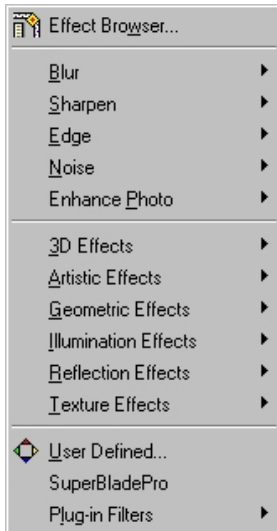


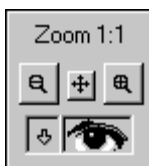
The Effects Menu

The Effects menu allows you numerous choices for altering graphics from Photo enhancing to deformations and artistic effects.



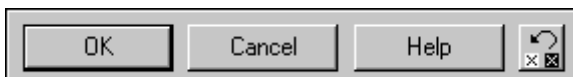
Most of the Dialog Boxes available from the Effects Menu have several common features. The first is the ability to Zoom and Preview the effects. The following graphic illustrates how these options are represented on the Dialog Boxes:

Viewing Options



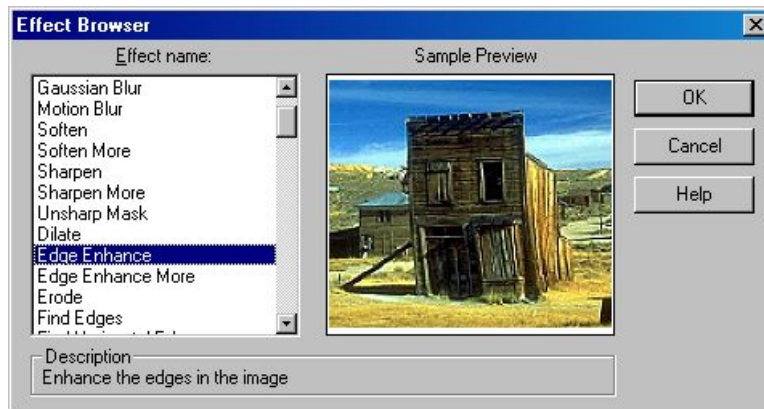
- **Zoom 1:1** - The left magnifying glass zooms out on a graphic, the right zooms in. The cross-hair graphic in the middle will pop up a rendering of your graphic with a "thumbnail" selection under the cursor. You move can then move the selection to a different part of the graphic and that part will be rendered in the preview window.
- **Auto Proof/Proof** - The eye symbol proofs the effect directly on the image. The down arrow locks Auto Proof so that it automatically proofs on the image.

General Options



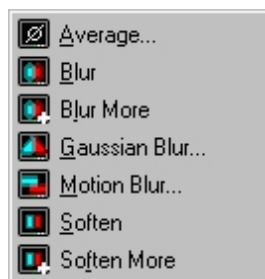
- The OK button applies an effect.
 - The Cancel Button cancels the effect.
 - The Help button will take you to the help file for the effect you are currently using. This can be a quick and efficient way of learning how to use each effect.
 - The button on the right is the "Reset" button. This button will reset an effect back to the default settings.
-

Effects Browser



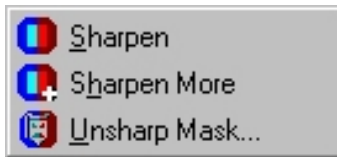
The Effects Browser allows you to preview most the effects available from this menu at their default settings. It does not allow you to preview any of the Enhance Photo menu items.

Blur



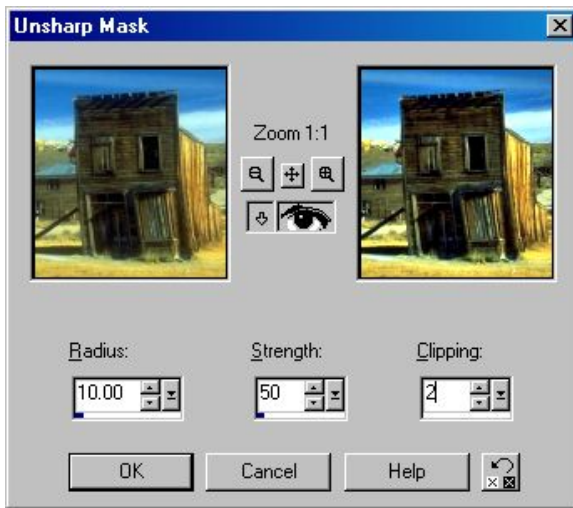
Average, Gaussian and Motion Blur all give you an Control panel where you can adjust the level of the blurs. The remaining blur options apply a default setting and can't be adjusted.

