

Aldus[™] 1.5 Classic Art, Volume 1

System Requirements and Installation

System Requirements

The Gallery Effects application and the Classic Art, Volume 1 effects require Microsoft Windows 3.0 (or later) and Microsoft Windows 3.0-compatible hardware. The application and the effects will run under Microsoft Windows standard or enhanced mode.

Recommended: A 386_ or 486_ based DOS-compatible computer 4MB of RAM, an 80MB hard disk, a 16or 24_ bit graphics card and monitor, and a mouse or other pointing device.

Minimum: A 386-based DOS compatible computer 4MB of RAM a 20MB hard disk any color Windows-compatible graphics display card and monitors, and a mouse.

For using the effects within Aldus PhotoStyler[®] 1.1, Fractal Design Painter or other programs that use PhotoStyler-compatible plug-in filters, please refer to their respective system requirements.

Memory Requirements

Electronic images can be very large in terms of disk space. A scanned 8 x 10 inch color photograph can require more than 7 megabytes of disk space. In addition to disk space, your system will need enough random access memory (RAM) to accommodate such large images.

The Gallery Effects application is designed to handle large graphics files like this easily because it uses Windows' virtual memory. Virtual memory means that if an image is too large for your system's RAM to handle, hard disk space is used to augment RAM and accommodate large files.

If the amount of disk space that has been allocated for virtual memory is not enough, then you need to increase it Using Windows' Control Panel. A thumb rule to determine how much memory you need is to multiply the uncompressed image's file size by 3. For example, if the image is 500K, you will need at least 1,500K memory. If the image is compressed, you will need even more memory.

Installation Instructions

The Aldus Gallery Effects 1.5 application the Classic Art Volume 1 effects and associated files are provided in compressed format. None of the files are usable until you decompress them with the Installer. The automated installation process requires a hard disk. To install the files on your hard disk you will need at least 3.1 MB of disk space available.



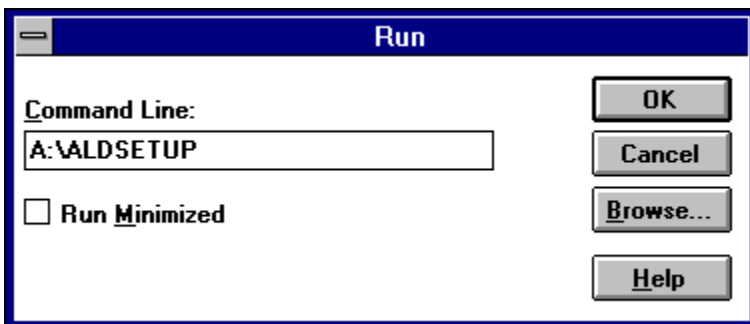
The installation process overwrites the COMMDLG.DLL file in the System directory within the Windows directory. If you are running Windows over a network, you should have the network administrator temporarily disable the write protection, install Gallery Effects, and then enable the write protection after installation. Also, if you have problems while installing Gallery Effects, you should turn off memory-resident programs such as virus checkers.

To install the Gallery Effects application and the Classic Art, Volume 1 effects:

1. Turn on your computer, start Microsoft Windows, open the Program Manager. If you don't know how to use Microsoft Windows or are unsure about specific functions consult the Microsoft Windows User's Guide.
2. Insert Disk 1 into the disk drive.
3. Choose *Run* from the File menu.

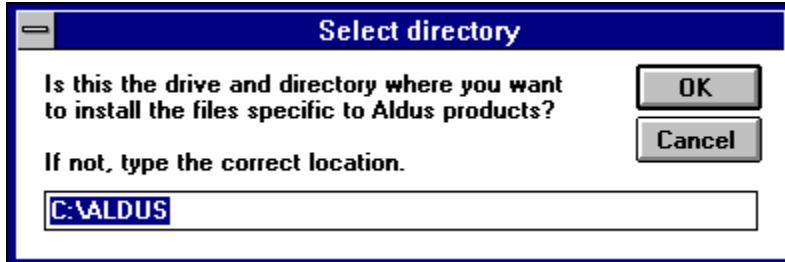


This Run dialog box appears.



