



USER MANUAL

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Chapter 1. Introducing Photo Explosion 2

WELCOME!

Welcome to Photo Explosion® Special Edition 2.5. Photo Explosion is the first product of its kind to deliver powerful photo editing features, spectacular special effects, professional-quality photo projects, and photo album features all together in one program suite.

With Photo Explosion you can capture images from a wide variety of digital cameras, scanners, DV cameras and even web cams. You can easily edit these images and apply cutting-edge effects in Photo Explosion. Additionally, you can create photo-based projects to share with family and friends by transforming your pictures into artistic greeting cards, calendars, banners and even animated web cards.

With Photo Explosion's many tools, you don't have to be a graphic artist to enhance and transform your photos. You can enhance your photos individually or make changes to groups of photos. You can also import and convert your photos into many different file formats.

Photo Explosion includes a wide range of project templates with millions of creative combinations.

Photo Management in Photo Explosion: With Photo Explosion's unique user interface, it is easy to keep track of your files. In Browse mode, you can use a Windows Explorer-like view to browse image, audio and video files visually and move the files into different folders, as needed.

Editing: Photo Explosion has a wide range of image editing tools from simple color correction to high-end photographic effects. You can also dress up your photos with fun props and decorative elements such as edges and frames. Photo Explosion's Single-Click SmartEnhance™ Technology makes image editing easy for beginners. Or you may use advanced settings to create unlimited variations.

Projects: Photo Explosion has ready-made templates that you can combine with your own photos and text. These photo projects include: Photo Frames, 3D Crafts, Photo Calendars, Cards, Albums, Scrapbook Pages, Web Cards, Web Pages, Web Shows and many other personal and business-related projects.

More ways to share: Instantly share your photos by e-mail, create an on-screen slide show or even make a web page with many output options to share your memorable photos over the Internet. You can also enhance your desktop with a practical calendar and wallpaper.

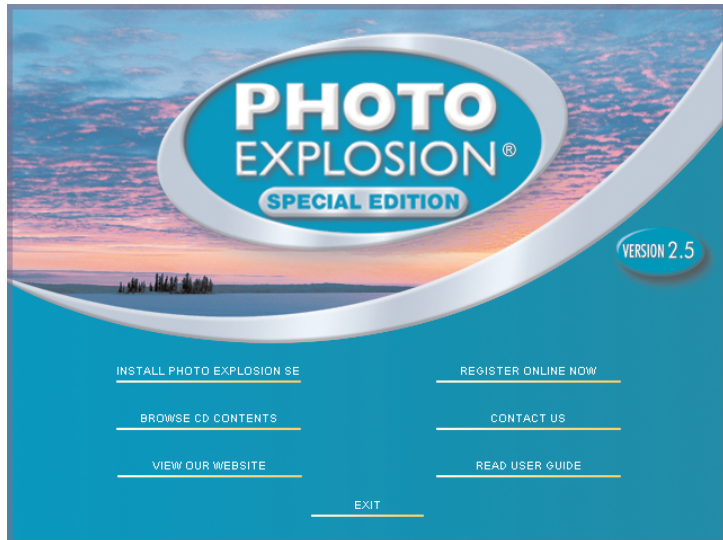
SYSTEM REQUIREMENTS

To run Photo Explosion you'll need a computer with a

- Pentium® 300 MHz or faster microprocessor
- Windows 98, 2000, Me or XP
- 64 MB RAM
- a CD-ROM drive
- a monitor and video card capable of displaying thousands of colors and 800x600 resolution
- and Microsoft® Internet Explorer 5.0 or later.

INSTALLING PHOTO EXPLOSION

1. Insert the Photo Explosion CD labeled *Installer* into your CD-ROM drive. In a few moments the Photo Explosion Installer startup screen should appear automatically. If it doesn't, go to **My Computer**, open your CD-ROM drive and open the **Setup.exe** program.



2. Click **Install Photo Explosion SE**.
3. Follow the instructions on screen to complete the installation.

UNINSTALLING

If you want to uninstall Photo Explosion, you should use its uninstall program. The Uninstaller will properly remove all Photo Explosion files, settings and fonts.

1. Choose **Control Panel** from the **Start** menu. This may be **Settings** ► **Control Panel** depending on your version of Windows.
2. Open the **Add or Remove Programs** control panel. The **Install/Uninstall** tab has a list of programs that you can remove.
3. Select **Photo Explosion Special Edition** and click **Add/Remove** (or **Change/Remove** depending on your version of Windows).

REGISTERING PHOTO EXPLOSION

Before you start enhancing your first photo or creating your first project, please take a moment to register. Once you do, you'll be entitled to:

- **Free Technical Support:** We're committed to making Photo Explosion work for you. If you have any questions, please contact our support staff.
- **Immediate Notification of Upgrades:** You'll hear about new versions of Photo Explosion as soon as they're available.
- **Registered User Discounts:** As a registered user, you're eligible for special prices on many new products and bonus offers on our other best-selling software products.

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Note: There is a registration button on the screen that appears when you insert the Photo Explosion Disc. You can register Photo Explosion before you install it.
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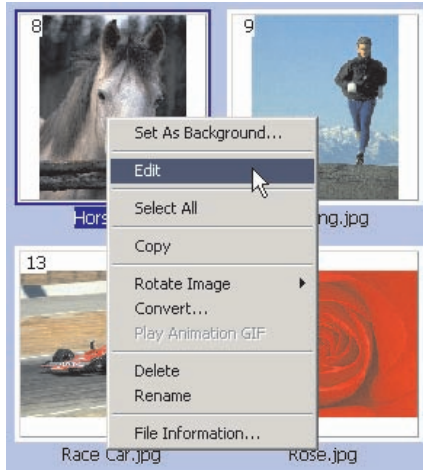
GETTING HELP

Don't panic! Our friendly technical support staff is ready to help:

- Visit our web site at www.novadevelopment.com/support for frequently asked questions and troubleshooting tips.

CONVENTIONS USED IN THIS GUIDE

- **Bold** text is used for keys, buttons, check boxes, radio buttons, menus or menu items, and text that you are directed to type.
- *Italicized* text refers to names for folders, files, disks or discs, windows, and dialog boxes. It's also used for new terms, chapter or section references, and important ideas.
- Hierarchical submenus are noted as **Submenu ▶ Submenu Item**. For example, the **Beautify Skin** item of the **Camera Lens** submenu would be described as "Choose **Camera Lens ▶ Beautify Skin** from the **Photo** menu."
- **Ctrl**, **Shift** or **Alt** followed by a letter means hold down that key while pressing the letter. For example, **Ctrl+S** means hold down the **Ctrl** key while pressing the 'S' key.
- Click means click the left mouse button. Double-click means click the left mouse button twice in quick succession. Right-click means to click the right mouse button. Shift-click means hold down the **Shift** key while clicking the left mouse button.
- A shortcut menu is the menu that appears when you click the right mouse button over an object.



- Warnings, notes and tips look like this:

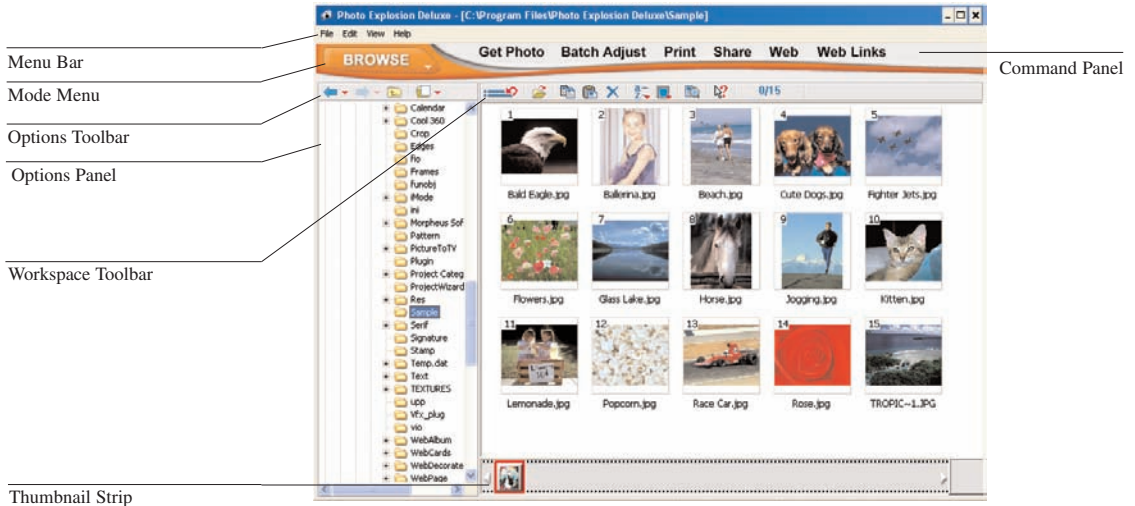
.....
Note: You should always make backups of your work.
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Chapter 2. Using Photo Explosion 2

In this chapter, you'll find detailed instructions that explain the basic features of the Photo Explosion 2 interface. By the end of this chapter you'll be familiar with the different elements in the workspace and know how to work with objects.

WORKSPACE OVERVIEW

The project workspace is where you view photos (Browse mode), edit your photos (Photo mode) and create projects (Project mode) in Photo Explosion. In addition to the standard Windows menu bar and the workspace viewing area, the workspace contains a *Command* panel with most of the Photo Explosion commands for accessing tools and projects, a *Toolbar* with icons depicting the most common commands, the *Mode* menu, an *Options Toolbar* for working with the contents of the *Options* panel, and a *Thumbnail Strip*.



Menu bar

A number of commands common to Windows applications are found here — like **Save**, **Open** and **Exit**.

Mode menu

The **Mode** menu is where you switch among **Browse**, **Photo** and **Project** modes. Browse mode is where you locate and organize files. Photo mode is where the majority of image-editing and enhancing takes place. Project mode is where you create cards and other items from templates.

Command panel	This area lists all the menus and tools available for the mode you are currently using. Clicking Edit on the <i>Command</i> panel shows or hides the Edit menu bar. The <i>Command</i> panel items are always available (as are the Edit menu titles after you click Edit). These items and menu titles are gray until you click them to view the menus.
Options panel	This panel on the left of the workspace area displays all the different possibilities and settings available for any given function. You select pre-defined tool attributes or set user-specified tool attributes using this panel. In Browse mode or Project mode, this area shows the hierarchical folder structure for the currently opened folder.
Thumbnail Strip	<p>All active photos and projects appear as thumbnails on the <i>Thumbnail Strip</i> located at the bottom of the workspace. You can drag images from the <i>Thumbnail Strip</i> to add them to projects. To view an image or project quickly, double-click its thumbnail.</p> <p>At the right of the <i>Thumbnail Strip</i>, there is a thumbnail of the active image or project. Clicking this thumbnail lets you navigate around magnified images that can no longer be displayed entirely on screen.</p>
Workspace Toolbar	This toolbar, located above the main workspace area, has buttons relevant to the current mode and the current tool.
Options Toolbar	This toolbar, located above the <i>Options</i> panel, has buttons relevant to the current mode or the current tool.
Setting Photo Explosion Options	<p>The Preferences command on the File menu allows you to set global program options.</p> <p>In the Photo Explosion tab you can set:</p> <ul style="list-style-type: none"> • Generation quality: Determines the quality of images being used. High quality yields better images but uses more memory and takes more time. Good is the default. • Associate picture files with Photo Explosion: Makes Photo Explosion the default image-editing program for all graphic files on your computer. If you open a graphic file (such as .BMP, .GIF or .JPG files), Photo Explosion will open automatically. • Show Guide Tips: Has Photo Explosion show Guide Tips (Light Bulb) for the currently selected function. • Turn on sound effects: Turns on or off sound effects associated with using the program. • Web update checking system: When you select this feature, Photo Explosion will periodically check Nova Development's web site for product updates.

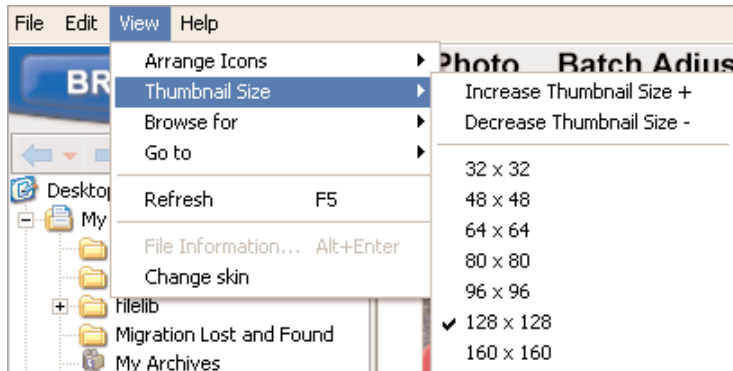
- **Enable command reminder:** Pops up a reminder at the top of each *Option* panel letting you know which command opened this set of options.
- **Monitor gamma:** Adjusts the gamma correction of your monitor to match standards.

In the **Plug-Ins** tab

- **Define additional folders for plug-ins:** Select a box at left and then type the path for (or click the **Browse** button to locate) the folder that contains additional PhotoShop®-compatible plug-ins such as Kai's Power Tools™ or Alien Skin™.

Changing the Views

The **View** menu has commands that affect how you see the thumbnails in the workspace. The **Thumbnail Size** submenu allows you to increase or decrease the size of the thumbnails, allowing you to see fewer or more thumbnails at a time. The **Arrange Icons** submenu commands affect the order of the thumbnails. The **Browse For** submenu filters the type of media file(s) that are visible while browsing.



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Note: The filenames will not be visible for thumbnail sizes below 96 x 96. To view thumbnails that have long file names, select a larger size such as 128 x 128 or higher.

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STARTING PHOTO EXPLOSION

When you work with Photo Explosion, make sure your display is set to a resolution of at least 800x600 and either HiColor (16 bit) or True Color (24 bit) mode.

To start Photo Explosion:

1. Choose **Programs ▶ Photo Explosion ▶ Photo Explosion SE** from the **Start** menu.
2. Select an option from the launch screen or, if you opted not to see the launch screen anymore, the application will launch in the mode that the application was in when you last shut down.



THE DIFFERENT MODES

Photo Explosion is a cutting-edge digital photo studio that is easy to use. You use Photo Explosion for three main purposes: browsing and organizing photos, enhancing photos and creating photo-based projects. For each of these purposes Photo Explosion has a different mode of operation.

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Note: You can save and print your work in all modes.
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Browse mode: You use this mode to store, organize, browse and otherwise enjoy your photos, projects, video and audio files. While in this mode, you can share your photo or project albums (folders) in many different ways. You can also convert your photos from one file format to another.



Photo mode: This is where you will do most of your work. You'll find all the standard tools found in most image editors here, as well as many advanced features unique to Photo Explosion. It's easy to open, adjust, paint, add text, create special effects, add decorations and dress up your photos.

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Note: When you open a photo, you're working on the original file. It's therefore safest to save the file with a new name immediately after opening it. This will prevent you from accidentally overwriting the original photo.

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Project mode: This is where you can produce unique photo-based creations. Don't worry if you don't have your own photos to use. Photo Explosion provides you with lots of samples that can get you started. You can easily create projects such as 3D frames and crafts, photo frames, calendars, business cards and greeting cards.

BROWSE MODE OVERVIEW

What You Can Do in Browse Mode

In Photo Explosion you view thumbnails of images in Browse mode. Browse mode is arranged in a convenient way for locating multimedia files. There is a folder tree in the *Options* panel, and the selected folder's contents are viewed as thumbnails in the workspace. (Selected images are outlined in blue.)

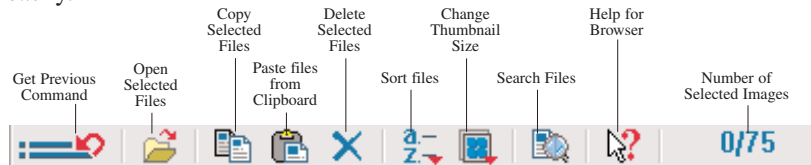
In Browse mode you can:

- Select multiple photos.
- Adjust individual photos or groups in batches. You can use this for quick enhancements or for converting files.
- Locate and open multimedia files.
- Organize multimedia files. You can easily create new folders and move files between folders.
- Print thumbnails. You can print all (or just the selected) images in a folder.
- Obtain detailed information about selected image files.

Using Browse Mode

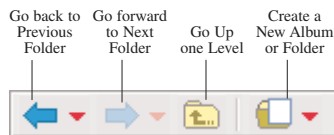
Locate and select a folder from the folder tree on the left to display the contents in the workspace.

You can arrange icons, change the thumbnail size, and specify the types of multimedia files to display using the toolbar buttons or commands on the **View** menu. An integrated search tool is also available to help you find files easily.



Work Space Toolbar

You can use the tools on the toolbar above the *Options* panel to move quickly among recently browsed folders.



Options Toolbar

Once you've located the images to edit, there are four ways to open them and switch to Photo mode:

- Double-click a thumbnail.
- With one or more thumbnail selected, click the **Open** button on the toolbar.

- Drag selected thumbnails to the *Thumbnail Strip*.
- Right-click one or more selected thumbnails and click **Edit** on the shortcut menu.

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Note: You select multiple thumbnails by pressing **Shift** (for contiguous selections) or **Ctrl** (for non-contiguous selections) while clicking the thumbnails. If you have selected more than one thumbnail, all the photos open simultaneously and appear on the *Thumbnail Strip*.

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Creating a Photo Album

Photo albums are folders that contain images. One important feature of Browse mode is its ability to easily organize your photos and other images into photo albums.

To create a photo album:

1. In the left panel, locate and open the folder (or disk) to contain the new album.
2. Click the **New Album** icon on the toolbar above the left panel. 
3. Type a name for the album.
4. Move images into the album:
 - Drag thumbnails from the *Thumbnail Strip*.
 - Select and copy images from other folders or albums.
 - Use the commands in the **Get Photo** menu on the *Command* panel to acquire new images.

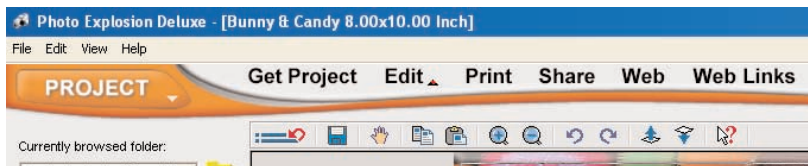
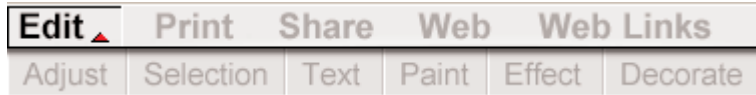


PHOTO MODE OVERVIEW

Unless you have a darkroom in your basement, traditional print photography offers little to nothing in the way of flexibility. If a picture is less than perfect when it comes back from the developer, there's nothing you can do to fix it. Modern digital imaging, however, gives you creative freedom and the ability to fix images that were shot under less than ideal conditions. Photo Explosion's Photo mode allows you to fix, enhance, edit and transform your digital photos.

What You Can Do in Photo Mode

When you have an image open in Photo mode, it fills the workspace. You'll find a large selection of tools to prepare your images for projects, add special effects, or just touch up your photos. The editing and enhancing tools (for example, the **Adjust** tools) are all available on the menus after you click **Edit** on the *Command* panel.



When you work with a tool, the *Options* panel on the left has default presets where you can select a balanced effect. Alternatively, with some tools you can click **Advanced mode** to view the many options for each tool, giving you fine control over the tool's attributes (like width, color and transparency). Every tool has a different set of options.

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Note: When you open your photo in Photo mode, you are working on the original photo... not an untitled image. Therefore, you may want to save the photo with a new name to preserve the original file.

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In Photo mode, you can select an area of a photo to copy that part of the image. The selection becomes a separate object. It is then independent of the rest of the base image. You can move selections and change them. You can add other objects to photos, including text, props, backgrounds and frames.

After making changes, if you want to keep objects as separate elements, save your image as a Photo Explosion file (*.UPX) or template (*.TPX) that you can go back and re-edit. Otherwise, save your photos as graphic files — to send your images to friends, use them on a Web Page project or open them in another program. You can select from several different graphic file formats (like *.BMP, *.GIF or *.JPG). The independent objects are merged into the photo and can no longer be edited.

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Note: To quickly access tools that you've just closed, click the **List the recently used tools** button on the toolbar.

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Enhancing a Photo (QuickStart)

Photo Explosion has many different ways for you to enhance your photos. Here's one method to give you an idea of what you can do with your photos.

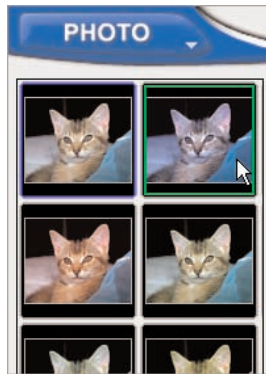
To enhance a photo:

1. Open the **File** menu and click **Open** ► **Open Photo**.

2. Locate and select the photo you want to open.

.....
Note: If you don't have any photos handy at the moment, open the *Sample* folder in the *Photo Explosion* folder on your hard disk.
.....

3. Click **Open**.
4. Click **Edit** on the *Command* panel.
5. Open the **Adjust** menu and click **Balance Color**.
6. Select one of the preset color changes on the left.
7. Double click the **Preset** or **Select A Preset**, then Click **Apply**.



8. Click the **Close** button on the left.
9. Open the **File** menu and click **Save As**.
10. Locate and open a folder for the new file.
11. Name the file and click **Save**.

