



Quick Start Guide

To register on-line with Sonic Foundry, please follow the steps outlined in the registration wizards upon installation of this product.

Registering your product will provide you with technical support, notification of product updates, and special promotions exclusive only to Viscosity registered users.

Registration is required within 7 days of installation or your product will expire.

Sonic Foundry product registration helps protect against software copyright infringement and allows us to provide support exclusively to registered users.

If you do not have access to the Internet, registration assistance (in English) is available. Please contact our Customer Service Department at:

Telephone*: 1-800-577-6642 (toll-free) in the US, Canada, and Virgin Islands.

+800-000-76642 (toll-free) in Australia, Denmark, France, Germany, Italy,
Sweden, UK, Netherlands, and Japan.

+608-256-3133, extension 2300 in all other countries.

E-mail: customerservice@sonicfoundry.com

Fax: 1-608-250-1745

* Registration assistance is available by telephone 24 hours per day, seven days per week.

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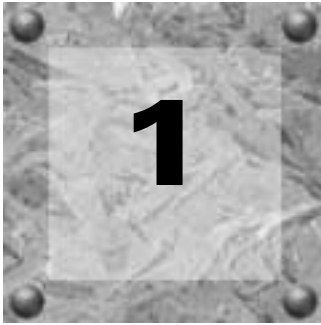
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Introduction

Welcome to Sonic Foundry Viscosity, a pixel-based, 2D-animation software. Viscosity combines image editing and animation by allowing you to draw and edit individual frames, apply transition and filtering effects, real-time playback for animations, and optimize images for the Web.

Viscosity can be used to create animated web site graphics, graphics for multimedia CD-ROMs, computer based tutorials (CBTs), and video clips. As a result, Viscosity is ideal for graphic designers, artists, webmasters, game developers, and video developers who are interested in creating or editing graphics and animations.

System requirements

Your system's components affect how well Viscosity performs. We recommend the following as minimum requirements.

- Microsoft® Windows™ 9x, NT 4.0 or later or Windows 2000
- 200 MHz processor
- 16-bit color display
- 32 MB RAM
- 8 MB hard-disk space for program installation
- CD-ROM drive for product installation
- Internet Explorer™ 4.0 (included on CD-ROM) or later to view online help

Technical Support

If you experience problems or have questions while using Viscosity, there are a few ways to get the information that you need from Sonic Foundry: Web site support, e-mail support, fax support, and telephone support.

Web site support

Visit our Web site at www.sonicfoundry.com/support. You will find technical information, reference information, program updates, tips and tricks, and a Frequently Asked Questions (FAQ) archive.

Email support

Send your questions or comments by using the Technical Support Request form found on our web site: www.sonicfoundry.com/support/SupportMail.asp. Our Technical Support Department will respond to you within 36 business hours.

Fax support

Send your questions or comments via fax 24 hours a day at (608) 250-1745. You will receive a response within 36 business hours.

Telephone support

Our technical support representatives are available Monday-Friday from 7am to 10pm (CST) at (608) 256-5555.

Before You Call Support


Before you contact our technical support department, we ask that you do the following:

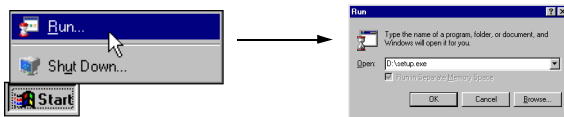
- Check to see if your question may be answered in the Start Guide or online help.
- Use a telephone that is near the computer where Viscosity is installed.
- Make sure you have registered the product. *For more information, see [Registration](#) on page 8.*

Installing Viscosity





Before you install Viscosity, we recommend that you exit all open programs and temporarily disable any virus protection.

1. Insert the Viscosity CD-ROM. The Viscosity Installation screen appears (if CD-ROM AutoPlay is enabled).

If the CD-ROM AutoPlay is disabled, click on the  button and choose Run.



In the Run window that appears, type the CD-ROM drive's letter and add **:setup.exe**. Click the **OK** button to start the installation.

2. Click Install Software. The installation process begins.
3. Follow the screen prompts and enter the necessary information when required.
 - Use the  button to continue the installation.
 - Use the  button to suspend the installation and review previous screen prompts.
 - Use the  button to terminate the installation process.
4. At the last screen prompt, click the  button to conclude the installation.

Serial number and activation code

The first time you start Viscosity, the registration dialog appears. You need to enter either the serial number or the activation code. Either number will start Viscosity so that you may immediately begin your first project.

The serial number allows you to run Viscosity for 7 days. After the 7 days expire, Viscosity will time out. If you purchased Viscosity, you can receive your activation code by registering either online or by telephone.

Note: *If you have started a project and Viscosity times out, you will not lose the project. It will be available when an activation code entered.*

An activation code is based on the Computer ID number where Viscosity is loaded. Each computer has a unique number, similar to a license plate. An activation code is created based on that unique number. When you register Viscosity, Sonic Foundry will generate an activation code for you. Once the activation code is entered, Viscosity will not time out; it is yours. Because the activation code is based on the Computer ID, it is important that you have Viscosity loaded on the computer where you will be using it.

The Computer ID is automatically detected and provided to you when you install Viscosity.

Registration

The Registration dialog that appears when you start Viscosity allows you to quickly and easily register to get your activation code. You may register via the Sonic Foundry web site or via the telephone. To register, follow the instructions shown in the Registration dialogs.

Using the online help

Viscosity includes HTML online help. To view the online help, you need to have Internet Explorer 4.0 or higher loaded on your system (included on the Viscosity CD-ROM).

Accessing help

The online help is accessible by choosing **C**ontents and **I**ndex from the **H**elp menu or pressing the **F1** key.

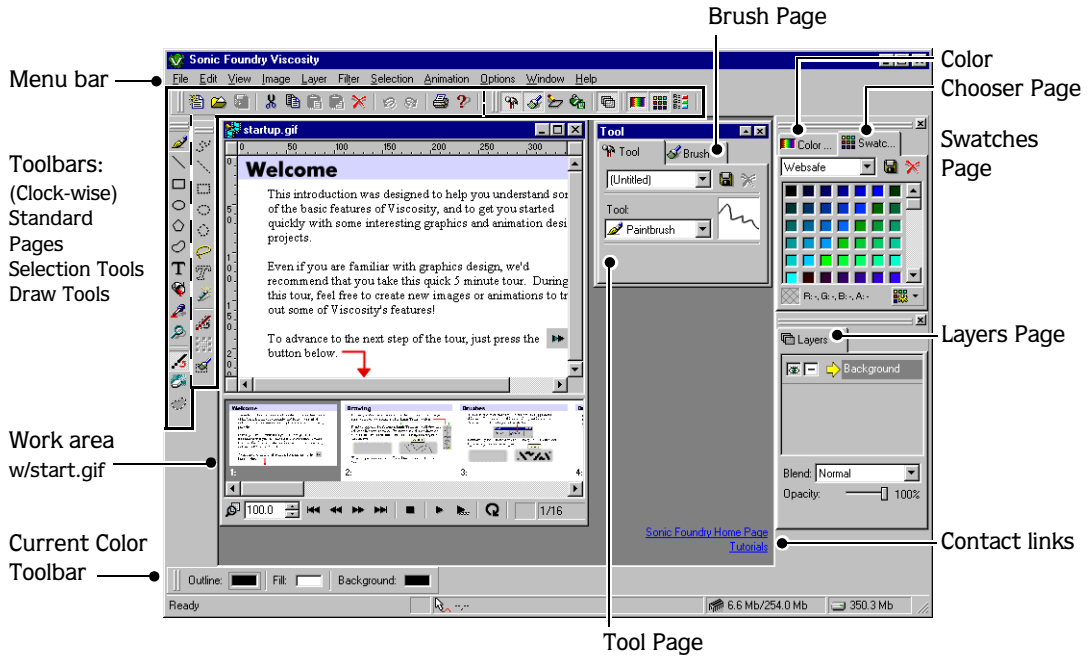
Help on the web

Additional Viscosity help and information is available on the Sonic Foundry web site. Choose **S**onic Foundry on the **W**eb from the **H**elp menu to view a listing of web pages pertaining to Viscosity and Sonic Foundry. If your browser is not already open, Viscosity will automatically start it for you.

Overview of Viscosity

This overview will describe the different parts of the interface that appear when Viscosity is opened for the first time.

Main window

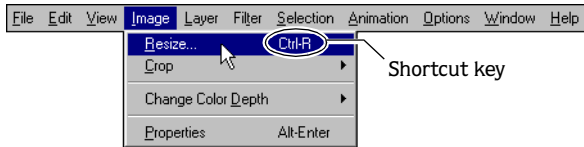


Startup.gif

The Startup.gif is an interactive tutorial that explains basic functionality and principles when using Viscosity. Follow the steps to learn the basics for using Viscosity.

Menu bar

The Menu bar provides access to every aspect of Viscosity: from displaying Toolbars and Pages to performing drawing and editing tasks.



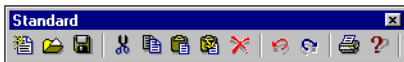
The most commonly used functions have shortcut key assignments displayed next to the menu command.

Toolbars

The five Toolbars that appear when you first open Viscosity are the most commonly used. Each Toolbar may be moved from its default position to float on the work area or docked to different parts of the interface. Simply click and drag the Toolbar to its new position.

Standard

The Standard toolbar contains buttons used to affect your project as a whole.



Button/Name	Description	Button/Name	Description
New	Accesses the New Document dialog used to create a new graphic or animation file.	Paste New	Creates a new image file and pastes the Clipboard contents to it.
Open	Accesses the Open dialog for importing files or opening Viscosity files.	Delete	Removes selection from the image. Data removed with this command is not added to the Clipboard.
Save	Saves current file.	Undo	Cancels previous edit and returns image to previous state prior to the edit.
Cut	Deletes current selection and adds it to the Clipboard.	Redo	Cancels previous Undo command and returns the image to the edited state.
Copy	Copies current selection to the Clipboard.	Print	Sends image data to the selected printer.
Paste	Inserts Clipboard contents to the image.	Help	Access the online help.

Pages

The Pages Toolbar toggles the display of all available Viscosity Pages.



Button/Name	Description	Button/Name	Description
Tools	Displays/hides the Tools Page.	Layers	Displays/hides the Layers Page.
Brushes	Displays/hides the Brushes Page.	Color Chooser	Displays/hides the Color Chooser Page.
Outline	Displays/hides the Outline Page.	Swatches	Displays/hides the Swatches Page.
Fill	Displays/hides the Fill Page.	Color Editor	Displays/hides the Color Editor Page.

Draw Tools

The Draw tools are used for creating and editing images. There are also three mode toggles that you may enable: Anti-alias, Eraser, and Auto Selection.



Button/Name	Description	Button/Name	Description	
Paintbrush	These tools use the properties set on the following pages: <ul style="list-style-type: none"> • Brush Page • Outline Page Both tools are used for drawing lines or strokes.	Rectangle	These tools use the properties set on the following pages: <ul style="list-style-type: none"> • Brush Page • Outline Page • Fill Page These tools create shapes when you click and drag the mouse pointer.	
Line		Ellipse		
Paint	This tool applies the color or filter specified on the Fill Page.	Polygon	Text	
Eyedropper	This tool samples the selected color in the image and adds the it to the selected color on the Current Color toolbar.	Closed Shape		
Zoom	This tool increases the magnification of a selected area. Holding down the Ctrl key decreases the magnification.	Text	Anti-alias	Toggles the use of anti-aliasing. When anti-aliasing is on, lines and strokes will have smoother edges.
		Eraser		Toggles eraser mode that allows you to use draw tools as erasers.
		Auto Selection		Toggles selection mode to provide a selection marquee to drawn objects.

Selection Tools

The Selection tools are useful for editing and creating masks for drawing. By making a selection, you may move, copy, paste, and delete images within the selection. Also, selections can be used as stencils for drawing.