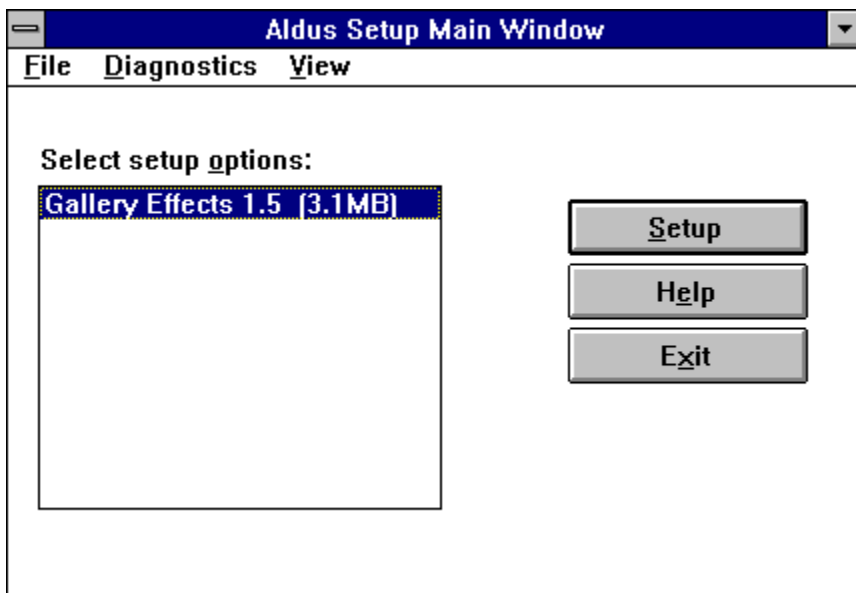
4. In the Command Line text box, type [A:\ALDSETUP](#) (or [B:\ALDSETUP](#) if you inserted the disk into drive B in step 2) and click *OK*

5. If there are no other Aldus products installed on the hard disk, the Select directory dialog box appears;

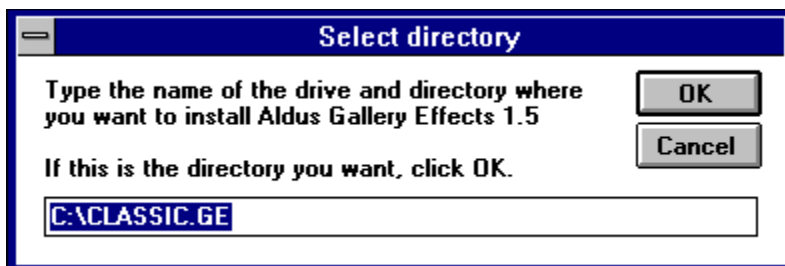


If there are other Aldus products installed on the hard disk, the installer skips to the next step.

6 The Aldus Setup Main Window appears; click *Setup*.



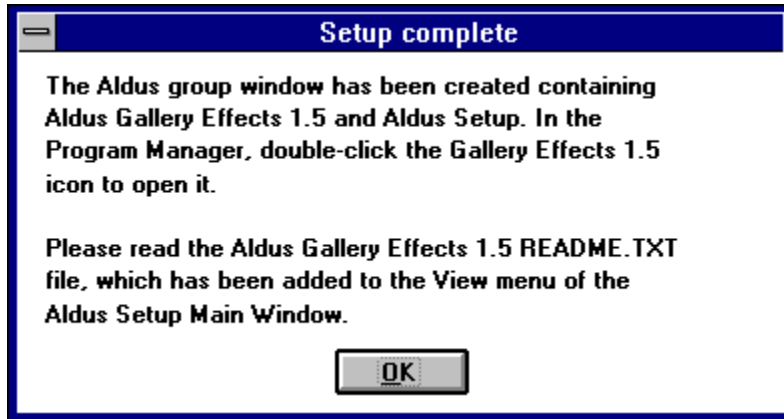
This starts the Gallery Effects installation process and opens the Select directory dialog box.



7. If you want to install Gallery Effects on a different disk, replace "C" with the letter that corresponds to that disk drive.

