

MGXEFX.DOC

Do not modify without contacting Sherri Harte.

Using Special Effects

{button Tell me how...,PI(`MGXEFX.HLP`,`HT_using_the_EffectsBrowser`)}

You can modify images with special effects that change images in many different ways. For example, the Watercolor effect transforms an image into the likeness of a watercolor painting. The Twirl effect makes an image appear "swirled" outward from the center of the image.

Effects are applied using the EffectsBrowser™ dialog box.

- To open the EffectsBrowser in Picture Publisher or PhotoMagic, click Effects on the Image menu.
- To open the EffectsBrowser in Designer, click Image Effects on the Object menu.
- To open the EffectsBrowser in Windows Draw, click Image Effects on the Tools menu.

The EffectsBrowser lets you easily choose the effects and effects options you want and preview them before applying them to an image.

In Picture Publisher or Photomagic, the effects apply only to the area inside or outside masked areas, as specified by the EffectsBrowser. If there are no masked areas in the image, the effects apply to the entire image. In Designer and Windows Draw, the effects are applied to the selected objects.

Note

- When you select an object and apply an effect in Windows Draw, the object is converted to an image using the default resolution setting of 96 dpi. If you want the object to be converted to an image at a different resolution, use the Convert to Image command before applying an effect.

Combining the supplied effects and the options available with each effect, you have unlimited techniques you can use to create the special effect you want.

To create a cool effect using Picture Publisher or Photomagic, apply an effect in the EffectsBrowser, then undo the effect. Use the Eraser tool in the Retouch tool set to erase on the image in the effect you chose in the EffectsBrowser.

{button Related Topics,PI(`MGXEFX.HLP`,`RT_Using_Special_Effects`)}

[Using the EffectsBrowser](#)

[Examples of Effects](#)

Using the EffectsBrowser

{button Tell me how...,PI(`MGXEFX.HLP`,`HT_using_the_EffectsBrowser`)}

The EffectsBrowser is a dialog box that lets you choose effects, select effects options, preview effects on selected portions of an image, and apply the effects.



The bottom left side of the EffectsBrowser contains the Image Effects list box, a scrollable choice list of available image effects. To make the list easier to use, the effects are grouped into the following categories:

- **Artistic**
— used to simulate the tools of the artist.
- **Color Adjust**
*used to alter various "mapping" functions such as color balance and hue.
- **Distortion**
*used to distort the image with custom effects such as Twirl and Wind.
- **Photographic**
*used to simulate effects used by photographers and photo processors.
- **Texture**
*used to apply a texture to an image.
- **Three Dimensional**
*used to give the image various three-dimensional effects.

When you click an effect in the Image Effects list box, the Effects options area changes to accommodate the selected effect. Each effect has its own set of options.

At the top of the Effects options area is a button displaying the name of the effect. Click this button for a brief explanation of the effect. Click the Preview button to see the effect on your image.

Other buttons in this dialog box include:

- **In/Out button**
*If an image has masked areas, the In/Out button lets you specify whether the effect is applied to the inside or the outside of the masked area. If the In/Out button shows "In," the effect is applied inside the mask. If the In/Out

button shows "Out," the effect is applied outside the mask. If you do not have masked areas, the effect is applied to the entire image. This option does not apply to Windows Draw.

- **Preview button**

- The Preview button lets you preview the effect on a portion of an image. Previewing the effect is much faster than applying the effect to an entire image. The effect is displayed in the Preview area on the right side of the EffectsBrowser. You can select which portion of an image is previewed by moving the window in the Preview area with the cursor.

- **Reset button**

- The Reset button resets the Preview area to the state before the Preview button was clicked.

- **Apply button**

- The Apply button lets you apply the effect to an image without closing the EffectsBrowser. The effect is only visible in the Preview area. When you click OK, the effect is visible on the image. You can cumulatively apply multiple effects to an image before you click OK.

- **OK button**

- The OK button accepts all applied changes to the image and closes the EffectsBrowser.