Button/Name	Description	Button/Name	Description
Freehand Line	These tools use all the Outline properties for making a selection.	Text	Creates the entered text to form a selection.
Line		Magic Wand	Selects similar colored pixels in the image.
Rectangle	Creates a rectangular selection.	Anti-Alias	Toggles the use of anti-aliasing selections. When anti-aliasing is on, the selection lines will have smoother edges.
Ellipse	Creates a elliptical selection.	Handles mode	Toggles the use of handles to appear after an object is drawn.
Polygon	Creates a polygonal selection.	Apply Brush	Toggles the use of applying the Outline Page properties to draw objects.
Lasso	Creates a closed freehand selection.		

Current Color

The Current Color Toolbar displays the colors that you chose on the respective color page. To change these colors, simply double-click the color and choose a different one from the Color dialog or use the Swatches Page.



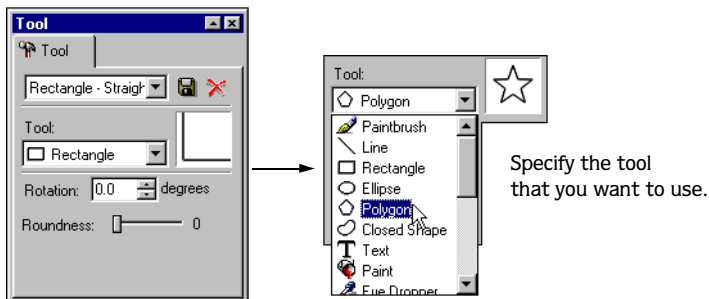
Button	Name/Description
	The outline properties are set on either the Windows Color Picker or on the Outline Page.
	The fill properties are set on either the Windows Color Picker or the Fill Page.
	The background color is set when you create the image. Double-click the color box to change the color from the Windows Color Picker or use the Swatches Page.

Pages

There are five Pages that appear when you first open Viscosity. Each Page may be moved from its default position to float on the work area, be docked to different parts of the interface, or nested with other Pages. Simply click and drag the Page to its new position. If you nest Pages together, click their respective tab to view or change the Page's properties.

Tool Page

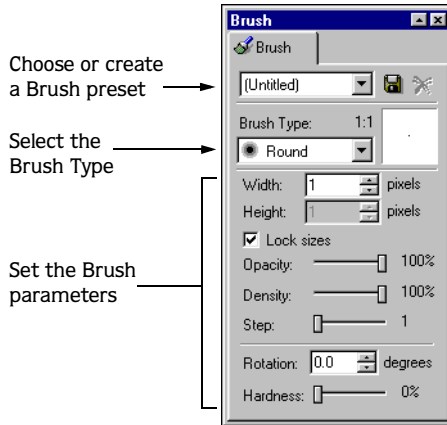
The Tools Page allows you to set properties for the tool that you want to use. From the Tool drop-down list, you may specify a tool and set its properties.



Note: *The Tools Page contains a drop-down list of property presets that can be applied to the selected tool. You may also create your own preset and save it for later use.*

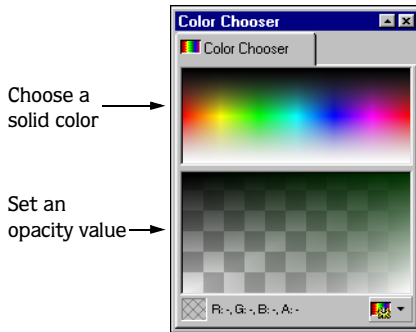
Brush Page

The Brush Page allows you to set outline properties for the drawing and selection tools. The properties set on this page will be used by the Brush, Line, Rectangle, Ellipse, Polygon, and Text drawing tools and all the selection tools.



Color Chooser Page

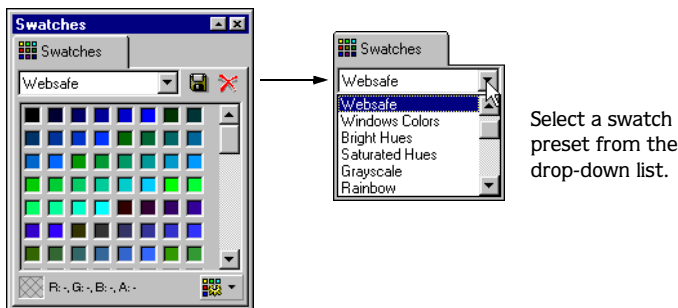
The Color Chooser Page allows you to quickly change the properties of the Outline, Fill, and Background colors. On the Current Color Toolbar, click to select Outline, Fill, or Background and click on the top pane to set the solid color and then on the lower pane to set an opacity value.



Swatches Page

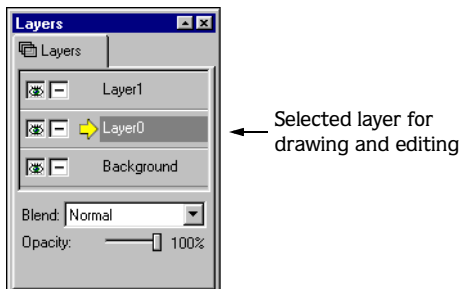
The Swatches Page also allows you to quickly change the properties of the Outline, Fill, and Background colors. On the Current Color Toolbar, click to select Outline, Fill, or Background and click on the desired swatch color to apply it.

In addition, this Page contains a drop-down list of Swatch presets. You may also create your own preset and save it for later use.



Layers


The Layers Page allows you to separate your image for easier editing and management. You may rearrange the layers' order, merge layers, and set the layers' opacity from this Page. The Layer that has the yellow arrow is the layer to which drawing and selections are applied.



Creating a new Viscosity file

When starting a new still graphic or animation file, Viscosity allows you to set the file's properties prior to working. Usually, the intended use of the file determines these properties. However, you may change the file's properties at any time.

To create a new still graphic or animation, do the following:

1. Access the New Document dialog in one of the following ways:
 - From the **File** menu, choose **New**.
 - Click the  Toolbar button.
 - Press the **Ctrl+N** shortcut keys.
2. Once the New Document dialog appears, click either the Bitmap or Animation icon.

Note: *Bitmap files may be converted to animation files.*

3. Set the file's Image, Color, and Animation* Properties or to use the default settings, skip to step 4.

The following properties may be changed after the file is open.

Image Properties

Bit-depth	Determines the amount of color that is available for each pixel as you draw.
Width	Sets the pixel width for the image area.
Height	Sets the pixel height for the image area.
Resolution	Sets the sharpness of the image area.

Color

Background color	Select the preferred color to use as the backdrop for the image area.
Background opacity	Determines the opacity (transparency) for the background color. (If the opacity slider is set to 100%, then the background color will be solid.)

Animation (*only enabled when animation is selected)

Length	Sets the number of frames for the animation.
Frame delay	Sets the time delay between frames during animation playback


4. Click the **OK** button and Viscosity will create a new image area.

Importing files into Viscosity

Viscosity allows you to open and edit files in the following formats:

Format	Description
*.avi	Audio and Video Interleave file format is the standard Windows format for video files.
*.bmp	BMP file format is the standard graphic format for Windows applications.
*.gif	Graphics Interchange Format file format is the standard graphic format for the Web. Viscosity will import both still graphic and animated *.gif files.
*.jpg or *.jpeg	Joint Photographic Experts Group file format is used most often for photographic images used on the Web.
*.png	Portable Network Graphics file format is an alternative to *.gif.
*.psd	The Adobe Photoshop native file format may be opened, but Viscosity does not currently save to this format.
*.vsc	The Viscosity native file format preserves all file data: bitmap and animation properties.


To import a file into Viscosity, do the following:

1. Access the Open dialog by doing one of the following:
 - From the **File** menu, choose **Open**.
 - Click the  Toolbar button.
 - Press the **Ctrl+O** shortcut keys.
2. Navigate to the folder that contains the file that you want to open.
3. Select the file and click the **Open** button.

Saving the file

The first time you save a graphic or animation to a Viscosity format (*.vsc), the Save As dialog will appear. From this dialog, you may specify the file name and location where it will be saved. After the initial save, the Save As dialog is bypassed when you save the file.

To save the graphic or animation in the Viscosity format (*.vsc), do the following:

1. Access the Save As dialog in one of the following ways:
 - From the **File** menu, choose **Save**.
 - Click the  Toolbar button.
 - Press the **Ctrl+S** shortcut keys.
2. If this is the first time you are saving the file, the Save As dialog will appear. Specify the file's name and storage location from this dialog.
3. Click the **Save** button.

Exporting to a different format

Viscosity allows you to export the file to a different format. The format that you choose is typically determined by the intended use of the graphic or animation.

To export a graphic or animation, do the following:

1. From the **File** menu, choose **Save As**. The Save As dialog will appear.
2. On the Save As dialog, enter a new file name and specify a new storage location (if necessary).
3. From the Save as file type drop-down list, choose the format to which you want to export the file. The options that appear in the drop-down list are determined by whether the file is a graphic or an animation.

Graphic Export options

*.vsc	The Viscosity native format. Select this option for renaming the file.
*.bmp	The standard graphic format for Windows applications.
*.gif	The standard format for the Web graphics.
*.jpg	The format commonly used for Web-based photographic images.
*.png	A *.gif alternative graphic format for Web graphics.

Animation Export options

*.avi	The standard video format for Windows application.
*.gif	The standard format for animated Web-based images.

Note: You may specify the file format's save properties by clicking the **Options** button.

4. Click the **Save** button. The file will be saved to the chosen format, file name, and location that was specified.



Drawing

Viscosity offers various drawing tools for creating still images and animations. Animations that have multiple frames can be drawn on simultaneously by selecting the frames first. *For more information, see [Working with Animations](#) on page 45.*

Draw objects' and shapes' appearance is determined by the colors and brush sizes specified prior to drawing. Drawing tools' properties are defined on the Brush and Tool Pages, which are used most frequently. Tool settings, brush sizes, and colors determine the appearance of shapes in Viscosity.

We recommend using several layers when creating your artwork. By drawing items on separate layers, you make editing the image later much easier. *For more information, see [Working with Layers](#) on page 37.*





Using drawing tools




Viscosity Draw tools are as follows: PaintBrush, Line, Rectangle, Ellipse, Polygon, Closed Shape, and Text. The shapes color are based on the Current Color bar's Outline and Fill settings. Also, the tools' brushed outlines are based on the Brush Page's settings.

In addition, you control the tools' shape and appearance from the Tools Page.

Choosing a drawing tool

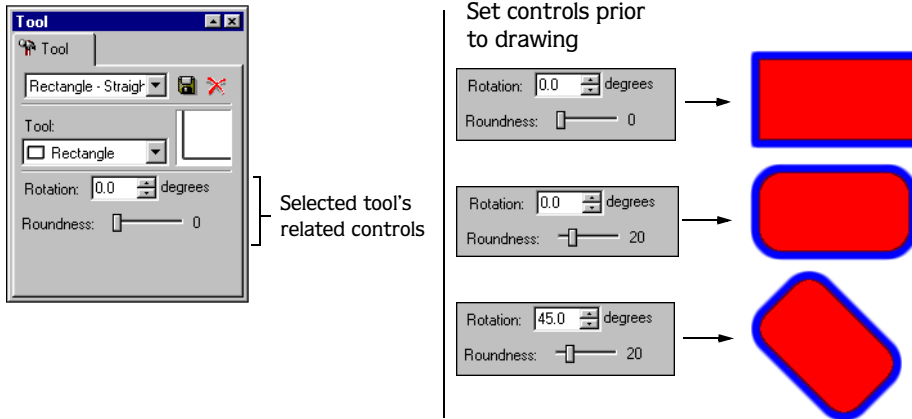
You may choose a shape by either clicking it on the Drawing toolbar or pressing the shapes respective shortcut key.