PROJECT MODE OVERVIEW

What You Can Do in Project Mode

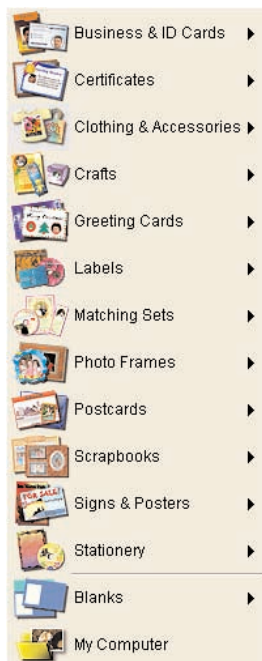
Project mode gives you a focused environment in which to create custom photo projects such as photo frames, scrapbook pages, crafts, stationery, and much more.

You open a project template by clicking an item on the **Get Project** menu on the *Command* panel. Photo Explosion has many template categories including:

- **Business & ID Cards** — including business cards, ID cards and name tags

- **Certificates** — including humorous, professional and romantic certificates
- **Clothing & Accessories** — including aprons, puzzles, t-shirts, tote bags and visors
- **Crafts** — including 3D projects, magazine covers, body switches and trading cards
- **Greeting Cards** — including invitations and announcements
- **Matching Sets** — with invitations, cards, gift tags, labels, and more that match a given theme
- **Photo Frames** — both general and holidays/occasions
- **Postcards** — business and personal
- **Scrapbooks** — including family trees, mini-albums, scrapbook pages and album covers
- **Signs & Posters** — banners, flyers and posters
- **Stationery** — letterhead, envelopes, labels and notes

Additionally, there are blanks for you to create your own projects from scratch.

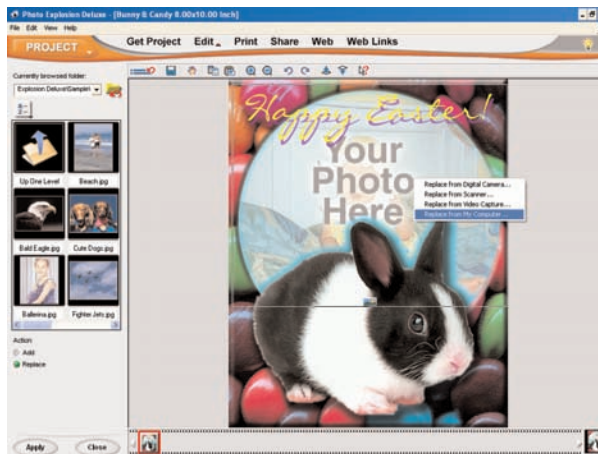


Creating a Project (QuickStart)

Photo Explosion has many different ready-made designs for various types of projects. Here's one method for customizing a ready-made design.

To start a new project:

1. Open the **Mode** menu and click **Project**.
2. Click **Photo Frames** in the *Choose a project* screen and click **General** in the panel on the left.
3. Double-click one of the pre-designed photo frames.
4. Click **Edit** on the *Command* panel and then choose **Add/Edit** from the **Text** menu.
5. On the *Options* panel on the left, type your name or other text in the **Text** box at the top and click **Apply**. Click **Close**.
6. Double-click the photo placeholder and click **Replace from My Computer**.



7. Double-click one of the images that appears in the *Options* panel on the left.
8. Click **Close**.
9. Choose **Save As** from the **File** menu.
10. Locate and open a folder for the new file.
11. Name the project and click **Save**.

WORKING WITH OBJECTS

Objects are self-contained components placed on images or projects. These can be frames, shadows, text, images or the background. Also, when you select a part of an image and cut it out using one of the selection tools, that part of the image becomes a separate object. Objects can be changed without altering other parts of an image. For example, they can be moved in front of or behind other objects.

Each object has its own properties and attributes. For example, a text object has size, font style and color attributes; while an image object does not have font style attributes. Often, an object's properties are accessible by right-clicking the object.

When you save an image as a *.UPX file or a project as a *.TPX file, each object's characteristics and attributes remain editable for future editing.

To integrate an object into an image permanently, right-click the object and choose **Merge** on the shortcut menu. Alternatively, if you want to use or view an image outside of Photo Explosion, you need to save it in a standard image format like *.JPG or *.BMP. An image's objects are automatically merged when you save the image in a standard image format.



Working with Objects

You can resize, move and apply effects to one or more objects.

To select objects:

- To select a single object, click it. A box appears around the object.
- To select all the objects in an image or a project, choose **Select All (Ctrl+A)** from the **Edit** menu on the Windows menu bar.

- To select a few objects, click the first object and then **Shift-click** each additional object.

To copy a selected object or group of objects, do one of the following:

- Choose **Copy (Ctrl+C)** and then **Paste (Ctrl+V)** from the **Edit** menu on the Windows menu bar.
- Right-click the selected object and click **Copy** on the shortcut menu.
Right-click the selected object and click **Paste** on the shortcut menu.

To delete a selected object or group of objects, do one of the following:

- Choose **Cut (Ctrl+X)** from the **Edit** menu on the Windows menu bar.
The object goes onto the Clipboard.
- Choose **Clear** from the **Edit** menu on the Windows menu bar.
- Press the **Delete** key.

If you are working in another image-editing application, you can copy all or part of the image to the Clipboard and paste it into Photo Explosion.

To paste the contents of the Clipboard onto an image or project:

- Choose **Paste (Ctrl+V)** from the **Edit** menu on the Windows menu bar.
The contents of the Clipboard appear in your image or project as a separate object.

To move an object:

- Select the object, move the pointer inside the object and drag the object to a new location.

Working with Layers

When you add an object to a project, Photo Explosion puts the object in its own layer. As you add objects they get placed into layers on top of each other. You can change the order in which objects appear; for example, you can superimpose a text object on top of a picture.

To change an object's layer:



- To move an object one level forward, select it and click the **Bring Up** button on the toolbar.
- To move an object one level back, select it and click the **Send Down** button on the toolbar.

SAVING PHOTOS AND PROJECTS

It is a good habit to save your work periodically to ensure that you don't have to redo everything when unexpected events happen. Keep in mind that saving a project as a *.TPX file or saving an image as a *.UPX file means that you will be able to edit the individual objects when you reopen the file.

To save a photo or project:

1. Open the **Share** menu on the *Command* panel and click **Save**.
2. On the *Options* panel, locate the folder where you want to save the image or project.
3. Type a file name.
4. Select a **File type** for the image or project.

.....
Note: Use **BMP** and **TIF** to keep the highest level of quality; use **JPG** for photos to be used on the Web or sent by e-mail; use **UPX** to save photos or **TPX** to save projects with unmerged objects.
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5. Select a **Data type** for the image or project.

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Note: **Data type** describes how much color information is saved with the image. The more color information included in the file, the larger the file is. For the highest quality color, use **True Color**, **Indexed-256** and **Grayscale** each contain up to a maximum of 256 distinct colors or shades of gray and are generally quite small. (With .TIF files **48-bit True Color** and **16-bit Grayscale** are also available for good quality images.)
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6. Click **Save**.

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Note: Use the **Save As** command on the **File** menu to specify advanced save options — such as file quality, compression or other options that are specific for each file type.
.....

OPENING EXISTING PHOTOS AND PROJECTS

There are several ways to open photos in Photo Explosion.

To open an existing photo in any mode:

1. Click **Open ► Open Photo** on the **File** menu.
2. Locate the image in the *Open* dialog box.
3. Click **Open**.

The image opens in Photo mode ready to edit.

If you are in Browse mode and you've opened the folder containing the image:

- Double-click the thumbnail.
- Select the thumbnail and click the **Open** button on the toolbar.
- Drag the thumbnail to the *Thumbnail Strip*.
- Select the thumbnail, right-click it and click **Edit** on the shortcut menu.

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Note: When in Browse mode, you can open more than one image at a time. Select multiple images by pressing **Ctrl** (for non-contiguous selections) or **Shift** (for contiguous selections) while clicking the thumbnails.
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To open an existing project while in any mode:

1. Click **Open ► Open Template File** on the **File** menu.
2. Locate the project in the *Open* dialog box.
3. Click **Open**.

The project opens in Project mode ready to edit.

To open a project in Project mode:

1. Open the **Get Project** menu on the *Command* panel and click **My Computer**.

2. Locate the folder containing the project in the *Options* panel on the left.
3. Select the project and click **Open**.
or
Double-click the project.

The project opens in Project mode ready to edit.

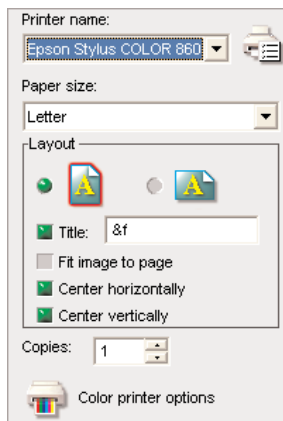
.....
Note: When in Project mode, you can open more than one project at a time. Select multiple projects by pressing **Ctrl** (non-contiguous selections) or **Shift** (contiguous selections) while clicking the thumbnails.
.....

PRINTING OVERVIEW

You can use Photo Explosion to print your photos and projects in many different ways. Printing normally prints one image or project on a sheet of paper. However, if you are in Browse mode and select multiple photos, Photo Explosion prints multiple pages equal to the number of photos selected.

To print one image or project onto a sheet of paper:

1. If you're in Browse mode, select an image.
or
If you're in Photo or Project mode, have the image or project active.
2. Open the **Print** menu on the *Command* panel and click **Normal**.
3. In the *Options* panel, select the printer you want used for this print job.



4. Select a **Paper Size**.
5. Adjust the *Layout* options.
 - Select either **Portrait** or **Landscape** orientation.
 - To add a title to the image or project, click **Title** and type a title in the box.
 - To maximize the image or project on the paper, click **Fit image to page**.
 - Set or clear the **Center horizontally** or **Center vertically** options.
6. Type the number of **Copies** or click the arrows.
7. Click **Print**.
8. Click **Close**.

You'll find more specific information about printing in *Chapter 7: Sharing Your Photos and Projects*.

USING PHOTO EXPLOSION HELP

Photo Explosion features full online help including Photo Explosion Help, ToolTips, What's This Help and context-sensitive help. Also, the **Web Links** menu on the *Command* panel gives you access to other helpful information — like Frequently Asked Questions (FAQs) and program updates.

The Help Menu

The Help menu has these items:

- **Photo Explosion Help** (F1) has general information and step-by-step instructions for Photo Explosion tasks. It also contains tips and techniques for scanning images and working with photos from digital cameras.
- **Photo Explosion Web Links** give you a quick way to get to various Nova Development web pages.
- **Online Registration** allows you to register online at any time.
- **Check for Update** to have Photo Explosion go online and check for and download any software updates.
- **About Photo Explosion** shows the version and registration information for your copy of Photo Explosion.

Guide Tips

When a light bulb appears on the toolbar, you can click it to get information about the current mode you are in. You can turn this feature on or off in the *Preferences* dialog box

ToolTips

If you move the cursor over an active toolbar button, you'll see a message giving you the button's functionality or its name.

What's This Help

If you click the **What's This Help** button on the toolbar and then click an item in the workspace, you'll get additional information about that item.



Context-Sensitive Help

When you have a dialog box on the screen and have a question about proceeding, you can get help directly from there by clicking the **Help** button.

Web Links

Check out the Nova Development web site periodically to keep yourself up-to-date with important program news and promotions. The **Web Links** menu offers quick access to a number of useful links related to the program, and displays these web pages in the Photo Explosion workspace.

Chapter 3. Getting Photos and Other Images

Photo Explosion 2 allows you to easily edit and enhance your digital photos or scanned images. You can import images from other programs, import clip art images, import photos from photo CDs, download photos from the Web or from digital cameras, scan images or capture video stills. In this chapter, you learn how to get these images into the program.

IMPORTING CLIP ART OR OTHER GRAPHIC IMAGES

You can import images from your hard disk, from photo CDs or from clip art libraries.

To import an image from your hard disk or a CD:

1. In Photo mode, open the **Get Photo** menu on the *Command* panel and click **My Computer**.
2. In the *Options* panel, locate the folder containing the image.
3. Select one or more images and click **Open**.

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Note: You can open more than one image at a time.
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For more information, see *Chapter 9: Using Images*.

UNDERSTANDING RESOLUTION

When scanning images and downloading photographs that you may want to print, you need to be aware of the images' resolution. Here are some factors to consider:

Resolution is the number of pixels per inch (or centimeter) in an image. A 600-pixel wide image at a resolution of 100 pixels/inch will be six inches wide. If you double the resolution (200 pixels/inch), the image will be half the size (three inches). Photo Explosion compensates for resolution changes. If you double the resolution, the size of the image doubles automatically. (Increasing an image's resolution will make it smaller, but above certain resolutions, your printer or even your monitor will be unable to display these changes.)

When scanning an image or taking a digital picture, consider what you want to do with the image. The highest resolution may not always be the best because the higher the resolution, the larger the image file. If an image will only be seen on screen, you may use a lower resolution without loss of viewing quality. If it will be printed, the output resolution of your printer is the determining factor. Usually scanning at 600 dpi is about the highest resolution that you would need for photographic quality printing.

The main exception to this rule is if you want to enlarge the image that you are scanning. Enlarging digital images results in a loss of quality. To limit the loss of image quality, scan the image at a higher resolution than you would normally.

When taking digital pictures, remember that if you use a higher resolution setting, your camera stores fewer pictures. If you're going to be showing the pictures online, you can easily use a lower resolution and take more pictures.

SCANNING

The quality of any image is dependent upon the quality of the original scan or the downloaded image. To get the best overall quality, scan your images as .TIF files.

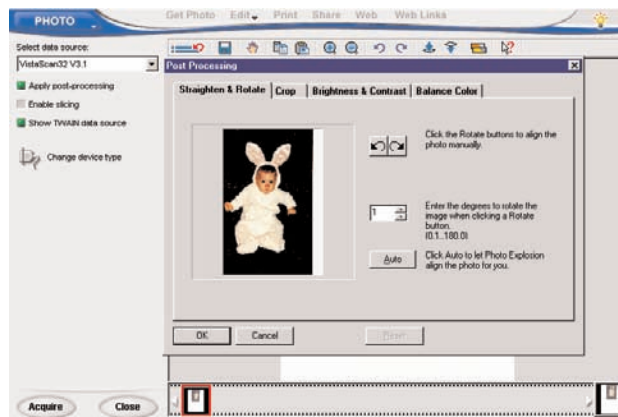
With Photo Explosion, if you have a TWAIN-compliant scanner, you can scan photos directly into the workspace. You can scan photos when in Browse or Photo mode.

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Note: If your scanner isn't TWAIN-compliant, you'll have to scan the images using the scanner's software and then save them to your hard disk before using them in Photo Explosion.
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To acquire an image from a scanner:

1. Open the **Get Photo** menu on the *Command* panel and click **Get From Scanner**.
2. Select the device type and click **OK**.

3. In the *Options* panel, select your device's driver from the **Select data source** list.
4. Type a **File name** prefix, which will be appended with a sequential number. (For example, if you use the default Pict prefix, the scanned images get named Pict001, Pict002 and so on.)
5. Select a **File type**.
6. Set other options:
 - **Apply post-processing:** Automatically make minor adjustments to the imported file, such as alignment and lighting.
 - **Enable slicing:** Scan multiple images at once and have them cut into separate files.
 - **Show TWAIN data source:** Clear this option to scan images without opening the external program (TWAIN) using the default settings.



7. Click **Acquire**.

Photo Explosion opens your scanner's software.

8. If you have **Show TWAIN data source** selected, scan the photo. (Check with the scanner's software user guide for details.)
9. Click **Close**.

DOWNLOADING FROM A CAMERA

With Photo Explosion, if you have a digital camera or a digital card reader, you can download photos directly into the workspace similar to the way you scan images. You can download images when in Browse or Photo mode.

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Note: If your digital camera isn't TWAIN-compliant, use the card reader procedure to download the photos.
.....

To acquire images from a digital camera:

1. Open the **Get Photo** menu on the *Command* panel and click **Video Capture**.
2. In the *Options* panel, select your camera's driver from the **Select data source** list.
3. Type a **File name** prefix, which will be appended with a sequential number (for example, Pict001, Pict002 and so on).
4. Select a **File type**.
5. Select **Apply post-processing** to automatically make minor adjustments to the imported images, such as alignment and lighting.
6. Click **Acquire**.
7. Download the images. (Check with the camera's user guide for details.)
8. Click **Close**.

To download photos from a card reader or a non-TWAIN digital camera:

1. Open the **Get Photo** menu on the *Command* panel and click **Get From Digital Camera**.
2. In the panel on the left, select reader's or the camera's drive letter.
3. To place the photos in their own folder, select **Create a subfolder with name based on current time and date**.
4. To erase the images from the card, select **Delete images after successful transfer**.
5. To make sure the photos have a unique file name, select **Renumber images to ensure every file name is unique**.
6. Click **Start**.
7. Click **Close**.

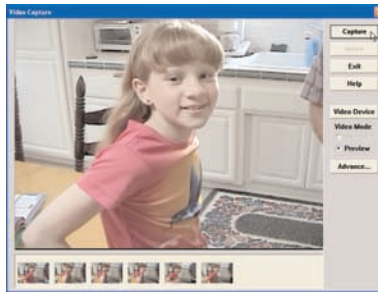
CAPTURING VIDEO

Photo Explosion has an integrated video capture component to capture still images. You can capture video when in Browse or Photo mode.

To capture a still image from a video camera:

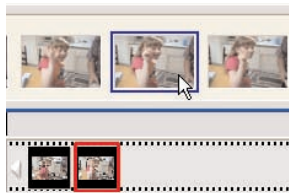
1. Open the **Get Photo** menu on the *Command* panel and click **Video Capture**.
2. If needed, select the correct driver for your video capture device from the list at the top of the *Options* panel.
3. Adjust the settings as needed in the *Options* panel.
4. Click **Import**.

The Video Capture window opens with the video playing.



5. In the *Video Capture* window, click **Capture** when you see an image you want to capture.

The image appears as a thumbnail on the bottom of the *Video Capture* window.



6. Select each thumbnail that you want to keep and click **Insert**.

The images move to the Photo Explosion *Thumbnail Strip*.

7. Click **Exit** to close the *Video Capture* window.
8. Click **Close**.

Chapter 4. Organizing and Adjusting Your Photos


In Browse mode you can organize your photos into on-screen albums and adjust multiple images without opening a single file. You can open and view images in Browse mode. This is where you can select images to edit in Photo mode.

Browse mode is arranged in a convenient way for locating multimedia files. There is a folder tree in the *Options* panel, and the selected folder contents are viewed as thumbnails in the workspace. (Selected images are outlined in blue.)


BROWSE MODE TOOLBARS

The Browse mode has its own toolbar with shortcuts for many of the functions available in this mode.



Get Previous Command: Opens a list of your most recently used commands that can be re-applied to the selected image. 


Open: Opens the selected thumbnails for editing. 

Copy: Copies the selected thumbnails to the Clipboard. You'll use this to paste the thumbnails into another folder. 

Paste: Pastes the contents of the Clipboard into the open folder. 

Delete: Deletes the selected thumbnails from the open folder. 

Sort Thumbnails: Sorts the thumbnails by name, by date, by size or by extension. 

Change Thumbnail Size: Changes the size of the thumbnails. Also allows you to switch between the list and thumbnail views. 

Search: Searches for a file based on its name.



What's This Help: Shows information about the next item clicked.



Selected Thumbnails: Shows the number of selected thumbnails relative to all the thumbnails in the current folder.

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Go Back: Returns you to the previously selected folder.



Go Forward: Returns you to the folder that was open before **Go Back** was clicked.



Parent Folder: Goes up one level to the folder that contains the current folder.



Create a New Album or Folder: Creates a new folder within the current folder.



ORGANIZING YOUR PHOTOS

Once you open a folder of images, there are variety of display options available using the toolbar buttons or commands on the **View** menu. You can arrange icons, change the thumbnail size, and specify the types of multimedia files to display. You can use a search tool to help you find files easily.



Changing the Thumbnail Size

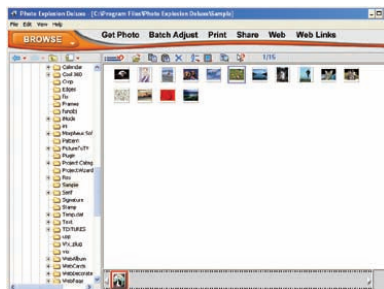
To change the size of the thumbnails in the workspace, you use the **Thumbnail Size** submenu on the **View** menu on the *Windows* menu bar or click the **Change Thumbnail Size** button on the toolbar.



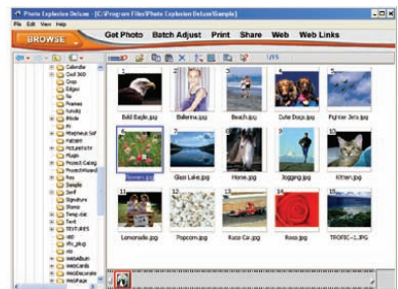
- **Increase Thumbnail Size (+):** Increases the size by one standard increment.
- **Decrease Thumbnail Size (-):** Decreases the size by one standard increment.
- 32x32
- 48x48
- 64x64
- 80x80
- 96x96
- 128x128
- 160x160

The larger the thumbnail, the more detail you will see, but fewer thumbnails will be visible in the window.

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Note: The filenames will not be visible on thumbnail sizes below 96x96. To view thumbnails that have long file names, select a larger size such as 128x128 or higher.
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Thumbnails 32x32



Thumbnails 96x96

Switching to and from List View

If you don't want to see thumbnails in the Browse mode workspace, you can switch to a list view that shows the file name, size, type and date information for each image.

