

Essentials 4 User Guide

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Essentials 4 User Guide Help

Welcome to Photo Essentials 4.

onOne Photo Essentials is a collection of 5 tools that will help you get the most out of Photoshop Elements. Essentials offers an even greater selection of exciting one-click photo effects, edges, frames and adornments, and extends the capabilities of Photoshop Elements by making tough to mask subjects easier to remove from backgrounds and by maintaining image quality when making enlargements from small files.

- **Make It Better:** Turn your snapshots into professional images. Automatically fix brightness, contrast, color and sharpness.
- **Cut It Out:** Love the subject but not the background? Paint it away with the magic brush and slide in a new one.
- **Make It Cool:** Easily add cool effects to any image. Includes dozens of effects that will give your photo the professional look.
- **Frame It:** For that perfect finishing touch to your photos. Add one or more frames to your photo.
- **Enlarge It:** Get sharp, poster sized prints out of your photos no matter how small they might be.

Looking for Information?

If you're unable to find what you're looking for in this help system, try these alternative resources, or contact our [customer support department](#).



Most popular pages

- [Welcome](#)
- [Additional Resources](#)
- [Contacting onOne Software](#)
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[Home](#) > [Welcome](#) > [Using this Help System](#)

Using this Help System

The user guide for Photo Essentials is presented in html and is readable in most web browsers. When you access the user guide from the help menu it will appear in your default web browser.

On the left side you will see a table of contents that makes it easy to find the section you are looking for. The table of contents are hyperlinks that will take you to that section when you click on any of them. The main body of the page will show you the content you have requested. Use the scroll-bar at the right to scroll down for additional content. You may see additional hyperlinks in the body text. They will be blue and underlined. Clicking on one of these hyperlinks will take you to more relevant information.

You use the same forward and back buttons in your browser to navigate this user guide as you would a regular web page. You can even bookmark pages so you can find them quickly in the future.

If you don't see what you are looking for in the table of contents, try the search field. You can type in what you are looking for and an index of pages will be created automatically that contain your search term.

Printing the Help System

There is also a pdf version of this user guide [located here](#). Using the free Adobe Acrobat Reader software from Adobe you can view and print this. You can also copy the pdf version to most ebook readers.

See also

[Additional Resources](#)

Contacting onOne Software

Home > Welcome > Additional Resources

Additional Resources

Knowledgebase

Search the [knowledgebase](#) for common bugs, tips & tricks, and compatibility issues with other software.

Video Tutorials

Check the [online video tutorials](#).

Technical Support

Contact technical support by filing out a [request form](#).

Home > Welcome > Contacting onOne Software

Contacting onOne Software

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<http://www.onOnesoftware.com>

For Technical Support please visit:
<http://www.onOnesoftware.com/support>

Sales
For sales please call 1-888-968-1468

See also

[Using this Help System](#)
[Additional Resources](#)

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Home > Installation

Articles in this section



System Requirements



Installation



Uninstalling



Licensing

Home > Installation > System Requirements

System Requirements

Macintosh

- Mac OS X 10.5, 10.6, 10.7 (current maintenance releases)
- 2 GHz of faster Intel Core 2 Duo processor or better (no PowerPC)
- 2 GB RAM or higher
- 1.5GB of available hard disk space for plug-in, documentation, and frames
- DVD drive for installation from disk
- OpenGL 2.0 capable video card with 256MB dedicated VRAM at 1024x768 or higher
- Adobe Photoshop Elements 8 or higher
- [Adobe Flash Player](#) 10 or higher
- Internet connection for activation, update checking and tutorial movies
- Administrative privileges for installation

Windows

- Windows XP, Vista, 7 (current maintenance releases)
- 2 GHz of faster Intel Core 2 Duo processor or better
- 2 GB RAM or higher
- 1.5GB of available hard disk space for plug-in, documentation, and frames
- DVD drive for installation from disk
- OpenGL 2.0 capable video card with 256MB dedicated VRAM at 1024x768 or higher
- Adobe Photoshop Elements 8 or higher
- [Adobe Flash Player](#) 10 or higher
- Internet connection for activation, update checking and tutorial movies
- Administrative privileges for installation
- [Microsoft .NET 2.0 framework](#) or higher (installed automatically if missing)

Home > Installation > Installation

Installation

To install Photo Essentials, double-click the installer. You may have downloaded it from the onOne Software web site or if you have the boxed version you can find it on the provided DVD.

Macintosh

- The default installation installs all necessary files into all supported versions of Photoshop Elements found during the installation process.
- If the selected parent application contains a previous version of Photo Essentials, it will be replaced.
- The Photo Essentials plug-ins will be installed in the Plug-Ins folder inside the Photoshop Elements application folder. If you have purchased Elements through the Mac App Store, the plug-ins will be installed inside the Elements application bundle.
- The Photo Essentials content and databases are installed into the general Application Support folder: /Library/Application Support/onOne Software/.
- All other required files and documentation are installed in the Photo Essentials folder in the Applications folder.

Windows

- Photo Essentials will list all available versions of Photoshop Elements when the installer is run. Select which version you wish Photo Essentials to be

installed into.

- The installer will install in to one version of Photoshop Elements at a time. If you wish to install Photo Essentials into multiple versions, simply run the installer a second time.
- If the selected parent application contains a previous version of Photo Essentials, it will be replaced.
- The Photo Essentials plug-in is installed in the Plug-Ins folder inside the Photoshop Elements application folder.
- The Frame It content and databases are installed into the shared AppData folder
- All other required files and documentation are installed in the Photo Essentials directory in Program Files.

See also

[System Requirements](#)
[Uninstalling](#)
[Licensing](#)

[Home](#) > [Installation](#) > [Uninstalling](#)

Uninstalling

To uninstall Photo Essentials follow these instructions.

Windows

1. Quit Photoshop Elements.
2. Click on the start menu and select Control Panel.
3. Double-click on Add/Remove programs (Windows XP) or Programs and Features (Windows Vista or 7)
4. Select Photo Essentials 4 and click remove.

Macintosh

1. Quit Photoshop Elements
2. Navigate to the Plug-Ins folder of your host applications. For example Applications/Adobe Photoshop Elements 9/Plug-Ins
3. Locate the Photo Essentials 4 folder and move it to the trash
4. Move the Photo Essentials 4 support files and frames located at Library/Application Support/onOne Software/Photo Essentials 4 to the trash
5. Navigate to the Applications folder and move the Photo Essentials 4 folder to the trash

See also

[System Requirements](#)
[Installation](#)
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[Home](#) > [Installation](#) > [Licensing](#)

Licensing

Photo Essentials must be licensed to operate. When you install Photo Essentials it will prompt you to license it. Simply click on the license button and enter your license code. Your license code can be found in your order confirmation email if you purchased Photo Essentials electronically or on a sticker on the information card in the boxed version. Your license code allows you to install Photo Essentials on two computers.

There is a 30 day trial version available at the onOne Software website. This allows potential customers to test drive the software prior to purchase. Trial users who purchase the licensed version will need to reinstall Photo Essentials using the licensed version installer.

If you lose your license code or have other license issues please contact onOne customer service at 888-968-1468 or visit the support section of the onOne software website <http://www.ononesoftware.com/support>.

It is important to register your copy of Photo Essentials so we can provide you with the best possible service. Registered users of Photo Essentials are eligible for technical support, information regarding new versions and products, discounts and special offers on new products.

See also

[System Requirements](#)
[Installation](#)
[Uninstalling](#)

Home > Getting Started

Getting Started

This getting started section will give you only the basics of using Photo Essentials 4. If you have never used Photo Essentials before this is a good place to start. You might also try watching the [getting started video tutorials](#). For detailed information on steps and controls mentioned in the getting started section see the Using It section inside each modules section instead.

Articles in this section



[Supported File Types](#)



[Opening a Module](#)

Home > Getting Started > Supported File Types

Supported File Types

Photo Essentials supports 8 and 16 bit RGB images. This means Photo Essentials will support the majority of image types used by photographers including camera raw files. Photo Essentials functions on the information provided from the target layer, this is the layer selected in the layers palette in Photoshop Elements. The target layer must be a standard pixel holding layer. Photo Essentials does not support text layers, smart object layers or adjustment layers. Photo Essentials does support empty layers so you can always create an empty layer above a smart object or other layer to add Photo Essentials to your image.

Check the Using It section for each module for more details on selecting your target layer and controlling how each module will apply its results.

Keep in mind that Photoshop Elements does not support layered 16 bit images. This means you cannot use Cut It Out on 16 bit images or apply your results to a new layer on 16 bit images using the the other modules.

See also

[Opening a Module](#)

Home > Getting Started > Opening a Module

Opening a Module

Opening a Module in Photoshop Elements

1. When you wish to use a module you need to open an image first.
2. When you have the image you would like to work on be sure to select the layer that you would like to apply your results to or above.
3. Then go to the floating Photo Essentials palette and select a module.



- You can also access the modules from the File > Automation Tools menu for Make It Better, Make It Cool, Frame It and Enlarge It. Cut It Out can be accessed from the Filter menu.
- If you have closed the Photo Essentials palette you can re-open it from the File > Automation Tools menu.
- Cut it Out only functions on layers with transparency. If your target layer is a flattened Background layer it will not work. Convert the Background layer into a normal layer first.

See also

Supported File Types

Essentials 4 User Guide



Welcome to onOne Software Make It Better

If you have ever been to the eye doctor you already know how to use Make It Better. Simply compare color, contrast and brightness adjustments side-by-side and pick the best looking results to adjust your image.

- New technology corrects the brightness and contrast instantly, bringing all the detail alive, even images that you would consider too dark.
- Rather than cryptic sliders, you simply answer a series of visual questions to pick the best settings.
- Make professional image adjustments without the need to understand the complex image controls of Photoshop Elements.

Looking for Information?

If you're unable to find what you're looking for in this help system, try these alternative [resources](#), or contact our [customer support department](#).

Most popular pages

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[Home](#) > [Make It Better](#) > [Getting Started](#)

Getting Started

If you have never used Make It Better before this is a good place to start. You might also try watching the getting started video tutorial. For detailed information on steps and controls mentioned in the getting started section see the Using Make It Better section instead.



Wizard Panel

The heart of Make It Better is the Wizard, shown above. The Wizard works like an eye exam by displaying a series of side-by-side preview images with different options applied to each preview. All you do is choose the better preview of each pair by clicking on the image of your choice. Continue choosing the better preview until all steps are complete.

Articles in this section

- [When to use Make It Better](#)
- [Supported File Types](#)
- [Opening Make It Better](#)
- [User Interface](#)
- [Navigating the Preview](#)

[Home](#) > [Make It Better](#) > [Getting Started](#) > [When to use Make It Better](#)

When to use Make It Better

Make It Better is designed to correct your dynamic range, color and basic sharpness of your image. In short it is to be used to optimize, or make your image look like it did in real life. This process is generally done very early in your workflow process and should happen before any special effects or image resizing takes place.

See also

- [Supported File Types](#)
- [Opening Make It Better](#)
- [User Interface](#)
- [Navigating the Preview](#)

[Home](#) > [Make It Better](#) > [Getting Started](#) > [Supported File Types](#)

Supported File Types

Make It Better supports any 8 or 16 bit RGB file that can be opened by Adobe® Photoshop® Elements. This includes Jpeg, PSD and TIF as well as Raw files from digital cameras and many other formats. If you routinely work in Grayscale or CMYK, simply convert your image RGB before using Make It Better.

By default, Make It Better functions on a copy of the current layer. That means it will create a new layer above your target layer that contains all of the information in layer below it. In the preferences you can also select the option to have Make It Better only work on a the target layer. This is needed if you are working on 16-bit image, as Photoshop Elements does not support layered 16-bit images. This mode is intended for advanced users.

Make It Better works on any pixel containing layer. This does not include adjustment layers or text layers. It does support selections made in Photoshop

Elements.

See also

[When to use Make It Better](#)
[Opening Make It Better](#)
[User Interface](#)
[Navigating the Preview](#)

[Home](#) > [Make It Better](#) > [Getting Started](#) > [Opening Make It Better](#)

Opening Make It Better

Opening Make It Better in Photoshop Elements

1. When you use Make It Better inside of Photoshop Elements you need to open an image first.
2. When you have the image you would like to work on be sure to select the layer that you would like to start with.
3. Then go to the Essentials palette and select Make It Better.

Note: You can also access Make It Better from the File > Automation Tools menu.



When you open Make It Better you will be presented with a Welcome dialog asking you to select from two options. These options will tune the next steps in the Wizard for your image.

1. Images with People: If your image is a portrait, family or other images that contains dominant faces select this option.
2. Images without People: If your image is a landscape or other image without faces in it select this option.



See also

[When to use Make It Better](#)
[Supported File Types](#)
[User Interface](#)
[Navigating the Preview](#)

[Home](#) > [Make It Better](#) > [Getting Started](#) > [User Interface](#)

User Interface



- A - Preview Window: Shows two different options to pick from.
- B - Wizard Step: Shows which step you are in during the wizard process. You can use the back arrow to go back a step if needed.
- C - Step Instructions: Give you an overview of how to adjust the current step and what to look for in making your decision.
- D - Step Control: Each step may have an options slider or other control that you can adjust to decrease or increase the difference between the left and right preview images.
- E - More Info button: Pressing this will open a floating palette with more detailed instructions for each step in the wizard.
- F - Find More Online...: Opens a web browser and navigates to a product specific instruction page.
- G - Hand (Pan) Tool: Select this tool to move the image within the preview window.
- H - Zoom (Magnify) Tool: Select this tool to change the size of the image in the preview window.
- J - Cancel Button: Press this button to cancel Make It Better and return to the host application.
- K - Apply Button: Press this button to apply the current stack to your image and return to the host.

See also

[When to use Make It Better](#)
[Supported File Types](#)
[Opening Make It Better](#)
[Navigating the Preview](#)

Home > Make It Better > Getting Started > Navigating the Preview

Navigating the Preview

Make It Better provides a number of easy ways to navigate and view your image in the Preview window.

Hand Tool

The Hand tool is used to drag the image within the Preview window, whenever the image size is larger than the viewable area.

To pan (scroll) in the Preview screen:

- Select the Hand tool and drag the image until you locate the area you wish to view.
- With any other tool selected press Spacebar while you drag the image in the window.



Tip: Hold down the spacebar temporarily to activate the Hand tool no matter what tool is currently selected

Tip: Double-click the Hand tool in the Toolbar to set the image to a magnification that fits completely in the current window size.

Zoom Tool

The Zoom tool changes the magnification of the image in the Preview screen from 1% to 1600%.

With the Zoom tool selected:

- Click in the Preview window to zoom in and center the image at the location clicked.
- Click and drag in the Preview screen to draw a rectangular marquee—the screen fills with the area within the marquee when you release the mouse.
- Double-click in the Preview screen to set the Preview screen to 100% magnification.
- Hold the Option key (Mac) or ALT key (Win) and click to zoom out (cursor changes to a minus sign).



Tip: Double-click the Zoom tool in the Toolbar to set the image to 1:1 or 100% magnification, showing every pixel. This is best when adjusting textures and for examining small details.

See also

[When to use Make It Better](#)
[Supported File Types](#)
[Opening Make It Better](#)
[User Interface](#)

Home > Make It Better > Using Make It Better

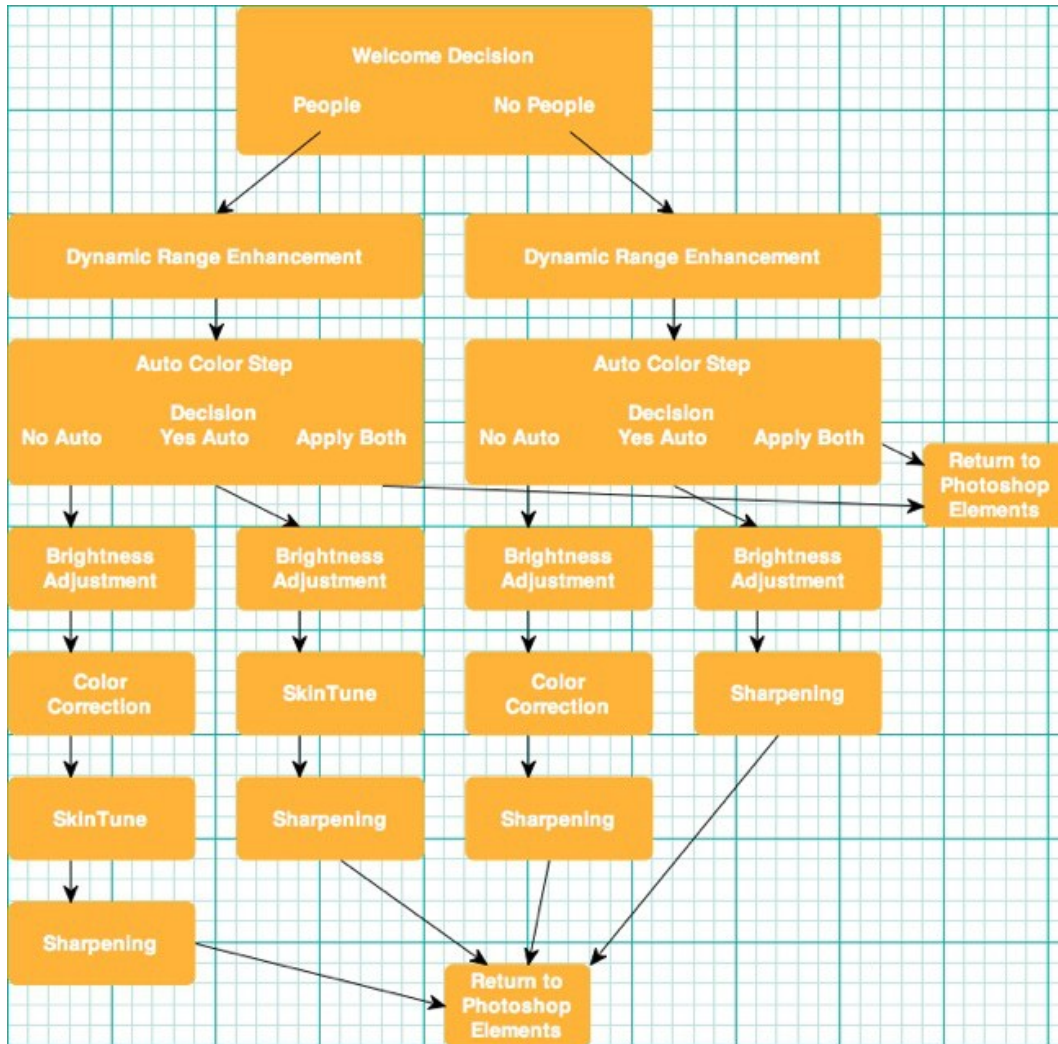
Better Images, Step-by-Step



Make It Better 3 is a patented color correction system that quickly and easily fixes an image's dynamic range, exposure, and color balance. Color is by far the most difficult and important aspect of the correction process. The Wizard will dramatically speed up the correction process. Like an eye exam, your response to each step determines the direction of all subsequent steps. The first step is used to set dynamic range. Step two offers automatic color correction and step three adjusts the brightness. The following steps determine a color correction. More steps are required in the color section due to the complexity of color balance. Finally you have the option to add sharpness to your image. Here's our best advice for making appropriate choices for each step:

- Relax and have fun, Make It Better will do most of the work for you.
- Don't over-analyze. Your first impression is usually your best choice.
- Choose vibrant, pleasing colors. A flat, dull appearance is usually a bad sign.
- Consider the overall appearance first, and then check important areas like a face, or an area that should be a neutral gray.
- Move the slider up and down to help decide which preview is better

The steps you take through the Wizard will vary depending on whether your image has people in it or not. It will also vary if you use the automatic color option versus the step wise process. Below is brief flow chart explaining the different wizard paths. It may look complicated but you don't need to remember it, it will take you down the right path every time based on your selections.



See also

- [Getting Started](#)
- [Preferences](#)
- [Menus](#)

Home > Make It Better > Preferences

Preferences

The Make It Better preferences control many important aspects of the software. Preferences are persistent, like a switch and maintain their settings until you change them. You can access the Preferences from the Photoshop menu on a Mac OS X system or the Edit menu on a Windows system.

Apply Make It Better to:

The Apply Make It Better to options controls what layer information is sent to Make It Better for processing. The options are a copy of the current layer or the current layer.

Option	When to Use
<p>Copy of Current Layer: Creates a copy of the current layer and returns the results of Make It Better to that layer, placed above the original target layer. This option will duplicate an existing layer mask.</p>	<p>Use this option if want to maintain your original layer with no changes to it. This is the default setting.</p>

Current Layer: Applies the results of Make It Better directly to the image layer itself.

Use this option if you are working on a 16-bit image or if you want to keep your image flattened. You can always undo Make It Better if you don't like its results.



Preferences will take affect until the next time you open Make It Better.

See also

[Getting Started Using Make It Better Menus](#)

Home > Make It Better > Menus

Menus

Pages in this Section



[Photoshop \(Mac OSX\)](#)



[File](#)



[Edit](#)



[View](#)



[Window](#)



[Help](#)

Home > Make It Better > Menus > Photoshop (Mac OSX)

Photoshop (Mac OSX)

About Make It Better...: Opens the Make It Better about box. This dialog contains your serial number, version number and information on contacting onOne Software for support.

Make It Better Preferences...: Opens the [preferences](#) dialog.



Tip: On Windows, the preferences can be found in the Edit menu, the About Box can be found in the Help menu.

See also

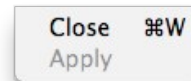
[File](#)
[Edit](#)
[View](#)
[Window](#)
[Help](#)

Home > Make It Better > Menus > File

File

Close: Cancels Make It Better and returns back to the host application with no changes.

Apply: Applies the current effect Stack and options to your image and returns to the host application.



See also

[Photoshop \(Mac OSX\)](#)
[Edit](#)
[View](#)
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[Help](#)

Home > Make It Better > Menus > Edit

Edit

Undo: Reverses the last user action

Redo: Reapplies the last user action if it has been undone.

Copy: Copies the current text into the clipboard.

Cut: Cuts the current text into the clipboard.

Paste: Pastes the content of the clipboard.

Reset All: Resets all the floating palette controls back to their default settings.

Preferences (Windows Only): Opens the Make It Better preferences dialog.



See also

[Photoshop \(Mac OSX\)](#)
[File](#)
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[Help](#)

Home > Make It Better > Menus > View

View

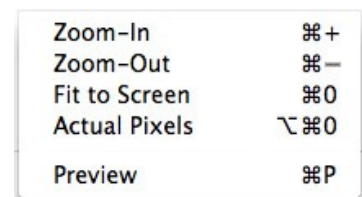
Zoom In: Zooms the preview window in one increment. This will make the preview image larger.

Zoom Out: Zooms the preview window out one increment. This will make the preview images smaller.

Fit to Screen: This sets the preview image so that the entire image is on screen at once. Think of this as an overview of the entire image. This is the setting you will use most of the time.

Actual Pixels: This sets the preview image so that it zooms to actual pixels or 1:1 also called 100%. This setting allows you to see every pixel in the image. This is useful when making precision adjustments.

Preview: Toggles the preview of the after pane on/off to show the original. Useful when working in Single Image view mode.



See also

[Photoshop \(Mac OSX\)](#)
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[Home](#) > [Make It Better](#) > [Menus](#) > [Window](#)

Window

Show Welcome...: Opens the Welcome Dialog which shows basic step-by-step instructions for using Make It Better.



See also

[Photoshop \(Mac OSX\)](#)
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Help

Search: Not used, Mac OSX only

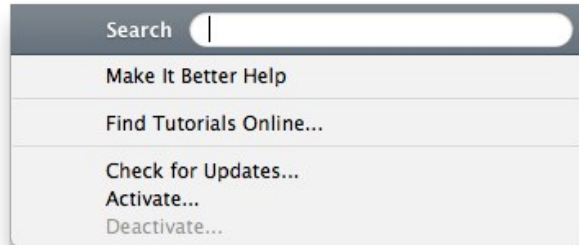
Make It Better Help...: Opens this html help in your default web browser.

Find Tutorials Online...: Opens a web browser and navigates to the tutorials section of the onOne website.

Check for Updates...: Checks with the onOne update server to see if you are running the current version. If there is a newer version you will be notified and be walked through the update process.

Activate/Deactivate: Opens the activation dialog. These are used to deactivate your software for moving it to another computer or for a return.

About Make It Better (Windows Only): Opens the about box with the version number and license code displayed.

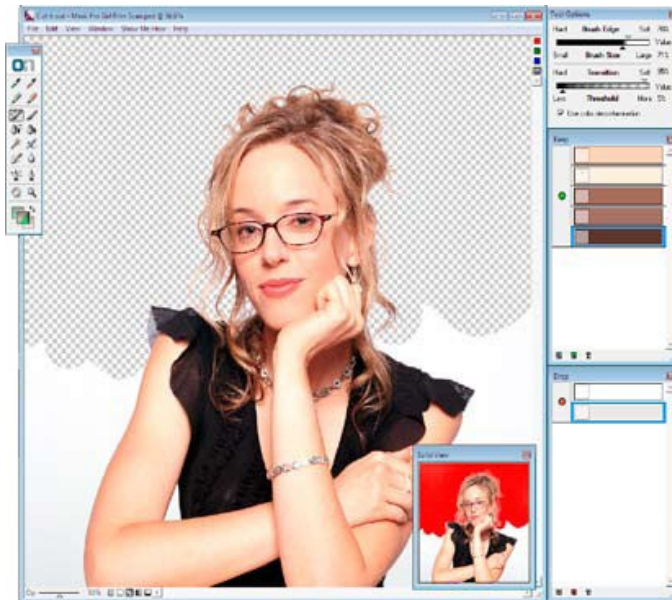


See also

[Photoshop \(Mac OSX\)](#)
[File](#)
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Welcome to Cut It Out

Welcome to Cut It Out, your answer to painting away the background so you can easily replace it. Using advanced color matching and decontamination technology, Cut It Out helps you create flawless composites (putting parts from multiple images together) from the most difficult images. Cut It Out gives you better control than ever before when it comes to removing backgrounds while maintaining see-through areas like hair and glass.



What is Masking?

Masking is the process of selecting and then erasing parts of an image. Typically, you select parts of the image you want to keep and then erase the areas you want to drop. You can then composite the image with a second image. For example, in the image on the right, you might want to erase the solid background and composite the woman with an office or library. To mask an image in Photoshop Elements, you use a selection tool to isolate the part of the image you want to keep, and erase the rest. Sounds easy enough, but in reality, it's not. Images with busy backgrounds are extremely difficult to mask cleanly. Removing everything but your target is often very time consuming and you are still left with "edge spill" — bits of background color that can create a halo effect around the edge.

Cut It Out's varied toolset and unique color matching technology let you zero in on the areas you want to keep and the areas you want to drop. Color decontamination helps prevent edge spill and the cleanup tools lets you touch up any remaining trouble spots. Cut It Out has the technology and tools you need to create flawless masks.

Why Do I Need Cut It Out?

In the simplest terms, Cut It Out saves time, money and aggravation. Masks that can take hours to create properly in Photoshop Elements alone come down to minutes with Cut It Out, with perfect edges, no stray pixels, no haloes of erased backgrounds to get in the way.

Looking for Information?

If you're unable to find what you're looking for in this help system, try these alternative [resources](#), or contact our [customer support department](#).

Most popular pages

- [Welcome](#)
- [Additional Resources](#)
- [Contacting onOne Software](#)
- [Installation](#)
- [Using this Help System](#)
- [Getting Started](#)
- [System Requirements](#)
- [Opening a Module](#)
- [Licensing](#)
- [Installation](#)

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[Home](#) > [Cut It Out](#) > [Getting Started](#)

Getting Started with Cut It Out

This getting started section will give you only the basics of using Cut It Out. If you have never used Cut It Out before this is a good place to start. You might also try watching the [getting started video tutorial](#). For detailed information on steps and controls mentioned in the getting started section see the Using Cut It Out section instead.

Articles in this section

[When to use Cut It Out](#)
[Supported File Types](#)
[Opening Cut It Out](#)
[User Interface](#)
[Navigating the Preview](#)
[Preview Modes](#)
[Finding More Help](#)

When to use Cut It Out

Cut It Out is generally used in the middle of our workflow. It is used after your image is color and contrast adjusted. Making sure the image is optimized before using Cut It Out will greatly improve your results.

Cut It Out is based on color. You select colors you want to keep and colors you want to remove and then paint away the colors you don't want. It is important that there is a color contrast between your subject and the background. If your subject and background are similar colors, Cut It Out will have a difficult time giving you good results.

See also

[Supported File Types](#)
[Opening Cut It Out](#)
[User Interface](#)
[Navigating the Preview](#)
[Preview Modes](#)
[Finding More Help](#)

[Home](#) > [Cut It Out](#) > [Getting Started](#) > [Supported File Types](#)

Supported File Types

Cut It Out supports any 8 RGB file that can be opened by Adobe® Photoshop Elements®. This includes Jpeg, PSD and TIF as well as Raw files from digital cameras and many other formats. If you routinely work in Grayscale or CMYK, simply convert your image RGB before using Cut It Out.

Cut It Out works by painting away pixels on your target layer to reveal any layers you place under it. It is good practice to make a back-up copy of your target layer before opening Cut It Out so you always have an original to use for reference in the future.

Cut It Out requires that your image be layered. If you have opened an image from a scanner or digital camera it is most likely a flattened image. You can tell this if the layers palette only shows a single layer, labeled Background in italics. To use this type of image you need to convert it to a layered file by:

1. Duplicating the background layer or,
2. Converting the background to a layer by double-clicking it.

See also

[When to use Cut It Out](#)
[Opening Cut It Out](#)
[User Interface](#)
[Navigating the Preview](#)
[Preview Modes](#)
[Finding More Help](#)

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Opening Cut It Out

Opening Cut It Out in Photoshop Elements

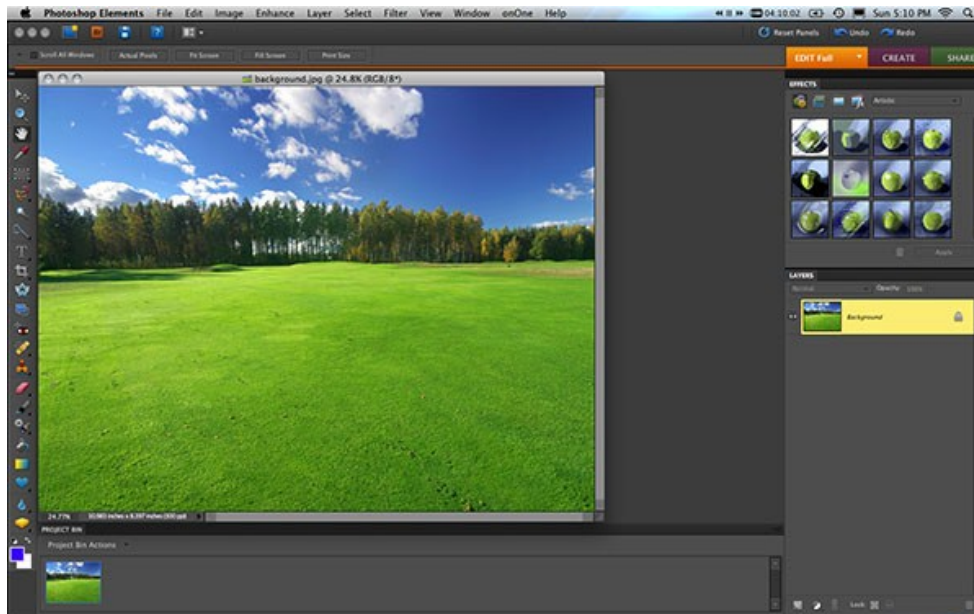
1. When you use Cut It Out inside of Photoshop Elements you need to open an image first.
2. When you have the image you would like to work on be sure to select the layer that you would like to start with.
3. Then go to the Essentials palette and select Cut It Out.