Tool	Shortcut
 Paintbrush	P
 Line	L
 Rectangle	R
 Ellipse	I

Tool	Shortcut
 Polygon	G
 Closed Shape	H
 Text	T

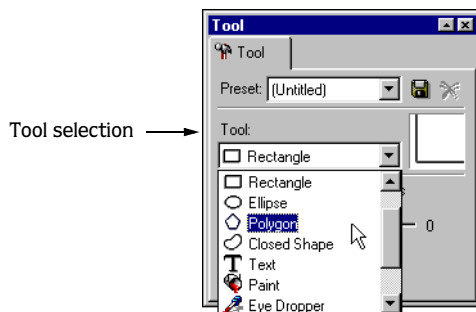
Setting a tool's properties

The drawing tools' properties are set on the Tool Page. On the Tool Page, the chosen drawing tool determines what type of controls appear. For example, the Rectangle tool can have its angle and corner properties set prior to drawing.



Note: The PaintBrush, Line, and shape tools' outline properties are set on the Brush Page. For more information, see [Setting brush and line properties](#) on page 25.

The Tool drop-down list allows you to choose a different drawing tool and set its related controls prior to drawing. (You may also select a different tool from the Draw Tool toolbar.)



Note: The Tool Page also has a list of Presets. Presets are saved settings that allow you to quickly configure a drawing tool.

Modifying the tool's shape while drawing

You may use keyboard commands to modify the Rectangle, Ellipse, and Polygon drawing tools as they are being drawn.

- The **Shift** key anchors the tool in the center and allows you to set its height and width.
- The **Ctrl** key anchors the tool in the center and allows you to constrain the height and width while setting the rotation angle. (The Line tool may be rotated in 15 degree increments.)
- The **Alt** key allows you to move the tool's shape before applying it to the graphic. Also, if you press the **Alt** key before you draw a shape and click, the previously draw tool's shape will appear. Release the **Alt** key while still holding the mouse button to resize the shape, if necessary.

Note: You may use these keys at the same time to modify shapes as they are being drawn.

Using outline and fill colors

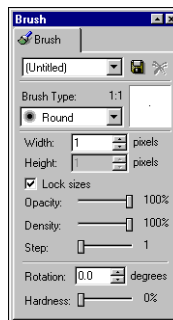
All drawing tools in Viscosity use and apply the colors selected on the Current Color toolbar outline and fill swatches.



This toolbar allows you to set the color properties that the drawing tools will use. The Current Color toolbar displays a swatch for the outline and fill colors that you have set.

However, not all drawing tools have both an outline and a fill. Some tools use only an outline or a fill. The following table defines each drawing tool and its available properties:

Drawing Tool	Properties Used
Paintbrush	Brush and Outline (no Fill)
Line	Brush and Outline (no Fill)
Rectangle	Brush, Outline, and Fill
Ellipse	Brush, Outline, and Fill
Polygon	Brush, Outline, and Fill
Closed Shape	Brush, Outline, and Fill
Text	Brush, Outline, and Fill
Paint	Fill (no Brush or Outline)

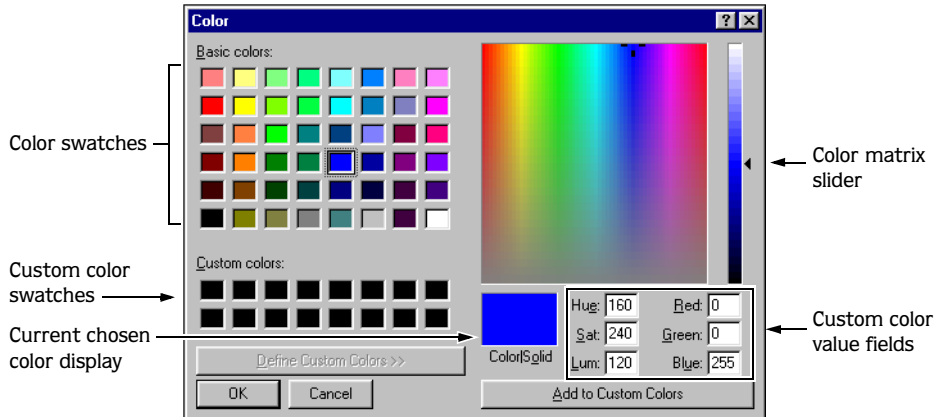


The Outline swatch sets the color used for drawing tool's that use an outline. The outline's brush properties (width, height, opacity...) are set on the Brush page.

Setting outline and fill colors

You may set the colors used by the drawing tools by doing the following:

1. On the Current Color toolbar, double-click either the Outline or Fill swatch. The Windows Color Picker dialog will appear.



2. Choose a color by doing one of the following:

- Click one of the available swatches.
- Drag the Color matrix slider arrow to set the color's luminosity.
- Enter custom color values in the Hue, Sat, Lum, Red, Green, or Blue fields. (If you want to use the custom color again, click the **Add to Custom Colors** button to create a custom swatch.)

The color that you choose will appear in the Color/Solid display.

3. Click the **OK** button to apply the color swatch to the Outline or Fill.

Note: You may also set colors using the Color Chooser, Swatches, Color Editor, Outline, and Fill Pages. Refer to the online help for more information.

Disabling outlines and fills

You may want to draw an object without an outline or a fill color. Outlines and fills may be disabled via shortcut menus or keys.

Disabling/enabling outlines

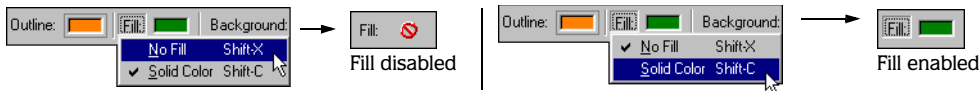
On the Current Color toolbar, click Outline and choose **No Outline** or press the **⌘** shortcut key. The Current Color bar will display an icon indicating that outlines have been disabled.



To enable outlines again, click Outline on the Current Color toolbar and choose **Solid Color** or press the **⌘** shortcut key. The previously selected swatch will appear.



Disabling/enabling fills

On the Current Color toolbar, click Fill and choose **No Fill** or press the **⇧+⌘** shortcut key. The Current Color bar will display an icon indicating that fills have been disabled.



To enable fills again, click Fill on the Current Color toolbar and choose **Solid Color** or press the **⇧+⌘** shortcut key. The previously selected swatch will appear.


Using the Eyedropper and Paint tools

The Eyedropper () and Paint () tools are a quick way to sample and apply colors that the Drawing tools will use or to change the Current Color toolbar's Outline, Fill, or Background color swatch.

Using the Eyedropper to sample colors

The Eyedropper tool allows you to take the color from a layer's image and use it to set the swatches on the Current Color toolbar.


To sample color, do the following:

1. On the Current Color toolbar, select the Outline, Fill, or Background swatch to set where the sampled color will be applied.
2. Click on the  tool.
3. Click the image color that you want to sample. The color that you select will appear on the Current Color toolbar next to the element that you selected in step 1.
4. Repeat steps 1-3 to sample other colors.

Using the Paint tool to apply color

The Paint tool allows you to apply color to similarly colored areas on a layer. The Paint tool's color is based on the Current Color toolbar's Fill swatch.

To apply color, do the following:

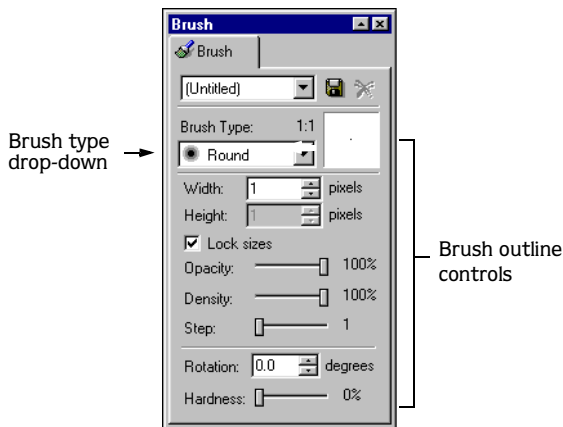
1. Select the  tool.
2. Place the mouse on the area in which you want to apply the fill color and click. All adjoining pixels with the same color will change to the new fill color.

Using brushes and lines

When drawing with the PaintBrush or Line tool, the appearance of the applied brush or line is controlled by the Brush Page. In addition, the Rectangle, Ellipse, Polygon, Closed Shape, and Text tools' outline, if applied, uses the settings on the Brush Page.

Setting brush and line properties

The properties that are set on the Brush Page control the appearance of the drawing tools that use brush outlines. The Brush Page sets the size, shape, and appearance qualities of outlines. The outline's color is based on the Current Color toolbar's Outline swatch.



Brush type

The Brush Page also contains a drop-down list of Brush types. You may choose a circular or rectangular brush property. The Brush type used in conjunction with the other controls can make for interesting brushed outlines.

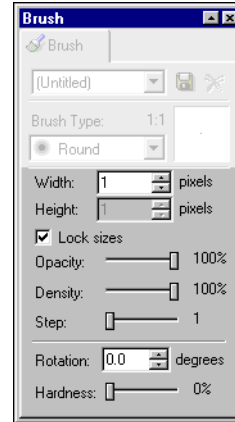


Brush Page controls

The below table briefly describes how each control changes the properties of brushed lines and shape outlines.

Control	Description
Width	Determines the width of the brush.
Height	Determines the height of the brush.
Lock sizes	Toggles whether the Brush's width and height is set the same or independently.
Opacity	Determines the transparency of the brush. A setting of 100% indicates fully opaque.
Density	Determines the "heaviness" or "fullness" of the brush. A setting of 100% indicates that the brush will be fully round or rectangular depending on the chosen Brush type.
Step	Determines the space between the brush segments. The Step control is useful for drawing dashed lines with rectangular or circular segments.
Rotation	Determines the rotation of the brush.
Hardness	Determines the type of "edge" that is applied to the brush. A setting of 100% indicates the edge will be fully circular or rectangular depending on the chosen Brush type. This control is useful for "feathering" a brush.

Note: The Brush Page also has a list of Presets. Presets are saved settings that allow you to quickly configure brush settings.



Brush controls

These settings are used for outlines



Using text

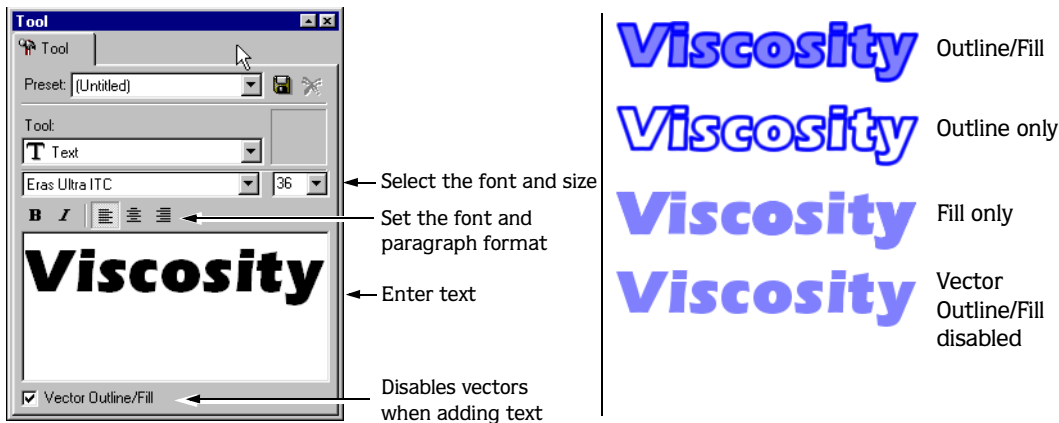
The Text tool allows you to add text to your image or animation. Text may have outline and fill colors. The Text tool outline properties are set on Brush Page. The text's color properties are based on the Fill swatch on the Current Color toolbar.

When you select the Text tool, the Tool Page displays the area in which you may enter the text. You will see "Sample Text" already entered; simply type over this text.

Setting text font and properties

By default, Viscosity adds text so that the properties on Brush page and Current Color toolbar are applied. You may disable the outline or fill colors prior to adding the text. For more information, see [Disabling outlines and fills](#) on page 23.

If you intend to use a small font size, the text may appear blurry and compromise readability. To increase readability, clear the Vector Outline/Fill check box. The entered text will then use only the specified Fill color on the Current Color toolbar.



