

Creating a Web image from FrontPage

You can create Web images in Microsoft FrontPage by using Microsoft Image Composer. Your image can combine shapes, other image files, and the various effects available on the tool palettes in Image Composer. After you are done creating your image, you can open it in FrontPage. When you include the image in a FrontPage Web, the sprites in your composition are flattened into a single-image .gif or .jpg file, depending on the number of colors used in the composition.

- 1 In FrontPage Editor, open the Web page you want to add a new image to.
- 2 On the FrontPage **Tools** menu, click **Show Image Editor**. This starts Image Composer, where you can begin a new composition for your Web page.
- 3 In Image Composer, create the image for your Web page.
- 4 After you finish your composition, select all the sprites that make up the composition.
- 5 In Image Composer, on the **Edit** menu, click **Copy**.
- 6 In FrontPage Editor, use the **Paste** command to insert the composition into your Web page. This action automatically converts the selection into a .gif or .jpg file.
If you want to save the image as an Image Composer file (.mic), click **Save As** on the Image Composer **File** menu, and then enter a name for the file.
- 7 On the **File** menu, click **Exit**, and then finish your work in FrontPage.

Tip For an easy way to save an image for use on a Web site, use the Save for the Web Wizard in Image Composer. The wizard provides guidance on file formats and size tradeoffs for images destined for display on a Web page. Select the sprite you want to save for the Web, then click **Save for the Web** on the **File** menu.

Notes

- If Image Composer does not start when you click **Show Image Editor**, you may need to set it as the default image editor by clicking **Options** on the **Tools** menu in FrontPage Explorer.
- If you want to preserve the flexibility that multiple sprites provide, you can save the image as an Image Composer file (.mic). However, if you make changes to the .mic file, you need to resave it as the .gif or .jpg file used in your Web.

Editing a Web image from FrontPage

You can edit a Web image in a FrontPage Web by using Microsoft Image Composer. You can alter the image with shapes, other image files, and the various effects available on the tool palettes in Image Composer. After you are done editing your image, you can return it to FrontPage. When you return the image to FrontPage, the sprites in your composition are combined into a single-image .gif or .jpg file or flattened to the original format of the file.

- 1 In the FrontPage Editor, open the Web page that contains the image you want to edit.
- 2 Double-click the image to start Image Composer.
- 3 Edit the image in Image Composer.
- 4 On the **File** menu, click **Save**.
- 5 Go back to FrontPage Editor to finish your work in FrontPage.

Notes

- If Image Composer does not start when you double-click your image, you may need to set it as the default image editor by clicking **Options** on the **Tools** menu in FrontPage Explorer.
- If you want to preserve the flexibility that multiple sprites provide, you can also save the image as an Image Composer file (.mic). However, if you make changes to the .mic file, you need to resave it as the .gif or .jpg file used in your Web. If you save the image with another name, you must add this new file to the Web in FrontPage. The original file remains in the Web, but is not referenced in the Web page.

Selecting the color palette used by an image in FrontPage

You can select the colors used by an image in your Web page by changing the color format palette in Microsoft Image Composer. Some images have color formats that look great in one Web browser, but do not look good in all of them. To match the colors available with most Web browsers, use the **Web (Dithered)** color palette provided by Image Composer. This way, you can ensure that your page looks its best in most common Web browsers. By changing color palettes, you don't lose your old image and color palette. Image Composer doesn't remove the original image, but adds a new file with the new color palette to your Web and Web page. The old image with its original palette remains in your Web.

- 1 In FrontPage, open the page that has the image you want to change.
- 2 Double-click the image.
- 3 In Image Composer, click **Save As** on the **File** menu.
- 4 In the **Save As** dialog box, if you have selected **Compuserve GIF (*.gif)** as the file type, click **Web (Dithered)** in the **Color format** box, and then click **Save**.

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See touch edges.

airbrush

A paint effect that sprays the current color shown in the **Color Swatch** onto the selected sprite.

align

To line up two or more sprites in relation to a given point of reference, such as their outer edges, corners, or centers.

alpha channel

One of the four channels (red, green, blue, and alpha) that defines the total color of the sprite. The alpha channel carries information about the degree of opacity for each pixel.

amplitude

The height or depth of a wave pattern.

anti-aliasing

See smoothing.

aspect ratio

The ratio of width to height of an image. For example, an aspect ratio of 2:1 indicates that the width is twice the height. Aspect ratio generally refers to the image area (contained by the bounding box) rather than the image itself. It is an important factor in maintaining correct proportions when an image is printed, resized, or inserted into a document.

balance

The overall distribution of color to produce a harmonious whole.

bas relief

An effect that makes the sprite appear to have been carved in low relief and lit to accent the surface modulations of the sprite. For an example of this effect, see [**Bas Relief**](#).

bilinear

A type of warp that refits a sprite to its bounding box after you adjust the position of one or more corners of the box. For details, see **Bilinear**.

biquadratic patch

A mesh of curves laid over a sprite that describes how each point in the sprite should be warped. In Microsoft Image Composer, the interactive warps show these patches as a crisscross of lines and points that can be moved to control the warp.

blur

An effect that softens the edges of the pixels throughout the sprite, resulting in an unfocused look. For an example of this effect, see [**Blur**](#).

bounding box

The area that defines the perimeter of a sprite, typically displayed by lines and handles.

brightness

A color attribute that defines the quality of radiance or luminosity of a color and is determined by the radiant energy of a color. This attribute is used in the HSV color model.

See also hue and saturation.

broken tile

An effect that gives a sprite the appearance of being composed of small, irregularly shaped chips set into a flat surface. For an example of this effect, see [Broken Tile](#).

Called **Mosaic** in Microsoft Image Composer 1.0.

bulge

An effect that swells the middle area of a sprite, as if it were wrapped around a concave or convex hemisphere. For an example of this effect, see [**Bulge**](#).

burn

A photographic effect that adds more light to a specific portion of a sprite than to the rest of the sprite. For details, see [Using the dodge-burn tool.](#)

channel

A medium for transferring color information to the pixels of a display monitor. Microsoft Image Composer uses four channels for color information. Three channels carry red, green, and blue. One channel known as the alpha channel carries information about the degree of opacity for each pixel.

closed polygon

A shape defined by a series of lines that includes a curve connecting its first and last editing points. You can create a closed polygon by selecting the **Close** check box on the **Shapes** tool palette.

color

The hue perceived for different wavelengths in the portion of the electromagnetic spectrum to which the human eye responds. Colors, as people see them, range from violet at the high-frequency end of the visible-light band to red at the low-frequency end.

In computer video, color is influenced by both hardware and software. The hardware consists of a color monitor and a controlling video card or adapter. The monitor contains the equipment that displays images on the screen, and the video card or adapter generates the signals that produce the images and colors. The colors themselves are “rendered” within the computer and video card as combinations of bits, each combination representing a distinct shade or intensity of color that is destined for a single pixel on the screen.

See also color model.

color bounding box

A color enhancement that applies the current color shown in the **Color Swatch** to all the pixels of the selected sprite including the pixels within its bounding box. For an example of this effect, see [Color Bounding Box](#).

Called **Color over** in Microsoft Image Composer 1.0.

color controls

A set of controls in the **Color Tuning** palette that lets you adjust the brightness, contrast, hue, and saturation of the selected sprite's colors.

color fill 

A button on the toolbar that lets you change the opaque pixels in the selected sprite to the current color.

color lift (colorlift)

See [select color region.](#)

color map

See [map_color](#).

color model

A method for representing color. Colors can be described using several different color models: HSV (hue, saturation, and value); CMYK (cyan, magenta, yellow, and black); and RGB (red, green, and blue). Microsoft Image Composer uses the RGBA (red, green, blue, and alpha) color model, which includes transparency information.

Called **color space** in Microsoft Image Composer 1.0.

color over

See [color bounding box](#).

color palette

A set of specific colors that can be saved with a composition or as a separate .pal (palette) file.

color picker

A dialog box that allows you to select a new current color to apply to new sprites, patterns, and fills. You can also define a custom color palette using this dialog box.

color ramp

A range of colors where each color gradually blends into the next color. For example, a blue ramp gradually blends hues of blue from pure black to pure blue.

The color matrix in the **True Color** tab of the **Color Picker** dialog box is another example of a color ramp.

color shifting

See [color controls](#).

color space

See [color model](#).

color swatch

A square of color in the toolbox that displays the current color. You can click the **Color Swatch** to display the **Color Picker** dialog box.

colorize

See dye.

compensation curve

A curve that displays the relative brightness or darkness of the dark, middle, and light regions of a sprite.

complement color

See [negative](#).

complement shape

See [stencil](#).

composition

A Microsoft Image Composer document made up of one or more sprites displayed in the Image Composer workspace.

composition guide

See [composition space](#).

composition guides

A set of nonprinting lines that you use to resize the composition space.

composition space

A portion of the Microsoft Image Composer workspace that defines the area of a composition. This area and the sprites within it are included with a composition when the file is printed, exported, or saved to other file formats.

Called **Composition Guide** in Microsoft Image Composer 1.0.

conté crayon

A sketch effect that adds highly texturized, soft strokes to the sprite on a rough-textured background using the colors you select. The dark areas in the original sprite use the current color shown in the **Color Swatch**. Midtones and highlights use tints of the composition space's color. For an example of this effect, see [**Conté Crayon**](#).

contrast

The degree of difference between the lightest and darkest parts of a sprite.

copy region

To derive a new sprite from an existing sprite, based on the current selection. For example, you can use **Select color region** to select an area of the same color, and then use **Copy region** to create a new sprite from the selected pixels.

Called **Extract** in Microsoft Image Composer 1.0.

cosine function

Based on the mathematical cosine function, this feature distorts a sprite by compressing and expanding the areas of a sprite according to the axis and symmetry settings. For example, if you set the y-axis only, the bottom of the sprite appears expanded with increased compression toward the top. If you set the x-axis only, the right side of the sprite appears expanded with increased compression toward the left. For examples, see [Rectangular effect variations](#).

cracked varnish

An effect that covers the selected sprite with a high-relief, plaster-like surface, producing a fine network of cracks that follow the contours of the sprite. For an example of this effect, see [**Cracked Varnish**](#).

Called **Craquelure** in Microsoft Image Composer 1.0.

craquelure

See cracked varnish.

create

To create a shape in the current color in a composition.

Called **Render** in Microsoft Image Composer 1.0.

crop

To cut off part of an image, such as unneeded sections or extra white space around its borders. Cropping is used to refine or clean up an image for placement in a composition or document.

crosshatch

A sketch effect that adds fine-hatched strokes to a sprite without affecting its existing colors. This effect adds texture and roughens the edges of the colored areas while preserving the features of the original sprite. For an example of this effect, see [**Crosshatch**](#).

current color

The color displayed on the **Color Swatch** below the toolbox. The current color is used when you create a new sprite and when you add fills and patterns to the current sprite. You can change the color by choosing **Color Picker** from the **Tools** menu or by clicking the **Color Swatch**.

curve

A tool on the **Shapes** and **Cutout** palettes that you use to create a freeform shape made up of a series of curves. The resulting shape contains multiple editing points that you can use to adjust the overall shape of the sprite. For details, see [**Curve**](#).

Called **Spline** in Microsoft Image Composer 1.0.

custom color palette

A set of colors on a palette with 1 to 256 specific color entries.

destination sprite

The sprite that is modified based on parameters determined from the source sprite.

display system

The combination of monitor, video adapter, and display software that shows a final composition.

distort

A set of effects that twist a sprite out of its original proportions.

Called **Warp**s and **Warp Transforms** in Microsoft Image Composer 1.0.

dithering

A method of controlling how colors specified by a composition are approximated on a display system or in a file format that does not have the specified color available. Custom palettes allow you to choose from four types of dithering: solid (for no dithering), error diffusion, random, and pattern.

dodge

A photographic effect that adds less light to a specific portion of a sprite than to the rest of the sprite.

dominant sprite

In a selection set of more than one sprite, the sprite that is used as the source sprite in operations that require a source sprite and a destination sprite, such as alignment, texture transfers, and ordering. The dominant sprite is distinguishable from other sprites in the selection set by the solid black handles on its bounding box.

dry brush

A paint effect that simplifies a sprite into areas of common color. Reapplying this effect further reduces color detail. For an example of this effect, see [**Dry Brush**](#).

dye

To apply the current color shown in the **Color Swatch** to the selected sprite without affecting its dark and light values. Dyeing a sprite changes the color values of all its pixels, with the exception of pure black or white pixels.

Called **Colorize** in Microsoft Image Composer 1.0.

dynamic range

The difference in intensity between the brightest and darkest pixels in a sprite.

edge (hard to soft)

To blur the borders of a sprite by fading its outermost pixels to full transparency. A soft edge blurs more of the pixels on a sprite's border to achieve a more gradual distinction between a sprite and its background; a hard edge blurs fewer pixels to achieve a crisper border.

Called **Feather** in Microsoft Image Composer 1.0.

edges (color)

The borders between areas of a sprite with different color or brightness. When an effect such as **Color Edges** is applied to a sprite, the edges of the sprite are highlighted, and the areas which have a similar color or brightness are colored with pure black.

effects

The features and tools offered by Microsoft Image Composer for changing the look of sprites in your composition.

emboss

An effect that gives the selected sprite a slightly raised, three-dimensional appearance. For an example of this effect, see [**Emboss.**](#)

erase

To remove the color from a selected region of a sprite so that the region becomes transparent.

explode

To separate grouped sprites and place all of the individual sprites in one selection set. If groups of sprites were combined into one group, ungrouping does not preserve their previous grouping.

Compare with ungroup.

extract

See copy region.

eyedropper

A button on the **True Color** tab of the **Color Picker** and **Choose Color** dialog boxes that allows you to select a color shown on your desktop as the current color. Using the **Eyedropper**, you can specify a single color or an averaged color from a range of colors.

feather

See edge (hard to soft).

filter

One of several effects that changes a sprite by performing a weighted combination of the original value of each pixel with the original values of its neighboring pixels, and then storing the resulting values in the sprite. Some examples of filters are **Soften**, **Blur**, **Outline**, **Sharpen**, and **Sharpen Lite**.

flat file

A file in which there is no embedded structure information governing the ordering or grouping of sprites in a composition. Flat files contain only the portion of a composition that lies within the composition space, or a single sprite if you use **Save Selection As**. Common flat file formats include .bmp and .gif files.

flatten

To permanently combine selected sprites to produce a single sprite.

Compare with group.

flip

To change the orientation of a sprite horizontally, vertically, or in both directions.

frequency

The number of times a wave pattern repeats in a given interval.

fresco

An effect that adds short, rounded dabs of paint to a sprite. For an example of this effect, see [**Fresco**](#).

gamma

The nonlinear brightness response of a monitor or other imaging device. For a description of Gamma settings in Microsoft Image Composer, see [Gamma tab](#).

gradient

A gradual blend of shades, usually from one color to another color, or from one shade to another shade of the same color.

grayscale

An effect that converts a color sprite to shades of gray. For an example of this effect, see [Grayscale](#).
Called **Luminance** in Microsoft Image Composer 1.0.

group

To designate all currently selected sprites as a single sprite within a composition. In addition to arranging a group of sprites as a single sprite, you can also arrange the stack order of the grouped sprites. You can align a group with another sprite, lock it to prevent it from being moved, and ungroup the sprites so that you manipulate them individually.

Compare with flatten.

halftone screen

An effect that renders a sprite as a continuous-tone image made up of evenly-spaced rings (circles), dots, or lines. For an example of this effect, see [Halftone Screen](#).

histogram

A bar graph presenting the distribution of intensity in a sprite. The horizontal axis represents the range of intensity, from the lowest setting on the left side of the graph to the highest setting on the right side of the graph. The vertical axis represents the number of pixels in the sprite and their given intensity levels.

HSV color model

A method for describing colors that uses the attributes of hue, saturation, and value (brightness) to specify a color.

hue

The color attribute that most readily distinguishes one color from other colors and that is determined by the frequency of the wave of light in the visible spectrum. This attribute is used in the HSV color model.

See also saturation and brightness.

HWB color model

A method for describing colors that uses the attributes of hue, whiteness, and blackness to specify a color.

impressionist

A set of additional effects available in Microsoft Image Composer from the **Plug-Ins** menu. For details, see [Impressionist plug-in overview](#).

intensity

The strength of a color, especially the degree to which it lacks its complement color. If intensity alone is chosen as a color, it is shown as shades of gray, with no hue.

intensity map

See [map intensity](#).

interactive scaling

The process of scaling an image by directly manipulating it in a specific direction or to a specific size.

keep transparency

An option to include the alpha channel, which contains transparency information, with images that are saved as .tif, .tga, or .png files.

linear knee function

An effect that changes portions of a sprite by compressing and expanding areas based on percentage, axis, and symmetry settings. For example, if you set the linear knee percent at 70% and the axis to **Y only**, the top 70% of the sprite is expanded and the bottom 30% is compressed. If you set the linear knee percent at 70% and the axis to **X only**, 70% of the area on the left of the sprite is expanded and 30% on the right is compressed. If you change the axis to include **both X and Y**, then the top left is expanded 70% and the bottom right is compressed. For examples, see [Rectangular effect variations](#).

lock tool

An option on the **Paint** palette and **Shapes** palette that maintains the current tool selection as you move from one sprite to another.

Called **Sticky** in Microsoft Image Composer 1.0.

lossless

A method of compression that retains all image data in a graphics file. Lossless data compression usually reduces a file to no less than half of its original size.

Compare with lossy.

lossy

A method of compression that removes redundant pixels in an image so that the original image is altered to some degree. In most cases, however, the difference is indistinguishable. Lossy data compression can reduce a file to 1/50th of its original size.

Compare with lossless.

luminance

See [grayscale](#).

make transparent

A color enhancement that makes a sprite translucent by decreasing the opacity of its pixels. For an example of this effect, see **Transparent**.

Called **Wash** in Microsoft Image Composer 1.0.

map color

A texture transfer that copies the color values of a source sprite to the opaque pixels of a destination sprite. The brightness of the destination sprite is unchanged. For an example, see **Map Color**.

Called **Color map** in Microsoft Image Composer 1.0.

map intensity

A texture transfer that uses the intensity values of one sprite to change another sprite without changing the original colors of the other sprite. For an example, see [Map Intensity](#).

Called **Intensity map** in Microsoft Image Composer 1.0.

map saturation

A texture transfer that changes the saturation values of a sprite based on another sprite's intensity. For an example of this effect, see **Map Saturation**.

Called **Saturation map** in Microsoft Image Composer 1.0.

map transparency

A texture transfer that changes the transparency of a sprite based on the intensity of another sprite.
For an example of this effect, see **Map Transparency**.

Called **Transparency map** in Microsoft Image Composer 1.0.

marquee

See [bounding box](#).

mask

A new sprite that is derived from another sprite in order to insulate part of the original image from changes. The area that is “masked” is thus protected from editing. For details, see [Creating a mask](#).

mesa

An effect that gives a sprite the three-dimensional appearance of having its center pushed in or pushed out. For an example of this effect, see [Mesa](#).

monochrome

A photograph or drawing containing a single hue or color, typically grayscale.

mosaic

An effect that gives a sprite the appearance of being composed of small, square tiles laid down on a flat surface. For an example of this effect, see [Mosaic](#).

Called **Patchwork** in Microsoft Image Composer 1.0.

See also [broken tile](#).

negative

A photographic effect that changes all of the colors in a sprite to their complements, resulting in a color negative. For an example of this effect, see [**Negative**](#).

Called **Complement color** in Microsoft Image Composer 1.0.

OLE object

An object, such as an image file, that can be linked or embedded to a compound document, such as a spreadsheet or document created with word processing software, by means of OLE. OLE, which is an acronym for Object Linking and Embedding, is a way to transfer and share information among applications.

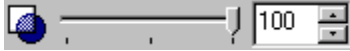
When an object is linked to a compound document, the document contains only a reference to the object; any changes made to the contents of a linked object appear in the compound document. When an object is embedded in a compound document, any changes made to the contents of the original object will not appear in the compound document unless the embedded object is updated.

opacity

The quality and degree to which light cannot pass through pixels. A low opacity value makes pixels more transparent; a high value makes pixels more opaque.

In Microsoft Image Composer, opacity is specified as a percentage. For instance, a sprite with an opacity value of 100% is composed of totally opaque pixels, so that another sprite cannot be seen through it.

You can specify opacity by using an opacity slider. Many tool palettes and dialog boxes provide an opacity slider, as shown here. Some features allow you to change the opacity values for specific pixels within the sprite.



opaque

The quality of a sprite's pixels that defines the ability of light to pass through them. If a sprite is completely opaque, light does not pass through it.

See also [opacity](#) and [transparent](#).

open-ended polygon

A multisided shape that does not have a line connecting its first and last editing points. You can create an open-ended polygon by clearing the **Close** check box on the **Shapes** tool palette.

order

The placement of a sprite in the stack relative to other sprites. For details, see [Arranging sprites overview](#).

paint daub

A suite of effects that renders a selection using a variety of paintbrush styles and sizes. For an example of these effects, see [**Paint Daubs**](#).

paintbrush

A tool in the **Paint** palette that you use to paint the current color onto a sprite by dragging the pointer.

palette

See [color palette](#) or [tool palette](#).

palette knife

An effect that adds rough, irregular patches of color to a sprite as if they were applied by a palette knife.

pan 

A tool that you use to move a composition within the Microsoft Image Composer workspace.

pencil

A tool in the **Paint** palette that you use to draw a line in the current color by dragging the pointer.

pixel

A single unit of measurement on your screen that relates to the rectilinear grid used by display hardware to paint images on your screen. These units, which often appear as tiny dots, compose the pictures displayed by your screen. The color capability of each pixel is determined by the video card installed in the display system.

plug-ins

Separate programs that you can use to edit sprites in your composition. If located in one of the two plug-in directories, these programs are available from the **Plug-Ins** menu.

posterize

To reduce the number of color shades in a sprite and add dark lines along the edges.

radial sweep

An effect that sweeps a sprite's radius, or half of its diameter, around its center point to create a disc. For an example of this effect, see [Radial Sweep](#).

recess

An effect that highlights the lower-right edges of a sprite and darkens its upper-left edges to make the sprite appear indented, or recessed. For an example of this effect, see [**Recess**](#).

Compare with [relief](#).

relief

An effect that highlights the upper-left edges of a sprite and darkens its lower-right edges to make the sprite appear raised. For an example of this effect, see [Relief](#).

Compare with [recess](#).

render

See [create](#).

reticulation

See sandpaper.

RGB channels

The color channels that carry information to determine the color of a pixel. Red, green, and blue are the three basic colors that are mixed to create a variety of colors.

RGB color model

A color-mixing model or method of describing the colors available on a display system. RGB (red, green, blue) uses the additive primaries method, mixing percentages of red, green, and blue to get the desired color. In this model, mixing no amount of RGB produces black and mixing the full amount of RGB produces white.

RIP

An abbreviation for Raster Image Processor. A device that converts vector graphics or text into a raster (bitmapped) image.

rotate

To turn a sprite about its center.

sampling

A portion of a sprite that is representative of the whole. In Microsoft Image Composer, the Radial Sweep effect uses a sampling of a sprite to create the effect.

sandpaper

A photographic effect that renders the darker areas of a sprite with dense clumps of dark emulsion and the lighter areas with stippled grain. For an example of this effect, see [**Sandpaper**](#).

Called **Reticulation** in Microsoft Image Composer 1.0.

saturation

The amount of color, or fullness, in a specified hue.

saturation map

See [map saturation](#).

scaling

The process of enlarging or reducing an image.

select color region

A tool that selects a color region in a sprite so that you can cut out or erase that region. Cutting out a color region creates a new sprite, whereas erasing a color region makes the pixels in that region transparent.

Called **Colorlift** in Microsoft Image Composer 1.0.

selection 

A tool that you use to select a sprite in a Microsoft Image Composer composition.

selection set

A selection set is a temporary collection of currently selected sprites, used to apply a function to all selected sprites at one time instead of applying a function to each sprite individually. As soon as you click another sprite, the selection set disappears. Grouped sprites, by comparison, are more permanent and let you nest groups within groups.

sharpen

A photographic effect that makes a sprite look more distinct by increasing the contrast between neighboring pixels. For an example of this effect, see [**Sharpen**](#).

sharpen lite

A more subtle, or “lite,” version of the [Sharpen](#) effect. For an example of this effect, see [Sharpen Lite](#).

sine function

Based on the mathematical sine function, this feature distorts a sprite by compressing and expanding the areas of a sprite according to the axis and symmetry settings. For example, if you set the y-axis only, the top of the sprite appears expanded with increased compression toward the bottom. If you set the x-axis only, the left side of the sprite appears expanded with increased compression toward the right. For examples, see [Rectangular effect variations](#).

skew

A type of warp that tilts a sprite by shearing its opposing sides in opposite directions around its center. For details, see **Skew**.

smear

A paint tool that blends the sprite's current colors, appearing as if you smeared fresh paint with your finger. For details, click the **Smear** button in [Paint tools overview](#).

smoothing

The blurring of the jagged, "stairstep" appearance in graphical elements such as lines, curves, circles, and particularly in fonts. Jagged edges occur when the resolution of an image is too coarse to achieve the appearance of smoothness. Thus, smoothing can blur the roughness of a jagged line by shading or coloring neighboring pixels. This technique makes the transition between light and dark (or between two colors) less distinct and therefore less visible, at the cost of making it look more blurry.

Called **Anti-aliasing** in Microsoft Image Composer 1.0.

snip

A texture transfer that erases the opaque pixels in a sprite which are overlapped by the opaque pixels in another sprite, thus producing a cutout in the shape of the overlapping sprite. For an example of this effect, see **Snip**.

source sprite

The sprite that is used as the basis for modifying another sprite.

spatter

A paint effect that applies a pointillist style to a sprite using a spatter airbrush technique. For an example of this effect, see [**Spatter**](#).

spline

See [curve](#).

spoke

A line from the center of a disk to its circumference.

spoke inversion

An effect that inverts every spoke of an imaginary disk that just fits within a sprite. For an example of this effect, see **Spoke Inversion**.

sponge

A paint effect that roughly dabs or blots the colors in a sprite. For an example of this effect, see [Sponge](#).

sprite

A single image object, composed of pixels, whose area is defined by its bounding box. The sprite's shape is determined by its nontransparent pixels. To add a sprite to your composition, you can insert a file, create a shape, or add text.

stack

The ordering of sprites, from front to back, in a composition. Also known as z-order.

stencil

A tool on the **Cutout** palette that creates a reverse copy of a sprite. The new sprite consists of an opaque image of the original sprite's transparent pixels. The opaque image in the new sprite uses the current color shown in the **Color Swatch**. For details, see **Stencil**.

Called **Complement shape** in Microsoft Image Composer 1.0.

sticky

See [lock tool](#).

sumi-e

A paint effect that gives a sprite the appearance that it was painted with a wet brush heavily loaded with ink, resulting in rich blacks with soft, blurry edges on a textured, highly absorbent ground such as rice paper. For an example of this effect, see [**Sumi-e**](#)

template brush

A brush that takes the shape of the selected sprite. When you use a template brush in a composition, that sprite is the paintbrush shape.

texture transfer

A set of effects that transfer the texture of one sprite onto another sprite.

Called **Sprite to sprite** in Microsoft Image Composer 1.0.

tile

A texture transfer that applies repeated copies of a sprite to the opaque pixels of another sprite. For an example of this effect, see **Tile**.

tint

A color enhancement that applies a transparent wash of the current color shown in the **Color Swatch** to the selected sprite. For an example of this effect, see [Tint](#).

toolbar

A narrow panel of buttons that typically appears below the menu bar and contains the buttons for performing standard composition tasks, such as saving a composition, cutting and pasting sprites, or previewing a composition with another color palette. You can drag the toolbar to the left, right, or bottom edge of the window, or you can drag it into the workspace so that it floats in its own window.

toolbox

A narrow panel of buttons that typically appears on the left side of the Microsoft Image Composer window and contains the buttons for opening the tool palettes. You can drag the toolbox to the top, right, or bottom edge of the window, or you can drag it into the workspace so that it floats in its own window.

tool palette

A window that displays a set of options and controls that you can choose to add or change sprites in your composition. For example, the **Shapes** tool palette provides you with the tools for adding new shapes to your composition.

touch edges

To align two sprites so that their edges meet.

Called **Abut** in Microsoft Image Composer 1.0.

transfer

Texture transfers that replace the opaque pixels of one sprite with those of an overlapping sprite. For examples of these effects, see **Transfer Shape** and **Transfer Full**.

transparency map

See [map transparency](#).

transparency threshold

The value of the alpha channel below which transparent pixels in a composition will be converted to full transparency when the composition is saved as a .gif file, or to the transparent color in other file formats.

transparent

The quality of a sprite's pixels that defines the ability of light to pass through them. If a sprite is completely transparent, light passes through it completely which makes the sprite invisible.

See also opacity and opaque.

true color

In Microsoft Image Composer, the full 24 bit-per-pixel color specification that produces the maximum range of colors that can be differentiated by the human eye. There are over 16 million colors available on the **True Color** palette. Image Composer always stores your composition in True Color when you save it as an .mic file. However, you can save or view your composition using a custom color palette.

TWAIN

The name of a standard range of scanner drivers. Like printer drivers, TWAIN scanner drivers enable any program that supports the TWAIN interface to control your scanner. The TWAIN interface allows you to make adjustments to an image before you scan it. For example, you can alter an image's resolution, brightness, and contrast before loading and saving it.

two-point perspective

The technique of representing the spatial relation of objects as they might appear to the eye. You can apply two-point perspective in Microsoft Image Composer by using the **Perspective** warp.

underpainting

A paint effect that roughly paints the image of the sprite on an underlying surface texture, and then paints the image of the sprite again over the first image. For an example of this effect, see [**Underpainting.**](#)

ungroup

To separate a group of sprites into a selection of sprites. If groups of sprites were combined into one group, ungrouping returns them to their previous groups.

Compare with explode.

vortex

An effect that twists a sprite around its center while maintaining the orientation of the pixels at its borders. For an example of this effect, see [Vortex](#).

warp

A distortion of a sprite's overall appearance. The **Arrange** palette contains three types of warp: **Perspective**, **Skew**, and **Bilinear**.

wash

See make transparent.

watercolor

An effect that paints a sprite in a watercolor style that uses a medium brush loaded with water and color. For an example of this effect, see [**Watercolor**](#).

water paper

See wet paper.

web palette

A palette that contains 216 colors and does not allow dithering. The safety palette is intended for line art or solid-colored art that you want to publish to the Web.

wet paper

A paint effect that renders a sprite with blotchy daubs of color that appear to have been painted on damp paper. For an example of this effect, see [Wet Paper](#).

Called **Water paper** in Microsoft Image Composer 1.0.

workspace

The entire area available to use when creating a composition. The workspace includes the composition space, the area around it, and any windows you have open showing parts of the composition.

x-axis

The horizontal reference line on an image that has horizontal (width) and vertical (height) dimensions.

y-axis

The vertical reference line on an image that has horizontal (width) and vertical (height) dimensions.

z-order

The numerical position of a sprite in the stack of sprites, ordered from front to back, that makes up a composition.

zoom

To change the magnification level of your view. When you zoom to a level higher than 100%, less of the workspace is visible and the images on it appear larger. When you zoom to a level lower than 100%, more of the workspace is visible and the images on it appear smaller.

What is Microsoft Image Composer?

```
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Related Topics
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Microsoft Image Composer is an application for creating compositions for display on Web sites, CD-ROMs, games, or other on-screen destinations. Use existing images in a wide variety of formats or create new art. Image Composer offers a combination of powerful tools, a huge workspace, and sample images to help anyone produce professional-looking images. The following figure shows a composition created with Image Composer.



Image Composer was designed for experimentation. You can apply effects easily, view the results, and then modify or undo those effects to achieve the result you seek. You enjoy the following advantages when you work with Image Composer:

- Industry-standard file formats.
You can use Image Composer to work with a wide variety of popular file formats, including TIFF (.tif), CompuServe GIF (.gif), Portable Network Graphics (.png), Targa (.tga), JPEG (.jpg), Adobe Photoshop (.psd), and more. For scanned images, Image Composer supports the TWAIN interface.
- Simplified interface.
In addition to standard menus and toolbars, Image Composer functions are divided into groups and placed on tool palettes. For example, all paint tools are grouped on the **Paint** palette.
- Popular plug-in sets.
Image Composer includes the Impressionist plug-in with dozens of effects and filters, and supports the use of popular plug-ins that adhere to the Adobe Photoshop Plug-In Interface standard.
- Hundreds of sample images.
Browse the images in the Sample Sprites Catalog by clicking **Sample Sprites Catalog** on the **Help**

menu and insert them into your composition. These images include scenes of nature, animals, plants, textures, buttons, and more.

- Wizards for creating buttons and for saving files

Creating buttons takes just a few mouse clicks with the **Button Wizard**. Choose from a variety of shapes, colors, and textures. Save compositions for Web sites by using the **Save for the Web** wizard.

Using Image Composer online Help

The Help system consists of the following parts:

- **Context-sensitive Help.** Brief help on a particular tool or dialog box is available in the following ways:
 - Clicking the question mark button on the tool bar, moving the pointer to a tool or control (not a label or an icon), and clicking.
 - Clicking **Help** in a dialog box.
 - Pressing F1 or SHIFT + F1 to get context Help at the most specific level available.
- **Image Composer Tutorial.** A series of task-oriented lessons teach many Image Composer tools and techniques. Click **Learning Microsoft Image Composer**, then click **Tutorial** on the **Help** menu to open the tutorial.
- **Introduction to Image Composer.** An overview of Image Composer for new users. This introduction is available the first time that Image Composer is started after being installed. For subsequent viewing, click **Learning Microsoft Image Composer**, then click **Introduction to Microsoft Image Composer** on the **Help** menu.
- **Procedure Help.** A series of steps that you follow to perform a specific task. Procedure help is available from the **Help** menu by clicking **Microsoft Image Composer Help Topics** and then clicking the procedure you want.
- **Common Tasks Help.** Topics for the ten most common actions in Image Composer are available directly from the **Help** menu by clicking **Common Tasks**.
- **ToolTips.** Brief names for tools and controls that do not have labels. To use this help, move the pointer over the control you want help for and pause.
- **Reference Help.** Topics based on sample images you can create with each category of tools. Reference help is available from the **Help** menu by clicking **Microsoft Image Composer Help Topics** and then clicking the Reference book in the Help Contents window.
- **Hint Messages.** This help appears automatically when you are required to follow a specific sequence or act on a specific object. You can disable hint messages at any time from within the hint message dialog box.
- **Status Bar Text.** Brief descriptions of commands and other elements appear on the left side of the status bar (the bar at the bottom of the Image Composer window).
- **Sample Sprites Catalog.** A complete help system containing thumbnail pictures of the sample sprites and their locations.

Working with compositions

{button ,AL("compos
itions con;sprites
con")}
[Related Topics](#)

The basic building block of a Microsoft Image Composer [composition](#) is the image object known as a [sprite](#). A composition can have one sprite, one hundred sprites, or more. Because a sprite is an object, you can move it anywhere in a composition just as easily as you move an icon on your desktop. When you insert an image into Image Composer, it immediately becomes a sprite. For more information on sprites, see [What is a sprite?](#)

You work with your compositions in the Image Composer [workspace](#). The workspace includes the [composition space](#), plus an infinite amount of space beyond the composition space. You can use this design space as a place to temporarily store your finished or experimental sprites.

The [composition guides](#) help you adjust the size and location of the composition space within the workspace. You can resize the composition space for a particular work session or set a default size and color for all compositions. For details, see [The composition space](#).

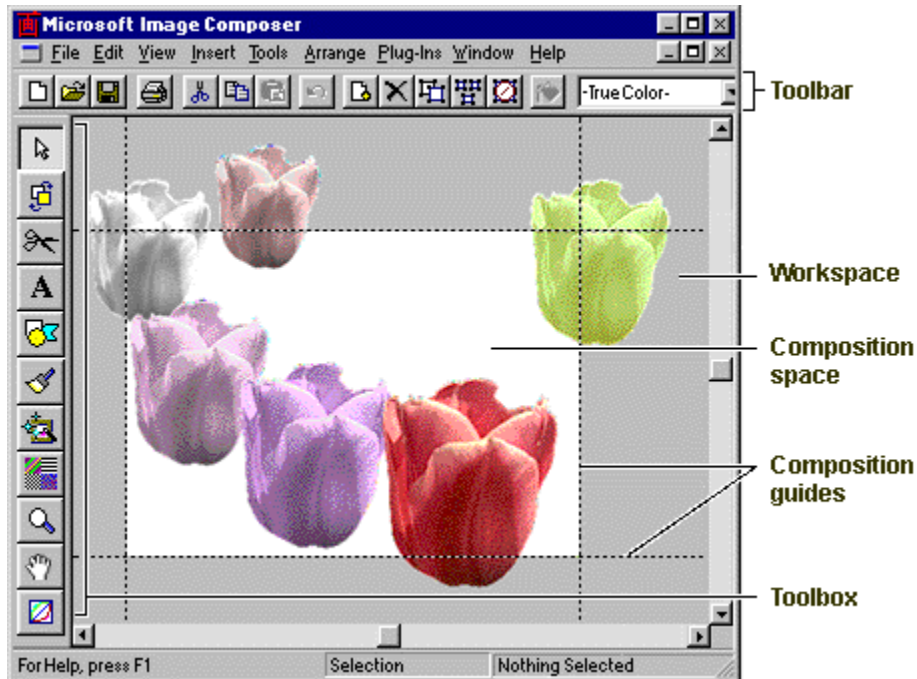
You also can open more than one view window for a composition. For example, you can have one window showing your composition in [true color](#) at 100% size, a window showing the composition reduced to 20%, and a window showing the composition with a custom color palette. You can use the Image Composer view window as a virtual camera that you can move around through an infinite scene. For more information on opening multiple views, see [Creating multiple views of a composition](#).

The composition space

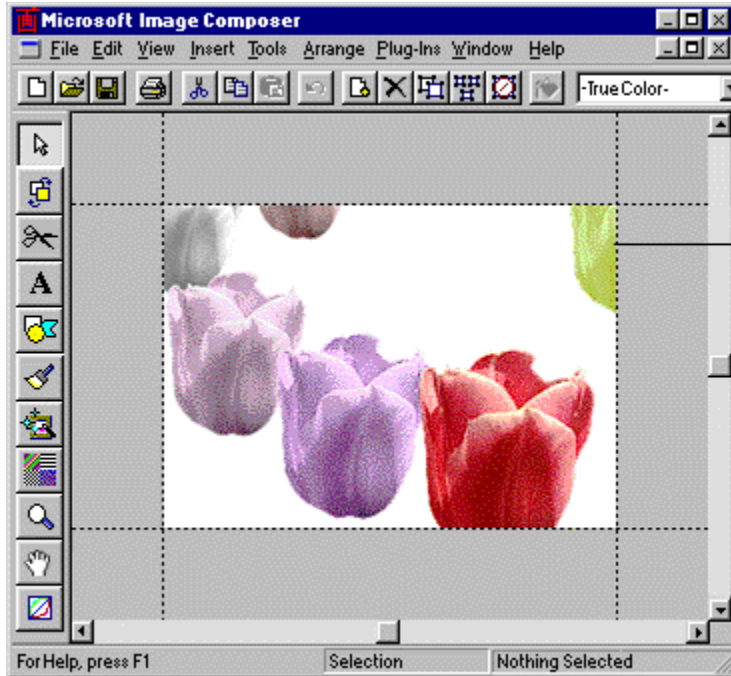
{button ,AL("changing composition space appearance;resizing composition space"))} [Related Topics](#)

The composition space in Microsoft Image Composer has two purposes:

- It helps you lay out a composition by providing a virtual drawing board that you can place sprites on. You can then use the workspace, which surrounds the composition space, as a temporary storage area for the sprites you want to lay out.



- It defines the content of a composition that you save in a flat file format, such as a Windows bitmap (.bmp) or GIF (.gif) file. Saving a composition in such a format flattens the image and crops it so that only the portion of the composition that rests on the composition space is saved.



The image is flattened and cropped to fit in the composition space.

When you save a composition as a Microsoft Image Composer (.mic) file, you save everything in the workspace, including the sprites that lie outside the composition space. For more information about saving compositions, see [Opening and Saving Files Overview](#).

Resizing the composition space

```
{button ,AL("composition space  
topic;changing  
composition space  
appearance")}  
Related Topics
```

You can adjust the size of the composition space before or after you add sprites to your composition. For example, you can resize the composition space to match the size of an image you want to create for a Web page and then add sprites to your composition. Or you can add sprites to a composition first and then resize the composition space so that it contains just the portion of the composition that you want to save in a flat file format.

When you save a composition as a flat file, the size and location of the composition space are important because only the portion of the composition that is bounded by the composition space will be saved. When you save a composition in Microsoft Image Composer (.mic) format, the entire workspace is saved, so you can use the composition space exclusively to help you lay out and align sprites.

The composition space cannot be smaller than 3 x 3 pixels or larger than 4096 x 4096 pixels.

▶ **To resize the composition space**

1 Position the pointer over a composition guide.

To resize the composition space in two directions, position the pointer over one of its corners.

Tip If the composition guides are hidden, click **Composition Guides** on the **View** menu to display them.

2 Drag the composition guide to its new location:

- To move both of the horizontal composition guides or both of the vertical composition guides, hold down CTRL while dragging.
- To move all four composition guides, hold down CTRL while dragging a corner of the composition space.
- To maintain the current aspect ratio, hold down SHIFT while dragging a corner.

3 Release the mouse button.

Changing the appearance of the composition space

{button ,AL("compos
ition space
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composition
space"}} [Related
Topics](#)

You can set the width, height, and color of the [composition space](#) for each new composition or for the current composition only. You can also save the current settings as the new default or revert those settings to the default settings you last saved.

For example, if you plan to create many compositions for a Web page with a specific background color, you can change the default color of the composition space to that color.

▶ **To change the appearance of the composition space**

- 1 On the **File** menu, click **Composition Setup**.
- 2 Click the **Current Composition** tab to change the settings for the current composition only.
– or –
Click the **New Composition Defaults** tab to change the settings for all new compositions.

3 Change the current settings:

To:	Do this:
Change the width	Specify a new value in the Width box. The width is measured in pixels.
Change the height	Specify a new value in the Height box. The height is measured in pixels.
Change the color	Click Edit . Then choose a new color in the Color Picker dialog box.
Revert to the default settings for the current composition	Click Use Default on the Current Composition tab.
Use the current settings for all new compositions	Click Use Current on the New Composition Defaults tab.

- 4 Click **Apply** to apply these settings, or click **OK** to apply these settings and close the dialog box.

What is a sprite?

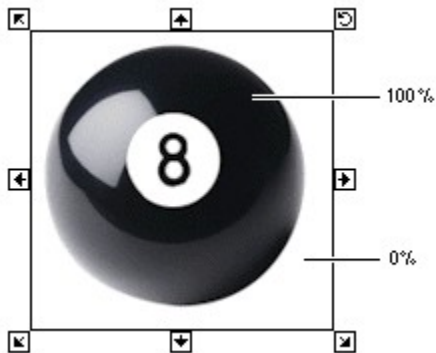
{button ,AL("sprites
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[Related
Topics](#)

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ompositions
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[Overview](#)

A sprite is an image object with shape and transparency. A composition includes every sprite that you have created or modified, regardless of whether you can see it on workspace.

Each time you insert an existing image into a composition, regardless of its source, that image automatically becomes a sprite. When you create a new image with Microsoft Image Composer, that new image is created as a sprite. You can move sprites anywhere in a composition and arrange them as you choose.

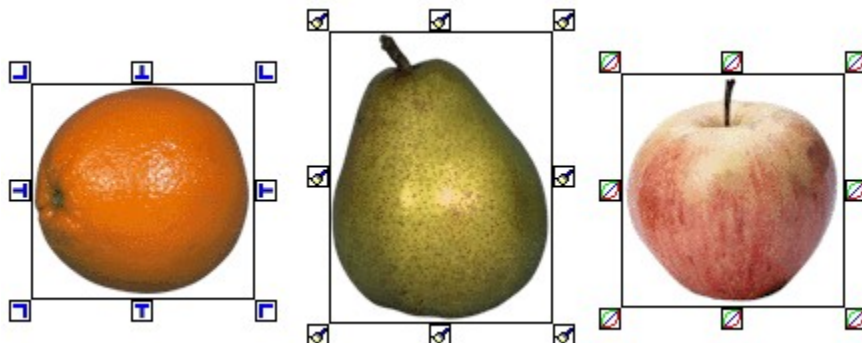
When you click a sprite, you see that it is surrounded by a bounding box. The bounding box provides reference points for various effects and tools. The following figure shows a sprite and its bounding box. The sprite contains shape, the ball, and transparency, the area between the ball and the bounding box. In this figure, the eight ball itself is set for 100% opacity (completely opaque); the clear area outside the ball extending to the bounding box is set for 0% opacity (completely transparent).



The bounding box has handles in each corner and on each line. Use these handles to resize a sprite, rotate it, and more.

As you use a tool or apply an effect, its action is applied to the sprite, or sprites, you currently have selected. The bounding box handles indicate which group of tools is currently selected. The following figure shows examples of different bounding boxes, as they relate to a specific tool or effect.

Crop/Extend bounding box, Paint bounding box, and Color Tuning bounding box



Sprites can be completely independent, combined in temporary selection sets, or combined in permanent groups. You can apply various tools, effects, and filters to either single sprites or temporary selection sets of sprites but not to groups.

The position of a sprite in a composition is determined by where you place it on the workspace and

when you added that sprite to the composition. Each new sprite is positioned on a stack of sprites. As each new sprite becomes part of a composition, it is placed on top of the stack. For more information, see Ordering Sprites.

Opacity and transparency

{button ,AL("sprites
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Topics](#)

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ompositions
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[Overview](#)

{button ,AL("transpare
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The shape of a sprite is determined by the opacity of the image being represented and by the transparent space around it. However, the transparency of a sprite is not limited to the space surrounding it.

A sprite is defined by four channels that contain settings for red, green, blue, and alpha. The red, green, and blue channels define the amount of each color used in the sprite from 0 (none of the color used) to 255 (maximum amount of the color used). The alpha channel defines the degree of opacity of a sprite from zero (completely transparent) to 100 (completely opaque).

You can use the alpha channel as if it were another color. Many effects contain a setting for opacity, which sets the transparency of the effect anywhere from completely transparent (0%) to completely opaque (100%). For example, you can set the opacity of the **Erase** tool to partially erase a portion of a sprite and allow the sprite behind it to show through. The following is a composition that makes use of transparency.

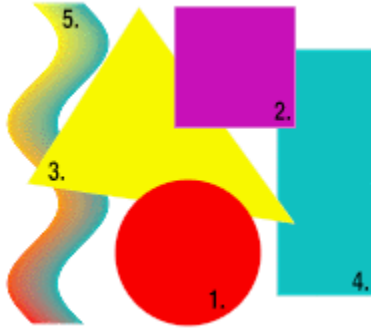


Ordering sprites

A composition has three dimensions: height, width, and depth. The depth is represented by the stack, also referred to as the z-order. When a new sprite is added to a composition, whether by inserting an existing image or by creating a new image, that sprite is placed on top of the stack.

You can move sprites anywhere in the workspace. As you do so, they remain in their order in the stack until you specifically change the order.

The placement of sprites in the composition space does not necessarily reflect their order in the stack. Two sprites can be next to each other in a composition and yet be at opposite ends of the stack. The following figure shows the relationship of sprites in a stack. The numbers in the sprites show their position in the stack.

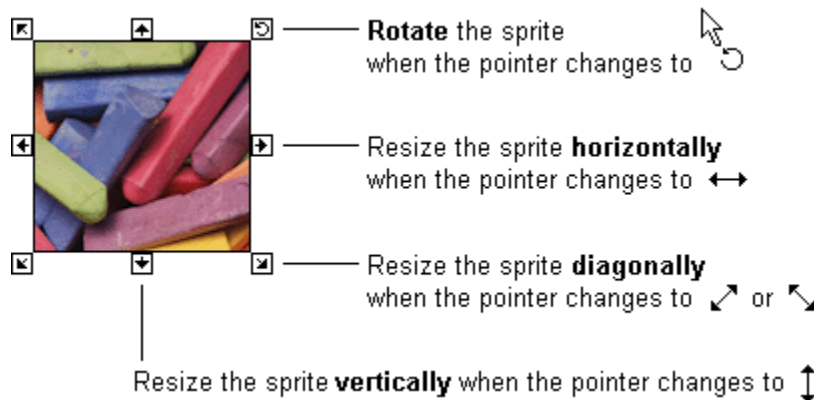


Selecting sprites, tools, and colors

An important concept in working with Microsoft Image Composer is selection. While you design your composition, many of the actions you perform and the sprites you perform them on are determined by the following selections:

- **Current tool.** This is the tool that you most recently clicked in the toolbox, the toolbar, or the active palette. You can make any tool the current tool by clicking it. For more information, see [The toolbox and tool palettes](#).
- **Current color.** This is the color that is displayed in the **Color Swatch**. You can make any color the current color by clicking the **Color Swatch** and choosing a different color in the **Color Picker** dialog box. For more information, see [Setting the current color](#).
- **Current selection.** These are the sprites you have selected by clicking them. The current selection can be a single sprite, a set of sprites, or a group of sprites. You can make any sprite the current sprite by clicking it, or you can make a set of sprites the current selection by pressing CTRL as you click each sprite. You can also select many sprites by clicking the **Arrow** tool and then dragging a rectangle around them.

The selected sprite has a set of handles around it that lets you rotate or resize the sprite. When you hover over a handle, the pointer changes to show you what will happen when you drag that handle:



Tips

- To maintain the selected sprite's aspect ratio when you resize it, press SHIFT as you drag a corner handle.
- You can rotate or resize a set of selected sprites or a group of sprites after you flatten the selection. However, flattening a selection permanently combines the selected or grouped sprites and thus cannot be undone.

Selecting a dominant sprite for multi-sprite operations

When your current selection contains more than one sprite, the sprite whose bounding box has solid handles, black by default, is the dominant sprite. When the bounding box of the dominant sprite overlaps other sprites, the solid color handles can be different colors, such as blue and black.

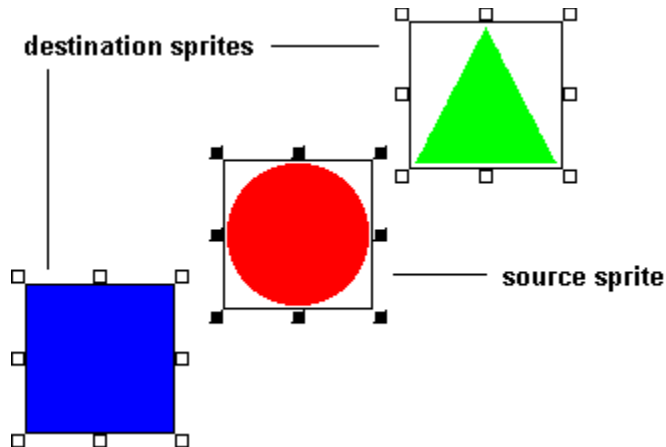
The dominant sprite is used as the source sprite in operations that require more than one sprite, such as alignment, ordering, of selection sets, and texture transfers:

- When you align a set of sprites, they are aligned with the dominant sprite.
- When you order a set of sprites, the **Bring Before** and **Send Behind** commands on the shortcut menu apply to other sprites in the selection set relative to the dominant sprite.
- When you transfer textures between sprites, properties such as the color and shape of the dominant, or source, sprite are copied to the destination sprite.

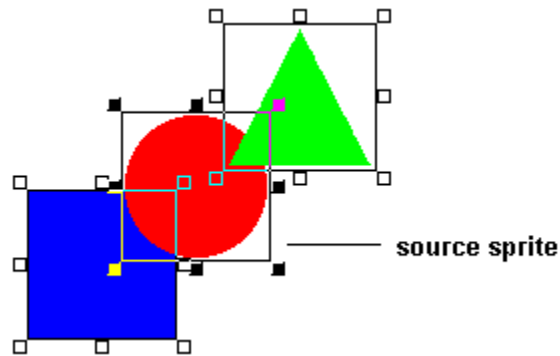
You can select a dominant sprite in the following ways:

- Clicking a sprite, then pressing SHIFT and clicking other sprites to create a selection set. The first sprite you click is the dominant sprite. For texture transfers in which two sprites must be selected, the first sprite you click is the dominant, or source, sprite.
- Clicking a sprite in an existing selection set.
- Using the TAB key to cycle through sprites in a selection set. Each time you press TAB, the dominant sprite is the current sprite.

In a selection set, you can identify the dominant sprite by the solid black handles that surround it. The handles that surround the destination sprites are hollow.

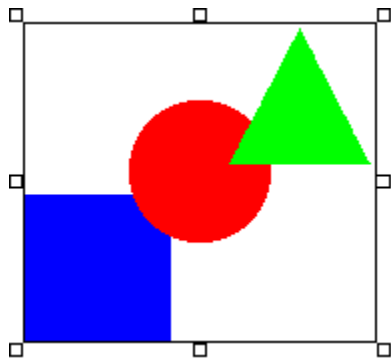


Notice that a sprite does not need to be at the top of the stack in order to be the source sprite.

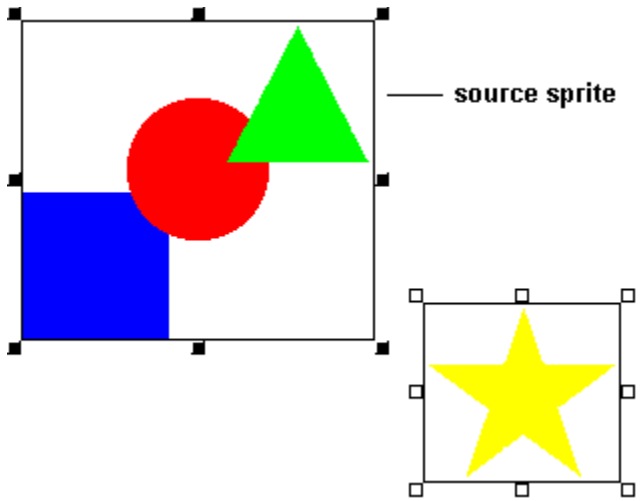


Selecting grouped sprites

When you select a grouped sprite, the handles that surround it are hollow because you cannot rotate or resize the sprites in the group until you ungroup them.



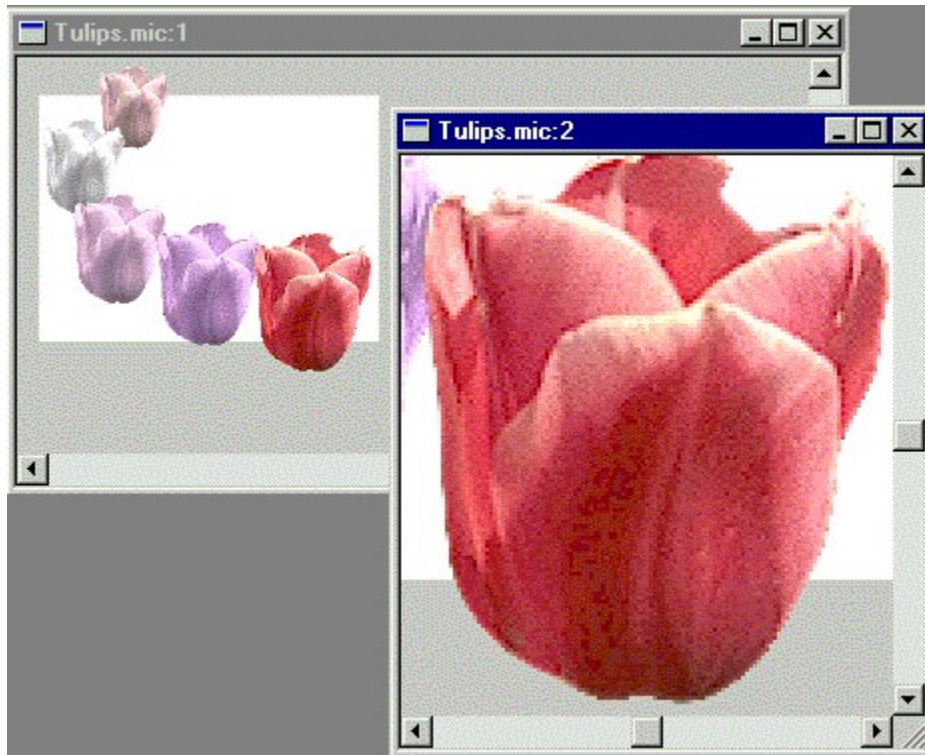
However, a grouped sprite can be the source sprite in a multiple selection.



Note Certain operations, such as cutting out, applying effects, and applying texture transfers, cannot be performed on grouped sprites.

Creating multiple views of a composition

You can have only one composition open at a time in Microsoft Image Composer. However, you can view that composition in many windows so that you can see different portions of it at one time.



For example, you can open a new window on a composition, and then:

- Set the zoom level of the first window so that the entire composition fits in it, and then zoom in on a specific area in the second window. When you make detailed changes to the second window, the first window will show you how those changes affect the entire composition.
- Attach the **True Color** palette in the first window, and attach the **Web (Dithered)** palette in the second window. When you make color corrections in the first window, the second window will show you how the colors will appear in a Web browser. To see how your composition will look without dithering in a Web browser, attach the **Web (Solid)** palette in the second window, or open a third window and attach the **Web (Solid)** palette.

Any changes you make to the composition in one window automatically appear in the other open windows.

▶ **To create multiple views of a composition**

- 1 On the **Window** menu, click **New Window**. This action opens a second window for the composition.
- 2 On the **Window** menu, click **Tile**. This action resizes both windows so that the first window occupies the upper half of the workspace, and the second window occupies the lower half of the workspace.

You can resize and arrange the windows so that they occupy the left and right halves of the workspace, or you can maximize one window and reduce the other window so that it rests on top of the first window. You can also cascade or maximize both windows, and you can switch between them by pressing CTRL+TAB.

The toolbox and tool palettes

By using tools in the toolbox, you can create your own style, or emulate an historic style. For example, you can use the paint tools to emulate the bright colors and strong brush strokes of a nineteenth century master like Cezanne, or create a monochrome wash drawing in the suiboku-ga style of the fourteenth century sumi-e master Sesshu Toyo.

Tool palettes are out of view until you activate them by clicking a tool on the toolbox or by selecting a tool from the **Tools** menu. To hide or display a tool palette, press F2, or click **Toggle Palette View** on the **View** menu. You can dock a tool palette by using the **Dock Tool Palette** command on the **View** menu to return a tool palette to the lower left corner of the workspace. You undock a tool palette by moving it. You also can move a tool palette anywhere in Image Composer and its position is retained until you move it.

In Image Composer, tools palettes are organized by related tasks. For example, the **Effects** tool palette contains dozens of tools for sketching, painting, and more. You activate a tool palette by clicking a tool on the toolbox. The following list describes each tool palette.

- The **Arrange** tool palette contains tools to arrange, resize, rotate, flip, and change the order of sprites in the stack. Tools to crop or extend the bounding box of a sprite are also included, as are three interactive warp tools.
- The **Cutout** tool palette contains tools to create masks, shadows, and any other cutouts in a variety of shapes. In addition, you can use the **Select Color Region** tool to create a new sprite of a single color from an existing sprite or to extract the texture of a sprite.
- The **Text** tool palette contains tools to create text sprites using the set of scaleable fonts that are installed on your computer.
- The **Shapes** tool palette contains tools to create new sprites in geometric shapes or in freeform shapes you create with the **Curve** or **Polygon** tool.
- The **Paint** tool palette contains tools to apply various paint effects, such as spraying a color with an airbrush or painting a color with a brush you choose from dozens of sizes and shapes.
- The **Effects** tool palette contains tools to add effects to sprites, including arts and crafts, color enhancement, outlines, photographic, and other effects.
- The **Texture Transfer** tool palette contains tools to transfer the content of pixels in one sprite to another.
- The **Color Tuning** tool palette contains tools for making adjustments to the contrast, brightness, hue, and saturation of colors, and for making adjustments to highlights and shadows, and dynamic range.
- The **Color Picker** dialog box provides access to true color palettes and to custom reduced-color palettes. You activate the **Color Picker** by clicking the **Color Swatch**. You also can right-click to activate a more compact color picker. In addition, you can drag a color from the main color swatch to color swatches on the tool palettes, such as those for shadow color and edge color in the **Outlines** category on the **Effects** palette, or from the color chips on the tool palettes to the main **Color Swatch**.

Using shortcut menus

Shortcut menus appear when you click the right mouse button anywhere in the workspace. The commands available on each shortcut menu depend on the context in which you right-click the mouse. For example, if you right click in the workspace outside the composition space, the shortcut menu contains commands that affect the view of the workspace. If you right click a text object, the shortcut menu contains commands relevant to working with text objects, such as **Object Smoothing**.

Can't Undo	Ctrl+Z
Paste	
Select All	
Zoom In	
Zoom Out	
Actual Size	
Properties	

Applying, undoing, and resetting actions

Three basic actions within Microsoft Image Composer are common to almost all procedures. They include the following:



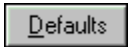
Apply

Located on tool and color palettes, this button applies the action you choose. The action will be applied to your current composition when you click **Apply**.



Undo

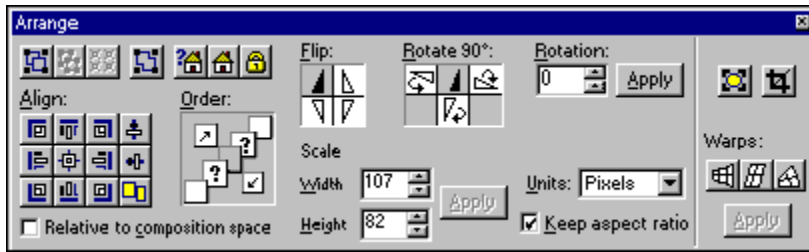
Located on the toolbar and **Edit** menu, **Undo** reverses the last unsaved **Apply** action.



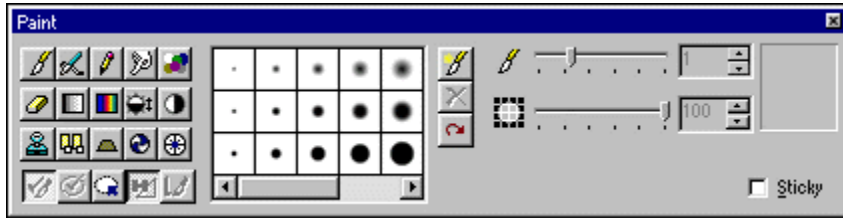
Reset or Defaults or Use Defaults.

Restores the sliders to their original positions and sets the values to their default settings. These buttons can be found on the **Effects** and **Color Tuning** palettes.

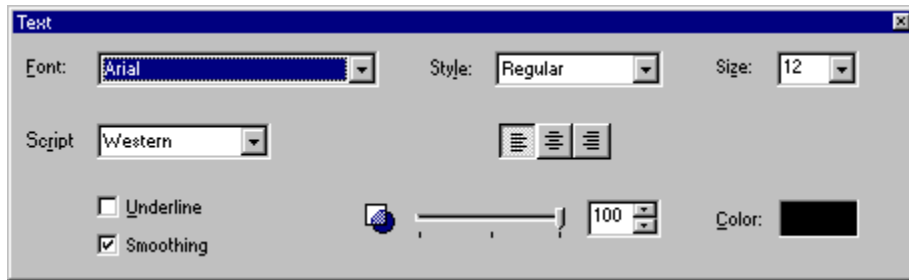
Arrange tool palette



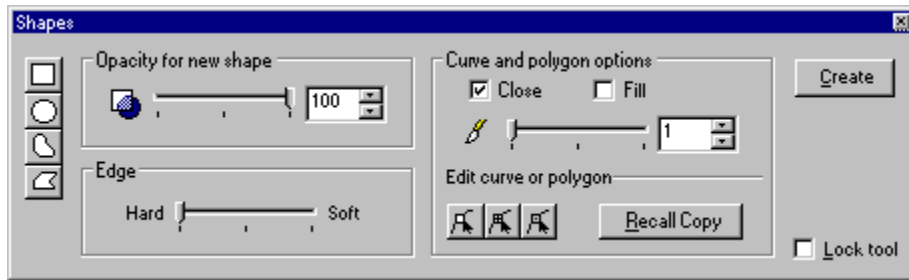
Paint tool palette



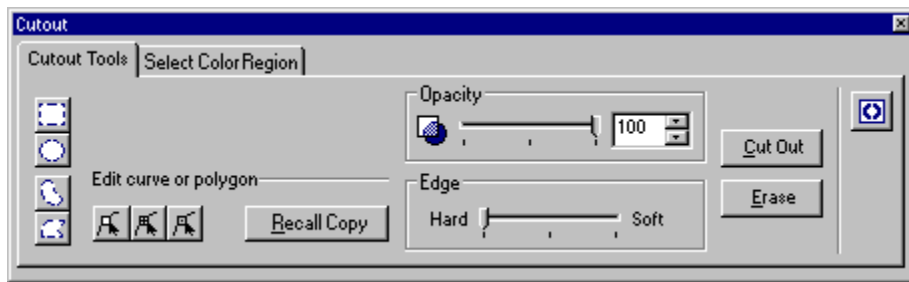
Text tool palette



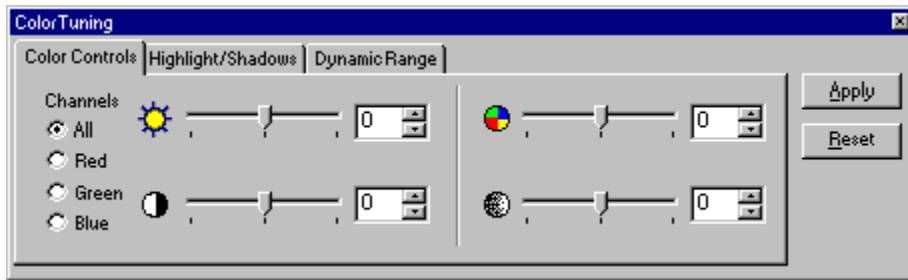
Shapes tool palette



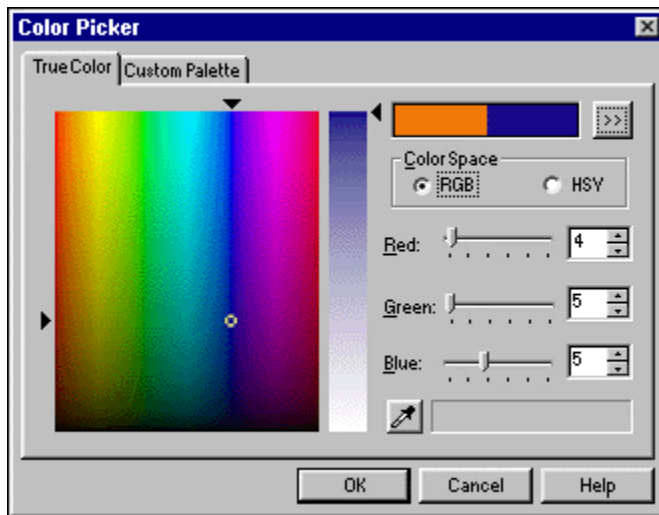
Cutout tool palette



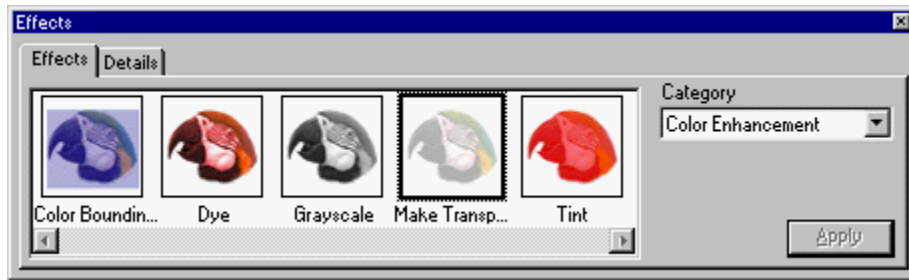
Color Tuning tool palette



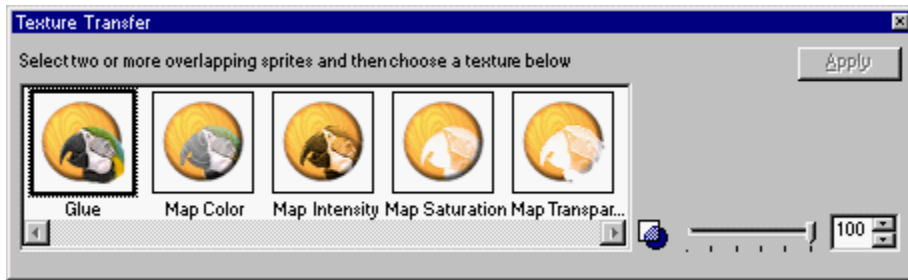
Color Picker



Effects tool palette



Texture Transfer palette



Microsoft Technical Support for Image Composer

Technical support for Microsoft Image Composer is provided as part of the technical support available for Microsoft FrontPage. For more information, refer to the technical support section of the Microsoft FrontPage Help file or Getting Started with Microsoft FrontPage 98.

Keyboard Shortcuts

You can use keyboard shortcuts to work more efficiently in Microsoft Image Composer.

To	Press
Select all the sprites in a composition.	CTRL+A
Copy the selected sprites to the Clipboard.	CTRL+C
Duplicate the selected sprites.	CTRL+D
Explode the selected group.	CTRL+E
Flatten the selected sprites.	CTRL+F
Group the selected sprites.	CTRL+G
Lock or unlock the position of a sprite.	CTRL+L
Fill the selected sprites with the current color.	CTRL+M
Create a new composition.	CTRL+N
Open an existing composition.	CTRL+O
Print the current composition.	CTRL+P
Save the current composition.	CTRL+S
Clear the current selection.	CTRL+T
Ungroup the selected group.	CTRL+U
Paste a sprite that has been copied or cut.	CTRL+V
Close the composition.	CTRL+W
Cut the selected sprites.	CTRL+X
Reverse the last action.	CTRL+Z
Quit Microsoft Image Composer.	ALT+F4
Display the Pan pointer.	ALT+0
Display the Selection tool.	ALT+1
Display the Arrange palette.	ALT+2
Display the Cutout palette.	ALT+3
Display the Text palette.	ALT+4
Display the Shapes palette.	ALT+5
Display the Paint palette.	ALT+6
Display the Effects palette.	ALT+7
Display the Texture Transfer palette.	ALT+8
Display the Zoom pointer.	ALT+9
Display the Color Tuning palette	ALT+EQUAL SIGN (=)
Display the properties of a sprite.	ALT+ENTER
Display a Help topic or the Help Contents tab.	F1 or SHIFT+F1
Display or hide a palette.	F2
Reposition the selection in the center of the active view window.	F8
Cancel the current operation.	ESC
Delete the current selection.	DELETE
Hide selection outline, selection handles, and composition guides.	SPACEBAR
Select sprites in the order that they appear in the stack.	TAB

Return the view focus to the composition space.	HOME
Return the selected sprite to its saved home position.	CTRL+HOME
Instruct Image Composer to remember the home position of the sprite.	ALT+HOME
Move the selection one unit to the left.	LEFT ARROW
Move the selection one larger unit to the left.	CTRL+LEFT ARROW
Move the selection one unit to the right.	RIGHT ARROW
Move the selection one larger unit to the right.	CTRL+RIGHT ARROW
Move the selection up one unit.	UP ARROW
Move the selection up one larger unit.	CTRL+UP ARROW
Move the selection down one unit.	DOWN ARROW
Move the selection down one larger unit.	CTRL+DOWN ARROW
Zoom in one level.	PLUS SIGN (+) (numeric keypad)
Zoom out one level.	MINUS SIGN (-) (numeric keypad)

Opening and saving files overview

{button ,AL("A_MAN
AGING_Working_wit
h_Supported_File_T
ypes;Inserting files
and images
overview;")} [Related
Topics](#)

In Microsoft Image Composer, you can open or save your file in many popular graphics file formats, including:

- Windows Bitmap (.bmp)
- Kodak FlashPix (.fpx)
- CompuServe Graphics Interchange Format (.gif)
- Joint Photographic Experts Group (.jpg)
- Microsoft Image Composer (.mic)
- Microsoft Picture It! (.mix)
- Portable Network Graphics (.png)
- Adobe Photoshop 3.0 (.psd)
- Targa (.tga)
- Tagged-Image Format File (.tif, .tiff)

If you save your work as an Image Composer [composition](#) (an .mic file), all sprites remain independent of one another when you reopen the file. You can also retain individual sprites by saving to a .psd file. Saving in any other file format [flattens](#) a composition, which means that you cannot manipulate the sprites as separate objects when you reopen the file.

You can elect to save an entire composition or specific sprites in the composition. In addition to standard **Save** and **Save As** commands, the **File** menu offers these options.

To	Use this command
Save a flattened copy of a particular selection.	Save Selection As
Save a copy of the active composition. This option differs from Save As in that it saves a copy of the composition without affecting the active file name.	Save Copy As
Use a wizard that helps you save files for the Web.	Save for the Web

Saving files in different formats