Note: You can also access Cut It Out from the Filter menu.

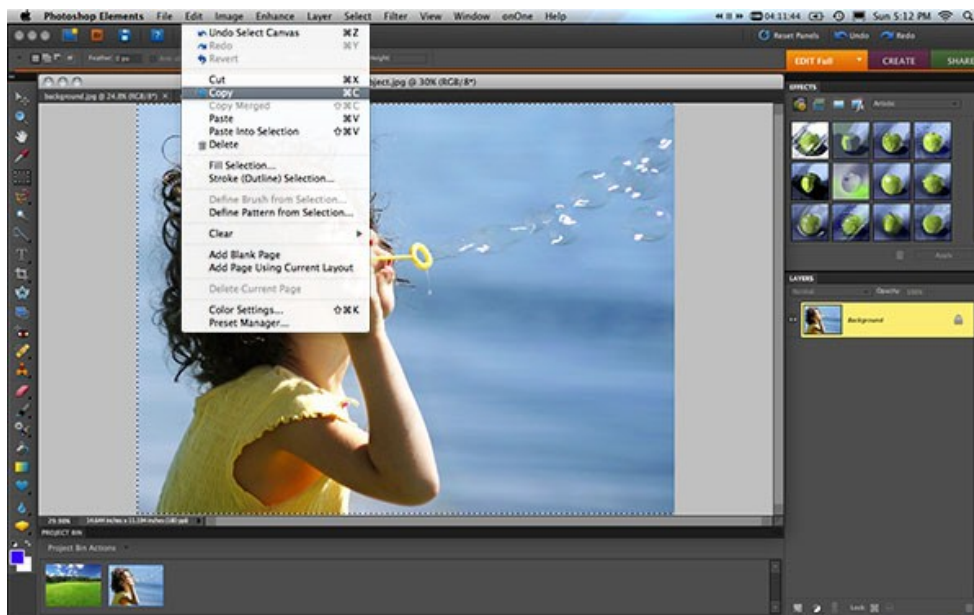
Preparing a Layered File

It is often best to prepare your layered file, including the new background before opening Cut It Out. Follow these steps to prepare your file.

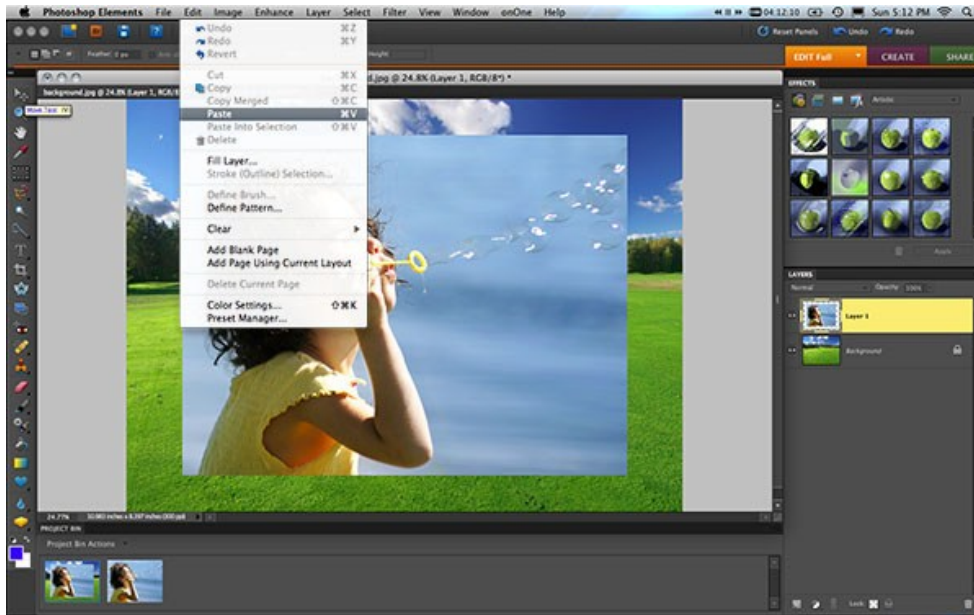
1. Open the image you wish to use as the new background for your scene. This can be an image you have taken or one you have downloaded from a stock image website. Make sure your background image is sized to the print or display size you need.



2. Open the image that contains your subject, or the thing you want to cut out. Make sure it is color and contrast adjusted.
3. Use the marquee tool to draw a box selection around our subject. You can also use the select all command if your subject fills the frame. Then use the Copy command, found in the Edit Menu.



4. Switch images to your background image and use the Paste command found in the Edit Menu. Now you should have your subject on its own layer above your background.



5. You may need to use the resize handles to scale the new layer to fit the background layer properly.



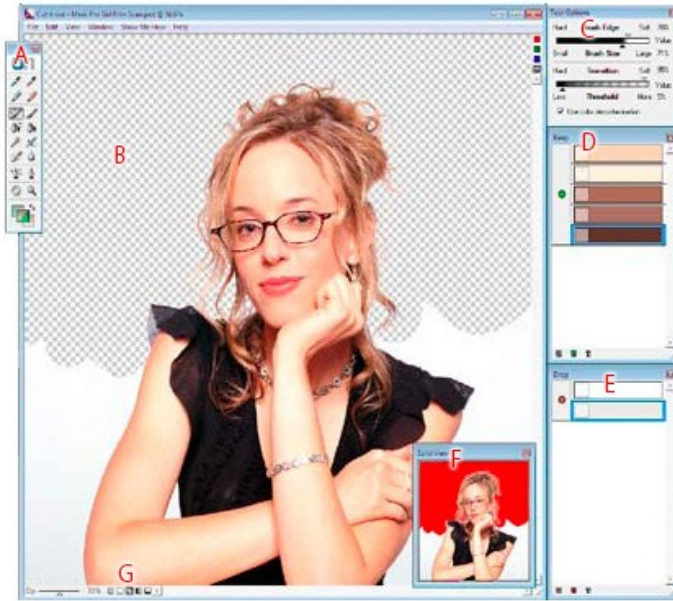
Okay, now that you have created your layered file you are ready to use Cut It Out.

See also

- [When to use Cut It Out](#)
- [Supported File Types](#)
- [User Interface](#)
- [Navigating the Preview](#)
- [Preview Modes](#)
- [Finding More Help](#)

Home > Cut It Out > Getting Started > User Interface

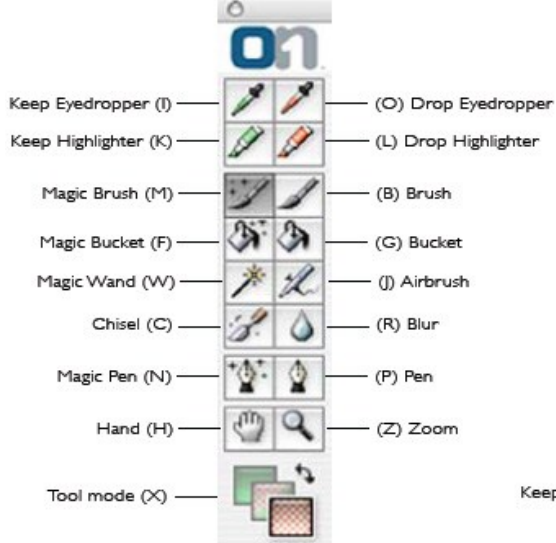
User Interface



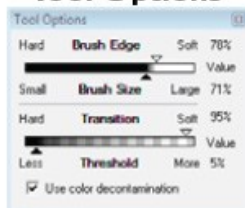
- A - Tool Palette: This is where all the tools for Cut It Out live. This is similar to the tool palette in Photoshop Elements.
- B - Preview Window: Shows your image with the masking applied
- C - Tool Options Palette: Lists the options for the selected tool
- D - Keep Color Palette: Shows the colors you have selected to keep in your image.
- E - Drop Color Palette: Shows colors you have selected to remove from your image.
- F - Navigator Palette: Shows a birds-eye view of the document. Allows you to zoom and pan the preview image. You can create multiple navigators and each can use a different view mode.

Nearly all the commands you'll use in Cut It Out are arranged in the Toolbox: The Keep and Drop Color palettes,

The Toolbox

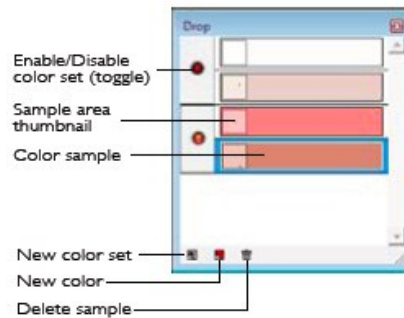


Tool Options

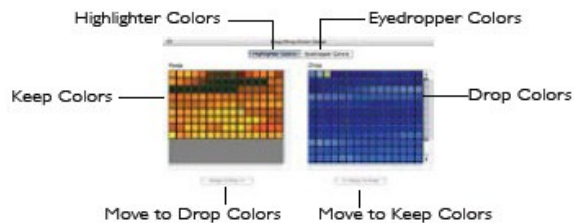


Navigator and Tool Options palette. For a list of Cut It Out keyboard shortcuts, see *Shortcuts*.

Keep & Drop Color Palettes



Keep/Drop Color Detail Palette



Navigators



See also

[When to use Cut It Out](#)
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[Navigating the Preview](#)
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Home > Cut It Out > Getting Started > Navigating the Preview

Navigating the Preview

Cut It Out provides a number of easy ways to navigate and view your image in the Preview window.

Hand Tool

The Hand tool is used to drag the image within the Preview window, whenever the image size is larger than the viewable area.

To pan (scroll) in the Preview screen:

- Select the Hand tool and drag the image until you locate the area you wish to view.
- With any other tool selected press Spacebar while you drag the image in the window.



Tip: Hold down the spacebar temporarily to activate the Hand tool no matter what tool is currently selected

Tip: Double-click the Hand tool in the Toolbar to set the image to a magnification that fits completely in the current window size.

Zoom Tool

The Zoom tool changes the magnification of the image in the Preview screen from 1% to 1600%.

With the Zoom tool selected:

- Click in the Preview window to zoom in and center the image at the location clicked.
- Click and drag in the Preview screen to draw a rectangular marquee—the screen fills with the area within the marquee when you release the mouse.
- Double-click in the Preview screen to set the Preview screen to 100% magnification.
- Hold the Option key (Mac) or Alt key (Win) and click to zoom out (cursor changes to a minus sign).



Tip: Double-click the Zoom tool in the Toolbar to set the image to 1:1 or 100% magnification, showing every pixel. This is best when adjusting textures and for examining small details.

Navigators

The Navigators provide a thumbnail view of your entire image and the ability to zoom in and out of the image. A marquee in the Navigator palette shows the current area displayed in the main Cut It Out window. You can open multiple navigators in any mask view, such as clean-up, composite, etc.



To open a new Navigator:


- Choose Window > Navigator Window >[Mask View].

See also

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[User Interface](#)
[Preview Modes](#)
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Preview Modes

Cut It Out offers several view modes for comparing your original image to the results. You can select the view mode from the view mode toggle icons at the bottom left of the screen , or by using the 1-5 keys on your keyboard, or by using the Mode option under the View menu.



Original Image: This view displays the original image for comparison with your changes. Original View is available at any time. Use the keyboard shortcut [-].



Solid Color: Displays erased areas as a solid color. The default color is white, but can be changed at any time. To select a new background color, double-click the Solid View button to open a standard color picker. Use keyboard shortcut [1].



Single Layer: Displays erased areas as a grid. Single Layer View is available when masking. Use keyboard shortcut [2].



Mask View: Displays your results as a black and white mask — 100% erased areas in black and 100% kept areas in white. Mask View is available at any time. Use keyboard shortcut [3].





Clean-Up Mask View: Displays 100% kept areas as white, 100% dropped areas as black and transition areas in gray. Use this mode when absolute precision is required or to find holes in your mask. Cleanup View is available at any time. Use keyboard shortcut [4].



Composite View: Displays the underlying layer through erased areas. Composite view is available whenever the image being masked has more than one layer and the layer being masked is the upper most layer. This is often the best way to work as you can see your results in real time. Use keyboard shortcut [5].

See the [Opening Cut It Out page](#) to learn how to create a layered file for use in composite view.



See also

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Finding More Help

Tutorial and Tips Palette

Check the built-in Tutorials and tips palette. It contains tips for the selected tool and even built-in tutorials for some features.

Knowledgebase

Search the [knowledgebase](#) for common bugs, tips & tricks, and compatibility issues with other software.

Video Tutorials

Check the [online video tutorials](#).

Technical Support

Contact technical support by filling out a [request form](#).

See also

- [When to use Cut It Out](#)
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Basic Use

This first tutorial will describe the ninety percent technique. A proven method that will work with the vast majority of your masking needs. Follow these steps to get the best results out of Cut It Out.

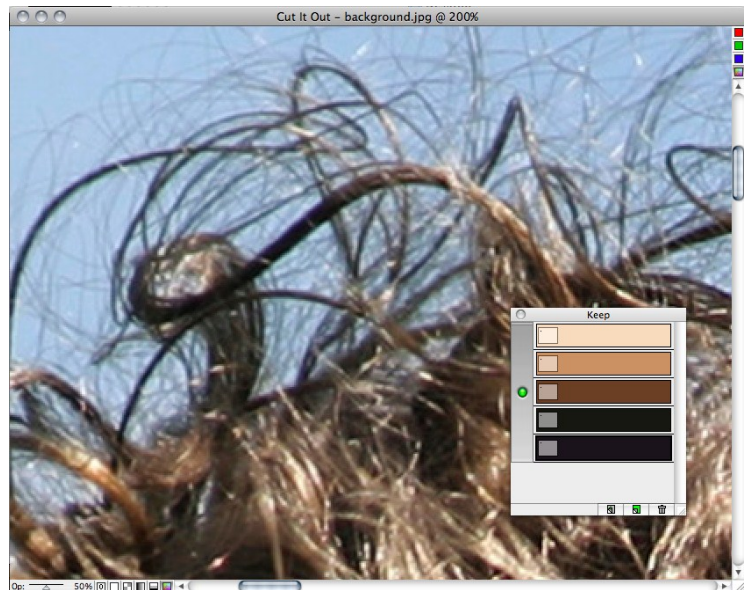
Before we get started it is important to understand that Cut It Out sees color, not edges. This is what makes it unique in its ability to paint away a background through semi-transparent areas like hair, smoke or glass. This is important to think about as you work with Cut It Out, for it work well it needs to have a strong difference between the colors you want to keep and colors you want to drop. Afterall, this is the way Cut It Out works, by selecting keep and drop colors and then painting away the drop colors to reveal your new background.

For this tutorial you will only be using four of the tools in Cut It Out:

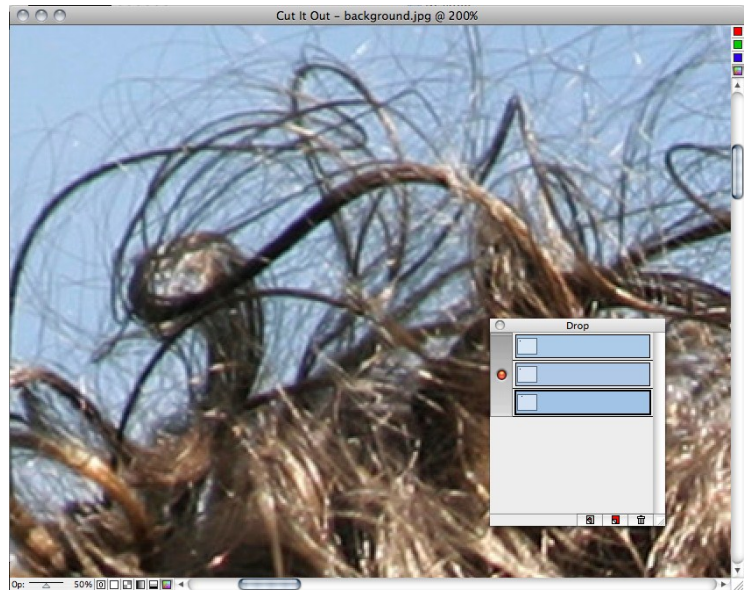
- 
The Keep eye-dropper
Use this tool to select the colors you wish to keep. The selected colors will appear in the keep color palette
- 
The Drop eye-dropper
Use this tool to select the colors you wish to drop. The selected colors will appear in the drop color palette
- 
The Magic Brush
This tool paints away the drop colors and protects the keep colors
- 
The Regular Brush
This tool paints away anything. It is useful for large areas you do not want at all. It can also be used to paint back in mistakes if you change the tool mode to restore rather than erase.

To get started, first open your image and prepare as detailed in the [Opening Cut It page](#). This will place your new background behind your subject so you can see your results as you work. Select the composite view mode from the View > Mode menu. Then follow these instructions:

1. Start by zooming into your image to 200%. You can do this with the magnify tool or by using the command (Mac) control (Win) + keyboard shortcut. Then pan the image to an area where your subject and old background meet. In the image to the right this is where the hair and old background meet. Select the Keep eye-dropper tool and click on a few of the colors in the hair you want to keep. Generally four to five will be plenty. Focus on getting from highlights to midtones to shadows. Be careful not to select any of the background colors. You will see the colors you selected in the keep color palette.



2. Now switch to the Drop eye-dropper tool and repeat the process but this time select the colors in your old background that you want to remove. You will see the drop colors in your drop color palette.



3. Now select the Magic Brush tool. Make sure the Tool Options for it are set to a Transition of 100% (soft) and a Threshold of 0% (less). Also make sure the Use Color Decontamination option is enabled.

Now start painting over your image. If you need to change the size of the brush, use the Brush size slider. As you brush you will see the drop colors disappear and your new background will appear in their place.



Okay, that's the 90% percent technique. Just pick the colors you want to keep, the ones you want to drop and then brush away the drop colors. To complete your image you may need to create several sets of keep and drop colors.

- You know that it is time to select new colors when the Magic Brush stops working well.
- To create a new set of colors click on the new color set icon in the both the keep and drop color palettes. This will create a new empty set of colors.
- Turn the previous colors off by clicking on the red and green light bulb in the margin of each set.
- Then repeat the color selection process and painting as detailed above in instructions 1-3.

To see the 90% technique in action watch the video tutorials on the [onOne Software website](#).

See also

[Getting Started](#)
[Using the Pen Tools](#)
[Advanced Use](#)

Home > Cut It Out > Using the Pen Tools

Using the Pen Tools

The Magic Pen and the Pen tools are useful when you have a hard-edged subject or when the difference between the subject and background becomes

ambiguous. Pen tools do not care about color, instead they focus on edges. Follow these instructions to use the pen tools.

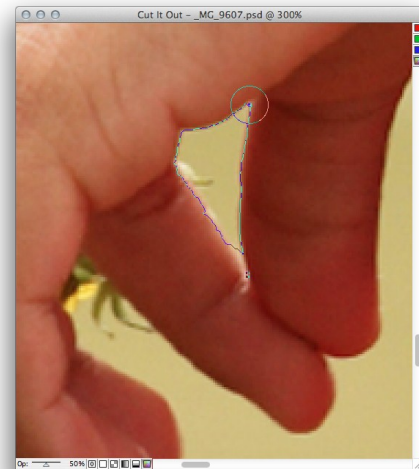
Using the Magic Pen

The Magic Pen works by detecting edges and tracing them. All you have to do is run the Magic Pen along an edge with the mouse button held down. On both pen tools you must make a complete selection (return to the starting point). Then select whether you want to remove or restore the selection.

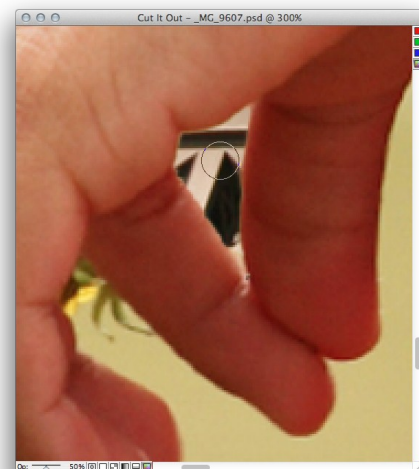
1. Start by selecting the Magic Pen. Its the pen tool with the magic sparkles.
2. Move the pen over the edge of the subject, then click, hold and draw along the edge. The pen will create a path that snaps to the edge.



3. Draw all the way around the area you want to select and return to the starting point. The tool icon will change to have a small circle in it when you are back at the starting point. Click when you see this circle to complete the selection.



4. Now the cursor will change into a hammer with either a plus or minus symbol, depending on the tool mode. If you see a minus symbol you will erase when you click. If you see a plus, you will restore when you click. Click in the area you wish to remove or restore.



Using the Pen

Using the Pen is similar to Magic Pen, except it does not trace an edge automatically, it simply draws straight line segments. You still need to create a complete selection by returning to the starting point. You may mix the Magic Pen and Pen tool in the same selection.

See also

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Advanced Use

The advanced section of the Cut It Out help system is presented in Adobe Acrobat PDF format. You may need to install the free Adobe Acrobat Reader to view it. It can be found at [Adobe.com](http://adobe.com)

[Click here to open the Advanced section.](#)

See also

Getting Started
Basic Use
Using the Pen Tools

Essentials 4 User Guide

Welcome to onOne Software Make It Cool

Make It Cool Professional is the fastest and easiest way to add a professional look to your photos in Photoshop Elements. You get tons of professional-grade photographic effects, all wrapped up in an easy-to-use Photoshop Elements plug-in making this the fastest and easiest way to make your photos stand out from the crowd.

The key to Make It Cool is its unique ability to provide full-screen previews of an effect on your image before you choose to apply it. **Make It Cool is like Legos® for Photoshop Elements. You can stack multiple effects on top of each other just like you would filters over a camera lens.** You can then control the order of each effect and how they blend together for a truly unique look. You can even save your effect stacks for future use and share them with your friends who have Make It Cool.

- Includes almost 100 professional effects created by top photographers and Photoshop Hall-of-Famers.
- Stack multiple effects to create your own look, then save it as a preset.
- NEW Masking Bug and Masking Brush makes selectively placing and blending multiple effects a snap.
- The most complete and powerful tool in your Photoshop Elements arsenal.

Looking for Information?

If you're unable to find what you're looking for in this help system, try these alternative [resources](#), or contact our [customer support department](#).

Most popular pages

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[Home](#) > [Make It Cool](#) > [Getting Started](#)

Getting Started

This getting started section will give you only the basics of using Make It Cool. If you have never used Make It Cool before this is a good place to start. You might also try watching the [getting started video tutorial](#). For detailed information on steps and controls mentioned in the getting started section see the Using Make It Cool section instead.

Articles in this section

[When to use Make It Cool](#)
[Supported File Types](#)
[Opening Make It Cool](#)
[User Interface](#)
[Navigating the Preview](#)
[Preview Modes](#)

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When to use Make It Cool

The broad range of effects in Make It Cool makes it useful at many steps in the digital workflow. For example the effects in the Image Optimize category may be used early in the workflow for correcting the color and tone of an image. While effects in many categories are designed for a more artistic effect may be used in the middle of the process. Finally Make It Cool has several effects designed for sharpening that should be applied as the last step before printing.

See also

[Supported File Types](#)
[Opening Make It Cool](#)

[User Interface](#)
[Navigating the Preview](#)
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[Home](#) > [Make It Cool](#) > [Getting Started](#) > [Supported File Types](#)

Supported File Types

Make It Cool supports any 8 bit RGB file that can be opened by Adobe® Photoshop Elements®. This includes Jpeg, PSD and TIF as well as Raw files from digital cameras and many other formats. If you routinely work in Grayscale or CMYK, simply convert your image RGB before using Make It Cool.

By default, Make It Cool functions on a merged duplicate layer. That means it will create a new layer above your target layer that contains all of the information in the layers below it. In the preferences you can also select the option to have Make It Cool only work on a copy of the current layer. This is designed for use in page layout like creating album. Make It Cool will always create a new layer (or new document) when it is applied to maintain your original image data.

See also

[When to use Make It Cool](#)
[Opening Make It Cool](#)
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Opening Make It Cool

Opening Make It Cool in Photoshop Elements

1. When you use Make It Cool inside of Photoshop Elements you need to open an image first.
2. When you have the image you would like to work on be sure to select the layer that you would like to start with.
3. Then go to the Essentials palette and select Make It Cool.



Note: You can also access Make It Cool from the File > Automation Tools menu.

See also

[When to use Make It Cool](#)
[Supported File Types](#)
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User Interface



- A - Before Preview Window: Shows your original image.
- B - After Preview Window: Shows your image with the current stack of effects applied.
- C - Navigator Pane: Shows a birds-eye view of the document. Allows you to zoom and pane the preview areas.
- D - Stack Pane: Shows the current stack of effects, allows you to change effect order and fade.
- E - Mini-Library Pane: Shows your favorite effects and presets so you can quickly add them without the main library.
- F - Masking Pane: Contains the controls for the masking brush as well as the Photoshop Elements layer masks.
- G - Library Mode Toggle: Toggles the Library mode from Search, Categories, Keywords, Presets or None.
- H - Library Mode Pane: Currently displaying the Search Mode but changes based on the the Library mode.
- J - Library Results Pane: Lists the results of the current search. May contain effects and presets.
- K - Library Details Pane: Displays information about the currently selected effect. Includes effect options.
- L - Add to Stack & Undo buttons: Use these buttons to add an effect or preset to the stack as well as to undo.
- M - Library Preview Pane: Displays a before/after preview of the current effect.
- N - Library Preview Toggle: Controls if the Library preview shows the before, after or split-screen view.
- P - Library Pane Size Handle: Click and drag this handle to resize the height of the Library Pane.
- Q - Find More Online button: Click this button to go the the Make It Cool online portal page containing free presets, tutorials, updates and news.
- R - Preview on/off Toggle: Toggles the After preview pane on and off. When working in single image mode you can use this to preview an effect on and off.
- S - Preview Mode Toggle: Toggles the preview windows through their different modes, either single image, left/right compare, left/right split, top/bottom compare and top/bottom split.
- T - MaskingBrush Tool: Select this tool to selectively paint an effect in or out.
- U - MaskingBug Tool: Select this tool to adjust the MaskingBug
- V - Hand (Pan) Tool: Select this tool to move the image within the preview window.
- W - Zoom (Magnify) Tool: Select this tool to change the size of the image in the preview window.
- X - Cancel Button: Press this button to cancel Make It Cool and return to the host application.
- Y - Apply Button: Press this button to apply the current stack to your image and return to the host.



Tip: If you work on a smaller display you can open the close the library with the Command-E (Mac) or Control-E (Win) short-cut. This gives the preview more room so you can use the Masking Brush.

See also

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Home > Make It Cool > Getting Started > Navigating the Preview

Navigating the Preview

Make It Cool provides a number of easy ways to navigate and view your image in the Preview window.

Hand Tool

The Hand tool is used to drag the image within the Preview window, whenever the image size is larger than the viewable area.

To pan (scroll) in the Preview screen:

- Select the Hand tool and drag the image until you locate the area you wish to view.
- With any other tool selected press Spacebar while you drag the image in the window.



Tip: Hold down the spacebar temporarily to activate the Hand tool no matter what tool is currently selected

Tip: Double-click the Hand tool in the Toolbar to set the image to a magnification that fits completely in the current window size.

Zoom Tool

The Zoom tool changes the magnification of the image in the Preview screen from 1% to 1600%.

With the Zoom tool selected:

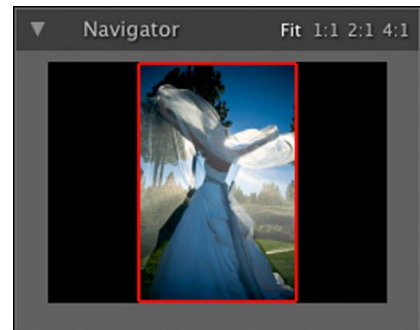
- Click in the Preview window to zoom in and center the image at the location clicked.
- **Click and drag in the Preview screen to draw a rectangular marquee—the screen fills with the area within the marquee when you release the mouse.**
- Double-click in the Preview screen to set the Preview screen to 100% magnification.
- Hold the Option key (Mac) or Alt key (Win) and click to zoom out (cursor changes to a minus sign).



Tip: Double-click the Zoom tool in the Toolbar to set the image to 1:1 or 100% magnification, showing every pixel. This is best when adjusting textures and for examining small details.

Navigator

The Navigator pane gives you a complete birds-eye view of your image. The red region of interest indicator marks the area of your image that is visible in the preview pane. You can pan your image by clicking and dragging inside the red region of interest indicator. At the top of the Navigator pane are several Zoom presets. To activate a Zoom preset simply click on it. You can close the Navigator if you don't wish to use it by clicking on the triangle in its title bar.



See also

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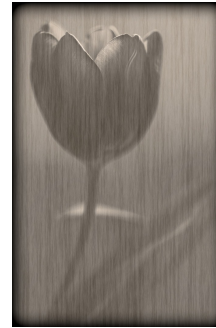
[Home](#) > [Make It Cool](#) > [Getting Started](#) > [Preview Modes](#)

Preview Modes

Make It Cool offers several view modes for comparing your original image to the results. You can select the view mode from the view mode toggle icon in the Toolbar or from the View menu.



Single Image: This is the default view, showing a single preview with the effect stack applied. You can toggle the preview on and off with the preview toggle check-box.



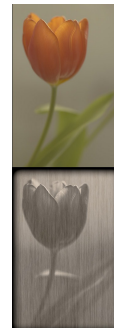
Left/Right: This view shows two previews, the left image is the original, the right image has the effect stack applied. Best for vertical images.



Left/Right Split: Shows a single preview image, divided in two vertically. The left half is the original and the right half has the effect stack applied. Best for vertical images.



Top/Bottom: This view shows two previews, the top image is the original, the bottom image has the effect stack applied. Best for horizontal images.



Top/Bottom Split: Shows a single preview image, divided horizontally. The top half is the original and the bottom half has the effect stack applied. Best for horizontal images.



