

AVS4YOU Programs Help - AVS Photo Editor

AVS4YOU Programs Help



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://www.avs4you.com/OnlineHelp/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 - <u>http://www.avs4you.com/OnlineHelp/index.aspx</u>. 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 <u>http://www.avs4you.com/index.aspx</u> and <u>http://www.avs4you.com/OnlineHelp/index.aspx</u>). 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 <u>http://support.avs4you.com</u> to ask your questions concerning AVS4YOU software installation, registration and use. Feel free to also use our e-mail address <u>support@avs4you.com</u>.

Downloads

Visit the **Downloads** section - <u>http://www.avs4you.com/downloads.aspx</u> - 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 Photo Editor has a user friendly **interface** and a lot of useful tools and functions, which help you perform necessary editing operations.

With the **AVS Photo Editor** application you can easily find the needed folder, edit your photos the way you want using different tools, changing color and tone settings or selecting one of the available ready presets and finally save the image you have just edited into one of the **supported image formats**. It offers everything for you to excite your fantasy, achieve the best results and simply enjoy the process.

Using AVS Photo Editor

you can quickly and easily perform the following tasks:

- use the convenient folders tree on the Browse Tab to find the directory or image you need;
- switch between different photo view modes using the Global Zoom;
- view information about the image file you are editing;
- apply ready photo correction presets to give an individual touch to each image;
- adjust color as well as brightness and contrast in your photos;
- correct tonal range in your images and have a look at the **Image Histogram** to learn what exactly has changed in the tone representation;
- save the adjustments made as a preset;
- apply vignettes to your images to draw attention to their center;
- add a text or image watermark to your photos to protect your copyrights;
- use the **Red Eye Correction** option to bring eyes their natural color back;
- select the **Retouch** or **Brush** tool to perform a certain editing task;
- crop your photos as you like;
- compare your images before and after editing;
- print the edited photos after setting the paper format, their size and position on a sheet.

To launch AVS Photo Editor open the Start menu and select All Programs -> AVS4YOU -> Image -> AVS Photo Editor.

Introduction into Digital Images

The first digital image was made on a computer in 1957 and showed researcher Russell Kirsch's baby son. Since then the era of imaging technologies has begun - satellite imaging, CAT scans, bar codes on packaging, desktop publishing, digital photography etc. sprang from this grainy image.



A **digital image** is a representation of a two-dimensional image using ones and zeros. Depending on whether or not the image resolution is fixed, it may be of vector or raster type:

A **vector** graphics image is an image created using geometrical primitives such as points, lines, curves and polygons, which are all based on mathematical equations.

A **raster** graphics image or **bitmap** is a data structure representing a generally rectangular grid of pixels, or points of color. Raster graphics is typically used for the representation of photographic images.



AVS

Raster images have a finite set of digital values, called picture elements or **pixels**. The digital image contains a fixed number of rows and columns of pixels. Pixels are the smallest individual element in an image, holding quantized values that represent the brightness of a given color at any specific point. Typically, the pixels are stored in computer memory as a raster map, a two-dimensional array of small integers. These values are often transmitted or stored in a compressed form.

Raster Image Types

Each pixel of a raster image is typically associated to a specific position in some 2D region, and has a value consisting of one or more quantities related to that position. Digital images can be classified according to number and nature of those samples:



- A **binary** image has only two possible values for each pixel. Typically the two colors used for a binary image are black and white though any two colors can be used.
- In a **grayscale** image the value of each pixel is a single sample, it carries only intensity information. Images of this sort are composed exclusively of shades of gray, varying from black at the weakest intensity to white at the strongest.
- A **color** image includes color information for each pixel. Each pixel has three samples, which are interpreted as coordinates in some color space. For more information about color space see the Glossary.
- In a **false-color** image the correspondence between subject color and image color is altered. The opposite of it is a **true-color** image that appears to the human eye just like the original subject would.
- A **multi-spectral** image captures image data at specific frequencies across the electromagnetic spectrum. It was originally developed for space-based imaging.
- etc.

Raster images can also be classified by the number of bits used to represent the color of a single pixel, in other words, by **color depth**:

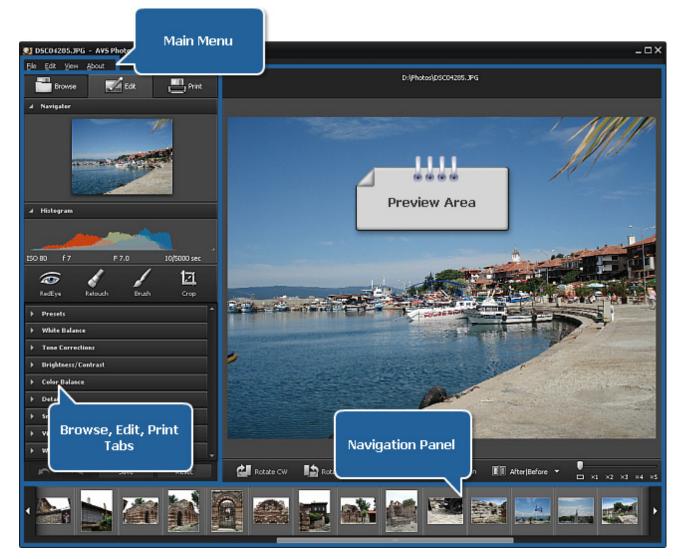


- **1-bit monochrome** typically the two colors used for a binary image are black and white, though any two colors can be used.
- **8-bit greyscale** greyscale images have many shades of grey in between in comparison with one-bit black-and-white images.
- 8-bit color the maximum number of colors that can be displayed at any one time is 256.
- 15/16-bit color (highcolor) it allows 32,768/ 65,536 possible colors for each pixel.
- **24-bit color (truecolor)** it means at least 256 shades of red, green, and blue, for a total of at least 16,777,216 color variations.
- **30/36/48-bit color (deepcolor)** anything superior to truecolor, typically over a billion colors; the xvYCC, sRGB, and YCbCr **color spaces** can be used with deepcolor systems.

Note: for more info about raster image formats and formats supported by AVS Photo Editor see the Supported Image File Formats page.

Program Interface

AVS Photo Editor has an intuitive interface, where you can capture everything with only one look.



AVS Photo Editor consists of a single window that comprises the following elements:

- Main Menu is used to get access to all the main functions and features of the program.
- Preview Area is used to view your photos and work on them by applying the editing tools offered in the program.
- **Browse Tab** is used to navigate through the files and folders system of your computer, network or removable media, view information about the image file you are editing and adjust the zoom level.
- Edit Tab is used to edit images using the available editing tools, adjustment menu and image histogram.
- **Print Tab** is used to adjust print settings.
- Navigation Panel is used to find the needed photo from the opened folder.

Main Menu

The **AVS Photo Editor** application can be operated with the help of **Main Menu** elements. Flexible system of menu elements is a perfect tool for navigating and operating the application, controlling all the processes.

The **Main Menu** has the following structure:

File Menu Section			
Open	Ctrl+0	Use it to open the needed folder and load all the photos from it into the program for editing.	
Open Recent		Use it to open the previously saved or opened photo to edit it. Together with the selected image the entire folder will be loaded into the program.	
Save	Ctrl+S	Use it to save the currently edited photo.	
Save As	Shift+Ctrl+S	Use it to save the currently edited photo under a different name or into another folder.	
Save All Changes		Use it to save the changes made to all images from the current folder.	
Save All Changes To		Use it to save the edited images from the current folder into another folder.	
Exit	Alt+F4	Use it to finish work with AVS Photo Editor and exit.	
Edit Menu Section			
Undo		Use it to reverse the latest performed command.	
Redo		Use it to repeat the latest undone command.	
Auto Correct		Use it to correct the selected photo automatically.	
Rotate CCW		Use it to change the orientation of the imported photo (portrait to landscape and vice versa).	
Rotate CW		Use it to change the orientation of the imported photo (portrait to landscape and vice versa).	
Reset		Use it to bring the edited photo to its initial state. If you have already saved the changes made, this option will not be available.	
Reset All		Use it to bring all edited photos to their initial state. If you have already saved the changes made, this option will not be available.	
		View Menu Section	
Browse	Ctrl+B	Use it to open the Browse Tab and find a certain folder in your files and folders system, view thumbnails and information about the selected image.	
Edit	Ctrl+E	Use it to open the Edit Tab and edit images using the available editing tools, adjustment menu and image histogram.	
Print	Ctrl+P	Use it to open the Print Tab and adjust print settings.	
Full Screen	Ctrl+F	Use it to switch to the Full Screen view.	
Fit	Ctrl+1	Use it to resize your image, so that the entire image fits within the Preview Area of the program window.	

