



PHOTO

DESIGNER 7

Manual

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Introduction

MAGIX Photo Designer 7 is an image editing application, which helps you handle all necessary photo editing tasks quickly and easily.

Import all common file formats or scan directly. The integrated browser enables convenient searching for image files on your PC. Images can be discreetly improved, retouched, distorted or transformed into an oil painting. The Task Assistant helps you with practical step-by-step user guidance.

Specific image sections, such as people, can be removed from the image for moving or editing with effects. If you want to add them to the image again, they can be semi-transparent, from covering to invisible. You can assign various modes for combining these objects with the main image.

All effects/filters can be applied either to the main image or the object or even selectively with the aid of a brush.

At the end, the images can be printed flexibly or saved optimized and Internet-ready.

Support

If you experience any problems with your software, please get in touch with our support team:

Support website: <http://support.magix.net>

This website will lead you to the MAGIX user service page, which, among other things, contains the following free offers:

- FAQs (frequently asked questions) and general tricks and tips. In most cases you'll find the solution to your problem here. If not, use the Email support form:
- E-mail support form. Via the special form you inform our support staff about your system. This information is used to solve your problems quickly and competently. Simply fill out and send with a mouse-click!
- Support forum: You are not alone. Perhaps other users had a similar problem and can help you solve yours. Our support staff are also regular contributors.
- Download section: Updates, improvements and patches are likewise offered free of charge via download. Many problems you may experience are well-known to us, and which can be solved by downloading the latest patch. Besides patches, there are also wizards for checking and optimizing your system
- Links: In the links list you will find the contact addresses of all the most important hardware manufacturers.

You can also reach our support team by telephone:

UK:	0905 118 0888 (25p/min) (open Monday to Friday 9:00 - 16:00 GMT)
Denmark:	077345695 (open Monday to Friday 10:00 - 17:00 CET)
Finland:	0942597819 (open Monday to Friday 10:00 - 17:00 CET)
Norway:	021543223 (open Monday to Friday 10:00 - 17:00 CET)
Sweden:	0852507027 (open Monday to Friday 10:00 - 17:00 CET)

Email: info@magix.net

Please have the following information at hand:

- Program version
- Configuration details (operating system, processor, memory, hard drive...)
- Sound card configuration (type, driver)
- Information regarding other audio software installed

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Brief Description

This section is a brief introduction to the functions of MAGIX Photo Designer 7. The following paragraphs briefly describe the basic functions, which will be described in more detail later on.

Object tool setting



Object Mode contains the following tool settings:

Move



An object can be moved at any time. When placed over an object, the mouse cursor turns into a double arrow.

Scale



By scaling an object, you can change its size. To do so, you can pull on the edges or sides of the object selection frame using your mouse.



If the "Keep aspect ratio" button is active, the ratio between height and width will remain constant.

Rotate



By grabbing and pulling on its corners, an object can be rotated.

In addition, there are buttons for quick access to often-used angles of rotation:



Rotate 90° to the left

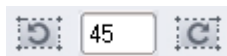


Rotate 90° to the right



Rotate 180° (upside down)

Rotate numerically



To rotate the selected object a certain number of degrees, enter the angle in the corresponding field and click on the button indicating the direction of the rotation.

Tilt

By grabbing and pulling on its corners and edges, an object can be tilted.

Distortion

By grabbing and pulling on its corners and edges, an object can be distorted into any rectangular form.

3D distortions

By grabbing and pulling on its corners and edges, an object can be distorted in perspective. In contrast to normal distortion, the rules of representation in 3D perspective are respected.

Mirror

This lets you mirror the object horizontally and/or vertically.



Horizontal mirroring exchanges left for right.



Vertical mirroring exchanges the top and bottom.

Arrange

If you have many overlapping objects whose order you would like to change, use these buttons:



Send object one layer to back



Send object one layer to front

See also Working with objects (on page 56)

Draw/Retouch with the brush



Using the paintbrush or pencil tools you can draw or retouch a picture.

To do this, select the corresponding tool and apply the selected colour with the left mouse key.



With the tool parameters found at the top you can either select a preset brush or create a customised brush from the palette by selecting a tip and other parameters.



There are various further paintbrush tools for special retouching work such as blurring, sharpening or red-eye removal.



With the fill tool you can quickly fill a selected area or a specific colour in the image with the set colour.

Effects

For retouching, please select an effect from the "Effects" menu or from the Effects browser.



The effects window with the corresponding effect settings is displayed on the right. The effect is applied to the entire image, to a single object or to any mask selection. You can change all effect settings and immediately view the result. The selection mask can be changed at any time, and you can even "paint in" all effects with a brush.

An effect can partially affect the image if you increase its transparency at the top of the effects dialog. This is where you can combine the effect with the image in different ways in combine mode. If you are satisfied with the changes, simply close the effects settings dialog and the effect will be permanently applied to the image.

Mask

A mask can be placed over the main image, which protects non-masked areas from changes or can be used to create objects. Five different masking options are available: Box mask, circular mask, lasso mask, magic wand, and mask creation using a pencil. You can use the

pencil mask to create areas with soft edges (vignettes). The magic wand is useful for "extracting" certain image elements from the background. If one of the mask modes is active, the tool settings will display the suitable configuration options for each respective mode.

Objects

MAGIX Photo Designer 7 allows you to work with objects. A mask is used to select and create a copy of an area that you can move freely over the image. The copy can be reshaped and edited using different colours and effects.

Tutorial

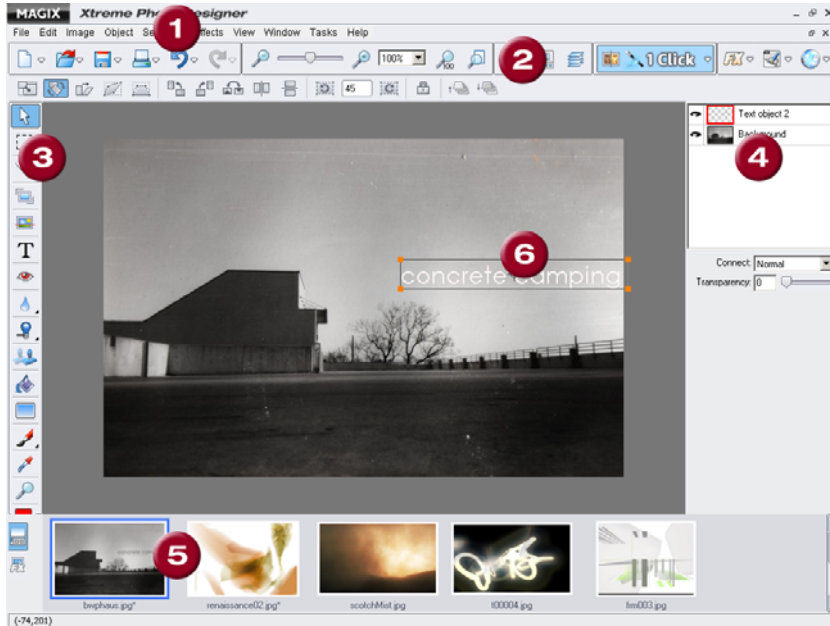
MAGIX Photo Designer 7 is a high-quality image processing software package which is directly integrated into MAGIX photo and video software:

First of all, this tutorial will introduce you to the software interface of MAGIX Photo Designer 7 and demonstrate the practical functions of MAGIX Photo Designer 7 using suitable examples on the following pages. The helpful **Task Assistant** will appear now and then, imparting useful tidbits of information where it can.

You'll find all of the described functions in the Tasks menu or via the "1-click" button which starts the Task Assistant. The layout of our tutorial corresponds to the main points found there:

Program interface

MAGIX Photo Designer 7 is a pixel-based image processing program that masters all basic photo operations and has a number of directly applicable effects, filters and distorters for use as presets for your photos.



1. Menu bar
2. Toolbar
3. Toolbar + Option horizontal
4. Object Manager
5. Filmstrip view
6. Workspace (in the picture with the selected mask)

General usage tips

1. Most functions are usually only selectable and usable once a picture has been loaded via the menu bar: "File" > "Open".

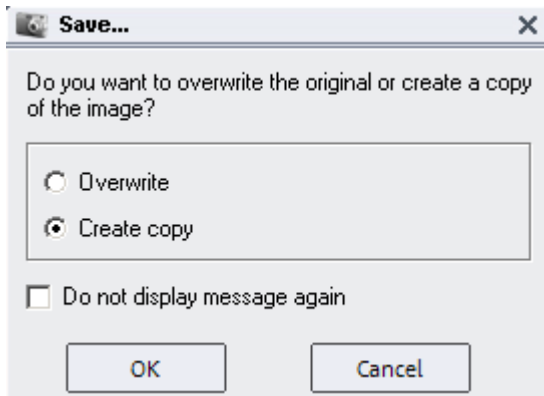


So that you always open the correct picture, we recommend using the picture browser.

It searches through your folders and automatically shows each photo in a thumbnail view including each title and filesize. Double-clicking on a picture is enough to open it. Furthermore, you can delete, sort or print directly from the picture browser of MAGIX Photo Designer 7.

2. Use the mouse wheel to increase or reduce the size of the view of the picture you opened.

3. Via "Window" in the menu bar you can hide or show the symbol bars and options, the Object Manager, the Effects Browser or the filmstrip view. This way you can create the working environment that suits you best.



4. When saving a picture either a copy is created or the original is overwritten (see screenshot): Save picture via the menu list: "File" > "Save" or the Save symbol in the toolbar.

5. You can also choose to save pictures for the Internet, which results in them being compressed. Compression settings can be changed in the save dialog. Select "File" > "Save for Internet" from the menu.

Object Manager

In the screenshot graphic of the program interface you can see the Object Manager (4) to the right, which sorts the various objects or layers of a picture. You always work with the object selected there.

Creating objects

You can create objects by opening a mask. In the toolbar (3 vertical) you'll find two tools for this purpose: the square mask and the lasso mask for masks that are drawn freehand.

You can transform a mask into an object simply by right-clicking on it. In the context menu that appears you'll find the "Object from mask" option.
















Another way to do this is via the keyboard shortcut for copying and inserting: Ctrl + C and then Ctrl + V.

Scale objects

You can scale objects proportionally by holding down the Shift key while simultaneously stretching your picture in or out. For this to work, the object's orange-coloured handles have to be active.

Toolbar

Tip: Use the toolbar as a quick access area for all the most important tools, as soon as you're familiar enough with them all. Otherwise almost every option can be found under "1-click" or the "Tasks" menu anyway. These are always ordered in the most frequently used combinations and presets alongside the **Task Assistant**, which explains everything step by step.

	Select, move, scale or rotate objects.
	Clip or mask – Tool for creating objects & Lasso tool – For selecting freehand shapes & Mask with brush – Creates a freehand graphics layer
	Magic wand – For selecting sections of a colour
	Cut – For cutting a picture by hand
	Level horizon
	Text editing with comprehensive options for text layout
	Red eye removal
	Soft-focus effect & Sharpen
	Marking/Cloning
	Fill tool – Fills masks with the selected colour from the colour field
	Colour gradient (fade out borders and design backgrounds)
	Brush for applying effects onto selected areas & Colour pen for drawing freehand or drawing lines
	Colour dropper (select colours on the screen and the colour appears in the colour field)
	Magnifying glass – For zooming in and out and examining each and every pixel (should you wish to do so).
	Colour field – Here you can select a colour with which to paint

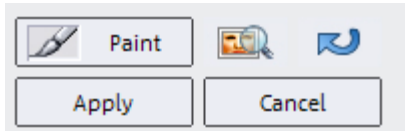
Smart, practical and can be used straight away

MAGIX Photo Designer 7 has two excellent tools that really separate it from the rest of the image processing software out there. Even in earlier versions MAGIX Photo Designer 7 had the versatile "Effects Browser" and "Liquid colours" tools for freely designing and modelling your photos. Both of these applications can be opened from the menu bar. Both have been given extra functions and enhanced in the latest version.



The **Effects Browser** mentioned can be opened via the "FX" menu. There are a number of effects, filters and other **presets** in it that can be applied to your picture with a single click.

In the Effects Browser to the bottom of the screen you have all the picture effects at a glance and don't have to go searching for from within various other tools. If you select one of the options, an Assistant will open, which explains the individuals steps in detail.



So as not to be experimenting around on the picture without having a clue what you're doing, you can work with a preview. The preview can be opened by clicking on the red button in the picture.

