. The Median filter removes noise from scanned images that have a grainy appearance.

The intensity of the effect is set using the Level and Density slider bars (above). To increase the intensity move the sliders to the right. To decrease the intensity move the sliders to the left.

Displays the current image with an applied Maximum filter. The Maximum filter is an untraditional noise filter. It lightens an image by adjusting its pixel values and decreasing the number of colors without washing the image out.

The intensity of the effect is set using the Level and Density slider bars (above). To increase the intensity move the sliders to the right. To decrease the intensity move the sliders to the left.

Controls the level of intensity applied to each filter appearing in the dialog box. As you move the slider bar to the right and left, the example images change to reflect the effect level. To increase the intensity move the slider to the right. To decrease the intensity move the slider to the left.

Controls the density of the noise (the number of randomly distributed pixels) used by each filter appearing in the dialog box. As you move the slider bar to the right and left, the example images change to reflect the noise density level. To increase the density move the slider to the right. To decrease the density move the slider to the left.

Tone Map dialog

Type a name by which to identify the current tone map. Tone Maps are assigned a MAP extension. You cannot change the folder in which tone maps are stored using this dialog box.

Display a list of available tone maps. When you save a tone map it is added to this list.

Type a description of the tone map you are saving for identification purpose or to make notes about the settings, etc.

Color Hue

Displays the current image with an applied green filter. The color intensity is set using the Step slider bar in conjunction with the Shadows, Midtones, Highlight, and Preserve luminance check boxes. To increase the color intensity move the slider to the right. To decrease the color intensity move the slider to the left.

Displays the current image with an applied yellow filter. The color intensity is set using the Step slider bar in conjunction with the Shadows, Midtones, Highlight, and Preserve luminance check boxes. To increase the color intensity move the slider to the right. To decrease the color intensity move the slider to the left.

Displays the current image with an applied cyan filter. The color intensity is set using the Step slider bar in conjunction with the Shadows, Midtones, Highlight, and Preserve luminance check boxes. To increase the color intensity move the slider to the right. To decrease the color intensity move the slider to the left.

Displays the current image with an applied red filter. The color intensity is set using the Step slider bar in conjunction with the Shadows, Midtones, Highlight, and Preserve luminance check boxes. To increase the color intensity move the slider to the right. To decrease the color intensity move the slider to the left.

Displays the current image with an applied blue filter. The color intensity is set using the Step slider bar in conjunction with the Shadows, Midtones, Highlight, and Preserve luminance check boxes. To increase the color intensity move the slider to the right. To decrease the color intensity move the slider to the left.

Displays the current image with an applied magenta filter. The color intensity is set using the Step slider bar in conjunction with the Shadows, Midtones, Highlight, and Preserve luminance check boxes. To increase the color intensity move the slider to the right. To decrease the color intensity move the slider to the left.

Controls the degree of color intensity or color tone applied to each color filter appearing in the dialog box. As you move the slider bar to the right and left, the example images change to reflect the effect level. To increase the color intensity or color tone move the slider to the right. To decrease the color intensity move the slider to the left.

Check to apply color correction to the shadow areas of the image. Uncheck to exclude the shadow areas in the color correction process (the shadows are unaffected).

Check to apply color correction to the midtone areas of the image. Uncheck to exclude the midtone areas in the color correction process (the midtones are unaffected).

Check to apply color correction to the highlight areas of the image. Uncheck to exclude the highlight areas in the color correction process (the highlights are unaffected).

Check to preserve the luminance of the image when color correction filters are applied. Luminance refers to the brightness of a color.

Color Tone control

Displays a darker version of the current image.

The intensity of the effect is set using the Steps slider bar. To increase the intensity move the slider to the right. To decrease the intensity move the slider to the left.

Displays the current image with an applied saturation filter.

The intensity of the effect is set using the Steps slider bar. To increase the intensity move the slider to the right. To decrease the intensity move the slider to the left.

Displays the current image with more contrast.

The intensity of the effect is set using the Steps slider bar. To increase the intensity move the slider to the right. To decrease the intensity move the slider to the left.

Displays a lighter version of the current image.

The intensity of the effect is set using the Steps slider bar. To increase the intensity move the slider to the right. To decrease the intensity move the slider to the left.

Displays a desaturated version of the current image.

The intensity of the effect is set using the Steps slider bar. To increase the intensity move the slider to the right. To decrease the intensity move the slider to the left.

Displays the current image with less contrast

The intensity of the effect is set using the Steps slider bar. To increase the intensity move the slider to the right. To decrease the intensity move the slider to the left.

Blur control

Displays the current image as it appears in the PHOTO-PAINT main window.

Displays the current image as it appears in the PHOTO-PAINT main window.

Displays the current image with an applied Directional smooth filter. The Directional smooth filter analyzes the value of pixels of similar color shades to determine the direction in which to apply the greatest amount of smoothing.

The intensity of the smoothing is set using the Steps slider bar. To increase the intensity move the slider to the right. To decrease the intensity move the slider to the left.

Displays the current image with an applied Smooth filter. The Smooth filter tones down differences in adjacent pixels resulting in only a slight loss of detail while smoothing the image or the select area. The differences between the effect of the Smooth and Soften filters is subtle any may only be apparent on a high-resolution display.

The intensity of the smoothing is set using the Steps slider bar. To increase the intensity move the slider to the right. To decrease the intensity move the slider to the left.

Displays the current image with an applied Soften filter. The Soften filter smoothes and tones down harshness without loss of image detail. The differences between the effect of the Smooth and Soften filters is subtle and may only apparent on a high-resolution monitor.

The intensity of the softening is set using the Steps slider bar. To increase the intensity move the slider to the right. To decrease the intensity move the slider to the left.

Displays the current image with an applied Gaussian blur filter. The Gaussian blur filter produces a hazy effect, slightly blurring the image. This filter can improve the quality of images with sharp edges.

The intensity of the blurring is set using the Steps slider bar. To increase the intensity move the slider to the right. To decrease the intensity move the slider to the left.

Displays the current image with an applied Motion blur filter. The Motion blur filter creates the illusion of movement in an image. Direction of the motion is selected using one of the eight directional arrow buttons.

The intensity of the blurring is set using the Steps slider bar. To increase the intensity move the slider to the right. To decrease the intensity move the slider to the left.

Select one of the eight arrow buttons to control the direction of the blurring.

Controls the degree of blurring applied to each filter appearing in the dialog box. As you move the slider bar to the right and left, the example images change to reflect the effect level. To increase the blur intensity move the slider to the right. To decrease the blur intensity move the slider to the left.

Undoes the last effect applied to the image.

Sharpen control

Displays the current image with an applied Adaptive unsharp effect. The Adaptive unsharp effect accentuates edge detail without affecting the rest of the image or defined area. It does not unsharpen.

The intensity of the sharpening is set using the Adjust Percentage slider bar. To increase the intensity move the slider to the right. To decrease the intensity move the slider to the left.

Displays the current image with an applied Directional sharpen effect. The Directional sharpen effect analyzes pixels of similar color shades to determine the direction in which to apply the greatest amount of sharpening.

The intensity of the sharpening is set using the Adjust Percentage slider bar. To increase the intensity move the slider to the right. To decrease the intensity move the slider to the left.

Displays the current image with an applied Find edges filter. The Find edges effect sharpens the outlines of the image. Specify the degree of enhancement by entering a percentage value.

The intensity of the sharpening is set using the Adjust Percentage slider bar. To increase the intensity move the slider to the right. To decrease the intensity move the slider to the left.

Displays the current image with an applied Sharpen effect. The Sharpen effect sharpens the resolution of the image or the defined area.

The intensity of the sharpening is set using the Adjust Percentage slider bar. To increase the intensity move the slider to the right. To decrease the intensity move the slider to the left.

Displays the current image with an applied Unsharp mask filter. The Unsharp mask filter accentuates edge detail as well as sharpen some smooth areas in the image. The difference between this filter and the Adaptive Unsharp is how the smooth areas of the image are treated.

The intensity of the sharpening is set using the Adjust Percentage slider bar. To increase the intensity move the slider to the right. To decrease the intensity move the slider to the left.

Controls the percentage of the sharpening applied to each filter appearing in the dialog box. As you move the slider bar to the right and left, the example images change to reflect the effect level. To increase the percentage, move the slider to the right. To decrease the percentage, move the slider to the left.

Controls the percentage of background sharpening.

Undoes the last effect applied to the image.

Page Curl

Click to create a vertically oriented page curl. This type of page curl curls the page across the image (from left to right or right to left). Experiment with this setting to achieve the page curl you want.

Click to create a horizontally oriented page curl. This type of page curl curls the page upwards or downwards through the image (from top to bottom or bottom to top). Experiment with this setting to achieve the page curl you want.

Check to make the underside of the curled page opaque. Experiment with this setting to achieve the type of page curl you want.

Click a button to determine the position of the page curl. The options are: top left, bottom left, top right, and bottom right.

Check to make the underside of the curled page transparent. Experiment with this setting to achieve the type of page curl you want.

3D Rotate

Displays the perspective of the image with the current slider settings. The shaded plane of the box represents the image . Move the vertical and horizontal sliders to rotate and position the 3D model.

Rotates the image vertically. As you move the slider, the 3D model turns letting you position the shaded plane of the model (which represents the image) to achieve the three-dimensional effect you want.

Rotates the image horizontally. As you move the slider, the 3D model turns letting you position the shaded plane of the model (which represents the image) to achieve the three-dimensional effect you want.

Check to fit the rotated image into the existing image window.

Lighting Effects

Controls the intensity, or brightness, of the light source. The range is 1-200% (low to high).

Controls light aperture settings. The aperture controls the way a light is focused, or the way a light is directed. A low aperture setting generally produces a narrow and intense point of light (much like a flashlight). A large aperture setting produces a wide, diffused ray of light that illuminates a much larger area than the former (much like a ceiling lamp). The range is 1-180 .

Controls the movement of the light source across the X (horizontal) axis. The light source can also be moved manually using standard click and drag functionality.

Controls the movement of the light source across the Y (vertical) axis. The light source can also be moved manually using standard click and drag functionality.

Controls the direction in which the light is shining. The range is 1-359 . The direction can also be moved manually using standard click and drag functionality.

Controls the angle of elevation at which the light is positioned.

Controls the height, or range, of the light source. The greater the height, the more diffused the lighting effect will be. The height can also be control manually using standard click and drag functionality. Click on the smaller of the two circles (comprising the lighting effect) and drag it to a new position.

Controls the intensity of the light. Positive values add light and negative values subtract light. This setting works much like the Intensity setting but is used with ambient and wide angle lights.

Opens a drop-down box listing the several preset light types available. Each light source has been assigned appropriate setting to achieve a unique effect. Use the controls to modify existing presets to create exactly the lighting you want.

Controls the color of the currently selected light. To change the color of a light, click the paper color box and choose a color from the drop-down palette. Click More to open the Select Color dialog box where you can access additional colors.

Click to add a new light in the Preview window.

Click to delete the currently selected light from the Preview window.

Click to view the iconic light source(s) in the Preview window. When depressed, you will not see the light source(s). Do this when you want to view the image as it will appear when the lighting effects are added to your main image.

Opens the Add/Modigy Light dialog box that lets you save a custom light to the Light Type drop-down list box.

Deletes a custom light from the Light Type drop-down list box. A confirmation box is invoked when you do so. Click OK if you want to procede with the deletion.

ADD/MOD LIGHT DB

Type a name for the new light type you have created in this area. Click OK to add it to the Light Type list in the Lighting Effects dialog box.

Perspective

Check the Perspective radio button to apply a three-dimensional perspective to the image. This is accomplished according to the movement and repositioning of the four nodes that border the model in the Preview window. Move the nodes by clicking them with the mouse and dragging them to the desired position.

Check the Shear radio button to apply a three-dimensional perspective to the image (as does perspective) while maintaining the size and shape of the original image.

Displays a two-dimensional square model with nodes located in each corner. Move the nodes to manipulate the perspective of the image to create a three-dimensional effect.

Check to fit the image into the existing image window.

Displays a sample of the current image at its present state of development. Click the Preview button (below left) to apply the effects options to the sample. To apply the options to the main image, click OK. Click Reset to reset the dialog box options to the default settings and undo effects added to the image.

Shear filter

Enable to fill the space vacated by the shifted image with the color(s) currently appearing along the edge of the image.

Enable to fill the space vacated by the shifted image with the current paint color.

Enable to wrap another part of the image around the edges of the window when it is shifted.

Displays the currently active Shear map and Shear map grid. This is the working area of the Shear dialog box where you manipulate nodes to create image altering curves. The Edit Style (below) chosen determines how you modify the response curve.

Choose a style from Edit Style to make other changes.
- **Curve**

Move nodes vertically along the grid lines to create a smooth, flowing tone map curve.
- **Freehand**

Define the tone map curve using the mouse and standard click and drag functionality.
- **Linear**

Displays a flat line (no curve). Use the nodes located at each end to adjust the angle of the line.

The Horizontal and Vertical radio buttons let you choose the direction the curve will take: side to side or top to bottom.

Displays a list of preset shear maps. Choose a preset to apply a uniquely defined effect to the image.

Click to open the Load Shear Map Files dialog box where you load saved tone maps located in the shear map folder or elsewhere on your system.

Click to open the Save Shear File Map As dialog box where you save the current tone map and assign a filename and description to it. you cannot save a SHR file to any directory other than the default directory PHOTO-PAINT has assigned for this file type.

Enable to choose a horizontal curve which extends across the tone map grid from left to right.

Enable to choose a vertical curve that extends from the bottom of the tone map grid to the top.

Controls the degree to which the image conforms to the curve. Choose 100% for absolute comformity (the image is distorted exactly as is the curve).

Type a name by which to identify the current tone map. Shear maps are assigned a SHR extension. You cannot change the folder in which tone maps are stored using this dialog box.

Display a list of available Shear maps. When you save a Shear map it is added to this list.

Type a description of the Shear map you are saving for identification purpose or to make notes about the settings, etc.

Whirlpool

Controls the frequency of the fluid simulations. This determines the distance between each swirl.

Controls the length of the fluid streamlines. The longer they are, the smoother the swirl is. Short smears make for noisy results.

