CA-Cricket Paint for Windows

CA-Cricket Paint is the extraordinary painting and image processing system that sets you imagination free. Graphics artists, photographers, and computer users who create images for slides, desktop publishing, presentation programs or multimedia need CA-Cricket Paint. With CA-Cricket Paint, you can now produce images that previously required expensive and complex production methods. Create paintings, retouch photographs, or combine images into beautiful montages.

Extensive Painting Tools
CA-Cricket Paint provides a powerful set of tools with unlimited shapes and sizes, including brush, filled shapes, smear, airbrush, line drawing, flood fill, stamp, gleam, text, selector, lasso (magic wand), rotate and scale, distort and perspective. A brush can be any geometric or freehand shape of any size, including fractional pixel widths. A brush can be a line of text. You can even select part of an existing image and use it as a brush. Imagine painting with a brush shaped like a tree.

Flexibility Through Floating Controls
Toolboxes, palettes, and dialog boxes float on the screen, so you can use the same controls for numerous painting operations. The unique CA-Cricket Paint user interface lets you adjust translucency, texture, airbrushing and glazing for any painting or text operation from one set of controls. You can dramatically reduce the number of tasks you need to perform since you no longer have to make adjustments for each separate tool. With CA-Cricket Paint, you can make adjustments immediately without interrupting the creative flow.

Multiple Painting Sources
CA-Cricket Paint provides a variety of types of paint, not just color. Paint with linear and radial color ramps, a special four-way color ramp, filters, smearing, masking, copying, unpainting, or material from another image. Imagine the possibilities. You can actually paint with a brightness filter to do precise photo conditioning. You can "unpaint" parts of an image--just as you would paint it--using any tool and any level of translucency or airbrushing. Scan a picture of marble or wood and use it as your paint. Paint with a picture of yourself, and much, much more.

Traditional Painting Techniques
Use CA-Cricket Paint to perform most common tasks used in conventional painting. By controlling the opacity of paint, you can work with thick paint such as oils, or translucent paint much like watercolor or ink wash. Translucent paint and repeated brush strokes allow you to gradually build to the colors you want, as if painting with real watercolors. Vary the texture of your paint to create a charcoal or pastel effect. Simulate colored and textured canvas or paper. Paint with soft edges or feathered color blends; smear, mix and smudge colors. Create custom palettes with your favorite colors.

Image Editing and Composition Plane
Powerful image editing capabilities allow you to create montages, retouch photos and add special effects. Start with a scanned image. Paint over it, apply filters, duplicate parts of the image, blend out undesirable features, sharpen the edges, overlay another image onto the background, add text, change the perspective and so on. Or, perhaps you want to tint the image with multiple colors, correct the color balance, or change the color saturation or contrast. The possibilities are tremendous! And, with its extensive masking features, CA-Cricket Paint lets you completely control which parts of the image are altered.

Powerful Masking

Masking protects any part of an image from being painted. CA-Cricket Paint offers four different kinds of masks. Paint or draw the 256-level 8-bit masks with any tool or shape using smooth or feathered edges. Save masks, restore them or use them with other images, or use the powerful, automatic, color-based masking to quickly protect specific colors or hues with a few clicks of the mouse. This type of masking is useful for combining images with fine detail. Use line masking to divide an image into protected and unprotected slides, or use lighten/darken masking to shield parts of an image based on brightness.

Smooth Edges

CA-Cricket Paint eliminates the "stair-step" look that rounded or slanted edges can sometimes have when produced on a computer. A technique called anti-aliasing makes jagged edges appear smooth--even at comparatively low resolutions--by mixing the paint color with the background color. Anti-aliasing can be used with brushes, lines, shapes, and text.

Feathered Edges

Add an airbrushed, or feathered, effect to anything you paint with lines, shapes or brushes. For complete control, CA-Cricket Paint lets you specify the exact amount of feathering.

Image Cloning

Create starling effects with the powerful CA-Cricket Paint image cloning features. Copy a part of an image over another part to eliminate unwanted picture elements. Use airbrush, texture, glazing or translucency as you copy. Rotate and scale you copy, or copy in another perspective. Quickly create a reflection using the "mirror copy" feature.

Creative Text

CA-Cricket Paint supports all Windows fonts with smooth, anti-aliased edges, including Truetype, Adobe Type Manager and Bitstream Facelift fonts. Fill text with colors textures, images or translucent paints. Fit text to irregular shapes or paint it in perspective.

Zoom and Overview

To make it easier to work with large images, CA-Cricket Paint lets you display your image in an overview window of any size. For detail work, specify a zoom window of any size and magnification. Any changes you make in the zoom or overview windows are reflected in the original image.

Truecolor Support

CA-Cricket Paint is a 24-bit, Truecolor system, allowing you to paint with over 16 million colors. The colors used in your images are not limited by the capabilities of your printer or other output device. CA-Cricket Paint will display an image in the best possible way, whether it be on a VGA, SuperVGA (8-bit), HiColor (16-bit) or Truecolor (24-bit) display system. The images you create in a CA-Cricket Paint will be useful for years to come, as new devices are able to render more and more colors.

File Formats

CA-Cricket Paint reads and writes Aldus TIFF, Windows bitmap and JPEG (Joint Photographic Experts Group) file formats. Both color and grayscale files can be opened and saved as either color or grayscale images.

Printer Control with Windows--color, grayscale or monochrome, PostScript or non-

PostScript. For all types of printing, you can size and position images, and control brightness, contrast, and color balance. You can select either device halftoning, or ordered or unordered (Floyd-Steinberg) dithering when printing.

Pressure Tablet
In addition to mouse support, CA-Cricket Paint works with the Wacom pressure sensitive tablet for input. Artists can control the translucency of paint by applying more or less pressure to the pen-like stylus.

System requirements: Any system compatible with Windows 3.0 or higher in standard (286) or enhanced mode with 2MB of RAM.