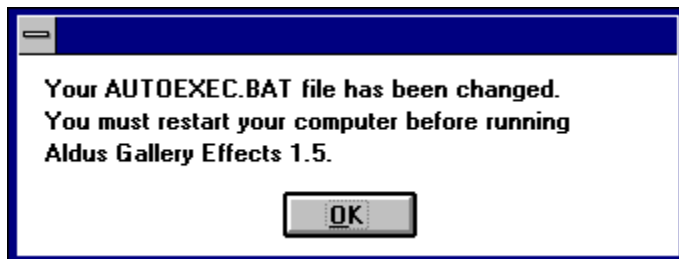
8. Follow the on-screen instructions and insert disks as prompted. Click *OK* to continue copying files to your hard disk.

9. When the installation process is completed, the Setup complete dialog box appears; click *OK*.



10. In the Aldus Setup Main Window, click *Exit*.

11. An alert dialog box appears telling you that the AUTOEXEC.BAT file has been changed; click *OK*.



12. Exit Windows and restart your computer before running the Gallery Effects application.



Tips Be sure to read the README.TXT file for useful information on Gallery Effects, including information on using the free Gallery Effects: Classic Art, Volume 2 and Gallery Effects Texture Art samplers.

To Open the Gallery Effects Application:

1. Start Microsoft Windows.
The Gallery Effects program icon appears in the Aldus group window.
2. Double-click the Gallery Effects 1.5 icon.



After personalizing the application (the first time you use it), you are now ready to use the Classic Art, Volume 1 effects from within the Gallery Effects application. After the Aldus Gallery Effects startup screen appears, the open dialog box appears, allowing you to open an image or create a new document.

For detailed information on using the Gallery Effects application, see the Gallery Effects User Manual; for information on applying and using the effects, see the Using Classic Art, Volume 1 manual.

Installing the Plug-in Filters Into Other Graphics Programs

To use the effects within Aldus PhotoStyler 1.1 (or later), Fractal Design Painter or other programs that use PhotoStyler-compatible plug-in filters, you can either copy or move the effects into the graphic program's directory. If you copy the effects, you will also be able to use them from within the Aldus Gallery Effects application. If you move the effects into the graphic programs directory, you will not be able to use them from within the Gallery Effects application.

[To install the Aldus Gallery Effects: Classic Art, Volume 1 filters within other graphics programs:](#)

1. After installing Gallery Effects using the installation procedure described above, open the File Manager.
2. Open the CLASSIC.GE directory.
3. Open the GE_POUCH directory within the CLASSIC.GE directory.
4. Move or copy (press Ctrl and drag) the PLUG_IN directory from the CLASSIC.GE directory into the host program's directory:
 - For Aldus PhotoStyler, the PSTYLER directory.
 - For Fractal Design Painter, the PAINTER directory.
 - For other programs that use PhotosStyler-compatible plug-in filters, the process is similar. Refer to the user manual of the respective graphics program for exact instructions.
5. Close the File Manager, exit Windows, then restart your computer.

About the Installed Files

- GALLERY.EXE is the Aldus Gallery Effects 1.5 application.

- IMAGE.TIF is a sample image to which you can apply the effects. It is the same image that appears on the Gallery Effects: Classic Art, Volume 1 Visual Guide.
- README.TXT contains useful information that you should read.
- GALLERY.HLP contains the on-line help information for the Aldus Gallery Effects application.
- .EFF files are the effect filters, including FREE Aldus Gallery Effects: Classic Art, Volume 2 and Gallery Effects: Texture Art samplers.
- CLASSIC.HLP contains the on-line help information for the effects.
- ALDUS directory contains essential files that the effects and the Aldus Gallery Effects application use.
- TEXTURE.ART directory contains sample low-resolution textures from Aldus Gallery Effects: Texture Art.

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 - [Installing Plug-in Filters](#)
 - [About Installed Files](#)

Aldus™ 1.5 Classic Art, Volume 1



First Edition

October 1992

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Gallery Effects: Classic Art and Microsoft Windows

Gallery Effects: Classic Art operates in a graphics environment called Microsoft Windows, created by Microsoft Corporation. An extension of the MS-DOS operating system, Microsoft Windows gives a standard look and feel to Gallery Effects: Classic Art and

all other Windows applications.