Controls the swirl method. High values make the fluid flow around the swirls mush like whirlpools whereas low values make the fluid flow out of the swirls much like fountains.

Controls the level of smearing. High values will restore some of the detail removed when the effect was created.

Enable to apply the filter to the image instead of over it. When enabled, the Whirlpool effect will physically move the pixels in the image to produce the swirl effect.

Displays a drop-down list box listing several whirlpool effect presets. When you choose a preset dialog box controls change to reflect its settings.

Click to save the current settings. The Save Settings dialog box opens where you type a name to identify the effect.

Click to delete a preset from the style drop-down list box.

Resets the dialog box options to the default settings (as they were when the dialog box was opened).

Click for immediate access to the Effects menu. The drop-down menu lists all available PHOTO-PAINT filters. When you select a new filter from this list the dialog box changes to that of the selected filter. This lets you access filters quickly without having to close the current dialog box and re-open the Effect menu to select a new filter.

Click to enable Auto-Preview. When enabled, any changes made to any of the controls in the dialog box will automatically be reflected in the Preview window.

Click Preview to apply the effect to the image in the Preview Window. The Preview Window will display the impact of the effect upon that portion of the image appearing within the Preview Window.

The Hand tool is used to move a magnified image within the image windows. When positioned over the left image window, the arrow cursor becomes a hand. Click and hold the left mouse to grab and drag the image. The Preview window mirrors movement of the image in the left image window. The Hand tool has no effect on images that fit within their image windows.

The Zoom tool is used to magnify specific areas of an image. When positioned over the left image window, the arrow cursor becomes a magnifying glass. Click the left mouse button to zoom in on the image. Click the right mouse button to zoom out. The Preview window mirrors the magnification applied to the left image window.

Displays a portion of the image in its current state before the effect options have been applied to it. Click Preview to view the impact of the effect upon the image before applying the effect to the actual image.

Displays a sample of the image with the current effect settings applied to it. Click Preview to view the impact of the effect upon the image before applying the effect to the actual image.

3D Stereo Noise

Controls the intensity of the 3D depth perception. Move the slider to the right to increase the three-dimensional impact on the image.

Enable to show dots. The two dots that appear in the Result window are used to guide you in focusing correctly on the image; adjust your focus so that the dots fuse into one and a three-dimensional effect is achieved.

Displace

Enable to copy the edges of the image to fill in any undistorted areas unaffected by the displacement process.

Enable to wrap the image so that the undistorted area is filled with the opposite side of the image.

Enable to tile the displacement map to cover the original image.

Enable to stretch the displacement map to cover the entire original image.

Displays the currently selected displacement map.

Shifts the image horizontally (left to right).

Shifts the image vertically (top to bottom).

Click to open the Import dialog box that lets you choose an image to serve as a displacement map.

Dust and Scratch

Controls the sharpness of the image. Move the slider to the left to create a soft image and to the right to produce a sharp image.

Controls the range of the effect. Move the slider bar to the right to increase the number of pixels that are used in the noise reduction process.

High Pass

Controls the intensity of the effect. Moving the slider to the right incrementally removes more and more shadow detail in the image.

Controls the range of the effect. Move the slider bar to the right to increase the number of pixels that are used in the noise reduction process.

Halftone

Controls the range of the haltone effect. Move the Max Radius slider bar to the right to set the maximum radius of a halftone dot.

Sets the angle of the cyan color screen. The angle of the screen determines the color mixes with the other screens. You can adjust the screen angles to produce a wider range of colors.

Sets the angle of the magenta color screen. The angle of the screen determines the color mixes with the other screens. You can adjust the screen angles to produce a wider range of colors.

Sets the angle of the yellow color screen. The angle of the screen determines the color mixes with the other screens. You can adjust the screen angles to produce a wider range of colors.

GLASS

Displays a drop-down list box listing several glass effect presets. When you choose a preset dialog box controls change to reflect its settings.

Controls the angle at which the light is to be bent at the bevel. This distorts the image at the bevel location, which is the most striking effect of the Glass filter.

Displays a drop-down box that lets you select a drop off type.

- **Gaussian**

The drop off has an "S" shape; it starts and ends with a round and gradual slope which becomes steep in between and results in a smooth and less noticeable transition between the bevel and the rest of the image.

- **Flat**

The drop off is a straight diagonal line starting at the area and ending on the image; the transition is not as smooth as a rounded bevel but the slope of the bevel is less steep.

- **Mesa**

The drop off is a curve which begins abruptly (almost 90 degree angle) and ends with a rounded gradual slope.

Displays a drop-down box that lets you choose a glass color.
- Foreground = paint color.
- Background = paper color.
- Leaded = dark gray.

Controls the opacity level of the glass sheet. The more opaque you make the glass, the stronger the underlying image will be tinted to look like the glass color.

Controls the angle at which the light is to be bent at the bevel. This distorts the image at the bevel location which is the most striking effect of the Glass filter. The bevel is the area around a masked object which is slated to produce the three-dimensional look.

Controls the sharpness of the light striking the edges of the bevel.

Controls the width of the bevel. The bevel is the area around a masked object which is slated to produce the three-dimensional look.

Controls the intensity of the highlights in the glass.

Controls the direction of the light striking the bevel. The bevel is the area around a masked object which is slated to produce the three-dimensional look.

Controls the smoothness of the edges of the bevel.

Click to delete a preset from the style drop-down list box.

Click to save the current settings to the style drop-down list. The Save Settings dialog box opens where you type a name to identify the effect.

Click for immediate access to the Effects menu. The drop-down menu lists all available PHOTO-PAINT filters. When you select a new filter from this list the dialog box changes to that of the selected filter. This lets you access filters quickly without having to close the current dialog box and re-open the Effect menu to select a new filter.

Resets the dialog box options to the default settings (as they were when the dialog box was opened).

Mesh Warp

Controls the number of gridlines on the grid. At each point where a horizontal and a vertical gridline intersects, a node is positioned. It is the manipulation of the nodes along the grid that creates the effect. Each node moves independent of one another. Generally, the more nodes you use in the Mesh Warp operation, the smoother the effect will be.

The Boss

Displays a drop-down box that lets you select a drop off type.

- **Gaussian**

The drop off has an "S" shape; it starts and ends with a round and gradual slope which becomes steep in between; results in a smooth and less noticeable transition between the bevel and the rest of the image.

- **Flat**

The drop off is a straight diagonal line starting at the area and ending on the image; the transition is not as smooth as a rounded bevel but the slope of the bevel is less steep.

- **Mesa**

The drop off is a curve which begins abruptly (almost 90 degree angle) and ends with a rounded gradual slope.

Displays a drop-down list box listing several The Boss effect presets. When you choose a preset dialog box controls change to reflect its settings.

Controls the smoothness of the edges of the bevel.

Controls the depth of the bevel. The bevel is the area around a masked object which is slated to produce the three-dimensional look.

Controls the brightness of the bevel highlight. The bevel is the area around a masked object which is slated to produce the three-dimensional look.

Controls the sharpness of the light source on the edges of the bevel.

Controls the width of the bevel. The bevel is the area around a masked object which is slated to produce the three-dimensional look.

Controls the direction of the light striking the bevel. The bevel is the area around a masked object which is slated to produce the three-dimensional look.

Controls the angle of the light striking the bevel. The bevel is the area around a masked object which is slated to produce the three-dimensional look.

Resets the dialog box options to the default settings (as they were when the dialog box was opened).

Click for immediate access to the Effects menu. The drop-down menu lists all available PHOTO-PAINT filters. When you select a new filter from this list the dialog box changes to that of the selected filter. This lets you access filters quickly without having to close the current dialog box and re-open the Effect menu to select a new filter.

Click to save the current settings. The Save Settings dialog box opens where you type a name to identify the effect.

Click to delete a preset from the style drop-down list box.

2d effects

Band Pass dialog box

The Band Pass effect lets you adjust the balance of sharp and smooth areas in an image. The dialog box displays a frequency plot graph that shows the occurrence of sharp and smooth areas in the image. Smooth areas are displayed closer to the center, and sharp areas are shown around the edges of the graph. By adjusting the radius and weightings of the bands you can screen out unwanted features in your image. A low weighting for the center of the plot will emphasise the image detail, a low weighting for the outside of the plot will reduce image detail.

Click the Preview button to display the effects of the current dialog box settings before applying them to the entire image.

For more information on the options included in this dialog box, use the What's This? online help tool.

Displace dialog box

The Displace effect lets you alter an image using another image, or displacement map. A displacement map is an image used to determine the distortion pattern of a second image. The Displace effect evaluates the color value of pixels of the displacement map to displace the main image (your working image). You can choose to displace the image horizontally or vertically. Use the slider bars to control the both degree and direction of the displacement of the main image. Low values create a negative displacement, while higher values create a positive displacement.

Corel PHOTO-PAINT 6.0 includes a number of sample PCX displacement maps from which to choose. You can, however, use most images and file formats as displacement maps.

Click the Preview button to display the effects of the current dialog box settings before applying them to the entire image.

For more information on the options included in this dialog box, use the What's This? online help tool.

Edge Detect dialog box

The Edge Detect effect lets you add a variety of outline effects to an image. Sensitivity determines the amount of edge enhancement. Color is applied to fill all areas of the image that are not a part of the outline. For best results, use Edge Detect on high-contrast images that include text.

Click the Preview button to display the effects of the current dialog box settings before applying them to the entire image.

For more information on the options included in this dialog box, use the What's This? online help tool.

Offset dialog box

The Offset effect lets you correct image positioning. It shifts the image according to the values set using the horizontal and vertical shift slider bars. When the image is shifted, an empty area is produced where the image was previously positioned. Use the dialog box options to fill the empty area with the paint color or another part of the image.

Click the Preview button to display the effects of the current dialog box settings before applying them to the entire image.

For more information on the options included in this dialog box, use the What's This? online help tool.

Pixelate dialog box

The Pixelate effect adds a block-like appearance to the image. Select either Circular or Rectangular mode and change the size and opacity of the blocks to vary the effect. This effect can be used to create backgrounds that look like mosaic tiles.

Click the Preview button to display the effects of the current dialog box settings before applying them to the entire image.

For more information on the options included in this dialog box, use the What's This? online help tool.

Puzzle dialog box

The Puzzle effect lets you break down the image into puzzle-like pieces, or blocks, resembling a jigsaw puzzle. There are a number of options available that let you control the puzzle effect, including block width and height, block offset (space between pieces creating a segmented effect), and fill area.

Click the Preview button to display the effects of the current dialog box settings before applying them to the entire image.

For more information on the options included in this dialog box, use the What's This? online help tool.

Ripple **dialog box**

The Ripple effect creates vertical and/or horizontal rippled wave lengths through and using the image. In the Ripple dialog box, the Period slider selects the distance between each cycle of wave. A value of 100 creates the greatest distance between each wave resulting in the fewest number of waves. The Amplitude sets the amount of displacement the wave creates. The greater the number, the greater the displacement. The Ripple effect can be used to create rippled edges on an image.

Click the Preview button to display the effects of the current dialog box settings before applying them to the entire image.

For more information on the options included in this dialog box, use the What's This? online help tool.

Shear dialog box

The Shear effect lets you distort an image using a tone map curve. In the working (grid) area of the dialog box you manipulate nodes to create image altering curves. Images will conform to the shape of the curve you have selected and edited using the dialog box controls. Choose a shear map edit style and map preset, then manipulate the curve to create unusual effects. Shear maps can be saved and loaded using the Load and Save buttons.

Click the Preview button to display the effects of the current dialog box settings before applying them to the entire image.

For more information on the options included in this dialog box, use the What's This? online help tool.

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Swirl dialog box

The Swirl effect lets you rotate and drag an image in the direction designated by the angle. The image appears to swirl around its center. The direction of the movement is determined by the angle set. Negative values rotate the image counterclockwise, positive values clockwise.

Click the Preview button to display the effects of the current dialog box settings before applying them to the entire image.

For more information on the options included in this dialog box, use the What's This? online help tool.

Tile dialog box

The Tile effect lets you create blocks of the image in a grid. You can adjust the width and height of the tiles using the Width and Height sliders in the dialog box. The values entered represent the number of images duplicated on each axis. The Tile effect can be used in combination with flood fills to create backgrounds as well as making wallpaper for windows.

Click the Preview button to display the effects of the current dialog box settings before applying them to the entire image.

For more information on the options included in this dialog box, use the What's This? online help tool.

Trace Contour dialog box

The Trace Contour effect lets you outline the edges of an image. Use the Level slider in the dialog box to set the edge threshold level and a method by which to outline the image. The threshold level ranges from 0 to 255. A lower setting leaves more of the image; a higher setting reduces the amount of the original image remaining after the effect is applied. Use this effect to provide unique and useful effects. The best effects are achieved when the subject matter is easily recognizable.

Click the Preview button to display the effects of the current dialog box settings before applying them to the entire image.

For more information on the options included in this dialog box, use the What's This? online help tool.

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User Defined dialog box

The User Defined effect lets you create you own effect. The dialog shows a matrix that represents a single pixel of the image (shown at the center) and its adjacent pixels. The values you enter into the matrix determine the type of efffect you create. You can enter positive or negative values. The range of the effect is determined by the number of the values you enter into the matrix. The more values you enter, the more pixels are effected. Use the Load button to open sample user-defined effects. These effects have been provided to help you determine what values to enter into the matrix.

Click the Preview button to display the effects of the current dialog box settings before applying them to the entire image.

For more information on the options included in this dialog box, use the What's This? online Help tool.

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Wet Paint dialog box

The Wet Paint effect lets you create the illusion of wet paint. You set the percentage and degree of wetness. Percentage refers to the depth to which the wet paint look is applied. Technically, Percent controls the length of the drip. The Wetness determines the colors that will drip. Negative Wetness values cause the dark colors to drip; positive values, light colors. The magnitude of the Wetness value defines how large a range of colors drip. Wet Paint can be used to provide many different effects. Several combinations of positive and negative wetness can be applied to the same object to produce drop shadows giving a three-dimensional appearance to rounded text.

Click the Preview button to display the effects of the current dialog box settings before applying them to the entire image.

For more information on the options included in this dialog box, use the What's This? online Help tool.

