WELCOME TO EXTENSIS PHOTOTOOLS

PHOTOBARS

PHOTOTEXT

PHOTOBUTTON

PHOTOCASTSHADOW

PHOTOGLOW

PHOTOEMBOSS

PHOTOBEVEL

EXTENSIS PHOTOTOOLS 2.0

Extensis PhotoTools 2.0 is the most versatile collection of text formatting, button building, shadow casting, and everyday effects generation plug-ins available for print, multimedia and Web design. Every Photoshop user will increase their productivity by using this product. Photo-Tools 2.0 contains major enhancements to its tools for creating text, adding special effects such as bevels, glows, and embosses, and for accessing hundreds of Photoshop menu commands via one-click toolbars. In addition, PhotoTools 2.0 now includes two new components - PhotoButton and PhotoCastShadow, both of which represent revolutionary approaches to the common Photoshop tasks of creating buttons for web and multimedia applications and adding realistic perspective or drop shadows to text and objects.

HOW CAN PHOTOCASTSHADOW HELP ME?

PhotoCastShadow provides both beginners and experts with a complete replacement to their existing shadow creation methods. PhotoCastShadow provides functionality and features not found in any other plug-in such as multiple undo and redo, blend modes, returning shadows on their own layers, the ability to view all of your layers while creating a shadow, a real-time preview environment and perspective blur controls. PhotoCastShadow is guaranteed to enhance the quality and productivity of all traditional shadow creation methods.

UPGRADING IS EASY!

Extensis Solo Tools are individual components from our award-winning tool packages. Each Solo Tool is designed to enhance your productivity and creativity. Extensis Solo Tools provide one more way to acquire the tools you need.

We recognize that you may need only one or two components. We're confident that once you see how well PhotoCastShadow Solo works, you'll want other Extensis productivity tools that save you time and enhance your creativity. You can upgrade to PhotoTools 2.0 from PhotoCast-Shadow Solo for the reduced rate of $59.95—just call 1 800 796-9798 and mention Source Code: 3502. You can also use this code directly online at http://www.extensis.com and then click the "Buy Online" button.

USING PHOTOCASTSHADOW
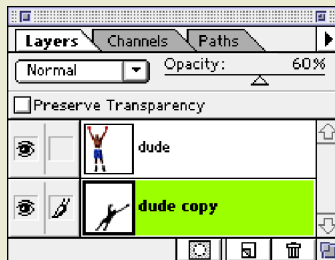
Step One: Start with an object on a transparent background
To create fantastic drop or cast shadows for an object, make sure that it is isolated on its own layer with a transparent background. You can add a shadow directly to your image's layer, but in this example we want to have the shadow we create end up on its own layer, isolated from the original object so that we can have full independent control over the shadow after it has been created.

Step Two: Duplicate the layer
Before using PhotoCastShadow, you will want to duplicate the layer you want to make a shadow for. To duplicate the layer, drag the name of the layer to the Create New Layer icon at the bottom of the Layers palette (type F7 if the Layers palette is not open). Move the layer copy below the original layer.

Step Three: Open PhotoCastShadow
Open PhotoCastShadow from the PhotoTools menu or by clicking on its button from a toolbar.

Step Four: Create your cast shadow on its own layer
Begin by clicking the Reset button. With the Adjustment tool selected, you will see an adjustment box appear when you move your mouse over the image preview. To move the shadow, simply press and drag in the middle of the adjustment box. To turn your shadow into a cast shadow, press on one of the adjustment box handles and drag it to adjust the direction the shadow is being cast. In this example, the top middle adjustment handle was moved down and to the right to make it appear as if the light source was in front and to the left of the figure.

To make the cast shadow realistic, leave the blur radius at zero, and adjust the perspective blur just a bit—try a radius of 2 or 3. Choose a color for your shadow from the color pop-up and choose an opacity percentage as well.

Lastly, when you have your shadow looking the way you want it to, turn on the Create Shadow Only checkbox so that only the shadow ends up on the layer—in other words, when the Create Shadow Only checkbox is turned on, instead of adding a shadow to the image you started with, it turns the image you started with into a shadow.