To run Gallery Effects Classic Art under Microsoft Windows, you need to license and install Microsoft Windows

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Introduction to Classic Art, Volume 1

Welcome to Aldus Gallery Effects: Classic Art, Volume 1, the heart of the growing Gallery Effects family of stunning artistic effects. Gallery Effects is a library of artistic effects that you can apply to scanned photographs and other bitmapped images to transform them quickly and automatically into sophisticated works of art.

With Gallery Effects, you can transform any bitmapped image, including color and gray-scale scans, into brilliant art. Even if you're not a highly skilled computer artist, Gallery Effects simplifies the process of applying advanced and creative effects to images so that you can achieve impressive, consistent results quickly and easily. With Gallery Effects, you can add life to all your printed and electronic documents.

About the Effects

Gallery Effects: Classic Art, Volume I contains 16 artistic effects, each specially designed to recreate a classic art style you can apply to an image. You can see samples of the effects on the accompanying Visual Guide. You use Gallery Effects as filters within a host application to enhance either an entire image or a selected area. Use them singly or in combination with other Gallery Effects filters.

The 16 effects included in Classic Art, Volume 1 include:

- Chalk and Charcoal
- Charcoal
- Chrome
- Craquelure
- Dark Strokes
- Dry Brush
- Emboss
- Film Grain
- Fresco
- Graphic Pen
- Mosaic
- Poster Edges
- Ripple
- Smudge Stick
- Spatter
- Watercolor

Each of the 16 effects is actually a "plug-in" filter that lets you apply that artistic enhancement to an image. They are called "plug-ins" because you can plug them into any of several graphics programs that recognize the plug_in filter format, so they appear as an integral part of the program.

Applying the effects takes only minutes. Individual adjustable controls let you produce literally thousands of variations to create sophisticated computer-generated images. To apply an effect, simply open a bitmapped image, select an effect, and click. That's it!

Integration with other programs

You can access the Gallery Effects plug-in filters directly from within the image-processing software you are already using, allowing you to work in your familiar graphics environment without learning another program.

The plug-ins work with Aldus™, Fractal Design Painter™ graphics programs that use PhotoStyler-compatible plug_ins.

Gallery Effects application

Even if you don't use these graphics programs, you can apply the effects to your images by accessing the plug-in filters with the Gallery Effects stand-alone application, included in this package. This application allows you to open graphics files in TIFF (.TIF), TARGA (.TGA) and bitmapped (.BMP) formats, preview an effect, customize it, apply it, and then save or print the image.

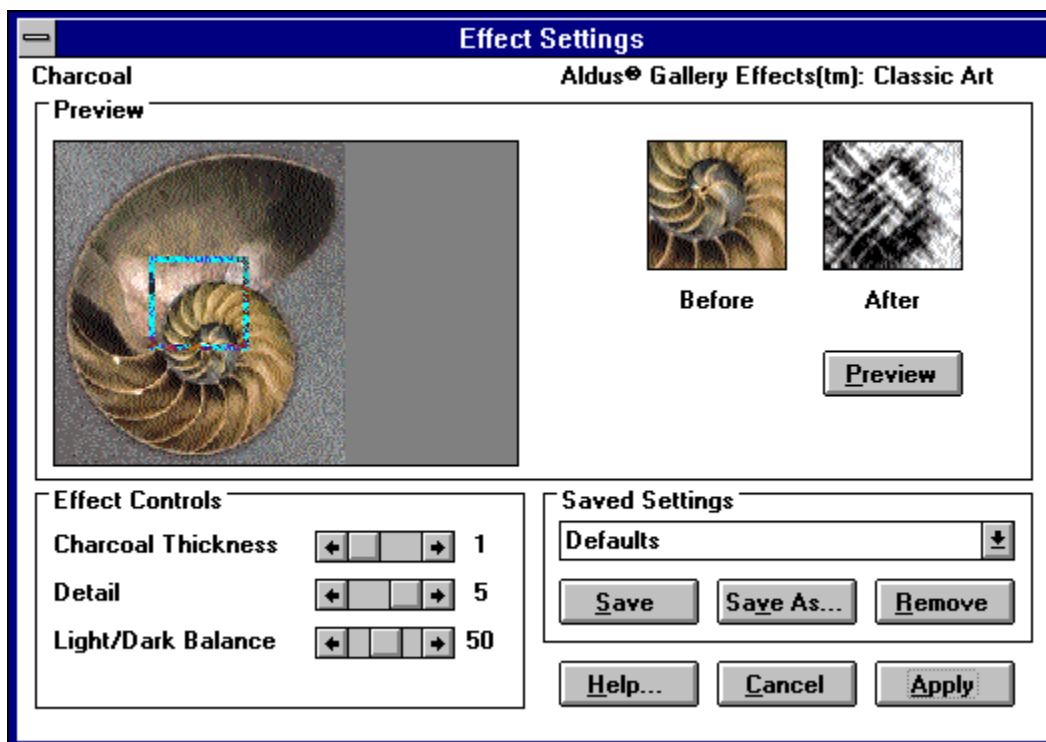
For detailed information on using the Gallery Effects application, see the Gallery Effects User Manual, included in this package.