Sharpen



Sharpen and Sharpen More can't be adjusted, but Unsharp Mask can be. Unsharp Mask, in my opinion is the "unsung hero" of Paint Shop Pro. It can often do more to fix a graphic than any other Paint Shop Pro option.

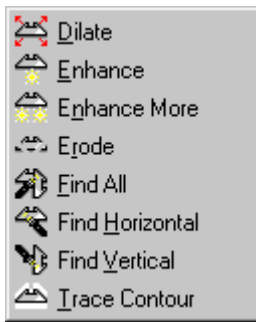
Unsharp Mask



The Unsharp Mask works by locating adjacent pixels with the difference in lightness values that you specify, and then increases their contrast by the amount you select.

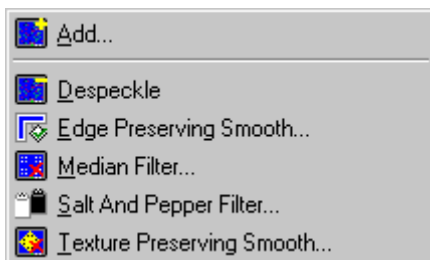
- **Radius** - The radius indicates the number of pixels around the edge of parts of the image that will be effected. You should start with a lower radius setting and move your way up to test the effect.
 - **Strength** - The strength controls the intensity of the contrast or sharpening effect. Again, start with a low number and work your way up.
 - **Clipping** - Clipping determines how much contrast two pixels must have before they are sharpened.
-

Edge



The Edge effects find the edges of the graphic and enhance them in various ways. Rather than going over the results of each edge effect, I suggest you experiment by opening a photograph and applying each of the effects. This will give you a visual representation of how the effect works. The "Trace Contour" effect is fun in that you can get kind of a "sketch" artistic effect when you apply it to a photograph.

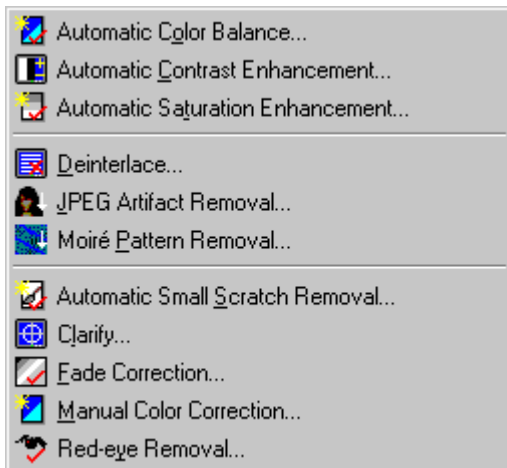
Noise



Noise refers to random or uniform pixels that give a graphic a grainy effect. Paint Shop Pro provides filters to remove noise from graphics and to add noise to a graphic.

- **Add Noise** - The Add Noise dialog box allows you to add noise as random or uniform and to set the percentage of noise to apply. This is a very handy tool for creating fine grain backgrounds (see my Fine Grain Background tutorial).
- **Despeckle** - This filter is designed to remove spots from a graphic. It does this by blurring the image around the spots.
- **Edge Preserving Smooth** - This filter smooths an image without the loss of edge detail in the image. This filter is often a good starting point when you are repairing a photograph.
- **Median Filter** - This filter can also be used to remove noise and imperfections from an image. It works by setting the color value of a pixel to the median of the color values of all the pixels immediately around it.
- **Salt and Pepper** - This filter removes black and white specks from an image. It is very useful when you are touching up old photos.
- **Texture Preserving Smooth** - This filter works the same as Edge Preserving Smooth except that it preserves the texture rather than the edge detail.

Enhance Photo



The Enhance Photo tools in Paint Shop Pro 7 are worth the price of the program alone. All the filters are highly adjustable, allowing for more accurate corrections.

Automatic Color Balance

Automatic Color Balance will remove a color cast from an image and can be used to cool down or warm up an image. The following image demonstrates the power of this filter. The photo on the left is the original, the photo in the middle has the Automatic Color Balance filter applied at it's default setting with "Remove Color Cast" checked. The photo on the right has the same settings as the middle photo, except that I moved the Illuminant Temperature towards Warmer with a final temperature of 5000.