To switch to list view:

- Click the **Thumbnail Size** button on the toolbar and click **List Mode**.

To switch back to thumbnail view:

- Click the **Thumbnail Size** button on the toolbar and click one of the thumbnail sizes.

Rearranging Images

You can sort the images seen in Browse mode in several ways: by name, by date, by size or by extension. To rearrange the thumbnails in the workspace, you use the **Arrange Icons** submenu on the **View** menu on the Windows menu bar or click the **Sort Thumbnails** button on the toolbar.



You can use these same commands to sort the information when in list mode, but additionally, you can click the column header to arrange the items. Clicking the same header again switches the order from ascending or descending.

Specifying the Files to Display

By default, Browse mode displays all types of multimedia files that Photo Explosion 2 recognizes. If you wish, you may limit the displayed items to image, audio or video files. You do this using the **Browse for** submenu on the **View** menu on the Windows menu bar. To view all media files again, click **All Files**.

Moving Images Among Folders

A digital photo album is a folder or sub-folder containing images. In Browse mode you can re-organize your image files by moving them from one folder to another.

To create a new folder or album:

1. In the *Options* panel, go to the location where you want to have the folder.
2. Click the **Create a New Album or Folder** button on the *Options* panel toolbar.
3. Name the folder in the *Options* panel.



To reorganize images:

1. In the *Options* panel, open the folder that has the images.
2. Select the thumbnails of the images you want to move.
3. Click the **Copy** button on the toolbar.

4. To remove the images from this folder, click the **Delete** button on the toolbar.
5. Open the folder where you want to place the images.
6. Click the **Paste** button on the toolbar.

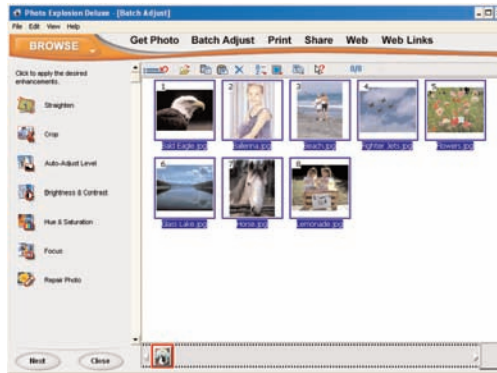
ADJUSTING YOUR PHOTOS IN BATCHES

Enhancing Photos

Photo Explosion's batch adjust feature makes editing multiple images much less time-consuming. You can enhance, rotate and convert groups of images without opening a single file.

To enhance multiple images:

1. Go to **Browse** mode.
2. Select the image files that you want to adjust.
3. Open the **Batch Adjust** menu and click **Enhance**.
4. Click one of the available preset enhancements.

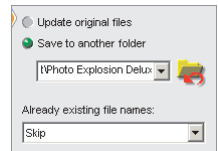


These are all automatic enhancements; there are no settings for you to adjust. You can apply multiple enhancements one at a time.

5. Click **Next**.
6. Select one of the saving options available:

Update original files: This will overwrite the existing files.

Save to another folder: This allows you to save the enhanced images in another folder using the same filename.



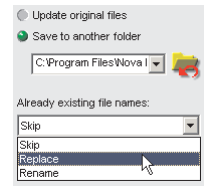
7. Select one of the options for **Already existing file names**:

Skip: If there is another file existing in the same folder with the same filename, then the save action is cancelled.

Replace: Overwrites existing files.

Rename: Allows you to enter a new filename for the adjusted image and save it as another file.

8. Click **Save** and then click **OK**.
9. Click **Close**.

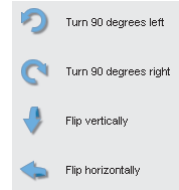


Rotating Multiple Photos

To rotate multiple images:

1. Go to **Browse** mode.
2. Select the image files that you want to adjust.
3. Open the **Batch Adjust** menu and click **Rotate**.
4. Click one of the available rotate or flip actions.

You can use multiple rotations or flips one at a time.



5. Click **Next**.
6. Select one of the saving options available.

Update original files: This overwrites the existing files.

Save to another folder: This allows you to save the enhanced images in another folder but still use the same filenames.

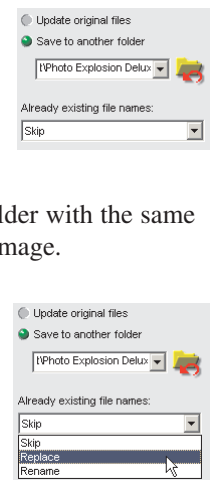
7. Select one of the options for **Already existing file names**:

Skip: If there is another file existing in the same folder with the same filename, then the save action is cancelled for that image.

Replace: Overwrites the existing file.

Rename: Allows you to enter a new filename for the adjusted image and save it as another file.

8. Click **Save** and then click **OK**.
9. Click **Close**.

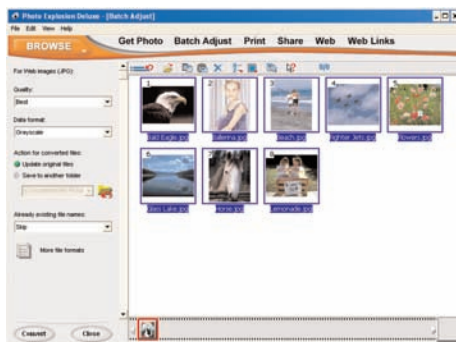


Converting Multiple Photos

You can convert selected thumbnails to a different image file format. The available formats include .BMP, Encapsulated PostScript (.EPS), .GIF, .JPG, .TIF and others. The default conversion is to convert to .JPG files.

To convert multiple images:

1. Go to **Browse** mode.
2. Select the image files that you want to adjust.
3. Open the **Batch Adjust** menu and click **Convert**.



4. To convert to a format other than .JPG, click **More file formats**.
5. If you're converting to .JPG, set the **Quality** and **Data format**.
or
If you're converting to another file format, click the **Format option** button. Set the options in the dialog box and click **OK**.
6. Select an **Action for converted files**:

Update original files: This will overwrite the existing files.

Save to another folder: This allows you to save the enhanced images in another folder but still use the same filenames.

7. Select one of the options for **Already existing file names**:

Skip: If there is another file existing in the same folder with the same filename, then the save action is cancelled.

Replace: Overwrites the existing file.

Rename: Allows you to enter a new filename for the adjusted image and save it as another file.

8. Click **Convert** and then click **OK**.
9. Click **Close**.

Chapter 5. Enhancing Your Photos

Photo Explosion 2 can help you create “the perfect photograph” without having to spend a lot of time or energy trying to understand photographic techniques. In Photo mode, you can correct common photographic errors such as overexposed and unfocused shots, adjust the lighting, remove redeye, adjust the color balance, and even repair your photo.

PHOTO MODE TOOLBARS

The Photo mode has its own toolbar with shortcuts for many functions in this mode.



Get Previous Command: Opens a list of your most recently used commands that can be re-applied to the current image.



Save As: Opens the *Save As* dialog box for you to save the current image with a new name and location.



Panning: Allows you to view areas of the image that aren't visible in the workspace. Used when the image is magnified or is resized.



Copy: Copies the image or the selection to the Clipboard. You'll use this to paste the image or selection onto another image.



Paste: Pastes the contents of the Clipboard onto the open image.



Zoom In: Activates the *Zoom In* tool, which allows you to see more detail.



Zoom Out: Activates the *Zoom Out* tool, which allows you to see less detail.



Undo: Undoes the most recent change to the image. You can undo the ten most recent changes.



Redo: Reapplies what was just undone. You can reapply up to ten changes.



Bring Up: Moves the selected object forward (or upward) one level.



Send Down: Moves the selected object back (or downward) one level.



What's This Help: Shows information about the next item clicked.



SELECTING PARTS OF PHOTOS

When you open a photo, it becomes the base image in the workspace. You can apply global adjustments to the base image (like changing the color balance or adding artistic effects).

You may want to adjust certain areas in an image or, perhaps, remove specific areas from the image entirely. This is where the selection tools come in handy. With selections, you can modify parts of an image while leaving the base image intact.

In Photo mode, the available selection tools are on the **Selection** menu once you click **Edit** on the *Command* panel. After creating a selection area, you convert the selection into an object by dragging the selection. This new object can then be moved, edited and changed without affecting the rest of the photo. You can also cut an object and paste it onto other images or projects.

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Note: You can only select areas on the original base image — not any objects that are on top of the original image. If you want to select part of an object you must merge it into the base image first and then select the part that you want.

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Selection Modes

There are three selection modes (or behaviors) available for the selection tools. You determine the selection modes after activating a selection tool, but prior to drawing the selection marquee:

- **Create a new selection:** Using this mode turns the selected area into a new object on top of the base image. You'll normally use this selection mode.
After you draw the selection marquee, you can click **Selection tool options** and then click **Move Selection Marquee**. This allows you to drag the marquee around the image without making an object so you can select a different part of the image. To create a new object, click **Move Selection Marquee** to remove the check mark.
- **Add to the selection:** This mode allows you to draw multiple selection marquees on various parts of the image or draw overlapping and combined marquees.

- **Subtract from the selection:** If you select this mode, you can make a cut-out area inside the selected area. First draw or trace your selection marquee. Then draw or trace a second marquee inside of the first. The area inside of the second marquee will be cut out from the new object.

Selecting an Area by Shape

The **Selection** menu becomes available after clicking **Edit** on the *Command* panel. You can choose among several different selection tools.

To select an area using a simple shape:

1. If necessary, click **Edit** on the *Command* panel.
2. Open the **Selection** menu and click **Shape**.
3. In the *Options* panel, select a shape.
4. To adjust the edge of the selection area, select a **Soft edge**.

.....
Note: The leftmost value gives the most distinct edge; the rightmost gives the most feathered edge.

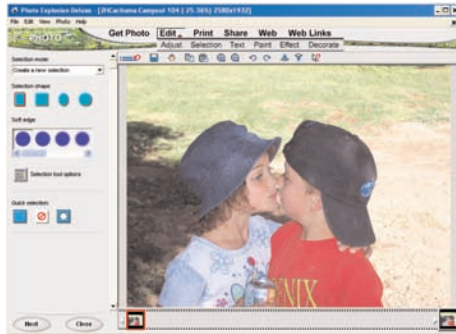
5. To use the center point to make the selection, click the **Selection tools options** and click **Draw from Center**.
6. To make an non-anti-aliased selection, click the **Selection tools options** and click **Anti-Aliasing** to remove the check mark.

.....
Note: Anti-aliasing makes diagonal edges appear smoother, but that may not be the effect you want.

7. In the workspace, make a selection area by dragging the cursor over the image.

The selection is outlined with a marquee and is now a separate object from the base image (unless you activated **Move Selection Marquee** in the **Selection tool options** shortcut menu).

8. Drag the selection elsewhere on the base image or drag it to the *Thumbnail Strip* to create a new image.



or

Click the **Deselect Button** to cancel the selection and remove the marquee.



or

Click **Close** to accept the selected area in the marquee or click **Next** to apply edging options or to crop the selection into a new image.

To select the entire image:

1. If necessary, click **Edit** on the *Command* panel.
2. Open the **Selection** menu and click **Shape**.
3. In the *Options* panel, click the leftmost **Quick selection** button.



The whole image becomes outlined with a marquee.

4. Click the **Deselect Button** to cancel the selection and remove the marquee.

or

Click **Close** to accept the selected area as an object.

To make an inverse cutout of the image:

1. If necessary, click **Edit** on the *Command* panel.
2. Open the **Selection** menu and click **Shape**.
3. In the workspace, make a selection area by dragging the cursor over the image.

The selection is outlined with a marquee.

4. In the *Options* panel, click the rightmost **Quick selection** button.

The whole image becomes outlined with a second marquee in addition to the original marquee.

5. Click the **Deselect Button** to cancel selection and remove the marquees.
or
Click **Close** to accept the selected area.

The original selection you made is now “cut-out.”

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Tip: You can make a cutout quickly by drawing a marquee and pressing the **Delete** key.

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Note: You can drag or copy the cut-out object into another photo and workspace. The base image or object can be placed behind the cutout to make interesting photo creations.

Selecting an Area Using the SmartSelect Tool

The **SmartSelect** tool works by finding the edges of an object based on the similarity of colors.

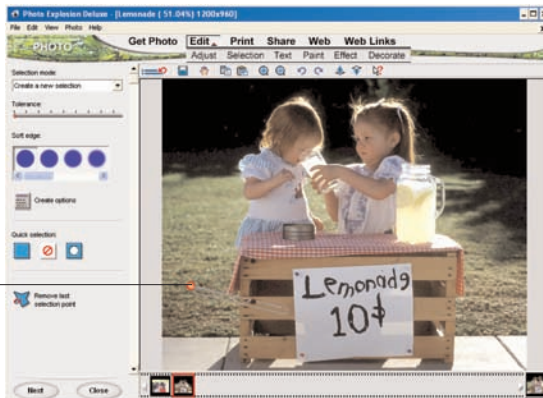
To use the SmartSelect tool:

1. If necessary, click **Edit** on the *Command* panel.
2. Open the **Selection** menu and click **SmartSelect**.
3. On the image, click at the point where you want to begin the selection area.

You may want to zoom in to view the selection outline in more detail.

4. When the **Red** button appears, click at points around the image to create the selection area.

Red Selection Button



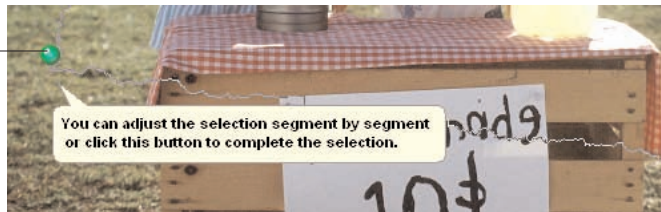
.....
Note: If the surrounding colors are very similar to the edge colors, adjust the **Tolerance** slider in the *Options* panel. The selection sensitivity increases as you move the slider to the right.
.....

5. Click the **Red** button again to close the selection.

The button then becomes **Green**.

6. To fine-tune the current selection, move the cursor over an area of the selection frame until the cursor changes to a pointing finger, and then drag to modify the selection frame.

Green Selection Button



7. When you're satisfied with the selection area, click the **Green** button to create the actual selection.

The selection outlined in the marquee is now an object.

8. Drag the selection elsewhere on the base image or drag it to the *Thumbnail Strip* to create a new image.
9. Click **Close** to cancel the tool.

Selecting an Area by Tracing

To select an area by tracing:

1. If necessary, click **Edit** on the *Command* panel.
2. Open the **Selection** menu and click **Trace**.
3. On the image, click at the point where you want to begin the selection area. Drag to create a selection shape or click to change the direction of the selection outline.
4. Double-click to finish the selection.

The selection outlined by the marquee is now an object.

5. Drag the selection elsewhere on the base image or drag it to the *Thumbnail Strip* to create a new image.

6. Click **Close** to cancel the tool.

Selecting an Area by Color

To select an area by color:

1. If necessary, click **Edit** on the *Command* panel.
2. Open the **Selection** menu and click **By Color**.
3. If you want all areas containing a specific color selected, select **Expand selection** in the *Options* panel.
4. Click a color on the image.

The tool selects the area containing that color. The selection outlined by the marquee is now an object.

5. Drag the selection elsewhere on the base image or drag it to the *Thumbnail Strip* to create a new image.
6. Click **Close** to cancel the tool.

.....
Note: If you find that your selection is not clean or does not cover the entire range of the selected color, adjust the **Similarity** value in the *Options* panel.
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Edging a Selection

You can add an edge effect to the current selection.

To add an edge effect to the selection:

1. Click **Next** on the *Options* panel.
2. Select an **Edge type** from the list.
3. Click **Show selected edge type presets**.
4. Double-click a preset edge type or drag it to the image.

or

To change the color of the edge type, click the **Advanced mode** button, select **Edge color** and click a single color, add a gradient, or add a texture. Click **Apply**.

5. Click **Close**.

EDITING IMAGES

Images often need some adjustments, especially if you've retrieved them from a digital camera or scanner.

Trimming an Image

You sometimes get excess background in a photo or just more than the main picture. To get rid of the excess, you can trim it away.

In Photo Explosion you can trim an image in two ways: using the **Crop** command and using the **Trim** command. With the **Crop** command, you're limited to using a rectangular shape. With the **Trim** command, you can select from a variety of shapes.

To crop a photo:

1. If necessary, click **Edit** on the *Command* panel.
2. Open the **Adjust** menu and click **Crop**.

A rectangle with handles appears on the image in the workspace.

3. If you want to crop the image to fit a specific standard size (like a 4x6 photo), select the size in the **Shape** list on the left.

The rectangle takes on the aspect ratio of the selected shape.

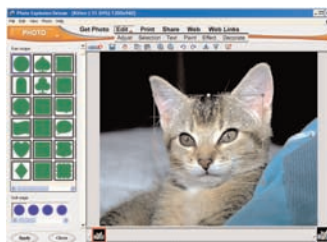
4. Move the rectangle on the image to enclose the area you want to keep.
5. Drag the square handles as needed to resize the selection rectangle.

If you've selected a specific shape, the aspect ratio is maintained as you resize the rectangle.

6. If needed, rotate the rectangle by using the circular handles.
7. To crop the image, click **Apply**.

To trim a photo:

1. If necessary, click **Edit** on the *Command* panel.
2. Open the **Adjust** menu and click **Trim**.
3. Select a **Trim shape** in the *Options* panel.



4. Resize the trim shape by dragging the handles.

5. Reposition the trim shape, as needed, on the image.
6. Select a **Soft edge** value for the trim shape. (This helps the edges of the trimmed area blend more with the background.)
7. To crop the image, select the **Create a new image** box. This creates a new base image on the Thumbnail Strip using the trim shape.
or
To create an object using the trim shape, clear the **Create a new image** box.
8. Click **Apply**.
9. Click **Close**.

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Note: You can create your own trim shapes by cropping with a selection tool instead of using the **Trim** command. Apply one of the selection tools, click **Next** and then click the **Crop with current selection** button.

Resizing the Base Image

With Photo Explosion, you can resize your images. Remember, though, that making an image larger generally decreases the quality of the image.

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Note: If you enlarge the base image, any objects that haven't been merged into the base image will remain the same size. These will have to be resized manually using the **Rotate & Resize** command.

To resize an image:

1. If necessary, click **Edit** on the *Command* panel.
2. Open the **Adjust** menu and click **Resize**.
3. In the *Options* panel, select a **Standard** size.
or
Type a custom size in the **User-defined** box.

.....
Note: If you resize the base image using a **Standard** size, it may result in stretched or unnatural photos because the aspect ratio of the original image is not preserved. To maintain an image's aspect ratio, use **User-defined**.

4. To prevent the image from stretching unnaturally, Select **Keep aspect ratio**.
5. To change the resolution, type a value or click the arrows.

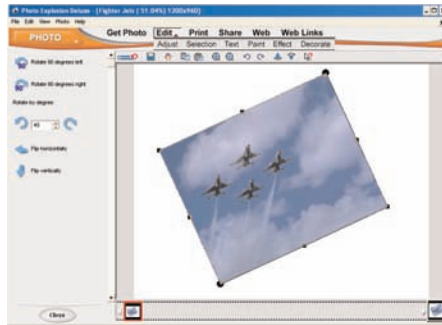
6. Click **Apply**.

7. Click **Close**.

.....
Note: The image resolution determines how the image prints on paper. A lower resolution uses fewer but larger pixels to generate the image, while higher resolution uses more but finer pixels.
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To do a freehand resize on the base image or to resize objects, click **Rotate & Resize**. Then drag the square handles that appear around the image. If you want to resize the image proportionally, use the two square corner handles.

Rotating the Base Image or Objects



You may want to rotate an image to adjust the alignment of the main part of an image (for example, if your digital camera was held at an angle). Alternatively, you can flip an image to get a mirror image or turn an image upside-down.

To rotate an image:

1. If necessary, click **Edit** on the *Command* panel.
2. Open the **Adjust** menu and click **Rotate & Resize**.
3. To rotate in 90° increments, click one of the buttons at the top of the *Options* panel.
or
To rotate the image by a specific amount, type that amount in the **Rotate by degrees** box and click either the **Rotate clockwise** or **Rotate counter-clockwise** button.
or
To do a freehand rotate, drag the circles on the image.
4. Click **Close**.

To flip an image:

1. If necessary, click **Edit** on the *Command* panel.
2. Open the **Adjust** menu and click **Rotate & Resize**.
3. To get a mirrored image, click the **Flip horizontally** icon.
or
To turn the image upside-down, click the **Flip vertically** icon.
4. Click **Close**.

Scaling the Base Image or Objects

You can adjust the size of both the base image or objects.

To re-size an image or an object:

1. If necessary, click **Edit** on the *Command* panel.
2. Open the **Adjust** menu and click **Rotate & Resize**.
3. Click the base image or the object you want to resize. (This doesn't work with multiple selections.)

A bounding box appears around the image or object.

4. Drag a handle on the bounding box to change its size.
5. Select another object to resize
or
Click **Close**.

FIXING YOUR PHOTOS

Photo Explosion has many adjustment and enhancement tools to fix up your photos or other images. Most of the adjustment tools are specific to photos — like adjusting the focus and fixing red eye. But you can use them in creative ways to adjust other images.

The available tools depend on which mode you are in. The Photo mode has most of the adjustment and enhancement tools and this is where you work with individual images. The Browse mode has tools to do batch adjustments on groups of images. The Project mode allows you to perform some enhancements on a project.

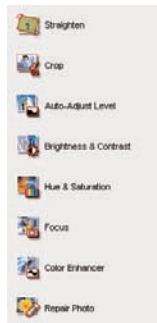
Using SmartEnhance™

Photo Explosion has specific tools to adjust your images, but it also has some quick and easy enhancements that you can apply with the click of a button.

