Getting Started

Each two-page tutorial illustrates one or more features. The tutorials are brief and independent of each other. None of the tutorials assume that you have worked through any of the other tutorials. Feel free to work through them in any order that you like.

Before you start the tutorials, you should know how to open menus and choose commands with a mouse. You should also know how to open a file. See the Opening a File topic in the ImageBrowser section of the Reference Chapter for more information. Also, close the Palette and Color Shields dialog boxes, if necessary.

Note: When you finish each tutorial, do not save changes to the file. Instead, open the File menu and choose Close. When Picture Publisher displays a message asking if you want to saves the changes, click No.

Magnifying and Viewing Your Image

You can quickly zoom in to any area of your image with the Custom View tool and retouch your image with the Retouch tools.

This tutorial shows you how to zoom in and whiten a subjects teeth using a Picture Publisher Retouch tool.

Magnifying the Image

You use the Custom View tool to magnify the subjects mouth to make it easier to retouch the teeth.

1. Open the File menu and choose the Open command to open the ImageBrowser.
2. Double click the PORTRAIT.JPG file located in the Tutorial subdirectory of your Picture Publisher directory.
3. Click the Custom View tool in the toolbox to change the pointer to a magnifying glass.
4. Click the Sizable option in the Window area of the ribbon to enable it.
5. Move the pointer above and to the left of the subjects mouth.
6. Drag the pointer diagonally to draw a rectangle around the subjects mouth.
7. Release the left mouse button to magnify the selected area of the image.

Retouching the Image

You can retouch any part of your image with Picture Publishers Retouch tools. To whiten the subjects teeth, select the color white from the color palette to retouch the teeth.

1. Click the Color Palette button in the status bar. The Color Palette dialog box opens.
2. Open the Color Palette Edit menu and choose Auto Set Active to place a check mark next to it, if the check mark is not already there.
3. Click the color white in the Color Palette. The active Color Swatch in the toolbox changes to white.
4. Click the Color Palette button in the status bar to close the Color Palette dialog box.
5. Click the Retouch tool in the toolbox to open the Retouch tool set.
6. Click the Airbrush tool to select it. The pointer changes to the brush shape selected in the ribbon area.
7. Hold **ctrl** and press the down arrow repeatedly until the brush size in the ribbon area reads 5. Release **ctrl**.
8. Type **75** in the Pressure edit box.
9. Move the pointer to the teeth.
10. Drag the pointer over the teeth to whiten them.
11. Release the left mouse button when you finish.
12. Press **home** to view the entire image. Press **end** if you wish to

recall your last view to continue editing.

Changing Contrast, Brightness, and Hue

You can add vibrancy to an image with Picture Publishers contrast and brightness controls. Picture Publisher also lets you change the hues within an image and the saturation level of those hues.

In this tutorial, you enhance a photograph of umbrellas by adjusting the contrast and brightness. You then change the hue of the blue umbrellas.

Adjusting Contrast and Brightness

The Contrast/Brightness command affects the relationship between light and dark elements in an image (contrast) and the overall lightness and darkness of an image (brightness).

1. Open the File menu and choose the Open command to open the ImageBrowser.
2. Double click the UMBRELLA.JPG file located in the Tutorial subdirectory of your Picture Publisher directory.
3. Open the Map menu and choose the Contrast/Brightness command to open the pull-right menu.
4. Choose Joystick from the pull-right menu to open the Contrast/Brightness dialog box for the joystick.
5. Point to the circle (or joystick) in the center of the contrast/brightness graph.
6. Drag the joystick up until the contrast value is approximately 30% and to the left until the brightness value is approximately -10%.
7. Release the left mouse button.
8. Click Preview to preview the changes, then click OK to apply them.

Changing Hues

Now change all of the blue umbrellas to red by adjusting the hue ranges.

1. Open the Map menu and choose Hue/Saturation to open the Hue/Saturation/Lightness dialog box.
2. Point to the slider above the first light blue (cyan) box.
3. Drag the slider down to the bottom of the hue range until the light blue box changes to red.
4. Release the left mouse button.
5. Point to the bottom of the hue range over the second blue box, and click the left mouse button. The slider moves to the bottom of the range and the color blue changes to red.
6. Repeat step 5 for the third blue box.