×1	Ctrl+2	Use it to view the edited photo in full size.
x3	Ctrl+3	Use it to view the edited photo at 300% zoom.
After Before	Ctrl+Tab	Use it to preview and compare the selected image before and after editing.
About Menu Section		
Help	F1	Use it to open the AVS Photo Editor help file.
AVS Home Page		Use it to visit the AVS4YOU web site.
AVS Support Page		Use it to open the AVS4YOU support page, where you can describe your problem or ask a question by filling out our support form.
E-mail us		Use it to contact our support staff by e-mail.
About		Use it to read information about AVS Photo Editor as well as our license agreement, or to register and activate the program.

Preview Area

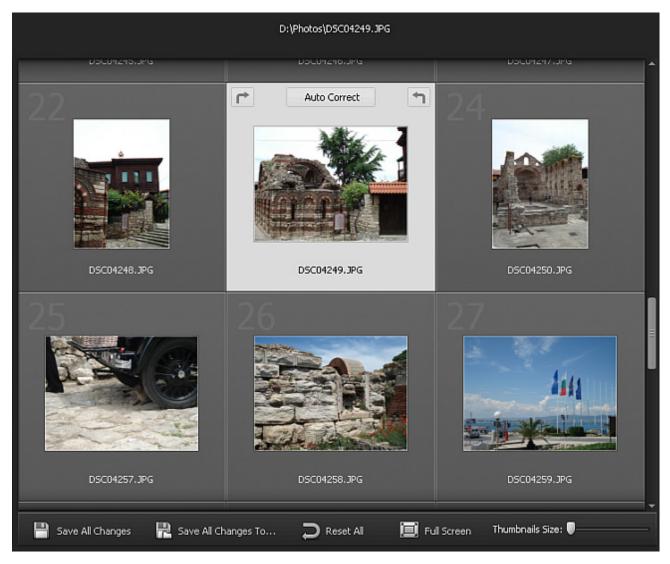
The **Preview Area** is the central part of the **AVS Photo Editor window** and is used to view your photos and work on them by applying the editing tools offered in the program. The **Preview Area** can look different depending on the tab opened:

- Browse Tab
- Edit Tab
- Print Tab

Preview Area with the Browse Tab Opened

After opening the Browse Tab and selecting the folder containing the photos you want to edit, you will see thumbnails of these image files. You can switch to this view mode also by selecting the **Browse** option of the **View** section in the **Main Menu**.

In this view mode you can quickly navigate through the content of the selected folder, perform automatical correction of images by clicking the **Auto Correct** button and rotate them to the left or right using the arrow buttons.



At the top of the **Preview Area** the whole path to the currently selected image file is displayed, whereas at its bottom the toolbar is situated that comprises the following buttons:

Item	Description
Save All Changes	Is used to save the changes made to all images from the current folder.
Rave All Changes To	Is used to save the edited images from the current folder into another folder.
Reset All	Is used to revert all the changes made to all images from the current folder.
🗐 Full Screen	Is used to switch to the Full Screen view mode when an image occupies the entire screen.
Thumbnails Size: 🛡	Is used to change the size of thumbnails that represent the image files shown in the Preview Area . By moving the indicator along the slider you can set the size you need.

By double-clicking a photo from the **Preview Area** the **Edit Tab** will be opened and the view mode will be changed.

Preview Area with the Edit Tab Opened

After opening the Edit Tab or selecting the **Edit** option of the **View** section in the **Main Menu** the **Preview Area** looks like in the figure given below. You can also switch to this view mode by double-clicking the corresponding thumbnail.



At the top of the **Preview Area** the whole path to the displayed image file is displayed, whereas at its bottom the toolbar is situated that comprises the following buttons:

Item	Description
Rotate CW	Is used to change the imported photo orientation (portrait to landscape and vice versa).
Rotate CCW	Is used to change the imported photo orientation (portrait to landscape and vice versa).
🔲 Full Screen	Is used to switch to the Full Screen view mode when an image occupies the entire screen.
After Before	Is used to split the Preview Area into two parts that will display the original and the image after performing some editing operations. By clicking the arrow beside it you can select one of the available split modes.
■ ×1 ×2 ×3 ×4 ×5	Is used to change the zoom level of the image displayed in the Preview Area . By moving the indicator along the slider you can set the zoom level you need: one on screen, full size, 200%, 300%, 400%, 500%.

By double-clicking a photo from the **Preview Area** the view mode will be switched to the **Full Screen**.

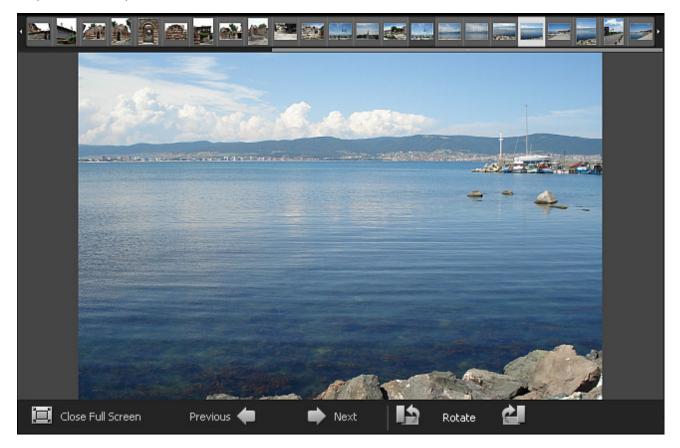
Full Screen

You can switch to this view mode by clicking the **Full Screen** button at the **Toolbar**, selecting the corresponding option of the **View** section in the **Main Menu**, or double-clicking the image edited in the **Preview Area** with the left mouse button.

In this view mode the edited image will occupy the whole screen area. If you direct the mouse cursor to its upper part, the **Navigation Panel** will appear for you to navigate through the images of the loaded folder and to find the one you need. If you direct the mouse cursor to the bottom of the screen, you'll see the following buttons:

Button	Description
Close Full Screen	Is used to return from Full Screen to the view mode, when one image is shown within the Preview Area .
Previous 年	Is used to view the previous photo displayed in the Navigation Panel .
Next	Is used to view the next photo displayed in the Navigation Panel .
Rotate CCW	Is used to change the imported photo orientation (portrait to landscape and vice versa).
Rotate CW	Is used to change the imported photo orientation (portrait to landscape and vice versa).

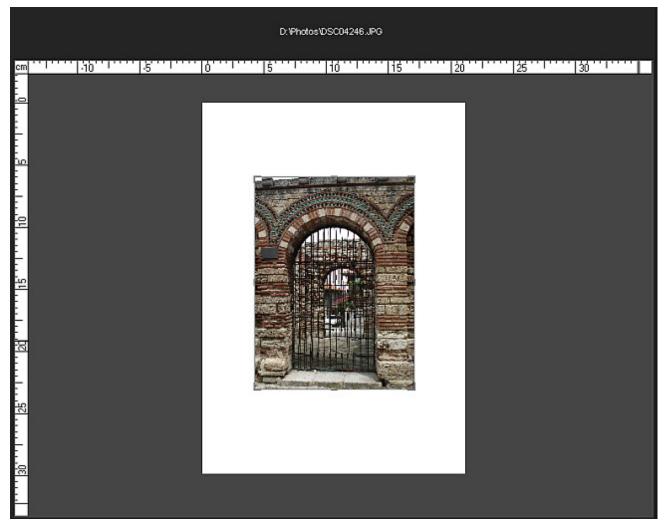
To return to the program window, double-click the left mouse button, use the **Close Full Screen** button situated at the bottom of the screen, or press the **Esc** key.



Preview Area with the Print Tab Opened

You can switch to this view mode by opening the Print Tab or selecting the Print option of the View section in the Main Menu.