The Vector Outline/Fill check box toggles the use of vectors when "drawing" text. When this check box is cleared, Viscosity will "draw" the text exactly as shown on the Tool Page in order to produce sharper font edges.

Using filters on layers

Filters are effects that transform a layer's image data. Viscosity offers many filters that may be used to affect image data on layer(s). As an example, you could use the Deformation Swirl filter to add a whirlpool look to the selected layers.

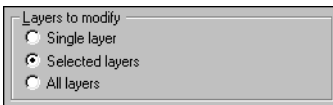
You will find these filters on the **Filters** menu. The Filters are divided into groups: **Effects**, **Color Adjustments**, **Deformations**, and **Render**.



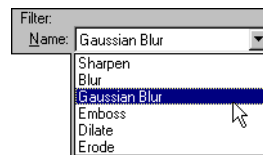
When you select a filter, the associated dialog appears with controls and a preview pane. Adjust the controls to achieve the desired look.

To use filters on layers, do the following:

1. On the Layers Page, select the desired layer(s) to which the filter will be applied.
2. From the **Filters** menu, choose one of the filter types: **Effects**, **Color Adjustment**, **Deformations**, or **Render**. The associated filter dialog appears.
3. In the Layers to Modify area, click the radio button based on the layers that you selected in step 1 or to change which layers get the effect.



Note: You may change the filter type from the Filter drop-down list. The chosen filter will display its associated controls and fields.



4. Set the filter's properties using the fields and sliders that are associated with it. The preview area will update the filter's effect based on the property settings.
5. Click the **OK** button to apply the filter to the selected layers.

Note: Each filter dialog has a list of Presets. Presets are saved settings that allow you to quickly configure filter settings.



Working with Selections

Viscosity offers various selection tools for editing still images and animations. When you use one of the selection tools, how the selection appears is based on the Tool and Brush Page settings.

A selection defines an area of pixels that will be edited. As a result, we recommend that you create your image using several layers. By drawing items on separate layers, selecting items and editing the image becomes much easier. *For more information, see [Working with Layers](#) on page 37.*









Selections may be moved, copied, pasted, and used for masking (when drawing). Also, you may increase or decrease the selection area.

Using the selection tools

Viscosity has different tools to select portions of the image: Freehand Line, Line, Rectangle, Ellipse, Polygon, Lasso, Text, and Magic Wand. With the exception of Magic Wand, the selection tools' shape is based on the Tool and Brush Page settings.

Choosing a selection tool

You may choose a selection tool by either clicking it on the Selection toolbar or pressing the tool's respective shortcut key.

Tool	Shortcut	Tool	Shortcut
 FreeHand	Shift+P	 Polygon	Shift+G
 Line	Shift+L	 Lasso	Shift+H
 Rectangle	Shift+R	 Text	Shift+T
 Ellipse	Shift+I	 Magic Wand	Shift+N

Setting a selection tools' properties




The selection tools' properties are set on the Tool and Brush Pages. The Tool Page sets the shape of a selection tool. Setting the selection tools' properties is identical to setting the Drawing tools properties. However, selection tools do not apply outline or fill colors. *For more information, see [Setting a tool's properties](#) on page 20.*

The Brush Page sets the size and shape of the Freehand, Line, and outlines for the shape selection tools. *For more information, see [Setting brush and line properties](#) on page 25.*

Setting the Selection mode

Viscosity has three modes that affect selections: Anti-alias, Selection handles, and Apply brush to selection. These mode buttons appear on the Selection Tools toolbar.

Each mode is a toggle so it is either on or off. The following table defines how each mode affects selections.

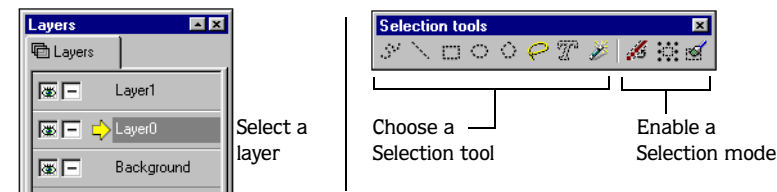
Mode	Shortcut	Description
 Anti-alias	S	When enabled, the selection will use anti-aliasing, which produces a smoother edge.
 Selection handles	Ctrl+H	When enabled, the selection will display selection handles. These handles may be used to resize the selection.
 Apply brush settings	U	When enabled, the selection will include the brush properties set on the Brush Page. This selection mode is useful for the Freehand and Line tool or shape tools with only outline properties. To do this, you disable the fill on the Current Color toolbar (pg. 23).

Making a selection

Use the selection tools to “capture” pixels on an image's selected layer. When you make a selection, a marquee will appear around the selected item(s). All the pixels contained within the selection will be available for editing.

To make a selection, do the following:

1. On the Layers Page, select the layer that contains the image that you want to select.



2. Choose one of the selection tools.
3. Enable the selection mode that you want to use, if necessary.

4. Click and drag to make the selection. A marquee will appear around the selection that you made.

After the selection is made you may move, copy and paste, or use the selection for drawing. When you are finished editing, deselect by pressing the **Ctrl**+**D** keys.

Note: When you move a selection, *Viscosity* “floats” if above the other layers. For more information, see [Floating/defloating the selection](#) on page 33.

Modifying the selection tool's shape

You may use keyboard commands to modify the Rectangle, Ellipse, and Polygon selection tools as they are being used.

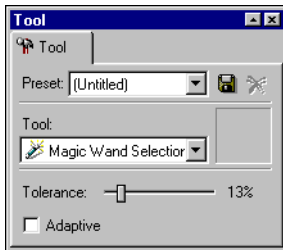
- After you begin making the selection, press the **Shift** key to anchor the tool in the center and set its height and width.
- After you begin making the selection, press the **Ctrl** key to anchor the tool in the center and constrain the height and width while setting the rotation angle. (The Line selection tool may be rotated in 15 degree increments.)
- The **Alt** key allows you to move the selection's shape before applying it to the graphic. Also, if you press the **Alt** key before selecting and click, the previous selection shape will appear. Release the **Alt** key while still holding the mouse button to resize the shape, if necessary.

Note: You may use these keys at the same time to modify shapes as they are being drawn.

Using the Magic Wand

The Magic Wand selects similarly colored pixels within the image. For example, you may select the color of a solid fill quickly by using the Magic Wand. The Magic Wand's properties, Tolerance, and Adaptive controls are set on the Tool Page.


Tool Page



Controls Description

Tolerance Slider	Specifies the sensitivity of the Magic Wand selection tool; only pixels that fall within the color tolerant range will be selected.
Adaptive check box	<p>When this check box is disabled, the selection is based on the initial pixel color that you clicked and spreads outward until reaching pixel colors beyond the specified tolerance range.</p> <p>When this check box is enabled, the selection is based on neighboring pixels colors where you clicked. The selection spreads and selects neighboring pixels until reaching the specified tolerance range. An adaptive selection affects a greater area on natural (photographic) images.</p>

To make a selection using the Magic Wand, do the following:

1. On the Layers Page, select the layer that contains the image(s) that you want to edit.
2. Select the Magic Wand by doing one of the following:
 - Click the  button on the Selection Tools toolbar.
 - Press the **[Shift]+[W]** shortcut keys.
3. Place the Magic Wand on the area that you want to select and click.

A marquee will appear around the selection. After the selection is made you may move, copy and paste, or use the selection for drawing. When you are finished editing, deselect by pressing the **[Ctrl]+[D]** keys.

Adding to the selection

After a selection is made, you may add to it by using any of the selection tools.

To add to the selection, do the following:

1. Use one of the selection tools and make a selection.
2. Select a different selection tool, if desired.
3. Press and hold the **[Shift]** key.
4. Make another selection.
5. Release the mouse. The selection marquee will form a new selection area to include both selection tools, even if they are non-overlapping, separate selections.

Subtracting from the selection

After a selection is made, you may subtract from it by using any of the selection tools.

To subtract from the selection, do the following:

1. Use one of the selection tools and make a selection.
2. Select a different selection tool, if desired.
3. Press and hold the **Ctrl** key.
4. Make another selection that overlaps the existing selection.
5. Release the mouse. The marquee of the existing selection subtracts the amount that you overlapped with the new selection.

Floating/defloating the selection

You may select a portion of the image and “hover” (float) it above the rest of the image. Floating is useful when moving a selection to a different layer of the image.

Conversely, defloating a selection places it back within the image on the layer that is highlighted on the Layers Page.

A floating selection’s marquee is blue and gray whereas a defloated selection’s marquee is red and gray.

To float a selection, do the following:

1. On the Layers page, click the layer that contains the image you want to float.
2. Using one of the selection tools, click and drag the tool so that the image data is within the marquee selection.
3. From the **Selection** menu, choose **Float** or move the selection and **Viscosity** floats it over the other layers.
4. Select the layer to which you want to assign the selection on the Layers Page.
5. Defloat the selection by choosing **Defloat** from the **Selection** menu or press **Ctrl+D** to deselect it.

Editing the selection

Selections contain the pixels that you want to edit. Whether it is moving the selection, copying, or deleting it, remember that the edits to the selection are affecting the pixels within it.

Moving the selection

After a selection is made, you may move it to a different location in the image using any of the selection tools. Moving a selection automatically floats it.

To move a selection, do the following:



1. Click one of the selection tools.
2. Place the mouse pointer on the selection. The Move (↕) cursor will appear.
3. Click and drag the selection to the desired position.
4. Click outside the selection or press the **Ctrl+D** keys to deselect.

Note: You may use the keyboard's arrow keys to move the selection. In addition, pressing the **Alt** key allows you to move the selection's boundaries without moving its contents.


Copying and Pasting the selection

You may copy and paste selections on the same layer or paste them to different layers.




To copy and paste a selection, do the following:

1. After the selection is made, copy it by clicking the  button or pressing the **Ctrl+C** keys.
2. Paste the selection by clicking the  button or pressing the **Ctrl+V** keys. The selection will be pasted and floated on the image.
3. Select the layer to which the pasted selection will be defloated, if necessary.
4. Click outside the selection or press the **Ctrl+D** keys to deselect.

Resizing the selection

After a selection is made, you may resize the selected area using the handles. The Selection Handles toggle () , when enabled, will automatically display the Selection handles.


To resize the selection, do the following:

1. Place the mouse pointer over one of the selection handles. Depending on the handle, the respective Resize (, , ) cursor will appear.
2. Click and drag the handle to the desired position. As you begin to resize, press the following keys to modify the selection.
 - The **Shift** key resizes from the center of the selection.
 - The **Ctrl** keys resizes non-proportionally.
 - The **Alt** key resizes the selections boundaries (not the contents of the selection).
3. Click outside the selection or press the **Ctrl**+**D** keys to deselect.


Deleting the selection

You may remove the selection and add it to the Clipboard or simply remove it from the image permanently.

Deleting to the Clipboard

To delete the selection but add it to the Clipboard, click the  button or press the **Ctrl**+**X** keys. The selection will be removed from the image, but will be available to paste from the Clipboard.


Deleting selection permanently

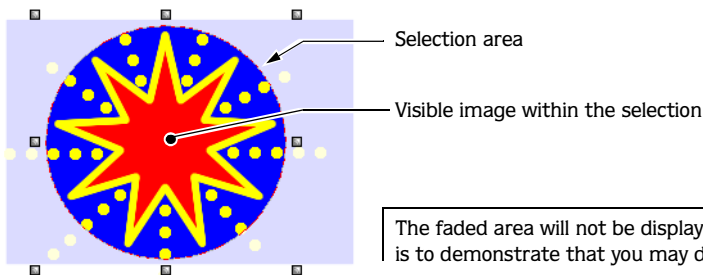
To completely remove the selection image, simply click the  button or press the **Delete** key.

Using selections for drawing

You may use selections to function as masks when drawing. When a selection is made, the Drawing tools will only be applied within the selected area.