```
{button ,AL("A_MAN  
AGING_Overview")}
```

Overview

```
{button ,JI('`MANAGING_BMP_Format')} Saving BMP files
```

```
{button ,JI('`MANAGING_FPX_Format')} Saving FPX files
```

```
{button ,JI('`MANAGING_GIF_Format')} Saving GIF files
```

```
{button ,JI('`MANAGING_JPEG_format')} Saving JPEG files
```

```
{button ,JI('`MANAGING_MIC_Format')} Saving MIC files
```

```
{button ,JI('`MANAGING_MIX_Format')} Saving MIX files
```

```
{button ,JI('`MANAGING_PNG_Format')} Saving PNG files
```

```
{button ,JI('`MANAGING_PSD_Format')} Saving PSD files
```

```
{button ,JI('`MANAGING_TGA_Format')} Saving TGA files
```

```
{button ,JI('`MANAGING_TIFF_Format')} Saving TIFF files
```

Tip If you plan to display a composition on a Web page, you can save it as a .gif or .jpg file. To learn how to optimize your files for the Web, click **Save for the Web** on the **File** menu.

Saving BMP files

BMP format information

BMP is the standard Windows *raster*, or bitmapped, image file format. Image Composer saves .bmp files as a single sprite in true color or with a custom color palette, such as **Gray Ramp**, **Web (Dithered)**, or **Web (Solid)**.

▶ **To save a file in BMP format**

- 1 On the **File** menu, click **Save As**.

This option saves all sprites that lie within the composition space. If you want to save a specific sprite, select it, and then click **Save Selection As**.

- 2 In the **Save in** list, click the drive location and folder where you want to save the file.
- 3 In the **File name** box, type a name for the file.
- 4 In the **Save as type** list, click **Windows (*.bmp)**.
- 5 In the **Color format** list, click the color palette you want.
- 6 If you want to map the alpha data in your composition to a specific color, select the **Alpha as color** check box. If the check box is clear, the sprite's alpha channel maps to the color of the composition space when you save the file.
- 7 Click **Save**.

Saving FPX files

FPX format information

Kodak FlashPix (.fpx) is the file format used on Kodak Image Magic System FlashPix CDs. Image Composer saves .fpx files as a single sprite in true color only.

▶ **To save a file in FPX format**

- 1** On the **File** menu, click **Save As**.

This option saves all sprites that lie within the composition space. If you want to save a specific sprite, select it, and then click **Save Selection As**.

- 2** In the **Save in** list, click the drive location and folder where you want to save the file.
- 3** In the **File name** box, type a name for the file.
- 4** In the **Save as type** list, click **FlashPix (*.fpx)**. Note that in the **Color format** list, **True Color** is the only available option.
- 5** Click **Save**.

Saving GIF files

GIF format information

GIF (Graphics Interchange Format) is a compressed, lossy file format that is designed to minimize transfer time over phone lines. Image Composer saves .gif files as a single sprite with an 8-bit (or less) custom color palette, such as **Gray Ramp**, **Web (Dithered)**, or **Web (Solid)**.

▶ **To save a file in GIF format**

- 1 On the **File** menu, click **Save As**.

This option saves all sprites that lie within the composition space. If you want to save a specific sprite, select it, and then click **Save Selection As**.

- 2 In the **Save in** list, click the drive location and folder where you want to save the file.
- 3 In the **File name** box, type a name for the file.
- 4 In the **Save as type** list, click **CompuServe (*.gif)**.
- 5 In the **Color format** list, click the option you want. Because .gif files are limited to 256 or fewer colors, **True Color** is unavailable.
 - **Transparent color**. You can designate a palette color as the transparent color of the composition or selection to be saved in .gif or .png files. If you select this check box, you can assign a color for the transparent color by clicking the color chip. To determine which pixels are changed to the designated transparent color, move the **Threshold** slider or enter a value between 0 and 255 in the **Threshold** box. For more information, see Adjusting the threshold of a .gif or .png file.
 - Properties for each particular option you choose appear to the right of the **Color format** list.
- 6 Click **Save**.

Notes

- If you save a file in GIF format, you may notice some deterioration in quality when you reopen it. This is because internally, Image Composer stores images in true color (32-bit) formats, and GIF images are limited to 256 colors (8-bit).
- If you intend to display your work on the Web, consider saving it as a GIF file. Generally speaking, this format works well for images that use few colors or large blocks of solid color, or for images that have a transparent background. Image Composer has a wizard that can help you quickly optimize your files for the Web. To use it, click **Save for the Web** on the **File** menu.

Saving JPEG files

JPEG format information

JPEG (Joint Photographic Experts Group) is a 24-bit file format that is designed to compress photographs for use on the Web. Through use of a compression algorithm, JPEG creates moderately sized image files by discarding data inessential to the display of a sprite. In Image Composer, you can specify the amount of compression you want to apply to an image. Image Composer saves .jpg files as a single sprite in true color only.

▶ **To save a file in JPEG format**

- 1** On the **File** menu, click **Save As**.

This option saves all sprites that lie within the composition space. If you want to save a specific sprite in a composition, select the sprite, and then click **Save Selection As**.

- 2** On the **Save in** list, click the drive location and folder where you want to save the file.

- 3** In the **File name** box, type a name for the file.

- 4** On the **Save as type** list, click **JPEG (*.jpg)**. Note that in the **Color format** list, the only option available is **True Color**.

When you select **JPEG (*.jpg)**, the compression options become active. If you select the **Compression** check box, you can adjust the **Amount** slider or enter a number between 1 and 100 in the **Amount** box to determine the amount of compression you want. Be aware, however, that because JPEG is lossy, higher compression settings can result in lowered image quality when the image is reopened.

- 5** Click **Save**.

Note If you intend to display your work on the Web, consider saving it as a JPEG file. Generally speaking, this file format works well for photographic images, or for illustrations that use many colors or have smooth gradations of color. Image Composer comes with a wizard that can help you quickly optimize image files for the Web. To use it, click **Save for Web** on the **File** menu.

Saving MIC files

MIC format information

MIC is the native Microsoft Image Composer file format. Unlike file formats that flatten sprites, the MIC format retains the individual sprites in the composition so that you can reopen and continue to work on your composition later. MIC files also retain workspace settings such as color palettes and composition space color. Image Composer saves .mic files in true color only.

▶ **To save a file in MIC format**

- 1** On the **File** menu, click **Save As**.
- 2** In the **Save in** list, click the drive location and folder where you want to save the file.
- 3** In the **File name** box, type a name for the file.
- 4** In the **Save as type** list, click **Microsoft Image Composer (*.mic)**. Note that in the **Color format** list, the only option available is **True Color**.
- 5** Click **Save**.

Tip Saving to file formats other than .mic or .psd permanently flattens sprites and crops any sprites that lie outside the composition space. For this reason, you may want to save your work as a .mic file before saving to other formats so you have a copy of the individual sprites in case you need them later.

Saving MIX files

MIX format information

MIX is the Microsoft Picture It! file format. Image Composer saves .mix files as a single sprite in true color only.

▶ **To save a file in MIX format**

- 1 On the **File** menu, click **Save As**.

This option saves all sprites that lie within the composition space. If you want to save a specific sprite, select it, and then click **Save Selection As**.

- 2 In the **Save in** list, click the drive location and folder where you want to save the file.
- 3 In the **File name** box, type a name for the file.
- 4 In the **Save as type** list, click **Microsoft Picture It! (*.mix)**.
- 5 Click **Save**.

Saving PNG files

PNG format information

PNG is the Portable Network Graphics file format. Although many Web browsers cannot yet display PNG files without a special plug-in, this file type is rapidly growing in popularity on the Web. Because .png files are lossless, there is no image degradation when the image is compressed. Image Composer saves .png files as a single sprite in true color or with a custom color palette, such as **Gray Ramp**, **Web (Dithered)**, or **Web (Solid)**.

▶ **To save a file in PNG format**

- 1 On the **File** menu, click **Save As**.

This option saves all sprites that lie within the composition space. If you want to save a specific sprite, select it, and then click **Save Selection As**.

- 2 In the **Save in** list, click the drive location and folder where you want to save the file.
- 3 In the **File name** box, type a name for the file.
- 4 In the **Save as type** list, click **Portable Network Graphics (*.png)**.
- 5 In the **Color format** list, click the option you want. **True Color** is the default setting.
 - **Keep transparency**. You can save a sprite with or without the alpha channel. When the **Keep transparency** check box selected, Image Composer saves the sprite as an RGBA image. **Keep transparency** is selected as the default setting.
 - **Transparent color**. You can designate a palette color as the transparent color of the composition or selection to be saved in .gif or .png files. If you select this check box, you can assign a color for the transparent color by clicking the color chip. To determine which pixels are changed to the designated transparent color, move the **Threshold** slider or enter a value between 0 and 255 in the **Threshold** box. For more information, see Adjusting the threshold of a .gif or .png file.
 - Properties for each particular option you choose appear to the right of the **Color format** list.
- 6 Click **Save**.

Saving PSD files

PSD format information

PSD is the Adobe Photoshop 3.0 image format. In Image Composer, sprites in a .psd file are converted and saved as Photoshop layers. You can choose to save the composition space as a background layer. You can also save sprites that lie outside the composition space. Image Composer saves Photoshop files in true color only.

▶ **To save a file in PSD format**

- 1** On the **File** menu, click **Save As**.
- 2** In the **Save in** list, click the drive location and folder where you want to save the file.
- 3** In the **File name** box, type a name for the file.
- 4** In the **Save as type** list, click **Adobe Photoshop 3.0 (*.psd)**.
- 5** Click **Save**.
The **Photoshop (.psd) File Save Options** dialog box appears.
- 6** In the **Photoshop (.psd) File Save Options** dialog box, select the options you want for your .psd file, and then click **OK**.

Saving TGA files

TGA format information

Images saved in the TGA (Targa) format in Microsoft Image Composer are stored as a single sprite in the **True Color** color format only.

▶ **To save a file in TGA format**

- 1 On the **File** menu, click **Save As**.

This option saves all sprites that lie within the composition space. If you want to save a specific sprite, select it, and then click **Save Selection As**.

- 2 In the **Save in** list, click the drive location and folder where you want to save the file.

- 3 In the **File name** box, type a name for the file.

- 4 In the **Save as type** list, click **Targa (*.tga)**. Note that in the **Color format** list, the only option available is **True Color**. Within this confine, however, you have several options:

- **Keep transparency**. You can save a sprite with or without the alpha channel. When a sprite is saved with the **Keep transparency** option selected, it is stored as an RGBA image. **Keep transparency** is selected as the default setting.
- **Write premultiplied alpha**. When the **Keep transparency** check box is selected, you can select the **Write premultiplied alpha** check box to save the image as a premultiplied RGBA (Red, Green, Blue, Alpha) image. Note that not all programs can read premultiplied RGBA images.
- **Alpha as color**. Select this check box to map the alpha channel transparency information of a composition or selection to a single color. If you clear the **Alpha as color** check box, your composition or selection blends with the background that is set as the color of the composition space. If you select the **Alpha as color** check box, you can assign the color by clicking the color chip. Also, the **Threshold** slider is active. Use this slider or enter a number between 0 and 255 in the **Threshold** box to adjust the transparency level.
- **Compression**. You can store TGA files as compressed, but you cannot vary the amount of compression. TGA uses a run-length encoding compression algorithm.

- 5 Click **Save**.

Saving TIFF files

TIFF format information

The Tagged-Image File Format, or TIFF, is a preferred format because it is lossless. In Microsoft Image Composer, TIFF files are saved as a single sprite.

▶ **To save a file in TIFF format**

1 On the **File** menu, click **Save As**.

This option saves all sprites that lie within the composition space. If you want to save a specific sprite, select it, and then click **Save Selection As**.

2 In the **Save in** list, click the drive location and folder where you want to save the file.

3 In the **File name** box, type a name for the document.

4 In the **Save as type** list, click **TIFF (*.tif, *.tiff)**. Note that in the **Color format** list, the only option available is **True Color**. Within this confine, however, you have several options:

- **Keep transparency**. You can save a sprite with or without the alpha channel. When a sprite is saved with the **Keep transparency** option selected, it is stored as an RGBA image. **Keep transparency** is selected as the default setting.
- **Write premultiplied alpha**. When the **Keep transparency** check box is selected, you can select the **Write premultiplied alpha** check box to save the image as a premultiplied RGBA (Red, Green, Blue, Alpha) image. Note that not all programs can read premultiplied RGBA images.
- **Alpha as color**. You can choose to map the alpha channel transparency information of a composition or selection to a single color. If you clear the **Alpha as color** check box, your composition or selection blends with the background that is set as the color of the composition space. If you select the **Alpha as color** check box, you can assign the color by clicking the color chip. Also, the **Threshold** slider is active. Use this slider or enter a number between 0 and 255 in the **Threshold** box to adjust the transparency level.
- **Compression**. You can compress TIFF files, but you cannot vary the amount of compression. TIFF uses a high-quality compression algorithm called LZW, which removes redundant pixel patterns to decrease the size of the file.

5 Click **Save**.

BMP file format

Alpha	True Color	Palette Color	Alpha as Color	Transparent Color	Compression	Variable Compression
No	Yes	Yes	Yes	No	No	No

FPX file format

Alpha	True Color	Palette Color	Alpha as Color	Transparent Color	Compression	Variable Compression
Always saved	Yes	No	No	No	No	No

TIFF file format

Alpha	True Color	Palette Color	Alpha as Color	Transparent Color	Compression	Variable Compression
Yes	Yes	No	Yes	No	Yes	No

TGA file format

Alpha	True Color	Palette Color	Alpha as Color	Transparent Color	Compression	Variable Compression
Yes	Yes	No	Yes	No	Yes	No

JPEG file format

Alpha	True Color	Palette Color	Alpha as Color	Transparent Color	Compression	Variable Compression
No	Yes	No	No	No	Yes	Yes

PSD file format

Alpha	True Color	Palette Color	Alpha as Color	Transparent Color	Compression	Variable Compression
Always saved	Yes	No	No	No	No	No

MIC file format

Alpha	True Color	Palette Color	Alpha as Color	Transparent Color	Compression	Variable Compression
Always saved	Yes	No	No	No	No	No

MIX file format

Alpha	True Color	Palette Color	Alpha as Color	Transparent Color	Compression	Variable Compression
Always saved	Yes	No	No	No	No	No

PNG file format

Alpha	True Color	Palette Color	Alpha as Color	Transparent Color	Compression	Variable Compression
Yes	Yes	Yes	No	Yes	No	No

GIF file format

Alpha	True Color	Palette Color	Alpha as Color	Transparent Color	Compression	Variable Compression
No	No	Yes	No	Yes	No	No

Selecting alpha as color

When you select the **Alpha as color** check box, Microsoft Image Composer replaces all pixels that have alpha values greater than the value specified in the **Threshold** box with the sprite color. Conversely, all pixels that have alpha values less than the value specified are replaced with the color specified in the color chip to the right of the **Alpha as color** check box. You can change or modify this color by clicking the color chip, which displays the **Color Picker**.

- To adjust the threshold level, move the **Threshold** slider or enter a number between 0 and 255 in the **Threshold** box. Then click **Save**.

Adjusting the threshold of a .gif or .png file

When you select the **Transparent color** check box, Microsoft Image Composer replaces all pixels that have a transparency level below the threshold with the color you selected in the color chip next to the **Transparent color** check box. These pixels appear transparent when you open an image file. All pixels with a transparency level above the threshold setting are displayed in their original opaque color.

- To adjust the threshold level, move the **Threshold** slider or enter a number between 0 and 255 in the **Threshold** box. Then click **Save**.

RGBA

The acronym **RGBA** stands for the color channels red, green, blue, and alpha. A sprite or composition saved in this format stores color information in all three colors plus alpha, which stores the opacity level.

Introduction to the Tutorial

Welcome to Microsoft Image Composer. This tutorial provides the basic skills to work successfully with Image Composer. You will create a logo for the Web site of an imaginary flower shop. The company, name, and/or data used in screen and sample outputs are fictitious.

The finished logo



To benefit the most from this tutorial, you should be familiar with the ideas discussed in [Working with Compositions](#). The topics in this tutorial were designed to be worked on in order. Click the browse arrows on the Help window button bar to move through the topics in order. The topics in this tutorial are grouped into the following parts:

[Part 1: Organizing and Modifying Sprites](#)

[Part 2: Creating the Logo Background and Name](#)

[Part 3: Preparing the Logo for the Web](#)

The next topic is [Preparing for the Tutorial](#).

Preparing for the Tutorial

You can use the tutorial topics as you would a regular Help topic, including printing topics. You might want to set your options in the Help window so that the Help window stays on top of all other windows while you work with the tutorial.

If you set the Help window on top, you might want to minimize the window at times to accomplish certain tasks, then return the Help window to its regular size. Image Composer must be running for you to work with the tutorial.

- ▶ **To make the Help window stay on top**
 - 1 On the **Help** window button bar, click **Options**.
 - 2 Click **Keep Help on Top**.
 - 3 Click **On Top**.

This tutorial is self-paced. Use the browse buttons on the Help button bar to navigate, or click on the title of the next topic at the bottom each topic to proceed.

You can stop the tutorial at any time simply by closing the Help window. If you want to stop before completing the tutorial, you should save your composition. For more information, see [Saving a Composition](#).

The dashed lines in the workspace, known as composition guides, are visible by default. To simplify the workspace, hide the composition guides.

- ▶ **To hide the composition guides**
 - On the **View** menu, click **Composition Guides** if this menu choice is preceded by a checkmark. If no checkmark is visible before this menu choice, the composition guides are already hidden.

The next topic is [Part 1: Organizing and Modifying the Logo Flowers](#).

Part 1: Adding and Modifying Sprites

In this portion of the tutorial, you will work with images in the Microsoft Image Composer workspace. This part of the tutorial teaches the basics of selecting, moving, and resizing images, and introduces several of the tools you use to adjust the color of the image and add a specific artistic look.

The next topic is [Inserting Images](#).

Inserting Images

You can insert an image from a file stored on your hard disk, from a compact disc, or from a photo compact disc. For the first step in creating this logo, you will insert images from your hard disk. Inserting files from other media is similar.

- ▶ **To insert the logo images from a file on your hard disk**
- 1** On the **Insert** menu, click **From File**.
- 2** In the **Inserts an image file** dialog box, navigate to the directory into which you installed Image Composer, \Program Files\Microsoft Image Composer\Tutorial by default.
If you do not find this directory, you might have to run the Setup program and install the sample sprites.
- 3** In the list of folders, double-click Tutorial.
- 4** In the **Files of type** box, click TIFF (*.tif,*.tiff).
- 5** Hold down the CTRL key, and click Tulip.tif, Hibiscus.tif and Daisy.tif.
- 6** Click **OK**.

You now have three different flowers on your workspace. The flower sprites are stacked on top of one another in the upper left corner of the workspace window. They are in the order in which you inserted them into the composition. This order is the position of each *sprite* in the Image Composer *stack*.

To work with the flower sprites, you must separate them. To separate them, you first must select them.

The next topic is Selecting Sprites. To take a break, save your composition now.

Selecting Sprites

When you inserted the last flower *sprite* (the tulip) into your Image Composer *composition*, it automatically became the selected sprite. The *bounding box* surrounding the tulip indicates that it is the selected, or current, sprite. Nearly everything you do in Image Composer affects the current sprite.

▶ **To select a flower sprite**

- 1 Move the pointer over the sprite you want to select, in this case the hibiscus, and click the end of one of the petals.

The bounding box now extends to the ends of the hibiscus petals. The hibiscus is still partially hidden by the tulip sprite because the tulip sprite is above the hibiscus sprite in the stack.

- 2 Select the tulip sprite by clicking in the middle of the tulip.

Because the tulip sprite is at the top of the stack of sprites, clicking the middle of it makes the tulip the selected sprite.

You might find that you want to select a sprite that is hidden from view behind another sprite. To select a hidden sprite, you can cycle through the *stack*.

▶ **To cycle through the stack**

- Press the TAB key.

Each time you press the TAB key, a new sprite is selected relative to its position in the stack. By pressing the key repeatedly, the selection moves through the entire stack in order, so you can stop when you see the bounding box of the sprite you want to select.

The bounding box has resize handles at three of the four corners and on each side. The upper right corner contains a handle for rotating a sprite. Because Image Composer inserts new sprites into the corner of the workspace window, some of the handles of the sprites you have inserted are not visible. You must move the sprite to see all the handles.

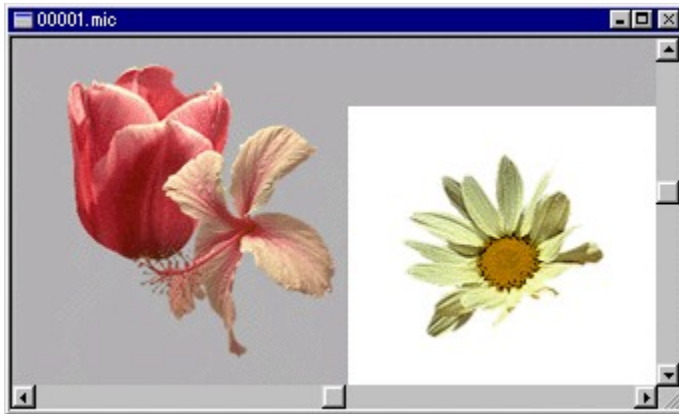
The next topic is [Moving Sprites](#). To take a break, [save your composition now](#).

Moving Sprites

One of Image Composer's most important features is the ease of moving sprites. Because *sprites* are objects, you can move an image of a flower as easily as you can pick up and move a real flower.

To demonstrate the extent of Image Composer's workspace as you move sprites, you will move the *composition space* to the lower right corner of the workspace window and move the sprites, as shown in the following figure. Use the following procedures to become familiar with manipulating sprites.

Using the workspace



▶ To adjust the view in the workspace window

- Click the vertical scroll bar once below the slider.

When you moved the composition space, you saw that the gray area that surrounds it, known as the *workspace*, extends well beyond the composition space.

The composition space provides a reference for your composition and determines the boundaries of a composition for certain file formats. You can move sprites onto the composition space and off it as you experiment with your composition. Click the vertical scroll bar once above the slider to center the composition space.

▶ To move the sample sprites

- 1 Drag the tulip sprite onto right side of the composition space.
- 2 Drag the hibiscus sprite onto the composition space to the left of the tulip.
- 3 Drag the daisy sprite onto the left side of the composition space.

You currently have three flower sprites to work with. You can easily add more sprites to your composition by duplicating the sprites you have inserted.

The next topic is Duplicating Sprites. To take a break, save your composition now.

Duplicating Sprites

Duplicating *sprites* is a basic task that provides you with copies of sprites on which to experiment. Duplicating a sprite makes an exact copy, as shown in the following figure.

Duplicated sprites in the workspace



▶ To duplicate the sample sprites

1 Click the daisy.

2 On the **Edit** menu, click **Duplicate**.

You can also create duplicates by clicking CTRL+D, or clicking and holding CTRL and dragging the bounding box. Notice how the duplicate sprite is offset from the original and that the duplicate becomes the selected sprite.

3 Make one more duplicate of the daisy sprite and make two duplicates of each of the other flower sprites.

To make the sprites easier to work with, drag each of the duplicates to form a column of each type of flower on the composition space and the workspace.

You now have several sprites to use in the logo. You can change the size of the sprites to create a more interesting composition.

The next topic in this tutorial is Resizing Sprites. To take a break, save your composition now.

Resizing Sprites

The design of the logo will provide more visual interest if the flowers are different sizes. Image Composer offers a couple of ways to resize *sprites*. One way to change the size of a sprite is to enter values for height and width by using the **Arrange** tool palette.

▶ **To resize a sprite**

- 1 Click the topmost daisy.

Look in the status bar at the numbers for width (**W**) and height (**H**). You see that the daisy is **148** pixels wide by **134** pixels high.



- 2 On the toolbox, click **Arrange**.

- 3 In the **Width** box in the center of the tool palette, select the current value and type **123**.

If the **Keep aspect ratio** checkbox is selected, as it is by default, you see that the **Height** has automatically been changed to **111**.

If the Keep aspect ration checkbox is clear, in the **Height** box on the left side of the tool palette, select the current value and type **111**.

- 4 Click **Apply**.

Tip You can also resize a sprite by clicking and dragging the resize handle at the corner of the *bounding box*. The status bar tells you the size of the selected sprite as you drag the handle.

The **Arrange** palette is partially blocking your view of the workspace. You can hide a tool palette so that it can be displayed for subsequent use. Throughout the tutorial, if you find that a tool palette blocks your view of the composition, hide it and then display it.

▶ **To hide and display a tool palette**

- 1 Click F2 to hide the palette.
- 2 Click F2 to display the palette after it has been hidden.

You now have two larger daisy sprites and one smaller daisy sprite. In addition to resizing a sprite by pixels, you can change the size of a sprite by a specific percentage.

The next topic in this tutorial is [Resizing Sprites by a Specific Percentage](#). To take a break, [save your composition now](#).

Resizing Sprites by a Specific Percentage


Image Composer provides alternative ways to accomplish many tasks. For example, in addition to resizing a sprite by pixels, you also can use the **Arrange** tool palette to resize a sprite by a specific percentage. The following figure shows the daisy sprites after being resized.

Daisy sprites after resizing



▶ To resize sample sprites by a specific percentage

1 Click one of the larger daisies.

2 On the toolbox, click **Arrange** .

3 In the **Units** box, click **Percent**.

4 In the **Width** box, enter **57**.

The **Keep aspect ratio** box is checked by default so that you have to enter only width or height and the corresponding value is computed automatically.

5 Click **Apply**.

When you clicked **Apply**, the **Units** box returned to **Pixels** display, showing that the resized sprite is now **84** pixels wide and **76** pixels high.

6 Resize one of the hibiscus sprites to **58%** of its original size, and resize another hibiscus to **76%** of original size.

7 Resize one tulip to **84%** of the original size, and resize another tulip to **67%** of the original size.

You might want to experiment with making sprites other sizes, larger and smaller. After each experiment, you can click **Undo Resize** on the **Edit** menu to return the sprite to its original size.

Now you have three different sizes of sprites for each type of flower sprite. When you click a sprite, the status bar displays the sprite's width and height in pixels. The following figures show the hibiscus and tulips sprites after resizing.

Hibiscus sprites after resizing



Tulip sprites after resizing



You now have one of each type of flower sprite in small, medium, and large sizes. Now you can modify the colors of the sample sprites to add variety to the composition.

The next topic in is [Adjusting Color Intensity](#). To take a break, [save your composition now](#).

Adjusting Color Intensity

You can adjust the color of a *sprite* by using the **Color Controls** tools on the **Color Tuning** tool palette. You adjust color intensity by setting the *saturation* level, as shown in the following figure.



▶ To adjust the intensity of the sample sprites

- 1 Click the largest tulip.
- 2 On the toolbox, click **Color Tuning** {ColorTuning_button.bmp}.
- 3 On the **Color Tuning** tool palette, click **Color Controls**, if this tab is not already displayed.
- 4 In the **Saturation** box in the lower right of the pane, select the current value and type **30**.

Note You also can adjust the saturation by adjusting the slider.

- 5 Click **Apply**.

Notice that the tulip sprite now is a more intense red and the *bounding box* handles now have color-striped boxes, indicating that you can now use **Color Tuning** tools.

- 6 Adjust the color of the largest hibiscus sprite to a saturation of **100** and the largest daisy sprite to a saturation of **50**.

The following figures show the large hibiscus and daisy sprites after adjusting saturation.

Large hibiscus sprite after Saturation adjustment



Large daisy sprite after Saturation adjustment



Now you can change the colors of the medium-size flower sprites by adjusting their hues.

The next topic in this tutorial is [Adjusting Hue](#). To take a break, [save your composition now](#).

Adjusting Hue

In Image Composer, you can change the color of a *sprite* by adjusting its *hue*, as shown in the following figure.



▶ **To adjust the hue of the sample sprites**

- 1 Click the medium-size tulip sprite.
- 2 On the toolbox, click **Color Tuning** {ColorTuning_button.bmp}.
- 3 On the **Color Tuning** palette, click **Color Controls**, if this tab is not already displayed.
- 4 In the **Hue** box, select the current value and type **-100**.
- 5 Increase the intensity of the tulip sprite by setting the saturation to **30**.
- 6 Click **Apply**.
Notice that you can make more than one color adjustment with a single apply action. The tulip sprite is now bluish-purple, as shown in the preceding figure.
- 7 For the medium-size hibiscus sprite, set the hue to **-100** and the saturation to **30**, and click **Apply**.
- 8 For the medium-size daisy sprite, set the hue to **-60** and the saturation to **10**, and click **Apply**.

The following figures show the results of your modifications.

Medium-size hibiscus sprite after hue and saturation adjustment



Medium-size daisy sprite after hue and saturation adjustment



Drag the tulips off the *composition space* into the workspace area. Don't worry if they seem to overlap one another.

You can adjust the colors of the remaining flowers by setting and applying the current color on the **Color Swatch**.

The next topic in this tutorial is Defining the Current Color. To take a break, save your composition now.

Defining the Current Color

The **Color Swatch** on the toolbox displays the current color, which is the color used for all new *sprites* and for many effects.

▶ **To define the current color**



- 1 On the bottom of the toolbox, click the **Color Swatch**.
- 2 In the **Color Picker** dialog box, click the **True Color** tab, if not already displayed.
- 3 In **Color Space**, select **RGB** if it is not already selected.
- 4 In the edit boxes for **Red**, **Green**, and **Blue**, type the following values: **Red = 232**, **Green = 10**, and **Blue = 158**.

Note You can also move the pointer in the **Color Matrix** to a color that looks good to you. Notice that the circular pointer inside the matrix has moved to location of the color corresponding to the values you entered.

- 5 Click **OK**.

Notice that the **Color Swatch** below the toolbox now is the color you specified in the **Color Picker**. This indicates that light purple is the current color. Now you're ready to alter the colors of the flower sprites in a variety of ways using Image Composer.


The next topic in this tutorial is [Enhancing Colors](#). To take a break, [save your composition now](#).

Enhancing Colors

You can change the colors of sprites by using the **Color Enhancement** tools on the **Effects** tool palette. These tools apply the current color to the selected sprite, shown in the following figure.



▶ To colorize the sample sprites

- 1 Click the smallest daisy sprite.
- 2 On the toolbox, click **Effects** .
- 3 In the **Category** list, click **Color Enhancement**.
- 4 In the **Effects** list box, click **Dye**.
- 5 Click the **Details** tab.
- 6 In the **opacity** box, select the current value and type **60**.
- 7 Click **Apply**. The figure above shows the result.


Repeat this procedure to make the smallest hibiscus a rich red after setting the current color as follows: **Red = 255, Green = 10, Blue = 14**.

The smallest hibiscus sprite after applying the Dye effect



Before you enhance the smallest tulip sprite, set the current color to a bright yellow. This time, right-click the **Color Swatch** to display the **Quick Color Picker**. Click a yellow in the quick color palette.

▶ To tint the sample sprites

- 1 Click the smallest tulip sprite.
- 2 On the toolbox, click **Effects** , if the **Effects** palette is not already displayed.
- 3 In the **Category** list, click **Color Enhancement**, if not already displayed.
- 4 In the **Effects** list, click **Tint**.
- 5 Click the **Details** tab.
- 6 In the **opacity** box, select the current value and type **50**.
- 7 Click **Apply**. The following figure shows the result.

The smallest tulip sprite after applying the Tint effect



Experiment with different colors and different opacities to see the wide variety of colors you can add to a sprite.

Now you have a bunch of flowers of different sizes and colors, but they all still look like photographs. You can use the effects provided by Image Composer to change this look. Before continuing, however, move the sprites away from the center of the composition space. Click F2 to hide the **Effects** palette.

The next topic is Using Art Effects. To take a break, save your composition now.

Using Artistic Effects

The flower sprites that you have created and modified are all versions of the original photograph of each flower. Image Composer's **Effects** can change all this with the click of a mouse button, as shown in the following figure.



You might want to consider showing some of the flower sprites in a different, more creative and artistic way. This portion of the tutorial illustrates how to apply three different effects using the **Effects** tool palette.

Note If you are attempting to create a logo in the shortest possible time, you might want to skip this section of the tutorial and go on to the next topic, [Creating a New Sprite](#).

▶ To add Accents to the sample sprites

- 1 Click the largest tulip sprite.
- 2 On the toolbox, click **Effects** ▶.
- 3 On the **Effects** tool palette, in the **Category** list, click **Paint**.
- 4 In the **Effects** list box, click **Accents**.
- 5 Click **Apply**.

Notice how the tulip sprite now looks like an artist's rendering rather than a photograph. If the **Effects** palette is blocking the large tulip sprite, click F2 to hide the palette.

- 6 Repeat this procedure for the large hibiscus sprite and the large daisy sprite. Click F2 to display the **Effects** palette if it was hidden.

The large hibiscus sprite with Accents



The large daisy sprite with Accents



Now you can apply additional artistic effects to the other flower sprites. You can create a temporary set of selected sprites, called a selection set, and apply the same effect to each of the sprites in one action. Before moving to the next procedure, click on a blank area in the composition space to clear the selection.

▶ To apply Crosshatch to a set of sprites

- 1 Press and hold **SHIFT** and click each of the medium-size flower sprites. This creates a selection set of sprites.
- 2 On the **Effects** tool palette, in the **Category** list, click **Sketch**.
- 3 In the **Effects** list, click **Crosshatch**.
- 4 Click **Apply**.
- 5 On the **Edit** menu, click **Clear Selection** to prepare to apply the next set of effects.
– or –
Click a blank area in the workspace.

The following figures show the effects of **Crosshatch** on each of the medium-size flower sprites.



► **To apply Fine Marker effects to a set of sprites**

- 1 Press and hold **SHIFT** and click each of the small flowers. This creates a selection set of sprites.
- 2 On the **Effects** tool palette, in the **Category** list, click **Sketch**.
- 3 In the **Effects** box, click **Fine Marker**.
- 4 Click **Apply**.

The following figures show the sprites before and after applying the effects.



Experiment by applying different artistic **Effects** to each of the sprites until you are satisfied with the

results. You will find a remarkable variety of effects to apply. Remember that you can undo an effect by clicking **Undo** on the **Edit** menu.

You now have created an interesting group of flower sprites. At this point, you need to create an organizing element for your logo.

The next topic is Part 2: Creating the Logo Background and Name. To take a break, save your composition now.

Part 2: Creating the Logo Background and Name

In this portion of the tutorial, you will create new sprites in Microsoft Image Composer. The topics in this part of the tutorial take you through the basics of creating a geometric shape, transferring a pattern to that shape, and then rotating and arranging that shape.


The next topic is [Creating a New Sprite](#).

Creating a New Sprite

Image Composer offers many ways to create sprites. For this topic, you need a solid shape as an organizing element. Later, you can texture it with a pattern from another sprite.

To begin this phase of the tutorial, move all the flowers off the composition space.

▶ To create an oval

- 1 On the toolbox, click **Shapes** .
- 2 On the **Shapes** tool palette, click **Oval**.
- 3 In the **Opacity for new shape** box, select the current value and type **100** if it is not the current value.
- 4 In the composition space, click and drag to create an oval of roughly **400** pixels wide by **250** pixels high. Check the size of the oval as you create it by watching the numbers in the right side of the status bar.
- 5 Click **Create**.

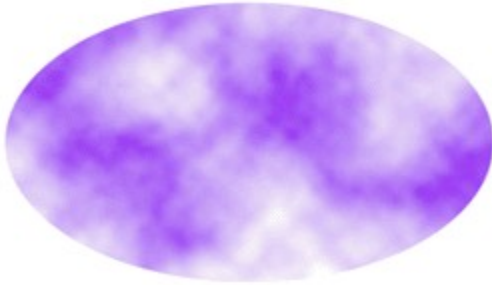
The oval you created is yellow, which is the current color, as shown in the Color Swatch.

The next step is to add a texture to provide depth and visual interest to the background.

The next topic is [Transferring Patterns from One Sprite to Another](#). To take a break, [save your composition now](#).

Transferring Patterns from One Sprite to Another

One of Image Composer's most powerful features is the ability to transfer patterns from one sprite to another. The **Texture Transfer** tools can be used to transfer *pixel* values from one sprite to another. Pattern operations require a *dominant sprite* as a source to supply the values and a *destination sprite* to accept the values. The following figure illustrates how your oval will look after transferring a pattern from a sprite supplied by Image Composer.



Before continuing, make sure that all flower sprites are off the *composition space*. You will use a sprite of clouds to add texture the oval sprite, but first you must insert the image, CLOUDS.TIF. For information on inserting a sprite, see [Inserting Images](#).

When you insert the clouds, you see they are purple and small. Before moving to the next step, enlarge the cloud sprite.

▶ **To enlarge and position the clouds sprite**

- 1 Move the cloud sprite to the upper left corner of the composition space.
- 2 Drag the lower right corner of the cloud sprite's bounding box, extending it to cover the oval completely and extend to the edges of the composition space.
- 3 On the **Arrange** menu, click **Send to Back**.

Now you can texture the oval, which is the *destination sprite*, with pixels from the cloud sprite, which is the *source sprite*. In order to perform this operation, the two sprites must overlap one another. Check to be sure that no part of the oval sprite is visible at the edges of the cloud sprite. Move the cloud sprite if necessary.

When you transfer textures, the source sprite must be selected before the destination sprite. If the source sprite obscures the destination sprite, cycle through the sprites by pressing TAB until you see the bounding box of the destination sprite.

▶ **To transfer texture from the cloud sprite to the oval sprite**

- 1 Click the cloud sprite.
- 2 Press the CTRL key and click the oval.
The cloud sprite's bounding box has solid black handles, indicating that it is the dominant, or source, sprite.
- 3 On the tool box, click **Texture Transfer** {TextureTransfer_button.bmp}.
- 4 In the **Texture Transfer** list, click **Transfer Full**.
- 5 Click **Apply**.
The oval sprite seems to disappear. This is because the texture and color of the cloud sprite has been transferred to the oval. Even though you cannot see the oval, it is there.
- 6 On the **Edit** menu, click **Clear Selection**.
- 7 Click the center of the composition space and move the selected sprite, the oval, off the composition space.

Now the oval is textured with purple clouds. Delete the cloud sprite by selecting it and pressing DELETE. Move the oval back to the composition space. Move the flower sprites just below and to the

sides of the oval to begin the next step. Adjust the position of the composition space by using the vertical scroll bar.

The next topic is [Flipping Sprites](#). If you want to take a break, [save your composition now](#).

Flipping Sprites

Flipping sprites can provide more creative control over the balance of a composition. For example, if you have scanned in a picture of a person facing left and you want the person to face right, you can flip the sprite to achieve this.

You can flip sprites horizontally, vertically, or both directions at once.

▶ **To flip the medium-size hibiscus sprite**

- 1 Click the medium-size hibiscus.
- 2 On the **Arrange** menu, click **Flip Horizontal**.

The selected hibiscus is now facing the opposite direction, as shown in the following figure.



Experiment with flipping the daisies and the tulips.

The next topic is Rotating Sprites. If you want to take a break, save your composition now.

Rotating Sprites

Now, all the sprites are facing straight up and down. To accentuate the shape of the background sprite, you can rotate several of the sprites.

Rotated tulip sprites



▶ To rotate a tulip sprite interactively

- 1 Click the largest tulip sprite.
- 2 Move the pointer to the rotation handle in the upper right corner of the bounding box. The pointer changes from an arrow to an arrow with a circle.
- 3 Drag the rotation handle until the status bar reads **29 Deg** (29 Deg from the base angle), then release the mouse button.

In addition to rotating sprites interactively, you can also rotate a sprite by a specified angle.

▶ To rotate the medium-size tulip sprite by a specified angle

- 1 Click the medium-size tulip sprite.
- 2 On the toolbox, click **Arrange** ▶.
- 3 In the **Rotation** box, select the current value and type **-30**.
- 4 Click **Apply**.
- 5 Click the smallest tulip sprite and repeat the procedure, typing **-55** in the **Rotation** box.

The next topic is [Arranging Sprites](#). To take a break, [save your composition now](#).

Arranging Sprites

An important concept for arranging sprites is the *stack*. The stack is the order in which you created or added the sprites. The stack order is independent of the positions that sprites occupy. A sprite might be next to another sprite on the *composition guide*, but not next to that sprite on the stack.

You can reorder the positions of sprites in the stack by using tools on the **Arrange** tool palette. You can arrange sprites independently or according to their relative positions in a composition.

▶ **To move the purple tulip in front of the oval sprite, relative to stack order**

- 1 Click the purple tulip sprite and move it to the top of the oval sprite, just to the left of center.

Notice that the tulip sprite is behind the oval sprite.

- 2 On the toolbox, click **Arrange** ▶.

- 3 On the **Arrange** tool palette, in the **Order** section, click the lower left white square to reorder the sprite ahead of the cloud sprite.

The tulip sprite is now in front of the cloud sprite.

You can follow a similar procedure to arrange the rest of the flower sprites. Move the oval sprite to the back of the stack by selecting it using the **Send to Back** command on the **Arrange** menu.

The current state of the logo



In order to arrange the flower sprites to resemble the finished logo design, you will need to alter the positions of several of the flower sprites. Arrange the flower sprites by moving them until the arrangement resembles the final version of the logo, or choose your own arrangement. When you have an arrangement that satisfies you, you can add the finishing touch to the logo: the business name.

The next topic is Creating Text Sprites. If you want to take a break, save your composition now.


Creating Text Sprites

Text sprites are like any other sprites in most respects. You can move them, color them, texture them, and apply any effects, tools, and filters. After you have created a text sprite, you can edit the text by double-clicking it.

The following figure shows *flattened* text sprites against the rest of the composition.



▶ To select a font for the text sprite

- 1 On the toolbox, click **Text** .
- 2 On the **Text** tool palette, in the **Font** list, click **Times New Roman**.
- 3 In the **Style** list, click **Bold Italic**.
- 4 In the **Size** list, click **36**.
- 5 To make the logo text stand out against the brightly colored background, click the Color chip, and in the **Color Picker**, change the text color to off-white by setting the values for Red, Green, and Blue to 245.

Now that you have selected a font and color, you can enter the text.


▶ To create the logo text sprites

- 1 Move the text cursor to an empty portion of the workspace, and click to display the text entry box.
- 2 In the **Text** entry box, type **La Fleur**.
You see that the text you want to create is longer than the text entry box can accommodate. You need to enlarge the text entry box.

TIP If you have trouble seeing the text against the white background of the text entry box, select the text. It will then stand out against the dark background of the selection. Be careful to deselect the selected text before you add or delete any characters or the entire selected text will be deleted.

- 3 Click the right-side resize handle and drag it to increase the size of the entry box by enough to add one more letter.
- 4 Type **r**.
- 5 Click outside the text entry box anywhere in the workspace to create the sprite.

The first text sprite is now finished. Notice that the bounding box of the sprite is automatically sized to fit the sprite with no unnecessary space.

- 6 On the toolbox, click **Text** .
- 7 In the **Size** box, change the font size to **48**.
- 8 Click in the workspace, and in the text entry box, type **d'Internet**, enlarging the text entry box to accommodate the letters.
- 9 Click outside the entry box to create the new text sprite.

The second text sprite is now the current sprite. Move it to the center of the oval shape that contains

the flower sprites. Then select the first text sprite and move it above the second text sprite. Arrange them in a way that pleases you.

You can group sprites to apply effects to more than one sprite at a time. In addition, grouping sprites makes their relative positions permanent. You can ungroup the sprites later if you choose as long as you have not applied effects. When you are satisfied with the grouping, you can *flatten* the group, so that it becomes a single sprite. When a group has been flattened, you can continue to modify the flattened sprite as if it were any other sprite, but you cannot reverse the **Flatten** command after you have applied effects to the flattened sprite.

▶ **To group the text sprites**

- 1 Click the first text sprite.
- 2 Press and hold **SHIFT** and click the second text sprite.
- 3 On the **Arrange** menu, click **Group**.
Be sure you are satisfied with the grouping before proceeding.
- 4 On the **Arrange** menu, click **Flatten Selection**.

To add crispness to the text, you can add a light outline.

The next topic is [Adding Outlines to Sprites](#). If you want to take a break, [save your composition now](#).

Adding Outlines to Sprites

An outline makes a sprite more distinct against a background.

▶ **To add an outline to the text sprite**

- 1 Click the text sprite.
- 2 In the toolbox, click **Effects** ▶.
- 3 In the **Category** list, click **Outlines**.
- 4 In the **Effects** list, click **Edge**.
- 5 Click the **Details** tab.
- 6 In **Edge Effect**, click the **color chip**.
- 7 On the **Color Picker**, in the **True Color** tab, move the pointer to a deep bluish purple (**Red = 29**, **Green = 1**, and **Blue = 87**), and click **OK**.
- 8 Adjust **Opacity** slider to **100** if is not already at that setting.
- 9 Click **Apply**.

To help the text stand out against the brightly colored background, add a drop shadow.

The next topic is [Adding Drop Shadows to Sprites](#). To take a break, [save your composition now](#).

Adding Drop Shadows to Sprites

A shadow on a sprite adds depth to a composition. If not already selected, click the text sprite.

The finished logo, including the drop shadows



► **To add a drop shadow to the text sprite**

- 1 In the toolbox, click **Effects** ►.
- 2 In the **Category** list, click **Outlines**.
- 3 In the **Effects** list box, click **Drop Shadow**.
- 4 Click the **Details** tab.
- 5 On the light source control, click **Southeast**.
- 6 Click the **Color chip**.
- 7 On the **Color Picker**, click the **Eyedropper** and move the eyedropper pointer to a purple flower and click, then click **OK**.
This sets the color for the drop shadow, in this case a color from one of the flowers.
- 8 Move the **Softness** slider all the way to the left.
- 9 On the **Effects** tool palette, click **Apply**.

The logo is now complete.

Step back from your monitor and look at the logo with a critical eye. Now is the time to make any changes you feel are appropriate. Because this logo will be seen on Web sites, you might want to see how it will look when viewed in 8-bit color.

The next topic is [Part 3: Preparing Your Logo for the Web](#). If you want to take a break, [save your composition now](#).

Part 3: Preparing Your Logo for the Web

In this section of the tutorial, you will work with a custom color palette. Part 3 takes you through the basics of creating a custom color palette for your logo, viewing the logo in the custom color palette, and saving the logo in a web-ready file format.

The next topic is [Creating a Custom Color Palette](#).

Creating a Custom Color Palette

You composed your finished logo in *True Color*, but it can be displayed in any of a wide variety of color palettes. Image Composer allows you to view your logo as it will look when displayed on a Web page. For best results, the logo should be saved to an 8-bit GIF file.

To view a composition in 8-bit color, you must create a *custom palette*.

▶ **To create a custom color palette for the logo**

- 1** On the toolbox, click the **Color Swatch** ▶.
- 2** Click the **Custom Palette** tab.
- 3** Click **New**.
The **New Color Palette** dialog box appears.
- 4** In the **Palette name** box, type **Fleur8bt** as a name for your palette.
- 5** In the **Palette Size** box, click **236**.
- 6** In the **Dither by** box, click **Error Diffusion** if not already selected, and click **OK**.
- 7** Click **Generate Colors**.
The **Generate Colors** dialog box appears.
- 8** In the **Number of colors** box, click **236**.
- 9** In the **Generate from** box, click **Balanced Ramp** and click **Add**.
A message box informs you that the **Balanced Ramp** might not always produce exactly the number of colors you expect. Click **OK**.
- 10** In the **Generate from** drop-down box, click **System Colors** and click **Add**.
This action added the system colors to include the 20 colors that Windows 95 works with.
- 11** Click **Close**.
- 12** On the **Custom Palette** tab, click **OK**.

Now that you have created an 8-bit palette, you can view your composition in the colors it will display on the Web. Your 8-bit palette has 256 colors, including the 236 colors you generated from your composition plus the 20 system colors.

The next topic is [Viewing a Composition in a Custom Palette](#). To take a break, [save your composition now](#).

Viewing a Composition in a Custom Palette

Now that you have created a custom palette, it is time to view the composition using that custom palette.

▶ **To view the logo in a custom palette**

1 On the **Window** menu, click **New Window**.

2 In the **Color Format** drop-down box on the toolbar, click **Fleur8bt**.

You now have two views of your logo, original True Color and 8-bit.

3 On the **Window** menu, click **Tile**.

Adjust the views by using the scroll bars. Move one of the flowers in the top window. Notice that when you move an sprite in one window, it also moves in the other window. Click the title bar in each workspace window to select a view. Notice that the **Color Format** box in the toolbar changes as you click each window.

You can make any adjustments you need to ensure that your logo appears on the Web exactly as you want it to appear.

When you are satisfied with the logo, save it.

The next topic is [Saving a Composition](#). To take a break, [save your composition now](#).

Saving a Composition

Saving an Image Composer *composition* is the same as saving any file in Microsoft Windows 95 and Windows NT.

When you save a composition, depending on the file type you save to, you might be saving the composition space as well as the sprites. For example, saving a file to the .mic file type, you save the composition space, saving a file to the .gif or .jpg file types, you do not save the composition space. In the first part of this section, you will save the composition space. For more information, see [Saving Files in Different Formats](#).

The logo itself is approximately **420** pixels wide by **275** pixels high, depending on your arrangement. You can see that the composition space is not exactly the same size as the logo. To be sure that the final composition includes all the design elements, you can change the size of the composition guide. First, adjust the size of the composition space in the **True Color** window. Click the title bar on this window and make this window full size.

▶ **To change the size of the composition space**

- 1 On the **View** menu, click **Composition Guides**.
- 2 Click the dashed line on the left of the composition space and drag it until it is just beyond the left side of the logo's left sprites.
- 3 Click the dashed line on the right of the composition space, and move it just beyond the right side of the logo's right sprites.
- 4 Click the dashed line on the top of composition space and drag it until it is just above the top of the logo's top sprites.
- 5 Click the dashed line on the bottom of the composition space and drag it just below the bottom of the logo's bottom sprites.

You can now proceed to save the logo. First, save the **True Color** version of the logo.

▶ **To save the logo as an Image Composer composition**

- 1 On the **Window** menu, click **Untitled:1**. If you have previously saved your work on the tutorial, the title bar might display the file name under which you saved your work.
- 2 On the **File** menu, click **Save As**.
- 3 In the **Save As** dialog box, choose the drive and folder into which you want to save your work.
- 4 In the **Save as type** drop-down box, click **Image Composer Composer (*.mic)**, if not already selected.
- 5 In the **File name** box, enter a unique name for the composition, such as **fleurlog.mic**.
- 6 Click **Save**.

You have saved the **True Color** version of your logo; now you can save the custom palette version.

▶ **To save the logo with the custom color palette**

- 1 On the **File** menu, click **Save As**.
- 2 In the **Save As** dialog box, choose the drive and folder into which you want to save your work.
- 3 In the **Save as type** box, click **Compuserve GIF (*.gif)**.
- 4 In the **Color format** box, click **fleur8bt**.
- 5 In the **File name** box, enter a unique name for the composition, such as **flurlog8.gif**.
- 6 Click **Save**.

This format flattens the composition so that the sprites can no longer be manipulated as separate objects. Click **OK** in the hint box.

Congratulations! You now have saved two versions of your logo. The first is an Image Composer composition in 24-bit color. You can use this version as a starting point for sending your composition to many different types of output. The second, 8-bit, version is suitable for posting to a Web site.

Editing Adobe Photoshop files in Microsoft Image Composer

You can open and edit your Adobe Photoshop files in Microsoft Image Composer. If you created your file using version 3.0 or later, each of the image objects becomes a sprite when you open the file in Image Composer. For files created in earlier versions, the image objects are combined into one sprite in your Image Composer composition. If you want to make separate sprites from the single sprite, you can extract portions. Also, if the paths in your Photoshop image do not appear in Image Composer; you can create sprites that have the same image as your paths by using the **Curve** tool.

The size you set for the original composition in Photoshop determines the size of the composition space in Image Composer. If your Photoshop file has a background image, that image becomes a sprite in the Image Composer composition, covering the Image Composer composition space. The layers of the composition are blended much like the Normal layer function used in Photoshop.

▶ **To open an Adobe Photoshop file**

- 1 On the **File** menu, click **Open**.
- 2 In the **Files of type** box, click **Adobe Photoshop (*.psd)**.
- 3 Locate the file you want to open and click **Open**.
- 4 Edit the file using any Image Composer tools and effects.

Notes

- If your .psd file does not open, you need to save it as **RGB** in Photoshop before opening it in Image Composer.
- Image Composer will not read Photoshop files with Adjustment Layers.

Saving your composition in Adobe Photoshop file format

You can save your Microsoft Image Composer composition as an Adobe Photoshop version 3.0 .psd file. Each sprite becomes an image object.

▶ **To save your composition as a .psd file**

- 1 On the **File** menu, click **Save As**.
- 2 In the **Save as type** box, click **Adobe Photoshop 3.0 (*.psd)**. Click **Save**.
- 3 If you want to include the composition space as the background object in your file, select the **Save the composition space as the background layer** check box in the **Photoshop (.PSD) File Save Options** dialog box.

Note If you select this check box, and then open the file in Photoshop, the file has a background layer that is the size and color of the composition space. If you clear this check box, the file does not include the composition space as a background layer.

- 4 If you want to include all of the sprites regardless of their position relative to the composition space, select the **Save the sprites outside of the composition space** check box.

Note If you select this check box, then open the file in Photoshop, the file has a background layer that is the size and color of the composition space. If you clear this check box, only the sprites and portions of sprites that are within the area of the composition space are saved in the file.

- 5 Click **OK**.

Impressionist plug-in overview

{button ,AL("impressionist how")} [Related Topics](#)

Impressionist is a [plug-in](#) program that lets you change the look of [sprites](#) by applying artistic filters and effects to them. The artistic styles available in **Impressionist** are similar to those found on the **Effects** palette, but with more options and control over the results. You can access **Impressionist** from the **Plug-Ins** menu in Microsoft Image Composer.

Impressionist offers:

- Seventeen artistic style groups, including **Chalk**, **Charcoal**, **Crayon**, **Paint**, **Pencil**, **Pointillist**, and **Watercolor**. Each style group contains several effect variations to choose from.
- Control over the application of styles, by letting you determine factors such as brush size, paper texture, color choice, and orientation.
- Extensive preview and demonstration capabilities, so you can see exactly how a particular effect will alter your selection.
- A detailed Help file that describes each style and option in the **Impressionist** plug-in.

Note If the menu command for **Impressionist** (or any other plug-in) is unavailable, make sure that a sprite is selected. If you still can't access the command, **Impressionist** may not be installed. To install **Impressionist**, run the Image Composer Setup program, click **Add/Remove**, and select the **Impressionist Plug-Ins** check box.

Installing additional plug-ins

{button ,AL("impress
ionist ovr")}
[Related
Topics](#)

Microsoft Image Composer supports the Photoshop [plug-in](#) filter interface. This means that you can install and use many 32-bit plug-in filters from popular third-party programs and vendors.

▶ **To install additional plug-ins**

- 1 On the **Tools** menu, click **Options**, and then click the **Plug-Ins** tab.
- 2 In the **Additional Plug-In Directory** box, type the path to the folder where you keep your plug-in software, or click **Browse** to find the folder.
- 3 Click **OK**.

The **Plug-Ins** menu now contains commands for the plug-ins you added.

– or –

You can manually add plug-in program files to the \Microsoft Image Composer\PlugIns folder. If Image Composer is open, you must restart it before you can use the plug-in.

Notes

- The plug-in menu command is available only when you have a sprite selected.
- Although Image Composer supports Photoshop-compatible filter plug-ins, it does not support import or export plug-ins. For more information about filter plug-ins, see the Image Composer readme file.

Printing compositions

In addition to the printer controls found in most Print dialog boxes, the **Print** dialog box in Microsoft Image Composer contains the following composition-specific controls:

- **Composition** Click to print the portion of your composition that is contained within the composition space.
- **Current View** Click to print only the portion of your composition that is contained within the active workspace view window.
- **Best Fit** Click to retain the current aspect ratio of the composition at the largest size possible on the printed page.
- **Stretch to Page** Click to change the aspect ratio of the composition so that the printed image fills the entire printed page.
- **Scale** Click to choose a percentage by which to scale the composition. The **X%** and **Y%** controls are independent, so by entering different values in each, you can change the aspect ratio of a composition.

When you print a composition, the resolution of the printed image is based on the common monitor resolution of 96 dpi (dots per inch). This means that when you print a composition scaled at 100%, the printed image looks the same size as the image on the monitor regardless of the dpi setting of the printer.

▶ To print a composition

- 1 On the **File** menu, click **Print**.
- 2 In the **Print** dialog box, click a printer in the **Name** box.
- 3 In the **Print Selection** group, click **Composition** or **Current View**.
- 4 In the **Print Options** group, click **Best Fit**, **Stretch to Page**, or **Scale**.
If you click **Scale**, enter a percentage for both **X%** and **Y%**. Percentages must be values between 1 and 99999. For large values, the image is cropped to the area that can be printed on a page. You can enter different values for **X%** and **Y%** to produce a printed image that is stretched or squeezed.
- 5 In the **Copies** box, click the number of copies you want.
- 6 Click **OK**.

What's New in Image Composer 1.5


{button ,AL("change
d names")} [Related
Topics](#)

Image Composer 1.5 incorporates a wealth of new features and functions to make creating exciting art for Web sites even easier than in previous versions.

For creating images:

- Button Wizard and Editor. The Button Wizard makes it easy to create from 1 to 20 buttons in one wizard session. This wizard is available on the Insert menu. The Button Editor is found on the Edit menu and is for making changes to buttons created by the Button Wizard. For more information, see [help for the Button Wizard](#).
- Editable text sprites. You can make changes to the text or formatting of text sprites after you have created them by double-clicking them in the workspace. The new text tools allow for easier formatting of lists and justified text. For more information, see [Text Sprite Overview](#).
- Cutout tools. The new tools on the Cutout palette make creating cutouts for making masks and for creating new sprites from portions of existing sprites easier than ever before. For more information, see [Cutout Overview](#).

For modifying images:

- Object smoothing. You can now decide whether or not to use anti-aliasing to eliminate jaggies in sprites by using the Object Smoothing command on the Edit menu. For more information on smoothing text sprites, see [Text sprite overview](#).
- Select button.  A new select button on the toolbox lets you select one or more sprites when you are working on any tool palette or dialog box.
- Continuous crop. The crop tool on the Arrange palette is now continuously active so that you can make step-by-step cropping changes to a sprite.
- Variable drop shadows. Create shadows with a soft, diffused edge, or a hard, well-defined edge by using the Details tab for the Drop Shadow effect, found on the Effects palette. For more information, see [Drop Shadow](#).

For saving images:

- Save for the Web Wizard. This wizard makes it easy to save compositions or sprites for use on Web sites. It helps you choose file types and gives guidance on issues of transparency. This wizard is found on the File menu.
- More supported file formats. You now can save or open files in .png, .mix, and .fpx formats. For more information, see [Saving files in different formats](#).

Changes to the Image Composer interface:

- New workspace and composition space design. The composition space, known as the composition guide in earlier versions, is now easily resizable. Just drag the dashed lines (called composition guides). For more information, see [The composition space](#).
- Redesigned tool palettes. All effects are now on one palette, Effects. Textures are on the Texture Transfer palette. The Arrange palette has been redesigned for ease of use. The new Cutout palette places all cutout tools in one place. The Patterns and Fills, Warps and Filters, and Art Effects palettes are combined on the Effects palette.
- Gif animator is now available on the Tools menu. For more information, see [Gif Animator Overview](#)
- Introduction to Image Composer. If you are new to Image Composer, this introduction provides an

overview of the product and what it can do for you. To begin the introduction, see [Introduction to Microsoft Image Composer](#).

- A Color Fill tool now appears on the toolbar. ▶
- New names for effects and commands. For more information, see [Changed Names](#).

Changed Names

{button ,AL("whats new")}
[Overview](#)

The names of several commands, effects, and textures have changed from Version 1.0a to Version 1.5.

The following table shows the old and new names of the effects that were on the Art Effects palette in Version 1.0a and are now on the Effects tool palette. Other effects on the Art Effects palette retain their names for Version 1.5 and are located on the Effects palette.

Old Name	New Name	New Group
Note Paper	Flocking	Arts and Crafts
Patchwork	Mosaic	Arts and Crafts
Poster edges	Poster	Arts and Crafts
Reticulation	Sandpaper	Arts and Crafts
Photocopy	Stone Print	Arts and Crafts
Square Gradient	Gradient (Square)	Gradient
Accented Edges	Accents	Paint
Water Paper	Wet Paper	Paint
Make Transparent	Transparent	Photographic
Ink Outlines	Fine Marker	Sketch
Graphic Pen	Technical Pen	Sketch
Glowing Edges	Glowing Accents	Surface
Mosaic	Broken	Surface
Texturizer	Rough Texture	Surface
Craquelure	Cracked Varnish	Surface

The following table contains the old and new names of effects that were found on the Warps and Filters palette in Version 1.0a and are now on the Effects palettes. Other effects on the warps and Filters palette in Version 1.0a have retained their names for Version 1.5 and also are located on the Effects palette.

Old Name	New Name	New Group
Color Over	Color Bounding Box	Color Enhancement
Colorize	Dye	Color Enhancement
Luminance	Grayscale	Color Enhancement
Wash	Transparent	Color Enhancement
Escher	Fisheye	Distort
Vortex	Vortex	Distort

Shadow	Drop Shadow	Outlines
Complement Color	Negative	Photographic

The following table shows the old and new names of commands that were on the Patterns and Fills palette in Version 1.0a and are on the Effects palette in Version 1.5. Other effects found on the Patterns and Fills palette in Version 1.0a have retained their names and are found on the Effects palette in version 1.5.

Old Name	New Name	New Group
All Gradients	Square	Gradient

Textures, Effects, and commands no longer in product.

Name	Palette in 1.0a	Group in 1.0a
Color Atop	Warps and Filters	Color Enhancement
Emboss	Art Effects	Utility
Interactive Warp - Barrel	Warps and Filters	Warp Transforms
Interactive Warp - Bow	Warps and Filters	Warp Transforms
Interactive Warp - Schmudge	Warps and Filters	Warp Transforms
Interactive Warp - Stardisk	Warps and Filters	Warp Transforms

The following warps have been moved to the Arrange palette. In Version 1.0a these were on the Warps and Filters palette.

- Skew
- Perspective
- Bilinear

Arranging sprites overview

{button ,AL("arrange
tools how")}
[Related Topics](#)

Arrange palette

You can use the tools on the **Arrange** palette to perform a variety of actions on a selected sprite, a set of selected sprites, or a group of sprites.

Action you can perform	One sprite	Many sprites	A group
<u>Align</u> sprites with each other.	No	Yes	No
<u>Align</u> sprites with the <u>composition space</u> .	Yes	Yes	Yes
<u>Crop</u> a sprite.	Yes	No	No
Extend the <u>bounding box</u> that surrounds a sprite. This action is particularly useful when you need to select two sprites for a <u>texture transfer</u> , and their bounding boxes are the exact same size.	Yes	No	No
<u>Flatten</u> sprites.	No	Yes	Yes
<u>Flip</u> a sprite.	Yes	Yes	No
<u>Group</u> a set of sprites.	No	Yes	No
Reorder a sprite's position in the <u>stack</u> .	Yes	Yes	Yes
Resize a sprite.	Yes	No	No
<u>Rotate</u> a sprite.	Yes	No	No
Set or lock the position of the sprite in the composition.	Yes	Yes	Yes
Warp a sprite to change its <u>perspective</u> , its slant, or both.	Yes	No	No
<u>Ungroup</u> or <u>explode</u> a group of sprites.	No	No	Yes

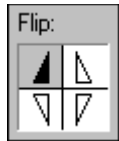
For information about selecting a single sprite or many sprites, see [Selecting sprites, tools, and colors](#).

Flipping a sprite

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ge tools how")}
[Related Topics](#)

{button ,AL("ar
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[Overview](#)




Flip tools



Flip a sprite when you want to change its orientation. For example, you can flip a sprite of a face so that it faces left instead of right.

Click the picture above to see an example of flipping a sprite.

▶ **To flip a sprite**

- 1 Select the sprite you want to flip.
- 2 On the toolbox, click **Arrange** ▶.
- 3 On the **Arrange** palette, click one of the flip buttons:
 - To flip the sprite horizontally, click **Flip Horizontal** .
 - To flip the sprite vertically, click **Flip Vertical** .
 - To flip the sprite in both directions, click **Flip Both** .

Rotating a sprite

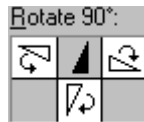
{button ,AL("arrange
tools how")} [Related
Topics](#)

{button ,AL(
"arrange
tools ovr")}
[Overview](#)

Rotate tools



Preset Rotation tools






Rotate a sprite when you want to turn it about on its center. You can rotate a sprite 90 degrees to the left or to the right, or rotate it 180 degrees, which is the same as flipping it horizontally and vertically. You can also rotate a sprite freely by specifying the degrees by which you want to turn it.

Click the pictures above to see examples of rotating a sprite.

▶ **To rotate a sprite**

- 1 Select the sprite you want to rotate.
- 2 On the toolbox, click **Arrange** ▶.
- 3 In the **Arrange** palette, click one of the rotate buttons:

- To rotate the sprite 90 degrees to the left, click **Rotate Left 90** .
- To rotate the sprite 90 degrees to the right, click **Rotate Right 90** .
- To rotate the sprite 180 degrees, click **Rotate 180** .

– or –

In the **Rotation** box, type the number of degrees that you want to rotate the sprite by. This number must be between -360 and 360. For example, if you want to rotate the current sprite halfway between its current position and a **Rotate Right 90** position, type 45. Then click **Apply**.

Resizing a sprite

{button ,AL("arrange
tools how")} [Related
Topics](#)

{button ,AL(
"arrange
tools ovr")}
[Overview](#)

Resizing Tools



Resize a sprite when you want to shrink or enlarge it. You can resize a sprite by dragging it to a new size, or by specifying new measurements for its width and height.

When you resize a sprite, you can change its height and width independently, or you can maintain its [aspect ratio](#) so that resizing it in any direction preserves its proportions.

Click the picture above to see an example of resizing a sprite.

▶ **To resize a sprite by hand**

- 1 Select the sprite you want to resize.
- 2 Position the pointer over a resizing handle, and drag that handle to a new location.

Tip When you drag the resize handle, use **SHIFT** to maintain the sprite's proportions, or use **CTRL** to resize the sprite around its center.

▶ **To resize a sprite numerically**

- 1 Select the sprite you want to resize.
 - 2 On the toolbox, click **Arrange** ▶.
 - 3 In the **Arrange** palette, select the **Keep aspect ratio** check box if you want to maintain the sprite's width with respect to its height as you resize it.
 - 4 In the **Units** box, click **Percent** if you want to resize the sprite by a specified percentage, or click **Pixels** if you want to specify the sprite's width and height in pixels.
 - 5 In the **Width** and **Height** boxes, type the new size of the sprite:
 - If you chose **Percent** in the **Units** box, type the percentage that you want to increase or decrease the sprite by. This value must be between 0 and 999. For example, to double its size, type 200 in both boxes.
 - If you chose **Pixels** in the **Units** box, type the number of pixels for its width and height. This value must be between 1 and 4096.
- 1 Click **Apply**.

Cropping a sprite

{button ,AL("arrange
tools how")} [Related
Topics](#)

{button ,AL(
"arrange
tools ovr")}
[Overview](#)

Crop/Extend tool



Crop a sprite when you want to keep a rectangular portion of the sprite and trim away the rest of it. Cropping is particularly useful when you import a picture, and you want to trim its background.

You can crop a sprite as an alternative to creating a rectangular cutout. For more information, see [Creating rectangular and oval cutouts from a sprite](#).

Click the picture above to see an example of cropping a sprite.

▶ **To crop a sprite**

- 1 Select the sprite you want to crop.
- 2 On the toolbox, click **Arrange** ▶.
- 3 In the **Arrange** palette, click **Crop/Extend** .
- 4 Position the pointer over a cropping handle, and drag that handle to a new location. You can click and drag each cropping handle many times until the image is cropped the way you want.
- 5 Click away from the sprite.

Extending the bounding box of a sprite

{button ,AL("arrange
tools how")} [Related
Topics](#)

{button ,AL(
"arrange
tools ovr")}
[Overview](#)

Crop/Extend tool




Extend the bounding box of a sprite when you want to increase the margin of transparent pixels around the sprite.

Extending a sprite's bounding box is particularly useful when you want to apply a texture transfer between two sprites that are the same size. It's easier to position the two sprites after you extend the bounding box of one sprite. You can then easily return the extended bounding box to its original size by using the **Fit Bounding Box** tool.

Click the picture above to see an example of extending a sprite's bounding box.

▶ **To extend the bounding box of a sprite**

- 1 Select the sprite whose bounding box you want to extend.
- 2 On the toolbox, click **Arrange** ▶.
- 3 In the **Arrange** palette, click **Crop/Extend** .
- 4 Position the pointer over a cropping handle, and drag that handle away from the sprite. You can click and drag each cropping handle many times until the bounding box is extended to the size you want.
- 5 Click away from the sprite.

Aligning sprites with each other

{button ,AL("arrange
tools how")} [Related
Topics](#)

{button ,AL(
"arrange
tools ovr")}
[Overview](#)

Align tools



The **Align** buttons on the **Arrange** palette provide 12 ways to align sprites. You can align their tops, bottoms, left or right sides, or each of their four corners, centers, or edges. Use one of these methods when you want two or more sprites to line up evenly.

Click the picture above to see an example of aligning sprites.

▶ **To align sprites with each other**

- 1 Select the sprites you want to align. The sprite whose [bounding box](#) has solid black handles is the sprite that the other selected sprites will align with.

You can choose a different source sprite in the current selection by pressing TAB. For information about selecting sprites, see [Selecting sprites, tools, and colors](#).

- 2 On the toolbox, click **Arrange** ▶.

- 3 In the **Arrange** palette, click one of the **Align** buttons.

Click	To
-------	----



Align the selected sprites on top of the source sprite at their upper left corners.



Align the top edges of the selected sprites with the top edge of the source sprite.



Align the selected sprites on top of the source sprite at their upper right corners.



Align the left edges of the selected sprites with the left edge of the source sprite.



Align the selected sprites on top of the source sprite at their centers.



Align the right edges of the selected sprites with the right edge of the source sprite.



Align the selected sprites on top of the source sprite at their lower-left corners.



Align the bottom edges of the selected sprites with the bottom edge of the source sprite.



Align the selected sprites on top of the source sprite at their lower-right corners.



Arrange the sprites in a column so that the centers of the selected sprites align with the center of the source sprite.



Arrange the sprites in a row so that the centers of the selected sprites align with the center of the source sprite.



Move the selected sprites toward each other so that their edges touch.

If you want to line up or center sprites with respect to the composition space, see [Aligning sprites with the composition space.](#)

Aligning sprites with the composition space

{button ,AL("arrange
tools how")} [Related
Topics](#)

{button ,AL(
"arrange
tools ovr")}
[Overview](#)

When you align sprites with each other, the order that you select the sprites in is important because the sprite whose [bounding box](#) has solid black handles, which is usually the first sprite you selected, remains anchored at its current position. The other sprites in your selection are aligned with that sprite. However, when you align sprites with the [composition space](#), the order that you select the sprites in doesn't affect the alignment. The composition space remains fixed, and the selected sprites line up with it.



Align sprites with the composition space when you want to make sure that the sprites stay inside the composition space. Keeping sprites in the composition space is important if you plan to save your composition as a [flat file](#).

Note When you use **Touch Edges**, the selected sprites are moved outside the composition space.

▶ **To align sprites with the composition space**

- 1 Select the sprites you want to align.
- 2 On the toolbox, click **Arrange** ▶.
- 3 In the **Arrange** palette, click one of the **Align** buttons.

Click To

- ▶ Stack the selected sprites in the upper-left corner of the composition space.
- ▶ Align the top edges of the selected sprites with the top edge of the composition space.
- ▶ Stack the selected sprites in the upper-right corner of the composition space.
- ▶ Align the left edges of the selected sprites with the left edge of the composition space.
- ▶ Center the selected sprites inside the composition space.
- ▶ Align the right edges of the selected sprites with the right edge of the composition space.
- ▶ Stack the selected sprites in the lower-left corner of the composition space.
- ▶ Align the bottom edges of the selected sprites with the bottom edge of the composition space.
- ▶ Stack the selected sprites in the lower-right corner of the composition space.
- ▶ Arrange the sprites in a column so that the centers of the selected sprites align with the center of the composition space.
-  Arrange the sprites in a row so that the centers of the selected sprites align with the center of the composition space.
-  Move the selected sprites outside the composition space so that their edges touch the nearest edge of the composition space.

If you want to line up or center sprites with respect to other selected sprites, see [Aligning sprites with each other](#).

Grouping sprites

{button ,AL("arrange
tools how")} [Related
Topics](#)


{button ,AL(
"arrange
tools ovr")}
[Overview](#)

Combine a set of sprites into a group when you want to treat those sprites as a single sprite when you position or arrange them in a composition, or when you want to order them in the [stack](#). A group of sprites is similar to a [selection set](#) of sprites with one important distinction: selection sets are maintained until you click outside the selection, whereas grouped sprites are maintained until you separate them with **Ungroup**.

Sprites that are already grouped can be nested in a larger group. Image Composer remembers the original grouping of sprites that you place in a larger group.

Note Certain actions, such as rotating, resizing, cutting out, and applying effects and texture transfers, cannot be performed on a group. You must first ungroup the sprites or [flatten](#) the selection. For details, see [Ungrouping sprites](#) and [Flattening a selection](#).

▶ **To group sprites**

- 1 Select the sprites you want to group.
- 2 On the toolbox, click **Arrange** ▶.
- 3 In the **Arrange** palette, click **Group** .

Ungrouping sprites


{button ,AL("arrange
tools how")} [Related
Topics](#)

{button ,AL(
"arrange
tools ovr")}
[Overview](#)

Ungrouping separates grouped sprites and places them in a [selection set](#). If the group consists of smaller groups, those smaller groups remain grouped.

Ungrouping is similar to [exploding](#) in that both actions break up a grouped sprite. However, when you explode a group, the result is always a set of individual sprites regardless of whether some of those sprites were previously grouped together.

▶ **To ungroup sprites**

- 1 Select the group of sprites you want to ungroup.
- 2 On the toolbox, click **Arrange** ▶.
- 3 In the **Arrange** palette, click **Ungroup** .


Exploding a group

{button ,AL("arrange
tools how")} [Related
Topics](#)

{button ,AL(
"arrange
tools ovr")}
[Overview](#)

Explode a group when you want to convert it to a selection set of individual sprites. Exploding is similar to ungrouping in that both actions break up a grouped sprite. If you nested a grouped sprite by adding it to a larger group, then the original group is maintained when you ungroup the nested group. But when you explode a group, the result is always a set of individual sprites, regardless of whether some of those sprites were previously grouped together.

▶ **To explode a group**

- 1 Select the sprites you want to group.
- 2 On the toolbox, click **Arrange** ▶.
- 3 In the **Arrange** palette, click **Explode** .

Flattening a selection

{button ,AL("arrange
tools how")} [Related
Topics](#)

{button ,AL(
"arrange
tools ovr")}
[Overview](#)

Flatten a selection when you want to convert the selection to a single sprite. Flattening is similar to [grouping](#) in that both actions combine a [selection set](#) of sprites. However, flattening is a permanent action, whereas a group of sprites can be ungrouped.


You will need to flatten a selection if you want to perform certain actions on a set of sprites that cannot be performed on groups, such as rotating, resizing, cutting out, and applying effects or texture transfers.

▶ **To flatten a selection**

1 Select the sprites you want to permanently combine.

Tip If you want to preserve your original sprites, duplicate the selection first, and then flatten the selection. In this way, you can still work with your original sprites individually.

2 On the toolbox, click **Arrange** ▶.

3 In the **Arrange** palette, click **Flatten** .

Note You can reverse this action only by clicking **Undo** immediately after completing it.

Changing the order of sprites

{button ,AL("arrange
tools how")} [Related
Topics](#)

{button ,AL(
"arrange
tools ovr")}
[Overview](#)

Order tools



Change the order of sprites in your composition when you want to control their position in the stack. For example, if you create a sprite that is a shadow of another sprite, you should change the order of those two sprites to make sure that the shadow is behind the other sprite.

You can change the order of a sprite in respect to all the other sprites in your composition. You can also select two sprites and swap their order. In this case, the position of the source sprite is anchored, and **Before** or **Behind** moves the other sprite.

Click the picture above to see an example of reordering sprites.



To change the order of sprites

- 1 Select the sprites whose order you want to change.
- 2 On the toolbox, click **Arrange** ▶.
- 3 In the **Arrange** palette, click one of the **Order** tools.

Click To move the selected sprite



To the top of the stack.



One position in front of the source sprite, in a multiple selection. The source sprite is surrounded by solid black handles.



One position in back of the source sprite, in a multiple selection. The source sprite is surrounded by solid black handles.



To the bottom of the stack.



One position lower (toward the bottom) in the stack.



One position higher (toward the top) in the stack.

Setting a home position

{button ,AL("arrange
tools how")} [Related
Topics](#)


{button ,AL(
"arrange
tools ovr")}
[Overview](#)


When you place or arrange [sprites](#) on a [composition](#), you can set a home position for each sprite or [group](#) of sprites. The home position is the sprite's location in the composition relative to the [composition space](#). The status bar indicates the current position of the selected sprite by showing the [x-axis](#) and [y-axis](#) coordinates of the sprite's upper-left corner.

Setting a home position stores the current position of the selected sprite. This is useful when you want to experiment with the placement of a sprite in your composition, but you want to be able to return the sprite to its original location. To do this, you simply restore the sprite to its home position. If you restore a sprite to its home position without first setting its home position, the sprite is placed in the upper-left corner of the composition space so that its x-axis and y-axis settings are both 0.

▶ **To set a home position**

- 1 Select a sprite and move it to the location that you want to set as its home position.
- 2 On the toolbox, click **Arrange** ▶.

- 3 In the **Arrange** palette, click **Set Home Position** .

To return a sprite to its home position after you move it, click **Return to Home Position** . If you did not set a home position for this sprite, it will move to the upper-left corner of the composition space.


Tip If you subsequently make a sprite part of a group, the position of the group is used instead of that of the sprite. When you ungroup the sprites, their individual positions are restored.

Locking a sprite's position

{button ,AL("arrange
tools how")} [Related
Topics](#)

{button ,AL(
"arrange
tools ovr")}
[Overview](#)

When you place or arrange sprites in a composition, you can lock the position of each sprite or group of sprites so that you cannot move it. When you position the pointer over a sprite whose position has

been locked, the pointer changes to  to indicate that you need to unlock it before you can move it.

Locking a sprite is useful when you want to arrange or align a large set of sprites, but you want to make sure that specific sprites are not moved. For example, suppose you center a sprite in the composition space and want to arrange all the other sprites in the composition around that sprite. If you lock the center sprite, moving or aligning the other sprites will not change its position.

▶ **To lock a sprite's position**

- 1 Select a sprite and move it to the position that you want to lock.
- 2 On the toolbox, click **Arrange** ▶.

3 In the **Arrange** palette, click **Lock/Unlock Position** .

If the sprite's position was previously locked, clicking **Lock/Unlock Position** will unlock its position so that you can move it.

Adjusting the bounding box to fit sprites

{button ,AL("arrange
tools how")} [Related
Topics](#)

{button ,AL(
"arrange
tools ovr")}
[Overview](#)


Fit Bounding Box tool



You can adjust the size of a [bounding box](#) so that it fits the perimeter of the selected sprite. You may want to adjust a sprite's bounding box after you use the **Crop/Extend** tool to extend the bounding box. For example, suppose you extended the bounding box of a sprite so that you could select two sprites of identical size for a [texture transfer](#). When the texture transfer is complete, you can return the bounding box that you extended to its former size.

Click the picture above to see an example of cropping a sprite.

▶ **To adjust the bounding box to fit a sprite**

- 1 Select the sprite whose bounding box you want to tighten.
- 2 On the toolbox, click **Arrange** ▶.
- 3 In the **Arrange** palette, click **Fit Bounding Box** .

Warping a sprite

{button ,AL("arrange
tools how")}
[Related
Topics](#)







{button ,AL("arrange
tools ovr")}
[Overview](#)

Warp tools



Warp a sprite when you want to distort its proportions. Warping a sprite is useful when you want to create the illusion of depth perspective, for example.

If you use one of the **Warp** tools, the pointer changes when it's positioned in the [workspace](#). You can then drag the edges of the sprite's [bounding box](#) to see the outline of the warp:

Warp	Pointer	Description
		Applies two-point perspective to the selected sprite.
		Tilts a sprite by shearing its opposing sides in opposite directions around its center.
		Refits the sprite to its bounding box after you adjust the position of one or more corners of the box.

Click the picture above to see an example of warping a sprite.

▶ **To warp a sprite**

- 1 Select the sprite you want to warp.
- 2 On the toolbox, click **Arrange** ▶.
- 3 In the **Arrange** palette, click one of the **Warp** buttons.
- 4 Position the pointer over the sprite and drag the sprite's bounding box to the desired shape. You can click and drag the bounding box many times until it is shaped the way you want.
- 5 Click **Apply**.

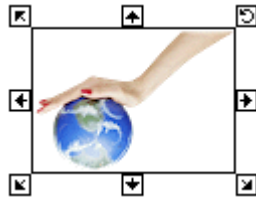
Before Flip



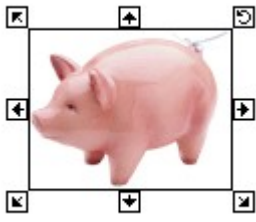
Flipped Horizontal



Flipped Vertical



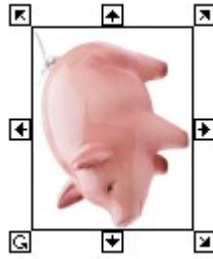
Before Rotation



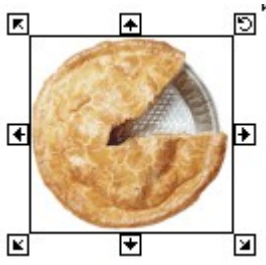
Rotate Right 90



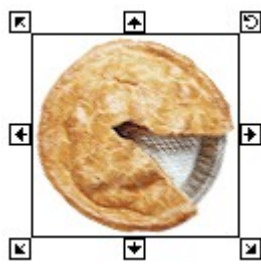
Rotate Left 90



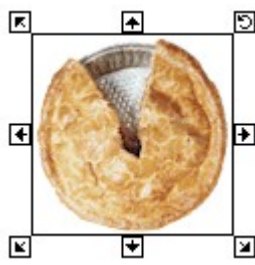
Before Rotation



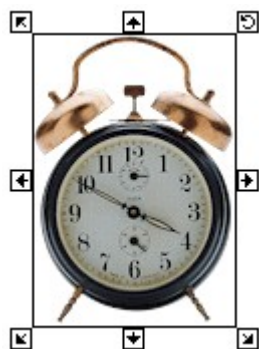
Negative Rotation



Positive Rotation



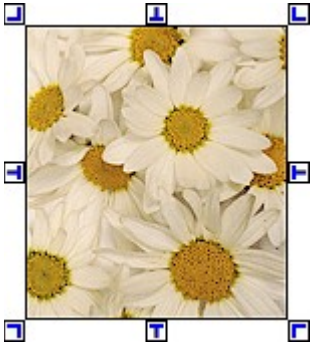
Before Resizing



After Resizing



Before Crop



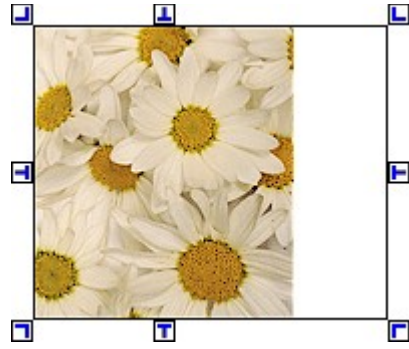
After Crop



Before Extend



After Extend



Before Align



After Align



Before Align



Centered Vertically

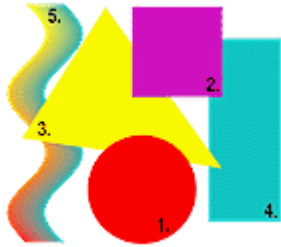


Bottoms Aligned



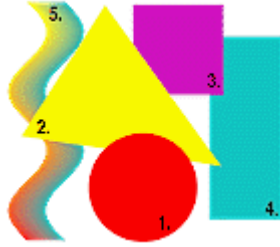
Order

1. Red Circle
2. Purple Square
3. Yellow Triangle
4. Cyan Rectangle
5. Multicolor Wave



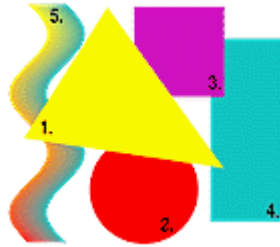
Order

1. Red Circle
2. Yellow Triangle
3. Purple Square
4. Cyan Rectangle
5. Multicolor Wave



Order

1. Yellow Triangle
2. Red Circle
3. Purple Square
4. Cyan Rectangle
5. Multicolor Wave



Before Fit Bounding Box is applied



After Fit Bounding Box is applied



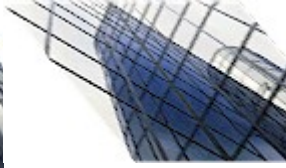
Original sprite



After Perspective is applied



After Skew is applied



After Bilinear is applied



Working with channels overview

```
{button ,AL("to copy  
a channel;to paste a  
channel;to  
broadcast a  
channel;")}
```

[Related Topics](#)

Source sprite



Destination sprite



Destination sprite
after pasting a
channel



Sprite after
broadcasting a
channel

You can use the [channel](#) edit commands, **Copy Channel**, **Paste Channel**, and **Broadcast Channel**, to perform actions such as the following:

- Create new sprites based on a single channel of an existing sprite.
- Replace a channel of one sprite with a channel from another sprite.
- Replace all channels of a sprite with a channel from that same sprite.

The **Copy Channel** and **Paste Channel** commands work with the Clipboard, much the same as any copy and paste operations. They are useful for placing a single channel from a source sprite into the same, or another, channel in a destination sprite. This action produces an effect in which a single channel from the source sprite appears superimposed on the destination sprite. You can also use the **Copy Channel** and **Paste Channel** commands on a single sprite.

Clipboard paste creates a new sprite, while the channel paste commands alter an existing sprite. Use the **Paste** command on the **Edit** menu to paste the copied channel into the composition as a new sprite.

The **Broadcast Channel** command operates on a single sprite to create a grayscale version of the sprite. This command is useful when examining a single channel. For example, when you broadcast the alpha channel, you replace all color channels with the alpha channel, producing an image resembling a cutout of the sprite.

Note If your color is set to white, a sprite might seem to disappear when you use the edit channel commands. This is because the sprite is filled with white in those areas in which the channel has content, and it is transparent in those areas in which there is no content. To see the sprite, change the composition space color or move the sprite off the composition space.

Copying a channel

- 1 Select the sprite from which you want to copy a channel.
- 2 On the **Edit** menu, click **Copy Channel**.
- 3 On the **Copy Channel** submenu, click one of the following: **Red**, **Green**, **Blue**, or **Alpha**.

The channel is now on the clipboard and is ready to be pasted into a destination sprite by using the **Paste Channel** command. You can also paste the copied channel into the composition as a new sprite by using the **Paste** command.

Pasting a channel

- 1 Copy a channel from a sprite you have selected.
- 2 Select a sprite into which you will paste the copied channel. This can be the same sprite or a different one.
- 3 On the **Edit** menu, click **Paste Channel**.
- 4 On the **Paste Channel** submenu, click the channel into which you want to paste the copied channel.

You can also paste the copied channel into the composition as a new sprite by using the **Paste** command.

Broadcasting a channel

- 1 Select the sprite you want to affect.
- 2 On the **Edit** menu, click **Broadcast Channel**.
- 3 On the **Broadcast Channel** submenu, click the channel that you want to fill the other channels.

Creating a shadow cast by a sprite