In this view mode the edited image will occupy a certain area on a sheet of paper. At the top and on the left side of the **Preview Area** special rules with cm gradation are situated to help you place the image within this sheet.



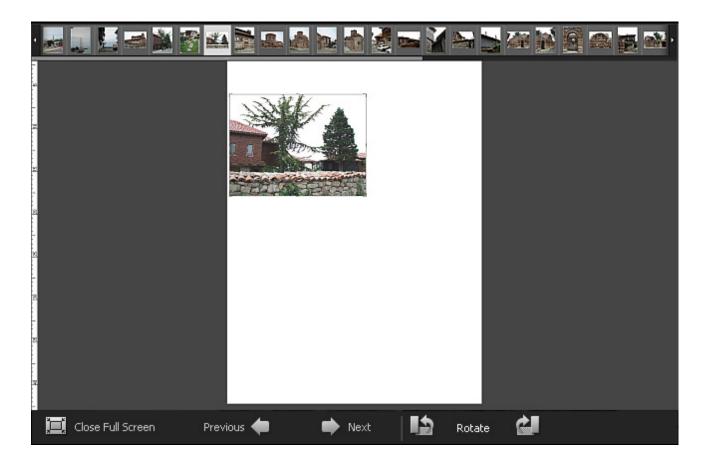
In this case the **Preview Area** also has the **Full Screen** mode.

Full Screen

You can switch to this view mode by double-clicking the image within the **Preview Area** when the Print Tab is opened.

In this view mode the edited image will occupy the whole screen area. If you direct the mouse cursor to its upper part, the **Navigation Panel** will appear for you to navigate through the images of the loaded folder and to find the one you need. If you direct the mouse cursor to the bottom of the screen, you'll see the same buttons as in the Full Screen view mode when the Edit Tab is opened.

To exit the Full Screen mode double-click the left mouse button or press the Esc key.



Browse Tab

The **Browse Tab** is situated on the left side of the **Program Window** and is used to navigate through the files and folders system of your computer, network or removable media, view information about the image file you are editing and adjust the zoom level. It consists of the following sections:

- Navigator
- Folders
- File Info

Navigator

It is used to navigate through the photo that is displayed within the **Preview Area** while using zoom. In the navigator you can see the entire picture and its part that is currently shown within the preview area.

Use the **Global Zoom** slider to zoom in and out the selected image. So if you zoom in the image, the image part visible in the preview area will be displayed within the white-outlined rectangle in the navigator. The global zoom has the following levels: thumbnails, one on screen, full size, 200%, 300%, 400%, 500%.

The navigator window can be hidden and then shown by clicking the upper bar.

Folders

This section is used to navigate through the files and folders system of your computer, network or removable media.



File Info

It is used to view information about the selected image file. Here you can find the following data that you might need while editing the image:

- File Size size of the image file given in megabytes
- **Creation Date** date and time when the image file was created (year:month:day hours:minutes:seconds)
- **Dimensions** width and height of the image in pixels (dimensions in inches are given in brackets)
- **Resolution** it describes detail an image holds, measured here in dots per inch (dpi)

If you click the **More Info...** button you will see the whole list of image parameters:

- Title image name entered manually
- Author person who took this picture
- **Date Picture Taken** date and time when the photo was shot (year:month:day hours:minutes:seconds)
- **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
- 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
- Exposure Time time during which the film or sensor was exposed to light, given in seconds
- Exposure Compensation feature that allows 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 in which 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)
- Bitmap Type type of memory organization and image file format used to store digital images, measured in bits per pixel

(image pixels are generally stored with a color depth of 1, 4, 8, 16, 24, 32, 48, or 64 bits per pixel)

 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.

To close the additional image parameters click the Less Info... button.

Note: all the strings are always displayed in the **File Info** section, but some of them may contain no values depending on the still camera you used, image file format and camera settings.

Edit Tab



The **Edit Tab** is situated on the left side of the **Program Window** and is used to edit images using the available editing tools, adjustment menu and image histogram. It consists of the following sections:

- Navigator
- Image Histogram
- Editing Tools
- Adjustment Menu

Navigator

It is used to navigate through the photo that is displayed within the **Preview Area** while using zoom. In the navigator you can see the entire picture and the part of it that is currently shown within the preview area. So if you zoom in the image, the image part visible in the preview area will be displayed within the white-outlined rectangle in the navigator.

The navigator window can be hidden and then shown by clicking the upper bar.

Image Histogram

The image histogram is used to represent the distribution of colors in the edited image, derived by counting the number of pixels of each of given set of color ranges in a typical **color space**. To learn more on **Using Image Histogram** refer to the corresponding section.

Editing Tools

Here you can find the tools you can use for editing your images, such as: **Red Eye Correction**, **Retouch**, **Brush** and **Crop**.

Adjustment Menu

Here you can make **adjustments** to the **tonal** range and properties of the represented colors, apply one of the available ready presets, add a vignette or watermark to your images.

At the bottom of the **Edit Tab** the following buttons are situated:

- **Undo** is used to reverse the last command.
 - Redo is used to repeat the last command.
- Save is used to save the edited photo under the same name and into the same folder.
- **Reset** is used to bring the edited photo to its original state.

Note: after saving the changes, no action can be undone or reset.

Print Tab

The **Print Tab** is situated on the left side of the **Program Window** and is used to adjust print settings. It consists of the following sections:

- Printer Settings
- Position
- Scaled Print Size

	Print
▲ Printer Settings	
Printer HP LaserJet P1005	Printer Settings
Copies 1	
Paper Format A4 (210x297 mm) 🔻	
Orientation Album 🔫	Page Setup
Position	
	Position
Center image	Position
Top 0 <u>cm</u> /	
Left O <u>cm</u>	
▲ Scaled Print Size	٦
Scaled to fit media	Scaled Print Size
Scale 100 % — 🌽	
Width 0 <u>cm</u>	
Height 0 <u>cm</u>	
Print Resolution 0	
Print Re	set Settings

Printer Settings

It is used to select a printer and adjust common print settings. Pressing the **Page Setup...** button you can adjust page settings that fully depend on the printer you are going to use.

Position

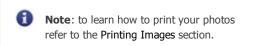
It is used to set the image position on the sheet of paper. You can place the image in the center of the sheet or enter the needed values for distance from the upper and left edges.

Scaled Print Size

It is used to set the image size on the sheet of paper. You can fit the image into the sheet of paper or adjust its size.

At the bottom of the **Print Tab** the following buttons are situated:

- **Print** is used to start printing the image.
- **Reset Settings** is used to restore the default print settings.



Express Menu

The **Express Menu** is used to facilitate the access to the main functions of the program. The areas of the **Program Window** that offer it are **Preview Area**, **Navigation Panel** and the **Full Screen** view mode. The **Express Menu** can be accessed by right-clicking an element within one of these areas.

Preview	Area	with	the	Browse	Tab	Opened
---------	------	------	-----	--------	-----	--------

Edit	Enter
Reset	Ctrl+R
Save	Ctrl+S
Save As	Shift+Ctrl+S

- **Edit** used to open the Edit Tab and edit images using the available editing tools, adjustment menu and image histogram.
- **Reset** used to bring the edited photo to its initial state. If you have already saved the changes made, this option will not be available.
- Save used to save the currently edited photo.
- Save As used to save the currently edited photo under a different name or into another folder.

Preview Area with the Edit Tab Opened & Navigation Panel

Undo	
Redo	
Reset	Ctrl+R
Save	Ctrl+S
Save As	Shift+Ctrl+S

- **Undo** used to reverse the last performed command.
- **Redo** used to repeat the last undone command.
- **Reset** used to bring the edited photo to its initial state. If you have already saved the changes made, this option will not be available.
- Save used to save the currently edited photo.
- Save As used to save the currently edited photo under a different name or into another folder.

Full Screen

Rotate CCW Rotate CW Previous
Previous
Next

- Close Full Screen used to return from Full Screen to the view mode when one image is displayed within the Preview Area.
- **Rotate CCW** used to change the orientation of the imported photo (portrait to landscape and vice versa).
- **Rotate CW** used to change the orientation of the imported photo (portrait to landscape and vice versa).
- **Previous** used to view the previous photo displayed in the **Navigation Panel**.
- Next used to view the next photo displayed in the Navigation Panel.