- **Cancel button**

- The Cancel button closes the EffectsBrowser without making any changes to the image.

{button Related Topics,PI(`MGXEFX.HLP`,`RT_Using_the_EffectsBrowser`)}

[To use the EffectsBrowser](#)

[To apply image effects to a bitmap image in Designer](#)

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To use the EffectsBrowser

- 1 In Picture Publisher or Photomagic, click Effects on the Image menu, or press CTRL+E. In Windows Draw, click Image Effects on the Tools menu. The EffectsBrowser dialog box opens.
- 2 Choose an effect from the Image Effects list box.
- 3 Select the options you want to use.
- 4 Click Preview to view the effect.
- 5 Click Apply or OK to apply the effect. If you click Apply, the EffectsBrowser remains open so you can choose other effects. If you click OK, the effect is applied and the EffectsBrowser closes.

{button Related Topics,PI(`MGXEFX.HLP`,`RT_To_apply_image_effects_to_a_bitmap_image_in_Designer`)}

To apply image effects to a bitmap image in Designer

- 1 Select the bitmap image in Designer.
- 2 On the Object menu, click Image Effects. The EffectsBrowser dialog box opens.
- 3 Click an effect in the Image Effects list box. The options for that effect appear.
- 4 Choose the option settings that you want.
- 5 Click Preview to view the effect.
- 6 Click Apply or OK to apply the effect. If you click Apply, the EffectsBrowser remains open so you can choose other effects. If you click OK, the effect is applied and the EffectsBrowser closes.

Tips

- For information about an image effect and its controls, click the button showing the effect's name.
- You can also open the EffectsBrowser by clicking the Image Effects button on the Image ribbon in Designer.

{button Related Topics,PI(`MGXEFX.HLP`, `RT_To_apply_image_effects_to_a_bitmap_image_in_Designer`)}

[Using Special Effects](#)

[Using the EffectsBrowser](#)

Examples of Effects

This section shows representative examples of all effects supplied with EffectsBrowser. However, because some options can greatly enhance how an effect behaves, it is not possible to show an example of each effect using all options. The best way to learn what an effect does to your image is to try the effect using different options setting. Also, you can apply multiple effects to the same image for unlimited variations of effects.

There are six categories of effects from which you can choose: Artistic, Color Adjust, Distortion, Photographic, Texture, and Three-Dimensional.

{button Related Topics,PI(`MGXEFX.HLP`,`RT_Examples_of_Effects`)}

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[Using the EffectsBrowser](#)

Artistic Effects

Artistic effects let you transform an image so that it has the appearance of a specific art style. Artistic effects include Charcoal, Oil Painting, Pastel, Pop Art, and Watercolor.

```
{button Examples,PI(`MGXEFX.HLP`,`RT_artistic_effects')}
```

[Charcoal](#)

[Oil Painting](#)

[Pastel](#)

[Pop Art](#)

[Watercolor](#)

Artistic Effects

Charcoal



Before



After

Artistic Effects

Oil Painting



Before



After

Artistic Effects

Pastel



Before



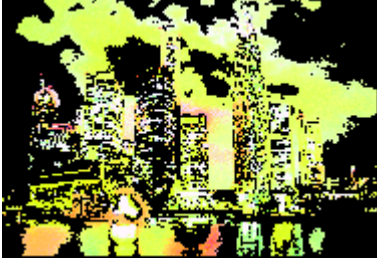
After

Artistic Effects

Pop Art



Before



After

Artistic Effects

Watercolor



Before



After

Color Adjust Effects

Color adjust effects let you adjust the lightness, darkness, saturation, and contrast of the colors in an image. Color adjust effects include Color Balance, Color Saturation, Contrast/Brightness, Dither, Gamma Correction, Hue Adjustment, Posterize, and Threshold.

```
{button Examples,PI(`MGXEFX.HLP',`RT_color_adjust_effects')}
```

[Color Balance](#)

[Color Saturation](#)

[Contrast/Brightness](#)

[Dither](#)