See also

[When to use Make It Cool](#)
[Supported File Types](#)
[Opening Make It Cool](#)
[User Interface](#)
[Navigating the Preview](#)

[Home](#) > [Make It Cool](#) > [Using Make It Cool](#)

Articles in this section



See also

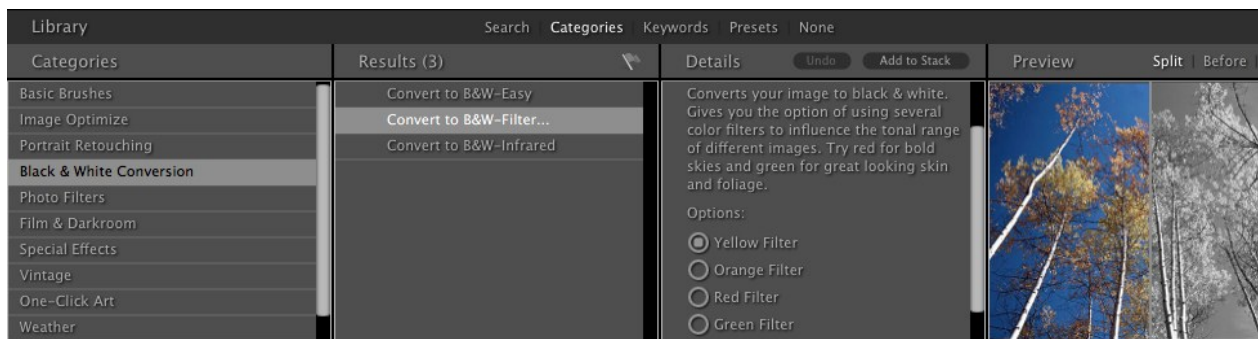
[Getting Started Menus](#)

[Home](#) > [Make It Cool](#) > [Using Make It Cool](#) > [Using the Effects Library](#)

Using the Effects Library

The Effects Library is the heart of Make It Cool. It contains all the effects and presets that you will work with in Make It Cool. It is located at the bottom of the window. The Library helps you find the perfect stack of effects.

- Browse through the effects and presets by categories
- Search for effects and presets by typing in words or descriptions
- Search for effects and presets based on descriptive and emotive keywords
- Mark effects and presets as favorites
- Learn about an effect by reading its description and seeing a sample image
- Preview what an effect will look like on your image



See also

[Opening the Library](#)
[Searching](#)
[Browsing Categories](#)
[Keyword Browser](#)
[Results Pane](#)
[Details and Previews](#)
[Presets](#)

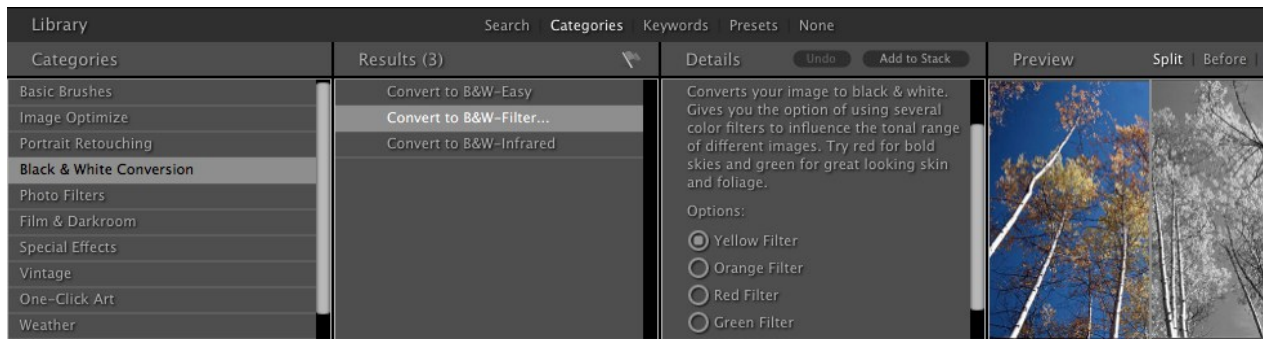
[Home](#) > [Make It Cool](#) > [Using Make It Cool](#) > [Using the Effects Library](#) > [Opening the Library](#)

Opening the Effects Library

When you launch Make It Cool you should see the Effects Library immediately at the bottom of your screen. This is the starting point for using Make It Cool. You

can resize the library using the handle located at its far right side. Just click and drag to make it larger or smaller. The size of the Library will be retained from session to session. You can also close or hide the Library by clicking on the None option in its mode bar or by using the command-E (Mac) or control-E (Windows) keyboard shortcut.

In the header of the Library is a mode selector. It contains the following Library modes, which you can select by clicking on an option. Each mode changes only the left most column of the Library.



- **Categories:** Shows a list of categories. Each category contains similar effects, such as Image Optimization or Black & White Treatments. They are organized top-down in the order you typically use them in a workflow. For example you would adjust color and tone using the Image Optimize effects before using a Stylized effect or a Frame Treatment.
- **Search:** The search mode allows you to search for effects or presets simply by typing in any word that is part of the effect or preset name or description. As you type each letter the search results are narrowed down automatically. You can also filter the results using several options.
- **Keywords:** The keyword mode lists an array of keywords that are both descriptive and emotive. You can search for effects or presets by clicking on any number of keywords to narrow down the results.
- **Presets:** The preset mode lists the presets and their categories, similar to the category mode.
- **None:** The none mode minimizes (closes) the Library.

See also

[Searching](#)
[Browsing Categories](#)
[Keyword Browser](#)
[Results Pane](#)
[Details and Previews](#)
[Presets](#)

[Home](#) > [Make It Cool](#) > [Using Make It Cool](#) > [Using the Effects Library](#) > [Searching](#)

Searching

Search mode allows you to search for effects or presets simply by typing in any word that is part of the effect or preset name, description or creator. As you type each letter, the search results are narrowed down automatically. You can also filter the results using several options.

Here are some guidelines to help you get the best results when using the search field:

- The search field searches the name, description and author information.
- The search uses a "starts with" type of search. This means if you typed in a search for "low" it would find effects or presets named "low"er but not f"low"er.
- The search field always searches the entire library.
- You can clear the search field completely by pressing the reset button.

Under the search box are three filter options which will further reduce your search results. You can also use the filters with nothing in your search box to filter the entire library.

- **Author:** Allows you to show results from a specific author
- **Version:** Allows you to show results from a specific versions, either Standard or
- **Favorites:** Allows you to show only your results marked as favorites



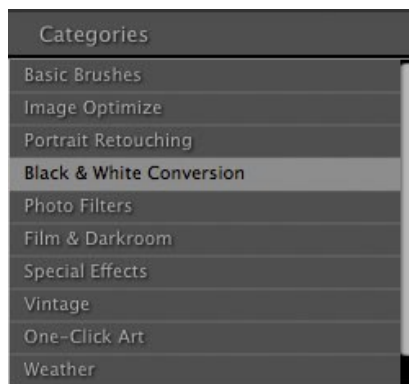
See also

[Opening the Library](#)
[Browsing Categories](#)
[Keyword Browser](#)
[Results Pane](#)
[Details and Previews](#)
[Presets](#)

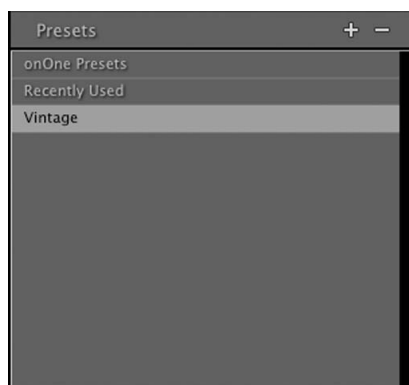
Home > Make It Cool > Using Make It Cool > Using the Effects Library > Browsing Categories

Browsing Categories

You can browse for effects in Category Mode. Each category contains similar effects, such as Image Optimization or Black & White Treatments. They are organized top-down in the order you typically use them in a workflow. For example you would adjust color and tone using the Image Optimize effects before using a Stylized effect or a Frame Treatment. If you are upgrading from Make It Cool 1.0 this is the same category list you have used before. To browse a category, just click on a category and then browse its contents in the second column of the library.



You can also browse presets in a similar fashion to effects. In Preset mode you will see a list of preset categories in the left column. To browse a category, just click on a category and then browse its contents in the second column of the library.



See also

[Opening the Library](#)
[Searching](#)
[Keyword Browser](#)
[Results Pane](#)
[Details and Previews](#)
[Presets](#)

Home > Make It Cool > Using Make It Cool > Using the Effects Library > Keyword Browser

Keyword Browser

New in Make It Cool is the ability to browse for effects and presets by descriptive and emotive keywords. To use Keyword mode simply click on the keywords in the keyword array to help narrow your search. As you click on each keyword it will highlight and the results column will show only the effects and keyword that match the keyword(s) you select.

For example if you select "Black & White", "Warm" and "Grainy", only effects that match all three keywords would be displayed. You can turn off a keyword by clicking on it again. To clear all the keywords, click on the reset button.



See also





[Opening the Library](#)
[Searching](#)
[Browsing Categories](#)
[Results Pane](#)
[Details and Previews](#)
[Presets](#)

Home > Make It Cool > Using Make It Cool > Using the Effects Library > Results Pane

Results Pane

The second column of the Effects Library is the results pane. It works the same no matter which mode the Library is in. Its job is to display the results of your browsing and searching. The results may contain both effects and presets. You can click on an effect or a preset to learn more about it in the Details pane. You can double-click on an effect or preset to add it to your current stack, allowing you to preview it on your image.

There are a couple of icons that may appear on the same line as the effect or preset name:

-  Items marked with this icon are presets. Adding a preset to your stack will remove any other items in the stack.
-  Items marked with this icon are Paint-In effects. When you add a Paint-In effect you won't see its results until you paint it in where you want.
-  Items marked with this icon are MaskingBug effects. When you add a MaskingBug effect, a MaskingBug will be added automatically.
-  Items marked with this icon are Favorites. You can mark an effect or preset as a favorite by clicking in the favorite column.



See also

[Opening the Library](#)
[Searching](#)
[Browsing Categories](#)
[Keyword Browser](#)
[Details and Previews](#)
[Presets](#)

Home > Make It Cool > Using Make It Cool > Using the Effects Library > Details and Previews

Details and Previews

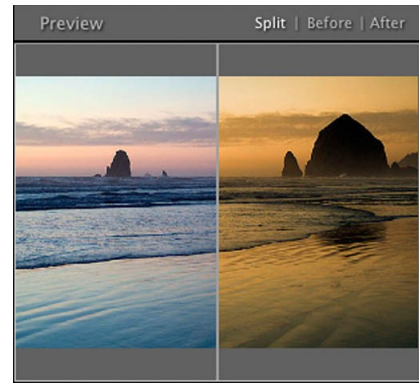
The third column of the Library is the details pane. It will display information and options for the effect or preset selected in the results pane. The Details column will display the following information:

- The category where the effect or preset lives
- The creator of the effect or preset
- A description of the effect or preset
- In some cases options for the effect like strength, color or position

In the header of the details pane are two buttons. Add to stack, which will add the currently selected effect or preset to the stack, and Undo, which will undo the last action. You can use the Add to stack and undo button to easily preview effects on your image. Just click on add to stack, if you don't like the results, click undo to remove it.



The far right, fourth column shows an example of the effect or preset. There are options so show the before, after or a split-screen view of the effect on a sample image. Keep in mind that some effects may be subtle and you won't be able to judge them without adding them to your image and zooming in.



See also

[Opening the Library](#)
[Searching](#)
[Browsing Categories](#)
[Keyword Browser](#)
[Results Pane](#)
[Presets](#)

[Home](#) > [Make It Cool](#) > [Using Make It Cool](#) > [Using the Effects Library](#) > [Presets](#)

Presets

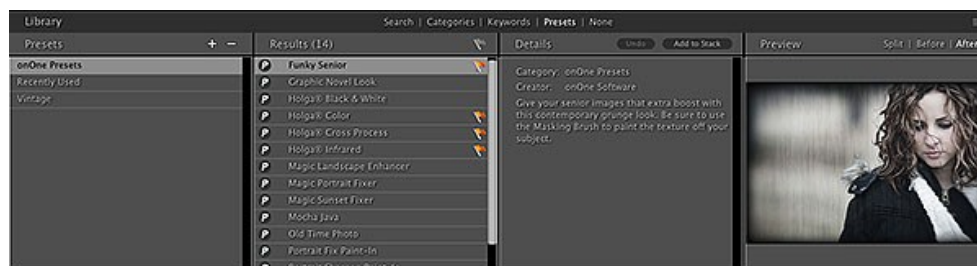
Presets are vital to use Make It Cool effectively in your workflow. Presets store the entire stack of effects and all of their options and fade settings. Using a preset helps you reproduce your favorite looks quickly.

Pages in this Section

[Browsing Presets](#)
[Using Presets](#)
[Saving Presets](#)
[Deleting Presets](#)
[Sharing Presets](#)

[Home](#) > [Make It Cool](#) > [Using Make It Cool](#) > [Using the Effects Library](#) > [Presets](#) > [Browsing Presets](#)

Browsing Presets



- You can browse and search for presets just like you browse for an effect. They will appear in the results column in search, keyword, or preset modes, along with effects that match your search criteria.
- When the library is in preset mode you will see only presets in the results column and not the effects.
- You can see the same details such as description, author and before/after previews in the detail and preview panes.
- Your last six used settings are automatically saved as last used presets in the Last Used category in the presets column.

See also

[Using Presets](#)
[Saving Presets](#)

[Deleting Presets](#)
[Sharing Presets](#)

Home > Make It Cool > Using Make It Cool > Using the Effects Library > Presets > Using Presets

Using Presets

You can load a preset just like using an effect. You can select it in the results column of the Library and press the Add to Stack button or simply double-click on it. When you add a preset it will clear your current stack and replace it with the effects and settings in the preset. You can then adjust each effect to tailor it to your image.

See also

[Browsing Presets](#)
[Saving Presets](#)
[Deleting Presets](#)
[Sharing Presets](#)

Home > Make It Cool > Using Make It Cool > Using the Effects Library > Presets > Saving Presets

Saving Presets

Saving a preset is simple. Once you have a stack that you wish to save, go to the File menu and select Save Preset. You can also press the plus icon located in the top of the preset column.

The New Preset dialog will appear (shown to the right). There are several fields to complete including the preset name, the category, creator, description and keywords.

In the category pull-down you can select which existing category the preset should be saved into. You can also create a new category this way by selecting new category from the bottom of the list.

New Preset

Preset Name:

Category:

Creator:

Description:

Keywords:

<input type="checkbox"/> Antique	<input checked="" type="checkbox"/> Portrait	<input type="checkbox"/> Dark
<input type="checkbox"/> Black & White	<input type="checkbox"/> Retouch	<input type="checkbox"/> Glowing
<input type="checkbox"/> Cinema	<input type="checkbox"/> Sharpening	<input type="checkbox"/> Grainy
<input type="checkbox"/> Color	<input type="checkbox"/> Soft Focus	<input checked="" type="checkbox"/> Grunge
<input type="checkbox"/> Darkroom	<input type="checkbox"/> Version 1	<input checked="" type="checkbox"/> Modern
<input type="checkbox"/> Film	<input type="checkbox"/> Version 2	<input type="checkbox"/> Moody
<input type="checkbox"/> Filter	<input checked="" type="checkbox"/> Vignette	<input type="checkbox"/> Pop
<input type="checkbox"/> Fix Color	<input type="checkbox"/> Artistic	<input type="checkbox"/> Strong
<input type="checkbox"/> Fix Tone	<input type="checkbox"/> Bright	<input type="checkbox"/> Subdued
<input type="checkbox"/> In-Camera	<input type="checkbox"/> Clean	<input type="checkbox"/> Vintage
<input type="checkbox"/> Landscape	<input type="checkbox"/> Contrasty	<input type="checkbox"/> Warm
<input type="checkbox"/> Paint-In	<input checked="" type="checkbox"/> Cool	



You can edit a preset's name, creator, description or keywords by selecting it and then right-clicking on it and selecting edit preset. If you want to edit the effects in a preset, load it into your stack, make your adjustments and then re-save the preset with the same name and location.

See also

[Browsing Presets](#)

[Using Presets](#)
[Deleting Presets](#)
[Sharing Presets](#)

Home > Make It Cool > Using Make It Cool > Using the Effects Library > Presets > Deleting Presets

Deleting Presets

You can remove a preset from the Make It Cool if you no longer want to have access to it. To remove a preset, follow these steps:

1. Open Make It Cool
2. Select the preset(s) you wish to remove in the Library
3. Press the minus icon at the top of the Preset column

You can also use this method to delete an entire preset category, just click on a preset category and then click the minus icon. A confirmation dialog will confirm your intent.



Note: Deleting presets removes them from your hard drive and you will no longer be able to use them. If you need to reload a preset you have deleted, follow the instructions in the sharing presets section.

See also

[Browsing Presets](#)
[Using Presets](#)
[Saving Presets](#)
[Sharing Presets](#)

Home > Make It Cool > Using Make It Cool > Using the Effects Library > Presets > Sharing Presets

Sharing Presets

You can share your presets with other users of Make It Cool. Follow these steps:

- Open Make It Cool
- Go to File > Show Presets folder...

A Finder (Mac) or Explorer (Win) window will open and will display the presets folder. In the presets folder are sub folders for your preset categories. Inside each sub-folder are the individual preset files. You can copy these presets to another computer, attach them to an email or post them on a website.



Note: Make It Cool loads its presets from the the presets folder when it is opened. If you add a preset while Make It Cool is open you may not see it until you re-open Make It Cool.

See also

[Browsing Presets](#)
[Using Presets](#)
[Saving Presets](#)
[Deleting Presets](#)

Home > Make It Cool > Using Make It Cool > Using the Effects Stack

Using the Effects Stack

When you add an effect to your image it will appear in the Stack pane. The Stack works similar to the Layers and History palettes in Photoshop Elements. At the bottom of the Stack is your original image. Each effect you add will layer on top of the original. The Stack allows you to add up to sixteen effects to your image. You can move forward and backward in time by selecting different effects in the Stack. For example if you had a Stack with the original and three effects applied, you could go back to the first effect by selecting it in the Stack. The second and third effects will appear disabled and your preview will show only the results of the original with the first effect applied. You can then click on the third effect, the most recently applied, and the second and third effects will appear active again and the preview will show the results of all three effects. The results of each effect in Make It Cool are cumulative, so the results of the first effect are passed to the second effect and so forth. It is best to work with Make It Cool in a step-by-step process, knowing that the results from each step are the starting point for the next effect. This means that when selecting the effects to apply, think about the workflow processes you would use in Photoshop Elements. It is best to make color and tonal adjustments first, followed by special effects and finish with final touches such as vignettes and sharpening. Thinking of the proper steps to add effects in Make It Cool will give you better and faster results.





Tip: You can clear all the effects from the Frame Stack at once by clicking on the reset button.


See also

[Using the Effects Library](#)
[Using the Mini-Library](#)
[Using the Masking Tools](#)
[Preferences](#)

Home > Make It Cool > Using Make It Cool > Using the Effects Stack > Effect Options

Effect Options

Many of the effects in Make It Cool have options associated with them. You can tell if an effect has options by the ellipse (...) at the end of its name. When you add an effect with options the Options dialog will appear. You will need to select the option you prefer and press the Apply button to add the effect to the stack. The effect options can be presented as color swatches for color treatment effects or radio buttons for other options.

Once you have added an effect with an option, you can change the option selected by double-clicking on the options icon  next to the effect name in the stack.





See also

[Hiding Effects](#)
[Changing the Order of Effects](#)
[Removing an Effect](#)
[Adjusting the Fade](#)

Home > Make It Cool > Using Make It Cool > Using the Effects Stack > Hiding Effects

Hiding Effects

An effect may be temporarily hidden by pressing the  icon next to the effect in the Stack. You can reveal a hidden effect by pressing the  icon a second time. When you hide an effect you are not removing it from the Stack and you can reactivate it at anytime. Keep in mind that hiding an effect in the middle of the Stack may take a moment to re-render and update your preview.

See also

[Effect Options](#)
[Changing the Order of Effects](#)
[Removing and Effect](#)
[Adjusting the Fade](#)

[Home](#) > [Make It Cool](#) > [Using Make It Cool](#) > [Using the Effects Stack](#) > [Changing the Order of Effects](#)

Changing the Order of Effects

Effects may be reordered in the Stack by simply clicking and dragging them into the desired position. Reordering effects can have a huge difference on the results of the image. Reordering effects will cause the Stack to re-render, which may take a few moments.

See also

[Effect Options](#)
[Hiding Effects](#)
[Removing and Effect](#)
[Adjusting the Fade](#)

[Home](#) > [Make It Cool](#) > [Using Make It Cool](#) > [Using the Effects Stack](#) > [Removing and Effect](#)

Removing an Effect

At any time you can remove an effect from the Stack by pressing the minus icon . If the effect you remove is in the middle of the Stack it may take a minute for the preview to update as the Stack re-renders.

See also

[Effect Options](#)
[Hiding Effects](#)
[Changing the Order of Effects](#)
[Adjusting the Fade](#)

[Home](#) > [Make It Cool](#) > [Using Make It Cool](#) > [Using the Effects Stack](#) > [Adjusting the Fade](#)

Adjusting the Fade

The Fade slider controls how the selected effect blends with the previous effect or the original image. You can adjust the Fade for any effect in the Stack by selecting it and then adjusting the Fade slider. In many cases adjusting the Fade slider effectively adjusts the strength of an effect. For example if you add a black and white conversion effect, sliding the Fade down will reveal some of the color from the previous state. In most cases the Fade slider will be set to 100% when you add an effect, however with some effects like vignettes and soft focus effects it may be set at 50%. Adjusting the Fade slider to greater than 50% will make the effect stronger, while adjusting it to less than 50% will make the effect weaker. The Fade slider is the key to achieving a great deal of control and variability with Make It Cool.



See also

[Effect Options](#)

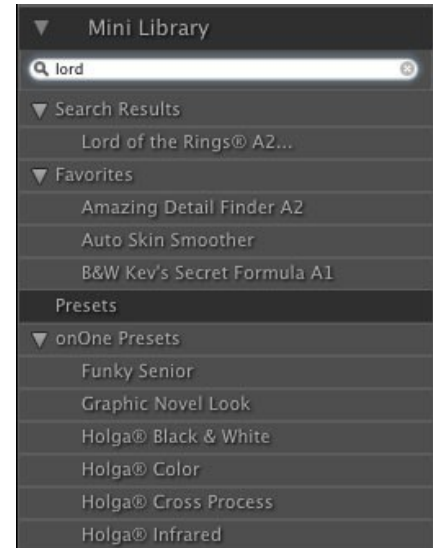
[Hiding Effects](#)
[Changing the Order of Effects](#)
[Removing and Effect](#)

[Home](#) > [Make It Cool](#) > [Using Make It Cool](#) > [Using the Mini-Library](#)

Using the Mini-Library

If you are upgrading from Make It Cool 1, you will feel comfortable with the Mini-Library. The Mini-Library is similar to the Library from the first version of Make It Cool. It is located in the same spot and gives access to:

- Any effect by using the search field. Search results will appear in a new category called search results
- Your favorite effects will appear in a category called favorites
- All of your presets via the preset area



See also

[Using the Effects Library](#)
[Using the Effects Stack](#)
[Using the Masking Tools](#)
[Preferences](#)

[Home](#) > [Make It Cool](#) > [Using Make It Cool](#) > [Using the Masking Tools](#)

Using the Masking Tools

New in Make It Cool is the ability to selectively apply each effect in the Make It Cool stack. Users can use the new Masking Brush to selectively apply each effect to the image. This opens a whole new world of control for Make It Cool users. Using the Masking Brush is just like using a layer mask in Photoshop Elements to hide or reveal the effect in specific, user-defined areas of the image. The Masking Brush even supports pressure-sensitive Wacom tablets for the ultimate in control.

Each effect that you add to the Stack has a hidden mask already applied so you can grab the Masking Brush and paint-in or paint-out an effect on an effect-by-effect basis.








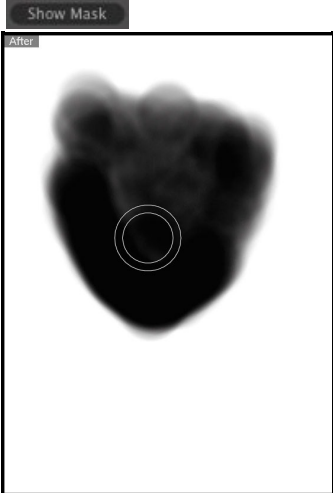


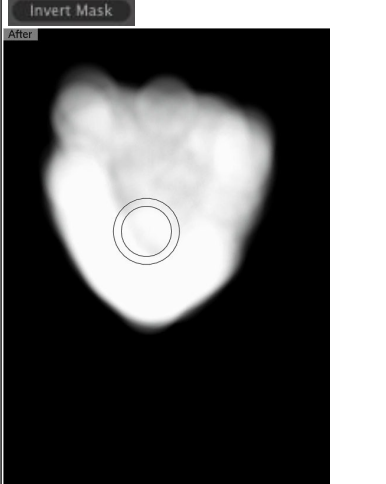
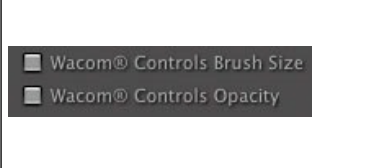

The Masking Brush requires a video card that supports OpenGL 2.0 or higher. If Make It Cool detects that you have an incompatible video card it will warn you on launch and when you add a Paint-In effect. [You can learn more about supported video cards here.](#)

See also

[Using the Effects Library](#)
[Using the Effects Stack](#)

Masking Controls

<p>To use the MaskingBrush you need to select it from the toolbar at the bottom of the window. When you select the brush, the icon will highlight and the tool will appear as a circular brush in the after preview window.</p>	
<p>To use the MaskingBug you need to select it from the toolbar at the bottom of the window. When you select the MaskingBug, and click on the image, a MaskingBug will appear on your image.</p>	
<p>The brush will appear as two concentric circles.</p> <ul style="list-style-type: none"> • The outer circle represents the outer edge, or soft edge of the brush • The inner circle represents the hard edge of the brush <p>The relationship between the hard edge and soft edge are controlled with the brush size and brush feather controls.</p>	
<p>The Brush Size slider adjusts the overall size of the brush. This is the outer circle of the brush.</p> <ul style="list-style-type: none"> • You can adjust the brush size using the left and right bracket keys ([or]) on your keyboard just like you would in Photoshop Elements 	
<p>The Feather slider adjusts how hard the edge of the brush is or how hard the edge of the MaskingBug are.</p> <ul style="list-style-type: none"> • At a low setting the brush will have a hard, distinct edge. The inner and outer circles will be close together • At a higher feather setting the brush will have a softer, feathered appearance. The inner and outer circles will be farther apart. Generally, a soft-edged brush will blend the effect in or out in a more realistic way • You can adjust the brush feather using the shift + left or right bracket keys ([or]) on your keyboard just like you would in Photoshop Elements 	
<p>The Opacity slider adjusts how much "paint" is applied with each brush stroke, or how strong the overall MaskingBug are.</p> <ul style="list-style-type: none"> • At a low opacity it will take many strokes to paint-in or paint-out an effect. Low settings are good when fine control is required or you want the effect to be subtle • Higher opacity settings are good when you need to quickly change the strength of an effect • You can adjust the brush opacity using the number keys on your keyboard (1-0, 1=10%, 2=20% etc.) just like you would in Photoshop Elements. • With the MaskingBug, an opacity of 100% of the MaskingBug mask is strong, at a lower opacity the mask becomes weaker. 	
<p>The Paint-in/Paint-out/Erase Toggle changes the "color" that the brush uses.</p> <ul style="list-style-type: none"> • In the paint-in mode, the brush paints in white revealing the current effect • In paint-out mode, the brush paints with black paint which will hide the current effect • In Erase mode, the brush paints away any brush stroke, either paint in or paint out. • You can change the paint mode by pressing the "x" keyboard short-cut 	
<p>The Show Mask/Hide Mask Toggle makes the black and white mask visible so you can understand the effect of your mask painting.</p> <ul style="list-style-type: none"> • Keep in mind that white areas of the mask show the current effect, while black areas hide the current effect • You can toggle the viewing of the mask using the command - M (Mac) or controls - M (Windows) keyboard shortcut 	

<p>The Invert Mask button will invert the current mask. This can be useful if you wish to paint an effect in that normally applies to the entire image.</p> <ul style="list-style-type: none"> • For example if you want to paint-in the Auto Skin Smoother effect to only a small part of the image you could add the effect to your stack and then press the invert mask button to hide the effect and then use the Masking Brush set to paint-in to apply the effect only where you want it • You can invert the mask using the command - I (Mac) or control - I (Windows) keyboard shortcut 	
<p>The Masking Control in Make It Cool supports Wacom® pressure sensitive drawing tablets. This allows you to control both the brush size and opacity with your Wacom tablet.</p> <ul style="list-style-type: none"> • If Brush Size is selected the harder you press with your stylus the larger the brush will appear, up to the maximum size set by the Brush Size slider • If the Opacity is selected the harder you press with your stylus the stronger, or more opaque the brush stroke will appear, up to the maximum opacity set by the Opacity Slider 	
<p>The Reset Mask button will reset the mask to completely white, revealing the current effect.</p>	




The Masking controls requires a video card that supports OpenGL 2.0 or higher. If Make It Cool detects that you have an incompatible video card, it will warn you on launch and when you add a Paint-In effect. [You can learn more about supported video cards here.](#)

See also

[Painting-In](#)
[Painting-Out](#)
[Using the MaskingBug](#)

[Home](#) > [Make It Cool](#) > [Using Make It Cool](#) > [Using the Masking Tools](#) > [Painting-In](#)

Painting-In

Some of the effects in Make It Cool are designated as Paint-in effects. You can tell if an effect is a Paint-in effect if it has the Paint-in icon  next to it in the Result pane of the Library. When you add a Paint-In effect to your stack you will see no difference in the appearance of your image. You will need to select the Masking Brush tool and paint in the effect where you want it to be. You will see an alert dialog telling you that you have added a Paint-In effect. Follow these steps to paint an effect in:

1. Select a Paint-In effect from the Library and press the Add to Stack button
2. Select the Masking Brush (note the brush mode is automatically set to Paint-In)
3. Paint in the After side of the preview window to see your effect appear. You may need to adjust the brush size and opacity to get the control you desire
4. If you make a mistake with the brush you can toggle to Paint-Out and paint your mistake away.



The Masking Brush requires a video card that supports OpenGL 2.0 or higher. If Make It Cool detects that you have an incompatible video card it will warn you on launch and when you add a Paint-In effect. [You can learn more about supported video cards here.](#)

See also

[Masking Controls](#)

Painting-Out
Using the MaskingBug

Home > Make It Cool > Using Make It Cool > Using the Masking Tools > Painting-Out

Painting-Out

All of the effects in Make It Cool can be Painted-Out. This is useful if you want to protect part of an image from the results of an effect. A good example would be when using the Auto Skin Smoother. When you use it, it may affect other parts of the image that are of similar color. You can use the Masking Brush set to Paint-Out to brush away the effect from these areas. Follow these steps to paint an effect out:

1. Select an effect from the Library and press the Add to Stack button
2. Select the Masking Brush (note the brush mode is automatically set to Paint-Out)
3. Paint in the After side of the preview window over the areas that you want to remove the effect from. You may need to adjust the brush size and opacity to get the control you desire
4. If you make a mistake with the brush you can toggle to Paint-In and paint your mistake away.