```
{button ,AL("artistic  
effect how ")}
```

Related Topics

Shadows can enhance compositions by adding depth and texture. Using cast shadows creates the illusion of a light source hitting a sprite and casting a distinct shadow in the shape of the sprite. You can add textures or effects to cast shadows for maximum dramatic results.

The following figures show a metronome casting a shadow. The shadow was created by using the **Duplicate** command to make a new sprite with the shape of a metronome. The shadow was then placed behind the metronome.



Original sprite



New sprite for shadow shape



Shadow in place



Finished composition

▶ **To create a shadow cast by a sprite**

- 1 Click the sprite that is to cast a shadow.



- 2 Click the **Color Swatch** and select a color for the shadow.

- 3 On the **Edit** menu, click **Duplicate**, or click CTRL and drag the bounding box to create a duplicate sprite.

The new sprite is selected when you create it.

- 4 Drag the new sprite away from the original so it is easier to work with.

- 5 On the toolbar, click **Color Fill** ▶.

- 6 Apply effects, transfer textures, or both until the desired effect has been created.

For example, you can rotate the shadow sprite by dragging the rotate handle on the bounding box, or change the shadow's shape by using the **Warp** effects on the **Arrange** palette,

- 7 Drag the shadow sprite into the desired position relative to the original sprite.

- 8 From the **Arrange** menu, click **Send to Back**.

Creating a mask

```
{button ,AL("artistic  
effect how ")}
```

Related Topics

Create a mask when you want to protect sections of a sprite while you apply changes to the nonmasked areas



Original sprite



Mask made from original sprite



Mask and background after applying effects




Composition with all sprites in place

To create masks, you create a new sprite containing a specific area of a source sprite. This new sprite, the mask, is an area you want to protect from changes, to apply specific changes to, or to use as the basis of a shadow. Then, after you make changes to the source sprite, the mask, or both, you can move the mask into its original position, or you can offset it from the source sprite to create a shadow.

For example, in the preceding figures, you see a composition of a skyline against a neutral-colored sky in the first frame. The goal is to show the scene at dusk. To accomplish this task, you create a mask of only the skyline and move it away from the composition. Next you can apply a gradient, such as Night Sky, to the composition. Finally, you can apply a colorize filter to give the skyline an evening feel and move the skyline back into its original location.

▶ **To create a mask**

1 Click the sprite you want to mask.


2 On the toolbox, click **Cutout** .

3 Click **Curve** .

4 Adjust the **Opacity** slider to the desired setting, or type a value between 0 and 100 in the **Opacity** box.

Lower values create a more transparent mask; higher values create a more opaque mask.

5 Click around the portion of the sprite you want to mask.

6 In the **Edit Curve or Polygon** section of the palette, click **Move Points** , **Add Points**



or **Delete Points**



to adjust the curve.

7

Click **Cut out**.

You have created an exact copy of the area of the sprite included in the curve.

Creating a new sprite from a single channel

▶ **To create a new sprite from a single channel**

- 1 Select a sprite.
- 2 On the **Edit** menu, click **Copy Channel**.
- 3 On the **Copy Channel** submenu, click the **Red**, **Green**, **Blue**, or **Alpha** channel.
- 4 On the **Edit** menu, click **Paste**.

A new sprite appears that contains a single color channel.

Color Tuning overview

{button ,AL("tuning")
} [Related Topics](#)

- ▶ Click the topic you want to learn more about.

[Color Controls](#)

[Highlight Shadows](#)

[Dynamic Range](#)

Use the **Color Tuning** tool palette to alter multiple color aspects of a sprite in a single generation of change. This single generation of change reduces the overall image loss that often results from multiple generations of change.

A single generation of change means that all color tuning changes you make to the sprite since selecting the **Color Tuning** palette are cumulative. If you click **Reset** or **Undo** before selecting a different sprite, all the changes you have made since selecting the **Color Tuning** palette will be lost.

The **Color Tuning** tool palette contains tools for altering the following color aspects of a sprite:

- Brightness
- Saturation
- Hue
- Contrast
- Shadow intensity
- Midtone intensity
- Highlight intensity
- Pixel intensity distribution

Color Controls overview

```
{button ,AL("tuning")  
} Related Topics {button ,AL("  
color tuning  
palette ovr  
")}  
} Overview
```

Color Tuning Tool Palette with the Color Controls Group

The **Color Controls** tools alter the saturation and contrast for all color channels at once or for individual color channels, and alter the hue, and brightness color aspects of the pixels in a sprite.

- Click on the picture you want to learn more about.
- Brightness** alters the absolute lightness or darkness of the color for all three color channels simultaneously, or for the red, blue, and green channels individually.



- Contrast** alters the degree of difference between the lightest and darkest parts of the color by adjusting either all three color channels simultaneously or by adjusting the red, blue, and green channels individually.



- Hue** moves the color of each pixel around a virtual color circle in increments of plus or minus one degree from -180 degrees to +180 degrees. Values for -180 degrees and +180 degrees are the same because they are at the same point on the virtual color circle.



- Saturation** alters a color by increasing or decreasing the amount of gray in proportion to hue for all three color channels simultaneously.



Brightness

{button ,AL("tuning")
} [Related Topics](#)

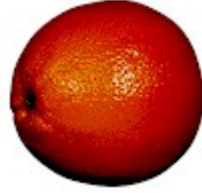
{button ,AL("color tuning
palette ovr
")}
} [Overview](#)



Original sprite



[Brightness at +50](#)



[Brightness at -50](#)

Brightness alters the lightness or darkness of color in increments of +/-1, from -100 to +100. A value of -100 represents fully darkened; +100 represents fully brightened.

By default, **All Channels** is selected when you work with **Brightness**. For more information about how **Brightness** affects the red, green, and blue color channels independently, see [Brightness for RGB Channels](#).

Where to find this item

Brightness is available on the **Color Tuning** tool palette, in the **Color Controls** group.

How to apply this item

Click one of the preceding pictures to find out how to apply **Brightness** to all channels.

How to adjust the result

To increase the brightness of the color, move the **Brightness** slider to the right or type a larger number in the **Brightness** box. To decrease the brightness of the color, move the **Brightness** slider to the left or type a smaller number in the **Brightness** box. Any numbers you type in the box must be between -100 and 100.

Brightness for RGB channels

{button ,AL("tuning")
} [Related Topics](#)

{button ,AL("color tuning
palette ovr
")}
} [Overview](#)



Original sprite



Brightness at +50
for the Red Channel
only



Brightness at +50
for the Green
Channel only



Brightness at +50
for the Blue Channel
only

Brightness alters the lightness or darkness of color in increments of +/-1, from -100 to +100. A value of -100 represents fully black; +100 represents fully bright.

By default, **All Channels** is selected when you work with **Brightness**.

Where to find this item

Brightness is available on the **Color Tuning** tool palette, in the **Color Controls** group.

How to apply this item

Click a picture above to find out how to apply **Brightness** to RGB channels.

How to adjust the result

To increase the brightness of the color, move the **Brightness** slider to the right or type a larger number in the **Brightness** box. To decrease the brightness of the color, move the **Brightness** slider to the left or type a smaller number in the **Brightness** box. Any numbers you type in the box must be between -100 and 100.

Contrast

```
{button ,AL("tuning")  
} Related Topics
```

```
{button ,AL("  
color tuning  
palette ovr  
")}  
} Overview
```



Original sprite



[Contrast at +50](#)



[Contrast at -50](#)

Contrast alters the degree of difference between the lightest and darkest parts of the sprite in increments of $-/+1$, from -100 to $+100$.

By default, **All Channels** is selected when you work with **Contrast**. For more information about how **Contrast** affects the red, green, and blue color channels independently, see [Contrast for RGB Channels](#).

Where to find this item

Contrast is available on the **Color Tuning** tool palette, in the **Color Controls** group.

How to apply this item

Click a picture to find out how to apply **Contrast** to all channels.

How to adjust the result

Any numbers you type in the edit box must be between -100 and 100 .

To increase the degree of difference between the lightest and darkest parts of the sprite, move the **Contrast** slider to the right or type a larger number in the **Contrast** box. To decrease the degree of difference between the lightest and darkest parts of the sprite, move the **Contrast** slider to the left or type a smaller number in the **Contrast** box. Any numbers you type in the box must be between -100 and 100 .

Contrast for RGB channels

{button ,AL("tuning")
} [Related Topics](#)

{button ,AL("color tuning palette ovr")
}} [Overview](#)



Original sprite



[Red Channel only:](#)
[Contrast at +50](#)



[Green Channel only:](#)
[Contrast at +50](#)



[Blue Channel only:](#)
[Contrast at +50](#)

Contrast alters the degree of difference between the lightest and darkest parts of the sprite in increments of ± 1 , from -100 to +100.

By default, **All Channels** is selected when you work with **Contrast**.

Where to find this item

Contrast is available on the **Color Tuning** tool palette, in the **Color Controls** group.

How to apply this item

Click a picture above to find out how to apply **Contrast** to RGB channels.

How to adjust the result

To increase the degree of difference between the lightest and darkest parts of the sprite, move the **Contrast** slider to the right or type a larger number in the **Contrast** box. To decrease the degree of difference between the lightest and darkest parts of the sprite, move the **Contrast** slider to the left or type a smaller number in the **Contrast** box. Any numbers you type in the box must be between -100 and 100.

Hue

```
{button ,AL("tuning")  
} Related Topics
```

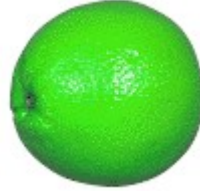
```
{button ,AL("  
color tuning  
palette ovr  
")}  
} Overview
```



Original sprite



[Hue at +100](#)



[Hue at -100](#)



[Hue at 50](#)



[Hue at -50](#)

Hue moves the color of each pixel around a virtual color circle in increments of ± 1 , from -180 to $+180$ degrees. Red, green, and blue are 120 degrees apart on the color circle. If you rotate red pixels, for example, 120 degrees, the pixels become green.

By default, **All Channels** is selected when you work with **Hue**.

Where to find this item

Hue is available on the **Color Tuning** tool palette, in the **Color Controls** group.

How to apply this item

Click a picture to find out how to apply **Hue**.

How to adjust the result

To increase the green tinting in the sprite color, move the **Hue** slider to the right or type a larger number in the **Hue** box. To increase the blue tinting in the sprite color, move the **Hue** slider to the left or type a smaller number in the **Hue** box. Any numbers you type in the box must be between -180 and 180 .

Saturation

{button ,AL("tuning")
} [Related Topics](#)

{button ,AL("color tuning palette ovr")}
} [Overview](#)



Original sprite



[Saturation at +50](#)



[Saturation at -50](#)

Saturation alters a color by increasing or decreasing the amount of gray present in increments of ± 1 , from -100 to +100.

By default, **All Channels** is selected when you work with **Saturation**. You cannot alter the saturation of each channel individually.

Where to find this item

Saturation is available on the **Color Tuning** tool palette, in the **Color Controls** group.

How to apply this item

Click a picture above to find out how to apply **Saturation**.

How to adjust the result

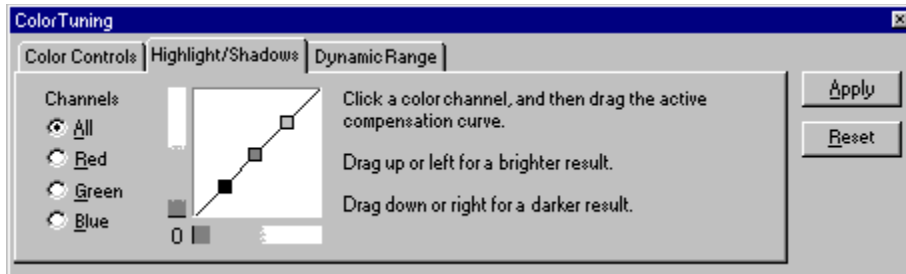
To decrease the amount of gray in the color, move the **Saturation** slider to the right or type a larger number in the **Saturation** box. To increase the amount of gray in the color, move the **Saturation** slider to the left or type a smaller number in the **Saturation** box. Any numbers you type in the box must be between -100 and 100.

Highlight/Shadow overview

{button ,AL("tuning")
} [Related Topics](#)

{button ,AL(""
color tuning
palette ovr
")}) [Overview](#)

Color Tuning Tool Palette with Highlight/Shadow Options



Controls on the **Highlight/Shadow** tab alter the relative intensities of the shadows, midtones, and highlights of a sprite's color.

For more information about how shadows, midtones, and highlights are controlled independently in the red, green, and blue color channels, see [Highlight/Shadow for RGB Channels](#).

- ▶ Click on the picture of the setting you want to learn more about.



Original sprite



[Highlight/Shadow at positive setting](#)



[Highlight/Shadow at negative setting](#)



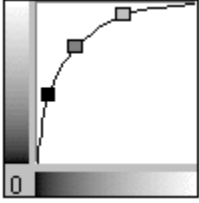
[Highlight/Shadow at combined setting](#)

- The **Shadow** handle, located on the bottom of the [compensation curve](#), adjusts the intensity of the dark color elements.
- The **Midtone** handle, located in the middle of the compensation curve, adjusts the intensity of the middle range color elements.
- The **Highlight** handle, located at the top of the compensation curve, adjusts the intensity of the lightest color elements.

How to adjust the result

To increase the intensity of the selected handle area, move any of the three handles up. To decrease the intensity of the selected handle area, move any of the three handles down.

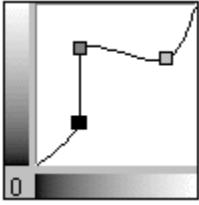
Tip Strong differences in intensity between the color elements creates greater contrast.



Curves window at a brighter (positive) setting.



Curves window at a darker (negative) setting.



Curves window at a combined setting.

Highlight/Shadow for RGB channels

```
{button ,AL("tuning")  
} Related Topics
```

```
{button ,AL("  
color tuning  
palette ovr  
")}  
} Overview
```



Original sprite



[All Channels with varied settings](#)



[Red Channel](#)



[Green Channel](#)



[Blue Channel](#)

Highlight/Shadow alters the relative intensities of the shadows, midtones, and highlights of a sprite's color in each channel independently.

Where to find this item

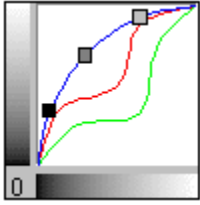
Highlight/Shadow is located on the **Color Tuning** tool palette.

How to apply this item

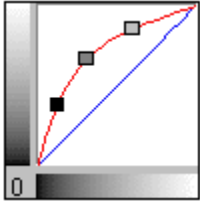
Click a pictures to find out how to apply **Highlight/Shadow** for RGB channels.

How to adjust the result

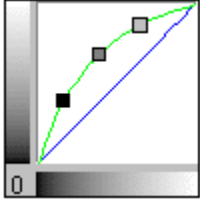
To decrease the intensity of the selected handle area, move any of the three handles up. To increase the intensity of the selected handle area, move any of the three handles down.



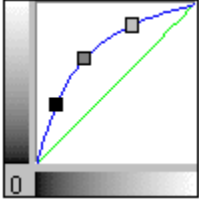
Curves window with all channels at varied settings.



Curves window with red channel setting.



Curves window with green channel setting.



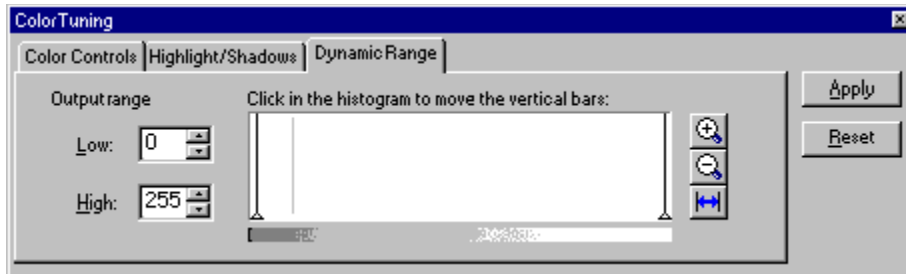
Curves window with blue channel setting.

Dynamic Range

{button ,AL("tuning")
} [Related Topics](#)

{button ,AL(""
color tuning
palette ovr
")}) [Overview](#)

Color Tuning Tool Palette with Dynamic Range Options



Dynamic Range designates how intensity is distributed in a sprite by defining the low and high intensity ranges.

The histogram window displays the intensity distribution within the sprite. The horizontal axis displays the intensity levels, with left representing low intensity and right representing high intensity. The vertical axis displays the number of pixels that fall within a given intensity level. The two vertical bars located on the sides of the histogram window represent the low and high intensity output ranges.



Original sprite



Left bar moved to left



Right bar moved to right



Right and left bars moved to center

Where to find this item

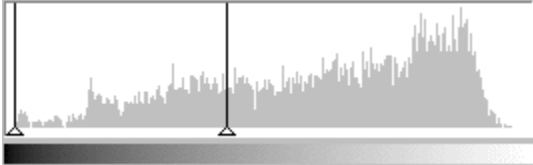
Dynamic Range is located on the **Color Tuning** tool palette.

How to apply this item

Click a picture to find out how to apply **Dynamic Range**.



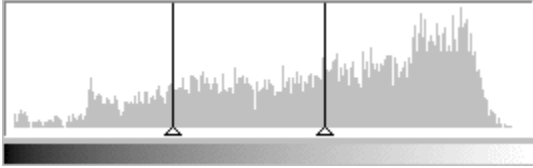
Histogram of the original sprite.



Histogram showing the left bar moved left.



Histogram showing the right bar moved right.



Histogram showing the right and left bars moved to center.

Adjusting shadow, midtone, and highlight intensity

```
{button ,AL("tuning")    {button ,AL("
} Related Topics    color tuning
                          palette ovr
                          ")} Overview
```

Use the **Highlight/Shadow** group to increase or decrease the relative intensities within a sprite in the low, medium, and high tones independently.

- 1 Select a sprite.
- 2 On the toolbox, click **Color Tuning**.
- 3 On the **Color Tuning** tool palette, click **Highlight/Shadows**.
- 4 In the **Compensation Curves** window, select the **Shadow**, **Midtone**, or **Highlight** handle and drag to the desired position.

Tip Dragging a handle up or left increases the brightness of that color area. Dragging a handle down or to the right increases the darkness of that color area.

- 5 Click **Apply**.

Note Microsoft Image Composer applies all of the changes made on the **Color Tuning** tool palette, whether in the **Color Controls**, **Highlight/Shadow**, or **Dynamic Range** groups, when you click **Apply**.

For more information about adjusting for individual channels, see [To Adjust Shadow, Midtones and Brightness for RGB](#).

Adjusting shadow, midtone, and highlight intensity for RGB channels

```
{button ,AL("tuning")  
} Related Topics {button ,AL("color tuning  
palette ovr  
")}  
} Overview
```

Use the **Highlight/Shadow** group to increase or decrease the relative intensities within a sprite in the low, medium, and high tones independently.

- 1 Select a sprite.
- 2 On the toolbox, click **Color Tuning**.
- 3 On the **Color Tuning** palette, click **Highlight/Shadow**.
- 4 Select either the red, green, or blue channel to adjust.
- 5 In the **Compensation Curves** window, select the **Shadow**, **Midtone** or **Highlight** handle and drag to the desired position.

Tip Dragging a handle up or left increases the brightness of that color area. Dragging a handle down or right increases the darkness of that color area.

- 6 Click **Apply**.

Note Microsoft Image Composer applies all the changes made on the **Color Tuning** tool palette, whether in the **Color Controls**, **Highlight/Shadow**, or **Dynamic Range** groups, when you click **Apply**.

Specifying color intensity distribution

```
{button ,AL("tuning")    {button ,AL("
} Related Topics    color tuning
                          palette ovr
                          "}} Overview
```

Use **Dynamic Range** to expand or reduce a sprite's use of color intensity distribution.

- 1 Select a sprite.
- 2 On the toolbox, click **Color Tuning**.
- 3 On the **Color Tuning** palette, click **Dynamic Range**.
- 4 In the **Low Output Range** box, select the lowest intensity value for pixels in the sprite. Type a value between 0 and 255 indicating the intensity you want.
- 5 In the **High Output Range** box, select the highest intensity value for pixels in the sprite. Type a value between 0 and 255 indicating the intensity you want.

- or -

Adjust the left and right bars of the histogram window to set the low and high intensity values for the sprite.

Tip If a sprite is too bright, reduce the distance between the left and right bars in the histogram window. If a sprite is too dark, increase the distance between the left and right bars in the histogram window.

- 6 Click **Apply**.

Note Microsoft Image Composer applies all the changes made on the **Color Tuning** tool palette, whether in the **Color Controls**, **Highlight/Shadow**, or **Dynamic Range** groups, when you click **Apply**.

Altering the color of a sprite

{button ,AL("tuning")
} [Related Topics](#)

{button ,AL("color tuning
palette ovr
")}
} [Overview](#)

- 1 Select a sprite.
- 2 On the toolbox, click **Color Tuning**.
- 3 Adjust the [Brightness](#), [Contrast](#), [Hue](#) and [Saturation](#) slider bars to achieve the desired result.
- 4 Click **Apply**.

Altering the RGB colors of a sprite independently

```
{button ,AL("tuning")    {button ,AL("
} Related Topics      color tuning
                        palette ovr
                        ")} Overview
```

- 1 Select a sprite.
- 2 On the toolbox, click **Color Tuning**.
- 3 Click the **Red**, **Green**, or **Blue** color channel.
- 4 Adjust the Brightness or Contrast sliders to achieve the desired result for the channel.
- 5 Click **Apply**

Note If **All** is not selected, Microsoft Image Composer applies the changes you have specified for each color channel when you click **Apply**, even though you can not view all the channel settings.

Brightness Hint

Move the slider to the right to increase the brightness of the color.

Move the slider to the left to increase the darkness of the color.

You can also indicate the amount of brightness you want by typing a value between -100 and 100 in the **Brightness** box. Larger values increase brightness; smaller values increase darkness.

Contrast Hint

Move the slider to the right to increase the degree of difference between the lightest and darkest parts of the color.

Move the slider to the left to decrease the degree of difference.

You can also indicate the amount of contrast you want by typing a value between -100 and 100 in the **Contrast** box. Larger values increase the difference between the lightest and darkest parts of the color; smaller values decrease the difference.

Hue Hint

Move the slider to the right to increase the green tinting in the sprite color.

Move the slider to the left to increase the blue tinting in the sprite color.

You can also indicate the hue you want the color to have by typing a value between -180 and 180 in the **Hue** box. Larger values increase green tinting; smaller values increase blue tinting.

Saturation Hint

Move the slider to the right to decrease the amount of gray in the color.

Move the slider to the left to increase the amount of gray in the color.

You can also indicate the amount of saturation you want by typing a value between -100 and 100 in the **Saturation** box. Larger values decrease the amount of gray in the color (increase saturation); smaller values increase the amount of gray (decrease saturation).

Working with color

```
{button ,AL("color  
palette topics;using  
tc;setting cc;using  
cc palettes;")}  
Related Topics
```

Microsoft Image Composer offers you a wide range of colors and a variety of ways to use them in your compositions. Available colors are stored on a color palette that is saved with your composition. You can choose the color palette for your composition based on your display system and the colors that your composition needs.

In Image Composer, you can control color in several ways. You can:

- Use the **True Color** palette, which is available by default in Image Composer, to display true color on display systems that use a 24-bit graphics adapter video card.
- Use one of the three custom color palettes that Image Composer provides:
 - **Gray Ramp** has 236 shades of gray ranging from pure black to pure white.
 - **Web (Dithered)** has 216 colors and uses the **Error Diffusion** dithering option. Use this palette for photographs or other types of images that you want to publish to the Web. If this palette doesn't include a color needed by an image that you insert in your composition, Image Composer uses the nearest matching color from this palette.
 - **Web (Solid)** has 216 colors and uses the **Solid** dithering option. Use this palette for line art or solid-colored art that you want to publish to the Web. To avoid dithering, the **Web (Solid)** palette includes the minimum set of colors that should always be available to all images, regardless of the operating system or the browser used to display the image.

For more information about dithering options, see Controlling color with dithering.

- Create a custom color palette so that you can design compositions that look great on less capable systems or for Web browsers that may not have true color capability. You can also change one or more of the color entries in an existing custom palette.
- Control how colors in a custom palette appear on various display systems by selecting the dithering option that produces the best results.
- Change the current color that you fill a sprite with by using the **Color Fill** button ▶ on the toolbar, and that you use to apply various effects in the current composition.
- Fine-tune the color of a sprite by using the Color Tuning palette to adjust the brightness, contrast, highlights, or shadows.

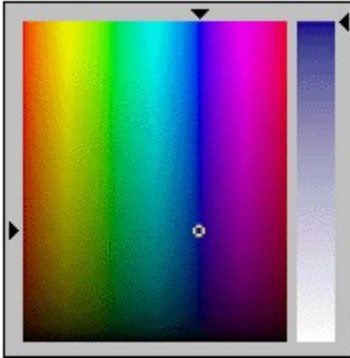
Using true color

```
{button ,AL("custom  
palette topics>true  
color topics")}  
Related Topics
```

```
{button ,AL("c  
olor ovr ")}  
Overview
```

The **True Color** palette mixes the reds, greens, and blues available on display systems that support 24-bit color to produce 16.7 million colors. This is one of the highest fidelity color formats. If your display system supports 24-bit color, you can create compositions in true color.

The color matrix of the True Color palette



It is important to choose a palette that is supported by the display systems that you plan to show your composition on. If you show a composition that was created with the **True Color** palette on a display system that doesn't support true color, the colors will dither and may appear grainy or splotchy. In this case, consider using one of the custom color palettes that Microsoft Image Composer provides or create your own custom color palette containing up to 256 colors. For more information, see Using custom color palettes.

Using custom color palettes

```
{button ,AL("color palette topics;custom palette topics;true color topics")}
```

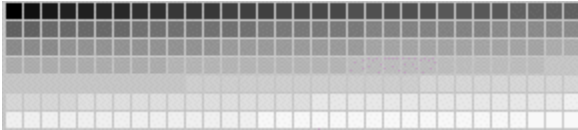
[Related Topics](#)

```
{button ,AL("color palette topics;custom palette topics;true color topics")}
```

[Overview](#)

The colors that appear in your composition are picked from a palette of hues that are stored with the composition. If the [display systems](#) that you use to create a composition supports more colors than the typical display system that you plan to show your composition on, you can:

- Use one of the three palettes that Microsoft Image Composer provides in addition to the **True Color** palette.
 - Use the **Gray Ramp** palette for compositions that use black, white, and shades of gray.



- Use the **Web (Dithered)** palette for full-color compositions that use up to 256 colors:



If this palette doesn't include a color needed by an image that you insert in your composition, Image Composer uses the nearest matching color from this palette.

- Use the **Web (Solid)** palette for line art or solid-colored art that you want to publish to the Web. This palette includes the same colors as the **Web (Dithered)** palette, but does not allow the colors in your composition to [dither](#).
- or –
- Create your own custom palette that contains only the colors that your composition needs.

For example, if you want to publish a 16-color composition on the Web, you can accommodate a variety of display systems and Web browsers by creating a custom color palette that contains only those 16 colors.

Each custom color palette is saved with the composition that you create it for. You can also export a custom color palette as a palette (.pal) file so that you can use it with other compositions and applications.

Creating a custom palette

{button ,AL("color palettes how;custom palette topics")}
[Related Topics](#)

{button ,AL("color ovr ")}
[Overview](#)

Microsoft Image Composer provides three [custom color palettes](#) in addition to the **True Color** palette:

- **Gray Ramp** has 236 shades of gray ranging from pure black to pure white.
- **Web (Dithered)** has 216 colors. If this palette doesn't include a color needed by an image that you insert in your composition, Image Composer uses the nearest matching color.
- **Web (Solid)** includes the same 216 colors as **Web (Dithered)** but does not allow [dithering](#).

If these custom color palettes don't meet the needs of your composition, or if your [display system](#) doesn't support true color, you can create your own custom color palette.

▶ To create a custom palette

- 1 On the toolbox, click the **Color Swatch**.
- 2 In the **Color Picker** dialog box, click the **Custom Palette** tab.
- 3 Under **Create and edit custom palettes**, click **New**.
- 4 In the **New Color Palette** dialog box, type a name in the **Palette name** box.
- 5 In the **Palette size** box, select the number of colors you want to add to your new palette.

Note Once you specify a number of colors, you can't change it. If you think you will want to add colors to the palette after you create the initial set of color entries, select the next largest palette size.

- 6 In the **Dither by** box, select a method for approximating colors that are not in the current color palette.

To	Click	Result
Not dither	Solid	No color blending, which creates a poster-like effect with splotches of color
Use a standard 16 x 16 ordered dither	Pattern	Little color blending, which produces a blocky appearance
Use a 256 x 256 ordered dither	Random	Medium color blending
Distribute the color difference between the true color and the nearest palette color to the neighboring colors	Error Diffusion	High color blending, which is useful with photographs

- 7 Click **OK**.

Now you can add colors to your custom palette. For details, see [Adding colors from a sprite or composition](#) and [Adding colors from a color ramp](#).

Adding colors from a sprite or composition

{button ,AL("color
palettes how;custom
palette topics")}
[Related Topics](#)

{button ,AL("c
olor ovr ")}
[Overview](#)

After you create a [custom color palette](#), you can add colors to it from selected sprites or from an entire composition. For example, you can create a new palette with 256 color entries, add 100 colors from one group of sprites, and then continue to add an additional 156 colors as you need them.

▶ **To add colors from a sprite or composition**

- 1 In the composition, select the sprites that have the colors you want to add to a palette.
- 2 Click the **Color Swatch**.
- 3 In the **Color Picker** dialog box, click the **Custom Palette** tab.
- 4 In the **Color Palette** box, click the name of the palette that you want to add colors to.

Tip If the palette name does not appear in the **Color Palette** list, click **Import** to locate the palette and add it to the list.

- 5 Under **Create and edit custom palettes**, click **Generate Colors**.
- 6 In the **Generate Colors** dialog box, type the number of colors you want to generate from the sprite.

Note This number cannot exceed the number of empty color entries in the palette. If the number of colors in your selection or composition exceeds the number of empty color entries, you can either add as many colors to the palette as it will fit, or create a new palette. For details, see [Creating a custom palette](#).

- 7 In the **Generate from** box, click **Selection** to generate colors from the selected sprites, or click **Composition** to generate colors from the entire composition.
- 8 Click **Add**.
- 9 If your palette still has empty entries and you want to add more colors, repeat steps 7 and 8.
– or –
Click **Close**.

Adding colors from a color ramp

```
{button ,AL("color palettes how;custom palette topics")}  
{button ,AL("color ovr ")}  
Overview  
Related Topics
```

You can add colors to a [custom palette](#) from several [color ramps](#). Each color ramp contains several hues of the same color, from pure black to the pure primary color (red, green, or blue) or secondary color (cyan, magenta, or yellow). For example, **Blue Ramp** contains hues of blue from [pure black](#) to [pure blue](#).

1 Click the **Color Swatch**.

2 In the **Color Picker** dialog box, select the **Custom Palette** tab.

3 In the **Color Palette** box, click the name of the palette that you want to add colors to.

Tip If the palette name does not appear in the **Color Palette** list, click **Import** to locate the palette and add it to the list.

4 Under **Create and edit custom palettes**, click **Generate Colors**.

5 In the **Generate Colors** dialog box, type the number of colors you want to add to the palette.

Note This number cannot exceed the number of empty color entries in the palette.

6 In the **Generate from** box, click the ramp that you want to add.

<u>To add</u>	<u>Click</u>
Up to 216 entries with an equal number of red, green, and blue entries.	Balanced Ramp
Up to 256 red, green, and blue entries.	Full Ramp
Up to 256 entries from pure white to pure black .	Gray Ramp
Up to 256 entries from pure red to pure black .	Red Ramp
Up to 256 entries from pure green to pure black .	Green Ramp
Up to 256 entries from pure blue to pure black .	Blue Ramp
Up to 256 entries from pure cyan to pure black .	Cyan Ramp
Up to 256 entries from pure magenta to pure black .	Magenta Ramp
Up to 256 entries from pure yellow to pure black .	Yellow Ramp
Up to 256 entries with a gradual blend from one pure color to the next pure color (red, yellow, green, cyan, blue, magenta, red).	Hue Ramp
The 20 standard system colors.	System Colors

7 Click **Add**.

Note If **Add** is not available, either the number of colors you specified is too low for the ramp you selected, or the palette does not have enough empty entries to add the colors.

8 If your palette still has empty entries and you want to add more colors, repeat steps 5 through 7.

– or –

Click **Close**.

pure white

In the RGB color model: Red = 255, Green = 255, Blue = 255.

pure black

In the RGB color model: Red = 0, Green = 0, Blue = 0.

pure red

In the RGB color model: Red = 255, Green = 0, Blue = 0.

pure green

In the RGB color model: Red = 0, Green = 255, Blue = 0.

pure blue

In the RGB color model: Red = 0, Green = 0, Blue = 255.

pure cyan

In the RGB color model: Red = 0, Green = 255, Blue = 255.

pure magenta

In the RGB color model: Red = 255, Green = 0, Blue = 255.

pure yellow

In the RGB color model: Red = 255, Green = 255, Blue = 0.

Changing the colors in a custom palette

{button ,AL("color palettes how;custom palette topics")}
[Related Topics](#)


{button ,AL("color ovr ")}

[Overview](#)

After you create a [custom palette](#) and add colors, you can change the colors in the palette one at a time. You cannot change colors in the three custom palettes provided with Microsoft Image Composer (**Gray Ramp**, **Web (Dithered)** and **Web (Solid)**).

▶ To change the colors in a custom palette

- 1 On the toolbox, click the **Color Swatch**.
- 2 In the **Color Picker** dialog box, click the **Custom Palette** tab.
- 3 Double-click the color entry you want to change.
- 4 In the **Choose Color** dialog box, select a color using any of the methods below.

To	Follow these steps
Click a color	<ul style="list-style-type: none">• Click inside the color matrix. To change the amount of black in the color, move the handle on the left of the color matrix; to change the amount of white, move the handle on the right of the color matrix.
Type numbers for the selected color model	<ul style="list-style-type: none">• If the RGB color model is selected, enter values in the Red, Green, and Blue boxes. The number in each box must be between 0 and 255.• If the HSV color model is selected, enter values in the Hue, Saturation, and Value boxes. The number in the Hue box must be between 0 and 359; the numbers in the Saturation and Value boxes must be between 0 and 100.
Pick a color from the desktop	<ol style="list-style-type: none">1. Click the Eyedropper button .2. To select a single color, click the color you want to copy. – or – To select the average color from a range of colors, drag a bounding box around the pixels whose colors you want to average.

- 5 Click **Apply**.

Selecting a palette for your composition

{button ,AL("changing cp")}} [Related Topics](#) {button ,AL("color ovr "}} [Overview](#)

When you create a new [composition](#), the name of the current [color palette](#) appears in the **Color Format** box on the toolbar. You can select a different palette for your composition depending on the number of colors in your composition and the number of colors that your [display system](#) supports.

▶ **To select a palette for your composition**

- Click a palette name from the **Color Format** list.

Notes

- If your composition contains a sprite that you inserted from a file, the original color information for that sprite is retained when you change palettes. Changing palettes may change the appearance of an inserted sprite. To view the original appearance and color information of the sprite, right-click it and then click **Properties**.
- When you apply a color effect such as a [gradient](#) to a sprite, the result appears in the colors on the current palette. For example, if you apply a color gradient to a sprite in a composition that uses the **Gray Ramp** palette, the result appears in shades of gray. You can view the effect in color by selecting a color palette, such as **True Color** or **Web (Dithered)**, for the entire composition.
- By default, Microsoft Image Composer saves compositions with the **True Color** palette. If you want to save your composition with a different palette, specify a different color format when you save the composition. For more information, see [Saving files in different formats](#).

Setting the current color

```
{button ,AL("color  
picker how")}
```

[Related Topics](#)

```
{button ,AL("c  
olor ovr ")}  
}
```

[Overview](#)

The **Color Swatch** displays the current color, which is used when you create new sprites, apply various effects, paint on a sprite, and more. To use a different color for any of these actions, you must change the current color before creating or altering a sprite. For information about changing the color of a sprite, see [Applying a Color Enhancement Effect](#).

▶ The available colors you can choose from depend on the color palette that your composition currently uses. The name of the current palette appears in the **Color Format** box on the toolbar. To choose a color that isn't on the current palette, you must first attach a different palette to your composition. For details, see [Selecting a palette for your composition](#).

▶ **To set the current color**

- 1 On the toolbox, click the **Color Swatch**.
- 2 In the **Color Picker** dialog box, click the **True Color** tab if your composition uses the **True Color** palette, or click the **Custom Palette** tab if your composition uses any other palette.
- 3 Select the color you want to use:
 - To select a true color, click inside the color matrix on the **True Color** tab. For details, see [Selecting a true color](#).
 - To select a color from another palette, select the name of the palette that has the color you want to use from the **Color Palette** box on the **Custom Palette** tab. Then click a color entry in the palette.
- 4 Click **OK**.

Any new sprite, pattern, or fill that you add will use the new color.

Selecting a true color

```
{button ,AL("color  
picker how ")}  
Related Topics
```

```
{button ,AL("c  
olor ovr ")}  
Overview
```

When you select a true color for the **Color Swatch**, you can click inside the color matrix in the **Color Picker** dialog box to select that color.

▶ You can also define your selection more precisely by adjusting the handles, sliders, and boxes to specify the values in the selected color model.

▶ **To select a true color**

- 1 On the toolbox, click the **Color Swatch**.
- 2 In the **Color Picker** dialog box, click the **True Color** tab.
- 3 Click inside the color matrix to change the color in the **New color to use** box. You can also type the values for the color in the selected color model:
 - If the **RGB** color model is selected, enter values in the **Red**, **Green**, and **Blue** boxes. The number in each box must be between 0 and 255, inclusive.
 - If the **HSV** color model is selected, enter values in the **Hue**, **Saturation**, and **Value** boxes. The number in the **Hue** box must be between 0 and 359, inclusive; the numbers in the **Saturation** and **Value** boxes must be between 0 and 100, inclusive.
- 4 To adjust the color you selected, follow these steps:

To	Do This
Change the amount of black in the color	Move the handle on the left of the color matrix.
Change the amount of white in the color	Move the handle on the right of the color matrix.
Change the hue	Move the handle at the top of the color matrix. If the new color remains white regardless of what you select, move the handle on the right of the color matrix toward the top. – or – Select the HSV color model and type a number between 0 and 359 in the Hue setting.
Change the amount of gray in the color	Select the HSV color model and type a number between 0 and 100 in the Saturation setting.
Lighten or darken the color	Select the HSV color model and type a number between 0 and 100 in the Value setting.
Select a pure primary color	Select the RGB color model and change one of the settings to 255. Then change the other two settings to 0.
Select a pure secondary color	Select the RGB color model and change one of the settings to 0. Then change the other two settings to 255.
Select a shade of gray	Select the RGB color model and change all three settings to the same number.

Using a color from the desktop as the current color

```
{button ,AL("color  
picker how;")}
```

[Related Topics](#)

```
{button ,AL("c  
olor ovr ")}  
}
```

[Overview](#)

You can set the [current color](#) to any color that is visible on your desktop, even if that color is outside Microsoft Image Composer. This feature makes selecting colors easy, especially when you need to match a precise color in another program. For example, you can set the current color to a color in your desktop wallpaper or to a color used by an image visible in your Web browser.

You can also select a range of pixels, and set the current color to the average color within that range.

▶ **To use a color from the desktop as the current color**

- 1 On the toolbox, click the **Color Swatch**.
- 2 In the **Color Picker** dialog box, click **Eyedropper** ▶ on the **True Color** tab.
- 3 To select a single color, click the color you want to copy.
– or –
To select the average color from a range of colors, drag a [bounding box](#) around the pixels whose colors you want to average.
- 4 Click **OK**.

Using the Quick Color Picker to select a color

{button ,AL("color
picker how;")} [Related](#)
[Topics](#) {button ,AL("c
olor ovr ")}
[Overview](#)

The **Quick Color Picker** provides a shortcut for changing the current color. The **Quick Color Picker** combines the Hue/Blackness matrix and Hue/Whiteness matrix that appear on the **True Color tab** of the **Color Picker** dialog box.



▶ To use the Quick Color Picker to select a color

- 1 Right-click the **Color Swatch**.
- 2 In the **Quick Color Picker**, click the color you want to select.

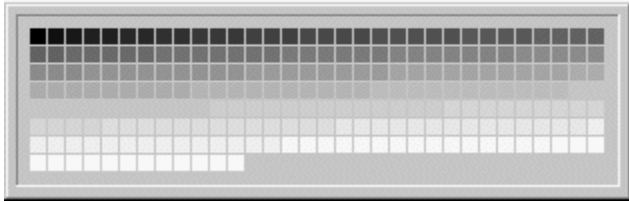
To change the palette that appears in the **Quick Color Picker**, see [Selecting a palette for the Quick Color Picker](#).

Selecting a palette for the Quick Color Picker

```
{button ,AL("color picker how;color palettes topics")}  
{button ,AL("color ovr ")}  
Overview  
Related Topics
```

When you open the **Quick Color Picker**, the **True Color** palette appears by default. You can select a different palette for the **Quick Color Picker** if you want quick access to the last palette you selected from the **Color Picker** dialog box.

Gray Ramp palette in the Quick Color Picker



▶ To select a palette for the Quick Color Picker

- 1 Click the **Color Swatch**.
- 2 Select the palette that you want the **Quick Color Picker** to use:
 - To use the **True Color** palette, click the **True Color** tab.
 - To use a custom color palette, click the **Custom Palette** tab. Then select a custom palette from the **Color Palette** list.
- 1 Click **OK**.

When you right-click the **Color Swatch**, the palette you selected appears in the **Quick Color Picker**.

Previewing your composition with a color palette

```
{button ,AL("using      {button ,AL("c  
tc;using cc          olor ovr "}}  
palettes;select a    Overview  
pal;preview topics")}  
Related Topics
```

You can preview your composition using the colors from any [color palette](#) that is currently loaded. Previewing your composition with another palette allows you to make sure that your composition appears properly on a variety of [display systems](#). For example, you can use the **Web (Dithered)** palette to preview compositions that may be viewed with Web browsers that do not support [true color](#).

▶ **To preview your composition with a color palette**

- On the toolbar, select the name of the palette you want to preview your composition with from the **Color Format** list.

Tip If the palette name does not appear in the **Color Format** list, use the **Custom Palette** tab in the **Color Picker** dialog box to load the palette.

Controlling color with dithering

```
{button ,AL("using cc      {button ,AL("c  
palettes;dithering      olor ovr ")}  
topics;using tc;select a Overview  
pal;preview topics;")}
```

Related Topics

The appearance of colors on [custom color palettes](#) can vary depending on the capabilities of the [display system](#) you are using. For example, some display systems support 24-bit color, while others support only 8-bit color. Also, some Web browsers use their own color palettes that do not contain all the colors that your composition needs.

To allow for differences between the colors in the custom palette that you use to create a composition and the colors that the display system can produce, Microsoft Image Composer uses [dithering](#). Dithering mixes the colors available on the display system to approximate the color that is not available. You can choose from four types of dithering to control how dithering is applied for your custom color palette. Each type of dithering specifies how gray pixels are used to correct a color.

▶ **To control color with dithering**

- 1 On the toolbox, click the **Color Swatch**.
- 2 In the **Color Picker** dialog box, click the **Custom Palette** tab.
- 3 In the **Color Palette** box, click the name of the palette that you want to specify a dithering option for.

Tip If the palette name does not appear in the **Color Palette** list, click **Import** to locate the palette and add it to the list.

- 4 Under **Create and edit custom palettes**, click **Edit**.
- 5 In the **Edit Color Palette** dialog box, click one of these options in the **Dither by** list.

To	Click	Result
Not dither	Solid	No color blending, which creates a poster-like effect with splotches of color
Use a standard 16 x 16 ordered dither	Pattern	Little color blending, which produces a blocky appearance
Use a 256 x 256 ordered dither	Random	Medium color blending
Distribute the color difference between the true color and the nearest palette color to the neighboring colors	Error Diffusion	Sharp color blending, which is useful with photographs

- 6 Click **OK**.

True Color tab (Color Picker dialog box)

{button ,AL("color ovr;cp
tab;")} [Related Topics](#)

On the **True Color** tab, you can change the current color. The color you choose is applied whenever you create a new shape, add a text sprite, or apply a fill or pattern to a sprite in your composition.

You can choose a color in a variety of ways depending on the color model you want to use:

- If you want to choose the current color from a range of colors, you can click inside the color matrix.
- If you want to add black or white to the hue in the current color, you can click inside the column to the right of the color matrix.
- If you are familiar with choosing a color based on amounts of red, green, and blue (RGB) or hue, saturation, and value (HSV), you can use sliders or boxes to define exact values for the color model you use. For more information about true color or color models, see [Working with color](#).

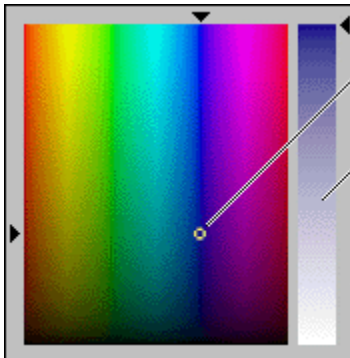
The **True Color** tab provides the following elements to help you choose a new color.

Original color used/New color to use Displays the current color and the new color, if one is selected.



Revert >> Sets the **New color to use** box back to the same color in the **Original color used** box.

Color matrix Displays the true colors you can choose from. You can click a color inside the matrix or use the handles on the left and top sides to select a color. To adjust the amount of white or black in the selected color, click inside the column beside the color matrix or use the vertical handle to select the color. The color you select appears in the **New color to use** box.



Click inside the color matrix to change the current color.

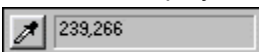
To adjust the amount of black or white in the current color, click in this column.

Note If you move the vertical handle of the right column to the bottom, the color becomes pure white regardless of your selection in the color matrix.

Color model Specifies the color model used for the current composition.

Sliders and boxes The sliders increase or decrease the amount of red, green, and blue (for the RGB color model) or hue, saturation, and value (for the HSV color model) in the **New color to use** box. The boxes specify the numerical value of each amount in the selected color. Amounts of red, green, and blue range from 0 to 255; amounts of hue range from 0 to 359; and amounts of saturation and value range from 0 to 100.

Eyedropper Lets you view RGB or HSV values for the color that you point to. To display these values, click **Eyedropper** and then position the pointer over the pixel. Click a pixel to fill the **New color to use** box with the color of the pixel you clicked on. The box to the right of the **Eyedropper** button displays the horizontal (x-axis) and vertical (y-axis) coordinates of that pixel.



To choose an averaged color from an area on the screen, click **Eyedropper** ▶ and then drag a rectangle around the area on the desktop that you want to average.

OK Closes the **Color Picker** dialog box and displays the selected color in the **Color Swatch**.

Cancel Closes the **Color Picker** dialog box without changing the color in the **Color Swatch**.

Choose Color dialog box