Special features

In addition to flexibility, Gallery Effects offers consistency: when you switch from one program to another, you don't have to worry about learning different ways to apply the same effect. Regardless of which program you use, when you apply the same effect, the same dialog box appears. In fact, the general appearance of this dialog box is the same for each effect--only the individual controls for adjusting the effect vary.

Previews

Gallery Effects gives you the freedom to experiment. Whichever way you use it, Gallery Effects lets you see the image before and after the effect is applied. Since you can see how the effect changes the image as you work, you apply the effect only when you know it's exactly the way you want it.



Customizing

You can customize any of the effects to achieve the results you want. The individual controls allow you to alter settings for each effect. Once you've set up an effect the way you want it you can save the control settings when, for example you'd like a consistent look across a set of images. Later you can apply the same effect with the same settings to a

different image by simply selecting these settings from the drop-down list box. You can save up to 25 control settings for each effect.

Applications and Uses

Gallery Effects will add life to your documents and impact to your work in many ways. You can use the effects for:

Creating artwork--apply the effects to scanned photographs or original painted images.

Photo retouching and enhancement--add artistic touches, refine and enhance photographs.

Desktop publishing--add impact to scanned photographs for use in newsletters, brochures, handbooks, magazines, annual reports, advertisements, and more.


Presentations, multimedia and video--lend vitality to photographs for use in desktop presentations, multimedia, and video productions.

Architecture--apply the effects to architectural photographs or 3D renderings to create painted visual concepts.

Background textures--apply the effects to solid background colors to create unique custom textures.


To go to any of the following topics, click on its title:

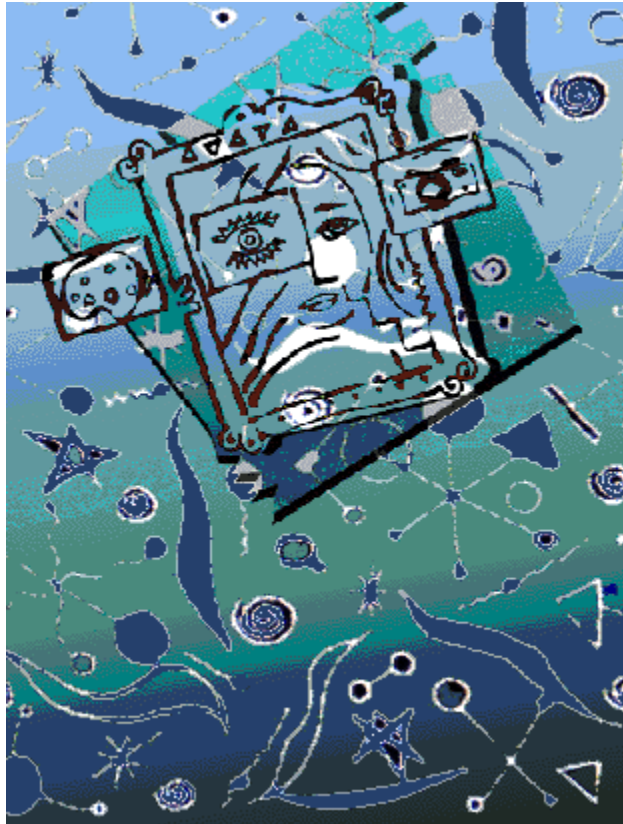
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Using the Effects


This section describes how to access preview and apply the effects and save and use customized control settings for each effect.