7.   Click Preview to preview the changes, then click OK to apply them..

Masking an Area

You can use Mask tools to select, or mask, an area of your image so that you can edit one area without affecting another. After you create a mask, you can size, scale, rotate, and skew the mask.

In this tutorial, you create an elliptical mask around an umbrella, rotate the mask so that it matches the angle of the umbrella, and change the saturation inside the masked area to make the colors inside the umbrella more vivid.

An outline shows the shape of the mask as you create it. This shape becomes a marquee when you finish drawing the mask. The marquee is identified by a moving black and white border.

Rotating a Mask

You can quickly create and modify masks to fit your needs.

1. Open the File menu and choose the Open command to open the ImageBrowser.
2. Double click the UMBRELLA.JPG file located in the Tutorial subdirectory of your Picture Publisher directory.
3. Click the Mask tool in the toolbox to open the Mask tool set.
4. Click the Rectangular/Elliptical Mask tool. The pointer changes to a razor knife.
5. Choose the Circle in the Shape drop-down combo box to enable elliptical mask drawing.
6. Choose Freeform in the Method drop-down combo box in the ribbon, if necessary.
7. Move the pointer above and to the left of the umbrella in the upper left corner of the image.
8. Drag the pointer down and to the right to create a mask approximately the same size as the upper left red umbrella. (The status bar should read approximately 1.1 x .5 inches.) If necessary, you can press and hold the right mouse button to move the mask while you are drawing it. Release the left mouse button. A mask appears around the umbrella.
9. Move the mouse pointer over the mask and click the right mouse button to display the Tranformation ribbon. Click the left mouse button. A transformation box appears around the mask. A rotation handle is located in middle of the box.
10. Drag the square box at the top of the rotation handle to rotate the mask until it is approximately the same angle as the umbrella.
11. Move the pointer inside the edit box and move it to match the outline of the umbrella.
12. Double click the left mouse button. The marquee appears at the new angle.

Changing Saturation

You can brighten areas of your image with the Hue/Saturation command.

1. Open the Map menu and choose the Hue/Saturation command to display the Hue/Saturation/Lightness dialog box.
2. Drag the Saturation Shift slider until the box reads approximately 80.
3. Click Preview to preview the new saturation.
4. Click OK.
5. Open the Mask Menu and choose the Remove Mask command.

Using the Freehand Mask Tool

The Freehand Mask tool lets you create masks in any shape. The AutoMask option helps you create complicated masks quickly.

In this tutorial, you create a mask around a portrait using the Freehand Mask tool with the AutoMask option selected. Although you could use the Smart Mask tool to create a mask, the Freehand Mask tool gives you more control over your mask. After the portrait is masked, you use the mask to protect the portrait and fill the background with a texture pattern.

Using AutoMask

You can use the AutoMask option to create masks with more accuracy than with the Freehand Mask tool alone.

1. Open the File menu and choose the Open command to open the ImageBrowser.
2. Double click the PORTRAIT.JPG file located in the Tutorial subdirectory of your Picture Publisher directory.
3. Click the Mask tool in the toolbox to open the Mask tool set.
4. Click the Freehand Mask tool. The pointer changes to a razor knife.
5. Choose the AutoMask option in the Method drop-down combo box.
   Leave other ribbon controls at their default settings.
6. Move the pointer to the bottom left side of the portraits shoulder.
7. Click the left mouse button.
8. Move the pointer up along the edge of the portrait approximately ¹/4-inch and click the left mouse button. AutoMask traces the segment.
9. Continue moving the pointer along the edge of the portrait in ¹/4-inch increments (or smaller), clicking the left mouse button between each increment. Stop when you get to the bottom right side of the portrait.

Note: If the trace does not follow the portrait edge, press **backspace** repeatedly until you are on the edge again. Continue tracing using smaller increments in those areas.

10. Press and hold **ctrl** and **shift**. (Pressing **ctrl** constrains the direction of the mask to horizontal or vertical only, and pressing **shift** lets you toggle between AutoMask and Freehand.)
11. Drag the pointer to the beginning of the mask.
12. Release the left mouse button, **ctrl**, and **shift**.
13. Double click the left mouse button. A mask appears around the portrait.