Keyboard Shortcuts and Mouse Manipulation

The **AVS Photo Editor** interface allows you to use keyboard shortcuts to facilitate the access to the main program features. They are represented in the table below:

Program Window			
Ctrl + Z	Use it to reverse the latest performed command		
Ctrl + Y	Use it to repeat the latest undone command		
Ctrl + O	Use it to open the needed folder and load all the photos from it into the program for editing		
Ctrl + S	Use it to save the currently edited photo		
Shift + Ctrl + S	Use it to save the currently edited photo under a different name or into another folder		
Ctrl + B	Use it to open the Browse Tab		
Ctrl + E	Use it to open the Edit Tab		
Ctrl + P	Use it to open the Print Tab		
Ctrl + F	Use it to switch to the Full Screen view mode, when the image occupies the entire screen area		
Ctrl + 1	Use it to resize your image, so that the entire image fits within the Preview Area of the program window		
Ctrl + 2	Use it to view the edited photo in full size		
Ctrl + 3	Use it to view the edited photo at 300% zoom		
Ctrl + Tab	Use it to split the Preview Area into two parts that will display the original and the image after performing some editing operations		
F1	Use it to open the AVS Photo Editor help file		
Alt + F4	Use it to finish work with the program and exit		
Folders			
Top Arrow	Use it to move up within the folders tree		
Bottom Arrow	Use it to move down within the folders tree		
Right Arrow	Use it to open the selected folder, if it contains some other folders		
Left Arrow	Use it to close the selected folder, if it contains some other folders		
Page Up	Use it to move to the top of the tree - to the very first folder		
Page Down	Use it to move to the bottom of the tree - to the last folder		
Alt + Left Arrow	Use it to move to the parent folder		
	Thumbnails		
Enter	Use it to switch to the view mode when one image is displayed within the Preview Area		
	Full Screen		
Left Arrow	Use it to show the previous image displayed in the navigation panel		

Right Arrow	Use it to show the next image displayed in the navigation panel	
Esc	Use it to switch to the previous view mode	
	Edit Tab	
Left Arrow	Use it to decrease the value of the selected settings slider	
Right Arrow	Use it to increase the value of the selected settings slider	
Editing Tools		
Esc	Use it to disable the current editing tool and prevent it from fulfilling a certain task	
E	Use it to activate the Red Eye Correction tool and open its settings	
R	Use it to activate the Retouch tool and open its settings	
т	Use it to activate the Brush tool and open its settings	
Y	Use it to activate the Crop tool and open its settings	

Note: before using the keyboard shortcuts, make sure that the corresponding **section** of the program interface is enabled.

Mouse Manipulation

You can also use the scroll wheel (i.e. mouse wheel) to perform some actions within the AVS Photo Editor interface:

- **Zoom** If the mouse cursor is situated within the Preview Area when the Edit Tab is opened or within the **Navigator** window, by scrolling the mouse wheel you can zoom in and out the displayed photo.
- **Navigation** In the Preview Area when the Browse Tab is opened you can scroll thumbnails, if one of them is selected. If one of the folders in the **Folders Tree** is selected, you can scroll the whole folders list.
- Edit Tab If you press the Ctrl key and click with the mouse one of the settings sliders, you can change the default value to the needed one by scrolling the mouse wheel.

Working with AVS Photo Editor

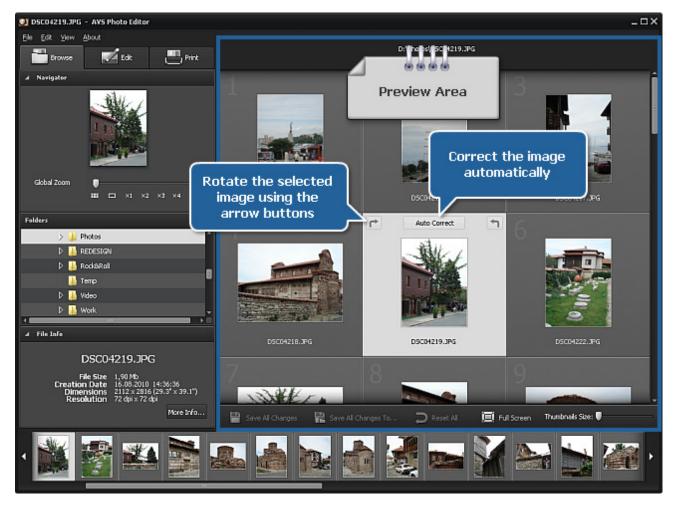
Working with **AVS Photo Editor** is very easy, as you don't need to open additional windows to perform a certain editing task - everything is displayed and can be done within the only **Program Window**. The procedure is the following:

1. Add a folder with images to the program

Add images using one of the available methods described in the Adding and Previewing Photos chapter. See the full list of supported image file formats.

2. Perform quick editing operations

After selecting a folder all the image files from it will be displayed in the Preview Area as thumbnails. Rotate selected images in the direction you want, apply auto-correction to them.



3. Edit the selected photo accurately

Double-click an image and it will fill the complete Preview Area, the Edit Tab will open. Adjust the needed zoom level. Correct the whole image or only a part of it, remove the red-eye effect, clone a selection, crop your image, add a vignette or watermark. You can also apply one of the available ready presets.



4. Compare the edited photo before and after editing

Press the After | Before button to see the changes in comparison with the original photo.

5. Save adjustments as a preset

Open the **Presets** section of the Adjustment Menu and click the **Save Adjustments as Preset** button. Enter a title for your preset in the opened window and click the **OK** button. The new preset will appear in the list for you to use it in the future.

Preset Na	me		×
Bd	lvaaab		
	Preset		<u> </u>
	or a	Consul	
	ОК	Cancel	

6. Print the edited photo

Switch to the Print Tab, adjust the print settings and print your photo.

7. Save edited images

Save images using one of the available methods described on the Saving Edited Photos page.

Adding and Previewing Photos

Before you can edit your photos, you should find them on your hard disk drive or removable medium and import to the program. To do that you can use the drag-and-drop function, **Main Menu** or folders tree situated on the Browse Tab.

Adding Photos

Using drag-and-drop function

If you find the necessary images in **Windows Explorer** of your PC you can select one of them left-clicking it and drag the image to the **AVS Photo Editor** icon on the desktop and drop it there. After that the program will be launched with all the photos from this folder loaded to it, and the added image will be displayed in the Preview Area.



It's also possible to drag and drop the images from **Windows Explorer** to the launched **AVS Photo Editor** application, when no folder containing image files is selected.



Using main menu

Click the **File** section of the **Main Menu** and select the **Open** option. Then the following window will pop up and let you find the needed image file:



🗿 Open						×
Look jn:	🚇 Exchange		•	🗢 🗈 🖶	•••	
Ca.	Name	Date modified	Туре	Size		
Recent Places	2009-03-11			DSC03241.JPG		
Thecenic riaces	DSC03228.J			DSC03242.JPG		
	DSC03229.J			DSC03243.JPG		
	DSC03230.J			DSC03244.JPG		
Desktop	DSC03231.J			DSC03245.JPG DSC03246.JPG		
	DSC03232.J			DSC03240.JPG		Ξ
	DSC03234J			DSC03247.5PG		
100	DSC03235.J		-	DSC03249.JPG		
Alex	DSC03236.J		-	DSC03250.JPG		
	DSC03237.J	PG	-	DSC03251.JPG		
	SC03238.J	PG		DSC03252.JPG		
Computer	NSC03239.J	PG		DSC03253.JPG		-
	SC03240.J	PG		DSC03254.JPG		
						Ψ.
Network	F 3				Onen	
Network	File <u>n</u> ame:			_	<u>O</u> pen	
	Files of type:	All Supported Im	ages	•	Cancel	

If you have already opened the image you want to edit once again or you'd like to open the folder containing it, select the **Open Recent** option of the **Main Menu**. All the image files stored in the same folder with the photo you have recently opened will be loaded to the program and seen within the **Navigation Panel**.