Automatic Contrast Enhancement

This filter enhances the contrast through adjusting the highlights, midtones and shadows. You can adjust the settings for Bias, Strength and Appearance. Always adjust the Color Balance of a photo before adjusting the Contrast. The following image represents the photo on the right above with a Contrast enhancement of Bias: Neutral; Strength: Normal and Appearance: Natural.



Automatic Saturation Enhancement

This filter enhances the saturation of the colors in the image. You can set both the Bias and Strength. The following illustrates the above graphic with a Saturation Enhancement with the Bias: Normal and Strength: Normal. You will see that this adjustment brought back the blues that were lost in the Contrast Enhancement.



Deinterlace

This filter removes scanlines from scanned images. This filter will not work on a selection. When using this filter, always be sure you have no active selection.

JPEG Artifact Removal

This filter removes artifacts left behind from excessive compression of a JPEG graphic. It basically smoothes out the blocky-looking areas that appear with jpeg compression.

Moiré Pattern Removal

This filter will remove patterns that can appear in scanned images.

Automatic Small Scratch Removal

This filter will remove dark or light small scratches from an image. It has a tendency to blur the image somewhat so you will usually need to sharpen the image back up with either the Unsharp Mask or the Clarify filter.

Clarify

This filter will sharpen the focus on blurred images.

Fade Correction

This filter restores color and contrast to a faded image.

Manual Color Correction

This filter adjusts colors based on Hue, Saturation and Lightness. To use this filter, you need to make a selection in the graphic representation in the left window to select a target Hue to shift. All pixels in the image that contain the source hue will be shifted to the target hue (the color set in the Preset Colors box). One very cool feature of this filter is "Gray World". I find that any image that has a color cast to it can be greatly improved by selecting the entire image in the left window and clicking on the Gray World button. I think that this method works better than Automatic Color Balance at preserving the underlying colors when you remove the color cast. The following images demonstrate this fact. The image on the left is the original and has a green color cast. The image in the middle was corrected with Automatic Color Balance and the image on the right was corrected with Gray World/Manual Color Correction.



Red-Eye Removal

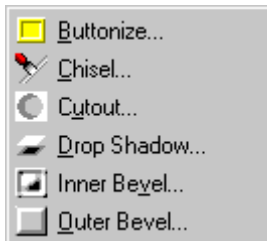
This filter will remove the red-eye effect in humans and animals either automatically or manually. I don't use this filter since I have a preferred method of reducing red-eye. There is a good explanation of how the filter works in the help file, so I will defer you to the help file to learn this filter.

To demonstrate the power of the Enhance Photo filters, please compare the following images. Following the images are the steps I used to fix the image on the left



1. Automatic Contrast Enhancement - Bias: Lighter; Strength: Normal; Appearance: Bold. This brings out the dogs facial features and enhances the detail of the photo.
 2. Automatic Color Balance - Strength: 100; Remove Color Cast: Checked; Temperature: 8000. This removes the pink cast to the image.
 3. Automatic Saturation Enhancement - Bias: Less Colorful, Strength: Weak, Skintones present checked. This further reduced the pink tones and brought out more detail in the dogs fur.
 4. Clarify - Strength: 3 to bring out additional detail in the photo.
-

3d Effects



The 3d effects are what people call "beveling" effects. They apply light and dark shadows to images that cause the image to appear 3d.

Buttonize

The Buttonize filter only works on rectangular shapes and does not need a selection active to work. You can create a button with a solid edge or a transparent edge. The solid edge gives a sharper and more contrasty edge to the button whereas the transparent edge gives a softer rounder edge to a button.

Chisel

This effect will add a three-dimensional border to make a selection or layer appear to be cut out of stone. To use this effect you must have a selection active. I use the Chisel effect to create metallic colored text (See my Metallic Text tutorial).

Cutout

This filter creates an illusion that looks like part of a graphic has been cut out and you can see through to the lower levels. Many of my artistic tutorials use this filter. This filter can be a lot of fun. Depending on the angle of light you apply (the offset), your graphic can look like it is carved inwards or extruded outwards. The following graphic demonstrates this. The graphic on the left was created with the cutout filter: black shadow offset by 3,3 then a white drop shadow offset by 1. The graphic on the right was created with the cutout offset -3, -3 and the white drop shadow offset by -1. Pretty cool..



Drop Shadow

This filter will apply a drop shadow behind an image. It is a very versatile effect and can be used in many artistic and creative ways. Many of my artistic tutorials use the drop shadow filter.

