

Introduction

This help is set up as a reference guide to all of the tools in EdgeWizard. Please refer to the User Guide included in the box for further information and tutorials.

If you wish to go to the MagicMask Help please click here:

[Go to MagicMask Help](#)

Before you call technical support (650-685-6806), be sure to check the frequently asked questions listed at our web site at <http://www.chromagraphics.com>

[More on the Technology](#)

[Welcome to EdgeWizard](#)

The Technology

With EdgeWizard, Chroma Graphics continues to bring biologically-based image editing solutions to the desktop. Chroma Graphics holds multiple patents based on the research of Dr. Fred Young. The company's ImageGenetics^a technology automatically decodes the way that nature interweaves color and form in an image, enabling you to manipulate each separately.

Our approach is revolutionary in that it derives from biological principles, rather than traditional computer-generated methodologies. The result is a set of uniquely powerful, new tools that improve productivity and quality in the areas of selection, color correction and compositing, where design professionals spend 80 percent of their time. What began years ago as a search for better tools to overcome the limitations of digital coloring has led to the creation of revolutionary image editing software, with much more to come!

[EdgeWizard Features](#)

[Welcome to EdgeWizard](#)

[EdgeWizard Tools](#)

Welcome to EdgeWizard

EdgeWizard brings you patented edging tools that “see” an image much the same way you do. It is the second in a suite of three integrated plug-ins that can revolutionize the way you create masks, blend edges and recolor images.

Using color range analysis, EdgeWizard offers a variety of edges to add to existing masks created in MagicMask or selections brought in from a parent application like Photoshop.

EdgeWizard is a plug-in. Plug-ins require a parent application in order to function. EdgeWizard works with Adobe® Photoshop® or any other applications that support the Photoshop 3.0 API or above.

[More on Technology](#)

Edge Wizard Features

Seamless Images - Tools that create professional edges for you.

Unlimited undo & redo - Be creative, you can always go back!

Complete editing tools - Traditional and new tools in one place.

Save and export selections - Save masks as TIFF files for export.

Registration

Registering your EdgeWizard software entitles you to automatic notification of new products, special upgrade pricing, and access to free technical support. You can register by fax or mail. You can also register with us through our website at <http://www.chromagraphics.com>

Your registration number is located on a sheet of pre-printed stickers tucked inside the manual. The number is different for Macintosh OS and Windows, so be sure to use the correct operating system stickers. This number is necessary for registration and to activate the software for the first time.

To register your copy of EdgeWizard, send your information and registration number by mail or fax to (650) 685-6818. For questions about registration, please call Customer Support at (650) 685-6800 or e-mail sales@chromagraphics.com.

EdgeWizard Features

Getting Started

After installing EdgeWizard into your Photoshop plug-in folder, open Photoshop.
Open an image and create or load a selection.

Select "EdgeWizard" from the "Filter" menu under the title "Chroma Graphics." The toolbar is located on the left side of the work area. Select a tool by either clicking on the tool icon or using the shortcut key. Alter your mask edge.

Click OK to send the altered mask back to Photoshop.

or

After installing EdgeWizard into your Photoshop plug-in folder, open Photoshop.
Open an image.

Select "MagicMask" from the "Filter" menu under the title "Chroma Graphics."
Create a selection using one of the many masking tools. Then click on the EdgeWizard button in the top left hand corner, below the Chroma logo.

The toolbar is located on the left side of the work area. Select a tool by either clicking on the tool icon or using the shortcut key. Alter your mask edge.

Click OK to send the altered mask back to Photoshop.

EdgeWizard Features

Tool Bar

Tool Bar

The tool bar is located on the left side of the work area. You select a tool either by clicking on the tool icon or using the shortcut key. You can select “hidden” tools by clicking and dragging with the mouse or pressing the shortcut key a second time.

[Tools](#)

[Hot Keys](#)

Preferences



Preferences are areas of the plug-in that you can change to meet the needs of your production environment. The following preferences may be modified to customize the way many features work in EdgeWizard.

- [Mask Display Settings](#)
- [Default Transition Point](#)
- [Color Info Sample Size](#)
- [Edge Color Distance](#)

Access the preferences window by clicking on the button at the lower left of the work area.

Mask Display Settings

The default color and opacity for the Masked IN/OUT “Other” display may be changed in the preferences.

[Preferences](#)

[Display Options](#)

Default Transition Point

This setting determines the location where inside and outside are located on a grayscale mask. The transition mid-point may be changed by using the slider or entering a value directly in 1% increments. The mid-point is the point recognized as the transition of the edge from inside to outside. A one-bit mask has only two values: fully masked (inside) and not masked (outside). With masks that have deep 8-bit grayscale values, the transition point is not as clear and needs to be set in the preferences. Any edge effect on grayscale values will use the transition point as reference. The transition point default is 50%. This transition point considers the values from 100% to 50% as inside and the values from 50% to 0% as outside.