Wind dialog box

The Wind effect lets you create the effect of wind blowing on the objects in the image. You set the opacity and the strength of the wind. Click and drag the Opacity slider to determine the visibility of the wind effect. Higher values make the effect more visible and lower values produce a more subtle effect. The amount of wind effect applied is controlled by the Strength slider.

Click the Preview button to display the effects of the current dialog box settings before applying them to the entire image.

For more information on the options included in this dialog box, use the What's This? online Help tool.

3d effects

3D Rotate dialog box

The 3D Rotate effect rotates the image horizontally and vertically according to the horizontal and vertical limits set. The rotation is applied as if the image were one side of a three-dimensional box. The Preview box shows the perspective of the image with the current slider settings. The plane of the box that is shaded represents the image. By moving the vertical and horizontal sliders, the preview box can be oriented into the correct position. Check the Best Fit check box to fit the rotated image into the existing image window.

Click the Preview button to display the effects of the current dialog box settings before applying them to the entire image.

For more information on the options included in this dialog box, use the What's This? online Help tool.

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Emboss dialog box

The Emboss effect creates a three-dimensional relief effect. Directional arrows point from the location of the light source and determine the angle of the highlights and shadows. The Emboss effect has its most dramatic effect on images that have medium to high contrast. Several effects can be used in combination with the Emboss effect to produce photo-realistic effects.

Click the Preview button to display the effects of the current dialog box settings before applying them to the entire image.

For more information on the options included in this dialog box, use the What's This? online Help tool.

Glass dialog box

The Glass effect requires that a mask be applied to the image. This effect applies a sheet of glass over the area(s) defined by the mask. Controls are available for the shape, width and smoothness level of the bevel (edge of the glass). These controls are very similar to their counterparts in the Emboss effect described above. Refraction sets the angle at which the light passes through the glass. Color and opacity tints the glass and sets the amount of light that the glass filters; this results in the image being tinted to match the glass color. The glass can be tinted with the current foreground color, background color or be leaded. You can specify the brightness and sharpness of the highlight as well as the direction and angle of the light.

Click the Preview button to display the effects of the current dialog box settings before applying them to the entire image.

For more information on the options included in this dialog box, use the What's This? online Help tool.

Map To Object dialog box

The Map to Object effect creates the illusion that the image has been wrapped around a sphere, vertical or horizontal cylinder. Drag the Percentage slider to choose the amount of wrapping. Negative values wrap the image toward the back; positive values wrap the image toward the front. For most applications, values between 15 and 30% provide the best effects.

Click the Preview button to display the effects of the current dialog box settings before applying them to the entire image.

For more information on the options included in this dialog box, use the What's This? online Help tool.

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Mesh Warp dialog box

The Mesh Warp effect distorts an image according to the manipulation of nodes on a grid. You determine the number of nodes positioned over the grid using the Mesh Grid slider bar. (Generally, the greater the number of nodes selected, the smoother the Mesh Warp distortion.) Each node moves independently and can be positioned anywhere in the Preview window.

The Mesh Warp effect can be a little tricky to use at first. Use the Preview button to view the effects of a Mesh Warp transformation to ensure that it is acceptable before applying the it to your entire image.

Click the Preview button to display the effects of the current dialog box settings before applying them to the entire image.

For more information on the options included in this dialog box, use the What's This? online Help tool.

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Page Curl dialog box

The Page Curl effect is used to roll a corner of the paper over part of the image. Controls in the dialog box allow you to select a corner, the orientation of the curl and whether you want the curl to be see-through or opaque. The opaque page curl is filled with a blend of white and gray whereas a see-through curl displays the image through the paper. The area behind the image, revealed by the page curl is filled with the current paper.

Click the Preview button to display the effects of the current dialog box settings before applying them to the entire image.

For more information on the options included in this dialog box, use the What's This? online Help tool.

Perspective dialog box

The Perspective effect adds a three-dimensional effect to an image. There are two modes in the Perspective dialog box: Perspective and Shear. Perspective applies the look of three-dimensionality to the image according to the movement of the four nodes in the Preview box. Move the nodes by clicking them with the mouse and dragging them to the desired position. Shear applies perspective as well; however, it holds the original size and shape.

Click the Preview button to display the effects of the current dialog box settings before applying them to the entire image.

For more information on the options included in this dialog box, use the What's This? online help tool.

Pinch/Punch dialog box

The Pinch/Punch effect either squeezes the images so that the center appears to bulge forward or depresses the image so that the center appears to drop.

Moving the slider bar in a positive direction applies a Pinch effect, moving it in a negative direction produces a Punch effect. While the effect is applied to an entire image, many of the most dramatic effects are produced when applying the effect to a smaller area of the image defined by a mask.

Click the Preview button to display the effects of the current dialog box settings before applying them to the entire image.

For more information on the options included in this dialog box, use the What's This? online help tool.

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The Boss dialog box

The Boss effect requires that a mask be applied to the image. It pushes the area(s) defined by the mask out of the page, making them look 3D, by slanting the space around the area(s). The slanted area is called the bevel. Inverting the mask before using this effect give the illusion of the area(s) being pushed into the page instead of out.

Controls are available to set the shape, width, height, and smoothness of the bevel. A flat bevel begins and ends abruptly. A bevel begins and ends in a rounded and gradual slope giving a smoother and less obvious effect than a flat one. A mesa bevel starts off abruptly but ends more gradually producing somewhat of a drop-shadow effect. The height sets the depth of the 3D look. The width of the drop-off affects areas adjacent to the mask area(s); it should be narrow in a complex image. The smoothness slider allows you to have sharp edges (low smoothness) or rounded edges (high smoothness); keep in mind that the sharper the edges, the more noticeable jagged edges become. You can specify the brightness and sharpness of the highlight as well as the direction and angle of the light.

Click the Preview button to display the effects of the current dialog box settings before applying them to the entire image.

For more information on the options included in this dialog box, use the What's This? online help tool.

Whirlpool dialog box

The Whirlpool effect blurs the image by applying fluid streamlines on it. Whirlpool spacing controls the frequency of the fluid simulations, while Smear length controls the length of the fluid lines which in turn determines the smoothness of the blur. Low values create noisy results while large values create smoother results. The Twist slider makes the fluid flow in rings around the whirlpools (high values) or out of them much like fountains (low values). Streak Detail allows you to restore some of the image detail lost in the Whirlpool process. Clear the Warp check box to apply the fluid simulation on top of the image. Check the option to apply the effect to the image itself by moving the actual pixels to simulate the fluid streamlines.

Click the Preview button to display the effects of the current dialog box settings before applying them to the entire image.

For more information on the options included in this dialog box, use the What's This? online Help tool.

Zigzag dialog box

The Zigzag effect distorts an image by bending the image lines that run from the center of the image to its circumference. This wave produces waves of straight lines and angles which seem to twist the image from its center outwards. Strength determines the intensity of the zigzag distortion. Damping controls the tendency of the zigzag waves to extend beyond the image's edge. Period controls the distance between each cycle in the wave.

Click the Preview button to display the effects of the current dialog box settings before applying them to the entire image.

For more information on the options included in this dialog box, use the What's This? online Help tool.

adjust

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Blur Control dialog box

The Blur Control effect lets you visually select the type of blur effect you require from a number of sample thumbnail images. This unique dialog box format is new to Corel PHOTO-PAINT 6. It displays thumbnails of your image with a number of applied blur effects, including Gaussian Blur, Motion, Smooth, Directional Smooth, and Soften. Two thumbnails images, located in the center of the dialog box act just as do the Original and Result image windows in any PHOTO-PAINT 6 effect dialog box. To add an effect, click on the thumbnail that best reflects the effect you want. The Steps slider bar controls the intensity of each effect on your image. The directional arrows control the direction of the blurring effect.

For more information on the options included in this dialog box, use the What's This? online Help tool.

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Color Hue Control dialog box

The Color Hue Control effect lets you visually perform color correction operations using a number of sample thumbnail images. This unique effect format is new to Corel PHOTO-PAINT 6. It displays thumbnails of your image with a number of applied color correction effects. Two thumbnails images, located in the center of the dialog box act just as do the Original and Result image windows in any PHOTO-PAINT 6 effect dialog box. To add a effect, simply click on the thumbnail that best reflects the type of correction you desire. The Current Pick (Preview) window changes to reflect your choice. The Steps slider bar controls the intensity of each effect on your image. You can also choose from a number of color reference options, from shadows to highlights.

Click the Preview button to display the effects of the current dialog box settings before applying them to the entire image.

For more information on the options included in this dialog box, use the What's This? online Help tool.

Color Tone Control dialog box

The Color Tone Control effect lets you visually perform and image enhancement operations using a number of sample thumbnail images. This unique dialog box format is new to Corel PHOTO-PAINT 6. It displays thumbnails of your image with a number of applied image enhancement effects, including brightness, contrast, and saturation. Two thumbnails images, located in the center of the dialog box act just as do the Original and Result image windows in any PHOTO-PAINT 6 effect dialog box. To add a effect, simply click on the thumbnail that best reflects the type of correction you desire. The Current Pick window changes to reflect your choice. The Steps slider bar controls the intensity of each effect on your image. You can also choose from a number of color reference options, from shadows to highlights.

For more information on the options included in this dialog box, use the What's This? online Help tool.

Noise Control dialog box

The Noise Control effect lets you visually select the type of noise effect you require from a number of sample images. This unique dialog box format is new to Corel PHOTO-PAINT 6. It displays thumbnails of your image with a number of applied noise effects, including Gaussian, Spike, Uniform, Remove Noise, and many others. Two thumbnails images, located in the center of the dialog box act just as do the Original and Result image windows in any PHOTO-PAINT 6 effect dialog box. To add a noise effect, simply click on the thumbnail that best reflects the type of effect you want. The Current Pick (Preview) window changes to reflect your choice. The Level and Density slider bars control the intensity of each effect on your image.

For more information on the options included in this dialog box, use the What's This? online Help tool.

Sharpness Control dialog box

The Sharpness Control effect lets you visually select the type of sharpness effect you require from a number of sample images. This unique dialog box format is new to Corel PHOTO-PAINT 6. It displays thumbnails of your image with a number of applied sharpness effects, including Adaptive Unsharp, Unsharp Mask, Edge Enhance, and others. Two thumbnails images, located in the center of the dialog box act just as do the Original and Preview image windows in any PHOTO-PAINT 6 effect dialog box. To add a sharpen effect, simply click on the thumbnail that best reflects the type of effect you want. The Current Pick (Preview) window changes to reflect your choice. The Steps Percentage and Background slider bars control the intensity of each effect on your image.

For more information on the options included in this dialog box, use the What's This? online Help tool.

artistic

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Paint Alchemy dialog box

The Paint Alchemy effect applies brushstrokes to an image, or selected area of an image. The image must be RGB, 16 or 256 color for this effect to be functional.

It provides 30 user-definable parameters and many preset styles to choose. If you apply the preset styles to images, you will notice the incredible versatility of this effect and begin to realize the thousands of possibilities it offers. The parameters are presented in five groups each one identified by a tab. Only one tab is visible at one time but the parameters set in all five tabs are always active. The tabs are: Brush, Color, Size, Angle, Transparency. Experimentation is recommended to get the most from the Alchemy effect. Keep in mind that a small change in one parameter can make a big difference on the overall effect; we suggest that you change one parameter at a time so that you may become familiar with the effects of each one. The sophistication of the Alchemy effect sometimes makes it slower than most other effects; the results are however, well worth the wait.

Click the Preview button to display the effects of the current dialog box settings before applying them to the entire image.

For more information on the options included in this dialog box, use the What's This? online Help tool.

Alchemy: Save As dialog box

The Save As dialog box is used to assign a name to a custom Style created in the Alchemy effect. Enter a name in the text area and click OK. The new name will be added to the Style drop-down list box.

Alchemy: Center dialog box

The Center dialog box is used to set the location of the center. Using the mouse, click the point at which you want to reposition the center. Click Accept.

Canvas dialog box

The Canvas effect is used to load a bitmap pattern over an existing image (creating an screening effect) or to serve as a background image (or canvas). The transparency and embossing levels let you create unique special effects, as do the X, Y, Row, Column options which let you control the position of tiled bitmaps on screen. (If you select a bitmap that is smaller than the image to which it is to be applied, the bitmap is tiled to fit the image.) A Preview canvas window lets you view the bitmap you will use to create a canvas.

Click the Preview button to display the effects of the current dialog box settings before applying them to the entire image.

For more information on the options included in this dialog box, use the What's This? online Help tool.

Glass Block dialog box

The Glass Block effect creates the effect of viewing an image through thick transparent blocks of glass. The dimensions of the glass blocks can be set independently. The setting range is 1 through 100. The lowest setting produces complete glass blocks in the viewing area. The Width and Height values are based on a percentage of the image and are, therefore, constant (regardless of the image size). Larger numbers produce a diamond-glass pattern. While smaller values produce a unique appearance, the best effects are obtained using numbers in the 25 to 75 range.

Click the Preview button to display the effects of the current dialog box settings before applying them to the entire image.

For more information on the options included in this dialog box, use the What's This? online Help tool.

Impressionist dialog box

The Impressionist effect transforms the image making it look like an oil painting. The amount of effect can be applied independently using horizontal and vertical values. The range (measured from 1 to 40) is measured in pixel displacement. For example, a setting of 10 for the vertical value diffuses the image over a 10 pixel vertical region. The greater the value, the greater the blurring of the original image, to the point where the image can become unrecognizable. As with the application of any effect, use the Preview window to judge the degree of effect on the image before applying it to the entire image.

Click the Preview button to display the effects of the current dialog box settings before applying them to the entire image.

For more information on the options included in this dialog box, use the What's This? online Help tool.

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Smoked Glass dialog box

The Smoked Glass effect applies a transparent mask creating the effect that you are looking a the image through smoked glass. You control the tint, percentage of transparency, and degree of blurring. The tint is determined by the paint (foreground) color. This is set using the Color Roll-Up. The Tint slider control the opacity of the tint applied. Larger values produce greater amounts of color applied to the image. A value of 100 fills the image with a solid color. The Percentage slider control the amount of blurring applied to the image to create the appearance glass distortion.

Click the Preview button to display the effects of the current dialog box settings before applying them to the entire image.

For more information on the options included in this dialog box, use the What's This? online Help tool.