The Masking Brush requires a video card that supports OpenGL 2.0 or higher. If Make It Cool detects that you have an incompatible video card it will warn you on launch and when you add a Paint-In effect. [You can learn more about supported video cards here.](#)

See also

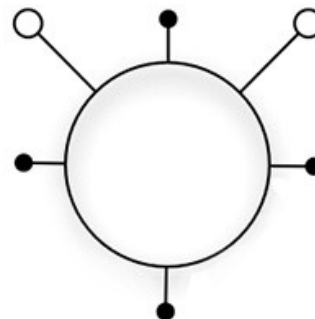
[Masking Controls](#)
[Painting-In](#)
[Using the MaskingBug](#)

Home > Make It Cool > Using Make It Cool > Using the Masking Tools > Using the MaskingBug

Using the MaskingBug

The MaskingBug is a fast way to create a mask that blends the current effect. This allows you to quickly apply effects such as vignettes and graduated filters in an adjustable, customizable shape and position. The MaskingBug technology comes from FocalPoint and if you have ever used it there it will be familiar in Make It Cool. It appears as a wireframe representation of an insect. It has a body, legs and antennae. The MaskingBug gives you a fast and tactile way to control the most commonly used masking controls in Make It Cool. The MaskingBug controls the position, size and shape of the mask as well as the fade amount, opacity and feather.

Once you have played with the MaskingBug for a few minutes you will get the hang of using it. And it will become fast and intuitive for you to use, just like adjusting a zoom lens on a camera.



See also

[Masking Controls](#)
[Painting-In](#)
[Painting-Out](#)

Home > Make It Cool > Using Make It Cool > Using the Masking Tools > Using the MaskingBug > MaskingBug Shapes

MaskingBug Shapes

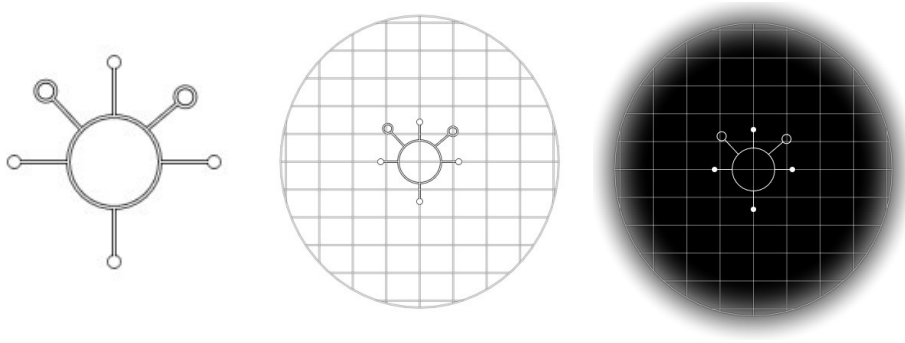
The MaskingBug has two shapes, round or planar. The bug shape is controlled in the Masking pane from the shape pop-up. The MaskingBug tool changes appearance from a round body to a square body depending on which shape is used. The round shape is the default. This creates a round or oblong mask. □

The second shape, planar, creates a rectangular or graduated filter appearance.

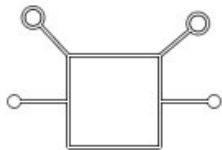
Round MaskingBug

Round MaskingBug with grid visible

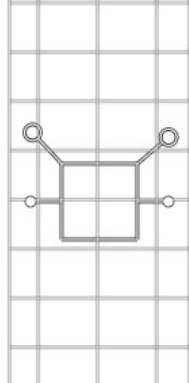
Round MaskingBug with grid and mask visible



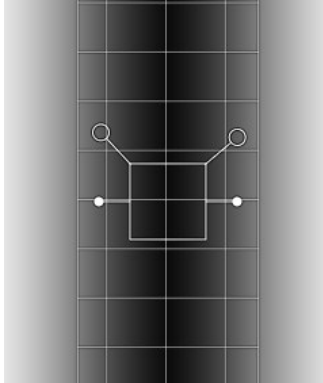
Planar MaskingBug



Planar MaskingBug with grid visible



Planar MaskingBug with grid and mask visible



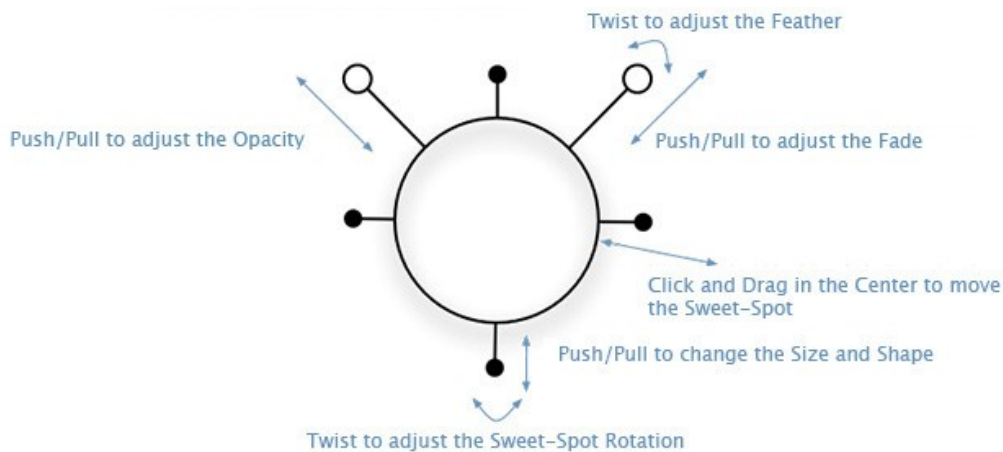
Tip: You can use the Invert button to flip the mask for the MaskingBug. This will apply the effect in the opposite way.

See also

[Adjusting the MaskingBug](#)

Home > Make It Cool > Using Make It Cool > Using the Masking Tools > Using the MaskingBug > Adjusting the MaskingBug

Adjusting the MaskingBug



Adjusting the Size, Shape and Position

The MaskingBug controls the position, size and shape of the sweet-spot. To position the MaskingBug make sure you have it selected from the toolbar and that you have the correct Effect selected in the Stack. Then click, hold and drag inside the body of the bug. Place the MaskingBug in the middle of the area you want

to mask.

To control the size and shape of the sweet-spot you will need to manipulate the legs of the MaskingBug. The legs are the shorter appendages that extend out of the MaskingBug body. On the round MaskingBug there will be four legs. On the planar MaskingBug there will be only two legs. To adjust a leg click, hold and drag it with your mouse. You will know when you can select a leg by the end of it glowing blue when your mouse pointer approaches it. The length of the legs control the size and shape of the sweet-spot. You can also rotate the legs around the body to change the angle of rotation of the sweet-spot.



Tip: It is often useful to turn on the grid when adjusting the MaskingBug. This will allow you to see the exact size, shape and position of the sweet-spot. You can turn on the grid by going to View > MaskingBug Grid and selecting Auto or On. The grid is set to Auto by default, meaning it will only appear when you are adjusting the MaskingBug.

Using the Antennae

The antennae of the MaskingBug control the Fade amount as well as the opacity and feather of the mask. You adjust the antennae the same as the legs. Click, hold and drag the antenna you wish to adjust.

The right antenna controls Fade amount and feather. The length of the antenna controls the Fade amount. The longer the antenna the stronger the effect will be. The angle of the antenna in relation to the body controls the feather or the transition between the sweet-spot and the rest of the image.



You can lock the antenna so you only adjust one of its variables at a time.

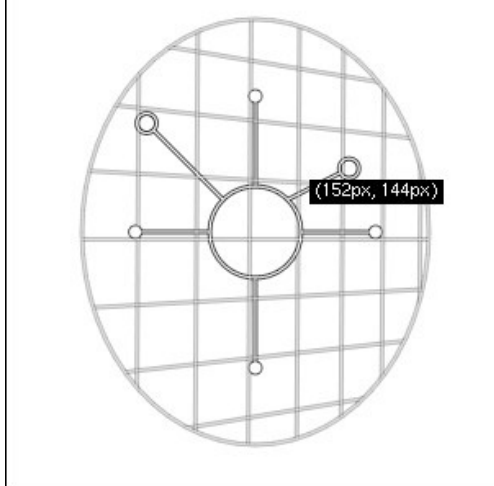
- By holding down the shift key while adjusting an antenna it will be locked to adjust only the antenna length.
- You may hold down shift and command (Mac) Control (Windows) to constrain the adjust to the angle instead.

The length of the left antenna controls the opacity of the mask.

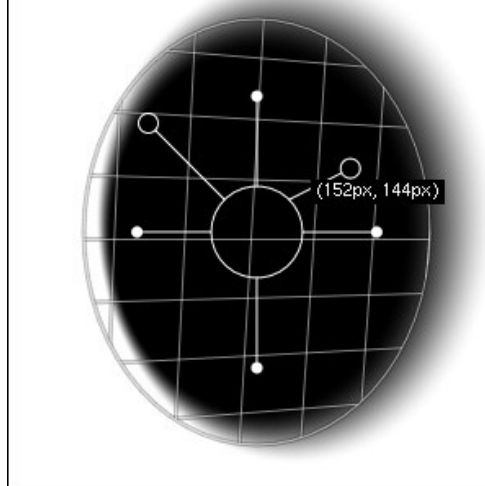
Adjusting the 3-D Tilt

You can also use the MaskingBug to tilt the plane of the mask. This will vary the gradation on each side of the sweet-spot. To control the tilt click and hold the option (Mac) alt (Windows) key and then click and drag inside inside the body of the MaskingBug. You will notice the grid will appear and as you move your cursor inside the MaskingBug's body the grid will tilt in three dimensions. You can reset the tilt by holding option (Mac) alt (windows and double-clicking inside the MaskingBug's body.

Round MaskingBug tilted to the right

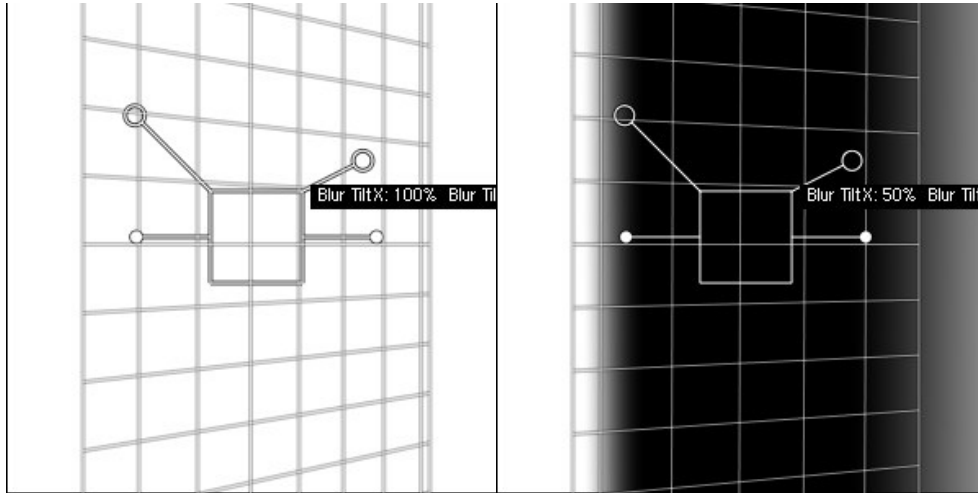


Round MaskingBug tilted to the right with mask visible



Planar MaskingBug tilted to the right

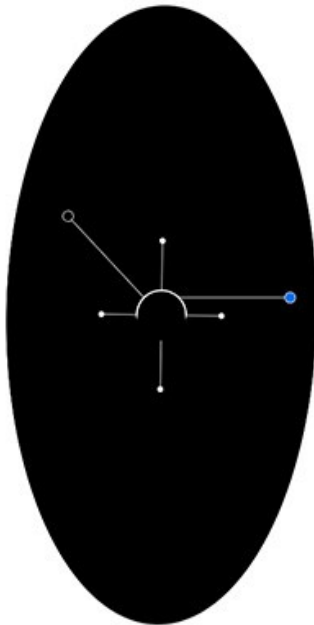
Planar MaskingBug tilted to the right with mask visible



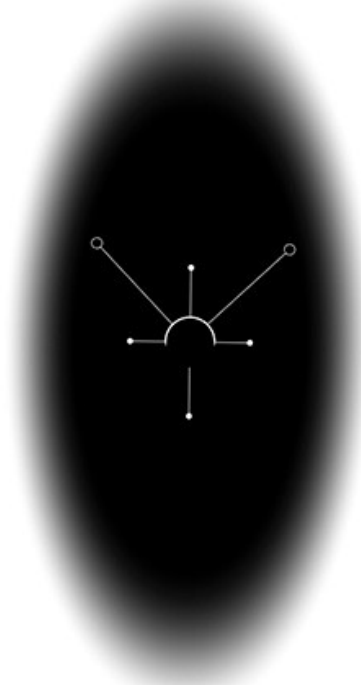
Adjusting the MaskingBug Feather

The feather controls how hard the edge of the sweet-spot is. The harder the edge, the more obvious the transition is between the sweet-spot and the rest of the image. Generally a setting of 25-50 is used. The feather is also controlled the angle of the right antenna.

Small feather, hard edge



High feather, soft edge

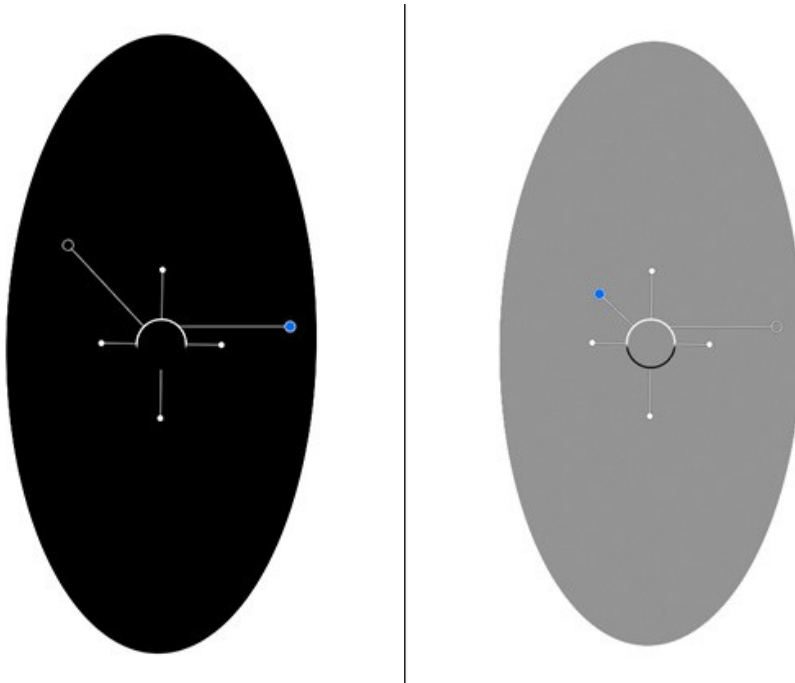


Adjusting the MaskingBug Opacity

The opacity controls the opacity of the sweet-spot. At a setting of 100%, the sweet-spot is completely protected from or completely applying the effect. As the opacity is decreased, the sweet-spot begins to soften. In most cases you will want the opacity to remain at 100%. The opacity is also controlled with the left antenna.

100% Opacity

50% Opacity



See also

[MaskingBug Shapes](#)

Home > Make It Cool > Using Make It Cool > Preferences

Preferences

The Make It Cool preferences control many important aspects of the software. Preferences are persistent, like a switch and maintain their settings until you change them. You can access the Preferences from the Photoshop Elements menu on a Mac OS X system or the Edit menu on a Windows system.

Apply Make It Cool to:

The Apply Make It Cool to options controls what layer information is sent to Make It Cool for processing. The options are a copy of the current layer, new merged visible layer and duplicate merged document. Note that Make It Cool always applies the results to a new layer of some type, leaving the original image intact so you can easily remove or alter Make It Cool results.

Option	When to Use
<p>Copy of Current Layer: Creates a copy of the current layer and returns the results of Make It Cool to that layer, placed above the original target layer. This option will duplicate an existing layer mask.</p>	<p>Use this option if your image has only a single layer or if you wish to only affect a single layer, including objects like text on a transparent background. An existing layer mask is maintained so the results of Make It Cool will only appear to affect the unmasked area.</p>
<p>Stamped Visible Layer: Creates a new layer at the top of your layers palette and merges (stamps) all the layers beneath it to this new layer. This creates a single layer composite of your image and protects all the original layers for future editing. Any layer masks, text layers, adjustment layers, and layer styles will be rendered. Hidden layers will not be seen.</p>	<p>Use this option if you have a complex image and you want the results of Make It Cool to affect the entire image, rather than a selection. This is a great way to simplify your work on a complex file or to create multiple looks in a single file for client review. You can do this by simply turning off each Make It Cool layer and then running Make It Cool again to create multiple layers, each with a different look that can be turned on or off at anytime while still maintaining the original layers.</p>
<p>Merged Duplicate File: Creates a duplicate document of your image and reduces it down to a single layer. Any layer masks, text layers, adjustment layers and layer styles will be rendered. Hidden layers will not be seen.</p>	<p>Use this option if you prefer to keep your original layered file separate from Make It Cool. Each time you launch you Make It Cool it will create a new document, keeping the original file as is.</p>

Preview Mode

Make It Cool offers several preview modes that can be adjusted based on your preference. The preview mode options include Fastest Preview, Balanced and Full Image.

Option	When to Use
--------	-------------

<p>Fastest Preview: Creates a smaller proxy preview of your image, approximately 1024 pixels on a side.</p>	<p>This option will make previewing and adjusting effects in the Make It Cool interface faster. This is great if you are learning how to use Make It Cool. Because the preview is smaller than your original file the quality of the preview image will not be as high when you zoom in. Make It Cool attempts to adjust its results to different sized images however you may see slight differences when you compare the preview image to your final image. When you press Apply, Make It Cool will take a few moments to apply the Stack of effects to your original image.</p>
<p>Balanced Preview: Creates a medium sized proxy preview of your image, approximately 2048 pixels on a side.</p>	<p>This option balances preview speed with zoom quality and accuracy. Previewing most effects will still be fast and the quality of the image when zooming in will still be good. Occasional discrepancies between the preview and final image will be less frequent than with fastest preview. When you press Apply, Make It Cool will take a few moments to apply the Stack of effects to your original image.</p>
<p>Full Image: Uses the original image for the preview in Make It Cool. (Mac OS X only)</p>	<p>This option is best for advanced users or users who work with smaller files. This uses the full sized original image which means the preview zooming quality and the results will match exactly with the original file. Previewing complex effects can be slow with large files so this mode is best for users who know what effects they plan on using. When pressing the Apply button, there is no processing time as Make It Cool has been processing the full image during preview.</p>



Preferences will take affect until the next time you open Make It Cool.








See also

- [Using the Effects Library](#)
- [Using the Effects Stack](#)
- [Using the Mini-Library](#)
- [Using the Masking Tools](#)

Home > Make It Cool > Menus

Menus

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Home > Make It Cool > Menus > Photoshop Mac OSX

Photoshop Mac OSX

About Make It Cool...: Opens the Make It Cool about box. This dialog

contains your serial number, version number and information on contacting onOne Software for support.

Make It Cool Preferences...: Opens the Make It Cool [preferences](#) dialog.



Tip: On Windows, the preferences can be found in the Edit menu, the About Box can be found in the Help menu.

See also

[File](#)
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Home > Make It Cool > Menus > File

File

Cancel/Close: Cancels Make It Cool and returns back to the host application with no changes.

Apply: Applies the current effect Stack and options to your image and returns to the host application.

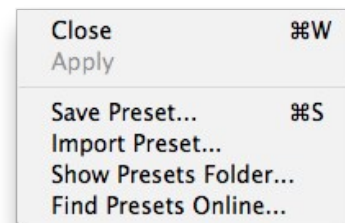
Batch...: Opens the Make It Cool Batch engine dialog where you can apply a Make It Cool preset to a group of images.

Save Preset...: Opens the [save preset](#) dialog where you can save the current effect Stack and options as a preset for future use or sharing.

Import Preset...: Opens the [import preset](#) dialog where you can select and add presets to your Make It Cool Library.

Show Preset Folder...: Opens the Make It Cool preset folder in the Finder (Mac) or Explorer (Win). This folder contains the individual preset files.

Find Presets Online...: Opens your web browser and navigates to the Make It Cool Portal page which gives you access to free content, tutorials, updates and more.



See also

[Photoshop Mac OSX](#)
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Home > Make It Cool > Menus > Edit

Edit

Undo: Reverses the last user action

Redo: Reapplies the last user action if it has been undone.

Copy: Copies the current text into the clipboard.

Cut: Cuts the current text into the clipboard.

Paste: Pastes the content of the clipboard.

Reset All: Resets all the floating palette controls back to their default settings.

Preferences (Windows Only): Opens the Make It Cool preferences dialog.

Undo	⌘Z
Cut	⌘X
Copy	⌘C
Paste	⌘V
Reset All	⇧⌘Z

See also

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View

Zoom In: Zooms the preview window in one increment. This will make the preview image larger.

Zoom Out: Zooms the preview window out one increment. This will make the preview images smaller.

Fit to Screen: This sets the preview image so that the entire image is on screen at once. Think of this as an overview of the entire image. This is the setting you will use most of the time.

Actual Pixels: This sets the preview image so that it zooms to actual pixels or 1:1 also called 100%. This setting allows you to see every pixel in the image. This is useful when making precision adjustments.

Single Image: Sets the preview area to show a single image.

Left/Right: Sets the preview area to show a side-by-side compare of your before and after image. This is the default mode.

Left/Right Split: Sets the preview area to show a split-screen preview of your before and after results on a single image.

Top/Bottom: Sets the preview area to show a side-by-side compare of your before and after image. This is the default mode.

Top/Bottom Split: Sets the preview area to show a split-screen preview of your before and after results on a single image.

Preview: Toggles the preview of the after pane on/off to show the original. Useful when working in Single Image view mode.

Invert Mask: Inverts the Mask on the current effect.

Show Mask: Toggles the visibility of the Mask on the current effect.

Zoom-In	⌘+
Zoom-Out	⌘-
Fit to Screen	⌘0
Actual Pixels	⇧⌘0
Single Image	⌘Y
Left/Right	⌘L
Left/Right Split	⇧⌘L
Top/Bottom	⌘T
Top/Bottom Split	⇧⌘T
Preview	⌘P
Invert Mask	⌘I
Show Mask	⌘M

See also

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Window

Hide/Show [palette name]: Hides or shows the named palette.

Library: Opens or closes the Effects Library.

Show Welcome...: Opens the Welcome Dialog which shows basic step-by-step instructions for using Make It Cool.



See also

[Photoshop Mac OSX](#)
[File](#)
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Home > Make It Cool > Menus > Help

Help

Search: Not used, Mac OSX only

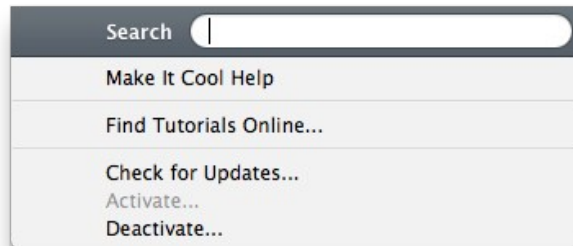
Make It Cool Help...: Opens this html help in your default web browser.

Check for Updates...: Checks with the onOne update server to see if you are running the current version. If there is a newer version you will be notified and be walked through the update process.

Activate/Deactivate: Opens the activation dialog. These are used to deactivate your software for moving it to another computer or for a return.

Find Tutorials Online...: Opens your web browser and navigates to the tutorials section of the onOne website.

About Make It Cool (Windows Only): Opens the about box with the version number and license code displayed.



See also

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Home > Make It Cool > Menus > Keyboard Shortcuts

Keyboard Shortcuts

Make It Cool has many keyboard short-cuts to make it faster to access common buttons and menu items. It also uses many of the keyboard shortcuts that Photoshop Elements uses, making it intuitive to learn. Here is a list of the most commonly used keyboard shortcuts:

Function	Mac OSX	Windows
Close (Cancel)	Cmd-w esc Cmd-.	Ctrl-w esc
Apply	Enter Return	Enter Return

Open Preferences	Cmd-,	Ctrl-,
Undo	Cmd-z	Ctrl-z
Reset All	Cmd-opt-z	Ctrl-alt-z
Zoom-In	Cmd+ (plus)	Ctrl+ (plus)
Zoom-Out	Cmd-- (minus)	Ctrl-- (minus)
Fit to Screen	Cmd-0 (zero)	Ctrl-0 (zero)
Actual Pixels	Cmd-opt-0 (zero)	Ctrl-alt-0 (zero)
Open/Close Navigator	Cmd-1	Ctrl-1
Open/Close Stack	Cmd-2	Ctrl-2
Open/Close Mini-Library	Cmd-3	Ctrl-3
Open/Close Masking	Cmd-4	Ctrl-4
Open/Close Library	Cmd-e	Ctrl-e
Toggle Preview on/off	Cmd-p	Ctrl-p
Single Image Preview	Cmd-y	Ctrl-y
Left/Right Preview	Cmd-L	Ctrl-L
Left/Right Split Preview	Cmd-opt-L	Ctrl-alt-L
Top/Bottom Preview	Cmd-T	Ctrl-T
Top/Bottom Split Preview	Cmd-opt-T	Ctrl-alt-T
Open Help	Cmd-?	Ctrl-?
Save a Preset	Cmd-s	Ctrl-s
Show/Hide Mask	Cmd-m	Ctrl-m
Invert Mask	Cmd-I	Ctrl-I
Change Brush Size	[] bracket keys	[] bracket keys
Change Brush Feather	shift+ [] bracket keys	shift+ [] bracket keys
Change Brush Opacity	Number Keys 1-0	Number Keys 1-0
Toggle Paint-in/Paint-Out	x	x
Select Zoom tool	z	z
Select Hand tool	h	h
Select Brush tool	b	b
Select MaskingBug tool	m	m

See also

[Photoshop Mac OSX](#)
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Window
Help

Essentials 4 User Guide

Welcome to Frame It, a module of Essentials 4

Frame It adds the perfect finishing touch to your images with a complete library of professionally created edge effects and design elements allowing you to create an infinite number of layouts that really make your images stand out. Looking for film and darkroom edges? Frame It has them plus hundreds of other elements like torn paper, brush strokes, unique backgrounds, texture overlays and adornments. There's even access to thousands more online, a privilege of owning Frame It. Use the built-in layouts and presets to get started or make create your own look from scratch then share it with a friend. Frame It gives you everything you need to make your images pop.
Looking for Information?

If you're unable to find what you're looking for in this help system, try these alternative [resources](#), or contact our [customer support department](#).

Most popular pages

[Welcome](#)
[Additional Resources](#)
[Contacting onOne Software](#)
[Installation](#)
[Using this Help System](#)
[Getting Started](#)
[System Requirements](#)
[Opening a Module](#)
[Licensing](#)
[Installation](#)

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[Home](#) > [Frame It](#) > [Getting Started](#)

Getting Started

This getting started section will give you only the basics of using Frame It. If you have never used Frame It before this is a good place to start. You might also try watching the [getting started video tutorial](#). For detailed information on steps and controls mentioned in the getting started section see the Using Frame It section instead.

Articles in this section

[Supported File Types](#)
[Opening Frame It](#)
[Types of Design Elements](#)
[Finding an Element](#)
[Adjusting an Element](#)

[Home](#) > [Frame It](#) > [Getting Started](#) > [Supported File Types](#)

Supported File Types

Frame It supports 8 bit RGB and Grayscale images. This means Frame It will support the majority of image types used by photographers and graphic artists including camera raw files. Frame It functions on the information provided from the target layer, this is the layer selected in the layers palette in Photoshop Elements. The target layer must be a standard pixel holding layer. Frame It does not support text layers, smart object layers or adjustment layers. Frame It does support empty layers so you can always create an empty layer above another layer to add Frame It to your image.

Frame It can apply its resulting design elements in a number of ways: Either to the current layer, a new merged layer, new layers for each element or as a layer mask on the current layer. These options are controlled from the [Options palette](#). Frame It's preview will update automatically when you change these options.

See also

[Opening Frame It](#)
[Types of Design Elements](#)
[Finding an Element](#)
[Adjusting an Element](#)

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Opening Frame It

Opening Frame It in Photoshop Elements

1. When you use Frame It, you need to open an image first and make sure you are in Full-Edit mode in Photoshop Elements.
2. When you have the image you would like to work on be sure to select the layer that you would like to add an element to. Tip: if you are working on a page layout you can use the marquee tool in Photoshop Elements to select a region to add a frame to.
3. Then go to the floating Photo Essentials palette and select Frame It.

Note: You can also access Frame It from the File > Automation Tools menu



See also

[Supported File Types](#)
[Types of Design Elements](#)
[Finding an Element](#)
[Adjusting an Element](#)

[Home](#) > [Frame It](#) > [Getting Started](#) > [Types of Design Elements](#)

Types of Design Elements

In Frame It there are several types of design elements that you can mix and match together to create the perfect finishing touch for your images. To learn how to find and use the different types of design elements watch the [Design Elements video tutorial](#).

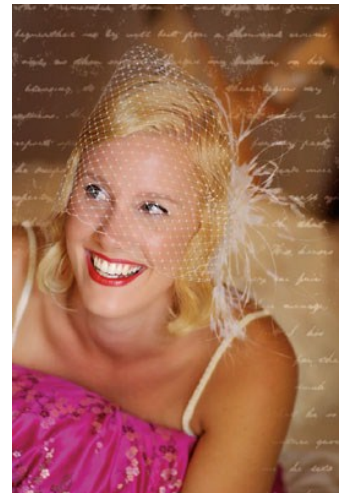
Frames: If you have used previous versions of Frame It you are familiar with the concept of frames. These are edge or border treatments. Frames can look like traditional photographic film edges from different types of film or darkroom techniques as well as torn paper, brushed emulsion, etc. The range of frames in Frame It is astounding. Frames are generally applied to modify the edges of an image or an image layer



Backgrounds: Backgrounds are new to Frame It. Backgrounds are complete images that can be placed on an empty layer under your image(s). Backgrounds are the often the base layer used when creating layouts. The backgrounds in Frame It can be details of natural or man made materials such as brick walls or rusted metal; or composite backgrounds created by onOne that blend several elements together. Backgrounds can also be used as texture overlays if they are added on top of an image and their [opacity and blending modes](#) are altered.



Textures: The idea of textures has been changed significantly in Frame It. In previous versions of Frame It textures were applied only to frames, limiting their usefulness. In Frame It textures work just like frames or other elements. They can be applied on top of an image to alter the surface of the image. Changing the [background color](#) will control the color of the texture. It is often best to alter the [opacity and blending mode](#) of textures to make them blend realistically into your image. The soft-light blending mode is a great place to start. The textures in Frame It can simulate different artistic mediums like watercolor paper and canvas as well as scratched film and even text overlays. A good tip to remember when adding a texture is to use the apply each frame to a new layer option in the [Options Palette](#). This will add a mask to the layers so you can easily paint the texture off your subject.



Adornments: Adornments are also new to Frame It. Adornments are graphically interesting illustration style elements that can be used as textures to break up an image edge or background. Adornments can also be "holders" such as tape, photo corners or thumbtacks that can be used to "hold" an image or element to the background.



Layouts: Layouts combine all of the design element types into complete layouts that can be applied just like a frame. Layouts feature a composite background with a frame and adornments floating on top of it. You can create your own layouts in Frame It by combining multiple elements. These layouts can give you an idea of what's possible as well as give you a quick way to get started with Frame It.