Tip:

You may prefer the results for an inner edge direction if the transition point is set at 1%...then the values from 100% to 1% are inside and the values from 1% to 0% are outside.

You may prefer the results for an outer edge direction if the transition point is set at 99%...then the values from 100% to 99% are inside and the values from 99% to 0% are outside.

[Transition Point Preferences](#)

Color Info Sample Size

The Sample Size determines how the value of a color is calculated and displayed. Point sample reads the precise value of a single pixel. The value refers to the number of pixels analyzed.

[Preferences](#)

Edge Color Distance

The Edge Color Distance refers to the sample size of pixels analyzed for a Variable Color Edge. With a distance value of 3, a Variable Color Edge effect is created by averaging a 3x3 group of pixels at every edge location affected.

Note:

For edges with abrupt changes in pixel color, a low value from 1 to 3 will insure that each pixel is considered individually. For edges where the colors change gradually, a high value above 10 may be more appropriate.

[Variable Color Edge Preferences](#)

Display Options

At times, you may wish to “turn off” the mask preview to view the image without the mask, view the mask without the image or view the transitions of the mask. These options are available in the pop-up menu.

If you display “Mask Only,” unselected areas are black (unmasked), and selected areas are white (masked). Gray areas indicate a partial mask. The value of the mask determines how much image processing will affect a given area. The closer to white the value of the mask, the greater any image processing effect will be.

NOTE:

If you display using “Inverted Mask Only,” unselected areas appear white (unmasked) and selected areas appear black (masked). This is the opposite of the “Mask Only” display. The transition display offers another view of a grayscale mask. It does not alter the mask, but shows intermediate mask values from light to dark in five posterized steps. “Transparent In” will display the image with a checkerboard pattern in the areas that are not selected. “Transparent Out” has the opposite effect.

[Display OptionsHot Keys](#)

[Pan Tool](#)

[Zoom Tool](#)

[Mask Display](#)

Display Hot Keys

***No Mask Preview**

To turn the mask display off, use Ctrl/Cmd “H.” To return to the image with the mask, use Ctrl/Cmd “H” again.

***Mask Only**

This displays the mask as black & white. White is fully selected and black is not. To hide the image and show only the mask, use Alt/Opt + Ctrl/Cmd “H.” Use Alt/Opt + Ctrl/Cmd “H” again to return to the image with the mask displayed.

***Inverted Mask Only**

This displays the mask as black & white where black is fully selected and white is not.

***Transition Mask**

For a transition mask, use Shift + Alt/Opt + Ctrl/Cmd “H.” To return to the image with the mask, use Shift + Alt/Opt + Ctrl/Cmd “H” again.

[Display Options](#)

Zoom

The Zoom Tool allows you to change the magnification of an image. A single click in the image with the Zoom Tool will zoom-in. Each subsequent click will double the size.

Hold the Alt key to put the tool into the zoom-out mode. Each click in the image then reduces the view.

Zoom Hot Keys

A click and drag with the Zoom Tool displays the marquee area at the maximum magnification allowed by the size of the window.

The number to the right of the Zoom Tool displays the current zoom value. The zoom factor is displayed as a ratio. One to One (1:1) is the same as 100%; 4:1 is the same as 400% 1:2 is the same as 50% and so on.

Tools

Zoom Hot Keys

The Zoom Tool keyboard shortcut is the "Z" key. Double clicking on the Zoom Tool puts the image directly at 100% (1:1).

Control +/- performs the same zoom in/out functions.

If you hold down the Control key and the space bar together at any time in EdgeWizard, the plus Zoom Tool(+) appears with all of the features listed above. With the Alt key, the minus Zoom Tool(-) appears.

[Zoom Tool](#)
[Hot Keys](#)

Pan

The Pan Tool allows you to move an image with a click-and-drag motion. Double clicking on the tool displays the entire image at the maximum size allowed by the window.

[Pan Hot Keys](#) [Tools](#)

Pan Hot Keys

While using any other tool, hold down the space bar as a shortcut to the Pan Tool.

The keyboard shortcut to expand the image to the maximum display is Control + zero.

[Pan Tool](#)

[Hot Keys](#)

Mask Display

Next to the Zoom Tool and the Pan Tool is a pop-up window with a variety of options for displaying the mask.

Note:

Changing the mask display will not alter the image in any way. The mask display option simply offers different ways of viewing the image with the mask and previewing edge effects.

The mask may be displayed with the preset colors of white, black or gray. To specify another color, choose “Masked IN/OUT-other” and click on the color box. A color picker will be displayed from which you may choose the mask display color.

Tip:

In the preferences (see Chapter 1), you can alter the transparency of the “other” mask display.