Terrazzo dialog box

Terrazzo is an spectacular effect which allows you to create a pattern from elements in your own images. The resulting pattern is applied to the image used to create it, the source, or to another image. A pattern is a tile repeated several times. The tile is made of a motif, chosen in the source image, to which a symmetry is applied. Terrazzo provides 17 symmetries used to created the tile. Symmetry reproduces the motif and performs various operations to change the relative position and orientation of each one. Each symmetry produces different results but all symmetries apply one or more of the following operations to the selected motif: translation, rotation, mirror reflection, and glide reflection.

Options in the Terrazzo dialog box allow you to choose the source image, set the feathering level which makes seamless tiles, set the opacity level, select a mode and control the behavior of the preview window.

Click the Preview button to display the effects of the current dialog box settings before applying them to the entire image.

For more information on the options included in this dialog box, use the What's This? online Help tool.

Vignette dialog box

The Vignette effect creates an elliptical frame around the center of the image. A Vignette can be applied to an entire image or a defined mask area. Using the Offset slider, you control the size of the frame. The larger the percentage, the larger the frame. The Fade slider controls the fade (or feathering) along the edges of the frame. Choose the frame color by choosing either Black, White, or Pen Color.

Click the Preview button to display the effects of the current dialog box settings before applying them to the entire image.

For more information on the options included in this dialog box, use the What's This? online Help tool.

blur

blur

Directional Smooth dialog box

The Directional Smooth effect analyzes the value of pixels of similar color shades to determine the direction in which to apply the greatest amount of smoothing.

Set the Percentage slider to a value between 1 and 100% to apply directional smoothing to the selected image. Higher values produce more pronounced effects. Use the Preview window to view the effects of different slider settings.

Click the Preview button to display the effects of the current dialog box settings before applying them to the entire image.

For more information on the options included in this dialog box, use the What's This? online Help tool.

■

Gaussian Blur dialog box

The Gaussian Blur effect produces a hazy effect, slightly blurring the image. This effect can improve the quality of images with sharp edges. If the image has jagged edges, the Jaggy Despeckle effect is a superior choice. Radius is the only setting for the Gaussian Blur effect. The greater the Radius slider setting, the greater the amount of blurring.

Click the Preview button to display the effects of the current dialog box settings before applying them to the entire image.

For more information on the options included in this dialog box, use the What's This? online Help tool.

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Jaggy Despeckle dialog box

The Jaggy Despeckle effect scatters colors in an image creating a soft, blurred effect with minimal distortion. It also smoothes the jagged edges in images. It is most effective for removing the jagged edges that appear in line art or high-contrast images. The Jaggy Despeckle dialog box has options to control height and width values. You can change the values individually or keep the values identical by enabling the Symmetric check box. Setting the value independently mildly diffuses the image while minimizing loss of detail.

Click the Preview button to display the effects of the current dialog box settings before applying them to the entire image.

For more information on the options included in this dialog box, use the What's This? online Help tool.

■

Low Pass dialog box

The Low Pass effect removes highlights and color from an image, leaving shadows and low frequency detail. Slider bars control the percentage and radius of the effect. The Percentage value controls the intensity of the effect and Radius controls the range. At higher settings, the Low Pass effect creates a blurring effect which erases mush of the image's detail. If you only want to smooth highlights, use lower percentage settings.

Click the Preview button to display the effects of the current dialog box settings before applying them to the entire image.

For more information on the options included in this dialog box, use the What's This? online Help tool.

Motion Blur dialog box

The Motion Blur effect creates the illusion of movement in an image. Direction of the motion is selected using one of the eight directional arrow buttons. A slider bar provides a Speed value selection. The higher the percentage number, the more blurring is applied.

Click the Preview button to display the effects of the current dialog box settings before applying them to the entire image.

For more information on the options included in this dialog box, use the What's This? online Help tool.

Smooth dialog box

The Smooth effect tones down differences in adjacent pixels resulting in only a slight loss of detail while smoothing the image or the selected area. The differences between the effect of the Smooth and Soften effects is subtle and may only be apparent on a high-resolution display. Use the Percentage slider to specify the intensity of the smoothing effect.

Click the Preview button to display the effects of the current dialog box settings before applying them to the entire image.

For more information on the options included in this dialog box, use the What's This? online Help tool.

Soften dialog box

The Soften effect smoothes and tones down harshness without loss of image detail. The differences between the effect of the Smooth and Soften effects is subtle and may only apparent on a high-resolution monitor. Set the Percentage slider to enter a value between 1 and 100% to specify the degree to which you want to soften the selected image.

Click the Preview button to display the effects of the current dialog box settings before applying them to the entire image.

For more information on the options included in this dialog box, use the What's This? online Help tool.

color adjust

■

Brightness-Contrast-Intensity dialog box

Brightness and contrast represents one of the most fundamental tonal controls in any image-editing program. Almost every image with which you work will benefit from a slight increase (about 10%) in both brightness and contrast. That slight increase will give dull and flat pictures more clarity. Use Brightness to lighten or darken a picture, or use contrast to change the distinction between light and dark areas. Use Intensity to increase or decrease the overall intensity level of the light in a picture.

■ **Brightness**

The only component in the color model that has nothing to do with a color value. Brightness can destroy an image when it is increased or decreased too much. The Brightness effect expresses values as a percentage. The extremes are -100% (solid black) and +100 (solid white).

■ **Contrast**

Causes the pixels that are separated by a small difference in shading to be separated by an even greater difference. The Contrast effect expresses values as a percentage. The extremes range from no contrast (-100%) and to extreme contrast (+100%). The Contrast effect only affects adjacent pixels of differing shade.

■ **Intensity**

Similar to a combination of both brightness and contrast. Intensity increases the brightness of the lighter pixels and decreases the brightness of the darker mid-tones and dark pixels. The result is that the image looks brighter without appearing washed-out. The extremes are -100% (zero intensity—image black) and +100% (the image appears to be acceptable on-screen but tends to become grainy when printed.

Click the Preview button to display the effects of the current dialog box settings before applying them to the entire image.

For more information on the options included in this dialog box, use the What's This? online Help tool.

■

Color Balance dialog box

The Color Balance effect lets you adjust the balance of color shades in an image. Slight changes in the balance of colors can correct color errors, while greater changes can create a variety of color effects. Color changes can be applied to the entire image or selected areas, such as highlights, only. The dialog box lets you adjust the amount of color for each color channel separately.

■ **Cyan - Red**

Postive values add more red to the image and negative values add more cyan.

■ **Magenta - Green**

Positive values add more green to the image and negative values add more magenta.

■ **Yellow - Blue**

Positive values add more yellow to the image and negative values add more blue.

Click the Preview button to display the effects of the current dialog box settings before applying them to the entire image.

For more information on the options included in this dialog box, use the What's This? online Help tool.

Deinterlace dialog box

The Deinterlace effect lets you improve the quality of still images captured from video by removing even or odd scan lines. The result is a smoother overall image. There are two methods by which you can remove even or odd scan lines, EVEN and ODD by Duplication and EVEN and ODD by Interpolation.

Click the Preview button to display the effects of the current dialog box settings before applying them to the entire image.

For more information on the options included in this dialog box, use the What's This? online Help tool.

Desaturate dialog box

The Desaturate effect lets you reduce the saturation levels of each color in the image to 0. This, ultimately, converts color into shades of gray, from white to black. The value of this effect is its ability to convert color images to grayscale-looking images without changing color modes.

Click the Preview button to display the effects of the current dialog box settings before applying them to the entire image.

For more information on the options included in this dialog box, use the What's This? online Help tool.

Equalize dialog box

The Equalize dialog box provides some of the most powerful controls to adjust the overall appearance of an image. This is accomplished through the redistribution of color shades. The Equalize effect makes the darkest colors black and the lightest colors white and stretches the colors in between. The histogram displayed when the effect dialog box is open represents the shades in the image. The height of each bar shows the number of dots with that amount of shading. The bottom of the histogram shows the range of shades in your image.

Click the Preview button to display the effects of the current dialog box settings before applying them to the entire image.

For more information on the options included in this dialog box, use the What's This? online Help tool.

Gamma dialog box

The Gamma dialog box controls the Gamma curve of an image in a simplified manner. The Gamma curve is a graphical representation of the balance of shadows, midtones, and highlights. Use the Gamma effect to enhance detail by adjusting middle grayscale values. This will not affect shadow areas (darkest black areas) or highlight areas (lightest white areas). Visually, it will look and act like a combination of the Brightness and Contrast effect. It will pick up some additional detail in low contrast images without introducing the graininess.

Click the Preview button to display the effects of the current dialog box settings before applying them to the entire image.

For more information on the options included in this dialog box, use the What's This? online Help tool.

■

Hue/Saturation/Lightness dialog box

The Hue/Saturation/Brightness effect lets you adjust hue, saturation, and lightness in an image without affecting brightness. Hue refers to a particular color, such as red, green, or purple. Saturation refers to the purity of that color: for example, the degree of redness or greenness. Lightness refers to the amount of white in the color.

Use this effect filter to correct for color shifts, or to create special color effects.

■   **Hue**
A term used to describe the entire color range of colors of the spectrum. In HSB and HSL color models, hue is the component that determines just what color you are using. The Hue effect changes the selected color from shade to shade until you have gone through the entire spectrum. Hue affects all pixels in an image by changing their color value.

■   **Saturation**
Refers to the strength or intensity of a color applied to an image. Saturation affects every pixel in an image, increasing the amount of color in each one to maximum.

■   **Lightness**
Refers to the amount of white in the color. This control determines the lightness of darkness of the colors, and affects all selected pixels.

Click the Preview button to display the effects of the current dialog box settings before applying them to the entire image.

For more information on the options included in this dialog box, use the What's This? online Help tool.

Level Threshold dialog box

Use the Level Threshold effect to gradually darken an image. RGB component values below the threshold will become 0. Component values above the threshold are not altered. For grayscale images, pixels below the threshold value become black, lighter shades remain unaltered.

Click the Preview button to display the effects of the current dialog box settings before applying them to the entire image.

For more information on the options included in this dialog box, use the What's This? online Help tool.

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Replace Colors dialog box

The Replace Colors effect lets you replace any color in the original image with a new color. The new color (the replacement color) is determined by both the Hue, Saturation, and Lightness values set using the sliders and a temporary gray mask based on specific colors. The gray mask lets you visually control the range of colors to be replaced. A low range setting decreases the tolerance level and includes only the specific color selected. This is manifested visually as a black and white mask where the color to be replaced is white, while the remainder of the mask is black. A high range setting increases tolerance levels and includes more color in the replacement process. This is also manifested visually as a mask consisting of shades of gray, indicating that more of the colors will be affected by the color replacement.

Click the Preview button to display the effects of the current dialog box settings before applying them to the entire image.

For more information on the options included in this dialog box, use the What's This? online help tool.

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Tone Map dialog box

The Tone Map dialog box lets you adjust the response curve of selected images. In some situations it provides finer adjustment of contrast, brightness, and gamma than what can be obtained with those effects. The various response curves of the Tone Map are powerful and complex image adjustment tools. Using the Tone Map dialog it is possible to customize response curves for the entire image and for individual color channels. While this is intended for specialized correction, by applying different curves to individual channels, it is possible to create some unusual effects.

Choose from a number of preset response curves from the Preset drop-down box. You can also create and save your own customized response curves to the list by clicking the Save button and assigning a file name and description to the new curve. All new response curves that you save are added to the Preset drop-down box and can be accessed at any time.

Click the Preview button to display the effects of the current dialog box settings before applying them to the entire image.

For more information on the options included in this dialog box, use the What's This? online help tool.

■

Tone Map: Save As dialog box

The Save As dialog box lets you save a customized tone map to the Preset list in the Tone Map dialog box. Enter a File Name and a description of the new tone map in the appropriate boxes. When you save a new tone map, a .MAP extension is assigned to the file.

■

Save Tone Map File

The Save Tone Map dialog box let you save a custom tone map. Enter both a filename and a description of the custom tone map. The filename is used to identify the file on disk when you open the Load Tone Map Files dialog box to load the tone map. The description appears in the Preset drop-down box in the Shear dialog box after the map has been saved.

color transform

■

Bit Planes dialog box

The Bit Planes effect can be used as a powerful tool for analyzing gradients in images. The effect reduces the image to basic RGB color components and emphasises tone changes. For example, different areas would appear as solid blocks since there is little change in tone. Since gradient fills have a high degree of color tone change, the Bit Planes effect is very useful for analyzing the number of steps in gradients.

The Color plane sliders control the sensitivity of the effect. Higher settings display fewer tone changes, and gradient steps. At the highest setting, the image contains a large amount of black and white areas since the effect is displaying only extreme tone changes. Lower Color Plane settings display more tone changes and gradations. At the lowest setting, a photographic image will appear like color noise, as subtle changes are virtually random. A graphic or computer generated image will show salient contours of change in tone.

The Color sliders can be used separately, to see the tone changes in a specific component color, or together to see all tone changes.

Click the Preview button to display the effects of the current dialog box settings before applying them to the entire image.

For more information on the options included in this dialog box, use the What's This? online help tool.

Halftone dialog box

The Halftone effect converts color images into color halftone images. Use the Max Radius slider to control the maximum radius of a halftone dot., and the Cyan, Magenta, and Yellow slider bars to control the channel angle in order to determine the color mixture and to produce a wider range of colors.

Click the Preview button to display the effects of the current dialog box settings before applying them to the entire image.

For more information on the options included in this dialog box, use the What's This? online help tool.

Invert dialog box

The Invert effect changes the colors in an image so that they appear as if they were a photographic negative. While the ability to make a photographic negative is rarely needed, the Invert effect can be used to reverse a portion of the image to create interesting effects.

Click the Preview button to display the effects of the current dialog box settings before applying them to the entire image.

For more information on the options included in this dialog box, use the What's This? online help tool.

■

Posterize dialog box

The Posterize effect removes gradations creating areas of solid colors or gray shades. This is useful when there is a need to simplify a complex color image. Another way to use this effect is to apply the Posterize effect selectively to individual channels through the Channels Roll-Up.

Click the Preview button to display the effects of the current dialog box settings before applying them to the entire image.

For more information on the options included in this dialog box, use the What's This? online help tool.