[Gamma Correction](#)

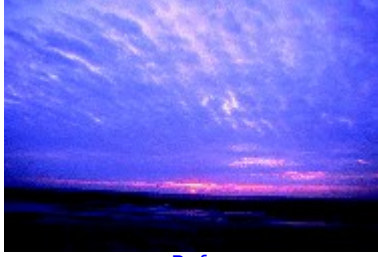
[Hue Adjustment](#)

[Posterize](#)

[Threshold](#)

Color Adjust Effects

Color Balance



Before



After

Color Adjust Effects

Color Saturation



Before



After

Color Adjust Effects

Contrast/Brightness



Before



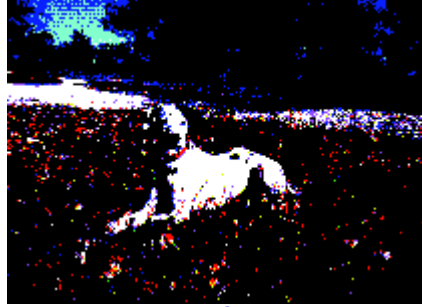
After

Color Adjust Effects

Dither



Before



After

Color Adjust Effects

Gamma Correction



Before



After

Color Adjust Effects

Hue Adjustment



Before



After

Color Adjust Effects

Posterize



Before



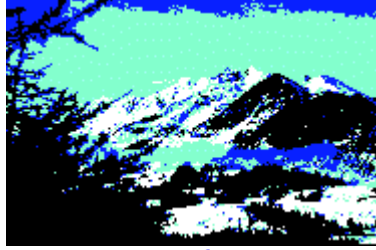
After

Color Adjust Effects

Threshold



Before



After

Distortion Effects

Distortion effects let you distort the picture by adding noise or blurring the image. Distortion effects include Add Noise, Blur, Color Noise, Edge Detection, Gaussian Blur, Graphic Pen, Motion Blur, Prism, Polar to Rectangular, Tunnel, Twirl, User-defined, Wave, and Wind.

```
{button Examples,PI(`MGXEFX.HLP',`RT_distortion_effects')}
```

[Add Noise](#)

[Blur](#)

[Color Noise](#)

[Edge Detection](#)

[Gaussian Blur](#)

[Graphic Pen](#)

[Motion Blur](#)

[Polar to Rectangular](#)

[Prism](#)

[Tunnel](#)

[Twirl](#)

[User-Defined](#)

[Wave](#)

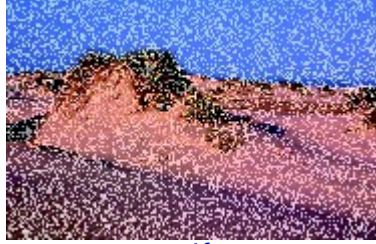
[Wind](#)