[Mask IN/OUT Options](#)

[Mask Only Option](#)

[Transition Mask Display](#)

[Inverted Mask Display](#)

Mask IN/OUT

Masked IN means that the area of the image that has been selected will be displayed as specified (grayscale, white, black, etc.).

Masked OUT means that the area of the image not selected will be displayed as specified.

Tip:

To quickly change the display from Masked IN to Masked OUT or vice versa, use the "X" key.

[Mask Display](#)

[Mask IN/OUT Hot Keys](#)

Mask IN/OUT Hot Key

To quickly change the display from Masked IN to Masked OUT or vice versa hit the "x" key.

[Mask IN/OUT Options](#)
[Hot Keys](#)

Mask Only

At times, you may wish to turn off the mask preview to view the mask without the image or to view the transitions of the mask. These options are available in the pop-up menu.

If you display “mask only,” un-selected areas are black(masked out) and selected areas are white (masked in). Gray areas represent a partial mask in which the value of the mask will determine how much of an effect any image processing will have on that area of the image. When a mask is used, the closer to white the value of the mask, the greater any future image processing effect will be.

[Mask Only Hot Key](#)

[Mask Display](#)

Mask Only Hot Key

To hide the image and show only the mask, hit Alt + Control "H" (displays the mask as black & white). You can still edit the mask as you wish.

[Mask Only Option
Hot Keys](#)

Inverted Mask Only

At times, you may wish to turn off the mask preview to view the mask without the image or to view the transitions of the mask. These options are available in the pop-up menu.

If you display “inverted mask only,” un-selected areas are white (masked out) and selected areas are black (masked in). This is the opposite of the Mask Only display.

[Mask Display](#)

Transition Mask

The transition display offers another view of a grayscale mask. It doesn't alter the mask, only shows any gradients from light to dark in five posterized steps.

The transition display offers another view of a grayscale mask. It doesn't alter the mask, only shows any gradients from light to dark in five posterized steps.

[Mask Display](#)

[Transition Mask Hot Key](#)

Transition Mask Hot Key

To hide the image and show only the transition mask, hit Shift+Alt + Control "H" (displays the mask as black & white).

[Transition Mask](#)
[Hot Keys](#)

Tools

This section will introduce each of the tools available in EdgeWizard and explain how they work. There are four different tools available to create edge effects:



[Pixel Edge Brush](#)



[Quick Edge](#)



[Gaussian Edge](#)



[Variable Color Edge](#)

Pixel Edge Brush

Use the Pixel Edge Brush to directly paint onto the mask with a deep brush in either plus or minus mode. This brush alters your mask while creating an edge. The Pixel Edge Brush is used for a local application. The size, edge (plus/minus) and opacity can be changed in the brush dialog (below “Brush Size”). Dither can be clicked on or off, and the amount of noise/dither is adjustable in the preferences.

Note:

Hold the Opt/Alt key down to switch to the opposite brush (plus or minus).

[Edged Brush Hot Keys](#)

[Tools](#)

[Dither](#)

[Plus and Minus Edge Size](#)

[Opacity](#)

Pixel Edge Brush Hot Keys

The keyboard shortcut for the Plus Paint Brush is the "B" key.

The keyboard shortcut for the Minus Paint Brush is the Shift+"B".

Holding the Alt/Opt key down puts the brush in the opposite mode. If the plus(+) Paint Brush is in use, then the Alt/Opt key switches it to minus; if the minus(-) Paint Brush is in use, then the Alt/Opt key switches it to plus.

[Pixel Edge Brush](#)
[Hot Keys](#)

Quick Edge

The Quick Edge tool automatically applies a blur effect of 2-3 pixels to an edge. This edge effect may be applied either locally or globally.

Edge direction may be directed either inside, outside, or center. Dither can be clicked on or off, and the amount of noise/dither is adjustable in the preferences. The transition point of the edge effect may be altered in the preferences.

The Quick Edge affect is useful for compositing images when applied inside or outside. The Quick Edge simulates an anti-aliased edge and is useful for masks which have regular shapes like circles, squares ect.

[Quick Edge Hot Keys](#)

[Tools](#)

[Quick Edge Pro Pane](#)

Quick Edge Hot Keys

The keyboard shortcut for the Quick Edge is the "A" key.

[Hot Keys](#)

[Quick Edge Pro Pane](#)

Gaussian Edge

A gaussian effect softens an edge based on the gaussian distribution curve. The effect can be applied either locally or globally, and the edge may be directed inside, outside or center. Dither can be clicked on or off, and the amount of noise/dither is adjustable in the preferences. The edge width can also be changed in the preferences.

The gaussian effect is useful for creating blends used for compositing images when applied inside by 2 to 3 pixels. Altering the direction to be partially in and out may also assist in creating a blend area on a on edge. Special effects can also be created by using large edge and dither amounts.