```
{button ,AL("color ovr ")}
```

Related Topics

In the **Choose Color** dialog box, you can change the color of an entry in a custom palette. That palette appears on the **Custom Palette tab** in the **Color Picker** dialog box. The color you choose in the **Choose Color** dialog box replaces the color of the custom palette entry.

You can choose a color in a variety of ways depending on the color model you want to use:

- If you want to choose the current color from a range of colors, you can click inside the color matrix.
- If you want to add black or white to the hue in the current color, you can click inside the column to the right of the color matrix.
- If you are familiar with choosing a color based on amounts of red, green, and blue (RGB) or hue, saturation, and value (HSV), you can use sliders or boxes to define the exact values for the color model you use. For more information about true color or color models, see Working with color.

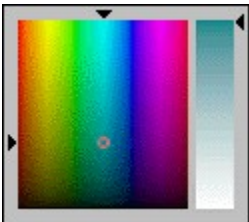
The **Choose Color** dialog box provides the following elements to help you choose a new color.

Original color used/New color to use Displays the color of the custom palette entry and the new color, if one is selected:



Revert ▶ Sets the **New color to use** box back to the same color in the **Original color used** box.

Color matrix Displays the true colors you can choose from. You can click a color inside the matrix or use the handles on the left and top sides to select a color. To adjust the amount of white or black in the selected hue, click inside the column beside the color matrix or use the vertical handle to select the color. The color you select appears in the **New color to use** box.



Note If you move the vertical handle of the right column to the bottom, the color becomes pure white regardless of your selection in the color matrix.

Color model Specifies the color model used by the custom palette.

Sliders and boxes The sliders increase or decrease the amount of red, green, and blue (for the RGB color model) or hue, saturation, and value (for the HSV color model) in the **New color to use** box. The boxes specify the numerical value of each amount in the selected color. Amounts of red, green, and blue range from 0 to 255; amounts of hue range from 0 to 359; and amounts of saturation and value range from 0 to 100.

Eyedropper Lets you view RGB or HSV values for the color that you point to. To display these values, click **Eyedropper** ▶ and then position the pointer over the pixel. Click a pixel to fill the **New color to use** box with the color of the pixel you clicked on. The box to the right of the **Eyedropper** button displays the horizontal (x-axis) and vertical (y-axis) coordinates of that pixel.

▶ To choose an averaged color from an area on the screen, click **Eyedropper** ▶ and then drag a rectangle around the area on the desktop that you want to average.

Apply Closes the **Choose Color** dialog box and displays the selected color in the selected custom palette entry.

Close Closes the **Choose Color** dialog box without changing the color of the selected custom palette entry.

Custom Palette tab (Color Picker dialog box)

{button ,AL("color ovr;tc
tab;") } [Related Topics](#)

On the **Custom Palette** tab, you can replace the current color with a color from the one of the custom color palettes that come with Microsoft Image Composer. You can also choose a color from a custom palette that you create and edit on the **Custom Palette** tab. The color you choose is applied whenever you create a new shape, add a text sprite, or apply a fill or pattern to a sprite in your composition.

Color Palette Displays the name of the palette shown on the tab and allows you to select from a list of palettes that are loaded and available. This list includes the custom palettes provided with Image Composer, as well as palettes that were imported when you inserted sprites in the composition. This list of palettes is the same as the **Color Format** list on the Image Composer toolbar.

Import Displays the **Import Custom Palette** dialog box where you can select a custom palette (.pal) file to use in Image Composer. After you import a palette, you can select one of its entries as the current color, or you can select that palette from the **Color Format** list on the toolbar.

Export Displays the **Export Custom Palette** dialog box so you can save the current palette as a .pal file for use in other applications.

Custom palette entries Displays the colors in the palette. You can click an entry to use it for the current color or double-click an entry to change its color in the [Choose Color dialog box](#).

Sort palette by Specifies the order of the colors in the palette so you can easily find or compare colors. For example, to order the colors by saturation, select **Saturation**; to order the colors by intensity, select **Value**.

Create and edit custom palettes Contains the buttons used to create a custom palette or alter an existing palette. The custom palettes provided with Image Composer can't be altered. If you want to vary one of these palettes, you must create a new palette, generate colors from the palette you want to alter, and then change the entries on the new palette.

- **New** Displays the **New Color Palette** dialog box where you specify the number of colors in the palette and the type of dithering the palette uses. If you want to change the number of color entries in a custom palette, you must recreate the palette.
- **Edit** Displays the **Edit Color Palette** dialog box where you can change the palette name and the type of dithering the palette uses. You cannot change these settings for the custom color palettes provided with Image Composer.
- **Remove** Deletes the custom palette from the **Color palette** list. You cannot delete the custom palettes provided with Image Composer.
- **Generate Colors** Displays the **Generate Colors** dialog box where you specify the number of colors you want to copy from an existing palette to blank entries in your custom palette.

Note To add colors to a palette that is already full of colors, double-click the color entry you want to change or right-click the entry and click **Quick Color Picker** from the shortcut menu. Then select a new color.

OK Closes the **Color Picker** dialog box and displays the selected color in the [Color Swatch](#).

Cancel Closes the **Color Picker** dialog box without changing the color in the [Color Swatch](#).

Note Changes to custom palettes are saved immediately and are not canceled when you click **Cancel**.

Group

Combines the selected sprites into a group. Grouped sprites are treated as a single sprite when you use the **Arrange** tools.

Ungroup

Separates grouped sprites and places them in a selection set. If the selected group consists of smaller groups, those smaller groups are maintained.

Explode

Separates grouped sprites and places them in a selection set, similar to **Ungroup**. However, if the selected group consists of smaller groups, those smaller groups are not maintained. Exploding a group creates a selection set of individual sprites.

Flatten Selection

Permanently combines the sprites in the current selection or group into a single sprite. While you can ungroup a group of sprites, you cannot click **Ungroup** to separate a set of sprites after they have been flattened. However, you can undo this action immediately after clicking **Flatten Selection**.

Set Home Position

Stores the position of the current sprite or group in the composition. After you move the sprite or group, you can restore it to its stored position by clicking **Return to Home Position**.

Return to Home Position

Moves the selected sprite or group to the position it was in when you clicked **Set Home Position**. If you did not set a home position for the sprite, it is moved to the upper-left corner of the composition space.

Lock/Unlock Position

Locks or unlocks the position of the selected sprite. You cannot move a locked sprite until you unlock it by clicking **Lock/Unlock Position**.

Upper-Left Corners

Aligns the upper-left corners of the selected sprites. If **Relative to composition space** is selected, aligns the upper-left corners of the selected sprites with the upper-left corner of the composition space.

Tops

Aligns the top edges of the selected sprites. If **Relative to composition space** is selected, aligns the top edges of the selected sprites with the top edge of the composition space.

Upper-Right Corners

Aligns the upper-right corners of the selected sprites. If **Relative to composition space** is selected, aligns the upper-right corners of the selected sprites with the upper-right corner of the composition space.

Centers Vertically

Arranges the sprites in a column so that the centers of the selected sprites are lined up. If **Relative to composition space** is selected, vertically aligns the center of each of the selected sprites with the center of the composition space.

Left Sides

Aligns the left edges of the selected sprites. If **Relative to composition space** is selected, aligns the left edges of the selected sprites with the left edge of the composition space.

Centers

Aligns the centers of the selected sprites. If **Relative to composition space** is selected, centers each of the selected sprites in the composition space.

Right Sides

Aligns the right edges of the selected sprites. If **Relative to composition space** is selected, aligns the right edges of the selected sprites with the right edge of the composition space.

Centers Horizontally

Arranges the sprites in a row so that the centers of the selected sprites are lined up. If **Relative to composition space** is selected, horizontally aligns the center of each of the selected sprites with the center of the composition space.

Lower-Left Corners

Aligns the lower-left corners of the selected sprites. If **Relative to composition space** is selected, aligns the lower-left corners of the selected sprites with the lower-left corner of the composition space.

Bottoms

Aligns the bottom edges of the selected sprites. If **Relative to composition space** is selected, aligns the bottom edges of the selected sprites with the bottom edge of the composition space.

Lower-Right Corners

Aligns the lower-right corners of the selected sprites. If **Relative to composition space** is selected, aligns the lower-right corners of the selected sprites with the lower-right corner of the composition space

Touch Edges

Positions the selected sprites so that at least one edge of each sprite touches an edge of the source sprite in the selection. If **Relative to composition space** is selected, positions the selected sprites so that one edge of the source sprite touches the nearest edge of the composition space.

Order

Orders the selected sprite in the stack:

- To Front** ▶ Moves the current sprite to the top of the stack.
- Before** ▶ Moves the selected sprite one position in front of the source sprite, which is surrounded by solid black handles.
- Behind** ▶ Moves the selected sprite one position in back of the source sprite, which is surrounded by solid black handles.
- To Back** ▶ Moves the current sprite to the bottom of the stack.
- Send Backward** ▶ Moves the current sprite one level back in the stack.
- Bring Forward** ▶ Moves the current sprite one level forward in the stack.

Bring To Front

Moves the current sprite to the top of the stack.

Send To Back

Moves the current sprite to the bottom of the stack.

Bring Forward

Moves the current sprite one level forward in the stack.

Send Backward

Moves the current sprite one level back in the stack.

Relative to composition space

Aligns the selected sprites with the composition space when you use one of the **Align** tools.

Flip

Flips the selected sprite horizontally, vertically, or both:

- ▶ Flips the selected sprite on a horizontal axis.
- ▶ Flips the selected sprite on a vertical axis.
- ▶ Flips the selected sprite on horizontal and vertical axes.

Flip Horizontal

Flips the selected sprite on a horizontal axis.

Flip Vertical

Flips the selected sprite on a vertical axis.

Flip Both

Flips the selected sprite on horizontal and vertical axes.

Rotate 90°

Rotates the selected sprite in increments of 90 degrees:

- ▶ Rotates the selected sprite 90 degrees to the left.
- ▶ Rotates the selected sprite 90 degrees to the right.
- ▶ Rotates the selected sprite 180 degrees, which produces the same result as **Flip Both**.

Rotate Left 90

Rotates the selected sprite 90 degrees to the left.

Rotate Right 90

Rotates the selected sprite 90 degrees to the right.

Rotate 180

Rotates the selected sprite 180 degrees, which produces the same result as **Flip Both**.

Rotation

Specifies the number of degrees that the selected sprite is rotated when you click **Apply**. To change the value, enter a number between -360 and 360.

Width

Displays the width of the selected sprite's bounding box. The unit of measurement appears in the **Units** box. If the unit of measurement is pixels, this value must be between 1 and 4096.

Height

Displays the height of the selected sprite's bounding box. The unit of measurement appears in the **Units** box. If the unit of measurement is pixels, this value must be between 1 and 4096. If **Keep aspect ratio** is selected, this value will match your **Width** entry.

Units

Specifies the unit of measurement for the values in the **Width** and **Height** boxes. The default value is **Pixels**, which measures the size of a sprite's bounding box in pixels. To change the unit of measurement, click **Percent**, which measures the percentage of change in the size of a sprite's bounding box.

Keep aspect ratio

When selected, maintains the ratio of height to width of the selected sprite when you change its **Width** or **Height** values.

Fit Bounding Box

Automatically sizes the bounding box around the perimeter of the selected sprite. In some circumstances, such as when you want to apply a texture transfer between two sprites that are the same size, you will use the **Crop/Extend** tool to enlarge the bounding box of a sprite, leaving a margin of transparent pixels. Use **Fit Bounding Box** to return the bounding box to its original size.

Crop/Extend

Cropping decreases the selected sprite by trimming its edges. Extending increases the size of the bounding box of the selected sprite by adding a margin of transparent pixels around the sprite.

Perspective

Applies two-point perspective to the selected sprite.

Skew

Tilts the selected sprite by shearing its opposing sides in opposite directions around its center.

Bilinear

Refits the selected sprite to its bounding box after you adjust the position of one or more corners of the box.

Apply

Applies the changes you have made without closing the palette.

Color Tuning

Displays controls for adjusting hue, saturation, brightness, and contrast.

Highlight/Shadow

Displays controls to alter the highlights, midtones, and shadows of the current sprite.

Dynamic Range

Displays controls to adjust the dynamic range of the current sprite's pixels.

All channels

Specifies that all channels (red, green, and blue) are modified when altering the brightness or contrast properties of the current sprite.

Red channel

Specifies that the red channel is modified when altering the brightness or contrast properties of the current sprite.

Green channel

Specifies that the green channel is modified when altering the brightness or contrast properties of the current sprite.

Blue channel

Specifies that the blue channel is modified when altering the brightness or contrast properties of the current sprite.

Brightness

Specifies the degree of increase or decrease of brightness that can be applied to the current sprite. Values range from -100, which is very dark, to 100, which is very bright.

Contrast

Adjusts the amount of contrast that can be applied to the current sprite. Values range from -100 to 100. Higher values increase contrast leading to a more sculptured look, lower values decrease contrast leading to a flatter look.

Hue

Adjusts the hue of the current sprite relative to its hue when this palette was displayed, not to other changes in hue applied with this control. Values range from -180 to 180. Hues are applied as if from a virtual circular color wheel, so values of -180 and 180 produce the same result.

Saturation

Adjusts the color saturation that can be applied to the current sprite. Values range from -100 to 100. Lower values remove color from the sprite, higher values intensify colors.

All channels

Specifies that all channels (red, green, and blue) are modified when altering the shadows, midtones, and highlights of the current sprite.

Red channel

Specifies that the red channel is modified when altering the shadows, midtones, and highlights of the current sprite. A red line appears in the Highlight/Shadows window indicating that you are editing only this channel.

Green channel

Specifies that the green channel is modified when altering the shadows, midtones, and highlights of the current sprite. A green line appears in the Highlight/Shadows window indicating that you are editing only this channel.

Blue channel

Specifies that the blue channel is modified when altering the shadows, midtones, and highlights of the current sprite. A blue line appears in the Highlight/Shadows window indicating that you are editing only this channel.

Compensation Curves window

Displays a diagonal line or lines with handles for shadow intensity (bottom), midtone intensity (middle), and highlight intensity (top). Each handle can be dragged upward and to the right to increase intensity, or downward and to the left to decrease intensity. When you click an individual color channel in the Channels buttons, the curve for each channel can be manipulated separately.

High Output Range box

Displays the highest pixel intensity setting for the current sprite. Values range from 0 to 255. Decreasing the value from the default of 255 creates a brighter, less detailed result.

Low Output Range box

Displays the lowest pixel intensity setting for the current sprite. Values range from 0 to 255. Increasing the value from the default of 0 produces a darker, more dense result.

Histogram window

Graphically displays the dynamic range settings of the current sprite. The horizontal axis represents the range of intensity from the lowest setting on the left side of the window, to the highest setting on the right side of the window. The vertical axis represents the number of pixels and their given intensity levels. Moving the left bar to the right increases the low range, darkening the selected sprite. Moving the right bar to the left decreases the upper range, lightening the sprite.

Zoom In

Increases the vertical scale of the histogram.

Zoom Out

Reduces the vertical scale of the histogram.

Auto Maximize

Moves the vertical bars in the **Histogram** window to the borders of the histogram to take advantage of the dynamic range of the current sprite.

Apply

Applies all of the changes made on the **Color Tuning** tool palette, from the **Color Controls**, **Highlight/Shadows**, and **Dynamic Range** groups, simultaneously to the selected sprite.

Reset

Resets all of the **Color Controls**, **Highlight/Shadows**, or **Dynamic Range** setting to their original values and reverts the selected sprite to its original state, discarding all color tuning changes you have made.

Quick Color Picker

Allows you to change the current color. The **Quick Color Picker** displays the last palette you selected in the **Color Picker** dialog box. To change the palette that displays in the **Quick Color Picker**, click the **Color Swatch** and select a different palette in the **Color Picker** dialog box.

Palette name

Specifies the name of the custom palette. To create a new palette, type a name in this box in the **New Color Palette** dialog box. To change the name of an existing palette, type the new name in this box in the **Edit Color Palette** dialog box.

Palette size

Specifies the number of color entries on the current palette. If you are creating a new palette, type a number from 2 to 256 or select a predefined palette size from this list. You cannot change the palette size of an existing palette.

Dither by

Specifies the type of dithering used to adjust colors if the display system is unable to exactly reproduce the specified color. Select one of the three dithering methods, or select **Solid** for no dithering.

Number of colors

Specifies the number of colors that will be added to the custom palette from the color ramp or palette shown in the **Generate from** list.

Number of colors range

Displays the minimum and maximum numbers of colors you can add to your custom palette. The minimum number is the number of color entries needed by the ramp or palette shown in the **Generate from** list. The maximum number is the number of empty color entries on your custom palette.

Generate from list

Specifies the name of the ramp or palette to select colors from. You can generate colors from the standard palettes and ramps provided with Microsoft Image Composer, or you can generate colors from the current composition or selected sprites.

Add

Adds the specified number of colors from the selected ramp or palette to the custom palette.

Close

Closes this dialog box and returns to the **Custom Palette** tab.

Color matrix (hue/blackness)

Displays the true colors you can select for a color entry in your custom palette. To select a hue, click a color in the matrix or use the handles along the top of the matrix. To adjust the amount of black in the color, move the handle along the left side of the matrix. The color you select appears in the **New color to use** box.

Color matrix (hue/whiteness)

Displays the selected color with increasing amounts of white added to it. To adjust the the amount of white in the color, click a color in the matrix or use the handle along the right side. If you move the handle to the bottom, the color becomes pure white. The color you select appears in the **New color to use** box.

Original color used

Displays the selected color entry on your custom palette.

New color to use

Displays the color you selected in the color matrix. This color will replace the selected color entry on your custom palette.

Revert

Resets the color in the **New color to use** box to the color in the **Original color used** box.

RGB

Displays the **Red**, **Green**, and **Blue** values used in the RGB color model. You can adjust these values to define the color for the selected color entry in your custom palette.

HSV

Displays the **Hue**, **Saturation**, and **Value** values used in the HSV color model. You can adjust these values to define the color for the selected color entry in your custom palette.

Red/Hue

If you selected the **RGB** option, this box specifies the value (0 to 255) for the amount of red in the color shown in the **New color to use** box. If you selected the **HSV** option, this box specifies the value (0 to 359) for the hue in the color shown in the **New color to use** box.

Green/Saturation

If you selected the **RGB** option, this box specifies the value (0 to 255) for the amount of green in the color shown in the **New color to use** box. If you selected the **HSV** option, this box specifies the value (0 to 100) for the saturation in the color shown in the **New color to use** box.

Blue/Value

If you selected the **RGB** option, this box specifies the value (0 to 255) for the amount of blue in the color shown in the **New color to use** box. If you selected the **HSV** option, this box specifies the value (0 to 100) for the intensity in the color shown in the **New color to use** box.

Eyedropper

Lets you pick any color on your desktop or view the RGB or HSV values of the color that you point to. To pick a color, click **Eyedropper** and then click a color on your desktop. To choose an averaged color from an area on the screen, click this button and then drag a rectangle around the area on the desktop that you want to average.

Pixel coordinates

Displays the horizontal (x-axis) and vertical (y-axis) screen coordinates of the pixel you are pointing to with the **Eyedropper**.

Apply

Closes the **Choose Color** dialog box and displays the selected color entry on your custom palette.

Cancel

Closes the **Choose Color** dialog box without changing the selected color entry on your custom palette.

Effects

Displays the effects available for the last category you selected. To change the settings for an effect, click that effect and then click the **Details** tab.

Effects

Displays the effects available for the selected category. To apply an effect, click the effect in this list, and then click **Apply**. To change the settings for an effect, click the effect in this list, and then click the **Details** tab.

Category

Displays a list of effects categories. Select a category to change the effects shown at left.

Apply

Applies the selected effect without closing the palette.

Details

Displays the settings that you can change for the effect you selected on the **Effects** tab.

Edge width slider

Adjusts the width of the edges in the selected sprite when the **Accents** effect is applied. To increase the edge width, move the slider to the right and then click **Apply**.

Edge width box

Specifies the width of the edges in the selected sprite when the **Accents** effect is applied. The default value is 2. Higher values create broader edges. To change the value, enter a number between 1 and 14, and then click **Apply**.

Edge brightness slider

Adjusts the brightness of the edges in the selected sprite when the **Accents** effect is applied. To increase the edge brightness, move the slider to the right and then click **Apply**.

Edge brightness box

Specifies the brightness of the edges in the selected sprite when the **Accents** effect is applied. The default value is 38. Higher values create brighter edges. To change the value, enter a number between 0 and 50, and then click **Apply**.

Smoothness slider

Adjusts the overall smoothness of the **Accents** effect. To make the effect appear smoother and less detailed, move the slider to the right and then click **Apply**.

Smoothness box

Specifies the overall smoothness of the **Accents** effect. The default value is 5. Higher values create smoother effects. To change the value, enter a number between 1 and 15, and then click **Apply**.

Opacity slider

Adjusts the amount of opacity for the selected effect. Low opacity values create a more transparent effect, retaining more of the sprite's original look. High opacity values create more detailed, defined effects. To decrease the amount of opacity, move the slider to the left; to increase the amount of opacity, move the slider to the right. Then click **Apply**

Opacity box

Specifies the opacity value of the effect you want. Low opacity values create a more transparent effect, retaining more of the sprite's original look. High opacity values create more detailed, defined effects. To change the value, enter a number between 1 and 100, and then click **Apply**.

Use Default

Resets the controls for the selected effect to their default values.

Direction balance slider

Adjusts the percentage of right diagonal strokes for the **Angled Strokes** effect. Move the slider to the left to increase the percentage of left diagonal strokes or to the right to increase the percentage of right diagonal strokes, and then click **Apply**.

Direction balance box

Specifies the percentage of right diagonal strokes for the **Angled Strokes** effect. The default value is 50. Higher values add more right diagonal strokes; lower values add more left diagonal strokes. To change the value, enter a number between 0 and 100, and then click **Apply**.

Stroke length slider

Adjusts the stroke length of the **Angled Strokes** effect. To create longer strokes, move the slider to the right and then click **Apply**.

Stroke length box

Specifies the stroke length of the **Angled Strokes** effect. The default value is 15. Higher values create longer strokes. To change the value, enter a number between 3 and 50, and then click **Apply**.

Sharpness slider

Adjusts the sharpness and detail of the **Angled Strokes** effect. To make the effect appear sharper and more detailed, move the slider to the right and then click **Apply**.

Sharpness box

Specifies the sharpness of the **Angled Strokes** effect. The default value is 3. Higher values create sharper, more detailed effects; low values create a soft effect. To change the value, enter a number between 0 and 10, and then click **Apply**.

Detail slider

Adjusts the amount of detail in the surface modulations of the **Bas Relief** effect. To increase the amount of detail, move the slider to the right and then click **Apply**.

Detail box

Specifies the degree of detail of surface modulations applied with the **Bas Relief** effect. The default value is 13. Higher values create sharper, more detailed effects; lower values create a soft effect. To change the value, enter a number between 1 and 15, and then click **Apply**.

Light position

Displays the position of the light source that determines where highlights and shadows appear on the selected sprite when the **Bas Relief** effect is applied. To change the position, click a different item in this list, and then click **Apply**.

Smoothness slider

Adjusts the overall smoothness of the surface of the **Bas Relief** effect. To make the effect appear smoother and less detailed, move the slider to the right and then click **Apply**.

Smoothness box

Specifies the surface smoothness of the **Bas Relief** effect. The default value is 3. Higher values create a smoother, less detailed effect; lower values create a more textured, detailed effect. To change the value, enter a number between 1 and 15, and then click **Apply**.

Horizontal

Specifies the number of pixels by which the sprite expands to the left and to the right when you blur it with the **Blur** effect. The default value is 5. Higher values create a blurrier effect; lower values retain more of the sprite's original appearance. To change the value, enter a number between 0 and 100, and then click **Apply**.

Vertical

Specifies the number of pixels by which the sprite expands to the top and to the bottom when you blur it with the **Blur** effect. The default value is 5. Higher values create a blurrier effect; lower values retain more of the sprite's original appearance. To change the value, enter a number between 0 and 100, and then click **Apply**.

Tile size slider

Adjusts the size of the tiles applied to the selected sprite with the **Broken Tile** effect. To increase the tile size, move the slider to the right and then click **Apply**.

Tile size box

Specifies the tile size of the **Broken Tile** effect. The default value is 12. Higher values create larger tiles. To change the value, enter a number between 2 and 100, and then click **Apply**.

Grout width slider

Adjusts the amount of space between the tiles when the **Broken Tile** effect is applied to the selected sprite. To increase the amount of space between tiles, move the slider to the right and then click **Apply**.

Grout width box

Specifies the grout width of the **Broken Tiles** effect. The default value is 3. Higher values create wider grout lines between tiles. To change the value, enter a number between 1 and 15, and then click **Apply**.

Lighten grout slider

Adjusts the color of the grout between tiles when the **Broken Tiles** effect is applied to the selected sprite. To lighten the grout color, move the slider to the right and then click **Apply**.

Lighten grout box

Specifies the lightness of the grout of the **Broken Tiles** effect. The default value is 9. Higher values lighten the color of the grout lines. To change the value, enter a number between 0 and 10, and then click **Apply**.

Warp direction

On the **Effects** palette, specifies the direction of the **Bulge** and **Mesa** effects. To swell the middle area of the selected sprite, click **Out**. To cave in the middle area of the sprite, click **In**.

On the **Paint** palette, the **Mesa** effect is applied only to the area that is painted, not to the entire sprite. The **Bulge** effect is not available on the **Paint** palette.

Charcoal area slider

Adjusts the area of the selected sprite drawn with charcoal strokes for the **Chalk and Charcoal** effect. To increase this area, move the slider to the right and then click **Apply**.

Charcoal area box

Specifies the area of the selected sprite drawn with charcoal strokes for the **Chalk and Charcoal** effect. The default value is 6. Higher values create more sketch strokes in the current color. To change the value, enter a number between 0 and 20, and then click **Apply**.

Chalk area slider

Adjusts the area of the selected sprite drawn with chalk in the current color strokes for the **Chalk and Charcoal** effect. To increase this area, move the slider to the right and then click **Apply**.

Chalk area box

Specifies the area of the selected sprite drawn with chalk strokes in the current color for the **Chalk and Charcoal** effect. The default value is 6. Higher values create more sketch strokes in white. To change the value, enter a number between 0 and 20, and then click **Apply**.

Stroke pressure slider

Adjusts the stroke pressure of the **Chalk And Charcoal** effect. Move the slider to alter the darkness and definition of the stroke, and then click **Apply**

Stroke pressure box

Specifies the amount of stroke pressure of the **Chalk And Charcoal** effect. The default value is 1. Higher values create strokes that appear to be applied with greater pressure. To change the value, enter a number between 0 and 5, and then click **Apply**.

Charcoal thickness slider

Specifies the thickness of the charcoal applied with the **Charcoal** effect. To increase the thickness, move the slider to the right and then click **Apply**.

Charcoal thickness box

Specifies the thickness of the charcoal applied with the **Charcoal** effect. The default value is 1. Higher values create denser sketch strokes in the current color. To change the value, enter a number between 1 and 7, and then click **Apply**.

Detail slider

Adjusts the amount of detail retained in the selected sprite when the **Charcoal** effect is applied. To increase the amount of detail, move the slider to the right and then click **Apply**.

Detail box

Specifies the degree of detail retained in the selected sprite when the **Charcoal** effect is applied. The default value is 5. Higher values retain more of the details. To change the value, enter a number between 0 and 5, and then click **Apply**.

Light/Dark Balance slider

Adjusts the percentage of dark areas in the sprite when the **Charcoal** effect is applied. Move the slider to the left to lighten the effect or to the right to darken the effect, and then click **Apply**.

Light/Dark balance box

Specifies the percentage of dark areas in the sprite when the **Charcoal** effect is applied. The default value is 50. Values above 50 darken the effect; values below 50 lighten the effect. To change the value, enter a number between 0 and 100, and then click **Apply**.

Width

Specifies the width of each square for the **Checkerboard** effect or each stripe for the **Stripes** effect. The default value is 10. Higher values increase the width. To change the value, enter a number between 1 and 120, and then click **Apply**.

Height

Specifies the height of each square for the **Checkerboard** effect. The default value is 10. Higher values increase the height. To change the value, enter a number between 1 and 120, and then click **Apply**.

Match width and height

When selected for the **Checkerboard** effect, maintains the ratio of height to width of each checker.

Match width and spacing

When selected for the **Stripes** effect, makes the spacing between stripes equal to the width of each stripe.

Detail slider

Adjusts the amount of detail retained in the selected sprite when the **Chrome** effect is applied. To increase the amount of detail, move the slider to the right and then click **Apply**.

Detail box

Specifies the degree of detail retained in the selected sprite when the **Chrome** effect is applied. The default value is 4. Higher values create a more intricate, shimmering effect. To change the value, enter a number between 0 and 10, and then click **Apply**.

Smoothness slider

Adjusts the overall smoothness of the **Chrome** effect. To make the effect appear smoother and less detailed, move the slider to the right and then click **Apply**.

Smoothness box

Specifies the overall smoothness of the **Chrome** effect. The default value is 7. Higher values create smooth, rounded contours; lower values create a more detailed effect. To change the value, enter a number between 0 and 10, and then click **Apply**.

Number of levels slider

Adjusts the level of detail and color retained in the selected sprite when the **Cutout** effect is applied. To retain more of the sprite's original appearance, move the slider to the right and then click **Apply**.

Number of levels box

Specifies the number of levels of detail and color retained in the selected sprite when the **Cutout** effect is applied. The default value is 4. Higher values retain more of the sprite's original appearance. To change the value, enter a number between 2 and 8, and then click **Apply**.

Edge simplicity slider

Adjusts the level of edge detail retained in the selected sprite when the **Cutout** effect is applied. To retain more of the edge detail, move the slider to the left, and then click **Apply**.

Edge simplicity box

Specifies the level of edge detail retained in the selected sprite when the **Cutout** effect is applied. The default value is 4. Higher values simplify the edges and create a less detailed appearance. To change the value, enter a number between 0 and 10, and then click **Apply**.

Edge fidelity slider

Adjusts the level of fidelity to the selected sprite's contours when the **Cutout** effect is applied. To follow the original contours of the selected sprite more closely, move the slider to the right and then click **Apply**.

Edge fidelity box

Specifies the level of fidelity to the selected sprite's contours when the **Cutout** effect is applied. The default value is 2. Higher values create edge contours that closely resemble those of the original sprite. To change the value, enter a number between 1 and 3, and then click **Apply**.

Pencil width slider

Adjusts the width of each pencil stroke for the **Colored Pencil** effect. To increase the pencil width, move the slider to the right and then click **Apply**.

Pencil width box

Specifies the width of each pencil stroke for the **Colored Pencil** effect. The default value is 4. Higher values create broader strokes. To change the value, enter a number between 1 and 24, and then click **Apply**.

Stroke pressure slider

Adjusts the pressure of each pencil stroke for the **Colored Pencil** effect. To increase the appearance of greater pressure, move the slider to the right and then click **Apply**.

Stroke pressure box

Specifies the pressure of each pencil stroke for the **Colored Pencil** effect. The default value is 8. Higher values create strokes that appear to be applied with greater pressure. To change the value, enter a number between 0 and 15, and then click **Apply**.

Paper brightness slider

Adjusts the shade of gray background paper for the **Colored Pencil** effect. To brighten the color of the background paper, move the slider to the left and then click **Apply**.

Paper brightness box

Specifies the degree of brightness of the gray background paper for the **Colored Pencil** effect. The default value is 25. Higher values create darker shades of gray. To change the value, enter a number between 0 and 50, and then click **Apply**.

Foreground level slider

Adjusts the area of the selected sprite drawn with crayon strokes in the current color for the **Conté Crayon** effect. To increase this area, move the slider to the right and then click **Apply**.

Foreground level box

Specifies the area of the selected sprite drawn with crayon strokes in the current color for the **Conté Crayon** effect. The default value is 11. Higher values create heavier color coverage. To change the value, enter a number between 1 and 15, and then click **Apply**.

Background level slider

Adjusts the area of the selected sprite blended with the background color for the **Conté Crayon** effect. To increase this area, move the slider to the right and then click **Apply**.

Background level box

Specifies the area of the selected sprite blended with the background color for the **Conté Crayon** effect. The default value is 7. Higher values increase the amount of background area that uses the color of the composition space. To change the value, enter a number between 1 and 15, and then click **Apply**.

Texture Controls

Displays the **Texture Controls** dialog box, where you can specify the type of texture to use for this effect and set its related options.

Stroke length slider

Adjusts the stroke length of the **Crosshatch** effect. To create longer strokes, move the slider to the right and then click **Apply**.

Stroke length box

Specifies the stroke length of the **Crosshatch** effect. The default value is 9. Higher values create longer strokes. To change the value, enter a number between 3 and 50, and then click **Apply**.

Sharpness slider

Adjusts the sharpness and detail of the **Crosshatch** effect. To make the effect appear sharper and more detailed, move the slider to the right and then click **Apply**.

Sharpness box

Specifies the sharpness of the **Crosshatch** effect. The default value is 6. Higher values create sharper, more detailed effects; lower values create a soft effect. To change the value, enter a number between 0 and 20, and then click **Apply**.

Strength slider

Adjusts the number of times the **Crosshatch** effect is applied in succession. To increase this number, move the slider to the right and then click **Apply**.

Strength box

Specifies the number of times the **Crosshatch** effect is applied in succession. The default value is 1. A higher value increases the degree of crosshatching on the selected sprite. To change the value, enter a number between 1 and 3, and then click **Apply**.

Balance slider

Adjusts the proportion of dark strokes to light strokes in the selected sprite when the **Dark Strokes** effect is applied. To increase the area painted with dark strokes, move the slider to the right; to increase the area painted with light strokes, move the slider to the left. Then click **Apply**.

Balance box

Specifies the proportion of dark strokes to light strokes in the selected sprite when the **Dark Strokes** effect is applied. The default value is 5. Higher values increase the area painted with dark strokes; lower values increase the area painted with light strokes. To change the value, enter a number between 0 and 10, and then click **Apply**.

Black intensity slider

Adjusts the amount of black in the dark strokes when the **Dark Strokes** effect is applied to the selected sprite. To increase the black intensity, move the slider to the right and then click **Apply**.

Black intensity box

Specifies the amount of black in the dark strokes when the **Dark Strokes** effect is applied to the selected sprite. The default value is 6. Higher values increase the degree of black intensity. To change the value, enter a number between 0 and 10, and then click **Apply**.

White intensity slider

Adjusts the amount of white in the light strokes when the **Dark Strokes** effect is applied to the selected sprite. To increase the white intensity, move the slider to the right and then click **Apply**.

White intensity box

Specifies the amount of white in the light strokes when the **Dark Strokes** effect is applied to the selected sprite. The default value is 2. Higher values increase the degree of white intensity. To change the value, enter a number between 0 and 10, and then click **Apply**.

Graininess slider

Adjusts the degree of graininess for the **Diffuse Glow** effect. To increase the graininess, move the slider to the right and then click **Apply**.

Graininess box

Specifies the degree of graininess for the **Diffuse Glow** effect. The default value is 6. Higher values increase the graininess; lower values retain more of the sprite's original appearance. To change the value, enter a number between 0 and 10, and then click **Apply**.

Glow amount slider

Adjusts the area of the selected sprite that is affected by the **Diffuse Glow** effect. To increase the area, move the slider to the right and then click **Apply**.

Glow amount box

Specifies the area of the selected sprite that is affected by the **Diffuse Glow** effect. The default value is 10. Higher values increase the amount of glow added to the sprite. To change the value, enter a number between 0 and 20, and then click **Apply**.

Clear amount slider

Adjusts the diffusion of the highlights applied with the **Diffuse Glow** effect. To increase the diffusion, move the slider to the left and then click **Apply**.

Clear amount box

Specifies the degree of diffusion of the highlights applied with the **Diffuse Glow** effect. The default value is 15. Higher values result in less diffused highlights, while a setting of 0 replaces all color pixels with white. To change the value, enter a number between 0 and 20, and then click **Apply**.

Directions

Specify the direction of the light source on the selected sprite for the **Drop Shadow** effect. To change the placement of the drop shadow, click the **North**, **Northeast**, **East**, **Southeast**, **South**, **Southwest**, **West**, or **Northwest** button.

Distance slider

Adjusts the depth of the selected sprite's shadow for the **Drop Shadow** effect. To increase the depth, move the slider to the right and then click **Apply**.

Distance box

Specifies the depth of the selected sprite's shadow for the **Drop Shadow** effect. The default value is 10 pixels. Higher values increase the offset of the drop shadow. To change the value, enter a number between 0 and 100, and then click **Apply**.

Angle

Specifies the direction of the selected sprite's shadow for the **Drop Shadow** effect. The default value is 315 degrees, which creates a drop shadow in a southeast direction. To change the value, enter a number between 0 and 359, and then click **Apply**.

Color

Displays the color of the selected sprite's edge for the **Edge** and **Edge Only** effects. To change the color, click the color chip to open the **Color Picker** dialog box, or right-click to open the **Quick Color Picker**.

Color

Displays the color of the selected sprite's shadow for the **Drop Shadow** effect. To change the color, click the color chip to open the **Color Picker** dialog box, or right-click to open the **Quick Color Picker**.

Softness

Adjusts the softness of the **Drop Shadow** effect. To blend the drop shadow with the background, move the slider toward **Soft** and then click **Apply**.

Brush size slider

Adjusts the size of the brush used to apply the **Dry Brush** effect. To increase the brush size, move the slider to the right and then click **Apply**.

Brush size box

Specifies the size of the brush used to apply the **Dry Brush** effect. The default value is 2. Higher values create larger, less detailed brush strokes. To change the value, enter a number between 0 and 10, and then click **Apply**.

Brush detail slider

Adjusts the amount of detail in the paint strokes for the **Dry Brush** effect. To increase the amount of detail, move the slider to the right and then click **Apply**.

Brush detail box

Specifies the amount of detail in the paint strokes for the **Dry Brush** effect. The default value is 8. Higher values create greater brush stroke detail. To change the value, enter a number between 0 and 10, and then click **Apply**.

Texture slider

Adjusts the amount of roughness in the texture of the **Dry Brush** effect. To increase the roughness, move the slider to the right and then click **Apply**.

Texture box

Specifies the amount of roughness in the texture of the **Dry Brush** effect. The default value is 1. Higher values create rougher textures. To change the value, enter a number between 1 and 3, and then click **Apply**.

Thickness slider

Adjusts the thickness of the outline for the **Edge** and **Edge Only** effects. To increase the thickness, move the slider to the right and then click **Apply**.

Thickness box

Specifies the thickness of the outline for the **Edge** and **Edge Only** effects. The default value is 1. Higher values create thicker outlines. To change the value, enter a number between 1 and 100, and then click **Apply**.

Relief slider

Adjusts the degree of relief (contrast due to texture) applied to the selected sprite with the **Emboss** effect. To increase the degree of relief, move the slider to the right and then click **Apply**.

Relief box

Specifies the degree of relief (contrast due to texture) applied to the selected sprite with the **Emboss** effect. The default value is 11. Higher values create more contrast between the surface elements of the sprite and increase its three-dimensional appearance. To change the value, enter a number between 0 and 25, and then click **Apply**.

Light position

Displays the position of the light source used by **Emboss** effect to determine where highlights and shadows appear on the selected sprite. To change the position, click a different item in the list, and then click **Apply**.

Grain slider

Adjusts the degree of graininess applied with the **Film Grain** effect. To increase the graininess, move the slider to the right and then click **Apply**.

Grain box

Specifies the degree of graininess applied with the **Film Grain** effect. The default value is 4. Higher values increase the graininess; lower values retain more of the sprite's original appearance. To change the value, enter a number between 0 and 20, and then click **Apply**.

Highlight area slider

Adjusts the area of the selected sprite that is highlighted when the **Film Grain** effect is applied. To increase the highlighted area, move the slider to the right and then click **Apply**.

Highlight area box

Specifies the area of the selected sprite that is highlighted when the **Film Grain** effect is applied. The default value is 0. Higher values add more highlights to the sprite. To change the value, enter a number between 0 and 20, and then click **Apply**.

Highlight intensity slider

Adjusts the brightness of the highlights added by the **Film Grain** effect. To increase the brightness, move the slider to the right and then click **Apply**.

Highlight intensity box

Specifies the brightness of the highlights added by the **Film Grain** effect. The default value is 10. Higher values create brighter highlights. To change the value, enter a number between 0 and 10, and then click **Apply**.

Stroke length slider

Adjusts the stroke length of the **Fine Marker** effect. To create longer strokes, move the slider to the right and then click **Apply**.

Stroke length box

Specifies the stroke length of the **Fine Marker** effect. The default value is 4. Higher values create longer strokes. To change the value, enter a number between 1 and 50, and then click **Apply**.

Dark intensity slider

Adjusts the darkness of the darker tones for the **Fine Marker** effect. To increase the intensity of the darker tones, move the slider to the right and then click **Apply**.

Dark intensity box

Specifies the value of the dark tones for the **Fine Marker** effect. The default value is 20. Higher values increase the intensity of the dark tones. To change the value, enter a number between 0 and 50, and then click **Apply**.

Light intensity slider

Adjusts the lightness of the lighter tones for the **Fine Marker** effect. To increase the intensity of the light tones, move the slider to the right and then click **Apply**.

Light intensity box

Specifies the value of the light tones for the **Fine Marker** effect. The default value is 10. Higher values increase the intensity of the light tones. To change the value, enter a number between 0 and 50, and then click **Apply**.

Spread amount

Specifies the amount of spread for the **Fisheye** effect. The default value is 150. Higher values cause the center of the selected sprite to spread, pushing the edges of the sprite toward the sides of the bounding box. Lower settings cause the center of the selected sprite to shrink and the lower-left and upper-right corners of the sprite to elongate. To change the value, enter a number from 0 to 1000, and then click **Apply**.

Image balance slider

Adjusts the proportion of current color to composition space color for the **Flocking** effect. To use more of the current color, move the slider to the right; to use more of the composition space color, move the slider to the left. Then click **Apply**.

Image balance box

Specifies the proportion of current color to composition space color for the **Flocking** effect. The default value is 25. Values above 25 use more of the current color; values below 25 use more of the composition space color. To change the value, enter a number between 0 and 50, and then click **Apply**.

Graininess slider

Adjusts the degree of graininess for the **Flocking** effect. To increase the graininess, move the slider to the right and then click **Apply**.

Graininess box

Specifies the degree of graininess for the **Flocking** effect. The default value is 10. Higher values increase the graininess; lower values retain more of the sprite's original appearance. To change the value, enter a number between 0 and 20, and then click **Apply**.

Relief slider

Adjusts the degree of relief (contrast due to texture) applied to the selected sprite with the **Flocking** effect. To increase the degree of relief, move the slider to the right and then click **Apply**.

Relief box

Specifies the degree of relief (contrast due to texture) applied to the selected sprite with the **Flocking** effect. The default value is 11. Higher values create more contrast between the surface elements of the sprite and increase its three-dimensional appearance. To change the value, enter a number between 0 and 25, and then click **Apply**.

Brush size slider

Adjusts the size of the brush used to apply the **Fresco** effect. To increase the brush size, move the slider to the right and then click **Apply**.

Brush size box

Specifies the size of the brush used to apply the **Fresco** effect. The default value is 2. Higher values create larger, coarser brush strokes. To change the value, enter a number between 0 and 10, and then click **Apply**.

Brush detail slider

Adjusts the amount of detail in the paint strokes for the **Fresco** effect. To increase the amount of detail, move the slider to the right and then click **Apply**.

Brush detail box

Specifies the amount of detail in the paint strokes for the **Fresco** effect. The default value is 8. Higher values create greater brush stroke detail. To change the value, enter a number between 0 and 10, and then click **Apply**.

Texture slider

Adjusts the amount of roughness in the texture of the **Fresco** effect. To increase the roughness, move the slider to the right and then click **Apply**.

Texture box

Specifies the amount of roughness in the texture of the **Fresco** effect. The default value is 1. Higher values create rougher textures. To change the value, enter a number between 1 and 3, and then click **Apply**.

Image balance slider

Adjusts the proportion of current color to composition space color for the **Torn Edges** effect. To use more of the current color, move the slider to the right; to use more of the composition space color, move the slider to the left. Then click **Apply**.

Image balance box

Specifies the proportion of current color to composition space color for the **Torn Edges** effect. The default value is 25. Values above 25 use more of the current color; values below 25 use more of the composition space color. To change the value, enter a number between 0 and 50, and then click **Apply**.

Smoothness slider

Adjusts the overall smoothness of the **Torn Edges** effect. To make the effect appear smoother and less detailed, move the slider to the right and then click **Apply**.

Smoothness box

Specifies the overall smoothness of the **Torn Edges** effect. The default value is 11. Higher values create smoother effects. To change the value, enter a number between 1 and 15, and then click **Apply**.

Contrast slider

Adjusts the amount of contrast between light and dark tones for the **Torn Edges** effect. To increase the contrast, move the slider to the right and then click **Apply**.

Contrast box

Specifies the contrast value between light and dark tones for the **Torn Edges** effect. The default value is 17. Higher values create brighter tones. To change the value, enter a number between 1 and 25, and then click **Apply**.

Distortion slider

Adjusts the degree of distortion applied to the selected sprite with the **Glass** effect. To increase the amount of distortion, move the slider to the right and then click **Apply**.

Distortion box

Specifies the degree of distortion applied to the selected sprite with the **Glass** effect. The default value is 5. Higher values create greater levels of distortion. To change the value, enter a number between 0 and 20, and then click **Apply**.

Smoothness slider

Adjusts the overall smoothness of the selected glass surface of the **Glass** effect. To make the effect appear smoother and less detailed, move the slider to the right and then click **Apply**.

Smoothness box

Specifies the overall smoothness of the **Glass** effect. The default value is 3. Higher values create smoother, less detailed effects. To change the value, enter a number between 1 and 15, and then click **Apply**.

Surface Controls

Displays the **Glass Surface Controls** dialog box, where you can specify the type of glass to use for this effect and set its related options.

Edge width slider

Adjusts the width of the edges in the selected sprite when the **Glowing Accents** effect is applied. To increase the edge width, move the slider to the right and then click **Apply**.

Edge width box

Specifies the width of the edges in the selected sprite when the **Glowing Accents** effect is applied. The default value is 2. Higher values create broader edges. To change the value, enter a number between 1 and 14, and then click **Apply**.

Edge brightness slider

Adjusts the brightness of the edges of the selected sprite when the **Glowing Accents** effect is applied. Move the slider to adjust the edge brightness, and then click **Apply**.

Edge brightness box

Specifies the brightness of the edges in the selected sprite when the **Glowing Accents** effect is applied. The default value is 6. Higher values create brighter edges. To change the value, enter a number between 0 and 20, and then click **Apply**.

Smoothness slider

Adjusts the overall smoothness of the **Glowing Accents** effect. To make the effect appear smoother and less detailed, move the slider to the right and then click **Apply**.

Smoothness box

Specifies the overall smoothness of the **Glowing Accents** effect. The default value is 5. Higher values create smoother, more rounded contours. To change the value, enter a number between 1 and 15, and then click **Apply**.

Graininess slider

Adjusts the graininess for the **Grain** effect. To increase the graininess, move the slider to the right and then click **Apply**.

Graininess box

Specifies the degree of graininess for the **Grain** effect. The default value is 40. Higher values increase the graininess; lower values retain more of the sprite's original appearance. To change the value, enter a number between 0 and 100, and then click **Apply**.

Grain type

Displays a list of grain types for the **Grain** effect. To change the grain type, select a different item from the list and then click **Apply**.

Contrast slider

Adjusts the amount of contrast for the **Grain** effect. To increase the contrast, move the slider to the right and then click **Apply**.

Contrast box

Specifies the contrast value for the **Grain** effect. The default value is 50. Higher values create brighter highlights and dark tones. To change the value, enter a number between 0 and 100, and then click **Apply**.

Size slider

Adjusts the size of the screen for the **Halftone Screen** effect. To increase the screen size, move the slider to the right and then click **Apply**.

Size box

Specifies the size of the screen for the **Halftone Screen** effect. The default value is 1. Higher values create larger halftone dots, circles, or lines. To change the value, enter a number between 1 and 12, and then click **Apply**.

Screen type

Displays a list of screen types for the **Halftone Screen** effect. To change the screen type, click **Circle**, **Dot**, or **Line**, and then click **Apply**.

Contrast slider

Adjusts the contrast between light and dark halftones for the **Halftone Screen** effect. To increase the contrast, move the slider to the right and then click **Apply**.

Contrast box

Specifies the contrast between light and dark halftones for the **Halftone Screen** effect. The default value is 5. Higher contrast values create brighter highlights and darker dark tones. To change the value, enter a number between 0 and 50, and then click **Apply**.

Stroke width slider

Adjusts the width of each brush stroke for the **Sumi-e** (pronounced sue-me-ay) effect. To increase the width of the brush stroke, move the slider to the right and then click **Apply**.

Stroke width box

Specifies the width of each brush stroke for the **Sumi-e** (pronounced sue-me-ay) effect. The default value is 10. Higher values create broader brush strokes. To change the value, enter a number between 3 and 15, and then click **Apply**.

Stroke pressure slider

Adjusts the pressure of the brush strokes for the **Sumi-e** (pronounced sue-me-ay) effect. To make the brush strokes appear coarser, move the slider to the right and then click **Apply**.

Stroke pressure box

Specifies the pressure of the brush strokes for the **Sumi-e** (pronounced sue-me-ay) effect. The default value is 2. Higher values create strokes that appear to have been applied with greater pressure. To change the value, enter a number between 0 and 15, and then click **Apply**.

Contrast slider

Adjusts the contrast of the **Sumi-e** (pronounced sue-me-ay) effect. To increase the contrast, move the slider to the right and then click **Apply**.

Contrast box

Specifies the contrast of the **Sumi-e** (pronounced sue-me-ay) effect. The default value is 16. Higher values create greater contrast. To change the value, enter a number between 0 and 40, and then click **Apply**.

Radius factor %

On the **Effects** palette, specifies the size of the radius of the truncated cone created by the **Mesa** effect. The default value is 70. With **Warp Direction** set to **Out**, higher values cause the edges of the selected sprite to become more circular and the center to bulge out. With **Warp Direction** set to **In**, higher values cause the center of the selected sprite to shrink and the edges to elongate. To change the value, enter a number from 0 to 100, and then click **Apply**.

On the **Paint** palette, the **Mesa** effect is applied only to the area that is painted, not to the entire sprite.

Square size slider

Adjusts the size of each square tile for the **Mosaic** effect. To increase the size of each square, move the slider to the right and then click **Apply**.

Square size box

Specifies the size of each square tile for the **Mosaic** effect. Higher values create larger tiles. The default value is 4 pixels. To change the value, enter a number between 0 and 10, and then click **Apply**.

Relief slider

Adjusts the degree of relief (contrast due to the projection of the mosaic tiles) for the **Mosaic** effect To increase the degree of relief, move the slider to the right and then click **Apply**.

Relief box

Specifies the degree of relief (contrast due to the projection of the mosaic tiles) for the **Mosaic** effect. The default value is 8. Higher values create more contrast between the surface elements of the sprite and increase its three-dimensional appearance. To change the value, enter a number between 0 and 25, and then click **Apply**.

Glow size slider

Adjusts the type and degree of glow applied with **Neon Glow** effect. To add glow to the outside of dark objects and the inside of light objects, move the slider to the right. To add glow to the inside of dark objects and the outside of light objects, move the slider to the left. Then click **Apply**.

Glow size box

Specifies the type and degree of glow applied with **Neon Glow** effect. Positive values add glow to the outside of dark objects and the inside of light objects, while negative values add glow to the inside of dark objects and the outside of light objects. The greater the setting (positive or negative), the larger the glow effect. The default value is 5. To change the value, enter a number between -24 and 24, and then click **Apply**.

Glow brightness slider

Adjusts the intensity of the glow that is applied with the **Neon Glow** effect. To increase the intensity of the glow, move the slider to the right and then click **Apply**.

Glow brightness box

Specifies the value of the brightness or intensity of the glow applied with the **Neon Glow** effect. The default value is 15. Higher values increase the appearance that the selected sprite is radiating light and heat. To change the value, enter a number between 0 and 50, and then click **Apply**.

Glow color

Displays the color of the glow applied with the **Neon Glow** effect. To change the color, click the button to open the **Color Picker** dialog box.

Brush size slider

Adjusts the size of the brush used to apply the **Paint Daubs** effect. To increase the brush size, move the slider to the right and then click **Apply**.

Brush size box

Specifies the size of the brush used to apply the **Paint Daubs** effect. The default value is 8. Higher values create larger brush strokes. To change the value, enter a number between 1 and 50, and then click **Apply**.

Brush type

Displays the types of brush used for the **Paint Daubs** effect. To change the brush type, select a different item from this list and then click **Apply**.

Sharpness slider

Adjusts the sharpness and detail for the **Paint Daubs** effect. To make the effect appear sharper and more detailed, move the slider to the right and then click **Apply**.

Sharpness box

Specifies the sharpness of the **Paint Daubs** effect. The default value is 7. Higher values create sharper, more detailed effects; lower values create a soft effect. To change the value, enter a number between 0 and 40, and then click **Apply**.

Stroke size slider

Adjusts the width of each stroke applied with the **Palette Knife** effect. To increase the stroke width, move the slider to the right and then click **Apply**.

Stroke size box

Specifies the width of each stroke applied with the **Palette Knife** effect. The default value is 25. Higher values create broader strokes. To change the value, enter a number between 1 and 50, and then click **Apply**.

Stroke detail slider

Adjusts the degree of detail for the **Palette Knife** effect. To increase the amount of detail, move the slider to the right and then click **Apply**.

Stroke detail box

Specifies the degree of detail for the **Palette Knife** effect. The default value is 3. Higher values create sharper, more detailed strokes. To change the value, enter a number between 1 and 3, and then click **Apply**.

Softness slider

Adjusts the softness of the strokes applied with the **Palette Knife** effect. To soften the edges of each stroke, move the slider to the right and then click **Apply**.

Softness box

Specifies the softness of the strokes applied with the **Palette Knife** effect. The default value is 0. Higher values create the appearance of softer, less detailed palette knife strokes. To change the value, enter a number between 0 and 10, and then click **Apply**.

Image balance slider

Adjusts the proportion of low areas to high areas in the selected sprite when the three-dimensional **Plaster** effect is applied. To add more low areas, move the slider to the right; to add more high areas, move the slider to the left. Then click **Apply**.

Image balance box

Specifies the proportion of low areas to high areas in the selected sprite when the three-dimensional **Plaster** effect is applied. The default value is 20. Higher values increase the proportion of low areas to high areas; lower values increase the proportion of high areas to low areas. To change the value, enter a number between 0 and 50, and then click **Apply**.

Light position

Displays the position of the light source that determines where highlights and shadows appear on the selected sprite when the the **Plaster** effect is applied. To change the position, click a different item in the list, and then click **Apply**.

Smoothness slider

Adjusts the overall smoothness of the **Plaster** effect. To make the effect appear smoother and less detailed, move the slider to the right and then click **Apply**.

Smoothness box

Specifies the smoothness of the **Plaster** effect. The default value is 2. Higher values create a smoother, less detailed effect; lower values create a more textured, detailed effect. To change the value, enter a number between 1 and 15, and then click **Apply**.

Highlight strength slider

Adjusts the intensity of reflected light on the selected sprite when the **Plastic Wrap** effect is applied. To increase the intensity of reflected highlights, move the slider to the right and then click **Apply**.

Highlight strength box

Specifies the intensity of reflected light on the selected sprite when the **Plastic Wrap** effect is applied. The default value is 15. Higher values create brighter highlights. To change the value, enter a number between 0 and 20, and then click **Apply**.

Detail slider

Adjusts the amount of detail in the surface modulations of the **Plastic Wrap** effect. To increase the amount of detail, move the slider to the right and then click **Apply**.

Detail box

Specifies the degree of detail of surface modulations applied with the **Plastic Wrap** effect. The default value is 9. Higher values create sharper, more detailed effects; lower values create a softer effect. To change the value, enter a number between 1 and 15, and then click **Apply**.

Smoothness slider

Adjusts the overall smoothness of the **Plastic Wrap** effect. To make the effect appear smoother and less detailed, move the slider to the right and then click **Apply**.

Smoothness box

Specifies the surface smoothness of the **Plastic Wrap** effect. The default value is 7. Higher values create a smoother, less detailed effect; lower values create a more textured, detailed effect. To change the value, enter a number between 1 and 15, and then click **Apply**.

Edge thickness slider

Adjusts the thickness of the edges for the **Poster** effect, which reduces the number of color shades in the sprite and adds dark lines along the edges. To increase the edge thickness, move the slider to the right and then click **Apply**.

Edge thickness box

Specifies the thickness of the edges for the **Poster** effect, which reduces the number of color shades in the sprite and adds dark lines along the edges. The default value is 2. Higher values create thicker edges. To change the value, enter a number between 0 and 10, and then click **Apply**.

Edge intensity slider

Adjusts the intensity of the dark lines added to the edges of the selected sprite with the **Poster** effect. To increase the intensity of the edges, move the slider to the right and then click **Apply**.

Edge intensity box

Specifies the intensity of the dark lines added to the edges of the selected sprite with the **Poster** effect. The default value is 1. Higher values intensify the dark lines. To change the value, enter a number between 0 and 10, and then click **Apply**.

Posterization slider

Adjusts the number of colors or halftones applied to the selected sprite with the **Poster** effect. To increase the colors and halftones, move the slider to the right and then click **Apply**.

Posterization box

Specifies the number of colors or halftones applied to the selected sprite with the **Poster** effect. The default value is 2. Higher values apply more color and halftones to the selected sprite. To change the value, enter a number between 0 and 6, and then click **Apply**.

Angle

On the **Effects** palette, specifies the angle at which the **Radial Sweep** or **Vortex** effect is applied to the selected sprite. The default value is 0 degrees for the **Radial Sweep** effect and 45 degrees for the **Vortex** effect. To change the value, enter a number from -180 to 180, and then click **Apply**.

On the **Paint** palette, the **Vortex** effect is applied only to the area being painted, not to the entire sprite.

Linear knee %

Specifies the linear knee percentage for the **Rectangular** effect, which makes the selected sprite appear as if it is bent at a specific point, called the *knee*. The default value is 70 percent. Higher values push the center of the selected sprite in the direction specified by the **Axis** option: to the right for **X Only**, down for **Y Only**, and down and to the right for **Both X and Y**.

For example, a value of 90 percent increases the effect closer to the right edge of the sprite than does a value of 60 percent; a value of 90 percent for **Y Only** increases the effect closer to the bottom of the sprite than does a value of 60 percent. To change the value, enter a number from 0 to 100, and then click **Apply**.

Function

Displays a list of the mathematical functions used by the **Rectangular** effect to rearrange the pixels on each of the horizontal and vertical scanlines. The default value is **Linear Knee**. To change the value, click a different item in the list, and then click **Apply**.

X only

When selected, specifies that the **Rectangular** effect is applied only to the x-axis (horizontal axis) of the selected sprite.

Y only

When selected, specifies that the **Rectangular** effect is applied only to the y-axis (vertical axis) of the selected sprite.

Both X and Y

When selected, specifies that the **Rectangular** effect is applied equally to both the x-axis (horizontal axis) and y-axis (vertical axis) of the selected sprite.

Symmetrical

When selected, specifies that the **Rectangular** effect is applied symmetrically to opposite edges of the selected sprite rather than to a single edge.

Ripple size slider

Adjusts the size of the ripples when the **Ripple** effect is applied to the selected sprite. To increase the size of the ripples, move the slider to the right and then click **Apply**.

Ripple size box

Specifies the size of the ripples when the **Ripple** effect is applied to the selected sprite. The default value is 9. Higher values create the appearance of larger ripples. To change the value, enter a number between 1 and 15, and then click **Apply**.

Ripple magnitude slider

Adjusts the degree of distortion to the selected sprite when the **Ripple** effect is applied. To increase the degree of distortion, move the slider to the right and then click **Apply**.

Ripple magnitude box

Specifies the degree of distortion to the selected sprite when the **Ripple** effect is applied. The default value is 9. Higher values create more ripples, which further distorts the appearance of the sprite. To change the value, enter a number between 0 and 20, and then click **Apply**.

Stroke length slider

Adjusts the length of each stroke for the **Rough Pastels** effect. To create longer strokes, move the slider to the right and then click **Apply**.

Stroke length box

Specifies the length of each stroke for the **Rough Pastels** effect. The default value is 6. Higher values create longer pastel strokes. To change the value, enter a number between 0 and 40, and then click **Apply**.

Stroke detail slider

Adjusts the degree of detail in the strokes for the **Rough Pastels** effect. To increase the detail in each stroke, move the slider to the right and then click **Apply**.

Stroke detail box

Specifies the degree of detail in the strokes for the **Rough Pastels** effect. The default value is 4. Higher values create more detailed strokes. To change the value, enter a number between 1 and 20, and then click **Apply**.

Density slider

Adjusts the density of the stippling for the **Sandpaper** effect. To increase the density of the stippling, move the slider to the right and then click **Apply**.

Density box

Specifies the density of the stippling for the **Sandpaper** effect. The default value is 12. Higher values create denser stippling on the selected sprite. To change the value, enter a number between 0 and 50, and then click **Apply**.

Black level slider

Adjusts the amount of dark areas in the selected sprite that are covered with the appearance of dense clumps of emulsion when the **Sandpaper** effect is applied. To increase the amount of dark areas, move the slider to the right and then click **Apply**.

Black level box

Specifies the amount of dark areas in the selected sprite that are covered with the appearance of dense clumps of emulsion when the **Sandpaper** effect is applied. The default value is 40. Higher values increase the size of the dark areas. To change the value, enter a number between 0 and 50, and then click **Apply**.

White level slider

Adjusts the amount of light areas in the selected sprite that are covered with stippling when the **Sandpaper** effect is applied. To increase the amount of light areas, move the slider to the right and then click **Apply**.

White level box

Specifies amount of light areas in the selected sprite that are covered with stippling when the **Sandpaper** effect is applied. The default value is 5. Higher values create more light areas with the appearance of stippling. To change the value, enter a number between 0 and 50, and then click **Apply**.

Stroke length slider

Adjusts the stroke length of the **Smudge Stick** effect. To increase the stroke length, move the slider to the right and then click **Apply**.

Stroke length box

Specifies the stroke length of the **Smudge Stick** effect. The default value is 2. Higher values create longer strokes. To change the value, enter a number between 0 and 10, and then click **Apply**.

Highlight area slider

Adjusts the area of the selected sprite that is highlighted when the **Smudge Stick** effect is applied. To increase the highlighted area, move the slider to the right and then click **Apply**.

Highlight area box

Specifies the area of the selected sprite that is highlighted when the **Smudge Stick** effect is applied. The default value is 0. Higher values add more highlights to the sprite. To change the value, enter a number between 0 and 20, and then click **Apply**.

Highlight intensity slider

Adjusts the brightness of the highlights added by the **Smudge Stick** effect. To increase the brightness, move the slider to the right and then click **Apply**.

Highlight intensity box

Specifies the brightness of the highlights added by the **Smudge Stick** effect. The default value is 10. Higher values create brighter highlights. To change the value, enter a number between 0 and 10, and then click **Apply**.

Spray radius slider

Adjusts the radius of the paint spatters for the **Spatter** effect. To increase the spatter size, move the slider to the right and then click **Apply**.

Spray radius box

Specifies the radius of the paint spatters for the **Spatter** effect. The default value is 10. Higher values create larger paint spatters. To change the value, enter a number between 0 and 25, and then click **Apply**.

Smoothness slider

Adjusts the overall smoothness of the **Spatter** effect. To make the effect appear smoother and less detailed, move the slider to the right and then click **Apply**.

Smoothness box

Specifies the overall smoothness of the **Spatter** effect. The default value is 5. Higher values create smoother effects. To change the value, enter a number between 1 and 15, and then click **Apply**.

Value

On the **Effects** palette, specifies the percentage of the sprite that is sampled for the **Spoke Inversion** effect. The default value is 100, which samples the entire image. A value of 25 samples the top-left quarter of the sprite; a value of 50 samples the top half of the sprite. To change the value, enter a number from 1 to 100, and then click **Apply**.

On the **Paint** palette, the **Spoke Inversion** effect is applied only to the area being painted, not to the entire sprite.

Brush size slider

Adjusts the size of the brush, or sponge, used to apply the **Sponge** effect. To increase the brush size, move the slider to the right and then click **Apply**.

Brush size box

Specifies the size of the brush, or sponge, used to apply the **Sponge** effect. The default value is 2. Higher values create larger, less detailed strokes. To change the value, enter a number between 0 and 10, and then click **Apply**.

Definition slider

Adjusts the amount of detail retained in the selected sprite when the **Sponge** effect is applied. To increase the definition, move the slider to the right and then click **Apply**.

Definition box

Specifies the degree of detail retained in the selected sprite when the **Sponge** effect is applied. The default value is 12. Higher values retain more of the details. To change the value, enter a number between 0 and 25, and then click **Apply**.

Smoothness slider

Adjusts the overall smoothness of the **Sponge** effect. To make the effect appear smoother and less detailed, move the slider to the right and then click **Apply**.

Smoothness box

Specifies the overall smoothness of the **Sponge** effect. The default value is 5. Higher values create smoother effects. To change the value, enter a number between 1 and 15, and then click **Apply**.

Stroke length slider

Adjusts the stroke length of the **Sprayed Strokes** effect. To create longer strokes, move the slider to the right and then click **Apply**.

Stroke length box

Specifies the stroke length of the **Sprayed Strokes** effect. The default value is 12. Higher values create longer strokes. To change the value, enter a number between 0 and 20, and then click **Apply**.

Stroke direction

Displays the direction of the strokes applied with the **Sprayed Strokes** effect. To change the direction, click a different item in the list, and then click **Apply**.

Spray radius slider

Adjusts the radius of the paint strokes for the **Sprayed Strokes** effect. To create more disjointed strokes, move the slider to the right and then click **Apply**.

Spray radius box

Specifies the radius of the paint strokes for the **Sprayed Strokes** effect. The default value is 7. Higher values create longer, more disjointed strokes. To change the value, enter a number between 0 and 25, and then click **Apply**.

Color chip

Displays one of the four colors of the selected **Gradient** effect. To change the color, click the color chip to open the **Color Picker** dialog box, or right-click to open the **Quick Color Picker**. You can also drag the color from one color chip to another.

Gradient

Displays the color gradient that blends the four colors displayed in the color chips at each corner of this box.

Gradient name

Displays a list of color gradients that are provided with Microsoft Image Composer, as well as the color gradients that you created and saved. To change the selected gradient, click a different item in the list, and then click **Apply**.

Save

Stores a custom gradient in the **Gradient Name** list. To save a custom gradient, select or type the name you want to save it as in the **Gradient Name** list, and then click this button.

Delete

Deletes a gradient from the **Gradient Name** list. To delete a gradient, select it from the **Gradient Name** list, and then click this button.

Note Deleting a gradient cannot be undone without reinstalling Microsoft Image Composer.

Cell size slider

Adjusts the size of each piece, or cell, in the **Stained Glass** effect. To increase the size of each cell, move the slider to the right and then click **Apply**.

Cell size box

Specifies the size of each piece, or cell, in the **Stained Glass** effect. The default value is 10. Higher values create larger cells. To change the value, enter a number between 1 and 50, and then click **Apply**.

Border thickness slider

Adjusts the thickness of the border around each cell in the **Stained Glass** effect. To increase the thickness of the border, move the slider to the right and then click **Apply**.

Border thickness box

Specifies the thickness of the border around each cell in the **Stained Glass** effect. The default value is 4. Higher values create thicker borders between cells. To change the value, enter a number between 1 and 20, and then click **Apply**.

Light intensity slider

Adjusts the intensity of the back light that shines through the glass in the **Stained Glass** effect. To increase the intensity, move the slider to the right and then click **Apply**.

Light intensity box

Specifies the intensity of the back light that shines through the glass in the **Stained Glass** effect. The default value is 3. Higher values increase the brightness of the light. To change the value, enter a number between 0 and 10, and then click **Apply**.

Light/Dark balance slider

Adjusts the proportion of current color to composition space color for the **Stamp** effect. To use more of the current color in the stamp, move the slider to the right; to use more of the composition space color in the background, move the slider to the left. Then click **Apply**.

Light/Dark balance box

Specifies the proportion of current color to composition space color for the **Stamp** effect. The default value is 25. Values above 25 fill more of the selected sprite with a stamp in the current color; values below 25 show more of the background in the composition space color. To change the value, enter a number between 0 and 50, and then click **Apply**.

Smoothness slider

Adjusts the overall smoothness of the **Stamp** effect. To make the effect appear smoother with less defined contours, move the slider to the right and then click **Apply**.

Smoothness box

Specifies the overall smoothness of the **Stamp** effect. The default value is 5. Higher values create smoother, rounder contours. To change the value, enter a number between 1 and 50, and then click **Apply**.

Detail slider

Adjusts the amount of detail and halftone definition for the **Stone Print** effect. To increase the detail and halftones, move the slider to the right and then click **Apply**.

Detail box

Specifies the amount of detail and halftone definition for the **Stone Print** effect. The default value is 7. Higher values create more detail and a broader range of halftones. To change the value, enter a number between 1 and 25, and then click **Apply**.

Darkness slider

Adjusts the proportion of dark halftones to light halftones for the **Stone Print** effect. To create darker, denser-looking halftones, move the slider to the right and then click **Apply**.

Darkness box

Specifies the proportion of dark halftones to light halftones for the **Stone Print** effect. The default value is 8. Higher values create darker, denser-looking halftones. To change the value, enter a number between 1 and 50, and then click **Apply**.

Spacing

Specifies the number of pixels between stripes for the **Stripes** effect. The default value is 10. Higher values increase the space between color stripes. To change the value, enter a number between 1 and 120, and then click **Apply**.

Crack spacing slider

Adjusts the spacing between the cracks that appear in the selected sprite when the **Cracked Varnish** effect is applied. To increase the size of the spaces between the cracks, move the slider to the right and then click **Apply**.

Crack spacing box

Specifies the amount of space between the cracks that appear in the selected sprite when the **Cracked Varnish** effect is applied. The default value is 15. Higher values create a smoother finish with fewer cracks; lower values create the appearance of air bubbles in the varnish. To change the value, enter a number between 2 and 100, and then click **Apply**.

Crack depth slider

Adjusts the depth of the cracks that appear in the selected sprite when the **Cracked Varnish** effect is applied. To increase the three-dimensional appearance of the cracks, move the slider to the right and then click **Apply**.

Crack depth box

Specifies the depth of the cracks that appear in the selected sprite when the **Cracked Varnish** effect is applied. The default value is 6. Higher values increase the three-dimensional appearance of this effect. To change the value, enter a number between 0 and 10, and then click **Apply**.

Crack brightness slider

Adjusts the brightness of the cracks that appear in the selected sprite when the **Cracked Varnish** effect is applied. To darken the cracks, move the slider to the left and then click **Apply**.

Crack brightness box

Specifies the brightness of the cracks that appear in the selected sprite when the **Cracked Varnish** effect is applied. The default value is 9. Lower values darken the cracks. To change the value, enter a number between 0 and 10, and then click **Apply**.

Stroke length slider

Adjusts the length of the pen stroke for the **Technical Pen** effect. To create longer strokes, move the slider to the right and then click **Apply**.

Stroke length box

Specifies the length of the pen stroke of the **Technical Pen** effect. The default value is 15. Lower values create shorter strokes. To change the value, enter a number between 1 and 15, and then click **Apply**.

Stroke direction

Displays the direction of the pen strokes for the **Technical Pen** effect. To change the direction, select a different item from the list and then click **Apply**.

Light/Dark balance slider

Adjusts the percentage of dark areas in the sprite when the **Technical Pen** effect is applied. Move the slider to the left to lighten the effect or to the right to darken the effect, and then click **Apply**.

Light/Dark balance box

Specifies the percentage of dark areas in the sprite when the **Technical Pen** effect is applied. The default value is 50. Values above 50 darken the effect; values below 50 lighten the effect. To change the value, enter a number between 0 and 100, and then click **Apply**.

Brush size slider

Adjusts the size of the brush used to apply the **Underpainting** effect. To increase the brush size, move the slider to the right and then click **Apply**.

Brush size box

Specifies the size of the brush used to apply the **Underpainting** effect. The default value is 6. Higher values create larger, less detailed brush strokes. To change the value, enter a number between 0 and 40, and then click **Apply**.

Texture coverage slider

Adjusts the area of the selected sprite that is covered with texture when the **Underpainting** effect is applied. To increase the amount of coverage, move the slider to the right and then click **Apply**.

Texture coverage box

Specifies the area of the selected sprite that is covered with texture when the **Underpainting** effect is applied. The default setting is 16. Higher values create a more richly textured surface. To change the value, enter a number between 0 and 40, and then click **Apply**.

Brush detail slider

Adjusts the amount of detail in the paint strokes for the **Watercolor** effect. To increase the amount of detail, move the slider to the right and then click **Apply**.

Brush detail box

Specifies the amount of detail in the paint strokes for the **Watercolor** effect. The default value is 9. Higher values create greater brush stroke detail. To change the value, enter a number between 1 and 14, and then click **Apply**.

Shadow intensity slider

Adjusts the brightness of the shadows created in the selected sprite when the **Watercolor** effect is applied. To increase the brightness, move the slider to the right and then click **Apply**.

Shadow intensity box

Specifies the brightness of the shadows created in the selected sprite when the **Watercolor** effect is applied. The default value is 1. Higher values create brighter shadows. To change the value, enter a number between 0 and 10, and then click **Apply**.

Texture slider

Adjusts the smoothness of the texture in the selected sprite when the **Watercolor** effect is applied. To create a rougher texture, move the slider to the right and then click **Apply**.

Texture box

Specifies the amount of smoothness of the texture in the selected sprite when the **Watercolor** effect is applied. The default value is 1. Higher values create rougher textures. To change the value, enter a number between 1 and 3, and then click **Apply**.

Frequency %

Specifies the number of waves created in the selected sprite when the **Wave** effect is applied. The default value is 100 percent, which equals one wave. Higher values increase the number of waves applied to the selected sprite, so that a value of 200 percent applies two waves, a value of 300 percent applies 3 waves, and so on. Lower values decrease the number of waves applied, so that a value of 50 percent applies a half-wave to the selected sprite. To change the value, enter a number between 1 and 1000, and then click **Apply**.

Amplitude %

Specifies the amplitude, or height, of the wave created in the selected sprite when the **Wave** effect is applied. The default value is 25 percent. Higher values raise the height of the wave so that the top and bottom of the wave might be cut off by the bounding box of the selected sprite. If this occurs, use the **Arrange** tool palette to increase the size of the bounding box. To change the value, enter a number between 1 and 50, and then click **Apply**.

Symmetrical

When selected, specifies that the **Wave** effect is applied from the center of the sprite.

X only

When selected, specifies that the **Wave** effect is applied only to the x-axis (horizontal axis), of the selected sprite. The resulting effect looks like an S-shape.

Y only

When selected, specifies that the **Wave** effect is applied only to the y-axis (vertical axis) of the selected sprite.

Both X and Y

When selected, specifies that the **Wave** effect is applied equally to both the x-axis (horizontal axis) and y-axis (vertical axis). The resulting effect looks as if two waves, one vertical and one horizontal, have been applied to the sprite.

Fiber length slider

Adjusts the length of the paper fibers for the **Wet Paper** effect. To create the appearance of longer fibers, move the slider to the right and then click **Apply**.

Fiber length box

Specifies the length of the paper fibers for the **Wet Paper** effect. The default value is 15. Higher values create the appearance of longer fibers. To change the value, enter a number between 3 and 50, and then click **Apply**.

Brightness slider

Adjusts the brightness of the **Wet Paper** effect. To create a brighter result, move the slider to the right and then click **Apply**.

Brightness box

Specifies the brightness of the **Wet Paper** effect. The default value is 60. Higher values create brighter results. To change the value, enter a number between 0 and 100, and then click **Apply**.

Contrast slider

Adjusts the contrast of the **Wet Paper** effect. To create greater contrast, move the slider to the right and then click **Apply**.

Contrast box

Specifies the contrast of the **Wet Paper** effect. The default value is 80. Higher values create greater contrast. To change the value, enter a number between 0 and 100, and then click **Apply**.

Type

Displays the texture that will be applied to the selected effect: **Brick**, **Burlap**, **Canvas**, **Sandstone**, and **TIFF File**. To use a different texture, select a different item from the list and click **OK**.

Light position

Displays the position of the light source which determines where highlights and shadows appear on the selected sprite when the current effect is applied. To change the position, click a different item in the list, and then click **OK**.

Scaling % slider

Adjusts the scale, or size, of the texture in the **Type** list. To increase the size of the texture, move the slider to the right and click **OK**.

Scaling % box

Specifies the percentage of scaling of the texture in the **Type** list. The default value is 100. Higher scaling values create a looser pattern in the texture. To change the value, enter a number between 50 and 200, and then click **OK**.

Relief slider

Adjusts the degree of relief (contrast due to texture) applied to the selected sprite when the current effect is applied. To increase the degree of relief, move the slider to the right and click **OK**.

Relief box

Specifies the degree of relief (contrast due to texture) applied to the selected sprite when the current effect is applied. To change the value, enter a number between 0 and 50, and then click **OK**.

Invert texture

When selected, the appearance of the texture selected from the **Type** list is turned inside out or upside down. For example, when the **Brick** texture is inverted, the bricks appear recessed instead of in relief.

Type

Displays the pattern in the glass surface that will be applied to the selected effect: **Blocks**, **Canvas**, **Frosted**, **Tiny Lens**, or **TIFF File**. To use a different surface pattern, click a different item in the list, and then click **OK**.

Scaling % slider

Adjusts the scale, or size, of the surface pattern in the **Type** list. To increase the size of the texture, move the slider to the right and click **OK**.

Scaling % box

Specifies the percentage of scaling of the surface pattern in the **Type** list. The default value is 100. Higher scaling values create a looser pattern in the glass. To change the value, enter a number between 50 and 200, and then click **OK**.

Invert surface

When selected, the appearance of the surface pattern selected from the **Type** list is turned inside out or upside down. For example, when the **Brick** texture is inverted, the bricks appear recessed instead of in relief.

Texture Controls

Displays the **Texture Controls** dialog box, where you can specify the type of texture to use for this effect and set its related options.

OK

Accepts any changes you have made and closes this dialog box.

Cancel

Ignores any changes you have made and closes this dialog box.

Pattern preview

Displays an example of the current pattern.

Paste

Inserts the contents of the Clipboard in the upper-left corner of the active composition.

Paste Special

Pastes the contents of the Clipboard into the upper-left corner of the active composition in the format you specify.

Cut

Removes the selected sprite or sprites and places them on the Clipboard.

Copy

Copies the selected sprite or sprites onto the Clipboard.

Duplicate

Creates a copy of the current sprite or sprites and places them in front of the original sprite or sprites at a slight offset.

Delete

Removes the selected sprite or sprites from the composition.

Undo

Cancels the last command or effect. The command changes to **Can't Undo** if you can't undo the previous command or effect.

Select All

Selects all the sprites in the composition.

Clear Selection

Removes the selected status of all sprites in a composition so that there is no selected sprite.

Current Color Fill

Fills the selection with the current color shown in the **Color Swatch**.

Copy Channel Red

Copies the red channel of the selected sprite to the Clipboard.

Copy Channel Green

Copies the green channel of the selected sprite to the Clipboard.

Copy Channel Blue

Copies the blue channel of the selected sprite to the Clipboard.

Copy Channel Alpha

Copies the alpha channel of the selected sprite to the Clipboard.

Paste Channel Red

Pastes the channel of the sprite that is on the Clipboard into the red channel of the currently selected sprite.

Paste Channel Green

Pastes the channel of the sprite that is on the Clipboard into the green channel of the currently selected sprite.

Paste Channel Blue

Pastes the channel of the sprite that is on the Clipboard into the blue channel of the currently selected sprite.

Paste Channel Alpha

Pastes the channel of the sprite that is on the Clipboard into the alpha channel of the currently selected sprite.

Broadcast Channel Red

Replaces all color channels of the current sprite with the red channel of that sprite.

Broadcast Channel Green

Replaces all color channels of the current sprite with the green channel of that sprite.

Broadcast Channel Blue

Replaces all color channels of the current sprite with the blue channel of that sprite.

Broadcast Channel Alpha

Replaces all color channels of the current sprite with the alpha channel of that sprite.

Properties

Displays the **Sprite Properties** dialog box for the selected sprite or sprites. For single sprites, displays information about the selected sprite. For multiple selections, displays information about the temporary selection set. If no sprites are selected, displays the **Composition Properties** dialog box, which contains information about the composition.

Button

Displays the **Button Editor** dialog box, which lets you change the attributes of a button created with the **Button** wizard, including its style, font, fill, shape, and size. This command is only available if a button is selected.

Object Smoothing

Switches smoothing on or off for text sprites, OLE objects, and pasted metafiles, but not for bitmap OLE objects. This command is only available if an object is selected.

Dock Tool Palette

Returns the tool palette to its default position on the lower-left part of the Microsoft Image Composer workspace.

New

Creates a new composition in the Microsoft Image Composer window. If a composition is currently open, displays a prompt asking if you want to save it. The composition space defaults are applied to the new composition.

Open

Opens an existing file. The file can be a Microsoft Image Composer composition (.mic) file or any other supported file format. If a composition is currently open, displays a prompt asking if you want to save it.

Close

Closes the active composition and displays a prompt asking if you want to save it.

Save

Saves the active composition with its current file name, location, and file format.

Save As

Saves the active composition with the file name, location, and file format you specify.

Save Selection As

Saves the active selection with the file name, location, and file format you specify.

Save Copy As

Saves a copy of the active composition with the file name, location, and file format you specify.

Save for the Web

Opens the **Save for the Web** wizard, which helps you set options related to saving a composition for a Web page.

Composition Properties

Displays the **Composition Properties** dialog box, which shows size and color information for the active composition. To view properties for a specific sprite, double click its name in the **Sprite list**.

Composition Setup

Displays the **Composition Setup** dialog box, where you can change the size and color of the composition space for the active composition only or for all new compositions.

Select Scan Source

Selects the default TWAIN source for the scanner you have selected.

Acquire Scan

Acquires an image from the selected TWAIN source.

Print Setup

Displays the **Print Setup** dialog box, where you can select a printer and change its settings and properties.

Print

Displays the **Print** dialog box, where you can change the printer settings for the active composition, and then print the composition or the current view.

Send

Sends a composition in an e-mail message. Saves the composition in a temporary file using the options you set when the composition was last saved, including file format and other settings.

Most Recently Used File

Lists the compositions that were most recently saved in reverse chronological order. The last composition saved appears first in the list.

Exit

Prompts you to save the active composition if it contains unsaved changes, and exits Microsoft Image Composer.

Save

For help on this dialog box, click the Microsoft Image Composer-specific control you want help on and press **F1**.

Open

For help on this dialog box, click the Microsoft Image Composer specific control you want help on and press **F1**.

Hint

Click **OK** and perform the action specified in this **Hint** dialog box.

Microsoft Image Composer Help Topics

Displays the Microsoft Image Composer help dialog box, including tabs for **Contents**, **Index**, and **Find**.

Introduction to Microsoft Image Composer

Displays introductory topics for users who are new to Microsoft Image Composer.

Tutorial

Displays the tutorial for Microsoft Image Composer.

What's New in This Version

Describes new and changed features in Microsoft Image Composer 1.5.

Aligning

Displays the Help topic for aligning sprites in a composition.

Changing Colors

Displays the Help topic for applying different colors to a sprite.

Changing Order

Displays the Help topic for reordering sprites

Creating Drop Shadows

Displays the Help topic for creating a drop shadow effect.

Cropping

Displays the Help topic for cropping sprites.

Cutting Out

Displays the Help topic for creating cutouts.

Resizing

Displays the Help topic for shrinking or enlarging sprites.

Saving Files

ays the Help topic for saving compositions as different file types.

Selecting

Displays the Help topic for making selections in Microsoft Image Composer.

Setting Transparent Backgrounds

Displays the Help topic for setting background transparency for Web images.

Keyboard Shortcuts

Displays keyboard equivalents of mouse commands.

Microsoft Image Composer Home Page

Connects to the Image Composer home page on the World Wide Web:
<http://www.microsoft.com/imagecomposer/>.

Web Directory

Connects your web browser to the Microsoft Web directory:
<http://home.microsoft.com/lookup/services.asp>.

Search the Web

Connects your web browser to the Microsoft Web Search page:
<http://www.msn.com/access/allinone.asp>.

Web Tutorial

Connects your web browser to the Microsoft Web Tutorial page:
<http://home.microsoft.com/tutorial/default.html>.

Microsoft Home Page

Connects your web browser to the Microsoft Home page: www.microsoft.com.

About Microsoft Image Composer

Displays information about your copy of Microsoft Image Composer, including the version number, and the copyright, legal, and licensing notices.

Help

Turns your mouse pointer into a context-sensitive Help pointer. When you click an item with the Help pointer, a context-sensitive Help topic appears for that item.

Inserting Password-Protected Images From Photo CD

Images can be protected by passwords to ensure copyright protection. Such images are encrypted and are available only to authorized users. To unlock protected images, you must enter a password in the **Password** box and click **Unlock**. The password is provided with your Photo CD.

If you do not have the password and want to view the image, click **Ignore**. The image displayed contains a watermark of copyright symbols overlaid on the protected image.

Photoshop (.psd) File Save Options dialog box

You can save your Microsoft Image Composer composition as an Adobe Photoshop version 3.0 .psd file. Each sprite becomes an image object.

Save the composition space as the background layer

Saves a .psd file with a background layer that is the size and color of the composition space. If you clear this check box, the file does not include the composition space as a background layer.

Save the sprites outside of the composition space

Saves all sprites regardless of their position relative to the composition space. If you clear this check box, only the sprites and portions of sprites that are within the area of the composition space are saved in the file.

File Format Limitation dialog box

The Microsoft Image Composer (.mic) and Adobe Photoshop (.psd) file formats are the only formats that keep individual sprites as separate objects in a composition, whether or not these sprites are within the composition space. When you save a composition to any other file format, all sprites are combined, or flattened, into a single composition-wide sprite. If you plan to make any changes to the individual sprites in a composition, be sure to save the composition as either a .mic or .psd file.

Lock Composition Guides

Locks the composition guides at their current location so that the composition space size is also locked.

True Color

Displays a composition in true color.

Web (Dithered)

Displays a composition using the colors in the **Web (Dithered)** palette.

Gray Ramp

Displays a composition using the colors in the **Gray Ramp** palette.

Web (Solid)

Displays a composition using the colors in the **Web (Solid)** palette.

Color Format

Displays the color palettes that are available for a composition. The list includes any custom color palettes that are available for the active composition.

Zoom to 50%

Displays a composition at 50% of its actual size.

Clip Art

Displays the Microsoft Clip Gallery containing dozens of clip art pictures.

WordArt

Displays the WordArt interface you can use to apply effects not available in Image Composer.

Bring Before

Moves the selected sprite one position in front of the source sprite, which is surrounded by solid black handles.

Send Behind

Moves the selected sprite one position in back of the source sprite, which is surrounded by solid black handles.

View Color Format dialog box

The **View Color Format** dialog box displays the name of the color palette attached to your composition. You can switch palettes to preview your composition and choose the best palette for your target display system. For more information, see Working with color.

- ▶ **To attach a different color palette to your composition**
- 1 Select a different palette from the list:
 - Click **True Color** if your target display system supports 24-bit color.
 - Click **Gray Ramp** for black and white compositions that use up to 236 shades of gray.
 - Click **Web (Dithered)** for compositions that use up to 216 colors and allow dithering.
 - Click **Web (Solid)** for line art or solid-colored art that uses up to 216 colors and doesn't allow dithering.
- 2 Click **OK**.

Text

Displays the Text palette from which you can change formatting of a selected text sprite.

Object command

Applies to the selected object. Common commands include:

Edit. Displays tools and commands for the program that created the object.

Open. Opens the object with the program that created it.

Play. Displays an interface for playing the object.

From File

Displays the **Insert From File** dialog box, from which you can choose a file to insert into the active composition.

From Photo CD

Displays the **Insert From Photo CD** dialog box, from which you can choose a Photo CD image to insert into the active composition.

Button

Starts the **Button Wizard**. Use this wizard to create buttons for Web sites or for other uses.

Object

Displays the **Insert Object** dialog box, from which you can use other products, such as Microsoft Office products, to create a sprite that is based on a new OLE object or that comes from an existing OLE object.

Insert From Photo CD dialog box

You can use the **Insert From Photo CD** dialog box to choose a photo from a collection of thumbnails and insert it into your composition.

Available CD-ROM devices

Click an item from this list to choose a CD-ROM drive, network connection, or other location of the CD-ROM photos.

List of photos

Double-click a photo from the collection of thumbnails to insert that photo into your composition. Upon insertion, the photo becomes a sprite and is placed in the upper-left corner of the composition space.

When you double-click a photo thumbnail, or click a photo and then click **Insert**, you see another dialog box named **Insert from Photo CD**. Click a value in the **Resolution** box for the image based on this photo in your composition.

Insert From Photo CD

Inserts the image you selected in the dimensions you specify onto the composition space.

Inserting Password-Protected Images From Photo CD

Images can be protected by passwords to ensure copyright protection. Such images are encrypted and are available only to authorized users. To unlock protected images, you must enter a password in the **Password** box and click **Unlock**. The password is provided with your Photo CD.

If you do not have the password and want to view the image, click **Ignore**. The image displayed contains a watermark of copyright symbols overlaid on the protected image.

Color Picker

Displays or hides the **Color Picker** dialog box, where you can view color palettes, set the current color, or create a custom color.

Repeat Last Plug-In

Reapplies the most recently selected plug-in effect to a selection. This command is available only when a sprite is selected.

Impressionist

Loads **Impressionist**, a plug-in program that contains effects and filters you can use to change the look of your sprite. This command is available only when a sprite is selected.

Center on Composition Space

Centers the composition space in the view.

Center On Selection

Repositions the selection in the center of the active view window.

Fit Composition Space to Selection

Places the composition space around a selected sprite or group of sprites and resizes it to fit them.

Composition Guides

Displays or hides the composition guides, which are the dotted lines that you drag to resize the composition space.

Toggle Palette View

Displays or hides the active tool palette.

Zoom In

Enlarges the composition view.

Zoom Out

Shrinks the composition view.

Actual Size

Resets the image in the active view window to 100 percent of its original size.

Color Format

Displays the color palettes that are available for a composition. The list includes any custom color palettes that are available for the current composition.

Zoom Percent

Displays the range of zoom percentages for the composition view. At zoom percentages greater than 100 percent, individual pixels become apparent, leading to a jagged appearance. Also, a sprite may appear to move out of the workspace view, requiring you to scroll to see some areas of the sprite. At zoom percentages less than 100 percent, differing opacities of border pixels make a sprite's edges appear smooth.

Selection Tool

Returns Microsoft Image Composer to selection mode, so that you can easily select sprites. To select more than one sprite at a time, drag a selection rectangle around the sprites.

Arrange

Displays the **Arrange** tool palette.

Cutout

Displays the **Cutout** tool palette.

Text

Displays the **Text** tool palette.

Shapes

Displays the **Shapes** tool palette.

Paint

Displays the **Paint** tool palette.

Effects

Displays the **Effects** tool palette.

Texture Transfer

Displays the **Texture Transfer** tool palette.

Zoom

Switches Microsoft Image Composer to zoom mode, so that you can enlarge or shrink the composition view.

- ▶ **To enlarge the composition view**
 - On the **Tools** menu, click **Zoom**, and then click anywhere in the view window.

- ▶ **To shrink the composition view**
 - On the **Tools** menu, click **Zoom**, and then press CTRL and click anywhere in the view window.

Pan

Switches Microsoft Image Composer to pan mode, so that you can reposition your work in the active view window.

Color Tuning

Displays the **Color Tuning** tool palette.

Color Picker

Displays the **Color Picker** dialog box, which you use for setting the current color or creating a custom color. The **Color Picker** has two tabbed dialogs: **True Color** or **Custom Palette**. The current tab is the tab most recently used.

Options

Displays the **Options** dialog box.

Color Swatch

Displays the **Color Picker** dialog box for setting the current color or creating a custom color. The **Color Picker** has two tabbed dialogs: **True Color** or **Custom Palette**. The current tab is the tab most recently used. You can drag colors between the **Color Swatch** and the smaller color chips on the tool palettes.

Toolbars

Displays the **Toolbars** dialog box, which you can use to hide or display the **Toolbar**, **Toolbox**, **Color Swatch**, and **Status Bar**.

New Window

Opens a new window with the same contents as the active window.

Cascade

Arranges windows in a cascade formation so that the windows overlap one another with the title of each window showing.

Tile

Arranges windows in a tile formation so that the windows fill the screen.

Arrange Icons

Arranges all window icons along the bottom edge of current view window.

Most Recently Used Window

Switches to the composition and makes it active.

Brush Selection grid

Displays a set of standard brushes. To design custom brushes, double-click on a brush in the grid to open the **Brush Designer** dialog box.

Brush size slider

Adjusts the size of the selected brush. Move the slider left to decrease brush size and right to increase brush size.

Brush size box

Displays the pixel size value of the current brush. To change the value, select the current value and type a new number or click the arrows to set a new value.

Brush display box

Displays the size and type of brush selected.

Lock Tool check box

Maintains the current tool selection as you move from one sprite to the other.

Radius Factor (%) box

Specifies the percentage of pixels in the current sprite that will be scaled into the **Mesa** portion of a warp. To change the value, select the current value and type a new number or click the arrows to set a new value from 0 to 100.

Warp Direction

In specifies a concave effect as you paint on the current sprite. **Out** specifies a convex effect as you paint on the current sprite.

Angle box

Specifies the value for the angle of rotation for the **Vortex** tool in the selected area of the of the current sprite. To change the value, select the current value and type a new number or click the arrows to set a new value. The value must be between -180 and 180. Negative values produce counter-clockwise rotation. Positive values produce clockwise rotation. A value of 0 produces no result.

Value box

Specifies the percentage value of the current sprite that will be affected by the **Spoke Inversion** effect. For example, at a value of 33 percent, the effect will be applied to the inner third of the selected portion of the current sprite before it is inverted. To change the value, select the current value and type a new number or click the arrows to set a new value. The value must be between 1 and 100.

Paintbrush

Creates a paintbrush stroke effect as you drag the pointer. This tool uses the current color. The effect increases as you drag the pointer repeatedly over an area.

Airbrush

Creates an airbrush stroke effect as you drag the pointer. This tool uses the current color. The effect increases as you drag the pointer repeatedly over an area.

Pencil

Draws a pencil-like stroke as you drag the pointer. This tool uses the current color. The effect increases as you drag the pointer repeatedly over an area.

Smear

Smears the colors of the current sprite as you drag the pointer across it. This tool uses the color and texture at the pointer location. The effect increases as you drag the pointer repeatedly over an area.

Impression

Creates a smudged, impressionistic effect as you drag the pointer. This tool uses the color at the pointer location.

Erase

Turns the current paintbrush into an eraser, turning the pixels transparent as you drag the pointer across the current sprite. Use the **Opacity** control to vary the level of transparency.

Tint

Uses the current paintbrush to apply a translucent wash of the current color to the current sprite as you drag the pointer across it. This tool uses the current color.

Colorize

Uses the current paintbrush to apply the current color without affecting the dark and light intensity values of the current sprite. This tool uses the current color

Dodge and Burn

Lightens or darkens the area of the current sprite when the current brush is dragged across it. You can adjust the **Dodge/Burn** slider to the left to darken or to the right to lighten the effect.

Contrast

Adjusts the contrast of the area on the current sprite where the current paintbrush is dragged. Increase or decrease the degree of contrast by using the **Contrast** slider or box.

Rubber Stamp

Copies the non-transparent pixels from a source area to a destination area. The size of the source area is defined by the size of the current paintbrush. After clicking the source area, each time you click on a destination area, the same pixels from the source area are copied to the destination. The destination can be the same, or a different, sprite.

Transfer

Copies pixels from one area to another, while maintaining the relative offset of the source and destination areas. Each time you click on a destination, a different section of pixels the size of the current brush are copied from the source area to the destination. The destination can be the same, or a different, sprite.

Mesa

Causes the pixels of the current sprite to appear to be wrapped around a truncated cone pointing out of or into the shape of the current brush.

Vortex

Rotates the pixels of the current sprite around the center of the current brush while maintaining the orientation of the pixels at its borders.

Spoke Inversion

Inverts every spoke of an imaginary disk that just fits within the size of the current brush. The spoke is inverted by flipping its center end to the outside and flipping its outside end toward the center.

Use Brush

Specifies that a paintbrush will be used as a painting tool. This is the default setting. When **Use Brush** is selected, you can then click the paintbrush you want from the **Paintbrush Selection Grid** to apply a paint effect.

Use Template

Specifies that a template brush will be used as a painting tool. Sprites must measure 100 x 100 pixels or less to be used as a paintbrush template. You must first create a template from a selected sprite by using **Set Template**.

Set Template

Allows you to choose a sprite as a template brush. When you click **Set Template**, the currently selected sprite is used as a template brush to apply a paint effect. Click **Use Template** to apply paint tools in the shape of the sprite on which the template is based.

Over

Specifies how paint strokes are applied to sprites. When this button is selected, paint can be applied to all pixels within a sprite's bounding box. When not selected, paint can be applied only to the opaque pixels of a sprite.

Continuous Strokes

Specifies whether the paint stroke is rendered with a solid, even flow of paint or with a slow buildup. When selected, **Continuous Strokes** delivers a smooth, solid paint stroke. When not selected, paint strokes are applied unevenly.

New Brush

Displays the **Brush Designer** dialog box.

Delete Brush

Deletes the current brush.

Reset to Defaults

Resets all brush settings to their default settings. Deletes all custom brushes.

Start page (Save for the Web Wizard)

This first page asks you to determine the content of the saved file.

- ▶ **To save all sprites, or a group of sprites, contained only within the composition space**
 - Click **All sprites inside the composition space**.

Sprites not completely within the composition space are cropped to its dimensions. This is the default if no sprites are currently selected.

- ▶ **To save all selected sprites or group of sprites**
 - Click **The selected sprite or Group**.

The composition space is not saved. This is the default when one or more sprites are currently selected.

For more information on the composition space, see [The composition space](#). For more information on selecting and grouping sprites, see [Selecting sprites, tools, and colors](#).

You can click **Finish** on this, or on any subsequent page, to display the **Save As** dialog box and save the image you have chosen.

Working with transparent areas (Save for the Web Wizard)

Most sprites contain some transparent areas. If the currently selected sprites contain transparent pixels, choose one of these options to determine how transparency is dealt with.

▶ **To retain transparent areas of saved sprites**

- Click **Let the web page background show through.**

This choice lets the background of the your Web page show through the transparent areas of the sprites you save. The resulting image will have an irregular shape.

▶ **To replace transparent areas of saved sprites with a background color**

- Click **Fill them with a background color.**

This choice replaces the transparent areas of the saved sprites with a solid background color. The resulting image has a rectangular shape.

The sample image below each button shows how a stock sprite would be rendered according to each choice.

For more information on the working with transparency and opacity, see [Opacity and transparency](#).

Filling transparent areas with color (Save for the Web Wizard)

You have chosen to fill the transparent areas of the sprites you are saving with a solid background color. Your choice produces a rectangular image. The color you specify on this page becomes the background when the image is saved.

Any completely transparent pixels will be replaced by the color you choose. Partially transparent pixels will be blended with the color you choose.

▶ **To accept the color shown in the color chip**

- Click **Next** or **Finish**.

Clicking **Next** leads you to the next page of the wizard. Clicking **Finish** leads you to the **Save As** dialog box.

▶ **To change the color that fills in the transparent areas**

- Click the color chip or the **Color** button.

Either action displays the **Color Picker**. For more information on the using the **Color Picker**, see [True Color](#).

The **Sample** image shows a stock sample sprite against the color you have chosen for the background.

Choosing a background type (Save for the Web Wizard)

You have chosen to let the background of your Web page show through the transparent areas of the selected sprites. Now choose whether the image is saved with a soft or a hard edge, depending on the background of the Web page. Both choices avoid the halo around the image that can result when the edge is not properly blended with the background.

▶ **To save an image for a web page with a solid color**

- Click **My web page's background is the following solid color**.

Click either the color chip or the **Color** button to display the **Color Picker**, which you use to pick a new color for the background. To accept the default color, click **Next** or **Finish**.

▶ **To save an image for a web page with a textured background**

- Click **My web page's background is a tiled image**.

This choice adds a somewhat jagged edge to the image, but this result will not be a distraction against a tiled background. A tiled background is one in which a image has been applied repeatedly to fill the background space.

Choosing image size and quality (Save for the Web Wizard)

When you save a rectangular image for use on the Web, you can choose to match a modem connection speed with the file type that provides what you feel is the best quality image for the speed.

▶ **To choose a connection speed**

- In the **Connection Speed** box, select the connection speed for the download time you want.
Select the speed you want to use as the basis for the download times shown in the samples for different file types and options.

The **Uncompressed (Original)** box displays a rendered sample of the upper-left corner of the selected sprite or group you are saving. Use this image as a guide when you select a file type and quality for the image you are saving. You can pan the image in this box to see everything it contains.

The image sample box shows samples of both .gif and .jpg versions of the selected image. For .jpg files, the box shows effects of differing levels of compression.

▶ **To choose a file type, and for JPEG files, a level of compression**

- Click the image in the image sample box that most closely resembles what you want to display on your Web page.

For more information on saving different file types, see [Opening and saving files overview](#).

Summary page (Save for the Web Wizard)

This final page of the **Save for the Web Wizard** summarizes the choices you have made in the previous pages. This page tells you which options to specify if you had used the File Save command in place of this wizard.

▶ **To accept the choices you have made**

- Click **Finish**.

This action leads you to the **Save As** dialog box in which you specify a name and location for the file.

▶ **To change the choices you have made**

- Click **Back** until you reach the page that contains the information you want to change.

For more information about saving images to files, see [Opening and saving files overview](#).

Rectangle

On the **Shapes** palette, creates a rectangular sprite in the current color.

On the **Cutout** palette, creates a rectangular selection that you can erase or cut out to create a new sprite. Erasing alters your original sprite; cutting out doesn't affect your original sprite.

Oval

On the **Shapes** palette, creates a round or oval sprite in the current color.

On the **Cutout** palette, creates a round or oval selection that you can erase or cut out to create a new sprite. Erasing alters your original sprite; cutting out doesn't affect your original sprite.

Curve

On the **Shapes** palette, creates a freeform shape with curved lines in the current color.

On the **Cutout** palette, creates a freeform selection with curved lines that you can erase or cut out to create a new sprite. Erasing alters your original sprite; cutting out doesn't affect your original sprite.

Polygon

On the **Shapes** palette, creates a freeform shape with straight lines in the current color.

On the **Cutout** palette, creates a freeform selection with straight lines that you can erase or cut out to create a new sprite. Erasing alters your original sprite; cutting out doesn't affect your original sprite.

Opacity slider

Adjusts the percentage of opacity for the shape or cutout you are creating. To create a completely opaque shape or cutout, move the slider all the way to the right; to create a completely transparent shape or cutout, move the slider all the way to the left.

Opacity box

Specifies the percentage of opacity for the shape or cutout you are creating. To create a completely opaque shape or cutout, type 100; to create a completely transparent shape or cutout, type 0.

Edge slider

Adjusts how much of the edge of the shape or cutout will be feathered or blurry. For clean, crisp edges, move the slider toward **Hard**; for blurrier edges, move the slider toward **Soft**. The blurrier the edge, the better the sprite will blend with the other sprites behind it or the workspace.

Close

Specifies whether the shape you create with the **Curve** or **Polygon** tool is open or closed. If the **Close** check box is selected, the curved shape is closed. You can change this setting before you click **Curve** or **Polygon**.

Fill

Specifies whether the closed shape you create with the **Curve** or **Polygon** tool is filled with the current color. This check box is available only when the **Close** check box is selected. You can change this setting before you click **Curve** or **Polygon**.

Line Width slider

Adjusts the line width, in pixels, of the open shape you create with the **Curve** or **Polygon** tool. To change the line width, move the slider to the right. You can change the line width only when the **Fill** check box is empty.

Line Width box

Specifies the line width, in pixels, of the open shape you create with the **Curve** or **Polygon** tool. To change the line width, type a number from 1 to 20. You can change the line width only when the **Fill** check box is empty.

Move Points

Lets you adjust a shape you are drawing with the **Curve** or **Polygon** tool by clicking on the workspace to create points in the shape. To move the points in a new shape before you click **Create**, click this button and then drag any point in the shape to its new location. To move the points in a copy of an existing shape, click **Recall Copy**. Then drag any point in the shape to its new location, and click **Create**.

Add Points

Lets you add points to a shape you are drawing with the **Curve** or **Polygon** tool by clicking on the workspace to create points in the shape. To add points to a new shape before you click **Create**, click this button and then click on the shape where you want to add points. To add points in a copy of an existing shape, click **Recall Copy**. Then click on the shape where you want to add points, and click **Create**.

Delete Points

Lets you delete points from a shape you are drawing with the **Curve** or **Polygon** tool by clicking on the workspace to create points in the shape. To delete points from a new shape before you click **Create**, click this button and then click the points you want to delete. To delete points from a copy of an existing shape, click **Recall Copy**. Then click the points you want to delete, and click **Create**.

Recall Copy

Displays an editable outline of the last shape you created with the **Curve** or **Polygon** tool. You can then adjust the shape by using the **Move Points**, **Add Points**, and **Delete Points** buttons.

Lock Tool

Maintains the selected tool and its current settings so that you can draw more than one shape without reselecting the **Rectangle**, **Oval**, **Curve**, or **Polygon** tool and resetting the options you want to use.

Create

Creates a sprite in the shape you drew with the **Rectangle**, **Oval**, **Curve**, or **Polygon** tool. The current color is used to create the shape.

Sprite Properties dialog box

In the **Sprite Properties** dialog box, you can change the name of a sprite or view information about its size, screen position, and color model.

Name Shows the name of the selected sprite or displays **(Multiple Selection)** if you have more than one sprite or a group selected. If you inserted a sprite from a file, the sprite name matches the file name; otherwise, the sprites are numbered. If you selected a single sprite, you can change the name of the sprite by typing over the current name.

Thumbnail Displays a reduced version of the sprite or sprites.

Width Displays the number of pixels the sprite (or selection of sprites) extends from side to side.

Height Displays the number of pixels the sprite (or selection of sprites) extends from top to bottom.

X Displays the sprite's location on the x-axis. When a sprite's bounding box is aligned with the upper-left corner of the composition space, its x coordinate is 0.

Y Displays the sprite's location on the y-axis. When a sprite's bounding box is aligned with the upper-left corner of the composition space, its y coordinate is 0.

Color model Indicates which color model is used by the sprite.

Has alpha Indicates whether the alpha channel is used for transparency by this sprite.

Num. channels Displays the number of color channels in the sprite. For example, 4 indicates that the red, blue, green, and alpha channels are present in the current sprite or selection.

Bits per channel Displays the number of bits used to represent color in a single pixel of the sprite.

OK Closes this dialog box and saves any changes you made to the name of a sprite.

Cancel Closes this dialog box without saving changes you have made.

Apply Saves the changes you made to the sprite's name.

Help Displays the **Sprite Properties** Help topic.

Composition Properties dialog box

The **Composition Properties** dialog box allows you to view the size and color of the composition space, the composition's color model, and a list of the sprites in the composition.

Width Displays the number of pixels the composition space extends from side to side.

Height Displays the number of pixels the composition space extends from top to bottom.

Thumbnail Displays a reduced version of the composition.

Color model Indicates the color model that is used by the composition.

Num. channels Displays the number of color channels that are present in the composition. For example, 4 indicates that the red, blue, green, and alpha channels are present in the composition.

Has alpha Indicates whether the alpha channel is used for transparency by the composition.

Bits per channel Displays the number of bits used to represent color in a single pixel of the composition.

Composition space color Displays the current color of the composition space.

Sprite list Displays the names of the sprites in the composition. You can display the properties for each sprite by double-clicking the sprite's name.

OK Closes this dialog box and saved any changes you made to the width or height of the composition space.

Cancel Closes this dialog box without saving changes you have made.

Help Displays the **Composition Properties** Help topic.

Toolbars dialog box

The **Toolbars** dialog box allows you to select which toolbars appear in Microsoft Image Composer and to change some of their display properties.

Toolbars Specifies the available toolbars and allows you to select which toolbars appear. Select the box to display or clear the box to hide each item in the list.

- **Toolbar** Shows or hides the standard Image Composer toolbar that is located above the workspace.
- **Toolbox** Shows or hides the toolbox that you use to display the tool palettes.
- **Color Swatch** Shows or hides the Color Swatch that you use to select a new color or to display the **Color Picker** dialog box.
- **Status Bar** Shows or hides the area that displays mouse pointer position and other information at the bottom of the Image Composer window.

Color buttons Displays colored buttons on the standard toolbar.

Large icons Enlarges the buttons on the standard toolbar so that they are easier to see.

Show ToolTips Displays on-screen descriptions of the standard toolbar buttons when the pointer pauses on them.

Auto hide palettes between uses Automatically hides tools and effects palettes from the screen while you work. To show the palette again, move your pointer over the status bar.

OK Closes this dialog box and saves the changes you have made.

Cancel Closes the dialog box without saving the changes you have made.

Help Displays the **Toolbars** Help topic.

Smoothing

Applies smoothing to a text sprite. Smoothing results from blending transparencies at the edges of the sprite and may result in a slightly fuzzy-looking text sprite for small fonts. For crisper text sprites, clear this check box.

Underline

Applies an underline the text sprite.

Font

Displays the **Font** dialog box. Click any scaleable font installed on your computer.

Size

Specifies the size of the font of the text sprite.

Style

Specifies the style of the font of the text sprite.

Script

Specifies the type of script for the text sprite.

Color

Displays the Color Picker from which you choose the text sprite's color.

Align Left

Aligns the text sprite with the left side of the text entry box.

Align Center

Aligns the text sprite with the center of the text entry box.

Align Right

Aligns the text sprite with the right side of the text entry box.

Texture Transfer list

Displays the texture transfers that let you copy properties, such as the color, shape, or transparency, of a source sprite to other selected sprites. To apply a texture transfer, select a source sprite and one or more destination sprites. Then click a texture transfer in this list and click **Apply**.

Opacity slider/box

Adjusts the amount of opacity in the source sprite that will be transferred onto the destination sprite. Low opacity values create a more transparent result, retaining more of the destination sprite's original look. High opacity values transfer more of the source sprite's original look. To decrease the amount of opacity, move the slider to the left or enter a smaller number in the **Opacity** box, and then click **Apply**. The number in the box must be between 0 and 100.

Threshold

Specifies the intensity value that is compared with the portion of the destination sprite that overlaps the source sprite for the **Map Color** and **Map Intensity** texture transfers. If the intensity value of the source sprite is higher than the **Threshold** value, the intensity of the transferred pixels increases and the colors of those pixels appear brighter. If the intensity value of the source sprite is lower than the **Threshold** value, the intensity of the transferred pixels decreases and the colors of those pixels appear darker. The default value is 127. To change the value, enter a number between 0 and 255, and then click **Apply**.

Horizontal tile spacing

Specifies the horizontal spacing between tiled copies of the source sprite on the destination sprite. The value represents the number of pixels between a tile and the next tile to its right. To change the value, type a number between -100 and 100, and then click **Apply**. A value of 0 lets the edges of the tiled sprites touch. A positive value adds space between tiles; a negative value causes tiles to overlap.

Vertical tile spacing

Specifies the vertical spacing between tiled copies of the source sprite on the destination sprite. The value represents the number of pixels between a tile and the next tile below it. To change the value, type a number between -100 and 100, and then click **Apply**. A value of 0 lets the edges of the tiled sprites touch. A positive value adds space between tiles; a negative value causes tiles to overlap.

Use Default

Resets the controls for the selected texture transfer to their default values.

Apply

Applies the selected texture transfer without closing the palette.

View tab (Options dialog box)

The **View** tab allows you to control the scroll bars and hint dialog boxes that appear in your workspace. If you're running Image Composer on a high-color display system, you can also use high-color dithering so your images look better on the screen.

Show scroll bars

Removes or displays horizontal and vertical scroll bars.

Show Hint dialogs

Removes or displays Hint dialog boxes that provide additional information about a tool. You can also choose to hide specific Hint dialog boxes by clearing the **Always show this message** check box when the Hint dialog box appears.

Dither high color displays

Turns dithering on or off for high-color (16-bit) displays. High-color dithering can make the colors in your images look better when you view them in Image Composer. This is especially true of gradients, where colors may look banded instead of smoothly blended if they aren't dithered. High-color dithering does not affect actual file output; rather, it improves the way you view the images within Image Composer.

Note You may want to clear this check box if you're concerned with system speed, because high-color dithering can slow down system performance.

Reset Hints

Restores all Hint dialog boxes in Image Composer. If you clear the **Always show this message** check box in a Hint dialog box, clicking **Reset Hints** causes the hint dialog to appear again.

Plug-Ins tab (Options dialog box)

```
{button ,AL("Impressi  
onist  
ovr;Impressionist  
how;")} Related  
Topics
```

The **Plug-Ins** tab allows you to specify a path and folder for plug-in programs in addition to the default path. To use a specific plug-in with Image Composer, the plug-in must be located in one of these two paths.

Microsoft Image Composer Plug-In directory

Displays the default path for plug-in software. This path is read-only. You can manually copy plug-in program files to this directory, but you must restart Image Composer before you can access the software from the **Plug-Ins** menu.

Additional Plug-In directory

Specifies a path to a folder containing additional plug-in programs. If you have plug-ins that you want to use with Image Composer, type the path to the folder that contains their program files, or click **Browse** to find the folder. Any plug-ins located in this folder appear on the **Plug-Ins** menu.

Browse button

Displays the **Choose Plug-In Directory** dialog box, where you can select a new plug-ins folder.

Gamma Tab (Options dialog box)

