

TIFFany User Interface Enhancements

257522_PixelRule.tiff ↵

circular sliders;↵**Circular Sliders**

913680_PixelRule_Index.tiff ↵

160164_Fig.1.tiff ↵

The circular slider is one more tool which was designed to connect the controlling element and the resulting parameters in a intuitive way. This is very comfortable way for entering angles.

Note: All angles in TIFFany II will be entered in the degrees (0 to 360)

color spreads; **Color Spreads**

81089_PixelRule_Index.tiff ↵

Fig.1.tiff ↵

The creation of changes in color or brightness are made with the so-called Color Spread. You can simply drag any number of colors into such a spread area. The change from one color you dragged in to the next one will be made according to the chosen interpolating method. The interpolating methods are basically the same as when working with gradation curves, but unlike there, they will be viewed from top and create changes in color or brightness. Inside the panel you can always pick up a color spot and move it to another location. To remove a color simply pick it up and drag it out of the panel. A

single click on a color spot will select this color in the Color Panel.

fly buttons; ↗Fly Buttons

685359_PixelRule_Index.tiff ↗

861002_Fig.1.tiff ↗

The Fly-Button is found on the top left of some panels. If you activate this button the panel will always be on top of all other documents or panels. This is quite useful for the TIFFany II Action Manager or the Processes panel.

If you have several "flying" windows, they will be sorted among themselves like normal windows.

***gradation curves;* ↪ Gradation Curves**

902727_PixelRule_Index.tiff ↪

In many panels of TIFFany II you will have the possibility to define a curve, for instance in ;**Animations/Animation.rtf**d;;**fade animation;** ↪ **Animation Fading**, ;Actions/Facet.rtfd;; ↪ **Facet Action** or in ;Actions/Correction RGB.rtfd;; ↪ **Correction RGB**. These curves will mainly be used for transfer functions. An example for this would be color correction or a fade-in with an Animation. It allows to map an interval [0..1] by use of a function onto [0..1].

224866_Fig.1.tiff ↪

To create a new supporting point just click into the curve window. At any time you can pick a supporting point with the mouse and drag it

around. To remove a point just pick it up and drag it out of the panel.

Loading and saving of defined functions can be done with the corresponding Open¹/₄ and Save¹/₄ buttons.

Furthermore you have the choice between four different kinds of curves, which are Constant Interpolation, Linear Interpolation, Catmull-Rom Spline and the Gamma Approximation. These methods offer different levels of quality and complexity. Choose the method you want from the pop-up menu on top of the panel.

Constant Interpolation

716955_PixelRule_Index.tiff ↵

Fig.2.tiff ↵

As you can see, the Constant Interpolation is a stairway-like connection between the supporting points. The resulting curve consists of piecewise constant functions.

Linear Interpolation

454320_PixelRule_Index.tiff ↵

Fig.3.tiff ↵

This simply connects the points with straight lines. It is possible, if needed, to create non-continuous functions when you are using the Linear Interpolation or the Catmull-Rom-Spline explained below, by simply setting a supporting point exactly under or over another one. The result will be a sharp jump in the curve.

Catmull-Rom Spline

255602_PixelRule_Index.tiff ↵

Fig.4.tiff ↵

The Catmull-Rom method calculates a polynomial functions of third order that actually go through the supporting points and thus create a smooth curve.

The results will be very fine changes from one level of a function to another.

Gamma Approximation

519307_PixelRule_Index.tiff ↵

Fig.5.tiff ↵

This method attempts to approximate the given points as closely as possible without having to go through them. It is mainly used for the correction of color casts. The formula for this function is:

Fig.6.eps ↵

measurement fields;↵**Measurement fields**

953506_PixelRule_Index.tiff ↵

When entering values for length, height, width or distances you will have the possibility to choose the measuring units.

If you do not choose a unit, TIFFFany will use pixels by default.

pixel (also: pixels)

inch (also: inches, in, ")

point (also: points, pt)

pica (also: picas)

cm

mm