[Tools](#)

[Gaussian Edge Hot Keys](#)

[Gaussian Edge Pro Pane](#)

Gaussian Edge Hot Keys

The keyboard shortcut for the Gaussian Edge is the "G" key.

[Gaussian Edge](#)

[Hot Keys](#)

[Gaussian Edge Pro Pane](#)

Variable Color Edge

The Variable Color effect analyzes the color value of each pixel to determine the best possible edge. This effect can be applied either locally or globally. The edge may be directed inside, outside or center. The depth of the effect radius is alterable. The transition mid point and the edge width are adjustable in the preferences. Dither can be clicked on or off, and the amount of noise/dither is adjustable in the preferences.

Because the Variable Color Edge tool analyzes the image near the edge of the mask, this effect is useful for creating blends along the edge of masks where the colors change in an irregular manner. Also, Variable Color Edge tool can be used when trying to extend a mask into similar colors along the edge (like fly away hair.) Altering the direction to be partially in and out may also assist in creating a desired blend along the edge of the mask. Special effects can also be created by using large edge and dither amounts, and then applying a centered Gaussian effect.

Tools

[Variable Color Edge Hot Keys](#)

[Variable Edge Pro Pane](#)

Variable Color Edge Hot Keys

The keyboard shortcut for the Variable Color Edge is the "V" key.

[Variable Color Edge](#)

[Hot Keys](#)

[Variable Edge Pro Pane](#)

Opacity

The brush opacity changes the overall opacity of the brush. 100% is fully opaque and 0% is fully transparent (essentially no effect). The more of the edge effect you want applied, the higher your opacity should be.

Brush Options

Pro Pane

The Pro Pane provides additional adjustment for the specific settings that apply to each tool.

[Variable Edge Pro Pane](#)

[Gaussian Edge Pro Pane](#)

[Quick Edge Pro Pane](#)

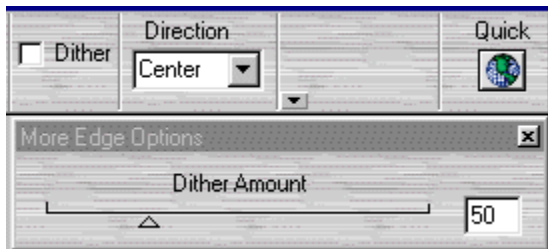
Quick Edge Pro Pane

The adjustment slider in the Quick Edge Pro Pane refers to the amount of Dither.

The dither property applies a random noise effect to the edge. Uniform blending of edges may create “banding”. You can adjust the dither slider in the Pro Pane from 1 to 999.

Note:

A typical dither value is between 3 and 10.



[Pro Pane](#)

[Quick Edge](#)

[Quick Edge Hot Keys](#)

Gaussian Edge Pro Pane

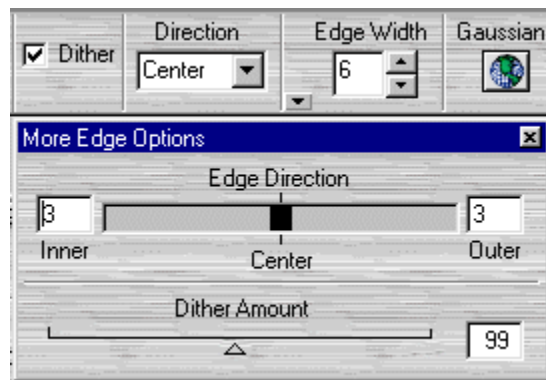
There are two controls within the Gaussian Edge Pro Pane, one for Edge Direction and the other for Dither amount.

The slider is set at the size of the edge width. A movable block on the slider shows the center point where outside is to the left and inside is to the right. The block can be moved with your cursor by clicking and dragging it either to the right or the left. Specific values may be entered on either side of the slider.

Pixel values are mixed randomly at the edge to avoid banding. The dither property applies a random noise effect to the edge. You may adjust the dither slider in the Pro Pane from 1 to 999.

Note:

A typical dither value is between 3 and 10.



[Pro Pane](#)

[Gaussian Edge](#)

[Gaussian Edge Hot Keys](#)

Variable Edge Pro Pane

The slider is set at the size of the edge width. A movable block on the slider shows the center point where outside is to the left and inside is to the right. The block can be moved with your cursor by clicking and dragging it either to the right or the left. Specific values may be entered on either side of the slider.

Edge pixels

The colors ANALYZED at the mask edge, or the "edge pixels", are available to be masked by the Variable Color Edge tool. The number of edge pixels is determined by the Edge Width.

Threshold

The value of Threshold determines which analyzed edge pixels are completely masked in (selected). The greater the Threshold value, the more edge pixels that will be fully masked in. The smaller the Threshold value, the fewer edge pixels that will be fully masked in. The Threshold default value is 0.