```
{button ,AL("A_To_A  
djust_Brightness_of  
_a_Sprite;brightness  
")}
```

[Related Topics](#)

With the **Gamma** tab, you can specify the setting that determines the overall brightness of an image. Because of differences in gamma settings, an image that looks perfectly fine on your screen may look washed out or too dark when viewed on another display system or computer platform. Image Composer performs gamma processing on image input and output operations so that images viewed on different output devices (computer monitors, video monitors, printers, etc.) look similar.

Gamma

Specifies the gamma value that Image Composer uses for output operations. This setting must be a positive value between 0.0 and 10.0. (At 1.0, gamma correction is turned off.) The default of 2.2 is designed to compensate for gamma differences in output devices, so you don't need to change this value unless you know the specific gamma settings for a particular monitor or printer.

Note Gamma can affect color values as well as brightness. For example, when you set RGB values in the **Color Picker** dialog box, you may notice that the values change slightly when you reopen the dialog box. This behavior is caused by an internal color conversion process within Image Composer. While the values may be slightly different, the color shift is not visible to the eye.

Defaults button

Resets the gamma setting to its default value.

Edit Tab (Options dialog box)

{button ,AL("keyboard
d ref ")} [Related](#)
[Topics](#)

The **Edit** tab allows you to specify the minimum and maximum distance a selected sprite moves when you use the **ARROW** keys to manipulate sprites in your composition.

Small offset (arrow key)

Specifies the distance that a selected sprite moves when you press the **ARROW** key. This value must be an integer between 1 and 100.

X Specifies how far (in pixels) the selected sprite moves on the horizontal axis (x-axis) when the **LEFT ARROW** or **RIGHT ARROW** keys are pressed. The default is 1.

Y Specifies how far (in pixels) the selected sprite moves on the vertical axis (y-axis) when the **UP** or **DOWN** keys are pressed. The default is 1.

Large offset (Ctrl + arrow key)

Specifies the distance that a selected sprite moves when you press the **CTRL + ARROW** key. This value must be an integer between 1 and 1000.

X Specifies how far (in pixels) the selected sprite moves on the horizontal axis (x-axis) when **CTRL +** the **LEFT** or **RIGHT ARROW** keys are pressed. The default is 50.

Y Specifies how far (in pixels) the selected sprite moves on the vertical axis (y-axis) when **CTRL +** the **UP** or **DOWN** keys are pressed. The default is 50.

Rectangle

{button ,AL("cutout
item")} [Related
Topics](#)

{button ,AL(
"cutout
ovr")}
[Overview](#)



Original sprite



[Selection erased](#)



[Selection cut out](#)

Rectangle creates a selection in the shape of a rectangle. If used with SHIFT, **Rectangle** creates a selection in the shape of a square.

Where to find this item


Rectangle is available on the **Cutout** palette in the **Cutout Tools** tab.

How to apply this item

Click a picture to learn how to create the cutout.

How to vary the results

Before you draw the [bounding box](#) for a cutout, you can:

- Make the sprite more [opaque](#) by moving the **Opacity**  slider to the right or by entering a larger number in the **Opacity** box. The number in this box must be between 0 and 100. To allow more of the background to show through, move the slider to the left or enter a smaller value.
- Create a crisp edge by moving the **Edge** slider to the left. To create a softer edge that blends with the background, move the slider to the right.
- Change the [current color](#) by clicking the **Color Swatch** on the toolbox and choosing a different color. When you erase the selection, the rectangle is filled with the current color.

After you draw the bounding box of a cutout but before you click **Cut Out** or **Erase**, you can adjust the size and shape of the bounding box.

Oval

```
{button ,AL("cutout  
item")}
```

[Related
Topics](#)

```
{button ,AL(  
"cutout  
ovr")}
```

[Overview](#)

Original sprite

[Selection erased](#)



[Selection cut out](#)

Oval creates a selection in the shape of an oval. If used with SHIFT, **Oval** creates a selection in the shape of a circle.

Where to find this item


Oval is available on the **Cutout** palette in the **Cutout Tools** tab.

How to apply this item

Click a picture to learn how to create the cutout.

How to vary the results

Before you draw the [bounding box](#) for a cutout, you can:

- Make the sprite more [opaque](#) by moving the **Opacity**  slider to the right or by entering a larger number in the **Opacity** box. The number in this box must be between 0 and 100. To allow more of the background to show through, move the slider to the left or enter a smaller value.
- Create a crisp edge by moving the **Edge** slider to the left. To create a softer edge that blends with the background, move the slider to the right.
- Change the [current color](#) by clicking the **Color Swatch** on the toolbox and choosing a different color. When you erase the selection, the oval is filled with the current color.

After you draw the bounding box of a cutout but before you click **Cut Out** or **Erase**, you can adjust the size and shape of the bounding box.

Curve

```
{button ,AL("cutout  
item")}
```

[Related
Topics](#)

```
{button ,AL(  
"cutout  
ovr")}
```

[Overview](#)



Original sprite



[Selection erased](#)

[Selection cut out](#)

Curve creates a freeform selection with curved edges that are connected by points that you specify. You can edit these points to adjust the overall shape of the selection.

Where to find this item


Curve is available on the **Cutout** palette in the **Cutout Tools** tab.


How to apply this item

Click a picture to learn how to create the cutout.

How to vary the results

Before you draw the [bounding box](#) for a cutout, you can:

- Make the sprite more [opaque](#) by moving the **Opacity**  slider to the right or by entering a larger number in the **Opacity** box. The number in this box must be between 0 and 100. To allow more of the background to show through, move the slider to the left or enter a smaller value.
- Create a crisp edge by moving the **Edge** slider to the left. To create a softer edge that blends with the background, move the slider to the right.
- Change the [current color](#) by clicking the **Color Swatch** in the toolbox and choosing a different color. When you erase the selection, the freeform shape is filled with the current color.

After you draw the bounding box of a freeform cutout but before you click **Cut Out** or **Erase**, you can adjust the size and shape of the bounding box by using **Move Points** , **Add Points**

, and **Delete Points**

.

Polygon

```
{button ,AL("cutout  
item")}
```

[Related
Topics](#)

```
{button ,AL(  
"cutout  
ovr")}
```

[Overview](#)



Original sprite

[Selection erased](#)



[Selection cut out](#)

Polygon creates a selection with straight edges that are connected by points that you specify. You can edit these points to adjust the overall shape of the selection.

Where to find this item


Polygon is available on the **Cutout** palette in the **Cutout Tools** tab.


How to apply this item

Click a picture to learn how to create the cutout.

How to vary the results

Before you draw the [bounding box](#) for a cutout, you can:

- Make the sprite more [opaque](#) by moving the **Opacity**  slider to the right or by typing a larger number in the **Opacity** box. The number in this box must be between 0 and 100. To allow more of the background to show through, move the slider to the left or enter a smaller value.
- Create a crisp edge by moving the **Edge** slider to the left. To create a softer edge that blends with the background, move the slider to the right.
- Change the [current color](#) by clicking the **Color Swatch** in the toolbox and choosing a different color. When you erase the selection, the polygon is filled with the current color.

After you draw the bounding box of a freeform cutout but before you click **Cut Out** or **Erase**, you can adjust the size and shape of the bounding box by using **Move Points** , **Add Points**

, and **Delete Points**



Stencil

{button ,AL("cutout
item")}
[Related
Topics](#)

{button ,AL("c
utout ovr")}
[Overview](#)



Original sprite

[Stencil](#)

Stencil creates a reverse copy of the selected sprite by filling the transparent pixels inside the sprite's bounding box with the current color. The new sprite contains opaque pixels where the selected sprite was transparent, and transparent pixels where the selected sprite was opaque.

Where to find this item

Stencil is available on the **Cutout** palette in the **Cutout Tools** tab.

How to apply this item

Click a picture to learn how to create the cutout.

How to vary the results

Change the current color by clicking the **Color Swatch** on the toolbox and choosing a different color.

Tip **Stencil** works best on sprites that have distinct transparent areas. If the sprite has partially transparent areas, those areas in the cutout will also be partially transparent. If you use **Stencil** on a sprite with no transparent pixels, the new sprite will be completely transparent and therefore not visible in the workspace.

Select Color Region

{button ,AL("cutout
item")} [Related
Topics](#)

{button ,AL(
"cutout
ovr")}
[Overview](#)



Original sprite

[Selection erased](#)



[Selection cut out](#)

Select Color Region selects the pixel you click in a sprite, as well as the other pixels in the sprite that match its **hue**, **whiteness**, and **blackness** values. Selecting pixels with this tool has a cumulative effect: Each time you click a different pixel in a sprite, more pixels are added to your selection. You can also click a pixel to delete pixels with similar hue, whiteness, and blackness values from your selection.

Where to find this item

Select Color Region is available on the **Cutout** palette in the **Select Color Region** tab.

How to apply this item

Click a picture to learn how to create the cutout.

How to vary the results

- To select pixels with the same hue, move the **Hue** slider to the left or enter a smaller number in the **Hue** box. To select pixels that have less similar hue values, move the **Hue** slider to the right or enter a larger number in the **Hue** box. If you type a number in the box, it must be between 0 and 100.
- To select pixels with the same whiteness value, move the **Whiteness** slider to the left or enter a smaller number in the **Whiteness** box. To select pixels that have less similar whiteness values, move the **Whiteness** slider to the right or enter a larger number in the **Whiteness** box. If you type a number in the box, it must be between 0 and 100.
- To select pixels with the same blackness value, move the **Blackness** slider to the left or enter a smaller number in the **Blackness** box. To select pixels that have less similar blackness values, move the **Blackness** slider to the right or enter a larger number in the **Blackness** box. If you type a number in the box, it must be between 0 and 100.
- To select neighboring pixels that match the **Hue**, **Whiteness** and **Blackness** settings, set the **Search Mode** to **Local**. To select any pixels in the sprite that match these settings, set the mode to **Global**
- If you want the pixels you cut out or erase to exactly match the pixels you selected, move the **Edge** slider to the left. If you want to blur the edges of the pixels you cut out or erase, move the slider to the right.

Cutout overview

{button ,AL("cutout
tools how") } [Related
Topics](#)

Cutout palette

With the tools on the **Cutout** palette, you can erase or copy areas of a sprite in a rectangular, oval, polygonal, or freeform shape. When you use one of the **Cutout** tools to select an area of a sprite, you can erase the selected pixels so that they are transparent, or you can create a new sprite from the selection.

The **Cutout** palette provides two methods for creating a selection:

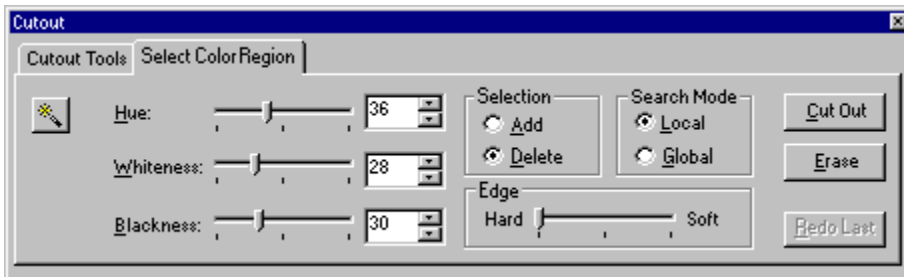
- Use a tool on the **Cutout Tools** tab to select a portion of a sprite in a specific shape:

- ▶ **Rectangle** creates a rectangular selection. You can also use **Rectangle** with the SHIFT key to create a square selection.
- ▶ **Oval** creates an oval selection. You can also use **Oval** with the SHIFT key to create a round selection.
- ▶ **Curve** creates a selection in a freeform shape with curved edges. After you create a shape with the **Curve** tool, you can edit its points to adjust the overall shape of the selection.
- ▶ **Polygon** creates a selection in a freeform shape with straight edges. After you create a shape with the **Polygon** tool, you can edit its points to adjust the overall shape of the selection.



Stencil creates a new sprite that is an inverse of the selected sprite. The transparent pixels within the bounding box of the selected sprite are filled with the current color in the new sprite, and the opaque pixels in the selected sprite are transparent in the new sprite.

- Use the tool on the **Select Color Region** tab to select a portion of a sprite where the pixels have the same or a similar color.



Select Color Region selects the pixel that you click on as well as the surrounding pixels that have the same color. You can adjust the settings for this tool to:

- Include pixels in your selection that are similar to, but not exactly the same as, the color of the pixel you click on.
- Add to or delete from your selection when you select additional color regions in the sprite.
- Search the entire sprite for pixels that match the color of the pixel you click on, or search just its neighboring pixels.
- Smooth the edges of your selection to avoid jaggedness.

Creating rectangular and oval cutouts from a sprite

{button ,AL("cutout
tools how")} [Related
Topics](#)

{button ,AL(
"cutout
ovr")}
[Overview](#)

Create a rectangular or oval cutout of a sprite when you want to duplicate a portion of a sprite in the shape of a rectangle, square, oval, or circle.

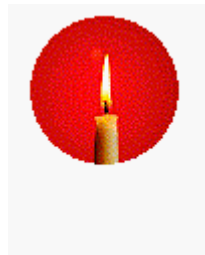
For example, if you want to create an oval portrait of a rectangular photograph, you can create an oval cutout. You can create rectangular cutouts as an alternative to cropping sprites: Instead of trimming away the excess portion of a sprite with the [Crop/Extend](#) tool, you can draw a rectangle around the area you want to keep. You can then turn that rectangle into a new sprite without affecting the original sprite.



Original_sprite



Selection outline on
sprite



New sprite copied
from original sprite

▶ **To create a rectangular or oval cutout from a sprite**

- 1 Select the sprite you want to create a cutout from.
- 2 On the toolbox, click **Cutout** ▶.
- 3 On the **Cutout Tools** tab:
 - Click **Rectangle** ▶ if the area you want to cut out can be encompassed best in a square or rectangular shape.
 - Click **Oval** ▶ if the the area you want to cut out can be encompassed best in an oval or circular shape.
- 4 If you want the cutout to be more transparent than the selected sprite, move the **Opacity** ▶ slider to the left. You can also set the opacity by typing a number between 0 and 100 in the **Opacity** box.
- 5 Set the **Edge** slider to the desired position. For a crisp edge, move the slider all the way to the left; to blend the edge of the cutout with the background, move the slider toward the right.

Tip Softer edges make it easier to blend the new sprite with other sprites in new compositions or in a different area of the current composition.
- 6 Place the pointer on or near the sprite, and then drag a selection outline. To create a square or circle, hold down **SHIFT** while dragging.
- 7 To move the selection outline, position the pointer in the center of the outline until a small square appears, and then drag the outline to its new location. To resize the selection outline, position the pointer over an edge of the outline until a small square appears, and then drag that edge or corner to its new position.
- 8 Click **Cut Out**.
- 9 Move the sprites apart to see the result.

Creating freeform cutouts from a sprite

{button ,AL("cutout
tools how")}
[Related
Topics](#)

{button ,AL(
"cutout
ovr")}
[Overview](#)

Create a freeform cutout of a sprite when you want to duplicate a portion of a sprite in an irregular shape. You can create a freeform cutout with curved or straight edges.

For example, if you want to cut out a flower from its background, you can click around its petals and make that selected area into a new sprite. You can also create freeform cutouts as an alternative to erasing background images: Instead of erasing pixels in a sprite with the **Erase** tool, you can select the area you want to keep and turn that selection into a new sprite without affecting the original sprite.



Original sprite



Selection outline on
sprite



New sprite copied
from original sprite

▶ To create a freeform cutout from a sprite

- 1 Select the sprite you want to create a cutout from.
- 2 On the toolbox, click **Cutout** ▶.
- 3 On the **Cutout Tools** tab:
 - Click **Curve** ▶ if you want the cutout to have curved edges.
 - Click **Polygon** ▶ if you want the cutout to have straight edges.
- 4 If you want the cutout to be more transparent than the selected sprite, move the **Opacity** ▶ slider to the left. You can also set the opacity by typing a number between 0 and 100 in the **Opacity** box.
- 5 Set the **Edge** slider to the desired position. For a crisp edge, move the slider all the way to the left; to blend the edge of the cutout with the background, move the slider toward the right.
Tip Softer edges make it easier to blend the new sprite with other sprites in new compositions or in a different area of the current composition.
- 6 Click on the selected sprite or the workspace to create the first point of the curve or polygon. Continue to click where you want to add each new point to the selection outline. The outline of the freeform cutout is automatically drawn as you specify each point.
- 7 To change the selection outline, click a button under **Edit curve or polygon**:
 - To move a point, click **Move Points** ▶. Then position the pointer over a point until a small square appears, and drag that point to its new position.
 - To add a point, click **Add Points** ▶. Then click on the pixel in the sprite where you want to add the new point.
 - To delete a point, click **Delete Points** ▶. Then position the pointer over a point until a small square appears, and click that point to delete it.
Tip Be sure to click one of these buttons before you try to edit the points in a curve or polygon, or each click in the sprite will add a new point to the selection outline.
- 8 Click **Cut Out**.

9 Move the sprites apart to see the result.

Erasing rectangular and oval areas in a sprite

{button ,AL("cutout
tools how")} [Related
Topics](#)

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"cutout
ovr")}
[Overview](#)

You can partially or totally erase areas of a sprite in the shape of a rectangle or oval. For example, if you want to create a hole in a sprite so that another image shows through, you can create a circular cutout.



Original sprite



Selection outline on
sprite



Result

▶ **To erase a rectangular or oval area in a sprite**

- 1 Select the sprite you want to edit.
- 2 On the toolbox, click **Cutout** ▶.
- 3 On the **Cutout Tools** tab:
 - Click **Rectangle** ▶ if the area you want to erase is a square or rectangular shape.
 - Click **Oval** ▶ if the the area you want to erase is an oval or circular shape.
- 4 If you want the erased area to be more transparent, move the **Opacity** ▶ slider to the left. You can also set the opacity by typing a number between 0 and 100 in the **Opacity** box.
- 5 Set the **Edge** slider to the desired position. For a crisp edge, move the slider all the way to the left; to blend the edge of the cutout with the background, move the slider toward the right.
- 6 Place the pointer on or near the sprite, and then drag a selection outline. To create a square or circle, hold down **SHIFT** while dragging.
- 7 To move the selection outline, position the pointer in the center of the outline until a small square appears, and then drag the outline to its new location. To resize the selection outline, position the pointer over an edge of the outline until a small square appears, and then drag that edge or corner to its new position.
- 8 Click **Erase**.

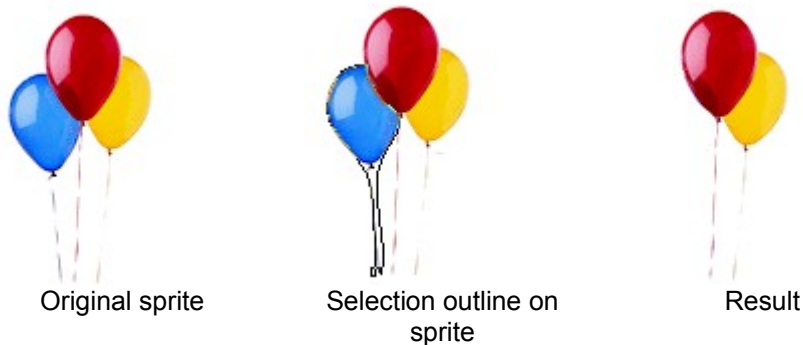
Erasing freeform areas in a sprite

{button ,AL("cutout
tools how")} [Related
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"cutout
ovr")}
[Overview](#)

You can partially or totally erase areas of a sprite in a freeform shape. For example, if you want to place a sprite of a window over a sprite of a landscape, you could partially erase the window panes so that they're semi-transparent and the landscape sprite shows through.

Erasing freeform areas is also useful when you want to erase nonrectangular or nonelliptical areas of a sprite, such as triangles, hexagons, and shapes with many curves.



▶ **To erase a freeform area in a sprite**

- 1 Select the sprite you want to edit.
- 2 On the toolbox, click **Cutout** ▶.
- 3 On the **Cutout Tools** tab:
 - Click **Curve** ▶ if you want to erase an area with curved edges.
 - Click **Polygon** ▶ if you want to erase an area with straight edges.
- 4 If you want the erased area to be more transparent, move the **Opacity** ▶ slider to the left. You can also set the opacity by typing a number between 0 and 100 in the **Opacity** box.
- 5 Set the **Edge** slider to the desired position. For a crisp edge, move the slider all the way to the left; to blend the edge of the cutout with the background, move the slider toward the right.
- 6 Click on the selected sprite or the workspace to create the first point of the curve or polygon. Continue to click where you want to add each new point to the selection outline.
- 7 To change the selection outline, click a button under **Edit curve or polygon**:
 - To move a point, click **Move Points** ▶. Then position the pointer over a point until a small square appears, and drag that point to its new position.
 - To add a point, click **Add Points** ▶. Then click on the pixel in the sprite where you want to add the new point.
 - To delete a point, click **Delete Points** ▶. Then position the pointer over a point until a small square appears, and click that point to delete it.

Tip Be sure to click one of these buttons before you try to edit the points in a curve or polygon, or each click in the sprite will add a new point to the selection outline.
- 8 Click **Erase**.

Creating a complementary shape of a sprite

```
{button ,AL("cutout  
tools how;")}
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[Related Topics](#)

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{button ,AL("c  
utout ovr")}
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[Overview](#)

Creating a complementary shape of a sprite creates a copy of the sprite that contains opaque pixels where the original sprite was transparent, and transparent pixels where the original sprite was opaque.

You can create a complementary shape of a sprite as an alternative to:

- Using the **Curve** or **Polygon** tools when you want to erase an area of a completely opaque sprite that has many intricate, irregular edges and a solid background. Setting the current color to the sprite's background color and creating a complementary shape produces the same result as erasing the freeform area.
- Using the **Color Bounding Box** effect, which colors all the opaque and transparent pixels within a sprite's bounding box.



Original sprite



Result

- ▶ **To create a complementary shape of a sprite**
 - 1 Select the sprite you want to create a complementary shape of.
 - 2 In the toolbox, click **Cutout** ▶.
 - 3 On the **Cutout Tools** tab, click **Stencil** ▶.
 - 4 Move the sprites apart to see the result.

Selecting color regions of a sprite

{button ,AL("cutout
tools how")} [Related
Topics](#)

{button ,AL(
"cutout
ovr")}
[Overview](#)

You can select a portion of a sprite that has distinct areas of color by using the **Select Color Region** tool. When you click on a sprite with this tool, the color of the pixel you clicked on is compared with the color of its neighboring pixels. If the colors match, those pixels are added to the selection. For example, you can use this tool to select the eye color of a subject in a scanned photograph so that you can change that color without affecting the rest of the image.

You can set options for this tool to define:

- How similar the colors in the neighboring pixels must be to the selected pixel in order for them to also be selected.
- Whether matching pixels will be added to or deleted from the selection.
- Whether to search neighboring pixels only or the entire sprite.
- If you create a new sprite from the selected color region, how crisp or fuzzy you want the edges in the new sprite to appear.

Hue, Whiteness, and Blackness

You can specify the degree of similarity, on a scale from 0 to 100, between the [hue](#), whiteness, and blackness of the pixel you clicked and the pixels surrounding it. If all three settings are close to 0, the hue, whiteness and blackness values of the neighboring pixels must be nearly identical to the selected pixel. If these settings are close to 100, the match does not need to be very precise.

Tip A good starting position is to set the **Hue** to 0, and set the **Whiteness** and **Blackness** to 100. You can then increase the **Hue** gradually to broaden the selection.

Search and Selection modes

You can set the **Search Mode** for the **Select Color Region** tool so that clicking a pixel selects all the neighboring pixels that match its color. Set the **Search Mode** to **Local** for this type of result. To broaden the scope of the search to every pixel in the sprite, set the **Search Mode** to **Global**. A global search compares the pixel you click on with every other pixel in the sprite.

You can also specify whether you want to add the matching pixels to your selection or remove them from your selection. Selecting color regions has a cumulative effect: Each time you click a different pixel in the sprite, more pixels are added to or removed from your selection. Thus, you can change the **Selection** setting to **Add** or **Delete** before each click. By clicking on different parts of the sprite, adjusting the **Hue**, **Whiteness**, and **Blackness** settings, and switching selection modes, you can precisely define the region you want to select.

If you want to undo the results of your last click, switch selection modes and click **Redo Last**. For example, if you were in **Add** mode and clicked a pixel that added pixels to your selection that you don't want to include, you would click **Delete** and then click **Redo Last** to remove those pixels. Conversely, if you were in **Delete** mode and removed a group of pixels you wanted to keep in your selection, you would click **Add** and then click **Redo Last** to reselect them.

Opacity and smoothness of copied sprites

When you cut out the selected color region to create a new sprite, you can define the [opacity](#) of that sprite as well as the smoothness of its edges:

- An **Opacity** setting of 0 makes the new sprite completely transparent, and thus invisible; an opacity setting of 100 makes the sprite completely [opaque](#).

- You can adjust the amount of fuzziness around the edges in the new sprite by moving the **Edge** setting toward **Hard** for crisper edges or toward **Soft** for fuzzy edges.

Tip Softer edges make it easier to blend the new sprite with other sprites in new compositions or in a different area of the current composition.

Copying color regions of a sprite

{button ,AL("cutout
tools how")} [Related
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"cutout
ovr")}
[Overview](#)



Original sprite



New sprite



New sprite with
smooth edges

When you want to duplicate a portion of a sprite that has distinct areas of color, you can use the **Select Color Region** tool. This tool copies the color region you select to a new sprite without affecting the original sprite.

If the portion you want to duplicate is harder to select than the rest of the sprite, you can duplicate the entire sprite and then use the **Select Color Region** tool to select the portion you want to erase. For details, see [Erasing selected colors in a sprite](#).

▶ **To copy a color region of a sprite**

- 1 Select the sprite that you want to copy a portion of.
- 2 On the toolbox, click **Cutout** ▶.

Tip Before continuing, verify that the **Opacity** ▶ setting on the **Cutout Tools** tab is correct. If you want the new sprite to be completely opaque, move the slider all the way to the right or enter 100 in the box.

- 3 On the **Select Color Region** tab, click **Select Color Region** ▶.

- 4 Set the desired options:

To	Do this
Define the degree of similarity between the <u>hue</u> , whiteness, and blackness of the pixel you clicked and the pixels surrounding it.	Move the Hue , Whiteness , and Blackness sliders or enter a number between 0 and 100 in their corresponding boxes.
Specify a more precise match.	Move the Hue , Whiteness , and Blackness sliders closer to the left or enter smaller numbers in the boxes.
Add matching pixels to your selection.	Under Selection , click Add .
Remove matching pixels from your selection.	Under Selection , click Delete .
Search only neighboring pixels for matching Hue , Whiteness , and Blackness values.	Under Search Mode , click Local .
Search every pixel in the sprite for matching values.	Under Search Mode , click Global .

5 Click inside the selected sprite on the color region you want to select. Matching pixels appear in the current color.

Tip To undo the result of your last click, change the **Selection** option and click **Redo Last**.

6 Repeat steps 4 and 5 to add pixels to your selection or remove them from your selection.

7 Move the **Edge** slider if you want to reduce the appearance of jagged edges in the new sprite.

Tip Softer edges make it easier to blend the new sprite with other sprites in new compositions or in a different area of the current composition

8 Click **Cut Out**.

9 Move the sprites apart to see the result.

Local Search Mode

Marks only color pixels that match the specified color range and touch or connect to each other within an area.

Global Search Mode

Marks all color pixels that match the specified color range within the entire sprite.

Erasing selected colors in a sprite

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tools how")} [Related
Topics](#)

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"cutout
ovr")}
[Overview](#)



Original sprite



Color region
selected



Result

When you want to erase pixels in a sprite that are the same as or similar to a specific color, you can use the **Select Color Region** tool. This tool searches the sprite for pixels that match the color of the pixel you click on, and creates a color region that you can erase. When you erase the selected pixels, they become transparent. Erasing selected colors in a sprite is particularly useful when you create an image for a Web page and you want the page's background to show through a portion of the image.

You can use **Select Color Region** as an alternative to the **Erase** tool when you want to erase pixels with the same color that are either clustered together or scattered throughout a sprite.

▶ **To copy a color region of a sprite**

- 1 Select the sprite that you want to erase a portion of.
- 2 On the toolbox, click **Cutout** ▶.

Tip Before continuing, verify that the **Opacity** ▶ setting on the **Cutout Tools** tab is correct. If you want the new sprite to be completely opaque, move the slider all the way to the right or enter 100 in the box.

- 3 On the **Select Color Region** tab, click **Select Color Region** ▶.

- 4 Set the desired options:

To	Do this
Define the degree of similarity between the <u>hue</u> , whiteness, and blackness of the pixel you clicked and the pixels surrounding it. Specify a more precise match.	Move the Hue , Whiteness , and Blackness sliders or enter a number between 0 and 100 in their corresponding boxes. Move the Hue , Whiteness , and Blackness sliders closer to the left or enter smaller numbers in the boxes.
Add matching pixels to your selection.	Under Selection , click Add .
Remove matching pixels from your selection.	Under Selection , click Delete .
Search only neighboring pixels for matching Hue , Whiteness , and Blackness values.	Under Search Mode , click Local .
Search every pixel in the sprite for	Under Search Mode , click Global .

matching values.

- 5 Click inside the selected sprite on the color region you want to select. Matching pixels appear in the current color.

Tip To undo the result of your last click, change the **Selection** option and click **Redo Last**.

- 6 Repeat steps 4 and 5 to add pixels to your selection or remove them from your selection.

- 7 Click **Erase**.

Arts & Crafts effects

{button ,AL("arts_cra
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[Related
Topics](#)

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effects
palette ovr ")}
[Overview](#)

The **Arts & Crafts** category allows you to apply specialized effects to sprites to generate a specific result. For example, you can make sprites that seem to be created:

- From pieces of stained glass.
- From pieces of tile, like a mosaic.
- By an ink stamp.

▶ Click the effect you want to read about:



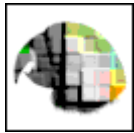
Original sprite



[Cutout](#)



[Flocking](#)



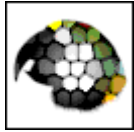
[Mosaic](#)



[Poster](#)



[Sandpaper](#)



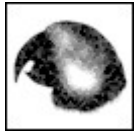
[Stained Glass](#)



[Stamp](#)



[Stone Print](#)



[Torn Edges](#)

Cutout

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Original sprite



[Cutout](#)

Cutout creates the appearance that the sprite is composed of roughly cut pieces of colored paper. High-contrast sprites appear to be silhouetted, while colored images appear to be composed of several layers of colored paper. **Cutout** can also look like a linoleum block print, especially when applied to a simple high-contrast sprite.

Where to find this effect

Cutout is available on the **Effects** palette in the **Arts & Crafts** category.

How to apply this effect

Click the **Cutout** picture to find out how to apply this effect.

How to adjust the results

- For more levels of color, move the **Number of levels** slider to the right or enter a larger number in the **Number of levels** box. The number must be between 2 and 8. Higher settings create greater detail.
- To simplify the cutout edge, move the **Edge simplicity** slider to the right or enter a larger number in the **Edge simplicity** box. The number must be between 0 and 10.
- To depress the cutout edges and retain the fidelity of the shapes in the sprite, move the **Edge fidelity** slider or enter a larger number in the **Edge fidelity** box. To create a more distorted representation of the sprite, move the slider to the left or enter a smaller number in the box. The number must be between 1 and 3.
- To blend more of the effect with the original sprite, move the **Opacity** ▶ slider to the right or enter a larger number in the **Opacity** box. The number must be between 0 and 100. Lower opacity settings blend a smaller proportion of the effect, retaining more of the sprite's original look.

Tip For more depth and overlap of the layers created with **Cutout**, try following it with the [Emboss](#) effect.

Flocking

(Called **Note Paper** in Microsoft Image Composer 1.0)

{button ,AL("arts_cra
fts effect")}
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Topics](#)

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palette ovr")}
[Overview](#)



Original sprite



[Flocking](#)

Flocking creates the appearance that the sprite was imprinted on embossed paper, such as blotting paper.

The dark areas in the original sprite become the embossed areas, which use the [current color](#). The light areas become the rough paper surface, which takes on the color of the [composition space](#).

Where to find this effect

Flocking is available on the **Effects** palette in the **Arts & Crafts** category.

How to apply this effect

Click the **Flocking** picture to find out how to apply this effect.

How to adjust the results

- To increase the number of dark areas in the sprite, which will become embossed regions, move the **Image balance** slider to the right or enter a larger number in the **Image balance** box. To increase the number of light areas in the sprite, which will become rough paper areas, move the slider to the left or enter a smaller number in the box. The number must be between 0 and 50.
- For grainier paper, move the **Graininess** slider to the right or enter a larger number in the **Graininess** box. The number must be between 0 and 20.
- To increase embossing, move the **Relief** slider to the right or enter a larger number in the **Relief** box. The number must be between 0 and 25.
- To blend more of the effect with the original sprite, move the **Opacity** ▶ slider to the right or enter a larger number in the **Opacity** box. The number must be between 0 and 100. Lower opacity settings blend a smaller proportion of the effect, retaining more of the sprite's original look.

Tips

- To incorporate textures other than simple grain, apply **Flocking** with **Graininess** set to 0. Then apply [Rough Textures](#) with your choice of texture.
- Enliven black-and-white sprites by applying **Flocking** with different colors in the [Color Swatch](#) and [composition space](#).

Mosaic

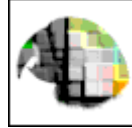
(Called **Patchwork** in Microsoft Image Composer 1.0)

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Original sprite



[Mosaic](#)

Mosaic creates the appearance that the sprite is made of small, square tiles laid on a flat surface. The squares are shadowed to indicate varying degrees of depth.

Where to find this effect

Mosaic is available on the **Effects** palette in the **Arts & Crafts** category.

How to apply this effect

Click the **Mosaic** picture to find out how to apply this effect.

How to adjust the results

- For larger squares, move the **Square size** slider to the right or enter a larger number in the **Square size** box. For smaller squares and a pebbly appearance, move the slider to the left or enter a smaller number in the box. The number must be between 0 and 10.
- For greater depth and contrast, move the **Relief** slider to the right or enter a larger number in the **Relief** box. For a flatter appearance, move the slider to the left or enter a smaller number in the box. The number must be between 0 and 25.
- To blend more of the effect with the original sprite, move the **Opacity** slider to the right or enter a larger number in the **Opacity** box. The number must be between 0 and 100. Lower opacity settings blend a smaller proportion of the effect, retaining more of the sprite's original look.

Tips

- After applying **Mosaic**, you can create a needlepoint look by using [Rough Textures](#) with a fabric texture (for example, **Canvas** or another scanned cloth texture).
- To give the features of a sprite more definition, try adjusting the contrast before applying **Mosaic**. When contrast is high, large areas of the sprite flatten out and don't show the three-dimensional surface features characteristic of this effect.

Poster

(Called **Poster Edges** in Microsoft Image Composer 1.0)

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{button ,AL("effects
palette ovr")}
[Overview](#)



Original sprite

[Poster](#)

Poster reduces the number of color shades in a sprite and adds dark lines along its edges. Large, broad areas have simple shading, while fine, dark detail is distributed throughout the sprite.

Where to find this effect

Poster is available on the **Effects** palette in the **Arts & Crafts** category.

How to apply this effect

Click the **Poster** picture to find out how to apply this effect.

How to adjust the results

- To make the added edges thicker, move the **Edge thickness** slider to the right or enter a larger number in the **Edge thickness** box. The number must be between 0 and 10.
- To make edge outlining more apparent, move the **Edge intensity** slider to the right or enter a larger number in the **Edge intensity** box. The number must be between 0 and 10.
- To increase the number of colors in the sprite, move the **Posterization** slider to the right or enter a larger number in the **Posterization** box. The number must be between 0 and 6.
- To blend more of the effect with the original sprite, move the **Opacity** ▶ slider to the right or enter a larger number in the **Opacity** box. The number must be between 0 and 100. Lower opacity settings blend a smaller proportion of the effect, retaining more of the sprite's original look.

Tip Before applying **Poster**, try sharpening the sprite and adjusting the brightness and contrast. For details, see [Color controls overview](#).

Sandpaper

(Called **Reticulation** in Microsoft Image Composer 1.0)

{button ,AL("arts_cra
fts effect")}
[Related
Topics](#)

{button ,AL("effects
palette ovr")}
[Overview](#)

- ▶ To learn how to apply this effect, click a picture.



Original sprite

[Sandpaper](#)

Sandpaper creates the appearance that the sprite was imprinted on rough-grained paper, such as sandpaper. This effect renders the darker areas of the sprite with dense clumps of dark emulsion and the lighter areas with stippled grain.

The dark areas in the original sprite use the [current color](#). Midtones and highlights use tints of color from the [composition space](#).

Where to find this effect

Sandpaper is available on the **Effects** palette in the **Arts & Crafts** category.

How to apply this effect

Click the Sandpaper picture to find out how to apply this effect.

How to adjust the results

- For denser stippling, move the **Density** slider to the right or enter a larger number in the **Density** box. The number must be between 0 and 50.
- To increase the areas taking on the [current color](#), move the **Black level** slider to the right or enter a larger number in the **Black level** box. The number must be between 0 and 50.
- To increase the areas taking on the color of the [composition space](#), move the **White level** slider to the right or enter a larger number in the **White level** box. The number must be between 0 and 50.
- To blend more of the effect with the original sprite, move the **Opacity** ▶ slider to the right or enter a larger number in the **Opacity** box. The number must be between 0 and 100. Lower opacity settings blend a smaller proportion of the effect, retaining more of the sprite's original look.

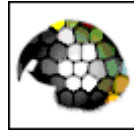
Tips

- You can create a range of evocative effects by applying [Diffuse Glow](#) before applying **Sandpaper**. Try adding just a little of the **Glow amount** setting.
- Try using the **Sandpaper** effect to add background paper texture and grain to a composition.

Stained Glass

{button ,AL("arts_cra
fts effect")}
[Related
Topics](#)

{button ,AL("effects
palette ovr")}
[Overview](#)



Original sprite

[Stained Glass](#)

Stained Glass creates the illusion that the sprite is made up of small pieces of colored glass lit from behind. You can vary the strength of the light shining through the glass from an even glow to a focused brilliance. The borders around the pieces of glass are rendered in the [current color](#).

Where to find this effect

Stained Glass is available on the **Effects** palette in the **Arts & Crafts** category.

How to apply this effect

Click the Stained Glass picture to find out how to apply this effect.

How to adjust the results

- For bigger stained-glass pieces, move the **Cell size** slider to the right or enter a larger number in the **Cell size** box. The number must be between 1 and 50.
- For wider borders around the glass pieces, move the **Border thickness** slider to the right or enter a larger number in the **Border thickness** box. The number must be between 1 and 20.
- To brighten the light that shines through the glass pieces, move the **Light intensity** slider to the right or enter a larger number in the **Light intensity** box. The number must be between 0 and 10.
- To blend more of the effect with the original sprite, move the **Opacity** ▶ slider to the right or enter a larger number in the **Opacity** box. The number must be between 0 and 100. Lower opacity settings blend a smaller proportion of the effect, retaining more of the sprite's original look.

Tips

- By applying [Poster](#) or [Cutout](#) before applying the **Stained Glass** effect, you can create larger areas of common color to enhance this effect.
- To make the sprite appear to be viewed through leaded glass, reduce the **Opacity** setting, choose a dark color for the borders, and reduce the **Light intensity** setting.
- To give the sprite an antique look, apply the [Ripple](#) effect with low **Ripple magnitude** and **Ripple size** settings.
- To further enhance the aged quality of the sprite, add a bit of grain by using the [Grain](#) effect before applying [Ripple](#).

Stamp

{button ,AL("arts_cra
fts effect")}
[Related
Topics](#)

{button ,AL("effects
palette ovr")}
[Overview](#)

▶ Original sprite ▶ [Stamp](#)

Stamp creates a sprite that looks like the monochrome imprint of a wooden or rubber stamp.

The dark areas in the original sprite use the [current color](#). Midtones and highlights use tints of color from the [composition space](#).

Where to find this effect

Stamp is available on the **Effects** palette in the **Arts & Crafts** category.

How to apply this effect

Click the Stamp picture to find out how to apply this effect.

How to adjust the results

- To increase the areas of the sprite that use the [current color](#), move the **Light/Dark balance** slider to the right or enter a larger number in the **Light/Dark balance** box. The number must be between 0 and 50.
- To increase the overall smoothness of the sprite, move the **Smoothness** slider to the right or enter a larger number in the **Smoothness** box. The number must be between 1 and 50.
- To blend more of the effect with the original sprite, move the **Opacity** ▶ slider to the right or enter a larger number in the **Opacity** box. The number must be between 0 and 100. Lower opacity settings blend a smaller proportion of the effect, retaining more of the sprite's original look.

Tips

- Try applying the [Rough Textures](#) effect after applying **Stamp** to add texture to the solid areas of color on the sprite.
- To create a stamp-pad look, apply the [Grain](#) effect after the **Stamp** effect to break up flat areas in the selection.
- To reduce unwanted texture in the lighter areas of the sprite, increase the brightness and contrast. For details, see [Color controls overview](#).

Stone Print

(Called **Photocopy** in Microsoft Image Composer 1.0)

{button ,AL("arts_cra
fts effect"))} [Related
Topics](#)

{button ,AL("effects
palette ovr"))}
[Overview](#)



Original sprite

[Stone Print](#)

Stone Print redraws the sprite as a two-color image resembling a photocopy of the original, using colors you select. Large dark areas tend to copy only around their edges, and midtones become solid colors.

The darks in the original sprite use the [current color](#). Midtones and highlights use tints of color from the [composition space](#).

Where to find this effect

Stone Print is available on the **Effects** palette in the **Arts & Crafts** category.

How to apply this effect

Click the Stone Print picture to find out how to apply this effect.

How to adjust the results

- For more detail in the sprite, move the **Detail** slider to the right or enter a larger number in the **Detail** box. The number must be between 1 and 24.
- To increase the amount of darkness in the sprite, move the **Darkness** slider to the right or enter a larger number in the **Darkness** box. The number must be between 1 and 50.
- To blend more of the effect with the original sprite, move the **Opacity** ▶ slider to the right or enter a larger number in the **Opacity** box. The number must be between 0 and 100. Lower opacity settings blend a smaller proportion of the effect, retaining more of the sprite's original look.

Tips

- Simulate the effect of photocopying an image several times by applying **Stone Print** to an image twice. The first time, use the default settings. Apply the effect again on the resulting image, but this time decrease the **Detail** setting to the point where amounts of the black areas (created in the first application of the effect) start to dissolve.
- Try applying the [Colored Pencil](#) effect after applying **Stone Print** twice to create an excellent pencil sketch effect. Increase the brightness and contrast of the resulting image to create the look you desire. For details, see [Color controls overview](#).

Torn Edges

{button ,AL("arts_cra
fts effect")}
[Related
Topics](#)

{button ,AL("effects
palette ovr")}
[Overview](#)



Torn Edges creates the appearance that the sprite was imprinted with a sponge or stamp to make the edges of the sprite look ragged. This effect works best with text or with simple high-contrast graphical sprites.

The dark areas in the original sprite use the [current color](#). Midtones and highlights use tints of color from the [composition space](#).

Where to find this effect

Torn Edges is available on the **Effects** palette in the **Arts & Crafts** category.

How to apply this effect

Click the **Torn Edges** picture to find out how to apply this effect.

How to adjust the results

- To emphasize the darker areas of the original sprite, move the **Image balance** slider to the right or enter a larger number in the **Image balance** box. To emphasize the areas of midtones and highlights, move the slider to the left or enter a lower number in the box. The number must be between 0 and 50.
- For a smoother result, move the **Smoothness** slider to the right or enter a larger number in the **Smoothness** box. The number must be between 1 and 15.
- For higher contrast, move the **Contrast** slider to the right or enter a larger number in the **Contrast** box. The number must be between 1 and 25.
- To blend more of the effect with the original sprite, move the **Opacity** ▶ slider to the right or enter a larger number in the **Opacity** box. The number must be between 0 and 100. Lower opacity settings blend a smaller proportion of the effect, retaining more of the sprite's original look.

Tips

- Try this effect as a final touch after applying [Stamp](#) or [Stone Print](#).
- This is a great effect to use if you want to roughen type in a text sprite.






Color Enhancement effects

{button ,AL("color
enhancement
effects")}
[Related
Topics](#)

{button ,AL(""
effects
palette ovr")}
[Overview](#)

Color Enhancement effects change a sprite by altering its original colors. You can apply these effects to one sprite or to a selection set of sprites.

▶ Click the effect you want to read about:

	 Color Bounding Box	 Dye
 Original sprite	 Transparent	 Tint

Color Bounding Box

(Called **Color Over** in Microsoft Image Composer 1.0)

{button ,AL("color
enhancement
effects")}
[Related
Topics](#)

{button ,AL(""
effects
palette ovr")}
[Overview](#)



Original sprite

[Color Bounding Box](#)

Color Bounding Box applies the [current color](#) to all pixels in the sprite, including clear pixels.


Where to find this effect

Color Bounding Box is available on the **Effects** palette in the **Color Enhancement** category.

How to apply this effect

Click the Color Bounding Box picture to learn how to apply this effect.

How to vary this effect

To blend more of the effect with the original sprite, move the **Opacity**  slider to the right or type a larger number in the **Opacity** box. The number must be between 0 and 100. Lower opacity settings blend a smaller proportion of the effect, retaining more of the sprite's original look. If you set opacity below 100, the color builds up as you reapply this effect.

Dye

(Called **Colorize** in Microsoft Image Composer 1.0)

{button ,AL("color
enhancement
effects")}
[Related
Topics](#)

{button ,AL("effects
palette ovr")}
[Overview](#)



Original sprite

[Dye](#)

Dye applies the [current color](#) to the sprite without affecting its dark and light values. **Dye** changes the color values of all pixels, with the exception of pure black or white pixels.


Where to find this effect

Dye is available on the **Effects** palette in the **Color Enhancement** category.

How to apply this effect

Click the Dye picture to learn how to apply this effect.

How to vary this effect

To blend more of the effect with the original sprite, move the **Opacity**  slider to the right or type a larger number in the **Opacity** box. The number must be between 0 and 100. Lower opacity settings blend a smaller proportion of the effect, retaining more of the sprite's original look. If you set opacity below 100, the color builds up as you reapply this effect.

Tip Dye is especially good for coloring [monochrome](#) images. It's also useful for changing the color of an article of clothing in a photograph after you select it with the [Select Color Region](#) tool.

Grayscale

(Called **Luminance** in Microsoft Image Composer 1.0)

```
{button ,AL("color  
enhancement  
effects")}
```

[Related
Topics](#)

```
{button ,AL(""  
effects  
palette ovr")}
```

[Overview](#)

Original sprite

[Grayscale](#)

Grayscale converts a color sprite to grayscale (shades of black and white).

Where to find this effect

Grayscale is available on the **Effects** palette in the **Color Enhancement** category.

How to apply this effect

Click the Grayscale picture to learn how to apply this effect.

Transparent

(Called **Wash** in Microsoft Image Composer 1.0)

```
{button ,AL("color  
enhancement  
effects")}
```

[Related
Topics](#)

```
{button ,AL(""  
effects  
palette ovr")}
```

[Overview](#)

Original sprite

[Transparent](#)

Transparent increases the transparency of the pixels in a sprite. The result varies from partially transparent (as in the picture above) to totally transparent, depending on how you set the **Opacity** slider.


Where to find this effect

Transparent is available on the **Effects** palette in the **Color Enhancement** category.

How to apply this effect

Click the **Transparent** picture to learn how to apply this effect.

How to vary this effect

Adjust the **Opacity**  slider or enter a number between 0 and 100 in the **Opacity** box. The lower the setting, the more transparent the sprite becomes when you click **Apply**. If you set opacity to 0, all opaque pixels in the sprite are erased, and the image becomes totally transparent.

Note You cannot make a sprite less transparent by applying an effect.

Tip **Transparent** makes the whole sprite translucent. To make only a part of the sprite translucent, use the **Erase** button on the **Paint** palette.

Tint

{button ,AL("color enhancement effects")}
[Related Topics](#)

{button ,AL("effects palette ovr")}
[Overview](#)



Original sprite

Tint

Tint applies a transparent wash of the current color to the selected sprite.

Where to find this effect

Tint is available on the **Effects** palette in the **Color Enhancement** category.

How to apply this effect

Click the Tint picture to learn how to apply this effect.

How to vary this effect

To blend more of the effect with the original sprite, move the **Opacity** ▶ slider to the right or type a larger number in the **Opacity** box. The number must be between 0 and 100. Lower opacity settings blend a smaller proportion of the effect, retaining more of the sprite's original look. If you set opacity below 100, the color builds up as you reapply this effect.

Note **Tint** is similar to the **Dye** effect, except that **Tint** changes the shades of the sprite's existing colors, whereas **Dye** changes the colors to different colors. Also, **Tint** affects pure black or white pixels, whereas **Dye** does not.

Creating an antique photograph effect

{button ,AL("color
bounding box
effect;film grain
effect"}} [Related
Topics](#)

{button ,AL("e
ffects palette
ovr;color
tuning palette
ovr"}}
[Overview](#)



Original sprite



In process




In process



[Result](#)

You can give a sprite the appearance of a sepia tint photograph by applying a sequence of effects to it.

▶ To create an antique photograph effect

- 1 Select a sprite.
- 2 Convert the sprite to [grayscale](#). For details, see [Converting a color sprite to grayscale](#).
- 3 Change the [current color](#) to brown sepia (Red 57, Green 22, Blue 1). For details, see [Selecting the colors for an effect](#).
- 4 On the toolbox, click **Effects** ▶.
- 5 In the **Category** list, click **Color Enhancement**.
- 6 Select the **Color Bounding Box** effect.
- 7 On the **Details** tab, set the **Color opacity** to 65, and then click **Apply**.
- 8 On the toolbox, click **Color Tuning** .
- 9 Click the **Dynamic Range** tab.
- 10 Move the right bar to the middle of the **Histogram** window, and then click **Apply**.
- 11 On the toolbox, click **Effects** ▶.
- 12 In the **Category** list, click **Photographic**.
- 13 Select the **Film Grain** effect, and then click **Apply**.

Tips

- Try adjusting the options available for the **Film Grain** effect on the **Details** tab to create variations of the examples pictured above. Click the Result picture to view the option settings used to create the example.
- Create a rectangular or oval cutout with blurred edges from the finished version of the sprite to enhance its antique appearance. For details, see [Creating rectangular and oval cutouts from a](#)

sprite.

Film Grain settings

Grain: 2

Highlight Area: 1

Highlight Intensity: 10

Opacity: 100

Creating a cartoon-like pencil sketch

```
{button ,AL("stone  
print effect")}
```

[Related Topics](#)

```
{button ,AL("  
effects  
palette  
ovr;color  
tuning palette  
ovr")}
```

[Overview](#)



Original sprite



[Result](#)

You can convert a sprite into a cartoon-like sketch by combining an effect with a color adjustment.

▶ To create a cartoon-like pencil sketch

- 1 Select a sprite.
- 2 On the toolbox, click **Effects** ▶.
- 3 In the **Category** list, click **Arts & Crafts**.
- 4 Select the **Stone Print** effect.
- 5 Click **Apply**.

Tip For best results, apply the **Stone Print** effect to the sprite twice.

- 6 Select the colors you want to use in the **Color Swatch** and the [composition space](#). For details, see [Selecting the colors for an effect](#).
- 7 Click **Apply**.
- 8 Adjust the [dynamic range](#) on the **Dynamic Range** tab of the **Color Tuning** palette until you get the look you want.

Tip Try adjusting the options available for the **Stone Print** effect on the **Details** tab to create variations of the example pictured above. Click the Result picture to view the option settings used to create the example.

Stone Print settings

Detail: 5

Darkness: 50

Creating a pencil sketch effect

```
{button ,AL("colored  
pencil effect;color  
shifting overview;")}
```

[Related Topics](#)

```
{button ,AL("effects  
palette  
ovr;color  
tuning palette  
ovr;")}
```

[Overview](#)



Original sprite



[In process](#)



Result

You can create the appearance that a sprite was sketched on paper by applying a sequence of effects to it.

▶ To create a pencil sketch effect

- 1 Select a sprite.
- 2 Convert the sprite to [grayscale](#). For details, see [Converting a color sprite to grayscale](#).
- 3 On the toolbox, click **Effects** ▶.
- 4 In the **Category** list, click **Sketch**.
- 5 Select the **Colored Pencil** effect.

Tip For best results, set **Paper brightness** to its maximum value (50) on the **Details** tab.

- 6 Click **Apply**.

- 7 On the toolbox, click **Color Tuning** .

- 8 On the **Color Controls** tab, adjust the **Contrast** slider to the desired position, or enter a number between -100 and 100 in the **Contrast** box.

- 9 Click **Apply**.

Tip Try adjusting the options available for the **Colored Pencil** effect and **Contrast** to create variations of the example pictured above. Click the In process picture to view the option settings used to create the example.

Colored Pencil settings

Pencil Width: 4

Stroke Pressure: 8

Paper Brightness: 42

Opacity: 100

Creating an oil painting effect

```
{button ,AL("emboss  
effect;fresco effect")}
```

[Related Topics](#)

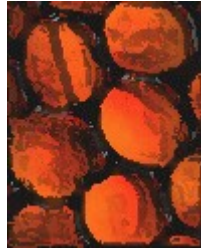
```
{button ,AL("effects  
palette ovr")}  
Overview
```



Original sprite



[In process](#)



[Result](#)

You can give a sprite the appearance of an oil painting by applying a sequence of effects to it.

▶ **To create an oil painting effect**

- 1 Select a sprite.
- 2 On the toolbox, click **Effects** ▶.
- 3 In the **Category** list, click **Surface**.
- 4 Select the **Emboss** effect. Make sure to use the default settings on the **Details** tab.
- 5 Click **Apply**.
- 6 In the **Category** list, click **Paint**.
- 7 Select the **Fresco** effect.
- 8 Click **Apply**.

Tip Try adjusting the options available for both effects on the **Details** tab to create variations of the examples pictured above. Click the In process or Result picture to view the option settings used to create the example.

Emboss settings

Relief: 11

Light Position: Top Right

Fresco settings

Brush Size: 1

Brush Detail: 10

Texture: 3

Creating an artistic paint effect

{button ,AL("accents
effect;dry brush
effect"}} [Related
Topics](#)

{button ,AL("effects
palette ovr"}}
[Overview](#)



Original sprite

[In process](#)



[Result](#)

You can create your own artistic paint style by applying a sequence of **Paint** effects to a sprite. For example, you can accentuate a sprite's edges and also soften its overall appearance by combining two different effects.

▶ **To create an artistic paint effect**

- 1 Select a sprite.
- 2 On the toolbox, click **Effects** ▶.
- 3 In the **Category** list, click **Paint**.
- 4 Select the **Accents** effect. Make sure to use the default settings on the **Details** tab.
- 5 Click **Apply**.
- 6 Select the **Dry Brush** effect. Make sure to use the default settings on the **Details** tab.
- 7 Click **Apply**.

Tip Try adjusting the options available for both effects on the **Details** tab to create variations of the examples pictured above. Click the In process or Result picture to view the option settings used to create the example.

Accents settings

Edge Width: 2

Edge Brightness: 38

Smoothness: 5

Opacity: 100

Dry Brush settings

Brush Size: 2

Brush Detail: 8

Texture: 1

Opacity: 100

Creating a hand-colored effect

```
{button ,AL("diffuse  
glow  
effect;grayscale  
effect;transfer shape  
effect;")) Related  
Topics
```

```
{button ,AL("effects  
palette  
ovr;texture  
transfer  
ovr;"))  
Overview
```



Original sprite




In process



Result

You can create the appearance that a sprite was colored by hand by applying a sequence of effects to it.

▶ To create a hand-colored effect

- 1 Select a sprite.
- 2 In the **Edit** menu, click **Duplicate**.
- 3 On the toolbox, click **Effects** ▶.
- 4 In the **Category** list, click **Photographic**.
- 5 Select the **Diffuse Glow** effect.
- 6 Select the original sprite, and then click **Apply**.
- 7 In the **Category** list, click **Color Enhancement**.
- 8 Select the **Grayscale** effect, and then click **Apply**.
- 9 Move the grayscale sprite on top of the duplicate sprite.
- 10 On the toolbox, click **Texture Transfer** .
- 11 Select the **Transfer Shape** effect, and set the **Opacity** ▶ slider to 50 (by moving the slider or by typing the number directly in the box). Then click **Apply**.
- 12 Click the duplicate sprite, and then move the two sprites apart.

Creating a hand-rendered effect

{button ,AL("accents
effect;rough textures
effect"}} [Related
Topics](#)

{button ,AL("effects
palette ovr"}}
[Overview](#)



Original sprite



[In process](#)



[Result](#)

You can create the appearance that a sprite was hand-rendered by applying a sequence of effects to it.

▶ **To create a hand-rendered effect**

- 1 Select a sprite.
- 2 On the toolbox, click **Effects** ▶.
- 3 In the **Category** list, click **Paint**.
- 4 Select the **Accents** effect.
- 5 Click **Apply**.
- 6 In the **Category** list, click **Surface**.
- 7 Select the **Rough Textures** effect.
- 8 Click **Apply**.

Tip Try adjusting the options available for both effects on the **Details** tab to create variations of the examples pictured above. Click the In process or Result picture to view the option settings used to create the example.

Accents settings

Edge Width: 2

Edge Brightness: 18

Smoothness: 5

Opacity: 100

Texture Control settings

Type: Canvas

Light position: Top Right

Scaling: 62

Relief: 4

Creating a rough-surface chalk effect

```
{button ,AL("colored  
pencil effect;rough  
textures  
effect;texture dialog  
box options;")}
```

[Related Topics](#)

```
{button ,AL("effects  
palette ovr")}  
Overview
```



Original sprite



[In process](#)



[Result](#)

You can give a sprite the appearance of a chalk drawing on rough sketch paper by applying a sequence of effects to it.

▶ **To create a rough-surface chalk effect**

- 1 Select a sprite.
- 2 On the toolbox, click **Effects** ▶.
- 3 In the **Category** list, click **Sketch**.
- 4 Select the **Colored Pencil** effect.
- 5 Click **Apply**.
- 6 In the **Category** list, click **Surface**.
- 7 Select the **Rough Textures** effect.
- 8 Click **Texture Controls**, select a texture type, and then click **OK**.
Tip The **Sandstone** texture works well with the **Colored Pencil** effect.
- 9 Click **Apply**.

Tip Try adjusting the options available for both effects on the **Details** tab to create variations of the examples pictured above. Click the In process or Result picture to view the option settings used to create the example.

Colored Pencil settings

Pencil Width: 2

Stroke Pressure: 14

Paper Brightness: 50

Opacity: 100

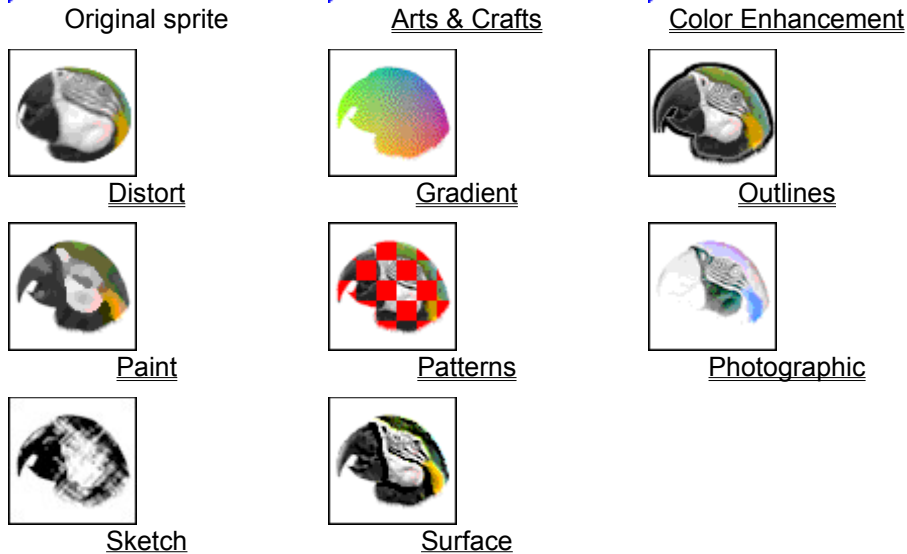
Texture Control setting

Type: Sandstone

Effects overview

{button ,AL("effects
ovr")}
Related
Topics

▶ Click a picture to see more samples of the effects in that category.



With three or four clicks, the effects in Microsoft Image Composer can transform an ordinary composition into a compelling image. Whether your project needs a soft, artistic treatment or an over-the-top, neon-lit extravaganza, you'll find exactly the look you want among the dozens of effects available on the **Effects** palette.

Effects are grouped into categories by the media they emulate, such as:

- **Arts & Crafts**
- **Paint**
- **Patterns**
- **Photographic**
- **Sketch**

Other effects are grouped according to the characteristic of the sprite that they alter, such as:

- **Color Enhancement**
- **Distort**
- **Gradient**
- **Outlines**
- **Surface**

Also included in the **Effects** palette are a **Popular** category, which gives you an alternative way of accessing some of the most frequently used effects, and an **All Effects** category, which lets you choose from an alphabetical listing of all the effects available in Image Composer.

Effects transform a sprite by replacing or distorting its pixels. You can also view and adjust the specific properties of each effect, such as its opacity, by choosing the **Details** tab in the **Effects** palette. As you experiment, you can undo the most recent application of an effect in two ways:

- If you applied the effect from the **Effects** tab or the **Details** tab, click **Undo** ▶. This action undoes

the effect and takes you back to the **Effects** tab.

- If you applied the effect from the **Details** tab, change the settings and click **Apply**. This action undoes the effect and reapplies it with the new settings. If you want to undo an effect after you leave the **Details** tab, you must click **Undo**.

You can apply most effects to a sprite or to a selection set of sprites. Effects work best with high-quality scanned images that have a broad range of colors, light areas, and dark areas.

Applying an effect

{button ,AL("Creatin
gEffects"))} [Related
Topics](#)

{button ,AL(" effects
palette ovr"))}
[Overview](#)

Apply an effect when you want to enhance a sprite's appearance, distort its shape, or give it a completely new look. You can view and adjust the specific properties of an effect, such as its opacity and softness, by choosing the **Details** tab in the **Effects** palette. When you apply the effect, either from the **Effects** tab or the **Details** tab, the current settings for that effect are used.

If you want to apply an effect repeatedly so that each application of the effect is layered on top of the previous application, click **Apply** on the **Effects** tab. For example, clicking **Transparent** on the **Effects** tab many times gradually makes the selected sprite completely transparent. To undo the most recent application of the effect, you must click **Undo** ▶.

However, if you want to experiment with the different settings of an effect and see how each change looks on your original sprite, click **Apply** on the **Details** tab. Each consecutive application of an effect from the **Details** tab undoes the previous application and reapplies it with the current settings. For example, you can apply a paint effect each time you adjust the brush size to see how the effect will look on your original sprite. Once you leave the **Details** tab, the effect is permanently applied and you must click **Undo** to undo it.

▶ To apply an effect

- 1 Select a sprite.
- 2 On the toolbox, click **Effects** ▶.
- 3 In the **Category** list, select a category of effects:
 - **All Effects** lists, in alphabetical order, all the effects available in Microsoft Image Composer.
 - **Arts & Crafts** effects emulate different types of crafts media such as cutouts, rubber stamps, and stained glass.
 - **Color Enhancement** effects let you alter the color of a sprite as well as the area within the sprite's bounding box.
 - **Distort** effects change the proportions of a sprite so that it appears warped.
 - **Gradient** effects fill a sprite with a gradual blending of color, and include a predefined set of color blends that you can choose from.
 - **Outlines** change the pixels around the border of a sprite without altering its shape.
 - **Paint** effects emulate different styles of paint applied in light or sprayed strokes, with a palette knife or sponge, and so on.
 - **Patterns** contains geometric patterns, such as stripes and checkerboards, and random patterns that you can use to fill a sprite.
 - **Photographic** effects emulate the results that are typically produced using photographic techniques that alter the focus or light diffusion of a sprite.
 - **Popular** effects are those that are most commonly used in Image Composer. Each effect in this category also appears in one of the other categories that characterize the type of effect.
 - **Sketch** effects emulate the different media, such as crayons, charcoal, and ink, used to sketch images.
 - **Surface** effects give a sprite the appearance that it was created on a specific material or surface, such as chrome, glass, plaster, or water.
- 4 Select the effect that you want to apply.
- 5 If you want to change the default settings for this effect, click the **Details** tab.
- 6 Click **Apply**.

Selecting the colors for an effect

```
{button ,AL("composition space  
topic;current  
composition  
space;new  
composition  
space;A_conSelecting_a_Current_Color  
;true color topics;")}  
Related Topics
```

Some of the effects that you can apply from the **Effects** palette change a sprite's original colors. Those effects frequently use the current color shown in the **Color Swatch**, the color of the composition space, or both. You should select these colors before you apply the effect.

▶ **To set the current color**

- 1 On the toolbox, click the **Color Swatch**.
- 2 In the **Color Picker** dialog box, click the **True Color** tab if your composition uses the **True Color** palette, or click the **Custom Palette** tab if your composition uses any other palette.
- 3 Select the color you want to use:
 - To select a true color, click inside the color matrix on the **True Color** tab. For details, see Selecting a true color.
 - To select a color from another palette, select the name of the palette that has the color you want to use from the **Color Palette** box on the **Custom Palette** tab. Then click a color entry in the palette.
- 4 Click **OK**.

▶ **To change the color of the composition space for the active composition**

- 1 On the **File** menu, click **Composition Setup**.
- 2 On the **Current Composition** tab, click **Color**.
- 3 Choose a color from the **Color Picker** dialog box, and then click **OK**.
- 4 Click **OK**.

The composition space color is saved with the active composition only. If you want to change the default composition space color for future compositions, use the **New Composition** tab instead. Saved compositions continue to use the composition space color that they were saved with.

Tips

- To maintain the original relationship of darks to midtones and highlights, choose a darker **Color Swatch** color and a lighter composition space color.
- Media effects such as **Charcoal** and **Stone Print** work best with the **Color Swatch** set to black and the composition space set to white.

Applying a color enhancement effect

{button ,AL("color
enhancement
effects")}
[Related
Topics](#)

{button ,AL("color
enhancement
effects ovr")}
[Overview](#)

Apply a color enhancement effect when you want to modify the color of an existing sprite. The type of effect you apply will change the sprite's hue, its dark and light values, or its transparency values.

▶ **To apply a color enhancement effect**

- 1** Select a sprite.
- 2** On the toolbox, click **Effects ▶**.
- 3** In the **Category** list, click **Color Enhancement**.
- 4** Select the effect that you want to apply.
- 5** If you want to change the default settings for this effect, click the **Details** tab.
- 6** Click **Apply**.

Filling a sprite with a solid color

```
{button ,AL("color  
enhance how;dye")}
```

[Related Topics](#)

```
{button ,AL("c  
olor  
enhancement  
effects ovr")}  
Overview
```

Fill a sprite with a solid color when you want to change the opaque pixels of a sprite to one color without affecting its brightness or saturation.

▶ **To fill a sprite with a solid color**

- 1 Select a sprite.
- 2 Set the current color to the color you want to fill the sprite with. For details, see [Setting the current color](#).
- 3 Click the **Color Fill** button ▶ on the toolbar.

As an alternative to using the **Color Fill** button, you can apply the **Dye** effect on the **Effects** palette to fill a sprite with a solid color. Both methods yield the same result.

▶ **To apply the Dye effect to a sprite**

- 1 Select a sprite.
- 2 On the toolbox, click **Effects** ▶.
- 3 In the **Category** list, click **Color Enhancement**.
- 4 Select the **Dye** effect.
- 5 Set the current color to the color you want to fill the sprite with. For details, see [Setting the current color](#).
- 6 To change the opacity of the fill, click the **Details** tab, and then move the **Opacity** ▶ slider.
 - To retain more of the original sprite, move the slider to the left.
 - To apply a more solid fill, move the slider to the right.
 - To completely replace the sprite's original colors with the current color, set the opacity to 100.
- 7 Click **Apply**.

Converting a color sprite to grayscale

```
{button ,AL("color  
enhance  
how;grayscale  
effect;contrast  
effect;")} Related  
Topics
```

```
{button ,AL("c  
olor  
enhancement  
effects ovr")}
```

[Overview](#)

Convert a color sprite to grayscale when you want to reduce all the colors in the sprite to shades of gray. This conversion is useful when you plan to use the sprite in a black-and-white document.

▶ **To convert a color sprite to grayscale**

- 1** Select a sprite.
 - 2** On the toolbox, click **Effects** ▶.
 - 3** In the **Category** list, choose **Color Enhancement**.
 - 4** Select the **Grayscale** effect.
 - 5** Click **Apply**.
- Tip** Increase the contrast of the image to create a more black-and-white look.

Distorting a sprite

{button ,AL("A_ARR ANGE_Warping_a_sprite")}
[Related Topics](#)

{button ,AL("distort ovr")}
[Overview](#)

Apply a distort effect when you want to change the shape and proportions of an existing sprite.

▶ **To distort a sprite**

- 1 Select a sprite.
- 2 On the toolbox, click **Effects ▶**.
- 3 In the **Category** list, click **Distort**.
- 4 Select the effect that you want to apply.
- 5 If you want to change the default settings for this effect, click the **Details** tab.
- 6 Click **Apply**.

Applying a gradient effect to a sprite

```
{button ,AL("gradient  
effect how")}
```

[Related Topics](#)

```
{button ,AL("gradient  
effect ovr")}  
Overview
```

Apply a gradient effect to a sprite when you want to fill the sprite's opaque pixels with a gradual blend of up to four colors. Microsoft Image Composer provides one type of gradient effect with several predefined variations. You can select one of these predefined gradients or create your own. For details, see [Saving a custom gradient](#).

▶ **To apply a gradient effect to a sprite**

- 1 Select a sprite.
- 2 On the toolbox, click **Effects** ▶.
- 3 In the **Category** list, click **Gradient**, and then click the **Details** tab.
- 4 In the **Gradient name** list, click the effect that you want to apply.
- 5 If you want to increase the transparency for this effect, move the **Opacity** ▶ slider to the left.
- 6 Click **Apply**.

Note You can apply a gradient effect to just one sprite at a time; you can't apply this effect to a group or selection set.

Saving a custom gradient


{button ,AL("gradient
effect how")}

[Related Topics](#)

{button ,AL("gradient
effect ovr")}
[Overview](#)

Microsoft Image Composer provides several sample gradients for you to use. You can create your own gradient and add it to the list of samples.

▶ **To save a custom gradient**

- 1 On the toolbox, click **Effects** ▶.
- 2 In the **Category** list, click **Gradient**, and then click the **Details** tab.
- 3 To use an existing gradient as a starting point, click the gradient in the **Gradient name** list.
- 4 Select the colors for your custom gradient. For details, see [Changing the colors in a gradient effect](#).
- 5 If you want to increase the transparency for this effect, move the **Opacity** ▶ slider to the left.
- 6 In the **Gradient name** list, type a new name for this gradient.
- 7 Click **Save** .

Note Image Composer can save up to 20 custom gradients.

Deleting a gradient from the list

{button ,AL("gradient
effect how")}


[Related Topics](#)

{button ,AL("gradient
effect ovr")}

[Overview](#)

Microsoft Image Composer provides several sample gradients for you to use. In addition, it can save up to 20 custom gradients that you created. If you have already saved 20 gradients, and you want to add another gradient to the list, you must first delete one of the existing gradients.

▶ **To delete a gradient from the list**

- 1 On the toolbox, click **Effects** ▶.
- 2 In the **Category** list, click **Gradient**, and then click the **Details** tab.
- 3 In the **Gradient name** list, click the gradient that you want to delete.
- 4 Click **Delete** .

Warning Deleting a gradient from the **Gradient name** list permanently removes that gradient from Image Composer.

Changing the colors in a gradient


{button ,AL("gradient
effect how")}

[Related Topics](#)

{button ,AL("gradient
effect ovr")}
[Overview](#)

You can change the colors in any of the gradients that are provided with Microsoft Image Composer, or that you created and saved in the **Effects** palette.

▶ **To change the colors in a gradient**

- 1 On the toolbox, click **Effects** ▶.
 - 2 In the **Category** list, click **Gradient**, and then click the **Details** tab.
 - 3 In the **Gradient name** list, click the gradient that you want to change. If you're creating a custom gradient, you can use any existing gradient as a starting point.
 - 4 Click a color chip in one of the corners of the gradient square.
 - 5 In the **Color Picker** dialog box, pick the color you want for that corner of the gradient, and then click **OK**.
 - To create an up or down gradient, pick one color for the two top color chips, and pick a second color for the two bottom color chips.
 - To create a left or right gradient, pick one color for the two left color chips, and pick a second color for the two right color chips.
- Tip** You can drag and drop a color from one color chip to another color chip.
- 6 Repeat steps 4 and 5 for the remaining color chips.
 - 7 To save your changes, click **Save** . If you quit Microsoft Image Composer without saving your changes, the default colors for that gradient will be restored.

Outlining a sprite

{button ,AL("outlines
how")}
[Related
Topics](#)

{button ,AL("outlines
ovr")}
[Overview](#)

Add an outline around a sprite when you want to sharpen its edges or create a more pronounced distinction between the sprite and its background.

▶ **To outline a sprite**

- 1 Select a sprite.
- 2 On the toolbox, click **Effects** ▶.
- 3 In the **Category** list, click **Outlines**.
- 4 Click the effect that you want to apply.
- 5 If you want to change the default settings for this effect, click the **Details** tab.
- 6 Click **Apply**.

Creating a drop shadow

{button ,AL("outlines
how;shadow
effect"}} [Related
Topics](#)

{button ,AL("outlines
ovr"}} [Overview](#)



Original sprite

Drop Shadow with
default settings

Add a drop shadow to a sprite when you want to add the appearance of depth. A drop shadow makes a sprite stand out against its background.

▶ **To create a drop shadow**

- 1 Select a sprite.
 - 2 On the toolbox, click **Effects** ▶.
 - 3 In the **Category** list, click **Outlines**, and then click the **Drop Shadow** effect.
 - 4 If you want to change the settings for **Drop Shadow**, click the **Details** tab:
 - To change the direction of the drop shadow, click one of the direction buttons. The direction of the drop shadow depends on whether the light source is facing east (0°), northeast (45°), north (90°), northwest (135°), west (180°), southwest (225°), south (270°), or southeast (315°). To specify a different angle, type a number between 0 and 359 in the **Angle** box.
 - To increase the number of pixels that the drop shadow is offset from the selected sprite, move the **Distance** slider to the right. To decrease the amount, move the slider to the left.
 - To soften the edges of the drop shadow so that it blends more gradually with the background, move the **Softness** slider to the right. For a crisper edge, move the slider to the left.
 - To change the color of the drop shadow, click the color chip. Choose a color from the **Color Picker**, and then click **OK**.
Tip To select a color quickly, right-click the color chip and then click a color.
 - To increase the transparency of the drop shadow, move the **Opacity** ▶ slider to the left. To create a completely opaque drop shadow, set the opacity to 100 percent.
- To restore the default settings, click **Use Default**.
- 5 Click **Apply**.

Placing a border around a sprite

{button ,AL("outlines
how"}} [Related
Topics](#)

{button ,AL("outlines
ovr"}}
[Overview](#)

Place a border around a sprite when you want to separate it from its background with a line of color. You can also make a sprite appear to glow against a darker background by adding a thin, light-colored border around the sprite.

▶ **To place a border around a sprite**

- 1 Select a sprite.
- 2 On the toolbox, click **Effects** ▶.
- 3 In the **Category** list, click **Outlines**, and then click the **Edge** effect.
- 4 If you want to change the default settings for **Edge**, click the **Details** tab:
 - To increase the width of the border, increase the **Thickness** setting. For the thinnest edge, set the thickness to 1.
 - To change the color of the border, click the color chip. Choose a color from the **Color Picker**, and then click **OK**.
Tip To select a color quickly, right-click the color chip and then click a color.
 - To increase the transparency of the border, move the **Opacity** ▶ slider to the left. To create a completely opaque border, set the opacity to 100 percent.
To restore the default settings, click **Use Default**.
- 5 Click **Apply**.

Tip If you want to outline the sprite and erase the pixels inside the outline, apply the **Edge Only** effect instead. For details, see [Creating an outline of a sprite](#).

Creating an outline of a sprite

{button ,AL("outlines
how")}
[Related
Topics](#)

{button ,AL("outlines
ovr")}
[Overview](#)

Create an outline of a sprite when you want an outline of its shape, but you want the original sprite to be transparent.

▶ **To create an outline of a sprite**

- 1 Select a sprite.
- 2 On the toolbox, click **Effects** ▶.
- 3 In the **Category** list, click **Outlines**, and then click the **Edge Only** effect.
- 4 If you want to change the default settings for **Edge Only**, click the **Details** tab:
 - To increase the width of the outline, increase the **Thickness** setting. For the thinnest edge, set the thickness to 1.
 - To change the color of the border, click the color chip. Choose a color from the **Color Picker**, and then click **OK**.

Tip To select a color quickly, right-click the color chip and then click a color.

- To increase the transparency of the outline, move the **Opacity** ▶ slider to the left. To create a completely opaque outline, set the opacity to 100 percent.

To restore the default settings, click **Default**.

- 1 Click **Apply**.

If you want to outline the sprite without affecting its pixels, apply the **Edge** effect instead. For details, see [Placing a border around a sprite](#).

Applying a paint effect

```
{button ,AL("paint  
effect how")}
```

[Related Topics](#)

```
{button ,AL("paint  
effect ovr")}
```

[Overview](#)

Apply a paint effect when you want to give a sprite the appearance that it was created using traditional painting techniques.

If you want to experiment with the different settings of an effect and see how each change looks on your original sprite, make sure you apply the effect from the **Details** tab. Each consecutive application of an effect from the **Details** tab undoes the previous application and reapplies it with the current settings. For example, you can apply the **Watercolor** effect each time you adjust the brush size to see how the effect will look on your original sprite. Once you leave the **Details** tab, the effect is permanently applied and you must click **Undo** to undo it.

▶ **To apply a paint effect**

- 1 Select a sprite.
- 2 On the toolbox, click **Effects** ▶.
- 3 In the **Category** list, click **Paint**.
- 4 Select the effect that you want to apply.
- 5 If you want to change the default settings for this effect, click the **Details** tab.
- 6 Click **Apply**.

Applying a pattern to a sprite

{button ,AL("patterns
how")}
[Related
Topics](#)

{button ,AL("patterns
ovr")}
[Overview](#)

Apply a pattern to a sprite when you want to uniformly blend or replace the opaque pixels in a selected sprite with dots, squares, stripes, or an array of colors.

If you want to experiment with the different settings of an effect and see how each change looks on your original sprite, make sure you apply the effect from the **Details** tab. Each consecutive application of an effect from the **Details** tab undoes the previous application and reapplies it with the current settings. For example, you can apply the **Stripes** effect each time you adjust the stripe width to see how the effect will look on your original sprite. Once you leave the **Details** tab, the effect is permanently applied and you must click **Undo** to undo it.

▶ **To apply a pattern to a sprite**

- 1 Select a sprite.
- 2 On the toolbox, click **Effects** ▶.
- 3 In the **Category** list, click **Patterns**.
- 4 Click the effect that you want to apply.
- 5 If you want to change the default settings for this effect, click the **Details** tab.
- 6 Click **Apply**.

Applying a pattern to part of a sprite

```
{button ,AL("patterns  
how;A_TEXTURE_T  
oCopyATextureFrom  
OneSpriteToAnother  
;")}  
  
{button ,AL("patterns  
ovr")}  
  
Overview  
  
Related Topics
```

Apply a pattern to only part of a sprite when you want to preserve areas of the original sprite. For example, you can apply a striped pattern to a sprite of an umbrella without affecting the pixels in the umbrella's handle.

▶ **To apply a pattern to part of a sprite**

- 1 Create a shape and then fill it with a pattern. For details, see [Shapes overview](#) and [Applying a pattern to a sprite..](#)
- 2 Select the sprite that you want to apply the pattern to, and move it on top of the patterned shape so that the portion you want to apply the pattern to overlaps the shape.
- 3 Add the second sprite to the selection by pressing SHIFT and clicking it.
- 4 On the toolbox, click **Texture Transfer** ▶.
- 5 In the **Texture Transfer** palette, click [Map Color](#).
- 6 Click **Apply**.
- 7 Move the two sprites apart to see the result.

The patterned sprite is imprinted on the second sprite in the area where the two sprites overlapped.

Applying a checkered pattern to a sprite

{button ,AL("patterns
how;checkerboard
pattern"}} [Related
Topics](#)

{button ,AL("patterns
ovr"}} [Overview](#)

You can apply a checkerboard pattern to a sprite when you want to uniformly blend or replace the opaque pixels in the sprite with one color.