Psychedelic dialog box

The Psychedelic effect changes the colors in selected areas or image to bright, electric colors such as orange, hot pink, cyan, lime green, etcetera. Use small amounts to achieve some useful effects.

Click the Preview button to display the effects of the current dialog box settings before applying them to the entire image.

For more information on the options included in this dialog box, use the What's This? online help tool.

■

Solarize dialog box

The Solarize effect, like the Invert effect, transforms colors to appear like those of a negative photographic image. Unlike the Invert effect (which produces an absolute effect where the image colors are completely inverted) you control the intensity of the effect to achieve different results. This effect will be more pronounced when applied to color images.

Click the Preview button to display the effects of the current dialog box settings before applying them to the entire image.

For more information on the options included in this dialog box, use the What's This? online help tool.

noise

-

Add Noise dialog box

The Add Noise effect creates a granular effect that adds a texture to a flat or overly blended image. There are three options available: Uniform, Gaussian, and Spike.

- **Gaussian**

Prioritizes colors along a Gaussian curve. Most color added by the effect either closely resemble the original colors or push the boundaries of the specified range. The results are more light and dark pixels than the Uniform Noise option, producing a more profound effect.

- **Spike**

Uses colors that are distributed around a narrow curve. It produces a thinner, lighter colored grain.

- **Uniform**

Provides an overall granular appearance. Use this option to apply colors randomly.

Use the Level and Density sliders to the increase or decrease the intensity and amount of noise applied. When used in combination with other effects, the Noise effect can produce unusual backgrounds.

Click the Preview button to display the effects of the current dialog box settings before applying them to the entire image.

For more information on the options included in this dialog box, use the What's This? online help tool.

Diffuse dialog box

The Diffuse effect scatters colors in an image or a selected area creating a smooth appearance.

Set the slider to a value between 1 and 255 to specify the degree to which you want to diffuse the selected image. Higher values produce more pronounced effects. Use the Preview window to view the effect of different slider settings. When selecting a level setting watch the Preview window for the appearance of an edge. When some objects are diffused at too high a setting they can develop an undesirable outline.

Click the Preview button to display the effects of the current dialog box settings before applying them to the entire image.

For more information on the options included in this dialog box, use the What's This? online help tool.

■

Dust and Scratch dialog box

The Dust and Scratch effect reduces image noise. Use this effect to eliminate dust and scratch faults in an image.

Click the Preview button to display the effects of the current dialog box settings before applying them to the entire image.

For more information on the options included in this dialog box, use the What's This? online help tool.

■

Maximum dialog box

The Maximum effect is an untraditional noise effect. It lightens an image by adjusting its pixel values and decreasing the number of colors; furthermore, it does this without washing the image out. The slider controls the percentage of lightening. This effect also causes a mild blurring effect if applied in large percentages or more than once. The Radius slider bar controls the number of pixels that are successively selected and evaluated in the maximum filter process.

Click the Preview button to display the effects of the current dialog box settings before applying them to the entire image.

For more information on the options included in this dialog box, use the What's This? online help tool.

■

Median dialog box

The Median effect removes noise from scanned images that have a grainy appearance. This effect uses a slider to set the percentage of noise. The effect looks for isolated pixels and, based on the percentage setting in the dialog box, removes them. The Median effect's ability to remove noise depends on the type of noise that is in the image. It tends to blur the image if it is set too high. Use the Preview window to experiment with various settings. If a particular area of the image has noise, mask it off and apply the effect to the noisy area rather than applying it to the entire image.

Click the Preview button to display the effects of the current dialog box settings before applying them to the entire image.

For more information on the options included in this dialog box, use the What's This? online help tool.

Minimum dialog box

The Minimum effect darkens an image by adjusting pixel values of the image and decreasing the number of colors. The slider controls the percentage of darkening. This effect lightens an image without washing it out. The Minimum effect reduces the number of colors in an image area to achieve the darkening effect. It tends to blur the image if it is applied in large percentages or multiple times. The Radius slider bar controls the number of pixels that are successively selected and evaluated in the minimum filter process. A large radial value will result in a more profound filter effect than a small radial value.

Click the Preview button to display the effects of the current dialog box settings before applying them to the entire image.

For more information on the options included in this dialog box, use the What's This? online help tool.

■

Remove Noise dialog box

The Remove Noise effect softens the edges and reduces the speckled effect created by the scanning process. Each pixel is compared to surrounding pixels and an average value is computed. Any pixels that exceed the threshold set with the slider control are removed. This effect operates similarly to the Jaggy Despeckle effect; however, it also removes random pixel noise in the image.

Click the Preview button to display the effects of the current dialog box settings before applying them to the entire image.

For more information on the options included in this dialog box, use the What's This? online help tool.

render

3D Stereo Noise dialog box

The 3D Stereo Noise effect generates a dithered noise pattern with horizontal frequencies on an image. The result is an image that has 3D depth when you adjust the focus of your eyes appropriately. The Show Dots option facilitates this by automatically adding two dots on the image; adjust the focus of your eyes until the dots fuse. The 3D Stereo Noise effect is particularly suited to simple line art style images. Using this effect with a complex image such as a photograph will not yield obvious results.

Click the Preview button to display the effects of the current dialog box settings before applying them to the entire image.

For more information on the options included in this dialog box, use the What's This? online help tool.

■

Julia Set Explorer dialog box

The Julia Set Explorer 2.0 dialog box lets you create and explore Julia Set fractals that can be applied to your image. Fractals are textures created with algorithms and are characterized by irregularity. Their effect on an image can be quite stunning. The Julia Set Explorer dialog box lets you use preset fractals or create your own; experimentation with the dialog box controls will help you get the most from this effect.

Click the Preview button to display the effects of the current dialog box settings before applying them to the entire image.

For more information on the options included in this dialog box, use the What's This? online help tool.

Lens Flare dialog box

Opens the Lens Flare dialog box that lets you set effect attributes. The Lens Flare effect produces a spot of light that resembles a reflection within an optical system. In photography, lenses of different focal lengths produce different lens flare effects: zoom (50-300mm), wide angle (35mm), and telephoto (105mm). Choose from three lens types to produce the type of lens flare you want. You can also adjust the brightness of the lens flare with the slider bar. Move the slider bar to the right to increase the brightness and to the left to decrease the brightness.

For more information on the options included in this dialog box, use the What's This? online help tool.

Lighting Effects dialog box

The Lighting Effects effect lets you add one or more light sources to your image. The effect has several powerful options that let you customize the lights. Choose the color, direction, position, and intensity of each light to create the effect that you want, or choose a preset light from the Light Type drop-down box (which are also customizable).

Click the Preview button to display the effects of the current dialog box settings before applying them to the entire image.

For more information on the options included in this dialog box, use the What's This? online help tool.

sharpen

Adaptive Unsharp dialog box

The Adaptive Unsharp effect accentuates edge detail without affecting the rest of the image or defined area. It does not unsharpen. Set the Percentage slider to a value between 1 and 100%. Higher values produce more pronounced effects. Use the Preview window to preview the effects of different slider settings. The effect of this effect is quite subtle and may only be apparent in color images at high resolutions.

Click the Preview button to display the effects of the current dialog box settings before applying them to the entire image.

For more information on the options included in this dialog box, use the What's This? online help tool.

Directional Sharpen dialog box

The Directional Sharpen effect analyzes pixels of similar color shades to determine the direction in which to apply the greatest amount of sharpening. Set the Percentage slider to a value between 1 and 100% to sharpen the selected image. Higher values produce more pronounced effects. Use the Preview window to see the effects of different slider settings.

Click the Preview button to display the effects of the current dialog box settings before applying them to the entire image.

For more information on the options included in this dialog box, use the What's This? online help tool.

Find Edges dialog box

The Find Edges effect sharpens the outlines of the image. Specify the degree of enhancement by entering a percentage value. Set the Percentage slider to a value between 1 and 100% to sharpen the selected image. Higher values produce more pronounced effects. Use the Preview window to see the effects of different slider settings.

Click the Preview button to display the effects of the current dialog box settings before applying them to the entire image.

For more information on the options included in this dialog box, use the What's This? online help tool.

High Pass dialog box

The High Pass effect removes low-frequency detail, removes shading, and emphasizes highlights and luminous areas of an image. Slider bars control the percentage and radius of the effect. The Percentage value controls the intensity of the effect and Radius controls the range. At higher settings, the High Pass effect removes most of the image detail leaving only the edge details clearly visible. If you only want to emphasize highlights, use lower percentage settings.

Click the Preview button to display the effects of the current dialog box settings before applying them to the entire image.

For more information on the options included in this dialog box, use the What's This? online help tool.

■

Sharpen dialog box

The Sharpen effect sharpens the resolution of the image or the defined area. Set the Edge Level slider to a value between 1 and 100% to sharpen the selected image. Higher values produce more pronounced effects. Use the Preview window to see the effects of different slider settings.

Click the Preview button to display the effects of the current dialog box settings before applying them to the entire image.

For more information on the options included in this dialog box, use the What's This? online help tool.

Unsharp Mask dialog box

The Unsharp Mask effect accentuates edge detail as well as sharpen some smooth areas in the image. The difference between this effect and the Adaptive Unsharp is how the smooth areas of the image are treated. Set the Percentage slider to a value between 1 and 100% to sharpen the selected image. Higher values produce more pronounced effects. Use the Preview window to see the effects of different slider settings.

Click the Preview button to display the effects of the current dialog box settings before applying them to the entire image.

For more information on the options included in this dialog box, use the What's This? online help tool.

no menu entry for the following

Outline dialog box

The Outline effect applies an outline to selected objects or images. Objects of solid color will be outlined with the color of that object. The inside of objects and the background areas of the image will be filled with a gray color.

Click the Preview button to display the effects of the current dialog box settings before applying them to the entire image.

For more information on the options included in this dialog box, use the What's This? online help tool.

To adjust brightness, contrast and intensity

1. Click Effects, Color Adjust, Brightness-Contrast-Intensity.
2. Adjust the sliders to choose the amount of brightness contrast, and intensity.

   The greater the number, the greater the effect. Contrast should be increased about one tenth the amount you increase brightness. Intensity is applied in greater measure to brighter parts of an image.

{button ,AL(`color adjust;;;;;',0,"Defaultoverview",)} <u>Related Topics</u>

To equalize images or defined areas

1. Choose Effects, Color Adjust, Equalize.
2. Click the Preview button to see the effect of the default settings.
3. Click and drag the arrows below the histogram to adjust the Low, Mid, and High values.

   Shades to the left of the Low-point arrow are black. Shades to the right of the High arrow are white. Highlights are the shades between the High-point and Mid-point values, and Shadows are the shades between the Low and Mid values.

Tip

- Choose Reset to return to the settings to their original values.

{button ,AL(`color adjust;;;;;',0,"Defaultoverview",)} <u>Related Topics</u>

To improve lighting inaccuracies

1. Choose Effects, Color Adjust, Tone Map.
2. Choose an Edit style for the response curve. Curve smoothes distribution and fine tunes other styles. Freehand lets you move the curve in any direction, and Linear allows you to adjust the brightness and contrast of a channel. Gamma adjusts middle and grayscale values.

   If you choose Gamma, you can use the Gamma slider to set a gamma curve value. This option is not avaiable for grayscale images.
3. Choose a color Channel to affect. All (RGB) channel adjusts all the colors in the picture and is the only channel available for grayscale pictures. You can also choose a single color channel effect.
4. Edit the response curve by dragging its nodes.

Tip
- To have the image automatically adjusted, choose a preset response curve from the Preset list box.
- To apply the tone map to only a single color channel, enable the Apply to current channel only option. Use this option if you've made changes to several channels, but only wish to alter the currently selected channel.

{button ,AL(`tonemap;color adjust;;;;;',0,"Defaultoverview",)} <u>**Related Topics**</u>

To load a new tone map

1. Choose Effects, Color Adjust, Tone Map.
2. Click Load. The Load Tone Map Files dialog box appears.
3. Choose a path for the new tone map file (.MAP file).
4. Click Open. The tone map is loaded into the Tone Map dialog box.

{button ,AL(`tonemap;;;;;',0,"Defaultoverview",)} <u>Related Topics</u>

To save a tone map

1. Choose Effects, Color Adjust, Tone Map.
2. Click Save. The Save Tone Map File As dialog box appears.
3. Type a name for the map in the File Name box. This name will appear in the Preset list box in the Tone Map dialog box.

{button ,AL(`tonemap;;;;;',0,"Defaultoverview",)} <u>Related Topics</u>

To sharpen images

1. Choose Effects, Sharpen, Sharpen.
2. Adjust the Edge level slider to define the percentage of edge sharpening.
3. Adjust the Background(%) slider to define the percentage of background sharpening.

{button ,AL(`sharpen;;;;;',0,"Defaultoverview",)} <u>**Related Topics**</u>

To darken shades

1. Choose Effects, Color Adjust, Level Threshold.
2. Drag the arrows below the histogram to adjust the Low-level, Threshold, and High-level values.

   RGB component values below the threshold become 0. Component values above the threshold are not altered. For grayscale images, pixels below the threshold value become black; lighter shades remain unaltered.

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{button ,AL(`color adjust;;;;;',0,"Defaultoverview",)} <u>**Related Topics**</u>

To adjust midtones

1. Choose Effects, Color Adjust, Gamma.
2. Click the Value slider to set a gamma curve value. Gamma curves adjust the balance of shadows, midtones and highlights. Higher values brighten midtones, while lower values darken them.

Note
- Gamma does not affect shadow or highlight areas.

{button ,AL(`color adjust;;;;;',0,"Defaultoverview",)} <u>Related Topics</u>

To adjust hue, saturation and lightness

1. Choose Effects, Color Adjust, Hue/Saturation/Lightness.

   Hue affects the shade of colors and Saturation affects the amount of color. Lightness affects the brightness of colors.

2. Adjust sliders to set the desired values. The Color Preview window shows the effects of the new settings.

Note
- This effect does not change the brightness of an image.