Adding a Texture

After the portrait is masked, you fill the area outside the mask with a texture pattern.

1. Open the Mask menu and choose Invert to reverse the masked area.
2. Click the Fill tool in the toolbox to open the Fill tool set.
3. Click the Texture Fill tool. The pointer changes to a paint bucket.
4. Choose Glass Brick from the Texture Name drop-down combo box in the ribbon.
5. Click anywhere on the image to fill the masked area with the texture.
6. Open the Mask menu and choose the Remove Mask command to remove the mask.

Using the Color Shields, Color Swatches and Gradients

The Color Shields tool lets you select or protect portions of your image, based on color. When Color Shields is active, any tool or command changes or protects only the colors selected in the Color Shield.

In this tutorial, you use the Color Shields to select the background of an image, change the colors in the Color Swatch, and replace the background with a gradient fill. You use the Eraser tool to remove the gradient fill from the ice-cream cone.

Using the Color Shields

It is easy to specify a color to protect using the Color Shields. Point in the image to the color you want to protect and click the left mouse button.

1. Open the File menu and choose the Open command to open the ImageBrowser.
2. Double click the ICECREAM.JPG file located in the Tutorial subdirectory of your Picture Publisher directory.
3. Click the Color Shields button in the Status Line to display the Color Shields dialog box.
4. Choose Select Colors in the Shield Mode drop-down combo box to mask colors to change.
5. Click the Number 1 Color swatch in the Color Shields dialog box to change the pointer into a color probe.
6. Move the probe to the dark background of the image and click to copy the color to the Number 1 Color swatch.
7. Type **10** in the Range edit box. This sets the percentage range of color expansion on each side of the chosen color.
8. Click the On/Off check box to enable the shield for the color in the swatch.

Using the Color Swatch

The Color Swatch in the toolbox contains two colorsthe active color (the color in front) and the alternate color.

1. Click the Color Palette button in the Status Line to open the Color Palette dialog box.
2. Open the Color Palette Edit menu and choose Auto Set Active to place a check mark next to it, if the check mark is not already there.
3. Click the color blue in the Color Palette to set the active color to blue.
4. Move the pointer to the Color Swatch in the toolbox and click the alternate color to make it the active color.
5. Move the pointer to the Color Palette and click the color white to set the Active color to White.
6. Click the Color Palette button in the Status Line to close the Color Palette.

Using Gradients

Now you are ready to change the black background area of the image to a white and blue gradient.

1. Click the Fill button to open the Fill tool set.
2. Click Gradient Fill tool button to choose the Gradient Fill tool.
3. Choose Radial from the Gradient Type list in the ribbon.
4. Move the pointer to the bottom of the ice-cream cone.
5. Drag the pointer to the upper left corner of the image.
6. Release mouse button. The gradient appears in the background.

Erasing a Portion of the Gradient

Notice that the gradient fills some of the shadowed areas of the ice cream cone. To remove the fill in these areas:

1. Click the Retouch Tools button to display the Retouch tool set.
2. Click the Eraser Tool to select it.
3. Choose Undo from the Brush Style list in the ribbon. This allows you to selectively undo the last action. Click the On/Off check box in the Color Shields dialog box to disable the shield for the color in the swatch.
4. Drag the eraser over the areas where you want to remove the gradient fill.
5. Double click the Color Shields Control menu box to close the Color Shields dialog box, or click on the color shield icon on the status bar.

Modifying Color Maps

Picture Publishers ability to modify color maps or color intensity is a powerful feature for enhancing colors in your original image. You can alter the original colors all at once or specify the color channels individually.

In this tutorial, you enhance the colors in a photograph of umbrellas to reverse the washed-out look of the mid-range colors.

Using Points and Values

In this section, you adjust both the color intensity points and the values in a color map. Moving the points is more intuitive, though less precise, than typing exact values.

1. Open the File menu and choose the Open command to open the ImageBrowser.
2. Double click the UMBRELLA.JPG file located in the Tutorial subdirectory of your Picture Publisher directory.
3. Open the Map menu and choose the Modify Color Maps command to open the Modify Color Maps dialog box.
4. Choose Points from the Editing drop-down combo box. This displays the graphical image of the color map. The horizontal axis represents the colors as they are in the image. The vertical axis represents the colors as you want them to be.