Using folders tree

It's very easy to find the photos you want to add using the **Folders Tree** situated on the **Browse Tab**. To do that you should know where the needed photos are stored on your PC or a removable medium. Here you can see the entire structure of the files and folders system on your computer. As soon as you find the wanted folder, click it and its content will be displayed within the **Navigation Panel**, where you can find the image you want to edit.

Folders		
⊿ 📰 Desktop	Â	
D 📑 Eva		
🗅 퉲 Public		
🕨 🚑 Computer	-	

Previewing Added Photos

Changing view modes

After you found and added the necessary folder to the program, all of the images from it will be seen within the **Navigation Panel** as a sequence and within the Preview Area as thumbnails. Click one of the photos and it will occupy the whole **Preview Area**. By doubleclicking the image or pressing the appropriate button on the toolbar you can switch to the Full Screen view mode. To return press the **Esc** key or click the **Close Full Screen** button.

Navigating through photos

To navigate through images from the imported folder you can use the **Navigation Panel**. You can also open the Browse Tab to view all the photos in the folder as thumbnails and find the needed one.

It's possible to rotate photos in the **Preview Area** counter clockwise and clockwise by 90 degrees. For this purpose use the **Rotate CCW** or **Rotate CW** option of the **Edit** section in the **Main Menu**, the corresponding option of the **Express Menu**, or the buttons situated on the toolbar and displayed on the right.

Note: the Rotate function will be disabled, if one of the Editing Tools is being used. In order to rotate your image, press the appropriate tool button at the Edit Tab to hide the settings area and deactivate the tool.

Zooming in and out

To zoom the edited image in the **Preview Area** select the appropriate option of the **View** section in the **Main Menu**:

- Fit use it to resize your image, so that it fits within the preview area.
- **x1** use it to view the edited photo in full size.
- **x3** use it to view the edited photo at 300% zoom.

You can also use the slider situated on the toolbar and displayed on the right. The following options are available: one on screen, full size, 200%, 300%, 400%, 500%.

It's also possible to zoom in and out the displayed image by scrolling the mouse wheel, if the mouse cursor is situated within the Preview Area while editing or within the **Navigator** window at the Edit Tab.

While using the zoom function you can have a look at the **Navigator** window situated in the **Edit Tab**, where you can see the image area displayed at the moment within the **Preview Area**. So if you zoom in the image, the image area visible in the preview area will be displayed within the white-outlined rectangle in the navigator.

While zooming in a photo some parts of the image won't be seen within the **Preview Area**, as this option zooms in to the center of the image. As soon as you zoom in the edited image, the mouse cursor will turn into a hand - (1). To move the image and see the area you need, click the mouse button (the hand becomes closed - (1)) and, without releasing it, drag the hand cursor in the desired direction.

Supported Image File Formats

Image file formats are standardized means of organizing and storing images. **Image files** are composed of either **pixel** or **vector** (geometric) data. So image formats are divided into three groups: raster formats, vector formats and metafile formats (include both vector and bitmap components).

Raster formats store images as bitmap that is a data structure representing a generally rectangular grid of pixels, or points of color. A bitmap is technically characterized by the width and height of the image in pixels and by the number of bits per pixel. The greater the number of rows and columns is, the greater the image resolution is, and the larger the file is. Also, each pixel of an image increases in size when its **color depth** increases — an 8-bit pixel (1 byte) stores 256 colors, a 24-bit pixel (3 bytes) stores 16 million colors, the latter is known as truecolor. **Image compression** uses algorithms to decrease the size of a file.

There are two types of image file compression algorithms: lossless and lossy. **Lossless** compression algorithms reduce file size without losing image quality, though they are not compressed into a file with the same small size as a lossy compression file. When image quality is valued above file size, lossless algorithms are typically chosen. **Lossy** compression algorithms take advantage of the inherent limitations of the human eye and discard invisible information.



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Rotate CCW

Rotate CW







Most of the commonly used raster image file and metafile formats are supported by **AVS Photo Editor**:

Format	Usage	Info Stored	Quality	Read/Write
BMP (Windows Bitmap) .bmp	Microsoft Windows OS Widely accepted		Typically uncompressed, hence large, best image quality	+/+
ICO (Windows Icon) .ico	Microsoft Windows OS	One or more small images at multiple sizes and color depths		+/+
WMF (Windows Metafile) .wmf EMF (Enhanced Metafile) .emf	Microsoft Windows OS	Layout of a printed page containing text, objects and images (line-art, illustrations, content created in drawing or presentation applications)	WMF is a 16-bit format, EMF is a newer 32-bit version	+/+
JPEG (Joint Photographic Expert Group) .jpeg .jpg	 -In digital cameras and other photographic image capture devices -For storing and transmitting photographic images on the WWW -Best for the final distribution of photographic images 		 -Lossy format 8 bits per color (red, green, blue) for a 24-bit total -Generational degradation when repeatedly edited and saved -Small files 	+/+
GIF (Graphics Interchange) .gif	 -Suitable for storing graphics with relatively few colors such as simple diagrams, shapes, logos and cartoon style images -Widely used to provide image animation effects 		 -Limited to an 8-bit palette, or 256 colors -Lossless compression that is more effective when large areas have a single color, and ineffective for detailed images or dithered ¹ images -Small files 	+/+
PNG (Portable Network Graphics) .png	 -Best for WWW -Fully streamable with a progressive display option -Best suited for editing pictures 	 -Gamma and chromaticity data for improved color matching on heterogeneous platforms -Indexed-color, grayscale, and truecolor images are supported 	Lossless	+/+

TIFF (Tagged Image File Format) .tif .tiff	Not widely supported by web browsers, but widely accepted as a photographic file standard in printing industry	 -Size, definition, image-data arrangement, applied image compression -Can handle device- specific color spaces, such as the CMYK 	Lossy and lossless (if lossless, editing and re-saving without losing image quality)	+ / +
EXIF (Exchangeable Image File format)	In digital cameras	 -Date and time information -Camera settings -Thumbnails for previewing the picture -Descriptions -Copyright information 	Lossy and lossless depending on the file format used (JPEG, TIFF Rev. 6.0, and RIFF WAV)	+/+
PCX (ZSoft Paintbrush File Format) .pcx	Used for graphic data storage and exchange in desktop publishing system	Capable of storing up to 256 colors	Compressed (lossless Run-Length Encoding) and uncompressed	+ / +
TGA (Truevision Targa File Format) .tga	The most universally supported 24-bit file format for PC applications	 -Capable of storing image data with color depth of 1–32 bits per pixel -Supports color maps ², alpha channel, gamma value, postage stamp image, textual information, and developer-definable data 	Compressed (lossless Run-Length Encoding) and uncompressed	+/+
RAS (Sun Raster Image File Format) .ras	Widely used and distributed particularly on systems running on the Unix OS	 -Capable of storing black-and-white, greyscale, and color bitmapped data of any color depth -Use of color maps ² supported 	Compressed (lossless Run-Length Encoding) and uncompressed	+ / +
RAW ³ .crw .cr2 .raf .dng .mef .nef .orf .arw	In digital equipment (like cameras or film scanners) as 'digital negatives'	 -File header, -Camera sensor metadata, -Image metadata, -Image thumbnail 	 -Higher image quality, -Finer conversion parameter setting, -Selectable color space, -More information contained in files, 	+ / -

			 -Large transformations of the data 	
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¹ - **Dithering** is a technique used in computer graphics to create the illusion of **color depth** in images with a limited color palette. In a dithered image, colors not available in the palette are approximated by a diffusion of colored pixels from within the available palette. The human eye perceives the diffusion as a mixture of the colors within it.

² - **Color map** is a matrix of real numbers between 0.0 and 1.0, where each row is an RGB vector that defines one color.

³ - **RAW** file formats are used by different camera manufacturers as their own proprietary and typically undocumented formats, which can vary from model to model: .crw .cr2 (Canon), .dng (Adobe), .mef (Mamiya), .nef (Nikon), .orf (Olympus), .arw (Sony). The purpose is to save with minimum loss of information the data that are obtained from the sensor, and the conditions surrounding the capturing of the image (the metadata). These files are not yet processed and therefore are not ready to be used with a bitmap graphics editor or printed. Normally, the image is processed by a raw converter where precise adjustments can be made before conversion to a "positive" file format such as TIFF or JPEG for storage, printing, or further manipulation, which often encodes the image in a device-dependent **color space**.

