


## Wind dialog box


Create a feeling of a wind blown image.

- **Direction** Choose the direction the wind blows.
- **Moving offset** Set a high value to create a stronger wind effect.
- **Preview** Click to see how the changes will affect the actual image before applying them.
-  **Thumbnail** Choose a portion of the active image to show in the dialog box preview window.

[Thumbnail icon](#)

## Sharpen dialog box


Makes edges stand out more distinctly in an image.

- **Level** Choose higher to get stronger borders.
- **Preview** Click to see how the changes will affect the actual image before applying them.
-  **Thumbnail** Choose a portion of the active image to show in the dialog box preview window.

[Thumbnail icon](#)

## Mosaic dialog box

Blurs the image into blocks by averaging pixel values in each block.

- **X-axis size** Set the width of each square in pixels.
- **Y-axis size** Set the height for each square in pixels.
- **Preview** Click to see how the changes will affect the actual image before applying them.
-  **Thumbnail** Choose a portion of the active image to show in the dialog box preview window.
- **Square** Check Square to make each block a perfect square.

**Note:** If the block size does evenly fit into the image, the blocks are cropped starting from the lower right corner.

[Screenshot of Mosaic dialog box](#)

## Ripple dialog box

Adds waves to an image as if viewed through water.

- **Direction** Choose Center to create waves start from the center and move out in a circular pattern. Choose Edge for waves that appear to be flowing across the image.

- **Frequency** Choose a high value for more waves.

- **Amplitude** Choose a high value for larger waves.

- **Preview** Click to see how the changes will affect the actual image before applying them.




- **Thumbnail** Choose a portion of the active image to show in the dialog box preview window.



## Watercolor dialog box


Enriches the colors in an image to simulate the appearance of a watercolor painting.

- **Stroke size** Choose Small for short brush strokes. Choose Large for big strokes.
- **Moisture level** Set higher levels to add streaking typical of paints with higher water content.
- **Preview** Click to see how the changes will affect the actual image before applying them.
-  **Thumbnail** Choose a portion of the active image to show in the dialog box preview window.

[Watercolor dialog box](#)

## Hue & Saturation dialog box


Controls the balance and intensity of color in an image.

- **Hue** Shift the hue value of each pixel in an image by the amount specified. For example, a yellow pixel will become blue if you set the hue to 180.
- **Saturation** add or remove color to an image. Fully reducing saturation results in a grayscale image; fully increasing makes the color very rich.
- **Preview** Click to see how the changes will affect the actual image before applying them.
-  **Thumbnail** Choose a portion of the active image to show in the dialog box preview window.

[Thumbnail icon](#)

## Emboss dialog box


Displays an image as a single-color imprint on a solid surface.

- **Light source** Choose the direction of shadows on the image and which parts should appear raised or indented. Light sources from above cause dark areas to look raised. From below, dark areas look indented.
- **Coating color** Click to select a new color for the image.
- **Depth** Set how strong the embossed effect is. Higher settings cause a more pronounced embossed effect.
- **Preview** Click to see how the changes will affect the actual image before applying them.
-  **Thumbnail** Choose a portion of the active image to show in the dialog box preview window.

[Thumbnail icon](#)

## Tile dialog box

Breaks an image into square tiles and shifts them as if they are being placed or removed from the image.

- **Background color** Click to select a new color for the borders of the squares.
- **Square size** Set the size in pixels of each tile. If the size does not evenly fit in the image, squares are cropped from the lower right.
- **Shift value** Set a higher value to randomize the order of the tiles more. A value of zero creates a well organized tiled effect.
- **Preview** Click to see how the changes will affect the actual image before applying them.
-  **Thumbnail** Choose a portion of the active image to show in the dialog box preview window.





## Warm / Cool dialog box

Add tint to an image producing a warmer or cooler feeling.

- **Color** Choose the tint you wish to apply.
- **Level** Set a higher value to apply a stronger tint. As the level increases the tint becomes more dominant.
- **Preview** Click to see how the changes will affect the actual image before applying them.
- **Thumbnail** Choose a portion of the active image to show in the dialog box preview window.
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## Fat / Thin dialog box

Fat expands an image at the center. Thin squeezes compresses an image at the center.

- **Level** Set a higher level to expand (Fat) or compress(Thin) the image more.
- **Preview** Click to see how the changes will affect the actual image before applying them.
- **Thumbnail** Choose a portion of the active image to show in the dialog box preview window.
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## Thumbnail dialog box

Allows you to choose what appears in the dialog box preview window while applying the filter. This can be useful if you are concerned about a particular region, or to change the magnification in the preview window.



**Whole image** Scale the entire image to fit in the preview window.



**1x** Select a portion of the image to show at full size in the preview window.



**Custom size** Select any part of the image to show in the preview window. iPhoto Plus 4 automatically resizes areas larger than the preview window.