Falloff

Continuing from the value of the Threshold (where edge pixels are fully masked in), the remaining edge pixels are partially masked in varying opacity to create a natural effect from fully masked in to masked out (not selected).

The greater the Falloff, the more gradual the change is from masked in to masked out. The smaller the Falloff, the more abrupt the change is from masked in to masked out. The Falloff default value is 100.

Note:

When the Threshold is 100, all edge pixels are fully masked in and there is no Falloff.

Note:

The Falloff value can never be less than the Threshold value.

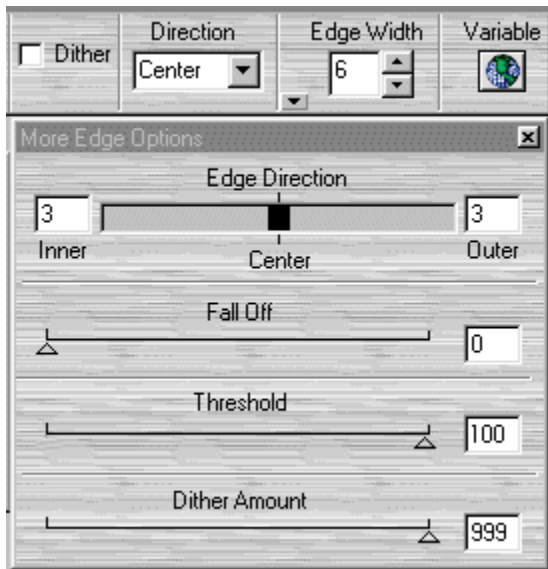
When the Falloff equals the Threshold, there are no partially masked pixels. Pixels are either completely masked in or completely masked out.

Dither

Pixel values are mixed randomly at the edge to avoid banding. Uniform blending of edges may create "banding". The dither property applies a random noise effect to the edge. You may adjust the dither slider in the Pro Pane from 1 to 999.

Note:

A typical dither value is between 3 and 10.



[Pro Pane](#)

[Variable Color Edge](#)

[Variable Color Edge Hot Keys](#)

Settings and Properties



[Global](#)

[Local](#)

[Edge Effect Display](#)

[Edge Direction](#)

[Inside and Inner](#)

[Outside and Outer](#)

[Edge Width](#)

[Dither](#)

[Transition Point](#)

[Brush Options](#)

[Pro Pane](#)

[Opacity](#)

[Center](#)

[Custom](#)

Global

A global effect means that the current edge setting will be applied to the entire mask. Click the globe button in the properties window to apply the global effect. Above the icon is the name of the current active edge effect. The active effect corresponds to the tool button depressed in the tool bar and the settings entered in the properties window and the Pro Pane.

[Settings and Properties](#)

[Pro Pane](#)

Local

An edge effect may be applied locally with a brush by clicking and dragging along the mask edge. You must cover the edge completely with the brush to “reveal” the effect. The active effect corresponds to the tool in use and the settings entered in the properties window. The size and settings of the brush are determined by the brush size options.

Tip:

If you are not happy with an edge, click “Reset” and change the settings. Each edge application will build on a prior edge instead of replace it and may not produce the effect you are looking for.

[Settings and Properties](#)

Edge Effect Display

The edge effect to be applied (either locally or globally) is displayed in a preview window under the tool bar. Click once on the display to view the transition in a posterized effect. Click again in the display to change it back to the blurred or “deep display” of the effect. If you double-click on this display, the Pro Pane will appear for the current tool.

[Settings and Properties](#)

Edge Direction

The edge effect on the existing mask can be applied either centrally, inside or outside of the edge. The mid-point or center refers to the area of an existing mask where a transition occurs from a masked area “inside” to an unmasked area “outside.”

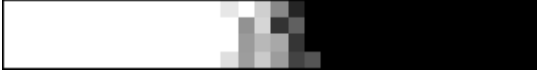
The Pro Pane provides an adjustment slider for the edge direction. A movable block on the slider shows the center point where outside is to the left and inside is to the right.

The slider is set at the size of the edge width. The block can be moved with your cursor by clicking and dragging it either to the right or the left. When you move the block, the edge direction changes to custom unless the position of the indicator corresponds to an inside or outside edge direction.

The endpoints can also be moved independently. Expanding or contracting an endpoint changes the corresponding edge width value. With a center direction, if the endpoint values are not equal, the edge direction becomes custom. With an inner or outer direction, if you change only one of the endpoints, the edge width value changes. The edge direction still indicates inside or outside. Specific values can be entered on either side of the slider.

Settings and Properties

Dither



A noise option dithers edge effects by randomly mixing pixel values. Uniform blending of edges may create “banding”. The dither property applies a random noise effect to the edge. You may check “dither” on or off, and adjust the dither slider in the Pro Pane from 1 to 999.