To draw within a selection, do the following:

1. Disable the Auto Selection mode, if necessary, by clicking the  button on the Draw Tools toolbar.
2. Make a selection.
3. Select a Draw tool and begin drawing. You may draw beyond the selected area, but only the pixels within the selection will be visible.



The faded area will not be displayed in your image. The Fade area is to demonstrate that you may draw beyond the selection.

4. Continue to select draw tools and create the image within the selection.
5. Press the **Ctrl**+**D** keys to deselect.



Working with Layers

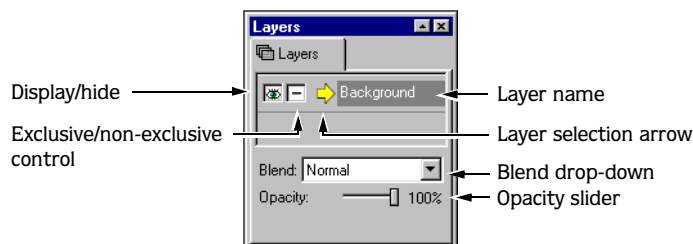
Viscosity allows you to use layers when creating still graphics and animations. Layers function as transparent sheets on which you draw. Each layer may contain separate images, which is useful when editing. Because layers function as transparent sheets, each layer's image data appears as one image file as you draw. Layers provide advantages for working because you can draw or edit parts of complex images without affecting the other layers.

In addition, you may can add different special effects or transitions to different layers, letting you create simultaneous animated actions. For animations, any layer that you add, move, remove, or merge will affect every frame as well.

Finally, saving the still graphic or animation in the Viscosity native format (*.vsc), preserves the layers that you have created for editing later.

Using Layers Page

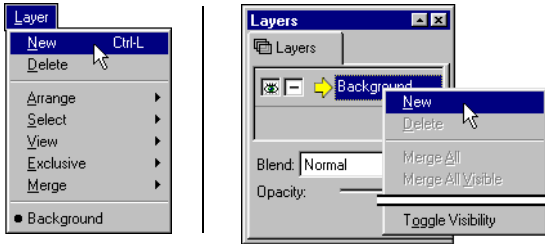
The Layers Page organizes all the layers in your still graphic or animation. The Layers Page allows you to add, name, move, merge, hide, and remove layers. When you open a new image, the Layers Page displays one layer: Background. The Background layer has a yellow arrow displayed next to it. This arrow indicates which layer is active. The active layer is where drawn objects and edits will be applied.



In addition, the active layers' blend and opacity is set on the Layers Page. *For more information, see [Setting layer properties](#) on page 41.*

Adding layers

You may add layers by doing the following:



- From the **Layer** menu, choose **New**.
- On the Layers Page, right-click and choose **New** from the shortcut menu.
- Press the **Ctrl+N** shortcut keys.

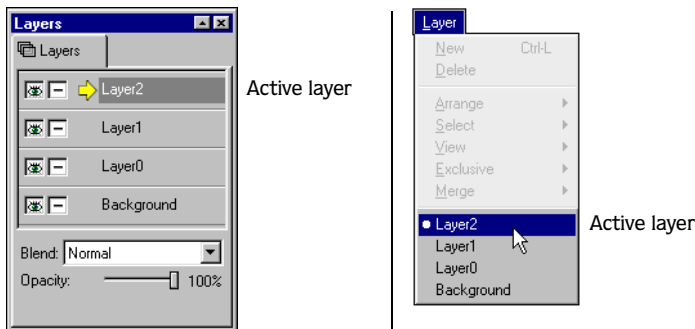
Viscosity names the added layers in chronological order: Layer0, Layer1, Layer2, and so on.

Selecting a layer

The yellow arrow on the Layers Page indicates which layer is active. The active layer is where all subsequent drawn pixels and edits are applied.

To activate a different layer to which drawn pixels will be applied, do one of the following:

- On the Layers page, click the desired layer.
- From the **Layer** menu, choose the desired layer.



Naming layers

Viscosity names layers as you add them in chronological order. However, you may change a layer's name at any time by doing the following:

1. Select the layer that you want to rename.
2. Triple-click or press the **F2** key to reveal the layer's text box (The Layers Page needs to be active to use **F2** the key).



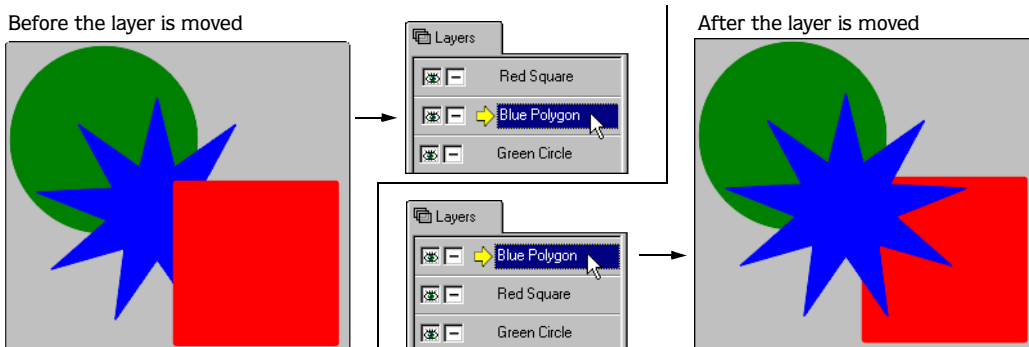
3. Enter the name and press the **Enter** key to save the layer name.
4. Repeat steps 1-3 to rename other layers.

Rearranging layers

The layers and their image data may be rearranged at any time. You may move layers by dragging and dropping or using the shortcut menus.

Dragging layers on the Layers Page

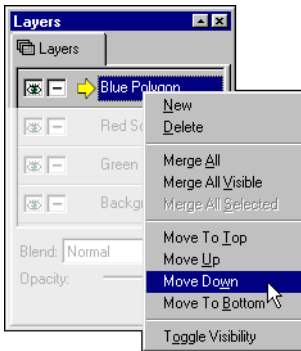
1. Select the layer to move.
2. Drag the layer to the preferred position. As you drag the layer, its “ghosted image” appears.
3. Release the mouse to set the new layer position.



Moving layers with the shortcut menus

You may also rearrange layers via the Layers Page shortcut menu by doing the following:

1. Select the layer to move.
2. Right-click the layer and choose the desired move command.

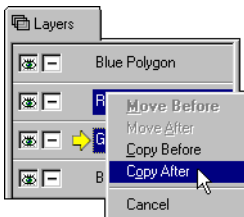


Duplicating layers

You may duplicate layers and their images. When selecting multiple layers to duplicate, you may select sequential layers by pressing the **Shift** key or non-sequential layers by pressing the **Ctrl** key.

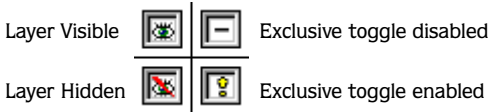
To duplicate layers, do the following:

1. Press either the **Shift** or **Ctrl** key.
2. On the Layers Page, click to select the layers to duplicate.
3. Right-click and drag the layers to the desired position. As you drag the layers, you will see their “ghosted” images.
4. Release the mouse and a shortcut menu will appear.
5. Choose to either copy the layers before or after the layer where you released the mouse. The layers will be copied to the new positions.



Hiding/display layers

The Layers Page contains two toggles for each layer: Display and Exclusive. The Display toggle, when clicked, will either hide or display the active layer. The Exclusive toggle is useful for quickly hiding all other layers except the active layer.



The toggle's icons indicate the current state of the control. To use these toggles, simply click them to enable or disable.

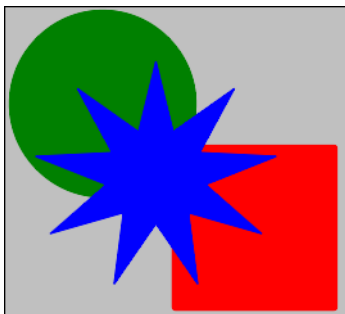
Setting layer properties

The Layers Page controls a layer's properties. Each layer's properties may be set independently from the others. You may set the layers' Blend mode and Opacity setting.

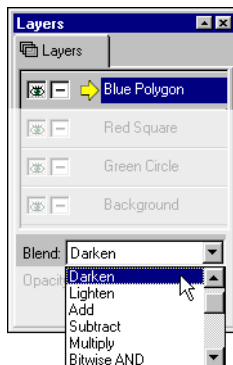
Choosing a Blend mode

Viscosity stacks the image layers so that you may work on independent pixel data. However, the Blend mode enables you to combine a layer's image data in various ways with the underlying layers while keeping them separated. For example, in the below example, selecting the **Darken** Blend mode for the Blue Polygon layer means its colors are blended with the Red Square, Green Circle, and Background layers.

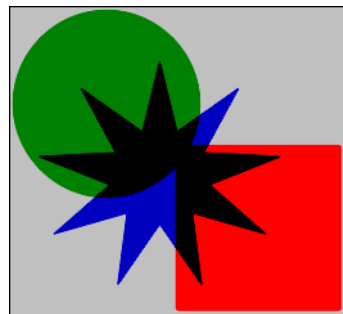
Before the Blend is applied



Select the Blend type



After the Blend is chosen

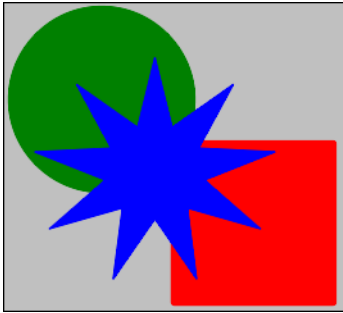


Note: You may still work with the underlying layers after a Blend mode has been chosen.

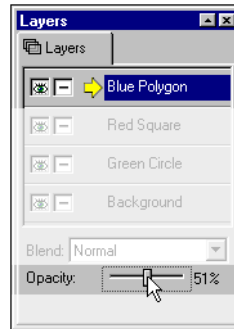
Setting the layer's opacity

Viscosity allows you to set a layer's opacity so that underlying layer images can show through. The Opacity slider affects all pixel data on the active layer. Select the layer and move the Opacity slider to set its transparency. A layer setting of 100% is fully opaque.

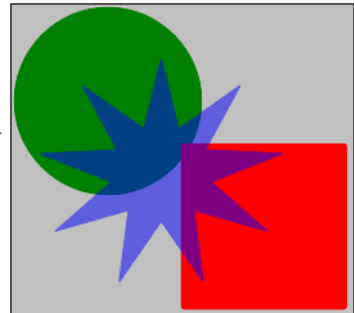
Before the Opacity is applied



Set the Opacity



After the Opacity is set



Assigning images to specific layers

You may specify which layer an image will be assigned prior to drawing it or after it is drawn.

Assigning a layer prior to drawing

Before you draw an image, simply click the layer on the Layers Page or choose the layer's name from the **Layer** menu.

Assigning a layer after drawing

After a drawn image is in place, you may move it to a different layer by doing the following:

1. Select the layer on which the image that you want to move is assigned.
2. Using a selection tool, select the image. *For more information, see [Making a selection](#) on page 30.*
3. From the **Selection** menu, choose **Float**. This step leaves a copy of the selection on its original layer and floats a copy. To completely reassign the selection to a new layer, copy and paste it. *For more information, see [Copying and Pasting the selection](#) on page 34.*
4. On the Layers Page or from the **Layers** menu, choose the layer to which the floating selection will be assigned.
5. From the **Selection** menu, choose **Defloat** or click outside of the selection to assign the image to the new layer.

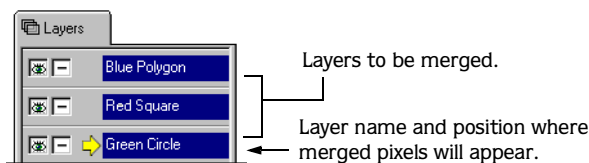
Merging layers

You may merge images on different layers into one. The layers are merged based on their stacked order. Viscosity does not create a new layer, but uses the active layer to which the yellow arrow is pointing.