Inner Bevel

This filter allows you to bevel any shape. All it needs is an active selection. There are numerous bevel presets that install with the program and you can save your own presets. An interesting aspect to the inner bevel filter is that if you reverse the direction of the light, you will end up with a cutout effect. The graphic on the left below was created by applying the Metallic preset to text. The graphic on the right was created by using the same preset, but changing the light angle from 315 to 130.

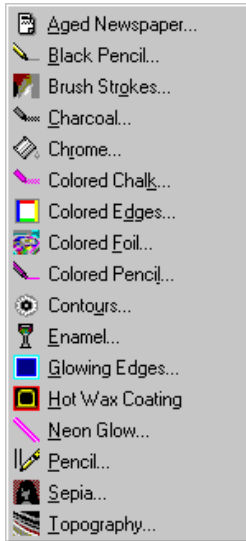


Outer Bevel

This filter allows you to create a 3D effect by adding a bevel around the outside of the selection. The size of the selection expands by the width of the bevel. The following graphic demonstrates the difference between the Outer Bevel filter (left) and the Inner Bevel filter (right). You will notice that the bevel in the Outer Bevel brings the background into play with the bevel whereas the Inner Bevel does not touch the background in any way.



Artistic Effects



Paint Shop Pro 7 has a ton of Artistic Effects, most of which are pretty useless by themselves but when you combine them with other effects, you can create some pretty cool graphics. I won't go into detail on many of them because you can experiment with the effects to see what they do. I will, though, share some really cool things I have discovered as far as using the effects. I will use the following graphic to illustrate some of the artistic effects.



Aged Newspaper

This filter ages your image by applying brown tones and washing out prominent colors. The effect is more realistic if you convert your graphic to greyscale the increase colors back to 16 million before applying the filter. This removes all the color so the resultant image has more of an old newspaper feel to it.

Black Pencil

This filter will take a color image and convert it into a black-and-white image that looks like it has been drawn using a black pencil. This filter works best on images that have clearly delineated lines. Images with lots of detail (like a photograph) will end up looking like a lot of black lines with little recognizable detail.



Brush Strokes

This filter simulates paint brush strokes on your image. It defines colors in the image and then delineates the edges with brush strokes. I have not had a lot of success with this filter. I feel it has a tendency to distort the underlying image to a degree that makes it pretty much unrecognizable.

Charcoal

This filter works a lot like the Black Pencil filter except that it does not convert the image to black and white. The result is a color image with the edges emphasized as though they were sketched with charcoal, then the colors filled in later.

Chrome

This filter gives a metallic effect to an image.

Colored Chalk

This filter finds the edges in an image, removes the color from inside the edges and colors the edges various "chalk" colors.



Colored Foil

This filter adds a sculpted look to the edges and applies multiple colors to the image.

Colored Pencil

This filter works exactly like Colored Chalk except that the lines are a little sharper.

Contours

This filter can turn your image into a topographical map. It finds the edges, lines them with black and then flattens the remaining colors in the image.

Enamel

This filter creates an effect that looks like image has been shined and molded.

Glowing Edges

This filter works like Colored Chalk except that it fills the inner colors with black and gives the edge colors a "neon" type of effect. This filter can create some pretty cool images.



Hot Wax Coating

This filter finds the edges of an image and makes them look like a wax buildup. The filter uses the foreground stroke color as the color of the "wax". If you don't want to discolor your image, set the foreground color to white. The following graphic demonstrates hot wax.



Pencil

This filter works the same as Glowing Edges except that the outlined edges are more like pencil strokes than an glow.

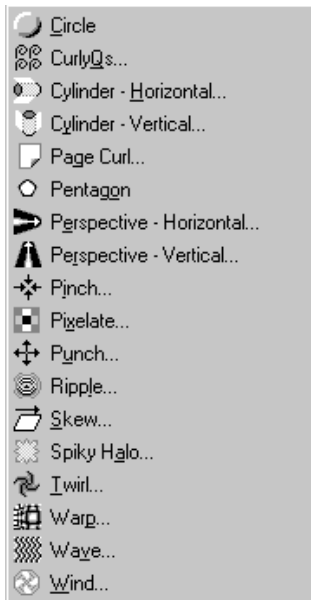
Sepia

This filter works exactly like Aged Newspaper.