It shows you what effect applying this particular action to your photo will have. To lock the effect, simply click on "Apply".



Use this button on the toolbar to open the **"Liquid Colours tool"** dialog. This is where the fun starts:

With the move, grow, shrink, dent, bump, wave & explode options you can really make some wild distortions on your pictures. With advanced options you can set the direction and strength of the distortion. This can all be done using your mouse. Really fun and very, very easy.

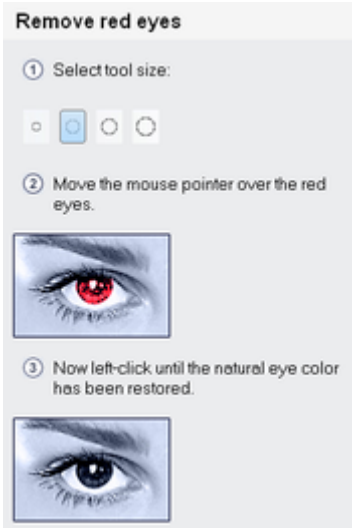
The following pages describe various operations in MAGIX Photo Designer 7, from quick image optimization to individual picture creation – similar to the selection of options from the Task Assistant. On the next page we start with "Quick image optimization" and explain "Batch-processing".

Quick image optimization and multiple picture editing

Logically enough, quick picture optimization can also be explained quickly. There are four options in the Tasks menu for "quick image optimization":

- Removing red eyes that appear when taking photos with a flash, regardless whether photographed in analogue or digital.
- Optimizing lighting to get the best colour value out of over and underexposed photos.
- Optimizing picture colour, either to remove colour faults or add colour effects by increasing or decreasing the "colour saturation".
- Correcting picture sharpness to help you get more out of shaky recordings by "sharpening" transitions.

In the example...



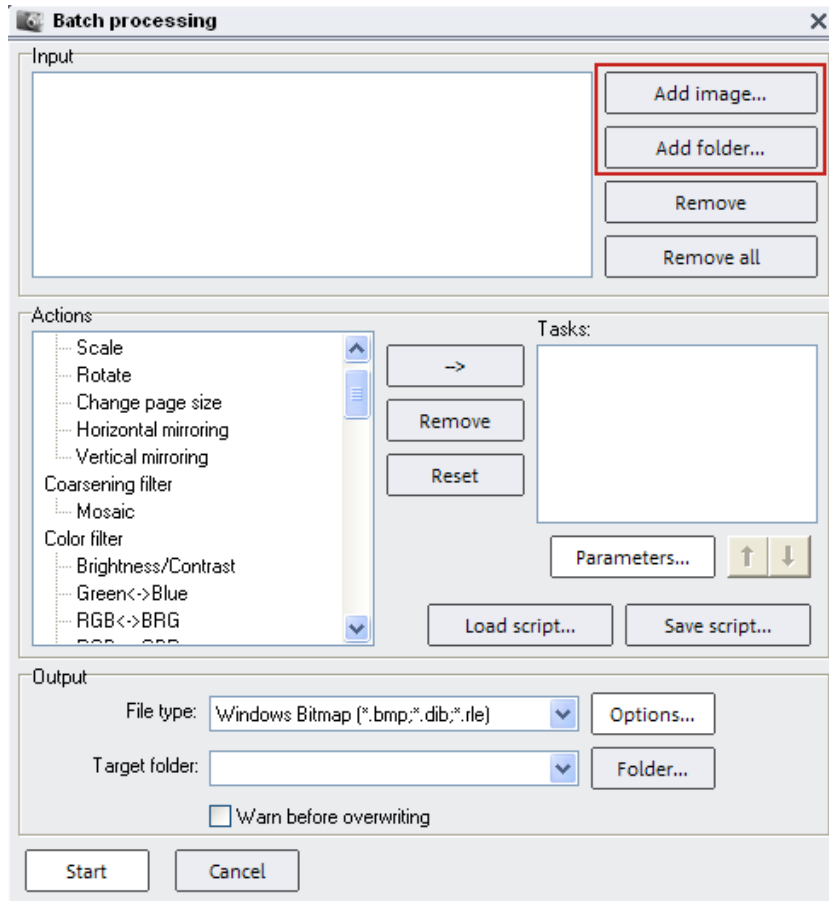
In every one of these use-cases there's a step-by-step explanation which can be supplemented if required with brushes or other suitable tools at different strengths and using varying painting shapes.

A small, soft brush is preset as the red-eye removal tool, which prevents painting over the edges, which would smudge the white of eyes.

Sometimes the tool sizes provided have to be adjusted to your templates.

Note: Red-eye distortion can be fixed because the tool removes all the red parts from the selected color spectrum. For this reason, you can turn really bad red-eye into the deepest black, if you like.

Editing multiple pictures at a time or "batch processing"



Do you have lots of pictures to which you want to apply the same change, like, picture size, 90° rotation, brightness & contrast adjustment or increase picture sharpness. These are the typical areas of application for so-called "batch processing". In MAGIX Photo Designer 7 you'll find the point "Batch processing" in the "File" menu.

The following example demonstrates the usage of batch processing in scaling, i.e. changing the picture size. You start by selecting pictures using the dialog window of the batch processing function and clicking on the "Add picture" or "Add folder" buttons.

Tip: If you use the thumbnail view of your browser, it's easier to find the pictures you want.

Select "Scale" from the "Actions" dropdown menu to change the picture size. In "Parameters" you can fine-tune your input. In our example, we enter the desired picture size. Make sure that the checkbox in the "Aspect ratio" field is ticked. Then enter only one value, either the length or the width.

Now select the file type and the target folder where you want to store your picture after batch processing. Click "Start". Your pictures will then be converted at lighting speed and saved to the target folder.

Detailed image editing

With "Tasks" you'll find six practical options for editing photos in detail in the Task Assistant:

- **Create panorama picture** – We show you how to make a panorama picture from multiple source photos.
- **Crop person/object** – cut, move around and effectively insert elsewhere.
- **Design picture title** – Text design with individual layouts. Carve lettering into your photos!
- **Brighten areas** – because some pictures need a bit more light to brighten up dark corners.
- **Remove scratches and stains** – give your analogue pictures a chance: Scan them in first, then restore them in style.
- **Clone** – Remove annoying objects from a picture simply by moving the mouse over the affected pixels and copying a different section (fantastic for retouching blemishes on skin).

Panorama



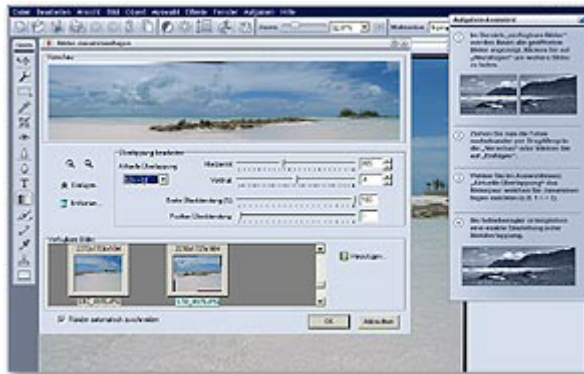
It's no coincidence that panorama shots of vast uninhabited expanses and grandeur evoke our most romantic and happiest memories of utopian sunsets and daring climbing adventures from previous holidays.

MAGIX Photo Designer 7 provides all the romantics and hobby photographers with an enormously able tool for creating personal panorama pictures. You will, of course, need several interconnecting photos.



Tip: You should only take photographs in landscape or portrait format. Make sure the photos are slightly overlapping when taking the shots. In the program you can move the pictures around horizontally or vertically, letting you position the identical picture portions on top of one another. Keep an eye on the lighting and adjust the exposure time according to the direction. Stay on one spot and try to move as little as possible when taking the other shots for your panorama picture.

Panorama: This is how you do it!



You can open the panorama picture creation dialog either via "File > Panorama" or by using "Tasks > Create panorama pictures".

All of the pictures that are already open in MAGIX Photo Designer 7 are automatically displayed in the browser of the new dialog window. From there you can use the mouse to drag them one after the other into the preview list.

First sort out the order, then take care of the transitions.

You can horizontally and vertically define every transition individually. To do so, you should always select the correct current overlap, for example, [1]<->[2], [2]<->[3], then all you have to do is move around the faders. That's it.

Tip: If you are a user of MAGIX Photo & Videoshow deluxe, why not just use this ideas for your slideshow: Add a camera movement to your panorama picture in MAGIX Story Maker.

Crop person or object

With the lasso you can catch runaway horses just like a cowboy or fish out objects or people from photos. Just use the lasso tool from MAGIX Photo Designer 7, it's perfectly suited to it. You can instantly crop any mask you like and then insert them into other photos.

Note: A "mask" in MAGIX Photo Designer 7 refers to the clipping of a picture that has been selected for the original. Clippings can be

created in different ways, for example, with the mask tool that always drags up a quadratic shape and is therefore called a "Rectangle mask".

Object from mask

To be able to crop the "mask" as an "object", you have to right-click on the mask and select "Object from mask" in the context menu (alternately via "Object > Create > From mask"). The object now has orange handles and can be moved around with the mouse. It is now a layer on the picture. All object layers are visible and selectable in the Object Manager.

Insert object and set edge blur

You can select an object using the mouse and insert it elsewhere.

For example: **Cut** using the key combination Ctrl+X and **Insert** into a different picture with Ctrl+V. An inserted cropped object can be made less obvious by using a vignette. A vignette creates blurring at the periphery of the picture, i.e. a color gradient around the object. You can freely specify the pixel magnitude of this gradient. You'll find the vignette in the menu bar under "Object" > "Vignette". Your object has to be selected in order to be able to use the vignette.

Freehand

When you select "Crop object/person" using the lasso tool via the Task Assistant, you create a **freehand mask**.



Crop the object as precisely as possible by using the tool options of the lasso. You can insert or remove sections after selecting the freehand object.

So, if you ventured outside the desired object border, the protruding part can be pinpointed and removed from the object mask.

*Photo 1**Photo 2**Photo 3*

Step 1: Photo 1: Here, a photograph was taken of the room and we see that the bright light from the window has caused the rest of the picture to be overexposed.

Step 2: Photo 2 was taken with a small lens aperture for less light so that the interior is in complete darkness, but the window, as expected, is less lit and what's outside can be seen clearly.

Step 3: The photo montage in picture 3 involves the window from photo 2 being cropped as an object using the lasso tool. Then the object is cut out and inserted into photo 1.

Step 4: By double-clicking on the object, handles will appear to its sides, which can then be used to scale the object, that is, you can move it around precisely and rotate, stretch or tilt it any way you like.

Tips for transforming objects



To transform objects, you have to open the tool shown here for selecting and manipulating objects.

If you select an object on the workspace, orange-colored handles will appear to its side.

You can now access a large amount of tool options:



Hint: If you can't see the tool options, you will have to make them visible by selecting "Tool options" from the "Window" menu.

If you move the mouse over the individual symbols, a "tooltip" will tell you what the option can be used for. Why not simply try a few of them out? You'll probably find the options for perspective distortion quite interesting, but you shouldn't miss the mirroring and rotating options either. You can also use the lock to scale pictures proportionally or block distortions being made.

You can change the order of the objects by using the last two buttons on the option list.

Multiple objects on the workspace

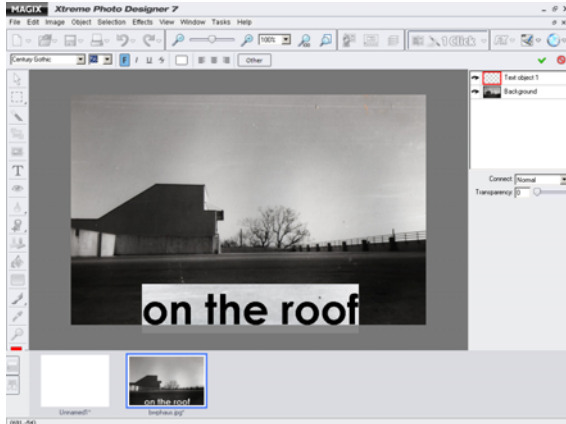
Objects can also be selected by right-clicking the mouse in the context menu. This means: if, for example, the background and two additional objects cover one another on the workspace, then all three layers will be shown in the context menu and can be opened from there. This is a practical function if you're in danger of getting lost among the jungle of objects in a photo montage.

Add name

Before starting, you should give your objects names in the Object Manager, otherwise the individual layers cannot be differentiated from one another. They can be renamed by right-clicking on the object in the Object Manager.