Accessing, Previewing and Applying the Effects

Once installed the individual effects are located in a cascading menu from the host program's appropriate menu. When you choose an effect, the same dialog box for the chosen effect opens, regardless of the host application. Within that dialog box the individual setting controls vary depending on the effect you selected.

To access, preview and apply the effects:

1. Open the Gallery Effects application or other application in which you've installed the Gallery Effects plug-in filters.
2. Open the document to which you want to apply the effect, or paste the bitmapped image to which you want to apply an effect into a new document.

 For best results you may want to optimize the appearance of your image prior to applying an effect by using the brightness and contrast or color balance image controls in your host application.

For information on using the Brightness and Contrast or Color Balance image controls that come with the Classic Art Volume 1 package see the Gallery Effects User Manuals

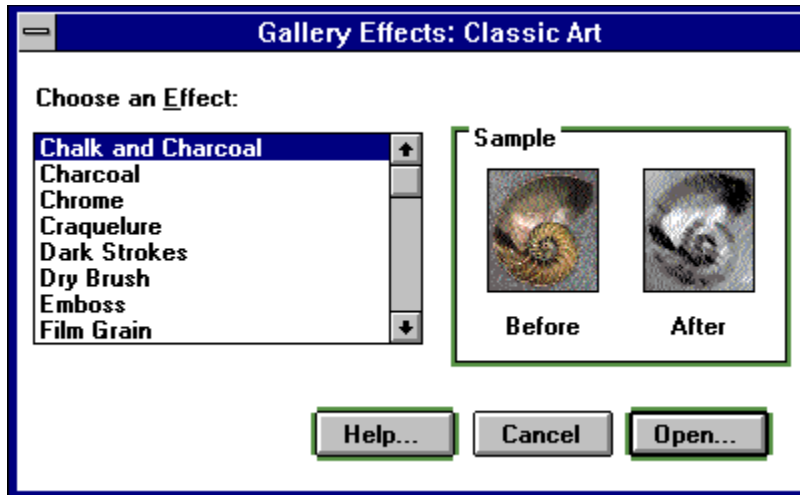
3. If you want to apply an effect to only a portion of the image, select an area using one of the program's selection tools.
4. Choose the effect you want from the appropriate menu.
 - In the Gallery Effects application, choose an effect from the [Gallery Effects: Classic Art](#) cascading menu from the Effects menu.

OR

Choose [All Effects](#) to open the Effects dialog box.



Click on the areas outlined in [green](#) for more information



Select an effect from the list to see a sample. To get information about an effect, click *Help*. To use a selected effect, click *Open* or double-click the name of the effect you want.

- In PhotoStyler, choose an effect from the [Gallery Effects: Classic Art](#) cascading menu in the Image menu.

- In Fractal Design Painter, choose an effect from the [Filter](#) cascading menu in the Edit menu.