▶ **To apply a checkered pattern to a sprite**

- 1 Select a sprite.
- 2 On the toolbox, click **Effects** ▶.
- 3 In the **Category** list, click **Patterns**.
- 4 In the **Effects** list, click **Checkerboard**.
- 5 If you want to change the default settings for **Checkerboard**, click the **Details** tab:
 - To let the sprite's opaque pixels show through the colored checkers, move the **Opacity** ▶ slider to the left. To completely replace the sprite's opaque pixels with the colored checkers, set the opacity to 100 percent.
 - To change the color of the checkers, click the **Color Swatch** on the toolbox. Select the color you want from the **Color Picker** dialog box, and then click **OK**.
 - To vary the size of the checkers, set new **Width** and **Height** values (in pixels). To keep the checkers perfectly square, click **Match width and height**.
- 6 Click **Apply**.

Applying stripes to a sprite

{button ,AL("patterns
how;stripes
pattern"}} [Related
Topics](#)

{button ,AL("patterns
ovr"}} [Overview](#)

You can apply a striped pattern to a sprite when you want to uniformly blend or replace the opaque pixels in the sprite with stripes of one color.

▶ **To apply a checkered pattern to a sprite**

- 1 Select a sprite.
- 2 On the toolbox, click **Effects** ▶.
- 3 In the **Category** list, click **Patterns**.
- 4 In the **Effects** list, click **Stripes**.
- 5 If you want to change the default settings for **Stripes**, click the **Details** tab:
 - To let the sprite's opaque pixels show through the colored stripes, move the **Opacity** ▶ slider to the left. To completely replace the sprite's opaque pixels with the colored stripes, set the opacity to 100 percent.
 - To change the color of the stripes, click the **Color Swatch** on the toolbox. Select the color you want from the **Color Picker** dialog box, and then click **OK**.
 - To change the width of the colored stripes, set a new **Width** value (in pixels).
 - To change the spacing between the colored stripes, set a new **Spacing** value (in pixels). To keep all the stripes the same width, click **Match width and spacing**.
- 6 Click **Apply**.

Applying a photographic effect

{button ,AL("photogr
aphic effects")}

Related Topics

{button ,AL("photographic
effects ovr")}

Overview

Apply a photographic effect when you want to give a sprite the appearance that it was modified by photographic techniques like using light filters, adjusting the focus, and applying film grains.

If you want to experiment with the different settings of an effect and see how each change looks on your original sprite, make sure you apply the effect from the **Details** tab. Each consecutive application of an effect from the **Details** tab undoes the previous application and reapplies it with the current settings. For example, you can apply the **Grain** effect each time you change the grain type to see how the effect will look on your original sprite. Once you leave the **Details** tab, the effect is permanently applied and you must click **Undo** ▶ to undo it.

▶ **To apply a photographic effect**

- 1 Select a sprite.
- 2 On the toolbox, click **Effects** ▶.
- 3 In the **Category** list, click **Photographic**.
- 4 Click the effect that you want to apply.
- 5 If you want to change the default settings for the effect, click the **Details** tab.
- 6 Click **Apply**.

Applying a surface texture to a sprite

```
{button ,AL("texture  
dialog box options")}
```

[Related Topics](#)

```
{button ,AL("  
surface  
effects  
ovr")}  
Overview
```

Apply a surface texture to a sprite when you want to give a sprite the appearance that it was created on a specific artistic material or surface. For example, you can make a sprite appear to be made of chrome, glass, or plaster, or you can make it appear to be underwater.

▶ **To apply a surface texture to a sprite**

- 1** Select a sprite.
- 2** On the toolbox, click **Effects** ▶.
- 3** In the **Category** list, click **Surface**.
- 4** Click the effect you want to apply.
- 5** if you want to change the default settings for this effect, click the **Details** tab.
- 6** Click **Apply**.

Creating a custom texture type

```
{button ,AL("texture  
dialog box options")}
```

[Related Topics](#)

```
{button ,AL("surface  
effects  
ovr")}  
Overview
```

You can create your own texture type and select it from the **Texture Controls** dialog box when you apply the **Rough Textures** effect. The textures that are available with Microsoft Image Composer are **Brick**, **Burlap**, **Canvas**, and **Sandstone**.

▶ To create a custom texture type

1 Create a new composition.

Tip If you want to use an existing texture as a starting point, the textures that are available in Image Composer are stored in the \Plugins\Impressionist Accessories\Paper folder.

2 Create the sprite that you want to save as a surface texture. You can create the texture by starting with a simple image and then applying a sequence of effects to it. For example, to create a granite texture:

- Create a solid-colored square.
- Apply the **Rough Textures** effect using the **Canvas** texture type.
- Apply the **Ripple** effect.
- Apply the **Grayscale** effect in the **Color Enhancement** category to convert the sprite to black and white. Only sprites that are grayscale or use the RGB color model can be applied as rough textures.

3 On the **File** menu, click **Save Selection As**. Make sure that the sprite is positioned on the composition space.

4 Click **TIFF** in the **Save as type** list, and then click **Save**.

When you apply **Rough Textures**, you can select **TIFF File** in the **Type** list on the **Details** tab to select your custom texture.

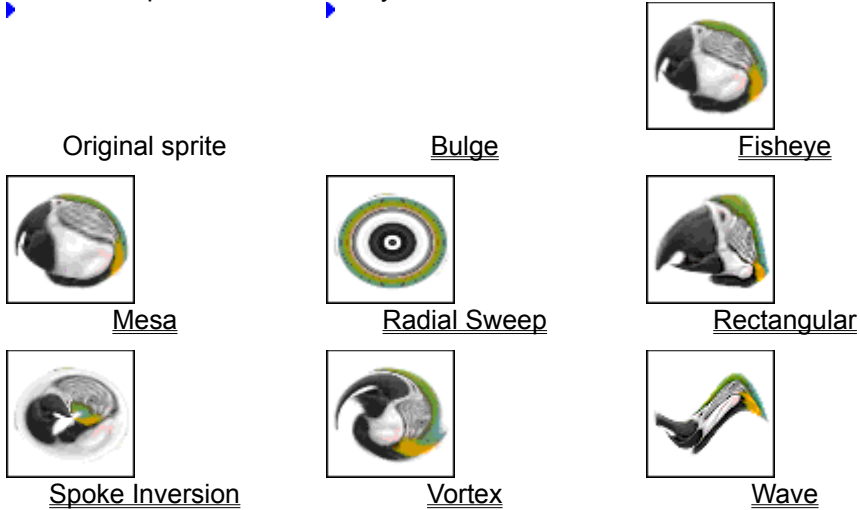
Distort effects

{button ,AL("distort effects")}
[Related Topics](#)

{button ,AL("effects palette ovr")}
[Overview](#)

Distort effects change the shape of a sprite. You can apply the **Rectangular** and **Wave** effects to only one sprite at a time. You can apply any of the other **Distort** effects to one sprite or to a set of selected sprites.

▶ Click the picture of the effect you want to read about.



Bulge

{button ,AL("distort
effects")}
[Related
Topics](#)

{button ,AL("effects
palette ovr")}
[Overview](#)

▶ Original sprite

▶ [Bulge](#)

Bulge causes the middle area of a sprite to swell, as if it were wrapped around a concave or convex hemisphere.

Where to find this effect

Bulge is available on the **Effects** palette in the **Distort** category.

How to apply this effect

Click the Bulge picture to learn how to apply this effect.

How to vary this effect

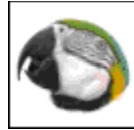
In the **Warp direction** box, click **In** or **Out** to specify a concave or a convex warp, respectively.

Fisheye

(Called **Escher** in Microsoft Image Composer 1.0)

{button ,AL("distort
effects")}
[Related
Topics](#)

{button ,AL("effects
palette ovr")}
[Overview](#)



Original sprite

[Fisheye](#)

Fisheye causes the center of the sprite to spread, crowding the area near its borders.

Where to find this effect

Fisheye is available on the **Effects** palette in the **Distort** category.

How to apply this effect

Click the Fisheye picture to learn how to apply this effect.

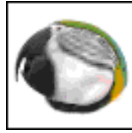
How to vary this effect

In the **Spread amount** box, type a value between 0 and 1000. The default setting of 150 percent causes the center of the sprite to grow to one-and-a-half times its original size. A setting of 100 percent has no effect. A setting of 50 percent squeezes the center of the sprite to half its original size.

Mesa

{button ,AL("distort effects")}
[Related Topics](#)

{button ,AL("effects palette ovr")}
[Overview](#)



Original sprite

[Mesa](#)

Mesa causes the sprite to appear to be wrapped around a flat-topped cone pointing out of or into the picture plane.

Where to find this effect

Mesa is available on the **Effects** palette in the **Distort** category.

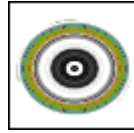
How to apply this effect

Click the Mesa picture to learn how to apply this effect.

Radial Sweep

{button ,AL("distort effects")}
[Related Topics](#)

{button ,AL("effects palette ovr")}
[Overview](#)



Original sprite

[Radial Sweep](#)

Radial Sweep scales the center line of pixels to half the diameter of the sprite, and then sweeps the line around to form a disk.

Where to find this effect

Radial Sweep is available on the **Effects** palette in the **Distort** category.

How to apply this effect

Click the Radial Sweep picture to learn how to apply this effect.

How to vary this effect

To specify the angle of the sampling line, type a value between -180 and 180 in the **Angle** box. At the default value of 0, the line is horizontal. Positive angle values rotate the line clockwise; negative values rotate the line counterclockwise.

Note If you apply **Radial Sweep** to images that have blank pixels at their center — such as the image above — it samples a clear line at the center of the sprite and then sweeps it around, resulting in a blank hole in the middle.

Rectangular

```
{button ,AL("warp  
transforms  
effect;rectangle  
vari")}
```

[Related
Topics](#)

```
{button ,AL("effects  
palette ovr")}
```

[Overview](#)

Original sprite

[Rectangular](#)

Rectangular squeezes the sides of the sprite while expanding the center, or it squeezes the center while expanding the sides. Microsoft Image Composer uses a mathematical function to rearrange the pixels on each of the horizontal scanlines, and then on each of the vertical scanlines.

You can apply the **Rectangular** effect to only one sprite at a time.

Where to find this effect

Rectangular is available on the **Effects** palette in the **Distort** category.

How to apply this effect

Click the Rectangular picture to learn how to apply this effect.

How to vary this effect

Try experimenting with the x-axis, y-axis, or both axes to vary the results for **Sine**, **Cosine**, and **Linear Knee**. For examples, see [Rectangular effect variations](#).

Rectangular effect variations

{button ,AL("rectangl
e distory effect")}

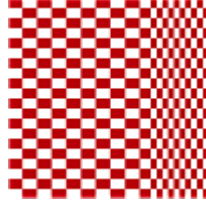
[Related Topics](#)

{button ,AL("effects
palette ovr")}

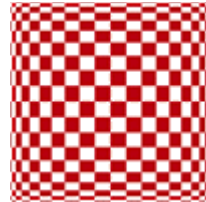
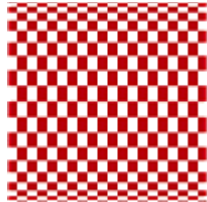
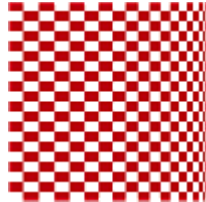
[Overview](#)

These examples show the results of applying the **Rectangular** effect at some typical settings. Click a picture to see the specific settings for each example.

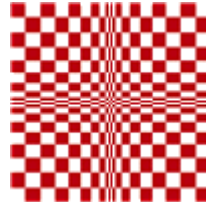
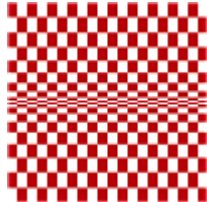
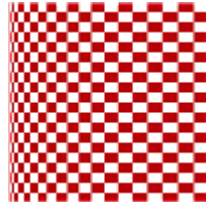
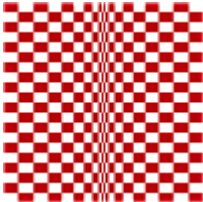
Linear Knee function



Sine function



Cosine function



Rectangular effect settings

Function: Linear Knee

Linear knee %: 70

Axis: X only

Symmetrical: Yes

Rectangular effect settings

Function: Linear Knee

Linear knee %: 70

Axis: X only

Symmetrical: No

Rectangular effect settings

Function: Linear Knee

Linear knee %: 70

Axis: Y only

Symmetrical: Yes

Rectangular effect settings

Function: Linear Knee

Linear knee %: 70

Axis: Both X and Y

Symmetrical: Yes

Rectangular effect settings

Function: Sine

Axis: X only

Symmetrical: Yes

Rectangular effect settings

Function: Sine

Axis: X only

Symmetrical: No

Rectangular effect settings

Function: Sine

Axis: Y only

Symmetrical: Yes

Rectangular effect settings

Function: Sine

Axis: Both X and Y

Symmetrical: Yes

Rectangular effect settings

Function: Cosine

Axis: X only

Symmetrical: Yes

Rectangular effect settings

Function: Cosine

Axis: X only

Symmetrical: No

Rectangular effect settings

Function: Cosine

Axis: Y only

Symmetrical: Yes

Rectangular effect settings

Function: Cosine

Axis: Both X and Y

Symmetrical: Yes

Spoke Inversion

{button ,AL("distort
effects")}
[Related
Topics](#)

{button ,AL("effects
palette ovr")}
[Overview](#)

▶ Original sprite

▶ [Spoke Inversion](#)

Spoke Inversion inverts every spoke of an imaginary disk that just fits within the shape of the sprite. The spoke is inverted by flipping its center end to the outside and flipping its outside end toward the center.

Where to find this effect

Spoke Inversion is available on the **Effects** palette in the **Distort** category.

How to apply this effect

Click the Spoke Inversion picture to learn how to apply this effect.

How to vary this effect

In the **Value** box, specify the percentage of the image that you want sampled. This must be a number between 1 and 100.

For example, at the default setting of 100 percent, spokes are created from the entire image. At a setting of 25 percent, spokes are created from the top-left quarter of the image; at a setting of 50 percent, spokes are created from the top half of the image.

Vortex

{button ,AL("distort effects")}
[Related Topics](#)

{button ,AL("effects palette ovr")}
[Overview](#)



Original sprite



[Vortex](#)

Vortex twists the sprite around its center while maintaining the orientation of the pixels at its borders.

Where to find this effect

Vortex is available on the **Effects** palette in the **Distort** category.

How to apply effect

Click the Vortex picture to learn how to apply this effect.

How to vary this effect

In the **Angle** box, specify a positive value for the number of degrees of a clockwise twist, or a negative value for a counterclockwise twist. This must be a number between -180 and 180.

Wave

```
{button ,AL("distort  
effect;wave vari")}
```

[Related Topics](#)

```
{button ,AL("effects  
palette ovr")}  
Overview
```



Original sprite

[Wave](#)

Wave applies a sine wave profile to the image.

Compare **Wave** to the **Sine** variation of the **Rectangular** effect, which rearranges only the pixels on a scanline while maintaining the overall outline of the image. For details, see [Rectangular effect variations](#).

Where to find this effect

Wave is available on the **Effects** palette in the **Distort** category.

How to apply a effect

Click the Wave picture to learn how to apply this effect.

How to vary this effect

- To increase the number of waves generated in a sprite, increase the value in the **Frequency %** box. This must be a number between 1 and 1000.
- To increase the height of the individual waves generated in a sprite, increase the value in the **Amplitude %** box. This must be a number between 1 and 50.

For examples, see [Wave effect variations](#).

Wave effect variations

```
{button ,AL("wave  
distort effect")}
```

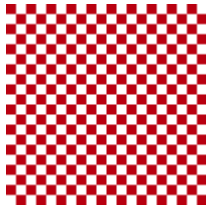
[Related Topics](#)

```
{button ,AL("effects  
palette
```

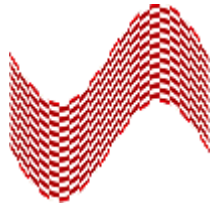
```
ovr")}
```

[Overview](#)

These examples show the results of applying the **Wave** effect at some typical settings. Click a picture to see the specific settings for each example.



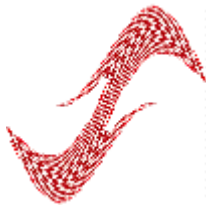
[Original sprite](#)



[Example 1](#)



[Example 2](#)



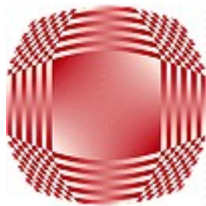
[Example 3](#)



[Example 4](#)



[Example 5](#)



[Example 6](#)



[Example 7](#)

Wave effect settings

Wave axis: Y only

Frequency %: 100

Amplitude %: 25

Symmetrical: No

Wave effect settings

Wave axis: X only

Frequency %: 100

Amplitude %: 25

Symmetrical: No

Wave effect settings

Wave axis: Both X and Y

Frequency %: 100

Amplitude %: 25

Symmetrical: No

Wave effect settings

Wave axis: Both X and Y

Frequency %: 100

Amplitude %: 25

Symmetrical: Yes

Wave effect settings

Wave axis: X only

Frequency %: 100

Amplitude %: 25

Symmetrical: Yes

Wave effect settings

Wave axis: Both X and Y

Frequency %: 50

Amplitude %: 25

Symmetrical: Yes

Wave effect settings

Wave axis: Both X and Y

Frequency %: 25

Amplitude %: 50

Symmetrical: Yes

Enhancing the Paint Daubs effect

```
{button ,AL("paint  
daubs  
effect;texturizer  
effect")}
```

[Related Topics](#)

```
{button ,AL("effects  
palette ovr")}
```

[Overview](#)

Original sprite



In process



Result

You can create the appearance that a sprite was painted on canvas by applying a sequence of effects to it.

▶ To enhance the Paint Daubs effect

- 1 Select a sprite.
- 2 On the toolbox, click **Effects** ▶.
- 3 In the **Category** list, click **Paint**.
- 4 Select the **Paint Daubs** effect. Options for this effect can have the following values:
 - **Brush size**: a number between 1 and 50
 - **Sharpness**: a number between 0 and 40
 - **Opacity**: a number between 0 and 100
- 5 Click **Apply**.
- 6 In the **Category** list, click **Surface**.
- 7 Select the **Rough Textures** effect. Options for this effect can have the following values:
 - **Opacity**: a number between 0 and 100
 - **Scaling %** (on the **Texture Controls** dialog): a number between 50 and 200
 - **Relief**: a number between 0 and 50
- 8 Click **Apply**.

Tip Try adjusting the options available for both effects on the **Details** tab to create variations of the examples pictured above. Click the In process or Result picture to view the option settings used to create the example.

Paint Daubs settings

Brush Size: 9

Brush Type: Simple

Sharpness: 23

Opacity 100

Texture Controls settings

Type: Canvas

Light position: Top Right

Scaling: 50

Relief: 3

Enhancing the Sponge effect

{button ,AL("texturizer effect;sponge effect")}
[Related Topics](#)

{button ,AL("effects palette ovr")}
[Overview](#)



Original sprite



In process



Result

You can enhance the sponge effect to give a sprite the uneven texture that is typical of sponge painting.

▶ To enhance the sponge effect

- 1 Select a sprite.
- 2 On the toolbox, click **Effects** ▶.
- 3 In the **Category** list, click **Paint**.
- 4 Select the **Sponge** effect. Options for this effect can have the following values:
 - **Brush size**: a number between 0 and 10
 - **Definition**: a number between 0 and 25
 - **Smoothness**: a number between 1 and 15
 - **Opacity**: a number between 0 and 100
- 5 Click **Apply**.
- 6 In the **Category** list, click **Surface**.
- 7 Select the **Rough Textures** effect. Options for this effect can have the following values:
 - **Opacity**: a number between 0 and 100
 - **Relief**: a number between 0 and 50
 - Click **Texture Controls**, select a texture type, and then click **OK**. The **Scaling %** box must contain a number between 50 and 200.

Tip The **Sandstone** texture works well with the **Sponge** effect.

- 8 Click **Apply**.

Tip Try adjusting the options available for both effects on the **Details** tab to create variations of the examples pictured above. Click the In process or Result picture to view the option settings used to create the example.

Sponge settings

Brush Size: 2

Definition: 12

Smoothness: 5

Opacity: 100

Texture Control settings

Type: Sandstone

Light Position: Top Right

Scaling: 100

Relief: 10

Enhancing the Watercolor effect

```
{button ,AL("sprayed  
strokes  
effect;watercolor  
effect")}
```

[Related
Topics](#)

```
{button ,AL("effects  
palette ovr")}
```

[Overview](#)

Original sprite



[In process](#)



[Result](#)

You can enhance the results of applying the **Watercolor** effect to a sprite by combining it with other **Paint** effects.

▶ **To enhance the Watercolor effect**

- 1 Select a sprite.
- 2 On the toolbox, click **Effects** ▶.
- 3 From the **Category** list, click **Paint**.
- 4 Select the **Sprayed Strokes** effect. Options for this effect can have the following values:
 - **Stroke length**: a number between 0 and 20
 - **Spray radius**: a number between 0 and 25
 - **Opacity**: a number between 0 and 100
- 5 Click **Apply**.
- 6 Select the **Watercolor** effect. Options for this effect can have the following values:
 - **Brush detail**: a number between 1 and 14
 - **Shadow intensity**: a number between 0 and 10
 - **Texture**: a number between 1 and 3
 - **Opacity**: a number between 0 and 100
- 7 Click **Apply**.

Tip Try adjusting the options available for both effects on the **Details** tab to create variations of the examples pictured above. Click the In process or Result picture to view the option settings used to create the example.

Sprayed Strokes settings

Stroke Length: 8

Direction: Right Diagonal

Radius: 20

Opacity: 100

Watercolor settings

Brush Detail: 9

Shadow Intensity: 1

Texture: 1

Opacity: 100

Enhancing the Emboss effect

```
{button ,AL("watercolor effect;emboss effect")}
```

[Related Topics](#)

```
{button ,AL("effects palette ovr")}
```

[Overview](#)



Original sprite



In process



Result

You can draw attention to the details of a sprite by applying a **Paint** effect to it before you apply the **Emboss** effect. This action gives the sprite more complex texture than applying the **Emboss** effect alone.

▶ To enhance the Emboss effect

- 1 Select a sprite.
- 2 On the toolbox, click **Effects** ▶.
- 3 In the **Category** list, click **Paint**.
- 4 Select the **Watercolor** effect. Options for this effect can have the following values:
 - **Brush detail**: a number between 1 and 14
 - **Shadow intensity**: a number between 0 and 10
 - **Texture**: a number between 1 and 3
 - **Opacity**: a number between 0 and 100
- 5 Click **Apply**.
- 6 In the **Category** list, click **Surface**.
- 7 Select the **Emboss** effect. Options for this effect can have the following values:
 - **Relief**: a number between 0 and 25
 - **Opacity**: a number between 0 and 100
- 8 Click **Apply**.

Tip Try adjusting the options available for both effects on the **Details** tab to create variations of the examples pictured above. Click the In process or Result picture to view the option settings used to create the example.

Watercolor settings

Brush Detail: 9

Shadow Intensity: 1

Texture: 1

Opacity: 100

Emboss settings

Relief: 11

Light Position: Top Right

Opacity: 100

Enhancing the Dry Brush effect

{button ,AL("dry
brush effect;emboss
effect")}[Related
Topics](#)

{button ,AL("effects
palette ovr")}[Overview](#)



Original sprite



[In process](#)



[Result](#)

You can blend the areas of a sprite and then give it a three-dimensional appearance by applying a sequence of effects to it.

▶ **To enhance the Dry Brush effect**

- 1 Select a sprite.
- 2 On the toolbox, click **Effects** ▶.
- 3 In the **Category** list, click **Paint**.
- 4 Select the **Dry Brush** effect. Options for this effect can have the following values:
 - **Brush size**: a number between 0 and 10
 - **Brush detail**: a number between 0 and 10
 - **Texture**: a number between 1 and 3
 - **Opacity**: a number between 0 and 100
- 5 Click **Apply**.
- 6 In the **Category** list, click **Surface**.
- 7 Select the **Emboss** effect. Options for this effect can have the following values:
 - **Relief**: a number between 0 and 25
 - **Opacity**: a number between 0 and 100
- 8 Click **Apply**.

Tip Try adjusting the options available for both effects on the **Details** tab to create variations of the examples pictured above. Click the In process or Result picture to view the option settings used to create the example.

Dry Brush settings

Brush Size: 2

Brush Detail: 8

Texture: 1

Opacity: 100

Emboss settings

Relief: 11

Light Position: Top Right

Opacity: 100

Enhancing the Broken Tile effect

```
{button ,AL("broken  
tile effect;emboss  
effect")}
```

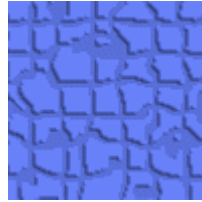
[Related Topics](#)

```
{button ,AL("effects  
palette ovr")}
```

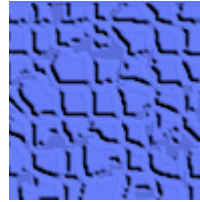
[Overview](#)



Original sprite



[In process](#)



[Result](#)

You can enhance the results of applying the **Broken Tile** effect to a sprite by combining it with other **Surface** effects.

▶ To enhance the Broken Tile effect

- 1 Select a sprite.
- 2 On the toolbox, click **Effects** button ▶.
- 3 From the **Category** list, click **Surface**.
- 4 Select the **Broken Tile** effect. Options for this effect can have the following values:
 - **Tile size**: a number between 2 and 100
 - **Grout width**: a number between 1 and 15
 - **Lighten grout**: a number between 0 and 10
 - **Opacity**: a number between 0 and 100
- 5 Click **Apply**.
- 6 Select the **Emboss** effect. Options for this effect can have the following values:
 - **Relief**: a number between 0 and 25
 - **Opacity**: a number between 0 and 100
- 7 Click **Apply**.

Tip Try adjusting the options available for both effects on the **Details** tab to create variations of the examples pictured above. Click the In process or Result picture to view the option settings used to create the example.

Broken Tile settings

Tile Size: 12

Grout Width: 3

Lighten Grout: 8

Opacity: 100

Emboss settings

Relief: 6

Light Position: Top Right

Opacity: 100

Gradient effects

```
{button ,AL("gradient  
effect how")}
```

[Related Topics](#)

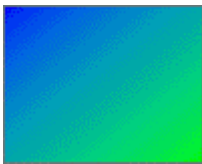
```
{button ,AL("effects  
palette ovr")}
```

[Overview](#)

The **Gradient (Square)** effect in the **Gradient** category fills the opaque pixels of a sprite with a gradual blend of up to four colors. You can apply the **Gradient (Square)** effect to just one sprite at a time; you can't apply this effect to a group or selection set.

Microsoft Image Composer provides several sample gradients for you to use. You can change the name and colors of these gradients. You can also delete them.

Note Deleting a gradient cannot be undone.



Blue Green 45%



Cool Steel



Copper



Gold



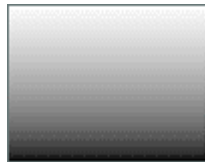
Grayscale Down



Grayscale Left



Grayscale Right



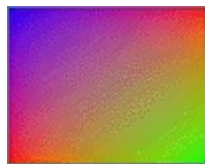
Grayscale Up



Night Sky



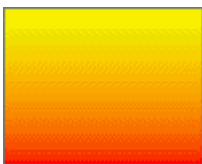
Red Blue Green



Red Green Blue
Yellow



Red to Blue 45%



Sunrise



Tequila Sunset



Tie Dye



Tile Bottom Left



Tile Bottom Right



Tile Top Left



Tile Top Right

Where to find this effect

The **Gradient (Square)** effect is available on the **Effects** palette in the **Gradient** category. Click the **Details** tab to select a specific gradient.

How to vary this effect

To change the colors in a sample gradient, click one or more of the color chips in the corners of the gradient square.

Making a sprite transparent

{button ,AL("A_To
map transparency
from one sprite to
another;A_To make
an area of a sprite
transparent;wash;")}
[Related Topics](#)

{button ,AL("s
prites con")}
[Overview](#)

You can make an existing sprite transparent to allow sprites behind it, or the composition background, to show through. By using the **Transparent** effect, you can change the opacity of the image. Lower opacity values create a more transparent sprite.

- 1 In your composition, click the sprite you want to make transparent.
- 2 In the toolbox, click **Effects** ▶.
- 3 From the **Categories** list, select **Color Enhancement**.
- 4 Select **Transparent** ▶.
- 5 Click the **Details** tab.
- 6 Adjust the **Opacity** slider, or type a number in the **Opacity** box, to specify the amount of transparency you want. Then click **Apply**.

The number in the **Opacity** box must be between 0 and 100. A value of 0 gives a fully transparent sprite; a value of 100 gives an opaque sprite.

Note If you are not sure what setting to use, start with a high value and apply that setting. Then you try lower opacity settings until you achieve the effect you were looking for.

Making an area of a sprite transparent

```
{button ,AL("A_To  
map transparency  
from one sprite to  
another;A_To make  
an existing sprite  
transparent")}
```


[Related Topics](#)

```
{button ,AL("s  
prites con")}
```

[Overview](#)

You can make an area of a sprite semi-transparent or invisible to allow other sprites behind it, or the composition background, to show through. For example, if you want to make two rings appear to be interlocked, you can overlap two sprites of a ring and erase the portions of one ring that would not be visible if the rings were interlocked.

Use Erase, found on the Paint tool palette, to change the opacity of an area of a sprite. Higher opacity values increase the transparency of the area. If you erase with the opacity set at 100, the areas where you apply Erase become completely transparent. If you apply Erase with a lower setting repeatedly to the same area, the area becomes more and more transparent.

- 1 In your composition, click the sprite that has the parts you want to make transparent.
- 2 On the toolbox, click **Paint** {bmc paint_button.bmp}.
- 3 On the **Paint** tool palette, click **Erase**  in the **Paint Effect Grid** on the left side of the palette.
- 4 In the **Brush** grid, click a brush with a hard edge, or use the **Brush Size** slider.
- 5 Adjust the **Opacity** slider or type a number in the **Opacity** box to specify the amount of transparency you want. Then click **Apply**.

The number in the **Opacity** box must be between 0 and 100. A value of 0 leaves the parts of the sprite you erase; a value of 100 erases them completely and leaves them transparent.

- 6 In the selected sprite, drag over the area you want to make transparent.

Mapping transparency from one sprite to another

```
{button ,AL("A_To  
make an area of a  
sprite  
transparent;A_To  
make an existing  
sprite transparent")}  
Related Topics
```

```
{button ,AL("s  
prites con")}  
Overview
```

You can map the transparent pixels from one sprite to another so that the shape of the other sprite appears in the first sprite as transparent pixels.

- 1 In your composition, position the sprite to use as the source of transparent pixels so that it is on top of the destination sprite you want to add the transparent pixels to.
- 2 Hold down the **Shift** key and click the destination sprite, the one you want to add transparent pixels to.
- 3 On the toolbox, click **Texture Transfer**.



- 4 Select **Map Transparency**, then click **Apply**.
- 5 To see the results, click the composition space outside the selected sprites, and move the source sprite off the sprite you wanted to change.

Outline effects

{button ,AL("outlines
ovr")}
[Related
Topics](#)

{button ,AL("effects
palette ovr")}
[Overview](#)

Outline effects change the pixels around the border of a sprite. You can apply these effects to one sprite or to a selection set of sprites.

▶ Click the effect you want to read about:

▶ [Original sprite](#)



[Edge Only](#)

▶ [Drop Shadow](#)



[Recess](#)

▶ [Edge](#)



[Relief](#)

Drop Shadow

(Called **Shadow** in Microsoft Image Composer 1.0)

{button ,AL("outlines
item")}
[Related
Topics](#)

{button ,AL("outlines
ovr")}
[Overview](#)

{button ,AL("outlines how")}
[How?](#)



Drop Shadow adds a drop shadow to the sprite, based on the sprite's silhouette and the size of the shadow you specify.

Where to find this effect

Drop Shadow is available on the **Effects** palette in the **Outlines** category.

How to apply this effect

Click the Drop Shadow picture to learn how to apply this effect.

How to vary this effect

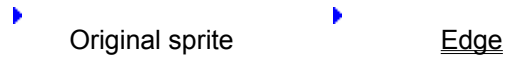
- To change the placement of the drop shadow, change the direction of the light source. A drop shadow can be cast in one of eight directions: north, northeast, east, southeast, south, southwest, west, or northwest. You can also enter a number of degrees between 0 and 359 in the **Angle** box.
- To increase the number of pixels that the drop shadow will be offset from the selected sprite, move the **Distance** slider to the right or enter a larger number in the **Distance** box. The number must be between 0 and 100.
- To change the color of the drop shadow, click the color chip to open the **Color Picker**, and then select a color.
- For a more solidly colored edge, move the **Opacity** slider to a high number or enter a high number in the **Opacity** box. A lower number creates a more transparent edge. The number in the **Opacity** box must be between 0 and 100.
- To change the blurriness of the drop shadow, move the **Softness** slider toward **Soft**, or move it toward **Hard** for a crisp edge. A softness setting slightly to the right of **Hard** creates the appearance that the sprite is floating above its background.

Edge

{button ,AL("outlines
item")}
[Related
Topics](#)

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ovr")}
[Overview](#)

{button ,AL("outlines how")}
[How?](#)



Edge outlines the sprite in a color you specify and expands the sprite by increasing the thickness of its edge.

Where to find this effect

Edge is available on the **Effects** palette in the **Outlines** category.

How to apply this effect

Click the Edge picture to learn how to apply this effect.

How to vary this effect

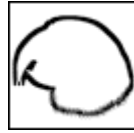
- For a more solidly colored edge, move the **Opacity** slider to a high number or enter a high number in the **Opacity** box. A lower number creates a more transparent edge. The number in the **Opacity** box must be between 0 and 100.
- For the thinnest edge, set the **Thickness** option to 1; for a thicker edge, set a higher number. The number in the **Thickness** box must be between 1 and 100.
- To select a color for the edge, click the color chip to open the **Color Picker**.

Edge Only

{button ,AL("outlines
item")}
[Related
Topics](#)

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ovr")}
[Overview](#)

{button ,AL("outlines how")}
[How?](#)



Original sprite

[Edge Only](#)

Edge Only outlines the sprite in a color you specify, and then erases the original image, leaving only the edge.

Where to find this effect

Edge Only is available on the **Effects** palette in the **Outlines** category.

How to apply this effect

Click the Edge Only picture to learn how to apply this effect.

How to vary this effect

- For a more solidly colored edge, move the **Opacity** ▶ slider to a high number or enter a high number in the **Opacity** box. A lower number creates a more transparent edge. The number in the **Opacity** box must be between 0 and 100.
- For the thinnest edge, set the **Thickness** option to 1; for a thicker edge, set a higher number. The number in the **Thickness** box must be between 1 and 100.
- To select a color for the edge, click the color chip to open the **Color Picker**.

Recess

{button ,AL("outlines
item")}
[Related
Topics](#)

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ovr")}
[Overview](#)

{button ,AL("outlines how")}
[How?](#)



Original sprite

[Recess](#)

Recess highlights the lower-right edges of the sprite and darkens the upper-left edges. The sprite looks recessed after you apply this effect.

Where to find this effect

Recess is available on the **Effects** palette in the **Outlines** category.

How to apply this effect

Click the **Recess** picture to learn how to apply this effect.

Tip Put the sprite you want to recess on top of another sprite, and then apply a surface texture to it before applying the **Recess** effect. The sprite appears set into the sprite that is behind it.

Relief

{button ,AL("outlines
item")}
[Related
Topics](#)

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ovr")}
[Overview](#)

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[How?](#)



Original sprite

[Relief](#)

Relief highlights the upper-left edges of the sprite and darkens the lower-right edges, raising the sprite slightly above the picture plane.

Where to find this effect

Relief is available on the **Effects** palette in the **Outlines** category.

How to apply this effect

Click the Relief picture to learn how to apply this effect.

Paint effects

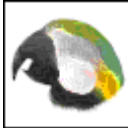


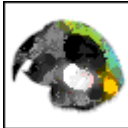



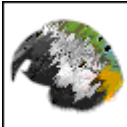
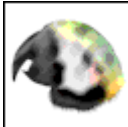
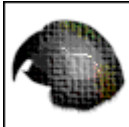

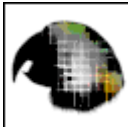
{button ,AL("paint, ae effect")}
[Related Topics](#)

{button ,AL(" effects palette ovr")}
[Overview](#)

Paint effects allow you to create specific artistic results characteristic of using paint as a medium. For example, you can make the sprite appear to have been painted with:

- Watercolors
- A palette knife
- A spatter airbrush technique
- A sponge

▶ Click the effect you want to read about.

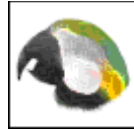
		
Original sprite	Accents	Dark Strokes
		
Dry Brush	Fresco	Paint Daubs
		
Palette Knife	Spatter	
		
Sprayed Strokes	Sumi-e	Sponge
		
Watercolor	Wet Paper	

Accents

(Called **Accented Edges** in Microsoft Image Composer 1.0)

{button ,AL("paint,
ae effect")}
[Related
Topics](#)

{button ,AL(""
effects
palette ovr")}
[Overview](#)



Original sprite

[Accents](#)

Accents adds highlights to the edges of a sprite. When you increase the **Edge brightness** setting, the accents resemble white chalk; when you decrease this setting, the accents resemble black ink.

Where to find this effect

Accents is available on the **Effects** palette in the **Paint** category.

How to apply this effect

Click the **Accents** picture to learn how to apply this effect.

How to vary this effect

- To make the edges wider, move the **Edge width** slider to the right or enter a larger value in the **Edge width** box. If you enter a number in the box, it must be between 1 and 14.
- To make the edges brighter, move the **Edge brightness** slider to the right or enter a larger value in the **Edge brightness** box. To make them darker, move the slider to left or enter a smaller value in the **Edge brightness** box. If you enter a number in the box, it must be between 0 and 50.
- To make the overall result smoother, move the **Smoothness** slider to the right or enter a larger value in the **Smoothness** box. To retain more detail, move the slider to left or enter a smaller value in the **Smoothness** box. If you enter a number in the box, it must be between 1 and 15.
- To blend more of the effect with the original sprite, move the **Opacity** slider to the right or enter a larger number in the **Opacity** box. To blend a smaller proportion of the effect and retain more of the sprite's original look, move the slider to the left or enter a smaller number in the box. If you enter a number in the box, it must be between 0 and 100.

Tips

- Try applying this effect before some of the other effects (such as **Dry Brush**, **Watercolor**, or **Rough Textures** in the **Surface** category) to make the result even more paint-like.
- When **Accents** is applied with a low **Edge width** to a high-resolution sprite, the result is similar to egg tempera.

Dark Strokes

{button ,AL("paint,
ae effect")}
[Related Topics](#)

{button ,AL("effects
palette ovr")}
[Overview](#)



Original sprite

[Dark Strokes](#)

Dark Strokes paints the sprite with diagonal black-and-white brush strokes. The lighter areas are whitened and painted with long strokes that are visible in areas that are not solid white. The darker areas are blackened and are painted with short, tight strokes.

Where to find this effect

Dark Strokes is available on the **Effects** palette in the **Paint** category.

How to apply this effect

Click the **Dark Strokes** picture to learn how to apply this effect.

How to vary this effect

- The **Balance** slider changes the proportions of the areas affected by each of the two painting strokes. To increase the area to be painted with short, dark strokes, move the slider to the right or enter a larger value in the **Balance** box. To increase the area to be painted with longer, white strokes, move the slider to the left or enter a smaller value in the box. If you enter a number in the **Balance** box, it must be between 0 and 10.
- To increase the intensity of black painted on the sprite, move the **Black intensity** slider to the right or enter a larger value in the **Black intensity** box. If you enter a number in the box, it must be between 0 and 10.
- To increase the intensity of white painted on the sprite, move the **White intensity** slider to the right or enter a larger value in the **White intensity** box. If you enter a number in the box, it must be between 0 and 10.
- To blend more of the effect with the original sprite, move the **Opacity** slider to the right or enter a larger number in the **Opacity** box. To blend a smaller proportion of the effect and retain more of the sprite's original look, move the slider to the left or enter a smaller number in the box. If you enter a number in the box, it must be between 0 and 100.

Tip After applying **Dark Strokes**, try sharpening the sprite by using the **Sharpen** or **Sharpen Lite** effect in the **Photographic** category.

Dry Brush

{button ,AL("paint,
ae effect")}
[Related
Topics](#)

{button ,AL(" effects
palette ovr")}
[Overview](#)



Original sprite

[Dry Brush](#)

Dry Brush paints the edges of the sprite by using a [dry brush](#) technique that simplifies the sprite into areas of common color. Reapplying the effect further reduces color detail.


Where to find this effect

Dry Brush is available on the **Effects** palette in the **Paint** category.

How to apply this effect

Click the Dry Brush picture to learn how to apply this effect.

How to vary this effect

- To paint with a smaller brush and create a greater amount of detail, move the **Brush size** slider to the left or enter a smaller value in the **Brush size** box. To paint with a larger brush and simplify the effect, move the **Brush size** slider to the right or enter a larger value in the box. If you enter a number in the box, it must be between 0 and 10.
- To increase the amount of detail in the individual paint strokes and dabs, move the **Brush detail** slider to the right or enter a larger value in the **Brush detail** box. If you enter a number in the box, it must be between 0 and 10.
- For a smoother texture, move the **Texture** slider to the left or enter a smaller value in the **Texture** box. For a rougher texture, move the **Texture** slider to the right or enter a larger value in the **Texture** box. If you enter a number in the box, it must be between 1 and 3.
- To blend more of the effect with the original sprite, move the **Opacity**  slider to the right or enter a larger number in the **Opacity** box. To blend a smaller proportion of the effect and retain more of the sprite's original look, move the slider to the left or enter a smaller number in the box. If you enter a number in the box, it must be between 0 and 100.

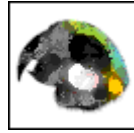
Tips

- After you apply the **Dry Brush** effect, try the **Emboss** effect in the **Surface** category for more depth.
- Try sharpening the result by using the **Sharpen** or **Sharpen Lite** effects in the **Photographic** category.

Fresco

{button ,AL("paint,
ae effect")}
[Related
Topics](#)

{button ,AL(" effects
palette ovr")}
[Overview](#)



Original sprite

[Fresco](#)

Fresco paints the sprite in a coarse painting style by using short, rounded dabs.

Where to find this effect

Fresco is available on the **Effects** palette in the **Paint** category.

How to apply this effect

Click the Fresco picture to learn how to apply this effect.

How to vary this effect

- To paint with a finer brush, move the **Brush size** slider to the left or enter a smaller value in the **Brush size** box. To paint with a finer brush, move the **Brush size** slider to the right or enter a larger value in the box. If you enter a number in the box, it must be between 0 and 10.
- To give more detail within each stroke or dab, move the **Brush detail** slider to the right or enter a larger value in the **Brush detail** box. If you enter a number in the box, it must be between 0 and 10.
- For a smoother texture, move the **Texture** slider to the left or enter a smaller value in the **Texture** box. For for a rougher texture, move the **Texture** slider to the right or enter a larger value in the **Texture** box. If you enter a number in the box, it must be between 1 and 3.
- To blend more of the effect with the original sprite, move the **Opacity** ▶ slider to the right or enter a larger number in the **Opacity** box. To blend a smaller proportion of the effect and retain more of the sprite's original look, move the slider to the left or enter a smaller number in the box. If you enter a number in the box, it must be between 0 and 100.

Paint Daubs

{button ,AL("paint,
ae effect")}
[Related
Topics](#)

{button ,AL("effects
palette ovr")}
[Overview](#)

▶ Original sprite

▶ [Paint Daubs](#)

Paint Daubs is a suite of effects that give a sprite the appearance that it was created with a series of paint strokes. The results of applying a **Paint Daub** effect vary depending on the paintbrush style and size that you select.

Where to find this effect

Paint Daubs is available on the **Effects** palette in the **Paint** category.

How to apply this effect

Click the Paint Daubs picture to learn how to apply this effect.

How to vary this effect

- For a larger brush size, move the **Brush size** slider to the right or enter a larger value in the **Brush size** box. Larger brush sizes smooth and simplify images, while smaller brush sizes accentuate fine details. If you enter a number in the box, it must be between 1 and 50.
- Choose a different brush type from the **Brush type** list.
- For sharper details, move the **Sharpness** slider to the right or enter a larger value in the **Sharpness** box. If you enter a number in the box, it must be between 0 and 40.
- To blend more of the effect with the original sprite, move the **Opacity** ▶ slider to the right or enter a larger number in the **Opacity** box. To blend a smaller proportion of the effect and retain more of the sprite's original look, move the slider to the left or enter a smaller number in the box. If you enter a number in the box, it must be between 0 and 100.

Tips

- Experiment with the different combinations of brush type and size to achieve the effect you want before applying other effects.
- For large brush sizes, try moving the **Sharpness** slider all the way to the right (or entering 40 in the box). This brings out the small color details of the resulting sprite. These colors can be accentuated even more by applying other variations of the **Paint Daubs** effect.
- Most of the styles created by the **Paint Daubs** effect benefit from a final application of the **Rough Textures** effect in the **Surface** category, which creates the impression that the sprite was painted on a textured background.

Palette Knife

{button ,AL("paint,
ae effect")}
[Related
Topics](#)

{button ,AL(" effects
palette ovr")}
[Overview](#)



Original sprite



[Palette Knife](#)

Palette Knife creates rough, irregular patches of color that appear to have been applied by a palette knife.

Where to find this effect

Palette Knife is available on the **Effects** palette in the **Paint** category.

How to apply this effect

Click the Palette Knife picture to learn how to apply this effect.

How to vary this effect

- For broader knife strokes, move the **Stroke size** slider to the right or enter a larger value in the **Stroke size** box. If you enter a number in the box, it must be between 1 and 50.
- To preserve more of the original sprite's detail, move the **Stroke detail** slider to the right or enter a larger value in the **Stroke detail** box. If you enter a number in the box, it must be between 1 and 3.
- For softer edges, move the **Softness** slider to the right or enter a larger value in the **Softness** box. If you enter a number in the box, it must be between 0 and 10.
- To blend more of the effect with the original sprite, move the **Opacity** ▶ slider to the right or enter a larger number in the **Opacity** box. To blend a smaller proportion of the effect and retain more of the sprite's original look, move the slider to the left or enter a smaller number in the box. If you enter a number in the box, it must be between 0 and 100.

Tips

- For a special effect, apply the **Poster** effect in the **Arts & Crafts** category or the **Accents** effect to the selection before applying **Palette Knife**.
- For an authentic look of paint manually applied on a canvas, apply the **Rough Textures** effect in the **Surface** category after you apply **Palette Knife**. Try using the **Canvas** texture type.
- If the paint strokes created by **Watercolor** are too small (especially when working with large sprites), first apply **Palette Knife** with a high **Stroke size** setting. Then apply **Watercolor** for the final watercolor style.

Spatter

{button ,AL("paint,
ae effect")}
[Related
Topics](#)

{button ,AL(" effects
palette ovr")}
[Overview](#)



Original sprite



[Spatter](#)

Spatter paints the sprite in a pointillist style using a spatter [airbrush](#) technique.


Where to find this effect

Spatter is available on the **Effects** palette in the **Paint** category.

How to apply this effect

Click the Spatter picture to learn how to apply this effect.

How to vary this effect

- To add smaller, tighter spatters, move the **Spray radius** slider to the right or enter a larger value in the **Spray radius** box. To add fewer, broader spatters, move the **Spray radius** slider to the left or enter a smaller value in the box. If you enter a number in the box, it must be between 0 and 25.
- To create a smoother effect, move the **Smoothness** slider to the right or enter a larger value in the **Smoothness** box. If you enter a number in the box, it must be between 1 and 15.
- To blend more of the effect with the original sprite, move the **Opacity**  slider to the right or enter a larger number in the **Opacity** box. To blend a smaller proportion of the effect and retain more of the sprite's original look, move the slider to the left or enter a smaller number in the box. If you enter a number in the box, it must be between 0 and 100.

Sponge

{button ,AL("paint,
ae effect")}
[Related
Topics](#)

{button ,AL(" effects
palette ovr")}
[Overview](#)

▶ Original sprite

▶ [Sponge](#)

Sponge roughly dabs or blots the colors in a sprite. This effect is characterized by highly textured areas of contrasting color.

Where to find this effect

Sponge is available on the **Effects** palette in the **Paint** category.

How to apply this effect

Click the **Sponge** picture to learn how to apply this effect.

How to vary this effect

- For a larger brush size, move the **Brush size** slider to the right or enter a larger value in the **Brush size** box. If you enter a number in the box, it must be between 0 and 10.
- For more highly delineated textured areas, move the **Definition** slider to the right or enter a larger value in the **Definition** box. If you enter a number in the box, it must be between 0 and 25.
- To create a smoother effect, move the **Smoothness** slider to the right or enter a larger value in the **Smoothness** box. If you enter a number in the box, it must be between 1 and 15.
- To blend more of the effect with the original sprite, move the **Opacity** ▶ slider to the right or enter a larger number in the **Opacity** box. To blend a smaller proportion of the effect and retain more of the sprite's original look, move the slider to the left or enter a smaller number in the box. If you enter a number in the box, it must be between 0 and 100.

Tips

- To enhance the **Sponge** effect, apply the **Rough Textures** effect in the **Surface** category after applying **Sponge**. The **Sandstone** or **Brick** textures work well.
- To create the appearance of depth, apply the **Emboss** effect in the **Surface** category after applying **Sponge**.
- For some sprites, the combination of the **Sponge** effect followed by the **Fine Marker** effect in the **Sketch** category can create a strong impression of age and wear.

Sprayed Strokes

{button ,AL("paint,
ae effect")}
[Related Topics](#)

{button ,AL("effects
palette ovr")}
[Overview](#)

▶ [Original sprite](#) ▶ [Sprayed Strokes](#)

Sprayed Strokes paints a sprite in disjointed strokes of adjustable length and direction.

Where to find this effect

Sprayed Strokes is available on the **Effects** palette in the **Paint** category.

How to apply this effect

Click the Sprayed Strokes picture to learn how to apply this effect.

How to vary this effect

- For longer strokes, move the **Stroke length** slider to the right or enter a larger value in the **Stroke length** box. If you enter a number in the box, it must be between 0 and 20.
- To change the direction of the sprayed strokes, select a different item in the **Stroke direction** list.
- To create more disjointed strokes, move the **Spray radius** slider or enter a different value in the **Spray radius** box. If you enter a number in the box, it must be between 0 and 25. For a more dramatic, striated effect, move the Spray Radius all the way to the right (or type **25** in the box).
- To blend more of the effect with the original sprite, move the **Opacity** ▶ slider to the right or enter a larger number in the **Opacity** box. To blend a smaller proportion of the effect and retain more of the sprite's original look, move the slider to the left or enter a smaller number in the box. If you enter a number in the box, it must be between 0 and 100.

Tip To make the sprite more paint-like, try applying **Sprayed Strokes** before you apply some of the other paint effects (such as [Dry Brush](#) or [Watercolor](#)).

Sumi-e

{button ,AL("paint,
ae effect")}
[Related
Topics](#)

{button ,AL("effects
palette ovr")}
[Overview](#)

▶ Original sprite ▶ [Sumi-e](#)

Sumi-e gives a sprite the appearance that it was painted with a wet brush that is heavily loaded with ink. This effect adds rich blacks with soft, blurry edges to the sprite and gives it the appearance that it was painted on a textured, highly absorbent ground, such as rice paper.

Where to find this effect

Sumi-e is available on the **Effects** palette in the **Paint** category.

How to apply this effect

Click the **Sumi-e** picture to learn how to apply this effect.

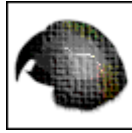
How to vary this effect

- For a broader stroke, move the **Stroke width** slider to the right or enter a larger value in the **Stroke width** box. If you enter a number in the box, it must be between 3 and 15.
- To increase the pressure of the stroke, move the **Stroke pressure** slider to the right or enter a larger value in the **Stroke pressure** box. If you enter a number in the box, it must be between 0 and 15.
- For more contrast, move the **Contrast** slider to the right or enter a larger value in the **Contrast** box. If you enter a number in the box, it must be between 0 and 40.
- To blend more of the effect with the original sprite, move the **Opacity** ▶ slider to the right or enter a larger number in the **Opacity** box. To blend a smaller proportion of the effect and retain more of the sprite's original look, move the slider to the left or enter a smaller number in the box. If you enter a number in the box, it must be between 0 and 100.

Underpainting

{button ,AL("paint,
ae effect")}
[Related Topics](#)

{button ,AL("effects
palette ovr")}
[Overview](#)



Original sprite

[Underpainting](#)

Underpainting roughly paints the image of the sprite on an underlying surface texture, such as brick or burlap, and then paints another image of the sprite over the first image.

Where to find this effect

Underpainting is available on the **Effects** palette in the **Paint** category.

How to apply this effect

Click the Underpainting picture to learn how to apply this effect.

How to vary this effect

- To increase the brush size and to create more heavily accented contours, move the **Brush size** slider to the right or enter a larger value in the **Brush size** box. If you enter a number in the box, it must be between 0 and 40.
- To increase the area of the sprite that receives underlying texture, move the **Texture coverage** slider to the right or enter a larger value in the **Texture coverage** box. If you enter a number in the box, it must be between 0 and 40.
- Adjust the texture type and direction of light in the **Texture Controls** dialog box. Click **Texture Controls**, and then select items in the **Type** and **Light position** lists. For more information, see [Texture Controls](#).
- To blend more of the effect with the original sprite, move the **Opacity** slider to the right or enter a larger number in the **Opacity** box. To blend a smaller proportion of the effect and retain more of the sprite's original look, move the slider to the left or enter a smaller number in the box. If you enter a number in the box, it must be between 0 and 100.

Tip Try creating your own textures of wood, paper, or other materials that you can select from the **Texture Controls** dialog box before you apply **Underpainting**. For details, see [Creating a custom texture type](#).

Watercolor

{button ,AL("paint,
ae effect")}
[Related
Topics](#)

{button ,AL("effects
palette ovr")}
[Overview](#)



Original sprite

[Watercolor](#)

Watercolor paints the sprite in a watercolor style by using a medium brush that is loaded with water and color. The color appears to have dried on smooth paper, leaving dark concentrations of pigment around the edges of the paint dabs.

Where to find this effect

Watercolor is available on the **Effects** palette in the **Paint** category.

How to apply this effect

Click the Watercolor picture to learn how to apply this effect.

How to vary this effect

- To paint with a greater amount of detail, move the **Brush detail** slider to the right or enter a larger value in the **Brush detail** box. If you enter a number in the box, it must be between 1 and 14.
- To add heavier shadows, move the **Shadow intensity** slider to the right or enter a larger value in the **Shadow intensity** box. If you enter a number in the box, it must be between 0 and 10.
- For a smoother texture, move the **Texture** slider to the left or enter a smaller value in the **Texture** box. For a rougher texture, move the slider to the right or enter a larger value in the box. If you enter a number in the box, it must be between 1 and 3.
- To blend more of the effect with the original sprite, move the **Opacity** ▶ slider to the right or enter a larger number in the **Opacity** box. To blend a smaller proportion of the effect and retain more of the sprite's original look, move the slider to the left or enter a smaller number in the box. If you enter a number in the box, it must be between 0 and 100.

Tips

- Try applying the **Emboss** effect in the **Surface** category after you apply the **Watercolor** effect.
- If the paint strokes created by **Watercolor** are too small, try first applying the **Palette Knife** effect with a large **Stroke** setting. Then apply **Watercolor** to the sprite.

Wet Paper

(Called **Water Paper** in Microsoft Image Composer 1.0)

{button ,AL("paint,
ae effect"))} [Related
Topics](#)

{button ,AL("effects
palette ovr"))}
[Overview](#)

▶ Original sprite ▶ [Wet Paper](#)

Wet Paper renders a sprite with blotchy daubs of color that appear to have been painted on damp paper. The painted colors appear blurred and seem to run along the fibers of the paper, softening and extending the original outlines of the sprite.

Where to find this effect

Wet Paper is available on the **Effects** palette in the **Paint** category.

How to apply this effect

Click the Wet Paper picture to learn how to apply this effect.

How to vary this effect

- For longer paper fibers, move the **Fiber length** slider to the right or enter a larger value in the **Fiber length** box. If you enter a number in the box, it must be between 3 and 50.
- For brighter colors, move the **Brightness** slider to the right or enter a larger value in the **Brightness** box. If you enter a number in the box, it must be between 0 and 100.
- For higher contrast, move the **Contrast** slider to the right or enter a larger number in the **Contrast** box. If you enter a number in the box, it must be between 0 and 100.
- To blend more of the effect with the original sprite, move the **Opacity** ▶ slider to the right or enter a larger number in the **Opacity** box. To blend a smaller proportion of the effect and retain more of the sprite's original look, move the slider to the left or enter a smaller number in the box. If you enter a number in the box, it must be between 0 and 100.

Tips

- To give a sprite a more authentic painting look, apply **Wet Paper** before you apply other effects from the **Paint** palette.
- Use the [Rough Textures](#) effect in the [Surface](#) category to enhance the impression of damp paper. Any texture, when used with a low **Relief** value, makes the streaks created with **Wet Paper** look like they were naturally created during the painting process.
- Use the [Ripple](#) effect in the [Surface](#) category at a low **Ripple size** setting to create the impression that the paint separated as it was blotched on the damp paper.

Pattern effects

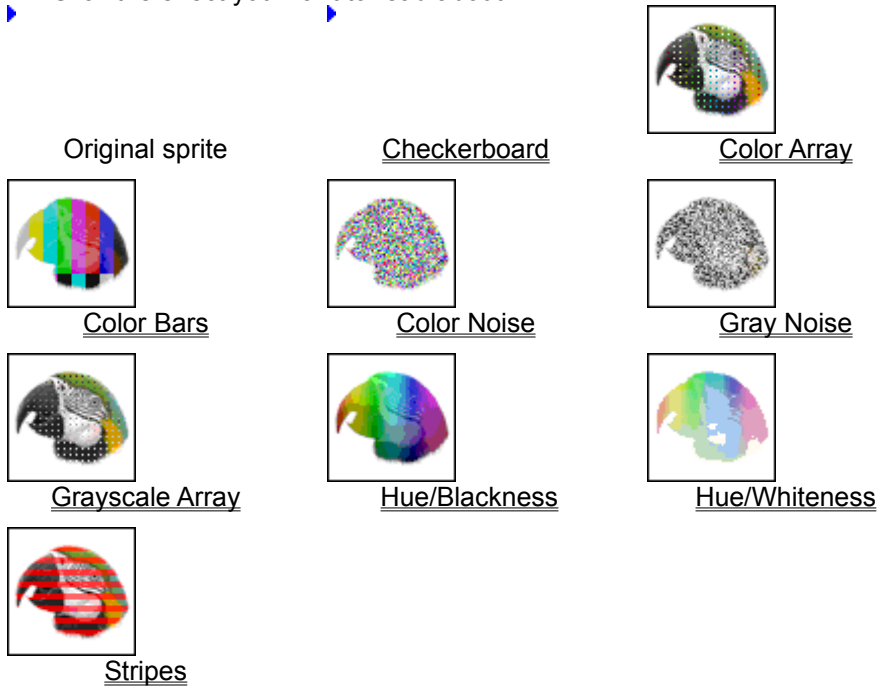
{button ,AL("patterns
effect")}
[Related Topics](#)

{button ,AL("effects
palette ovr")}
[Overview](#)

Pattern effects replace a sprite's opaque pixels with the pattern you select. Although you can choose the color for some of the patterns, other patterns use a fixed palette of colors or grays.

You can apply a pattern to only one sprite at a time.

▶ Click the effect you want to read about.



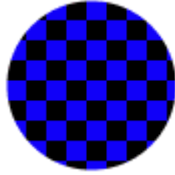
Checkerboard

{button ,AL("patterns
effect ")} [Related
Topics](#)

{button ,AL("patterns
ovr")}
[Overview](#)



Original sprite



[Checkerboard at
100% opacity](#)



Original sprite



[Checkerboard at
50% opacity](#)

Checkerboard replaces the opaque pixels of a selected sprite with a checkered pattern of transparent and opaque squares. You can specify the color and size of the opaque tiles.

Where to find this effect

Checkerboard is available on the **Effects** palette in the **Patterns** category.

How to apply this effect

Click the Checkerboard picture to learn how to apply this effect.

How to vary this effect

- Change the size of the squares by setting new **Width** and **Height** values. These values must be numbers between 1 and 120.
- Change the color of the opaque squares by clicking the **Color Swatch**.
- To blend less of the effect with the sprite's opaque pixels so that more of the sprite's details show through, move the **Opacity** ▶ slider to the left or enter a smaller number in the **Opacity** box. If you enter a number in the box, it must be between 0 and 100. At an opacity setting of 100, the squares in the pattern replace the opaque pixels in the sprite.

Tip You can use the [Stencil](#) tool in the **Cutout** palette to reverse the squares in the checkerboard.

Color Array

{button ,AL("patterns
effect ")} [Related
Topics](#)

{button ,AL("effects
palette ovr")}
[Overview](#)



Original sprite



[Color Array at 100%
opacity](#)



Original sprite



[Color Array at 50%
opacity](#)

Color Array covers the selected sprite with a 16 x 16 array of gradient color squares separated by transparent lines.

Where to find this effect

Color Array is available on the **Effects** palette in the **Patterns** category.

How to apply this effect

Click the Color Array picture to learn how to apply this effect.

How to vary this effect

To blend less of the effect with the sprite's opaque pixels so that more of the sprite's details show through, move the **Opacity** slider to the left or enter a smaller number in the **Opacity** box. If you enter a number in the box, it must be between 0 and 100. At an opacity setting of 100, the squares of the pattern replace the opaque pixels in the sprite.

Tip The **Color Array** effect is a good test image for the [Distort](#) effects.

Color Bars

{button ,AL("patterns
effect ")} [Related
Topics](#)

{button ,AL(" effects
palette ovr")}
[Overview](#)



Original sprite



[Color Bars at 100%
opacity](#)



Original sprite



[Color Bars at 50%
opacity](#)

Color Bars replaces the opaque pixels of the selected sprite with a color test pattern. This test pattern consists of eight vertical bars of color: the three primary colors, the three secondary colors, and black and white. The bars are created at 75 percent brightness to avoid over-saturating broadcast video devices. They are arranged, left to right, in decreasing luminance.

Where to find this effect

Color Bars is available on the **Effects** palette in the **Patterns** category.

How to apply this effect

Click the Color Bars picture to learn how to apply this effect.

How to vary this effect

To blend less of the effect with the sprite's opaque pixels so that more of the sprite's details show through, move the **Opacity** ▶ slider to the left or enter a smaller number in the **Opacity** box. If you enter a number in the box, it must be between 0 and 100. At an opacity setting of 100, the bars in the pattern replace the opaque pixels in the sprite.

Color Noise

{button ,AL("patterns
effect ")} [Related
Topics](#)

{button ,AL("effects
palette ovr")}
[Overview](#)



Original Pattern



[Color Noise at
100%opacity](#)



Original Pattern



[Color Noise at 50%
opacity](#)

Color Noise replaces the opaque pixels of the selected sprite with random color pixels.

Where to find this effect

Color Noise is available on the **Effects** palette in the **Patterns** category.

How to apply this effect

Click the Color Noise picture to learn how to apply this effect.

How to vary this effect

To blend less of the effect with the sprite's opaque pixels so that more of the sprite's details show through, move the **Opacity** slider to the left or enter a smaller number in the **Opacity** box. If you enter a number in the box, it must be between 0 and 100. At an opacity setting of 100, the colors in the pattern replace the opaque pixels in the sprite.

Tip Set a low **Opacity** value to add a speckled quality to a digitized image that has become overly smooth from editing.

Gray Noise

{button ,AL("patterns
effect ")} [Related
Topics](#)

{button ,AL("effects
palette ovr")}
[Overview](#)



Original sprite



[Gray Noise at 100%
opacity](#)



Original sprite



[Gray Noise at 50%
opacity](#)

Gray Noise replaces the opaque pixels of the selected sprite with random gray pixels.

Where to find this effect

Gray Noise is available on the **Effects** palette in the **Patterns** category.

How to apply this effect

Click the Gray Noise picture to learn how to apply this effect.

How to vary this effect

To blend less of the effect with the sprite's opaque pixels so that more of the sprite's details show through, move the **Opacity** slider to the left or enter a smaller number in the **Opacity** box. If you enter a number in the box, it must be between 0 and 100. At an opacity setting of 100, the colors in the pattern replace the opaque pixels in the sprite.

Tip Set a low **Opacity** value to add a speckled quality to a digitized image that has become overly smooth from editing.

Grayscale Array

```
{button ,AL("patterns  
effect ")} Related  
Topics
```

```
{button ,AL("effects  
palette ovr")}  
Overview
```



Original sprite



Grayscale Array at
100% opacity



Original sprite



Grayscale Array at
50% opacity

Grayscale Array covers the selected sprite with a 16 x 16 array of gradient gray squares separated by transparent lines.

Where to find this effect

Grayscale Array is available on the **Effects** palette in the **Patterns** category.

How to apply this effect

Click the Grayscale Array picture to learn how to apply this effect.

How to vary this effect

To blend less of the effect with the sprite's opaque pixels so that more of the sprite's details show through, move the **Opacity** slider to the left or enter a smaller number in the **Opacity** box. If you enter a number in the box, it must be between 0 and 100. At an opacity setting of 100, the squares of the pattern replace the opaque pixels in the sprite.

Hue/Blackness

{button ,AL("patterns
effect ")} [Related
Topics](#)

{button ,AL("effects
palette ovr")}
[Overview](#)



Original sprite



[Hue/Blackness at
100% opacity](#)



Original sprite



[Hue/Blackness at
50% opacity](#)

Hue/Blackness replaces the opaque pixels of the selected sprite with an array of colors. The hues in the array vary horizontally and increase in blackness vertically. The hues at the top of the array are pure, while those at the bottom are completely black.

Where to find this effect

Hue/Blackness is available on the **Effects** palette in the **Patterns** category.

How to apply this effect

Click the Hue/Blackness picture to learn how to apply this effect.

How to vary this effect

To blend less of the effect with the sprite's opaque pixels so that more of the sprite's details show through, move the **Opacity** ▶ slider to the left or enter a smaller number in the **Opacity** box. If you enter a number in the box, it must be between 0 and 100. At an opacity setting of 100, the colors of the pattern replace the opaque pixels in the sprite.

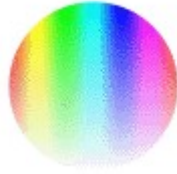
Hue/Whiteness

{button ,AL("patterns
effect ")} [Related
Topics](#)

{button ,AL("effects
palette ovr")}
[Overview](#)



Original sprite



[Hue/Whiteness at
100% opacity](#)



Original sprite



[Hue/Whiteness at
50% opacity](#)

Hue/Whiteness replaces the opaque pixels of the selected sprite with an array of colors. The hues in the array vary horizontally and increase in whiteness vertically. The hues at the top of the array are pure, while those at the bottom are completely white.

Where to find this effect

Hue/Whiteness is available on the **Effects** palette in the **Patterns** category.

How to apply this effect

Click the Hue/Whiteness picture to learn how to apply this effect.

How to vary this effect

To blend less of the effect with the sprite's opaque pixels so that more of the sprite's details show through, move the **Opacity** ▶ slider to the left or enter a smaller number in the **Opacity** box. If you enter a number in the box, it must be between 0 and 100. At an opacity setting of 100, the colors of the pattern replace the opaque pixels in the sprite.

Stripes

{button ,AL("patterns
effect ")} [Related
Topics](#)

{button ,AL(" effects
palette ovr")}
[Overview](#)



Original sprite



[Stripes at 100%
opacity](#)



Original sprite



[Stripes at 50%
opacity](#)

Stripes replaces the opaque pixels of a selected sprite with alternating transparent and opaque horizontal stripes. You can specify the color, width, and spacing of the opaque stripes.

Where to find this effect

Stripes is available on the **Effects** palette in the **Patterns** category.

How to apply this effect

Click the Stripes picture to learn how to apply this effect.

How to vary this effect

- Change the pixel width of the opaque stripes by specifying a new **Width** value. This value must be a number between 1 and 120.
- Change the spacing between opaque stripes by specifying a new **Spacing** value. This value must be a number between 1 and 120.
- Change the color of the opaque stripes by clicking the **Color Swatch**.
- To blend less of the effect with the sprite's opaque pixels so that more of the sprite's details show through, move the **Opacity** slider to the left or enter a smaller number in the **Opacity** box. If you enter a number in the box, it must be between 0 and 100. At an opacity setting of 100, the colors of the pattern replace the opaque pixels in the sprite.

Photographic effects

{button ,AL("photogr
aphic effects")}
[Related Topics](#)

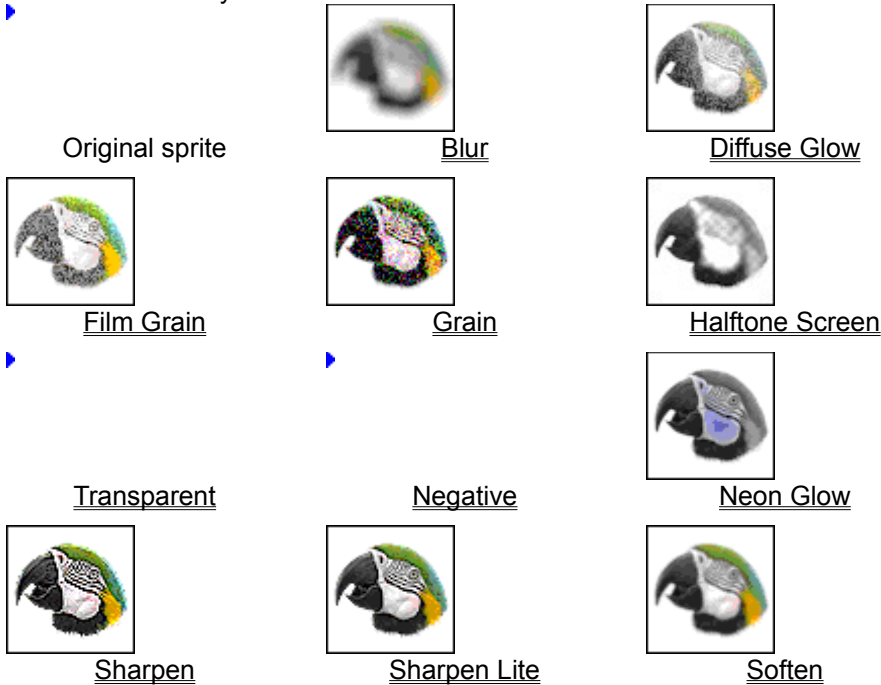
{button ,AL(""
effects
palette ovr")}
[Overview](#)

Photographic effects allow you to give a sprite the appearance that it was manipulated using traditional photographic techniques, such as adjusting the focus or using filters. For example, you can create the appearance of:

- Light diffusion on an image.
- Soft focus of an image.
- Film-grain texture applied to an image.

You can apply **Photographic** effects to one sprite or to a selection set of sprites.

▶ Click the effect you want to read about:



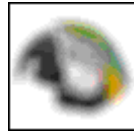
Blur

```
{button ,AL("photogr  
aphic effects")}
```

[Related Topics](#)

```
{button ,AL("effects  
palette  
ovr")}
```

[Overview](#)



Original sprite

[Blur](#)

Blur softens the edges and interior of the sprite, resulting in an unfocused look.

Where to find this effect

Blur is available on the **Effects** palette in the **Photographic** category.

How to apply this effect

Click the **Blur** picture to learn how to apply this effect.

How to vary this effect

To specify a different number of pixels by which the sprite expands on each side when you blur it, change the **Horizontal** and **Vertical** settings. These settings must be numbers between 0 and 100.

For example, a **Vertical** setting of 2 and a **Horizontal** setting of 3 expand the sprite by two pixels at the top and two at the bottom, plus three pixels on the left and three on the right. Higher settings cause more detail from the original sprite to be lost.

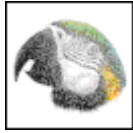
Diffuse Glow

```
{button ,AL("photogr  
aphic effects")}
```

[Related Topics](#)

```
{button ,AL("effects  
palette ovr")}
```

[Overview](#)



Original sprite

[Diffuse Glow](#)

Diffuse Glow makes the selected sprite look as if it were viewed through a soft diffusion filter. Brighter areas glow with diffused light, while other areas are muted with soft granularity.

The [composition space](#) color is used for the diffuse glow color.


Where to find this effect

Diffuse Glow is available on the **Effects** palette in the **Photographic** category.

How to apply this effect

Click on the Diffuse Glow picture to learn how to apply this effect.

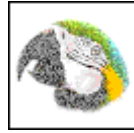
How to vary this effect

- To increase the grain in the image, move the **Graininess** slider to the right or enter a larger value in the **Graininess** box. If you enter a number in the box, it must be between 0 and 10.
- To increase the amount of the sprite that is affected by the glow, move the **Glow amount** slider to the right, or enter a larger value in the **Glow amount** box. If you enter a number in the box, it must be between 0 and 20.
- To decrease the amount of the sprite that is affected by the glow, move the **Clear amount** slider to the right or enter a larger value in the **Clear amount** box. If you enter a number in the box, it must be between 0 and 20.
- To blend more of the effect with the original sprite, move the **Opacity**  slider to the right or enter a larger number in the **Opacity** box. To blend a smaller proportion of the effect and retain more of the sprite's original look, move the slider to the left or enter a smaller number in the box. If you enter a number in the box, it must be between 0 and 100.

Film Grain

{button ,AL("photogr
aphic effects")}
[Related Topics](#)

{button ,AL(" effects
palette ovr")}
[Overview](#)



Original sprite

[Film Grain](#)

Film Grain adds a film-grain texture to the selection. An even pattern is added to the dark areas and midtones; a smoother, more saturated pattern is added to the sprite's lighter areas.


Where to find this effect

Film Grain is available on the **Effects** palette in the **Photographic** category.

How to apply this effect

Click on the Film Grain picture to learn how to apply this effect.

How the vary this effect

- To increase the grain in the image, move the **Grain** slider to the right or enter a larger value in the **Grain** box. If you enter a number in the box, it must be between 0 and 20.
- For more white highlights, move the **Highlight area** slider to the right or enter a larger value in the **Highlight area** box. If you enter a number in the box, it must be between 0 and 20.
- For less intense highlights, move the **Highlight intensity** slider to the left or enter a smaller value in the **Highlight intensity** box. If you enter a number in the box, it must be between 0 and 10.
- To blend more of the effect with the original sprite, move the **Opacity**  slider to the right or enter a larger number in the **Opacity** box. To blend a smaller proportion of the effect and retain more of the sprite's original look, move the slider to the left or enter a smaller number in the box. If you enter a number in the box, it must be between 0 and 100.

Grain

```
{button ,AL("photogr  
aphic effects")}
```

[Related Topics](#)

```
{button ,AL(" effects  
palette ovr")}
```

[Overview](#)



Original sprite

[Grain](#)

Grain adds one of ten different grain types to the selected sprite.

Where to find this effect

Grain is available on the **Effects** palette in the **Photographic** category.

How to apply this effect

Click on the Grain picture to learn how to apply this effect.

How to vary this effect

- For a grainier effect, move the **Graininess** slider to the right or enter a larger value in the **Graininess** box. If you enter a number in the box, it must be between 0 and 100.
- Change the type of grain by clicking a different item in the **Grain type** list. For samples, see [Grain Types](#).
- For more contrast, move the **Contrast** slider to the right or enter a larger value in the **Contrast** box. If you enter a number in the box, it must be between 0 and 100.
- To blend more of the effect with the original sprite, move the **Opacity** ▶ slider to the right or enter a larger number in the **Opacity** box. To blend a smaller proportion of the effect and retain more of the sprite's original look, move the slider to the left or enter a smaller number in the box. If you enter a number in the box, it must be between 0 and 100.

Tips

- You can use the different grain types to add texture to a sprite before applying other effects. This technique works especially well on images that have been created by paint programs, by 3-D graphics programs, or with typography. Adding a small amount of grain to a sprite generally yields better results with most effects.
- You can match the amount of visible grain in a set of sprites generated from different sources by applying the same grain type to all of them.
- Try experimenting with different grain types to simulate the appearance of old photographs. The effect is enhanced if you change the colors to a sepia tone (yellow-brown) by using the hue/saturation controls on the **Color Tuning** palette. For a more realistic look, try adding small speckles of paint by using the **Paint** tools to simulate bits of dirt. Also, you may want to randomly blur areas of the sprite by using the [Blur](#) effect.

Grain types

{button ,AL("grain effect")}
Related
Topics

{button ,AL("effects palette ovr")}
Overview

Grain types are available when you apply the **Grain** effect to a sprite or to a selection set of sprites. You can select the type of grain you want to apply by clicking **Grain** in the **Photographic** category on the **Effects** palette, and then selecting an item from the **Grain type** list on the **Details** tab.

The **Stippled** grain type uses the current color and color from the composition space. The **Sprinkles** grain type uses color from the composition space. Other grain types use the original colors of the sprite or black.



Original sprite



Clumped



Contrasty



Enlarged



Horizontal



Regular



Soft



Speckle



Sprinkles



Stipple



Vertical

Halftone Screen

```
{button ,AL("photogr  
aphic effects")}
```

[Related Topics](#)

```
{button ,AL("effects  
palette ovr")}
```

[Overview](#)



Original sprite



[Halftone Screen](#)

Halftone Screen creates the appearance that the sprite's gradations of light were obtained by the relative darkness and density of tiny dots produced by photographing it through a fine screen. Unlike digital halftones, this effect displays the continuous tones of an image as smoothly varying dots, lines, or circles that blend together like those created by an analog halftone screen.

The dark areas in the original sprite use the [current color](#). Midtones and highlights use tints of the [composition space](#) color.


Where to find this effect

Halftone Screen is available on the **Effects** palette in the **Photographic** category.

How to apply this effect

Click the Halftone Screen picture to find out how to apply this effect.

How to vary this effect

- To increase the size of the circles, dots, or lines in the halftone screen, move the **Size** slider to the right or enter a larger value in the **Size** box. If you enter a number in the box, it must be between 1 and 12.
- Change the type of screen used by selecting a different item from the **Screen type** list.
- For more [contrast](#), move the **Contrast** slider to the right or enter a larger value in the **Contrast** box. If you enter a number in the box, it must be between 0 and 50.
- To blend more of the effect with the original sprite, move the **Opacity**  slider to the right or enter a larger number in the **Opacity** box. To blend a smaller proportion of the effect and retain more of the sprite's original look, move the slider to the left or enter a smaller number in the box. If you enter a number in the box, it must be between 0 and 100.

Tips

- To add a halftone edge to a high-contrast sprite such as text, apply the [Blur](#) effect before you apply **Halftone Screen**.
- Try applying **Halftone Screen** to posterized sprites or to sprites processed with the [Cutout](#) effect in the [Arts & Crafts](#) category. This technique creates uniform halftone dots in the large flat areas of common color.

Transparent

(Called **Wash** in Microsoft Image Composer 1.0)

```
{button ,AL("photogr  
aphic effects")}
```

[Related Topics](#)

```
{button ,AL("effects  
palette ovr")}
```

[Overview](#)



Original sprite



[Transparent](#)

Transparent increases the transparency of the pixels in a sprite. The result varies from partially transparent (as in the picture above) to totally transparent, depending on how you set the **Opacity** slider.

Where to find this effect

Transparent is available on the **Effects** palette in the **Color Enhancement** category.

How to apply this effect

Click the **Transparent** picture to learn how to apply this effect.

How to vary this effect

Adjust the **Opacity** ► slider or enter a number between 0 and 100 in the **Opacity** box. The lower the setting, the more transparent the sprite becomes when you click **Apply**. If you set opacity to 0, all opaque pixels in the sprite are erased, and the image becomes totally transparent.

Note You cannot make a sprite less transparent by applying an effect.

Tip **Transparent** makes the whole sprite translucent. To make only a part of the sprite translucent, use the **Erase** button on the **Paint** palette.

Negative

(Called **Complement Color** in Microsoft Image Composer 1.0)

```
{button ,AL("photogr  
aphic effects")}
```

Related Topics

```
{button ,AL("c  
olor  
enhancement  
ovr")}  
Overview
```



Original sprite



Negative

Negative changes all the colors in the sprite to their complement colors, resulting in a color negative.

Where to find this effect

Negative is available on the **Effects** palette in the **Photographic** category.

How to apply this effect

Click the Negative picture to learn how to apply an effect.

Tip You can undo this effect by reapplying it.