Tip: This is how to create shadowing around objects: Select Object > Add shadows from the menu list.

Design title of picture



Those of you who enjoy creating invitation cards will most likely also enjoy using the text option of MAGIX Photo Designer 7. Start the title design either using the Task Assistant or using the text tool.

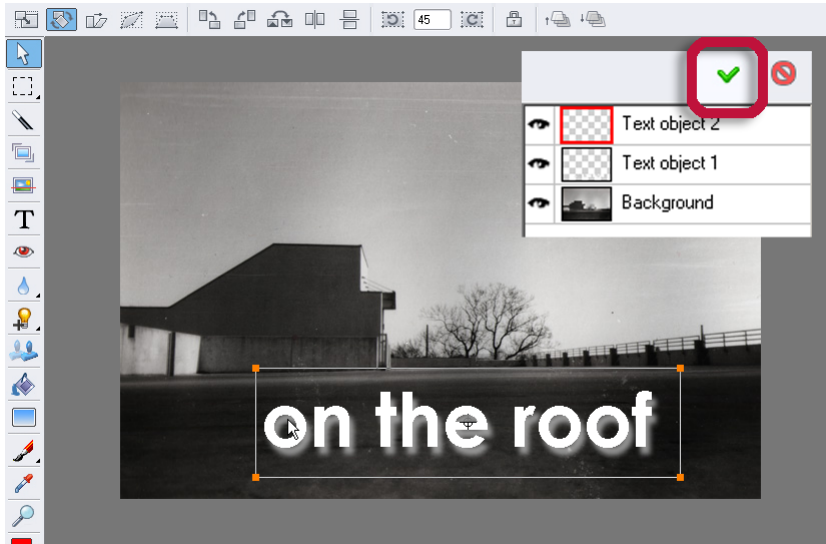
Start wherever you like, the text can always be moved around as a separate object later on. (Want to find object? – Always via the Object Manager – see red marking)

Tip: When you open the text option using the text tool from the toolbar, you can experiment around with shadow as well. Use shadow with a similar colour to get smooth, unfrayed borders. Try out the different settings for letter shadowing, e.g. edge blur, distance and transparency.



Once you've confirmed the text object (see figure below), the text will become a mask and can be moved around like an object.





After double-clicking you can scale, rotate or tilt. When masked, the text objects can also be deleted: simply press the Del key.

Reshape texts

Among the new feature is an option for distorting the perspective of the text. After creating and confirming a text object, it is masked on top of the picture background. Double-clicking or using the object transformation tool creates an object frame with orange-coloured handles that surround the text object.



Select the symbol shown here from the tool options for perspective distortion. Then grab one of the small orange handles in the corner of the object frame using your mouse and drag it in or out, the result can be seen in the picture.



Selectively brighten areas

Brightening things up is all well and good, but what do you do when only specific areas on the picture are in the dark, picture borders in particular.

The solution is simple: You can selectively brighten an area. In the example below, the photographer wanted to catch the dusky atmosphere of the beach, but the back border portion of the photo turned out too dark. The light ratios weren't precise enough, so more targeted help was needed. All in all, the picture was brightened up a little, however, a bit too strongly on the buildings and trees in the background.

This is how it was done:

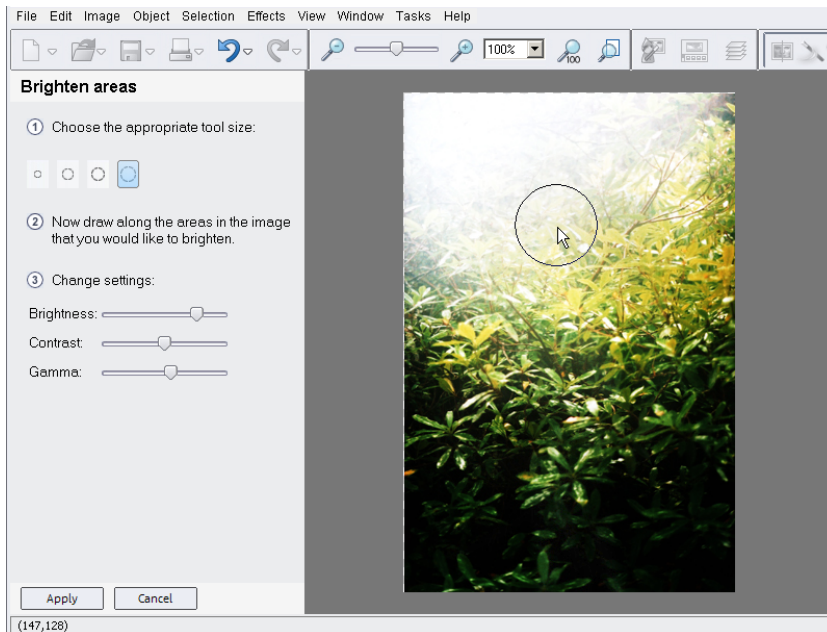
Select "Detailed image editing > Brighten areas".

Step 1: Choose the appropriate tool size.

Step 2: Move the brightness, contrast or gamma faders to get the look you want.

Step 3: Now mark the areas that you wish to brighten using the tool. The effect can be noticed immediately.

Step 4: Do some fine-tuning using the brightness, contrast and gamma faders until you have the desired result. If the changes are not precise enough, change the size of the tool.



This way you'll be able to see the interior much more clearly. Here we see the outside of a tavern. You can't see any of the inside of the tavern in the photo. Just select the windows and brighten up the scene as described previously.

Isn't it amazing how much image information that could still be retrieved?! In the example, brightness and contrast were first applied to the entire motif and then the windows and doors were polished with the paintbrush and "brightness" effect.

Removing scratches and stains

The Task Assistant provides you with a tool for retouching and applying soft-focus to picture errors. We also recommend three tools from the preset toolbar which can be used to restore: the brush, colour-picker and colour gradient.

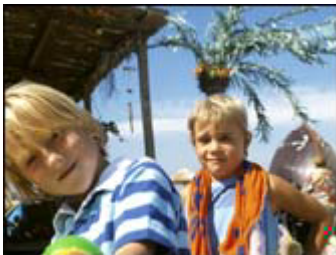
With the colour picker you can select a colour from anywhere on the screen. If you now use the brush to paint, it will apply this exact colour. This way you can skilfully paint over stains, spots, blisters and other sources of irritation.

Tip: Use the magnifying glass for detailed tasks like this and use a high zoom factor to catch exactly the colour you want and paint over single pixels that you want to get rid of.

Cloning

To match our previous topic, "Remove scratches and stains", we'll now have a look at an alternative editing option for retouching pictures – this can be found in your Task Assistant under "Detailed editing" > "Cloning".

Here you can also get rid of larger distortions. If you want to clone something, you'll need the stamp tool. A usable reference point is required for cloning. In the example below, the problem is that it looks like there's a palm tree balancing on top of the guy's head. This needs to be erased. The sky in the background is perfectly suited as a reference point. In the end, there'll be two pieces of sky: the original and the clone covering the palm tree. And the best thing about it is that you'd never know there was one there in the first place.



Tip: You can use this to retouch really small defects, for example, blemishes on skin. Select a reference point from the immediate

surroundings of the defect. Zoom into the picture and precisely paint over the distorted points.

This is how it works:

- Select "Effects" > "Clone"
- Select a reference point with the mouse for cloning
- Then click on the object you wish to retouch. You should now have two points selected at a specific distance from one another.
- You can now move the mouse over the object you wish to remove while holding down the mouse button. Here, the pixels from your first reference point are applied to where your mouse goes.

Effects & Filters

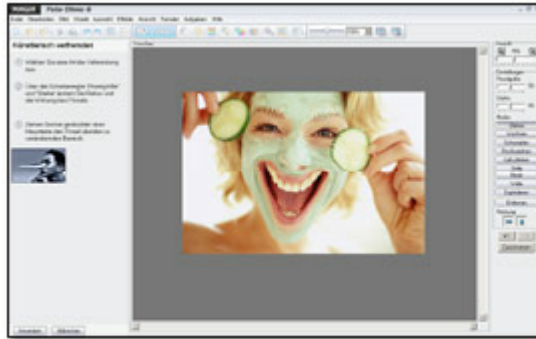
MAGIX Photo Designer 7 has an Effects Browser that quickly guides you to where you want to go and provides playful tools like "Liquid colour" and "Transform into painting". You've experienced some of them already in the introduction.

Under the menu point "Individual picture creation" you can access these special MAGIX Photo Designer 7 features and then employ the help of the Task Assistant to assist you in implementing them professionally. The options in this section are exciting, new and easy-to-use.

In the menu of the Task Assistant you'll find four practical options for uniquely and creatively transforming your pictures:

- Artistic distortion – With "Liquid colour" you can conjure up bizarre pictures and shapes from your motifs.
- Transform into painting – Learn to appreciate the finer side of image processing with the effects brush for user-defined size, direction, transparency, colour and paper structure. The modern way to "Modern Art".
- The rotation effect lets you see the other side of your pictures!
- Emboss – Add structure and stress to your pictures with the light source, reflection, depth and smoothing options, which help you emboss a material character into them.

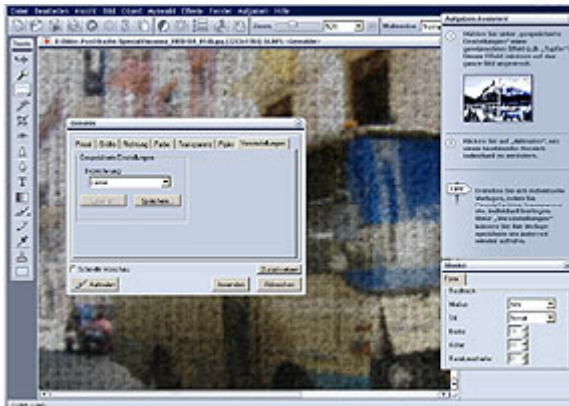
Surgery without artistic malpractice



Cheeky fun effects are the results of artistic distortion. Whether it's bumps or explosions, your photos better be prepared for some heavy-handed action and one or two surprises. Use the "Reset" button to revert your photo back to its original state. With "Delete" you can repair the bumps and explosions precisely the way you want. Practical for correcting small mistakes here and there, and not the entire work.

Tip: Use the forward and back arrows to undo or redo each and every step you take and fix mistakes without having to start from the start.

Turn new into old – Transform photos into paintings



There's a very comprehensive feature to be found in > Paintings. This is because it consists of a dialog window with diverse presets, which pictorially change the optics of your motif: there are various materials like pastels, oils or crayons, various structures like leather, coarse wallpaper or canvas. If you select one of these settings, it will be applied to your entire picture as an effect. But you can also use > "Paint" to apply the effect to a specific area.

Our favourite effect: Newspaper print!

Emboss



The previously colourful picture of an old Cuban car has been decolorized and stylised using "Newspaper print" ("Transform into painting").

The depth of the picture was then changed using the "Emboss" tool.

This transforms the photo into an eye-catching screen print. With "Emboss" you can apply extreme filters to your pictures, quite original if you like strong picture effects.

To finish, shadowy lettering was positioned in bright red and then rotated, tilted and distorted.

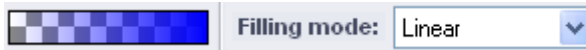
Colour with colour gradient

Finally, we'll take a look at colour gradients in the Effects and Filters section. MAGIX Photo Designer 7 has a number of spectacular colour combinations which let you create your own designs in no time. It's especially suited to creating personalised CD covers or for colouring less successful border gradients. One example would be a sky that is totally white as a result of overexposure. A blue colour gradient can colour in the sky later on.



You can use the colour gradient tool in MAGIX Photo Designer 7 to select various preset gradients. The options can be found in the tool options list. We recommend using "Glow 2", "Transparent Blue" or "Alpha Blue" for the sky, all of which can be seen in the example.

Select "linear" if you want to add colour along a line or at the picture border. Additional modes are quadratic, square, etc., which can be used to design or just edit graphics in general.