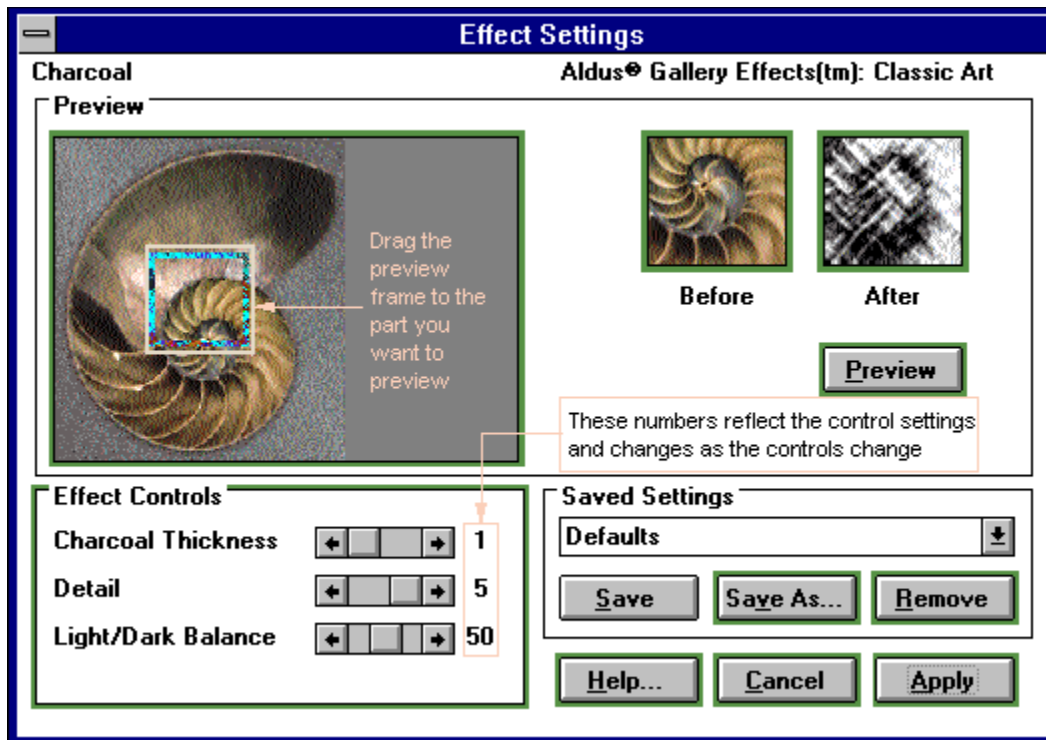
Note: For information about accessing plug-in filters in other host applications, consult their respective user manuals.

The Effect Settings dialog box for the effect opens ready for you to apply the effect. The image is displayed in the left frame as a thumbnail view of the original image or selection.

You can preview the effect on a selected portion of the image before applying it. The following illustration shows you how to preview an effect, make changes to the control settings and preview those changes.



Click on the areas outlined in [green](#) for more information



5. Drag the preview frame over the part of the image you want to preview. The area within the frame appears in the box labeled *Before*.

6. Click *Preview* to preview the effect.

Previews correspond as closely as possible to how the effect will look when applied to the full image or selection. However, the final result is highly dependent upon the particular image. To obtain a more comprehensive view of the final result, preview several different areas of the image before applying the effect to the entire image.

Adjust the controls to experiment with different settings. Each time you adjust the controls, click *Preview* to see the effect of the new settings. For specific information on the individual controls for each effect, click *Help*.

You can also save the current slider settings or apply previous stored settings.


For more information, see "Saving and Using Stored Control Settings" in this manual.

7. When the effect is the way you want it, click *Apply* to apply the effect to your image or selection.

A progress indicator dialog box appears. Depending on the size of the image and the complexity of the effect, it may take several seconds to several minutes to apply the effect.

Click *Cancel* to close the dialog box without applying the

effect.

 Use the various selection or masking tools available in the specific graphics programs to apply several effects (or the same effect with different settings) to different parts of the same image.

Saving and Using Stored Control Settings

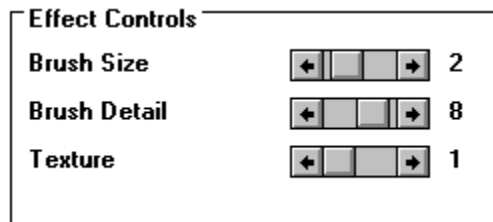
Once you've customized an effect using the control settings, you may want to save the settings in order to apply the same effect to another image later. This is particularly useful if you have a series of images that require a consistent look and feel. Gallery Effects lets you save up to 25 settings for each effect. The settings are stored with the specific effect, so you don't have to worry about "misplacing" the settings. The Saved Settings drop-down list box displays the list of saved settings for each effect.