When selecting multiple layers to merge, you may select sequential layers by pressing the **Shift** key or non-sequential layers by pressing the **Ctrl** key.

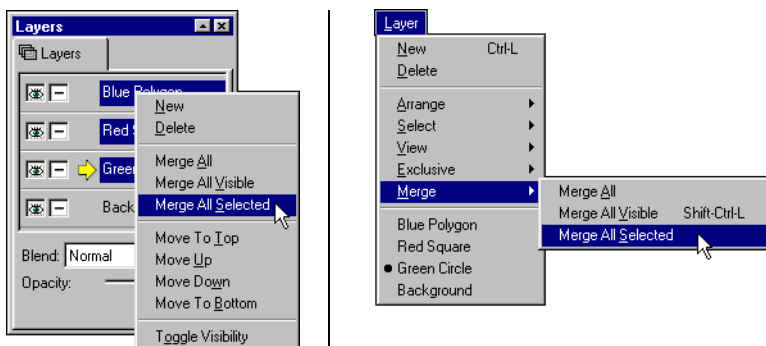
To merge layers, do the following:

1. Press either the **Shift** or **Ctrl** key.
2. Click the layers that you want to merge. The last layer you select will be the active layer on which the others will be combined.



3. Merge the layers by doing one of the following:

- On the Layers Page, right-click and choose **Merge All Selected**.
- From the **Layers** menu, choose **Merge** and then **Merge All Selected**.



Note: You may merge all layers or only the visible layers by choosing **Merge All** or **Merge All Visible** from the **Layer** menu or **Layer Page** shortcut menu.

Deleting layers

You may delete single or multiple layers. When you delete a layer, all the image data on that layer will be removed.

When selecting multiple layers to delete, you may select sequential layers by pressing the **Shift** key or non-sequential layers by pressing the **Ctrl** key.

To delete layers, do the following:

1. Press either the **Shift** or **Ctrl** key.
2. Click the layers that you want to delete.
3. Delete the layers by doing one of the following:
 - On the Layers Page, right-click and choose **Delete**.
 - From the **Layers** menu, choose **Delete**.
 - Press the **Delete** key. Viscosity will display a confirmation dialog.



Working with Animations


Viscosity allows you to create animations from scratch by drawing on multiple frames at once, converting still graphics into animations, or opening existing animations for editing. An animation is a file that contains individual frames. Each frame is a single-image drawing or photograph. When the file is played back, the image appears to have motion because each frame is displayed in quick succession.

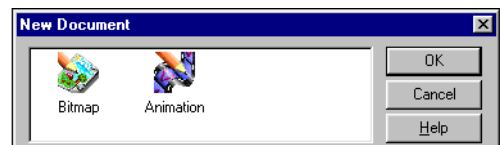
You may apply transitions and filter effects to frames in an animation to make them appear as naturally occurring events when the animation is played back.

Creating a new animation

When starting a new animation file, Viscosity allows you to set its properties prior to working. Usually, the intended use of the animation determines these properties. However, you may change the animation's properties at any time.

To create a new animation, do the following:

1. Access the New Document dialog doing one of the following:
 - From the **File** menu, choose **New**.
 - Click the  Toolbar button.
 - Press the **Ctrl+N** shortcut keys.
2. Once the New Document dialog appears, click the Animation icon.



3. Set the animation's Image, Color, and Animation Properties. Or, to use the default settings, skip to step 4. The following properties may be changed after the file is open.

Image Properties

Bit-depth	Determines the amount of color that is available for each pixel as you draw.
Width	Sets the width in pixels for the image area.
Height	Sets the height in pixels for the image area.
Resolution	Sets the sharpness of the image area.

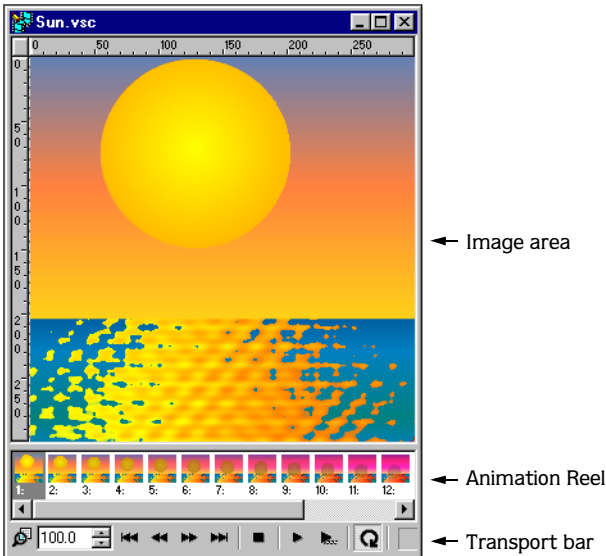
Color

Background color	Select the preferred color to use as the backdrop for the image area.
Background opacity	Determines the opacity (transparency) for the background color. (If the opacity slider is set to 100%, then the background color will be solid.)

Animation

Length	Sets the number of frames for the animation.
Frame delay	Sets the time delay between frames during animation playback

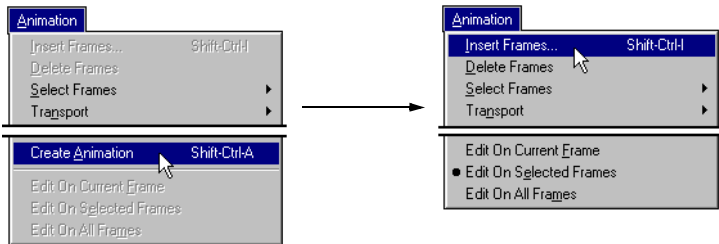
4. Click the **OK** button and Viscosity will create a new image area where you begin creating an image.



Converting a still graphic to an animation

You may convert a still graphic into an animation file by doing the following:

1. Open the still image that you want to convert.
2. From the **Animation** menu, choose **Create Animation**. Viscosity will create a new Animation Image area with the still graphic appearing on the first frame of the Animation Reel.



After the still graphic has been converted, you may insert frames as needed. *For more information, see [Adding frames](#) on page 48.*

Working with frames

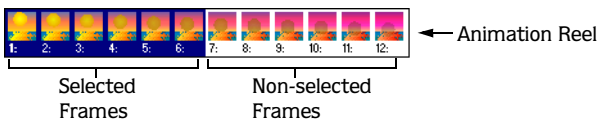
Frames are individual drawings that make up the animation. You may draw, edit, and set properties to a single selected frame or multiple selected frames at once.

Selecting frames

To work on specific frames, you select them on the Animation Reel. When frames are selected, you may draw and edit on them simultaneously. You may select multiple sequential frames by pressing the **Shift** key and multiple non-sequential frames by pressing the **Ctrl** key.

To select frames, do the following:

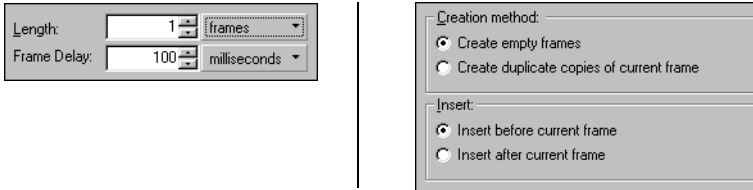
1. Press either the **Shift** or **Ctrl** key to select multiple frames.
2. Click the desired frame(s) on the Animation Reel.



Adding frames

You may add frames to the Animation Reel by doing the following:

1. Select the frame where the new frame(s) will be added.
2. From the **Animation** menu, choose **Insert Frames**. The Insert Frames dialog will appear.



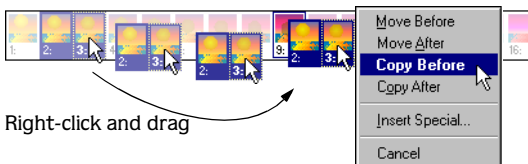
3. Set the frame's properties using the following controls:
 - In the Length field, enter the number of frames to be added.
 - In the Frame Delay field, specify the desired delay time for the newly added frames.
 - In the Creation Method area, click either **Create empty frames** or **Create duplicate copies of current frame**.
 - In the Insert area, click either **Insert before current frame** or **Insert after current frame**.
4. Click the **OK** button to add the frames to the Animation Reel.

Copying frames

You may create copies of frames and “paste” them on the Animation Reel. Copying frames allows you to insert duplicated frames anywhere on the Animation Reel.

To copy and insert frames, do the following:

1. On the Animation Reel, select the frame(s) to copy.
2. Right-click and drag the frame(s) to the desired position on the Animation Reel. You will see the frames' ghosted image as you drag them.



3. Release the mouse and a popup menu will display.
4. From the popup menu, choose either **Copy Before** or **Copy After**.

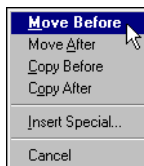
Viscosity inserts frame duplicates and shifts (if necessary) existing frames. Also, the number of animated frames will increase to include the copied frames.

Moving frames

Viscosity allows you to easily move one or more frames on the Animation Reel by doing the following:

1. On the Animation Reel, select the frame(s) to move.
2. Click and drag the frame(s) to the desired position on the reel.
3. Release the mouse and the frames will be removed from their old position and inserted into the new position. The new position is prior the existing frame that was selected when the mouse was released.

Note: You may also move frames by right-clicking and dragging. This method displays a popup menu when you release the mouse. Select either **Move Before** or **Move After**.



Right-click and drag to move frames

Removing frames

You may remove frames from the Animation Reel by doing the following:

1. Select the desired frame(s) to remove.
2. Remove the frames in one of the following ways:
 - From the **Animation** menu, choose **Delete Frames**.
 - Right-click and choose **Delete** from the shortcut menu. A confirmation dialog will appear. Click the **Yes** button to remove the frames.
 - Press the **Delete** key. A confirmation dialog will appear. Click the **Yes** button to remove the frames.

The selected frames will be removed from the Animation Reel.

Setting frame properties

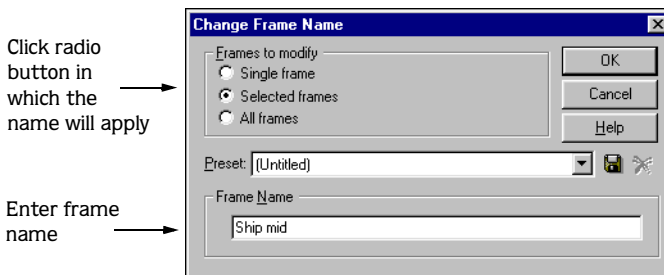
Each frame may have its properties set independently of the other frames on the Animation Reel. For example, some of the properties that you may set include frame delays, filters effects, and deformations. By setting frame properties independently, you can create animated effects without using extra frames.

Naming frames

As an option, you may name frames on the Animation Reel. Naming the frames can help you identify the different parts of the animation. You may add names to a single or multiple frames simultaneously.

To name or rename a frame, do the following.

1. Select the frame(s) that you want to name.
2. From the **Animation** menu, choose **Change Frame Name**. The Change Frame Name dialog appears.



3. In the Frames to modify area, click the radio button based on the frames that were selected in step 1 or to change which frames get names.
4. In the Frame Name field, enter the desired frame name.
5. Click the **OK** button to assign the name.

The frame name appears beneath the respective frame(s) on the Animation Reel.



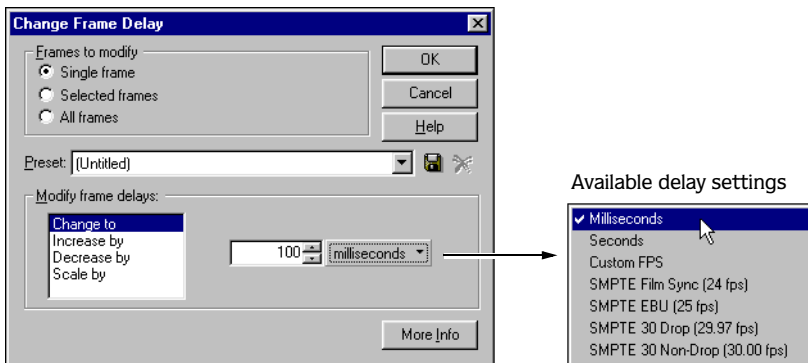
Note: This dialog also has a list of Presets. Presets are saved settings that allow you to quickly name frames.