See also

[Supported File Types](#)
[Opening Frame It](#)
[Finding an Element](#)
[Adjusting an Element](#)

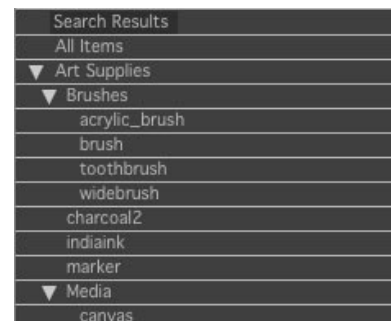
[Home](#) > [Frame It](#) > [Getting Started](#) > [Finding an Element](#)

Finding an Element

When Frame It opens you will see the Library window. The Library contains all of the different design elements such as frames, backgrounds, textures, adornments and layouts.



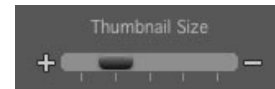
On the left side is a list of categories. You can browse the categories and see the elements in each category in the thumbnail section on the right



There is also a search field where you can simply type in what you are looking for.



You can browse through the thumbnails by scrolling up and down. You can zoom in by adjusting the size of the thumbnails with the size slider.



You can also browse through presets the same way, simply click on the preset tab in the upper left corner.



Once you find an element you are interested in simply double-click on it to add it to your frame stack. When you add a frame to your frame stack the Library will close and you will see the main preview window.



See also

[Supported File Types](#)
[Opening Frame It](#)
[Types of Design Elements](#)
[Adjusting an Element](#)

Home > Frame It > Getting Started > Adjusting an Element

Adjusting an Element

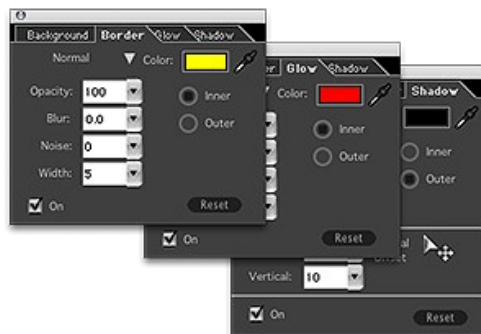
Once you have added an element to your image you will probably want to adjust it. Start by adjusting the background color. The background color is usually the color overlay outside of a frame. If you have added an adornment or a texture the background color will often be the color of the element. For some element types you may want to select transparent if you want to background color. You can adjust the background color and options in the background palette by opening the color selector. In the color selector you can select a color by clicking in the color array, typing in RGB color values or by clicking on the Photoshop Elements color picker option to use the standard Photoshop Elements color dialog. You can also adjust the opacity and blending mode of an element to have it blend into your image in a more realistic way.



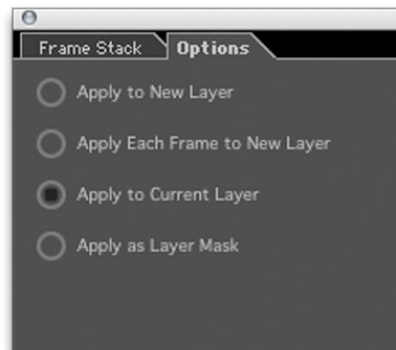
Next you will want to adjust the size and position of the element. You can do this with the size slider in the background palette or by moving your mouse over the preview area you will see corner handles appear on the edges of the element. You can then click and drag to change the size, rotation and position of the element. Sometimes you might want to adjust the size and position of the image under the element as well. You can do this by selecting the image layer at the bottom of the frame stack and then using the same size and position options



You can then try adjusting some of the other options in the border, glow and shadow palettes if you like. You can also open the Library again to either add another element to your frame stack or to replace your current element.



Once you are happy with your creation you can apply it your image and send it back to Photoshop Elements. First, be sure to check your Options palette and make sure you have the option selected that you prefer. The default in Frame It will apply your elements as a new layer in Photoshop Elements. Then press the Apply button in the bottom right corner. Congratulations, you made your first creation with Frame It. Not every option is always available depending on the version of Photoshop Elements.



See also

[Supported File Types](#)
[Opening Frame It](#)
[Types of Design Elements](#)
[Finding an Element](#)

[Home](#) > [Frame It](#) > [Getting Around the Interface](#)

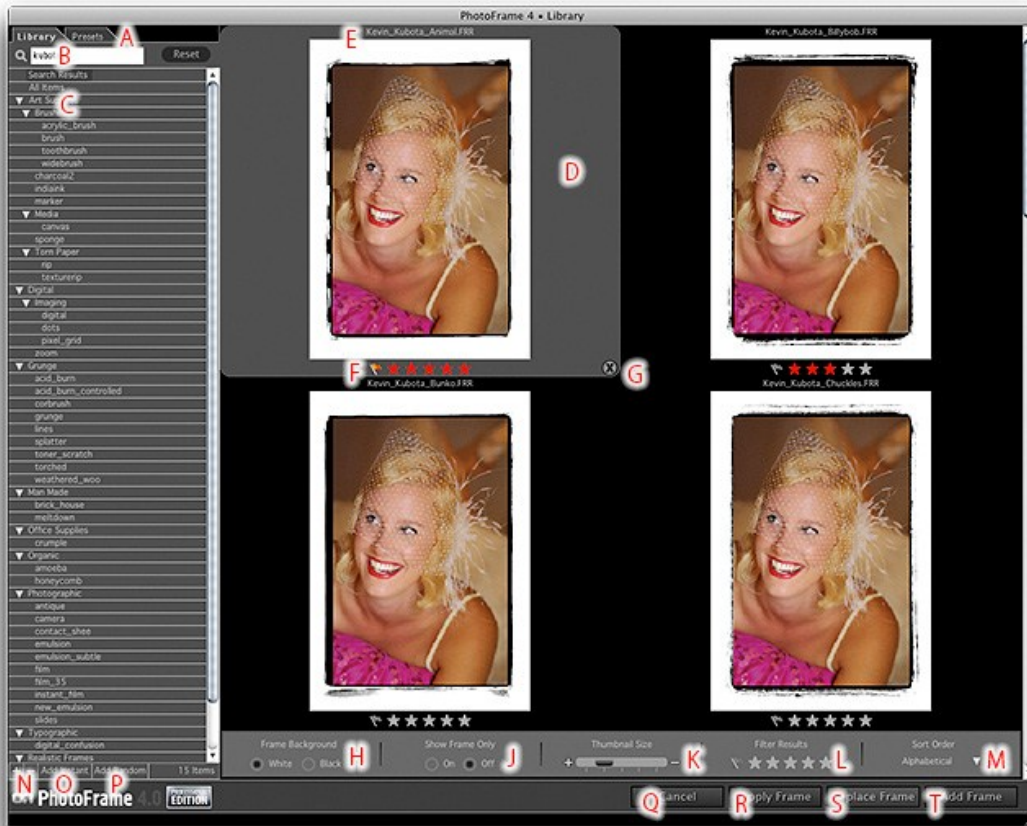
Getting Around the Interface

Pages in this Section

[Library Interface](#)
[Preview Interface](#)
[Palette Interface](#)

[Home](#) > [Frame It](#) > [Getting Around the Interface](#) > [Library Interface](#)

Library Interface



- A - Library and Presets tabs: Select which tab you would like to view.
- B - Search field: Type in keywords for elements you would like to find.
- C - Category List: Hierarchical tree view of content categories.
- D - Thumbnail (selected)
- E - Element Name
- F - Element Rating and Favorite: Click on the stars or flag to change the items rating or to make it a favorite
- G - Remove from Results button: Removes the item from the current results set.
- H - Background Color Selector: Toggles the element background color from white to black.
- J - View Frame Only: Toggles between previewing with our image or just the frame alone.
- K - Thumbnail Size Slider: Changes the size of the thumbnails.
- L - Filter Results: Allows you to only show elements in your results that are favorites or a certain star rating.
- M - Sort Order: Changes the sort order of the results.
- N - Add/Remove Element: Plus and minus buttons to add or remove frames from the library.
- O - Add Instant: Adds an instant frame to the Frame Stack.
- P - Add Random: Replaces any elements in the Frame Stack and adds a random selection of elements.
- Q - Close Button: Closes the Library window.
- R - Apply Frame Button: Adds the selected element and then applies the Frame Stack and returns to Photoshop Elements.
- S - Replace Frame Button: Replaces the current element in the Frame Stack with the selected element.
- T - Add Frame Button: Adds the selected element to the Frame Stack.



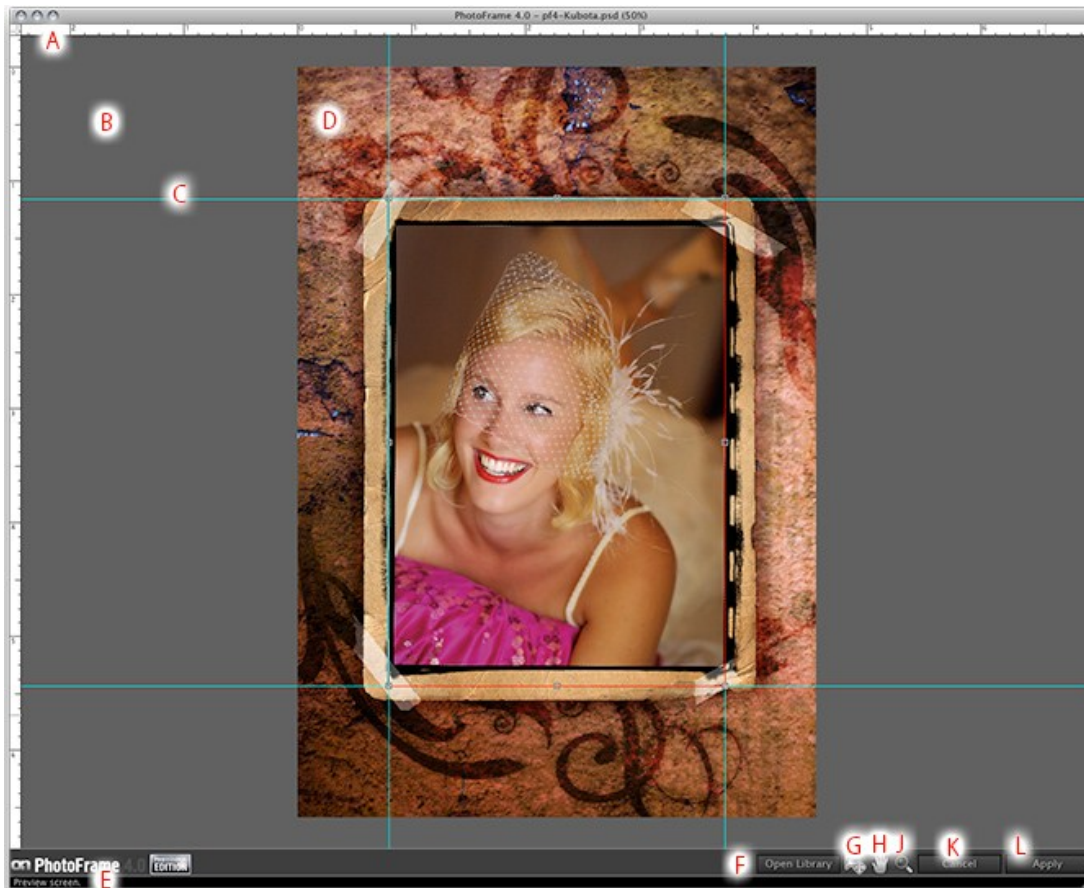
Tip: If you work with a large display or multiple displays you can set the Library to stay open, rather than closing automatically when you add a frame. Just resize the library to take up less than the full window or drag it to your second display. Then go to the preferences and enable the "Keep Library Open" option.

See also

[Preview Interface](#)
[Palette Interface](#)

[Home](#) > [Frame It](#) > [Getting Around the Interface](#) > [Preview Interface](#)

Preview Interface



- A - Rulers: Use the rulers to align elements accurately.
- B - Preview Area: This is the paste board area of the preview window. You can change it's color in the preferences.
- C - Guide: You can create a guide by clicking and dragging in the rulers.
- D - Preview Image
- E - Tool-tip bar: Displays tool-tips for the control the cursor is over.
- F - Open Library: Press this button to open the Library.
- G - Move Tool: Use this to move and resize the current element.
- H - Pan Tool: Use this to move the preview image within the preview window.
- J - Zoom Tool: Use this to zoom-in on the preview image.
- K - Cancel Button: Cancels Frame It and returns to the host application.
- L - Apply Button: Applies the current Frame Stack to your image and returns to the host application.

See also

[Library Interface](#)
[Palette Interface](#)

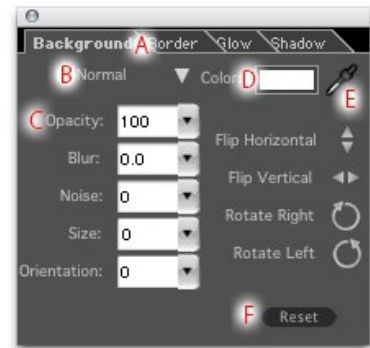
Home > Frame It > Getting Around the Interface > Palette Interface

Palette Interface

Frame It has several control palettes. While the controls on each palette are slightly different the diagram below explains the most common elements that you may find on most palettes.

The palettes in Frame It can be nested together by dragging a palette on top of another. You can also separate nested palettes by pulling them apart. Simply click and drag a palette tab away from the main palette to unnest it. Frame It will remember your palette options and locations automatically.

- A - Palette Tab: Click and drag to move or nest palettes
- B - Blending Mode: This changes the Blending Mode of the element that the palette controls
- C - Opacity: This changes the opacity of the element that the palette controls
- D - Color: Click to bring up the color picker to change the element color
- E - Eye Dropper: Select the dropper and click on a color in the preview image to change the elements color to match
- F - Reset: Press this button to reset the palette options to the defaults



Learn more about each Palette here

[Frame Stack Palette](#)
[Adding an Instant Frame](#)
[Options Palette](#)
[Background Palette](#)
[Border Palette](#)
[Glow Palette](#)
[Shadow Palette](#)
[Edge Palette](#)
[Bevel Palette](#)

See also

[Library Interface](#)
[Preview Interface](#)

[Home](#) > [Frame It](#) > [Using Frame It](#)

Articles in this section



[Using the Library](#)



[Using the Preview Window](#)



[Frame Stack Palette](#)



[Adding a Random Frame](#)



[Adding an Instant Frame](#)



[Options Palette](#)



[Background Palette](#)



[Color Picker](#)



[Border Palette](#)



[Glow Palette](#)



[Shadow Palette](#)



[Edge Palette](#)



[Bevel Palette](#)



[Preferences](#)

See also

[Getting Started](#)
[Getting Around the Interface](#)
[Menus](#)

[Home](#) > [Frame It](#) > [Using Frame It](#) > [Using the Library](#)

Using the Library

The Library is the heart of Frame It. It contains all the design elements that you will work with in Frame It. It is the first thing you see when you open Frame It. The library helps you perform several important tasks on the way to finding the perfect design element or preset.

- Browse through the content categories
- Search for content based on descriptive keywords
- Mark content as favorites or rate them
- Preview what an element will look like on your image
- Add or remove frames from the database
- Narrow your results by removing elements you are not interested in
- Add, Replace or Apply an element to your image



See also

[Opening the Library](#)
[Browsing Categories](#)
[Searching](#)
[View Options](#)
[Narrowing your Selection](#)
[Ratings and Favorites](#)
[Adding an Element to the stack](#)
[Personal Elements](#)
[Presets](#)

Home > Frame It > Using Frame It > Using the Library > Opening the Library

Opening the Library

When you launch Frame It you should see the Library immediately. This is the starting point for using Frame It. When you add an element the Library will automatically close, revealing the preview window. To open the Library again so you can add another element or replace the current one you can:

- Press the Open Library button in the bottom toolbar
- Go the Window Menu and select View Frame Library
- Use the keyboard short-cut (command-F for Mac OSX, control-F for Windows)

If you have a large display or a second display you can set the Library window to stay open all the time. To do this go the [preferences](#) and select Keep Library Open. Then drag the Library to an open space or your second display. Frame It will remember the size and location of the Library between sessions.

See also

[Browsing Categories](#)
[Searching](#)
[View Options](#)
[Narrowing your Selection](#)
[Ratings and Favorites](#)
[Adding an Element to the stack](#)
[Personal Elements](#)
[Presets](#)

Home > Frame It > Using Frame It > Using the Library > Browsing Categories

Browsing Categories

On the left side of the Library window is the category pane. This column contains a tree style view of the categories in Frame It. At the very top is a special category called All Items which will display every design element. Below that are the main categories, which are large groups such as Adornments, Backgrounds, Gurus, etc. Inside of each main category are sub-categories and even some sub-categories have even more categories inside of them.

You can open and close a category by clicking on the triangle next to the name of the category.

- A triangle that points to the right is a closed category
- A triangle that points down is an open category

As you open a category deeper the sub-category names will indent.

To the right you can see that the Photographic category is open, exposing several sub-categories. Also the sub-categories Film and 35mm are opened exposing Clean, Cool, etc. The category list in Frame It makes it easy to browse through the content in a logical, folder structure style.

When you click on a category it will display its contents as thumbnails in the thumbnail section. The contents of all its sub-categories will be displayed as well.



See also

[Opening the Library](#)
[Searching](#)
[View Options](#)
[Narrowing your Selection](#)
[Ratings and Favorites](#)
[Adding an Element to the stack](#)
[Personal Elements](#)
[Presets](#)

Home > Frame It > Using Frame It > Using the Library > Searching

Searching

At the top of the category list is a search field. You can type in descriptive words, or "keywords" into the search field to help content you are looking for. The results of your search appear in the thumbnails area. The search field responds as you type each letter into it. For example if you start by pressing "k" the results in the thumbnails section will automatically be created with elements that start with k. As you type each subsequent letter the search results will narrow down.

Here are some guidelines to help you get the best results when using the search field:

- The search field searches the names of the elements, not the category names. However most element names start with a category name. For example if you type in adornment, you will find and element whose name begins with adornment.
- The Library uses a "starts with" type of search. This means if you typed in a search for "low" it would find elements named lower but not flower.
- Depending on the speed of your computer it may take a second or two for your results to appear.
- The search field always searches every element in the Library not just the category or search results that you already have.
- You can clear the search field completely by pressing the reset button.



See also

[Opening the Library](#)
[Browsing Categories](#)
[View Options](#)
[Narrowing your Selection](#)
[Ratings and Favorites](#)
[Adding an Element to the stack](#)
[Personal Elements](#)
[Presets](#)

[Home](#) > [Frame It](#) > [Using Frame It](#) > [Using the Library](#) > [View Options](#)

View Options

Using the Library is similar to using an image browser like Photoshop Lightroom or Bridge. It shares some common controls for adjusting the thumbnail view as well as some special controls just for Frame It. See the sections below to learn how the view controls work.



Note: Composite view is not enabled in the Library thumbnail section. You will see only your target layer under the frames or design elements. If you have an empty layer or a layer with lots of transparency you will see the transparent checkerboard.

Articles in this section

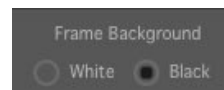
[View Background Color](#)
[Show Frame Only](#)
[Thumbnail Size](#)
[Filtering](#)
[Sorting](#)

[Home](#) > [Frame It](#) > [Using Frame It](#) > [Using the Library](#) > [View Options](#) > [View Background Color](#)

View Background Color

The Frame Background color selector will toggle between white or black. This refers to the color of the "background" region of the frame. This is the same as setting the color in the [background palette](#). Toggling from white to black may make it easier to preview some design elements such as adornments.

Keep in mind that changing the Frame Background preview color in the Library has no effect on the actual background color used when you add a frame or element to the stack. You can control the default color of the background when adding a frame in the [preferences dialog](#).



White Frame Background

Black Frame Background

See also

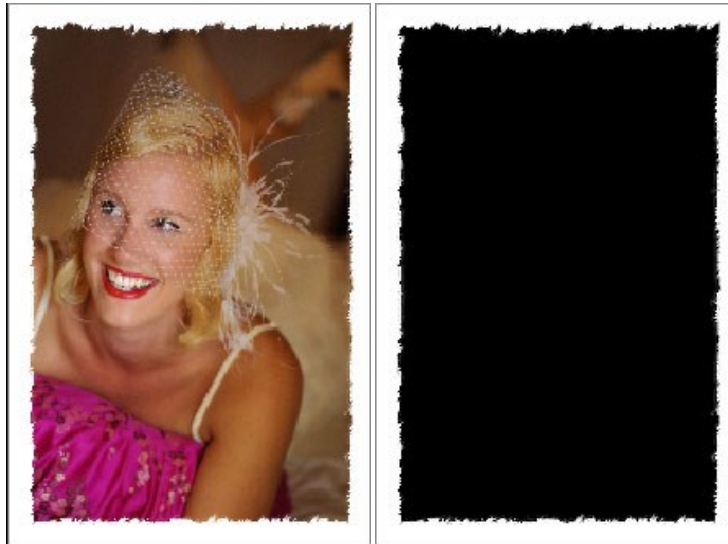
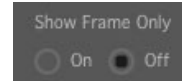
[Show Frame Only](#)
[Thumbnail Size](#)
[Filtering](#)

Sorting

Home > Frame It > Using Frame It > Using the Library > View Options > Show Frame Only

Show Frame Only

Normally when you use the Library it shows your image underneath the different frames and design elements. You can turn this off by changing the the Show Frame Only toggle. When it is enabled you will see the just the frame or design element only. This can be helpful when browsing adornments.



Normal View

Show Frame Only

See also

[View Background Color](#)
[Thumbnail Size](#)
[Filtering](#)
[Sorting](#)

Home > Frame It > Using Frame It > Using the Library > View Options > Thumbnail Size

Thumbnail Size

You can change the size of the thumbnails by using the Thumbnail Size slider. There are five settings, ranging from a single thumbnail to a matrix of 5x5 at a time.



Note: Depending on the size of your display, the speed of your computer and the size of your image it may take a second or two to change thumbnail sizes. Larger thumbnails will scroll slower than smaller thumbnails will.

See also

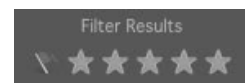
[View Background Color](#)
[Show Frame Only](#)
[Filtering](#)
[Sorting](#)

Home > Frame It > Using Frame It > Using the Library > View Options > Filtering

Filtering

The Filter Results option allows you to remove any thumbnails that do not match the filter criteria. You can turn the filters on by clicking on any of the stars or the favorite flag.

- When the favorite flag is on (orange) only elements that are marked as favorites will appear in the thumbnails
- When the rating stars are turned on (red) only elements matching that star rating will be appear in the thumbnails.



See also

[View Background Color](#)
[Show Frame Only](#)
[Thumbnail Size](#)
[Sorting](#)

[Home](#) > [Frame It](#) > [Using Frame It](#) > [Using the Library](#) > [View Options](#) > [Sorting](#)

Sorting

The Sort Oder pop-up lets you control how the thumbnails sort. You can sort them alphabetically, which is the default or you can sort favorites first or by rating.

- Favorites First: Elements marked with the favorite flag will be at the top of the list alphabetically, followed by non-favorites also alphabetically.
- Rating: Elements with the highest rating (5 stars) will be be listed first followed by 4 stars, 3 stars etc. Within each group the elements will be sorted alphabetically too.



See also

[View Background Color](#)
[Show Frame Only](#)
[Thumbnail Size](#)
[Filtering](#)

[Home](#) > [Frame It](#) > [Using Frame It](#) > [Using the Library](#) > [Narrowing your Selection](#)

Narrowing your Selection

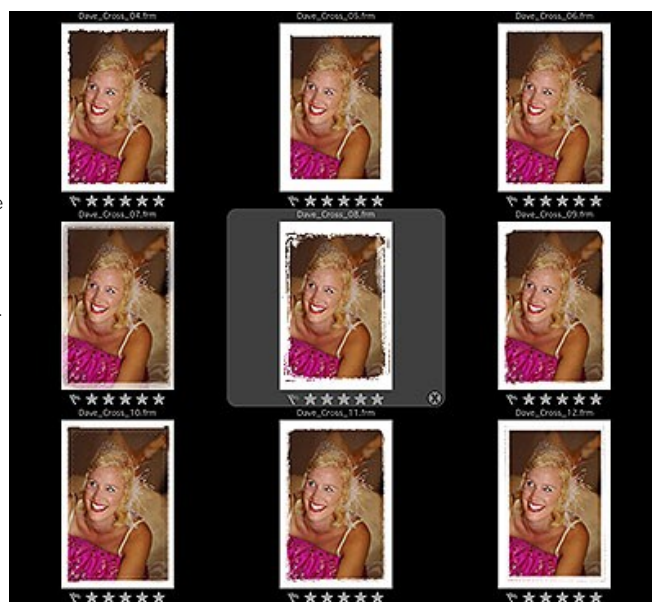
The thumbnail area of the Library works like a light-table view in an image browser. You can use the thumbnail view to select multiple frames and elements and perform tasks such as removing them from the current view, adding to the Frame Stack or deleting them from the Frame It database.

You can tell if an element is selected by the gray rounded rectangle surrounding it. For example the center image in the illustration to the right is selected while the other elements are deselected. You can select multiple frames by:

- Cmd-clicking (Mac) Ctrl-clicking (Win) to add individual frames to your selection
- Shift-clicking to add a continous range of frames to your selection.
- Selecting all frames using the Select All command from the Edit menu.

In the edit menu you will also find commands to invert your selection or deselect all frames.

You can remove the selected frames from your current view by clicking the small "X" icon in the bottom right corner of any selected element thumbnail. This does not remove the elements from Frame It, it just hides them temporarily making it easier to narrow down your thumbnails until you find the element you are looking for.



See also

[Opening the Library](#)

[Browsing Categories](#)
[Searching](#)
[View Options](#)
[Ratings and Favorites](#)
[Adding an Element to the stack](#)
[Personal Elements](#)
[Presets](#)

[Home](#) > [Frame It](#) > [Using Frame It](#) > [Using the Library](#) > [Ratings and Favorites](#)

Ratings and Favorites

Under each thumbnail in the Library are icons for adjusting the favorite status or rating of an element. Simply click on the icons to turn them on or off.

- **Favorite Flag:** Marking an element as a favorite makes it easier to find. You can use the filter option to only show your favorites quickly. Your favorites will also appear in a special category in Frame It for Photoshop Elements Lightroom or Frame It for Aperture.
- **Rating Stars:** Ratings are another way to mark elements to make them easier to find. Simply click on a star to set its rating. Clicking on the same star again will turn the rating off for the item. If you want to change the rating, just click on the appropriate star



See also

[Opening the Library](#)
[Browsing Categories](#)
[Searching](#)
[View Options](#)
[Narrowing your Selection](#)
[Adding an Element to the stack](#)
[Personal Elements](#)
[Presets](#)

[Home](#) > [Frame It](#) > [Using Frame It](#) > [Using the Library](#) > [Adding an Element to the stack](#)

Adding an Element to the stack

Adding an element from the Library to the Frame Stack is simply:

- Double-click to add the selected element to the current position in the Frame Stack
- Press the Add Frame button to add the selected element to the current position in the Frame Stack
- Press the Replace Frame button to replace the currently selected element in the Frame Stack with the element selected in the Library
- Press the Apply Frame button to add the selected element to the current position in the Frame Stack and apply the Frame Stack and return to the host application (Photoshop Elements)

See also

[Opening the Library](#)
[Browsing Categories](#)
[Searching](#)
[View Options](#)
[Narrowing your Selection](#)
[Ratings and Favorites](#)

Personal Elements
Presets

Home > Frame It > Using Frame It > Using the Library > Personal Elements

Personal Elements

You can easily add your own custom frames or design elements as well as frames and elements from the onOne website or onOne Exchange. Follow the instructions on the following pages to learn how to create and manage your own custom elements.

Pages in this Section

[Creating Elements](#)
[Adding Elements](#)
[Finding Elements Online](#)
[Deleting Elements](#)

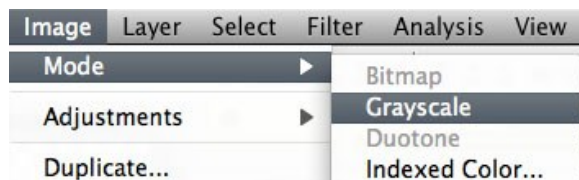
Home > Frame It > Using Frame It > Using the Library > Personal Elements > Creating Elements

Creating Elements

Users can create their own design elements and add them to Frame It. A good example would be converting your logo to a design element so you can easily add it to an image. Follow the steps below for creating your own basic element from a logo or signature file. This technique will create single colored element and you can control the color from the background palette.

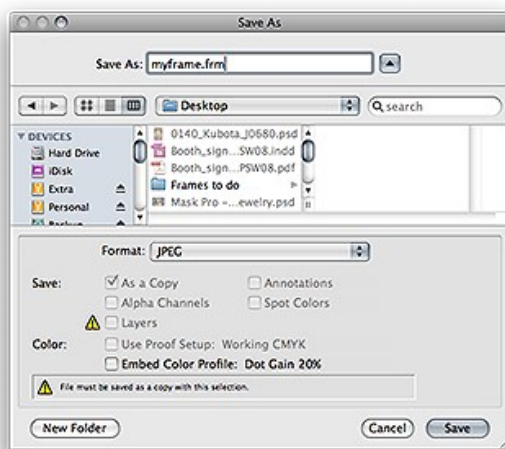


Open your logo in Photoshop Elements



Convert your logo to grayscale by selecting File > Mode > Grayscale

Make sure your logo is black on a white or transparent background. You may need to increase the contrast to achieve this.



Save your logo as a JPG file with a .frm extension

Now add the logo file using the instructions on the [Adding Elements](#) page. You can also create your own basic frames using this same technique. Just make sure

the inner area of the frame, where the image should go remains white and the outer edge is black.

Creating RGB Elements

Creating RGB elements, also known as realistic frames is a bit more complicated. Each RGB element consists of three files:

- The frame image, the regular RGB pixels
- Inner mask , a grayscale mask that masks the inner area of the frame
- Outer mask, a grayscale mask that masks the outer area of the frame



Frame image

the regular RGB pixels. The area inside and outside the frame should be white or transparent. Save this file as an RGB JPG with a .fr extension. It is important that the main file name is the same for all three elements, for example myframe.fr



Inner mask

A grayscale mask that masks the inner area of the frame. The area inside the frame, the hole where the image should go, should be white. The rest of the image should be black. Save this file as a grayscale JPG with a .fri extension. It is important that the main file name is the same for all three elements, for example myframe.fri



Outer mask

A grayscale mask that masks the outer area of the frame. The area outside of the frame, think of it as the background, should be white. The rest of the image should be black. Save this file as a grayscale JPG with a .fro extension. It is important that the main file name is the same for all three elements, for example myframe.fro

When you add RGB frames only one entry will be added to the Frame It database, not three, but you need to add all three files at the same time. If you wish to add your own RGB background elements follow the steps above but make the inner and outer mask files completely black. If you wish to create RGB adornments set the fri file to completely black and the fro to black with white masks for the adornment.