    In this image, the highlights (lightest colors) and the shadows (darkest colors) are correct. These are represented by the first and last points on the graph. The washed out mid-range colors need darkening slightly.

5. Point to point 2, the first fully-visible point in the lower left corner of the curve.
6. Drag point 2 up until the Output value is approximately 22%, keeping the Input value at approximately 10%. Release the left mouse button.
7. Repeat step 5 for point 3, changing the Output value to 34% but keeping the Input value at 20%.
8. Choose Values from the editing combo box to display a set of edit boxes for changing the input and output values.
9. Point to the Output box for point 4 and double click the left mouse button.
10. Type **47**, then press **tab** to move to the Output box for point 5.
11. Type the following values in the Output boxes (beginning with point 5), pressing **tab** to move to the next Output box.

Number	Input	Output
5.	40	62
6.	50	75
7.	60	83
8.	70	86
9.	80	90
10.	90	95

12. Choose Points from the Editing drop-down combo box to redisplay the graphical map. This color map you have created causes mid-range colors of an image to darken slightly when applied to the Master color channel.
13. Click Preview to preview the changes.
14. Click OK to accept the changes.

Cloning Images

The Clone tool duplicates one area of an image to another area of the same image. The tool is so versatile that you can clone anything from one portion of the image to another.

In this tutorial, you paint over the cherry on top of a scoop of ice cream, then clone the scoop to create an ice-cream cone with an extra scoop.

Painting Over an Image

The Color Probe tool is the best way to get the exact color to paint over part of an image.

1. Open the File menu and choose the Open command to open the ImageBrowser.
2. Double click the ICECREAM.JPG file located in the Tutorial subdirectory of your Picture Publisher directory.
3. Click the Color Probe tool in the toolbox. The pointer changes to a probe. (The lower left tip of the pointer picks up color from the image.)
4. Point to the black background above the ice-cream cone and click the left mouse button. The active Color Swatch in the toolbox changes to the color of the background.
5. Click the Retouch tool in the toolbox to open the Retouch tool set.
6. Click the Paint tool. The pointer changes to the brush shape selected in the ribbon area.
7. Double click the number in the Size area in the ribbon area to highlight it, and type **15**.
8. Point to the cherry on top of the ice-cream cone.
9. Drag the paint brush over the cherry to remove it. Release the left mouse button.

Cloning an Image

You can add to an existing image by cloning another part of the same image.

1. Click the Retouch tool in the toolbox to open the Retouch tool set.
2. Click the Clone tool. The clone brushes drawn over the image are controlled by the Brush Style drop-down combo box in the ribbon area. The brush with the X is the source brush; the brush without the X is the destination brush.
3. Double click the number in the Size area in the ribbon area to highlight it, and type **15**.
4. Point the source brush (with the X) to the bottom center of the top scoop of ice cream.
5. Press and hold **shift** and drag the bottom of the destination brush on top of the ice-cream scoop. Release **shift**.
6. Drag the source brush over the scoop to begin cloning. The

new scoop appears on top of the ice-cream cone. Release the left mouse button.

Using Filters

Picture Publisher includes several special effects filters to use on an entire image or the masked part. The filters are divided into numerous categories.

This tutorial uses one of the special filters. You use the special filter in two ways: once on the entire image and once inside a masked area.

Using Special Effects Filters

You use special effects filters the same way you use other filters.

1. Open the File menu and choose the Open command to open the ImageBrowser.
2. Double click the PORTRAIT.JPG file located in the Tutorial subdirectory of your Picture Publisher directory.
3. Open the Image menu and choose the Effects command to open the EffectsBrowser dialog box.
4. Choose Mosaic in the Texture category of the Image Effects list box.
5. Click Preview to preview the changes.
6. Click OK to accept the changes. The image repaints with mosaic tiles over the entire image.
7.   Open the Edit menu and choose the Undo command. The effects of the filter are removed.

Using Special Effects Filters with a Mask

Filters affect only the image area inside or outside the masked area, using the In/Out button in the EffectsBrowser dialog box.