Note:

A typical dither value is between 3 and 10.

[Settings and Properties](#)

Inside and Inner

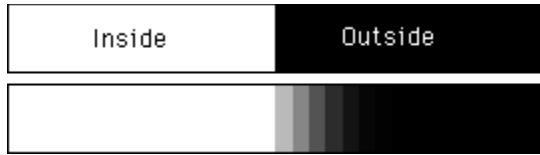


With a one bit mask, the inner part refers to the area that is fully selected. An inner application of an effect means that it is applied to the area 100% (fully masked in) up to the edge of 0% (not masked). The total amount of edge size is determined by the edge width.

With a deep mask, which already has 8-bit grayscale values, the mid-point where inner and outer meet defaults at the 50% value. That mid-point's location may be adjusted using the transition mid-point slider found in the Preferences.

[Settings and Properties](#)

Outside and Outer

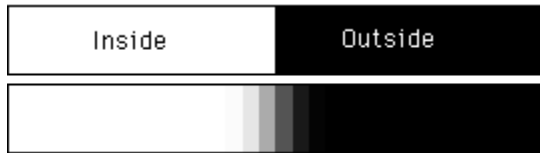


With a one bit mask, the outer part refers to the area that is 0%. An outer application of an effect means that the effect starts at 100% and moves out into 0% areas. The total amount of edge size is determined by the edge width.

With a deep mask, which already has 8-bit grayscale values, the mid-point where inner and outer meet defaults at the 50% value. That mid-point's location may be adjusted using the transition mid-point slider found in the Preferences.

[Settings and Properties](#)

Center



With a one bit mask, the center refers to an area in which the effect is applied equally to the “inside” and the “outside” of the mid-point. The total amount of edge size is determined by edge width.

With a deep mask, which already has 8-bit grayscale values, the mid-point where inner and outer meet defaults at the 50% value. That mid-point’s location may be adjusted using the transition mid-point slider found in the Preferences.

[Settings and Properties](#)

Custom

A custom setting refers to an edge effect applied in different amounts to the inside and outside of the mask. The edge direction slider in the Pro Pane allows you to specify the amount of inside and outside straddling the mid-point. The total amount of edge size is determined by the edge width.

With a deep mask, which already has 8-bit grayscale values, the mid-point where inner and outer meet defaults at the 50% value. That mid-point's location may be adjusted using the transition mid-point slider found in the Preferences.

[Settings and Properties](#)

Edge Width

The edge width number determines the width of the edge effect, with a value between 1 and 200 pixels.

[Settings and Properties](#)

Transition Point

With a one bit mask, the determination of inside and outside is simple. 100% is inside and 0% is outside and the mid-point or place of transition is clear. With a deep mask, the transition point as to where inside and outside occur is not as clear and must be stated specifically. The default mid-point or transition point with values other than 100% or 0% would be at the 50% value. So, values above the 50% are inside and below 50% are outside. Numeric values can be entered directly in 1% increments in the Preferences. The mid-point's position may be adjusted using the transition point slider.

Two special cases:

- When the transition slider is set to 0%, the inside is defined as fully masked (100%).
- When set to 100%, the outside is defined as 0% (not masked).

[Settings and Properties](#)

[Preferences](#)

Brush Options

Simulation of the brush area is displayed under the tools by clicking on the tab where brush is indicated. The other tab displays a simulated view of the edge effect being applied to the mask.

The brush size option changes the overall active size of the brush from 1-99 pixels. If the brush size is too big to be displayed, it will be scaled. Click on the small triangle under the brush size dialog and a window will display options for shape, opacity and plus/minus edge size.

You can change the shape of a brush to either round or square. Brush opacity changes the overall opacity of the brush. 100% is fully opaque and 0% is fully transparent. The more you want revealed of an edge effect, the higher your opacity should be.

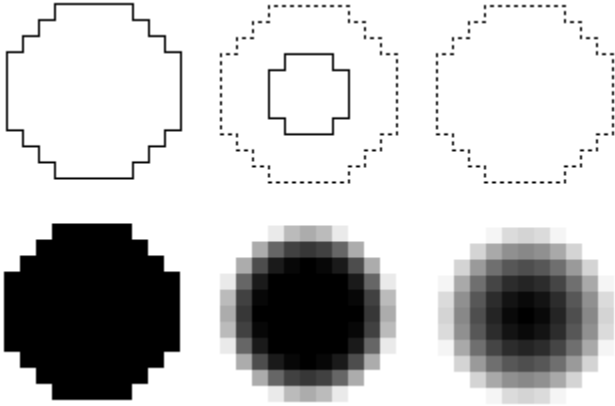
Note:

If the brush size is too large to be displayed, it will be scaled. The edge effect display shows the effect

[Settings and Properties](#)

Plus and Minus Edge Size

The edge size is how much of the brush size is transitioned from the perimeter towards the center. With a 10 pixel brush, if the plus/minus is 0%, the brush has no transition edge. If an amount of 50% is entered, 5 pixels in from the edge transitions from 0% to the opacity of the brush (100%). If the plus/minus edge size is set to 100%, from the edge of the brush to the center pixel transitions to 100% (fully masked) and a total of 10 pixels



Info Box

The Information box located under the tools provides:

The cursor position in X & Y coordinates

The value of the images pixels as you move your cursor over the image. Which can be viewed as RGB, HSB, Lab, & CMYK.