See also

[Adding Elements](#)
[Finding Elements Online](#)
[Deleting Elements](#)

[Home](#) > [Frame It](#) > [Using Frame It](#) > [Using the Library](#) > [Personal Elements](#) > [Adding Elements](#)

Adding Elements

Adding your own design elements to Frame It is easy. Before you add them, make sure they are compatible by checking the Creating Elements page. Then follow these steps to add your own elements:

1. Open Frame It
2. In the Library, press the plus icon at the bottom of the category list
3. An Open dialog will appear, navigate to your custom design elements
4. Press Open

When you add elements to Frame It they will be copied into the Frame It database and will be placed in a category labeled "User Frames." If you are adding elements that you downloaded from the onOne website they will be automatically placed in new categories based on the frame names.



Note: If you have several frames to add, just place them in the same folder and then select the folder from the Open dialog.

See also

[Creating Elements](#)
[Finding Elements Online](#)
[Deleting Elements](#)

[Home](#) > [Frame It](#) > [Using Frame It](#) > [Using the Library](#) > [Personal Elements](#) > [Finding Elements Online](#)

Finding Elements Online

If you have used a previous version of Frame It you have probably noticed that many of the old frames are not installed with Frame It. From customer feedback we have learned that many of these frames are not used. In Frame It we only left in the most popular frames to make room for the new [types of content](#). You still have access to the old frames if you like. Just click on the Find Frames Online command in the Frames menu or visit the [support section of the onOne website](#) for details on how to find the old frames and download them. To install them see the [Adding Elements](#) page.

You can also find user-created frames and presets located at the [onOne Exchange](#), an online community of onOne customers. You can also share your custom made frames and presets here as well.

See also

[Creating Elements](#)
[Adding Elements](#)
[Deleting Elements](#)

[Home](#) > [Frame It](#) > [Using Frame It](#) > [Using the Library](#) > [Personal Elements](#) > [Deleting Elements](#)

Deleting Elements

You can remove elements from the Frame It database if you no longer want to have access to this element. To remove an element follow these steps:

1. Open Frame It
2. Select the element(s) you wish to remove in the Library
3. Press the minus icon at the bottom of the category list



Note: Deleting elements removes them from your hard drive and you will no longer be able to use them. If you need to reload an element you deleted, reinstall Frame It

See also

[Creating Elements](#)
[Adding Elements](#)
[Finding Elements Online](#)

[Home](#) > [Frame It](#) > [Using Frame It](#) > [Using the Library](#) > [Presets](#)

Presets

Presets are at the heart of using Frame It effectively in your workflow. Presets store the contents of your Frame Stack as well as the settings including size, position and color options for each element. Using a preset helps you reproduce your favorite looks quickly. Presets are also accessible from the onOne menu, the Frame It batch dialog and the Frame It for Photoshop Elements Lightroom and Frame It for Aperture dialogs.

You can also share your presets with other users of Frame It. This could be as simple as placing them on your computers in your studio so your staff has access to them. Or you could share them online for other users of Frame It on the onOne Exchange.

Pages in this Section

[Browsing Presets](#)
[Using Presets](#)
[Saving Presets](#)
[Deleting Presets](#)
[Sharing Presets](#)

Home > Frame It > Using Frame It > Using the Library > Presets > Browsing Presets

Browsing Presets

Finding and browsing presets is just like finding and browsing any other type of content in Frame It. Start by opening the Library and then click on the Presets tab in the upper left corner. The window will look similar to the normal Library view. The category list will change to your preset categories and the thumbnails will show the stored thumbnail in the preset rather than your image. You can use the same search and view options as you would in the normal Library.

You won't see your image in thumbnail section, however you will see a thumbnail of what a preset looks like with the image that it was created with.



See also

[Using Presets](#)
[Saving Presets](#)
[Deleting Presets](#)
[Sharing Presets](#)

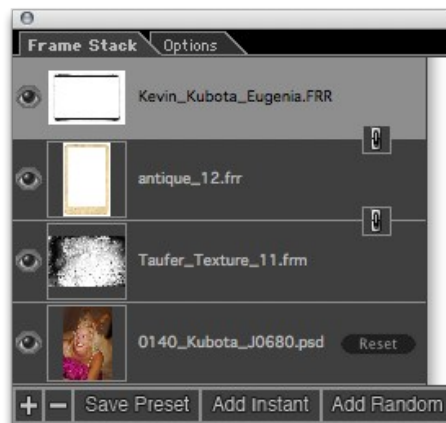
Home > Frame It > Using Frame It > Using the Library > Presets > Using Presets

Using Presets

You can load or apply a preset from several locations in Frame It, first from the Preset tab of the Library you may press either the load or apply buttons at the bottom of the Library window.

- **Load Preset:** Clears the current Frame Stack and then loads the preset into it.
- **Apply Preset:** Clears the current Frame Stack and then loads the preset into it, then applies it and returns to the host application.

When you load a preset into the Frame Stack it will replace any elements already in it. It will also lock multiple elements together so you move and resize them together at once. You can identify locked elements by the link icon between element layers. You can click on this icon to turn the link off between layers if you need to.



See also

[Browsing Presets](#)
[Saving Presets](#)
[Deleting Presets](#)
[Sharing Presets](#)

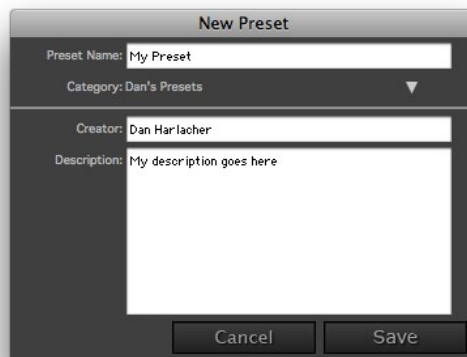
Home > Frame It > Using Frame It > Using the Library > Presets > Saving Presets

Saving Presets

Saving a preset is simple. Once you have a Frame stack that you wish to save, go to the File menu and select Save Preset.

The New Preset dialog will appear (shown to the right). There are several fields to complete including the preset name, the category, creator and description.

In the category pop-up you can select which category the preset is saved into. You can also create a new category this way as well by selecting new category from the bottom of the list.



See also

[Browsing Presets](#)
[Using Presets](#)
[Deleting Presets](#)
[Sharing Presets](#)

Home > Frame It > Using Frame It > Using the Library > Presets > Deleting Presets

Deleting Presets

You can remove a preset from the Frame It database if you no longer want to have access to it. To remove a preset follow these steps:

1. Open Frame It
2. Select the preset(s) you wish to remove in the Library
3. Press the minus icon at the bottom of the category list



Note: Deleting elements removes them from your hard drive and you will no longer be able to use them. If you need to reload an element you deleted, reinstall Frame It

See also

[Browsing Presets](#)
[Using Presets](#)
[Saving Presets](#)
[Sharing Presets](#)

Home > Frame It > Using Frame It > Using the Library > Presets > Sharing Presets

Sharing Presets

You can share your presets with other users of Frame It. Follow these steps:

- Open Frame It
- Go to File > Open Presets folder

A Finder (Mac) or Explorer (Win) window will open and will display the presets folder. In the presets folder are sub folders for your preset categories. Inside each sub-folder are the individual preset files, with a .pto extension. You can copy these presets files to the same location on other machines with Frame It to share them.

You can also post them on the [onOne Exchange](#) site to share them with other Frame It users. If you find a preset that you like on the onOne Exchange you can load it into Frame It by placing it in your preset folder and then re-opening Frame It.



Note: Frame It loads its presets from the the presets folder when it is opened. If you add a preset while Frame It is open you may not see it until you re-open Frame It.

See also

[Browsing Presets](#)
[Using Presets](#)
[Saving Presets](#)
[Deleting Presets](#)

Home > Frame It > Using Frame It > Using the Preview Window

Using the Preview Window



Navigating the Preview



Move Tool



Rulers



Guides



Composite View

]

Home > Frame It > Using Frame It > Using the Preview Window > Navigating the Preview

Navigating the Preview

Frame It provides a number of easy ways to navigate and view your image in the Preview window.

Hand Tool

The Hand tool is used to drag the image within the Preview window, whenever the image size is larger than the viewable area.

To pan (scroll) in the Preview screen:

- Select the Hand tool and drag the image until you locate the area you wish to view.

- With any other tool selected press Spacebar while you drag the image in the window.



Tip: Hold down the spacebar temporarily to activate the Hand tool no matter what tool is currently selected

Tip: Double-click the Hand tool in the Toolbar to set the image to a magnification that fits completely in the current window size.

Zoom Tool

The Zoom tool changes the magnification of the image in the Preview screen from 1% to 1600%.

With the Zoom tool selected:

- Click in the Preview window to zoom in and center the image at the location clicked.
- Click and drag in the Preview screen to draw a rectangular marquee—the screen fills with the area within the marquee when you release the mouse.
- Double-click in the Preview screen to set the Preview screen to 100% magnification.
- Hold the Option key (Mac) or Alt key (Win) and click to zoom out (cursor changes to a minus sign).



Tip: Double-click the Zoom tool in the Toolbar to set the image to 1:1 or 100% magnification, showing every pixel. This is best when adjusting textures and for examining small details.

See also

[Move Tool](#)
[Rulers](#)
[Guides](#)
[Composite View](#)

[Home](#) > [Frame It](#) > [Using Frame It](#) > [Using the Preview Window](#) > [Move Tool](#)

Move Tool

Use the Move tool to resize, reshape, and reposition the element on the image. When the cursor is positioned inside the Preview window and the Move tool is selected, a wireframe with eight handles, or hot spots, along the perimeter of the frame is displayed. These perimeter handles allow you to resize the element on the image. Two other hot spots, one inside the wireframe box and the other outside it, allow you to position and rotate the frame. As you pass the Move tool over the ten hot spots, the cursor changes shape to indicate the type of movement that will be applied when you click and drag from that spot.

- The side handles (top, bottom, left, right) resize the element from their respective side in any direction. Using the side handles will change the proportions of the element.
- The corner handles resize the image from their respective corner in any direction. Resizing with the corner handles will maintain the aspect ratio of the element/image.
- The outside pointer allows you to rotate the frame. Simply position the move tool near a corner. When the cursor changes to the rotate cursor click and drag to rotate.
- Clicking and dragging inside the box will allow you to change the position of the element.



Tip: You can use the Move tool to resize and reposition the image layer. Just select it at the bottom the Frame Stack and then use the Move Tool just like you would with any other element.



Tip: You can move the currently selected element in small amounts by using the arrow keys on your keyboard.



Tip: The Background palette also contains frame size adjustment and rotation controls, along with Flip Horizontal and Flip Vertical buttons.

See also

[Navigating the Preview](#)
[Rulers](#)
[Guides](#)
[Composite View](#)

Home > Frame It > Using Frame It > Using the Preview Window > Rulers

Rulers

The rulers are a new addition to Frame It. They help you to precisely position elements in relation to the entire image area.

To turn the rulers on:

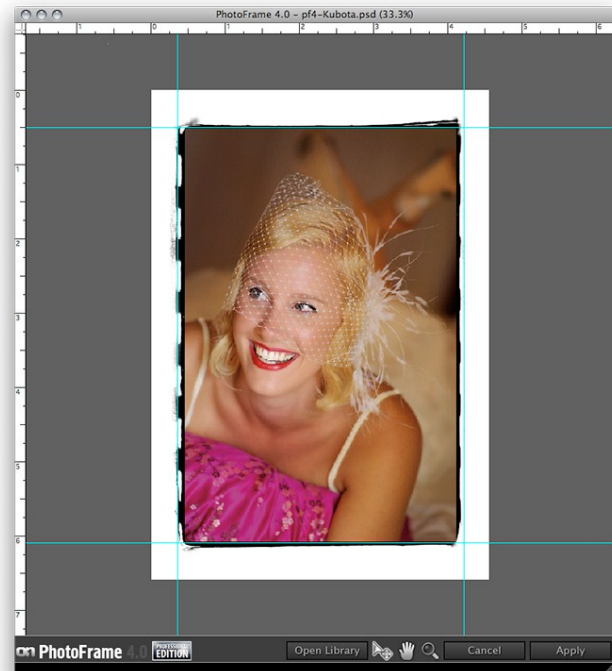
- Go to the **View** menu and select **Show Rulers**
- Or use the **cmd+R (Mac) ctrl+R (Win)** shortcut

You can change the ruler units by:

- **Right clicking on the rulers and selecting the units** from the the pop-up menu
- Or by changing them in the preferences

By default the origin point for the rulers is the upper left corner of the image layer. You can change the origin point by clicking and dragging from where the rulers intersect in the upper left corner of the Preview window to a new location. Gray guides will appear while you do this to help identify the exact location. You can reset the origin point to the default location by double-clicking in the intersection of the rulers.

You can also set the rulers to be centering rules by go to the the preferences and enabling this option. This is useful for centering an element or the image layer within the image area.



See also

[Navigating the Preview](#)
[Move Tool](#)
[Guides](#)
[Composite View](#)

Home > Frame It > Using Frame It > Using the Preview Window > Guides

Guides

Guides are new to Frame It. They allow you to place arbitrary guide lines that may be used for alignment. To use the guides you need to have the [rulers](#) turned on.

To add a guide:

- Make sure the Move tool is selected, then click in a ruler and drag into the image.

To move a guide:

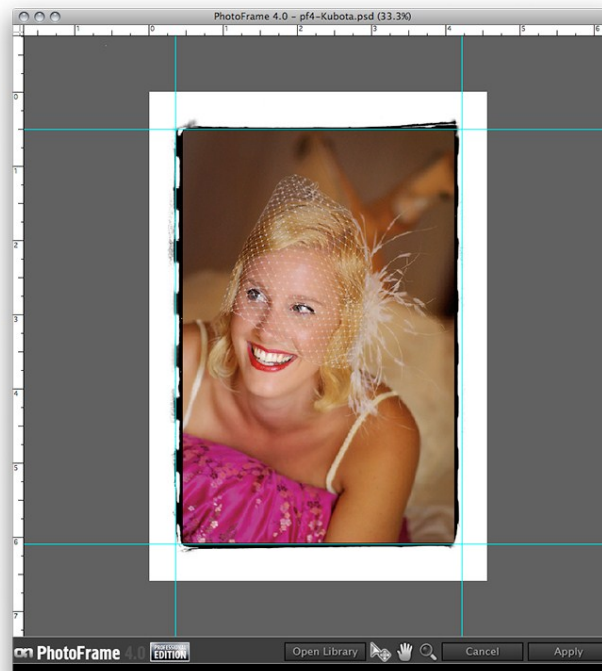
- Make sure the Move tool is selected, then hover over a guide until the cursor changes to opposing arrows. Then click and drag on the guide to change its position.

To remove a guide:

- Removing a guide is just like moving a guide, just move the guide back to a ruler to remove it. You can clear all the guides at once by going to View and selecting clear guides.

You may hide/show the guides by going to the [view menu](#) and selecting Show/Hide Guides.

You can change the color of the guides in the [preferences](#) dialog.



See also

[Navigating the Preview](#)
[Move Tool](#)
[Rulers](#)
[Composite View](#)

[Home](#) > [Frame It](#) > [Using Frame It](#) > [Using the Preview Window](#) > [Composite View](#)

Composite View

With the View Composite Layer feature you can see all visible layers of your Photoshop Elements image in Frame It, not just the layer you are working on. This allows you to see your effects in relation to the rest of the image or layout without having to flatten the layers.

To view multiple image layers from Photoshop Elements in Frame It:

1. In Photoshop Elements, verify that all the layers you want to see in the image preview area have been made visible (eye icon showing in the layers palette).
2. Select the image area that you want to work on. (if you select nothing Frame It will work with the entire layer)
3. Open Frame It. In the Frame It Preview screen you should see all the layers along with the frame layer you will be working on.
4. If you do not see the layers along with your image, choose View > View Composite Layer. This enables the View Composite Layer function in case it has been turned off. View Composite Layer is on my default.



Tip: You can toggle the View Composite Layer feature on and off by pressing Cmd+L (Mac) or Ctrl+L (Win).

Tip: Your preview in Frame It may change based on your Options palette settings. Be sure to set it to your preference before pressing apply.



Note: The Composite View Feature only works in the Preview Window, not in the Library. In the Library you will only see your currently selected layer. If your current layer is empty or contains transparency you will see the checkerboard pattern behind each element in the Library.

See also

[Navigating the Preview](#)
[Move Tool](#)
[Rulers](#)

Guides

Home > Frame It > Using Frame It > Frame Stack Palette

Frame Stack Palette

In Frame It, each element you add to the image creates a separate "layer". These layers are displayed in the Frame Stack palette.

Frame It layers work very much like Photoshop Elements layers: you can show or hide element layers, shuffle the order so that an element will mask or be masked by other elements, add and delete layers, and apply effects to one layer without affecting the others.

To show or hide an element layer:

- Click the Eye icon for the desired element.

To reorder elements on the element Layers list:

- Select the element to be moved, then drag it up or down the list and release at the new location.

To remove a layer:

- On the element Layers list, select the element to be removed, then click the minus icon located below the list.

To add another element to the Frame Stack:

- Click on the plus button to open the Library. If the Library is already open you can select an element and press the Add Frame button or just double click on the frame thumbnail.

To link layers together:

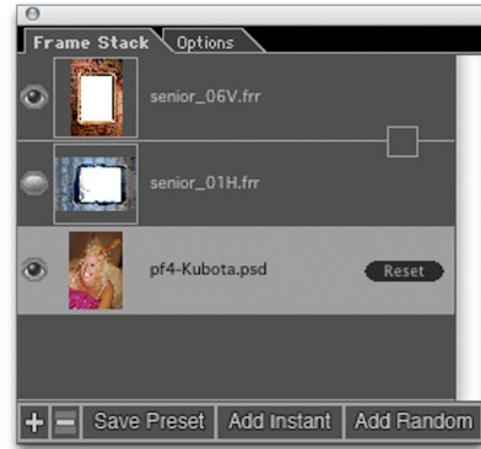
- Click on the empty box between layers to link the two adjacent layers together. This allows you to size and move multiple layers in unison.

Save Preset: This button will open the [save preset](#) dialog where you can save the current stack as a preset so you can use it again easily.

Add Instant: This button will add an instant frame and will open the [Instant Frame](#) palette if it is not open.

Add Random: This button will clear the current stack and add a random group of elements. [See Adding a Random Frame.](#)

At the bottom of the Frame Stack is the image layer that you selected in Photoshop Elements. You can select the image layer and use the move tool or the size and orientation tools in the Background palette to resize and reposition the image to fit a thick frame better. This is useful for the layout series.



Tip: You can clear all the elements from the Frame Stack at once by option (Mac) alt (Win) clicking on the minus icon.

See also

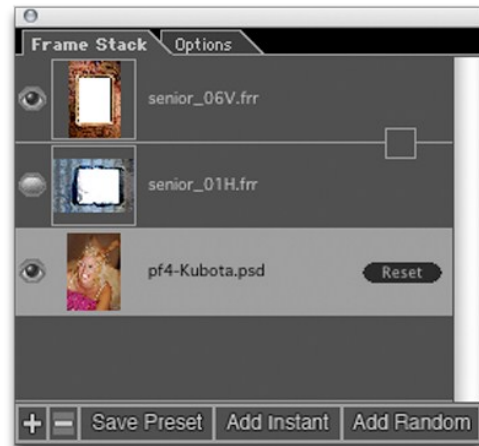
[Using the Library](#)
[Using the Preview Window](#)
[Adding a Random Frame](#)
[Adding an Instant Frame](#)
[Options Palette](#)
[Background Palette](#)
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[Preferences](#)

Home > Frame It > Using Frame It > Adding a Random Frame

Adding a Random Frame

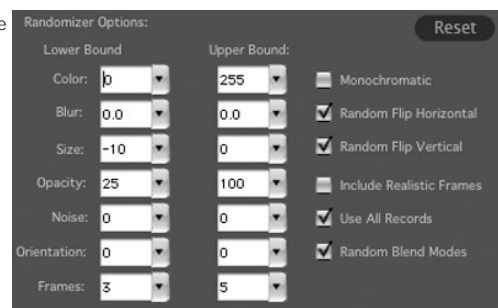
Frame It has the ability to add a random group of frames and other elements to your Frame Stack. This is a great way to experiment in Frame It and see a wide variety of options very quickly. To add a random frame Click the Add Random button in either the Frame Stack or the Library.

Your current stack will be replaced with a random group of frames based on your Randomizer Options set in the preferences dialog.



You can control the results of the random frame generator in the preferences dialog. Below are the options and what they control:

- **Color:** Sets the color range that can be applied to an element. 0 is black and white is 255. If you want your random frame to be dark try a range from 0-100, if you want a light frame try 150-255.
- **Blur:** Sets the range of blur that may be added to the background of each element.
- **Size:** Sets the size range potential for each element. If you want to minimize the amount of your image that is covered try setting the values to 10 and 20.
- **Opacity:** Sets the opacity range that may be used on each element. Using low opacity options will make the overall frame semi-transparent.
- **Noise:** Sets the range of noise (grain) that may be added to the background of each element.
- **Orientation:** Sets the rotation range that may be used on an element. Keep this set at zero if you prefer no rotation.
- **Frames:** Sets the number of frames or elements that may be added. If you prefer only a single frame set both values to one.
- **Monochromatic:** When enabled this will set the background color of each element to be shades of gray, rather than colors.
- **Random Flip:** These options enable the random horizontal and vertical flipping of frames.
- **Include Realistic Frames:** When enabled this option will use realistic frames like the film series as well as backgrounds in the random mix.
- **Use All Records:** When enabled this option will select frames and elements at random from the entire library rather than your current search results. If you are trying to apply a random frame from a specific category be sure to turn this option off.
- **Random Blend Modes:** When enabled this option will randomly change the blending mode of each element added. This can create a more translucent look for your finished frame.



Tip: If you create a random frame that you like save it as a preset so you can use it again. Just click on the Save Preset button in the Frame Stack palette.



Tip: If you like part of the results that the random frame generator creates you can always go to the Frame Stack and remove or alter the frames to customize the results.



Note: When you click on the random frame button it will remove any elements currently in your Frame Stack.



Note: If you have the Include Realistic Frames and Use All Records options both turned off and your search results contain only realistic frames the Add Random frame button will not add any frames to your stack.

See also

[Using the Library](#)

[Using the Preview Window](#)
[Frame Stack Palette](#)
[Adding an Instant Frame](#)
[Options Palette](#)
[Background Palette](#)
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Home > Frame It > Using Frame It > Adding an Instant Frame

Adding an Instant Frame

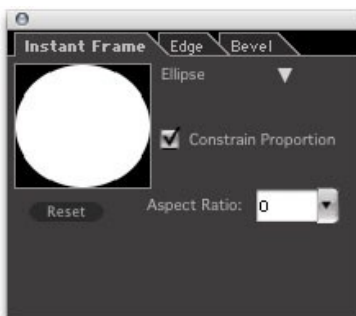
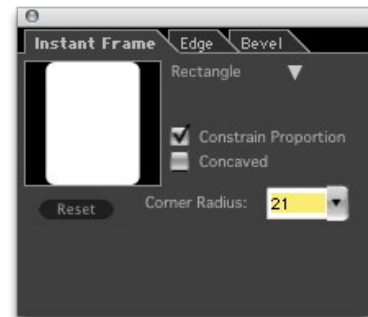
Instant Frame allows you to create a custom frame from a basic shape. Each shape provides different Shaping Controls giving a wide range of flexibility in creating both common and unusual shapes. Instant Frames are a great way to create simple keyline frames as well as vignettes, mattes or color overlays. Instant Frames can be controlled with the Background, Border, Glow, Shadow, Edge and Bevel palettes just like any other element. The following shapes are available and described below:

- Ellipse
- Rectangle
- Polygon
- Star
- Arrow
- Heart

To create an Instant Frame:

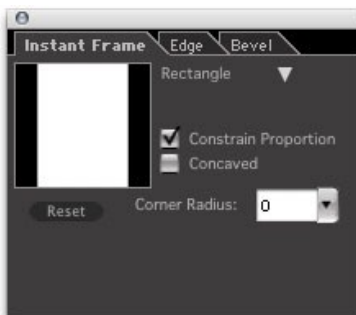
1. Go to the Frame Stack palette
2. Click the "Add Instant" button. A new frame layer is added to the Layers Stack, and the Instant Frame palette is activated.
3. From the shape pop-up menu on the Instant Frame palette, select the shape that you want to use.

The shape's default settings will automatically be selected. You can manipulate the shape using the shaping controls provided for that shape. The Instant Frame palette allows you to modify or change the shape of an existing Instant Frame layer.



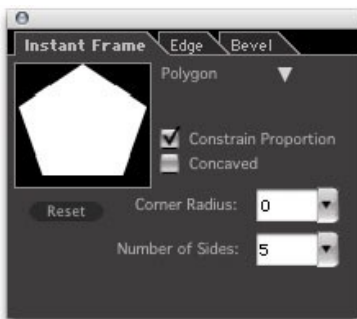
Ellipse

- Shape Preview: Displays a thumbnail preview of the selected shape. Shows the impact of changes using the shaping controls for the selected shape.
- Shape Selection: Allows you to choose and change shapes.
- Aspect Ratio: Varies the width of the ellipse, allowing you to create ovals.
- Constrain Proportion: When checked, constrains proportions. When unchecked, the shape expands to fit the image. Watch the image on the Frame It Preview screen to see the effect of this option.



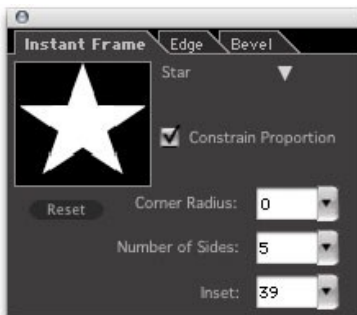
Rectangle

- Shape Preview: Displays a thumbnail preview of the selected shape. Shows the impact of changes using the shaping controls for the selected shape.
- Shape Selection: Allows you to choose and change shapes.
- Concaved: When checked, makes the corners of the shape concaved.
- Corner: Allows you to curve the corners of the shape from 0 to 100%.
- Constrain Proportion: When checked, constrains proportions. When unchecked, the shape expands to fit the image. Watch the image on the Frame It Preview screen to see the effect of this option.



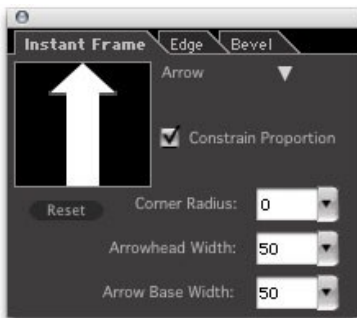
Polygon

- **Shape Preview:** Displays a thumbnail preview of the selected shape. Shows the impact of changes using the shaping controls for the selected shape.
- **Shape Selection:** Allows you to choose and change shapes.
- **Concaved:** When checked, makes the corners of the shape concaved.
- **Number of Sides:** Determines how many sides/corners the shape will have.
- **Constrain Proportion:** When checked, constrains proportions. When unchecked, the shape expands to fit the image. Watch the image on the Frame It Preview screen to see the effect of this option.
- **Corner Radius:** Allows you to curve the corners of the shape from 0 to 100%.



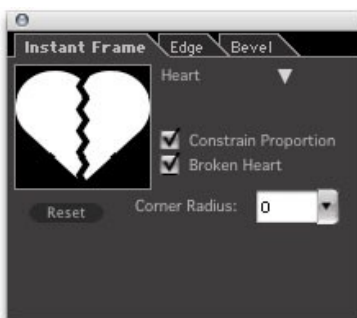
Star

- **Shape Preview:** Displays a thumbnail preview of the selected shape. Shows the impact of changes using the shaping controls for the selected shape.
- **Shape Selection:** Allows you to choose and change shapes.
- **Inset:** Allows you to set the depth of the corners. A value of 0 indicates maximum depth; a value of 100% indicates minimum depth.
- **Number of Points:** Determines how many sides/corners the shape will have.
- **Constrain Proportion:** When checked, constrains proportions. When unchecked, the shape expands to fit the image. Watch the image on the Frame It Preview screen to see the effect of this option.
- **Corner Radius:** Allows you to curve the points of the shape. A value of 0% indicates pointy points; a value of 100% indicates maximum curvature of the points.



Arrow

- **Shape Preview:** Displays a thumbnail preview of the selected shape. Shows the impact of changes using the shaping controls for the selected shape.
- **Shape Selection:** Allows you to choose and change shapes.
- **Arrowhead Width:** Allows you to set the size of the arrowhead.
- **Arrow Base Width:** Allows you to set the width of the arrow base, or tail.
- **Constrain Proportion:** When checked, constrains proportions. When unchecked, the shape expands to fit the image. Watch the image on the Frame It Preview screen to see the effect of this option.
- **Corner Radius:** Allows you to curve all the points of the arrow. A value of 0% represents the minimum curvature, yielding a pointed arrow. A value of 100% represents maximum curvature, yielding a rounded, keyhole type arrow.



Heart

- **Shape Preview:** Displays a thumbnail preview of the selected shape. Shows the impact of changes using the shaping controls for the selected shape.
- **Shape Selection:** Allows you to choose and change shapes.
- **Broken Heart:** When checked, creates a broken heart.
- **Constrain Proportion:** When checked, constrains proportions. When unchecked, the shape expands to fit the image. Watch the image on the Frame It Preview screen to see the effect of this option.
- **Corner Radius:** Allows you to curve the corners of the heart, from 0% to 100%

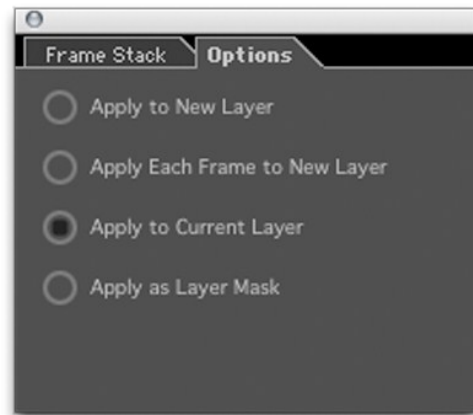
See also

[Using the Library](#)
[Using the Preview Window](#)
[Frame Stack Palette](#)
[Adding a Random Frame](#)
[Options Palette](#)
[Background Palette](#)
[Color Picker](#)
[Border Palette](#)
[Glow Palette](#)
[Shadow Palette](#)
[Edge Palette](#)

Options Palette

The Options palette is new in Frame It. It controls how elements are applied when you press the Apply button. There are four options to select from. Your selection is remembered automatically from your last use of Frame It. The preview in Frame It may change depending on your selection in the Options palette.

- **Apply to New Layer:** This option will create a new layer on top of your target layer and will merge all of the elements in your Frame Stack to this new layer. This is the default option in Frame It.
- **Apply Each Frame to New Layer:** This option will create a new layer group and render each element as a new layer inside of it. This is for advanced users who would like to alter elements manually in Photoshop Elements. An empty layer mask will be added to the group to allow you to mask the entire stack of elements at once with a black paint brush.
- **Apply to Current Layer:** This option will apply the contents of the Frame Stack to the current layer, merging their contents. Only use this option if you want to create a torn edge look on your image with a transparent background.