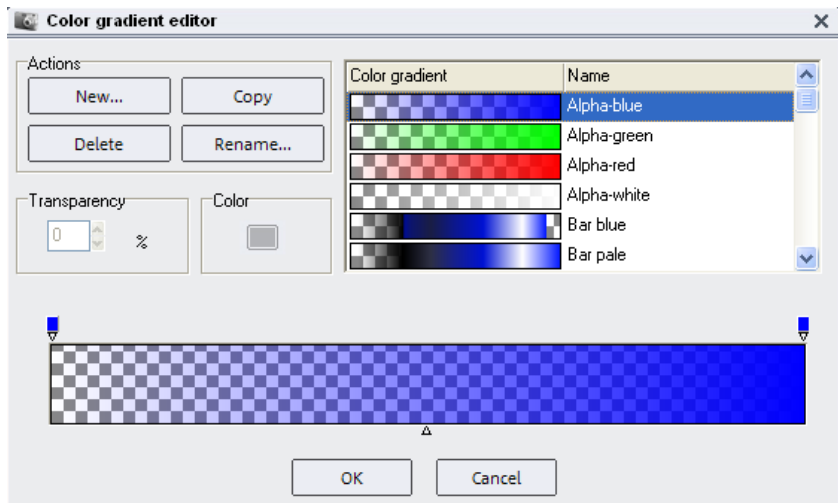


To define your own gradients, click on the option field of the colour gradients and open the Gradient Editor. Once there, click on "Edit" and create your own colour combinations for unique colour gradients.

To apply the gradient, select a starting point with the mouse from which the gradient should start and then drag the gradient across the picture (by clicking and holding down the mouse button).

The gradient is applied to the entire breadth, unless you previously added a mask to the picture, which would result in the colour gradient only being applied to the mask.

Colour gradient editor



In the colour gradient editor you can exactly specify the start and end points of your colour gradient and even improve the individual colours of each section.

First, you should define the transparency of your colour gradient, for the starting point and end point as well. This is decisive as not every gradient should cover an entire picture. For this reason the gradient

should start 100% transparent. This can be implemented effectively using the preset gradients with the description "Glow".

Change image format

The Task Assistant provides you with five options under the "Change picture format" menu point: Rotate picture, mirror picture, cut picture, scale picture and change aspect ratio. The first three options are so easy that they don't need any further description at this point.

To differentiate between "Scale picture" and "Change aspect ratio" you should use the following example.



To the left you can see the sample picture with its original aspect ratio of 4:3. The photo has 1600 x 1200 pixels in the original.

Scale image

Original size: 448 x 336 **1**

Set new image size:

Width: x height **2** Pixels

Width: x height **3** %

Keep aspect ratio

When scaling a picture, you change the actual picture size and the number of pixels with it. In the example **just one** parameter was changed: the height.



The picture's height has been stretched.

If you keep the aspect ratio by checking the corresponding box, the height **and** width are changed proportionately to one another. To stay with the same example, reducing the height to 900 pixels would result in the width being reduced to 1200 pixels.

If, on the other hand, you change the page size, your side areas of the picture will be cut, thereby changing the page ratio and the size of the working area. There are two options here:

Either you set the page size as **user-defined** and specify the width times the height or you select a **standard format**.

Change page size

Original size: 448 x 336 1

Positioning:

Center 2 ▼

User defined:

Width: Height: 3 Pixels

Choose a standard format:

▼

Crop overlapping borders

Picture 1: In the first case, the user-defined variation, you can enter any picture size you like (3) and specify the exact clipping of your picture by specifying the placement (2): centered, top left, top right, top center, ... bottom and so on.

In our example, the result remains the same. The borders of the picture are cut off at the top and bottom. A 16:9 format was created.



Change page size

Original size: 448 x 336 **1**

Positioning:

Center **2**

User defined:

Width: Height: Pixels

Choose a standard format:

16:9 **3**

Crop overlapping borders **4**

Picture 2: In the second example when selecting a standard format (3): quadratic 1:1, landscape 3:2, 4:3, 16:9 or end-wise 2:3, 3:4, 9:16, you save having to calculate the size and can optimize the picture by setting the size to the standard values. You can specify the placement just like in the first example (2). Set the tick (4) to remove the undesired picture areas.

Note: 16:9 is today's normal format for widescreen TV screens. The corresponding image processing is sensible if you want to create matching DVD menu background pictures for slideshows in 16:9 format.

Screenshot function

MAGIX Photo Designer 7 has a nifty screenshot function which can be started via > "File" > "Screenshot".

You can select from a number of input options in the dialog window to take a photograph either of the entire screen, the active window or the content of the window. It's possible to use the mouse pointer for this.

Set a "hotkey". The hotkey is a key which can be used to make screenshots. Put a tick beside "Repeat" to take multiple screenshots one after the other.

You can save the whole thing in one place and in the file format of your choice. Select a format from the dialog window and set the storage area.

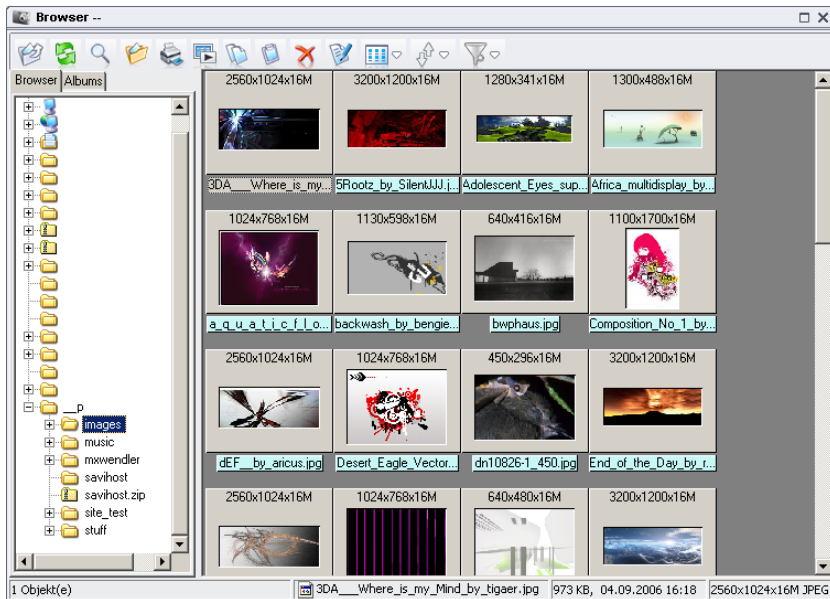
Working with the Browser

Exactly as in Windows Explorer, you can navigate files with the help of a file tree system in MAGIX Photo Designer 7. Using thumbnails, you can organise, open, edit, and print images or add a description, organise into albums, and view photos as a slide show.

With regular use, large image quantities can be organised easily and efficiently.



Open the browser by clicking on the browser button in the effects bar (on page 78).



The Folder View

Folder

By selecting the folder tab, the computer file system can be viewed in the "tree" format. The contents of a marked folder are displayed in the file list.



You can use this button to go **one level up** in the browser.



With this button you can reload the file list.

Album

Select the **album tab** to see all existing albums. Albums can also be organised in specific hierarchies.



Create New Album: By selecting "New Album", you create a new album in the current directory which remains in rename mode until it is assigned a new name.



Create New Folder: To organise albums in specific hierarchies, you can create sub-files here. This way you can, for example, place albums with similar themes into one folder.



Add Image(s) to Album: When an album is selected, click on "Add" and the "select images..." dialog opens. Here you can drag & drop files or click on "add" or "add all" to add an image. To verify, click "OK"

Delete and Rename Folder and Album: After right-clicking on an album or folder, a pop-up menu appears where you can delete or rename the album or folder.

The File List

The right side of the browser window contains the file list, detailing the contents of the currently marked folder or album.

Views



Images (and other files) can be displayed in 5 different views.

Thumbnails: Images are displayed as miniatures, other files are displayed as symbols.

Other views include:

- **Tiles**
- **Icons**
- **List**
- **Details**

The details list offers up to 6 file information columns (file name, size, type, date last changed, properties, and description).

Sorting a column is achieved by clicking on the column title. A further click reverses the sequence of items. Columns can be hidden or displayed in the column sub-menu.

Selecting Images

- Select a file with left mouse click.
- Select a file area by selecting further images while holding down the <Shift> key.
- Select any files by selecting while holding down the <Ctrl> key.

Search photos



The search function is a great assistance in finding photos.

Enter any part of the name of the file you are looking for in the "File name" field. The search will produce a list of matching images shown in thumbnail format.

If you are working in album mode, you can insert the search results into the **Selected photos** field and add to the current album by pressing **OK**.

This function can be opened directly, without having to first open the browser, by selecting the "Search file" menu.

Open



Open the marked image for editing in MAGIX Photo Designer 7 using the "Open" button or by double-clicking a file.

Print



The "Print several images (on page 49)" window opens when you press "Print".

All selected images are located in the miniature list and can then be assigned for printing.

Add to current album

Use "Add to current album" to add selected images to the active album, by opening the folder and album views and marking one or more images.

Slideshow



In "Slideshow", you pictures can be played back in a straightforward slideshow.

All ticked pictures will be included in the slideshow. If you remove all ticks by clicking once on an empty space in the list, all photos located in the file/album will be included in the slideshow

Using the previous/next buttons you can skip or go back to earlier pictures during the slideshow.

The slideshow configurations can be set under "File menu > General settings " on the "Slideshow (on page 92)" tab.

Copy, Paste, Copy to..., Move to..., Delete and Rename Files

By pressing "Copy" in the pop-up menu, the marked files are copied to the clipboard. "Paste" inserts files from the clipboard into the folder/album.



Buttons for "Copy to...", "Move to...", "Delete" and "Rename"

If you select "Move to..." or "Copy to..." a dialog window appears for the selection of the target folder. Confirm with OK and the selected files are moved to the target folder and deleted from the output folder. "Copy to..." places a copy of the files into the target folder. "Delete..." moves the selected files in the file view into the waste paper basket (after confirmation). In the album view, the files from the album are deleted, but remain on the data medium. "Rename..." allows a new file name to be assigned.

"Rename" is only available for selection if one file is selected. You can then assign a new file name.

Rename Sequence

If several files are marked, they can be renamed as a unified sequence.

In the "rename sequence" window, you can specify a template for the new file names. All occurrences of the # symbol are replaced by sequential numbering whose initial value can likewise be set. When no # symbol is displayed, the numbering is added to the end of the new name. The file extensions remain.

Description

All files (images, other files, folders) can have their own description added to them. Click with the right mouse button on a file and select "description...", and a text window opens displaying the current description text for editing.

The description belonging to a file is indicated in the browser status bar, in the file tool tip, and in the detail view of the description column.

Note: The descriptions are stored in the `descript.ion` file.

This format can be used by other programs (some file managers and some image management programs). The descriptions can be read and edited in these programs.

As long as you copy, shift or rename files in the MAGIX Photo Designer 7 browser, the file descriptions remain. With file operations

in Windows Explorer or other programs that do not recognize the description files, the descriptions are unfortunately lost.

JPEG Transformations

The JPEG format compresses an image to a smaller size, with some reduction in image quality as a result. The image quality reduces each time it is saved as a JPEG due to the technical nature of the format. The options found here allow you to transform the image without repeatedly compressing the JPEG file.

Options include: Horizontal and vertical mirroring, and 90° and 180° clockwise or counter-clockwise rotation.

Sorting



You can sort pictures in your browser by setting sorting criteria using the "Sort" button.

The following criteria are possible: File name, file size, date, file type, properties, image width/height or size, bits per pixel, or the image description.

Filter



Allows you to set the type of file displayed.

Image Information

If you glide over a file with the mouse cursor, a reference display window appears in which the file name, image size, depth of colour, type of file, file size, and description are indicated (image size and depth of colour, of course, only for images).

The Status Bar

The status bar displays information about the currently marked file.

From left to right, the fields contain:

- The number of files in folders/albums or the number of marked files
- The file names or the file path (for albums)
- File size and the date of the last change
- Images: Size, depth of colour and abbreviated file format
- The description, if available

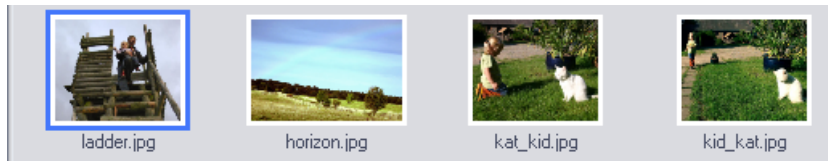
Working with Images

This section briefly describes the MAGIX Photo Designer 7 options for importing and creating images, as well as changing their scale, page size, and shape.


Show images

A loaded image will be scaled in such a way as to be completely visible in full screen mode.

You can load as many images as you like into MAGIX Photo Designer 7. At the bottom, you will find the **film strip view**, where all loaded pictures will appear as thumbnails. You can toggle between the thumbnail images by clicking on them.



