

AVS4YOU Programs Help



AVS Image Converter

www.avs4you.com

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Contact Us

If you have any comments, suggestions or questions regarding **AVS4YOU** programs or if you have a new feature that you feel can be added to improve our product, please feel free to contact us.

When you register your product, you may be entitled to technical support.

| | |
|--------------------------------------|--|
| General information: | info@avs4you.com |
| Technical support: | support@avs4you.com |
| Sales: | sales@avs4you.com |
| Help and other documentation: | help@avs4you.com |

Technical Support

AVS4YOU programs do not require any professional knowledge. If you experience any problem or have a question, please refer to the **AVS4YOU Programs Help**. If you cannot find the solution, please contact our support staff.



Note: only registered users receive technical support.

AVS4YOU staff provides several forms of automated customer support:

- **AVS4YOU Support System**

You can use the **Support Form** on our site to ask your questions.

- **E-mail Support**

You can also submit your technical questions and problems via e-mail to support@avs4you.com.



Note: for more effective and quick resolving of the difficulties we will need the following information:

- Name and e-mail address used for registration
- System parameters (CPU, hard drive space available, etc.)
- Operating System
- The information about the capture, video or audio devices, disc drives connected to your computer (manufacturer and model)
- Detailed step by step describing of your action

Please do **NOT** attach any other files to your e-mail message unless specifically requested by AVS4YOU.com support staff.

Resources

Documentation for your AVS4YOU software is available in a variety of formats:

In-product (.chm-file) and Online Help

To reduce the size of the downloaded software installation files the in-product help was excluded from the installation although you can always download it from our web-site for your convenience. Please, visit AVS4YOU web-site at <http://onlinehelp.avs4you.com/index.aspx> to download the latest available version of the help executable, run it and install into the AVS4YOU programs folder. After that you will be able to use it through the **Help** menu of the installed AVS4YOU software.

Online Help include all the content from the In-product help file and updates and links to additional instructional content available on the web. You can find the **Online Help** at our web-site - <http://onlinehelp.avs4you.com/index.aspx>. Please note, that the most complete and up-to-date version of AVS4YOU programs help is always on the web.

PDF Documentation

The offline help is also available as a pdf-file that is optimized for printing. All PDF help files are available for download at the programs pages at AVS4YOU web-site (both <http://www.avs4you.com/index.aspx> and <http://onlinehelp.avs4you.com/index.aspx>). To be able to read and print AVS4YOU PDF help files you will need to have a PDF reading program installed.

User Guides

You have access to a wide variety of resources that help you make the most of your AVS4YOU software. The step-by-step user guides will be of help not only to the novice users but also to the users that face a certain task to be performed and look for a way to do it. Please, visit our **User Guides** section of AVS4YOU web-site at <http://www.avs4you.com/Guides/index.aspx> to read the detailed instructions for various software and tasks

Technical Support

Visit the **AVS4YOU Support** web-site at <http://support.avs4you.com> to ask your questions concerning AVS4YOU software installation, registration and use. Feel free to also use our e-mail address support@avs4you.com.

Downloads

Visit the **Downloads** section - <http://www.avs4you.com/downloads.aspx> - of our web-site to find free updates, tryouts, and other useful software. We constantly update the software, new versions of the most popular programs and new software are also frequently released.

Overview

AVS Image Converter is an easy-to-use software application designed for batch conversion of image files from one format to another according to your wish and saving them to your hard drive with a few mouse clicks.

Using AVS Image Converter

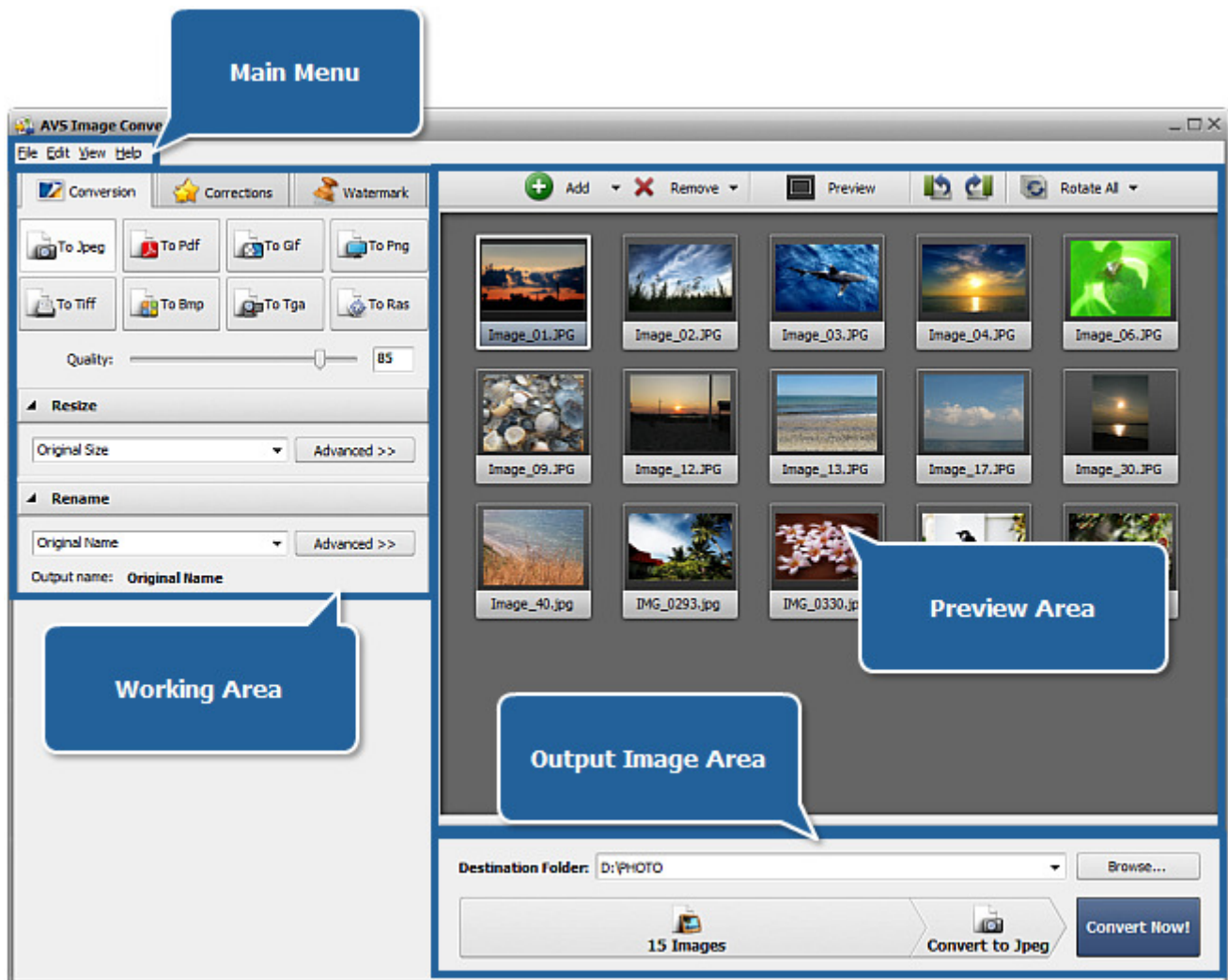
you can quickly and easily perform the following tasks:

- **convert** a set of pictures between commonly used image file formats: BMP, GIF, JPEG, PNG, TIFF, TGA, RAS (see a full list of the supported **image formats**);
- create animated PNG or GIF images;
- **resize** multiple photos for printing them, posting on the web or sending via e-mail;
- edit your pictures: rotate them, **adjust** color, brightness and contrast of your photos, **apply** effects and **add** texture to your photos;
- add visible watermarks to protect your copyrights or simply insert some comments;
- quickly rename a series of pictures to organize them. Choose the elements which will be included into the output name.
- convert your images from one format to another without opening the program using the right-click menu.

To start **AVS Image Converter** go to **Start** menu and follow **All Programs -> AVS4YOU -> Image -> AVS Image Converter**.

Main Window

The **AVS Image Converter** main window may be divided into the following parts:



- **Main Menu** - a menu allowing you to get quick access to the most frequently used functions of the software.
- **Preview Area** - an area where you will be able to load the image files you wish to convert and preview them while editing;
- **Working Area** - an area where you will be able to **adjust output image settings, correct your images** and **add text or image watermark** to them.
- **Output Image Area** - an area where you will be able to set the location for the resulting image files and start the conversion process.

See the appropriate sections for more detail on each main window component.

Main Menu

The **Main Menu** consists of the following items which allow you to get quick access to the most frequently used program functions:

| Menu | Item | Description |
|------|-----------------------|---|
| File | Add | Use it to open the image files you need to convert. |
| | Add Folder | Use it to open the folder with the image files you need to convert. |
| | Remove | Use it to remove the currently selected image file from the program. |
| | Remove All | Use it to remove all the image files added to the AVS Image Converter program. |
| | Convert to | Use it to set the output image file format. |
| | Show File Info | Use it to open the File Info window and view the information about the currently selected image file. |
| | Quick Conversion | Use it to save the currently set parameters as a preset or manage existing presets to use them for the Quick Conversion. |
| | Exit | Use it to close the AVS Image Converter window and finish the work with the program. |
| Edit | Rotate Left | Use it to rotate the currently selected image 90° counterclockwise. |
| | Rotate Right | Use it to rotate the currently selected image 90° clockwise. |
| | Rotate All | Use it to rotate all the image files added to the AVS Image Converter program. You can rotate them clockwise, counterclockwise or 180 degrees choosing the appropriate option. |
| View | Conversion | Use it to switch to the Conversion tab of the Working Area to set conversion parameters. |
| | Corrections | Use it to switch to the Corrections tab of the Working Area to apply the desired effects to your images or use the auto correction options. |
| | Watermark | Use it to switch to the Watermark tab of the Working Area to add a text or image watermark to your photos. |
| | Preview | Use it to switch between the preview modes (available only if the Conversion tab is selected). |
| | Previous Image | Use it to go to the previous image. |
| | Next Image | Use it to go to the next image. |
| | Show Output File Info | Use it to show/hide the output file parameters within the Preview Area (available only if the Preview mode is activated). |

| | | |
|-------------|-------------------------|--|
| Help | Help | Use it to open the AVS Image Converter help file. |
| | AVS Home Page | Use it to go to the AVS4YOU web site. |
| | AVS Support Page | Use it to visit AVS4YOU support site. |
| | E-mail us... | Use it to write an e-mail and send it to our support team. |
| | About | Use it to open the About window with the information on the AVS Image Converter program. |

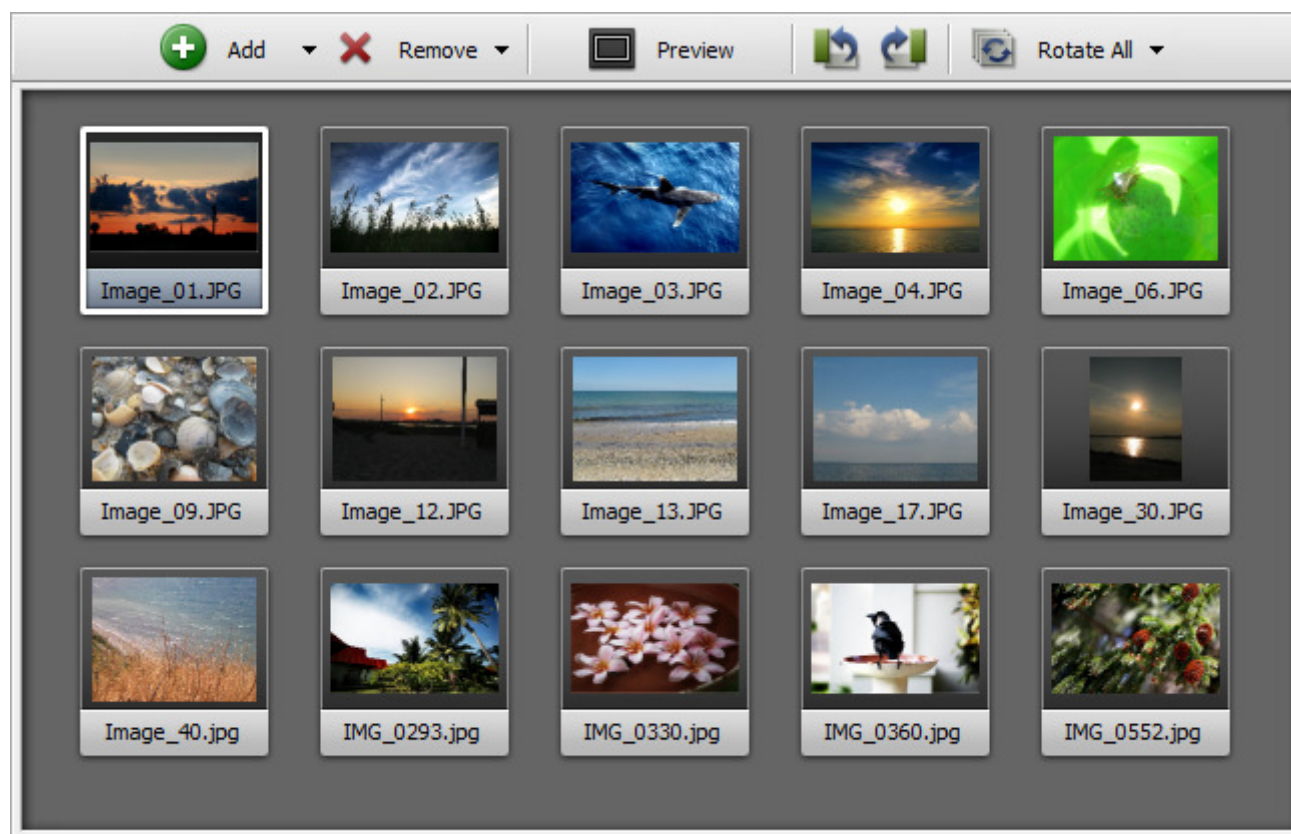
Preview Area

The **Preview Area** is used to add image files you need to convert, manage and preview them while editing. The **Preview Area** can be represented in two different modes: **Thumbnails** and **Preview**. To switch between these modes use the appropriate buttons of the **Toolbar**.