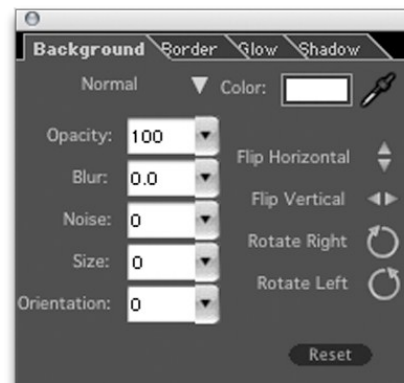
See also

[Using the Library](#)
[Using the Preview Window](#)
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Background Palette

The Background palette allows you to work with the element background and positioning. From the Background palette you can select a background color, use the opacity controls to let a percentage of the image bleed through as the background or change the blending mode. You can vary the size of the element to show more or less of the background, as well as rotate the element and flip it horizontally or vertically. The background palette is the one you will use the most in Frame It.

- **Blend Mode:** Selections on this menu produce the same effect as when applied in Photoshop Elements.
- **Color Picker:** Sets the background color. [See Color Picker](#). Also allows you to set the background to None or Transparent.
- **Eyedropper:** Allows you to extract a background color from the image. Click and drag the Eyedropper across the image to select a color interactively.
- **Opacity:** Determines the percentage of the image that shows through the frame. Uses a range from 0 to 100%, where 0 represents no opacity (the background is completely transparent).
- **Blur:** Determines how much the edge is softened. Uses a range from 0 to 99.9, where 0 represents no edge softening.
- **Noise:** Determines the amount of noise (grain) that is added to the background. Zero indicates no noise.
- **Size:** Determines the size of the background. This works proportionally and is often a faster way to resize and element than to use the Move Tool and corner handles.
- **Orientation:** Allows you to rotate the frame.
- **Flip Horizontal/Vertical:** Click to flip the frame in the horizontal plane or the vertical plane.
- **Reset:** Click to revert to the factory default settings for this palette.





Tip: Changing the blending mode and opacity are great ways to blend an effect into an image to make it look more realistic.

- Try the overlay or softlight options when working with textures or adornments.
- Try Multiply or Screen when working with Instant Film edges.

See also

[Using the Library](#)
[Using the Preview Window](#)
[Frame Stack Palette](#)
[Adding a Random Frame](#)
[Adding an Instant Frame](#)
[Options Palette](#)
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[Bevel Palette](#)
[Preferences](#)

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Color Picker

Color can be applied to the following frame effects/palettes:

- Background
- Border
- Glow
- Shadow
- Bevel

You can control the color used by using the color picker located in the above palettes. The color picker provides access to the interactive Color Palette, the current Photoshop Elements Foreground and Background colors, and the Photoshop Elements Color Picker. Color values are shown on the right side of the palette, in RGB. You can type in RGB values for a given color if you know them.

To preview colors interactively using the Color pop-up:

1. From the Frame Stack, select the element that you want to work with.
2. Open the Background, Border, Glow, Shadow, or Bevel palette.
3. Click the current-color box to open the color picker.
4. Move the cursor over the color array on the color palette and click and drag within the array to observe the changes in the effect's color on the Preview window.
5. When you see a color that you like, press the apply button.

- To close the color palette pop-up without changing the color, click on the cancel button.

The color picker also shows the current Foreground and Background colors in Photoshop Elements. You can click on either of these options to use these colors. If you need to select a color in a different color mode (CMYK, HSB) or a specific web color or a Pantone color select the Use Photoshop Elements Picker option which will open the standard Photoshop Elements color dialog.



You can also select a color out of the Preview window by using the Eyedropper tool located to the right of the Color Picker.

To preview colors interactively using the Eyedropper:

1. From the Frame Stack, select the frame that you want to work with.
2. Open the Background, Border, Glow, Shadow, or Bevel palette, depending on which effect's color you want to work with.
3. Select the Eyedropper tool on that palette.
4. Click and drag the Eyedropper around in the Preview window and observe the changes in the effects' color.
5. When you see a color effect that you like, release the mouse to select that color.

There are two options in the Color Picker labeled Transparent and None. These options are useful when working with multiple elements or a multiple layered file, like a layout, that contains transparency. These options allow you to make the background, the area outside of an element either transparent or non-existent. While both of these options appear similar there are a couple of differences.

Transparent: The transparent option is available with any element. The transparent option will make the area outside of an element transparent. If the options palette is set to Apply to Current Layer this option will paint away the area outside of the element on that layer. This is the method used to "rip" the edge of an image. If the Options Palette is set to one of the new layer options it will leave the area outside of the element transparent. This is useful if you are using the border or glow effects and do not want a background.

The None option is only available for certain elements, usually those that contain color like the tape and tack adornments and most of the film edges. With the none option enabled the background area is rendered as transparent no matter the preference in the Options palette.

See also

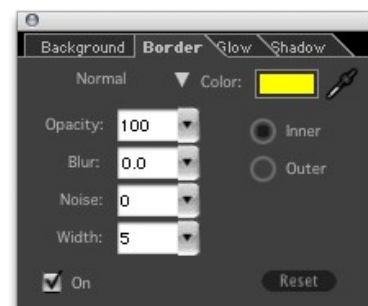
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Home > Frame It > Using Frame It > Border Palette

Border Palette

The Border palette allows you to create a border for the selected element. Border effects are applied at the edge of the element where it meets the background, as either an inner or an outer border. Think of the border as a stroke in Photoshop Elements. Border effects for the selected element are disabled until the Border palette is turned on.

- **Blend Mode:** Selections on this menu produce the same effect as when applied in Photoshop Elements.
- **Color Picker:** Sets the border color. [See Color Picker.](#)
- **Eyedropper:** Allows you to extract a border color from the image. Click and drag the Eyedropper across the image to select a color interactively.
- **Opacity:** Determines the percentage of the image that shows through the border. Uses a range from 0 to 100%, where 0 represents no opacity (the background is completely transparent).
- **Blur:** Determines how much the edge is softened. Uses a range from 0 to 99.9, where 0 represents no edge softening.
- **Noise:** Determines the amount of noise (grain) that is added to the border. Zero indicates no noise.
- **Width:** Determines the thickness of the border.
- **Inner/Outer:** Selects if the border is on the inner or outer edge of the element. Only one option can be selected.
- **Reset:** Click to revert to the factory default settings for this palette.
- **On:** Toggles the border effect on and off.



See also

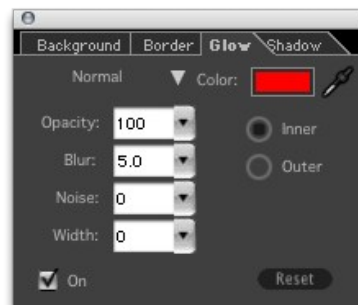
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Home > Frame It > Using Frame It > Glow Palette

Glow Palette

The Glow palette allows you to work with glow effects. Glows allow you to add color or highlights that can either soften a look, or add bold contrasts. Glow effects for the selected frame are disabled until the Glow palette is turned on.

- Blend Mode: Selections on this menu produce the same effect as when applied in Photoshop Elements.
- Color Picker: Sets the glow color. [See Color Picker](#).
- Eyedropper: Allows you to sample a color from the image. Click and drag the Eyedropper across the image to select a color interactively.
- Opacity: Determines the percentage of the image that shows through the glow. You can think of this as a strength control. Uses a range from 0 to 100%, where 0 represents no opacity (the glow is completely transparent).
- Blur: Determines how much the edge is softened. Uses a range from 0 to 99.9, where 0 represents no edge softening.
- Noise: Determines the amount of noise (grain) that is added to the glow. Zero indicates no noise.
- Width: Determines the thickness of the glow.
- Inner/Outer: Selects if the glow is on the inner or outer edge of the element. Only one option can be selected.
- Reset: Click to revert to the factory default settings for this palette.
- On: Toggles the effect on and off.



See also

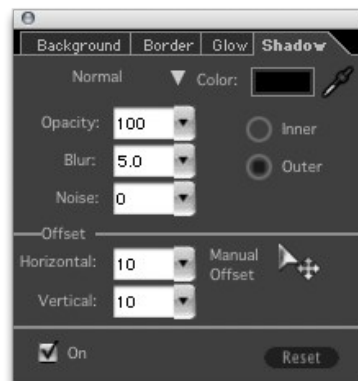
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Home > Frame It > Using Frame It > Shadow Palette

Shadow Palette

The Shadow palette allows you to create shadow effects for the selected frame. You can apply shadow effects as either inner or outer shadows, allowing you to create interesting shadow effects, including traditional drop shadows. Shadow effects for the selected frame are disabled until the Shadow palette is turned on.

- Blend Mode: Selections on this menu produce the same effect as when applied in Photoshop Elements.
- Color Picker: Sets the shadow color. [See Color Picker](#).
- Eyedropper: Allows you to sample a color from the image. Click and drag the Eyedropper across the image to select a color interactively.
- Opacity: Determines the strength of the shadow. Uses a range from 0 to 100%, where 0 represents no opacity. Usually a value of 25%-50% looks good for shadows.
- Blur: Determines how much the edge is softened. Uses a range from 0 to 99.9, where 0 represents no edge softening.
- Noise: Determines the amount of noise (grain) that is added to the shadow. Zero indicates no noise.
- Offset: Controls the horizontal and vertical distance that the shadow is cast from. You can enter these manually or use the Manual Offset tool to drag the shadow into the position you like.
- Inner/Outer: Selects if the shadow is on the inner or outer edge of the element. Only one option can be selected.
- Reset: Click to revert to the factory default settings for this palette.
- On: Toggles the effect on and off.



See also

[Using the Library](#)
[Using the Preview Window](#)
[Frame Stack Palette](#)

[Adding a Random Frame](#)
[Adding an Instant Frame](#)
[Options Palette](#)
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Home > Frame It > Using Frame It > Edge Palette

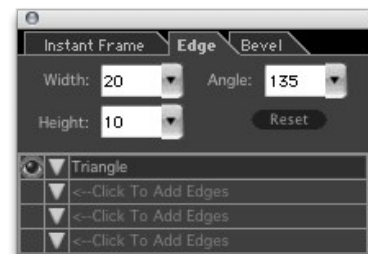
Edge Palette

The Edge palette allows you to distort the edge of your element using one of eight pre-set distortion types:

- Wave
- Triangle
- Saw Teeth
- Saw Teeth (Reversed)
- Brush Strokes
- Random
- Diffuse
- Clean

You can combine different edge effects, up to four per element, and vary the height and frequency of the peaks.

- **Angle:** Allows you to change the angle of the edge effect, between 180° and -180°.
- **Height:** Allows you to change the depth or amplitude of the peaks in the edge effect. Uses a sliding scale from 1 to 50, where 1 is minimum effect and 50 is maximum effect.
- **Width:** Allows you to adjust the width, or frequency of the peaks in the distortion.
- **Edge Visibility Button:** Click to activate or deactivate this edge effect on the selected frame. Eye visible indicates that the edge effect is active.
- **Edge Type Pop-up:** Displays list of basic distortions from which to choose.
- **Reset:** Click to revert to the factory default settings for this palette.



See also

[Using the Library](#)
[Using the Preview Window](#)
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[Adding a Random Frame](#)
[Adding an Instant Frame](#)
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Home > Frame It > Using Frame It > Bevel Palette

Bevel Palette

The bevel palette allows you to add a 3D look to flat elements. It is similar to the emboss controls of Photoshop Elements. It is typically used with instant frames to create mattes that look similar to what you would get from a frame shop.

Ten pre-defined shapes on the Bevel palette provide the basis for creating any number of 3D bevel effects on your frames:

- Flat
- Round
- Slope
- Double
- Half Pipe

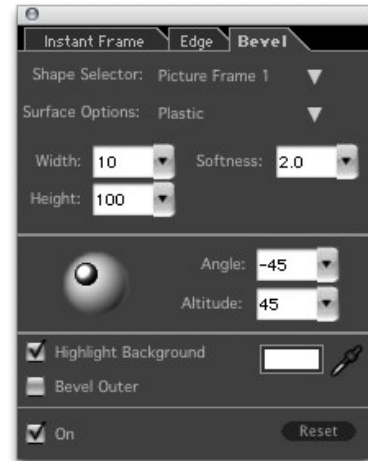
- Triangle
- Ramp
- Picture Frames 1 through 3

To those shapes you can apply the following Surface Options:

- Chrome
- Heavy Metal
- Metal
- Plastic
- Rubber
- Matte

Use the other controls on the palette to manipulate the shape and surface of the bevel to achieve just the look you want. Bevel effects for the selected frame are disabled until the Bevel palette is turned on.

- Shape Selector: Determines the type of bevel.
- Surface Options: Determines preset surface property parameters.
- Softness: Determines how much the bevel is softened. Uses a range from 0 to 99.9, where 0 represents no softening.
- Width: Adjust bevel width, from 0 to 100%.
- Height: Adjusts bevel height, from 0 to 100%.
- Light Direction Controls: Drag the highlight knob around the sphere to adjust the direction and inclination of the light source, or enter absolute values in the numeric fields.
- Highlight Background: When checked, applies highlighting effects to the background.
- Bevel Outer: When checked, applies bevel effects to the outer edge of the image.
- Highlight Color Selection Tools: Sets the bevel highlight color.
- Reset: Click to revert to the factory default settings for this palette.
- On: Toggles the effect on and off.



See also

[Using the Library](#)
[Using the Preview Window](#)
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Home > Frame It > Using Frame It > Preferences

Preferences

The preferences dialog contains several settings that are remembered

from session to session. They control the way certain features work in Frame It.

You can access the preferences dialog from the [Photoshop Elements menu](#) (Mac) or [Edit menu](#) (Win).

Enable Automatic Rotation: When enabled this feature will automatically rotate frames or elements to match the orientation of your image. On by default.

Enable Background Processing: When enabled Frame It will work on processing the final results so that it will be faster when you press the apply button. On by default.

Start with Last Used Frame Stack: When enabled Frame It will automatically add your last used stack of frames each time you open it. This is the way Frame It 3 worked. Off by default.

Keep Library Open: When enabled the Library will remain open when adding or replacing a frame in the stack. This is for users with a second or large display who wish to have the Library open all the time. Default is off.

Preview Area: Click in the color pop-up to change the Preview window background color.

Default Frame Background: Allows you to select either white or black as the default color for the background when adding a frame. The color is always adjustable in the [Background palette](#).

Guide Color: Color pop-up allows you to change the color of the [guides](#).

Ruler Units: Sets the unit of measure for the [rulers](#). This can also be set from the ruler contextual (right-click) menu.

Centering Rulers: When enabled the rulers measure from the center of the image out in all directions rather than from the upper-left corner. Off by default.

Library Location: Displays the path to the current Frame It library. The library contains all of the frame and design element content and database. Depending on the number of frames you have installed this can take well over 1GB of hard drive space. If you run low on hard drive space you can use the Move button to select a new location for the Library. Frame It will automatically move the Library contents to its new location.



Note: It is recommended that you leave the Library in its default location if possible. If you select an alternate location make sure it is fixed drive rather than a removable disc.

Randomizer Options: See the Adding a [Random Frame page](#) for details.

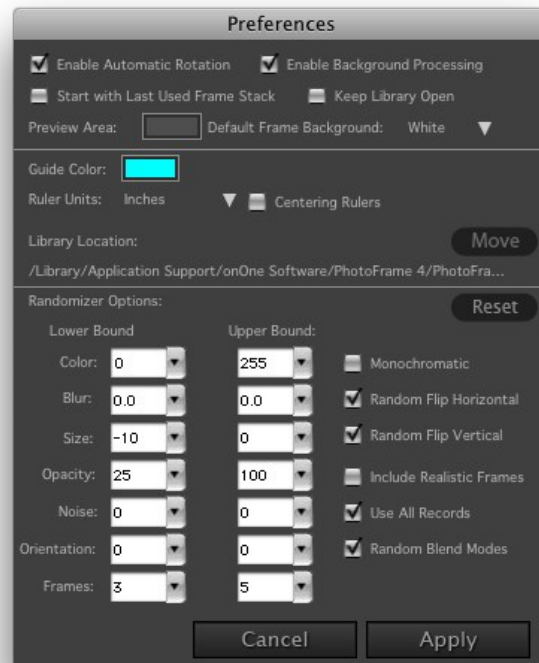
See also

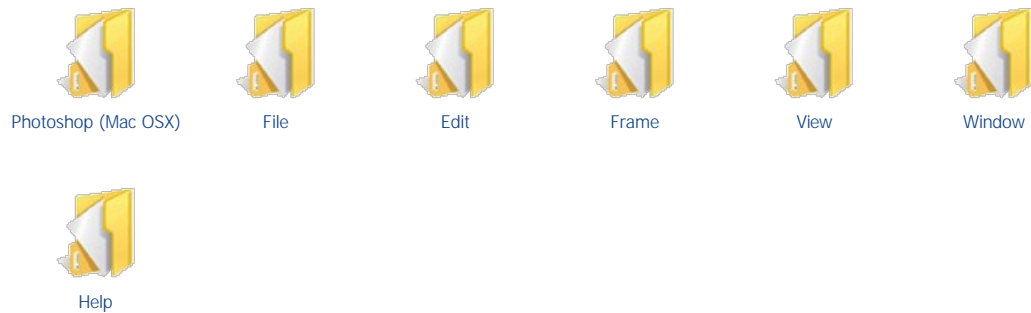
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Menus

Pages in this Section





Home > Frame It > Menu > Photoshop (Mac OSX)

Photoshop (Mac OSX)

About Frame It...: Opens the Frame It about box. This dialog contains your serial number, version number and information on contacting onOne Software for support.

Frame It Preferences...: Opens the Frame It [preferences](#) dialog.



Tip: On Windows, the preferences can be found in the Edit menu, the About Box can be found in the Help menu.

See also

File
Edit
Frame
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Help

Home > Frame It > Menu > File

File

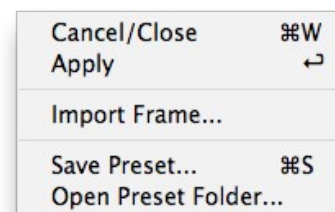
Cancel/Close: Cancels Frame It and returns back to the host application with no changes.

Apply: Applies the current Frame Stack and options to your image and returns to the host application.

Import Frame...: Opens the [import frame](#) dialog where you can select frames or elements you would like to add to your Frame It Library.

Save Preset...: Opens the [save preset](#) dialog where you can save the current Frame Stack and options as a preset for future use or sharing.

Open Preset Folder...: Opens the Frame It preset folder in the Finder (Mac) or Explorer (Win). This folder contains the individual preset files.



See also

[Photoshop \(Mac OSX\)](#)
[Edit](#)
[Frame](#)
[View](#)
[Window](#)
[Help](#)

[Home](#) > [Frame It](#) > [Menus](#) > [Edit](#)

Edit

Undo: Reverses the last user action

Redo: Reapplies the last user action if it has been undone.

Copy: Copies the current text into the clipboard.

Cut: Cuts the current text into the clipboard.

Paste: Pastes the content of the clipboard.

Reset All: Resets all the floating palette controls back to their default settings.

Preferences (Windows Only): Opens the Frame It preferences dialog.

The following options apply to the Library only

Select All: Selects all the items in the thumbnail area.

Inverse Selection: Inverts the selection in the thumbnail area.

Deselect: Deselects all the items in the thumbnail area.

Undo	⌘Z
Redo	⇧⌘Z
Copy	⌘C
Cut	⌘X
Paste	⌘V
Select All	⌘A
Inverse Selection	⇧⌘I
Deselect	⌘D
Reset All	⇧⌘Z

See also

[Photoshop \(Mac OSX\)](#)
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Frame



Note: The controls in the Frame menu apply to elements selected in the Frame Stack while working in the Preview window only. They do not control elements in the Library window.

Add Instant Frame: Adds an [instant frame](#) to the Frame Stack and opens the Instant Frame

palette if it is closed.

Add Randomizer Frame: Clears the current stack and adds a [random group](#) of frames and elements based on your preferences.

Invert Frame: Inverts the current frame. This will make the inner area of the frame the background.

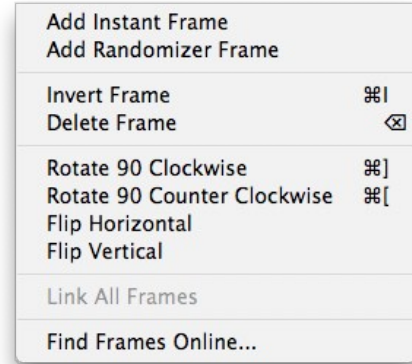
Delete Frame: Removes the current frame from the stack.

Rotate: The rotate commands rotate the current frame 90 degrees clockwise or counter clockwise.

Flip: The flip commands will flip the frame either horizontally or vertically.

Link All Frames: Links all the elements in the stack together, making it easier to move and reposition them together.

Find Frames Online...: Opens your default web browser and navigates to the [onOne Exchange](#) where you can find additional frames and presets.



See also

Photoshop (Mac OSX)
 File
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 Help

Home > Frame It > Menus > View

View



Note: The controls in the View menu apply to working in the Preview window only. They do not effect the Library window.

Zoom In: Zooms the preview window in one increment. This will make the preview image larger.

Zoom Out: Zooms the preview window out one increment. This will make the preview images smaller.

Fit on Preview: This sets the preview image so that the entire image is on screen at once. Think of this as an overview of the entire image. This is the setting you will use most of the time.

Actual Pixels: This sets the preview image so that it zooms to actual pixels or 1:1 also called 100%. This setting allows you to see every pixel in the image. This is useful when making precision adjustments or adjusting texture opacities.

Show/Hide Composite Layer: This command will disable [composite viewing](#), showing your Frame It results with only the target layer and will not show the layers above or below your target layer.

Show/Hide Rulers: Shows or hides the [rulers](#).

Show/Hide Guides: Shows or hides the [guides](#).

Clear Guides: Clears (removes) any [guides](#) that have been placed.



See also

Photoshop (Mac OSX)
 File
 Edit
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Home > Frame It > Menus > Window

Window

Hide/Show [palette name]: Hides or shows the named palette.

View Frame Library: Opens the Library window

Welcome Dialog: Opens the Welcome Dialog which shows basic step-by-step instructions for using Frame It.

Hide Frame Stack	⌘1
Hide Background	⌘2
Show Border	⌘3
Show Glow	⌘4
Show Shadow	⌘5
Show Instant Frame	⌘6
Show Edge	⌘7
Show Bevel	⌘8
Show Options	⌘9
View Frame Library	⌘F
Welcome Dialog	

See also

[Photoshop \(Mac OSX\)](#)
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[Help](#)

Home > Frame It > Menus > Help

Help

Search: Not used, Mac OSX only

Frame It Help...: Opens this html help in your default web browser.

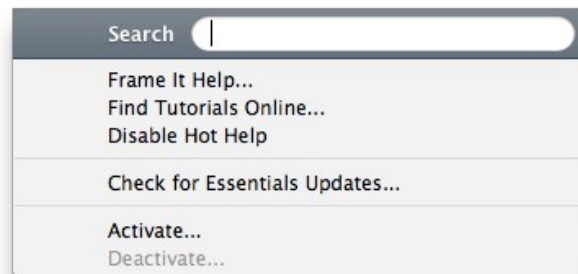
Disable Hot Help: Disables the Hot Help (tool-tips) that appear when you hover over a control.

Check for Frame It Updates...: Checks with the onOne update server to see if you are running the current version. If there is a newer version you will be notified and be walked through the update process.

Activate/Deactivate: Opens the activation dialog. These are used to deactivate your software for moving it to another computer or for a return.

Find Tutorials Online...: Opens your default web browser and navigates to the tutorials section of the onOne website.

About Frame It (Windows Only): Opens the about box with the version number and license code displayed.



See also

[Photoshop \(Mac OSX\)](#)
[File](#)
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Essentials 4 User Guide Help

Welcome to onOne Software™ Enlarge It

Enlarge It is based on Genuine Fractals, the industry standard for image resizing. It is renowned across the photographic and printing industries for its ability to increase image size without the loss of sharpness or detail that you would normally expect. Its patented, fractal based interpolation algorithms work like nothing else and the results speak for themselves. Enlarge It 3 allows you to crop and resize your image in a single step with no guess work. Its new Tiling feature makes it easy to get your enlargements printed just the way you want.

If you're unable to find what you're looking for in this help system, try these alternative [resources](#), or contact our [customer support department](#).

Most popular pages

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[Additional Resources](#)
[Contacting onOne Software](#)
[Installation](#)
[Using this Help System](#)
[Getting Started](#)
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rev 4 110926dh

[Home](#) > [Enlarge It](#) > [Getting Started](#)

Getting Started

This getting started section will give you only the basics of using Enlarge It. If you have never used Enlarge It before this is a good place to start. You might also try watching the [getting started video tutorial](#). For detailed information on steps and controls mentioned in the getting started section see the Using Enlarge It section instead.

Articles in this section

[Understanding Resolution](#)
[How Big Can You Print](#)
[When Should I Use Enlarge It](#)
[Supported File Types](#)
[Opening Enlarge It](#)
[Understanding the Interface](#)

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Understanding Resolution

How Much Resolution Do I Need?

That's a common question that we hear. To answer it you need to know two things:

- the size of the print you need to make
- the resolution that your printer needs for the best results

The size of the print is simply however large a print you would like to make. This may be limited by the size of your printer. The resolution that your printer needs may be a little trickier to figure out. Resolution is the density of the pixels for a given distance, usually measured in pixels or dots per inch. Most modern inkjet printers print anywhere from 1200 to 4800 dots per inch (what the printer manufacturers really mean is 1200-4800 droplets of ink per inch). Inkjet printers use many tiny round droplets of relatively few, 4-12 ink colors to reproduce one square pixel in your image that could be any of millions of colors. A common mistake is to set the resolution of the file to the resolution of the printer. In all but a few special printers this will result in huge files that will not print well, if at all. The secret is that the human eye can not see much more than 250-300 pixels per inch. So the ideal resolution for your files should be close to this and be an even multiple of the printers resolution. Once you know the print size and resolution it is easy to use Enlarge It 5 to resize your file to the desired output. Simply input the resolution and then either the print width or height. You'll see that the corresponding dimension is automatically filled in by Enlarge It 5 based on the proportions of your image.

Keep the proportions in mind because the proportions of films, digital camera sensors and papers can all be different. For example most digital cameras sensors are proportioned so that the height is two thirds the width or 1:1.5. While the most common paper size, in the US, is letter which is 8.5x11 inches or a about 1:1.25. These kinds of proportion mis-matches are common and require that the original image be cropped to fit the proportions of the paper size. If your image cannot be cropped without ruining the composition then you will need to adjust your print size to longer dimension.

	Good	Better	Best
Epson	180	240	360
Canon	150	200	300
Hewlett Packard	150	200	300
Dye-Sublimation	300	300	300
Photo Labs	200	250	300

Resizing an image larger than the original size requires that new pixels be created. This process is called interpolation or resampling. There are many mathematical ways, called algorithms, to do this. The most common method used by many pixel editing applications is called bicubic interpolation. Bicubic along with its newer variants bicubic smoother and bicubic sharper work by averaging a small group of neighboring pixels to determine the color value of the new pixels to be added. While this technique is fast, it does not distinguish edges so there is a uniform loss of sharpness and detail across the image.

Enlarge It patented scaling algorithm is fundamentally different from bicubic or other interpolation methods. While these other methods sample nearby pixels and decide upon new pixel values one by one, fractal scaling samples nearby "blocks", square groups of pixels and varying sizes, compares them to smaller versions of the original image and mosaics these patches together to create a larger version of the original. By doing this repeatedly, many times the characteristics of the image like edges, smooth areas, and textures are reinforced for each larger version. Noise is de-emphasized and sharp details are maintained. All of this number crunching may take a bit longer than the single pass interpolation methods like bicubic, but good things come to those who wait and reward is far superior results.

See also

[How Big Can You Print](#)
[When Should I Use Enlarge It](#)
[Supported File Types](#)
[Opening Enlarge It](#)
[Understanding the Interface](#)

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How Big Can You Print

People often ask how large of a print they can make with Enlarge It. If your original image is sharp, has good details and little noise you could go as large as 400% of the original size. 400% is four times the size of the original file. For example, an original file that is 8"x10" could be resized to 24"x30". That's pretty simple, no loss in image quality is a bit more subjective. Viewing distance can be a big part of that. Standard viewing distances are 2-3x the diagonal of a print or in the examples above for an 8"x10" it would be 25.6"-38.4". For the 24"x30" you are talking about 6'-9" away. Keep in mind that many photographers scrutinize their images closer than standard viewing distances.

Another way to explain it is that images are perceived in several ways: color, tonality and sharpness. Other interpolation techniques maintain color and tonality but sacrifice sharpness by "inflating" the image uniformly. The image still looks familiar but will not be crisp. Depending on the amount of interpolation this can be severe and noticeable even at standard viewing distances. Enlarge It maintains the color, tonality and sharpness of an image at all sizes. That way it will always look the same when viewed at the proper distances.

It is unrealistic to assume that the fidelity when viewed at 100% will be the same for an 8x10 and a 24x30 created by Enlarge It. Enlarge It will maintain the edges which perceptually make the image sharp, but it can not create detail where there was none in the past. When the shutter is pressed, a finite amount of detail is captured. A good way to think about this is to look at an insect on a leaf. If you look at it with a magnifying glass you will see more detail than you did than when looking at it with the naked eye. Now if you take a digital photograph of that same insect and look at it in the computer and zoom in past 100% you do not see any more detail. The amount of information you see is limited by what the camera captured. Enlarge It works the same way, we are just taking the finite amount of detail available and increasing it in size, not creating new detail.

Enlarge It isn't magic. We have all watched scenes from movies and television shows like CSI, where they take an ATM security photo and enlarge the reflection in the victims eye to see the killer, with results that look amazing. This is pure science fiction, and I explained why above. You can not create detail where there was none before. Unfortunately many people see these an expect that it is really possible when it is not.

Well enough rambling, the long and short of it is that Enlarge It will do a better job of interpolating a digital file than any other software available, believe me I have done hundreds of tests. If your original file has good detail and little noise you will be able to make very good looking enlargements from your files.

See also

[Understanding Resolution](#)
[When Should I Use Enlarge It](#)
[Supported File Types](#)
[Opening Enlarge It](#)
[Understanding the Interface](#)

[Home](#) > [Enlarge It](#) > [Getting Started](#) > [When Should I Use Enlarge It](#)

When Should I Use Enlarge It

Enlarge It should be used as one of the last steps in your workflow before printing. The power of Enlarge It is in the concept of resolution on demand. You can work with a modest size file, which makes your editing faster and takes less hard drive space and memory. Then when you are ready to output your file you **resize it with Enlarge It to the desired size and sharpen it for output. This also means that you don't have to keep multiple versions of a file at different print sizes, you just create what you need on-the-fly.** Enlarge It now supports layered Photoshop files so you can maintain all of your layers, of any type, throughout the entire process.

See also

[Understanding Resolution](#)
[How Big Can You Print](#)
[Supported File Types](#)
[Opening Enlarge It](#)
[Understanding the Interface](#)

[Home](#) > [Enlarge It](#) > [Getting Started](#) > [Supported File Types](#)

Supported File Types

Enlarge It 3 supports 8 RGB and Grayscale. This means Enlarge It 3 will support the majority of image types used by photographers and graphic artists including camera raw files. Enlarge It 3 supports layered files including text layers, adjustment layers and masks and maintains the full editing capabilities after resizing.