You can view the loaded pictures simultaneously by selecting an ordering scheme (next to each other, overlapping, stacked, tiled) under "Window > Order". Clicking on a picture selects it as the active picture for editing, and it will appear with a lighter frame around it.

-  To view an image maximised, use the "maximise" symbol in the top right corner of the picture window.

All other screen elements (like toolbars (on page 78) and tool windows (on page 78), effect browser (on page 78), object manager (on page 78), film strip view (on page 78) and brush palette (on page 78)) can be brought to view or hidden on command in "Window menu".

You can zoom in and out on every image using the mouse wheel or the +/- keys in the number pad.

You can also use the zoom slider or the zoom tool provided.



By pressing the **space bar**, the mouse cursor is transformed into a hand, which can be used to move sections and cut-outs.

Create, load and save pictures

Create



Select the "File -> New image..." menu item or press the appropriate button in the "Standard bar".

In the dialog that appears, you can either select a size from a list or enter an individual size, choose a "Paper colour" and set the print resolution in dpi.

Load

Select the option with the same name in the "File" menu to open a file dialog. MAGIX Photo Designer 7 can accept the following formats at this time:

BMP, DIB, RLE, JPEG, TIFF, PNG, TGA, PCX, PSD, IFF, LBM, RAS, WMF, EMF, PPM, PGM, PBM, Photo-CD, and its own PAI (*.pai) format.



Use the browser (on page 39), opened by clicking the browser button, to easily select and search the files you are importing.

Save

Select "File > Save" to save an image, or choose "File > Save as" to save it with a new name. MAGIX Photo Designer 7 can save in the following formats: BMP, JPEG, TIFF, TGA, PCX, PNG, PSD, RAS, PGM, PPM, and its own PAI (*.pai).

When you save an image, you have the option of either overwriting the original file or making a copy.

Save for Internet

You can open the **JPEG Export Assistant** via the menu "File > Save for Internet". This will help you find the correct JPEG correction factor.

The original image and the compressed image are displayed side by side so you can see how each selected compression factor affects the quality of the image. This feature enables you to determine the optimum compression while maintaining a reasonable level of quality.

The "Output" box displays the resulting file size as well as the corresponding Internet download times at various transfer rates.

Note: Saving a JPEG image in progressive mode affects the way it loads when viewed with an Internet browser. It will first appear at a coarse resolution and will gradually improve as the page loads.

Keep Exif Camera Information

The EXIF (exchangeable image file) format is an international standard that enables meta-information to be encrypted in the file header or application segments of a JPEG file. This meta-information supplies information on the shutter speed, aperture setting, and the date and time the photo was taken.

Import Images

Import Images via TWAIN Interface

By using "File > Import > TWAIN" you can import via Twain-compatible sources (practically all scanners and some digital cameras) with "Select source..." and "Acquire...". A device-specific dialog automatically appears.

Creating Screenshots

By using "File > Import > Screenshot" a dialog appears for setting screenshots. MAGIX Photo Designer 7 can "photograph" either the entire monitor screen, the active window (with frame) or only the contents on screen.

This is possible via hotkey or timer (between 1 and 1,000 seconds) functions. If the mouse pointer should be included, activate the appropriate check box. After clicking the "Start" button the desktop will be displayed and the screenshot created either after the timer has elapsed or the hotkey is pressed.

Print Images

Printing an Image

By using "File > Print..." a dialog appears offering a print preview of the current image. Positioning and scaling should be made prior to printing.

Shortcut: Ctrl + P

A Pop-up menu appears when you right-click on an image. Image placement and proportional scaling can thus be made.

The tool bar

The printer, paper adjustment, and additional printer-specific settings can be changed in the toolbar under "Setup...". Pressing "Print" sends the preview to the printer.



The "Automatic new layout" button repositions all images according to the "Layout" tab settings (only available with "print several images (on page 49) ").



The "Align on grid" button can be pressed in the toolbar. The image is subsequently aligned on a grid when you move the mouse.



The size of the preview can be changed by using either "entire page", "increase view", and "decrease view".

The Index Tabs

Current Image: Here you can indicate the exact position and size of the image on the paper in millimeters or inches. Alternatively, the image can be shifted and scaled using the mouse.

Underneath each active image you can enter text in the text field. Image-specific information can also be inserted automatically in the form of TAGS: Click on the TAG>> button and a pop-up menu opens offering tags for image name, file path, image dimensions, depth of colour, resolution and file description. The text field indicates the existing TAGS. The text generated is displayed beneath the image in the print preview.

The selectable font and text alignment applies to all images on the page if several are present.

Text: A headline or a subtitle can be added to the page to be printed. The standard text which appears under the images can also be specified.

Settings: The grid size and parameter dimensions can be specified in millimeters or inches under "Settings".

Layout: (only with "Print more images") If you would like to print several images on a page, you can specify the number of lines and columns the paper should contain as well as the spacing between images.

Print several images

Using "File > Print several images" allows you to place as many images (for subsequent printing) in a preview as you wish. Besides all of the properties available at "Print one image", the following are also of help:

The Thumbnail Bar

Initially, no image appears in the preview. All images opened in the editor are thumbnails in a bar to the left of the screen (or all marked in the browser if called up from the browser).

You can drag & drop individual or several images into the preview. Multiple images are arranged according to the "layout" tab setting.

If images are marked, they are also placed on the page by clicking the "Arrange" button.

The "Add" button is useful for printing several images. Click on "Add" and the "Select images..." dialog opens. Here you can select and search for further images. The images can be positioned either by drag & drop, by clicking on "add" or "add all" in the "selected images" field. The selected images are then available in the thumbnail bar.

Create Panorama Pictures

The "File > Create panorama pictures" menu item opens a dialog, enabling easy creation of photo montages by gluing images horizontally to create a panorama.

The window consists of three parts. At the top is the preview in which you can shift the currently visible cut-out with the mouse. The two magnifying glass buttons allow you to increase or decrease the size of the view.

In the lower part of the screen (as with Print Multiple Images (on page 49)) is a bar with thumbnails of all images opened in the editor from which you can click on "Add" and select the images to be added.

Multiple or large images should not be opened with the Editor. Instead, add them here.

Images can be added in a sequence from right to left via drag & drop or using the "Add" button.

The middle part of the window contains the control functions for positioning and overlapping individual images.

Since images are inserted from the right, you can correct errors at any time with the "Remove" button.

As soon as at least two images are in line, an overlap can be selected for editing, starting between image 1 and image 2.

The "vertical" fader changes the vertical alignment (measured in pixels), i.e. the right image is shifted upwards or downwards. The "horizontal" fader sets the overlap of the two images (also measured in pixels). Both images merge into one another within the overlap. You can adjust the overlap with more precision using the "width crossfade (%)" and "position crossfade" controllers. If the crossfade does not cover the whole width of the overlap, reduce the width with the automatic controller. If the crossfade is smaller, specify the position using the position controller.

Furthermore, dead areas created from different image heights and vertical alignments can be cut away by activating the "cut edges automatically" option.

Creating a Panorama

To create a panorama with images from your digital camera, photograph a set of images with an overlap of about one-third of the screen of the previous image (when using wide-angle lenses, exceed one third overlap). Make sure the brightness of the images is consistent by setting the aperture and exposure time. Correct any discrepancies by using the brightness/contrast effect.

Now load the sequence of images, as described under "Create panorama pictures". Select the overlapping sequence while using the horizontal and vertical automatic controllers to look for suitable positioning.

Deform pictures

Scale

To change the size of an image, select "Image > Scale" and in the dialog window enter the new size and print resolution.

Shortcut: Shift + S

Rotate/Flip

Read more about the rotate and mirror options in the sub-menu "Image > Rotate/Mirror".

Using "Rotate freely..." the image can be rotated at any angle. A small preview shows the result. When "automatically clip edges" is marked, the preview displays the clipped image by using ledger lines.

Shortcuts

Rotate freely..	Ctrl + R
Rotate 90° left	Shift + W
Rotate 90° right	Shift + R
Rotate 180°	Shift + E
Horizontal mirroring	Ctrl + M
Vertical mirroring	Ctrl + J

Page size

If you change the size of an image with "Image > Page size...", the image is not scaled but placed within the new dimensions in the way specified at "Positioning". You can keep the aspect ratio or use one of the standard formats that correspond to typical screen and photo aspect ratios.

Keep the current aspect ratio or select one of the standard formats that correspond to typical screen and photo aspect ratios.

Shortcut: Shift + P

Crop to mask

The "Image > Crop to mask" menu item requires a mask. If a mask exists, everything outside the mask is removed from the image.

Shortcut: Shift + C

Working with the Mask

If a mask exists, only the area covered by the mask can be edited, while other areas are protected. However, a mask can be defined only on the main image and not on objects.

Additionally, you can create objects from masks, see Working with Objects (on page 56).

Select all

Selecting "Menu selection > Select all", the entire image will be masked.

Remove mask

You can remove the mask by selecting the option "Menu selection > Remove mask". Adjustments apply to the entire image.

Shortcut: Shift + Del

Invert mask

The command "Menu selection > Invert mask" inverts the mask, selecting all the points of the image that were unselected in the old mask.

Shortcut: Ctrl + I

Create mask from object

Select "Selection > Create mask from object" to make a copy of the active object which then serves as mask.

Mask > Expand/Reduce selection

In the dialog window under the menu item of the same name in the "Selection" menu you can specify the number of pixels by which the area selected by the mask is to be expanded/reduced.

Vignette

Vignetting ("Selection > Vignette...") blurs a band of variable width along the edge of the mask.

Loading/saving the mask

You can save a mask for later use by selecting "Menu selection > Save mask".

The Mask Tools

There are four different tools in the tool bar for specifying masks, which can each be further specified in the tool setting (on page 85) bar.

Auto scroll

It can happen, that you wish to apply a mask to a picture in zoomed-in mode, which will result in parts of the mask lying over areas of the image that are out of view. To do so, drag the mask slowly almost to the end of the current image view, and using the "Auto scroll" option, you can cause the image view to move automatically with the selection.

Rectangular mask/round mask



Use these buttons to create rectangular and round masks.

Draw a rectangle with the mouse over the area where the mask should be. To make an ellipse, drag the shape starting from the center. Pressing Ctrl during this process creates squares or circles. More about settings options in Tool parameters mask (on page 85).

Lasso mask/Magnetic lasso



The lasso mask lets you draw along the border of the desired area.

When the mouse key is depressed, the line follows the mouse pointer. When you release the left mouse key, you can draw a straight line. If you use the **magnetic lasso**, the line snaps to the edges of the image, i.e. those pixels that strongly differ from their neighbouring ones. Finish the lasso selection with a double click. See Mask Tool settings (on page 85).

Magic Wand



The Magic Wand masks the area around a clicked-on location in which the deviation of the colour values is smaller than those set in the tool window.

Setting options see Mask Tool Settings (on page 86)

Brush Mask



With the Brush mask you can paint the mask with your own paintbrush which you can select independently from the paintbrush or pen.

Setting options see Mask Tool Settings (on page 86)

Working with Objects

Objects in the image are the basis of flexible, object-oriented image processing. Objects are images or image areas which independently lie over the main image. In this form they can be moved about, deformed, vignetted, painted or retouched freely without the main image being affected. Only when the objects are reunited with the image is the main image changed.

Creating Objects

Objects can either be created from a complete image (menu: "Object > Create > From image") or they can be defined areas which are copied out of the image. This defined area is always the current mask on the image (see Working with the Mask (on page 53)). Create a mask that covers the desired clipping and select the "Object > Create > From mask" menu item. The clip is then converted into an object and the mask is removed.

Shortcut: Ctrl + Up

Adjust shape



Move objects by clicking of the arrow button (Object mode) in the tool bar, then clicking on the object, and moving it with your mouse.

Using the mouse you can rotate, tilt, distort and scale objects. To distort objects with the mouse, select distortion mode in the Tool parameters > Object (on page 9). You can choose from: move, scale, rotate (90° to the right/left, 180°, numerical to the right/left), distort, and tilt horizontally or vertically.

The changes are non-destructive, meaning that the resulting files have the resolution of the original. Thus, if an object is reduced in size, and then blown-up again, this will have no effect on its picture quality. This is valid as long as no alterations to the image file (like painting, effects) have been undertaken.

Vignette

Vignetting makes the border around an object increasingly transparent. This allows softer integration of an object into the main image. Select "Object > Vignette..." to vignette and enter the width of the transparent band in the dialog window.