1. Click the Mask tool in the toolbox to open the Mask tool set.
2. Click the Smart Mask tool. The pointer changes to a magic wand.
3. Double click the number in the Wand Range edit box in the Ribbon.
4. Type **10**. This sets the sensitivity of the Smart Mask tool to 10% of the selected color.
5. Move the pointer to the background area of the image.
6. Click the left mouse button to draw a mask around the background.
7. Open the Image menu and choose the Effects command.
8. Click the In/Out button in the EffectsBrowser to select In, if it is not already selected.
9. Choose Mosaic in the Image Effects list box.
10. Click Preview to preview the changes.
11. Click OK. The image repaints with mosaic tiles only in the area that is inside the mask. The area outside the mask is unchanged.
12. Open the Mask menu and choose the Remove Mask command to remove the mask.

Posterizing an Image

You can use the Posterize/Threshold command to produce special effects.
In this tutorial, you posterize an image. Then you add a gradient to the image.

Creating a Grayscale Image

Before you posterize this image, you remove all color. It is not necessary to remove the colors of an image before you posterize it. In this tutorial, you remove the colors to create a more dramatic posterization.

1. Open the File menu and choose the Open command to open the ImageBrowser.
2. Double click the PORTRAIT.JPG file located in the Tutorial subdirectory of your Picture Publisher directory.
3. Open the Map menu and choose the Hue/Saturation command to display the Hue/Saturation/Lightness dialog box.
4. Drag the Saturation Shift slider to the left until the edit box reads -100.
5. Click Preview to preview the image.
6. Click OK to apply the changes to the image.

Posterizing an Image

You can use the Posterize/Threshold command to posterize an image easily.

1. Open the Map menu and choose the Posterize/Threshold command to display the Posterize/Threshold dialog box.
2. Drag the Posterize slider to the left until the edit box contains 2 shades of gray.
3. Click Preview, then click OK.

Changing the Color Swatch

You can change the active and alternate Color Swatches to other colors.

1. Click the Color Palette button in the Status Line to open the Color Palette.
2. Open the Color Palette Edit menu and choose Auto Set Active to place a check mark next to it, if the check mark is not already there.
3. Click the color blue in the Color Palette to set the active color to blue.
4. Move the pointer to the Color Swatch and click the alternate color to make it the active color.
5. Move the pointer to the Color Palette and click the color red to set the Active color to red.

6.   Click the Color Palette button in the Status Line to close the Color Palette.

Using the Color Shield

You can protect or select portions of an image by color value with the Color Shield.

1. Click the Color Shield button in the Status Line to display the Color Shields dialog box.
2. Choose Select Colors in the Shield Mode drop-down combo box to select colors to change.
3. Click the Number 1 Color swatch in the dialog box to change the pointer into a color probe.
4. Point the probe to any black part of the image and click to copy the color to the Number 1 Color swatch.
5. Type **10** in the Range edit box. This sets the range of color expansion on each side of the chosen color.
6. Click the On/Off check box to enable the shield for the color.

Adding a Gradient

You can create a special effect in which one color gradually changes into another.

1. Click the Fill button to open the Fill tool set.
2. Click Gradient Fill tool button to choose the Gradient Fill tool.
3. Choose Linear in the Gradient Type List in the ribbon.
4. Move the pointer to the bottom left corner of the image.
5. Drag the pointer diagonally across the image area. Release the left mouse button. The gradient fills the black areas of the image.
6. Double click the Control menu box to close the Color Shields dialog box.

Sharpening and Smoothing Images

You can sharpen the edges in your image for stronger definition and detail. You can also smooth edges for less definition and a softer image.

In this tutorial, you use the Sharpen and Smooth tools to make subtle changes to a city skyline. You first sharpen the windows in a building, then smooth the edges of a tree in the foreground.

Using the Sharpen Tool

The Sharpen tool can bring image detail into view that might never be seen without this feature of Picture Publisher.