See also

[Understanding Resolution](#)
[How Big Can You Print](#)
[When Should I Use Enlarge It](#)
[Opening Enlarge It](#)
[Understanding the Interface](#)

[Home](#) > [Enlarge It](#) > [Getting Started](#) > [Opening Enlarge It](#)

Opening Enlarge It

Opening Enlarge It in Photoshop Elements

1. When you use Enlarge It inside of Photoshop Elements you need to open an image first.
2. Then go to the floating Photo Essentials palette and select Enlarge It.

Note: You can also access Enlarge It from the File > Automation Tools menu.

See also

[Understanding Resolution](#)
[How Big Can You Print](#)
[When Should I Use Enlarge It](#)
[Supported File Types](#)
[Understanding the Interface](#)

[Home](#) > [Enlarge It](#) > [Getting Started](#) > [Understanding the Interface](#)

Understanding the Interface



- A - Preview Window: Displays your image.
- B - Navigator Pane: Displays a birds-eye view of your image. You can use the navigator to adjust the zoom and pan of the the preview window.
- C - Pixel Dimensions Pane: Displays the pixel dimensions, MB size and scaling percentage. You can adjust the pixel dimensions here as well.
- D - Document Size Pane: Displays the document print size and resolution. You can adjust the print size and resolution as well.
- E - Texture Control Pane: Contains the texture controls, allows you to adjust the way the algorithm reproduces the texture areas of the image.
- F - Sharpening Control Pane: - Contains the sharpening controls, allows you to add sharpening before printing.
- (not shown) - Film Grain Pane: Contains the film grain control for adding simulated film grain which can increase the perceived sharpness of the image.
- (not shown) - Tiling Pane: Contains the tile controls. Allows you break an image into smaller tiles to allow mosaic printing on a smaller printer.
- (not shown) - Gallery Wrap Pane: Contains the gallery wrap controls. Allows you to add wings for printing on canvas.
- G - Find More Online... button opens a web browser and navigates to special web page.
- H - Crop Tool: Use this tool to manually crop your image or adjust the size and position of a document size preset.
- J - Pan Tool: Use this tool to reposition your image inside the preview window.
- K - Zoom Tool: Use this tool to zoom-in or zoom-out in the preview window.
- L - Cancel Button: Press the cancel button to cancel Enlarge It and return to the host application with the image unaltered.
- M - Apply Button: Press the apply button to apply your current settings and return the altered image to the host application.

See also

- [Understanding Resolution](#)
- [How Big Can You Print](#)
- [When Should I Use Enlarge It](#)
- [Supported File Types](#)
- [Opening Enlarge It](#)

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Articles in this section





Tiling



Gallery Wrap



Preferences

See also

[Getting Started Menus](#)

[Home](#) > [Enlarge It](#) > [Using Enlarge It](#) > [Using the Preview Window](#)

Using the Preview Window



Navigating the Preview



Crop Tool

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Navigating the Preview

Enlarge It provides a number of easy ways to navigate and view your image in the Preview window.

Hand Tool

The Hand tool is used to drag the image within the Preview window, whenever the image size is larger than the viewable area.

To pan (scroll) in the Preview screen:

- Select the Hand tool and drag the image until you locate the area you wish to view.
- With any other tool selected press Spacebar while you drag the image in the window.



Tip: Hold down the spacebar temporarily to activate the Hand tool no matter what tool is currently selected

Tip: Double-click the Hand tool in the Toolbar to set the image to a magnification that fits completely in the current window size.

Zoom Tool

The Zoom tool changes the magnification of the image in the Preview screen from 5% to 100%.

With the Zoom tool selected:

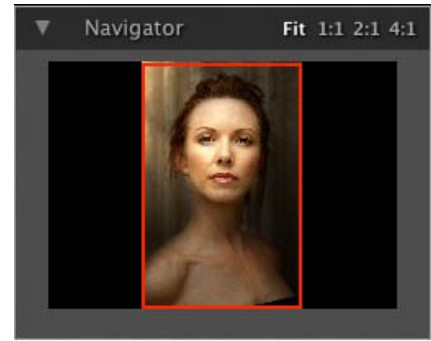
- Click in the Preview window to zoom in and center the image at the location clicked.
- Click and drag in the Preview screen to draw a rectangular marquee—the screen fills with the area within the marquee when you release the mouse.
- Double-click in the Preview screen to set the Preview screen to 100% magnification.
- Hold the Option key (Mac) or Alt key (Win) and click to zoom out (cursor changes to a minus sign).



Tip: Double-click the Zoom tool in the Toolbar to set the image to 1:1 or 100% magnification, showing every pixel. This is best when adjusting textures and for examining small details.

Navigator Pane

The Navigator pane gives you a complete birds-eye view of your image. The red region of interest indicator marks the area of your image that is visible in the preview pane. You can pan your image by clicking and dragging inside the red region of interest indicator. At the top of the Navigator pane are several Zoom presets. To activate a Zoom preset simply click on it.



See also

[Crop Tool](#)

[Home](#) > [Enlarge It](#) > [Using Enlarge It](#) > [Using the Preview Window](#) > [Crop Tool](#)

Crop Tool

The Crop Tool can be selected by clicking on the Crop Tool icon in the toolbar. When it is selected the cursor will change and the icon in the toolbar will have a white glow.

- With the Crop Tool you can manually crop your image by clicking and dragging a box.
- The corner handles resize the the crop box. You can see the crop size in the document size pane. Clicking and dragging in the middle will move the crop box.
- After defining the crop box you can change the Pixel Dimensions and Document Size fields to resize your image. Note that the proportions of the crop box are locked and that you can only change the proportions by dragging on one of the corner handles using the crop tool and not by changing the values in either the Pixel Dimensions or Document Size panes.
- You can also use the crop tool to resize a document size preset crop box.
- If you make a mistake and don't want to crop the image, just click outside the crop box with the crop tool.



Tip: Its usually better to use a document size preset than to crop manually. That way you can guarantee the document size you want.

See also

[Navigating the Preview](#)

Home > Enlarge It > Using Enlarge It > Adjusting the Image Size

Adjusting the Image Size

In Enlarge It you can adjust your image size using either the Pixel Dimensions or Document Size panes. The information in these panes are inter-related and locked together. Adjusting the values in either pane will result in changes in the other pane. To help explain this lets use the example below.

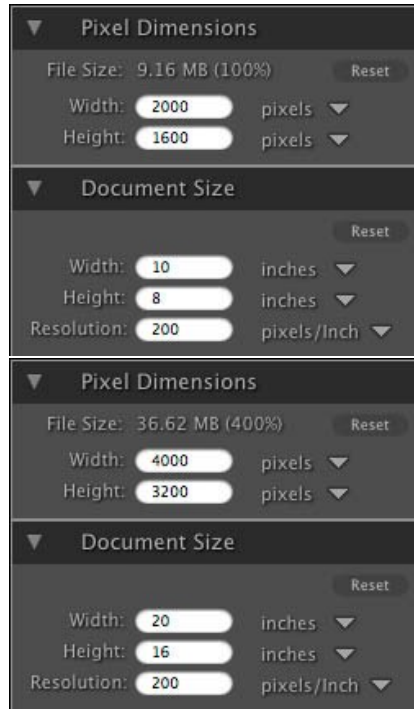
The original image is 10"x8" at a resolution of 200 pixels per inch. Notice that the pixel dimensions are 2000 x 1600 pixels.

- 2000 px = 10"x200 ppi
- 1600 px = 8"x200 ppi

By changing the width to 20" the height changes to 16" proportionally and automatically and the new pixel dimensions change to 4000 x 3200 pixels. Note the resolution does not change.

- 4000 px = 20"x200 ppi
- 3200 px = 16"x200 ppi

Note the file size and percentage have changed as well.



Follow these steps to adjust the size of your image to what is desired for your output file.

1. Launch Enlarge It 3.
2. Adjust width in the Document Size pane to your desired width. Note that the height will adjust automatically and proportionally.
3. If needed, adjust the Resolution in the Document Size pane to what your printer or other output device needs. See this chart if you don't know for more information.
4. Press Apply.

If your image is not going to be printed, but will be principally displayed on a computer or television you may not be concerned with the document size but only the pixel dimensions. In these cases use these steps.

1. Launch Enlarge It 3.
2. Adjust the width in the Pixel Dimension pane to your desired width. Note that the height will adjust automatically and proportionally.
3. If needed, adjust the resolution to 72 or 96 ppi.
4. Press Apply.

Tip: Using Document Size Presets is the fastest way to get common sizes. They let you crop and resize your image at the same time.



Keep the proportions in mind because the proportions of films, digital camera sensors and papers can all be different. For example most digital cameras sensors are proportioned so that the height is two thirds the width or 1:1.5; While the most common paper size, in the US, is letter which is 8.5x11 inches or a about 1:1.25. These kinds of proportion mis-matches are common and require that the original image be cropped to fit the proportions of the paper size. If your image cannot be cropped without ruining the composition then you will need to adjust your print size to longer dimension.



Tip: The constrain proportions option locks the original image proportions so that when you change a value, like width, in the Pixel Dimensions or Document Size Preset panes the height will adjust automatically. This function is on by default and is always recommended to use. By turning Constrain Proportions off you can inadvertently stretch and distort your image.

See also

[Using the Preview Window](#)
[Using Document Size Presets](#)

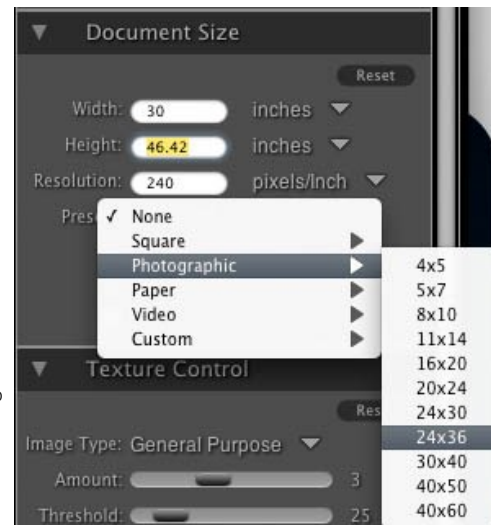
Texture Control
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Home > Enlarge It > Using Enlarge It > Using Document Size Presets

Using Document Size Presets

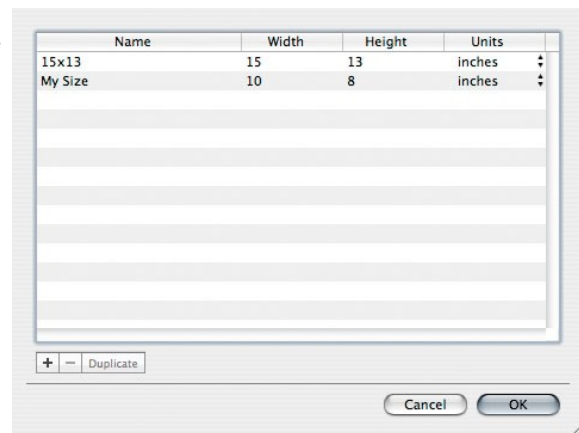
Document size presets allows you to crop and resize your image at the same time. Often when you are using Enlarge It it is to create a file for print output at a known common size. In these cases using a Document Size Preset can be the fastest way to set your needed Document Size and crop your image to the needed proportions. Follow these instructions to use a Document Size Preset:

1. Select your image and launch Enlarge It.
2. Select your desired size from the Document Size preset pull-down in the Document Size pane. You will see that the Document Size fields will be completed automatically for you and that a crop box is drawn on your image matching the proportions of the Document Size Preset that you selected.
3. If needed, select the rotate crop box to rotate your crop box to the proper orientation. It will automatically rotate to match the orientation of your image, but if you want to crop differently you may need to rotate it.
4. Now you can use the crop tool to reposition and change the size of the crop box so that it contains just the image area that you want. Note that the crop box proportions and Document Size are locked so that you will always the finished document size that you requested.
5. Adjust your resolution to what is needed for your output device.



Enlarge It 6 comes with many commonly used print, paper and video Document Size Presets but also allows users to create their own. To create your own Document Size Preset follow these instructions:

1. Select your image and launch Enlarge It
2. From the Document Size Preset pull-down, select custom > Manage Custom Sizes...
3. Click on the plus icon (+)
4. Double-click on the highlighted untitled name and name your preset.
5. Double-click on the width and height and fill in the proper values.
6. Double-click on the units and select the proper document size units.
7. Click on the Okay button.



Tip: If you select the incorrect Document Size Preset you can change it simply by selecting a different one. If you do not wish to use a Document Size Preset after you have selected one you can select "None" from the top of the Document Size Preset pull-down or just click once outside of the crop region with the crop tool to clear a crop at any time.



Tip: The lock crop option locks the proportions and document size settings for the given crop. This is enabled by default when you use a Document Size Preset.

See also

Using the Preview Window
Adjusting the Image Size
Texture Control
Sharpening
Film Grain
Tiling

Texture Control

If you were to analyze an image from a detail perspective you could break it into three categories: Edges, Continuous Tone and Textures. Edges are obvious, these are the sharp details that define the edges of the subject in your image. It's paramount that these are maintained in order for your enlargement to maintain quality. The continuous tone areas are things like skin or sky that are mostly solid or graduated color. These resize easily as there is little detail in these areas. The last area, what we call texture is areas that fall between these two. They are areas that still contain detail but are not sharp edges. These are things like the surface of rocks, tree bark, fabric, animal fur, etc. The amount of detail in these texture areas can have a large impact on the perceived sharpness and quality of an image. In Enlarge It you have the ability to control the key algorithm variables that effect these areas. In Enlarge It 7 there are even presets for different image types and subject matters that help you get the best results in reproducing these texture areas.

The Enlarge It algorithms have been improved to provide higher quality scaling results. There are two new algorithm variables that may be adjusted by the user. They are located in the Texture Control pane and are labeled Amount and Threshold. The default positions are 3 and 25 respectively. Using these settings will provide results equivalent to Enlarge It 4.1. Adjusting these variables on an image by image basis can provide improved detail in non-edge regions that contain detail such as textures (grass, fabric, bark, other natural and man-made patterns).

Below is a description of each control and recommendations of how to use them.

- **Image Type:** This pop-up contains presets that adjust the Amount and Threshold automatically. This is the best place to start when adjusting the texture.
- **Amount:** This controls the amount of detail in flat, non-edge areas of an image. If your image contains lots of minute detail that does not have defined edges (many organic patterns like leaves, rock, bark; or man made patterns like fabric) it may be good to increase the amount to a setting of 4 or 5. Settings beyond 5 will often introduce a bumpy noise pattern which is undesirable unless your original image was from scanned film. Settings lower than the default 3 are useful for images with large areas of continuous tone that have no appreciable detail (sand, snow, sky) but have hard edged foreground subjects such as landscape images, architecture or portraiture.
- **Threshold:** This controls the amount of hard edge detail that is enhanced. The default setting is 25. Decreasing the threshold will focus the algorithms only on edge information. This may be useful for portraiture or for reducing noise in your image. Settings higher than 25 will increase the amount of small detail in flatter areas of the image. Settings as high as 100 are useful for highly detailed images such as hair or feathers. Higher threshold settings will also make Enlarge It process faster. A good way to start adjusting these controls is by setting the threshold to 100 and then move the amount up until the image is too noisy (bumpy) and then reduce the threshold to smooth out the noise in continuous tone areas. For detailed images with no little continuous tone you might try the Amount at 4 and the Threshold at 100. For portrait images or images with significant JPG artifacts you should try an Amount of 2-3 and Threshold of 25 or lower.
- **Smoothness:** The smoothness slider is used to reduce artifacts along hard curved edges. Use the lowest setting needed.

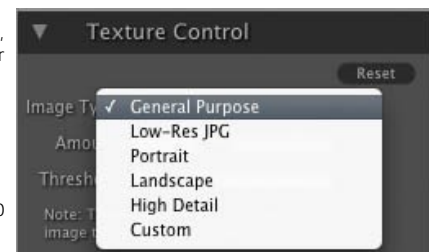
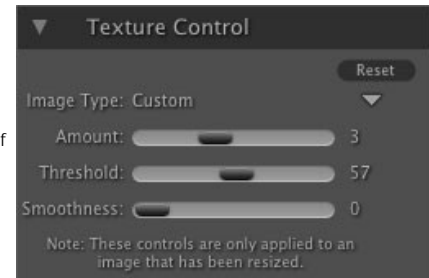


Tip: Always make sure your zoom is set to 100% or 1:1 when adjusting the controls in the Texture Control Pane.

See also

Using the Preview Window
Adjusting the Image Size
Using Document Size Presets
Sharpening
Film Grain
Tiling
Gallery Wrap
Preferences

Sharpening



The sharpening pane contains the controls to add additional sharpness to your image. Enlarge It features three different sharpening methods:

- Unsharp Mask: Good for general sharpening. Similar to Photoshop's unsharp mask function except it is only applied to the luminance of the image to prevent color artifacts.
- Highpass: Highpass sharpening is helpful when the original image is not sharp.
- Progressive: Similar to the unsharp mask except it sharpens different amounts depending on the size of the details in the image. Small details are enhanced more than large ones.

Using the Sharpening controls can save you the workflow step of adding additional Sharpening before printing and can help compensate for loss of sharpness due to dot gain from your printer. Sharpening should only be applied at the end of your workflow just before printing. If you plan to do additional retouching or compositing work after resizing your image you should disable the Sharpening controls.



To sharpen your image for output use these steps after you have adjusted the Document Size pane controls.

1. Zoom in on your image to 1:1. You can do this easily by using the 1:1 Zoom preset located in the Navigator pane.
2. Enable the Sharpening controls by toggling the on/off control in the Sharpening pane title bar.
3. Select the sharpening method that will provide the best results for your image. You may need to experiment to determine this.
4. Adjust the amount slider to determine the amount of sharpening desired.
5. Use the Highlight and Shadow sliders to limit the sharpening from being applied to the darkest and lightest areas of the image, which can prevent sharpening of noise.



Sharpening Off



Sharpening On



Tip: Keep in mind that this sharpening is applied to the entire image area. If you wish to use a selective sharpening technique you should disable the Sharpening controls in Enlarge It.

See also

[Using the Preview Window](#)
[Adjusting the Image Size](#)
[Using Document Size Presets](#)
[Texture Control](#)
[Film Grain](#)
[Tiling](#)
[Gallery Wrap](#)
[Preferences](#)

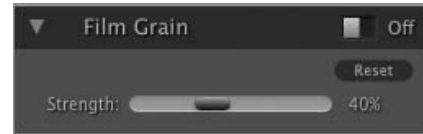
[Home](#) > [Enlarge It](#) > [Using Enlarge It](#) > [Film Grain](#)

Film Grain

The Film Grain pane contains the amount control which adds simulated Film Grain (noise) to your image. Adding a modest amount of Film Grain can make your image appear sharper visually and can help hide imperfections like JPG artifacts. This is especially useful for monochrome images. Film Grain should only be added at the same time as Sharpening, just before printing. If you need to do other retouching or compositing work in Photoshop after resizing your image you should disable the Film Grain controls.

To add Film Grain to your image follow these steps:

1. Zoom in on your image to 1:1. You can do this easily by using the 1:1 Zoom preset located in the Navigator pane.
2. Enable the Film Grain controls by toggling the on/off control in the Film Grain pane title bar.
3. Adjust the slider up or down until the desired amount of Film Grain is added.
4. You can preview just the effect of the Film Grain by toggling the Film Grain on/off control.



Film Grain Off



Film Grain On

See also

[Using the Preview Window](#)
[Adjusting the Image Size](#)
[Using Document Size Presets](#)
[Texture Control](#)
[Sharpening](#)
[Tiling](#)
[Gallery Wrap](#)
[Preferences](#)

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Tiling

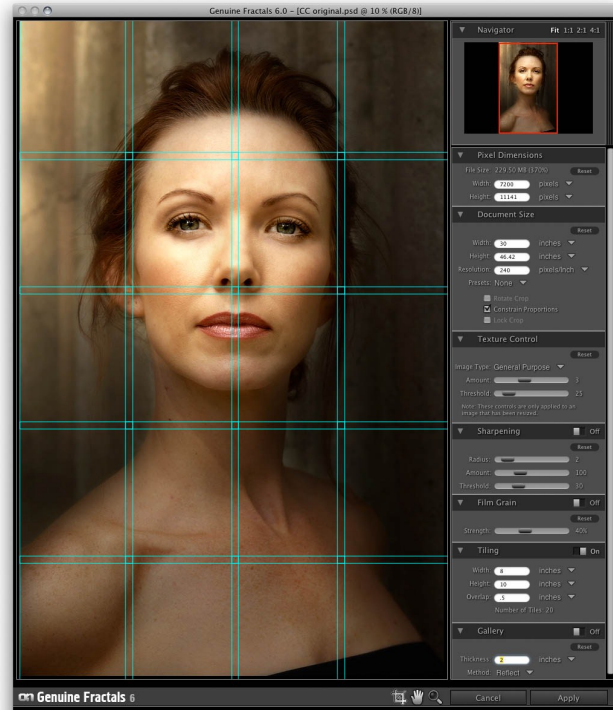
The new tiling feature in Enlarge It 7 will divide an enlargement into smaller pieces that can be printed on a smaller printer.

Lets say you want to create a mural that is 8 feet tall by 12 feet long but your printer can only print 24 inch wide strips. With the tiling feature you could automatically create 4 separate files that are 24" wide and 8 feet tall so you can create your mural in sections. With the tiling feature all you need to do is specify the size of paper you have to print on and if you would like the pages to overlap at all. Then Enlarge It 7 will resize your image and then break it down into the individual tiles.

To use the Tiling feature, follow these instructions:

1. Turn tiling on by toggling the on/off switch in the pane header
2. Set the Width and Height fields to the size and orientation of paper that you wish to print on, or you can select the number of rows and columns instead.
3. Set the Overlap size. The overlap makes each tile overlap so you can tape multiple panels together are correct for printer margins if you are not printing borderless.
4. Set the file type for the newly created files for each tile.
5. Set the destination folder for the new files. Each file will be named with the original filename the the tile indicated in the filename.

The preview will show cyan guide lines for each tile that will be created. At the bottom of the Tiling pane it will also tell you how many tiles will be created.



See also

[Using the Preview Window](#)
[Adjusting the Image Size](#)
[Using Document Size Presets](#)
[Texture Control](#)
[Sharpening](#)
[Film Grain](#)
[Gallery Wrap](#)
[Preferences](#)

Home > Enlarge It > Using Enlarge It > Gallery Wrap

Gallery Wrap

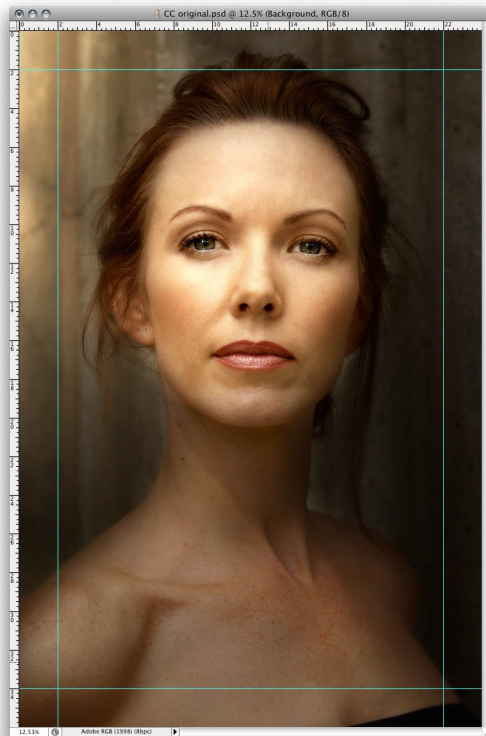
The new Gallery Wrap feature is designed to help you print on canvas. When making enlargements for canvas it is common to wrap a portion of the image around the wooded stretcher bars, which can be several inches thick, that are used for mounting the canvas. These are commonly called gallery wraps. However if the photographer had important detail near the edges of the image they may be lost in the wrapping process. The new Gallery Wrap feature in Enlarge It 7 Professional Edition automatically creates extended margins by reflecting or stretching the areas near the edge of the image allowing the photographer to create a gallery wrap without having to sacrifice any of the original image. The Gallery Wrap feature allows you to select the thickness of the canvas mounting bars and offers a variety of techniques for creating additional margins.

To use the Gallery Wrap feature follow these instructions:

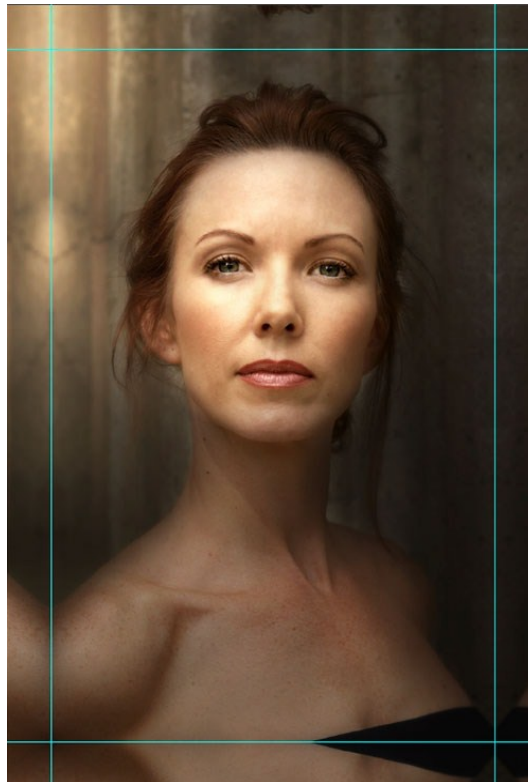
1. Turn on the Gallery Wrap feature by toggling the on/off switch in the pane header
2. Set the Thickness control to the amount of margins you would like to add. A good rule of thumb is the thickness of the stretcher bars, plus half an inch.
3. Select the Method that you would like to use.
4. If you wish to add a color overlay to the gallery wrap wings set the color and opacity.

The Gallery Wrap feature has several methods for adding margins:

- Reflect: Copies an area equal to the thickness setting around your image, then flips each side and adds it as the margins. This is a good general purpose technique.
- Reflect Soft: Does the same as the Reflect method but softens the added margins.
- Stretch: The Stretch method takes a small area around the edge of the image and stretches it to add the margins.
- Stretch Soft: Does the same as stretch, but softens the added margins.



Without the Gallery Wrap feature, important parts of the image get lost when wrapped.



With Gallery Wrap enabled, you can maintain the original image area but still have the extended margins needed to wrap canvas on thick stretcher bars.



Note: It is not recommended that you use the borderless printing option on a printer or use borderless lab prints when the overlap is set to zero. Both borderless methods increase the image size 1-3 percent to allow for overprinting and/or trimming. The resulting prints may not align properly.

See also

[Using the Preview Window](#)
[Adjusting the Image Size](#)
[Using Document Size Presets](#)
[Texture Control](#)
[Sharpening](#)
[Film Grain](#)
[Tiling](#)
[Preferences](#)

Home > Enlarge It > Using Enlarge It > Preferences

Preferences

The preferences dialog contains several settings that are remembered from session to session. They control the way certain features work in Enlarge It.

Show Welcome Dialog: When enabled, you will be greeted by the welcome dialog each time you start Enlarge It.

Use Last Used Document Size: When enabled, Enlarge It will remember the last used scaling settings and adjust the image size for the next image you open in it. This was the standard behavior in Enlarge It.

See also

[Using the Preview Window](#)
[Adjusting the Image Size](#)
[Using Document Size Presets](#)
[Texture Control](#)
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[Gallery Wrap](#)

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Menus

Pages in this Section



Photoshop (Mac OSX)



File



Edit



View



Window



Help

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Photoshop (Mac OSX)

About Enlarge It...: Opens the Enlarge It about box. This dialog contains your serial number,

version number and information on contacting onOne Software for support.

Check for Updates...: Checks with the onOne update server to see if you are running the current version. If there is a newer version you will be notified and be walked through the update process.

Enlarge It Preferences...: Opens the Enlarge It 3 [preferences](#) dialog.



Tip: On Windows, the preferences can be found in the Edit menu, the About Box can be found in the Help menu.

See also

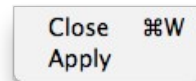
File
Edit
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Home > Enlarge It > Menus > File

File

Close: Cancels Enlarge It and returns back to the host application with no changes.

Apply: Applies the current document size settings and options to your image and returns to the host application.



See also

Photoshop (Mac OSX)
Edit
View
Window
Help

Home > Enlarge It > Menus > Edit

Edit

Undo: Reverses the last user action

Redo: Reapplies the last user action if it has been undone.

Copy: Copies the current text into the clipboard.

Cut: Cuts the current text into the clipboard.

Paste: Pastes the content of the clipboard.

Reset All: Resets all the controls back to their default settings.

Preferences (Windows Only): Opens the Enlarge It preferences dialog.

Undo	⌘Z
Redo	⇧⌘Z
Cut	⌘X
Copy	⌘C
Paste	⌘V
Reset All	⇧⌘Z

See also

[Photoshop \(Mac OSX\)](#)
[File](#)
[View](#)
[Window](#)
[Help](#)

[Home](#) > [Enlarge It](#) > [Menus](#) > [View](#)

View

Zoom In: Zooms the preview window in one increment. This will make the preview image larger.

Zoom Out: Zooms the preview window out one increment. This will make the preview images smaller.

Fit on Preview: This sets the preview image so that the entire image is on screen at once. Think of this as an overview of the entire image. This is the setting you will use most of the time.

Actual Pixels: This sets the preview image so that it zooms to actual pixels or 1:1 also called 100%. This setting allows you to see every pixel in the image. This is useful when making adjustments to the Texture Controls, Sharpening or Film Grain.

Zoom-In	⌘ +
Zoom-Out	⌘ -
Fit to Screen	⌘ 0
Actual Pixels	⌘ ⌘ 0

See also

[Photoshop \(Mac OSX\)](#)
[File](#)
[Edit](#)
[Window](#)
[Help](#)

[Home](#) > [Enlarge It](#) > [Menus](#) > [Window](#)

Window

Hide/Show [palette name]: Hides or shows the named palette.

Welcome Dialog: Opens the Welcome Dialog which shows basic step-by-step instructions for using Enlarge It. (there is no Welcome Dialog for the Aperture version.)

Navigator	⌘ 1
Pixel Dimensions	⌘ 2
Document Size	⌘ 3
Texture Control	⌘ 4
Sharpening	⌘ 5
Film Grain	⌘ 6
Tiling	⌘ 7
Show Welcome...	

See also

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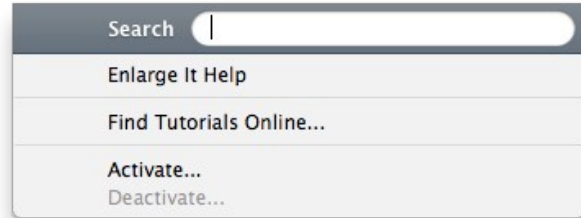
Help

Enlarge It Help...: Opens this html help in your default web browser.

Activate/Deactivate: Opens the activation dialog. These are used to deactivate your software for moving it to another computer or for a return.

Find Tutorials Online...: Opens your default web browser and navigates to the tutorials section of the onOne website.

About Enlarge It (Windows Only): Opens the about box with the version number and license code displayed.



See also

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