Editing Images

The editing process within the **AVS Photo Editor** interface can be performed in different ways:

• Using Editing Tools

Editing tools can be used to adjust colors in some image areas, clone a selection or crop the edited image.

• Using Adjustment Menu

The adjustment menu lets you correct your whole image, select one of the ready presets, add a vignette or watermark.

• Using Image Histogram

The image histogram shows the distribution of colors in the selected image and allows you to adjust them.

Using Editing Tools

AVS Photo Editor offers a number of editing tools for you to perform some operations. They are situated at the **Edit Tab** and can be accessed by clicking the appropriate tool button. After that you'll see all the settings of the tool you have just selected. For more information on the tools settings see the corresponding chapters.



Red Eye Correction Tool

This tool allows you to easily remove the red-eye effect in a digital photo caused by a camera's flash reflecting on a person's retina and correct eye color.



Retouch Tool

This tool allows you to clone or paint over some objects depicted in an image.



Brush Tool

This tool allows you to make some color adjustments to certain areas of your image, rather than to the entire image.



Crop Tool

This tool allows you to select an image area and discard everything outside this area. You can also rotate, adjust width and height and zoom this area in.

Note: to perform editing operations open the Edit Tab.

Red Eye Correction Tool

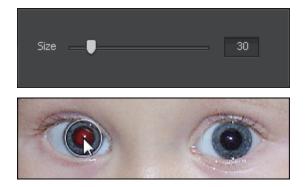


The **Red Eye Correction** tool allows you to easily remove the red-eye effect in a digital photo caused by a camera's flash reflecting on a person's retina and correct the eye color.

Settings

After pressing the **Red Eye** button you'll see all the available tool settings and the mouse cursor within the **Preview Area** will be accompanied by an applying area that looks like a white-outlined circle (see the figure on the right). You can select the **Size** of the applying area by dragging the indicator of the appropriate slider or entering a value into the box next to it and pressing the **Enter** key. The higher value you set, the larger applying area of the tool will be.

Using



To correct red-eye effect hover the mouse cursor over one of the eyes so that the applying area covers it and click the left mouse button. The retina color will be corrected.

Retouch Tool



The Retouch tool allows you to clone or paint over some objects depicted in an image.

Settings

After pressing the **Retouch** button you'll see all the available tool settings and the mouse cursor within the **Preview Area** will be accompanied by an applying area that looks like a white-outlined circle. You can change the tool settings by dragging the indicator of the appropriate slider or entering a value into the box situated next to it and pressing the **Enter** key. The following tool settings can be adjusted:



- **Size** select the size of the applying area; the higher value you set, the larger applying area of the tool will be.
- Softness select the opacity level of the applying area (0 corresponds to null visibility, whereas 100 to full visibility).

Using

To apply the **Retouch** tool you should hover the mouse cursor over one of the objects in your photo, so that the applying area covers it, click the left mouse button and **without releasing it** move to the needed place. The image part covered by the applying area will be 'copied' and transferred to another place. So you can paint over the objects you don't need or multiply them.



Example

In the figures below you can see an image before and after applying the **Retouch** tool:



Before applying the Retouch tool



After applying the **Retouch** tool

Brush Tool



The **Brush** tool allows you to make some color adjustments to certain areas of your image, rather than to the entire image.

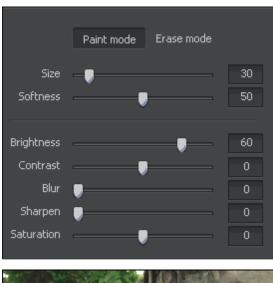
Settings

After pressing the **Brush** button you'll see all the available tool settings and the mouse cursor within the **Preview Area** will be accompanied by an applying area that looks like a white-outlined circle. You can change the tool settings by dragging the indicator of the appropriate slider or entering a value into the box situated next to it and pressing the **Enter** key. The following tool settings can be adjusted:

- **Paint Mode** select this brush mode to adjust color and tone in certain areas.
- **Erase Mode** select this brush mode to correct the areas that have been affected by the **Brush** tool in the paint mode bringing them into their initial state.
 - **Size** select the size of the applying area; the higher value you set, the larger applying area of the tool will be.
 - $^{\odot}$ **Softness** select the opacity level of the applying area.
 - Brightness is used to adjust the relative lightness or darkness of the color, i.e. the tonal range of an image area.
 - Contrast is used to correct the difference in visual properties that makes an object in an image distinguishable from other objects and the background.
 - Blur is used to reduce contrast between adjacent pixels by lightening pixels next to well-defined edges and shadows, visually smoothing and softening the image areas.
 - **Sharpen** is used to focus blurry image areas by increasing the contrast of adjacent pixels.
 - Saturation is used to correct the strength (purity) of colors. Saturation represents the amount of grey in proportion to the hue, measured as a percentage from -100 (grey) to 100 (fully saturated).

Using

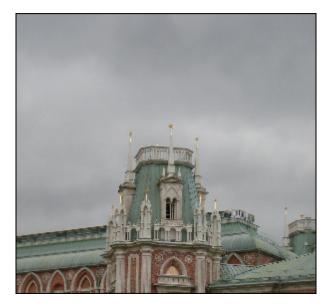
To apply the **Brush** tool you should hover the mouse cursor over any area in your photo, so that the applying area covers it, and click the left mouse button. In this way you can adjust color properties in some areas of the image.





Example

In the figures below you can see an image before and after applying the **Brush** tool:



Before applying the Brush tool



After applying the Brush tool

Crop Tool



The **Crop** tool allows you to select an image area and discard everything outside this area. You can also rotate, adjust width and height and zoom this area in.

Using

After pressing the **Crop** button you'll see all the available tool settings and the image will be enclosed in a gray-outlined rectangle. As soon as you hover the mouse cursor over its edge, the rectangle will become active and the mouse cursor will turn to a double-sided arrow - \hat{T} . So you can **zoom in** an object displayed in the photo.

As soon as you move your mouse cursor outside the rectangle, it will turn to a round arrow - - that allows you to **rotate** the image in the direction you want.

Within the rectangle you can use a hand cursor - 20 - that can be used to **drag** the image till the needed area is situated within the rectangle.

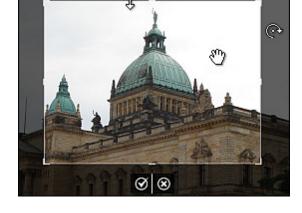


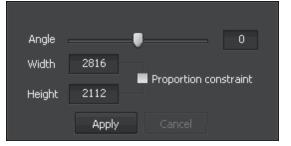
To apply changes made and hide the crop settings area, click the left button, whereas after pressing the right button all the changes made will be discarded.

Settings

You can change the tool settings by dragging the indicator of the appropriate slider or entering a value into the box situated next to it and pressing the **Enter** key. The following tool settings can be adjusted:

- Angle rotation angle of the edited image.
- Width width of the cropped image part.
- Height height of the cropped image part.





- Proportion Constraint check this box to crop your image preserving the aspect ratio.
- Apply after pressing this button all the changes made will be seen within the Navigator window.
- Cancel after pressing this button the changes made will be discarded.

Example

In the figures below you can see an image before and after applying the **Crop** tool:





After applying the Crop tool

Before applying the **Crop** tool

Using Adjustment Menu

The **Adjustment Menu** situated at the **Edit Tab** lets you correct your whole image, select one of the ready presets, add a vignette or watermark.

The **Adjustment Menu** represents a so-called accordion menu, which contains a vertically stacked list of sections. Each of them can be opened by clicking it. Within the opened section you'll see settings that can be changed. To increase a setting value drag the indicator of the corresponding slider to the right, whereas to decrease a value move the indicator to the left. It's also possible to enter the needed value into the appropriate box via keyboard. To apply the entered value to the edited image, press the **Enter** key.