{button ,AL(`color adjust;;;;;',0,"Defaultoverview",)} <u>Related Topics</u>

To sharpen areas of similar color

1. Choose Effects, Sharpen, Directional Sharpen.
2. Adjust the Percentage slider to set the intensity of the effect.

{button ,AL(`sharpen;;;;;',0,"Defaultoverview",)} <u>Related Topics</u>

To sharpen smooth areas

1. Choose Effect, Sharpen, Unsharp Mask.
2. Adjust the Percentage slider to set the intensity of the effect.
3. Adjust the Radius slider to set the range of the effect.

{button ,AL(`sharpen;;;;;',0,"Defaultoverview",)} <u>Related Topics</u>

To emphasize edge detail

1. Choose Effects, Sharpen, Adaptive UnSharp.
2. Adjust the Percentage slider to set the intensity of the effect.

{button ,AL(`sharpen;;;;;',0,"Defaultoverview",)} <u>Related Topics</u>

To smooth images

1. Choose Effects, Blur, Smooth.
2. Adjust the Percentage slider to set the intensity of the effect.

{button ,AL(`blur;;;;;',0,"Defaultoverview",)} **Related Topics**

To smooth jagged edges

1. Choose Effects, Blur, Jaggy Despeckle.
2. Adjust the Height and Width sliders to set the amount of diffusion you want. Lower values provide sharper results.

Tip

 Enable Symmetric if you want the Width and the Height values to be the same.

{button ,AL(`blur;;;;;',0,"Defaultoverview",)} <u>Related Topics</u>

To apply a diffusion effect

1. Choose Effects, Noise, Diffuse.
2. Adjust the Level slider to specify the intensity of the diffusion.

Tip

- To apply extra diffusion to edges, enable the Shuffle edge pixels option.

{button ,AL(`noise;;;;;',0,"Defaultoverview",)} <u>**Related Topics**</u>

To soften images

1. Choose Effects, Blur, Soften.
2. Adjust the Percentage slider to set the intensity of the effect.

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{button ,AL(`blur;;;;;',0,"Defaultoverview",)} <u>**Related Topics**</u>

To apply an outline effect

1. Choose Effects, Sharpen, Find Edges.
2. Adjust the Level slider to define a sensitivity value. The higher the number, the more edges are enhanced.
3. Choose a style for the outline from the Edge Type settings.
   For dark bold lines, choose Solid. For lighter outlines, choose Soft.

{button ,AL(`sharpen;;;;;',0,"Defaultoverview",)} <u>Related Topics</u>

To apply a three-dimensional relief effect

1. Choose Effects, 3D Effects, Emboss.
2. Adjust the Depth slider to set the intensity of the embossing effect.
3. Click a Direction button to specify the location of the light source.
4. Choose an option from the Emboss Color settings to set the color of the embossed image.

{button ,AL(`3d;;;;;',0,"Defaultoverview",)} <u>Related Topics</u>

To apply a Gaussian blur effect

1. Choose Effects, Blur, Gaussian Blur.
2. Adjust the Radius slider to set the intensity of the effect.

{button ,AL(`blur;;;;;',0,"Defaultoverview",)} <u>**Related Topics**</u>

To invert image colors

1. Choose Effects, Color Transform, Invert.
2. Click Preview. The colors are inverted as on a photographic negative.

{button ,AL(`color transform;;;;;',0,"Defaultoverview",)} <u>Related Topics</u>

To apply a motion effect

1. Choose Effects, Blur, Motion Blur.
2. Click a Direction button to indicate the direction of movement.
3. Adjust the Speed slider to set the intensity of the effect.

{button ,AL(`blur;;;;;',0,"Defaultoverview",)} <u>Related Topics</u>

To apply a pixelating effect

1. Choose Effects, 2D Effect, Pixelate.
2. Enable a Pixelate Mode. Rectangular produces a linear pixel effect and Circular produces a radial effect.
3. Adjust the Width and Height sliders to define values for the size of the blocks.
4. Adjust the Opacity slider to choose a transparency percentage.

{button ,AL(`2d;;;;;',0,"Defaultoverview",)} <u>Related Topics</u>

To apply a psychedelic effect

1. Choose Effects, Color Transform, Psychedelic.
2. Adjust the Level slider to set the intensity of the effect.

{button ,AL(`color transform;;;;;',0,"Defaultoverview",)} <u>**Related Topics**</u>

To create color negative images

1. Choose Effects, Color Transform, Solarize.
2. Adjust the Level slider to set the intensity of the effect.

{button ,AL(`color transform;;;;;',0,"Defaultoverview",)} <u>Related Topics</u>

To apply impressionist-style brush strokes to objects

1. Choose Effects, Artistic, Impressionist.
2. Adjust the Horizontal slider to set the direction in which dots are applied.
3. Adjust the Vertical slider to specify the distance between the dots.

{button ,AL(`artistic;;;;;',0,"Defaultoverview",)} <u>Related Topics</u>

To highlight edges

1. Choose Effects, 2D Effects, Edge Detect.
2. Adjust the Sensitivity slider to define a sensitivity value. The higher the value, the more edges are enhanced.
3. Choose a color from the Background Color settings.

{button ,AL(`2d;;;;;',0,"Defaultoverview",)} **Related Topics**

To outline the edges of an image

1. Choose Effects, 2D Effects, Trace Contour.
2. Adjust the Level slider to set the desired edge threshold.
3. Choose an edge type from the Edge Type settings. The Lower setting will trace the inside edges of an image, and Upper will trace the outside edges.

{button ,AL(`2d;;;;;',0,"Defaultoverview",)} <u>Related Topics</u>

To add texture to images

1. Choose Effects, Noise, Add Noise.
2. Choose a noise type from the Noise Type settings.

   Uniform produces an overall grainy appearance. Gaussian produces a heavier, larger grain size for the texture. Spike produces a thinner, lighter colored grain.
3. Adjust the Level slider to define the intensity of the noise.
4. Adjust the Density slider to define the amount of texture added.

Tip
- To add a colored texture, enable the Color Noise setting.

{button ,AL(`noise;;;;;',0,"Defaultoverview",)} Related Topics

To remove graininess from images

1. Choose Effects, Noise, Remove Noise.
2. Click Preview to see the results of the effect. The Threshold level is automatically calculated for you.

Tip

▪ To adjust the Threshold manually, disable the Auto option. The slider defines the maximum value permitted above the average value. Any pixel above this value will be modified.

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{button ,AL(`noise;;;;;',0,"Defaultoverview",)} <u>Related Topics</u>

To lighten images

1. Choose Effects, Noise, Maximum.
2. Adjust the Percentage slider to specify the amount of filtering. The higher the percentage value, the lighter the image.
3. Adjust the Radius slider to specify the range of the effect. The larger the radius, the larger the highlight around objects.

{button ,AL(`noise;;;;;',0,"Defaultoverview",)} Related Topics

To remove detail from objects

1. Choose Effects, Noise, Median.
2. Adjust the Radius slider to specify the range of the effect. The larger the radius, the more image detail is removed. At the highest radius, the image appears as indistinct shapes.

{button ,AL(`noise;;;;;',0,"Defaultoverview",)} <u>Related Topics</u>

To darken images

1. Choose Effects, Noise, Minimum.
2. Adjust the Percentage slider to specify the amount of filtering. The higher the percentage value, the darker the image.
3. Adjust the Radius slider to set the range of the effect. The larger the radius, the larger the shadow around objects.

{button ,AL(`noise;;;;;',0,"Defaultoverview",)} Related Topics

To remove color gradations

1. Choose Effects, Color Transform, Posterize.
2. Adjust the Level slider to specify the number of gray or color channels. The lower the value, the more pronounced the poster effect will be.

{button ,AL(`color transform;;;;;',0,"Defaultoverview",)} <u>**Related Topics**</u>

To apply a glass block effect

1. Choose Effects, Artistic, Glass Block.
2. Adjust the sliders to select a block width and block height.

{button ,AL(`artistic;;;;;',0,"Defaultoverview",)} **Related Topics**

To wrap images around an object

1. Choose Effects, 3D Effects, Map to Object.
2. Select an object from the Mapping Mode settings.
3. Adjust the Percentage slider to specify the amount of wrapping. Negative values wrap the image toward the back, positive values wrap the image toward the front.

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{button ,AL(`3d;;;;;',0,"Defaultoverview",)} <u>Related Topics</u>

To apply a pinch/punch effect

1. Choose Effects, 3D Effects, Pinch/Punch.
2. Adjust the (-)Punch (+)Pinch slider to specify the intensity of the effect. Negative values apply a Punch effect.

{button ,AL(`3d;;;;;',0,"Defaultoverview",)} <u>Related Topics</u>

To apply a ripple effect

1. Choose Effects, 2D Effects, Ripple.
2. Choose a direction for the waves from the Ripple Direction settings. If you choose the Custom direction option, you can choose an angle for the waves using the Direction angle slider.
3. Adjust the Period slider to determine the length of the waves.
4. Adjust the Amplitude slider to set the height of the waves.

Tip
- To apply waves with jagged edges, enable Distort ripple.

{button ,AL(`2d;;;;;',0,"Defaultoverview",)} <u>Related Topics</u>

To place a dark mask over images

1. Choose Effects, Artistic, Smoked Glass.
2. Adjust the Tint slider to set the level of opacity.
3. Adjust the Percent slider to set the level of blur. The lower the percentage, the sharper the image.

{button ,AL(`artistic;;;;;',0,"Defaultoverview",)} <u>Related Topics</u>

To apply a swirl effect

1. Choose Effects, 2D Effects, Swirl.

2. Adjust the Angle slider to set the amount of rotation. Negative values rotate counterclockwise and positive values rotate clockwise.

{button ,AL(`2d;;;;;',0,"Defaultoverview",)} <u>Related Topics</u>

To apply a tile effect

1. Choose Effects, 2D effects, Tile.
2. Adjust the Horizontal tiles slider to set the number of columns of tiles.
3. Adjust the Vertical tiles slider to set the number of rows of tiles.

{button ,AL(`2d;;;;;',0,"Defaultoverview",)} **Related Topics**

To apply an elliptical frame to images

1. Choose Effects, Artistic, Vignette.
2. Adjust the Offset slider to set the size of the center of the frame.
3. Adjust the Fade slider to set the amount of fade.
4. Choose a color for the frame from the Vignette Mode settings.

Note

- If you choose Paint Color, it must be selected before applying the Vignette filter.

{button ,AL(`artistic;;;;;',0,"Defaultoverview",)} <u>Related Topics</u>

To apply a wet paint effect

1. Choose Effects, 2D Effects, Wet Paint.
2. Adjust the Percent slider to set the amount of drip.
3. Adjust the Wetness slider to determine which colors are to drip.

   Negative values cause the dark colors to drip, and positive values cause the light colors to drip. The value entered determines the range of light and dark pixels which drip. If you use the lower number, e.g., -5 or 5, fewer colors drip, but if you use a higher value, more colors drip and the effect is greater.

{button ,AL(`2d;;;;;',0,"Defaultoverview",)} **Related Topics**

To apply a wind-blown effect

1. Choose Effects, 2D Effects, Wind.
2. Adjust the Opacity slider to set the visibility of the wind effect. Higher opacity levels show more of an effect.
3. Adjust the Strength slider to set the strength of the wind. Higher values create more wind distortion.

{button ,AL(`2d;;;;;',0,"Defaultoverview",)} <u>Related Topics</u>

To distort images

1. Choose Effects, 3D effects, Mesh Warp.
2. Adjust the No. gridlines slider to set the grid. Lower values have fewer nodes and higher values have more nodes.
3. Drag the nodes on the preview box to produce the desired distortion.

{button ,AL(`3d;;;;;',0,"Defaultoverview",)} <u>Related Topics</u>

To rotate images in three dimensions

1. Choose Effects, 3D Effects, 3D Rotate.

2. Adjust the vertical and horizontal sliders to set the degree of rotation. The preview box shows how the values affect the rotation.

Tip

- Enable th Best Fit option to place the image in the original window in the best position.

{button ,AL(`3d;;;;;',0,"Defaultoverview",)} <u>Related Topics</u>

To adjust perspective

1. Choose Effects, 3D Effects, Perspective.
2. Choose a perspective type from the Type settings.

    Perspective - the four nodes can be moved freely along all four lines of the square.

    Shear - the four nodes only move along the horizontal or vertical planes.

Tip

-     Enable the Best Fit option to place the image in the original window in the best position.

{button ,AL(`3d;;;;;',0,"Defaultoverview",)} Related Topics

To apply brushstrokes to images

1. Choose Effects, Artistic, Alchemy. The Paint Alchemy dialog box appears.
2. Drag the image within the preview window to show a portion of the image that represents the range of contrast in the entire image.
4. Set the brush shape, positioning, density and brush layering options using the Brush tab.
5. Set the brush and background color and variation using the Color tab.
6. Set the brushstroke size and variation pattern using the Size tab.
7. Set the angle at which the brushstrokes are to be applied to the image using the Angle tab.
8. Set the transparency level and the variation pattern to be used in applying the transparency, using the Trans tab.
9. Modify any of the parameters until the effect displayed in the preview window is satisfactory.

{button ,AL(`artistic;alchemy;;;;;',0,"Defaultoverview",)} <u>Related Topics</u>

To save Alchemy settings as a style

1. In the Paint Alchemy dialog box, adjust the parameters to achieve the desired style.
2. Click the Save As button.
3. Type a name for the new style.   The settings you specified in the five tabs are saved in this new style.

To apply a preset or user-defined brushstroke style

1. In the Paint Alchemy dialog box, choose a style from the Styles list box. The settings saved in the selected style appear in their respective tabs.
2. Click OK.   The preset or user-defined style is applied to the image.

To add 3D depth

1. Choose Effects, Render, 3D Stereo Noise.
2. Adjust the Depth slider to set the intensity of the depth perception.
3. Enable the Show Dots option if you want two dots added to the image. The dots guide you in focusing correctly on the image; adjust your focus so that the dots fuse into one.

Tip

- Using a mask you can apply this filter to a selected area instead of an entire image.