Neon Glow

{button ,AL("photogr
aphic effects")}

[Related Topics](#)

{button ,AL("effects
palette ovr")}

[Overview](#)

▶ Original sprite

▶ [Neon Glow](#)

Neon Glow adds various types of glows to the selected sprites. This effect can be used to create neon effects or to give an object the appearance of radiating light and heat. This effect is particularly useful for text sprites or simple, high-contrast graphical sprites.

This effect uses the [current color](#) and color from the [composition space](#).

Where to find this effect

Neon Glow is available on the **Effects** palette in the **Photographic** category.

How to apply this effect

Click on the Neon Glow picture to learn how to apply this effect.

How to vary this effect

- You can move the **Glow size** slider over the range of positive and negative values -24 to 24 (or enter a value in this range in the box). Positive **Glow size** settings create glows on the outside of dark areas and on the inside of light areas, while negative settings create glows on the inside of dark areas and on the outside of light areas. Greater settings create larger glow effects.
- To increase the brightness of the glow, move the **Glow brightness** slider to the right or enter a larger value in the **Glow brightness** box. If you enter a number in the box, it must be between 0 and 50.
- To select a color for the glow in the [Color Picker](#) dialog box, click the **Glow color** box.
- To blend more of the effect with the original sprite, move the **Opacity** ▶ slider to the right or enter a larger number in the **sbox**. To blend a smaller proportion of the effect and retain more of the sprite's original look, move the slider to the left or enter a smaller number in the box. If you enter a number in the box, it must be between 0 and 100.

Tip **Neon Glow** can produce both outline and inline glow variations. An outline glow appears to be around the outside of the sprite; for example, around the outside of a letter. An inline glow appears to be on the inside of the letter. When the inside areas are small, the **Glow size** and **Glow brightness** settings should be adjusted accordingly.

Sharpen

{button ,AL("photogr
aphic effects")}
[Related Topics](#)

{button ,AL(" effects
palette ovr")}
[Overview](#)

▶ Original sprite

▶ [Sharpen](#)

Sharpen makes the sprite look more distinct by increasing the contrast between neighboring pixels. You can intensify the effect by applying this filter repeatedly.

Where to find this effect

Sharpen is available on the **Effects** palette in the **Photographic** category.

How to apply this effect

Click the Sharpen picture to learn how to apply the effect.

Tips

- Repeated applications of **Sharpen** can make a sprite look grainy. For a subtler result, try the [Sharpen Lite](#) effect.
- You can achieve the opposite effect by using the [Soften](#) effect.

Sharpen Lite

{button ,AL("photogr
aphic effects")}
[Related Topics](#)

{button ,AL(" effects
palette ovr")}
[Overview](#)

▶ Original sprite

▶ [Sharpen Lite](#)

Sharpen Lite is a softer version of the [Sharpen](#) effect. It makes the sprite look more distinct by subtly increasing the contrast between neighboring pixels. You can intensify the effect by applying this effect repeatedly.

Where to find this effect

Sharpen Lite is available on the **Effects** palette in the **Photographic** category.

How to apply this effect

Click the Sharpen Lite picture to learn how to apply this filter.

Tip You can achieve the opposite effect by using the [Soften](#) effect.

Soften

{button ,AL("photogr
aphic effects")}
[Related Topics](#)

{button ,AL(" effects
palette ovr")}
[Overview](#)



Original sprite



[Soften](#)

Soften unfocuses the sprite slightly by decreasing the contrast between neighboring pixels. You can increase the effect by applying it repeatedly.

Where to find this effect

Soften is available on the **Effects** palette in the **Photographic** category.

How to apply this effect

Click the Soften picture to learn how to apply this filter.

Tips

- You can achieve an even more unfocused result by using the [Blur](#) effect.
- You can achieve the opposite effect by using the [Sharpen](#) or [Sharpen Lite](#) effects.

Popular effects

{button ,AL("Popular effects")}
[Related Topics](#)

{button ,AL("effects ovr")}
[Overview](#)

Popular effects include some of the most frequently used effects in Microsoft Image Composer. Each of the effects in this category also appears in one other effects category. They are combined in the **Popular** category for quick and easy access.

▶ Click the effect you want to read about:

▶ [Original sprite](#)

▶ [Blur](#)

▶ [Emboss](#)



▶ [Rough Textures](#)

▶ [Drop Shadow](#)

▶ [Sharpen](#)

Sketch effects


`{button ,AL("sketch effects")}` [Related Topics](#)


`{button ,AL("effects ovr")}` [Overview](#)


Sketch effects give a sprite the appearance that it was drawn in a medium typically used by artists for sketching, such as:

- Charcoal
- Pastel colored chalk
- A technical pen
- Ink


▶ Click the effect you want to read about:


▶  Original sprite

 [Angled Strokes](#)

 [Chalk and Charcoal](#)

▶  [Charcoal](#)

 [Color Edges](#)

 [Colored Pencil](#)



[Conté Crayon](#)



[Crosshatch](#)



[Fine Marker](#)



[Rough Pastels](#)



[Smudge Stick](#)



[Technical Pen](#)

Angled Strokes

{button ,AL("sketch effects")}} [Related Topics](#)

{button ,AL("effects ovr")}} [Overview](#)



Original sprite

[Angled Strokes](#)

Angled Strokes paints the selection in bidirectional diagonal strokes. The lighter areas of the sprite are painted in strokes in one direction, while the darker areas are painted in strokes in the opposite direction.


Where to find this effect

Angled Strokes is available on the **Effects** palette in the **Sketch** category.

How to apply this effect

Click on the Angled Strokes picture to learn how to apply this effect.

How to vary this effect

- To increase the proportion of right diagonal strokes, move the **Direction balance** slider to the right or enter a larger number in the **Direction balance** box. To increase the proportion of left diagonal strokes, move the slider to the left or enter a smaller number in the box. The number in must be between 0 and 100.
- To make the strokes longer, move the **Stroke length** slider to the right or enter a number in the **Stroke length** box. The number must be between 3 and 50.
- To increase the detail of the sprite, move the **Sharpness** slider to the right or enter a larger number in the **Sharpness** box. To increase the softness of the sprite, move the slider to the left or enter a smaller number in the box. The number must be between 0 and 10.
- To blend more of the effect with the original sprite, move the **Opacity**  slider to the right or enter a larger number in the **Opacity** box. To blend a smaller proportion of the effect and retain more of the sprite's original look, move the slider to the left or enter a smaller number in the box. The number must be between 0 and 100.

Tip To create an exaggerated version of this effect, scale the selection down to 50 percent or 25 percent, apply **Angled Strokes**, and then scale the selection back up to its original size. You can sharpen the result to make the strokes more apparent.

Chalk and Charcoal

{button ,AL("sketch effects")}} [Related Topics](#)

{button ,AL("effects ovr")}} [Overview](#)



Original sprite

[Chalk and Charcoal](#)

Chalk and Charcoal transforms the sprite using coarse diagonal strokes on a solid medium-gray background.

The charcoal is drawn using the [current color](#) and the chalk is drawn using the color of the [composition space](#).


Where to find this effect

Chalk and Charcoal is available on the **Effects** palette in the **Sketch** category.

How to apply this effect

Click on the Chalk and Charcoal picture to learn how to apply this effect.

How to vary this effect

- To increase the amount of dark areas drawn with charcoal, move the **Charcoal area** slider to the right or enter a larger number in the **Charcoal area** box. The number must be between 0 and 20.
- To increase the amount of light areas drawn with chalk, move the **Chalk area** slider to the right or enter a larger number in the **Chalk area** box. The number must be between 0 and 20.
- To increase the intensity of the charcoal and chalk strokes, move the **Stroke pressure** slider to the right or enter a larger number in the **Stroke pressure** box. The number must be between 0 and 5.
- To blend more of the effect with the original sprite, move the **Opacity**  slider to the right or enter a larger number in the **Opacity** box. To blend a smaller proportion of the effect and retain more of the sprite's original look, move the slider to the left or enter a smaller number in the box. The number must be between 0 and 100.

Charcoal

{button ,AL("sketch effects")}
[Related Topics](#)

{button ,AL("effects ovr")}
[Overview](#)

▶ Original sprite

▶ [Charcoal](#)

Charcoal gives a sprite the appearance that it was sketched on a rough, paper surface. Clearly delineated edges are drawn boldly, while midtones are sketched using a series of diagonal strokes.

Charcoal areas use the [current color](#). The paper color is the color of the [composition space](#).

Where to find this effect

Charcoal is available on the **Effects** palette in the **Sketch** category.

How to apply this effect

Click on the Charcoal picture to learn how to apply this effect.

How to vary this effect

- To draw thicker lines, move the **Charcoal thickness** slider to the right or enter a larger number in the **Charcoal thickness** box. The number must be between 1 and 7.
- To preserve more of the sprite's original detail, move the **Detail** slider to the right or enter a larger number in the **Detail** box. The number must be between 0 and 5.
- To apply the charcoal more heavily, move the **Light/Dark balance** slider to the right or enter a larger number in the **Light/Dark balance** box. To apply the charcoal more lightly, move the slider to the left or enter a smaller number in the box. The number must be between 0 and 100.
- To blend more of the effect with the original sprite, move the **Opacity** ▶ slider to the right or enter a larger number in the **Opacity** box. To blend a smaller proportion of the effect and retain more of the sprite's original look, move the slider to the left or enter a smaller number in the box. The number must be between 0 and 100.

Colored Pencil

{button ,AL("sketch effects")}} [Related Topics](#)

{button ,AL("effects ovr")}} [Overview](#)

{button ,AL("sketch how")}} [How?](#)



Original sprite

[Colored Pencil](#)

Colored Pencil draws an image using colored pencils on a solid background. Clearly delineated edges are retained and given a rough, crosshatched appearance, while the solid background is allowed to show through the smoother areas of the sprite, simulating rough gray sketch paper.


Where to find this effect

Colored Pencil is available on the **Effects** palette in the **Sketch** category.

How to apply this effect

Click on the Colored Pencil picture to learn how to apply this effect.

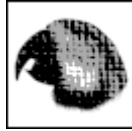
How to vary this effect

- To widen the pencil stroke, move the **Pencil width** slider to the right or enter a larger number in the **Pencil width** box. The number must be between 1 and 24.
- To increase the intensity of the pencil stroke, move the **Stroke pressure** slider to the right or enter a larger number in the **Stroke pressure** box. The number must be between 0 and 15.
- To increase the brightness of the background paper, move the **Paper brightness** slider to the right or enter a larger number in the **Paper brightness** box. The number must be between 0 and 50.
- To blend more of the effect with the original sprite, move the **Opacity**  slider to the right or enter a larger number in the **Opacity** box. To blend a smaller proportion of the effect and retain more of the sprite's original look, move the slider to the left or enter a smaller number in the box. The number must be between 0 and 100.

Conté Crayon

{button ,AL("sketch effects")}
[Related Topics](#)

{button ,AL("effects ovr")}
[Overview](#)



Original sprite

[Conté Crayon](#)

Conté (pronounced CON-tay) Crayon sketches the sprite in highly textured, soft strokes on a rough textured background, using colors you select.

The dark areas in the original sprite use the [current color](#). Midtones and highlights use tints of color from the [composition space](#).

Where to find this effect

Conté Crayon is available on the **Effects** palette in the **Sketch** category.

How to apply this effect

Click on the Conté Crayon picture to learn how to apply this effect.

How to vary this effect

- To apply the [current color](#) to more of the sprite, move the **Foreground level** slider to the right or enter a larger number in the **Foreground level** box. To reveal more of the textured background, move the slider to the left or enter a smaller number in the box. The number must be between 1 and 15.
- To apply more of the color from the [composition space](#) to the textured background, move the **Background level** slider to the right or enter a larger number in the **Background level** box.. The number must be between 1 and 15.
- Change the light position and texture type in the **Texture Controls** dialog box. For more information, see [Texture Controls](#).
- To blend more of the effect with the original sprite, move the **Opacity** ▶ slider to the right or enter a larger number in the **Opacity** box. To blend a smaller proportion of the effect and retain more of the sprite's original look, move the slider to the left or enter a smaller number in the box. The number must be between 0 and 100.

Tips

- For authenticity, try foreground colors such as black, sepia (yellow-brown), or sanguine (blood red) to emulate the colors of real Conté crayons.
- If you want your sprite to resemble a nineteenth-century Conté drawing, use the **Sandstone** texture type.

Crosshatch

{button ,AL("sketch effects")}
[Related Topics](#)

{button ,AL("effects ovr")}
[Overview](#)

▶ Original sprite

▶ [Crosshatch](#)

Crosshatch sketches the sprite using fine-hatched strokes in the existing colors. This effect preserves the features of the original sprite and adds texture and roughness to the edges of the colored areas.

Where to find this effect

Crosshatch is available on the **Effects** palette in the **Sketch** category.

How to apply this effect

Click on the Crosshatch picture to learn how to apply this effect.

How to vary this effect

- For longer strokes, move the **Stroke length** slider to the right or enter a larger number in the **Stroke length** box. The number must be between 3 and 50.
- For sharper, harder hatching, move the **Sharpness** slider to the right or enter a larger number in the **Sharpness** box. The number must be between 0 and 20.
- To indicate the number of times you want the effect to be applied in succession, move the **Strength** slider or enter a number between 1 and 3 in the **Strength** box. More iterations strengthens the results of this effect.
- To blend more of the effect with the original sprite, move the **Opacity** ▶ slider to the right or enter a larger number in the **Opacity** box. To blend a smaller proportion of the effect and retain more of the sprite's original look, move the slider to the left or enter a smaller number in the box. The number must be between 0 and 100.

Fine Marker

(Called **Ink Outlines** in Microsoft Image Composer 1.0)

{button ,AL("sketch effects")}
[Related Topics](#)

{button ,AL("effects ovr")}
[Overview](#)



Fine Marker draws the details of the sprite in fine, narrow lines and uses crosshatches in the midtone areas to create a corroded pen-and-ink look.

Where to find this effect

Fine Marker is available on the **Effects** palette in the **Sketch** category.

How to apply this effect

Click on the Fine Marker picture to learn how to apply this effect.

How to vary this effect

- For longer crosshatch strokes, move the **Stroke length** slider to the right or enter a larger number in the Stroke Length box. The number must be between 1 and 50.
- To increase the amount of dark areas, move the **Dark intensity** slider to the right or enter a larger number in the **Dark intensity** box. The number must be between 0 and 50.
- To increase the amount of light areas, move the **Light intensity** slider to the right or enter a larger number in the **Light intensity** box. The number must be between 0 and 50.
- To blend more of the effect with the original sprite, move the **Opacity** ▶ slider to the right or enter a larger number in the **Opacity** box. To blend a smaller proportion of the effect and retain more of the sprite's original look, move the slider to the left or enter a smaller number in the box. The number must be between 0 and 100.

Tips

- You can vary the textures that **Fine Marker** creates by first applying one of the [Paint Daubs](#) effects.
- Try adding texture by applying one of the [Grain](#) effects before you apply **Fine Marker**.
- If the result of applying **Fine Marker** is too harsh, blur the sprite slightly with the [Blur](#) effect in the [Photographic](#) category, and then adjust the brightness and contrast.
- High-contrast versions of **Fine Marker**, achieved by using increased **Dark intensity** and **Light intensity** settings, tend to look more like pen-and-ink drawings. If these high-contrast sprites are blurred successively with a few small blurs, they look like soft-pencil sketches.
- For a softened pen-and-ink effect, try applying the [Wet Paper](#) effect with a small **Fiber length** setting after you apply **Fine Marker**.

Rough Pastels

{button ,AL("sketch effects")}
[Related Topics](#)

{button ,AL("effects ovr")}
[Overview](#)



Original sprite

[Rough Pastels](#)

Rough Pastels sketches the sprite in rough strokes of colored pastel chalk on a textured background. In areas of bright color, the chalk is thick with little texture; in darker areas, the chalk is thinner and thus reveals the background texture.


Where to find this effect

Rough Pastels is available on the **Effects** palette in the **Sketch** category.

How to apply this effect

Click on the Rough Pastels picture to learn how to apply this effect.

How to vary this effect

- For longer strokes, move the **Stroke length** slider to the right or enter a larger number in the **Stroke length** box. The number must be between 0 and 40.
- For more clearly defined strokes, move the **Stroke detail** slider to the right or enter a larger number in the **Stroke detail** box. The number must be between 1 and 20.
- Change the light position and texture type in the **Texture Controls** dialog box. For more information, see [Texture Controls](#).
- To blend more of the effect with the original sprite, move the **Opacity**  slider to the right or enter a larger number in the **Opacity** box. To blend a smaller proportion of the effect and retain more of the sprite's original look, move the slider to the left or enter a smaller number in the box. The number must be between 0 and 100.

Color Edges

(Called **Outline** in Microsoft Image Composer 1.0)

{button ,AL("sketch
effects")}
[Related
Topics](#)

{button ,AL("effects
ovr")}
[Overview](#)



Original sprite



[Color Edges](#)

Color Edges sketches the smooth areas of a sprite in rough strokes of pure black or white, and adds colored highlights to its edges. This effect gives the sprite the appearance that it was created by placing sketch paper over a raised surface and rubbing the paper gently with colored charcoal or chalk.

Where to find this effect

Rubbing is available on the **Effects** palette in the **Sketch** category.

How to apply this effect

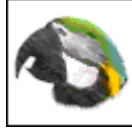
Click on the Rubbing picture to learn how to apply this effect.

Tip This effect works best on sprites with solid areas of contrasting colors, but it can also produce interesting results on digitized or dithered sprites.

Smudge Stick

{button ,AL("sketch effects")}
[Related Topics](#)

{button ,AL("effects ovr")}
[Overview](#)



Original sprite

[Smudge Stick](#)

Smudge Stick smears the darker areas of the sprite with short diagonal strokes and brightens its lighter areas.


Where to find this effect

Smudge Stick is available on the **Effects** palette in the **Sketch** category.

How to apply this effect

Click on the Smudge Stick picture to learn how to apply this effect.

How to vary this effect

- To increase the stroke length, move the **Stroke length** slider to the right or enter a larger number in the **Stroke length** box. The number must be between 0 and 10.
- To increase the areas being whitened, move the **Highlight area** slider to the right or enter a larger number in the **Highlight area** box. The number must be between 0 and 20.
- To increase the transparency of the brightened sprite, which allows more of the original sprite to show through, move the **Highlight intensity** slider to the left or enter a smaller number in the **Highlight intensity** box. The number must be between 0 and 10.
- To blend more of the effect with the original sprite, move the **Opacity**  slider to the right or enter a larger number in the **Opacity** box. To blend a smaller proportion of the effect and retain more of the sprite's original look, move the slider to the left or enter a smaller number in the box. The number must be between 0 and 100.

Technical Pen

(Called **Graphic Pen** in Microsoft Image Composer 1.0)

{button ,AL("sketch
effects")}
[Related
Topics](#)

{button ,AL("effects
ovr")}
[Overview](#)



Original sprite



[Technical Pen](#)

Technical Pen captures the details of a sprite in fine, linear ink strokes, as if drawn on paper on a fine-grained wood surface. The stroke density increases in darker areas and is less evident in the lighter areas of the sprite.

The [current color](#) is used for the ink color, and the color of the [composition space](#) is used for the paper color.

Where to find this effect

Technical Pen is available on the **Effects** palette in the **Sketch** category.

How to apply this effect

Click on the Technical Pen picture to learn how to apply this effect.

How to vary this effect

- To lengthen the strokes, move the **Stroke length** slider to the right or enter a larger number in the **Stroke length** box. The number must be between 1 and 15.
- To change the direction of the strokes, select a different item in the **Stroke direction** list.
- For a higher proportion of ink to paper, move the **Light/Dark balance** slider to the right or enter a larger number in the **Light/Dark balance** box. The number must be between 0 and 100.
- To blend more of the effect with the original sprite, move the **Opacity** ▶ slider to the right or enter a larger number in the **Opacity** box. To blend a smaller proportion of the effect and retain more of the sprite's original look, move the slider to the left or enter a smaller number in the box. The number must be between 0 and 100.

Tips

- For better results, try increasing the [contrast](#) of the sprite before applying **Technical Pen**.
- After applying the effect, blur the sprite with the [Blur](#) effect in the [Photographic](#) category to smooth the pen lines.

Surface effects

{button ,AL("surface effects ")} [Related Topics](#)

{button ,AL("effects ovr")} [Overview](#)





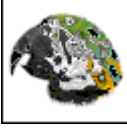


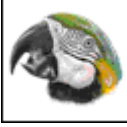
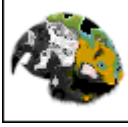
Surface effects give a sprite the appearance that it was created on a specific artistic material or surface.

For example, you can:

- Create a smooth metallic surface over an image.
- Create the appearance of water rippling above an image.
- Create an image that seems to be composed of small tiles.

You can apply these effects to one sprite or to a selection set of sprites.

▶ Click the effect you want to read about.

		
Original sprite	Bas Relief	Broken Tile
		▶
Chrome	Cracked Varnish	Emboss
		
Glass	Glowing Accents	Plaster
		▶
Plastic Wrap	Ripple	Rough Textures

Bas Relief

{button ,AL("surface effects")}[Related Topics](#)

{button ,AL("effects ovr")}[Overview](#)



Original sprite

[Bas Relief](#)

Bas Relief makes a sprite appear to have been carved in low relief and lit to accent the surface modulations of the sprite.

The dark areas in the original sprite take on the [current color](#). Midtones and highlights take on tints from the [composition space](#).


Where to find this effect

Bas Relief is available on the **Effects** palette in the **Surface** category.

How to apply this effect

Click the Bas Relief picture to learn how to apply this effect.

How to vary this effect

- To increase the surface detail of the sprite, move the **Detail** slider to the right or enter a larger number in the **Detail** box. If you enter a number in the box, it must be between 1 and 15.
- Change the location of the light source in the **Light position** list.
- For a smoother surface, move the **Smoothness** slider to the right or enter a larger number in the **Smoothness** box. For a rougher surface, move the slider to left or enter a smaller number in the **Smoothness** box. If you enter a number in the box, it must be between 1 and 15.
- To blend more of the effect with the original sprite, move the **Opacity**  slider to the right or enter a larger number in the **Opacity** box. To blend a smaller proportion of the effect and retain more of the sprite's original look, move the slider to the left or enter a smaller number in the box. If you enter a number in the box, it must be between 0 and 100.

Broken Tile

(Called **Mosaic** in Microsoft Image Composer 1.0)

{button ,AL("surface effects")}} [Related Topics](#)

{button ,AL("effects ovr")}} [Overview](#)

{button ,AL("Surface how")}} [How?](#)



Original sprite

[Broken Tile](#)

Broken Tile makes the sprite appear to be composed of small, irregularly shaped chips or tiles laid down on a flat surface. The chips are lit from the side to enhance their texture.


Where to find this effect

Broken Tile is available on the **Effects** palette in the **Surface** category.

How to apply this effect

Click the Broken Tile picture to learn how to apply this effect.

How to vary this effect

- To increase the size of each tile, move the **Tile size** slider to the right or enter a larger number in the **Tile size** box. This setting represents the maximum height and width of each tile measured in pixels. If you enter a number in the box, it must be between 2 and 100.
- To increase the amount of space between the tiles, move the **Grout width** slider to the right or enter a larger number in the **Grout width** box. If you enter a number in the box, it must be between 1 and 15. This setting represents the minimum number of pixels between tiles; the grout width in some areas will exceed this number because the tiles are irregularly shaped.
- To lighten the color of the spaces between the tiles, move the **Lighten grout** slider to the right or enter a larger number in the **Lighten grout** box. If you enter a number in the box, it must be between 0 and 10.
- To blend more of the effect with the original sprite, move the **Opacity**  slider to the right or enter a larger number in the **Opacity** box. To blend a smaller proportion of the effect and retain more of the sprite's original look, move the slider to the left or enter a smaller number in the box. If you enter a number in the box, it must be between 0 and 100.

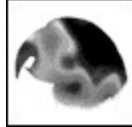
Chrome

{button ,AL("surface effects")}[Related Topics](#)



Original sprite

{button ,AL("effects ovr")}[Overview](#)



[Chrome](#)

Chrome covers the sprite with a highly polished, smooth metallic surface. Image features of the sprite are represented as hills and valleys in the reflecting surface. This effect also changes a color sprite to grayscale.


Where to find this effect

Chrome is available on the **Effects** palette in the **Surface** category.

How to apply this effect

Click on the Chrome picture to learn how to apply this effect.

How to vary this effect

- To see more detail reflected in the chrome surface, move the **Detail** slider to the right or enter a larger number in the **Detail** box. If you enter a number in the box, it must be between 0 and 10.
- For a smoother surface, move the **Smoothness** slider to the right or enter a larger number in the **Smoothness** box. For a rougher surface, move the slider to left or enter a smaller number in the **Smoothness** box. If you enter a number in the box, it must be between 1 and 10.
- To blend more of the effect with the original sprite, move the **Opacity**  slider to the right or enter a larger number in the **Opacity** box. To blend a smaller proportion of the effect and retain more of the sprite's original look, move the slider to the left or enter a smaller number in the box. If you enter a number in the box, it must be between 0 and 100.

Tips

- After you apply **Chrome** to a sprite, increase its brightness and contrast to enhance its reflective quality.
- Move the **Detail** slider all the way to the right (or enter 10 in the box) and move the **Smoothness** slider all the way to the left (or enter 0 in the box) to simulate an aluminum foil surface. Reapply this effect to crumple the aluminum foil.

Cracked Varnish

(Called **Craquelure** in Microsoft Image Composer 1.0)

{button ,AL("surface effects")}
[Related Topics](#)

{button ,AL("effects ovr")}
[Overview](#)



Original sprite

[Cracked Varnish](#)

Cracked Varnish covers the sprite with a high-relief plaster-like surface, producing a fine network of cracks that follow the contours of the sprite.

Where to find this effect

Cracked Varnish is available on the **Effects** palette in the **Surface** category.

How to apply this effect

Click on the Cracked Varnish picture to learn how to apply this effect.

How to vary this effect

- To increase the amount of space between cracks, move the **Crack spacing** slider to the right or enter a larger number in the **Crack spacing** box. If you enter a number in the box, it must be between 2 and 100.
- To increase the depth of the cracks, move the **Crack depth** slider to the right or enter a larger number in the **Crack depth** box. If you enter a number in the box, it must be between 0 and 10.
- To increase the brightness of the cracks, move the **Crack brightness** slider to the right or enter a larger number in the **Crack brightness** box. If you enter a number in the box, it must be between 0 and 10.
- To blend more of the effect with the original sprite, move the **Opacity** ▶ slider to the right or enter a larger number in the **Opacity** box. To blend a smaller proportion of the effect and retain more of the sprite's original look, move the slider to the left or enter a smaller number in the box. If you enter a number in the box, it must be between 0 and 100.

Tips

- The **Cracked Varnish** effect works best on sprites that contain a broad range of color or grayscale values. Flat areas take on a grid-like look.
- Very low **Crack spacing** settings create groups of small, highlighted nuggets in the tones of the sprite.

Emboss

{button ,AL("Surface
effect")}
[Related
Topics](#)

{button ,AL(" effects ovr")}
[Overview](#)

{button ,AL("Surface
how")}
[How?](#)

▶ Original sprite

▶ [Emboss](#)

Emboss gives the sprite a three-dimensional appearance.

Where to find this effect

Emboss is available on the **Art Effects** palette in the **Surface** category.

How to apply this effect

Click the Emboss picture to learn how to apply this effect.

How to vary this effect

- To increase the amount of embossing, move the **Relief** slider to the right or enter a larger number in the **Relief** box. If you enter a number in the box, it must be between 0 and 25.
- Change the location of the light source in the **Light position** list.
- To blend more of the effect with the original sprite, move the **Opacity** ▶ slider to the right or enter a larger number in the **Opacity** box. To blend a smaller proportion of the effect and retain more of the sprite's original look, move the slider to the left or enter a smaller number in the box. If you enter a number in the box, it must be between 0 and 100.

Tip To exaggerate another effect, apply that effect first and then apply **Emboss**.

Glass

{button ,AL("surface effects")}} [Related Topics](#)

{button ,AL("effects ovr")}} [Overview](#)



Original sprite



[Glass](#)

Glass distorts a sprite to make it appear as if it is viewed through glass. You can choose from a variety of glass types, or you can specify custom image files for the glass surface.

Where to find this effect

Glass is available on the **Effects** palette in the **Surface** category.

How to apply this effect

Click the Glass picture to learn how to apply this effect.

How to vary this effect

- To increase the amount of distortion caused by the glass surface, move the **Distortion** slider to the right or enter a larger number in the **Distortion** box. If you enter a number in the box, it must be between 0 and 20.
- To make the result smoother, move the **Smoothness** slider to the right or enter a larger number in the **Smoothness** box. If you enter a number in the box, it must be between 1 and 15.
- Change the glass surface by clicking **Surface Controls** and selecting a surface from the **Type** list. For details about the **Glass Surface Controls** dialog box, see [Glass Surface controls](#).
- To blend more of the effect with the original sprite, move the **Opacity** ▶ slider to the right or enter a larger number in the **Opacity** box. To blend a smaller proportion of the effect and retain more of the sprite's original look, move the slider to the left or enter a smaller number in the box. If you enter a number in the box, it must be between 0 and 100.

Tips

- When creating an image for a custom **Glass** surface, remember that any shapes that are defined in your surface image will bend and refract the areas of a sprite that surround those shapes. For example, if you have a square in your surface image, the sprite that you apply **Glass** to will change the area around the edges of the square only.
- You can combine the **Glass** effects to create effects that are not available by just applying the effect once. For example, apply the **Glass** effect using one surface texture, and then apply the effect again using a different surface texture.
- If any areas of the sprite show too much detail after you apply **Glass**, try applying the **Blur** effect in the **Photographic** category using values of 1 or 2 for **Horizontal** and **Vertical** to smooth these areas.
- To enhance the appearance of the **Frosted** surface, try applying the **Blur** effect with large **Horizontal** and **Vertical** settings, or with several applications of smaller **Horizontal** and **Vertical** settings.
- For a surrealistic look, apply the **Blur** or **Diffuse Glow** effect multiple times to the original sprite before applying **Glass**.

Glass Surface controls

{button ,AL("glass
effect")}
[Related
Topics](#)

{button ,AL("effects
ovr")}
[Overview](#)

When you use the **Glass** effect, you can select the type of glass surface you want to apply. You can also create your own glass surface file saved as a .tif file, and apply it from the **Effects** palette.

Type Select a glass surface from the list. If you want to specify a .tif file that doesn't appear in this list, click **TIFF File**, and then select your own glass surface file from the **Open** dialog box. Surfaces with dominant light and dark colors work best.

Scaling % Move the slider to the right or enter a larger number in the **Scaling %** box to increase the size of the surface pattern. For example, if you select the **Brick** surface, you can increase the size of each brick by using a higher scaling number. If you enter a number in the box, it must be between 50 and 200.

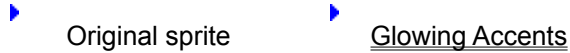
Invert texture Select this option to change from a relief effect to a recessed effect.

Glowing Accents

(Called **Glowing Edges** in Microsoft Image Composer 1.0)

{button ,AL("surface
effects")}
[Related
Topics](#)

{button ,AL("effects
ovr")}
[Overview](#)



Glowing Accents amplifies the edges of a sprite in bright, luminous colors.

Where to find this effect

Glowing Accents is available on the **Effects** palette in the **Surface** category.

How to apply this effect

Click the **Glowing Accents** picture to learn how to apply this effect.

How to vary this effect

- Move the **Edge width** slider to the right or enter a larger number in the **Edge width** box to make the edges wider. If you enter a number in the box, it must be between 1 and 14.
- To increase the smoothness of the edges, move the **Smoothness** slider to the right or enter a larger number in the **Smoothness** box. If you enter a number in the box, it must be between 1 and 15.
- To make the edges stronger and brighter, move the **Edge brightness** slider to the right or enter a larger number in the **Edge brightness** box. If you enter a number in the box, it must be between 0 and 20.
- To blend more of the effect with the original sprite, move the **Opacity** ▶ slider to the right or enter a larger number in the **Opacity** box. To blend a smaller proportion of the effect and retain more of the sprite's original look, move the slider to the left or enter a smaller number in the box. If you enter a number in the box, it must be between 0 and 100.

Tip To enhance the colors in the final sprite, increase the contrast of the sprite on the **Color Tuning** palette before you apply **Glowing Accents**. Increasing the contrast can also create edges.

Plaster

{button ,AL("surface effects")}} [Related Topics](#)

{button ,AL("effects ovr")}} [Overview](#)

{button ,AL("Surface how")}} [How?](#)



Original sprite

[Plaster](#)

Plaster makes the sprite look like it is molded from three-dimensional plaster. The dark areas of a sprite are raised into bumps and plateaus, while lighter areas are flattened into valleys. This effect works especially well on text or on simple, high-contrast objects.

The dark areas in the original sprite take on the [current color](#). Midtones and highlights take on tints of color from the [composition space](#).

Where to find this effect

Plaster is available on the **Effects** palette in the **Surface** category.

How to apply this effect

Click the Plaster picture to learn how to apply this effect.

How to vary this effect

- To increase the areas of the image that appear as valleys, and to decrease the areas that appear as bumps and plateaus, move the **Image balance** slider to the right or enter a larger number in the **Image balance** box. If you enter a number in the box, it must be between 0 and 50.
- Change the location of the light source in the **Light position** list.
- For a smoother effect, move the **Smoothness** slider to the right or enter a larger number in the **Smoothness** box. If you enter a number in the box, it must be between 1 and 15.
- To blend more of the effect with the original sprite, move the **Opacity** ▶ slider to the right or enter a larger number in the **Opacity** box. To blend a smaller proportion of the effect and retain more of the sprite's original look, move the slider to the left or enter a smaller number in the box. If you enter a number in the box, it must be between 0 and 100.

Tips

- For a more realistic result, try increasing the [contrast](#) of your sprite before you apply **Plaster**.
- For an interesting variation, apply the [Negative](#) effect in the [Photographic](#) category before you apply **Plaster**.

Plastic Wrap

{button ,AL("surface effects")}[Related Topics](#)



Original sprite

{button ,AL("effects ovr")}[Overview](#)



[Plastic Wrap](#)

Plastic Wrap creates the appearance that the sprite is wrapped in shiny plastic that accentuates the surface detail of the sprite.


Where to find this effect

Plastic Wrap is available on the **Effects** palette in the **Surface** category.

How to apply this effect

Click the Plastic Wrap picture to learn how to apply the effect.

How to vary this effect

- For stronger highlights, move the **Highlight strength** slider to the right or enter a larger number in the **Highlight strength** box. If you enter a number in the box, it must be between 0 and 20.
- To increase the amount of detail from the original sprite that will be used to create the shine in the final image, move the **Detail** slider to the right or enter a larger number in the **Detail** box. If you enter a number in the box, it must be between 1 and 15.
- For a smoother result, move the **Smoothness** slider to the right or enter a larger number in the **Smoothness** box. If you enter a number in the box, it must be between 1 and 15.
- To blend more of the effect with the original sprite, move the **Opacity**  slider to the right or enter a larger number in the **Opacity** box. To blend a smaller proportion of the effect and retain more of the sprite's original look, move the slider to the left or enter a smaller number in the box. If you enter a number in the box, it must be between 0 and 100.

Ripple

{button ,AL("surface effects")}
[Related Topics](#)

{button ,AL("effects ovr")}
[Overview](#)



Original sprite

[Ripple](#)

Ripple adds randomly spaced waves to the surface of the sprite, creating the appearance that the sprite is underwater with the wind rippling the water.


Where to find this effect

Ripple is available on the **Effects** palette in the **Surface** category.

How to apply this effect

Click the **Ripple** picture to learn how to apply this effect.

How to vary this effect

- To make the ripples larger, move the **Ripple size** slider to the right or enter a larger number in the **Ripple size** box. If you enter a number in the box, it must be between 1 and 15.
- To increase the distortion of the ripples, move the **Ripple magnitude** slider to the right or enter a larger number in the **Ripple magnitude** box. If you enter a number in the box, it must be between 0 and 20.
- To blend more of the effect with the original sprite, move the **Opacity**  slider to the right or enter a larger number in the **Opacity** box. To blend a smaller proportion of the effect and retain more of the sprite's original look, move the slider to the left or enter a smaller number in the box. If you enter a number in the box, it must be between 0 and 100.

Tip For highly detailed sprites, lower the **Ripple size** and **Ripple magnitude** settings; for sprites without intricate details, use higher settings.

Rough Textures

(Called **Texturizer** in Microsoft Image Composer 1.0)

{button ,AL("Surface
effect")}
[Related
Topics](#)

{button ,AL(""
effects ovr")}
[Overview](#)

{button ,AL("Surface
how")}
[How?](#)



Original sprite



[Rough Textures](#)

Rough Textures gives a sprite the appearance that it was created on a roughly textured surface, such as canvas, burlap, or sandstone. You can select a surface texture from the **Texture Controls** dialog box. You can also add your own .tif file to the list of textures.

Where to find this effect

Rough Textures is available on the **Effects** palette in the **Surface** category.

How to apply this effect

Click on the Rough Textures picture to learn how to apply this effect.

How to vary this effect

- To apply a different surface texture, click **Texture Controls** and change the setting in the **Type** list. To vary the direction of the light source, change the **Light position** setting. For details about the **Texture Controls** dialog box, see [Texture Controls](#). For information about creating your own texture, see [Creating a custom texture type](#).
- To blend more of the effect with the original sprite, move the **Opacity** ▶ slider to the right or enter a larger number in the **Opacity** box. To blend a smaller proportion of the effect and retain more of the sprite's original look, move the slider to the left or enter a smaller number in the box. If you enter a number in the box, it must be between 0 and 100.

Tips

- Use **Rough Textures** to create a randomly textured pattern. In the **Texture Controls** dialog box, choose **Sandstone** from the **Type** list, and set **Relief** to 50. The resulting random noise pattern can be applied to a white or black background for a fancy appearance. You also can get good results by using it on text sprites.
- For maximum texturing, choose a light source direction perpendicular to the dominant direction of the texture. Textures that are parallel to the light source direction tend to show little relief.

Texture Controls

{button ,AL("texturizer effect")}

[Related](#)

[Topics](#)

When you use the **Rough Textures** effect, you can select the type of texture you want to apply. You can also create your own texture file saved as a .tif file, and apply it from the **Effects** palette.

Type Select a texture from the list. If you want to specify a .tif file that doesn't appear in this list, click **TIFF File**, and then select your own texture file from the **Open** dialog box. Textures with dominant light and dark colors work best.

Light Position Select the direction of the light source in relation to the sprite.

Scaling % Move the slider to the right or enter a larger number in the **Scaling %** box to increase the size of the surface pattern. For example, if you select the **Brick** surface, you can increase the size of each brick by using a higher scaling number. If you enter a number in the box, it must be between 50 and 200.

Relief Move the slider to the right or enter a larger number in the **Relief** box for higher relief and depth of the texture. If you enter a number in the box, it must be between 0 and 50.






Invert texture Select this option to change from a relief effect to a recessed effect.

Paint tools overview

{button ,AL("brushes
item;")} [Related
Topics](#)

Use the tools on the Paint Palette to apply effects that appear to have been applied by a brush, airbrush, pencil, sprite, or even your finger.

Before using a paint tool, you must select a sprite and a brush. Regardless of which tool you choose, the effect is applied in a specific size and shape defined as a brush. You can work with brushes in the following ways:

Button	Icon	Clicked (Pushed In)	Not Clicked
Use Brush		Applies effects in the size and type of brush from brush grid.	Applies effects with template.
Use Template		Applies effects in a template the size and shape of a sprite.	Applies effects with brush.
Set Template		Selects a sprite to be used as a brush template.	Applies effects with brush.
Over		Applies effect to all pixels within a sprite's bounding box. (Can be used with Continuous.)	Applies effects only to opaque areas of sprite.
Continuous		Applies effect in smooth, continuous strokes. (Can be used with Over.)	Applies effects unevenly.

Use the [Brush Designer](#) to define and work with brushes of varied sizes, shapes, angles, and edge softness. In addition, you can create brush templates in the shapes of sprites. When you use a template as your brush, a thumbnail of the template is displayed in the **Brush Display** box.

The Paintbrush, Airbrush, Pencil, Tint, and Colorize tools all use the color shown in the color swatch. Other tools, such as the Impressionist tool, apply an effect without changing the color of the area they are applied to.

Click an area on the following figure for more information about the Paint tools palette.

Paint Palette

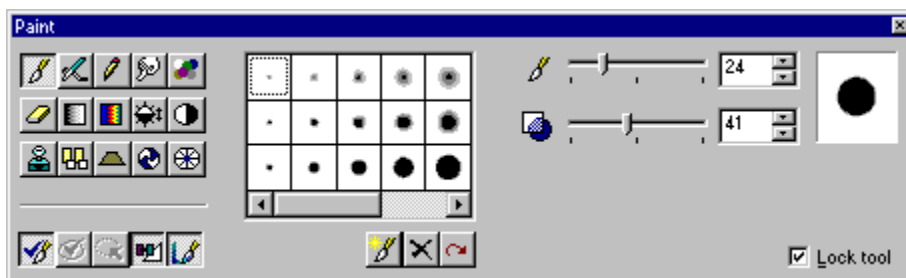


Image Composer paint tools

Click the tool below that you want to learn about.



Paintbrush



Smear



Tint



Contrast



Mesa



Use Brush



Over



Airbrush



Impression



Colorize



Rubber Stamp



Vortex



Use Template



Continuous Strokes



Pencil



Eraser



Dodge/Burn



Transfer



Spoke Inversion



Set Template



New Brush

Using a paint tool

{button ,AL("brushes
item;paint tools
ovr"))} [Related
Topics](#)

To use a paint tool to apply an effect, you must first select a sprite.

▶ To use a paint tool




- 1 On the toolbox, click **Paint**.
- 2 On the left side of the **Paint** tool palette, click the paint tool you want.
- 3 Click a brush from the paintbrush selection grid, or use **Set Template** to choose a selected sprite as a template.
- 4 Click the brush application methods you want to use. Click either **Use Brush** or **Use Template**. Click **Over** or **Continuous** or both.
- 5 Hold down the left mouse button and drag the brush pointer over the area of the sprite you want to paint.

Choosing a brush

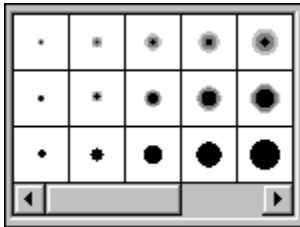
{button ,AL("brushes
item;paint tools
ovr"))} [Related
Topics](#)

Use tools on the Paint palette to apply effects that appear as if applied by a brush, airbrush, pencil, or a variety of other tools. Regardless of which tool you choose, the effect is applied in a specific size and shape defined as a brush. You can specify certain aspects of the brush by using the [Brush Designer](#) `IDH_Brush_Designer`.

▶ To choose a paint brush

1 On the toolbox, click **Paint** .

2 On the **Paintbrush Selection** grid, click the brush size and type you want. The brush size and slider reflect the brush size you click in the grid.



If you want to work with a brush shape other than a circle, double click a brush in the selection grid to display the [Brush Designer](#). Use the brush designer to work with a brush size, shape, rotation, and softness that you specify.

3 Hold down the left mouse button and drag the brush over the sprite to paint it.

Working with a brush template

{button ,AL("brushes
item;paint tools
ovr")}
[Related
Topics](#)

In addition to the brush sizes and shapes available through the [Brush Designer](#), you can also create a brush template in the shape of a sprite of your choosing. This shape is then used to apply whichever paint effect you want. The sprite used to generate the template cannot be larger than 100 pixels wide by 100 pixels high. You must select a sprite to use the paint tools, including creating a brush template.

▶ **To work with a brush template**

- 1 Click a sprite to use as a template.
- 2 On the toolbox, click **Paint** ▶.
- 3 On the **Paint** palette, click **Set Template** ▶.
- 4 Click the sprite you want to apply a paint effect to.
- 5 Click the paint effect you want to use to paint the current sprite.
- 6 Click **Use Template** ▶.
- 7 Drag the pointer over the current sprite to apply the effect.

Note If you modify the shape of the sprite you use as a template, the paintbrush template changes as well. Once you select a sprite to use as a paintbrush template, the shape of the sprite is retained as the current template until another sprite is selected.

Paintbrush

Paintbrush uses the brush selected in the **Paintbrush grid** as the current paintbrush tool. The selected brush appears in the **Paintbrush display box** on the right portion of the **Paint** tool palette. This paint tool uses the current color. You can set the transparency level of this effect by using the **Opacity** control.



Airbrush

Airbrush behaves the same as **Paintbrush**, except that it produces an airbrushed effect in which the effect is more dispersed. This paint tool uses the current color. You can set the transparency level of this effect by using the **Opacity** control.



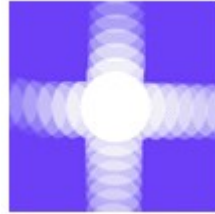
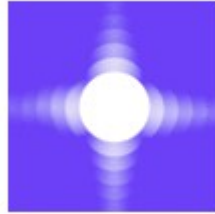
Pencil

Pencil draws a line, in the current color, wherever you drag the pointer. Specify a line width by using the **Brush Size** slider or box. This paint tool uses the current color. Set the transparency level of this effect by using the **Opacity** control.



Smear

Smear blends the sprite's colors, much the way you could smear fresh paint with your finger. This effect uses the color and texture at the location of the pointer to create a textured smudge effect on the sprite. Set the transparency level of this effect by using the **Opacity** control.



Impression

Impression can create a smudged, impressionistic effect as you drag the pointer. This effect uses the color at the location of the pointer to create a smoothly smudged result. Set the transparency level of this effect by using the **Opacity** control.



Erase

Erase turns the current brush into an eraser. It turns all the color pixels transparent as you drag across a sprite or composition. Set the transparency level of the erase tool by using the **Opacity** control.



Tint

Tint applies a translucent wash of the current color to the current sprite or composition, using the current brush. This tool uses the current color. Set the transparency level of this effect by using the **Opacity** control.



Colorize

Colorize applies the current color without affecting the dark and light intensity values of the sprite. This tool uses the current color. Set the transparency level of this effect by using the **Opacity** control.



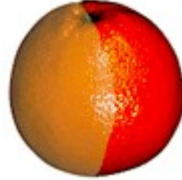
Dodge-Burn

Dodge-Burn allows you to lighten or darken a specific area of a sprite to change the color saturation of an area. Move the **Dodge-Burn** slider to the left to darken an area of a sprite, and to the right to lighten an area.



Contrast

Contrast allows you to increase or decrease the contrast in a specific area of a sprite. Move the **Contrast** slider to the left to decrease the contrast and produce a flatter look, or to the right to increase contrast and produce a sharper, more defined look.



Rubber Stamp

Rubber Stamp allows you to copy a portion of a sprite into a non-transparent area of the same or another sprite. To use this tool, select a paintbrush size, shape, and opacity and click **Rubber Stamp**. Then use the **Rubber Stamp** to click on a source area (the dog's head), defined by the paintbrush. You then click on a destination area (the world map) and each time you click, you stamp the source area onto the destination area.

This tool is similar to the **Transfer** tool, but rather than copying a different paintbrush-sized portion of the source each time you click, **Rubber Stamp** copies the same portion. Set the transparency level of this effect by using the **Opacity** control.



Transfer

Transfer allows you to copy a sprite into a non-transparent area of the same sprite or to a different sprite. To use this tool, select a paintbrush size, shape, and opacity and click **Transfer**. Then use the **Transfer** tool to click on a source area at the place where you want to copy to begin. You then click on a destination area (the world map) at the place where you want the copy to begin. Each time you click, you transfer another portion of the source defined by the paintbrush, the contents of which are relative to where you click.

This tool is similar to the **Rubber Stamp** tool, but rather than copying the same paintbrush-sized area each time you click, **Transfer** copies a new portion of the source sprite. Set the transparency level of this effect by using the **Opacity** control.



Mesa

This paintbrush effect allows you to warp the pixels within the brush area, giving the appearance of wrapping them around a truncated cone.

The first example was created with the **In** option of **Warp Direction** selected. It shows the original sprite at left. The **Mesa** paintbrush effect was first applied with a soft-edged brush (center example) and then with a hard-edged brush (right example).



The second example was created with the **Out** option of **Warp Direction** selected. It shows the original sprite at left. The **Mesa** paintbrush effect was first applied with a soft-edged brush (center example) and with a hard-edged brush (right example).



Vortex

This paintbrush effect allows you to warp the pixels within the brush area, making them appear as though they are twisted toward the center of the brush area. Note that this paintbrush effect is similar to the **Vortex** effect on the **Effects** tool palette.



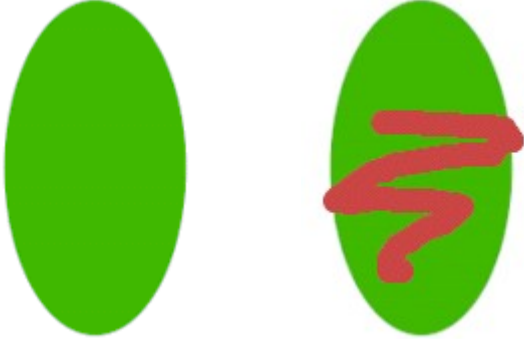
Spoke Inversion

This paintbrush effect inverts every spoke of an imaginary disk that fits within the diameter of the paintbrush. Note that this paintbrush effect is similar to the **Spoke Inversion** effect on the **Effects** tool palette.



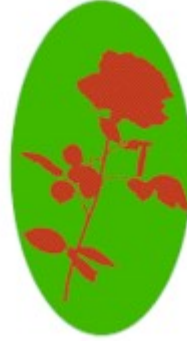
Use Brush

Click use **Use Brush** to work with a brush chosen from the **Paintbrush Selection Grid** or a custom brush you created. In this example, the current color is red. This color is "brushed" over the green oval work area.



Use Template

Click **Use Template** to work with a brush based on a sprite rather than using a brush from the brush selection grid. In this example, the first sprite, a rose, is used as a brush template. The template was "clicked" onto the work area (the green oval) for a silhouette effect. You can also drag the template brush for a different brush-stroke effect.



Set Template

You can use a sprite as a paintbrush by making the sprite a template. You first select a sprite then click **Set Template**. The sprite you select as a template must not be larger than 100 x 100 pixels. To use the template, click **Use Template**.



Over

This option determines how paint strokes are applied to a sprite. When **Over** is *not* selected, paint can be applied only to the non-transparent pixels of the current sprite. When **Over** is selected, paint can be applied to both the transparent and the non-transparent pixels of the current sprite within the bounding box.

The example below displays the original sprite (left), paint strokes applied to the sprite while **Over** is not selected (center), and paint strokes applied to the sprite while **Over** is selected.



Continuous Strokes

The **Continuous Strokes** option determines whether the paint stroke is rendered with a solid, even flow of paint or with a slow buildup of paint.

The example below displays the original sprite (top). When **Continuous Strokes** is selected, the paint flow is even and smooth as the sprite is used as a brush template (middle). When **Continuous Strokes** is not selected, the paint flow appears intermittent (bottom) and will build up only when the brush is not moved.



New Brush

Displays the **Brush Designer** dialog box.

Paint Effects grid

At the left on the **Paint** tool palette, the **Paint Effects** grid contains 15 different paint tools.

Paintbrush Selection grid

Displays the array of brushes available on the **Paint** tool palette. When you create new brushes, they are added to the **Paintbrush Selection** grid. You can also delete brushes from this grid by clicking **Delete Brush**, below the selection grid.

Brush utilities

Consists of the **New Brush**, **Delete Brush**, and **Reset To Defaults** buttons.

Brush size tools

Consists of the **Brush size** slider and **Brush size** box. Move the slider to specify the size of the brush you want. As you move the slider, the value in the **Brush size** box changes. You can also select the current **Brush size** value and type the new value you want, or click the arrows to select a new value.

Paint opacity tools

Consists of the **Opacity** slider and **Opacity** box. Move the slider to the right to make the paint effect more opaque, and to the left to make the effect more transparent. As you move the slider, the value in the **Opacity** box changes. You can also select the current opacity value and type the new value you want, or click the arrows to select a new value.

Brush size display

Displays the size of the current brush. When you choose a brush size larger than 50, the display shows that the brush size is scaled by the factor indicated, such as 1:2, indicating that the image in the display is one-half its actual size.

Lock Tool

When selected, **Lock Tool** maintains the current tool selection after you perform an operation from the **Paint** or any other palette.

Using the Dodge-Burn tool

Dodge-Burn creates effects similar to those used by photographers when printing or enlarging pictures. Tools for creating these effects are located on the **Paint** palette.

A dodge effect is the result of placing an object between the light source and the photographic paper so that a specific portion of the picture gets less light than the rest of the picture resulting in a lighter area.

Typically, a photographer uses a small dodge object and moves it around as light from the enlarger falls on the paper. You can use **Dodge** to recreate that effect by using a paintbrush as the dodge object and dragging it over a portion of a sprite to lighten that portion.

A burn effect is just the opposite of a dodge effect, so that a portion of the photograph gets more light than the rest of the sprite and consequently appears darker. You can use **Burn** to recreate that effect by using a paintbrush as the burn object and dragging it over a portion of a sprite to darken that portion.

Lightening a portion of a sprite

Photographers lighten or “dodge” a portion of a photograph when printing by directing more light from the light source onto the print paper. The **Dodge-Burn** tool in Microsoft Image Composer accomplishes the same purpose.

▶ **To lighten a portion of a sprite**

1 Click the sprite you want to modify.

2 On the toolbox, click **Paint** ▶.

3 On the **Paint** palette, click **Dodge-Burn** .

The **Dodge-Burn** slider  appears.

4 On the **Paintbrush Selection** grid, click a brush.

5 To lighten the sprite, move the **Dodge-Burn** slider to the right or enter a larger value in the **Dodge-Burn** box. If you enter a value in the box, it must be between -100 and 100. Entering a value of 0 has no effect on the lightness of a sprite.

6 Drag the brush over the area of the sprite you want to lighten.

To increase the burn effect, move the slider farther to the right, or enter a higher number in the box and drag the brush over the sprite again. Each time you want to lighten an area by a greater degree, you must increase the value and drag the brush.

Darkening a portion of a sprite

Photographers darken or “burn” a portion of a photograph when printing by placing an object between the light source and the print paper. The **Dodge-Burn** tool in Microsoft Image Composer accomplishes the same purpose.

▶ **To darken a portion of a sprite**



- 1 Click the sprite you want to modify.
- 2 On the toolbox, click **Paint** ▶.
- 3 On the **Paint** palette, click **Dodge-Burn** ▶.

The **Dodge-Burn** slider  appears.

- 4 In the **Paintbrush Selection** grid, click a brush.
- 5 To darken the sprite, move the **Dodge-Burn** slider to the left or enter a smaller value in the **Dodge-Burn** box. If you enter a number in the box, it must be between -100 and 100. Lower negative numbers make the area darker. Entering a value of 0 has no effect on darkening the sprite.
- 6 Drag the brush over the area of the sprite you want to darken.
To increase the dodge effect, move the slider farther to the left, or enter a lower number in the box and drag the brush over the sprite again. Each time you want to darken an area by a greater degree, you must decrease the value and drag the brush.

Adjusting the contrast of a sprite

▶ To adjust the contrast for a portion of a sprite


- 1 Click the sprite you want to modify.
- 2 On the toolbox, click **Paint** ▶.
- 3 On the **Paint** palette, click **Contrast** .
The **Contrast** slider appears.
- 4 In the **Paintbrush Selection** grid, click a brush.
- 5 To lessen contrast, move the **Step Contrast** slider  to the left or enter a smaller value in the **Step Contrast** box. To increase contrast, move the slider to the right or enter a larger value in the **Step Contrast** box. If you enter a number in the box, it must be between -100 and 100.
- 6 Drag the brush over the area of the sprite you want to adjust.
Each time you want to change the contrast in an area, you must change the value and drag the brush.

▶ To adjust the contrast for the entire sprite

- 1 Click the sprite you want to modify.
- 2 On the toolbox, click **Color Tuning** ▶, and then click the **Color Controls** tab.
- 3 To increase contrast, move the **Contrast** slider to the right or enter a larger value in the **Contrast** box. To decrease contrast, move the slider to the left or enter a smaller value. Acceptable values range from -100 to 100.
- 4 Click **Apply**.

You can experiment with levels of contrast by applying a value, choosing a new level of contrast and applying that value. Each new value is applied to the original sprite, not to the version of the sprite to which the previous level was applied. You can experiment in this manner until you select a different sprite.

Adjusting the brightness of a sprite

- 1 Click the sprite you want to modify.
- 2 On the toolbox, click **Color Tuning** , and then click the **Color Controls** tab.
- 3 To make the sprite brighter, move the **Brightness** slider to the right or enter a larger number in the **Brightness** box. To make the sprite darker, move the **Brightness** slider to the left or enter a smaller number in the box. Acceptable values range from -100 to 100.
- 4 Click **Apply**.

You can experiment with levels of brightness by applying a value, choosing a new level of brightness and applying that value. Each new value is applied to the original sprite, not to the version of the sprite to which the previous level was applied. You can experiment in this manner until you select a different sprite.

Shapes overview

{button ,AL("shapes
how")}
[Related
Topics](#)

Shapes palette

▶ With the **Shapes** tools, you can create rectangular and oval sprites. In addition, you can use the **Curve** and **Polygon** tools to create sprites that are freeform shapes.



Rectangle creates a rectangular sprite in the current color on the workspace. You can use **Rectangle** to create rectangles and squares that are opaque or transparent, and that have hard or soft edges.



Oval creates a round sprite in the current color on the workspace. You can use **Oval** to create ovals and circles that are opaque or transparent, and that have hard or soft edges.



Curve creates freeform shapes with curved lines in the current color on the workspace. You can use **Curve** to create open or closed sprites with a line width you specify, or closed sprites that are completely filled with the current color. The shapes can be opaque or transparent, and can have hard or soft edges.



Polygon creates freeform shapes with straight lines in the current color on the workspace. You can use **Polygon** to create open or closed sprites with a line width you specify, or closed sprites that are completely filled with the current color. The shapes can be opaque or transparent, and can have hard or soft edges.

Creating rectangles and squares

{button ,AL("shapes
how")}
[Related
Topics](#)

{button ,AL(
"shapes
ovr")}
[Overview](#)

Create a rectangle or square when you want to add a rectangular shape in the current color to your composition. When you create the shape, you can specify its color, opacity, and edge softness.



Square



Rectangle

▶ **To create a rectangle or square**

- 1 On the toolbox, click **Shapes** ▶.
- 2 On the **Shapes** palette, click **Rectangle** ▶.
- 3 Set the **Opacity** ▶ slider to the desired position. For a completely opaque sprite, move the slider all the way to the right.
- 4 Set the **Edge** slider to the desired position. For a crisp line, move the slider all the way to the left; to blend the edge of the shape with its background, move the slider toward the right.
- 5 Place the pointer on the workspace, and then drag until the bounding box is the desired size. To create a square, hold down SHIFT while dragging.
- 6 Click **Create**.

Once the sprite is on your workspace, you can change its fill color or pattern by applying the effects in the **Effects** palette. You can also fill it with the current color by clicking the **Color Fill** button ▶ on the toolbar. In addition, you can change the size of the sprite by dragging its resize handles, or rotate it by dragging its rotation handle in the upper-right corner of the bounding box.

Creating ovals and circles

{button ,AL("shapes
how")} [Related
Topics](#)

{button ,AL(
"shapes
ovr")}
[Overview](#)

Create an oval or circle when you want to add a round shape in the current color to your composition. When you create the shape, you can specify its color, opacity, and edge softness.



Circle



Oval

▶ **To create an oval or circle**

- 1 On the toolbox, click **Shapes** ▶.
- 2 On the **Shapes** palette, click **Oval** ▶.
- 3 Set the **Opacity** ▶ slider to the desired position. For a completely opaque sprite, move the slider all the way to the right.
- 4 Set the **Edge** slider to the desired position. For a crisp line, move the slider all the way to the left; to blend the edge of the shape with its background, move the slider toward the right.
- 5 Place the pointer on the workspace, and then drag until the bounding box is the desired size. To create a circle, hold down SHIFT while dragging. The shape you create will fit exactly inside the bounding box.
- 6 Click **Create**.

Once the sprite is on your workspace, you can change its fill color or pattern by applying the effects in the **Effects** palette. You can also fill it with the current color by clicking the **Color Fill** button ▶ on the toolbar. In addition, you can change the size of the sprite by dragging its resize handles, or rotate it by dragging its rotation handle in the upper-right corner of the bounding box.

Creating freeform shapes

{button ,AL("shapes
how")}
[Related
Topics](#)

{button ,AL(
"shapes
ovr")}
[Overview](#)

You can create two types of freeform shapes in Microsoft Image Composer: curves and polygons.

- Curves are either lines or closed shapes that have curved edges. You create curves by using the **Curve** tool. Click the pictures below to learn how to create each type of curve:



[Open-ended Curve](#)



[Closed Curve](#)



[Filled Curve](#)

- Polygons are either lines or closed shapes that have straight edges. You create polygons by using the **Polygon** tool. Click the pictures below to learn how to create each type of polygon:



[Open-ended Polygon](#)



[Closed Polygon](#)



[Filled Polygon](#)

Creating open-ended curves

{button ,AL("shapes
how")}
[Related
Topics](#)

{button ,AL(
"shapes
ovr")}
[Overview](#)

Create an open-ended curve when you want to add a curved line in the current color to your composition. When you create the sprite, you can specify its color, opacity, edge softness, and line thickness.

To create a similar sprite with straight lines, use the **Polygon** tool instead.



Step 1



Step 2



Step 3



Resulting Sprite

▶ **To create an open-ended curve**

- 1 On the toolbox, click **Shapes** ▶.
- 2 On the **Shapes** palette, clear the **Close** check box.
- 3 Click **Curve** ▶.
- 4 Adjust the following settings:
 - Set the **Opacity** ▶ slider to the desired position. For a completely opaque sprite, move the slider all the way to the right.
 - Set the **Edge** slider to the desired position. For a crisp line, move the slider all the way to the left; to blend the edge of the shape with its background, move the slider toward the right.
 - Adjust the **Line Width** slider to the desired line thickness, which is measured in pixels.
- 5 Click on the workspace to create the first point of the curve, and then continue to click on the workspace where you want to add each new point to the curve. The curve is automatically drawn between each pair of points.
- 6 Click **Create**.

Once the sprite is on your workspace, you can change its color by applying the **Dye** effect or using the **Color Fill** button ▶ on the toolbar. In addition, you can change the size of the sprite by dragging its resize handles, or rotate it by dragging its rotation handle in the upper-right corner of the bounding box. To duplicate the sprite and edit its points, see [Recalling curves and polygons](#).

Creating closed curves

{button ,AL("shapes
how")}
[Related Topics](#)

```
{button ,AL(  
"shapes  
ovr")}  
Overview
```

Create a closed curve when you want to add a hollow shape in the current color with curved edges to your composition. When you create the shape, you can specify its color, opacity edge softness, and line thickness.

To create a similar shape with straight lines, use the **Polygon** tool instead.



Step 1



Step 2



Step 3



Resulting sprite

▶ **To create a closed curve**

- 1 On the toolbox, click **Shapes** ▶.
- 2 On the **Shapes** palette, select the **Close** check box, and make sure the **Fill** check box is cleared.
- 3 Click **Curve** ▶.
- 4 Adjust the following settings:
 - Set the **Opacity** ▶ slider to the desired position. For a completely opaque sprite, move the slider all the way to the right.
 - Set the **Edge** slider to the desired position. For a crisp line, move the slider all the way to the left; to blend the edge of the shape with its background, move the slider toward the right.
 - Adjust the **Line Width** slider to the desired line thickness, which is measured in pixels.
- 5 Click on the workspace to create the first point of the curve, and then continue to click on the workspace where you want to add each new point to the curve. The curved shape is automatically drawn as you specify each point.
- 6 Click **Create**.

Once the sprite is on your workspace, you can change its color by applying the **Dye** effect or using the **Color Fill** button ▶ on the toolbar. In addition, you can change the size of the sprite by dragging its resize handles, or rotate it by dragging its rotation handle in the upper-right corner of the bounding box. To duplicate the sprite and edit its points, see [Recalling curves and polygons](#).

Creating filled curves

{button ,AL("shapes
how")}
[Related Topics](#)

```
{button ,AL(  
"shapes  
ovr")}  
Overview
```

Create a filled curve when you want to add a solid shape in the current color with curved edges to your composition. When you create the shape, you can specify its color, opacity, and edge softness.

To create a similar shape with straight edges, use the [Polygon](#) tool instead.



Step 1



Step 2



Step 3



Resulting Sprite

▶ To create a filled curve

- 1 On the toolbox, click **Shapes** ▶.
- 2 On the **Shapes** palette, select the **Close** check box.
- 3 Select the **Fill** check box to fill the shape with the current color. To change the color, click the **Color Swatch**.
- 4 Click **Curve** ▶.
- 5 Adjust the following settings:
 - Set the **Opacity** ▶ slider to the desired position. For a completely opaque sprite, move the slider all the way to the right.
 - Set the **Edge** slider to the desired position. For a crisp line, move the slider all the way to the left; to blend the edge of the shape with its background, move the slider toward the right.
- 6 Click on the workspace to create the first point of the curve, and then continue to click on the workspace where you want to add each new point to the curve. The curved shape is automatically drawn as you specify each point.
- 7 Click **Create**.

Once the sprite is on your workspace, you can change its color by applying the **Dye** effect or using the **Color Fill** button ▶ on the toolbar. In addition, you can change the size of the sprite by dragging its resize handles, or rotate it by dragging its rotation handle in the upper-right corner of the bounding box. To duplicate the sprite and edit its points, see [Recalling curves and polygons](#).

Creating open-ended polygons

```
{button ,AL("polygo  
n how;shapes  
how")}
```

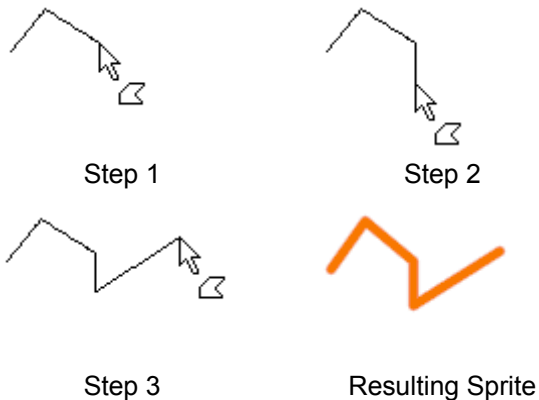
[Related Topics](#)

```
{button ,AL(  
"shapes  
ovr")}
```

[Overview](#)

Create an open-ended polygon when you want to add a straight line in the current color to your composition. When you create the sprite, you can specify its color, opacity, edge softness, and line thickness.

To create a similar sprite with curved lines, use the [Curve](#) tool instead.



▶ To create an open-ended polygon

- 1 On the toolbox, click **Shapes** ▶.
- 2 On the **Shapes** palette, clear the **Close** check box.
- 3 Click **Polygon** ▶.
- 4 Adjust the following settings:
 - Set the **Opacity** ▶ slider to the desired position. For a completely opaque sprite, move the slider all the way to the right.
 - Set the **Edge** slider to the desired position. For a crisp line, move the slider all the way to the left; to blend the edge of the shape with its background, move the slider toward the right.
 - Adjust the **Line Width** slider to the desired line thickness, which is measured in pixels.
- 5 Click on the workspace to create the first point of the polygon, and then continue to click on the workspace where you want to add each new point to the polygon. The line is automatically drawn between each pair of points.
- 6 Click **Create**.

Once the sprite is on your workspace, you can change its color by applying the [Dye](#) effect or using the **Color Fill** button ▶ on the toolbar. In addition, you can change the size of the sprite by dragging its resize handles, or rotate it by dragging its rotation handle in the upper-right corner of the bounding box. To duplicate the sprite and edit its points, see [Recalling curves and polygons](#).

Creating closed polygons

```
{button ,AL("polygo  
n how;shapes  
how")}
```

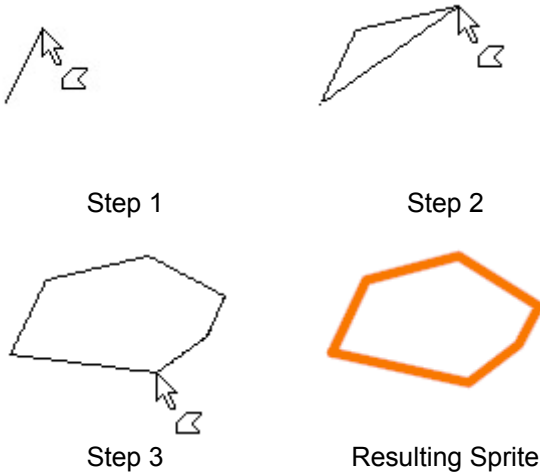
[Related Topics](#)

```
{button ,AL(  
"shapes  
ovr")}
```

[Overview](#)

Create a closed polygon when you want to add a hollow shape in the [current color](#) with straight edges to your composition. When you create the sprite, you can specify its color, [opacity](#), edge softness, and line thickness.

To create a similar shape with curved lines, use the [Curve](#) tool instead.



▶ To create a closed polygon

- 1 On the toolbox, click **Shapes** ▶.
- 2 On the **Shapes** palette, select the **Close** check box and make sure the **Fill** check box is cleared.
- 3 Click **Polygon** ▶.
- 4 Adjust the following settings:
 - Set the **Opacity** ▶ slider to the desired position. For a completely opaque sprite, move the slider all the way to the right.
 - Set the **Edge** slider to the desired position. For a crisp line, move the slider all the way to the left; to blend the edge of the shape with its background, move the slider toward the right.
 - Adjust the **Line Width** slider to the desired line thickness, which is measured in pixels.
- 5 Click on the workspace to create the first point of the polygon, and then continue to click on the workspace where you want to add each new point to the polygon. The shape is automatically drawn as you specify each point.
- 6 Click **Create**.

Once the sprite is on your workspace, you can change its color by applying the [Dye](#) effect or using the **Color Fill** button ▶ on the toolbar. In addition, you can change the size of the sprite by dragging its resize handles, or rotate it by dragging its rotation handle in the upper-right corner of the bounding box. To duplicate the sprite and edit its points, see [Recalling curves and polygons](#).

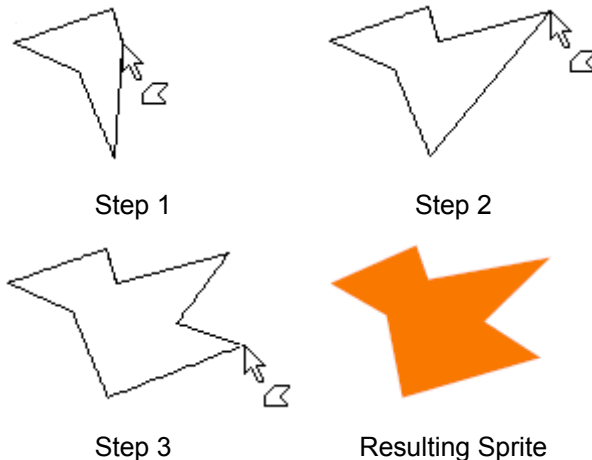
Creating filled polygons

```
{button ,AL("polygo  
n how;shapes  
how")}  
Related  
Topics
```

```
{button ,AL(  
"shapes  
ovr")}  
Overview
```

Create a filled polygon when you want to add a straight-edged shape in the [current color](#) to your composition. When you create the sprite, you can specify its color, [opacity](#), and edge softness.

To create a similar shape with curved edges, use the [Curve](#) tool instead.



▶ To create a filled polygon

- 1 On the toolbox, click **Shapes** ▶.
- 2 On the **Shapes** palette, select the **Close** check box.
- 3 Select the **Fill** check box to fill the shape with the [current color](#). To change the color, click the **Color Swatch**.
- 4 Click **Polygon** ▶.
- 5 Adjust the following settings:
 - Set the **Opacity** ▶ slider to the desired position. For a completely opaque sprite, move the slider all the way to the right.
 - Set the **Edge** slider to the desired position. For a crisp line, move the slider all the way to the left; to blend the edge of the shape with its background, move the slider toward the right.
- 6 Click on the workspace to create the first point of the polygon, and then continue to click on the workspace where you want to add each new point to the polygon. The shape is automatically drawn as you specify each point.
- 7 Click **Create**.

Once the sprite is on your workspace, you can change its color by applying the [Dye](#) effect or using the **Color Fill** button ▶ on the toolbar. In addition, you can change the size of the sprite by dragging its resize handles, or rotate it by dragging its rotation handle in the upper-right corner of the bounding box. To duplicate the sprite and edit its points, see [Recalling curves and polygons](#).

Recalling curves and polygons

{button ,AL("polygo
ns how;shapes
how")}
[Related
Topics](#)

{button ,AL(
"shapes
ovr")}
[Overview](#)

You can recall the last curve or polygon that you added to your composition, even if you have since deleted that shape from the [workspace](#). When you recall a curve or polygon, an exact copy of it appears with the same points that you specified for the original shape. You can move, add, or delete the points on a recalled shape, and then create it without affecting the original sprite that it was copied from.

▶ **To recall a curve or polygon**

- 1 On the toolbox, click **Shapes ▶**.
- 2 On the **Shapes** palette, click **Recall Copy**.
A copy of the last curve or polygon appears in the workspace.
- 3 Edit the shape as follows:
 - Click **Move Points ▶** to move one of the existing points in the shape. Then position the pointer over the point you want to move and drag it to a new location.
 - Click **Add Points ▶** to add a new point to the shape. Then click on the workspace where you want to add the new point.
 - Click **Delete Points ▶** to delete a point from the shape. Then click the point you want to delete.
Note Deleting a point also deletes the line segment(s) attached to it. If you delete a point that connects to two other points, those two points will be connected to each other with a new line segment.
- 4 Click **Create**.

Note You cannot recall a rectangle or oval after you have created it.

Rectangle ▶

{button ,AL("shapes
item;rectangles
topic")}
[Related
Topics](#)

{button ,AL(
"shapes
ovr")}
[Overview](#)

{button ,AL("rectangle
how")}
[How?](#)

▶ [Square](#)

▶ [Rectangle](#)

Rectangle creates rectangular sprites. If used with SHIFT, **Rectangle** creates perfectly square sprites.

Where to find this item

Rectangle is available on the **Shapes** palette.

How to apply this item

Click a picture to learn how to create the shape.

How to vary the results

Before you draw the bounding box of a rectangle, you can:

- Make the sprite more opaque by moving the **Opacity** ▶ slider to the right or by typing a larger number in the **Opacity** box. The number must be between 0 and 100. To allow more of the background to show through, move the slider to the left or enter a smaller value.
- Create a crisp edge by moving the **Edge** slider to the left. To create a softer edge that blends with the background, move the slider to the right.
- Change the current color by clicking the **Color Swatch** on the toolbox and choosing a different color.

After you draw the bounding box of a rectangle but before you click **Create**, you can adjust the size and shape of the bounding box.

Oval ▶

```
{button ,AL("shapes  
item;ovals topic")}
```

[Related Topics](#)

```
{button ,AL(  
"shapes  
ovr")}
```

[Overview](#)

```
{button ,AL("oval  
how")}
```

[How?](#)



[Circle](#)



[Oval](#)

Oval creates oval sprites. If used with SHIFT, **Oval** creates perfectly round sprites.

Where to find this item

Oval is available on the **Shapes** palette.

How to apply this item

Click a picture to learn how to create the shape.

How to vary the results

Before you draw the bounding box of an oval, you can:

- Make the sprite more opaque by moving the **Opacity** ▶ slider to the right or by typing a larger number in the **Opacity** box. The number must be between 0 and 100. To allow more of the background to show through, move the slider to the left or enter a smaller value.
- Create a crisp edge by moving the **Edge** slider to the left. To create a softer edge that blends with the background, move the slider to the right.
- Change the current color by clicking the **Color Swatch** on the toolbox and choosing a different color.

After you draw the bounding box of an oval but before you click **Create**, you can adjust the size and shape of the bounding box.

Curve ▶

{button ,AL("shapes
item;curves topic")}
[Related Topics](#)

{button ,AL(
"shapes
ovr")}
[Overview](#)

{button ,AL("curve
how")}
[How?](#)

▶ [Open-ended Curve](#)

▶ [Closed Curve](#)

▶ [Filled Curve](#)

Curve creates sprites with curved edges that are connected by points that you specify. You can edit these points to adjust the overall shape of the sprite. The type of curve you create depends on the settings you choose in the **Shapes** palette.

Where to find this item

Curve is available on the **Shapes** palette.

How to apply this item

Click a picture to learn how to create the shape.

How to vary the results

Before you specify the points in a curve on the workspace, you can:

- Increase or decrease the outline thickness of open-ended curves by adjusting the **Line Width** slider.
- Generate an exact, editable, copy of the last curve you created by clicking **Recall Copy** after you create the curve.

After you draw the bounding box of a curve but before you click **Create**, you can adjust the size and shape of the bounding box by using **Move Points ▶**, **Add Points**

▶, and **Delete Points**
▶.

Polygon ▶

{button ,AL("shapes
item;polygons
topic")}
[Related
Topics](#)

{button ,AL(
"shapes
ovr")}
[Overview](#)

{button ,AL("polygon
how")}
[How?](#)

▶ [Open-ended
Polygon](#)

▶ [Closed Polygon](#)

▶ [Filled Polygon](#)

Polygon creates sprites with straight edges that are connected by points that you specify. You can edit these points to adjust the overall shape of the sprite. The type of polygon you create depends on the settings you choose in the **Shapes** palette.

Where to find this item

Polygon is available on the **Shapes** palette.

How to apply this item

Click a picture to learn how to create the shape.

How to vary the results

Before you specify the points in a polygon on the workspace, you can:

- Increase or decrease the outline thickness of open-ended polygons by adjusting the **Line Width** slider.
- Generate an exact, editable, copy of the last polygon you created by clicking **Recall Copy** after you create the polygon.

After you draw the bounding box of a polygon but before you click **Create**, you can adjust the size and shape of the bounding box by using **Move Points** ▶, **Add Points**

▶, and **Delete Points**

▶.

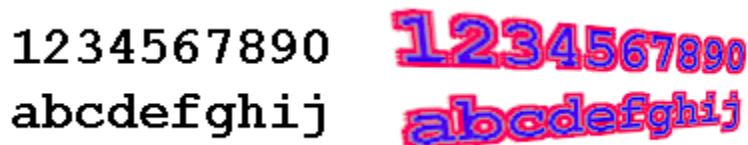
Text sprite overview

```
{button ,AL("A_To_
Create_A_Text_Spri
te;A_To_Create_A_
List;A_To_Edit_A_T
ext_Sprite")}
```

[Related Topics](#)

If a picture is worth a thousand words, imagine the value of a picture composed of words! The text tool in Image Composer is not a word processor, but rather a tool to create exciting text images in any font installed on your computer.

Text sprites are like any other sprites with respect to applying effects, resizing, and other tasks. Text sprites have special formatting attributes that you can modify after you create a text sprite, including the content of the text, font, and more. The following figure shows a text sprite and an edited, modified version of that sprite.



1234567890 1234567890
abcdefghijkl abcdefghij

Creating text sprites with different formatting

When you create a text sprite, the formatting you specify is applied to the entire text sprite. If you want one word or group of characters to have a different font or color from the rest of the text sprite, you must create another text sprite containing those characters with the different formatting.

Controlling text smoothing

By default, text sprites are created with smoothing enabled. Smoothing is the result of anti-aliasing which means that the edges of the letters are rendered with varying degrees of transparency to eliminate jagged edges. Smoothing lends an even, non-jagged, appearance to text that is generally desirable, but can lead to fuzzy-looking characters for small text sprites. To produce sharp edges, clear the **Smoothing** check box on the **Text** palette. In the following figure, the text sprite on the left has smoothing turned on; the sprite on the right has smoothing turned off.



123456 123456

Determining the length of text sprites

When you create a text sprite, the default size of the text edit box limits the number of characters you can enter. To increase the size of the edit box and thus, the number of characters you can enter, drag one of the sides to an appropriate size, then increase it again if you need to. If the edit box is larger than necessary to accommodate the text, the bounding box of the sprite is adjusted to an exact fit when you render the sprite.

Editing text sprites

You can apply any effect or tool to a text sprite. However, when you edit a text sprite, you lose any effects you have applied previously to that sprite. Be sure that the text and its formatting are what you want before you apply any effects to that sprite. However, if you make edits that are not what you want, you can undo the edits to return the text sprite to its pre-edited state. In addition, it is a good idea to keep track of the effects you applied to a text sprite so that you can duplicate your work.