Thumbnails Mode

(available only for the **Conversion** tab)

The **Thumbnails** mode displays all the image files added to the **AVS Image Converter** program.



When you switch to the **Thumbnails** mode certain buttons will be available on the **Toolbar**:

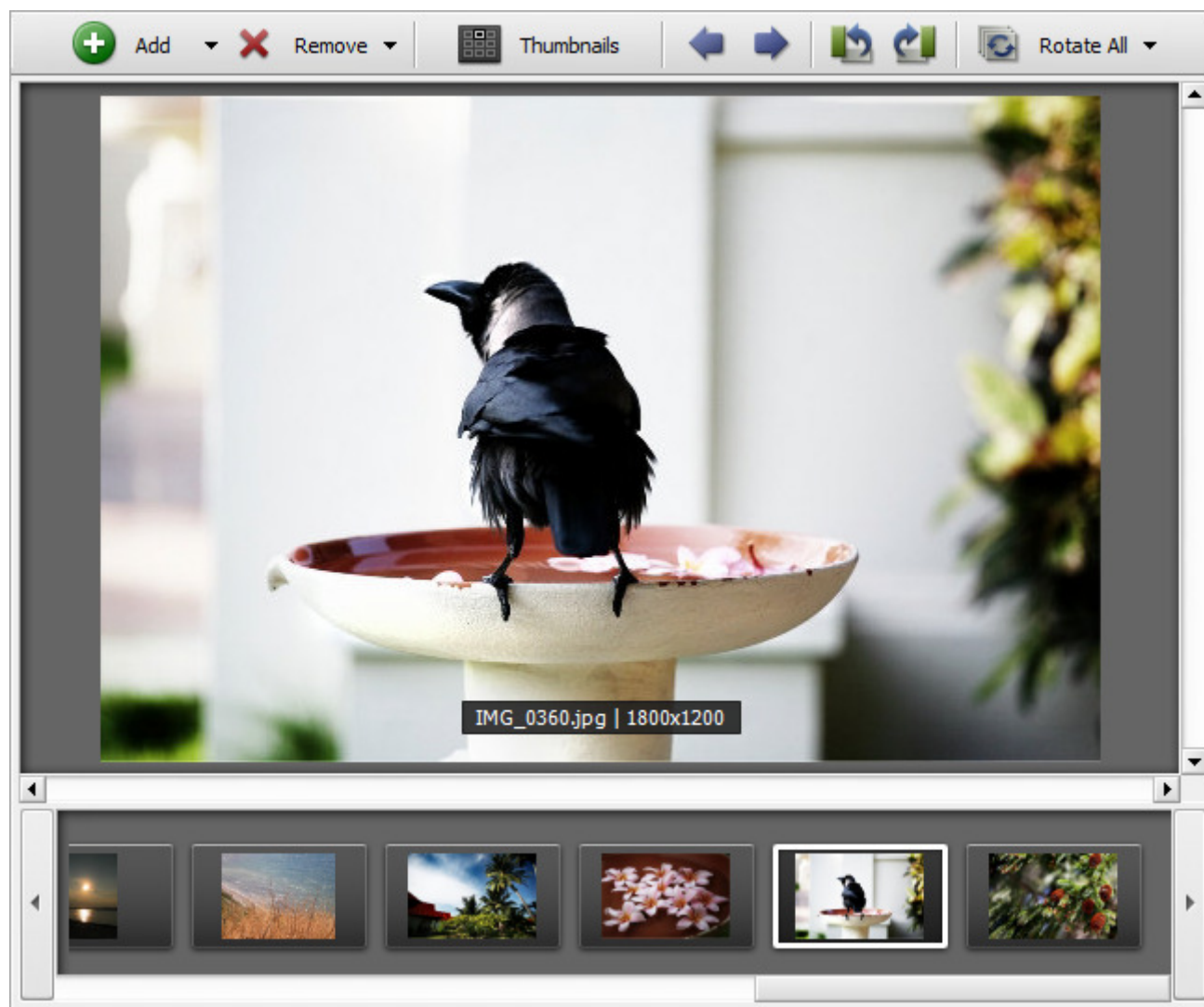
| Button | Description |
|--|---|
|  Add | Use it to add files located on your HDD to the program. Clicking the arrow near this button will additionally display the Add Folder option. Use it to add a folder with image files for conversion. |
|  Remove | Use it to remove the selected image from the conversion list. Clicking the arrow near this button will additionally display the Remove All option. Use it to clear the conversion list. |
|  Preview | Use it to switch to the Preview mode. |
|  Rotate Left | Use it to rotate the currently selected image 90° counterclockwise. |
|  Rotate Right | Use it to rotate the currently selected image 90° clockwise. |

**Rotate All**

Use it to rotate all the image files added to the **AVS Image Converter** program. Clicking the arrow near this button will display the additional options. Choosing one of them you can rotate all the images clockwise, counterclockwise or 180 degrees.






Preview Mode

The **Preview** mode displays only one selected image. It is helpful to view the made modifications while editing. To navigate through the added images use the **Navigation Panel** located below the **Preview** window.

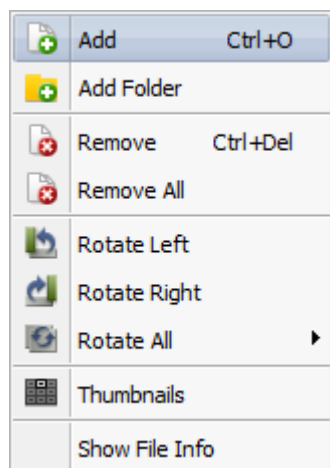


When you switch to **Preview** mode certain buttons will be available on the **Toolbar**:

| Button | Description |
|-----------------------|---|
| Add | Use it to add files located on your HDD to the program. Clicking the arrow near this button will additionally display the Add Folder option. Use it to add a folder with image files for conversion. |
| Remove | Use it to remove the selected image from the conversion list. Clicking the arrow near this button will additionally display the Remove All option. Use it to clear the conversion list. |
| Thumbnails | Use it to switch to the Thumbnails mode. |

| | |
|--|---|
|  Previous Image | Use it to go to the previous image. |
|  Next Image | Use it to go to the next image. |
|  Rotate Left | Use it to rotate the currently selected image 90° counterclockwise. |
|  Rotate Right | Use it to rotate the currently selected image 90° clockwise. |
|  Rotate All | Use it to rotate all the image files added to the AVS Image Converter program. Clicking the arrow near this button will display the additional options. Choosing one of them you can rotate all the images clockwise, counterclockwise or 180 degrees. |

Preview Area Express Menu



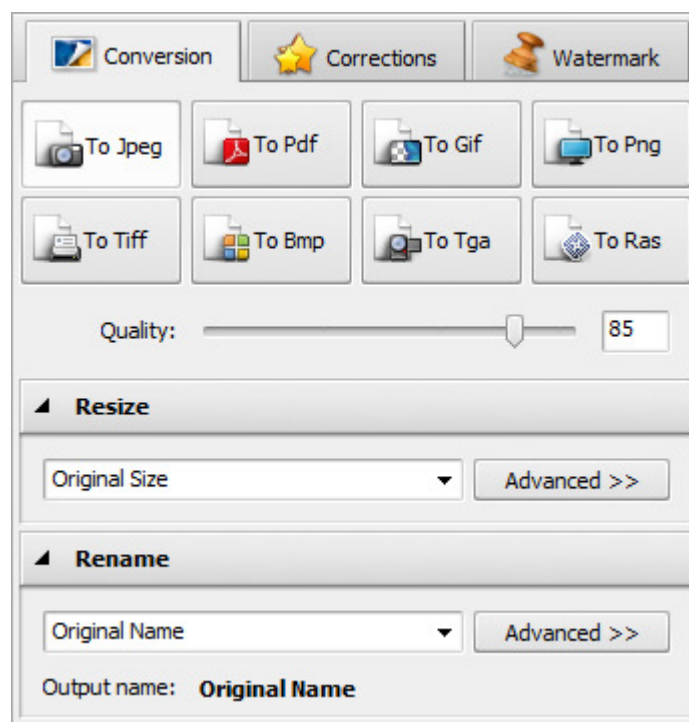
To facilitate the access to the main features of the **Preview Area** you can also use the **Express Menu**. To activate it click with the right mouse button anywhere within the **Preview Area**. This menu contains the operations which can be performed with images (corresponds to the buttons of the **Toolbar**).

Right-clicking one of the added files and choosing the **Show File Info** option from the displayed menu you will be able to view the information about this picture.

Working Area

The **Working Area** of the **AVS Image Converter** main window is used to **adjust output image settings**, as well as **apply various effects** and **add text or image watermark** to the added images. The **Working Area** looks different depending on the tab you select.

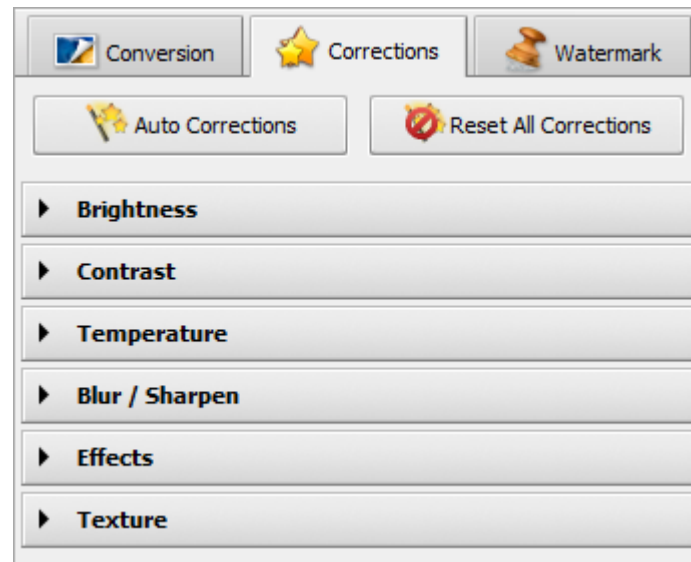
Working Area with Conversion Tab selected



| Group | Item | Description |
|----------------|-----------------|--|
| Formats | To Jpeg | Use it to set JPEG as an output image format. Choosing this format you will be able to adjust the quality of your images using the slider below. |
| | To Pdf | Use it to set PDF as an output image format. Choosing this format you will be able to select the page format from the Page Format drop-down list below and set the output name in case you want to save your images in one document. |
| | To Gif | Use it to set GIF as an output image format. Choosing this format you will be able to create an animated GIF image, to set the output name and the frame duration in the settings area below. |
| | To Png | Use it to set PNG as an output image format. Choosing this format you will be able to create an animated PNG image, to set the output name and the frame duration in the settings area below. |
| | To Tiff | Use it to set TIFF as an output image format. Choosing this format you will be able to select the compression type from the drop-down lists below. |
| | To Bmp | Use it to set BMP as an output image format. |
| | To Tga | Use it to set TGA as an output image format. |
| | To Ras | Use it to set RAS as an output image format. |
| Resize | Preset | Use it to select one of the available Presets to resize the images added to the AVS Image Converter program. |
| | Advanced | Use it to open the panel with additional options to adjust your image size. Visit the Resizing Images section to learn more about how to do that. |

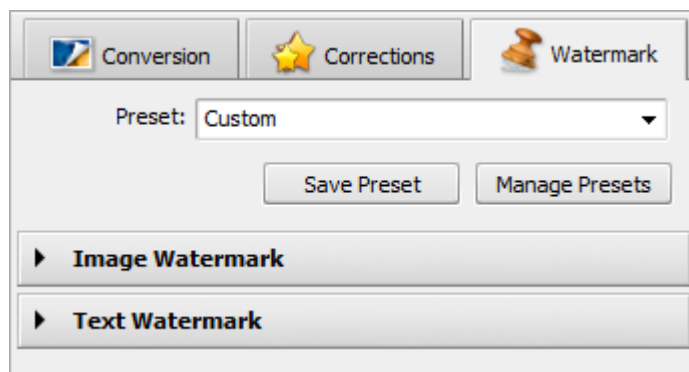
| | | |
|---------------|--------------------|--|
| Rename | Preset | Use it to select one of the available Presets to rename the images added to the AVS Image Converter program. |
| | Advanced | Use it to open the panel with additional renaming options. Visit the Renaming Images section to learn more about how to do that. |
| | Output Name | Displays the selected output image name. |

Working Area with Corrections Tab selected



| Item | Description |
|------------------------------|--|
| Auto Corrections | Use it to automatically adjust brightness and contrast of your images. |
| Reset All Corrections | Use it to restore the original images. |
| Brightness | Use it to adjust the tonal range of your images. |
| Contrast | Use it to adjust the overall contrast and mixture of colors in an RGB image. |
| Temperature | Use it to adjust your image to warm or cold colors. |
| Blur/Sharpen | Use it to visually smooth and soften or sharpen your images. |
| Effects | Use it to apply an effect to your images to create a Black and White image or to imitate faded images with Sepia effect. |
| Texture | Use it to add Texture to your images. |