1. Open the File menu and choose the Open command to open the ImageBrowser.
2. Double click the SKYLINE.JPG file located in the Tutorial subdirectory of your Picture Publisher directory.
3. Click the Custom View tool in the toolbox. The pointer changes to a magnifying glass.
4. Point above and to the left of the tallest building in the skyline (not the tower on the far left).
5. Drag a bounding box around the visible portion of the building. Release the left mouse button.
6. Click the Filter tool in the toolbox to open the Filter tool set.
7. Click the Sharpen tool. The pointer changes to the brush shape selected in the ribbon area.
8. Double click the Pressure edit box to select it and type **60** for moderate pressure.
9. Choose a square from the Brush drop-down combo box.
10. Double click the Size edit box to select it and type **10** for a 10 pixel brush.
11. Point to the top left side of the building.
12. Drag the brush down the left side of the building. The windows in the building become more defined.
13. Release the left mouse button when you finish sharpening the windows.
14. Click the Custom View tool in the toolbox, then click the View Full Image button in the ribbon. The entire image reappears in the window.

Using the Smooth Tool

Now soften the tree outline with the Smooth tool.

1. Point to the upper left corner of the leaves in the foreground.
2. Press and drag a bounding box around the leaves. Release the left mouse button. (Fig. 24)
3. Click the Filter tool in the toolbox to open the Filter tool set.
4. Click the Smooth tool. The pointer changes to the brush shape selected in the ribbon area.
5. Double click the Size edit box to select it and type **15** for a 15

pixel brush.

6. Point to the leaves, drag the brush over the image. The edges of the leaves and branches soften.
7. Release the left mouse button when you finish smoothing the tree.
8. Click the Custom View tool in the toolbox, then click the View Full Image button in the ribbon area. The entire image reappears in the window.

Lightening and Darkening Images

Picture Publisher lets you lighten or darken pixels in an image until the maximum shadow (black) or highlight (white) color is reached.

In this tutorial, you use the Lighten and Darken tools to alter the clouds above a city skyline.

Using the Lighten Tool

You can vary the size, shape, and pressure of the Lighten tool for precise image editing.

1. Open the File menu and choose the Open command to open the ImageBrowser.
2. Double click the SKYLINE.JPG file located in the Tutorial subdirectory of your Picture Publisher directory.
3. Click the Custom View tool in the toolbox. The pointer changes to a magnifying glass.
4. Point above and to the left of the largest group of clouds.
5. Drag a bounding box around the clouds. Release the left mouse button.
6. Click the Filter tool in the toolbox to open the Filter tool set.
7. Click the Lighten tool. The pointer changes to the brush shape selected in the ribbon area.
8. Double click the Pressure edit box to select it and type **10** for light pressure.
9. Double click the Size edit box to select it and type **15** for a 15 pixel brush.
10. Point to the clouds and drag the brush over the image. The clouds become lighter.
11. Release the left mouse button when you finish lightening the clouds.
12. Click the Custom View tool in the toolbox, then click the Previous View button in the ribbon area. The previous view appears in the window.

Using the Darken Tool

Now darken the dark building in the skyline.

1. Point above and to the left of the dark building in the skyline.
2. Drag a bounding box around the buildings. Release the left mouse button.
3. Click the Filter tool in the toolbox to open the Filter tool set.
4. Click the Darken tool. The pointer changes to the brush shape selected in the ribbon area.
5. Double click the Pressure edit box to select it and type **10** for light pressure.
6. Double click the Size edit box to select it and type **10** for a 10 pixel brush.
7. Point to the dark building, drag the brush over the image. The building becomes darker.
8. Release the left mouse button when you finish darkening the building.
9. Click the Custom View tool in the toolbox, then click the Previous View button in the ribbon area (or the **end** key). The previous view appears in the window.

Adding Text

Picture Publisher handles text by creating an outline of the font with an object. You can manipulate a text object like any other object by using various Fill tools and mask editing tools.

In this tutorial, you choose the typeface, point size, and style of text, then type the text directly on your image.

Choosing Text Attributes

First, choose the typeface and size of the font, then draw a box on the image where you want the text to appear.