Apply Shadow

Select "Object > Apply shadow..." to apply a shadow to an existing object. In the associated dialog window you can set direction and distance, colour, transparency, and edge blur of the shadow. Check your settings with the "Preview" button. If you are satisfied with your settings, confirm with "OK" and the appropriate shadow object is generated.

Include/include all

To embed an object into an image, select "Object menu > Include". The selected object will be merged with the background of the image. By selecting "Include all", all objects will be merged with the background.

Shortcut: Ctrl + Arrow down

Object order

To determine and change the order and overlapping of all objects, the "Object menu > Order" submenu is available.



This function can also be activated with "Object to front" and "Object to back" buttons.

Copy objects from different images and programs

You can copy objects from different images by moving them using drag & drop onto an opened image window. (You can view all images at once by selecting Window menu > images "next to each other", "stacked", or "tiled".) You can also move objects onto the thumbnail image in the film strip view.

You can even move objects into other applications via drag & drop (for example, into a text processing program), as long as these support this action.

The Object Manager

The object manager is activated with "Window > Object manager". It presents current images as thumbnails placing the background at the bottom and ascending through the objects in the image, so that the object at the very top is represented by the top thumbnail in the object manager. The object manager allows easy handling of images consisting of a large number of objects without losing track of them.

The object manager consists of two columns. The left indicates visibility and the right the thumbnail and name of the object.

Selecting Objects/Background

The active object (= selection) is marked with a red border. Left-click on the thumbnail to make the associated object or the background active.

Visibility

Objects and the background can be hidden by clicking on the associated eye icon in the left column. Only inactive objects can be hidden. This function lets you edit otherwise covered objects and keep track of a complex project.

Connect/Transparency

"Connect" states how the objects or applied colours are connected to the background when painting, cloning or filling. The settings always apply to the current image and its objects. The following options are available:

Normal	The applied colour or the object covers the original image, just like in real painting.
Addition	The RGB colour values are added.
Subtraction	The RGB colour values are added and 255 is subtracted.
Multiplication	The colour values are multiplied and divided by 255.
Division	The larger colour value is divided by the smaller one.
Difference	Generates the difference between old and new colour values.
If brighter	A new colour in the original image is only covered if the new pixel is lighter.
If darker	The opposite of "If brighter".
Color	Colour tone and saturation of the applied colour or the object are combined with the brightness of the original.
Hue	Only the colour tone is changed; saturation and brightness remain as in the original.
Saturation	Only saturation is applied, the colour tone and brightness remain like the background.
Brightness	Only brightness is applied, colour tone and saturation remain like the background.
Invert	The colour is inverted and applied to the original.
Logical AND	The colour application is connected to the original with a Boolean AND.
Logical OR	The colour application is connected to the original with a Boolean OR.
Logical EXOR	The colour application is connected to the original with a Boolean exclusive OR.
Red	Only the share of red is used.
Green	Only the share of green is used.
Blue	Only the share of blue is used.


Transparency determines how much of the background comes through the applied colour or objects. 100% means fully translucent (i.e. normal translucency), 0% means fully transparent.

Context menu


Right-clicking an image or an object in the object list opens a context menu enabling quick access to frequently required functions for objects. In detail:

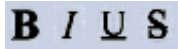
Object 1...Object n, background	All objects of the image and background are listed in the top part of the context menu and can be selected for editing.
Object from mask	If a mask exists, the masked area is converted into a new object.
Cut/Copy/Paste	This command lets you copy or cut an object into the clipboard and paste it into a different image.
Rename	You can use Rename to change the name of the object.
Arrange	Moves active object in Z-direction.
Delete	Deletes the selection (= active object).
Integrate	Connects the selection with the background.
Integrate all	Connects all objects with the background.

Working with Text Objects

 When you click on an image while in text mode you can enter text at this position.

The following text properties can be set in the text tool properties bar.

 Font type and size

 Style (bold, italic, underlined or crossed out)

 Alignment (right, center or left)

 Text color

To change these settings for an entered text you have to highlight the text first and then change the respective parameters.

You have to press the Enter key to switch to a new line. Line changes are not carried out automatically.

Click on the "Check" button to change text into a text object.

This object can be positioned, scaled, rotated, and tilted freely in the image just like any other object (see Working with objects on page 56). As long as the text objects are not yet added to the background, you can always change it by simply clicking into the text object.

Click on Cancel to leave the edit mode.



Text effects



"Other" opens a dialog where you can add a shadow or a 3D effect.

Shadow

Activate "Shadow" to apply a shadow to the text. Analogous to "Object > Apply shadow..." (on page 57) you can define the parameters of colour, direction, distance, transparency, and edge blur.

3D Highlighting

Activate "3D Highlighting" to make the text look three-dimensional. The parameters "Direction" and "Angle of incidence" affect an imaginary light source. "Edge shape" and "Width" define the shape in Z-direction (the "depth") to be used at the edges of the characters. Smaller values for "Shine" result in small shine points, higher values lead to diffuse reflection. Increasing the values of the "Reflection" parameter makes the shine metallic. The plastic effect is best applied to large and wide fonts.

Working with Batch Processing

With the batch processing in the "File" menu at "Batch processing..." whole lists of images and entire directories can automatically be loaded, edited, and saved.

Possible applications range from simple format conversion to automatic thumbnail creation or focusing, colour correction, etc.

The Batch Processing dialog window has three areas:

Input

Use "Add file" to enter one or more images into the list of images to be processed or add whole directories with "Add folder". You can delete individual images from the list with the "Delete" button, or delete the entire list with "Delete all".

Actions

Use the "arrow" buttons to add the desired actions from the list on the left to the tasks. Use "Delete" to delete one or "Reset" to delete all actions from the list of tasks (on the right side).

If available, the "Parameters" button opens a parameter window which you can use to change the settings of the selected action.

Use the Arrow up/Arrow down buttons to change the order of the tasks. A summary of the actions, called script, can be saved and loaded with the respective buttons.

Output

You can select a file type from the list of image formats for output of processed images. Any possible setting options for the image format are available at "Options...".

All images are stored in the target folder which you need to specify. If you want MAGIX Photo Designer 7 to warn you prior to overwriting existing files, tick the respective box.

After the processing is started with the "Start" button you can see the current status in the status window. Click on "Abort" to end the process.

Effects



Choose an effect from the Effects menu or other category. Alternatively, choose the Effect browser button to open the effect browser.

The effect browser uses a sample image to show the results of different effects.



When an effect is selected, it is applied to the whole image first. Each time you change effect settings, they are displayed on the image. This allows you to adjust the effect and see how it affects the entire image.

The masking tool (on page 53) allows you to limit the effect to certain areas of the image. We recommend softening the edges of the image somewhat (in the tool window (on page 85) of the masking tool) to better integrate the effect into the whole image. The magic wand provides another masking option, allowing you to target a particular colour within the image and change it using colour effects.



Paint

You can also use the pencil to apply effects by choosing this button in the Effect settings dialog box.

When you do this, the tool window for the pencil appears. When you use the pencil to apply the effect, all pencil settings relating to shape, size, and effect are available. However, colour characteristics (structure, colour, spotting, and colour deviations) are inactive.

Pressing the right mouse button allows you to erase the applied brush strokes. You can, therefore, first apply the effect onto a large surface and then adjust the borders with the paintbrush.

You can also apply an effect using the gradient tool. Only the transparency of the selected gradient type is used. This allows you to fade an effect in or out, for example.



When you choose "Quick preview," a scaleable preview window appears.

In this window, you can display the effect, or the original and the effect side by side, in zoom mode. You can use the magnifying glass

buttons or the slider to zoom in and out of the preview. You can use the mouse to scroll through the visible section in the window.



If you press this button, the effect is permanently applied to the image.

At the top of the dialog you will also find a list box with the various link modes and a transparency controller. These setting options determine how the calculated pixels of the effect are combined with those of the original image. A simple cover is set by default; however, you can select other modes for special colour distortion and retouching. Not every mode makes sense with every effect. With the transparency controller you can make an effect "transparent". Read more about the combination modes in the chapter Object manager (on page 58).

Plugin Filters

In addition to the MAGIX Photo Designer 7 effects, external plug-in filters are supported, which are compatible with the Adobe standards (Photoshop®-compatible plug-ins). These effects are immediately applied to the image or the selection, the flexible application options (paint, masking tools, transparency) of the MAGIX Photo Designer 7 effects are not available for plug-in filters.

Hundreds of such filters from numerous developers can be found on the Internet.

Including Filters

To include filters in MAGIX Photo Designer 7, select "Effect->Plugin filter->Settings..." . Use "Add..." to select the folder where the desired plug-ins are located. Filter files mostly are annexed "*.8bf". To only check such file types, activate "Only check *.8bf files!".

To do a recursive scan of sub-directories, activate "Search sub-directories".

However, you should only specify folders which actually contain filters and are needed because otherwise the search for filters may noticeably slow down the start of the program.

Paint

With the paintbrush or pencil tool you can draw in your image, i.e. add paint, just as in other graphics programs. Details on the settings can be found in the Paintbrush tool window (on page 87).

MAGIX Photo Designer 7 also includes painting as an additional effect. However, there are some differences compared to regular "painting":

- The colour is applied as an effect (on page 65). This helps you vary the transparency and link mode after applying the paint (see Object Manager (on page 58)). The right mouse button allows you to erase the added brush strokes. The brush strokes are only applied to the image permanently when you press the "apply" button.
- **Deactivating** the Paint button (here activated by default) applies the colour to the entire image or section. This corresponds to a "Fill" effect, although the selection can still be changed later before the effect is finally applied.

Color Filters

Chromatic Aberration

Chromatic aberration, sometimes described as 'purple fringing' is a type of image distortion caused by a camera lens. Chromatic aberrations are caused by the camera's lens not focusing different wavelengths of light onto the exact same focal plane (the focal length for different wavelengths of light is different). The index of refraction for blue light (short wavelengths) is larger than that of red light (long wavelengths). The amount of chromatic aberration depends on the dispersion of the glass.

Chromatic aberration makes images appear fuzzy. Selecting this option simulates it as to create an interesting artistic effect. It can also be used for correcting images taken using cameras with a poor (very small) lens which contain the described shift of red and blue shares.

Level Balance

The effect level balance adjusts the brightness distribution of the image. Use the automatic controllers for the input area to stretch the

defined brightness range across the whole tonal value range (this resembles an increase in contrast, but with greater control than in the brightness/contrast effect).

Use the automatic controllers for the output area to compress the brightness values across this range. With the gamma automatic controller, the central tones can be altered, either for all colours (grey channel) or specifically for the red, green or blue color channels.

Dye

Colour the entire selection with one colour selected with the Colour Selection button.

Color Balance

Targeted colour balance for bright, middle and dark areas of specified colours. Poor colouring in a image can be corrected by changing the balance between red & cyan, green & magenta, and blue & yellow.

Gamma Correction

With gamma correction you change the weighting of colours in the medium range of the brightness spectrum for the red, green and blue colour channels of your image. Select "Connect channels" to change all values simultaneously. Gamma values >1 mean a brightening of the medium hues, values <1 mean darkening.



This effect is available also via the quick access button.

Shortcut: F6

Limiting Value

Creates an image of only two hues. Colours with a brightness under the limiting value are assigned to the minimum colour, colours above it are assigned to the maximum colour.

Tip: Try this effect with a paint mode such as additive, subtractive etc.

Brightness/Contrast

Correct contrast and brightness of the image in the effects dialog and check the result in the preview.



This effect is available also via the quick access button.

Shortcut: F5

Channels

Exchange the colour channels of the RGB colour model.

Paint with Gradient

Colours an image with a colour gradient available from the list. The criterion for colouring may be brightness, saturation, hue of the red, green or blue channel.

Negative

Creates a negative of the area to which the effect is applied.

Poster

A normal RGB image consists of 256 brightness values for red, green and blue. With poster you can reduce these brightness values to a new value in the range of 2-256. So, the image will lose colours due to this effect: The less grades of brightness, the higher the colour loss.

Red/Green/Blue

Correct the weighting of red, green, and blue (see brightness/contrast).



This effect is available also via the quick access button .

Shortcut: F7

Remove Red Eyes

Apply this effect to photos with a brush not bigger than the pupils of the person to be edited to remove the occasional "red-eye" defect.



This effect is available via the quick access button.

Shortcut: F8

Hue/Saturation/Brightness

Correct hue, saturation, brightness (as above).