Final Step: Click the Apply button!
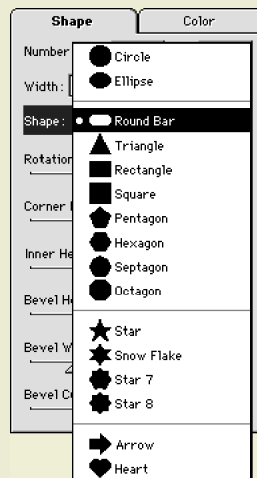
Step One: Choose a canvas size

You can create buttons from scratch or carve them out of an existing image or texture. Create a new file—in this example, make the canvas size 288 pixels wide by 325 pixels tall, resolution of 72 dpi and the contents white.

Step Two: Choose a button shape

Open the Layers palette (use the F7 key) and change name of the Background layer to "Buttons". Open PhotoButton from the PhotoTools menu. Click on the Shape Pop-up and decide what kind of a shape you want your buttons to be. If you or someone else has used PhotoButton before, it will display the last used settings in the preview window. To start from scratch, click the Reset button. PhotoButton comes with sixteen prebuilt shapes to choose from. You can use these shapes as is, or you can customize and reshape the preset shapes. Choose the Round Bar shape for this example.

Step Three: Button size and quantity

The first time you use PhotoButton, it will start out assuming that you want to create just one button that fills the entire canvas or selection area. This button is called the Anchor Button. If you go on to make more than one button, any change you make to the Anchor Button's shape and size will automatically adjust any other buttons to match as well. If you want to make the button smaller or create more than one button you will need to resize button(s). In this example, set the Lock/Unlock icon next to the width and height fields to the locked position. Size the Anchor button to 250 pixels wide by 55 pixels tall by typing directly into the width and height fields. After setting the Anchor button's dimensions, chose 4 buttons oriented vertically from the Number pop-up list. PhotoButton automatically distributes the remaining space of the canvas evenly around the buttons.
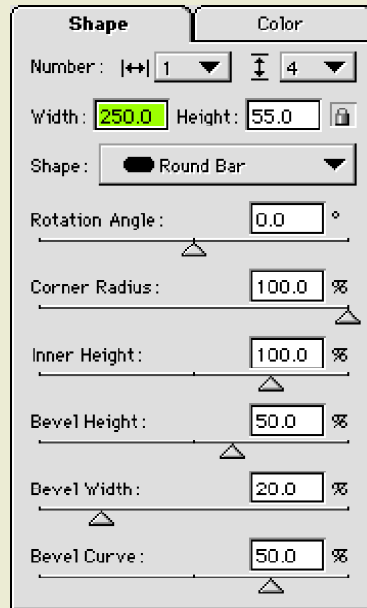
Step Four: Bevel options

There are several options to give the buttons a beveled look. See the PhotoTools User Manual for a detailed description about each option. These settings were used for the example buttons:

*Rotation Angle: 0, Corner Radius: 100, Inner Height: 100,
Bevel Height: 50, Bevel Width: 20, Bevel Curve: 50*

Step Five: Color and highlighting

Click on the Color tab. There are three separate areas of a button to color and highlight—the Inner surface, the Bevel edge, and the Outer (background) surface.

Choose a color from the Color pop-up and then click on the part of the button you would like to change with the Paint Bucket tool. Knowing exactly where to click with the Paint Bucket can be a bit tricky at times. However, if you look in the Help Box at the bottom left of the dialog box, it will tell you which part of the button is going to have the color applied to it as you move the mouse around the preview window. When you see that the part that you wish to change is indicated, click with the Paint Bucket tool.

If you want all of the button parts of all the buttons to be the same color, you can use modifier keys on the keyboard as you press on the Color pop-up. "Shift" applies color to the Inner, "Option/Alt" applies color to the Bevel, and "Command/Control" applies color to the Outer. Keep the keys down, and as you move the mouse around the palette from color to color, you will see the preview update in real time. The keys can be used separately to change just one part, or in any combination to change multiple parts simultaneously.

There are several controls to adjust how the colors you've applied interact with the surface of the buttons available in each of the Inner, Bevel and Outer tabs. See the PhotoTools 2.0 User Manual for a detailed description about each option.