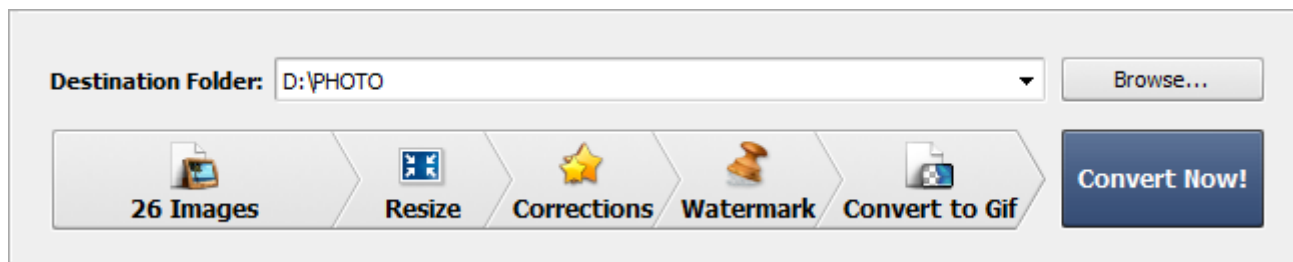
Working Area with Watermark Tab selected



| Item | Description |
|------------------------|---|
| Preset | Use it to select one of the previously created and saved watermarks. |
| Save Preset | Use it to save the currently created text or image watermark as a preset to use it in future. |
| Manage Presets | Use it to open the Preset Manager window to manage the list of the existing watermark presets. |
| Image Watermark | Use it to add an image watermark to your images. Click the black arrow left to the group name to open the Image Watermark property panel. |
| Text Watermark | Use it to add a text watermark to your images. Click the black arrow left to the group name to open the Text Watermark property panel. |

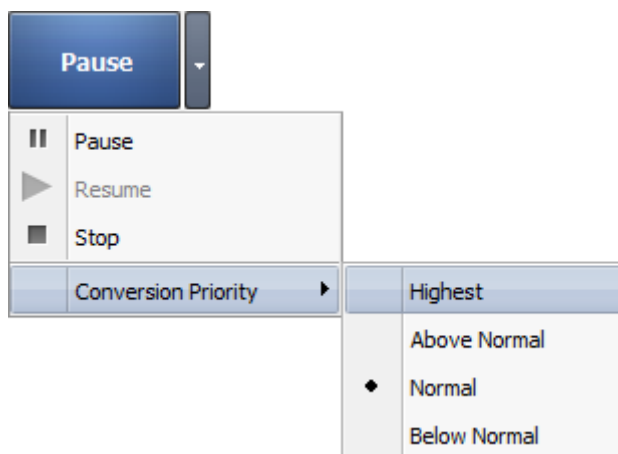
Output Image Area

Output Image Area is a part of the **AVS Image Converter** main window where you can set the location for your output image and start the conversion process.



It consists of the following items

- **Destination Folder** - use this field to select one of the available folders from the drop-down list on your computer hard disk to store the output image files.
- **Browse...** - use this button to select or create your own folder on the computer hard disk to store the output image files.
- **Image Task Panel** - using this panel you can view all the performed image tasks and switch to one of them if you want to change some parameters.
- **Convert Now!** - use this button to start the conversion process. Once you click it, it will turn into the **Pause** button to let you pause the conversion when needed. You can also stop/resume the conversion process. For that select the appropriate entry from the drop-down menu:



If you want to change the priority of the conversion process in the system (for instance, if you plan to do some other work on your computer - watch a movie, play a game, - while the conversion process takes place) set the **Conversion Priority** using the appropriate option.

Working with AVS Image Converter

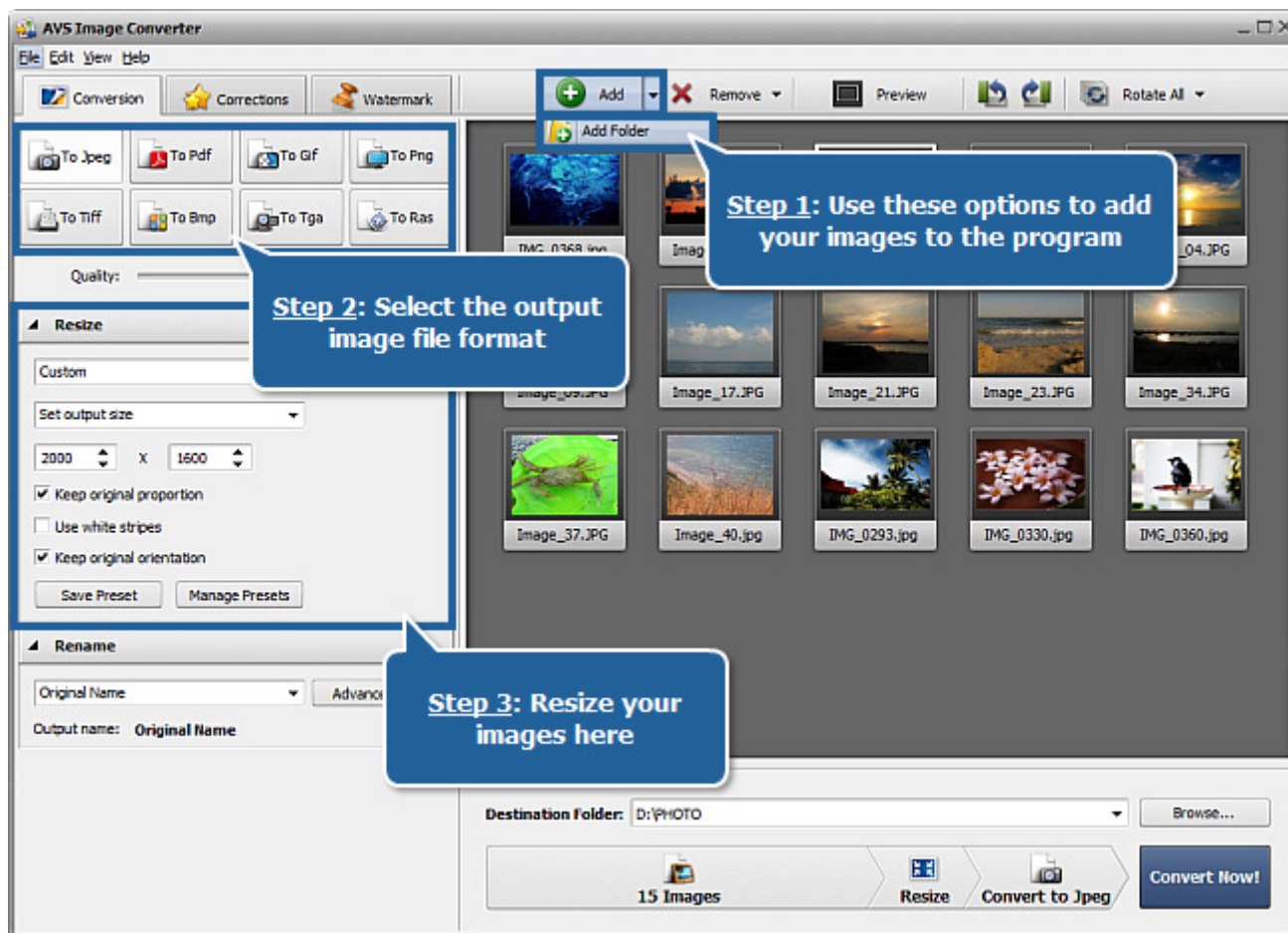
The main function of **AVS Image Converter** is to convert multiple graphics files from one format to another. To do it you just need to go through a few easy steps.

- **Step 1.** Load the image files you wish to convert by clicking the **Add** button of the **Toolbar**.

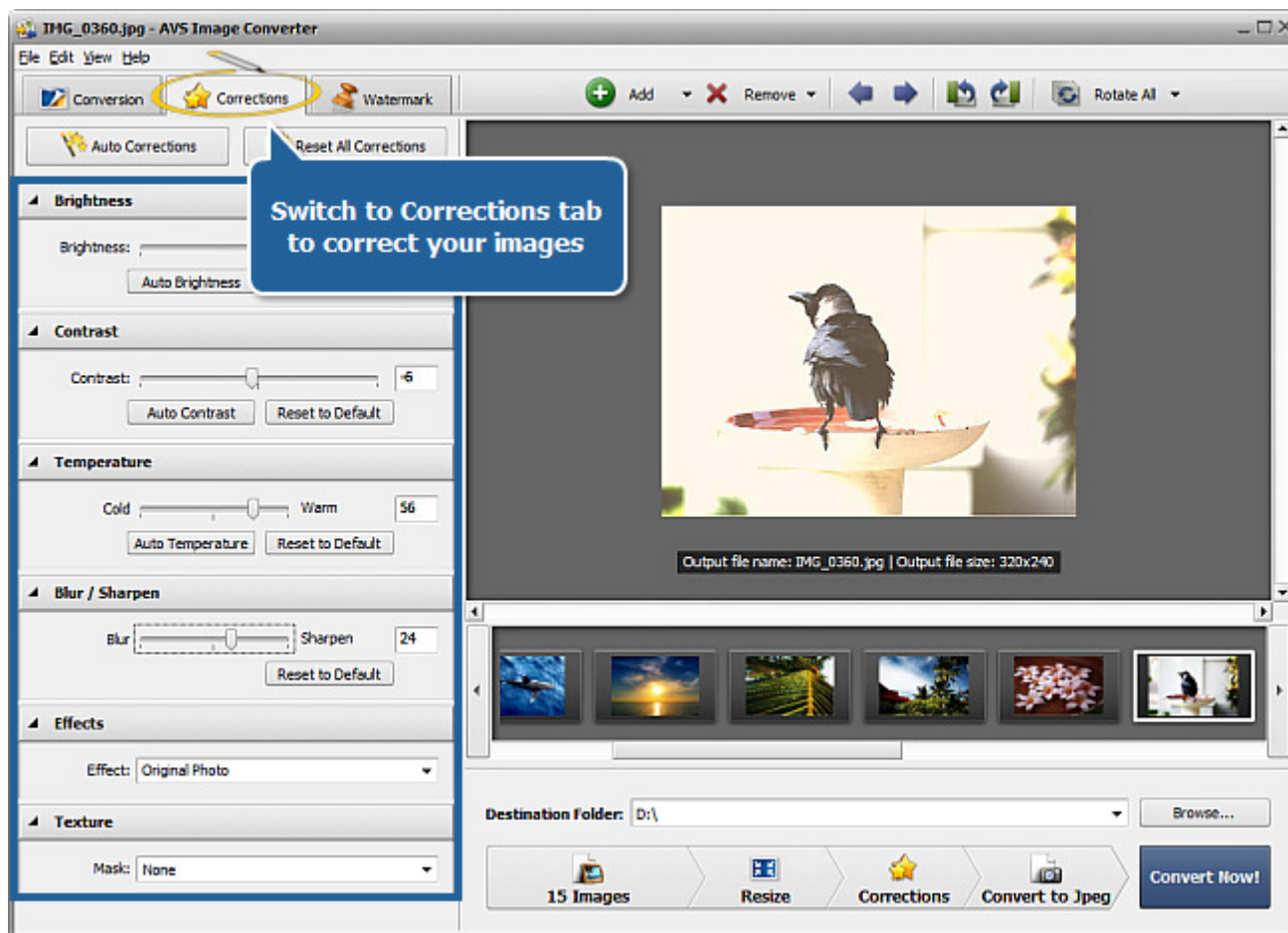


Note: you can check the list of image files supported by **AVS Image Converter** [here](#).

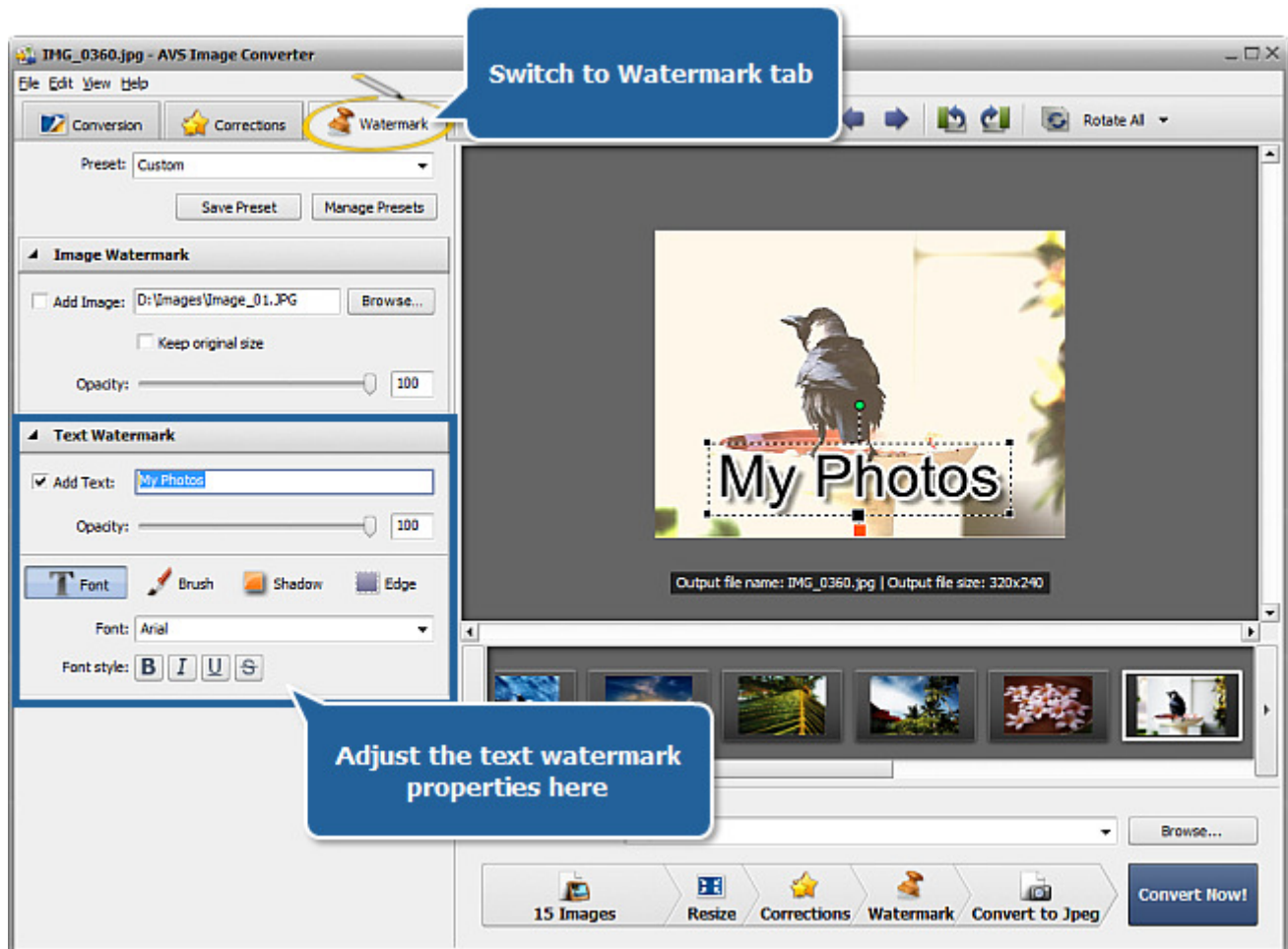
- **Step 2.** Select a format for the resulting files on the **Conversion** tab and adjust its settings, if available.
- **Step 3.** Resize your images using one of the available presets. Click [here](#) to learn more on how to do that.