The **Adjustment Menu** includes the following sections:

- Presets
- White Balance
- Tone Corrections
- Brightness/ Contrast
- Color Balance
- Detail
- Smart Corrections
- Vignettes
- Watermark

Presets

Presets

Original

Aged Photo

Black and White High Contrast

Cold Tone

Sepia Tone

Sharp Details

Soft Focus

Save Adjustments as Preset

103003

These presets represent ready parameters combinations. The result displayed after applying one of them can also be adjusted by changing color and tone settings.

• Original

This is the initial image. You can use this option to swith to the original photo after applying one of the presets.

Aged Photo

This preset gives your photo an antique or aged look.

• Black and White High Contrast

This preset makes your photo black and white maintaining its sharpness and contrast.

Cold Tone

This preset adjusts your image to cold colors.

Sepia Tone

This preset transforms image spectrum to brownish which imitates faded photos and yellowish photo paper. It gives your image an antique appearance.

• Sharp Details

This preset enhances images that lack sharp detail and depth.

• Soft Focus

This preset gives the appearance of blurring the image while retaining sharp edges. It eliminates blemishes, and in general produces a dream-like image.

• Noon Day Sun Effect

This preset lets colors bleed out and leaves images flat or blown out.

Use the **Save Adjustments as Preset** button to save the adjusted settings as a new preset. After that it will be included to the list and you will be able to use it in the future.





Aged Photo





Black & White High Contrast







Sharp Details





Soft Focus

Noon Day Sun

Auto

A

As Shot

White Balance

Temperature

Tint 🙆

White Balance

• Temperature

Is used to adjust your image to **warm or cold colors**. Negative values represent cold colors and positive values transform to warm colors correspondingly.

• Tint

Is used to adjust colors by adding white to a pure hue.

- Tone Dropper

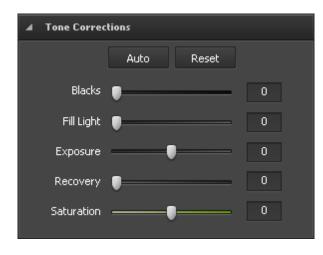
This button is used to activate the tone dropper that picks a standard color and helps you calculate

temperature and tint values according to it. Using the slider next to the button you can set the needed size of the rectangular area.

•

Use the Auto button to adjust settings automatically. Use the As Shot button to restore the original settings.

n



Tone Corrections

• Blacks

Is used to adjust the black clipping point of an image. Increasing **Blacks** expands the areas that are mapped to black. The greatest change is in the shadows, with much less change in the **midtones** and **highlights**.

• Fill Light

Is used to restore shadow detail. Increasing the value allows you to digitally shine light on dark areas and bring out detail that would otherwise be obscured without affecting areas that should be black based on the **Blacks** setting.

• Exposure

Is used to adjust the **white clipping point** of an

image (i.e. the overall image brightness), if your image is overexposed (too much light) or underexposed (too little light). Decrease **Exposure** to darken the image and increase it to brighten the image.

• Recovery

Is used to restore **highlight** detail. By using this simple slider, you can easily bring back some detail from most images without changing the overall exposure or color balance. While certainly it's no substitute for getting the shot right, it's always nice to be able to get back that tiny bit of extra detail you might otherwise lose.

• Saturation

Is used to correct the strength (purity) of colors. Saturation represents the amount of grey in proportion to the **hue**, measured as a percentage from -100 (grey) to 100 (fully saturated).

Use the **Auto** button to adjust settings automatically. Use the **Reset** button to restore the original photo.



Blacks



Fill Light



Exposure







Saturation

Auto

Reset

A---

0

0

Brightness/Contrast

Brightness

Contrast

Brightness/Contrast

• Brightness

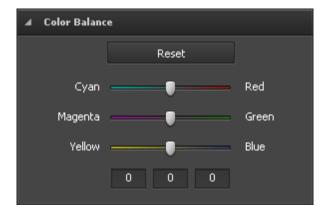
Is used to adjust the relative lightness or darkness of the color, i.e. the tonal range of an image.

• Contrast

Is used to correct the difference in visual properties that makes an object in an image distinguishable from other objects and the background.

Use the **Auto** button to adjust settings automatically. Use the **Reset** button to restore the original photo.

Color Balance



• Cyan - Red

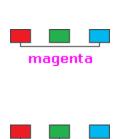
Cyan and red are chromatically opposite colors. Cyan is used to refer to the color obtained by mixing equal amounts of green and blue light or the removal of red from white light.

Magenta - Green

Magenta and green are chromatically opposite colors. Magenta is used to refer to the color obtained by mixing equal amounts of red and blue light or the removal of green from white light.

Yellow - Blue

Yellow and blue are chromatically opposite colors.



cyan

Yellow is used to refer to the color obtained by mixing equal amounts of red and green light or the removal of blue from white light.

The boxes below are used for the same purpose but using keyboard. The 1st box stands for "Cyan - Red", the 2nd for "Magenta - Green", the 3rd for "Yellow - Blue".

Use the **Reset** button to restore the original photo.

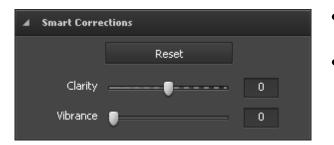


Detail

Blur

Is used to reduce or increase 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.

Use the **Reset** button to restore the original photo.



Smart Corrections

• Clarity

Is used to add depth to an image by increasing local contrast.

• Vibrance

Is used to increase the saturation only in the areas of an image that need it most. Less saturated areas automatically receive the most attention while parts of an image that already have some degree of saturation are affected less.

Use the **Reset** button to restore the original photo.

Vignettes

✓ Vignettes

 Reset
 0

 Amount
 0

 Midpoint
 0

 Roundness
 0

 Feather
 0

This section is used to reduce or increase the brightness of an image at the periphery compared to the image center. This effect helps you draw attention to the center of the photo.

• Amount

Is used to set the brightness level. Positive values increase brightness making the image lighter and negative values decrease it making the image darker.

• Midpoint

Is used to set the central area size that will stay unaffected.

Roundness

Is used to set the roundness of the central area.

• Feather

Is used to set the transparency level of the central area edges.

Use the **Reset** button to restore the original photo.

⊿ Watermark
Add Image:
Browse
Keep original proportions
Opacity 100
Add Text:
AV54YOU.COM
Opacity 100
Font Color Shadow Stroke
Text @MS Gothic 🔹
Style B I U S

Watermark

This section is used to add a watermark to your photos and protect your copyrights. You can add a text or an image that will be inserted as a watermark.

Adding Image Watermark

• Add Image

Check this box to insert an image watermark.

Browse

Click this button to search for the image you want to use as a watermark. After loading the needed image file the path to it will be displayed in the field next to the button.

• Keep Original Size

Check this box to preserve the original size of the image you are using as a watermark. If you keep it unchecked, you will be able to change the image size in the Preview Area by dragging its edges.

• Opacity

Use this slider to set the transparency level of the image you are using as a watermark.

Adding Text Watermark

• Add Text

Check this box to insert a text watermark. Enter the watermark text into the field below.

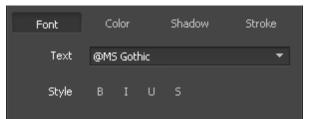
• Opacity

Use the **Opacity** slider to set the transparency level of the watermark text.

• Adjust the available text settings:

Font

- **Text** select a font type for your watermark text.
- **Style** apply a decoration style to your text: bold, italics, underlined, strikeout.



Shadow

Stroke

Color

Font

Color

- Color select a solid color for your watermark text.
- **Gradient** select gradient colors and set the gardient angle.



Shadow

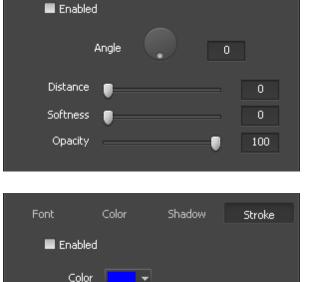
Check the **Enabled** box to add shadow to the watermark text.

- Angle select a shadow angle.
- Distance set a distance between the watermark text and its shadow.
- **Softness** set a softness level of the shadow.
- **Opacity** set the opacity level of the shadow.

Stroke

Check the **Enabled** box to add stroke to the watermark text.