To automatically enhance your photos:

1. If necessary, click **Edit** on the *Command* panel.
2. In Photo mode, open the **Adjust** menu and click **SmartEnhance**.
or
In Browse mode, open the **Batch Adjust** menu and click **Enhance**.
3. In the *Options* panel, click each tool that you want to use.

Photo Explosion automatically finds the optimal settings for each tool and immediately changes the images when you click an icon.

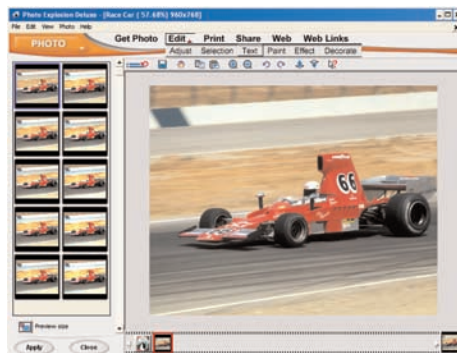


4. In Photo mode, click **Close**
or
In Browse mode, click **Next**, then select **Update Original Files** or **Save to Another Folder** and click **Save**.

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Note: If you don't like a change, click the **Undo** button on the toolbar.
.....

Adjusting the Focus

If you have a photo or a project, that is a little blurry, you can sharpen it up by adjusting the focus. This tool is only available in Photo and Project modes.



To adjust the focus:

1. If necessary, click **Edit** on the *Command* panel.
2. Open the **Adjust** menu and click **Focus**.
3. To apply a preset focus, double-click a thumbnail in the *Options* panel or drag it to the image.
or
Click the **Advanced mode** button and adjust the **Level** and **Range** sliders.

The preview area at the top of the *Options* panel shows the effect of the adjustments as you make them.

4. Click **Apply**.
5. Click **Close**.

Adjusting the Lighting

You can adjust the lighting to make an image or project lighter or darker. This tool is only available in Photo and Project modes.

To adjust the lighting:

1. If necessary, click **Edit** on the *Command* panel.
2. Open the **Adjust** menu and click **Lighting**.
3. To apply a preset lighting adjustment, double-click a thumbnail in the *Options* panel or drag it to the image.
or
Click the **Advanced mode** button and adjust the **Brightness**, **Contrast** and **Gamma** sliders.

The preview area at the top of the *Options* panel shows the effect of the adjustments as you make them.

4. Click **Apply**.
5. Click **Close**.

Balancing the Colors

You can change the balance of the colors in your image.

To change the color balance:

1. If necessary, click **Edit** on the *Command* panel.
2. Open the **Adjust** menu and click **Balance Color**.

- To apply a preset color adjustment, double-click a thumbnail in the *Options* panel or drag it to the image.
or
Click the **Advanced mode** button and adjust the **Cyan to Red**, **Magenta to Green** and **Yellow to Blue** sliders.

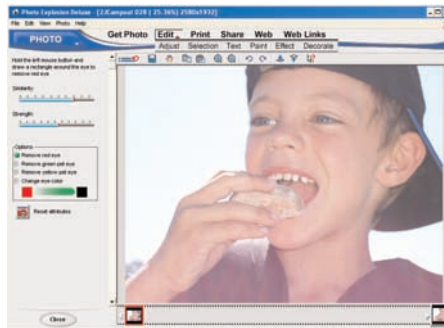
The preview area at the top of the *Options* panel will show the effect of the adjustments as you make them.

- Click **Apply**.
- Click **Close**.

Removing Red Eye from a Photo

When you use an electronic flash for indoor photography, the retinas of human eyes sometimes reflect a red light back into the camera. In photography, this is called the red-eye effect. With Photo Explosion, you can easily remove this red-eye effect and other similar effects. (With pets, their retinas may reflect yellow or green light.) You may also use this to change the eye color. This tool is only available in Photo mode.

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Note: To make it easier to work on eyes, press the + key to zoom in.



To remove red, yellow or green eyes or to change eye color:

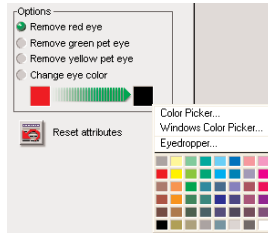
- Open an image.
- If necessary, click **Edit** on the Command panel.
- Choose **Remove Red Eye** from the **Adjust** menu.
- Move the slider to adjust the **Similarity**.

(A higher similarity replaces more shades of the selected color.)

- Move the slider to adjust the **Strength**.

(Higher strength creates a stronger, deeper color.)

- To replace a color, select the color to remove: red, green or yellow.
or
Select **Change eye color**. Click the left box to select a color to replace and click the right box to select the replacement color.



(If you use the default values, Photo Explosion takes the color in the eye and replaces it with black.)

- Drag to draw a rectangle around the eye in the workspace area to remove the red (or other) reflections.
- When you have finished removing the red-eye effect, click **Close**.

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Note: Click **Reset attributes** to revert to the default settings.
.....

Adjusting over and under exposure

Photographs shot with a flash may cause parts of the image to be underexposed. This can create deep shadows or dark backgrounds while other parts of the photograph are overexposed and have areas that are washed out. You can use the **Fill Flash** command to correct for these problems if they occur in your photographs.

To correct for underexposed and overexposed areas:

- Open a photograph.
- If necessary, click **Edit** on the Command panel.
- Choose **Fill Flash** from the **Adjust** menu.
- Drag the sliders as needed.
 - **Fill flash:** lightens or darkens the dark areas (shadows).
 - **Enhance shadow:** darkens and lightens the light areas.
- Click **Apply**.
- Click **Close**.

ADDING TEXT

Adding text is a quick and easy way to liven up any photo. Photo Explosion provides you with an extensive range of text effects that you can apply to your text to create even more unique and impressive images. The text tools are available in Photo or Project mode on the **Text** menu after clicking **Edit**.

Adding/Editing Text

To add text to your image:

1. If necessary, click **Edit** on the *Command* panel.
2. Open the **Text** menu and click **Add/Edit**.
3. In the *Options* panel, type new text in the **Text** box.
4. To change the style, click one of the **Style** buttons.
5. To change the text alignment, click one of the **Alignment** buttons.
6. To make the text vertical, click the **Display the text vertically** button.
7. To change the font, select a new font from the **Font** list.
8. To change the text color, either select a preset color or click the large color box for more options.
or
Click **Gradient** and then click the gradient box to set the gradient. Click **OK**.
or
Click **Texture** and then click the texture box to select a texture. Click **OK**.
9. Select **Enter new text** and click **Apply**.
10. Click **Close**.



To edit the text in your image:

1. Double-click the text object.
2. In the *Options* panel, change the text in the **Text** box.
3. To change the style, click one of the **Style** buttons.
4. To change the text alignment, click one of the **Alignment** buttons.
5. To make the text vertical, click the **Display the text vertically** button.
6. To change the font, select a new font from the **Font** list.
7. To change the text color, either select a preset color or click the large color box for more options.
or
Click **Gradient** and then click the gradient box to set the gradient.
Click **OK**.
or
Click **Texture** and then click the texture box to select a texture. Click **OK**.
8. Select **Update the selected text** and click **Apply**.
9. Click **Close**.

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Note: You can resize the text manually by adjusting the text object in the workspace.
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Transforming Text

Simply adding text to an image is often enough to attract attention, but if you really want the text to get noticed, try enhancing the text with some of the incredible effects in Photo Explosion.

Remember that before you can use any of the Text tools for creating effects, you must select the text object in the workspace by clicking it.

To transform text objects:

1. Select a text object.
2. If necessary, click **Edit** on the *Command* panel.
3. Open the **Text** menu and click **Transform**.
4. In the *Options* panel, click a transform tool.
5. If you clicked a transform tool in the lower half of the *Options* panel, drag one of the control handles around the text object.

6. Click **Close**.

Reshaping Text

To reshape a text object:

1. Select a text object.
2. If necessary, click **Edit** on the *Command* panel.
3. Open the **Text** menu and click **Reshape**.
4. In the *Options* panel, select a reshape type from the list at the top.
5. Double-click a reshape thumbnail in the *Options* panel or drag it to the image.
6. Click **Close**.

Adding Shadows to Text

To add a shadow to text:

1. Select a text object.
2. If necessary, click **Edit** on the *Command* panel.
3. Open the **Text** menu and click **Shadow**.
4. In the *Options* panel, click the **Add Shadow** button.
5. To change the color, select one of the preset colors or click the large color box to view more color options.
6. Select the type of edge for the shadow in the **Soft edge** area.
7. Select a **Transparency** option. (The leftmost option is the most opaque.)
8. In the workspace, adjust the position of the shadow by dragging the shadow's handle on the right.
9. Click **Close**.

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Note: To quickly remove the shadow, select the text object, right-click it and then click **Remove Shadow** on the shortcut menu.
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For more advanced enhancements, see *Advanced Special Effects for Text* in *Chapter 8: Advanced Special Effects*.

WORKING WITH PAINTING TOOLS

These tools give you the opportunity to reveal your creative side. You can ‘paint’ on the image or clone parts of the image.

Using the Brush Tool

Use the Brush tool to add personal touches to your images.

To use the Brush tool:

1. If necessary, click **Edit** on the *Command* panel.
2. Open the **Paint** menu and click **Brush**.
3. In the *Options* panel, click **Shape** and select the brush shape. The default is a circular brush.
4. Click the **Options** button and click the type of brush stroke. The default is a freehand brush.
5. Adjust the size of the brush, as necessary.

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Note: The small padlock indicates whether to maintain the aspect ratio when resizing the brush. If you click it to ‘open’ the lock, you can adjust the height and width separately.
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6. Select one of the preset colors or click the large color box to view more color options.
7. Select the type of edge for the brush stroke in the **Soft edge** area.
8. Select a **Transparency** option. (The leftmost option is the most opaque.)
9. Move the cursor over the image and drag to create the brush stroke.
10. Click **Close**.

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Note: If you don’t like the brush stroke, press **Ctrl+Z** to remove the last stroke you made.
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Tip: To simulate airbrushing, use the **Freehand** option combined with soft edges.
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Using the Clone Tool

You use the **Clone** tool to replicate portions of the image.

To use the Clone tool:

1. If necessary, click **Edit** on the *Command* panel.
2. Open the **Paint** menu and click **Clone**.
3. In the *Options* panel, click the image to clone in the **Select source photo** strip.
4. Click within the *Source photo view* area and move the crosshairs to mark a reference point on the source image. (You may want to zoom in to precisely place the crosshairs.)
5. Click the **Adjust brush attributes** icon and adjust, as necessary, and click **OK**.

(See *Using the Brush Tool* earlier in this chapter for details.)

6. Move the cursor over the image in the workspace area and drag to change the image.



An outline of the brush shape is visible inside the *Source photo view* area. Moving this outline in the source area changes the cloned area that appears on the workspace image. Use short strokes for the best effect.

7. Click **Close**.

ADDING GRAPHIC ELEMENTS AND 'DRESSING UP' YOUR PHOTOS

The **Decorate** menu gives you access to ornamental effects. These are special, object-based effects such as Frames, Edges, Props, Stamps and Shadows that you can use to enhance images.

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Note: You cannot add ornamental effects to text objects.
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Using Edge Effects

You can apply an edge effect to the entire image or to an object in an image.

To apply a regular edge effect:

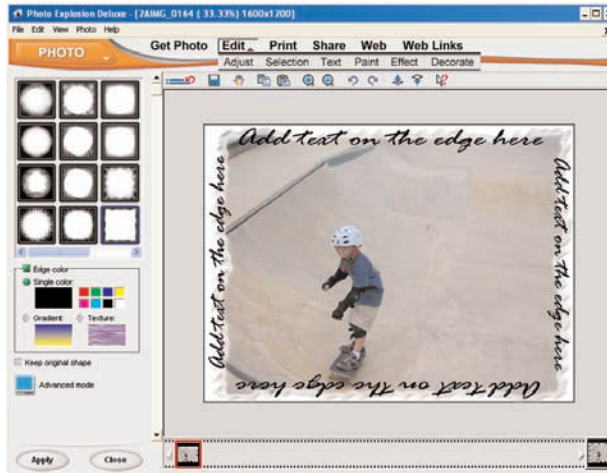
1. To apply the effect to an object, select the object.
2. If necessary, click **Edit** on the *Command* panel.
3. Click **Edges** ► **2D/Mask** or **Magic** on the **Decorate** menu.
4. Select a preset edge style.
5. To change the color of the edge effect, click the **Advanced mode** button, select **Edge color** and click a single color, add a gradient, or add a texture.
6. Click **Apply**.
7. Click **Close**.

To apply a text edge effect:

1. To apply the effect to an object, select the object.
2. If necessary, click **Edit** on the *Command* panel.
3. Click **Edges** ► **Text** on the **Decorate** menu.
4. Select a preset edge style.
5. To change the color of the edge effect, click a preset color, add a gradient or add a texture.

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Note: You can click the large color box for more color options.
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6. To set the text for the edge, click the **Advanced mode** button



7. Type the text you want to see on each edge.
8. Select the font on the **Text font** list.
9. To change the style, click a **Style** button.
10. Click **Apply**.
11. Click **Close**.

Adding a Frame

You can add a frame to the entire image or to an object within an image.

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Note: To quickly remove a frame, select the image or object, right-click it and then click **Remove Frame** on the shortcut menu.

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To frame an object:

1. Select an object in the image.
2. If necessary, click **Edit** on the *Command* panel.
3. Open the **Decorate** menu and click **Frame**.
4. Double-click a frame in the *Options* panel; select a frame and click **Apply**; or drag the frame onto the object.
5. Click **Close**.

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Note: You may have to scale the object using **Rotate & Resize** to view the entire frame around an object.

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To frame an image:

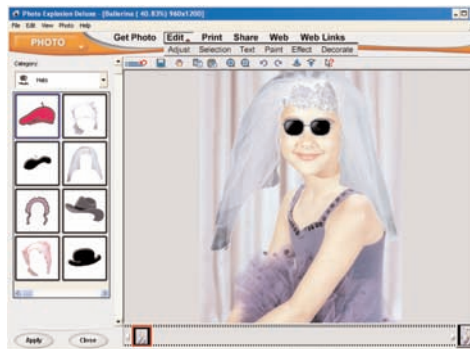
1. If necessary, click **Edit** on the *Command* panel.
2. Open the **Decorate** menu and click **Frame**.
3. Double-click a frame in the *Options* panel; select a frame and click **Apply**; or drag the frame onto the image.
4. Click **Close**.

Dressing up an Image Using Props

You can add clip art images using the **Props** command.

To add a prop to an image.

1. If necessary, click **Edit** on the *Command* panel.
2. Open the **Decorate** menu and click **Props**.
3. Select a prop category from the **Category** list in the *Options* panel.
4. Double-click an image in the *Options* panel; select the image and click **Apply**; or drag the image into the workspace.
5. Click **Close**.



.....
Note: You can rotate, resize and otherwise adjust a prop object as you would any other object in the image. See other procedures in this chapter and *Chapter 2: Using Photo Explosion 2*. You cannot, however, merge a prop to an object. It merges to the base image.
.....

Shapes

To add a shape to an image:

1. If necessary, click **Edit** on the *Command* panel.
2. Open the **Decorate** menu and click **Props**.

3. Select the **Shapes** category from the **Category** list in the *Options* panel.
4. Double-click a shape in the *Options* panel; select a shape and click **Apply**; or drag the shape into the workspace.
5. Click **Close**.

Once you have the shape on the image, you may color it or apply a fill to it as you would any object in Photo mode.

Stamps

By using the **Stamp** tool you can place single or multiple small graphics over an image or in a project.

To place one or more stamps on your image or project:

1. Open an image or template in the workspace.
2. If necessary, click **Edit** on the Command panel.
3. Choose **Stamp** from the **Decorate** menu.
4. Select a stamp.

Stamps are arranged by categories that you can select from the list.

5. If necessary, select **Add new stamps**.
6. To add multiple copies at once over the image, select **Add multiple stamps**. Then select **Stamp in Straight lines** to place the stamps in a straight line or deselect **Stamp in Straight lines** to place the stamps in any type of order.
7. Click **Advanced Mode**.
8. Drag the **Stamp Transparency** slider to make the stamps more transparent.
9. Drag the **Stamp Resize** slider to increase or decrease the stamp size.
10. Click over the photo or project to place a stamp.
or
If you selected multiple stamps, drag to place the stamps.
11. Click **Close**.

To move a stamp applied to a photo or project:

1. Open an image or template in the workspace.
2. If necessary, click **Edit** on the *Command* panel.

3. Open **Decorate** and click **Stamp**.
4. Select **Move stamps**.
5. Drag the stamps already in the photo or project.
6. Click **Close**.

Shadows

You can add a shadow to an object in your photo.

To apply a shadow:

1. Select an object in your photo.
2. If necessary, click **Edit** on the *Command* panel.
3. Open the **Decorate** menu and click **Shadow**.
4. Click the **Add Shadow** button to apply a shadow to the selected image object.
5. To change the color, select one of the preset colors or click the large color box to view more color options.
6. Select the type of edge for the shadow in the **Soft edge** area.
7. Select a **Transparency** option. (The leftmost option is the most opaque.)
8. In the workspace, adjust the position of the shadow by dragging the shadow's handle on the right.
9. Click **Close**.

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Note: To quickly remove the shadow, select the image object, right-click it and then click **Remove Shadow** on the shortcut menu.
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Adding a Signature

A signature is hand-written text or symbols added to an image.

1. If necessary, click **Edit** on the *Command* panel.
2. Open the **Decorate** menu and click **Signature**.
3. Select the type of signature: **Graffiti** or **Handwriting**.

4. Select a preset signature from the preset window.
or
Click **Create a new signature** to create your own. Use your mouse or pen tablet to write your signature and then adjust the settings. Click **Save** to make the signature available in the *Preset* window.
5. Click **Apply** to apply the signature on the image.
6. Click **Close**.

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Note: You can change the color by clicking one of the **Fill** commands on the **Decorate** menu. You can rotate, resize and otherwise adjust a signature object as you would any other object in the image. See other procedures in this chapter and *Chapter 2: Using Photo Explosion 2*.

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Applying Fills, Colors or Gradients

You can fill objects with patterns or colors.

To fill an object with color:

1. Select an object.
2. If necessary, click **Edit** on the *Command* panel.
3. Choose **Fill** ► **Color Fill** from the **Decorate** menu.
4. To fill with a single color, select **Single color** and click a preset color or click the large color box for more color options.
5. To fill with a gradient, select **Gradient** and click the **Gradient** box. Define the gradient direction and colors of the fill. Adjust the **Color Shift** to specify the brightness of your color fill. Click **OK**.
6. To fill with a texture, select **Texture** and click the **Texture** box. Select a texture and click **OK**.
7. Select a **Transparency** option. (The leftmost option is the most opaque.)
8. Click **Apply**.
9. Click **Close**.

To fill an object with a nature or pattern fill:

1. Select an object.
2. If necessary, click **Edit** on the *Command* Panel.

3. Choose **Fill** ► **Nature Fill** or **Fill** ► **Pattern Fill** from the **Decorate** menu.
4. Select a thumbnail.
5. Adjust the **Variation** slider to have fewer or more instances of the pattern.
6. Adjust the **Transparency** slider to make the fill more or less opaque.
7. To select a new color for the fill, click the **Pattern color** box.
8. To select a new background color, click the **Background color** box.
9. Click **Apply**.
10. Click **Close**.

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Note: Use the **Transparency** slider to control the subtlety of the effect and to make the pattern blend more naturally with your image.

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Chapter 6. Creating Projects

In Photo Explosion 2, the Project mode is where you can create custom greeting cards, business cards, scrapbook pages, and much more. You can work with provided pre-designed templates or start from scratch using a blank template. While in Project mode, you can only open template files, but you may add image files, decorations and text to customize each project.

PROJECT MODE TOOLBARS

Buttons for Browsing Project Templates



Get Previous Command: Opens a list of your most recently used commands that can be re-applied to the current image.



Open Selected Files: Opens the selected project.



Sort Files: Sorts the thumbnails by name, by date, by size or by extension.



Change Thumbnails Size: Changes the size of the thumbnails.



What's This Help: Shows information about the next item clicked.



Selected Thumbnails: Shows the number of selected thumbnails relative to all the thumbnails in the current folder.

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Buttons Available when Working on a Project

List Recently used tools: Opens a list of your most recently used commands that can be re-applied to the current project.



Save this image: Opens the *Save As* dialog box for you to save the current project with a new name and location.



Panning: Allows you to view areas of the image that aren't visible in the workspace. Used when the image is magnified or is resized.



Copy the selected object: Copies the selected object to the Clipboard. You'll use this to paste the object elsewhere.



Paste: Pastes the contents of the Clipboard into the project.



Zoom In: Activates the *Zoom In* tool, which allows you to zoom in to see more detail.



Zoom Out: Activates the *Zoom Out* tool, which allows you to zoom out to see less detail.



Undo: Undoes the most recent change to the image. You may undo the ten most recent changes.



Redo: Reapplies what was just undone. You may reapply up to ten changes.



Bring Up: Moves the selected object forward (or up) one level.



Send Down: Moves the selected object back (or down) one level.



What's This Help: Shows information about the next item clicked.



WORKING WITH TEMPLATES

Coming up with a good layout for a web page, greeting card or other project can be a challenge. Fortunately, Photo Explosion includes a wide variety of ready-to-use templates so you don't have to spend time worrying about the layout. The templates come with customizable features so you can personalize a template to suit your needs.