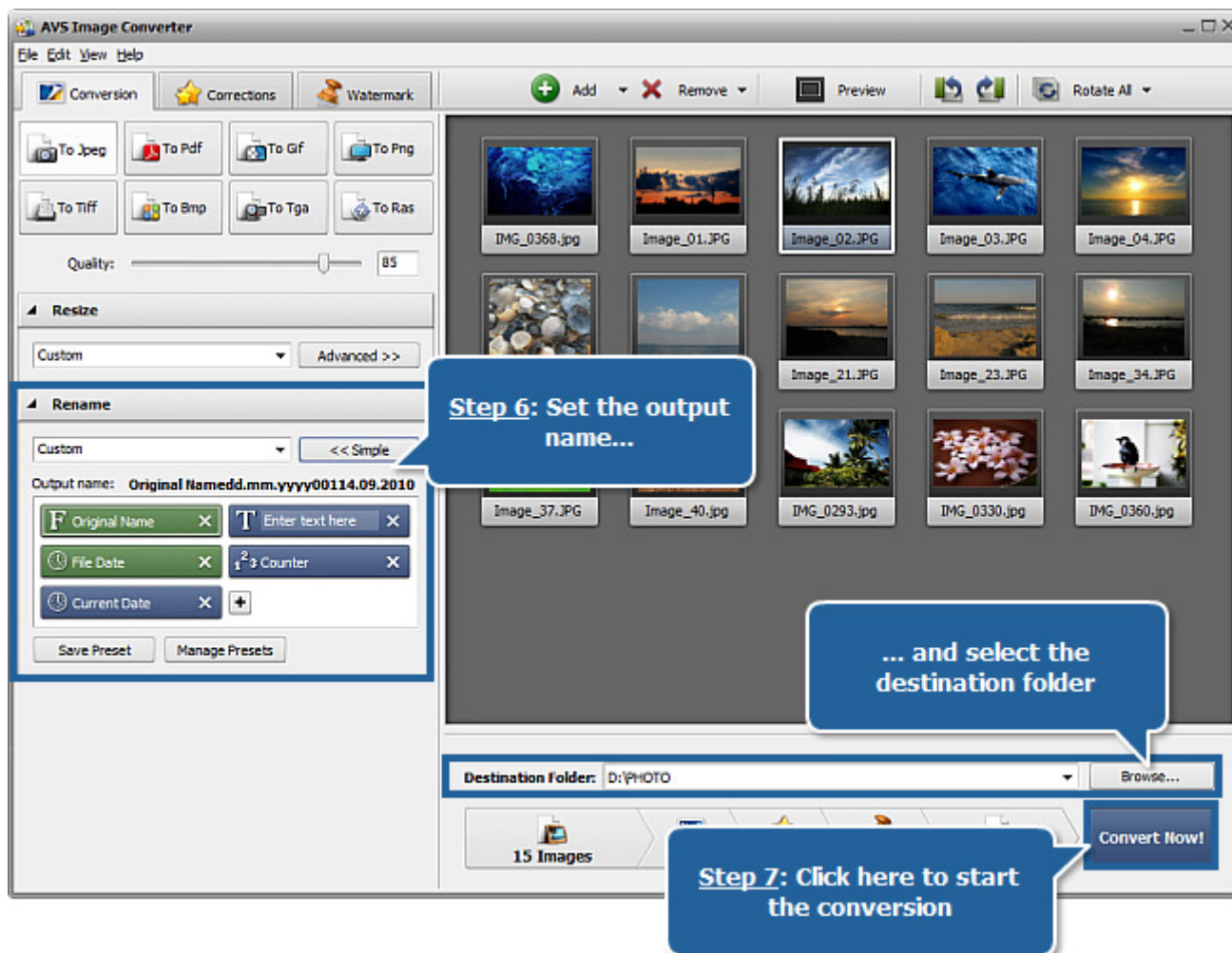
- **Step 4.** Switch to the **Corrections** tab if you need to make some adjustments to the tonal range of your images or want to apply an effect like giving your pictures an old look.



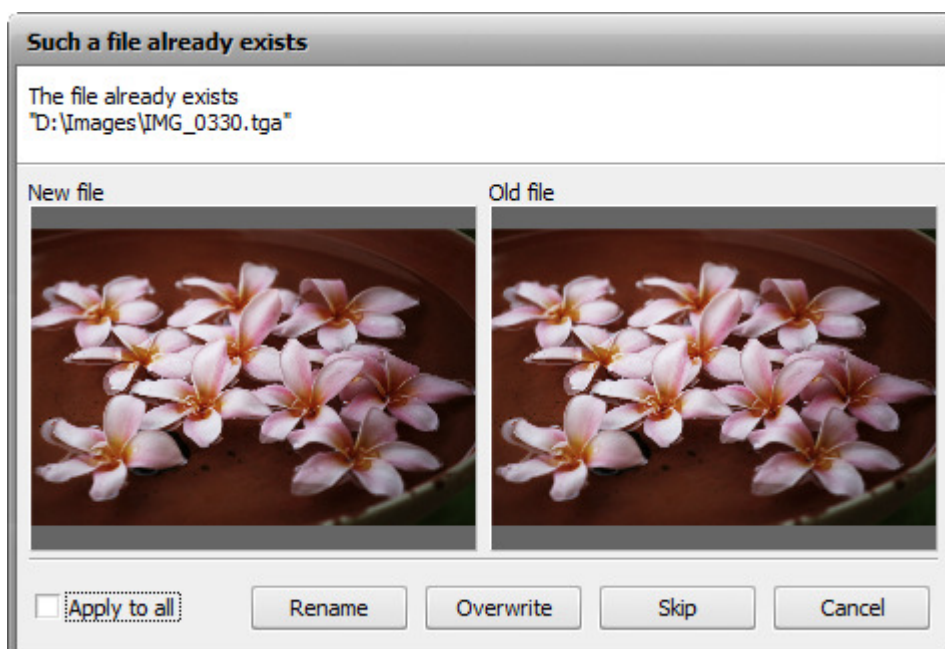
- **Step 5.** Switch to the **Watermark** tab to add a visible text or image watermark.



- **Step 6.** Rename your images switching to the **Conversion** tab and select the destination folder.
- **Step 7.** Press the **Convert Now!** button and wait till **AVS Image Converter** creates new files for you.



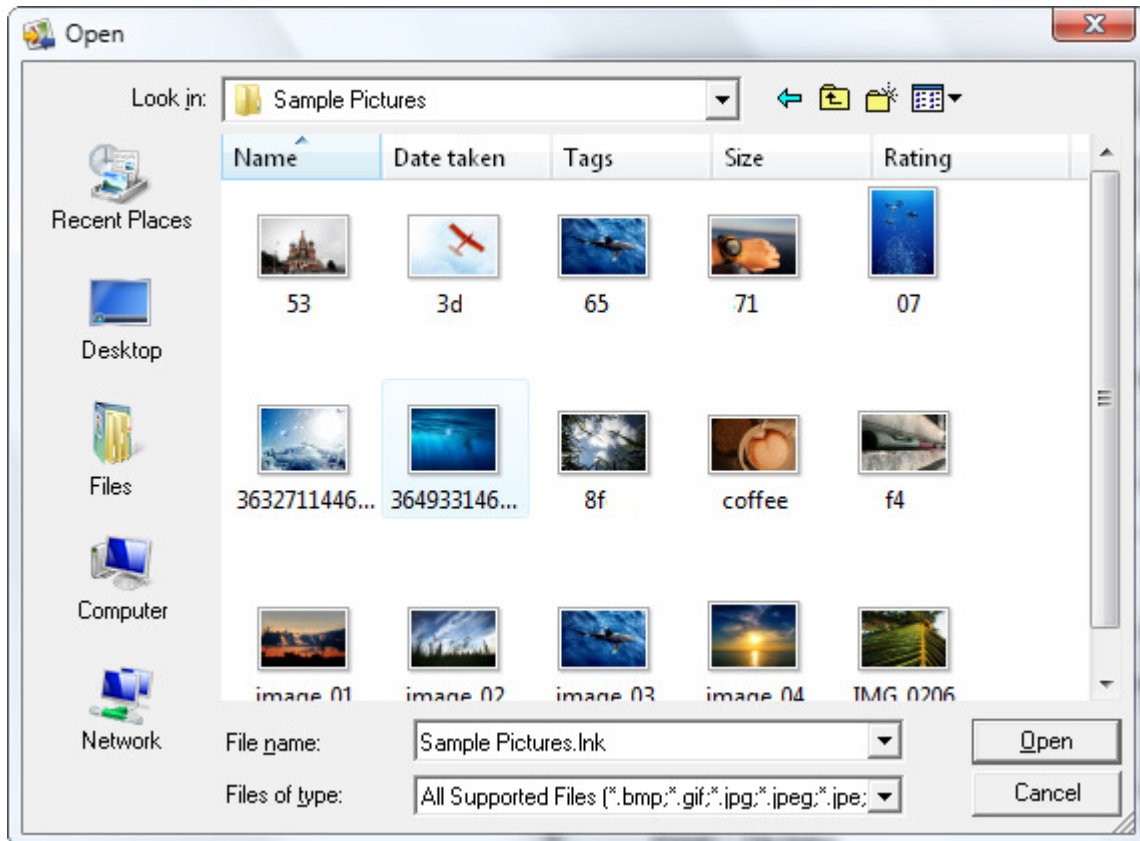
Note: In case the destination folder already contains the file with the specified name the following window will be opened:



Adding Images to the Program

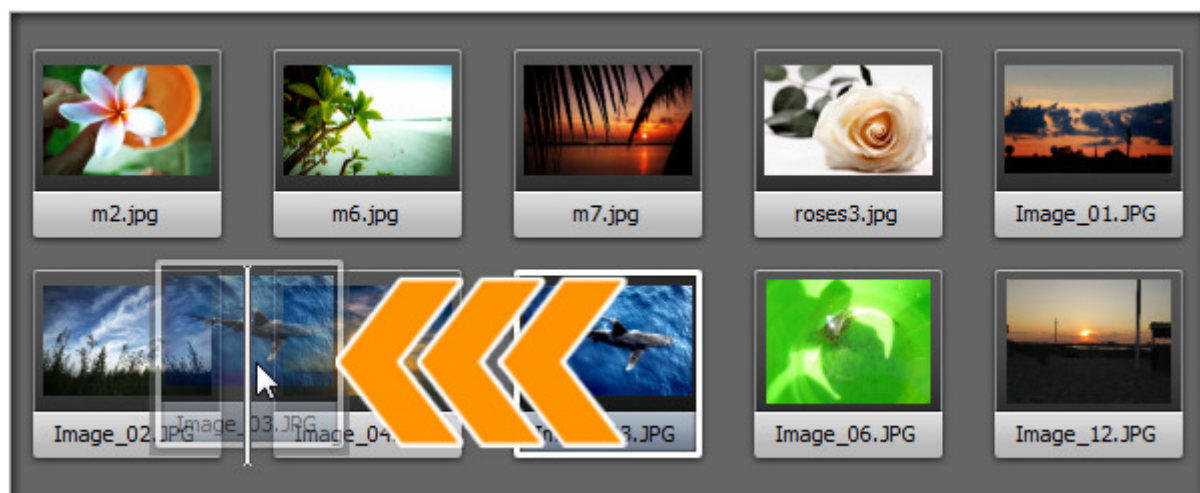
Before you start editing and converting your images you need to import them from your computer hard disk drive into **AVS Image Converter** program. To do it refer to the **Preview Area**.

Click the **Add** button on the **Toolbar** to add some image files stored on your computer hard disk. Or click with the mouse within the Preview Area. To import a folder with image files you need to convert click the arrow next to **Add** button and select the **Add Folder** option. The following window will let you select the images you need:



Select the necessary files and click the **Open** button. You can also drag and drop the necessary files/folder directly to the program. The loading progress bar will be displayed within the **Preview Area**. You can always cancel this process using the appropriate button near the progress bar. All the selected image files will be added to the **Preview Area**. Within this area you can manage your loaded files:

- **To set the necessary image file order** click the image whose place you would like to change with the left mouse button and then without releasing the mouse button move the image to a desired position. If the **Thumbnails** mode of the **Preview Area** is activated you can perform this task within the **Preview** window:



If the **Preview** mode is activated use the **Navigation Panel** below the **Preview** window.



- **To delete an image** select the unnecessary ones with the mouse and click the **Remove** button of the **Toolbar** or use the **Remove All** option to delete all the files loaded to the program.
- **To rotate pictures** click the file you need to rotate with the left mouse button and use the corresponding button of the **Toolbar** or choose the appropriate option from the right-click menu. If you want to rotate all your pictures click the **Rotate All** button and choose one of the available options. You can rotate your images clockwise, counterclockwise or 180 degrees.