Note:

The sample size can be changed in the preferences to 1 x 1 (point sample), 3 x 3 or 5 x 5.

Actions

There are several actions accessed by buttons on the interface.

Cancel

OK

Invert

Load

Redo

Reset

Save

Undo

Reset

“Reset” cancels all changes and reverts to the initial state of the mask when you entered EdgeWizard. You can not undo a reset.

Note:

See [Integrated Suite](#) for details on how the “Reset” button works with Chroma’s integrated plug-ins (MagicMask, EdgeWizard and ChromaZone).

Actions

Cancel

Cancel all changes and exit EdgeWizard.

Actions

Invert

Occasionally it is more convenient to select part of the image by first selecting the parts that you do not want and then inverting the selection. For example, if you want to select an object that is placed against a solid-colored background, you can first select the background and then click “Invert” to select the object.

There are two ways to save your file. First, if your parent application supports Photoshop Quick Mask Mode, you can click OK and the mask information will be returned to your image. At this point, you can save the mask to a channel or to a separate layer mask (See OK). You can also save your file as an uncompressed Tagged Image File Format (TIFF) file. Click the “Save” button and you will be prompted to enter a file name. Then click OK. (The TIFF file format is used to exchange files between applications and computer platforms.)

Note:

The resolution of the image you are working on will be the default resolution of the TIFF file. This 8-bit grayscale TIFF can be used as a mask in any application that supports channels as long as the pixel dimensions of the image you are working on are the same as the saved mask.

To load a saved mask into EdgeWizard, click the “Load” button. You can read in any gray-scale TIFF file, provided the TIFF file has the same pixel dimensions as the image you are working on. A window will open from which you can select a file to be loaded. Navigate to the appropriate file and click “Open.” When creating a complex mask, use this option to save your work and continue later.

Tip:

Hit “Invert” again to return to the original mask.

Actions

OK

Return composite mask to host application. If your parent application supports Photoshop Quick Mask Mode, click OK and the mask information will return to your image. From here you may save the mask to a channel or to a separate layer mask if you so desire.

You may also save your file as an un-compressed Tagged Image file Format (TIFF) file. By clicking on the “Save” button.

[Save](#)

[Actions](#)

Save

EdgeWizard has two methods available for saving your mask. First, if your parent application supports Photoshop Quick Mask Mode, after you finish your mask you may click OK and the mask information will be returned to your image. From here you may save the mask to a channel or to a separate layer mask if you so desire.

You may also save your file as an un-compressed Tagged Image file Format (TIFF) file. By clicking on the “Save” button, you will be prompted to enter a file name. Then click OK. The TIFF file format is used to exchange files between applications and computer platforms.

Note:

The resolution of the image you are working on will be the default resolution of the TIFF file.

This 8 bit grayscale TIFF can be used as a mask in any application that supports channels as long as the pixel dimensions of the image you are working on are the same as the saved mask.

[Save Hot Key](#)

[Load](#)

[Actions](#)

Load

You can load saved masks into EdgeWizard. Using “Load”, you can read in any grayscale TIFF, provided the grayscale TIFF file has the same pixel dimensions as the image you are working on.

This is particularly useful during the process of creating a complex mask when you wish to save the work and continue later.

To load a saved mask into an image, click the “Load” button. A window will open from which you select the file to be loaded. Navigate to the appropriate file and click “Open” to load this file as a mask. If there is already a mask in the image, this load action will replace it. So, be sure to save any masks before loading a new one.

Note:

If you saved the TIFF file using LZW compression, EdgeWizard or MagicMask will not read this file.

[Hot Key Load](#)

[Save](#)

[Actions](#)

Hot Key Load

Control O will start the load dialog.

[Load](#)

[Hot Keys](#)

Undo

EdgeWizard offers multiple undos. Control Z will undo one step. If you continue to hold Control Z, EdgeWizard will continue to undo. See Redo.

[Redo](#)
[Actions](#)

Redo

Magic mask offers multiple redos. Control Y will redo one step. If you continue to hold Control Y, EdgeWizard will continue to redo. See Undo.