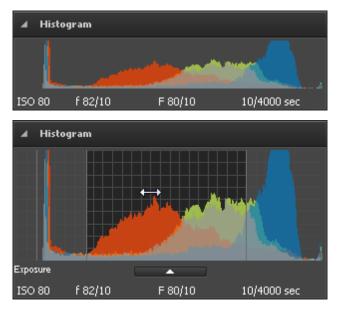
- **Color** select a color for the stroke.
- Thickness set a thickness value for the stroke of the watermark text.



Thickness

Using Image Histogram

The **Image Histogram** is used to represent the distribution of colors in the edited image, derived by counting the pixels of each given set of color ranges in a typical **color space**. It is situated under the **Navigator** area within the **Edit Tab**.



The **Image Histogram** is minimized by default, but it can be maximized with one mouse click and will look like shown in the figure on the left. By hitting the **Image Histogram** area, when you don't need it any more.

In the both view modes the following parameters are displayed at the bottom of the **Image Histogram**:

- **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)
- 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)
- Exposure Time time during which the film or sensor was exposed

to light, given in seconds

The **Image Histogram** represents colors overlay and is divided into four parts, each of them corresponds to **Blacks**, **Fill Light**, **Exposure** and **Recovery**. You can learn more about them in the **Using Adjustment Menu** chapter.

1 Note: these parameters can also be changed in the **Adjustment Menu** of the **Edit Tab** by dragging the indicator of the appropriate slider or entering a certain value.

To change one of the above mentioned settings, direct your mouse cursor to the needed area of the **Image Histogram**. It will turn into a two-directional arrow pointer. So you can drag it to the left or right to adjust **Blacks**, **Fill Light**, **Exposure** and **Recovery**. Moving the arrow pointer to the right you can increase a value, so to decrease it, move the arrow pointer to the left. The current value will be displayed in the right lower corner of the image histogram. It corresponds to the appropriate value in the **Tone Correction** section of the **Adjustment Menu**.

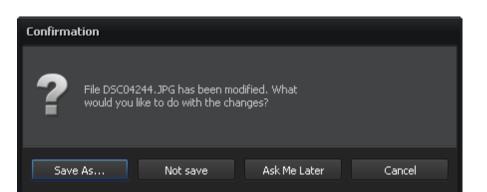
Note: to perform editing operations open the **Edit Tab**.

Saving Edited Photos

The AVS Photo Editor lets you save images not only one by one after editing them but also all at once.

Saving All at Once

After you edited your first photo and clicked the next/ previous photo thumbnail within the **Navigation Panel** or in the Preview Area, the following confirmation dialog will appear for you to select one of the available options:



Button	Description
Save As	Is used to save the edited photo with all the changes made under another name or into another directory and go to the next or previous image in the opened folder.
Not Save	Is used to discard all the changes made to the photo during the editing process and go to the next or previous image in the opened folder.
Ask Me Later	Is used to postpone the decision about the changes made during the editing process and go to the next or previous image in the opened folder.
Cancel	Is used to cancel the saving process and continue editing the image.

After you made the needed adjustments to all your images and pressed the **Ask Me Later** button, you have several possibilities to save them:

1. Pressing the corresponding buttons

You can press the **Save All Changes** or **Save All Changes To...** buttons situated on the toolbar to save all the edited images into the same or some other folder.

2. Using the main menu

In the **File** section of the **Main Menu** you can select the **Save All Changes** and **Save All Changes To...** options to save the edited photos into the same file or under a different name and/or into another folder.

As soon as you choose the **Save All Changes To...** option, the following window will pop up to let you select one of the existing folders or create a new one:

Browse For Folder	×
Save Changes To	
Image: Second	^
b backups	
⊿ 📙 MyFolder	
2010.10.19	
2010.10.19#1	Ξ
2010.10.22	
DVD_RTAV	
📔 MyAlbum	
MyHomeVideos	
MuRecordedMusic	-
Make New Folder OK Cance	

	Save All Changes
R	Save All Changes To

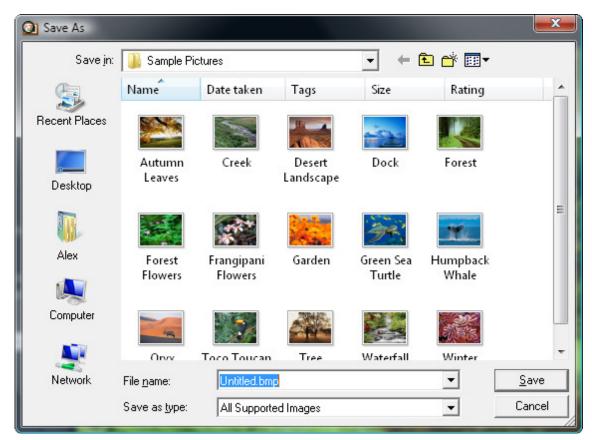
Saving One by One

You can also save your image right after editing it using one of the following saving options:

1. Using the main menu

In the **File** section of the **Main Menu** you can select the **Save** and **Save As** options to save the currently edited photo into the same file or under a different name and/or into another folder.

As soon as you choose the **Save As** option, the following window will pop up to let you select the location and type in a file name:



2. Via keyboard

Use **Ctrl+S** key combination to save the currently edited image into the same file. Use **Shift+Ctrl+S** to save the currently edited image under a different name or/and into another folder.

3. Using the express menu

To access the express menu, right-click the edited image in the Preview Area and select one of the following options:

Save	Ctrl+S
Save As	Shift+Ctrl+S

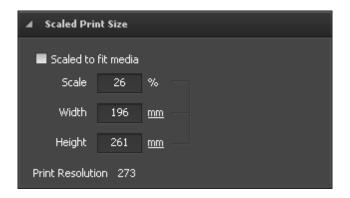
- **Save** use it to save changes to the edited photo.
- Save As use it to save the edited photo under a different name or/and into another folder.

Printing Images

AVS Photo Editor also allows you to print the edited images. To do that open the Print Tab, select in the **Navigation Panel** the image you want to print and adjust the following settings:

▲ Printer Settings						
Printer	HP LaserJet P1005		•			
Copies	1					
Paper Format	A3 (297x420 mm)	•				
Orientation	Book	•	Page Setup			

A Position			
🗹 Center im	age		
Тор	26	mm	
Left		mm	



Printer Settings

- **Printer** select a printer if you have several connected to your system.
- **Copies** select a number of copies.
- **Paper Format** select the format of the paper you are going to use from the list of available ones.
- Orientation select between "book" and "album".
- **Page Setup...** adjust page settings that fully depend on the printer you have selected.

Position

- **Center image** check this box to place the image in the center of the sheet.
- **Top** use it to adjust the image position relative to the upper sheet edge.
- Left use it to adjust the image position relative to the left sheet edge.

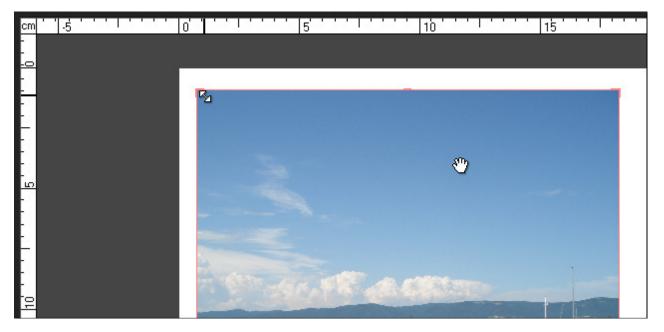
Scaled Print Size

- Scaled to fit media check this box to fit the image into the sheet of paper.
- Scale set the scale in percent.
- Width set the image width in mm.
- Height set the image height in mm.
- **Print Resolution** in this field the print resolution is displayed which fully depends on the parameters described above.

By clicking the **mm** link you can change the measurement unit to **inch** and vice versa.

To restore the defaults press the **Reset Settings** button.

You can also use the Preview Area to adjust the position and size of the image you are going to print. Special rules with cm or inch gradation will help you do that. To change the image size direct the mouse cursor to one of the edges - the mouse cursor turns to an arrow - and drag it to the left or right altering the image width or height. To change the image position direct the mouse cursor to the center of the image - the mouse cursor turns to a hand - and drag it in the direction you need.



As soon as everything is ready, press the **Print** button to start the process.