Opening a Template

You can open a template while in any mode by using the **Open template file** command on the **File** menu. When the template opens, you'll be in Project mode.



To open a template in Project mode:

1. If you're in Photo mode, click the **Mode** menu and switch to Project or Browse mode.

2. A Project Screen will appear and you can select a project type.
or
You can click the **Choose A Project** icon in the panel on the left.
or
In Project mode, open the **Get Project** menu on the *Command* panel, point to a category and click a project type.
or
In Browse mode, browse the folder where the templates are located and double-click to select one or make multiple selections.

The template folder opens in the workspace and displays samples of the projects.

3. To open a template, double-click it.
or
Right-click a template and click **Edit** on the shortcut menu.
or
Select a template and click the **Open** button on the toolbar.

The template opens in the workspace.

Opening an Existing Project

You can open an existing project while in any mode by using the **Open Template** command on the **File** menu. When the project opens, you'll be in Project mode.

To open a project in Project mode:

1. Open the **Get Project** menu on the *Command* panel and click **My Computer**.
2. Locate the folder containing the project.
3. Select the thumbnail for the project.
4. Click **Open**.

The project opens in the workspace.

5. Click **Close**.


CUSTOMIZING A PROJECT

After opening a pre-designed template, you are now ready to personalize it to make it your own. A template consists of several elements that can be changed. You can also change a project that has been saved as a *.TPX file.

Here are ways to personalize your template to surprise your family and loved ones.

Working with Text

To edit text on a template:

1. Select a text object.
2. Click the **Text Placeholder** button. 
3. In the *Options* panel, modify the text and adjust any settings.
4. In the workspace, drag the handles to resize the text.
5. Click **Apply**.
6. Click **Close**.
7. Drag the text object to reposition it.

To add text to a template:


1. If necessary, click **Edit** on the *Command* panel.
2. Open the **Text** menu and click **Add/Edit**.
3. In the *Options* panel, type new text in the **Text** box.
4. To change the style, click one of the **Style** buttons.
5. To change the text alignment, click one of the **Alignment** buttons.
6. To make the text vertical, click the **Display the text vertically** button.
7. To change the font, select a new font from the **Font** list.
8. To change the text color, either select a preset color or click the large color box for more options.
or
Click **Gradient** and then click the gradient box to set the gradient.
Click **OK**.
or
Click **Texture** and then click the texture box to select a texture. Click **OK**.

9. Select **Enter new text** and click **Apply**.

10. Click **Close**.

Working with Images

To replace an image with another:

1. Select the image.
2. Click the **Image Placeholder** button. 
3. On the shortcut menu, click **Replace from My Computer**.
4. In the *Options* panel, locate the folder containing the image.
5. Select the image.
6. Make sure that **Replace** is selected in the *Action* area.
7. Click **Apply**.
8. Click **Close**.



To add a new image:

1. If necessary, click **Edit** on the *Command* panel.
2. Open the **Insert** menu and click **My Computer**.
3. In the *Options* panel, locate the folder containing the image.
4. Select the image.
5. Select **Add** in the *Action* area.

6. Click **Apply**.

7. Click **Close**.

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Note: You may also select any active image on the Thumbnail Strip and drag it onto the project.
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Also, see *Chapter 5: Enhancing Your Photos* for ways to edit and enhance images in your project.

ENHANCING YOUR PROJECT

Once you get the images and text into your project, you can really get creative! Here are other ways to change the objects that make up your project:

- To move an object, select it and then drag it.
- To move an object to another layer, select the object. Right-click it and then click **Move Object Up** or **Move Object Down** on the shortcut menu.
- To adjust the transparency of the selected object, right-click and then click **Transparency** on the shortcut menu.
- To resize and rotate a text object, select it, double-click and drag the nodes.
- To reshape, transform, add a shadow or special effects of a selected text object, open the **Text** menu and click one of the items.
- To replace the background image with one from a file, digital camera, scanner or video capture, double-click the background. Click an item on the shortcut menu.
- To adjust the project's overall focus, color or lighting, open the **Adjust** menu and click one of the items.
- To add a frame, edge or shadow to the project, open the **Decorate** menu and click one of the items.
- To remove a shadow, edge or frame of the image object, right-click in the background and then click the effect on the shortcut menu that you want to remove.
- To add new objects into the existing project, open the **Decorate** menu and click **Props**.

SAVING YOUR PROJECT

It is a good habit to save your work periodically to ensure that you don't have to redo everything when unexpected events happen. Keep in mind that saving a project as a *.TPX file means that you will be able to edit the individual objects when you reopen the file. If you want to share the project with others, you'll need to save it as a standard image file.

To save a project:

1. Open the **Share** menu on the *Command* panel and click **Save**.
2. On the *Options* panel, locate the folder where you want to save the project.
3. Type a file name.
4. Select a **File type** for the project.

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Note: Use **BMP** and **TIF** to keep the highest level of quality. Use **JPG** for photos to be used on the Web or sent by e-mail. Use **TPX** to save projects with unmerged objects.
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5. Select a **Data type** for the project.

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Note: **Data type** describes how much color information is saved with the project. The more color information included in the file, the larger the file tends to be. The highest color data type is **True Color**. **Indexed-256** and **Grayscale** each contain up to a maximum of 256 distinct colors and are generally quite small. (48-bit True Color and 16-bit Grayscale are supported in .TIF format.)
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6. Click **Save**.
7. Click **Close**.

Chapter 7. Sharing Your Photos and Projects

Once you've put the finishing touches onto your photos or projects, Photo Explosion 2 provides just what you need to share them with your friends and loved ones. There are numerous printing options as well as ways for sharing your work across the Internet.

PRINTING

Photo Explosion has several ways for you to print your images or projects:

Normal — prints a single image or project onto a sheet of paper.

Tiled — prints several copies of an image or project onto a sheet of paper.

Poster — prints an enlarged version of the image or project onto several sheets of paper.

T-Shirt — reverses the image or poster to print onto transfer paper.

Multiple — prints multiple copies of an image or project onto a sheet of paper using a specific layout (for example, address labels).

Additionally, in Browse mode, you can print thumbnails or create CD covers from selected thumbnails.

Print Toolbar

Once you choose an item from the **Print** menu, a specialized Print toolbar appears.



Get Previous Command: Opens a list of your most recently used commands that can be re-applied to the current image.



Reset: Resets the options in the *Options* panel to their default values.



Printable Area: Opens the *Modify Printable Area* dialog box. This allows you to precisely adjust the position of the image within the page.




What's This Help: Shows information about the next item clicked.



General Printing

These general instructions apply to **Normal**, **Tiled**, **Poster** and **T-Shirt** printing.

To print:

1. If you're in Browse mode, select an image or images.
or
If you're in Photo or Project mode, have the image or project active.
2. Open the **Print** menu on the *Command* panel and click the printing method.
3. In the *Options* panel, select the printer you want used for this print job.
4. If you need to change any printer settings, click the **Print** icon to open the printer's *Properties* dialog box. Make any changes and click **OK**. 
5. Select a **Paper Size**.
6. Adjust the *Layout* options. See the *Layout Options* section below for details.
7. To resize the image or change its location on the printed page, adjust the image in the workspace. (This does not apply for **Tiled** or **Poster** printing.)
8. Type the number of **Copies** or click the arrows.
9. To adjust the color profile for the printer, click **Color printer options**, click **Adjust color printing settings**, select a new profile and click **OK**.
10. Click **Print**.
11. Click **Close**.

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Note: When multiple images are selected and they don't fit on one page, use the arrow keys on the toolbar to navigate through the images or pages.
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Layout Options

The *Layout* options in the *Options* panels are print-job specific.

For **Normal** printing:

- Select either **Portrait** or **Landscape** orientation.

- To add a title to the image or project, click **Title** and type a title in the box.
- To maximize the image or project on the paper, click **Fit image to page**. (This expands the image until it touches one of the margins.)
- Set or clear the **Center horizontally** or **Center vertically** options.

For **Tiled** printing:

- Select either **Portrait** or **Landscape** orientation.
- Type the number of rows or columns you want to appear on the printed page.
- To add cutting lines to the page, click **Show cutting grid**.
- If you want to determine how the image or project gets tiled, click **Customize**. In the panel, set the image size, offset and spacing. Determine if you want to keep the original aspect ratio or not. Determine if you want to keep the original size or not. Click **OK**.

For **Poster** printing:

- Select either **Portrait** or **Landscape** orientation.
- Determine if you want to keep the original aspect ratio or not.
- Select how to resize the poster: **Percent, Inch, Cm, Pages** and adjust the values as needed.

For **T-Shirt** printing:

- Select either **Portrait** or **Landscape** orientation.
- To maximize the image or project on the paper, click **Fit image to page**.
- Set or clear the **Center horizontally** or **Center vertically** options.

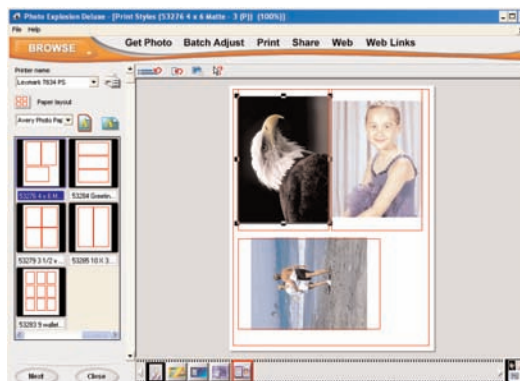
.....
Note: The image or project shows reversed in the workspace.

Printing Multiple Items

You use the **Multiple** command on the **Print** menu to print onto specialized layout paper— such as for printing address labels, postcards and disk labels. This is also the method to use if you want to print different photos on a sheet of paper.

To print multiple items on a sheet of specialized paper:

1. If you're in Browse mode, select an image or images.
or
If you're in Photo or Project mode, have the image or project active.
2. Open the **Print** menu on the *Command* panel and click **Multiple**.
3. In the *Options* panel, select the printer you want used for this print job.
4. If you need to change any printer settings, click the **Print** icon to open the printer's *Properties* dialog box. Make any changes and click **OK**.
5. Select a **Paper layout** from the list.
6. Select either **Portrait** or **Landscape** orientation.
7. Select the thumbnail for the actual specialized paper (such as **KODAK Inkjet Media** or **Avery**).
8. Click **Next**.
9. Select the source target. Click **Next**.
10. Select the files you want to put into the page. Click **Next**.
11. Type the number of **Copies** or click the arrows.
12. To adjust the color profile for the printer, click **Color printer options**, click **Adjust color printing settings**, select a new profile and click **OK**.
13. Click **Print**.
14. Click **Close**.



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Note: You can delete individual images from multiple prints and you can drag new photos from the *Thumbnail Strip* up into the sections.
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Printing a CD Cover

If you are in Browse mode, you can select several thumbnails to create a CD cover. You may want to do this if you are burning an image CD and want to see what it contains.

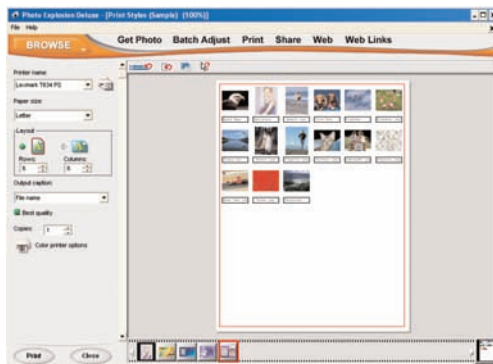
To print a CD cover:

1. If you're not in Browse mode, open the **Mode** menu and click **Browse**.
2. Select one or more images.
3. Open the **Print** menu on the *Command* panel and click **CD Cover**.
4. In the *Options* panel, select the printer you want used for this print job.
5. If you need to change any printer settings, click the **Print** icon to open the printer's *Properties* dialog box. Make any changes and click **OK**.
6. Select a **Paper Size**.
7. Select either **Portrait** or **Landscape** orientation.
8. Type a **Cover name**.
9. To change the date from the current date, type the date or click the arrow to open the Calendar to select a new date.
10. To specify the type of CD, click **CD index** and type a category. (For example, you may want to have a family photo CD or summer vacation CD.)
11. If you want the images to print faster, clear the **Best quality** box.
12. Type the number of **Copies** or click the arrows.
13. To adjust the color profile for the printer, click **Color printer options**, click **Adjust color printing settings**, select a new profile and click **OK**.
14. Click **Print**.
15. Click **Close**.


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Note: If you select multiple images and they don't fit in one page, use the arrow keys on the toolbar to navigate through the images or pages.
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Printing Thumbnails

If you are in Browse mode, you can select several thumbnails to print. You may want to do this to catalog images as printed contact sheets.



To print thumbnails:

1. If you're not in Browse mode, open the **Mode** menu and click **Browse**.
2. Select one or more image.
3. Open the **Print** menu on the *Command* panel and click **Thumbnails**.
4. In the *Options* panel, select the printer you want used for this print job.
5. If you need to change any printer settings, click the **Print** icon to open the printer's *Properties* dialog box. Make any changes and click **OK**. 
6. Select a **Paper Size**.
7. Select either **Portrait** or **Landscape** orientation.
8. Type the number of rows or columns you want to appear on the printed page.
9. If you want each thumbnail named, select either **File name** or **(Index) File name**.
or
If you don't want names, select **None**.
10. If you want the images to print faster, clear the **Best quality** box.

11. Type the number of **Copies** or click the arrows.
12. To adjust the color profile for the printer, click **Color printer options**, click **Adjust color printing settings**, select a new profile and click **OK**.
13. Click **Print**.
14. Click **Close**.

.....
Note: If you select multiple images and they don't fit on one page, use the arrow keys on the toolbar to navigate through the images or pages.

SENDING BY E-MAIL

Rather than printing an image or project, you may want to send it by e-mail to friends or family.

To send an image or project by e-mail:

1. If you are in Browse mode, select the images to send.
or
If you are in Photo or Project mode, have the image or project active.
2. Open the **Share** menu and click **E-mail**.
3. Select whether to send the images as an HTML e-mail or as an attachment.
4. Set the **Image Dimension** and **Quality**.
5. Click **Send**.
6. Type the address, subject and message, then click **Send**.

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Note: Make sure you have set a default e-mail program before sending an e-mail using Photo Explosion.

You can also send by using the **Send To ▶ Mail Recipient** command on the **File** menu. However, you can only send the images as attachments and you cannot adjust the image dimension and quality.

CREATING WEB PROJECTS

In addition to the other project types, you can also create projects for uploading and viewing on the Web. Photo Explosion gives you the tools to create great-looking web pages without writing a single line of code. The Web menu has a large collection of beautiful and ready-made templates for you to choose from and lets you start creating those web masterpieces.

Web Page — offers various templates that allow you to share a single image over the Web. This is a very attractive and convenient way of sharing images with others.

Web Card —can include photos, sounds and more to send to your friends!

Web Album — is an electronic photo album that you can either send by e-mail or post to a web site for others to see and enjoy. (Only available in Browse mode.)

Web Show — provides a fast and convenient way to create your own slide show with your images on web pages. Place your photos in one of the templates and send them to your friends, save them to a disk or burn it to a CD. (Only available in Browse mode.)

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Note: Most of these web projects consist of several files. If you are sending the project to someone and you don't know what type of computer they have, do **not** send it as a package (.EXE). The individual files will be attached and the web project can be viewed on any computer. When a web project is packaged, all the files are put together in one large file and must be broken apart on the receiver's Windows computer before viewing.
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Creating a Web Page

A web page places your image or project (as an image) into a defined web design. You can change some aspects of the web page — like add a signature or change the music, but unless you know HTML code you can't change other aspects of the design.

To create a web page in Photo Explosion:

1. Open the **Web** menu and click **Web Page**.
2. Select a **Template** category from the list.
3. Select a template and click **Next**.
4. To change the title, type in the **Title** box.
5. To add a description, select **User-defined** and type a **Description** in the box.

6. Click **Next**.
7. To add an e-mail signature, click the **Add/Change/Remove signature** button. Type the information you want to include in the **Title** area, type your **E-mail** address, type your **URL** and click **OK**.
8. To change or remove the default music, click **Add/Change/Remove background music**. Locate the folder containing the audio file and select the file in the list or click **Remove music**. Click **OK**.
9. Set the **Image quality**. The better the quality, the larger the file size.
10. To view the page, click **Preview in Browser**.
11. Click **Next**.
12. Click an output destination.
 - If **E-mail**, determine whether to send it as an HTML message or as an attachment. If you send it as an attachment, determine if you want it packaged as an .EXE file for other Windows users only. Click **Send**.
 - If **Disk**, select how to save the file. Change the **File name** if you want. Locate the disk or folder for the page. Type a name for the folder that will contain all the HTML elements. Click **Save**.
 - If **Post to Web**, assign a name for the main page. Select a web-hosting service from the list or select **Personal Account**. Type your **User name** and **Password** and, if it's your personal account, type the **FTP server** address and your **URL**. Click **Post**.
13. Click **Close**.

Creating a Web Card

A web card places your image or project (as an image) into a defined web design. You can change some aspects of the web card — like add a signature or change the music — but unless you know HTML code, you can't change other aspects of the design.

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Note: You cannot create a web card in Project mode.

To create a web card:

1. Open the **Web** menu and click **Web Card**.
2. Select a **Template** category from the list.
3. Select a template and click **Next**.

4. To change existing text, double-click the text item. Change the text in the **Text** box. Select a font, a style, a size and alignment. Select a new color from the default colors or click the large color box for more color options. Click **Next**.
5. To add text, click **Add Text**. Type the new text in the **Text** box. Select a font, a style, a size and alignment. Select a new color from the default colors or click the large color box for more color options. Click **Add**.
6. To add an image, click **Add an image**. Locate the folder containing the image and select the image's thumbnail. Adjust the size using the slider. Click **Add**.
7. To replace the placeholder photo, double-click the photo. Locate the folder containing the image and select the image's thumbnail. Adjust the size using the slider. Adjust the location by dragging the image. Click **Next**.
8. To add a prop (a clip art image), click **Add decoration**. Select a category and then select the image's thumbnail. Adjust the size as needed and click **Add**.
9. To change or remove the default music, click **Add/Change/Remove background music**. Locate the folder containing the audio file and select the file in the list or click **Remove music**. Click **OK**.
10. Click **Next**.
11. Click an output destination.
 - If **E-mail**, determine whether to send it as an HTML message or as an attachment. If you send it as an attachment, determine if you want it packaged as an .EXE file for other Windows users only. Click **Send**.
 - If **Disk**, select how to save the file. Change the **File name** if you want. Locate the disk or folder for the page. Type a name for the folder that will contain all the HTML elements. Click **Save**.
 - If **Post to Web**, assign a name for the main page. Select a web hosting service from the list or select **Personal Account**. Type your **User name** and **Password** and, if it's your personal account, type the **FTP server** address and your URL. Click **Post**.
12. Click **Close**.

Creating a Web Album

In Browse mode you can select multiple thumbnails and turn them into an electronic photo album. Photo Explosion places several of the selected images on each page.

To create a web album:

1. Open the **Web** menu and click **Web Album**.
2. Select a **Template** category from the list.
3. Select a template and click **Next**.
4. To change the title, type in the **Title** box.
5. To add a description, select one from the **Description type** list.
6. To change the order of the images, click **Change photo order**. In the dialog box, drag the thumbnails into a new sequence and click **OK**.

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Note: You can only select as many photos as there are placeholders in the template. Each template is different.
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7. Click **Next**.
8. To add an e-mail signature, click the **Add/Change/Remove signature** button. Type the information you want to include in the **Title** area, type your **E-mail** address, type your **URL** and click **OK**.
9. Set the **Image quality**. (The better the quality, the larger the file size.)
10. To view the album pages, click **Preview in Browser**.
11. Click **Next**.



12. Click an output destination.
 - If **E-mail**, determine whether to send it as an HTML message or as an attachment. If you send it as an attachment, determine if you want it packaged as an .EXE file for other Windows users only. Click **Send**.

- If **Disk**, select how to save the file. Change the **File name** if you want. Locate the disk or folder for the page. Type a name for the folder that will contain all the HTML elements. Click **Save**.
- If **CD**, change the **File name** if you want. Locate the disk or folder for the page. Type a name for the folder that will contain all the HTML elements. Click **Save**.
- If **Post to Web**, assign a name for the main page. Select a web-hosting service from the list or select **Personal Account**. Type your **User name** and **Password** and, if it's your personal account, type the **FTP server** address and your URL. Click **Post**.

13. Click **Close**.

Creating a Web Show

In Browse mode you can select multiple thumbnails and turn them into an electronic slide show. Photo Explosion places one image on each page.

To create a web show:

1. Open the **Web** menu and click **Web Show**.
2. Select a **Template** category from the list.
3. Select a template and click **Next**.
4. To change the title, type in the **Title** box.
5. To add a description, select one from the **Description type** list.
6. To change the order of the images, click **Change photo order**. In the dialog box, drag the thumbnails into a new sequence and click **OK**.
7. Click **Next**.
8. To add an e-mail signature, click the **Add/Change/Remove signature** button. Type the information you want to include in the **Title** area, type your **E-mail** address, type your **URL** and click **OK**.
9. To change or remove the default music, click **Add/Change/Remove background music**. Locate the folder containing the audio file and select the file in the list or click **Remove music**. Click **OK**.
10. Set the *Play mode*. If you want it to autoplay, type the interval between images. If you want to control how long the images stay up, select **Manual**.
11. Set the **Image quality**. (The better the quality, the larger the file size.)
12. To view the slide show, click **Preview in Browser**.
13. Click **Next**.