These settings were used in the Inner, Bevel and Outer panels:

> *Inner: Use the Rubber preset from the Preset pop-up menu.*
> *Bevel: Use the Rubber preset from the Preset pop-up menu.*
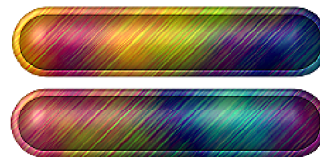> *Outer: Check the Transparent and No Highlighting check-boxes.*

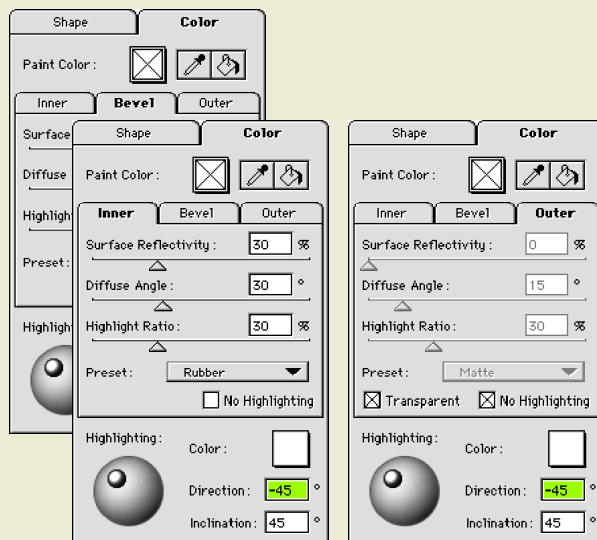These settings were used for the Highlighting options:

> *Color: White*
> *Direction: -45*
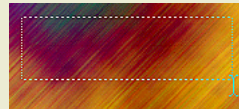> *Inclination: 45*

Final Step: Click the Apply button!

These buttons were created using the same settings as the example above except we started with a texture instead of a blank canvas and we set the colors for the Inner and Bevel parts of the button to "None".
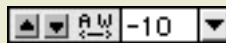
USING PHOTOTEXT

Choose the Text tool, then press and drag out an area for your text.

To reposition a text block choose the Pointer tool, then press and drag the middle of the text block to the new location.

To create a text block

Choose PhotoText from the PhotoTools menu or click on the PhotoText button from a toolbar. When PhotoText opens, you will see the layer you are working on in the preview window. Don't worry—PhotoText automatically creates your text on it's own new layer. Create a text block by selecting the Text tool, then pressing and dragging out a rectangular shape. The shape you drag out defines the space that the text will go into when you type it.

If some of the text you create is not showing up in the text block, you will either need to make the text block bigger by pressing and dragging on a corner handle, or format the text smaller.

Moving text blocks

To reposition text blocks, select the pointer tool, press in the middle of the text block you want to move, drag it to its new position, then let go.

Creating Character Styles

Select a text block that contains formatting choices that you want to save and apply to other text blocks in the future (it does not matter if the text is selected with the Text tool or the Pointer tool). Press on the Styles pop-up menu and choose Add Style… from the menu.

The dialog box that appears gives you a preview of what formatting options the character style is going to save. You can change any of the options here if you wish. When you are happy with the style definition, give the style a name in the Name field and click the OK button.

To apply a character style to a text block, select the text block or blocks with the Pointer tool and choose the saved style you want to apply from the Styles pop-up menu.

Kerning

To change the kerning, the space between characters, click in front of the character you wish to change, then click on the up or down arrows next to the "tracking" controls to make the space larger or smaller. You can also type in a value directly into the kerning value field.

FOR MORE INFORMATION

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LEARN MORE ABOUT PHOTOTOOLS

This Quick Start Guide presents a few of features available in PhotoTools 2.0. More information is available both on the features demonstrated here, and on many helpful features and options that went unmentioned. We invite you to take advantage of the following additional information covering Extensis PhotoTools 2.0:

- Extensis PhotoTools 2.0 User's Manual

- The PhotoTools Web page located at http://www.extensis.com/products/PhotoTools/

OTHER TIME-SAVING PRODUCTS FROM EXTENSIS

In addition to PhotoTools, Extensis offers a variety of products that extend the capabilities of many popular graphics and layout applications such as QuarkXPress, Adobe Photoshop, Adobe Illustrator, Adobe PageMaker, and Macromedia FreeHand. Extensis products enable creative and design professionals such as production artists, desktop publishers, multimedia developers, web and print designers, digital imaging professionals, and photographers to maximize their productivity and creative potential.

More information, as well as fully functional 30 day versions of all our software products, can be obtained from our Website at http://www.extensis.com