Adjusting frame delays

You may adjust frame delay on single frames or on multiple frames simultaneously. Frame delays may be set in milliseconds, seconds, Frames per second (fps), or using SMPTE values.

To set frame delay properties, do the following:

1. Select the desired frame(s) on the Animation Reel.
2. From the **Animation** menu, choose **Change Frame Delays**. The Change Frame Delay dialog will appear.



3. In the Frames to Modify area, select the appropriate radio button depending on the frames selected in step 1 or to change the frames that get the new frame delay.
4. In the Modify Frame Delay area, choose one of the following:
 - Change to adjusts the frame delay to the value that you enter.
 - Increase by adjusts the frame delay by adding the value that you enter to the current property setting.
 - Decrease by adjusts the frame delay by subtracting the value that you enter from the current property setting.
 - Scale by adjusts the frame delay by multiplying the percentage value you enter with the current property setting.
5. Click the **OK** button to set the new frame delays.

Note: This dialog also has a list of Presets. Presets are saved settings that allow you to quickly change frame delays.

Using Effects and Transitions on frames

Viscosity enables you to apply filter Effects and Transitions to your animations. You may apply Effects and Transitions to a single selected layer or multiple selected layers. Transitions allow you to affect image data across frames in the animation.

Using filter effects

Filters are effects that transform a layer's image data. Viscosity offers many filters that may be used to affect image data on layer(s). In addition, you may use the filters to affect image data on various frames simultaneously. As an example, you could use the Effects Blur filter to add an out-of-focus look to a drawing or entire animation frame.

You will find these filters on the **Filters** menu. The Filters are divided into groups: **Effects**, **Color Adjustments**, **Deformations**, and **Render**.

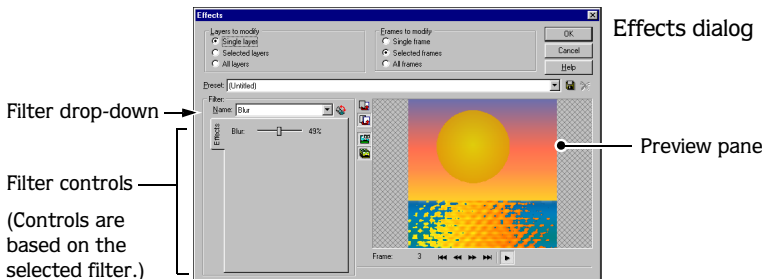


When you select a filter, the associated dialog appears with controls and a preview pane. Adjust the controls to achieve the desired look.

The following procedure describes using the Blur Effects filter. However these steps may be used for any of the available filters.

To use filters on frames, do the following:

1. On the Animation Reel, select the frame(s) in which to add the filtered affect.
2. On the Layers Page, select the desired layer(s) that the filter will be applied.
3. From the **Filters** menu, choose **Effects**. The Effects dialog appears.

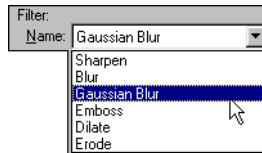


4. In the Layers to Modify area, click the radio button based on the layers that you selected in step 2 or to change which layers get the effect.



5. In the Frame to Modify area, click the radio button based on the frames that you selected in step 1 or to change which frames get the effect.

Note: You may choose a filter type from the Filter drop-down list. The chosen filter will display its associated controls and fields.



6. Set the Blur properties by using the Radius slider. The preview area will update the Blur effect based on the slider's settings.
7. Click the **OK** button to apply the Blur filter.

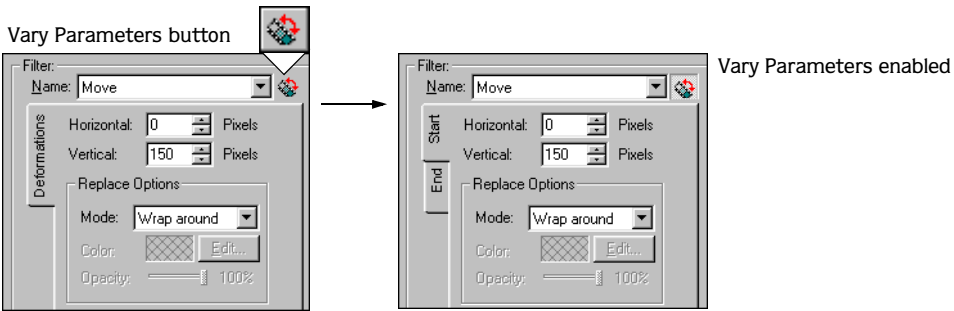
Using variable parameters with filters

When using filters, you can specify starting and ending properties. This option allows you to change the filter's effects (how it affects the image) over the length of selected frames. For example, you could make an image "travel" across the animation by using the variable parameters of the Move Effect.

You may animate swirls, ripples, color adjustments, and blurs just to name a few. The following procedure uses the Move Deformation filter as an example. These procedures may be used for any filters that have configurable controls.

To use the Move deformation filter's variable parameters, do the following:

1. Make sure that the image you want to move is on all the selected Animation Reel frames.
2. From the **Filters** menu, choose **Deformations** and then **Move**. The Deformations dialog will appear.
3. On the dialog, confirm that Move appears in the Name drop-down list and click the Vary Parameters (🎛️) button.

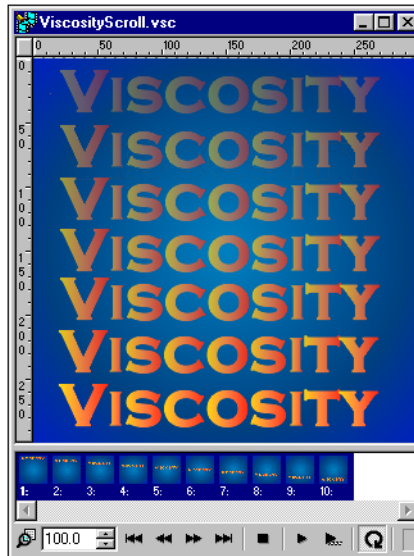


In the Filter area, you will see a Start and End tab. The Start tab sets the filter properties on the first selected frame and the End tab sets the properties for the last selected frame.

- Set the filter properties on the Start and End tabs. The preview will update and emulate playback based on the property settings.

In this example, the text will move from top to bottom on the selected frames.

After the Move filter is applied, you will see the incremental movements displayed on each frame on the Animation Reel.



The image area only displays one frame at a time. The multiple increments shown are only to demonstrate the text's motion over the ten frames.

- Click the **OK** button to apply the Move filter's variable parameters to the selected frames. The selected frames between the start and end frame will display the filter's gradual changes to the image data.

Note: *Variable parameters is only available with filters that have configurable settings.*

Using frame transitions

Viscosity allows you to add a transitional effect between frames. You may add a transition that will affect all the layers in the animation or only the selected ones on the Layers Page.

You may add the following transition types and configure their properties:

Transition	Description	Transition	Description
Clock	Adds a clockwise or counter-clockwise wipe from the first frame to the last frame in the sequence.	Slats	Adds lines, like a window shade, that gradually hide the first frame while revealing the last frame in the sequence.
Dissolve	Adds a pixelated erosion that slowly hides the first frame while revealing the last frame in the sequence.	Slide In/Out	Moves either the first or last frame off the "screen" to reveal next frame in the sequence (first or last frame).
Fade	Slowly fades out the first frame while fading in the last frame in the sequence.	Wave	Reveals the last frame in the sequence with a shimmer effect.
Mosaic	Adds random tiles that gradually hide the first frame while revealing the last frames in the sequence.	Wipe	Adds a faded wipe from the first frame to the last frame in the sequence.

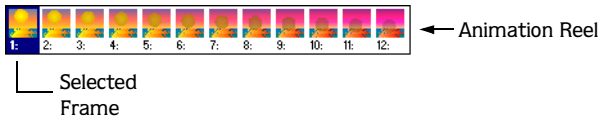
You add transitions from the Transition Effects dialog. This dialog has a preview area that reflects the chosen transition and the controls that have been set.

Adding a transition on all layers

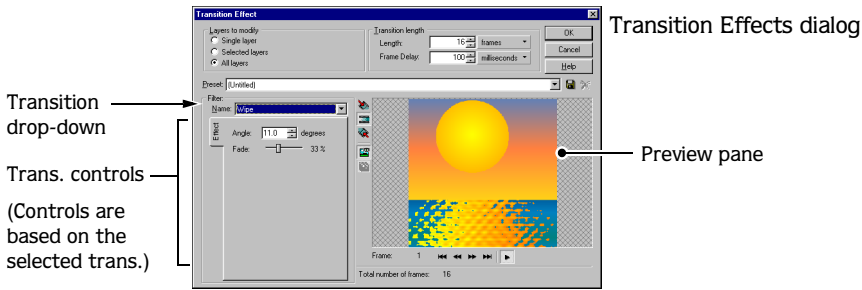
When adding a transition to all layers, you may choose to have Viscosity calculate the required number of frames or specify the desired number of frames yourself.

To add a transition on all layers, do the following:

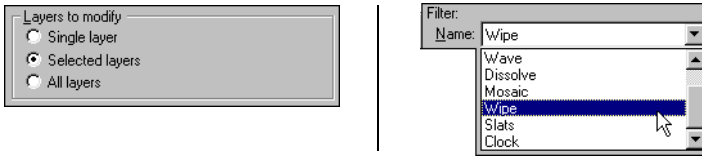
1. On the Animation Reel, select the frame in which you want the transition to start. By selecting one frame, you ensure that existing frames are not overwritten with the transition frames.



2. From the **Animation** menu, choose **Transition**. The Transition Effects dialog appears.

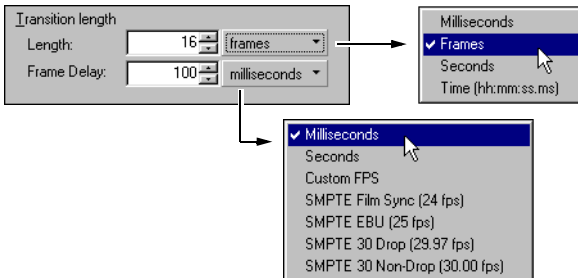


3. In the Layers to Modify area, click the All Layers radio button.



4. From the Filter drop-down list, choose the desired transition. The transition that you select will have related controls appear that you may change.
5. Set the transition's properties using its associated fields and sliders. The preview area will update and play back the transition's effect based on the property settings.

Optionally, you may specify how many frames to add from the Length menu and the added frames' delay setting on the dialog. If you set the length field in milliseconds, seconds, or time, Viscosity will calculate the required number of frames for you.



6. Click the OK button to apply the transition.

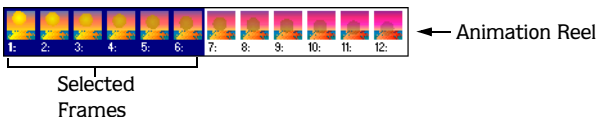
Note: If multiple frames are selected on the Animation Reel, when you apply a transition to all layers, the inserted transition frames will overwrite those selected frames.

Adding a transition to single or multiple layers

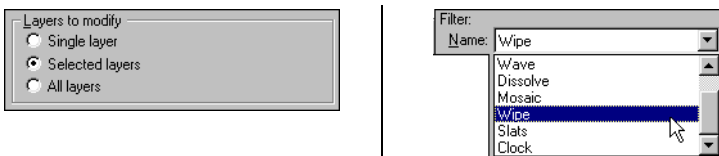
You may add a transition to a single or multiple layers. The transition will occur over the number of frames that you select and only on the selected layer(s).

To add a transition to layer(s), do the following:

1. On the Layers Page, select the desired layer(s).
2. On the Animation Reel, press the **Shift** key and select a range of sequential frames.