14. Click an output destination.
 - If **E-mail**, the web show is sent by default as a single .EXE file that can be opened only on a Windows computer. If you don't know what type of computer the recipient has, clear the **Package to an EXE file** box so that the recipient receives individual files readable in any browser. Click **Send**.
 - If **Disk**, select how to save the file. Change the **File name** if you want. Locate the disk or folder for the page. Type a name for the folder that will contain all the HTML elements. Click **Save**.
 - If **CD**, change the **File name** if you want. Locate the disk or folder for the page. Type a name for the folder that will contain all the HTML elements. Click **Save**.
 - If **Post to Web**, assign a name for the main page. Select a web-hosting service from the list or select **Personal Account**. Type your **User name** and **Password** and, if it's your personal account, type the **FTP server** address and your URL. Click **Post**.
15. Click **Close**.

USING YOUR IMAGES ON YOUR COMPUTER

Creating a slideshow screen saver

There are three ways in which you can use your images on your computer: create a slideshow screensaver, use an image as your desktop wallpaper or create an on-screen calendar.

If you are in Browse mode, you can select images to display as a screen saver.

To create a slideshow screen saver:

1. If you're not in Browse mode, open the **Mode** menu and choose **Browse**.
2. Open the folder with the images you want to use.
3. Select the images you want to include. (**Shift**-click to select contiguous images; **Ctrl**-click to select non-contiguous images.)
4. Choose **Slideshow Screen Saver** from the **Share** menu.
5. Select a **Transition Effect** from the list.
6. Set the **Delay Time** for how long each image stays on screen.
7. Click a color to select a **Background Color**.

8. To adjust the images to fit, select **Resize large images to fit the screen size**.
9. To add a title, click **Advanced mode** and type the **Subject**. Click **OK**.
10. To add sound, click **Advanced mode**. Click the **Add Sound** button, locate and select the sound file and click **Open**. Click **OK**.
11. Click **Apply**.
12. In the message box, click **OK**.
13. Click **Close**.

Creating Desktop Wallpaper

You can set your favorite images to appear as your desktop wallpaper.

To use an image or project as your desktop wallpaper:

1. In Browse mode, select an image.
or
In Photo or Project mode, have the image or project active.
2. Open the **Share** menu and click **Wallpaper**.
3. Select **Use image as wallpaper** in the *Options* panel.
4. Select a display option:

Center — places the image in the center of your desktop.

Tile — places multiple copies of the image on your desktop if the image is smaller than your desktop.

User-defined — places the image in a defined location on your desktop.

5. If you selected **Center** and want to stretch or shrink the image to fill the desktop, click **Fit in window**.

If you selected **Tile** and want to stretch or shrink the image to fill the desktop, click **Fit in window**. Select one or more **Flip** options, if needed.

If you selected **User-defined**, type **X** and **Y offset** values from the top left corner of the screen.

6. Click **Apply**.
7. Click **Close**.

Making a Calendar

You can use the calendar feature, available on the **Share** menu in all modes, to keep a personalized desktop calendar handy with important dates notated.

To create a desktop calendar:

1. In Browse mode, select one or more thumbnails.
or
In Photo or Project mode, have the image or project active.

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Note: If you select multiple images in Browse mode, you can apply the same calendar settings to several images. This creates multiple-page calendars that have a different image on each page.
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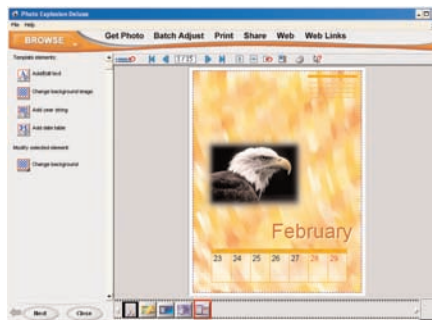
2. Open the **Share** menu and click **Calendar**.
3. In the *Options* panel, select a **Calendar type** and **Orientation**.

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Note: There are different designs for the two different orientations.
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4. Click one of the thumbnail designs and click **Next**.
5. Set the start date by the year, month or week (as applicable).

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Note: The available dates depend on the Calendar type selected.
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6. Click **Next**.
7. To add or modify design elements, click the appropriate icons.



If you clicked **Add/Edit text**, type text into the text box on the lower left side. Adjust the style and alignment as needed. Click a color box to change the related text color. Select a different font for the text. Click **OK**.

If you clicked **Change background image**, locate and select the image and click **OK**.

If you clicked **Add year string**, the current year appears in the design. (This does not apply for yearly calendars.)

If you clicked **Add date table**, it adds a week, month or year to the design.

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Note: You can modify elements in the design by selecting and right-clicking the object. Use the commands on the shortcut menu to modify or delete design elements.
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8. Click **Next**.
9. Click the icon next to the **Output destination** you want to use.
10. If you clicked **Print**, select the printer you want to use. Type the **Number of calendars** you want on each sheet. Type the **Number of copies** (sheets of paper) you want. Select a paper layout and click **Print**.

If you clicked **Disk**, locate the folder or disk where you want the calendar saved. Type a name, select a **File type**, select the **Data type**, select the **Output size** and the **Output quality**. Click **Save**.

11. Click **Close**.

You use the **Organize templates** button to store your current calendar project as a template for future use.

MAKING IMAGES AND ANIMATIONS FOR MOBILE DEVICES

PDA's and Handheld Computers

Photo Explosion can prepare your images for use on PDA's, handheld computers and mobile phones that support images

Photo Explosion includes several templates that are sized for PDA's and handheld computers. While you can resize any existing image to fit the correct dimensions, these blank templates make it easy to quickly format your photos for these devices.

To open a PDA template:

1. If you're in Browse or Photo mode, open the **Mode** menu and click **Project**.
2. Open the **Get Project** menu on the *Command* panel, point to **Blanks ▶ PDA Formats**.
3. Select a blank template that matches the screen size of your PDA or handheld computer and double-click it.
or
Right-click a template and click **Edit** on the shortcut menu.
or
Select a template and click the **Open** button on the toolbar.

The template opens in the workspace.

4. Click the placeholder button to add an image.
5. Add text and other elements as with any other project.
6. Save the project in a file format that is compatible with your device's software for displaying images.

Mobile Images & Animation

Photo Explosion's Mobile Images feature allows you to edit and prepare images for mobile phones and similar devices that support images. These features are useful to edit and resize your images in the format required. Please note that Photo Explosion does not have the capabilities to send the graphics or animations directly to a mobile phone. The ability for your mobile device to receive images depends upon whether or not your service provider offers such features as SMS (Short Messaging Service) or similar services that can transmit images to mobile phones in the network. You will need to contact your service provider for details about your service and how to use this feature if available.

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Note: Visit the Photo Explosion Home Page to check for updates about mobile images.
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To create an image for a mobile phone:

1. Select an image file that you want to send to and display on your mobile phone.

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Note: If the target phone supports only black-and-white images and the dimensions of the selected image are large, crop the source image to a smaller size before you proceed. This will make the final mobile phone image clearer and finer in quality.
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2. Open the **Share** menu and click **Mobile Image**.
3. Select the **Brand name** and **Phone model** of the target phone.
4. To select only a part of the image, click **Select part of the image** and use the crop selection box to mark the area that you want.
or
To use the whole image, click **Select the whole image**.
5. Click **Next**.
6. As needed, add a frame to your image, and insert text and other objects to the image.
7. To resize an object you just added, select it and drag the **Size** slider.
8. Click **Next**.

A preview of the mobile phone image appears.

9. Click **Disk** to save the image file or click **E-mail** to send the image as a file attachment directly to the target mobile phone.
10. Click **Close**.

To create an animation for a mobile phone:

1. Select the image you want to send to and display on your mobile phone.

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Note: If the target phone supports only black-and-white images and the dimensions of the selected image are large, crop the source image to a smaller size before you proceed. This will make the final mobile phone animation clearer and finer in quality.
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2. Open the **Share** menu and click **Mobile Animation**.

3. Select the **Brand name** and **Phone model** of the target phone.
4. Click **Next**.
5. To add one or more animation, double-click each or drag each to the image.

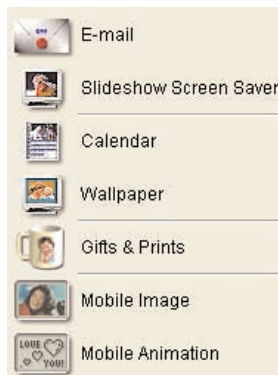
Each added animation has two frames.

6. Drag the **Delay Time** slider to set the amount of time that each frame will be displayed. For instance, if you drag the slider to 5 seconds, a frame shows for 5 seconds before the next frame appears.
7. After adding an animation, drag the **Size** slider to adjust its dimensions.
8. Click **Next**.

A preview of the mobile phone animation appears.

9. Click **Disk** to save the animation file or click **E-mail** to send the animation as a file attachment directly to the target mobile phone.
10. Click **Close**.

GIFTS AND PRINTS



Creating Photo Gifts

Turn your precious memories into unique photo gifts. In Photo Explosion you can turn your photos or projects into great personalized gifts. Create photo gift projects by choosing **Gifts and Prints** from the **Share** menu.

After creating the photo gift, use the **Gifts and Prints** command in the **Share** menu to link to the web site for instructions and detailed information. You can order such items as photo mugs, t-shirts, purses, key chains, photo nightlights and dozens of other photo gifts. These make great birthday and holiday presents.

Chapter 8. Advanced Special Effects

Photo Explosion 2 has some advanced special effects that you can apply to images. After clicking **Edit**, you can use items on the **Effect** menu to apply static special effects. Additionally, you can apply animations using the **Web** menu commands.

ADVANCED SPECIAL EFFECTS FOR IMAGES

Photo Explosion's **Effect** menu offers a variety of enhancement tools and special effects that can enliven your images. You can only apply these special effects in Photo mode.

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Note: If you've added props to your image, you need to save the file and merge the props into the image before you can apply any of these special effects to the entire photo.
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Artistic Transformations

Photo Explosion includes artistic transformation where your image can mimic such media as a watercolor, an oil painting, a colored pencil drawing or a charcoal drawing.

To add artistic effects:

- 1 If necessary, click **Edit** on the *Command* panel.
2. Choose **Artist** ► *an artistic style* from the **Effect** menu.
3. Double-click a thumbnail in the *Options* panel or drag it onto the image.
4. To adjust the special effect, click the **Advanced mode** button and adjust the available options.
5. Click **Apply**.
6. Click **Close**.

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Note: Try mixing the artistic effects on your images.
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Applying a Lens Effect

The **Lenses** submenu allows you to mimic using special camera lenses and filters to adjust your image. Also, you can add a spotlight using the **Lenses** submenu.

To apply a lens effect:

1. If necessary, click **Edit** on the *Command* panel.
2. Choose **Lenses** ► *a lens effect* from the **Effect** menu.
3. Double-click a thumbnail in the *Options* panel or drag it onto the image.
4. To adjust the special effect, click the **Advanced mode** button and adjust the available options — usually by dragging the **Level** slider.
5. Click **Apply**.
6. Click **Close**.

To apply a spotlight:

1. If necessary, click **Edit** on the *Command* panel.
2. Choose **Lenses** ► **Spotlight** from the **Effect** menu.
3. Double-click a thumbnail or drag it onto the image.
4. To adjust the special effect, click the **Advanced mode** button.
 - On the preview image, drag the red ball to change the light source; drag the green ball to change the direction of the light.
 - On the light control display, drag the red ball to change the light source location; drag the green balls to change the diameter of the spotlight effect.
 - Drag the **Exposure** slider to change the strength of the light source.
 - Click the **Ambience** color box to change the color; drag the slider to change the amount of ambient light.
 - Click the **Brightness** color box to change the color; drag the slider to change the strength of the spotlight.
5. Click **Apply**.
6. Click **Close**.

Sharpening Your Image

The **Sharpness** submenu allows you to adjust the edges of your photo's elements. In addition to sharpening, you can also blur the edges.

To sharpen or blur an image:

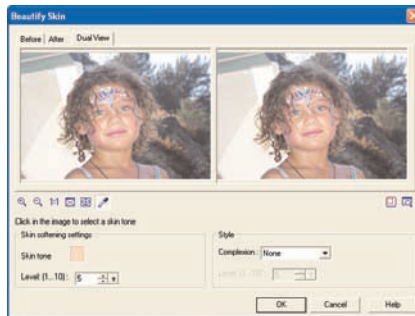
1. If necessary, click **Edit** on the *Command* panel.
2. Choose **Sharpness** ▶ *a sharpening effect* from the **Effect** menu.
3. Double-click a thumbnail in the *Options* panel or drag it onto the image.
4. Click **Close**.

Working with Photographic Effects

You can enhance your photographs with effects that professional photographers use. When working in a photographic effects dialog box, the effects are not cumulative, so you can try applying different settings.

To apply photographic effects:

1. Open a photograph.
2. If necessary, click **Edit** on the Command panel.
3. Open the **Effect** menu, point to **Photographic** and click an enhancement:
 - **Beautify Skin:** Retouches skin areas by removing blemishes, softening skin tones and changing the complexion.



— **Diffuse Glow:** Lightens the main subject of the photo and produces a softening and lightening effect.

— **Gradient Filter:** Adds a wash of color that gradually disappears over the photo.

— **Star Filter:** Adds sets of rays of light over the photo.

4. Adjust the settings in the dialog box as needed.
5. Click **OK**.

Adding Particles to an Image

The **Particle** submenu adds decorative particles over your image. These include natural items like snowflakes, rain, bubbles and stars.

To add particles to your image:

1. If necessary, click **Edit** on the *Command* panel.
2. Choose **Particle** ► *a particle type* from the **Effect** menu.
3. Double-click a thumbnail in the *Options* panel or drag it onto the image.
4. To adjust the special effect, click the **Advanced mode** button and adjust the available options — usually the amount, size, color and style of the particles.
5. Click **Apply**.
6. Click **Close**.



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Note: In **Advanced** mode, if you select a star, bubble or firefly, you can edit individual elements. Select one and adjust the options to the desired settings. To clear the selection from the current element, click elsewhere in the preview window or click the **Deselect** button.

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Warping an Image

The **Warp** submenu allows you to distort an image in strange ways.

To apply a warp effect:

1. If necessary, click **Edit** on the *Command* panel.
2. Choose **Warp** ▶ *a warp effect* from the **Effect** menu.
3. Double-click a thumbnail in the *Options* panel or drag it onto the image.
4. To adjust the special effect, click the **Advanced mode** button and adjust the available options.
5. Click **Apply**.
6. Click **Close**.

Applying Odd Effects

Use the **Special** submenu to apply unusual effects — like adding a page edge, mimicking a puzzle or mosaic, applying a wind effect or embossing the image.



To apply an unusual effect:

1. If necessary, click **Edit** on the *Command* panel.
2. Choose **Special** ▶ *a special effect* from the **Effect** menu.
3. Double-click a thumbnail in the *Options* panel or drag it onto the image.
4. To adjust the special effect, click the **Advanced mode** button and adjust the available options.
5. Click **Apply**.
6. Click **Close**.

ADDING ANIMATION

There are three types of animations available with Photo Explosion that you can apply to your images: Kaleidoscope, Fireworks and Magic Cube. You can apply these and then use the animated graphics in your web projects or just save them as animated images.

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Note: When saving the animation as a .GIF animation file, you can increase the number of frames to create smoother animations, but realize that this will result in a larger file.
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Creating a Kaleidoscope Effect

This effect creates multiple and spiraling images similar to what you see in a child's kaleidoscope.

To add a kaleidoscope effect:

1. In Photo mode, open the **Web** menu and click **Kaleidoscope**.
or
In Browse mode, select a thumbnail and then open the **Web** menu and click **Kaleidoscope**.
2. In the *Options* panel, select a preset thumbnail.
3. To view the animation, click the **Play** button on the toolbar. Click the **Stop** button to return to the regular workspace view.
4. To customize the kaleidoscope effect, click **Advanced mode**. In the *Options* panel, select a type of kaleidoscope pattern. In the **Adjust pattern** area, customize the selected pattern by dragging the control points or nodes found within a boxed region, which determines the size, shape, and position of the Kaleidoscope pattern.
5. Click **Next**.
6. Click an output format.
7. If you clicked **GIF animation file**, locate the folder where you want to save the file. Type a file name and click **Save**.
or
If you clicked **Output to a Web page**, go to *Creating a Web Page* to see instructions.
8. Click **Close**.

Applying the Fireworks Effect

A fireworks effect adds one or more exploding fireworks to your image.

To add a fireworks effect:

1. In Photo mode, open the **Web** menu and click **Fireworks**.
or
In Browse mode, select a thumbnail and then open the **Web** menu and click **Fireworks**.
2. In the *Options* panel, select a preset thumbnail.
3. To view the animation, click the **Play** button on the toolbar. Click the **Stop** button to return to the regular workspace view.
4. Click **Next**.
5. Click an output format.
6. If you clicked **GIF animation file**, locate the folder where you want to save the file. Type a file name and click **Save**.
or
If you clicked **Output to a Web page**, go to *Creating a Web Page* to see instructions.
7. Click **Close**.

Applying the Magic Cube Effect

In Browse mode, you can select up to six (6) images to use in creating a magic cube animation.

To add a magic cube effect:

1. In Photo mode, open the **Web** menu and click **Magic Cube**.
or
In Browse mode, select one to six thumbnails and then open the **Web** menu and click **Magic Cube**.
2. In the *Options* panel, select a preset thumbnail.
3. To view the animation, click the **Play** button on the toolbar. Click the **Stop** button to return to the regular workspace view.



4. To customize the magic cube effect, click **Advanced mode**. In the *Options* panel, drag the **Border** slider to thicken the borders. Click a color box to change to a different color. To change the overall color, click **Apply color tint**. To remove the background, click **Transparent background color**.
5. Click **Next**.
6. Click an output format.
7. If you clicked **GIF animation file**, locate the folder where you want to save the file. Type a file name and click **Save**.
or
If you clicked **Output to a Web page**, go to *Creating a Web Page* to see instructions.
8. Click **Close**.

ADVANCED SPECIAL EFFECTS FOR TEXT

You can apply special effects to text objects in both Project and Photo modes. These effects include such things as embossing, chiseling, adding borders and creating 3D text.



To apply a text effect:

1. Select a text object.
2. If necessary, click **Edit** on the *Command* panel.
3. Choose **Special F/X** ► *a special effect* from the **Text** menu.
4. Double-click a thumbnail in the *Options* panel or drag it onto the text object.
5. To adjust the special effect, click the **Advanced mode** button and adjust the available options.
6. Click **Apply**.
7. Click **Close**.

Chapter 9. Using Images

Photo Explosion 2 comes with plenty of sample photographs. You can incorporate these photos into your projects or use images from Nova Development's Art Explosion clip art products to create even more unique designs.

VECTOR VS. RASTER

Graphic files come in two types: vector and raster. Because Photo Explosion is a photo-editing program, you'll primarily be working with raster graphics, but Photo Explosion reads (and saves to) some vector file formats.

Raster files store graphics as bitmaps, sort of like graph paper. There are no objects, only information about what color each square (bit) of the picture should be. All painting and photo-editing programs work with these kinds of images.

The raster graphics included with Photo Explosion are .JPG photographs. Photo Explosion reads many raster formats including .JPG, .TIF, .BMP, .GIF and .PNG files.

Vector files store graphics as objects. Each graphic file internally contains a small list that describes the shape, colors, outlines, and sizes of the objects that make up the graphic. This list of vectors enables the graphic to be drawn on screen or rendered to a printer. These kinds of objects are easy to resize as all of their other characteristics stay the same. For example, if an object is a circle, it's the same circle whether it's small or large.

Photo Explosion supports .WMF format among other vector formats. This is a standard Windows vector graphic file format. If you bring a .WMF file into Photo Explosion, though, any transparent background becomes white.



Vector

Raster

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Note: Vector images can be scaled to any size without any loss of quality when printed. Raster images, on the other hand, will lose definition and quality if scaled too large.
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FINDING AND USING THE IMAGE YOU WANT

When you want to insert a graphic into a project, open the **Insert** menu and choose **My Computer** to locate the file.

See *Chapter 5: Enhancing Your Photos* for details on working with image files.

Inserting an Image from an Art Explosion CD

If you've purchased an Art Explosion clip art product, you can use those images in your Photo Explosion projects.

1. Have the Art Explosion CD in your CD-ROM drive and a project open in your workspace.

(These CDs won't automatically start up.)

2. If necessary, click **Edit** on the *Command* panel.
3. Choose **My Computer** from the Insert menu.
4. On the *Options* panel, click the arrow next to the **Currently browsed folder** box and select the CD in the list.
5. Locate the folder containing the image.

6. Select the image in the Preview area.
7. Select **Replace** or **Add**.
8. Click **Apply** to place the image into your project and click **Close**.

Inserting an Image by Dragging

Photo Explosion takes advantage of drag-and-drop technology to make it easy to put clip art or images created in other applications into your projects. To use the drag-and-drop method, make sure that you have your Photo Explosion project visible on screen.

- If you have an image browser open from an Art Explosion clip art product, you can drag an image directly from the browser window onto your project.
- Locate the image on the CD or hard disk. Drag the image's icon onto your project.
- If you don't know the image's location but know its name, choose **Search ► Files or Folders** from the **Start** menu. Type the image's name in the **Named** box and select the CD or drive that you wish to search in the **Look in** list. Click **Find Now**. Drag the image's name from the found items list to your project.

Chapter 10. Troubleshooting

Resolution Problems

High resolution images take enormous amounts of disk space and will take longer to scan. Scanning the image at a higher resolution does not mean the result is going to be better. Keep in mind the maximum resolution of the image to be scanned and the output device. The standard color typesetting resolution is 180 dpi and standard photographic printing ranges from 400 to 600 dpi.