Shade Curve

Manually correct all colour values in an image. By changing the gradient of the shade curve you assign new brightness values to the red, green, and blue channels (i.e. all channels simultaneously). The starting value in each case is a straight line from bottom left to top right. Areas which are corrected upwards will be brighter, otherwise darker.



You can use the "White balance" option to carry out manual white balance.

An incorrect white balance can lead to an unnatural blue or red hue. Instructions: To use the white balance, click on the button to the right of the label "White balance" and then select a point which represents white or a light surface represented in the photographed lighting conditions. The colour temperature is then corrected automatically.

Art Filters

Painting

This effect creates paintings which feel realistic by trying to "redraw" the content of the image using a pre-defined brush shape. With the many parameters on the Brush, Size, Direction, Colour, Transparency and Paper tabs you can specify how this brush shape is used based on the original image. It's best to try the settings and experiment with the parameters and the effects they have.

Focusing Filters

Focus

This is a simple focusing/blur tool which you can adjust via the slider and apply with the paintbrush.

Tip: Vary the intensity of the effect by changing the transparency or with paint modes such as 'If brighter' and 'If darker'.

Unsharp Mask

This filter is, although the name be confusing, a high-quality focusing tool. The name is derived from the fact in the focusing process, the image is compared to a soft-focus copy, and the differences are used to enhance contrasts. With 'Radius' you set the radius within which the filter searches for focusing information. Limiting value determines how great the brightness difference to the original pixel must be to replace it.

Other Filters

User Filter

Use this effect to create your own filter by combining a pixel value with neighbouring pixels. In the 5x5 matrix, enter values in accordance with the weighting of the pixels (e.g. 2 means twice the value). The center field of the matrix is the point to which the effect is applied. All pixels of the matrix are then added in accordance with their weighting, divided by the dividend and the compensation value is added to the result. The result then replaces the pixel in the center of the matrix. It's best way to understand the effect is to experiment with it.

Highlight

Creates plastic depressions/elevations in the image. When applying the effect with the brush or filling masked areas, the edges serve to raise/depress these areas. Parameters "Luminous intensity", "Light colour", "Direction" and "Angle of incidence" influence an imaginary light source. "Edge shape" and "Width" define the shape in Z-direction (into the "depth") at the edges. Smaller values for "Shine" result in small shine points, higher values lead to diffuse reflection.

Increasing the values of the "Reflection" parameter makes the shine metallic. If "Observe edges" is activated, the edges of the object/image are observed, so you can create, e.g. three-dimensional keys and buttons for websites.

Flip pages

The application of this effect gives the impression of the image being flipped, i.e. rolled up at a corner. You can specify the corner and the size of the rolled up area in the dialog. You can also define a colour for the free background and the back of the image.

Stylising Filters

Bumpmap

This effect creates a relief view with the difference that you have a light source that you can position. The resulting lighting effect makes the image look very metallic. Experiment with the position of the light source, intensity, unevenness and, above all, the height and width of the light cone to find the optimal lighting.

Find Edges

Finds edges in the image. The thickness of horizontal and vertical edges can be set with the associated slide controls, and also the intensity of the effect.

Emboss

Makes the image look as if it is embossed in metal.

Relief

Creates a relief view of the image. Use 'Depth' to specify the intensity and 'Direction' to define the direction of the light.

Additionally, you can select whether the edges of the relief are gray or in the colour of the image, or whether the relief is added to the image.

Noise Filters

Remove Stains

This effect calculates a mean colour value within the defined "Radius" which only becomes active if the new colour value deviates from the original by more than the "Limit". By trying out parameters and purposeful application to the image, preferably with a soft brush, you can make stains, dust and scratches invisible on the image.

Maximum

Searches the brightest pixel in the defined area and replaces the current pixel by it (see Median).

Median

This effect calculates the median of the pixels within the area defined by "Horizontal radius" and "Vertical radius" and replaces the current pixel by that value.

Minimum

Searches the darkest pixel in the defined area and replaces the current pixel by it (see Median).

Add Noise

Generates "random" noise and superimposes the image with it. Use "Density" and "Intensity" to limit the intensity and deviation from the original colour value. If "Coloured" is not ticked, the colour of the pixels is preserved, they will only become brighter or darker.

Noise Reduction

Noise reduction is a soft-focus effect that does not make the image fuzzy. This effect changes only those pixels whose colour value exceeds that of neighboring pixels by a specific threshold value.

The "High Quality Correction" setting includes the next neighboring pixels (a radius of 2 pixels) in the computation.

Noise reduction (selective)

Noise reduction is a soft-focus effect that does not make the image fuzzy. This effect changes only those pixels whose colour value exceeds that of neighbouring pixels by a specific threshold value.

The "High Quality Correction" setting includes the next neighbouring pixels (a radius of 2 pixels) in the computation.

Diffuse

The pixels in the image are dispersed like grains of sand. Select the intensity by defining the maximal horizontal and vertical dislocation.

Coarsening Filters**Mosaik**

Combines several pixels into a rectangle in such a way that a rough-pixel, or mosaic image is created. Enter the number of lines and columns to be combined in the dialog window.

Distortion Filters**Dent/Bump**

Creates a dent or bump around the center of the image/object. Use the slide control in the dialog window to regulate the intensity and the type of the effect.

Tips: See whirl (on page 75)! Can create a caricature effect when applied to faces with the brush.

Even Waves

Superimposes the image with horizontal and vertical waves of adjustable length, amplitude and phase.

Fisheye-perspective

Distort images to look as seen by a fish so that centre of the image bulges forward.

Effect: Adjust the intensity of the bulge by moving the slider from right to left.

In the above dropdown menu you can add an additional effect to the bulge. The "Normal" setting here means that the "clean" fisheye effect will be applied.

By using the slider next to the flip menu you can adjust the transparency of the entire effect when using an additional effect. Moving it to the leftmost position means maximum effect while only the original image is displayed when set to the right.

Concentric Waves

Creates circular waves around the center of the image/object, similar to a stone dropping into water. Wavelength and amplitude can be set in the filter's dialog window.

Tip: See also whirl (on page 75) filter!

Perspective

The Perspective effect bends image space 45° out from the image plane or 45° into the image plane. This creates "straightened" lines for high buildings photographed from below, for example.

Barrel/Pincushion Correction

Barrel distortion is an effect often associated with wide angle lenses that causes an image to be spherized at the center. Pincushion distortion is an effect caused by zoom lenses or telephoto adapters that causes an image to appear 'pinched' at the center.

Selecting the Barrel/Pincushion correction option allows you to correct barrel or pincushion image distortion, or add them to an image as an artistic effect. The background colour of the resulting image borders can be set under "Background".

Select the "Avoid Borders" option to zoom further into the image and hide the background.

Whirl

Creates a whirl rotating around the center of the image/object. Intensity and direction can be regulated with the slide control.

Tip: To apply a whirl to an area of the image, mark it with the rectangular mask, create an object and apply the effect to the object. After that replace the object.

Influence the intensity of the effect with the brush! It's best to select a large, very soft brush. Application or erasing with this brush will make the deformation more or less intense.

Video Filters

Deinterlace

This effect is mainly intended for snapshots of video images because due to the suppressed field recording the image is often useless if two fields are too different.

Use "Even" or "Odd lines" to select which field to remove and "Interpolation" to define whether the lines of an image are simply doubled or whether the missing lines are to be interpolated.

Soften Filters

Gaussian Blur

Creates a blurred image, but in contrast to "Blur", pixels are weighted. Pixels further away from the point of focus are less important than pixels closer by. The name is derived from the method of data weighting with the help of a Gaussian bell curve, a function that takes place around the pixel to be processed.

Here you can also define the "Radius" within which pixels are used for calculation.

Gaussian Blur (Smart)

This function is similar to the Gaussian blur, but with the significant difference that for pixel blurring only those neighbouring pixels are used, whose colour doesn't deviate more than the given "Limit" parameter. This leads to blurred areas with similar colours, while contrasting edges are preserved.

Motion Blur

This function creates a directional blur, similar to that on a photo taken with a slow shutter. Use "Distance" and "Direction" to define the intensity and direction of the effect.

Camera Zoom

Creates an effect similar to a fast camera zoom. In addition to the effect intensity, you can select between zoom in and zoom out, and choose the zoom depth.

Rotation

The effect is similar to that achieved by quickly rotating a camera while taking a picture. Available parameters are intensity and mode (rotation left, rotation right, and rotation amount).

Blur

Creates a blurred image by averaging an area of points. "Horizontal radius" and "Vertical radius" specify the number of pixels used for blurring in horizontal and vertical direction.

Tip: Try paint modes "If brighter", etc.

The Toolbars

A brief description of the toolbars follows:

Standard



Contains buttons for file operations, undo/redo, and for displaying various windows.



New/Load/Save for file operations (on page 46)



File browser: Opens the file browser (see Using the browser (on page 39)).



Print (on page 48)



Undo/Redo: Undo and Redo allow you to undo any action. See also File menu->General settings->Undo/Redo (on page 92)



Film view: In movie view all loaded images are displayed in the lower window. You can toggle between the loaded images by clicking on them.



Object manager: Opens and closes the Object manager (on page 58)

Effect bar



Allows you to quickly select frequently used effects.



Task Assistant. The Task Assistant helps you perform typical image editing tasks with practical step-by-step instructions.



Brightness/Contrast (on page 68)



Gamma Correction (on page 68)



Red/Green/Blue (on page 69)



Auto exposure/auto saturation: The contrast or hue of the entire photo is adjusted automatically.



White balance: Opens the shade curve effect (on page 70) for balancing the white tone.



Liquid Colour: This tool is ideally suited to create caricatures and deform your images. A click on the icon opens a preview in which the active image area can be edited with the editing modes listed to the right. Use the "Brush size" and "Thickness" sliders to regulate radius and effect of the current mode. Deactivate the respective direction arrows to protect the image from modifications in horizontal or vertical direction. "Reset" returns you to the original state.



Transform into painting: This tool transforms your image into a painting. More can be found in Effects > Painting (on page 70).



Effects browser: This shows you an example of the change caused by the individual effects.

Zoom



Is used to set the zoom level of the current image.



1:1 restores the original size.



"Fit" fits image to window size.

Dialog bar



Task assistant: This feature gives you fast access to all important functions.

In the "Tasks" menu you will find further step-by-step instructions as well as hints & tips.



Movie view: In movie view all loaded images are displayed in the lower section of the window. You can toggle between the loaded images by clicking on them.



Object Manager: Opens and closes the Object Manager (on page 58).

1 Click



White balance: Opens the **Color curve** (on page 70) for white balancing.



Auto-exposure: Use this option to automatically correct the exposure.



Auto-color: This option automatically corrects the color, i.e. the brightness of all color channels (red/green/blue) is optimized. The best results are achieved with photos that have lots of colors.

Effects



The following effects are accessed via this button:



Liquid color: This tool is ideal for creating cartoons and reshaping images. Clicking on the symbol opens a preview in the active image area which can be used to edit the active image section with the edit mode listed on the right side. You can use the "Brush size" and "Brush strength" sliders to adjust the radius and effect of the current mode. By deactivating the corresponding arrow you can protect the image from horizontal or vertical changes. "Reset" restores the initial situation.



Transform into painting: This tool transforms your image into a painting. Read more in Effects > Paintings (on page 70).



Depending on what you are planning to use your document for you can choose from cards, magazines, etc. and will automatically be transferred to Xara Xtreme Pro where you will find the corresponding effects and functions.



Clicking on this button lists all MAGIX Online Services and you can access the service by clicking on the corresponding page.

Toolbar

This toolbar contains the most important functions for editing images and selecting frequently used effects.



Object Mode (See Working with Objects (on page 56))



Magnifying Glass: Serves to zoom in on image areas. Draw a rectangle over the desired area to zoom in. You can also zoom in and out of an image using the mouse wheel.

Mask tools

(See Working with the Mask (on page 53)). A click on the small black triangle at the bottom right at the button opens a pop-up menu where you can select the mask mode.



Rectangle & round masks: Use this to create rectangular and round masks.



Lasso mask: You can use the lasso mask to circle the desired sections with the mouse. Finish by double-clicking.



Brush Mask: This lets you paint the mask with your own brush.



The **magic wand** is a special mask mode that allows you to quickly select image areas with the same or similar colours.