Distortion Effects

Add Noise



Before



After

Distortion Effects

Blur



Before



After

Distortion Effects

Color Noise



Before



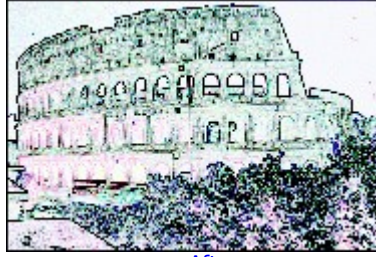
After

Distortion Effects

Edge Detection



Before



After

Distortion Effects

Gaussian Blur



Before



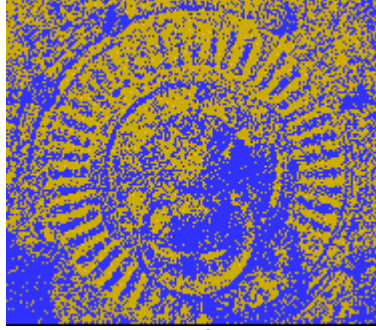
After

Distortion Effects

Graphic Pen



Before



After

Distortion Effects

Motion Blur



Before



After

Distortion Effects

Polar to Rectangular



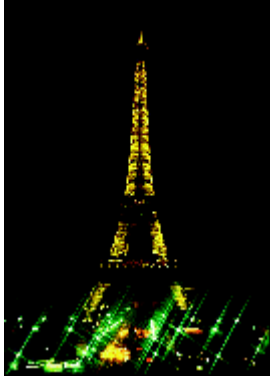
Before



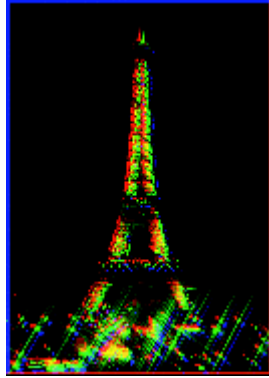
After

Distortion Effects

Prism



Before



After

Distortion Effects

Tunnel



Before



After

Distortion Effects

Twirl



Before



After

Distortion Effects

User-Defined



Before



After

Distortion Effects

Wave



Before



After

Distortion Effects

Wind



Before



After

Photographic Effects

Photographic effects let you improve the quality of an image. Photographic effects include Despeckle, Remove Pattern, Sharpen, Smooth, Stretch Detail, and Unsharp Mask.

{button Examples,PI(`MGXEFX.HLP`,`RT_photographic_effects')}

[Despeckle](#)

[Remove Pattern](#)

[Sharpen](#)

[Smooth](#)

[Stretch Detail](#)

[Unsharp Mask](#)

Photographic Effects

Despeckle



Before



After

Photographic Effects

Remove Pattern



Before



After

Photographic Effects

Sharpen



Before



After

Photographic Effects

Smooth



Before



After

Photographic Effects

Stretch Detail



Before



After

Photographic Effects

Unsharp Mask



Before



After

Texture Effects

Texture effects let you add the look of roughness or smoothness to an image. Texture effects include Crystallize, Disturb, Emboss, Engrave, Facet, Metal, Mosaic, Pixelize, Splatter, and Stucco.

```
{button Examples,PI(`MGXEFX.HLP`,`RT_texture_effects')}
```

Crystallize

Disturb

Emboss

Engrave

Facet

Metal

Mosaic

Pixelize

Splatter

Stucco

Texture Effects

Crystallize



Before



After

Texture Effects

Disturb



Before



After

Texture Effects

Emboss



Before



After

Texture Effects

Engrave



Before



After

Texture Effects

Facet



Before



After

Texture Effects

Metal



Before



After

Texture Effects

Mosaic



Before



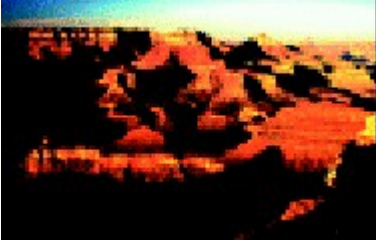
After

Texture Effects

Pixelize



Before



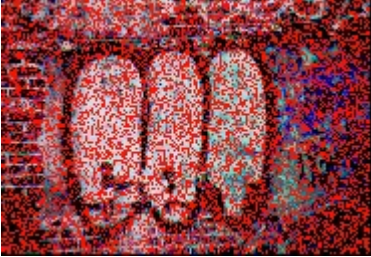
After

Texture Effects

Splatter



Before



After

Texture Effects

Stucco



Before



After

Three-Dimensional Effects

Three-dimensional effects let you add a 3D look to an image. Three-dimensional effects include Cylinder, Pillow, Pinch, Punch, and Sphere.

{button Examples,PI(`MGXEFX.HLP`,`RT_three_dimensional_effects`)}

[Cylinder](#)

[Pillow](#)

[Pinch](#)

[Punch](#)

[Sphere](#)

Three-Dimensional Effects

Cylinder



Before



After

Three-Dimensional Effects

Pillow



Before



After

Three-Dimensional Effects

Pinch



Before



After

Three-Dimensional Effects

Punch



Before



After

Three-Dimensional Effects

Sphere



Before

■

After