It is also possible to view the image file information right-clicking the necessary file and choosing the **Show File Info** entry from the menu. In the opened window the following information will be displayed:

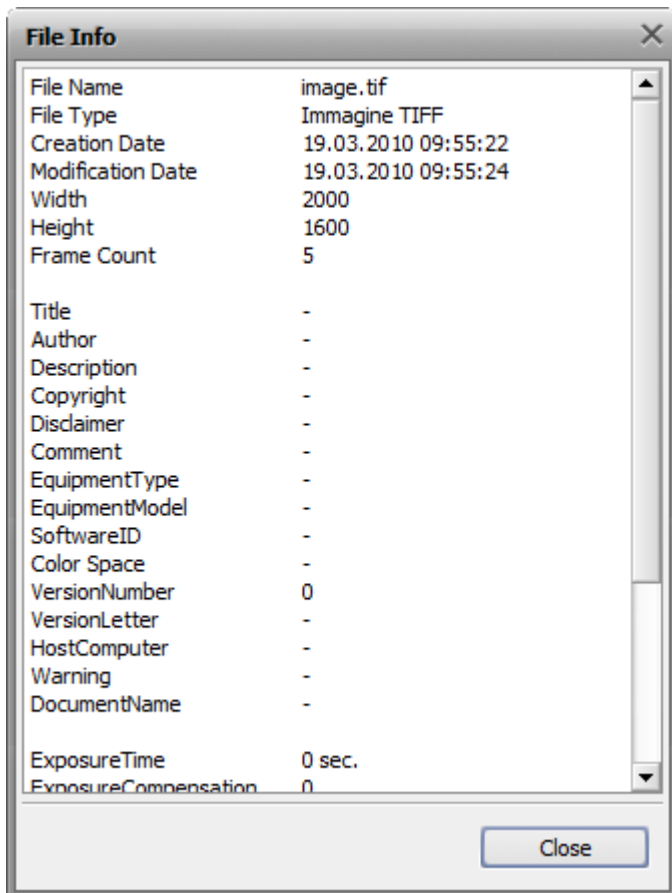


Image File

- **File Name** - name of the selected image file
- **File Type** - format of the image file
- **Creation Date** - date and time when the photo was shot (year:month:day hours:minutes:seconds)
- **Modification Date** - date and time when the photo was modified (year:month:day hours:minutes:seconds)
- **Width** - width of the image in pixels
- **Height** - height of the image in pixels
- **Frame Count** - number of frames in the image file

Additional Information

- **Title** - image name entered manually
- **Author** - person who took this picture
- **Description** - description of the image subject
- **Copyright** - copyright notice
- **Disclaimer** - statement intended to specify situations that involve some level of uncertainty, waiver, or risk
- **Comment** - additional information on the edited image
- **Equipment Type** - name of the still camera used to shoot this picture
- **Equipment Model** - model of the still camera used to shoot this photo
- **Software ID** - name of the software package used to create the image
- **Color Space** - **color space** used to create this image: sRGB (standard red/green/blue), CMYK (cyan/magenta/yellow, K stands for black), HSL (hue/saturation/lightness), etc.
- **Version Number** - version number of the software package used to create the image
- **Version Letter** - version letter of the software package used to create the image
- **Host Computer** - computer and/or operating system in use at the time of image creation
- **Warning** - warning about the image contents (available for .png image files only)
- **Document Name** - name of a multi-page .tiff image file

Camera Settings

- **Exposure Time** - time during which the film or sensor was exposed to light, given in seconds
- **Exposure Compensation** - feature that allows you to adjust the automatically calculated exposure (compensation can be either positive (additional exposure) or negative (reduced exposure))
- **Exposure Program** - class of the program used by the camera to set exposure when the picture is taken (the following programs can be used: not defined, manual, normal program, aperture priority, shutter priority, creative program, action program, portrait mode, landscape mode)
- **Shutter Speed** - length of time the aperture remains open for a given exposure
- **Lens Aperture** - opening in the camera that allows light to pass through the lens to strike the film
- **Focal Length** - actual focal length of the lens
- **F-Number** (also known as F-stop or relative aperture) - number defined as the focal length of the lens divided by the effective diameter of the aperture (a smaller F-number implies a larger diameter lens and therefore more light available for high-speed photography)
- **ISO Speed** - refers to the "film speed" or sensor sensitivity to light (higher ISOs mean the sensor (or film) is more sensitive to light, while lower ISOs mean the sensor will be less sensitive to light)
- **Metering Mode** - refers to the way how a camera determines the exposure (the following modes can be used: unknown, average, center weighted average, spot, multi-spot, pattern, partial, other)
- **Flash Mode** - flash mode used to produce this picture (on/ off/ auto, fired/ did not fire, red-eye reduction, retouch)



Note: all the strings are always displayed at the tab, but some of them may contain no values depending on a still camera you used, image file format and camera settings.

Image Formats and Conversion Tips

Most of the commonly used image file formats are supported by **AVS Image Converter**:

| Format | Read | Write |
|--|----------------------|----------------------|
| BMP - Windows Bitmap (.bmp) | + | + |
| GIF - Graphics Interchange Format (.gif) | +(inc. animated GIF) | +(inc. animated GIF) |
| JPEG - Joint Photographic Expert Group (.jpeg, .jpg, .jpe, .jif) | + | + |
| PNG - Portable Network Graphics (.png) | + | + |
| APNG - Animated Portable Network Graphics (.apng) | + | + |
| TIFF - Tagged Image File Format (.tiff, .tif) | + | + |
| TGA - Targa Image File (.tga) | + | + |
| RAS - SUN Raster Format (.ras) | + | + |
| PDF - Portable Document Format (.pdf) | - | + |
| PCX - Personal Computer Exchange (.pcx) | + | - |
| PSD - Photoshop Document (.psd) | + | - |
| EMF - Enhanced MetaFile (.emf) | + | - |
| WMF - Windows MetaFile (.wmf) | + | - |
| JPEG 2000 (.jp2, .j2k) | + | - |
| RAW Image Format (.cr2, .crw, .raf, .dng, .mef, .nef, .orf, .arw) | + | - |

Converting to JPEG Format



Please follow the steps below to convert your image files to **JPEG** format:

1. Load the images you wish to convert into **AVS Image Converter**.
2. Press the **To Jpeg** button on the **Conversion** tab of the **Working Area** to set the format which you would like to convert your images to.
3. Set the image quality value using the **Quality** slider below the format buttons. As a rule, setting a higher value improves image file quality and increases its size.
4. Resize your pictures on the **Conversion** tab of the **Working Area** following the instructions **here**.
5. Correct your picture color, contrast or tone switching to the **Corrections** tab, add a text or image watermark on the **Watermark** tab.
6. Set the location for the resulting image files. To do that, press the **Browse** button located in the **Output Image Area** and select the desired location on your HDD.
7. Select the output name. Switch to the **Conversion** tab and follow the instructions **here**.
8. Press the **Convert Now!** button to start the conversion process.

Converting to PDF Format



Please follow the steps below to convert your image files to **PDF** format:

1. Load the images you wish to convert into **AVS Image Converter**.
2. Press the **To Pdf** button on the **Conversion** tab of the **Working Area** to set the format which you would like to convert your images to.



Note: if the image size is smaller than the selected page size the image will not be enlarged to fit the page size. It will be placed at the page center retaining its normal size. If you need to enlarge your image use the **By Image Size** option to set the necessary size.

3. Select one of the available page formats from the **Page Format** drop-down list below the format buttons.
4. If you want to save all the loaded images in one document set the necessary file order within the **Preview** area, then check the **In one document** option and enter the output file name in the **File Name** field in the settings area.
5. Resize your pictures on the **Conversion** tab of the **Working Area** following the instructions [here](#).



Note: this option is available if you choose the **By Image Size** option from the **Page Format** drop-down list in the settings area.

6. Correct your picture color, contrast or tone switching to the **Corrections** tab, add a text or image watermark on the **Watermark** tab.
7. Set the location for the resulting image files. To do that, press the **Browse** button located in the **Output Image Area** and select the desired location on your HDD.

8. Select the output name. Switch to the **Conversion** tab and follow the instructions **here**.



Note: this option is not available if you save all the loaded images **in one document**.

9. Press the **Convert Now!** button to start the conversion process.

Converting to GIF Format



Please follow the steps below to convert your image files to **GIF** format:

1. Load the images you wish to convert into **AVS Image Converter**.
2. Press the **To Gif** button on the **Conversion** tab of the **Working Area** to set the format which you would like to convert your images to.
3. If you want to create an **animated GIF** image set the necessary file order within the Preview Area, then check the **Animated GIF** option, set the **Frame** duration value (in milliseconds) and enter the output file name in the **File Name** field in the settings area.
4. Resize your pictures on the **Conversion** tab of the **Working Area** following the instructions [here](#).
5. Correct your picture color, contrast or tone switching to the **Corrections** tab, add a text or image watermark on the **Watermark** tab.
6. Set the location for the resulting image files. To do that, press the **Browse** button located in the **Output Image Area** and select the desired location on your HDD.
7. Select the output name. Switch to the **Conversion** tab and follow the instructions [here](#).



Note: this option is not available while creating an **animated GIF**.

8. Press the **Convert Now!** button to start the conversion process.

Converting to PNG Format



Please follow the steps below to convert your image files to **PNG** format:

1. Load the images you wish to convert into **AVS Image Converter**.
2. Press the **To Png** button on the **Conversion** tab of the **Working Area** to set the format which you would like to convert your images to.
3. If you want to create an **animated PNG** image set the necessary file order within the Preview Area, then check the **Animated PNG** option, set the **Frame** duration value (in milliseconds) and enter the output file name in the **File Name** field in the settings area.
4. Resize your pictures on the **Conversion** tab of the **Working Area** following the instructions [here](#).
5. Correct your picture color, contrast or tone switching to the **Corrections** tab, add a text or image watermark on the **Watermark** tab.
6. Set the location for the resulting image files. To do that, press the **Browse** button located in the **Output Image Area** and select the desired location on your HDD.
7. Select the output name. Switch to the **Conversion** tab and follow the instructions [here](#).



Note: this option is not available while creating an **animated PNG**.

8. Press the **Convert Now!** button to start the conversion process.

Converting to TIFF Format



Please follow the steps below to convert your image files to **TIFF** format:

1. Load the images you wish to convert into **AVS Image Converter**.
2. Press the **To Tiff** button on the **Conversion** tab of the **Working Area** to set the format which you would like to convert your images to.
3. Select the image compression type from the **Compression** drop-down list below the format buttons.
4. If you want to save all the loaded images in one document set the necessary file order within the **Preview** area, then check the **In one document** option and enter the output file name in the **File Name** field of the settings area.
5. Resize your pictures on the **Conversion** tab of the **Working Area** following the instructions [here](#).
6. Correct your picture color, contrast or tone switching to the **Corrections** tab, add a text or image watermark on the **Watermark** tab.
7. Set the location for the resulting image files. To do that, press the **Browse** button located in the **Output Image Area** and select the desired location on your HDD.
8. Select the output name. Switch to the **Conversion** tab and follow the instructions [here](#).



Note: this option is not available if you save all the loaded images **in one document**.

9. Press the **Convert Now!** button to start the conversion process.

Converting to BMP Format



Please follow the steps below to convert your image files to **BMP** format:

1. Load the images you wish to convert into **AVS Image Converter**.
2. Press the **To Bmp** button on the **Conversion** tab of the **Working Area** to set the format which you would like to convert your images to.
3. Resize your pictures on the **Conversion** tab of the **Working Area** following the instructions **here**.
4. Correct your picture color, contrast or tone switching to the **Corrections** tab, add a text or image watermark on the **Watermark** tab.
5. Set the location for the resulting image files. To do that, press the **Browse** button located in the **Output Image Area** and select the desired location on your HDD.
6. Select the output name. Switch to the **Conversion** tab and follow the instructions **here**.
7. Press the **Convert Now!** button to start the conversion process.

Converting to TGA Format



Please follow the steps below to convert your image files to **TGA** format:

1. Load the images you wish to convert into **AVS Image Converter**.
2. Press the **To Tga** button on the **Conversion** tab of the **Working Area** to set the format which you would like to convert your images to.
3. Resize your pictures on the **Conversion** tab of the **Working Area** following the instructions [here](#).
4. Correct your picture color, contrast or tone switching to the **Corrections** tab, add a text or image watermark on the **Watermark** tab.
5. Set the location for the resulting image files. To do that, press the **Browse** button located in the **Output Image Area** and select the desired location on your HDD.
6. Select the output name. Switch to the **Conversion** tab and follow the instructions [here](#).
7. Press the **Convert Now!** button to start the conversion process.

Converting to RAS Format



Please follow the steps below to convert your image files to **RAS** format:

1. Load the images you wish to convert into **AVS Image Converter**.
2. Press the **To Ras** button on the **Conversion** tab of the **Working Area** to set the format which you would like to convert your images to.
3. Resize your pictures on the **Conversion** tab of the **Working Area** following the instructions [here](#).
4. Correct your picture color, contrast or tone switching to the **Corrections** tab, add a text or image watermark on the **Watermark** tab.
5. Set the location for the resulting image files. To do that, press the **Browse** button located in the **Output Image Area** and select the desired location on your HDD.
6. Select the output name. Switch to the **Conversion** tab and follow the instructions [here](#).
7. Press the **Convert Now!** button to start the conversion process.

Editing Images

AVS Image Converter gives you a possibility to edit your image files before converting them.

Please refer to the appropriate sections to learn more about the editing options offered by the **AVS Image Converter** program.

- **Resizing Images**

This chapter gives you information about the available resizing options.

- **Correcting Images**

Refer to this chapter to read about correction options available in **AVS Image Converter** and learn how to apply them.