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{button ,AL(`3d;;;;;',0,"Defaultoverview",)} **Related Topics**

To make areas of an image appear 3D

1. Apply a mask to your image.
2. Choose Effects, 3D Effects, The Boss.
3. Adjust the Bevel Width slider to set the width of the bevel. The bevel is the area around a masked object that is slated to produce the three-dimensional look.
4. Adjust the Height slider to set the depth of the bevel.
5. Adjust the Smoothness slider to set the sharpness of the edges of the bevel.   A low level produces sharper edges but may also display the steps used to create the embossed look.   A higher smoothness level removes the jagged edges and makes for rounded edges.
6. Choose a Drop Off type. The drop off is the area adjacent to the bevel effect.
   Gaussian
   The drop off has an "S" shape; it starts and ends with a round and gradual slope that becomes steep in between. It results in a smooth and less noticeable transition between the bevel and the rest of the image.
   Flat
   The drop off is a straight diagonal line starting at the bevel area and ending on the image. The transition is not as smooth as a rounded bevel, but the slope of the bevel is less steep.
   Mesa
   The drop off is a curve that begins abruptly (almost a 90-degree angle) and ends with a rounded gradual slope.
7. Adjust the Brightness slider to set the brightness of the highlight in the bevel.
8. Adjust the Sharpness slider to set the sharpness of the highlight in the bevel.
9. Adjust the Direction dial to set the direction of the light striking the bevel.
10. Adjust the Angle dial to set the angle of the light.

Tips
- To use preset settings, select an option from the Style drop-list.
- To save your settings as a style, click the plus button and type a name for the style into the Style box.
- To delete a style from the list, choose the style from the list and click the minus button.

{button ,AL(`3d;;;;;',0,"Defaultoverview",)} **Related Topics**

To apply a glass sheet effect to areas of an image

1. Apply a mask to your image.
2. Choose Effects, 3D Effects, Glass.
3. Adjust the Bevel Width slider to set the width of the bevel. The bevel is the area around a masked object that is slated to produce the three-dimensional look.
4. Adjust the Smoothness slider to set the sharpness of the edges of the bevel. A low level produces sharper edges but may also display the steps used to create the embossed look. A higher smoothness level removes the jagged edges and makes for rounded edges.
5. Adjust the Refraction slider to set the angle at which the light is to be bent at the bevel. This distorts the image at the bevel location, which is the most striking effect of the Glass filter.
6. Adjust the Opacity slider to set the transparency level of the glass sheet. The more opaque you make the glass, the more the underlying image will be tinted to look like the glass color.
7. Choose a Drop Off type. The drop off is the area adjacent to the bevel effect.

   Gaussian
   The drop off has an "S" shape; it starts and ends with a round and gradual slope that becomes steep in between. It results in a smooth and less noticeable transition between the bevel and the rest of the image.
   Flat
   The drop off is a straight diagonal line starting at the bevel area and ending on the image. The transition is not as smooth as a rounded bevel, but the slope of the bevel is less steep.
   Mesa
   The drop off is a curve that begins abruptly (almost a 90-degree angle) and ends with a rounded gradual slope.
8. Choose a color for the glass from the Color settings. The options are current Foreground (paint color), Background (paper color), or Leaded (dark gray).
9. Adjust the Brightness and Sharpness sliders to set the intensity of the highlights in the glass.
10. Adjust the Direction and Angle dials to set the direction and angle of the light striking the bevel.

Tips
- To use preset settings, select an option from the Style drop-list.
- To save your settings as a style, click the plus button and type a name for the style into the Style box.
- To delete a style from the list, choose the style from the list and click the minus button.

{button ,AL(`3d;;;;;',0,"Defaultoverview",)} **Related Topics**

To curl a corner of the page over an image

1. Choose Effects, 3D Effects, Page Curl.
2. Choose a curl orientation from the Orientation settings.
3. Choose the corner to curl.
4. Choose the Opaque option if you want the curl to be filled with a blend of gray and white simulating a highlight. Choose the Transparent option if you want the underlying image to be displayed through the curled paper.

Tip
- To apply the effect to a portion of the image, select an area using a mask before you choose the effect. The page will only curl inside the masked area.

{button ,AL(`3d;;;;;',0,"Defaultoverview",)} <u>Related Topics</u>

To apply a whirlpool effect

1. Choose Effects, 3D Effects, Whirlpool.
2. Adjust the Spacing slider to set the frequency of the fluid simulations. This determines the distance between each swirl.
3. Adjust the Smear length slider to set the length of the fluid streamlines. The longer they are, the smoother the swirl is. Short smears make for noisy results.
4. Adjust the Twist slider to control the swirl method. High values make the fluid flow around the swirls much like whirlpools, whereas low values make the fluid flow out of the swirls like fountains.
5. Adjust the Streak detail slider to set the level of smearing. High values will restore some of the image detail removed when the effect was created.
6. Enable the Warp option if you want to apply the filter to the image instead of over it. When enabled, the Whirlpool effect will move the pixels in the image to produce the swirl effect.

Tip
- To use preset settings, select an option from the Style drop-list.
- To save your settings as a style, click the plus button and type a name for the style into the Style box.
- To delete a style from the list, choose the style from the list and click the minus button.

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{button ,AL(`3d;;;;;',0,"Defaultoverview",)} <u>Related Topics</u>

To create a tiling pattern from areas of an image

1. Choose Effects, Artistic, Terrazzo.
2. Choose a source. The source file is used to create the tiling pattern that is applied to the original image.
3. Click the Symmetry button and choose a tiling scheme.
4. In the Original preview window, move the selecting box to the area you want to use to create the pattern. The Destination image preview window is updated to match the area you have defined.
5. Scale, stretch and/or shape the selecting box by dragging the node(s) located on the selection box's outline. The transformations available depends on the symmetry option you choose.
6. Adjust the Feather slider to set the width of the smeared area around each tile. The wider the area, the less obvious the tile edges will be.
7. Adjust the Opacity to set the transparency of the pattern.
8. Choose a mode from the Mode list. The mode controls the way the pattern is applied to the destination image.

Tip
- To save a tile, click Save Tile.
- To continually update the image in the Result window, enable the Continous preview option.
- To display a selection box around tile selection, enable the Show feather boundary option.

{button ,AL(`artistic;;;;;',0,"Defaultoverview",)} **Related Topics**

To add a background

1. Choose Effects, Artistic, Canvas
2. Click Load. The Import dialog box opens.
3. Select a path for the bitmap you wish to use.
4. Click OK. The image appears in the Canvas Map window.
5. Adjust the Transp and Emboss settings to choose transparency and embossing percentages.
6. Adjust the X and Y settings to choose a vertical and horizontal position for the bitmap.
7. Adjust the Row or Column settings to set a vertical or horizontal offset percentage for the bitmap.
   You can only use one of these settings.

{button ,AL(`artistic;;;;;',0,"Defaultoverview",)} **Related Topics**

To distort images using a displacement map

1. Choose Effects, 2D Effects, Displace.
2. Click Load. The Import dialog appears.
3. Choose a bitmap image to use as a displacement map. The image appears in the Displacement Map window.
4. Choose a tiling option from the Displacement map settings. The Tile setting tiles the displacement map to cover the original image, while Stretch to fit uses a single map.
5. Choose an option from the Undefined areas settings. The Repeat edges setting copies the edges of the image to fill in any undistorted areas. The Wrap around setting wraps the images so that the undistorted area is filled with the opposite side of the image.
6. Adjust the Horizontal and Vertical sliders to set the size of the displacement map.

{button ,AL(`2d;;;;;',0,"Defaultoverview",)} **Related Topics**

Displacement Map

An image used to determine the distortion pattern of a second image. Values from the displacement map are used to map negative and positive displacement of the original image.

To shift the position of images

1. Choose Effects, 2D Effects, Offset.
2. Adjust the Horizontal and Vertical slider to set the new position of the image.
3. Choose an option from the Fill empty areas with settings. The Wrap around setting wraps the images so that blank areas are filled with the opposite side of the image. The Repeat edges setting copies the edges of the image to fill in any blank areas and Foreground color fills areas with the current paint color.

Tip

▪ To set horizontal and vertical values as percentages of the original image, enable Shift value as % of dimensions.

{button ,AL(`2d;;;;;',0,"Defaultoverview",)} Related Topics

To distort images along a path

1. Choose Effects, 2D Effects, Shear.
2. Adjust the Scale slider to set the intensity of the distortion.
3. Choose an option from the Fill undefined areas with settings. The Wrap around setting wraps the images so that the undistorted area is filled with the opposite side of the image. The Repeat edges setting copies the edges of the image to fill in any undistorted areas, and Foreground color fills areas with the current paint color.
4. Choose an option from the Shear Map settings. Curve lets you distort the image along a curve, Linear let you distort along a straight path, and Freehand lets you create your own distortion path.
5. Choose an orientation for the distortion path.

Tip
▪   To use a preset shear curve, click the Load button.

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{button ,AL(`2d;saveshear;;;;;',0,"Defaultoverview",)} **Related Topics**

To save a shear curve

1. In the Shear dialog box, adjust the nodes on the shear curve.
2. Click the Save button.
3. Type a name for the new curve.   The curve you specified will be saved as a preset distortion curve.

{button ,AL(`shear;;;;;',0,"Defaultoverview",)} <u>Related Topics</u>

To apply a puzzle effect

1. Choose Effects, 2D Effects, Puzzle.
2. Choose an option from the Fill empty areas with settings.
   Black
   applies a black background
   White
   applies a white background
   Paint Color
   applies the current paint color
   Original
   image applies the original image as a background
   Inverse image
   inverts the image and applies it as the background.
3. Adjust the Block width and Block height sliders to set the dimensions of the puzzle pieces.
4. Adjust the Max. offset (%) slider to set the distance between pieces.

{button ,AL(`2d;;;;;',0,"Defaultoverview",)} <u>Related Topics</u>

To apply a twisting effect

1. Choose Effects, 3D Effects, Zigzag.
2. Adjust the Period slider to set the distance between distortion waves.
3. Adjust the Strength slider to set the intensity of the distortion.
4. Adjust the Damping slider to set the radius of the distortion.

{button ,AL(`3d;;;;;',0,"Defaultoverview",)} Related Topics

To adjust color balance

1. Choose Effects, Color Adjust, Color Balance.
2. Choose the areas of the image to affect from the Range options.
3. Adjust the Color channel sliders to set the desired mixture of colors.

{button ,AL(`color adjust;;;;;',0,"Defaultoverview",)} <u>Related Topics</u>

To smooth areas of similar color

1. Choose Effects, Blur, Directional Smooth.
2. Adjust the Percentage slider to set the intensity of the effect.

{button ,AL(`blur;;;;;',0,"Defaultoverview",)} <u>**Related Topics**</u>

To smooth images captured from video

1. Choose Effects, Color Adjust, Deinterlace.

2. Enable an option from the Replace scan lines settings. The Even options remove even interlace lines and Odd options remove odd ones.

   The blank areas which remain after interlace lines are removed can be filled in using either the duplication or interpolation method. Duplication uses copies of the adjacent areas to fill in gaps, while interpolation fills areas with colors approximated from adjacent colors.

Note
- You can only enable one replacement option.

{button ,AL(`color adjust;;;;;',0,"Defaultoverview",)} Related Topics

To convert color images to grayscale

▪ Choose Effects, Color Adjust, Desaturate.

{button ,AL(`color adjust;;;;;',0,"Defaultoverview",)} **Related Topics**

To replace colors

1. Choose Effects, Color Adjust, Replace Colors.

2. Click and select a color from the image in the Original preview window.
3.　　　Adjust the Hue and Saturation sliders to mix the new color.
4.　　　Adjust the Lightness slider to set the intensity of the color.
5,　　　Adjust the Range slider to set the amount of color to replace. The Mask preview window shows you an area that will be replaced.

Tip
▪　　　You can choose a premixed color by clicking the New color box and choosing a color from the palette displayed.

{button ,AL(`color adjust;;;;;',0,"Defaultoverview",)} Related Topics

To convert images to color halftones

1. Choose Effects, Color Transform, Halftone.
2. Adjust the Max radius slider to set the maximum radius of a halftone dot.
3. Adjust the Channel Angle sliders to set the angle of each of the color screens. The angle of the screen determines how the color mixes with the other screens. You can adjust the screen angles to produce a wider range of colors.

Tip

▪ Use the Reset button to restore the default settings.

{button ,AL(`color transform;;;;;',0,"Defaultoverview",)} <u>**Related Topics**</u>

To improve damaged areas of an image

1. Choose Effects, Noise, Dust and Scratch.
2. Adjust the Level slider to reduce image noise. The lower the setting, the greater the amount of noise removed.
3. Adjust the Radius slider to set the range of the effect.

Tip

▪ Apply a mask around the damaged areas of the image before selecting the effect. This will let you eliminate the problem areas without affecting the rest of the image.

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{button ,AL(`noise;;;;;',0,"Defaultoverview",)} <u>Related Topics</u>

To emphasize highlights

1. Choose Effects, Sharpen, High Pass.
2. Adjust the Percentage slider to set the intensity of the effect. The higher the percentage, the more shadow detail is removed.
3. Adjust the Radius slider to set the range of the effect.

Tip

- Click the Reset button to restore the default settings.

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{button ,AL(`sharpen;;;;;',0,"Defaultoverview",)} <u>Related Topics</u>

To apply lighting effects

1. Choose Effects, Render, Lighting Effects.
2. Choose a Light Type from the list box.
3. Choose a color for the light.
4. Adjust the Intensity slider to set the brightness of the light. This setting is used for spotlights.
5. Adjust the Aperture slider to set the range of the light. The greater the aperture percentage, the greater the area affected by the light.
6. Adjust the Exposure slider to set the intensity of the light. Positive values add light, while negative values subtract light. This setting works much like the Intensity setting, but is used with ambient and wide angle lights.
7. Click . The preview window displays all the

    light sources currently active in the image. The large node indicates the focus of the light, and the smaller node indicates the direction of the light.
8. Click the large node and drag the light source to a desired position. As you adjust the position of the light, the X and Y settings indicate the horizontal and vertical position.
9. Adjust the direction of the light by dragging the smaller node to adjust the angle of the line. As you adjust the line, the Directional setting indicates the angle of light.
10. Adjust the Elevation slider to set the angle of light hitting the image.

Tip

▪ To add or remove light sources, click

.

{button ,AL(`render;;;;;',0,"Defaultoverview",)} **Related Topics**

To apply a reflection effect

1. Choose Effects, Render, Lens Flare.
2. Choose a Lens Type.
3. Adjust the Brightness slider to set the intensity of the reflection.
4. Click on the image in the preview window to set the position of the reflection.