Topography

This filter finds the edges of your image and creates an effect that looks like a system of terraces

Geometric Effects



The Geometric Effects allow you to distort an image in interesting ways. I won't cover every effect here since a demonstration speaks much louder than words. Open a graphic and make a selection. Then apply the various geometric effects. You will then see how they work. Following are some useful hints on using some of the Geometric Effects:

Circle

The Circle effect will take an image and distort it into a sphere shape. If you promote the background layer to a transparent layer before applying the circle effect, you will end up with a circle on a transparent background. The circle effect leaves the edges of the image rather jagged. To clean up the jagged edges, use the selection tool to create an antialiased circle slightly smaller than the circle image, invert the selection and hit delete.

Perspective Horizontal

This effect can be quite useful in creating objects of a particular shape. Perspective Vertical works the same way, but it ends up with ragged edges. I always use Perspective Horizontal. You can also use it to create a sparkle tube as illustrated in the tutorial below. First, some interesting shapes.

Teardrop Shape - or Flower Petal

1. Open a new white graphic 100x100 pixels.
2. Add a new layer.
3. On the new layer, draw a circle starting in the middle of the graphic. Flood fill with a color.

4. Apply the Perspective - Horizontal Geometric effect with Percent Difference set to 100.

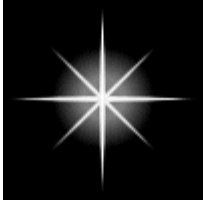
You should now have a graphic that looks like the following:



Sparkle Tube

1. Open a new black graphic 250x250 pixels.
2. Turn on the gridlines and set to white.
3. Add a new layer and draw a circle starting at 125,125 200 pixels in size (you will stop before the last set of gridlines).
4. Turn off gridlines and flood fill your selection with white. Deselect.
5. Apply the Perspective - Horizontal Geometric effect with Percent Difference set to 100.
6. Choose Image>Mirror.
7. Apply the Perspective - Horizontal Geometric effect with the same settings twice.
8. Choose Image>Mirror.
9. Apply the Perspective - Horizontal Geometric effect with the same settings twice.
10. Choose Image>Mirror.
11. Apply the Perspective - Horizontal Geometric effect one last time.
12. Right click on the deformed image layer and choose "Duplicate" 2 times (you now have three layers with the deformed image on them).
13. Go to the first duplicate and choose Image>Rotate>90 degrees to the right with All Layers unchecked.
14. Go to the top duplicated layer and choose Image>Resize>70% with Resize all Layers unchecked.
15. Duplicate this layer.
16. On the first layer you resized, rotate the graphic 45 degrees to the right (enter 45 in the free box).
17. Rotate the top duplicated layer 45 degrees to the left.
18. Add a new layer and work on the new layer.
19. Switch to the Air Brush tool with the foreground color set to white. Set the airbrush tool to Size 100; Hardness 50; Opacity 25; Density 100.
20. Place the airbrush nozzle in the center of the sparkle and press the mouse twice.
21. Delete the background layer. Choose Layers>Merge>Merge Visible.
22. Choose File>Export>Picture Tube.
23. Leave all the settings at their default and name your tube "Sparkle".

The following graphic represents the sparkle tube created by the above tutorial applied to a 100x100 pixel black graphic at 50%.



Variation: You can make different colored sparkles by colorizing your white sparkle. To do this, go to the color picker and choose a color for your sparkle. Note the Hue number for the color. Choose Colors>Colorize and enter your color number in the Hue box and set Saturation to about 200.

Illumination

Sunburst

The Sunburst effect works only on a background layer. There are several presets to this effect. My main complaint is that there is no way to size the effect. It works across the entire graphic and cannot be constrained to part of the graphic. Experiment with this effect to see if you feel it is useful.

Lights

The Lights effect also comes with several presets. The best way to learn to use the lights is to apply the presets and observe how they effect the graphic. Then you can start experimenting with your own lights. If you find a light setting you really like, save the setting by clicking on the Save As button.

Reflection

Feedback

Feedback takes the graphic, creates copies, then inserts the copies into the graphic at reduced sizes. I haven't found any real use for this effect.

Kaleidoscope

Kaleidoscope, on the other hand, is a lot of fun and can create some pretty neat background graphics. Any graphic you create with this effect will be tiling. Open a colorful graphic and experiment!

Pattern

Pattern also creates tilable graphics. Experiment with the effect on a colorful graphic. You can come up with some very nice background tiles using this effect.

Rotating Mirror

Rotating Mirror can also be a very interesting effect and lends it's self to experimentation.