Similarly, exceeding the resolution capabilities of your monitor (for web graphics) will not result in better image quality. A standard Windows VGA monitor display resolution is 72 dpi (large fonts) or 96 dpi (small fonts).

However, if you have lots of disk space, then scanning at a high resolution is not a bad idea to get the best image quality. The file can be used as a “master copy” when an image is used for multiple projects.

Image quality deteriorates when enlarging a small image. By starting out with a high-resolution image, you can preserve the image quality when resizing or changing the image.

The relationship between your scanner and output device is important in choosing the right resolution. Scanners reproduce grayscale and color variations by increasing the amount of data for each pixel (or dot) in a picture. Printers, however, simulate grayscale and color variations by arranging dots into larger ones called halftone cells.

Desktop laser printers generate 53 halftone cells per inch, while high-resolution image setters print up to 133 halftone cells per inch. Whereas scanning resolution is usually given in dots per inch (dpi), halftone cells are measured in lines per inch (lpi).

Use this formula in calculating the resolution to use in scanning grayscale and color images for your output device:

1. Multiply the lpi (lines per inch) setting of your output device by one and a half.
2. Set the result as the dpi setting for the scanner.

For example, if your final output device is a desktop laser printer, use 53 x 1.5 to get the dpi setting for the scanner. This gives a dpi setting of 80 (rounded off).

Scanning Problems

When using Photo Explosion to acquire an image, make sure that your TWAIN driver (provided by the scanner vendor) is installed correctly. The TWAIN driver sends the acquire command from the application to the scanner and processes the data from the scanner and passes it to the application. You need to select the correct data source before starting the scanning process — especially if you have more than one device attached to your computer.

- Check if the scanner's power switch is on.
- Check for loose connections between your computer and the scanner. Try scanning again.
- Open the **File** menu and click **Acquire ► Get From Scanner** or open the **Get Photo** menu and click **Get From Scanner**. Select your data source. If your data source is not in the list, install your TWAIN driver.
- If you have multiple TWAIN drivers installed, make sure you select the one for the scanner that you're using.
- If after re-installing the driver, you still can't find your scanner's model name, contact your scanner's manufacturer for more information on how to install the TWAIN driver.

Poor Quality Scans

Chances are your scanner is not calibrated properly. Calibration is the process of correcting the scanner to account for differences between the monitor, scanner and the printer. Try the following:

- Check your scanner with the calibration test image and software provided by the scanner manufacturer. Make sure that the scanner is correctly calibrated.
- For hand-held scanners, try scanning slower and steadier. Make sure that the image to scan is placed on a flat surface.
- Images that have a lot of colors need to be scanned at a higher resolution to blend colors more smoothly.
- Check your scanner resolution. Your settings may be low for your output device.
- Check your monitor display settings. If your display is at 256-Color, change it to High Color (16-bit) or True Color (24-bit).

Most desktop color scanners scan images using red, green and blue (RGB) light sources. Most color printers generate images using cyan, yellow, magenta and black (CMYK) inks. As the image data is translated from one device to another, the resulting colors may shift and become unacceptable.

Check your scanner's calibration with the test image and software provided by the scanner's manufacturer. Make sure that the scanner is calibrated correctly.

- In Photo Explosion, you can optimize your monitor's display by opening the **File** menu and clicking **Preferences**. Then click the **Photo Explosion** tab and change the **Monitor gamma** settings.

TWAIN Error Messages

There are three systems that interact with each other when you capture an image: the TWAIN-compatible input device, the TWAIN driver, and the TWAIN-compatible application. Each has its own set of conditions that must be met before you can successfully scan an image. Most of the time the problem is that the TWAIN-driver is not properly installed. Try the following before contacting your vendor about a problem.

- Make sure your camera or scanner has power.
- Check the cable between your computer and the camera or scanner.
- Open the **File** menu and click **Acquire** ► **Get From Scanner/Digital Camera** or open the **Get Photo** menu and click **Scanner/Digital Camera**. Check the data source list to see if your device's name is listed. If it is, select it. Otherwise, install your TWAIN driver and try again.
- If you continue getting TWAIN error messages, please contact the scanner's or camera's manufacturer for information on how to install the TWAIN driver or for information on how to avoid hardware conflicts with the interface adapter.

Long Installation

What can you do if installation takes a long time due to a virus checker?

Check with the documentation that came with your virus checking application. Some virus checkers allow you to temporarily turn off real time file checking. Turning off this option will allow installation to proceed at a faster pace. If you do turn it off be sure to remember to turn it back on.

Appendix A. Supported File Types

Photo Explosion 2 opens and saves to a full range of image file types.

Raster Formats

BMP (Bitmap): A raster image format used by the Windows Paint program. This is a standard Windows format.

CLP (Clipboard): The format used by the Windows 3.x Clipboard utility.

GIF (Graphic Interchange Format): A cross-platform format for medium- to low-quality images. Use this file type for regular images that you want to use on the Web.

JPG/JPEG/JPE (Joint Photographic Experts Group): Developed specifically for high-quality color photos that need to be compressed. One of the popular formats for images on the Web.

PCX: A raster image format used by the PC Paintbrush program.

PNG (Portable Networks Graphic): A recent raster image format developed specifically for using on the Web.

PSD: The format used by Adobe® Photoshop® files.

PXR: A format for PIXAR computers and workstations.

SCT (Scitex® Continuous Tone): A bitmap image scanned or created on a Scitex system.

TGA (Targa): Developed by Truevision Inc. for their graphic display cards. Some high-end paint and computer-aided design (CAD) programs use this format.

TIF/TIFF (Tagged Image File Format): A cross-platform file format developed by Microsoft and Aldus Corporation. This is the best format to use for saving scanned images. These files tend to be large, but they give you the best quality and the most flexibility.

WBM/WBMP: Another Windows bitmap format.

Vector Formats

EPS (Encapsulated PostScript): A cross-platform vector format developed by Adobe for printing on PostScript® printers.

TPL: A Ulead Template file.

TPX: A Photo Explosion Template/Project format that allows you to work with objects in the template or project.

UPX: A Photo Explosion image that allows you to continue working with the objects in the image.

WMF (Windows Metafile): This is the standard vector format used with Windows.

Multimedia

IFF (Interchange File Format): A multimedia format developed for Amiga® computers.

MID/MIDI (Musical Instrument Digital Interface): A standard sound file for computer-generated music.

MP3 (Moving Picture Experts Group 1 Audio Layer 3): Popular compressed audio format. Used for music on the Internet.

MPEG-1 (Moving Picture Experts Group 1): Popular compressed video and sound format used for downloading video or streaming video on the Internet. MPEG-1 standard is for medium-quality video.

WAV (Waveform): A standard Windows audio format for sound files.

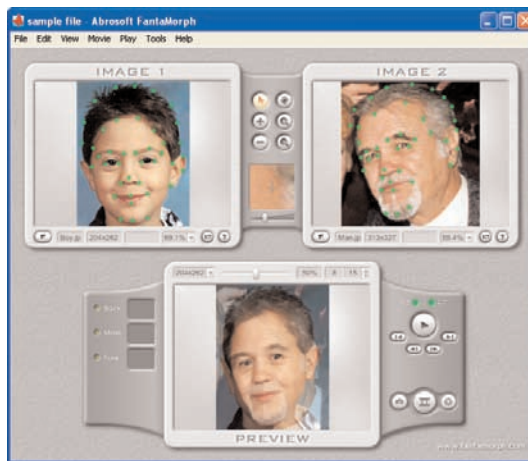
Appendix B. Using Fantamorph

With Abrosoft FantaMorph, creating fantastic image morphs and warp movies has never been easier nor faster! You can do everything a professional animation director does to create amazing images and animations.

FantaMorph supports the most common image input formats and animation output formats. You can crop, rotate, flip and adjust the source images - all with FantaMorph's built-in tools. You can create amazing add-on movie effects in less than a minute. Additionally, you can preview your projects in real time without exporting to a file.

WHAT IS A MORPH?

Morphing is an image-processing technique used to transform one image to another, a metamorphosis. The process is called “morphing” for short. When creating a morph, FantaMorph actually creates a sequence of intermediate images, which, when put together with the original images, show the transition from the starting image to the final image.



Morphing is a visualization technique used in education or for entertaining, often to create special effects for television commercials, music videos and films. In a morphing sequence between two faces, the middle image often looks strikingly life-like, as a real person, but clearly it is neither the person in the first or in the second image.



Morphing between two images achieves the best results if the images are roughly of the same shape and colors. For example, morphing from a tree to a cat may not result in such a good transition as when morphing from one face to another. When the two images are different, the middle image might look strange since it has no equivalence in the real world. Although, this may be just the effect you want to achieve.

OVERVIEW OF FANTAMORPH

With FantaMorph, you can create morph movies between any two images. These images can be BMP, JPEG, TIFF, PNG, TGA, PCX, GIF, WMF or EMF images. Additionally, you can work with formats that have a 32-bit alpha channel: BMP, TIFF, PNG and TGA.

During the process of creating the morph, you can export any intermediary image as a BMP, GIF, JPEG, PCX, PNG, TGA or TIFF (including 32-bit images with an alpha channel for BMP, PNG, TGA or TIFF) image.

You can export the morph, itself, as an Image Sequence or HTML pages or as an .AVI, animated .GIF, .SWF (Flash), or Screen Saver file.

THE FANTAMORPH WORKSPACE

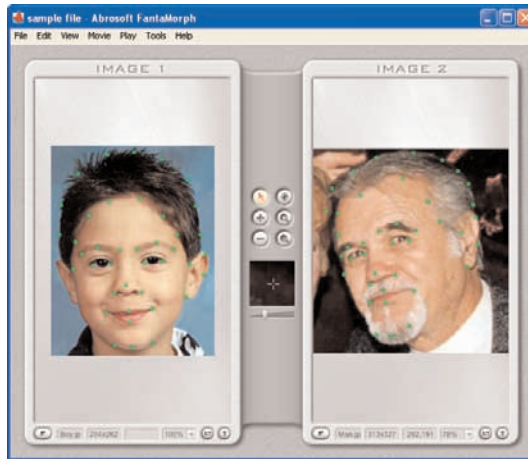
When you start FantaMorph, you'll see a workspace with three areas: one for the starting image, one for the final image and one for previewing the morph. This is the full workspace view. In between the starting and final image, you'll find a toolbar for working with the morphing dots and for working with the image views. Next to the preview area, there's a toolbar for controlling the preview and buttons for exporting the frame (as an image) or the movie. Additionally, you can open a dialog box that shows the project's properties.

The FantaMorph workspace has a menu bar across the top for you to access all the features available with the program.



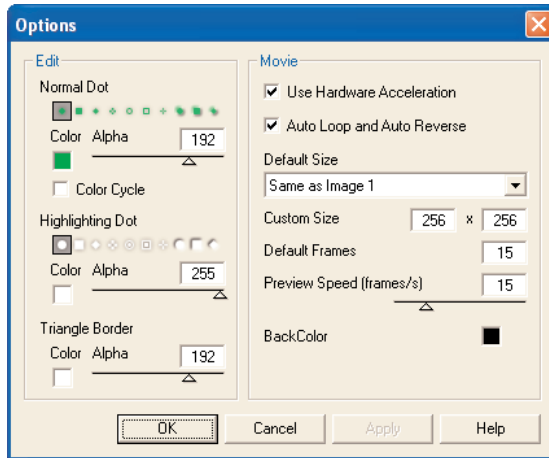
Workspace Views

You can also work in edit view, which shows just the two image areas, by choosing **Edit Only** from the **View** menu or in preview mode, which only shows the *Preview* area, by choosing **Preview Only** from the **View** menu. To return to the full workspace, choose **Full** from the **View** menu.



Customizing FantaMorph

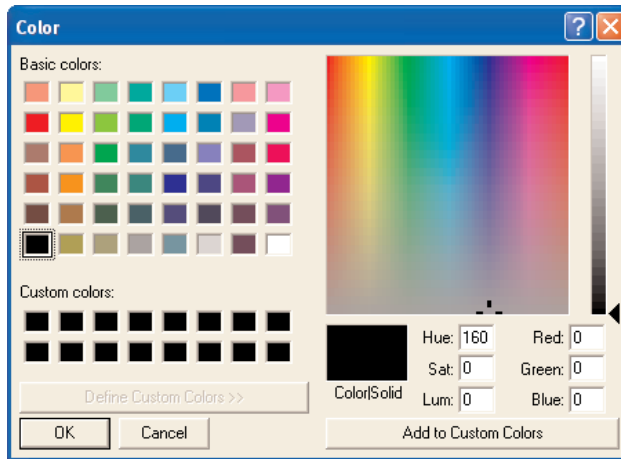
In the *Options* dialog box you can customize FantaMorph to set certain workspace parameters and default movie conditions (such as the default frame count, which is set to 15).



To customize FantaMorph:

- 1 Choose **Options** from the **Tools** menu.
- 2 To customize the key dots, select a different **Normal Dot** type.
- 3 To change the dot color, click the color box, in the *Color* dialog box select or specify a different color and click **OK**. (A bright color shows up better on most images.)
- 4 To change the dots' transparency, change the **Alpha** value by dragging the slider. (255 gives an opaque dot; while 0 is a transparent dot.)
- 5 Select **Color Cycle** to have new dots use one of eight basic colors in sequence. If clear, all dots are the same color as specified in the color box.
- 6 To customize the highlighted dots, go through steps 2 to 4 in the *Highlighting Dot* area.
- 7 If you work with the triangle mesh, specify the color and the transparency level.
- 8 Select **Use Hardware Acceleration** to get the best performance.
or
Clear **Use Hardware Acceleration** if your computer has problem with hardware acceleration or if you want to export very large images to print.
- 9 Select **Auto Loop and Auto Reverse** to have these features included with each movie.
or
Clear **Auto Loop and Auto Reverse** to have these features unavailable.

- 10 Select a preferred default size for the animations. For example, if you are making morphs for DVDs, you may want to specify a DVD size as your default. If you don't see the size you want, select **Custom Size** in the list and specify the width and height in the **Custom Size** boxes.



- 11 To increase or decrease the number of frames in the initial morph, type a different value.
- 12 To increase or decrease the rate at which the preview plays, type a different value or drag the slider to a different position.
- 13 To change the default background color for movies, click the color box, select or specify a different color and click **OK**.
- 14 Click **OK** to apply the changes.

How To Get Help

FantaMorph has its own help system, which includes its own tutorial to help you learn the basic features. To access the full help system, choose **Contents** from the **Help** menu. To go directly to the tutorial, choose **Tutorial** from the **Help** menu. To go directly to the procedural information in the help system, choose **How to Articles** from the **Help** menu.

GETTING STARTED

FantaMorph is so easy you can jump right in and start developing your own morph right away, but you may want to go through the Quick Start procedure to get an overview of the process. Also, you may want to go through the Tutorial, which guides you through the basic features. To view the tutorial, choose **Tutorial** from the **Help** menu.

Quick Start for Creating a Morph

The following is an overview for making a morph. Each step is explained in more detail later in this chapter.

To get started, you need to have two images available. If you don't have any handy, you can use the images included with the application. These can be found on your hard disk in the Program Files/Nova Development/Photo Explosion Special Edition 2.5/FantaMorph/Samples folder.

To create a morph:

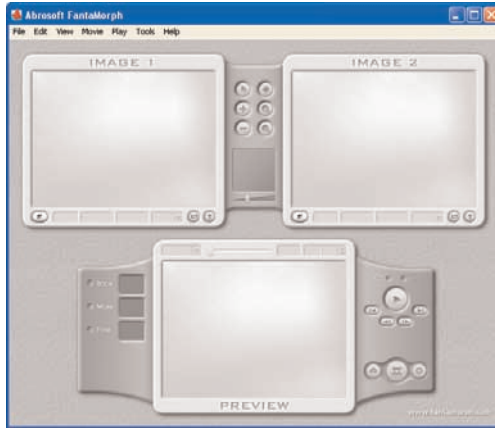
- 1 Start FantaMorph.
- 2 In the *Image 1* area, click the **Import Image 1** button, locate and select the image to use and click **Open**.
- 3 In the *Image 2* area, click the **Import Image 2** button, locate and select the image to use and click **Open**.
- 4 Look in the *Preview* area to see how the images overlap.
- 5 Crop or rotate either image as needed by clicking the **Crop Image** button for that image, making the adjustments and clicking **OK**.
- 6 Adjust either image as needed by clicking the **Adjust Image** button for that image, making the adjustments and clicking **OK**.
- 7 Add key dots to define how the morph occurs.
- 8 Click the **Play** button on the *Preview* to watch how the images morph.
- 9 Save your morph file.
- 10 Export the morph file as an animation.

Starting a New Project

Before you do anything, you must first open FantaMorph.

- Choose **Programs** ► **Photo Explosion** ► **FantaMorph** from the **Start** menu.

FantaMorph opens with a blank, new project.



blank, project

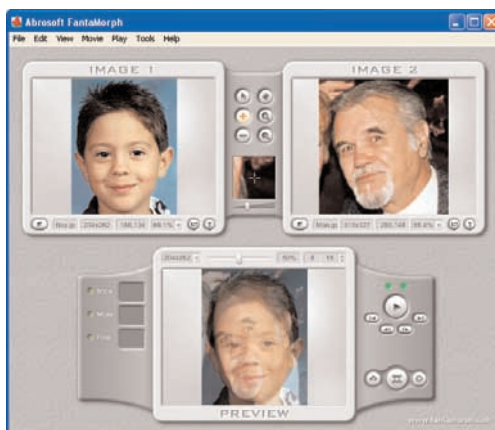
You can start a new project anytime in the workspace:

- Choose **New Project** from the **File** menu.

When you start a new project you'll see the FantaMorph workspace with no images in the two image areas. So the first step in creating a morph is specify the starting and ending images.

To specify the morph images:

- 1 Choose **Import Image 1** or **Import Image 2** from the **File** menu.
or
Click the **Import Image 1** button or the **Import Image 2** button on the respective image areas.
or
Double-click a blank portion of the image area.



project with 2 images

- 2 In the dialog box, locate and select the image to import.
- 3 Click **Open**.

.....
Note: You can also drag images directly into the image areas from the desktop.
.....

The two images don't have to be of the same type. For example, one image may be a .JPG file and the other a .BMP file. If you're creating a standard morph, it's best to have images that are similar. If you're being very creative, you can work with dissimilar images.

The initial morph movie uses default parameters and shows the middle frame in the *Preview* area. Because there are no key dots or any other changes, the middle frame is a cross-dissolve between the two images.

Opening an Existing Project

FantaMorph projects are .FMP files. When you create your morph, you may want to save the project so you can adjust it later.

To open an existing morph project:

- If you've recently worked on the project, choose **Open Recent** ► **project name** from the **File** menu.
- Choose **Open Project** from the **File** menu. Locate and select the .FMP file and click **Open**.

Saving a Project

While you're working on a project, you should save it frequently - so you don't lose any work if something happens.

To save your project:

- 1 Choose **Save** from the **File** menu.
If you've saved this project before, there's nothing else to do. If you haven't, the *Save As* dialog box appears.
- 2 In the *Save As* dialog box, locate where to save the file.
- 3 Type a name for the file and click **Save**.

You can change the name of a project or the location where you save it at any time. This is useful particularly if you want to keep interim copies of your project as you work on it instead of overwriting the existing project.

To save your project with a different name or location:

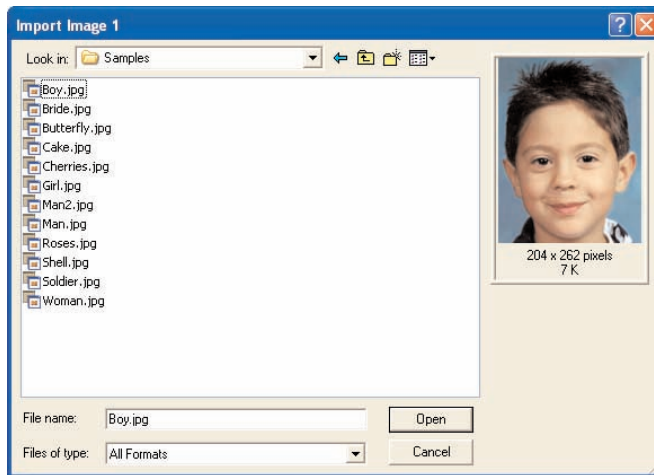
- 1 Choose **Save As** from the **File** menu.
- 2 In the *Save As* dialog box, if you wish, open a different folder in which to save the file.
- 3 If you wish type a different name for the file.
- 4 Click **Save**.

Editing a Project

Once you've saved a project, you can open it and change it. See *Altering and Adjusting Images*, *Refining the Morph* and *Advanced Techniques* later in this chapter for details. Additionally, you can change the start or finish image.

To change an image:

- 1 Choose **Import Image 1** (or **Import Image 2**) from the **File** menu.
or
Click the **Import Image 1** (or **Import Image 2**) button in the image area.



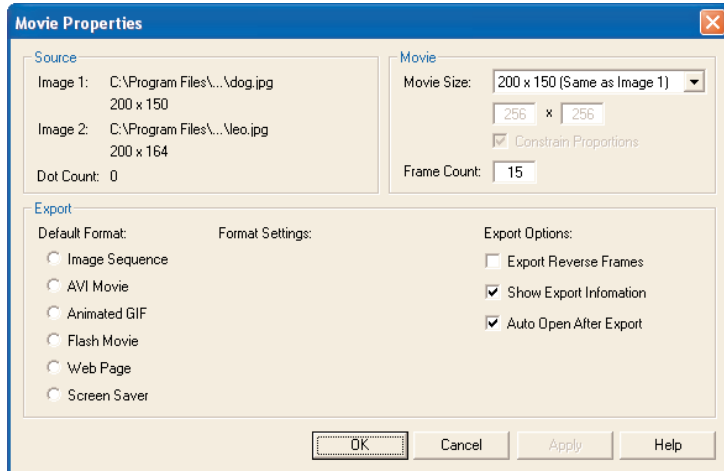
Import Image dialog box

- 2 Locate where the new image is and select it.
- 3 Click **Open**.