Tip

▪ Click the Reset button to restore the default settings.

{button ,AL(`render;;;;;',0,"Defaultoverview",)} <u>Related Topics</u>

To adjust colors

1. Choose Effects, Adjust, Color Hue.
2. Choose the area of the image you wish to affect from the Adjust settings. Shadows applies the color changes only to the darkest areas of the image. Highlight applies changes to the lightest areas, and Midtones changes midrange areas. Preserve Luminance ensures that the brightness of the colors in the image does not change.
3. Adjust the Steps slider to set the intensity of the colors.
4. Adjust the color balance by clicking the thumbnails. More color is added each time you click the thumbnail.

Tip
- Click the Reset button to restore the default settings.

{button ,AL(`color;adjust;;;;;',0,"Defaultoverview",)} <u>Related Topics</u>

To blur images

1. Choose Effects, Adjust, Blur.
2. Choose a direction for the blur effects.
3. Adjust the Steps slider to set the intensity of the blur.
4. Choose a blur effect to apply by clicking its thumbnail. The intensity of the effect increases each time you click the thumbnail.

Tip
- Click the Reset button to restore the default settings.

{button ,AL(`gaussian;soften;directsmooth;jaggy;smooth;adjust;',0,"Defaultoverview",)} Related Topics

To adjust color tone

1. Choose Effects, Adjust, Color Tone.
2. Adjust the Steps slider to set the intensity of the effects.
3. Adjust the brightness of the image by clicking the Darker or Lighter thumbnails.
4. Adjust the amount of color in the image by clicking the Saturate or Desaturate thumbnails.
5. Adjust balance of highlight and shadow in the image by clicking the More or Less contrast thumbnails.

Tip

▪ Click the Reset button to restore the default settings.

{button ,AL(`brightness;desaturate;adjust;;;;;',0,"Defaultoverview",)} <u>Related Topics</u>

To add noise to images

1. Choose Effects, Adjust, Noise.
2. Adjust the Level slider to set the intensity of the effects.
3. Adjust the Density slider to set the amount of noise added to the image.
4. Choose a noise effect by clicking its thumbnail. The intensity of the effect increases each time you click the thumbnail.

Tip
▪ Click the Reset button to restore the default settings.

{button ,AL(`removenoise;noise;adjust;;;;;',0,"Defaultoverview",)} **Related Topics**

To apply sharpening effects to images

1. Choose Effects, Adjust, Sharpness.
2. Adjust the Percentage slider to set the percentage of edge sharpening.
3. Adjust the Background slider to set the percentage of background sharpening.
4. Choose a sharpening effect by clicking its thumbnail. The intensity of the effect increases each time you click the thumbnail.

Tip
▪ Click the Reset button to restore the default settings.

{button ,AL(`edge;sharpen;adjust;;;;;',0,"Defaultoverview",)} <u>Related Topics</u>

To simplify color gradations in images

1. Choose Effects, Color Transform, Bit Planes.
2. Adjust the Color Plane sliders to set the sensitivity of the color effect. Higher values display more course changes in tone. At the highest settings, the image will show large, flat areas with or without color, where the image is brightest and darkest. At the lowest settings, the image will show the finest level of tone variation. The effect depends on the type of image you are analysing.

Tip

- To see the combinations of all color components, enable the Apply to all planes setting.

{button ,AL(`color transform;;;;;',0,"Defaultoverview",)} Related Topics

To smooth highlights

1. Choose Effects, Blur, Low Pass.
2. Adjust the Percentage slider to set the intensity of the effect.
3. Adjust the Radius slider to set the range of the effect.

{button ,AL(`blur;;;;;',0,"Defaultoverview",)} **Related Topics**

To adjust the balance of sharp and smooth areas in an image

1. Choose Effects, 2D Effects, Band Pass.
2. Adjust the Inner radius and Outer radius sliders. These settings will determine the size of the inner, outer and middle bands.

   Use the Frequency plot graph to determine the appropriate size of the bands. The graph displays the frequency of sharp and smooth areas in the image. Smooth areas are displayed closer to the center, and sharp areas are shown around the edges of the graph.
3. Adjust the Inner, Outer and Middle band sliders to set the intensity of each band. To eliminate the sharp or smooth areas within a band, set the weighting to 0.

   Tip
   ▪ Experiment with different weightings to see which provide the best results. For example, you can use the bands to eliminate unwanted noise by isolating the frequency of the noise within the middle band, and reducing its weighting to 0.

{button ,AL(`2d;;;;;',0,"Defaultoverview",)} **Related Topics**

To create your own effect

1. Choose Effects, 2D Effects, User Defined.
2. Enter values into the Filter values matrix. The matrix represents a pixel of the image and its surrounding pixels. The pixel's color value is multiplied by the value entered in the matrix.

   To adjust the range of the filter, enter values into the adjacent boxes. The more values you enter, the greater the range, however, you don't have fill the matrix.
3. Enable the Auto compute divisor option. This will normalize your image (i.e. ensure that color values remain within the normal color range of 1-255).
4. Enter an Offset value. Positive values brighten the entire image and negative values darken it.

Tip
▪ Load a preset user-defined filter by clicking Load. This will give you an idea of the effects of the values entered into the Filter values matrix.
▪ You can save your effect by typing a name into the Filter description box and clicking Save.

{button ,AL(`2d;;;;;',0,"Defaultoverview",)} <u>Related Topics</u>

To add plug-in effects

1. Click Tools, Options.
2. Click the Filters tab if that tab page is not open.
3. Click Insert.
4. Browse through the system disk drives for the directory that contains the filters. If you are connected to a network, you can browse through the network drives.
5. Highlight the directory that contains the filters you want to add.
6. Click OK. You return to the Options dialog box.
7. Click OK.

Note
- The dialog box does not show the files in the directory. You must know the directory in advance of using the Options dialog box.

To remove plug-in effects

1. Click Tools, Options.
2. Click the Filters tab if that tab page is not open.
3. Highlight the directory that contains the effects you want to remove.
4. Click Delete.
5. Click OK.

Note

▪   The dialog box does not show the files in the directory. You must know the directory in advance of using the dialog box.

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An overview

Plug-In effects can help you take ordinary images and change them in extraordinary ways. You can turn poor quality images into professional quality photographs using the Color Adjust effects, or bring new life to old photos using the Adjust effects. You can turn simple images into detailed works of art using the Artistic and Color Transform effects. You can reshape 2 dimensional images into 3 dimensional objects. You can even add photographic lighting to images that weren't taken by a camera.

The Effects menu and submenus provide access to the entire range of plug-in effects. Each effect dialog box displays a preview window that allows you to see the results of the effect before you apply it your image.

To help you get the most out of the image enhancing plug-ins, special Adjust effects have been created to give you access to groups of related effects. The Blur, Color Hue, Color Tone, Noise, and Sharpness commands all activate dialogs that allow you to view the cumulative effect of related effects on an image. For example, the Color Hue dialog displays the effects of changing the percentages of different colors on your image.

Experimentation is the key to unlocking the power of plug-ins. Try several different effect settings before applying it to your image. Some of the more powerful effects take a little while to get used to. The best way of mastering the subtleties of these effects is to see how different settings affect your image. The results are well worth the effort.

Using effects to retouch photographs

Many plug-in are ideal for enhancing and color correcting photographic images. Using the Color Adjust effects you can enhance color discrepancies in photos. The Brightness-Contrast-Intensity effects let you control the balance of colors in highlights and shadow. This is specially useful for correcting over- or under-exposed photos. The Tone Map effect lets you correct lighting inaccuracies in color photographs and using the Equalize effect you can redistribute shades of colors to give photos the appearance of greater depth.

The Sharpen effects can be used to bring out indistinct detail in older photographs and the Noise effects can be used to smooth out grainy areas or improve damaged areas of images.

Using effects to enhance image quality

Plus-In effects can be used to enhance color correct poor quality images or repair the effects of low quality scans.

The Color Adjust effects can help you fine tune the balance of color shades and tints in an image. As well, the Brightness-Contrast-Intensity effect can be used to adjust the balance between highlights and shadows and lighten or darken images. These color effects can be applied to specific colors in an image to help emphasize any colors that may have faded with time or been washed out by damage. There are also several effects, such as Gamma, which can be applied to specific tones in an image(for example, midtones, highlights, or shadows). This can be useful when you're trying emphasize backgrounds or details lost in shadows.

Often, older images can have blurred details or streaks from damage, the Sharpen effects can be used to emphasize details and improve areas damaged by rips or tears. The Find Edges and Adaptive Unsharp Mask effects can be specially useful for accentuating edges.

Images captured from external devices such as video or scanners, often require editing to correct errors in transmission from original to captured image. The Noise effects, such as Remove Noise, can be used to remove unwanted image detail that may have been added by the capture process. The Jaggy Despeckle effect will let you improve the jaggy edges caused by low quality scans and the Deinterlace effect is specially designed to remove extra detail from images captured from video.

Plug-In controls

Before and After preview windows have been included in all Plug-In dialog boxes so you can see the impact of an effect before applying it to your image. The following tools are used with the preview windows:

 Zoom tool is used to zoom in or out on an area. Click the left mouse button on an area to magnify it. Right-clicking zooms out.

 Hand tool allows you to move the image around in the preview window. Click inside the window (cursor changes to a hand) and drag the image to display the desired area.

 Continuous Preview updates the After preview window continuously as controls are adjusted and options are selected.

New Plug-In effects

Band Pass effect

Offset effect

Puzzle effect

User Defined effect

Zig Zag effect

Adjust effect

Glass Block effect

Low Pass effect

Color Balance effect

DeInterlace effect

Desaturate effect

Level Threshold effect

Replace Colors effect

Bit Planes effect

Halftone effect

Dust and Scratches effect

Julia Set Explorer effect

Lens Flare effect

Lighting Effects effect

Find Edges effect

High Pass effect

Adjust effects

The Blur, Color Tone, Color, Noise, and Sharpness dialog boxes (accessed from the Adjust submenu) contain groups of effects that you can try out on your image to see the cumulative result. The Blur Control dialog box, for instance, contains Gaussian Blur, Motion Blur, and a number of other effects. Click on one or more effects and see the results in the Current Preview window. There is also a preview of the original image that you can compare with. Adjusting the Step slider determines the level of the applied effects.

Puzzle effect

The puzzle effect breaks up an image into rectangular blocks, producing a mosaic effect. You can adjust the height and width of the blocks as well as the percentage of offset between them.

Within the filter's dialog box, you can also choose a fill to replace the empty space produced by the fragmenting of the image. The options are black, white, foreground color, original image, and inverse image.

Zig Zag effect

The Zig Zag effect produces a rippling effect like a water droplet causes when it hits the surface of the water. You can adjust the direction of the ripple, the angle, the period and the amplitude.

User Defined effect

The User Defined effect gives you the opportunity to create a specialized filter of your own. By adjusting the controls in the dialog box, you can create a completely unique effect.

Color Balance effect

The Color Balance effect is useful for adjusting the amount of color in your image. Using the sliders, you can add or subtract color. You can also choose which sectors of your image are affected, for instance, the shadows, midtones, or highlights.

Desaturate effect

The Desaturate effect converts color images to grayscale.

Level Threshold effect

The Level Threshold effect converts grayscale or color images to black and white. You select a threshold level: all pixels lighter than that level are converted to white; all pixels darker are converted to black.

Replace Colors effect

The Replace Colors effect replaces colors in an image without having to apply a mask. You select a color in your image from a preview window, adjust the color tolerance, and choose a replacement color.

Dust and Scratches effect

The Dust and Scratches effect removes small defects from your scanned images by removing extraneous pixels. You can adjust the level of the filter by adjusting the slider.

Offset effect

The Offset effect allows you to shift an image within the window by a percentage or number of pixels. You can also select the color you would like to fill the empty space left by the shifted image.

Band Pass effect

The Band Pass effect lets you adjust the balance of sharp and dark areas in an image. The effect displays a frequency plot graph which shows The graph displays the frequency of sharp and smooth areas in the image. Smooth areas are displayed closer to the center, and sharp areas are shown around the edges of the graph. By adjusting the radius and weightings of the filter bands you can screen out unwanted highlights or shading.

Lens Flare effect

The Lens Flare effect produces a spot of light that resembles a reflection within an optical system. You can choose the type of lens to be used to create the reflection and the brightness of the light. Different lenses produce different types of reflections.

Lighting Effects effect

The Lighting Effects effect lets you add one or more light sources to your image. You can choose the color, direction, position, and intensity of each light to create the effect that you want, or choose a preset light from the Light Type list box (which is also customizable).

Glass Block effect

The Glass Block effect creates the effect of viewing an image through thick transparent blocks of glass. The dimensions of the glass blocks can be set independently. You can also choose a glass color that will change the tint of the image.

Low Pass effect

The Low Pass effect removes highlights and color from an image, leaving shadows and low frequency detail. You can select both the intensity and range of the effect.

DeInterlace effect

The Deinterlace effect removes interlace lines that may appear on images captured from video. You can choose to remove either horizontal or vertical interlace lines and select a scheme for replacing any blank areas that remain.

Bit Planes effect

The Bit Planes effect displays the bit planes of the colors in an image. Bit planes are representations of the RGB components in an image. By displaying the bit planes you can simplify the color gradations in the image and see how much a component color is used in different areas of the image. You can set the sensitivity of the effect for each component color(i.e., red, green, blue). The lower the sensitivity, the greater the distinctions between colors. For example, at a high sensitivity you may see only one or two gradations for each colors, but at a lower sensitivity you can see every change in the color's intensity.

Halftone effect

The Halftone effect converts color images into color halftones. You can set the radius of the halftone dots that make up the halftone image, and the angles of the color screens used to create the halftone effect. The angle of the color screen affects how the colors

Find Edges effect

The Find Edges filter defines the curves and edges within an image by outlining them with a dark color. You can choose to outline objects with either solid bold lines, or lighter lines.

Julia Set Explorer filter

This filter creates and explores Julia Set fractals that can be applied to your image. Fractals are textures created with algorithms and are characterized by irregularity.

High Pass filter

The High Pass filter removes shading from an image, emphasizing highlights and colored areas. You can select both the intensity and range of the effect.