Texture Effects

Texture Effects are very useful for creating artistic touches on graphics. But, many of the effects seriously effect the colors of the graphic. While experimenting, try duplicating the graphic layer. Apply the effect to the bottom layer (turn off the top layer to see the effect). Then turn the top layer back on and use the Layer Blend mode set to Overlay, Screen or Multiply. This will preserve some of the colors in your graphic.

Blinds

A good use for the Blinds effect is to create instant "scanlines" on a graphic. Set the Blinds to Width 1-2; Opacity 50-100; Color Black; Horizontal and Light from left/top checked. The Blinds effect can also be used to create drapes. The results won't be as good, but you can do it without an external filter.

Emboss

Emboss turns the entire graphic a gray color. This is one filter that benefits by duplicating the graphic layer and then setting the top graphic layer to Overlay.

Fine Leather

Fine Leather can be used to create a leather pattern background.

1. Open a new white graphic 256x256 pixels.
2. Apply the Fine Leather Effect (I used Custom 2).
3. Add a new layer and flood fill with a leather color (I used #4B2D1B).
4. Set the Layer Blend Mode on the color layer to Hard Light.
5. Choose Layers>Merge>Merge All (flatten).
6. Set the Selection tool to Square with Antialias off and no Feather.
7. Make a square selection on the graphic starting at 5,5 or so and ending the same distance from the edges. This will remove the slight bevel this effect applies to a graphic.
8. Choose Image>Crop to Selection.
9. Apply the Simple Half Wrap filter.

10. You should now have a seamless leather background tile similar to the following (created starting with a 128x128 graphic).



Fur

I haven't found any real use for the Fur effect other than applying it before you apply the Kaleidoscope effect. That can result in some very unusual background tiles.

Mosaic Antique

I haven't found much use for this effect other than in conjunction with other effects. I'll cover some of them in my Effects tutorials.

Mosaic Glass

This effect distorts a graphic so that it looks like you are looking through glass blocks.

Polished Stone

This effect follows the contours of the graphic and smoothes them out to look like polished stone.

Rough Leather

This effect follows the contours of the graphic and gives the edges a beveled effect. Kind of a combination of Emboss and Fine Leather.

Sandstone

This effect follows the contours of the graphic and gives it a rough sandstone effect.

Sculpture

This effect hasn't changed from PSP 6.

Soft Plastic

This effect follows the contours of the graphic and gives it a plastic effect.

Straw-Wall

This effect can be used to create a "stucco" seamless tile.

1. Open a new white 110x110 graphic.
2. Apply the Straw-Wall effect Custom 4.
3. Apply Effects>Sharpen.
4. Make a square selection 5 pixels inside the outer rim of the graphic and crop to selection.
5. Apply the Half-Wrap filter referred to in the above Fine Leather tutorial.
6. Colorize your stucco tile by adding a new layer, flood fill the layer and set a Layer Blend Mode.

Texture

This effect applies a texture to a graphic. Any seamless tile saved as a .bmp into the Textures folder can be used with this filter. But, keep in mind that if your bmp tile is not a true seamless tile, you will see significant distortion in the effect when it is applied to your graphic. If you use the Texture effect to create seamless tiles, keep in mind that the edges will be noticeable unless you crop them and then you might also need to apply the Half Wrap filter.

Tiles

You can create a "tile" effect in a triangular, square or hexagon shape with filter. Unfortunately the resultant tile is not seamless which renders this effect pretty useless, in my opinion.

Weave

I love this effect. It is pretty much the same filter as the Weave filter in Eye Candy. But, it does not result in a seamless tile so you will need to do some cropping to create a seamless tile. You can use this effect to create the "wire" effect that is so much the rage today. Following is a short tutorial for creating rusty wire.

1. Open a new white graphic 300x300.
2. Apply the Weave Effect set to Gap size 4; Width 1; Opacity 20; Weave and Gap color Black, Fill Gaps checked.
3. Apply the effect again (Ctrl-Y).
4. Add a new layer.
5. Apply the Cloud tube set to a scale of 75 three times scattering over the graphic.
6. Apply Effects>Artistic Effects>Sepia with Amount to Age set to 100.

7. Apply Colors>Adjust>Curves and set the Input to 153 and Output to 97.
8. Apply Effects>Texture Effects>Mosaic Antique set to Columns/Rows 50; Tile Opacity 25; Grout width 10; Grout Opacity 100 to the cloud layer.
9. Apply Effects>Texture Effects>Fine Leather set to Custom 1.
10. Set Cloud layer blend mode to Multiply.

You should now have a graphic similar to the following except that it will be much larger and better defined.