1. Open the File menu and choose the Open command to open the ImageBrowser.
2. Double click the SKYLINE.JPG file located in the Tutorial subdirectory of your Picture Publisher directory.
3. Open the Edit menu and choose Preference to open the Preferences dialog box.
4. Click the Objects option button and make sure both check boxes are enabled. Click OK.
5. Click the Text tool in the toolbox. The pointer changes to the Text tool. (Use the crosshairs to point.)
6. Choose Helv in the Fonts drop-down combo box.
7. Type **28** in the Points edit box.
8.   Click the B button in the Style area to choose bold text.

Placing Text on the Image

1. Point to the location where you want to type the text on the image and click.
2. Type **SKYLINE**.
3. Double click to commit to your text and create a floating object.
4. Click the object tool in the toolbox.
5. Drag the text to move it above the skyline, so the bottom of the text is just above the tallest building.
6. Release the left mouse button.
7. Click the Transform button in the Object tool ribbon to display the Transform ribbon.
8. Choose Scale from the Transform drop-down combo box.
9. Move the pointer to the top right handle of the text bounding box. The pointer changes into a diagonal double-end arrow.
10. Drag the handle up and to the right until the status line reads approximately 120 percent.

Filling Text

You can fill the text object with the Color Tint tool, which uses the active color. The text object is already selected.

Note: Fill operates on all selected objects.

1. Click on the alternate Color Swatch to make it the active color.
2. Click the Fill tool in the toolbox to open the Fill tool set.
3. Click the Color Tint Fill tool. The pointer changes to a paint bucket. (Use the end of the paint drip to point.)
4. Click the left mouse button anywhere on the image. The characters fill with the active color.
5. Open the Object menu and choose the Combine command. The object outlines disappear and the text is burned into the image.

Objects

Creating Objects

Objects are selected areas of an image that remain floating until they are combined with the base image. Objects can be created under one of the following conditions:

> when you **paste** onto an existing base.

> when you **transform** a copy or move a **masked** section of an existing base. This is accomplished using the transform tool found under the mask toolbox.
> when you **type** in text onto an existing base

> **Note :** This object creation only occurs if you have the checkbox "**Allow Floating Objects**" selected in the **preferences** dialog. If this checkbox is not selected, then Picture Publisher functions like any other image editing program. When you paste onto an existing base as mentioned above, it is permanent unless you immediately select Undo.

There are some predefined objects that have been packaged with the working model. These can be used by selecting Paste From..., from the Edit menu. This is possible because Picture Publisher has a user definable clipboard that allows you to create a clip art library on call.

How To Create A Drop Shadow For An Object

Creating a drop shadow in standard image editing applications takes a lot of thought, because the shadow must reside beneath the image being shadowed. With Picture Publisher, this common effect is accomplisher quite easily using objects.

1) Open the image BACKGRND.JPG, found in the tutorial subdirectory.
2) Select Paste From... from the Edit menu.
3) Select Watch World from the list of named clipboards.
4) Position the object where desired, double click left mouse button to committ.
5) Select the Selector tool from the toolbox.
6) Hold down the SHIFT key, click and drag to create a copy of the object.
7) Select the Tint Fill tool from the Fill tools.
8) Set the Active Color to Black.
9) Fill the object with black.
10) Click on the Selector tool.
11) Set the transparency to 50% in the Selector ribbon.
12) Move the copy to the back by holding down the SHIFT key and clicking on the down arrow in the Layers Option in the Selector ribbon or by selecting Order/Move To Back from the Object menu.

13) Move the shadow into the desired position using the Selector tool, or you can use the cursor keys to move the object one pixel at a time. To use the cursor keys, hold down the SHIFT key and use the cursor keys to move the object in the desired direction.

> **Note :** You can use the transform options to shrink, enlarge, and distort the shadows appearance. The transform options become available when you click on the Transform Icon in the Selector Ribbon.

14) Select Feather... from the Object menu. (CNTRL + B)
15) Feather Object dialog settings :

> Amount = 5 pixels
> Edge = Hard

16) Click Feather.

> **Note :** The amount of feathering varies with size of object. The larger the object, the greater the amount you should use, the smaller the object, the less you should use.

Conclusion

Now that you have finished the tutorials, you should be familiar with Picture Publisher's tools and functions. For more fun, read the HOWTO.DOC file that comes with this working model. It can be found in the TUTORIAL subdirectory under the PP40WM directory.