[Undo](#)
[Actions](#)

Hot Keys

A hot key is a keyboard shortcut for different actions in EdgeWizard and allows quick access to certain functions.

Pixel Brush Plus	(B)	Opt (hold) toggles plus =>minus
Pixel Brush Minus	Shift (B)	Opt (hold) toggles minus =>plus
Quick Edge Brush	(A)	
Gaussian Edge Brush	(G)	
Variable Edge Brush	(V)	
Brush Size		[= minus 1 unit;] = plus 1 unit Shift [= -10 Shift] = +10
Reset	Cmd D	
Invert	Shift+Cmd I	
Save	Cmd S	
Load	Cmd O	
Cancel	Esc	
Pan	(H)	Space Bar (hold)
Display Entire Image	Cmd 0	Double click Pan Tool
Zoom	(Z)	Opt (hold) changes to minus Cmd+Space Bar changes to plus zoom Opt+Cmd+Space Bar changes to minus zoom
Display at 100%		Opt+Cmd 0 ; Double click Zoom Tool

Zoom In	Cmd plus key
Zoom Out	Cmd minus key
Undo	Cmd Z
Redo	Cmd Y
Switch Mask In/Out	(X)
Display Image Only	Cmd H
Display Mask Only	Opt+Cmd H
Display Transition	Shift+Opt+Cmd H

In any numerical box

up arrow +1 unit
down arrow -1 unit

Shift+up arrow +10
Shift+down arrow -10

In any numerical dialog box, "Enter" engages the new value. This is not the same as OK.

Corel Photo Paint

A sequence of keys are necessary to return a mask from MagicMask to Photopaint. Click OK in MagicMask, then:

>Control K>Control F>Control K

This method still works if you make a selection in MagicMask, go to EdgeWizard and then hit OK to return to PhotoPaint.

If you want to edge a selection created in PhotoPaint you have to do the following: Make the selection, invoke EdgeWizard (the cursor will flash briefly), then hit:

>Control A>Control F

This will bring up EdgeWizard and display the entire image and the Photopaint selection.

Once you have created your edge hit OK, then:

>Control K>Control F>Control K

To return your edged selection to Photopaint.

If you want to cancel EdgeWizard and return to Photopaint with your original selection intact, hit Cancel in EdgeWizard then:

>Control K>Control F>Control K

to get your selection back.

Hot Key Save

Control S opens the save dialog.

[Save Info](#)

Known Problems

Integrated Suite

EdgeWizard is the second integrated plug-in from Chroma Graphics. EdgeWizard, MagicMask and ChromaZone can work as separate plug-ins or integrated together as a complete production environment for masking, edge-blending and re-coloring. Just beneath the Chroma logo in each plug-in are three buttons. These allow direct navigation between the plug-ins and eliminate the need for you to return to Photoshop between each plug-in. Using these buttons, you are free to switch between the plug-ins and make full use of the tools and features included in each. An easy interface, standard shortcuts, multiple undo's and redo's, the option to save work as a TIFF file, and user set preferences are universal among the three.

Each plug-in (EdgeWizard, MagicMask and ChromaZone) has its own specific registration number. When you first run your new plug-in, you will be asked to register it by entering the product registration number, which is located on a sheet of stickers included with the User Guide.

Note:

Macintosh users need to re-enter the appropriate registration numbers in order to integrate two or more Chroma plug-ins. Before un-installing any plug-in, make certain you have a record of your registration number (included on a sheet of stickers when you purchased the product, or included in the "About" box within the program) in order to re-install. In Windows, new Chroma plug-ins are automatically integrated upon entering the registration number.

To purchase additional Chroma plug-ins, see [Registration](#) for contact information.

LOAD

There are two ways to load a mask or selection. See [Load](#) for details. A third option is to create a mask in MagicMask and bring it directly into EdgeWizard by clicking on the EdgeWizard button. Or save this mask as a TIFF file and load into EdgeWizard as described in [Save](#) .

LAUNCH

When there is an active selection in Photoshop, launching the MagicMask filter first opens MagicMask with only the selected image area displayed. A mask can then be created in MagicMask.

When there is an active selection in Photoshop, launching the EdgeWizard filter first opens EdgeWizard with the active selection and the entire image displayed.

RESET

Click "Reset" once to reset the image to its original state in the current plug-in. Click "Reset" again to clear ALL sessions (EdgeWizard, MagicMask and/or ChromaZone).

Note:

If you create a mask in MagicMask and then create an edge, clicking “Reset” in EdgeWizard will reset to the original mask (in EdgeWizard). If you then go into MagicMask and click “Reset”, it will reset to the original image brought into MagicMask.

Note:

Because Photoshop does not have multiple undo's, you may want to save a copy of the selection before you begin working in any of the plug-ins, because you will not be able to retrieve the original selection once you click “OK.”