Saving control settings

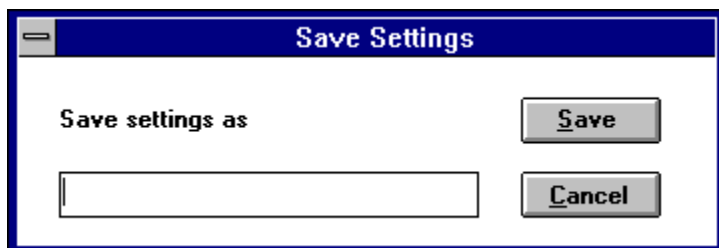
After you've customized an effect, save the control slider settings and use them when you want to apply the same effect to another image.

To save control settings:

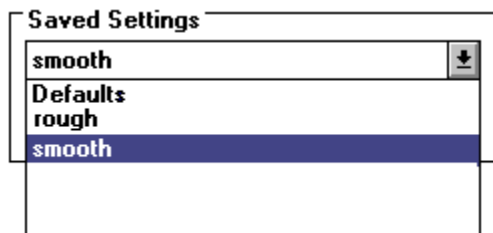
1. While in the Effect Settings dialog box, adjust the controls for the desired effect.



2. Click *Save As*. The Save Settings dialog box appears.



3. Type a name for the settings.
4. Click *Save*. The name of the new settings is added to the drop-down list box in the dialog box.



Applying a saved setting

The Saved Settings drop-down list box lists up to 25 control settings that have been saved for that effect. You can apply any of these settings at any time.

To apply a saved setting:

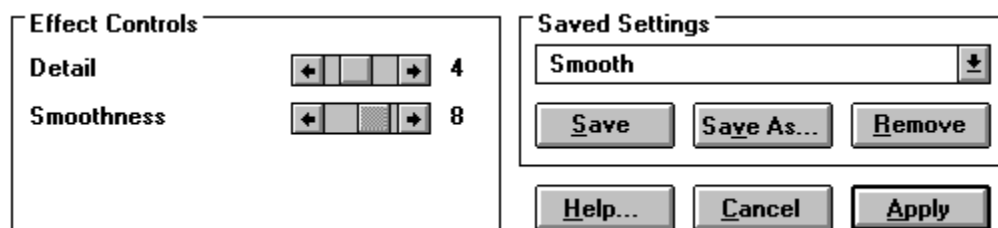
1. Choose the setting from the drop-down list box. The individual controls change to reflect the settings that were stored.
2. Click *Preview* to view the effect. You can continue to choose, preview and edit the stored settings.
3. When you're satisfied with the effect, click *Apply*.

Changing a saved setting

You might save a control setting, then decide later that you want to change it.

To change a saved setting:

1. Choose the setting you want to change from the drop-down list box.
2. Adjust the controls.



3. Click *Save* to save the new settings with the old name. (If you're modifying the default settings, only the *Save As* button is available.)

or

To keep the old settings and save the new settings under a new name, click *Save As*. When the *Save As* dialog box opens, type the new name, then click *Save*. The new settings replace the old settings.

Restoring defaults

You can reset the controls to their original, default settings.

To restore the default settings:

- Choose *Defaults* from the Saved Settings drop-down list box to restore the controls to their original settings.

Removing saved settings

You can remove any saved settings that you don't use.

To remove a saved setting:

1. Select the setting you want to remove from the drop-down list box.
2. Click *Remove*. An alert box appears asking if you really want to remove the settings .
3. Click *Remove* to erase the settings, or click *Cancel* if you change your mind.

[Click to get information on the selected effect.](#)

Display the result of the selected effect on a sample image.

Click to open the Effects Settings dialog box.

Drag the preview frame to the part you want to preview.

The original image or selection.

Use the controls to adjust the effect.

Displays the part of the original image within the preview frame.

Displays the image within the preview frame with the effect applied to it.

[Click to preview the effect.](#)

[Click to save a custom setting.](#)

Click to remove selected setting.

Click to apply the effect.

These numbers reflect the control settings and change as the controls change.

[Click to get information on the effect.](#)


Click to close the dialog box without applying the effect.

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Aldus Gallery Effects: Classic Art, Volume 1, version 1.5

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