3. From the **Animation** menu, choose **Transition**. The Transition Effects dialog appears.
4. In the Layers to Modify area, click either the Single Layer or Selected Layers radio button.



5. From the Filter drop-down list, choose the desired transition. The transition that you select will have related controls appear that you may change.
6. Set the transition's properties using the fields and sliders that are associated with it. The preview area will update and play back the transition's effect based on the property settings.
7. Click the **OK** button to apply the transition.

Note: Transition "smoothness" relates to the number of frames selected on the Animation Reel. The more frames that are selected the smoother the transition.

Exporting and importing frames

Viscosity supports the exporting and importing of frames to and from the Animation Reel.

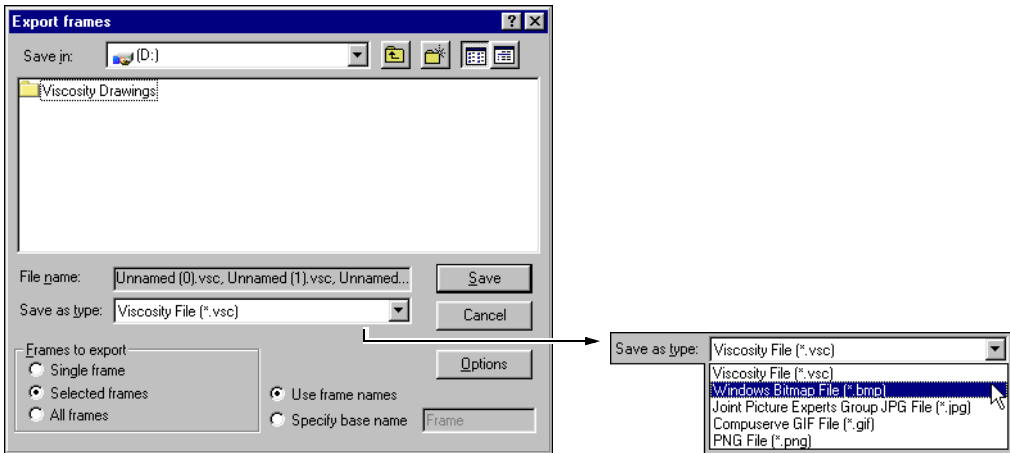
Exporting frames

You may export selected frames from the Animation Reel and save them as separate still graphics in the format of your choosing. Each exported still uses the entered frame name or the base name that you enter on the Export Frames dialog.

If the frames are not named or you enter a base name, the exported frames numbered sequentially.

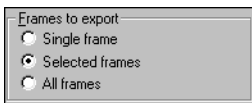
To export frames, do the following:

1. On the Animation Reel, select the desired frame(s) to export.
2. From the **File** menu, choose **Export Frames**. The Export Frames dialog appears.



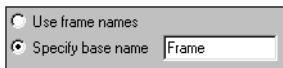
3. From the Export Frames dialog's Save as type drop-down list, choose the desired graphic format to which the frames will be exported.

4. In the Frames to Export area, you may specify which frames are exported, if other than the selected frames.



- The Single Frame radio button indicates that only the first selected frame will be exported.
- The Selected Frames radio button indicates that only the frames that you selected will be exported.
- The All Frames radio button indicates that the entire Animation Reel's Frames will be exported as separate still graphics.

5. Select a naming option for the exported frames:



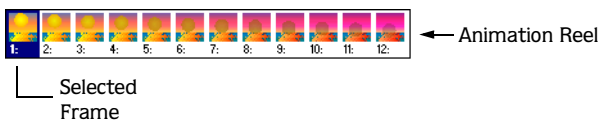
- The Use frame names radio button indicates that all exported still graphics will use the frame's name. If the frames have not been named, the name "Untitled" will be used and the frames will be numbered sequentially.
- The Specify base name radio button indicates that all exported still graphics will use the name that you enter and number the exported frames.

Importing frames

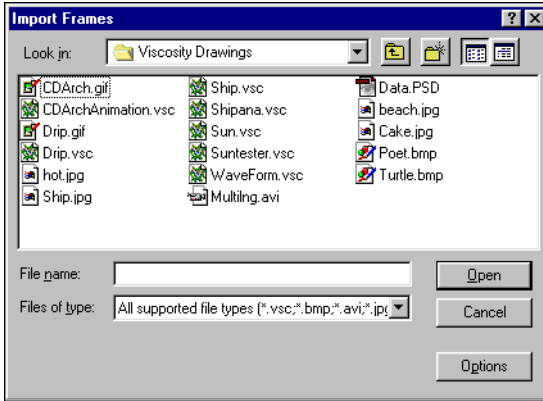
You may import still or animated frames from other files and insert them anywhere on to the Animation Reel. Inserting frames at the beginning or middle of the Animation Reel will shift any existing frames to occur later during playback.

To import frames, do the following:

1. On the Animation Reel, select the frame where the imported frame(s) will be inserted.



2. From the **File** menu, choose **Import Frames**. The **Import Frames** dialog appears.



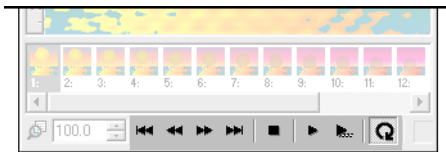
3. From the **Import Frames** dialog, navigate to the file that you want to import.

4. Click the **Open** button to insert the frame(s).

The selected file will be inserted at the frame position that you selected on the **Animation Reel**.

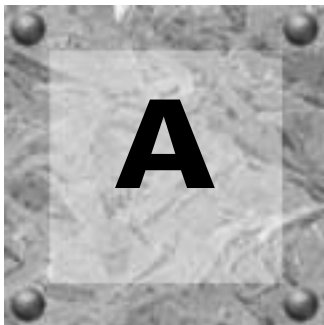
Playing back the animation

The image area for animations includes a **Transport bar**. This bar functions similarly to playback buttons on a VCR. As you work on the animation, you may play back frames to check your work.



Transport bar

Button/Name	Description	Button/Name	Description
Go to first frame	Selects the first frame on the Animation Reel.	Stop	Stops animation playback.
Go to Prev. frame	Selects the previous frames on the Animation Reel.	Play	Starts play back from selected frame.
Go to Next frame	Selects the next frame on the Animation Reel.	Play selected	Plays back only the selected frames on the Animation Reel.
Go to Last frame	Selects the last frame on the Animation Reel.	Loop playback	Continues play back of the animation.



Frequently asked Questions

The following questions and answers address common issues when using Viscosity. These questions are related to topics and procedures covered in this Start Guide. If the issue you seek is not in this Appendix, please refer to the online help or visit our website at www.sonicfoundry.com/support/tech/faq.asp.

Drawing questions

Why when trying to use a drawing tool nothing happens?

This may be happening for a number of reasons:

- Check that you in fact have a drawing tool selected.
- Make sure you are not using a transparent color.
- Check that the brush properties are not transparent, a Density of 0%, or a large Step setting.
- Check the Layer page to confirm that you are drawing on an active layer. You may be drawing on an layer that is hidden.
- If a selection exists, make sure you are drawing within it.

For more information, see [Using drawing tools](#) on page 19.


Why when drawing on the image, it only affects a certain area?

You may have a hidden selection present on the image. You can show the selection or remove it entirely through the **Selection** menu. *For more information, see [Using selections for drawing](#) on page 36.*


Why do drawn shapes have moving outlines instead of solid lines?

Dashed outlines (marquees) indicate that a selection tool is being used. The icons for both types of tools can look similar, but the selection tool icons have dashed lines. *For more information, see [Making a selection](#) on page 30.*

Why do line edges look jagged?

Enable the Anti-alias () button, located on the Draw Tools toolbar. When anti-aliasing is enabled, Viscosity adds a subtle row of transition pixels on each side of a drawn line. These transition pixels result in smoother line edges. *For more information, see [Setting the Selection mode](#) on page 30.*

How do I use the Text tool to add text?

1. Click the Text tool () button.
2. Access the Tools Page and type text in the box provided. To change the font and size, you must first select the text.
3. Move the cursor to the desired location on the image and click to add the text.

For more information, see [Using text](#) on page 27.

How do I draw shapes without outlines?

You can eliminate the appearance of an outline in a number of ways:

- Choose **No Outline** on the Current Color bar.
- Set the brush opacity to 0% on the Brush Page
- Make the Outline and Fill colors exactly same.




The outline will still be used, but the shape will draw as one color.

For more information, see [Disabling outlines and fills](#) on page 23.

Can I change a shape or text after it has been added to the image?


Shapes/text that you draw in Viscosity are not objects, so they cannot be edited after they have been applied to the image.

However, Viscosity has multiple undo capability; if you are unhappy with a drawn item, click the Undo () button and try again.


In addition, we recommend that you draw shapes on different layers; this way, you may delete layers without altering the rest of the image data. *For more information, see [Adding layers](#) on page 38.*

Selection questions


How do I turn off automatic selections when drawing?

When the Toggle Auto-Selection () button is enabled on the Draw Tools toolbar, all shapes you draw are given selection outlines. Click this button to disable Auto-Selection. For more information, see [Setting the Selection mode on page 30](#).


Why does a selection's outer edges not correspond with the selected image?

When the Apply Brush To Selection () button is enabled on the Selection Tools toolbar, the outer edges of selections derive their properties from the Brush Page settings. To make a selection correspond exactly with the box you drag, click this button to disable the brush application. For more information, see [Setting the Selection mode on page 30](#).

Why when moving a selection, the edges of its former location seem blurred?

When the Anti-alias Selection () button is enabled on the Selection Tools toolbar, a subtle row of transition pixels is automatically added to smooth jagged edges (especially useful for circular selections). Click to disable this feature from future selections. For more information, see [Setting the Selection mode on page 30](#).

How can I prevent selection handles from displaying?

Grab handles appear on all selections when you have the Toggle Selection Handles () button enabled. If you click this button again, all handles disappear. For more information, see [Setting the Selection mode on page 30](#).

Why when copying and pasting a selection to a new frame, the pasted area appears on every frame yet does not appear on the Animation Reel?

A pasted selection remains floating until you remove its boundaries or draw within it. To make it appear on only the selected frame(s) and on the Animation Reel, you need to defloat it. For more information, see [Floating/defloating the selection on page 33](#).

Why when cutting, copying, or moving a selected area the image data is not being affected?

Make sure that you have the image data's correct layer selected on the Layers Page. Selection outlines appear in the Image Area regardless of what layer is selected on the Layers Page. *For more information, see [Editing the selection](#) on page 34.*

Is there a way to move images on the same layer but on different frames?

1. Select the layer with the image data and select all frames.
2. From the **Filter** menu, choose **Deformations** and then **Move**.
3. Set the horizontal and vertical offsets. Make sure the Selected Frames radio button is selected at the top of the dialog box.
4. Click the **OK** button.

For more information, see [Using variable parameters with filters](#) on page 53.

Color questions

What does a checkered "color" swatch mean?

Viscosity uses checkers to represent transparency. If a color is completely transparent, the checkered background is all that appears. When colors are more opaque, the checkered background is "filled" with the desired color.

How do I set an Outline or Fill color when the Current Color Toolbar's swatches display icons instead of colors?

Double-click the Outline or Fill swatch to display the Window's Color picker dialog. Click the desired color. *For more information, see [Using outline and fill colors](#) on page 21.*

Why when I change the background color, the color is not applied?

This is by design. The background color is used by Viscosity to determine the color that needs to be used when erasing and doing other operations.

Interface questions

Why does the online help not display?

Viscosity uses HTML based help which requires Internet Explorer 4.0 or higher to be installed.

How do I display Toolbars and Pages?

You may access all Toolbars and Pages from the **View** Menu. Check marks next to **View** menu items indicate that the item is visible.

Why do the Layer's Page Visible/Not Visible icons not work properly?

One of the layers may be exclusive, meaning that only this layer is visible (and all other layers are rendered invisible). You can only make the rest visible again by changing the icon beside the exclusive layer to Not Exclusive. *For more information, see [Hiding/display layers](#) on page 41.*

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