Crop: The crop tool allows you to draw a box around a portion of the image and delete everything outside the area selected. Objects above the image are retained, however. After making a selection, the area outside the selection will appear dimmed for better optical definition of the selection. Now you can correct the trim area using handles. By clicking on the tickmark button at the top right, the image will be trimmed.



Level horizon: This button lets you straighten crooked pictures. Simply draw a line using the mouse along the crooked horizon. The picture will be rotated automatically so the horizon line runs horizontally. The option "No borders" prevents appearance of black borders.

Hint: This function is also suitable for leveling scanner imports.



Text: Click on the image to enter text. You can set the font type, size, and style with the tool settings. You can even add style elements to the text such as shadows (see text tool settings (on page 60)). If you click on the "Check" button, MAGIX Photo Designer 7 creates an object containing the text at the clicked position (see also Working with Objects (on page 56)). You can even change the text later if you click on a text object in text mode.



Remove red-eye (on page 69) These three buttons allow you to select the above effects and apply them using the paint brush.



Sharpen (on page 77)



Blur (on page 77)



Copy stamp: Activates the cloning draw function. Use cloning to change areas of an image, for example, to remove unwanted persons or objects from a photo and replace them with surrounding elements.

Hold down the Shift key + left or right mouse key to select an area from the source. If you draw on a different area of the image with a held-down mouse key, the image pixels from the selected source will be copied over.



Fill: The fill tool fills the selected area with the foreground colour. If no mask has been selected, the screen area to be filled is automatically selected (see magic wand (on page 55)).



Fill with Colour Gradient: In the associated tool window you can select a colour gradient and apply it to the image by drawing with the mouse.

-> Details on Gradient Tool Settings (on page 87) and Colour Gradient Editor

Tip: Test transparent gradients with various effects.



Draw mode: In this mode you can paint with the current paintbrush by depressing the left mouse button. Erasing is achieved with the right mouse button (see Paintbrush tool parameter (on page 87)).



Pencil: Like paint mode, but the default pencil tip is smaller and harder.



Pipette: Samples a colour or colour area in the image with a mouse click to make it the current painting color.



Colour: Clicking here opens a menu to select a new painting colour. The colour selection provides four different models for selecting a new colour and a box with pre-defined colours, which you can exchange for the current painting colour via drag & drop.

The tool settings

In the tool settings bar you can change any option of the tools in MAGIX Photo Designer 7. The tool settings bar is located at the top of the program immediately below the menu. It always adapts to the selected tool. The selected tool is therefore displayed on the left. The tool bar can be displayed and hidden in the "Window" menu.

The mask tools settings

Different settings for the mask modes will be displayed in the tool settings:

Rectangular Mask/Round Mask



Mode



New: Any existing mask is first deleted.



Add: Add to existing mask.



Subtract: Subtract new selection from existing mask.

Style

Normal: You select the area with the mouse.

Fixed size: The mask has the defined width and height and you only select the position of the mask.

Line (only for rectangle mask): The mask has the defined height and you only select the position of a "Line selection" running across the entire image width.

Column (only for rectangle mask): The mask has the defined width and you only select the position of a "Column selection" running across the entire image height.

Edge blur: You can define the width in pixels of a blurred transition area at the edges of the mask.

Lasso mask/Magnetic lasso**Mode**

- New:** Any existing mask is first deleted.
- Add:** Add to existing mask.
- Subtract:** Subtract new selection from existing mask.

Magic Wand

You can set tolerance for colours to be masked either using the RGB colour model (red/green/blue) or the HSB colour model (hue/saturation/brightness). Use the slide controls and input boxes to regulate the colour channel tolerances.

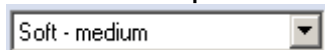
Available modes are **New** and **Add**.

Brush mask

In this mode you can add or change the mask using a paintbrush.

Mode

- New:** Any existing mask is first deleted.
- Add:** Add to existing mask with the left mouse button.
- Subtract:** Subtract new selection from existing mask.

Paintbrush shape

In the first field you can select the preset paintbrush.

- Clicking on the paintbrush palette icon opens the paintbrush palette with detailed paintbrush settings.

Drawing style

Paint freely: Freehand drawing mode.

Draw lines: Assists drawing straight lines.

See also Working with the Mask (on page 53).

The Gradient Tool settings

In gradient mode the following tool settings exist:



A preview of the gradient will be displayed.

A selection box will open where you can choose a gradient from a list. This will then be the active gradient that can be applied to the image with the mouse.

Double-click on a gradient or press the "Edit..." button to open it in the **Colour Gradient Editor**.

Fill Mode: You can define whether gradient application is to be linear, circular, conical, square or rectangular. Additionally, you can define the number of gradient repetitions applied, whether the number of colours is limited or not ("Limit number of colours to"), and how the gradient concludes at the edges ("Edge areas").

The Color Gradient Editor

Here, you can edit and create new gradients.

Edit: Insert a new colour marking into the gradient with a mouse click above the colour bar, or delete existing colour markings by dragging them out of the list. A color marking is activated by clicking on it. Your colour and transparency can then be changed with "Transparency" and "Colour" boxes.

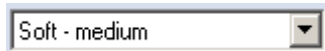
Actions: Use "New" to create a completely new gradient and "Copy" to duplicate an existing gradient for further editing.

The brush/pen tool settings



Different settings are displayed in the paintbrush and pencil tool settings.

Hint: The same tool parameters also apply to all other tools that also add colour or effects, i.e. sharpen, blur, remove red eye (on page 69), and clone.



In the first field you can select the preset paintbrush.



Clicking on the paintbrush palette icon opens the paintbrush palette with detailed paintbrush settings.

Drawing style

Paint freely: Freehand drawing mode.

Draw lines: Assists drawing straight lines.

Connect/Transparency



Here you can select the various modes for combining the newly applied paint with the background. More detailed information can be found in the Object Manager (on page 58) section.

The Brush Palette

The Selection Tab

You can select a pre-defined brush from the dropdown list. A brush is comprised of a brush tip, found under "Shape", and a selection from the 27 variable properties. By clicking on the brush tip, a pop-up menu with a selection of other tips is opened, and a new tip can be assigned to the current brush. Changed brushes can be saved or deleted here.

The Selection index card offers the parameters Size, Interval, Level, Rotate, Pressure, Blurred edge, and Flow rate. When painting, the brush tip is applied at the intervals specified at Interval (% of tip size).

Use Level and Rotate to compress and rotate the shape of the brush tip. Blurred edge results in a soft focus of the tip. Pressure specifies

the intensity of application and Flow rate indicates the rate of colour application when the mouse button is pressed, which leads to a spray effect.

The Structure Tab

On this index card using "Preserve colour" and "Mix colour" functions you can regulate how quickly the brush takes up colour from the background, altering its painting colour.

Use "Smear" to define the ratio between applied colour and smeared background with values ranging from 0 to 100%. Values greater than 90% result in a clear smear effect, while 100% produces pure smear without colour.

If "Fade" is greater than 0, the brush will loose colour during constant painting similar to a real brush until it no longer applies colour.

Note: Parameters "Smear", "Preserve colour" and "Apply colour" are only visible for 'Paint' effects and do not affect other effects.

The Dots Tab

Here, you can define properties of dots stringed together during painting. Use "Dots" to control how many dots are applied simultaneously (Number) and at what random radius around the mouse pointer (Radius) (radii > 0 signify a spray effect).

Settings under "Colour deviation" are again only visible with 'Paint' effect. Use the "Hue", "Saturation", and "Brightness" slide controls to define the maximal deviation of the colour applied from the paint colour used.

If you activate "Linear deviation", such deviations are no longer random, but occur at the specified speed.

The Orbitals Tab

Orbitals are strokes of the brush moving alone or in groups parallel to or around the lines drawn with the mouse. If you activate Orbitals, you can specify how many, how fast and at what intervals additional strokes are applied around the line drawn with the mouse using "Number", "Radius" and "Orbiting speed" parameters. Use "Radius variance" and "Variance speed" to generate a varying radius. To paint only orbitals without the main stroke, activate "Exclude center".

Selection

You can select a pre-defined brush from the dropdown list. A brush is comprised of a brush tip, found under "Shape", and a selection from the 27 variable properties. By clicking on the brush tip, a pop-up menu with a selection of other tips is opened, and a new tip can be assigned to the current brush. Changed brushes can be saved or deleted here.

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If "Fade" is greater than 0, the brush will loose colour during constant painting similar to a real brush until it no longer applies colour.

Note: Parameters "Smear", "Preserve colour" and "Apply colour" are only visible for 'Paint' effects and do not affect other effects.

Dots

Here, you can define properties of dots, or dabs, stringed together by the brush during painting. Use "Dots" to control how many dots are applied simultaneously (Number) and at what random radius around the mouse pointer they are applied (Radius) (radii > 0 signify a spray effect).

Settings under "Colour deviation" are, again, only visible with 'Paint' effects. Use the "Hue", "Saturation", and "Brightness" slide controls to define the maximal deviation of the colour applied from the paint colour used.

If you activate "Linear deviation", such deviations are no longer random, but occur at the specified speed.

Orbitals

Orbitals are strokes of the brush moving alone or in groups parallel to or around the lines drawn with the mouse. If you activate Orbitals, you can specify how many, how fast and at what intervals additional strokes are applied around the line drawn with the mouse using "Number", "Radius" and "Orbiting speed" parameters. Use "Radius variance" and "Variance speed" to generate a varying radius. To paint only orbitals without the main stroke, activate "Exclude center".

Configuration

You can configure MAGIX Photo Designer 7 by selecting "Settings" in the "File" menu.

Monitor Gamma

Select the "Monitor-Gamma" tab in the "Settings" dialog to change the monitor's colour representation. Gamma correction is a non-linear modification of the colour spectrum that optimizes colour viewing for monitors.

After activating gamma correction by ticking the control box, you can adjust the colours by moving the slide controls. You should adjust all three colour channels to balance the brightness of the colour fields. Confirm your settings with "OK".

Undo/Redo

Select the "Undo/Redo" tab to set the number of steps that may be undone.

Ticking the "Activate undo" control box allows you to undo work steps. The next two control boxes allow you to limit the number of steps and/or disk space that may be used for operations.

Mark "Redo" to be able to redo actions after undoing them.

Slideshow

You can set browser parameters for slideshows here. Set the image display interval anywhere between 1 and 180 seconds. If you select "Repeat", the slideshow will start over again once a cycle is completed. The "Adjust to window size" option adjusts the size of images that are larger than the current window. "Enlarge to fit window" works the same way.

Other

Under "Other", the following settings can be specified:

Edit EXIF information: JPG files loaded from cameras contain meta data, such as "rotate 90°", which is processed if this function is activated.

Adjust image size during opening: Images are automatically displayed as large as possible when opened.

Use JPX information during opening: If this option is activated, then realtime effects from other MAGIX photo programs (Digital Photo Maker, Media Manager, etc.), if available, will be applied to the image when it is imported.

Convert image description as a text object: Attaches image descriptions as a text object to the image file.

Create image copies automatically: A copy will be automatically created when images are saved.

If you still have questions...

Task Assistant

The Task Assistant is your information center. It helps you complete your tasks and provides support at every step. Not only will you find clear videos with step-by-step instructions, you also find quick access to lots of functions.

The Task Assistant chapters can be found in the "Tasks" menu.

PDF manual

Much like the program Help, the electronic manual (PDF) contains the entire program documentation. You can find it under "Start menu" > "Programs" > "MAGIX Photo Designer 7" in the subfolder "Documentation".

Note: To view the PDF file, you will need the "Adobe Acrobat Reader" application, which you can download for free from the manufacturer's homepage if it is not yet installed on your PC.

Program Help

The program Help contains hints on how to use the program and lots of additional information. It's available to you at all times in the program. You can search Help using keywords and cross references.

Homepage: The main Help page can be accessed via the "Help" > "Contents" menu point.

Context Help: Press the "F1" key on your keyboard at any point in the opened program and Help will open with the matching Help topic (context help).

MAGIX News Center

MAGIX supplies you with all the latest information on your software. In the MAGIX News Center you can find out about all the links to current online tutorials and tips & tricks on individual topics or software application examples.

You will also be informed of the availability of brand new updates and patches for your program as well as special offers, contests and questionnaires.

The news is split into three color-coded sections:

- Green for practical tips & tricks for your software
- Yellow reports the availability of new patches and updates for your product
- Red for special offers, contests and questionnaires.
- If there are no new messages, the button will be gray.

All available information is shown as soon as you click on MAGIX News Center. If you click on one of the news items, you will be forwarded to the corresponding website.

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