- **Adding Watermark**

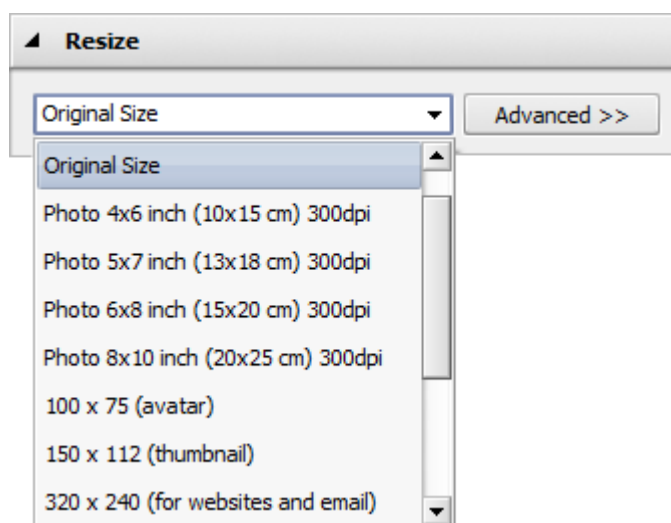
You can add a text or image watermark to your images if you want to copyright them. In this chapter you will find all the necessary instructions how to do that.

Resizing Images

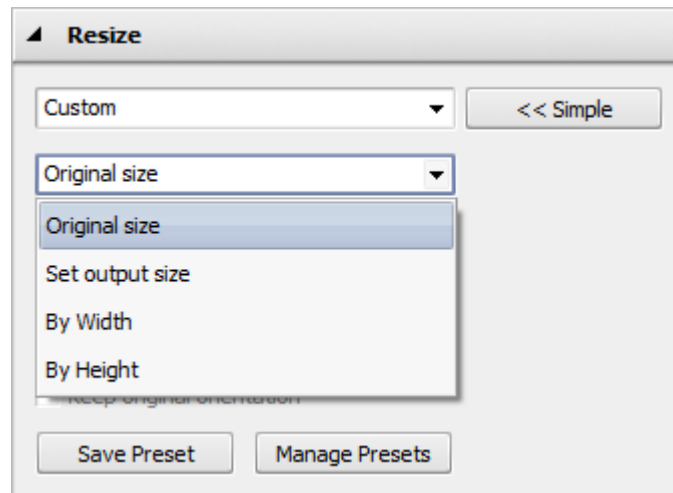
AVS Image Converter allows you to resize a bunch of digital pictures before conversion.

The program offers a number of presets which can be used to fit your images to most popular printing formats or to an avatar size, to send them via e-mail or post them on the web sites.

To use one of the available presets switch to the **Conversion** tab and select the desired one from the **Preset** drop-down list in the **Resize** section.

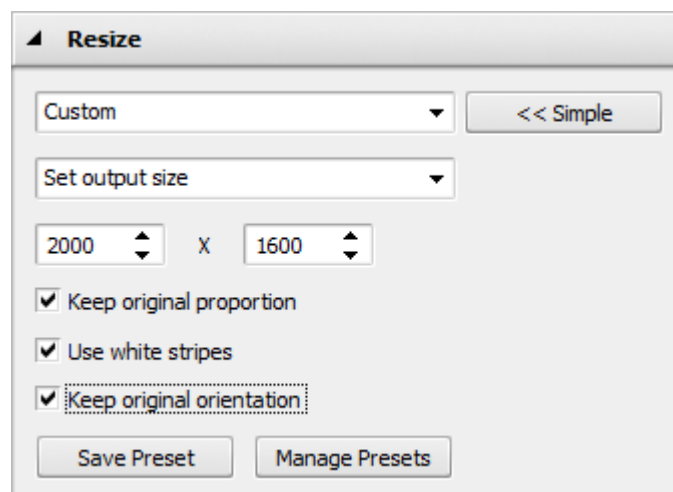


If you need to fit your images to a particular size you can create your custom preset. Click the **Advanced >>** button near the **Preset** field. In the opened **Resize** panel open the drop-down list and choose one of the following options:



- **Original Size** — select this option to preserve your original image file size.
- **Set output size** — select this option to adjust your images according to the specified width and height. Enter the necessary values in the boxes below this field using the arrow buttons or the keyboard.
- **By Width** — select this option to adjust your images according to the specified width. Set the necessary **Width** value in the box below this field using the arrow buttons or the keyboard.
- **By Height** - select this option to adjust your images according to the specified height. Set the necessary **Height** value in the box below this field using the arrow buttons or the keyboard.

When you change the height and width values manually the image proportions can get affected. Some image areas might be cut out and lost. To avoid this make sure the following options are checked:



The **Keep original proportion** box selected by default allows you to keep the original image aspect. In this case the output image width and height may differ from the values set in the **Resize** section. The output image parameters are displayed at the bottom of the image within the Preview Area if the **Show Output File Info** option is checked in the **View** section of the **Main Menu**.



Image resized
without keeping the original proportion



Image resized
keeping the original proportion

In case you need to get the file of a particular size keeping the original image aspect you can add the **white stripes** checking the corresponding box.



Resized image without stripes

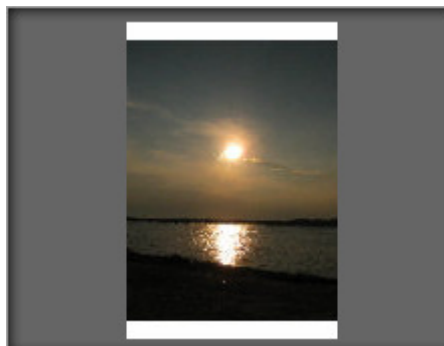


Resized image with white stripes

The **Keep original orientation** box allows you to keep the original "landscape" or "portrait" orientation of your images while resizing. When this option is selected the long side of the picture will be resized according to the largest value for width/height, and the short side will be resized according to the smallest value.

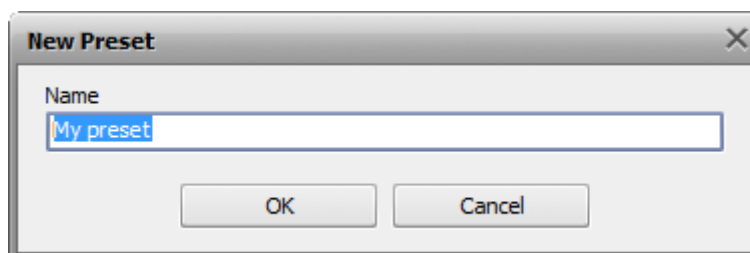


'Portrait' image resized
without keeping the original orientation



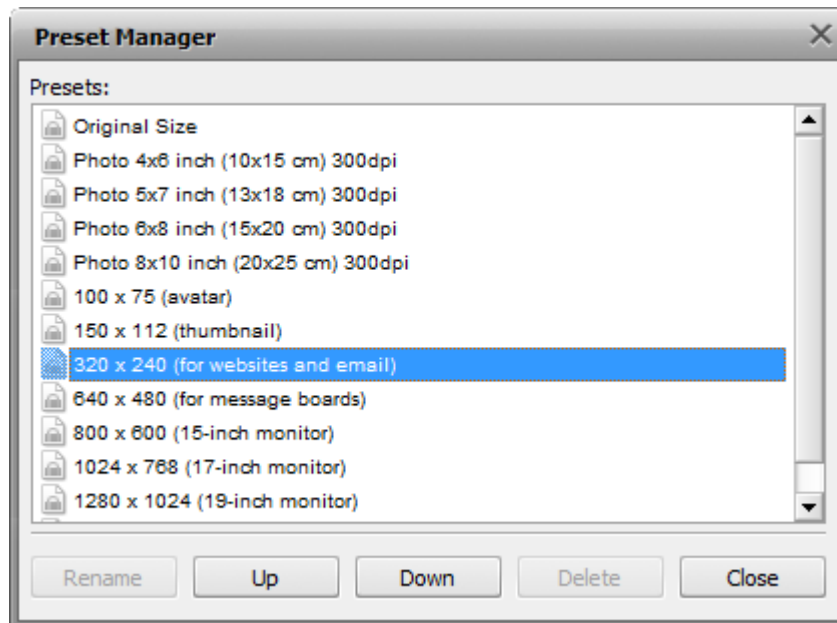
'Portrait' image resized
keeping the original orientation

The newly created preset will be applied to one particular conversion only. If you want to use it in future you can save it as a preset. Click the **Save Preset** button and insert the **Preset Name** in the opened window:



Click the **OK** button. The new created preset will be displayed in the **Preset** list and can be used any time.

If you want to modify this list click the **Manage Presets** button to open the **Presets Manager** window. Here you can rename the created preset, remove the unnecessary one and move it up/down selecting it with the mouse and using the corresponding buttons at the bottom of the window.



Correcting Images

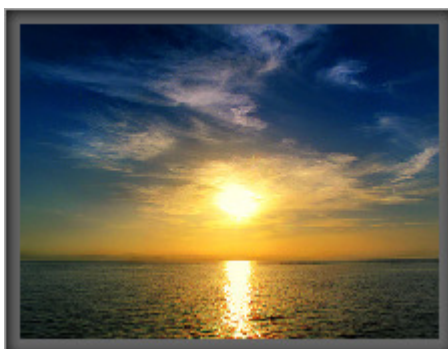
Before converting your images into another format you can also make some simple color, tone or contrast adjustments and add effects or texture to them. To do that switch to the **Corrections** tab of the **Working Area**.



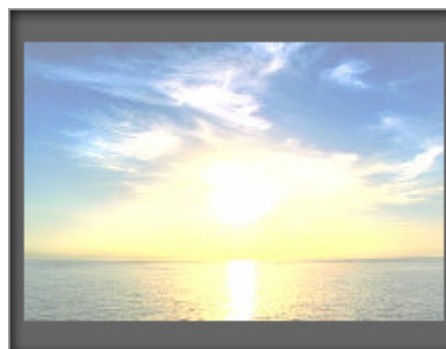
Note: the selected correction will be applied to **ALL** the imported images.

- **Brightness**

Is used to adjust the relative lightness or darkness of the color, i.e. the tonal range of an image. You can adjust the **Brightness** level manually by dragging the indicator of the appropriate slider or entering a value into the box next to it or automatically by clicking the **Auto Brightness** button. To reset the original value use the **Reset to Default** button.



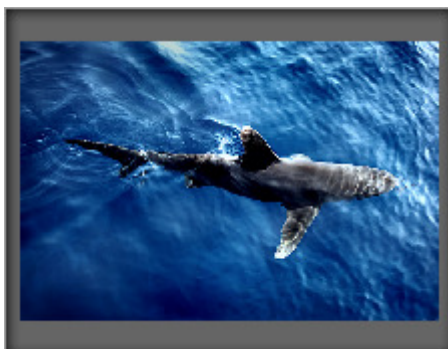
Before applying the **Brightness** effect



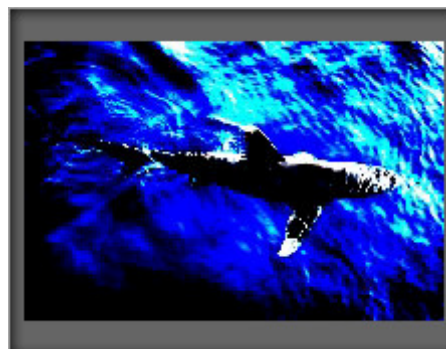
After applying the **Brightness** effect

- **Contrast**

Is used to correct the difference in visual properties that makes an object in an image distinguishable from other objects and the background. You can adjust the **Contrast** level manually by dragging the indicator of the appropriate slider or entering a value into the box next to it or automatically by clicking the **Auto Contrast** button. To reset the original value use the **Reset to Default** button.



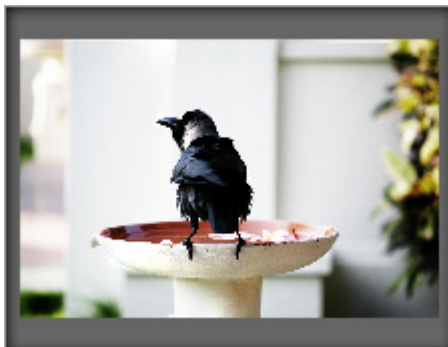
Before applying the **Contrast** effect



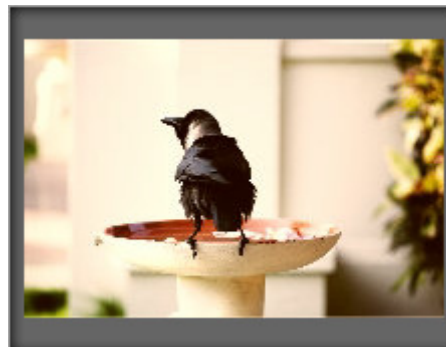
After applying the **Contrast** effect

- **Temperature**

Is used to adjust your images to warm or cold colors. You can adjust them manually by dragging the indicator of the appropriate slider or entering a value into the box next to it or automatically by clicking the **Auto Temperature** button. To reset the original value use the **Reset to Default** button.



Before applying the **Temperature** effect

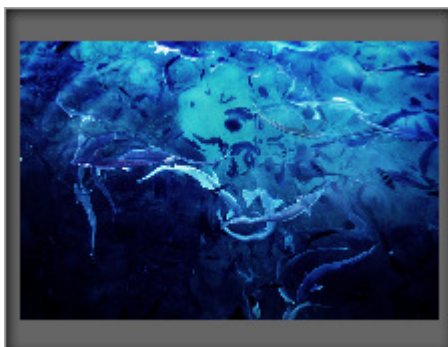


After applying the **Temperature** effect

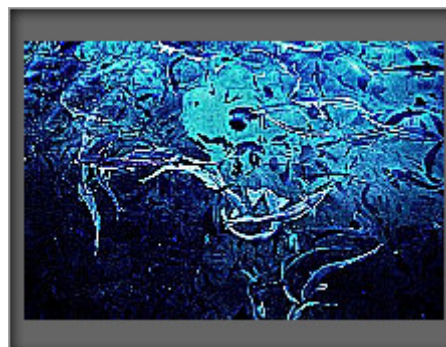
The current version of **AVS Image Converter** allows you to correct brightness, contrast and temperature of your images at once clicking the **Auto Corrections** button situated on the top of the **Working Area**.