Also, you can change movie properties.

To change a movie's properties:

- 1 Choose **Properties** from the **Movie** menu.
or
Click the **Movie Properties** button at the bottom left of the *Preview* area.



Properties dialog box

- 2 To change the size of the active movie, select a different size from the list.
or
Type new width and height values. (To specify the width and height independently, clear the **Constrain Proportions** check box.)
- 3 To increase or decrease the number of frames in the movie, type a different value in the **Frame Count** box.
- 4 Select a default export format. (You can override this when you actually export the project.)
- 5 Specify the default export settings. The available options depend on the format you selected in step 4.)
- 6 Select *Export Options* as desired:
 - **Export Reverse Frames:** Select this to have users play the morph backwards as well as forwards.
 - **Show Export Information:** Select this to view movie information (such as number of frames, frame rate and file size) after you export the movie.
 - **Auto Open After Export:** Select this to have the movie play automatically immediately after you export it.
- 7 Click **OK**.

Previewing a Project

After importing two images into a project, the *Preview* area shows the middle frame, which is a cross-dissolve between the two images.

To view the morph:

- Click the **Play** button on the right of the *Preview* area.



preview area and control buttons

- Click the **Stop** button to halt the morph movie.
- Click the various frame buttons under the **Play/Stop** button to view frames. You can go directly to the first or last frame or step through individual frames by clicking the **Next Frame** or **Previous Frame** button.
- You can also use the corresponding commands on the **Play** menu.

Additionally, you may switch from the standard workspace view to preview mode after you've finished editing your movie. This view provides the largest area for viewing your morph.

To switch to preview mode:

- Press **F7**.
- Choose **Preview Only** from the **View** menu.

If you choose **Auto Loop** from the **Play** menu (or select **Auto Loop** above the **Play** button) and click the **Play** button, the movie will loop continuously.

Exporting an Animation

To put the project in a form that can be viewed by others, you export it.

You can create a series of frames by exporting the project as an image sequence. Each morph frame will be saved as an individual file in your choice of formats: .BMP, .JPEG, .TIFF, .PNG, .TGA, .PCX or .GIF. In most cases, .JPEG is the best choice. If you use 32-bit source images to take

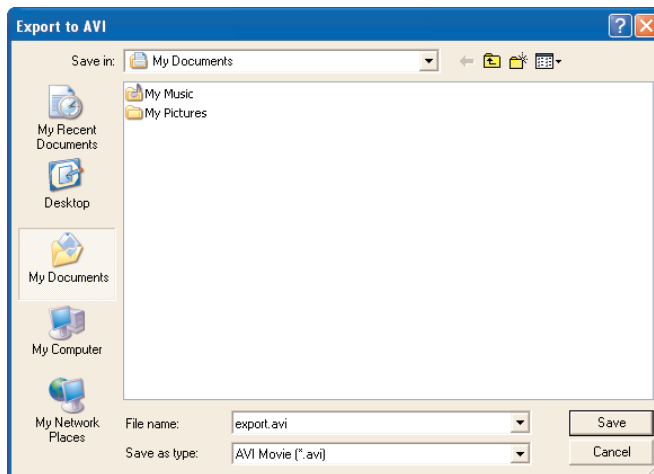
advantage of transparency (to overlay smoothly onto video in other video software), you should select either the .BMP, .TIFF, .PNG or .TGA format.

Alternatively, you can export the movie as an .AVI, animated .GIF, Flash (.SWF) or Screen Saver (.SCR) file. .AVI is a standard Windows video format with good quality. Use .AVI if you plan to import the morph into movie editing software. .GIF files are good for web pages because they can be viewed by any browser. The overall image quality is lower because .GIF only supports 256 colors. Flash is the best movie for web pages because it is very small with high quality, but not everybody has the plug-in needed to view Flash movies. This is the best choice for sharing with friends by e-mail if your friends can play Flash movies.

You can also export the movie as a web page in which the movie appears as a .SWF file.

To export a movie:

- 1 Choose **Export Movie** ► type from the **File** menu.
or
Right-click the **Export Movie** button in the *Preview* area and choose a movie type.



export movie dialog box

- 2 Locate where you want to save the movie file.
- 3 Name the movie.
- 4 Click **Save**.
- 5 If you're making an .AVI movie, select a compression scheme from the list and, if available, adjust the quality.

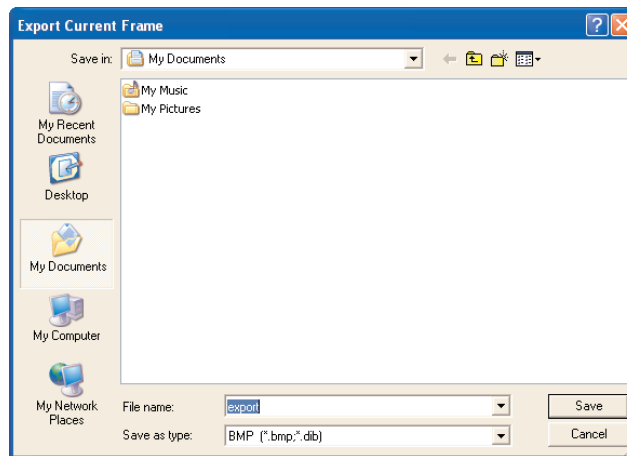
- 6 Click **OK**.
- 7 If you selected **Show Export Information** in the *Movie Properties* dialog box, the *Export Information* window appears. Click **OK**.
- 8 If you selected **Auto Open After Export** in the *Movie Properties* dialog box, the movie opens automatically for you to view it. Close the viewer when you're done.

Exporting an Image

You can export individual frames within the movie. You can save the frame as an individual file: .BMP, .JPEG, .TIFF, .PNG, .TGA, .PCX or .GIF. If you use 32-bit source images to take advantage of transparency, you should select either the .BMP, .TIFF, .PNG or .TGA format.

To export a frame:

- 1 Use the **Next Frame** or **Previous Frame** button in the *Preview* area to locate the frame to export.



export frame dialog box

- 2 Choose **Export Current Frame** from the **File** menu.
or
Click the Export Current Frame button in the Preview area.
- 3 Locate where to save the image file.
- 4 Name the image file.
- 5 Select the type of image file to export from the **Save as type** list.
- 6 Click **Save**.
- 7 If you selected **Show Export Information** in the *Movie Properties* dialog box, the *Export Information* window appears. Click **OK**.

- 8 If you selected **Auto Open After Export** in the *Movie Properties* dialog box, the image opens automatically in your default image viewer. Close the viewer when you're done.

Viewing Images

FantaMorph has a built-in image view that you can use to look at individual images or image sequences.

To use the Image Viewer:

- 1 Choose **Image Viewer** from the **Tools** menu.

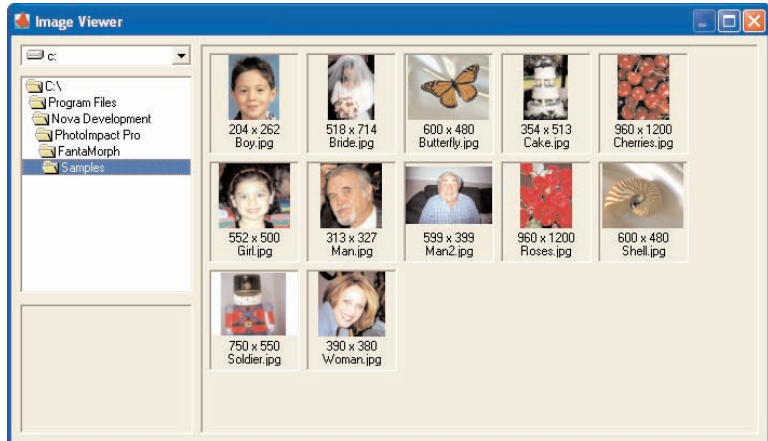


Image Viewer

- 2 In the tree view on the left, locate and select the folder with the image or image sequence.
- 3 Locate and select the image or the first image in the sequence. The selected image appears in the area under the folder tree.
- 4 To close the Image Viewer, click its close box.

Sharing Morphs

If your friends or family have FantaMorph, you can easily share your projects with them.

To share a project:

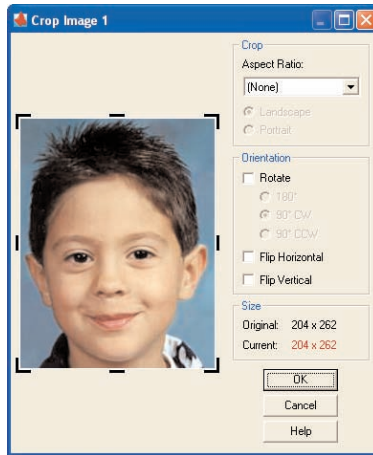
- 1 Choose **Share Project with** from the **File** menu. Your default e-mail program opens with the current project attached.
- 2 Add a recipient, subject and message.
- 3 Click **Send**.

ALTERING AND ADJUSTING IMAGES

When creating a morph, depending on your intention, it's best to work with two images that are similar. You may find that you have two similar images but have to adjust them to create a good morph. You can do some adjustments in FantaMorph. For more extensive adjustments turn to Photo Explosion.

Cropping

You may want to trim excess background from one or both of your morph images. It's easy to do in FantaMorph.



Crop dialog box

It's best to crop the image before placing any dots. All dots located outside of the selected portion of an image will be relocated to some position inside the selected portion after cropping. All such dots will need to be matched with their corresponding dots and then appropriately repositioned. This should be avoided if at all possible. (See *Working with Dots* later in this chapter.)

To crop an image:

- 1 Click the **Crop Image 1** button in the *Image 1* area.
or
Click the **Crop Image 2** button in the *Image 2* area.
- 2 In the *Crop* area, specify any **Aspect Ratio** restrictions.
- 3 Specify the orientation of the image. (Changing the **Landscape** and **Portrait** options will cause the aspect ratio to be reversed when cropping.)

- 4 Drag the black markers around the image until you've defined the area to keep. (The blue-shaded area will be trimmed away.)
- 5 Click **OK**.

.....

Notes:

- When cropping an image to which you have already added dots, dots located within the selected portion are displayed in normal style, but dots located outside the selected portion are highlighted.
- By default, you can freely drag the cropping handles and select any size of image. It is best that the source images have the same aspect ratio to avoid distortion. The simplest way to guarantee this is to select the same aspect ratio when cropping each source image. If you have previously set the movie size, select **Match to movie**.

.....

Rotating and Flipping

Perhaps you've found two perfect images to use, but their orientations are different. You can rotate or flip images in FantaMorph.

.....

Note: Key dots will be rotated or flipped along with an image when it is rotated or flipped.

.....

To rotate an image:

- 1 Click the **Crop Image 1** button in the *Image 1* area.
or
Click the **Crop Image 2** button in the *Image 2* area.
- 2 Select the **Rotate** check box.
- 3 Click one of the rotate options: **180°**, **90° CW** or **90° CCW**.
- 4 Click **OK**.

To flip an image:

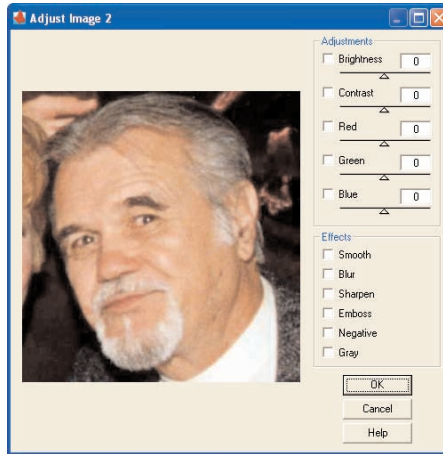
- 1 Click the **Crop Image 1** button in the *Image 1* area.
or
Click the **Crop Image 2** button in the *Image 2* area.
- 2 Select one of the flip check boxes: **Flip Horizontal** or **Flip Vertical**.
- 3 Click **OK**.

Adjusting the Image Quality

You can adjust the brightness, contrast or red/blue/green color values of either of the images.

To adjust an image:

- 1 Click the **Adjust Image 1** button in the *Image 1* area.
or
Click the **Adjust Image 2** button in the *Image 2* area.



Adjust Image dialog box

- 2 Select the check box(es) for the adjustment(s) you want to make.
- 3 Drag the slider for each selected adjustment.
or
Type a value between -100 and 100 in the box(es).
- 4 Click **OK**.

Applying Effects

With FantaMorph you can apply some effects to the images.

To apply effects to an image:

- 1 Click the **Adjust Image 1** button in the *Image 1* area.
or
Click the **Adjust Image 2** button in the *Image 2* area.
- 2 Select the check box(es) for the effect(s) you want to apply.
- 3 Click **OK**.

REFINING THE MORPH

Once you've imported the images and adjusted them for morphing and, perhaps, enhanced them, you're ready to fine-tune the project. You may want to work in edit view, where you see only the two source images on screen.

To switch to edit mode view:

- Press **F6** key,
- Choose **Edit Only** from the **View** menu.

Also, you can zoom in or out of each image.

To zoom in:

- Click the **Zoom In** button on the toolbar and then click the image.

To zoom out:

- Click the **Zoom Out** button on the toolbar and then click the image.

If you've zoomed in and can't see a section where you want to put dots, click the **Drag to Scroll Viewpoint** button and then move the pointer over the image. Drag the image to move it in the image area.

Working with Dots

While morphs can be produced in many different ways, FantaMorph uses key dots. It is effective, fast and easy to use. Every dot you add to one image will automatically result in a corresponding partner dot on the opposite image. Dots only come in pairs because the dot pairs match up key features in each image to tell FantaMorph how the first image will morph into the second image.



2 images with paired dots

Dots pairs must be in the same logical positions; otherwise, the result may be unconvincing. You must carefully adjust the dot positions that define the affected areas to get the best morph. It's best to place dots on the major

elements of a morphing image. For example, when morphing two faces as the source images, the major elements include eyes, nose, mouth, top of head, chin and so on.

The more dot pairs you have on the images; the more realistic the morph will be.

To add a dot pair:

- 1 Click the **Add Dot** button between the two images.
- 2 Click on one of the images where you want the dot to be. (A corresponding dot appears on the other image in the same position.)
- 3 Continue to place dots on the images.

.....
Note: By default all the dots are the same color. You can set **Color Cycle** in the *Options* dialog box to have the dots cycle through eight basic colors. This may help you see the pairs.
.....

To move a dot:

- 1 Click the **Edit Dot** button.
- 2 Drag a dot to a new location. (When you have the pointer over a dot, the corresponding dot on the other image blinks.)

.....
Note: Below the middle toolbar there's a window that shows a zoomed view of where the pointer is on the image.
.....

To delete a dot:

- 1 Click the **Delete Dot** button.
- 2 Move the pointer over the dot you want to delete and click. (Both the dot you clicked and the corresponding dot of the pair disappear.)

Using the Grids

To help you place dots, you can show a rectangular grid over the source images.

To show the grid:

- Choose **Show/Hide Grid** from the **Edit** menu.

To hide the grid:

- Choose **Show/Hide Grid** from the **Edit** menu again.



images with dots and Grid showing

There's also a triangular mesh, which maps the morphing process. You can show this mesh to help you place dots so they are most effective.

To show the mesh:

- Choose **Show/Hide Triangles** from the **Edit** menu.

To hide the mesh:

- Choose **Show/Hide Triangles** from the **Edit** menu again.



images with dots and Triangles showing

ADVANCED MORPHING

Making a Morph with More Than Two Images

Once you've mastered the basics, you can do more advanced morphs.

You can, by creating intermediary morph images, create a morph based on more than just two images.

For example, if you have five images and you want to make a Flash movie of a morphing from the first image to the last, here's how you would do it.

- 1 Create a morph of the first two images, save it as an image sequence and save it as a morph project.

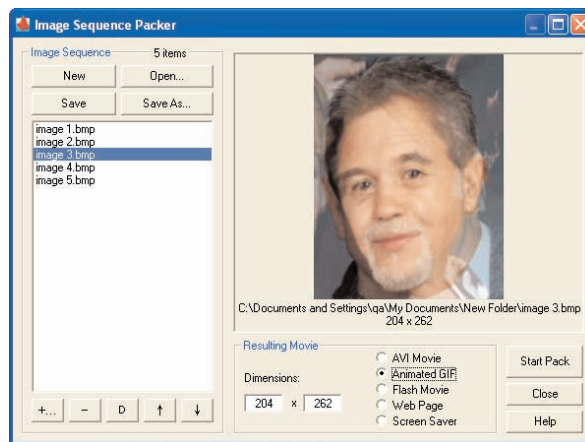


Image Sequence Packer

- 2 Swap the source images by choosing **Swap Frames** from the **Edit** menu.
- 3 Import the third image to replace **Image 2** (which was the initial image). Create a morph of the second and third images and save it as an image sequence and a morph project.
- 4 Repeat steps **2** and **3** until you have created image sequences for the following pairs: image 1 and image 2; image 2 and image 3; image 3 and image 4; image 4 and image 5.
- 5 Choose **Image Sequence Packer** from the **Tools** menu.
- 6 Click the **Add Images (+)** button.

- 7 In the select *Image Sequence* dialog box, select all the images for the four different morph sequences. (If each has 15 frames, this would be 60 images.) You can select the first image in the first sequence and then press Shift to select the last image in the last sequence to quickly select all the images.
- 8 Click **Open**.
- 9 Select the type of movie.
- 10 Click **Start Pack**.

Using Add-On Effects

There are three add-on effects you can apply in FantaMorph: a background, mask or foreground. Since the size and relative position of the images used for effects can't be adjusted, you have to find a suitable picture to use for the best effect.

Backgrounds

If the source images are 32-bit images with an alpha channel, you can blend the morph with any single color or any other image as a background.



background image example

.....

Note: If the source images are not 32-bit (most images are 24-bit images), you must first use a mask to blend the images into a background. (See the next section on *Masks*.)

.....

To add a background image:

- 1 Click the **Back** button on the left side of the *Preview* area.
or
Choose **Background** from the **Movie** menu
- 2 Locate and select a background image.
- 3 Click **Open**.

A thumbnail of the image appears in the Back box.

.....
Note: You can also drag an image directly into the **Back** box.
.....

To add a background color instead of an image:

- 1 Choose **Options** from the **Tools** menu.
- 2 In the *Movie* area, click the **BackColor** box.
- 3 Select or specify a color and click **OK**.
- 4 Click **OK**.

.....
Note: If you apply a background color and a background image, the background image may be blended with the background color. This is a useful way to change the hue of the background image. By using black as the background color, you will keep the background image as it was originally.
.....

To hide or show the background image:

- Click the **Back** button on the left.
- Click the **Back** thumbnail on the left.
- Choose **Show/Hide Background** from the *Movie* menu.

To delete the background image:

- Choose **Clear Background** from the **Movie** menu.
- Right-click the **Back** box.

To change the background image:

- 1 Double-click the **Back** thumbnail.
or
Choose **Background** from the **Movie** menu.
- 2 Locate and select a different background image.
- 3 Click **Open**.

A mask is a 256-level grayscale bitmap. When you apply a mask to a morph, the morph will take on the mask's qualities. The brightness of each pixel of the mask image is applied to the transparency of the corresponding pixel of the morph to 'mask out' part of the image: a white pixel makes the corresponding morph pixel opaque; a black pixel makes a fully transparent pixel and the various levels of gray apply varying levels of transparency.



mask example

To apply a mask:

- 1 Click the **Mask** button to the left of the *Preview* area.
or
Choose **Mask** from the **Movie** menu.
- 2 Locate and select an image file to use as a mask.
- 3 Click **Open**.

A thumbnail of the image appears in the **Mask** box.

.....
Note: You can also drag an image directly into the **Mask** box.
.....

To hide or show the mask:

- Click the **Mask** button on the left.
- Click the **Mask** thumbnail on the left.
- Choose **Show/Hide Mask** from the **Movie** menu.

To delete the mask:

- Choose **Clear Mask** from the **Movie** menu.
- Right-click the **Mask** thumbnail.

To change the mask:

- 1 Double-click the mask thumbnail.
or
Choose **Mask** from the **Movie** menu.
- 2 Locate and select a different image for the mask.
- 3 Click **Open**.

Foreground

You can add a foreground image that overlays the morph. For example, you may want to overlay the morph with an image to make a photo frame, text caption or other similar effects. The image should be a 32-bit image with an alpha channel for transparency.

To overlay the morph with an image:

- 1 Click the **Fore** button to the left of the *Preview* area.
or
Choose **Foreground** from the **Movie** menu.



foreground image example

- 2 Locate and select an image file to use as an overlay.
- 3 Click **Open**.

A thumbnail of the image appears in the **Fore** box.

.....
Note: You can also drag an image directly into the **Fore** box.
.....

To hide or show the overlay:

- Click the **Fore** button on the left.
- Click the **Fore** thumbnail on the left.
- Choose **Show/Hide Foreground** from the **Movie** menu.

To delete the overlay:

- Choose **Clear Foreground** from the **Movie** menu.
- Right-click the **Fore** thumbnail.

To change the overlay:

- 1 Double-click the **Fore** thumbnail.
or
Choose **Foreground** from the **Movie** menu.
- 2 Locate and select a different image for the overlay.
- 3 Click **Open**.

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