Creating text sprites

```
{button ,AL("text      {button ,AL(  
sprite                "text sprite  
overview;;A_To_Edit_A overview")}  
_Text_Sprite")}  
Related Topics       Overview
```

Text sprites are like other sprites with respect to applying effects, but have the following formatting properties that you specify in the **Text** palette:

- **Font.** Image Composer supports any scaleable fonts that you have installed on your computer, including the sample fonts installed with this product.
- **Style.** Select a style from **Regular**, **Bold**, **Bold Italic**, and **Italic**.
- **Size.** Select a size from 1 to 1638 points.
- **Alignment.** Click an alignment button to **Align Left** , **Align Center**



, or **Align Right**

- **Opacity.** Move the **Opacity** slider to the setting you want for the text sprite. Or type a value between 0 and 100 in the **Opacity** box. Smaller values make the text more transparent; larger values make the text more opaque.
- **Underlining.** Select the **Underline** check box to underline the text.
- **Smoothing.** Select the **Smoothing** check box to enable anti-aliasing.
When smoothing is enabled, jagged edges are blended with varying levels of transparency to create a smooth effect. For very small fonts, smoothing can lead to text that might appear fuzzy. To create sharp-edged text sprites, clear the **Smoothing** check box.
- **Color.** Click the color chip to display the **Color Picker**, from which you choose a text color.

Note When you create a text sprite, the formatting you specify is applied to the entire text sprite. If you want one word or group of characters to have different formatting from the rest of the text sprite, you must create another text sprite containing those characters with the different formatting.

► To create a text sprite

- 1 On the toolbox, click **Text** ►.

Image Composer displays the text cursor and the **Text** palette.

- 2 On the **Text** palette, choose the sprite's properties.

- 3 Click within the workspace at the place you want the sprite to appear.

Image Composer displays the text entry box at the location of the text cursor. The text sprite is rendered at this location.

You can enlarge the entry box by dragging the resize handles. When you increase the height of the text entry box beyond the next line of text, the text you enter wraps to a new line if space permits, or you can press ENTER to start a new line.

- 4 Enter the text you want the sprite to contain.

Make any changes to text properties before you render the text sprite.

TIP The text edit box has a white background. For white or very light text, the characters might be hard to see. If you have trouble seeing the characters, select the text. It will stand out against the dark background of the selection. Be careful to deselect the selected text before you add or delete any characters or the entire selected text will be deleted.

- 5 Click outside the text entry box in the workspace to render the text sprite.

After you have created text sprites, you can edit their content to change the text, font, color, or any

other attribute. However, when you edit a text sprite, you lose any effects you have applied to it. For more information, see [Editing Text Sprites](#).

In addition to creating text sprites, you can also insert text created with WordArt. You can use WordArt to perform actions such as changing spacing between characters, creating vertical text, and more. For more information, see [Inserting WordArt](#).

Creating justified text

```
{button ,AL("A_To_      {button ,AL(  
Create_A_Text_Spri    "text sprite  
te;text sprite        oview")}  
overview;A_To_Edit_A  Overview  
_Text_Sprite")}  
Related Topics
```

You can create justified text, such as justified lists, in the following ways:

- Increasing the size of the text sprite edit box and creating the list as a single text sprite.
- Creating separate sprites for each item in the list and then aligning the sprites.

▶ To create justified text with a single sprite

1 On the toolbox, click **Text** ▶.

2 Click the **Align Left** ▶, **Align Center** ▶, or **Align Right** ▶.



button, depending on whether you want the text justified left, centered, or justified right.

3 Drag the top or bottom resize handle of the text sprite edit box to increase the height of the edit box.

4 Type the first item in the list and press ENTER to begin a new line. Repeat for each item in the list.

5 Increase or decrease the height of the text sprite entry box to accommodate the list.

6 Click outside of the text entry box in the workspace to render the sprite.

▶ To create justified text with separate sprites

1 Create one text sprite for each item in the list.

2 Arrange the text sprites in the top-to-bottom spacing you want for the list.

3 Press and hold the SHIFT key and select all the text sprites; this creates a temporary selection set.

4 On the toolbox, click **Arrange** ▶.

5 In the **Align** grid, click **Left Sides** ▶ for a left-justified list, **Right Sides**

▶ for a right-justified list, or **Centers Vertically**

▶ for a center-justified list.

Editing text sprites

```
{button ,AL("A_To_      {button ,AL(  
Create_A_Text_Spri    "text sprite  
te;A_To_Create_A_     overview"}}  
List;A_To_Edit_A_T    Overview  
ext_Sprite;")}
```

Related Topics

You can edit an existing text sprite to change the content of the text, font, size, color, opacity, or any other text sprite attribute. However, when you edit a text sprite, you lose any effects that you have previously applied to that sprite. Be sure that the text sprite is the way you want it before applying effects. However, if you make edits that you are not satisfied with, you can undo the edits to return the text sprite to its pre-edited state.

When you edit a text sprite, it moves to the top of the stack no matter what its actual position is in the stack. When you have finished editing the text, the text sprite returns to its actual position in the stack.

▶ To edit a text sprite

1 Double-click the text sprite you want to edit.

The text sprite edit box and the **Text** palette are displayed.

2 In the text sprite edit box, add or delete text.

3 On the **Text** palette, change the text sprite formatting.

4 Click outside the text sprite edit box in the workspace to render the edited text sprite.

▶ To undo an edit to a text sprite

- On the **Edit** menu, click **Undo Text Edit**.

Glue

{button ,AL("texture transfer")} [Related Topics](#)

{button ,AL("texture transfer ovr")}
[Overview](#)

{button ,AL("texture transfer how")} [How?](#)

Glue replaces the pixels of a destination sprite with the opaque pixels of a source sprite where the two sprites overlap. **Glue** changes both the opaque and the transparent pixels of the destination sprite, as if the source sprite were glued on top of it.



Destination sprite



Source sprite



Position sprites and apply transfer



Result

Where to find this effect

Glue is available on the **Texture Transfer** palette.

How to apply this effect

Click the Result picture to learn how to apply this effect.

Tips

- Instead of using **Glue**, you can permanently combine two or more sprites into a single sprite by grouping them and then clicking **Flatten Selection** on the **Arrange** menu.
- To replace only the opaque pixels of the destination sprite, use **Transfer Shape** instead of **Glue**.

Map Color

(Called **Color Map** in Microsoft Image Composer 1.0)

{button ,AL("texture transfer")}
[Related Topics](#)

{button ,AL("texture transfer ovr")}
[Overview](#)

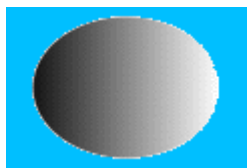
{button ,AL("texture transfer how")}
[How?](#)



Source sprite



Destination sprite



Position sprites and apply transfer



[Result](#)

Map Color copies the color values of a [source sprite](#) to the [opaque](#) pixels of a [destination sprite](#). The [intensity](#) values of the destination sprite are unchanged.

Where to find this effect

Map Color is available on the **Texture Transfer** palette.

How to apply this effect

Click the Result picture to learn how to apply this effect.

How to vary the results

To brighten or darken the result of the texture transfer, type an intensity value between 0 and 255 in the **Threshold** box. The default value is 255. The intensity value is compared with the portion of the destination sprite that overlaps the source sprite:

- If the intensity value of the source sprite is higher than the **Threshold** value, the intensity of the transferred pixels increases and the colors of those pixels appear brighter. For example, if your source sprite is bright and you set a low **Threshold** value, the portion of the destination sprite that is altered by the transfer appears brighter than the source sprite.
- If the intensity value of the source sprite is lower than the **Threshold** value, the intensity of the transferred pixels decreases and the colors of those pixels appear darker. For example, if your source sprite is bright and you set a high **Threshold** value, the portion of the destination sprite that is altered by the transfer appears as dark as, or darker than, the source sprite.

Map Intensity

(Called **Intensity Map** in Microsoft Image Composer 1.0)

```
{button ,AL("texture  
transfer")}
```

[Related
Topics](#)

```
{button ,AL("t  
exture  
transfer ovr")}
```

[Overview](#)

```
{button ,AL("texture transfer  
how")}
```

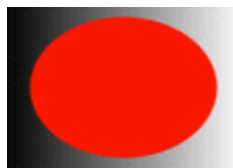
[How?](#)



Source sprite



Destination sprite



Position sprites and
apply transfer



[Result](#)

Map Intensity copies the intensity values of a source sprite to the destination sprite. The original colors of the destination sprite remain unchanged.

For example, if a source sprite is a gradient of dark to light gray and the destination sprite is a rainbow, the rainbow colors are blended from dark to light, picking up the intensity of the gray on the source sprite. If the destination sprite is a solid red square, the result is a blend of dark to light reds.

Where to find this effect

Map Intensity is available on the **Texture Transfer** palette.

How to apply this effect

Click the Result picture to learn how to apply this effect.

How to vary the results

To brighten or darken the result of the texture transfer, type an intensity value between 0 and 255 in the **Threshold** box. The default value is 255. The intensity value is compared with the portion of the destination sprite that overlaps the source sprite:

- If the intensity value of the source sprite is higher than the **Threshold** value, the intensity of the transferred pixels increases and the colors of those pixels appear brighter. For example, if your source sprite is bright and you set a low **Threshold** value, the portion of the destination sprite that is altered by the transfer appears brighter than the source sprite.
- If the intensity value of the source sprite is lower than the **Threshold** value, the intensity of the transferred pixels decreases and the colors of those pixels appear darker. For example, if your source sprite is bright and you set a high **Threshold** value, the portion of the destination sprite that is altered by the transfer appears as dark as, or darker than, the source sprite.

Map Saturation

(Called **Saturation Map** in Microsoft Image Composer 1.0)

{button ,AL("texture transfer")}
[Related Topics](#)

{button ,AL("texture transfer ovr")}
[Overview](#)

{button ,AL("texture transfer how")}
[How?](#)



Source sprite



Destination sprite



Position sprites and apply transfer



[Result](#)

Map Saturation changes the saturation of the destination sprite based on the intensity of the source sprite.

White source pixels produce full saturation, while darker pixels reduce the saturation toward gray. Thus, if the source sprite is a grayscale gradient, the destination sprite retains its original saturation at the white end and gradually desaturates toward the black end of the source sprite.

Where to find this effect

Map Saturation is available on the **Texture Transfer** palette.

How to apply this effect

Click the Result picture to learn how to apply this effect.

Map Transparency

(Called **Transparency Map** in Microsoft Image Composer 1.0)

```
{button ,AL("texture  
transfer")}
```

[Related
Topics](#)

```
{button ,AL("t  
exture  
transfer ovr")}
```

[Overview](#)

```
{button ,AL("texture transfer  
how")}
```

[How?](#)



Source sprite



Destination sprite



Position source and
apply transfer



[Result](#)

Map Transparency changes the transparency of the [destination sprite](#) based on the [intensity](#) of the [source sprite](#).

For example, if the source sprite is a grayscale [gradient](#), the destination sprite is [transparent](#) where the source is black and grows increasingly [opaque](#) toward the white end of the source sprite.

Where to find this effect

Map Transparency is available on the **Texture Transfer** palette.

How to apply this effect

Click the Result picture to learn how to apply this effect.

Snip

{button ,AL("texture transfer")}

[Related Topics](#)

{button ,AL("texture transfer ovr")}

[Overview](#)

{button ,AL("texture transfer how")}

[How?](#)



Source sprite



Destination sprite



Position sprites and apply transfer



[Result](#)

Snip deletes the opaque pixels of the destination sprite where they touch the opaque pixels of the source sprite.

Where to find this effect

Snip is available on the **Texture Transfer** palette.

How to apply this effect

Click the Result picture to learn how to apply this effect.

Tip You can manually delete a sprite's opaque pixels by using **Erase** on the **Paint** palette.

Tile

{button ,AL("texture transfer")}
[Related Topics](#)

{button ,AL("texture transfer ovr")}
[Overview](#)

{button ,AL("texture transfer how")}
[How?](#)



Source sprite



Destination sprite



[Result](#)

Tile applies repeated copies of a [source sprite](#) to the [opaque](#) pixels of a [destination sprite](#).

Where to find this effect

Tile is available on the **Texture Transfer** palette.

How to apply this effect

Click the Result picture to learn how to apply this effect.

How to vary the results

Adjust the spacing of the tiled copies of the source sprite on the destination sprite by changing the **Horizontal tile spacing** and **Vertical tile spacing** values. In **Horizontal tile spacing**, type the number of pixels to leave between a tile and the next tile to its right. In **Vertical tile spacing**, type the number of pixels to leave between a tile and the next tile below it.

The default value for **Horizontal tile spacing** and **Vertical tile spacing** is 100. If you change both values to 0, the edges of the tiled sprites will touch. A positive value adds space between tiles; a negative value causes tiles to overlap. The maximum positive value is 100, and minimum negative value is -100.

Tip The source and destination sprites do not need to overlap. However, the starting point of the tile pattern is based on the position of the source sprite. For the greatest accuracy, position the source sprite where you want the first tile in the pattern to appear on the destination sprite.

Transfer Full

{button ,AL("texture transfer")} [Related Topics](#)

{button ,AL("texture transfer ovr")}
[Overview](#)

{button ,AL("texture transfer how")}
[How?](#)



Source sprite



Destination sprite



Position source and
apply transfer



[Result](#)

Transfer Full replaces a destination sprite's opaque pixels with the pixels of a source sprite where the two sprites overlap. Both the opaque and the transparent pixels of the source sprite are copied onto the destination sprite. The transparent pixels of the destination sprite are not changed.

Where to find this effect

This tool is available on the **Texture Transfer** palette.

How to apply this effect

Click the Result picture to learn how to apply this effect.

Tip Compare this texture transfer with [Transfer Shape](#) and [Glue](#).

Transfer Shape

{button ,AL("texture transfer")} [Related Topics](#)

{button ,AL("texture transfer ovr")}
[Overview](#)

{button ,AL("texture transfer how")}
[How?](#)



Source sprite



Destination sprite



Position source and apply transfer



[Result](#)

Transfer Shape replaces a [destination sprite's](#) [opaque](#) pixels with those of an intersecting [source sprite](#) where the two sprites overlap. The [transparent](#) pixels of the destination sprite are not changed.

Where to find this effect

This tool is available on the **Texture Transfer** palette.

How to apply this effect

Click the Result picture to learn how to apply this effect.

Tips

- You can soften the edges of the destination sprite by applying the [Blur](#) effect before you use **Transfer Shape**. The softness of the edges depends on the amount of blur effect that you apply.
- To replace the transparent pixels as well as the opaque pixels of the destination sprite, use [Glue](#) instead of **Transfer Shape**.

Texture Transfer overview

(Called **Sprite to Sprite** in Microsoft Image Composer 1.0)

```
{button ,AL("texture  
transfer how")}
```

[Related Topics](#)

With texture transfers, you can use a [source sprite](#) to change the shape or appearance of one or more [destination sprites](#). You can transfer the following properties of a source sprite:

- [Color](#)
- [Intensity](#)
- [Saturation](#)
- [Shape](#)
- [Transparency](#)

You can vary the [opacity](#) of the result by adjusting the **Opacity** ▶ slider before you click **Apply**.

▶ Click the texture transfer you want to read about:



[Glue](#)



[Map Color](#)



[Map Intensity](#)



[Map Saturation](#)



[Map Transparency](#)



[Snip](#)



[Tile](#)



[Transfer Full](#)



[Transfer Shape](#)

Notes

- Only one sprite at a time can be a source sprite.
- You can transfer properties from one source sprite to multiple destination sprites at once, as long as the destination sprites are in a [selection set](#) and not in a [group](#).
- Except for **Tile**, a texture transfer requires that the source sprite and the destination sprites overlap.
- The order of the source and destination sprites in the [stack](#) does not affect the results.
- If the source sprite is directly underneath and totally obscured by the destination sprite, you must first extend the [bounding box](#) of the source sprite beyond the perimeter of the destination sprite. Then you can select the source sprite. For information on extending a bounding box, see [Cropping a Sprite](#).

Applying a texture transfer

{button ,AL("texture
transfer how;texture
transfer");} [Related
Topics](#)

{button ,AL("t
exture
transfer ovr");}
[Overview](#)

Apply a texture transfer when you want to copy a property of one sprite to one or more [destination sprites](#). These properties include:

- [Color](#)
- [Intensity](#)
- [Saturation](#)
- [Shape](#)
- [Transparency](#)

For example, you can blend the appearances of two dissimilar sprites by copying the color, saturation, and transparency of one sprite to the other sprite. You can also superimpose a sprite on another sprite and copy the pixels of the superimposed sprite onto the opaque and/or transparent pixels of the other sprite.

Applying a texture transfer alters the pixels of each destination sprite, but it does not affect the [source sprite](#).

▶ **To apply a texture transfer**

- 1 Select a source sprite and overlap it with one or more destination sprites so that it intersects them in the area you want to modify. The source sprite does not need to be on top of the destination sprite as long as the two sprites overlap.

Tip You can identify the source sprite by the solid black squares around its bounding box; each destination sprite has hollow squares around its bounding box. If the source sprite is completely covered by the destination sprite, press the TAB key to select the source sprite. Then, hold down SHIFT and click the destination sprite to add it to the [selection set](#). If both sprites are the same size and one sprite obscures the other, draw a bounding box around both sprites to select them.

- 2 In the toolbox, click **Texture Transfer** ▶.
- 3 Click the transfer you want to apply.
- 4 If you want to adjust the [opacity](#), move the **Opacity** ▶ slider to the right or type a larger number in the **Opacity** box to blend more of the source sprite with the destination sprite. Move the slider to the left or type a smaller number to allow more of the destination sprite to show through.
- 5 Click **Apply**.
- 6 Separate the two sprites to view the results.

Copying a sprite onto another sprite

```
{button ,AL("texture  
transfer how")}
```

[Related Topics](#)

```
{button ,AL("t  
exture  
transfer ovr")}  
Overview
```

You can copy a sprite onto a portion of another sprite by overlapping the two sprites and applying a texture transfer. The pixels of the [source sprite](#) replace those pixels in the [destination sprite](#) that overlap the source sprite. The texture transfer that you apply depends on whether you want to:

- Replace only the [opaque](#) pixels of the destination sprite. For an example, see [Transfer Shape](#).
- Replace the opaque and [transparent](#) pixels of the destination sprite. For an example, see [Glue](#).
- Replace the opaque and transparent pixels of the destination sprite, as well as the pixels in its [bounding box](#) that overlap the source sprite. For an example, see [Transfer Full](#).

Applying a texture transfer alters the pixels of each destination sprite only; it does not affect the source sprite.

▶ **To copy a sprite onto another sprite**

1 Select a source sprite and overlap it with one or more destination sprites. A texture transfer alters only the portion of the destination sprite that overlaps the source sprite.

Tip You can identify the source sprite by the solid black squares around its bounding box; each destination sprite has hollow squares around its bounding box. If the source sprite is completely covered by the destination sprite, press the TAB key to select the source sprite. Then, hold down SHIFT and click the destination sprite to add it to the [selection set](#). If both sprites are the same size and one sprite obscures the other, draw a bounding box around both sprites to select them.

2 In the toolbox, click **Texture Transfer** ▶.

3 Select a texture transfer to replace the pixels in the destination sprite:

- To replace its opaque pixels only, click **Transfer Shape**.
- To replace its opaque and transparent pixels, click **Glue**.
- To replace both types of pixels as well as the pixels in its bounding box, click **Transfer Full**.

4 To adjust the [opacity](#) of the pixels copied from the source sprite, use the **Opacity** ▶ slider. Move the slider to the right or type a larger number in the **Opacity** box to blend more of the source sprite with the destination sprite. Move the slider to the left or type a smaller number to allow more of the destination sprite to show through.

5 Click **Apply**.

6 Separate the two sprites to view the results.

Copying the color or intensity of a sprite to another sprite

```
{button ,AL("texture  
transfer how")}
```

[Related Topics](#)

```
{button ,AL("t  
exture  
transfer ovr")}  
Overview
```

When you copy one sprite onto another sprite, the [hue](#), [saturation](#), and [intensity](#) value of the [source sprite](#) are copied to the [destination sprite](#). However, you can isolate the color (hue and saturation) from the intensity value when you apply a texture transfer by:

- Copying only the color pixels of a source sprite to the overlapping pixels in the destination sprite. For an example, see [Map Color](#).
- Copying only the intensity value of a source sprite to the overlapping pixels in the destination sprite. For an example, see [Map Intensity](#).

To brighten or darken the result of these the Map Color or Map Intensity texture transfers, you can set a **Threshold** intensity value. This value is compared with the portion of the destination sprite that overlaps the source sprite:

- If the intensity value of the source sprite is higher than the **Threshold** value, the intensity of the transferred pixels increases and the colors of those pixels appear brighter. For example, if your source sprite is bright and you set a low **Threshold** value, the portion of the destination sprite that is altered by the transfer appears brighter than the source sprite.
- If the intensity value of the source sprite is lower than the **Threshold** value, the intensity of the transferred pixels decreases and the colors of those pixels appear darker. For example, if your source sprite is bright and you set a high **Threshold** value, the portion of the destination sprite that is altered by the transfer appears as dark as, or darker than, the source sprite.

▶ **To copy the color or intensity of a sprite to another sprite**

- 1 Select a source sprite and overlap it with one or more destination sprites. Only the portion of the destination sprite that overlaps the source sprite is altered by a texture transfer.

Tip You can identify the source sprite by the solid squares around its [bounding box](#); each destination sprite has hollow squares around its bounding box. If the source sprite is completely covered by the destination sprite, press the TAB key to select the source sprite. Then, hold down SHIFT and click the destination sprite to add it to the [selection set](#). If both sprites are the same size and one sprite obscures the other, draw a bounding box around both sprites to select them.

- 2 In the toolbox, click **Texture Transfer** ▶.

- 3 To map the hue and saturation of the source sprite to the destination sprite, click **Map Color**. To map the intensity of the source sprite to the destination sprite, click **Map Intensity**.

- 4 To adjust the intensity of the transferred pixels, type a number between 0 and 255 in the **Threshold** box. A low number brightens the result of the transfer; a high number darkens the result.

- 5 Click **Apply**.

- 6 Separate the two sprites to view the results.

Erasing pixels in the shape of another sprite

```
{button ,AL("texture  
transfer how")}
```

[Related Topics](#)

```
{button ,AL("t  
exture  
transfer ovr")}  
Overview
```

You can erase the opaque pixels of a sprite where they overlap the opaque pixels of another sprite. The result looks like you used a stencil in the shape of the second sprite to erase the opaque pixels.

You can use this technique as an alternative to creating a freeform cutout from a sprite when the shape you want to cut out already exists as a separate sprite.

▶ **To erase pixels in the shape of another sprite**

- 1 Select a source sprite and overlap it with one or more destination sprites. Only the portion of the destination sprite that overlaps the source sprite will be erased.

Tip You can identify the source sprite by the solid squares around its bounding box; each destination sprite has hollow squares around its bounding box. If the source sprite is completely covered by the destination sprite, press the TAB key to select the source sprite. Then, hold down SHIFT and click the destination sprite to add it to the selection set.

- 2 In the toolbox, click **Texture Transfer** ▶.

- 3 Click **Snip**.

- 4 To adjust the opacity of the pixels erased from the destination sprite, use the **Opacity** ▶ slider. Move the slider to the right or type a larger number in the **Opacity** box to completely erase the pixels. Move the slider to the left or type a smaller number in the box to retain more of the destination sprite's original pixels. If you type a number, it must be between 0 and 100.

- 5 Click **Apply**.

- 6 Separate the two sprites to view the results.

GIF Animator overview

With Microsoft GIF Animator, you can create animated GIF files that add eye-catching motion to your Web pages. Animated GIF files contain one or more images that display sequentially to produce an animated effect, much like a traditional cartoon flipbook.

GIF Animator includes a toolbar, an animation (frames) display column, a scroll bar, and three tabs:

- The **Options tab**, which controls the way GIF Animator manages your files.
- The **Animation tab**, which controls characteristics of your animation.
- The **Image tab**, which controls characteristics of individual frames in your animation.

You can add an image to the animation display column by:














- Dragging it in from the Image Composer workspace
- Pasting it from the Clipboard into a frame
- Opening an existing GIF file from within GIF Animator.

You can add as many images to an animation as your computer memory allows. Before you add images to your animation, you should set the **Import Color Palette** options in the **Options** tab. You can use the scroll bar to view all the images in the current animation.

Note The display and other functionality of GIF Animator files depends on the capabilities of the browser used to view the files. Large files increase download times and might also display interrupted sequencing on computers with low memory.

Toolbar

The GIF Animator toolbar includes the following buttons.

Button	Name	Description
	New	Creates a new file.
	Open	Opens an existing file. If you use this while a file is open, GIF Animator warns that current changes will be lost and prompts you to save your changes.
	Save	Saves changes to the active file.
	Insert	Inserts an additional .gif file into the current animation. The file is inserted before the current selected frame.
	Save As	Saves changes to a new file name.
	Cut	Removes the selected image and copies it to the Clipboard.
	Copy	Copies the selected image to the Clipboard.
	Paste	Places a cut or copied image from the Clipboard at the insertion point.
	Delete	Removes the selected image without copying to the Clipboard.
	Select All	Selects all images in the current animation.
	Move Up/Down	Positions the selected image one frame closer to the beginning or to the end of the current animation.
	Preview	Plays the results of your work without saving it.
	Help	Opens this Help file.

To cancel the opening or saving of files, press ESC.

Options tab

Use the **Options** tab to specify the palette that GIF Animator uses to represent the images within the animation. You can also use this tab to control the how the colors are represented in your saved image.

Thumbnails Reflect Image Position Select this check box to see each image in the animation space that you specify in the **Animation** tab instead of as a full-frame image.

Main Dialog Window Always on Top Select this check box to enable the GIF Animator window to remain the frontmost window on your desktop. Note that selecting this option disables drag-and-drop operations to GIF Animator.

Import Color Palette Allows you to choose between the Browser palette, which provides a direct match to the most common Web browsers, and an “optimal” palette that you specify by clicking the dialog button to locate the Windows .pal file you want to use.

Browser Palette GIF Animator uses a single palette that best matches the whole animation. Most efficient.

Optimal Palette GIF Animator creates a separate palette for each frame. High overhead; very good quality.



[Load]

GIF Animator uses the palette you specify in the **Open** dialog.

Import Dither Method Allows you to choose a drawing method from the following list to best represent your color palette.

Solid Chooses closest indexed color. Fast and good for line art and images with few colors.

Pattern Calculates colors using a small pattern that is fast though coarse. Fast speeds for images with moderate number of colors.

Random Calculates colors using a large pattern that produces finer results than **Pattern** dithering. Moderate speeds for images with moderate to large number of colors.

Error Diffusion Calculates colors by finely mixing colors over a small area. Offers good results, but slower speed.

Animation tab

The **Animation** tab in GIF Animator lets you control the size, duration, and transparency attributes of an animation.

Animation Width Allows you to specify the width of the space in which the animation plays. GIF Animator supplies a default value that you can modify. Specify a wider space for frames that move horizontally.

Animation Height Allows you to specify the height of the space in which the animation plays. GIF Animator supplies a default value that you can modify. Specify a taller space for frames that move vertically.

Image Count Displays the number of frames in the current animation. More images with smaller movements provide smoother motion, but create larger files and longer download times.

Looping Select this check box if you want your animation to repeat.

Repeat Count Allows you to specify the number of times you want your animation to repeat.

Trailing Comment Allows you to attach a comment to the animation.

Image tab

The **Image** tab of GIF Animator lets you control the characteristics of individual images within the animation.

Image Width Displays the width of the selected image.

Image Height Displays the height of the selected image.

Left Allows you to specify the position of the left edge of the selected image within its frame.

Top Allows you to specify the position of the top edge of the selected image within its frame.

Duration (1/100 s) Allows you to specify the amount of time, in 1/100 of a second increments, that the selected image appears during the animation sequence. Varying duration throughout an animation can enhance the appearance of starts and stops and other effects.

Undraw Method Allows you to specify how frames appear in the animation.

Undefined	Directs the browser to do nothing to the background before displaying the next image.
Leave	Directs the browser to leave the previous graphic image as the next is drawn. This choice can create a shadowing effect.
Restore Background	Directs the browser to redraw the original background as the current image is drawn.
Restore Previous	Directs the browser to redraw the previous image as the current image is drawn.

Transparency Select this check box if you want to specify that one color in your animation will not display.

Transparent Color Select the color chip to display a palette from which you can choose a color that GIF Animator treats as the transparent portion of the image. You can choose only one transparent color.

Comment Allows you to attach a comment to the active frame.

Brush Designer

Diameter

Specifies the diameter of the brush you are designing. Higher **Diameter** values create larger brushes. You can move the slider to create the brush diameter you want, or you can select the current value and type a number between 1 and 100. The default value is 2.

Aspect

Specifies the shape of the brush you are designing. The **Aspect** value determines the ratio of height to width of the brush. Lower **Aspect** values create oval to flat brush shapes, while higher values create rounder brush shapes. You can move the slider to create the brush shape you want, or you can select the current value and type a number between 1 and 100. The default value is 100.

Rotation

Specifies the angle of rotation of the brush you are designing. **Rotation** is not a factor in your brush design unless the **Aspect** value is less than 100. You can move the slider to create the brush shape you want, or you can select the current value and type a number between 0 and 360. The default value is 0.

Softness

Specifies the edge softness of the brush you are designing. Higher **Softness** values create softer brush edges. You can move the slider to determine the brush edge softness you want, or you can select the current value and type a number between 1 and 100. The default value is 99.

Color format

Specifies the color palettes that are available for each file format. The default for most file formats is **True Color**, a 24-bit (16.7 million) color palette. If you choose to save your work as a .bmp, .gif, or .png file, you can select from a number of color palettes, including your own custom 8-bit (256 or fewer color) palettes.

Keep transparency

Stores images with the Alpha, or transparent, channel included. The image is then an RGBA (Red, Green, Blue, Alpha) image.

Transparent color/Alpha as color

- The **Transparent color** check box allows you to designate a palette color as the transparent color of the composition or selection to be saved in .gif or .png files. If you select the **Transparent color** check box, you can assign a color for the transparent color by clicking the color chip. To determine which pixels are changed to the designated transparent color, move the **Threshold** slider.
- The **Alpha as color** check box allows you to map the alpha channel transparency information of a composition or selection to a single color. If you clear the **Alpha as color** check box, your composition or selection blends with the background that is set as the color of the composition space. If you select the **Alpha as color** check box, you can assign the color by clicking the color chip. To determine which pixels are changed to the designated transparent color, move the **Threshold** slider. Some programs read this solid color and turn it into true transparency.

color chip

Allows you to choose a color for the alpha channel or transparent colors in a composition. Click the color chip to display the **Color Picker** dialog box, or right-click the color chip to display the shortcut color menu.

Compression

Allows you to reduce the size of the file by reducing the size of its contents. For JPEG files, you can adjust the amount of compression by adjusting the **Amount** slider.

Write premultiplied alpha

Designates that Alpha is premultiplied for you when the **Keep transparency** check box is also selected. The image is then saved as a premultiplied RGBA (Red, Green, Blue, Alpha) image. Not all programs can read premultiplied RGBA images.

Threshold slider/box

Determines the transparency levels that will be changed to the color in the color chip next to the **Transparent color** or **Alpha as color** check box. All pixels with a transparency value below the designated **Threshold** appear fully transparent (that is, mapped to the color in the color chip) when viewed in the designated file format. All pixels that have a transparency level higher than the one in the **Threshold** box appear fully opaque when viewed in the designated file format. The number in the **Threshold** box must be between 0 and 255.

Amount slider/box

Specifies the compression ratio applied to a composition when saved in the JPEG (*.jpg) file format. To achieve high image quality, set a low compression amount. High compression amounts reduce the file size but can cause some image quality deterioration. The number in the **Amount** box must be between 1 and 100.

Cut Out

Creates a new sprite from the selected rectangular, oval, or freeform area of a sprite. Cutting out does not affect the original sprite.

Erase

Removes the color from the pixels in the rectangular, oval, or freeform cutout you drew.

Stencil

Creates a reverse copy of the selected sprite by filling the transparent pixels inside the sprite's bounding box with the current color, and by replacing the opaque pixels in the sprite with transparent pixels.

Select Color Region

Selects the pixel you click in a sprite, as well as the other pixels in the sprite that match its hue, whiteness, and blackness values. The selected pixels are highlighted in the current color.

Hue slider

Adjusts the hue tolerance for selecting color pixels in a sprite. To select pixels that have the same hue value as the pixel you click with the **Select Color Region** tool, move the slider to the left. To select pixels that have less similar hue values, move the slider to the right.

For example, if this setting is close to 0, only pixels whose hue values are nearly identical to the pixel you click will be selected. If this setting is close to 100, pixels whose hue values are not a close match to the pixel you click will be selected.

Tip A good starting position is to set the **Hue** to 0 and the **Whiteness** and **Blackness** to 100. You can then increase the hue gradually to broaden the selection.

Hue box

Specifies the hue tolerance for selecting color pixels in a sprite. To select pixels that have the same hue value as the pixel you click with the **Select Color Region** tool, type 0. To select pixels that have less similar hue values, type a number from 1 to 100.

For example, if this setting is close to 0, only pixels whose hue values are nearly identical to the pixel you click will be selected. If this setting is close to 100, pixels whose hue values are not a close match to the pixel you click will be selected.

Tip A good starting position is to set the **Hue** to 0 and the **Whiteness** and **Blackness** to 100. You can then increase the hue gradually to broaden the selection.

Whiteness slider

Adjusts the whiteness tolerance for selecting color pixels in a sprite. To select pixels that have the same whiteness value as the pixel you click with the **Select Color Region** tool, move the slider to the left. To select pixels that have less similar whiteness values, move the slider to the right.

For example, if this setting is close to 0, only pixels whose whiteness values are nearly identical to the pixel you click will be selected. If this setting is close to 100, pixels whose whiteness values are not a close match to the pixel you click will be selected.

Tip A good starting position is to set the **Hue** to 0 and the **Whiteness** and **Blackness** to 100. You can then increase the hue gradually to broaden the selection.

Whiteness box

Specifies the whiteness tolerance for selecting color pixels in a sprite. To select pixels that have the same whiteness value as the pixel you click with the **Select Color Region** tool, type 0. To select pixels that have less similar whiteness values, type a number from 1 to 100.

For example, if this setting is close to 0, only pixels whose whiteness values are nearly identical to the pixel you click will be selected. If this setting is close to 100, pixels whose whiteness values are not a close match to the pixel you click will be selected.

Tip A good starting position is to set the **Hue** to 0 and the **Whiteness** and **Blackness** to 100. You can then increase the hue gradually to broaden the selection.

Blackness slider

Adjusts the blackness tolerance for selecting color pixels in a sprite. To select pixels that have the same blackness value as the pixel you click with the **Select Color Region** tool, move the slider to the left. To select pixels that have less similar blackness values, move the slider to the right.

For example, if this setting is close to 0, only pixels whose blackness values are nearly identical to the pixel you click will be selected. If this setting is close to 100, pixels whose blackness values are not a close match to the pixel you click will be selected.

Tip A good starting position is to set the **Hue** to 0 and the **Whiteness** and **Blackness** to 100. You can then increase the hue gradually to broaden the selection.

Blackness box

Specifies the blackness tolerance for selecting color pixels in a sprite. To select pixels that have the same blackness value as the pixel you click with the **Select Color Region** tool, type 0. To select pixels that have less similar blackness values, type a number from 1 to 100.

For example, if this setting is close to 0, only pixels whose blackness values are nearly identical to the pixel you click will be selected. If this setting is close to 100, pixels whose blackness values are not a close match to the pixel you click will be selected.

Tip A good starting position is to set the **Hue** to 0 and the **Whiteness** and **Blackness** to 100. You can then increase the hue gradually to broaden the selection.

Add

Adds the pixels you will select with the **Select Color Region** tool to the color region you already selected.

Delete

Subtracts the pixels you will select with the **Select Color Region** tool from the color region you already selected.

Local

Specifies that only the pixels that touch the pixel you will click with the **Select Color Region** tool can be selected.

Global

Specifies that any pixel in the current sprite can be selected with the **Select Color Region** tool if its **Hue**, **Whiteness**, and **Blackness** values match the pixel you will click.

Edge slider

Adjusts how much of the edge of the shape or cutout will be feathered or blurry. For clean, crisp edges, move the slider toward **Hard**; for blurrier edges, move the slider toward **Soft**. The blurrier the edge, the better the sprite blends with the other sprites behind it or the workspace.

Redo Last

Reselects the set of pixels you last selected with the **Select Color Region** tool. To undo the results of your last click, switch **Selection** modes and then click **Redo Last**. For example, to remove the last set of pixels you added to your selection, switch to **Delete** mode and then click **Redo Last**.

Current Composition tab (Composition Setup dialog box)

```
{button ,AL("composition space topic")}
```

Related Topics

You can use the **Current Composition** tab to change the size and color of the composition space for the active composition only. If you want to change the defaults for all future compositions, use the **New Composition Defaults** tab instead.

Width

Specifies the number of pixels the composition space extends from side to side. The Image Composer default setting for width is 420. To change the width for the active composition, enter a number between 3 and 4096.

Height

Specifies the number of pixels the composition space extends from top to bottom. The Image Composer default setting for height is 275. To change the height for the active composition, enter a number between 3 and 4096.

Composition space color

Displays the current color of the composition space. When you click either the color chip or the **Color** button, the **Color Picker** dialog box appears, in which you can select a new color. You can also right-click the color chip to access the **Quick Color Picker**.

Use Default

Reverts to the settings specified on the **New Composition Defaults** tab.

New Composition Defaults tab (Composition Setup dialog box)

{button ,AL("composition space topic")}

Related Topics

You can use the **New Composition Defaults** tab to set a default size and color for the composition space for all future compositions. If you want to make changes to the active composition, use the **Current Composition tab** instead.

Width

Specifies the number of pixels the composition space extends from side to side. The Image Composer default setting for width is 420. To change the width for new compositions, enter a number between 3 and 4096.

Height

Specifies the number of pixels the composition space extends from top to bottom. The Image Composer default setting for height is 275. To change the height for new compositions, enter a number between 3 and 4096.

Composition space color

Displays the composition space color to be used for all future compositions. When you click either the color chip or the **Color** button, the **Color Picker** dialog box appears, in which you can select a new color. You can also right-click the color chip to access the **Quick Color Picker**.

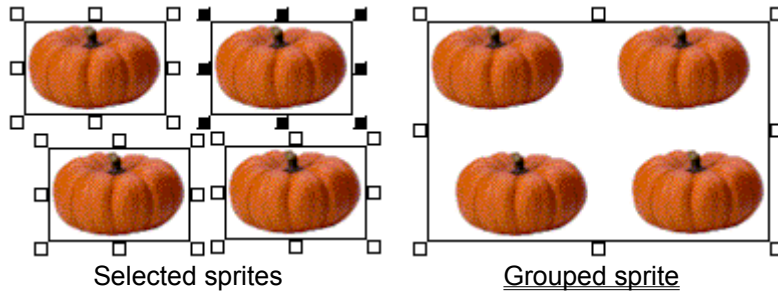
Use Current

Replaces the size and color settings in the **New Composition Defaults** tab with the settings from the **Current Composition** tab.

Group ▶

{button ,AL("arrange
item")}
[Related
Topics](#)

{button ,AL("arrange tools
ovr")}
[Overview](#)



Group combines a set of sprites into one sprite. Grouped sprites are treated the same as a single sprite when you position or arrange them in a composition, or order them in the [stack](#).

Where to find this item

Group is available on the **Arrange** palette.

How to apply this item

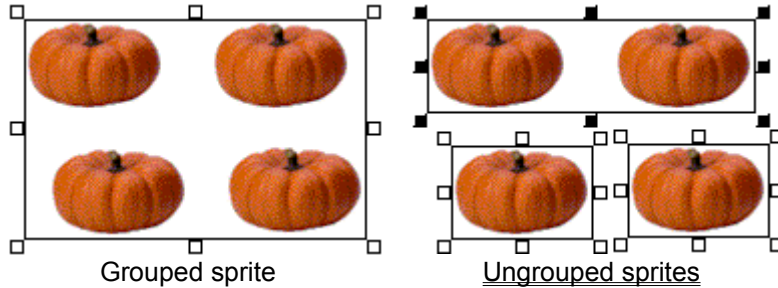
Click a picture to learn how to group sprites.

Note Certain actions, such as rotating, resizing, cutting out, and applying effects or texture transfers, cannot be performed on a group. You must first ungroup the sprites or [flatten](#) the selection. For details, see [Ungrouping sprites](#) and [Flattening a selection](#).

Ungroup ▸

{button ,AL("arrange
item")}
[Related
Topics](#)

{button ,AL("arrange tools
ovr")}
[Overview](#)



Ungroup separates a grouped sprite and places the sprites in a selection set. If the group consists of smaller groups, those smaller groups remain grouped.

Where to find this item

Ungroup is available on the **Arrange** palette.

How to apply this item

Click a picture to learn how to ungroup a sprite.

Explode ▶

{button ,AL("arrange
item")}
[Related
Topics](#)

{button ,AL("arrange tools
ovr")}
[Overview](#)



Grouped sprite



Exploded sprites

Explode separates a grouped sprite and places the individual sprites in a selection set. If the group consists of smaller groups, those smaller groupings are not retained. To preserve smaller groupings, use Ungroup instead of **Explode**.

Where to find this item

Explode is available on the **Arrange** palette.

How to apply this item

Click a picture to learn how to explode a grouped sprite.

Flatten Selection ▶

{button ,AL("arrange
item")}
[Related
Topics](#)

{button ,AL("arrange tools
ovr")}
[Overview](#)



Selected sprite



[Flattened selection](#)

Flatten Selection permanently converts a selection of sprites to a single sprite. Flattening is similar to [grouping](#) in that both actions combine a [selection set](#) of sprites. However, flattening is a permanent action, whereas a group of sprites can be ungrouped.

Where to find this item

Flatten Selection is available on the **Arrange** palette.

How to apply this item

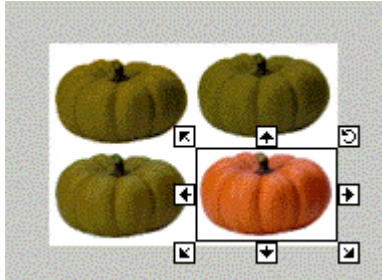
Click a picture to learn how to flatten a selection into a single sprite.

Note Certain actions, such as rotating, resizing, cutting out, and applying effects or texture transfers, cannot be performed on a group but can be performed on a flattened selection.

Set Home Position ▶

{button ,AL("arrange
item")} [Related
Topics](#)

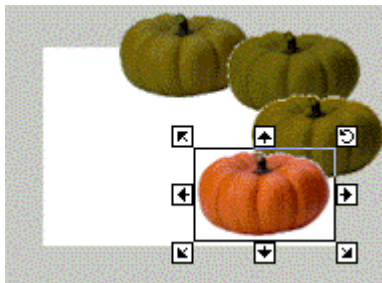
{button ,AL("arrange tools
ovr")}
[Overview](#)



[Selected sprite with home
position set](#)



Rearranged sprites



[Selected sprite returned to
home position](#)

Set Home Position stores the current screen position of the selected sprite.

Where to find this item

Set Home Position is available on the **Arrange** palette.

How to apply this item

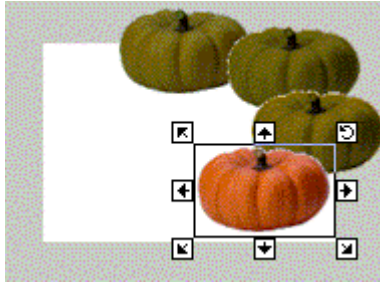
Click a picture to learn how to set the home position for a selected sprite, and how to return that sprite to its home position.

Return to Home Position ▶

{button ,AL("arrange
item")}
[Related
Topics](#)

{button ,AL("arrange tools
ovr")}
[Overview](#)

▶ Selected sprite with home
position set



[Selected sprite returned to
home position](#)

▶ Rearranged sprites

Return to Home Position moves the selected sprite to the screen position that you stored for it with **[Set Home Position](#)**.

Where to find this item

Return to Home Position is available on the **Arrange** palette.

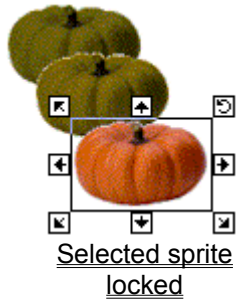
How to apply this item

Click a picture to learn how to return a selected sprite to its home position, and how to return that sprite to its home position.

Lock/Unlock Position ▶

{button ,AL("arrange
item")}
[Related
Topics](#)

{button ,AL("arrange tools
ovr")}
[Overview](#)



Lock/Unlock Position toggles the locked state of the selected sprite. Locking a sprite fixes it at its current screen position so that it cannot be moved. If the sprite is already locked, **Lock/Unlock Position** unlocks the sprite so that it can be moved.

Where to find this item

Lock/Unlock Position is available on the **Arrange** palette.

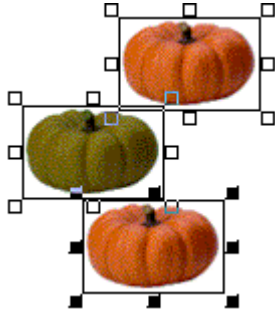
How to apply this item

Click a picture to learn how to lock or unlock a selected sprite.

Align

{button ,AL("arrange
item")}
[Related
Topics](#)

{button ,AL("arrange tools
ovr")}
[Overview](#)



Selected sprites



[Aligned sprites](#)

The **Align** buttons line up the selected sprites by their tops, bottoms, left or right sides, or by one of their four corners, centers, or edges. The [source sprite](#) is the anchor that the other selected sprites are aligned to. If the sprites are aligned relative to the [composition space](#), the composition space anchors the alignment.

Where to find this item

The **Align** buttons are available on the **Arrange** palette.

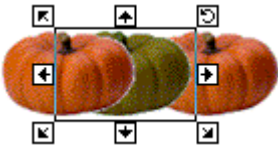
How to apply this item

Click a picture to learn how to align a set of selected sprites. For information about aligning sprites with the composition space, see [Aligning sprites with the composition space](#).

Order

{button ,AL("arrange
item")}
[Related
Topics](#)

{button ,AL("arrange tools
ovr")}
[Overview](#)



Selected sprite in
middle of stack



Selected sprite at
top of stack

Order changes the position of the selected sprite in the stack. You can move a sprite one step forward or backward in the stack, or send it to the front or the back of the stack.

Where to find this item

Order is available on the **Arrange** palette.

How to apply this item

Click a picture to learn how to order a selected sprite.

Flip

{button ,AL("arrange
item")}
[Related
Topics](#)

{button ,AL("arrange tools
ovr")}
[Overview](#)



Original sprite



Sprite flipped
vertically

Flip changes the orientation of the selected sprite. You can flip a sprite horizontally, vertically, or both.

Where to find this item

Flip is available on the **Arrange** palette.

How to apply this item

Click a picture to learn how to flip a sprite.

Rotate

{button ,AL("arrange
item")}
[Related
Topics](#)

{button ,AL("arrange tools
ovr")}
[Overview](#)



Original sprite



Sprite rotated by 90
degrees

Rotate turns the selected sprite about its center. You can rotate a sprite in increments of 90 degrees, or define any angle of rotation between -360 and 360.

Where to find this item

Rotate is available on the **Arrange** palette.

How to apply this item

Click a picture to learn how to rotate a sprite.

Resize

{button ,AL("arrange
item")}
[Related
Topics](#)

{button ,AL("arrange tools
ovr")}
[Overview](#)



Original sprite

[Sprite resized
horizontally by 50%](#)

Resize shrinks or enlarges the selected sprite by the number of pixels or the percentage that you specify.

Where to find this item

Resize is available on the **Arrange** palette.

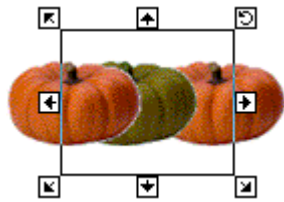
How to apply this item

Click a picture to learn how to rotate a sprite.

Fit Bounding Box ▶

{button ,AL("arrange
item")}
[Related
Topics](#)

{button ,AL("arrange tools
ovr")}
[Overview](#)



Bounding box
extended



[Bounding box fitted](#)

Fit Bounding Box tightens the [bounding box](#) around a sprite after the bounding box has been extended.

Where to find this item

Fit Bounding Box is available on the **Arrange** palette.

How to apply this item

Click a picture to learn how to tighten the bounding box of a sprite.

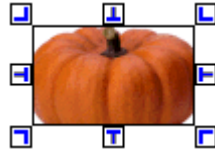
Crop/Extend ▸

{button ,AL("arrange
item")}
[Related
Topics](#)

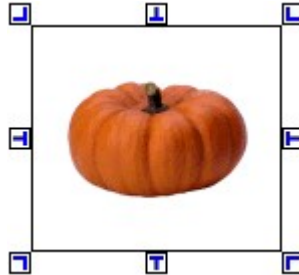
{button ,AL("arrange tools
ovr")}
[Overview](#)



Original sprite



Cropped sprite



Extended sprite

Crop decreases the size of the bounding box around a sprite and trims the excess area of the sprite. **Extend** enlarges the bounding box around a sprite and creates a margin of transparent pixels around the sprite.

Where to find this item

Crop/Extend is available on the **Arrange** palette.

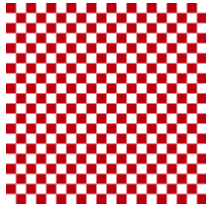
How to apply this item

Click a picture to learn how to crop a sprite or how to extend its bounding box.

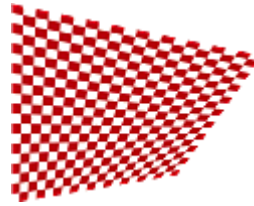
Bilinear ▶

{button ,AL("arrange
item")}
[Related
Topics](#)

{button ,AL("arrange tools
ovr")}
[Overview](#)



Original sprite



[Bilinear](#)

Bilinear warps a sprite by remapping its bounding box after first adjusting the position of one or more corners of the box.

Where to find this item

Bilinear is available on the **Arrange** palette.

How to apply this item

Click the Bilinear picture to learn how to warp a sprite.

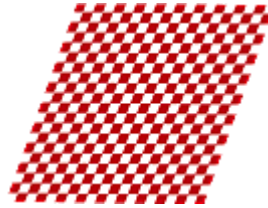
Tips

- You can achieve a false perspective effect using the **Bilinear** warp, as shown in the picture above. Compare this example with the example for the **Perspective** warp.
- You can achieve a truer perspective transformation by applying the **Bilinear** warp and then applying the **Rectangular** effect with the **Sine** or **Cosine** function for the x-axis or y-axis only.

Skew ▶

{button ,AL("arrange
item")}
[Related
Topics](#)

{button ,AL("arrange tools
ovr")}
[Overview](#)



Original sprite

Skew

Skew tilts a sprite by shearing its opposing sides in opposite directions around its center.

Where to find this item

Skew is available on the **Arrange** palette.

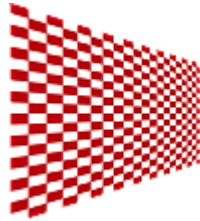
How to apply this item

Click the Skew picture to learn how to apply this item.

Perspective ▶

{button ,AL("arrange
item")}
[Related
Topics](#)

{button ,AL("arrange tools
ovr")}
[Overview](#)



Original sprite

[Perspective](#)

Perspective applies [two-point perspective](#) to the selected sprite. This warp makes the selected sprite appear as if it goes off into the distance.

Where to find this item

Perspective is available on the **Arrange** palette.

How to apply this item

Click the Perspective picture to learn how to apply this item.

Notes

- **Perspective** works by scaling the pixels of the sprite toward the vanishing points, resulting in true two-point perspective. For example, if you scale a picket fence so that it appears to point into the distance, the spacing between its pickets is greater toward the front than toward the back.
- Compare this warp with the [Bilinear](#) warp, in which the distance between the pickets remains constant.

Inserting files and images overview

{button ,AL("Inserting files;Inserting OLE objects overview;Inserting buttons;Inserting scanned images;dragging and dropping images;inserting photcd images;Inserting ClipArt;using the paste special command;inserting word art")}
[Related Topics](#)

You can insert images from a great variety of sources outside of Image Composer as part of a composition. When you insert an image into a composition, it becomes a sprite.

Sources include:

- Files in popular image formats, including .bmp, .gif, .psd, .jpg, and many more.
- Images from Photo CDs, if installed.
- OLE objects, such as Excel Charts or Microsoft Word documents, depending on which applications are installed.
- Clip Art from the Microsoft Clip Gallery 3.0, if installed.
- Buttons created with the Button Wizard.
- Images scanned using the Twain interface, if scanner installed.

You can insert images in any of the following ways:

- The **Insert** menu for files, Photo CDs, OLE objects, Clip Art images, and buttons.
- The **File** menu for scanned images.
- Drag and drop from the Windows Explorer or other applications.
- Cut and paste images from the Clipboard.

Inserting files

```
{button ,AL("Inserting files;Inserting OLE objects;Inserting buttons;Inserting scanned images")}  
Related Topics
```

```
{button ,AL("Inserting files and images overview")}  
Overview
```

Use the **Insert From File** command to insert a file from your hard disk, a network drive, or floppy disk into a composition.

▶ **To insert a file**

- 1** On the **Insert** menu, click **From File**.
- 2** In the **Inserts an image file** dialog box, click a folder in the **Look in** box.
- 3** In the **Files of type** list, click a file format.
- 4** In the file list, click a file name, or type a name in the **File name** box.
- 5** Click **OK**.

The file is inserted into the upper-left corner of the composition space.

Inserting Photo CD images

{button ,AL("Inserting files;Inserting OLE objects;Inserting buttons;Inserting scanned images")}
[Related Topics](#)

{button ,AL("Inserting files and images overview")}
[Overview](#)

You can insert an image from a Photo CD into your composition. Be sure that you have put the Photo CD into the appropriate drive.

▶ **To insert an image from a Photo CD**

- 1** On the **Insert** menu, click **From Photo CD**.

Image Composer displays the **Insert from Photo CD** dialog box.

- 2** In the **Available CD-ROM devices** list, click the drive containing the images you want to insert.

- 3** In images list, click the image you want to insert in your composition.

- 4** In the file list, click a file name, or type a name in the **File name** box.

- 5** Click **OK**.

Image Composer displays the second **Insert from Photo CD** dialog box.

- 6** In the **Resolution** list, click the resolution you want the image to be rendered in Image Composer.

This dialog box also displays copyright information about the image you have selected.

- 7** Click **OK**.

The image is inserted into the upper-left corner of the composition space.

Inserting OLE objects overview

{button ,AL("Inserting files;Inserting OLE objects;Inserting buttons;Inserting scanned images")}
[Related Topics](#)

{button ,AL("Inserting files and images overview")}
[Overview](#)

Your composition can contain OLE objects created by Microsoft Office applications and other programs installed on your computer, including:

- New OLE objects you create within Image Composer by using other applications.
- Existing OLE objects from Microsoft Office or other applications.

When you create or insert an OLE object, that object becomes a special kind of sprite. Such sprites retain their OLE properties, so you can re-activate these objects in Image Composer by double-clicking them.

For example, if you want to enliven the appearance of an Excel chart, you can insert that chart into Image Composer, apply effects and colors, return it to Excel, include it in a report, or send it as part of an email message.

Editing data in OLE objects

When you work with an existing OLE object, you can edit the data in the object, but the changes are not propagated to the program that created the object. When the data changes in the program that created it, these changes are not propagated to the object in Image Composer.

When you click an existing OLE object in Image Composer, the application that created it takes over from the Image Composer interface. Then you can work with an existing object in its native environment. For example, if you insert an image created in Microsoft Paint, the Paint tools and tool bars are displayed for your use. Some programs that create OLE objects, such as Clip Gallery, create separate windows. Image Composer continues to display information in its status bar.

Saving OLE objects

When you save an OLE object in .MIC (Microsoft Image Composer) file format, you create a sprite that has preserved the OLE properties. Such sprites can be reactivated as OLE objects. Saving to another file type removes the OLE properties and creates an ordinary sprite.

Working with OLE objects

{button ,AL("Inserting files;Inserting OLE objects;Inserting buttons;Inserting scanned images;text sprite overview")}

[Related Topics](#)

{button ,AL("Inserting files and images overview")}

[Overview](#)

You can create images based on OLE objects created by Microsoft Office and other applications installed on your computer.

▶ **To create an image from a new OLE object**

- 1 On the **Insert** menu, click **Object**.
- 2 In the **Insert Object** dialog box, click **Create New** to create a new image object based on the OLE object.
- 3 In the **Object Type** list, click an object type to insert.

The list is generated from the applications that are currently installed on your computer. Different computers will likely have different lists. The application that creates the object now takes over from Image Composer, allowing you to create a new object that will be part of your composition.

Some applications create new windows that appear in front of Image Composer. Other applications display menus, toolbars, and special dialog boxes. Image Composer continues to display information in the status bar.

- 4 Click **OK**.

▶ **To create an image from an existing OLE object**

- 1 On the **Insert** menu, click **Object**.
- 2 Click **Create from File**, to create a new image object based on the contents of a file.
- 3 In the **File** box, enter a name, or click **Browse** to locate a file, then click the file name.
- 4 Click **OK**.

▶ **To edit an OLE image object**

- 1 Double-click the object.
The application that created the object takes over the Image Composer interface so you can edit that object in its native environment.
- 2 Click outside the object to render it as a sprite.

Inserting clip art

{button ,AL("Inserting files;Inserting OLE objects;Inserting buttons;Inserting scanned images")}
[Related Topics](#)

{button ,AL("Inserting files and images overview")}
[Overview](#)

You can insert an image from Microsoft Clip Gallery into a composition when Clip Gallery is installed on your computer.

▶ **To insert a clip art image**

- 1** On the **Insert** menu, click **Clip Art**.
The Microsoft Clip Gallery dialog box displays.
- 2** In the Microsoft Clip Gallery dialog box, click the **Clip Art** tab.
- 3** In the **Clip Art** list, click a category.
- 4** In the image pane, click the image you want to insert into your composition.
- 5** Click **Insert**.

The file you chose is inserted into the upper-left corner of the composition space.

Creating and modifying buttons

{button ,AL("Inserting files;Inserting OLE objects;Inserting buttons;Inserting scanned images")}
[Related Topics](#)

{button ,AL("Inserting files and images overview")}
[Overview](#)

Use the Button Wizard to create buttons with interesting shapes, textures, colors, and text for your web sites. After you create the buttons, use the Button Editor to edit the text, or apply effects or change colors.

▶ **To create a button using the Button Wizard**

- 1 On the **Insert** menu, click **Button** to display the Button Wizard.
- 2 Follow the instructions provided by the wizard.

The button you created is inserted into the upper-left corner of the composition space. Buttons are a special type of sprite. Each button is actually a group of sprites comprising a shape, text, and, if specified, an image. To modify a button and preserve its properties, use the Button Editor. If you save a button to a file type other than .MIC, the button loses its properties.

▶ **To modify a button created with the Button Wizard**

- 1 Click the button.
- 2 On the **Edit** menu, click **Button** to display the Button Editor.
- 3 Click the tab for the properties you want to change and make the necessary changes.
- 4 Click **OK**.

Inserting scanned images

```
{button ,AL("Inserting files;Inserting OLE objects;Inserting buttons;Inserting scanned images")}  
Related Topics
```

```
{button ,AL("Inserting files and images overview")}  
Overview
```

You can insert images from a scanner directly into Image Composer by using the TWAIN interface.

▶ **To insert a scanned image**

- 1** On the **File** menu, click **Scan Image**, then **Select Scan Source**.
- 2** In the **Select Scan Source** dialog box, click a scanner from the list.
- 3** Click **Select**.
- 4** On the **File** menu, click **Acquire Scan**.
- 5** From the TWAIN dialog box for your scanner, choose from available settings, such as type of color, path (if you want to scan to a file and not to Image Composer), brightness, contrast, and scale.
Use the settings in this dialog box to make any changes to the image before you insert it into your composition.
- 6** Click **Final**.

The image you scanned is inserted into the upper-left corner of the composition space.

Cutting, copying, and pasting images

{button ,AL("Inserting files;Inserting OLE objects;Inserting buttons;Inserting scanned images")}
[Related Topics](#)

{button ,AL("Inserting files and images overview")}
[Overview](#)

You can cut images from within, or from outside, Image Composer, and paste them into your composition by using the Clipboard. In addition to the usual Clipboard behavior, Image Composer provides the Paste Special command so you can determine the format of the image being pasted into your composition.

▶ **To cut and paste an image**

- 1 Click the file, image, or data you want to insert into your composition.
- 2 On the **Edit** menu, click **Copy** or **Cut**.
- 3 On the **File** menu, click **Paste**.

The image is inserted into the upper-left corner of the current view.

Using the Paste Special command

```
{button ,AL("Inserting files;Inserting OLE objects;Inserting buttons;Inserting scanned images")}  
Related Topics
```

```
{button ,AL("Inserting files and images overview")}  
Overview
```

You can cut and paste objects from within and from outside Image Composer by using the **Paste Special** command. Use this command to specify the format in which you paste the object, such as bitmap or enhanced metafile.

The object that you paste into your composition becomes a sprite. When you paste OLE objects, their properties will persist. The **Source** field displays information about the contents you are pasting.

▶ To use the paste special command

- 1 Copy or cut an object from Image Composer or another application to place it on the Clipboard.
- 2 On the **Edit** menu, click **Paste Special**. Image Composer displays the **Paste Special** dialog box.
- 3 Click **OK**.

Dragging and dropping images

{button ,AL("Inserting files;Inserting OLE objects;Inserting scanned images;using full drag")} [Related Topics](#)

{button ,AL("Inserting files and images overview")} [Overview](#)

Dragging and dropping is an easy way to add images to a composition. You can use drag-and-drop insertions to copy images from your hard disk, a network drive, or even from a Web site, if you have permission to use a specific image.

However, be aware that any image you might copy by using drag and drop might be copyrighted. Be certain to check that you have permission to use any image you want to include in a composition.

▶ **To drag and drop an image**

- 1 In Windows Explorer, click the file containing the image you want to insert into your composition.
- 2 Drag the image to the Image Composer workspace and release the mouse button.

Using full drag

{button ,AL("dragging and dropping images")}
[Related Topics](#)

Full drag is a technique that you use when you need to see the contents of a sprite that you are dragging to a new location in your composition. When you drag a sprite by using regular drag, you see only the outline of the sprite.

Full drag is useful when you need to align something inside the sprite with other sprites. When you use the align buttons on the Arrange palette, sprites are aligned by their outlines. When you use full drag, you can align the interiors of the sprites.

When you use full drag, you cannot duplicate a sprite as you can with CTRL+Drag.

▶ **To use full drag to move a sprite**

- 1 Click and hold the sprite; do not move the pointer.
- 2 Drag the sprite. You will see the full contents of the sprite when you drag it as opposed to seeing only the outline.

Inserting WordArt

Microsoft WordArt is installed as part of a typical Image Composer installation. Images that you create with WordArt are treated as objects by Image Composer. When you have finished your work in WordArt, the image is a sprite to which you can apply any of Image Composer's effects and tools.

Typically, you create text in WordArt that you can shape and curve, then modify with Image Composer effects, such as art effects, gradients, or texture transfers.

▶ **To insert WordArt**

- 1 On the **Insert** menu, click **WordArt**.

The Image Composer interface is taken over by the WordArt toolbars and environment.

- 2 In the **Enter Your Text Here** dialog box, type the text for your want in your composition..
- 3 Click **Update Display** when you are ready to insert the WordArt.
- 4 Modify the text by clicking one of the buttons on the WordArt toolbar.
- 5 Click outside the new WordArt to insert the new text into your composition.

The Image Composer interface takes over the screen display.

▶ **To edit the text of WordArt**

- 1 Double-click the WordArt sprite to display the **Enter Your Text Here** dialog box.
- 2 Change the text as needed.
- 3 Click **Update Display**.
- 4 Click outside the WordArt.

Style tab (Button Editor)

On this tab, you can choose a new style for the button that you selected. A thumbnail picture of the style you selected to edit appears in the **Sample** window.

A button style includes text formatting, shape, and fill.

You can keep a button's style and change any of its attributes. For example, you can choose the **Earth** style, which is a maple leaf by default, and change the button's shape to a fish while retaining the original color, font, and fill. Once you change an attribute, the button style changes to **<Custom>**. When you change styles, however, the button's label text is not affected.

▶ **To choose a new button style**

- 1 In the **Button Styles** list, click a style.
Image Composer displays a sample of that style in the **Sample** window.
- 2 Click **OK**.

Label and Image tab (Button Editor)

Use this tab to make changes to the text label of a button, to the label's font, and to the placement and content of any images you have placed on the button.

▶ **To edit the text label of a button**

- 1 In the **Label** box, select the current label.
- 2 Enter the text for the new label.
- 3 Click **OK**.

If the new label is longer than the size of the button, the Button Editor increases the size of the button to accommodate the new label. If the new label is shorter than the button, the Button Editor shrinks the size of the button.

▶ **To change the font of a label**

- 1 Click the **Font** button.
- 2 On the **Font** dialog box, change the attributes you want to edit.
- 3 On the **Font** dialog box, click **OK**.
- 4 Click **OK**.

▶ **To add a button image**

- 1 Select the **Image** checkbox.
- 2 Click **Browse** to display the **Inserts an image file** dialog box.
- 3 Choose an image as a button image. The button image can be any type of supported file format.
- 4 On the **Inserts an image file** dialog box, click **OK**.
- 5 Click **OK**.

▶ **To delete a button image**

- 1 Clear the **Image** check box.
- 2 Click **OK**.

▶ **To change label and button image alignment**

- 1 On the alignment grid, click the button for the alignment you want.

Choose from placing the button image above, below, to either side, or directly under the label. If the new alignment is larger or smaller than the original alignment, the button is resized to accommodate the new alignment.

For example, if the button image was originally to the left of the text label and you change the alignment to place the button image under the label, the **Button Editor** shortens the button if exact fit was specified when the button was created.

- 2 Click **OK**.

Shape tab (Button Editor)

Use this tab to modify the shape of a button and the direction of light upon it. You can change the shape of a button while retaining its other properties, such as color and fill.

▶ **To change a button's shape**

- 1 In the **Category** list, click a group of shapes.
- 2 In the **Shape** box, click a shape.
- 3 Click **OK**.

▶ **To change the direction of light on a button**

- 1 On the **Light direction** grid, click a direction.
The center block of the **Light direction** grid shows where the shadows will fall.
- 2 Click **OK**.

Fill tab (Button Editor)

Use this tab to change the fill of a button.

▶ **To fill a button with a texture**

- 1 In the **Fill** list, click **Texture**.
- 2 In the **Fill Attributes** list, click a texture.

The fill preview window shows a tiled picture of the texture you have clicked. If you do not find a texture in the list that you like, click **Other Texture**. Image Composer displays the **Inserts an Image File** dialog box, where you can choose from other textures you have created. Choose from .bmp, .jpg, and .dib files.

- 3 Click **OK**.

▶ **To change the color of a button**

- 1 In the **Fill** list, click **Color**.
- 2 Click the **Fill Color** chip to display the **Color Picker**.
- 3 In the **Color Picker** dialog box, select a new color for the button.
- 4 Click **OK**.
- 5 On the **Fill** page, click **OK**.

▶ **To add a gradient to a button**

- 1 In the **Fill** list, click **Gradient**. Image Composer displays the gradient.

In the gradient, click corners to display **Color Picker**. Choose a color for each corner to blend in the gradient. For more information on changing the colors in a gradient, see [Changing the colors in a gradient](#).

– or –

In the **Gradient name** list, click a predefined gradient.

- 1 Click **OK**.

Size tab (Button Editor)

Use this tab to change the size of the selected button.

The **Width** and **Height** boxes indicate the selected button's current size and the minimum size it must be to accommodate any label text and button image you have included in the button. If you choose to make a button with a custom size, the button cannot be smaller than the minimum size indicated to accommodate the text and button image, but it can be larger.

▶ **To change the size of a button to an exact size**

- 1 Click **Exact fit** to have the button fit the label text and button image precisely.
- 2 Click **Preview** to see a full preview of the button.
Resize the button if necessary.
- 3 Click **OK**.

▶ **To change the size of a button to a custom fit**

- 1 Click **Custom fit**.
- 2 In the **Width** box, select the current value and enter a new value.
- 3 In the **Height** box, select the current value and enter a new value,.
- 4 Click **Preview** to see a full preview of the button.
Resize the button if necessary.
- 5 Click **OK**.

Start page (Button Wizard)

Use this wizard to create buttons for Internet sites, CD-ROMs, or other uses. When you want to modify a button, use the **Button Editor**.

Buttons are a special type of sprite that have attributes associated with them, such as the button style, shape, and layout of text. These properties are preserved when you save a button as an .mic file, but are lost when you save a button to any other format.

▶ **To select a button style**

- In the **Button style** list, click the style for the buttons you are creating.
If you want to create buttons in more than one style, complete all the buttons for a particular style, then restart the wizard and create more buttons in another style

The **Sample** window shows a sample button in the style you have clicked in the list.

Note The buttons you create with this wizard are images only, and have no special properties, such as links to URLs or animations, when included on a Web page. The buttons must be made active using another program, such as FrontPage.

▶ **To move to the next page**

- Click **Next**.

▶ **To create a button with the default text (Home)**

- Click **Finish**.

▶ **To quit the Button Wizard without creating any buttons**

- Click **Cancel**.

Number of buttons page (Button Wizard)

You can create from 1 to 20 buttons in a single session of the **Button Wizard**. To create more buttons, run the **Button Wizard** one more time.

▶ **To specify the number of buttons**

- In the **How many buttons would you like to create?** box, type a number from 1 to 20.
– or –
Click the arrows until you see the number you want.

▶ **To move to the next page**

- Click **Next**.

▶ **To move to the previous page**

- Click **Back**.

▶ **To create a small button with default text (home)**

- Click **Finish**.

Text and button image page (Button Wizard)

You can create separate text for each button you create with this wizard. In addition to text, you can also place an image on the button. If you create a button that does not have either text or an image, you will not be able to edit that button.

Each button style has a specific font associated with it. To change a font, create the button using its default font, then edit that button with the **Button Editor**.

▶ **To create text for a button**

- In the **Enter the text label for button 1** box, type the text you want the button to contain. If you are creating more than one button, each time you click **Next**, the text is selected. The **Enter the text label for the button** box title tells you which number button you are entering text for.

After you have entered the text, you can click **Next** to move to the next screen or **Finish** to create the buttons.

▶ **To include a button image on the button**

- Click the **Image** box. Image Composer displays a thumbnail of the image in the sample image box. Click **Browse** to search your hard disk, network drive, or other source of images.

▶ **To move to the next page**

- Click **Next**.

▶ **To move to the previous page**

- Click **Back**.

▶ **To create a button**

- Click **Finish**.

▶ **To quit the Button Wizard without creating any buttons**

- Click **Cancel**.

Button size page (Button Wizard)

Specify the size for each of the buttons you are creating. Press the **Size Preview** button to see an exact-size image of the buttons you are creating.

- ▶ **To create buttons that each are the precise size to fit their individual text labels**
 - Click **Exact fit for each button**.
When you click this button, the **Button Wizard** computes the correct size for you. Each button may be a different size.
- ▶ **To create buttons that each are large enough to fit the longest text label of any button**
 - Click **Same size for all buttons**.
When you click this button, you can specify the width and height you want the buttons to be. The **Button Wizard** displays the minimum width and height in pixels that the buttons must be to accommodate the longest text label. Buttons can be larger than the minimum, but not smaller.
- ▶ **To move to the next page**
 - Click **Next**.
- ▶ **To move to the previous page**
 - Click **Back**.
- ▶ **To create a button**
 - Click **Finish**.
- ▶ **To quit the Button Wizard without creating any buttons**
 - Click **Cancel**.

Summary page (Button Wizard)

You can click **Finish** to create all the buttons you have specified by using the **Button Wizard**, or move back to a previous page to make changes before you create the buttons. After you have created a button using the **Button Wizard**, use the **Button Editor** to modify the button.

- ▶ **To move to the previous page**
 - Click **Back**.
- ▶ **To create a button**
 - Click **Finish**.
- ▶ **To quit the Button Wizard without creating any buttons**
 - Click **Cancel**.
- ▶ **To modify a button created by the Button Wizard**
 - 1 In the workspace, click the button you want to modify.
 - 2 On the **Edit** menu, click **Button**.
 - or –
 - Double-click the button.



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Welcome to Microsoft Image Composer

Image Composer makes it easy to create images for on-screen delivery to Web sites, CD-ROMs, videos, and more.

The stamp in the upper-left corner was created in Image Composer from a photo taken with a digital camera. In fact, every image you see in this introduction was created with Image Composer.

With Image Composer, you can:

- **Work** with varied sources, including scanned images, clip art, digital camera photographs, OLE objects, original art you create within Image Composer, and much more.
- **Create** professional-looking art with hundreds of effects, from high-tech warps to classic impressionism, with just a click of a mouse button.
- **Produce** quick results, like the buttons on each page of this introduction, with tools like the new Button Wizard.
- **Save** your results in most popular formats, and let Image Composer help you with the Save for the Web Wizard.



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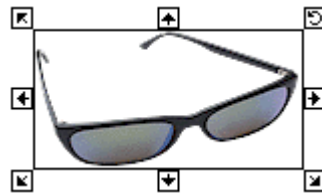
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Image objects

Compositions are collections of image objects. In Image Composer, image objects are called *Sprites*.

A sprite has shape and transparency, as shown in the figure below. Because sprites are objects, you can use your mouse to move them in the workspace like you move icons on your Windows desktop.



Each sprite is surrounded by a rectangular space called a *bounding box*. This box provides a frame of reference and the handles show what you can do with the sprite, such as resizing or rotating, as shown in the preceding figure. You can combine sprites temporarily or permanently.





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Transparency

Sometimes, what you cannot see is as important as what you can. With Image Composer, what you see depends on transparency, which is a property of sprites.



Transparency is specified in levels of opacity, from 0%, completely transparent, to 100%, completely opaque. It is carried in the alpha channel, which carries opacity like the red, green, and blue channels carry color. Many effects and tools have opacity controls.

You can use transparency in a variety of ways, including:

- Using transparency to paint with as if it were a color.
- Erasing portions of a sprite with varying percentages of opacity.
- Letting a Web page background show through a sprite.



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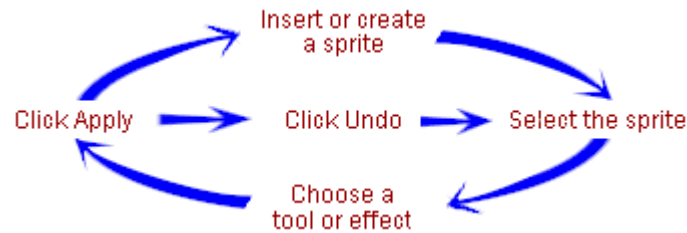
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The work cycle

Working with Image Composer is simple, intuitive, and encourages you to experiment. The following figure illustrates the work cycle.



- 1 The first step in working with Image Composer is to insert or open an image, or create a new sprite.
- 2 The next step is to select the sprite.
- 3 Then, choose the effect or tool that you want to use.
- 4 For most effects and tools, click Apply as the final step. If you are unhappy with the results, click Undo and apply new effects.



Topics

Changing colors

Colors provide drama, emotion, and information at a glance in a way that few other things can. In Image Composer, you work with a current color for many applications, including many effects.

The Color Swatch at the bottom of the toolbox shows the current color. Changing the current color does not affect the color you see in

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your current sprite until you perform an action.

To change the current color, follow these steps:

- 1 Right-click the Color Swatch to display the compact Color Picker, shown in the following figure. Left-click the Color Swatch to display the full-size Color Picker.



- 2 Click the circle in the middle of the color matrix and drag it to the color you want to change to.
- 3 Click OK. The new color you set to be the current color will be applied to all future actions that use the current color.



Making cutouts

A common task in creating images is cutting out a portion of the sprite. Use the cutout as a separate sprite, as a mask while applying effects, as a base for animations, and more.

Like most tools, cutout tools are on a tool palette. Click the Cutout button on the toolbox to activate the Cutout tool palette. Create cutouts in common shapes or freeform shapes. The following figure shows the original photo, a cutout made with the oval tool, and a cutout made with the curve tool over a new sprite.



The steps involved in creating cutouts are simple. Select the object you want to cut out a portion from. Then click the cutout button on the toolbox. Select a cutout tool to use. Select the portion you want, cut out that portion, and you are done!



Creating shadows

One of the easiest ways to add depth and impact to an image is to use a drop shadow, one that closely follows the outline of a sprite.

With Image Composer, you can easily create drop shadows in any color, level of transparency, angle of light source, and degree of hardness. The following figure shows several variations, starting with the default drop shadow at the left.

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To create a drop shadow, select a sprite, then:

- 1 On the toolbox, click Effects.
- 2 In the Category box, click Outlines, then click Drop Shadow.
- 3 On the Details tab, customize the shadow, then click Apply.



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The next step

Now that you have had a taste of what you can cook up with Image Composer, you can head straight for the creative kitchen. The following list includes topics to help enrich your knowledge of Image Composer and enrich the compositions you create.

- [Tutorial](#)
- [What's new in Image Composer 1.5](#)
- [Sample sprites catalog](#)
- [Effects overview](#)
- [Gif Animator](#)
- [Impressionist plug-in](#)
- [Creating a Web image from FrontPage](#)

This Introduction is displayed only the first time you run Image Composer after installing it. For future viewings, click Learning Image Composer on the Help menu, then click Introduction to Microsoft Image Composer.



Making the sprite background transparent

A transparent background in a sprite allows other images to show through. Transparent backgrounds are of particular use for Web sites, but are also useful for any on-screen delivery of images.

The basic approaches to creating a transparent background are:

- Erasing areas of a sprite while you work on it by using the **Erase** tool on the **Paint** palette, any of the **Cutout** tools.
- Selecting a color in a sprite and making all areas with that color transparent when you save the composition or sprite.

In the following figure, the image on the left shows the composition as it appears in Image Composer before saving; the figure on the right, as it appears on a Web site.



Erasing areas of a sprite while working on it

You can set a transparent background for a sprite in a composition while you work on it to give the sprite a distinct and irregular shape. Use one of the following methods:

- The **Select Color Region** tool to make same-color areas of a sprite transparent. For more information, see [Erasing selected colors in a sprite.](#)
- The tools on the **Cutout** Palette. For more information, see [Erasing freeform areas in a sprite.](#) and [Erasing rectangular and oval areas in a sprite.](#)
- The **erase** tool on the **Paint** palette. For more information, see [Making an area of a sprite transparent.](#)
- The **Transparent** effect on the **Effects** palette. For more information, see [Making a sprite transparent.](#)

Setting a transparent background when saving a sprite

You can set a transparent background for a composition when you save it by using:

- One of the **Save** commands.
- The **Save for the Web** wizard.

See [Setting a transparent background when saving compositions](#) for more information.

Setting a transparent background when saving compositions

You can set a transparent background for an entire composition when you save it. By setting a transparent background, you allow other images on a page to show through the composition on Web sites or other on-screen delivery methods.

You use the **Save for the Web** wizard to help you choose the background for your composition, or use one of the **Save** commands to exercise more control.

▶ **To save a composition by using the Save for Web wizard**

- 1 Complete the work on your composition to your satisfaction.
- 2 On the **File** menu, click **Save for the Web**.
- 3 Follow the instructions in the wizard.

▶ **To set a transparent background for a composition when saving it**

- 1 On the **File** menu click **Save Copy As** to save the sprites in the composition space. or click **Save Selection As** to save the selected sprites or groups.
- 2 In the **Save as type** list, click the file format you want to save the composition to. The most common file formats for images for Web sites are .gif, .jpg, and .png.
- 3 In the **Color format** list, click a format if you are saving to .gif, .png, or .tif formats.
- 4 Select the **Keep transparency** check box.

When you select this check box, all the transparent areas of the sprites remain transparent, such as the area from the sprite's outline to the bounding box.

– or –

1. Select the **Transparent color** check box.
2. Click the **Transparent color** color chip to display the **Color Picker**.
3. In the **Color Picker**, select the color that you want to specify as transparent and click **OK**.
4. Select a threshold for transparent pixels by using the **Threshold** slider or box.

Any pixels that are below the threshold will be completely transparent and any pixels above the threshold will be completely opaque. The threshold refers to the value assigned the alpha channel, from 0 (completely transparent) to 255 (completely opaque).

- 5 In the **File name** box, enter a name for the file to contain this composition.
- 6 Click **Save**.