- **Blur/Sharpen**

Is used to reduce (**Blur**) or increase (**Sharpen**) contrast between adjacent pixels by lightening or darkening pixels next to well-defined or blurry edges and shadows, visually smoothing and softening or sharpening the image. You can do that by dragging the indicator of the appropriate slider or entering a value into the box next to it. To reset the original value use the **Reset to Default** button.



Before applying the **Blur/Sharpen** effect



After applying the **Blur/Sharpen** effect

- **Effects**

Is used to imitate faded photos and yellowish photo paper (**Sepia**) or to give your images a classic look of black and white photos maintaining its sharpness and contrast (**Black and White**). To apply one of the available effects use the **Effect** drop-down list. If you do not want apply any effects select the **Original Photo** option.



Before applying effects



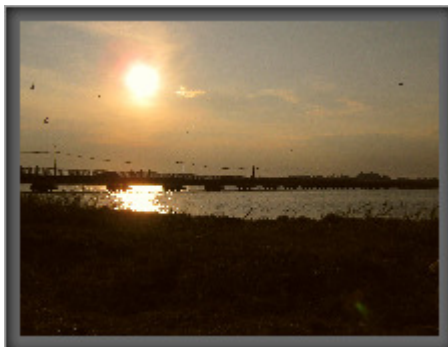
After applying the **Sepia** effect



After applying the **Black and White** effect

- **Texture**

Is used to add texture to your images giving it extra detail. Select one of the available masks from the **Mask** drop-down list.



Before adding **Texture**



After adding **Texture**

Using the **Texture** together with one of the available effects allows you to turn your new photos into old images adding noise, dust and scratches.

To restore the original photos use the **Reset All Corrections** button on the top of the **Working Area**.

Adding Watermark

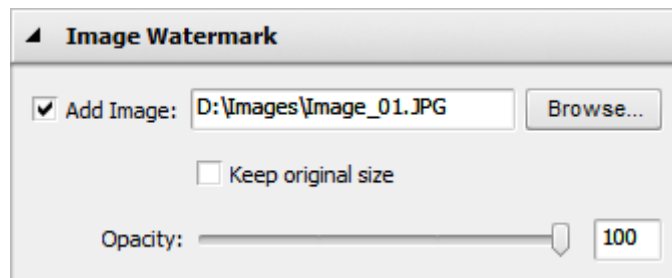
AVS Image Converter allows you to add visible digital watermarks to protect your copyrights or simply insert some comments to your photos. To do that switch to the **Watermark** tab of the **Working Area** and follow the instructions below.



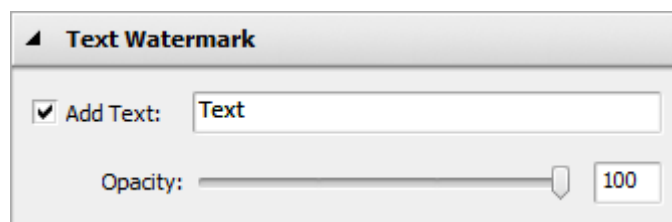
Note: the selected watermark will be applied to **ALL** the imported images.

- **Select the watermark to apply**

If you wish to use an image as a watermark check the **Add Image** box. In the opened Windows Explorer window select the image you need and click the **Open** button. To load another image click the **Browse...** button.




To add a text watermark check the **Add Text** box and type the text you need in the field next to it.





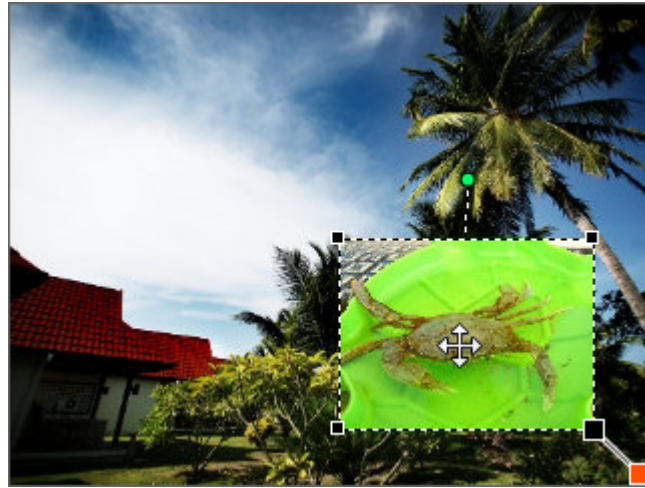
The added watermark will be displayed in the Preview Area.



- **Change the watermark position and orientation**

By default the applied watermark will be placed in the middle of your pictures. But you can always adjust its position and orientation.

To move the watermark to some other place on your images select it with the left mouse button (the mouse cursor will turn to the  sign) and, without releasing the mouse button, drag it to the place where you want the watermark to be situated.



You can also align your text or image watermark by center or relatively to the side centers and to the image corners with the help of the large black squares . To snap your watermark to the necessary reference point just click this square with the mouse (the square will change its color to orange ). After that you can set the necessary distance and angle moving the watermark with the mouse within the Preview Area. The watermark position remains the same for all pictures regardless of their aspect or size.



To change its orientation direct the mouse cursor to the green circle , click it with the left mouse button (the mouse cursor will turn to the round arrow ) and, without releasing it, drag it to change the watermark orientation.



- **Adjust the watermark size**

When you add an image watermark the program automatically keeps its original size. If you wish to change it first uncheck the **Keep original size** box. Then direct the mouse cursor to one of the black squares  (the mouse cursor will turn to the  sign) and, without releasing the mouse button, drag it within the Preview Area.



Note: the watermark size changes relatively to the image size.

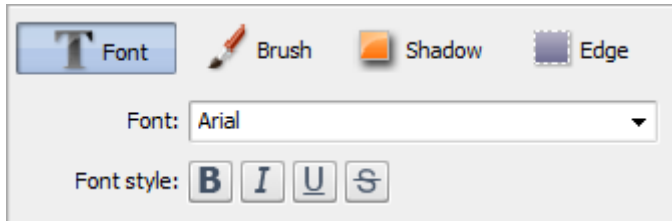
In the same way you can adjust the text watermark size.

- **Set the watermark opacity**

To set the transparency of the text or image watermark use the appropriate **Opacity** slider bar (can differ from **0** - full transparency - to **100** - not transparent color).

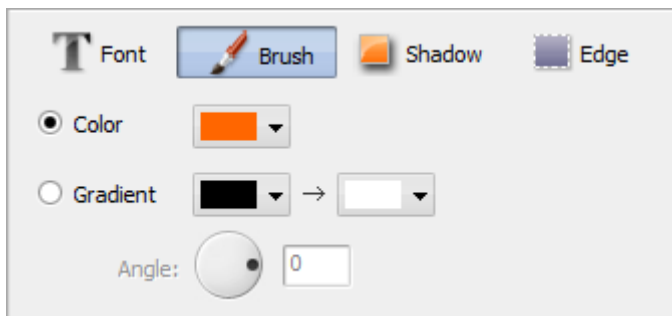
- **Set the additional text properties**

The program allows you to set the **Additional Text Properties** adjusting the font, brush, shadow and edge parameters.



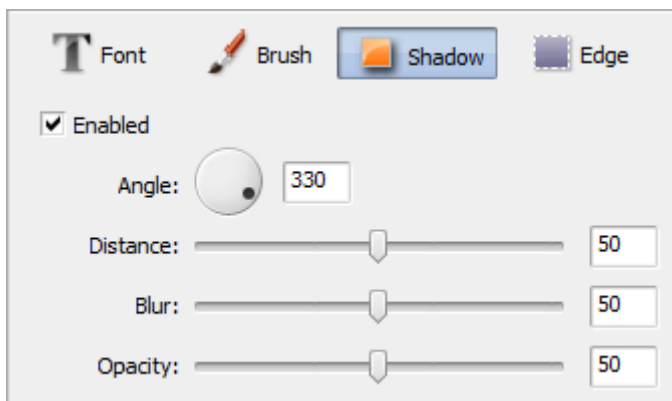
Font

- **Font** - the text font-face used in the text watermark. You can select a font-face from the drop-down list.
- **Font Style** - the text font style used in the text watermark. You can select **B** for a bold text, **I** for an italicized text, **U** for an underlined text and **S** for a strikethrough text.



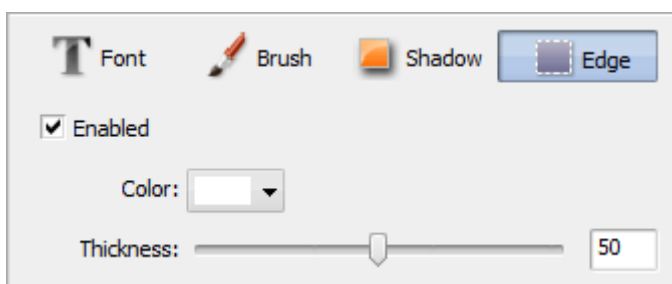
Brush

- **Color** - is used to select the color for the main text filling.
- **Gradient** - is used to produce the smooth color change from one selected color to the other.
- **Angle** - (available for **Gradient** brush type only) is used to set the gradient angle.



Shadow

- **Enabled** - is used to switch the text shadow display on and off. If marked the below properties will be available.
- **Angle** - is used to set the angle of the shadow in relation to the text itself.
- **Distance** is used to set the distance of the shadow in relation to the text itself.
- **Blur** - is used to add smearing to the text shadow (**0** being the **Blur** absense, **100** marking the maximum **Blur** value).
- **Opacity** - is used to set the opacity of the shadow colors (can differ from **0** - full transparency - to **100** - not transparent color).



Edge

- **Enabled** - is used to switch the text edge display on and off. If marked the below properties will be available
- **Color** - is used to select the color of the edge.
- **Thickness** - is used to set the thickness of the text edge (**0** value will display no edge, **100** is the maximal value for the edge property).

- **Preview the applied watermark**

To make sure that you achieve the desired result you can view all the images with the created watermark in the **Preview Area** using the **Navigation Panel** to navigate through the added images.

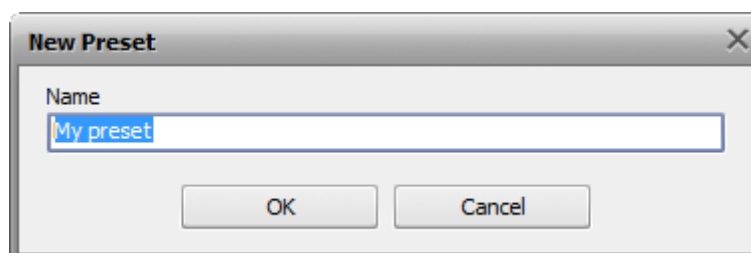


Note: while adding a watermark only the **Preview** mode is available.



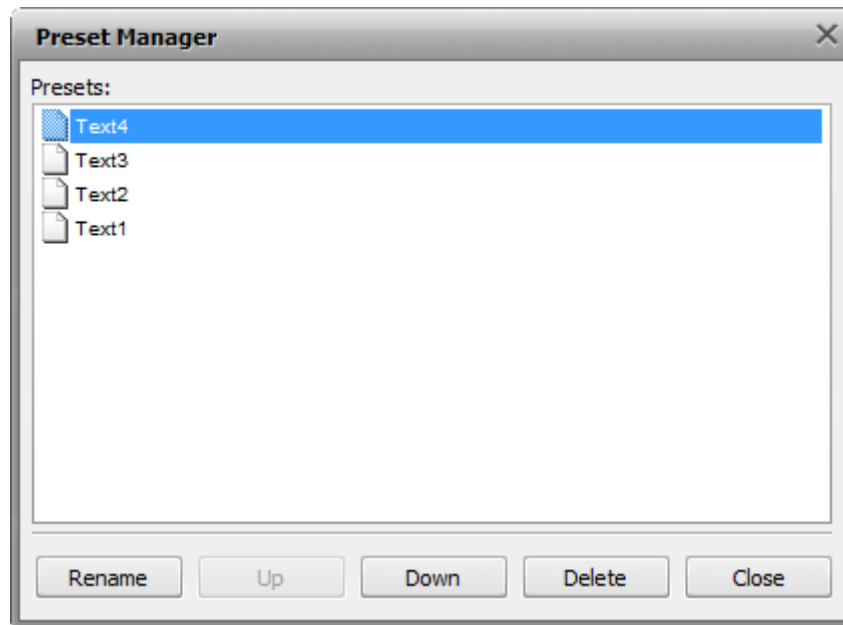
- **Save the created watermark as a preset**

To be able to apply the created watermark to other pictures you can save it as a preset. Click the **Save Preset** button in the **Presets** section on the top of the window. The following window will be opened:



Enter a new preset name and click the **OK** button. The new created preset will be displayed in the **Preset** list and can be used any time.

If you want to modify this list click the **Manage Presets** button to open the **Preset Manager** window. Here you can rename the created preset, remove the unnecessary one and move it up/down selecting it with the mouse and using the corresponding buttons at the bottom of the window.

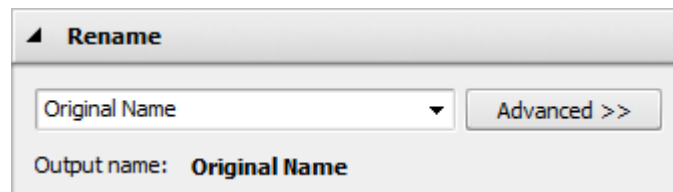


If you want to remove the applied watermark, uncheck the **Add Text** or **Add Image** box on the **Watermark** tab.

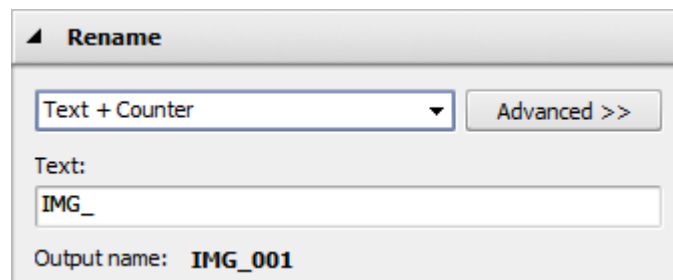
Renaming Images

AVS Image Converter gives you the possibility to quickly and easily rename a series of image files to organize them with a few clicks of the mouse.

By default the program keeps the original image file name.

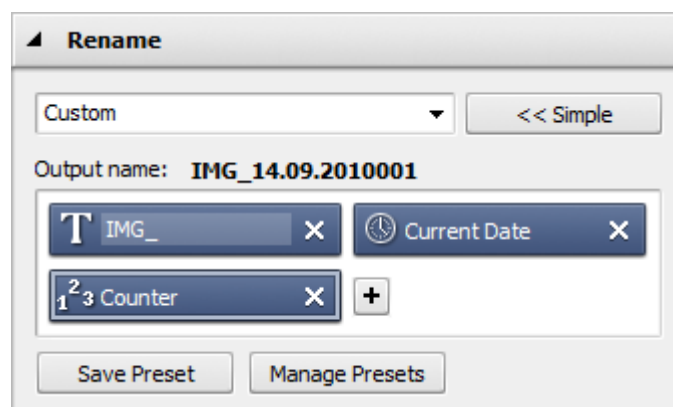


The most simple mode to rename your pictures is to switch to the **Conversion** tab and select the **Text+Counter** preset from the drop-down list. After choosing this preset type your own text in the appropriate field.



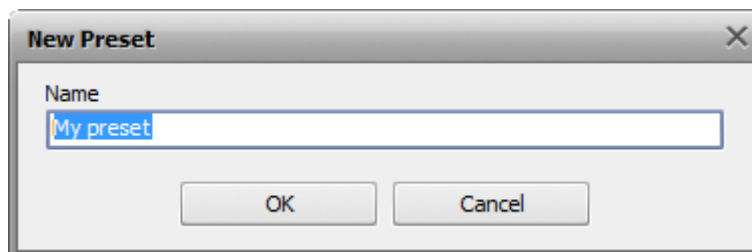
If you want to customize your file name click the **Advanced** button. In the opened panel you will be able to add as many elements as you want to your file name. Click the **Plus** button in the area below the **Output Name** caption to open the list containing the elements which can be used to form a file name:

- **Original Name** — original name of the imported file;
- **Text** — your own text information. The only item which can be modified manually. To do that insert your own text into the **Text** box.
- **File Date** — date of the image file modification;
- **Counter** — number of your image file;
- **Current Date** - current day, month, year in number.



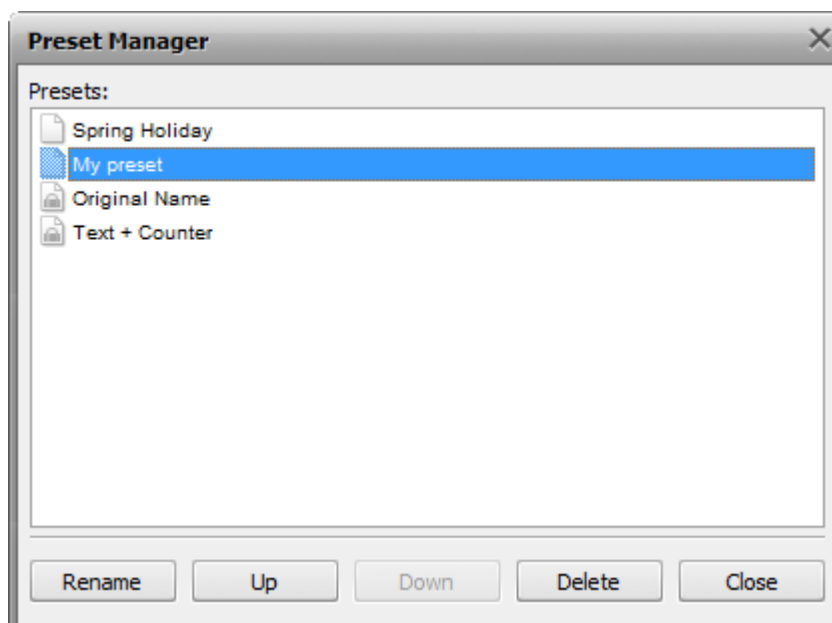
If you need to delete one of them click the **Cross** within the bloc you need to delete.

The created preset will be applied to one particular conversion only. If you want to use it in future you can save it as a preset. Click the **Save Preset** button and insert the **Preset Name** in the opened window:



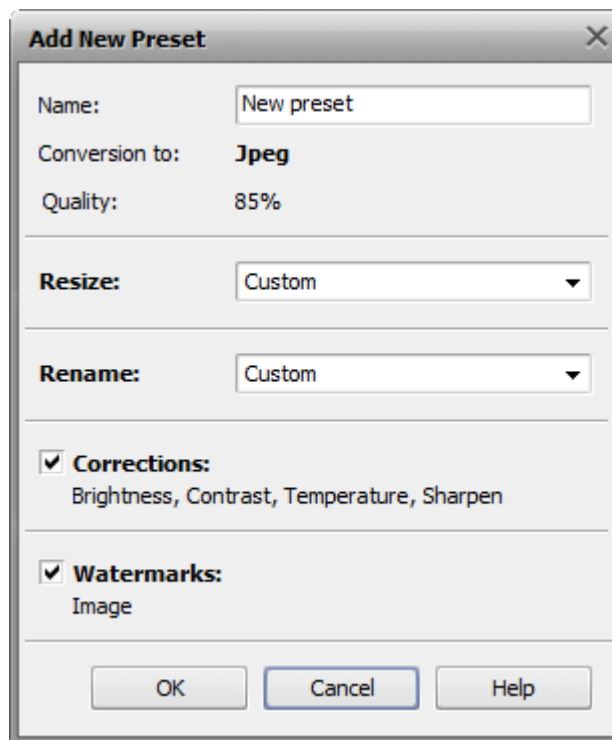
Click the **OK** button. The new created preset will be displayed in the **Preset** list and can be used any time.

If you want to modify this list click the **Manage Presets** button to open the **Presets Manager** window. Here you can rename the created preset, remove the unnecessary one and move it up/down selecting it with the mouse and using the corresponding buttons at the bottom of the window.



Quick Conversion

The current version of **AVS Image Converter** allows you to save the currently set parameters (including the applied corrections and watermark) as a preset to use them in future. To do it just choose the **Quick Conversion** item in the **File** section of the **Main Menu** and select the **Add New Preset...** option. The following window will be opened:



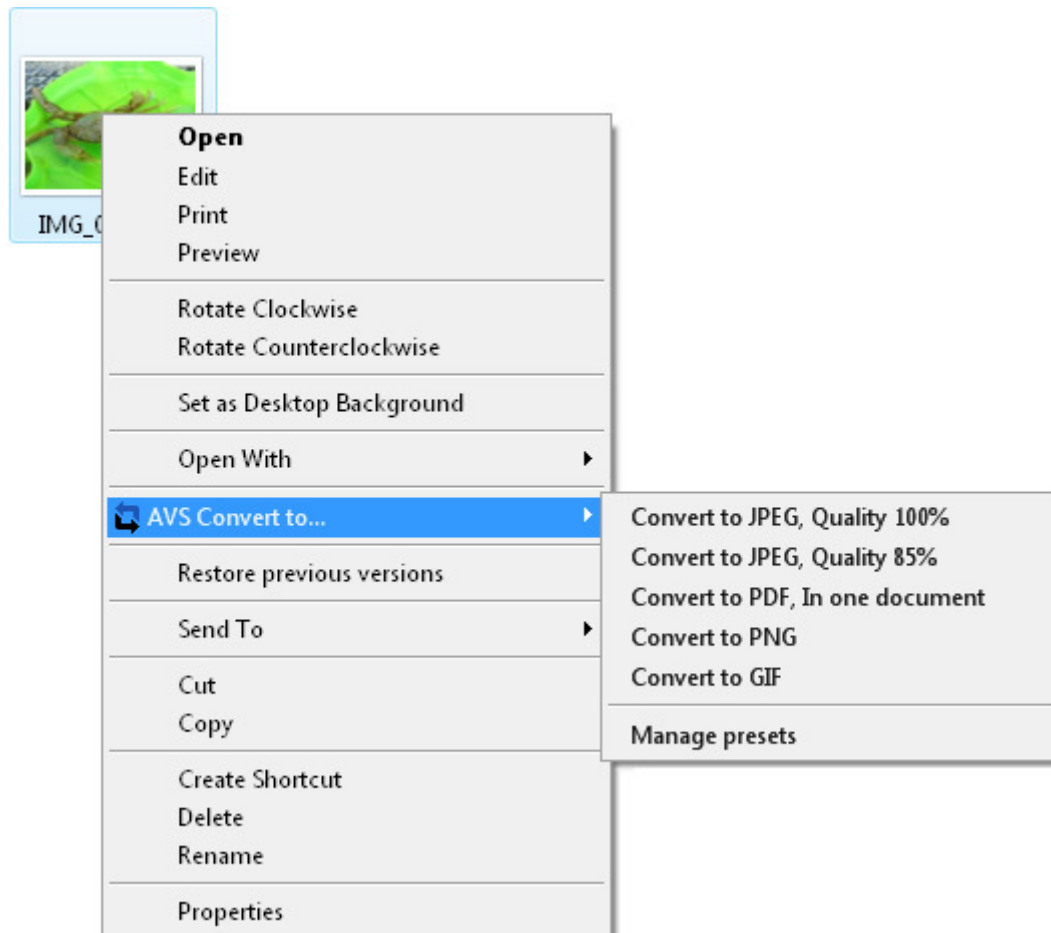
Here you can enter the name for your newly created preset and verify the parameters to be included. To exclude the watermark you have created or the corrections you have made from the preset just uncheck the corresponding boxes. If you want to keep the original size select the **Original Size** option from the **Resize** drop-down list. Finally, click the **OK** button to save your preset that can be used later to perform the **Quick Conversion**.

Being integrated into the Windows Explorer context menu the **AVS Image Converter** allows you to convert a bunch of images stored on your computer hard drive without opening the application main window.



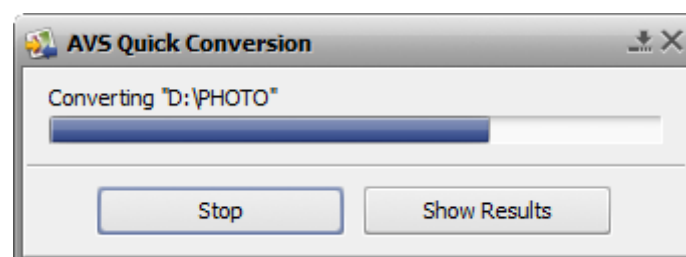
Note: to be able to use this option please do not uncheck the **Integrate into the Windows Explorer context menu** box during the program installation.

All you need is to find the files you need to convert, click it with the right mouse button, select the **AVS Convert to** option and, finally, choose one of the available presets.

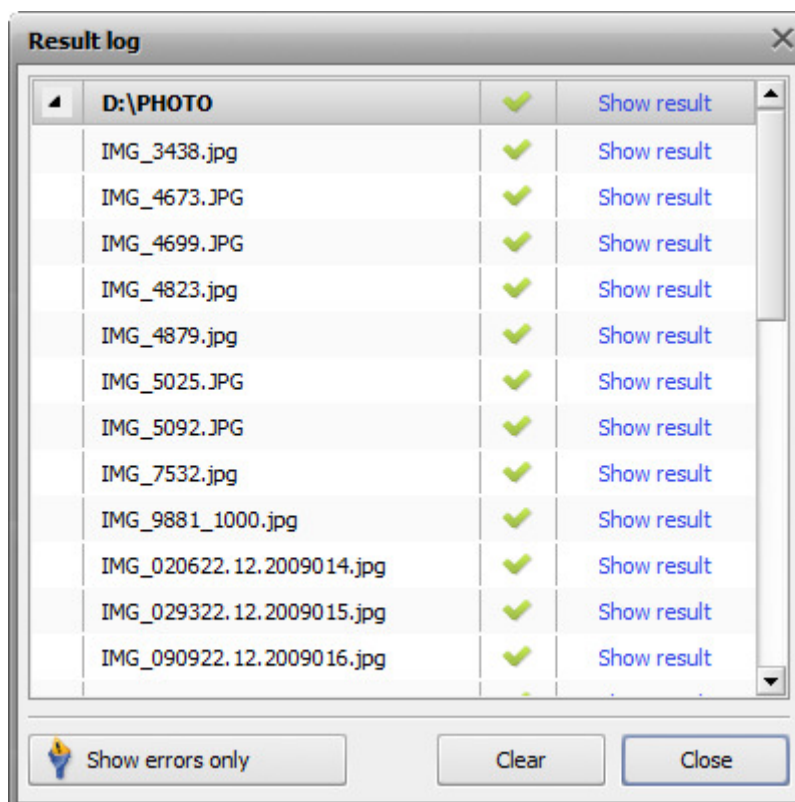


Note: if the preset you need to convert to is not present in the list of available ones select the **Manage Presets** option to open the **AVS Image Converter** main window and create a new preset following the instructions above.

The **AVS Quick Conversion** window will be displayed in the right bottom corner of the desktop:



Here you can visually judge the conversion progress and cancel the process at any moment using the **Stop** button. Once the conversion process is over click the **Show Results** button:



Navigate through the list of the converted files to view the result. To open the file and go to the folder containing all the converted files click the **Show result** link near the file name.



Note: the resulting images will be placed to the **Converted** folder created in the original directory by default.